

# Project Fabrication, Design Ideas, and Other Good Stuff

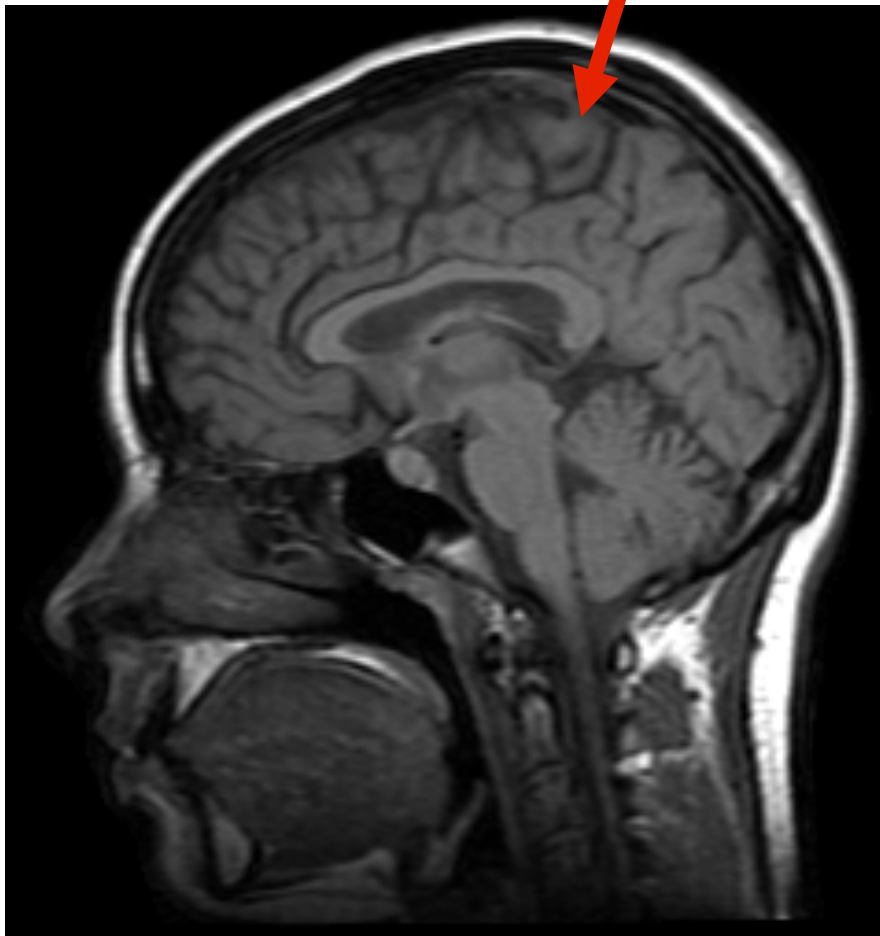
**Prof. Greg Kovacs**

**Department of Electrical Engineering**

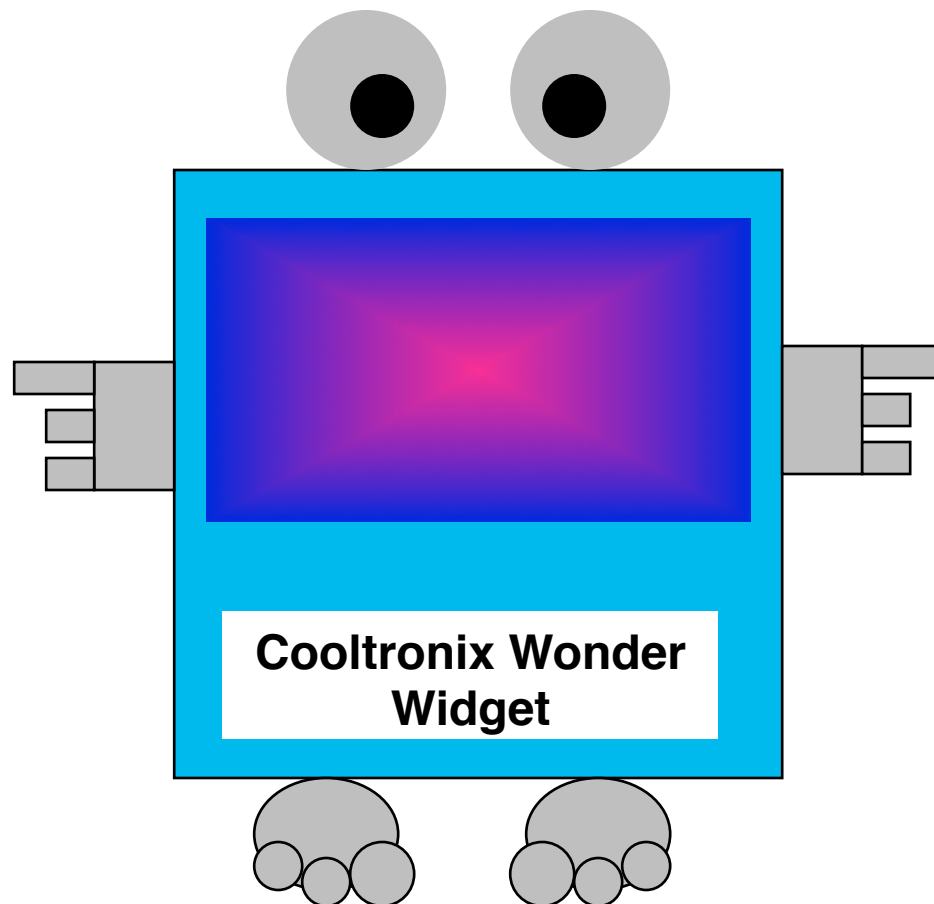
**Stanford University**



**Time to use this...**



**To design this...**



# Reminder: The Design Process

- **Definition of function - what you want.**
- **Block diagram - translate into circuit functions.**
- **First Design Review.**
- **Circuit design - the details of how functions are accomplished.**
  - Component selection
  - Schematic
  - Simulation
  - Prototyping of critical sections
- **Second Design Review.**
- **Fabrication and Testing.**



# Electronic System Considerations

- **Noise and interference.**
- **Prototyping the circuit.**
- **Packaging.**
- **Labeling + graphics for the prototype.**
- **Demonstration strategies.**
- **Thoughts on manufacturing.**





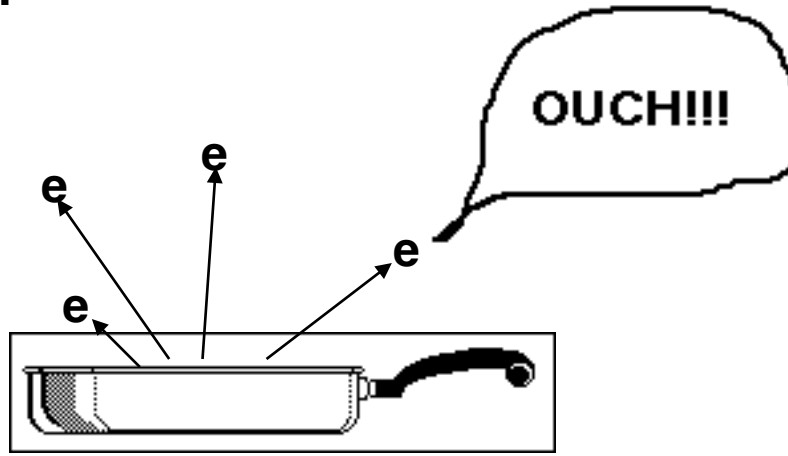


## Microsoft Corporation, 1978



# Thermal Noise

- Thermal (Johnson) Noise - caused by random motion of electrons due to thermal agitation...



- Every resistor generates thermal noise!

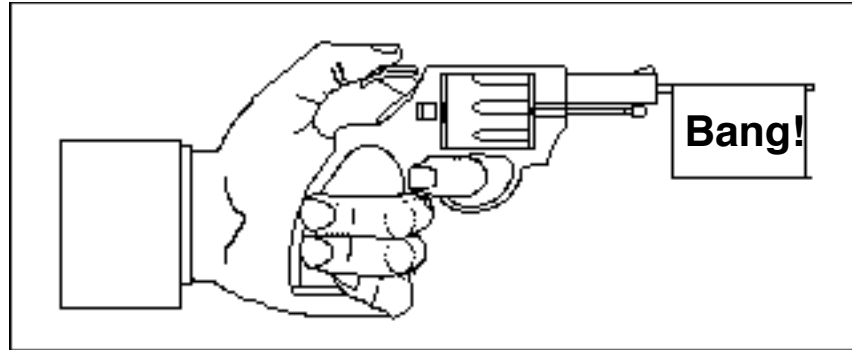
$$V_{\text{noise}}(\text{RMS}) = \sqrt{4kTR\Delta f}$$

$$V_{\text{noise}}(\text{RMS}) = 1.27 \times 10^{-4} \sqrt{R} \text{ } \mu\text{V}/\sqrt{\text{Hz}}$$

- A 10K $\Omega$  resistor at room temperature produces 1.8  $\mu\text{V}$  of RMS thermal noise over the 20KHz audio band....



# Shot Noise



- **SHOT NOISE**

- since currents are quantized, their flow is not entirely uniform...
- this causes Shot noise....
- a 1 Amp current has 57 nA of RMS fluctuation (NOT TOO BAD!)



# 1/f Noise

- 1/f ("Flicker") Noise

- this noise is caused by fluctuations in the actual VALUES of the components (such as the resistance of a resistor) and is dependent upon the applied voltage.
- it is expressed in "volts per volt"!
- therefore, it depends on the TYPE of component used!
- generally, it is also very small, on the order of 10 nV to 1  $\mu\text{V}$

**EXAMPLE: RESISTORS (from Horowitz and Hill)**

**FLICKER NOISE OVER ONE DECADE OF FREQUENCY AT 1 V**

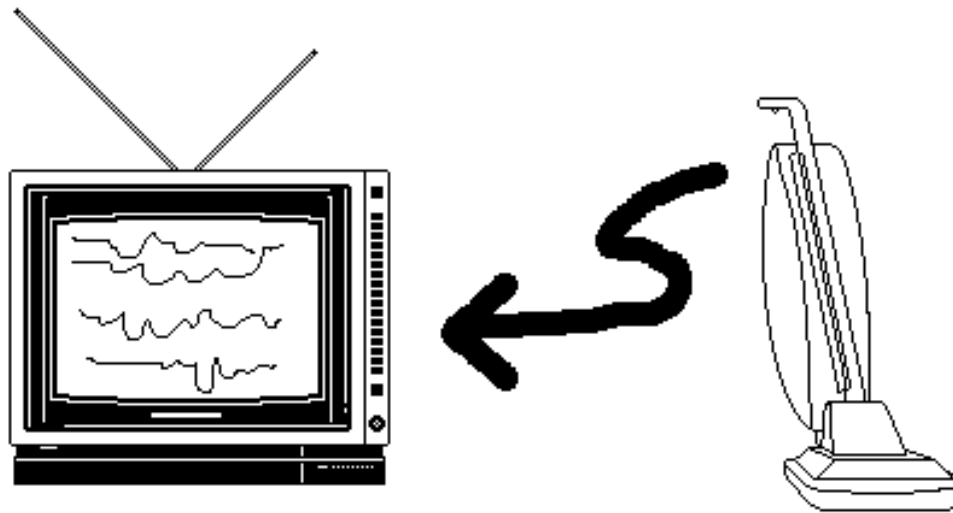
Carbon-composition	0.10 $\mu\text{V}$ to 3.0 $\mu\text{V}$
Carbon-film	0.05 $\mu\text{V}$ to 0.3 $\mu\text{V}$
Metal-film	0.02 $\mu\text{V}$ to 0.2 $\mu\text{V}$
Wire-wound	0.01 $\mu\text{V}$ to 0.2 $\mu\text{V}$



# Interference

- **INTERFERENCE**

- noise from outside of your circuit!
- 60 Hz pickup is the biggest problem in most situations
- RF pickup is also bad!
- **FOR REAL PRODUCTS, the FCC makes YOU worry about how much interference YOU cause in other products!!!**



- **REMEMBER... IF THE NOISE IS AMPLIFIED, THE PROBLEM GETS A LOT WORSE!**



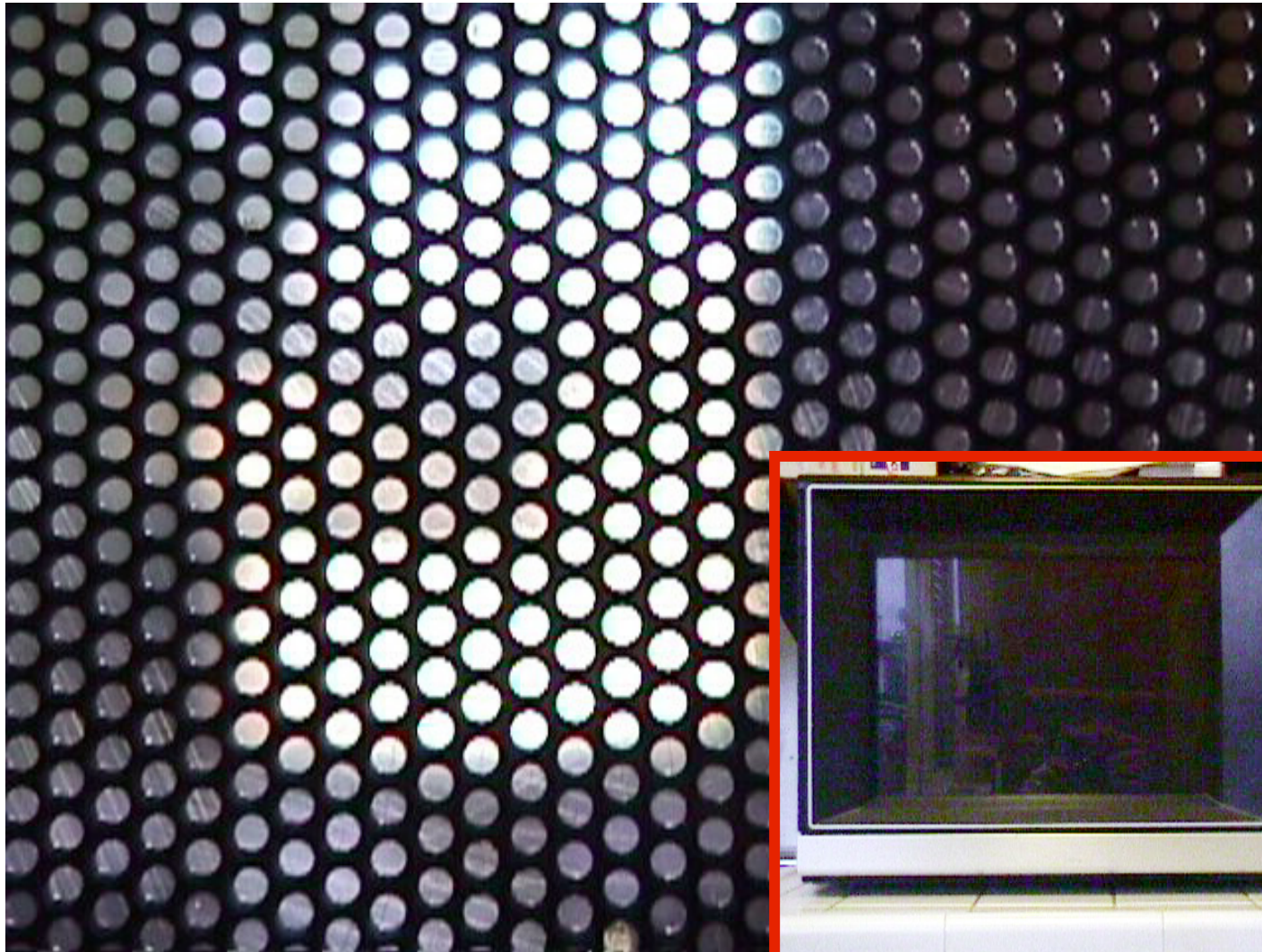
# What to Do About EMI

- **Metal packaging, if properly grounded and interconnected, is very effective.**
- **Conductive plastics and paints are also useful.**
- **Careful attention to signals, connectors, and wires entering or exiting the box is critical:**
  - Shielded cables.
  - Ferrites.
  - Capacitors.
- **Verification of compliance with FCC and international EMI specifications usually handled via consulting firms.**





# EMI Screens



# The Original “Hotmail”



**Courtesy of Mark Shughart, Spr 05 - 06**







# Ferrite EMI Suppressor

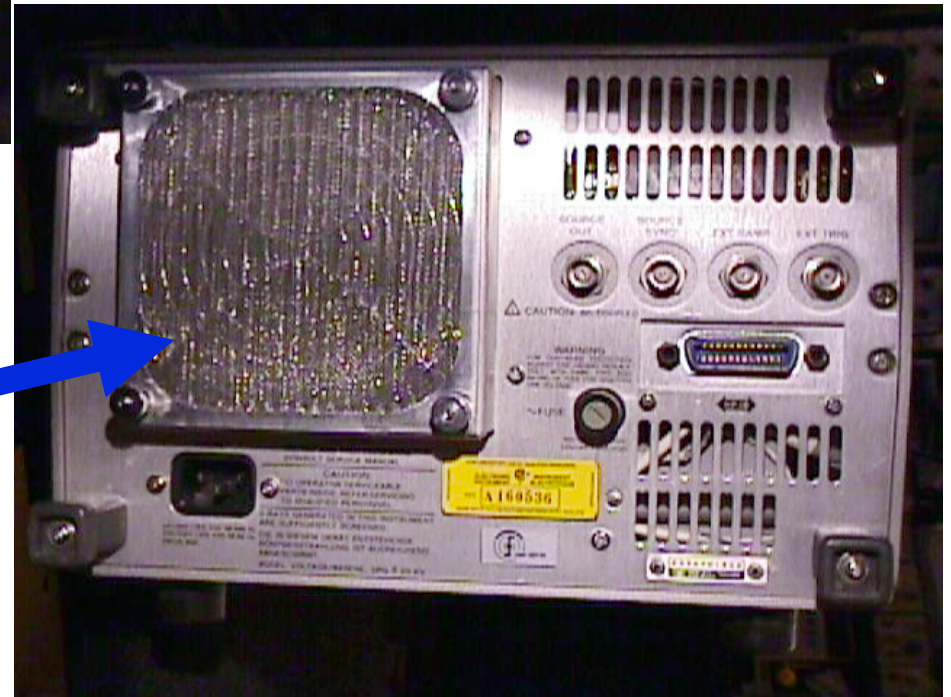




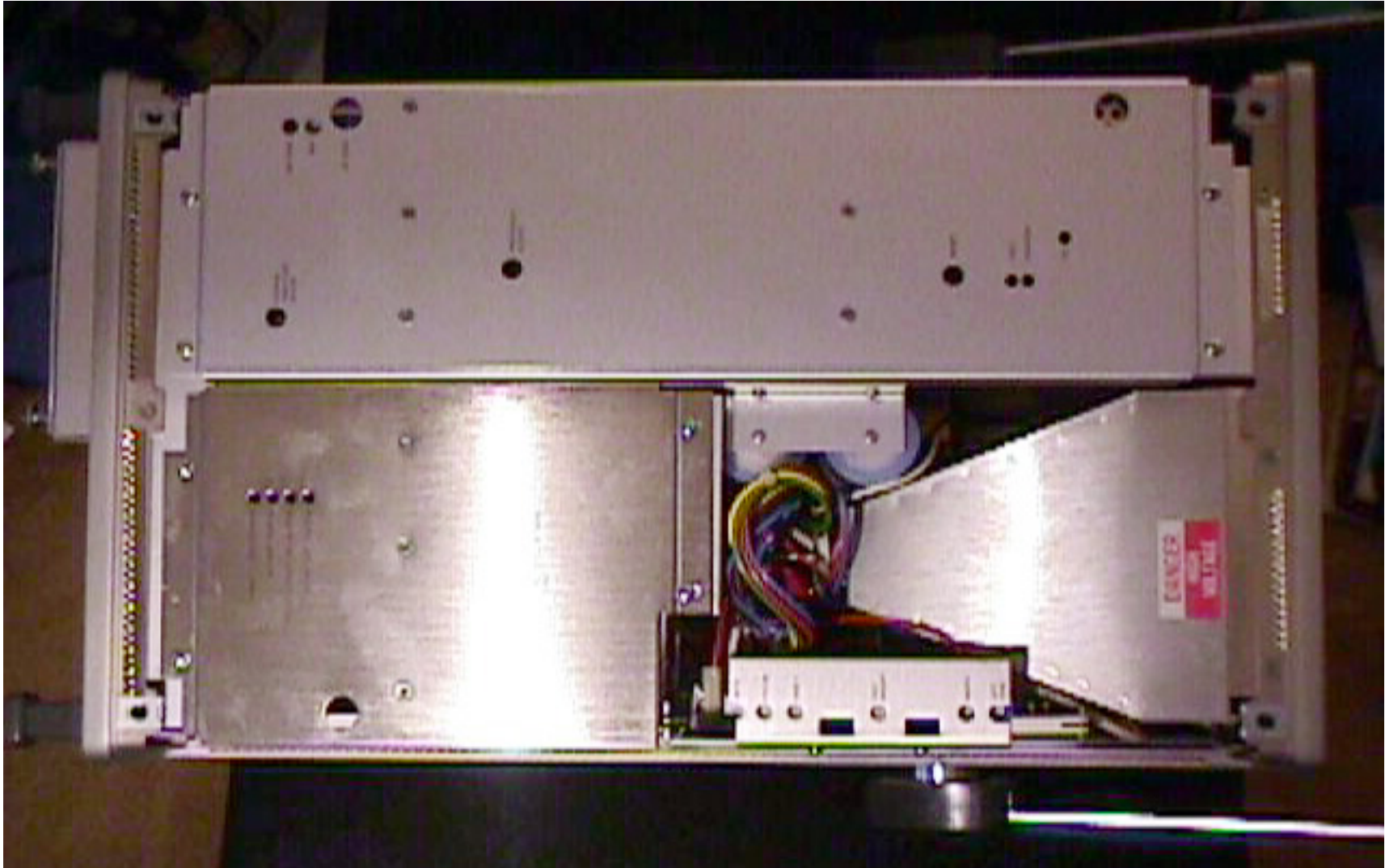
# HP3561A Shielding



Note that even the fan is shielded using a metal mesh.



# HP3561A Insides



# Prototyping Your Circuit

- **For EE122, the high-frequency plug-boards are adequate in most cases.**
- **Usually, hand-soldered prototypes are best for analog circuits and most closely simulate final performance of a printed-circuit board.**
- **Ground-planed boards are essential for precision, low-noise analog circuits.**
- **Proper power decoupling is ABSOLUTELY KEY - one  $0.1\ \mu\text{F}$  capacitor per supply rail (to ground) per chip, located as close as possible to the supply pin(s).**





# Always True - NO!!!

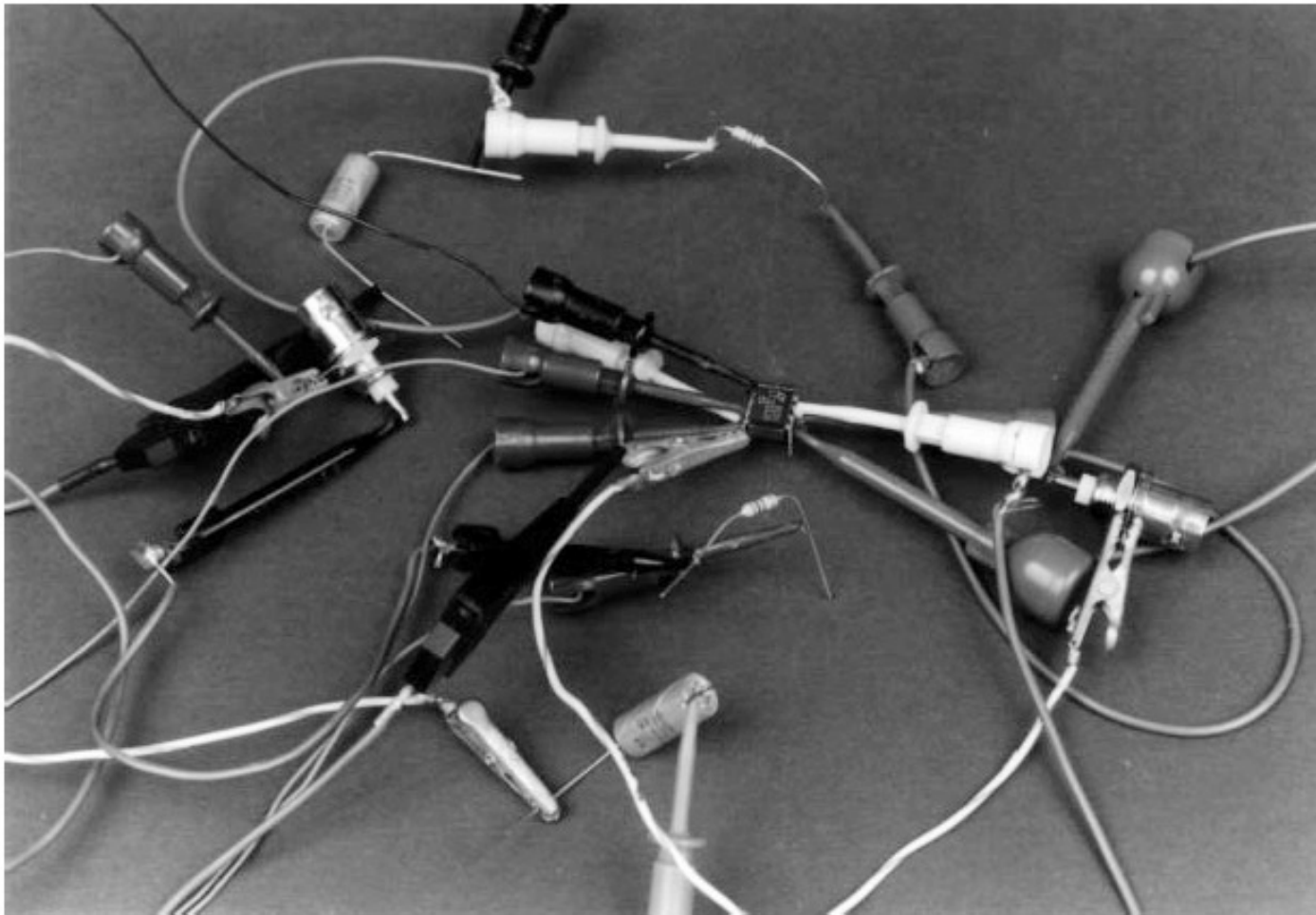


Figure F3. No

**Source: Linear Technology AN-47.**



# “No” Is Generally Correct Here...

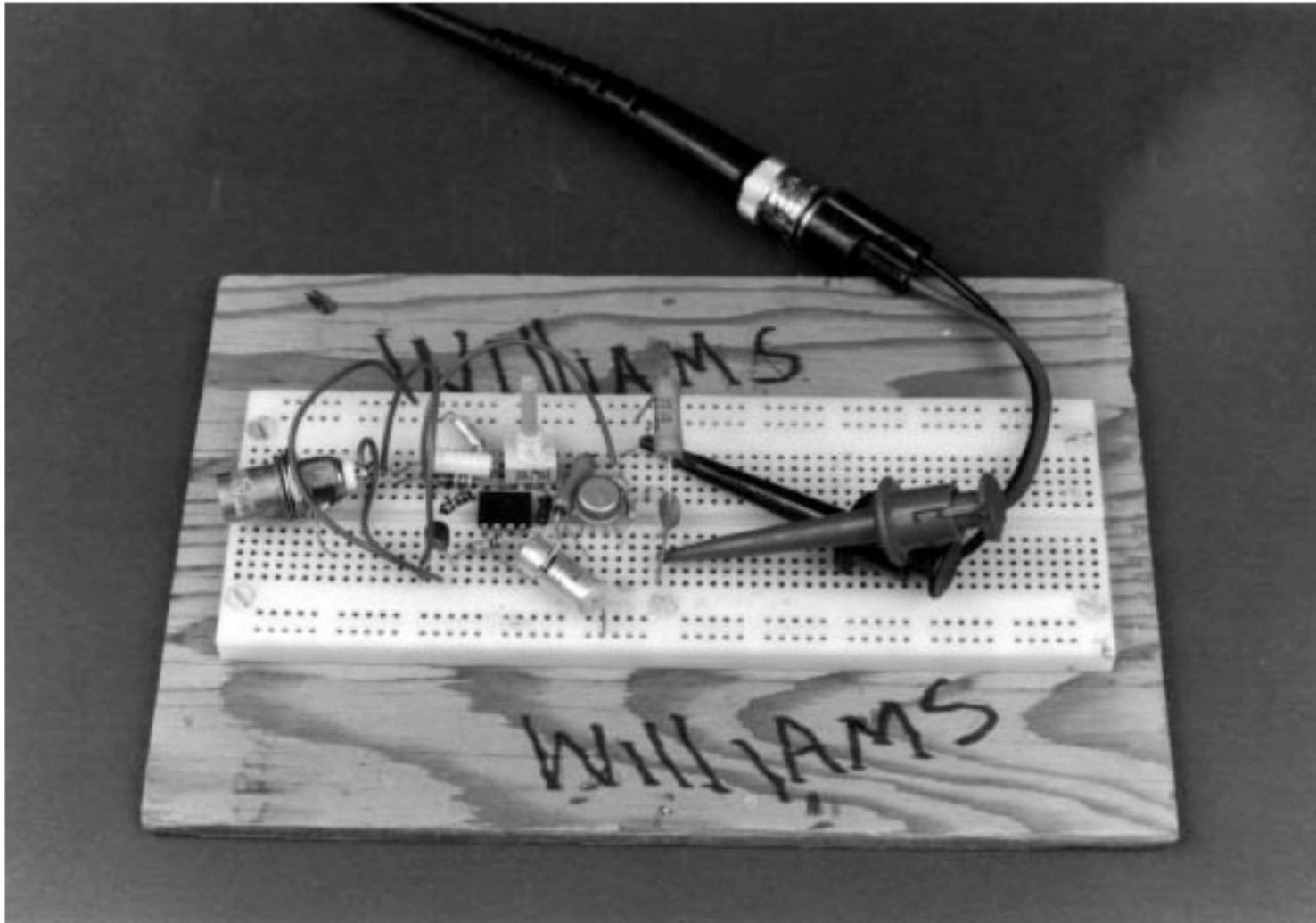


Figure F1. No



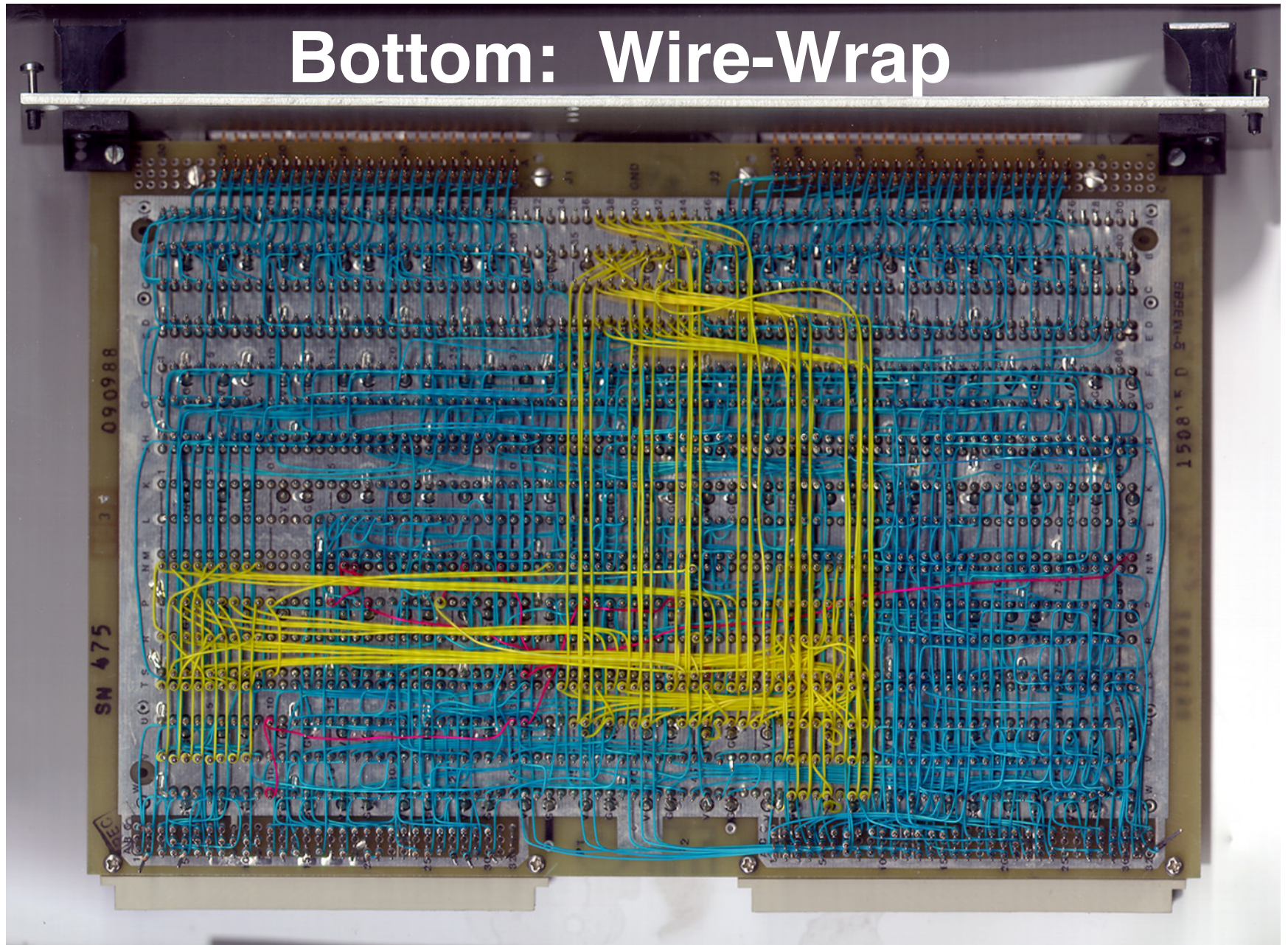


# Typical Digital Prototype - Top



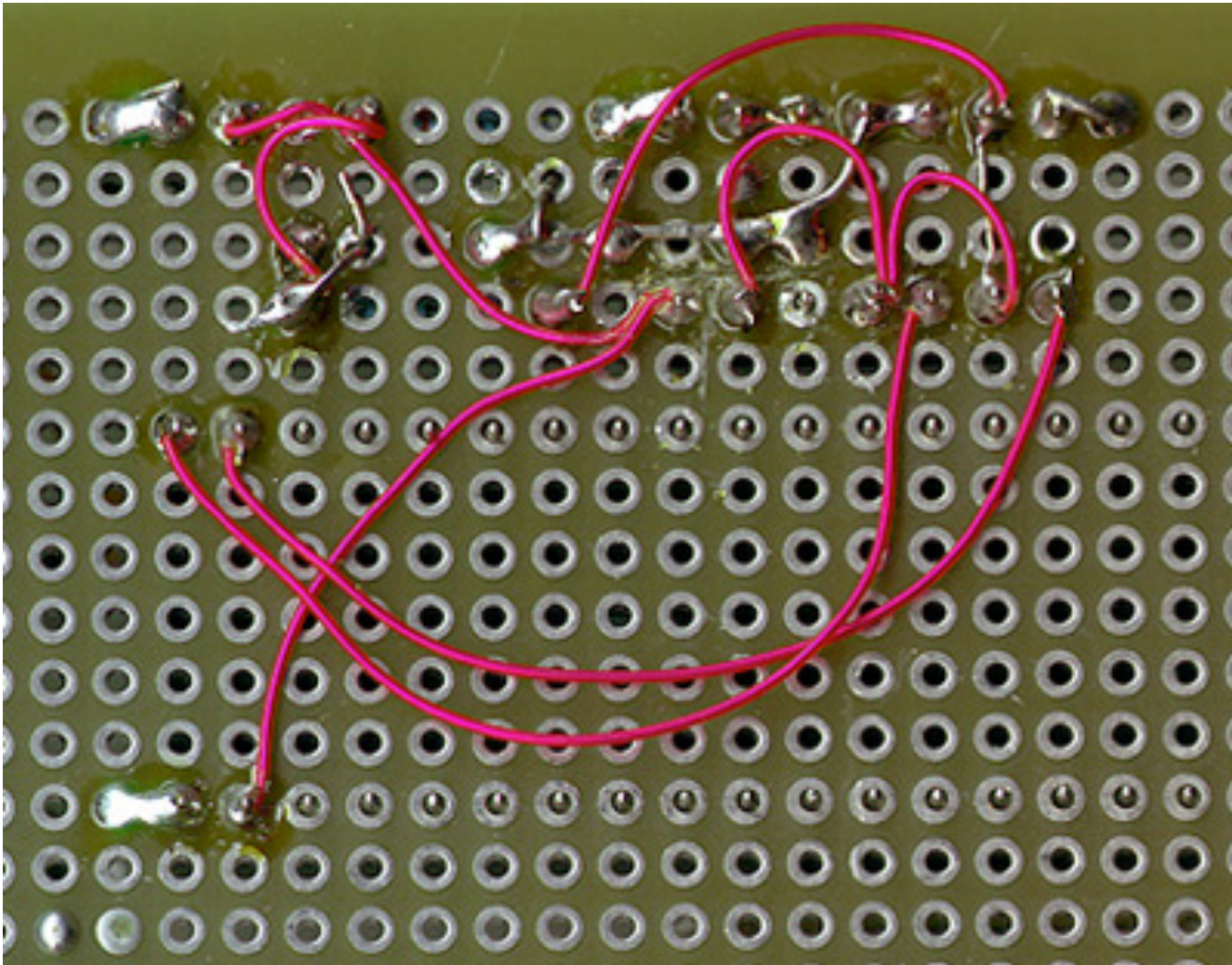


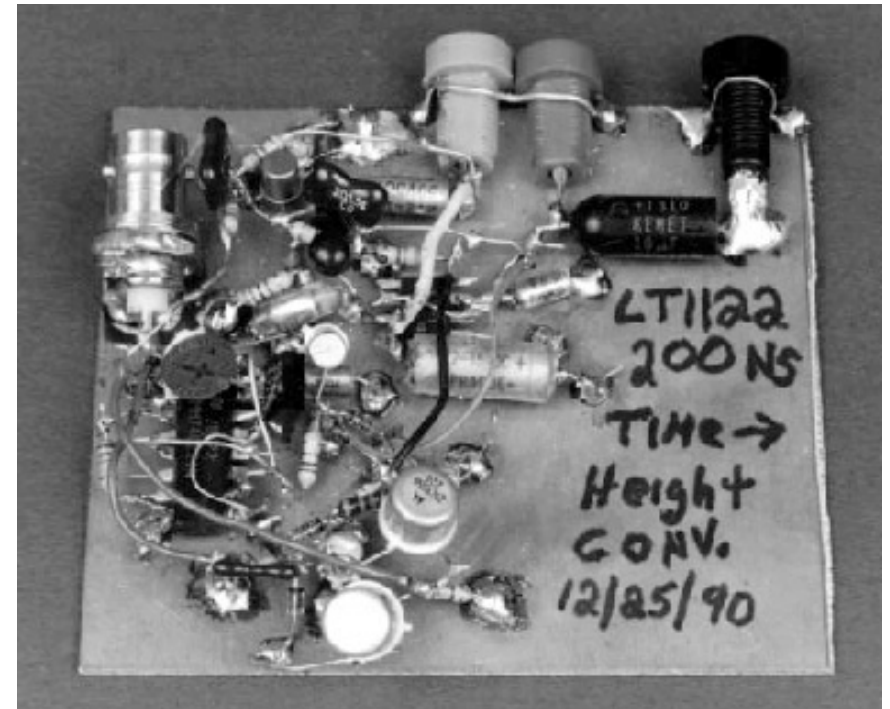
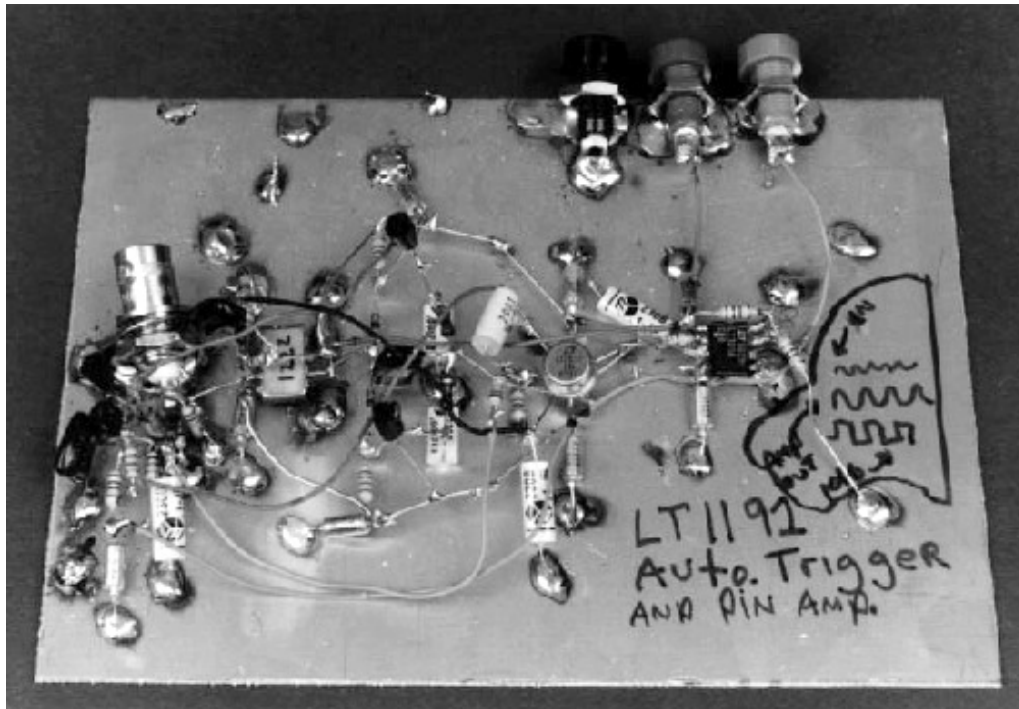
# Bottom: Wire-Wrap





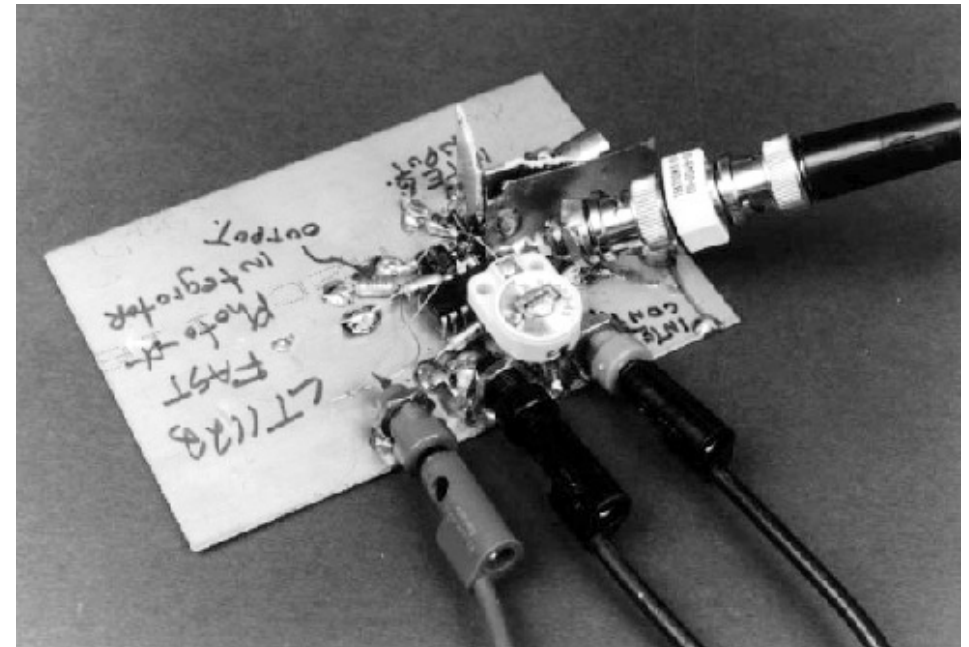
# Point-To-Point Soldered





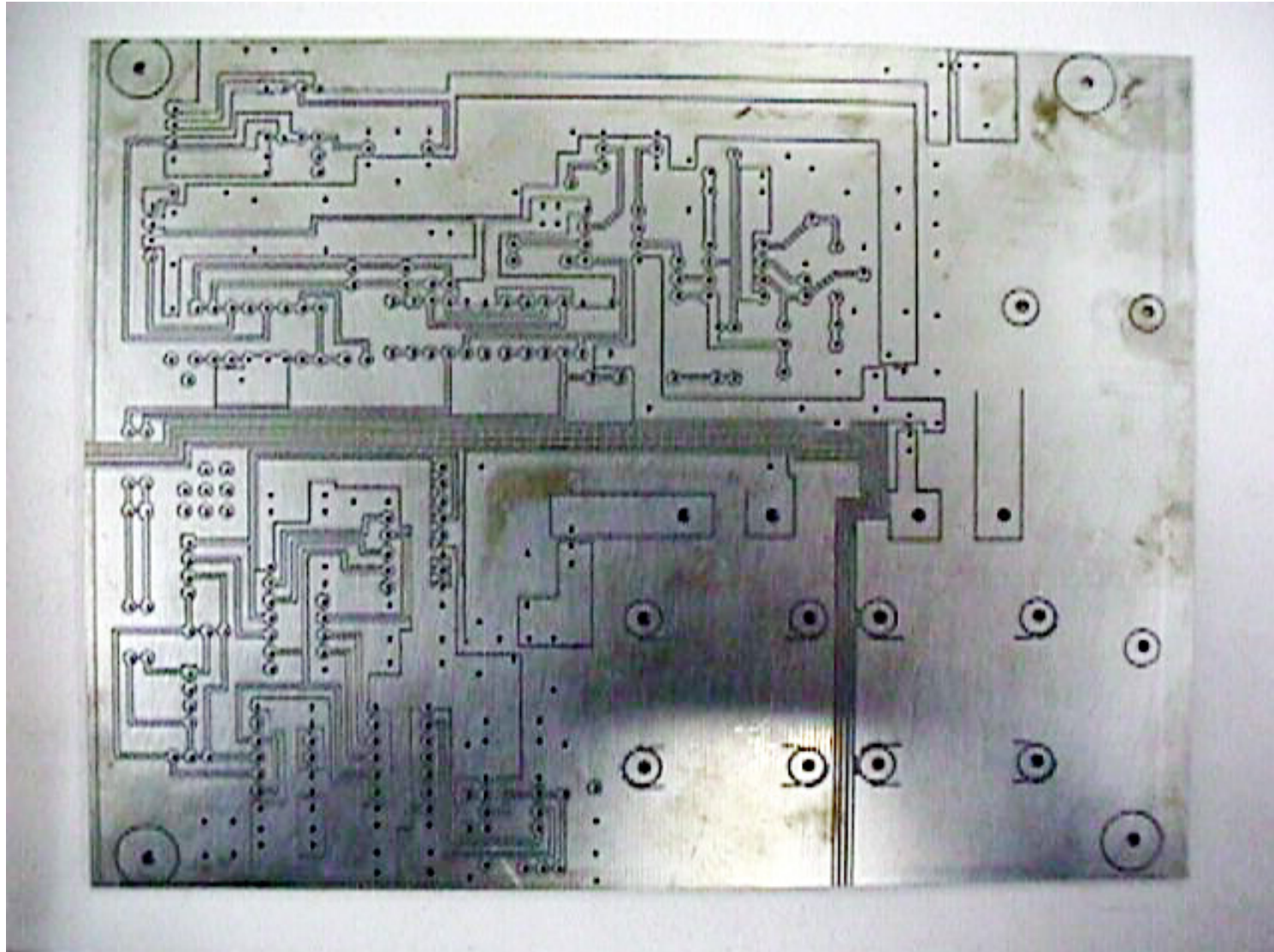
# Point-to-Point Williams Style

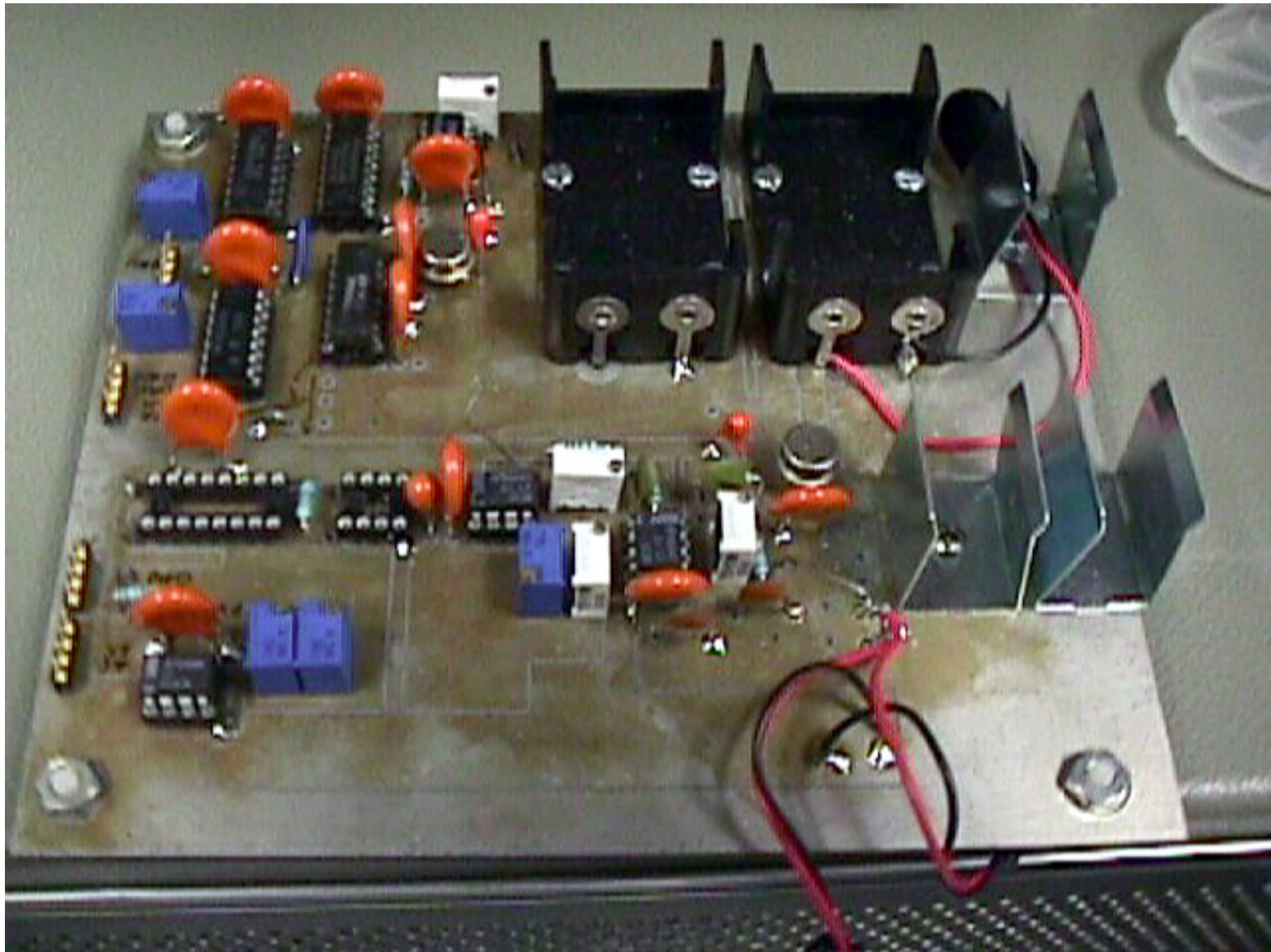
Source: Linear Technology AN-47.





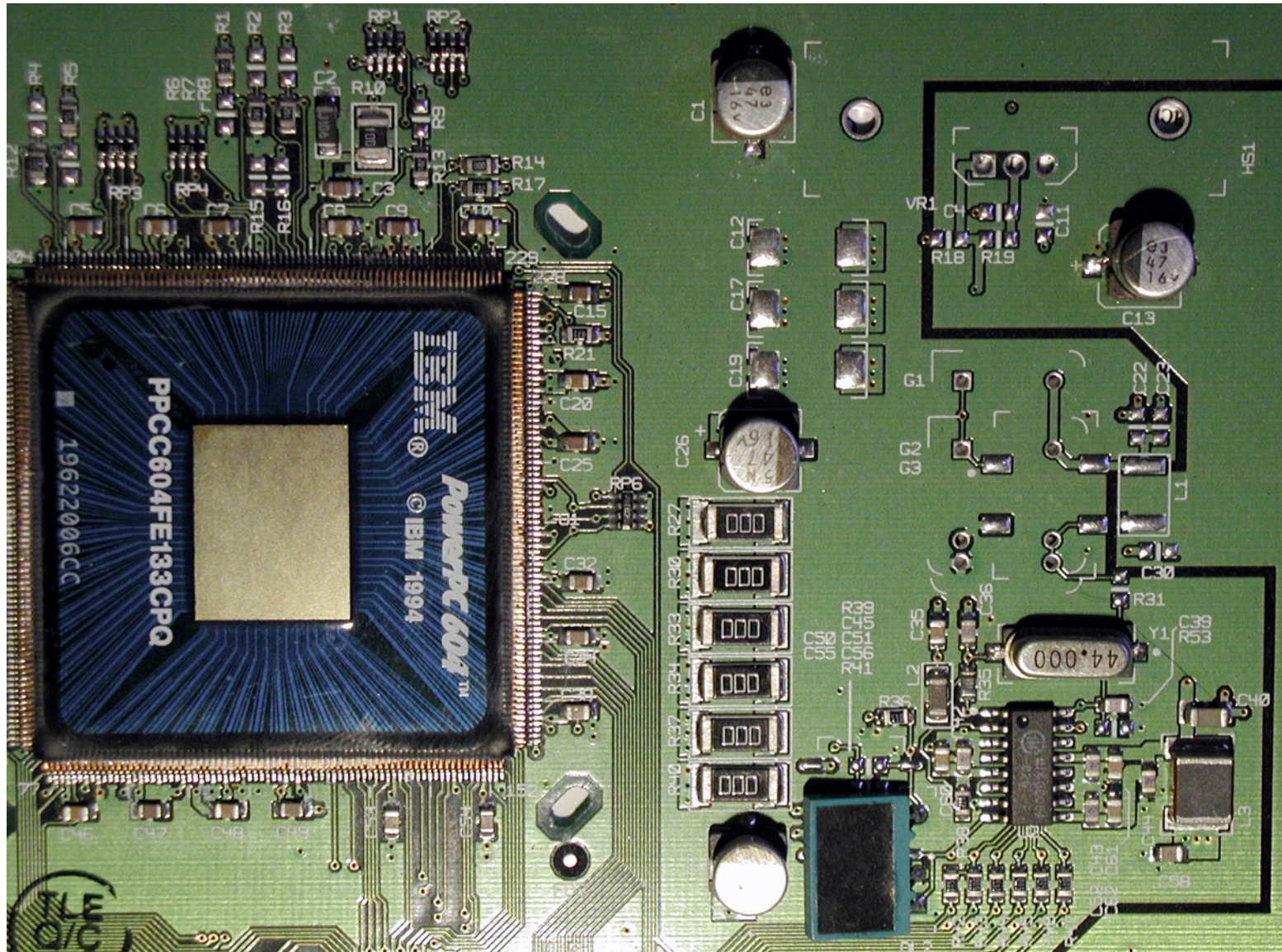
# Milled Prototype PCB





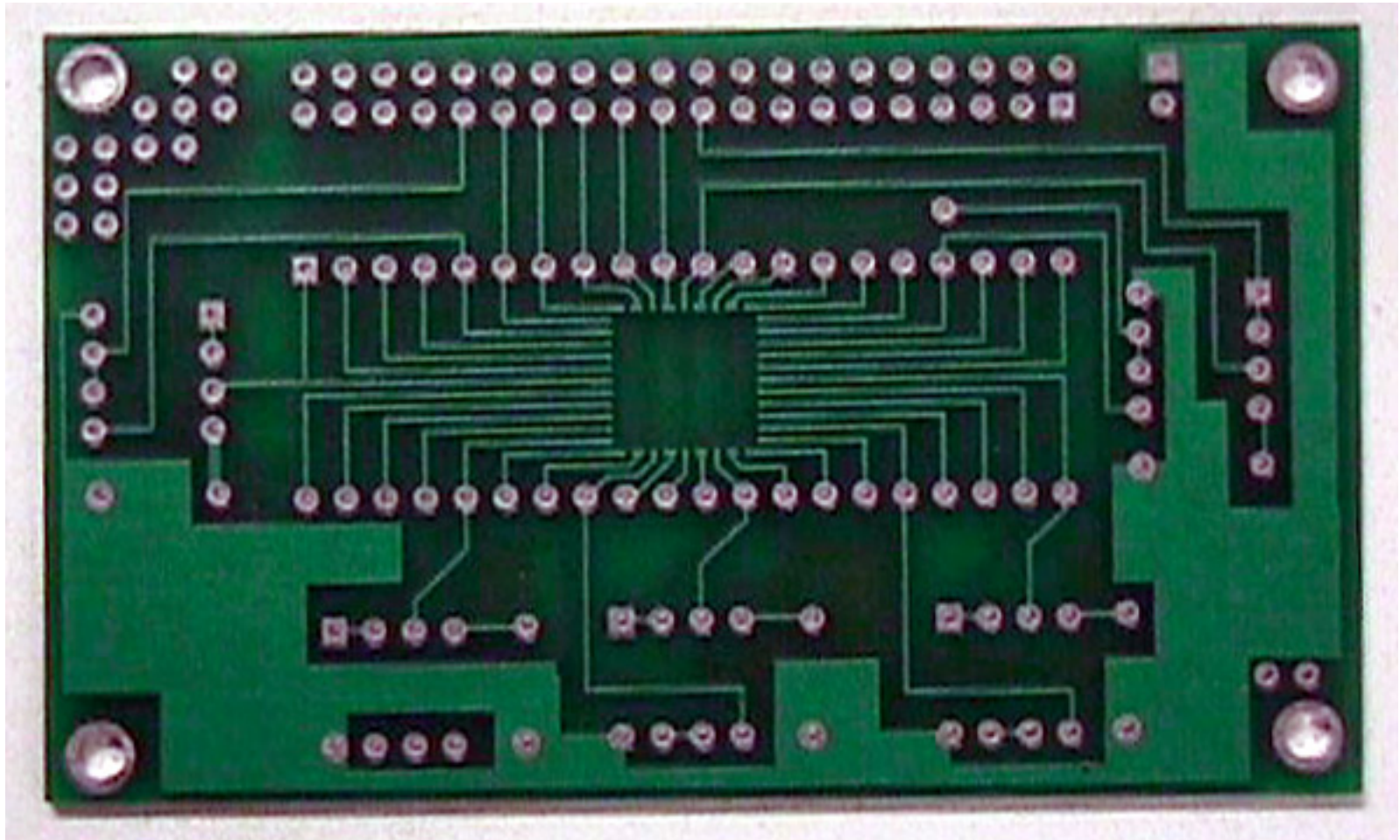


# Surface Mount Components





# Commercial PCB



# Commercial Options

- Many quick-turn, low-volume, low-cost PCB options.
- Example: Advanced Circuits, ExpressPCB, Batch PCB
- Free CAD tools online (for Windows and Mac): Eagle, PcbArtist, gEDA, ExpressPCB, Ultiboard



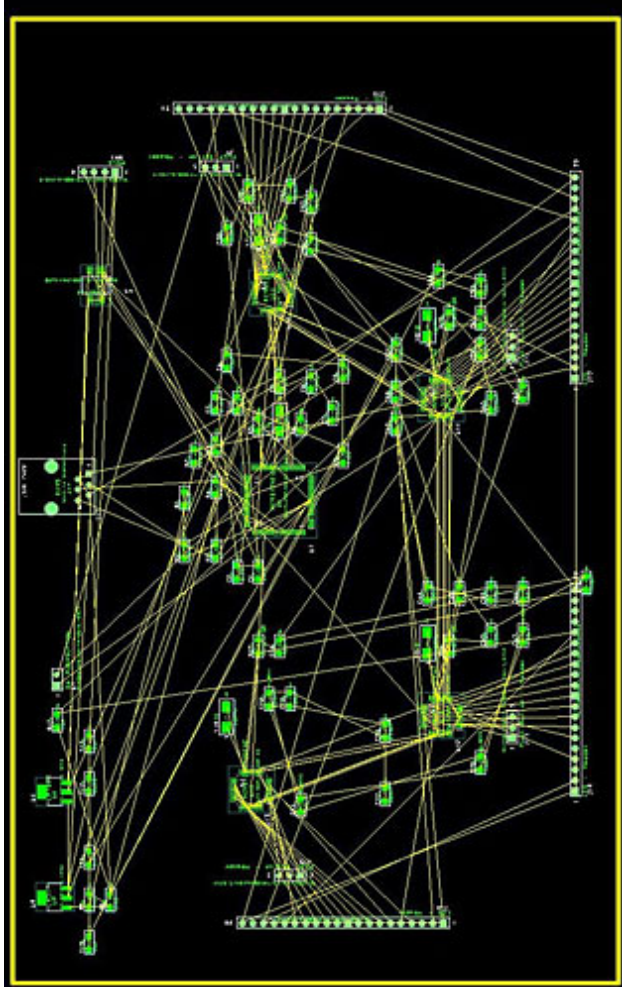


# Very Basic Layout Tips

- **Placement:**
  - Like a Puzzle! 1-2 layers for components.
  - Group components on board the same way you do in a schematic.
  - Want to avoid crossing of rats/nets/wires/traces (less vias).
  - Sets up your routing difficulty.
  - Leave enough space between components.
- **Routing:**
  - A cool mess of wire connections, 1-16 layers for routing (we use only two for cost reasons).
  - Avoid 90° turns, 45° better.
  - Larger trace width for power rails, smaller for signals.
  - DRC checks.
  - Auto-routing quality varies – may want to avoid it for now.
- **Look online or ask us for help/advice!**

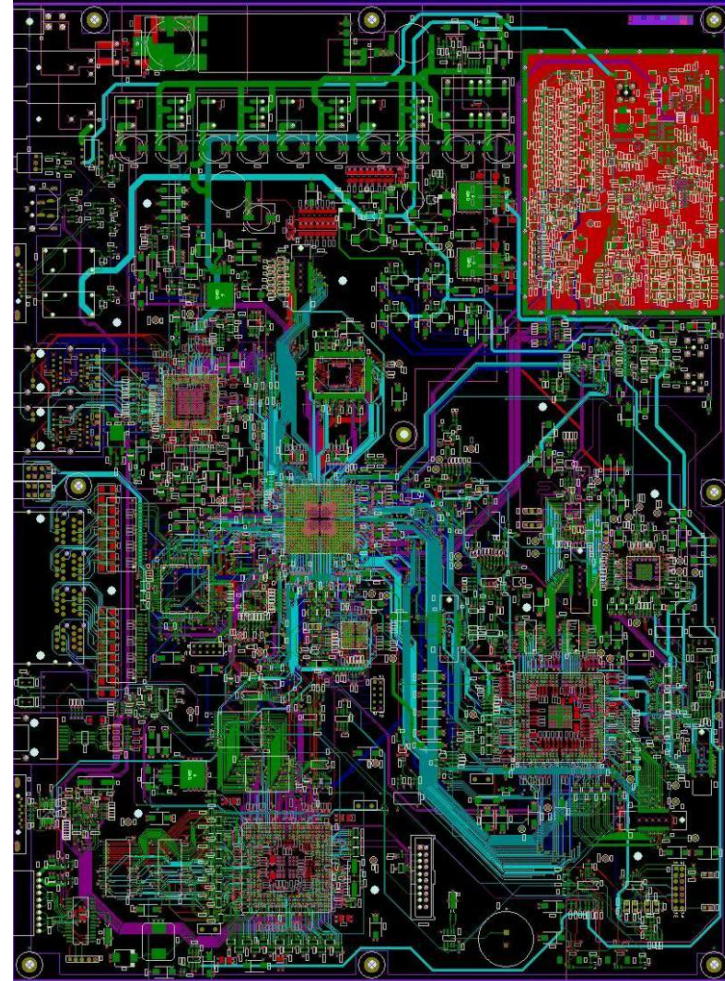


# Unrouted pcb



VS

# Routed pcb



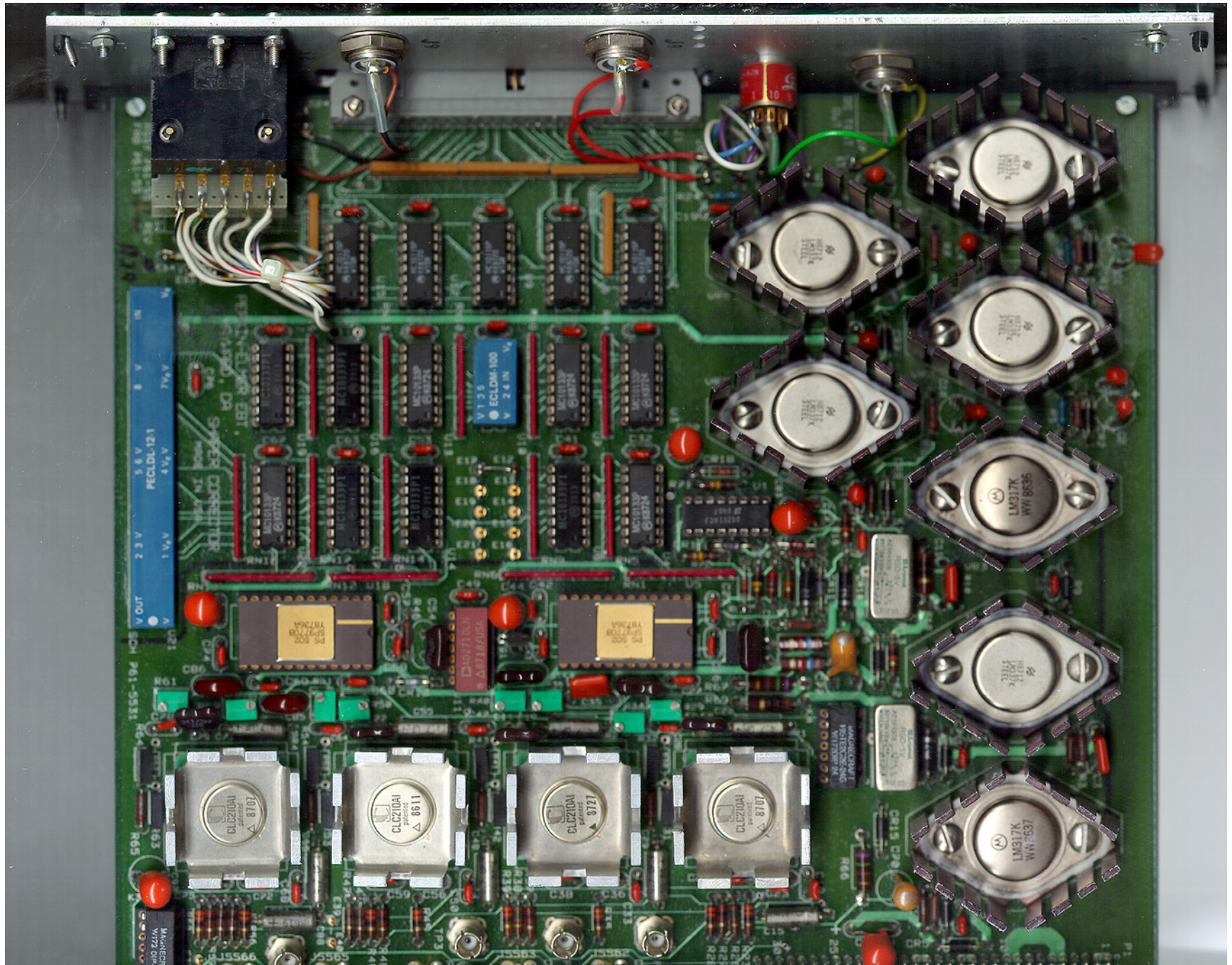


# Grounding and Supply Distribution

- Power supply voltages should be distributed using “bus-lines” on the board - on a printed circuit board, these are typically heavy (wide) traces.
- Grounding is critical, particularly in mixed-signal systems.
- Digital and analog grounds should be kept **SEPARATE**, coming together at **ONLY ONE** point - the power supply.
- Failure to observe this can result in extremely hard to debug ground-related problems.

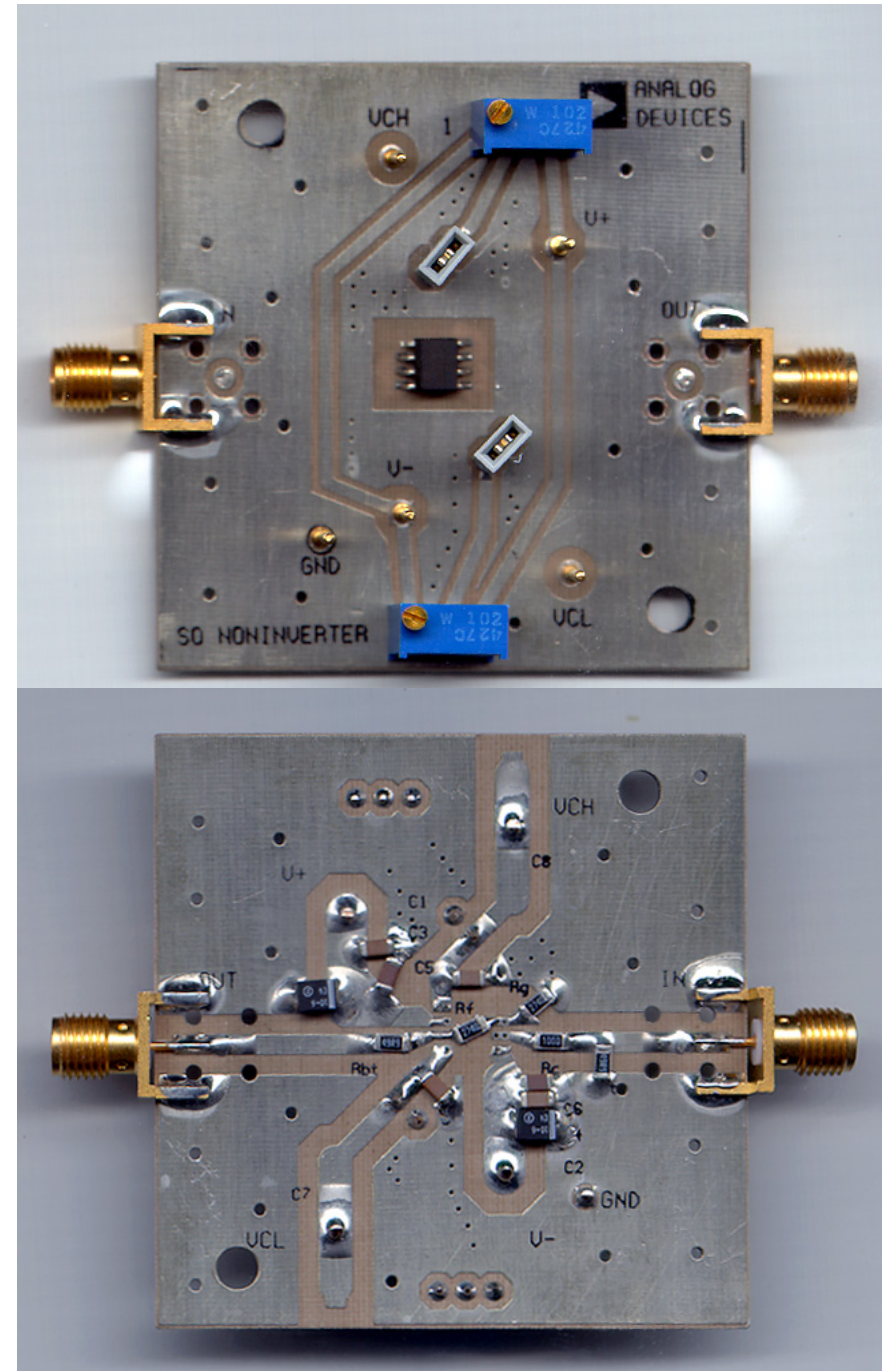
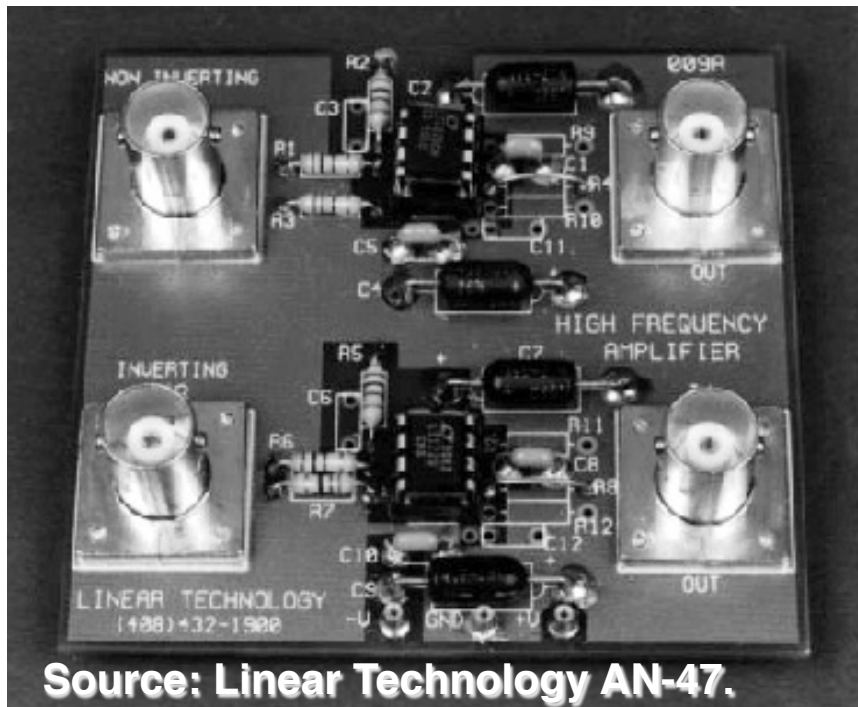






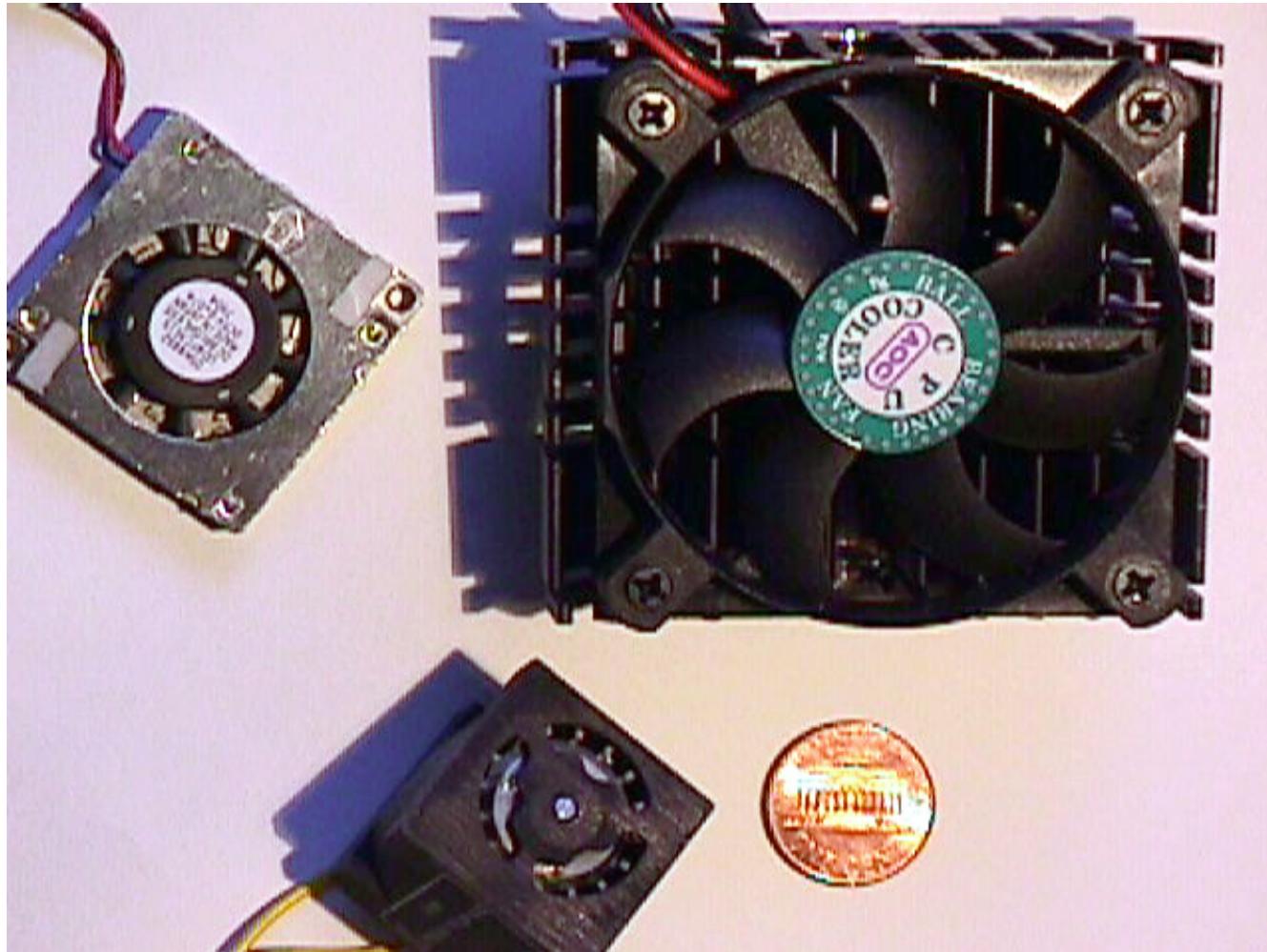


# Layout for High-Speed Circuits

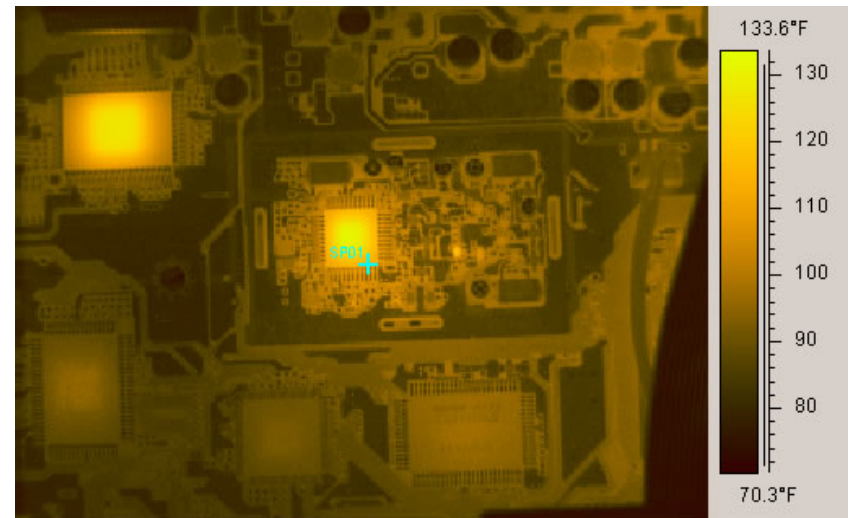
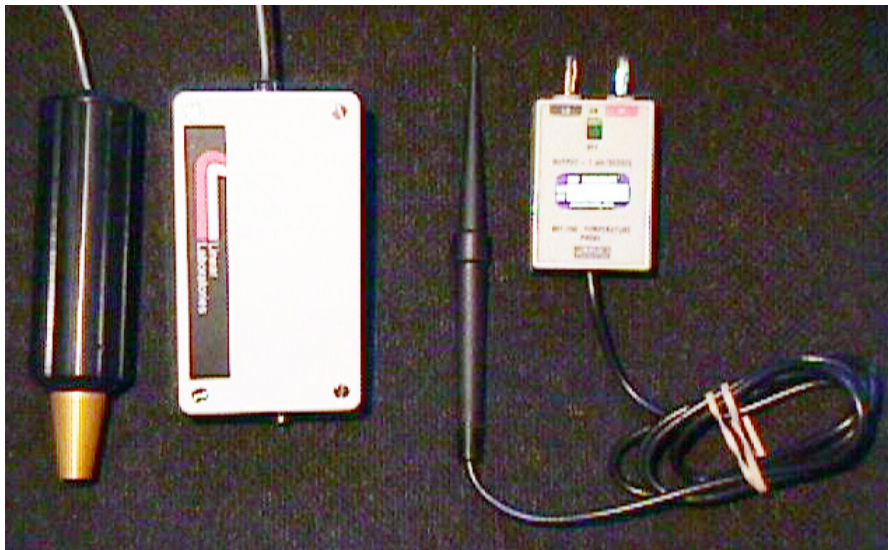
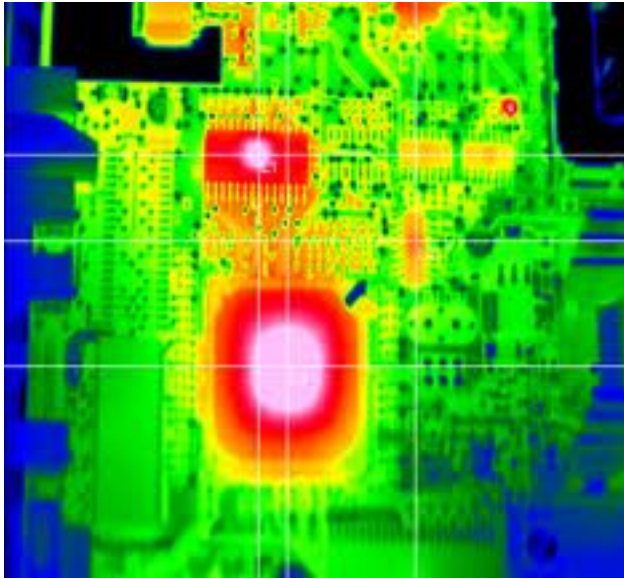




# Thermal Management



# Temperature Measurement



# Packaging Your Circuit

- **For EE122, building your project in the high-frequency plug-board will be fine.**
- **Of course, you are encouraged to be creative about packaging.**
- **Old food containers, recycled instruments, or even hand-made boxes are relatively easy to organize.**
- **Humor is always welcomed!**



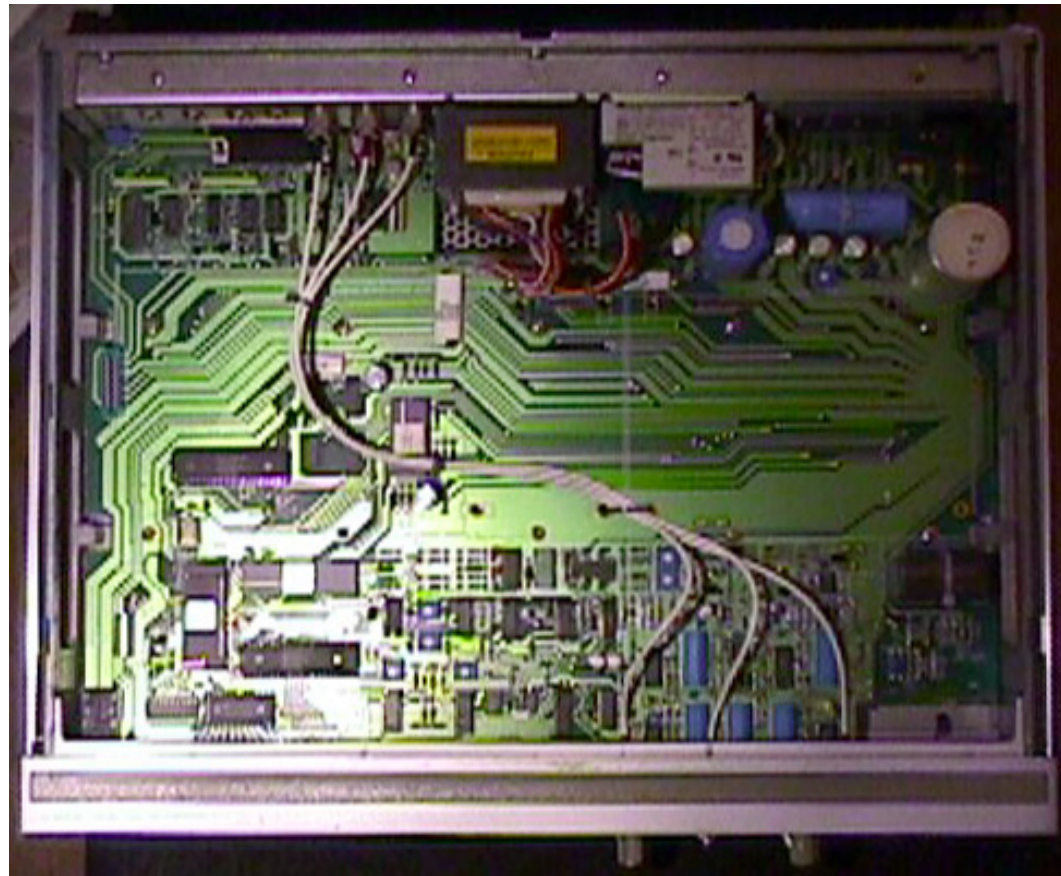




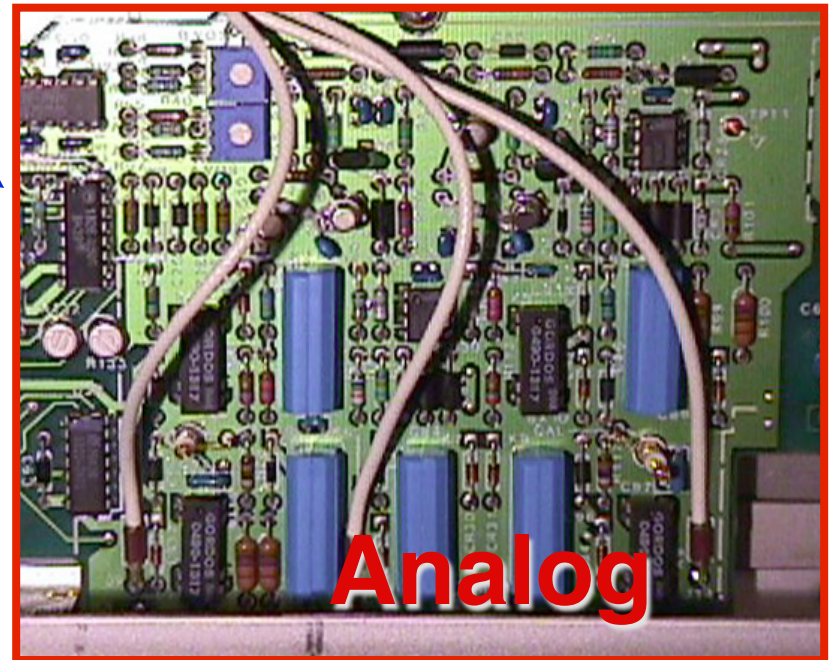
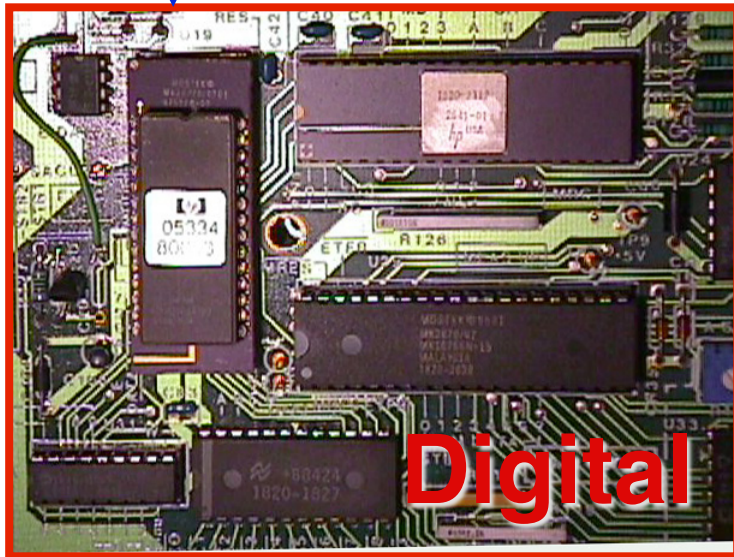
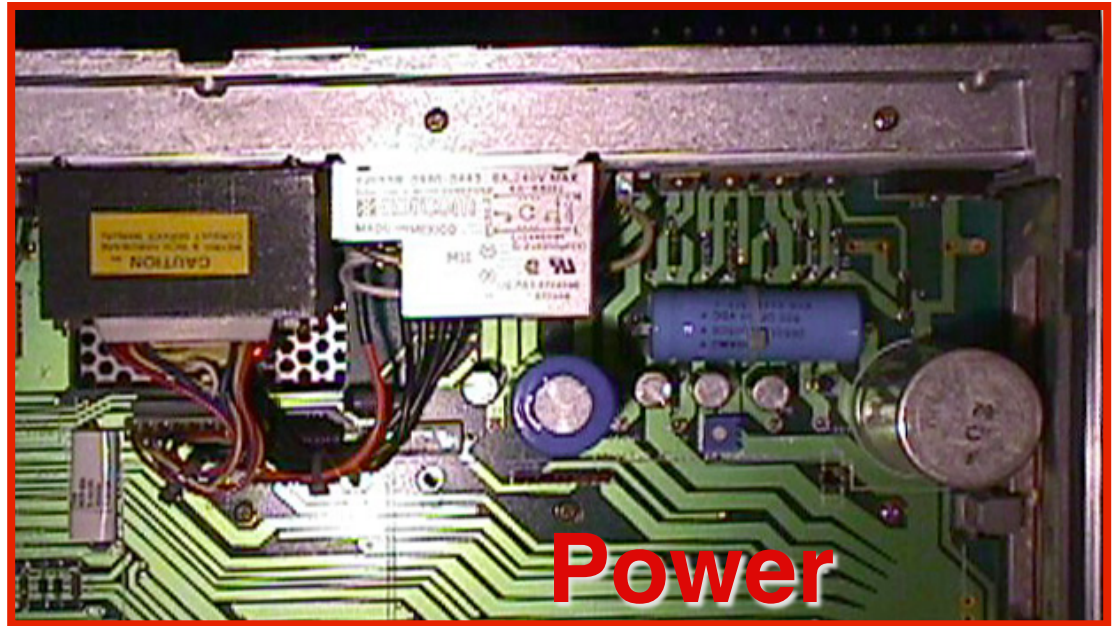
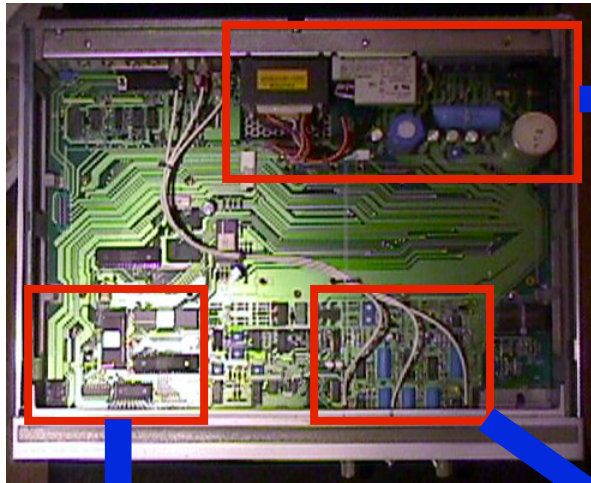
## Example Prototype Packages



# HP5334A - Compartmentalization









# Safety - Ground-Fault Interrupters



# Fuses





# Ergonomics

















# “Classic” Cessna 172





# Modern Cessna 172



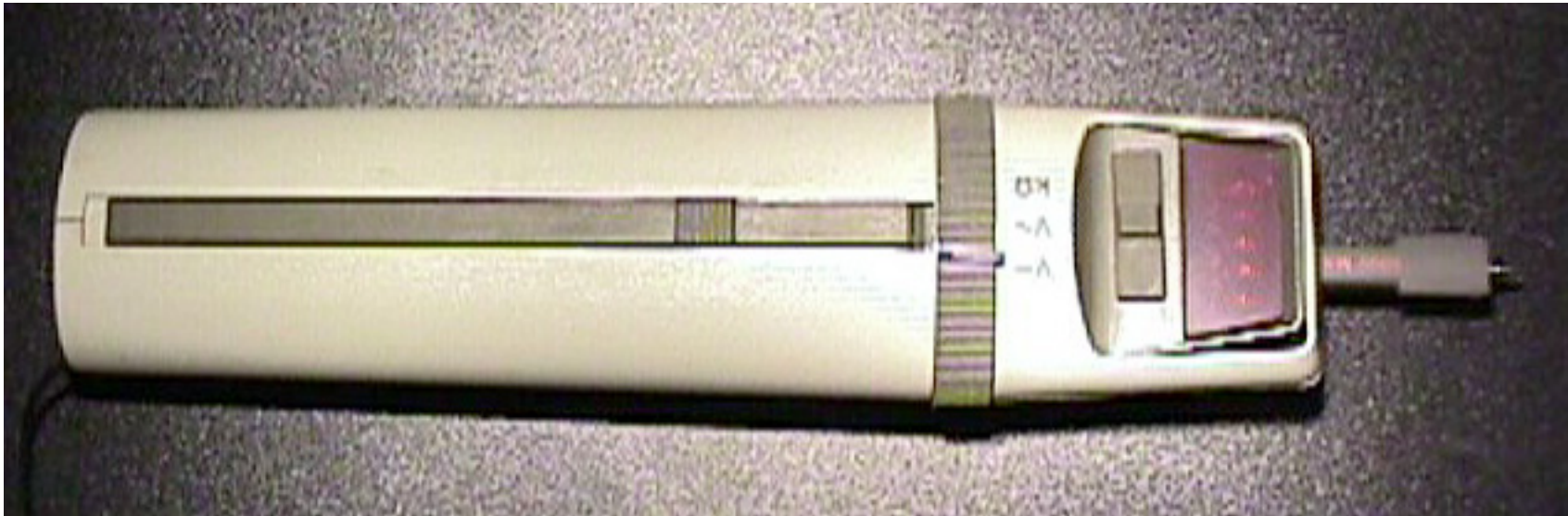








# HP970A - 1972



- Hand-held digital multimeter.
- Integrated rechargeable batteries.
- LED display could invert to suit viewing angle.
- Ergonomic design!





# HP970A - 1972

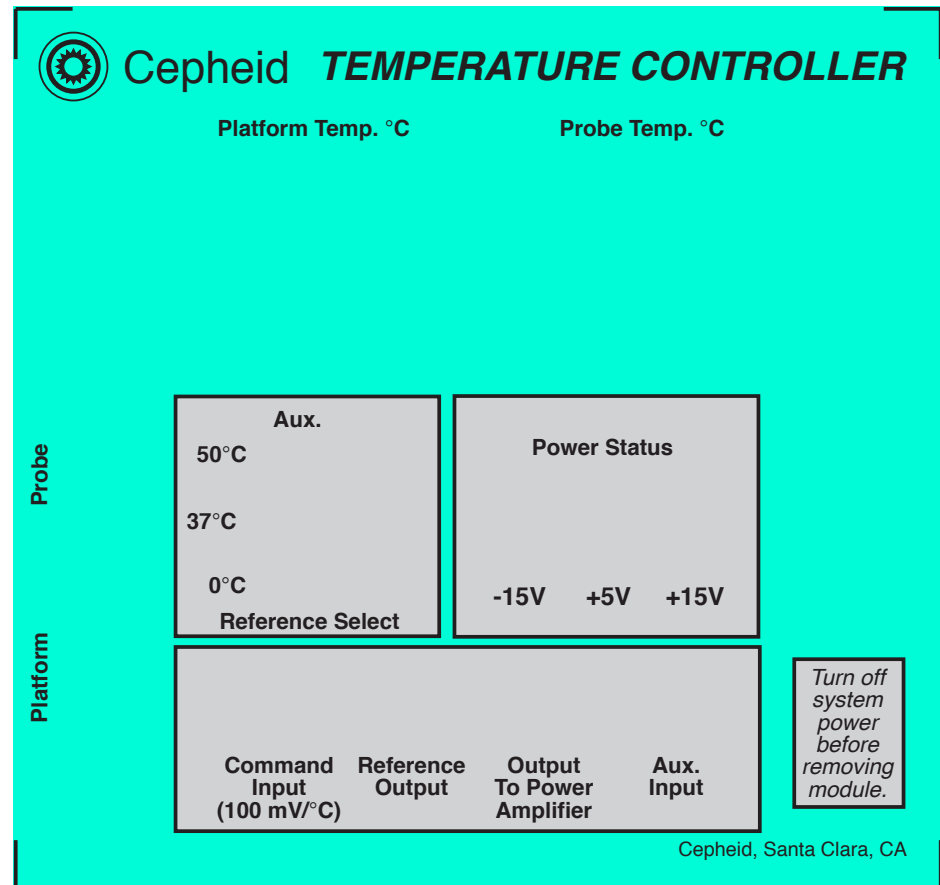




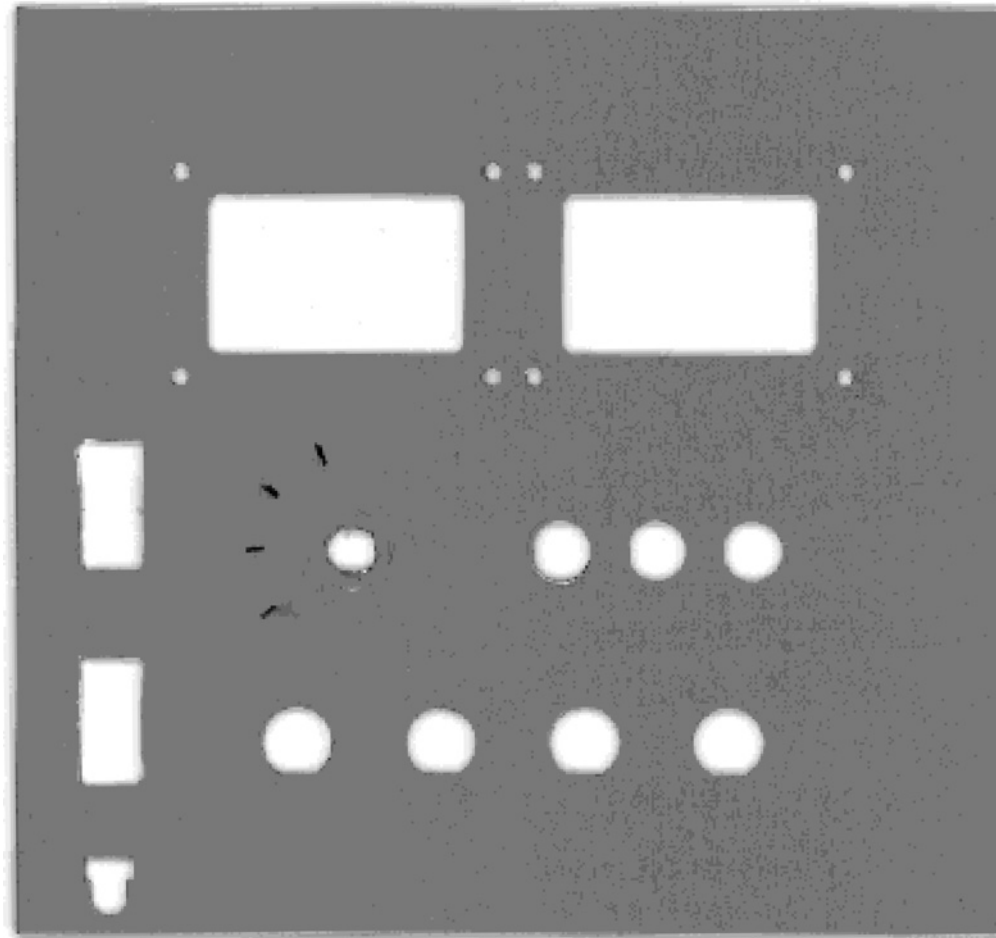


# Labeling and Graphics for Your Circuit

- A good drawing tool such as Freehand™, Illustrator™, Corel Draw™, or many others can be used to make precise front-panel layouts with a laser printer.
- The layout can be printed on sticky-backed transparency material that can be peeled off and applied to the front-panel of your package.

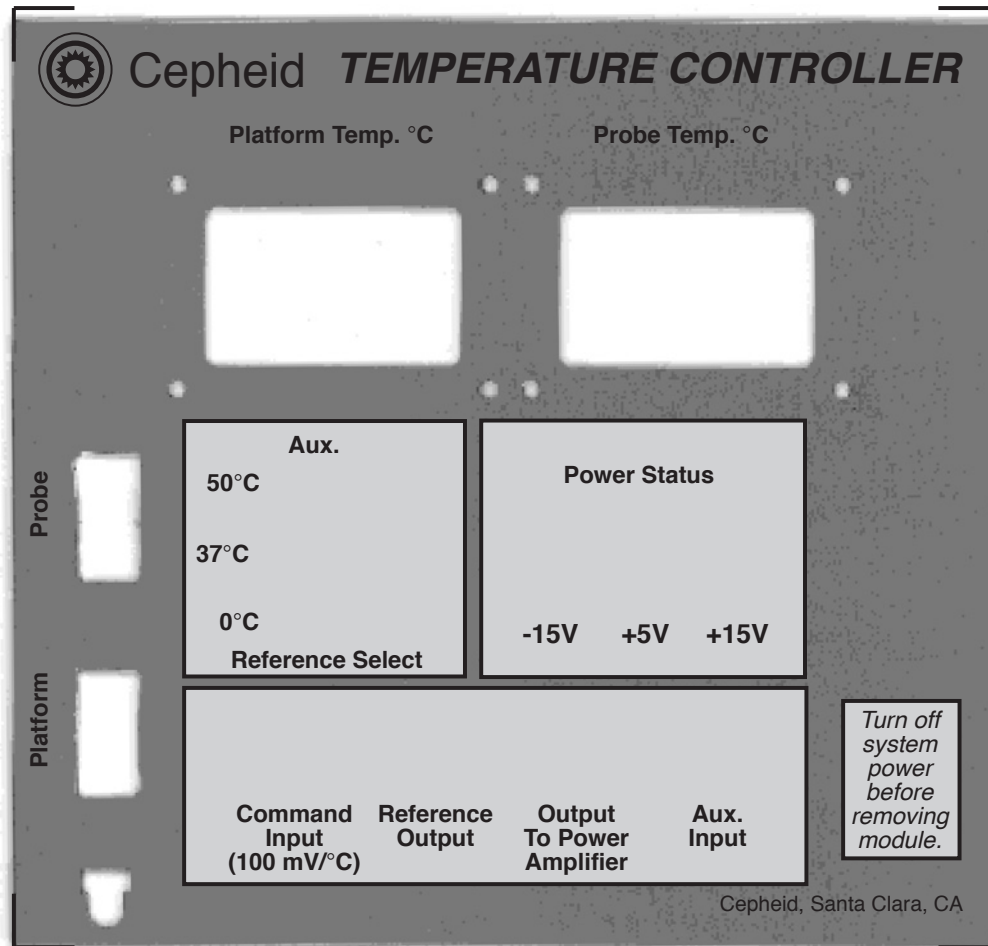


# Scanned Front-Panel for Precise Fit

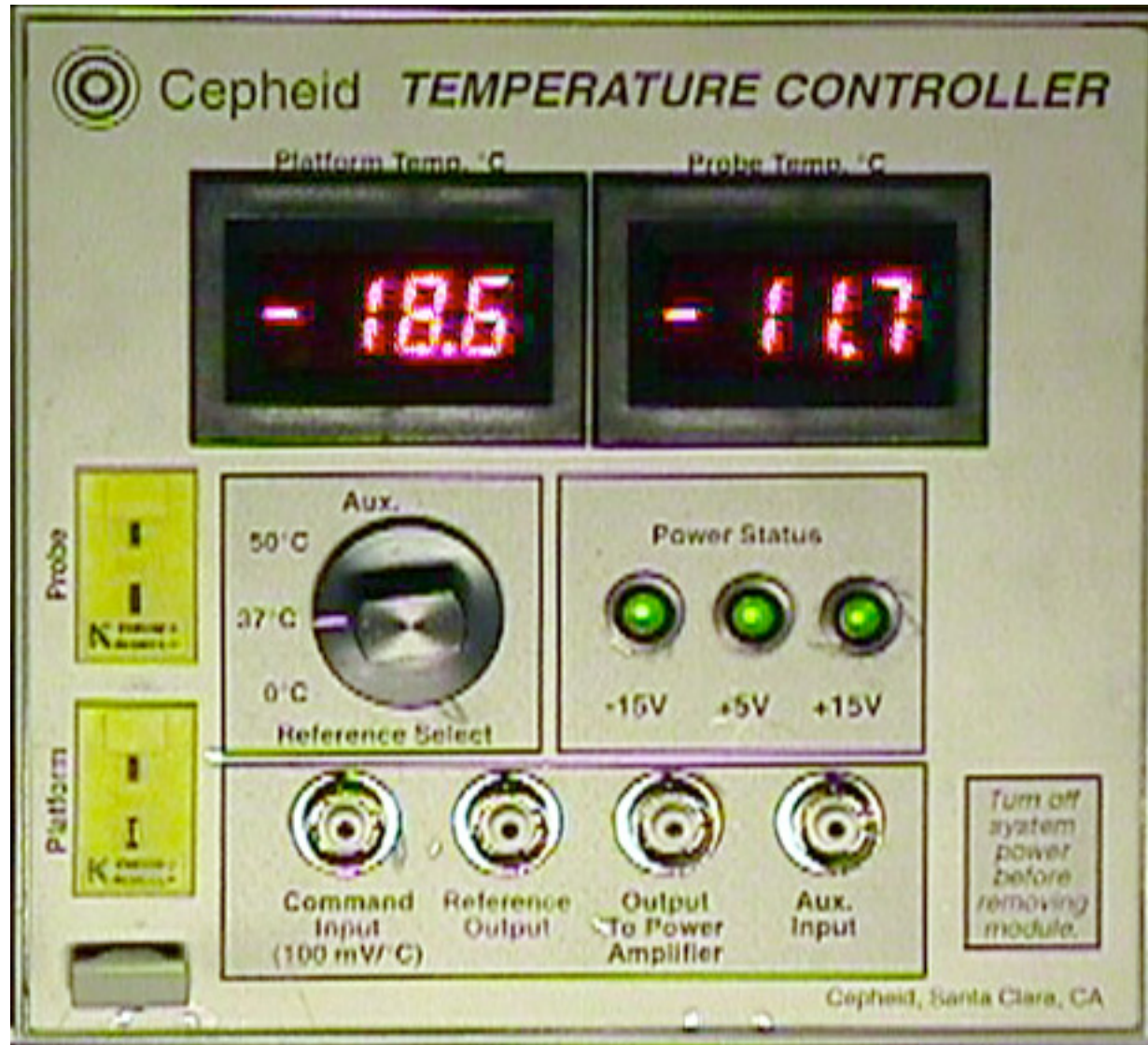




# Overlay

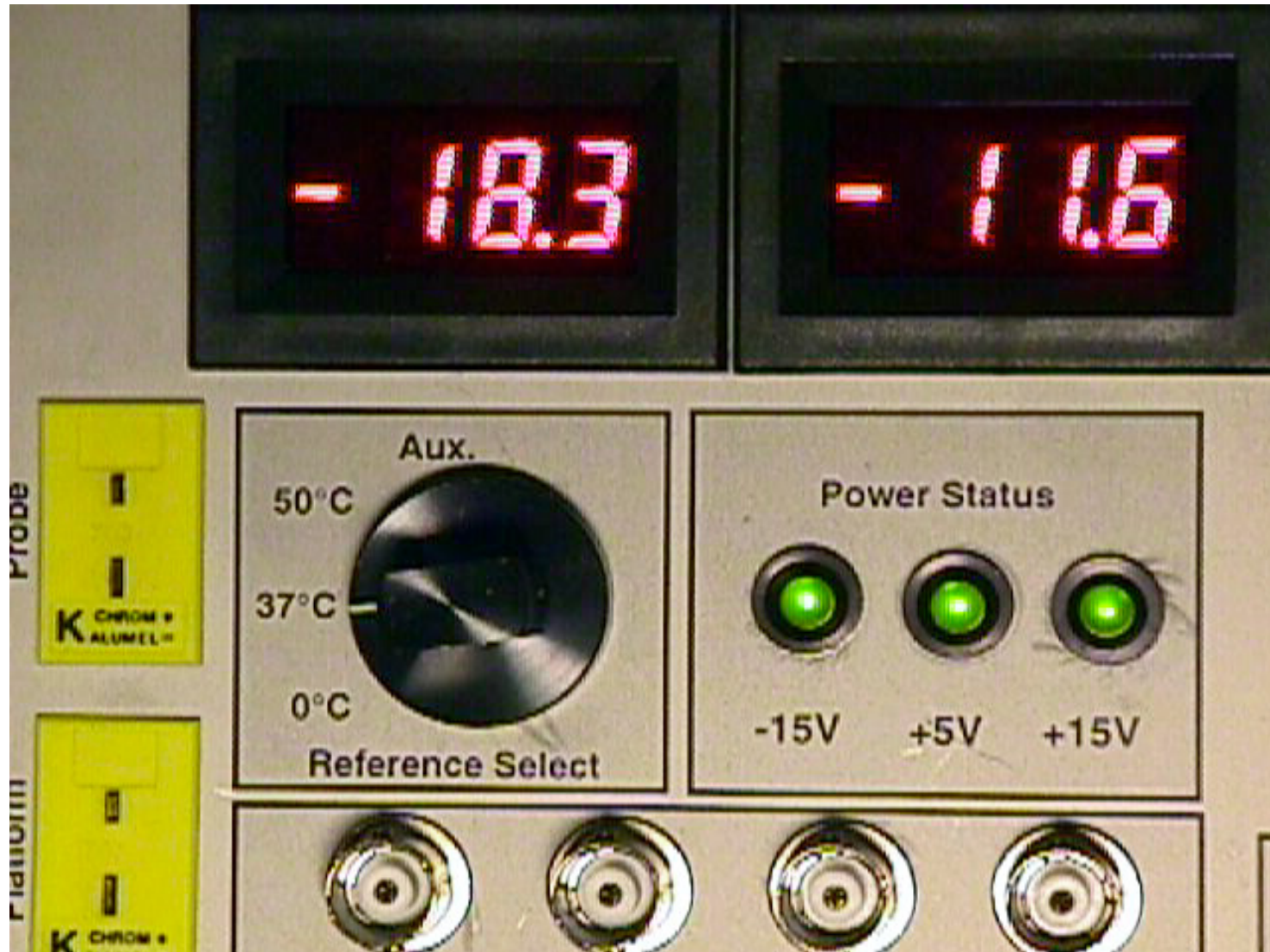


# Finished Prototype



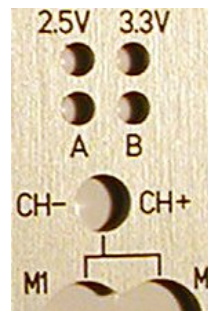
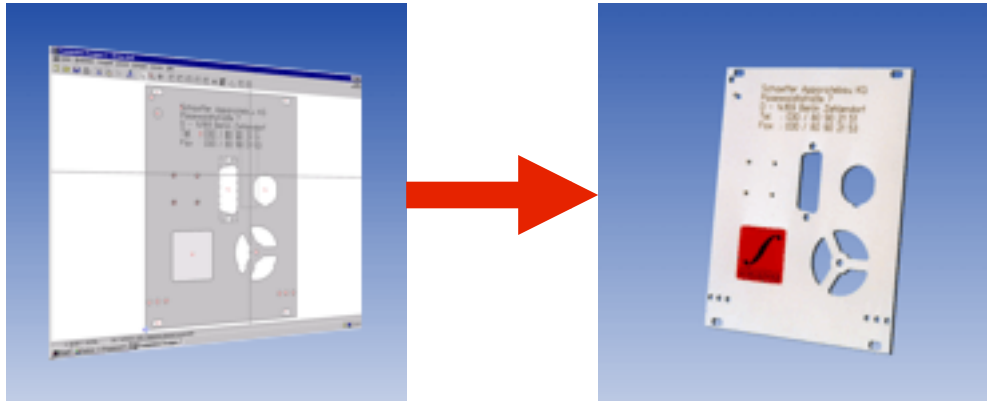


# Minor Pitfalls...



# Commercial Options

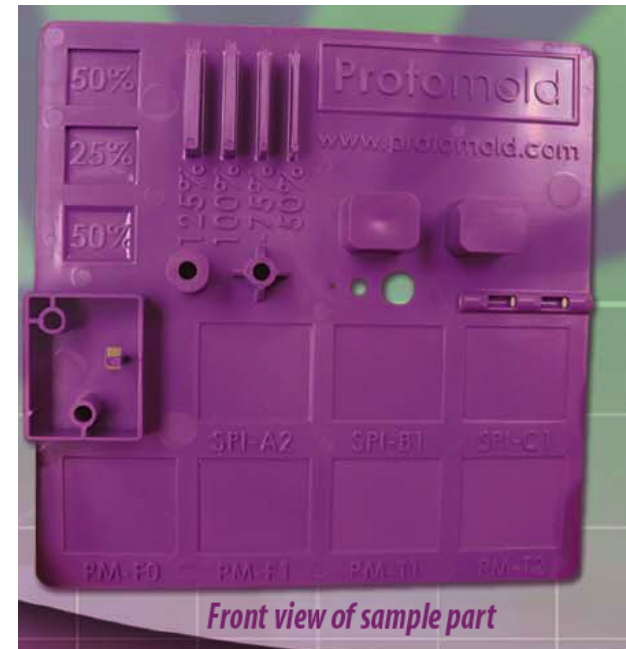
- Fast-turn, low-cost beautiful front panels:
- <http://www.frontpanelexpress.com/>
- Free CAD tool (for Windows).





# Low-Cost Injection Molding

- Traditionally very expensive (mold costs), approaches are emerging that allow low-volume prototyping inexpensively.
- Example (prices starting  $\approx$  \$2k): <http://www.protomold.com/>







# Demonstration Strategies

- **Demonstrations are intended to:**
  - Demonstrate the technical features of a product.
  - Excite potential customers (or graders!).
  - Sell hardware/software (if in the real world).
- **Good demos are:**
  - Concise - attention spans are limited.
  - Clear - no confusing stuff.
  - Organized - progress clearly from front-end to back-end.
- **Suggested strategy:**
  - Introduce team.
  - Explain purpose of device.
  - Explain how it works.
  - Demonstrate it working.
  - Summarize.
  - Ask if there are questions.



# THE FINE ART OF MARKETING.....





# Thoughts on Manufacturing

- In production, circuits are optimized for cost.
- In some domains (e.g., consumer), performance can be traded off quite freely for savings.
- In other domains (e.g., precision instruments), performance goals tend to be fixed.
- “Discretes are free” - true to some extent.
- Automated, low-cost assembly is typical.
- Economies of scale rule.
- Testing and rework strategies are valuable.



# PRODUCTION: COST VS. QUANTITY

