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The Role of Force-Sensing in Touch

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Agenda

- ❖ **Basics**
- ❖ **Increasing use**
- ❖ **History**
- ❖ **The problem**
- ❖ **The solution**
- ❖ **Force-sensing applications**
- ❖ **Adding force-sensing to p-cap**
- ❖ **What's needed to make it happen**
- ❖ **Summary**

❖ What is force-sensing?

- ◆ Measuring the force exerted by something on something

❖ Examples of use

- ◆ Many consumer and industrial devices (but not displays!) have incorporated force-sensing for many years
 - Musical instrument, car-occupancy sensor, joint tensile-load sensor, digital weighing scale, pressure-sensing for pumps, force-sensitive smartphone camera button, breast-cancer detection, self-serve foot scanning, eyelid pressure, etc.
 - Force-sensing resistors (FSR) and capacitive sensors are the most common methods of implementation
 - Most interesting company in commercial applications
 - www.pressureprofile.com

Increasing Use...1

❖ Consumer electronic devices are making increasing use of force-sensing

- ◆ Apple watch
 - Top surface is force-sensitive

Apple Website:
“[Force-sensing] is the most significant new sensing capability since multi-touch”

Sensitive enough to tell a tap from a press.

In addition to recognizing touch, Apple Watch senses force, adding a new dimension to the user interface. Force Touch uses tiny electrodes around the flexible Retina display to distinguish between a light tap and a deep press, and trigger instant access to a range of contextually specific controls — such as an action menu and a new mode that allows you to select different watch faces — whenever you want. It's the most significant new sensing capability since Multi-Touch.



Source: Apple

Increasing Use...2

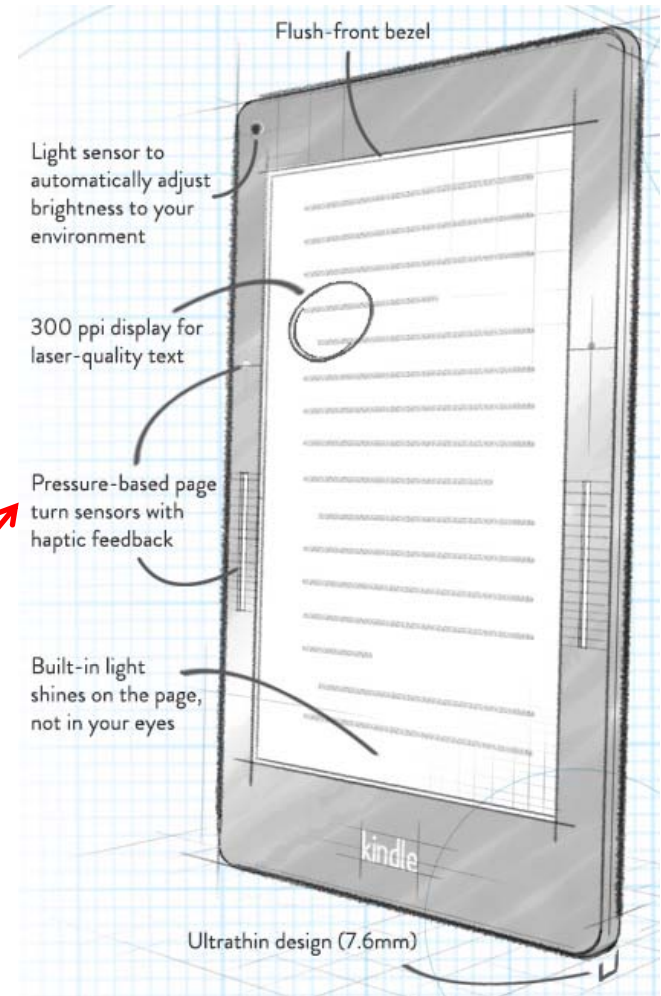
❖ Continued...

- ◆ Apple MacBook Pro touchpad
 - Force-sensor under each corner
 - A light click can perform one action; a harder click another



Source: Apple

- ◆ Latest Kindle e-book reader
 - Press bezel to turn page instead of touching screen

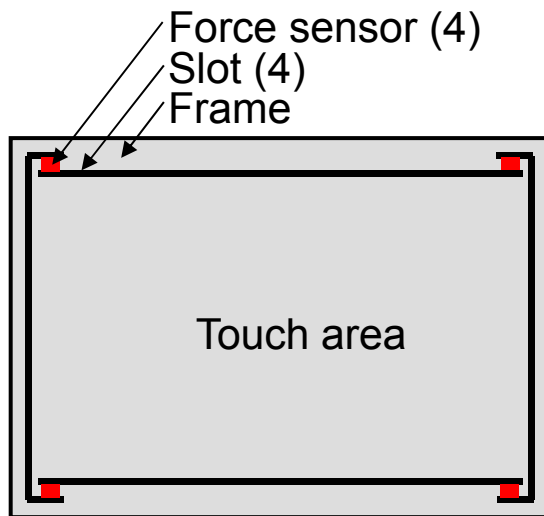


Source: Amazon

History...1

❖ There have been many attempts to use force-sensing to *determine touch location*

- ◆ IBM “TouchSelect” CRT touch-panel supported on strain gauges
 - Early 1990s, unsuccessful
- ◆ Vissumo: LCD touch-panel on beam-mounted sensors
 - Ran out of money in 2009, but their technology was very cool



Drawing by Author



Photo by Author

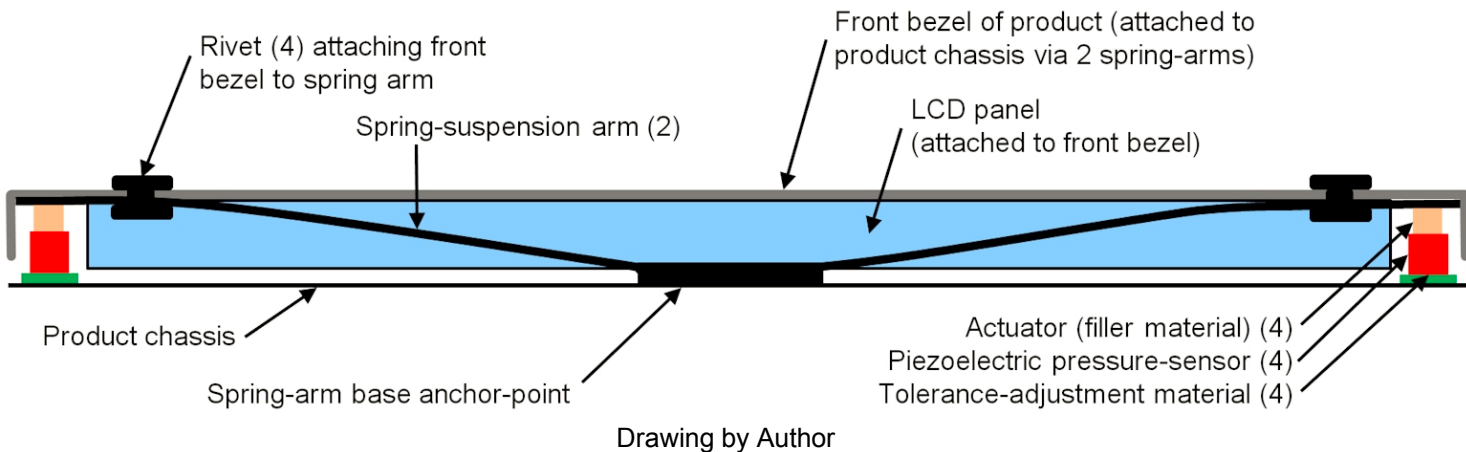


Photo by Author

History...2

❖ Continued...

- ◆ F-Origin: LCD & touch-panel on spring-arm mounted sensors (originally used monofilament on pulleys!)
 - Down to one person; effectively out of business

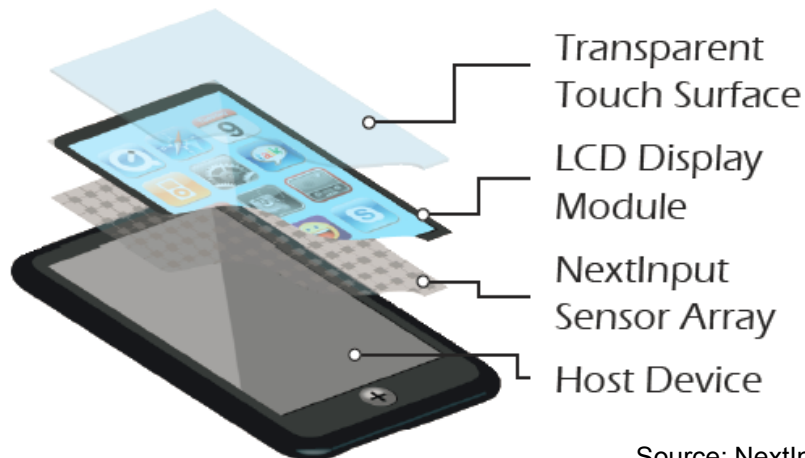


- ◆ FloatingTouch: Flexible adhesive pads forming variable capacitors between the LCD and the system
 - Insufficient start-up funding

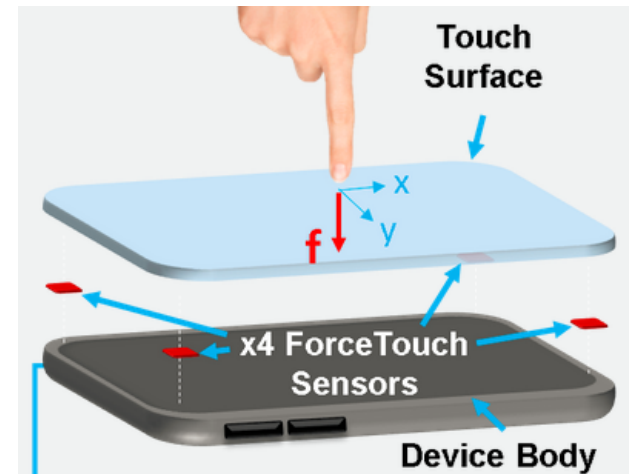
History...3

❖ Continued...

- ◆ Peratech + Nissha + Stantum: Force-sensitive digital multi-touch resistive (DMR)
 - DMR couldn't compete with p-cap for determining touch-location
- ◆ NextInput: Started with an array of force-sensitive organic transistors under the LCD ("touch skin" developed for robotics)
 - Now using just a cover-glass mounted on four MEMS force-sensors
 - Still in business, but focused on single-touch commercial, not consumer



Source: NextInput



The Problem with Force-Sensing

❖ Using force-sensing as a method to *determine touch location* can't compete with p-cap

◆ Force-sensing has problems with...

- More than one touch
- Vibration
- LCD & touchscreen mounting (ODMs don't like "floating" LCDs)

❖ But p-cap today can only detect relative force

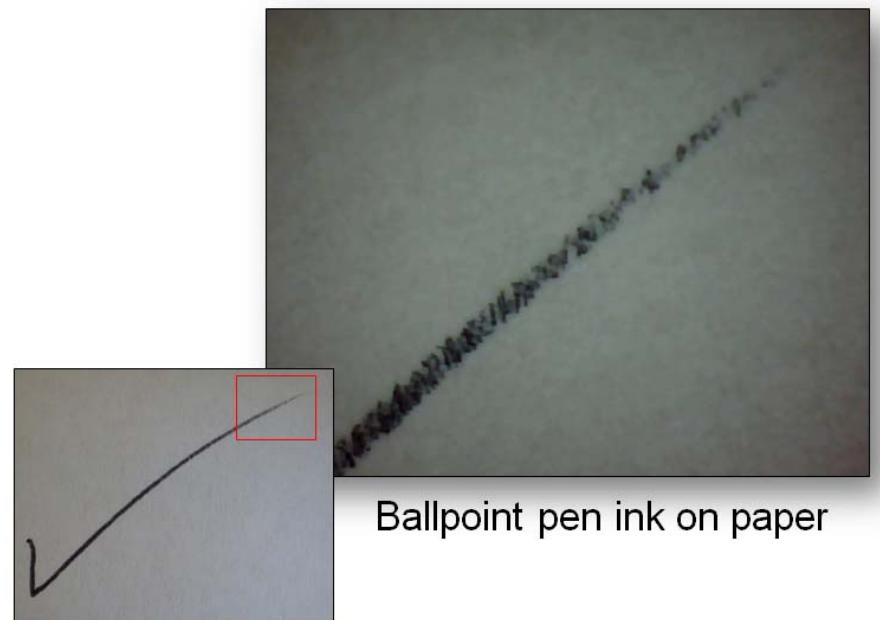
◆ P-cap uses the touch area as a proxy for force

- But my little finger pressed hard has the same touch area as my thumb pressed lightly...

The Solution

❖ Detect the touch-location and touch-force separately

- ◆ Active stylus has been doing this for 25 years!
 - Location methods:
 - (1) EMR
 - (2) Receive touch-panel drive signal and retransmit it
 - (3) Transmit signal from stylus to touch-panel electrodes
 - Force-sensing methods:
 - (1) Variable capacitor
 - (2) Variable inductor
 - (3) Variable resistor
 - (4) Variable light-blocker
- ◆ Force-sensing in active stylus makes “digital ink” look REAL
 - Also simulates the reality of drawing with a pencil (shading vs. dark lines)



Source: N-Trig

Touch Force-Sensing Applications...1

❖ Why combine force-sensing and touch?

- ◆ “Preview” (equivalent to “mouseover”) is the main reason
 - This is something that p-cap touch can't do today
- ◆ “Hover” is an attempt to accomplish the same thing, but it's not well-accepted by the market
 - Non-intuitive
 - Muscle tremor reduces accuracy
 - Hard to stay within 10 mm range without touching
 - Users don't like it!
- ◆ The lack of mouseover in p-cap touch has changed the way mobile-website apps work
 - Full websites: Hover mouse over menu name; choices appear under
 - Mobile website: Touch menu name; choices are listed separately
- ◆ Providing mouseover is the best way to start adding force-sensing
 - Everybody already knows how to use mouseover!

Touch Force-Sensing Applications...2

- ❖ **Force-sensing can also be used to create new UI functionality, but wide adoption is difficult to achieve**
 - ◆ Zoom or vary scroll rate with one finger by pressing harder
 - ◆ Copy by pressing harder and swipe-selecting
 - ◆ True touch-typing with on-screen keyboard
 - ◆ Add value to passive stylus (more realistic digital ink)
 - ◆ Reduce unintended touches by requiring a minimum touch force
 - ◆ And more...

- ❖ **It's very difficult to make new UI functionality intuitive**

Adding Force-Sensing to P-Cap

- ❖ **UK startup Cambridge Touch Technologies (CTT) has the best, most practical solution that I've seen**
 - ◆ Slightly modifies the standard p-cap stackup, without changing the p-cap user-experience in any way, and without changing the electrodes or adding more I/O
 - ◆ Can be used with any p-cap stackup, discrete or embedded

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What's Needed to Make It Happen

❖ **Force-sensing material**

- ◆ Multiple high-volume (\$B) chemical suppliers exist today

❖ **Modified touch controller**

- ◆ Under development

❖ **Android & Windows must insert force-data into existing touch data-structures**

- ◆ They already do it for active stylus; it's a simple change for touch

❖ **Apps must make use of force data; mouseover is the easiest starting point**

- ◆ Press lightly to preview
- ◆ Press harder to select

Summary

- ❖ **Force-sensing in touch is best for creating touch characterization data rather than as a primary method of determining touch location**
- ❖ **The use of force-sensing is increasing in both opaque and transparent applications in consumer electronics**
- ❖ **The best, most practical method of adding force-sensing to p-cap that I've seen is from Cambridge Touch Technologies**



Thank You!

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