



SigmaSense

Better Data is Everywhere

Digital Sensing Transformation

Software Defined Sensing

New Breakthrough Experiences Possible Everywhere

FEBRUARY 9, 2022

The User Experience

Redefining Human Machine Interaction (HMI)

Human Factors and **Experience** are dominated by sensing data

Large Interactive Displays

IWB/Digital Signage/POS

Tablets, Notebooks, ePaper

Foldable, Rollable & Edge Display

Smartphones

Foldable, Rollable & Edge Display

Gaming

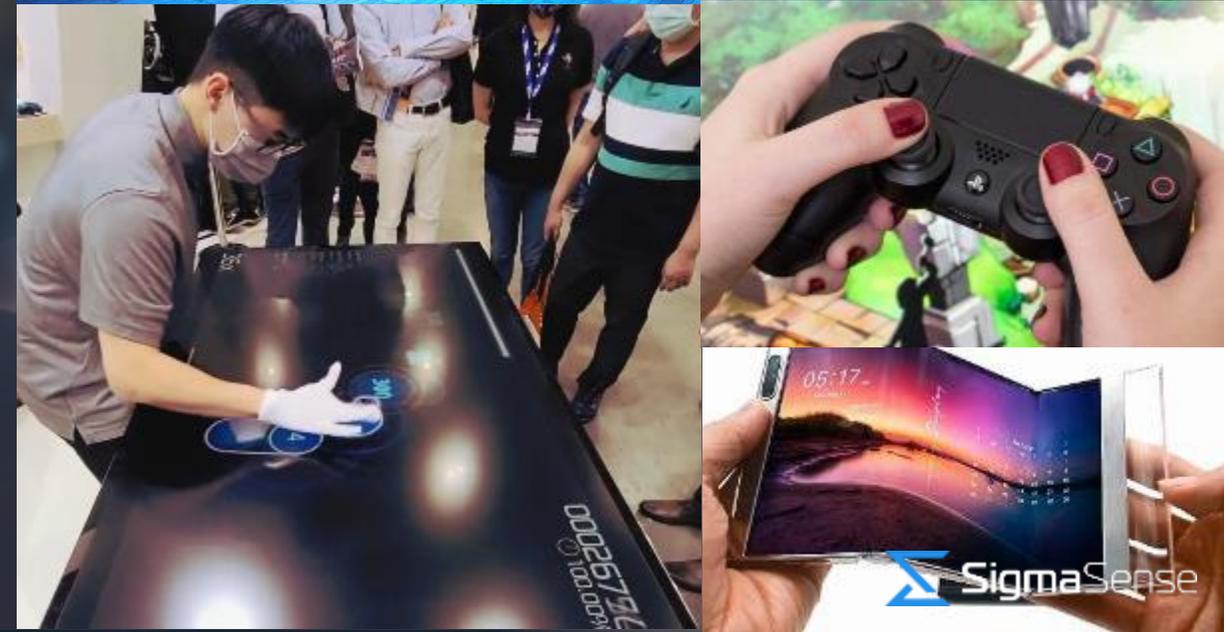
Handheld & Immersive

Automotive

Full Width Digital Dashboards

Biosensing / Medical Sensors

Bioimpedance & Telemedicine



Digital Transformation

Moving past 40 years of voltage based ADCs
The worlds first “direct-to-digital” current based sensing...

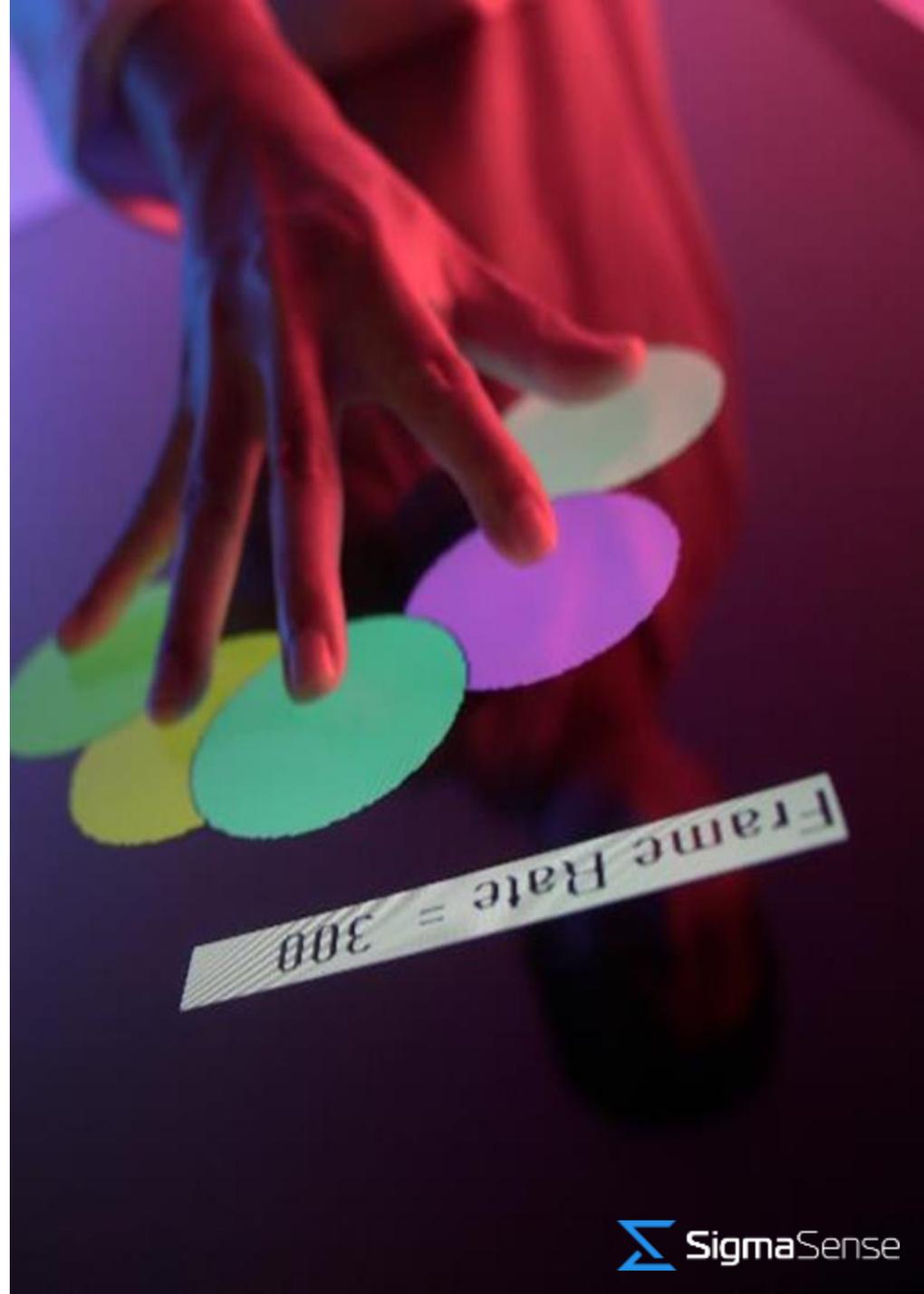
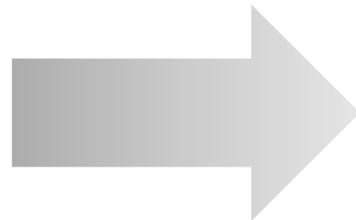
Instantaneous Data Sensed from a Distance

Disruptive technology improves data capture SNR 100X-1000X

World’s leading touch performance for \$150B display industry

Lead rapid growth in EV’s, wearables, bio-sensing, IoT

High quality sensing data ... Everywhere!



What we Assumed were “Facts” are No Longer True

“ADCs must be located close to the signal being sensed” - FALSE

“Analog function changes require HW changes” - FALSE

“Noise directly on our frequencies cannot be filtered” - FALSE

“Signal amplification also amplifies the noise” - FALSE

“High voltage signals are required to get above the noise” - FALSE

New Form of Digital Sensing Impacts Critical Design Choices

Software Defined Sensing

Conceptually similar to
Software Defined Radios

Analog Radio → Digital Radio



Vast Frequency Data Processed in Software
Makes Radios programmable and adaptive

Analog to Digital Transformations Strike Fast with Massive Impact

Traditional
ADC/DAC

Voltage &
Time

VS

 **SigmaSense**

Current &
Frequency

Analog Phone
Voice call focus

VS

Digital Phone
Rich user experience

Vast Frequency Data Processed in Software
Makes Sensing Programmable and adaptive

Concurrent on a Single Pin:

*World's Only
Concurrent & Adaptive
Sensing Transceiver*

On a single pin

90% digital



Multi-frequency Transmit (Tx / Drive)



Multi-frequency Receive (Rx / Sense)



Digital communications



Power delivery



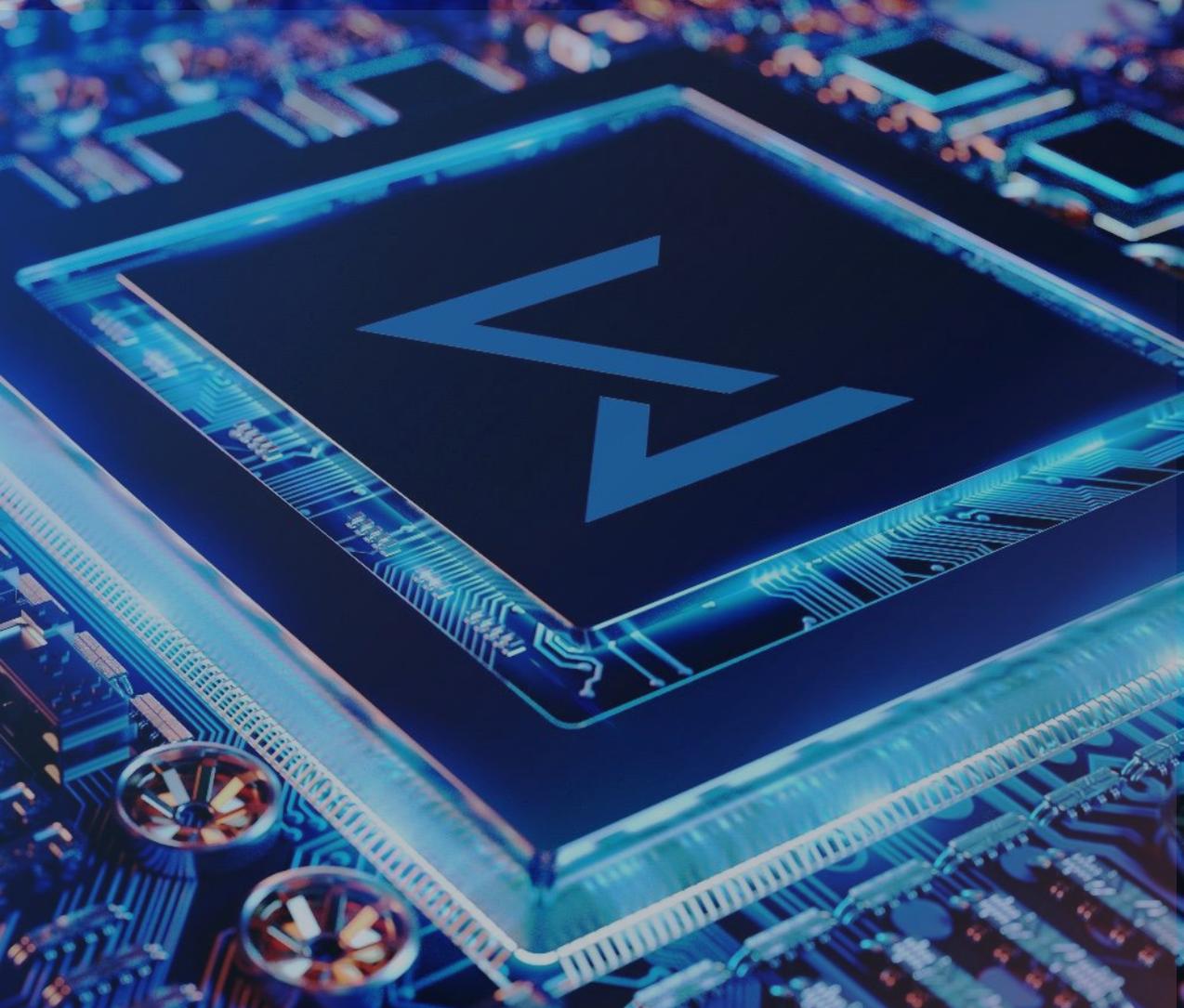
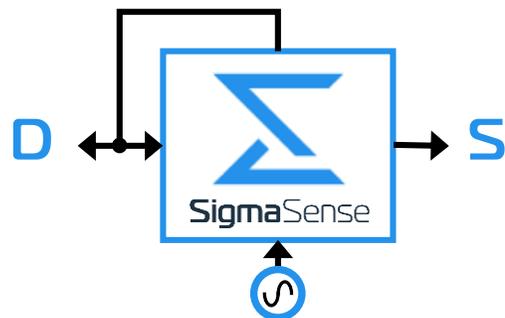
Continuously and concurrently on **one pin**

Breakthrough at the Source of Information Capture

"Frequency" based "Current Mode" Analog to Digital Conversion (ADC) delivers Instantaneous Sensing Data

Continuous and Concurrent drive and sense solves timing issues of high capacitance and high resistance loads

Vast amounts of "Instantaneous" Frequency based Data enables Software-Defined Sensing



Adaptive software controls for capturing analog data without traditional "Voltage" and "Time" based constraints

Digital Transformation

Concurrent Adaptive Sensing Transceiver Technology

Touch, Force, Vibration, Fluids, Distance, Presence, Position, Motion, Temperature, Humidity, magnetics, MEMS, and more

SDM measured current directly

- No need to convert and amplify voltage
- Lowers thermal noise
- Lowers power and can sense pico amps of change
- Sense from a distance thru high resistance or high capacitance

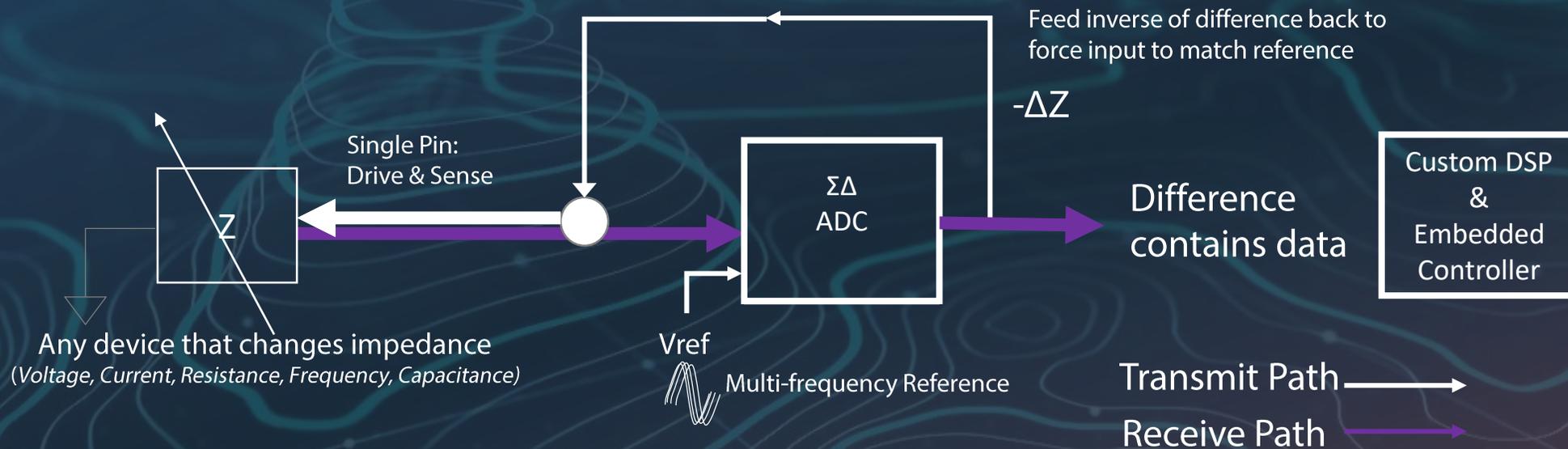
Large TX/RX arrays are concurrent & continuous on each pin

Instantaneous multi-frequency data without scanning

Software Defined Sensing

Vast Frequency Data processed in Software makes Systems Adaptive

SigmaDelta Modulator (SDM)

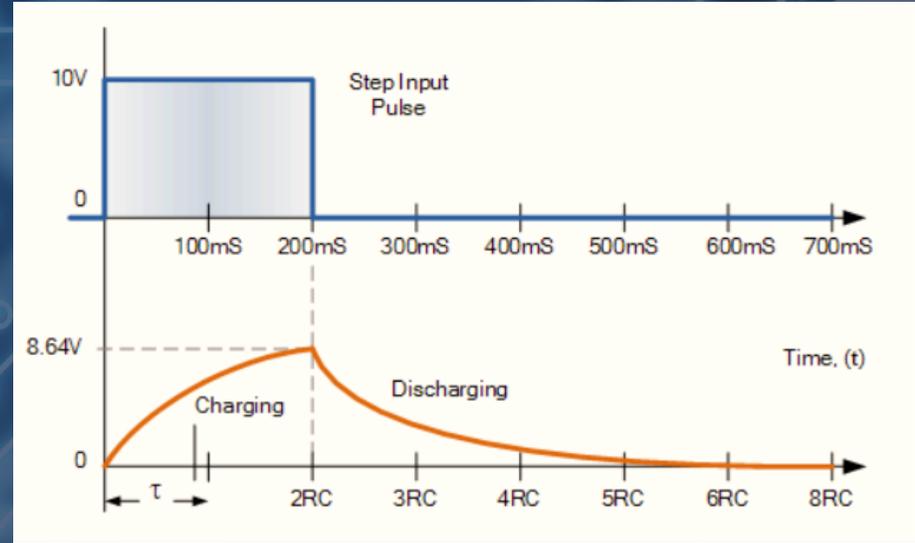


TRADITIONAL TOUCH CONTROLLERS

Typical PCAP touch controllers are at the mercy of how long it takes to charge the capacitor (i.e. achieve voltage threshold) at each cross point in the touch sensor

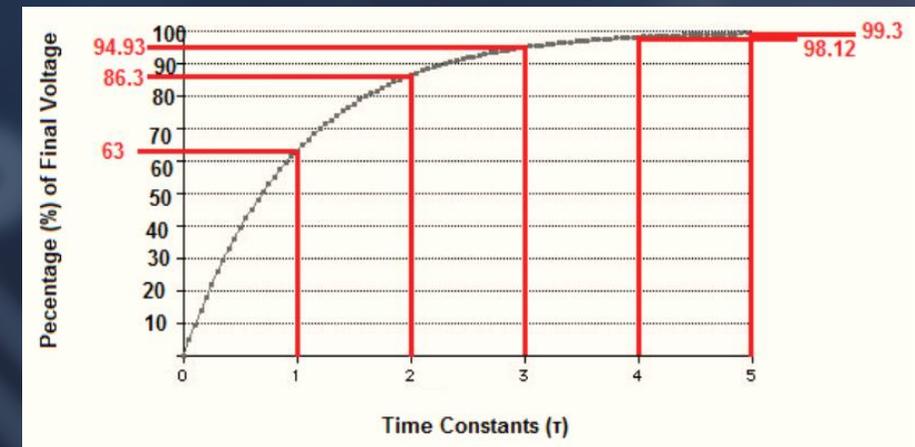
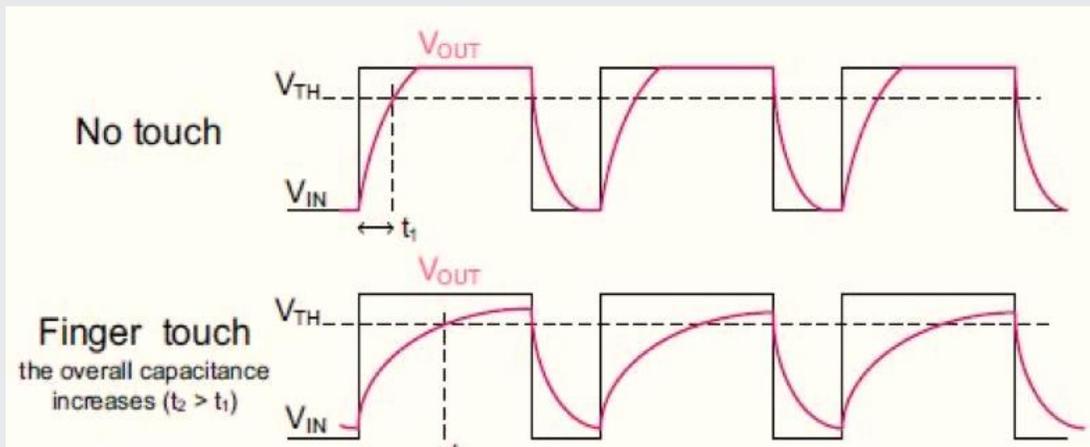
A baseline of charge times are stored for each cross point

When a finger touches a crosspoint, it adds capacitance, therefore it takes longer to charge each cross point capacitor



Higher resistance (or capacitance) can prevent the channel from charging in the time available

The RC Time Constant = Resistance * Capacitance



SigmaVision® Continuous CAPACITIVE IMAGING

*Image the entire sensor matrix at the same time
(NO scanning)*

SDM on every channel (rows & columns)

All frequencies digitally created and processed

Transmits and processes multiple frequencies on each channel

Process Self, Mutual & Pen concurrently (NO multiplexing)

Advantages

Continuous mode operation – no muxes

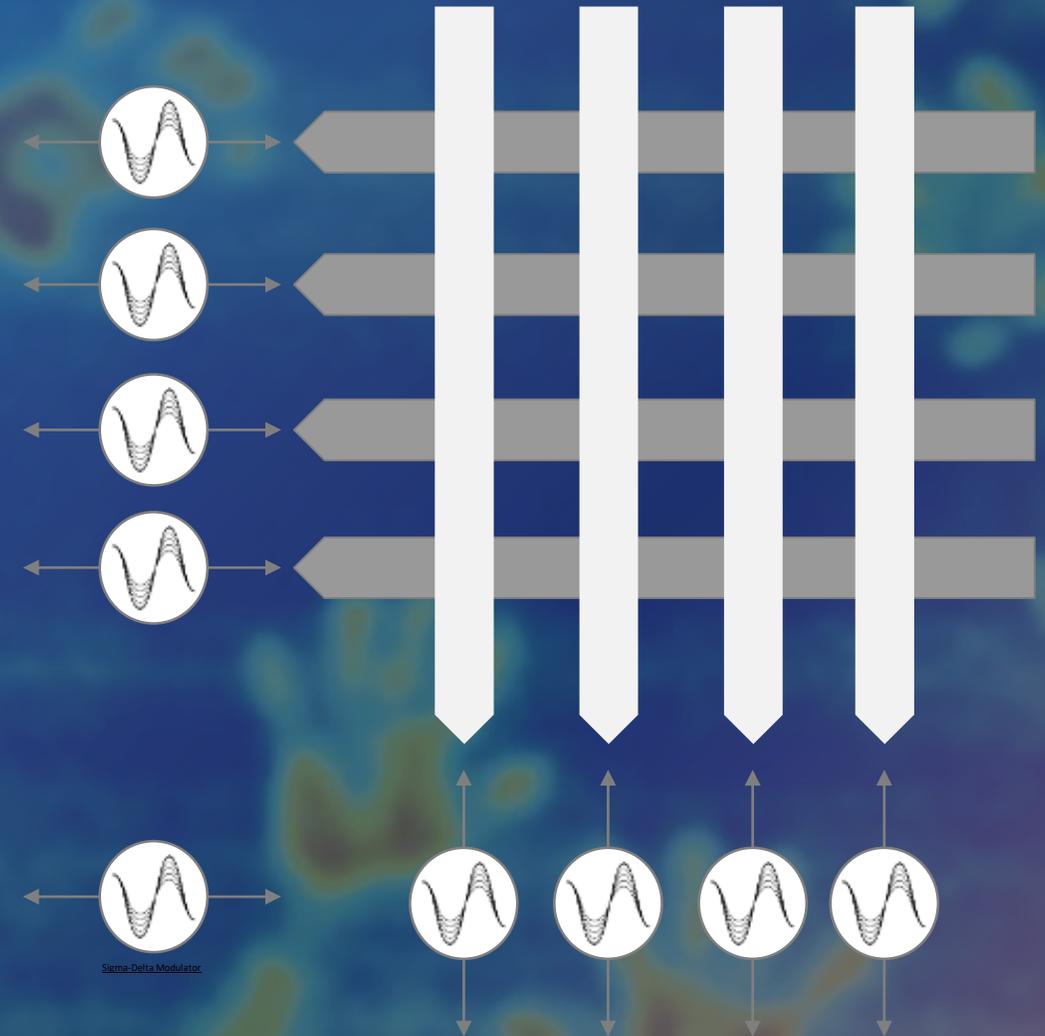
Dynamic, software controlled configurations

Active Noise Mitigate - much easier

Eliminates parasitics in self mode

Mitigates parasitics in mutual mode

Gaming class performance 300 Hz reporting



Sigma-Delta Modulator

SNR is Measure of “Data out of Chaos”

Current Mode ADCs provide better noise tolerance

SNR (Signal-to-Noise Ratio)

Signal is increased by driving with higher voltage
Noise is decreased by averaging samples over time

Current mode ADCs are faster and low voltage

Transmit **VOLTAGE** and **TIME** must be benchmarked

SNR/V * t_n (SNR per Volt normalized for time)

“Give me a place to stand and I will move the Earth”
- Archimedes

**SNR is the lever that
moves data...
Data moves the world**



Better Data Starts with Better SNR (Signal-to-Noise Ratio)

Touch Screen Example:

Competitors vs.



32" Touch Sensor: $786.2/0.2812 = 2,796x$ better SNR/v

15dB SNR, using 20.0V @ 120 Hz

$$\frac{10^{(15\text{dB}/20)}}{20\text{V}} = \mathbf{.2812} \frac{\text{SNR}}{v}$$

$$\text{Time}_{\text{normalized}} = \sqrt{(120/120)} = 1$$

$$0.2812 * 1 = \mathbf{0.2812} \frac{\text{SNR}}{v} * t$$

52dB SNR, using 0.8V @ 300 Hz

$$\frac{10^{(52\text{dB}/20)}}{0.8\text{V}} = \mathbf{497.6} \frac{\text{SNR}}{v}$$

$$\text{Time}_{\text{normalized}} = \sqrt{(300/120)} = 1.58$$

$$497.6 * 1.58 = \mathbf{786.2} \frac{\text{SNR}}{v} * t$$

100" Touch Sensor: $100.8/0.2857 = 353x$ better SNR/v

20dB SNR, using 35.0V @ 60 Hz

$$\frac{10^{(20\text{dB}/20)}}{35\text{V}} = \mathbf{.2857} \frac{\text{SNR}}{v}$$

$$\text{Time}_{\text{normalized}} = \sqrt{(60/60)} = 1$$

$$0.2857 * 1 = \mathbf{0.2857} \frac{\text{SNR}}{v} * t$$

36dB SNR, using 1.4V @ 300 Hz

$$\frac{10^{(36\text{dB}/20)}}{1.4\text{V}} = \mathbf{45.07} \frac{\text{SNR}}{v}$$

$$\text{Time}_{\text{normalized}} = \sqrt{(300/60)} = 2.24$$

$$45.07 * 2.24 = \mathbf{100.8} \frac{\text{SNR}}{v} * t$$

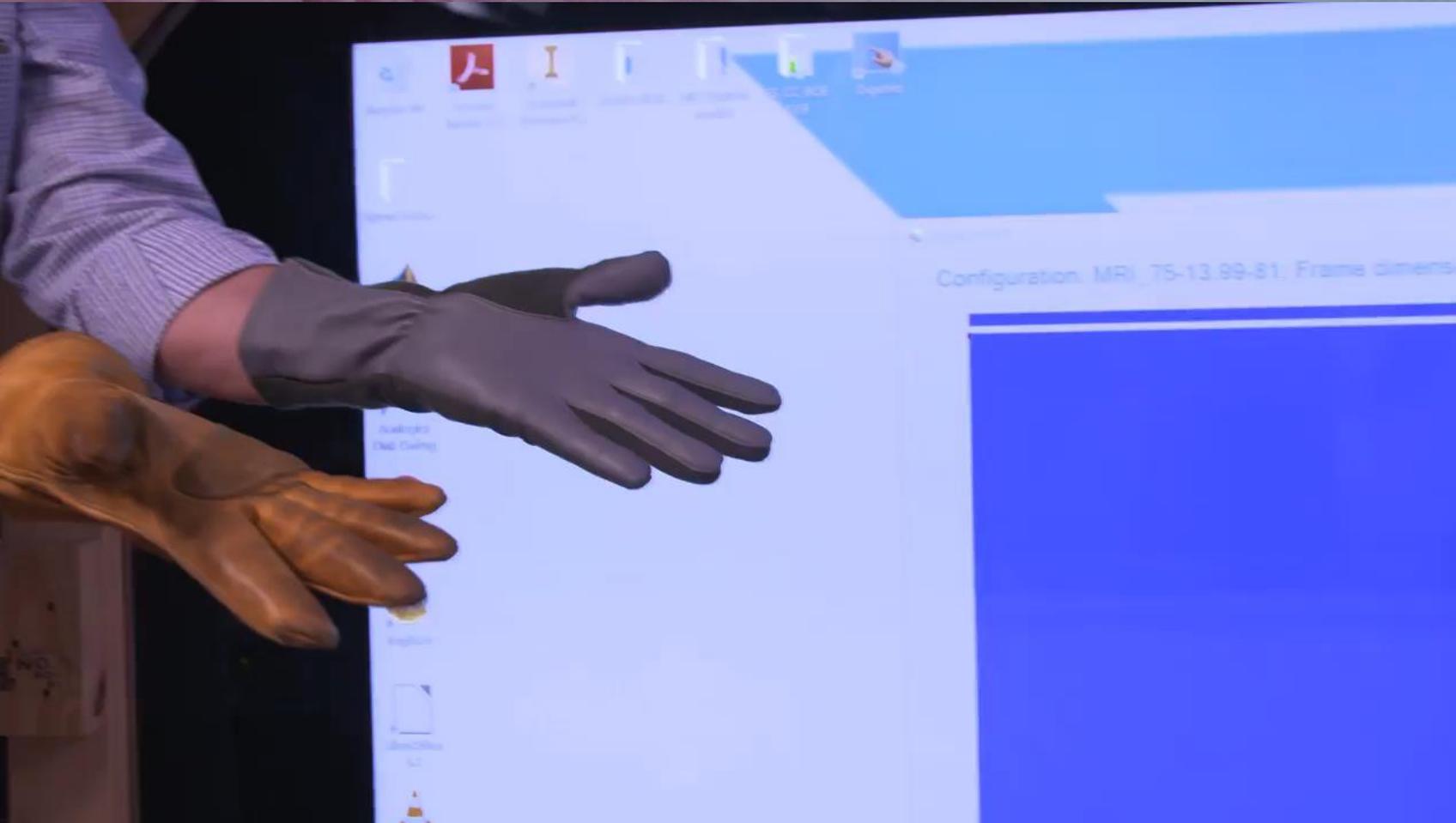
SigmaDrive™ TECHNOLOGY

10mm GLASS

32 inch 3mm sensor

*Touch through glass, even
through gloves*

10mm Glass & Gloves



THICK GLOVES

High sensitivity – touch through multiple layers of gloves

Winter gloves

Mil standard flight gloves

Thick Gloves



SigmaDrive™ TECHNOLOGY

RUNNING WATER TORTURE TEST

*Touch through running water
300 Hz reporting*

Water Drip Test

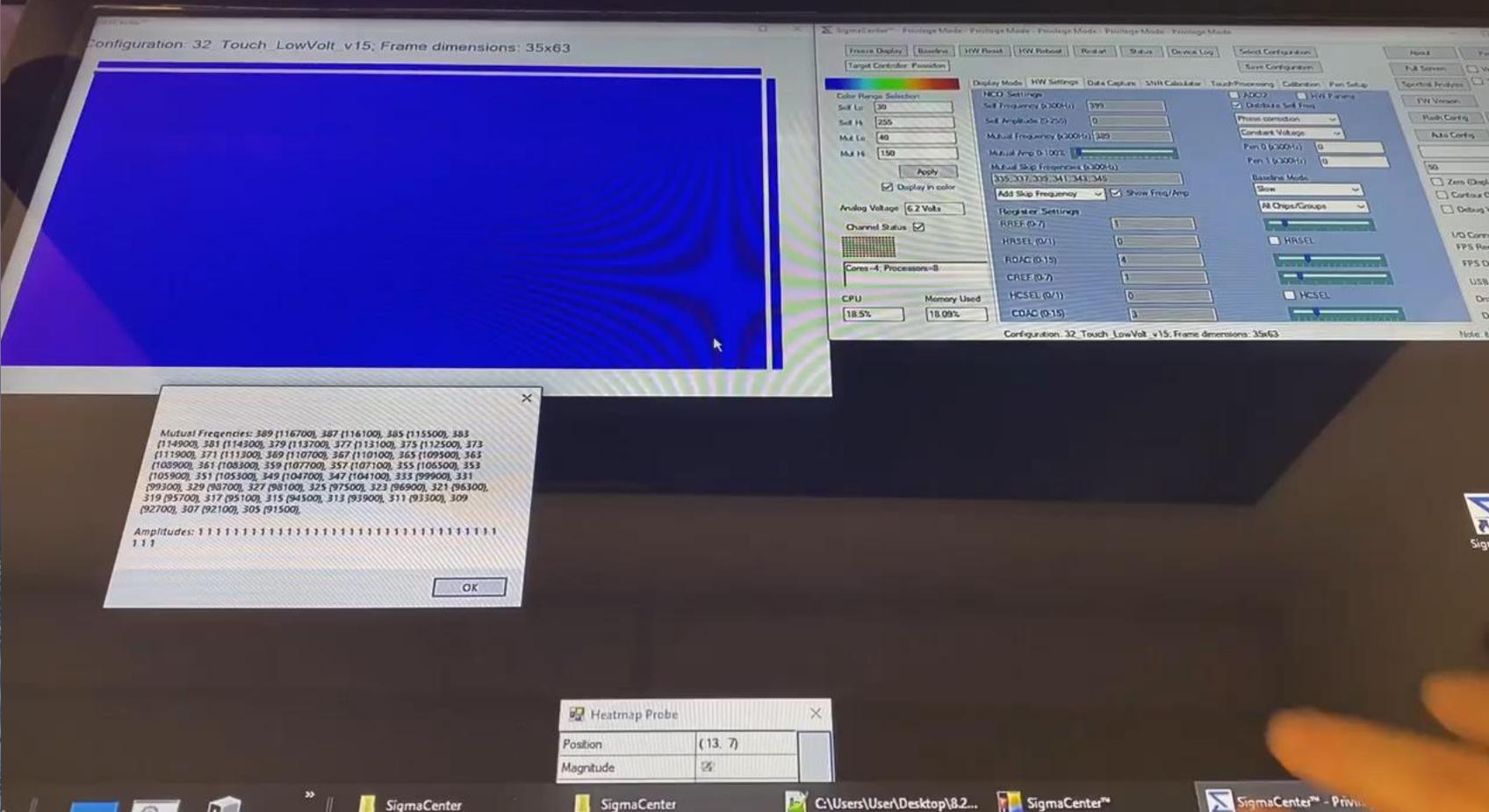


PASSIVE STYLUS

*Common Pencil
300 Hz HID reports*

Passive Stylus with 300Hz Reporting





LOW VOLTAGE OPERATION

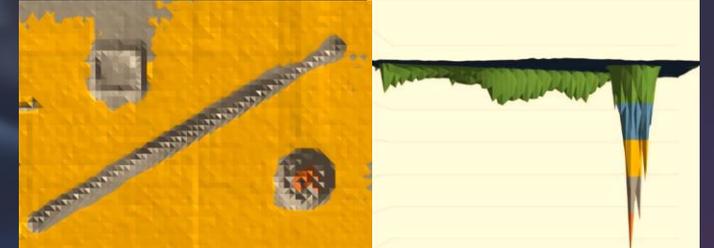
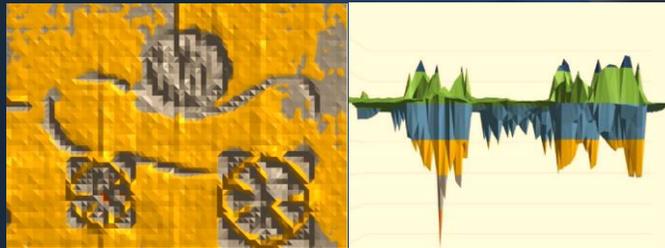
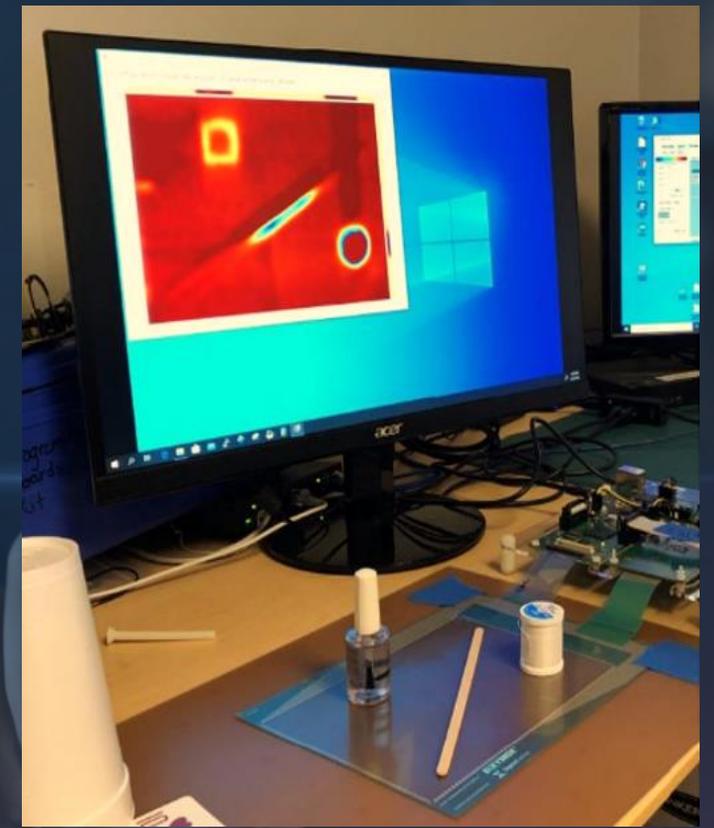
*32" ITO Sensor driven with 0.02V
(1000X lower voltage)
24db touch SNR
300 Hz reporting*

Low Voltage Drive

Dielectric Detection

Ability to capacitively image non-conductive objects

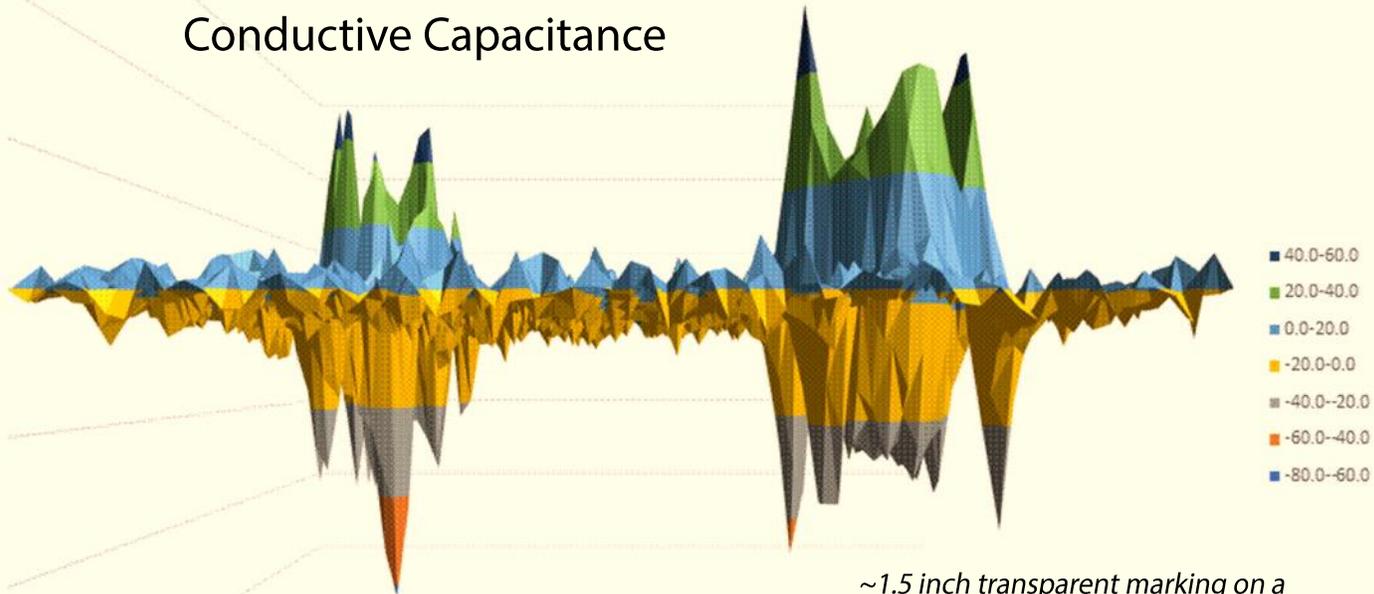
Wooden objects, cookies, rubber bands can all be imaged at high speeds



SigmaVision™ Yields High Fidelity Data

Capacitive Imaging of Ungrounded Objects

Conductive Capacitance



Contrast Capacitance

~1.5 inch transparent marking on a playing card as recognized for ID and orientation on a SigmaSense touch screen

Small object recognition on the screen: Capacitive Imaging “sees” conductive and non-conductive objects on a surface

Presence Detection (up to 12 ft.)

Hand Detection (up to 3 ft.)



3D Hover Z-Axis

X/Y Touch (((())) Pressure



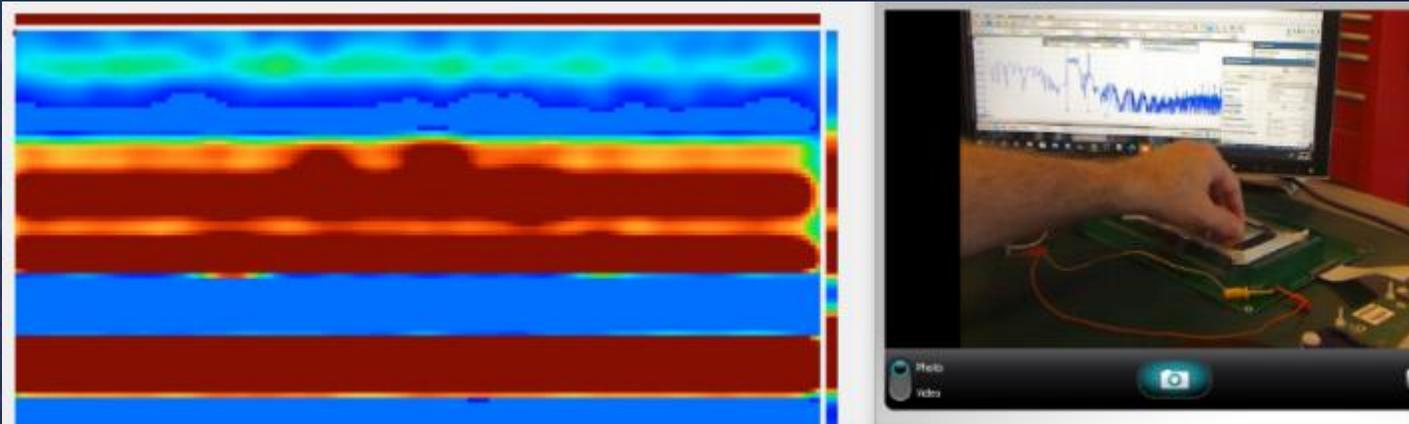
3D Contrast Capacitance

Classify objects such as hands, pens, playing cards, note pads, drinks, spills, plates, phones, pucks, and game pieces on a surface

Advanced Noise Cancellation >46dB Noise Reduction

Before

Noise generated by OLED display – common to all touch controllers



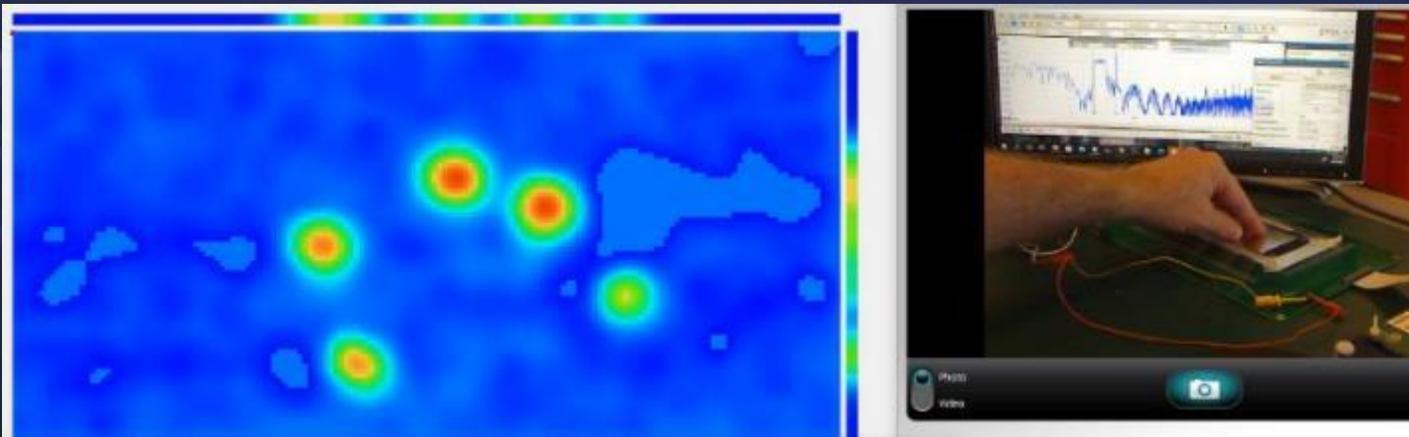
PCB based touchscreen

- 800pf row and
- 450pf column load,
- 650ohm delivery resistance

Heatmap before and after OLED noise mitigation applied

After

Noise filtered out by SigmaSense controller

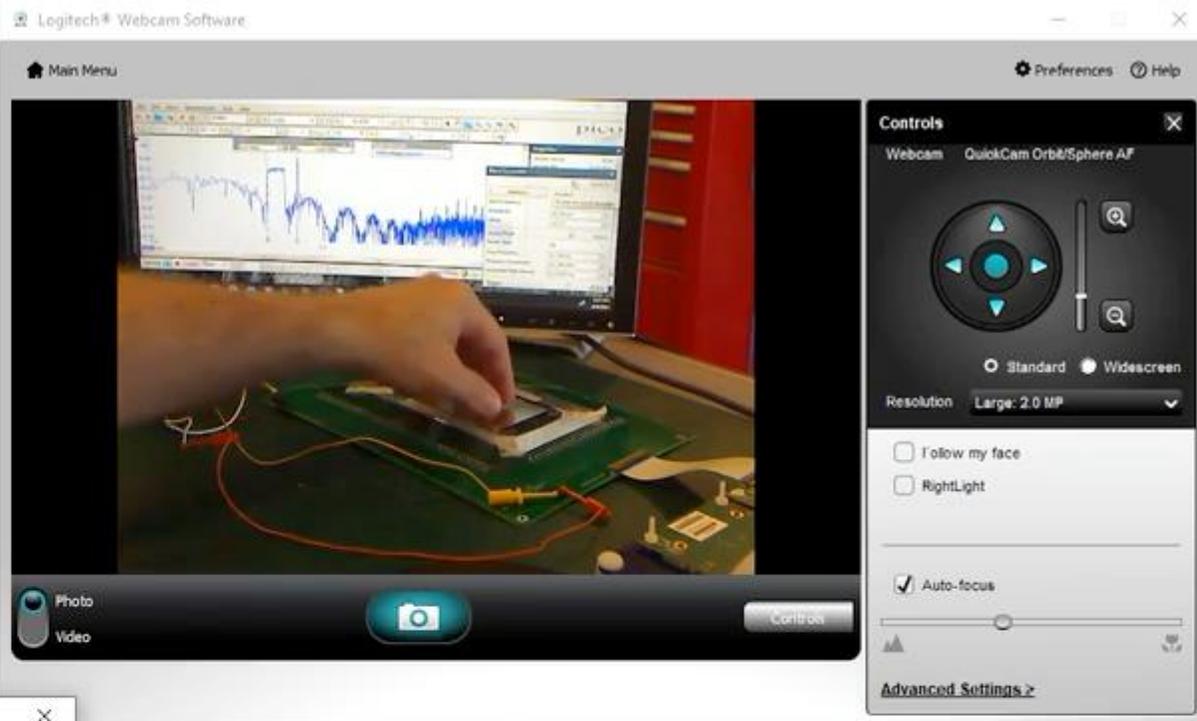
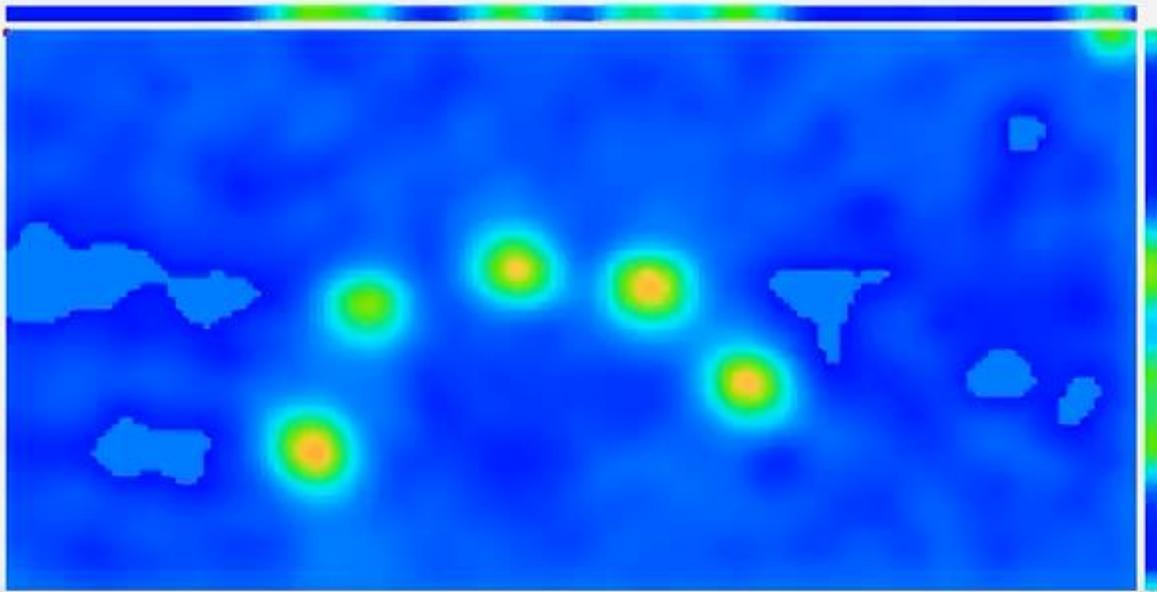


OLED noise

- injected directly into a floating back plane
- Injected noise is continually changing

Enables thinner stackups with high capacitive load

Configuration: SigmaPCB_21x40_TRI_good; Frame dimensions: 21x40



SigmaCenter™ - Privilege Mode

Freeze Display **Baseline** HW Reset HW Reboot Restart Status Current Settings Select Configuration Save Configuration

Target Controller: Poseidon

Color Range Selection

Self Lo: 0
Self Hi: 128
Mut Lo: -20
Mut Hi: 128

Apply

Display in color

Analog Voltage 11 Volts

Channel Status

Cores=4; Processors=8

CPU 59.56% Memory Used 45.68%

Display Mode: HW Settings Data Capture SNR Calculator TouchProcessing Hover Calibration Settings Pen

NCO Settings

Self Frequency (x300Hz) 240
Self Amplitude (0-255) 8
Mutual Frequency (x300Hz) 160
Mutual Amp 0-100%: [Slider]

HW Params
 Distribute Self Freq
Phase correction [Dropdown]
Constant Voltage [Dropdown]
300 Hz [Dropdown]
LCD Filter [Dropdown]
Baseline Mode: Off [Dropdown]
All Chips/Groups [Dropdown]
Mutual Skip Frequencies (x300Hz): 0; 285; 287; 301; 303; 305; 307; 309; 311; 313;
Add Skip Frequency [Dropdown]
 Show Freq/Amp

Disable Heatmap
 Row Energy Subtraction
 Contrast Filter

Register Settings

RREF 7 [Slider]
HRSEL 1 HRSEL
HDAC 15 [Slider]
CREF 7 [Slider]
HCSEL 1 HCSEL
CDAC 4 [Slider]

About Penulator

Full Screen Virtual Touch
Spectral Analysis Test Filter
FW Version New Pattern
Auto Config
Flash Config Clear Flash

0 [Dropdown]

Contour Outline
 Debug Window
 Self Only Zero(Display Noise)

I/O Connection: USB
FPS Received 285
FPS Displayed 54
USB I/O Rate 671k

Show HID Coord

Device Log Clear Log

Note: Items in blue are display settings only

Configuration: SigmaPCB_21x40_TRI_good; Frame dimensions: 21x40

(ANCT)
Active Noise Cancellation Technology

Digital Transformation

Replacing Analog with Digital

FLEXIBILITY & FEATURES

SOFTWARE DEFINED SENSING

1. All channels are physically identical in hardware
2. Functionality of each channel is software configurable (Tx / Rx)
3. Frequencies (TX & RX) are software/dynamically assigned
4. All channels processed in parallel
5. Continuously evaluate noise, automatically adjust frequencies
6. Data resolution (n bits) is software selected and optimized
7. Data precision (which n bits) is software controlled
8. Software controlled digital filters and signal processing provides capabilities not possible in analog
9. Digital post processing features enable better data/information

Flexible Data Sets Drive Adaptive Results

Achieving Experience

Concurrent Capacitive Imaging of the ENTIRE screen

Highest Touch SNR/v in the Industry

passive stylus, thick gloves, in rain, finger pressure, high hover, conductive or dielectric

Ultra-low voltage Current/Frequency based touch sensing

300-600Hz reporting Gaming Class performance

Supports high resistance **Polymer Conductors**

Presence detection at **over 3 feet**

Channel Reuse - Sensor fusion

One controller - multiple screens/surfaces

Data Thru Touch



Better Data... Better Results

ADAPTIVE HMI Experience for Hand Held Gaming Device

300-600Hz Concurrent Drive, Sense, Power and Comms

Faster Haptics Response

Case HMI
Game Console, Stud Finder

COF, COP, or COG layout freedom

Ear, Pocket, Object Recognition

Fingerprint and Biosensing

Channel Sharing

Touch / Pen / Hover Tracking

Mechanical Buttons

Capacitive HMI Buttons & Sliders

In-cell / On-cell / Out-cell Continuous Operations

Through Body COMMs
Screen to Screen Xfer

Thinner Flexible Stack





Industry Awards & HMI Leadership Recognition



World's 1st Gaming Class
Touch Performance
Touch Taiwan Show 2021



Display Component
of the Year Award
Display Week 2021



"The new SDC100 Digital Touch Controller
is a dream come true, solving all of the
negative issues of the past decade"
- Bill Dunn – CEO, LG-MRI

SENSING IS KEY TO AI

Better Data Means Better AI Results

Extraordinary signal-to-noise ratio (SNR), active noise mitigation, and instantaneous response

To accurately train models, DATA is absolutely vital
Results demand speed, quantity, and quality of data
Garbage-in... Garbage-out

All devices depend on sensing data... FIDELITY
Breakthrough converts analog chaos into high-fidelity data for machine learning and AI

Better HMI Requires Better AI... requires Better Data

100X-1000X Better SNR Performance

Unlocking Better Data

And Better AI Results

Solves OLED Problems

Continuous, high impedance sensing delivers OLED promise of better experiences

SigmaSense solves multiple issues:

- Thinner stack-ups
 - Foldable & rollable displays
 - Curved glass
 - Lower power
 - Game speeds
 - Optical quality
 - Edge and backside sensing
 - Replaces buttons/sensors
 - Pen/writing notes
 - Material costs
- *high capacitive loads*
 - *use of polymer conductors*
 - *no impedance matching*
 - *new power modes*
 - *300Hz multi-touch*
 - *high resistance materials*



World's 1st to support polymer conductors for foldables

Sensing that was Impossible... is Now Proven:

Large Screens with High Resistance Conductors, 300Hz Touch Reports

Small Screens with High Capacitive Loads, 2-micron Touch Stack-up

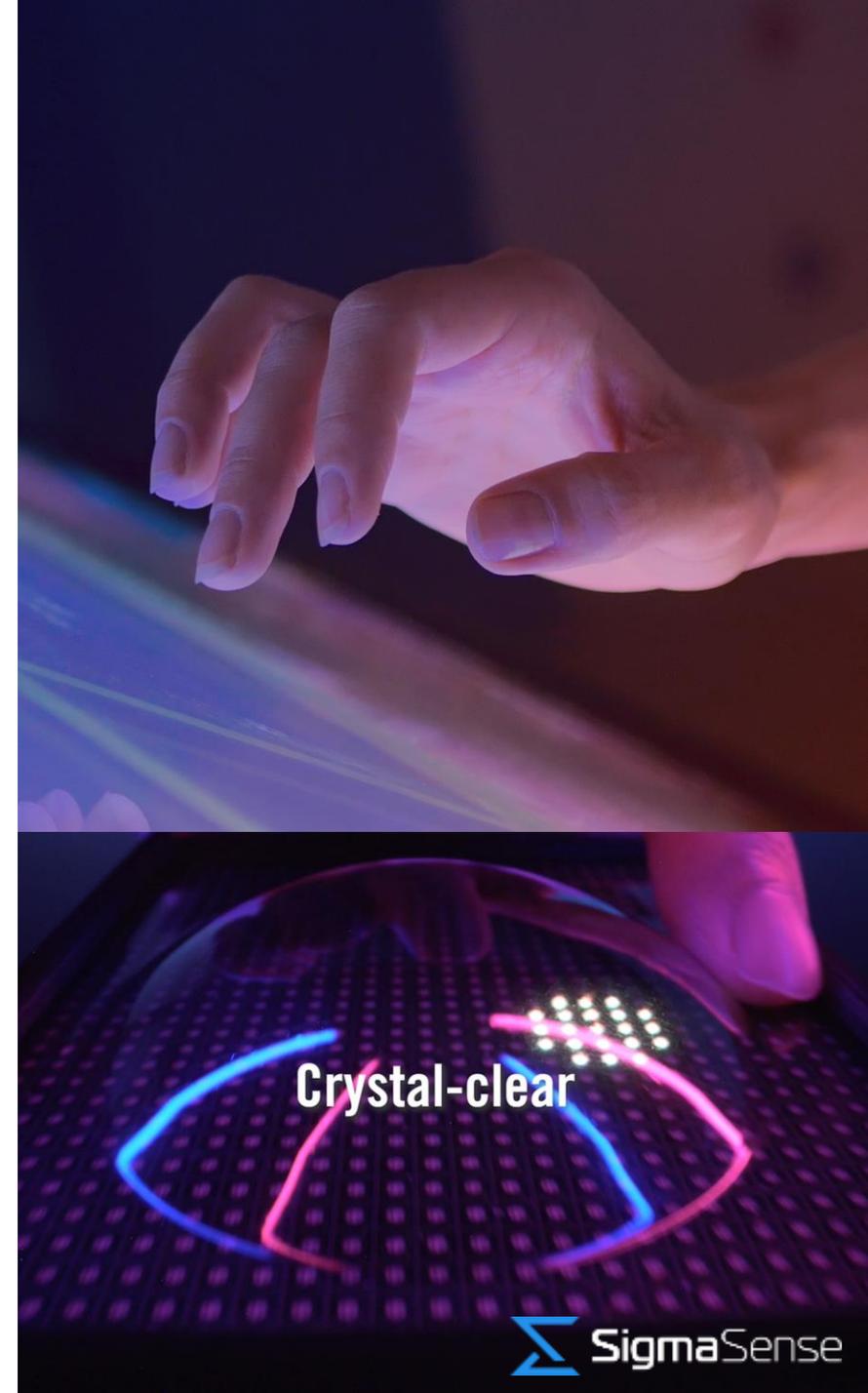
OLED Noise Filtering even at Gaming Speeds

Active Noise Mitigation Techniques Performed in Line with Reports

Touch Sensing over Curved Surfaces, or While Folding the Display

Low-cost Conductors Replace Expensive Materials

One Touch Controller Supports Multiple Screens, Buttons, and Sliders



World's first to support large screen high resistance polymer conductors

Lower cost

Rollable, foldable, wearable devices

Optical improvements

Technology that is proven up to 86" displays

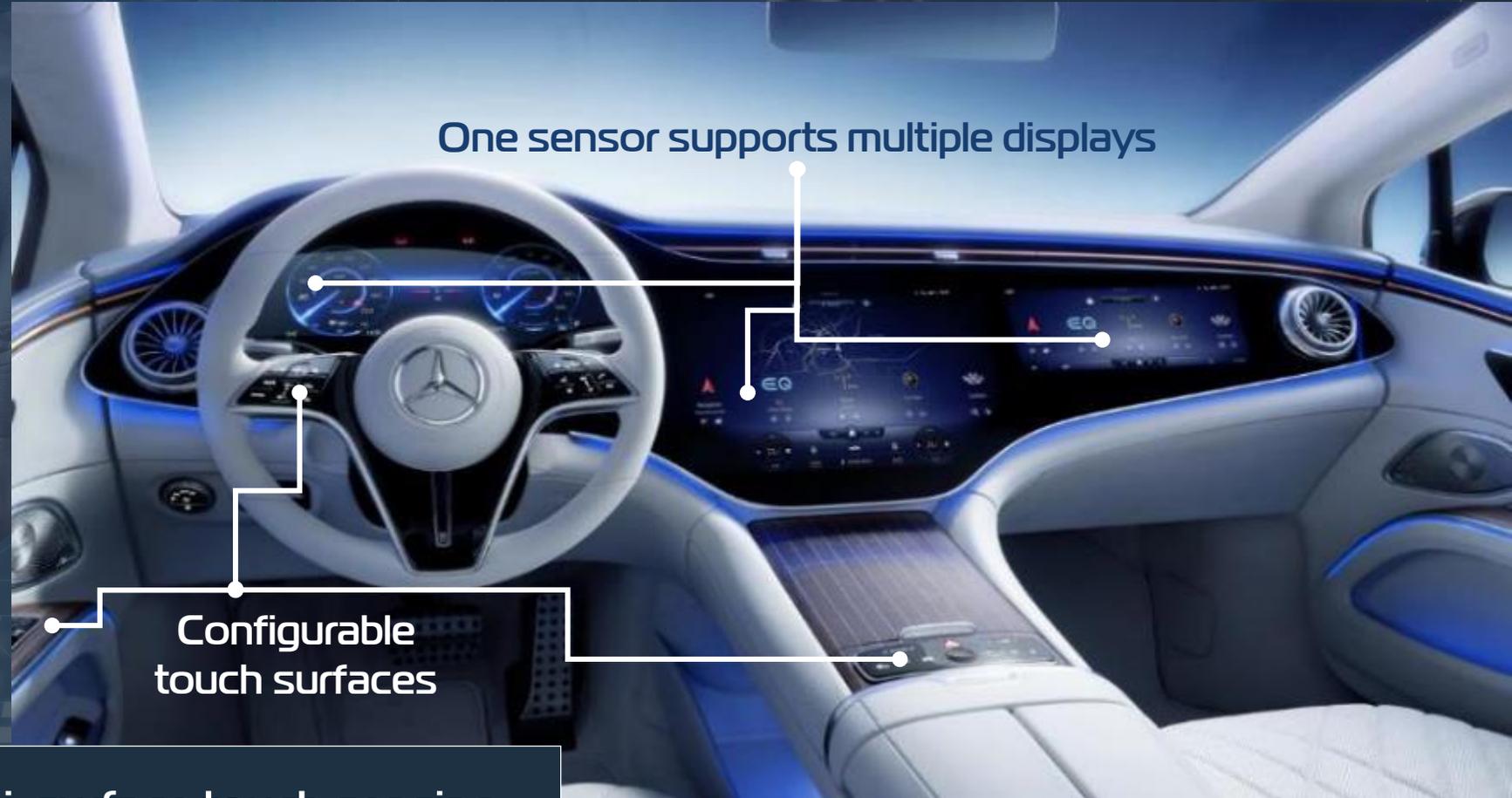
Heraeus and ecosystem partners able to support polymer touch sensors for screens of almost any size

Demonstrated industry's first 86" polymer touch screen

Software Defined Sensing in the Vehicle Cockpit

*All surfaces become
adaptable/programmable*

- One controller vs. many
- Works thru gloves, spills
- Hand detection at ~2 feet
- Simplifies interior design
- Works over curves/bends
- Predictable, reliable through noise
- Driver vs. Passenger touch ID
- Ultra-low voltage/emissions



One sensor supports multiple displays

Configurable touch surfaces

World's 1st long line, multi-surface touch sensing

What we Assumed were “Facts” are No Longer True

“ADCs must be located close to the signal being sensed” - FALSE

“Analog function changes require HW changes” - FALSE

“Noise directly on our frequencies cannot be filtered” - FALSE

“Signal amplification also amplifies the noise” - FALSE

“High voltage signals are required to get above the noise” - FALSE

New Form of Digital Sensing Impacts Critical Design Choices

Summary of SigmaSense HMI Experience Advantages

Instantaneous and continuous sensing at the signal transmission source

- Measure changes concurrently with transmit signal, high sensitivity measurements at electrode
- Instantaneously sense disturbances on electrode at great distances without need of high voltage
- Enables digital noise filtering and active noise mitigation techniques

Sense ultra-low voltage AND ultra-low current

- No need to amplify signals → Don't amplify the noise
- Ultra-Low EMI → Transmit pure tone sine waves
- Directly drive/sense current → Even with high resistance, high capacitive load

>100X Far better Signal-to-Noise (SNR/V^*t) allows much better system designs

- Ultra low noise floor → Significant SNR delivers better HMI, new features
- Enables advanced digital filtering → Capture unprecedented data fidelity even in high noise
- Active noise mitigation → Very narrow band and massively parallel digital filtering, noise cancelling, noise energy subtraction



SigmaSense