

MODULAR ELECTRONICS LEARNING (MODEL) PROJECT



DIGITAL RESISTANCE SYNTHESIS

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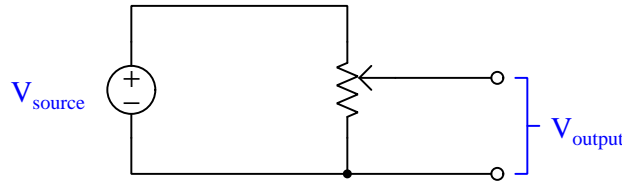
Chapter 1

Tutorial

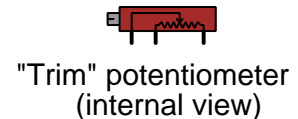
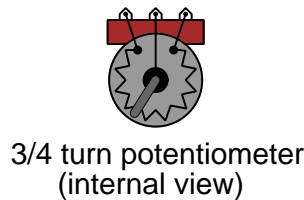
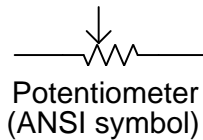
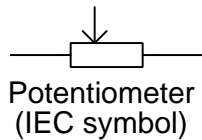
1.1 Intro to digitally-variable resistance

Resistors are one of the very first components that students of electronics learn about, and on first encounter they may not seem to be particularly useful. After all, their only function is to dissipate energy from a circuit, right? Not long after learning what a resistor is, however, students start learning all the practical uses these humble devices have. We can connect multiple resistors together in series to create voltage divider networks. Similarly we can connect multiple resistors in parallel to create current divider networks. Such dividers are useful in analog circuitry for ranging and to achieve a calibrated response to signals, for example to ensure multimeters register measured voltages and currents accurately. Resistors and networks of resistors are also useful for limiting voltage and/or current to sensitive loads. Later, students learn how combining resistors together with capacitors or inductors can create circuits where voltages and currents vary precisely over time, useful for creating timer circuits. Even later, students learn how to create filter networks using combinations of resistors and capacitors and/or inductors, and in this context resistors play a major role in determining the cutoff frequencies of these filter networks. Resistors also play important roles in transistor circuits, especially in properly *biasing* transistors to ensure linear amplification. When combined with operational amplifiers, resistors and resistor networks establish precise voltage gain values, weighting factors for signal summation and averaging, integration and differentiation rates, and active filter cutoff frequency values.

If fixed-value resistors are useful, variable resistors are even more so. With a variable resistance, one can make any of the aforementioned circuit types *adjustable*. Perhaps the most basic example of this principle is a potentiometer used as a variable voltage divider, for example as the volume control in an audio amplifier system.



However, variable resistors are mechanical assemblies with moving parts. A potentiometer, for example, consists of a strip of resistive material with a connection terminal at each far end. Somewhere between these points is a moving “wiper” contact forming the third contact of the assembly:



Not only do moving parts represent an eventual point of mechanical failure, but they also limit the adjustability of any potentiometer to mechanical stimulus such as the manual turning of a knob.

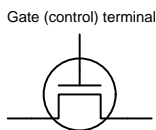
If only we had a way of forming an adjustable resistance using non-moving parts, we might find new and innovative applications for variable resistances in all kinds of electronic circuits!

Fortunately, there are indeed ways to create variable resistance in electronic circuits without resorting to moving parts. In this Tutorial we will explore multiple ways of doing this, some of these ways leveraging fixed-value resistor arrays and other ways not using resistors at all.

1.2 Simple switched-resistor networks

Transistors are electronic switches, able to be turned on or off by relatively weak voltage or current signals. When turned off, a transistor essentially acts as an electrical *open*, or an infinite resistance. When turned on toward maximum conductivity by *saturation*, a transistor more or less acts as an electrical *short*, or negligible resistance. Used in this way, transistors mimic the electrical operation of mechanical switches, but with the advantages of no moving parts to wear out and also extremely high switching speed capability.

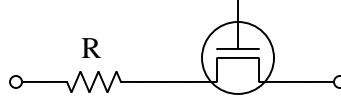
In this Tutorial I will make frequent use of generic MOSFET symbols to show the transistor switching elements, ignoring details of how these transistors will be triggered on and off when it's more important to focus on the consequences on switching on and off.



Generic MOSFET symbol

MOSFETs are generally favored as switching elements for these variable-resistance networks, because they exhibit much less “on” resistance than bipolar junction transistors (BJTs) typically do when saturated. They reason for the low “on” resistance of MOSFETs is the fact that their conductive pathway consists of a single channel of semiconducting material with only one type of charge carrier (either electrons for N-channel or holes for P-channel) with no PN junction the current must traverse. BJTs by contrast require charge carriers to cross a PN junction, and with this comes an inevitable energy penalty resulting in additional voltage dropped beyond the effect of current passing through the semiconducting material’s bulk resistance. A properly-sized and stimulated MOSFET very nearly approaches the low resistance of a mechanical switch contact in its “on” state.

Consider the following network consisting of a single resistor connected in series with a single transistor:



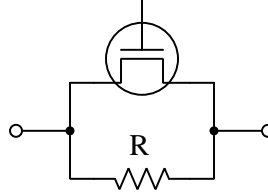
When the transistor is turned on, the total resistance of this network as measured between the two terminals will simply be the value of R , assuming negligible transistor “on” resistance. When the transistor is turned off, the network’s total resistance rises to infinity. If we pulse this transistor on and off repeatedly, the average total resistance will depend on the *duty cycle* of that pulsing, defined as the ratio of “on” time to total “on + off” time and symbolized mathematically as D .

If the duty cycle of the transistor’s pulsing is 100% (i.e. $D = 1$) then $R_{average} = R$. If the duty cycle is 0% (i.e. $D = 0$) then $R_{average} = \infty$. From these two extreme conditions we might propose that the average resistance for this network is likely the quotient of R and D :

$$R_{average} = \frac{R}{D}$$

We may confirm this hypothesis by performing a thought experiment whereby we connect this resistor-transistor network’s outer terminals to a source of constant voltage and calculate the resulting current. Of course, when $D = 1$ the transistor will be “on” all the time and the current will simply equal $\frac{V_{source}}{R}$ in accordance with Ohm’s Law. When $D = 0$ the transistor will be “off” all the time and the current will be zero. When $D = 0.5$ (50% duty cycle) the current will pulse between the values of $\frac{V_{source}}{R}$ and zero for equal intervals of time. At this duty cycle value of 50% the total amount of electric charges passed through this network over any whole number of on/off pulse cycles must be exactly one-half the amount that would pass if the transistor were “on” all the time with a duty cycle of 100%. Since current is defined as the quantity of electric charge drifting past any point per unit of time (one Ampere being a Coulomb of charge per second), we must conclude that half the amount of charge carrier movement for the same amount of time means an average current that is one-half of maximum. This, in turn, means at 50% duty cycle the network’s average resistance must be twice that of R . A pulse duty cycle of 25% would only pass one-quarter the amount of electric charge through the network over any substantial amount of time as would pass at 100% duty cycle, and thus an average resistance four times the value of R . From this we see our proposed formula for average resistance being $\frac{R}{D}$ is indeed conceptually correct.

Now let's consider a different resistor-transistor network, this one placing the two in parallel with each other rather than in series:



When the transistor is turned on, the total resistance of this network as measured between the two terminals will be zero, assuming negligible transistor “on” resistance. When the transistor is turned off, the network’s total resistance will simply be R . If we pulse this transistor on and off repeatedly, the average total resistance will decrease to zero as duty cycle rises to 100%. If a duty cycle of $D = 0$ results in $R_{average} = R$ and a duty cycle of $D = 1$ results in $R_{average} = 0$, then we might propose the following formula for average network resistance where the average is proportional to the mathematical *complement* of the duty cycle:

$$R_{average} = R(1 - D)$$

In a manner similar to the previous resistor-transistor switching network, we may confirm this new hypothesis by performing another thought experiment. Here we will connect this resistor-transistor network’s outer terminals to a source of constant current and calculate the resulting voltage drop. At $D = 1$ the transistor will be “on” all the time and the voltage will be zero. When $D = 0$ the transistor will be “off” all the time and the voltage will be the product of R and I_{source} in accordance with Ohm’s Law. When $D = 0.5$ (50% duty cycle) the voltage will pulse between the values of $I_{source}R$ and zero for equal intervals of time.

Recall that the definition of voltage is the amount of energy exchanged per unit of electric charge, with a Volt being a Joule of energy per Coulomb of charge. Since our hypothetical source outputs a constant current, it means after a fixed amount of time there must be a guaranteed fixed amount of charge passed through. The average amount of voltage after any number of on/off pulse cycles must therefore be the total number of Joules of energy dissipated by the resistor divided by the total charge passed through over that same time. If we imagine the duty cycle being 50% it would mean half the amount of energy dissipated compared to the duty cycle at 0% with the same number of electric charges having passed through, or an average voltage one-half the value of $I_{source}R$. At 25% duty cycle the resistor would have to dissipate three-quarters the amount of energy over any given time interval that it would at 0% duty cycle. At 10% duty cycle the average voltage would rise to 90% of the full voltage, being that the resistor would be dissipating energy 90% of the time. Thus we see that average voltage dropped across this network must be proportional to the complement of the duty cycle, or $1 - D$. If average voltage is proportional to the complement of duty cycle at a constant source current, then average resistance must as well, thereby confirming the conceptual correctness of our $R(1 - D)$ formula.

1.3 More switched-resistor networks

1.4 PWM potentiometry

1.5 Synthesizing resistance using capacitors

1.6 Digital potentiometers

Chapter 2

Historical References

This chapter is where you will find references to historical texts and technologies related to the module's topic.

Readers may wonder why historical references might be included in any modern lesson on a subject. Why dwell on old ideas and obsolete technologies? One answer to this question is that the initial discoveries and early applications of scientific principles typically present those principles in forms that are unusually easy to grasp. Anyone who first discovers a new principle must necessarily do so from a perspective of ignorance (i.e. if you truly *discover* something yourself, it means you must have come to that discovery with no prior knowledge of it and no hints from others knowledgeable in it), and in so doing the discoverer lacks any hindsight or advantage that might have otherwise come from a more advanced perspective. Thus, discoverers are forced to think and express themselves in less-advanced terms, and this often makes their explanations more readily accessible to others who, like the discoverer, comes to this idea with no prior knowledge. Furthermore, early discoverers often faced the daunting challenge of explaining their new and complex ideas to a naturally skeptical scientific community, and this pressure incentivized clear and compelling communication. As James Clerk Maxwell eloquently stated in the Preface to his book *A Treatise on Electricity and Magnetism* written in 1873,

It is of great advantage to the student of any subject to read the original memoirs on that subject, for science is always most completely assimilated when it is in its nascent state . . . [page xi]

Furthermore, grasping the historical context of technological discoveries is important for understanding how science intersects with culture and civilization, which is ever important because new discoveries and new applications of existing discoveries will always continue to impact our lives. One will often find themselves impressed by the ingenuity of previous generations, and by the high degree of refinement to which now-obsolete technologies were once raised. There is much to learn and much inspiration to be drawn from the technological past, and to the inquisitive mind these historical references are treasures waiting to be (re)-discovered.

2.1 A binary resistance box

The Scottish physicist James Clerk Maxwell (1831-1879) wrote a book entitled *A Treatise on Electricity and Magnetism*, within which he describes the construction and use of a “resistance box” which could be used to simulate any number of different resistance values by shorting past certain resistive wire coils in particular patterns.

There are various arrangements by which resistance coils may be easily introduced into a circuit.

For instance, a series of coils of which the resistances are 1, 2, 4, 8, 16, &c, arranged according to the powers of 2, may be placed in a box in series.

The electrodes consist of stout brass plates, so arranged on the outside of the box that by inserting a brass plug or wedge between two of them as a shunt, the resistance of the corresponding coil may be put out of the circuit. This arrangement was introduced by Siemens.

Each interval between the electrodes is marked with the resistance of the corresponding coil, so that if we wish to make

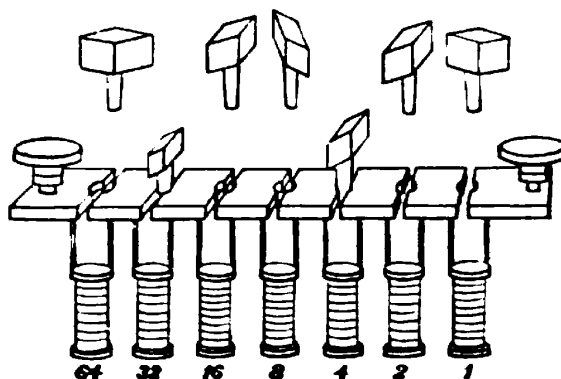


Fig. 29.

the resistance in the box equal to 107 we express 107 in the binary scale as $64 + 32 + 8 + 2 + 1$ or 1101011. We then take the plugs out of the holes corresponding to 64, 32, 8, 2 and 1, and leave the plugs in 16 and 4.

This method, founded on the binary scale, is that in which the smallest number of separate coils is needed, and it is also that which can be most readily tested. For if we have another coil equal to 1 we can test the quality of 1 and 1', then that of $1 + 1$ and 2, then that of $1 + 1' + 2$ and 4, and so on.

The only disadvantage of the arrangement is that it requires a familiarity with the binary scale of notation, which is not generally possessed by those accustomed to express every number in the decimal scale. [page 470]

Maxwell continues by giving an example of a different kind of resistance box also employing binary patterns. In this design, each resistance coil is labeled with a resistance value (in Ohms) as before, but with this design the insertion of brass plugs connects these resistances in parallel with each other to produce greater values of total *conductance* (measured in units of Siemens, or *Mhos*). Recall that conductance (G) is the reciprocal of resistance ($G = \frac{1}{R}$), so that a resistance of 2 Ohms would be a conductance of 0.5 Siemens, a resistance of 8 Ohms would be a conductance of 0.125 Siemens, etc. Just as resistances add together when connected in series, conductances add together when connected in parallel:

A box of resistance coils may be arranged in a different way to the purpose of measuring conductivities instead of resistances. [page 470]

The coils are placed so that one end of each is connected with a long thick piece of metal which forms one electrode of the box, and the other end is connected with a stout piece of brass plate as in the former case.

The other electrode of the box is a long brass plate, such that by inserting brass plugs between it and the electrodes of the coils it may be connected to the first electrode through any given set of coils. The conductivity of the box is then the sum of the conductivities of the coils.

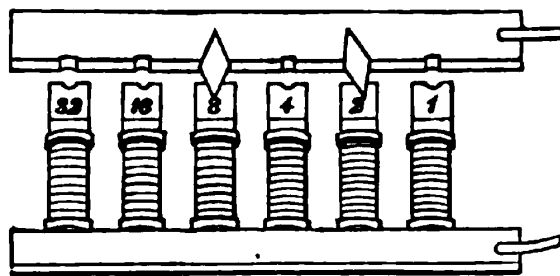


Fig. 30.

In the figure, in which the resistances of the coils are 1, 2, 4, &c, and the plugs are inserted at 2 and 8, the conductivity of the box is $\frac{1}{2} + \frac{1}{8} = \frac{5}{8}$, and the resistance of the box is therefore $\frac{8}{5}$ or 1.6.

This method of combining resistance coils for the measurement of fractional resistances was introduced by Sir W. Thomson under the name of the method of multiple arcs. See Art. 276. [page 471]

Chapter 3

Derivations and Technical References

This chapter is where you will find mathematical derivations too detailed to include in the tutorial, and/or tables and other technical reference material.

3.1 Capacitor parameters and dielectric types

Capacitors come in many different types, the primary distinction being the type of substance used for the dielectric (i.e. the insulating layer between the capacitor plates). Rather than reproduce tables of dielectric material types and various performance ratings for each, here we will list several important parameters and for each of these cite the best and worst dielectric materials.

- **Rated voltage:** *the maximum continuous DC voltage across the capacitor based on the dielectric's breakdown limit*
- **Capacitance density:** *the amount of capacitance per unit volume, generally a desirable feature* – “supercapacitors” exploiting such effects as double-layer and pseudocapacitance are the undisputed champions for this parameter. For conventional dielectrics, aluminum and tantalum electrolytic are best. Worst is vacuum or air.
- **Insulation resistance:** *the desirable ability of the dielectric to oppose “leakage current” through the capacitor* – polystyrene film is best; tantalum electrolytic is worst.
- **ESR and dissipation factor:** *mechanisms of energy dissipation within the capacitor, any of which are undesirable* – polystyrene, mica, and C0G/NPO ceramic is best; tantalum electrolytic is worst.
- **Dielectric absorption:** *the undesirable tendency of a dielectric to maintain a DC bias after rapid discharging* – polypropylene and polystyrene are best; tantalum electrolytic is worst.
- **Stability:** *the degree to which a capacitor's capacitance value undesirably drifts over long periods of time* – C0G/NPO ceramic is best; several dielectric materials tie for worst (HiK ceramic, reduced titanate, multi-layer glass with “V” characteristic).
- **Temperature coefficient:** *the degree to which a capacitor's capacitance value undesirably changes with temperature* – C0G/NPO ceramic is best; HiK ceramic is worst.
- **Voltage coefficient:** *the degree to which a capacitor's capacitance value undesirably changes with applied voltage* – electrolytics are best; Class 2 ceramic and plastic-film are worst. Any dielectric material with *paraelectric* or *ferroelectric* properties (e.g. Class 2 ceramics such as barium titanate) exhibit this trait because their permittivity values vary significantly as the electric field increases and decreases in strength.
- **Polarization:** *whether or not the capacitor requires unidirectional voltage polarity* – all electrolytics are polarized; others are not.

The principal mechanism of energy dissipation within a capacitor is *dielectric loss*, where molecules within the dielectric material shift with a varying electric field. This voltage-induced molecular movement results in the dielectric becoming warm, thus converting electrical energy into thermal energy where it does not return to the circuit. Interestingly, this phenomenon is actually exploited in certain industrial processes such as the heating of plastics via high-voltage and high-frequency AC applied across the insulating material. In a capacitor, though, this effect is universally undesirable. Not only does dielectric loss constitute energy diverted from the circuit, but the heating will cause the capacitor's own capacitance to drift and may even destroy the device if severe enough.

The following table attempts to rank ten different dielectric types according to five important performance parameters. Please note that these rankings are based on some *worst-case* data I found, and that the performance metrics of specific capacitor models may likely vary from the values and orders shown below. As always, manufacture literature and/or empirical measurement are your best sources of information:

Rank	Temp coeff.	Stability	Absorption	ESR	Insul. Resis.
<i>Best</i>	NP0 = 0.3%	NP0 = 0.1%	PolyP = 0.05%	NP0 = 0.1%	PolyS = 10^6 M Ω
	PolyS = 1%	Mica = 0.1%	PolyS = 0.05%	Mica = 0.1%	PolyP = 10^5 M Ω
	Mica = 1.8%	PolyS = 2%	PolyC = 0.35%	PolyS = 0.1%	NP0 = 10^5 M Ω
	PolyC = 2%	PolyP = 3%	PolyE = 0.5%	PolyP = 0.35%	PolyC = 10^4 M Ω
	PolyP = 2.5%	PolyC = 5%	NP0 = 0.6%	PolyC = 1%	HiK = 10^3 M Ω
	Tant = 8%	PolyE = 10%	Mica = 0.7%	PolyE = 2%	PolyE = 10^3 M Ω
	Alum = 10%	Tant = 10%		HiK = 3%	RedT = 10^2 M Ω
	PolyE = 12%	Alum = 10%		Alum = 8%	Mica = 10^2 M Ω
	RedT = 30%	RedT = 20%	Alum	RedT = 10%	Alum = 10^2 M Ω
<i>Worst</i>	HiK = 80%	HiK = 20%	Tant	Tant = 24%	Tant = 10^1 M Ω

Abbreviations for dielectric types:

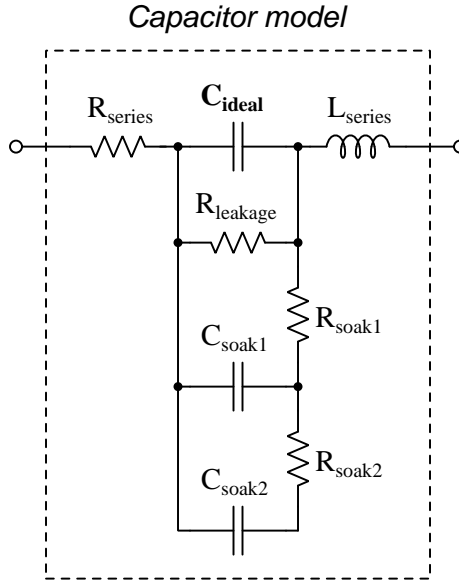
- NP0 = Multi-layer NP0-type ceramic
- HiK = Multi-layer HiK-type ceramic
- RedT = Reduced titanate
- PolyE = Polyester film
- PolyC = Polycarbonate film
- PolyP = Polypropylene film
- PolyS = Polystyrene film
- Tant = Solid tantalum electrolytic
- Alum = Aluminum electrolytic

Also note that conservative design principles may help minimize undesirable capacitor traits. For example, if the capacitor is known to have a large temperature coefficient, placing it in an area of the circuit board where you would expect temperature to be most stable will mitigate this shortcoming. Similarly, if the capacitor has a large voltage coefficient a good mitigation strategy is to over-rate the capacitor in terms of voltage (i.e. select a capacitor with a much higher voltage rating than the expected voltage for your application).

3.2 Capacitor parasitics

3.2.1 Model of a real capacitor

An ideal capacitor exhibits only capacitance, with no inductance, resistance, or other characteristics to interfere. Real capacitors exhibit all these phenomena to varying degrees, and we collectively refer to these undesirable traits as *parasitic effects*. The following diagram models some of the parasitic effects observed in real capacitors:



In addition to the capacitance the capacitor is supposed to exhibit (C_{ideal}), the capacitor also has parasitic resistance (R_{series} , also known as *Equivalent Series Resistance*, or *ESR*), parasitic inductance (L_{series}), and additional energy storage in the form of *soakage* (also known as *dielectric absorption*) whereby the dielectric substance itself absorbs and releases energy after relatively long periods of time compared to the main (ideal) capacitance.

Some of these parasitic effects – such as leakage resistance and soakage – affect the capacitor’s performance in DC applications. Most of the other parasitic effects cause problems in AC and pulsed applications. For example, the effective series capacitor-inductor combination formed by C_{ideal} and L_{series} will cause *resonance* to occur at a particular AC frequency, resulting in much less reactance at that frequency than what would be predicted by the capacitive reactance formula $X_C = \frac{1}{2\pi fC}$.

Next we will explore common mechanisms for each of these effects.

3.2.2 Parasitic resistance in capacitors

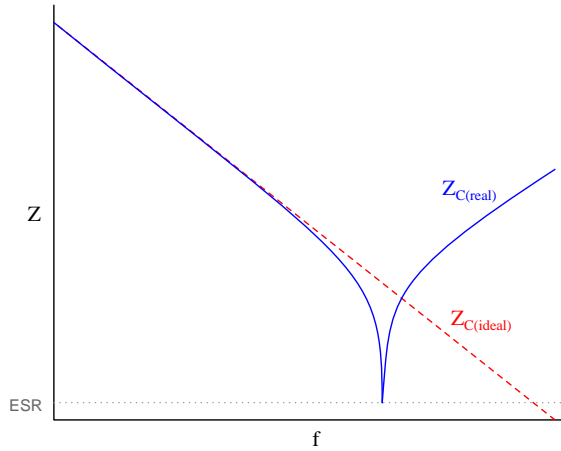
Wire resistance, of course, plays a part in this parasitic effect, but this is generally very small due to the short conductor lengths we typically see with capacitors. More significant is *dielectric losses* – energy dissipation caused by the stressing and relaxation of dipoles within the dielectric material – which act like resistance because energy ends up leaving the component (in the form of heat) and not returning to the circuit. Electrolytic capacitors have an additional source of parasitic resistance, in the form of the electrolytic gel substance used to make electrical contact from the metal-foil “plate” to the surface of the dielectric layer.

Another form of parasitic resistance within a capacitor behaves like a resistor connected in parallel with the ideal capacitance ($R_{leakage}$), resulting from the dielectric not being a perfectly insulating medium. This parasitic characteristic results in a small current passing through the capacitor even when the voltage across the capacitor is steady (i.e. $\frac{dV}{dt}$ is zero).

3.2.3 Parasitic inductance in capacitors

Any time a magnetic field forms around a current-carrying conductor, energy is stored in that magnetic field. We call this magnetic-based energy-storing capability *inductance*, and of course all capacitors must have some inductance due to the wire leads serving as connection points to the capacitor’s metal plates. Much of a capacitor’s parasitic inductance may be minimized by maintaining short lead lengths as it attaches to a printed-circuit board.

Parasitic inductance is a problem for capacitors in AC applications because inductive reactance (X_L) tends to cancel out capacitive reactance (X_C). If we plot the impedance of a capacitor as a function of frequency, we would expect an ideal capacitor to manifest a straight-line descent on a logarithmic plot. However, what we see is that at a certain frequency the series parasitic inductance resonates with the capacitance leaving only parasitic resistance (ESR), and then past that frequency the inductive effects overshadow the capacitance:



3.2.4 Other parasitic effects in capacitors

Soakage is an interesting effect resulting from dipole relaxation within the dielectric material itself, and may be modeled (as shown) by a series of resistor-capacitor subnetworks. This effect is especially prominent in aluminum electrolytic capacitors, and may be easily demonstrated by discharging a capacitor (by briefly connecting a shorting wire across the capacitor's terminals) and then monitoring the capacitor's DC voltage slowly "recover" with no connection to an external source.

Chapter 4

Questions

This learning module, along with all others in the ModEL collection, is designed to be used in an inverted instructional environment where students independently read¹ the tutorials and attempt to answer questions on their own *prior* to the instructor's interaction with them. In place of lecture², the instructor engages with students in Socratic-style dialogue, probing and challenging their understanding of the subject matter through inquiry.

Answers are not provided for questions within this chapter, and this is by design. Solved problems may be found in the Tutorial and Derivation chapters, instead. The goal here is *independence*, and this requires students to be challenged in ways where others cannot think for them. Remember that you always have the tools of *experimentation* and *computer simulation* (e.g. SPICE) to explore concepts!

The following lists contain ideas for Socratic-style questions and challenges. Upon inspection, one will notice a strong theme of *metacognition* within these statements: they are designed to foster a regular habit of examining one's own thoughts as a means toward clearer thinking. As such these sample questions are useful both for instructor-led discussions as well as for self-study.

¹Technical reading is an essential academic skill for any technical practitioner to possess for the simple reason that the most comprehensive, accurate, and useful information to be found for developing technical competence is in textual form. Technical careers in general are characterized by the need for continuous learning to remain current with standards and technology, and therefore any technical practitioner who cannot read well is handicapped in their professional development. An excellent resource for educators on improving students' reading prowess through intentional effort and strategy is the book *Reading For Understanding – How Reading Apprenticeship Improves Disciplinary Learning in Secondary and College Classrooms* by Ruth Schoenbach, Cynthia Greenleaf, and Lynn Murphy.

²Lecture is popular as a teaching method because it is easy to implement: any reasonably articulate subject matter expert can talk to students, even with little preparation. However, it is also quite problematic. A good lecture always makes complicated concepts seem easier than they are, which is bad for students because it instills a false sense of confidence in their own understanding; reading and re-articulation requires more cognitive effort and serves to verify comprehension. A culture of teaching-by-lecture fosters a debilitating dependence upon direct personal instruction, whereas the challenges of modern life demand independent and critical thought made possible only by gathering information and perspectives from afar. Information presented in a lecture is ephemeral, easily lost to failures of memory and dictation; text is forever, and may be referenced at any time.

GENERAL CHALLENGES FOLLOWING TUTORIAL READING

- Summarize as much of the text as you can in one paragraph of your own words. A helpful strategy is to explain ideas as you would for an intelligent child: as simple as you can without compromising too much accuracy.
- Simplify a particular section of the text, for example a paragraph or even a single sentence, so as to capture the same fundamental idea in fewer words.
- Where did the text make the most sense to you? What was it about the text's presentation that made it clear?
- Identify where it might be easy for someone to misunderstand the text, and explain why you think it could be confusing.
- Identify any new concept(s) presented in the text, and explain in your own words.
- Identify any familiar concept(s) such as physical laws or principles applied or referenced in the text.
- Devise a proof of concept experiment demonstrating an important principle, physical law, or technical innovation represented in the text.
- Devise an experiment to disprove a plausible misconception.
- Did the text reveal any misconceptions you might have harbored? If so, describe the misconception(s) and the reason(s) why you now know them to be incorrect.
- Describe any useful problem-solving strategies applied in the text.
- Devise a question of your own to challenge a reader's comprehension of the text.

GENERAL FOLLOW-UP CHALLENGES FOR ASSIGNED PROBLEMS

- Identify where any fundamental laws or principles apply to the solution of this problem, especially before applying any mathematical techniques.
- Devise a thought experiment to explore the characteristics of the problem scenario, applying known laws and principles to mentally model its behavior.
- Describe in detail your own strategy for solving this problem. How did you identify and organized the given information? Did you sketch any diagrams to help frame the problem?
- Is there more than one way to solve this problem? Which method seems best to you?
- Show the work you did in solving this problem, even if the solution is incomplete or incorrect.
- What would you say was the most challenging part of this problem, and why was it so?
- Was any important information missing from the problem which you had to research or recall?
- Was there any extraneous information presented within this problem? If so, what was it and why did it not matter?
- Examine someone else's solution to identify where they applied fundamental laws or principles.
- Simplify the problem from its given form and show how to solve this simpler version of it. Examples include eliminating certain variables or conditions, altering values to simpler (usually whole) numbers, applying a limiting case (i.e. altering a variable to some extreme or ultimate value).
- For quantitative problems, identify the real-world meaning of all intermediate calculations: their units of measurement, where they fit into the scenario at hand. Annotate any diagrams or illustrations with these calculated values.
- For quantitative problems, try approaching it qualitatively instead, thinking in terms of “increase” and “decrease” rather than definite values.
- For qualitative problems, try approaching it quantitatively instead, proposing simple numerical values for the variables.
- Were there any assumptions you made while solving this problem? Would your solution change if one of those assumptions were altered?
- Identify where it would be easy for someone to go astray in attempting to solve this problem.
- Formulate your own problem based on what you learned solving this one.

GENERAL FOLLOW-UP CHALLENGES FOR EXPERIMENTS OR PROJECTS

- In what way(s) was this experiment or project easy to complete?
- Identify some of the challenges you faced in completing this experiment or project.

- Show how thorough documentation assisted in the completion of this experiment or project.
- Which fundamental laws or principles are key to this system's function?
- Identify any way(s) in which one might obtain false or otherwise misleading measurements from test equipment in this system.
- What will happen if (component X) fails (open/shorted/etc.)?
- What would have to occur to make this system unsafe?

4.1 Conceptual reasoning

These questions are designed to stimulate your analytic and synthetic thinking³. In a Socratic discussion with your instructor, the goal is for these questions to prompt an extended dialogue where assumptions are revealed, conclusions are tested, and understanding is sharpened. Your instructor may also pose additional questions based on those assigned, in order to further probe and refine your conceptual understanding.

Questions that follow are presented to challenge and probe your understanding of various concepts presented in the tutorial. These questions are intended to serve as a guide for the Socratic dialogue between yourself and the instructor. Your instructor's task is to ensure you have a sound grasp of these concepts, and the questions contained in this document are merely a means to this end. Your instructor may, at his or her discretion, alter or substitute questions for the benefit of tailoring the discussion to each student's needs. The only absolute requirement is that each student is challenged and assessed at a level equal to or greater than that represented by the documented questions.

It is far more important that you convey your *reasoning* than it is to simply convey a correct answer. For this reason, you should refrain from researching other information sources to answer questions. What matters here is that *you* are doing the thinking. If the answer is incorrect, your instructor will work with you to correct it through proper reasoning. A correct answer without an adequate explanation of how you derived that answer is unacceptable, as it does not aid the learning or assessment process.

You will note a conspicuous lack of answers given for these conceptual questions. Unlike standard textbooks where answers to every other question are given somewhere toward the back of the book, here in these learning modules students must rely on other means to check their work. The best way by far is to debate the answers with fellow students and also with the instructor during the Socratic dialogue sessions intended to be used with these learning modules. Reasoning through challenging questions with other people is an excellent tool for developing strong reasoning skills.

Another means of checking your conceptual answers, where applicable, is to use circuit simulation software to explore the effects of changes made to circuits. For example, if one of these conceptual questions challenges you to predict the effects of altering some component parameter in a circuit, you may check the validity of your work by simulating that same parameter change within software and seeing if the results agree.

³*Analytical* thinking involves the “disassembly” of an idea into its constituent parts, analogous to dissection. *Synthetic* thinking involves the “assembly” of a new idea comprised of multiple concepts, analogous to construction. Both activities are high-level cognitive skills, extremely important for effective problem-solving, necessitating frequent challenge and regular practice to fully develop.

4.1.1 Reading outline and reflections

“Reading maketh a full man; conference a ready man; and writing an exact man” – Francis Bacon

Francis Bacon’s advice is a blueprint for effective education: reading provides the learner with knowledge, writing focuses the learner’s thoughts, and critical dialogue equips the learner to confidently communicate and apply their learning. Independent acquisition and application of knowledge is a powerful skill, well worth the effort to cultivate. To this end, students should read these educational resources closely, journal their own reflections on the reading, and discuss in detail their findings with classmates and instructor(s). You should be able to do all of the following after reading any instructional text:

☒ Briefly SUMMARIZE THE TEXT in the form of a journal entry documenting your learning as you progress through the course of study. Share this summary in dialogue with your classmates and instructor. Journaling is an excellent self-test of thorough reading because you cannot clearly express what you have not read or did not comprehend.

☒ Demonstrate ACTIVE READING STRATEGIES, including verbalizing your impressions as you read, simplifying long passages to convey the same ideas using fewer words, annotating text and illustrations with your own interpretations, working through mathematical examples shown in the text, cross-referencing passages with relevant illustrations and/or other passages, identifying problem-solving strategies applied by the author, etc. Technical reading is a special case of problem-solving, and so these strategies work precisely because they help solve any problem: paying attention to your own thoughts (metacognition), eliminating unnecessary complexities, identifying what makes sense, paying close attention to details, drawing connections between separated facts, and noting the successful strategies of others.

☒ Identify IMPORTANT THEMES, especially GENERAL LAWS and PRINCIPLES, expounded in the text and express them in the simplest of terms as though you were teaching an intelligent child. This emphasizes connections between related topics and develops your ability to communicate complex ideas to anyone.

☒ Form YOUR OWN QUESTIONS based on the reading, and then pose them to your instructor and classmates for their consideration. Anticipate both correct and incorrect answers, the incorrect answer(s) assuming one or more plausible misconceptions. This helps you view the subject from different perspectives to grasp it more fully.

☒ Devise EXPERIMENTS to test claims presented in the reading, or to disprove misconceptions. Predict possible outcomes of these experiments, and evaluate their meanings: what result(s) would confirm, and what would constitute disproof? Running mental simulations and evaluating results is essential to scientific and diagnostic reasoning.

☒ Specifically identify any points you found CONFUSING. The reason for doing this is to help diagnose misconceptions and overcome barriers to learning.

4.1.2 Foundational concepts

Correct analysis and diagnosis of electric circuits begins with a proper understanding of some basic concepts. The following is a list of some important concepts referenced in this module's full tutorial. Define each of them in your own words, and be prepared to illustrate each of these concepts with a description of a practical example and/or a live demonstration.

Energy

Conservation of Energy

Simplification as a problem-solving strategy

Thought experiments as a problem-solving strategy

Limiting cases as a problem-solving strategy

Annotating diagrams as a problem-solving strategy

Interpreting intermediate results as a problem-solving strategy

Graphing as a problem-solving strategy

Converting a qualitative problem into a quantitative problem

Converting a quantitative problem into a qualitative problem

Working “backwards” to validate calculated results

Reductio ad absurdum

Re-drawing schematics as a problem-solving strategy

Cut-and-try problem-solving strategy

Algebraic substitution

???

4.1.3 First conceptual question

Challenges

- ???.
- ???.
- ???.

4.1.4 Second conceptual question

Challenges

- ???.
- ???.
- ???.

4.1.5 Applying foundational concepts to ???

Identify which foundational concept(s) apply to each of the declarations shown below regarding the following circuit. If a declaration is true, then identify it as such and note which concept supports that declaration; if a declaration is false, then identify it as such and note which concept is violated by that declaration:

(Under development)

- ???
- ???
- ???
- ???

Here is a list of foundational concepts for your reference: **Conservation of Energy, Conservation of Electric Charge, behavior of sources vs. loads, Ohm's Law, Joule's Law, effects of open faults, effect of shorted faults, properties of series networks, properties of parallel networks, Kirchhoff's Voltage Law, Kirchhoff's Current Law.** More than one of these concepts may apply to a declaration, and some concepts may not apply to any listed declaration at all. Also, feel free to include foundational concepts not listed here.

Challenges

- ???.
- ???.
- ???.

4.1.6 Explaining the meaning of calculations

Challenges

- ???.
- ???.
- ???.

4.2 Quantitative reasoning

These questions are designed to stimulate your computational thinking. In a Socratic discussion with your instructor, the goal is for these questions to reveal your mathematical approach(es) to problem-solving so that good technique and sound reasoning may be reinforced. Your instructor may also pose additional questions based on those assigned, in order to observe your problem-solving firsthand.

Mental arithmetic and estimations are strongly encouraged for all calculations, because without these abilities you will be unable to readily detect errors caused by calculator misuse (e.g. keystroke errors).

You will note a conspicuous lack of answers given for these quantitative questions. Unlike standard textbooks where answers to every other question are given somewhere toward the back of the book, here in these learning modules students must rely on other means to check their work. My advice is to use circuit simulation software such as SPICE to check the correctness of quantitative answers. Refer to those learning modules within this collection focusing on SPICE to see worked examples which you may use directly as practice problems for your own study, and/or as templates you may modify to run your own analyses and generate your own practice problems.

Completely worked example problems found in the Tutorial may also serve as “test cases⁴” for gaining proficiency in the use of circuit simulation software, and then once that proficiency is gained you will never need to rely⁵ on an answer key!

⁴In other words, set up the circuit simulation software to analyze the same circuit examples found in the Tutorial. If the simulated results match the answers shown in the Tutorial, it confirms the simulation has properly run. If the simulated results disagree with the Tutorial’s answers, something has been set up incorrectly in the simulation software. Using every Tutorial as practice in this way will quickly develop proficiency in the use of circuit simulation software.

⁵This approach is perfectly in keeping with the instructional philosophy of these learning modules: *teaching students to be self-sufficient thinkers*. Answer keys can be useful, but it is even more useful to your long-term success to have a set of tools on hand for checking your own work, because once you have left school and are on your own, there will no longer be “answer keys” available for the problems you will have to solve.

4.2.1 Miscellaneous physical constants

Note: constants shown in **bold** type are *exact*, not approximations. Values inside of parentheses show one standard deviation (σ) of uncertainty in the final digits: for example, the magnetic permeability of free space value given as $1.25663706212(19) \times 10^{-6}$ H/m represents a center value (i.e. the location parameter) of $1.25663706212 \times 10^{-6}$ Henrys per meter with one standard deviation of uncertainty equal to $0.0000000000019 \times 10^{-6}$ Henrys per meter.

Avogadro's number (N_A) = **$6.02214076 \times 10^{23}$** per mole (mol^{-1})

Boltzmann's constant (k) = **1.380649×10^{-23}** Joules per Kelvin (J/K)

Electronic charge (e) = **$1.602176634 \times 10^{-19}$** Coulomb (C)

Faraday constant (F) = **$96,485.33212...$** $\times 10^4$ Coulombs per mole (C/mol)

Magnetic permeability of free space (μ_0) = $1.25663706212(19) \times 10^{-6}$ Henrys per meter (H/m)

Electric permittivity of free space (ϵ_0) = $8.8541878128(13) \times 10^{-12}$ Farads per meter (F/m)

Characteristic impedance of free space (Z_0) = $376.730313668(57)$ Ohms (Ω)

Gravitational constant (G) = $6.67430(15) \times 10^{-11}$ cubic meters per kilogram-seconds squared ($\text{m}^3/\text{kg}\cdot\text{s}^2$)

Molar gas constant (R) = **$8.314462618...$** Joules per mole-Kelvin (J/mol-K) = $0.08205746(14)$ liters-atmospheres per mole-Kelvin

Planck constant (h) = **$6.62607015 \times 10^{-34}$** joule-seconds (J-s)

Stefan-Boltzmann constant (σ) = **$5.670374419...$** $\times 10^{-8}$ Watts per square meter-Kelvin⁴ ($\text{W}/\text{m}^2\cdot\text{K}^4$)

Speed of light in a vacuum (c) = **$299,792,458$** meters per second (m/s) = 186282.4 miles per second (mi/s)

Note: All constants taken from NIST data "Fundamental Physical Constants – Complete Listing", from <http://physics.nist.gov/constants>, National Institute of Standards and Technology (NIST), 2018 CODATA Adjustment.

4.2.2 Introduction to spreadsheets

A powerful computational tool you are encouraged to use in your work is a *spreadsheet*. Available on most personal computers (e.g. Microsoft Excel), *spreadsheet* software performs numerical calculations based on number values and formulae entered into cells of a grid. This grid is typically arranged as lettered columns and numbered rows, with each cell of the grid identified by its column/row coordinates (e.g. cell B3, cell A8). Each cell may contain a string of text, a number value, or a mathematical formula. The spreadsheet automatically updates the results of all mathematical formulae whenever the entered number values are changed. This means it is possible to set up a spreadsheet to perform a series of calculations on entered data, and those calculations will be re-done by the computer any time the data points are edited in any way.

For example, the following spreadsheet calculates average speed based on entered values of distance traveled and time elapsed:

	A	B	C	D
1	Distance traveled	46.9	Kilometers	
2	Time elapsed	1.18	Hours	
3	Average speed	= B1 / B2	km/h	
4				
5				

Text labels contained in cells A1 through A3 and cells C1 through C3 exist solely for readability and are not involved in any calculations. Cell B1 contains a sample distance value while cell B2 contains a sample time value. The formula for computing speed is contained in cell B3. Note how this formula begins with an “equals” symbol (=), references the values for distance and speed by lettered column and numbered row coordinates (B1 and B2), and uses a forward slash symbol for division (/). The coordinates B1 and B2 function as *variables*⁶ would in an algebraic formula.

When this spreadsheet is executed, the numerical value 39.74576 will appear in cell B3 rather than the formula = B1 / B2, because 39.74576 is the computed speed value given 46.9 kilometers traveled over a period of 1.18 hours. If a different numerical value for distance is entered into cell B1 or a different value for time is entered into cell B2, cell B3’s value will automatically update. All you need to do is set up the given values and any formulae into the spreadsheet, and the computer will do all the calculations for you.

Cell B3 may be referenced by other formulae in the spreadsheet if desired, since it is a variable just like the given values contained in B1 and B2. This means it is possible to set up an entire chain of calculations, one dependent on the result of another, in order to arrive at a final value. The arrangement of the given data and formulae need not follow any pattern on the grid, which means you may place them anywhere.

⁶Spreadsheets may also provide means to attach text labels to cells for use as variable names (Microsoft Excel simply calls these labels “names”), but for simple spreadsheets such as those shown here it’s usually easier just to use the standard coordinate naming for each cell.

Common⁷ arithmetic operations available for your use in a spreadsheet include the following:

- Addition (+)
- Subtraction (-)
- Multiplication (*)
- Division (/)
- Powers (^)
- Square roots (sqrt())
- Logarithms (ln() , log10())

Parentheses may be used to ensure⁸ proper order of operations within a complex formula. Consider this example of a spreadsheet implementing the *quadratic formula*, used to solve for roots of a polynomial expression in the form of $ax^2 + bx + c$:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

	A	B
1	x_1	= (-B4 + sqrt((B4^2) - (4*B3*B5))) / (2*B3)
2	x_2	= (-B4 - sqrt((B4^2) - (4*B3*B5))) / (2*B3)
3	a =	9
4	b =	5
5	c =	-2

This example is configured to compute roots⁹ of the polynomial $9x^2 + 5x - 2$ because the values of 9, 5, and -2 have been inserted into cells B3, B4, and B5, respectively. Once this spreadsheet has been built, though, it may be used to calculate the roots of *any* second-degree polynomial expression simply by entering the new a , b , and c coefficients into cells B3 through B5. The numerical values appearing in cells B1 and B2 will be automatically updated by the computer immediately following any changes made to the coefficients.

⁷Modern spreadsheet software offers a bewildering array of mathematical functions you may use in your computations. I recommend you consult the documentation for your particular spreadsheet for information on operations other than those listed here.

⁸Spreadsheet programs, like text-based programming languages, are designed to follow standard order of operations by default. However, my personal preference is to use parentheses even where strictly unnecessary just to make it clear to any other person viewing the formula what the intended order of operations is.

⁹Reviewing some algebra here, a *root* is a value for x that yields an overall value of zero for the polynomial. For this polynomial ($9x^2 + 5x - 2$) the two roots happen to be $x = 0.269381$ and $x = -0.82494$, with these values displayed in cells B1 and B2, respectively upon execution of the spreadsheet.

Alternatively, one could break up the long quadratic formula into smaller pieces like this:

$$y = \sqrt{b^2 - 4ac} \quad z = 2a$$

$$x = \frac{-b \pm y}{z}$$

	A	B	C
1	x_1	= (-B4 + C1) / C2	= sqrt ((B4^2) - (4*B3*B5))
2	x_2	= (-B4 - C1) / C2	= 2*B3
3	a =	9	
4	b =	5	
5	c =	-2	

Note how the square-root term (y) is calculated in cell C1, and the denominator term (z) in cell C2. This makes the two final formulae (in cells B1 and B2) simpler to interpret. The positioning of all these cells on the grid is completely arbitrary¹⁰ – all that matters is that they properly reference each other in the formulae.

Spreadsheets are particularly useful for situations where the same set of calculations representing a circuit or other system must be repeated for different initial conditions. The power of a spreadsheet is that it automates what would otherwise be a tedious set of calculations. One specific application of this is to simulate the effects of various components within a circuit failing with abnormal values (e.g. a shorted resistor simulated by making its value nearly zero; an open resistor simulated by making its value extremely large). Another application is analyzing the behavior of a circuit design given new components that are out of specification, and/or aging components experiencing drift over time.

¹⁰My personal preference is to locate all the “given” data in the upper-left cells of the spreadsheet grid (each data point flanked by a sensible name in the cell to the left and units of measurement in the cell to the right as illustrated in the first distance/time spreadsheet example), sometimes coloring them in order to clearly distinguish which cells contain entered data versus which cells contain computed results from formulae. I like to place all formulae in cells below the given data, and try to arrange them in logical order so that anyone examining my spreadsheet will be able to figure out *how* I constructed a solution. This is a general principle I believe all computer programmers should follow: *document and arrange your code to make it easy for other people to learn from it.*

4.2.3 First quantitative problem

Challenges

- ???.
- ???.
- ???.

4.2.4 Second quantitative problem

Challenges

- ???.
- ???.
- ???.

4.3 Diagnostic reasoning

These questions are designed to stimulate your deductive and inductive thinking, where you must apply general principles to specific scenarios (deductive) and also derive conclusions about the failed circuit from specific details (inductive). In a Socratic discussion with your instructor, the goal is for these questions to reinforce your recall and use of general circuit principles and also challenge your ability to integrate multiple symptoms into a sensible explanation of what's wrong in a circuit. Your instructor may also pose additional questions based on those assigned, in order to further challenge and sharpen your diagnostic abilities.

As always, your goal is to fully *explain* your analysis of each problem. Simply obtaining a correct answer is not good enough – you must also demonstrate sound reasoning in order to successfully complete the assignment. Your instructor's responsibility is to probe and challenge your understanding of the relevant principles and analytical processes in order to ensure you have a strong foundation upon which to build further understanding.

You will note a conspicuous lack of answers given for these diagnostic questions. Unlike standard textbooks where answers to every other question are given somewhere toward the back of the book, here in these learning modules students must rely on other means to check their work. The best way by far is to debate the answers with fellow students and also with the instructor during the Socratic dialogue sessions intended to be used with these learning modules. Reasoning through challenging questions with other people is an excellent tool for developing strong reasoning skills.

Another means of checking your diagnostic answers, where applicable, is to use circuit simulation software to explore the effects of faults placed in circuits. For example, if one of these diagnostic questions requires that you predict the effect of an open or a short in a circuit, you may check the validity of your work by simulating that same fault (substituting a very high resistance in place of that component for an open, and substituting a very low resistance for a short) within software and seeing if the results agree.

4.3.1 First diagnostic scenario

Challenges

- ???.
- ???.
- ???.

4.3.2 Second diagnostic scenario

Challenges

- ???.
- ???.
- ???.

Appendix A

Problem-Solving Strategies

The ability to solve complex problems is arguably one of the most valuable skills one can possess, and this skill is particularly important in any science-based discipline.

- Study principles, not procedures. Don't be satisfied with merely knowing how to compute solutions – learn *why* those solutions work.
- Identify what it is you need to solve, identify all relevant data, identify all units of measurement, identify any general principles or formulae linking the given information to the solution, and then identify any “missing pieces” to a solution. Annotate all diagrams with this data.
- Sketch a diagram to help visualize the problem. When building a real system, always devise a plan for that system and analyze its function *before* constructing it.
- Follow the units of measurement and meaning of every calculation. If you are ever performing mathematical calculations as part of a problem-solving procedure, and you find yourself unable to apply each and every intermediate result to some aspect of the problem, it means you don't understand what you are doing. Properly done, every mathematical result should have practical meaning for the problem, and not just be an abstract number. You should be able to identify the proper units of measurement for each and every calculated result, and show where that result fits into the problem.
- Perform “thought experiments” to explore the effects of different conditions for theoretical problems. When troubleshooting real systems, perform *diagnostic tests* rather than visually inspecting for faults, the best diagnostic test being the one giving you the most information about the nature and/or location of the fault with the fewest steps.
- Simplify the problem until the solution becomes obvious, and then use that obvious case as a model to follow in solving the more complex version of the problem.
- Check for exceptions to see if your solution is incorrect or incomplete. A good solution will work for *all* known conditions and criteria. A good example of this is the process of testing scientific hypotheses: the task of a scientist is not to find support for a new idea, but rather to *challenge* that new idea to see if it holds up under a battery of tests. The philosophical

principle of *reductio ad absurdum* (i.e. disproving a general idea by finding a specific case where it fails) is useful here.

- Work “backward” from a hypothetical solution to a new set of given conditions.
- Add quantities to problems that are qualitative in nature, because sometimes a little math helps illuminate the scenario.
- Sketch graphs illustrating how variables relate to each other. These may be quantitative (i.e. with realistic number values) or qualitative (i.e. simply showing increases and decreases).
- Treat quantitative problems as qualitative in order to discern the relative magnitudes and/or directions of change of the relevant variables. For example, try determining what happens if a certain variable were to increase or decrease before attempting to precisely calculate quantities: how will each of the dependent variables respond, by increasing, decreasing, or remaining the same as before?
- Consider limiting cases. This works especially well for qualitative problems where you need to determine which direction a variable will change. Take the given condition and magnify that condition to an extreme degree as a way of simplifying the direction of the system’s response.
- Check your work. This means regularly testing your conclusions to see if they make sense. This does *not* mean repeating the same steps originally used to obtain the conclusion(s), but rather to use some other means to check validity. Simply repeating procedures often leads to *repeating the same errors* if any were made, which is why alternative paths are better.

Appendix B

Instructional philosophy

“The unexamined circuit is not worth energizing” – Socrates (if he had taught electricity)

These learning modules, although useful for self-study, were designed to be used in a formal learning environment where a subject-matter expert challenges students to digest the content and exercise their critical thinking abilities in the answering of questions and in the construction and testing of working circuits.

The following principles inform the instructional and assessment philosophies embodied in these learning modules:

- The first goal of education is to enhance clear and independent thought, in order that every student reach their fullest potential in a highly complex and inter-dependent world. Robust reasoning is *always* more important than particulars of any subject matter, because its application is universal.
- Literacy is fundamental to independent learning and thought because text continues to be the most efficient way to communicate complex ideas over space and time. Those who cannot read with ease are limited in their ability to acquire knowledge and perspective.
- Articulate communication is fundamental to work that is complex and interdisciplinary.
- Faulty assumptions and poor reasoning are best corrected through challenge, not presentation. The rhetorical technique of *reductio ad absurdum* (disproving an assertion by exposing an absurdity) works well to discipline student’s minds, not only to correct the problem at hand but also to learn how to detect and correct future errors.
- Important principles should be repeatedly explored and widely applied throughout a course of study, not only to reinforce their importance and help ensure their mastery, but also to showcase the interconnectedness and utility of knowledge.

These learning modules were expressly designed to be used in an “inverted” teaching environment¹ where students first read the introductory and tutorial chapters on their own, then individually attempt to answer the questions and construct working circuits according to the experiment and project guidelines. The instructor never lectures, but instead meets regularly with each individual student to review their progress, answer questions, identify misconceptions, and challenge the student to new depths of understanding through further questioning. Regular meetings between instructor and student should resemble a Socratic² dialogue, where questions serve as scalpels to dissect topics and expose assumptions. The student passes each module only after consistently demonstrating their ability to logically analyze and correctly apply all major concepts in each question or project/experiment. The instructor must be vigilant in probing each student’s understanding to ensure they are truly *reasoning* and not just *memorizing*. This is why “Challenge” points appear throughout, as prompts for students to think deeper about topics and as starting points for instructor queries. Sometimes these challenge points require additional knowledge that hasn’t been covered in the series to answer in full. This is okay, as the major purpose of the Challenges is to stimulate analysis and synthesis on the part of each student.

The instructor must possess enough mastery of the subject matter and awareness of students’ reasoning to generate their own follow-up questions to practically any student response. Even completely correct answers given by the student should be challenged by the instructor for the purpose of having students practice articulating their thoughts and defending their reasoning. Conceptual errors committed by the student should be exposed and corrected not by direct instruction, but rather by reducing the errors to an absurdity³ through well-chosen questions and thought experiments posed by the instructor. Becoming proficient at this style of instruction requires time and dedication, but the positive effects on critical thinking for both student and instructor are spectacular.

An inspection of these learning modules reveals certain unique characteristics. One of these is a bias toward thorough explanations in the tutorial chapters. Without a live instructor to explain concepts and applications to students, the text itself must fulfill this role. This philosophy results in lengthier explanations than what you might typically find in a textbook, each step of the reasoning process fully explained, including footnotes addressing common questions and concerns students raise while learning these concepts. Each tutorial seeks to not only explain each major concept in sufficient detail, but also to explain the logic of each concept and how each may be developed

¹In a traditional teaching environment, students first encounter new information via *lecture* from an expert, and then independently apply that information via *homework*. In an “inverted” course of study, students first encounter new information via *homework*, and then independently apply that information under the scrutiny of an expert. The expert’s role in lecture is to simply *explain*, but the expert’s role in an inverted session is to *challenge*, *critique*, and if necessary *explain* where gaps in understanding still exist.

²Socrates is a figure in ancient Greek philosophy famous for his unflinching style of questioning. Although he authored no texts, he appears as a character in Plato’s many writings. The essence of Socratic philosophy is to leave no question unexamined and no point of view unchallenged. While purists may argue a topic such as electric circuits is too narrow for a true Socratic-style dialogue, I would argue that the essential thought processes involved with scientific reasoning on *any* topic are not far removed from the Socratic ideal, and that students of electricity and electronics would do very well to challenge assumptions, pose thought experiments, identify fallacies, and otherwise employ the arsenal of critical thinking skills modeled by Socrates.

³This rhetorical technique is known by the Latin phrase *reductio ad absurdum*. The concept is to expose errors by counter-example, since only one solid counter-example is necessary to disprove a universal claim. As an example of this, consider the common misconception among beginning students of electricity that voltage cannot exist without current. One way to apply *reductio ad absurdum* to this statement is to ask how much current passes through a fully-charged battery connected to nothing (i.e. a clear example of voltage existing without current).

from “first principles”. Again, this reflects the goal of developing clear and independent thought in students’ minds, by showing how clear and logical thought was used to forge each concept. Students benefit from witnessing a model of clear thinking in action, and these tutorials strive to be just that.

Another characteristic of these learning modules is a lack of step-by-step instructions in the Project and Experiment chapters. Unlike many modern workbooks and laboratory guides where step-by-step instructions are prescribed for each experiment, these modules take the approach that students must learn to closely read the tutorials and apply their own reasoning to identify the appropriate experimental steps. Sometimes these steps are plainly declared in the text, just not as a set of enumerated points. At other times certain steps are implied, an example being assumed competence in test equipment use where the student should not need to be told *again* how to use their multimeter because that was thoroughly explained in previous lessons. In some circumstances no steps are given at all, leaving the entire procedure up to the student.

This lack of prescription is not a flaw, but rather a feature. Close reading and clear thinking are foundational principles of this learning series, and in keeping with this philosophy all activities are designed to *require* those behaviors. Some students may find the lack of prescription frustrating, because it demands more from them than what their previous educational experiences required. This frustration should be interpreted as an unfamiliarity with autonomous thinking, a problem which must be corrected if the student is ever to become a self-directed learner and effective problem-solver. Ultimately, the need for students to read closely and think clearly is more important both in the near-term and far-term than any specific facet of the subject matter at hand. If a student takes longer than expected to complete a module because they are forced to outline, digest, and reason on their own, so be it. The future gains enjoyed by developing this mental discipline will be well worth the additional effort and delay.

Another feature of these learning modules is that they do not treat topics in isolation. Rather, important concepts are introduced early in the series, and appear repeatedly as stepping-stones toward other concepts in subsequent modules. This helps to avoid the “compartmentalization” of knowledge, demonstrating the inter-connectedness of concepts and simultaneously reinforcing them. Each module is fairly complete in itself, reserving the beginning of its tutorial to a review of foundational concepts.

This methodology of assigning text-based modules to students for digestion and then using Socratic dialogue to assess progress and hone students’ thinking was developed over a period of several years by the author with his Electronics and Instrumentation students at the two-year college level. While decidedly unconventional and sometimes even unsettling for students accustomed to a more passive lecture environment, this instructional philosophy has proven its ability to convey conceptual mastery, foster careful analysis, and enhance employability so much better than lecture that the author refuses to ever teach by lecture again.

Problems which often go undiagnosed in a lecture environment are laid bare in this “inverted” format where students must articulate and logically defend their reasoning. This, too, may be unsettling for students accustomed to lecture sessions where the instructor cannot tell for sure who comprehends and who does not, and this vulnerability necessitates sensitivity on the part of the “inverted” session instructor in order that students never feel discouraged by having their errors exposed. *Everyone* makes mistakes from time to time, and learning is a lifelong process! Part of the instructor’s job is to build a culture of learning among the students where errors are not seen as shameful, but rather as opportunities for progress.

To this end, instructors managing courses based on these modules should adhere to the following principles:

- Student questions are always welcome and demand thorough, honest answers. The only type of question an instructor should refuse to answer is one the student should be able to easily answer on their own. Remember, *the fundamental goal of education is for each student to learn to think clearly and independently*. This requires hard work on the part of the student, which no instructor should ever circumvent. Anything done to bypass the student's responsibility to do that hard work ultimately limits that student's potential and thereby does real harm.
- It is not only permissible, but encouraged, to answer a student's question by asking questions in return, these follow-up questions designed to guide the student to reach a correct answer through their own reasoning.
- All student answers demand to be challenged by the instructor and/or by other students. This includes both correct and incorrect answers – the goal is to practice the articulation and defense of one's own reasoning.
- No reading assignment is deemed complete unless and until the student demonstrates their ability to accurately summarize the major points in their own terms. Recitation of the original text is unacceptable. This is why every module contains an "Outline and reflections" question as well as a "Foundational concepts" question in the Conceptual reasoning section, to prompt reflective reading.
- No assigned question is deemed answered unless and until the student demonstrates their ability to consistently and correctly apply the concepts to *variations* of that question. This is why module questions typically contain multiple "Challenges" suggesting different applications of the concept(s) as well as variations on the same theme(s). Instructors are encouraged to devise as many of their own "Challenges" as they are able, in order to have a multitude of ways ready to probe students' understanding.
- No assigned experiment or project is deemed complete unless and until the student demonstrates the task in action. If this cannot be done "live" before the instructor, video-recordings showing the demonstration are acceptable. All relevant safety precautions must be followed, all test equipment must be used correctly, and the student must be able to properly explain all results. The student must also successfully answer all Challenges presented by the instructor for that experiment or project.

Students learning from these modules would do well to abide by the following principles:

- No text should be considered fully and adequately read unless and until you can express every idea *in your own words, using your own examples*.
- You should always articulate your thoughts as you read the text, noting points of agreement, confusion, and epiphanies. Feel free to print the text on paper and then write your notes in the margins. Alternatively, keep a journal for your own reflections as you read. This is truly a helpful tool when digesting complicated concepts.
- Never take the easy path of highlighting or underlining important text. Instead, *summarize* and/or *comment* on the text using your own words. This actively engages your mind, allowing you to more clearly perceive points of confusion or misunderstanding on your own.
- A very helpful strategy when learning new concepts is to place yourself in the role of a teacher, if only as a mental exercise. Either explain what you have recently learned to someone else, or at least *imagine* yourself explaining what you have learned to someone else. The simple act of having to articulate new knowledge and skill forces you to take on a different perspective, and will help reveal weaknesses in your understanding.
- Perform each and every mathematical calculation and thought experiment shown in the text on your own, referring back to the text to see that your results agree. This may seem trivial and unnecessary, but it is critically important to ensuring you actually understand what is presented, especially when the concepts at hand are complicated and easy to misunderstand. Apply this same strategy to become proficient in the use of *circuit simulation software*, checking to see if your simulated results agree with the results shown in the text.
- Above all, recognize that learning is hard work, and that a certain level of frustration is unavoidable. There are times when you will struggle to grasp some of these concepts, and that struggle is a natural thing. Take heart that it will yield with persistent and varied⁴ effort, and never give up!

Students interested in using these modules for self-study will also find them beneficial, although the onus of responsibility for thoroughly reading and answering questions will of course lie with that individual alone. If a qualified instructor is not available to challenge students, a workable alternative is for students to form study groups where they challenge⁵ one another.

To high standards of education,

Tony R. Kuphaldt

⁴As the old saying goes, “Insanity is trying the same thing over and over again, expecting different results.” If you find yourself stumped by something in the text, you should attempt a different approach. Alter the thought experiment, change the mathematical parameters, do whatever you can to see the problem in a slightly different light, and then the solution will often present itself more readily.

⁵Avoid the temptation to simply share answers with study partners, as this is really counter-productive to learning. Always bear in mind that the answer to any question is far less important in the long run than the method(s) used to obtain that answer. The goal of education is to empower one’s life through the improvement of clear and independent thought, literacy, expression, and various practical skills.

Appendix C

Tools used

I am indebted to the developers of many open-source software applications in the creation of these learning modules. The following is a list of these applications with some commentary on each.

You will notice a theme common to many of these applications: a bias toward *code*. Although I am by no means an expert programmer in any computer language, I understand and appreciate the flexibility offered by code-based applications where the user (you) enters commands into a plain ASCII text file, which the software then reads and processes to create the final output. Code-based computer applications are by their very nature *extensible*, while WYSIWYG (What You See Is What You Get) applications are generally limited to whatever user interface the developer makes for you.

The GNU/Linux computer operating system

There is so much to be said about Linus Torvalds' **Linux** and Richard Stallman's **GNU** project. First, to credit just these two individuals is to fail to do justice to the *mob* of passionate volunteers who contributed to make this amazing software a reality. I first learned of **Linux** back in 1996, and have been using this operating system on my personal computers almost exclusively since then. It is *free*, it is completely *configurable*, and it permits the continued use of highly efficient **Unix** applications and scripting languages (e.g. shell scripts, Makefiles, **sed**, **awk**) developed over many decades. **Linux** not only provided me with a powerful computing platform, but its open design served to inspire my life's work of creating open-source educational resources.

Bram Moolenaar's **Vim** text editor

Writing code for any code-based computer application requires a *text editor*, which may be thought of as a word processor strictly limited to outputting plain-ASCII text files. Many good text editors exist, and one's choice of text editor seems to be a deeply personal matter within the programming world. I prefer **Vim** because it operates very similarly to **vi** which is ubiquitous on **Unix/Linux** operating systems, and because it may be entirely operated via keyboard (i.e. no mouse required) which makes it fast to use.

Donald Knuth's \TeX typesetting system

Developed in the late 1970's and early 1980's by computer scientist extraordinaire Donald Knuth to typeset his multi-volume magnum opus *The Art of Computer Programming*, this software allows the production of formatted text for screen-viewing or paper printing, all by writing plain-text code to describe how the formatted text is supposed to appear. \TeX is not just a markup language for documents, but it is also a Turing-complete programming language in and of itself, allowing useful algorithms to be created to control the production of documents. Simply put, *\TeX is a programmer's approach to word processing*. Since \TeX is controlled by code written in a plain-text file, this means anyone may read that plain-text file to see exactly how the document was created. This openness afforded by the code-based nature of \TeX makes it relatively easy to learn how other people have created their own \TeX documents. By contrast, examining a beautiful document created in a conventional WYSIWYG word processor such as Microsoft **Word** suggests nothing to the reader about *how* that document was created, or what the user might do to create something similar. As Mr. Knuth himself once quipped, conventional word processing applications should be called WYSIAYG (What You See Is *All* You Get).

Leslie Lamport's \LaTeX extensions to \TeX

Like all true programming languages, \TeX is inherently extensible. So, years after the release of \TeX to the public, Leslie Lamport decided to create a massive extension allowing easier compilation of book-length documents. The result was \LaTeX , which is the markup language used to create all ModEL module documents. You could say that \TeX is to \LaTeX as **C** is to **C++**. This means it is permissible to use any and all \TeX commands within \LaTeX source code, and it all still works. Some of the features offered by \LaTeX that would be challenging to implement in \TeX include automatic index and table-of-content creation.

Tim Edwards' **Xcircuit** drafting program

This wonderful program is what I use to create all the schematic diagrams and illustrations (but not photographic images or mathematical plots) throughout the ModEL project. It natively outputs PostScript format which is a true vector graphic format (this is why the images do not pixellate when you zoom in for a closer view), and it is so simple to use that I have never had to read the manual! Object libraries are easy to create for **Xcircuit**, being plain-text files using PostScript programming conventions. Over the years I have collected a large set of object libraries useful for drawing electrical and electronic schematics, pictorial diagrams, and other technical illustrations.

Gimp graphic image manipulation program

Essentially an open-source clone of Adobe's **PhotoShop**, I use **Gimp** to resize, crop, and convert file formats for all of the photographic images appearing in the **ModEL** modules. Although **Gimp** does offer its own scripting language (called **Script-Fu**), I have never had occasion to use it. Thus, my utilization of **Gimp** to merely crop, resize, and convert graphic images is akin to using a sword to slice bread.

SPICE circuit simulation program

SPICE is to circuit analysis as **T_EX** is to document creation: it is a form of markup language designed to describe a certain object to be processed in plain-ASCII text. When the plain-text "source file" is compiled by the software, it outputs the final result. More modern circuit analysis tools certainly exist, but I prefer **SPICE** for the following reasons: it is *free*, it is *fast*, it is *reliable*, and it is a fantastic tool for *teaching* students of electricity and electronics how to write simple code. I happen to use rather old versions of **SPICE**, version 2g6 being my "go to" application when I only require text-based output. **NGSPICE** (version 26), which is based on Berkeley **SPICE** version 3f5, is used when I require graphical output for such things as time-domain waveforms and Bode plots. In all **SPICE** example netlists I strive to use coding conventions compatible with all **SPICE** versions.

Andrew D. Hwang's ePiX mathematical visualization programming library

This amazing project is a **C++** library you may link to any **C/C++** code for the purpose of generating PostScript graphic images of mathematical functions. As a completely free and open-source project, it does all the plotting I would otherwise use a Computer Algebra System (CAS) such as **Mathematica** or **Maple** to do. It should be said that **ePiX** is *not* a Computer Algebra System like **Mathematica** or **Maple**, but merely a mathematical *visualization* tool. In other words, it won't determine integrals for you (you'll have to implement that in your own **C/C++** code!), but it can graph the results, and it does so beautifully. What I really admire about **ePiX** is that it is a **C++** programming library, which means it builds on the existing power and toolset available with that programming language. Mr. Hwang could have probably developed his own stand-alone application for mathematical plotting, but by creating a **C++** library to do the same thing he accomplished something much greater.

`gnuplot` mathematical visualization software

Another open-source tool for mathematical visualization is `gnuplot`. Interestingly, this tool is *not* part of Richard Stallman’s GNU project, its name being a coincidence. For this reason the authors prefer “gnu” *not* be capitalized at all to avoid confusion. This is a much “lighter-weight” alternative to a spreadsheet for plotting tabular data, and the fact that it easily outputs directly to an X11 console or a file in a number of different graphical formats (including PostScript) is very helpful. I typically set my `gnuplot` output format to default (X11 on my Linux PC) for quick viewing while I’m developing a visualization, then switch to PostScript file export once the visual is ready to include in the document(s) I’m writing. As with my use of `Gimp` to do rudimentary image editing, my use of `gnuplot` only scratches the surface of its capabilities, but the important points are that it’s *free* and that it *works well*.

Python programming language

Both Python and C++ find extensive use in these modules as instructional aids and exercises, but I’m listing Python here as a *tool* for myself because I use it almost daily as a *calculator*. If you open a Python interpreter console and type `from math import *` you can type mathematical expressions and have it return results just as you would on a hand calculator. Complex-number (i.e. *phasor*) arithmetic is similarly supported if you include the complex-math library (`from cmath import *`). Examples of this are shown in the Programming References chapter (if included) in each module. Of course, being a fully-featured programming language, Python also supports conditionals, loops, and other structures useful for calculation of quantities. Also, running in a console environment where all entries and returned values show as text in a chronologically-ordered list makes it easy to copy-and-paste those calculations to document exactly how they were performed.

Appendix D

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Appendix E

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Appendix F

Version history

This is a list showing all significant additions, corrections, and other edits made to this learning module. Each entry is referenced by calendar date in reverse chronological order (newest version first), which appears on the front cover of every learning module for easy reference. Any contributors to this open-source document are listed here as well.

26 April 2025 – added content to some of the Tutorial sections, and edited some of the section titles again.

12 April 2023 – modified some Tutorial section titles.

24 February 2023 – document first created.

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