

cessor 102 and performing actions based on the outputs that may include, but are not limited to, moving an object such as a cursor or pointer, scrolling or panning, adjusting control settings, opening a file or document, viewing a menu, making a selection, executing instructions, operating a peripheral device connected to the host device, answering a telephone call, placing a telephone call, terminating a telephone call, changing the volume or audio settings, storing information related to telephone communications such as addresses, frequently dialed numbers, received calls, missed calls, logging onto a computer or a computer network, permitting authorized individuals access to restricted areas of the computer or computer network, loading a user profile associated with a user's preferred arrangement of the computer desktop, permitting access to web content, launching a particular program, encrypting or decoding a message, and/or the like. Host processor 128 may also perform additional functions that may not be related to multi-touch panel processing, and can be coupled to program storage 132 and display device 130 such as an LCD display for providing a user interface (UI) to a user of the device.

**[0031]** FIG. 2a illustrates exemplary capacitive multi-touch panel 200. FIG. 2a indicates the presence of a stray capacitance  $C_{stray}$  at each pixel 202 located at the intersection of a row 204 and a column 206 trace (although  $C_{stray}$  for only one column is illustrated in FIG. 2). Note that although FIG. 2a illustrates rows 204 and columns 206 as being substantially perpendicular, they need not be so aligned, as described above. In the example of FIG. 2a, AC stimulus  $V_{stim}$  214 is being applied to one row, with all other rows connected to DC. The stimulus causes a charge to be injected into the column electrodes through mutual capacitance at the intersecting points. This charge is  $Q_{sig} = C_{sig} \times V_{stim}$ . Each of columns 206 may be selectively connectable to one or more analog channels (see analog channels 108 in FIG. 1).

**[0032]** FIG. 2b is a side view of exemplary pixel 202 in a steady-state (no-touch) condition. In FIG. 2b, an electric field of electric field lines 208 of the mutual capacitance between column 206 and row 204 traces or electrodes separated by dielectric 210 is shown.

**[0033]** FIG. 2c is a side view of exemplary pixel 202 in a dynamic (touch) condition. In FIG. 2c, finger 212 has been placed near pixel 202. Finger 212 is a low-impedance object at signal frequencies, and has a capacitance  $C_{finger}$  from the column trace 204 to the body. The body has a self-capacitance to ground  $C_{body}$  of several 100 picofarads where  $C_{body}$  is much larger than  $C_{finger}$ . If finger 212 blocks some electric field lines 208 between the row and column electrodes (those fringing fields that exit the dielectric and pass through the air above the row electrode), those electric field lines are shunted to ground through the capacitance path inherent in the finger and the body, and as a result, the steady state signal capacitance  $C_{sig}$  is reduced by  $\Delta C_{sig}$ . In other words, the combined body and finger capacitance act to reduce  $C_{sig}$  by an amount  $\Delta C_{sig}$  (which can also be referred to herein as  $C_{sig\_sense}$ ), and can act as a shunt or dynamic return path to ground, blocking some of the electric fields as resulting in a reduced net signal capacitance. The signal capacitance at the pixel becomes  $C_{sig} - \Delta C_{sig}$ , where  $C_{sig}$  represents the static (no touch) component and  $\Delta C_{sig}$  represents the dynamic (touch) component. Note that  $C_{sig} - \Delta C_{sig}$  may always be nonzero due to the inability of a finger, palm or other object to block all electric fields, especially those electric fields that remain entirely within the dielectric material. In addition, it should be

understood that as a finger is pushed harder-or more completely onto the multi-touch panel, the finger can tend to flatten, blocking more and more of the electric fields, and thus  $\Delta C_{sig}$  can be variable and representative of how completely the finger is pushing down on the panel (i.e. a range from "no-touch" to "full-touch").

**[0034]** Referring again to FIG. 2a, as mentioned above,  $V_{stim}$  signal 214 can be applied to a row in multi-touch panel 200 so that a change in signal capacitance can be detected when a finger, palm or other object is present.  $V_{stim}$  signal 214 can include one or more pulse trains 216 at a particular frequency, with each pulse train including of a number of pulses. Although pulse trains 216 are shown as square waves, other waveshapes such as sine waves can also be employed. A plurality of pulse trains 216 at different frequencies can be transmitted for noise reduction purposes to detect and avoid noisy frequencies.  $V_{stim}$  signal 214 essentially injects a charge into the row, and can be applied to one row of multi-touch panel 200 at a time while all other rows are held at a DC level. However, in other embodiments, the multi-touch panel may be divided into two or more sections, with  $V_{stim}$  signal 214 being simultaneously applied to one row in each section and all other rows in that region section held at a DC voltage.

**[0035]** Each analog channel coupled to a column measures the mutual capacitance formed between that column and the row. This mutual capacitance is comprised of the signal capacitance  $C_{sig}$  and any change  $C_{sig\_sense}$  in that signal capacitance due to the presence of a finger, palm or other body part or object. These column values provided by the analog channels may be provided in parallel while a single row is being stimulated, or may be provided in series. If all of the values representing the signal capacitances for the columns have been obtained, another row in multi-touch panel 200 can be stimulated with all others held at a DC voltage, and the column signal capacitance measurements can be repeated. Eventually, if  $V_{stim}$  has been applied to all rows, and the signal capacitance values for all columns in all rows have been captured (i.e. the entire multi-touch panel 200 has been "scanned"), a "snapshot" of all pixel values can be obtained for the entire multi-touch panel 200. This snapshot data can be initially saved in the multi-touch subsystem, and later transferred out for interpretation by other devices in the computing system such as the host processor. As multiple snapshots are obtained, saved and interpreted by the computing system, it is possible for multiple touches to be detected, tracked, and used to perform other functions.

**[0036]** FIG. 3a illustrates exemplary analog channel or event detection and demodulation circuit 300. One or more analog channels 300 can be present in the multi-touch subsystem. One or more columns from a multi-touch panel can be connectable to each analog channel 300. Each analog channel 300 can include virtual-ground charge amplifier 302, signal mixer 304, offset compensation 306, rectifier 332, subtractor 334, and analog-to-digital converter (ADC) 308. FIG. 3a also shows, in dashed lines, the steady-state signal capacitance  $C_{sig}$  that can be contributed by a multi-touch panel column connected to analog channel 300 when an input stimulus  $V_{stim}$  is applied to a row in the multi-touch panel and no finger, palm or other object is present, and the dynamic signal capacitance  $C_{sig} - \Delta C_{sig}$  that can appear when a finger, palm or other object is present.

**[0037]**  $V_{stim}$ , as applied to a row in the multi-touch panel, can be generated as a burst of square waves or other non-DC signaling in an otherwise DC signal, although in some