

Understanding Pulse-Width Modulation

EE332/493 Embedded Systems Hardware/Software Spring 2021

Lab 4

Alec Bakholdin

Submitted November 10, 2021

Github link: <https://github.com/embedded-systems-2-fall-2021-labs/lab-4-Alec-Bakholdin-Rutgers>

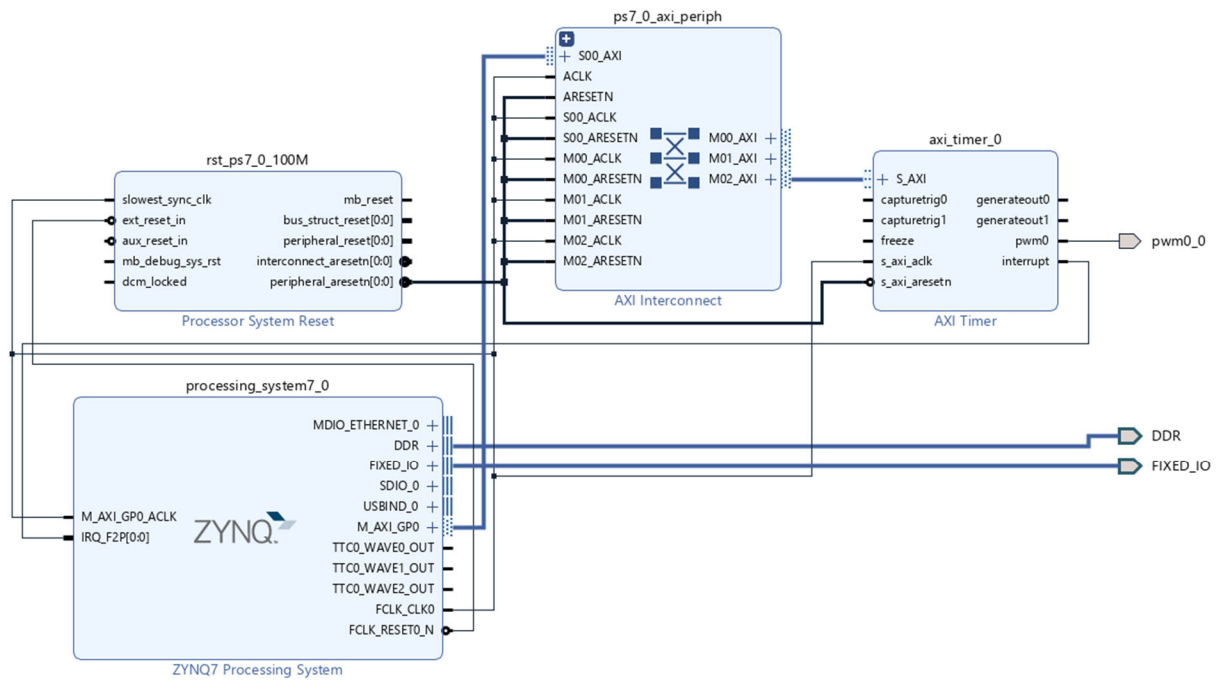
Purpose/Objective - To get us to dig deep into coding with IP. Getting any sort of output was difficult and rewarding.

Theory of Operation – In vivado, I added an AXI Timer, attached its interrupt output to the Zynq Processor, and made the pwm0 port external. Next, I created a constraint file and mapped pwm0_0 to one of the LEDs (I chose the third LED at pin M14). In Vitis, I copied the modified driver files for xtmrctr.h and xtmctr.c from Xilinx's PWM example, and used the example code as a guide to write my own.

A few things were off in the example:

1. The PMW period was far too large, so the human eye could see that the signal was not continuous.
2. The example would end after just 4 different duty cycles.

The solutions to these issues were simple. For the first one, I just changed around the declared constants, reducing PWM_PERIOD and increasing CLOCKS_PER_DUTYCYCLE. I also changed the names of a few of the constants to match what I was doing. For HighTime, instead of dividing by an incrementing divisor, I made it a linear function of time, wherein $\text{HighTime} = \text{step} / \text{steps_per_duty_cycle} * \text{pwm_period}$. This can also be phrased as $\text{HighTime} / \text{PWM_PERIOD} = \text{DutyCycle}$, and since step would increment each iteration of the outer while loop, the duty cycle would steadily creep up. To fix the second issue, all I had to do was reset the counter (Div in the example's case, Step in my case) to 1 every time we reached the maximum step count (10 in my case). The idea was that DutyCycle would approach 100, and once it hit 100, it would reset back to a very low number (1/10).



Resource	Estimation	Available	Utilization %
IO	1	100	1.00

