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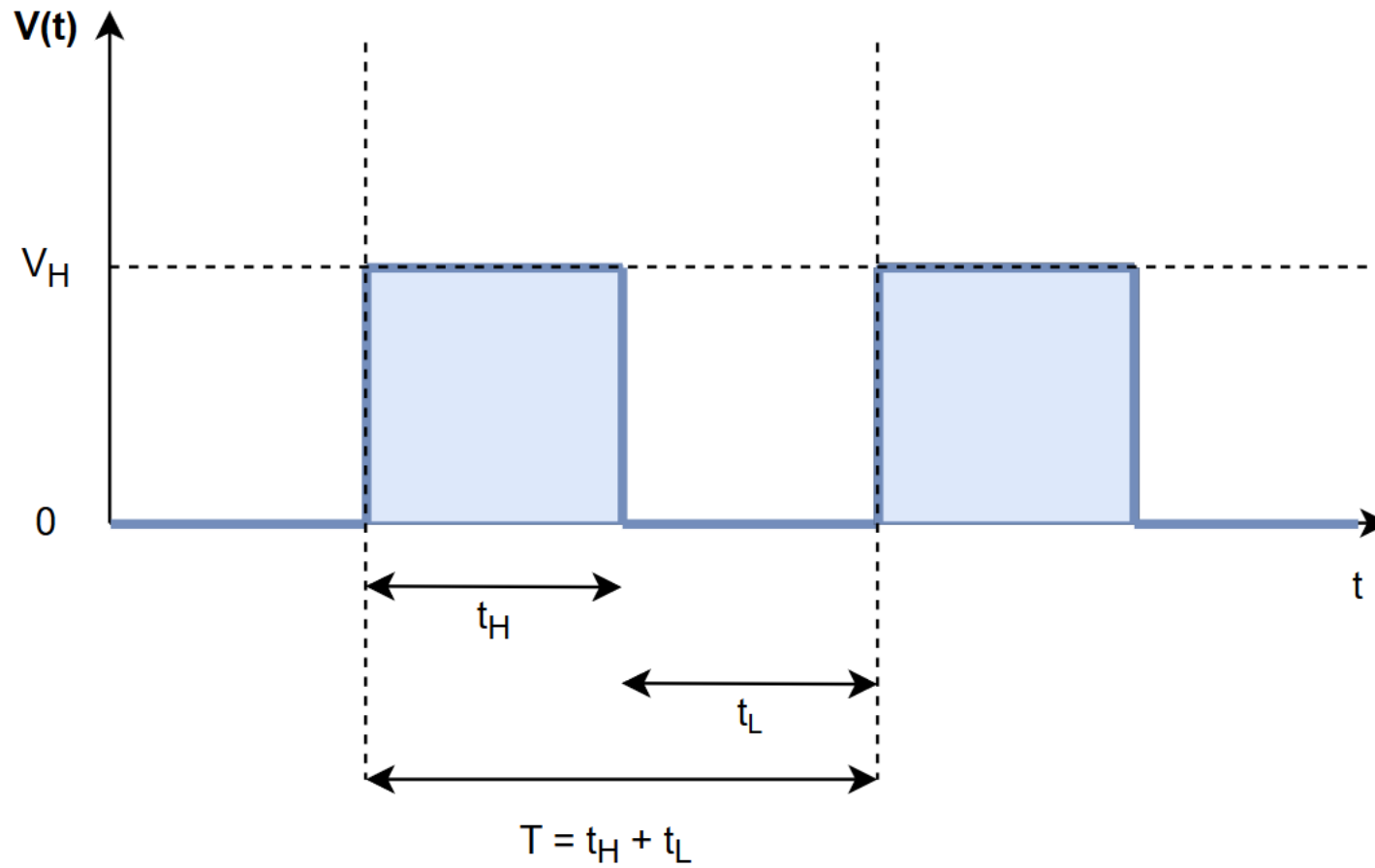
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# Day 4: Pulse Width Modulation (PWM)



## Recap – digital signals



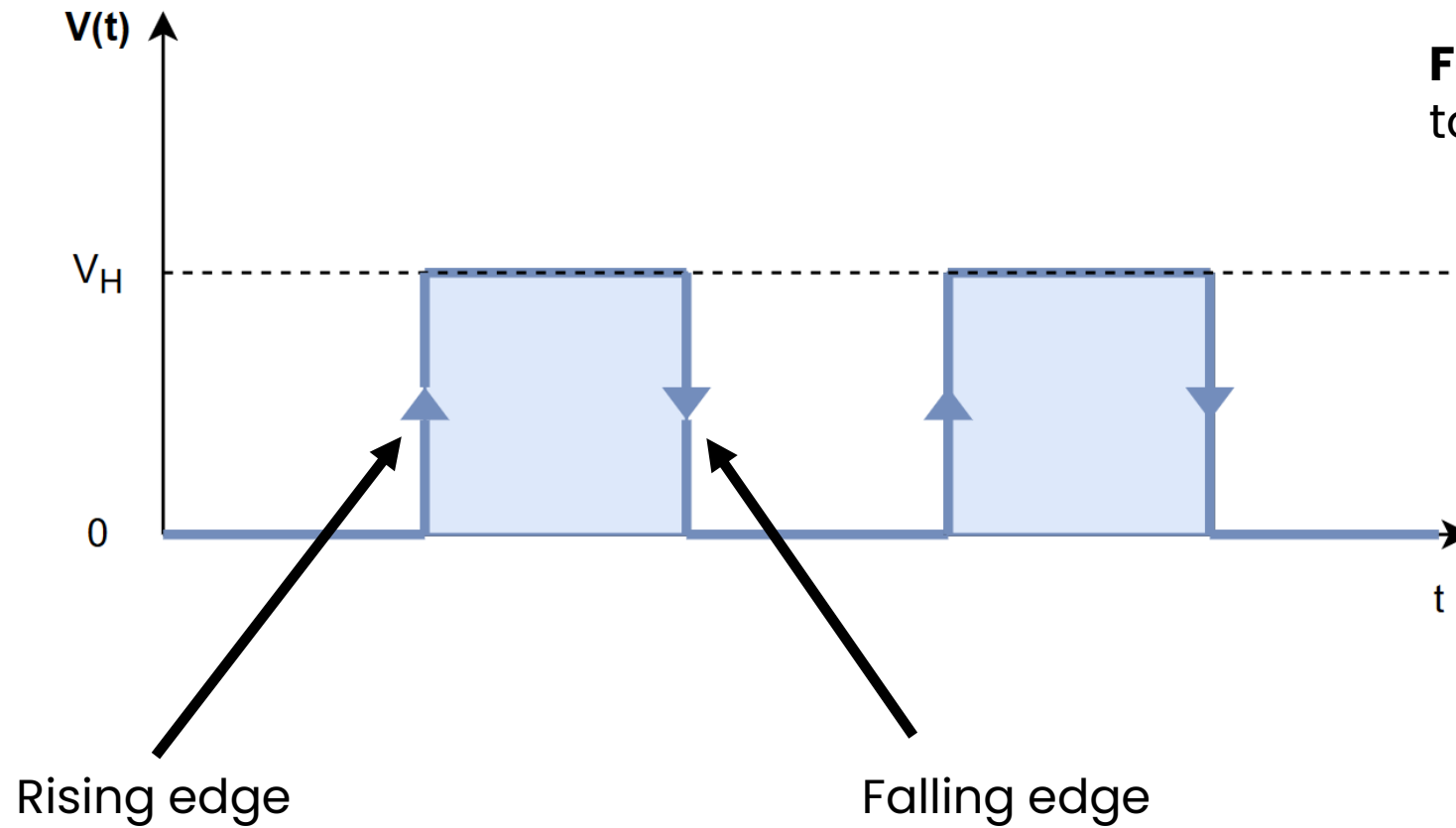
$T$  = period

$V_H$  = high level output voltage

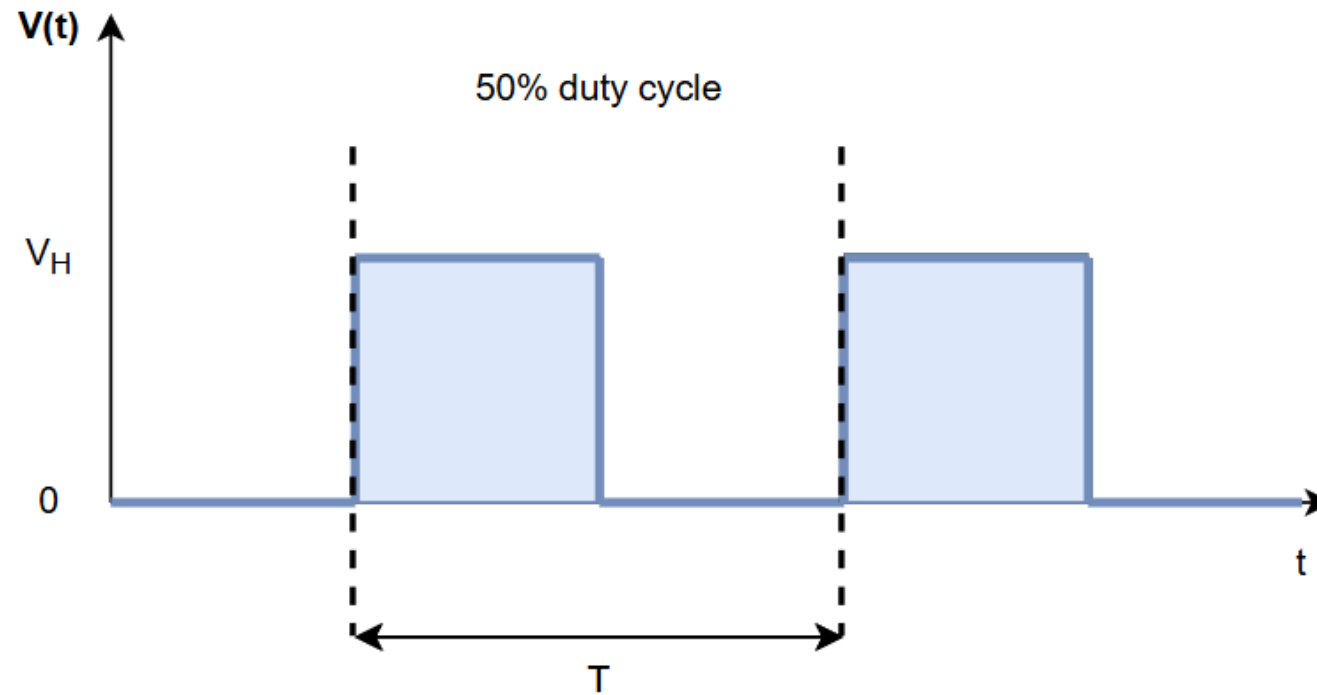
## Recap – digital signals

**Rising edge** – transition from logic LOW to logic HIGH

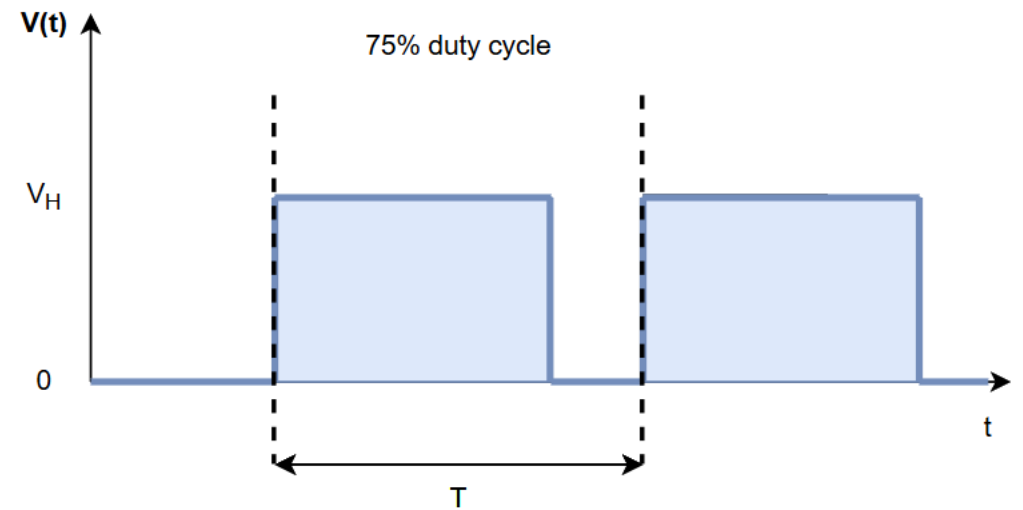
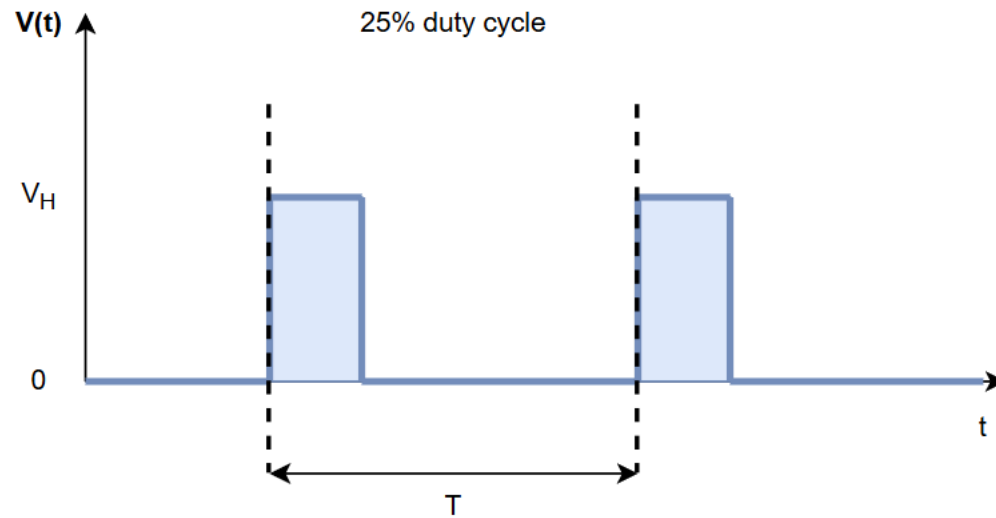
**Falling edge** – transition from logic HIGH to logic LOW



## Recap – digital signals



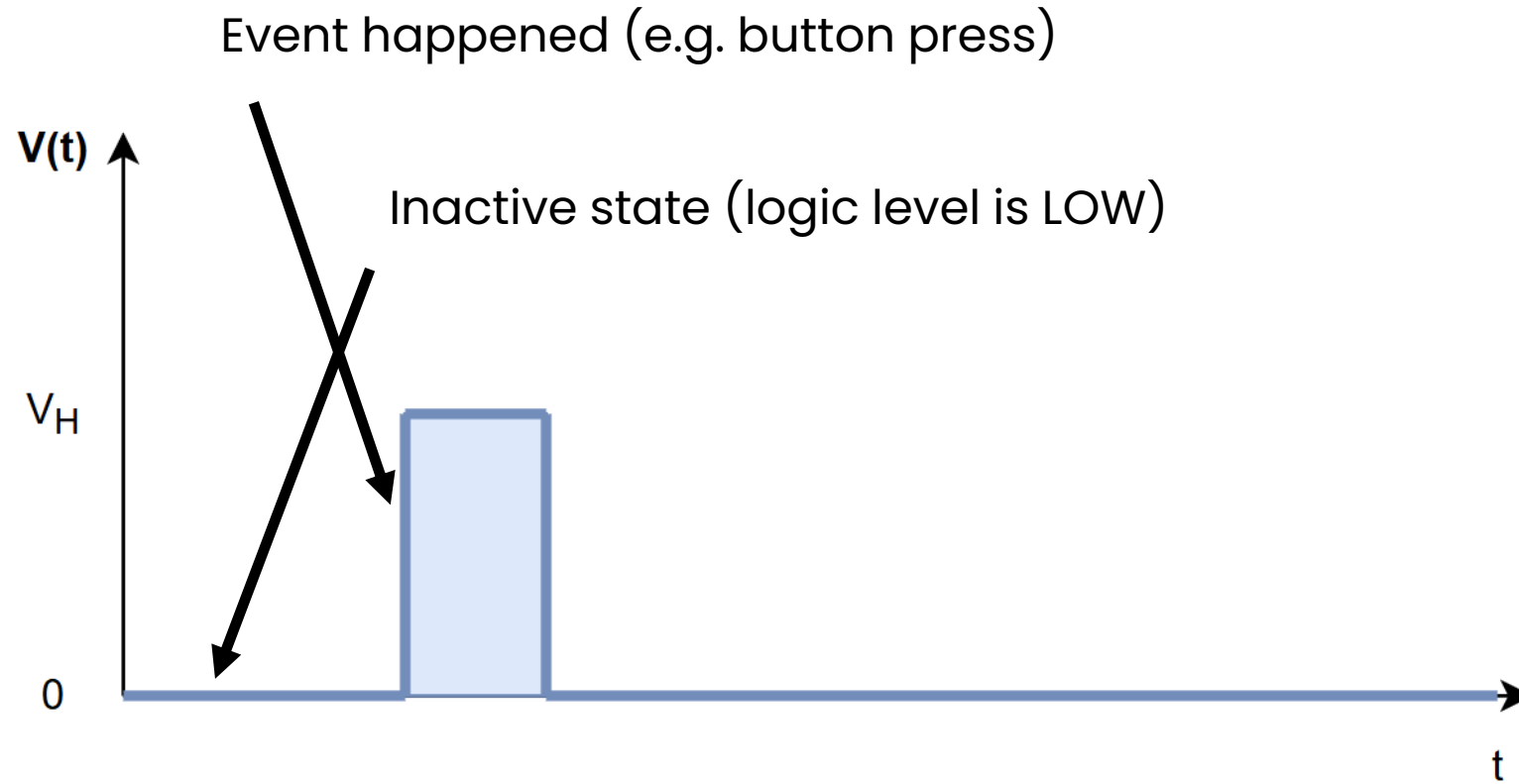
## Recap – digital signals



## Recap – digital signals

$$D = \frac{t_H}{T} * 100 = \text{duty cycle (\%)}$$

## Recap – digital signals

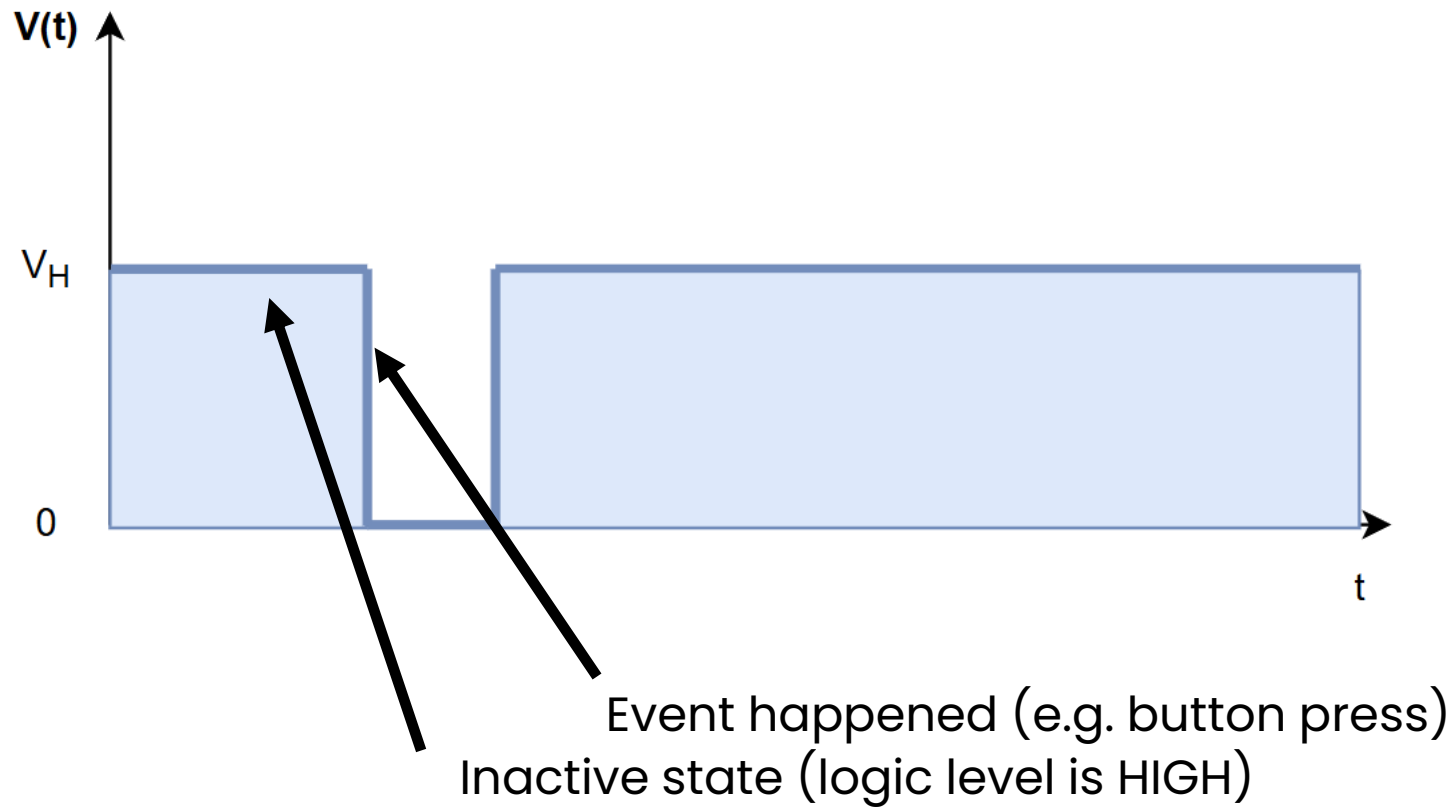


**Polarity** – ACTIVE HIGH



## Recap – digital signals

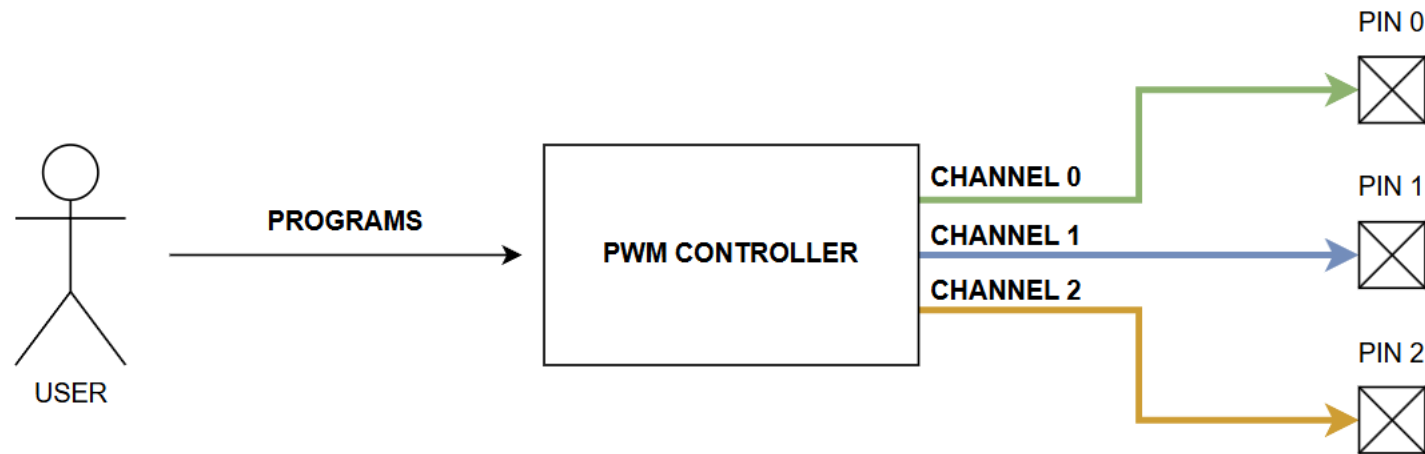
**Polarity** – ACTIVE LOW



# Pulse Width Modulation (PWM)

- change the signal's duty cycle to control the average power
- applications: LED dimming, motor control, etc.

# PWM in embedded devices



# PWM using Linux

- PWM controller = PWM chip
- PWM channel -> identified by a reference to a struct `pwm_device`

```
struct pwm_device {  
    const char *label;  
    unsigned long flags;  
    unsigned int hwpwm;  
    struct pwm_chip *chip;  
  
    struct pwm_args args;  
    struct pwm_state state;  
    struct pwm_state last;  
};
```

- **label** – channel string identifier
- **flags** – used by the PWM core
- **hwpwm** – channel identifier
- **chip** – reference to PWM controller (chip)
- **args** – DTB arguments

- PWM channels are requested using **pwm\_get()**:

```
struct pwm_device *pwm_get(struct device *dev, const char *con_id);
```

```
buzzer {  
    compatible = "lkss,buzzer";  
    pwms = <&tpm3 0 100000 0>;  
    status = "disabled";  
};
```

```
pwm-rgb-led {  
    compatible = "lkss,pwm-rgb-led";  
    pwms = <&tpm3 0 100000 0>,  
          <&tpm3 1 100000 0>,  
          <&tpm3 2 100000 0>;  
    pwm-names = "red", "blue", "green";  
    status = "disabled";  
};
```

- when done with a PWM channel, you can release it using **pwm\_put()**:

```
void pwm_put(struct pwm_device *pwm);
```

## PWM states

- each PWM channel has a state
- information provided by the state:
  - period
  - duty cycle
  - enabled/disabled
  - duty cycle
  - polarity
- identified by a **struct pwm\_state**



```
struct pwm_state {  
    u64 period;  
    u64 duty_cycle;  
    enum pwm_polarity polarity;  
    bool enabled;  
    bool usage_power;  
};
```

- state can be initialized with **pwm\_init\_state()**:

```
static inline void pwm_init_state(const struct pwm_device *pwm,  
                                struct pwm_state *state)
```

- state can be applied with **pwm\_apply\_might\_sleep()**:

```
int pwm_apply_might_sleep(struct pwm_device *pwm, const struct pwm_state *state);
```

## Enabling/disabling a PWM channel

- enable using **pwm\_enable()**:

```
static inline int pwm_enable(struct pwm_device *pwm)
```

- disable using **pwm\_disable()**:

```
static inline void pwm_disable(struct pwm_device *pwm)
```

# PWM channel configuration flow

```
/* Step 1: request the PWM channel */
struct pwm_device *pwm_dev = pwm_get(dev, NULL);

/* Step 2: initialize the PWM state */
struct pwm_state state;
pwm_init_state(pwm_dev, &state);

/* Step 3: modify the state to meet your requirements */
state.period = 100000;
state.duty_cycle = state.period / 2;
state.polarity = PWM_POLARITY_INVERSED;

/* Step 4: apply the new state */
pwm_apply_might_sleep(pwm_dev, &state);

/* Step 5: enable the PWM */
pwm_enable(pwm_dev);
```

## Setting the duty cycle (alternative)

```
/* Step 1: request the PWM channel */
struct pwm_device *pwm_dev = pwm_get(dev, NULL);

/* Step 2: initialize the PWM state */
struct pwm_state state;
pwm_init_state(pwm_dev, &state);

/* Step 3: modify the state to meet your requirements */
state.period = 100000;
state.polarity = PWM_POLARITY_INVERSED;

pwm_set_relative_duty_cycle(&state, 50, 100);

/* Step 4: apply the new state */
pwm_apply_might_sleep(pwm_dev, &state);

/* Step 5: enable the PWM */
pwm_enable(pwm_dev);
```