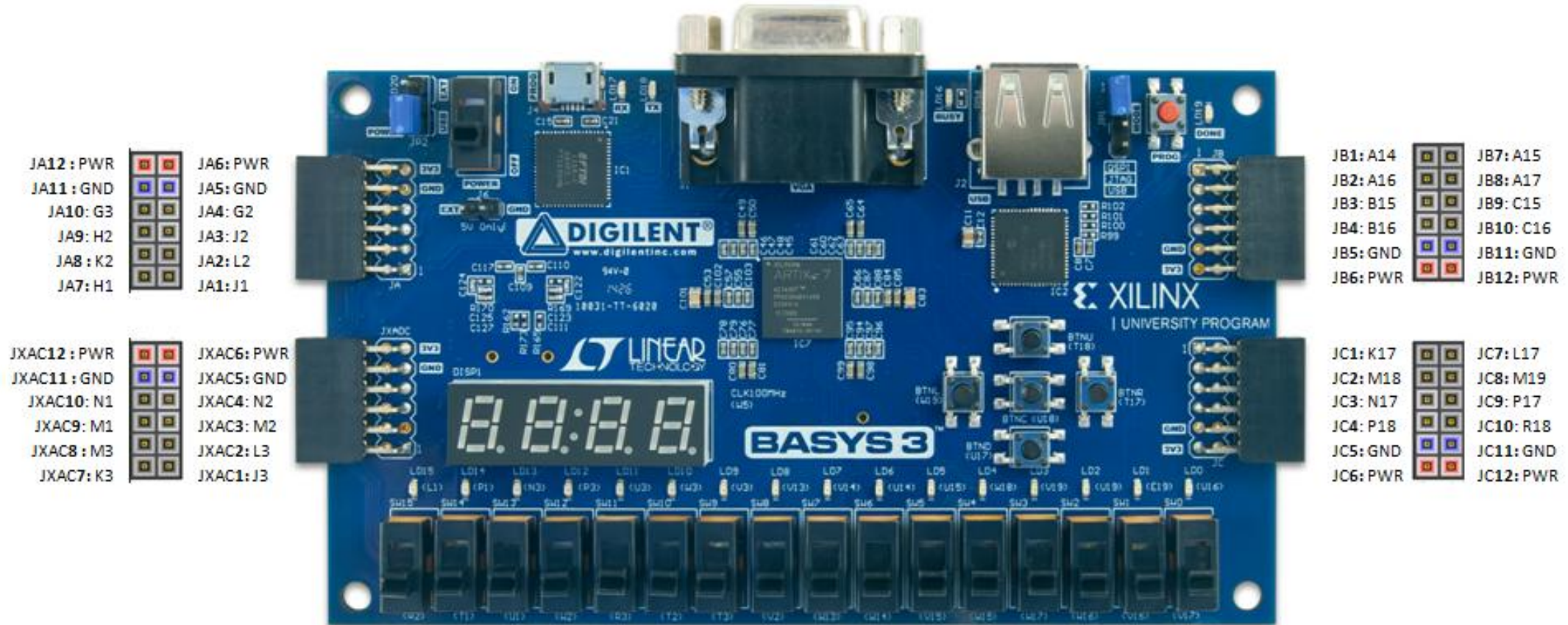


# verilog HDL로 DC motor PWM제어 디지털 회로설계

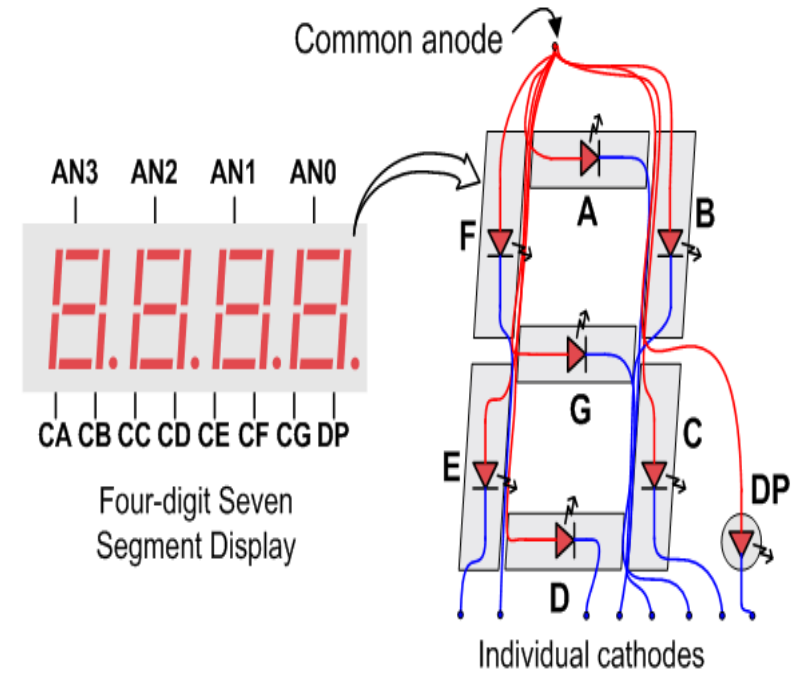
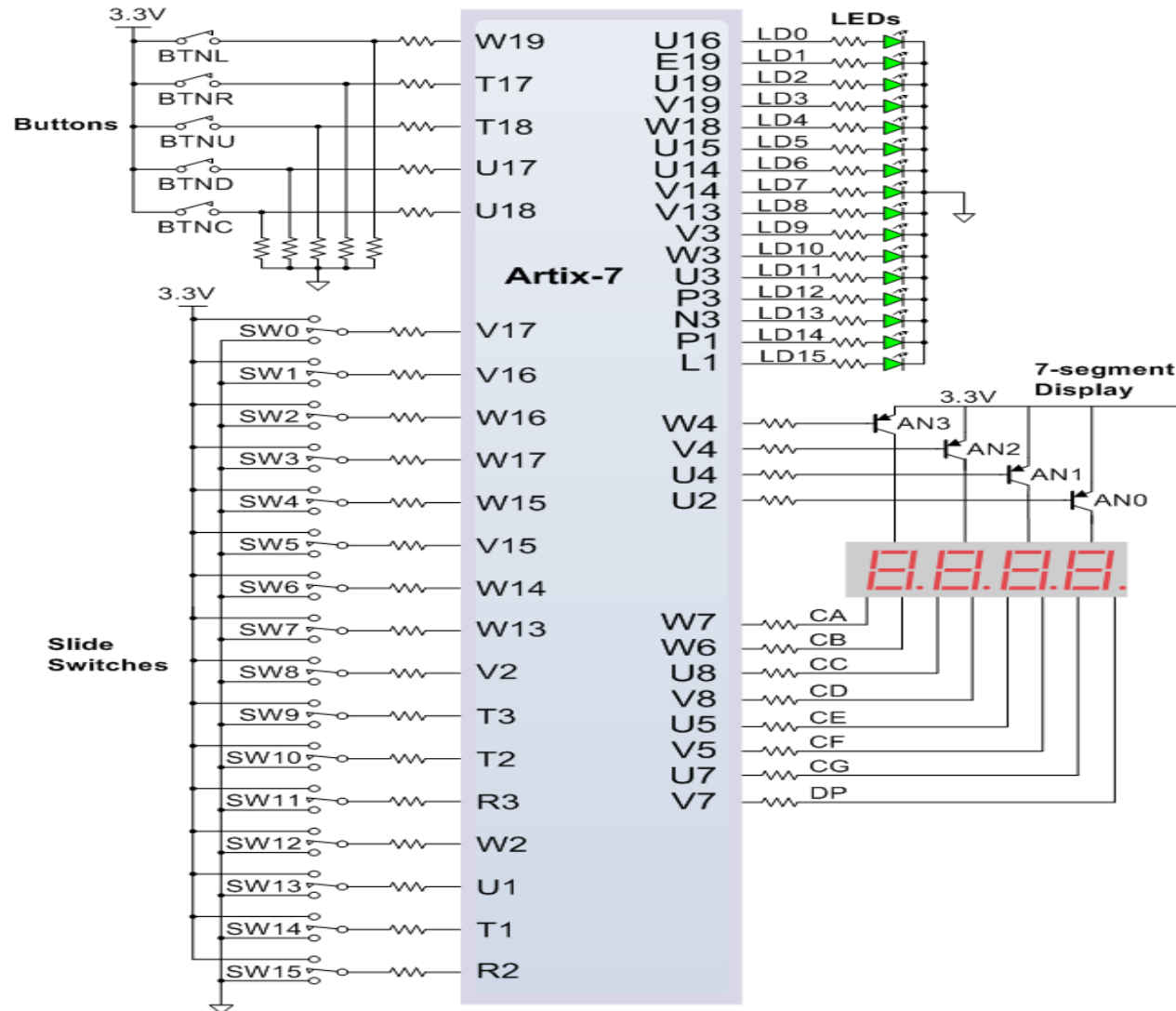
June 19,2025  
by SIKWON

# basys3 pmod 포트

Basys3: Pmod Pin-Out Diagram

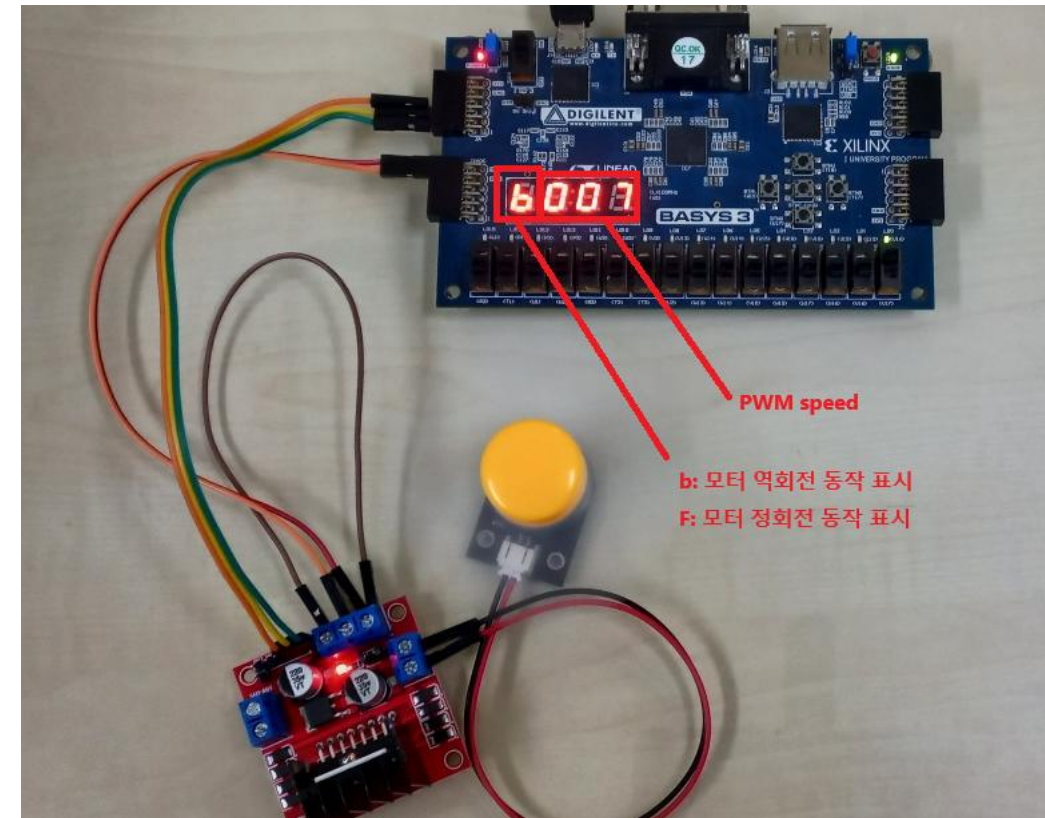
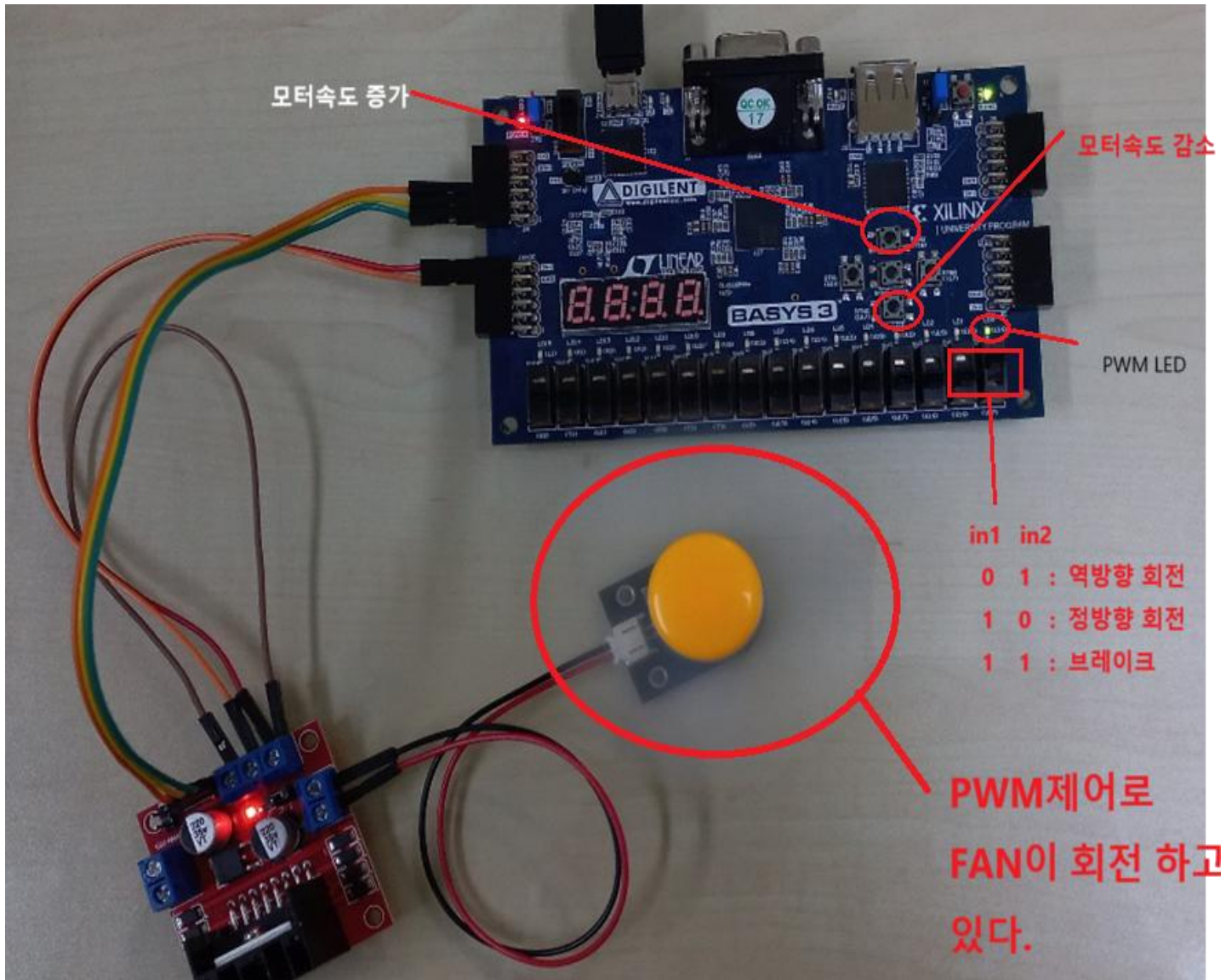


# basys3 pmod 포트

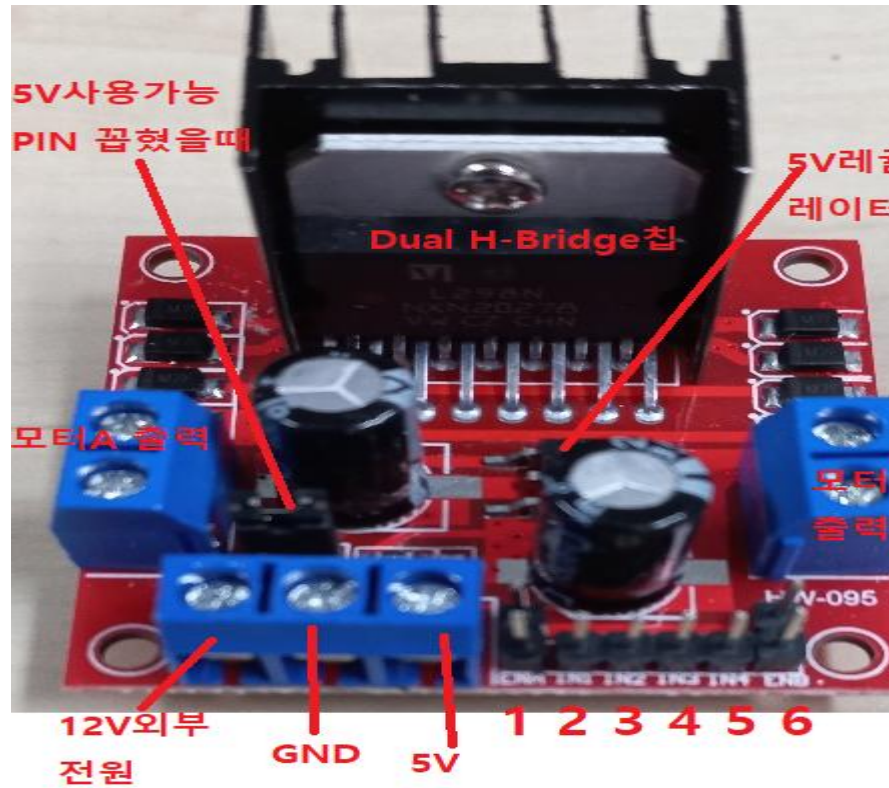




# DC Motor PWM control



# DC Motor PWM control



- 1.모터A PWM 제어
- 2.모터A 컨트롤 IN1
- 3.모터A 컨트롤 IN2
- 4.모터B 컨트롤 IN3
- 5.모터B 컨트롤 IN4
- 6.모터B PWM 제어

## pwm\_dcmotor.v

---

```
module pwm_dcmotor (
    input clk, // 100MHz clock input
    input increase_duty_btn, // input to increase 10% duty cycle
    input decrease_duty_btn, // input to decrease 10% duty cycle
    input [1:0] motor_direction, // sw0 sw1 : motor direction
    output PWM_OUT, // 10MHz PWM output signal
    output PWM_OUT_LED,
    output [1:0] in1_in2, // motor direction switch sw[0] sw[1]
    output [3:0] an, // anode signals of the 7-segment LED display
    output [6:0] seg, // cathode patterns of the 7-segment LED display
    output dp
    /*
        in1  in2
        0   1  : 역방향 회전
        1   0  : 정방향 회전
        1   1  : 브레이크
    */
);

wire w_debounced_inc_btn;
wire w_debounced_dec_btn;
wire [3:0] w_DUTY_CYCLE;

debounce_pushbutton u_debounce_pushbutton (
    .clk(clk), // 100MHz clock input
    .increase_duty_btn(increase_duty_btn), // input to increase 10% duty cycle
    .decrease_duty_btn(decrease_duty_btn), // input to decrease 10% duty cycle
    .debounced_inc_btn(w_debounced_inc_btn), // debounce inc button
    .debounced_dec_btn(w_debounced_dec_btn)
);
```

```
pwm_duty_cycle_control u_pwm_duty_cycle_control (
    .clk(clk),
    .duty_inc(w_debounced_inc_btn),
    .duty_dec(w_debounced_dec_btn),
    .DUTY_CYCLE(w_DUTY_CYCLE),
    .PWM_OUT(PWM_OUT), // 10MHz PWM output signal
    .PWM_OUT_LED(PWM_OUT_LED)
);

fnd_display u_fnd_display (
    .clock_100Mhz(clk),
    .in1_in2(in1_in2),
    .display_number(w_DUTY_CYCLE),
    .an(an),
    .seg(seg),
    .dp(dp)
);

assign in1_in2 = motor_direction;
endmodule
```

## debounce\_pushbutton.v

---

```
`timescale 1ns / 1ps

//----- debounce_pushbutton -----
module debounce_pushbutton (
    input clk, // 100MHz clock input
    input increase_duty_btn, // input to increase 10% duty cycle
    input decrease_duty_btn, // input to decrease 10% duty cycle
    output debounced_inc_btn, // debounce inc button
    output debounced_dec_btn
);

wire w_clk4hz_enable; // slow clock enable signal for debouncing FFs
reg[27:0] r_counter_debounce=0; // counter for creating slow clock enable signals
wire w_Q1_DFF1, w_Q2_DFF2;
wire w_Q1_DFF3, w_Q2_DFF4;
reg[1:0] r_motor_dir;
// Debouncing 2 buttons for inc/dec duty cycle
// Firstly generate slow clock enable for debouncing flip-flop (4Hz)

always @(posedge clk)
begin
    r_counter_debounce <= r_counter_debounce + 1;
    if (r_counter_debounce >= 25000000)
        r_counter_debounce <= 0;
end
```

```
// 0.00000001sec(10ns) x 25000000 = 0.25sec(250ms)
// 250ms가 되면 4Hz의 1주기를 나타내는 w_clk4hz_enable이 1로 set하여
// DFF의 4Hz clock이 동작 되도록 한다.
assign w_clk4hz_enable = r_counter_debounce == 25000000 ? 1:0;

DFF u_PWM_DFF1(clk,w_clk4hz_enable,increase_duty_btn,w_Q1_DFF1);
DFF u_DFF2(clk,w_clk4hz_enable,w_Q1_DFF1, w_Q2_DFF2);
assign debounced_inc_btn = w_Q1_DFF1 & (~w_Q2_DFF2) & w_clk4hz_enable;

// debouncing FFs for decreasing button
DFF u_DFF3(clk, w_clk4hz_enable, decrease_duty_btn, w_Q1_DFF3);
DFF u_DFF4(clk, w_clk4hz_enable, w_Q1_DFF3, w_Q2_DFF4);
// button의 debounce를 위해서 첫번째 DFF의 출력 w_Q1_DFF3(Q1)
// 두번째 DFF의 출력 w_Q2_DFF4(Q2바) 를 and 해서
// debounce 처리된 1(debounced_inc_btn, debounced_dec_btn)이 나온다.
assign debounced_dec_btn = w_Q1_DFF3 & (~w_Q2_DFF4) & w_clk4hz_enable;
// vary the duty cycle using the debounced buttons above
endmodule
```



## pwm\_duty\_cycle\_control.v

---

```
`timescale 1ns / 1ps
//----- pwm_duty_cycle_control -----
module pwm_duty_cycle_control (
    input clk,
    input duty_inc,
    input duty_dec,
    output [3:0] DUTY_CYCLE,
    output PWM_OUT,    // 10MHz PWM output signal
    output PWM_OUT_LED
);

    reg[3:0] r_DUTY_CYCLE=5;    // initial duty cycle is 50%
    reg[3:0] r_counter_PWM=0;    // counter for creating 10Mhz PWM signal

    always @(posedge clk)
    begin
        if (duty_inc==1 && r_DUTY_CYCLE <= 9)
            r_DUTY_CYCLE <= r_DUTY_CYCLE + 1; // increase duty cycle by 10%
        else if(duty_dec==1 && r_DUTY_CYCLE >= 1)
            r_DUTY_CYCLE <= r_DUTY_CYCLE - 1; //decrease duty cycle by 10%
        end

    // Create 10MHz PWM signal with variable duty cycle controlled by 2 buttons
    // DC로 10MHz PWM 신호를 보내도록 한다.
    // default r_DUTY_CYCLE은 50%로 설정 r_counter_PWM는 10ns(1/100MHz) 마다 10%씩 증가
    always @(posedge clk)
    begin
        r_counter_PWM <= r_counter_PWM + 1;
        if (r_counter_PWM >= 9)
            r_counter_PWM <= 0;
        end

        assign PWM_OUT = r_counter_PWM < r_DUTY_CYCLE ? 1:0;
        assign PWM_OUT_LED = PWM_OUT;
        assign DUTY_CYCLE = r_DUTY_CYCLE;
    endmodule
```



## fnd\_display.v

---

```
`timescale 1ns / 1ps
```

```
module fnd_display(  
    input clock_100Mhz, // 100 Mhz clock source on Basys 3 FPGA  
    input [1:0] in1_in2, // motor direction switch sw[0] sw[1]  
    input [3:0] display_number,  
    output [3:0] an, // anode signals of the 7-segment LED display  
    output [6:0] seg, // cathode patterns of the 7-segment LED display  
    output dp  
);
```

```
parameter T250_MS = 25000000;  
parameter T500_MS = 50000000;  
parameter FORWARD = 4'b1010; // f  
parameter BACKWARD = 4'b1011; // b
```

```
reg [3:0] LED_BCD;  
reg [26:0] fnd_toggle_counter;  
reg dis_mode = 1'b1;  
reg [19:0] refresh_counter; // 20-bit for creating 10.5ms refresh period or 380Hz refresh rate  
    // the first 2 MSB bits for creating 4 LED-activating signals with 2.6ms digit period  
    // bin 0011 1111 1111 1111 1111 <----> dec 262143  
// org wire [1:0] LED_activating_counter;  
reg [1:0] LED_activating_counter;  
    // count      0    -> 1    -> 2    -> 3  
    // activates  LED1  LED2  LED3  LED4  
    // and repeat
```

```
always @(posedge clock_100Mhz)  
begin  
    refresh_counter <= refresh_counter + 1;  
    if (fnd_toggle_counter >= 99_999_999) begin  
        fnd_toggle_counter <= 0;  
        dis_mode <= ~dis_mode;  
    end else  
        fnd_toggle_counter <= fnd_toggle_counter + 1;  
end  
// org assign LED_activating_counter = refresh_counter[19:18];  
// anode activating signals for 4 LEDs, digit period of 2.6ms  
// decoder to generate anode signals  
reg dp_toggle = 1'b0; // toggle per every 1 sec  
reg r_dp;  
reg [3:0] r_an;  
assign an = r_an;
```

## fnd\_display.v

---

```
`timescale 1ns / 1ps

module fnd_display(
    input clock_100Mhz, // 100 Mhz clock source on Basys 3 FPGA
    input [1:0] in1_in2, // motor direction switch sw[0] sw[1]
    input [3:0] display_number,
    output [3:0] an, // anode signals of the 7-segment LED display
    output [6:0] seg, // cathode patterns of the 7-segment LED display
    output dp
);

parameter T250_MS = 25000000;
parameter T500_MS = 50000000;
parameter FORWARD = 4'b1010; // f
parameter BACKWARD = 4'b1011; // b

reg [3:0] LED_BCD;
reg [26:0] fnd_toggle_counter;
reg dis_mode = 1'b1;
reg [19:0] refresh_counter; // 20-bit for creating 10.5ms refresh period or 380Hz refresh rate
    // the first 2 MSB bits for creating 4 LED-activating signals with 2.6ms digit period
    // bin 0011 1111 1111 1111 1111 <----> dec 262143
// org wire [1:0] LED_activating_counter;
reg [1:0] LED_activating_counter;
    // count      0    -> 1    -> 2    -> 3
    // activates   LED1  LED2  LED3  LED4
    // and repeat

always @(posedge clock_100Mhz)
begin
    refresh_counter <= refresh_counter + 1;
    if (fnd_toggle_counter >= 99_999_999) begin
        fnd_toggle_counter <= 0;
        dis_mode <= ~dis_mode;
    end else
        fnd_toggle_counter <= fnd_toggle_counter + 1;
end
// org assign LED_activating_counter = refresh_counter[19:18];
// anode activating signals for 4 LEDs, digit period of 2.6ms
// decoder to generate anode signals
reg dp_toggle = 1'b0; // toggle per every 1 sec
reg r_dp;
reg [3:0] r_an;
assign an = r_an;
```

## fnd\_display.v

---

```
always @(*)
begin
    // org case(LED_activating_counter)
    case(refresh_counter[19:18])
    2'b00: begin
        r_an <= 4'b0111;
        // activate LED1 and Deactivate LED2, LED3, LED4
        LED_BCD <= display_number/1000;
        if (dis_mode == 1'b1) begin
            if (in1_in2 == 2'b10)
                LED_BCD <= FORWARD;
            else if (in1_in2 == 2'b01)
                LED_BCD <= BACKWARD;
            else LED_BCD <= 0;
        end
        else r_an <= 4'b1111; // 1'st digit off
        r_dp <= 1;
        // the first digit of the 16-bit number
        end
    2'b01: begin
        r_an <= 4'b1011;
        // activate LED2 and Deactivate LED1, LED3, LED4
        LED_BCD = (display_number % 1000)/100;

        // the second digit of the 16-bit number
        // r_dp <= dp_toggle; // dp toggle every 1 sec
        r_dp <= 1;
        end
    end
end
```

```
2'b10: begin
    r_an <= 4'b1101;
    // activate LED3 and Deactivate LED2, LED1, LED4
    LED_BCD <= ((display_number % 1000)%100)/10;
    // the third digit of the 16-bit number
    r_dp <= 1;
    end
2'b11: begin
    r_an <= 4'b1110;
    // activate LED4 and Deactivate LED2, LED3, LED1
    LED_BCD <= ((display_number % 1000)%100)%10;
    // the fourth digit of the 16-bit number
    r_dp <= 1;
    end
endcase
end

reg [6:0] r_fnd_dis;
assign seg = r_fnd_dis;
// assign dp = r_dp;
```

## fnd\_display.v

---

```
// Cathode patterns of the 7-segment LED display
always @(*)
begin
    case(LED_BCD)
        4'b0000: r_fnd_dis <= 7'b00000001; // "0"
        4'b0001: r_fnd_dis <= 7'b10011111; // "1"
        4'b0010: r_fnd_dis <= 7'b00100101; // "2"
        4'b0011: r_fnd_dis <= 7'b00001110; // "3"
        4'b0100: r_fnd_dis <= 7'b10011100; // "4"
        4'b0101: r_fnd_dis <= 7'b01001100; // "5"
        4'b0110: r_fnd_dis <= 7'b01000000; // "6"
        4'b0111: r_fnd_dis <= 7'b00011111; // "7"
        4'b1000: r_fnd_dis <= 7'b00000000; // "8"
        4'b1001: r_fnd_dis <= 7'b00001100; // "9"
        4'b1010: r_fnd_dis <= 7'b01111000; // "f"
        4'b1011: r_fnd_dis <= 7'b11000000; // "b"
        default: r_fnd_dis <= 7'b00000001; // "0"
    endcase
end
endmodule
```

## dff.v

---

```
`timescale 1ns / 1ps

//----- DFF -----
// Debouncing DFFs for push buttons on FPGA
// 4Hz 주파수의 1주기가 250ms 100MHz/4 --> 25,000,000cycle을 count하면
// w_clk4hz_enable이 1로 set되어 en이 1로 mapping 된다.
module DFF (
    input clk,
    input en,
    input D,
    output reg Q
);

    always @(posedge clk)
    begin
        if (en == 1) // slow clock enable signal
            Q <= D;
        end
    endmodule
```



# constraints file

---

```
## This file is a general .xdc for the Basys3 rev B board
## To use it in a project:
## - uncomment the lines corresponding to used pins
## - rename the used ports (in each line, after get_ports) according to the top level signal names in the project
```

```
## Clock signal
set_property -dict { PACKAGE_PIN W5   IOSTANDARD LVCMOS33 } [get_ports clk]
create_clock -add -name sys_clk_pin -period 10.00 -waveform {0 5} [get_ports clk]
```

```
## Switches
set_property -dict { PACKAGE_PIN V17   IOSTANDARD LVCMOS33 } [get_ports {motor_direction[0]}]
set_property -dict { PACKAGE_PIN V16   IOSTANDARD LVCMOS33 } [get_ports {motor_direction[1]}]
```

```
## LEDs
set_property -dict { PACKAGE_PIN U16   IOSTANDARD LVCMOS33 } [get_ports PWM_OUT_LED ]
```

```
##7 Segment Display
set_property -dict { PACKAGE_PIN W7   IOSTANDARD LVCMOS33 } [get_ports {seg[6]}]
set_property -dict { PACKAGE_PIN W6   IOSTANDARD LVCMOS33 } [get_ports {seg[5]}]
set_property -dict { PACKAGE_PIN U8   IOSTANDARD LVCMOS33 } [get_ports {seg[4]}]
set_property -dict { PACKAGE_PIN V8   IOSTANDARD LVCMOS33 } [get_ports {seg[3]}]
set_property -dict { PACKAGE_PIN U5   IOSTANDARD LVCMOS33 } [get_ports {seg[2]}]
set_property -dict { PACKAGE_PIN V5   IOSTANDARD LVCMOS33 } [get_ports {seg[1]}]
set_property -dict { PACKAGE_PIN U7   IOSTANDARD LVCMOS33 } [get_ports {seg[0]}]
set_property -dict { PACKAGE_PIN V7   IOSTANDARD LVCMOS33 } [get_ports dp]
set_property -dict { PACKAGE_PIN U2   IOSTANDARD LVCMOS33 } [get_ports {an[0]}]
set_property -dict { PACKAGE_PIN U4   IOSTANDARD LVCMOS33 } [get_ports {an[1]}]
set_property -dict { PACKAGE_PIN V4   IOSTANDARD LVCMOS33 } [get_ports {an[2]}]
set_property -dict { PACKAGE_PIN W4   IOSTANDARD LVCMOS33 } [get_ports {an[3]}]
```

# constraints file

---

```
##Buttons
#set_property -dict { PACKAGE_PIN U18   IOSTANDARD LVCMOS33 } [get_ports btnC]
#set_property -dict { PACKAGE_PIN T18   IOSTANDARD LVCMOS33 } [get_ports btnU]
set_property -dict { PACKAGE_PIN T18   IOSTANDARD LVCMOS33 } [get_ports increase_duty_btn]
#set_property -dict { PACKAGE_PIN W19   IOSTANDARD LVCMOS33 } [get_ports btnL]
#set_property -dict { PACKAGE_PIN T17   IOSTANDARD LVCMOS33 } [get_ports btnR]
#set_property -dict { PACKAGE_PIN U17   IOSTANDARD LVCMOS33 } [get_ports btnD]
set_property -dict { PACKAGE_PIN U17   IOSTANDARD LVCMOS33 } [get_ports decrease_duty_btn]

##Pmod Header JA
set_property -dict { PACKAGE_PIN J1   IOSTANDARD LVCMOS33 } [get_ports {PWM_OUT}]; #Sch name = JA1
set_property -dict { PACKAGE_PIN L2   IOSTANDARD LVCMOS33 } [get_ports {in1_in2[0]}]; #Sch name = JA2
set_property -dict { PACKAGE_PIN J2   IOSTANDARD LVCMOS33 } [get_ports {in1_in2[1]}]; #Sch name = JA3
#set_property -dict { PACKAGE_PIN G2   IOSTANDARD LVCMOS33 } [get_ports {JA[3]}];#Sch name = JA4
#set_property -dict { PACKAGE_PIN H1   IOSTANDARD LVCMOS33 } [get_ports {JA[4]}];#Sch name = JA7
#set_property -dict { PACKAGE_PIN K2   IOSTANDARD LVCMOS33 } [get_ports {JA[5]}];#Sch name = JA8
#set_property -dict { PACKAGE_PIN H2   IOSTANDARD LVCMOS33 } [get_ports {JA[6]}];#Sch name = JA9
#set_property -dict { PACKAGE_PIN G3   IOSTANDARD LVCMOS33 } [get_ports {JA[7]}];#Sch name = JA10

## Configuration options, can be used for all designs
set_property CONFIG_VOLTAGE 3.3 [current_design]
set_property CFGBVS VCCO [current_design]

## SPI configuration mode options for QSPI boot, can be used for all designs
set_property BITSTREAM.GENERAL.COMPRESS TRUE [current_design]
set_property BITSTREAM.CONFIG.CONFIGRATE 33 [current_design]
set_property CONFIG_MODE SPIx4 [current_design]
```