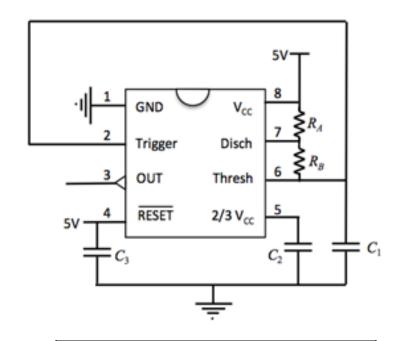


## Let's review



#### Generate a IkHz pulse with duty cycle 70%.



T1 = 0.7 
$$(R_A + R_B) C_1$$
  
T2 = 0.7  $(R_B) C_1$   
T = 0.7  $(R_A + 2R_B) C_1$ 

Choose  $C_1 = 0.1 \mu F$ 

$$T_2 = (I/Ik) \times 30\% = 0.3 ms$$
  
 $T_2 = 0.7(R_B)C_1 = 0.3 ms$   
 $\rightarrow R_B = 4.3k\Omega$ 

$$T_1 = (I/Ik) \times 70\% = 0.7ms$$
  
 $T_1 = 0.7(R_A + R_B)C_1 = 0.7ms$   
 $\rightarrow R_A = 5.7k\Omega$ 

Choosing other  $C_1$  will result in other resistor values which are valid too

# PWM insight

- Let's say you use a pulse to drive a motor
- By changing <u>resistances</u>, we can form <u>pulses</u> with variable <u>duty cycles</u> => adjust motor speed
- But we can't change the hardware while the motor is moving!
- We need a way to change the <u>duty cycle</u>
   without modifying the hardware
  - The change will be determined by the circuit itself
- HOW?

## 74HC161, 74HC85

74HCI6I 4-bit Binary Counter

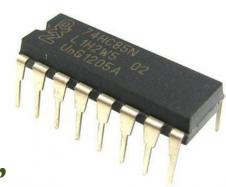
It does this:



Note: Output are in binary, i.e.  $9 \rightarrow 1001$ 

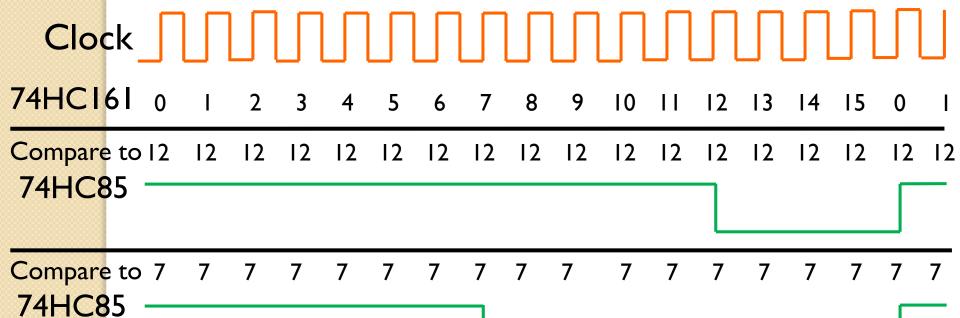
- 74HC85 4-bit Comparator
  - Compares two inputs and output:

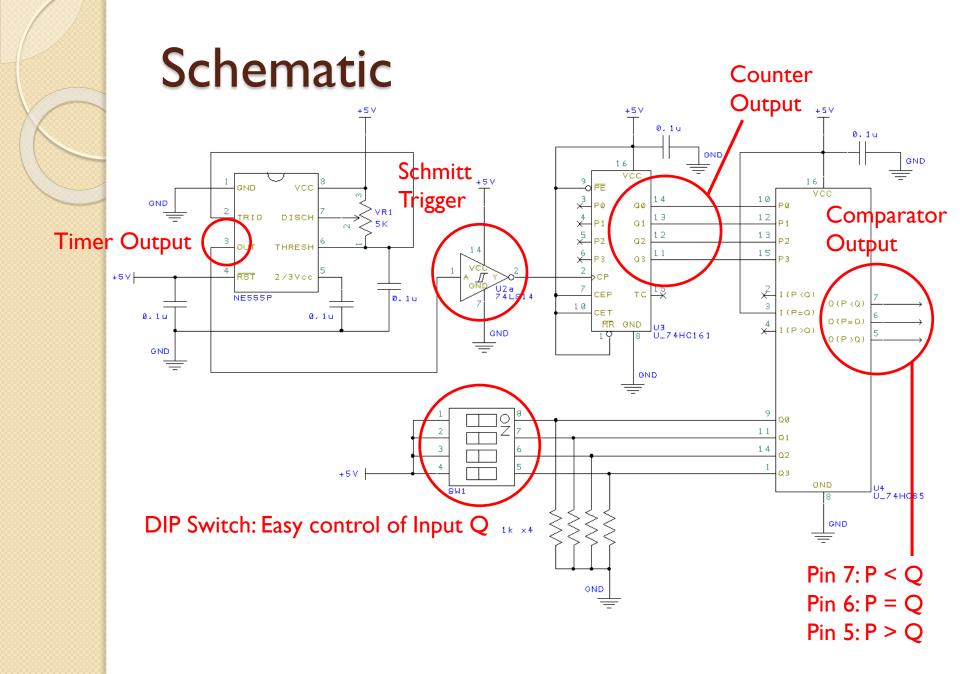
By combining these devices, we can change the duty cycle



## Insight

- Use the counter to count, then use the comparator to determine the duty cycle
  - Q: Frequency = ? 1/16!!





# Example I

- Suppose we use PWM to control motor
- Pin 7 (P < Q) of comparator is 100Hz
- Duty cycle = 0.75

QI: Manual input 
$$Q = ?$$
 0.75 × 16 = 12  $\rightarrow$  1 1 0 0

Q2: Period of NE555 timer? 
$$I / (100 \times 16) = 625 \mu s$$

Q3: Given CI =  $0.1\mu F$ , what are the theoretical resistance values of the two parts of  $5k\Omega$  variable resistor RA and RB?

$$T = I/I600 = 0.7(R_A + 2R_B) C_I \rightarrow R_A + 2R_B = 8929\Omega(I)$$

(Given the variable resistance 
$$5k\Omega$$
)  $R_A + R_B = 5000 \Omega$  (2)

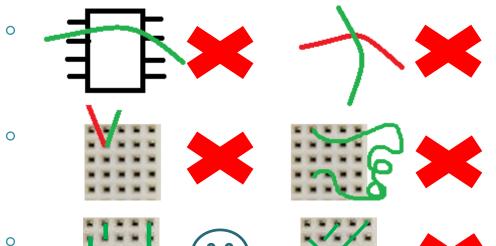
$$\rightarrow$$
 R<sub>A</sub> = 1071 $\Omega$ , R<sub>B</sub> = 3929 $\Omega$ 

## Breadboard time!

**12V** 

General rules:

Power supply, Ground



Floor-planning makes your lab much easier

