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Group I

Session E02

Lab 8

RGB LED PWM Controller
Thursday

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ECE 3300L

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Objective:

The objective of this lab is to design, implement, and test a RGB LED PWM Controller using VHDL (or Verilog) on the Nexys A7 FPGA development board. The circuit focuses on controlling brightness and blending colors through precise digital logic techniques such as PWM manipulation.

Design(Code):

Clock_Divider_Fixed.V

- Uses a clock to set the speed to a readable speed for 7seg displays and shifter

```
23 | module clock_divider_fixed #(
24 |     parameter integer INPUT_HZ = 100_000_000,
25 |     parameter integer TICK1_HZ = 1_000,
26 |     parameter integer PWM_HZ = 20_000
27 | ) (
28 |     input wire clk_in,
29 |     input wire rst_n,
30 |     output reg clk_1k,
31 |     output reg clk_pwm
32 | );
33 |
34 |     localparam integer DIV1H = (INPUT_HZ/TICK1_HZ)/2;
35 |     localparam integer DIVPMH = (INPUT_HZ/PWM_HZ)/2;
36 |     reg [$clog2(DIV1H):0] c1;
37 |     reg [$clog2(DIVPMH):0] c2;
38 |     always @(posedge clk_in or negedge rst_n) begin
39 |         if (!rst_n) begin c1 <= 0; clk_1k <= 0; c2 <= 0; clk_pwm <= 0; end
40 |         else begin
41 |             if (c1 == DIV1H-1) begin c1 <= 0; clk_1k <= ~clk_1k; end else c1 <= c1+1;
42 |             if (c2 == DIVPMH-1) begin c2 <= 0; clk_pwm <= ~clk_pwm; end else c2 <= c2+1;
43 |         end
44 |     end
45 | endmodule
```

debounce_onepulse.v

- Prevents glitches from affecting the buttons to make one clear button press.

```
23 | module debounce_onepulse #(
24 |     parameter integer STABLE_TICKS = 20
25 | ) (
26 |     input wire clk,
27 |     input wire rst_n,
28 |     input wire din,
29 |     output reg pulse
30 | );
31 |     reg d0, d1;
32 |     reg stable, stable_q;
33 |     reg [$clog2(STABLE_TICKS+1)-1:0] cnt;
34 |
35 |     always @(posedge clk or negedge rst_n) begin
36 |         if (!rst_n) begin d0<=0; d1<=0; end else begin d0<=din; d1<=d0; end
37 |     end
38 |
39 |     always @(posedge clk or negedge rst_n) begin
40 |         if (!rst_n) begin cnt<=0; stable<=0; end
41 |         else if (d1 != stable) begin
42 |             if (cnt==STABLE_TICKS) begin stable<=d1; cnt<=0; end
43 |             else cnt<=cnt+1;
44 |         end else cnt<=0;
45 |     end
46 |
47 |     always @(posedge clk or negedge rst_n) begin
48 |         if (!rst_n) begin stable_q<=0; pulse<=0; end
49 |         else begin pulse <= (~stable_q) & stable; stable_q <= stable; end
50 |     end
51 | endmodule
```

load_fsm.V

- In this FSM there is only 1 button however 4 slots to fill which it cycles through each time a load pulse signal is received. Using RES+1 we can fill the first slot with RES and then continue down the slots filling them with R, G, and B. This guarantees that each color component is updated and controlled in sequential manner without overlap, which is important when timing updates to an FPGA-driven PWM system.

```
23 module load_fsm(  
24     input wire clk,  
25     input wire rst_n,  
26     input wire load_pulse,  
27     output reg [1:0] slot,  
28     output wire [3:0] slot_onehot,  
29     output reg wr_res, wr_r, wr_g, wr_b  
30 );  
31     assign slot_onehot = 4'b0001 << slot;  
32  
33     always @(posedge clk or negedge rst_n) begin  
34         if (!rst_n) slot <= 2'd0;  
35         else if (load_pulse) slot <= slot + 2'd1;  
36     end  
37  
38     always @* begin  
39         wr_res = 0; wr_r = 0; wr_g = 0; wr_b = 0;  
40         case (slot)  
41             2'd0: wr_res = load_pulse;  
42             2'd1: wr_r = load_pulse;  
43             2'd2: wr_g = load_pulse;  
44             2'd3: wr_b = load_pulse;  
45         endcase  
46     end  
47 endmodule
```

pwm_core.V

- Converts the stored values into duty cycles for 3 PWM outputs.

```
--
23 module pwm_core(
24     input wire clk,
25     input wire rst_n,
26     input wire [7:0] period,
27     input wire [7:0] duty_r, duty_g, duty_b,
28     output reg pwm_r, pwm_g, pwm_b
29 );
30     wire [8:0] eff_period = {1'b0, period} + 9'd1;
31
32     function [8:0] clamp9(input [7:0] d);
33         clamp9 = ( {1'b0,d} >= eff_period ) ? (eff_period - 9'd1) : {1'b0,d};
34     endfunction
35
36     reg [8:0] cnt;
37     always @(posedge clk or negedge rst_n) begin
38         if (!rst_n) cnt <= 0;
39         else if (cnt == eff_period - 1) cnt <= 0;
40         else cnt <= cnt + 1;
41     end
```

rgb_led_driver.V

- This is the driver for the rgb led driver to make the colors when the signal is active or high depending on the parameter.

```
23 | module rgb_led_driver#(parameter ACTIVE_LOW=1) (  
24 |     input wire pwm_r, pwm_g, pwm_b,  
25 |     output wire led_r, led_g, led_b  
26 | );  
27 |     generate  
28 |         if (ACTIVE_LOW) begin  
29 |             assign led_r = ~pwm_r;  
30 |             assign led_g = ~pwm_g;  
31 |             assign led_b = ~pwm_b;  
32 |         end else begin  
33 |             assign led_r = pwm_r;  
34 |             assign led_g = pwm_g;  
35 |             assign led_b = pwm_b;  
36 |         end  
37 |     endgenerate  
38 | endmodule
```

top_lab8.V

- Calls all modules to the top module for the project to run.

```
23 module top_lab8(  
24     input wire clk100mhz,  
25     input wire btnc_n,  
26     input wire btnr,  
27     input wire [7:0] sw,  
28     output wire [3:0] led,  
29     output wire rgb_r, rgb_g, rgb_b  
30 );  
31     wire rst_n = ~btnc_n;  
32     wire clk_1k, clk_pwm;  
33  
34     clock_divider_fixed  
35     u_div(  
36         .clk_in(clk100mhz),  
37         .rst_n(rst_n),  
38         .clk_1k(clk_1k),  
39         .clk_pwm(clk_pwm));  
40  
41     wire load_pulse;  
42     debounce_onepulse #(.STABLE_TICKS(20))  
43     u_db(  
44         .clk(clk_1k),  
45         .rst_n(rst_n),  
46         .din(btnr),  
47         .pulse(load_pulse));  
48  
49     wire [1:0] slot;  
50     wire [3:0] slot_oh;  
51     wire wr_res, wr_r, wr_g, wr_b;  
52  
53     load_fsm u_fsm(  
54         .clk(clk_1k),  
55         .rst_n(rst_n),  
56         .load_pulse(load_pulse),  
57         .slot(slot),  
58         .slot_onehot(slot_oh),  
59         .wr_res(wr_res),  
60         .wr_r(wr_r),  
61         .wr_g(wr_g),  
62         .wr_b(wr_b)  
63     );  
64  
65     assign led = slot_oh;  
66
```

```

67 reg [7:0] reg_res, reg_r, reg_g, reg_b;
68 always @(posedge clk_1k or negedge rst_n) begin
69     if (!rst_n) begin
70         reg_res<=8'd63;
71         reg_r<=0;
72         reg_g<=0;
73         reg_b<=0;
74     end
75     else begin
76         if (wr_res) reg_res <= sw;
77         if (wr_r) reg_r <= sw;
78         if (wr_g) reg_g <= sw;
79         if (wr_b) reg_b <= sw;
80     end
81 end
82
83 reg [7:0] res_q1,res_q2,r_q1,r_q2,g_q1,g_q2,b_q1,b_q2;
84
85 always @(posedge clk_pwm or negedge rst_n) begin
86     if (!rst_n) begin
87         res_q1<=0;
88         res_q2<=0;
89         r_q1<=0;
90         r_q2<=0;
91         g_q1<=0;
92         g_q2<=0;
93         b_q1<=0;
94         b_q2<=0;
95     end
96     else begin
97         res_q1<=reg_res;
98         res_q2<=res_q1;
99         r_q1<=reg_r;
100        r_q2<=r_q1;
101        g_q1<=reg_g;
102        g_q2<=g_q1;
103        b_q1<=reg_b;
104        b_q2<=b_q1;
105    end
106 end

```



```

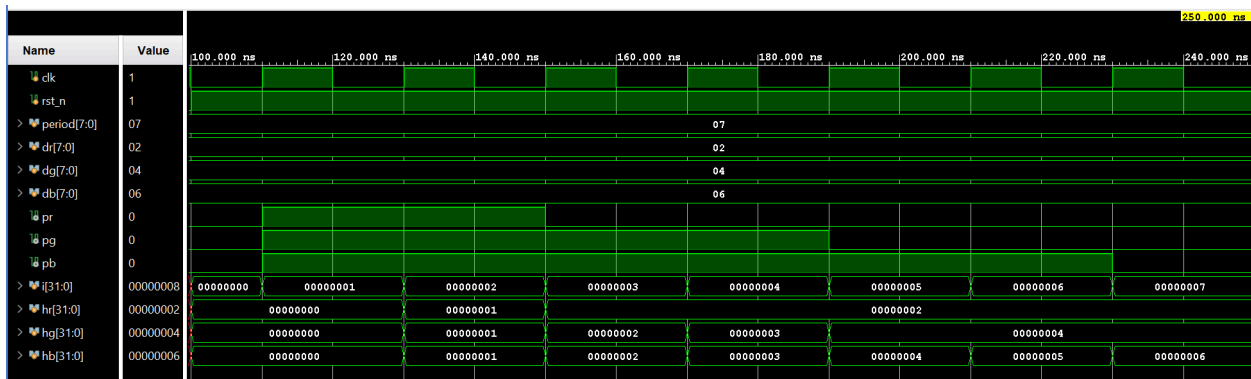
108 | wire pwm_r, pwm_g, pwm_b;
109 | pwm_core u_pwm(
110 |     .clk(clk_pwm),
111 |     .rst_n(rst_n),
112 |     .period(res_q2),
113 |     .duty_r(r_q2),
114 |     .duty_g(g_q2),
115 |     .duty_b(b_q2),
116 |     .pwm_r(pwm_r),
117 |     .pwm_g(pwm_g),
118 |     .pwm_b(pwm_b));
119 |
120 | rgb_led_driver #(.ACTIVE_LOW(0)) u_led(
121 |     .pwm_r(pwm_b),
122 |     .pwm_g(pwm_g),
123 |     .pwm_b(pwm_r),
124 |     .led_r(rgb_r),
125 |     .led_g(rgb_g),
126 |     .led_b(rgb_b));
127 | endmodule

```

Testbench and Waveform:

pwm_core_fb.V

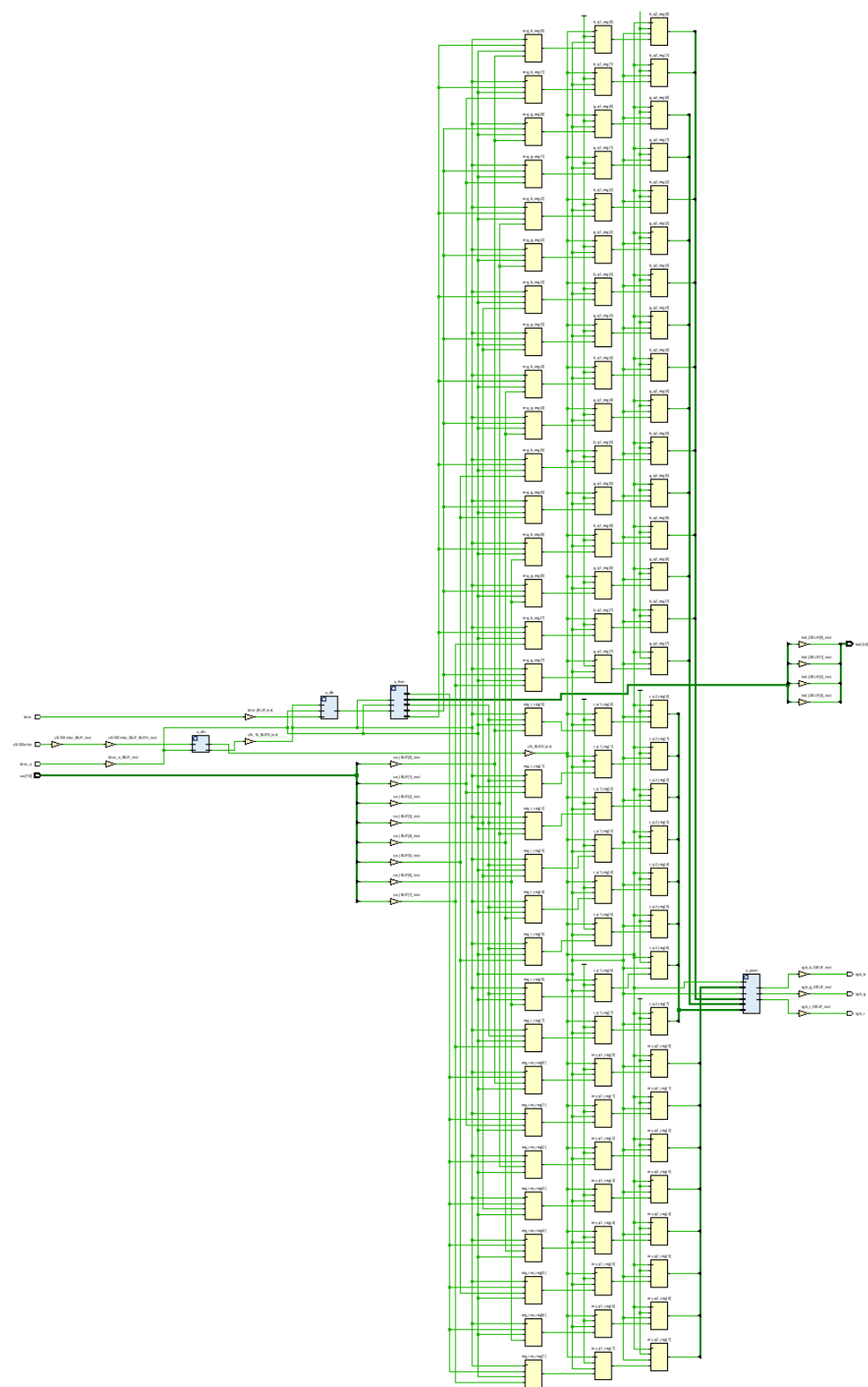
- Shifting the bit values



Implementation:

| Site Type | Used | Fixed | Prohibited | Available | Util% |
|-----------------------|------|-------|------------|-----------|-------|
| Slice LUTs* | 113 | 0 | 0 | 63400 | 0.18 |
| LUT as Logic | 113 | 0 | 0 | 63400 | 0.18 |
| LUT as Memory | 0 | 0 | 0 | 19000 | 0.00 |
| Slice Registers | 152 | 0 | 0 | 126800 | 0.12 |
| Register as Flip Flop | 152 | 0 | 0 | 126800 | 0.12 |
| Register as Latch | 0 | 0 | 0 | 126800 | 0.00 |
| F7 Muxes | 0 | 0 | 0 | 31700 | 0.00 |
| F8 Muxes | 0 | 0 | 0 | 15850 | 0.00 |

Block diagram:



Contributions:

Julio Flores: 50% - Verilog Code (clock_divider, debounce, load_fsm and testbench for these modules) and report and demo

Victor Perez : 50% - Verilog Code (pmw_driver, rgb_led, top_module code and testbench for these modules) and report and demo

Reflection:

In this lab we design a hardware-controlled RGB LED system using Pulse Width Modulation (PWM) on the Nexys A7 FPGA board. The PWM logic was created by comparing a counter against duty cycle values for each color channel. Different duty cycles resulted in varying LED brightness, allowing the generation of multiple colors through additive mixing. Successful testing confirmed that adjusting the duty cycles in real time produced smooth transitions between colors. The implementation demonstrated the practical application of digital design principles, clock division, and modular coding for hardware control.