

Lab 4: Pulse-width Modulation

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Lab Assignment



- Write an Assembly program that uses the **System Timer Interrupts** and **Pulse-Width Modulation (PWM)** to change the brightness of the **red** LED using the joystick as follow:
 - If the **MIDDLE** button is pressed, the **Duty Cycle** should be equal to **0%** (the red LED will be **OFF**).
 - If the **LEFT** button is pressed, the **Duty Cycle** should be equal to **15%**.
 - If the **RIGHT** button is pressed, the **Duty Cycle** should be equal to **40%**.
 - If the **UP** button is pressed, the **Duty Cycle** should be equal to **65%**.
 - If the **DOWN** button is pressed, the **Duty Cycle** should be equal to **100%** (the red LED will **ON** with full brightness).
- The AHB clock (external clock) is set to 8 MHz, and a single PWM cycle must be set to exactly 0.02 seconds! It means that every second will contain 50 PWM cycles.
- Each PWM cycle should be further divided in 100 equal “chunks” of time. Thus, each chunk of time of a single PWM cycle will take 0.0002 seconds.

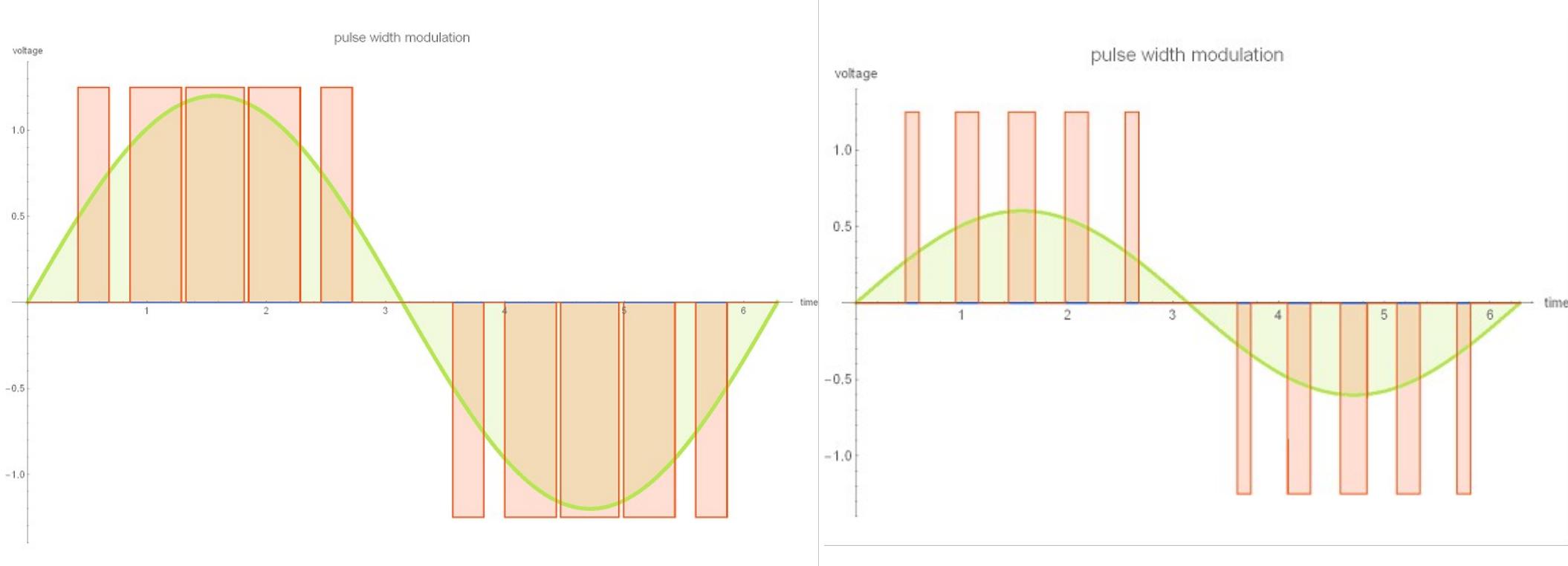
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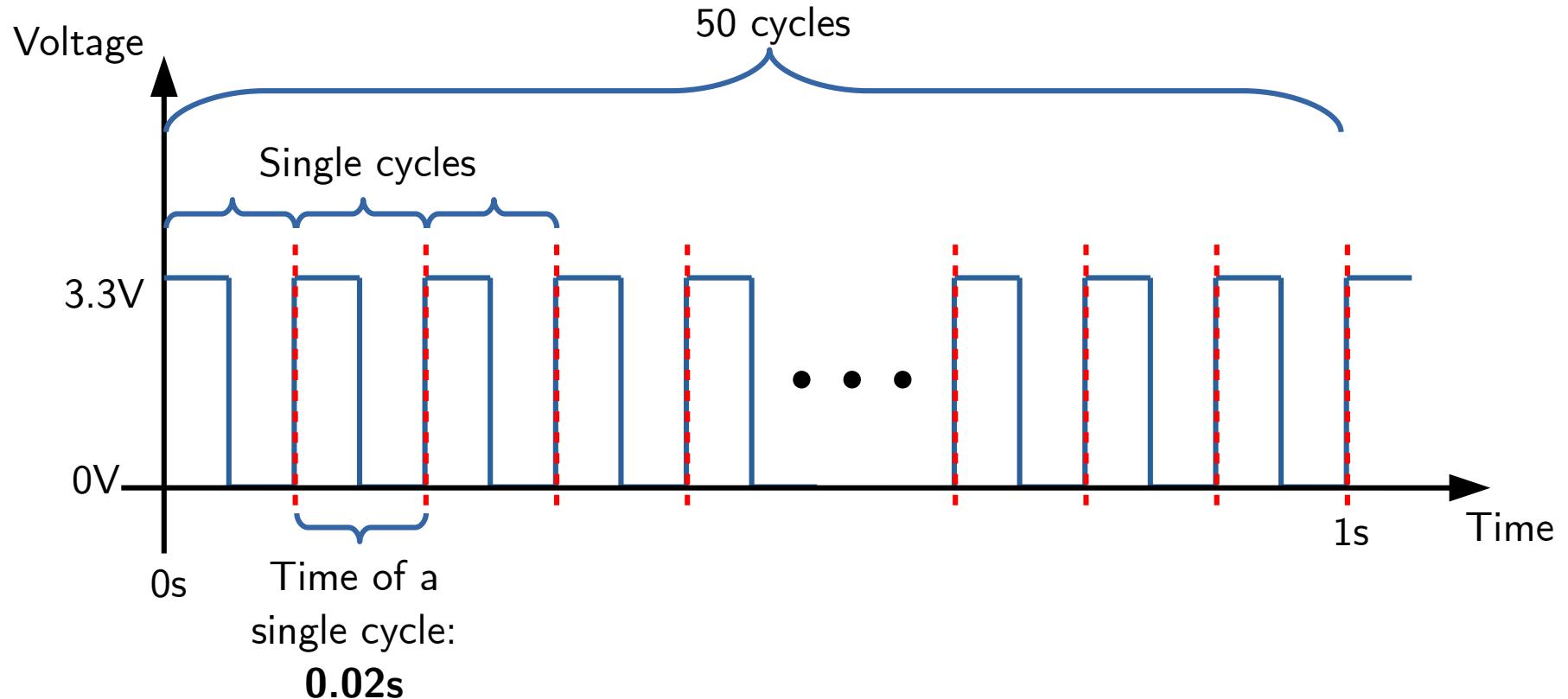
- You **MUST** demo a **working** LAB 4 on **October 07, 2019** as follows:
 - Show the five different brightness of the red LED using the SMT32L4 Discovery board.
 - Show the five different duty cycles used in this lab with the help of the oscilloscope.
 - Show your code.
- **Grading for LAB 4:**
 - **No pre-lab quiz!** Read Chapter 15.3 to have a better understanding of PWMs.
 - **Functionality and Correctness: 10 points.**
 - All five brightness settings (0%, 15%, 40%, 65%, 100%) working: 10 points.
 - Between two and four brightness settings working: 4 points.
 - No PWM implementation: 0 points.
- **Grading penalization:**
 - Students who **disrupt the lecture by talking and not paying attention** will **lose 2 points** in their lab 3's grade!
 - Students who **do not follow the lab safety procedures** (e.g. coming to lab with shorts and flip flops) will **lose 1 points** in their lab 3's grade!

Pulse-Width Modulation (PWM)

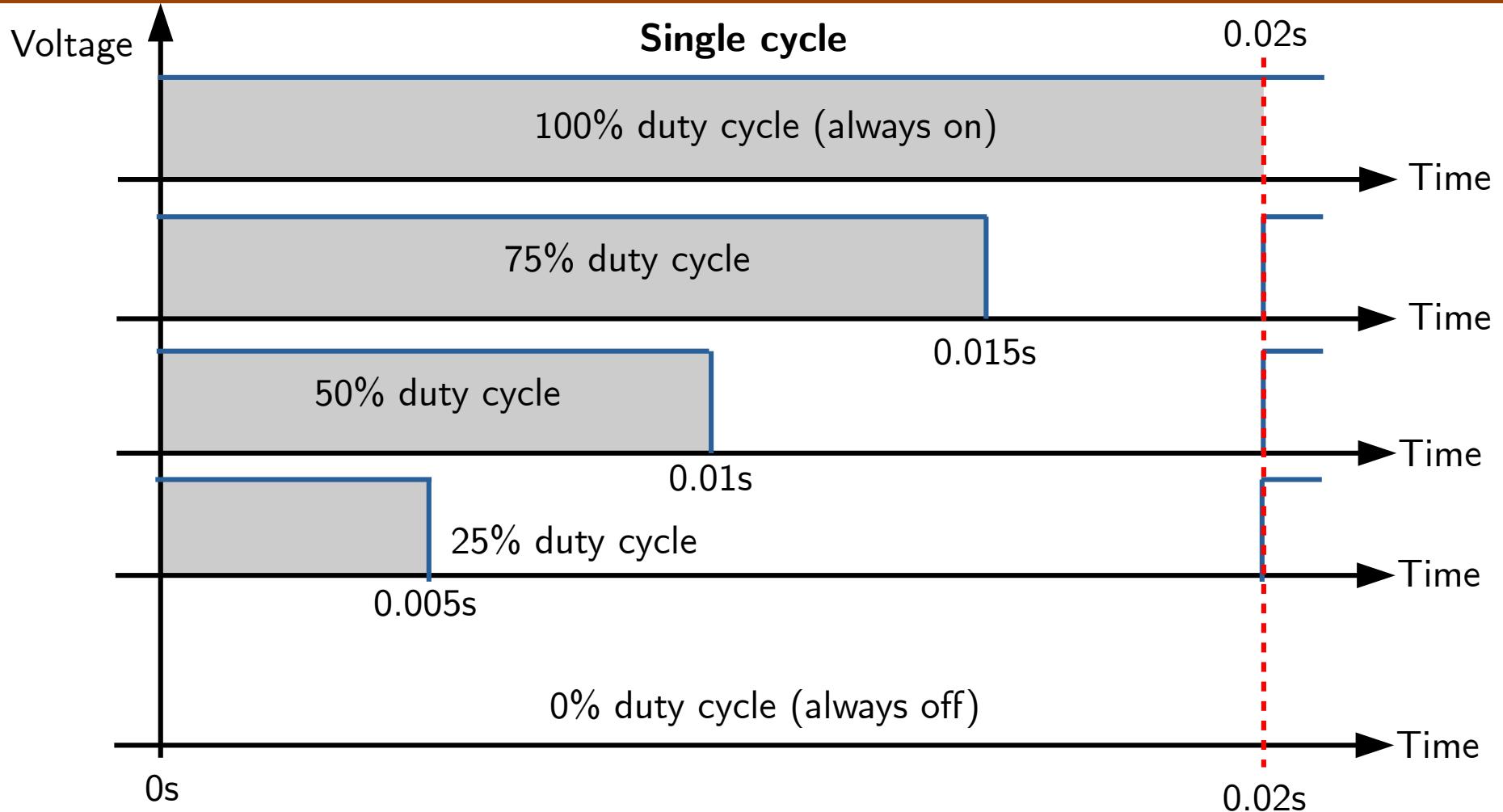


- PWM can be used to simulate analog signals with only square waves.
- The STM32L4 Discovery Kit contains hardware to generate PWMs automatically.
- However, in this lab, we will manually generate a PWM to control the brightness of an LED.





Duty Cycle for Lab 4

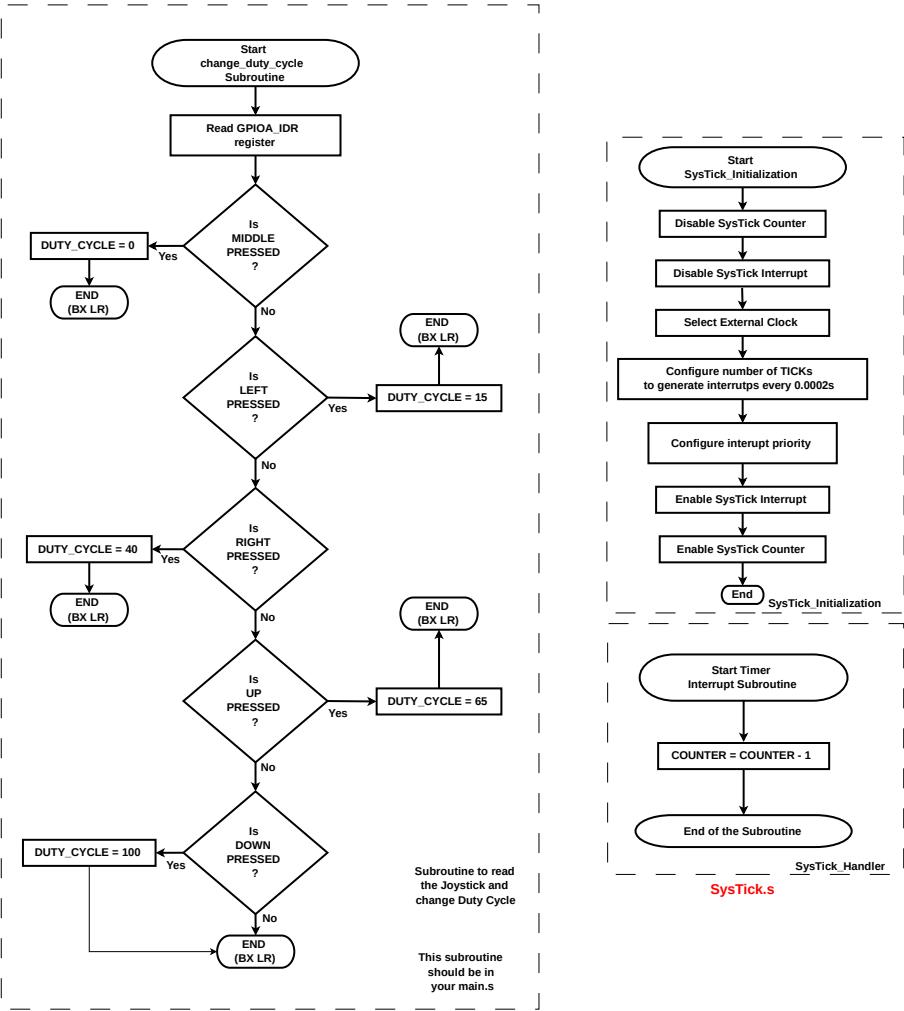
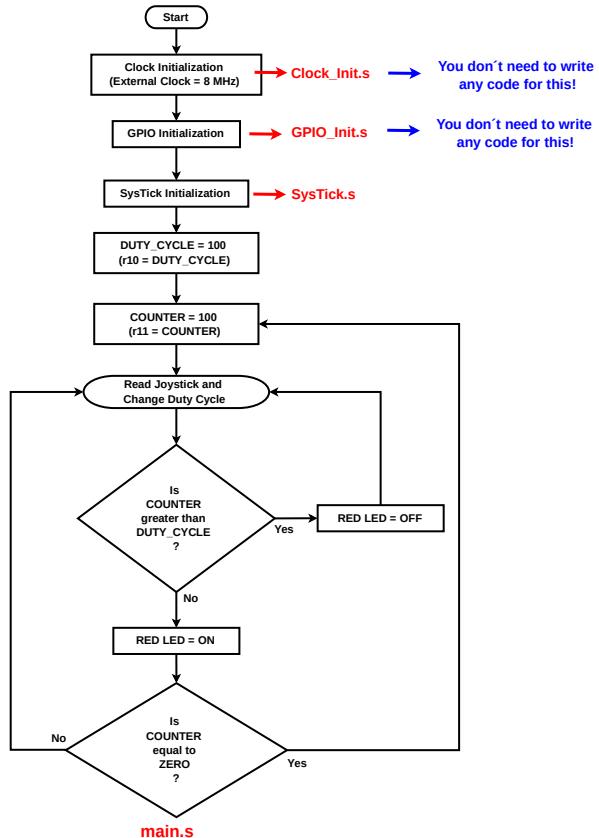


How Frequent Should the Interrupts Be?



- **AHB Clock = 8MHz**
 - Clock used by the SysTick = $8 \text{ MHz}/8 = 1 \text{ MHz}$
- **Each PWM cycle is equal to 0.02 seconds (50Hz).**
- **If we want to be able to generate any duty cycle between 0% and 100% with increments of 1%, we need interrupts at every:**
 - $0.02/100 = 0.0002 \text{ seconds}$
- **What should be the value of the SysTick_LOAD register (RELOAD value)?**
 - $\text{SysTick_LOAD} = (0.0002 \times 1 \times 10^6) - 1$
 - **SysTick_LOAD = 199**

Lab 4: Flowchart



Lab 4: Startup Code



- A startup code in a zip-file (filename: ***Lab 4 – Startup Code.zip***) is available on **Canvas**. It contains the following files:
 - ***main.s*** → You have to write all missing code!
 - ***Clock_Init.s*** → You don't need to change anything in this file!
 - ***GPIO_Init.s*** → You don't need to change anything in this file!
 - ***SysTick.s*** → You have to write all missing code!
 - ***stm32l476xx_constants.s*** → You don't need to change anything in this file!
- **Download** and **EXTRACT** the startup code.
- Create a new project from scratch using the **STM32CubeIDE**.
- Move **ALL** files to your project's **src** folder, and follow the standard steps when we create new projects.