



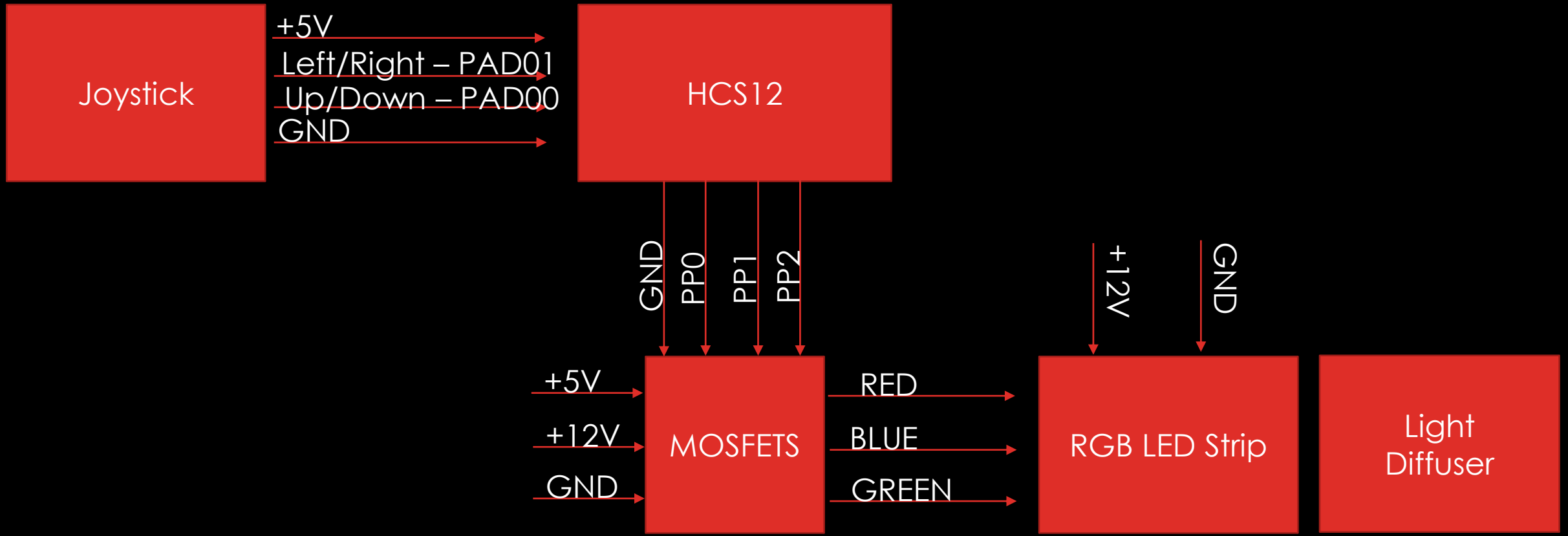
# EXPLORING RGB LEDS AND COLOR SCIENCE

A Presentation by Ashley Turner, Kurtis Craig and Malcolm Whitehouse

# PROJECT OBJECTIVES

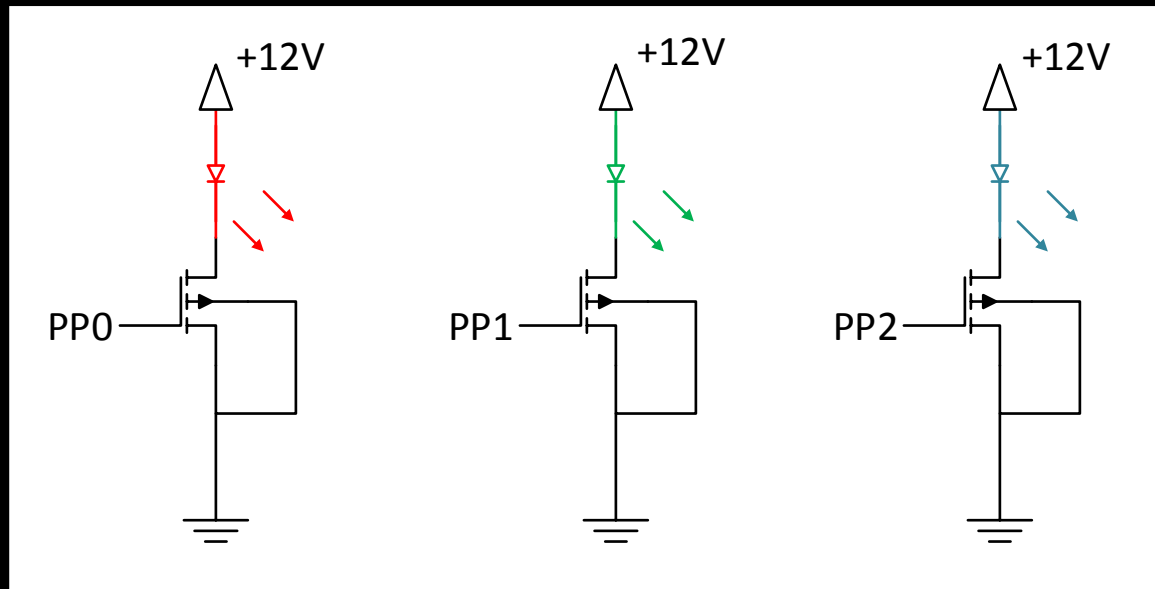
- Implement RGB LED control and explore applications and other concepts.
  - Mode 1: Control the color using the DIP switches (256 choices).
  - Mode 2: Color changes based on measured temperature.
  - Mode 3: Navigate the CIE Chromaticity Diagram.

# THE SYSTEM



# RGB LED HARDWARE SETUP

- A common-anode RGB LED strip is driven by 3 MOSFETs.
  - PP0 – PP2 drive the gates of the 3 MOSFETs.
  - LEDs are connected to separate +12V power supply on the drain.
  - The source of each MOSFET is connected to ground.





# MODE 1: DIP SWITCH CONTROLLED COLOR

Using the DIP switch to choose between 256 different colors.

# MODE 1 – DIP SWITCH CONTROL

- DIP switches are used to change the color displayed by the RGB LEDs.
- Controls modeled after VGA technology control.
  - Switches 1-3 control **red**.
  - Switches 4-6 control **green**.
  - Switches 7-8 control **blue**.

# MODE 1 – DIP SWITCH CONTROL

- Implementation of the LED control.
  - Timer + Interrupts method used in this case.
  - “HCYCLES” and “LCYCLES” modified based on switch positions.
  - Interrupts toggle corresponding bits (`PORTP(4)`, `PORTP(5)`, and `PORTP(6)`).
  - This method has its weaknesses.
    - Interrupts “compete” when 2 + LEDs are on the same duty cycle.
    - At 6kHz, the artifacts of this issue are very visible.

Let's see how it works!

# MODE 1 – DIP SWITCH CONTROL

- This method can be improved!
  - Minimize size and number of interrupts.
    - Reduces the probability that a conflict will occur.
  - “Nested” Interrupts
    - Enable interrupts inside another ISR.
    - Can be tedious to implement!
- The natural choice in our case is the use of the PWM channels.



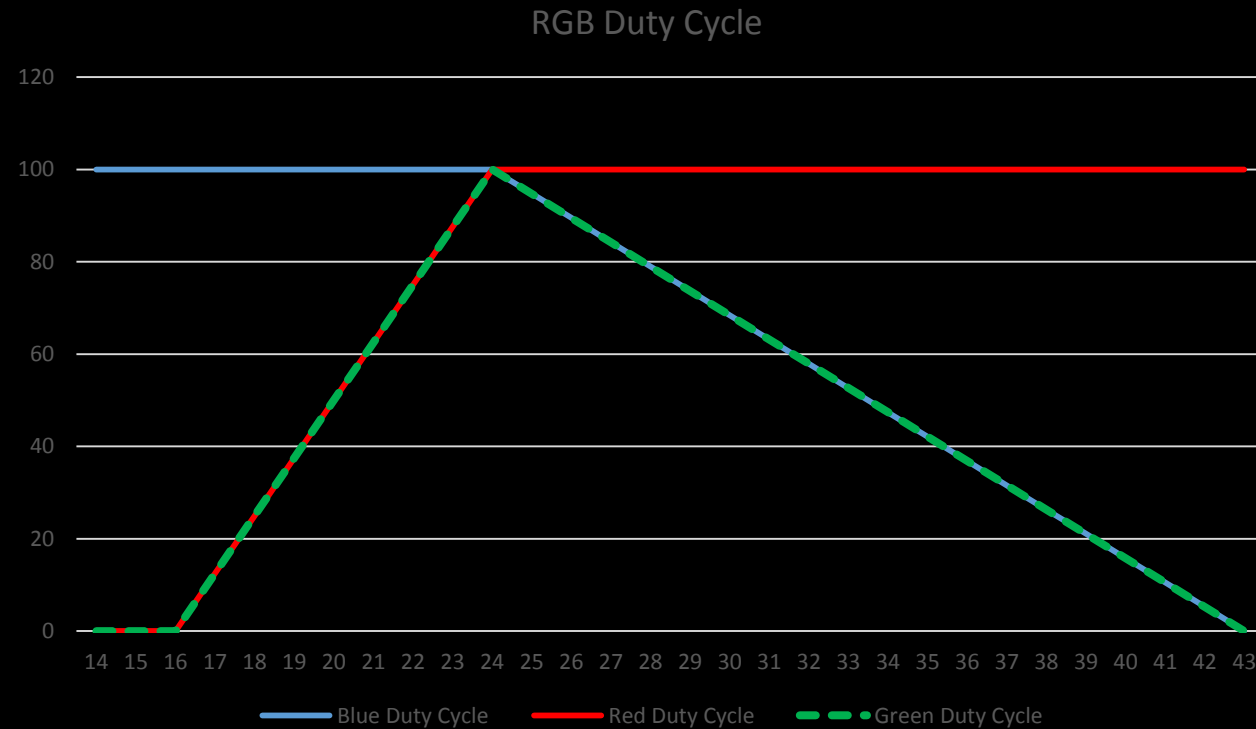


# MODE 2: TEMPERATURE CONTROLLED COLORS

Using the On-Board Temperature Sensor to Control the LED Color

# MODE 2: TEMPERATURE-DEPENDENT COLOR

- In this mode, we use the on-board temperature sensor to control the color of the RGB LEDs.



# MODE 2: TEMPERATURE-DEPENDENT COLOR

- In this mode, we use the on-board temperature sensor to control the color of the RGB LEDs.
- Using the PWM Channels to drive the LEDs.
- Change duty cycle with the following formulas:
  - When the temperature is between 16°C and 24°C....

$$\text{Duty cycle \%} = \frac{\text{temperature} - 16}{8} \times 100$$

- When the temperature is between 25°C and 43°C....

$$\text{Duty Cycle \%} = \left( \frac{\text{temperature} - 24}{19} \times -100 \right) \times 100$$

# MODE 2: TEMPERATURE-DEPENDENT COLOR

- The color transition is not as smooth as we intended....
- The resolution of the temperature sensor is only 1°C!

Let's see how it works!



# MODE 3: NAVIGATING THE CHROMATICITY DIAGRAM

Using a joystick to navigate the CIE 1931 Chromaticity Diagram

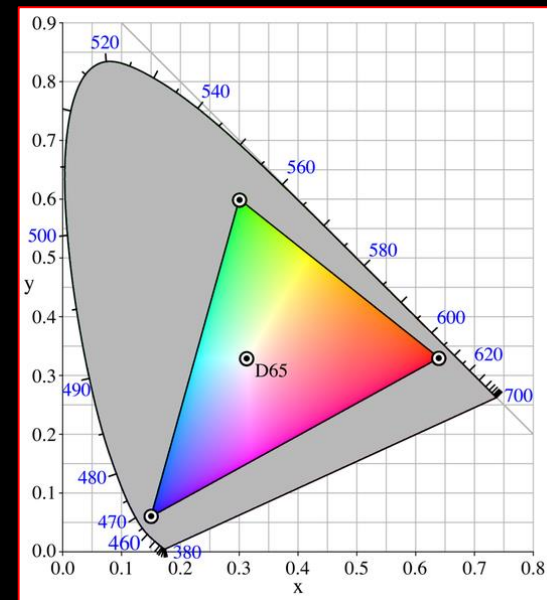
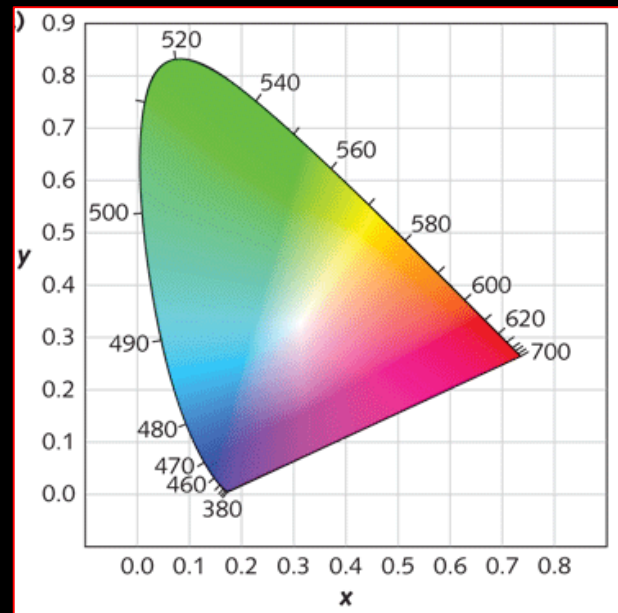
# MODE 3: USING A JOYSTICK TO MAP TO THE CIE GRAPH

- The joystick is a 2- axis device
- Each axis is a 10 K $\Omega$  potentiometer with common ground
- Supplied by 5 V from the Dragon12 board
- Read by pins PAD 00 and 01
- Converted to digital by the onboard A/D converter
- X – formula: if ( $x \leq 400$ ) then  $x = x$ ;
- else
- $x = x * 800/1020$



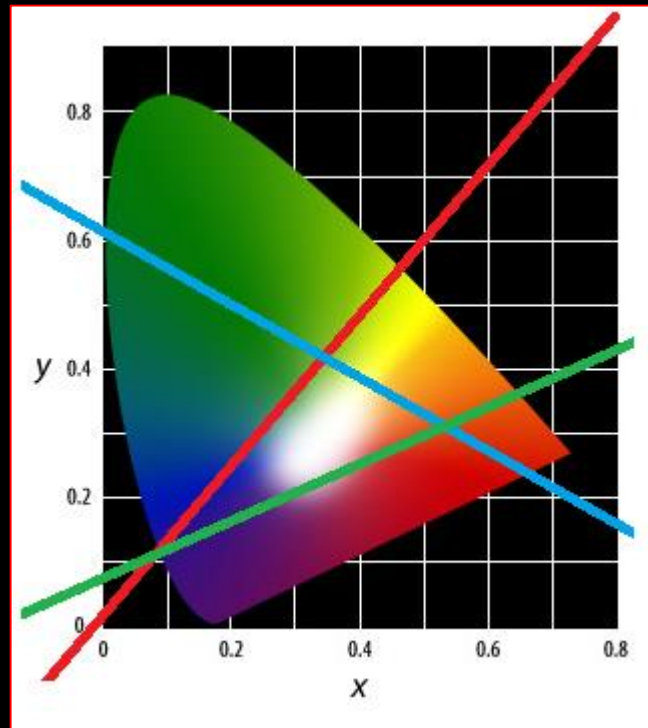
# MODE 3: USING A JOYSTICK TO MAP TO THE CIE GRAPH

- The CIE Chromaticity Diagram
  - International Commission on Illumination, 1936 Standard
  - The gamut is where the “web safe” colors reside
  - Hue vs. Saturation



# MODE 3: USING A JOYSTICK TO MAP TO THE CIE GRAPH

- Calculating the duty cycle of each color at every point.
  - “Divided” the CIE diagram by red, green, and blue.





# MODE 3: USING A JOYSTICK TO MAP TO THE CIE GRAPH

- Calculating the duty cycle of each color at every point.
  - “Divided” the CIE diagram by red, green, and blue.
  - Duty cycle of each color is determined by the distance from each line.
    - Each line represents the dimmest setting of each color.
    - Duty cycle increases with distance from the line.

- Example calculation – Duty cycle of red.

$$\text{Distance from the Line} = \frac{|900x + 750y|}{1171}$$
$$\text{Red Duty Cycle} = \text{Distance from the Line} \times \frac{100}{250}$$



# MODE 3: USING A JOYSTICK TO MAP TO THE CIE GRAPH

Let's see how it works!

# APPLICATIONS

- Improved parking lot flow:
  - Light color changes with parking spot availability.
- Stadium lighting aesthetics:
  - Change colors depending on which teams are playing.
- LED Traffic lights:
  - High efficiency and low maintenance.



QUESTIONS?



THANK YOU!



# REFERENCES

- [1] Nave, R. Hyperphysics- Light and Sound. 4 12 2014. Internet.
- [2] Parallax Inc. 4 12 2014. <[www.parallax.com/rt](http://www.parallax.com/rt)>.