

State Table

Time (input)	Current State	Next State	Output
0	S0	S0	1234
20	S0	S1	1234
25	S1	S2	1234
45	S2	S3	1234
50	S3	S4	1234
70	S4	S5	1234
75	S5	S6	1234
95	S6	S7	1234
100	S7	S0	1234

Figure 1: State Table

The color in output represents output light.

time = 0 after time becomes 100.

Codes

4 way traffic light controller

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity traffic is
    port(
        clk : in STD_LOGIC;
        green: out std_logic_vector(3 downto 0);
        yellow: out std_logic_vector(3 downto 0);
        red: out std_logic_vector(3 downto 0)
    );
end entity traffic;
architecture trafficA of traffic is
    type state_type is (s0, s1, s2, s3, s4, s5, s6, s7); -- defined state for each combination possible
    signal state : state_type := s0; -- initial state is s0
    signal count : integer := 0; -- represents time
    signal lights: std_logic_vector(11 downto 0); -- a vector that represents a state
begin
    STATEpro : process(state)
    begin
        case state is
            when s0 => lights <= "001100100100";
            when s1 => lights <= "010100100100";
            when s2 => lights <= "100001100100";
            when s3 => lights <= "100010100100";
            when s4 => lights <= "100100001100";
            when s5 => lights <= "100100010100";
            when s6 => lights <= "100100100001";
            when s7 => lights <= "100100100010";
            when others => lights <= lights;
        end case;
    end process;

    LT : process(clk)
    begin
        case count is
            when 0 => state <= s0; count <= count + 1;
            when 20 => state <= s1; count <= count + 1; -- 1st green ends
            when 25 => state <= s2; count <= count + 1; -- 1st yellow ends
            when 45 => state <= s3; count <= count + 1; -- 2nd green ends
            when 50 => state <= s4; count <= count + 1; -- 2nd yellow ends
            when 70 => state <= s5; count <= count + 1; -- 3rd green ends
            when 75 => state <= s6; count <= count + 1; -- 3rd yellow ends
            when 95 => state <= s7; count <= count + 1; -- 4th green ends
            when 100 => count <= 0; -- 4th yellow ends
            when others => count <= count + 1;
        end case;
        green(3) <= lights(0);
        yellow(3) <= lights(1);
        red(3) <= lights(2);
        green(2) <= lights(3);
        yellow(2) <= lights(4);
        red(2) <= lights(5);
        green(1) <= lights(6);
        yellow(1) <= lights(7);
        red(1) <= lights(8);
        green(0) <= lights(9);
        yellow(0) <= lights(10);
        red(0) <= lights(11);
    end process;
end architecture trafficA;
```

Testbench

```
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--USE ieee.numeric_std.ALL;

library IEEE;
use IEEE.STD_LOGIC_1164.all;

ENTITY controller_tb IS
END controller_tb;

ARCHITECTURE behavior OF controller_tb IS

    -- Component Declaration for the Unit Under Test (UUT)

    COMPONENT traffic
    PORT(
        clk : IN  std_logic;
        green : OUT std_logic_vector(3 downto 0);
        yellow : OUT std_logic_vector(3 downto 0);
        red : OUT  std_logic_vector(3 downto 0)
    );
    END COMPONENT;

    --Inputs
    signal clk : std_logic := '0';

    signal green : std_logic_vector(3 downto 0);
    signal yellow : std_logic_vector(3 downto 0);
    signal red : std_logic_vector(3 downto 0);

    constant clk_period : time := 2 ns;

BEGIN

    uut: traffic PORT MAP (
        clk => clk,
        green => green,
        yellow => yellow,
        red => red
    );

    clk_process :process
    begin
        clk <= '0';
        wait for clk_period/2;
        clk <= '1';
        wait for clk_period/2;
    end process;
END;
```

Output

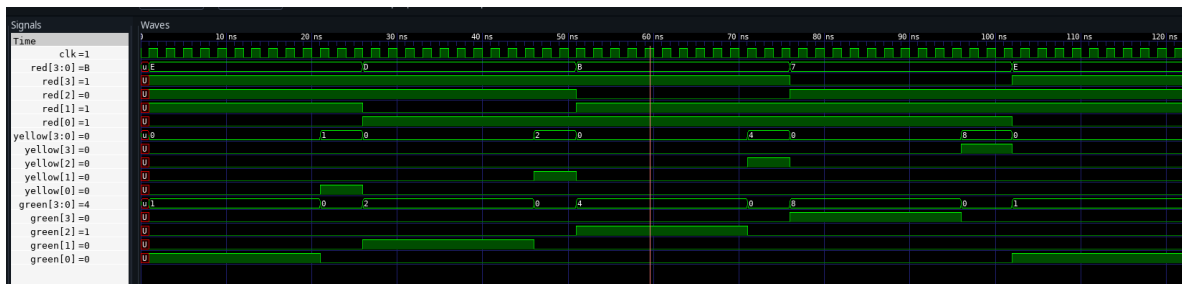


Figure 2: Output of Traffic Light

Result

A traffic light controller was designed and implemented via VHDL. Output was thus obtained.