

Traffic Light Controller

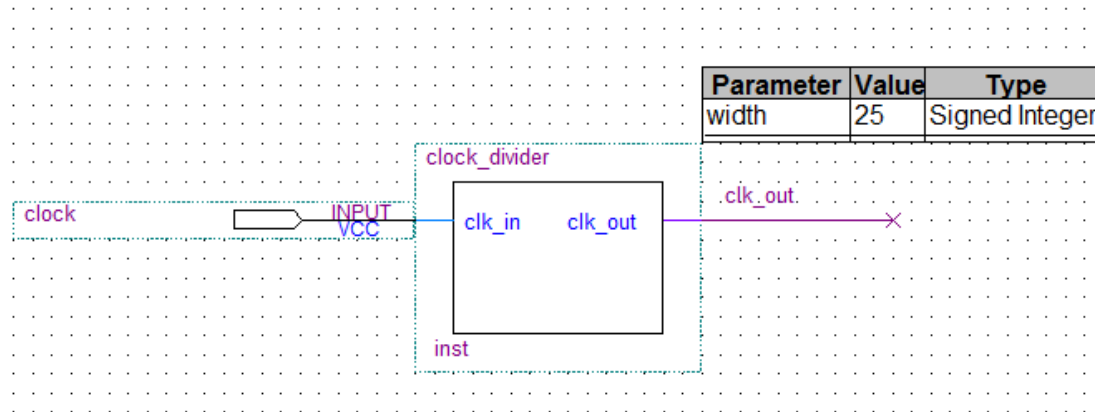
2018.10.24-31

석사 : 박제창

❖ Traffic Light Controller

➤ 클럭 분주기

신호등의 신호 제어는 DE2 보드의 내부 클럭 신호에 의존한다.
따라서, 시스템에 원하는 시간 만큼 클럭을 분주해 사용할 필요가 있다.



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➤ 클럭 분주기

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
USE ieee.std_logic_unsigned.ALL;

ENTITY clock_divider IS
    GENERIC(width : POSITIVE := 25);
    PORT(clk_in : IN STD_LOGIC;
         clk_out : OUT STD_LOGIC);
END clock_divider;

ARCHITECTURE divider OF clock_divider IS
    SIGNAL count : STD_LOGIC_VECTOR(width-1 downto 0);
BEGIN
    PROCESS(clk_in)
    BEGIN
        IF(clk_in'EVENT and clk_in = '1')THEN
            count <= count + 1;
        END IF;

        clk_out <= count(width-1);
    END PROCESS;
END divider;
```

클럭분주 관할

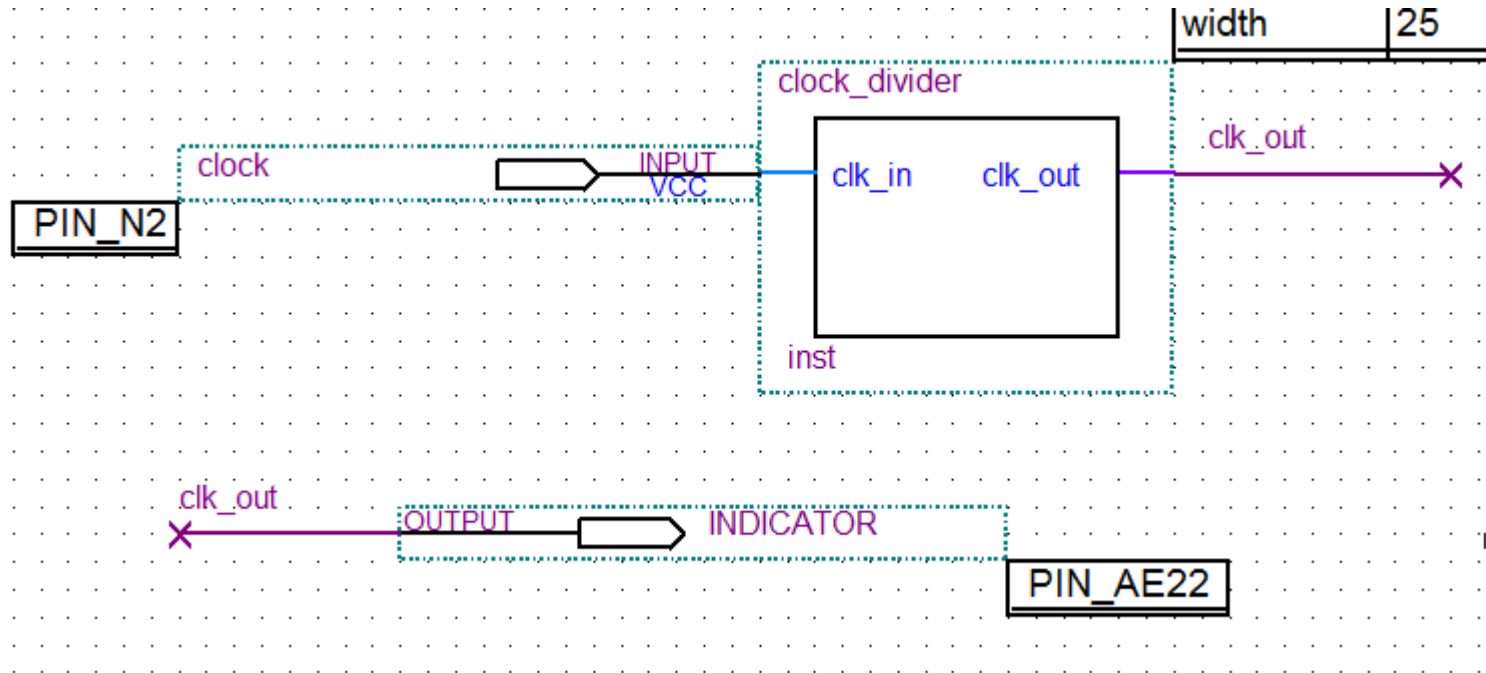
클럭 분주 카운터는 여러 보드에서 상호 호환해 사용할 수 있도록 제작하는 게 좋다.

따라서 다음과 같이 적용할 시스템에 맞는 클럭 출력을 위해 분주 비 변수를 변경만 하면 되도록 작성하는 게 효율적이다.

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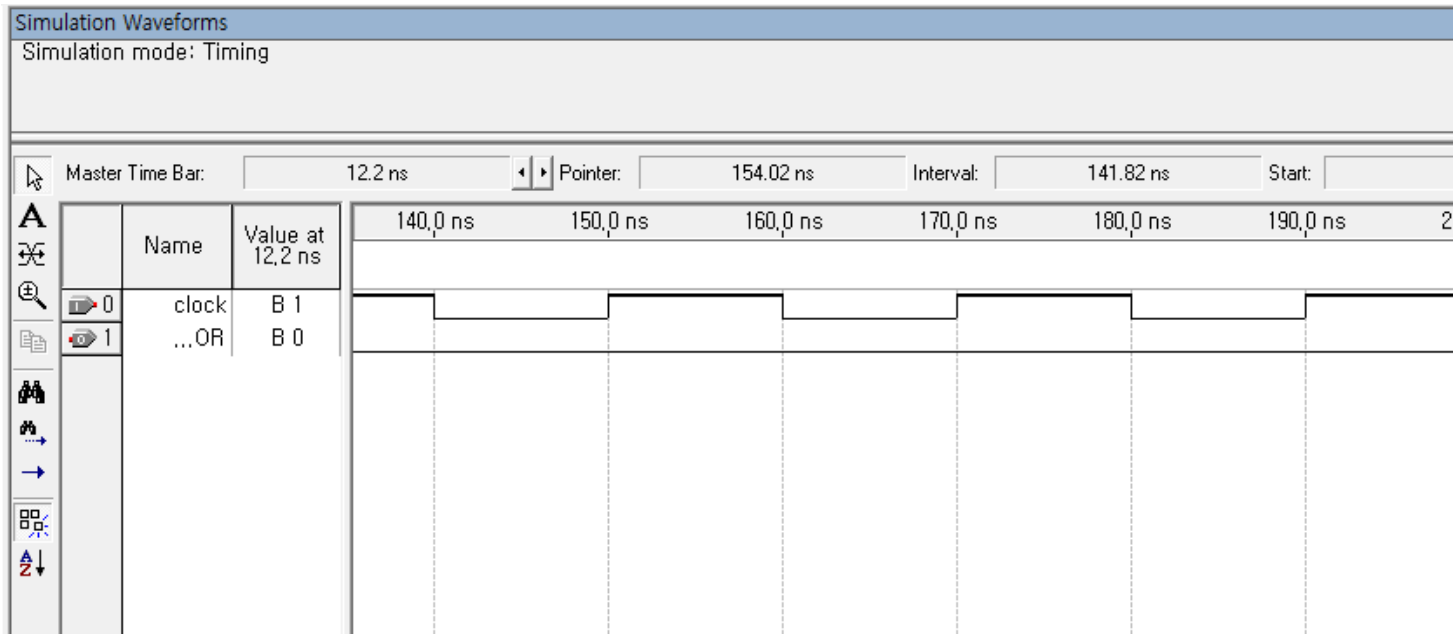
➤ 클럭 분주기

출력 결과를 확인하고자 DE2보드의 LED를 활용해 점멸을 확인한다.



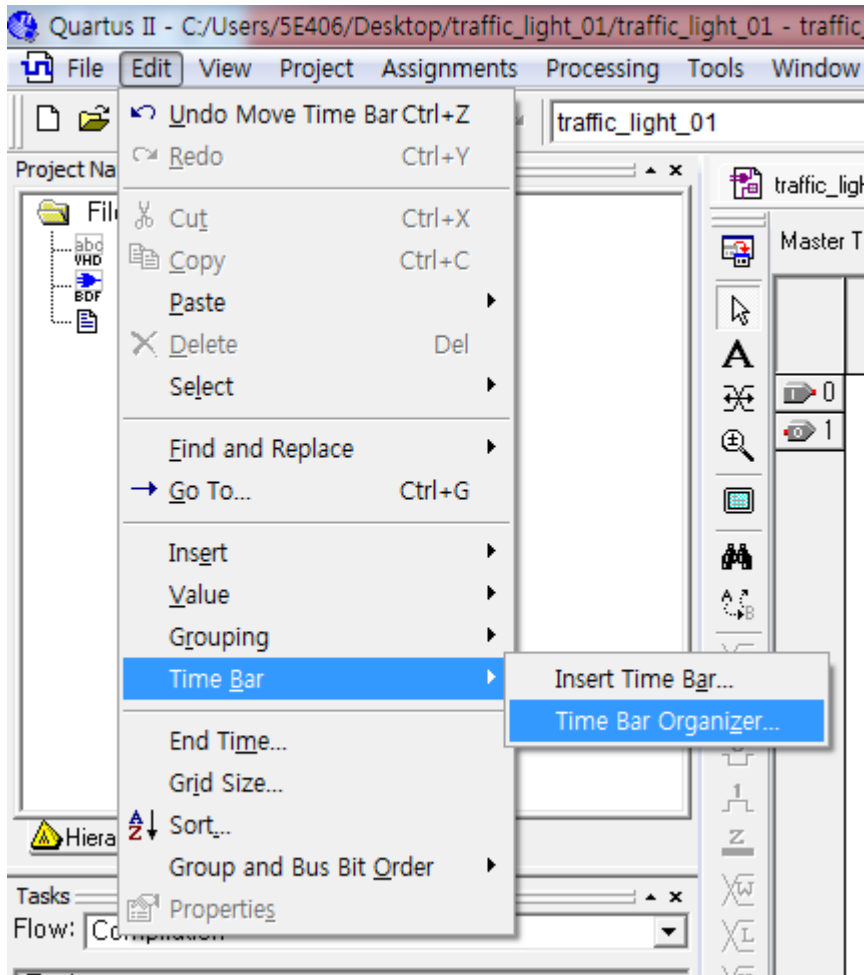
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➤ 클럭 분주기



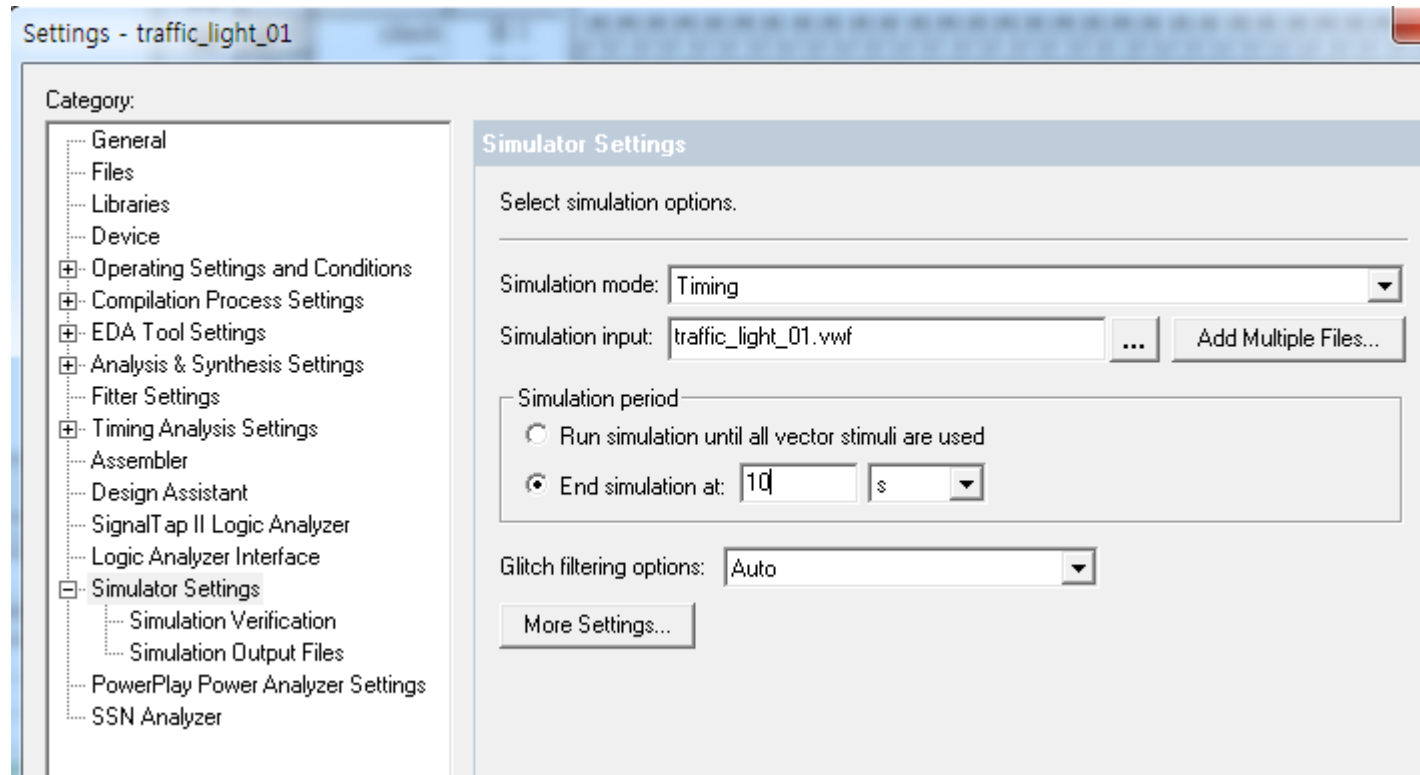
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➤ 클럭 분주기



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➤ 클럭 분주기

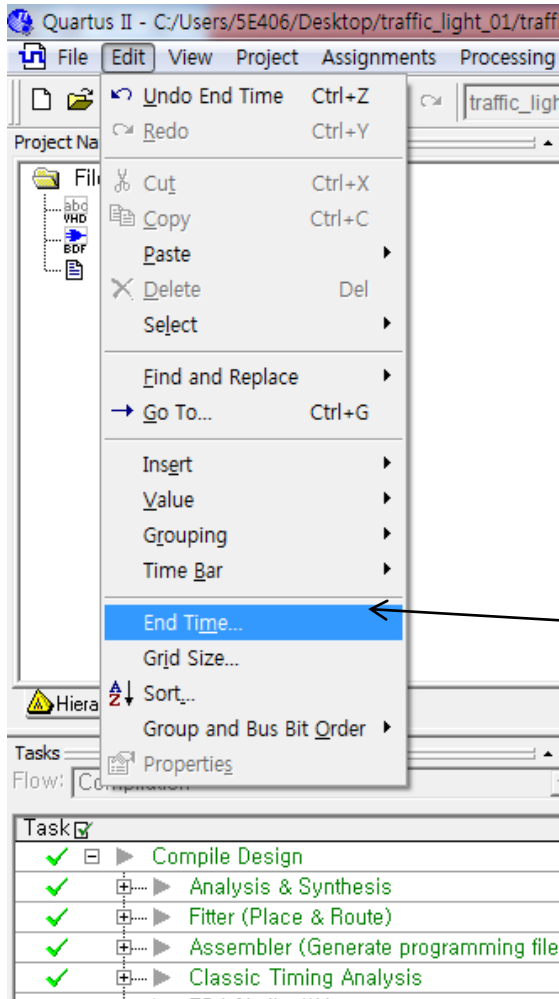


시뮬레이터 시간 설정 방법

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➤ 클럭 분주기

시뮬레이터 시간 설정 방법



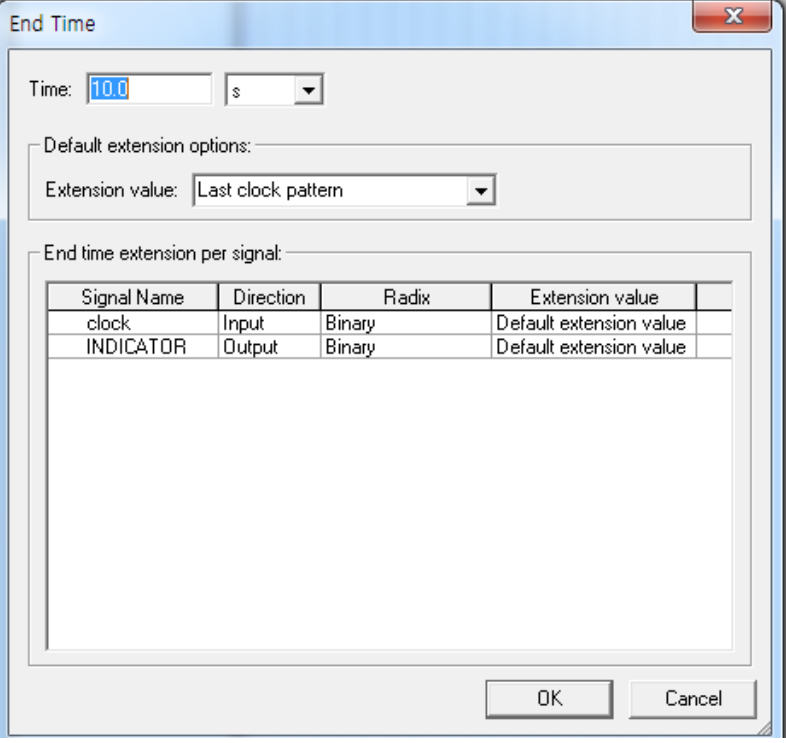
시뮬레이션 폼을 누르고 Edit 메뉴에 가면 End Time을 조정할 수 있다.

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➤ 클럭 분주기

시뮬레이터 시간 설정 방법

다음 화면이 뜨면 성공, 원하는 시간을 설정해준다.



The image shows a software dialog box titled "End Time". It contains the following elements:

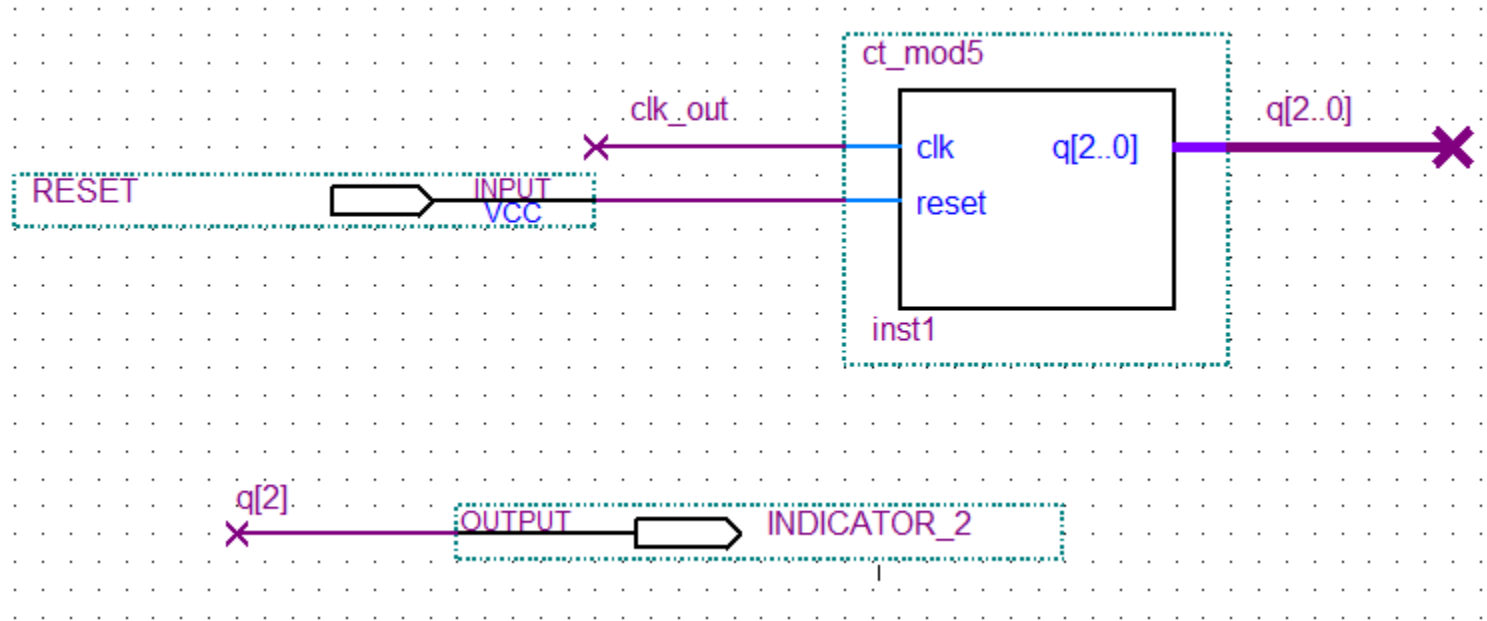
- A "Time:" label followed by a text input field containing "10.0" and a unit dropdown menu set to "s".
- A section titled "Default extension options:" containing an "Extension value:" label and a dropdown menu set to "Last clock pattern".
- A section titled "End time extension per signal:" containing a table with 5 columns: "Signal Name", "Direction", "Radix", "Extension value", and an empty column.

Signal Name	Direction	Radix	Extension value	
clock	Input	Binary	Default extension value	
INDICATOR	Output	Binary	Default extension value	

At the bottom of the dialog are "OK" and "Cancel" buttons.

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- Control div 5 만들기 : 클럭 재 분주



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➤ Control div 5 만들기 : 클럭 재 분주

```
LIBRARY ieee;  
USE ieee.std_logic_1164.ALL;
```

```
ENTITY ct_mod5 IS
```

```
  PORT (
```

```
    clk, reset : IN  STD_LOGIC;
```

```
    q          : OUT INTEGER RANGE 0 to 5);
```

```
END ct_mod5;
```

→ 속성설정
핀, 등등

```
ARCHITECTURE a OF ct_mod5 IS
```

```
BEGIN
```

```
  PROCESS (clk, reset)
```

```
    VARIABLE count : INTEGER RANGE 0 to 5;
```

← Ct_mot5활용

```
  BEGIN
```

```
    IF (reset = '0') THEN
```

```
      count := 0;
```

← 내부 카운터 변수

```
    ELSE
```

```
      IF (clk'EVENT and clk = '1') THEN
```

```
        IF (count = 4) THEN
```

```
          count := 0;
```

← 4일 때 0으로 초기화

```
        ELSE
```

```
          count := count + 1;
```

```
        END IF;
```

← 아닌 경우 1씩 증가

```
      END IF;
```

```
    END IF;
```

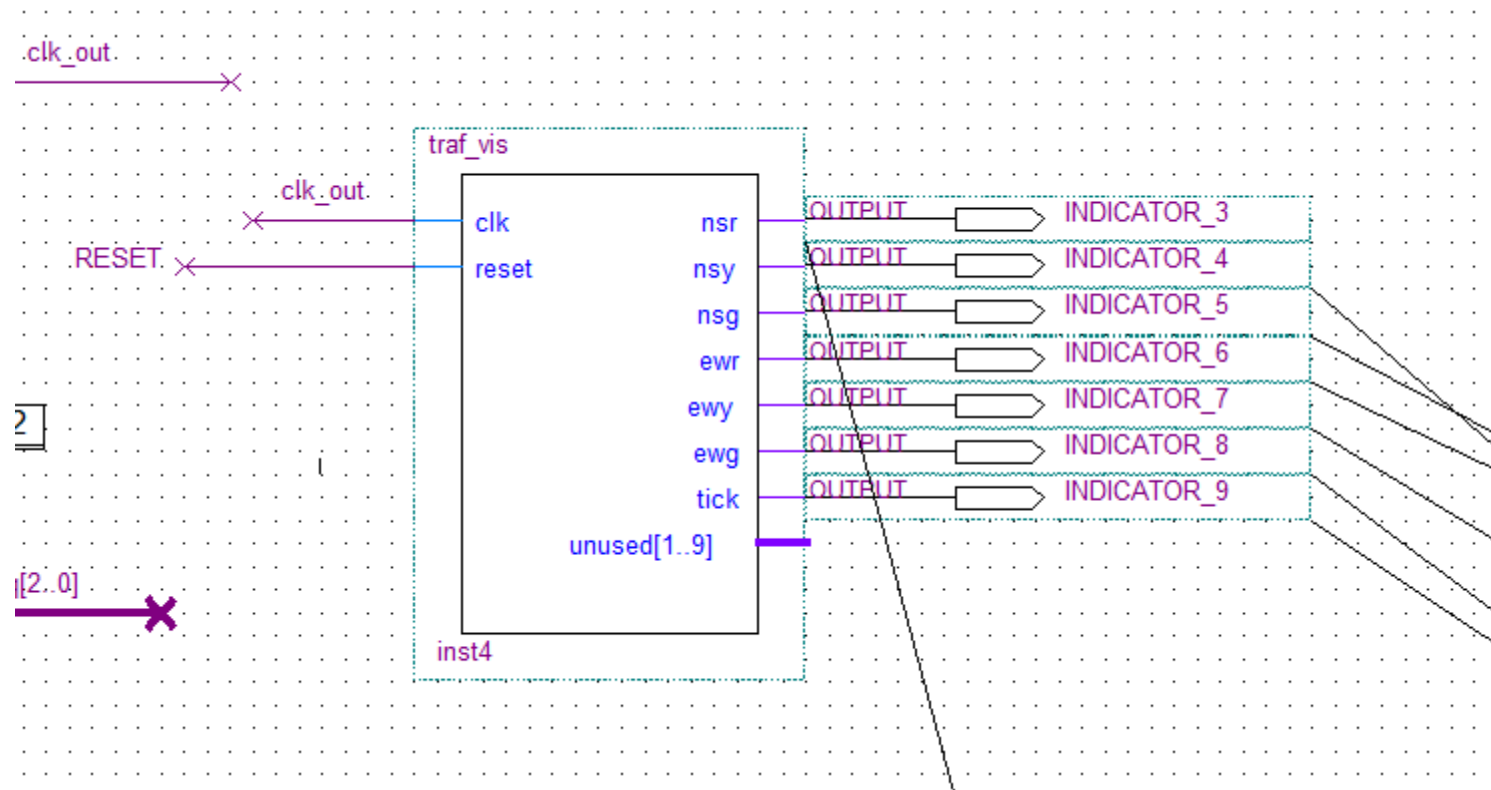
```
    q <= count;
```

```
  END PROCESS;
```

```
END a;
```

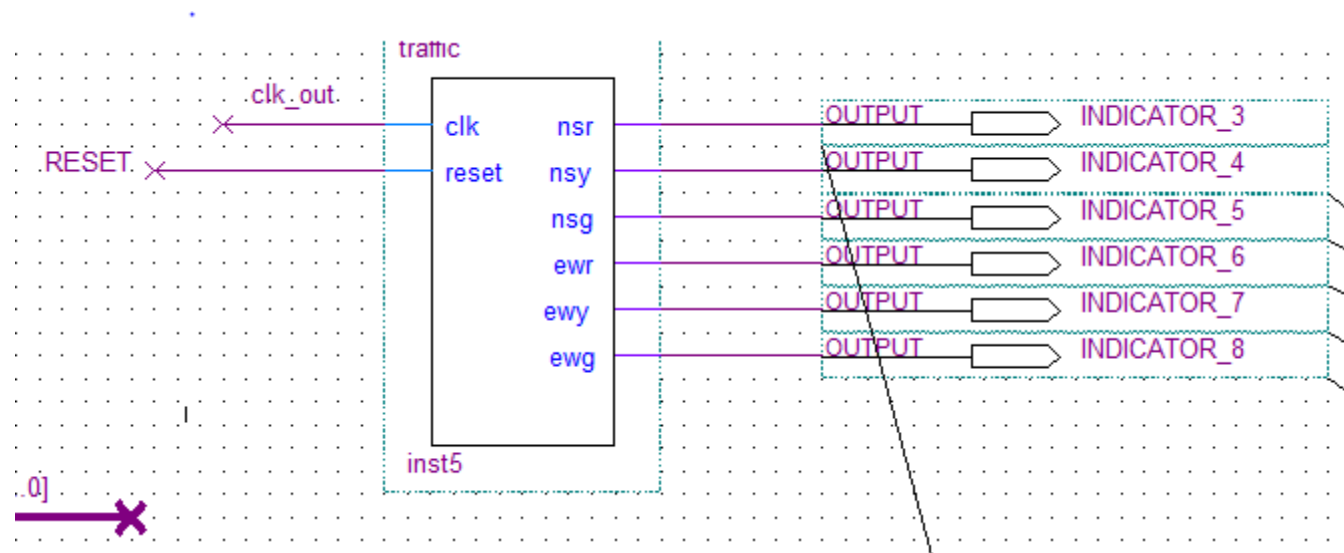

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➤ Control div 5 만들기 : 클럭 재 분주



❖ Traffic Light Controller

➤ 신호등 제어 블록 설계



❖ Traffic Light Controller

➤ 신호등 블록 설계

```

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY traffic IS
    PORT(
        clk, reset          : IN  STD_LOGIC;
        nsr, nsy, nsq, ewr, ewy, ewg : OUT STD_LOGIC);
END traffic;

ARCHITECTURE a OF traffic IS
    COMPONENT ct_mod5
        PORT(
            clk, reset      : IN  STD_LOGIC;
            q                : OUT INTEGER RANGE 0 TO 5);
    END COMPONENT;
    TYPE STATES IS (s0, s1, s2, s3);
    SIGNAL sequence : STATES;
    SIGNAL lights : STD_LOGIC_VECTOR (5 downto 0);
    SIGNAL timer : INTEGER RANGE 0 to 5;
BEGIN
    light_timer: ct_mod5
        PORT MAP ( clk => clk,
                  reset => reset,
                  q => timer);

    PROCESS (clk)
    BEGIN
        IF (reset = '0') THEN
            sequence <= s0;
            lights <= "011110";
        ELSIF (clk'EVENT and clk = '1') THEN
            CASE sequence IS
                WHEN s0 => IF timer < 4 THEN
                            sequence <= s0;
                            lights <= "011110";
                        ELSE
                            sequence <= s1;
                            lights <= "011101";
                        END IF;
                WHEN s1 => sequence <= s2;
                            lights <= "110011";
                WHEN s2 => IF timer < 4 THEN
                            sequence <= s2;
                            lights <= "110011";
                        ELSE
                            sequence <= s3;
                            lights <= "101011";
                        END IF;
                WHEN s3 => sequence <= s0;
                            lights <= "011110";
                WHEN others => sequence <= s0;
                            lights <= "011110";
            END CASE;
        END IF;
        nsr <= lights(5);
        nsy <= lights(4);
        nsq <= lights(3);
        ewr <= lights(2);
        ewy <= lights(1);
        ewg <= lights(0);
    END PROCESS;
END a;

```

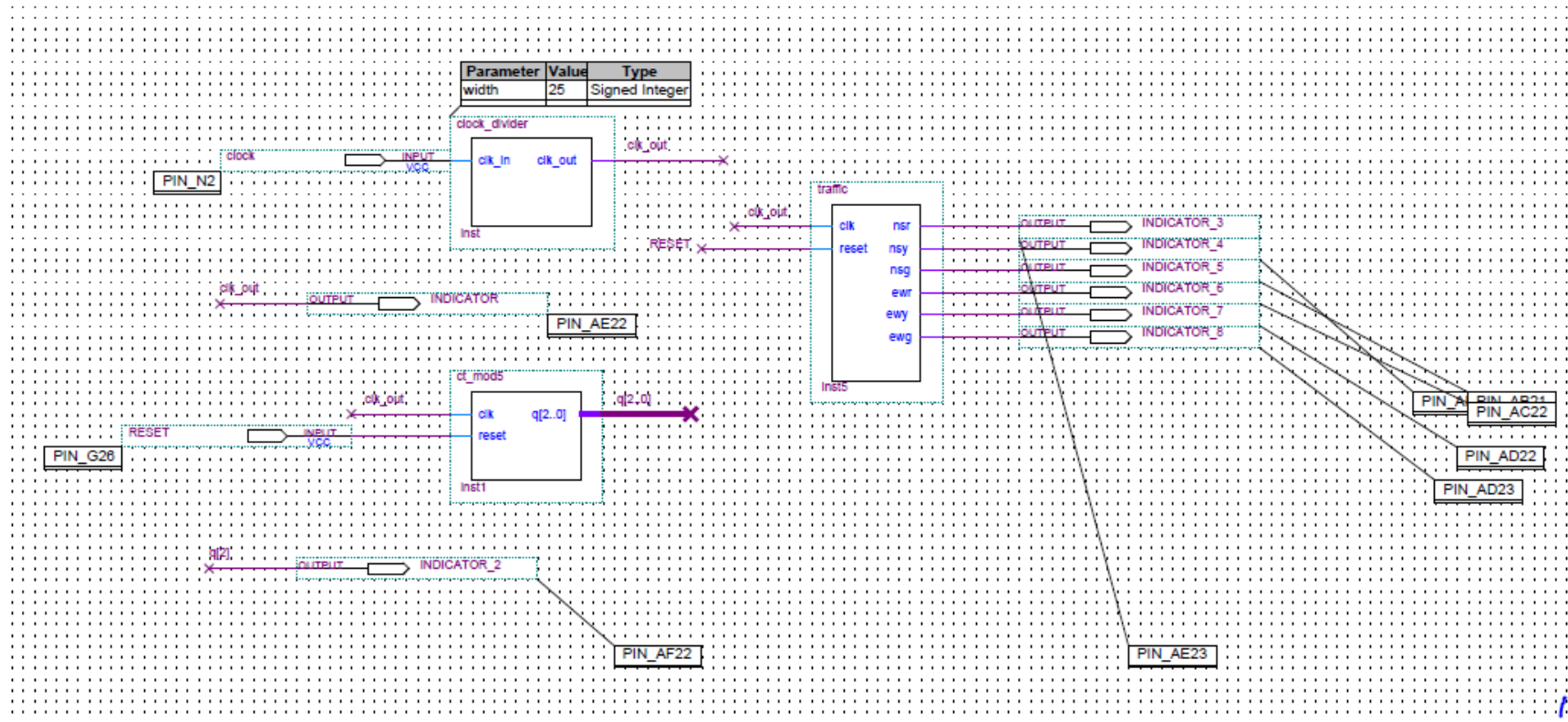
❖ Traffic Light Controller

➤ 1차 기본 신호 설계

Date: October 24, 2018

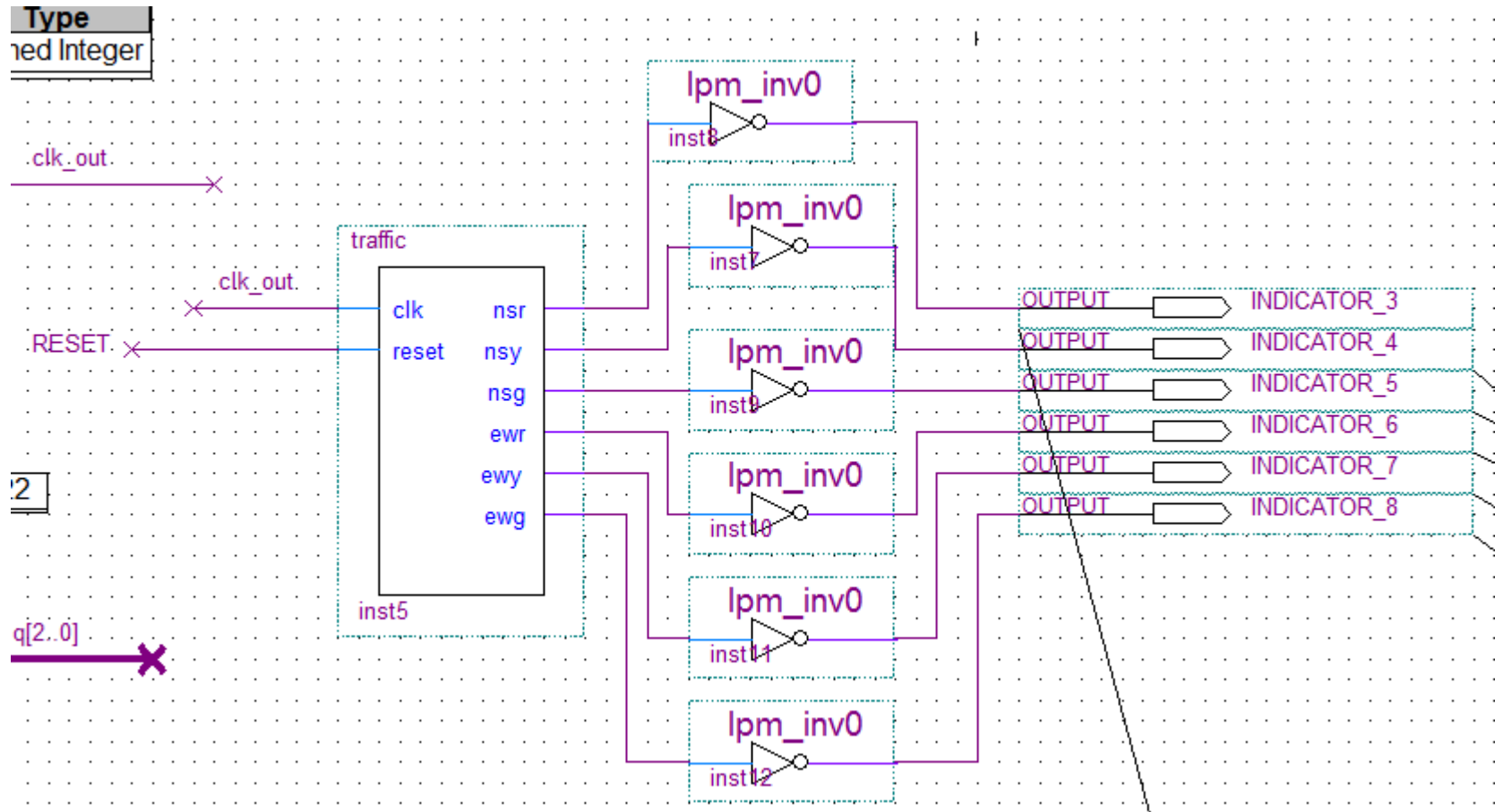
traffic_light_01.bdf*

Project: traffic_light_01



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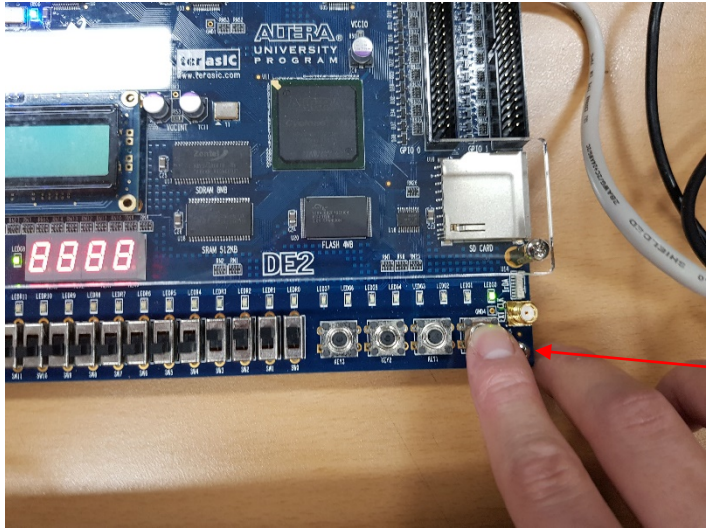
➤ 2차 신호등 블록 설계 : 회로도 수정



발광다이오드가 반전되어 출력되는 결과로 NOT 반전 논리 소자를적
용해 올바른 신호등 출력으로 변경

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➤ 실행 결과



KEY0 리셋

