



# VISVESVARAYA NATIONAL INSTITUTE OF TECHNOLOGY (VNIT), NAGPUR

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## Digital Hardware Design (ECP313) Project

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## Write a VHDL Code for lift controller.

### 1.1 Problem statement: Write VHDL code for Lift Controller

In this project we assumed the floors to be 2.

**1.2 Theory:** The elevator is designed to take objects to higher altitudes. In this project 2 floors are taken for designing an elevator.

The lift stops at requested floor when it is less than current floor and lift travels down. Also, stops when requested floor greater than current floor and lift travels up.

The state diagram of the design is as shown in figure.

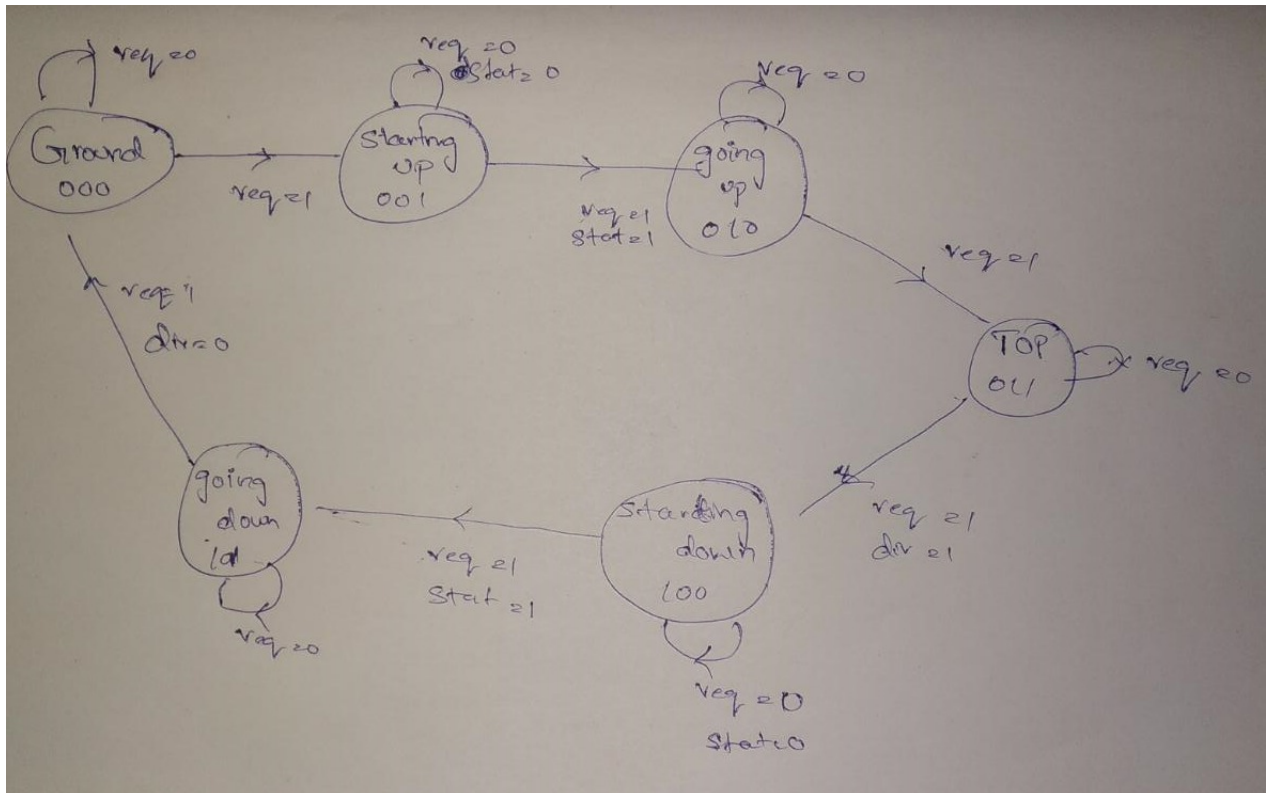


Figure 1: State diagram

And its State table is as follows

State	stop	motor	motor_dir
000	0	0	0
001	1	0	1
010	1	1	1
011	0	0	1
100	1	0	0
101	1	1	0

Figure 2: State Table

**1.3 Codes:**

```

1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.std_logic_arith.all;
4 use ieee.std_logic_unsigned.all;
5
6 entity dhd_project is
7     port (request, stat, clk, dir0, dir1: in STD_LOGIC;
8           stop, motor, motor_dir: out STD_LOGIC);
9 end dhd_project;
10
11
12 architecture arch of dhd_project is
13     attribute enum_encoding: string;
14     type State_type is (Ground, starting-up, going-up, Top, ...
15                         starting-down,
16                         going-down );
17     attribute enum_encoding of State_type: type is
18         "000 " &
19         "001 " &
20         "010 " &
21         "011 " &
22         "100 " &
23         "101" ;
24     signal State: State_type;

```

```
24     begin
25     LIFT : process (clk)
26     begin
27     if rising_edge(clk) then
28     case State is
29     when Ground =>
30         stop <= '0';
31         motor <= '0';
32     if request = '1' then
33         State <= starting_up;
34     elsif request = '0' then
35         State <= Ground;
36     end if;
37     when starting_up =>
38         stop <= '1';
39         motor_dir <= '1';
40
41     if stat = '1' then
42         State <= going_up;
43
44     elsif stat = '0' then
45         State <= starting_up;
46
47     end if;
48     when going_up =>
49         motor <= '1';
50     if dir1 = '1' then
51         State <= Top;
52
53     elsif dir1 = '0' then
54         State <= going_up;
55
56     end if;
57     when Top =>
58         stop <= '0';
59         motor <= '0';
60     if request = '1' then
61         State <= starting_down;
62
63     elsif request = '0' then
64         State <= Top;
65     end if;
66     when starting_down =>
67         stop <= '1';
68         motor_dir <= '0';
69     if stat = '1' then
70         State <= going_down;
71     elsif stat = '0' then
72         State <= starting_down;
```

```
73     end if;
74     when going_down =>
75         motor ≤ '1';
76
77     if dir1 = '1' then
78         State ≤ Ground;
79     elsif dir1 = '0' then
80         State ≤ going_down;
81     end if;
82     when others =>
83         null;
84     end case;
85     end if;
86
87     end process;
88 end arch;
```

---

**Testbench:**

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3  use ieee.std_logic_arith.all;
4  use ieee.std_logic_unsigned.all;
5
6  --empty entity
7  entity dhdproject_tb is
8  end dhdproject_tb;
9
10
11 architecture tb of dhdproject_tb is
12     component dhdproject
13     port (request, stat, clk, dir0, dir1: in STD_LOGIC;
14          stop, motor, motor_dir: out STD_LOGIC);
15     end component;
16
17     signal clk: std_logic := '0';
18     signal request: std_logic := '0';
19     signal stat: std_logic := '0';
20     signal dir0: std_logic := '0';
21     signal dir1: std_logic := '0';
22
23     signal stop: std_logic;
24     signal motor: std_logic;
25     signal motor_dir: std_logic;
26
27     begin
28         clk ≤ '0';
29         request ≤ '0';
```

## 1.4

---

```
30     stat ≤ '0';
31     dir0 ≤ '0';
32     dir1 ≤ '0';
33     wait for 100 ns;
34
35     clk ≤ '1';
36     request ≤ '0';
37     stat ≤ '0';
38     dir0 ≤ '0';
39     dir1 ≤ '0';
40     wait for 100 ns;
41
42     clk ≤ '1';
43     request ≤ '1';
44     stat ≤ '0';
45     dir0 ≤ '0';
46     dir1 ≤ '1';
47     wait for 100 ns;
48     wait;
49
50     end tb;
```

### 1.4 RTL Schematic: .RTL view

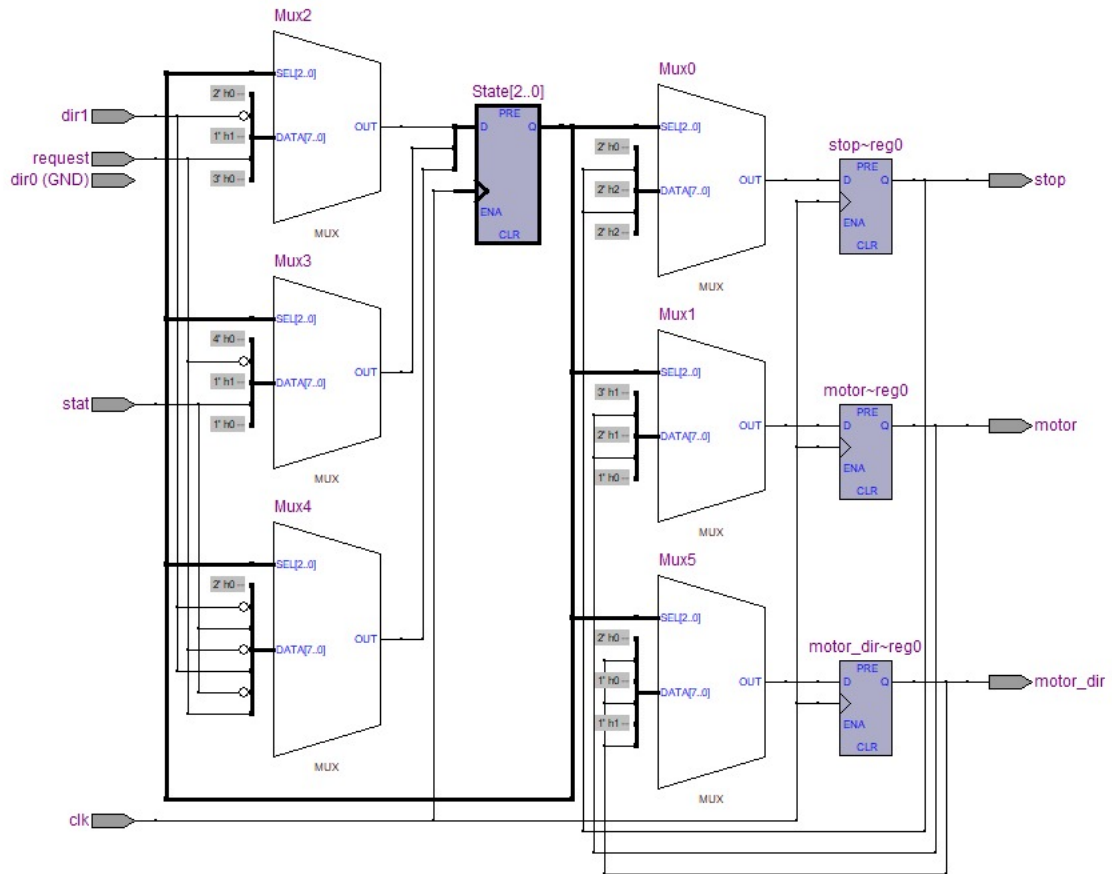


Figure 3: RTL Schematics

### 1.5 Simulation Waveform: .Simulation



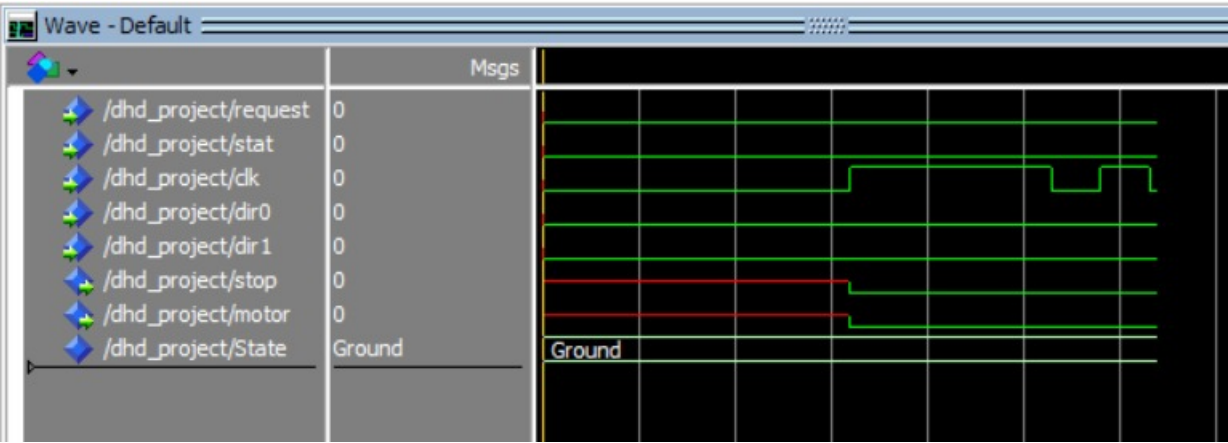


Figure 4: Waveform

**1.6 Conclusions:** The lift stops at requested floor when it is less than current floor and lift travels down. Also, stops when requested floor greater than current floor and lift travels up.

**1.7 Screenshots:** . .



