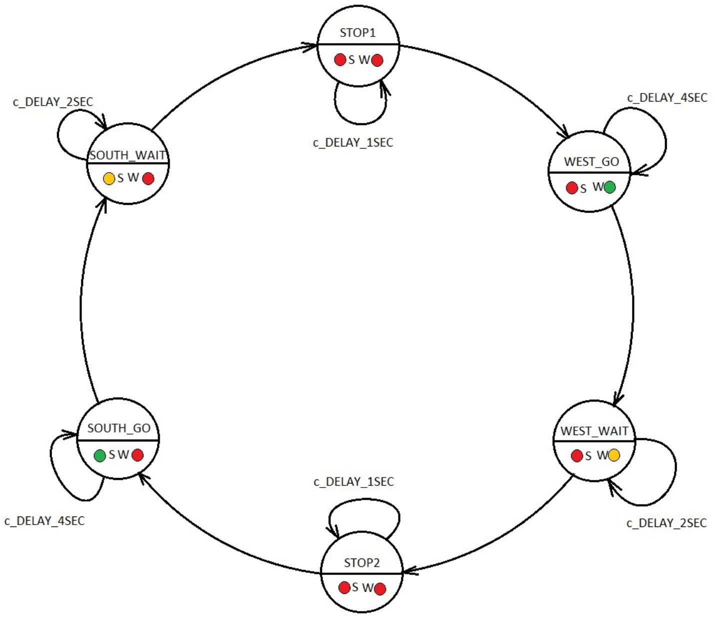
Digital electronics 1 - 08 traffic lights

Traffic light controller

Input P	`0`	`0`	`1`	`1`	`0`	`1`	`0`	`1`	`1`	`1`	`1`	`0`	`0`	`1`	`1`	`1`
Clock	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑	↑
State	A	A	B	C	C	D	A	B	C	D	B	B	B	C	D	B
Output R	`0`	`0`	`0`	`0`	`0`	`1`	`0`	`0`	`0`	`1`	`0`	`0`	`0`	`0`	`1`	`0`

State diagram



Source code of process `p_traffic_fsm`

```
p_traffic_fsm : process(clk)
    begin
        if rising_edge(clk) then
            if (reset = '1') then       -- Synchronous reset
                s_state <= STOP1 ;      -- Set initial state
                s_cnt   <= c_ZERO;      -- Clear all bits

            elsif (s_en = '1') then
                -- Every 250 ms, CASE checks the value of the s_state
                -- variable and changes to the next state according
                -- to the delay value.
                case s_state is

                    -- If the current state is STOP1, then wait 1 sec
                    -- and move to the next GO_WAIT state.
                    when STOP1 =>
                        -- Count up to c_DELAY_1SEC
                        if (s_cnt < c_DELAY_1SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= WEST_GO;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when WEST_GO =>

                        if (s_cnt < c_DELAY_4SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= WEST_WAIT;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when WEST_WAIT =>

                        if (s_cnt < c_DELAY_2SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= STOP2;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when STOP2 =>

                        if (s_cnt < c_DELAY_1SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= SOUTH_GO;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when SOUTH_GO =>

                        if (s_cnt < c_DELAY_4SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= SOUTH_WAIT;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when SOUTH_WAIT =>
```

```
                        if (s_cnt < c_DELAY_2SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= STOP1;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;


                    -- It is a good programming practice to use the
                    -- OTHERS clause, even if all CASE choices have
                    -- been made.
                    when others =>
                        s_state <= STOP1;

                end case;
            end if; -- Synchronous reset
        end if; -- Rising edge
    end process p_traffic_fsm;
```

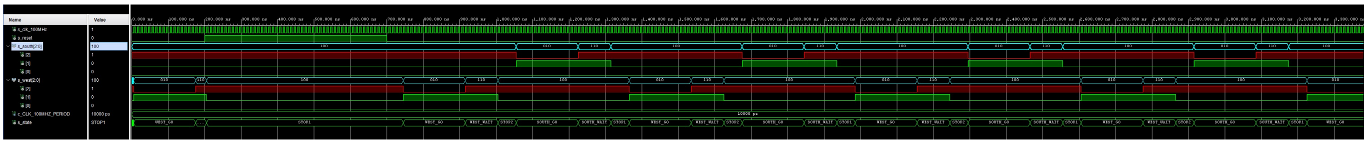
Source code of process `p_output_fsm`

```
p_output_fsm : process(s_state)
    begin
        case s_state is
            when STOP1 =>
                south_o <= "100";   -- Red (RGB = 100)
                west_o  <= "100";   -- Red (RGB = 100)


            when WEST_GO =>
                south_o <= red;
                west_o  <= green;
            when WEST_WAIT =>
                south_o <= red;
                west_o  <= orange;
            when STOP2 =>
                south_o <= red;
                west_o  <= red;
            when SOUTH_GO =>
                south_o <= green;
                west_o  <= red;
            when SOUTH_WAIT =>
                south_o <= orange;
                west_o  <= red;


            when others =>
                south_o <= "100";   -- Red
                west_o  <= "100";   -- Red
        end case;
    end process p_output_fsm;
```

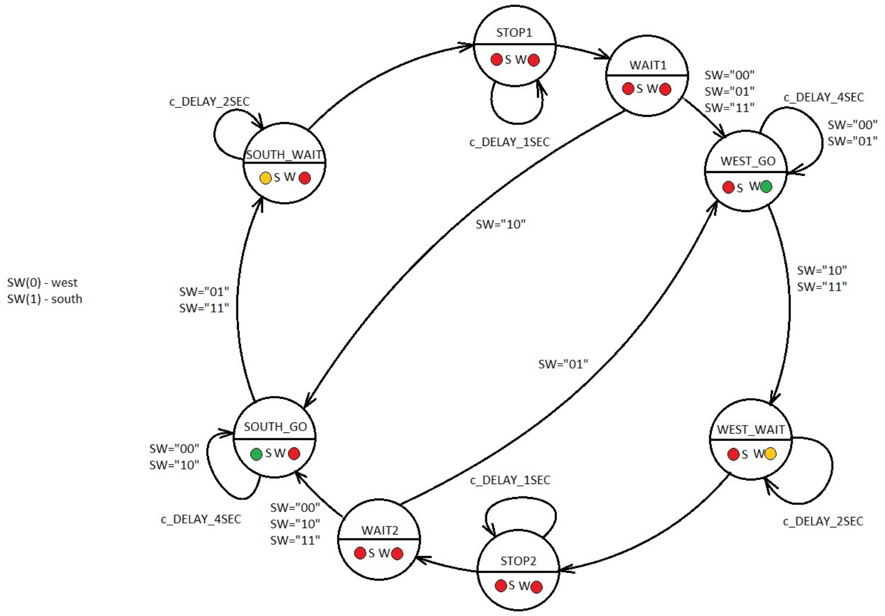
Simulated waveforms of traffic lights



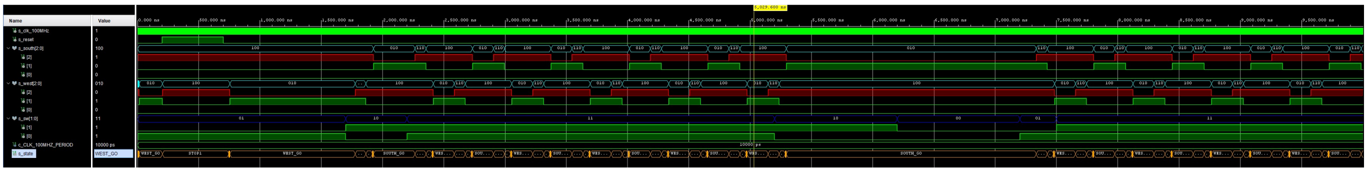
State table

Current state	Direction South	Direction West	Delay	No cars	Cars WEST	Cars SOUTH	Both Directions
`STOP1`	red	red	1 sec	`WAIT1`	`WAIT1`	`WAIT1`	`WAIT1`
`WAIT1`	red	red	0 sec	`WEST_GO`	`WEST_GO`	`SOUTH_GO`	`WEST_GO`
`WEST_GO`	red	green	4 sec	`WEST_GO`	`WEST_GO`	`WEST_WAIT`	`WEST_WAIT`
`WEST_WAIT`	red	yellow	2 sec	`STOP2`	`STOP2`	`STOP2`	`STOP2`
`STOP2`	red	red	1 sec	`WAIT2`	`WAIT2`	`WAIT2`	`WAIT2`
`WAIT2`	red	red	0 sec	`SOUTH_GO`	`WEST_GO`	`SOUTH_GO`	`SOUTH_GO`
`SOUTH_GO`	green	red	4 sec	`SOUTH_GO`	`SOUTH_WAIT`	`SOUTH_GO`	`SOUTH_WAIT`
`SOUTH_WAIT`	yellow	red	2 sec	`STOP1`	`STOP1`	`STOP1`	`STOP1`

State diagram



Simulated waveforms of smart traffic lights



Listing of VHDL code of sequential process `p_smart_traffic_fsm`

```vhdl
p_smart_traffic_fsm : process(clk)
    begin
        if rising_edge(clk) then
            if (reset = '1') then       -- Synchronous reset
                s_state <= STOP1 ;      -- Set initial state
                s_cnt   <= c_ZERO;      -- Clear all bits

            elsif (s_en = '1') then
                -- Every 250 ms, CASE checks the value of the s_state
                -- variable and changes to the next state according
                -- to the delay value.
                case s_state is

                    -- If the current state is STOP1, then wait 1 sec
                    -- and move to the next GO_WAIT state.
                    when STOP1 =>
                        -- Count up to c_DELAY_1SEC
                        if (s_cnt < c_DELAY_1SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= WAIT1;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when WAIT1 =>
                        if (SW = "10") then s_state <= SOUTH_GO;

                        else s_state <= WEST_GO;

                        end if;

                    when WEST_GO =>

                        if (s_cnt < c_DELAY_4SEC) then
                            s_cnt <= s_cnt + 1;
                        elsif (SW = "10" or SW = "11") then
                            -- Move to the next state
                            s_state <= WEST_WAIT;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        else
                            s_state <= WEST_GO;
                            s_cnt   <= c_ZERO;
                        end if;

                    when WEST_WAIT =>

                        if (s_cnt < c_DELAY_2SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= STOP2;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when STOP2 =>

                        if (s_cnt < c_DELAY_1SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= WAIT2;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;

                    when WAIT2 =>
                        if (SW = "01") then s_state <= WEST_GO;

                        else s_state <= SOUTH_GO;

                        end if;

                    when SOUTH_GO =>

                        if (s_cnt < c_DELAY_4SEC) then
                            s_cnt <= s_cnt + 1;
                        elsif (SW = "01" or SW = "11") then
                            -- Move to the next state
                            s_state <= SOUTH_WAIT;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        else
                            s_state <= SOUTH_GO;
                            s_cnt   <= c_ZERO;
                        end if;

                    when SOUTH_WAIT =>

                        if (s_cnt < c_DELAY_2SEC) then
                            s_cnt <= s_cnt + 1;
                        else
                            -- Move to the next state
                            s_state <= STOP1;
                            -- Reset local counter value
                            s_cnt   <= c_ZERO;
                        end if;


                    -- It is a good programming practice to use the
                    -- OTHERS clause, even if all CASE choices have
                    -- been made.
                    when others =>
                        s_state <= STOP1;

                end case;
            end if; -- Synchronous reset
        end if; -- Rising edge
    end process p_smart_traffic_fsm;
```

GitHub repository