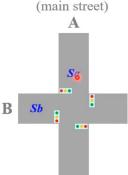
4.4 Traffic Light Controller

Traffic Light Controller

- Problem description: a seq ckt
 - Design a traffic light controller for the intersection of street "A" and street "B".
 - Each street has traffic sensors, which detect the presence of vehicles approaching or stopped at the intersection.
 - > **Sa** = 1: a vehicle is approaching on street "A"
 - > **Sb** = 1: a vehicle is approaching on street "B"



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- Street "A" is a main street.
- When "A" is green, it remains green at least 60 seconds.
- If there is no car approaches on "B", the "A" cycle is extended for 10 additional seconds until a car approaches on "B".
- Then the lights change, and "B" has a green light.
- At the end of 50 seconds, the lights change back to "A" unless there is a car on street "B" and none on "A", in which case the "B" cycle is extended for 10 additional seconds.
- If cars continue to arrive on street "B" and no car appears on street "A", "B" continues to have a green light.
- The yellow light lasts for 10 seconds.



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Implementation:



Block Diagram

 Block diagram of traffic light controller:

- _ Inputs:
 - \sim Sa = 1 means a vehicle is approaching on street "A"

Clock

> **Sb** = 1 means a vehicle is approaching on street "B"

Outputs:

- > Ga, Ya, Ra: drive the green, yellow, and red lights on street "A"
- > Gb, Yb, Rb: drive the corresponding lights on street "B"

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(main street)

Sa

Sa Sb

Traffic Light Controller

Ga Ya Ra Gb Yb Rb



State Graph

- *Moore* State gra
 - by a clock w/a
- When "A" is green, it remains green at least 60 seconds.
- If there is no car approaches on "B", the "A" cycle is extended for 10 additional seconds until a car approaches on "B".
- Then the lights change, and "B" has a green light.
- For timing purp At the end of 50 seconds, the lights change back to "A" unless the change back to "A" unless there is a car on street "B" and none on "A", in which case the "B" cycle is extended for 10 additional seconds.
 - The yellow light lasts for 10 seconds.

