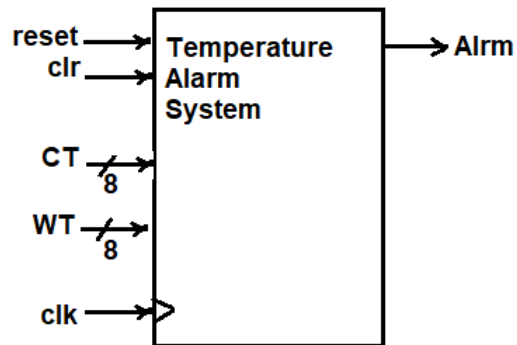


Design a single purpose processor to create an alarm system that sets a single-bit output alarm to '1' when the average temperature of two consecutive samples meets or exceeds a user-defined threshold value. An 8-bit unsigned input CT indicates the current temperature, and an 8-bit unsigned input WT indicates the warning threshold. Samples should be taken every millisecond. A single-bit input clr when 1 disables the alarm and the sampling process. Start by capturing the desired system behavior as an HLSM, draw the state diagram and then write the VHDL model.

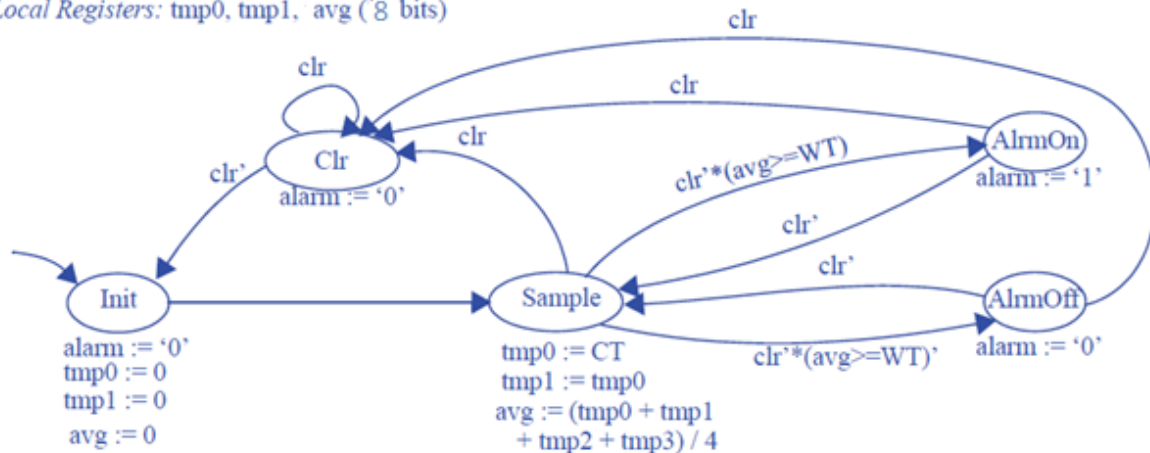


### Step 1 - Capture a high-level state machine

*Inputs:* CT, WT ( 8 bits); clr (bit)

*Outputs:* alarm (bit)

*Local Registers:* tmp0, tmp1, avg (8 bits)



### Step 2 – VHDL Model

Input are 0 when they are supposed to be 1 and vice versa, so the program will run on the Elbert V2 board.

---

```

21 use IEEE.STD_LOGIC_1164.ALL;
22 use IEEE.NUMERIC_STD.ALL;
23 use IEEE.STD_LOGIC_UNSIGNED.ALL;
24
25
26 entity TemperatureAlrm is
27     Port ( clk : in  STD_LOGIC;
28           reset : in  STD_LOGIC;
29           clr : in  STD_LOGIC;
30           CT : in  STD_LOGIC_VECTOR (7 downto 0);
31           WT : in  STD_LOGIC_VECTOR (7 downto 0);
32           Alrm : out  STD_LOGIC);
33 end TemperatureAlrm;
34
35 architecture Behavioral of TemperatureAlrm is
36     type statetype is (Init, Clear, Sample, AlrmOn, AlrmOff);
37     signal state, statenext: statetype;
38     signal temp0, temp0Next: STD_LOGIC_VECTOR(7 downto 0);
39     signal temp1, temp1Next: STD_LOGIC_VECTOR(7 downto 0);
40     signal ave, aveNext: STD_LOGIC_VECTOR(7 downto 0);
41     signal count_lms, t: unsigned(24 downto 0);
42     signal sumReg, asumReg : STD_LOGIC_VECTOR(7 downto 0);
43     signal bT_lms: STD_LOGIC;
44
45     constant U_Zero: STD_LOGIC_VECTOR(7 downto 0) := "00000000";
46     constant U_ONE: STD_LOGIC_VECTOR(7 downto 0) := "00000001";
47
48 begin

```

```

49 t <= "00000000000000000000000000000000";
50
51 reg: process(clk) is
52 begin
53     if rising_edge(clk) then
54         count_lms <= count_lms + 1;
55
56         if count_lms > 6000 then    --1 millisecond period
57             if bT_lms = '0' then
58                 bT_lms <= '1';
59             else
60                 bT_lms <= '0';
61             end if;
62             count_lms <= t;
63         end if;
64     end if;
65 end process reg;
66
67 regs: process (bT_lms, reset, clr) is
68 begin
69     if (reset = '0') then
70         state <= Init;
71         temp0 <= U_Zero;
72         temp1 <= U_Zero;
73         ave <= U_Zero;
74     elsif (clr = '0') then
75         state <= Clear;
76     elsif rising_edge(bT_lms) then

```

---

```

77     state <= statenext;
78     temp0 <= temp0Next;
79     templ <= templNext;
80     ave <= aveNext;
81 end if;
82 end process regs;
83
84 CombLogic: process (state, CT, WT) is
85 begin
86     case (state) is
87         when Init =>
88             Alrm <= '0';
89             temp0Next <= U_Zero;
90             templNext <= U_Zero;
91             aveNext <= U_Zero;
92             statenext <= Sample;
93
94         when Sample =>
95             temp0Next <= CT;
96             templNext <= temp0;
97             sumReg <= temp0 + templ;
98             asumReg <= SHR(sumReg, U_ONE);
99             aveNext <= asumReg;
100         if (clr = '0') then
101             statenext <= Clear;
102         elsif (ave < WT) then
103             statenext <= AlrmOff;
104         elsif (ave >= WT) then

```

```
105         statenext <= AlrmOn;
106     end if;
107
108     when AlrmOff =>
109         Alrm <= '0';
110         if (clr = '0') then
111             statenext <= Clear;
112         end if;
113
114     when AlrmOn =>
115         Alrm <= '1';
116         if (clr = '0') then
117             statenext <= Clear;
118         end if;
119
120     when Clear =>
121         Alrm <= '0';
122         if (clr = '1') then
123             statenext <= Init;
124         else
125             statenext <= Clear;
126         end if;
127
128     when others =>
129         statenext <= Clear;
130     end case;
131 end process;
132
133 end Behavioral;
```