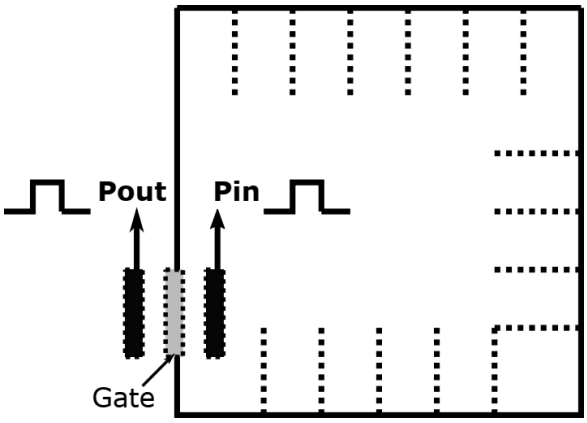
Car Park Count System Using FPGA

Design and implement a FPGA based system which counts the number of cars available in parking lot, which has a single entry and exit points. There are two inputs to this system one from pressure sensor (**Pout)** just outside the gate of the parking lot and the other from pressure sensor (**Pin**) just inside the gate of the parking lot. Assume that the pressure sensor generates a pulse (which is given as input to the system) when activated. The output of the system is a 4-bit signal "**CarCount**" which indicates the no of cars available in the parking lot. A representative figure of parking lot is shown below:



When a car enters the parking lot "**Pout"** gets activated first and then **"Pin"** gets activated (Car is moving from outside to inside). In this case the "**CarCount**" should be incremented by 1.
When the car exits the parking lot **"Pin"** gets activated first and then **"Pout"** gets activated (Car is moving from inside to outside). In this case the "**CarCount**" should be decremented by 1.
The "**CarCount**" does not change if none of the sensors are activated. The "**CarCount**" does not change if only one sensor is activated (i.e. if only **Pout** gets activated and **Pin** is not activated then it means that the car is at the gate but it has not entered the parking lot yet. Similarly, if only **Pin** gets activated and **Pout** is not then car is at the gate but it has not exited the parking lot yet)

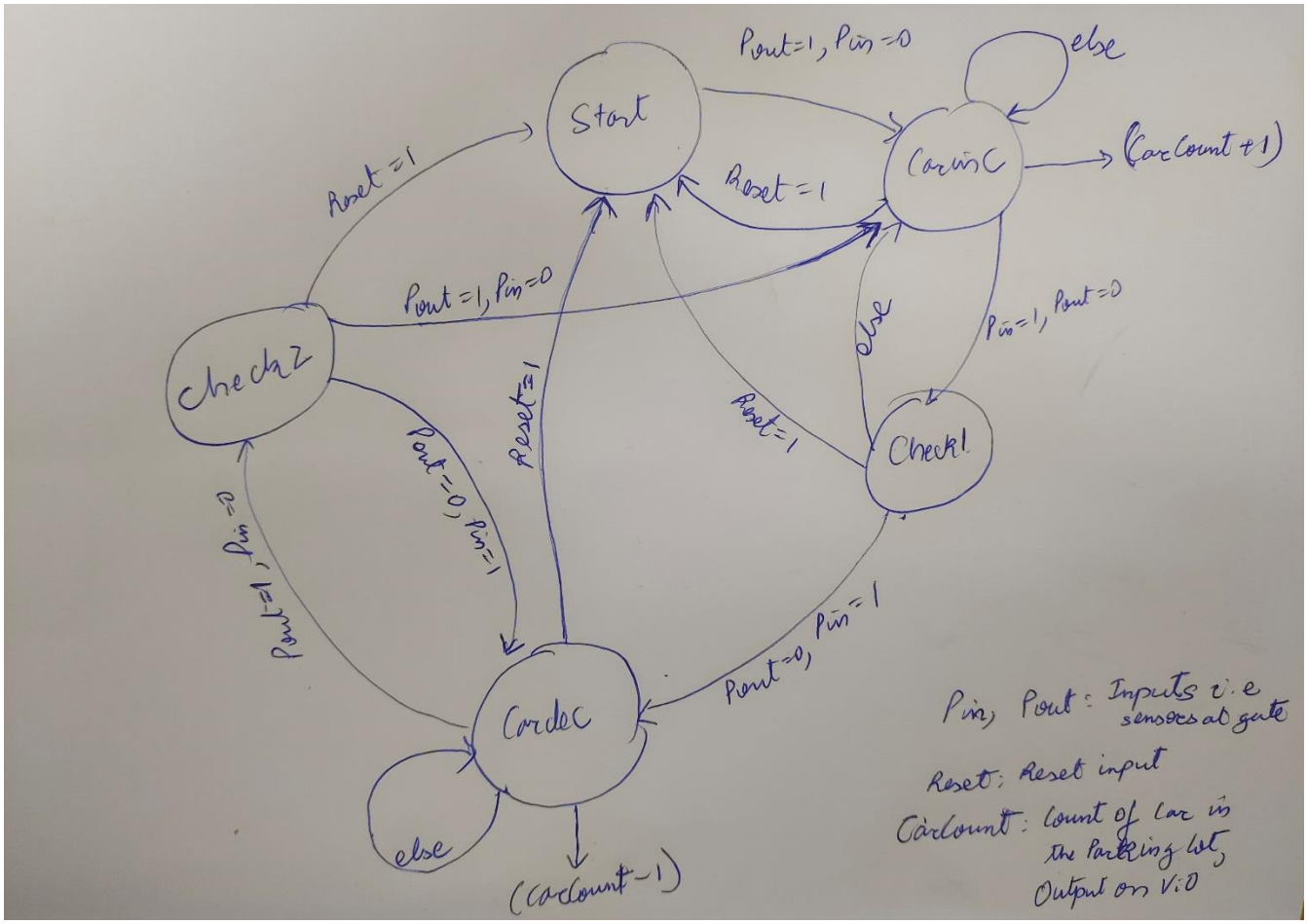
For implementation purpose, Assume the following

1. "**Pout**" is connected to push button switch: **T18**
2. "**Pin**" is connected to push button switch: **R16**
3. "**CarCoun**t" is connected to **VIO** (car count gets updated in VIO window)
4. "**Clk**" is connected to internal clock: **Y9**
5. "**Reset**" is connected to push button switch: **R18**

Answer the following questions which are related to the implementation of above design.

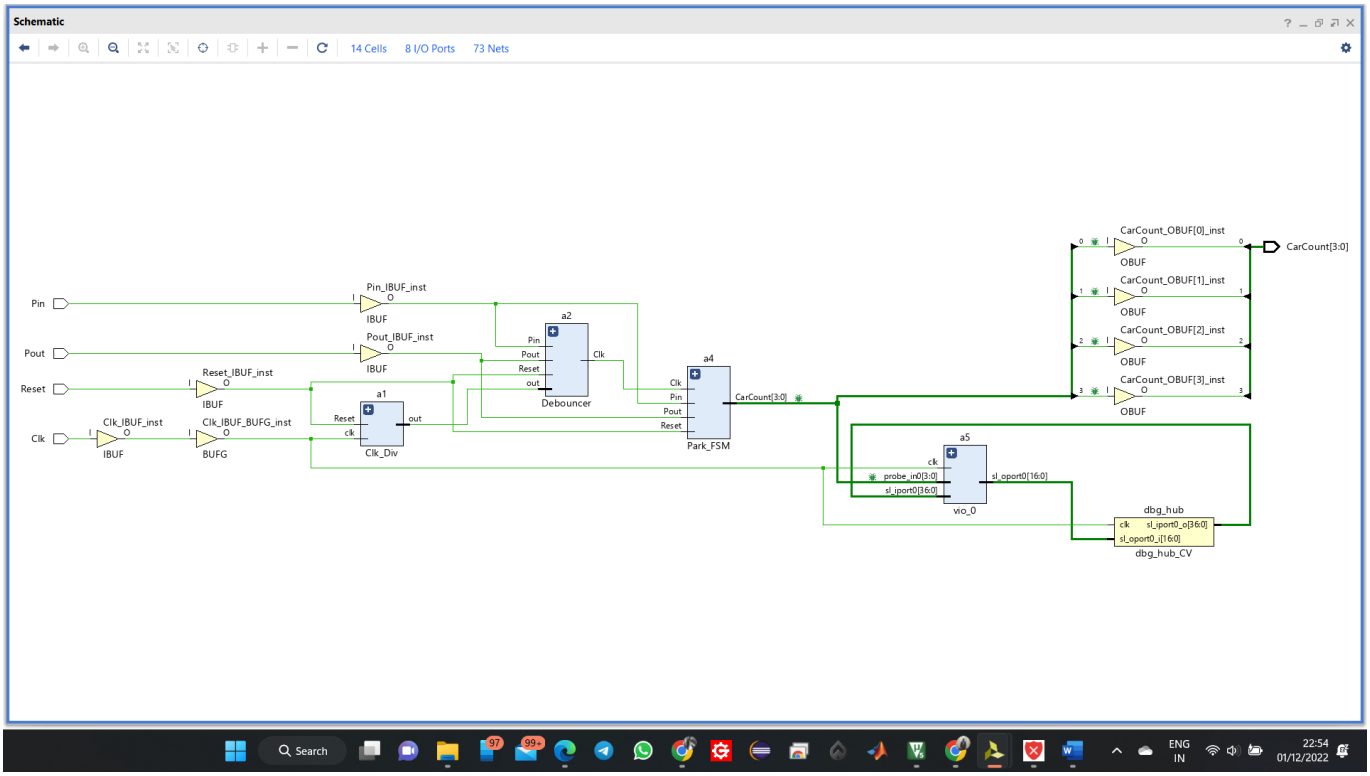
1. **FSM of the Described System**

Answer:

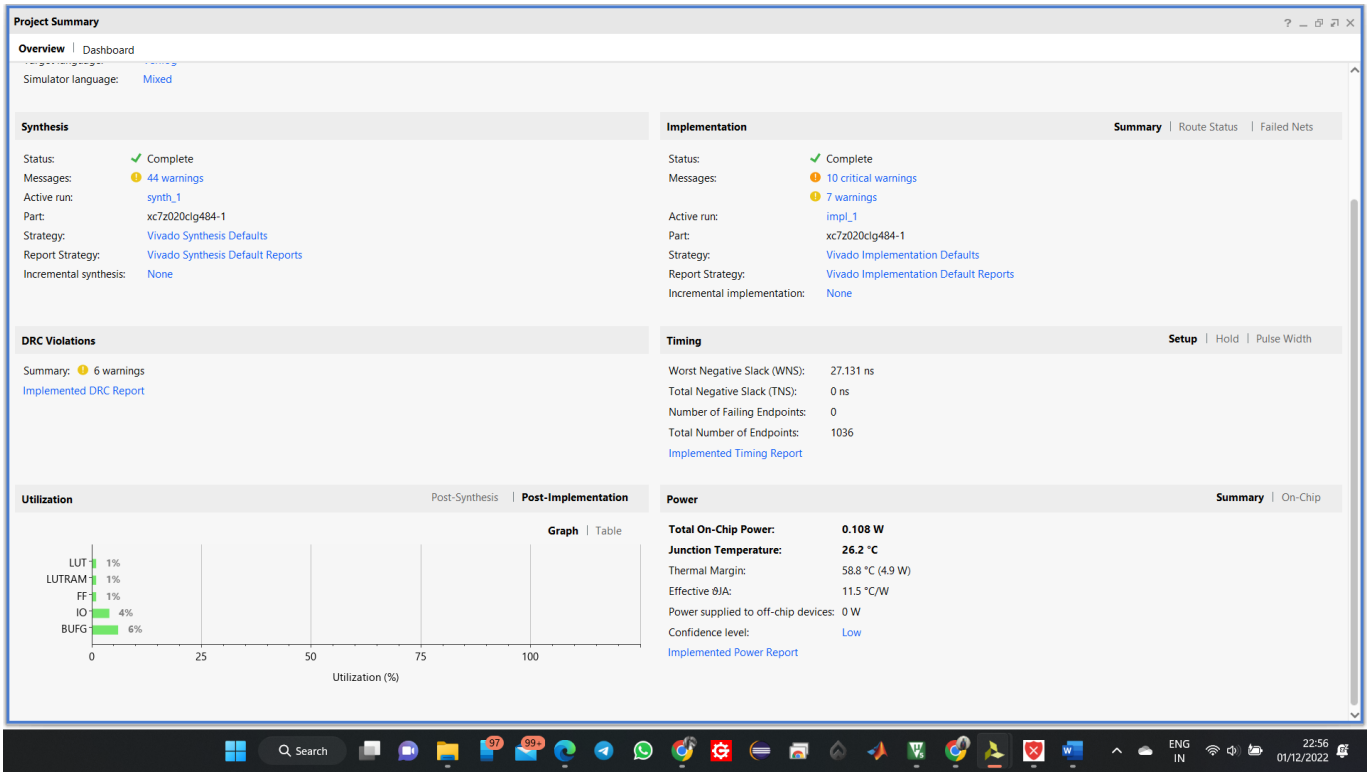


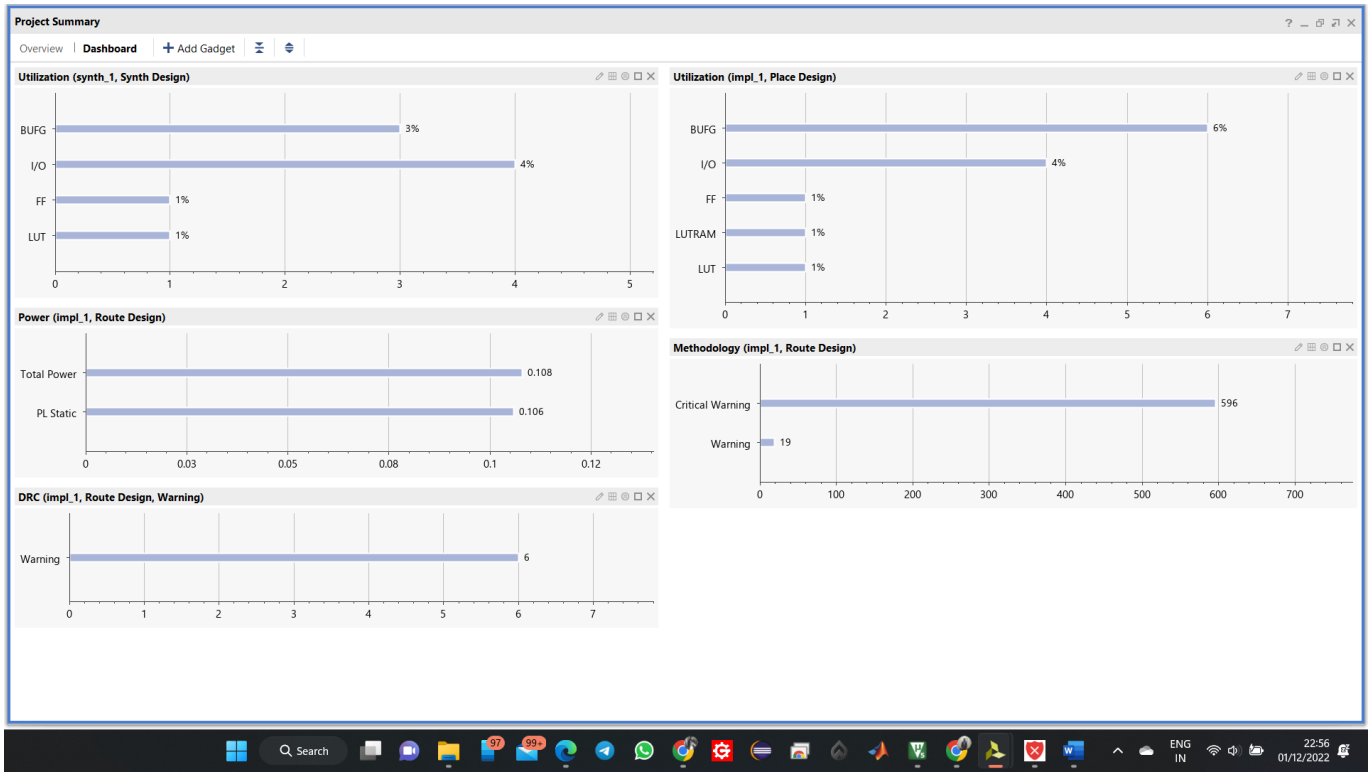
2. **Implement the design, test it and do IO Planning.**

3. Synthesize (**Run Synthesis**).



Hardware utilization.




Project Summary
Overview
Dashboard
Add Gadget
Utilization (synth_1, Synth Design)
BUFG
I/O
FF
LUT
3%
4%
1%
1%
0
1
2
3
4
5
Utilization (impl_1, Place Design)
BUFG
I/O
FF
LUTRAM
LUT
6%
4%
1%
1%
1%
0
1
2
3
4
5
6
7
Power (impl_1, Route Design)
Total Power
PL Static
0.108
0.106
0
0.03
0.05
0.08
0.1
0.12
Methodology (impl_1, Route Design)
Critical Warning
Warning
596
19
0
100
200
300
400
500
600
700
DRC (impl_1, Route Design, Warning)
Warning
6
0
1
2
3
4
5
6
7
Search
ENG
IN
22:56
01/12/2022