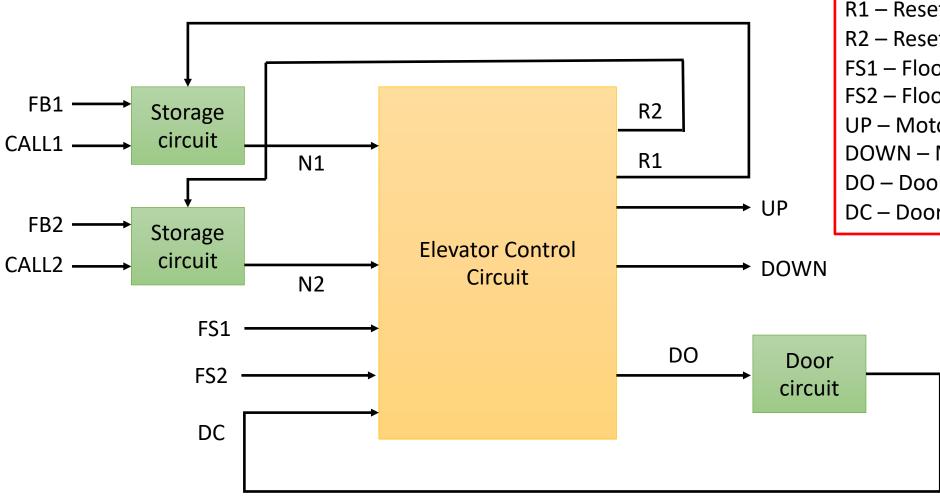
ECE 316 – Assignment 4

Elevator Control

Hardware Implementation

2-Floor Elevator Design



FB1 – Floor 1 in Elevator Button

FB2 – Floor 2 in Elevator Button

CALL1 – Floor 1 Call Button

CALL2 – Floor 2 Call Button

N1 – FF1 output

N2 – FF2 output

R1 – Reset for FF 1

R2 – Reset for FF2

FS1 – Floor 1 Sensor (1=on floor 1)

FS2 – Floor 2 Sensor (1=on floor 2)

UP – Motor Up (1=motor up)

DOWN – Motor Down (1=motor down)

DO – Door open signal (1=signal to open)

DC – Door Close sensor (1=door closed)

Operation

- Elevator initial state:
 - Floor 1, Door Closed, Motor Off (UP=DOWN=0)
- Elevator remains on last floor visited:
 - Floor ½, Door Closed, Motor Off
- On Elevator Call (FBn or CALLn), either
 - If current Floor!=n: Motor UP or DOWN until FSn, Door Open (10s), Reset N
 - Else: Door Open (10s), Reset N
- Elevator cannot move unless Door Closed

Design the Elevator Control Circuit

| Pin/Bus | I/O | Size | Name | DE1 |
|---------|--------|--------|--|------|
| N1 | Input | 1-bit | Floor 1 Call (1=call to floor 1) | SW9 |
| N2 | Input | 1-bit | Floor 2 Call (1=call to floor 2) | SW8 |
| FS1 | Input | 1-bit | Floor 1 Sensor (1=at floor 1) | SW0 |
| FS2 | Input | 1-bit | Floor 2 Sensor (1=at floor 2) | SW1 |
| DC | Input | 1-bit | Door is closed (1=closed) | SW2 |
| R1 | Output | 1-bit | Reset Floor 1 Call when arrive at Floor 1 after call (1=reset) | LED9 |
| R2 | Output | 1-bit | Reset Floor 2 Call when arrive at Floor 2 after call (1=reset) | LED8 |
| UP | Output | 1-bit | Motor Up (1=on) | LED0 |
| DOWN | Output | 1-bit | Motor Down (1=on) | LED1 |
| DO | Output | 1-bit | Open door (1=open) | LED2 |
| FLOOR | Output | 7-bits | 7-Segment display of current floor | HEX0 |
| CLOCK | Input | 1-bit | Manual Clock (falling-edge) | PB0 |
| RESET | Input | 1-bit | Manual Reset (0=reset) | PB0 |

Project Description

- Design a Moore sequential state machine
 - Minimize the number of states
- Show the state graph and state tables (state transition, output)
- Create a VHDL implementation and simulate in Modelsim
- Upload to DE1 board and demonstrate operation
- Extra Credit:
 - Display 'u' and 'd' on 7-segment Hex1 to indicate UP or DOWN
 - Add a FIRE input that clears all calls and returns elevator to Floor 1 with Door Open