



Department of Computer Science and Information Engineering

National Cheng Kung University

LAB - 10

陳培殷老師

國立成功大學 資訊工程系



Traffic Light System

- 請設計一紅綠燈系統電路(變化順序: 綠 -> 黃 -> 紅)

- 電路腳位

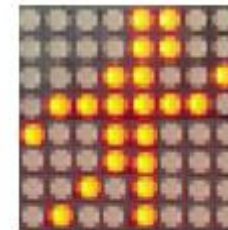
- Input: clock(CLOCK_50)、reset(reset button)
- Output: dot_row(8 bits)、dot_col(8 bits)、out(7 bits)

- 使用七段顯示器根據燈號進行倒數(16進制)

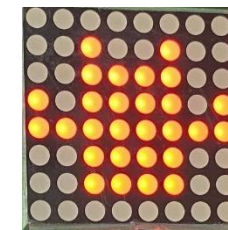
- 綠燈: 15數到0
- 黃燈: 5數到0
- 紅燈: 10數到0

- Reset按鈕控制:

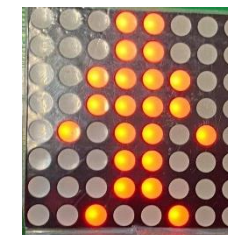
- 將系統設為初始狀態: 燈號為綠燈, 顯示綠燈圖像, 計數器設為15



綠燈



黃燈



紅燈

15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, 0, 15

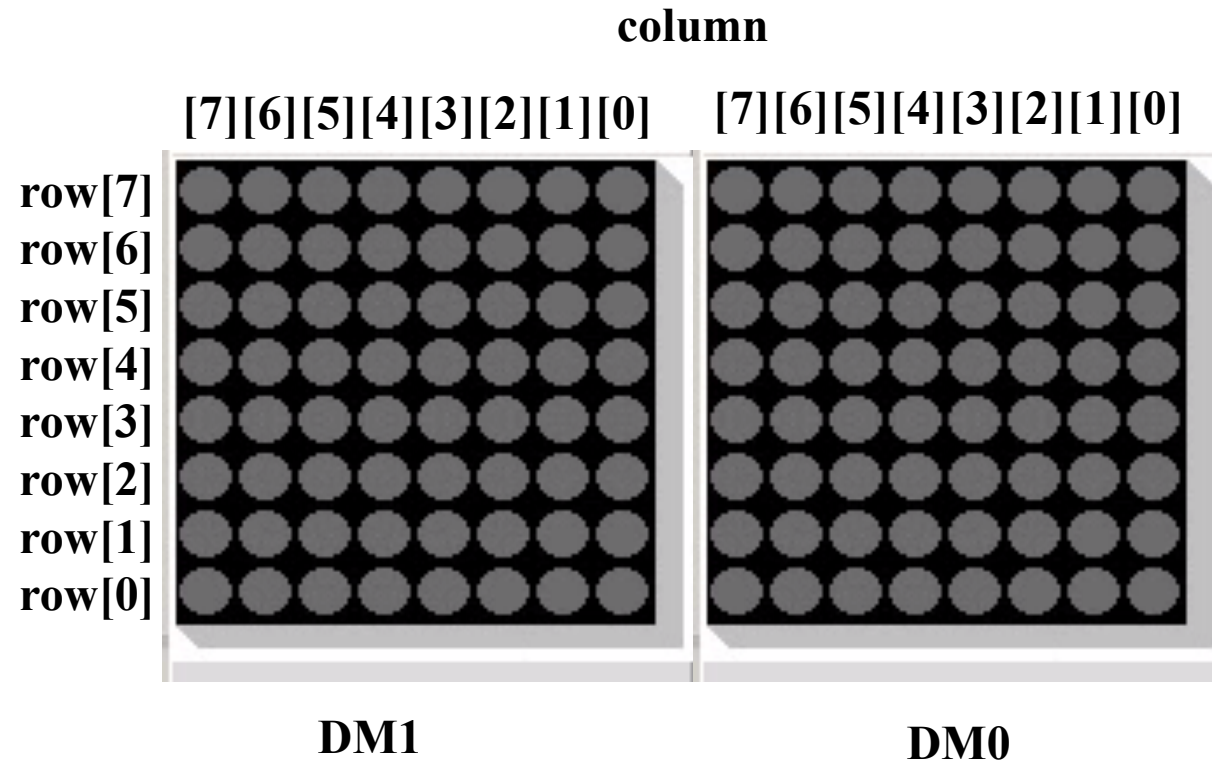
Hint

- 使用兩個除頻器
 - 一個用於計數及state切換 (1Hz)
 - 一個用於點矩陣顯示 (10000Hz)
- 在state machine加入條件判斷，當計數為0時切換state
- The example for dot matrix control

```
always@ (posedge clk_div or negedge rst ) begin
    if (~rst) begin
        dot_row <= 8'b0;
        dot_col <= 8'b0;
        row_count <= 0;
    end
    else begin
        row_count <= row_count + 1;
        case (row_count)
            3'd0: dot_row <= 8'b01111111;
            3'd1: dot_row <= 8'b10111111;
            3'd2: dot_row <= 8'b11011111;
            3'd3: dot_row <= 8'b11101111;
            3'd4: dot_row <= 8'b11110111;
            3'd5: dot_row <= 8'b11111011;
            3'd6: dot_row <= 8'b11111101;
            3'd7: dot_row <= 8'b11111110;
        endcase
        case (row_count)
            /*
                design col signals here
            */
        endcase
    end
end
```

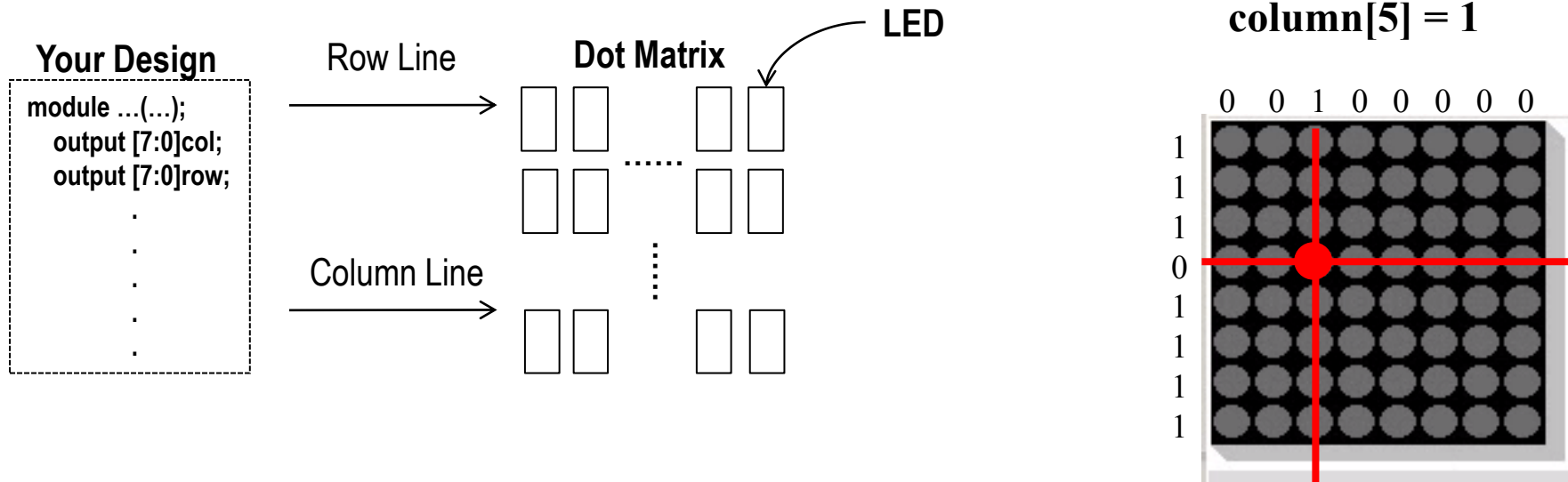
LED Dot Matrix Display (1/3)

- In DE0-CV external board



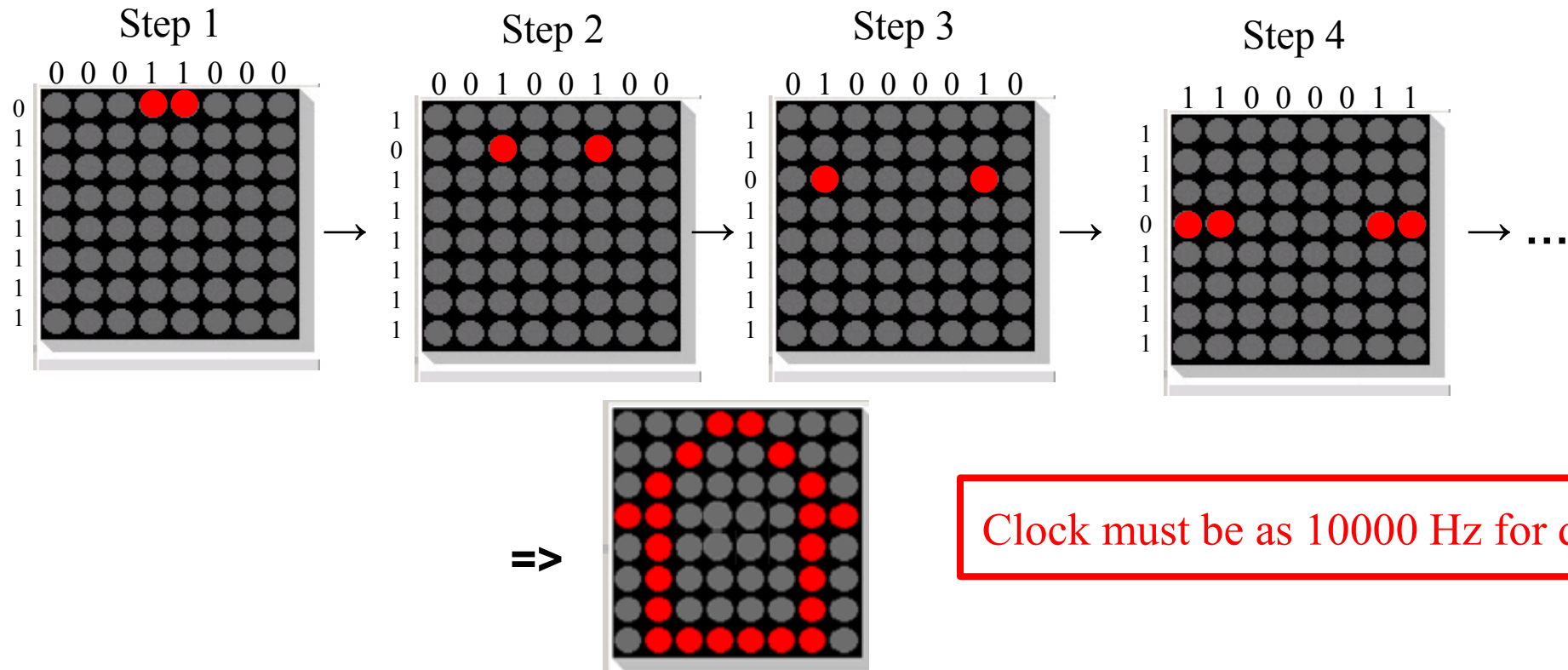
LED Dot Matrix Display (2/3)

- The dot matrix is controlled by 8 column lines and 8 row lines.
- When the signal of column is 1 and the signal of row is 0, the dot will be turned on.



LED Dot Matrix Display (3/3)

- Scan the rows in turns frequently and control the column lines according to the row in operation, thus the image will be shown due to **Persistence of vision**.



Clock must be as 10000 Hz for display !!!

Notice

- 請勿命名中文或數字開頭的資料夾
- Device family 請確認與 FPGA Chip 符合 (5CEFA4F23C7)
- Top module name & Project name 需要一致
- 在組合電路中，case、if...else...若沒有寫滿，合成後會產生latch