

# Traffic light controller

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# 1 Introduction

## 1.1 Brief overview

A 4-way traffic controller is designed with four roads labelled as North, East and south and west. The signal go through the sequence North -> East -> South -> West with sequence of light in each road is Green -> Orange -> Red . It basically has six interconnected modules i.e. four Sensor unit (one for each road), one adaptation unit and one display timer unit. The display timer is our control path and the other modules are data paths. The top-level architecture is shown in Figure 1. Input, output, control and data signals are represented by blue, black, green and orange color arrows repectively

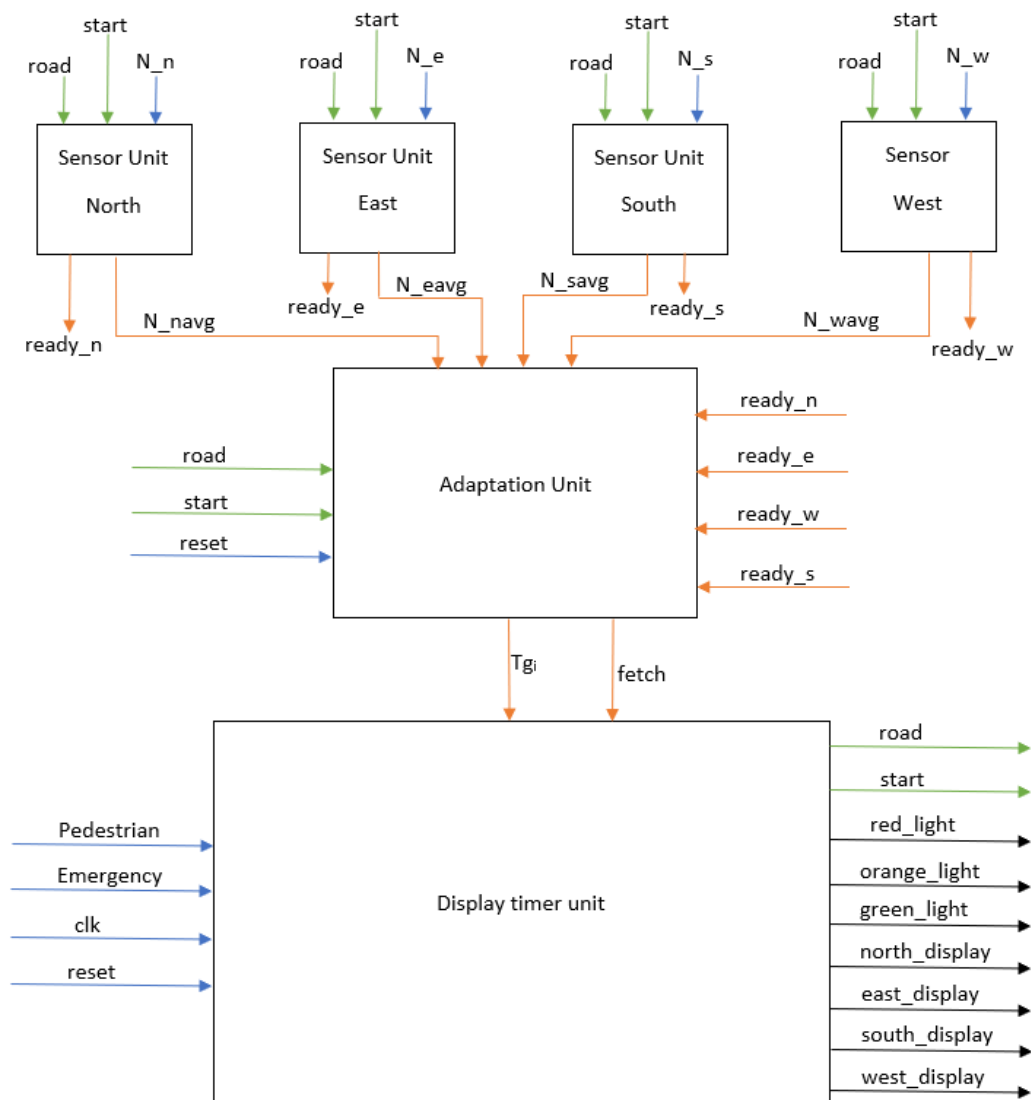


Figure 1: 4-way traffic controller architecture

## 1.2 Interfaces

The table shown below provides the information about the signals that are shown in Figure 1.

Signal Name	Signal Type	Description																														
Pedestrian	Input	This port will be connected to pedestrian button																														
Emergency	Input	This port will be connected to emergency button																														
clk	Input	This port will be connected to clock input																														
reset	Input	This port will be connected to reset button																														
N_n	Input	This is the port that will get number of vehicles in north road from sensor																														
N_e)	Input	This is the port that will get number of vehicles in east road from sensor																														
N_s	Input	This is the port that will get number of vehicles in south road from sensor																														
N_w	Input	This is the port that will get number of vehicles in west road from sensor																														
red_light	Output	<div>It is a 4-bit output port containing the status of red light in all four road.</div> <table><tr><td>Condition</td><td>Bit3 (East)</td><td>Bit0 (South)</td><td>Bit1 (East)</td><td>Bit0 (North)</td></tr><tr><td>All red</td><td>1</td><td>1</td><td>1</td><td>1</td></tr><tr><td>All red except North</td><td>1</td><td>1</td><td>1</td><td>0</td></tr><tr><td>All red except East</td><td>1</td><td>1</td><td>0</td><td>1</td></tr><tr><td>All red except South</td><td>1</td><td>0</td><td>1</td><td>1</td></tr><tr><td>All red except West</td><td>0</td><td>1</td><td>1</td><td>1</td></tr></table>	Condition	Bit3 (East)	Bit0 (South)	Bit1 (East)	Bit0 (North)	All red	1	1	1	1	All red except North	1	1	1	0	All red except East	1	1	0	1	All red except South	1	0	1	1	All red except West	0	1	1	1
Condition	Bit3 (East)	Bit0 (South)	Bit1 (East)	Bit0 (North)																												
All red	1	1	1	1																												
All red except North	1	1	1	0																												
All red except East	1	1	0	1																												
All red except South	1	0	1	1																												
All red except West	0	1	1	1																												
orange_light	Output	<div>It is a 4-bit output port containing the status of orange light in all four road.</div> <table><tr><td>Condition</td><td>Bit3 (East)</td><td>Bit0 (South)</td><td>Bit1 (East)</td><td>Bit0 (North)</td></tr><tr><td>No orange</td><td>0</td><td>0</td><td>0</td><td>0</td></tr><tr><td>North orange</td><td>0</td><td>0</td><td>0</td><td>1</td></tr><tr><td>East orange</td><td>0</td><td>0</td><td>1</td><td>0</td></tr><tr><td>South orange</td><td>0</td><td>1</td><td>0</td><td>1</td></tr><tr><td>West orange</td><td>1</td><td>0</td><td>0</td><td>0</td></tr></table>	Condition	Bit3 (East)	Bit0 (South)	Bit1 (East)	Bit0 (North)	No orange	0	0	0	0	North orange	0	0	0	1	East orange	0	0	1	0	South orange	0	1	0	1	West orange	1	0	0	0
Condition	Bit3 (East)	Bit0 (South)	Bit1 (East)	Bit0 (North)																												
No orange	0	0	0	0																												
North orange	0	0	0	1																												
East orange	0	0	1	0																												
South orange	0	1	0	1																												
West orange	1	0	0	0																												
green_light	Output	It is a 4-bit output port containing the status of green light in all four road and it's table will look similar to orange_light																														
north_display	Output	It is 12-bit output port for two 7-segment display in north road																														
east_display	Output	It is 12-bit output port for two 7-segment display in east road																														
south_display	Output	It is 12-bit output port for two 7-segment display in south road																														
West_display	Output	It is 12-bit output port for two 7-segment display in west road																														

road	Control signal	It is a used to select the sensor unit of a particular road.	
		Road	Condition
		00	North road sensor is selected
		01	East road sensor is selected
		10	South road sensor is selected
		11	West road sensor is selected
start	Control signal	It is used to start the sensor and adaptation unit	
N_navg	Data signal	It is used to send the average number of vehicles to the adaption unit for north road	
N_navg	Data signal	It is used to send the average number of vehicles to the adaption unit for east road	
N_navg	Data signal	It is used to send the average number of vehicles to the adaption unit for south road	
N_navg	Data signal	It is used to send the average number of vehicles to the adaption unit for west road	
ready_n	Data signal	It tells the adaptation unit that the average value is calculated for north road	
ready_e	Data signal	It tells the adaptation unit that the average value is calculated for east road	
ready_w	Data signal	It tells the adaptation unit that the average value is calculated for west road	
ready_s	Data signal	It tells the adaptation unit that the average value is calculated for south road	
Tgi	Data signal	It send the green time for the selected road to display timer module	
fetch	Data signal	It tells the display timer module that green time for a particular road is calculated.	

## 2 Functional description

In this section, all the modules that are used in the traffic light controller are discussed separately.

### 2.1 Display timer unit

- Under no emergency, pedestrian and reset signal, display timer unit will cycle from state S0 to S7 and then back to S0. State is changed when the time for the current state is over.
- When emergency signal is given between any green signal, then that state will be changed followed by the orange light in that same road and after that all the light will go red for 10 second and then the system will go to the state next to the state just before the all red state.
- When pedestrian signal is pressed between any orange signal, then all lights red will go red after the time for current orange light is over and all red state will be active for only 10 seconds and after that the system will go to the state next to state just before the all red state.
- When the reset is pressed then all the lights will go red instantly and it will stay red for 10 seconds and after that the system will start the normal function from S0 state. This same condition is also our all red condition
- There are four different counter used for denoting the time of the lights for each road

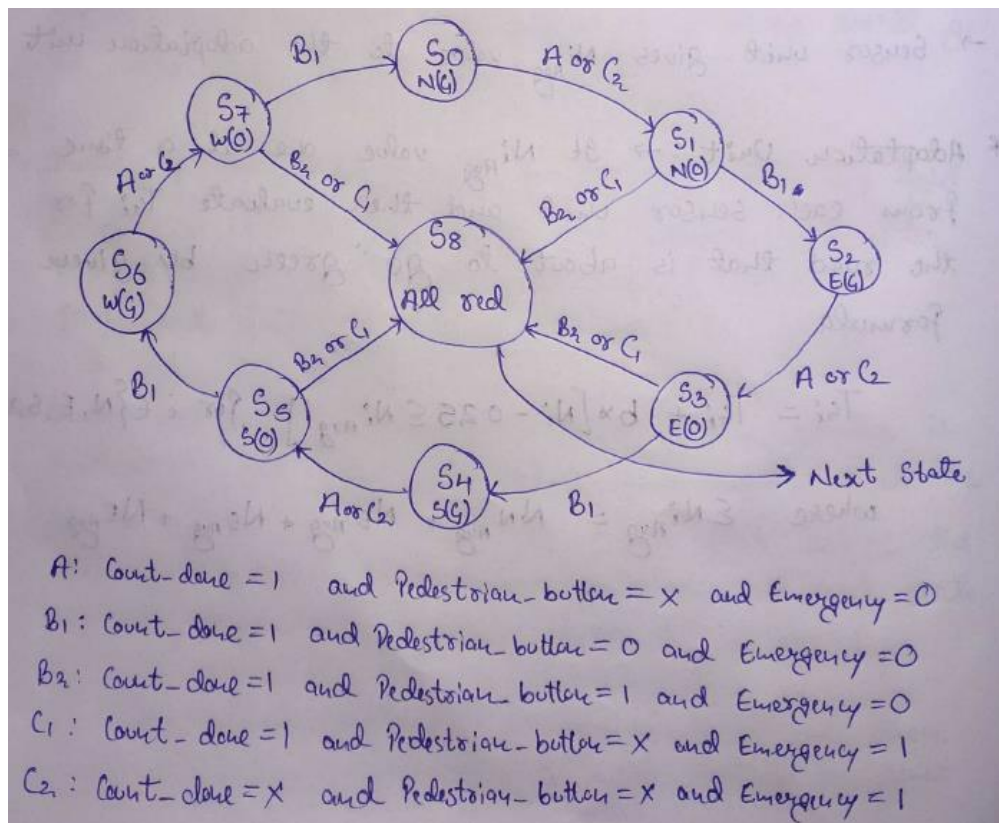
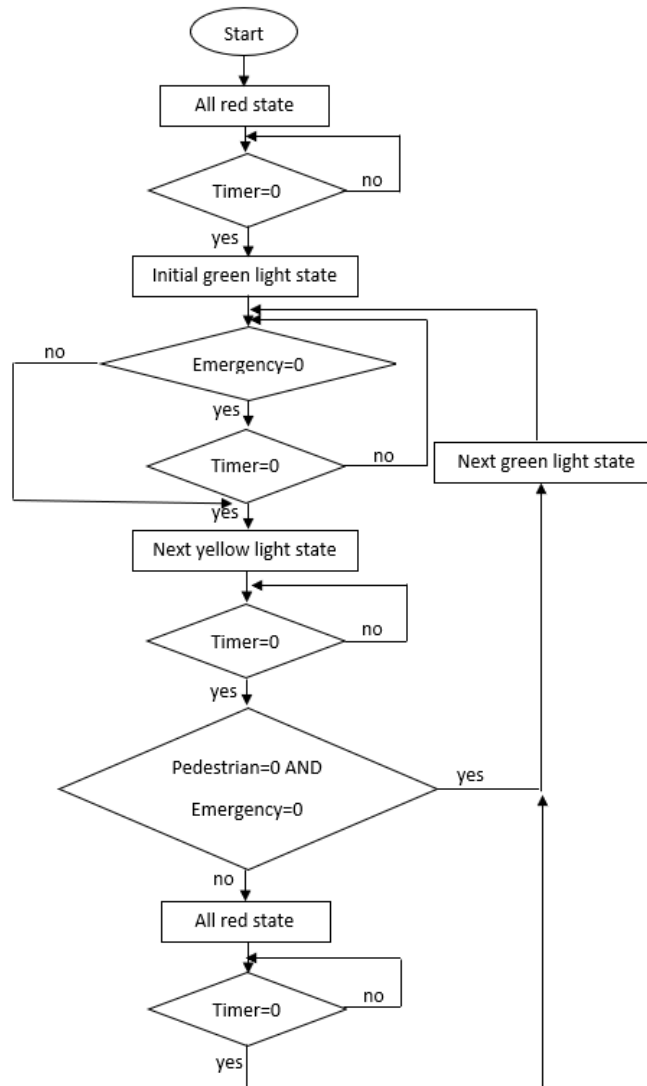


Figure 2: FSM of display timer unit

**State Table:**

State	Value	Description
S0	0000	Represent North green
S1	0001	Represent North orange
S2	0010	Represent East green
S3	0011	Represent East orange
S4	0100	Represent South green
S5	0101	Represent South orange
S6	0110	Represent West green
S7	0111	Represent West orange
S8	1000	Represent All red condition



**Figure 3: Flow chart of Display timer unit**

### Module used in this unit:

1. **Binary to BCD module:** This module is used to convert the countdown for lights of each road to BCD value from a binary value so that it can be easily decoded for a seven segment display.
2. **BCD to 7-segment module:** This module is used to display the count in 7-segment display of each road from the equivalent BCD value of the count corresponding to that road.

## 2.2 Adaptation unit

- This unit takes the average number of vehicle from sensor unit of a particular road and calculates the green signal time of the corresponding road as per the formula given by

$$Tg_i = Tg_i + N_i - 0.25 \times \sum N_i$$

where,

$Tg_i$  represents green signal time for  $i^{th}$  road

$N_i$  represents number of vehicle (coming from sensor unit) for  $i^{th}$  road

$\sum N_i$  represents the sum of number of vehicles of all four road

And  $i \in \{\text{North, East, South, West}\}$

- Control signal (road) instruct the unit to initiate the calculation for a particular road and 'start' signal will act as enable signal from control path.
- Once the value of  $Tg_i$  is calculated for a particular road, it sets the 'fetch' port high to indicated the completion of the process

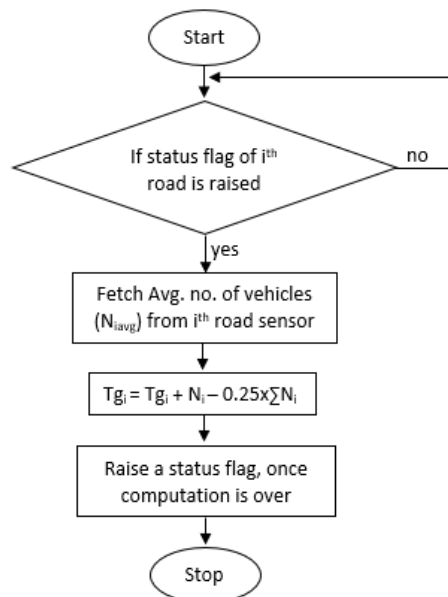


Figure 4: Flow chart of Adaptation unit

## 2.3 Sensor unit

- There are four sensor unit i.e. one for each road.
- Each sensor unit take number of vehicles, road signal and start signal as input. As per the road signal, one of the four sensor unit is selected and the process is initiated by start signal.
- Once the process is initiated, the sensor unit takes the number of vehicles for the selected road and calculated the average of it for 64 cycles. When the calculation is done, it sets the ready port high.
- The equation representing the function of sensor unit can be given by

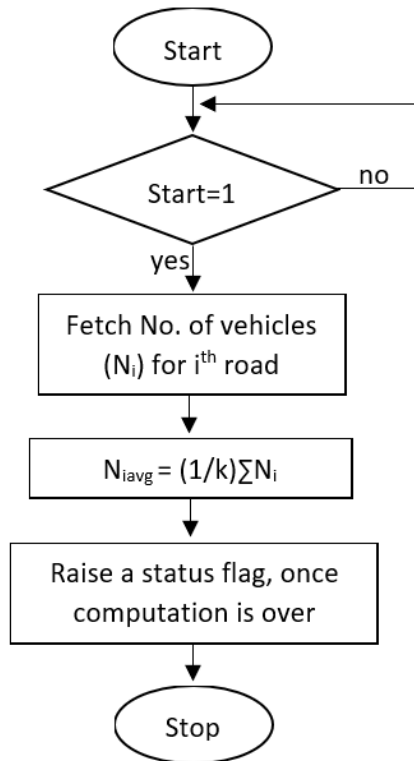
$$N_{iavg} = (1/K) \times \sum N_i$$

where,

$N_{iavg}$  represents the average number of vehicles for K cycle of  $i^{th}$  road

$\sum N_i$  represent the sum of number of vehicles for K cycles of  $i^{th}$  road

In our case,  $K=64$



**Figure 5: Flow chart of sensor unit**

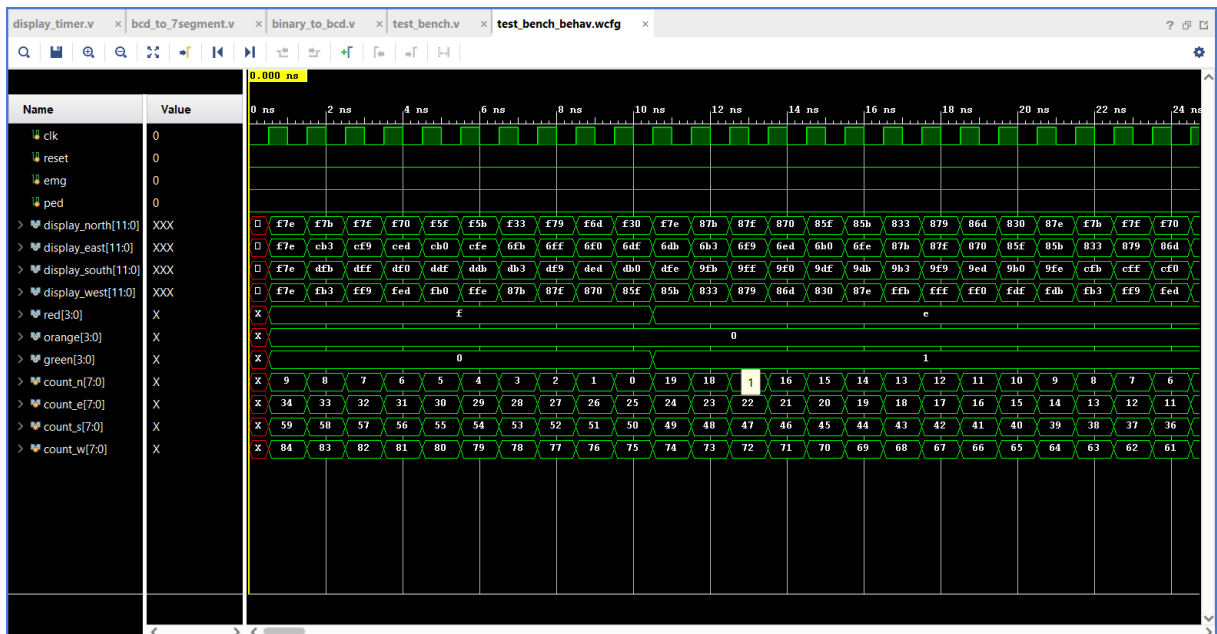


## 3 Testbench

### 3.1 For Display timer unit

```
Project Summary x display_timer.v x bcd_to_7segment.v x binary_to_bcd.v x test_bench.v x
C:/Users/preea/OneDrive/Documents/Vivado/Traffic_light_controller/Traffic_light_controller.srcs/sim_1/new/test_bench.v

17 // Revision 0.01 - File Created
18 // Additional Comments:
19 //
20 ///////////////////////////////////////////////////////////////////
21
22
23 module test_bench();
24 reg clk,reset,emg,ped;
25 wire [3:0] red, orange, green;
26 wire [11:0] display_north,display_east,display_south,display_west;
27
28 display_timer abc(red,orange,green,display_north,display_east,display_south,display_west,ped,emg,clk,reset);
29
30 initial
31 begin
32 clk=1'b0;
33 reset=1'b0;
34 emg=0;
35 ped=0;
36 #150 reset=1'b1;
37 #1 reset=1'b0;
38 #14 emg=1'b1;
39 #1 emg=1'b0;
40 #112 ped=1'b1;
41 #1 ped=1'b0;
42 #200 $finish;
43
44 end
45
46 always #0.5 clk=~clk;
47 endmodule
48
```



## 3.2 For Adaptation unit

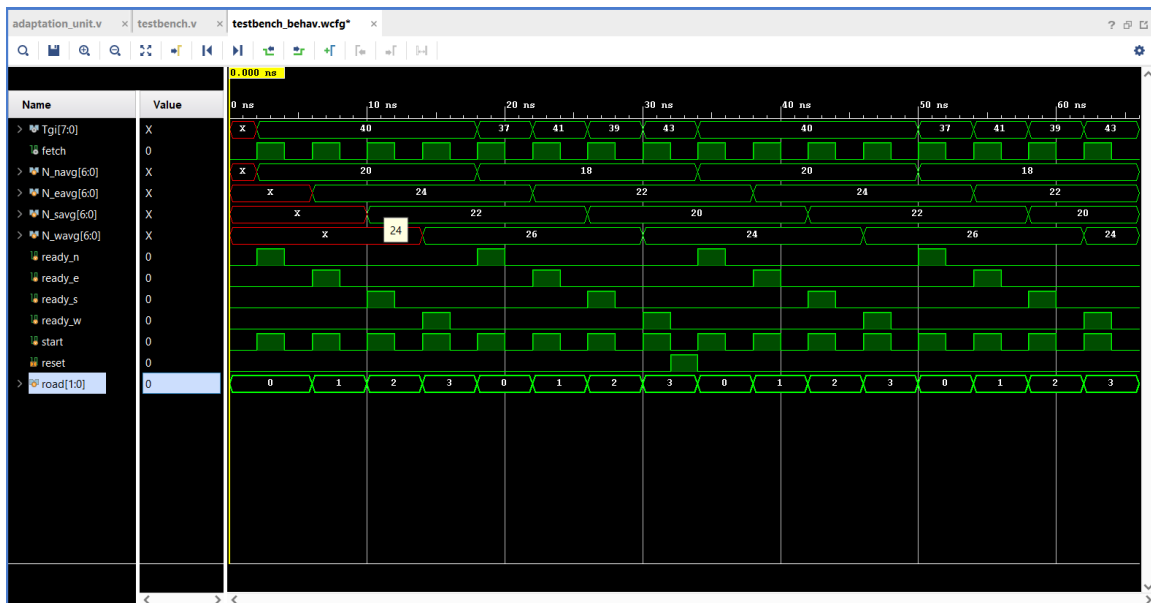
```

testbench.v

C:/Users/preea/OneDrive/Documents/Vivado/adaptaion_unit/adaptaion_unit.srscs/sim_1/new/testbench.v

module testbench();
  wire [7:0] Tgi; wire fetch;
  reg [6:0] N_navg,N_eavg,N_savg,N_wavg;
  reg ready_n,ready_e,ready_s,ready_w,start,reset; reg [1:0] road;
  adaptation_unit abc (Tgi,fetch,N_navg,N_eavg,N_savg,N_wavg,ready_n,ready_e,ready_s,ready_w,road,start,reset);
  initial
  begin
    start=1'b0;reset=1'b0; road=2'b00; ready_n=1'b0; ready_e=1'b0; ready_s=1'b0; ready_w=1'b0;
    #2 ready_n=1'b1; N_navg=20; start=1'b1; road=2'b00;
    #2 start=1'b0;ready_n=1'b0;
    #2 ready_e=1'b1; N_eavg=24; start=1'b1; road=2'b01;
    #2 start=1'b0;ready_e=1'b0;
    #2 ready_s=1'b1; N_savg=22; start=1'b1; road=2'b10;
    #2 start=1'b0;ready_s=1'b0;
    #2 ready_w=1'b1; N_wavg=26; start=1'b1; road=2'b11;
    #2 start=1'b0;ready_w=1'b0;
    #2 ready_n=1'b1; N_navg=18; start=1'b1; road=2'b00;
    #2 start=1'b0;ready_n=1'b0;
    #2 ready_e=1'b1; N_eavg=22; start=1'b1; road=2'b01;
    #2 start=1'b0;ready_e=1'b0;
    #2 ready_s=1'b1; N_savg=20; start=1'b1; road=2'b10;
    #2 start=1'b0;ready_s=1'b0;
    #2 ready_w=1'b1; N_wavg=24; start=1'b1; road=2'b11;
    #2 start=1'b0;ready_w=1'b0;reset=1'b1;
    #2 reset =1'b0; ready_n=1'b1; N_navg=20; start=1'b1; road=2'b00;
    #2 start=1'b0;ready_n=1'b0;
    #2 ready_e=1'b1; N_eavg=24; start=1'b1; road=2'b01;
    #2 start=1'b0;ready_e=1'b0;
    #2 ready_s=1'b1; N_savg=22; start=1'b1; road=2'b10;
    #2 start=1'b0;ready_s=1'b0;
    #2 ready_w=1'b1; N_wavg=26; start=1'b1; road=2'b11;
    #2 start=1'b0;ready_w=1'b0;
    #2 ready_n=1'b1; N_navg=18; start=1'b1; road=2'b00;
    #2 start=1'b0;ready_n=1'b0;
    #2 ready_e=1'b1; N_eavg=22; start=1'b1; road=2'b01;
    #2 start=1'b0;ready_e=1'b0;
    #2 ready_s=1'b1; N_savg=20; start=1'b1; road=2'b10;
    #2 start=1'b0;ready_s=1'b0;
    #2 ready_w=1'b1; N_wavg=24; start=1'b1; road=2'b11;
    #2 start=1'b0;ready_w=1'b0; #2 $finish;
  end
end

```

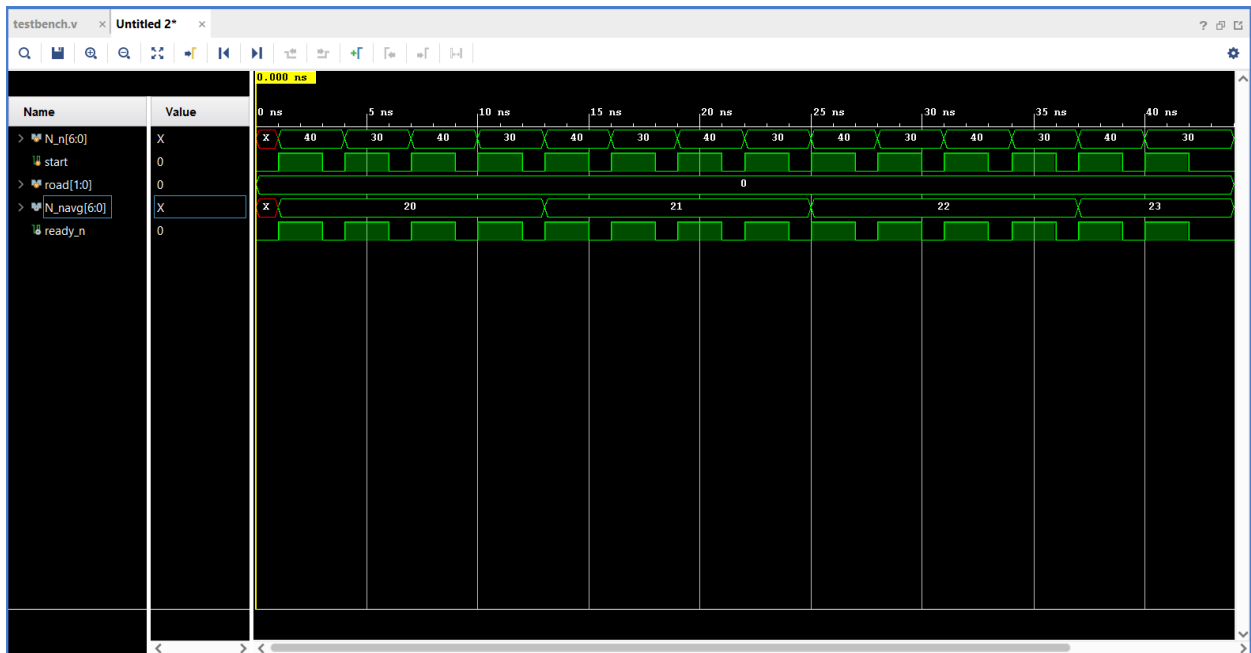


### 3.3 For Sensor unit

**Note:** I have shown the test bench for north sensor unit only because all the other sensor unit have same code and test bench just the road selection condition is different and this way, redundancy can be avoided.

```
testbench.v
C:/Users/preea/OneDrive/Documents/Vivado/Sennsor_unit/Sennsor_unit.srscs/sim_1/new/testbench.v

23 module testbench();
24     reg [6:0] N_n; reg start;
25     reg [1:0] road;
26     wire [6:0] N_navg; wire ready_n;
27     north_sensor_unit road_n(N_navg, ready_n, N_n, start, road);
28
29     initial
30     begin
31         start = 1'b0; road = 2'b00;
32         #1 start = 1'b1; N_n = 40;
33         #2 start = 1'b0;
34         #1 start = 1'b1; N_n = 30;
35         #2 start = 1'b0;
36         #1 start = 1'b1; N_n = 40;
37         #2 start = 1'b0;
38         #1 start = 1'b1; N_n = 30;
39         #2 start = 1'b0;
40         #1 start = 1'b1; N_n = 40;
41         #2 start = 1'b0;
42         #1 start = 1'b1; N_n = 30;
43         #2 start = 1'b0;
44         #1 start = 1'b1; N_n = 40;
45         #2 start = 1'b0;
46         #1 start = 1'b1; N_n = 30;
47         #2 start = 1'b0;
48         #1 start = 1'b1; N_n = 40;
49         #2 start = 1'b0;
50         #1 start = 1'b1; N_n = 30;
51         #2 start = 1'b0;
52         #1 start = 1'b1; N_n = 40;
53         #2 start = 0'b0;
54         #1 start = 1'b1; N_n = 30;
55         #2 start = 1'b0;
56         #1 start = 1'b1; N_n = 40;
57         #2 start = 0'b0;
58         #1 start = 1'b1; N_n = 30;
59         #2 start = 1'b0;
60         #2 $finish;
61     end
62 endmodule
63
```

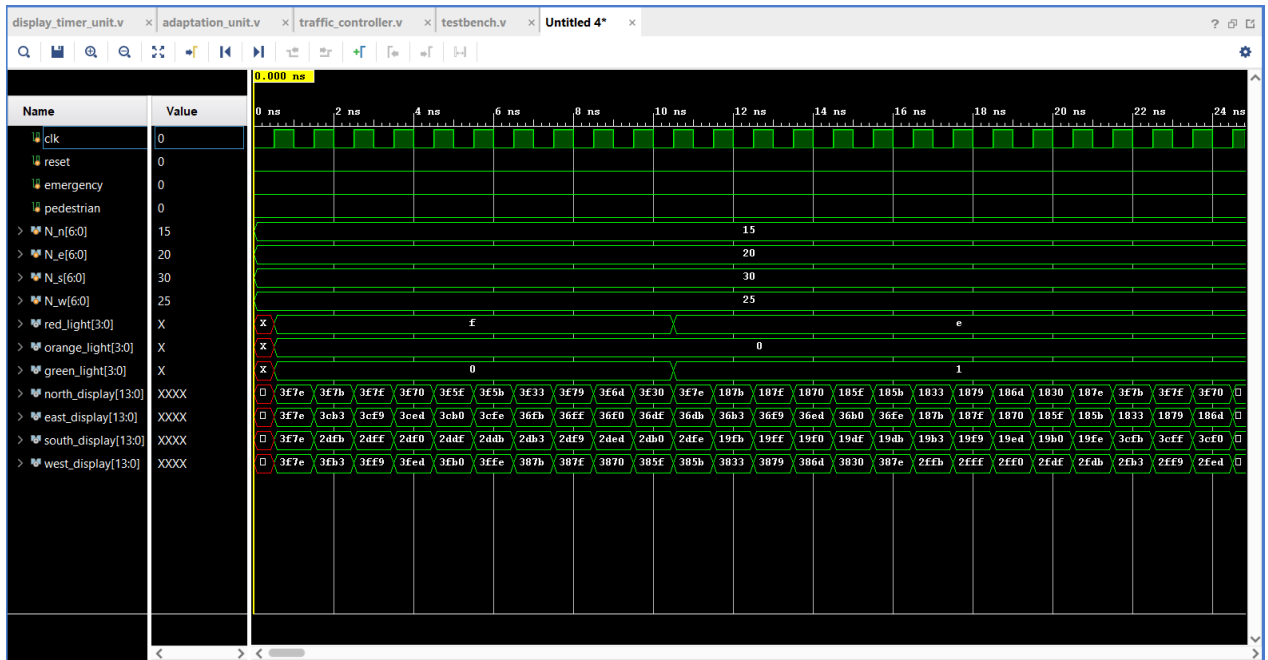


### 3.4 For complete Traffic light controller

```

17 // Revision 0.01 - File Created
18 // Additional Comments:
19 //
20 ///////////////////////////////////////////////////////////////////
21
22
23 module test_bench();
24 reg clk,reset,emergency,pedestrian;
25 reg [6:0] N_n,N_e,N_s,N_w;
26 wire [3:0] red_light, orange_light, green_light;
27 wire [13:0] north_display,east_display,south_display,west_display;
28
29 traffic_controller dut(red_light,orange_light,green_light,north_display,east_display,south_display,west_display,N_n,N_e,N_s,N_w,pedestrian,emergency,clk,reset);
30
31 initial
32 begin
33   clk=1'b0;reset=1'b0;emergency=1'b0;pedestrian=1'b0;
34   N_n=15;N_e=20;N_s=30;N_w=25;
35   #110 N_n=25;N_e=40;N_s=30;N_w=35;
36   #110 N_n=40;N_e=45;N_s=25;N_w=25;
37   #110 N_n=30;N_e=25;N_s=45;N_w=30;
38   #10 pedestrian=1'b1;
39   #1 pedestrian=1'b0;
40   #110 emergency=1'b1;
41   #1 emergency=1'b0;
42   #110 $finish;
43
44 end
45
46 always #0.5 clk=~clk;
47 endmodule
48

```



## 4. Bugs known at submission date

- The cycle of regular sequence in display timer unit sometimes get disturbed due to which timers are fed with less or more count.