# CS 254: Assignment 8

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## Traffic Light Controller

#### Finding Number of States

Let us consider states of the form (\_ \_ \_ \_) (\_), where the first set represents the color of lanes and each has value from G, Y, R and the second set represents counter from 0 to 7.

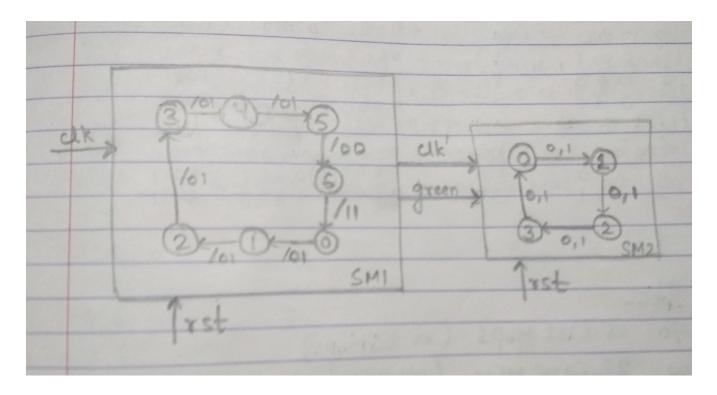
Possible States for Green: the first set will have 3Rs and 1G, second set would be from 0 to 5.

Possible States for Yellow: the first set will have 3Rs and 1Y, second set would be 6.

This gives us totally 28 states, which can be represented in 5 state variables.

For modularity, we split the 5 state variables into set of 3 and 2 state variables - first set (3 variables) storing the counter, second set (2 variables) storing the lane number.

#### State Diagram



## State Machine 1

$$\begin{split} & \boldsymbol{I} = \phi \\ & \boldsymbol{O} = \{(\texttt{clk'} = 0, \texttt{green} = 0), (\texttt{clk'} = 0, \texttt{green} = 1), (\texttt{clk'} = 1, \texttt{green} = 1)\} \\ & \boldsymbol{S} = \{(\texttt{time} = 0), (\texttt{time} = 1), (\texttt{time} = 2), (\texttt{time} = 3), (\texttt{time} = 4), (\texttt{time} = 5), (\texttt{time} = 6)\} \\ & \boldsymbol{S_0} = (\texttt{time} = 0) \\ & \text{Number of state variables} = \lceil \log_2(7) \rceil = 3. \\ & \text{Let state variables be } \boldsymbol{s_2}, \boldsymbol{s_1}, \boldsymbol{s_0}. \end{split}$$

### Variable Mapping

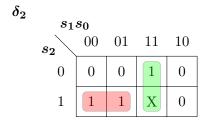
State	$s_2$	$s_1$	$s_0$
$(\mathtt{time} = 0)$	0	0	0
$(\mathtt{time}=1)$	0	0	1
$(\mathtt{time} = 2)$	0	1	0
$(\mathtt{time}=3)$	0	1	1
$(\mathtt{time}=4)$	1	0	0
$(\mathtt{time} = 5)$	1	0	1
$(\mathtt{time}=6)$	1	1	0

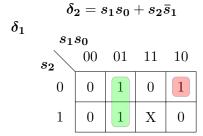
Output	$\lambda_1$	$\lambda_0$
$(\mathtt{clk'} = 0, \mathtt{green} = 0)$	0	0
$(\mathtt{clk'} = 0, \mathtt{green} = 1)$	0	1
(clk' = 1, green = 1)	1	1

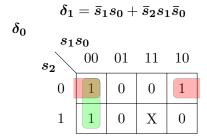
#### **State Transition Table**

$s_2$	$s_1$	$s_0$	$\delta_2$	$\delta_1$	$\delta_0$	$\lambda_1$	$ \lambda_0 $
0	0	0	0	0	1	0	1
0	0	1	0	1	0	0	1
0	1	0	0	1	1	0	1
0	1	1	1	0	0	0	1
1	0	0	1	0	1	0	1
1	0	1	1	1	0	0	0
1	1	0	0	0	0	1	1









$$\lambda_0 = \bar{s}_2 + \bar{s}_0$$

## State Machine 2

```
\begin{split} & \boldsymbol{I} = \{(\texttt{green} = 0), (\texttt{green} = 1)\} \\ & \boldsymbol{O} = \{(\texttt{RRRG}), (\texttt{RRGR}), (\texttt{RGRR}), (\texttt{GRRR}), (\texttt{RRRY}), (\texttt{RRYR}), (\texttt{RYRR}), (\texttt{YRRR})\} \\ & \boldsymbol{S} = \{(\texttt{lane} = 0), (\texttt{lane} = 1), (\texttt{lane} = 2), (\texttt{lane} = 3)\} \\ & \boldsymbol{S_0} = (\texttt{lane} = 0) \\ & \text{Number of state variables} = \lceil \log_2(4) \rceil = 2. \\ & \text{Let state variables be } \boldsymbol{s_1}, \boldsymbol{s_0}. \end{split}
```

#### Variable Mapping

State	$s_1$	$s_0$
(lane $= 0$ )	0	0
$(\mathtt{lane} = 1)$	0	1
$(\mathtt{lane} = 2)$	1	0
$(\mathtt{lane} = 3)$	1	1

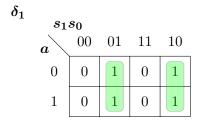
Input	$\mid a \mid$
$(\mathtt{green} = 0)$	0
(green = 1)	1

Output	$g_3$	$g_2$	$g_1$	$g_0$	$y_3$	$y_2$	$y_1$	$y_0$	$r_3$	$r_2$	$r_1$	$\mid r_0 \mid$
(RRRG)	0	0	0	1	0	0	0	0	1	1	1	0
(RRGR)	0	0	1	0	0	0	0	0	1	1	0	1
(RGRR)	0	1	0	0	0	0	0	0	1	0	1	1
(GRRR)	1	0	0	0	0	0	0	0	0	1	1	1
(RRRY)	0	0	0	0	0	0	0	1	1	1	1	0
(RRYR)	0	0	0	0	0	0	1	0	1	1	0	1
(RYRR)	0	0	0	0	0	1	0	0	1	0	1	1
(YRRR)	0	0	0	0	1	0	0	0	0	1	1	1

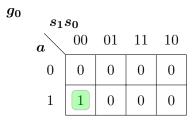
#### State Transition Table

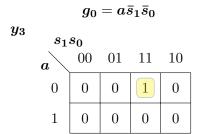
a	$s_1$	$s_0$	$\delta_1$	$\delta_0$	$g_3$	$g_2$	$g_1$	$g_0$	$y_3$	$y_2$	$y_1$	$y_0$	$r_3$	$r_2$	$r_1$	$r_0$
0	0	0	0	1	0	0	0	0	0	0	0	1	1	1	1	0
0	0	1	1	0	0	0	0	0	0	0	1	0	1	1	0	1
0	1	0	1	1	0	0	0	0	0	1	0	0	1	0	1	1
0	1	1	0	0	0	0	0	0	1	0	0	0	0	1	1	1
1	0	0	0	1	0	0	0	1	0	0	0	0	1	1	1	0
1	0	1	1	0	0	0	1	0	0	0	0	0	1	1	0	1
1	1	0	1	1	0	1	0	0	0	0	0	0	1	0	1	1
1	1	1	0	0	1	0	0	0	0	0	0	0	0	1	1	1



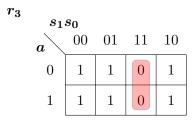


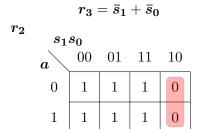
$$g_1=a\bar{s}_1s_0$$





$$y_0=ar{a}ar{s}_1ar{s}_0$$





$$r_0 = s_1 + s_0$$