

## Traffic Light Controller

## State Encoding (Explanation of states)

S0 : CS = [0, 0, 0] -> OUT = [0, 0, 1, 0, 1, 0, 0] (Initial State - Highway Green)

S1 : CS = [0, 0, 1] -> OUT = [0, 1, 0, 0, 1, 0, 0] (Highway Green -> Yellow, when FS=1 and HS=0)

S2 : CS = [0, 1, 0] -> OUT = [0, 0, 0, 1, 1, 0, 0] (Highway Left)

S3 : CS = [0, 1, 1] -> OUT = [1, 0, 0, 0, 0, 0, 1] (Farm Road Left)

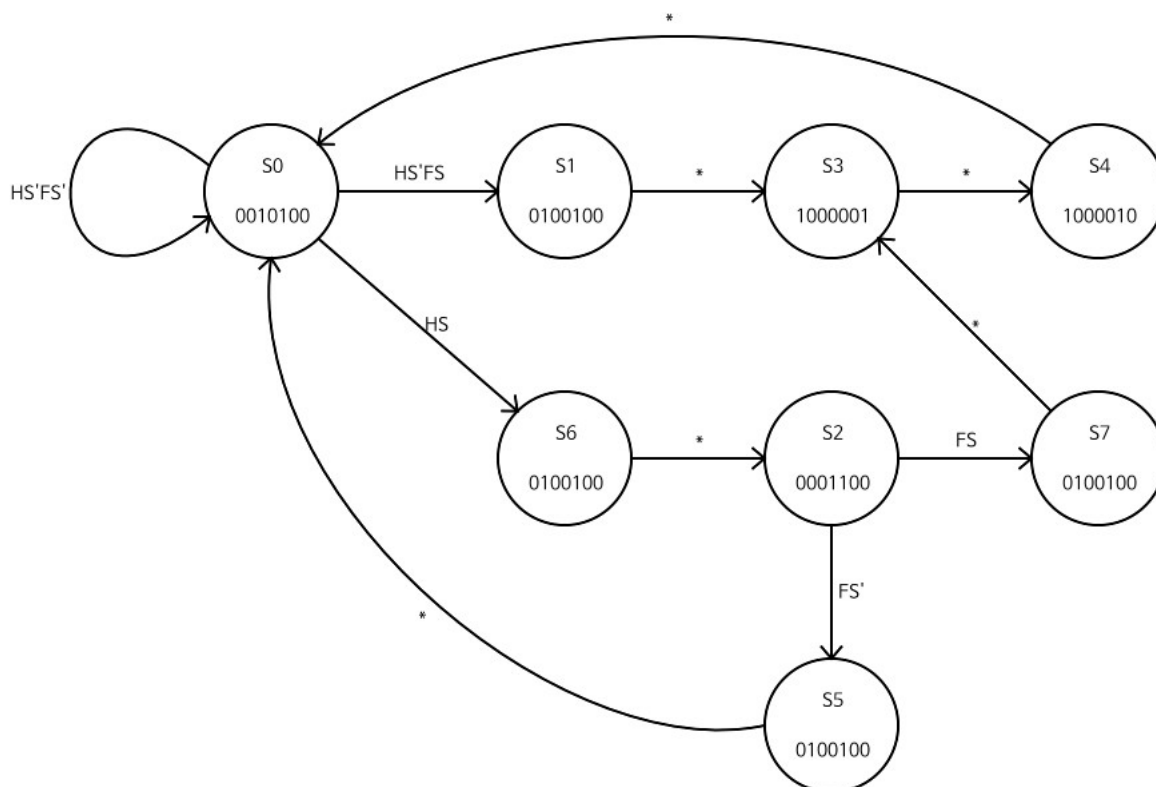
S4 : CS = [1, 0, 0] -> OUT = [1, 0, 0, 0, 0, 1, 0] (Farm Road Left -> Yellow)

S5 : CS = [1, 0, 1] -> OUT = [0, 1, 0, 0, 1, 0, 0] (Highway Left -> Yellow, when FS=0)

S6 : CS = [1, 1, 0] -> OUT = [0, 1, 0, 0, 1, 0, 0] (Highway Green -> Yellow, when HS=1)

S7 : CS = [1, 1, 1] -> OUT = [0, 1, 0, 0, 1, 0, 0] (Highway Left -> Yellow, when FS=1)

## State Diagram



State Transition Table

| CS[2] | CS[1] | CS[0] | HS | FS | NS[2] | NS[1] | NS[0] |
|-------|-------|-------|----|----|-------|-------|-------|
| 0     | 0     | 0     | 0  | 0  | 0     | 0     | 0     |
| 0     | 0     | 0     | 0  | 1  | 0     | 0     | 1     |
| 0     | 0     | 0     | 1  | X  | 1     | 1     | 0     |
| 0     | 0     | 1     | X  | X  | 0     | 1     | 1     |
| 0     | 1     | 0     | X  | 1  | 1     | 1     | 1     |
| 0     | 1     | 0     | X  | 0  | 1     | 0     | 1     |
| 0     | 1     | 1     | X  | X  | 1     | 0     | 0     |
| 1     | 0     | 0     | X  | X  | 0     | 0     | 0     |
| 1     | 0     | 1     | X  | X  | 0     | 0     | 0     |
| 1     | 1     | 0     | X  | X  | 0     | 1     | 0     |
| 1     | 1     | 1     | X  | X  | 0     | 1     | 1     |

Output Table

| CS[2] | CS[1] | CS[0] | OUT[6] | OUT[5] | OUT[4] | OUT[3] | OUT[2] | OUT[1] | OUT[0] |
|-------|-------|-------|--------|--------|--------|--------|--------|--------|--------|
| 0     | 0     | 0     | 0      | 0      | 1      | 0      | 1      | 0      | 0      |
| 0     | 0     | 1     | 0      | 1      | 0      | 0      | 1      | 0      | 0      |
| 0     | 1     | 0     | 0      | 0      | 0      | 1      | 1      | 0      | 0      |
| 0     | 1     | 1     | 1      | 0      | 0      | 0      | 0      | 0      | 1      |
| 1     | 0     | 0     | 1      | 0      | 0      | 0      | 0      | 1      | 0      |
| 1     | 0     | 1     | 0      | 1      | 0      | 0      | 1      | 0      | 0      |
| 1     | 1     | 0     | 0      | 1      | 0      | 0      | 1      | 0      | 0      |
| 1     | 1     | 1     | 0      | 1      | 0      | 0      | 1      | 0      | 0      |

$$NS[2] = CS[2]' CS[1]' CS[0]' HS + CS[2]' CS[1]' CS[0]' FS + CS[2]' CS[1]' CS[0]' FS' + CS[2]' CS[1]' CS[0]$$

$$= CS[2]' CS[1]' CS[0]' HS + CS[2]' CS[1]' CS[0]' + CS[2]' CS[1]' CS[0]$$

$$= CS[2]' CS[1]' CS[0]' HS + CS[2]' CS[1]$$

$$NS[1] = CS[2]' CS[1]' CS[0]' HS + CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0]' FS + CS[2]' CS[1]' CS[0]' FS' + CS[2]' CS[1]' CS[0]$$

$$= CS[2]' CS[1]' CS[0]' HS + CS[2]' CS[1]' CS[0]' FS + CS[2]' CS[1]' CS[0]' FS' + CS[2]' CS[1]' CS[0]$$

$$NS[0] = CS[2]' CS[1]' CS[0]' HS' FS + CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0]' FS + CS[2]' CS[1]' CS[0]' FS' + CS[2]' CS[1]' CS[0]$$

$$= CS[2]' CS[1]' CS[0]' HS' FS + CS[0] (CS[2]' CS[1]' + CS[2]' CS[1]) + CS[2]' CS[1]' CS[0]$$

$$= CS[2]' CS[1]' CS[0]' HS' FS + CS[0] (CS[1] \odot CS[2]) + CS[2]' CS[1]' CS[0]$$

$$OUT[6] = CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0]$$

$$OUT[5] = CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0]' + CS[2]' CS[1]' CS[0]$$

$$= CS[1]' CS[0] + CS[2]' CS[1]$$

$$OUT[4] = CS[2]' CS[1]' CS[0]$$

$$OUT[3] = CS[2]' CS[1]' CS[0]$$

$$OUT[2] = CS[2]' CS[1]' CS[0]' + CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0]' + CS[2]' CS[1]' CS[0] + CS[2]' CS[1]' CS[0]' + CS[2]' CS[1]' CS[0]$$

$$= CS[2]' CS[1]' + CS[1] CS[0]' + CS[2] CS[0]$$

$$OUT[1] = CS[2] CS[1]' CS[0]'$$

$$OUT[0] = CS[2]' CS[1] CS[0]$$

Schematic

