



pushbutton switch

(active low)

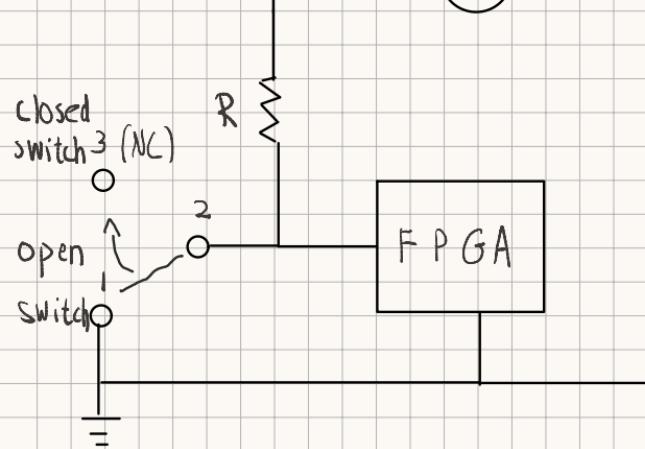
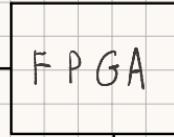
3.3 V

LED #

closed
switch 3 (NC)

R

open
switch



$$\text{clock division } (P_{\text{ori}})(n \text{ [counts]}) = P_{\text{div}}, \quad P_{\text{ori}} = \frac{1 \text{ second}}{12 \text{ M cycles}},$$

$$P_{\text{div}} = \frac{1 \text{ second}}{1 \text{ cycle}}, \quad n = \frac{1 \text{ div}}{1 \text{ ori}} = \left(\frac{1 \text{ s}/1 \text{ C}}{1 \text{ s}/12 \text{ MC}} \right) \left(\frac{12 \text{ MC}}{12 \text{ MC}} \right) = \frac{12 \text{ Ms}}{1 \text{ s}}$$

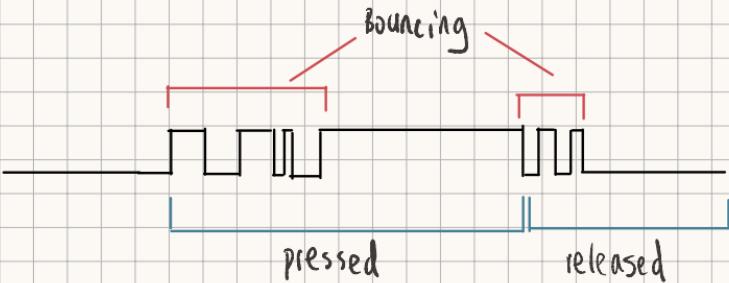
$$= 12 \text{ M}, \quad \text{How many bits to allocate? } 2^m = 12 \text{ M}, \quad m = \lg(12 \text{ M})$$

$$= 23.5, \quad \text{need } m+1 \rightarrow 24 \text{ bits}, \quad (12 \text{ M})_{10} = (10110111000110110000000000)_2$$



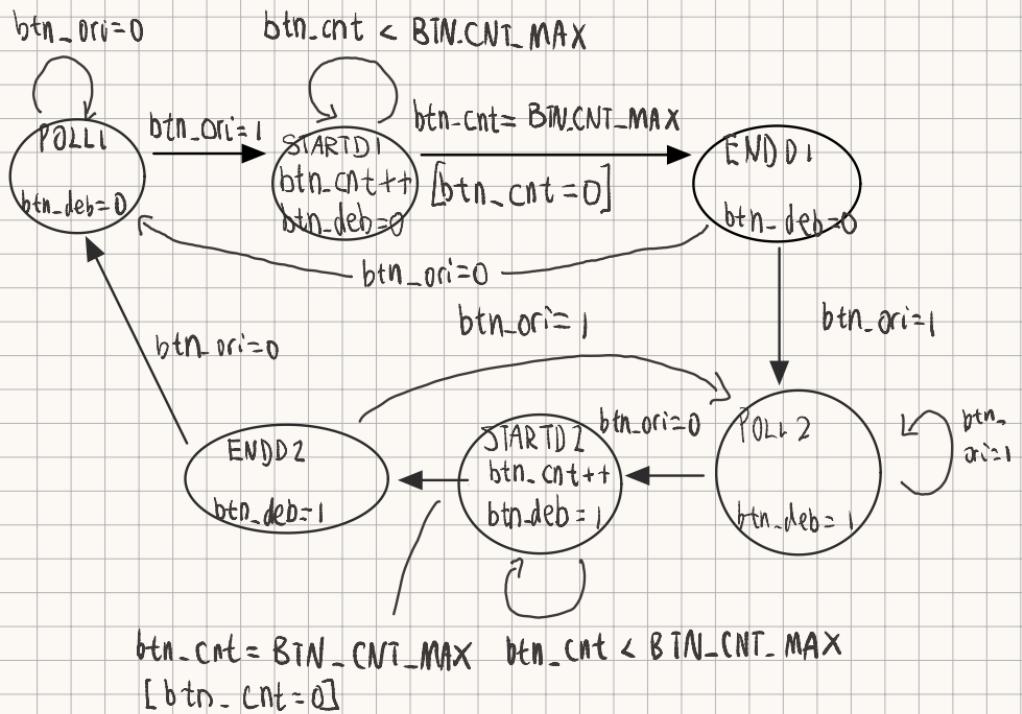
Button debouncing (1)

`btn_ori(active hi)`

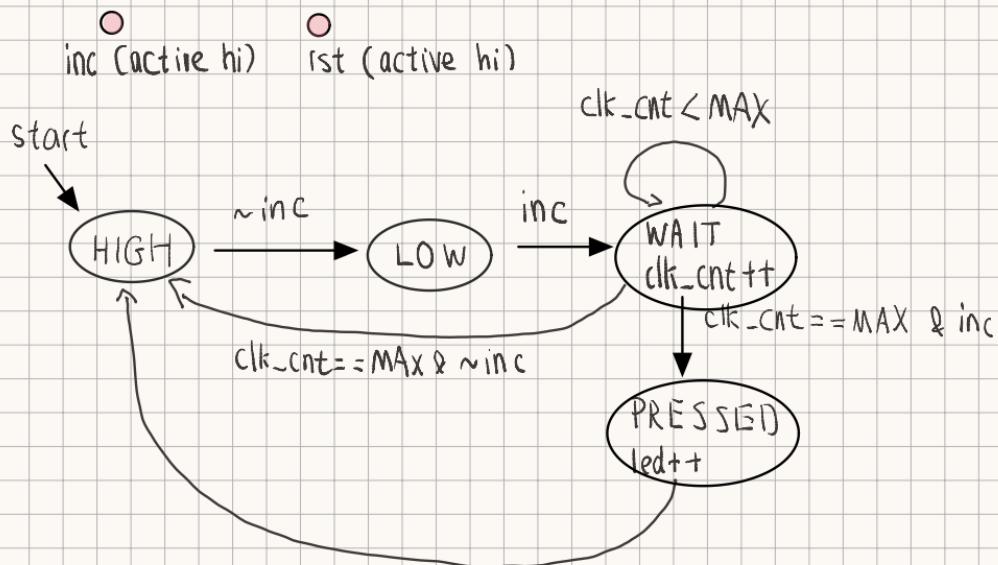


算法 1/4 : if low to high, wait 40 ms, if still low: then btn is pressed, else 继续等 1/4 ms for high to low

Moore machine

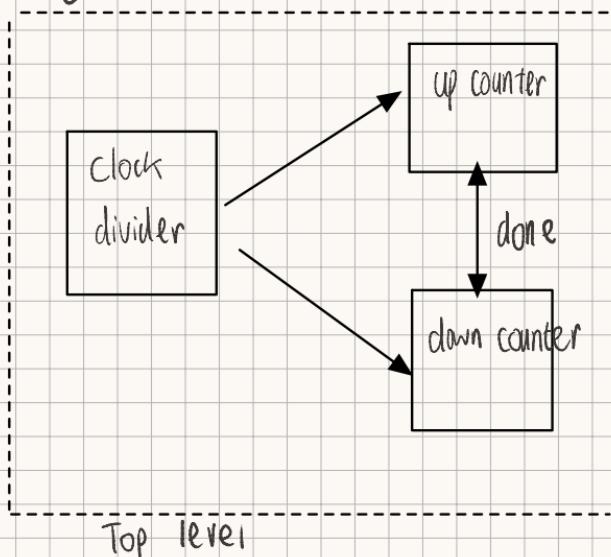


Button debouncing (2) 我的答案不管用，看下官方答案

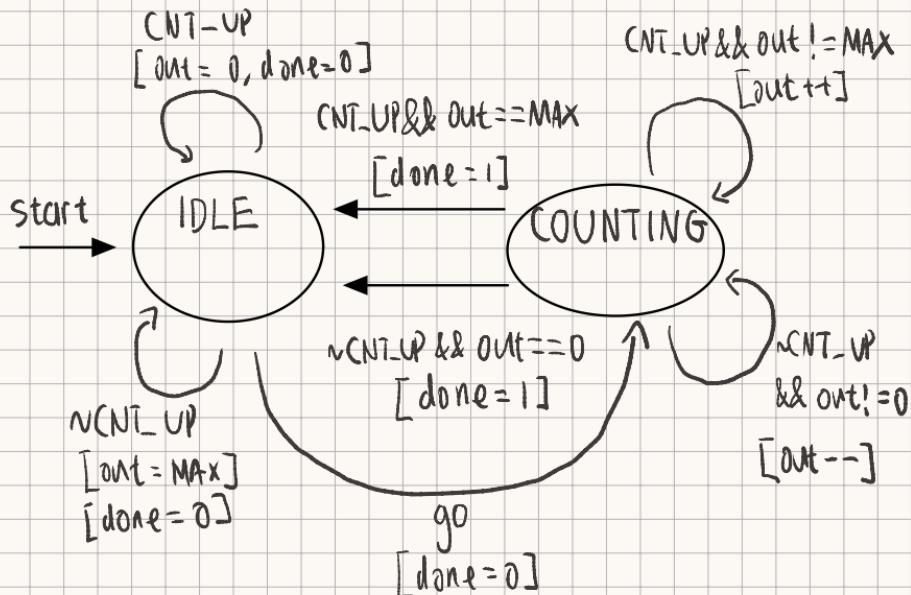


Can we optimize? No (I tried)

L6 challenge updown counter 从零数到三



Updown counter: single counter FSM (Mealy)



Let n_1 = # clock cycles for 40ms

$$(n_1)(P_{clk_ori}) = 40\text{ ms}, \quad n_1 = \frac{40\text{ ms}}{P_{clk_ori}} = \frac{(40)(10^{-3}) \text{ seconds}}{\left(\frac{1 \text{ second}}{(12)(10^6) \text{ cycles}}\right)}$$

$$= 480000 \text{ cycles}$$

Let n_2 = # clock cycles for 400μs

$$(n_2)(P_{clk_ori}) = 400\text{ μs}, \quad n_2 = \frac{400\text{ μs}}{P_{clk_ori}} = \frac{(400)(10^{-6}) \text{ seconds}}{\left(\frac{1 \text{ second}}{(12)(10^6) \text{ cycles}}\right)}$$

$$= 4800 \text{ cycles}$$

$$10 \text{ ms} = x \text{ ns}?$$

$$(10 \text{ ms}) \left(\frac{10^{-3} \text{ s}}{1 \text{ ms}} \right) \left(\frac{10^9 \text{ ns}}{1 \text{ s}} \right) = 10^7 \text{ ns}$$

$$1 \text{ ms} = x \text{ ns}?$$

$$(1 \text{ ms}) \left(\frac{10^{-6} \text{ s}}{1 \text{ ms}} \right) \left(\frac{10^9 \text{ ns}}{1 \text{ s}} \right) = 10^3 \text{ ns}$$

格雷码转二进制： $\text{bin}_{n-1} = \text{gray}_{n-1}$, $\text{bin}_i = \text{gray}_i$

$\oplus \text{bin}_{i+1} \Rightarrow \text{gray}_i = \text{bin}_i \oplus \text{bin}_{i+1}$, 从右往左

二进制转格雷码： $\text{gray}_{n-1} = \text{bin}_{n-1}$, $\text{gray}_i = \text{bin}_i$

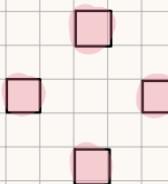
$\oplus \text{bin}_{i+1}$

证明： $(\text{gray}_i \oplus \text{bin}_{i+1}) \oplus \text{bin}_{i+1} = \text{gray}_i$

gray_i	bin_{i+1}	$\text{gray}_i \oplus \text{bin}_{i+1}$	$(\text{gray}_i \oplus \text{bin}_{i+1}) \oplus \text{bin}_{i+1}$
0	0	0	0
0	1	1	0
1	0	1	1
1	1	0	1

震动记录仪

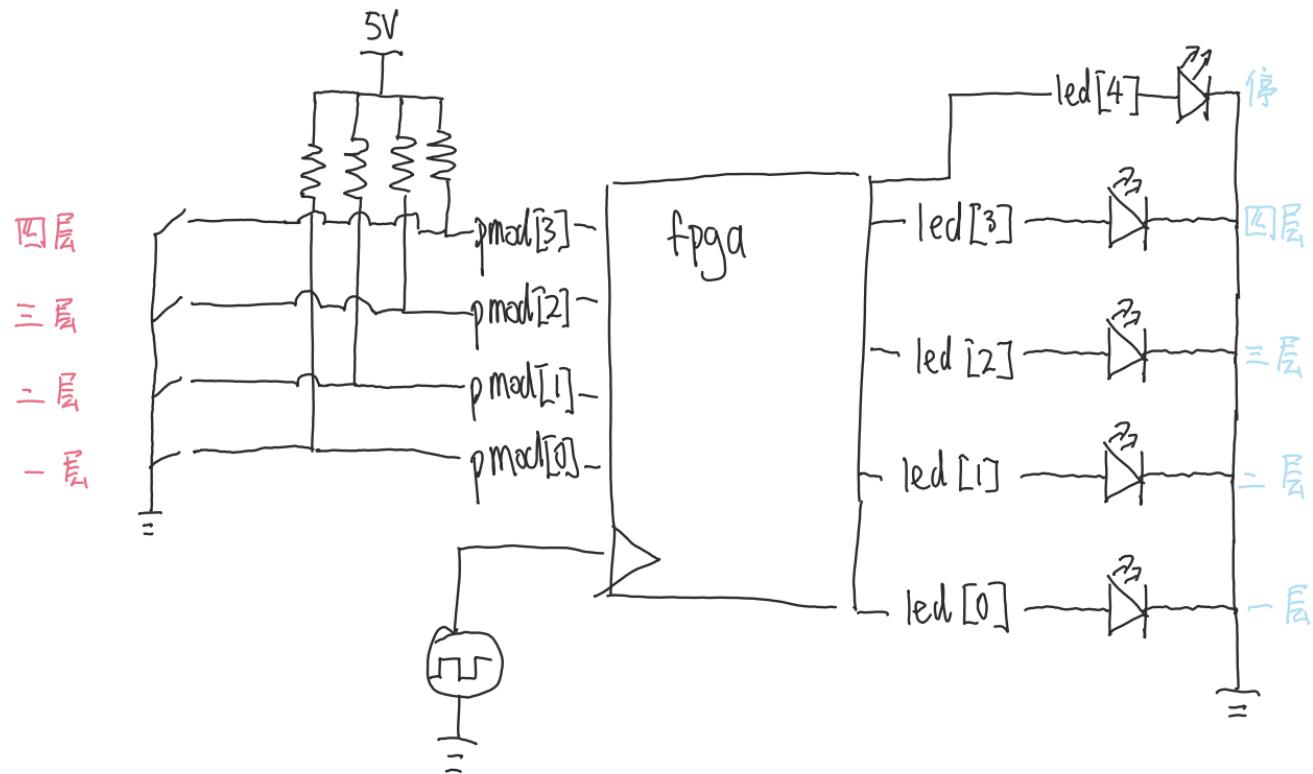
PMOD[0] PMOD[1]
↓ ↓
RST DO (5V)



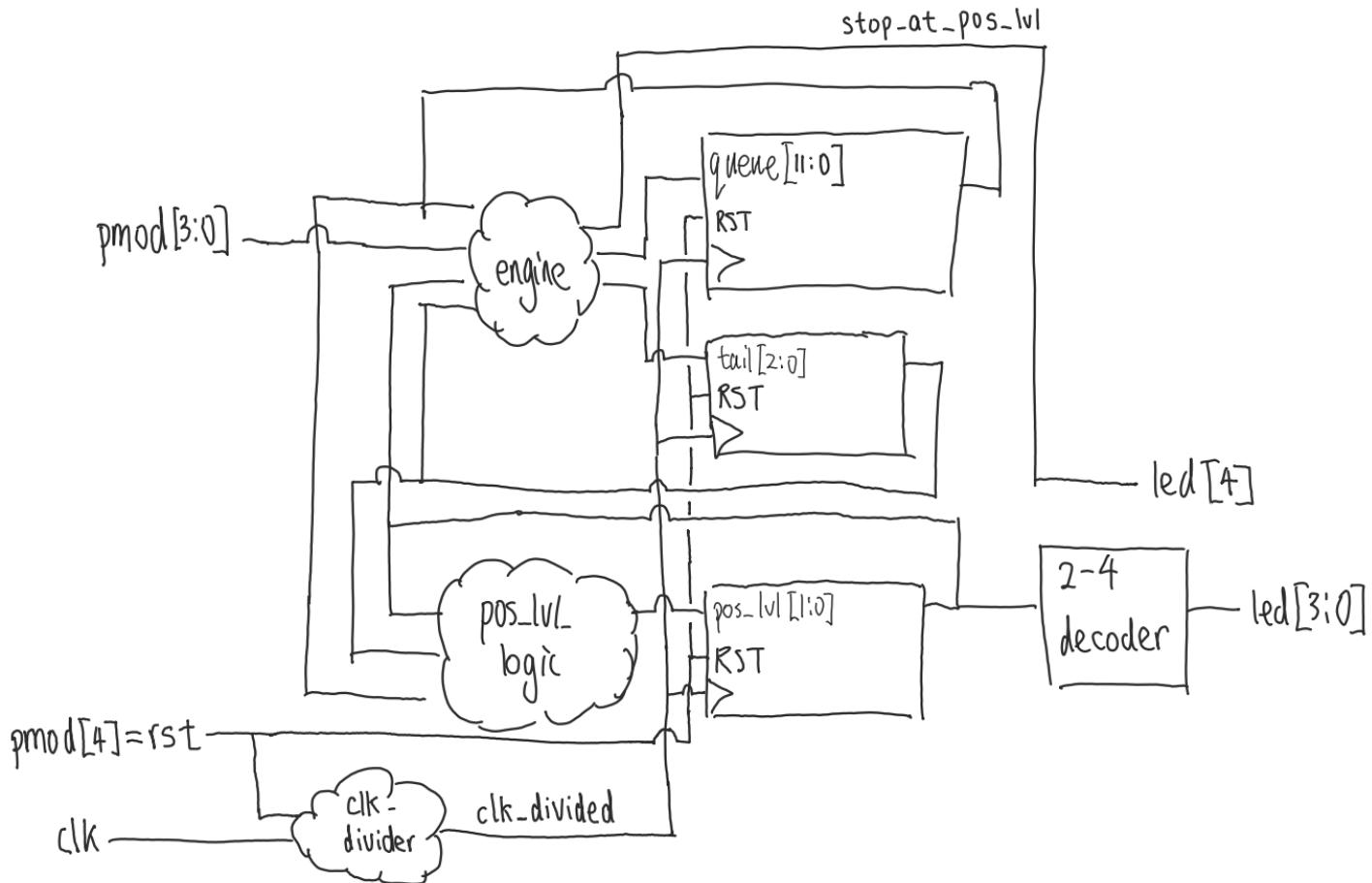
LED[3:0] = 计数器
每次震动加一

由于震动传感器的输出电压（5伏）与FPGA的输入电压不搭配，该项
目暂时不再进行。更新：但是传感
气的电源必须来自于FPGA！

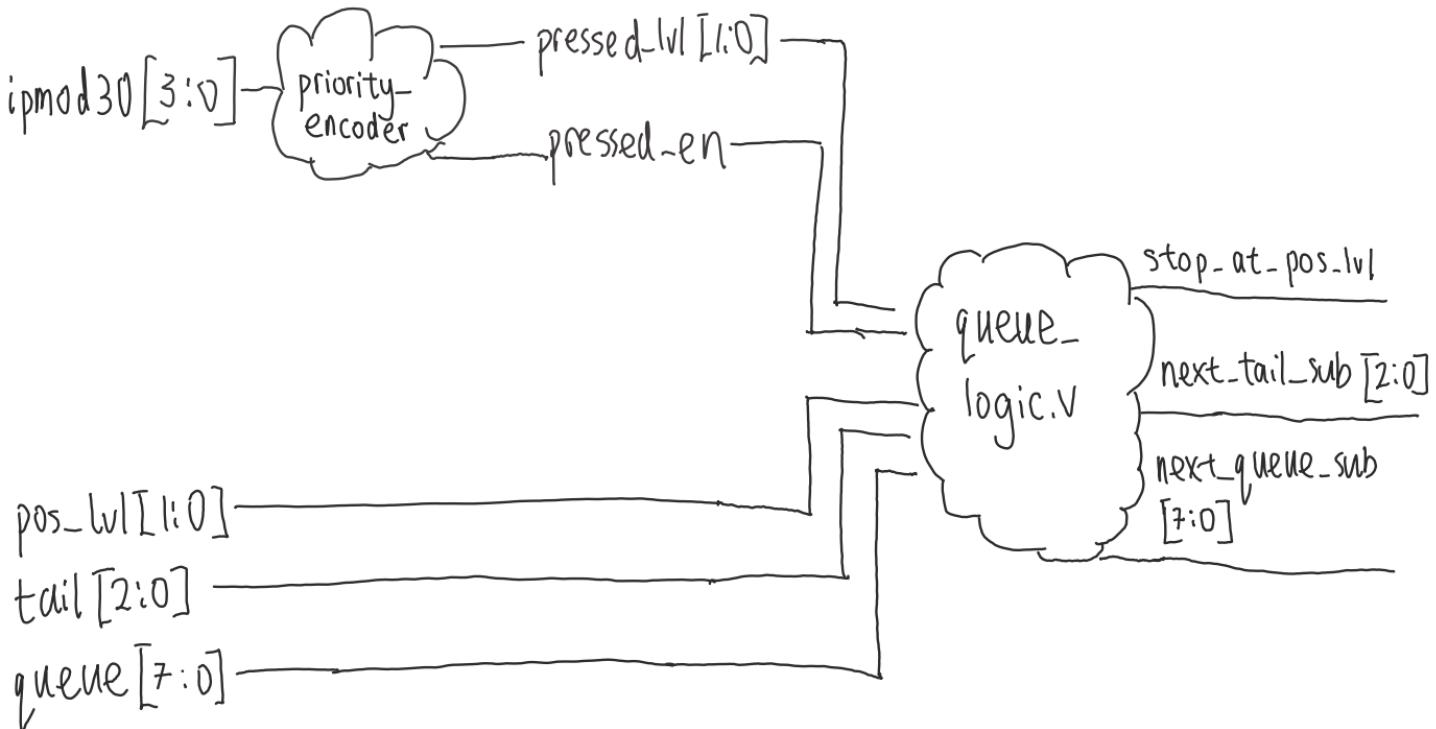
模擬扒人



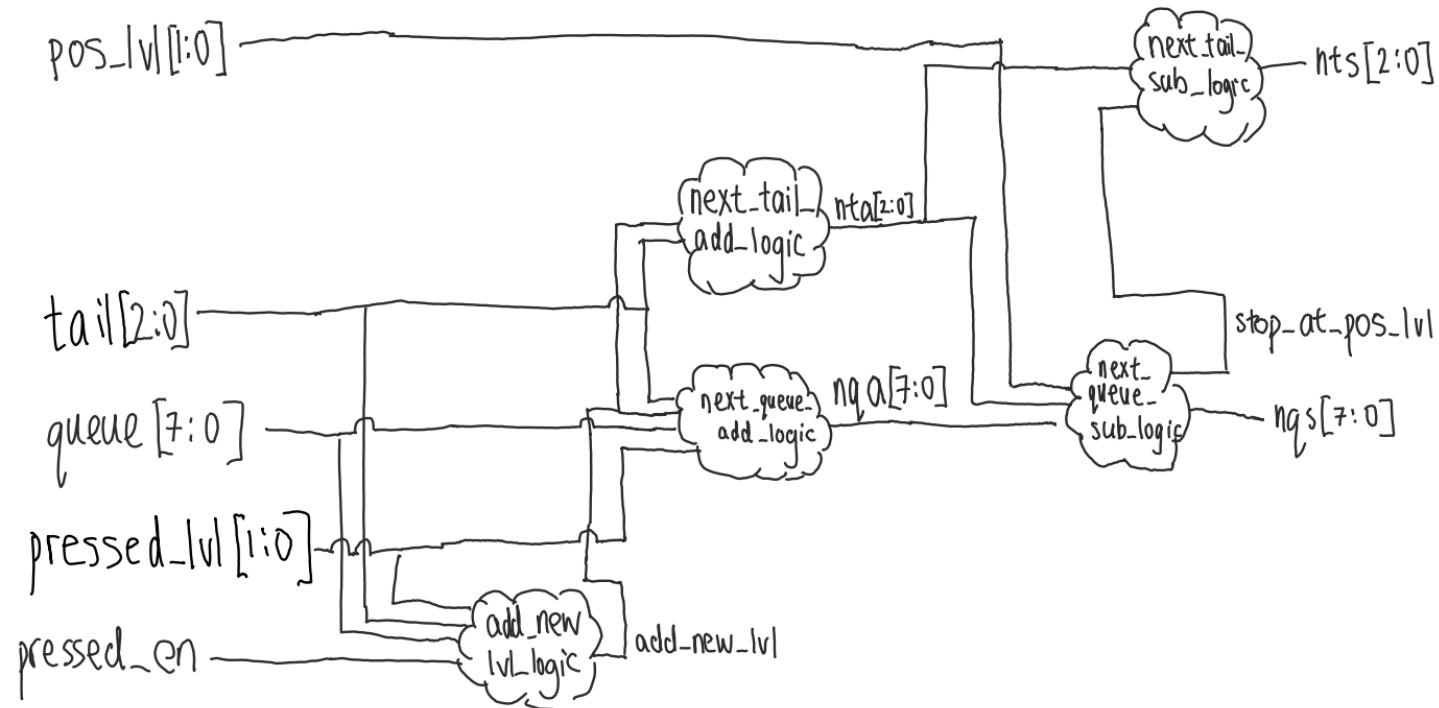
elevator.v (top level)



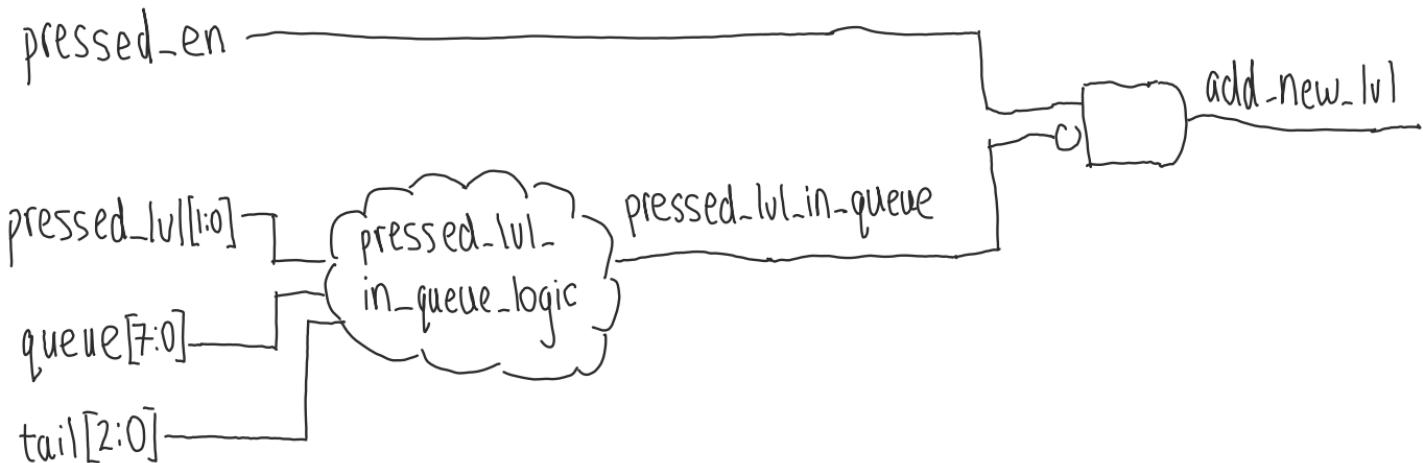
engine.v



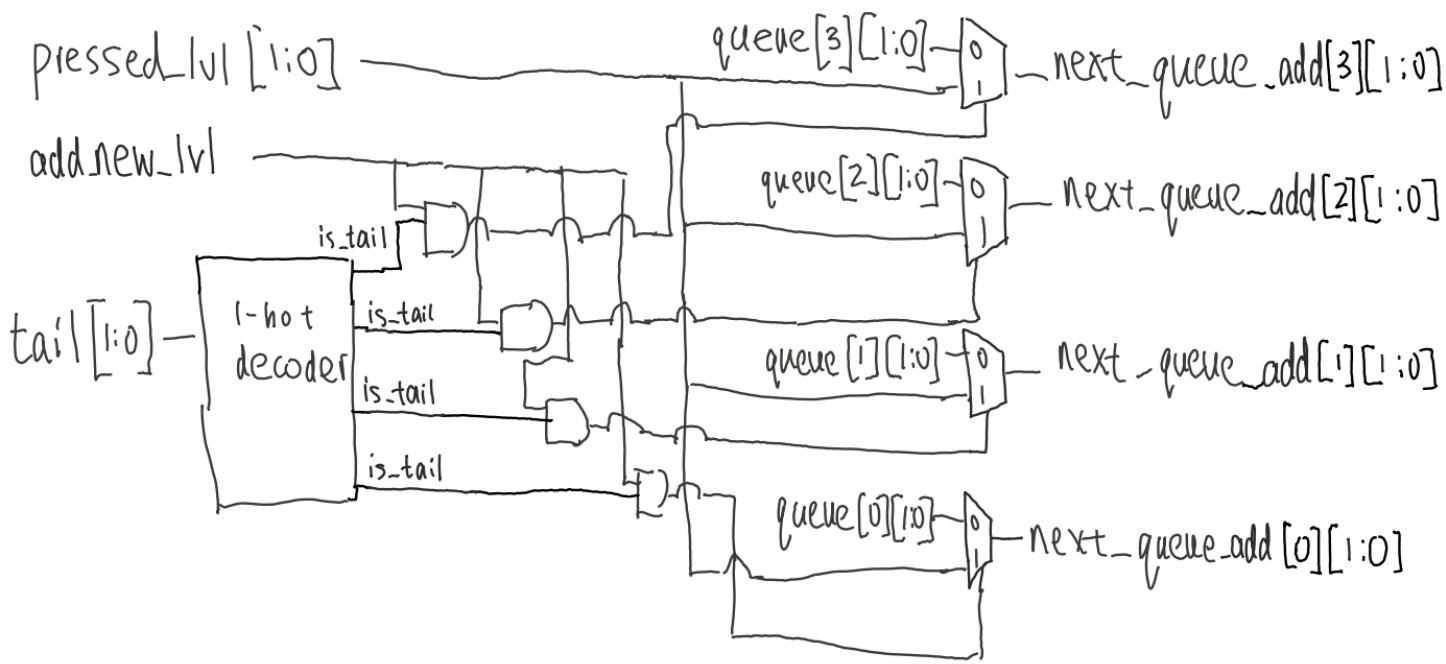
queue_logic.v



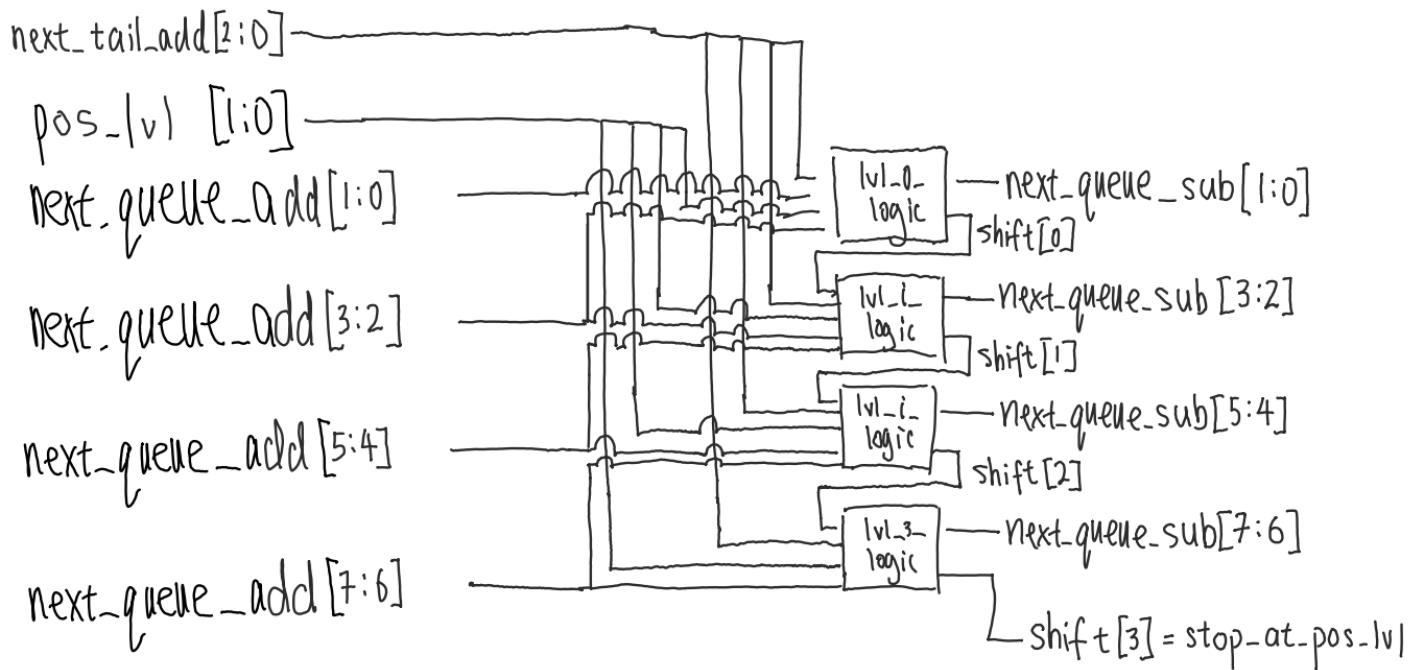
add-new-lvl-logic.v



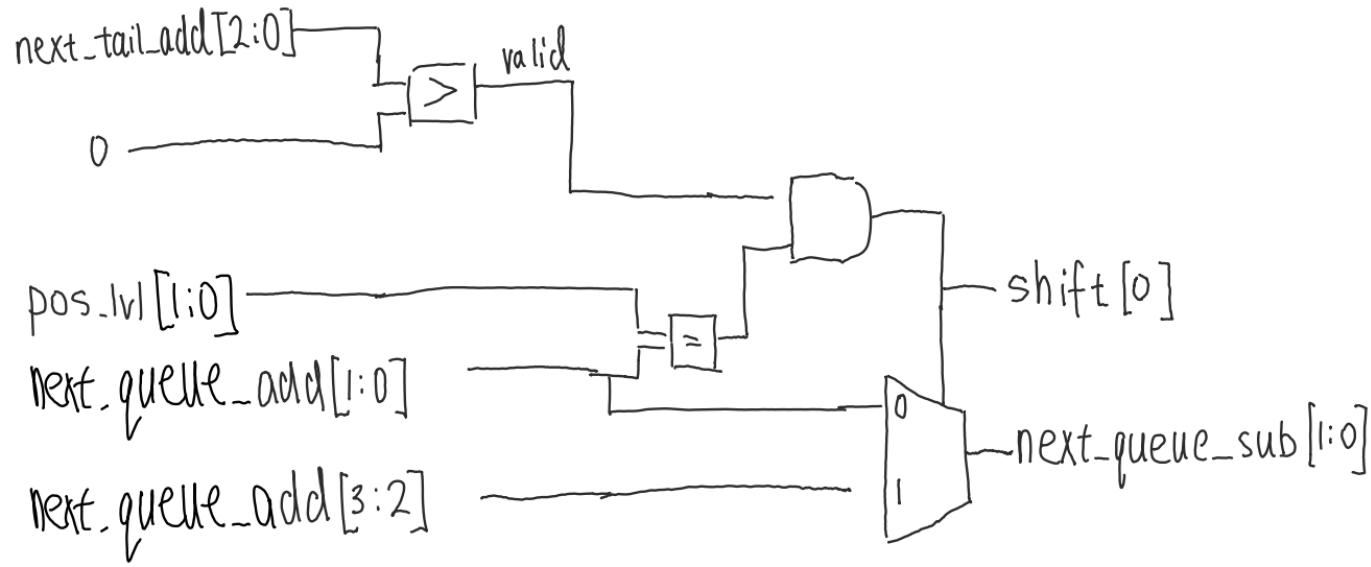
next_queue_add_logic.v



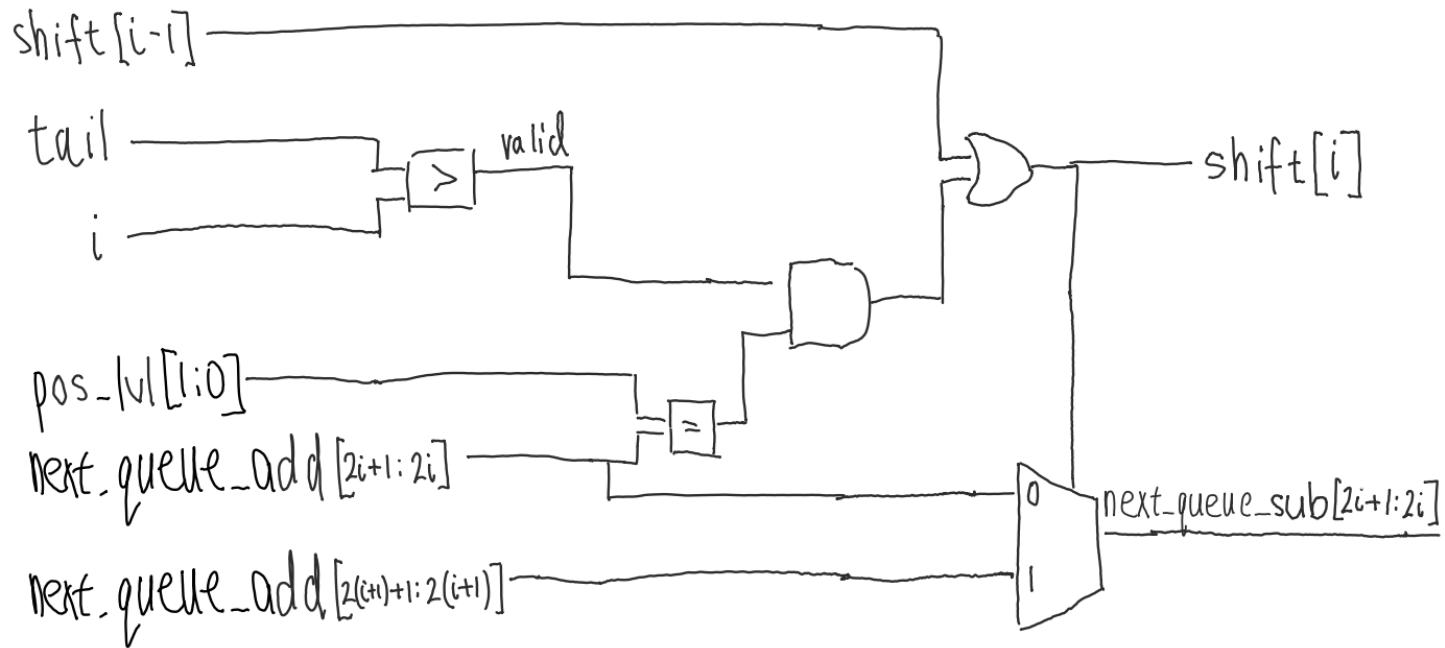
next_queue_sub_logic.v



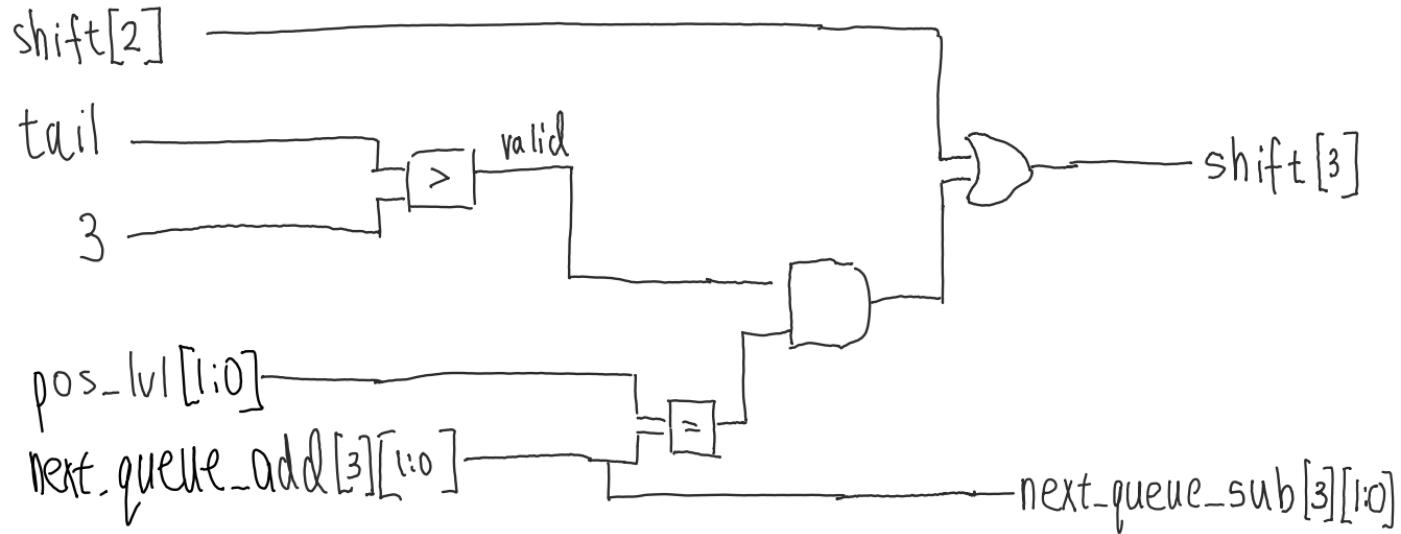
level-0-logic.v



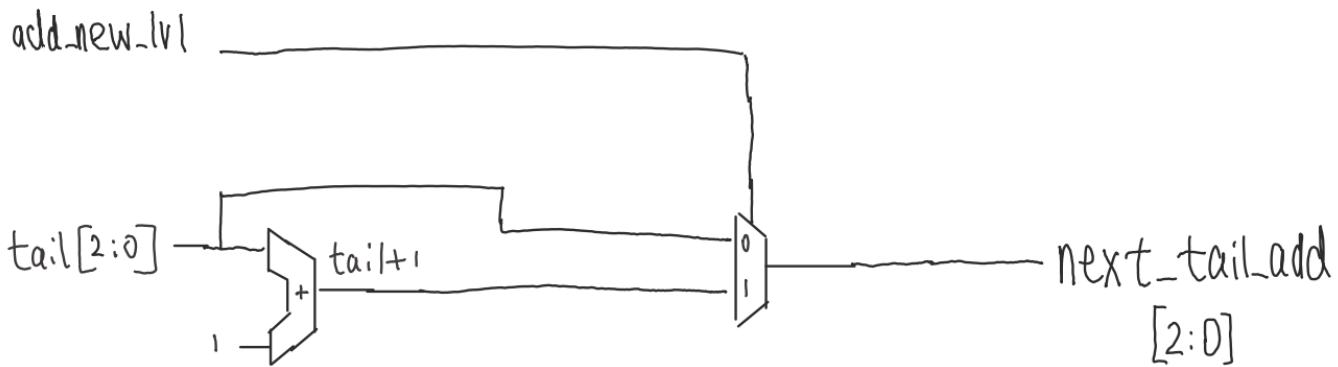
level_i_logic.v



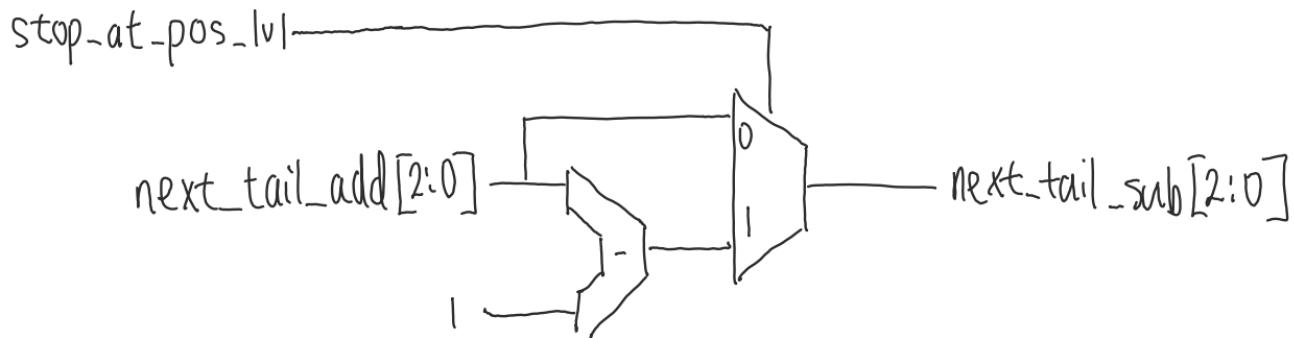
level_3_logic.v



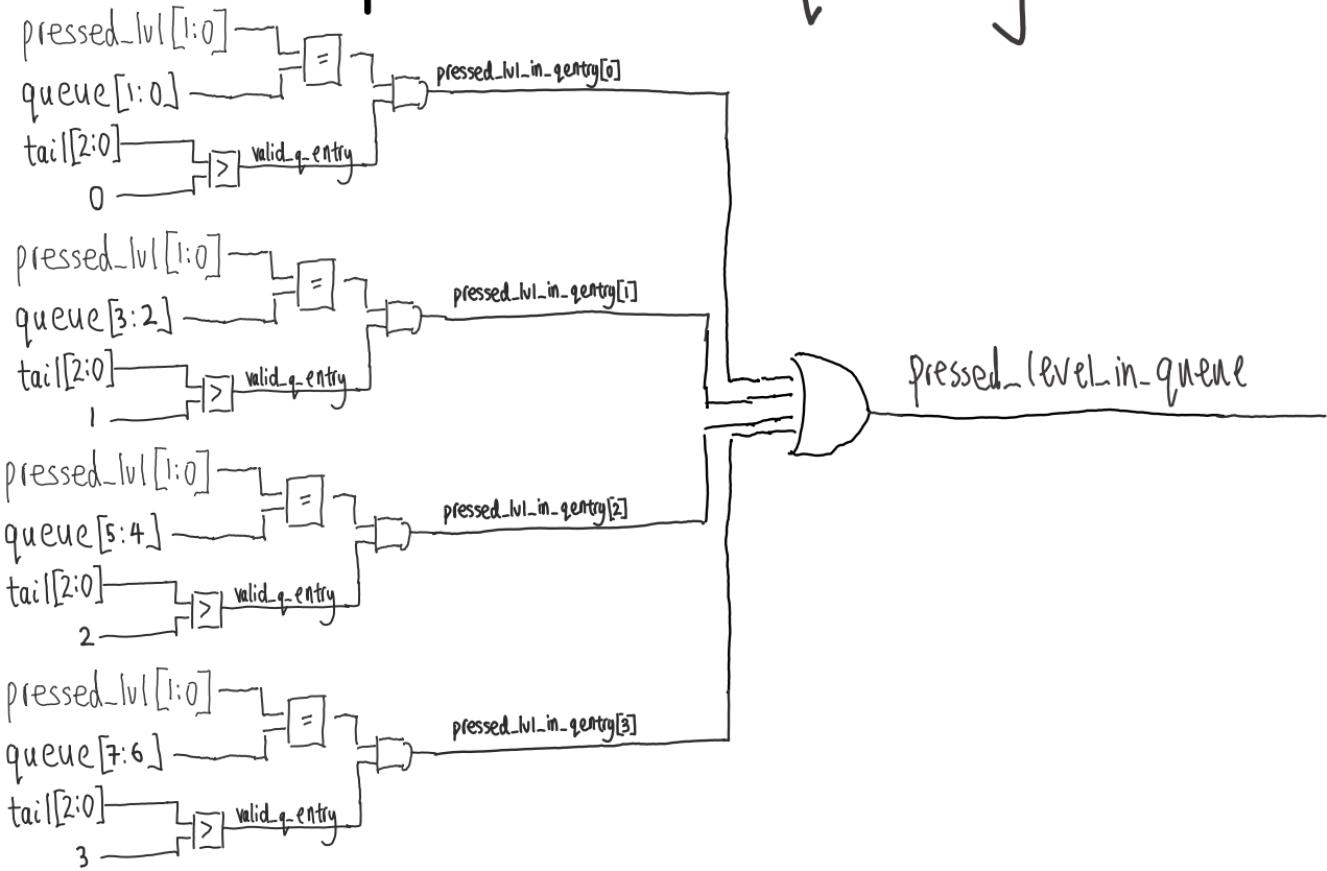
next_tail_add_logic.v



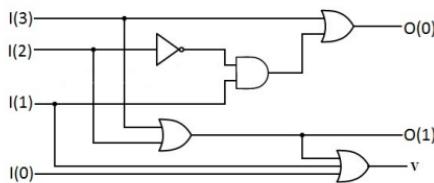
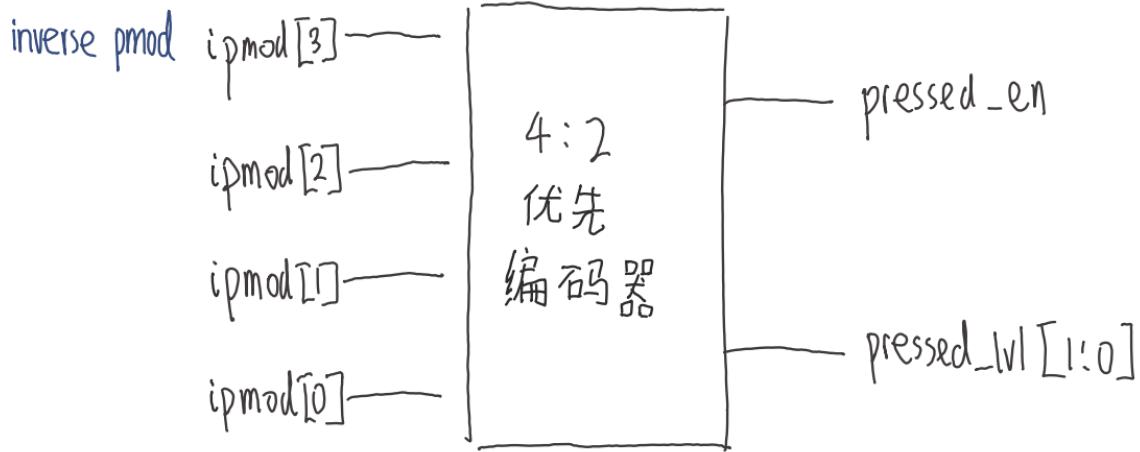
next_tail_sub_logic.v



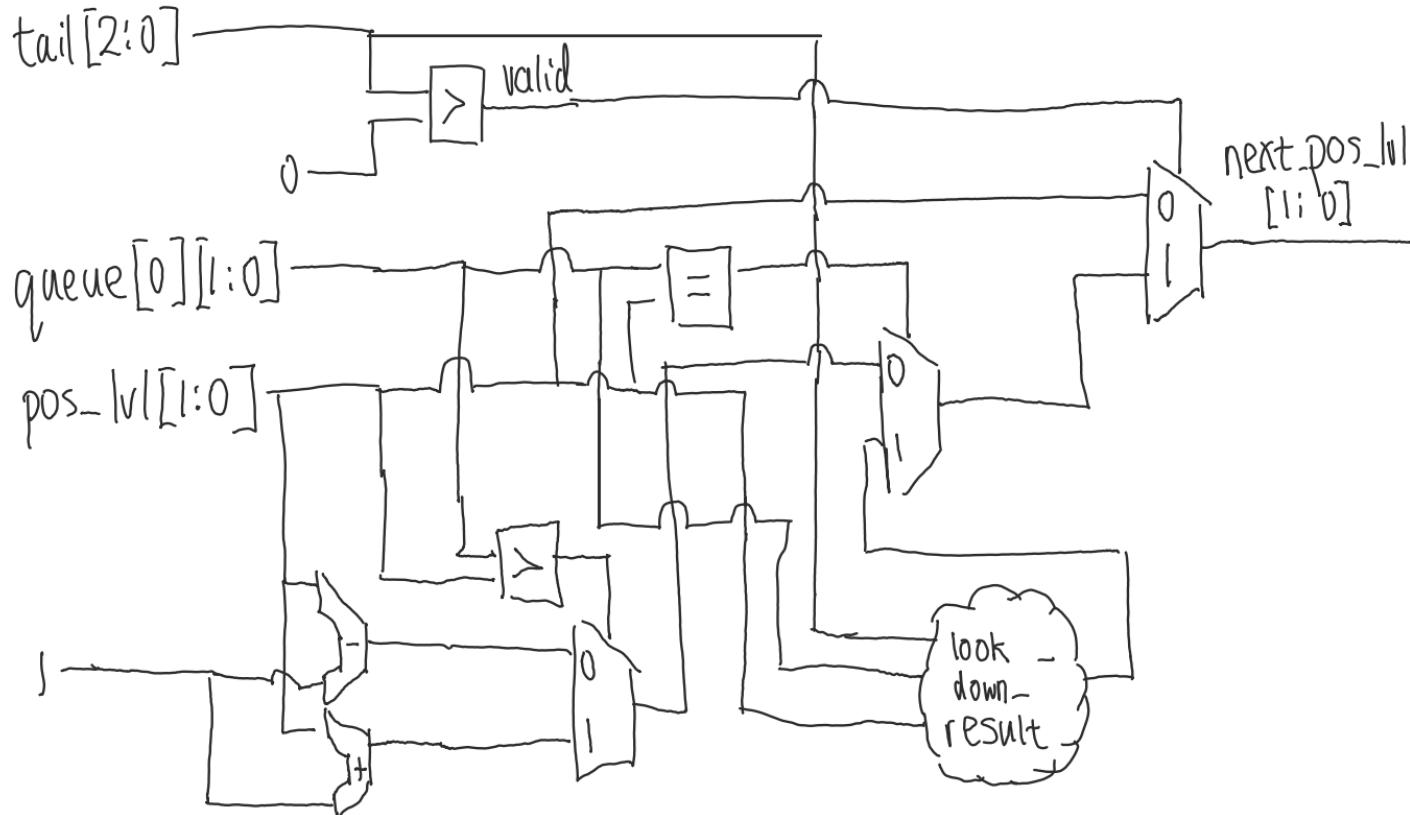
pressed_lv1_in_queue_logic.v



priority-encoder.v



next_pos_lv_logic.v



look-down-result.v

