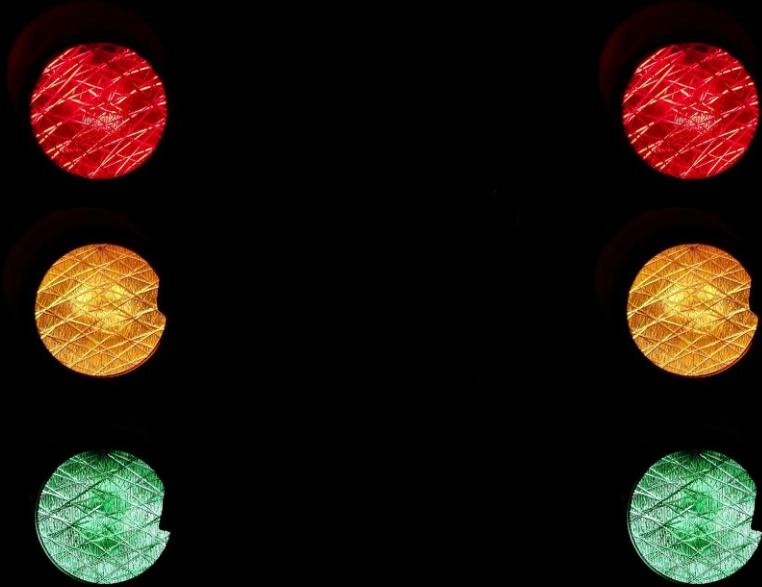


Four-Way Traffic Controller



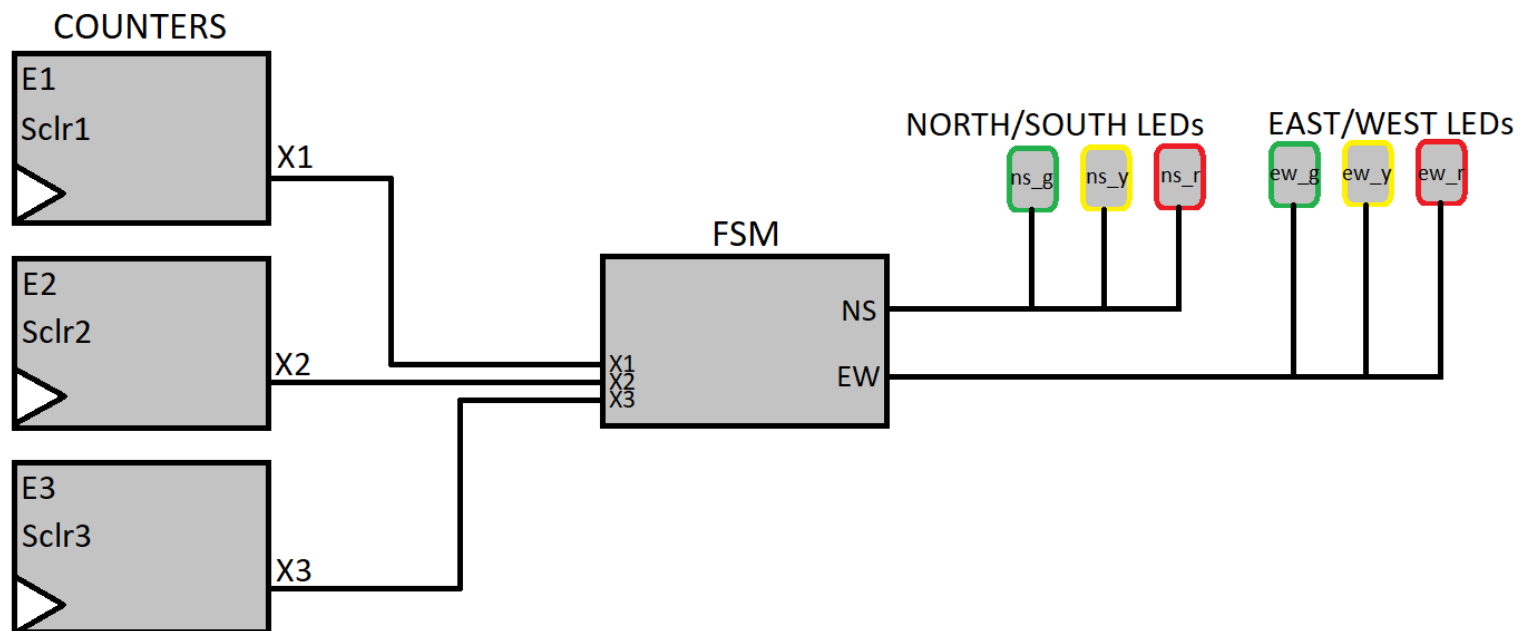
► Implementation

- Hardware: Nexys-A7 Board
- Programmed In VHDL
- Designed and Developed by Emanuel Shabo, Nick Legato, Caleb Iott.

Circuit Description & Function

- ▶ Circuit designed consists of one finite state machine and three counters.
 - ▶ Each counter component provides a record (memory) of the number of times a previous event occurs. In this circumstance, which LEDs were previously activated. This, too, is in synchronization with the clock.
 - ▶ The finite state machine (FSM) takes the previous states of the LEDs and determines, from a prior programmed configuration, which LEDs will be activated given input from the counter components.
- ▶ Function
 - ▶ Overall function is to simulate behavior of a traffic light at a 4-way intersection.
 - ▶ Includes timing of lights.
 - ▶ Light reacts to idealized traffic flow: cars stopping, queuing, and moving through the intersection for the given output of the light.

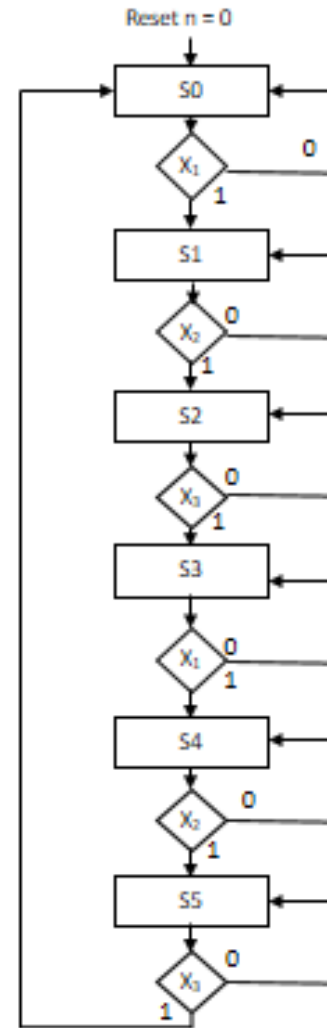
Block Diagram



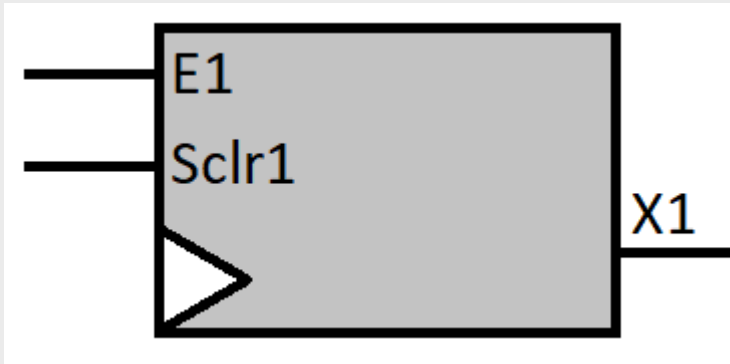
| State | N/S LED Color | E/W LED Color |
|-------|---------------|---------------|
| 0 | Green | Red |
| 1 | Yellow | Red |
| 2 | Red | Red |
| 3 | Red | Green |
| 4 | Red | Yellow |
| 5 | Red | Red |

Table 1: Table of each state.

State Diagram



Counter

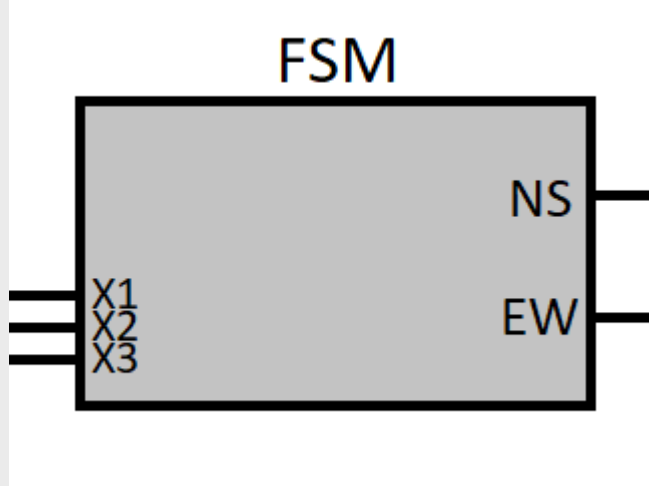


- Reasons for Implementation
 - Needed to make a way to easily change states with timing. It pairs well with the clock.

Architecture

- Enable (E): Allows the counter to function when it is high (1). Otherwise, nothing will happen.
- Clear (sclr): Makes sure that once a process of the counter is done, it will clear so it doesn't overlap with another counter.
- Clock (clk): Gives the component a way to be on time with the functions.
- Output (C): Once the counter counts, it will output to the FSM.

Finite State Machine

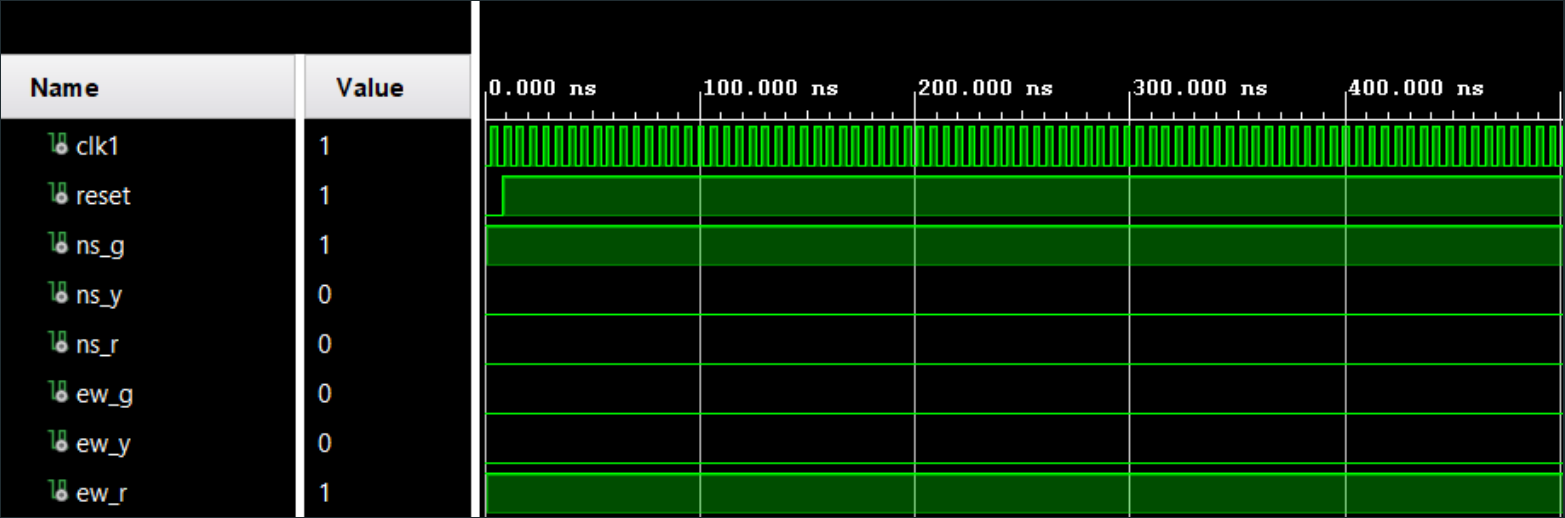


Architecture

- Inputs (x): Connects to each counter. Needs a way to connect each component.
- Outputs (NS & EW): Connects to the two sets of LEDs. LEDs include green, yellow, and red for each set.

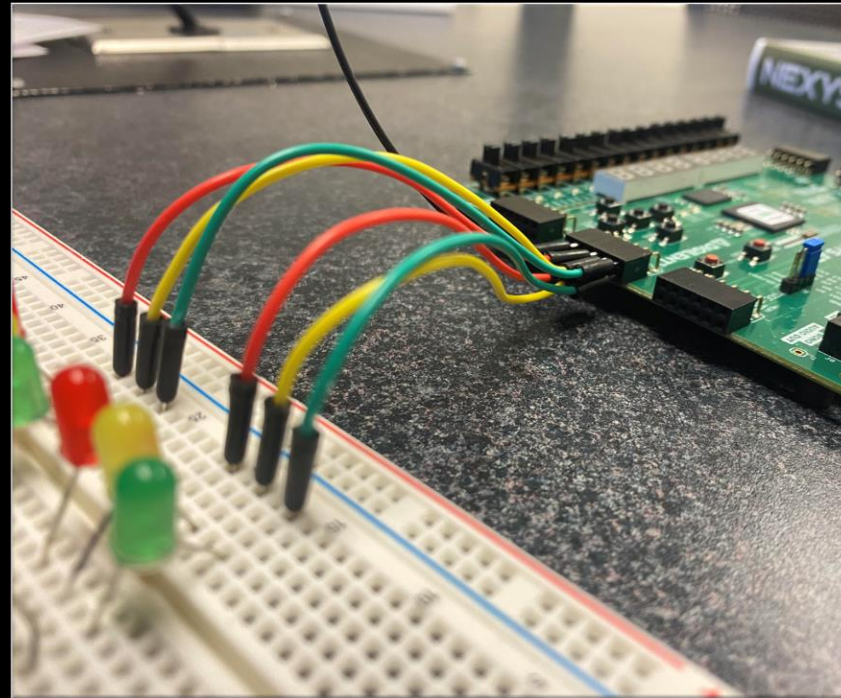
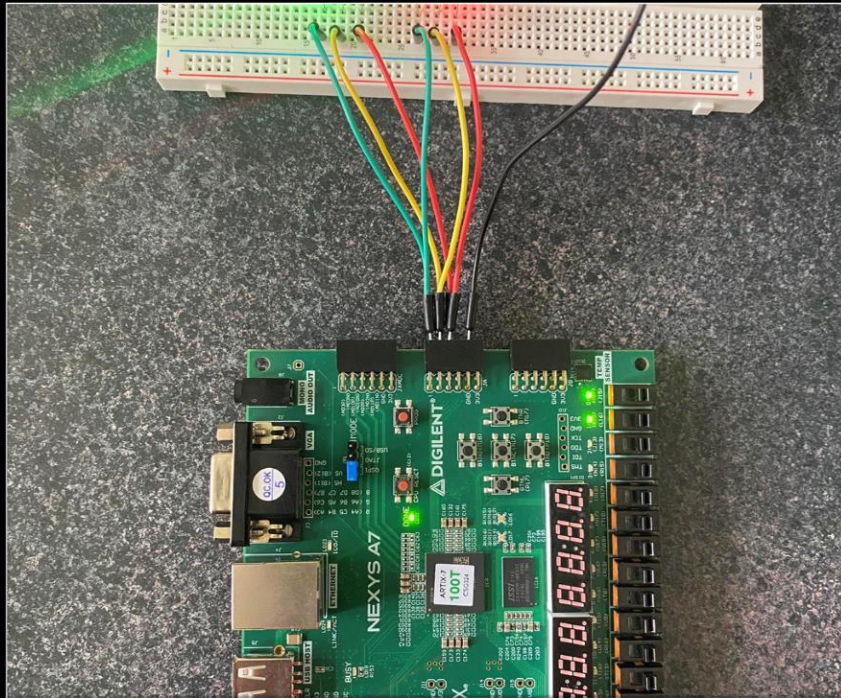
- ▶ Reasons for Implementation
 - ▶ Needed a way to transition between states to change the color of the LEDs in a proper manner. This includes proper timing.

Simulation Results



- ▶ Changes are uniform.
- ▶ Note the clock ticks.
- ▶ State 1
 - ▶ North-South Green is ON (1).
 - ▶ East-West Red is ON (1).
 - ▶ All else if OFF (0).

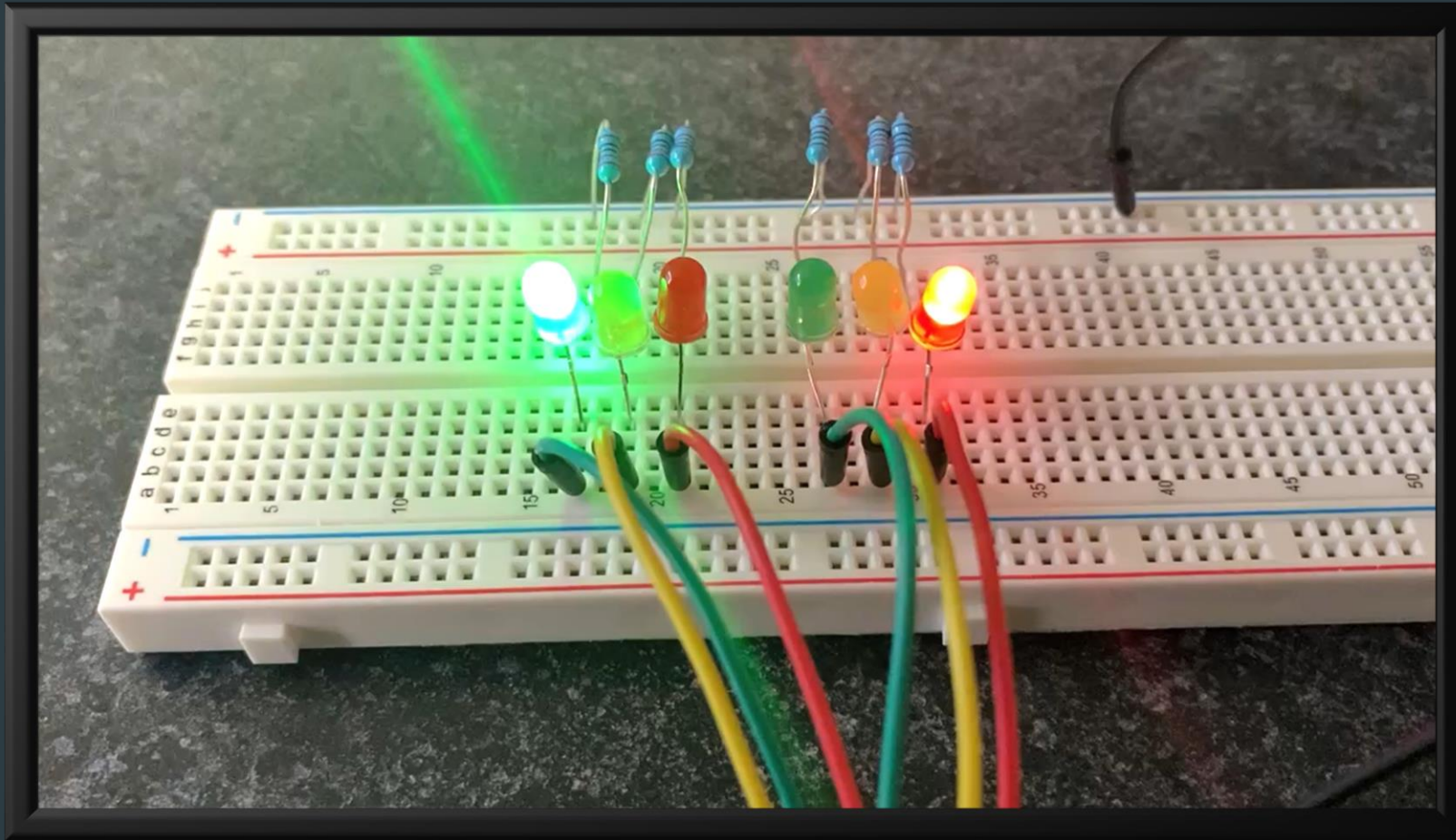
| | |
|------|--------------------|
| ns_g | North-South Green |
| ns_y | North-South Yellow |
| ns_r | North-South Red |
| ew_g | East-West Green |
| ew_y | East-West Yellow |
| ew_r | East-West Red |



Demonstration Setup

Additional Hardware: Bread Board, Wiring, LEDs, Transistors.

Live Demo



<https://www.youtube.com/watch?v=uNnRW8VPhPs>