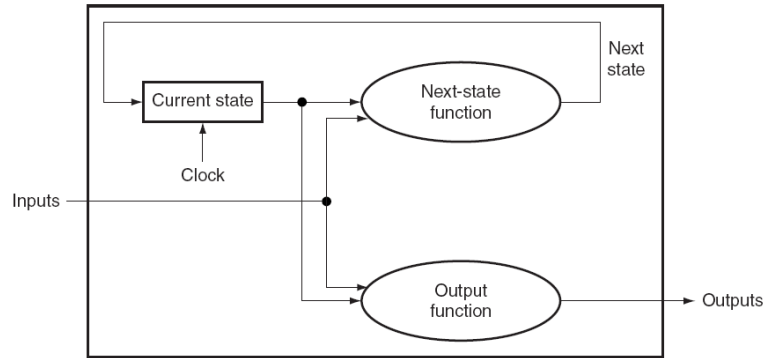
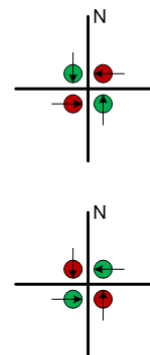


Finite state machine (FSM)

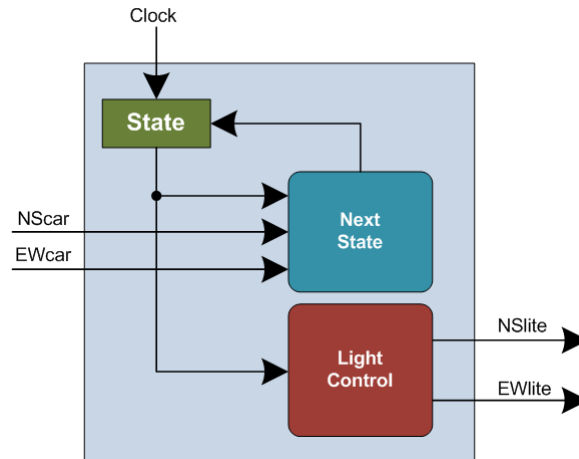


Traffic light control example

- Two states
 - NSgreen: green light on North-South road
 - EWgreen: green light on East-West road
- Sensors (**inputs**) in each lane to detect car
 - NScar: a car in either the north or south bound lanes
 - EWcar: a car in either the east or west bound lanes
- Control signals (**outputs**) to each light
 - NSlite: 0 is red, 1 is green
 - EWlite: 0 is red, 1 is green
- Current state goes for 30 seconds, then
 - Switch to the other state if there is a car waiting
 - Current state goes for another 30 seconds if not
- We use 1/30 Hz clock (Hz is clock cycles per second)
 - I.e., determine a new state (possibly current one) every thirty seconds



Traffic light control example



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Traffic light control example

Current state	Inputs		Next state
	NScar	EWcar	
NSgreen	0	0	NSgreen
NSgreen	0	1	EWgreen
NSgreen	1	0	NSgreen
NSgreen	1	1	EWgreen
EWgreen	0	0	EWgreen
EWgreen	0	1	EWgreen
EWgreen	1	0	NSgreen
EWgreen	1	1	NSgreen

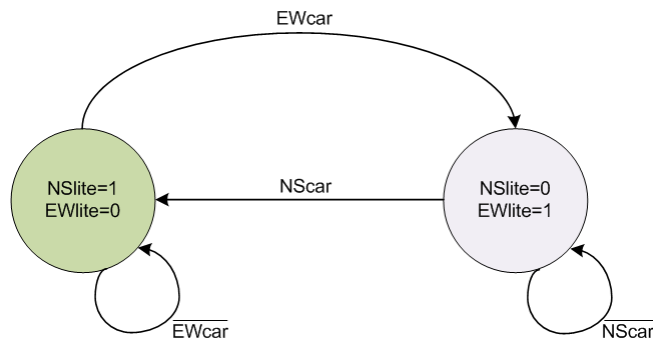
Current state	Outputs	
	NSlite	EWlite
NSgreen	1	0
EWgreen	0	1

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Traffic light control example



Traffic light control example

- Let's assign "0" to NSlite and "1" to EWlite initially
- $\text{NextState} = \text{CurrentState}' \cdot \text{EWcar} + \text{CurrentState} \cdot \text{NScar}'$
- $\text{NSlite} = \text{CurrentState}'$
- $\text{EWlite} = \text{CurrentState}$