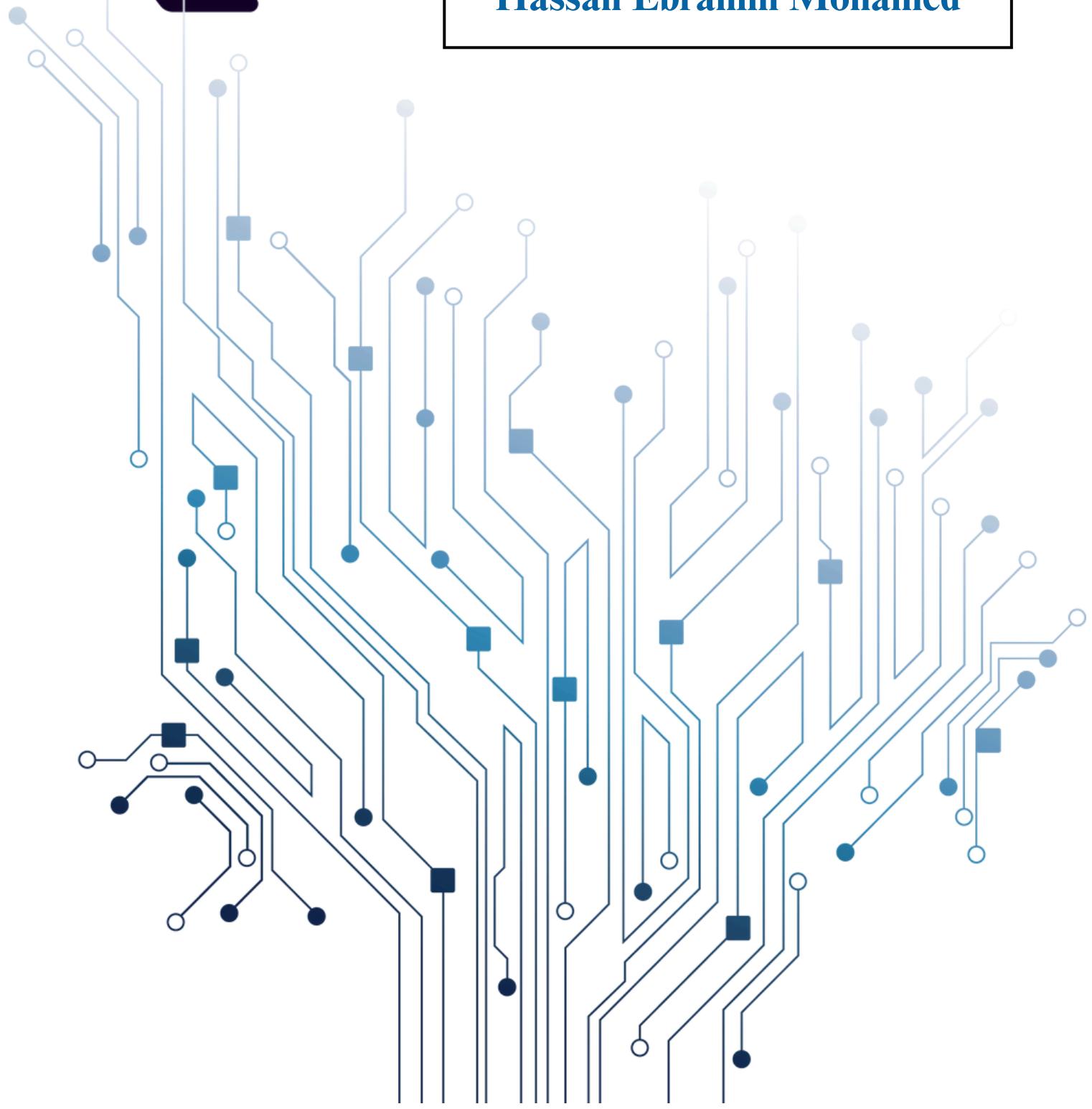




# SPI Slave with Single Port RAM

Hassan Ebrahim Mohamed



# Design

---

```
module Wrapper (MOSI , MISO , clk , rst_n , SS_n);

input MOSI , clk , rst_n , SS_n;
output MISO ;

wire tx_valid ;
wire [7:0] tx_data ;

wire rx_valid ;
wire [9:0] rx_data ;

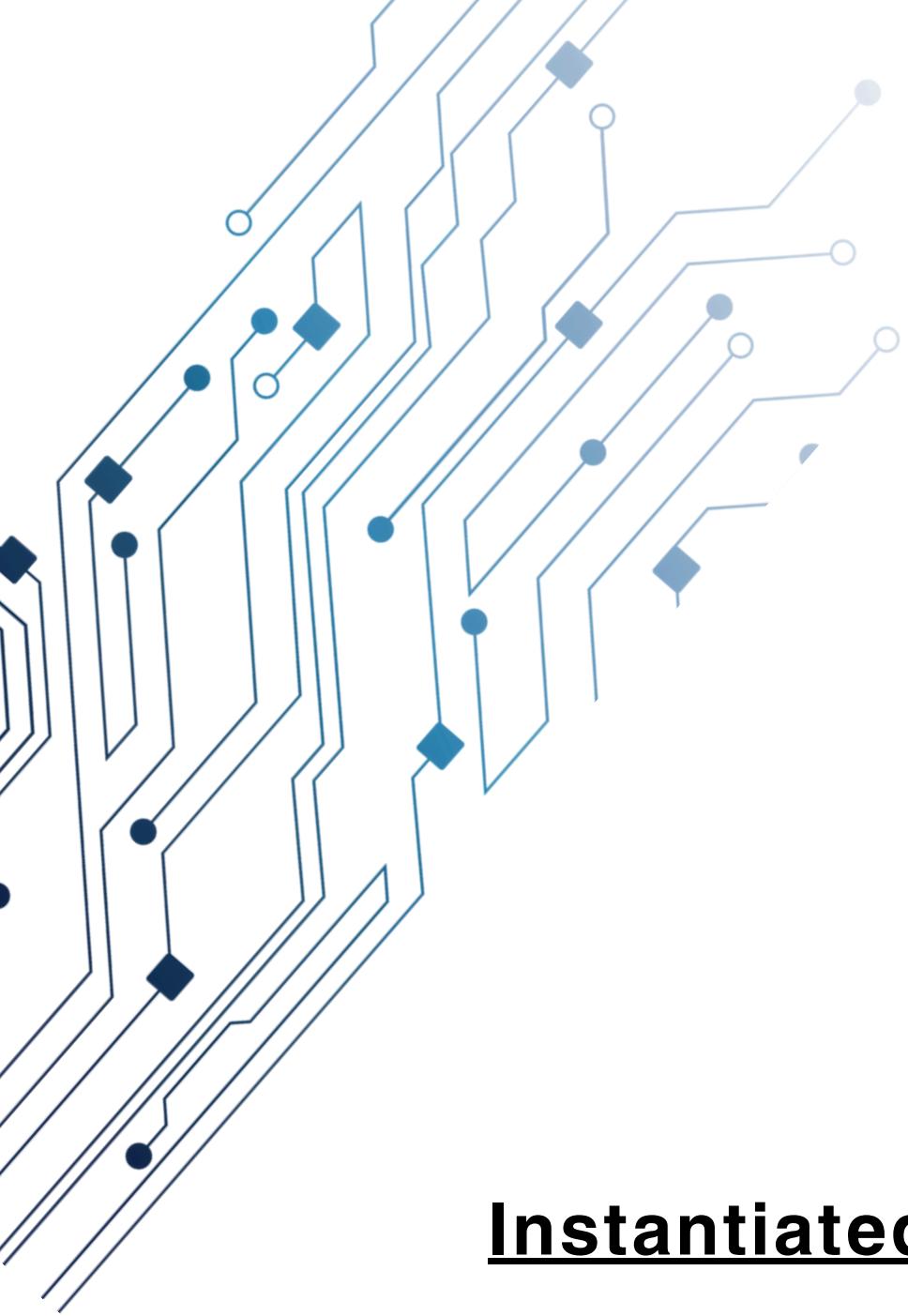
wire [9 : 0] din ;
wire [7:0] dout ;

assign din = rx_data;
assign tx_data = dout ;

RAM RAM_inst (din , rx_valid , clk , rst_n , dout , tx_valid);
SPI_Slave SPI_Slave_inst (MOSI , tx_valid , clk , rst_n,SS_n,tx_data,rx_valid,rx_data , MISO);

endmodule
```

---



## Instantiated Modules

**1 → Slave**



```

module SPI_Slave (MOSI , tx_valid , clk , rst_n,SS_n,tx_data,rx_valid,rx_data , MISO);
parameter IDLE = 3'b000 ;
parameter CHK_CMD = 3'b001 ;
parameter WRITE = 3'b010 ;
parameter READ_DATA = 3'b011;
parameter READ_ADD = 3'b100 ;
input MOSI , tx_valid , clk , rst_n ;
input SS_n ;
input [7:0] tx_data ;
output reg MISO , rx_valid ;
output reg [9:0] rx_data ;

reg [9:0] data_out ; // from slave to RAM
reg [7:0] data_in ; // from RAM to slave
reg [4:0] counter ;
reg Read_en ;

reg[2:0] cs , ns ;

// State Memory

always @(posedge clk) begin
    if (!rst_n) begin
        cs <= IDLE ;
    end
    else begin
        cs <= ns ;
    end
end

// Next State Logic

always @(*) begin
    case (cs)
        IDLE :
            if (!SS_n)
                ns = CHK_CMD ;
            else
                ns = IDLE ;

        CHK_CMD :
            if (SS_n == 0 && MOSI == 0)
                ns = WRITE ;
            else if (SS_n == 0 && MOSI == 1)begin
                if (!Read_en)
                    ns = READ_ADD;
                else
                    ns = READ_DATA;
                // Read_en = 1 ;
            end else
                ns = IDLE ;

        WRITE :
            if (SS_n)
                ns = IDLE ;
            else
                ns = WRITE ;

        READ_ADD :
            if (SS_n)
                ns = IDLE ;
            else
                ns = READ_ADD ;

        READ_DATA :
            if (SS_n)
                ns = IDLE ;
            else
                ns = READ_DATA ;

        default : ns = IDLE ;
    endcase
end

```

```

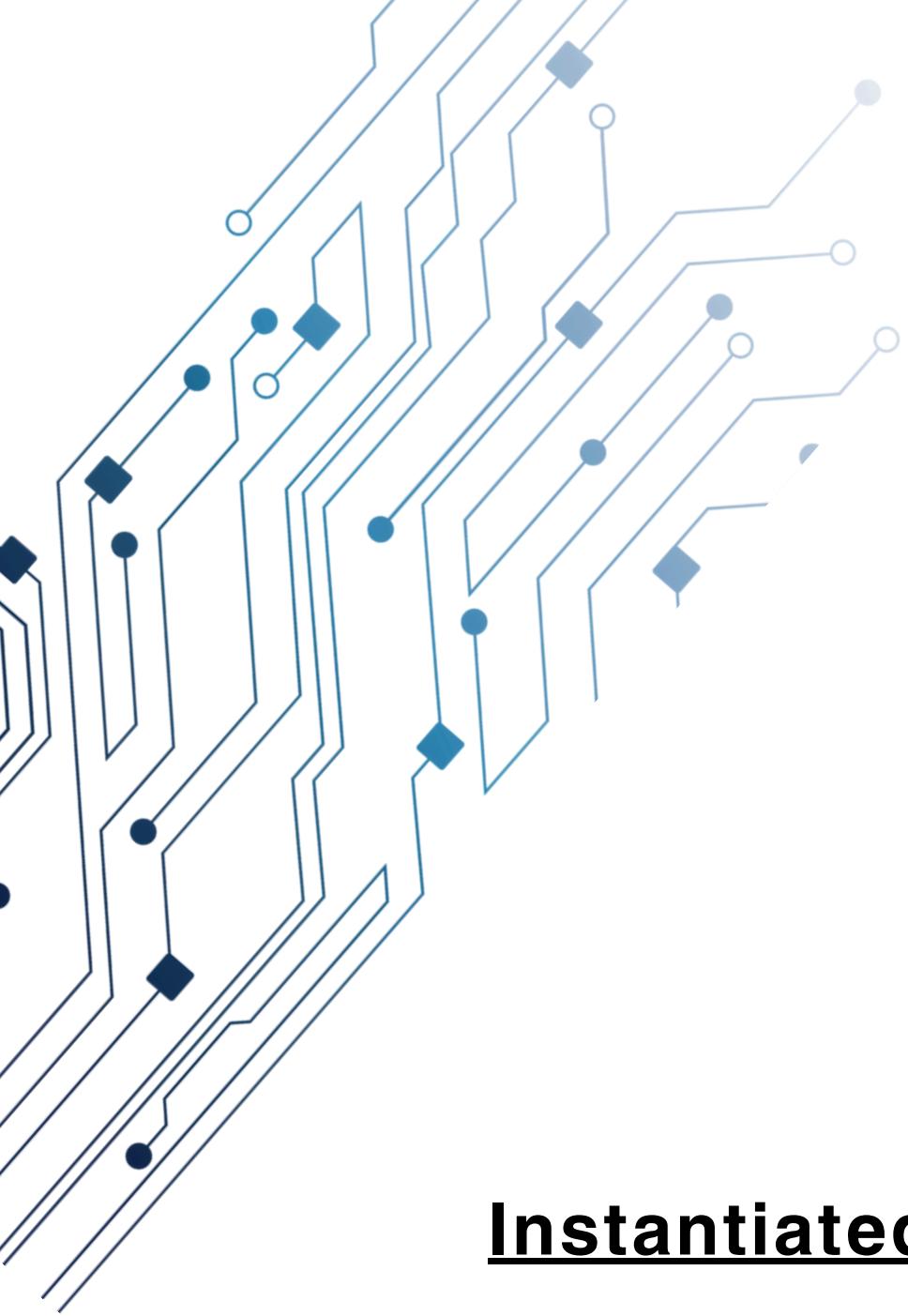
        endcase // cs
    end

// Output Logic
always @(posedge clk) begin
    if (!rst_n) begin
        MISO      <= 0 ;
        data_out   <= 0 ;
        data_in    <= 0 ;
        rx_valid   <= 0 ;
        rx_data    <= 0 ;
        counter    <= 0 ;
        Read_en   <= 0 ;
    end
    else begin
        case (cs)
            WRITE :
                begin
                    if (counter < 10)begin
                        data_out <= {data_out , MOSI};
                    end else begin
                        rx_data <= data_out ;
                        if(!data_out[9])begin
                            rx_valid   <= 1 ;
                        end else begin
                            rx_valid   <= 0 ;
                        end
                    end
                    counter <= counter + 1 ;
                end
            READ_ADD :
                begin
                    if (counter < 10)begin
                        data_out <= {data_out , MOSI};
                    end else begin
                        rx_data <= data_out ;
                        if(data_out[9:8]==2'b10)begin
                            rx_valid   <= 1 ;
                            Read_en   <= 1 ;
                        end else begin
                            rx_valid   <= 0 ;
                        end
                    end
                    counter <= counter + 1 ;
                end
            READ_DATA : /* SPI call RAM --- SPI and RAM are Active --- SPI receive Data and serialized it */
                begin
                    if (counter < 10)begin
                        data_out <= {data_out , MOSI};
                    end else if (counter == 10) begin
                        rx_data <= data_out ;
                        if(data_out[9:8]==2'b11)begin
                            rx_valid   <= 1 ;
                            Read_en   <= 0 ;
                        end else begin
                            rx_valid   <= 0 ;
                        end
                    end else if (counter == 11 && !tx_valid)begin
                        rx_valid   <= 0 ;
                    end else if (counter == 12 && tx_valid)begin
                        data_in    <= tx_data ;
                    end else if (counter <= 20 && counter > 12 && !tx_valid)begin
                        MISO      <= data_in[7];
                        data_in   <= {data_in , 1'b0};
                    end else begin
                        MISO      <= 0 ;
                    end
                    counter <= counter + 1 ;
                end
        default :
            begin

```

```
        MISO      <= 0 ;
        data_out   <= 0 ;
        data_in    <= 0 ;
        rx_valid   <= 0 ;
        counter    <= 0 ;
    end
endcase
end
end

endmodule
```



## Instantiated Modules

**2 → RAM**



```

module RAM (din , rx_valid , clk , rst_n , dout , tx_valid);
parameter MEM_DEPTH = 256 ;
parameter ADDR_SIZE = $cLog2(MEM_DEPTH) ; // log2(MEM_DEPTH)

input [9 : 0] din ;
input rx_valid , clk , rst_n ;
output reg [7:0] dout ;
output reg tx_valid ;

reg [9 : 0] mem [MEM_DEPTH - 1 :0];

wire [1:0] sel ;
reg [ADDR_SIZE - 1 : 0] addr_wr , addr_rd ;

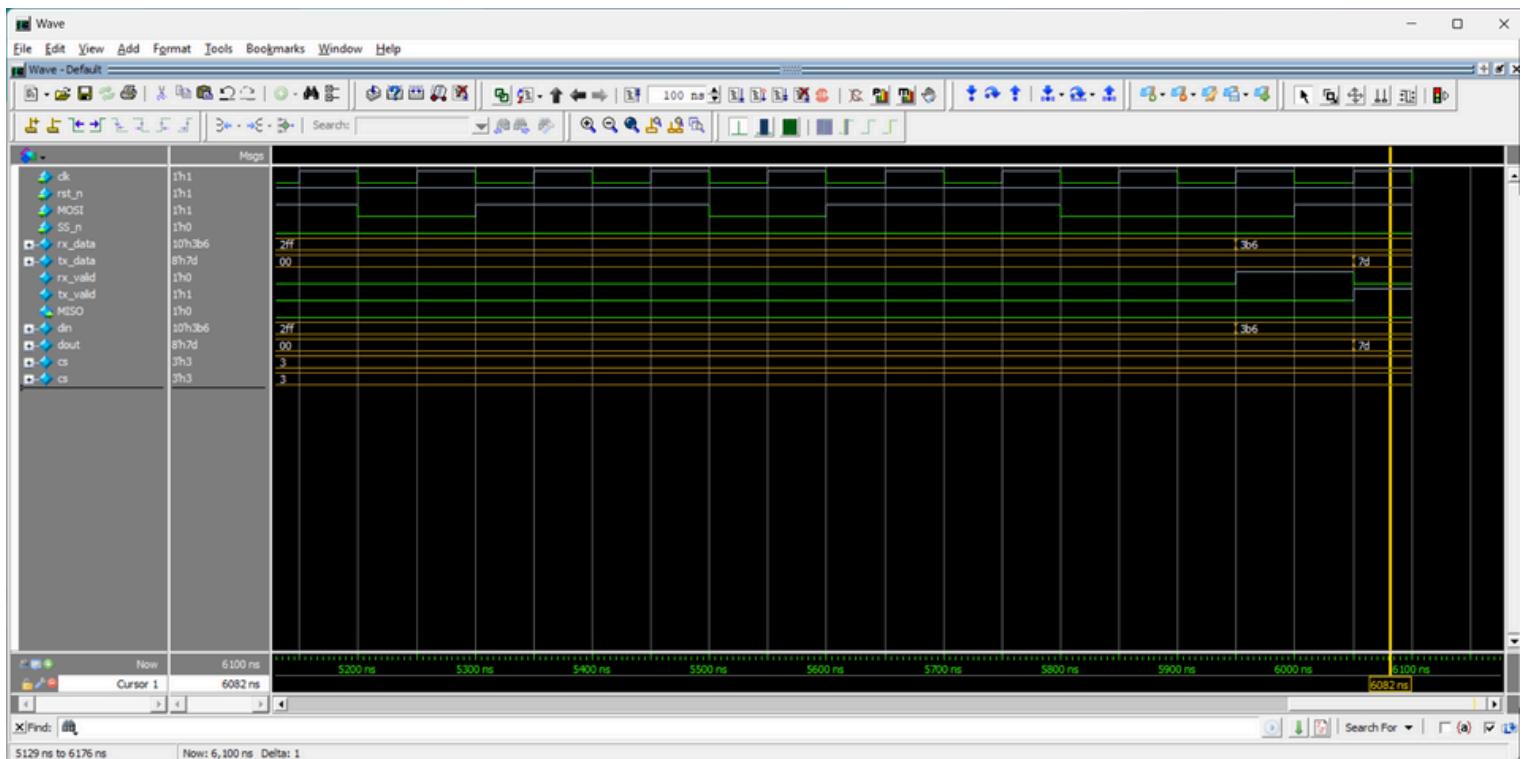
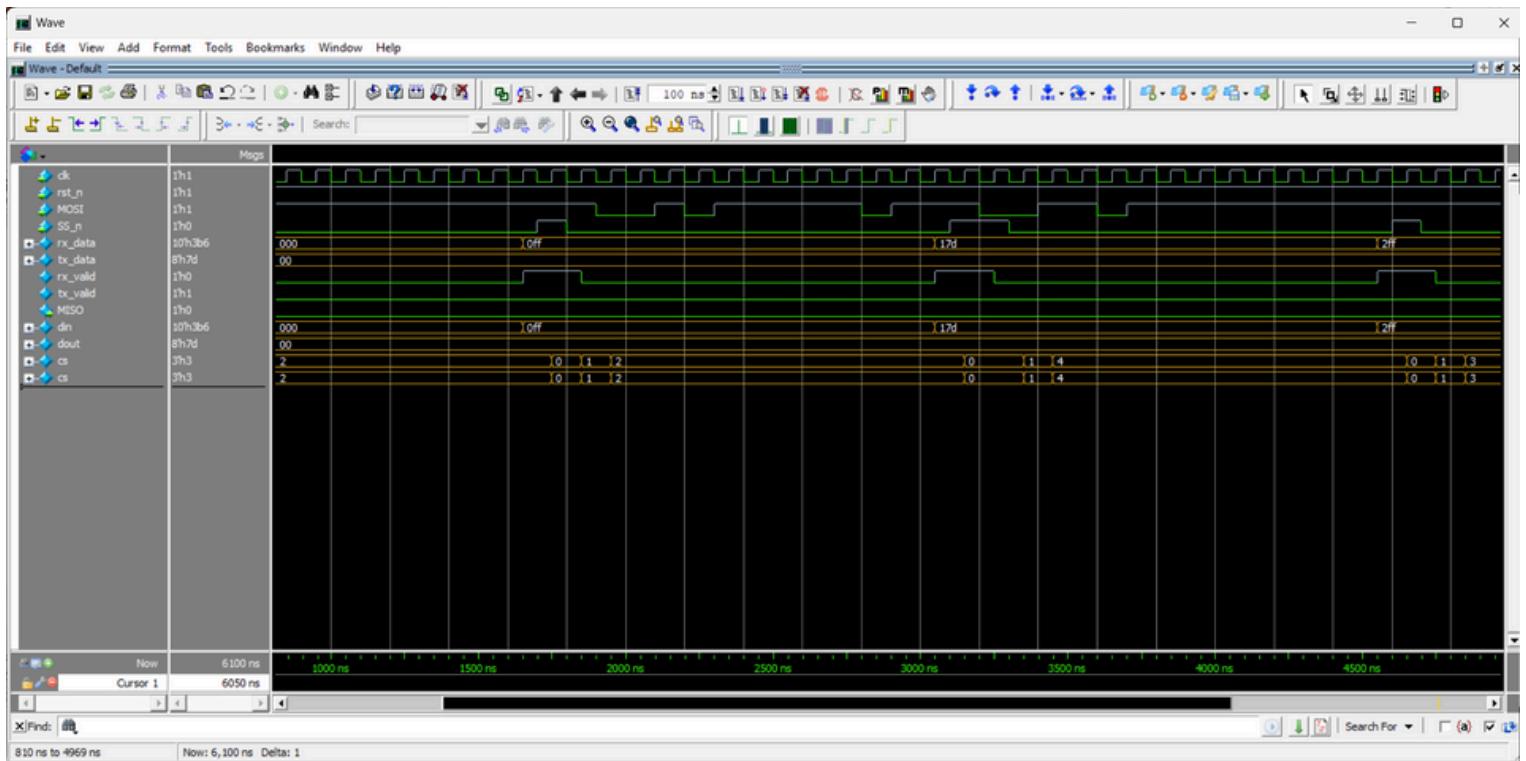
assign sel = din [9 : 8] ;

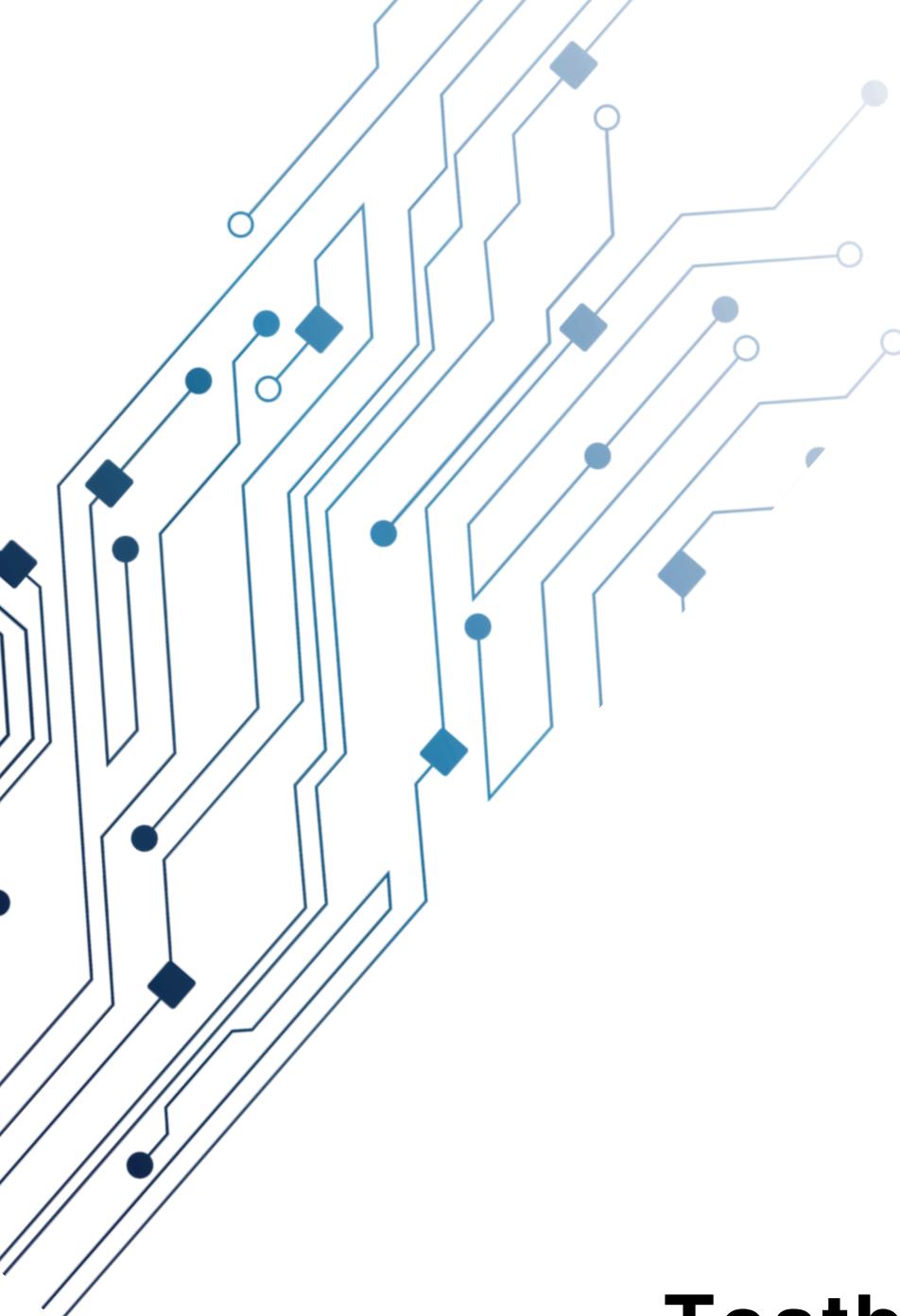
always @(posedge clk) begin
  if (~rst_n) begin
    dout <= 0 ;
    tx_valid <= 0 ;
  end
  else begin
    if (rx_valid) begin
      if (sel == 2'b00) begin
        addr_wr <= din[7 : 0];
        tx_valid <= 0 ;
      end
      else if (sel == 2'b01)begin
        mem[addr_wr] <= din[7 : 0];
        tx_valid <= 0 ;
      end
      else if (sel == 2'b10)begin
        addr_rd <= din[7 : 0];
        tx_valid <= 0 ;
      end
      else if (sel == 2'b11)begin
        dout <= mem [addr_rd];
        tx_valid <= 1 ;
      end
    end else begin
      tx_valid <= 0 ;
    end
  end
end
end

endmodule

```

# Questa Sim





# Testbench



```

module Wrapper_tb ();
reg MOSI , clk , rst_n , SS_n ;
wire MISO_tb ;

Wrapper DUE (MOSI , MISO_tb , clk , rst_n , SS_n);

initial begin
    clk = 0;
    forever
        #1 clk = ~clk;
end

initial begin
    rst_n = 0 ;
    MOSI = 1 ;
    @(negedge clk)
    rst_n = 1 ;
    SS_n = 0 ;      // go to CHK_CMD
    @(negedge clk)
    MOSI = 0 ;      // go to WRITE
    @(negedge clk)
    MOSI = 0 ;
    @(negedge clk)
    MOSI = 0 ;      // the first 2 bits = 00

    // write in the address : 1111_1111
    @(negedge clk)
    MOSI = 1 ;
    @(negedge clk)
    MOSI = 1 ;      // end

    @(negedge clk)
    SS_n = 1 ;      // back to IDEAL

    @(negedge clk)
    SS_n = 0 ;      // go to CHK_CMD

    @(negedge clk)
    MOSI = 1 ;      // Read_add
    @(negedge clk)
    MOSI = 1 ;
    @(negedge clk)

```

```
MOSI = 0 ;           // the first 2 bits = 10
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 0 ;           // end
// write in the address : 1010_1010

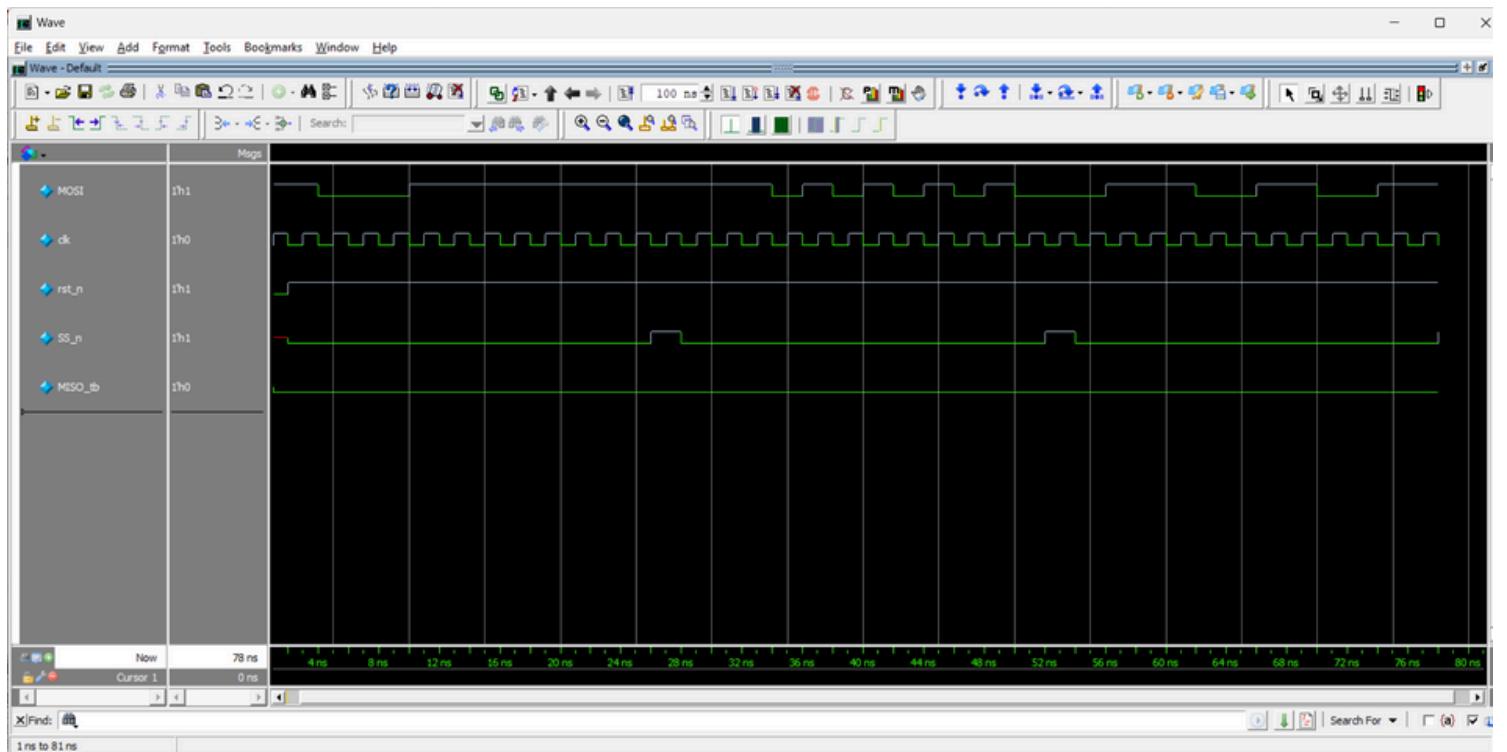
@(negedge clk)
SS_n = 1 ;           // back to IDEAL
@(negedge clk)
SS_n = 0 ;           // go to CHK_CMD

@(negedge clk)
MOSI = 1 ;           // Read_data
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 1 ;           // the first 2 bits = 11

@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 0 ;
@(negedge clk)
MOSI = 1 ;
@(negedge clk)
MOSI = 1 ;           // end
// write in the address : 0011_0011
@(negedge clk)
SS_n = 1 ;           // back to IDEAL
$stop;
end

endmodule
```

# Questa Sim



# QuestaLint

Flow Navigator ? X

**Compile Design**  
This step will compile the design

Compile Errors/Warnings

Status : Compilation Completed  
Elapsed Time : 2304ms

Compile Design

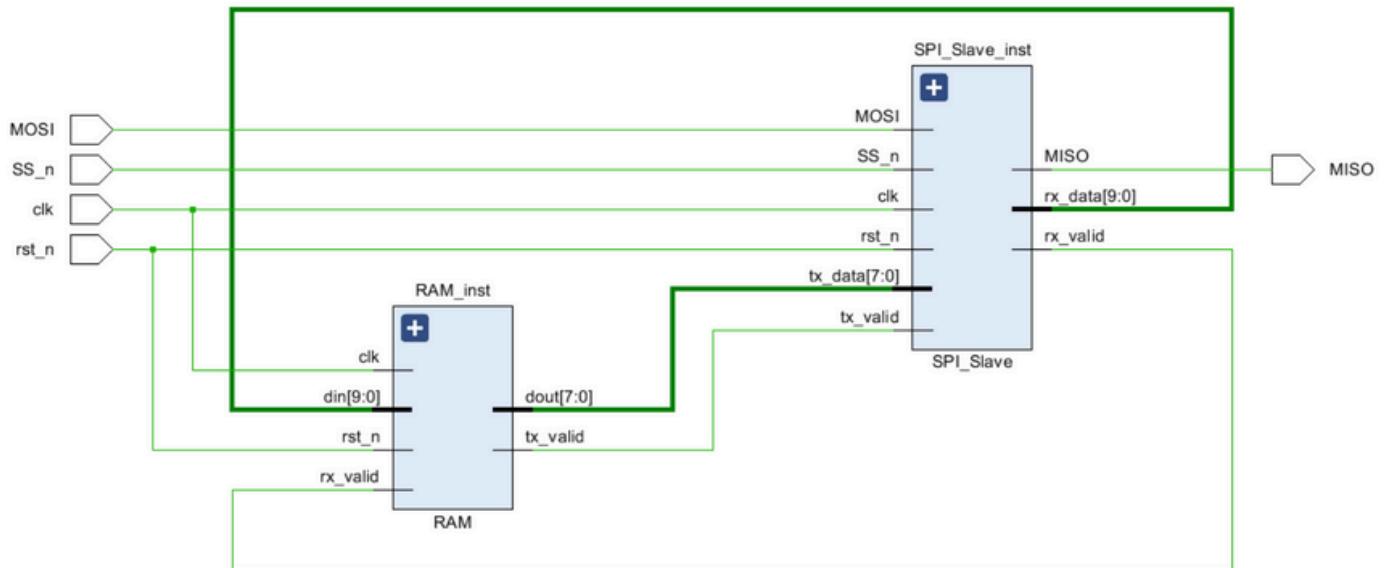
Status	Command	Results
✓	<input type="checkbox"/> vlog F:/Digital_Design/Project_2/Wrapper.v -work work	0 Warning, 0 Error

Next Step Select Methodology      Compilation Progress 100%

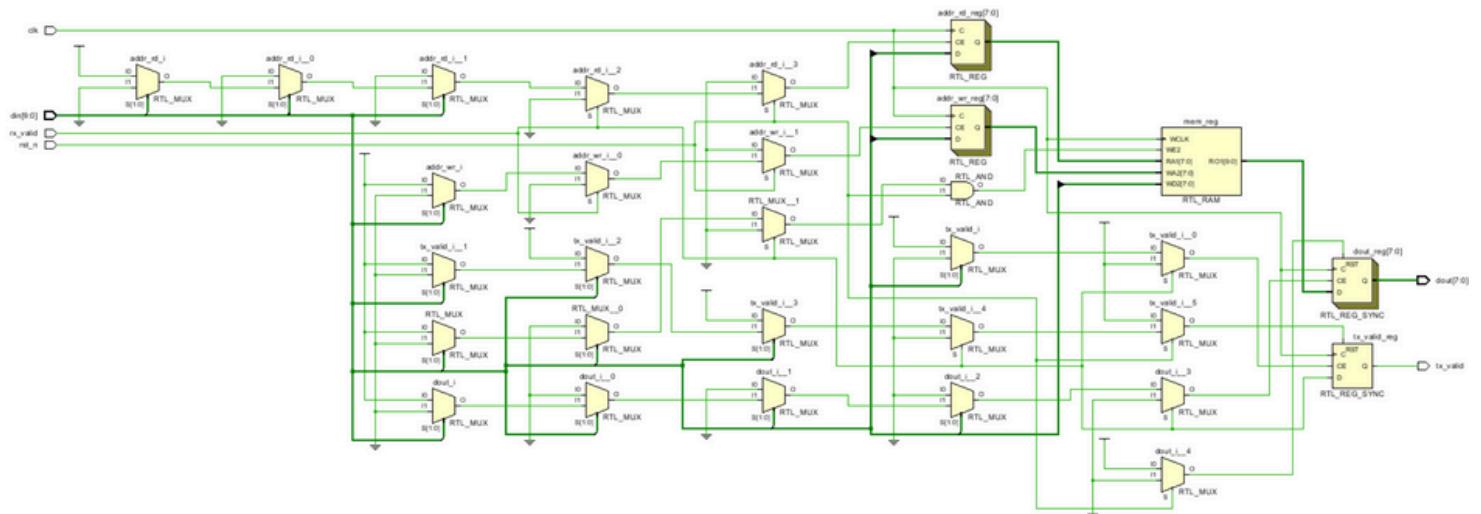
# Vivado

## Elaboration:

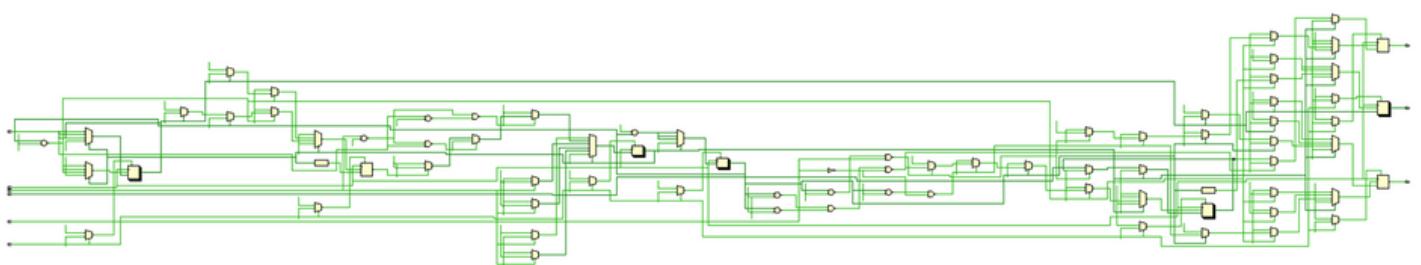
### → Wrapper



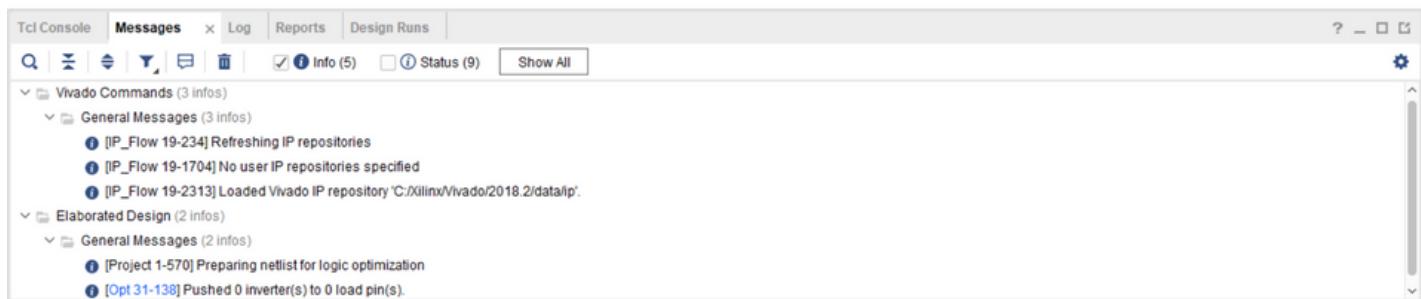
→ RAM



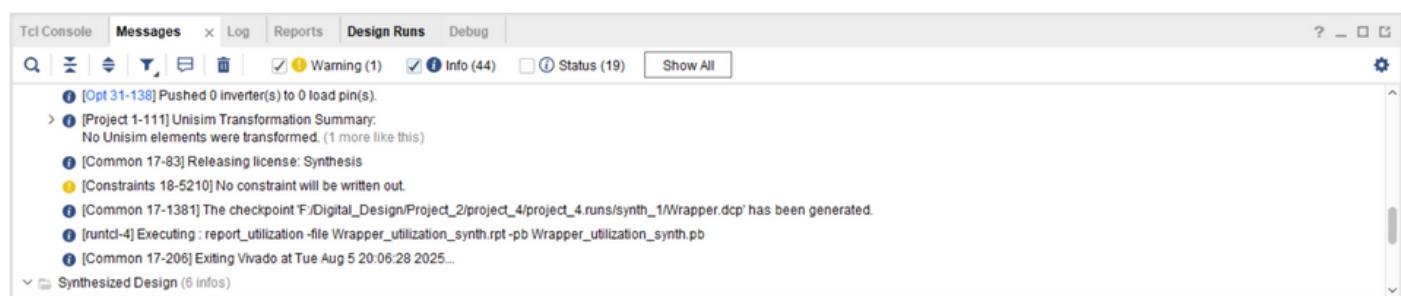
→ SPI



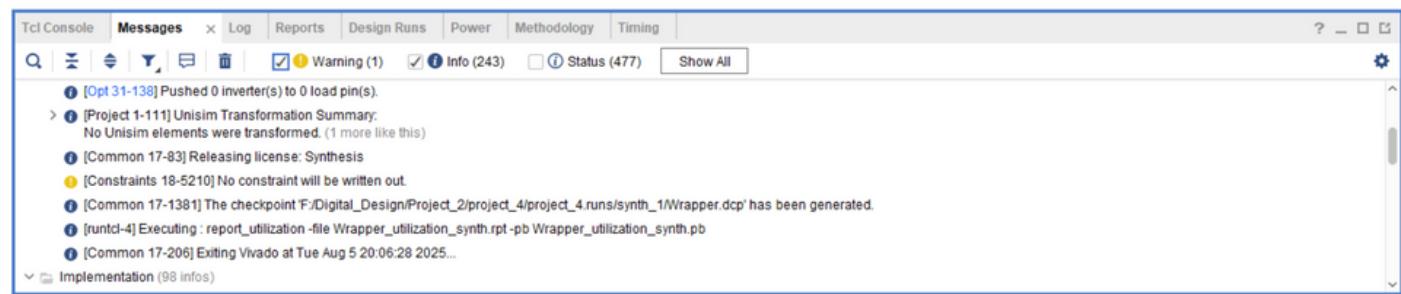
## Elaboration:



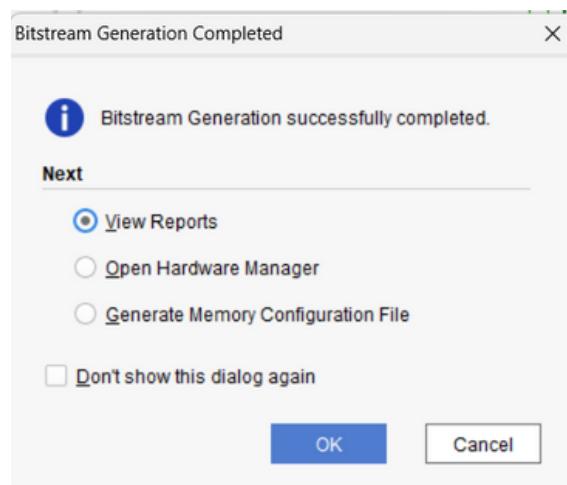
## Synthesis:



## Implementation:



## Bitstream generation:

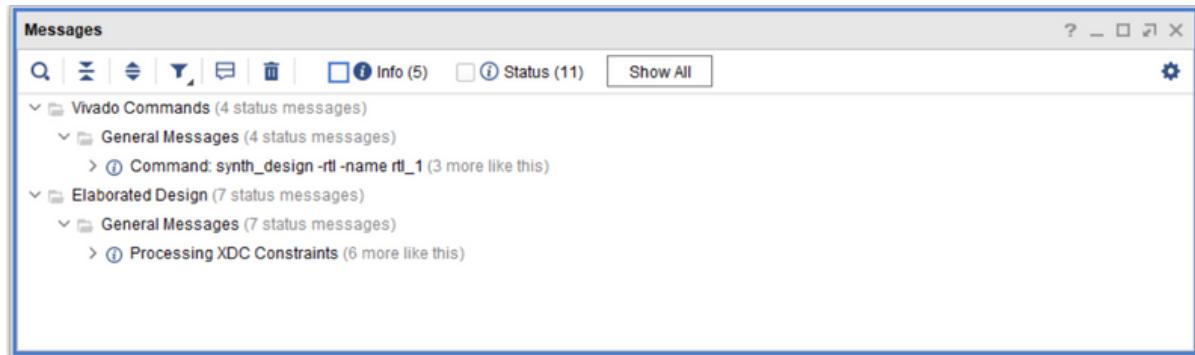


# Synthesis snippets for each encoding

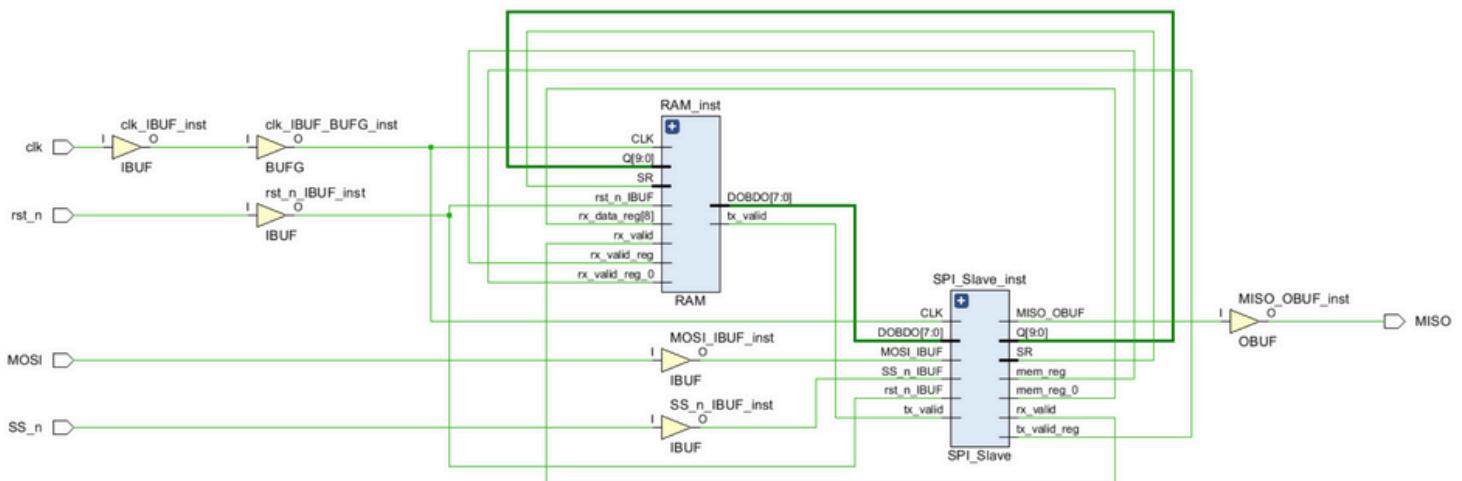
Seq:

Elaboration:

→Message



→Schematic



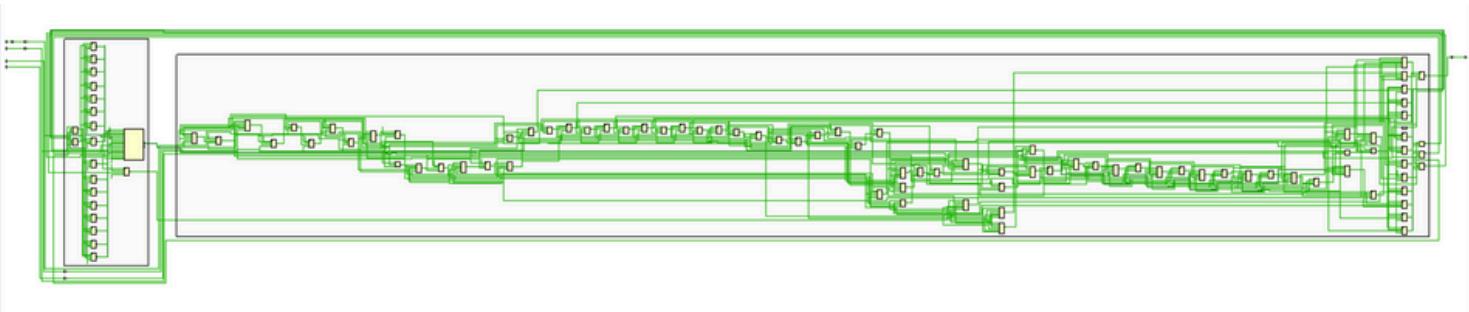
```

INFO: [Synth 8-5534] Detected attribute (* fsm_encoding = "sequential" *) [F:/Digital_Design/Project_2/Slave.v:20]
INFO: [Synth 8-6155] done synthesizing module 'SPI_Slave' (2#1) [F:/Digital_Design/Project_2/Slave.v:1]
INFO: [Synth 8-6155] done synthesizing module 'Wrapper' (3#1) [F:/Digital_Design/Project_2/Wrapper.v:1]

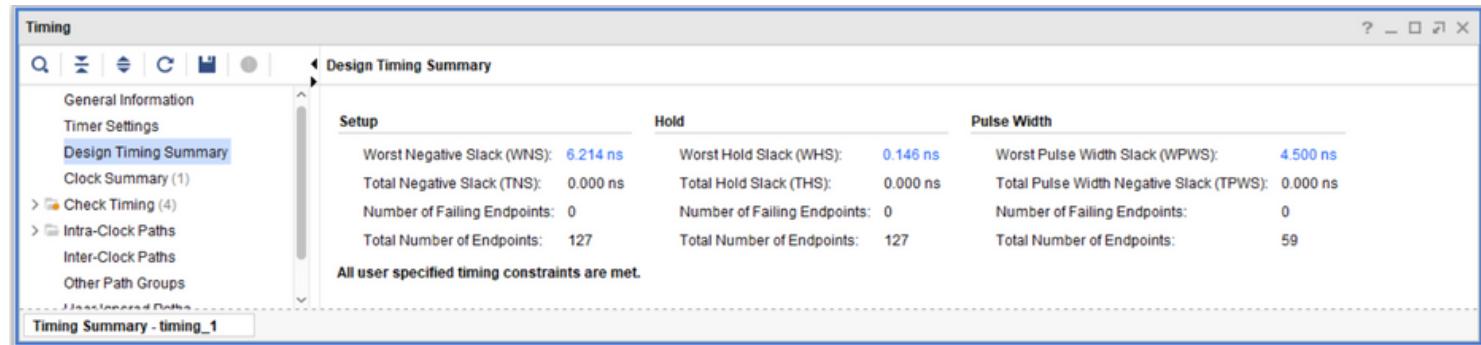
```

# Synthesis:

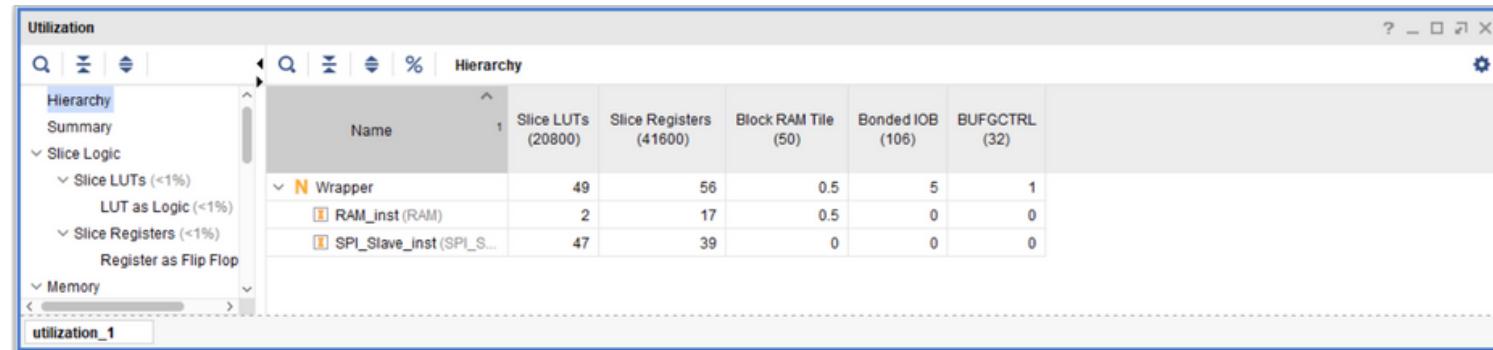
→Schematic



→Timing report



→Utilization report

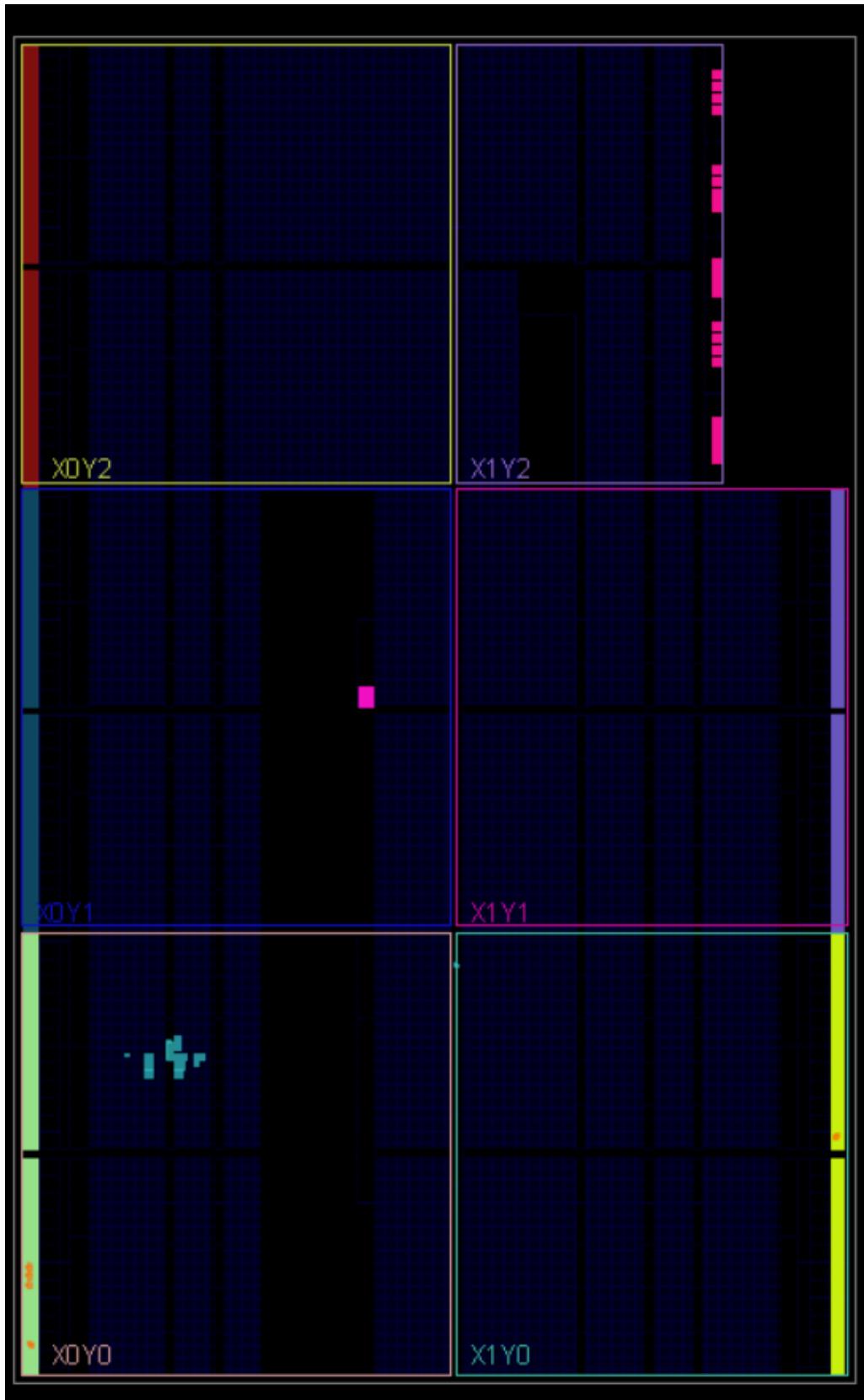


→ The critical path



## Implementation:

→Device



## →Timing report

### Design Timing Summary

Setup	Hold	Pulse Width
Worst Negative Slack (WNS): 5.335 ns	Worst Hold Slack (WHS): 0.044 ns	Worst Pulse Width Slack (WPWS): 4.500 ns
Total Negative Slack (TNS): 0.000 ns	Total Hold Slack (THS): 0.000 ns	Total Pulse Width Negative Slack (TPWS): 0.000 ns
Number of Failing Endpoints: 0	Number of Failing Endpoints: 0	Number of Failing Endpoints: 0
Total Number of Endpoints: 127	Total Number of Endpoints: 127	Total Number of Endpoints: 59

All user specified timing constraints are met.

## →Utilization report

Utilization											
Hierarchy		Name	1	Slice LUTs (20800)	Slice Registers (41600)	Slice (8150)	LUT as Logic (20800)	LUT Flip Flop Pairs (20800)	Block RAM Tile (50)	Bonded IOB (106)	BUFGCTRL (32)
Slice Logic	Slice LUTs (<1%)	N Wrapper	50	56	16	50	30	0.5	5	1	
LUT as Logic (<1%)	RAM_inst (RAM)		3	17	3	3	0	0.5	0	0	
Slice Registers (<1%)	SPI_Slave_Inst (SPI_S...		47	39	16	47	29	0	0	0	

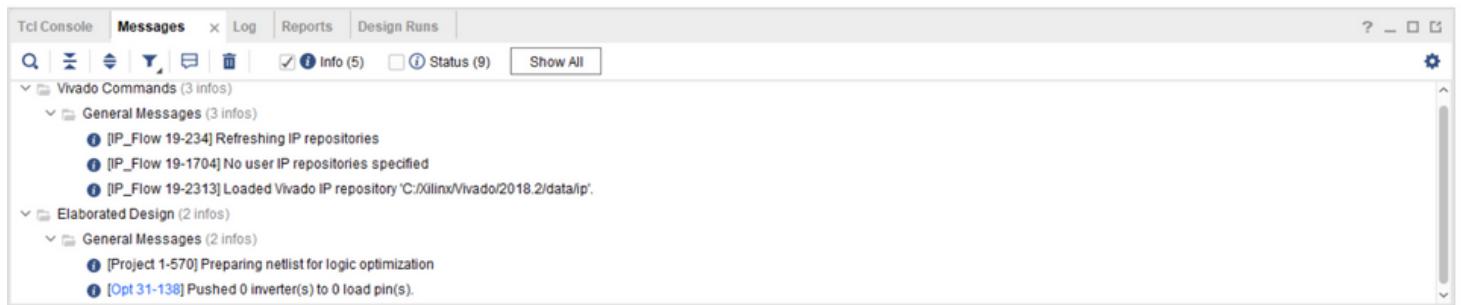
State	New Encoding	Previous Encoding
IDLE	000	000
CHK_CMD	001	001
WRITE	010	010
READ_ADD	011	100
READ_DATA	100	011

# Synthesis snippets for each encoding

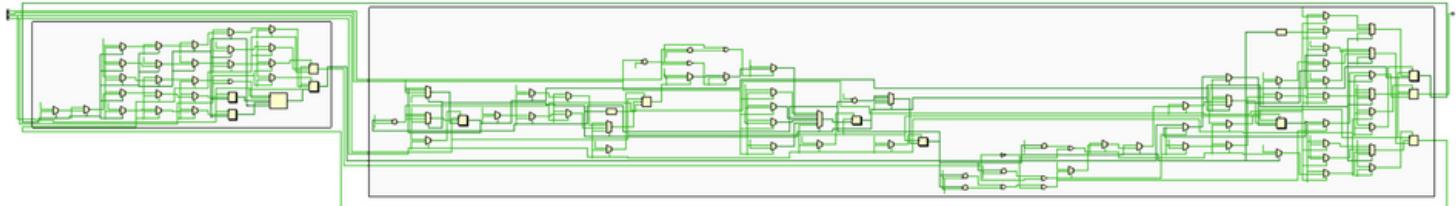
Gray:

Elaboration:

→Message



→Schematic



```
INFO: [Synth 8-5534] Detected attribute (* fsm_encoding = "gray" *) [F:/Digital_Design/Project_2/gray.v:20]
INFO: [Synth 8-6155] done synthesizing module 'SPI_Slave' (2#1) [F:/Digital_Design/Project_2/gray.v:1]
INFO: [Synth 8-6155] done synthesizing module 'Wrapper' (3#1) [F:/Digital_Design/Project_2/Wrapper.v:1]
```

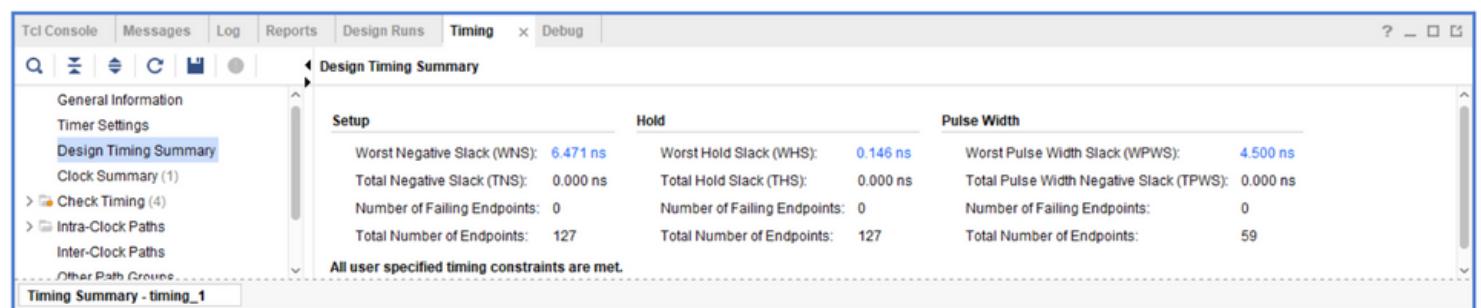
State	New Encoding	Previous Encoding
IDLE	000	000
CHK_CMD	001	001
WRITE	011	010
READ_ADD	010	100
READ_DATA	111	011

# Synthesis:

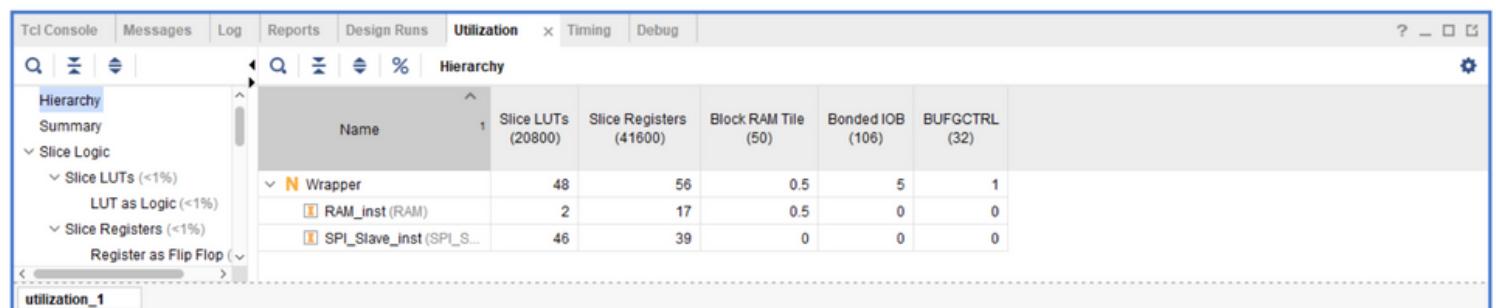
→Schematic



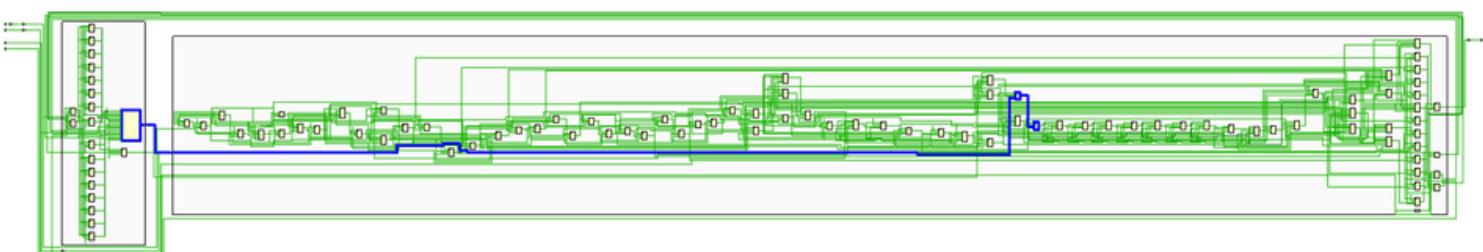
→Timing report



→Utilization report

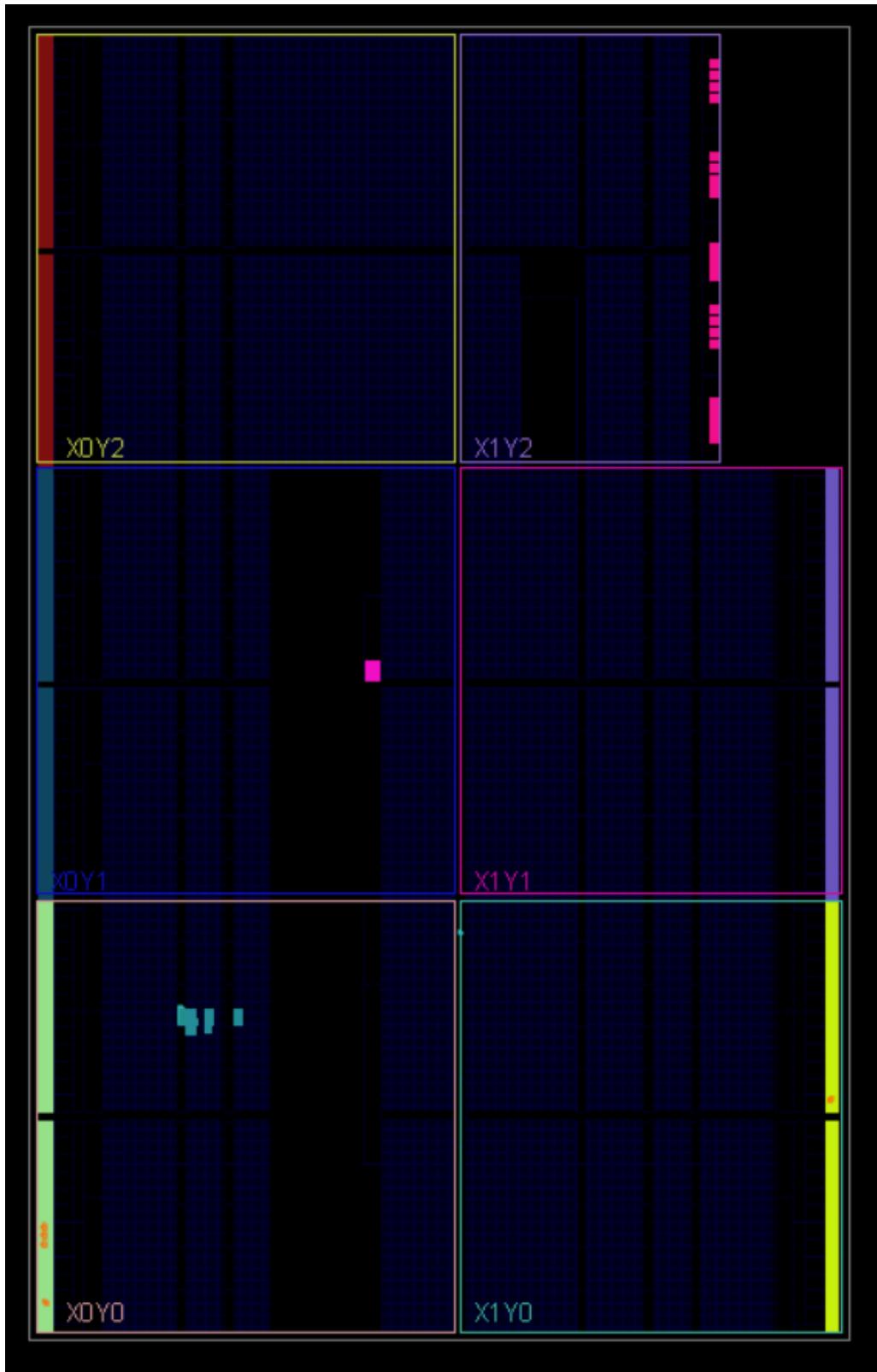


→ The critical path



## Implementation:

→Device



## →Timing report

The screenshot shows the 'Timing' tab in the Xilinx Vivado interface. The 'Design Timing Summary' section is active. It displays timing constraints across three categories: Setup, Hold, and Pulse Width. Key values include Worst Negative Slack (WNS) at 6.205 ns, Worst Hold Slack (WHS) at 0.101 ns, and Worst Pulse Width Slack (WPWS) at 4.500 ns. The summary also indicates that all user-specified timing constraints are met.

Setup	Hold	Pulse Width
Worst Negative Slack (WNS): 6.205 ns	Worst Hold Slack (WHS): 0.101 ns	Worst Pulse Width Slack (WPWS): 4.500 ns
Total Negative Slack (TNS): 0.000 ns	Total Hold Slack (THS): 0.000 ns	Total Pulse Width Negative Slack (TPWS): 0.000 ns
Number of Failing Endpoints: 0	Number of Failing Endpoints: 0	Number of Failing Endpoints: 0
Total Number of Endpoints: 127	Total Number of Endpoints: 127	Total Number of Endpoints: 59

## →Utilization report

The screenshot shows the 'Utilization' tab in the Xilinx Vivado interface. The 'Hierarchy' section is active, displaying resource usage for various components. The table below provides a breakdown of Slice LUTs, Registers, and other logic elements.

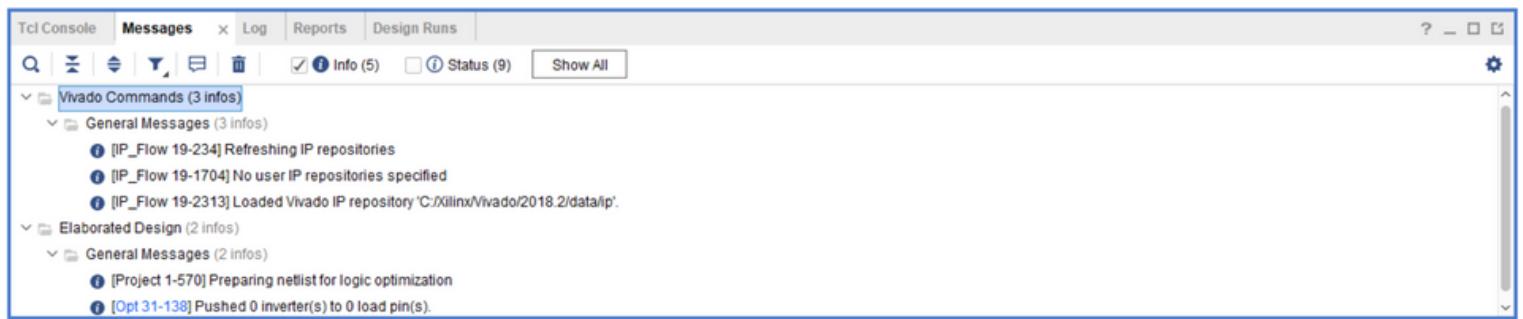
Name	Slice LUTs (20800)	Slice Registers (41600)	Slice (8150)	LUT as Logic (20800)	LUT Flip Flop Pairs (20800)	Block RAM Tile (50)	Bonded IOB (106)	BUFGCTRL (32)
N Wrapper	49	56	16	49	30	0.5	5	1
RAM_inst (RAM)	3	17	3	3	0	0.5	0	0
SPI_Slave_inst (SPI_S...	46	39	16	46	29	0	0	0

# Synthesis snippets for each encoding

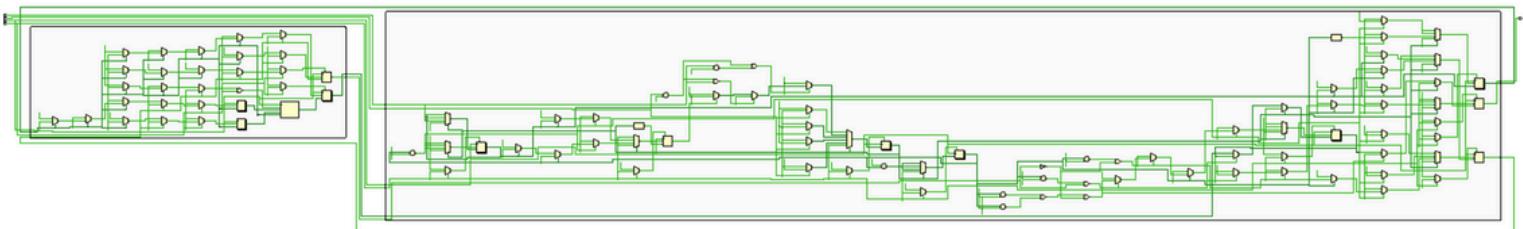
## One hot:

### Elaboration:

→Message



→Schematic



```
INFO: [Synth 8-5534] Detected attribute (* fsm_encoding = "one_hot" *) [F:/Digital_Design/Project_2/one_hot.v:20]
INFO: [Synth 8-6155] done synthesizing module 'SPI_Slave' (2#1) [F:/Digital_Design/Project_2/one_hot.v:1]
INFO: [Synth 8-6155] done synthesizing module 'Wrapper' (3#1) [F:/Digital_Design/Project_2/Wrapper.v:1]
```

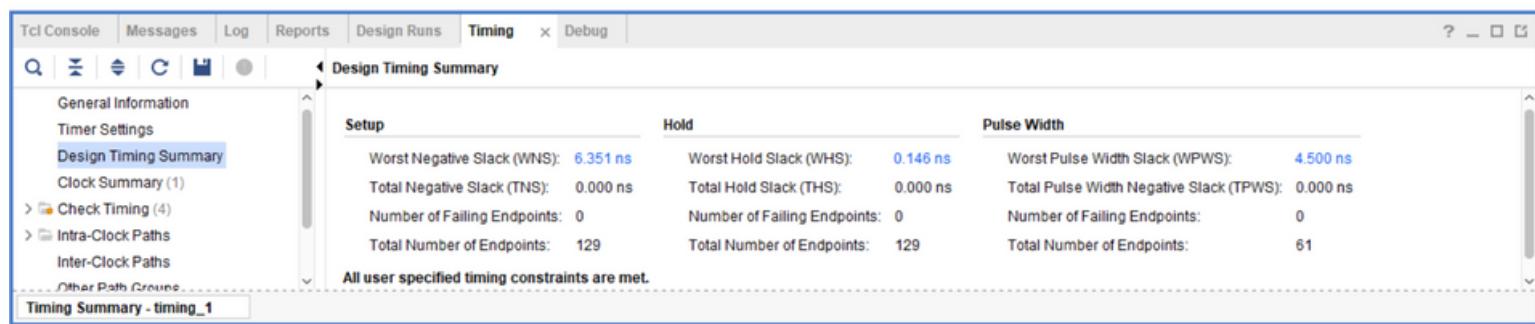
State	New Encoding	Previous Encoding
IDLE	00001	000
CHK_CMD	00010	001
WRITE	00100	010
READ_ADD	01000	100
READ_DATA	10000	011

# Synthesis:

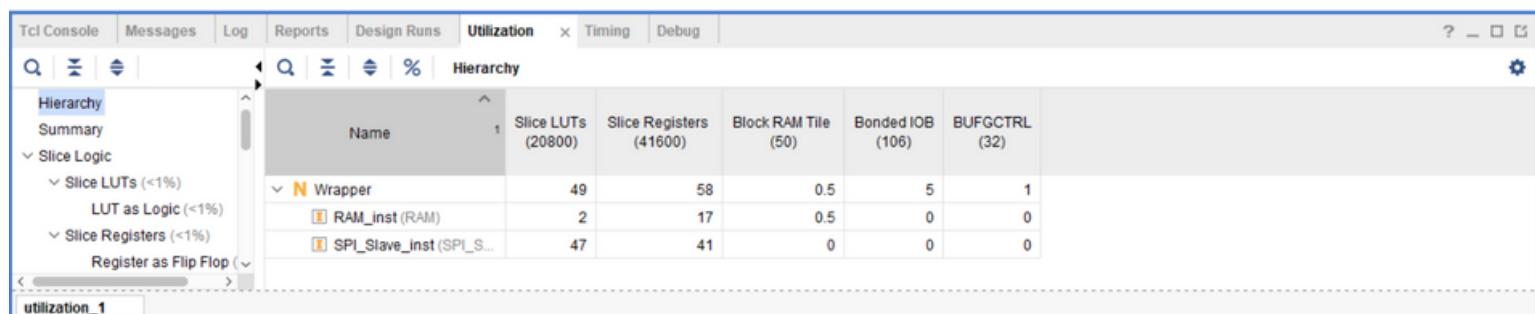
→Schematic



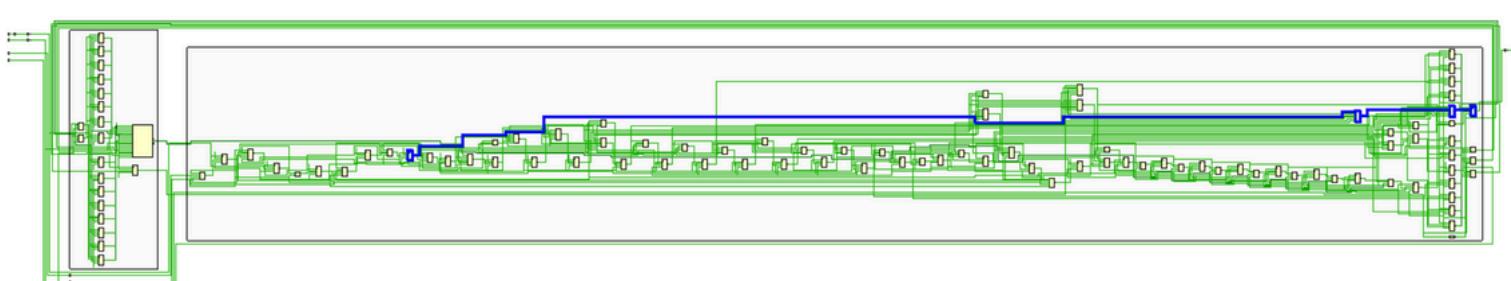
→Timing report



→Utilization report

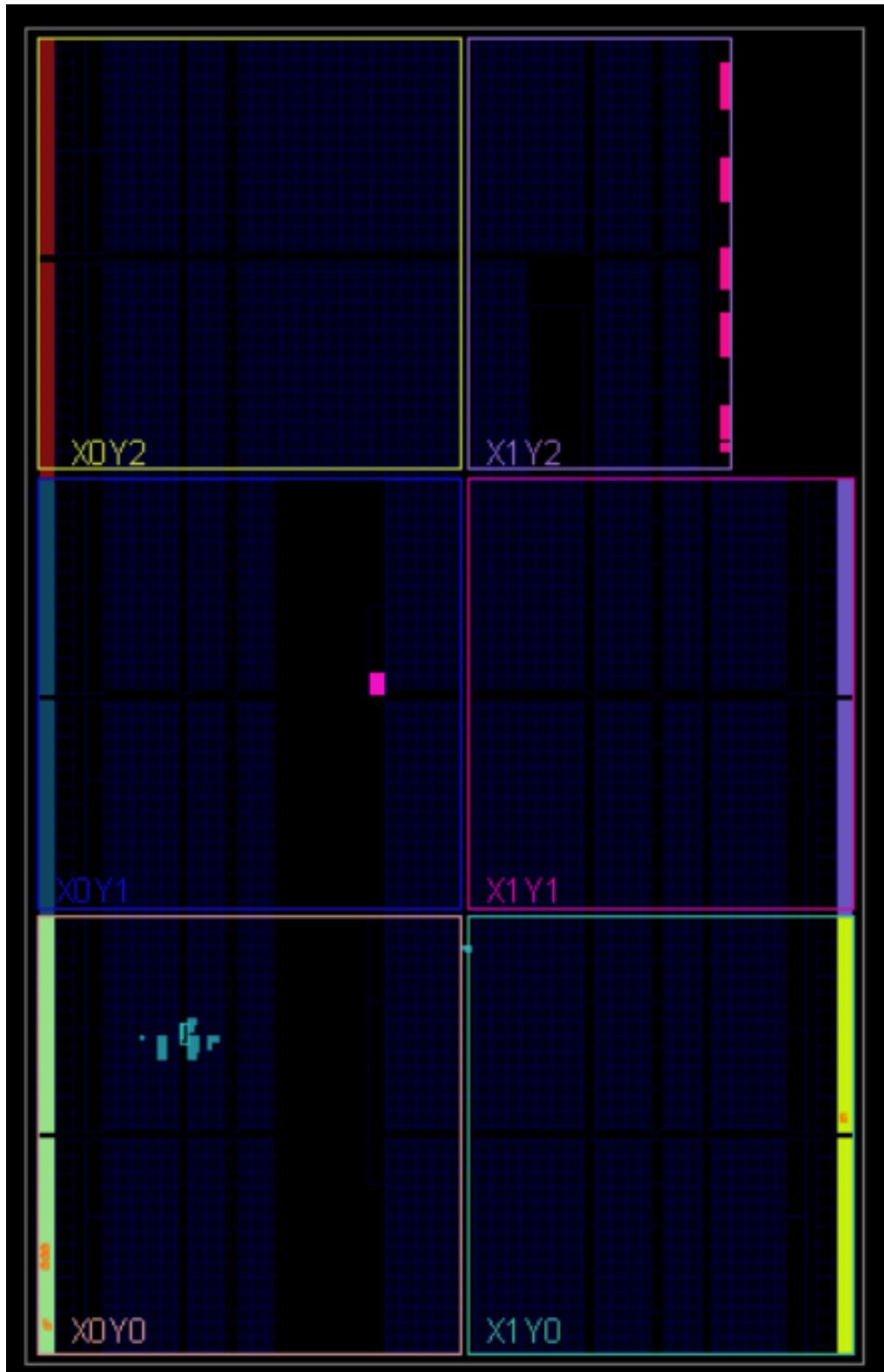


→ The critical path



## Implementation:

→Device



## →Timing report

The screenshot shows the 'Timing' tab selected in a tool's navigation bar. The main area displays a 'Design Timing Summary' table with three columns: Setup, Hold, and Pulse Width. Key data points include Worst Negative Slack (WNS) at 6.212 ns, Worst Hold Slack (WHS) at 0.046 ns, and Worst Pulse Width Slack (WPWS) at 4.500 ns. The table also shows Total Negative Slack (TNS), Number of Failing Endpoints, and Total Number of Endpoints. A note at the bottom states 'All user specified timing constraints are met.'

Setup	Hold	Pulse Width
Worst Negative Slack (WNS): 6.212 ns	Worst Hold Slack (WHS): 0.046 ns	Worst Pulse Width Slack (WPWS): 4.500 ns
Total Negative Slack (TNS): 0.000 ns	Total Hold Slack (THS): 0.000 ns	Total Pulse Width Negative Slack (TPWS): 0.000 ns
Number of Failing Endpoints: 0	Number of Failing Endpoints: 0	Number of Failing Endpoints: 0
Total Number of Endpoints: 129	Total Number of Endpoints: 129	Total Number of Endpoints: 61

## →Utilization report

The screenshot shows the 'Utilization' tab selected in a tool's navigation bar. The left sidebar displays a hierarchical tree view of utilization categories: Hierarchy, Summary, Slice Logic, Slice LUTs (<1%), Slice Registers (<1%), and Slice Logic Distribution. The main area is a table showing resource usage for a component named 'Wrapper'. The columns represent Slice LUTs (20800), Slice Registers (41600), Slice (8150), LUT as Logic (20800), LUT Flip Flop Pairs (20800), Block RAM Tile (50), Bonded IOB (106), and BUFGCTRL (32). The table data is as follows:

Name	Slice LUTs (20800)	Slice Registers (41600)	Slice (8150)	LUT as Logic (20800)	LUT Flip Flop Pairs (20800)	Block RAM Tile (50)	Bonded IOB (106)	BUFGCTRL (32)
Wrapper	50	58	20	50	32	0.5	5	1
RAM_inst (RAM)	3	17	5	3	0	0.5	0	0
SPI_Slave_inst (SPI_S...)	47	41	19	47	31	0	0	0