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2  --
3  -- Title      : spi_tx_shifter
4  -- Design     : task1_2
5  -- Author     : Ishabul Haque and Ken Ejinkonye
6  -- Company    : Stony Brook
7  --
8  -- Description : The transmitter shifter spi_tx_shifter converts the
9  parallel
10 -- data byte data_in to serial and transmits its data bits along with a
11 -- synchronous clock sck. An SPI slave uses sck to determine when to
12 -- sample
13 -- each serial data bit. We will be transmitting the data's most
14 -- significant
15 -- bit.
16
17 -- List of Circuit Features To Be Verified:
18 -- Inputs: rst_bar, clk, send_en, cpha, cpol, data_in
19 -- Inputs cpol and cpha determine the clock polarity and clock phase of
20 -- the
21 -- transmitted dat. cpol determines whether the clock idles at 0 or 1. cpha
22 -- determines whether the data must be sampled on the leading or trailing
23 -- edge of the shift clock. The values of cpol and cpha are set to be
24 -- compatible with the SPI slave that receives the data.
25
26 -- Outputs: txd, sck, ss_bar
27 -- Output sck is used as the sample clock by the slave.
28 -----
29
30 library ieee;
31 use ieee.numeric_std.all;
32 use ieee.std_logic_1164.all;
33 library work;
34 use work.all;
35
36 entity spi_tx_shifter is
37     port(
38         rst_bar : in std_logic;      -- asynchronous system reset
39         clk      : in std_logic;      -- system clock
40         send_en  : in std_logic;      -- enable data transmission
41         cpha     : in std_logic;      -- clock phase
42         cpol     : in std_logic;      -- clock polarity
43         data_in  : in std_logic_vector(7 downto 0); -- data to send
44         txd      : out std_logic;     -- serial output data
45         sck      : out std_logic;     -- synchronous shift clock
46         ss_bar   : out std_logic      -- slave select
47     );
48
49 end spi_tx_shifter;
50
51 architecture fsm of spi_tx_shifter is

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51
52
53 type state is (idle, ph1, ph2);
54 signal present_state, next_state: state;
55 signal bit_addr : unsigned(2 downto 0);
56
57 begin
58
59
60     state_reg: process(clk, rst_bar)
61     begin
62         -- Present State will be idle when
63         -- reset bar is triggered
64         if rst_bar = '0' then
65             present_state <= idle;
66             -- Present state will change to the
67             -- next state only on the rising
68             -- edge of clock
69         elsif rising_edge(clk) then
70             present_state <= next_state;
71         end if;
72     end process;
73
74     -- Only when send_en is high is when next state goes
75     -- to phase 1, otherwise it goes to phase 2 from idle
76     -- When bit adder is 000, it goes back to idle.
77     nxt_state: process (present_state, send_en, bit_addr)
78     begin
79         case present_state is
80             when idle =>
81                 --
82                 if send_en = '1' then
83                     next_state <= ph1;
84                 else
85                     next_state <= ph2;
86                 end if;
87
88             when ph1 =>
89                 next_state <= ph2;
90
91             when ph2 =>
92                 if bit_addr = "000" then
93                     next_state <= idle;
94                 else
95                     next_state <= ph1;
96                 end if;
97             end case;
98         end process;
99
100     -- Values to be assigned to the output signals
101     -- based on the current state and value of
102     -- bit adder
103     output: process (present_state, data_in, bit_addr)
104     begin
105         case present_state is
106             when idle=>

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```
108         sck <= cpol;
109         ss_bar <= '1';
110         txd <= data_in(to_integer(bit_addr));
111         when ph1=>
112             sck<=cpol;
113             ss_bar<='0';
114             txd<= data_in(to_integer(bit_addr));
115         when ph2=>
116             sck <= not cpol;
117             ss_bar <= '0';
118             txd <= data_in(to_integer(bit_addr));
119         end case;
120     end process;
121
122     -- Bit counter is used to implement shifting by using count to
123     -- select which bit from the parallel input data is output
124     bit_counter: process (rst_bar, clk, present_state)
125     begin
126         if rst_bar = '0' or present_state = idle then
127             bit_addr <= "111";
128         elsif rising_edge(clk) then
129             if present_state = ph2 then
130                 if bit_addr /= "000" then
131                     bit_addr <= bit_addr - 1;
132                 end if;
133             end if;
134         end if;
135     end process;
136
137
138 end fsm;
```