

uart_loopback on FPGA

1. Objective

The purpose of this project is to implement a **UART (Universal Asynchronous Receiver/Transmitter) loopback** on an **FPGA**. In this setup, the **transmitted data (TX)** is directly fed back into the **received data (RX)**, allowing for **self-testing** of the UART functionality.

2. FPGA Board and Connections

This project is implemented on the **VSDSquadron FPGA Mini**, which is based on the **Lattice iCE40** series.

Pin Configuration

Signal FPGA Pin Description

clk	35	System clock (12 MHz)
tx	6	UART Transmit (TX)
rx	7	UART Receive (RX)

- The **tx (transmit)** and **rx (receive)** pins are internally connected within the FPGA to enable **loopback mode**.
 - The system operates on a **12 MHz clock**, which is used to generate the required baud rate for UART communication.
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3. Working Principle

1. Data Transmission:

- The FPGA sends a **serial data stream** via the **TX** pin.
- The data is encoded according to the **UART protocol** (Start bit, Data bits, Stop bit).

2. Loopback Mechanism:

- Instead of sending the data to an external device, the **TX pin is internally connected to the RX pin**.
- This allows the FPGA to immediately receive the same data that it transmitted.

3. Data Reception:

- The received data is decoded and stored.
 - If the received data matches the transmitted data, it confirms that the **UART communication is functioning correctly**.
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4. Verilog Code Overview

UART Loopback Module (uart_loopback.v)

This module integrates the UART transmitter and receiver in a loopback configuration.

```
module uart_loopback (  
    input clk,        // 12 MHz system clock  
    output reg tx,    // UART Transmit  
    input rx          // UART Receive (Loopback)  
);  
  
reg [7:0] data = 8'b10101010; // Sample Data  
reg [3:0] state = 0;          // State Machine  
  
always @(posedge clk) begin  
    case (state)  
        0: tx <= 0;          // Start bit  
        1: tx <= data[0];    // Transmit bit 0  
        2: tx <= data[1];    // Transmit bit 1  
        3: tx <= data[2];    // Transmit bit 2  
        4: tx <= data[3];    // Transmit bit 3  
        5: tx <= data[4];    // Transmit bit 4  
        6: tx <= data[5];    // Transmit bit 5  
        7: tx <= data[6];    // Transmit bit 6  
        8: tx <= data[7];    // Transmit bit 7  
        9: tx <= 1;          // Stop bit  
        10: state <= 0;      // Reset state for next transmission
```

```
        endcase

        state <= state + 1;
    end

endmodule
```

Code Explanation:

- **State Machine:** Handles **data transmission** by shifting out bits one at a time.
 - **Start & Stop Bits:** Ensures proper UART frame structure.
 - **Loopback Mode:** The tx output is read back into rx for verification.
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5. FPGA Implementation Steps

Step 1: Synthesis (Yosys)

```
yosys -p "read_verilog uart_loopback.v; synth_ice40 -json uart_loopback.json"
```

- Converts the Verilog design into FPGA logic.

Step 2: Place & Route (NextPNR)

```
nextpnr-ice40 --json uart_loopback.json --pcf constraints.pcf --asc uart_loopback.asc --package hx8k
```

- Maps the synthesized design to FPGA hardware resources.

Step 3: Generate Bitstream (IcePack)

```
icepack uart_loopback.asc uart_loopback.bin
```

- Creates the **binary file** required to program the FPGA.

Step 4: Flash the FPGA (IceProg)

```
iceprog uart_loopback.bin
```

- Uploads the program to the FPGA.
 - The UART loopback test begins.
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6. Simulation & Debugging

Simulation (Icarus Verilog)

```
iverilog -o uart_loopback_tb.vvp uart_loopback_tb.v uart_loopback.v
```

```
vvp uart_loopback_tb.vvp
```

- Tests the design in a simulation environment.

View Waveforms (GTKWave)

```
gtkwave uart_loopback_tb.vcd
```

- Confirms correct transmission and reception of UART data.
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7. Conclusion

- **Successful UART Loopback Implementation:** The FPGA transmits and receives serial data correctly.
- **Open-Source Tools Used:** Yosys, NextPNR, IceProg, Icarus Verilog.
- **Validated via Simulation and Hardware Testing.**

This project demonstrates **fundamental FPGA-based serial communication**, which can be extended for real-world UART applications.

1.2 Block Diagram

The block diagram shown in Figure 1 shows the key components of the VSDSquadron FPGA Mini (FM) board.

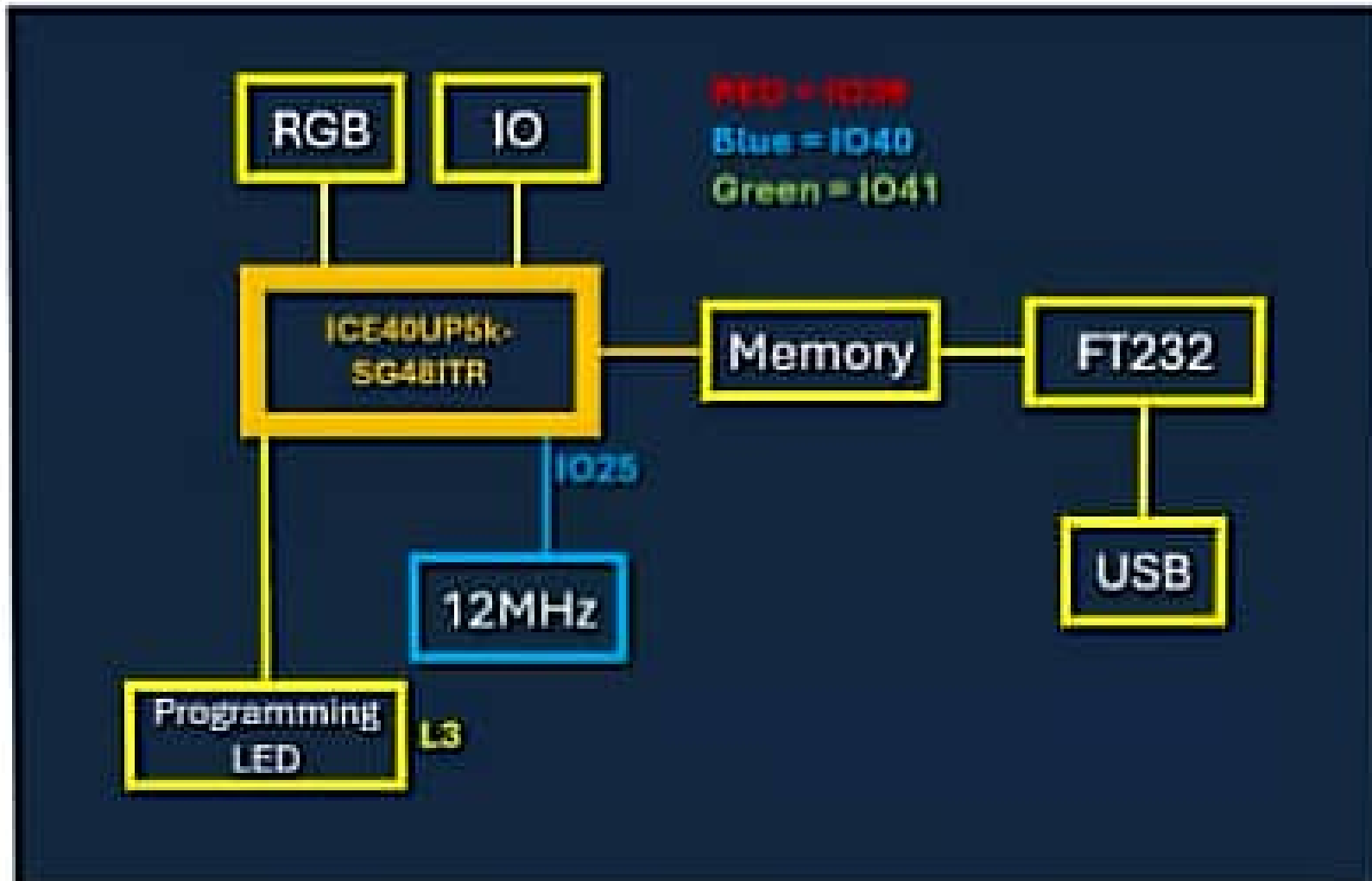


Figure 1: VSDSquadron FPGA Mini (FM) board Block Diagram

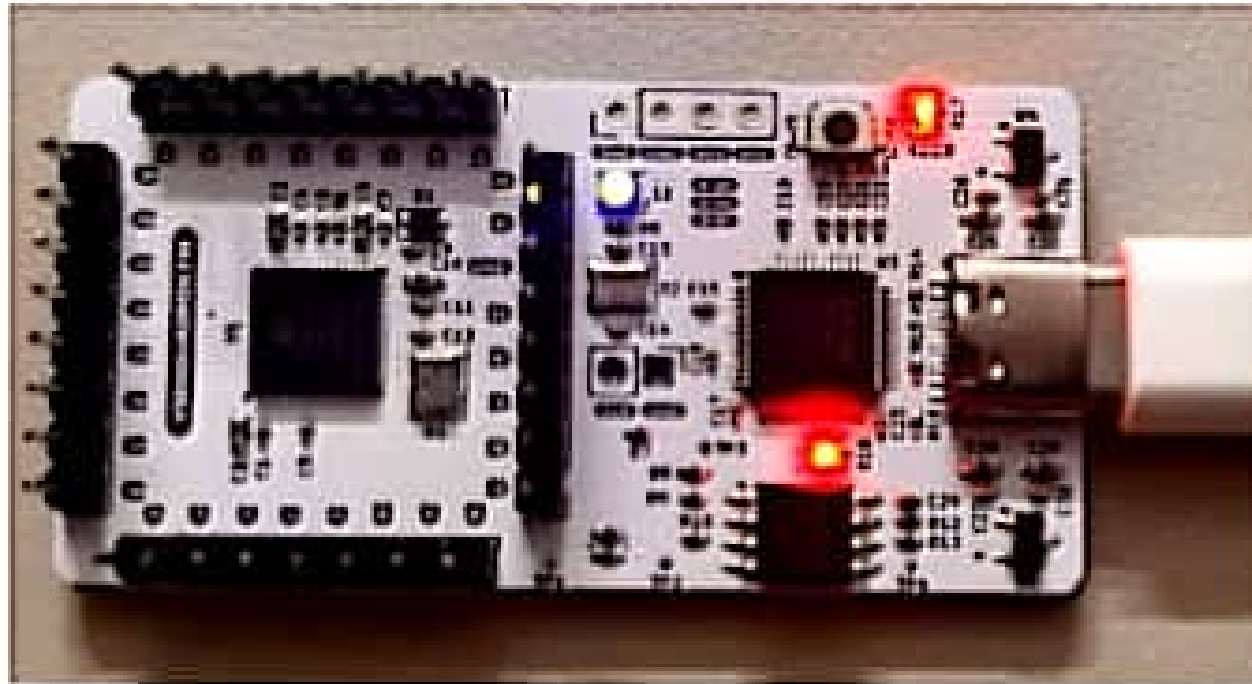


Figure 3: Micro-C end of USB cable connected to board

FNC	Pin Type	BANK	Differential Pair	Pin number
IOB10a	PIO	2	-	46
IOB2a	DPIO	2	TRUE of IOB10b	47
IOB10a, C0	DPIO/CBIN	2	COMP of IOB2a	44
IOB1a	DPIO	2	TRUE of IOB5b	48
IOB5a	DPIO	2	COMP of IOB1a	45
IOB6a	PIO	2	-	2
IOB8a	DPIO	2	TRUE of IOB10b	4
IOB9b	DPIO	2	COMP of IOB8a	3
IOB10a	DPIO	1	TRUE of IOB11b	-
IOB11a, G5	DPIO/CBIN	1	COMP of IOB10a	-
IOB12a, C14, C15	CONFIG	1	-	8
IOB12a, C14, C15, C16	CONFIG/DPIO/CBIN	1	TRUE of IOB13b	-
C16	CONFIG	1	-	7
IOB13b	DPIO	1	COMP of IOB12a	6
IOB16a	PIO	1	-	5
IOB18a	PIO	1	-	10
IOB20a	PIO	1	-	11
IOB22a	DPIO	1	TRUE of IOB23b	12
IOB23b	DPIO	1	COMP of IOB22a	21
IOB24a	DPIO	1	TRUE of IOB25b	13
IOB25a, C17	DPIO/CBIN	1	COMP of IOB24a	20
IOB20b	PIO	1	-	19
IOB31b	PIO	1	-	18
IOB32a, SPI, S0	DPIO/CONFIG, SPI	1	-	14
IOB33b, SPI, S1	DPIO/CONFIG, SPI	1	-	17
IOB34a, SPI, SCK	DPIO/CONFIG, SPI	1	-	15
IOB35b, SPI, SS	DPIO/CONFIG, SPI	1	-	16
VCCPLL	VCCPLL	-	-	29
IO130b	DPIO/TR	0	COMP of IO137a	25
IO137a	DPIO/TR	0	TRUE of IO130b	23
IO138b	DPIO	0	COMP of IO139a	27
IO139a	DPIO	0	TRUE of IO138b	26
IO141a	PIO	0	-	28
IO142b	DPIO	0	COMP of IO143a	31
IO143a	DPIO	0	TRUE of IO142b	32
IO141b	DPIO	0	COMP of IO145a	34
IO145a, C01	DPIO/CBIN	0	TRUE of IO141b	37
IO145b, C0	DPIO/CBIN	0	-	35
IO147a	PIO	0	-	-
IO148b	DPIO	0	COMP of IO149a	36
IO149a	DPIO	0	TRUE of IO148b	43
IO150b	DPIO	0	COMP of IO151a	38
IO151a	DPIO	0	TRUE of IO150b	42
IO152	IO152	0	-	41
IO153	IO153	0	-	40
IO154	IO154	0	-	39
GND	GND	GND	-	Paddle
GND	GND	GND	-	Paddle
GND	GND	GND	-	Paddle
VCC	VCC	VCC	-	5
VCC	VCC	VCC	-	30
VCCIO0	VCCIO	0	-	33
SPI, Vcc01	VCCIO	1	-	22
VCCIO2	VCCIO	2	-	1
VPP2V5	VPP	VPP	-	24

Table 2: ICE40UP5K-SG48ITR FPGA device IO Bank Assignment