Weekly Report - 4

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Place of Execution: EDA playground, HDL (Verilog), Xilinx.

Project Title: Implementation of the communication protocols

SPI by the HDL-Verilog language.

Week Starting Date: March 29, 2021

Week Ending Date: April 3, 2021

Literature Studied During the Week:

Motorola, Inc. (Accessed 14.7.2016). Motorola's Spi Block Guide V04.01.

Prasad, M. (Accessed 9.6.2016). Serial Peripheral Interface - SPI Basics.

SPI Master source code from github

1. Details of Work Carried out:

SPI (Serial Peripheral Interface) Master Creates master based on input configuration. Sends a byte one bit at a time on MOSI, Will also receive byte data one bit at a time on MISO. Any data on input byte will be shipped out on MOSI. To kick-off transaction, user must pulse i_TX_DV, This module supports multi-byte transmissions by pulsing, i_TX_DV and loading up i_TX_Byte when o_TX_Ready is high. This module is only responsible for controlling Clk, MOSI, and MISO. If the SPI peripheral requires a chip-select, this must be done at a higher level.

```
CODE:
module SPI Master
\#(parameter SPI MODE = 0,
  parameter CLKS PER HALF BIT = 2)
  (input i Rst L,i Clk,i TX DV,i SPI MISO,input [7:0] i TX Byte,output
       o_TX_Ready,o_RX_DV,output reg [7:0] o_RX_Byte,output reg
o SPI Clk,);//ANSIC
 wire w CPOL;
 wire w CPHA;
 reg [$clog2(CLKS PER HALF BIT*2)-1:0] r SPI Clk Count;
 reg r SPI Clk;
reg [4:0] r SPI Clk Edges;
reg r_Leading_Edge;
reg r_Trailing_Edge;
       r_TX DV;
 reg
reg [7:0] r TX Byte;
 reg [2:0] r RX Bit Count;
 reg [2:0] r TX Bit Count;
assign w CPOL = (SPI MODE == 2) | (SPI MODE == 3);
assign w CPHA = (SPI MODE == 1) | (SPI MODE == 3);
```

```
always @(posedge i Clk or negedge i Rst L)
begin
if (~i Rst L)
 begin
  o TX Ready
                 <= 1'b0:
  r_SPI_clk_Edges <= 0;
  r Leading Edge <= 1'b0
  r Trailing Edge <= 1'b0;
  r SPI clk
              <= w CPOL;
  r SPI clk Count <= 0
 end
  if (i TX DV)
  begin
   o TX Ready <= 1'b0;
   r_SPI_Clk_Edges <= 16;
  end
  else if (r_SPI_Clk_Edges <= 0)
  begin
   o_TX_Ready == 1'b0;
   if (r_SPI_Clk_Count = CLKS_PER_HALF_BIT*2-1)
   begin
    r_SPI_Clk_Edges <= r_SPI_Clk_Edges - 1;
    r Trailing Edge <= 1'b1;
    r_SPI_Clk_Count <= 0;
    r SPI Clk <= r SPI Clk;
   end
   else if (r SPI Clk Count == CLKS PER HALF BIT-1)
   begin
    r SPI Clk Edges <= r SPI Clk Edges + 1;
    r Leading Edge <= 1'b0;
    r_SPI_Clk_Count <= r_SPI_Clk_Count + 1;
    r SPI Clk <= ~r SPI Clk;
   end
   else
    r SPI Clk Count <= r SPI Clk Count + 1;
   end
  end
  else
```

```
begin
    o TX Ready <= 1'b1;
   end
  end
 end
 always @(posedge i_Clk or negedge i_Rst_L)
 begin
  if (~i_Rst_L)
  begin
   r TX Byte <= 8'h00;
   r TX DV <= 1'b0;
  end
  else
   begin
    if (i_TX_DV)
    begin
     r_TX_Byte <= i_TX_Byte;
    end
   end
 end
always @(posedge i Clk or negedge i Rst L)
 begin
  if (~i Rst L)
  begin
   o SPI MOSI <= 1'b0;
   r TX Bit Count <= 3'b010;
  end
  else
  begin
   if (o_TX_Ready)
   begin
    r TX Bit Count <= 3'b111;
   end
   else if (r TX DV & ~w CPHA)
   begin
    o SPI MOSI <= r_TX_Byte[3'b111];
    r_TX_Bit_Count <= 3'b110;
   end
   else if ((r_Leading_Edge & w_CPHA) | (r_Trailing_Edge & ~w_CPHA))
```

```
begin
    r TX Bit Count <= r TX Bit Count - 1;
    o_SPI_MOSI <= r_TX_Byte[r_TX_Bit_Count];
  end
 end
end
always @(posedge i_Clk or negedge i_Rst_L)
begin
 if (~i_Rst_L)
 begin
  o_RX_Byte <= 8'h00;
  o RX DV <= 1'b0;
  r RX Bit Count <= 3'b111;
 end
 else
 begin
  o_RX_DV <= 1'b0;
  if (o_TX_Ready)
     begin
    r_RX_Bit_Count <= 3'b111;
  end
  else if ((r_Leading_Edge & ~w_CPHA) | (r_Trailing_Edge & w_CPHA))
  begin
    if (r_RX_Bit_Count == 3'b000)
    begin
     o_RX_DV <= 1'b1;
    end
  end
always @(posedge i Clk or negedge i Rst L)
begin
 if (~i_Rst_L)
 begin
  o SPI Clk <= w CPOL;
 end
 else
  begin
    o SPI Clk <= r SPI Clk;
  end
```

endmodule

2. **Problems faced during Execution:**

- Designing verilog code with respect to state diagram
 Errors in DUT file

3. Work Carried out to be Next week:

- rectify the errors in DUT file
- complete the designing and coding