# Implementation and Verification of Communication Protocol Using FPGA Development Board

By

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A Project Report Submitted to

Marwadi University in Partial Fulfillment of the Requirements for the B. Tech in Information Communication Technology

Spetember 2025



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## I. Introduction

Communication protocols are very important in today's world because many devices need to communicate with each other, and protocols make this possible. Communication protocols are simply sets of rules and standards that define how devices exchange data across a network. They ensure that information is sent, received, and interpreted correctly by all participants.

For instance, PCs typically use UART (Universal Asynchronous Receiver-Transmitter), while embedded systems like microcontrollers often rely on SPI (Serial Peripheral Interface) or I<sup>2</sup>C (Inter-Integrated Circuit).

My project is the **implementation of communication protocols on FPGA**. In this project, I have implemented real-time communication between different devices using multiple communication protocols. The protocols I used are **UART** and **SPI**, both of which are serial communication protocols.

The working of the project is as follows: data is sent from one terminal to a USB-UART adaptor connected to port **COM3**. This adaptor transfers the data to the FPGA Cyclone II EP2C5T144 board through the **UART protocol**. UART is a point-to-point, 2-wire asynchronous communication protocol. From the FPGA, the data is then sent to the Arduino through the **SPI protocol**, where the FPGA acts as the **Master** device and the Arduino as the **Slave** device. SPI is a 4-wire synchronous protocol.

The Arduino is connected to another port, and in its terminal, the **hexadecimal** and **decimal** values of the received data can be seen. The Arduino increments the received data by 1 and sends it back to the FPGA, which then returns it to the adaptor in the same way. Finally, in the terminal (COM3) where the adaptor is connected, the incremented value is displayed. This forms a complete communication loop, demonstrating how data travels across different devices and how different protocols work together.

Additionally, the project integrates **simulation using ModelSim** and proposes a **web-based dashboard** for real-time visualization of communication waveforms.

# **II.** Project Overview

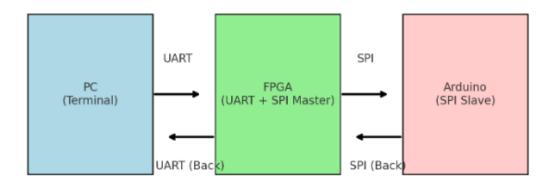
The project flow works like this:

- 1. A terminal on the PC is used to send data.
- 2. The data goes to the **USB-UART adaptor**.
- 3. From there, the data is received by the **FPGA through UART protocol**.
- 4. FPGA then sends this data to an Arduino board using SPI protocol.
  - o In this case, FPGA acts as SPI Master.
  - Arduino acts as SPI Slave.

- 5. Arduino receives the data, increments it by 1, and sends it back to FPGA using SPI.
- 6. FPGA again sends this incremented data to the PC through UART.
- 7. On another terminal, we can see the incremented data in both decimal and hexadecimal form.

This shows a full communication cycle:  $PC \rightarrow FPGA$  (UART + SPI)  $\rightarrow$  Arduino  $\rightarrow$  FPGA  $\rightarrow$  PC.

# **Data Flow in UART-SPI Communication Project**



## Link of testing video:

 $\underline{https://drive.google.com/drive/folders/1en1WtyRCgajVP2L9R\_DOUQ6kZULVtpDS?usp=drive\_link}$ 

# III. System Design

The system has three main blocks:

- PC with terminal (sending and receiving data)
- FPGA board (handling UART and SPI)
- Arduino board (acting as SPI slave, performing increment)

## **Implementation Highlights**

- Quartus was used for coding and synthesizing Verilog modules for UART and SPI.
- ModelSim was used for simulating the communication. I also tested I2C simulation as an extra part.

- Arduino was programmed as the SPI slave to handle increment operation.
- **Web Dashboard** was created where ports are detected. The future plan is to show real-time waveforms of communication there.

#### IV. User Manual

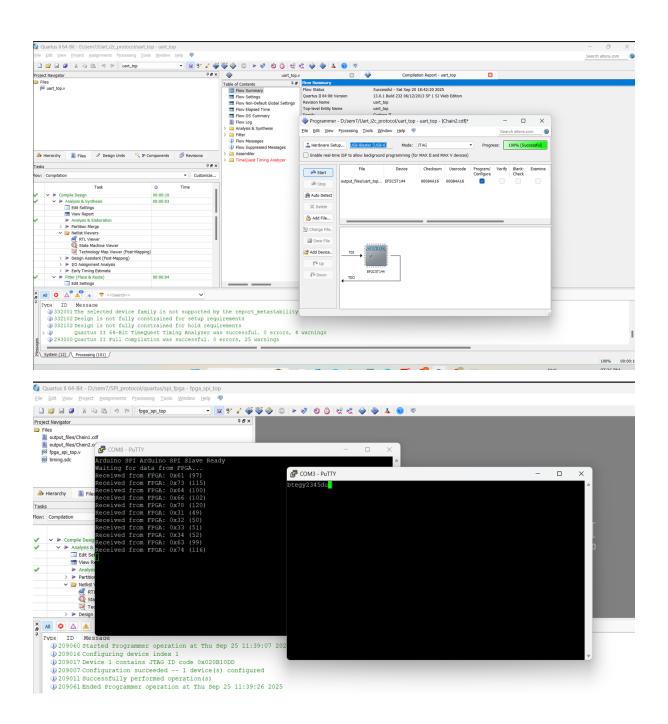
#### **Setup and Connections**

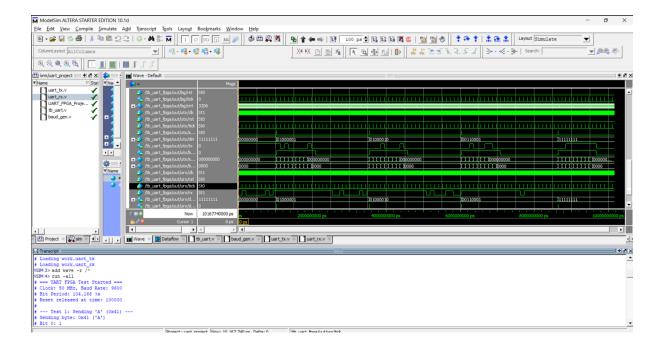
- 1. Connect **USB-UART adaptor** between PC and FPGA board.
- 2. Connect SPI lines (MOSI, MISO, SCLK, SS) between FPGA and Arduino.
- 3. Open Quartus Programmer to load FPGA bitstream.
- 4. Open Arduino IDE and upload the SPI slave code.
- 5. Open two terminals on PC (e.g., PuTTY):
  - o One terminal for sending input data.
  - o Second terminal for receiving incremented data.

# **How to Run the Project**

- 1. On the first terminal, type a number (example: 5).
- 2. FPGA receives it through UART and sends to Arduino via SPI.
- 3. Arduino increments the number  $(5 \rightarrow 6)$  and sends it back to FPGA.
- 4. FPGA sends the new number back to PC through UART.
- 5. The second terminal shows the result in **decimal (6)** and **hexadecimal (0x06)**.

Screenshots:





# V. Code Documentation

#### **UART Modules**

- uart rx.v: Receives serial data from terminal.
- uart tx.v: Transmits serial data back to terminal.

#### **SPI Modules**

- spi master.v: Implements SPI master logic in FPGA.
- spi slave.ino: Arduino code for SPI slave, which increments data.

## **Top Module**

• fpga\_comm\_top.v: Integrates UART and SPI modules. Handles the full flow: UART RX → SPI Master → Arduino → SPI Master → UART TX.

## **Simulation Files**

• uart tb.v, spi tb.v: Testbenches for ModelSim simulation.

