SPI Slave with Single Port RAM

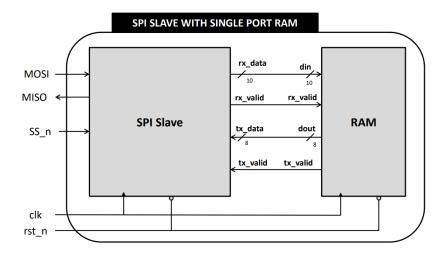
Broken clk team

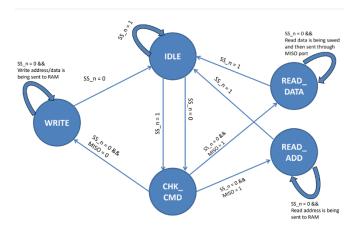
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Introduction

The SPI (Serial Peripheral Interface) function plays a critical role in enabling communication between digital devices in embedded systems. SPI is a synchronous serial communication protocol that allows for fast and efficient data exchange between a master device and one or more slave devices. In the context of this project, the SPI function is responsible for facilitating the transfer of data between an SPI master and a slave device, which, in this case, interfaces with a single-port RAM, The SPI function operates using four key signals: Master Out Slave In (MOSI), Master In Slave Out (MISO), Serial Clock (SCLK), and Slave Select (SS). The MOSI line carries data from the master to the slave, while the MISO line is used by the slave to send data back to the master. The SCLK line synchronizes data transfer, ensuring that data is correctly sampled and shifted on both the master and slave sides. The SS line enables the slave device when asserted, allowing it to communicate with the master, by implementing the SPI function in this project, the slave device can accurately receive, store, and transmit data in coordination with the master device. This reliable and high-speed communication link is essential for applications where rapid data exchange and precise control are required, such as in sensor networks, memory interfacing, and real-time data processing systems.





RTL Codes:

Ram

```
module Ram (din,clk,rst_n,rx_valid,dout,tx_valid);
parameter MEM_DEPTH = 256;
parameter ADDR_SIZE = 8;
input clk,rst_n,rx_valid;
input [9:0] din;
output reg [ADDR_SIZE-1:0] dout;
output reg tx valid;
reg [ADDR_SIZE-1:0] mem [MEM_DEPTH-1:0];
reg [ADDR_SIZE-1:0] hold_read_write;
always @(posedge clk) begin
if (~rst_n)
dout <= 0;
else
case (din[9:8])
0 : if (rx_valid) begin
    hold_read_write <= din[7:0];</pre>
    tx_valid <= 0;</pre>
end
1 : if (rx_valid) begin
    mem[hold read write] <= din[7:0];</pre>
    tx_valid <= 0;</pre>
end
2 : begin
    hold_read_write <= din[7:0];</pre>
    tx_valid <= 1;</pre>
end
3 : begin
    dout <= mem[hold_read_write];</pre>
    tx_valid <= 1;</pre>
end
endcase
end
endmodule
```

SPI SLAVE

```
module SPI_SLAVE (MOSI,MISO,SS_n,clk,rst_n,rx_data,rx_valid,tx_data,tx_valid);
parameter IDLE = 3'b000,
          CHK\_CMD = 3'b001,
          READ ADD = 3'b010,
          READ DATA = 3'b011,
          WRITE = 3'b100;
input MOSI,clk,rst_n,tx_valid,SS_n;
input [7:0] tx_data; reg [7:0] shift_value;
output reg MISO,rx valid;
output reg [9:0] rx_data;
(*fsm_encoding="sequential"*)
reg [2:0] cs,ns;
reg [3:0] counter_write;
reg [4:0] counter_read;
reg [9:0] serial 2 parallel;
//state memory
always @(posedge clk) begin
if (~rst_n)
    cs <= IDLE;</pre>
else
    cs <= ns;
end
always @(cs,SS_n) begin
case (cs)
IDLE : if (SS_n)
            ns = IDLE;
       else
            ns = CHK_CMD;
CHK CMD:begin
     if (SS_n)
            ns = IDLE;
        else if (MOSI)
        begin
            if (tx_valid)
                ns = READ_DATA;
            else
                ns = READ ADD;
```

```
ns = WRITE;
READ_ADD : if (SS_n)
                 ns = IDLE;
            else if (counter_write < 10)</pre>
                 ns = READ_ADD;
READ_DATA :if (SS_n)
                 ns = IDLE;
            else if (counter_read < 18)</pre>
                 ns = READ DATA;
WRITE : if (SS_n)
             ns = IDLE;
        else if (counter_write < 10)</pre>
             ns = WRITE;
endcase
//output logic
always @(posedge clk)
begin
if (~rst_n)
begin
    counter_write <= 0;</pre>
    counter read <= 0;</pre>
    rx_data <= 0;</pre>
    serial_2_parallel <= 0;</pre>
end
else if ((cs == WRITE) || (cs == READ_ADD) || ((cs == READ_DATA) && (counter_read
<= 10)) && (~SS_n))
begin
serial_2_parallel <= {serial_2_parallel[8:0],MOSI};</pre>
counter_write <= counter_write + 1;</pre>
if (cs == READ_DATA)
counter_read <= counter_read + 1;</pre>
if (counter_write == 10) begin
rx_valid <= 1;
rx_data <= serial_2_parallel;</pre>
```

```
counter_write <= 0;</pre>
serial_2_parallel <= 0;</pre>
end
end
else if ((cs == (READ_DATA)) && (~SS_n) && (counter_read > 10))
begin
    if (tx_valid)
    begin
shift_value <= counter_read-11;</pre>
MISO <= tx_data >> shift_value;
counter_read <= counter_read + 1;</pre>
    if (counter read == 18)
         counter_read <= 0;</pre>
end
else begin
counter read <= 0;</pre>
counter_write <= 0;</pre>
end
end
endmodule
```

wrapper

```
module Wrapper (MOSI,MISO,SS_n,clk,rst_n);
input MOSI,SS_n,clk,rst_n;
output MISO;
wire [9:0] rx_data; wire rx_valid; wire [7:0] tx_data; wire tx_valid;
SPI_SLAVE m1 (MOSI,MISO,SS_n,clk,rst_n,rx_data,rx_valid,tx_data,tx_valid);
Ram m2 (rx_data,clk,rst_n,rx_valid,tx_data,tx_valid);
endmodule
```

Test bench

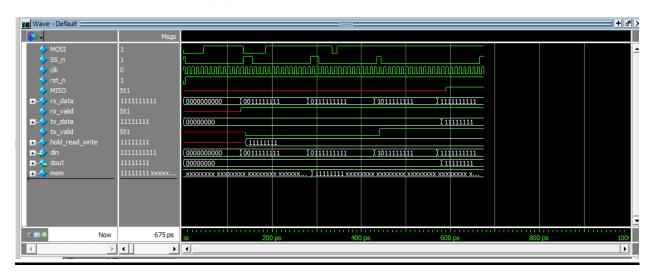
```
module Wrapper_tb();
    reg MOSI, SS_n, clk, rst_n;
    wire MISO;
    Wrapper Dut (
        .MOSI(MOSI),
        .MISO(MISO),
        .SS_n(SS_n),
        .clk(clk),
        .rst_n(rst_n)
    );
    always
    begin
        clk= 1;
        forever
            #5 clk = \simclk;
    initial begin
        rst_n = 0;
        MOSI = 0;
        SS_n = 1;
        @(negedge clk)
        rst_n = 1;
        MOSI = 0;
        SS_n = 0;
        @(negedge clk);
        @(negedge clk);
        MOSI = 0;
        @(negedge clk)
        MOSI = 0;
        @(negedge clk)
        MOSI = 1;
        @(negedge clk)
```

```
MOSI = 1;
@(negedge clk)
MOSI = 1;
repeat(2) @(negedge clk);
MOSI = 0;
SS_n = 1;
@(negedge clk);
@(negedge clk);
SS_n = 0;
@(negedge clk);
@(negedge clk);
MOSI = 0;
@(negedge clk)
MOSI = 1;
repeat(2) @(negedge clk);
```

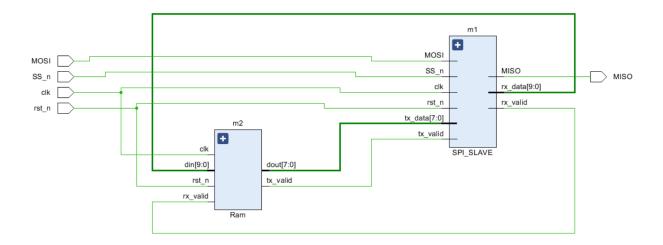
```
SS_n = 1;
@(negedge clk)
@(negedge clk);
SS_n = 0;
@(negedge clk)
@(negedge clk);
MOSI = 1;
@(negedge clk)
MOSI = 0;
@(negedge clk)
MOSI = 1;
repeat(2) @(negedge clk);
SS_n = 1;
MOSI = 1;
@(negedge clk)
SS_n = 0;
@(negedge clk)
@(negedge clk)
MOSI = 1;
@(negedge clk)
MOSI = 1;
@(negedge clk)
MOSI = 1;
```

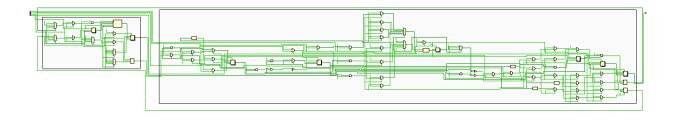
```
@(negedge clk)
        MOSI = 1;
        @(negedge clk)
       MOSI = 1;
        @(negedge clk)
        MOSI = 1;
       @(negedge clk)
        MOSI = 1;
        @(negedge clk)
       MOSI = 1;
       @(negedge clk)
        MOSI = 1;
       @(negedge clk)
       MOSI = 1;
       @(negedge clk)
       repeat(10) @(negedge clk);
       SS_n = 1;
       @(negedge clk)
       $display("MISO = %b", MISO);
        $stop;
endmodule
```

Wave form snippets



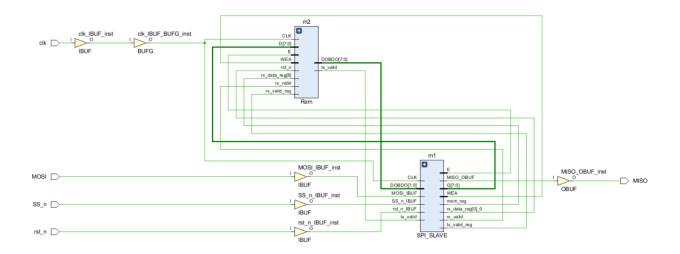
Elaboration schematic

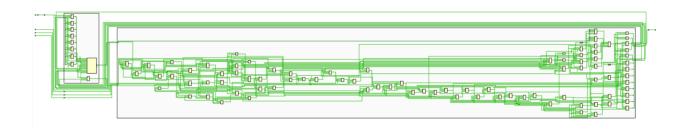


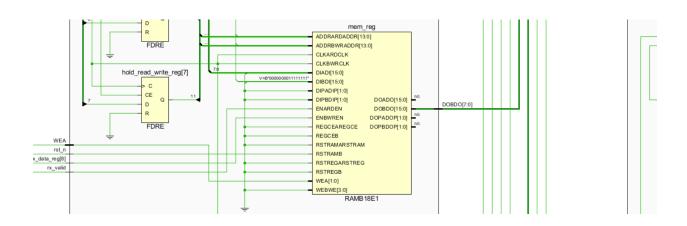




Synthesis

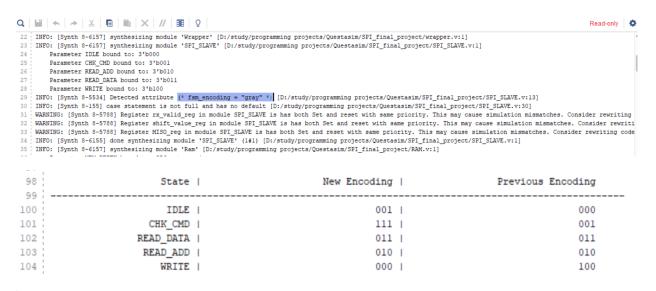








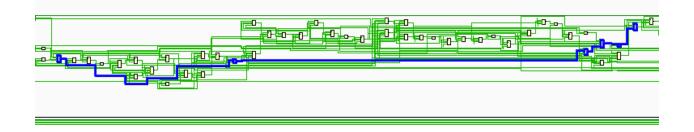
Gray encoding

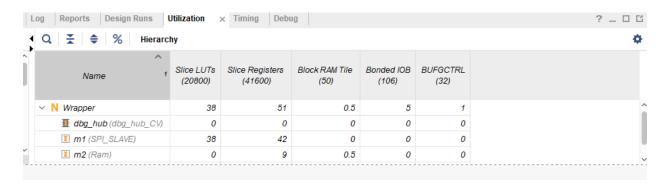


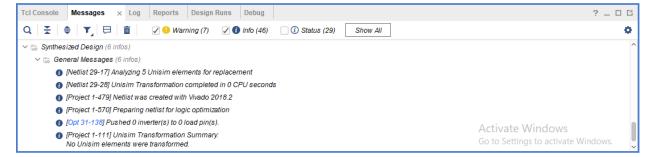
Design Timing Summary

tup		Hold		Pulse Width	
Worst Negative Slack (WNS):	5.223 ns	Worst Hold Slack (WHS):	0.144 ns	Worst Pulse Width Slack (WPWS):	4.500 n
Total Negative Slack (TNS):	0.000 ns	Total Hold Slack (THS):	0.000 ns	Total Pulse Width Negative Slack (TPWS):	0.000 i
Number of Failing Endpoints:	0	Number of Failing Endpoints:	0	Number of Failing Endpoints:	0
Total Number of Endpoints:	124	Total Number of Endpoints:	124	Total Number of Endpoints:	51

Name	Slack ^1	Levels	High Fanout	From	То	Total Delay	Logic Delay	Net I
→ Path 1	5.223	4	14	m1/counter_read_reg[2]/C	m1/serial_2_parallel_reg[0]/R	4.164	1.149	
→ Path 2	5.223	4	14	m1/counter_read_reg[2]/C	m1/serial_2_parallel_reg[1]/R	4.164	1.149	

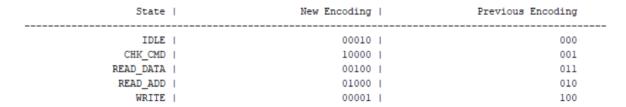




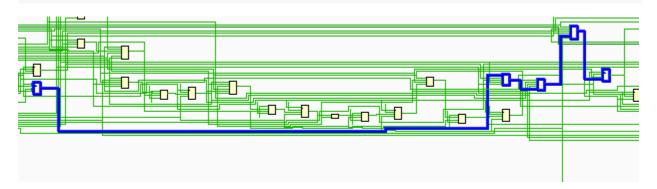


One hot encoding





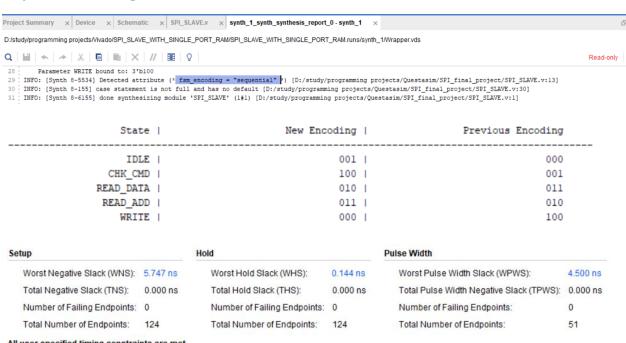
Setup		Hold		Pulse Width	
Worst Negative Slack (WNS):	5.719 ns	Worst Hold Slack (WHS):	0.148 ns	Worst Pulse Width Slack (WPWS):	4.500 n
Total Negative Slack (TNS):	0.000 ns	Total Hold Slack (THS):	0.000 ns	Total Pulse Width Negative Slack (TPWS):	0.000 n
Number of Failing Endpoints:	0	Number of Failing Endpoints:	0	Number of Failing Endpoints:	0
Total Number of Endpoints:	133	Total Number of Endpoints:	133	Total Number of Endpoints:	53
··· ·· · · · · · · · · · · · · · · · ·				Activate Windows	>
				Go to Settings to activate Windo	OWS.



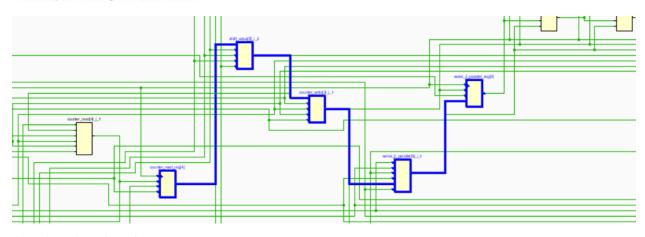
✓ N Wrapper 33 55 0.5 5 1 I m1 (SPL_SLAVE) 33 46 0 0 0 I m2 (Ram) 0 9 0.5 0 0	Name 1	Slice LUTs (20800)	Slice Registers (41600)	Block RAM Tile (50)	Bonded IOB (106)	BUFGCTRL (32)	
	rapper	33	55	0.5	5	1	
■ m2 (Ram) 0 9 0.5 0 0	m1 (SPI_SLAVE)	33	46	0	0	0	
= m2 (rtam)	m2 (Ram)	0	9	0.5	0	0	



Sequential encoding



All user specified timing constraints are met.



Name	1	Slice LUTs (20800)	Slice Registers (41600)	Block RAM Tile (50)	Bonded IOB (106)	BUFGCTRL (32)
∨ N Wrapper		33	51	0.5	5	1
I m1 (SPI_SLAVE)		33	42	0	0	0
I m2 (Ram)		0	9	0.5	0	0
						Λ

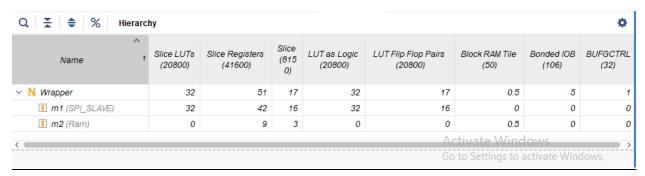
Activate Wil

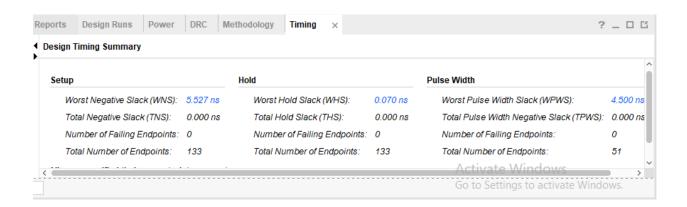


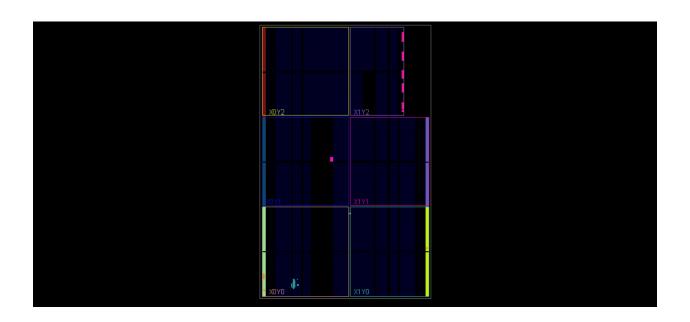
No critical warnings or errors

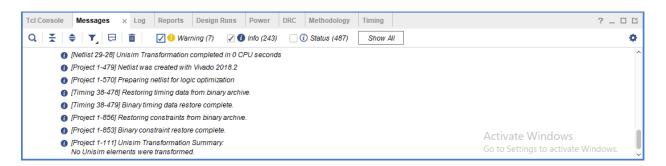
Implementation

Gray encoding



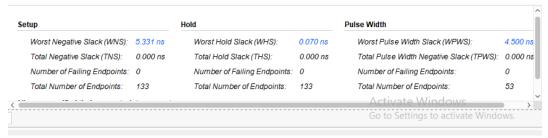




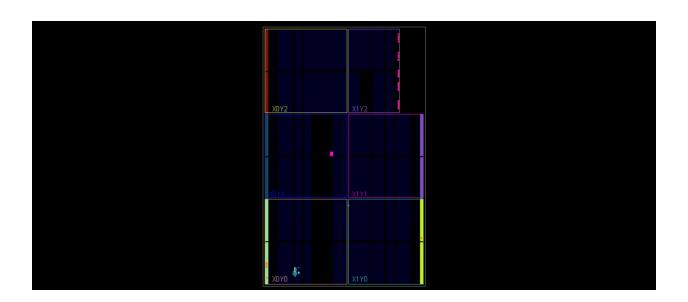


One hot encoding

Design Timing Summary

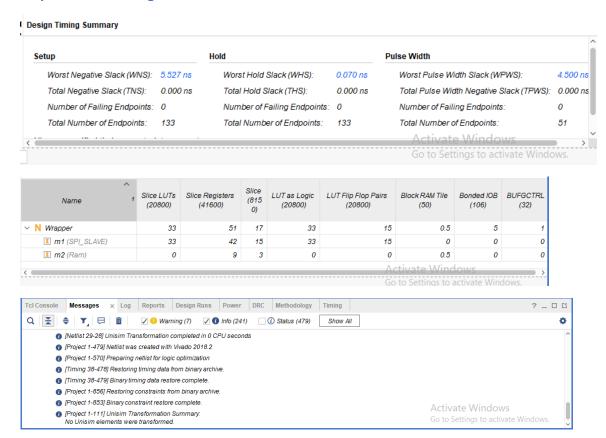


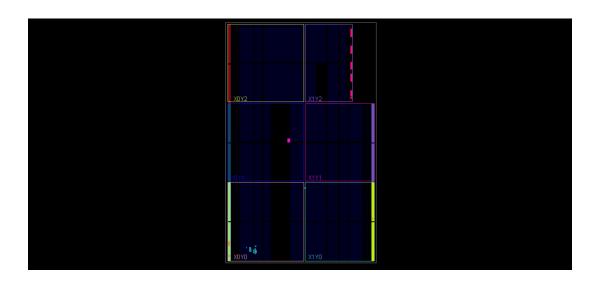
Name 1 Slice LUTs (20800) Slice Registers (41600) Slice (815 0) LUT as Logic (20800) LUT Flip Flop Pairs (20800) (50) Bonded IOB (32)											
N Wrapper 33 55 17 33 11 0.5 5											
I m1 (SPI_SLAVE)	I m1 (SPL_SLAVE) 33 46 15 33 11 0 0										
I m2 (Ram)		0	9	2	0	0	0.5	0	0		
<							ctivate Wind	AO 443	dows		



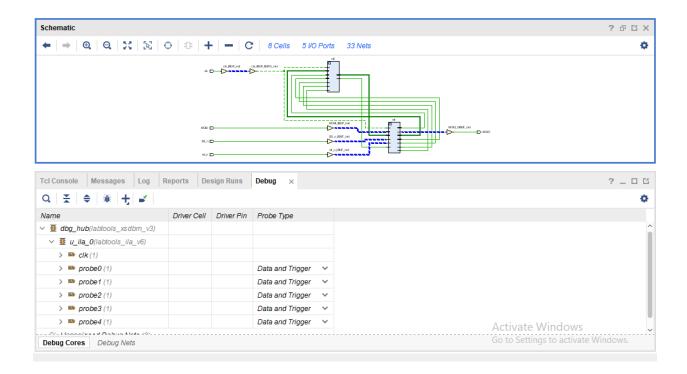


Sequential encoding

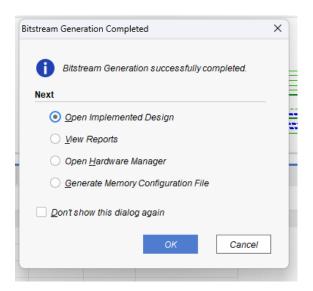




So the sequential encoding has the best timing so we choose it



We made a setup debug for these nets



Bitstream was created successfully