<u>Diploma Project</u> <u>SPI Slave with Single Port RAM</u>

Digital Ultras Team

⇒ <u>Team members:</u>

- 1) Shehab Eldeen Khaled Mabrouk
- 2) Mohamed Sameh Mohamed Kamel
- 3) shurooq mohammad alshal

• Design Code:

1) SPI_Slave:

```
module SPI_Slave
(clk,rst_n,ss_n,MOSI,tx_valid,tx_data,MISO,rx_data,rx_valid);
    //FSM states
    parameter IDLE = 3'b000;
    parameter CHK_CMD = 3'b001;
    parameter WRITE = 3'b010;
    parameter READ_ADD = 3'b011;
    parameter READ_DATA = 3'b100;
    // signal inout
    input clk , rst_n , ss_n , MOSI , tx_valid;
    input [7:0] tx_data;
    output reg MISO , rx_valid;
    output reg [9:0] rx_data;
    (* fsm_encoding = "one_hot"*) // or any other encoding type
    reg [2:0] cs,ns;
    reg [3:0] count_s_to_p , count_p_to_s;
    reg address_recived;
    // state memory
    always @(posedge clk) begin
        if (!rst_n) begin
            cs <= IDLE;</pre>
        else begin
            cs <= ns;
    // next state logic
    always @(*) begin
        case (cs)
            IDLE: begin
                if (!ss_n) begin
                    ns = CHK_CMD;
                end
                else begin
                    ns = IDLE;
                end
```

```
CHK_CMD: begin
    if (!ss_n) begin
        if (!MOSI) begin //write
            ns = WRITE;
        else if (MOSI) begin //read
            if (address_recived) begin
                ns = READ_DATA;
            else begin
                ns = READ_ADD;
        end
    else begin
       ns = IDLE;
WRITE: begin
    if (!ss_n) begin
        ns = WRITE;
    else begin
        ns = IDLE;
READ ADD: begin
    if (!ss_n) begin
        ns = READ_ADD;
    else begin
        ns = IDLE;
READ_DATA: begin
    if (!ss_n) begin
        ns = READ_DATA;
    else begin
        ns = IDLE;
```

```
default: ns = IDLE;
    endcase
// output logic
always @(posedge clk) begin
    if(!rst_n) begin
         MISO <= 0;
         rx data <= 0;</pre>
         rx_valid <= 0;</pre>
         count_s_to_p <= 1;</pre>
         count p to s \leftarrow 1;
         address_recived <= 0;</pre>
    else begin
         case (cs)
              WRITE: begin
                   if(count_s_to_p == 10) begin
                        rx valid <= 1;</pre>
                        count_s_to_p <= 1;</pre>
                   end
                   else if (count_s_to_p != 10) begin
                        rx_valid <= 0;</pre>
                   if (count_s_to_p < 11) begin</pre>
                        rx_data[10-count_s_to_p] <= MOSI;</pre>
                        count_s_to_p <= count_s_to_p + 1;</pre>
                   end
              READ ADD: begin
                   if(count_s_to_p == 10) begin
                        rx_valid <= 1;</pre>
                        count s to p \leftarrow 1;
                   else if (count_s_to_p != 10) begin
                        rx_valid <= 0;</pre>
                   if (count_s_to_p < 11) begin</pre>
                        rx_data[10-count_s_to_p] <= MOSI;</pre>
                        count_s_to_p <= count_s_to_p + 1;</pre>
                   address_recived <= 1;</pre>
```

```
READ_DATA: begin
                       if (tx_valid) begin
                            if (count_p_to_s < 9) begin</pre>
                                 MISO <= tx_data[8-count_p_to_s];</pre>
                                 count_p_to_s <= count_p_to_s + 1;</pre>
                                 count_s_to_p <= 1;</pre>
                            end
                            if (count_p_to_s == 8) begin
                                 count_s_to_p <= 1;</pre>
                                 count_p_to_s <= 1;</pre>
                        end
                       else begin
                            MISO <= 0;
                            if(count_s_to_p == 10) begin
                                 rx_valid <= 1;</pre>
                                 count_s_to_p <= 1;</pre>
                                 count_p_to_s <= 1;</pre>
                            else if (count_s_to_p != 10) begin
                                 rx_valid <= 0;</pre>
                            if (count s to p < 11) begin
                                 rx_data[10-count_s_to_p] <= MOSI;</pre>
                                 count_s_to_p <= count_s_to_p + 1;</pre>
                                 count_p_to_s <= 1;</pre>
                       end
                        address_recived <= 0;</pre>
                   default: begin
                       count_s_to_p <= 1;</pre>
                        count p to s \langle = 1;
                       rx_valid <= 0;</pre>
                       MISO <= 0;
              endcase
         end
endmodule
```

2) RAM:

```
module RAM(clk, rst_n, rx_valid, din, tx_valid, dout);
    parameter MEM_DEPTH = 256;
    parameter ADDR_SIZE = 8;
    input clk, rst_n, rx_valid;
    input [ADDR_SIZE+1:0] din;
    output reg tx_valid;
    output reg [ADDR SIZE-1:0] dout;
    wire [ADDR_SIZE-1:0] data;
    wire [1:0] signal;
    reg [ADDR_SIZE-1:0] mem [MEM_DEPTH-1:0];
    reg [ADDR_SIZE-1:0] wr_addr, rd_addr;
    assign signal = din[ADDR_SIZE+1:ADDR_SIZE];
    assign data = din[ADDR_SIZE-1:0];
    always @(posedge clk) begin
         if(~rst_n) begin
             tx_valid <= 0;</pre>
             dout <= 0;
             wr_addr <= 0;
             rd_addr <= 0;
         else if (rx_valid) begin
             case(signal)
             2'b00: begin
                 wr_addr <= data;</pre>
                 tx_valid <= 0;</pre>
             2'b01: begin
                 mem[wr_addr] <= data;</pre>
                 tx_valid <= 0;</pre>
             2'b10: begin
                 rd_addr <= data;</pre>
                 tx_valid <= 0;</pre>
             2'b11: begin
                 dout <= mem[rd_addr];</pre>
                 tx_valid <= 1;</pre>
             default: tx valid <= 0;</pre>
```

```
endcase
end
end
end
end
end
```

3) Top module (SPI_Wrapper):

```
module SPI_Wrapper (clk,rst_n,MOSI,ss_n,MISO);
    parameter MEM_DEPTH = 256;
    parameter ADDR_SIZE = 8;
    parameter IDLE = 3'b000;
    parameter CHK_CMD = 3'b001;
    parameter WRITE = 3'b010;
    parameter READ_ADD = 3'b011;
    parameter READ_DATA = 3'b100;
    input clk , rst_n , MOSI , ss_n;
    output MISO;
    wire rx_valid , tx_valid;
    wire [7:0] tx_data;
    wire [9:0] rx_data;
    SPI_Slave #(IDLE,CHK_CMD,WRITE,READ_ADD,READ_DATA)
SPI(clk,rst_n,ss_n,MOSI,tx_valid,tx_data,MISO,rx_data,rx_valid);
    RAM #(MEM_DEPTH,ADDR_SIZE) ram(clk, rst_n, rx_valid, rx_data, tx_valid,
tx_data);
endmodule
```

⇒ Testbench Code:

```
module SPI_Wrapper_tb();
    parameter MEM_DEPTH = 256;
    parameter ADDR SIZE = 8;
    parameter IDLE = 3'b000;
    parameter CHK_CMD = 3'b001;
    parameter WRITE = 3'b010;
    parameter READ_ADD = 3'b011;
    parameter READ_DATA = 3'b100;
    // signal declaration
    reg clk , rst_n , MOSI , ss_n;
    wire MISO;
    integer i = 0;
    // Module instantiation
    SPI_Wrapper #(MEM_DEPTH,ADDR_SIZE,IDLE,CHK_CMD,WRITE,READ_ADD,READ_DATA)
SPI_Wrapper_DUT (clk,rst_n,MOSI,ss_n,MISO);
    // clock generation
    initial begin
        clk=0;
        forever
        #1 clk=~clk;
    initial begin
        $readmemh("mem.dat" ,SPI_Wrapper_DUT.ram.mem);
        rst_n=0; // initialize Design
        ss_n=1;
        MOSI=1;
        @(negedge clk);
        rst_n=1;
        ss_n=0;
        // Write Address 1
        @(negedge clk);
        MOSI=0;
        @(negedge clk);
        MOSI=0;
        @(negedge clk);
        MOSI=0;
```

```
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=$random;
    @(negedge clk);
ss_n=1;
@(negedge clk);
ss_n=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
MOSI=1;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=\$random;
    @(negedge clk);
ss_n=1;
// Read Address 1
@(negedge clk);
ss_n=0;
@(negedge clk);
MOSI=1;
@(negedge clk);
MOSI=1;
@(negedge clk);
MOSI=0;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=$random;
    @(negedge clk);
ss_n=1;
// Read Data 1
@(negedge clk);
ss_n=0;
@(negedge clk);
MOSI=1;
@(negedge clk);
```

```
MOSI=1;
@(negedge clk);
MOSI=1;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=$random;
    @(negedge clk);
repeat(8) @(negedge clk);
ss_n=1;
@(negedge clk);
// write address 2
ss_n=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=1;
    @(negedge clk);
ss_n=1;
@(negedge clk);
ss_n=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
MOSI=0;
@(negedge clk);
MOSI=1;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=$random;
    @(negedge clk);
ss_n=1;
@(negedge clk);
```

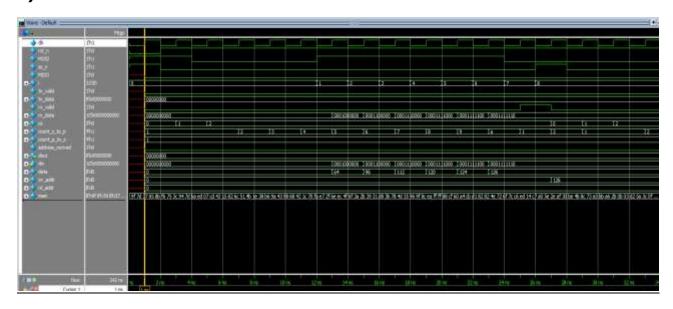
```
ss_n=0;
@(negedge clk);
MOSI=1;
@(negedge clk);
MOSI=1;
@(negedge clk);
MOSI=0;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=$random;
    @(negedge clk);
ss n=1;
@(negedge clk);
ss_n=0;
@(negedge clk);
MOSI=1;
@(negedge clk);
MOSI=1;
@(negedge clk);
MOSI=1;
@(negedge clk);
for(i=0;i<8;i=i+1) begin</pre>
    MOSI=$random;
    @(negedge clk);
repeat(8) @(negedge clk);
ss_n=1;
@(negedge clk);
$stop;
```

⇒ Do file:

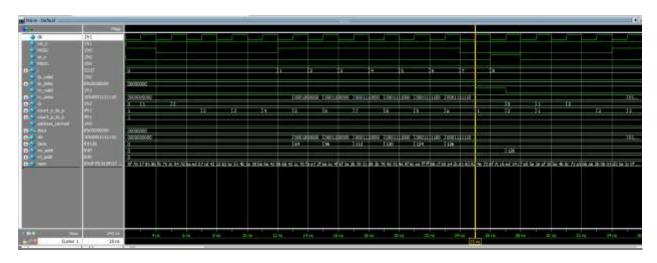
```
vlib work
vlog SPI_Slave.v RAM.v SPI_Wrapper.v SPI_Wrapper_tb.v
vsim -voptargs=+acc work.SPI_Wrapper_tb
add wave *
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/tx_valid
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/tx_data
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/rx_valid
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/rx_data
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/SPI/cs
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/SPI/count_s_to_p
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/SPI/count_p_to_s
add wave /SPI Wrapper tb/SPI Wrapper DUT/SPI/address recived
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/ram/dout
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/ram/din
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/ram/data
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/ram/wr_addr
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/ram/rd_addr
add wave /SPI_Wrapper_tb/SPI_Wrapper_DUT/ram/mem
run -all
```

⇒ <u>Simulation on Questasim:</u>

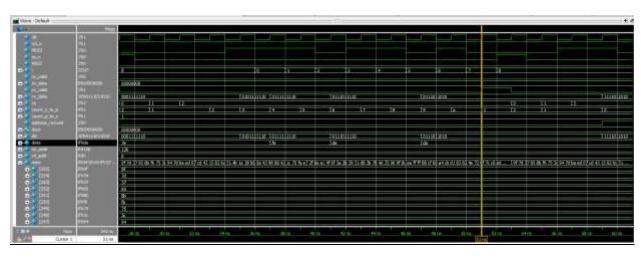
1) Reset case:

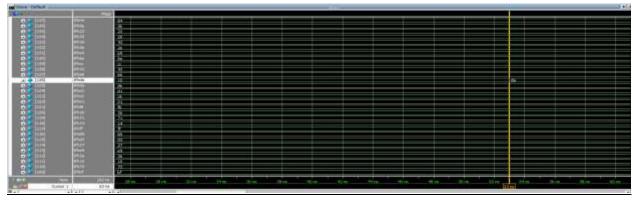


2) Write address case:

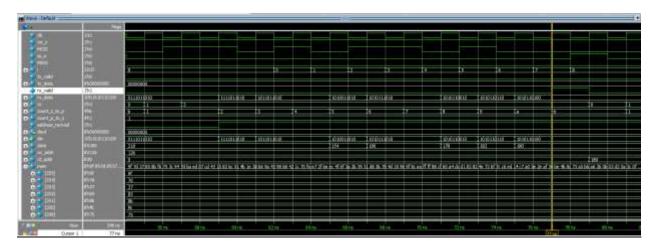


3) Write data case:

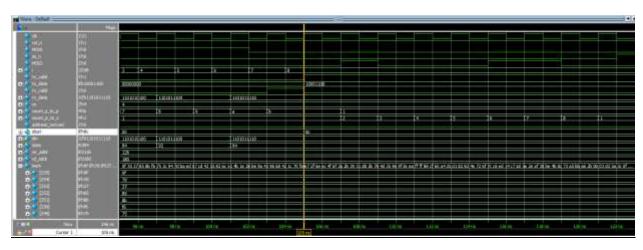


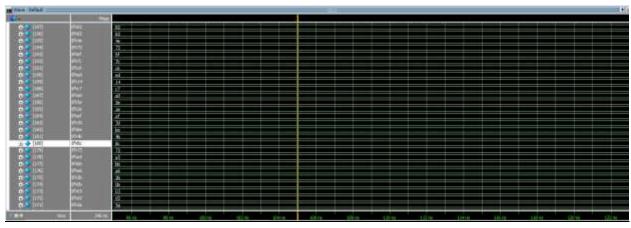


4) Read address case:



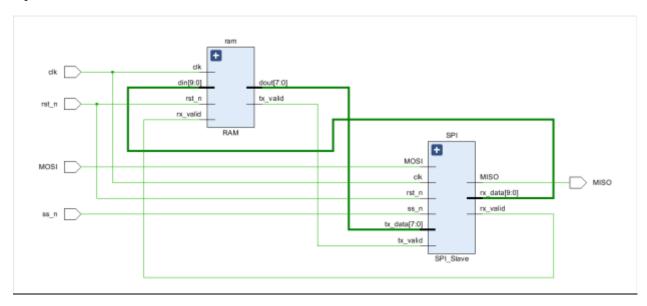
5) Read data case:

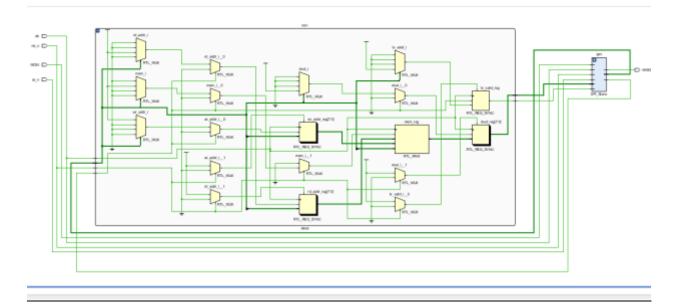




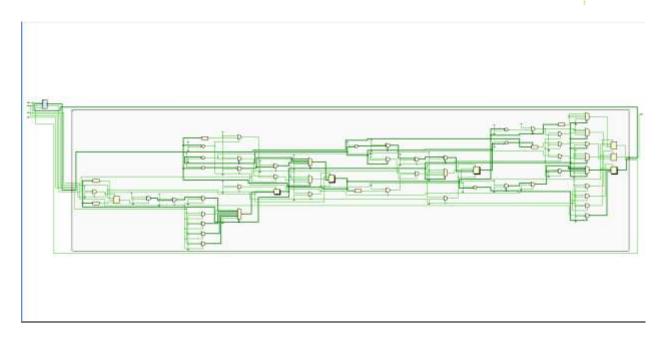
⇒ Elaboration:

1) <u>Schematic:</u>

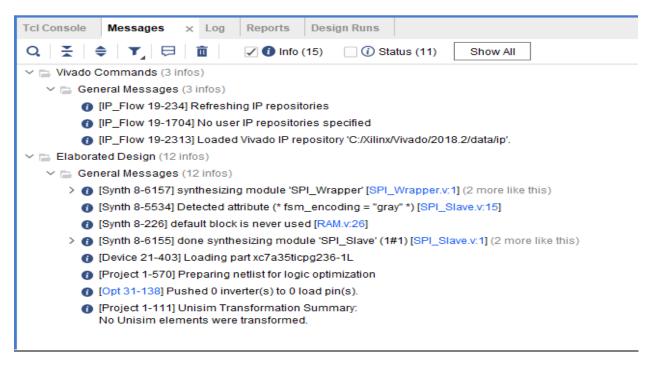




⇒ SPI Slave:

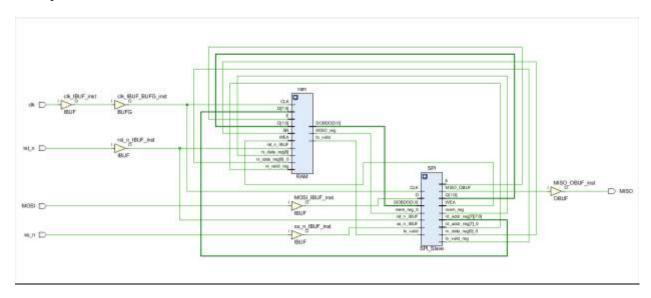


2) Message tab:



⇒ RTL Synthesis for gray encoding:

1) schematic

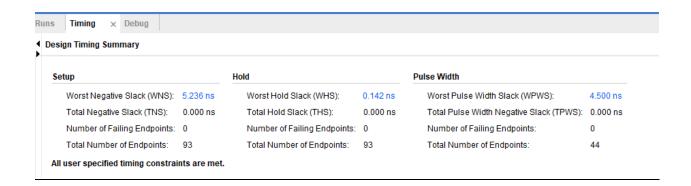


| State Ne | w Encoding | Previous Encoding |
|------------|------------|-------------------|
| IDLE | 000 | 000 |
| CHK_CMD | 001 | 001 |
| WRITE | 011 | 010 |
| READ_DATA | 010 | 100 |
| READ_ADD | 111 | 011 |

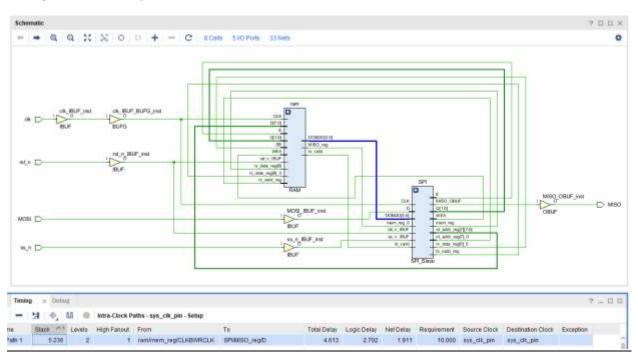
2) Message tab:

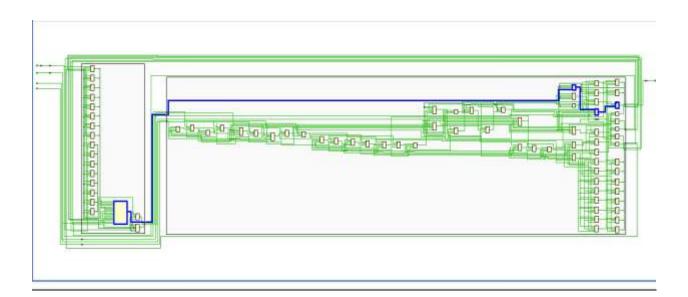


3) Timing report:

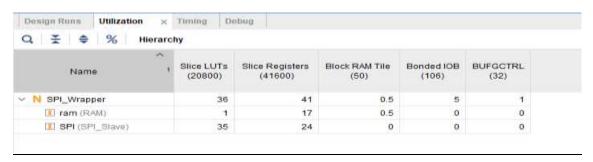


4) Critical path:



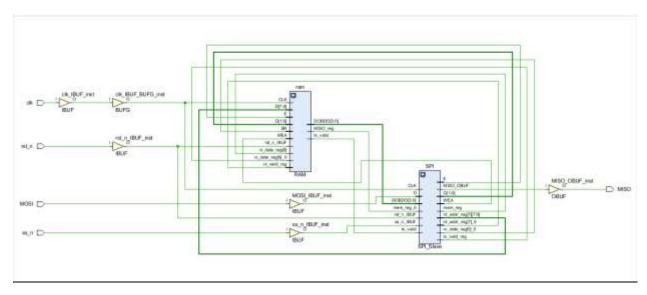


5) **Utilization report:**



⇒ RTL Synthesis for one hot encoding:

1) <u>schematic</u>



| State | New Encoding | Previous Encoding |
|-----------|--------------|-------------------|
| IDLE | 00001 | 1 000 |
| CHK_CMD | 00010 | 001 |
| WRITE | 00100 | 010 |
| READ_DATA | 01000 | 100 |
| READ_ADD | 10000 | 011 |

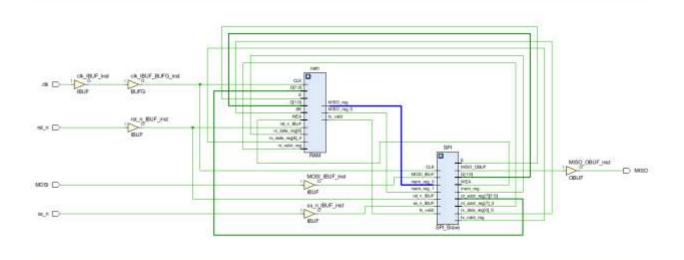
2) Message tab:



3) Timing report:

| etup | | Hold | | Pulse Width | |
|------------------------------|----------|------------------------------|----------|--|----------|
| Worst Negative Slack (WNS): | 5.445 ns | Worst Hold Slack (WHS): | 0.142 ns | Worst Pulse Width Slack (WPWS): | 4.500 ns |
| 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: | 95 | Total Number of Endpoints: | 95 | Total Number of Endpoints: | 46 |

4) Critical path:



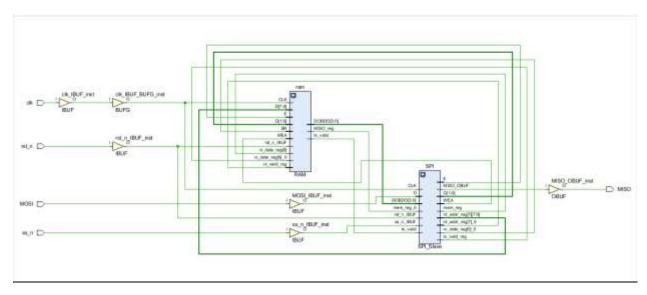


5) <u>Utilization report:</u>

| Name 1 | Slice LUTs (20800) | Slice Registers (41600) | Block RAM Tile (50) | Bonded IOB (106) | BUFGCTRL (32) |
|-----------------|-----------------------|----------------------------|------------------------|---------------------|------------------|
| ✓ N SPI_Wrapper | 38 | 43 | 0.5 | 5 | 1 |
| I ram (RAM) | 2 | 17 | 0.5 | 0 | 0 |
| SPI (SPI_Slave) | 36 | 26 | 0 | 0 | 0 |

⇒ RTL Synthesis for sequential encoding:

1) <u>schematic</u>



| State | New Encoding | Previous Encoding |
|-----------|--------------|-------------------|
| IDLE | 000 | 000 |
| CHK_CMD | 001 | 001 |
| WRITE | 010 | I 010 |
| READ_DATA | 011 | 100 |
| READ_ADD | 100 | 011 |

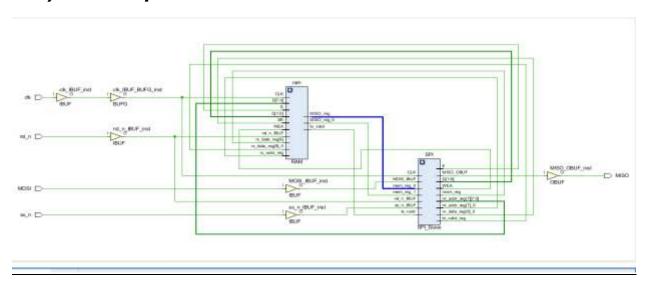
2) Message tab:

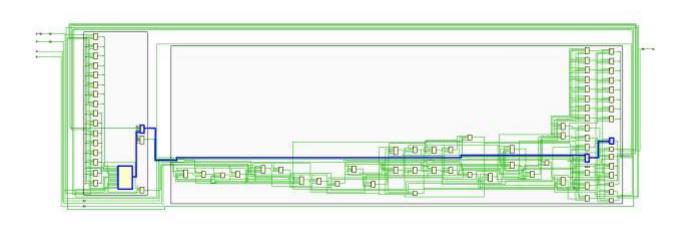


3) Timing report:

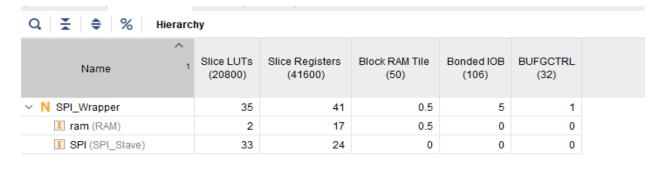
| tup | | Hold | | Pulse Width | |
|------------------------------|----------|------------------------------|----------|--|----------|
| Worst Negative Slack (WNS): | 5.445 ns | Worst Hold Slack (WHS): | 0.144 ns | Worst Pulse Width Slack (WPWS): | 4.500 ns |
| Total Negative Slack (TNS): | 0.000 ns | Total Hold Slack (THS): | 0.000 ns | Total Pulse Width Negative Slack (TPWS): | 0.000 ns |
| Number of Failing Endpoints: | 0 | Number of Failing Endpoints: | 0 | Number of Failing Endpoints: | 0 |
| Total Number of Endpoints: | 93 | Total Number of Endpoints: | 93 | Total Number of Endpoints: | 44 |

4) Critical path:



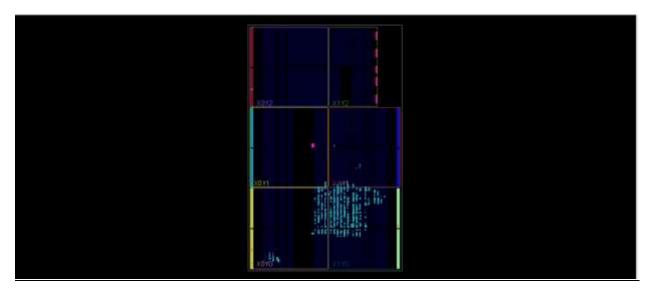


5) <u>Utilization report:</u>



⇒ <u>Implementation for one hot encoding:</u>

1) Device:

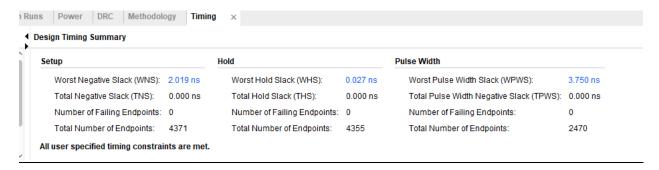


| State | New Encoding | Previous Encoding |
|-----------|--------------|-------------------|
| IDLE | 00001 | 000 |
| CHK_CMD | 00010 | 001 |
| WRITE | 00100 | 010 |
| READ_DATA | 01000 | 100 |
| READ_ADD | 10000 | 011 |

2) Message tab:



3) Timing report:

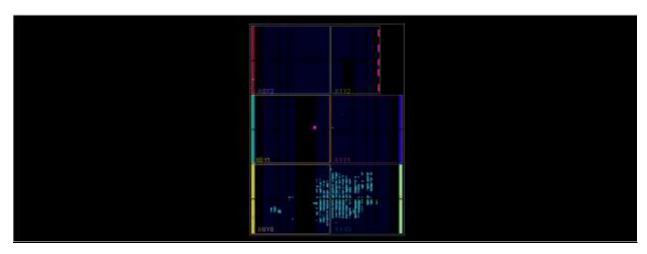


4) Utilization report:

| | Name | Slice LUTs (20800) | Sitce Registers (41630) | 977 Munes (16300) | (815 (9) | LUT as Logic (20900) | LUT as Memory (9600) | LUT Flip Flop Paris (20800) | Block RAM Tile (50) | Blonded IOB (105) | BUFGCTRL (32) | BSCANE2 (4) |
|-----|---------------------|-----------------------|----------------------------|-------------------------|-------------|-------------------------|-------------------------|--------------------------------|------------------------|----------------------|------------------|----------------|
| N | SPt_Wrapper | 1469 | 2225 | 17 | 725 | 1330 | 139 | 892 | 1 | 5 | 2 | - 1 |
| - 3 | Stog_fub (mig_frid) | 475 | 727 | 0 | 232 | 451 | 24 | 305 | 0 | 0 | 1 | 1 |
| | III zam (RAW) | 2 | 97 | .0 | 0. | 2 | 0 | D | 0.5 | 0 | 0 | - 0 |
| | (E BRIDEL Blank) | 40 | 26 | . 0 | 20 | 40 | 0 | 16 | | 0 | 0 | 8 |
| -3 | E u_4a_0 (0_64_0) | 952 | 1455 | .17 | 473 | 837 | 115 | 570 | 0.5 | 0 | 0 | |

⇒ <u>Implementation for gray encoding:</u>

1) Device:



| State | New Encoding | Previous Encoding | |
|-----------|--------------|-------------------|--|
| IDLE | 000 | 1 000 | |
| CHK_CMD | 001 | 001 | |
| WRITE | 011 | 010 | |
| READ_DATA | 010 | 100 | |
| READ_ADD | 111 | 011 | |

2) Message tab:



3) <u>Timing report:</u>

Design Timing Summary

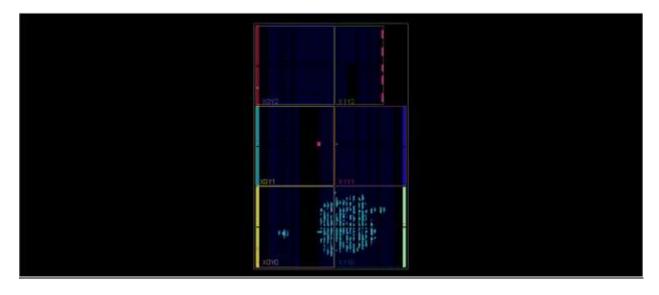
| Worst Negative Slack (WNS): | 1.857 ns | Worst Hold Slack (WHS): | 0.040 ns | Worst Pulse Width Slack (WPWS): | 3.750 ns |
|-----------------------------|----------|------------------------------|----------|--|----------|
| Total Negative Slack (TNS): | 0.000 ns | Total Hold Slack (THS): | 0.000 ns | Total Pulse Width Negative Slack (TPWS): | 0.000 ns |
| Number of Failing Endpoints | 0 | Number of Failing Endpoints: | 0 | Number of Failing Endpoints: | 0 |
| Total Number of Endpoints: | 4274 | Total Number of Endpoints: | 4258 | Total Number of Endpoints: | 2405 |

4) <u>Utilization report:</u>

| Name | ٠, | Slice LUTe (20900) | Sice Registers (41600) | F7 Muses (16300) | (815 (8) | LUT as Logic (20800) | LUT as Memory (9600) | LUT Flip Flop Pairs (20800) | Block RAM Tife (50) | Bonded IOB (106) | BUFGCTRL (32) | BSCANE2 (4) |
|----------------------|-----|-----------------------|---------------------------|------------------------|-------------|-------------------------|-------------------------|--------------------------------|------------------------|---------------------|------------------|----------------|
| N SPI_Wrapper | | 1443 | 2170 | 16 | 727 | 1310 | 133 | 869 | 1 | 5 | 2 | 1 |
| > IE dbg_hub img_hui | 100 | 475 | 727 | .0 | 244 | 451 | 24 | 311 | 0 | 0 | 1 | 1 |
| III ram (FLAM) | | - 1 | 17 | | 6 | 1 | 0 | 0 | 0.5 | 0 | 0 | 0 |
| (E SPLSlave) | | 41 | 24 | .0 | 20 | 41 | 0 | 14 | 0 | 0 | 0 | 0 |
| > II u da Olu in di | | 926 | 1402 | 15 | 452 | 817 | 109 | 543 | 0.5 | 0 | 0 | 0 |

⇒ <u>Implementation for sequential encoding:</u>

1) <u>Device:</u>



| State | New Encoding | Previous Encoding |
|-----------|--------------|-------------------|
| IDLE | 000 | 000 |
| CHK_CMD | 001 | 001 |
| WRITE | 010 | 010 |
| READ_DATA | 011 | 100 |
| READ_ADD | 100 | 011 |

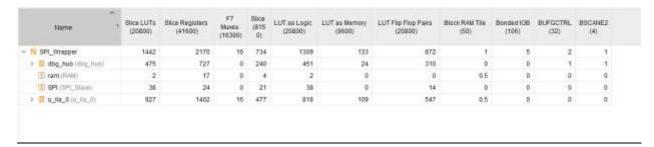
2) Message tab:



3) Timing report:

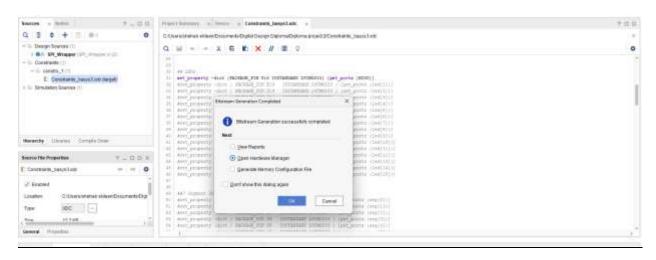


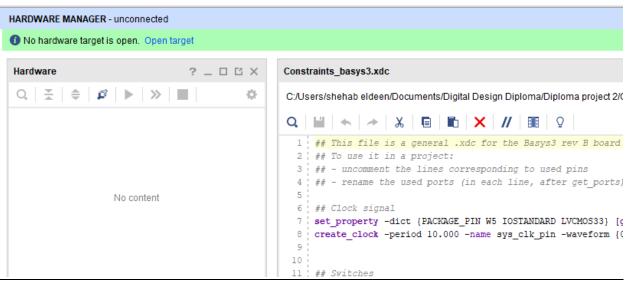
4) <u>Utilization report:</u>



Comment: we will choose one hot encoding as the best one to operate at highest frequency as it has highest setup time slack

⇒ Generate bit stream file:





⇒ Netlist Verilog code: