

# [DOCUMENT TITLE]

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### 1. QuestaSim Snippets

## Check write operation

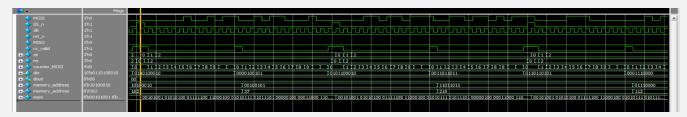


Figure 1: WRITE operation check

This snippet demonstrates the following behaviors:

- State Transitions:
  - $\circ$  0  $\rightarrow$  IDLE state
  - $\circ$  1  $\rightarrow$  CHCK CMD (Check Command) state
  - $\circ$  2  $\rightarrow$  WRITE state
- Master Behavior (cs = 2):
  - o When **cs** is set to 2, the master receives the address after 10 clock cycles, followed by receiving the data after an additional 10 clock cycles.
- Output Signals:
  - o **Dout** remains at 0, as no output is expected in this sequence.
  - o **MISO** is held at 0 throughout.

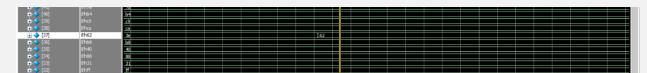


Figure 2: memory assigning check

This snippet demonstrates assigning memory address **37** with the value **0x62**, which corresponds to the binary input **0110 0010**.



Figure 3: memory assigning check

This snippet demonstrates assigning memory address **219** with the value **0xb5**, which corresponds to the binary input **1011 0101**.

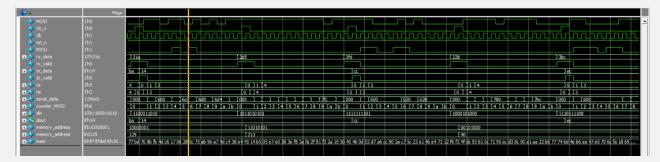


Figure 4: READ operation check

This snippet demonstrates the following behaviors:

#### • State Transitions:

- $0 \rightarrow IDLE state$
- $\circ$  1  $\rightarrow$  CHCK CMD (Check Command) state
- $\circ$  3  $\rightarrow$  READ ADD (Read Address) state
- $\circ$  4  $\rightarrow$  READ\_DATA (Read Data) state

#### • Master Behavior (cs signal):

- When **cs** is set to 3, the master receives the address after 10 clock cycles.
- When **cs** is set to 4, the master sends the data stored at the specified memory address to the slave device.

#### • Output Signals:

- o **Dout** is assigned the value read from the memory address.
- o **MISO** begins driving the assigned value, shifting it out serially over 8 clock cycles.

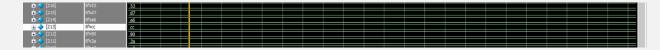


Figure 5: DOUT assigning check

This snippet demonstrates that the value stored at memory address **0x213** is correctly assigned to the **Dout** signal.



Figure 6: DOUT assigning check

This snippet demonstrates that the value stored at memory address **0x40** is correctly assigned to the **Dout** signal.

## 2. Linting (snippets showing no errors)

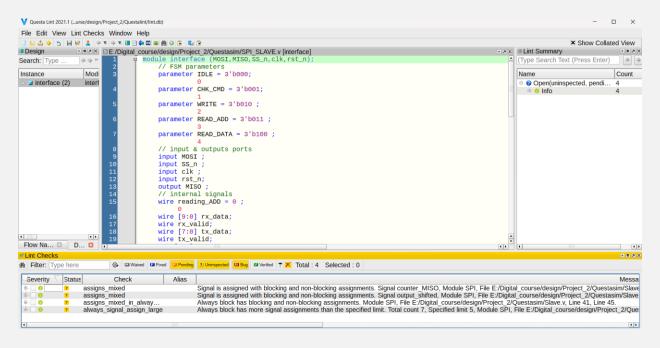


Figure 7: linting

## 3. Elaboration and synthetization

#### 3.1. Elaboration schematic

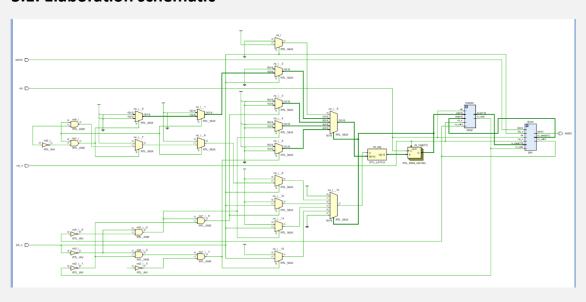


Figure8: RTL schematic

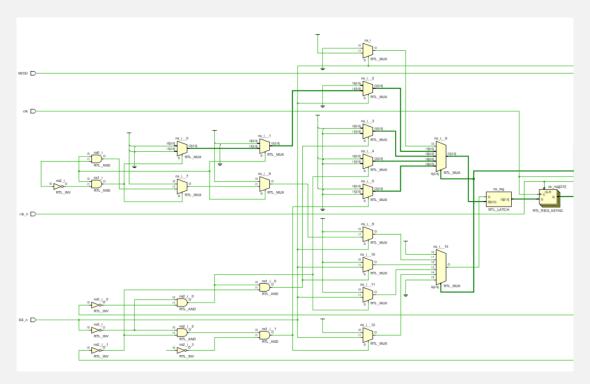


Figure 9: RTL schematic

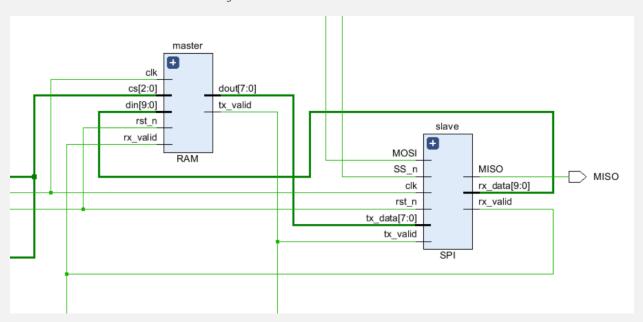


Figure 10: RTL schematic

## 3.2. Synthesis schematic

# Sequential encoding

o Synthesis schematic

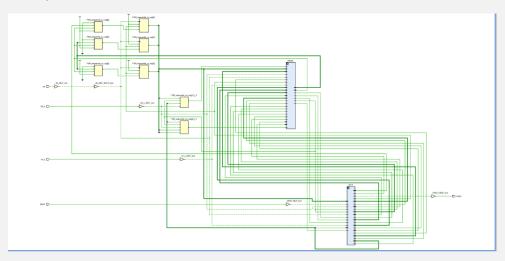


Figure 11: Synthesis schematic

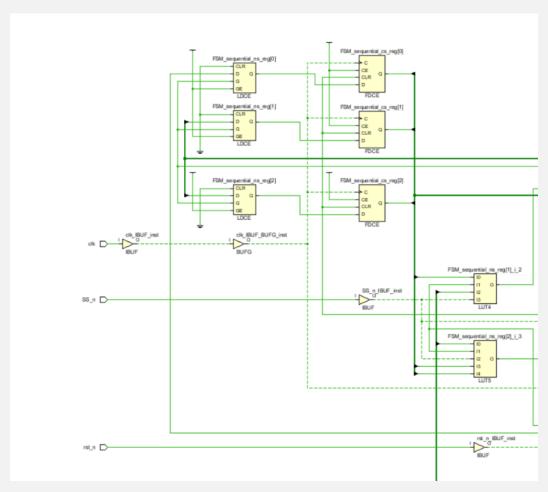


Figure 12: Synthesis schematic

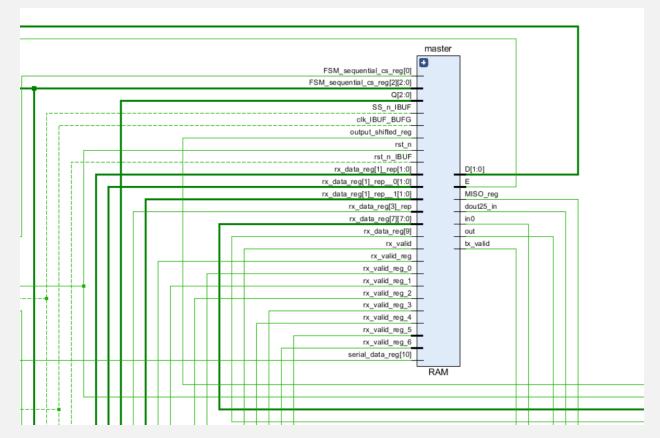


Figure 13: Synthesis schematic

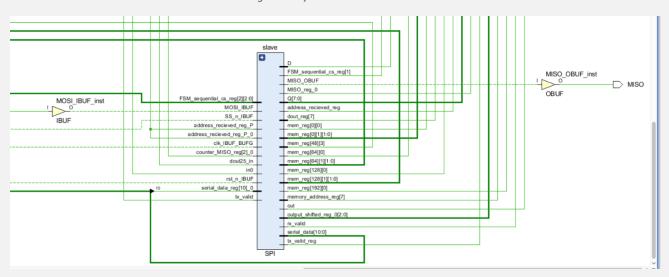


Figure 14: Synthesis schematic

#### o Synthesis report showing the encoding used

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

Figure 15: Synthesis report

#### Timing report snippet

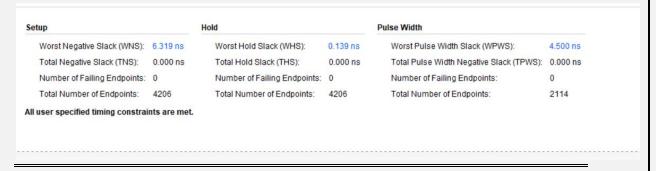


Figure 16: Timing report

## • One\_hot encoding

## Synthesis schematic

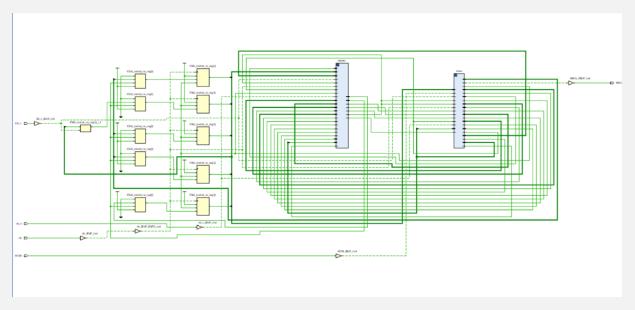


Figure 17: Synthesis schematic

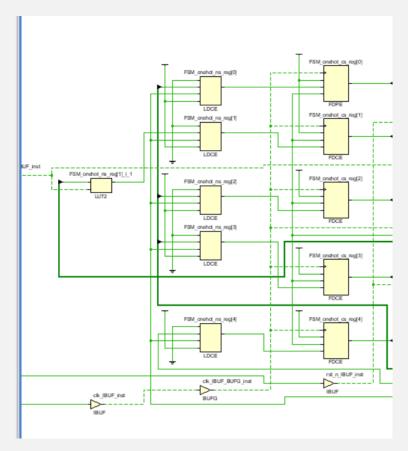


Figure 18: Synthesis schematic

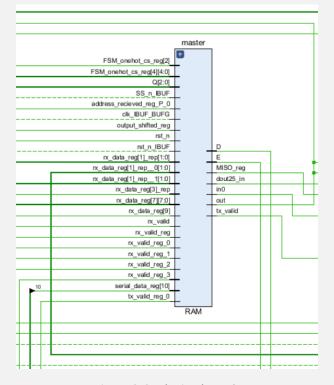


Figure 19: Synthesis schematic

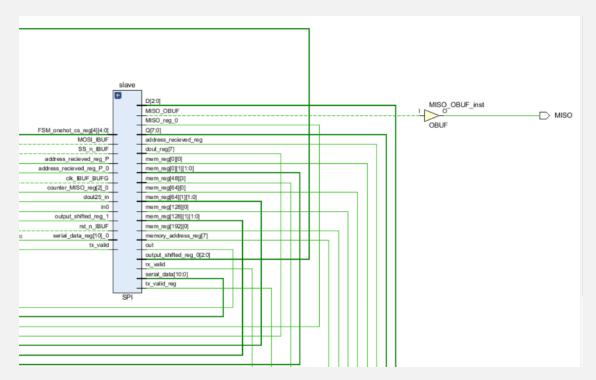


Figure 20: Synthesis schematic

#### Synthesis report showing the encoding used

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

Figure 21: Synthesis report

#### Timing report snippet



Figure 22: Timing report

# Gray encoding

o Synthesis schematic

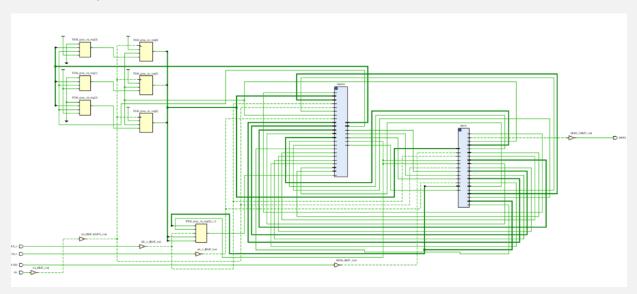


Figure 23: Synthesis schematic

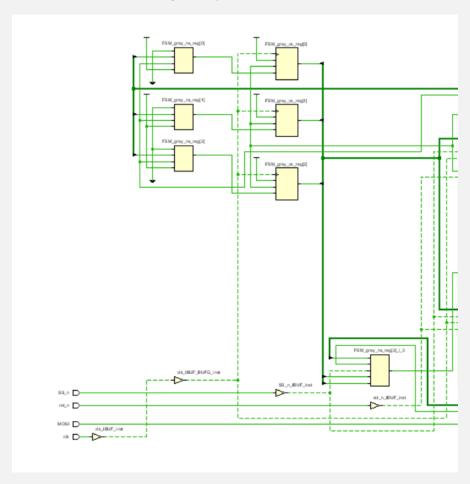


Figure 24: Synthesis schematic

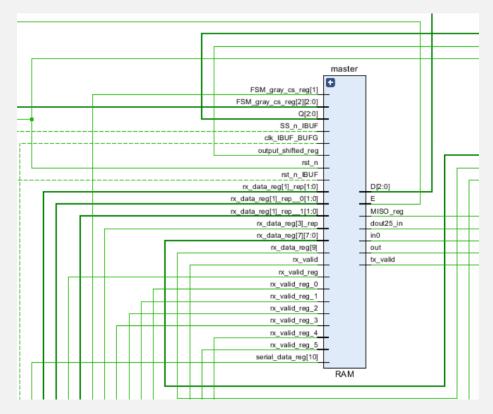


Figure 25: Synthesis schematic

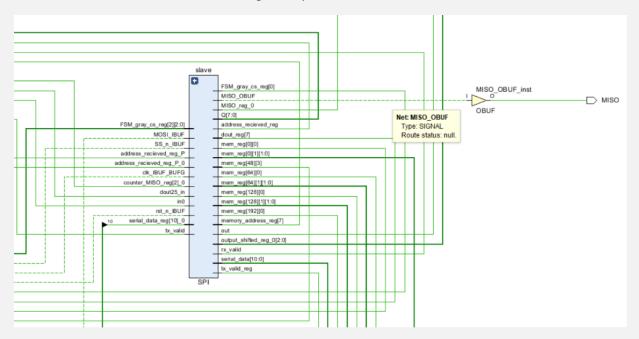


Figure 26: Synthesis schematic

#### Synthesis report showing the encoding used

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

Figure 27: Synthesis report

#### Timing report snippet

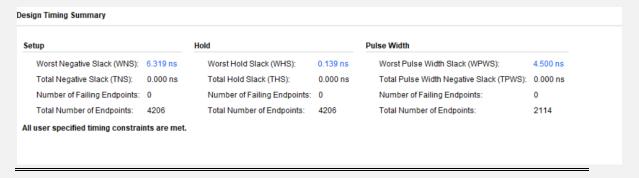


Figure 28: Timing report

## 4. Implementation snippets for each encoding

## Sequential encoding

## Utilization report



Figure 29: Utilization report

## Timing report



Figure 30: Timing report

## FPGA device snippet

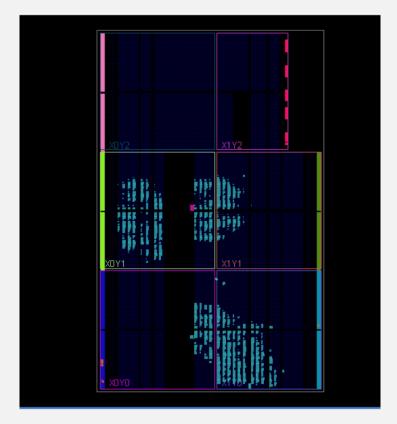


Figure 31: Device snippet

## • One\_hot encoding

## Utilization report

Name 1	Slice LUTs (20800)	Slice Registers (41600)	F7 Muxes (16300)	F8 Muxes (8150)	Slice (815 0)	LUT as Logic (20800)	LUT as Memory (9600)	LUT Flip Flop Pairs (20800)	Block RAM Tile (50)	Bonded IOB (106)	BUFGCTRL (32)	BSCANE2 (4)
∨ N interface	2128	4035	283	136	1377	2020	108	772	0.5	5	2	1
> 1 dbg_hub (dbg_hub)	476	727	0	0	240	452	24	316	0	0	1	1
■ master (RAM)	851	2070	273	136	746	851	0	8	0	0	0	0
I slave (SPI)	36	39	0	0	18	36	0	18	0	0	0	0
> 1 u_ila_0 (u_ila_0)	764	1189	10	0	383	680	84	425	0.5	0	0	0

Figure 32: Utilization report

## Timing report



Figure 33: Timing report

## FPGA device snippet

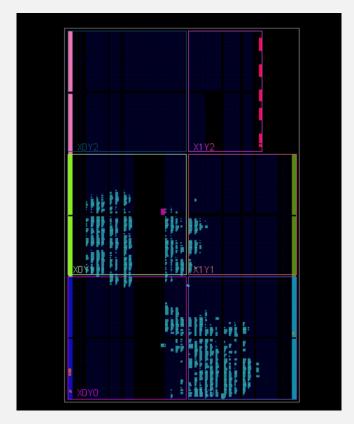


Figure 34: Device snippet

## • Gray encoding

## Utilization report

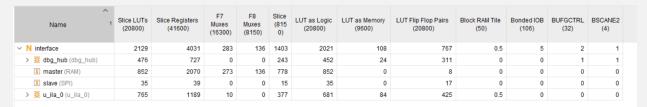


Figure 35: Utilization report

## Timing report



Figure 36: Timing report

## FPGA device snippet

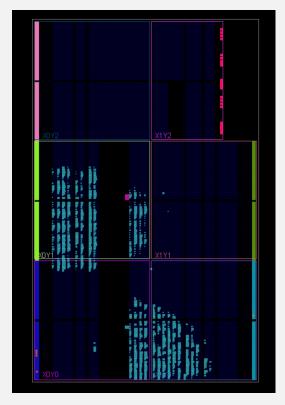


Figure 37: Device snippet

Since the **one\_hot encoding report** shows a slightly better WNS of **6.325 ns** (vs. 6.319 ns), it offers a tiny bit more setup slack — which means it can theoretically achieve a slightly higher maximum frequency.

Therefore, the one\_hot encoding represents the best choice to achieve the highest operating frequency.

5. Snippet of the "Messages" tab showing no critical warnings or errors after running elaboration, synthesis, implementation and a successful bitstream generation. (using one\_hot encoding)

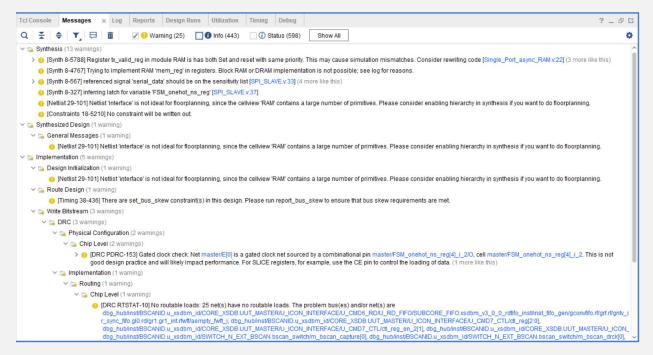


Figure 38: Message tab