

RESEARCH ARTICLE



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UART to SPI Core Implementation on different FPGA Devices

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ABSTRACT

In electronic design a semiconductor intellectual property core, IP core, or IP block is a reusable unit of logic, cell, or chip layout design that is the intellectual property of one party. IP cores may be licensed to another party or can be owned and used by a single party alone. UART to SPI core is used in many Microcontrollers and SoC's. UART to SPI core can be used as a module in implementing a bigger system irrespective of ones choice of implementation platform.. The design is simulated on various FPGA Devices and power consumed is calculated. The results show the power consumed by the module in various devices. The results obtained can be used to select a type of FPGA device for implementation. The design can be used in SOC based devices, by directly integrating with other sub-blocks. Thereby, development time is highly reduced.

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INTRODUCTION

The importance for System-on-Chip (SOC) using an intellectual property (IP) is increasing in modern design methodology. The past design method is not suitable to design chip which operate on required function in given time. Therefore, using proper IP for requested specifications reduce design time and cope with time-to-market. So we designed a reusable UART IP for application of serial communication. A UART (Universal Asynchronous

Receiver and Transmitter) is an integrated circuit which plays the most important role in serial communication. The UART contains a receiver (serial-to-parallel converter) and a transmitter (parallel-to-serial converter)¹. It handles the conversion between serial and parallel data. Serial communication reduces the distortion of a signal, therefore makes data transfer between two systems separated in great distance possible. The advantages

of UART systems are the simplicity of interconnection wiring and character transmission protocol and formats.

The System On Chip (SOC) based design involves ten's of modules integrated and formed as system. IP based design reduces the design time by directly integrating all the IP's developed by different vendors in the system. If the system needs to communicate with external devices like modem, a UART module may be need. At the same time, for internal on board communication with other devices SPI module may be needed. A UART device can be designed with different parameters. If the vendor changes the parameters, the entire design needs to be developed from scratch. For high performance systems, FPGA's sometimes use SPI to interface as a slave. In-system programmable AVR controllers (including blank ones) can be programmed using an SPI Interface

Architecture of interface

The UART to SPI module is implemented in Verilog HDL, which makes it platform independent and by changing the parameters in code, any design with specified parameters can be made available. Readily Available core, if SOC involves UART-SPI Interface. These SPI is the famous bus interface that is widely used in many SOC based design. It offers full duplex communication. A message handler is necessary for Communication between SPI and UART, which supports different data formats. The UART interface can be connected to serial communication devices like modem. The SPI Interface is connected to SPI Bus for serial communication with internal blocks/devices².

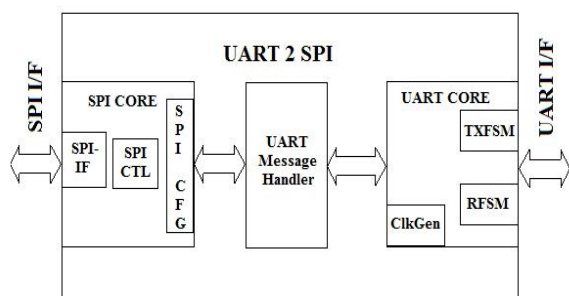


Fig1. block diagram of the UART to SPI core.

Architecture Consist of following Sub-blocks:
 A)UART CORE. B)SPI CORE .C)UART Message Handler³

A. UART Core

It translates data between parallel and serial forms. This core includes 3 parts.

- i) RXFSM: This block monitor the UART receives port (uart_rxd) and decode it into 8 bit data format.
- ii)TXFSM: This block translate 8 Bit Data into serial UART bit frame format and drive it into UART Transmit Port (uart_txd)⁴.
- iii) CLK-GEN: This block includes a clock divider circuit to generate required baud-clock required to sample/drive the UART interface signal.

16x Baud clock formula is = System-Clock (in Hz) / (2 + Configured Baud Register value).

B. UART_SPI_CNTRL

This block includes a state machine and decodes

- i) wm <addr> <data> <newline> command into register write towards SPI core with <Addr> <Data>
- ii) rm <addr> <newline> command into a register read access towards SPI core and transmit back the read data received from SPI interface⁵.

C. Serial Peripheral Interface(SPI)

Serial Peripheral Interface, often shortened as SPI (pronounced as *spy*, *oress-pee-eye*), is a synchronous serial data transfer protocol named by Motorola. Here two or more serial devices are connected to each other in full-duplex mode. The devices connected to each other are either *Master* or *Slave*. In a SPI link there could as many Masters and Slaves as required, but it's very rare to find more than one Master in a SPI link⁶.

The *Master* device is the one which initiates the connection and controls it. Once the connection is initiated, then the *Master* and one or more *Slave(s)* can transmit and/or receive data. As mentioned earlier, this is a full-duplex connection, which means that *Master* can send data to *Slave(s)* and the *Slave(s)* can also send the data to the *Master* at the same time.

Now that we have a basic knowledge of what SPI is, let's look into the operation of SPI Bus. The SPI operation is based upon shift registers. Every device, whether *Master* or *Slave* has an 8-bit shift register inside it. The size of the shift register could be more than 8-bit as well (like 10-bit, 12-bit, etc), but it should be the same for both *Master* and *Slave*, and the protocol should support it. The *Master* and *Slave* are connected in such a way

that the two shift registers form an inter-device circular buffer. These shift registers operate in Serial-In/Serial-Out (SISO) fashion. The output of the *Master's* shift register is connected to the input of the *Slave's* shift register; and the output of the *Slave's* shift register is connected to the input of *Master's* shift register. This makes the connection operate like a circular/ring buffer. Don't bother about the names MISO, MOSI and SCK now. We will discuss about them a little later in this post.

As mentioned earlier, SPI is a synchronous serial data transfer protocol, which means that there must be a clock to synchronize the data transfer. It has also been stated that the *Master* is responsible for initiating and controlling the connection.

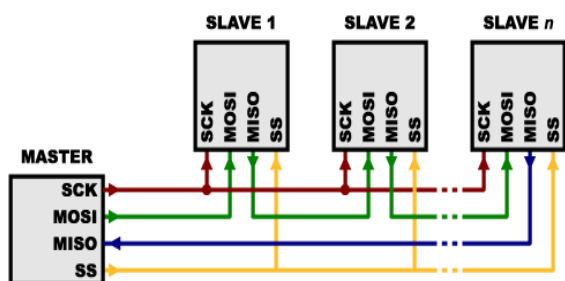


Fig 3.SPI Master-Slave Configuration.

VERIFICATION

The Device Under Test (DUT) is UART-SPI Core. It is verified by running test cases and the SPI slave device selected is ST Serial Flash Memory. In Directed verification, the Verification Environment has mechanism to send the Stimulus to DUT and collect the responses and check the responses. The Stimulus is generated in Tests case. Directed testbenches may also use a limited amount of randomization, often by creating random data values rather than simply filling in each data element with a predetermined value. Each test case verifies specific feature of the design. This becomes tedious when the design complexity increases. As circuit complexity increases, it becomes more difficult to create patterns that fully exercise the design. Test case maintenance become harder and time consuming⁷.

A **Bus Functional Model** or BFM (also known as a Transaction Verification Models or TVM)⁸ is a non-synthesizable software model of an integrated circuit component having one or more external buses. The emphasis of the model is on simulating

system bus transactions prior to building and testing the actual hardware. BFM's are usually defined as tasks in Hardware description languages (HDLs), which applies stimulus to the design under test/verification via complex waveforms and protocols. A BFM is typically written in an HDL language such as verilog, VHDL etc. On one side, it drives and samples low-level signals according to the bus protocol. On the other side, tasks are available to create and respond to bus transactions⁹.

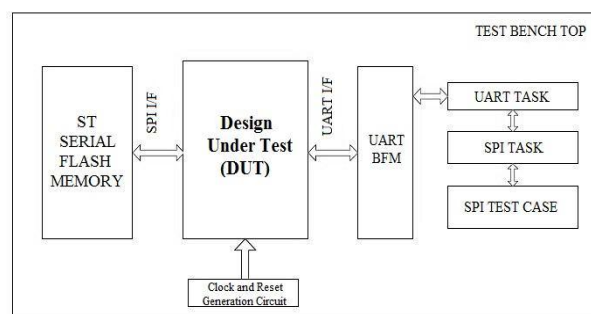


FIG 4. VERIFICATION FLOW

BFMs are often used as reusable building blocks to create simulation test benches, where the signal ports on a design under test are connected to the appropriate BFM's in the test bench for the purpose of simulation¹⁰.

UART Bus Functional Model (BFM): This block manages the UART protocol format translation from 8bit data to serial format and vice-versa.

Flash Memory: It act a SPI Slave device, which is connected through SPI Bus.

Assert Property: The assert statement is used to enforce a property as a checker¹¹. When the property for the assert statement is evaluated to be true, the pass statements of the action block are executed. Otherwise, the fail statements of the action block are executed. Assert Property has Tasks.2 types of task in this project are¹²,

SPI Task: This module includes various tasks to configure the on-chip SPI module.

UART Task: This module includes various tasks to configure the on-chip UART module¹³.

RESULTS

A. SYNTHESIS BLOCK DIAGRAMS:

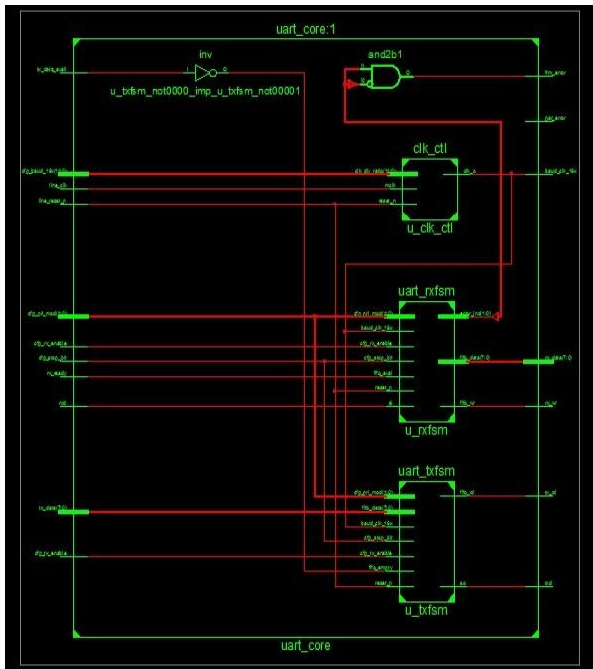


Fig 5. UART Core top module

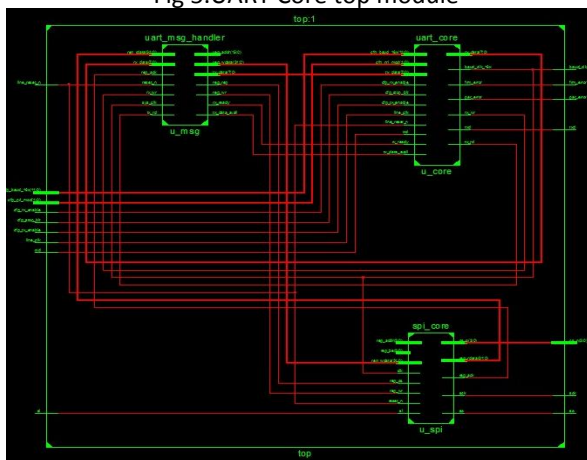


Fig 6. UART to SPI Core Top level module

B. SIMULATION DIAGRAMS:

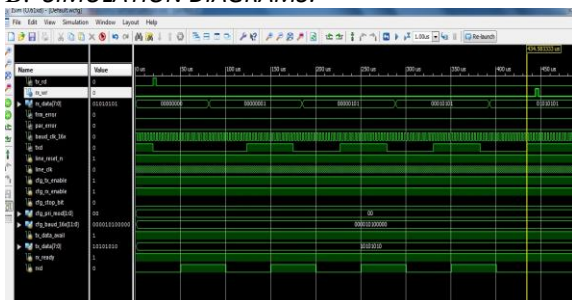


Fig 7. Uart Receiver (without parity)

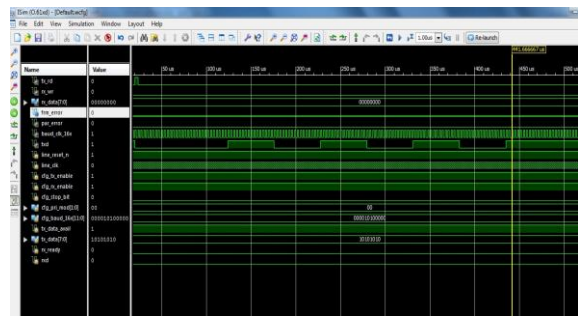


Fig 8. Uart Transmitter (without Parity)

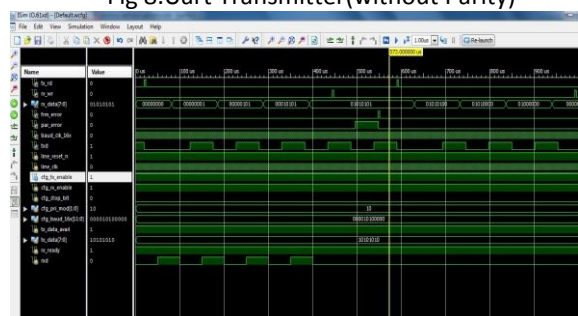


Fig 9. Uart with even Parity

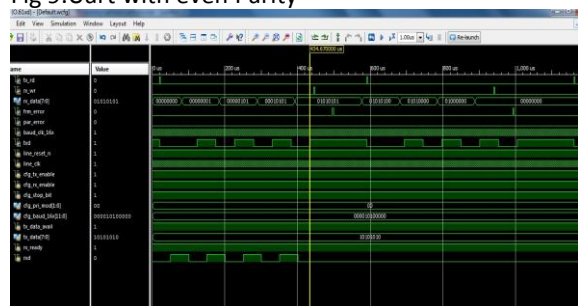


Fig 10. Uart with 2 stop bits

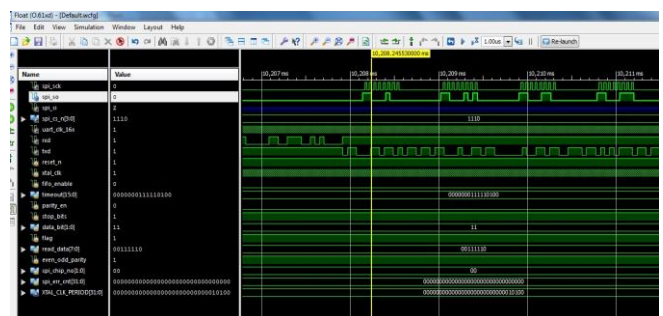


Fig 11. Uart to SPI Memory Write Operation

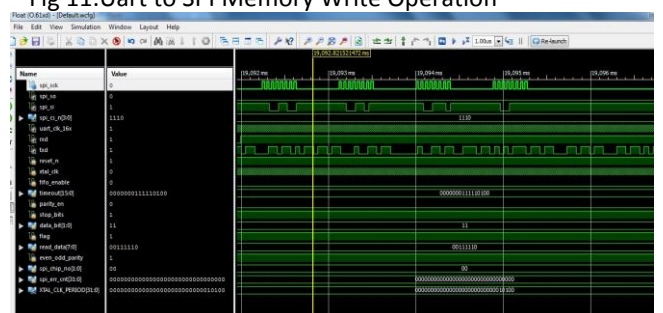


Fig 12. Uart to SPI Memory Read Operation

C.POWER CONSUMPTION:

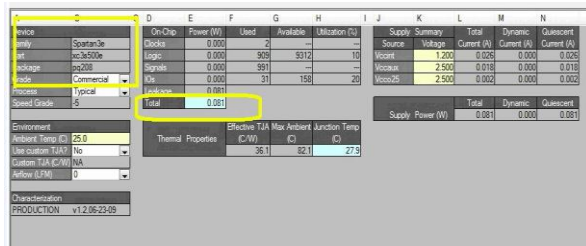


Fig 13. Power Consumption Report For Spartan 3e(PQ208)

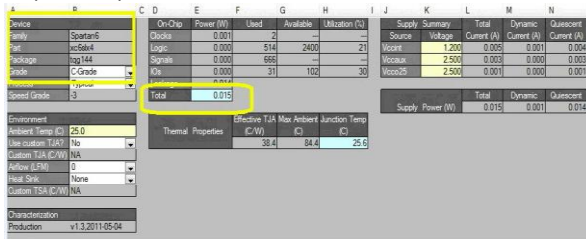


Fig 14. Power Consumption Report For Spartan 6(tqg 144)

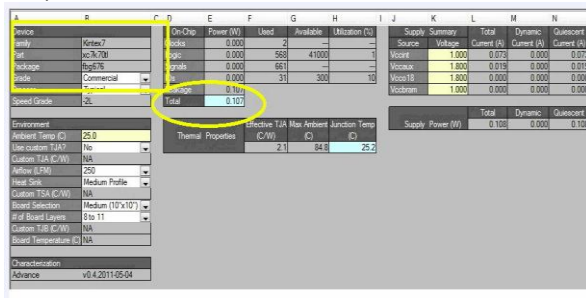


Fig 15. Power Consumption Report For Kintex (FBG 676)

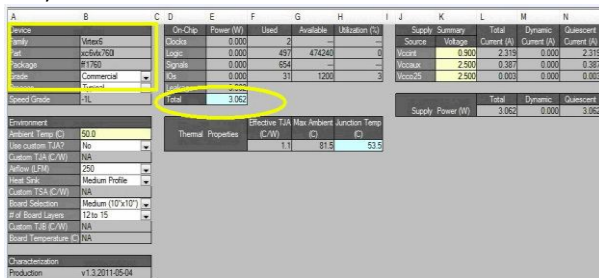


Fig 16. Power Consumption Report For Virtex(ff 1760)

CONCLUSION

We have designed our UART to SPI Interface available as IP which can be used in building larger systems¹⁴ like SoC.The IP is simulated on different FPGA Devices and comparison is made for power consumption¹⁵ and size occupied.

FPGA device family	Power Consumption(mW)
Spartan 3e(package PQ 208)	81
Spartan 6(package TQG 144)	15
kintex 7(package FBG 676)	107
Virtex 6(package FF 1760)	3062

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