

The Design of Control Enabled UART

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Abstract:- UART is a simple bus communication system that is used as worldwide transmission for the slow receiver and fast sender. The design of UART can be of the different methods we are using the advance design FSM method for the design of the UART .we introduces the new logic for the devices that which works for the different clocks. Whenever a clock source is driving by the circuit elements like gates and flops that cannot able to drive the cascaded circuit elements generally we need sub systems like clock gating or buffer plane. In order to avoid the turbulences that occurred for the transmitting the data for the different user defined frequencies depend on the receiver we are introducing new concept called control enables. The proposed UART is designed using the VHDL and simulated with model-sim and synthesized by Xilinx

I. INTRODUCTION

Simple asynchronous serial bus that used for the receiving and transmit data between the processor and controllers generally we prefer the UART as the protocol. By this we can easily transmit the parallel data transmission serially with user or design specified rates. UART can be well known, cost effective and simple it efficient for the point to point communications. For the transmission and reception in UART they are different design methods, in present VLSI systems complexity is increases the design issues and more over the features are also gains the transmitting based on the receiver speed by using the baud-rate generators as a part of design. To the processor, the UART appears as an 8-bit read-write parallel port that performs serial-to-parallel conversions for the processor, and vice versa for the peripheral. The UART allows reliable data transfer at high speeds with its 16-byte first in, first out (FIFO) input register. The FIFO feature can buffer up to 16 bytes at a time, which improves serial communications by preventing data overruns in applications. The implementation of UART the serial communication is done with high data rate and no interrupts. The UART 16550 serial communication interface device receives data and converts data from serial to parallel, where as the transmitter performs parallel to serial conversion.

This paper organizes as follows, session I gives the introduction to the paper session II describes about UART description with the FSM's and parity enable and disables third session deals with the proposed control enables and session IV deals with the results and discussion followed by conclusion

II. UART DATA TRANSMISSION

For the serial asynchronous data communication between the remote embedded systems UART can be used efficiently. This makes a channel to communicate processor/controller to asynchronous transmission

A UART communication module as transmitter it converts the parallel form of data into the serial format by making the frames by word length by adding the star bit, stop bit, sometimes parity based on requirement generally the word length can be 5, 6, 7 or 8 bits the Parity can be odd or even

There are different flavors UART in the industry. Some of them may contain FIFOs in the receiver/transmitter modules and some of have different bit modes like 9 Data bits mode (Start bit + 9 Data bits + Parity + Stop bits). Generally the basic UART design consists of a receiver and transmitter modules. Parallel-to- serial conversion by receiving the 8-bit data from CPU (processor/controller) is performed by the transmitter. Serial-to-parallel conversion is done by the receiver module asynchronously received data frame which sent as the serial data format

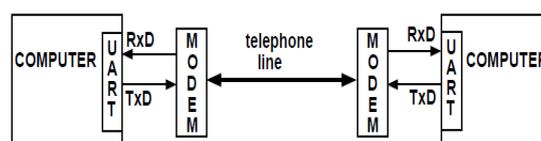


Figure1. Basic Application of UART

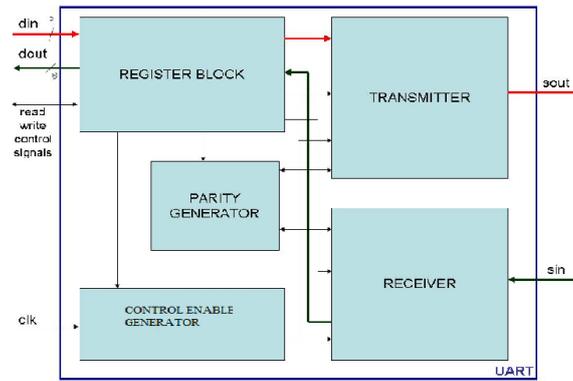


Figure2: Block Diagram of UART

UART module internally consists of register block, parity generator, transmitter and receiver.

Register block is used to store the data temporarily for serial transmission and parallel sending to D_{out}

The transmitter module internally consists of the FSM module which function to transmit the data serially with parity if necessity by parity enable

It internally consists of 12 states

STATE OPERATION

IDEL no operation state (system synchronization and wait for request will be done)

START sends the start bit

DATA0 sends the 0th position bit as output to sout

DATA1 sends the 1th position bit as output to sout

DATA2 sends the 2th position bit as output to sout

DATA3 sends the 3th position bit as output to sout

DATA4 sends the 4th position bit as output to sout

DATA5 sends the 5th position bit as output to sout

DATA6 sends the 6th position bit as output to sout

DATA7 sends the 7th position bit as output to sout

PARITY input provides the parity bit (odd of parity of the 8-bit) based on request of user by

enabling the parity enable

STOP sends the stop bit

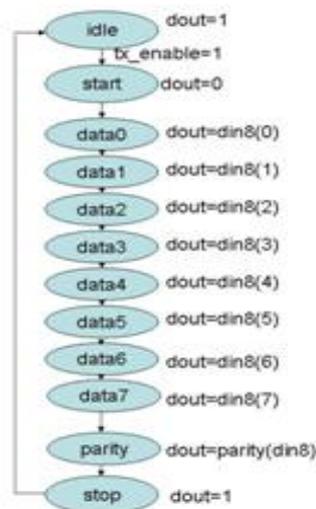


Figure3:Transmitter FSM

The receiver also internally consists of the FSM this receives the data serially and sent as parallel to D_{out} . The receiver operation also similar to transmitter FSM but in receiver FSM receives the each bit in per state. In receiver parity calculation and comparison can be carried out if the parity enable is high only then it performs

the parity otherwise it shifts the particular state and sends the frame to processor/controller.

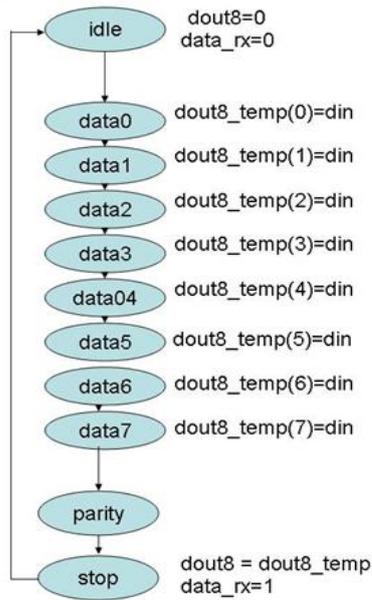


Figure3:Reciver FSM

III. PROPOSED CONTROL ENABLES

In control enable module internally consist of the default counter circuit in it. It generally counts the numbers from '0' to the 'n' N- can be depend on the rate of transmission.The counter table and control enable generation table is shown below

TABLE IControl enable generation table

count	CE1	CE2	CE3
000	0	0	0
001	0	0	1
010	0	1	0
011	0	1	1
100	1	0	0
101	1	0	1
110	1	1	0
111	1	1	1

This control enables are positive edge detected by the edge detection circuit. Only single operation can be performed even though CE value is high for more than one clock cycle. The edge detection can be performed by the following circuit shown in fig

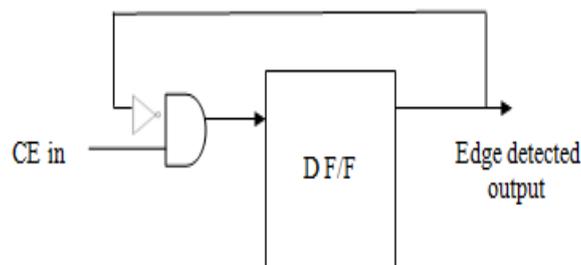


Figure4: edge detection circuit

