

## UART Communication using SystemVerilog

## Universal Asynchronous Receiver-Transmitter Implementation

[</> SystemVerilog Implementation](#) • [📁 Project Report](#) • [🔗 GitHub Ready](#)

## Project Overview

This project implements a UART (Universal Asynchronous Receiver-Transmitter) communication module using SystemVerilog. The design features a finite state machine-based approach for reliable serial data transmission with configurable baud rate.

## Key Features

- ✓ 4-State FSM Design
- ✓ Configurable Baud Rate
- ✓ 8-bit Data Transmission
- ✓ Start/Stop Bit Protocol

## Technical Specifications

- SystemVerilog HDL
- Synchronous Reset
- Clock Domain Crossing
- State-based Control

## 🔌 Module Interface

## UART Module Ports

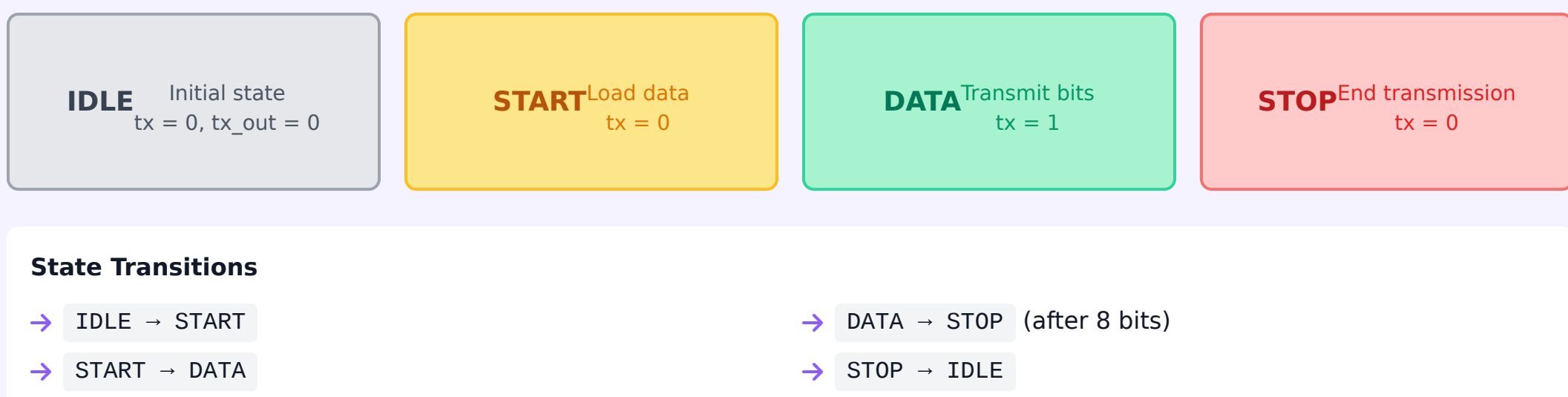
<b>clk</b>	System clock input
<b>rst</b>	Reset signal (active high)
<b>data[0:7]</b>	8-bit parallel data input

## Output Ports

**tx** Transmission enable signal

**tx\_out** Serial data output line

## State Machine Design



## Q Code Analysis

## UART Implementation

```
module uart(input clk,rst,
            input [0:7]data,
            output logic tx,
            output logic tx_out
            );
    parameter baud_rate=1;
    typedef enum logic [1:0] {
        IDLE,
        START,
        DATA,
        STOP
    } states;

    states state,next_state;
    logic [0:7] tx_buff;
    logic [5:0] count;
    logic [2:0]bit_in;
    logic q clk;
```

```
always_ff @(posedge clk or posedge rst) begin
    if(rst) begin
        tx<=0; tx_out<=0; tx_buff<=0; count<=0;
        bit_in <= 0; state<=IDLE; next_state <= IDLE; g_clk = 0;
    end
    else
        count = count + 1;
        if(count == baud_rate) begin
            g_clk <= !g_clk; count <= 0; state <= next_state;
        end
    end
end
```

```
always_ff @(posedge g_clk) begin
  case(state)
    IDLE: begin
      tx<=0; tx_buff <= 0; tx_out <= 0; bit_in <= 0; next_state <= START;
    end
    START: begin
      tx<=0; tx_buff <= data; next_state <= DATA;
    end
    DATA: begin
      tx <= 1; tx_out <= tx_buff[bit_in]; bit_in <= bit_in+1;
      if(bit_in == 7) next_state <= STOP;
    end
    STOP: begin
      tx <= 0; tx_out <= 0; tx_buff<=0; next_state <= IDLE;
    end
  endcase
end
```

## ⚠️ Code Review & Improvements

## Identified Issues

- ✗ **Blocking Assignment in Clocked Block**  
Using = instead of <= for count
- ✗ **Low Baud Rate Parameter**  
baud\_rate=1 is too low for practical use
- ✗ **Missing Start Bit**  
No proper start bit transmission (should be logic 0)
- ✗ **Missing Stop Bit**  
No proper stop bit transmission (should be logic 1)

### 💡 Suggested Improvements

- ✓ **Use Non-blocking Assignments**  
Change `count = count + 1` to `count <= count + 1`
- ✓ **Add Data Valid Signal**  
Include input signal to trigger transmission
- ✓ **Implement Proper UART Protocol**  
Add start bit (0) and stop bit (1) transmission
- ✓ **Add Transmission Complete Flag**  
Signal when transmission is finished

## UART Timing Protocol

Standard UART transmission format for 8-bit data with 1 start bit and 1 stop bit

### UART Frame Structure:

[illegible]

\* D0-D7: Data bits (LSB first)

\* Each bit duration =  $1/\text{baud rate}$

## Usage Instructions

## Simulation Setup

- 1 Instantiate the UART module in your testbench
- 2 Configure the baud\_rate parameter (e.g., 9600, 115200)
- 3 Apply clock and reset signals
- 4 Provide 8-bit data input and monitor tx\_out

## Synthesis Guidelines

- ✔ Suitable for FPGA implementation
- ✔ Requires external clock source
- ✔ Minimal resource utilization
- ✔ Adjust baud\_rate for target frequency

## Project Structure

```
uart_project/  
uart.sv // Main UART module  
uart_tb.sv // Testbench file  
README.md // Project documentation  
constraints.xdc // FPGA constraints (optional)
```

## Conclusion

This UART implementation provides a solid foundation for serial communication in SystemVerilog. While the current version demonstrates the basic concepts of state machine-based UART design, several improvements are recommended for production use.

### Future Enhancements:

- + Add UART receiver functionality
- + Add parity bit support
- + Error detection and handling
- + Implement FIFO buffers
- + Flow control (RTS/CTS)
- + Configurable data width