

# Communication Protocols – UART and I<sup>2</sup>C

Studio 7C – Week 7

Comp Eng 2DX3



# Acknowledgments

- Successive versions of this studio were developed with the efforts of:
  - Thomas Doyle
  - Ama Simons
  - Hafez Mousavi
  - Yaser Haddara
  - Shahrukh Athar



# This studio focuses on ***Communication Protocols***

We will cover:

1. UART/SCI – An asynchronous communications protocol
2. I<sup>2</sup>C – A synchronous communications protocol



# You will need

- Realterm – <https://realterm.sourceforge.io/>
- The MSP432E401Y
- The Analog Discovery 3 (AD3) and the WaveForms software
- Studio7C\_Code.zip folder from Avenue
- Breadboard, wires, and resistors

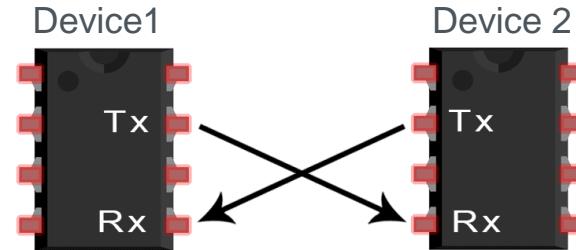
# Asynchronous vs. Synchronous Communication

- Asynchronous protocols (e.g. UART)
  - There is no clock signal to synchronize the output of bits
  - Communicate via an agreed baud rate in bps (bits per second)
  - No handshaking
- Synchronous protocols (e.g. I<sup>2</sup>C)
  - Include a dedicated clock line that determines the rate of data transfer
  - Send one bit at each clock cycle
  - Leader/Follower handshaking

Asynchronous:  
UART / SCI

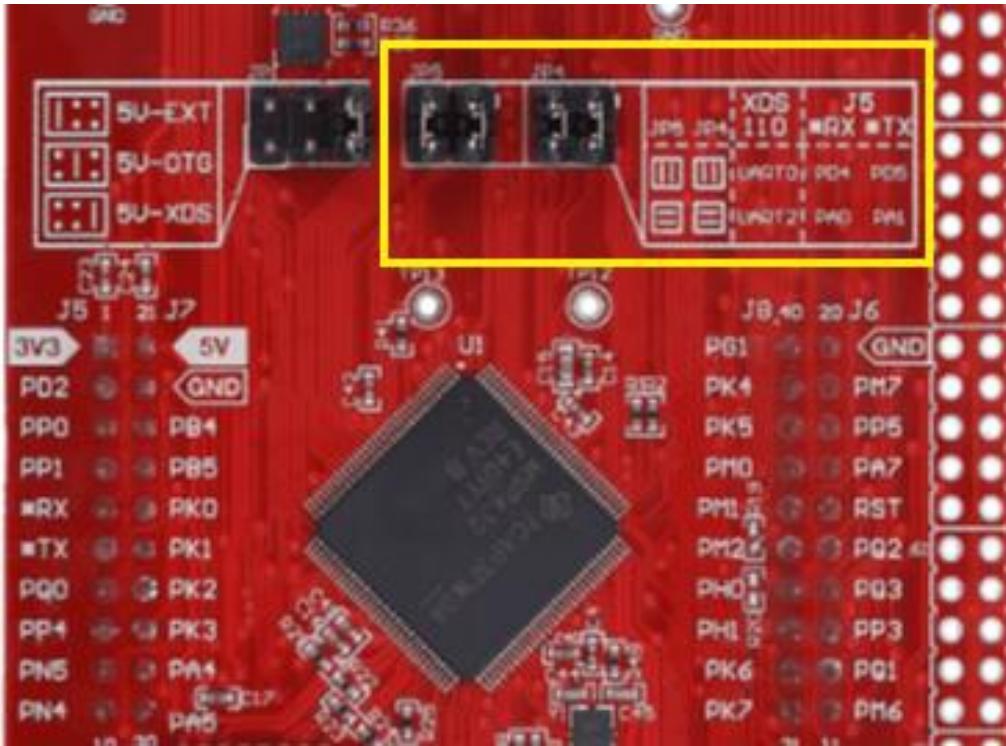
# Universal Asynchronous Receiver-Transmitter (UART)

- A point-to-point Connection
- Two unidirectional Connection wires (Rx and Tx separately)
- Both devices have the same level of privilege (no leader/follower)
- No clocking is needed
- Although in your MCU, the UART is embedded in the USB port, you can think of it as simple wiring!



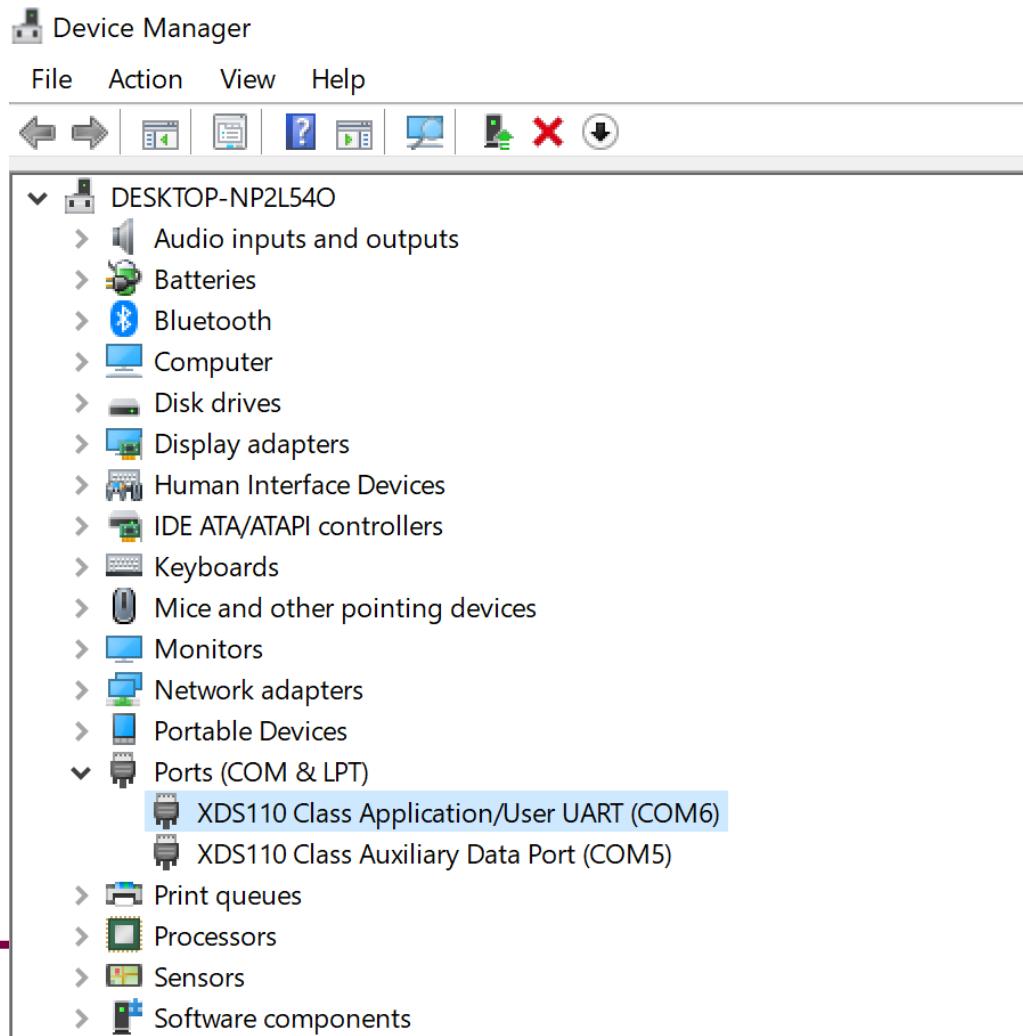
# UART Hardware Setup

- Connect the micro to the computer
- Check the positions of jumpers JP4 & JP5 against this picture:
  - The vertical jumper position configures UART0 to connect through the USB port



# Find the Port on PC

- Open Device Manager
- Look under Ports (COM & LPT)
- Find the XDS110 User UART
- Note your port number (6 in this example)

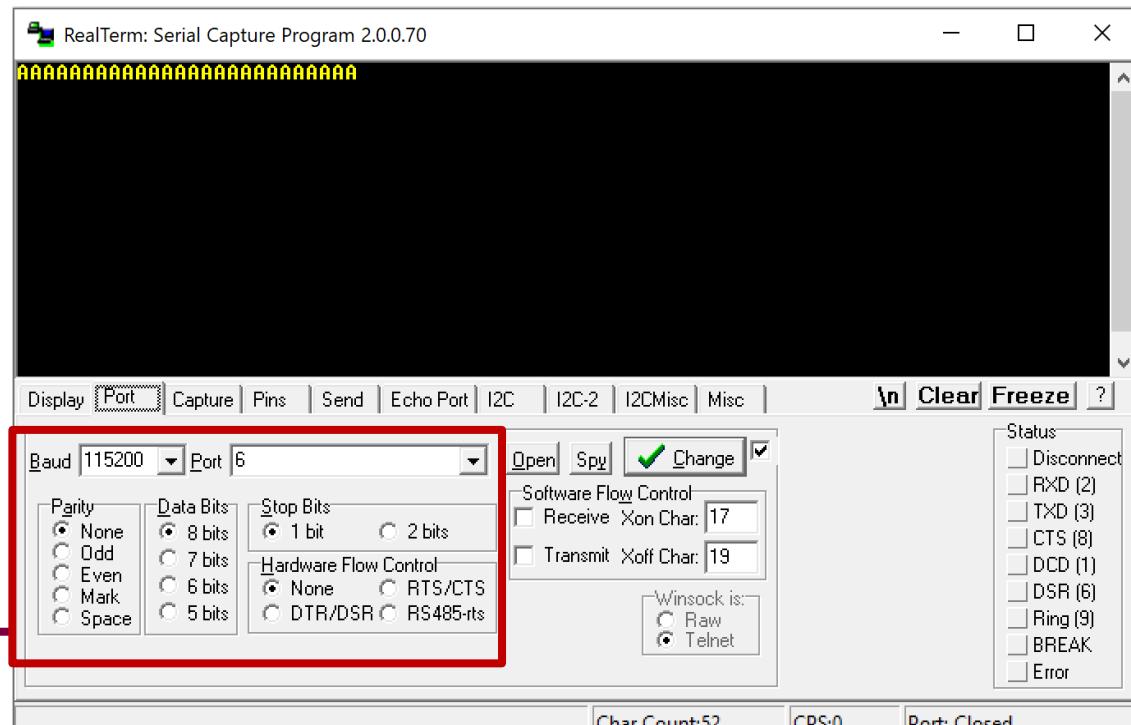


# Using the sample code

- Download **Studio7C\_Code.zip** and extract the files
- Open the **Studio7C\_UART** project
- Read through the **UART\_Init()** code
  - The comments tell you where each value is being configured
  - Baud rate: 115200 bps
  - No parity
  - 8 data bits
  - 1 stop bit
- Translate and Build the code and download to the MCU. Don't start it yet.

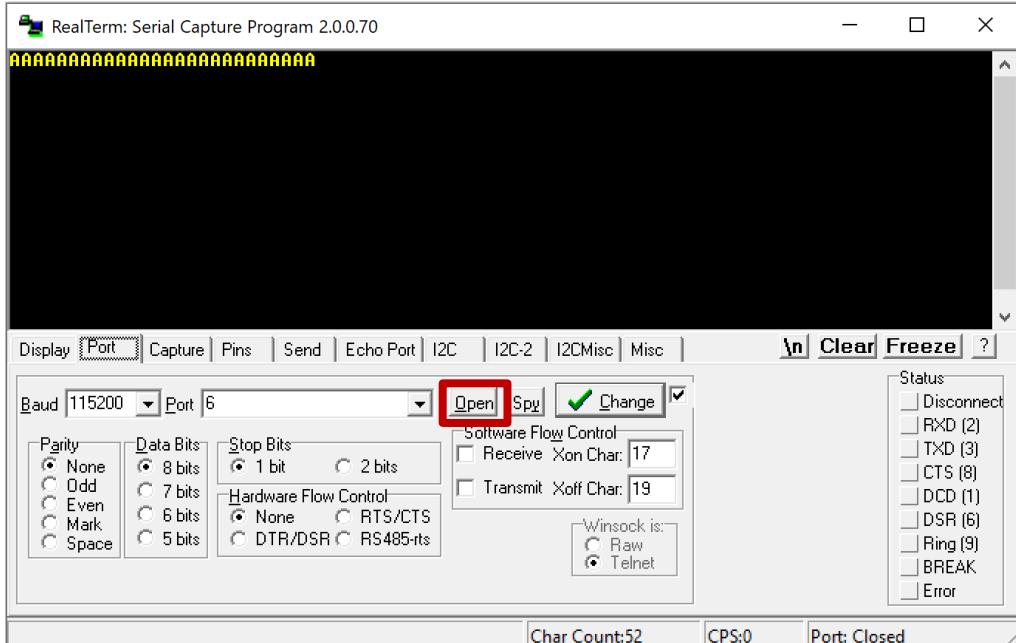
# Set the Configuration in RealTerm

- Download and install RealTerm (<https://realterm.sourceforge.io/>)
- Configure the Port Tab to match your MSP432E401Y UART settings:
  1. Make sure the correct port is selected (6 in this example)
  2. Baud rate: 115200
  3. Parity: None
  4. Data Bits: 8 bits
  5. Stop Bits: 1 bit
  6. Hardware Flow Control: None



# Transmit Data to PC

- Click the “Open” button to open the port
- Reset the MCU to start transmission
- Watch the letter A being transmitted to RealTerm repeatedly
- Also note each time a transmission happens, onboard LED D2 blinks



Baud 115200 Port 6

Parity  
 None  
 Odd  
 Even  
 Mark  
 Space

Data Bits  
 8 bits  
 7 bits  
 6 bits  
 5 bits

Stop Bits  
 1 bit  
 2 bits

Software Flow Control  
 Receive Xon Char: 17  
 Transmit Xoff Char: 19

Hardware Flow Control  
 None  
 RTS/CTS  
 DTR/DSR  
 RS485-rts

Winsock is:  
 Raw  
 Telnet

Char Count:52

CPS:0

Port: Closed

Status  
 Disconnect  
 RXD (2)  
 TXD (3)  
 CTS (8)  
 DCD (1)  
 DSR (6)  
 Ring (9)  
 BREAK  
 Error

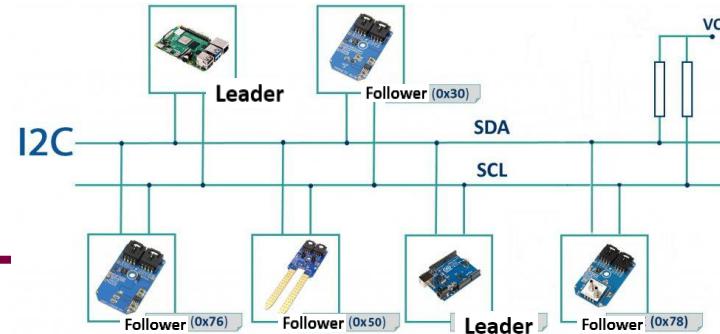
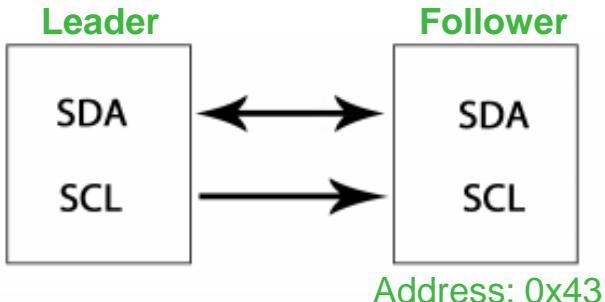
# Modifying the code

- Go through the code to find out the code segments responsible for the transmission of the letter ‘A’
- Change the code to transmit a different letter (let’s say the first letter of your first name) – check your result on RealTerm
- Change the code to transmit the string “Hello World!”
  - You will need to complete the code for the function **UART\_OutString()**
  - You will need to comment out the **UART\_OutChar()** function call and uncomment the **UART\_OutString()** function call

Synchronous:  
I<sup>2</sup>C

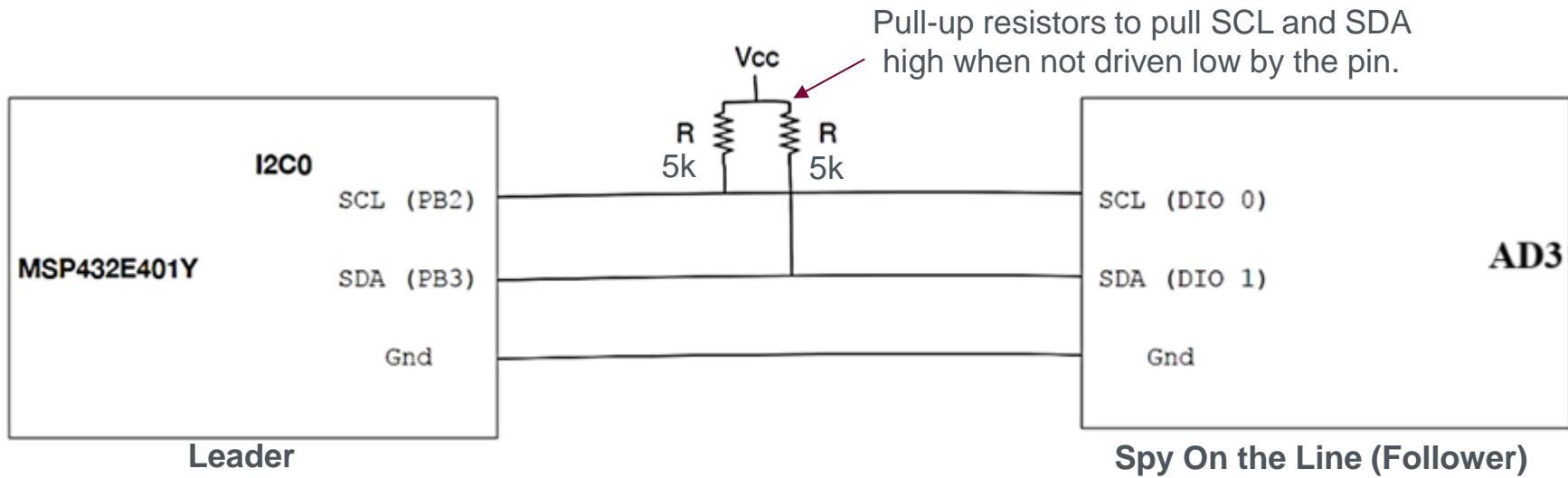
# Synchronous Inter-Integrated Circuit (I<sup>2</sup>C Protocol)

- A Broadcast Network protocol. Many nodes can be connected to same bus.
- There is a **Leader/Follower** relationship when communicating with I<sup>2</sup>C
  - The Leader outputs the clock (determines the speed of data transfer)
- Leader can have many Followers, each recognized by a **unique address**.
- **I<sup>2</sup>C interface uses two signal wires to exchange information**
  1. **Serial Data Line (SDA)** line for sending and receiving data
  2. **Serial Clock Line (SCL)** the clock signal line, synchronizes data transfer
- Note that in I<sup>2</sup>C we have just **one bidirectional RX/TX data line**



# Circuit Setup

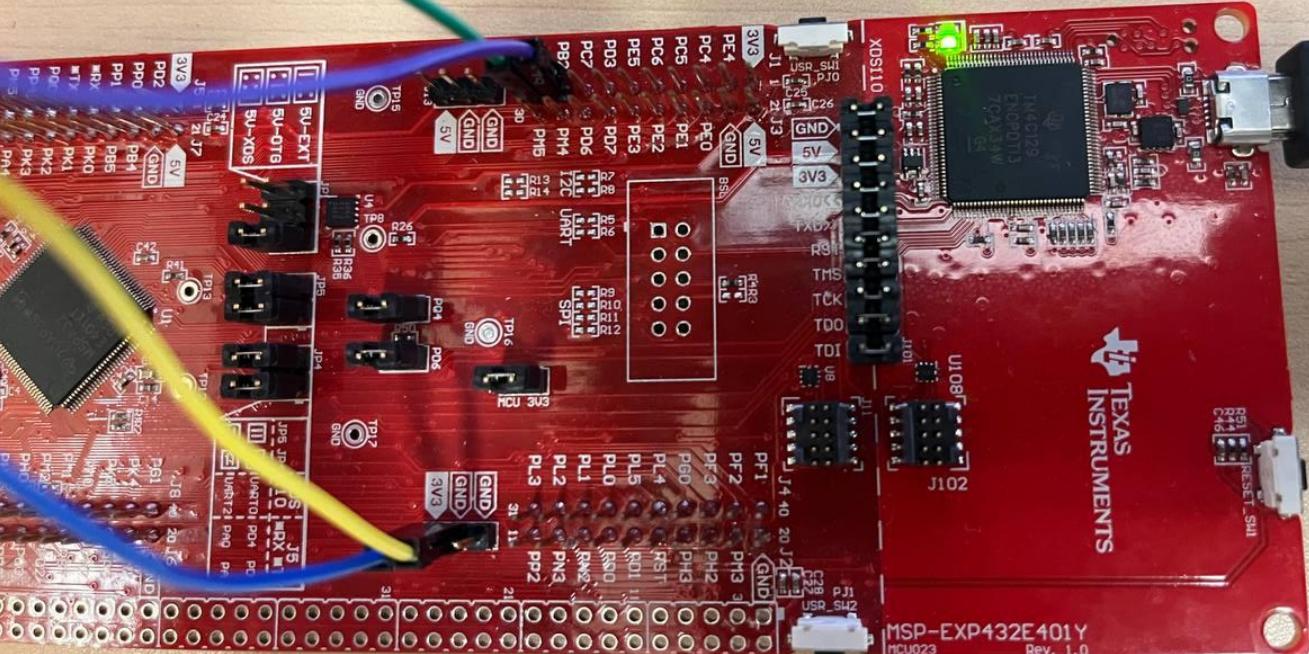
- Connect the wires between the MSP432E401Y and AD3 as shown. This configuration uses I2C0 on your microcontroller. Use  $V_{cc} = 3.3$  V
- The AD3 is acting as a spy on the line. It can listen to what MCU is writing on the bus.



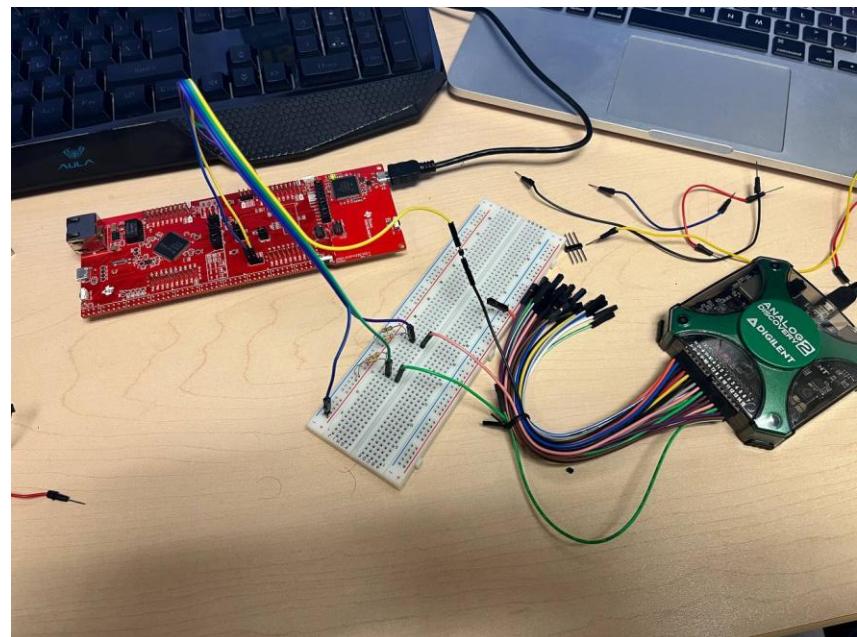
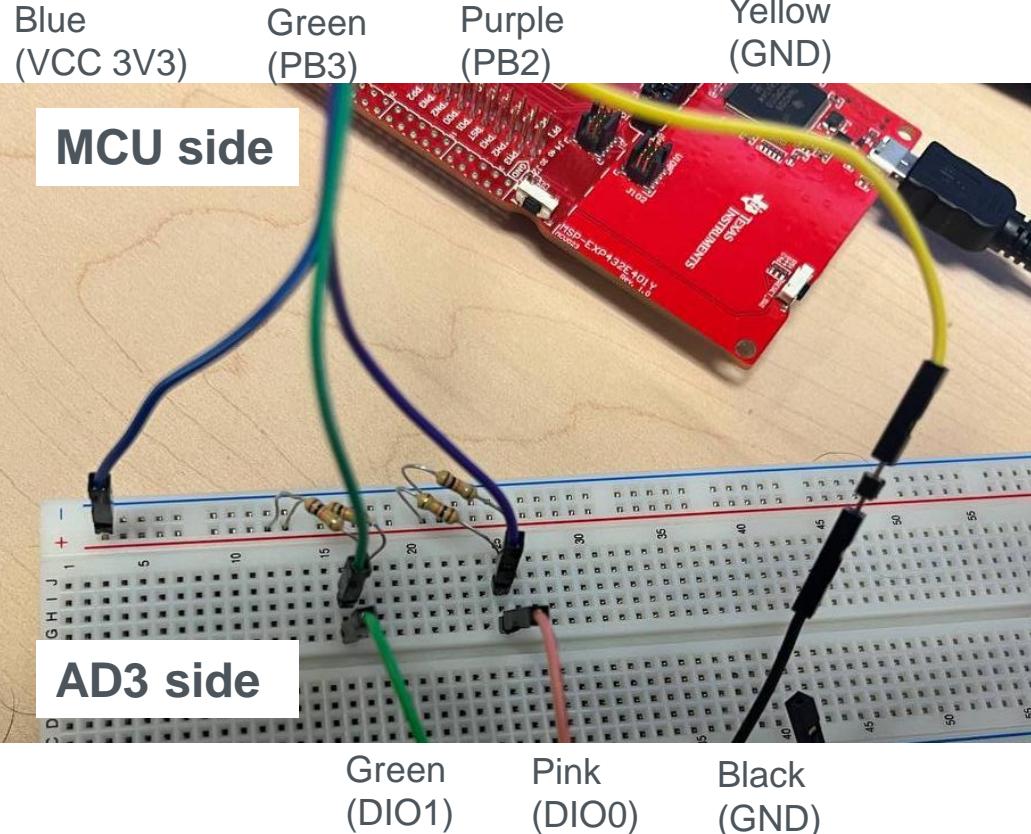
# Circuit Setup

MCU  
side

- Green (PB3)
- Purple (PB2)
- Yellow (GND)
- Blue (VCC 3V3)

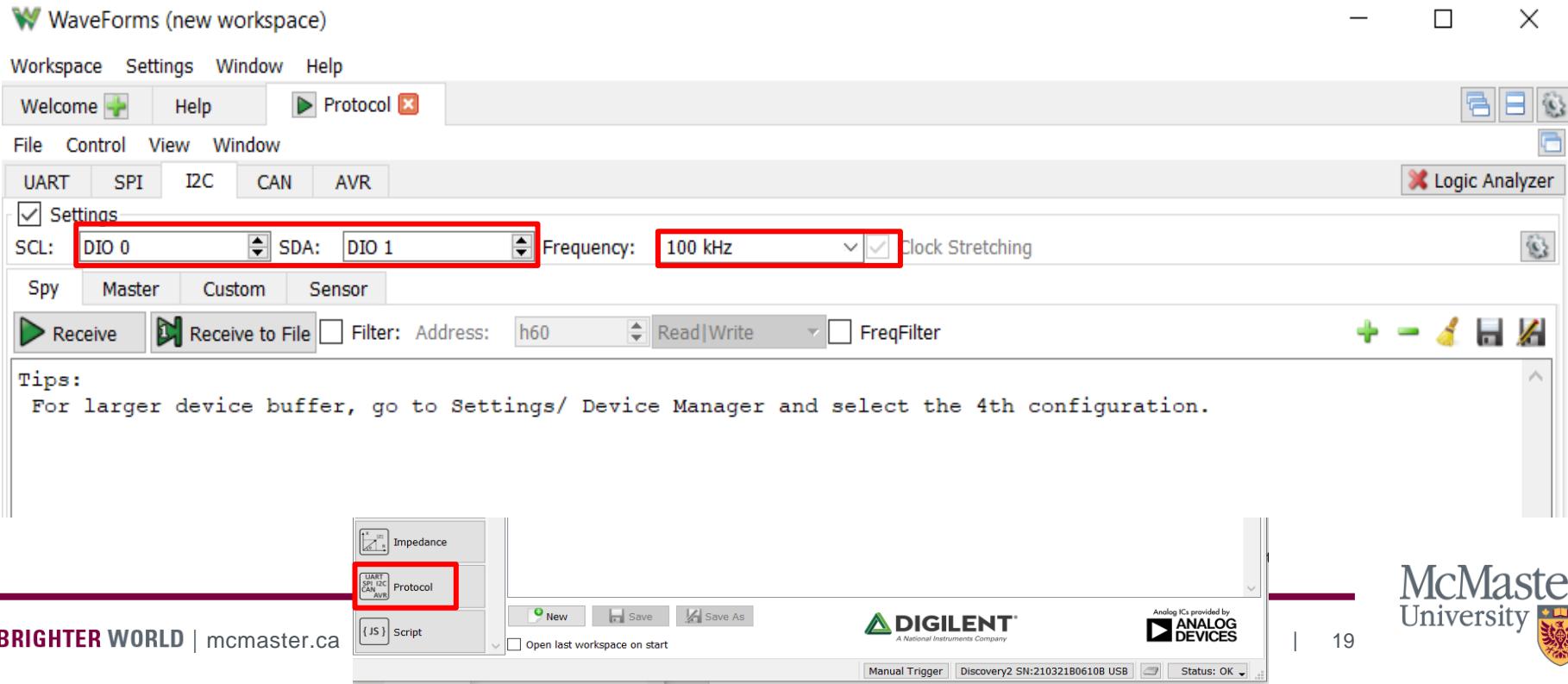


# Circuit Setup



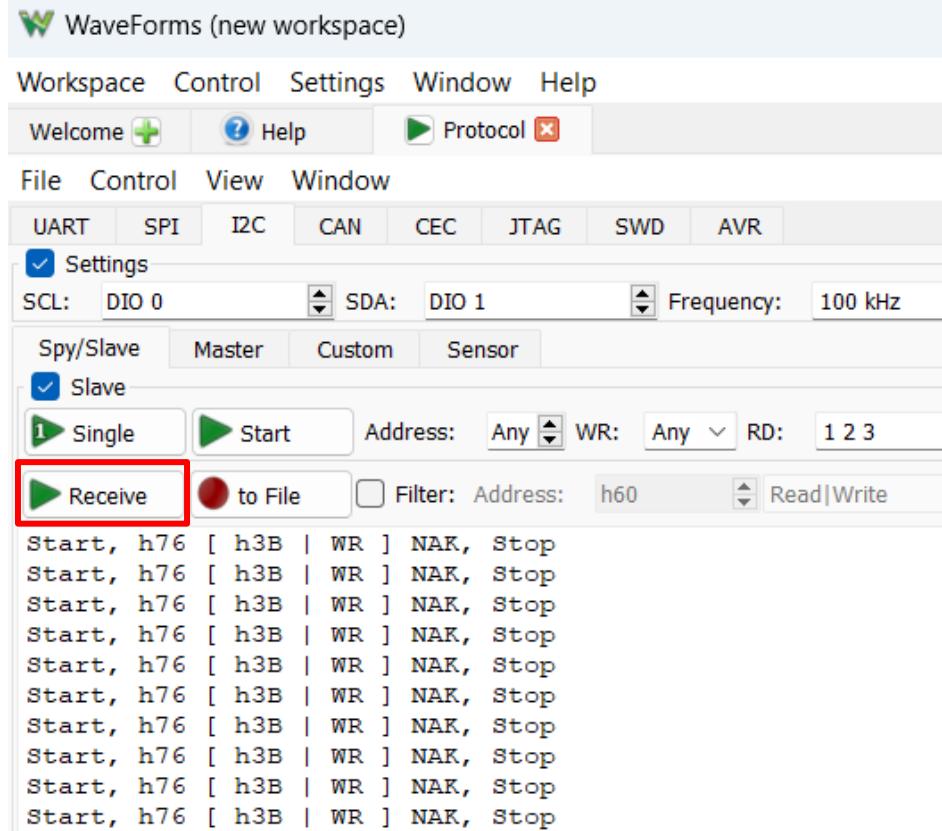
# Protocol workspace (I<sup>2</sup>C Packet view)

- Open **WaveForms**. From the left Panel, open **Protocol** workspace.
- Select the **I<sup>2</sup>C tab**, and check the configuration to be as shown below



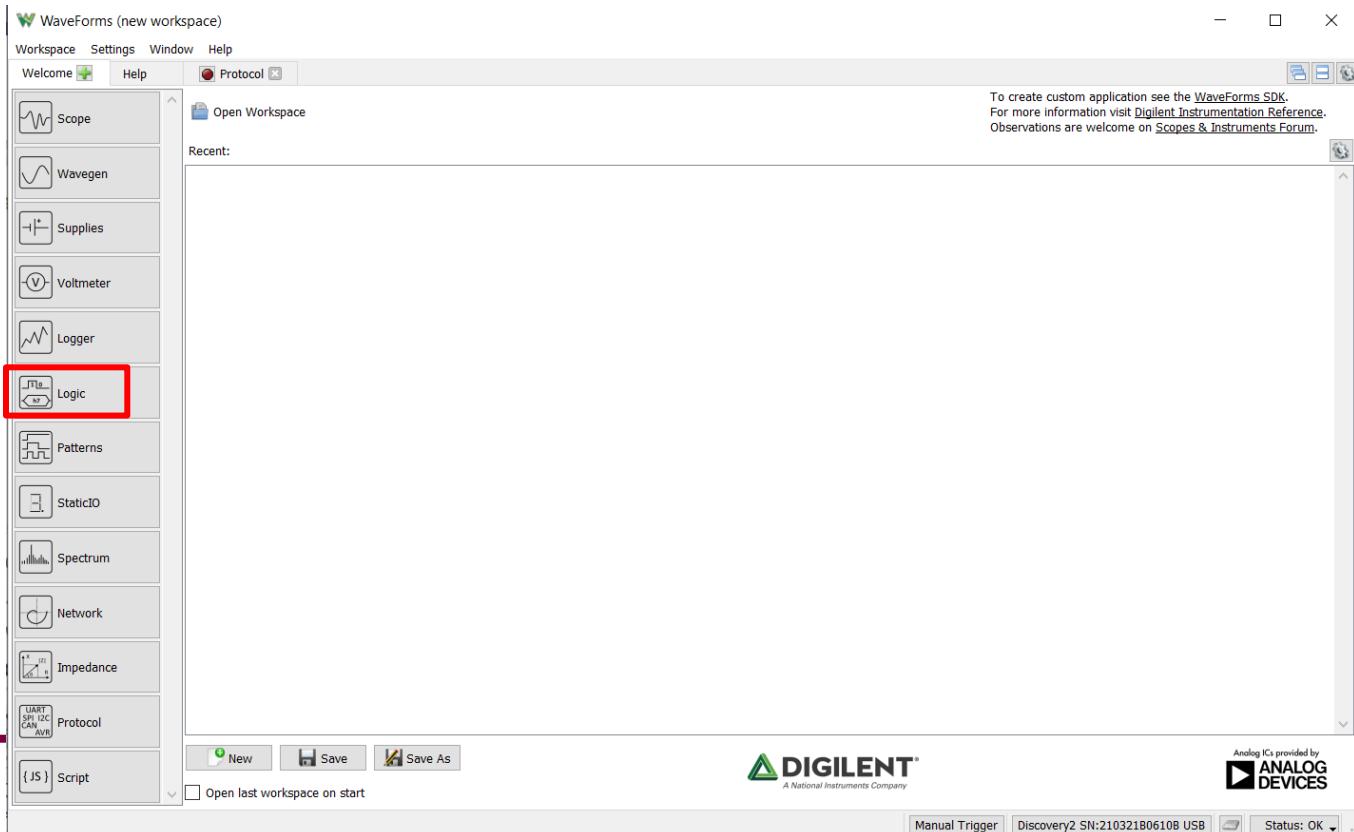
# Protocol workspace (I<sup>2</sup>C packet view)

- Open the **Studio7C\_I2C** project
- Translate, build and load the code on the MCU
- Run the code (press the reset button)
- On the AD3, in the **I<sup>2</sup>C Protocol workspace**, click **Receive**



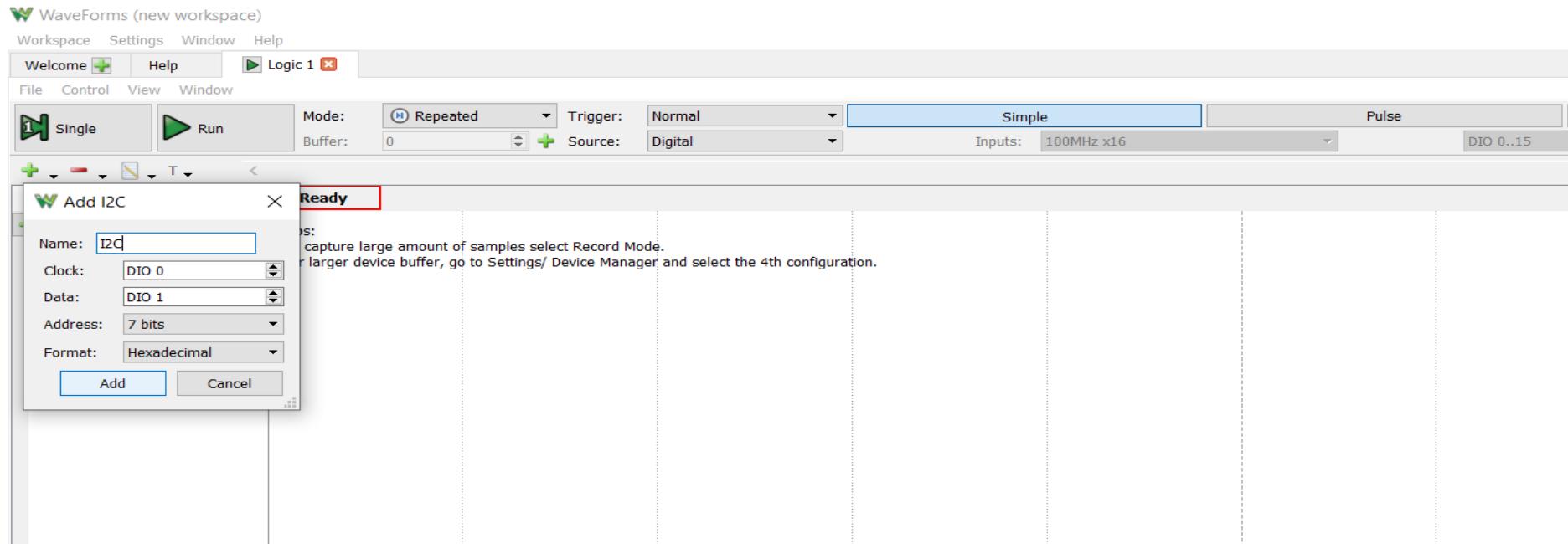
# Logic Workspace (I<sup>2</sup>C signal view)

Close the Protocol workspace and open the **Logic workspace**



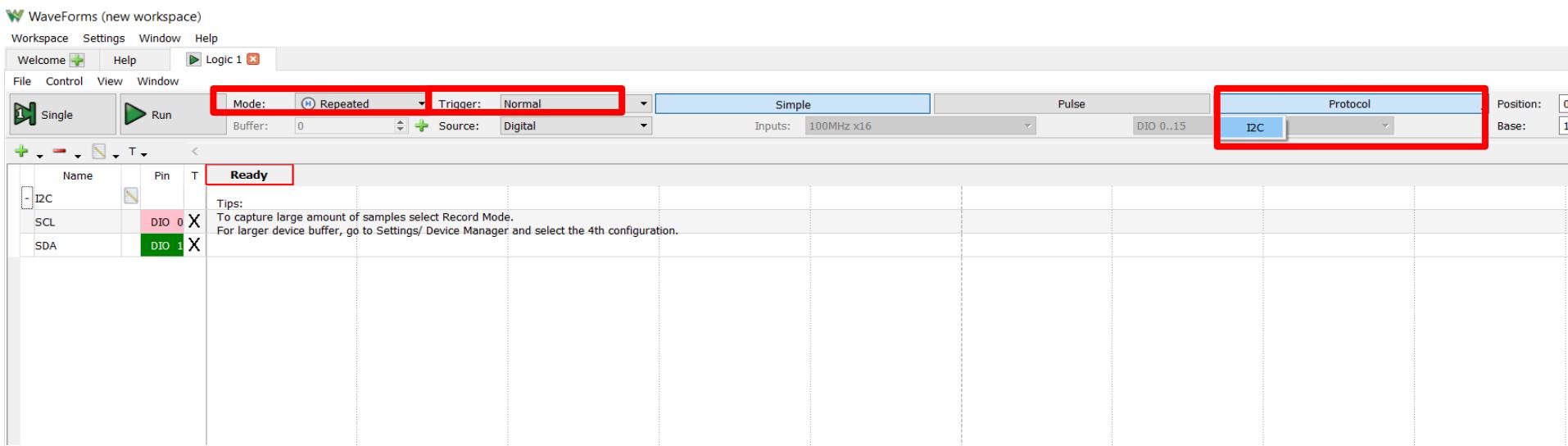
# Logic workspace (I<sup>2</sup>C signal view)

Click on “Click to Add channels,” select I<sup>2</sup>C then click “Add”



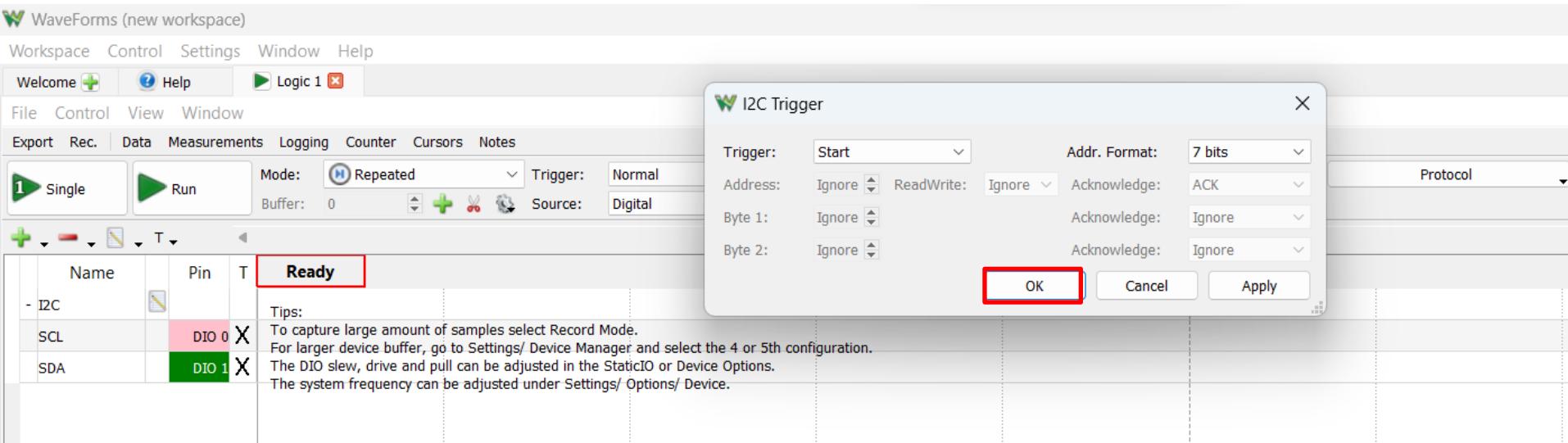
# Logic workspace (I<sup>2</sup>C signal view)

Check the settings below; click on Protocol and select I<sup>2</sup>C



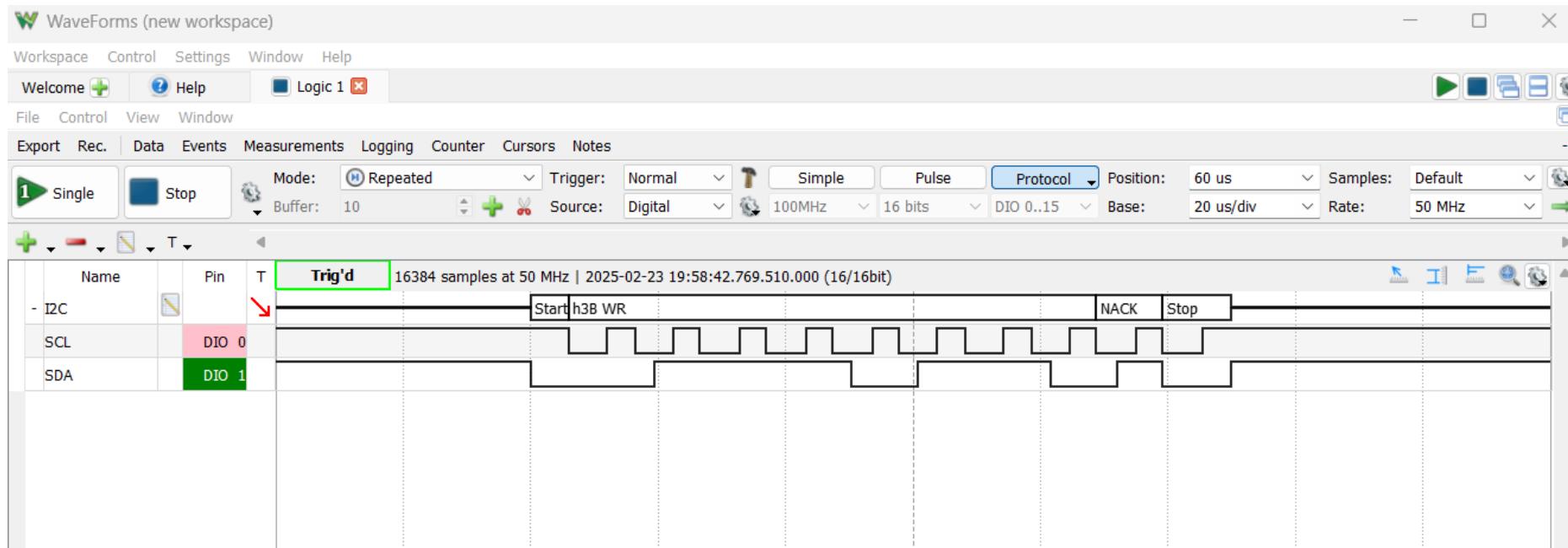
# Logic workspace (I<sup>2</sup>C signal view)

Verify settings are as shown below; click OK

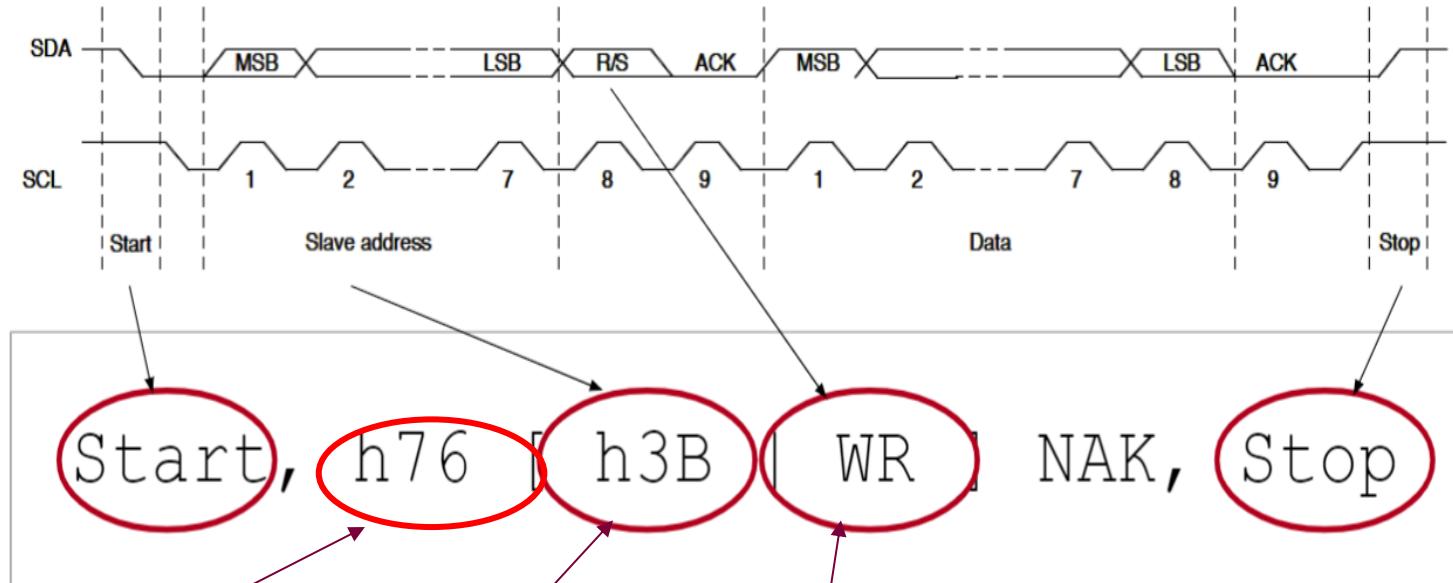


# Logic workspace (I<sup>2</sup>C signal view)

Click Run then adjust the time scale to see the signals.



# Explanation of signals (Follower not available)



The 0x76 represents:

- Follower address (7-bits) : 0x3b address of Follower peripheral
- read/write mode (1-bit). Write mode so the bit is zero in this case.

# This concludes Studio 7C

Next up:

- Studio 7D: I<sup>2</sup>C protocol with the ToF sensor
- Project Deliverable 1 – Early Integration Demonstration (Lab 6)

