# UART Interfacing on eYFi-Mega Board

e-Yantra Team

Embedded Real-Time Systems (ERTS) Lab Indian Institute of Technology, Bombay

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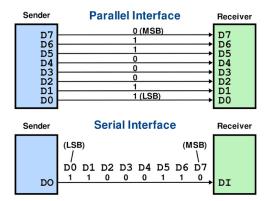
Parallel v/s Serial Interface Motivation Synchronization Synchronous v/s Asynchronous

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## Motivation for Serial Interface





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## Motivation for Serial Interface

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Transmitter and Receiver must agree on the order in which the bits will be sent.





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- Synchronous communication OR
- Asynchronous communication





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# Synchronous v/s Asynchronous





# Synchronous v/s Asynchronous

Parameters	Synchronous	Asynchronous
Clock signal	Required	Not required
Overhead bits	Not required	Required
Data transmission speed	Fast	Slow
Data Tx/Rx	Blocks or frames	Bytes or character
Examples	I <sup>2</sup> C, SPI	UART









 Universal Asynchronous Receiver Transmitter (UART) is used to communicate data between micro-controller and PC or other devices.



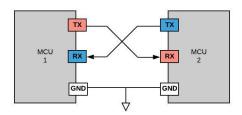


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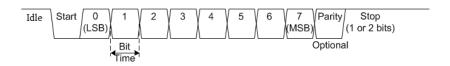
- An external clock signal is not required.
- Extra rules or mechanisms are needed to ensure reliable, error-free sending and receiving of data, which are:
  - Data Packet
    - Synchronization Bits
    - Data Bits
    - Parity Bits
  - Baud Rate













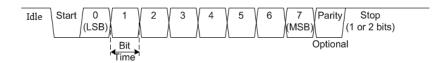




- Synchronization Bits
  - Start (1 bit) transition on idle data line from 1 to 0.
  - Stop (1-2 bit/s) transition back to idle state, holding the line at 1.



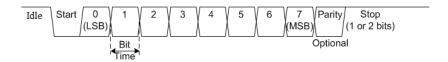




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- Parity Bits
  - Low-level and simple form of error checking.
  - It can be odd or even.









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- Commonly used baud rates are 1200, 2400, 4800, 9600, 19200, 38400, 57600, and 115200.
- These baud rates are achieved in micro-controller by dividing the clock frequency.









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 Determine the number of packets transferred per second.





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  - $\bigcirc$  9600  $\Rightarrow$  Baud Rate
  - ② 8 ⇒ Number of data bits in a frame
  - N ⇒ No Parity bits
  - $\mathbf{0} \ \mathbf{1} \Rightarrow 1 \text{ Stop bit}$

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  - **⊘** Endianness ⇒ Little-endian, by default

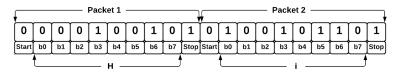
- 10 bits per packet (1-Start, 8-Data and 1-Stop)
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  - $\mathbf{4} \mathbf{1} \Rightarrow 1$  Stop bit
  - $\mathbf{A}$  "H"  $\Rightarrow$  ASCII value = 0b01001000
  - $\mathbf{0}$  "i"  $\Rightarrow$  ASCII value =  $\mathbf{0b01101001}$

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### Connection Diagram





#### Connection Diagram



- Connection between ATmega2560 and PC
  - $\bigcirc$  TX0  $\rightarrow$  USB
  - $\textbf{Q} \ \mathsf{RX0} \to \mathsf{USB}$
- Connection between ATmega2560 and ESP32
- P

- ATmega2560:RX0 → ESP32:TX1

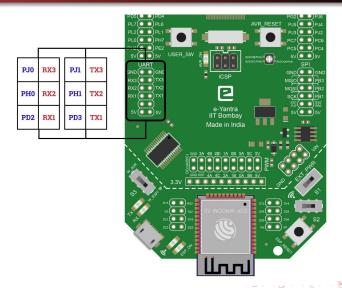


# UART Header on eYFi-Mega Board





### **UART** Header on eYFi-Mega Board







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#### Problem Statement





#### **Problem Statement**

 Write a program to read character from UART and do the following according to the character received:

Character	Action
'F'	Decrement freq by 100 ms
'S'	Increment freq by 100 ms





Between ATmega 2560, ESP32 and POUART Header Assignment

#### Thank You!

Post your queries on: helpdesk@e-yantra.org



