

PROJECT BASED LAB REPORT

On

UART RECIEVER

Submitted in partial fulfillment of
the Requirements for the award of

the Degree of Bachelor of

Technology

in

ELECTRONICS AND COMMUNICATION ENGINEERING

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2020-2021

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CERTIFICATE

This certificate is to certify the project Report entitled
“UART RECIEVER”
which is being submitted by” out **N. ESWAR (180040256), K. Y SAGAR
(180040257), P. SRI VIDYA (180040263)** submitted in fulfillment of **B.
Tech** degree from **Department of ECE** to the **K L University** is a record of work
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report are not copied from any other departments or University or Institute.

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DECLARATION

We hereby declare that this project-based lab report titled “ **UART RECIEVER**” has been prepared by us in partial fulfilment of the requirements for the award of degree “**BACHELOR OF TECHNOLOGY in ELECTRONICS AND COMMUNICATION ENGINEERING**” during the Academic year 2020-2021.

We also declare that this project-based lab report is of our own efforts and it has not been submitted to any other university for the award of any degree.

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INTRODUCTION

VERILOG

Verilog is a Hardware Description Language; a textual format for describing electronic circuits and systems. Applied to electronic design, Verilog is intended to be used for verification through simulation, for timing analysis, for test analysis (testability analysis and fault grading) and for logic synthesis.

BEHAVIORAL VERILOG MODELING

Higher levels of abstraction within an HDL improve the productivity of a hardware developer by allowing him or her to simply describe the intended behavior of the digital circuit rather than the flow of digital data through logic gates. Compared to gate-level descriptions at the structural or dataflow level, behavioral modeling utilizes many of the constructs available in higher level programming languages to describe the algorithm the circuit designer would like to implement in hardware. One thing to keep in mind, however, is that most HDLs (including Verilog) are still concurrent languages, which means that behavioral statements you describe run in parallel. After all, it is hardware that you are describing! Behavioral modeling in Verilog makes use of two very different structured procedure statements, *initial* and *always*. Both of these statements use the *begin* and *end* keywords to group behavioral statements into a single block. For example, code in between a *begin* and *end* pair immediately following an *initial* statement constitutes an initial block. Similarly, an *always* block includes the grouped code immediately following an *always* statement. An initial block executes only once starting at the beginning of simulation, whereas an *always* block repeats whenever a given trigger condition is met. The code below describes a 1-bit, 2:1 MUX using behavioral Verilog. Please take a moment to examine the code.

***always@* IN VERILOG**

always@ blocks are used to describe events that should happen under certain conditions. *always@* blocks are always followed by a set of parentheses, a *begin*, some code, and an *end*.

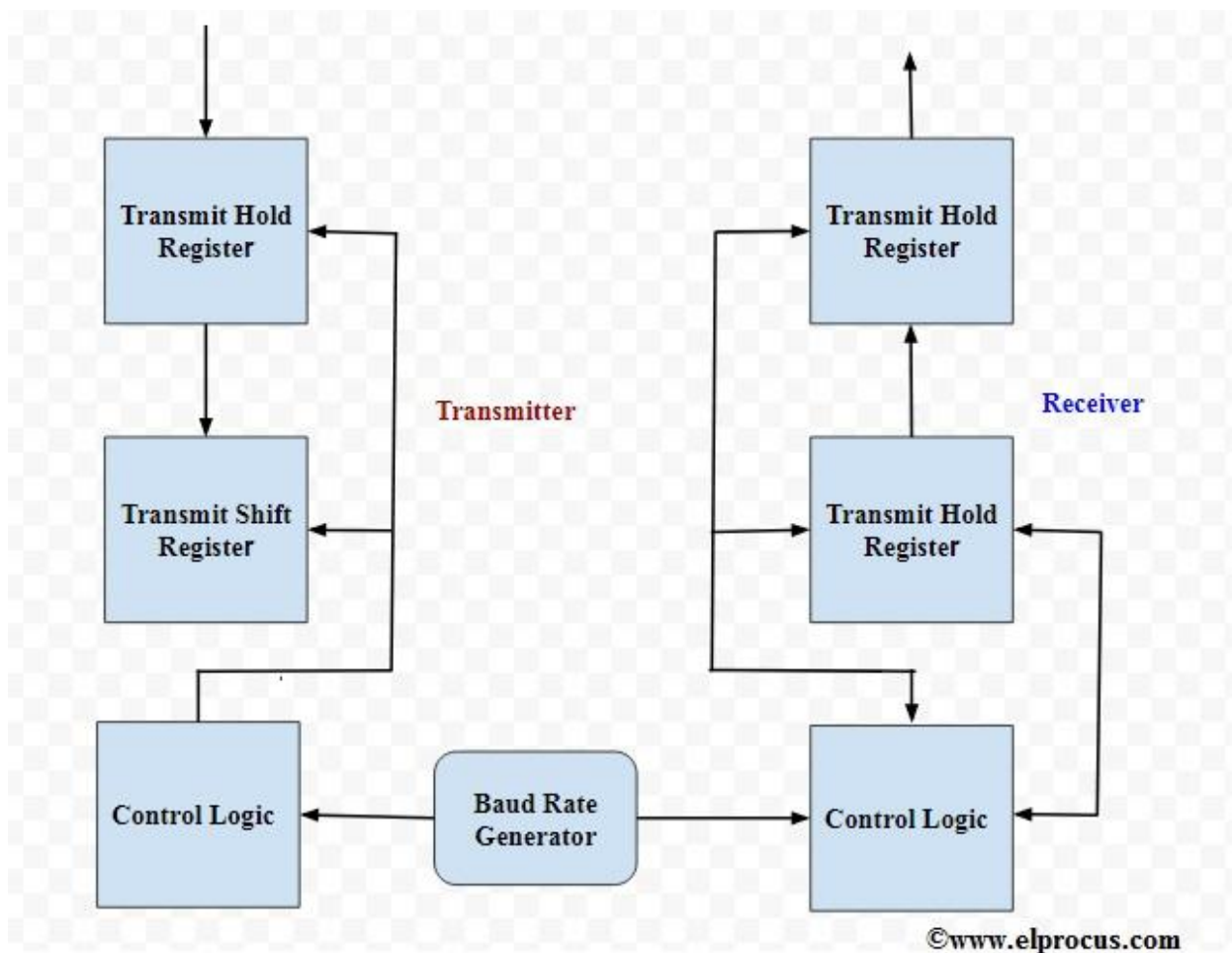
PROGRAM CODE

```
always @ ( ... sensitivity list ... )  
    begin  
    ...elements ...  
    end
```

*UART, which stands for Universal Asynchronous Receiver/Transmitter is a circuit for sending parallel data through a serial line.

□ A universal asynchronous receiver-transmitter is a computer hardware device for asynchronous serial communication in which the data format and transmission speeds are configurable

BLOCK DIAGRAM:



METHODOLOGY:

*Asynchronous transmission allows data to be transmitted without the sender having to send a clock signal to the receiver.

*In asynchronous transmission, the sender sends a Start bit, 5 to 8 data bits (LSB first), an optional Parity bit, and then 1, 1.5 or 2 Stop bits

SOFTWARE REQUIRED:

Xilinx ISE is a design Suite 14.7

IMPLEMENTATION

(UART RECEIVER) PROGRAM CODE:

```
module UART_rx (Clk,Rst_n,RxEn,RxData,RxDone,Rx,Tick,NBits);
input Clk, Rst_n, RxEn,Rx,Tick;
input [3:0]NBits;
output RxDone;
output [7:0]RxData;
parameter IDLE = 1'b0, READ = 1'b1;
reg [1:0] State, Next;
reg read_enable = 1'b0;
reg start_bit = 1'b1;
reg RxDone = 1'b0;
reg [4:0]Bit = 5'b00000;
reg [3:0] counter = 4'b0000;
reg [7:0] Read_data= 8'b00000000;
reg [7:0] RxData;
```

```
always @ (posedge Clk or negedge Rst_n)
begin
if (!Rst_n) State <= IDLE;
else      State <= Next;
end
```

```
always @ (State or Rx or RxEn or RxDone)
begin
    case(State)
        IDLE: if(!Rx & RxEn)      Next = READ;
              else                Next = IDLE;
        READ: if(RxDone)          Next = IDLE;
              else                Next = READ;
        default                   Next = IDLE;
    endcase
end
```

```
always @ (State or RxDone)
begin
    case (State)
        READ: begin
            read_enable <= 1'b1;
        end

        IDLE: begin
            read_enable <= 1'b0;
```



```

        end
    endcase
end

always @ (posedge Tick)

    begin
        if (read_enable)
            begin
                RxDone <= 1'b0;
                counter <= counter+1;

                if ((counter == 4'b1000) & (start_bit))
                    begin
                        start_bit <= 1'b0;
                        counter <= 4'b0000;
                    end

                if ((counter == 4'b1111) & (!start_bit) & (Bit < NBits))
                    begin
                        Bit <= Bit+1;
                        Read_data <= {Rx,Read_data[7:1]};
                        counter <= 4'b0000;
                    end

                if ((counter == 4'b1111) & (Bit == NBits) & (Rx))
                    begin
                        Bit <= 4'b0000;
                        RxDone <= 1'b1;
                        counter <= 4'b0000;
                        start_bit <= 1'b1;
                    end
            end
        end

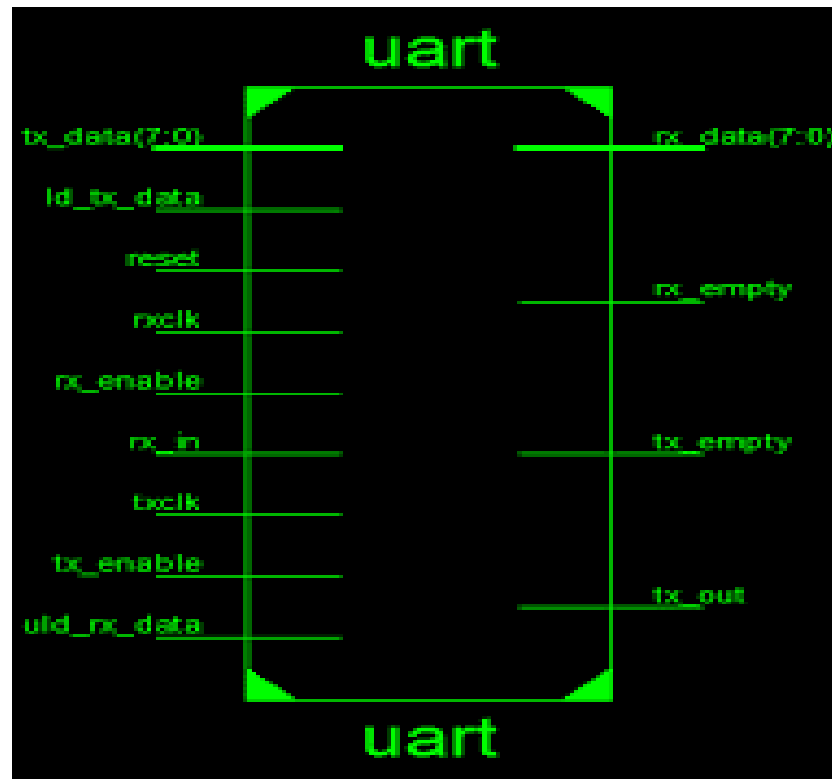
    end

always @ (posedge Clk)
begin
    if (NBits == 4'b1000)
        begin
            RxData[7:0] <= Read_data[7:0];
        end
    if (NBits == 4'b0111)
        begin
            RxData[7:0] <= {1'b0,Read_data[7:1]};
        end
    if (NBits == 4'b0110)
        begin
            RxData[7:0] <= {1'b0,1'b0,Read_data[7:2]};
        end
end
endmodule

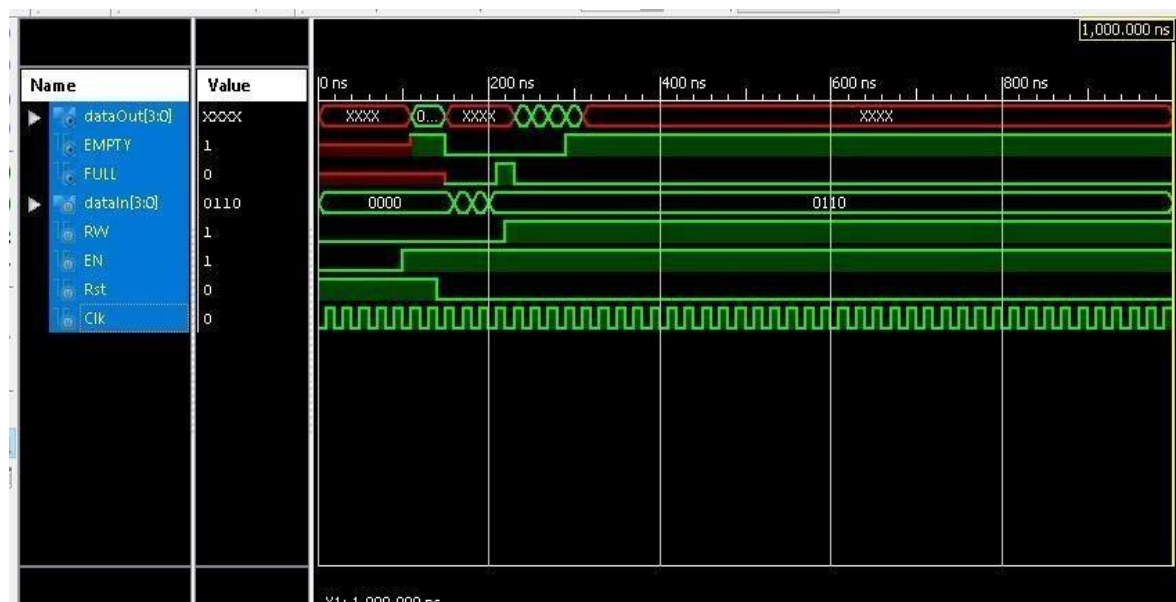
```

RESULT

BLOCK DIAGRAM



SIMULATION OUTPUT:



APPLICATIONS

UART is one of the most simple and most commonly used **Serial** Communication techniques.

*Today, **UART** is being used in many **applications** like **GPS Receivers**, Bluetooth Modules, GSM and GPRS Modems, Wireless Communication Systems, RFID based **applications** etc

CONCLUSION

*This bit is usually used by receiver to perform simple error checking.

*Lastly, Stop bit will be sent to indicate the end of transmission.