

Assignment -7

1) Introduction

In this lab we have built a Receiver in which FPGA board receive 8 bits data written on "gtkterm screen". Gtkterm is a software which is used for manually providing input so that the "Receiver" can read that data.

UART (Universal Asynchronous Receiver Transmitter) is used as an interface for communication between Basay 3 board and PC.

Some important points regarding UART :

- a) UART is a serial interface , so transmitter send data bit by bit and at same time receiver has to capture each bit and convert it into parallel data.*
- b) Baud rate is a standard feature of URAT which tell us number of bits transfer per second.*
- c) URAT interface allow use of different Baud rate like 300, 600 , 900, 1200, 9600, 115200 etc.*
- d) Similar to Baud rate there are different variants parameter like 'Data bits' , 'Parity' , 'Start bits' and 'Stop bits'.*

Some basic feature of Receiver :

- a) Serial — in Parallel — out register*
- b) Shift the bits serially into a register*
- c) Read out data in parallel*

Some important diagram related to URAT :

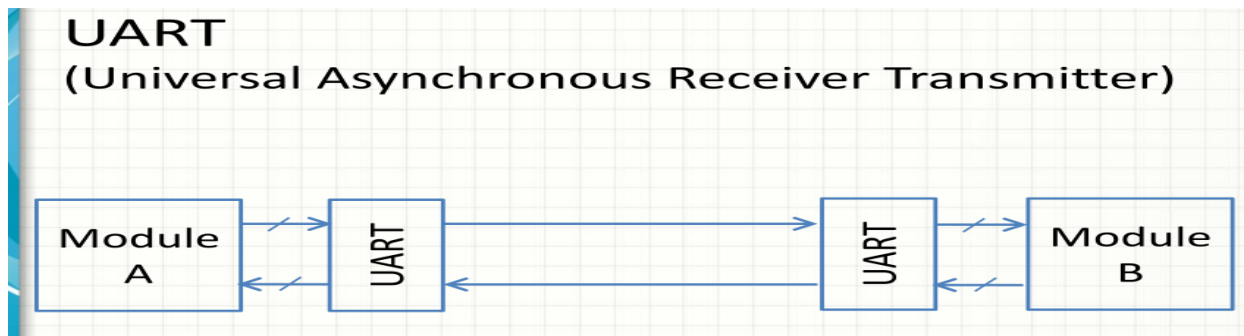


Fig 1 : Basic diagram of URAT

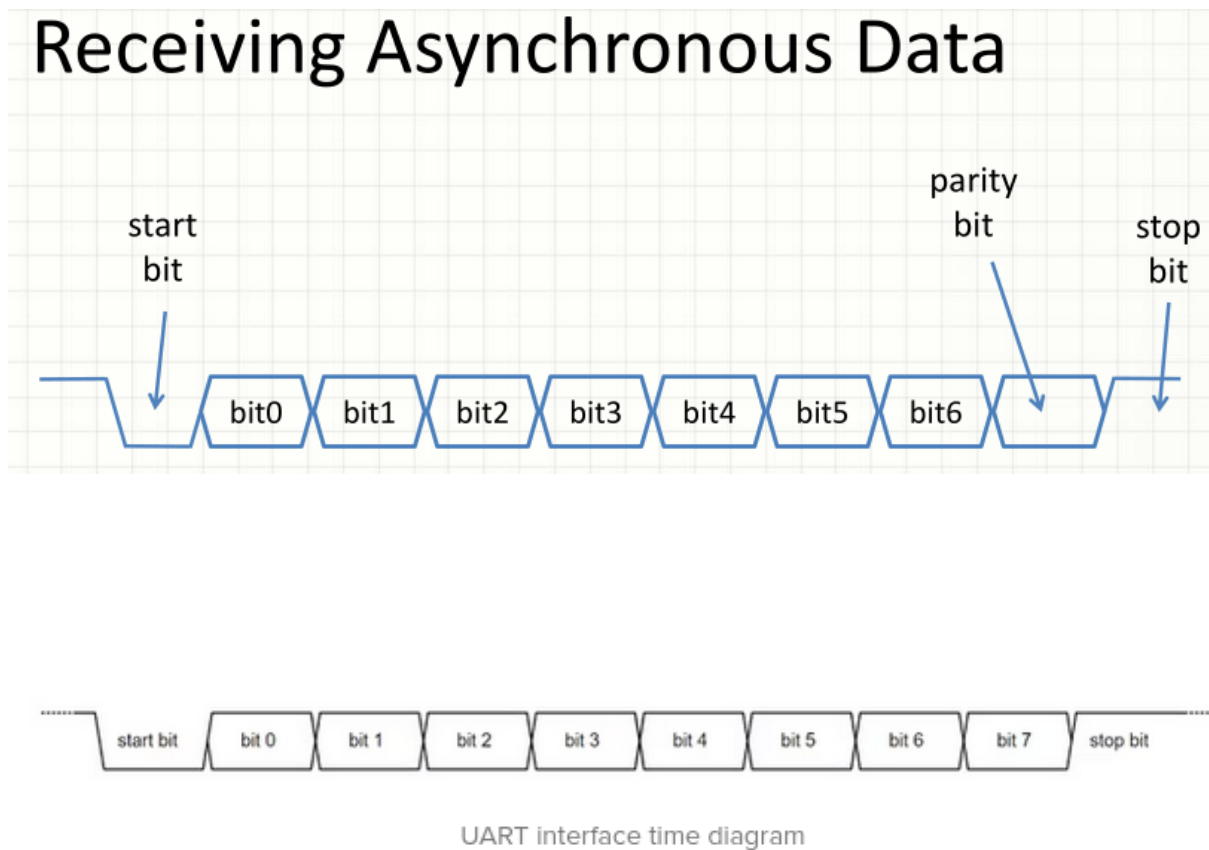


Fig 2: Time diagram along with different parameters

2) Implementation Design

In this lab we have implemented a Finite State Machine (FSM) / State Machine which is based on bit – data received by Receiver Input pin (rx – in) . We have also used FPGA clock of 100MHz as clock for the receiver (rx – clock), reset pushButton is also used so that 'idle' state can be reached.

To sample 8 bit data we have used counter(temp – count) and with the help of new – clk we are sampling the middle of each data bit .

Calculation of counter :

i) Rx – clock frequency = 100 MHz.

ii) Baud rate = 9600

iii) Number of clock cycle per bit = 16

As we are using middle data bit sampling method:

$$\text{counter} = \frac{(\text{Rx-clock Frequency})}{(\text{Baud rate}) * (\text{No. of clock cycle per bit}) * 2} = \frac{10^8}{(9600 * 16 * 2)} = 351$$

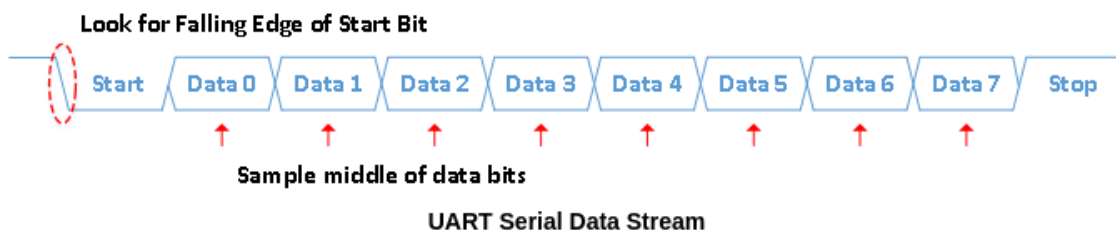


Fig 3: middle method of data bit sampling

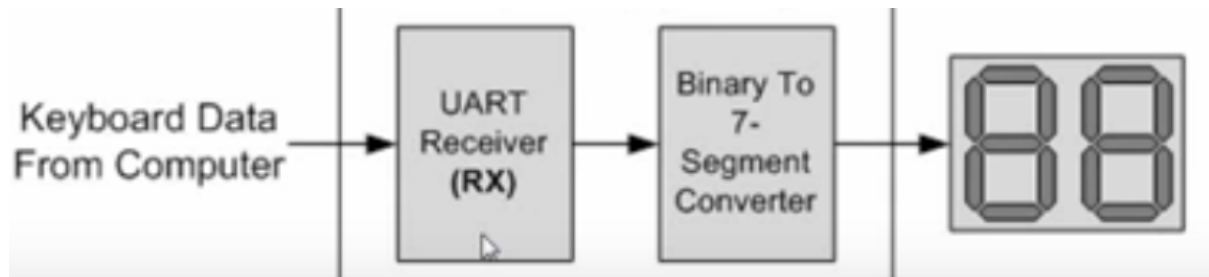
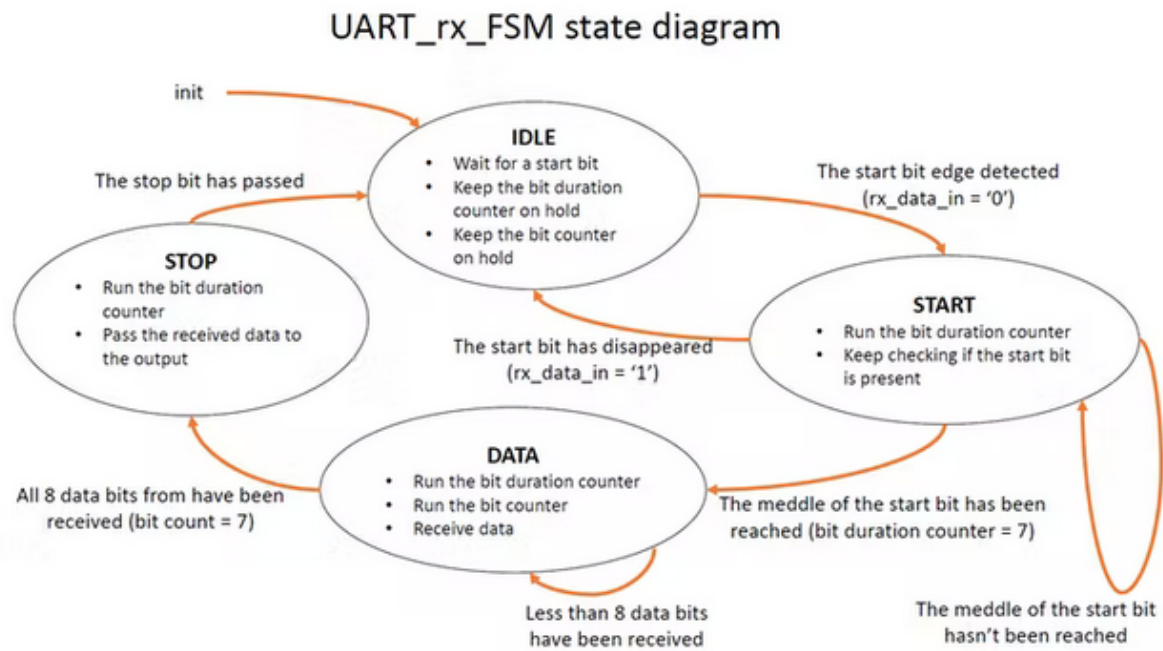


Fig 4 : Basic Diagram of Circuit of Assignment – 8

State Diagram (FSM) Description of Receiver :

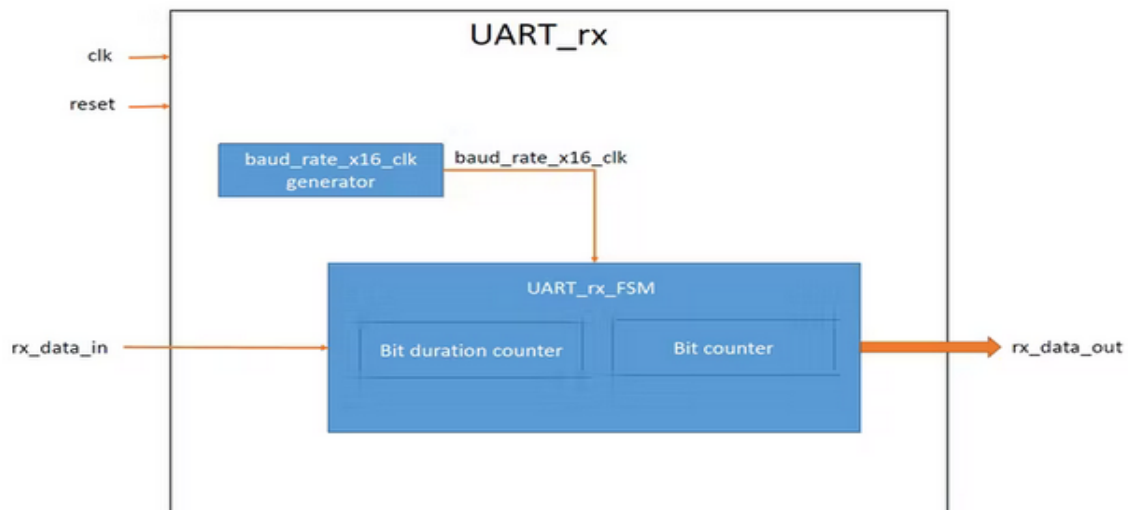
4 States of FSM : Idle, Start , Read, Stop

- a) Idle : If the rx – in = '1' then state will be in Idle state and in this state receiver will not be reading any bit. If the "receiver – input" (rx – in) value changes from 1 to 0 then "Idle" state will transition to the "Start" state.*
- b) Start : If the value of "rx – in" remains '0' for 8 consecutive cycles of "receiver clock"(rx – clock) then it get identified as "Start state" and now state will change to "Read state". If 8 consecutive '0' is not received then the state will change to "Idle state" from "Start state".*
- c) Read : In this state "8 bit data" is read by Receiver and in every 16 clock cycle 1 bit is read. After 8 bit data reading the state will change to "Stop state".*
- d) Stop : It is a kind of "end state" which describe that 8 bit consecutive data is successfully read by Receiver. After completion of 16 clock cycle this state will change to "Idle State".*



The state diagram of the UART_rx_FSM

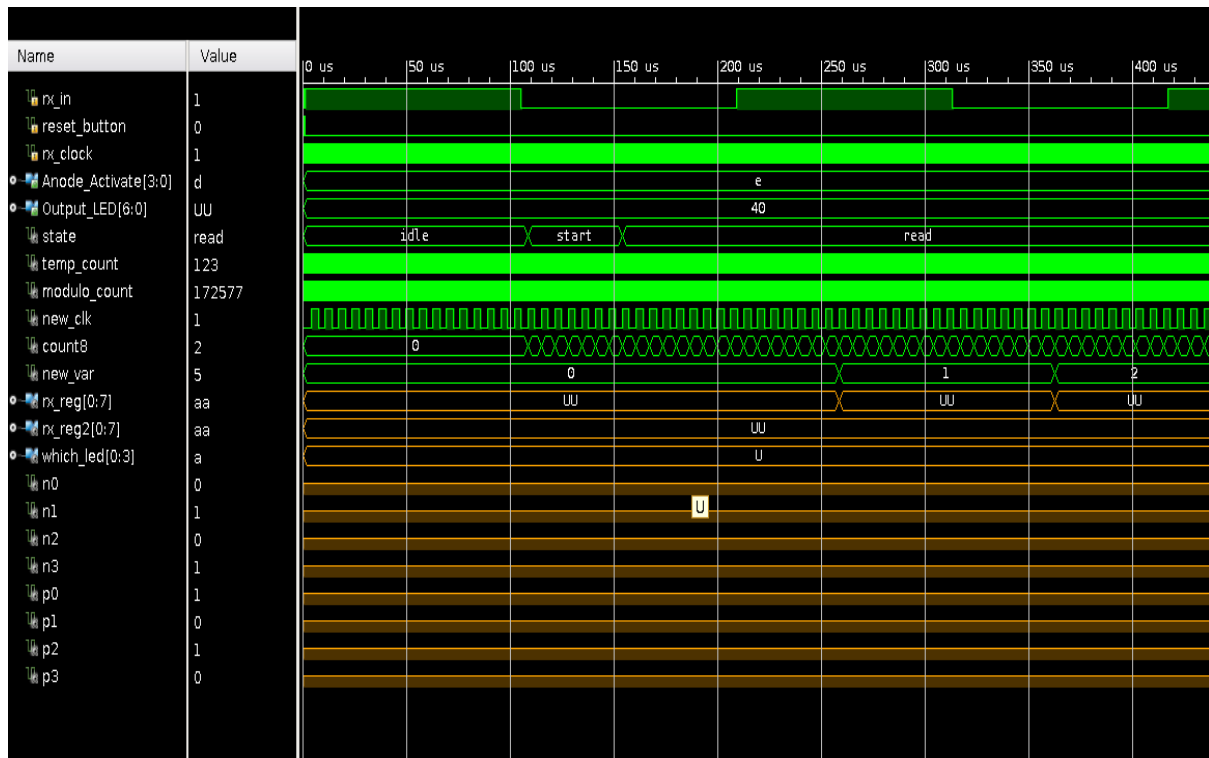
Fig 5 : Receiver FSM diagram



Block diagram of the UART_rx.vhd file

Fig 6 : Block Diagram of Receiver

3) Simulation Waveform for UART Receiver



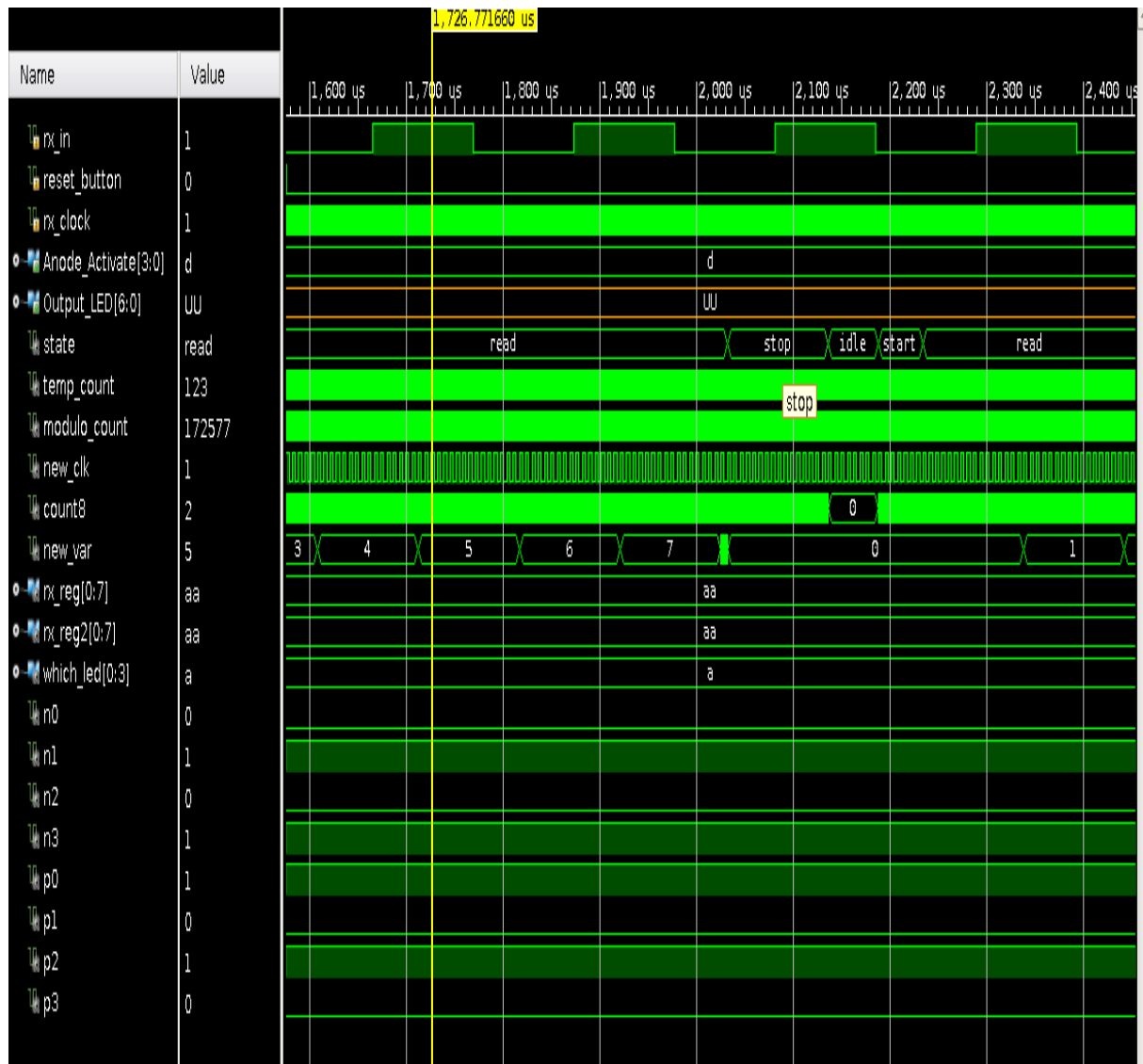


Fig 7 : Waveform for Receiver at different input and parameter

4) *Digital Circuit for URAT Receiver*

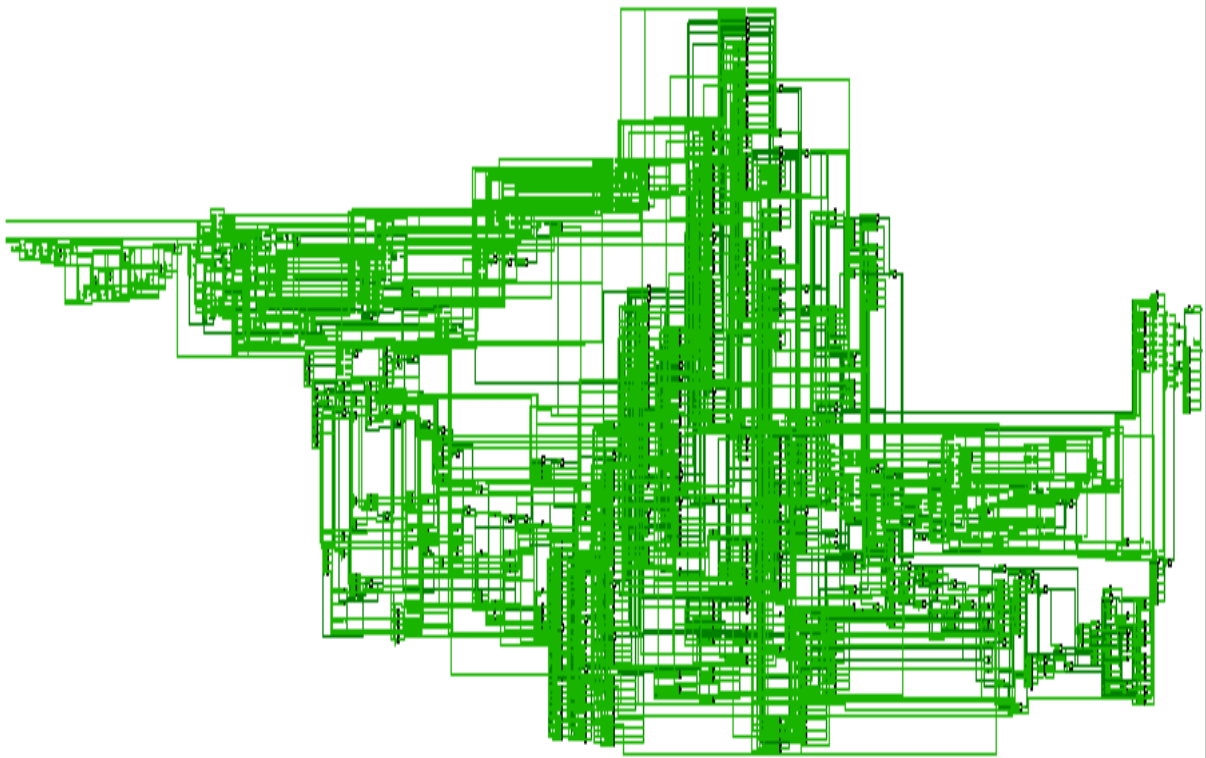


Fig 8: Complex Digital Circuit for Receiver

5) Resource Utilisation

- a) LUT Memory =0
- b) LUT logic = 592
- c) DSP =0
- d) Flip Flops =125
- e) BRAM = 0

6) Some other relevant diagram for resource utilisation

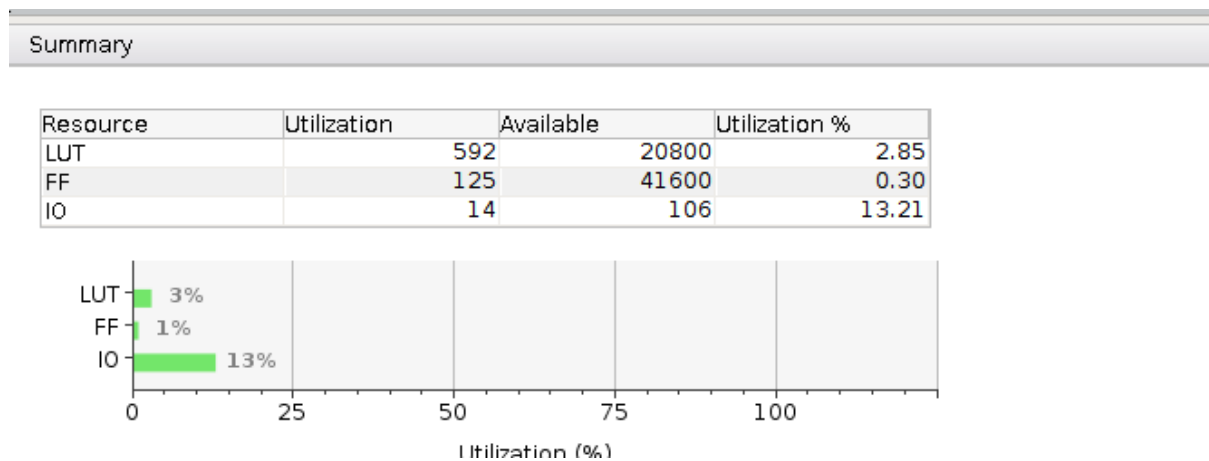


Fig 9 : Summary

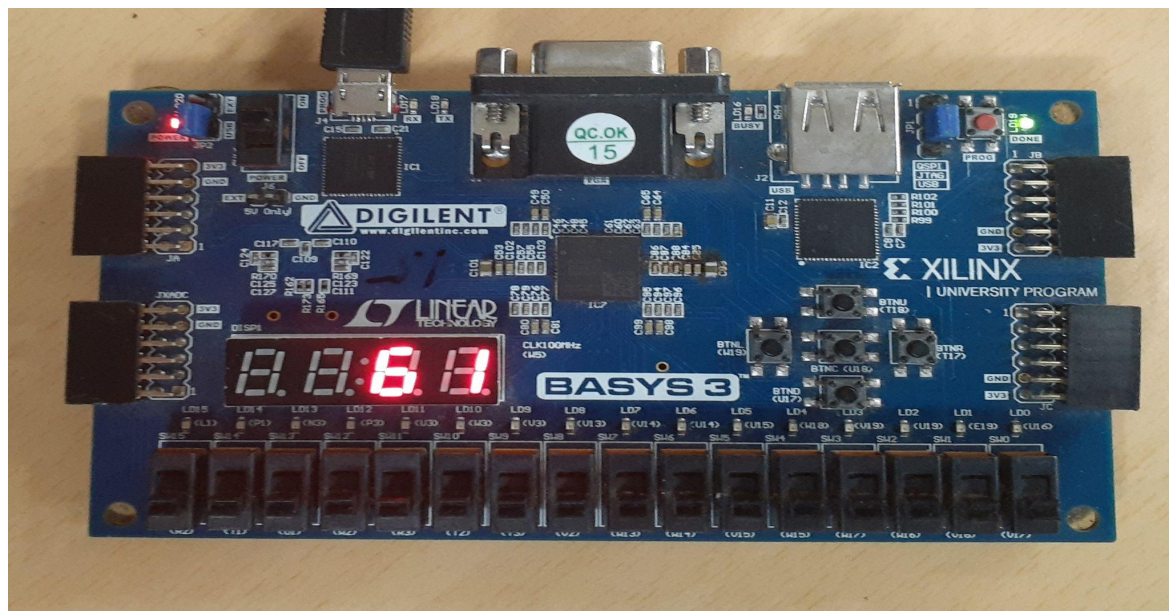
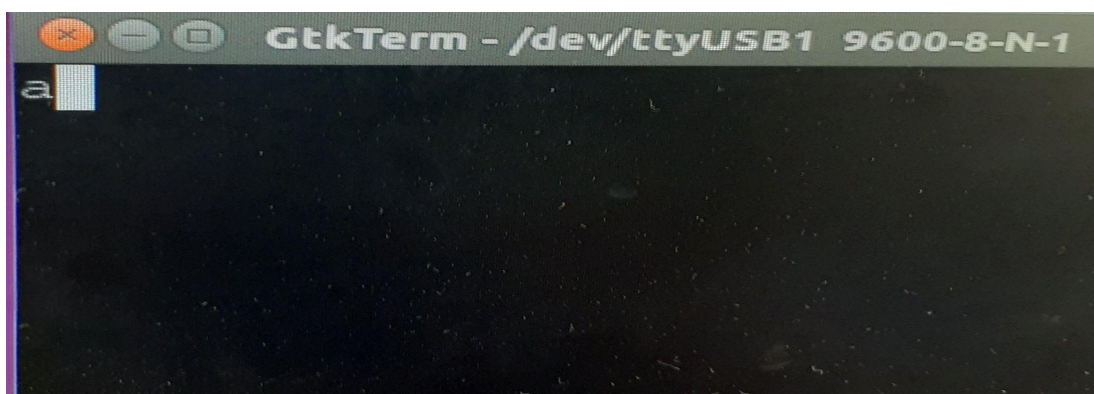
Primitives		
Ref Name	Used	Functional Category
LUT6	179	LUT
LUT3	150	LUT
LUT1	147	LUT
FDRE	125	Flop & Latch
LUT2	124	LUT
CARRY4	100	CarryLogic
LUT5	75	LUT
LUT4	38	LUT
OBUF	11	IO
IBUF	3	IO
BUFG	2	Clock

Fig 10 : Primitives

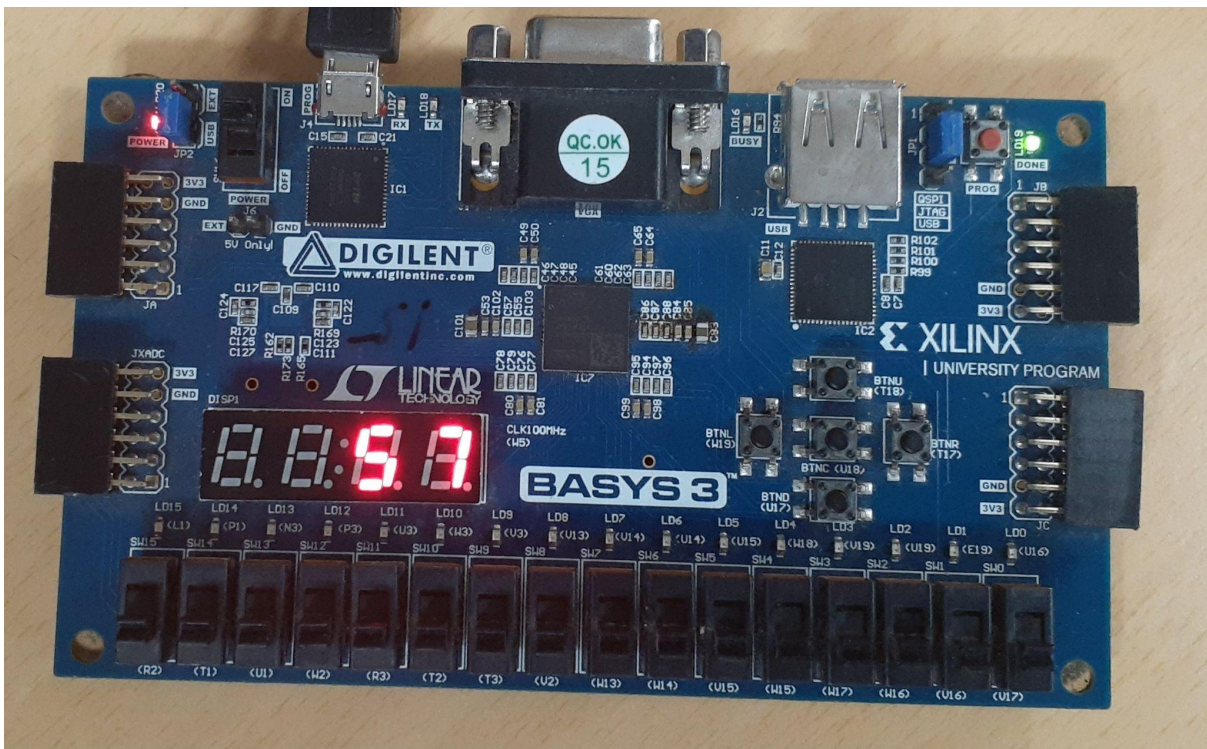
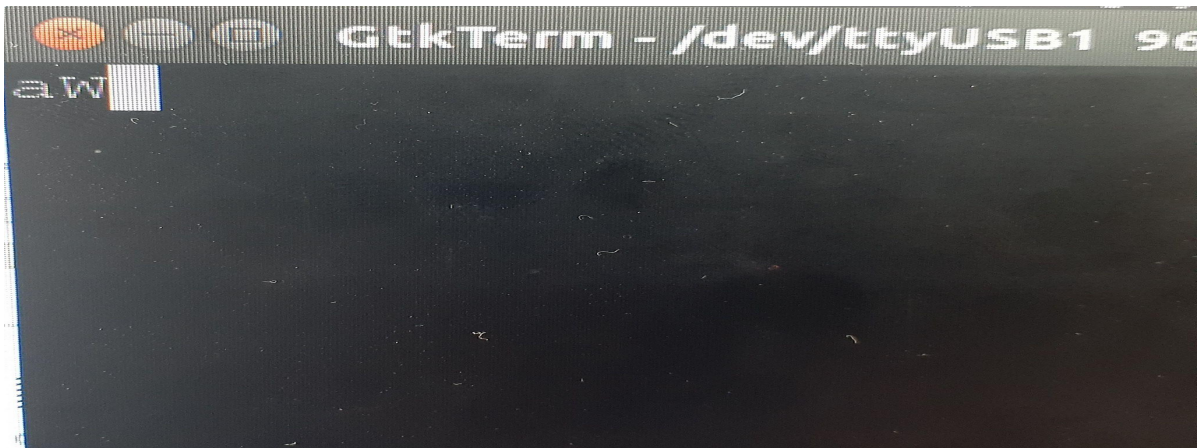
Hierarchy				
	Name	Slice LUTs (20800)	Slice Registers (41600)	Bonded IOB (106)
1	Receiver	592	125	14
				2

Fig 11 : Hierarchy

7) Some photographs of FPGA Board



(a)



(b)