



UART TRANSMITTER AND RECEIVER DESIGN USING SYSTEMVERILOG







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INTRODUCTION



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- UART allows communication without a shared clock between devices, enabling flexible timing between sender and receiver.
- It transmits data serially bit-by-bit over a single line, making it widely used in microcontrollers, GPS modules, and Bluetooth due to its simplicity and low resource requirements.
- UART data frame is used to structure serial data.
- Standard frame includes:
- 1 Start Bit signals beginning of transmission (always 0).
- 8 Data Bits actual information being transmitted.
- Parity Bit for simple error checking.
- 1 Stop Bit indicates end of transmission (always 1).
- Data is sent LSB (Least Significant Bit) first.
- Baud rate determines bit transmission speed (e.g., 9600 bps = 9600 bits/sec).
- Timing is crucial due to the lack of a shared clock.







SYSTEM DESIGN OVERVIEW



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Main components of the design:

- UART Transmitter (uart_tx)
- UART Receiver (uart_rx)
- Baud Rate Generator derives the desired baud rate from 100 MHz system clock

Baud Rate Generation:

- Baud Rate Generator is used to convert the 100 MHz system clock into a lower rate suitable for UART transmission.
- For example, to achieve 9600 baud, we divide the clock:

Clock Cycles per Bit
$$=\frac{100,000,000}{9600} \approx 10416$$
 cycles

Transmitter Block:

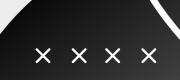
- Sends serial data by adding start, data, and stop bits
- Waits for tx_start signal to begin transmission

Receiver Block:

- Monitors the RX line for a start bit
- Samples incoming bits at the center of each bit period
- Assembles received bits into a byte and asserts data_valid







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SYSTEMVERILOG IMPLEMENTATION



• The UART system was implemented using System Verilog HDL, following modular and FSM-based design principles.

Modules Implemented:

transmitter.sv (Transmitter):

- 1. Takes 8-bit parallel data input and converts it to serial.
- 2. Adds start and stop bits around the data.
- 3. Controlled by a finite state machine (FSM).
- 4. Operates based on baud tick from Baud Rate Generator.

• reciever.sv (Receiver):

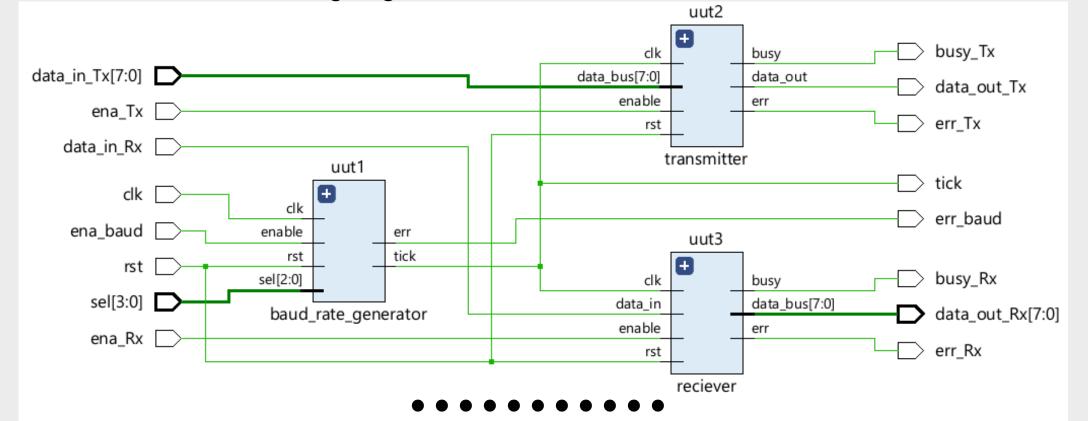
- 1. Listens for start bit on the RX line.
- 2. Samples bits at mid-bit intervals for accuracy.
- 4. Includes FSM for state control and timing alignment.

• baud_rate_generator.sv (Baud Rate Generator):

- 1.Divides 100 MHz clock to generate baud tick (e.g., for 9600 bps).
- 2. Provides precise timing pulses for TX and RX modules.

testbench.sv:

- 1. Simulates full UART communication.
- 2. Provides stimulus to TX and observes RX output.
- 3. Assembles 8-bit data and asserts data valid when complete. 3. Uses \$display/\$monitor and waveforms to validate correctness.







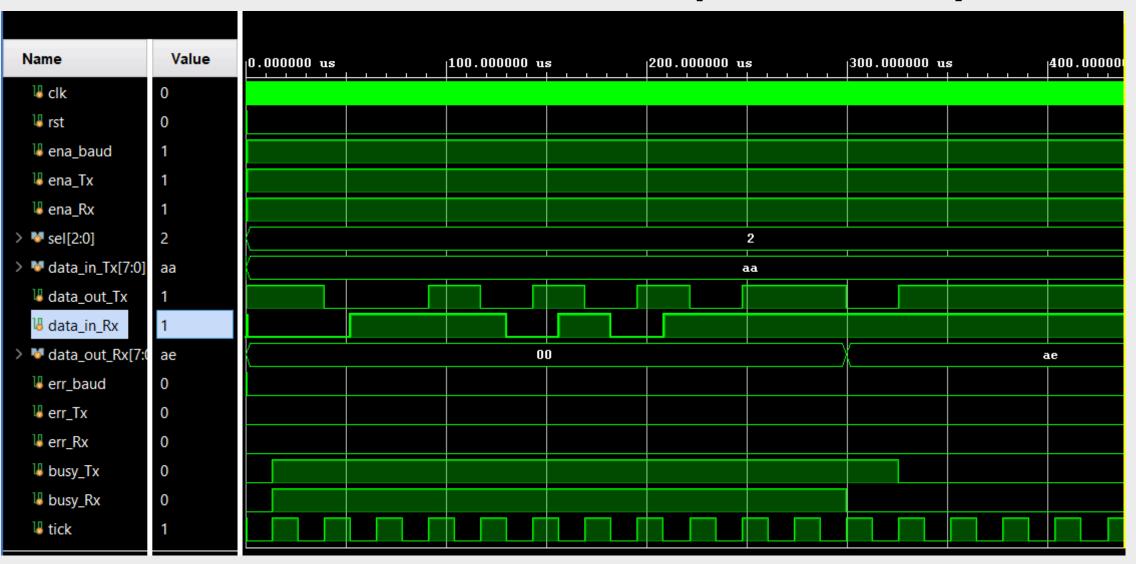


SIMULATION RESULT



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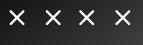
UART Transmitter-Receiver Parallel Operation & Busy Status Waveform



- TX and RX work in parallel
- Each module operates independently
- Shows busy when transmitting or receiving
- No data loss during concurrent operation



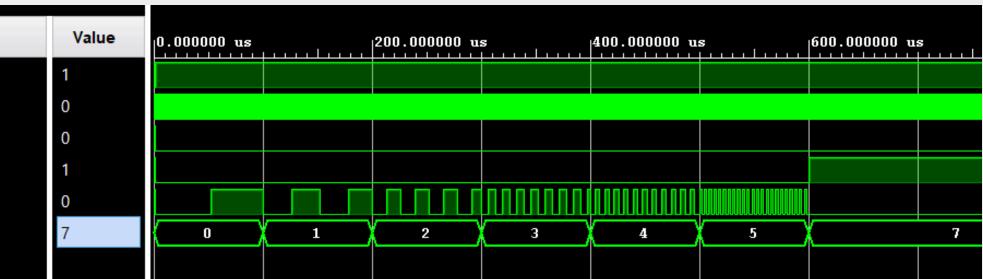








Baud Rate Generator Operation & Error Handling



- Supports selection of 6 baud rates
- Generates clock for UART timing
- Error indicated on incorrect baud rate selection
- Ensures synchronization with TX/RX modules

UART Transmitter Waveform: Operation & Control Signals

• Shows busy status during transmission

Name

enable

₩ clk

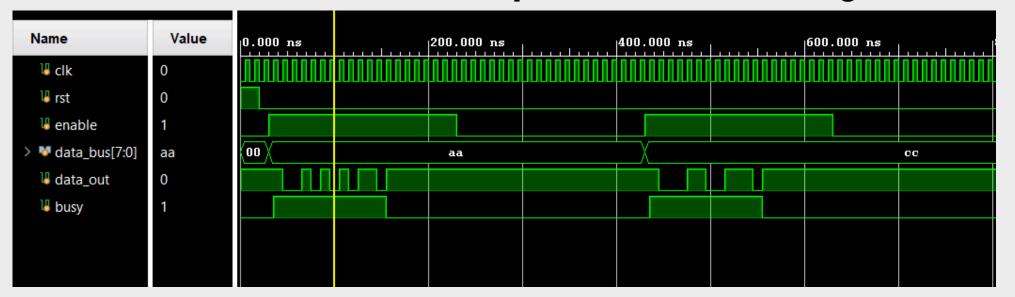
🗸 rst

err

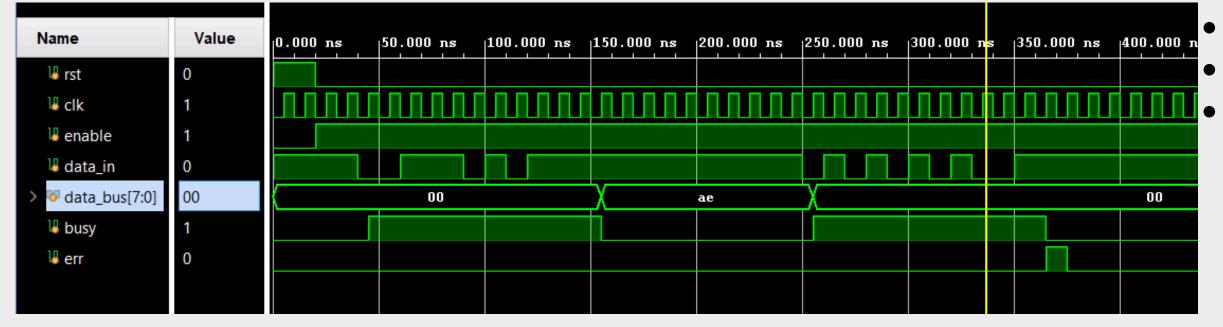
↓ tick

₩ sel[2:0]

- Prevents repeated data sending when enable is held high
- Transmits data serially with start, data, and stop bits



UART Receiver Waveform: Data Capture & Error Detection



- Shows busy during data reception
- Detects and flags parity error on mismatch

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 Captures serial data with proper framing (start, data, parity, stop)

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CONCLUSION



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- Successfully implemented a UART communication system using System Verilog.
- Designed modular blocks for Transmitter, Receiver, and Baud Rate Generator.
- Achieved correct serial data transmission and reception at 9600 baud using a 100 MHz system clock.
- Gained practical experience in:
- 1. Finite State Machine (FSM) design
- 2. Timing control and synchronization
- 3. Bit-level serial communication
- Validated functionality through testbenches and waveform simulations.
- Developed better understanding of UART protocol and hardware modeling in HDL.









THANK YOU





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