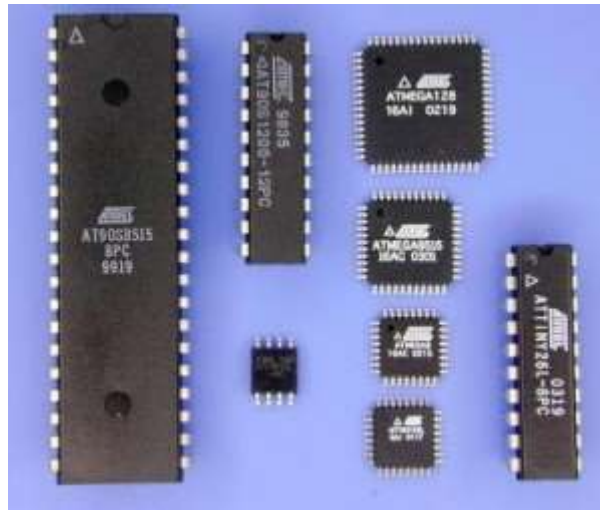


AVR Microcontroller (Atmel 8) Serial Communication USART Configuration

Microcontroller is a control device that contains a number of peripherals like RAM, ROM, **data communication**, etc., which are required to perform some pre-defined tasks. Now a **type of microcontrollers** are used in a wide variety of applications as per their capability to perform some desired tasks and these controllers include **8051, AVR and PIC microcontrollers**. In this article, we are going to learn about advanced AVR family microcontroller and its programming.

AVR Microcontroller

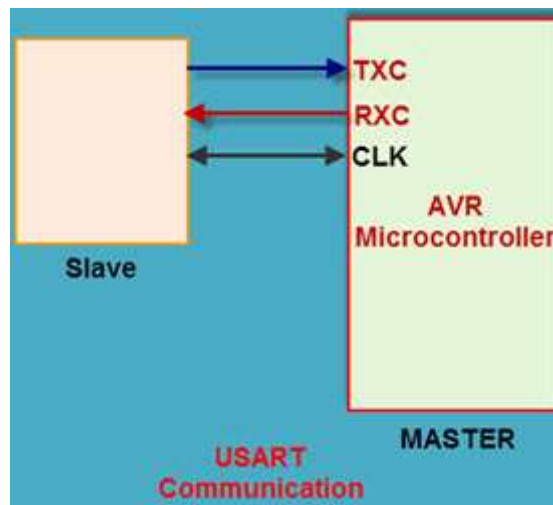
The AVR is a type of controlling device manufactured by the Atmel Corporation in 1996. The AVR stands for anything, it is just a name. The AVR **microcontrollers consist of the Harvard architecture**, therefore, the device runs very fast with a reduced number of machine level instructions. AVR microcontrollers consist of special features compared with other microcontrollers such as **inbuilt ADC, internal oscillator and serial data communication**, etc. The **AVR microcontrollers** are available in different configurations of 8-bit, 16-bit, and 32-bit to perform various operations.



AVR Microcontroller

USART Serial Data Communication in AVR Microcontroller

The USART stands for universal synchronous and asynchronous receiver and transmitter. It is a hardware module that handles the communication of two protocols. This protocol is used for transmitting and receiving the data. The AVR microcontroller has two pins: TXD and RXD, which are specially used for transmitting and receiving the data serially. Any AVR microcontroller can communicate with its own features.



USART Communication in AVR Microcontroller

The Main Features of AVR USART

- The USART protocol supports the full-duplex protocol.
- It generates high resolution baud rate.
- It supports transmitting serial data bits from 5 to 9 and it consists of two stop bits.

USART Pin Configuration

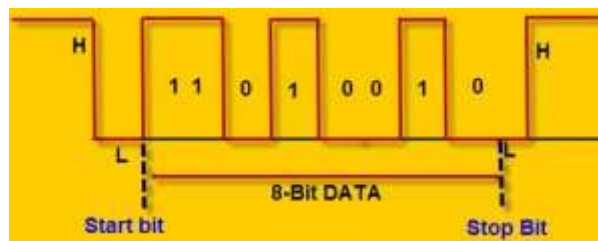
The USART of AVR consists of three Pins:

- RXD: USART receiver pin (ATMega8 PIN 2; ATMega16/32 Pin 14)
- TXD: USART transmitter pin (ATMega8 PIN 3; ATMega16/32 Pin 15)
- XCK: USART clock pin (ATMega8 PIN 6; ATMega16/32 Pin 1)

Modes of Operation

The AVR microcontroller of USART protocol operates in three modes which are:

- Asynchronous Normal Mode
- Asynchronous Double Speed Mode
- Synchronous Mode



Modes of Operation

Asynchronous Normal Mode

In this mode of communication, the data is transmitted and received bit by bit without a predefined baud rate set by the UBBR register.

Asynchronous Double Speed Mode

In this mode of communication, the data transferred at double the baud rate is set by the and set U2X bits in the UCSRA register. This is a high-speed mode for synchronous communication transmitting and receiving the data quickly. This system is used where accurate baud rate and system clock are required.

Synchronous Mode

In this system, transmitting and receiving the data with respect to clock pulse is set by the UCSRC register.

USART Configuration In AVR microcontroller

USART can be configured using five registers such as **three control registers**, one data register, and one baud rate-selection register, such as UDR, UCSRA, UCSRB, UCSRC and UBRR.

7 Steps for Composing the Program

Step1: Calculate and Set the Baud Rate

The baud rate of USART/UART is set by the UBRR register. This register is used to get the transmission at the specific speed. The UBRR is a 16-bit register. Since the AVR is a 8-bit microcontroller and its any register size is 8-bit. Hence, here the 16-bit UBRR register is composed of two 8-bit registers such as UBRR (H), UBRR(L).

The formula of the baud rate is

$$\text{BAUD} = F_{\text{osc}} / (16 * (\text{UBRR} + 1))$$

The formula of the UBRR register is

$$\text{UBRR} = F_{\text{osc}} / (16 * (\text{BAUD} - 1))$$

The frequency of the AVR microcontroller is 16MHz=16000000; Let us assume the 19200Bps, then

$$\text{UBRR} = 16000000 / (16 * (19200 - 1))$$

$$\text{UBRR} = 16000000 / (16 * (19200 - 1))$$

$$\text{UBRR} = 51.099$$

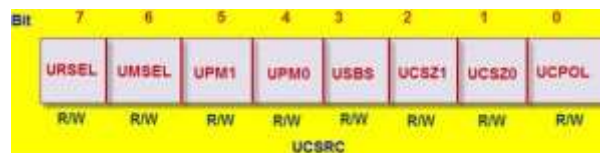
Eventually find the baud rate

$$\text{BAUD} = 16000000 / (16 * (51 + 1))$$

$$\text{UBRR} = 19230\text{bps}$$

Step2: Data Mode Selection

The data transmission mode, start bit and stop bit and the character size is set by the control register UCSRC.



Data Mode Selection

Step3: Data Transmission Mode Selection

The synchronous and asynchronous mode is selected by the UMSEL bit of the control status register. If UMSEL=0, then the USART operates in asynchronous mode, otherwise operates in synchronous mode.

UMSEL	Mode
0	Asynchronous
1	Synchronous

Step4: Start Bit and Stop Bit

The start bit and stop bits are a way for sending and receiving the data serially. Generally consists of one start bit and one stop bit, but the AVR microcontroller has one start bit and two stop bits. The extra stop bit can be useful for adding a little extra receive processing time. The extra stop bit can be useful for adding a little extra receive processing time, especially useful for high data transfer rates, whereas the data transfer speed is very high, proper data. Thus, we can increase the processing time by using two stop bits to get the proper data.

USBS	Stop Bits
0	1-Bit
1	2-Bit

Start Bit and Stop Bit

The number of stop bits is selected by the USBS bit of UCSRC – the control status register. USBS=0, for one stop bit, and USBS=1, for two stop bits.

Step5: Set the Character Size

As in case with the **basic microcontrollers** sending and receiving the byte of data(8-bits) at a time in an AVR microcontroller, we can choose a data frame format in each frame by the UCSZ bits of the UCSRC register.

UCSZ2	UCSZ1	UCSZ0	Character size
0	0	0	5-bit
0	0	1	6-bit
0	1	0	7-bit
0	1	1	8-bit
1	0	0	Reserved
1	0	1	Reserved
1	1	0	Reserved
1	1	1	9-bit

Step6: Store the Received Data

The AVR microcontroller consists of a UDR buffer register for transmitting and receiving data. It is a 16-bit buffer register wherein 8-bits are used for receiving (RXB) the data and other bits for transmitting the data (TXB). Transmitting data buffer register will be the destination to UDR written data on its location. Receiving data buffer register will be returning the content of the

Step7: Transmitter and Receiver Enabling

The transmitted and received data will be allowed by the RXC and TXC pins of the microcontroller. These pins are set by the UCSRA register of the microcontroller. This flag bit set by the microcontroller is completed by receiving and transmitting (TXC=RXC=1).

**Double the Baud Rate**

We can double the transfer rate of the USART communication of the AVR microcontroller for 8-bits effectively by the U2X –bit in the UCSRA register. This bit effects only on asynchronous communication. If we can set this bit (U2X=1), it will reduce the baud rate from 16-bit to 8-bit effectively double the baud rate for synchronous communication.

This is an advanced feature of the AVR microcontroller for speedy processing of the data.

USART Program

```

USART Program

#include<avr/io>

#define USART_BAUDRATE 9600

#define BAUD_PRESCALE (((((16*BAUDRATE))-1))

int main(void)
{
    UCSRB = (1 << RXEN) | (1 << TXEN); // Turn on the transmission and reception
    UCSRC = (1 << URSEL) | (1 << UCSZ0) | (1 << UCSZ1); // Use 8-bit character
    sizes
    UBRRH = (BAUD_PRESCALE >> 8); // Load upper 8-bits
    UBRL = BAUD_PRESCALE; // Load lower 8-bits of the
    for(;;) // continuous loop
    {
        while ((UCSRA & (1 << RXC)) == 0) {} // Do nothing until data have been
        received and is ready to be read from the UDR
        ReceivedByte = UDR; // Fetch the received byte value into the variable
        "ByteReceived"
        while ((UCSRA & (1 << UDRE)) == 0) {} // Do nothing until UDR is ready for
        more data to be written to it
        UDR = ReceivedByte; // Echo back the received byte back to the computer
    }
}

```

Every microcontroller is predefined with a specific IDE, and based on this IDE, **micro** programmed with **embedded C** or assembly language. The AVR microcontroller p developed by the AVR studio. Furthermore, If you want additional information about the **microcontroller based projects**, or detailed information on this topic, you can contact us below.

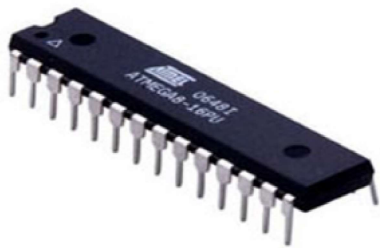
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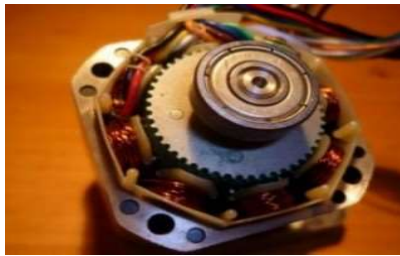
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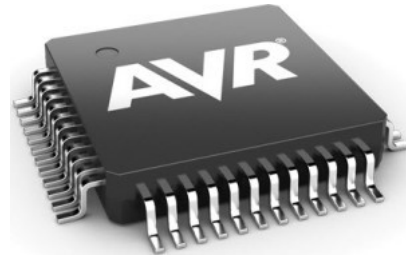
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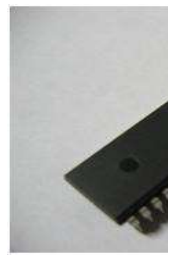
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