

# Management and analysis of physics datasets, Part. 1

## Seventh Laboratory

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## Laboratory Introduction

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- Example design for the Arty7 FPGA Board
- Build the UART Transmit Unit

## Example design for the Arty7

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The Arty7 board presents several LEDs, buttons and switches. How to use them?

We can create a simple design implementing a counter

- 1 button resets the counter
- 1 button starts the counter
- 1 button stops the counter
- 4 LEDs act as a 4-bit counter

# Implementing the counter

- The firmware consists of a 2-states state machine (**idle** and **start**).

```
type t_state is (st0_idle,  
                st1_start  
                );  
  
signal s_state : t_state;
```

```
p_fsm : process (clk_i, rst_i) is  
begin -- process p_fsm  
    if rst_i = '1' then -- asynchronous reset (active high)  
        s_state <= st0_idle;  
    elsif rising_edge(clk_i) then -- rising clock edge  
        case s_state is  
            --  
            when st0_idle =>  
                s_go <= '0';  
                if start_i = '1' then  
                    s_state <= st1_start;  
                end if;  
            --  
            when st1_start =>  
                s_go <= '1';  
                if stop_i = '1' then  
                    s_state <= st0_idle;  
                end if;  
            --  
            when others =>  
                null;  
            --  
        end case;  
    end if;  
end process p_fsm;
```

## The counter process

- The counter is driven by the “s\_go” signal (besides the reset signal)

```
p_counter : process (clk_i, rst_i) is
begin  -- process p_counter
    if rst_i = '1' then                    -- asynchronous reset (active high)
        u_counter <= (others => '0');
    elsif rising_edge(clk_i) then          -- rising clock edge
        if s_go = '1' then
            u_counter <= u_counter + 1;
        end if;
    end if;
end process p_counter;

s_counter <= std_logic_vector(u_counter);
```

UART

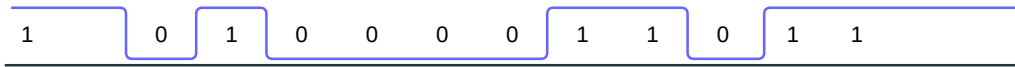
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# The RS-232 Data frame: an example

- **Byte oriented frame**
- Mostly used to exchange *character stream* ( ASCII code, see next slide) but also binary stream
- optional parity bit at the end of the trasmitted byte
- **start** and **stop** frame delimiter length = 1 bit ( stop-bit could be 2 in some cases)

Transmit Character 'a' ( ASCII CODE hexadecimal: 61, binary: 01100001) at 115200 Bit/second, no parity bit



$$T_{\text{bit}} = 1/115200 \text{ s} = 8,68 \text{ us}$$

# The Baudrate generator

- it is basically a counter
- it has only one output
- output is equal to '1' for exactly one clock cycle every *bit time* (*Tbit*)

## Motivation

We need a periodic signal ( another clock ) at the rate of the transmission

BOARD clock frequency = 100 Mhz ( 10 ns period)

BAUDRATE = 115200 (bit/s)

DIVIDER=  $100.000.000 / 115200 = 868.055$

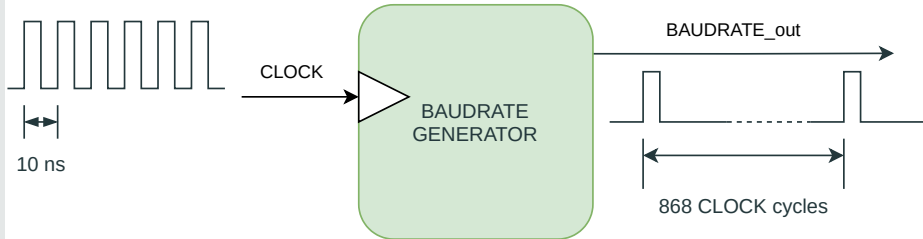


Figure 2: The Baudrate generator

Write a Baudrate generator in VHDL, in the case of:

- Clock frequency= 100 Mhz
- Baudrate = 115200

**Please ask if you're stuck!**

# The Uart Transmitter

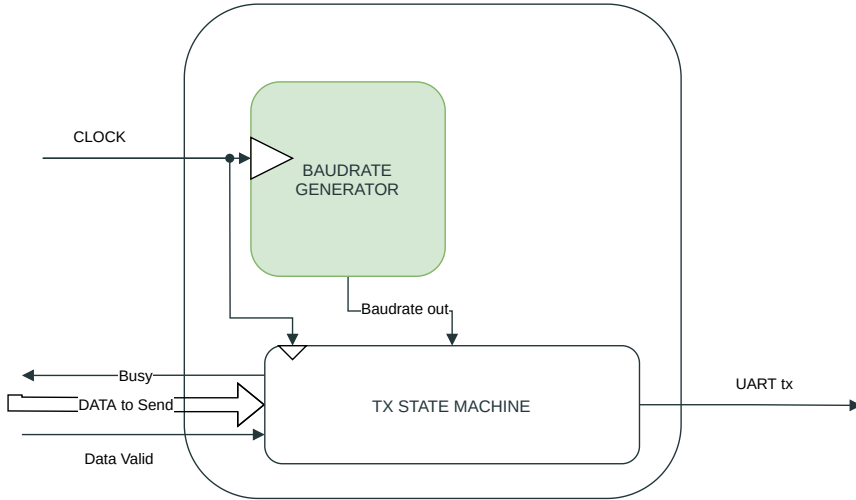


Figure 3: The Uart Transmitter

# The Uart Transmitter State machine

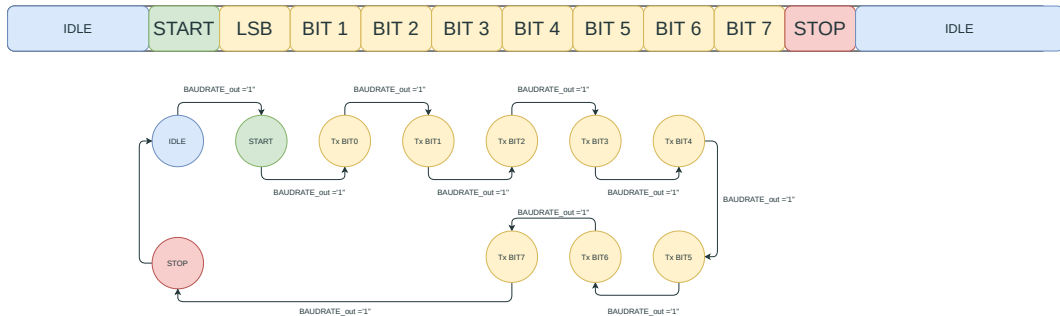


Figure 4: tx State machine idea

The BAUDRATE out signal make possible to switch from a state to another

# Transmitter waveform

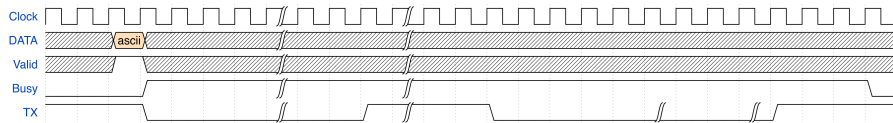


Figure 5: UART transmitter waveform

- Build a complete Uart transmitter working at data rate of 115200 baud

**Please ask if you're stuck!**