

USER MANUAL SYED SHIFAT

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Introduction

This project implements a fully synthesizable UART (Universal Asynchronous Receiver/Transmitter) in Verilog RTL. The system is designed to support 8-bit asynchronous communication with configurable baud rates and uses 16x oversampling for accurate reception.

System Overview

The RTL UART system includes the following core modules:

- **Baud Rate Generator:** Produces 1x and 16x baud ticks.
- Counter & Comparator: Drives the timing logic for baud control.
- UART Transmitter (TX): Sends 8-bit data serially.
- UART Receiver (RX): Receives serial data and reconstructs 8-bit parallel output.
- Top Module: Integrates all components.

Features

- 8-bit UART Transmitter and Receiver
- Configurable baud rate via 16-bit divisor input
- 16x oversampling for reliable UART reception
- Modular and testbench-covered design
- Easy simulation with provided Makefile targets

File Structure and Descriptions

```
RTL_UART/
   — baud gen/
      — baud gen.v
                         # Baud rate generator module
      — tb baud.v
                        # Testbench for baud generator
    - count comp/
    comparator.v
                         # Comparator module for baud timing pulses
   L___ counter.v
                       # 16-bit counter module
   -Rx /
   uart rx.v
                       # UART Receiver module
   └─_tb rx.v
                       # Testbench for UART Receiver
   — Tx /
      — uart tx.v
                       # UART Transmitter module
   L___tb_tx.v
                      # Testbench for UART Transmitter
   — Top /
      — top.v
                      # Top-level UART integration module
   └── tb top.v
                       # Full UART system testbench

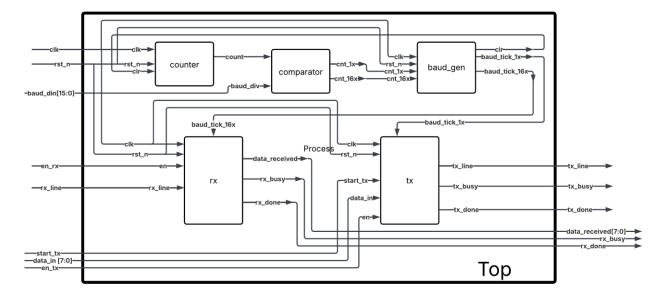
    Makefile

                       # Simulation and waveform helper commands
   - README.md
                           # Project documentation
```

Input output of top module

| Signal | Direction | Description |
|---------------|-----------|------------------------------|
| clk | Input | System clock |
| rst_n | Input | Active-low reset |
| data_in | Input | 8-bit input data for TX |
| start_tx | Input | Trigger signal to start TX |
| tx_line | Output | UART transmit output |
| rx_line | Input | UART receive input |
| data_received | Output | Received 8-bit parallel data |
| tx_busy | Output | TX active indicator |
| rx_done | Output | RX complete flag |
| baud_div | Input | 16-bit divisor for baud rate |

Block Diagram



Working Procedure

- **1. Clock and Reset Initialization:** The system is driven by a clock input (clk) and an active-low reset (rst_n). Reset initializes all modules to their default states.
- **2. Baud Rate Generation:** The 16-bit counter increments each clock cycle until cleared. The comparator compares this count to baud_div to generate timing pulses cnt_1x and cnt_16x. These pulses feed into baud_gen, which creates precise baud ticks:
 - baud_tick_1x for transmitter timing
 - baud tick 16x for receiver oversampling timing

- **3. Transmission Flow:** When enabled (en_tx) and triggered (start_tx), the UART transmitter (uart_tx) takes 8-bit parallel data (data_in), adds start and stop bits, and serializes the bits onto tx_line. The process is paced by baud_tick_1x. Transmitter status flags tx_busy and tx_done indicate transmission progress.
- **4. Reception Flow:** When enabled (en_rx), the UART receiver (uart_rx) monitors the rx_line for start bits. Using the baud_tick_16x oversampled clock, it samples incoming bits, reconstructs the 8-bit data, and sets rx_done upon completion. The received byte is available on data_received. Receiver status is shown by rx_busy.
- **5. Top-Level Integration:** The top module ties all these pieces together, allowing simultaneous transmission and reception with configurable baud rate.

How to Use

Setting Up the Simulation

Requirments:

- Icarus Verilog (iverilog, vvp)
- GTKWave

Clone and navigate to the project directory:

```
>git clone https://github.com/yourusername/RTL_UART.git
>cd RTL_UART
```

Running the UART System

Use the Makefile to run simulations:

```
>make tx  # Simulate transmitter
>make g_tx  # View transmitter waveform

>make rx  # Simulate receiver
>make g_rx  # View receiver waveform

>make top  # Simulate full UART system
>make g top  # View full UART waveform
```

Interpreting GTKWave

Observe the following signals:

- tx line: Serialized data bits (start, data[7:0], stop)
- tx busy, tx done: Transmission state
- rx line: Serial input
- rx_done, data_received: Reception result

Waveform Examples

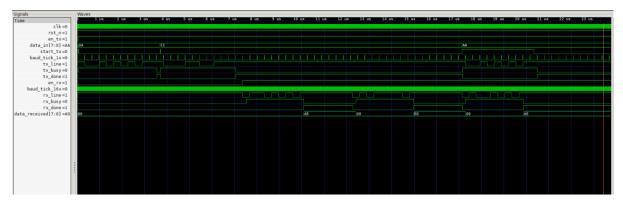
Include screenshots from GTKWave showing:

- A full TX transmission (with start bit, 8 data bits, stop bit)
- RX reconstruction with sampled ticks
- Data match confirmation

Label:

- Start bit, data bits, stop bit
- rx_done, data_received

Sample output:



Limitations

- Only transmits and receives one byte at a time.
- No FIFO buffering.
- No parity or framing error detection.
- Receiver assumes clean and noise-free line.

Troubleshooting

| Issue | Solution |
|-------------------------|--|
| rx_done never asserted | Check baud_tick_16x timing and RX line logic |
| data_received incorrect | Confirm start bit detection is stable |
| GTKWave not updating | Ensure vcd dump is triggered in testbench |