

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**

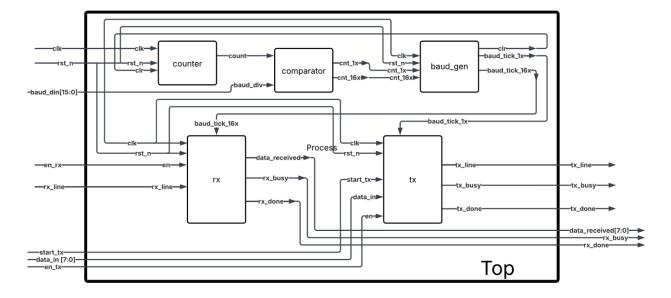


Fig 1. Block Diagram

## **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.

## **FSM State Diagram**

#### **RX FSM**

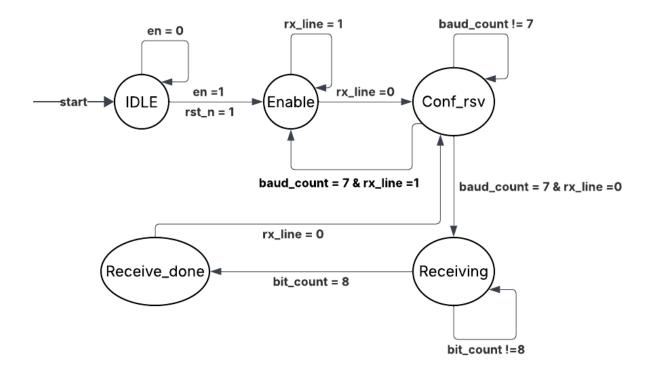


Fig 2. RX\_FSM

#### Tx\_FSM

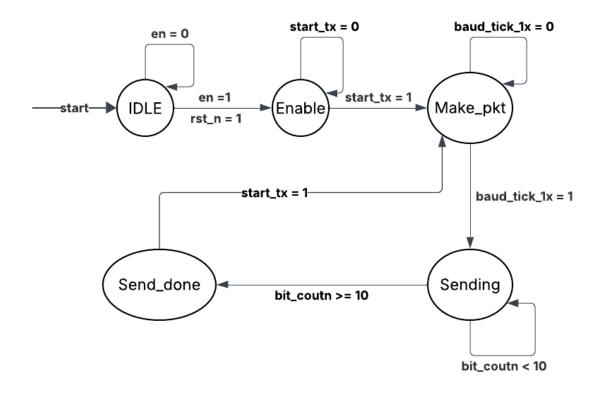


Fig 3. TX FSM

## **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**

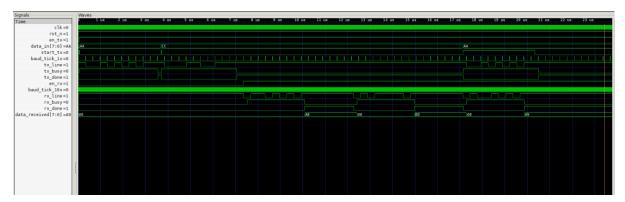
Include screenshots from GTKWave showing:

- 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