Asynchronous Serial Interface

Introduction

An Asynchronous Serial Interface is a simple low-speed serial communication interface. It is often used for diagnostic, programming and console interfaces on embedded devices. The simplest version uses a single data line in each direction (Transmit Data and Receive Data) and a ground pin. The RS-232 standard specifies levels of at least ±5 volts but embedded systems often use logic-level signals.

In this lab you will design and implement the transmitter of a UART (Universal Asynchronous Transmitter-Receiver) that transmits an 8-bit binary value serially.

A supplied control module will test your UART module by transmitting a nine-character text string that is a printable version of your BCIT ID encoded using the ASCII (or Unicode) encodings[1].

You will use the Analog Discovery 2 (AD2) oscilloscope, logic analyzer and "UART" protocol analyzer functions to display the waveforms and data.

You must implement the transmitter as a state machine. Quartus will generate a state transition diagram and a state transition table from your HDL description.

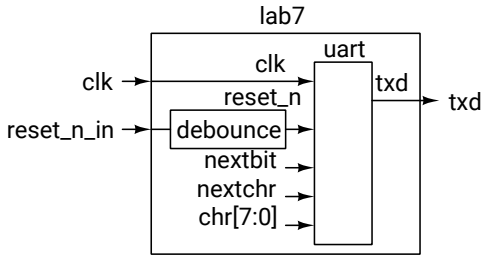
The supplied **`lab6.qar`** Quartus project archive contains the required code except for the **`uart`** module, which you must write.

Specifications

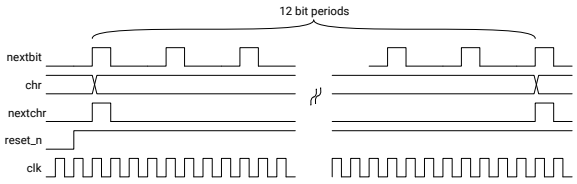
The supplied **`lab6`** module has a 50 MHz **`clk`** clock input, an active-low **`reset_n_in`** input and one-bit **`txd`** transmit data output .

Your **`uart`** module will have a 50 MHz **`clk`** input, a debounced reset signal named **`reset_n`**, a **`nextchr`** signal that is asserted when the UART should start sending the 8-bit character **`chr`** and a **`nextbit`** signal to indicate when the next bit of the character should start.

[1] An encoding is a mapping of characters ("glyphs") to numbers. ASCII a subset of Unicode that includes all English-language characters and numbers.



The following diagram shows the timing relationship of the signals at the input to the **`uart`** module:



Your **`uart`** module must implement a state machine that operates as follows:

- If **`reset_n`** is asserted the **`uart`** is reset; any transmission in progress is halted.
- If **`nextchr`** is asserted, transmission of a new character is started; **`chr`** contains the value of this character. You do not need to store it; the value will remain valid until the next character.
- If **`nextbit`** is asserted, the next bit of the character should be output.

State changes must only take place on the rising edge of **`clk`**.

Eight bits per character must be transmitted in order from least-significant bit to most-significant bit. A "1" bit should be transmitted as a high logic level and a "0" bit as a low logic level. An extra "0" ("start bit") must be transmitted before the data bits and an extra "1" ("stop bit") must be transmitted after the data bits. **`txd`** should be high when the state machine is in the idle state and no data is being transmitted.

The following logic analyzer screen capture shows the **`txd`** waveform when the character "A" (**`8'h41`**) is transmitted:

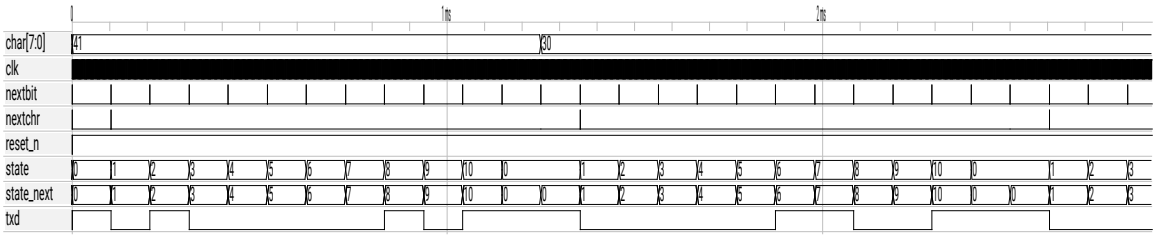


Figure 1: UART Simulation Waveforms.

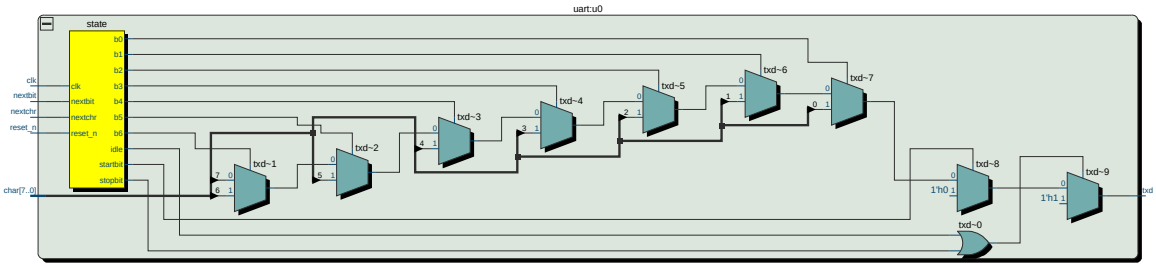


Figure 2: RTL Schematic of UART Module.

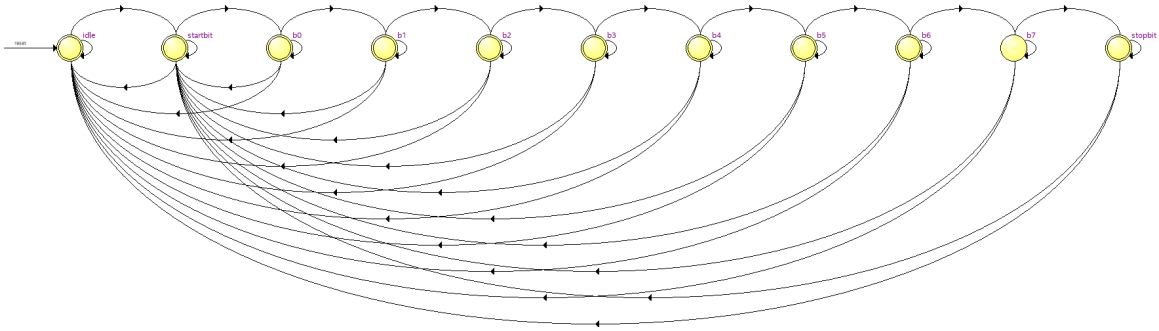


Figure 3: Sample State Transition Diagram.

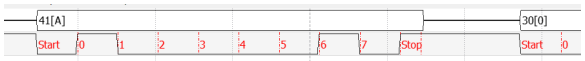


Figure 1 shows the simulation waveforms at the input and output of the UART module. The clock waveform is not visible since it is so much faster than the data. The **`nextchr`** and **`nextbit`** signals have a duration of one **`clk`** period and are aligned.

Quartus must recognize your design as a state machine. This requires that you follow specific requirements listed in the Quartus Recommended HDL Coding Styles. In particular:

- use an enumerated type of unsigned integer type to define the states (example below),
- do not use the state variable as an output
- keep other operations in the module (e.g. computations) separate from the state machine logic
- include a synchronous reset

You must also follow the course coding guidelines. Note that you can meet the above guidelines using only **`assign`** and **`always_ff`** concurrent statements.

An example of a declaration of a suitable enumerated type would be:

```
typedef enum int unsigned
  { idle, startbit, b0, b1, ..., stopbit } state_t ;
state_t state, state_next ;
```

If you have followed the state machine coding guidelines the Quartus RTL netlist viewer will display the state machine as a separate yellow logic block as shown in Figure 2.

Double-clicking the state machine block will display a state transition diagram similar to that in Figure 3 along with tables showing the state transition conditions and state encodings[2]:

State Table

	Source State	Destination State	Condition
1	b0	idle	(!reset_n)
2	b0	startbit	(nextchr).(reset_n)
3	b0	b0	(!nextbit).(!nextchr).(reset_n)
4	b0	b1	(nextbit).(!nextchr).(reset_n)
5	b1	b2	(nextbit).(!nextchr).(reset_n)

State Table

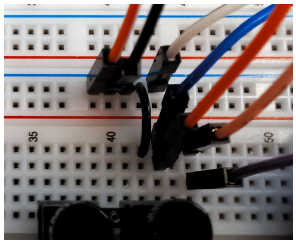
	Name	stopbit	b7	b6	b5	b4	b3	b2	b1	b0	startbit	idle
1	idle	0	0	0	0	0	0	0	0	0	0	0
2	startbit	0	0	0	0	0	0	0	0	0	1	1
3	b0	0	0	0	0	0	0	0	0	1	0	1
4	b1	0	0	0	0	0	0	0	1	0	0	1
5	b2	0	0	0	0	0	0	1	0	0	0	1
6	b3	0	0	0	0	0	1	0	0	0	0	1
7	b4	0	0	0	0	1	0	0	0	0	0	1
8	b5	0	0	0	1	0	0	0	0	0	0	1
9	b6	0	0	1	0	0	0	0	0	0	0	1
10	b7	0	1	0	0	0	0	0	0	0	0	1
11	stopbit	1	0	0	0	0	0	0	0	0	0	1

You must modify the **`lab6.sv`** file to substitute your BCIT ID for the **`A00123456`** value.

The **`lab6.sv`** file contains a testbench named **`lab6_tb.sv`** that you can use to simulate your design.

CPLD I/O

The following photos shows the ground (black and orange/white), 'scope channel 1 (orange) and digital input (pink, pin **`DIO0`**) connections to the AD2 and the ground (white, **`GND`** pin), **`reset_n_in`** (blue, pin 99) and **`txd`** (violet, pin 97) connections to the CPLD board:



[2]Note that Quartus has chosen a one-hot encoding in which the idle (reset) state is active-low.

Connect the **`reset_n_in`** input to a normally-open pushbutton so that pushing the button asserts the reset signal.

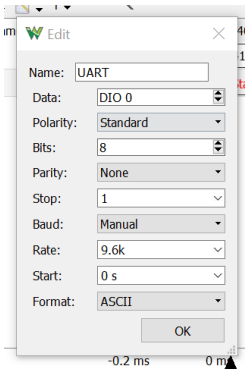
Use of AD2

Use the AD2 scope, logic analyzer and protocol windows for troubleshooting and to verify the operation of your design.

A scope channel can be connected to the pushbutton input or the **`txd`** output to verify the voltage levels and check for signal integrity issues such as noise, glitches or ringing. You can trigger on the falling edge of **`txd`** to capture the start of the transmitted waveform.

The logic analyzer can be used to display digital signals. It can display bus values (not used here) and multi-bit serial signals. Figure 4 shows the transmitted serial data using a configuration called "UART."

The trigger (T column) has been set to the falling edge of the Data signal and the Protocol options have been set for 9600 bits per second, 8 bits per character and normal polarity (low for a "1" bit):



The protocol analyzer can be used to decode more complex protocols such as those including device addresses and variable-length fields (neither used here). The following screen captures show the "UART" decoding. Figure 5 shows an example of the protocol analyzer display showing the received characters (the reset button was pressed twice).

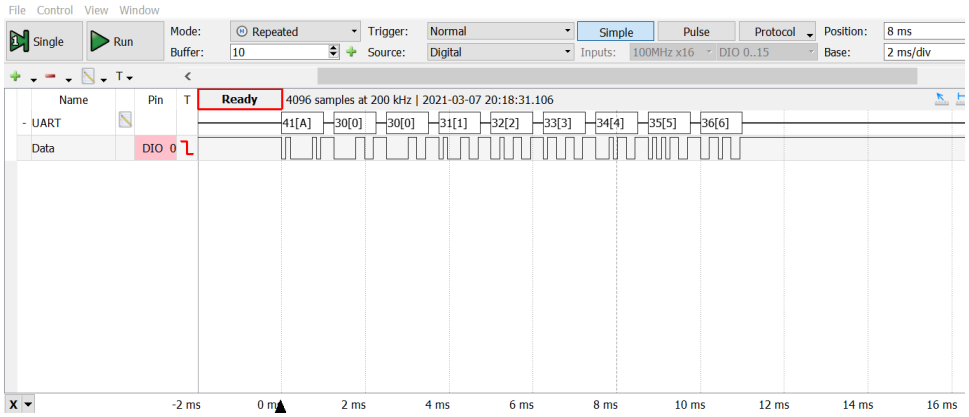


Figure 4: Logic Analyzer Display.

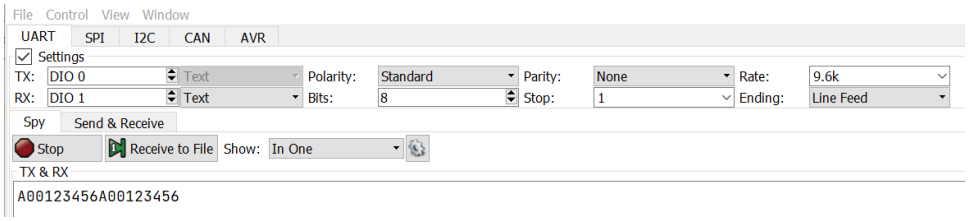


Figure 5: Protocol Analyzer Display.

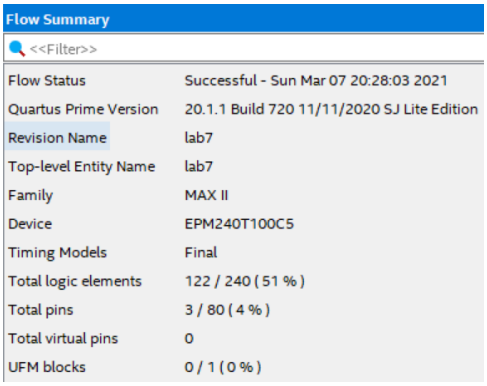
You can troubleshoot your design by defining extra CPLD pins as outputs and connecting these to digital inputs of the AD2. This allows the logic analyzer to monitor other signals in your design.

> **Note:** There seems to be a conflict between the AD2 and the USB-Blaster drivers. You may need to disconnect the AD2 each time you program the CPLD.

Submission

To get credit for completing this lab, submit a PDF document containing the following to the Assignment folder for this lab on the course website:

1. A listing of your `uart.sv` System Verilog file.
2. The RTL schematic (Tools > RTL Netlist) similar to Figure 2.
3. A screen capture of the state transition diagram similar to Figure 3.
4. A screen capture of your compilation report similar to:



5. Screen captures of the AD2 logic analyzer and protocol analyzer similar to those in Figures 4 and 5 demonstrating the operation of your interface. They should both show your full BCIT ID.