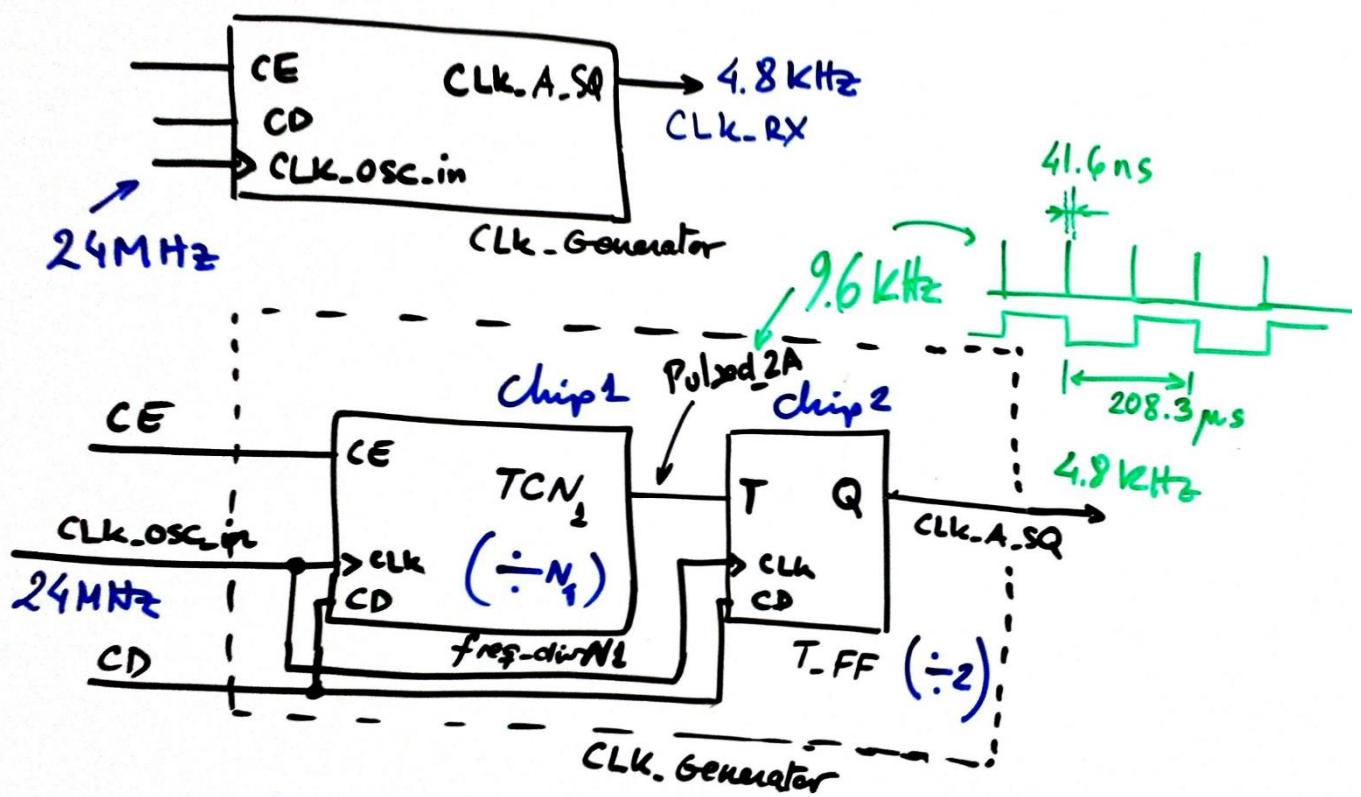


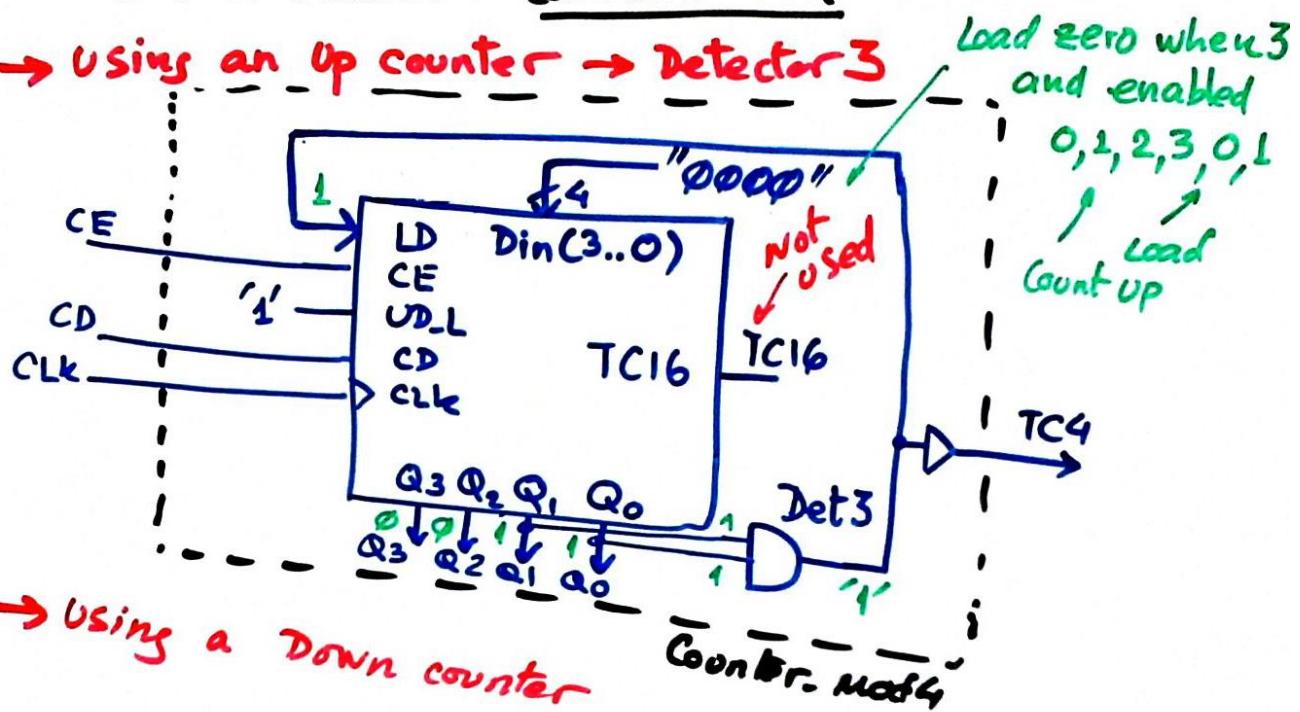
1.



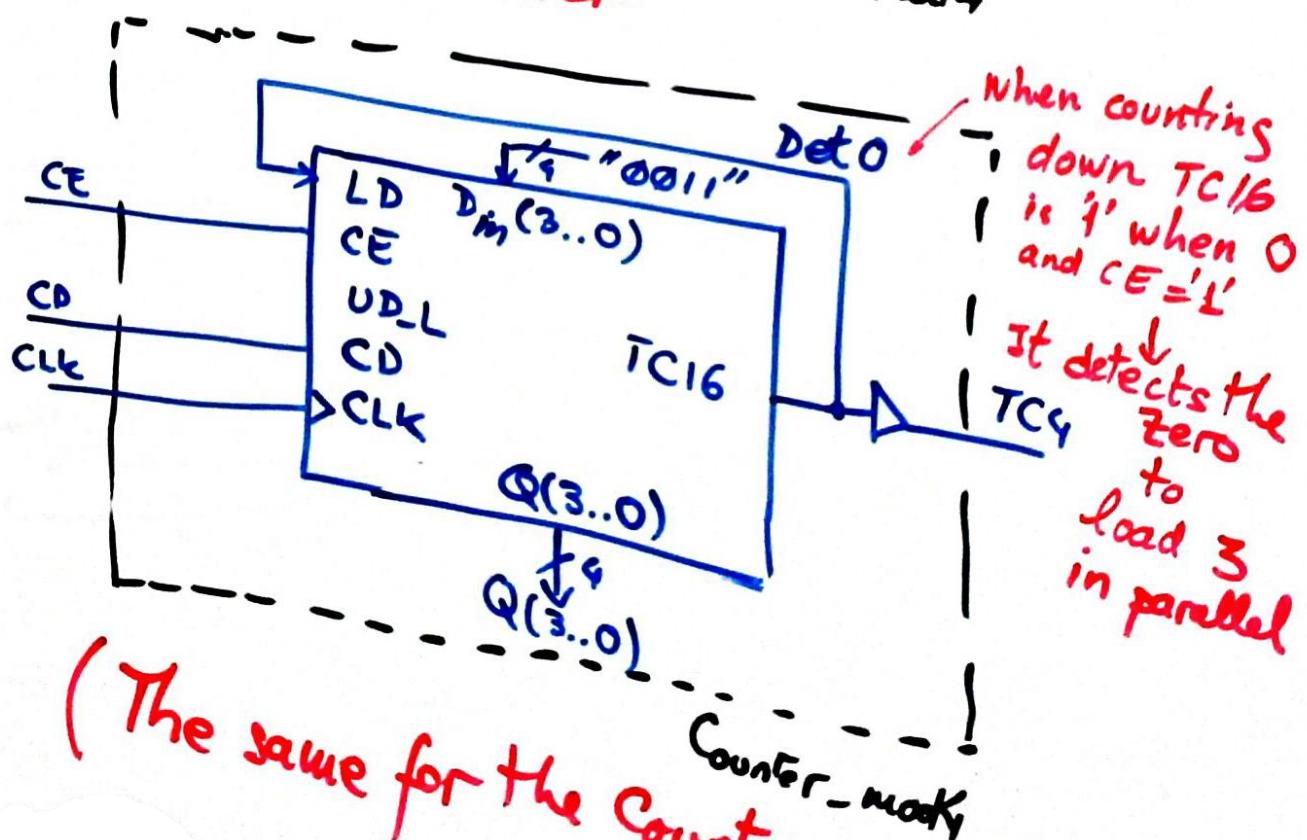
$$f_{CLK_RX} = \frac{f_{OSC_CLK_in}}{2 \cdot N_1} \Rightarrow N_1 = 2500$$

2. Inventing a Counter-mod4 using the plan C2
and a standard Counter-mod16

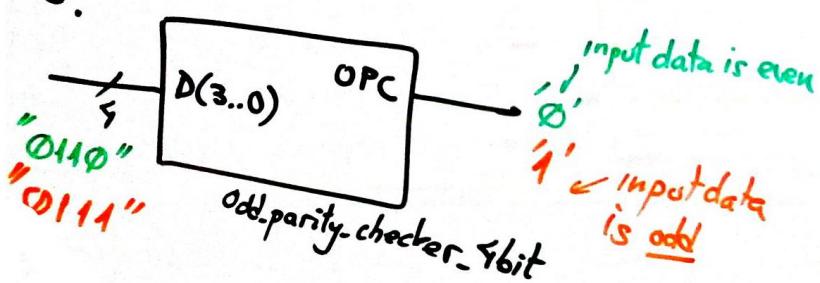
→ Using an Up counter → Detector 3



→ Using a Down counter



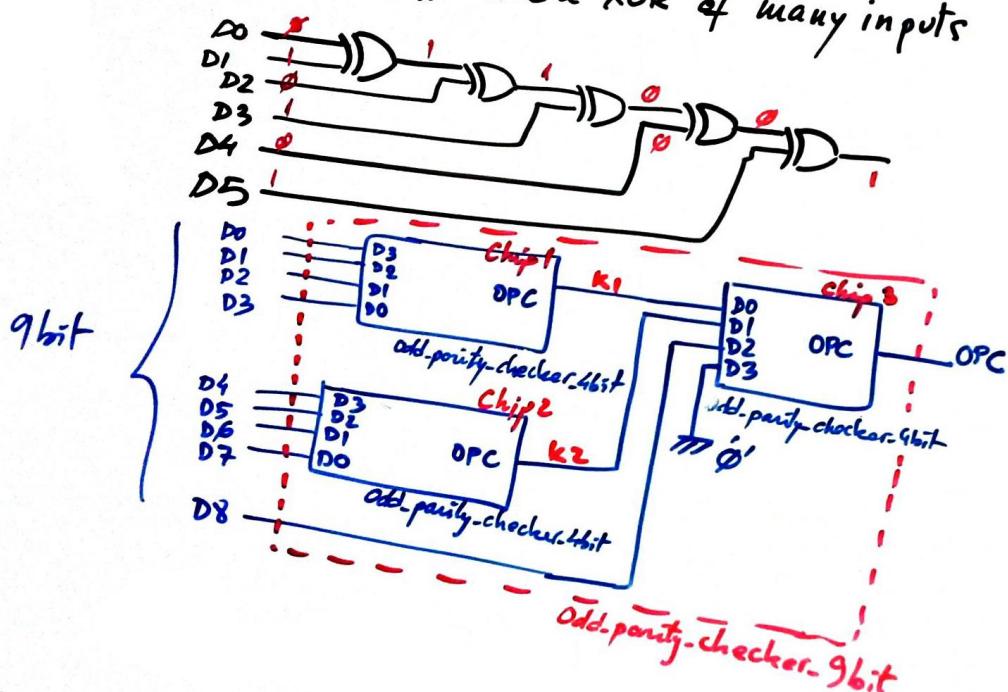
3.



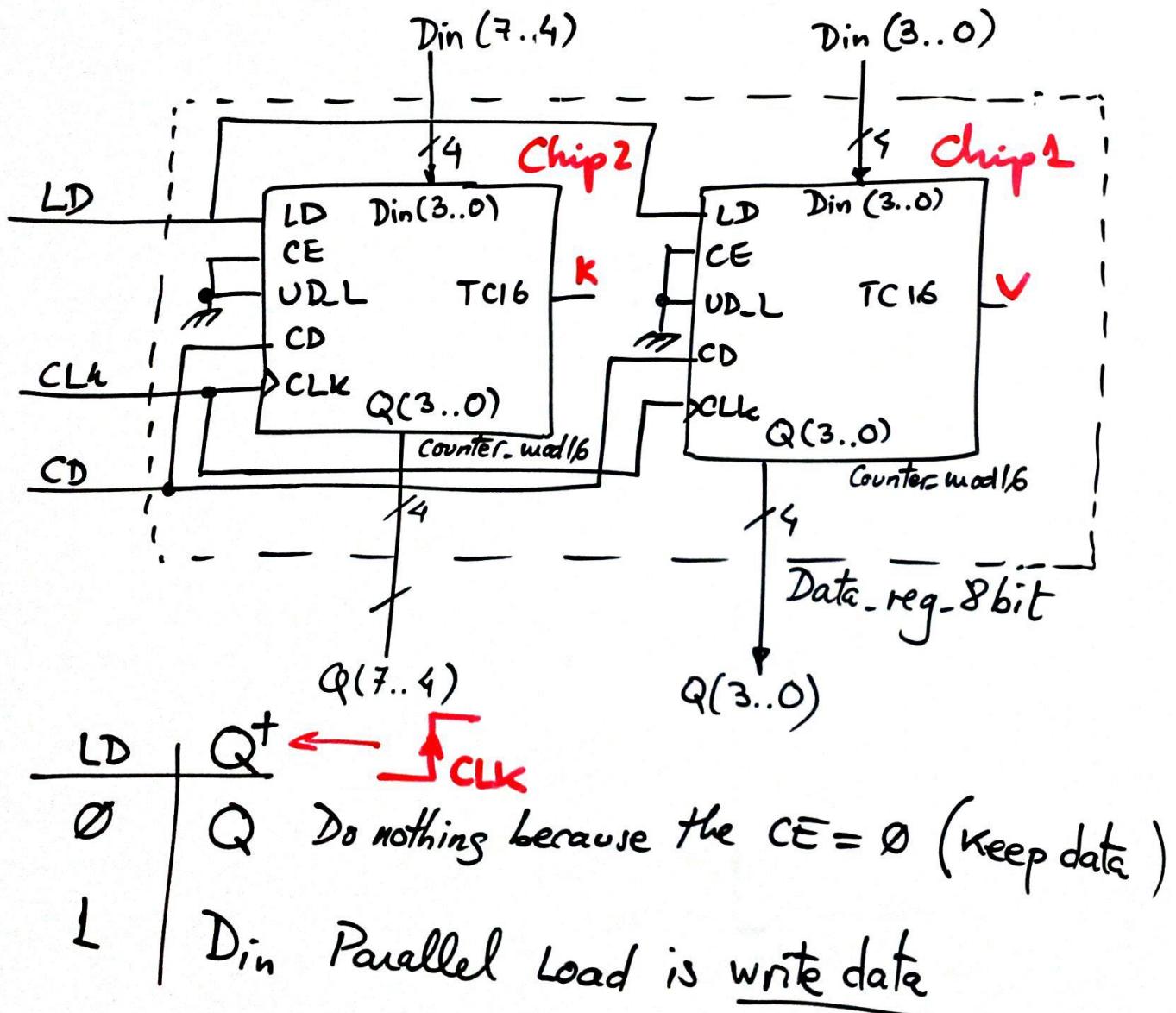
D3	D2	D1	D0	OPC
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
1	1	1	0	1
1	1	1	1	0
				:

1 1 1 0 1 - odd detected
1 1 1 1 0 - even

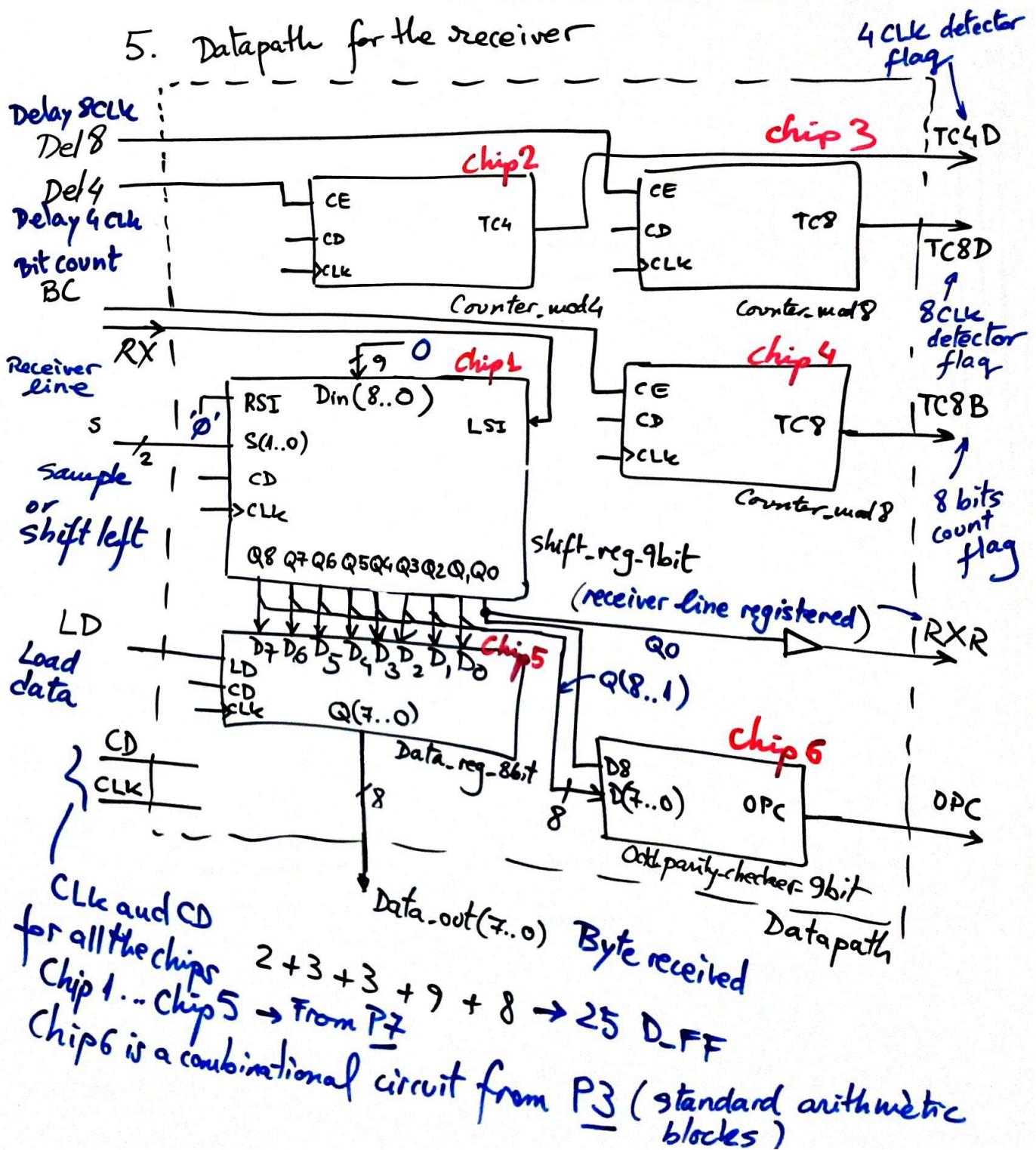
The OPC table is like a XOR of many inputs



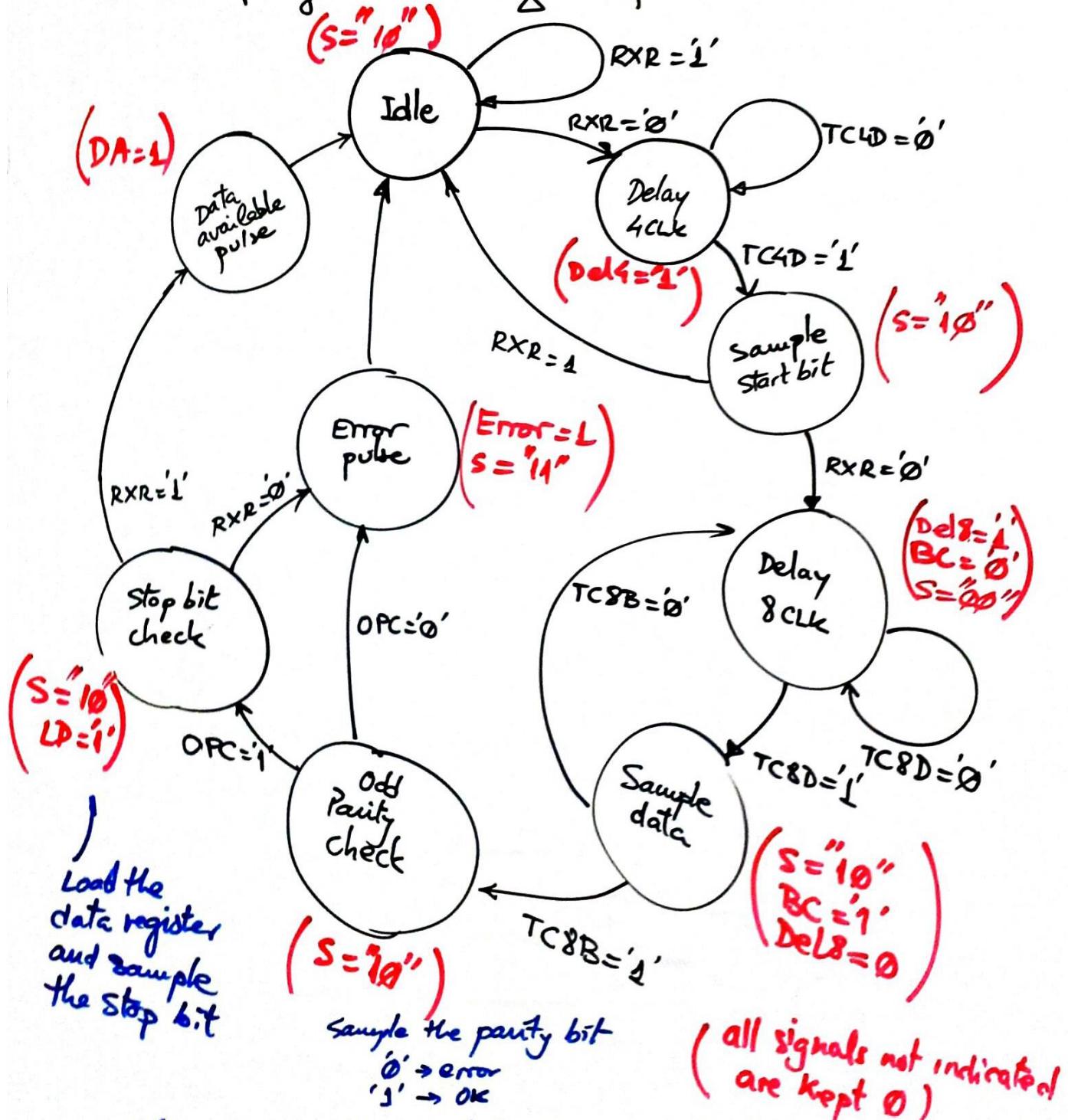
4. 8-bit data register using the plan C2
and components Counter-mod16



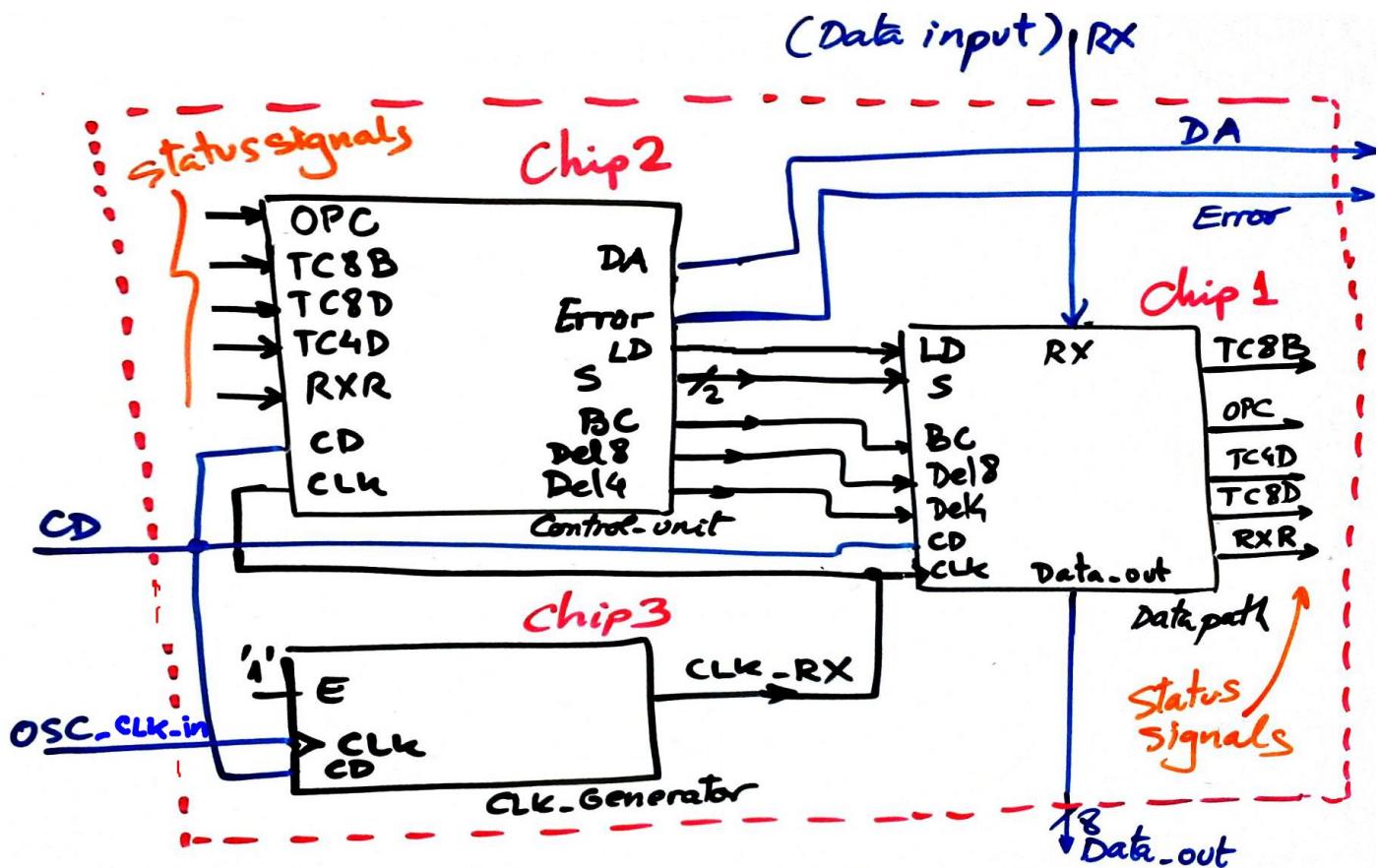
5. Datapath for the receiver



6. Example of state diagram for the control unit



This is an initial state diagram that can be modified on testing design stage

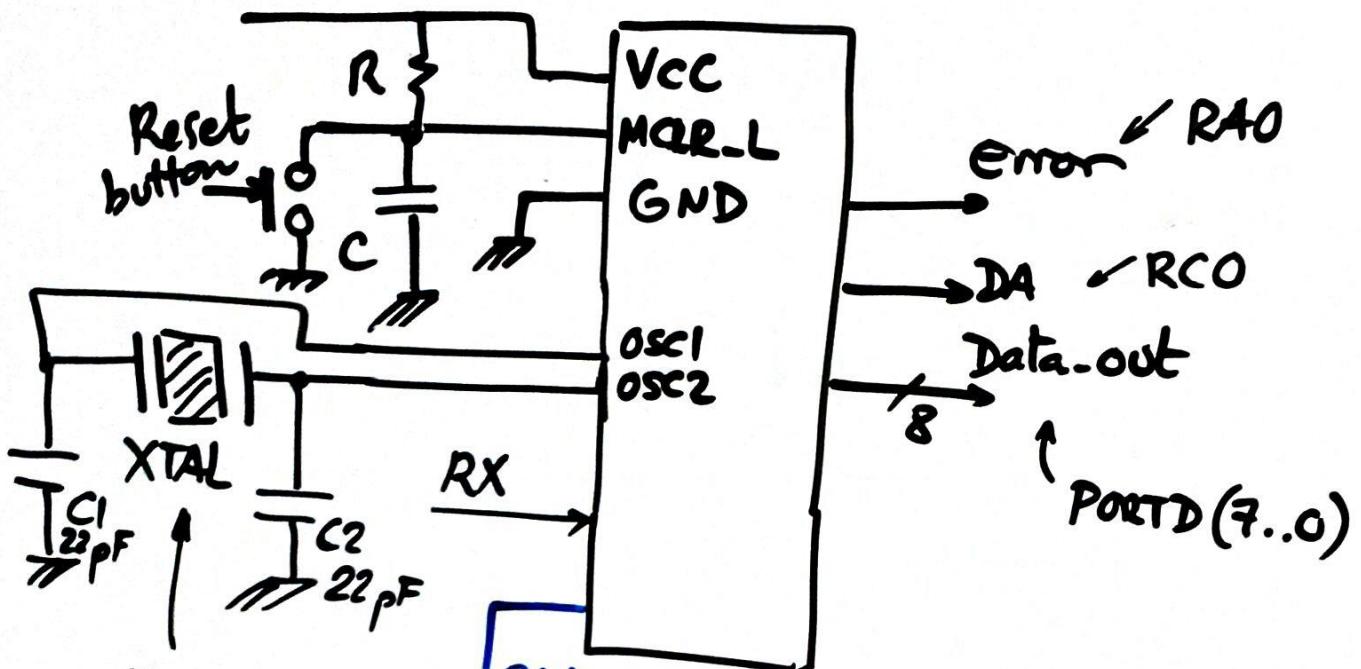


7.
 Control.unit \rightarrow 4 D-FF (Coding in binary)
 Datapath \rightarrow 25 D-FF
 CLK-Generator \rightarrow 13 D-FF

- \rightarrow It is possible to use a 10-bit shift register so that the stop bit check and the data write can be solved in two states
 \rightarrow using components Counter-mod16 the Counter-mod4 can be 4 D-FF instead of 2 depending on the VHDL Synthesiser options

8. Solving the project using a µC

Hardware circuit



15.36 MHz

CLK_RX (4.8 kHz) μ C PIC18F4520

RX → If an external interrupt is used → RBO/INTO to generate the baud rate

Convenient value
to generate standard
USART transmitter
and receiver frequencies
using timer peripherals

(or the same RB1 used as simple digital input)

TRISA

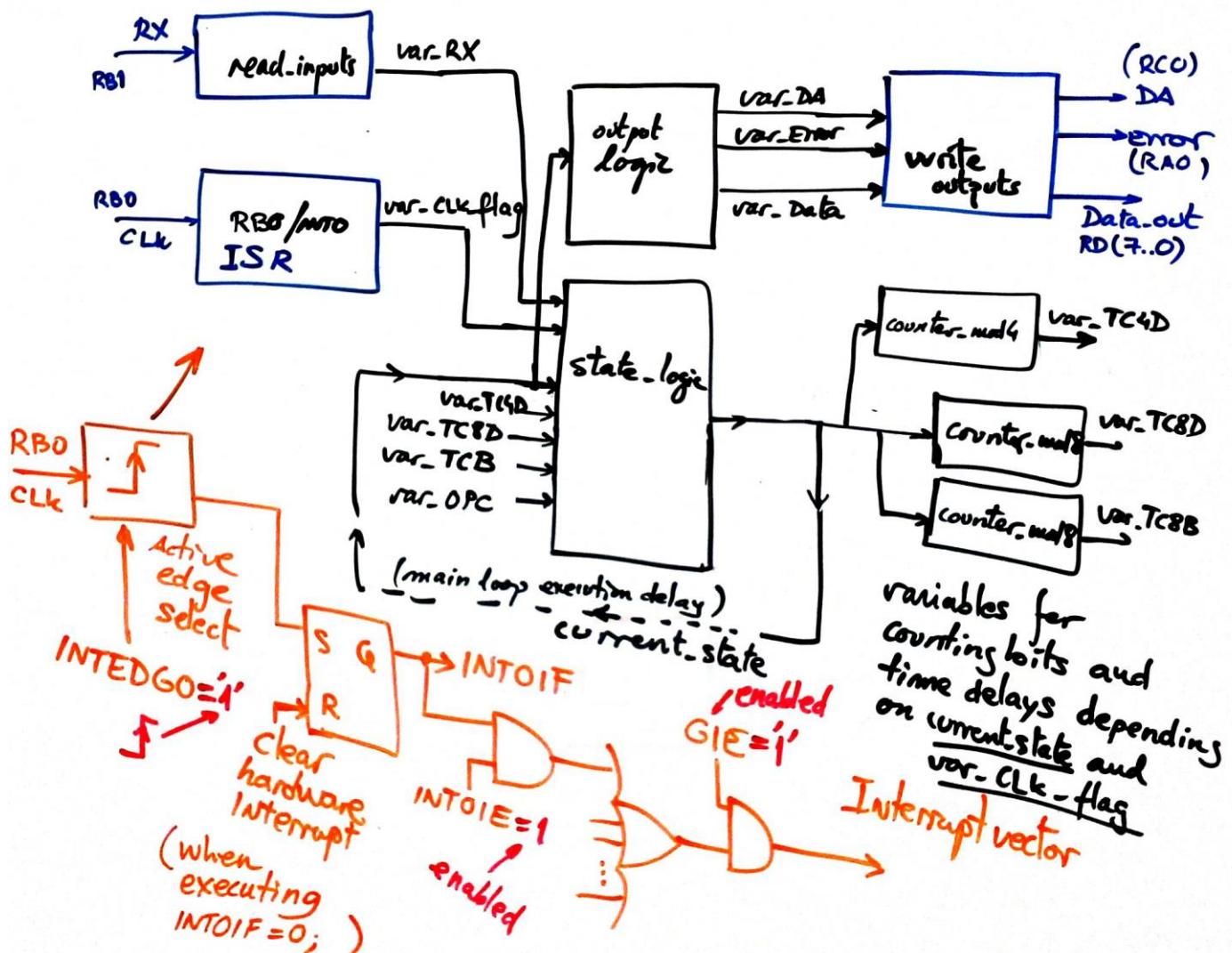
$\varnothing; \varnothing; \varnothing; \varnothing; \varnothing; \varnothing; \varnothing; \varnothing$ Error $\boxed{\varnothing}$

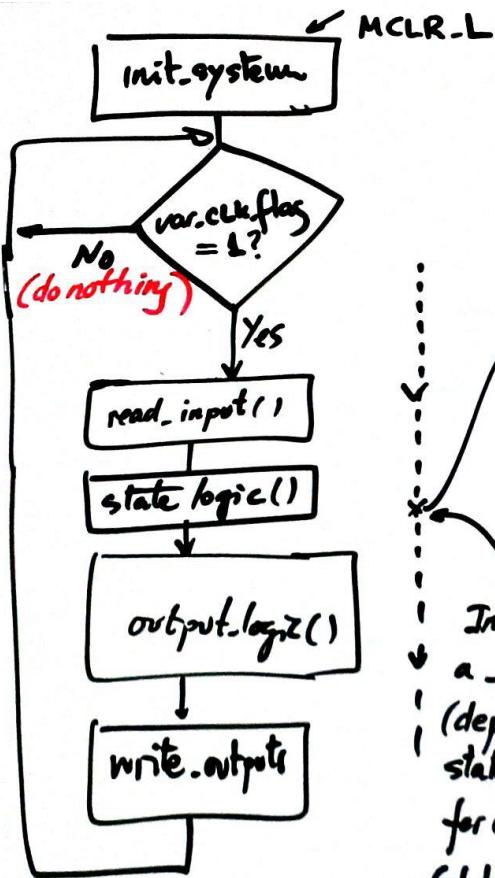
TRISB

DA
TR18D

Not used pins \rightarrow '0' outputs

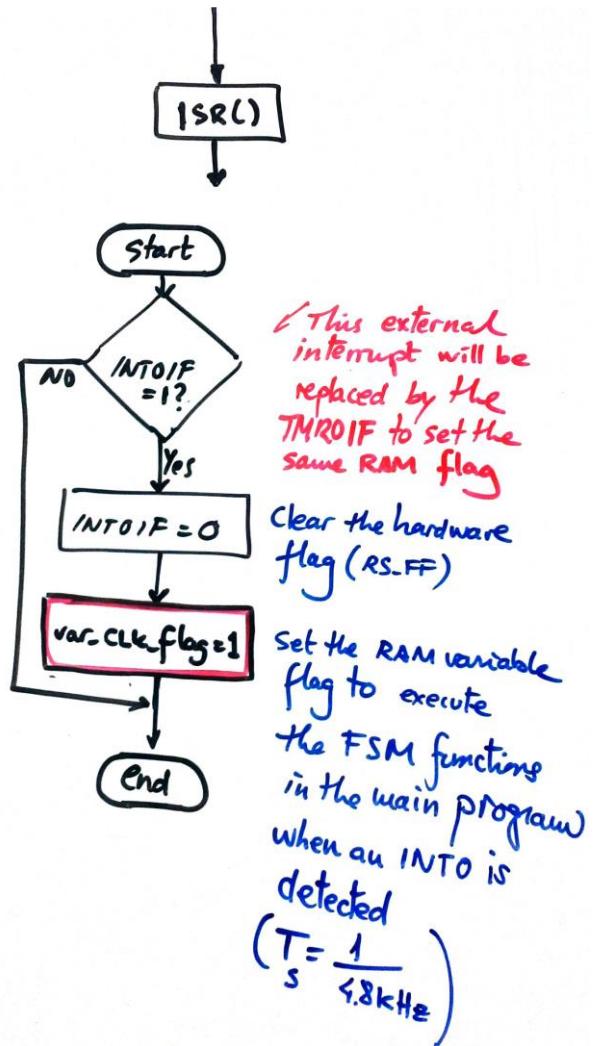
9. Software-hardware diagrams and RAM variables of interest





Interrupt when a \overline{F} is detected
 (depending on the state, the variables for counting interrupts (delays) and bits will be updated)

(Functions can be optimised when executed only after a var.clk.flag is set)



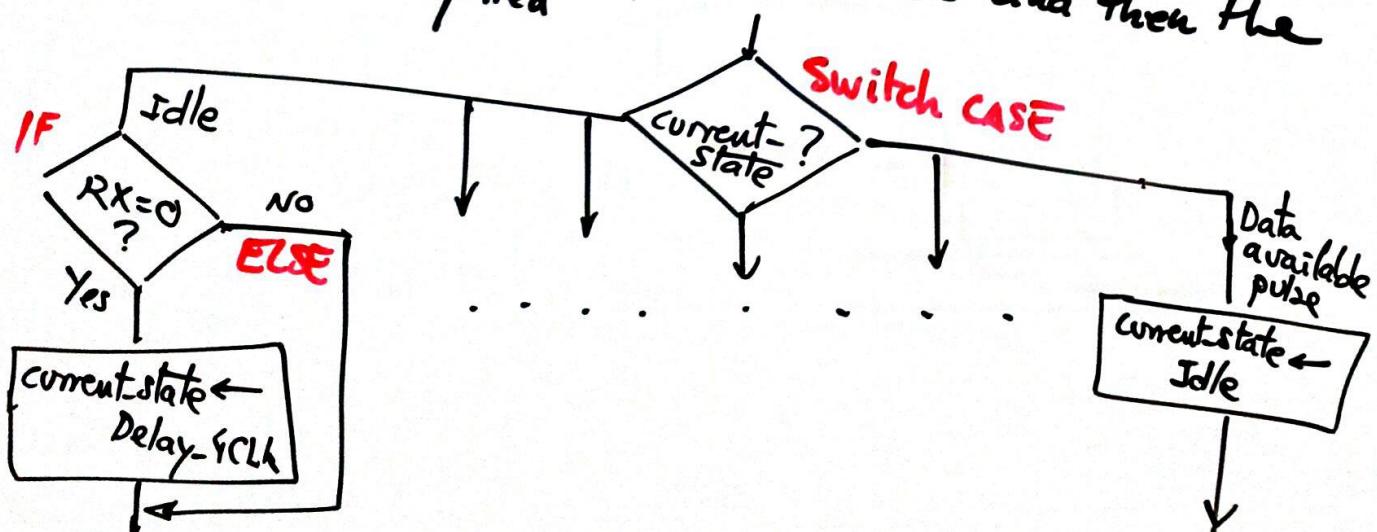
10. state logic truth table and flowchart

var CLK_flag = L

(RAM variables) (when I is deleted) (next value)

<u>RX</u>	<u>TC4D</u>	<u>TC8D</u>	<u>TC8B</u>	<u>OPC</u>	<u>current.state</u>	<u>current.state +</u>	
1	x	x	x	x	Idle	Idle	
0	x	x	x	x	Idle	Delay_4CLK	
x	0	x	x	x	Delay_4CLK	Delay_4CLK	
x	1	x	x	x	Delay_4CLK	Sample_start_bit	
0	x	x	x	x	Sample_start_bit	Delay_8CLK	
1	x	x	x	x	Sample_start_bit	Idle	
x	x	0	x	x	Delay_8CLK	Delay_8CLK	
x	x	1	x	x	Delay_8CLK	Sample_data	
etc.		:		:		:	

Thus, the flow chart is using switch-case and then the if-else when required

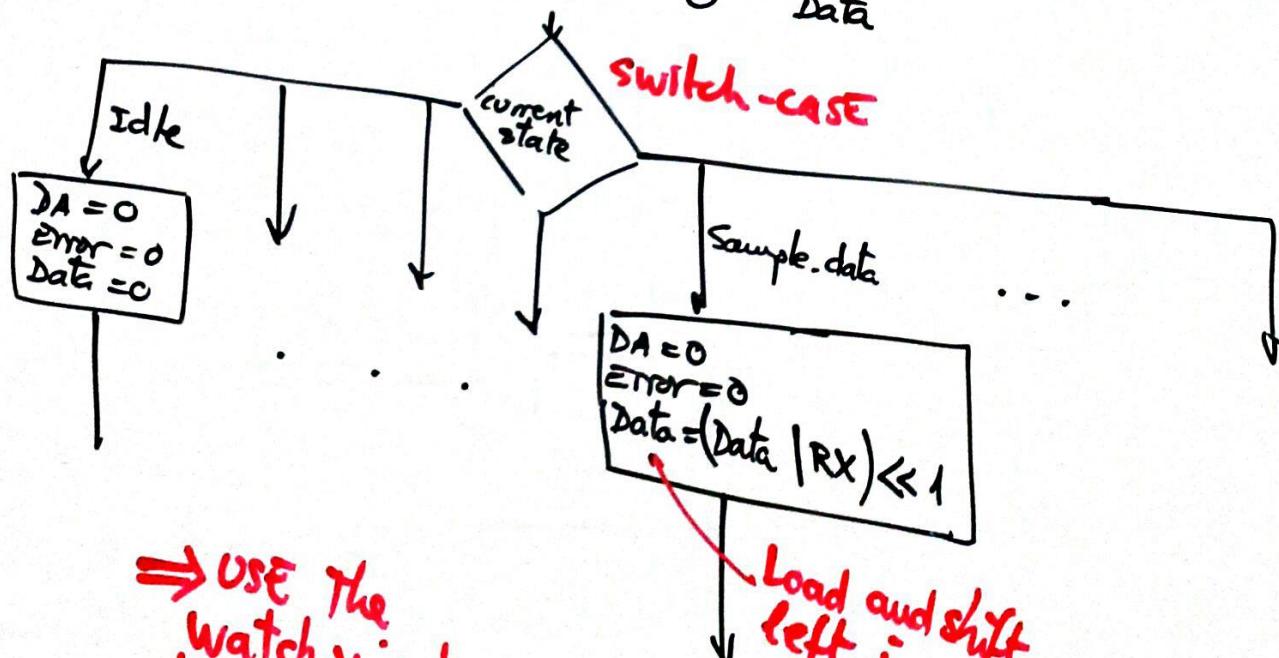


11. output logic truth table and flowchart

Depends on current-state and RX (only in some states)

to be able to shift data left

RX	Current-state	(RAM variables)			to be able to shift data left
		DA	Error	Data	
X	Idle	0	0	0	
X	Delay-4CLLk	0	0	0	
X	Sample-start-bit	0	0	0	
X	Delay-8CLLk	0	0	0	
RX	Sample-data	0	0	0	
RX	Odd parity-check	0	0	0	Load RX, shift
RX	stop-bit check	0	0	0	Load RX, shift, calculate OPC
X	Error-pulse	0	0	0	Data
X	Data-available-pulse	0	1	0	Data



⇒ USE THE
watch window and
step by step

Load and shift
left in C
language

12. Using the Timer0 to generate baud rate frequencies

13. Programming delays

