

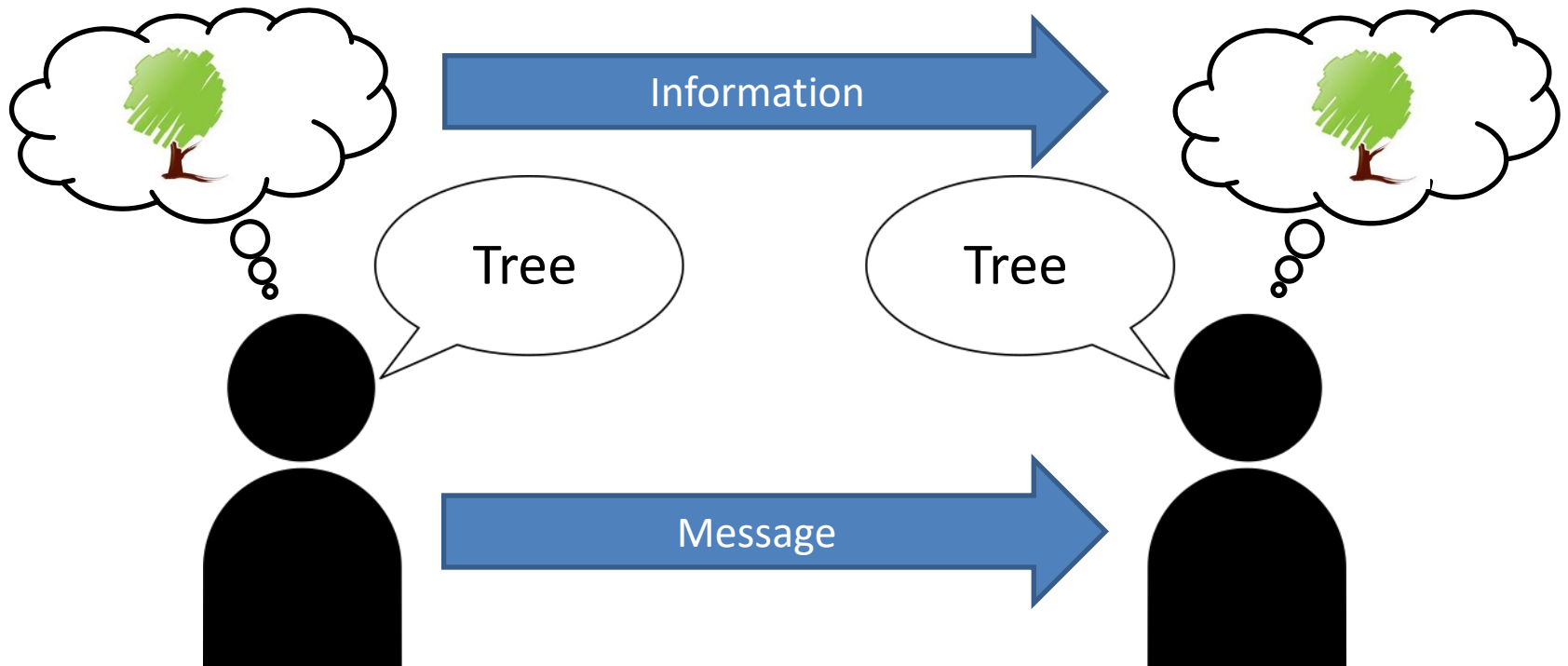
Serial Ports

Embedded Software

Wolfgang Neff

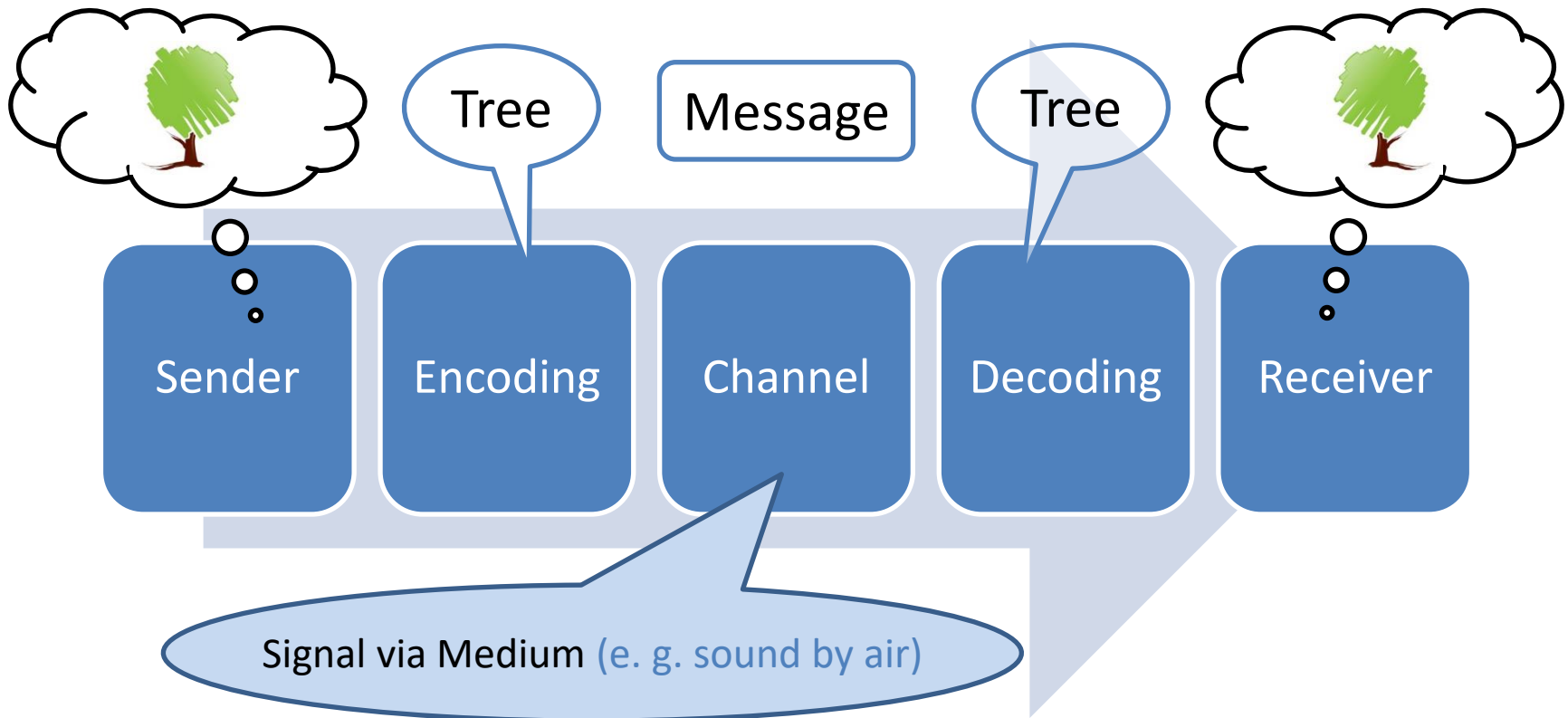
Data Transmission (1)

- Communication: simple view



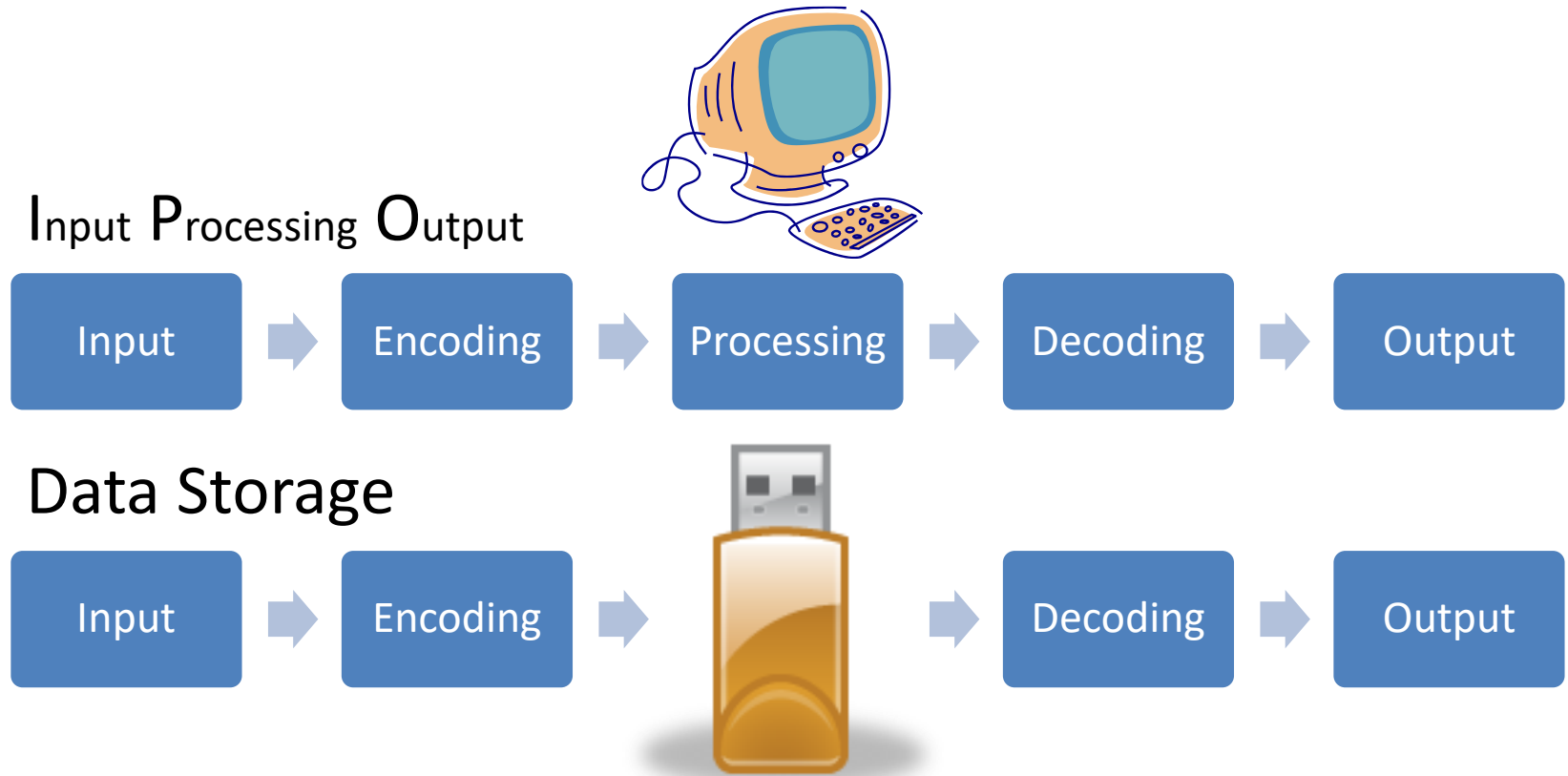
Data Transmission (2)

- Communication: detailed view



Data Transmission (3)

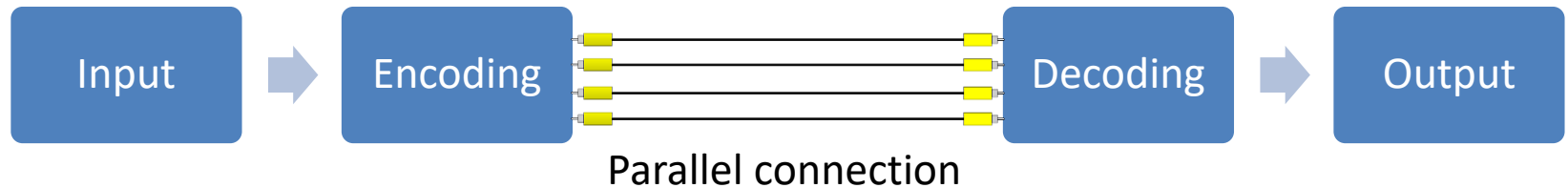
- Data processing and data storage



Data Transmission (4)

- Data communication

Parallel communication



Serial communication



Data Transmission (5)

- Encoding example: ASCII code table

ASCII		Lower Hex Digit															
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
Higher Hex Digit	0	NUL	SOH	STX	ETX	EOF	ENQ	ACK	BEL	BS	HT	LF	VT	FF	CR	SO	SI
	1	DLE	DC1	DC2	DC3	DC4	NAK	SYN	ETB	CAN	EM	SUB	ESC	FS	GS	RS	US
	2		!	"	#	\$	%	&	'	()	*	+	,	-	.	/
	3	0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
	4	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
	5	P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
	6	`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
	7	p	q	r	s	t	u	v	w	x	y	z	{		}	~	DEL

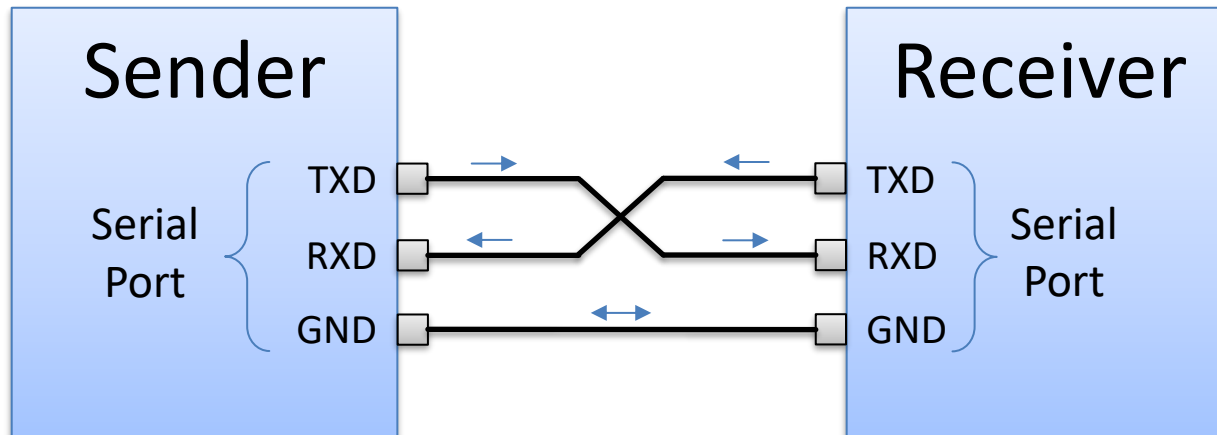
Data Transmission (6)

- Serial communication is already quite old
 - Used to interconnect
 - Teletypewriters
 - Mainframe computers
 - Terminals
 - Printers
 - Etc.



Serial Ports (1)

- Serial Ports are used for serial communication
 - TXD: transmitted data
 - RXD: received data
 - GND: ground, electrical bonding



Serial Ports (2)

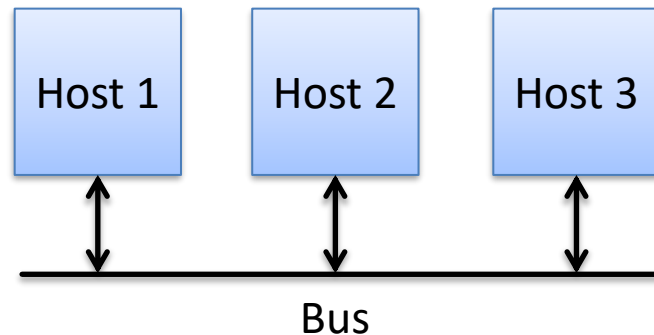
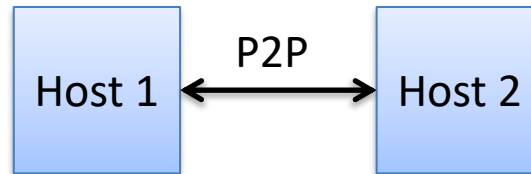
- How hosts communicate with each other

- Point-to-point connection

- UART

- Serial buses

- SPI
- I²C
- CAN
- USB



Serial Ports (3)

- Clock drift may corrupt data

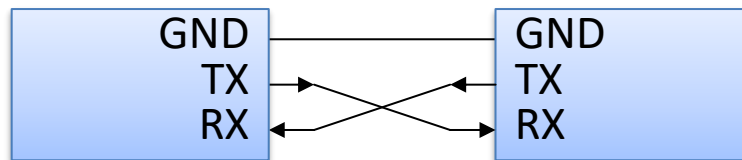
Data	0	0	1	0	0	1	1	0
Clock A	0	1	2	3	4	5	6	7
Signal	0	0	1	0	0	1	1	0
Clock B	0	1	2	3	4	5	6	
Data	0	0	1	0	1	1	0	

Data seen by clock A: 8 Bits, 0010 0110, 26_{hex}

Data seen by clock B: 7 Bits, 001 0110, 16_{hex}

Serial Ports (4)

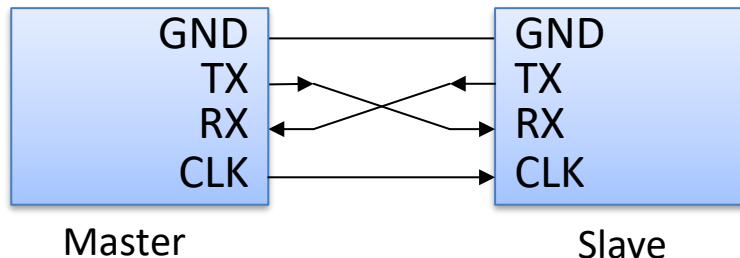
- Clocks must to be synchronized
 - Synchronization bits (cf. UART)



So-called **Asynchronous**
Data Transmission



- Synchronization line (cf. I2C or SPI)



So-called **Synchronous**
Data Transmission