

# Universal Asynchronous Receiver Transmitter

Embedded Software

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# UART (1)

- Design
  - Serial Communication Protocol
  - Point-to-Point Communication
  - Unidirectional Transmission Lines
    - RxD: Received Data
    - TxD: Transmitted Data
  - Hardware flow control (optional)
    - RTS: Request To Send
    - CTS: Clear To Send

# UART (2)

- Quite a lot of configuration
  - Baud rate (bps: bits per second)
  - Number of data bits (Baudot: 5 bit, ASCII: 7 bit)
  - Parity mode (even, odd, none)
  - Number of stop bits (one, two)
  - Example: 9600/8N1
    - 9600 bits per second (104  $\mu$ s per bit)
    - 8 data bits, no parity bit, 1 stop bit

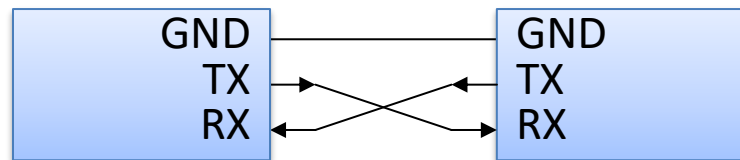
# UART (3)

- What is the parity bit?
  - Simplest form of an error detecting code
  - Two variants of parity bit: even (E) or odd (O)
  - Number of 1s including parity bit must be E or O

| Data Bits | Even Parity | Odd Parity |
|-----------|-------------|------------|
| 0000000   | + 0 = E     | + 1 = O    |
| 1010001   | + 1 = E     | + 0 = O    |
| 1101001   | + 0 = E     | + 1 = O    |
| 1111111   | + 1 = E     | + 0 = O    |

# UART (4)

- UART means asynchronous transmission
  - Three line connection



- Bit transmission

- Example: 8N1, G = 47<sub>hex</sub> = 01000111

| standby | sync  | data bits |   |   |   |   |   |   |   | sync | standby |
|---------|-------|-----------|---|---|---|---|---|---|---|------|---------|
|         | start | 0         | 1 | 2 | 3 | 4 | 5 | 6 | 7 | stop |         |
|         |       |           |   |   |   |   |   |   |   |      |         |

# RS-232 (1)

- How is it designed?
  - Based on UART
  - Additional control lines
    - RI: Ring Indicator
    - DTR: Data Terminal Ready
  - Flow Control
    - No handshaking
    - Hardware handshaking (RTS and CTS)
    - Software handshaking (XON and XOFF control characters)

# RS-232 (2)

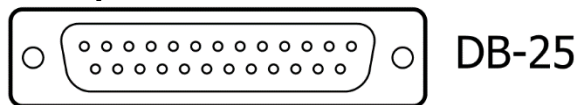
- How is it designed? (continued)

- Voltage Levels

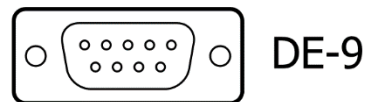
- 0: +3 ... +15 V (space), UART: GND (0 V)
    - 1: -15 ... -3 V (mark), UART: VCC (5.0 V, 3.3 V)

- Connectors

- 25-pin D-subminiature connector (standard recommendation)



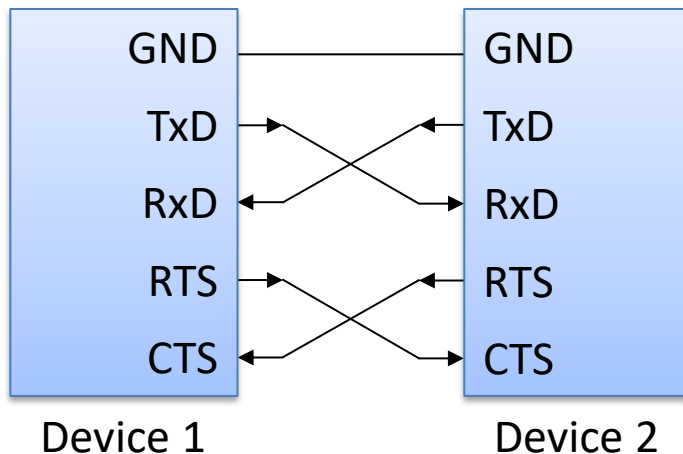
- 9-pin D-subminiature connector (widely used)



# RS-232 (3)

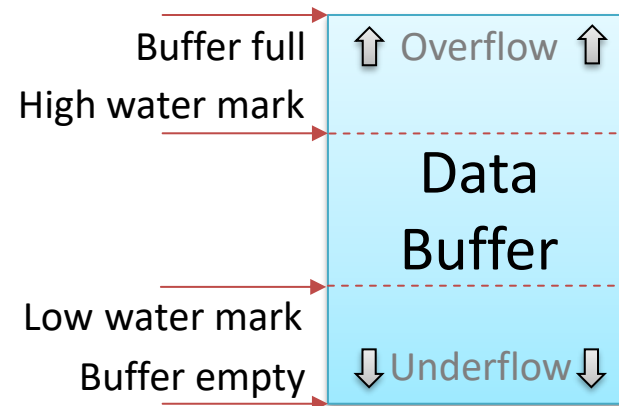
- How does flow control work?

## Hardware handshake



RTS: ready to receive data  
CTS: request to send data

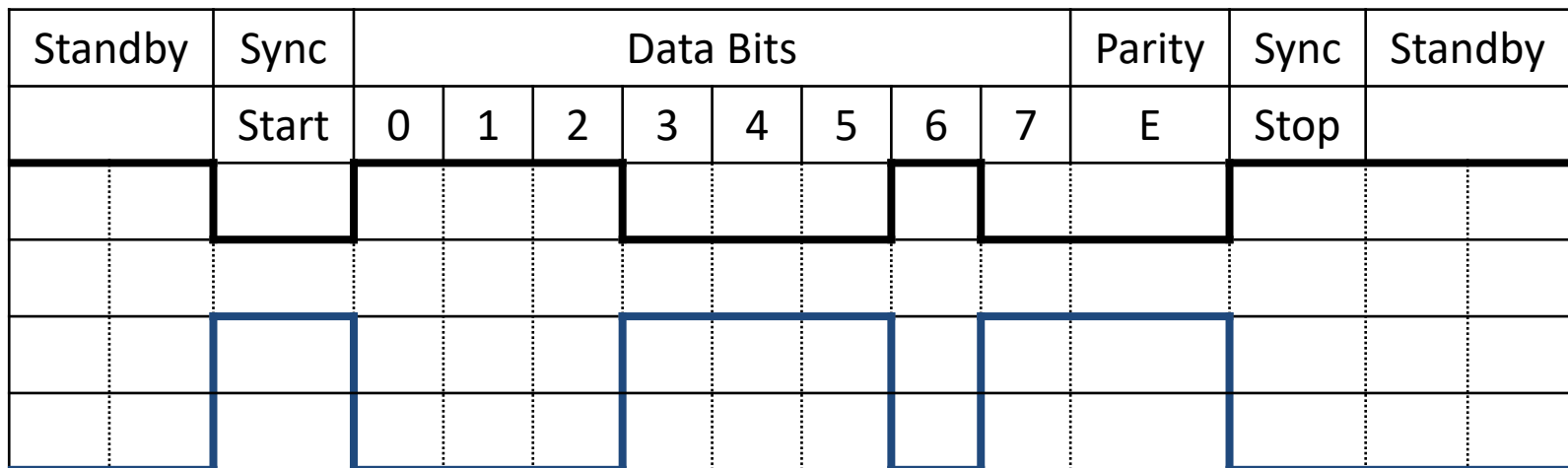
## Software handshake



XON: sent if below low water mark  
XOFF: sent if above high water mark

# RS-232 (4)

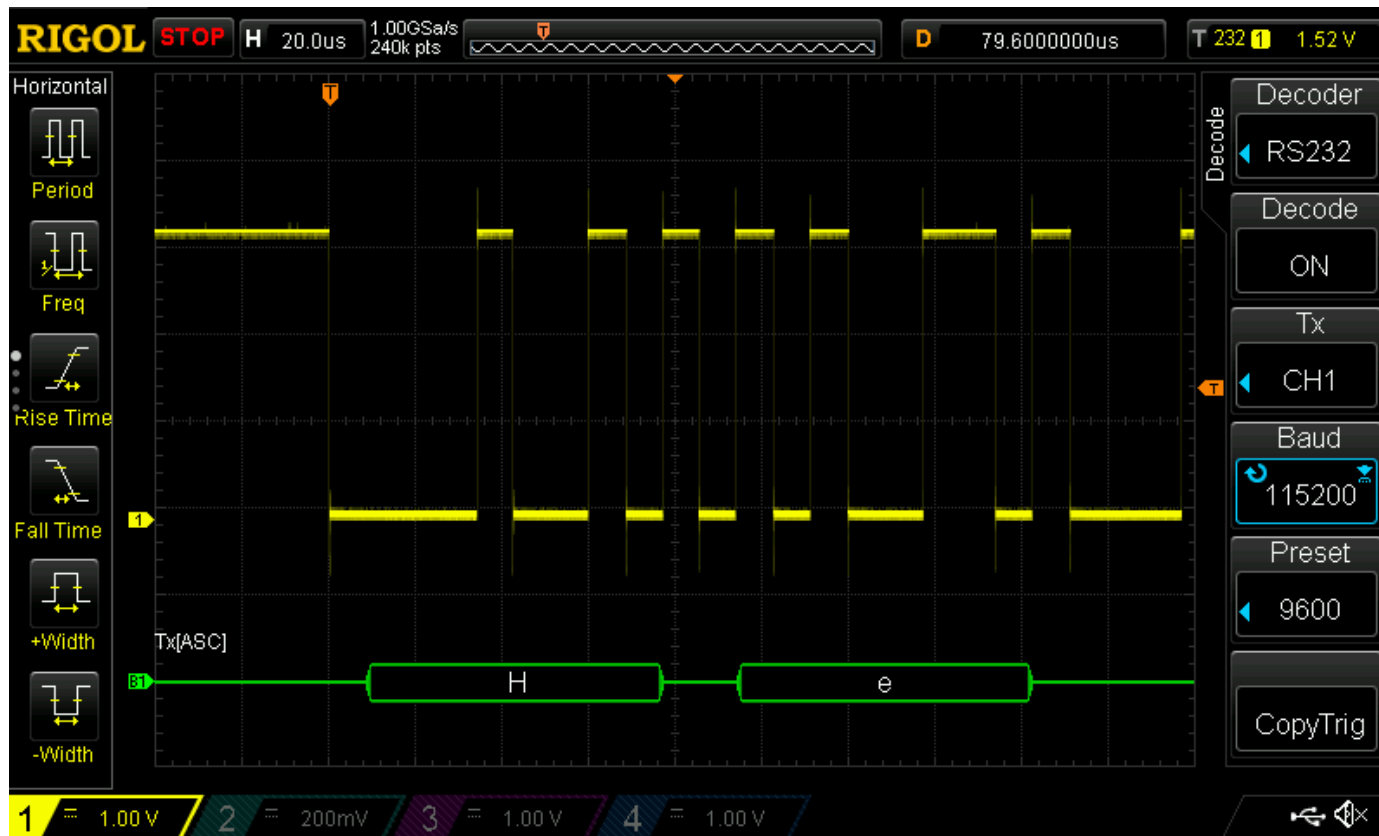
- How data is transmitted
  - Example: 8N1, G = 47<sub>hex</sub> = 01000111



— Logical: 0, 1      — Signal: -15 V ... +15 V

# RS-232 (5)

- Real-Life Example (3.3 V positive logic levels)



# RS-232 (6)

- Advantages
  - Simplicity
  - Low cost
  - Easy to implement
  - Widely used
  - Converters and adaptors available

# RS-232 (7)

- Disadvantages
  - Point-to-point
  - No automatic configuration
  - Many configuration settings
  - Requires transceiver chip
    - MAX233 level shifter