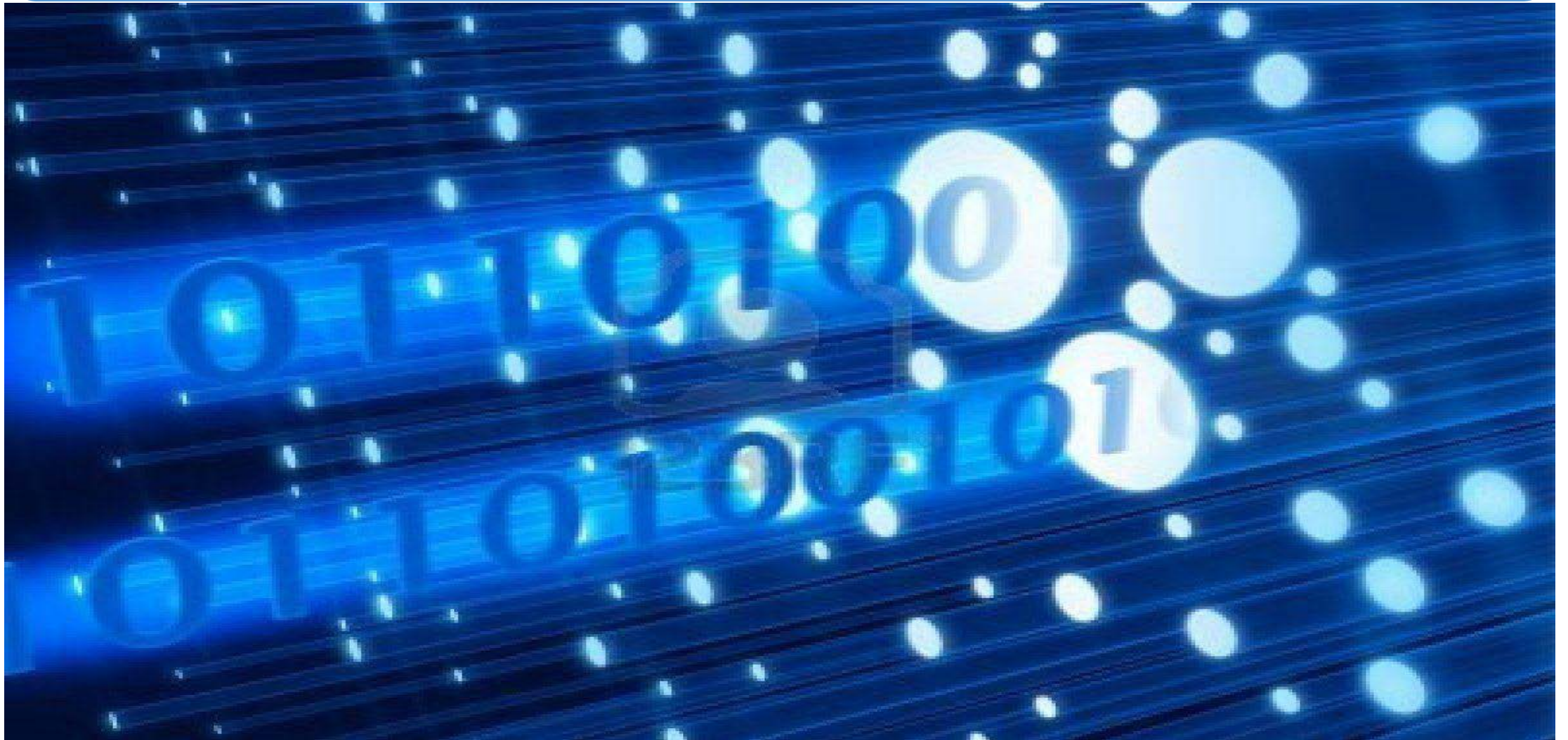


# Communication using MCU

Rajat Arora

Mechanical Engineering

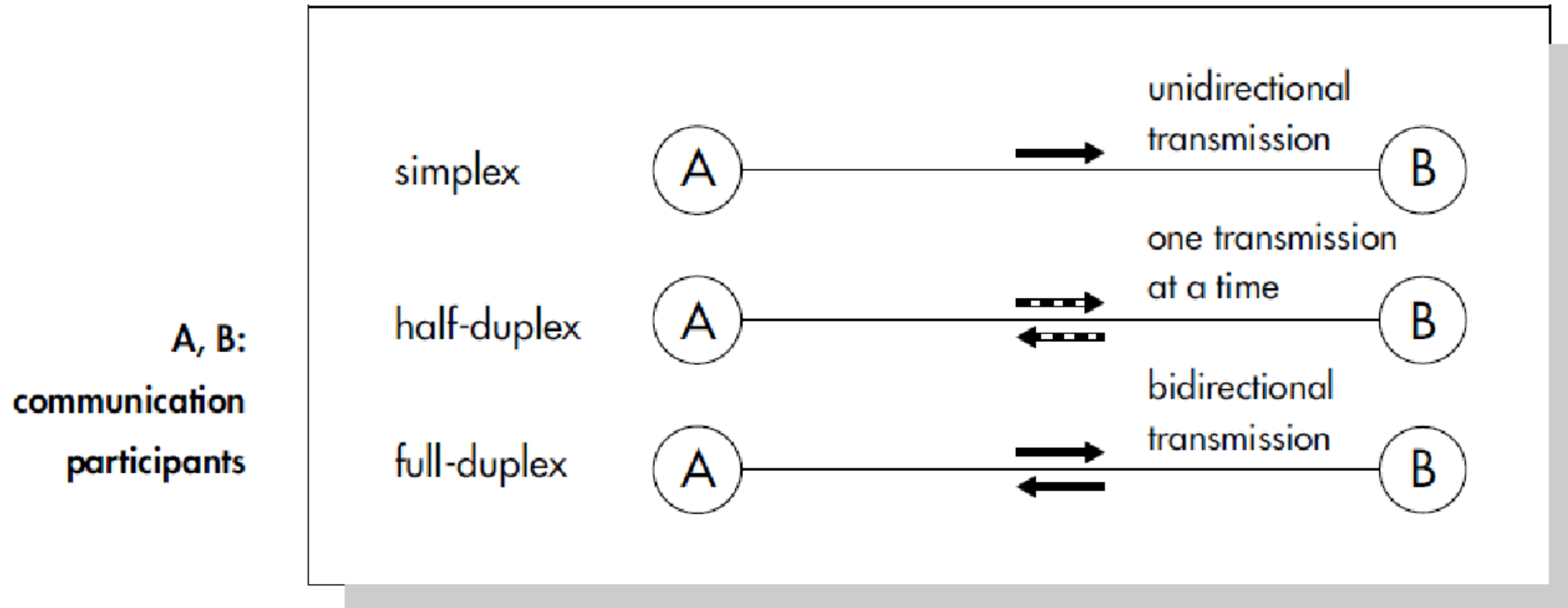
# Communication with MCU



# Types

- Simple Parallel Transfer
- SPI
- UART
- USB

# Communication Technique



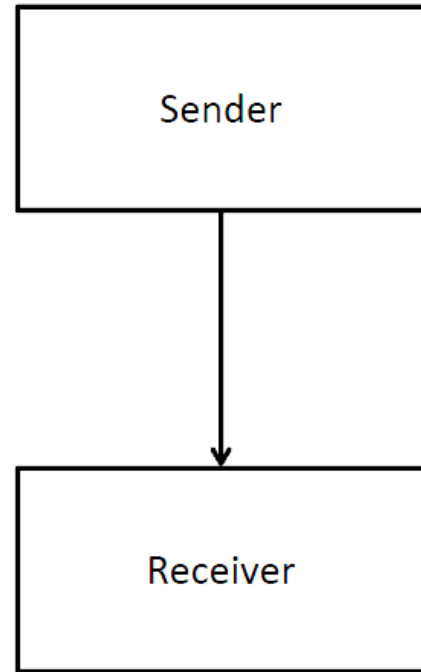
# Classification

- Parallel Transfer
- Serial Transfer

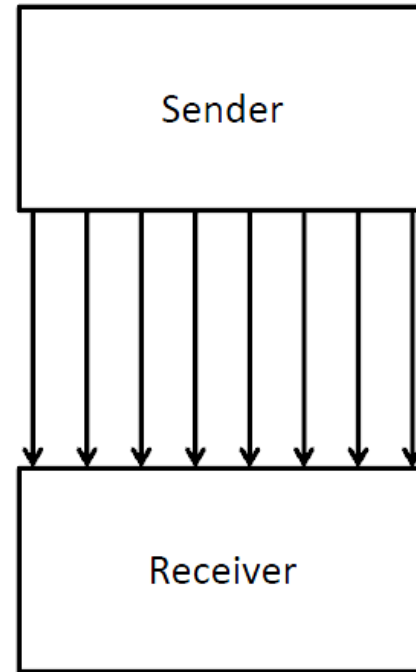
or

- Synchronous
- Asynchronous

# Serial and Parallel Mode



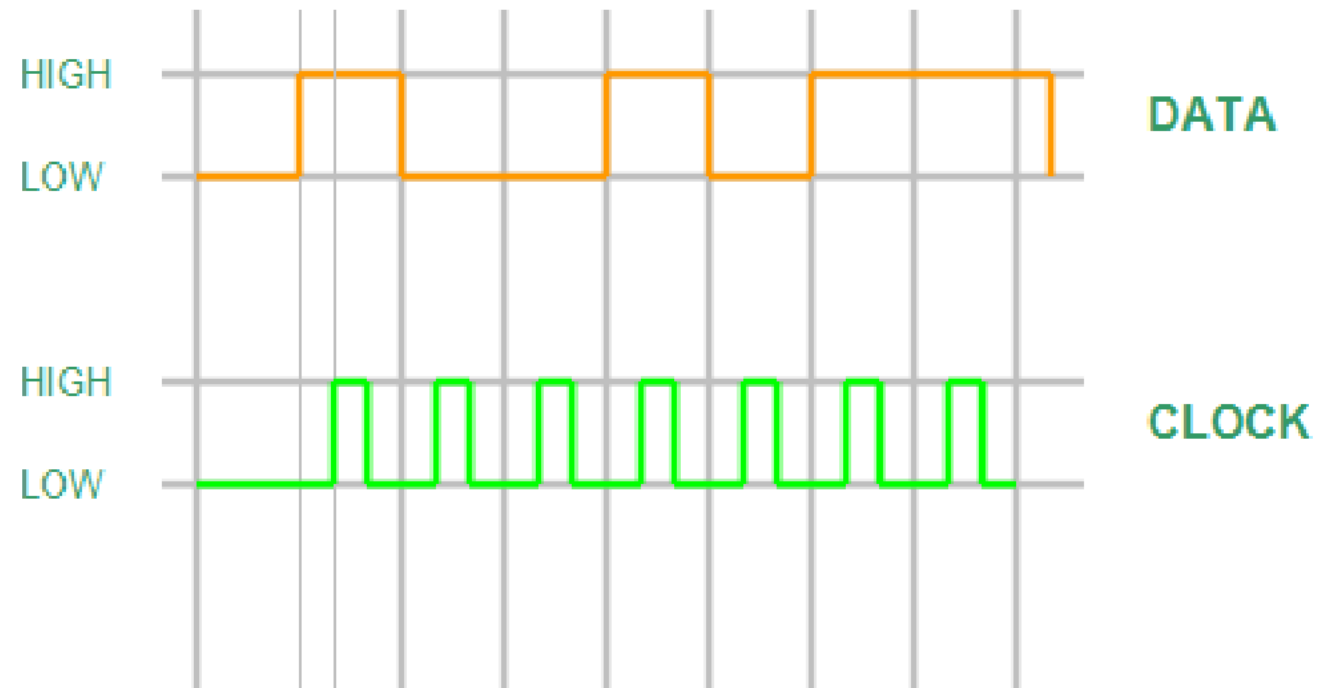
Serial Mode



Parallel Mode

# Synchronous Transmission

The diagram corresponds to the transfer of the data 10010111. It corresponds to the value of the data at every rising edge of the clock.



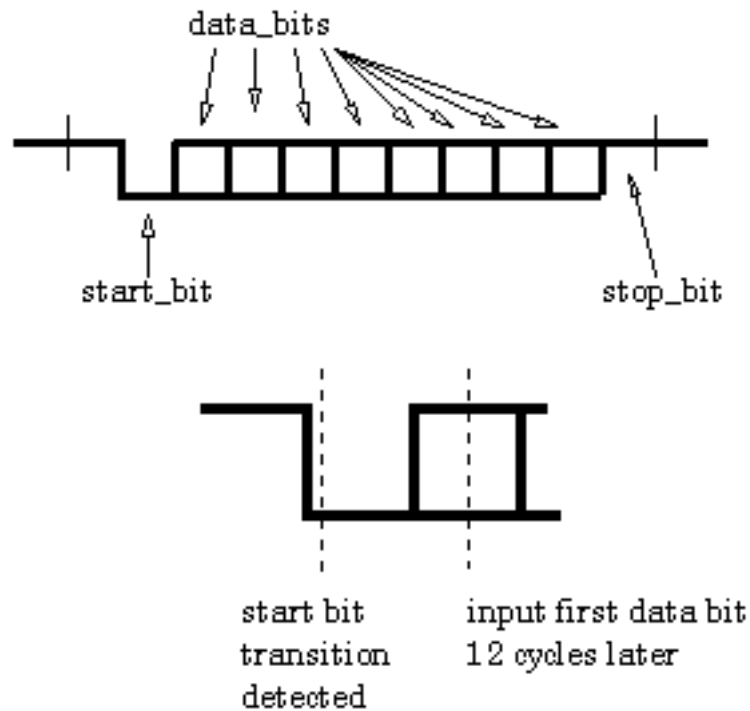
# Asynchronous Transmission

- Asynchronous transmission allows data to be transmitted without the sender having to send a clock signal to the receiver.
- Special bits are added to each word which are used to synchronize the sending and receiving units.
- A bit called the "Start Bit" is added to the beginning of each word that is to be transmitted. The Start Bit is used to alert the receiver that a word of data is about to be sent.
- A bit called the "Stop Bit" is also sent.



# Baud Rate

No. of bits transmitted/received per second = \_\_\_\_\_bits/sec.



# UART

- UART is a simple half-duplex, asynchronous, serial protocol.
- Simple communication between two equivalent nodes.
- Any node can initiate communication.
- Since connection is half-duplex, the two lanes of communication are completely independent.

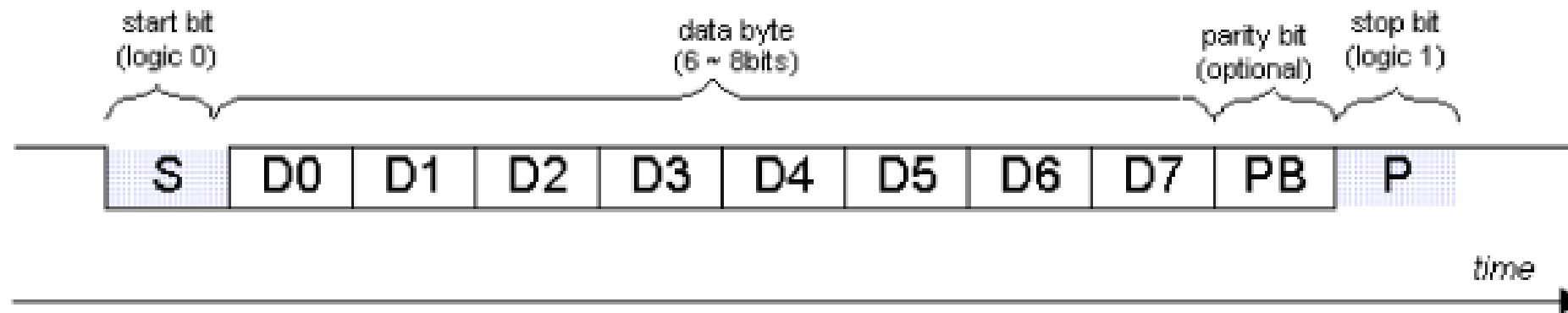


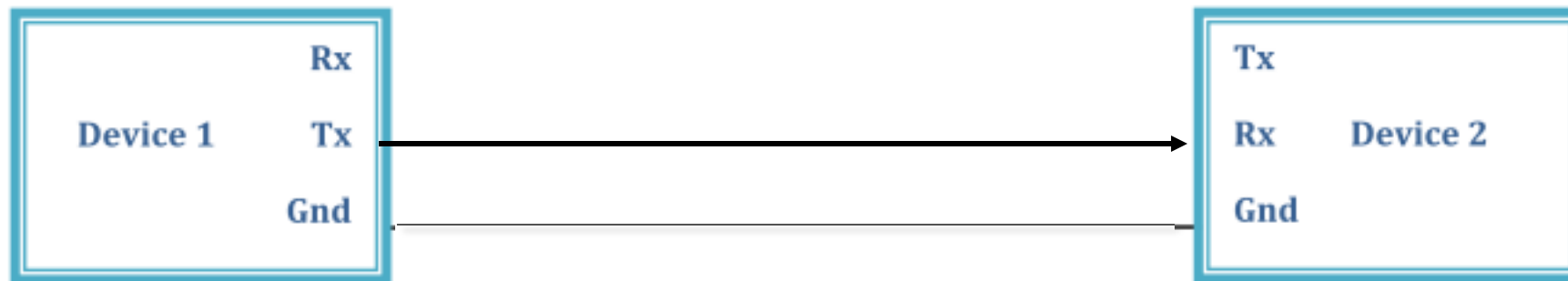
Figure 17: Basic UART packet format: 1 start bit, 8 data bits, 1 parity bit, 1 stop bit.

# Connections for UART

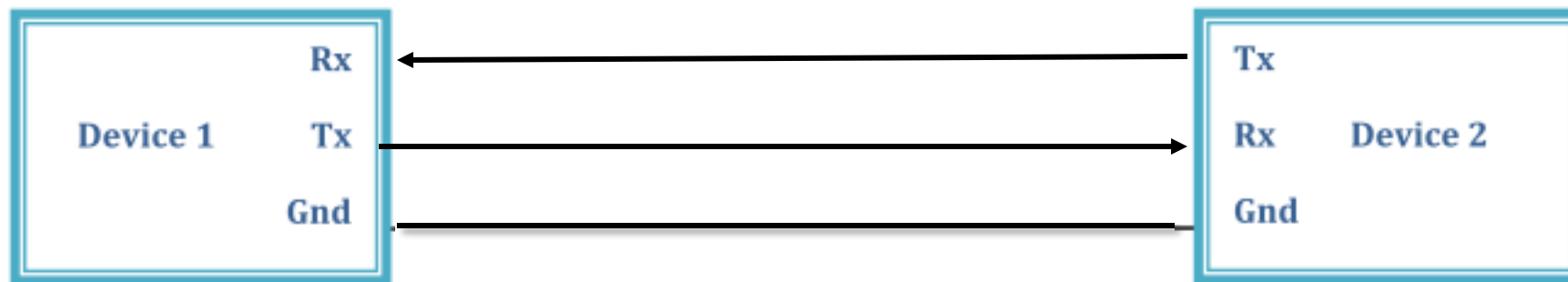
# Connections for UART



# Connections for UART

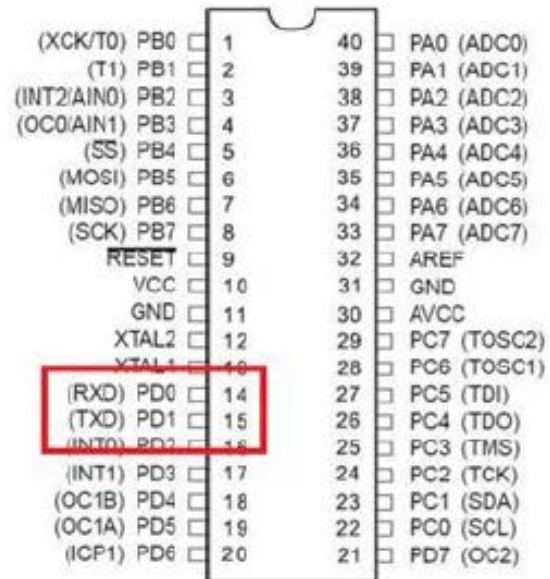


# Connections for UART



(XCK/T0) PB0	□ 1	40	□ PA0 (ADC0)
(T1) PB1	□ 2	39	□ PA1 (ADC1)
(INT2/AIN0) PB2	□ 3	38	□ PA2 (ADC2)
(OC0/AIN1) PB3	□ 4	37	□ PA3 (ADC3)
(SS) PB4	□ 5	36	□ PA4 (ADC4)
(MOSI) PB5	□ 6	35	□ PA5 (ADC5)
(MISO) PB6	□ 7	34	□ PA6 (ADC6)
(SCK) PB7	□ 8	33	□ PA7 (ADC7)
RESET	□ 9	32	□ AREF
VCC	□ 10	31	□ GND
GND	□ 11	30	□ AVCC
XTAL2	□ 12	29	□ PC7 (TOSC2)
XTAL1	□ 13	28	□ PC6 (TOSC1)
(RXD) PD0	□ 14	27	□ PC5 (TDI)
(TXD) PD1	□ 15	26	□ PC4 (TDO)
(INT0) PD2	□ 16	25	□ PC3 (TMS)
(INT1) PD3	□ 17	24	□ PC2 (TCK)
(OC1B) PD4	□ 18	23	□ PC1 (SDA)
(OC1A) PD5	□ 19	22	□ PC0 (SCL)
(ICP1) PD6	□ 20	21	□ PD7 (OC2)



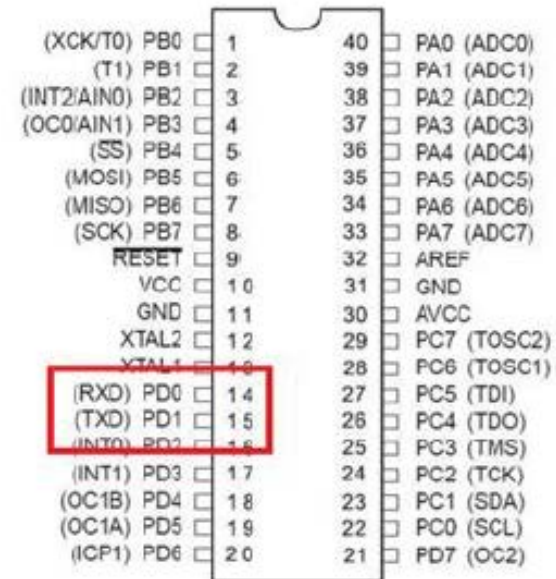


**Device 1**

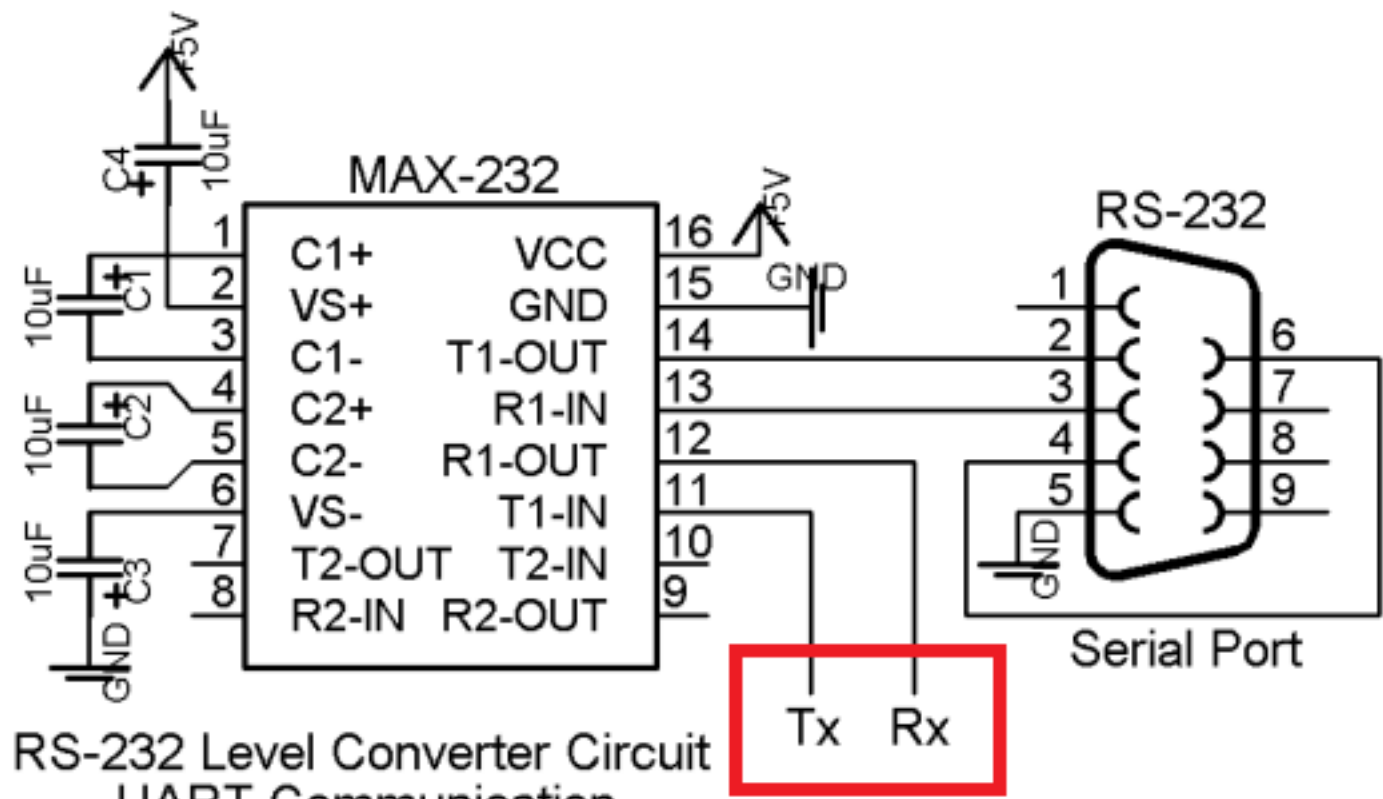
Rx  
Tx  
GND

?  
?  
?

Tx  
Rx  
GND



**Device 2**



RS-232 Level Converter Circuit  
UART Communication



- Three simple commands :
  - ✓ `putchar(char);`
    - sends 8-bit characters through UART
  - ✓ `getchar();`
    - receives 8-bit characters via UART
  - ✓ `puts(string);`
    - sends a constant string

- On MCU side use C/AVR
- On computer side :- use C, Java , Matlab , Python

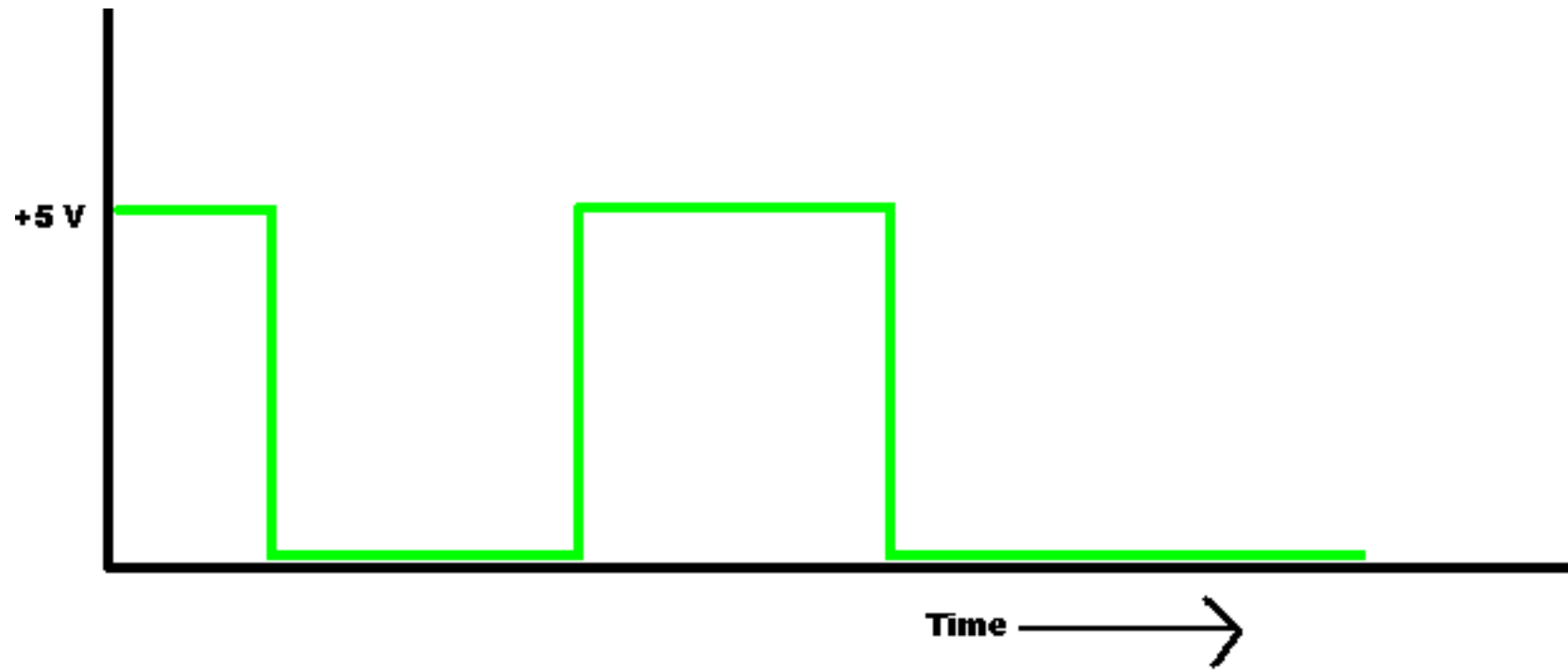
# SPI

- In SPI, data is transmitted serially, i.e. bit by bit as opposed to parallel communication where all the data is sent multiple bits at a time.
- We will study synchronous SPI, where there is a clock generated and the data is transferred at the rate of the clock pulse

# Pins in SPI

- CLK is generated by Master.
- MOSI is Master Out Slave In: Data sent by Master to Slave.
- MISO is Master In Slave Out: Data sent by Slave to Master.
- $\overline{SS}$  is slave select: Slave communicates with Master only if this pin's value is set as LOW.

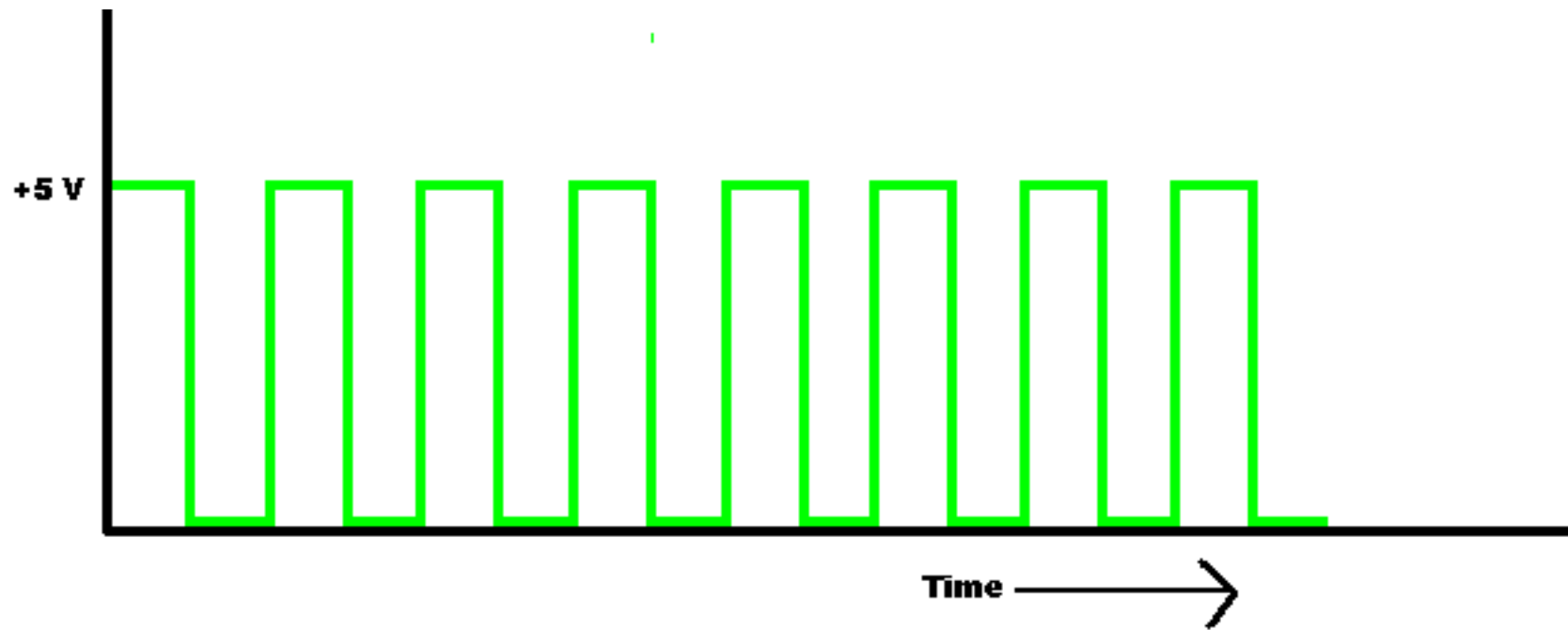
# Clock Pulse



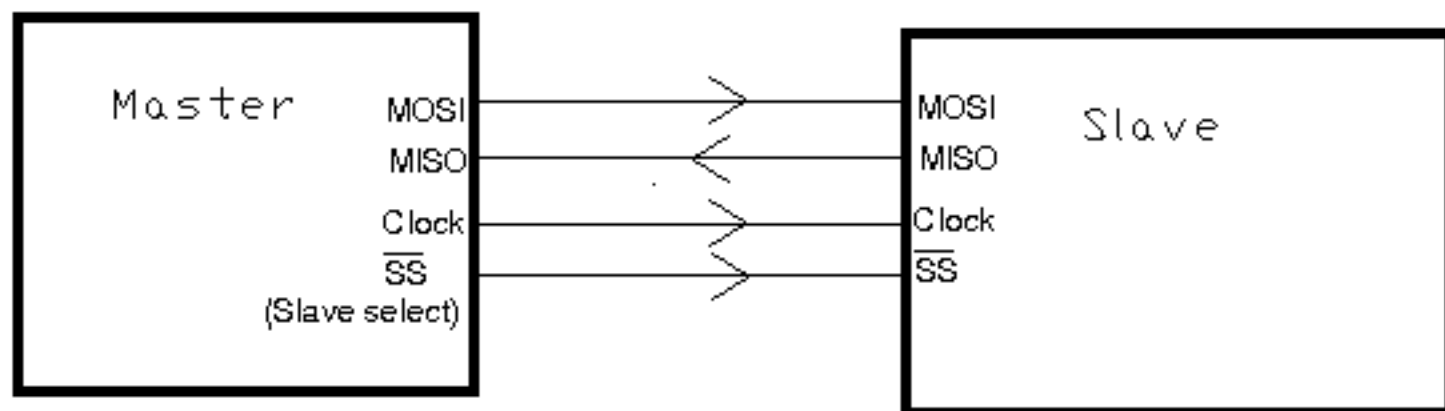
- Set time rates

or

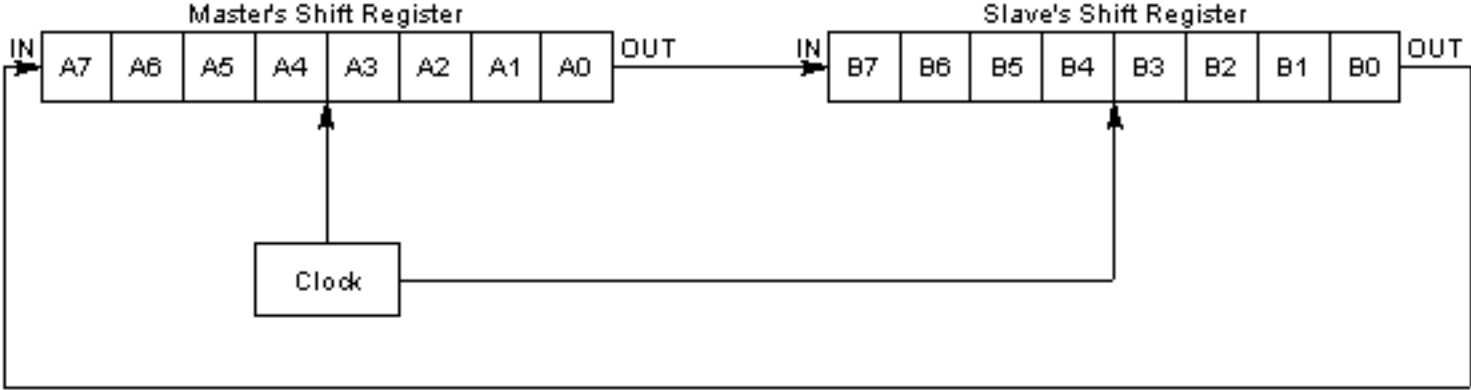
- Set clock



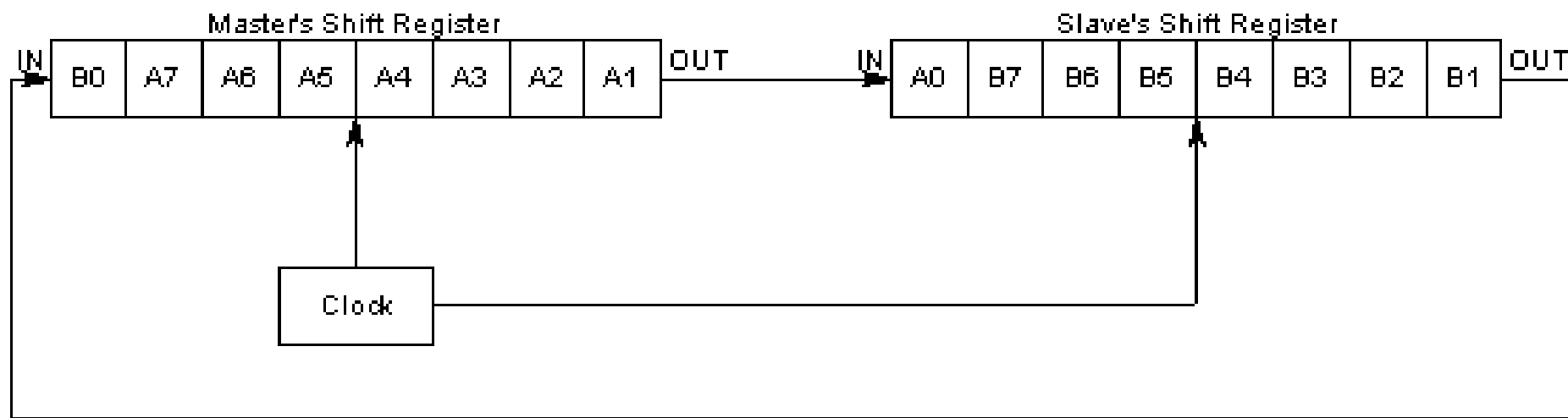




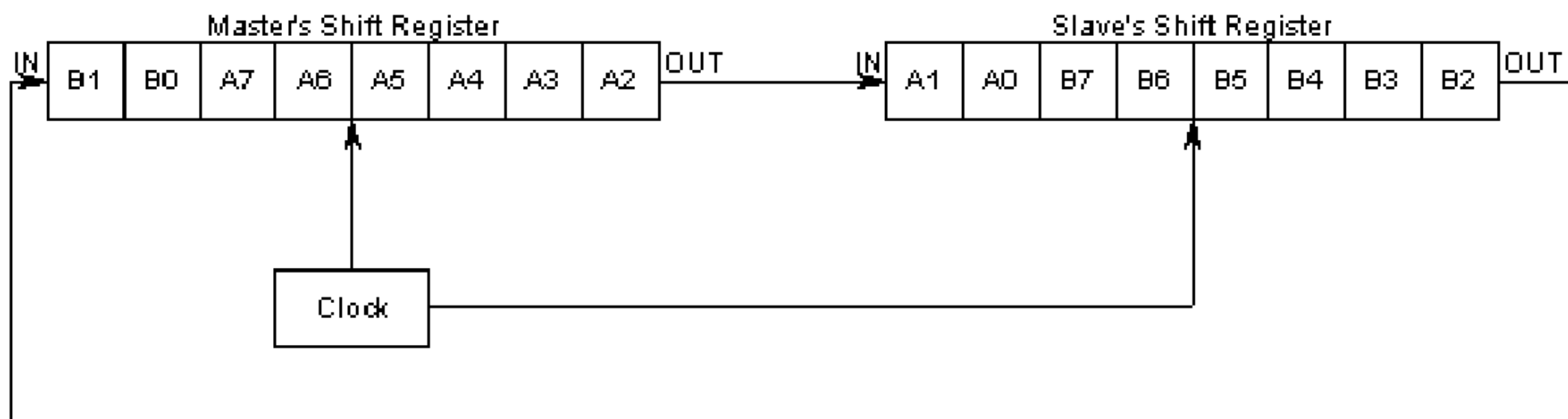
Time  $t = 0$



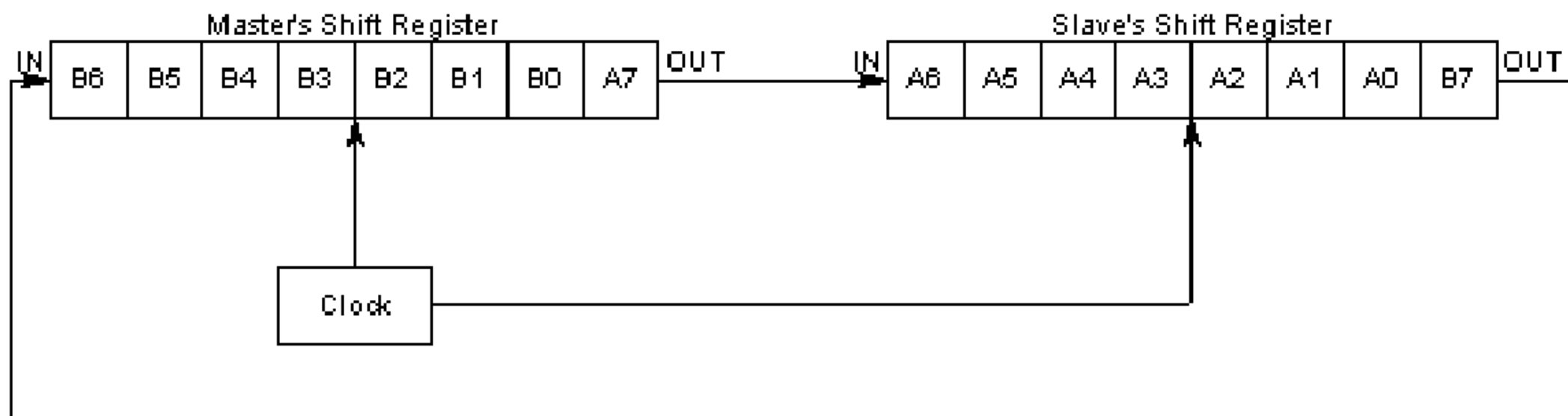
Master generates the first clock pulse:



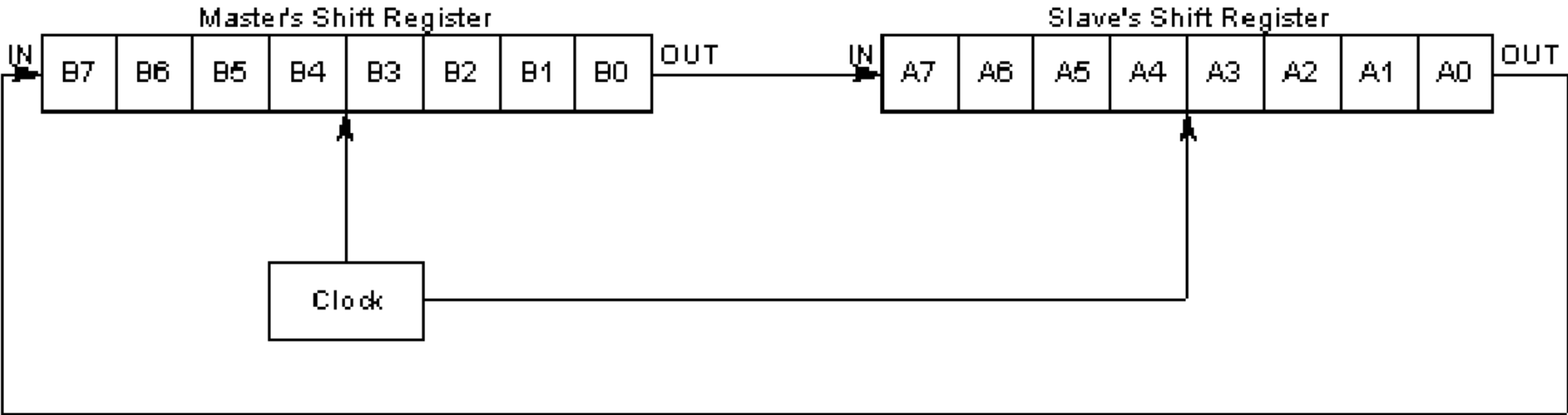
Master generates the second clock pulse:

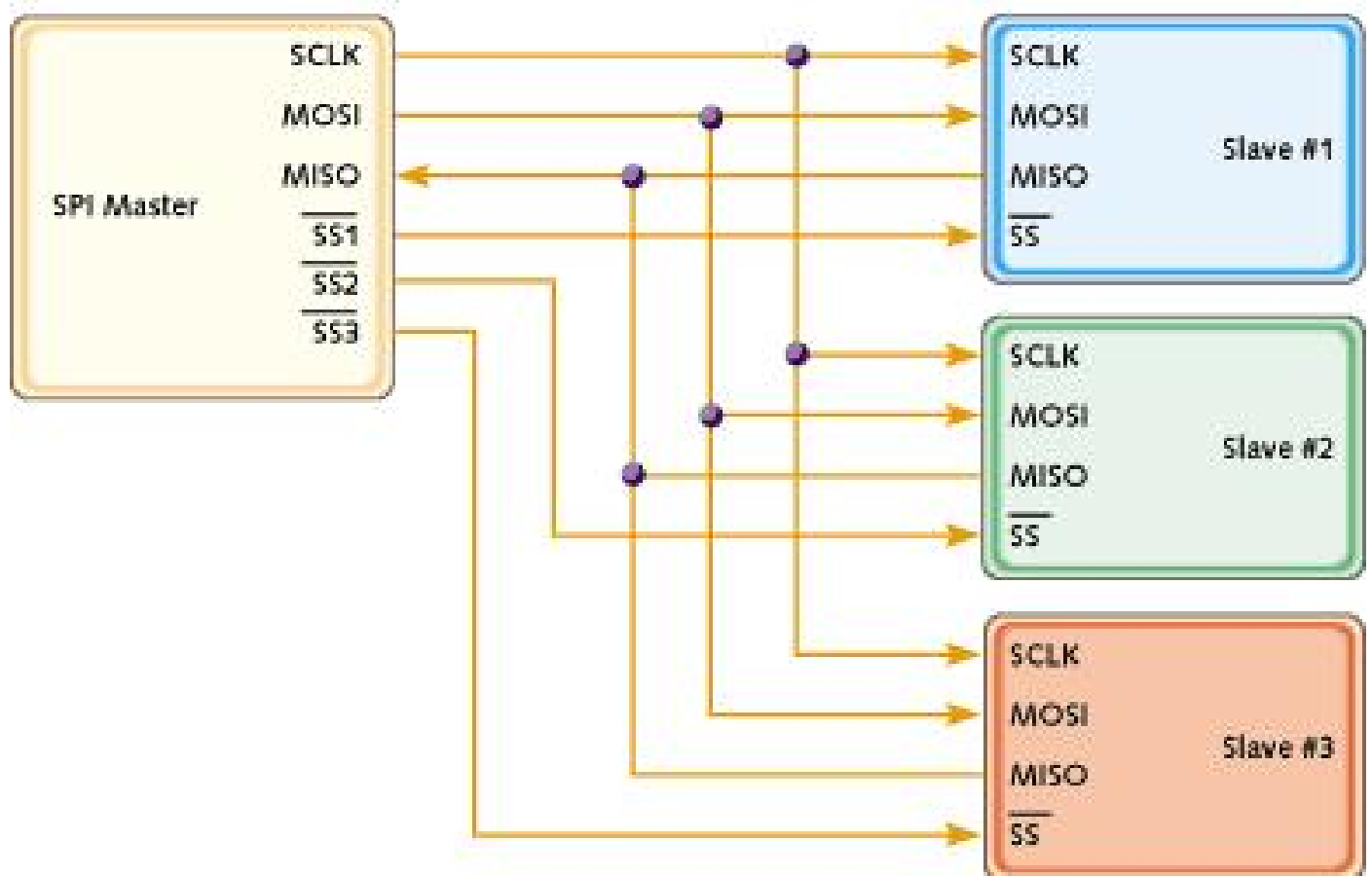


Master generates the seventh clock pulse:



Master generates the last clock pulse:





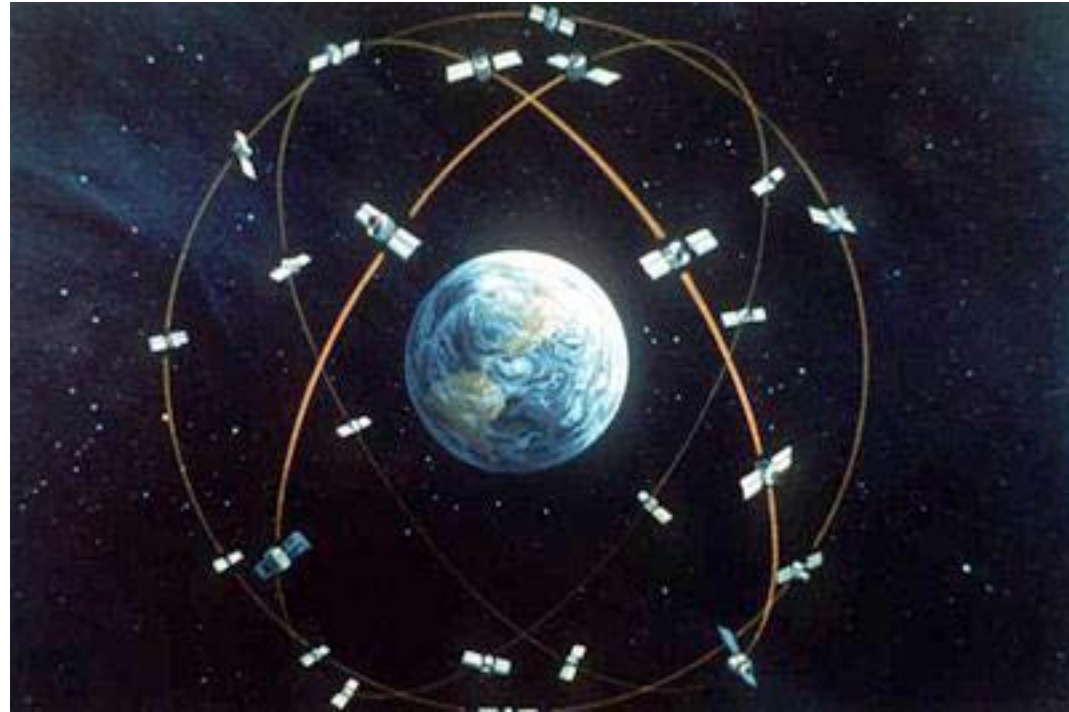
# Cool Applications

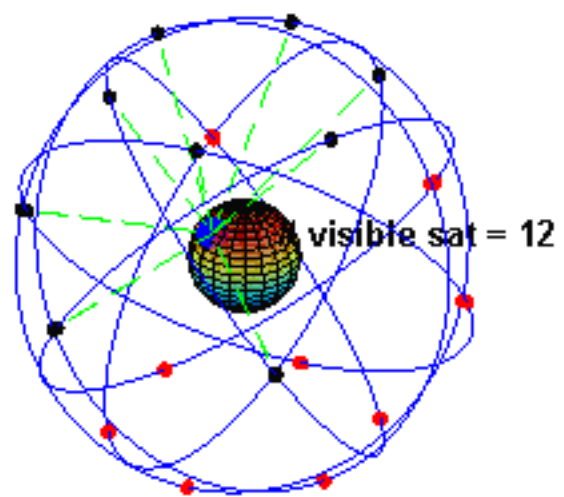


# GPS

# GPS







# Distance Calculation

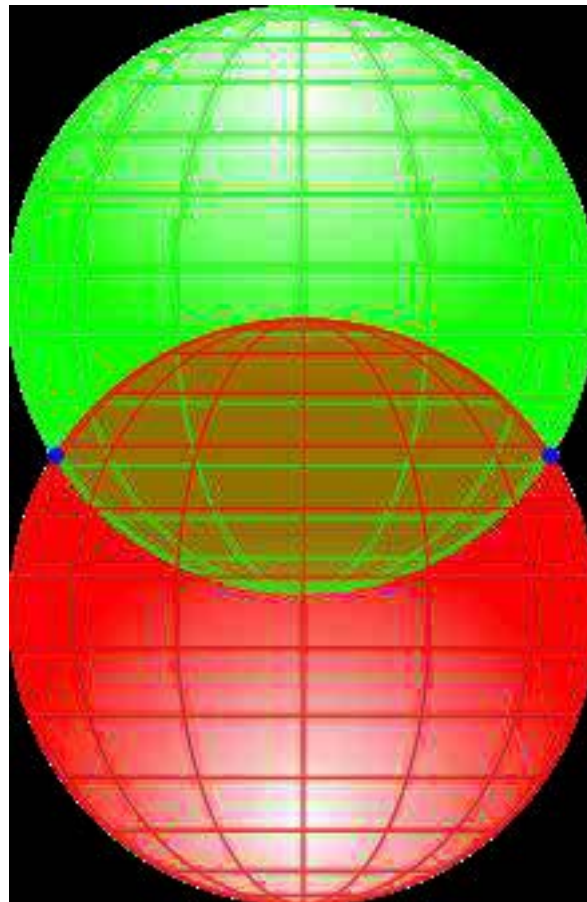


Value Sent:  $t_1$   
Time Sent :  $t_1$

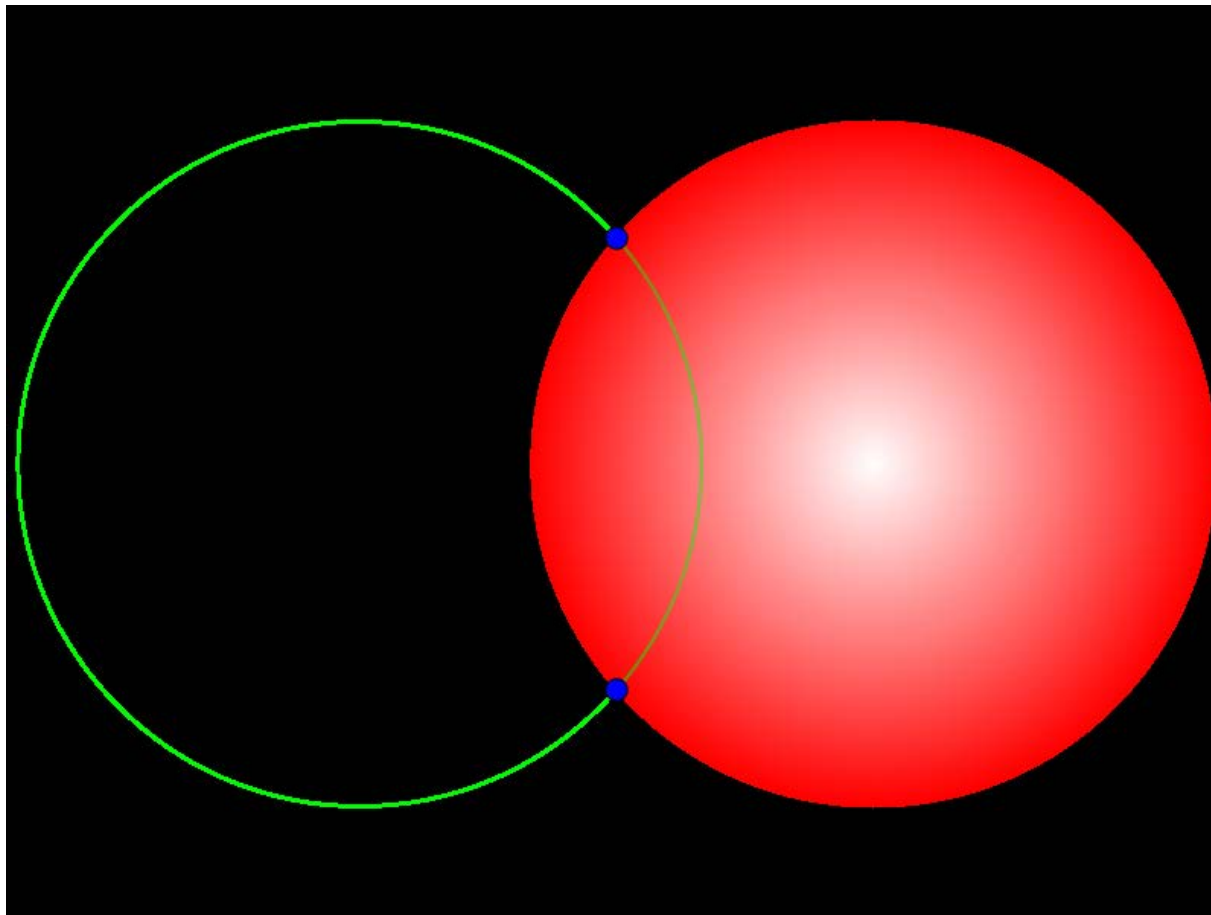
Value Received:  $t_2$   
Time Received :  $t_2$

- Distance = speed x time taken  
=  $c \times (t_2 - t_1)$

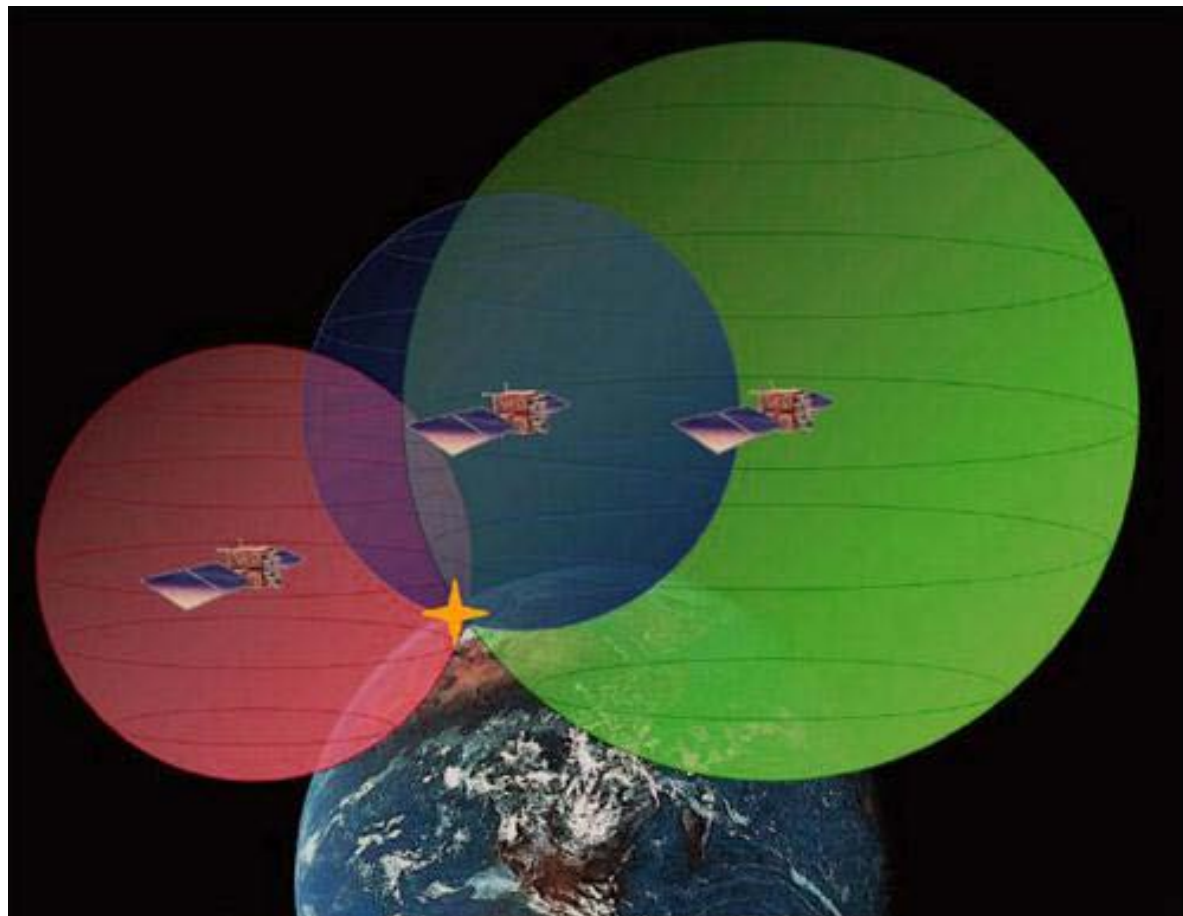
# Triangulation



# Circle and a sphere

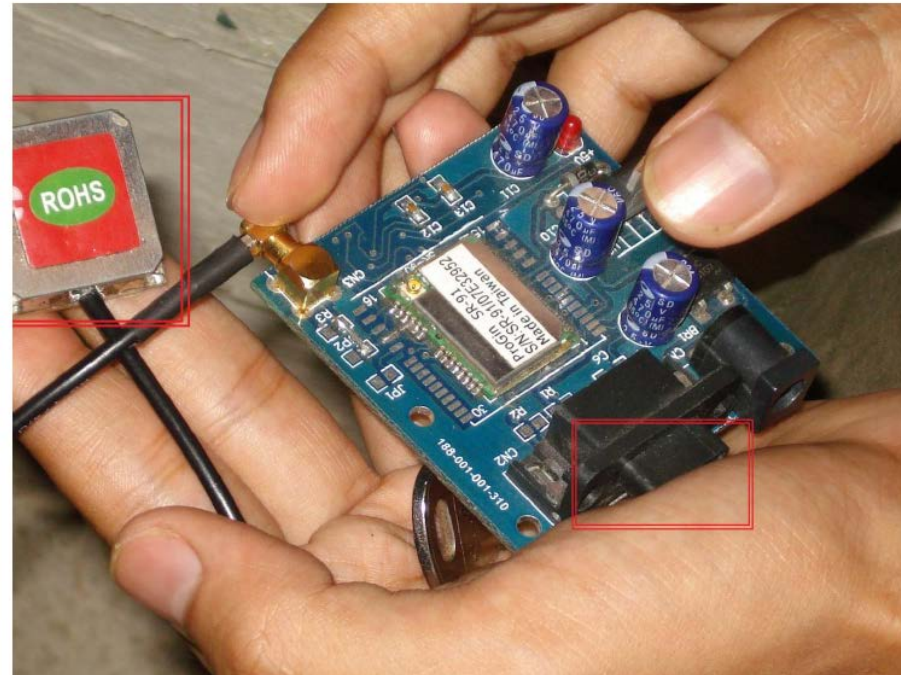


# Target locked





# GPS Module







# NMEA Format

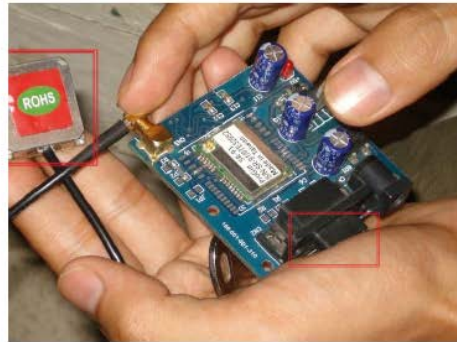
- \$GPGGA,123519,4807.038,N,01131.000,E,1,08,0.9,545.4,M,46.9,M,,\*47

- ✓ 2<sup>nd</sup> data is Latitude (i.e. 4807.038)

- ✓ 4<sup>th</sup> data is Longitude (i.e. 01131.000)

- ✓ 7<sup>th</sup> data is No. of satellites in view(i.e. 08)

# GPS: MCU Interface



Device 1

Rx	?	Tx
Tx	?	Rx
GND	?	GND

(XCK/T0) PB0	1	40	PA0 (ADC0)
(T1) PB1	2	39	PA1 (ADC1)
(INT2/AIN0) PB2	3	38	PA2 (ADC2)
(OC0/AIN1) PB3	4	37	PA3 (ADC3)
(SS) PB4	5	36	PA4 (ADC4)
(MOSI) PB5	6	35	PA5 (ADC5)
(MISO) PB6	7	34	PA6 (ADC6)
(SCK) PB7	8	33	PA7 (ADC7)
RESET	9	32	AREF
VCC	10	31	GND
GND	11	30	AVCC
XTAL2	12	29	PC7 (TOSC2)
XTAL1	13	28	PC6 (TOSC1)
(RXD) PD0	14	27	PC5 (TDI)
(TXD) PD1	15	26	PC4 (TDO)
(INT0) PD2	16	25	PC3 (TMS)
(INT1) PD3	17	24	PC2 (TCK)
(OC1B) PD4	18	23	PC1 (SDA)
(OC1A) PD5	19	22	PC0 (SCL)
(ICP1) PD6	20	21	PD7 (OC2)

Device 2

GSM

# GSM Module



1. Modem



2. SIM card

# AT Commands Basics

- AT+X? //Queries value of X
- AT+X= //Sets value of X
- ATD 9559753551; //Calls number

OK

- Entire AT command set can be accessed from:

[http://www.developer.nokia.com/Community/Wiki/AT\\_Commands](http://www.developer.nokia.com/Community/Wiki/AT_Commands)

# SMS: Using AT Commands

- AT+CMGF=1 //Text Mode  
OK
- AT+CMGS="7607458472"  
> Hello World<  
+CMGS: 44  
OK