

8.5 Serial protocols

Name: _____ Class: _____ Date: _____ **Total: 23 marks**

KEY WORDS UART • baud rate • chip select • open-drain

Objective

Configure UART/SPI/I2C from their timing rules, compute throughput and framing budgets, and choose a protocol from requirements – every baud and clock computation checked from its definition.

1 Key knowledge and worked examples

■ The three protocols

- **UART** : no clock wire; both ends agree a **baud rate** ; each byte is framed as start + 8 data + optional parity + stop (10 bits for 8N1). Both ends must agree the frame too.
- **SPI**: master drives SCLK; **MOSI/MISO** carry both directions simultaneously; one **chip select** per device. Fast, wired per device.
- **I2C**: two shared wires (SDA/SCL), **open-drain** with pull-ups; 7-bit addressing (up to ~112 devices + reserved), multi-master capable, clocked at 100/400 kHz (standard/fast).

■ Worked example: the UART arithmetic

115 200 baud, 8N1 → 10 bits per byte → 11 520 bytes/s; one byte takes 10/115 200 = 86.8 μs. A 100-byte message needs 8.68 ms – it does NOT fit a 1 ms control period (the sizing decides). **SPI** at 10 MHz: a byte in 0.8 μs (108× faster than this UART). **I2C** at 400 kHz: a byte needs 9 clock pulses (8 data + 1 ack) = 22.5 μs – slower than both, but two wires for the whole board. Speed vs wiring vs addressing: the three protocols are three points on that trade.

■ I2C mechanics

Start condition (SDA falls while SCL high), 7-bit address + R/W, ack bit per byte, stop condition. Any device can hold SCL low (**clock stretching**) – the open-drain wiring makes the bus AND-wired: slow devices are first-class, which is why I2C fits sensors.

2 Practice

2.1 A 9600-baud 8N1 link: bytes per second, and the time for a 20-byte message. [3]

2.2 SPI at 4 MHz with 8-bit frames: time to clock one byte (full duplex – what is transferred in BOTH directions in that time)? [3]

2.3 How many devices can share one I2C bus (7-bit addressing), and what physically limits the practical number? [2]

3 Exam-style questions

3.1 A sensor board reports a 12-byte packet every 10 ms over UART 9600 8N1.

Compute the airtime of one packet and the link utilisation (%). The requirement doubles: packets every 5 ms. Compute the minimum baud rate from 8N1 framing (packet time ≤ 5 ms, and state the standard baud you would choose: 19200, 38400 or 57600). Then compute the same requirement over I2C fast mode (400 kHz: 9 clocks per byte including ack, plus the 2-byte address+register overhead per packet), and state which link meets the deadline with more margin. [8]

3.2 An SPI ADC: 16-bit results, SCLK at 2 MHz, chip select active during each conversion read; the ADC needs its CS high ≥ 50 ns between reads.

Compute the time to clock one 16-bit result, the maximum complete conversions per second if CS overhead is 100 ns per read, and the data rate in bytes/s. Then a firmware bug writes the SPI data register while the transmit buffer is full – state what happens to the sample and what the correct flow is. Finally, compare with the same ADC on an I2C bus at 400 kHz (2 address bytes + 2 data bytes + acks: 36 clocks per conversion) and state the conversion rate there. ^[7]
