

# USB Logic Analyzer

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*Bradley University*

*Department of Electrical and Computer Engineering*

# Presentation Outline

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- **Background Information**
- **Project Summary**
- **Project Goals**
- **Functional Description**
- **System Block Diagram**
- **Results**
- **Questions**



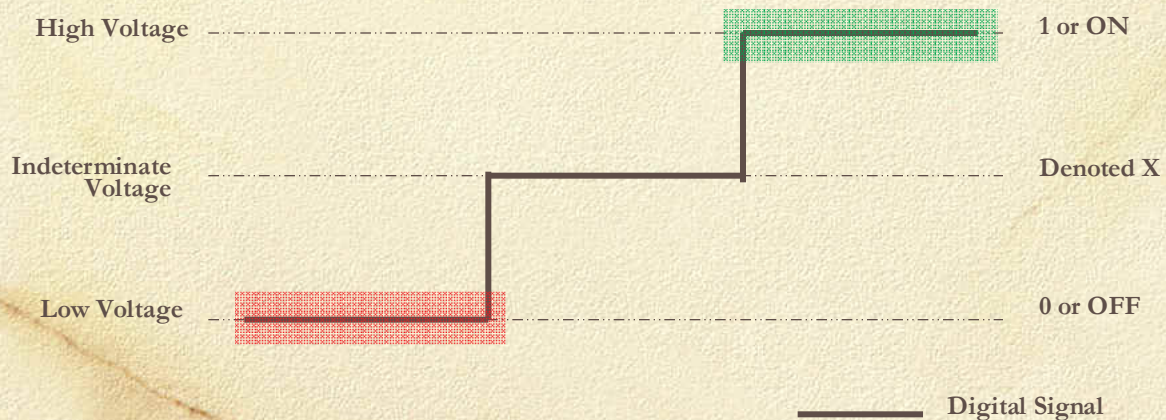
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# Logic Levels

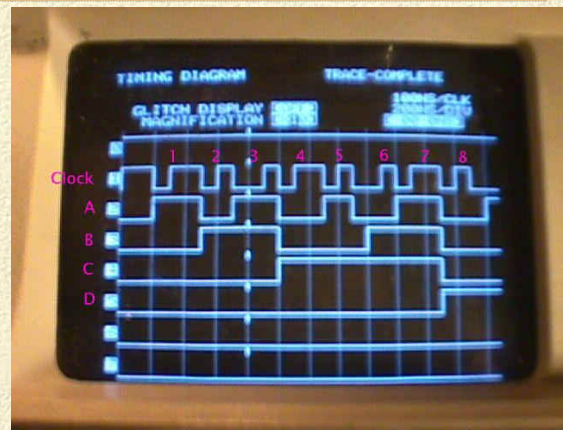
- Logic Levels are used by electronic elements as a data and operation representation method. Logic Levels are based on a signal's voltage, a high voltage corresponds to 1 or ON; a low voltage corresponds to 0 or OFF.



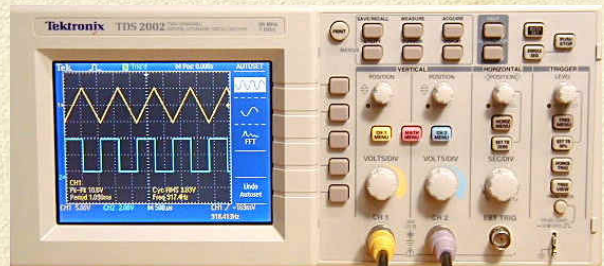


# Logic Analyzers

- A logic analyzer displays signals in a digital circuit that are too fast to be observed by a human being. A logic analyzer captures digital data from a digital system that has too many channels to be examined with an oscilloscope and presents it to a user.



A HP 1615A Logic Analyzer showing a timing diagram.



A Tektronix oscilloscope showing square and triangle waveforms.

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# Project Summary

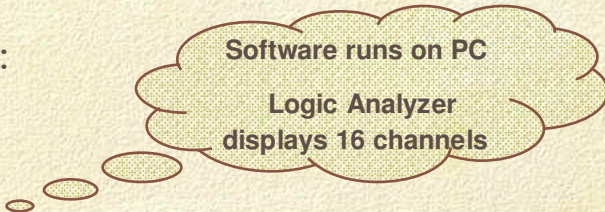
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- Provide Logic Analyzers for Junior Lab Workstations
- Workstations equipped with:
  - Personal Computer
  - Tektronix 2-channel oscilloscope (displays only 2 channels at a time)
- Juniors working with EMAC 8-bit  $\mu$ controller Boards (12MHz), CPLDs, GALs, Altera FPGA Boards (25 MHz)
  - Desired Sampling Rate = 50 MHz
  - Desired Data Width = 8 bits

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Software runs on PC  
Logic Analyzer  
displays 16 channels



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Logic Analyzer samples  
over 100MHz

Max Data Width = 16 bits

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# Hardware Goals

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- Part of a different project, not in scope of this project
- Design 16 channel PC board which:
  - Works with CMOS or TTL logic levels
  - Samples at upwards of 100 MHz
  - Acquires data based on Trigger Event
  - Interfaces with XEM 3001 FPGA board
- VHDL code to interface FPGA board to PC

# Original Project Goals

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- **Software**

- Display engine using NPlot graphing library
- Plot acquired data as discrete logic signals
- Combine data lines into data bus
- Efficient data processing
- Print/Save data capture

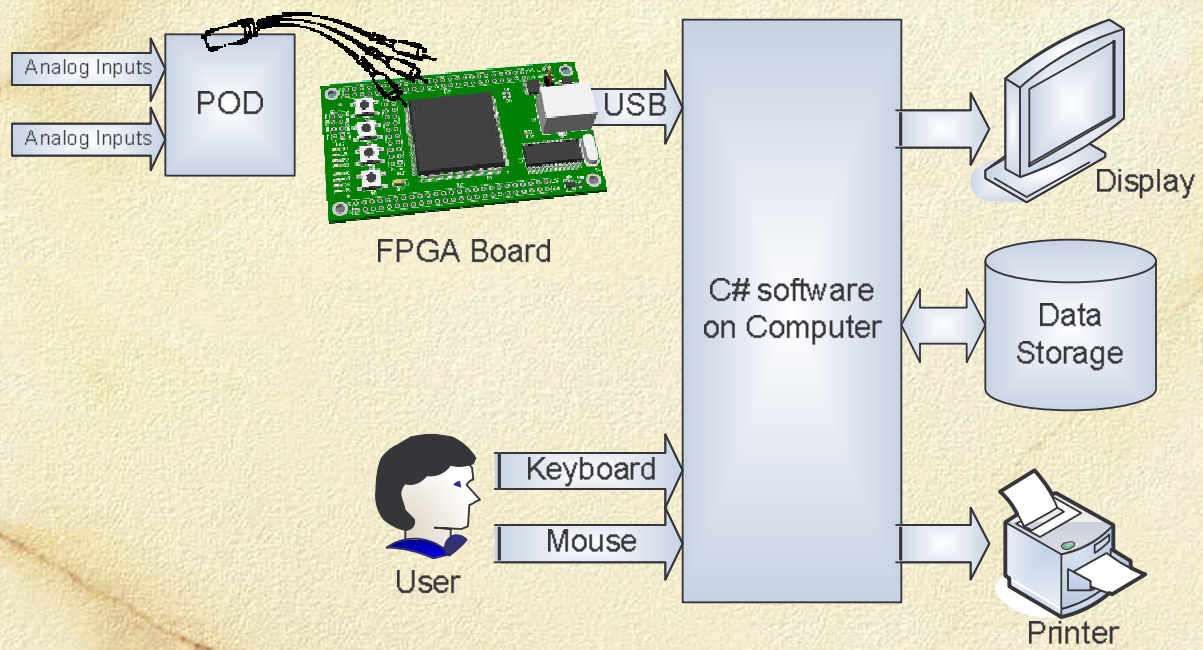


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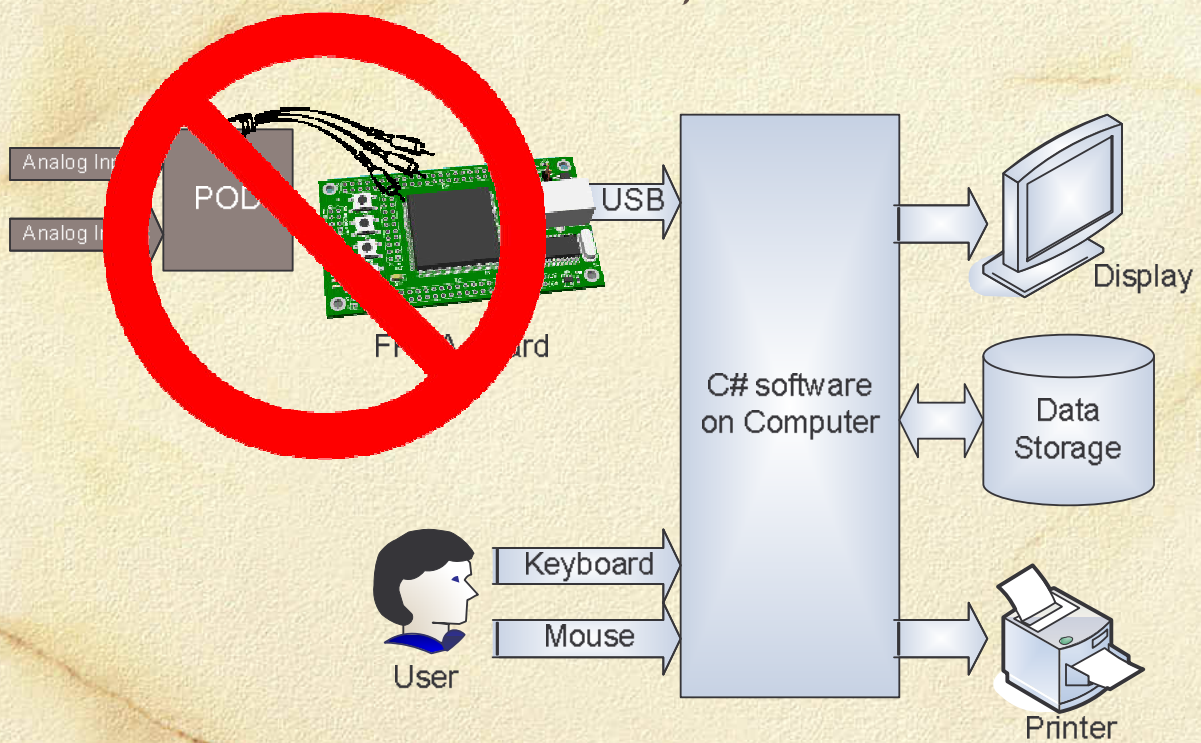
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# Functional Description

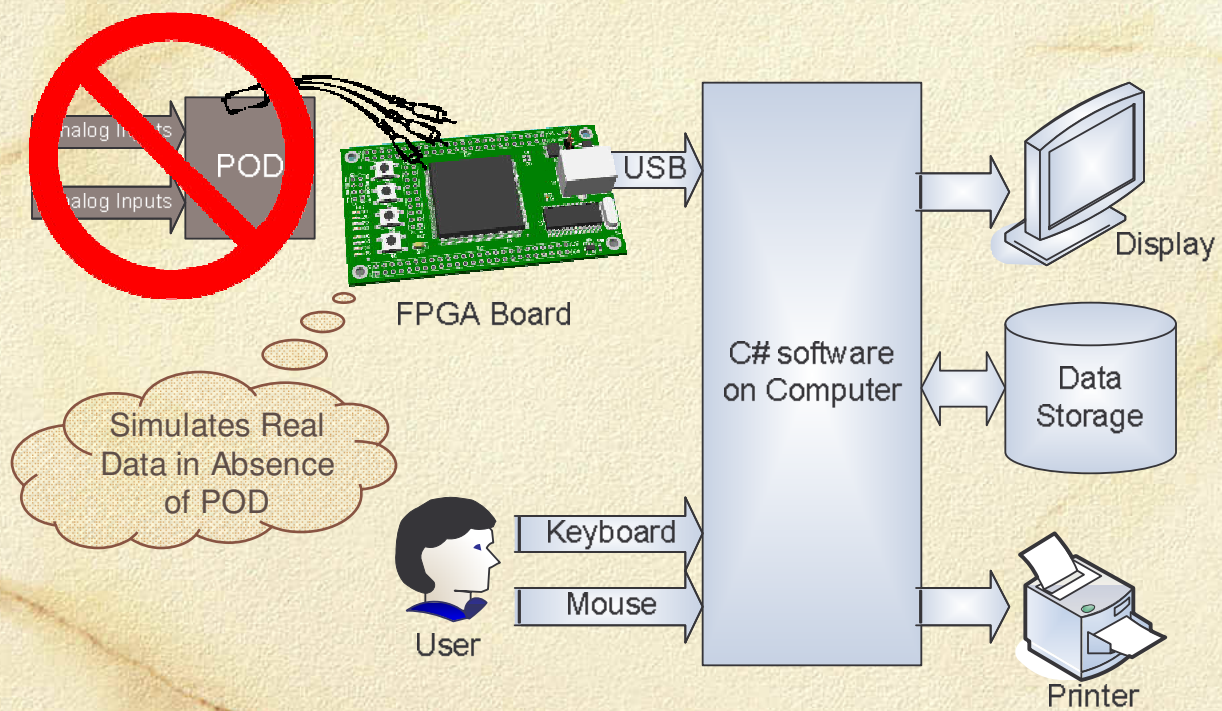




# Functional Description



# Functional Description



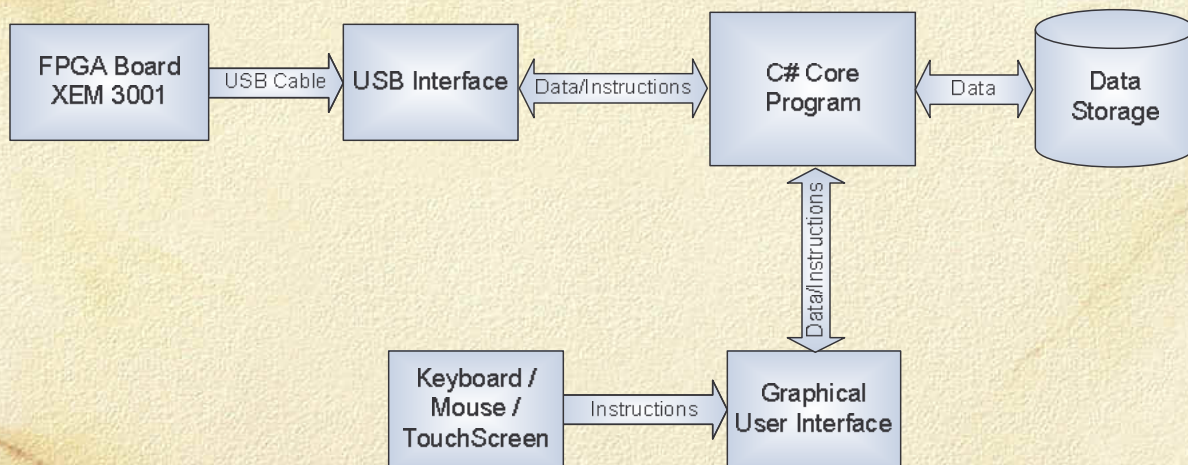


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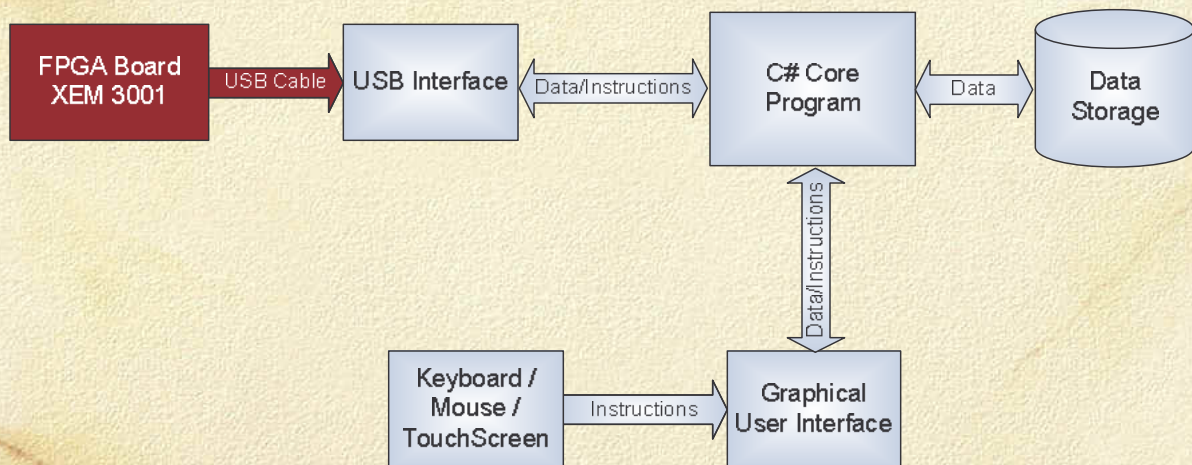
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# System Block Diagram



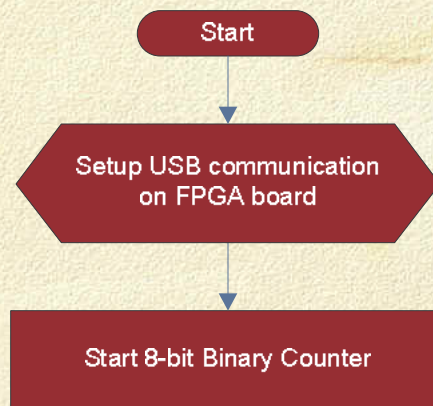


# FPGA Board



# FPGA Software Flowchart

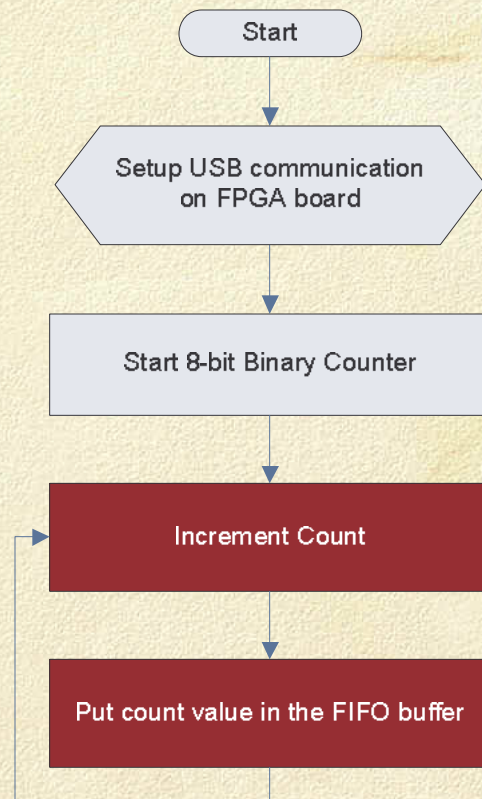
- Get FPGA ready to communicate with PC over USB
- Start Binary Counter



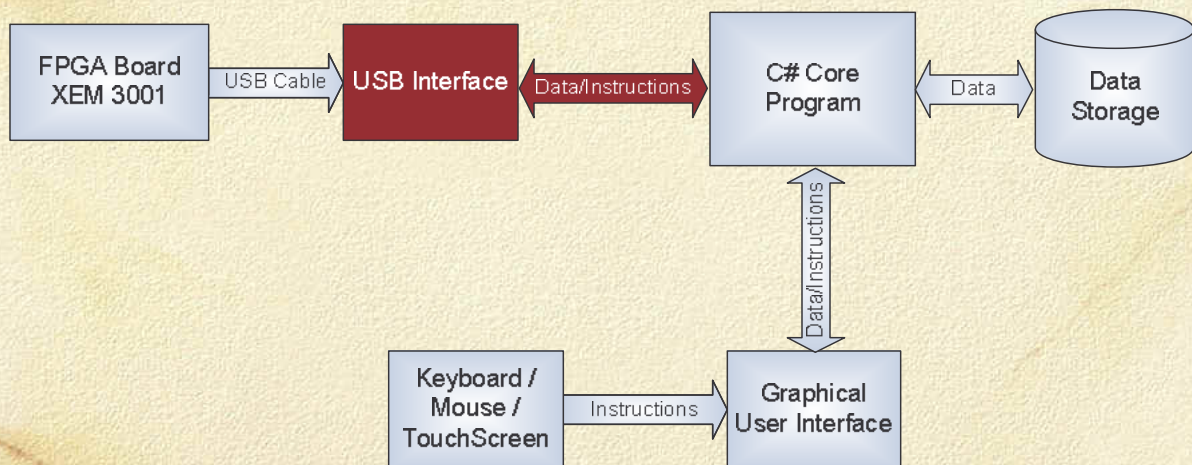


# FPGA Software Flowchart

- Increment Binary Counter
- Make count value available on the FIFO buffer to be read by PC



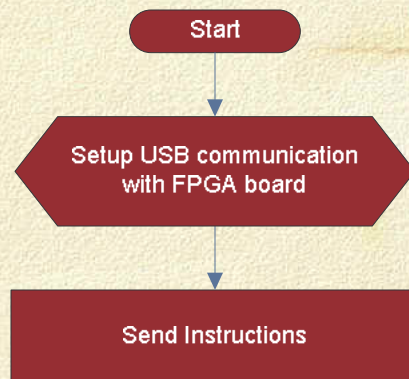
# USB Interface





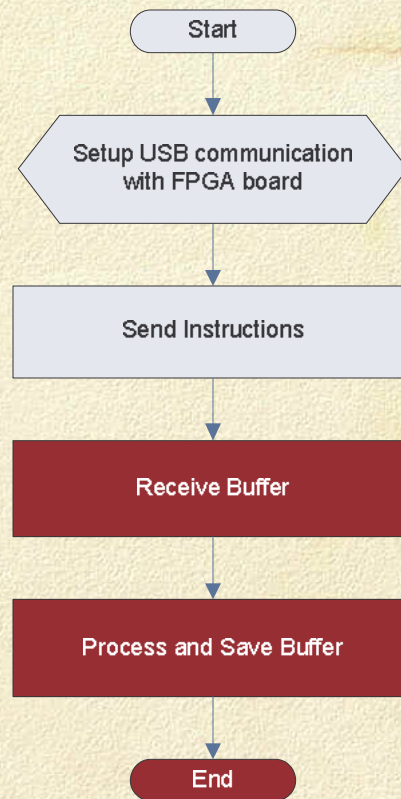
# USB Interface Flowchart

- Get the PC ready to communicate with the FPGA board over USB
- Send instructions to the FPGA to read the FIFO buffer



# USB Interface Flowchart

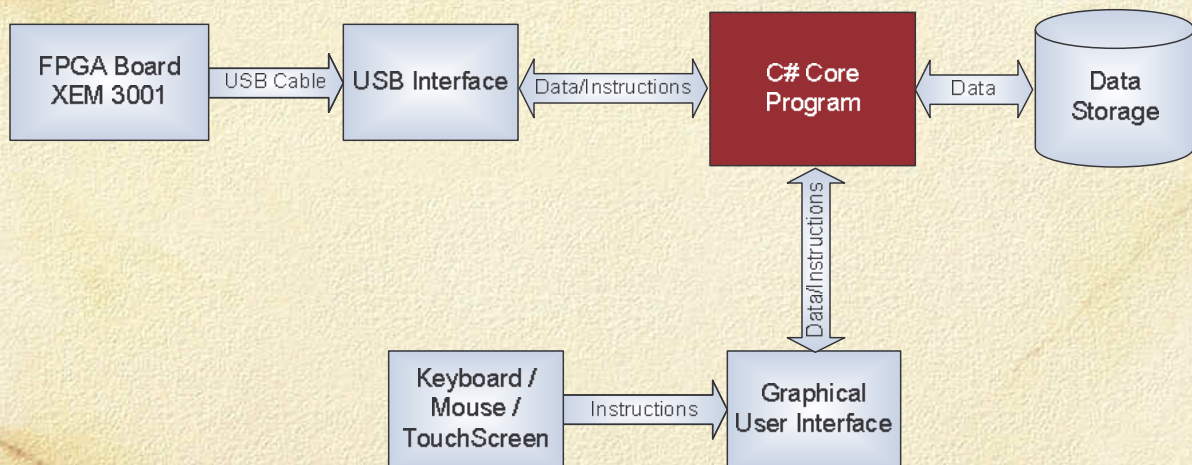
- Receive data transmitted by the FPGA from the FIFO buffer
- Process the data that was received and save in software usable format





# C# Core

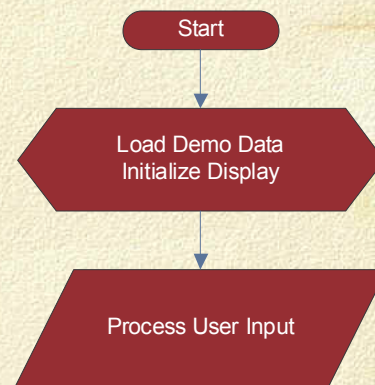
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# C# Core Flowchart

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- This is the first module that loads when the application is started
- All other modules are then initialized
- Demo data is loaded and displayed
- The core waits for user input through the GUI

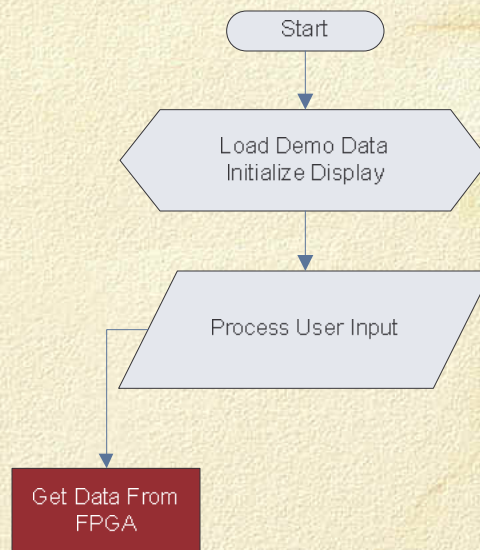




# C# Core Flowchart

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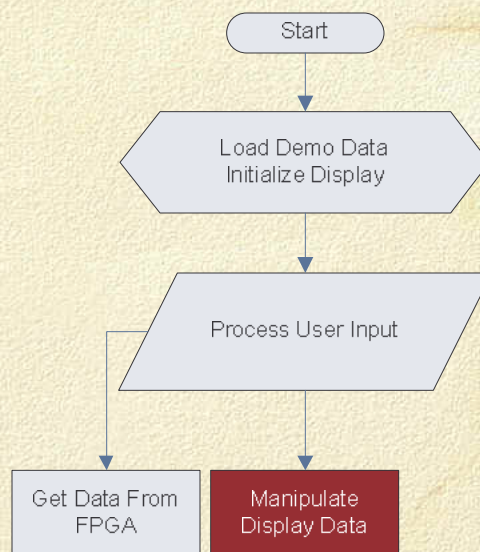
- Call the USB Interface module and acquire data from the FPGA



# C# Core Flowchart

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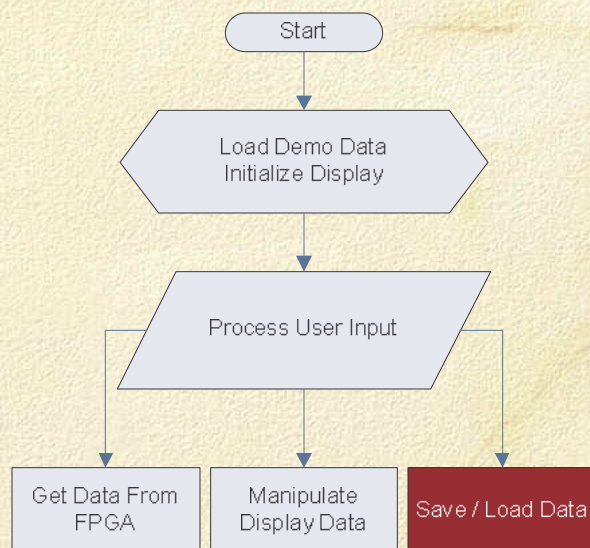
- Process acquired data and send it to the GUI to be displayed on the monitor



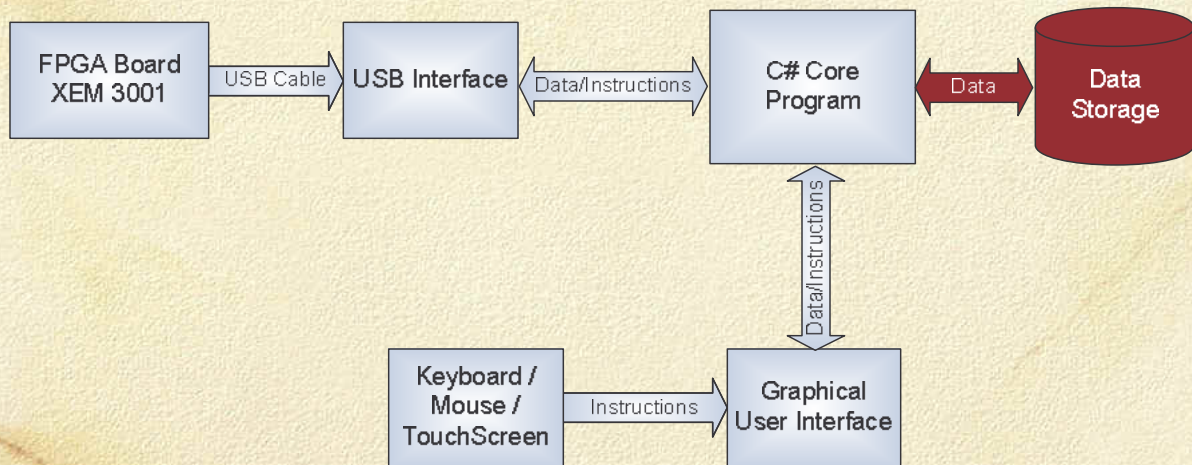


# C# Core Flowchart

- Save the data on the disk, either as an image or text data



# Data Storage

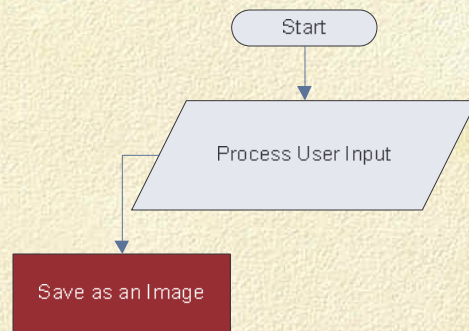




# Data Storage Flowchart

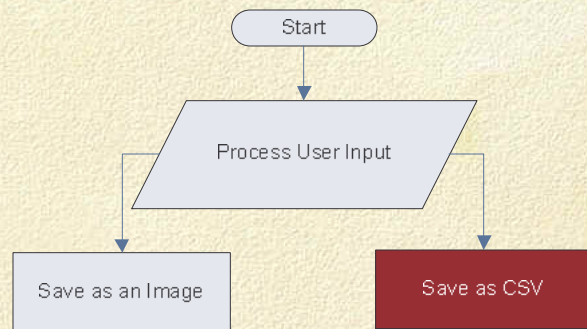
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- Save acquired and manipulated data for future reference
- As one of four image formats
  - PNG
  - JPEG
  - BMP
  - GIF



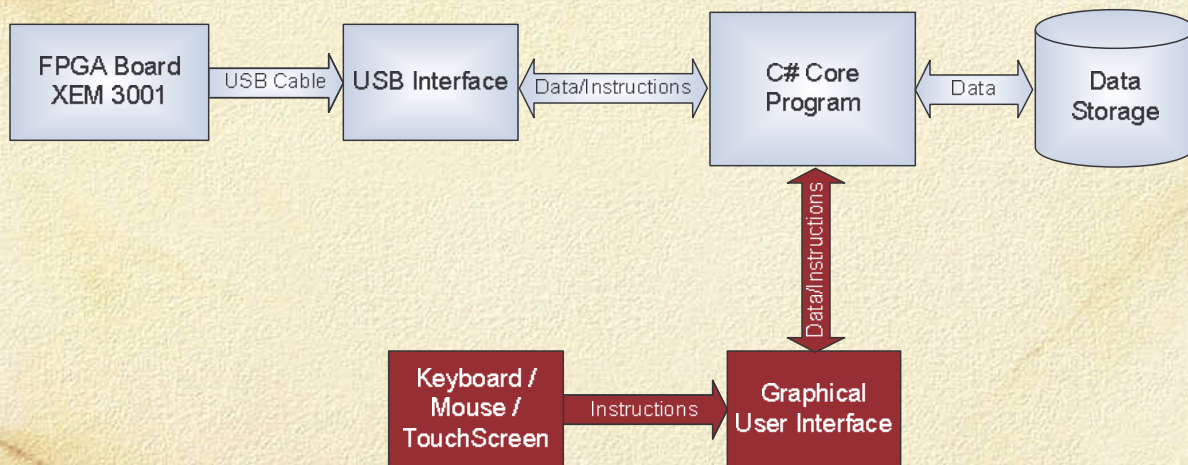
# Data Storage Flowchart

- Save as CSV [Comma Separated Values] file
- Can be loaded into the application later on to view and manipulate further





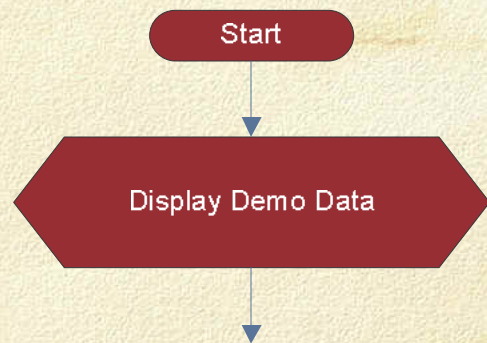
# Graphical User Interface (GUI)



# GUI Flowchart

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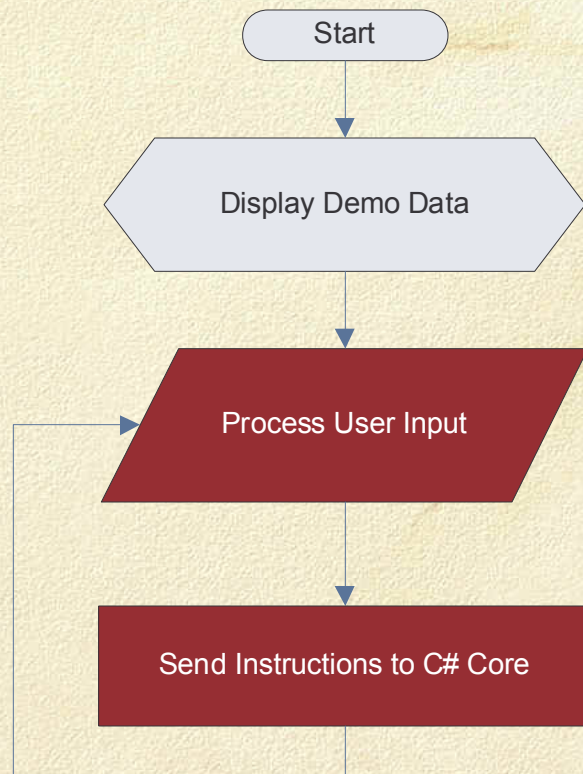
- Start the front end to the application
- Display demo data and all the user controls





# GUI Flowchart

- Get user input from keyboard and mouse
- Send instructions to C# Core



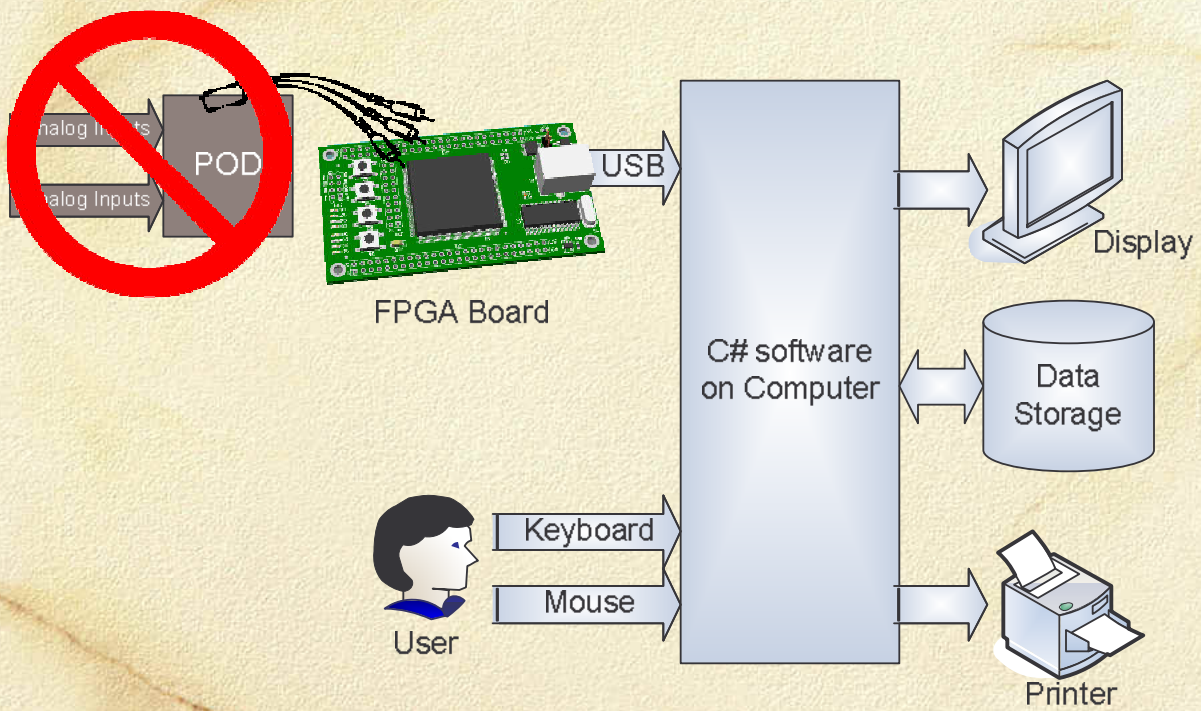
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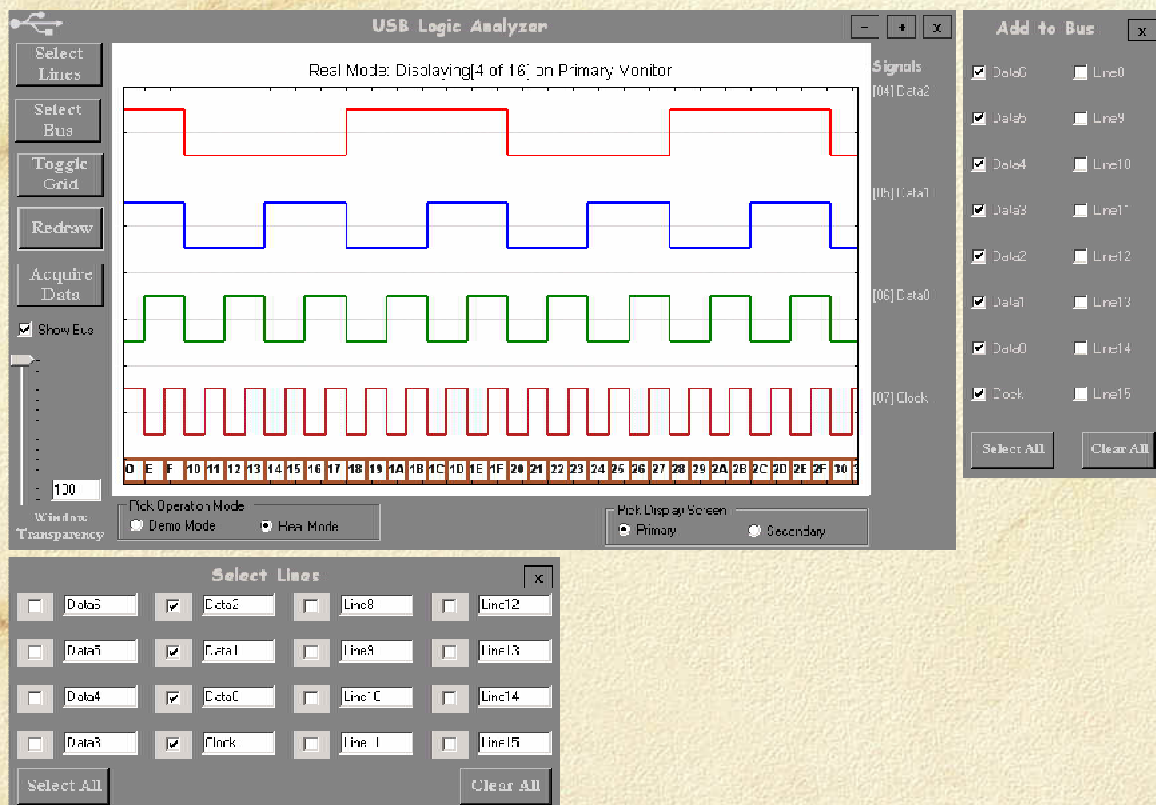
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# Results



# Graphical User Interface





# GUI Demonstration

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# Original Goals Accomplished

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## □ Software

- ☑ Display engine using NPlot graphing library
- ☑ Plot acquired data as discrete logic signals
- ☑ Combine data lines into data bus
- ☑ Efficient data processing
- ☑ Print/Save data capture



# Additional Accomplishments

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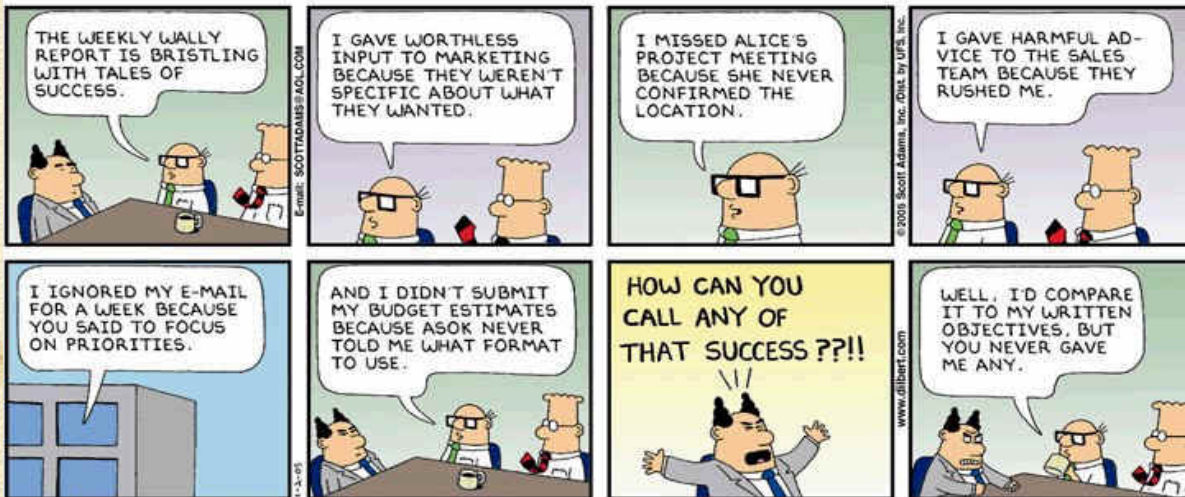
## □ Hardware

- ☑ Interface a Spartan3 FPGA board [XEM 3001] over USB
- ☑ Place data in buffer to transmit over USB

## □ Software

- ☑ Acquire instantaneous data on user demand
- ☑ Parse acquired data into discreet logic signals
- ☑ Load previously saved data acquisition session

# Questions?



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