Converting Clock Signal (periods and frequency)

Use the following table of prefixes and their values to assist in the following conversions:

Prefix	Value	Standard Form	Symbol
Tera	1,000,000,000,000	$10^{12}$	Т
Giga	1,000,000,000	10 <sup>9</sup>	G
Mega	1,000,000	10 <sup>6</sup>	М
Kilo	1,000	10 <sup>3</sup>	K
mili	0.001	$10^{-3}$	m
micro	0.000 001	$10^{-6}$	μ
nano	0.000 000 001	$10^{-9}$	n
pico	0.000 000 000 001	$10^{-12}$	р

## Follow the steps below to convert between clock frequency and period length. These steps will help you to convert between:

1.7GHz to picoseconds

2KHz to milliseconds

4.25 MHz to nanoseconds

0.666666 nanoseconds to GHz

0.347 milliseconds to KHz

5.7 microseconds to MHz

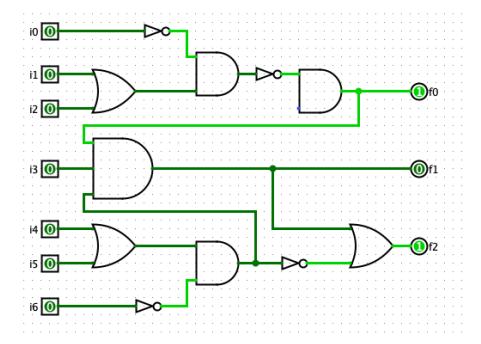
1. Convert the following to their base units by multiplying the value by the standard form found in the table above.

**Example:** to change 1.7 GHz to Hz, multiply 1.7GHz by it's standard form,  $(1.7*10^9 = 1,700,000,000)$  or 1,700,000,000 Hz

- a. 2 KHz to Hz
- b. 4.25 MHz to Hz
- c. 0.666666 nanoseconds to seconds
- d. 0.347 milliseconds to seconds
- e. 5.7 microseconds to seconds

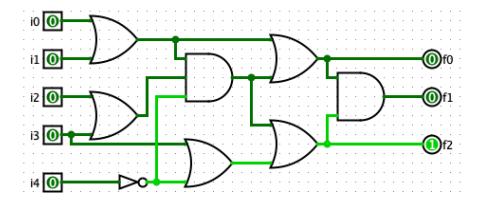
dividing 1 by the base unit.  Formula: 1/period length or 1/frequency  Example: to convert 1,700,000,000 Hz to Seconds (1/1,700,000,000 = .000000000588235) or .00000000588235 seconds		
a. Hz to Seconds		
b. Hz to Seconds		
c. Seconds to Hz		
d. Seconds to Hz		
e. Seconds to HZ		
3. Convert your answers from the previous section to the indicated units. <b>Example:</b> to convert .000000000588235 seconds to picoseconds, divide .000000000588235 by the standard form for picoseconds $10^{-12}$ .   (0.00000000588235/ $10^{-12} = 588.235$ ) or 588.235 picoseconds.   So, a clock frequency of 1.7GHz has a period length of 588.235 picoseconds.		
a. Seconds to milliseconds		
b. Seconds to nanoseconds		
c. Hz to GHz		
d. Hz to KHz		
e. Hz to MHz		
Find the longest and shortest gate delays for the following circuits:		

2. Convert your answers from the previous section from frequency to period or vice versa by



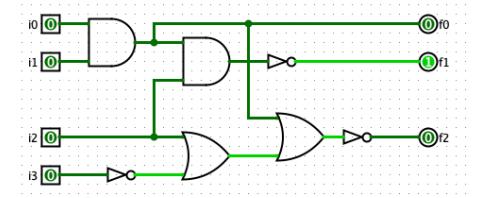
Longest Delay –

Shortest Delay –



Longest Delay –

Shortest Delay –



Longest Delay –

Shortest Delay –