

PPMPMPPMPPMPPPMPPPMP05 Comment se déplace un signal?

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- Où l'impédance est la plus faible?
- Retour de courant
- Vitesse de déplacement d'un signal
- Tout est une ligne de transmission

- Surface Ripple
 - Mouvements de charge
 - Champs EM
 - Ligne Hydro-Québec
- Return Paths
- Impédances et Réflexions
- Building Blocks
- Noise
- Crosstalk & Coupling
- Field lines and Fringes

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 - Skew, loss
 - Skin effect

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 - Conduction
 - Loss tangent

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Prochain PPPPP

Bonnes pratiques de design

- Comment choisir ses composantes et optimiser son BOM?
- Comment bien conçevoir un symbole et un footprint?
- Bonnes pratiques de schémas
- Bonnes pratiques de layout
- Communication avec fabricants, assembleurs et programmeurs

Références

