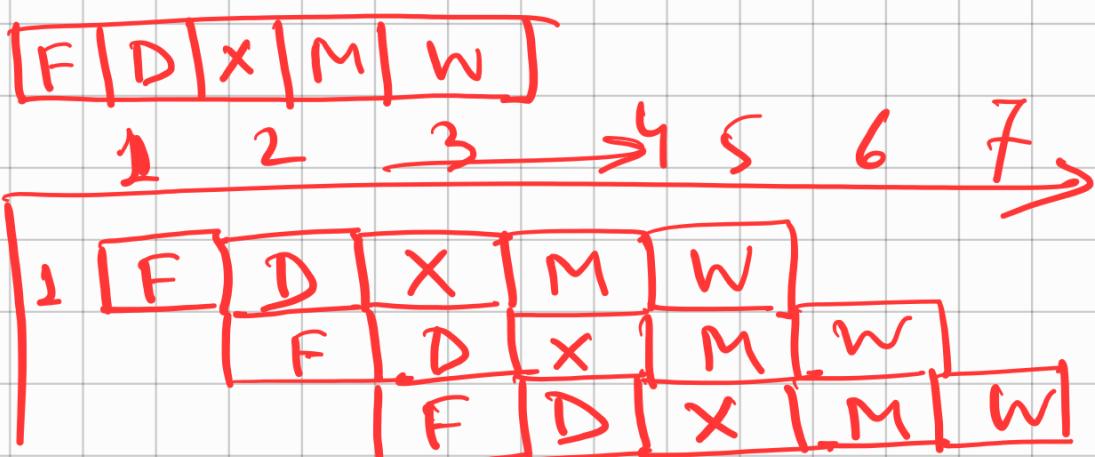
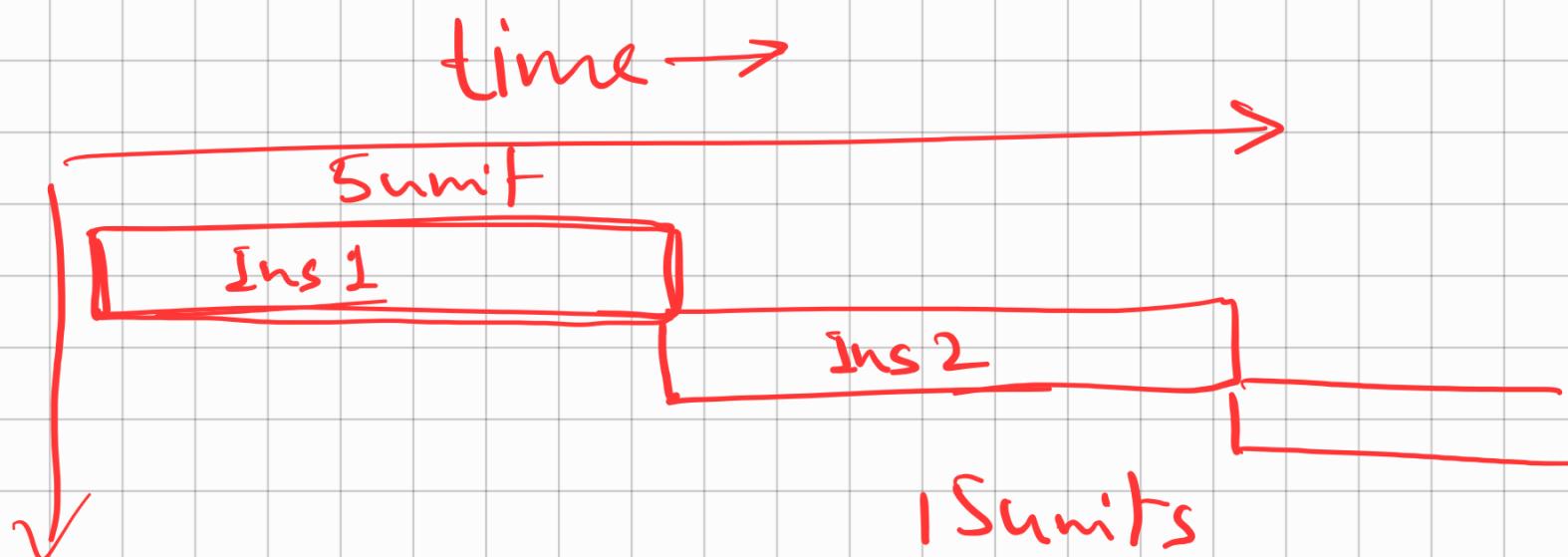
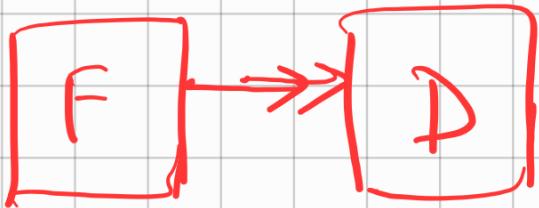
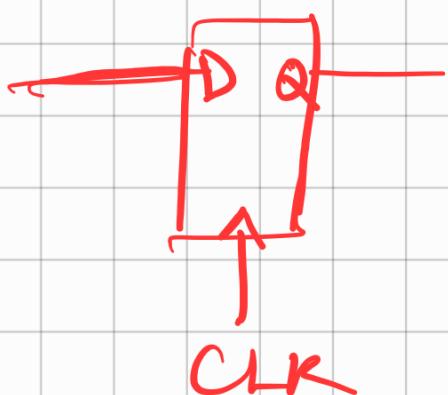
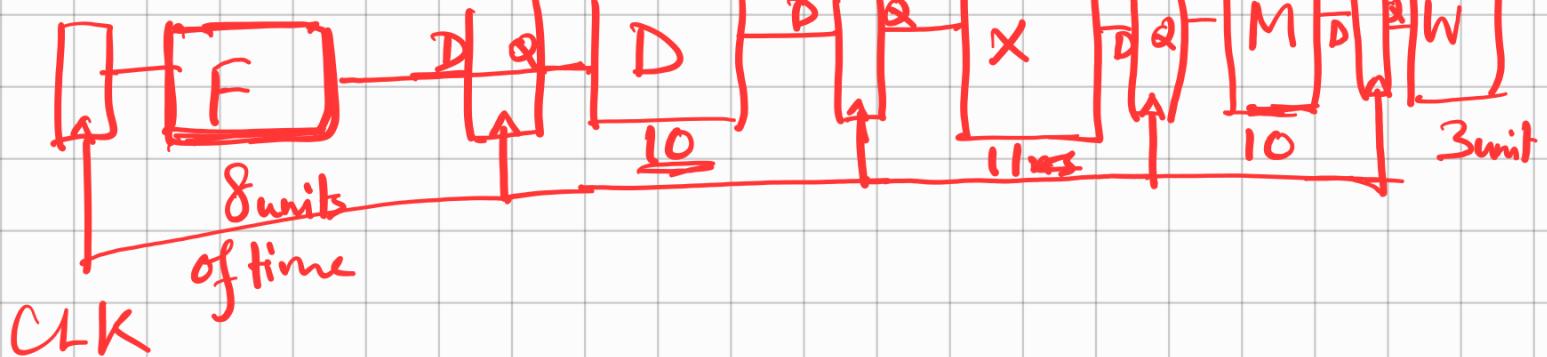
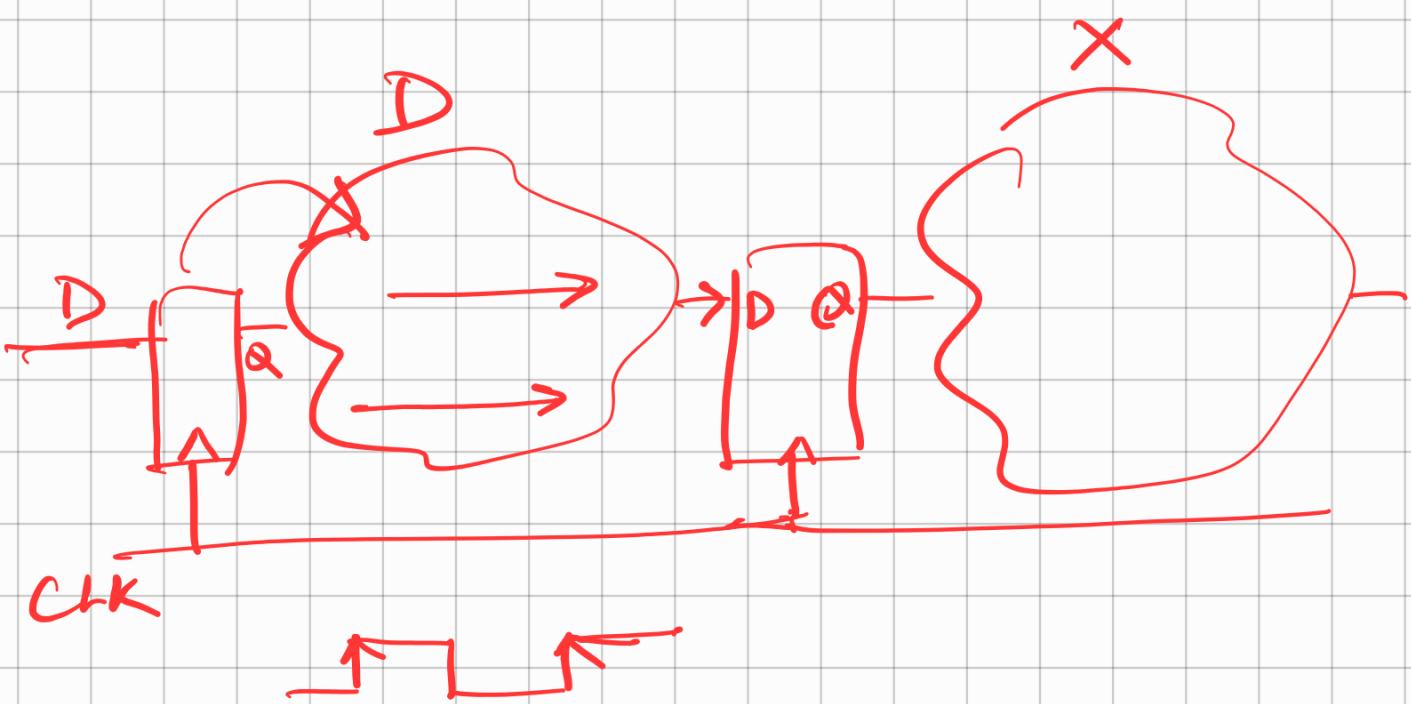
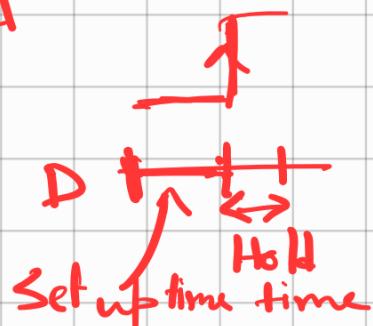
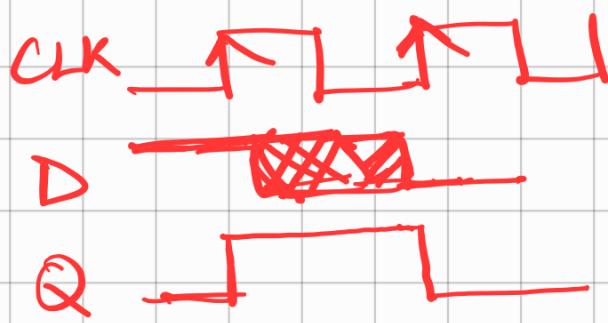


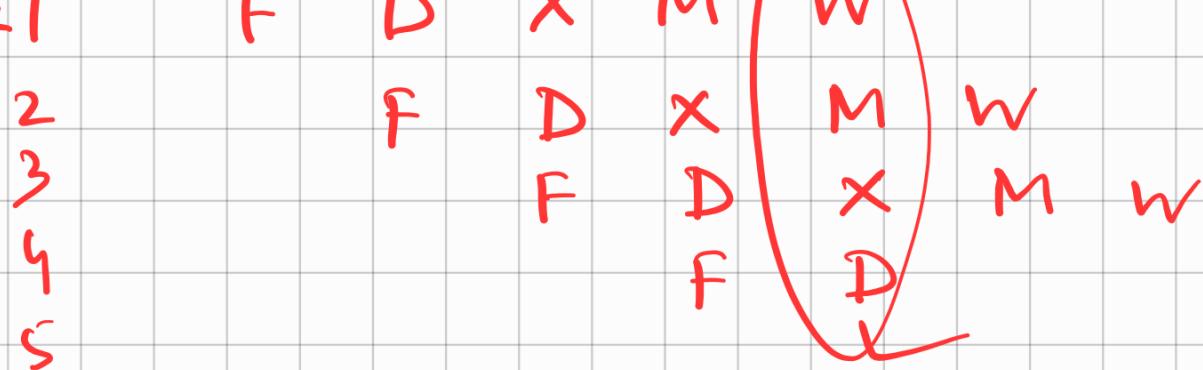
Pipelining our architecture





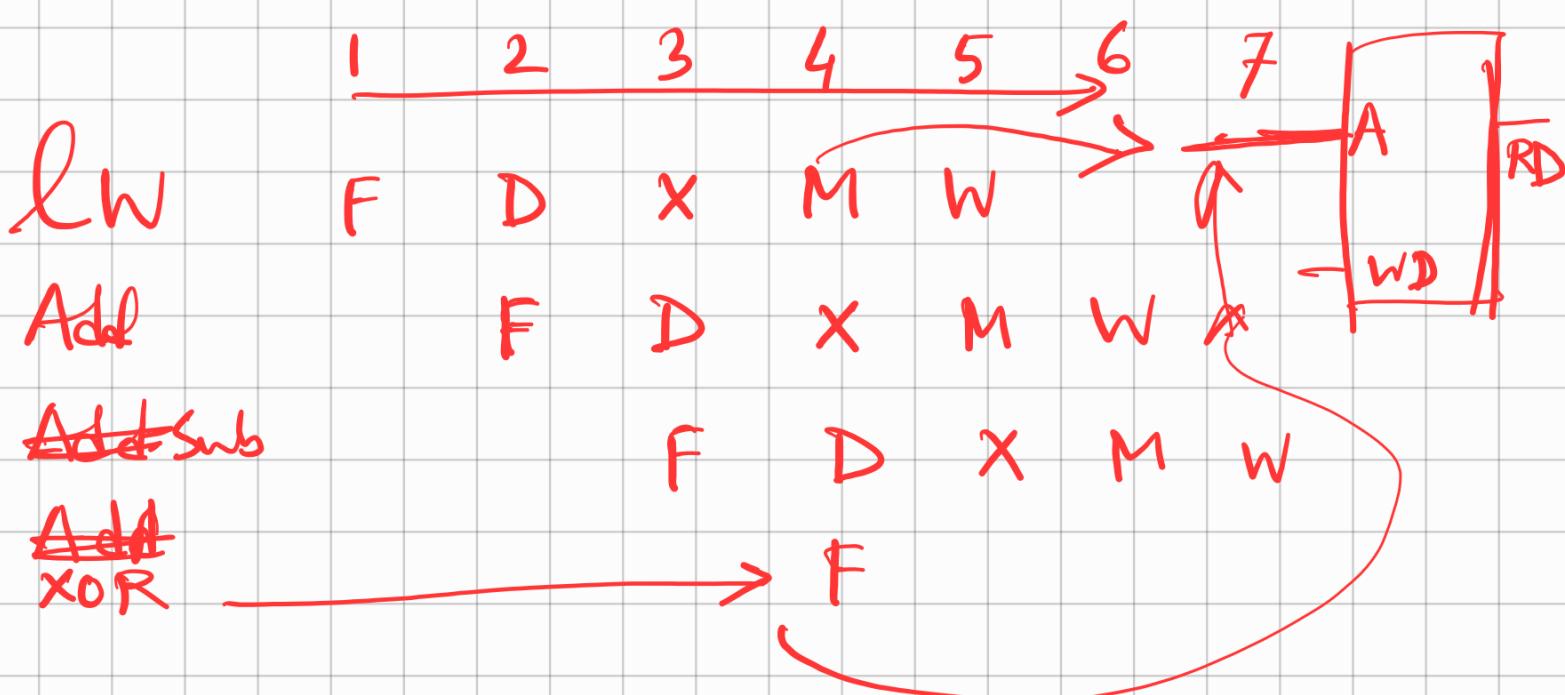
Hold time violation.





Ideal pipeline

- All Objects go through same stages.
 - No sharing of resources bet^h any two stages
 - Propagation delay through all pipeline stages is equal.
 - Scheduling of transactions entering the pipeline is not affected by the transactions in other stages.



Structural Hazard

