

2

Symbol	Parameter	Min	Max	Unit
T_{AD}	Address output delay		4	nsec
T_{ML}	Address stable prior to \overline{MREQ}	2		nsec
T_M	\overline{MREQ} delay from falling edge of Φ in T_1		3	nsec
T_{RL}	\overline{RD} delay from falling edge of Φ in T_1		3	nsec
T_{DS}	Data setup time prior to falling edge of Φ	2		nsec
T_{MH}	\overline{MREQ} delay from falling edge of Φ in T_3		3	nsec
T_{RH}	\overline{RD} delay from falling edge of Φ in T_3		3	nsec
T_{DH}	Data hold time from negation of \overline{RD}	0		nsec

(b)

③ 100 MHz frequency bus → 10 nsec/cycle

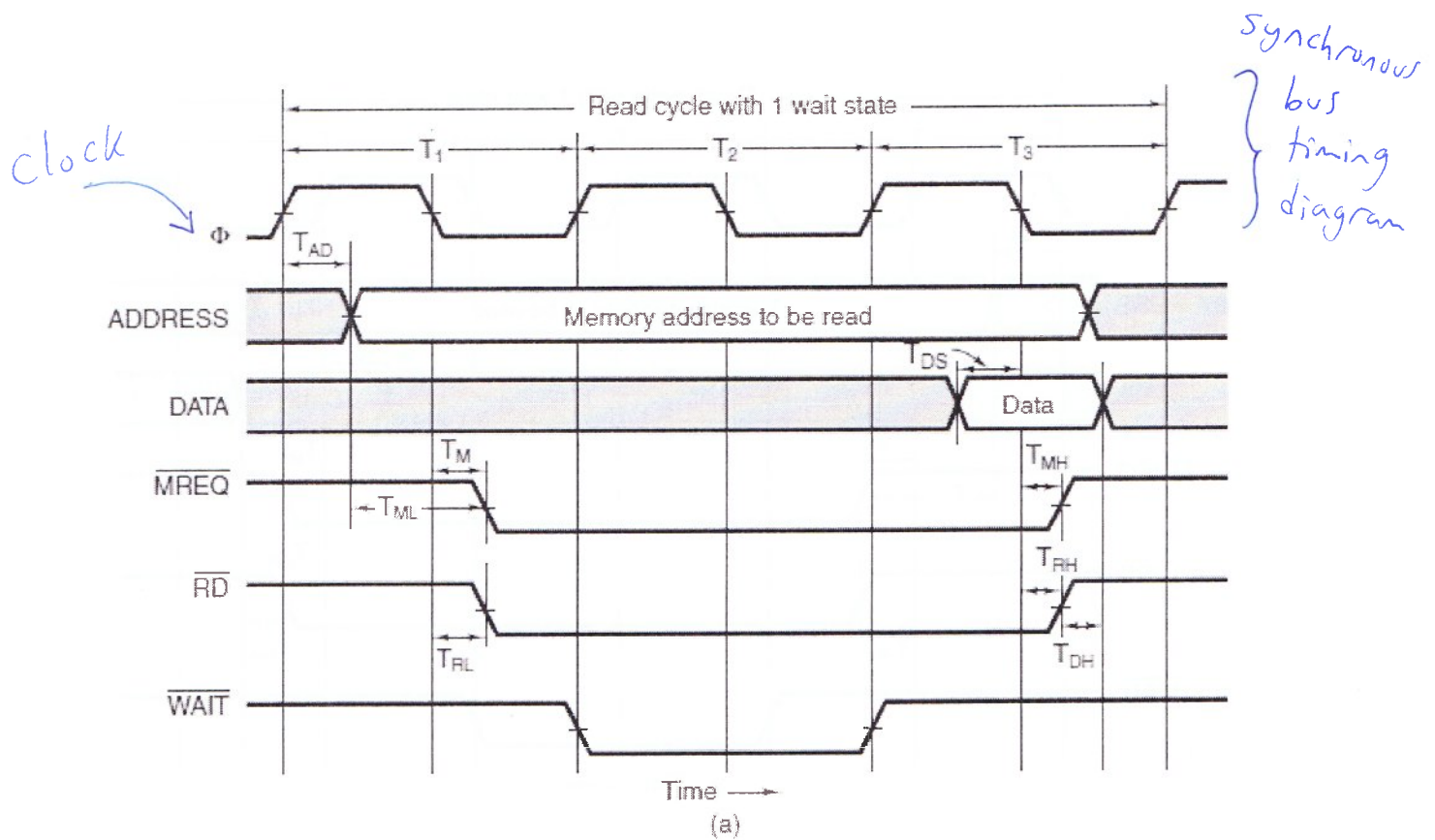
④ Memory takes 15 nsec to put the data on the bus from the ~~memory~~ memory address when is stable.

frequency Hz, cycles/second	clock cycle time seconds/cycle
100 MHz	10 nsec/cycle
→ 1 GHz ←	1 nsec/cycle
40 MHz	25 sec/cycle
250 μHz	4 ksec/cycle 4000 sec/cycle
5 Hz	200 msec/cycle
2 GHz	500 piconsec/cycle
8 Hz	125 msec/cycle

100×10^6
100 million cycles/second

$$\equiv \frac{1}{100\,000\,000} \text{ sec/cycle}$$

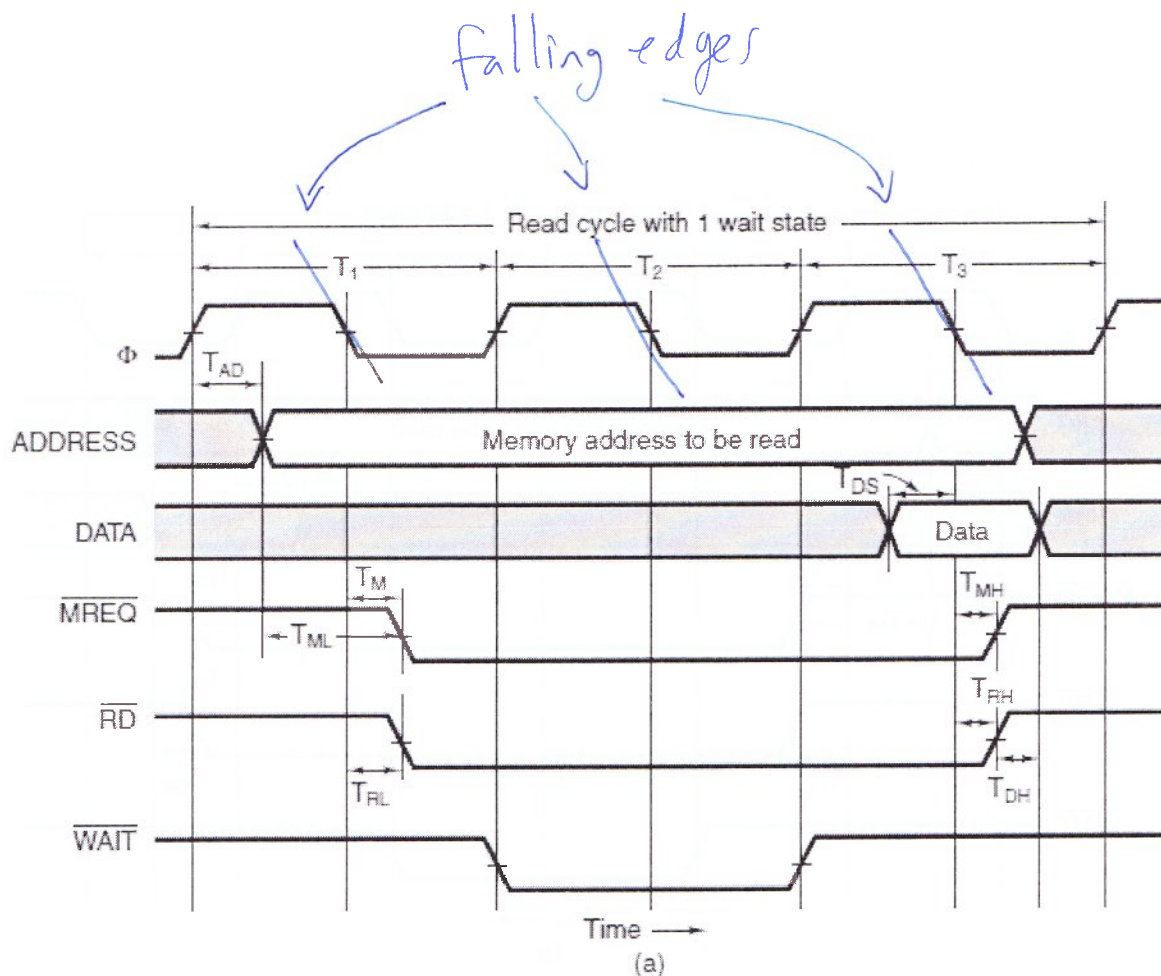
$$\begin{array}{l} \frac{1}{2} \\ \frac{1}{4} \\ \frac{1}{8} \\ \frac{1}{16} \\ \frac{1}{32} \\ \frac{1}{64} \end{array}$$



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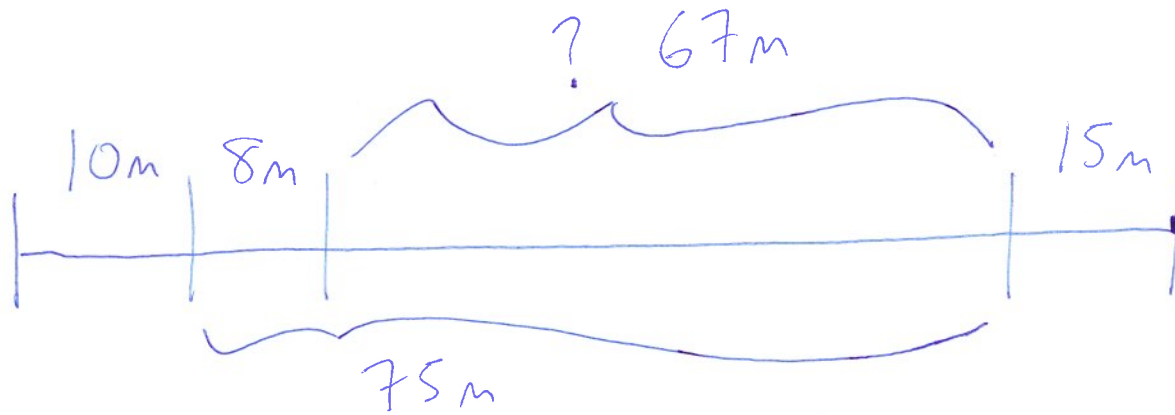
Picture of orders and deadlines. Requests and responses.

CPU puts an address on the bus and then issues a READ request. Memory receives the address and the request from the bus. Memory cannot keep up with the speed so it tells the CPU it'll be a while. Then it tells the CPU the data is ready, the CPU reads the data and uses it.



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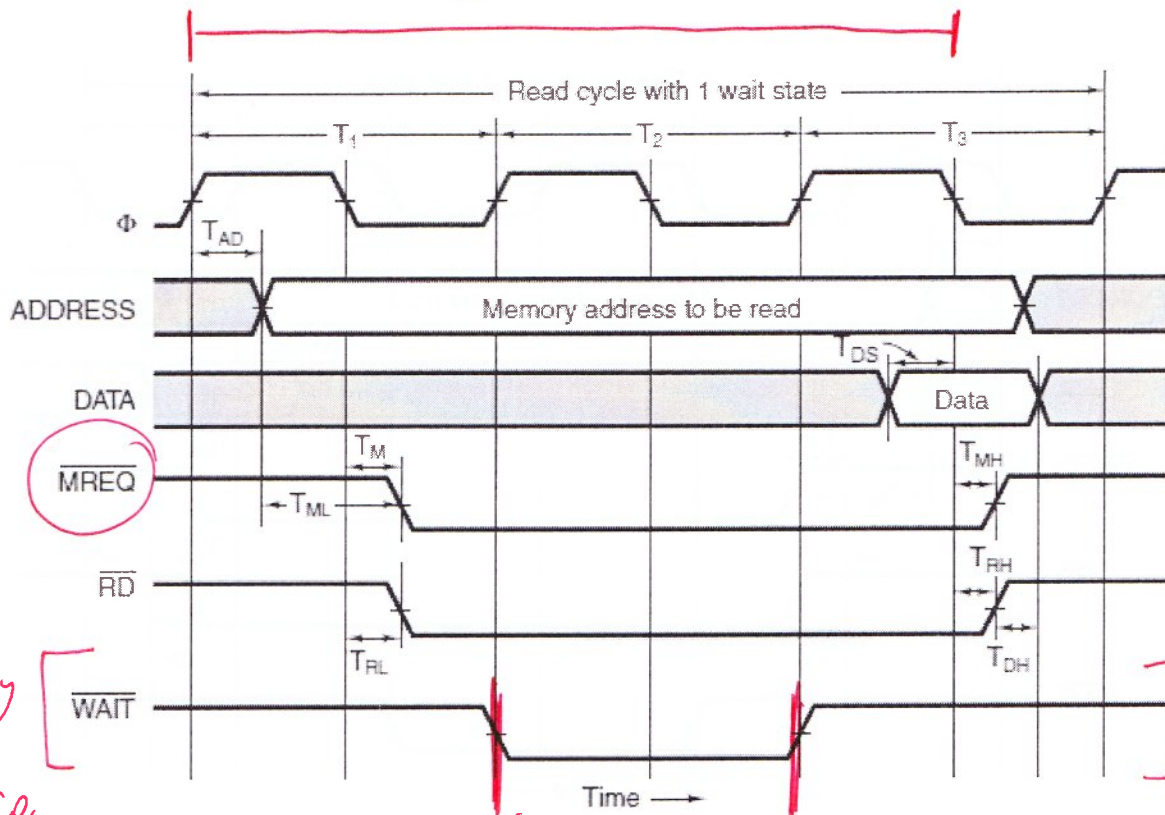
(b) CPU is requesting data from memory and the CPU's deadline to receive it is measured from the falling edge of the clock.



100 metre long field

2 1/2 cycles

-6-



memory tells the CPU the data requested will not be ready \therefore do not check

WAIT

one wait state must be a whole # of cycles

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(b)

order a pizza!

phone

order

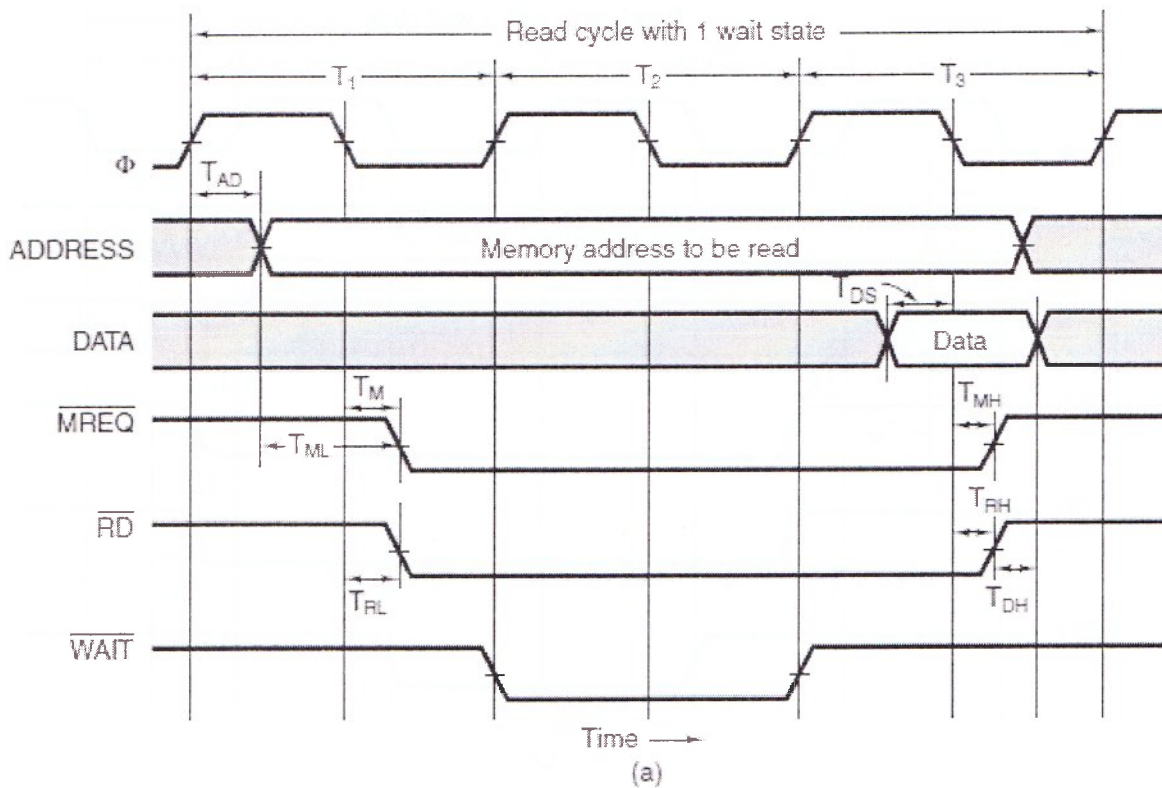
address

$\leftarrow \overline{MREQ}$

$\leftarrow T_{AD}$

start 1/2 hour countdown

6:50 arrival to eat 7:00 $\leftarrow T_{DS}$



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(b)

Midterm 330 - 530 Feb. 22
Ne 1 - 331 Wednesday

Thursday - review } Set reps
- timing diagram