STACKUP CROSSECTION - 607-1G110-1000-A00.pdf

NOTES: 1. UNLESS OTHERWISE SPECIFIED ON THE 606 FAB DRAWING: WHERE GOLD EDGE FINGERS EXIST, SPEC THICKNESS APPLIES ONLY TO THE GOLD FINGER REGION, AND DOES NOT INCLUDE SOLDERMASK.

- 2. STRIPLINE LAYERS MAY BE USED FOR PLANE REFERENCES (REF). LAYERS WITHOUT TRACES SHOULD BE CONSIDERED PLANES.
- 3. *DESIGN USES TRACE WIDTHS WITH VARIATION OF +/- 1um COMPARED TO TARGET WIDTH. CONSIDER IMPEDANCE CONTROLLED BASED ON TARGET WIDTH.
- 4. DK VALUES: IMPEDANCE CALCULATIONS ASSUME A DK VALUE BASED ON THE DISTRIBUTION OF MATERIALS AVAILABLE. THE FABRICATOR IS ALLOWED TO ADJUST TRACE WIDTHS +/- 20% FOR NOMINAL LINE WIDTHS OF >0.127mm or +/-0.0254mm FOR TRACE WIDTHS <0.127mm TO COMPENSATE FOR THE Dk VALUE OF THE ACTUAL MATERIAL USED IN THE STACK-UP.
- 5. MATERIAL: HALOGEN FREE.

Spec Thickness: 1.575

Tolerance: +0.15/-0.15

Name	Negative Artwork	Layer Usage
TOP		Signal Layer
L2		Plane Layer
L3		Plane Layer
воттом		Signal Layer

	Material				
Air					
	0.018				
	Copper .5oz (Plated)	0.043			
	Prepreg 0.0027 1080	0.069			
	0.03				
	filler 0.051	1.295			
	Copper 1oz	0.03			
Prepreg 0.0027 1080		0.069			
	Copper .5oz (Plated)	0.043			
Soldermask 0.018					
	Air				

ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS AND OTHER DOCUMENTS OR INFORMATION (TOGETHER AND SEPARATELY, 'MATERIALS') ARE BEING PROVIDED 'AS IS.' THE MATERIALS MAY CONTAIN KNOWN AND UNKNOWN VIOLATIONS OR DEVIATIONS OF INDUSTRY STANDARDS AND SPECIFICATIONS. NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY OR OTHERWISE WITH RESPECT TO THE MATERIALS OR OTHERWISE, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES INCLUDING, WITHOUT LIMITATION, THE WARRANTIES OF DESIGN, OF INFRINGEMENT, MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, OR ARISING FROM A COURSE OF DEALING, TRADE USAGE, TRADE PRACTICE, OR INDUSTRY STANDARDS.

THIS DRAWING CONTAINS INFORMATION WHICH IS THE PROPRIETARY PROPERTY OF NVIDIA CORPORATION. THIS DRAWING IS RECEIVED IN CONFIDENCE AND ITS CONTENTS MAY NOT BE DISCLOSED WITHOUT THE PRIOR WRITTEN CONSENT OF NVIDIA CORPORATION.

©1999-2014 NVIDIA CORPORATION

LEGEND:



NVIDIA Corporation 2701 San Thomas Expressway, Santa Clara, CA 95050, USA

STACKUP DRAWING - 607-1G110-1000-A00.pdf

07/20/2016 Drawing units: mm

Sheet 1 of 2

STACKUP IMPEDANCES - 607-1G110-1000-A00.pdf (Impedance Tolerance = +/- 10% unless otherwise noted)

Single Ended	SEZ	LW	Ref(above)	Ref(below)
TOP	50.0	0.112		L2
ВОТТОМ	50.0	0.112	L3	

Differential (Edge)	DEZ	SEZ LW	LineGap	NeckLW NeckLineGap Ref(above) Ref(below)
TOP	80.0	0.12	0.101	L2
TOP	85.0	0.106	0.102	L2
TOP	95.0	0.102	0.179	L2
BOTTOM	80.0	0.12	0.101	L3
BOTTOM	85.0	0.106	0.102	L3
BOTTOM	95.0	0.102	0.179	L3

LEGEND:

SEZ = Single Ended Impedance
DEZ = Differential Edge Coupled Impedance (pair on one layer)
DBZ = Differential Broadside Coupled Impedance (pair on two layers)



NVIDIA Corporation 2701 San Thomas Expressway, Santa Clara, CA 95050, USA

STACKUP DRAWING - 607-1G110-1000-A00.pdf

07/20/2016 Drawing units: mm Sheet 2 of 2