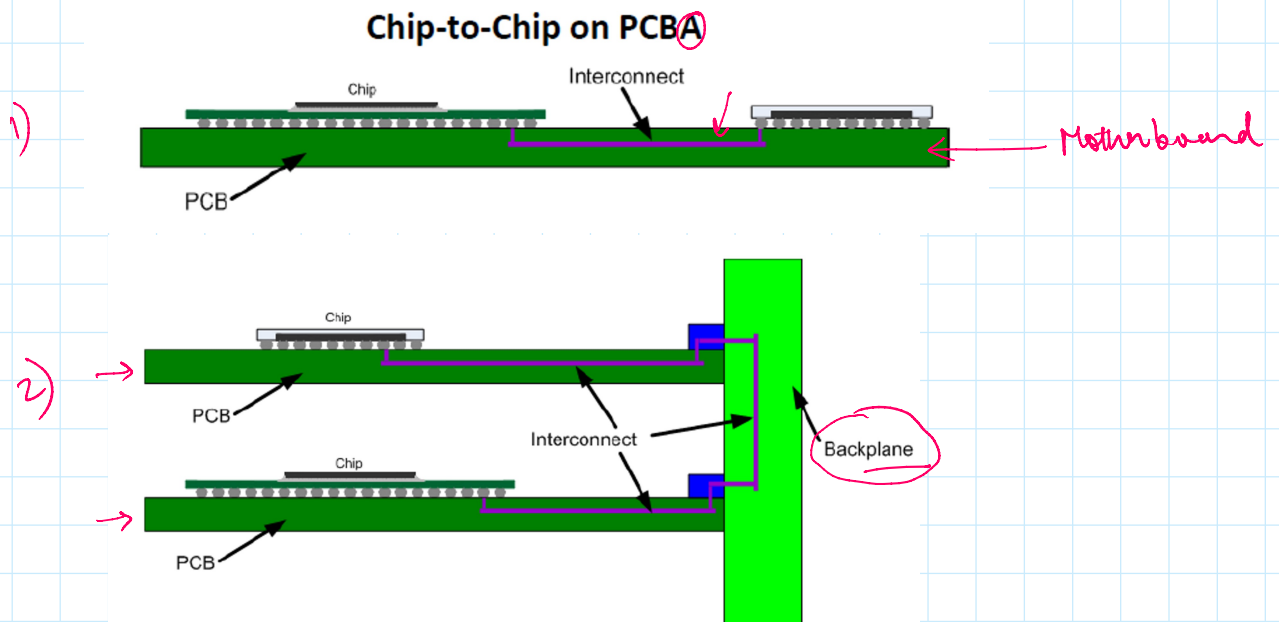
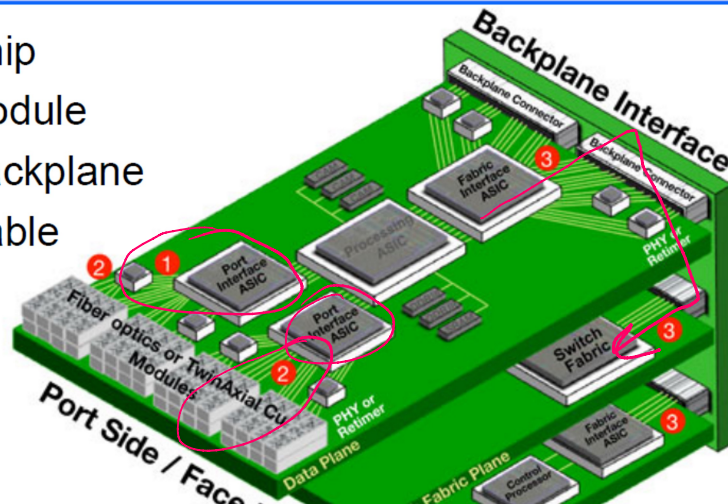


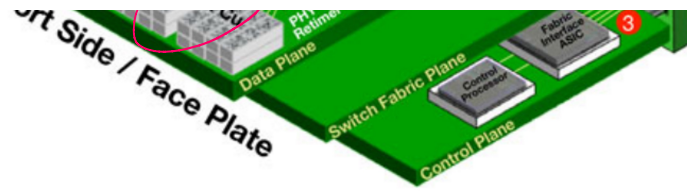
Signal Integrity : \$\$\$



### Standards categorize types of channels

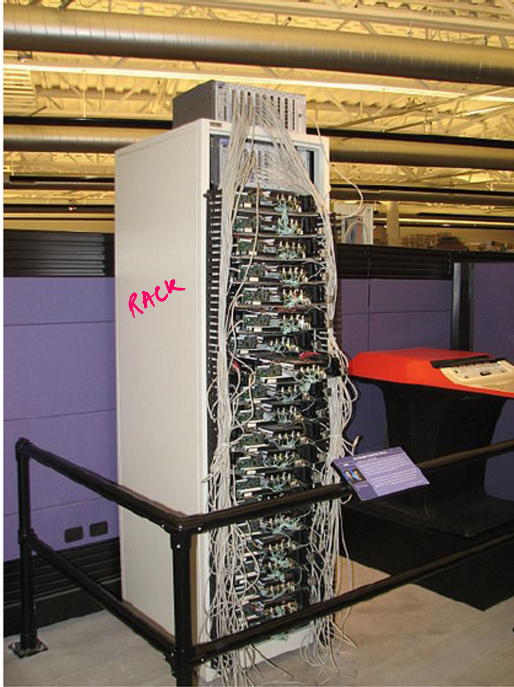
- 1. Chip-to-Chip
- 2. Chip-to-Module
- 3. Chip-to-Backplane
- 4. Chip-to-Cable





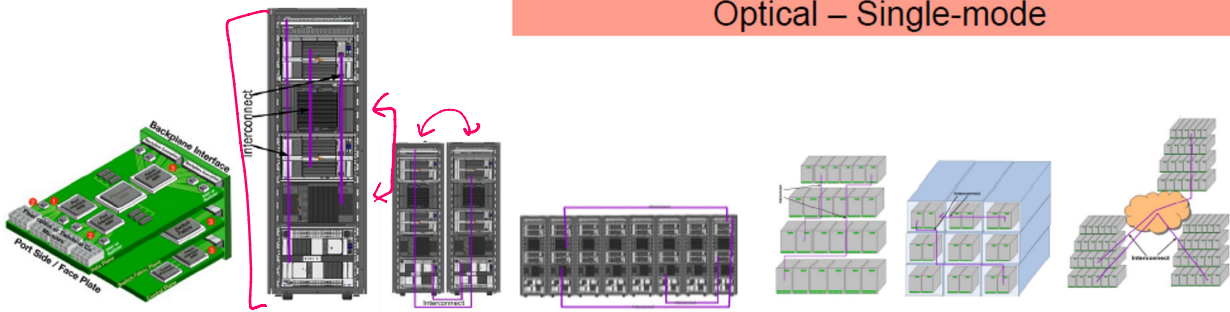
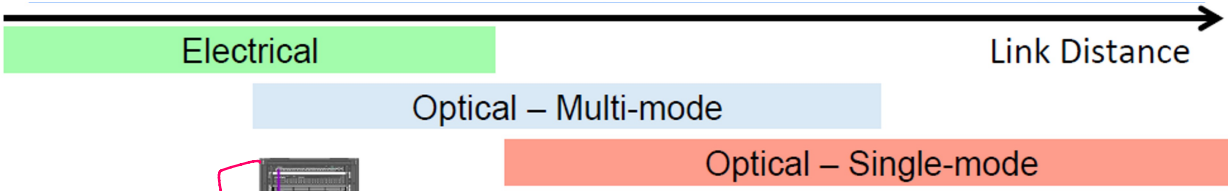
Src: <https://www.synopsys.com/Company/Publications/DWTB/Pages/dwtb-data-centers-2014Q1.aspx>

**Google's first production server (1998)**



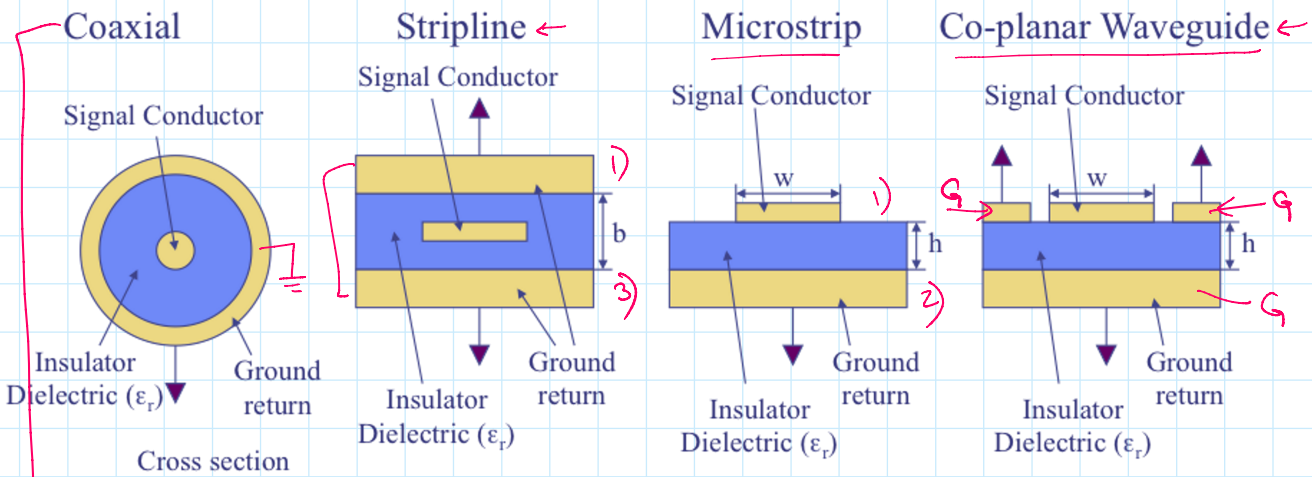
**Google's Council Bluffs datacenter (2012)**





Src: <http://www.oiforum.com/public/documents/OIF-FD-Client-400G-1T-01.0.pdf>

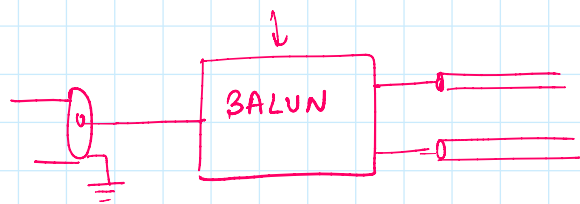
Inter Interconnect Application	Distance Up To	Types of interfaces
Chassis to Chassis within a rack ←	~ 3m	Electrical or Optical
Rack to Rack side-by-side	~ 10m ←	Electrical or Optical
Rack to Rack within a row	~ 50m	Optical (MMF/SMF)
Rack to Rack within a building	~ 100-300m	Optical (MMF/SMF)
Rack to Rack within a data warehouse	~ 1,000m	Optical (SMF)
Rack to Rack within a campus	~ 2km	Optical (SMF)



Un balanced line

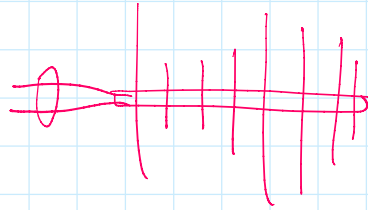


Balanced Line

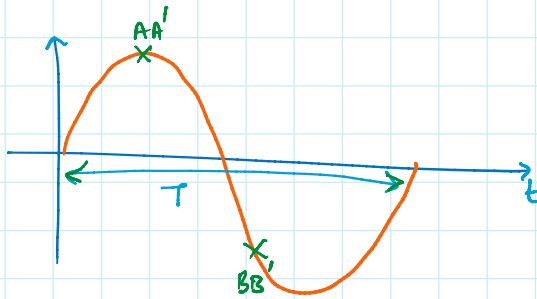
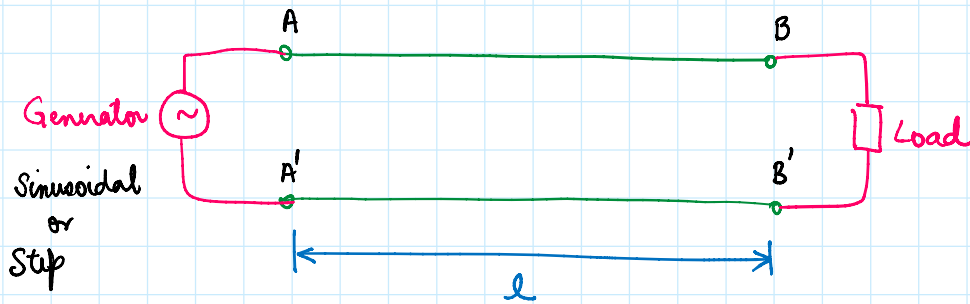


Antenna

Yagi Uda Array



## Tranist Time Effect.



$T_r$  = Time taken by the signal to go from point  $AA'$  to  $BB'$

If potential at  $AA'$  is different than potential at  $BB'$  at a particular instant of time. Then we consider pair of wires as a transmission line.

$T \gg T_r \rightarrow$  Ignore the tranist time effect.

$T \gg \frac{l}{v} \rightarrow 30 \text{ cm/ns}$   
 ↑  
 time period of the signal

$$\frac{1}{f} \gg \frac{l}{v}$$

$$\lambda = \frac{v}{f} \gg l$$

↓  
wavelength

$\lambda \gg l \rightarrow$  Neglect the tranist time effect



→ ⇒  $\lambda \approx l$  → Can't neglect

Observation: AS  $f \uparrow$ ,  $\lambda \downarrow$  → for the same communication distance, transit time effect is more prominent.

Component size & wavelength.

$$10 \text{ GHz} : \lambda = \frac{c}{f} = \frac{30 \text{ cm/ns}}{10 \text{ GHz}} = 3 \text{ cm}$$

$$1 \text{ GHz} : \lambda = 30 \text{ cm}$$

$$100 \text{ MHz} : \lambda = 300 \text{ cm}$$

