

# 3 Simulation examples

	BT filter BW (UI)	Sinusoidal Jitter (S)	DCD (UI)	Random jitter (UI)
Case 1	0.41	0.10	0.05	0
Case 2	0.41	0.05	0.10	0
Case 3	0.42	0.05	0.075	0.075

- The next 3 slides show 3 recipes that meet the stressed receiver eye mask
- These are Cadence Spectre simulations based on a PRBS9 pattern (to limit simulation time)
- The First parameter/column is the -3dB frequency corner of the 4th order Bessel-thompson filter expressed in UI.
- The Second parameter/column is the sinusoidal jitter amplitude “S” (@ 1Ghz)
- The Third parameter/column is Duty Cycle distortion
- The Fourth parameter/column is random jitter (Adding sinusoidal amplitude interferer is difficult in simulation)
- My thanks to Jeff Sanders (Inphi) for these simulations

data\_eye\_ac

# Case 1

