

Tuesday, May 22, 2012

## **Nanosecond**

Sometimes it's quite handy to have a good explanation, why distance equals time, and why this is important in computing. RDML Hopper finds a 30 cm cable quite useful in order to explain that. Thanks to Youtube i find it really useful that there is now the opportunity to let her tell this for herself. Perhaps it would be really quite useful to have some nanoseconds on your desk. Or threehundred metres Cat7 to demonstrate a microsecond.

Posted by Joerg Moellenkamp in English, The IT Business at 19:58

I remember this being drummed into us during Digital Design at Uni. It's important to consider it when laying out PCB tracks.

alan.

Anonymous on May 23 2012, 00:11

She was great.

I was fortunate enough to sit next to her for a cross country plane ride in the 1980s. I had already seen her once before and knew her nanosecond speak. She was very gracious and we discuss computers for several hours. Gave me a handful of "nanoseconds" before we got off the plane.

This is why our approach of working on the hard part of the problem, the parallel processing part will ultimately pay off.

Frequency is a dead end at some point and further gains in compute power will come from the easiest and best implemented parallel effort. Our method of matching software and hardware threads is the key to unlocking massively parallel computing.

Anonymous on May 25 2012, 00:26

I've been re-using her comparison many times already, when people complained that "the computer industry has stalled. we've seen 50% speed increases each year before, and now they're drumming along on their 3GHz for ages..." Showing someone that their 3GHz is actually just a few inches tends to open some eyes.

The most eye-opening reply I got to that, was along the lines of "what's physics got to do with that? chips are electrical.." some people are hard to convince that physics affects more than just moving parts.

Anonymous on May 26 2012, 15:22