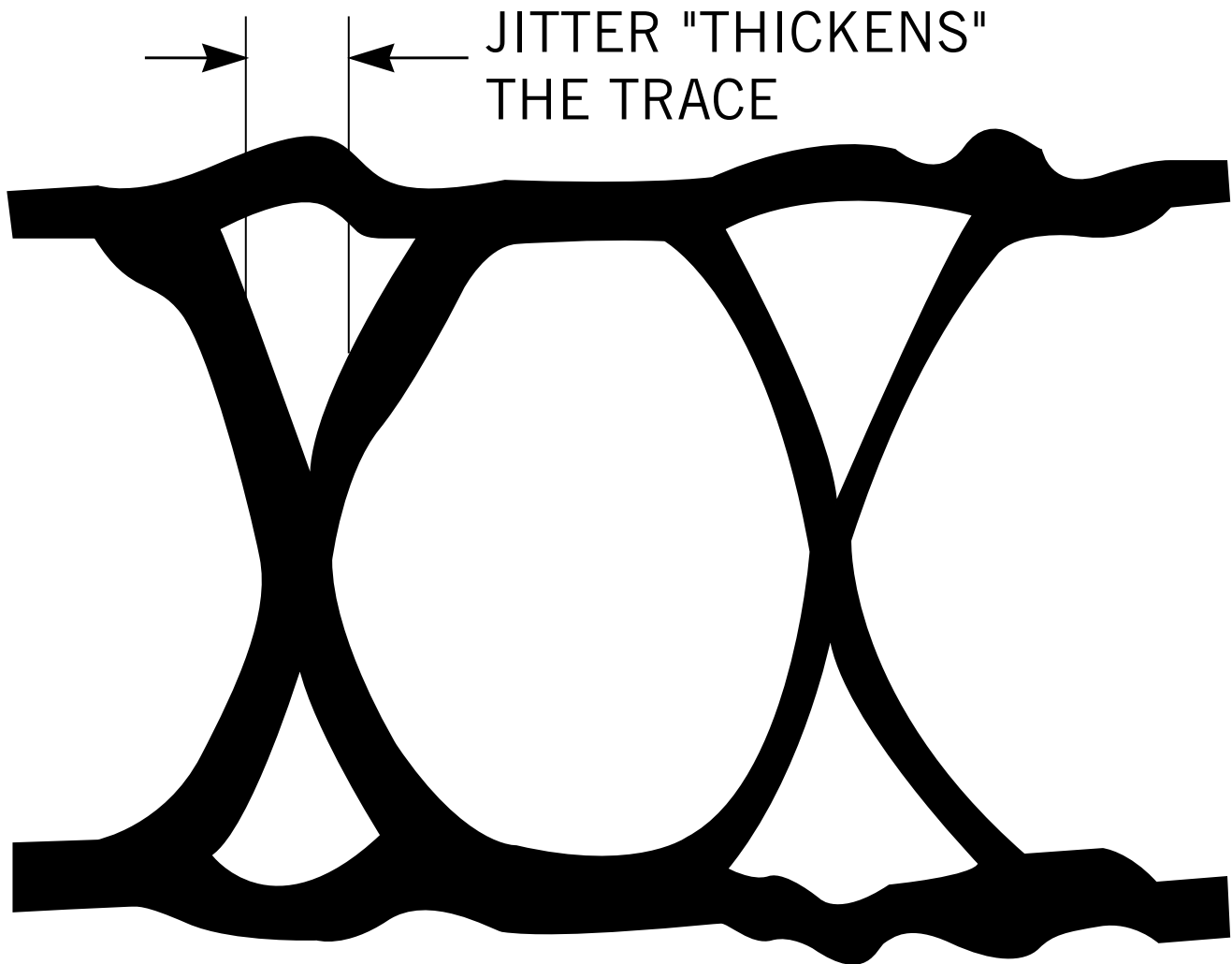


Figure 1



**The familiar eye diagram, obtained by overlaying multiple UIs (unit intervals), shows much about your signals. You can see the rise and fall times and how jitter displaces the state transitions. The clearances between the waveforms and the specified forbidden region in the middle of the eye give you some idea of how closely system performance comes to not meeting the spec. But when the spec defines acceptable performance as no more than one error in a trillion UIs, you need a more rigorous tool.**