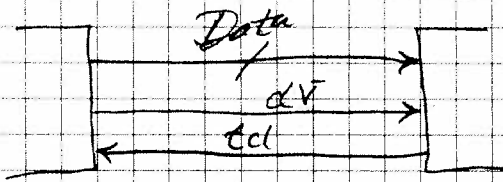


Asynchronous Signaling (Delay Insensitive)



Synchronizers: Communicate every clock cycle
What if you don't know how fast the other side is?

Requires Timing Handshake

