

Front Side Bus

- FSB Architecture,
 - Architected and uniquely designed to meet throughput and latency requirements of the XBOX 360™ gaming platform
- FSB Unit
 - Common design for CPU and GPU
 - Asynchronous interface between FSB and Application domain
 - Automatic link initialization
 - Two Virtual Channels
- Transaction Layer
 - Common interface to application layer in CPU and GPU for transaction handling
 - Performs command reordering and tracking
- Link Layer
 - Accepts commands from transaction layer and builds FSB packets
 - Decodes FSB packets; performs consistency checks
 - Interfaces to FSB Physical Layer

