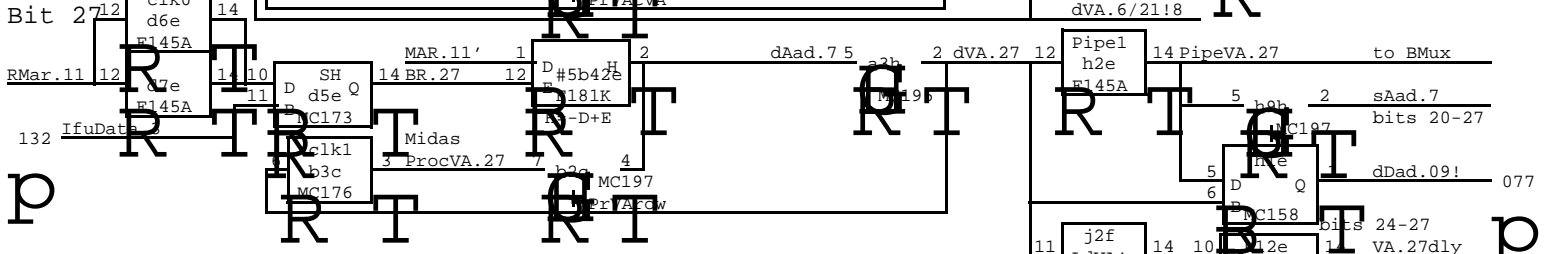
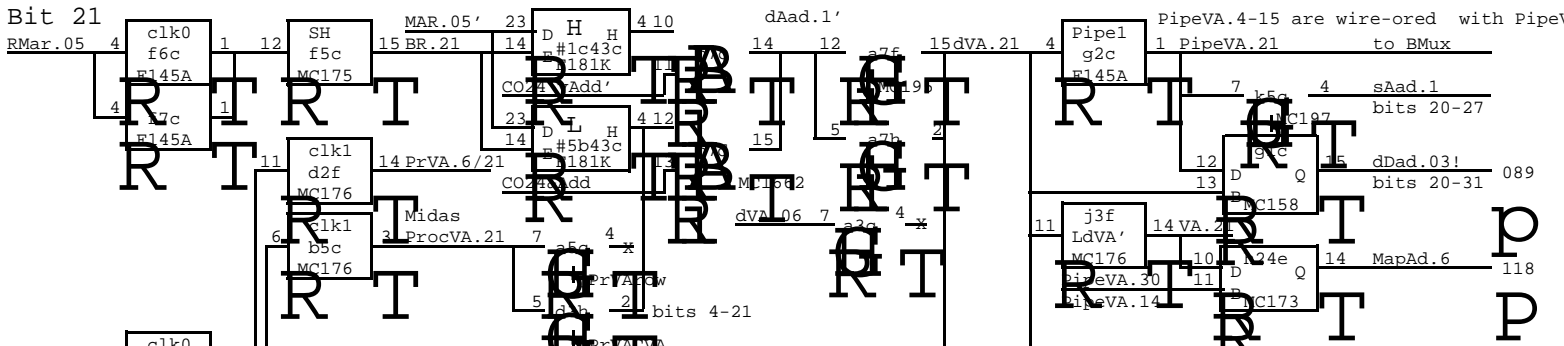


D O R A D O   S C H E M A T I C S

M e m o r y   C o n t r o l

Table of contents

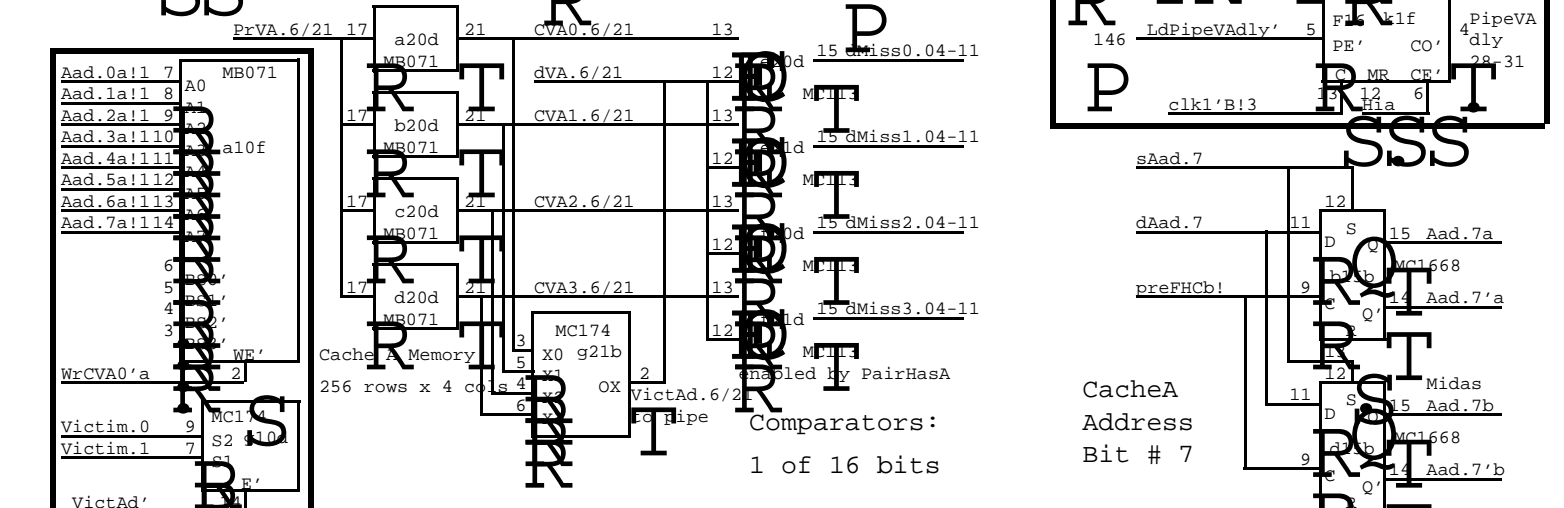
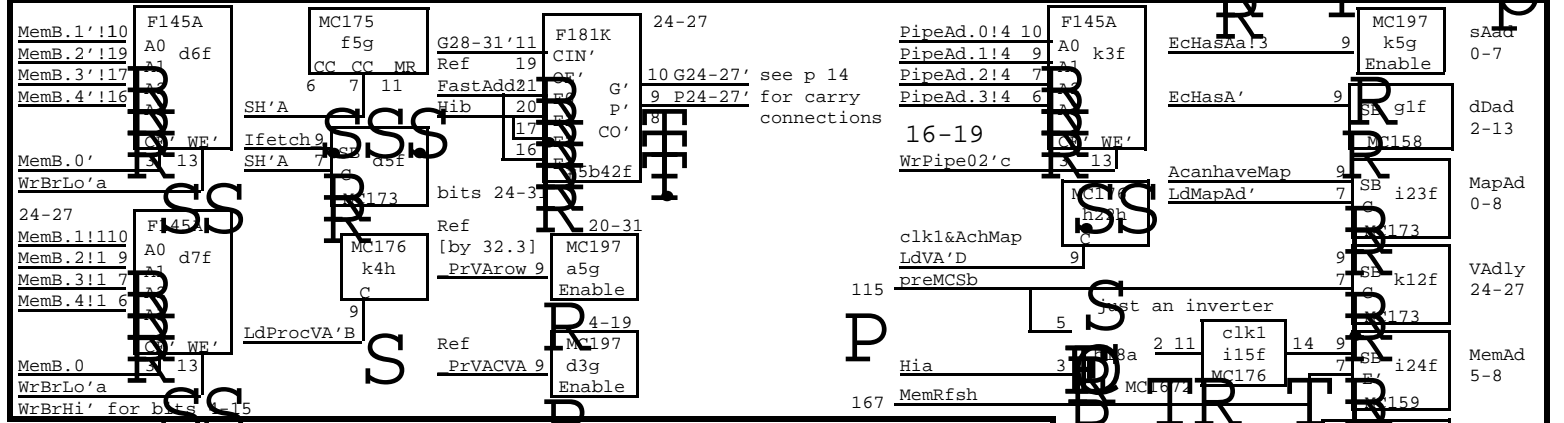
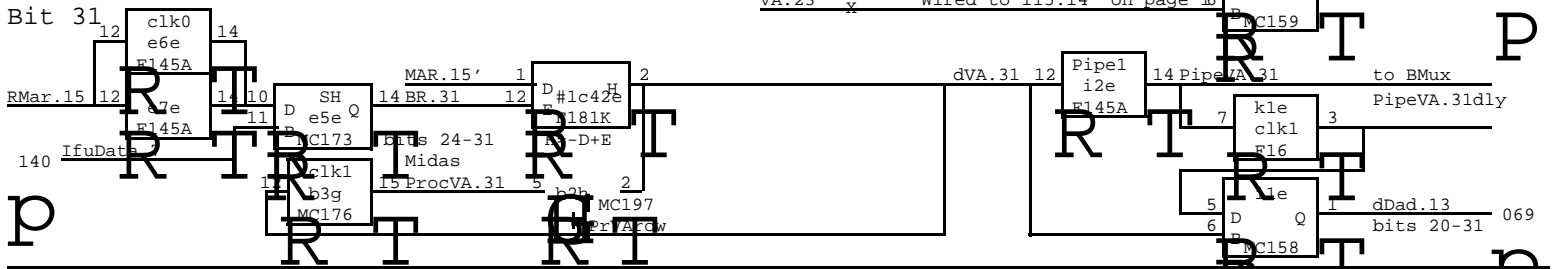
	<u>TITLE</u>	<u>Page</u>
Data paths <small>complete except for repetitions of address bits</small>	Main data path bits 21,27,31; A address bit 701	01
	A memory and comparator bit 6	
	Cache flags, column 0 and common	02
	Cache flags, columns 1-3	03
	Victim and next victim	04
	Cache A parity, control pipe, Mcr	05
	Mar and BMux drivers and receivers	06
Bit slices <small>for address bits</small>	Main data paths, 04-11	07
	12-19	08
	20-25	09
	26-31	10
	Cache A memory and comparators, 04-11	11
	12-19	12
	Cache A memory addressing	13
	Pipe and BR addressing, carry logic and data path control	14
Control	Miss and hold	15
	Ref decoding	16
	Pair	17
	Next	18
	FF decoding	19
	Midas control and multiplexors	20
	Clock distribution	21
	Layout	22
	Loading Information	23
	Multiwire rev changes	24



Main data path:

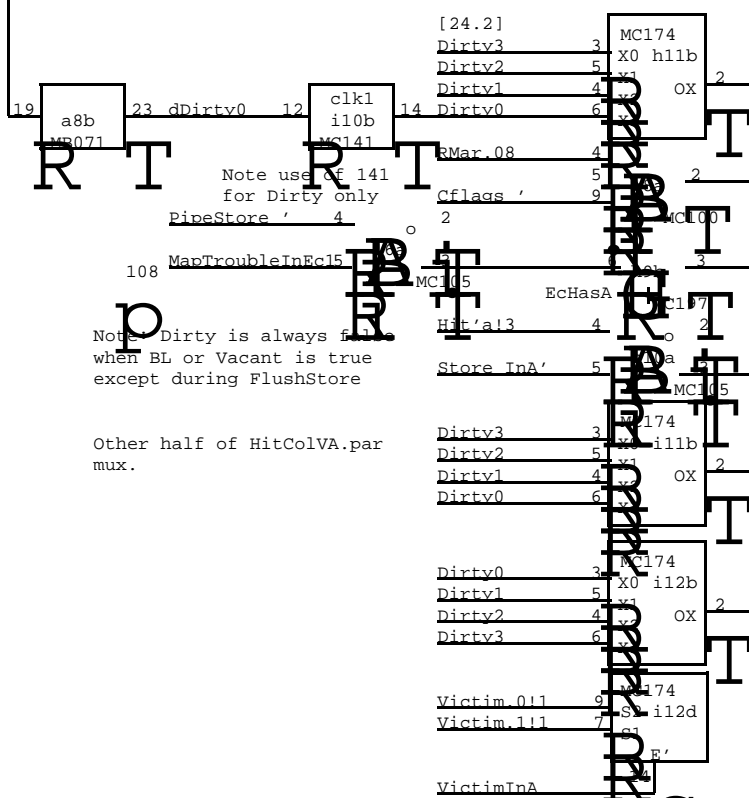
3 out of 28 bits (4-31)

(256 word Pages out leg



BMux

NewDirty [by 30.0] [30.1]



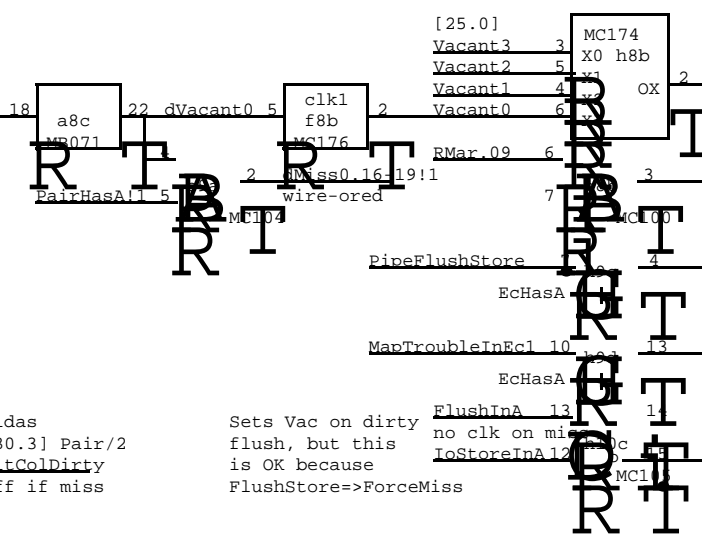
Note Dirty is always false when BL or Vacant is true except during FlushStore

Other half of HitColVA.par mux.

once only

BMux

NewVacant



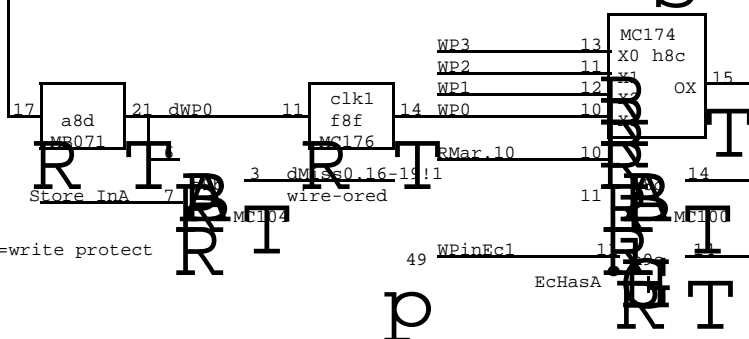
Sets Vac on dirty flush, but this is OK because FlushStore=>ForceMiss

Midas [30.3] Pair/2 HitColDirty off if miss

[29.0] Pair DirtyVicOrAB!2 wire/or with AfreeOrEc'

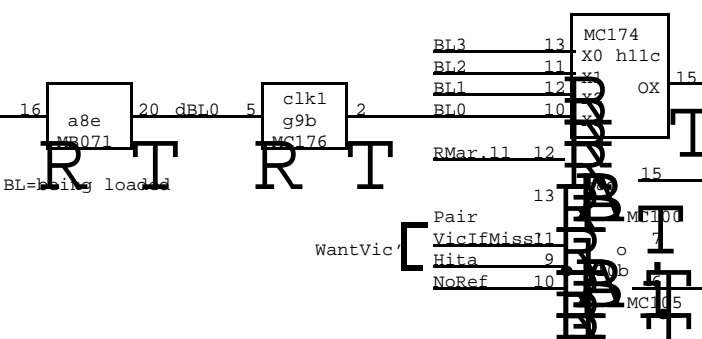
once only

BMux NewWP [30.3]



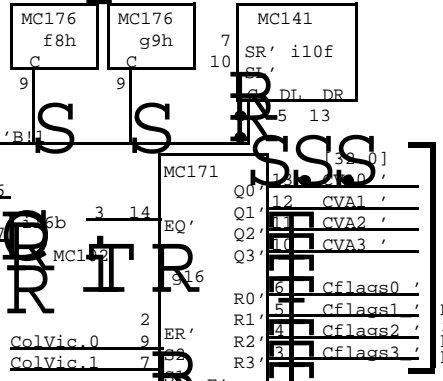
WP=write protect

BMux NewBL



BL=being loaded

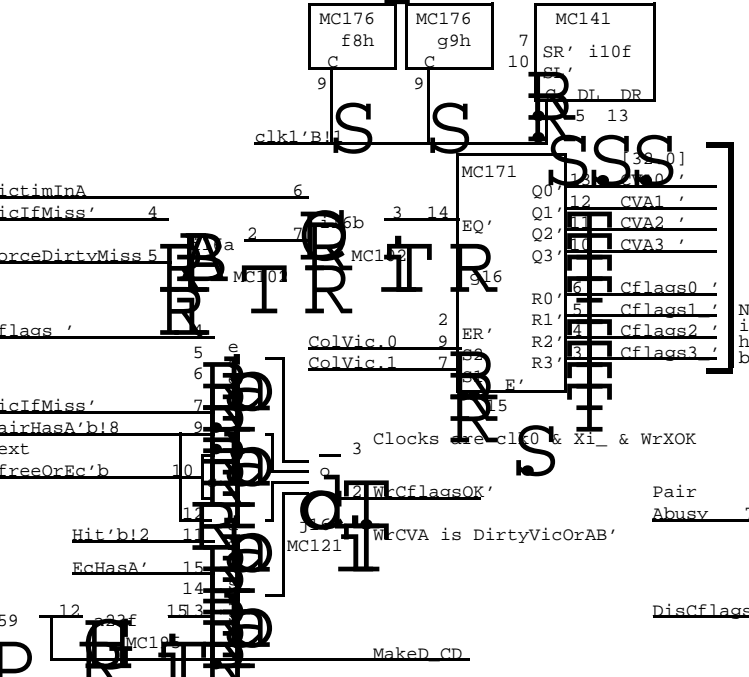
WantVic'



Gates for clocks

Note that CVA is written on hit - peculiar but harmless

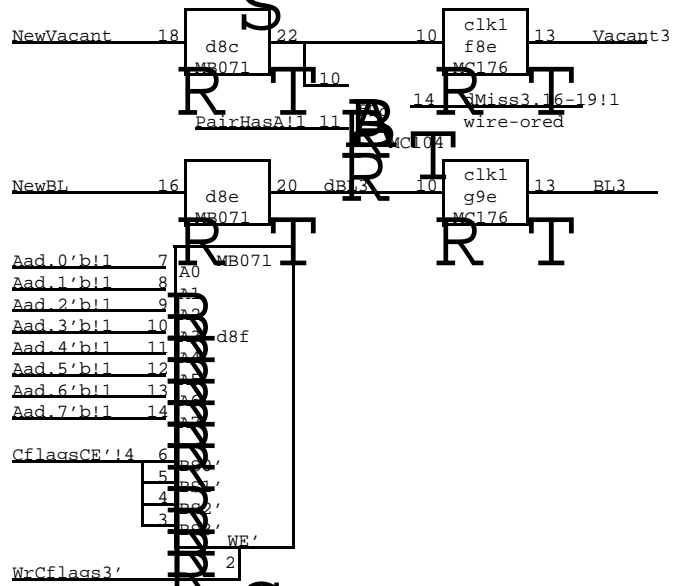
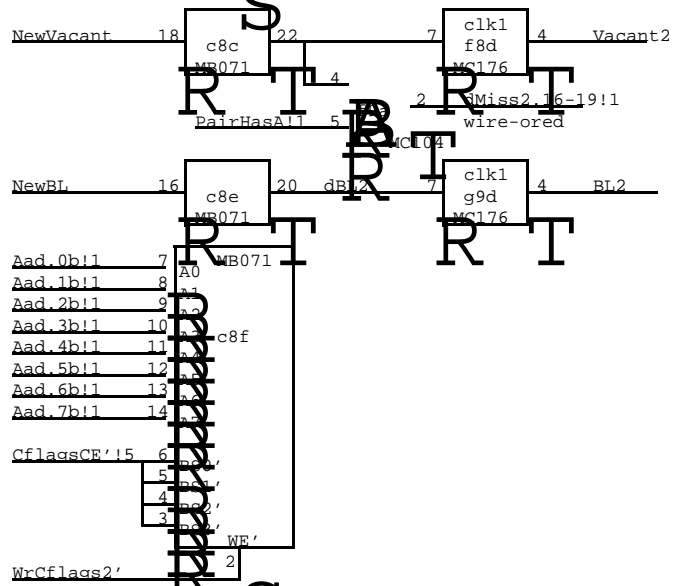
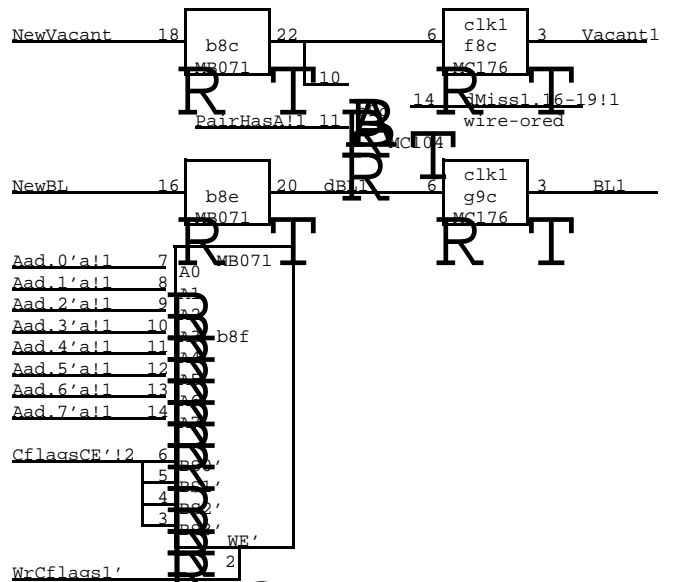
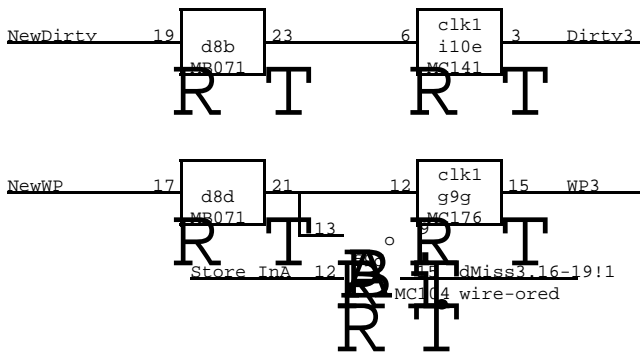
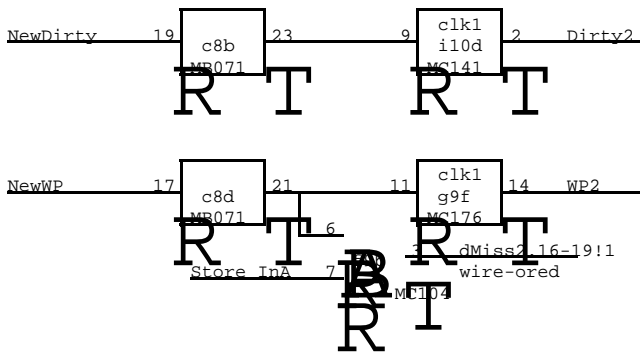
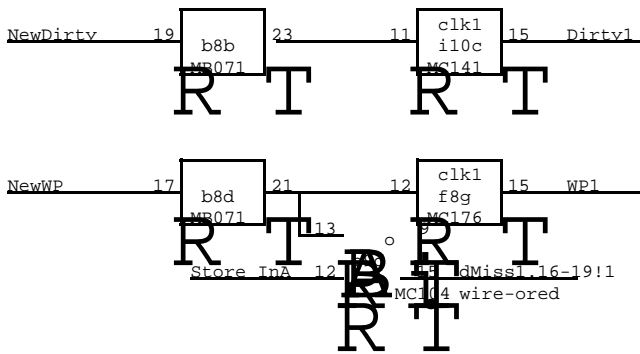
3 Clocks are cl#0 & X1\_ & WrXOK

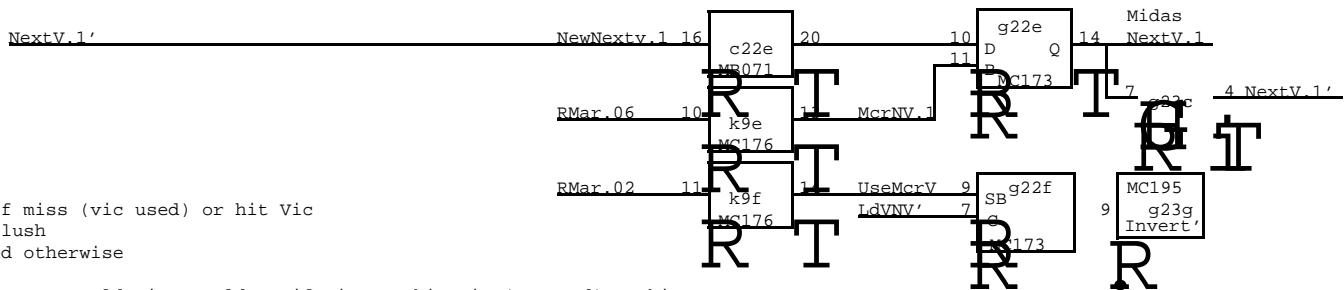
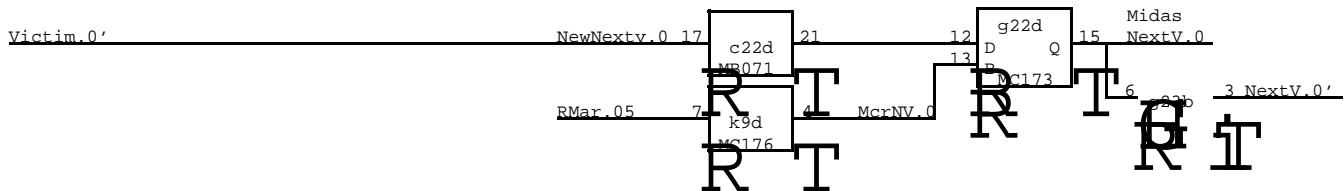
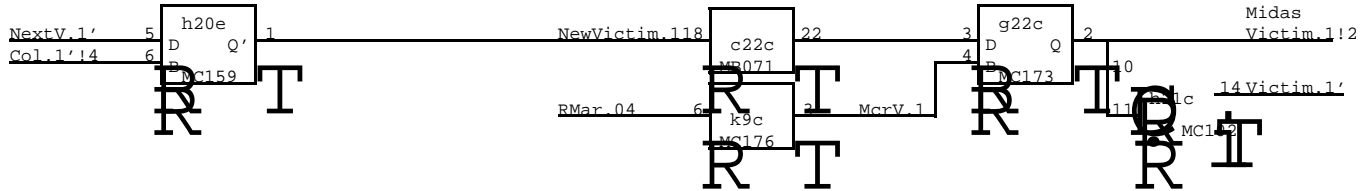
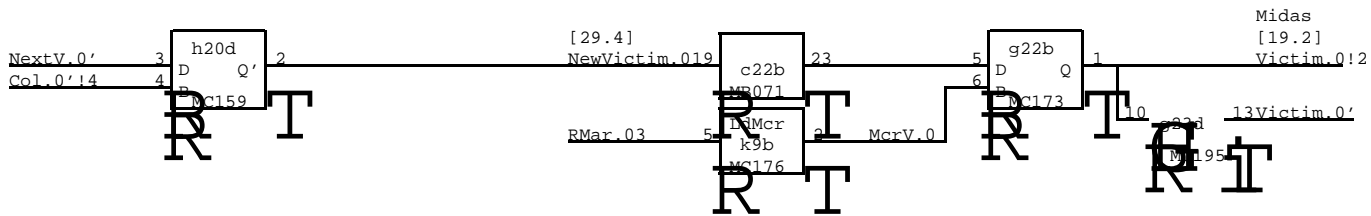


Force BL off when A is idle



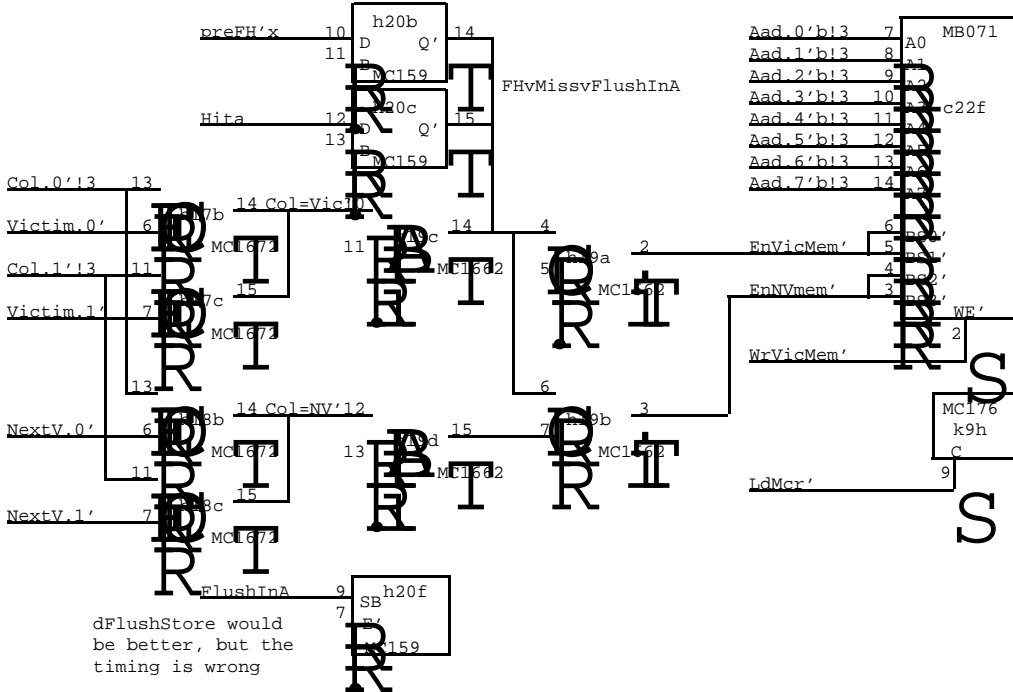
XEROX PARC	Project Dorado	Drawing Cache flags	File MemC02.sil	Designer Lampson	Rev Be	Date 7/30/85	Page 02
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New Vic\_ old NV if miss (vic used) or hit Vic  
Col if flush  
unchanged otherwise

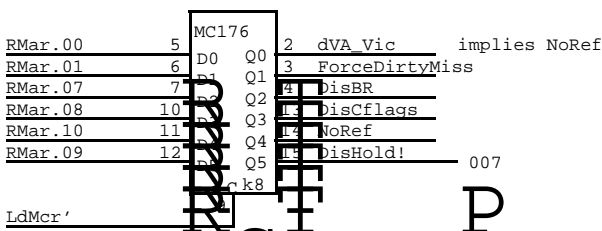
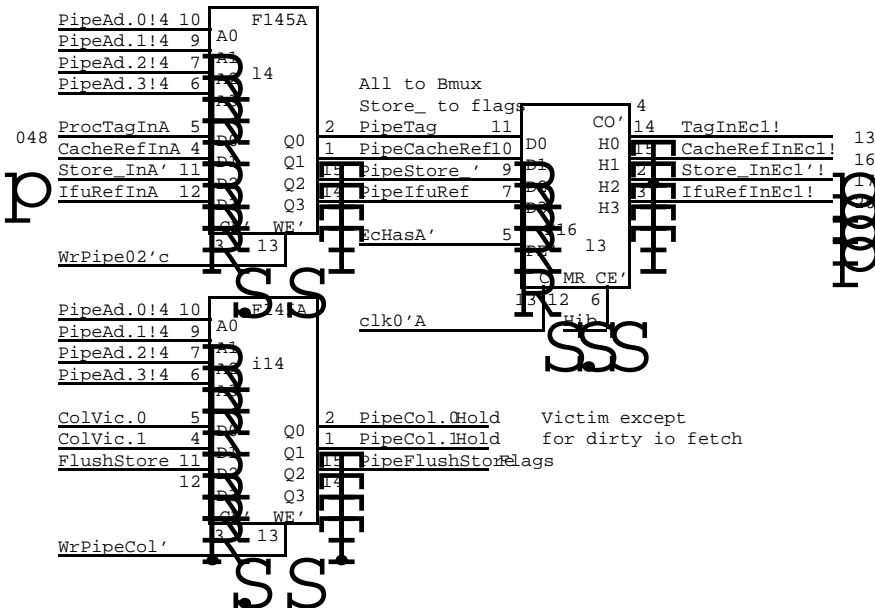
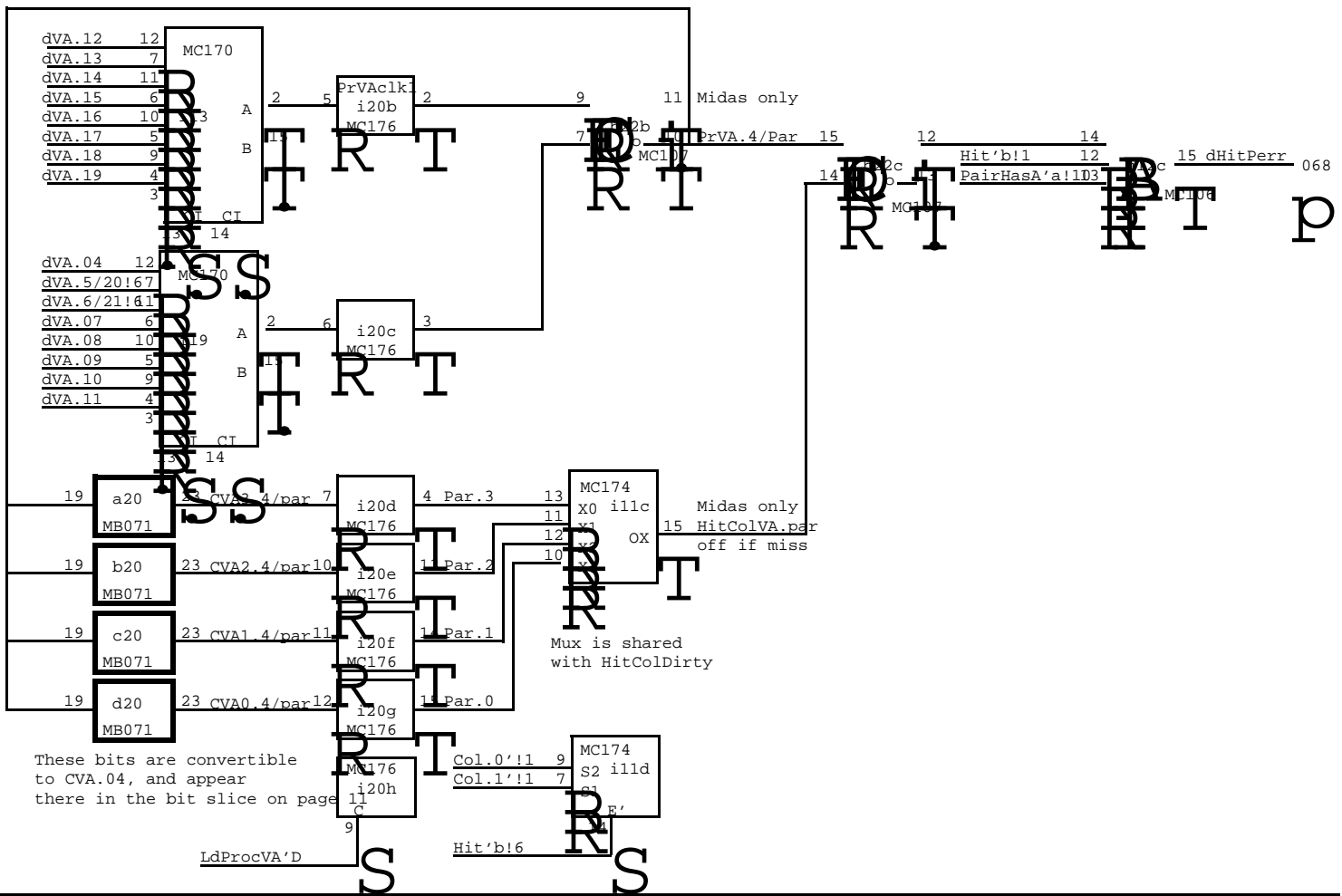
New NV\_ something not = old Vic or old NV if miss or hit Vic (NV used) or hit NV  
unchanged otherwise (except for flush, which is an accident, not important)



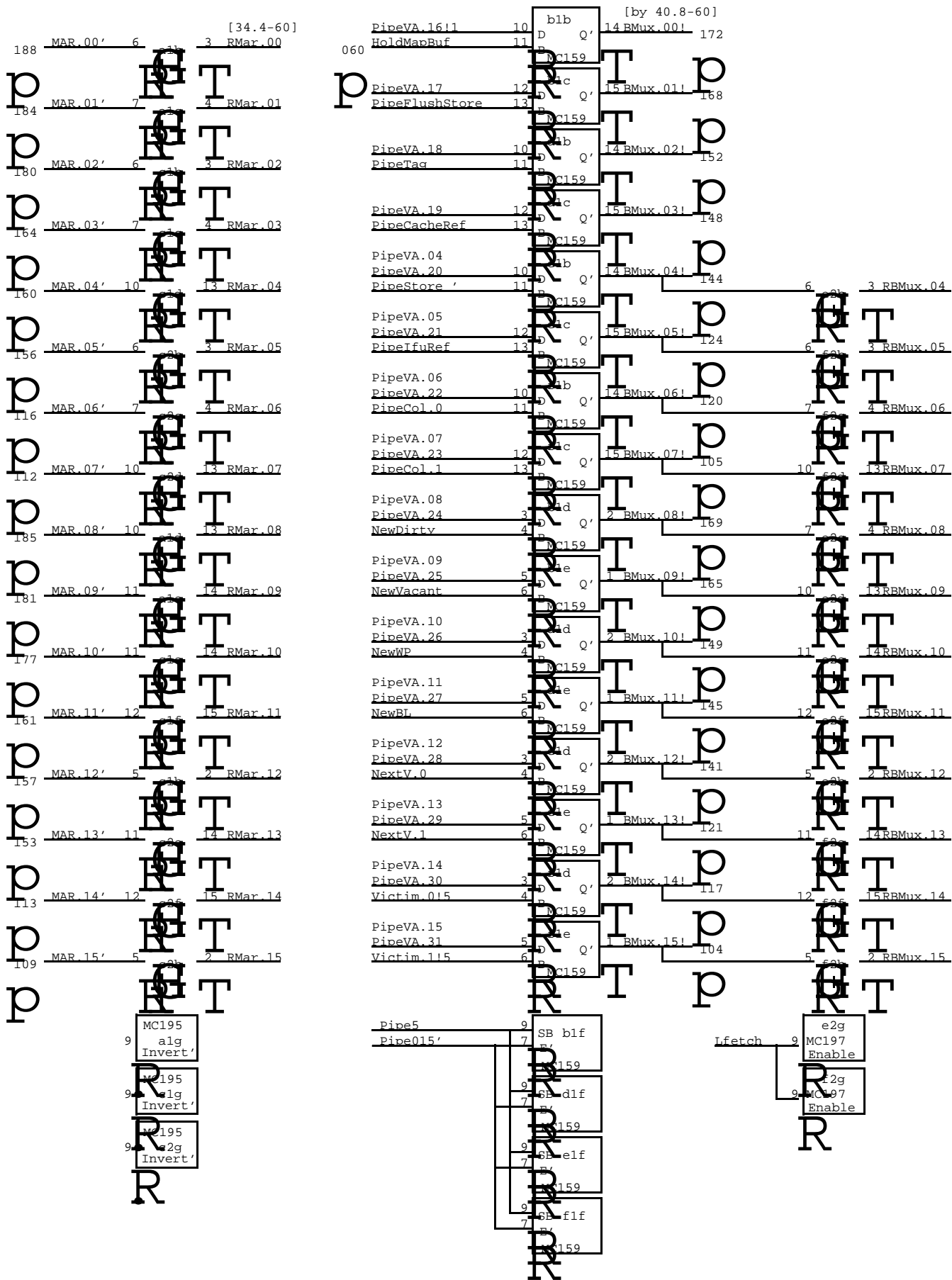
The Victim memory is written on a CacheRef, PreFetch or IfuRef that misses, and on any FlushStore or Flush\_.

For a Flush\_, Victim is first written with 0 on a miss or with the column of the hit. NextV is garbaged at the same time. On a dirty hit, a FlushStore follows, smashing Victim and NextV again.

dFlushStore would be better, but the timing is wrong

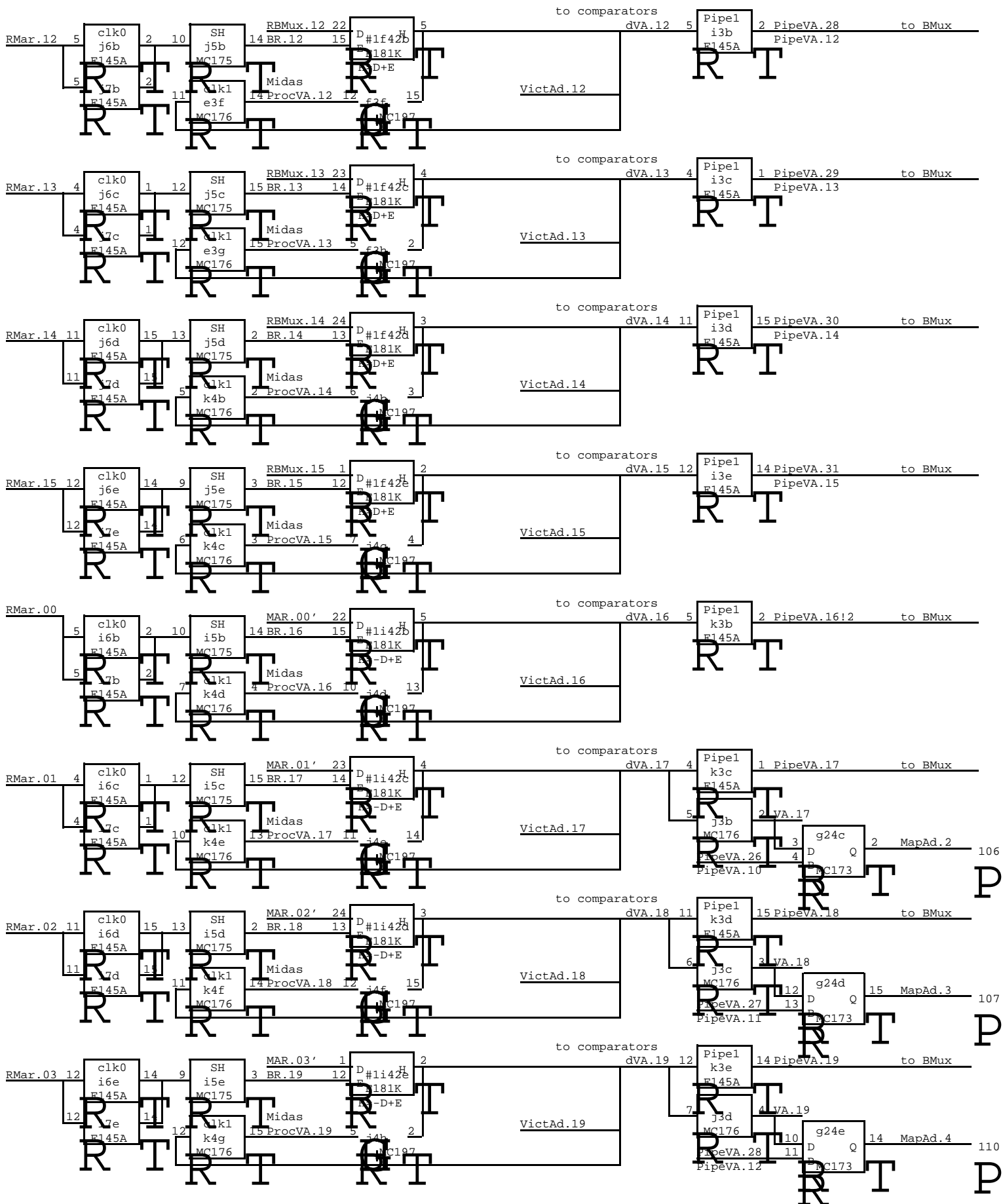


Mcr also includes 5 bits on page 4

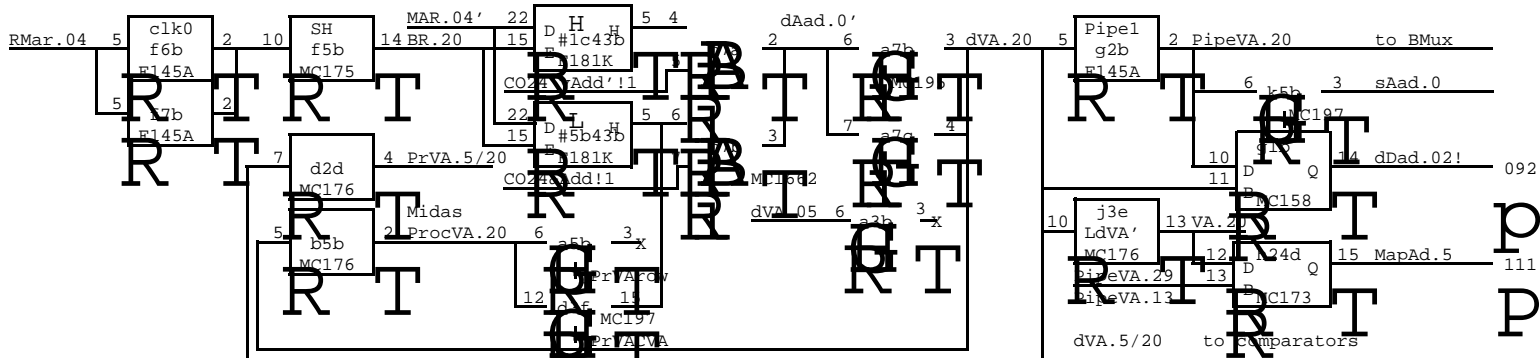




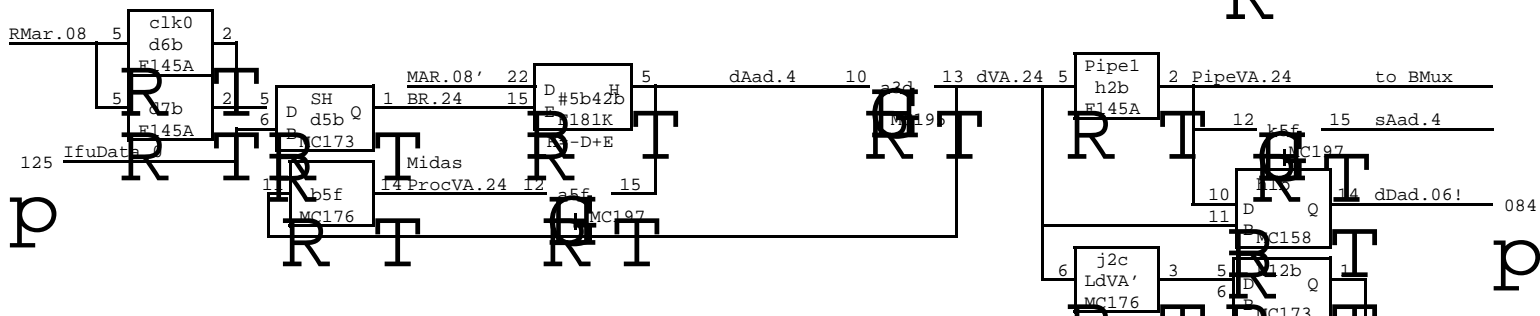
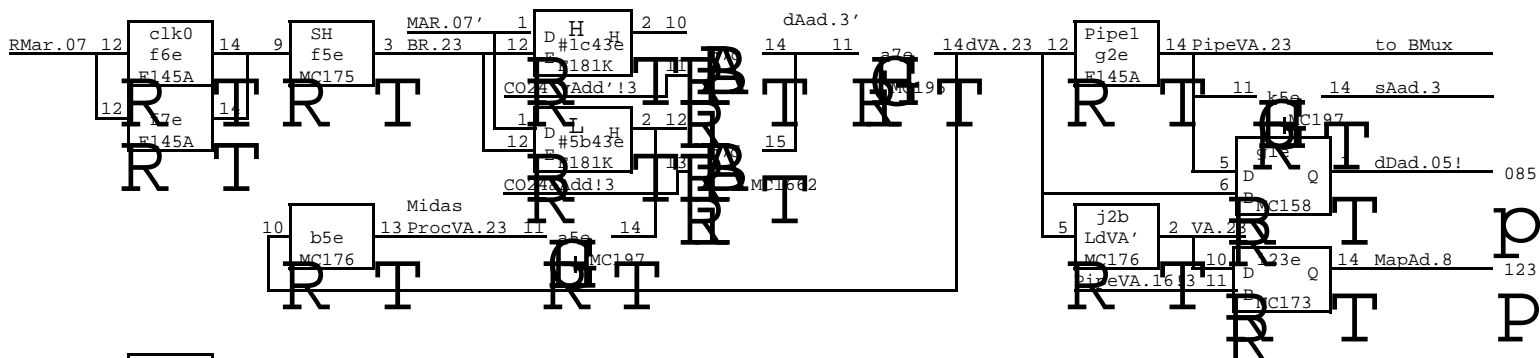
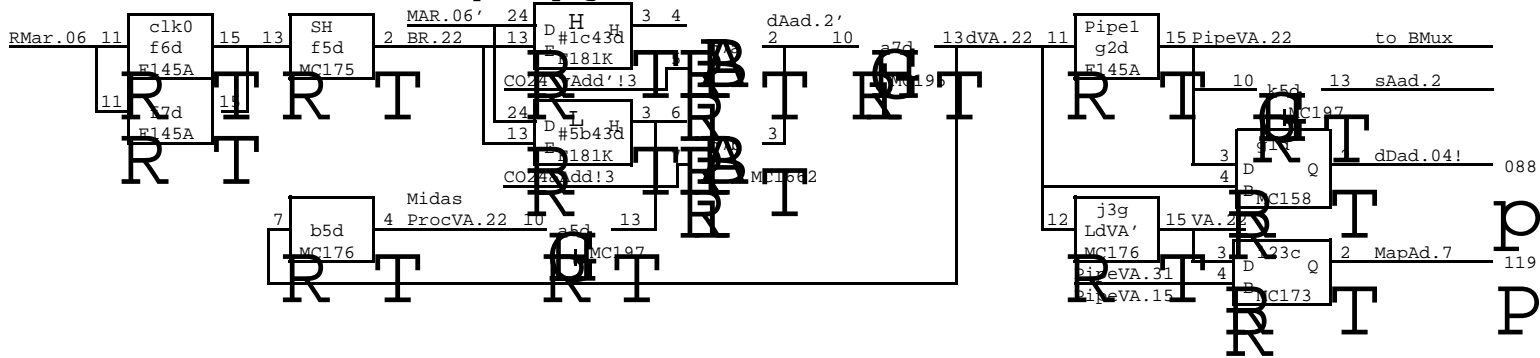




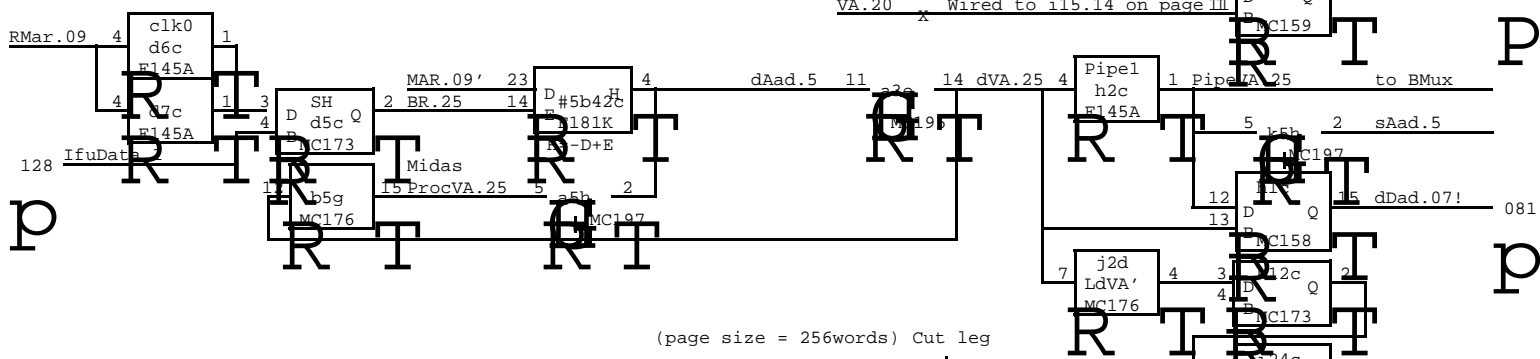
XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARCb	Dorado	Main data paths: 12-19	MemC08.sil	Lampson	Be	7/17/85	08



Bit 21 is shown in the summary on page 4

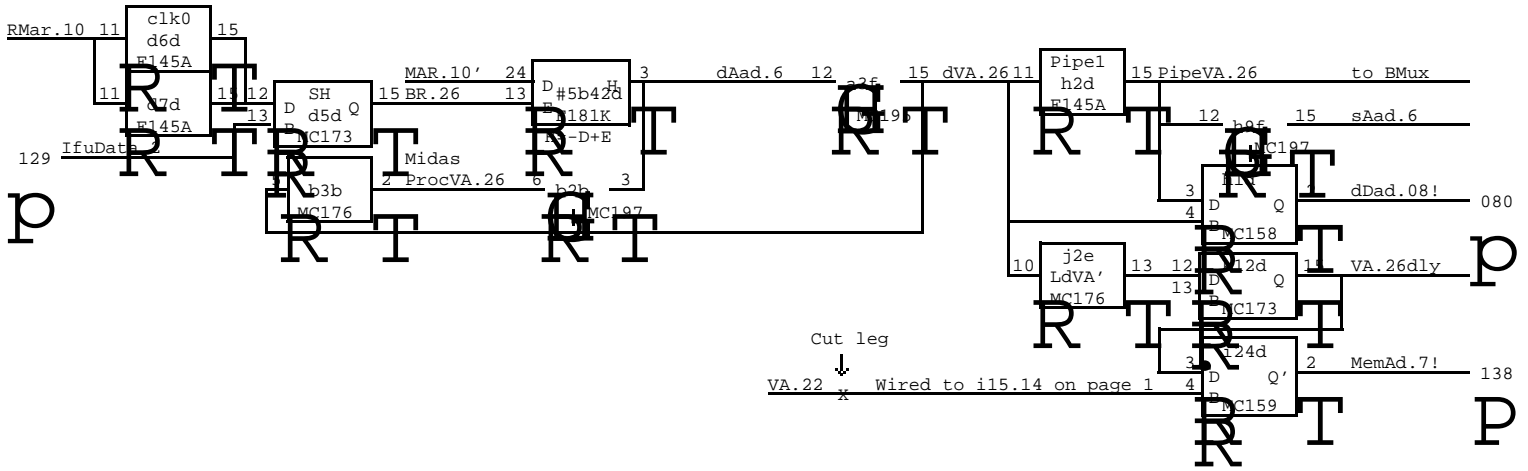


(page size = 256words) Cut leg

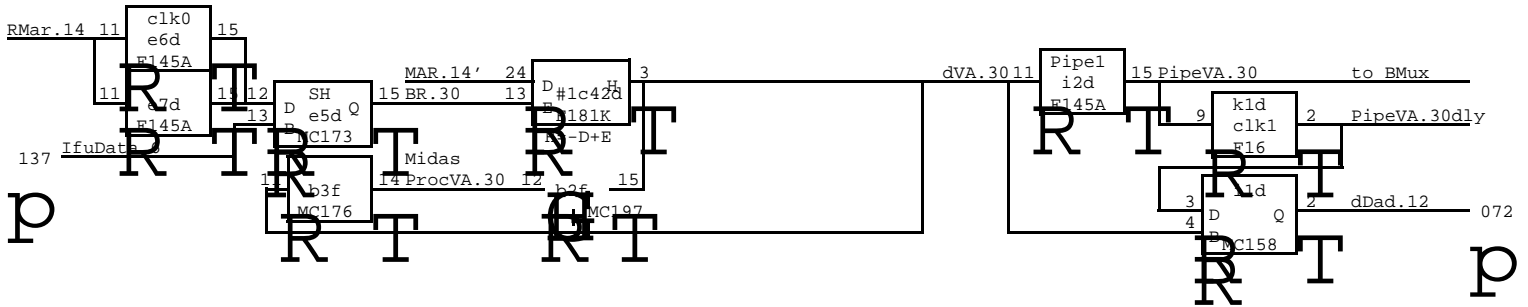
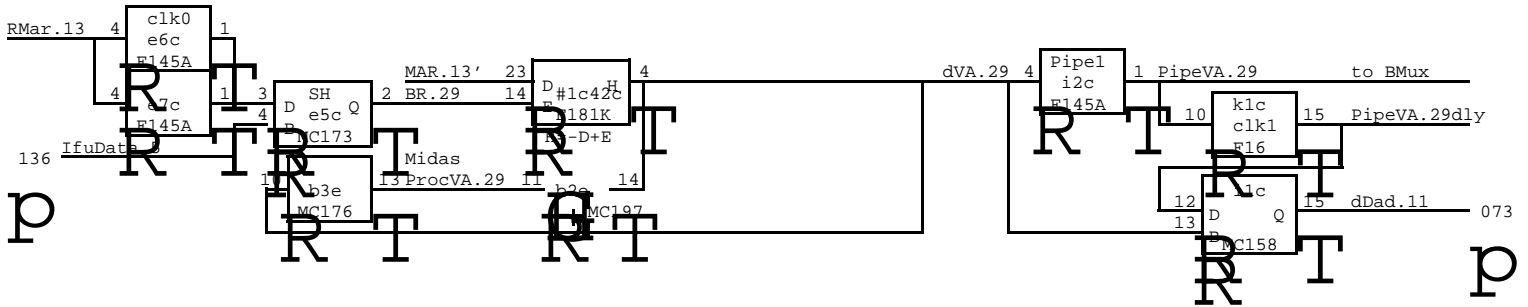
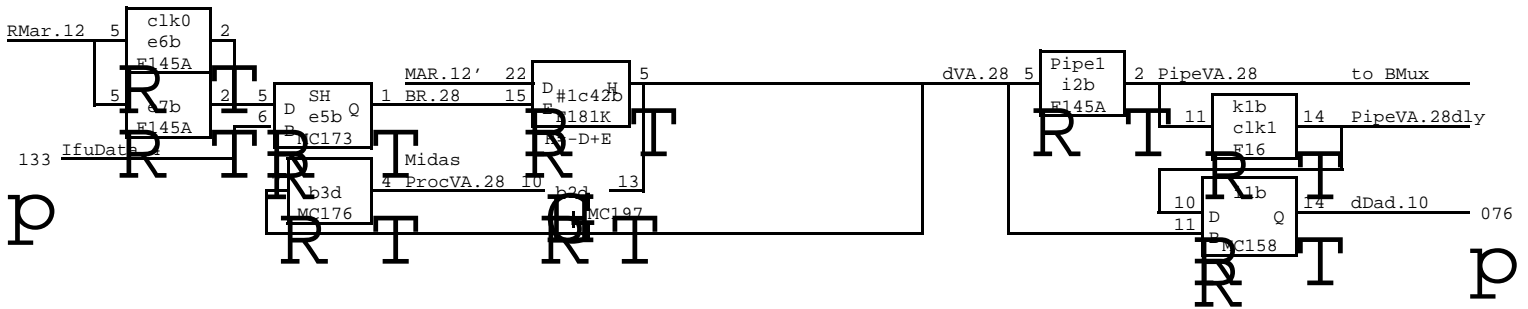


(page size = 256words) Cut leg

XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARC	Dorado	Main data paths: 20-26	MemC09.sil	Lampson	Be	7/11/85	09

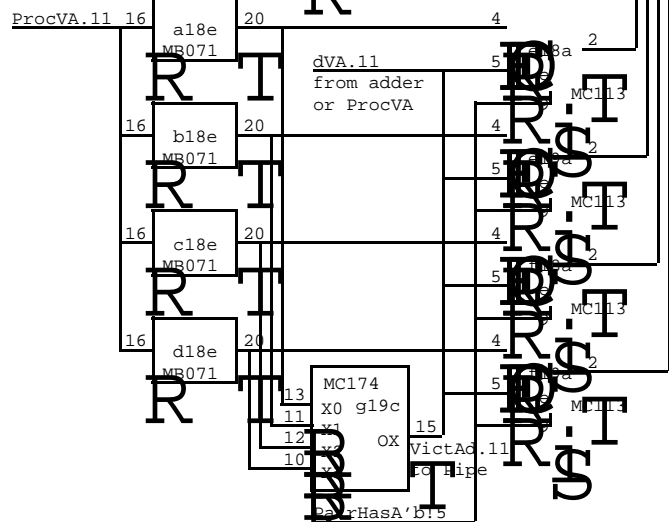
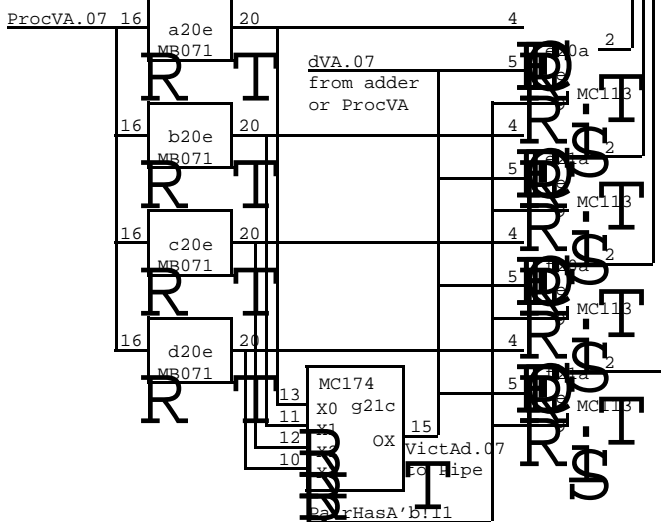
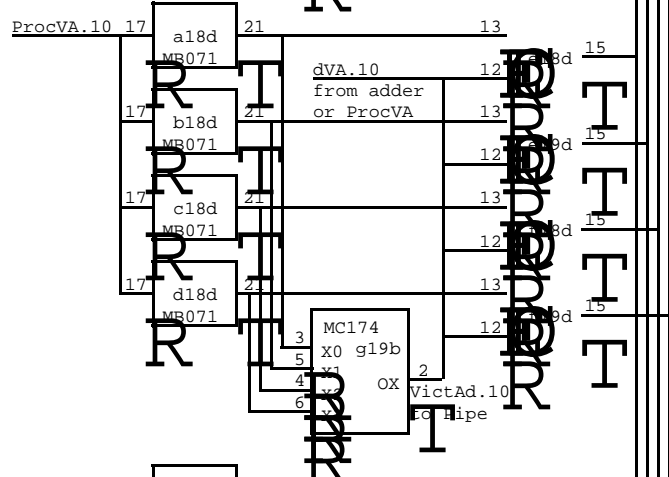
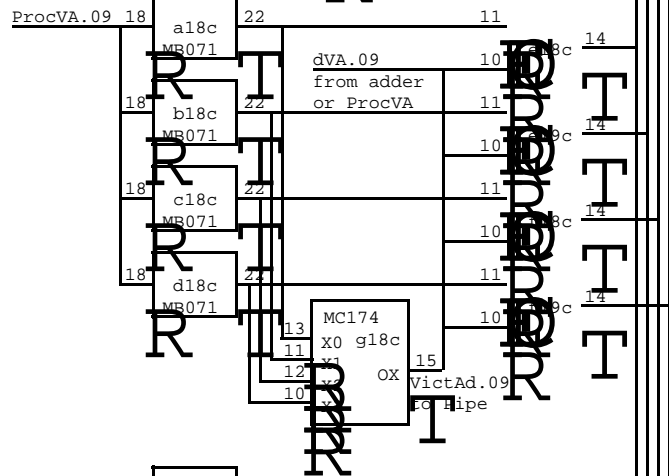
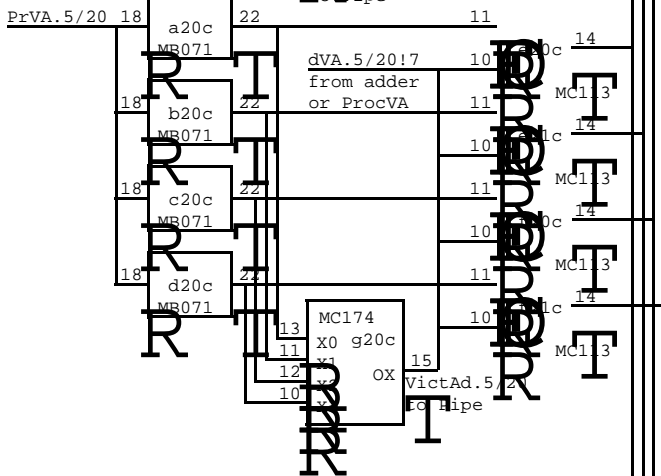
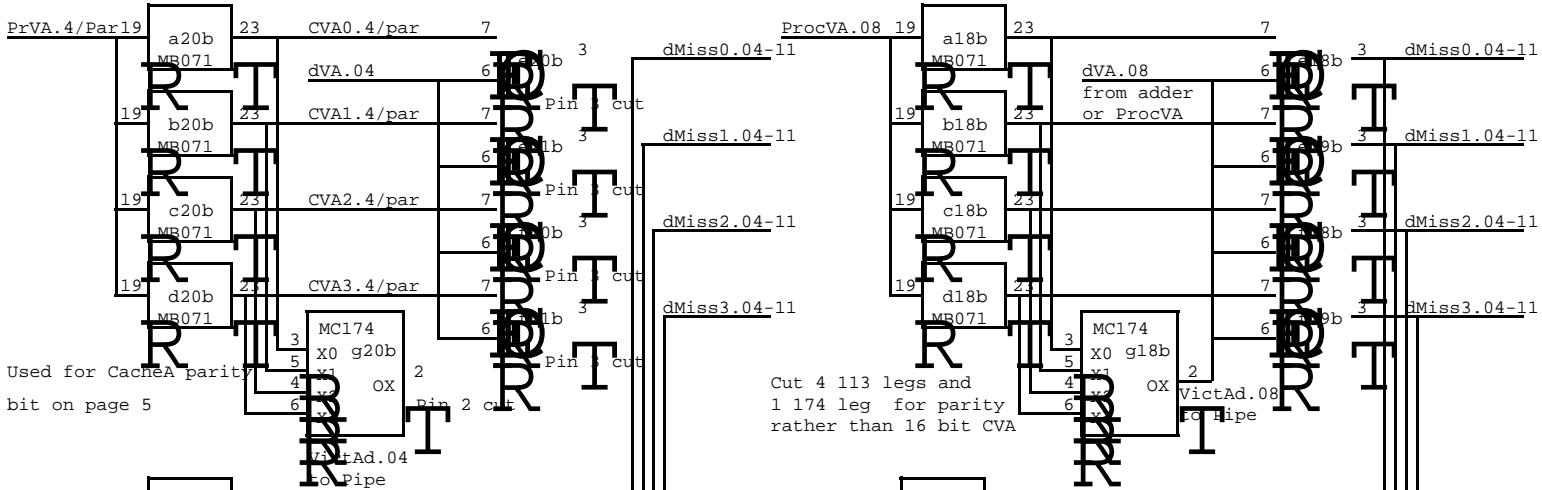


Bit 27 is shown in the summary on page 1

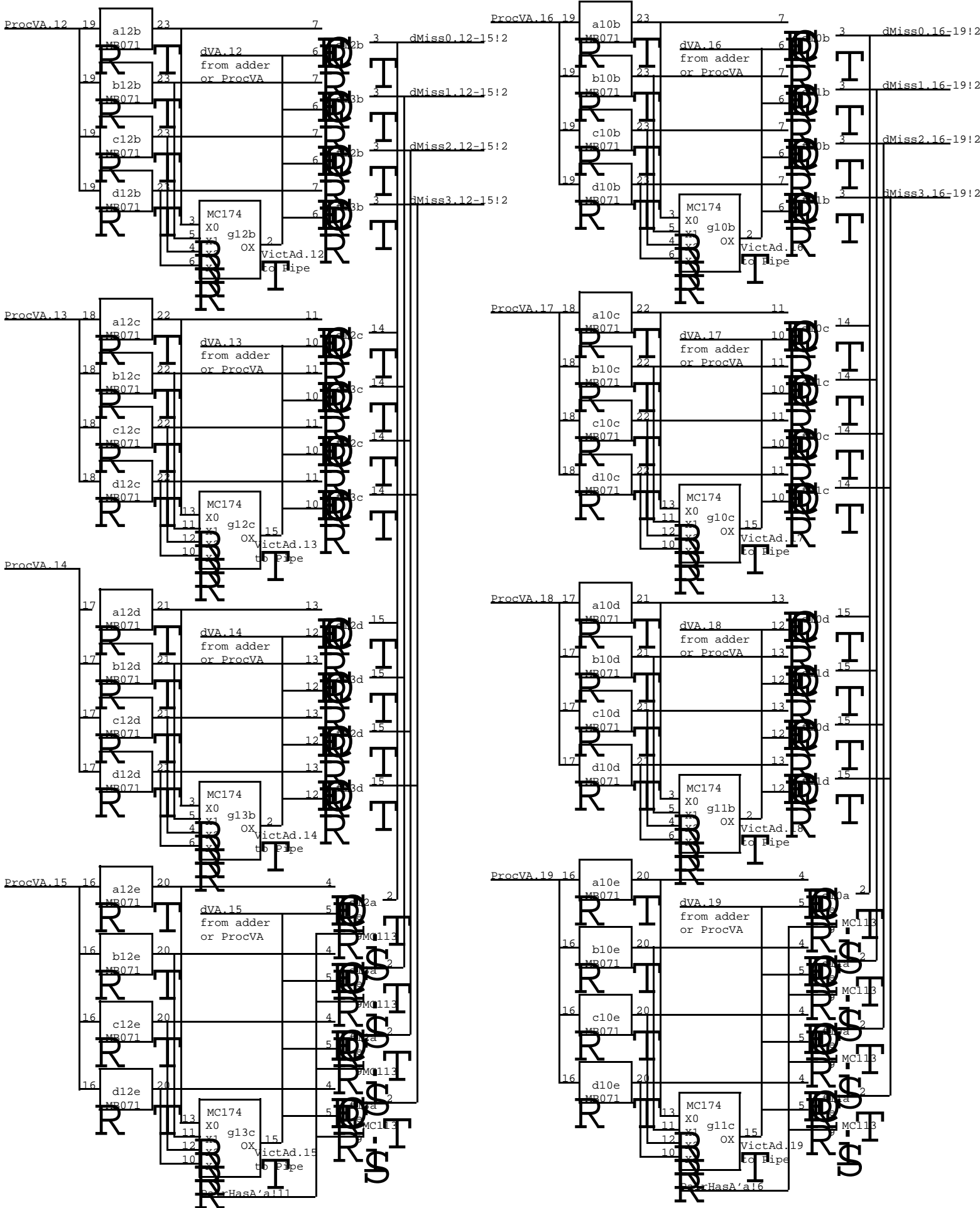


Bit 31 is shown in the summary on page 1

XEROX PARC	Project Dorado	Drawing Main data paths: 26-31	File MemC10.sil	Designer Lampson	Rev Be	Date 7/15/85	Page 10
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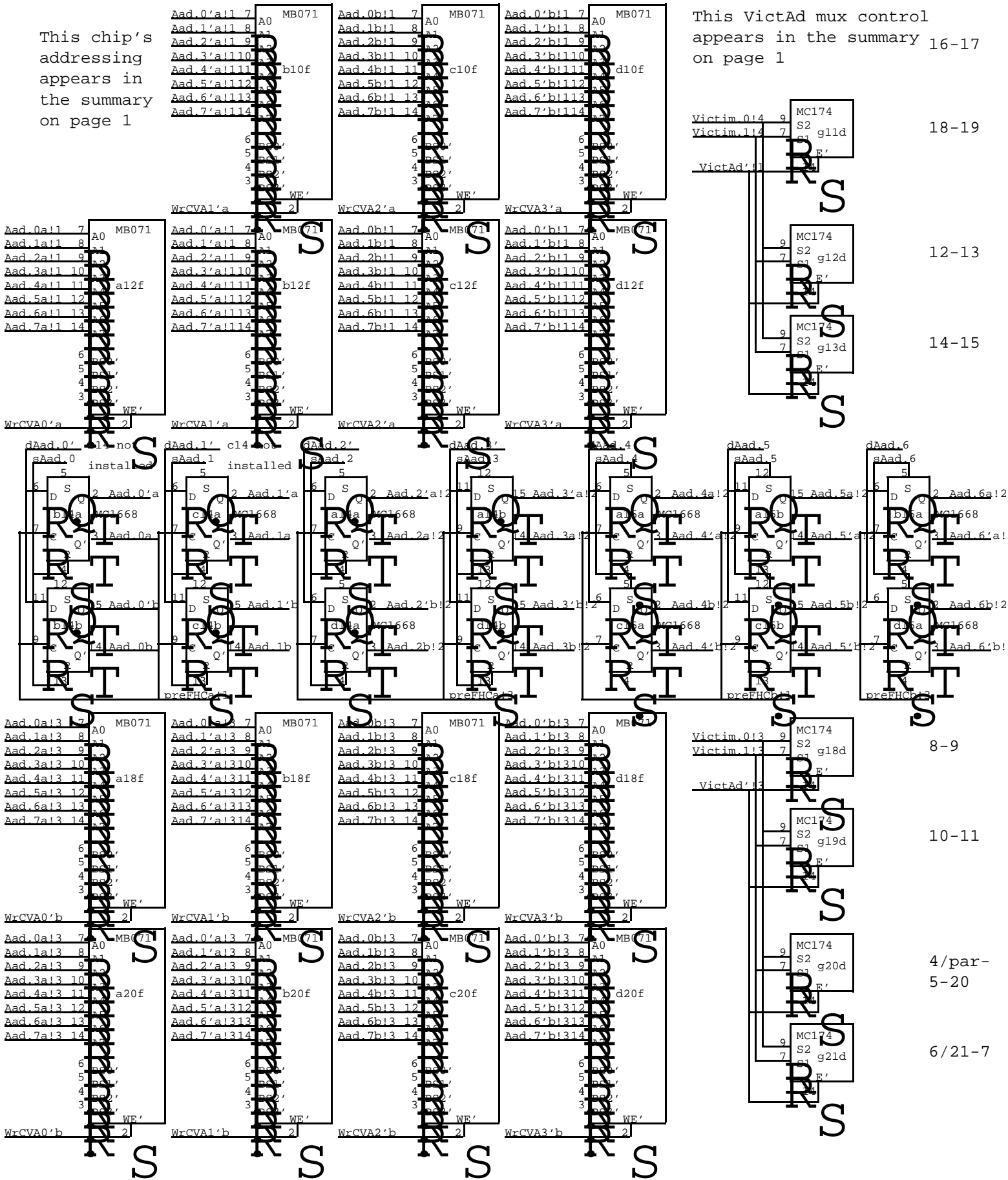


XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARC	Dorado	CVA and comparators: 4-11	MemC11.sil	Lampson	Be	7/17/85	11

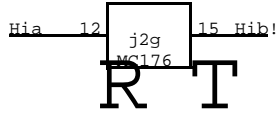
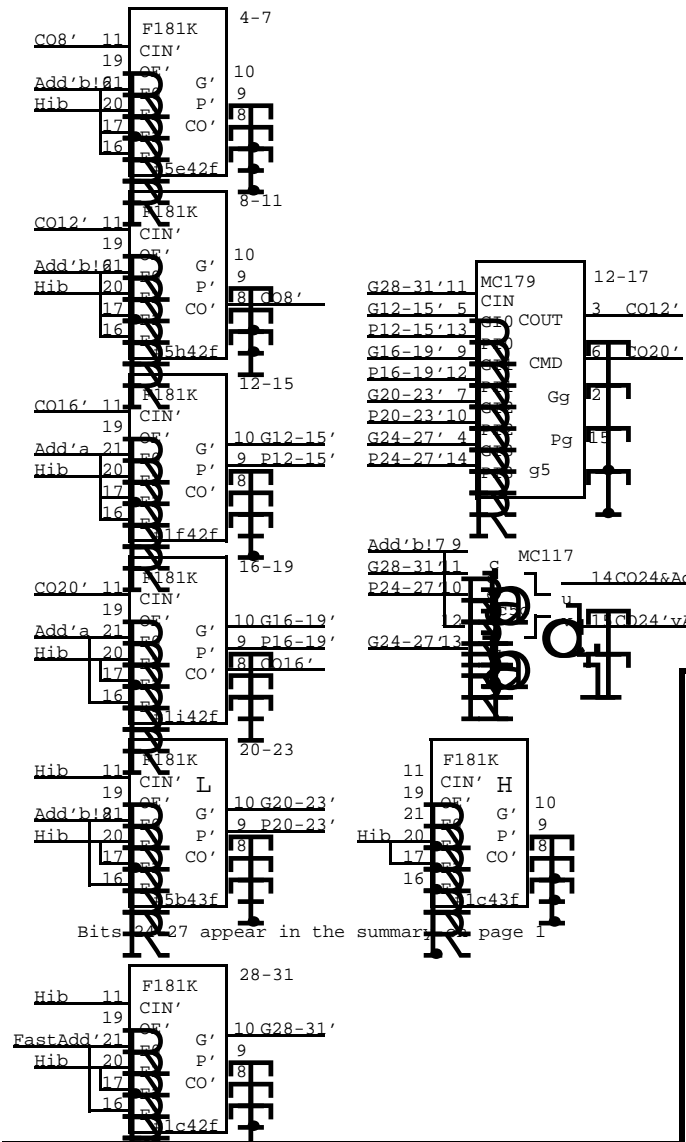


This chip's addressing appears in the summary on page 1

This VictAd mux control appears in the summary 16-17 on page 1



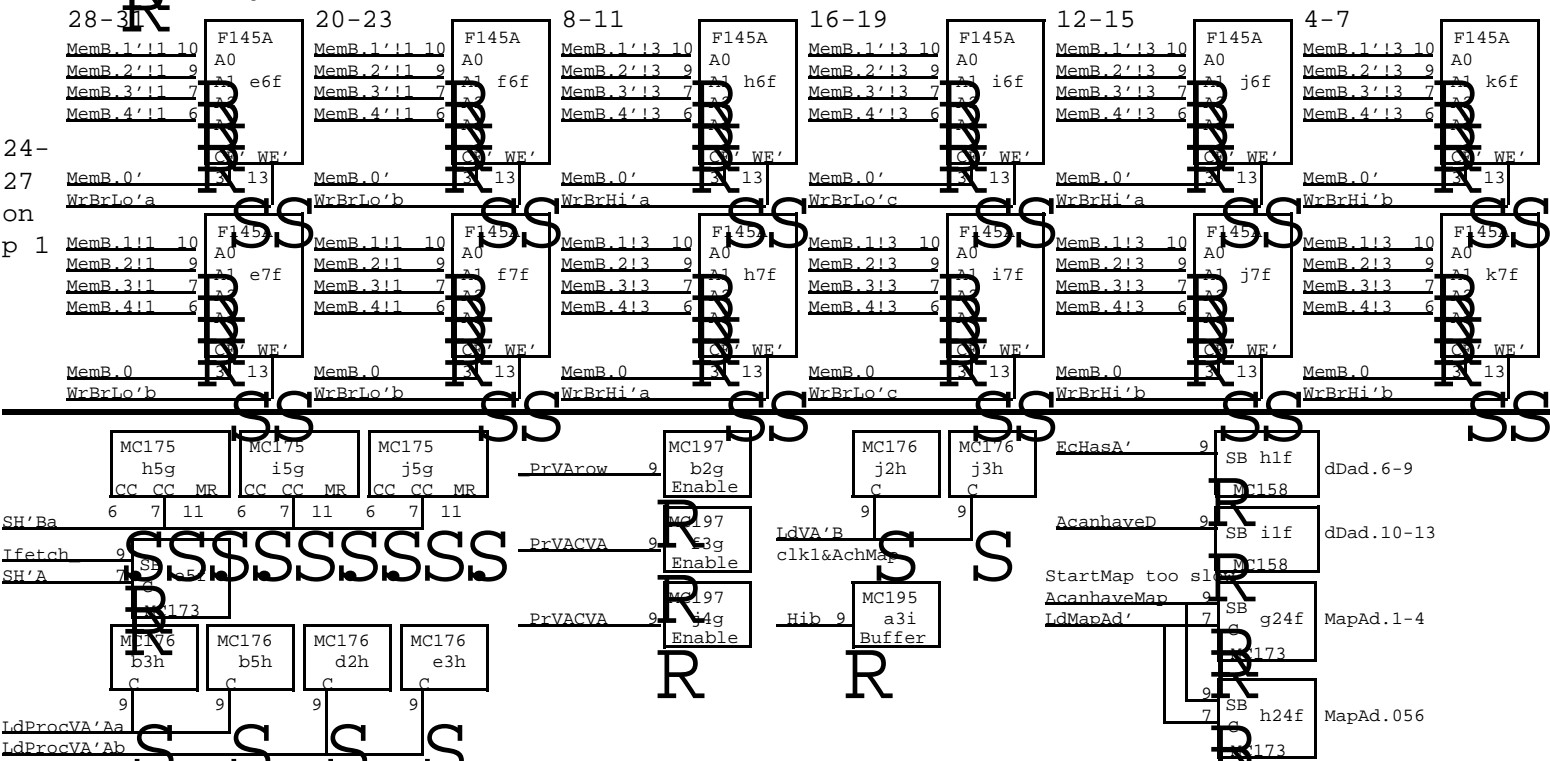
XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARC	Dorado	A memory addressing	MemC13.sil	Lampson	Be	7/17/85	13

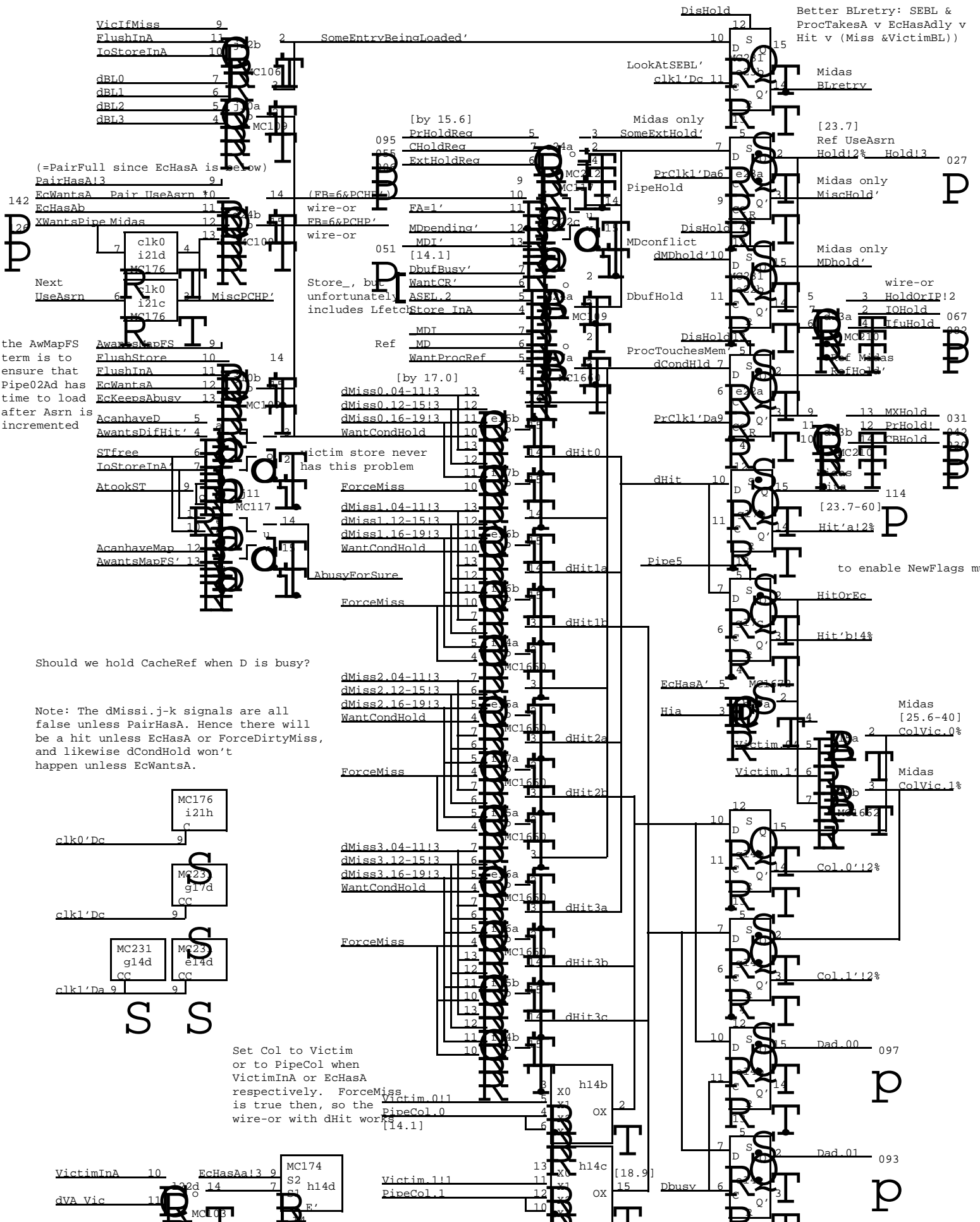


Timing: 28-31 6.5  
 24-27 4.1+4.7=8.8  
 20-23 4.1+3.8+1.9=9.8  
 16-19 4.1+6.0+4.7=14.8  
 12-15 4.1+6.0+3.6+4.7=18.4  
 8-11 4.1+6.0+4.7=14.8  
 4-7 4.1+6.0+3.6+4.7=18.4

dAad. A RAM outputs are 2.8+10=12.8 later or at 22.6  
 dVA, for comparators, must meet the RAM outputs

Control: D=RBMux/Mar' Add' => 0 from 181K, or F=1111  
 E=BR Add => D+E, or F=0100 on 4-15  
 -D+E, or F=0110 on 16-31





(=PairFull since EcHasA is below)  
 PairHasA13 9

142 EcWantsA Pair UseAsrn #0 14  
 EcHasAb 11  
 XWantsPipe Midas 12  
 Next UseAsrn 6  
 AwMapFS 9  
 FlushStore 10  
 FlushInA 11  
 EcWantsA 12  
 EcKeepsAbusy 13  
 AcanhaveD 5  
 AwantsDifHit' 4  
 STfree 6  
 IoStoreInA 7  
 AtookST 9  
 AcanhaveMap 12  
 AwantsMapFS' 13

the AwMapFS term is to ensure that Pipe02Ad has time to load after Asrn is incremented

[by 17.0]  
 dMiss0.04-1113 13  
 dMiss0.12-1513 12  
 dMiss0.16-1913 11  
 WantCondHold 10  
 ForceMiss 10  
 dMiss1.04-1113 13  
 dMiss1.12-1513 12  
 dMiss1.16-1913 11  
 WantCondHold 10  
 ForceMiss 10  
 dMiss2.04-1113 7  
 dMiss2.12-1513 6  
 dMiss2.16-1913 5  
 WantCondHold 4  
 ForceMiss 4  
 dMiss3.04-1113 7  
 dMiss3.12-1513 6  
 dMiss3.16-1913 5  
 WantCondHold 4  
 ForceMiss 4

victim store never has this problem

AbusyForSure

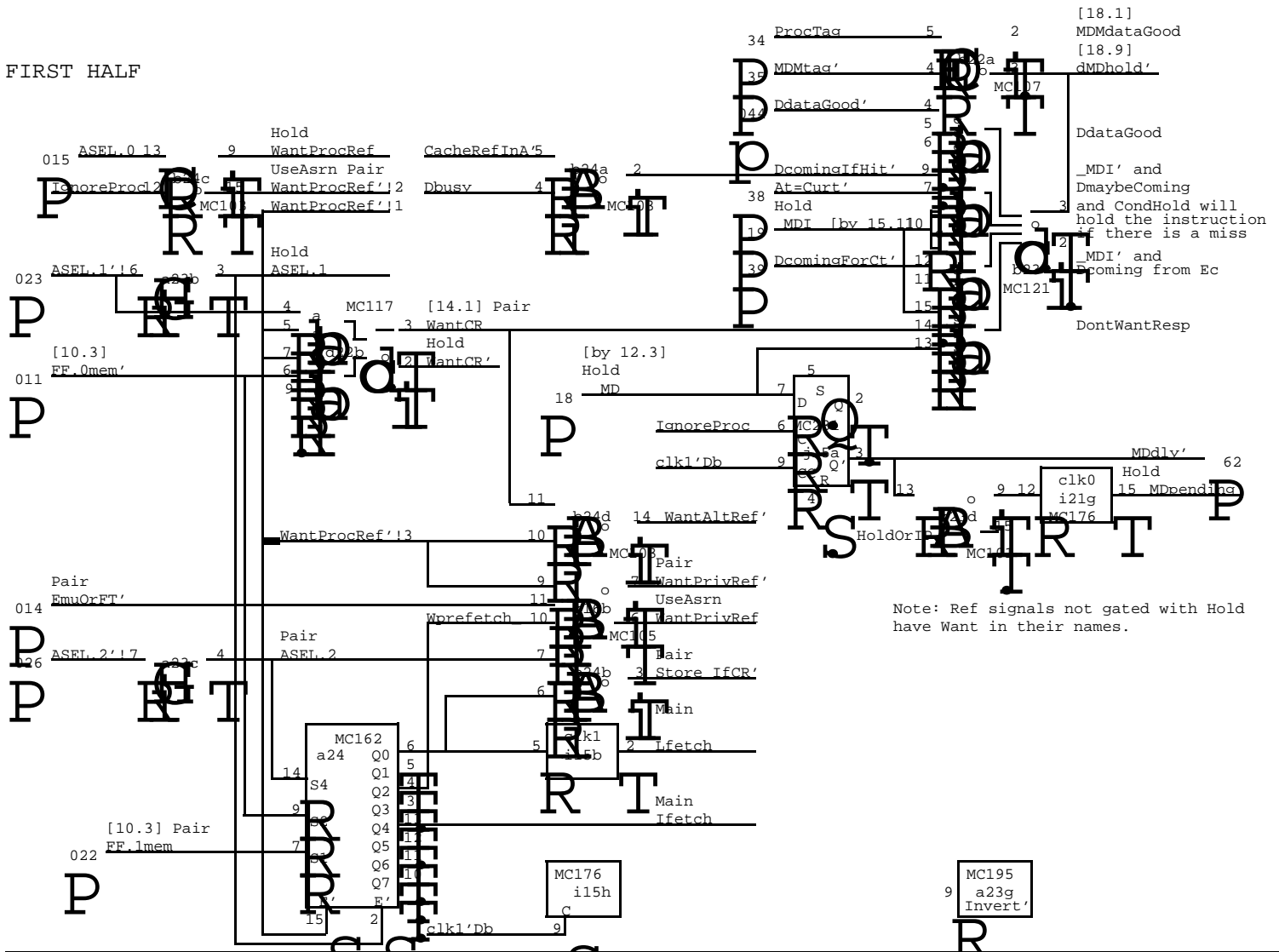
Should we hold CacheRef when D is busy?

Note: The dMissi.j-k signals are all false unless PairHasA. Hence there will be a hit unless EcHasA or ForceDirtyMiss, and likewise dCondHold won't happen unless EcWantsA.

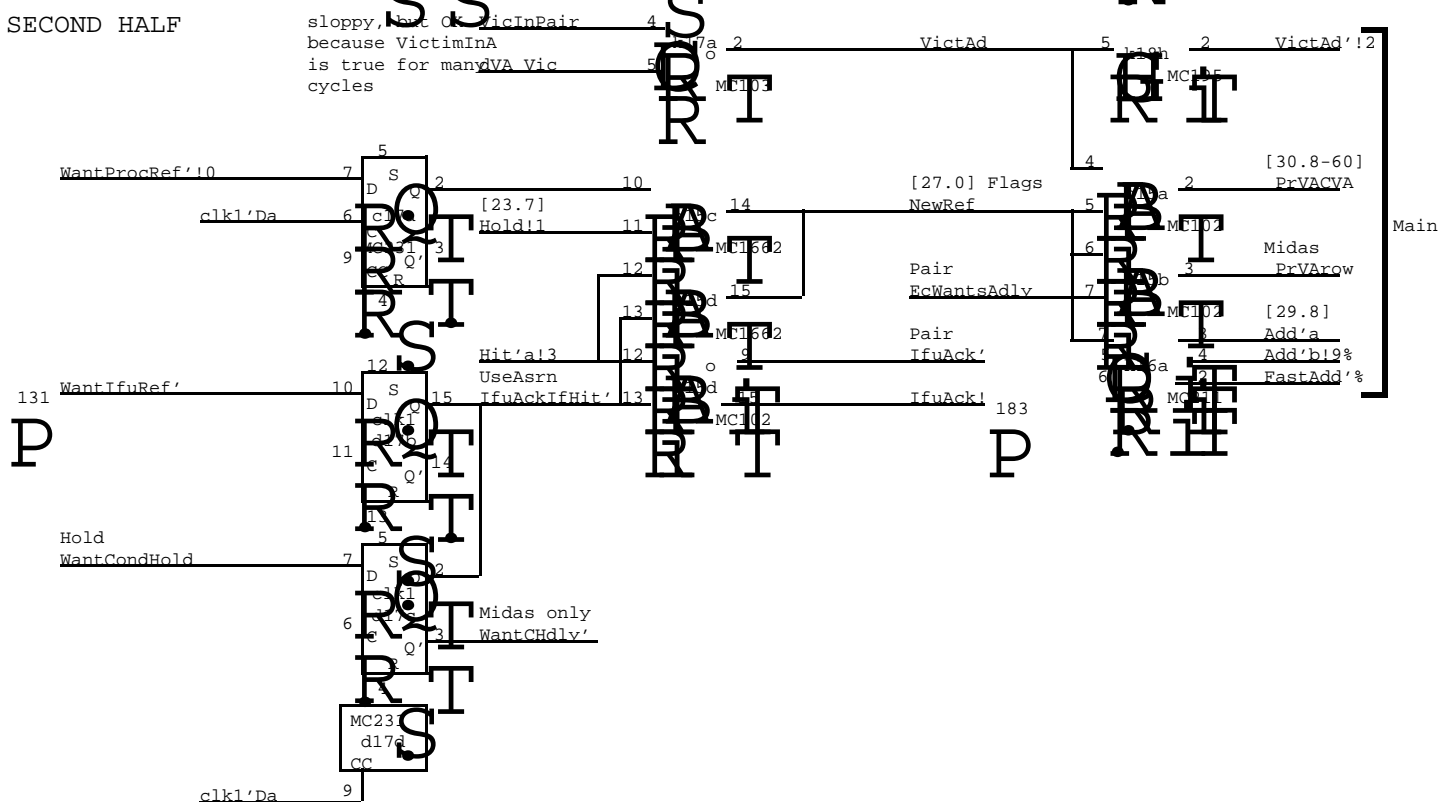
Set Col to Victim or to PipeCol when VictimInA or EcHasA respectively. ForceMiss is true then, so the wire-or with dHit works



FIRST HALF

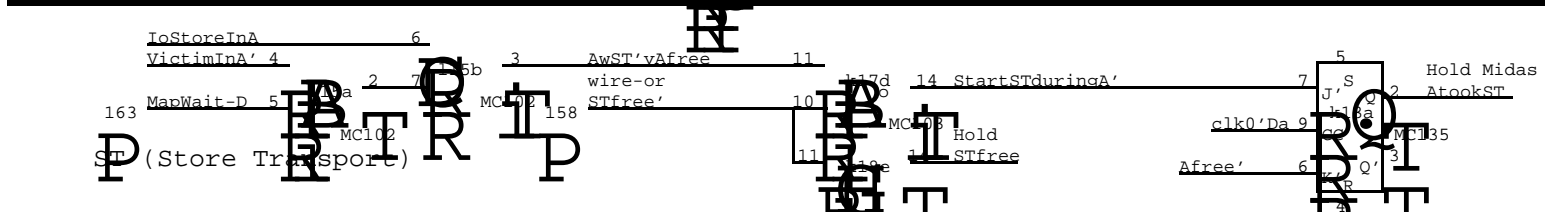
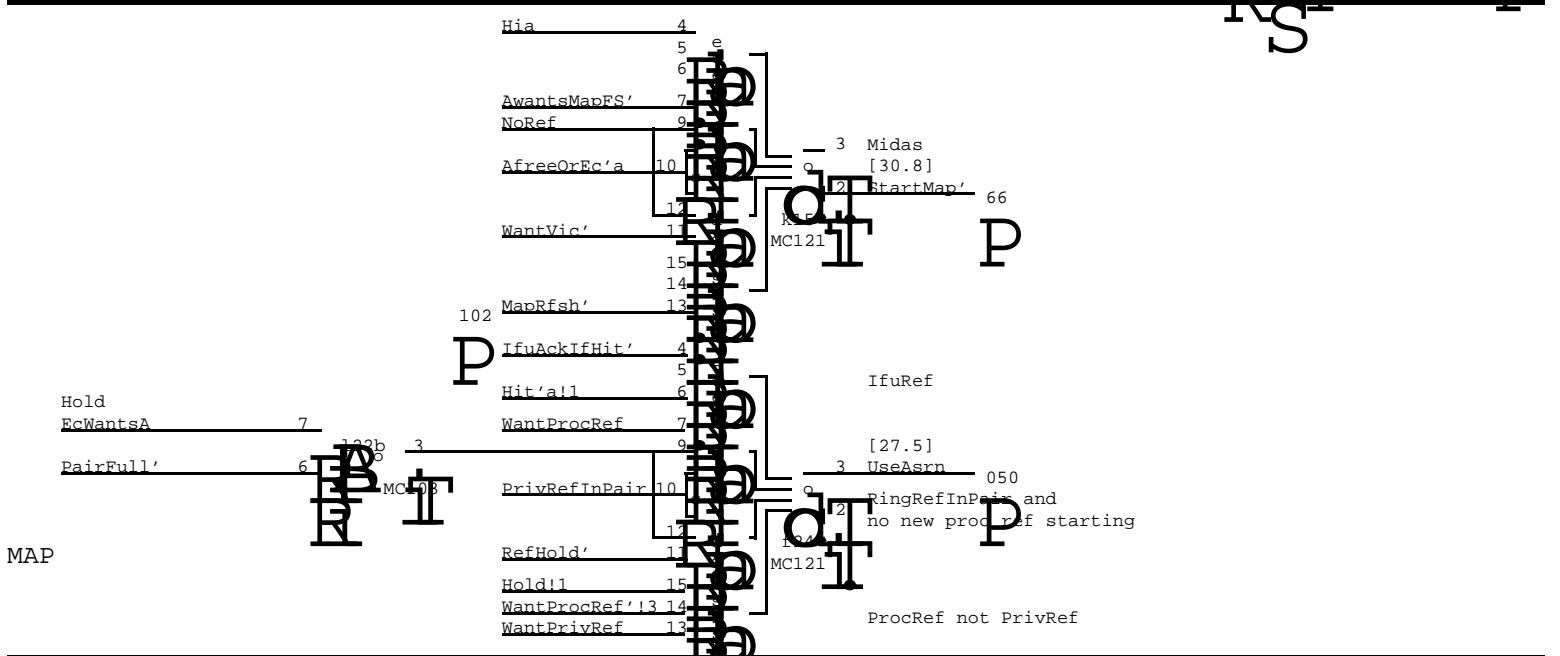
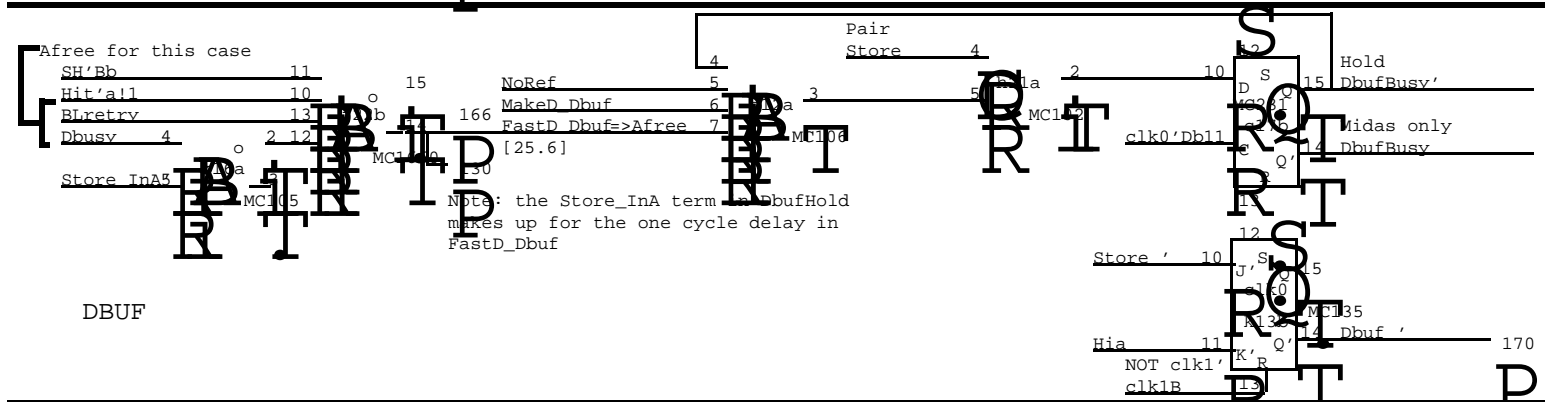
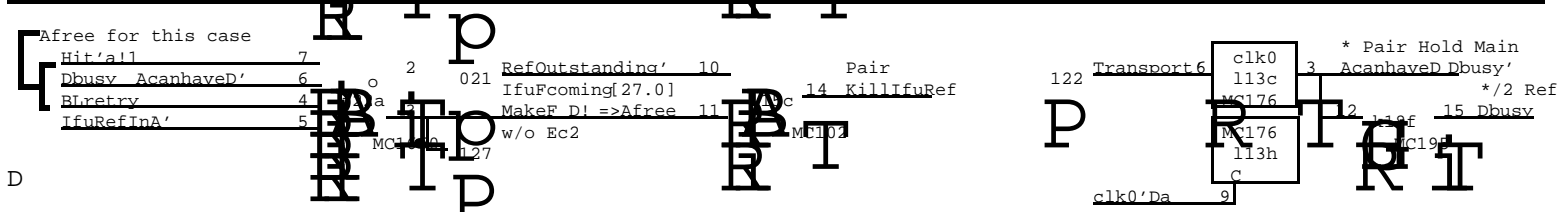
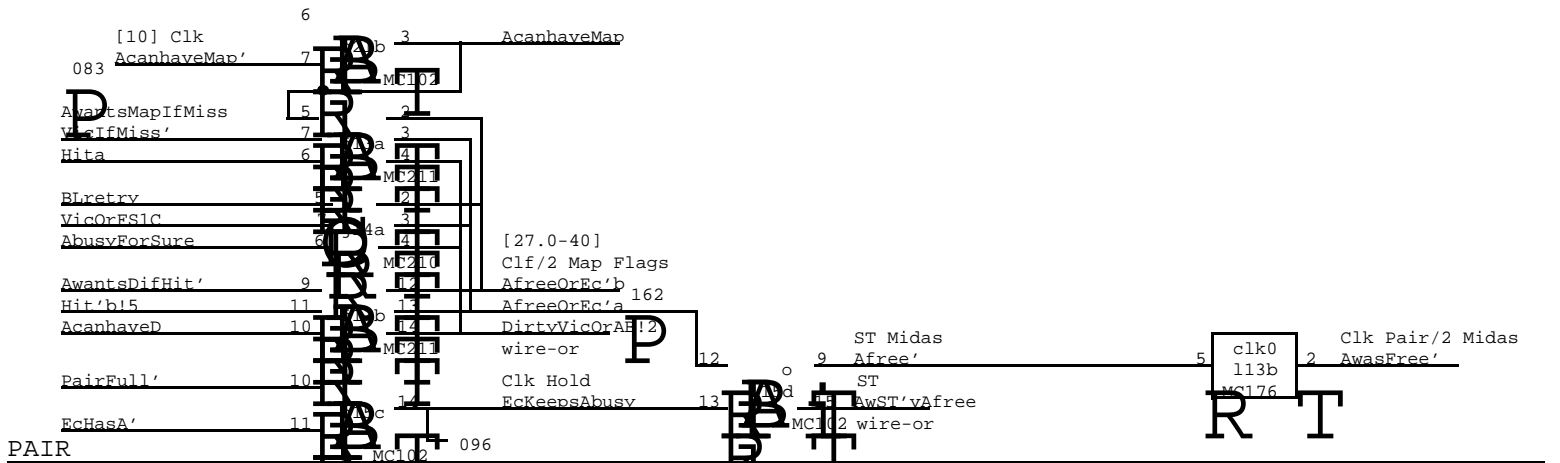


SECOND HALF



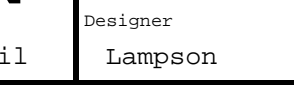
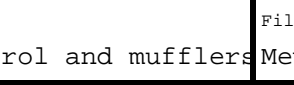
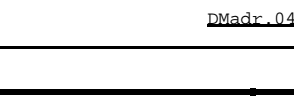
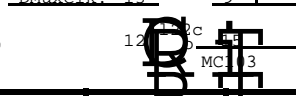
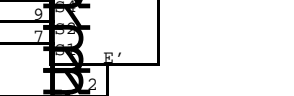
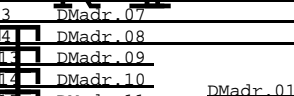
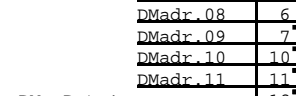
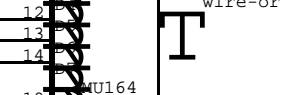
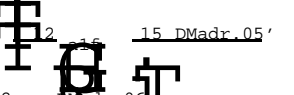
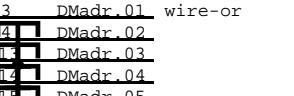
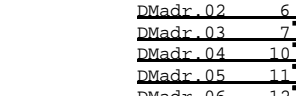
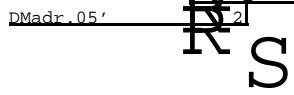
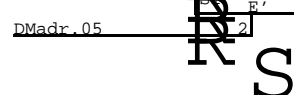
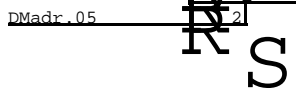
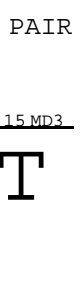
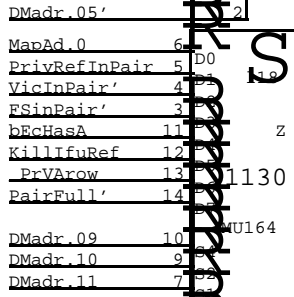
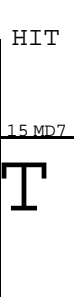
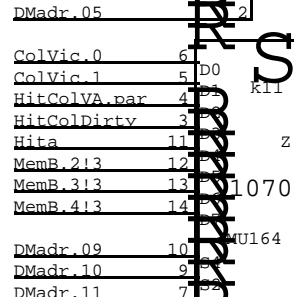
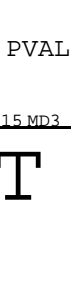
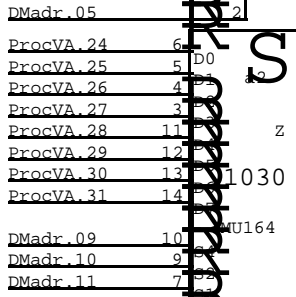
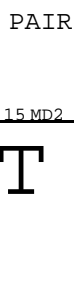
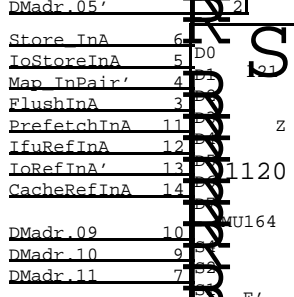
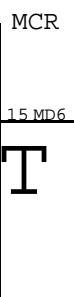
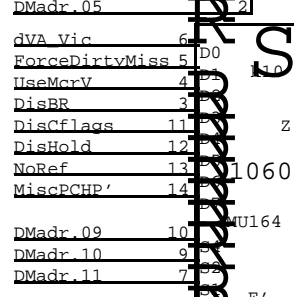
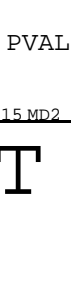
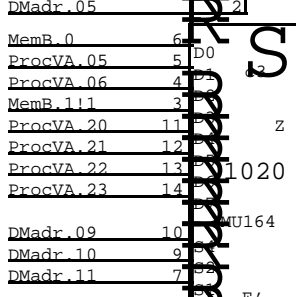
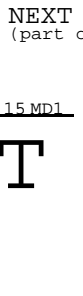
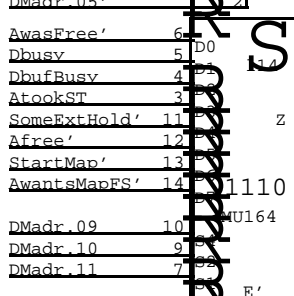
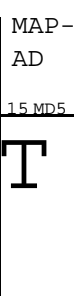
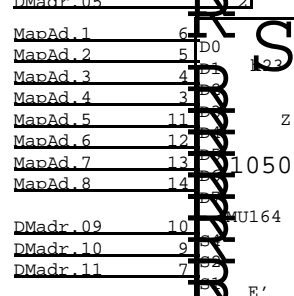
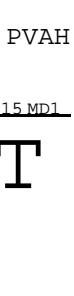
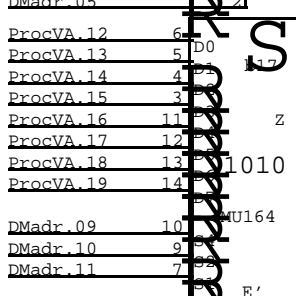
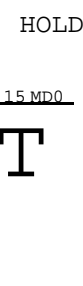
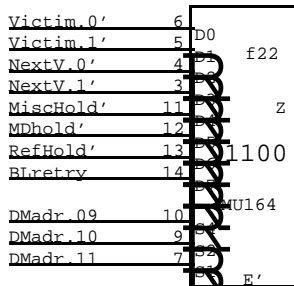
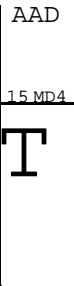
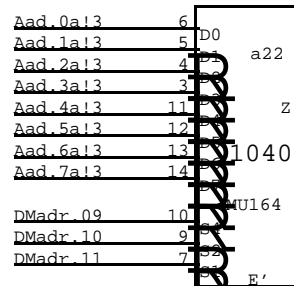
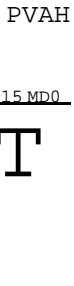
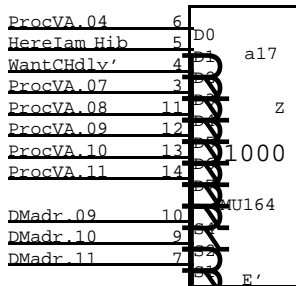
XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARC	Dorado	Ref decoding	MemC16.sil	Lampson	Be	7/02/79	16



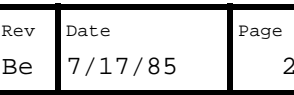
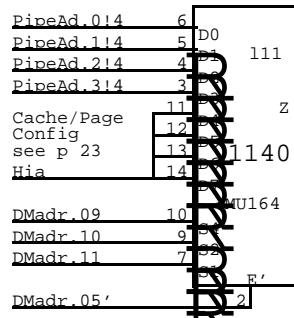


XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARC	Dorado	Next	MemCl8.sil	Lampson	Be	7/17/85	18





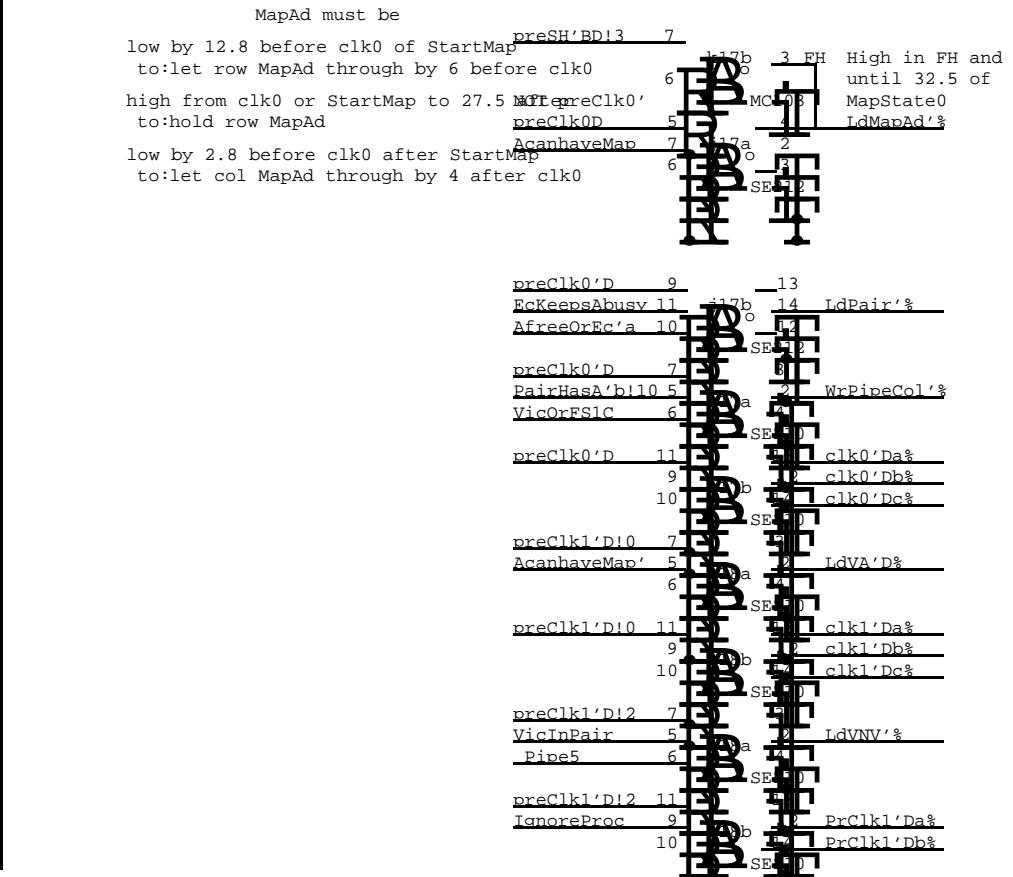
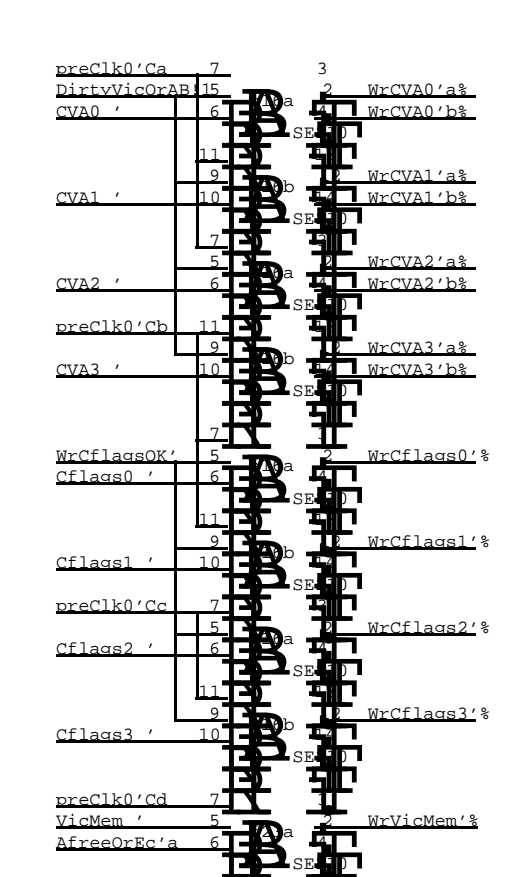
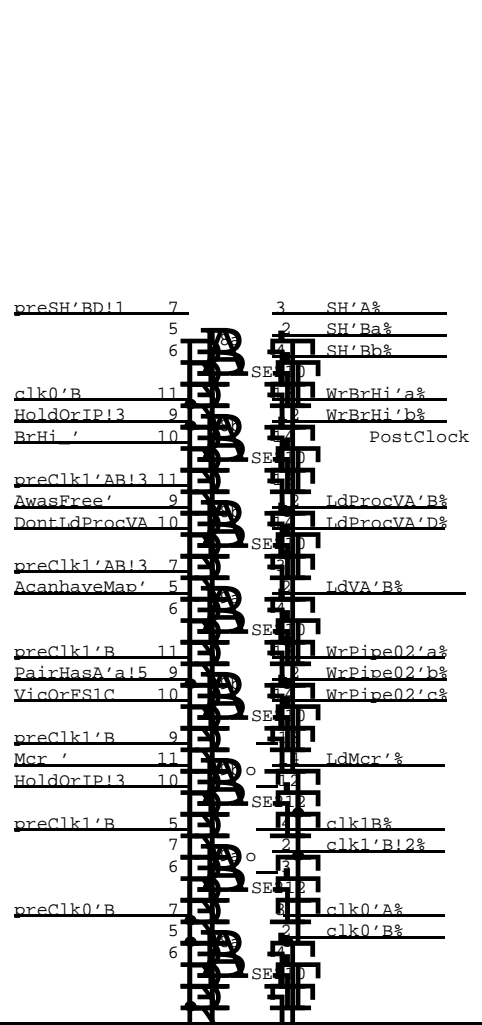
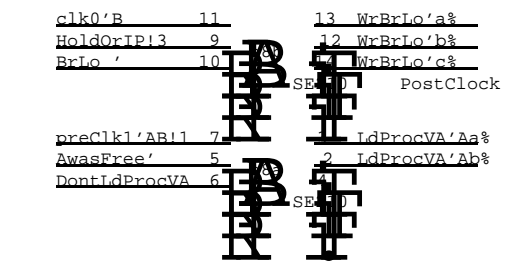
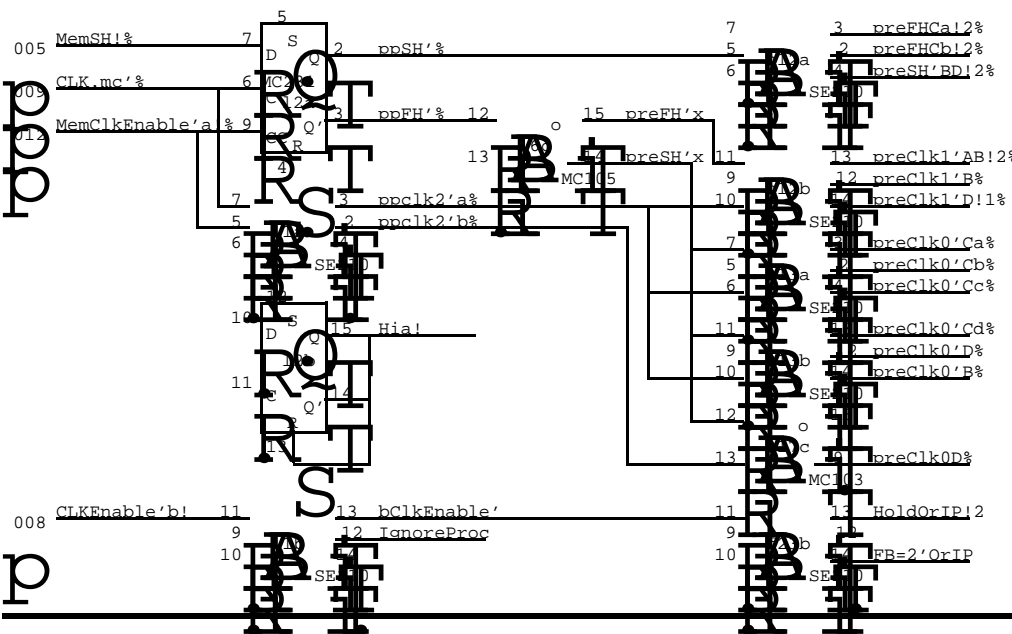
PIPEAD



186 DMuxData!  
wire-or

187 DMuxClk!  
12

12



Cxxx	Mar	BMux	8	1	IfuData	Mar	BMux	93	dDad.02-10	CLKEN	ClkSync							
0/8	0/8	16	16		7/15	7/15	93	15	80	64	48	33	20	l	B			
a	181	b	168	c	153	d	137	e	124	f	109	g	h	i	j	k	l	D
1	RMadr. 0189 2,5 195i	BD 0189	RMadr. 2-4,10-12 195i	BMux driver	2-5 158	6-9 dDad 2-13 158	10-13 158	MemB_37 _Pipe015 1662	PipeVAdly 28-31 F16	Clock	210	1						
2	MU ProcVA 24-31	Proc 197	5-7,13-15 195i	RBmux 4,8-12 197	5-7,13-15 197	Pipe20-31 PipeAd12	VA Hib	PipeAd13 141	ovh Hia 231	2								
3	dVA buf 22-27 195	VA/dr 26-31 176	MU PrVA56,20-23 MemB.0-1	ProcVA & dr 197	4-13 5/20,6/21 197	Pipe4-15 PipeAd11	17-27 176	Pipe 16-19. PipeAd14	PipeTap F16	3								
4	24-27 181k	Adder	28-31 181k	4-7 181k	Adder	12-15 181k	8-11 181k	Adder	16-19 181k	ProcVA & dr 197 14-19 176	145	4						
5	ProcVA & dr 197 20-25 176	Cout.24' 117	IfuD/BR 24-31 173	BR latch 4,20-23 175	Cout12,20' 179	5,8-11 175	BR latch 6,16-19 175	7,12-15 175	sAad.0-5 197	disPipe/ _Pipe15' 103	5							
6	20-23 181k	Adder	20-23 181k	Base register RAMS	+	Base register RAMS				MemB.0! D_ec,pSHx 105	6							
7	dVAbuf. 20-23 dVA.56/2023 195i	dAad.0-3 mux 1662	24-27 145	28-31 145	20-23 145	MemB.1-4 101	8-11 145	16-19 145	12-15 145	4-7 145	FF PRclk1 176	7						
8	Aada	Aad'a	Aadb	Aad'b	LdProcVA' WrBrHi' 210	Cflags reg 176	Cf_RMadr 100	New 174	Clocks	Mcr 176	decod- 162	8						
9					Miss_Cflags 104	104	Cflags reg BL+ 176	sAad 6-7 197			ing PRclk1 176	9						
10					A bits 16-19	Comparators	Victad 105	Cflags 105	Dirty 141	SEBL WantCH 109	MU Mcr	161	10					
11					16-19	Comparators	Victad 174	HitColDirty Parity 174	AbusyFS WantCH 117	MU MemB.2-4 +5	MU PipeAd +4	11						
12					A bits 12-15	Comparators	Victad 210	Pre 174	DirtyVicOrAB dHitPerr SEBL 106	VAdly	+	12						
13					12-15	Comparators	Victad 210	clocks 210	dVA.12-19 parity 170	Afree 211	Dbuf_' AtookST 135	Next/2 MB.0 176.0	13					
14	2/3	0	1	2/3	Dad.0-1 231	Col 1660	Col.0-1 231	PipeCol 174	145	210	DirtyIOF!	MU	14					
15	4/5 1668	6/7	4/5	6/7 1668	Hold	1660	ColVic.0-1 NewR,HorEC 1662	IfuAck' PrVA/2 ECkeepsAB 102	Lfetch EcwAdly ABdly MCS 176.1	_Mdly' 231 1	StartMap 121	Afree! AWST/2 Killifure 102	15					
16	210	CVA/Cflags clocks	210	1660	Hit	1660	Clk En 171	Add' 211	Cflags mis 102	WrCflagsOf 121	WantPrivRf FastD_Dbuf 105	+	16					
17	MU PrVA 4,7-19 +2	WantPRdly DbufBusy 231	IfuAckIfH 231	ProcTchMem 1660	Hit 231	HitOrEc' Col=Vic' 1672					preClk0 MapAdLd StST, _Vic 103	+	17					
18					A bits 8-11	Comparators	Victad 1672	Col=NV' preMCS' New 1672			Pair/3 Next/2 _Victad 195i	MU Pair	18					
19					8-11	Comparators	Victad 1662	VNV EnVNV 1662	dVA.4-11 parity 170	WantVic! VicM, RdInA AwLfHit 102	ForceMiss VicIfMiss 109	VicOrFS10 (EcHasA) 100	19					
20					A bits 7, 20-21, parity	Comparators	Victad 159	stuff 159	Parity PrVAck1 176	101	PairInA (EcHasA) 101	101	20					
21					or bits 4-7	Comparators	Victad 102	Vic.1', IoB AchMap dDbufBusy 102	Pr/2 JsaAsrndly MdPend 176.0	176	Pair 176	MU Pair	21					
22	MU Aad	dMdH,dPerr dVA.4/par 107	VNV	WantCR,CR dMdc,PipH 231	RefH, MdH 231	MU xHold/3 BLretry VNV 173	VNV	VA 4-7,9 176	FastD_Dbuf MakeF_D! 1660	St_,IfuRef Abusy 105	Prf, IoRef DntLdPrVA' 104	Midas/2! D_Dbuf PccpVic 103	22					
23	ASEL12 mkD_CD 195i	dMdhold 121	RAM	xxHold dMisc 210	MiscH, BLre 231	NextV' Vic.0' FF-5-7' 195i	NextV' Vic.0' FF-5-7' 195i	MU	78 173	dVic/FS 117	Pair/3,MDc (HoldOrH) 101	164	23					
24	WantRef decodes 162	WantPR! DcomingIH E_icr,WAR 103	xxHold CacheRef' 212	dDbufHold PCHP 109	FB decode 171	UseAsrn 121	1-4 MapAd 173	056 173	MemAd 159	Ref decodes 161	overhead 176	176	24					

CACHE CONFIGURATIONS

4k CacheConfig=3			16k CacheConfig=2			16k without parity CacheConfig=1		
Position	Chip	Cut (X) or wire (pin-pin)	Position	Chip	Cut (X) or wire (pin-pin)	Position	Chip	Cut (X) or wire (pin-pin)
a03	195	3x 4x cut 5-6 from 5/20-6/21	a03	195	3-6 4-7 connect 5-6 to 5/20-6/21	a03	195	3-6 4-7 connect 5-6 to 5/20-6/21
a07	195	2-15 3-4 connect 20-21 to 5/20-6/21	a07	195	2x 4x cut 20-21 from 5/20-6/21	a07	195	2x 4x cut 20-21 from 5/20-6/21
a05	197	3x 4x read ProcVA.20-21 for CVA	d03	197	2x 15x read ProcVA.20-21 for row	d03	197	2x 15x read ProcVA.20-21 for row
b14	1668	remove disconnect Aad.0						
c14	1668	remove disconnect Aad.1						
e20	113	3x	e20	113	3x	b22	107	7x 9x 14x 15x 6-10 connect 4 to 4/par disconnect Perr reporting
e21	113	3x	e21	113	3x			
f20	113	3x	f20	113	3x			
f21	113	3x keep parity from comparators	f21	113	3x			
g20	174	2x keep parity from CVA	g20	174	2x			
			111	164	12x make CacheConfig=2	111	164	11x make CacheConfig=1

PAGE SIZE CONFIGURATIONS

256 words PageConfig=3			1k words PageConfig=2			4k words PageConfig=1		
Position	Chip	Cut (X) or wire (pin-pin)	Position	Chip	Cut (X) or wire (pin-pin)	Position	Chip	Cut (X) or wire (pin-pin)
i24	159	4x 6x 11x 13x 4-6-11-13-9 MemRA_0 0 0 0	i24	159	11x 13x 11-13-9 MemRA_0 0 22 23			MemRA_20 21 22 23
			h24	173	3x 4x 1-2 MapAd.0_4-5 for 6-7	h24	173	10x 12x 10-3 12-5 MapAd.5,6,5,7 for 20,21
			i23	173	3x 10x 3-5 10-12 MapAd.7,8_6,7 for 22,23	i23	173	3x 10x 3-5 10-13 MapAd.7,8_6,4 for 22,23
			111	164	14x make PageConfig=2	111	164	13x make PageConfig=1



C U R R E N T L Y   N O N E

XEROX PARC	Project Dorado	Reference Multiwire rev changes	File MemC24.sil	Designer Lampson	Rev Be	Date 7/01/79	Page 24
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