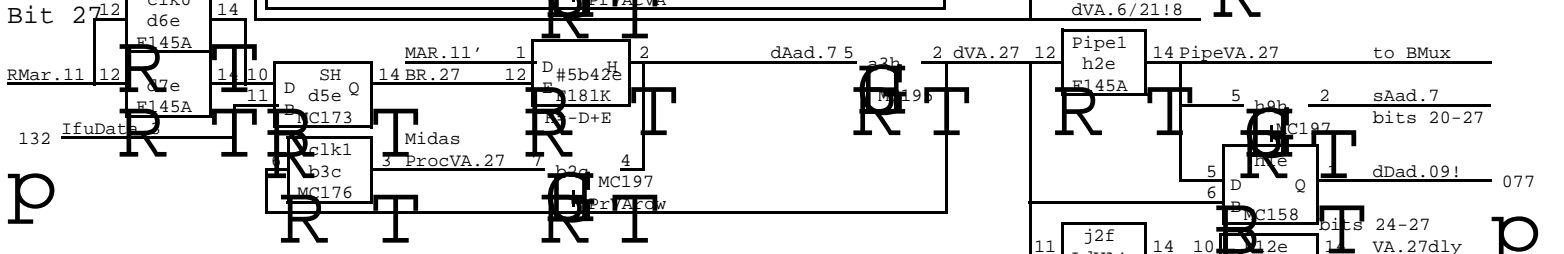
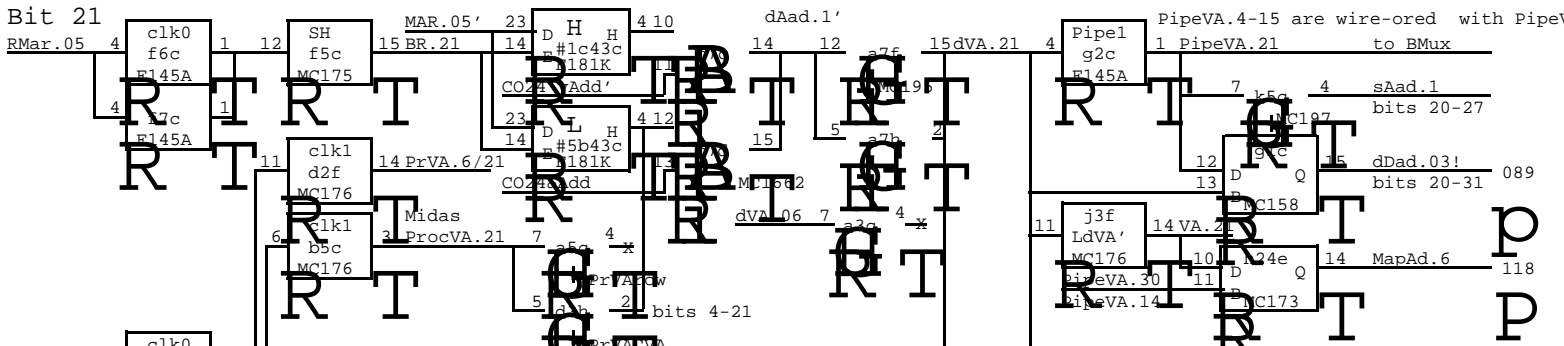


D O R A D O   S C H E M A T I C S

M e m o r y   C o n t r o l

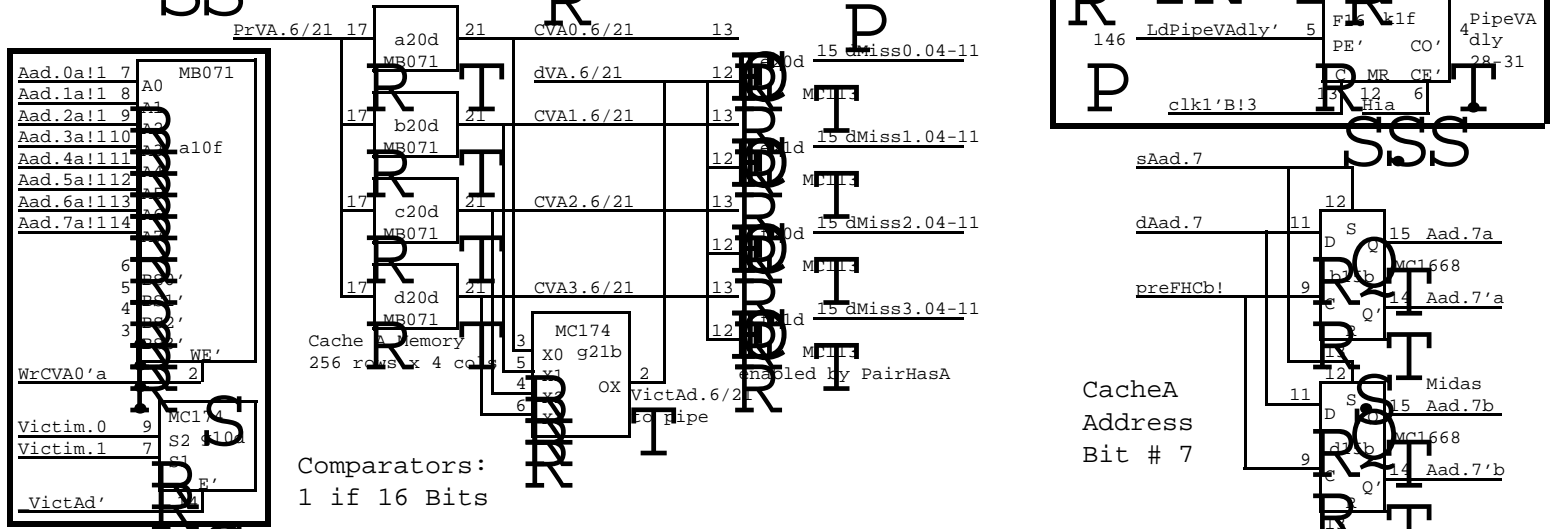
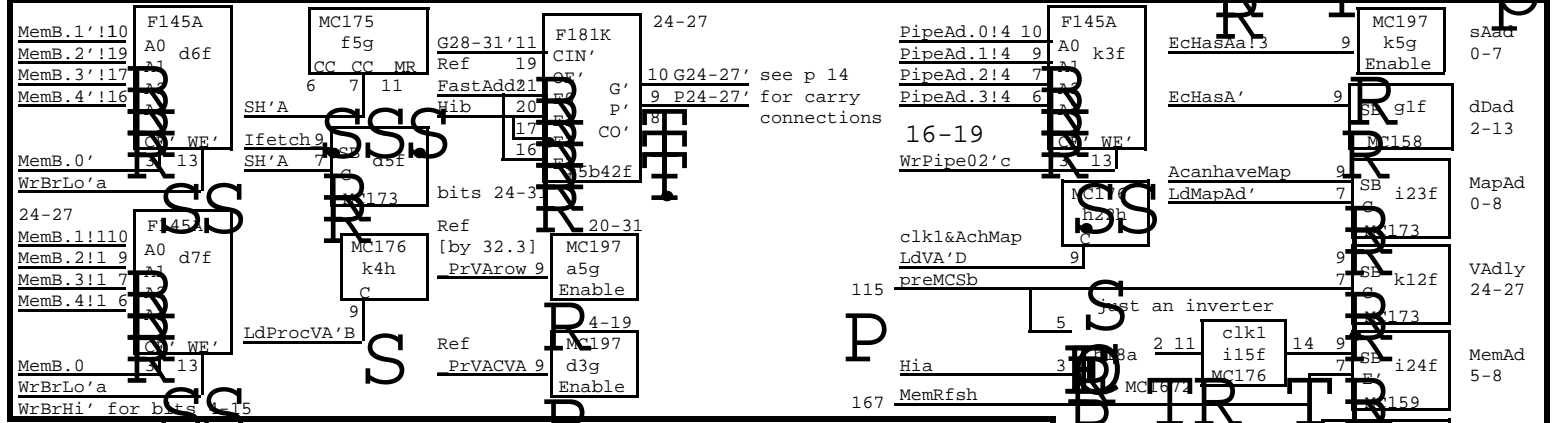
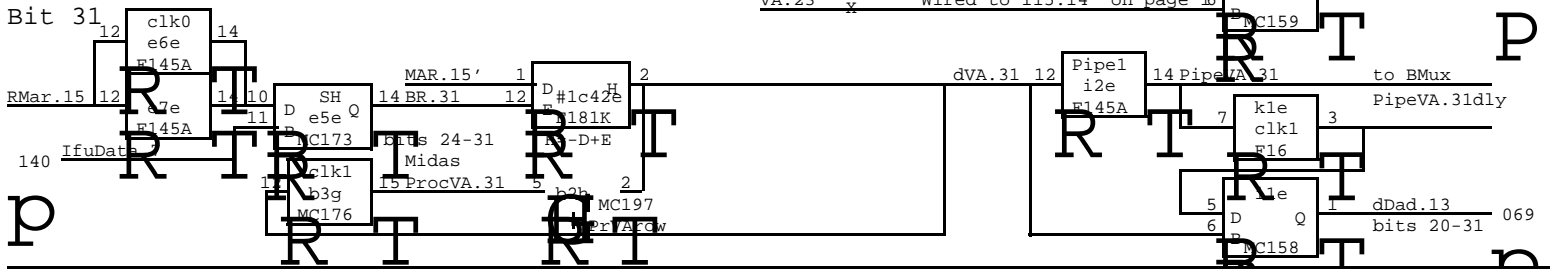
Table of contents

	<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
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	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,	14
	carry logic and data path control	
Control	Miss and hold	15
	Ref decoding	16
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	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)

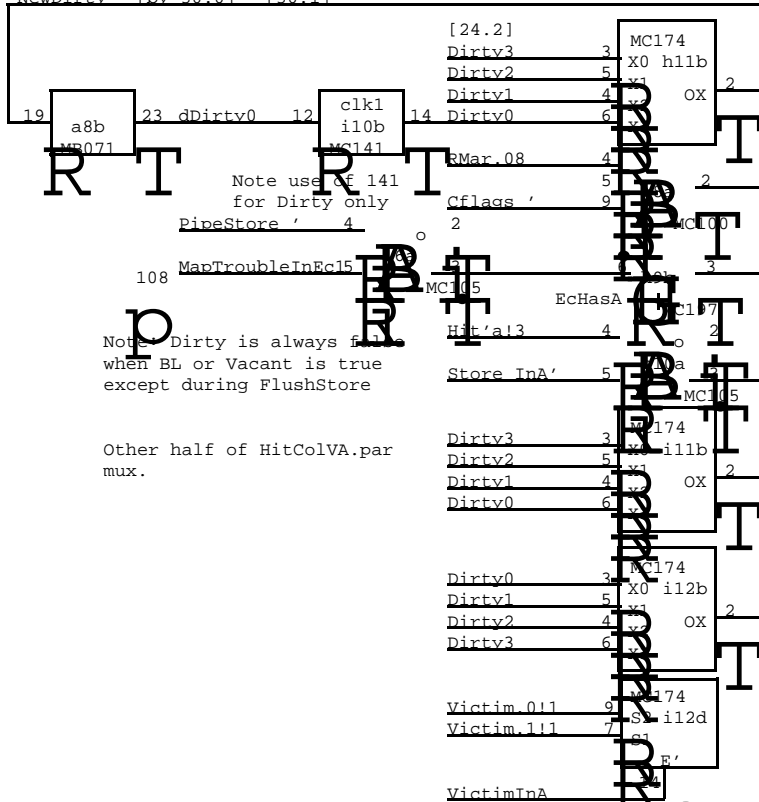
(256 word Pages out leg



Comparators:  
1 if 16 Bits

BMux

NewDirty [by 30.0] [30.1]

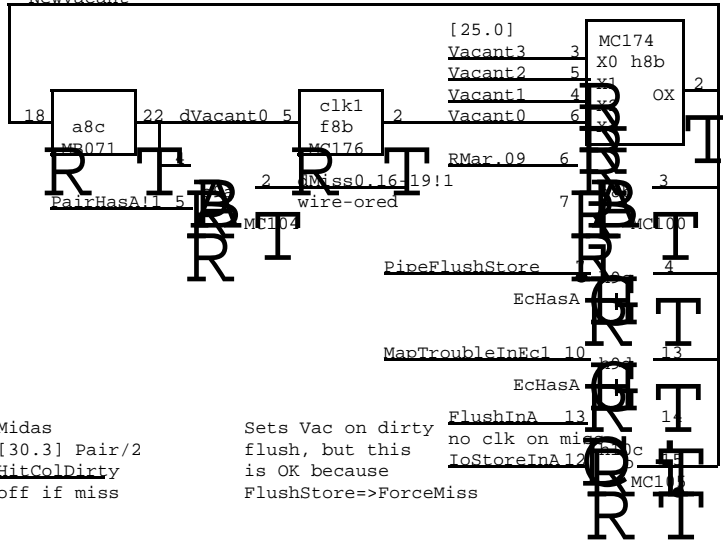


Note Dirty is always false when BL or Vacant is true except during FlushStore

Other half of HitColVA.par mux.

BMux

NewVacant



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

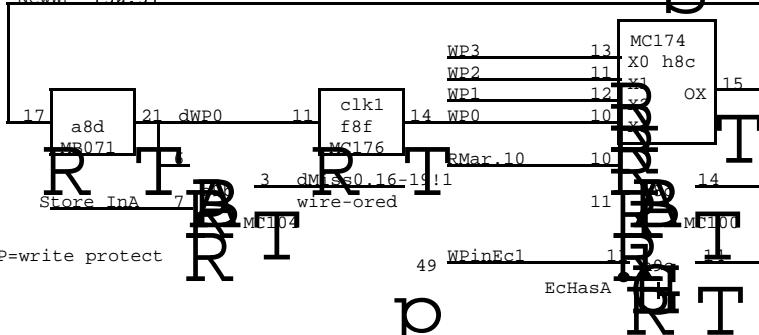
Midas [30.3] Pair/2 HitColDirty off if miss

[29.0] Pair DirtyVicOrAB!2 wire/or with AfreeOrEcbypass-induced switching.

Note that Cflags\_data must be stable in the cycle before the Cflags\_function. This means no

BMux

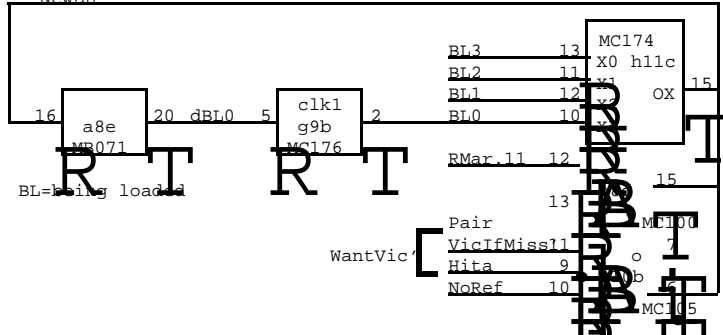
NewWP [30.3]



WP=write protect

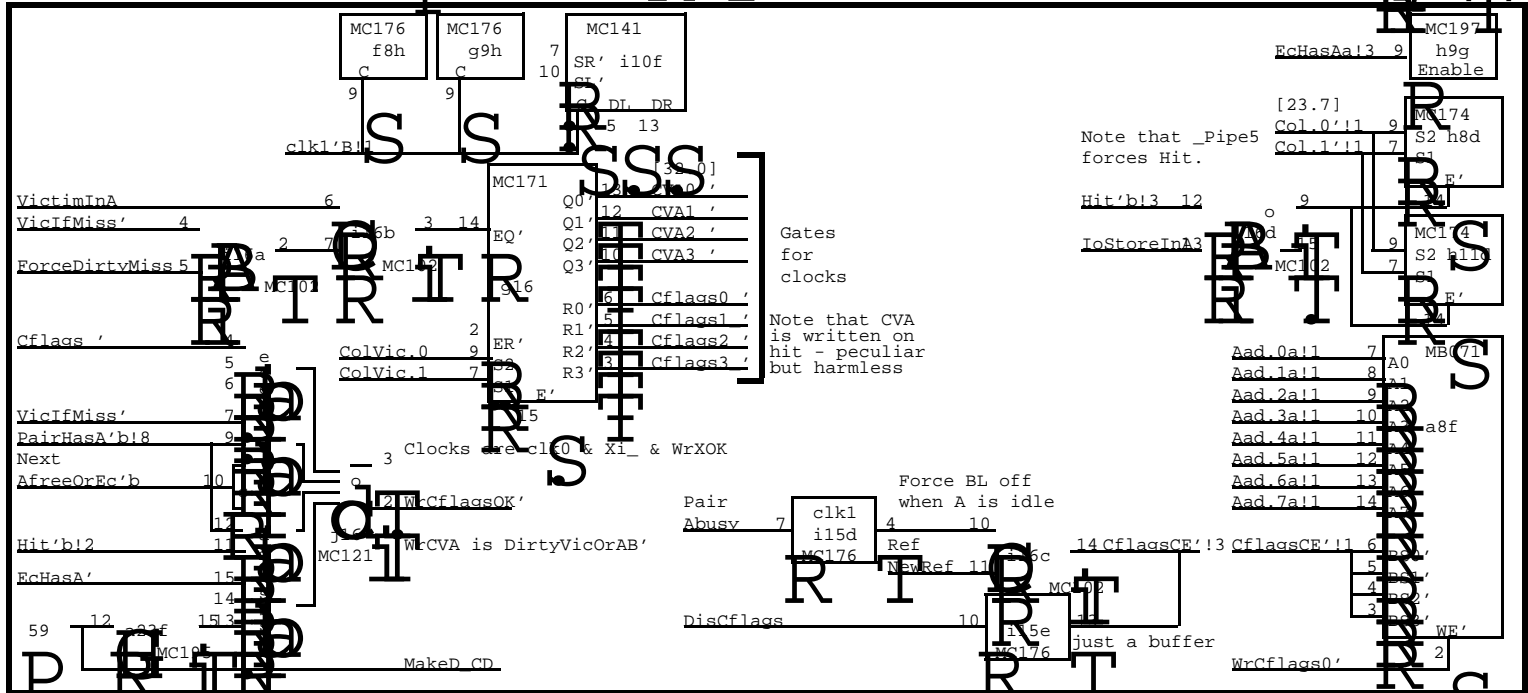
BMux

NewBL



BL=being loaded

WantVic



Gates for clocks

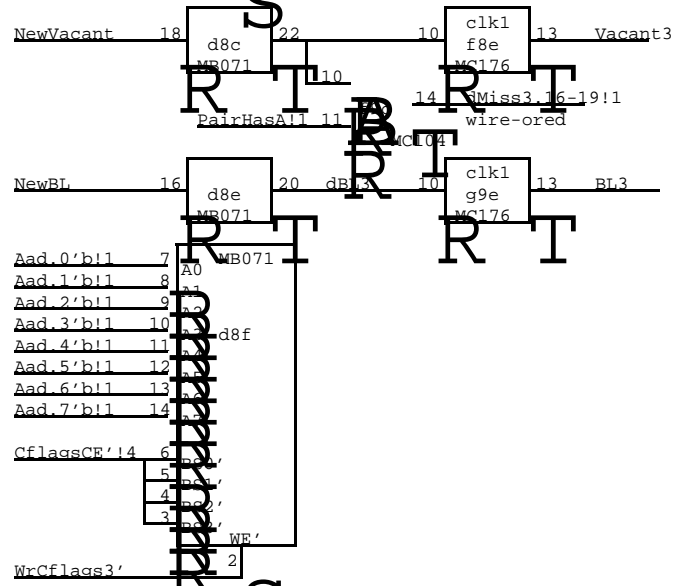
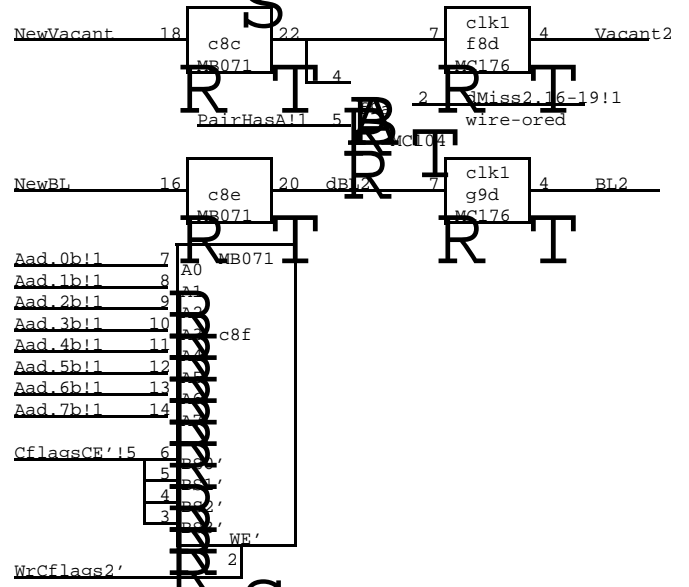
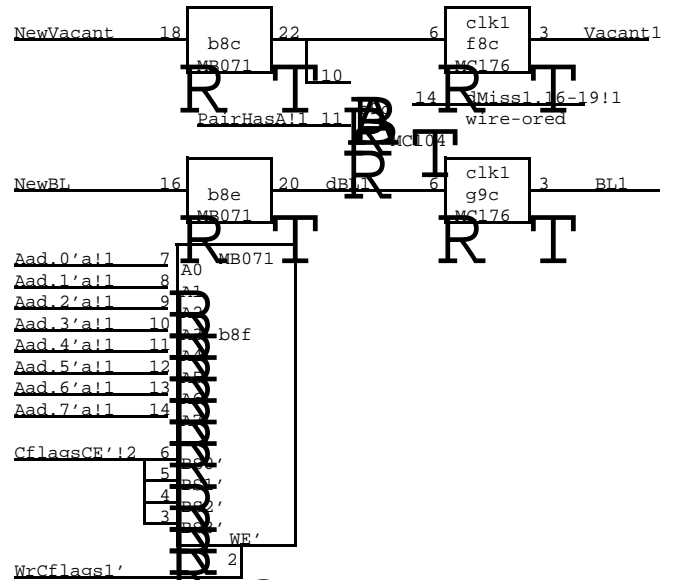
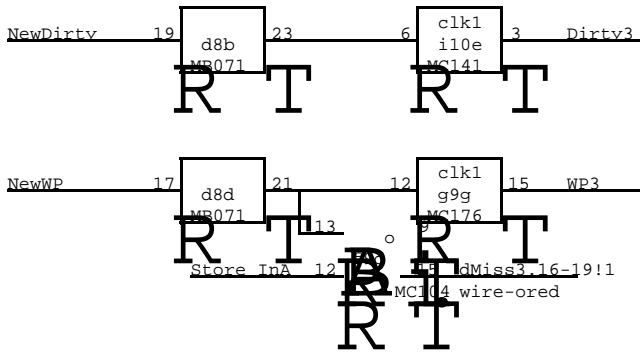
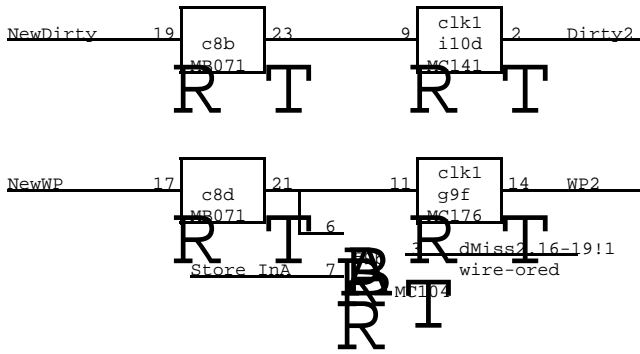
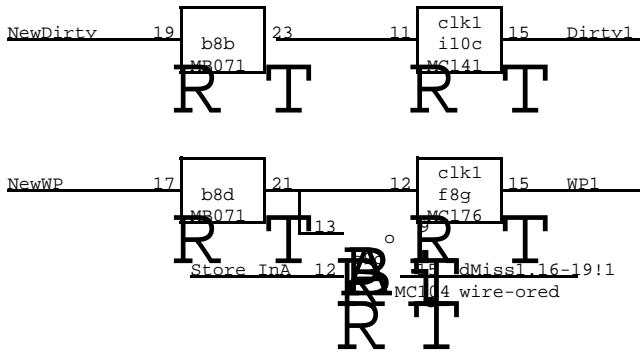
Note that CVA is written on hit - peculiar but harmless

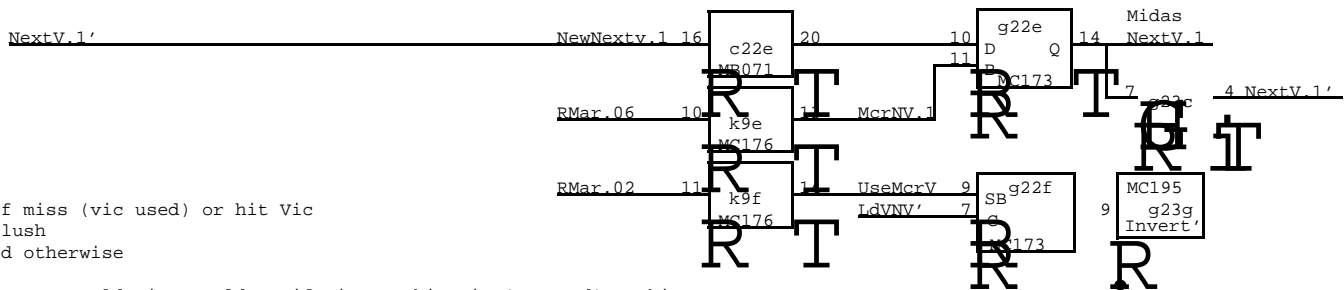
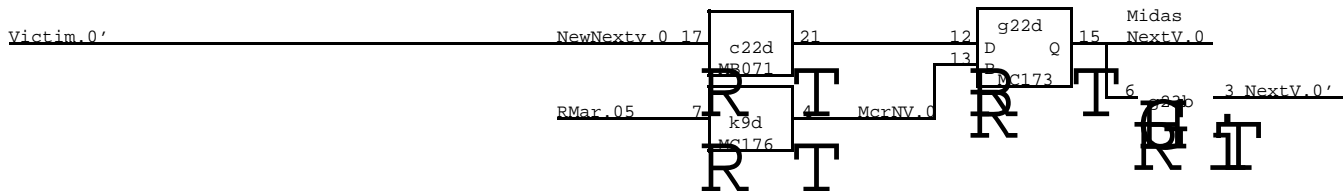
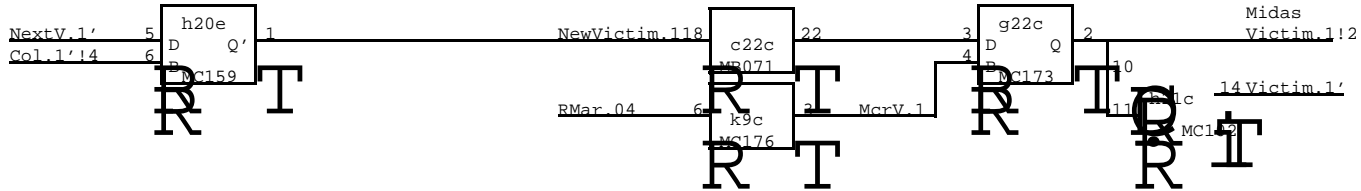
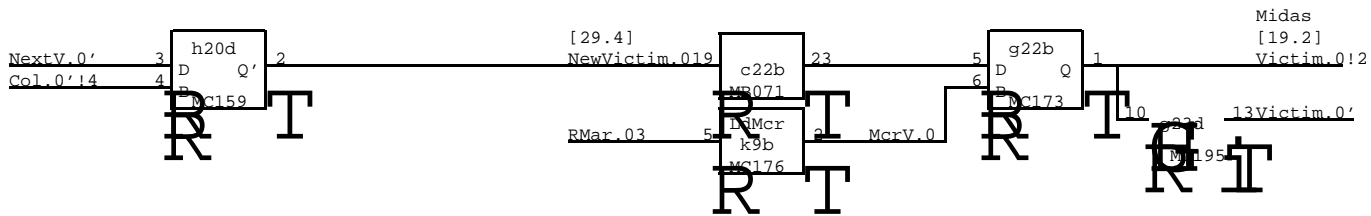
3 Clocks are clk0 & X1\_ & WrXOK

Force BL off when A is idle

Note that Pipe5 forces Hit.

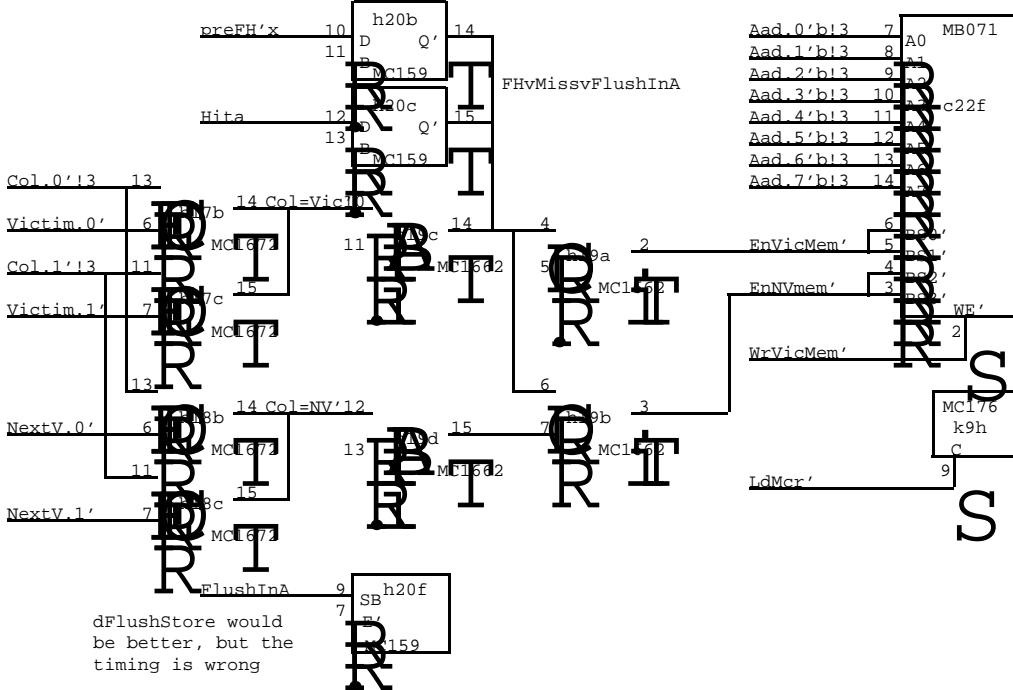
just a buffer





New Vic\_ old NV if miss (vic used) or hit Vic  
Col if flush  
unchanged otherwise

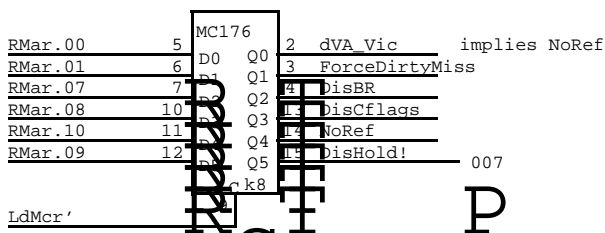
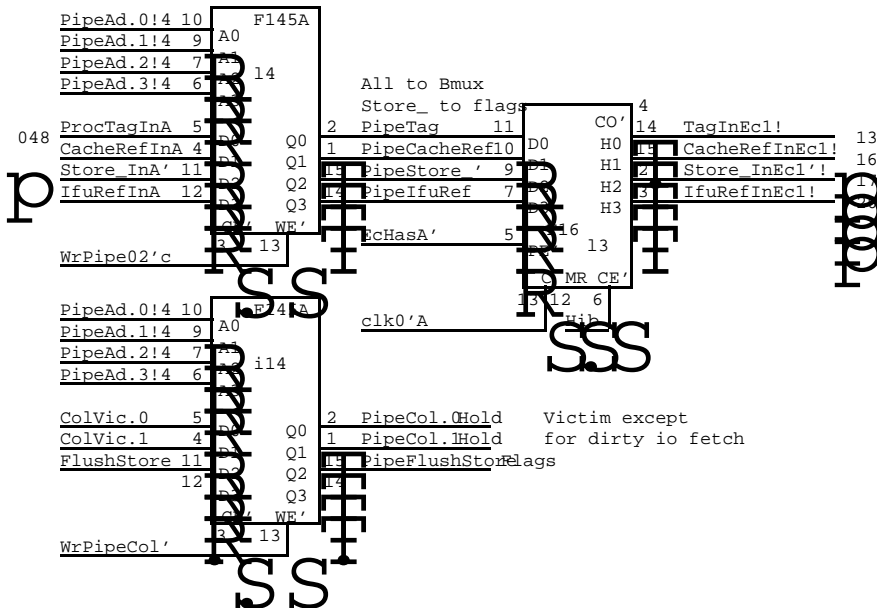
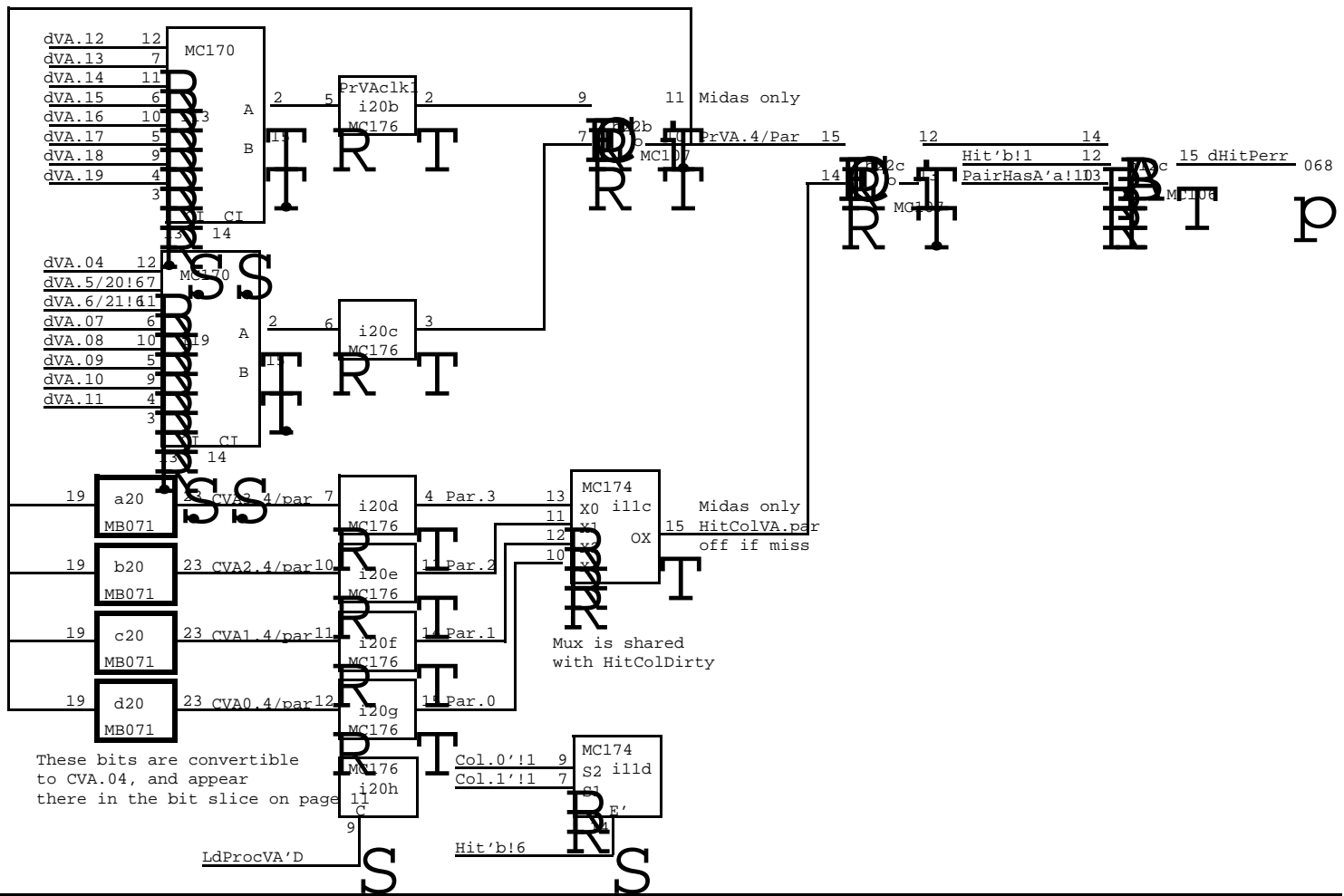
New NV\_ something not = old Vic or old NV if miss or hit Vic (NV used) or hit NV  
unchanged otherwise (except for flush, which is an accident, not important)



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

[34.4-60]

188 MAR.00' 6 3 RMar.00

184 MAR.01' 7 4 RMar.01

180 MAR.02' 6 3 RMar.02

164 MAR.03' 7 4 RMar.03

160 MAR.04' 10 13 RMar.04

156 MAR.05' 6 3 RMar.05

116 MAR.06' 7 4 RMar.06

112 MAR.07' 10 13 RMar.07

185 MAR.08' 10 13 RMar.08

181 MAR.09' 11 14 RMar.09

177 MAR.10' 11 14 RMar.10

161 MAR.11' 12 15 RMar.11

157 MAR.12' 5 2 RMar.12

153 MAR.13' 11 14 RMar.13

113 MAR.14' 12 15 RMar.14

109 MAR.15' 5 2 RMar.15

[by 40.8-60]

PipeVA.1611 10 D Q' 14 BMux.00! 172

HoldMapBuf 11 D C159

PipeVA.17 12 D Q' 15 BMux.01! 168

PipeFlushStore 13 D C159

PipeVA.18 10 D Q' 14 BMux.02! 152

PipeTag 11 D C159

PipeVA.19 12 D Q' 15 BMux.03! 148

PipeCacheRef 13 D C159

PipeVA.04 10 D Q' 14 BMux.04! 144

PipeVA.20 11 D C159

PipeStore 6 3 RBMux.04

PipeVA.05 12 D Q' 15 BMux.05! 124

PipeVA.21 13 D C159

PipeIfuRef 6 3 RBMux.05

PipeVA.06 10 D Q' 14 BMux.06! 120

PipeVA.22 11 D C159

PipeCol.0 7 4 RBMux.06

PipeVA.07 12 D Q' 15 BMux.07! 105

PipeVA.23 13 D C159

PipeCol.1 10 13 RBMux.07

PipeVA.08 3 D Q' 2 BMux.08! 169

PipeVA.24 4 D C159

NewDirty 7 4 RBMux.08

PipeVA.09 5 D Q' 1 BMux.09! 165

PipeVA.25 6 D C159

NewVacant 10 13 RBMux.09

PipeVA.10 3 D Q' 2 BMux.10! 149

PipeVA.26 4 D C159

NewWP 11 14 RBMux.10

PipeVA.11 5 D Q' 1 BMux.11! 145

PipeVA.27 6 D C159

NewBL 12 15 RBMux.11

PipeVA.12 3 D Q' 2 BMux.12! 141

PipeVA.28 4 D C159

NextV.0 5 2 RBMux.12

PipeVA.13 5 D Q' 1 BMux.13! 121

PipeVA.29 6 D C159

NextV.1 11 14 RBMux.13

PipeVA.14 3 D Q' 2 BMux.14! 117

PipeVA.30 4 D C159

Victim.015 12 15 RBMux.14

PipeVA.15 5 D Q' 1 BMux.15! 104

PipeVA.31 6 D C159

Victim.115 5 2 RBMux.15

MC195  
alg  
Invert'

MC195  
alg  
Invert'

MC195  
e2g  
Invert'

Pipe5 9 SB b1f

Pipe015' 7 E C159

Pipe5 9 SB d1f

Pipe015' 7 E C159

Pipe5 9 SB e1f

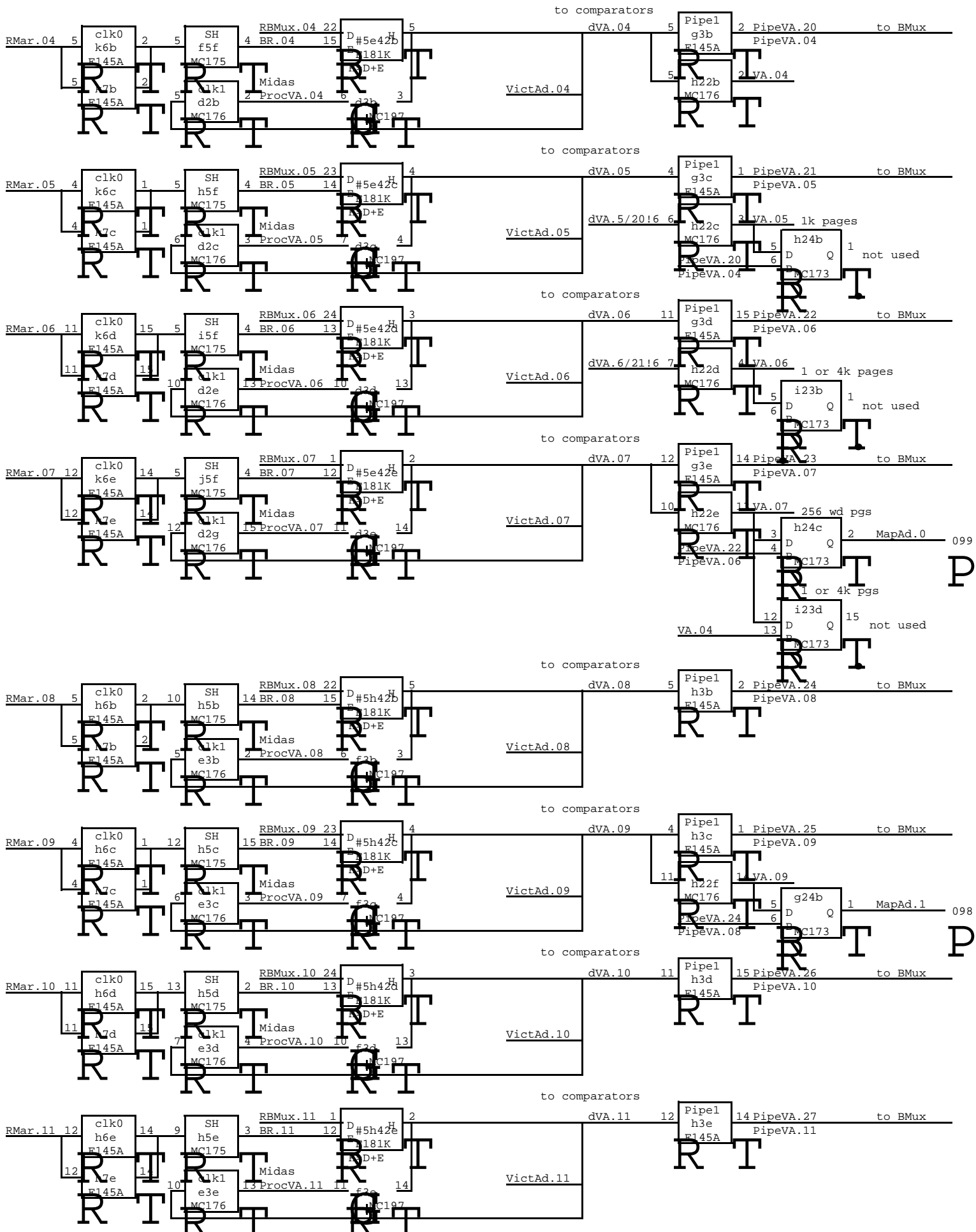
Pipe015' 7 E C159

Pipe5 9 SB f1f

Pipe015' 7 E C159

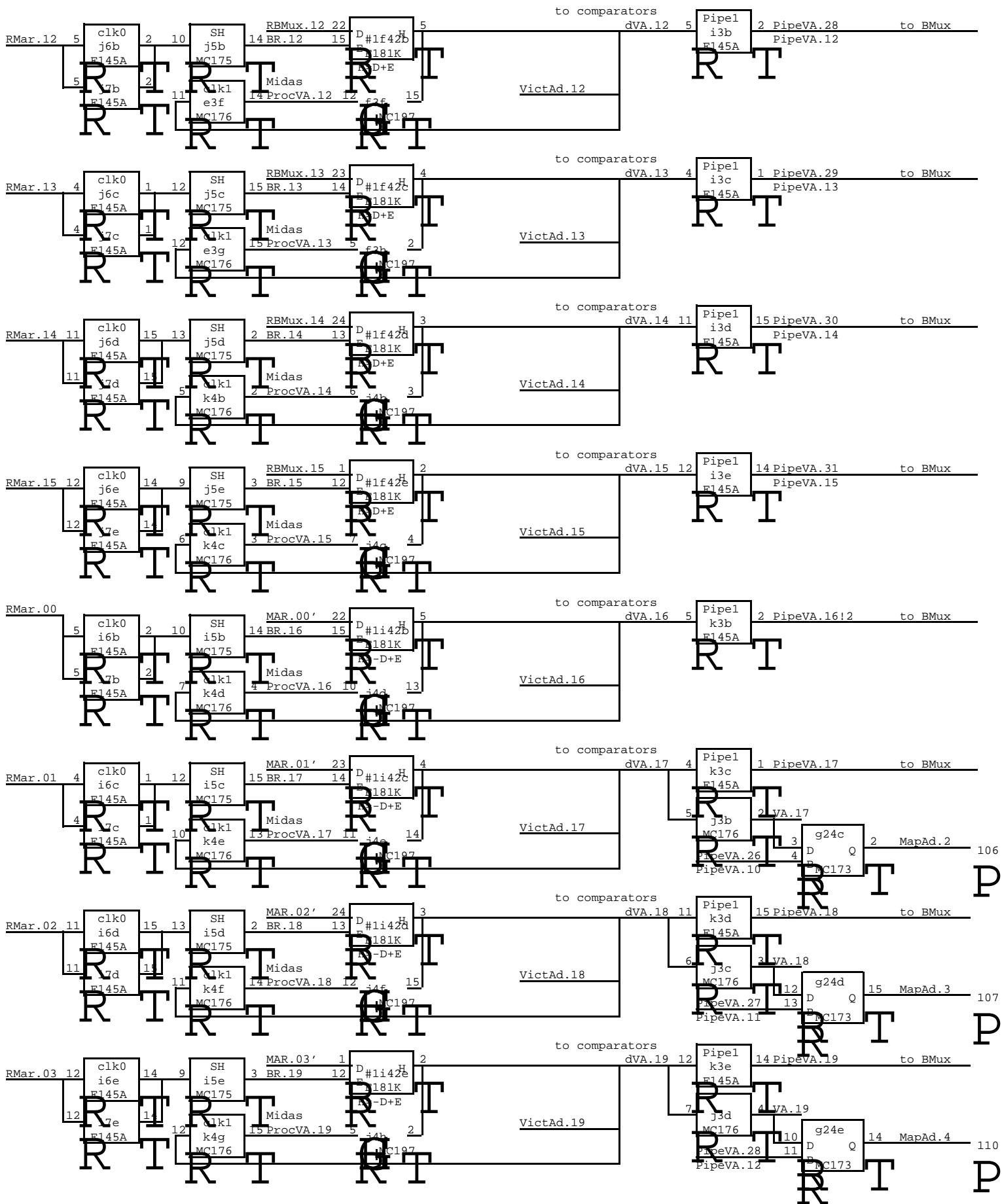
Ifetch 9 e2g  
MC197  
Enable

e2g  
MC197  
Enable

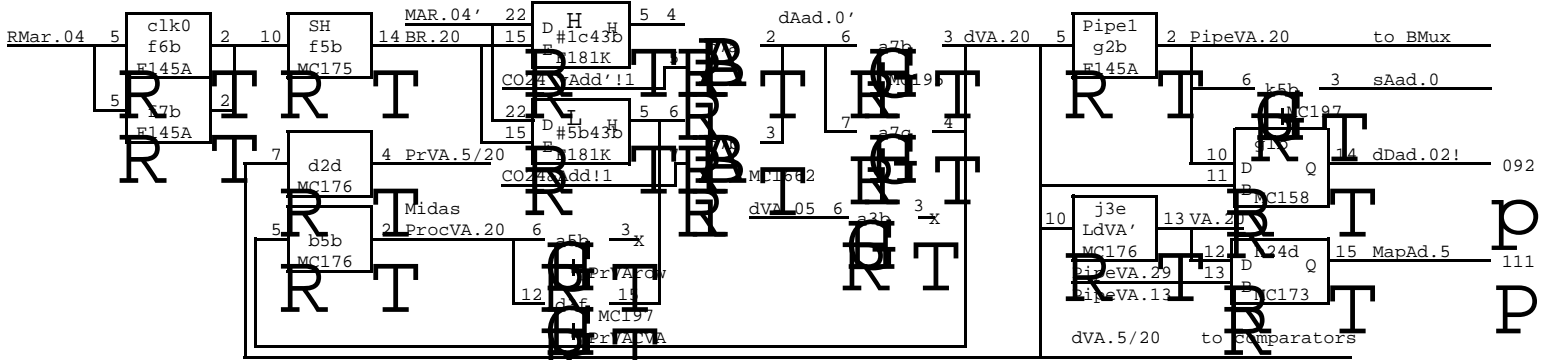


XEROX PARC	Project Dorado	Drawing Main data paths: 4-11	File MemC07.sil	Designer Lampson	Rev Be	Date 7/17/85	Page 07
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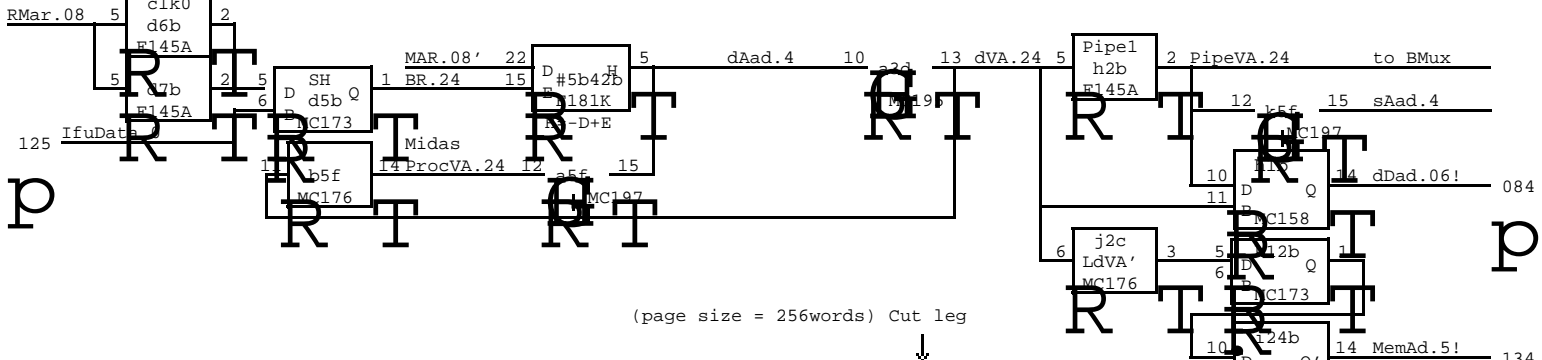
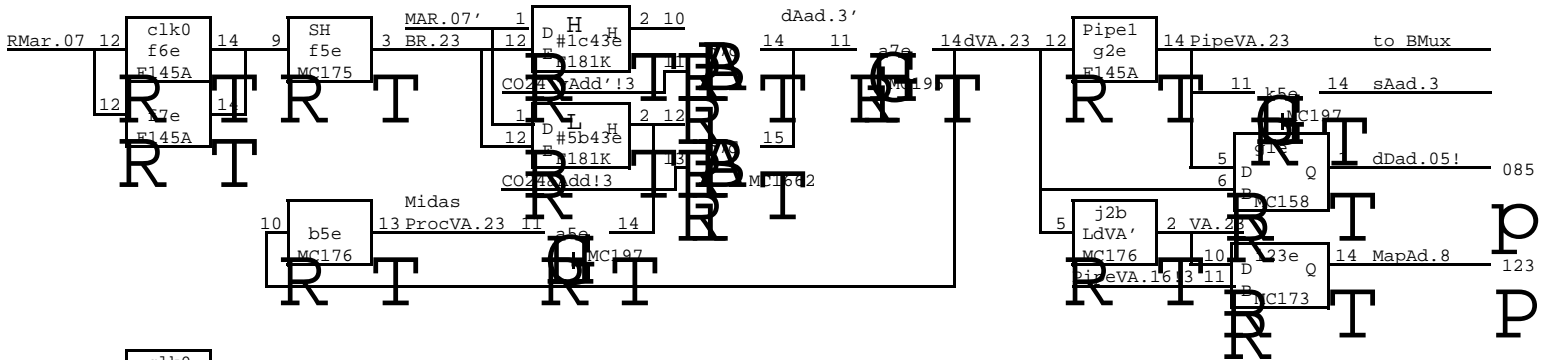
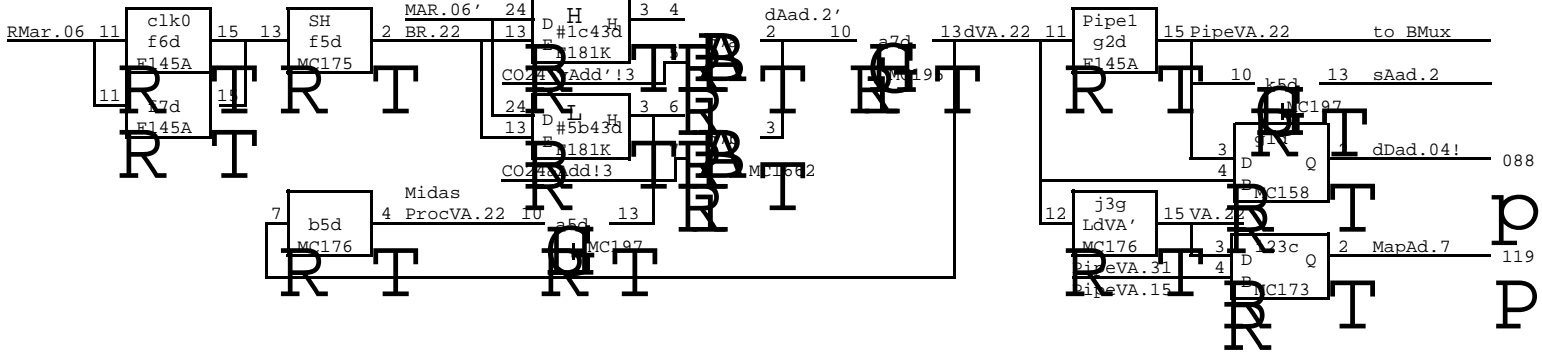




XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARCb	Dorado	Main data paths: 12-19	MemC08.sil	Lampson	Be	7/17/85	08

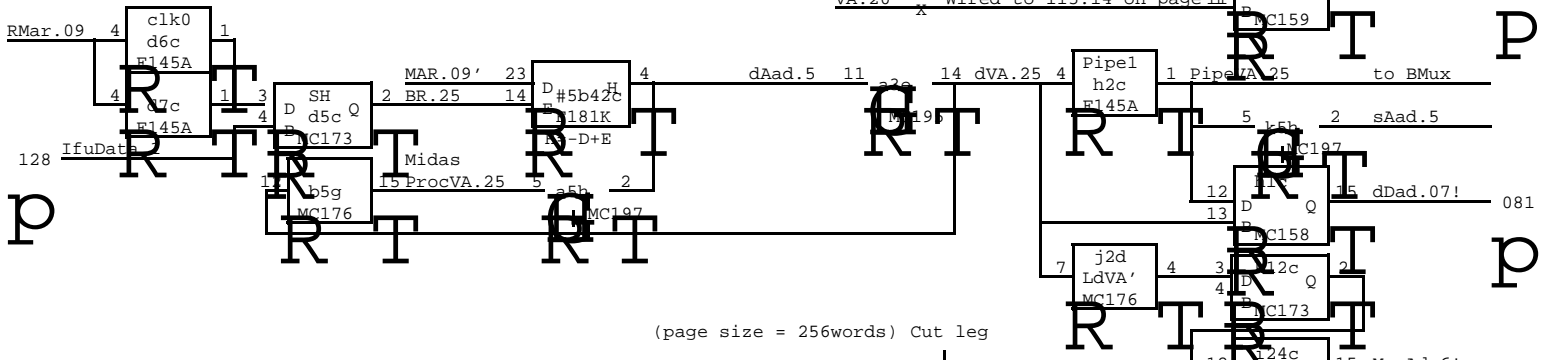


Bit 21 is shown in the summary on page 4



(page size = 256words) Cut leg

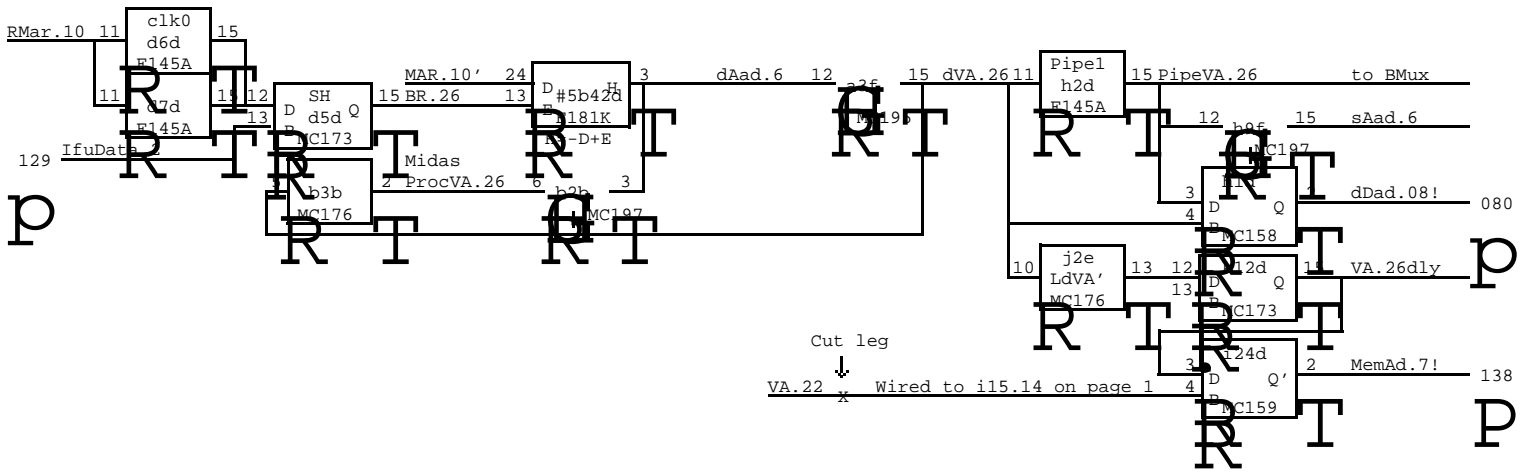
VA.20 x Wired to i15.14 on page III



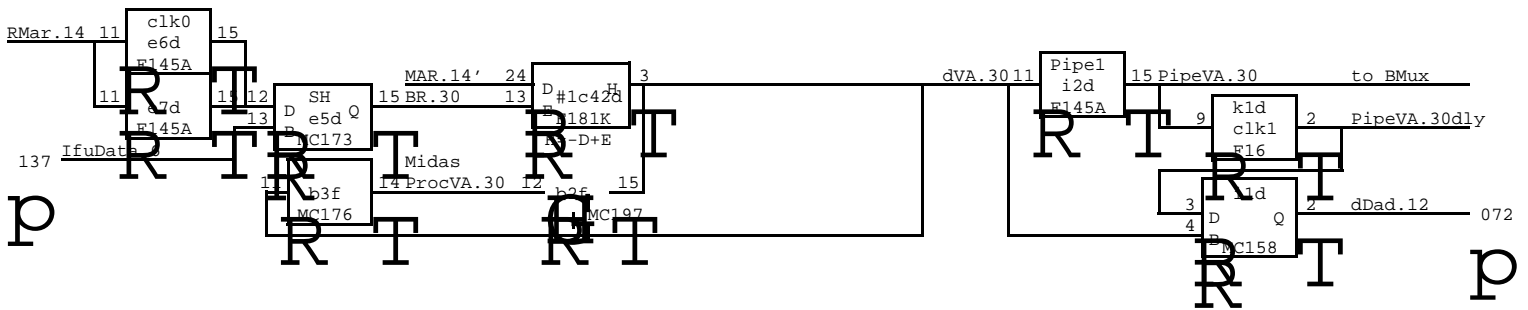
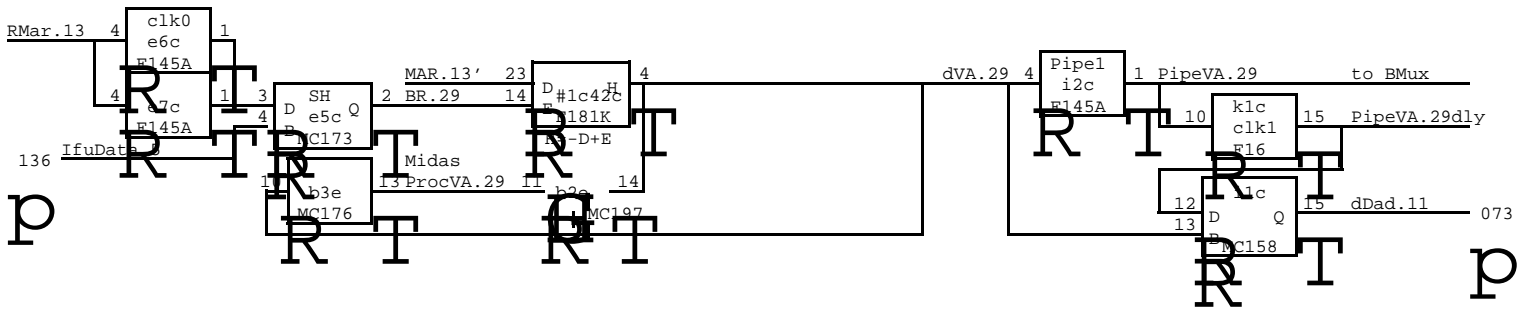
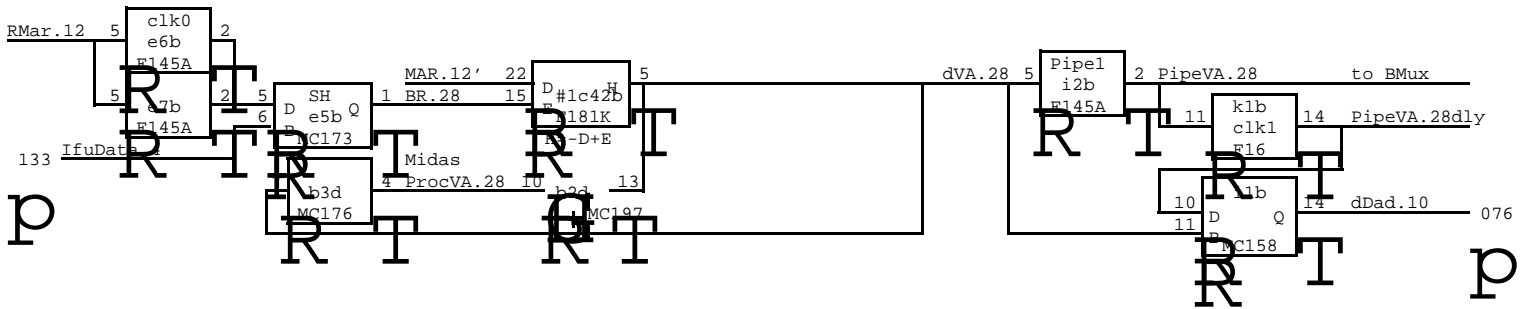
(page size = 256words) Cut leg

VA.21 x Wired to i15.14 on page III

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

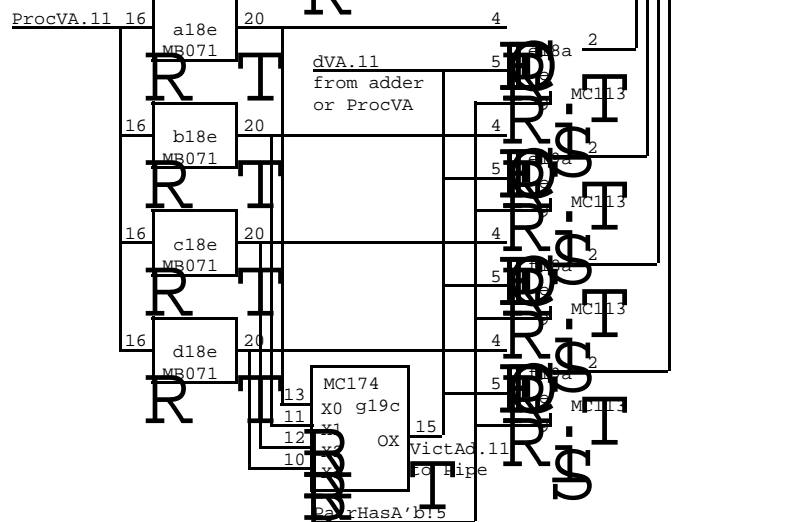
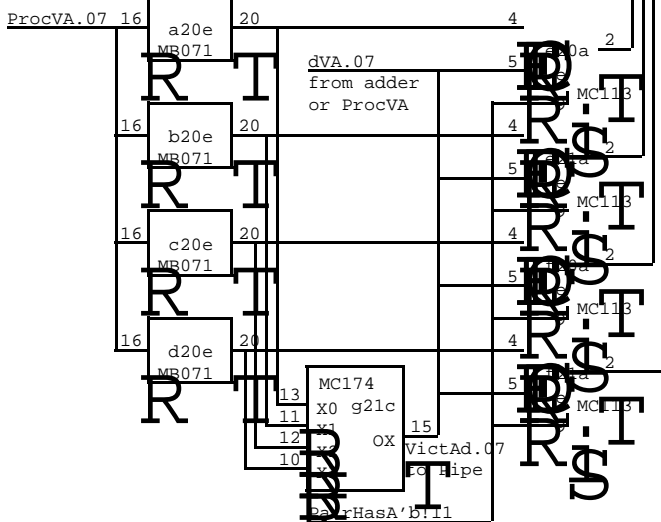
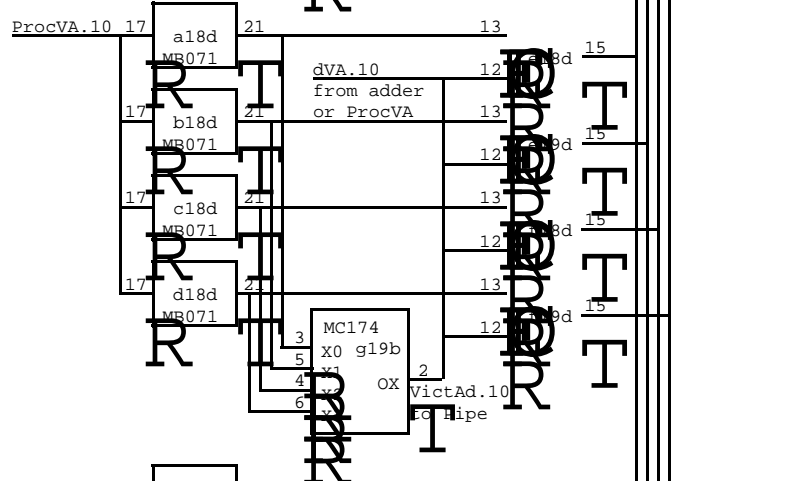
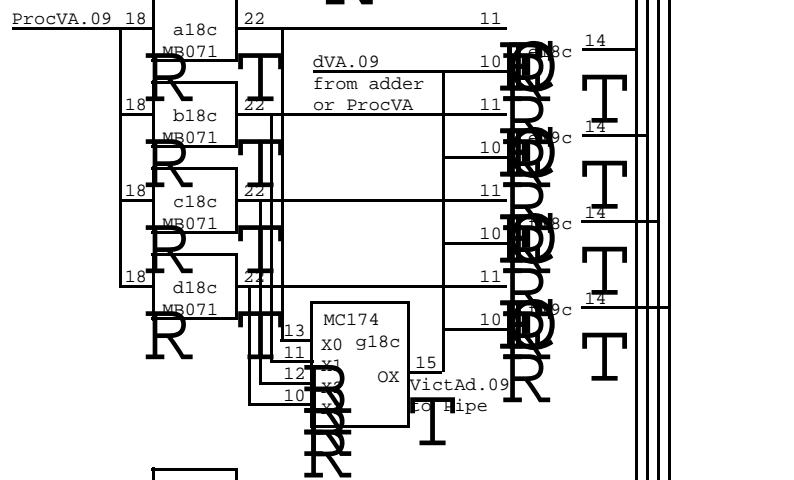
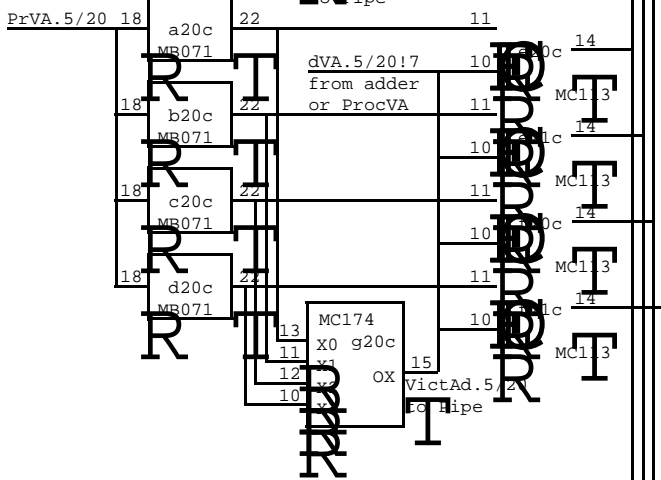
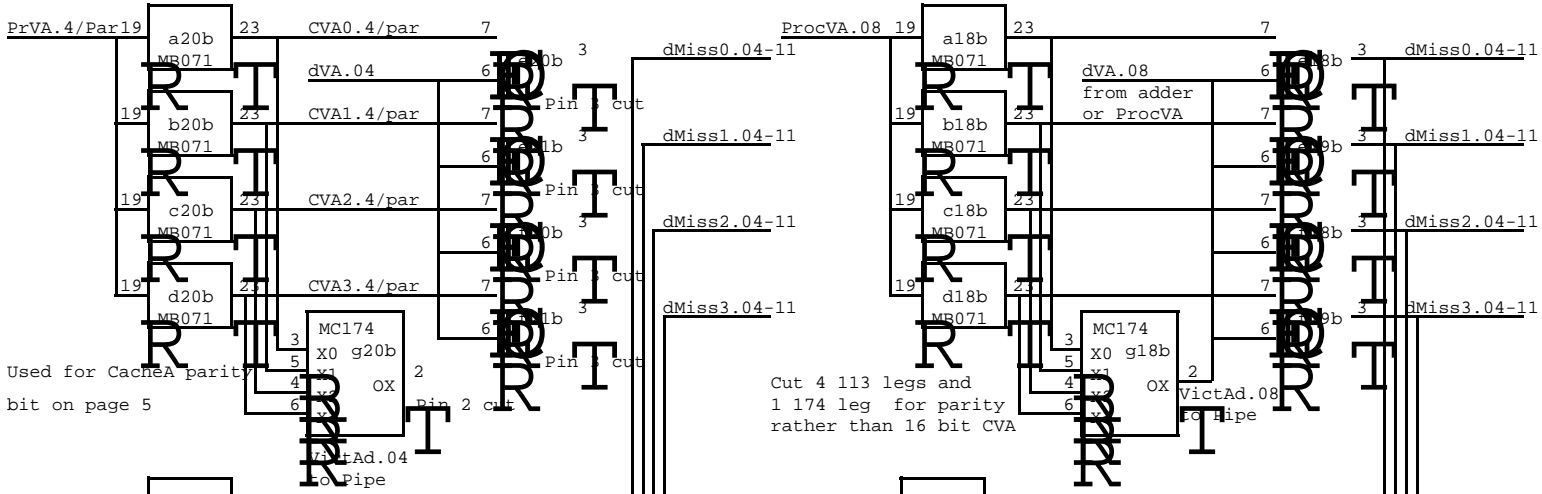


Bit 27 is shown in the summary on page 1

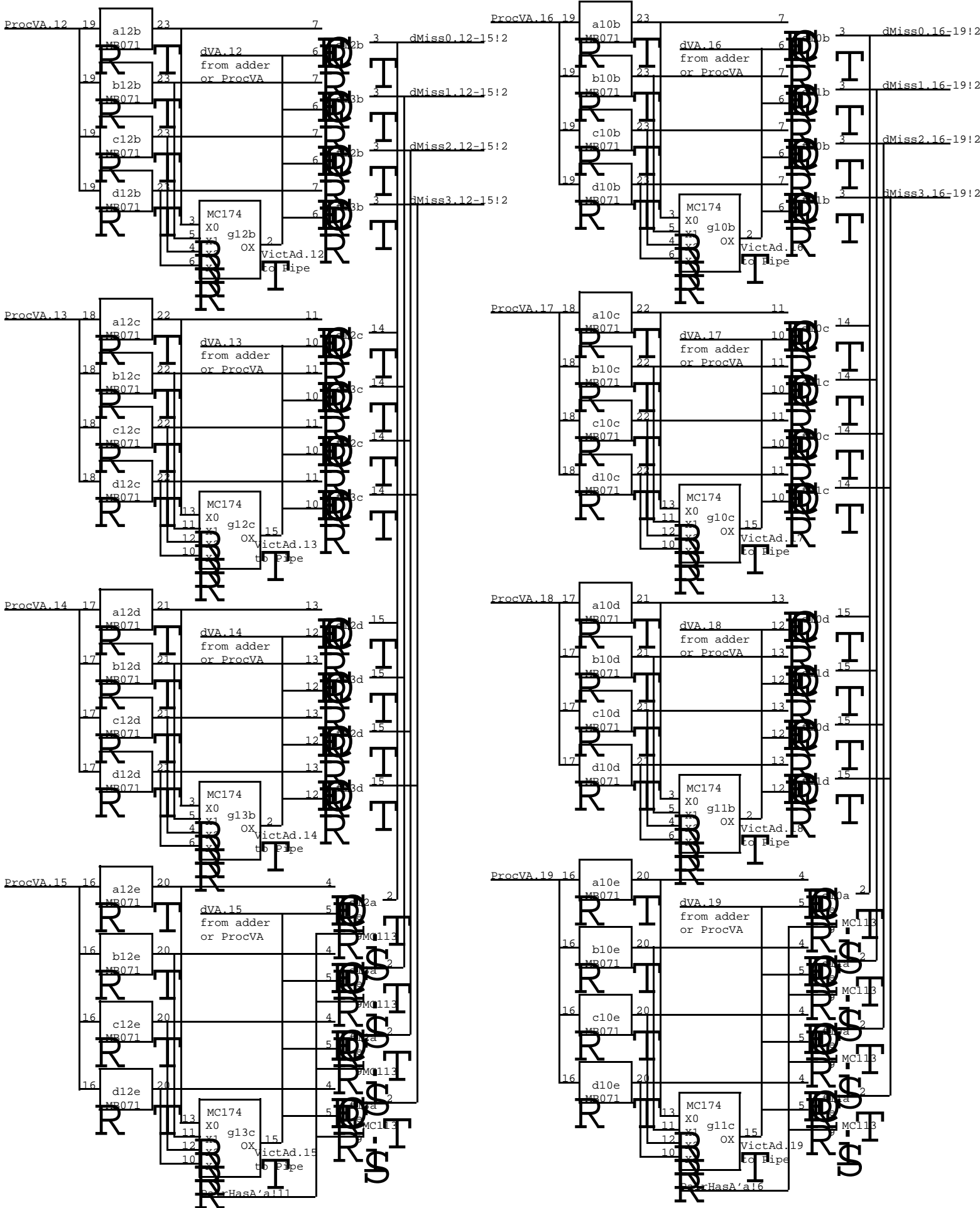


Bit 31 is shown in the summary on page 1

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

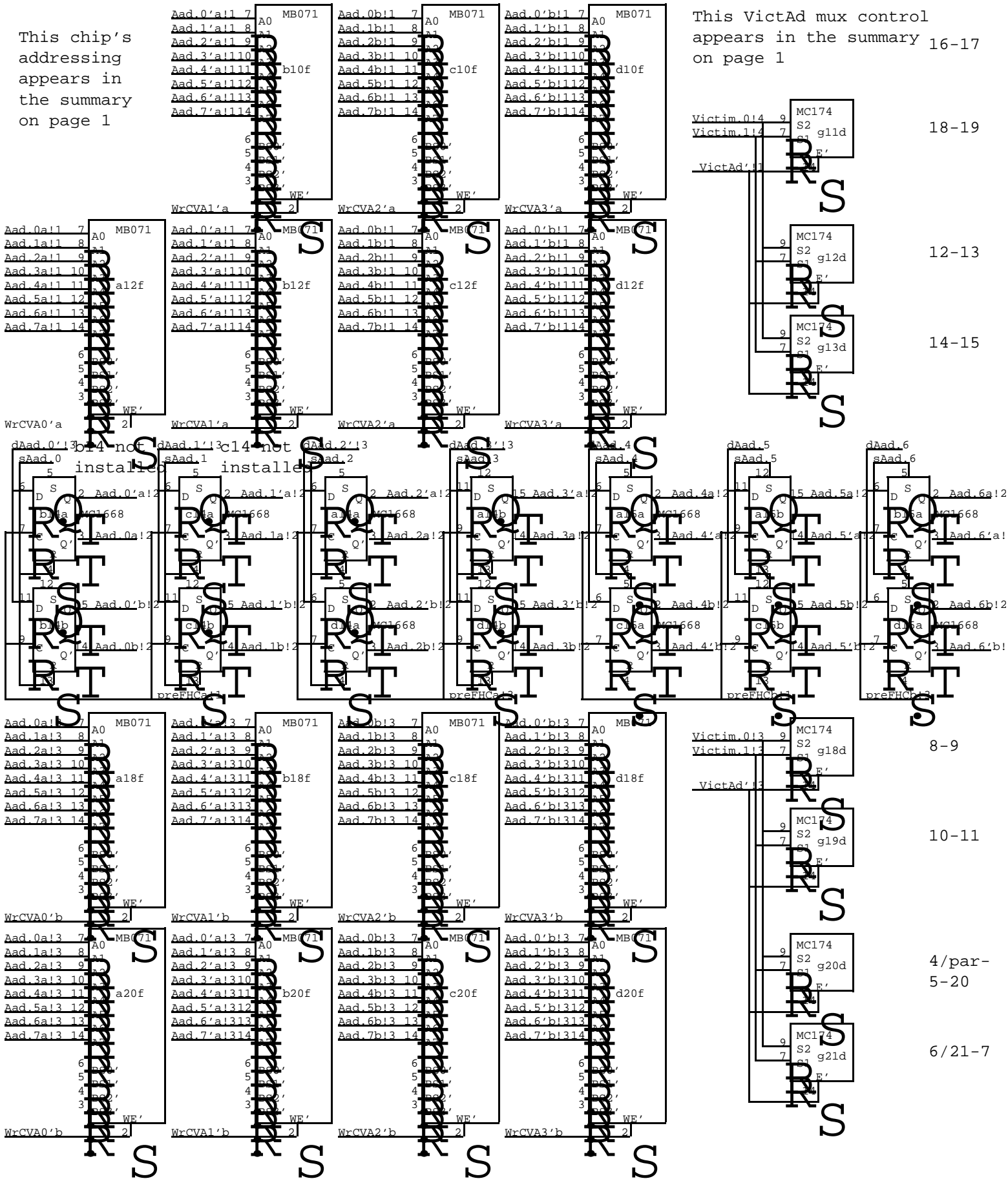


XEROX	Project	Drawing	File	Designer	Rev	Date	Page
PARC	Dorado	CVA and comparators: 4-11	MemC11.sil	Lampson	Be	7/17/85	11

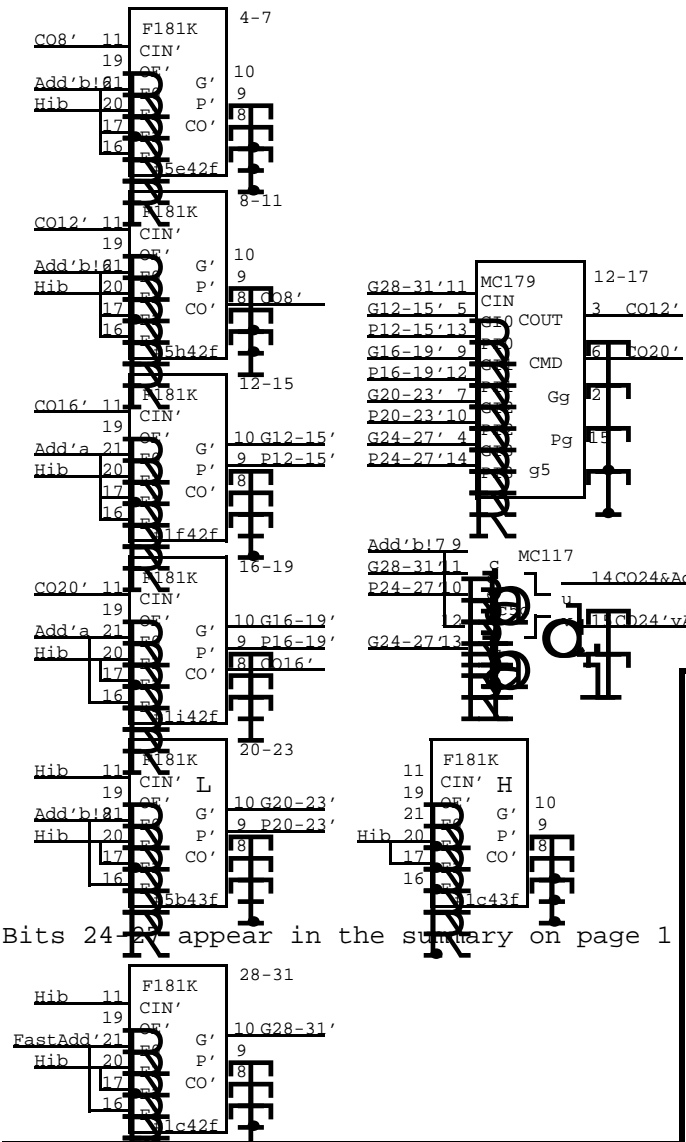


This chip's addressing appears in the summary on page 1

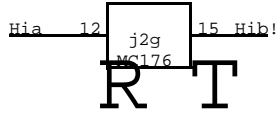
This VictAd mux control appears in the summary 16-17 on page 1



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



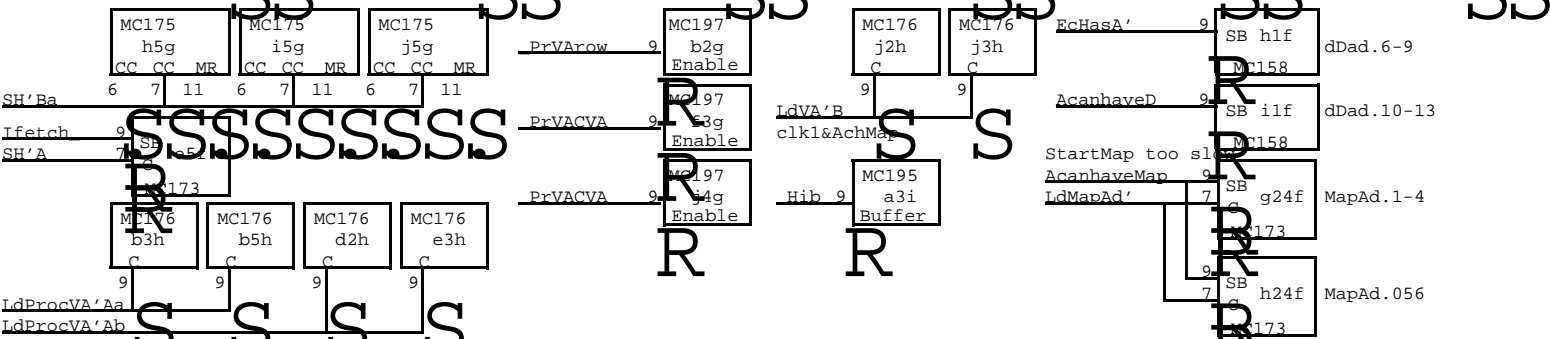
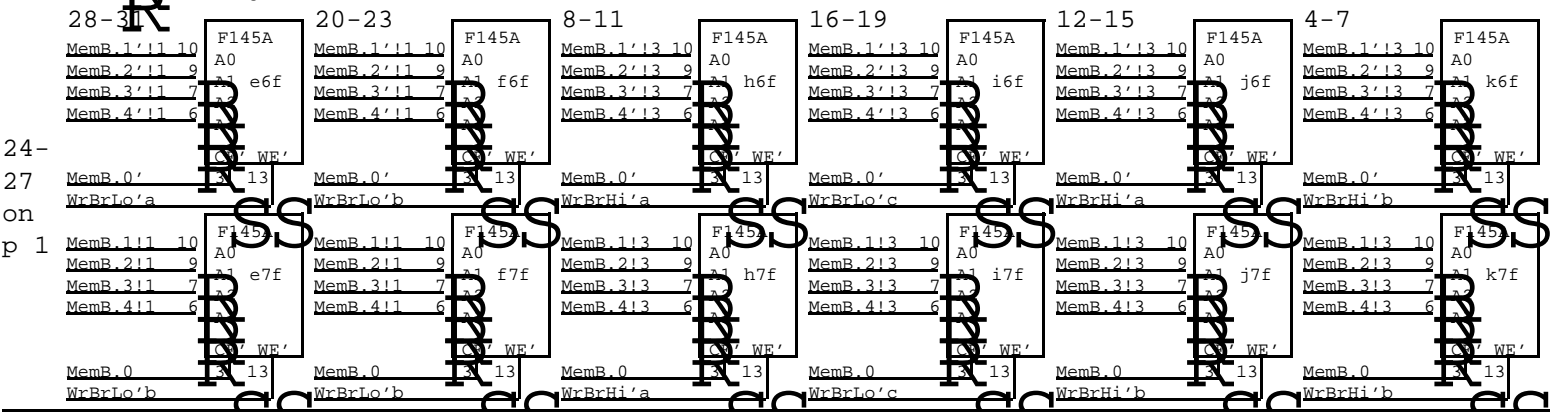
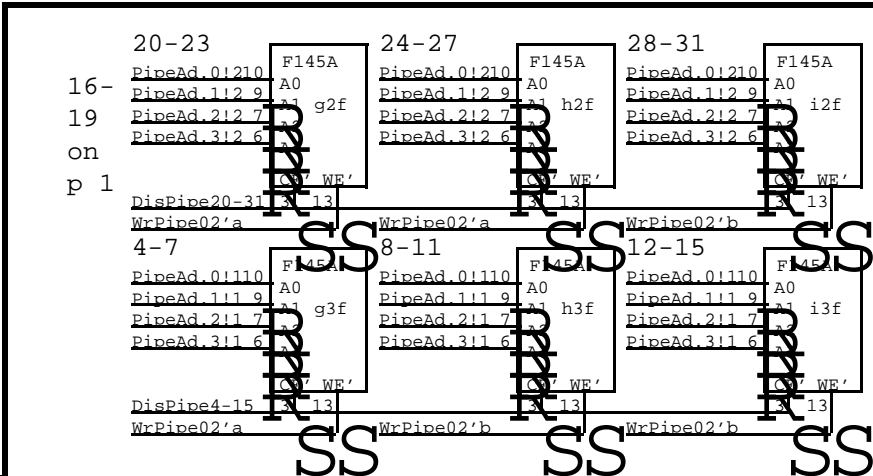
Bits 24-27 appear in the summary on page 1

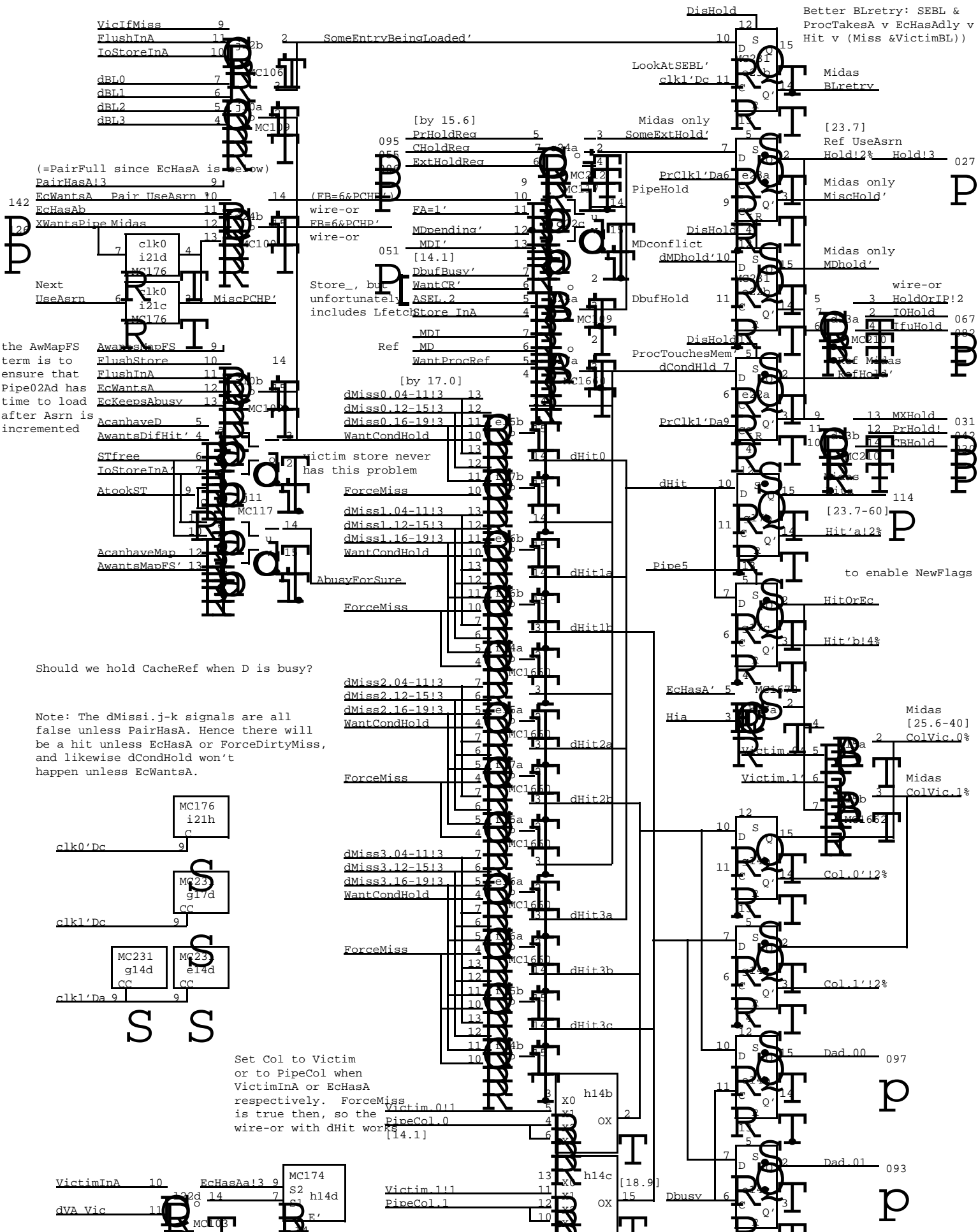


Timing: 28-31 6.5  
 24-27 4.1+4.7=8.8  
 20-23 4.1+3.8+1.9=9.8  
 16-19 4.1+6.0+4.7=14.8  
 12-15 4.1+6.0+3.6+4.7=18.4  
 8-11 4.1+6.0+4.7=14.8  
 4-7 4.1+6.0+3.6+4.7=18.4

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

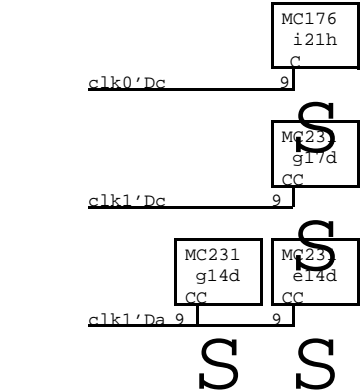




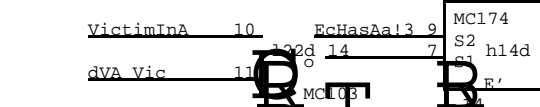
(=PairFull since EcHasA is below)  
 PairHasA13  
 142 EcWantsA Pair UseAsrn #0  
 EcHasAb  
 XWantsPipe Midas  
 Next  
 UseAsrn  
 the AwMapFS  
 term is to  
 ensure that  
 Pipe02Ad has  
 time to load  
 after Asrn is  
 incremented

AwMapFS  
 FlushStore  
 FlushInA  
 EcWantsA  
 EcKeepsAbusy  
 Acanhaved  
 AwantsDifHit'  
 STfree  
 IoStoreInA  
 AtookST  
 AcanhaveMap  
 AwantsMapFS'

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.



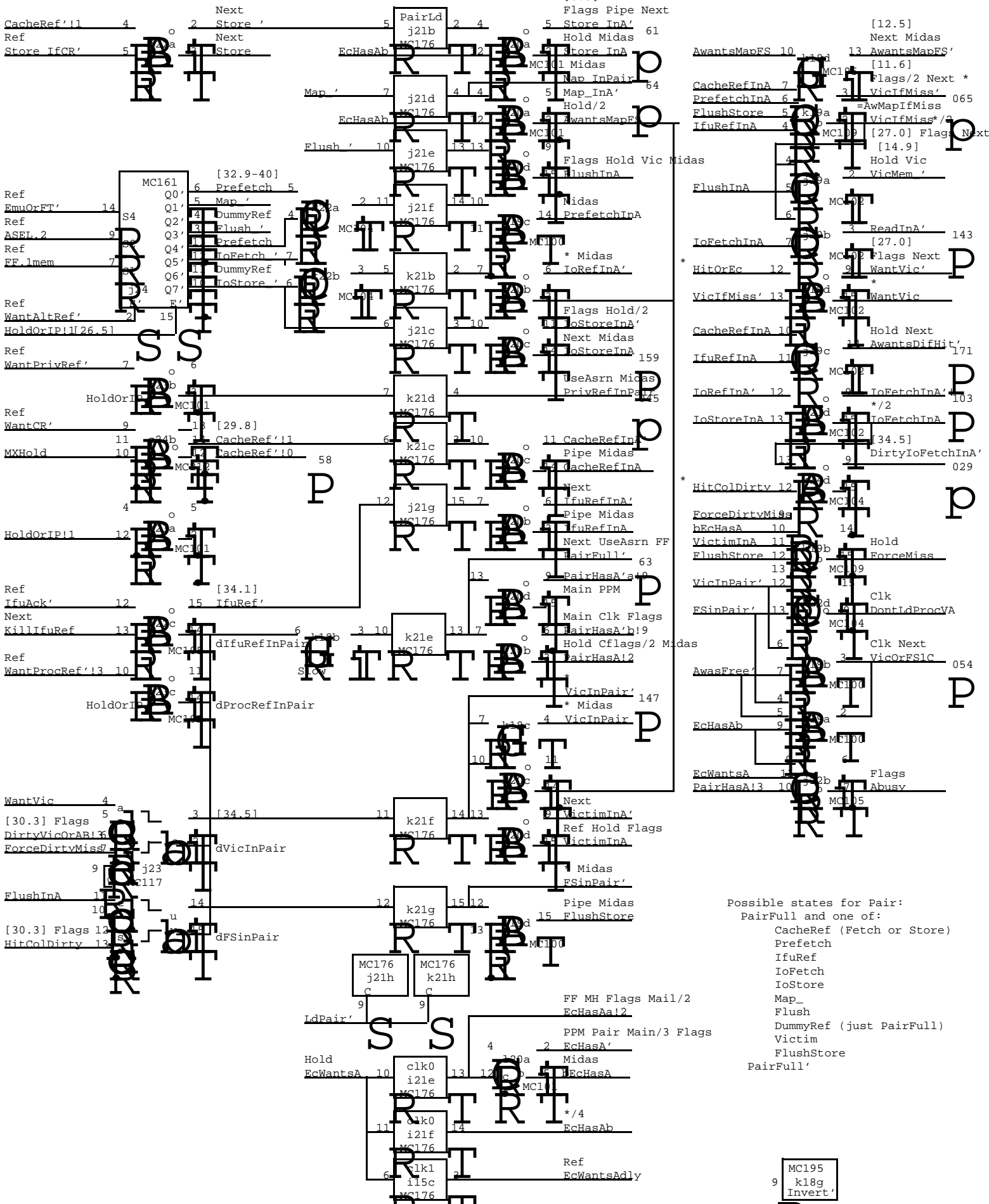
Set Col to Victim or to PipeCol when VictimInA or EcHasA respectively. ForceMiss is true then, so the wire-or with dHit works



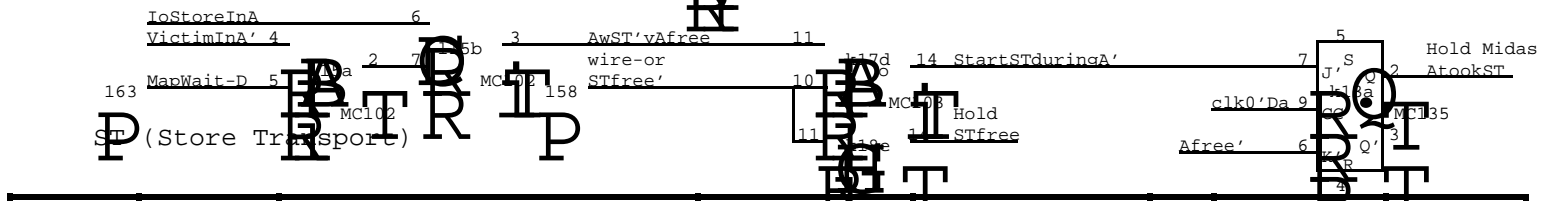
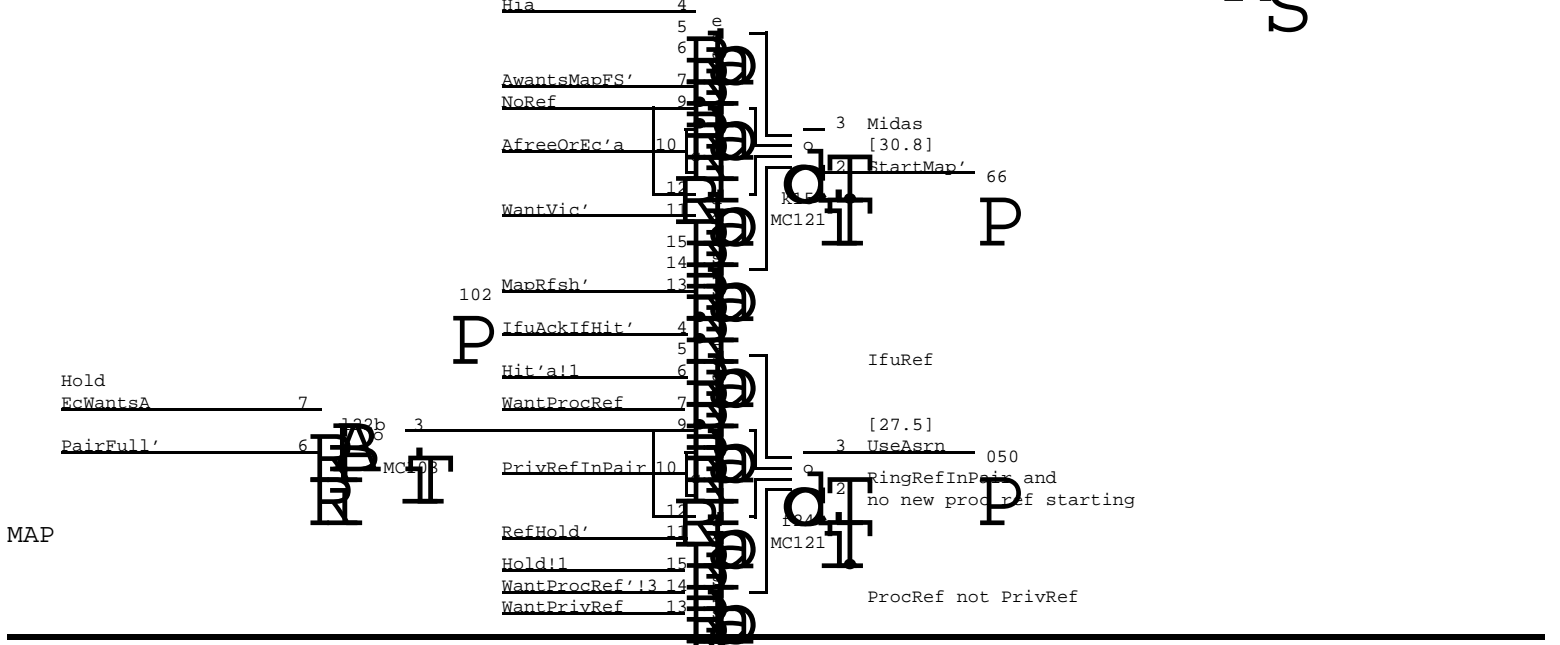
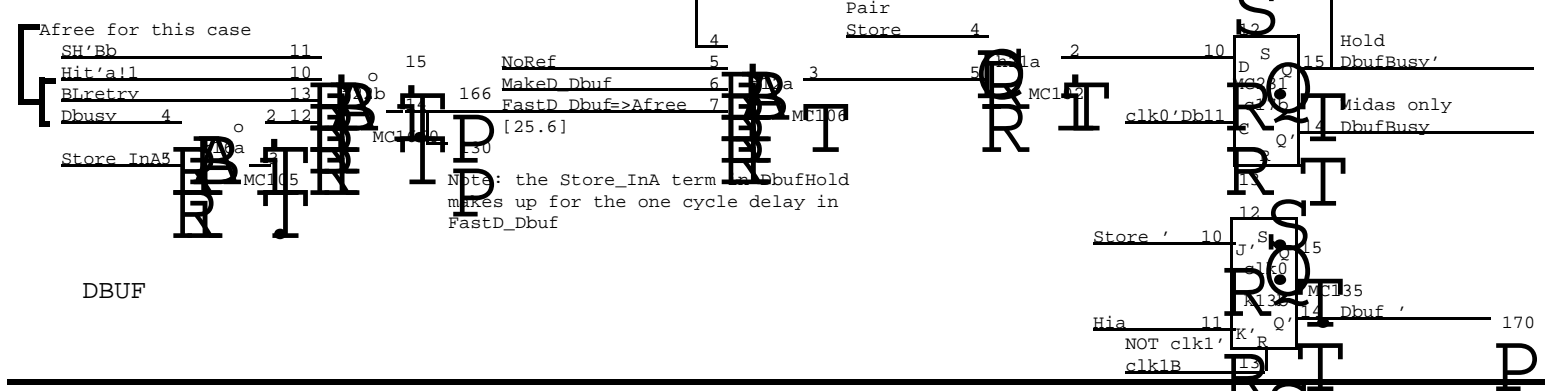
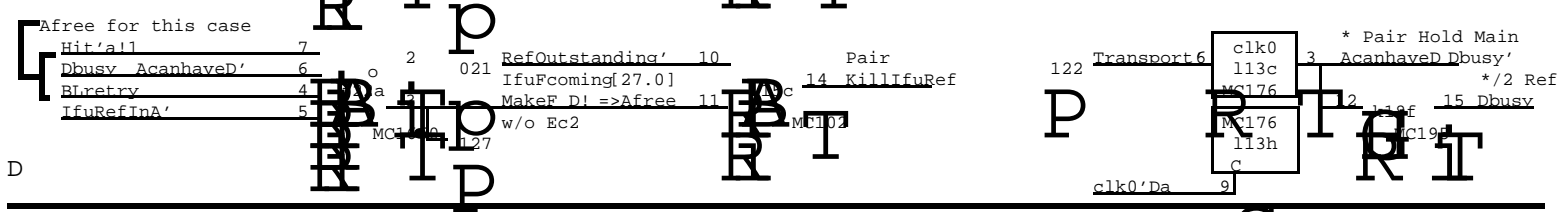
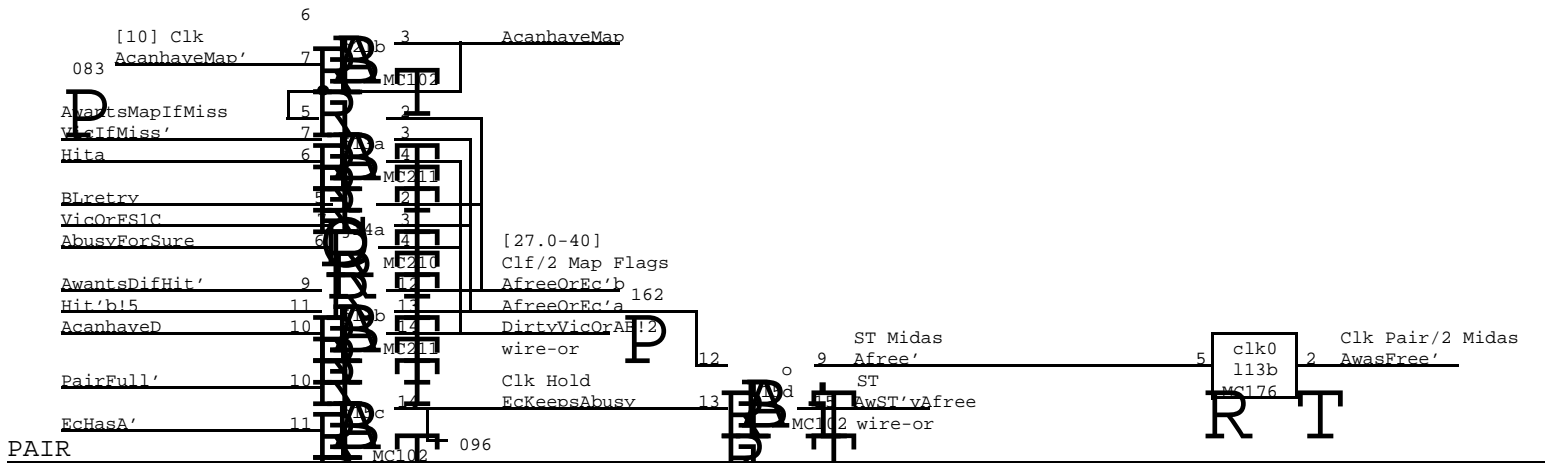




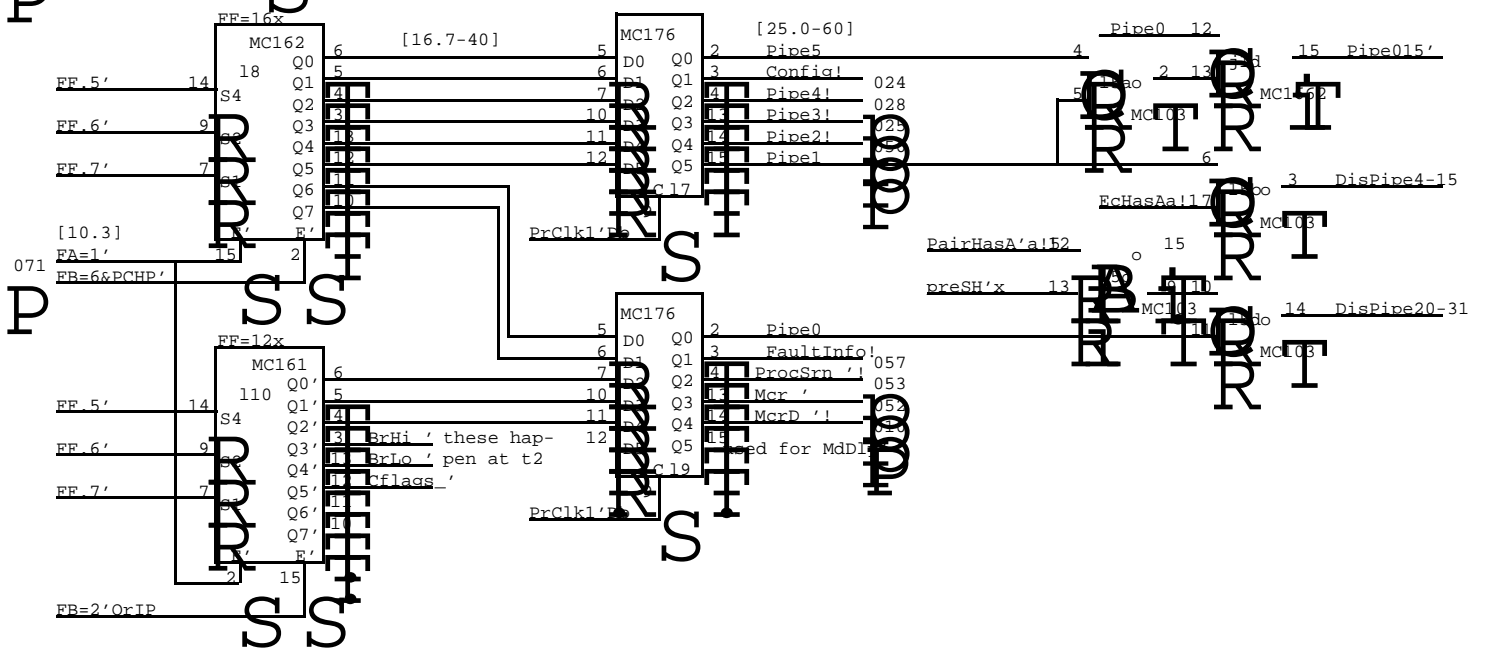
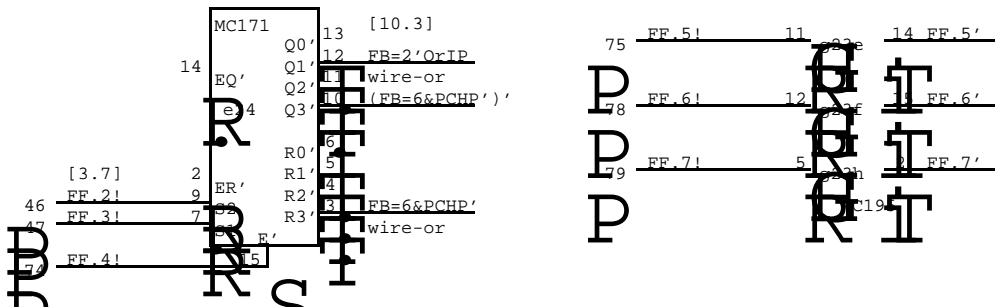
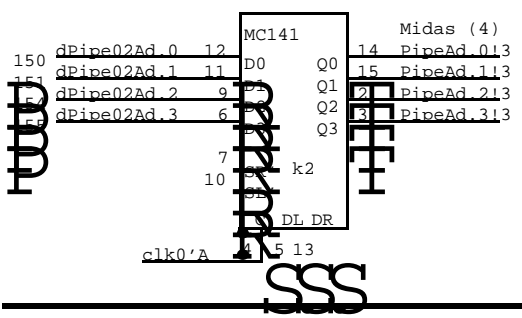
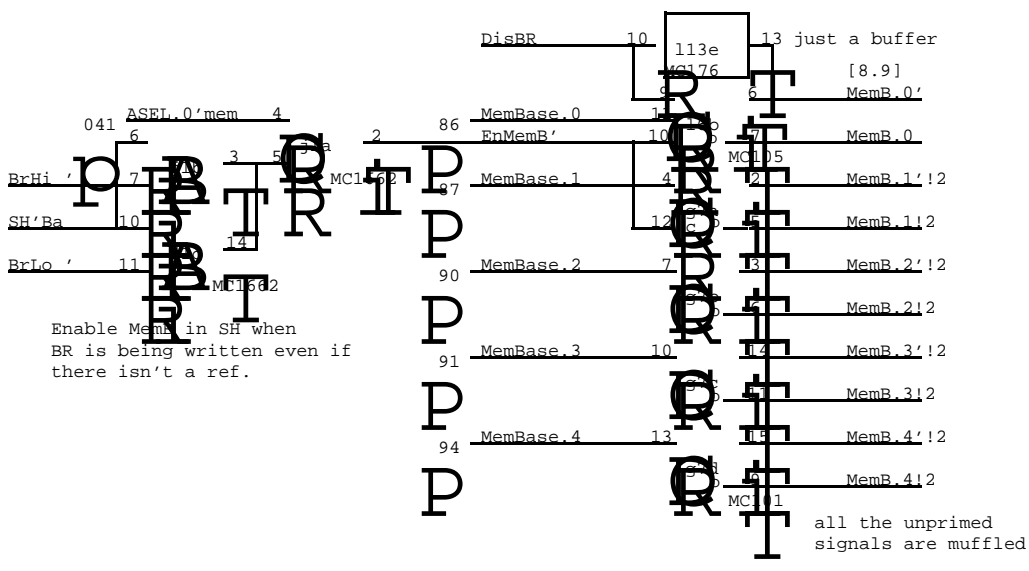
PAIR

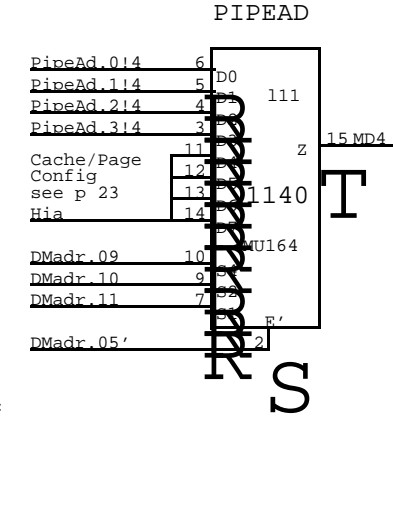
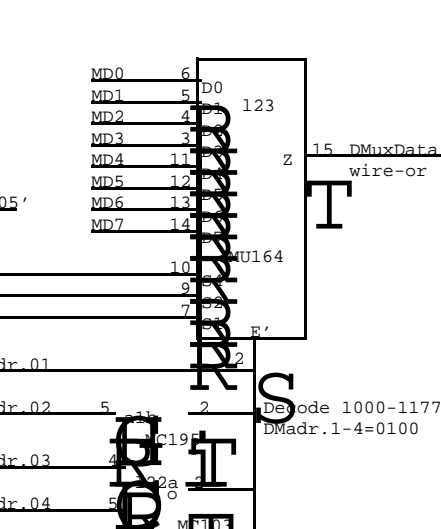
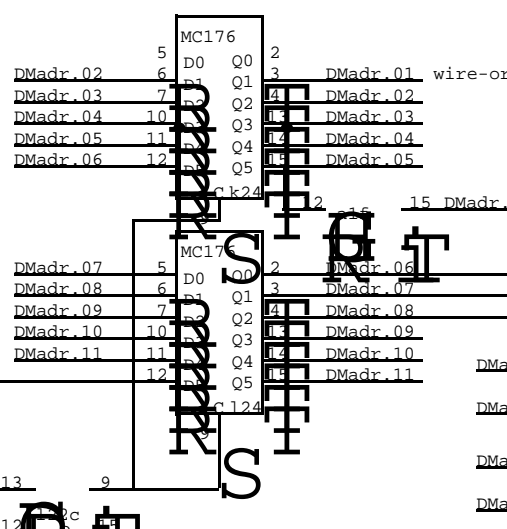
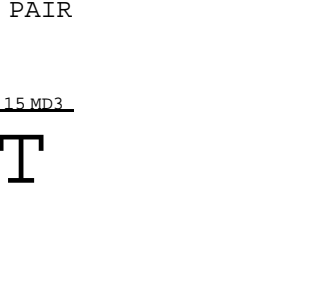
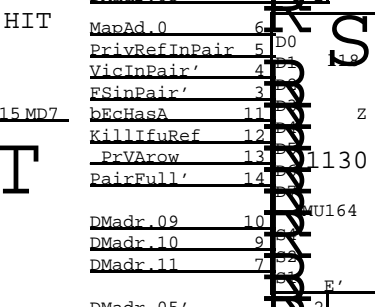
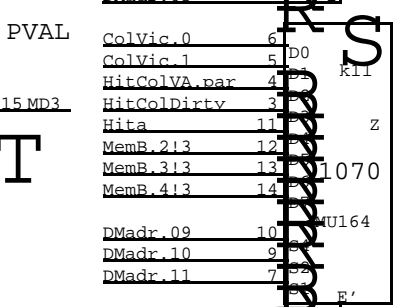
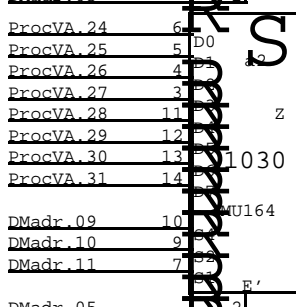
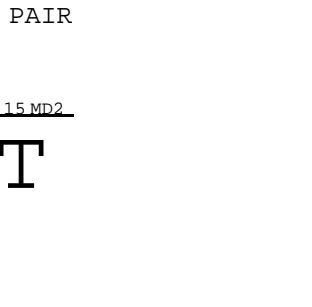
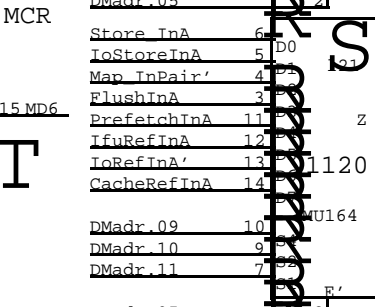
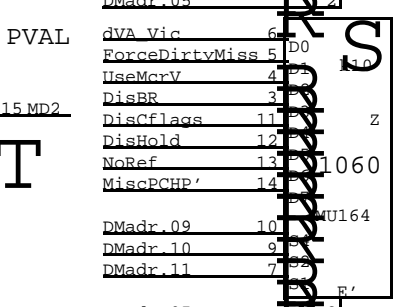
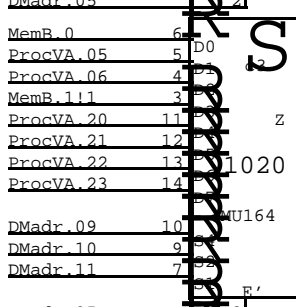
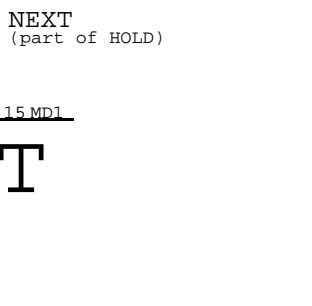
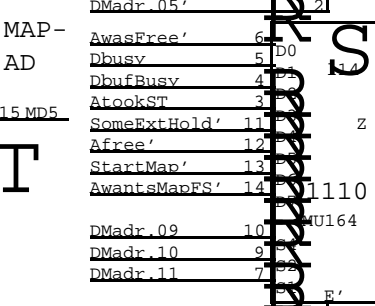
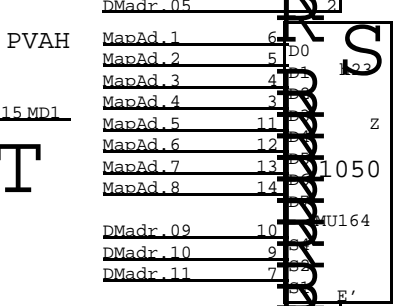
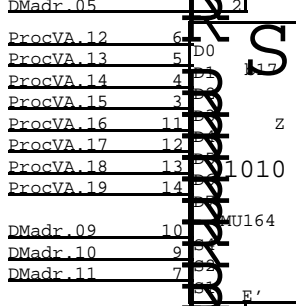
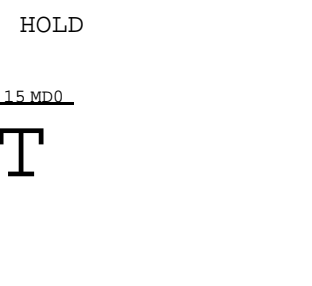
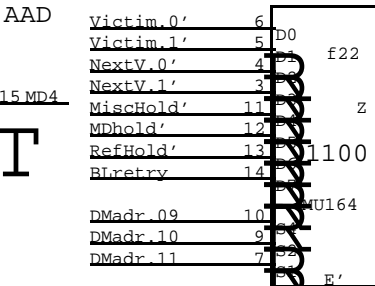
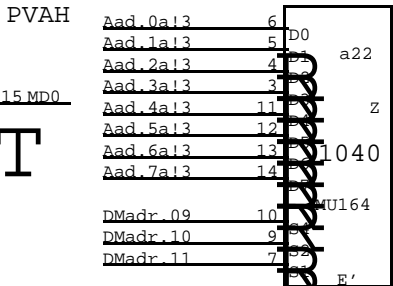
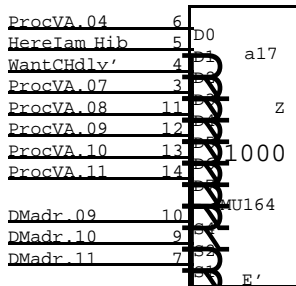


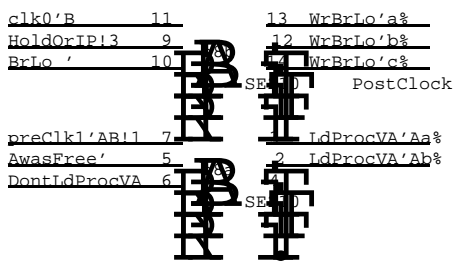
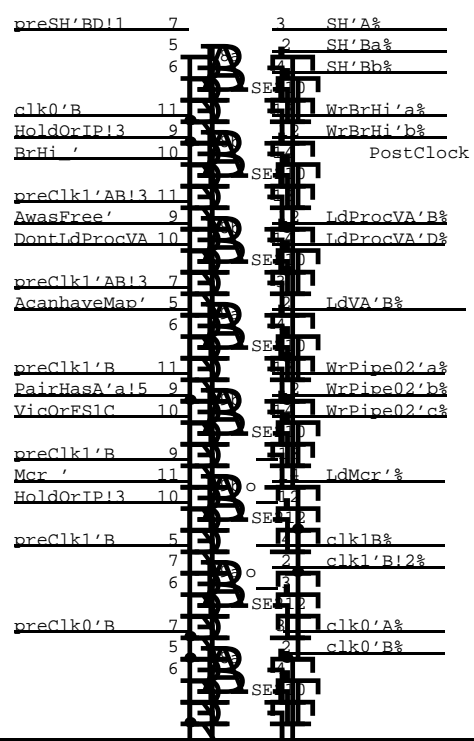
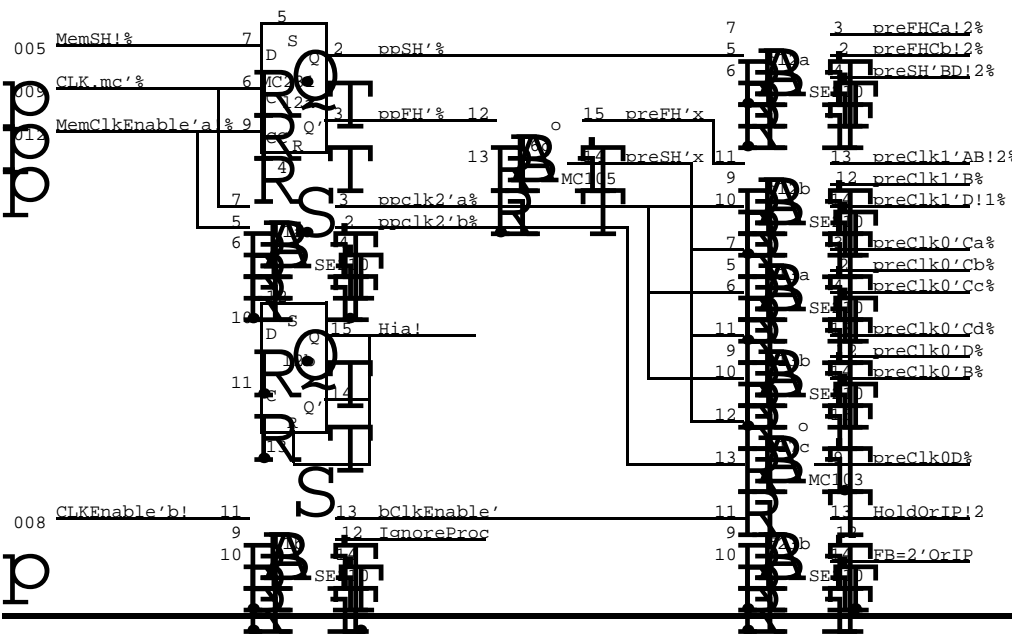
Possible states for Pair:  
 PairFull and one of:  
 CacheRef (Fetch or Store)  
 Prefetch  
 IfuRef  
 IoFetch  
 IoStore  
 Map  
 Flush  
 DummyRef (just PairFull)  
 Victim  
 FlushStore  
 PairFull'



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

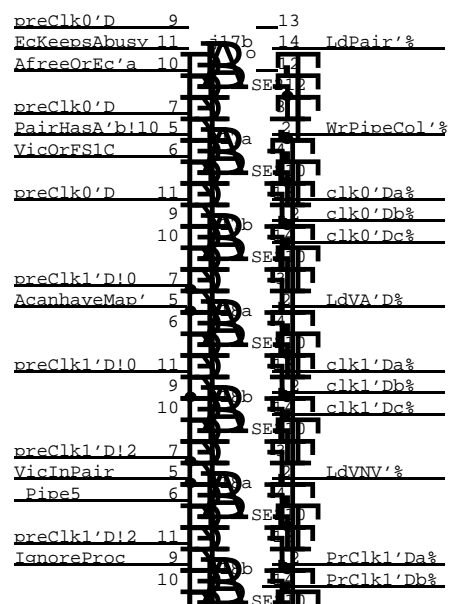
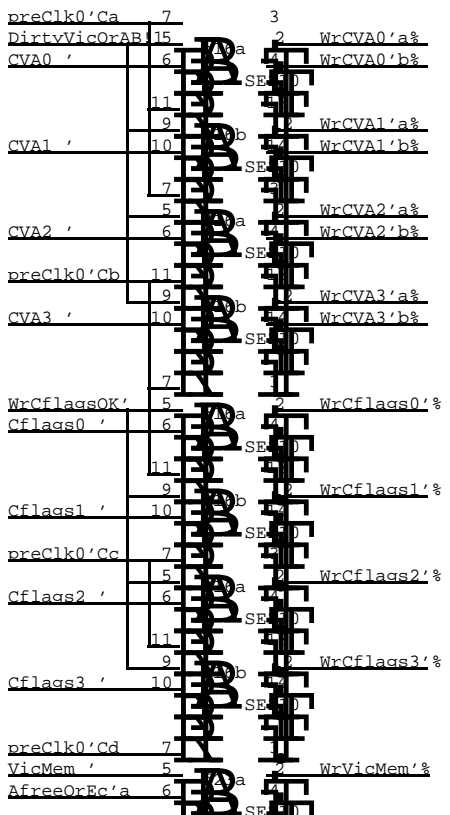






MapAd must be

low by 12.8 before clk0 of StartMap preSH'BD13 7  
 to:let row MapAd through by 6 before clk0  
 high from clk0 or StartMap to 27.5 after preClk0' MCI03  
 to:hold row MapAd  
 low by 2.8 before clk0 after StartMap AcanhaveMap 7  
 to:let col MapAd through by 4 after clk0



Cxxx	Mar	BMux	8	1	IfuData	Mar	BMux	dDad.02-10	CLKEN	ClkSync													
0/8	0/8	16	16	7/15	93	15	80	64	20	l													
a	181	b	168	c	153	d	137	e	124	f	109	g	115	h	80	i	48	j	33	k	20	l	D
1	RMadr. 0189 2,5 195i	BD 0189	RMadr. 2-4,10-12 195i	BMux driver 2310111	451213	671415	2-5 158	6-9 dDad 2-13 158	10-13 1662	MemB_37 _Pipe015	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 181k	28-31 181k	4-7 181k	Adder 181k	12-15 181k	8-11 181k	Adder 181k	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 181k	20-23 181k	Base register RAMS	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 Cache	Aad'a flags	Aadb flags	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			Mcr 176	ing PRclk1 176	9											
10	A bits 16-19			Comparators 16-19		Victad 105	Cflags 105	Dirty 141	SEBL WantCH 109	MU Mcr	161	10											
11				Comparators 16-19		Victad 16-19	HitColDirty Parity 174	AbusyFS WantCH 117	MU MemB.2-4 +5	MU PipeAd +4		11											
12	A bits 12-15			Comparators 12-15		Victad 210	Pre 174	DirtyVicOrAB dHitPerr SEBL 106	VAdly 173	+		12											
13				12-15		12-15	clocks 210	dVA.12-19 parity 170	Afree 211	Dbuf_' AtookST 135	Next/2 MB.0 176.0	13											
14	2/3 Aad latches	0 1	2/3	Dad.0-1 231	Col 1660	Col.0-1 231	PipeCol 174	145	210	DirtyIoF! 104	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	Clocks		preClk0 MapAdLd StST, _Vic 103	+	17												
18	A bits 8-11			Comparators 8-11		Victad 1672	Col=NV' preMCS' New 1672		Pair/3 Next/2 _VicAd 195i	MU Pair		18											
19				8-11		8-11	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 or bits 4-7			Comparators 4,7,20-21 or 4-7		Victad 159	stuff 159	Parity PrVAck1 176	101	PairInA (EcHasA) 101	101	20											
21				4,7,20-21 or 4-7		4,7,20-21 or 4-7	Vic.1', IoB AchMap dDbufBusy 102	Pr/2 JsaAsrndly MdPend 176.0	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	VNV 173	VA 4-7,9 176	FastD_Dbuf MakeF_D! 1660	St_,IfuRef Abusy 105	Pref, IoRef DntLdPrVA' 104	Midas/2! D_Dbuf PccpVic 103	22										
23	ASEL12 mkD_CD 195i	dMdhold 121	RAM	xxHold dMiscH 210	MiscH, BLre 231	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 _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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