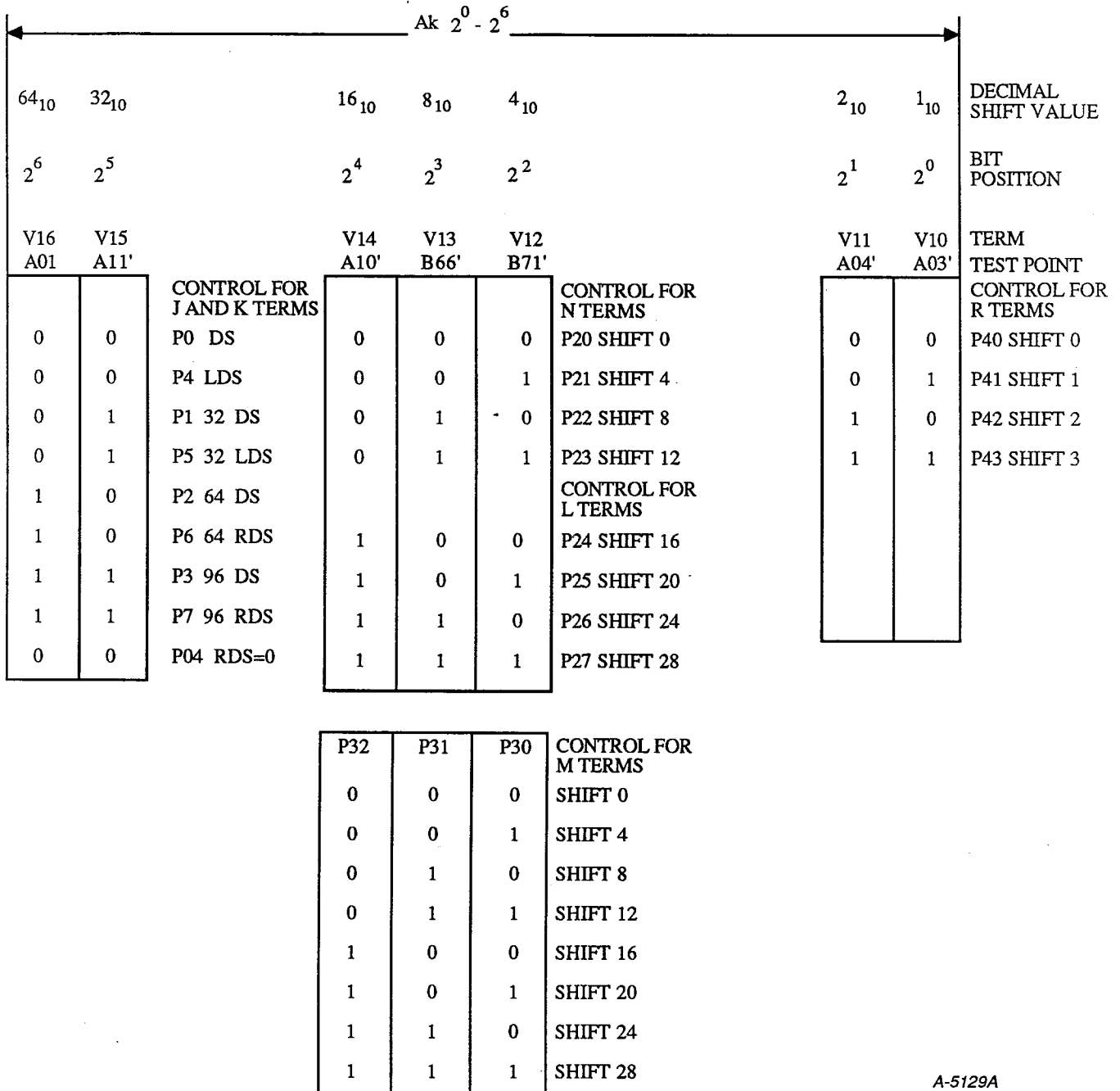


1. SCALAR DOUBLE SHIFTS INSTRUCTIONS 056ijk, 057ijk
2. DECODE $A_k 2^0 - 2^6$ FOR DOUBLE SHIFT, RIGHT SHIFT VALUE IS PUT INTO 2'S COMPLIMENT FORMAT BY HARDWARE.
3. A_k BITS $2^7 - 2^{23}$ MUST BE ZERO FOR SHIFTER OUTPUT.



A-5129A

CRAY X-MP SCALAR DOUBLE SHIFT CONTROL

INSTRUCTIONS USED

056 IJK

Shift (S_I) and (S_J) left

By (A_K) places to S_I

057 IJK

Shift (S_J) and (S_I) right

By (A_K) places to S_I

C.A.L. FORMAT

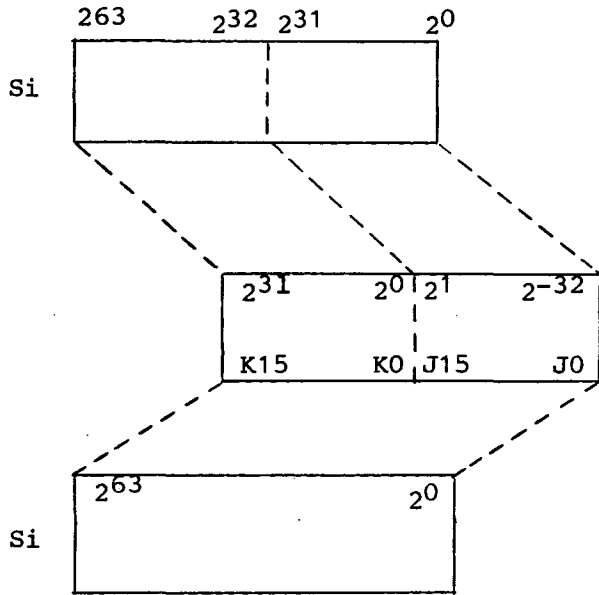
SI $S_I, S_J < A_K$ Scalar double left shift (S_I, S_J) by A_K places

SI $S_J, S_I > A_K$ Scalar shift double right shift (S_J, S_I) by A_K places

SPECIAL CASE:

056IJO SI $S_I, S_J < 1$
056IOK SI $S_I, < A_K$

XV201S28M

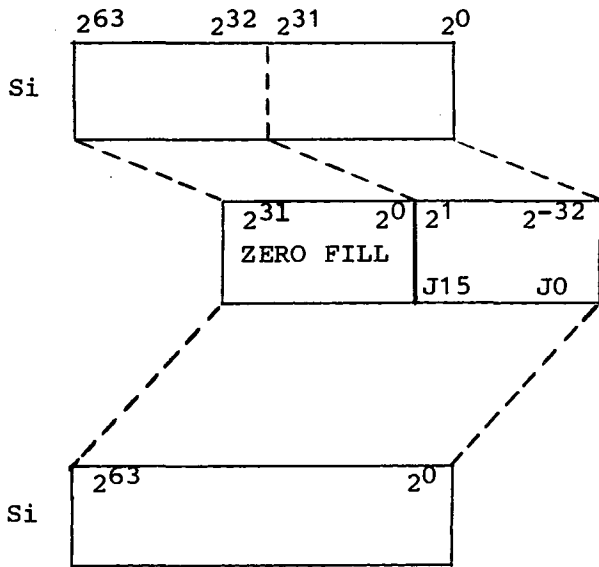


RIGHT SINGLE SHIFT 25_{10}

$$25_{10} = 31_8$$

$$100_8 - 31_8 = 47_8 \text{ (SHIFT COUNT)}$$

2^5	2^4	2^3	2^2	2^1	2^0
1	0	0	1	1	1



RIGHT SINGLE SHIFT

$$36_{10} = 44_8$$

$$100_8 - 44_8 = 34_8 \text{ (SHIFT COUNT)}$$

2^5	2^4	2^3	2^2	2^1	2^0
0	1	1	1	0	0

A-1195A

RIGHT SINGLE SHIFT

CRAY RESEARCH, INC.
COMPANY PRIVATE

	2^6	S_j										2^0	2^6	S_i										2^0							
EVEN	62											32	30		0	62											32	30		0	3GB F54/55
ODD	63											33	31		1	63											33	31		1	3GB F48/49

I TERMS

EVEN	I63	I48	I47	I32	I31	I16	I15	I0
ODD	I63	I48	I47	I32	I31	I16	I15	I0

H TERMS S_j

G TERMS S_i

EVEN	H31	H16	H15	H0	G31	G16	G15	G0
ODD	H31	H16	H15	H0	G31	G16	G15	G0

SELECT 1 OF 4 COMBINATIONS OF SHIFTS $2^6, 2^5$

SHIFT $\overline{64} \cdot 32$ TERMS P3 & P7	$S_j 2^{31} - 2^0$	$S_i 2^{63} - 2^{32}$	$S_i 2^{31} - 2^0$				
	K31	K16	K15	K0	J15	J0	T/S 7/9
SHIFT $\overline{64} \cdot 32$ TERMS P2 & P6	$S_j 2^{63} - 2^{32}$	$S_j 2^{31} - 2^0$	$S_i 2^{63} - 2^{32}$				
	K31	K16	K15	K0	J15	J0	T/S 7/9
SHIFT $\overline{64} \cdot 32$ TERM P1	$S_j 2^{63} - 2^{32}$	$S_j 2^{31} - 2^0$					
	K15	K0	J15	J0			T/S 7/9
SHIFT $\overline{64} \cdot 32$ TERM P0	$S_j 2^{63} - 2^{32}$						
	J15	J0					T/S 7/9

NOTE: SHIFT DERIVED FROM 2's COMPLEMENT OF Ak

	Si	Sj	
EVEN	62 32 30 0	62 32 30 0	3GB F54/55
ODD	63 33 31 1	63 33 31 1	3GB F48/49

	I TERMS	
EVEN	I31 I16 I15 I00	I63 I48 I47 I32
ODD	I31 I16 I15 I00	I63 I48 I47 I32

	G TERMS Si	H TERMS Sj	
EVEN	G31 G16 G15 G0	H31 H16 H15 H0	GB F54/55
ODD	G31 G16 G15 G0	H31 H16 H15 H0	GB F48/49

SELECT ONE OF FOUR COMBINATIONS OF SHIFT $2^6, 2^5$

SHIFT 64 · 32 TERM P3	$S_j 2^{31} - 2^0$ K31 K16	TS 7/9
SHIFT 64 · 32' TERM P2	$S_j 2^{63} - 2^{32}$ $S_j 2^{31} - 2^0$ K31 K16 K15 K0	TS 7/9
SHIFT 64' · 32 TERM P1 & P5	$S_i 2^{31} - 2^0$ $S_j 2^{63} - 2^{32}$ $S_j 2^{31} - 2^0$ K31 K16 K15 K0 J15 J0	TS 7/9
SHIFT 64' · 32' TERM P0 & P4	$S_i 2^{63} - 2^{32}$ $S_i 2^{31} - 2^0$ $S_j 2^{63} - 2^{32}$ K31 K16 K15 K0 J15 J0	A-2577A

17-13

CRAY X-MP SCALAR LEFT DOUBLE SHIFT

3

3

3

Sj OPERAND				Si OPERAND			Sj OPERAND				Si OPERAND		
3GB	TERM	F54/55 TP	F48/49 TP	TERM	F54/55 TP	F48/49 TP	3GB	TERM	F54/55 TP	F48/49 TP	TERM	F54/55 TP	F48/49 TP
2 ⁰	H00	B56		G00	B54		2 ³²	H16	B58		G16	B60	
2 ¹	H00		B56	G00		B54	2 ³³	H16		B58	G16		B60
2 ²	H01	D67		G01	D68		2 ³⁴	H17	D65		G17	D72	
2 ³	H01		D67	G01		D68	2 ³⁵	H17		D65	G17		D72
2 ⁴	H02	B39		G02	B34		2 ³⁶	H18	B43		G18	B41	
2 ⁵	H02		B39	G02		B34	2 ³⁷	H18		B43	G18		B41
2 ⁶	H03	D36		G03	D55		2 ³⁸	H19	D37		G19	D57	
2 ⁷	H03		D36	G03		D55	2 ³⁹	H19		D37	G19		D57
2 ⁸	H04	A55		G04	A36		2 ⁴⁰	H20	A57		G20	A33	
2 ⁹	H04		A55	G04		A36	2 ⁴¹	H20		A57	G20		A33
2 ¹⁰	H05	C40		G05	C44		2 ⁴²	H21	C35		G21	C38	
2 ¹¹	H05		C40	G05		C44	2 ⁴³	H21		C35	G21		C38
2 ¹²	H06	A61		G06	A29		2 ⁴⁴	H22	A63		G22	A31	
2 ¹³	H06		A61	G06		A29	2 ⁴⁵	H22		A63	G22		A31
2 ¹⁴	H07	C50		G07	C36		2 ⁴⁶	H23	C52		G23	C31	
2 ¹⁵	H07		C50	G07		C36	2 ⁴⁷	H23		C52	G23		C31
2 ¹⁶	H08	A35		G08	A23		2 ⁴⁸	H24	A38		G24	A27	
2 ¹⁷	H08		A35	G08		A23	2 ⁴⁹	H24		A38	G24		A27
2 ¹⁸	H09	C12		G09	C16		2 ⁵⁰	H25	C10		G25	C14	
2 ¹⁹	H09		C12	G09		C16	2 ⁵¹	H25		C10	G25		C14
2 ²⁰	H10	A12		G10	A20		2 ⁵²	H26	A14		G26	A25	
2 ²¹	H10		A12	G10		A20	2 ⁵³	H26		C14	G26		A25
2 ²²	H11	C06		G11	C20		2 ⁵⁴	H27	C08		G27	C18	
2 ²³	H11		C06	G11		C20	2 ⁵⁵	H27		A14	G27		C18
2 ²⁴	H12	A08		G12	A18		2 ⁵⁶	H28	A06		G28	A16	
2 ²⁵	H12		A08	G12		A18	2 ⁵⁷	H28		A06	G28		A16
2 ²⁶	H13	C42		G13	C33		2 ⁵⁸	H29	C48		G29	C29	
2 ²⁷	H13		C42	G13		C33	2 ⁵⁹	H29		C48	G29		C29
2 ²⁸	H14	B37		G14	B49		2 ⁶⁰	H30	B45		G30	B51	
2 ²⁹	H14		B37	G14		B49	2 ⁶¹	H30		B45	G30		B51
2 ³⁰	H15	D44		G15	D61		2 ⁶²	H31	D45		G31	D63	
2 ³¹	H15		D44	G15		D61	2 ⁶³	H31		D45	G31		D63

B-1588B

CRAY X-MP SCALAR SHIFT
Sj AND Si SCOPE CHART

62 60 58 56 54 52 50 48 46 44 42 40 38 36 34 32 30 28 26 24 22 20 18 16 14 12 10 8 6 4 2 0 3GB @ F54/55
 63 61 59 57 55 53 51 49 47 45 43 41 39 37 35 33 31 29 27 25 23 21 19 17 15 13 11 9 7 5 3 1 3GB @ F48/49
 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 21 11 10 9 8 7 6 5 4 3 2 1 0 I TERMS

LEFT SINGLE SHIFT:

I0-I31 -- K0-K31 SHIFT 32
 I0-I15 -- K16-K31 SHIFT 32

RIGHT SINGLE SHIFT:

I16-I31 -- K0-K15; I0-I15 -- J0-J15 SHIFT 32
 I16-I31 -- J0-J15 SHIFT 32

K31 K30 K29 K28 K27 K26 K25 K24 K23 K22 K21 K20 K19 K18 K17 K16 K15 K14 K13 K12 K11 K10 K9 K8 K7 K6 K5 K4 K3 K2 K1 K0 | J15 J14 J13 J12 J11 J10 J9 J8 J7 J6 J5 J4 J3 J2 J1 J0 SHIFT BITS
 TS 10/13

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 0

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 4

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 8

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 12

M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 16

M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 20

M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 24

M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 28

M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT BITS 2¹ 2⁰

TS 16/0

R62 R60 R58 R56 R54 R52 R50 R48 R46 R44 R42 R40 R38 R36 R34 R32 R30 R28 R26 R24 R22 R20 R18 R16 R14 R12 R10 R8 R6 R4 R2 R0 SHIFT 0

262 260 258 256 254 252 250 248 246 244 242 240 238 236 234 232 230 228 226 224 222 220 218 216 214 212 210 208 206 204 202 200 F54/55

263 261 259 257 255 253 251 249 247 245 243 241 239 237 235 233 231 229 227 225 223 221 219 217 215 213 211 209 207 205 203 201 F48/49

R63 R61 R59 R57 R55 R53 R51 R49 R47 R45 R43 R41 R39 R37 R35 R33 R31 R29 R27 R25 R23 R21 R19 R17 R15 R13 R11 R9 R7 R5 R3 R1 R64 SHIFT 1

263 261 259 257 255 253 251 249 247 245 243 241 239 237 235 233 231 229 227 225 223 221 219 217 215 213 211 209 207 205 203 201 2-01 F54/55

262 260 258 256 254 252 250 248 246 244 242 240 238 236 234 232 230 228 226 224 222 220 218 216 214 212 210 208 206 204 202 200 F48/49

R62 R60 R58 R56 R54 R52 R50 R48 R46 R44 R42 R40 R38 R36 R34 R32 R30 R28 R26 R24 R22 R20 R18 R16 R14 R12 R10 R8 R6 R4 R2 R0 SHIFT 2

262 260 258 256 254 252 250 248 246 244 242 240 238 236 234 232 230 228 226 224 222 220 218 216 214 212 210 208 206 204 202 200 F54/55

263 261 259 257 255 253 251 249 247 245 243 241 239 237 235 233 231 229 227 225 223 221 219 217 215 213 211 209 207 205 203 201 F48/49

R63 R61 R59 R57 R55 R53 R51 R49 R47 R45 R43 R41 R39 R37 R35 R33 R31 R29 R27 R25 R23 R21 R19 R17 R15 R13 R11 R9 R7 R5 R3 R1 R64 SHIFT 3

263 261 259 257 255 253 251 249 247 245 243 241 239 237 235 233 231 229 227 225 223 221 219 217 215 213 211 209 207 205 203 201 2-01 F54/55

262 260 258 256 254 252 250 248 246 244 242 240 238 236 234 232 230 228 226 224 222 220 218 216 214 212 210 208 206 204 202 200 F48/49

052ijk/054ijk

Si=2³²

Jk=25₈=0 10101

21₁₀

R15 R14 R13 R12 R11 R10 R9 R8 R7 R6 R5 R4 R3 R2 R1 R0 TEST POINT

B5 B6 B14 B13 B12 B7 B15 B11 B2 B10 B18 B9 B8 B3 B4 B1

R31 R30 R29 R28 R27 R26 R25 R24 R23 R22 R21 R20 R19 R18 R17 R16 TEST POINT

A53 A69 A47 A52 A16 A50 A21 A19 A64 A67 A68 A51 A70 A71 A65 A66

R47 R46 R45 R44 R43 R42 R41 P40 R39 R38 R37 R36 R35 R34 R33 R32 TEST POINT

C27 C65 C63 C64 C23 C2 C1 C21 C25 C68 C66 C69 C67 C71 C70 C72

R65 R64 R63 R62 R61 R60 R59 R58 R57 R56 R55 R54 R53 R52 R51 R50 R49 R48 TEST POINT

D4 A72 D64 D35 D58 D53 D34 D32 D47 D39 D48 D2 C49 D66 D69 D6 D5 D1

D-1553D

CRAY X-MP/2 SCALAR SHIFT
 SINGLE LEFT RIGHT SHIFT

EXAMPLE NO. 1
 HTV-0242

62 60 58 56 54 52 50 48 46 44 42 40 38 36 34 32 30 28 26 24 22 20 18 16 14 12 10 8 6 4 2 0 3GB @ F54/55
 63 61 59 57 55 53 51 49 47 45 43 41 39 37 35 33 31 29 27 25 23 21 19 17 15 13 11 9 7 5 3 1 3GB @ F48/49
 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 I TERMS

LEFT SINGLE SHIFT:

I0 - I31 -- K0 - K31 SHIFT 32'
 I0 - I15 -- K16 - K31 SHIFT 32'

RIGHT SINGLE SHIFT:

I16 - I31 -- K0 - K15; I0 - I15 -- J0 - J15 SHIFT 32
 I16 - I31 -- J0 - J15 SHIFT 32'

K31 K30 K29 K28 K27 K26 K25 K24 K23 K22 K21 K20 K19 K18 K17 K16 | K15 K14 K13 K12 K11 K10 K9 K8 K7 K6 K5 K4 K3 K2 K1 (K0) | J15 J14 J13 J12 J11 J10 J9 J8 J7 J6 J5 J4 J3 J2 J1 J0 SHIFT BITS

TS 10/13

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 0
 N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 4
 N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 (M8) M6 M4 M2 M0 L12 L10 SHIFT 8
 N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 M8 M6 M4 M2 M0 L12 L10 SHIFT 12
 M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 16
 M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 20
 M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 24
 M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0 SHIFT 28

M47 M45 M43 M41 M39 M37 M35 M33 M31 M29 M27 M25 M23 M21 M19 M17 M15 M13 M11 M9 M7 M5 M3 M1 L13 L11 L7 L6 L5 L4 L3 L2 L1 L0

N7 N6 N5 N4 N3 N2 N1 N0 M46 M44 M42 M40 M38 M36 M34 M32 M30 M28 M26 M24 M22 M20 M18 M16 M14 M12 M10 (M8) M7 M4 M2 M0 L12 L10

TS 16/0

R62 R60 R58 R56 R54 R52 R50 R48 R46 R44 R42 R40 R38 R36 R34 R32 R30 R28 R26 R24 R22 R20 R18 R16 R14 R12 R10 R8 R6 R4 R2 R0 SHIFT BITS 2¹ 2⁰
 2⁶² 2⁶⁰ 2⁵⁸ 2⁵⁶ 2⁵⁴ 2⁵² 2⁵⁰ 2⁴⁸ 2⁴⁶ 2⁴⁴ 2⁴² 2⁴⁰ 2³⁸ 2³⁶ 2³⁴ 2³² 2³⁰ 2²⁸ 2²⁶ 2²⁴ 2²² 2²⁰ 2¹⁸ 2¹⁶ 2¹⁴ 2¹² 2¹⁰ 2⁸ 2⁶ 2⁴ 2² 2⁰ SHIFT 0
 2⁶³ 2⁶¹ 2⁵⁹ 2⁵⁷ 2⁵⁵ 2⁵³ 2⁵¹ 2⁴⁹ 2⁴⁷ 2⁴⁵ 2⁴³ 2⁴¹ 2³⁹ 2³⁷ 2³⁵ 2³³ 2³¹ 2²⁹ 2²⁷ 2²⁵ 2²³ 2²¹ 2¹⁹ 2¹⁷ 2¹⁵ 2¹³ 2¹¹ 2⁹ 2⁷ 2⁵ 2³ 2¹ F54/55
 2⁶³ 2⁶¹ 2⁵⁹ 2⁵⁷ 2⁵⁵ 2⁵³ 2⁵¹ 2⁴⁹ 2⁴⁷ 2⁴⁵ 2⁴³ 2⁴¹ 2³⁹ 2³⁷ 2³⁵ 2³³ 2³¹ 2²⁹ 2²⁷ 2²⁵ 2²³ 2²¹ 2¹⁹ 2¹⁷ 2¹⁵ 2¹³ 2¹¹ 2⁹ 2⁷ 2⁵ 2³ 2¹ F48/49
 R63 R61 R59 R57 R55 R53 R51 R49 R47 R45 R43 R41 R39 R37 R35 R33 R31 R29 R27 R25 R23 R21 R19 R17 R15 R13 R11 R9 R7 R5 R3 R1 R64 SHIFT 1
 2⁶³ 2⁶¹ 2⁵⁹ 2⁵⁷ 2⁵⁵ 2⁵³ 2⁵¹ 2⁴⁹ 2⁴⁷ 2⁴⁵ 2⁴³ 2⁴¹ 2³⁹ 2³⁷ 2³⁵ 2³³ 2³¹ 2²⁹ 2²⁷ 2²⁵ 2²³ 2²¹ 2¹⁹ 2¹⁷ 2¹⁵ 2¹³ 2¹¹ 2⁹ 2⁷ 2⁵ 2³ 2¹ 2⁻¹ F54/55
 2⁶² 2⁶⁰ 2⁵⁸ 2⁵⁶ 2⁵⁴ 2⁵² 2⁵⁰ 2⁴⁸ 2⁴⁶ 2⁴⁴ 2⁴² 2⁴⁰ 2³⁸ 2³⁶ 2³⁴ 2³² 2³⁰ 2²⁸ 2²⁶ 2²⁴ 2²² 2²⁰ 2¹⁸ 2¹⁶ 2¹⁴ 2¹² 2¹⁰ 2⁸ 2⁶ 2⁴ 2² 2⁰ F48/49
 R62 R60 R58 R56 R54 R52 R50 R48 R46 R44 R42 R40 R38 R36 R34 R32 R30 R28 R26 R24 R22 R20 R18 R16 R14 R12 R10 R8 R6 R4 R2 R0 SHIFT 2
 2⁶² 2⁶⁰ 2⁵⁸ 2⁵⁶ 2⁵⁴ 2⁵² 2⁵⁰ 2⁴⁸ 2⁴⁶ 2⁴⁴ 2⁴² 2⁴⁰ 2³⁸ 2³⁶ 2³⁴ 2³² 2³⁰ 2²⁸ 2²⁶ 2²⁴ 2²² 2²⁰ 2¹⁸ 2¹⁶ 2¹⁴ 2¹² 2¹⁰ 2⁸ 2⁶ 2⁴ 2² 2⁰ F54/55
 2⁶³ 2⁶¹ 2⁵⁹ 2⁵⁷ 2⁵⁵ 2⁵³ 2⁵¹ 2⁴⁹ 2⁴⁷ 2⁴⁵ 2⁴³ 2⁴¹ 2³⁹ 2³⁷ 2³⁵ 2³³ 2³¹ 2²⁹ 2²⁷ 2²⁵ 2²³ 2²¹ 2¹⁹ 2¹⁷ 2¹⁵ 2¹³ 2¹¹ 2⁹ 2⁷ 2⁵ 2³ 2¹ F48/49
 R63 R61 R59 R57 R55 R53 R51 R49 R47 R45 R43 R41 R39 R37 R35 R33 R31 R29 R27 R25 R23 R21 R19 R17 R15 R13 R11 (R11) R9 R7 R5 R3 R1 R64 SHIFT 3
 2⁶³ 2⁶¹ 2⁵⁹ 2⁵⁷ 2⁵⁵ 2⁵³ 2⁵¹ 2⁴⁹ 2⁴⁷ 2⁴⁵ 2⁴³ 2⁴¹ 2³⁹ 2³⁷ 2³⁵ 2³³ 2³¹ 2²⁹ 2²⁷ 2²⁵ 2²³ 2²¹ 2¹⁹ 2¹⁷ 2¹⁵ 2¹³ 2¹¹ 2⁹ 2⁷ 2⁵ 2³ 2¹ 2⁻¹ F54/55
 2⁶² 2⁶⁰ 2⁵⁸ 2⁵⁶ 2⁵⁴ 2⁵² 2⁵⁰ 2⁴⁸ 2⁴⁶ 2⁴⁴ 2⁴² 2⁴⁰ 2³⁸ 2³⁶ 2³⁴ 2³² 2³⁰ 2²⁸ 2²⁶ 2²⁴ 2²² 2²⁰ 2¹⁸ 2¹⁶ 2¹⁴ 2¹² 2¹⁰ 2⁸ 2⁶ 2⁴ 2² 2⁰ F48/49

053ijk/055ijk

Si = 2³²

k = 25_g

(AFTER TWOS COMPLEMENT)

k = 53_g

R15 R14 R13 R12 R11 R10 R9 R8 R7 R6 R5 R4 R3 R2 R1 R0 TEST POINT
 B5 B6 B14 B13 B12 B7 B15 B11 B2 B10 B18 B9 B8 B3 B4 B1

R31 R30 R29 R28 R27 R26 R25 R24 R23 R22 R21 R20 R19 R18 R17 R16 TEST POINT
 A53' A69' A47' A52' A16' A50' A21' A19' A64' A67' A68' A51' A70' A71' A65' A66'

R47 R46 R45 R44 R43 R42 R41 R40 R39 R38 R37 R36 R35 R34 R33 R32 TEST POINT
 C27' C65' C63' C64' C23' C2' C1' C21' C25' C68' C66' C69' C67' C71' C70' C72'

R65 R64 R63 R62 R61 R60 R59 R58 R57 R56 R55 R54 R53 R52 R51 R50 R49 R48 TEST POINT
 D4 A72' D64 D35 D58 D53 D34 D32 D47 D39 D48 D2 C49 D66 D69 D6 D5 D1

A-6210

CRAY X-MP/2 SCALAR SHIFT SINGLE LEFT (RIGHT) SHIFT

	Si																Sj																
EVEN	62														(32)	30	62													(32)	30	0	3GB F54/55
ODD	63														33	31	63													33	31	1	3GB F48/49

I TERMS																															
EVEN	I31													(I16)	I15	I63												(I48)	I47	I32	056ijk Sj=2 ³² Si=2 ³² Ak=43g 0100011
ODD	I31													I16	I15	I63												I48	I47	I32	
G TERMS Si								H TERMS Sj																							
EVEN	G31							G15							H31													(H16)	H15	H0	
ODD	G31							G16						H31													H16	H15	H0		

SELECT 1 OF 4 COMBINATIONS OF SHIFT 2⁶, 2⁵

SHIFT 64 • 32 TERM P3																															$S_j 2^{31} - 2^0$ K31	K16	TS 7/9				
SHIFT 64 • 32 TERM P2																															$S_j 2^{63} - 2^{32}$ K31	K16	$S_j 2^{31} - 2^0$ K15	K0	TS 7/9		
SHIFT 64 • 32 TERM P1 & P5																															$S_i 2^{31} - 2^0$ K31	K16	$S_j 2^{63} - 2^{32}$ K15	(K0)	J15	J0	TS 7/9
SHIFT 64 • 32 TERM P0 & P4																															$S_i 2^{63} - 2^{32}$ K31	K16	$S_i 2^{31} - 2^0$ K15	K0	$S_j 2^{63} - 2^{32}$ J15	J0	A-2577A X2117C0102

SCALAR LEFT DOUBLE SHIFT

	2 ⁶³	Sj										2 ⁰	2 ⁶³	Si										2 ⁰	
EVEN	62	(32) 30										0	62	(32) 30										0	3GB F54/55
ODD	63	33 31										1	63	33 31										1	3GB F48/49

I TERMS

EVEN	I63	(I48)	I47	I32	I31	(I16)	I15	I0
ODD	I63	I48	I47	I32	I31	I16	I15	I0

057ijk
 Sj=2³²
 Si=2³²
 Ak=43₈=135₈
 1011101

H TERMS Sj

G TERMS Si

EVEN	H31	(H16)	H15	H0	G31	(G16)	G15	G0
ODD	H31	H16	H15	H0	G31	G16	G15	G0

17-20

SELECT 1 OF 4 COMBINATIONS OF SHIFTS 2⁶, 2⁵

SHIFT 64 • 32 TERMS P3 & P7	Sj 2 ³¹ - 2 ⁰		Si 2 ⁶³ - 2 ³²		Si 2 ³¹ - 2 ⁰		
	K31	K16	K15	K0	J15	J0	T/S 7/9

SHIFT 64 • 32 TERMS P2 & P6	Sj 2 ⁶³ - 2 ³²		Sj 2 ³¹ - 2 ⁰		Si 2 ⁶³ - 2 ³²		
	K31	(K16)	K15	K0	J15	(J0)	T/S 7/9

SHIFT 64 • 32 TERM P1	Sj 2 ⁶³ - 2 ³²		Sj 2 ³¹ - 2 ⁰				
	K15	K0	J15	J0			T/S 7/9

SHIFT 64 • 32 TERM P0	Sj 2 ⁶³ - 2 ³²						
	J15	J0					T/S 7/9

NOTE: SHIFT DERIVED FROM 2's COMPLEMENT OF Ak

A-2576C
 X2117C0101

3

3

3



VECTOR FUNCTIONAL UNITS

OBJECTIVES

With aid of the student reference material, upon completion of the course a student should be capable of:

I. Determining the failing module type, module location and chip, given the failing instruction or operation.

II. Describing the main function and differences of each of the following modules associated with the Vector Functional Units:

3VG for the Vector Add
3RI for the Vector Pop Count
3VF for the Vector Logical
3VE for the Vector Shift

III. Defining with respect to time and use, the Address and Control signals.

IV. Tracing operand through Vector Functional Unit.

V. Diagnostic Applications:

3VRA - Vector Add
3VPP - Vector Pop
3VRL - Vector Logical
3VRS - Vector Shift

VECTOR LOGICAL

- 140iJK - Logical product of S_j and V_k elements to V_i elements
- 141iJK - Logical product of V_j elements and V_k elements to V_i elements
- 142iJK - Logical sum of S_j and V_k elements to V_i elements
- 143iJK - Logical sum of V_j elements and V_k elements to V_i elements
- 144iJK - Logical difference of S_j and V_k elements to V_i elements
- 145iJK - Logical difference of V_j elements and V_k elements to V_i elements
- 145iii - Clear V_i elements
- 146iJK - Vector merge of S_j and V_k elements to V_i elements
- 147iJK - Vector merge of V_j elements and V_k elements to V_i elements

VECTOR MASK

- 0030J0 - Transmit S_j to vector mask register
- 073i00 - Transmit vector mask to S_i
- 1750J0 - Set vector mask bit based upon result of test of V_j elements
 - 1 - $K = 0$ V_j elements equal zero
 - 2 - $K = 1$ V_j elements not equal to zero
 - 3 - $K = 2$ V_j elements positive
 - $K = 3$ V_j elements negative

VECTOR REGISTER
FUNCTIONAL UNIT
INSTRUCTIONS

VECTOR ADD/SUBTRACT

- 154iJK - Integer sum of S_j and V_k elements to V_i elements
- 155iJK - Integer sum of V_j elements and V_k elements to V_i elements
- 156iJK - Integer difference of S_j and V_k elements to V_i elements
- 156iOK - Transmit negative of V_k elements to V_i elements
- 157iJK - Integer difference of V_j elements and V_k elements to V_i elements

VECTOR POP/PARITY

- 174iJ1 - Population count of V_j elements to V_i elements
- 174iJ2 - Population count parity of V_j elements to V_i elements

VECTOR SINGLE SHIFT

- 150iJK - Shift V_j elements left A_k places to V_i elements
- 150iJ0 - Shift V_j elements left 1 places to V_i elements
- 151iJK - Shift V_k elements right A_k places to V_i elements
- 151iJ0 - Shift V_k elements right 1 place to V_i elements

VECTOR DOUBLE SHIFT

- 152iJK - Double shifts of V_j elements left A_k places to V_i elements
- 152iJ0 - Double shifts of V_j elements left 1 place to V_i elements
- 153iJK - Double shifts of V_j elements right A_k places to V_i elements
- 153iJ0 - Double shifts of V_j elements right 1 place to V_i elements

VECTOR ADD (Modules Involved)

3VG MODULE

When the 154ijk - 157ijk instructions are issued the 3VG will perform an integer add or integer subtract on the j and k operands. Twos complement arithmetic is performed on the k operand when a 156 or 157 instruction is issued. Depending on which instructions were issued, the 3VG must determine whether to select a Vj operand or an Sj operand.

Go Vector Add enables an Sj operand to enter the 3VG module where it is held for the duration of the Vector operation. The 3VG will perform an integer add or subtract operation for the Vector length element. The operands are in the Functional unit for 2cp's. The result is sent to a Vector register specified by the i field of the instruction.

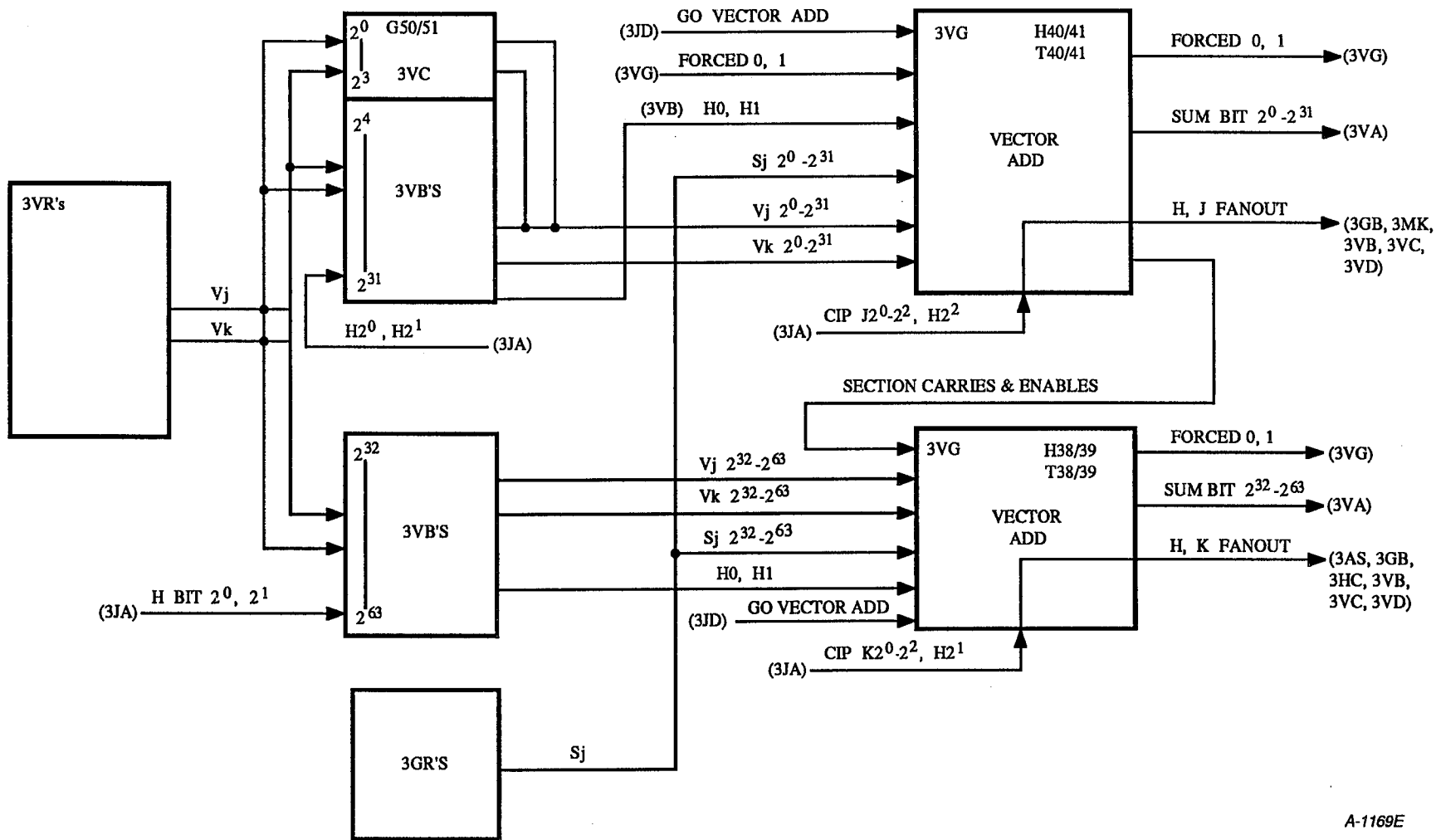
A-1604

VECTOR REGISTER
ADD FUNCTIONAL UNIT
INSTRUCTIONS

154 IJK	Integer sum of (SJ) + (VK elements) to VI elements
154 IOK	Transmit (VK) to VI
155 IJK	Integer sum of (VJ elements) + (VK elements) to VI elements
156 IJK	Integer difference of (SJ) - (VK elements) to VI elements
156 IOK	Transmit negative of (VK elements) to VI elements
157 IJK	Integer difference of (VJ elements) - (VK elements) to VI elements

C.A.L. FORMAT

VI	SJ	+	VK	Sum of SJ and VK
VI	SJ	+	VK	Sum of VJ and VK
VI	SJ	-	VK	Difference of SJ - VK
VI	-		VK	Negative of VK
VI	VJ	-	VK	Difference of VJ - VK

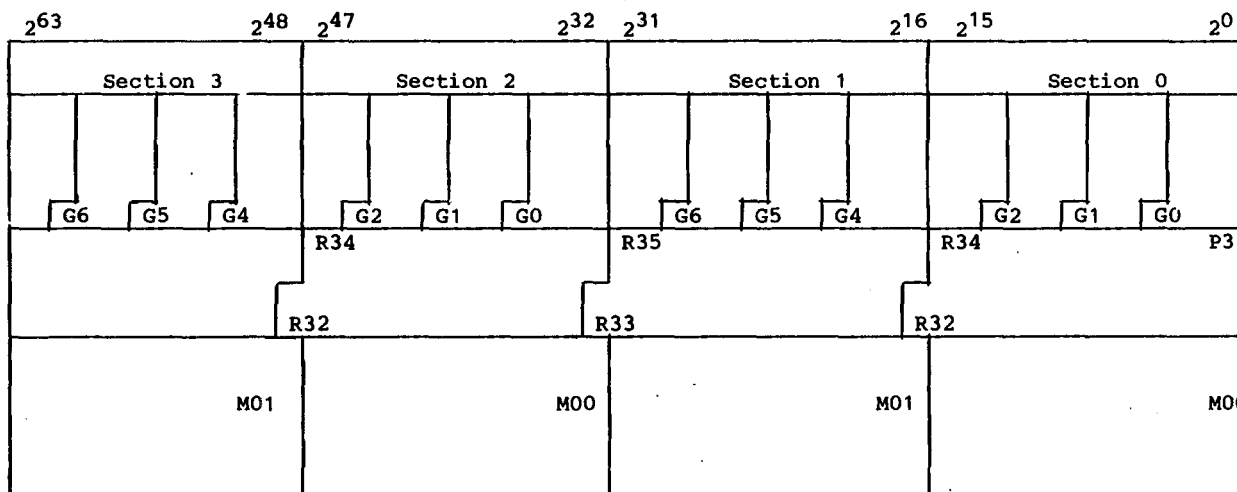


A-1169E

CRAY X-MP VECTOR INTEGER ADDER BLOCK DIAGRAM

3VG @ H38/39

3VG @ H40/41



T.P. D59 Q01 = Subtract

R32 = Section 2 Carry
R34 = Section 2 Enable

I96 = R32 (3VG) H41 Section 0 Carry
I97 = R33 (3VG) H41 Section 1 Carry
I98 = R34 (3VG) H41 Section 0 Enable
I99 = R35 (3VG) H41 Section 1 Enable

$$M00 = [P3 + I96 + I97] [I98 + I96 + I97] [I99 + I97]$$

$$M00 = P3 I98 I99 + I96 I99 + I97$$

$$M01 = P3 I98 I99 R34 + I96 I99 R34 + I97 R34 + R32$$

R32 = Section 0 Carry
R34 = Section 0 Enable

I96 = R44 (3VG) H39 Forced 0
I97 = R44 (3VG) H41 Forced 0
I98 = R45 (3VG) H39 Forced 1
I99 = R45 (3VG) H41 Forced 1
P3 = Mode h2¹; Subtract

$$M00 = [P3 + I96 + I97] [I98 + I96 + I97] [I99 + I97]$$

$$M00 = P3$$

$$M01 = P3 I98 I99 R34 + I96 I99 R34 + I97 R34 + R32$$

$$M01 = P3 R34 + R32$$

PROPAGATED ENABLES AND SECTION CARRIES

VECTOR ADD FUNCTION UNIT

B-1594

18-7

CRAY RESEARCH, INC.
COMPANY PRIVATE

3VG MODULE

Vector Add Control

P00 = $\overline{Q00}$ Select S_j h BIT 2⁰=0
P01 = Q01 Subtract h BIT 2¹=1
P02 = Q02 Enter Parameters/GO Vector Add
P03 = Q03 Delayed H bit 2⁰; Delayed Subtract

Boolean N00 = MUX (I64, N00); DCD (P02); T2
 P02 = 1; Select I64
 P02 = 0; Select N00

N00 = S_j Data (I64) bit 2⁰, 2³² if P02 = 1

Boolean A00' = N00' p0 + I00' p0' + I32' p1' + I32 P1
 A00 = [N00 + P0'] [I00 + P0] [I32 + P1] [I32' + P1']

A00 = [(Select S_j Data) + (Select V_j Data)] [(Add Select V_k Data) + (Subtract Select V_k Data)]

A00 = Bit carry 2⁰ or 2³² both operand equal a one

Boolean M00' = P03' I96' I97' + I98' I96' I97' + I99' I97'
 M00 = [P03 + I96 + I97] [I98 + I96 + I97] [I99 + I97]

M00 = Section 0 or Section 2 enables

Boolean M01 = R32 I97 I96 P03 ## R34 I99 I98 0 ##
 M01 = P03 I98 I99 R34 + I96 I99 R34 + I97 R34 + R32

M01 - Section 1 or 3 enables

A-1593A

	31/63	30/62	29/61	28/60	27/59	26/58	25/57	24/56	23/55	22/54	21/53	20/52	19/51	18/50	17/49	16/48	15/47	14/46	13/45	12/44	11/43	10/42	9/41	8/40	7/39	6/38	5/37	4/36	3/35	2/34	1/33	0/32	VJ BITS 0 - 31 OR 32 - 63				
	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	VK BITS 0 - 31 OR 32 - 63				
	63'	62'	61'	60'	59'	58'	57'	56'	55'	54'	53'	52'	51'	50'	49'	48'	47'	46'	45'	44'	43'	42'	41'	40'	39'	38'	37'	36'	35'	34'	33'	32'	VK BITS 0 - 31 OR 32 - 63 (SUBTRACT INSTRUCTION)				
	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	SJ BITS 0 - 31 OR 32 - 63				
	A30	A28	A26	A24	A22	A20	A18	A16	A14	A12	A10	A08	A06	A04	A02	A00	CARRY																				
	A31	A29	A27	A25	A23	A21	A19	A17	A15	A13	A11	A09	A07	A05	A03	A01	ENABLE																				
	B30	B28	B26	B24	B22	B20	B18	B16	B14	B12	B10	B08	B06	B04	B02	B00	SUM																				
	B31	B29	B27	B25	B23	B21	B19	B17	B15	B13	B11	B09	B07	B05	B03	B01	BIT CARRY																				
TEST POINTED	C30	C28	C26	C24	C22	C20	C18	C16	C14	C12	C10	C08	C06	C04	C02	C00	GROUP ENABLE																				
	D30	D28	D26	D24	D22	D20	D18	D16	D14	D12	D10	D08	D06	D04	D02	D00	PROPAGATED GROUP CARRY																				
D31	D29	D27	D25	D23	D21	D19	D17	D15	D13	D11	D09	D07	D05	D03	D01	PARTIAL SUMS																					
E7	E6	E5	E4	E3	E2	E1	E0	F00																													
	F30	F28	F26	F24	F22	F20	F18	F16	F14	F12	F10	F08	F06	F04	F02	F00	SECTION CARRY 1																				
F31	F29	F27	F25	F23	F21	F19	F17	F15	F13	F11	F09	F07	F05	F03	F01	SECTION ENABLE																					
R33	R35	R34	R33	R32	R31	R30	R29	R28	R27	R26	R25	R24	R23	R22	R21	R20	R19	R18	R17	R16	R15	R14	R13	R12	R11	R10	R09	R08	R07	R06	R05	R04	R03	R02	R01	R00	INTERNAL GROUP ENABLE
	H30	H28	H26	H24	H22	H20	H18	H16	H14	H12	H10	H08	H06	H04	H02	SECTION SUM																					
	H31	H29	H27	H25	H23	H21	H19	H17	H15	H13	H11	H09	H07	H05	H03	H01	INTERSECTION ENABLE																				
	J30	J28	J26	J24	J22	J20	J18	J16	J14	J12	J10	J08	J06	J04	J02	J00	SECTION SUM +1																				
	J31	J29	J27	J25	J23	J21	J19	J17	J15	J13	J11	J09	J07	J05	J03	J01	SECTION CARRY 2																				
	K30	K28	K26	K24	K22	K20	K18	K16	K14	K12	K10	K08	K06	K04	K02	K00	FINAL RESULT																				
	K31	K29	K27	K25	K23	K21	K19	K17	K15	K13	K11	K09	K07	K05	K03	K01																					
	L30	L28	L26	L24	L22	L20	L18	L16	L14	L12	L10	L08	L06	L04	L02	L00																					
	L31	L29	L27	L25	L23	L21	L19	L17	L15	L13	L11	L09	L07	L05	L03	L01																					
TEST POINTED	R30	R28	R26	R24	R22	R20	R18	R16	R14	R12	R10	R08	R06	R04	R02	R00																					
	R31	R29	R27	R25	R23	R21	R19	R17	R15	R13	R11	R09	R07	R05	R03	R01																					
	B21'	B50'	B48'	B09'	B49'	B47'	B60'	B68'	B31'	B36'	B01'	B03'	B05'	B04'	B06'	B11'	D01'	D02'	D05'	D04'	D07'	D06'	D52'	D36'	D58'	D61'	D67'	D68'	D69'	D72'	D71'	D70'					

BITS 0 - 31 3VG @ H40/41
BITS 32 - 63 3VG @ H38/39

- SECTION CARRY R32 -> 3VG @ H38/39 AS 196 & 197
SECTION ENABLE R34 -> 3VG @ H38/39 AS 198 & 199
R32 - R35 ARE NOT OUTPUTTED ON 3VG @ H38/39

- M0 ON 3VG @ H40/41 = SUBTRACT
M1 ON 3VG @ H40/41 = SECTION 0 CARRY OR SUBTRACT INSTRUCTION & SECTION 0 ENABLE

M0 ON 3VG @ H38/39 = SECTION 1 CARRY OR SECTION 0 CARRY WITH SECTION 1 ENABLE OR SUBTRACT INSTRUCTION WITH SECTION 0, 1 ENABLES
M1 ON 3VG @ H38/39 = SECTION 2 CARRY OR SECTION 1 CARRY WITH SECTION 2 ENABLE OR SECTION 0 CARRY WITH SECTION 1 & 2 ENABLES OR SUBTRACT INSTRUCTION WITH SECTION 0, 1, 2 ENABLES

CRAY X-MP VECTOR ADDER (3VG MODULE)

3

3

3

VECTOR POP COUNT (Module Involved)

3RI MODULE

The 3RI module performs the Vector Pop Count operation. The Vector Pop Count uses a 174 instruction which is also a decode for a Vector Reciprocal operation. The k field of the instruction tells the 3RI to send the result to Vi or to continue a reciprocal operation.

A 174ij1 instruction counts the number of 1 bits in each element of Vj for Vector length times and enters the results into a corresponding Vi element. All 1 bits set in the Vj element 0 would load a 100g into Vi element 0. All other bits of Vi element 0 are zeroed.

A 174ij2 instruction performs the same operation as the 174ij1 instruction except only the bit 2⁰ of the result is sent to the corresponding Vi element. A 1 indicates odd parity and a 0 indicates even parity of the corresponding element.

Because the 3RI is also used by the Reciprocal Functional unit, the Vector Pop would reserve the Reciprocal functional unit for Vector Pop time. A Vector Reciprocal operation would then reserve the Vector Pop Count for the Reciprocal time.

X2100C0209

VECTOR REGISTER POP COUNT
FUNCTIONAL UNIT INSTRUCTIONS

174IJ1 Vector Pop Count of (VJ) to VI

174IJ2 Vector Even Parity of (VJ) to VI

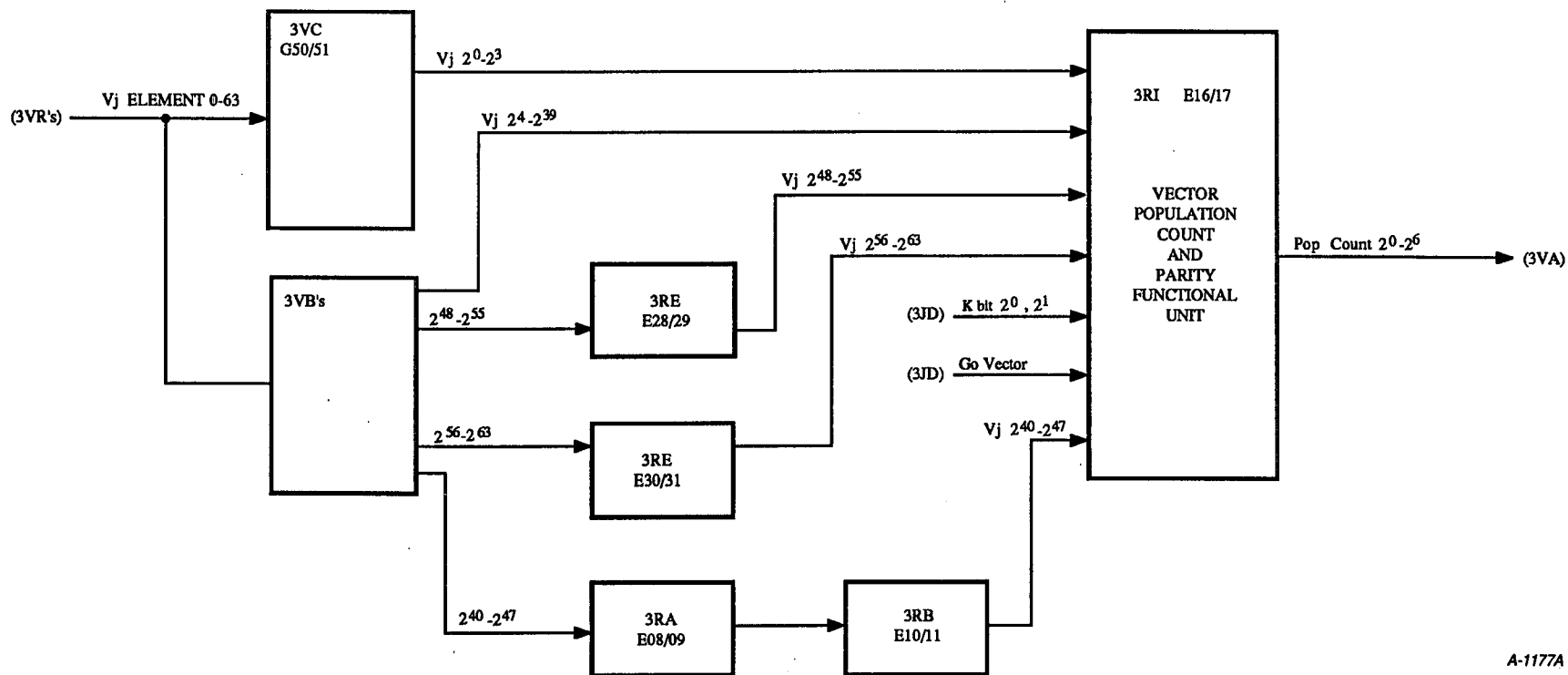
C.A.L. FORMAT

VI PVJ Population count of (VJ) to VI

VI QVJ Parity of (VJ) to VI

DIAGNOSTIC APPLICATION

3VPP



CRAY X-MP VECTOR POP COUNT FUNCTIONAL UNIT BLOCK DIAGRAM

	SYN CHANNEL A								3RI T.P. D72								
	CHANNEL B								3RE, 3RA, 3RI								
	263	262	261	260	259	258	257	256		255	254	253	252	251	250	249	248
	3RE	AT	E30/31							3RE	AT	E28/29					
T.P.	A45	A53	B04	B05	B14	B02	B01	B03		A45	A53	B04	B05	B14	B02	B01	B03

	247	246	245	244	243	242	241	240		239	238	237	236	235	234	233	232
	3RA	AT	E08/09							3RI	AT	E16/17					
	B61	A69	A67	A71	B55	B66	B20	B63		B34	B39	B21	B37	B26	B71	B47	B69

	231	230	229	228	227	226	225	224	223	222	221	220	219	218	217	216
	3RI	AT	E16/17													
	B62	B58	B51	B54	B67	B68	B66	B41	B65	A01	A02	A05	A07	A11	A9	A56

	215	214	213	212	211	210	209	208	207	206	205	204	203	202	201	200
	3RI	AT	E16/17													
	A22	A13	A54	A39	A41	A43	A66	A49	A60	A53	A58	A61	A63	A69	A71	A51

A-1642A
X2100C0207

CRAY X-MP/2 J OPERAND
VECTOR POPULATION COUNT SCOPE CHART

3RI MODULE

174ij1 - Vector Pop Count
174ij2 - Vector Pop Parity

I91 = R56 3JD @ F19 Go Data Vector Floating Recip.
 I92 = R36 3JD @ F19 Mode K bit 2⁰
 I93 = R37 3JD @ F19 Mode K bit 2¹

Boolean	$W01' = I92 I93 + I92' I93' + I91'; T2$
	$W01 = [I92' + I93'] [I92 + I93] [I91]; T2$

W01 = Go Vector Pop or Parity

D68 W04 = W01; T2
D03 W07 = W04; T2
D08 W10 = W07; T2

Boolean	$W02' = I91' + I92' + I93 \quad T2$
	$W02 = [I91 I92 I93']$

W02 = Go Vector Pop

D72 W05 = W02; T2
D04 W08 = W05; T2
D07 W11 = W08; T2

<u>T.P.</u>	<u>16/0</u>	<u>Pop Count</u>
C66	R80 = S00 W10	Bit 2 ⁰
C46	R81 = S01 W11	Bit 2 ¹
C63	R82 = S02 W11	Bit 2 ²
C27	R83 = [<u>S03</u> + <u>V00</u>] [S03 + V00] [W11]	Bit 2 ³
C45	R84 = [<u>S04</u> + <u>V01</u>] [S04 + V01] [W11]	Bit 2 ⁴
C59	R85 = [<u>S05</u> + <u>V02</u>] [S05 + V02] [W11]	Bit 2 ⁵
C04	R86 = V03 W11	Bit 2 ⁶

A-1603

VECTOR POP COUNT CONTROL

		2 ¹ 2 ⁰		2 ² 2 ¹ 2 ⁰		2 ³ 2 ² 2 ¹ 2 ⁰		2 ³ 2 ² 2 ¹ 2 ⁰		TEST POINT	
2 ⁰ - 2 ³⁹	A0-A39 (3VC, 3VB)	A0-A2 A3-A5 A6-A8	H1 H0 H3 H2 H5 H4	H0, H2, H4 H6, H8, H10 H12, H14, H16	J1 J0 J3 J2 J5 J4	J0, J2, J4 J6, H22, H24 J1, J3, J5	K1 K0 K3 K2 K5 K4	K0, K2, I100 I101-I103 I104-I106	L1 L0 L3 L2 L5 L4	D37 D30 D38 D40 D22 D23	
2 ⁴⁰ - 2 ⁴⁷	I80-I87 (3RB)	A9-A11 A12-A14 A15-A17	H7 H6 H9 H8 H11 H10	H18, H20, A39 H1, H3, H5 H7, H9, H11	J7 J6 J9 J8 J11 J10	J7, J8, J10 J12, J14, H25 J9, J11, J13	K7 K6 K9 K8 K11 K10	I107-I109 I110-I112 I113-I115	L7 L6 L9 L8 L11 L10	D41 D21 D17 D14 D28 D16	
2 ⁴⁸ - 2 ⁶³	I100-I115 (3RE)	A18-A20 A21-A23 A24-A26 A27-A29 A30-A32 A33-A35 A36-A38	H13 H12 H15 H14 H17 H16 H19 H18 H21 H20 H23 H22 H25 H24	H13, H15, H17 H19, H21, H23 ** H22 ** H24 ** H25	J13 J12 J15 J14	**J15	K10 K8 K5, K7, K9 K11	I116-I118 I119 I120	L12 L11 L14 L13 L15 L17 L18 L16 L19 L17 L20	A47 A45 A21 A17 A15 A19 A36 A34	
** TIME DELAY	TS16/0 ** A39	TS 3/5	TS 7/9	TS 11/13	TS 16/0						

		2 ³ 2 ² 2 ¹ 2 ⁰		2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰		2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰		2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰		TEST POINT	
L0, L2, L4 L6, L8, L10 L1, L3, L5 L7, L9, L11 L12, L14, L15 L13, L16, L18 ** L19 ** L17 ** L20	M1 M0 M3 M2 M5 M4 M7 M6 M9 M8 M11 M10	M0, M2 M1, M3, M4 ** M6 ** M8 M5, M7, L19 ** M9 ** M10 M11, L17, L20	N1 N0 N3 N2 N5 N4 N7 N6	NO, I80, I81 I82-I84 I85-I87 N1, M6, M8 ** N2 N3, M9, M10 ** N4-N7	O1 00 O3 02 O5 04 O7 06 O9 08	00, 02, 04 01, 03, 05 06, N2 07, 08, N4 09, N5, N6 N7	P1 P0 P3 P2 P5 P4 P7 P6 P9 P8 P10	D62 D71 D58 D56 D48 D36 D46 D45 D54 D47 D53			
	TS 3/5	TS 7/9	TS 11/13	TS 16/0							

		2 ⁵ 2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰		2 ⁵ 2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰		2 ⁶ 2 ⁵ 2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰	
P1, P2, P4 P3, P5, P6 P7, P8 P9, P10 ** P0	Q1 Q0 Q3 Q2 Q5 Q4 Q7 Q6	P0 Q0 Q1, Q2 Q3, Q4 Q5, Q6 Q7	S0 S1 S2 S3 S4 S5	U0 U1 U2	ENABLE CARRY	V0 V1 V2 V3	CARRY
	TS 3/5	TS 7/9	TS 11/13				

B-1178B

		2 ⁶ 2 ⁵ 2 ⁴ 2 ³ 2 ² 2 ¹ 2 ⁰		TEST POINT	
S0 W10 S1 W11 S2 W11 S3+V0 <u>S3+V0</u> W11 S4+V1 <u>S4+V1</u> W11 S5+V2 <u>S5+V2</u> W11 V3 W11	R80 R81 R82 R83 R84 R85 R86	C66 C46 C63 C27 C45 C59 D20	TS 16/0		

FOR THE 1741J1 INSTRUCTION, NEED W10 & W11
FOR THE 1741J2 INSTRUCTION, NEED W10

VECTOR POP COUNT



FULL VECTOR LOGICAL (Module Involved).

3VF MODULE

The 3VF module performs the Vector Logical operation. This includes the AND, OR and EXCLUSIVE-OR functions on two vector elements or a scalar and one vector element. The 140-145 instructions perform these functions. Functional Unit time is 1 CP.

The 3VF also performs a merge of S_j , V_j or V_k element to V_i depending whether the Mask bit is a one or zero. If the Mask bit for the associated element is a one the 3VF selects S_j or V_j and loads it into the V_i element. If the mask bit equals a zero, the 3VF selects the V_k element and loads it into V_i elements. The 146 and 147 instruction performs these functions. Functional Unit time is 1 CP.

The 3VF at location E42/43 handles bits 2^0 - 2^{15} and bits 2^{32} - 2^{47} of the Vector Mask register and the S_j , V_j , or V_k data bits. The 3VF at location E40/41 handles bits 2^{16} - 2^{31} and bits 2^{48} - 2^{63} of the Vector Mask register and the S_j , V_j , or V_k data bits.

SECOND VECTOR LOGICAL

The Second Vector Logical resides in the Floating Multiply Functional unit. Oddly enough the 140-145 instruction also share the same h-mode bits as the 160-165 instruction.

At the time of CIP for a 140-145 instruction, a decision is made as to which of the two Vector Logical units to use on the 3JD for X-MP/2, the Full Vector Logical unit or the Second Vector Logical unit. Issue to the Second Vector Logical unit is attempted first; if that unit is busy, a default to the Full Vector Logical unit occurs. If both Vector Logical units are busy, issue is held until one of the units becomes available.

Since the Second Vector Logical unit and the Floating Multiply unit share input and output paths, they cannot be used simultaneously. If one is busy, so is the other. Functional unit is busy for $(VL) + 4$ CPs.

The Second Vector Logical unit can be disabled through software by clearing bit 2⁰ of word three in the exchange package of a user program. If this bit (Enable Second Vector Logical) is cleared, only the Full Vector Logical unit is available for use by the instructions 140-145.

The Second Vector Logical Function unit times is 3 CPs, of which 1 CP is spent to fanout the operand, 1 CP to perform the Logical operation and another CP to output the results. The Full Functional unit time takes 1 CP.

SECOND VECTOR LOGICAL (Module Involved)

3MK Module

The 3MK module is the control module. It is the replacement for the 3MH. The 3MK is the control module which allows the incoming data to be input to the Floating Multiply Functional unit. The data is then fanout using the Floating Multiply fanout paths. The 3MK receives the h-mode bits 2^0-2^2 from the 140-145 instruction decode. H-mode bit 2^0 determines if the instruction is a Scalar/Vector or a Vector/Vector. H-mode bit 2^1 and 2^2 determine what type of Logical operation is being performed. The 3MK monitors to control lines Go Vector Logical and Go Vector Floating Multiply, the absents of Go Vector Logical tells the 3MK that it is performing a Floating Multiply operation. The presence of both control terms tells the 3MK that it is performing a Logical operation. The 3MK is also responsible for gating the results off the Floating Multiply Functional unit by bringing up Go Logical at the appropriate time to the 3MJ module.

3MA, 3MB, 3MC and 3MD Modules

The modules listed above input the operand, form the appropriate Sj or Vj register and Vk register. The 3MC, 3MD along with the 3MJ modules perform the Logical Product, Logical Sum, or Logical Difference depending on which instruction was issued.

3MJ Module

The 3MJ module performs the Logical operation. On a portion of the operand it is the replacement for the 3MG module. The 3MJ is then responsible for outputting the final results to the 3VA when the Go Logical is present from the 3MK module.

X2002C0106

VECTOR LOGICAL FUNCTIONAL UNIT INSTRUCTIONS

140ijk Inst. (Sj) & (Vk) to Vi
141ijk Inst. (Vj) & (Vk) to Vi
142ijk Inst. (Sj) ! (Vk) to Vi
142i0k Transmit (Vk) to Vi
143ijk Inst. (Vj) ! (Vk) to Vi
144ijk Inst. (Sj) / (Vk) to Vi
145ijk Inst. (Vj) / (Vk) to Vi
145iii Clear Vi

VECTOR MERGE

146ijk Inst. if VM bit = 1 (Sj) to Vi
Inst. if VM bit = 0 (Vk) to Vi
146i0k Vector merge of (Vk) and 0 to Vi
147ijk Inst. if VM bit = 1 (Vj) to Vi
Inst. if VM bit = 0 (Vk) to Vi

VECTOR TESTS

1750jk Inst. test (Vj elements) enter in VM
175ijk Where if K = 0,4 VM = 1 if (Vj element) = 0
K = 1,5 VM = 1 if (Vj element) ≠ 0
K = 2,6 VM = 1 if (Vj element) is positive
K = 3,7 VM = 1 if (Vj element) is negative

VECTOR MASK

0030j0 Inst. transmit (Sj) to vector mask register
073i00 Inst. transmit (VM) to Si
040ijkm Transmit jkm to Si
041ijkm Transmit exp = ones complement of jkm to Si
042ijk Form zeros mask exp bits in Si from the left;
jk field gets the exp
043ijk Form ones mask exp bits in Si from the left;
jk field gets the exp

DIAGNOSTIC APPLICATION

3VRL

XV201S32M

140iJK LOGICAL PRODUCT SJ & VK ELEMENTS TO Vi
 141iJK LOGICAL PRODUCT VJ ELEMENTS & VK ELEMENTS TO Vi

J	17	----	7	0	----	0	17	----	7	17	----	7	1	1	0	0
K	0	----	0	0	----	0	17	----	7	17	----	7	1	0	1	0
i	0	----	0	0	----	0	17	----	7	17	----	7	1	0	0	0

142iJK LOGICAL SUM SJ ! VK ELEMENTS TO Vi
 143iJK LOGICAL SUM VJ ELEMENTS ! VK ELEMENTS TO Vi

J	17	----	7	0	----	0	17	----	7	17	----	7	1	1	0	0
K	0	----	0	0	----	0	17	----	7	17	----	7	1	0	1	0
i	17	----	7	0	----	0	17	----	7	17	----	7	1	1	1	0

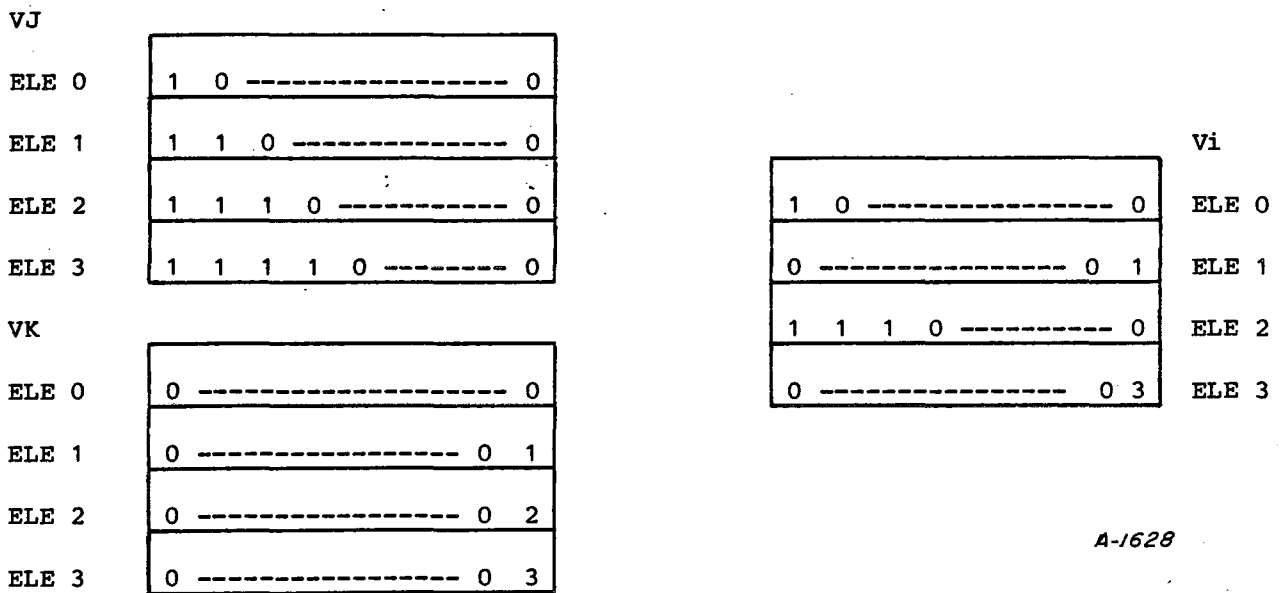
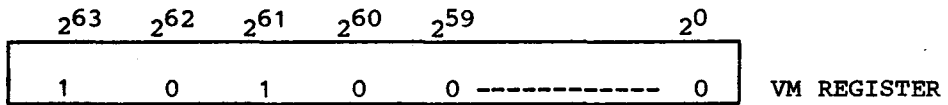
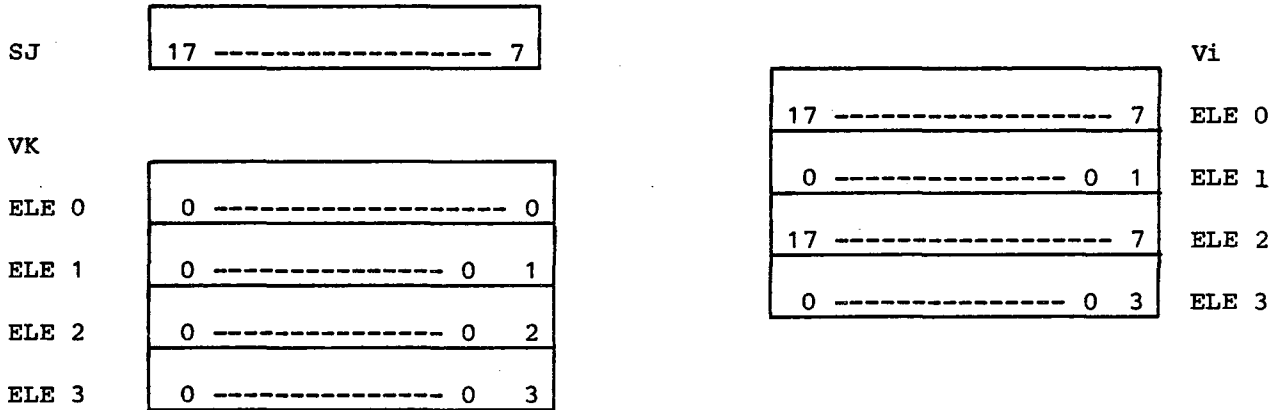
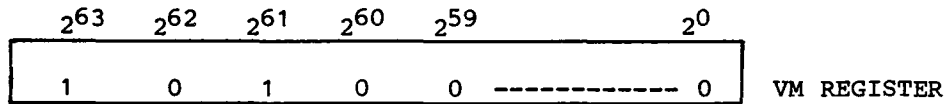
144iJK LOGICAL DIFFERENCE SJ \ VK ELEMENTS TO Vi
 145iJK LOGICAL DIFFERENCE VJ ELEMENTS \ VK ELEMENTS TO Vi

J	17	----	7	0	----	0	17	----	7	17	----	7	1	1	0	0
K	0	----	0	0	----	0	17	----	7	17	----	7	1	0	1	0
i	17	----	7	0	----	0	0	----	0	0	----	0	0	1	1	0

A-1233

146iJK TRANSMIT SJ TO Vi ELEMENTS IF VM BIT = 1
 TRANSMIT VK ELEMENTS TO Vi ELEMENTS IF VM BIT = 0

147iJK TRANSMIT VJ ELEMENTS TO Vi ELEMENTS IF VM BIT = 1
 TRANSMIT VK ELEMENTS TO Vi ELEMENTS IF VM BIT = 0

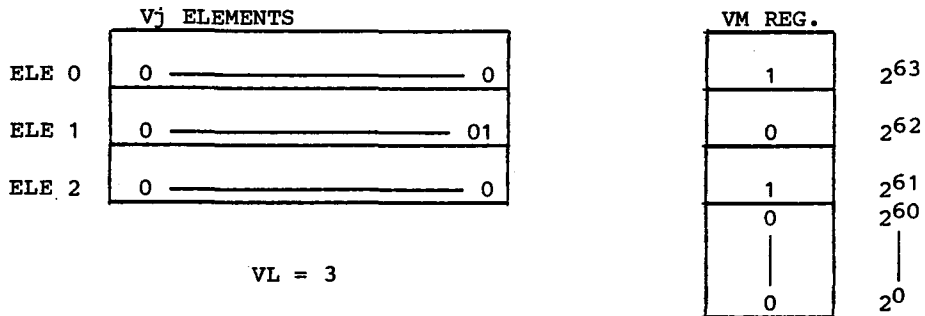


A-1628

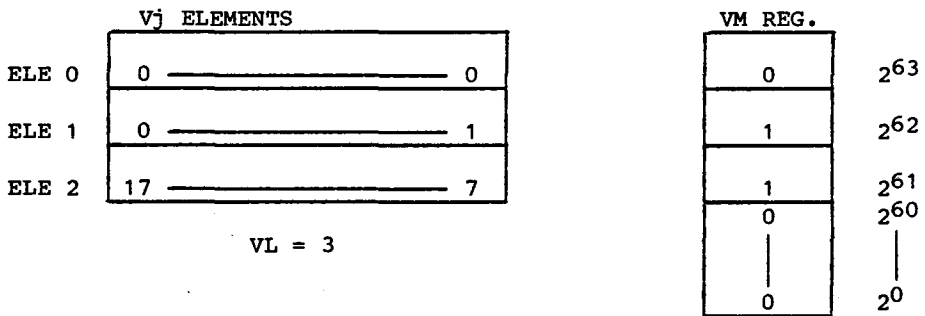
0030j0 TRANSMIT (Sj) TO VECTOR MASK

073i00 TRANSMIT VECTOR MASK TO Si

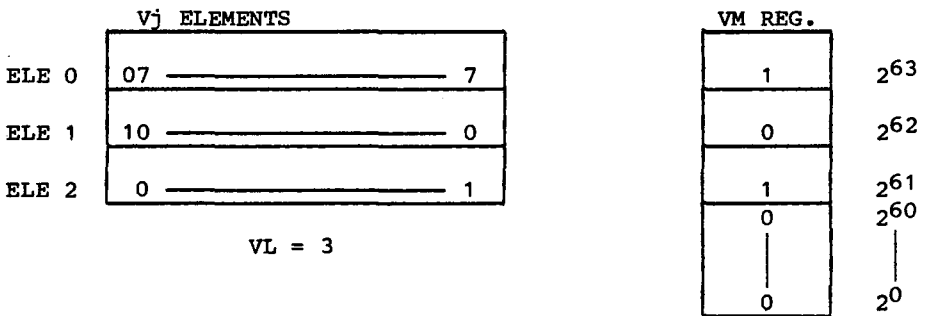
1750j0 - VM = 1 WHERE (Vj) = 0



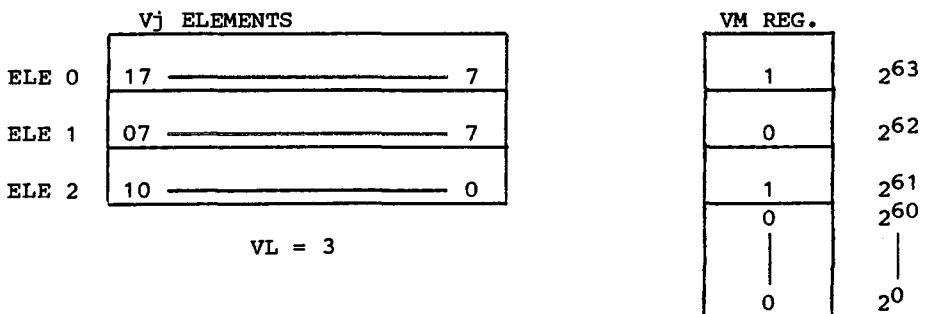
1750j1 - VM = 1 WHERE (Vj) ≠ 0



1750j2 - VM = 1 WHERE (Vj) POSITIVE



1750j3 - VM = 1 WHERE (Vj) NEGATIVE

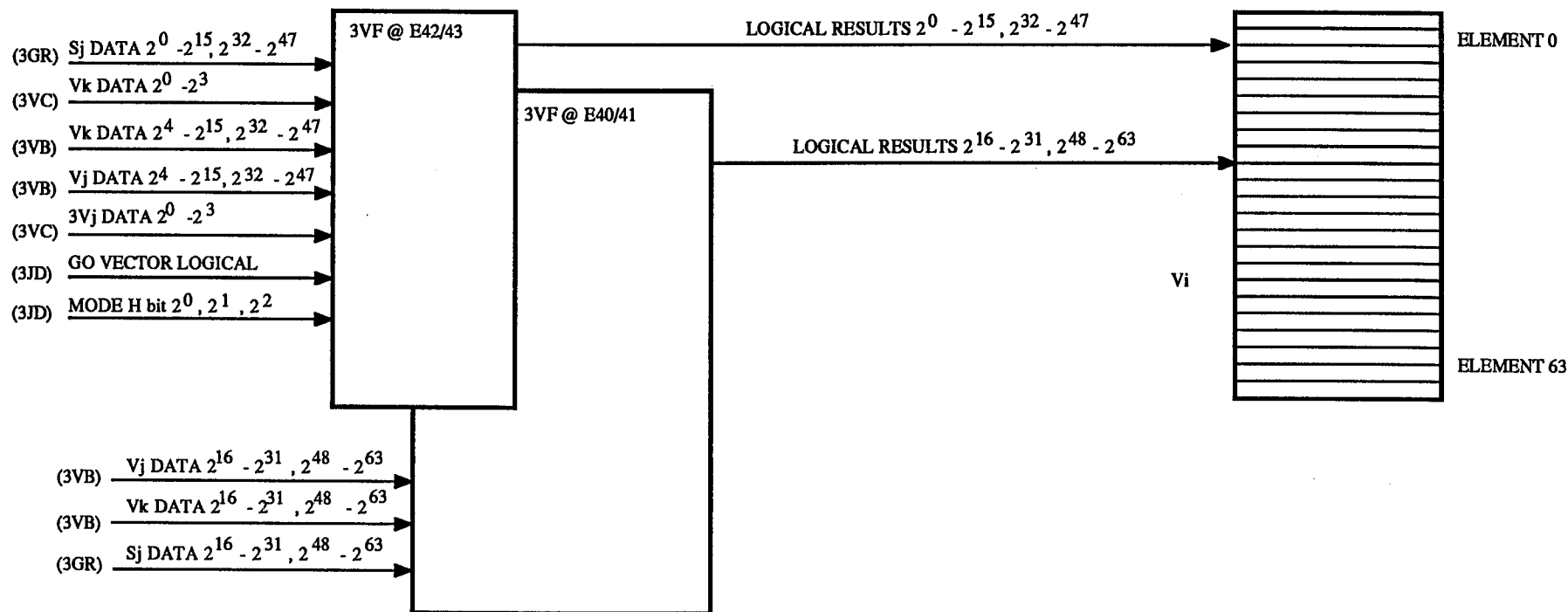


A-1628

- 140ijk LOGICAL PRODUCT OF (Sj) AND (Vk) TO Vi
- 141ijk LOGICAL PRODUCT OF (Vj) AND (Vk) TO Vi

- 142ijk LOGICAL SUM OF (Sj) AND (Vk) TO Vi
- 143ijk LOGICAL SUM OF (Vj) AND (Vk) TO Vi

- 144ijk LOGICAL DIFFERENCE OF (Sj) AND (Vk) TO Vi
- 145ijk LOGICAL DIFFERENCE OF (Vj) AND (Vk) TO Vi



20-8

CRAY X-MP VECTOR LOGICAL BLOCK DIAGRAM

LOGICAL PRODUCT: AND FUNCTION

140ijk 141ijk
3VF Module

Q00 = I114; T2 Go Vector Logical cp2
N06 = Q00
I64 = Sj DATA bit 2⁰

Boolean D00 = MUX (I64 B00): DCD (N06); T2

 N06 = 1 LATCH I64

 N06 = 0 HOLD D00

D00 = HOLD Sj DATA
I110 = MODE h bit 2⁰

Boolean Q06 = MUX (I110 Q06): DCD (N06); T2

 N06 = 1 SELECT Sj or Vj

 N06 = 0 HOLD Q06

Q06 = HOLD h bit 2⁰

N00 = $\overline{Q06}$, N00 = 1 take Sj, N00 = 0 take Vj
I32 = Vk DATA bit 2⁰
I00 = Vj DATA bit 2⁰

Boolean A00 = D00 I32 N00 + I00 I32 N00'

A00 = LOGICAL PRODUCT OF (Sj * Vk) or (Vj * Vk)

M00 = $\overline{Q8} \overline{Q7}$ MODE h bit 2¹, 2² = ZERO's
N03 = M00 MODE h bit 2², 2¹ = 140, 141
N04 = M01
M01 = $\overline{Q8} \overline{Q7}$ MODE h bit 2², 2¹ = 144, 145

Boolean R00' = A00' N03 + B00' N03' + A00 N4; T2

 R00 = [A00 + N03'] [B00 + N03] [A00' + N04']; T2

R00 = LOGICAL PRODUCT RESULT bit 2⁰ or 2¹⁶
R00 = LOGICAL SUM RESULT bit 2⁰ or 2¹⁶
R00 = LOGICAL DIFFERENCE RESULT bit 2⁰ or 2¹⁶
R00 = merge bit 2⁰ or 2¹⁶

A-16/2

LOGICAL SUM: OR FUNCTION

142ijk 143ijk
3VF Module

$$\begin{aligned} D00 &= S_j \text{ bit } 2^0 \\ I00 &= V_j \text{ bit } 2^0 \\ I32 &= V_k \text{ bit } 2^0 \end{aligned}$$

$$\begin{aligned} N00 &= \overline{Q6} \text{ SELECT } S_j \text{ or } V_j \text{ DATA} \\ N01 &= R67 + I99 \text{ SELECT } j \end{aligned}$$

$$\begin{aligned} R67 &= \overline{M02} + JOJ1N10 + R67\overline{N10}; T2 \quad \overline{M2} \text{ when } 140, 143 \\ M02 &= Q08 Q07 \text{ MODE bit } 2^1, 2^2 \end{aligned}$$

$$\overline{N02} = R67 M02 + I99 M02 \text{ SELECT } V_k$$

Boolean	$B00 = D00 N00 N01 + I00 N00' N01 + I32 N02$
---------	--

$$B00 = S_j + V_j + V_k \text{ EQUALS A } 1$$

LOGICAL DIFFERENCE

144ijk 145ijk

EXCLUSIVE-OR FUNCTION

$$\begin{aligned} A00 &= j \cdot k \text{ AND FUNCTION} \\ B00 &= j + k \text{ OR FUNCTION} \end{aligned}$$

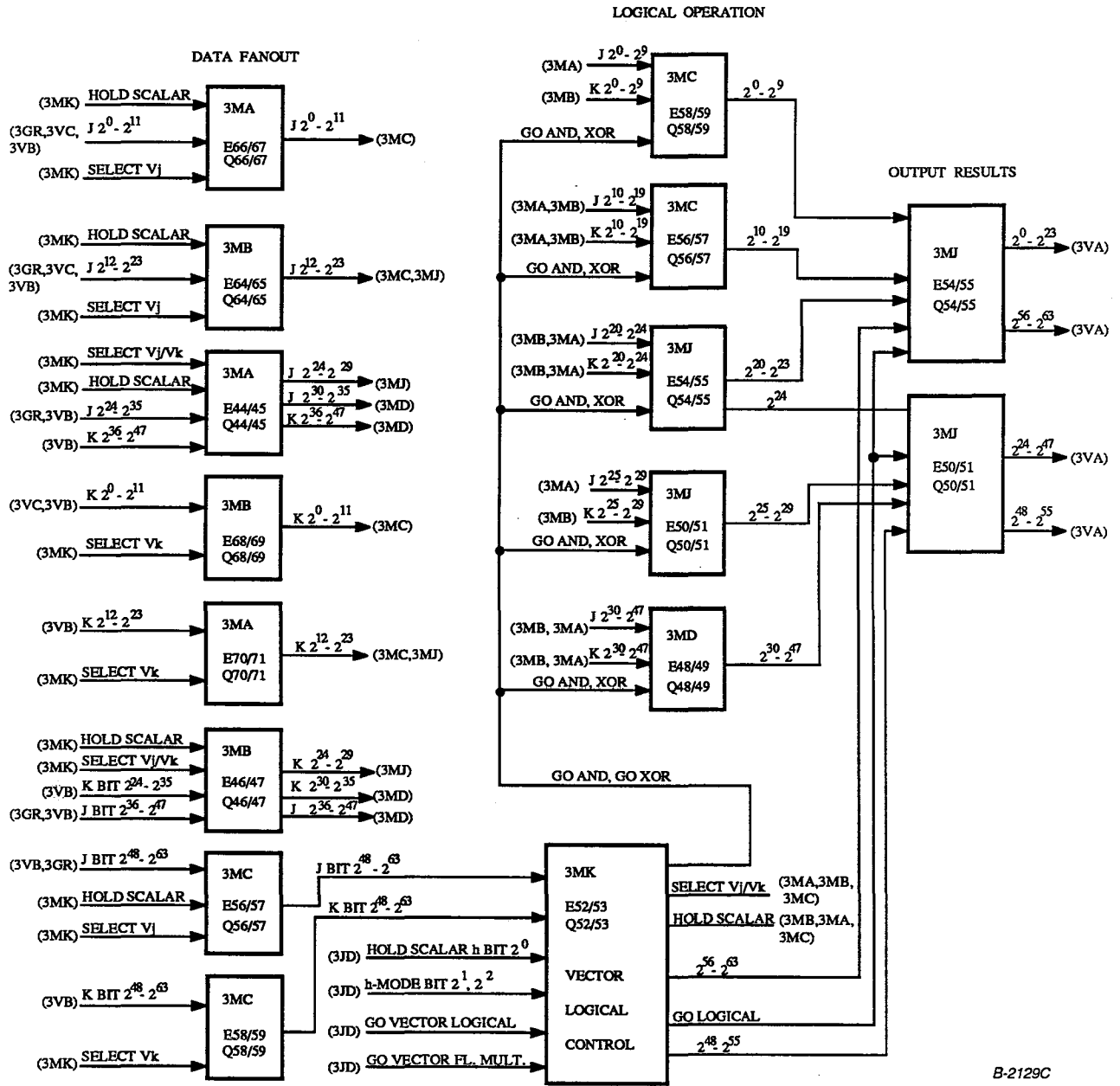
$$\begin{aligned} N03 &= M00 \\ M00 &= \overline{Q8} \overline{Q7} \text{ AND MODE h bit } 2^2, 2^1 \end{aligned}$$

$$\begin{aligned} N04 &= M01 \\ M01 &= Q8 \overline{Q7} \text{ EXOR MODE h bit } 2^2, 2^1 \end{aligned}$$

Boolean	$R00' = A00' N03 + B00' N03' + A00 N04; T2$
	$R00 = [A00 + N03'] [B00 + N03] [A00' + N04']; T2$

$$R00 = \text{EXCLUSIVE OR of Bit } 2^0 \text{ or } 2^{16}$$

A-16/3A



CRAY X-MP/1,2 - CPU 0 SECOND VECTOR LOGICAL FUNCTIONAL UNIT

SECOND VECTOR LOGICAL

3MC Module

AND, OR, XOR Operations

I100 = j operand bit 2^0

I110 = k operand bit 2^0

Boolean	$V0 = I100 I110$
	$V9 = I109 I119$

V0 = AND or Logical product of j bit 2^0
ANDed with k bit 2^0

Boolean	$V10' = I100' I110'$
	$V19' = I109' I119'$

V10 = ORed function or Logical Sum of
j bit 2^0 ORed with k bit 2^0

W00 = I120 Go AND 140/141 instruction from 3MK

W01 = I121 Go XOR 144/145 instruction from 3MK

Boolean	$R50' = V0' W0 + V10' W0' + V0 W1; T2$
	$R50 = [V0 + W0'] [V10 + W0] [V0' + W1']; T2$

R50 = AND operation made from V0

R50 = OR operation made from V10

R50 = XOR operation made from inverted V0 ANDed with V10

SECOND VECTOR LOGICAL

3MK Module

Go Vector Logical Control

I33 = Go Data Vector Floating Multiply from 3JD

I41 = Go Vector Logical from 3JD

Boolean	H30' = I33' + #I41'; T2
	H30 = I33 I41; T2
	H31' = H30'
	K22 = H31

H30 = I33 I41 Need Vector Logical and
Vector Floating Multiply, without
Vector Logical your doing a Vector
Floating Multiply.

K22 - Select Logical Results at cp3.

Go Add - Go XOR

I36 = h-Mode bit 2¹ from 3JD

I37 = h-Mode bit 2² from 3JD

I32 = Go Scalar Floating Multiply

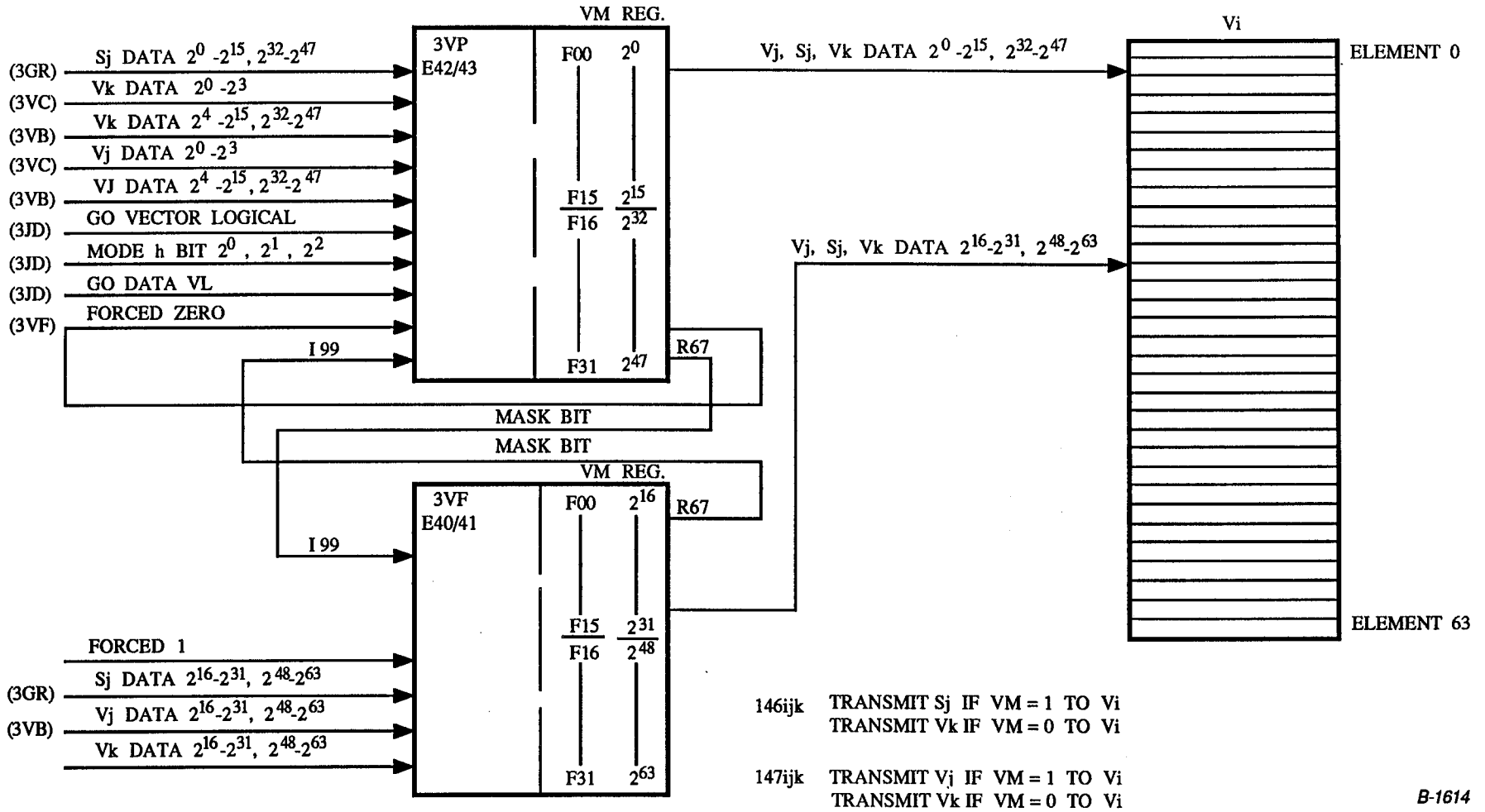
Boolean	H06 = I34 I32 + I36 I32'; T2
	H07 = I35 I32 + I37 I32'; T2

H06, H07 = Select h-mode bit 2¹ and 2²
when your not doing a Scalar
Floating Multiply

Boolean	K20 = H7' H6'
	R45' = K20' H30; T2
	K23 = H7 H6
	R46' = K23' H30; T2

R45 = Go Add 140, 141 instruction

R46 = Go XOR 144, 145 instruction



CRAY X-MP VECTOR MERGE BLOCK DIAGRAM

VECTOR MERGE
146ijk, 147ijk

N06 = Q00 CLEAR ELEMENT COUNTER
 Q00 = I114 GO VECTOR LOGICAL CP2

E00 = J10 $\overline{N6}$; T2 2⁰ ELEMENT COUNTER
 E01 = J11 $\overline{N6}$; T2 2¹
 E02 = J12 $\overline{N6}$; T2 2²
 E03 = J13 $\overline{N6}$; T2 2³
 E04 = J14 $\overline{N6}$; T2 2⁴
 E05 = J15 $\overline{N6}$; T2 2⁵

G7 G6 G5 G4 G3 G2 G1 G0 = DCD ($\overline{E2}$ $\overline{E1}$ $\overline{E0}$)/##

Z00 = I117 FORCED 0 ON 3VF @ E42/43
 Z00 = I117 FORCED 1 ON 3VF @ E40/41

Boolean G13' = E03 + E05 + E04' Z00' + E4 Z00
 G13 = [E03'] [E05'] [E04 + Z00] [E4' + Z00']

G13 CAUSES ELEMENT COUNTER BIT 2⁴ TO NOT BE SET ON 3VF @ E40/41.
 ALSO CAUSES ELEMENT COUNTER BIT 2⁴ TO BE SET ON THE 3VF @ E42/43.

H07 = F31 G13 READ VM BIT 2⁶³

Boolean J00' = H00' G00 + H01' G01 + H02' G02 + H03' G03
 J00 = [H00 + G00'] [H01 + G01'] [H02 + G02'] [H03 + G03']
 J01' = H04' G04 + H05' G05 + H06' G06 + H07' G07
 J01 = [H04 + G04'] [H05 + G05'] [H06 + G06'] [H07 + G07']

J00 AND J01 ENABLE THE ADVANCE COUNTER SIGNAL.

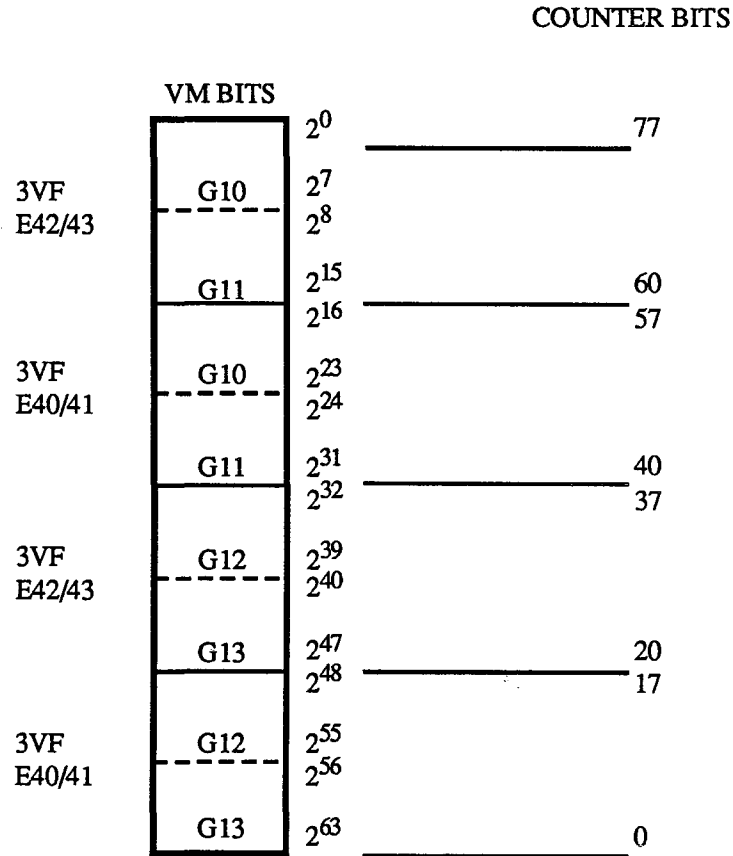
A-1607

3VF MODULE

E0 = J10 N06' ; T2	ELEMENT COUNT	2^0
E1 = J11 N06' ; T2		2^1
E2 = J12 N06' ; T2		2^2
<hr/>		
E3 = J13 N06' ; T2		2^3
E4 = J14 N06' ; T2		2^4
E5 = J15 N06' ; T2		2^5

G7G6G5G4G3G2G1G0 = DCD (E02', E01', E00') /# #

VM REGISTER BIT LOCATIONS



A-5316

CRAY X-MP/2 VECTOR MASK COUNTER

VECTOR MERGE
146ijk, 147ijk

PAGE 2

$$N10 = M02 Q2 + M02 Q1 + Q3 Q9$$

$$M02 = Q8 Q7 \text{ MERGE } 146, 147 \text{ INST.}$$

$$Q2 = I115 ; T2 - \text{GO DATA VL INCREMENT THE VECTOR ELEMENT COUNTER}$$

$$Q1 = N6 ; T2 - \text{GO VECTOR LOGICAL CP3}$$

Boolean $R67 = J00 J01 N10 + R67 N10' + \overline{M2}; T2$

$$R67 = \text{VECTOR MASK BIT } 2^{63}$$

$$N01 = R67 + I99$$

VECTOR MASK BIT = 1 FROM THIS MODULE
OR FROM THE OTHER 3VF MODULE.

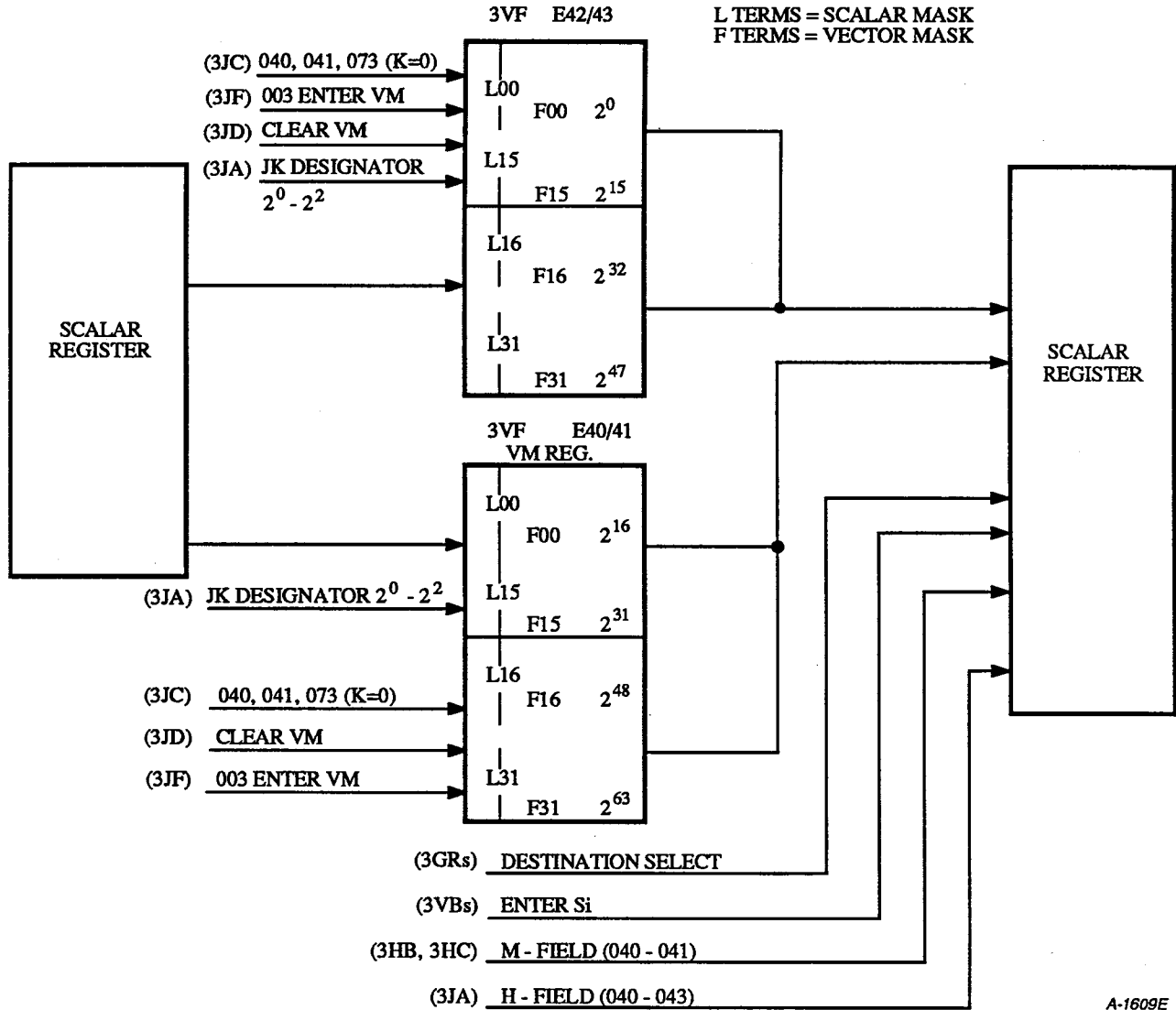
Boolean $N02' = R67 M02 + I99 M02$

$$N02 = [R67' + M02'] [I99' + M02']$$

N02 = VECTOR MASK BIT = 0 FROM THIS MODULE OR THE OTHER 3VF MODULE.

A-1607A

- 0030j0 - TRANSMIT (Sj) TO VM REGISTER
- 073i00 - TRANSMIT VECTOR MASK TO Si
- 040ijkm - TRANSMIT jkm TO Si
- 041ijkm - TRANSMIT EXP. = ONES COMPLEMENT OF jkm to Si
- 042ijk - FORM ZEROS MASK EXP. BITS IN Si FROM THE LEFT
- 043ijk - FORM ONES MASK EXP. BITS IN Si FROM THE LEFT



CRAY X-MP VECTOR MASK BLOCK DIAGRAM

0030j0 - TRANSMIT (Sj) TO VM REGISTER

I108 = 0030 ENTER VM
 I113 = 175 INSTRUCTION CLEAR VM

Boolean $Q11 = I113 N6 + I108 ; T2$
 $Q10 = I113 N6 ; T2$

$Q11 =$ ENTER Sj TO VM

$Q10 =$ CLEAR VM BEFORE LOADING DATA FROM THE S-REGISTER

$P4 = \overline{Q11}$ HOLD VM

$P5 = \overline{Q10} Q11$ ENTER Sj TO VM

$I64 =$ Sj BIT 2^0

Boolean $F00 = G00 P00 + F00 P04 + I64 P05 ; T2$

$F00 =$ VECTOR MASK BIT 2^0 OR 2^{16}

073i00 - TRANSMIT VECTOR MASK TO Si

I106 = 040, 041, 073 (k=0) INSTRUCTION

I107 = 042, 043, 073 (k=0) INSTRUCTION

K21 = I106 I107 073 INSTRUCTION

$\overline{Q14} = \overline{K21} ; T2$ READ NOT VM TO Si

Boolean $R63 = F31' Q14 + L31 Q13$

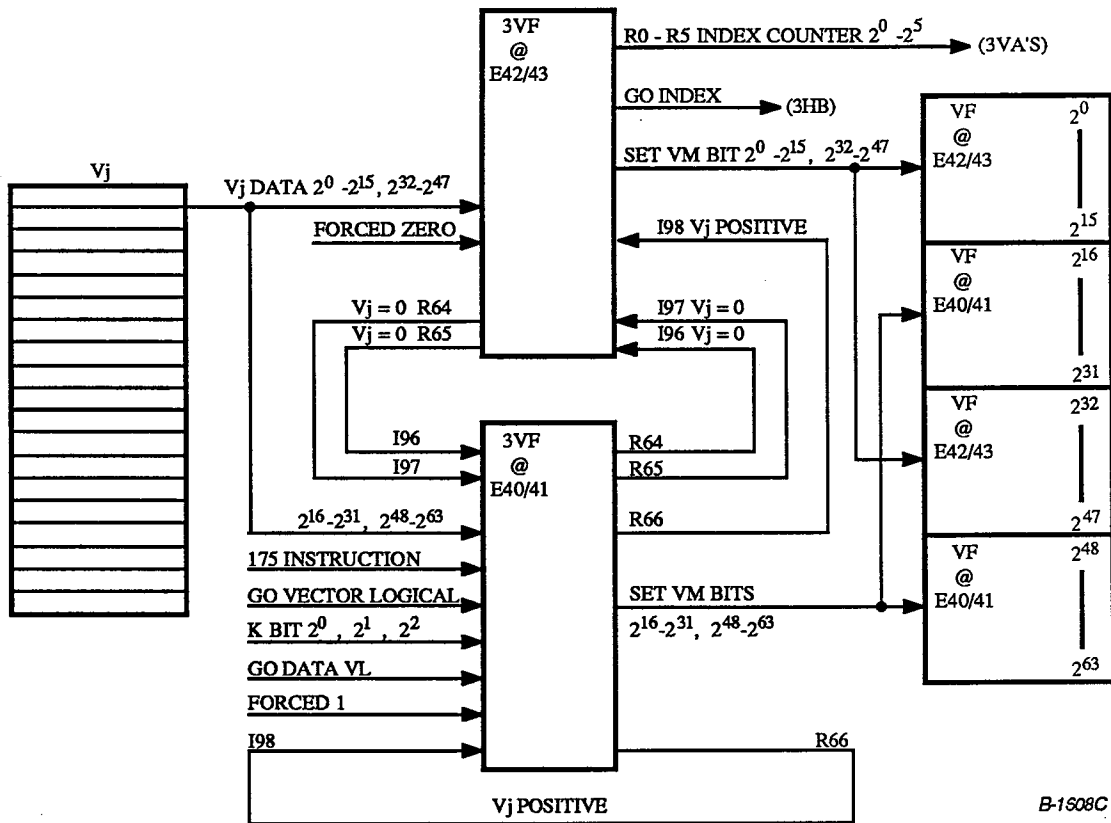
$R63 =$ VM BIT 2^{63} LEAVES INVERTED TO THE 3GR
 3GR INVERT VM BITS TO ITS TRUE STATE.

A-1610

175ijk INSTRUCTIONS

- 1750j0 SET VM = 1 IF (Vj) IS ZERO
- 1750j1 SET VM = 1 IF (Vj) IS NON-ZERO
- 1750j2 SET VM = 1 IF (Vj) HAS A POSITIVE SIGN
- 1750j3 SET VM = 1 IF (Vj) HAS A NEGATIVE SIGN

- 175ij4 VM = 1 AND (Vi COMPRESS ELEMENT) = ELEMENT INDEX WHEN (Vj ELEMENT) = 0
- 175ij5 VM = 1 AND (Vi COMPRESS ELEMENT) = ELEMENT INDEX WHEN (Vj ELEMENT) NOT EQUAL TO 0
- 175ij6 VM = 1 AND (Vi COMPRESS ELEMENT) = ELEMENT INDEX WHEN (Vj ELEMENT) POSITIVE
- 175ij7 VM = 1 AND (Vi COMPRESS ELEMENT) = ELEMENT INDEX WHEN (Vj ELEMENT) NEGATIVE



CRAY X-MP GENERATOR VECTOR MASK AND COMPRESSED INDEX BLOCK DIAGRAM

I113 = 175 INSTRUCTION

N06 = GO VECTOR LOGICAL

Boolean Q09 = MUX (I113 Q9) ; DCD (N06) ; T2

Q9 = GO 175 INSTRUCTION

Q10 = I113 N06 ; T2 CLEAR VM

Q11 = I113 N06 + I108 ; T2
CLEAR VM REGISTER BEFORE GENERATING THE VM.

P04 = $\overline{Q11}$ DROP THE HOLD ON VM

P05 = $\overline{Q10}$ Q11 CLEAR VM

Boolean F00 = G00 P00 + F00 P04 + I64 P05 ; T2

E00 = J10 N06' ; T2

F00 = CLEAR VM REGISTER

E00 = CLEAR ELEMENT COUNT

I00-I31 Vj BIT 2^0-2^{15} , $2^{32}-2^{47}$ / $2^{16}-2^{31}$, $2^{48}-2^{63}$

Boolean C00 = I00' I01' I02' I03' I04' I05'

C00 = Vj BITS ARE ZEROS

Boolean R64' = C00' + C01' + C02' ; T2

R64 = [C00 C01 C02] ; T2

R65' = C03' + C04' + C05' ; T2

R65 = [C03 C04 C05] ; T2

R64 = Vj BITS ARE ZEROS

R65 = Vj BITS ARE ZEROS

A-1611

I96 = Vj BITS ARE ZEROS
 I97 = Vj BITS ARE ZEROS
 G15 = R64 R65 Vj BITS ARE ZEROS
 Q4 = K BIT 2^0
 Q5 = K BIT 2^1
 I98 = Vj BIT 2^{63}

Boolean N05 = I96 I97 G15 Q5' + I98 Q5

N05 = 1 IF A 175xj0 AND Vj ELEMENT BITS ARE ALL 0's
 OR

N05 = 1 A 175xj2 AND Vj ELEMENT BIT 2^{63} EQUALS A 0

Q2 = I115 ; T2 GO DATA VL

Q3 = Q2 GO DATA VL DELAYED

Q9 = 175 INSTRUCTION IN PROCESS

Q11 = ENTER Sj TO VM

N7 = Q03 Q9 Q11' A 175 INST IN PROCESS AND A GO DATA VL

ELEMENT COUNT

E0 = J10 N6' 2^0
 E1 = J11 N6' 2^1
 E2 = J12 N6' 2^2
 E3 = J13 N6' 2^3
 E4 = J14 N6' 2^4
 E5 = J15 N6' 2^5

Boolean G7 G6 G5 G4 G3 G2 G1 G0 = DCD (E2' E1' E0') / # #
 G7 = (E2' E1' E0') / # #

Z00 = FORCED ZERO ON E42/43

PAGE 3

Z00 = FORCED ONE ON E40/41

Boolean $G13' = E03 + E05 + E4' Z00' + E4 Z00$
 $G13 = [E3'] [E5'] [E4 + Z00] [E4' + Z00']$

G13 = SELECT VM BIT 40-47 OR 56-63

Z00 = WHEN VM BIT NEEDS TO BE SET AND IT'S PHYSICALLY LOCATED ON THE OTHER MODULE, Z00 WILL ENABLE OR DISABLE G13-G10.

Boolean $P03' = N5' Q4' + N5 Q4 + N7' G13'$
 $P03 = [N5 + Q4] [N5' + Q4'] [N7] [G13]$

P03 = 1 IF A 175xj0 INST. AND Vj ELEMENT ARE ALL 0's

P03 = 1 IF A 175xj1 AND Vj ELEMENTS ARE 0's

P03 = 1 IF A 175xj2 AND Vj BIT $2^{63} = 0$

P03 = 1 IF A 175xj3 AND Vj BIT $2^{63} = 1$

N7 = A 175 INST IN PROCESS

G13 = VM BIT IS ON THIS MODULE

G07 = $\overline{E2} \overline{E1} \overline{E0}$

Boolean $F31 = P3 G07 + F31 P4 + I95 P5 ; T2$

F31 = VECTOR MASK BIT 2^{63} ON 3VF @ E40/41 OR 2^{47} ON 3VF @ E42/43.

A-1611A

3VF AN E40/41

<u>Bit</u>	<u>Term</u>	<u>Test Point</u>	<u>Addr.</u>	<u>Bit</u>	<u>Term</u>	<u>Test Point</u>	<u>Addr.</u>
2 ⁶³	- F31	$\overline{C17}$	00	2 ³¹	- F15	$\overline{D46}$	40
2 ⁶²	- F30	$\overline{C4}$	01	2 ³⁰	- F14	$\overline{D58}$	41
2 ⁶¹	- F29	$\overline{C46}$	02	2 ²⁹	- F13	$\overline{D53}$	42
2 ⁶⁰	- F28	$\overline{C30}$	03	2 ²⁸	- F12	$\overline{D56}$	43
2 ⁵⁹	- F27	$\overline{A32}$	04	2 ²⁷	- F11	$\overline{B8}$	44
2 ⁵⁸	- F26	$\overline{A19}$	05	2 ²⁶	- F10	$\overline{B56}$	45
2 ⁵⁷	- F25	$\overline{A53}$	06	2 ²⁵	- F9	$\overline{B42}$	46
2 ⁵⁶	- F24	$\overline{A20}$	07	2 ²⁴	- F8	$\overline{B54}$	47
2 ⁵⁵	- F23	$\overline{C20}$	10	2 ²³	- F7	$\overline{D48}$	50
2 ⁵⁴	- F22		11	2 ²²	- F6	$\overline{C11}$	51
2 ⁵³	- F21	$\overline{C06}$	12	2 ²¹	- F5	$\overline{D54}$	52
2 ⁵²	- F20	$\overline{C09}$	13	2 ²⁰	- F4	$\overline{C10}$	53
2 ⁵¹	- F19	$\overline{A54}$	14	2 ¹⁹	- F3	$\overline{B2}$	54
2 ⁵⁰	- F18	$\overline{A16}$	15	2 ¹⁸	- F2	$\overline{B72}$	55
2 ⁴⁹	- F17	$\overline{A10}$	16	2 ¹⁷	- F1	$\overline{B39}$	56
2 ⁴⁸	- F16	$\overline{A12}$	17	2 ¹⁶	- F0	$\overline{B69}$	57

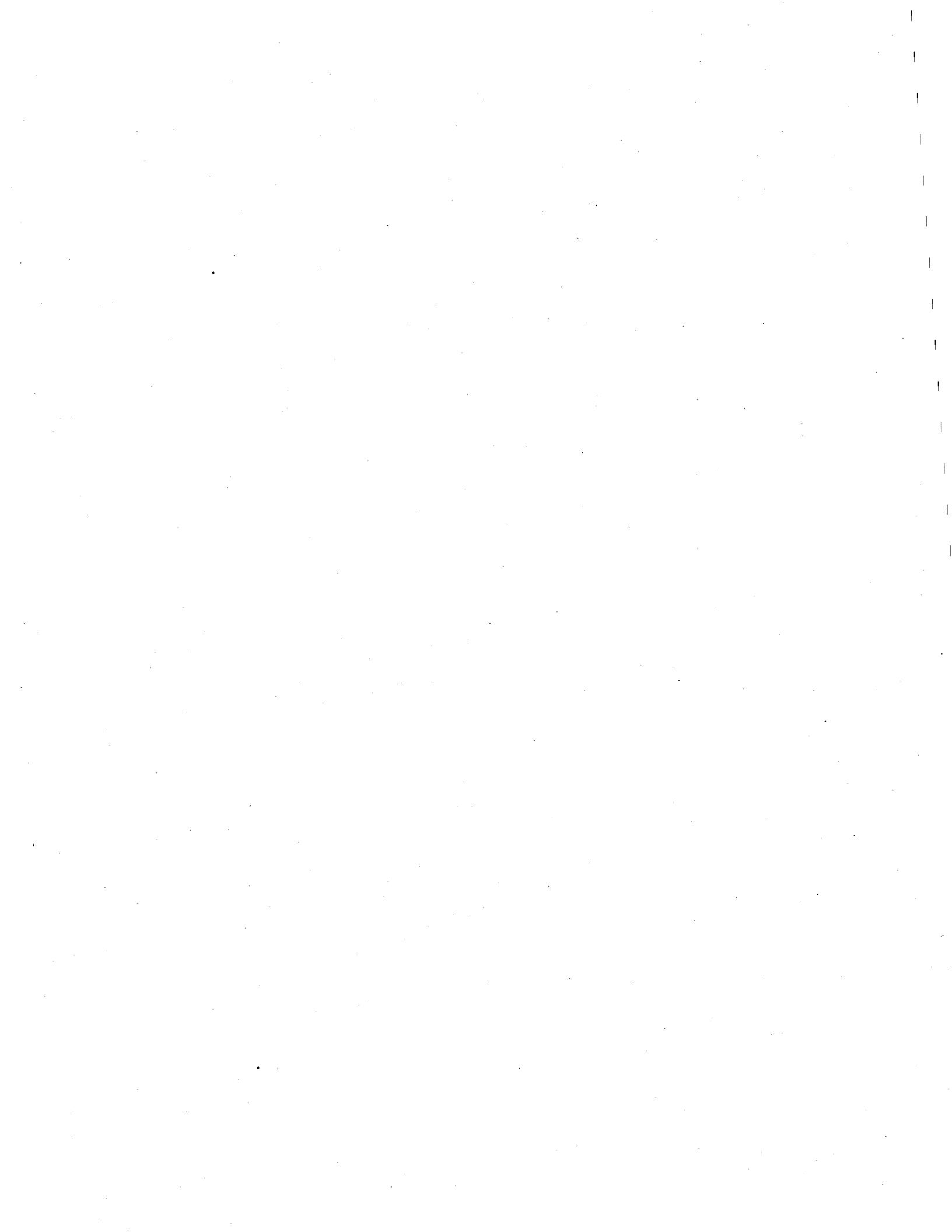
3VF at E42/43

2 ⁴⁷	- F31	$\overline{C17}$	20	2 ¹⁵	- F15	$\overline{D46}$	60
2 ⁴⁶	- F30	$\overline{C4}$	21	2 ¹⁴	- F14	$\overline{D58}$	61
2 ⁴⁵	- F29	$\overline{C46}$	22	2 ¹³	- F13	$\overline{D53}$	62
2 ⁴⁴	- F28	$\overline{C30}$	23	2 ¹²	- F12	$\overline{D56}$	63
2 ⁴³	- F27	$\overline{A32}$	24	2 ¹¹	- F11	$\overline{B8}$	64
2 ⁴²	- F26	$\overline{A19}$	25	2 ¹⁰	- F10	$\overline{B56}$	65
2 ⁴¹	- F25	$\overline{A53}$	26	2 ⁹	- F9	$\overline{B42}$	66
2 ⁴⁰	- F24	$\overline{A20}$	27	2 ⁸	- F8	$\overline{B54}$	67
2 ³⁹	- F23	$\overline{C20}$	30	2 ⁷	- F7	$\overline{D48}$	70
2 ³⁸	- F22		31	2 ⁶	- F6	$\overline{C11}$	71
2 ³⁷	- F21	$\overline{C6}$	32	2 ⁵	- F5	$\overline{D54}$	72
2 ³⁶	- F20	$\overline{C9}$	33	2 ⁴	- F4	$\overline{C10}$	73
2 ³⁵	- F19	$\overline{A54}$	34	2 ³	- F3	$\overline{B2}$	74
2 ³⁴	- F18	$\overline{A16}$	35	2 ²	- F2	$\overline{B72}$	75
2 ³³	- F17	$\overline{A10}$	36	2 ¹	- F1	$\overline{B39}$	76
2 ³²	- F16	$\overline{A12}$	37	2 ⁰	- F0	$\overline{B69}$	77

3

3

3



VECTOR SHIFT (Modules Involved)

3VE MODULE

The 3VE modules are at H36/37 and H34/35. The 3VE at H36/37 handles all the even data bits of V_j , while the 3VE at H34/35 handles all the odd data bits of V_j elements. A shift of one place in the module is equivalent to a shift of 2 places in the Vector register.

The 150-153 instructions perform the Vector Shift operation. For the 151 and 153 instructions, the 3VE at H36/37 performs the two's complement on the shift count. This shift count is sent to both the 3VE modules at H34/35 and H36/37. Then the 3VE modules perform the shifts derived from the two's complement arithmetic.

The 3VE module at H36/37 generates the shift control terms for the 3VE at H34/35. The 152 instruction takes 3 cp's in the functional unit while the 153 instruction takes 2 cp's in the functional unit. The reason being that the 152 instruction's first shift is with element 0 and element 1 or element 0 and zero's if Vector length equals a 1. The 153 instruction's first shift is with zero's and element 0.

The 150 and 151 instructions perform the single shifts on V_j elements, one element at a time for Vector length.

VECTOR REGISTER SHIFT
FUNCTIONAL UNIT INSTRUCTIONS

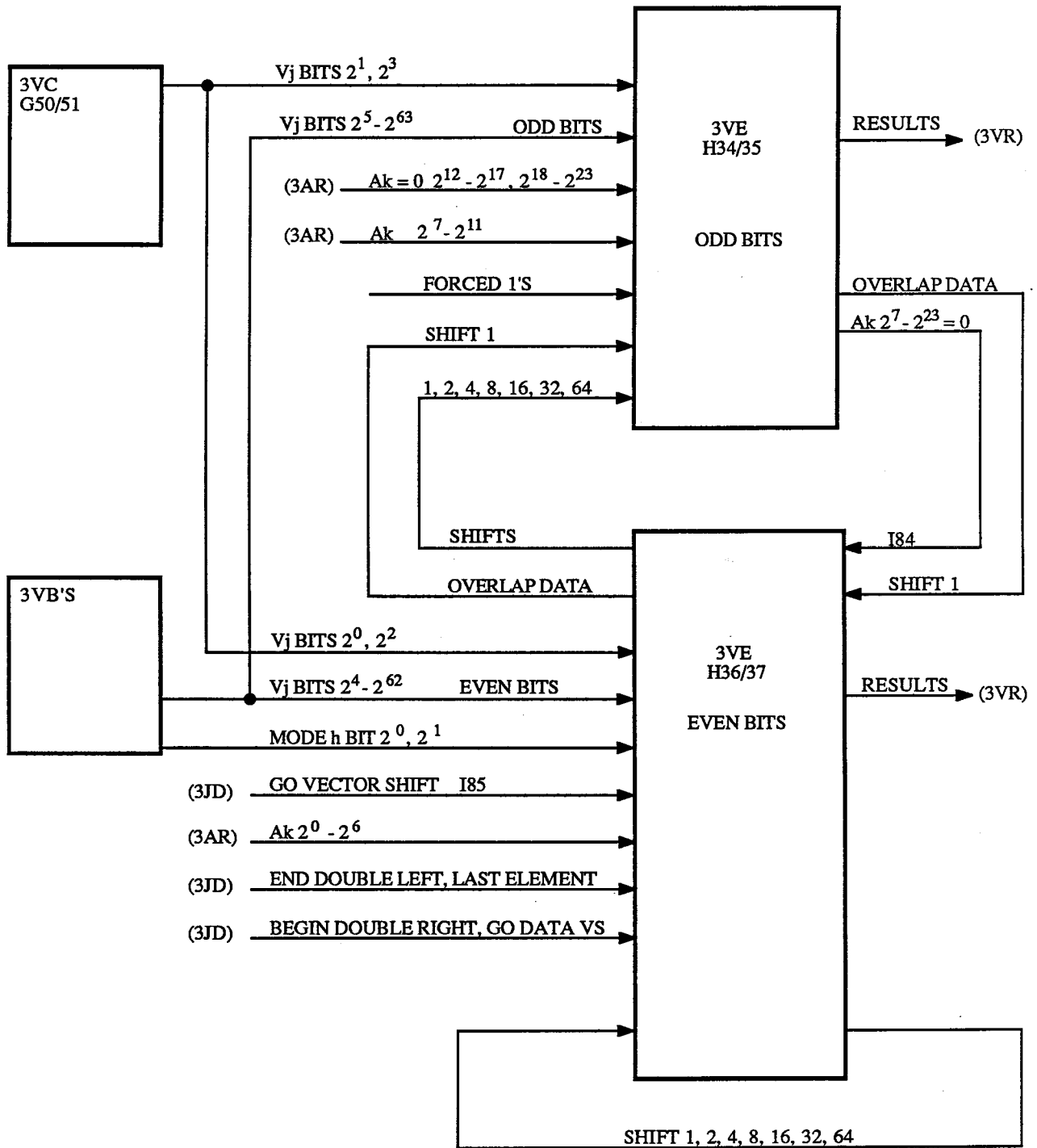
150IJK	Single shift of (VJ elements) left (AK) places to VI elements
150IJO	Shift (VJ) left one place to VI
151IJK	Single shift of (VJ elements) right (AK) places to VI elements
151IJO	Shift (VJ) right one place to VI
152IJK	Double shifts of (VJ elements) left (AK) places to VI elements
152IJO	Double shift (VJ) left one place to VI
153IJK	Double shifts of (VJ elements) right (AK) places to VI elements
153IJO	Double shift (VJ) right one place to VI

C.A.L. FORMAT

VI	VJ < AK	VJ shifted left to AK places
VI	VJ < 1	VJ shifted left 1 place to VI
VI	VJ > AK	VJ shifted right AK places to VI
VI	VJ > 1	VJ shifted right 1 place to VI
VI	VJ, VJ < AK	Double left shift AK places to VI
VI	VJ, VJ < 1	Double left shift 1 place to VI
VI	VJ, VJ > A	Double right shift AK places to VI
VI	VJ, VJ > 1	Double right shift 1 place to VI

DIAGNOSTIC APPLICATION

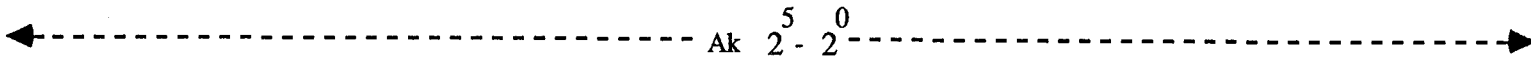
3VRS



B-1616

CRAY X-MP VECTOR SHIFT BLOCK DIAGRAM

VECTOR SINGLE SHIFT CONTROL

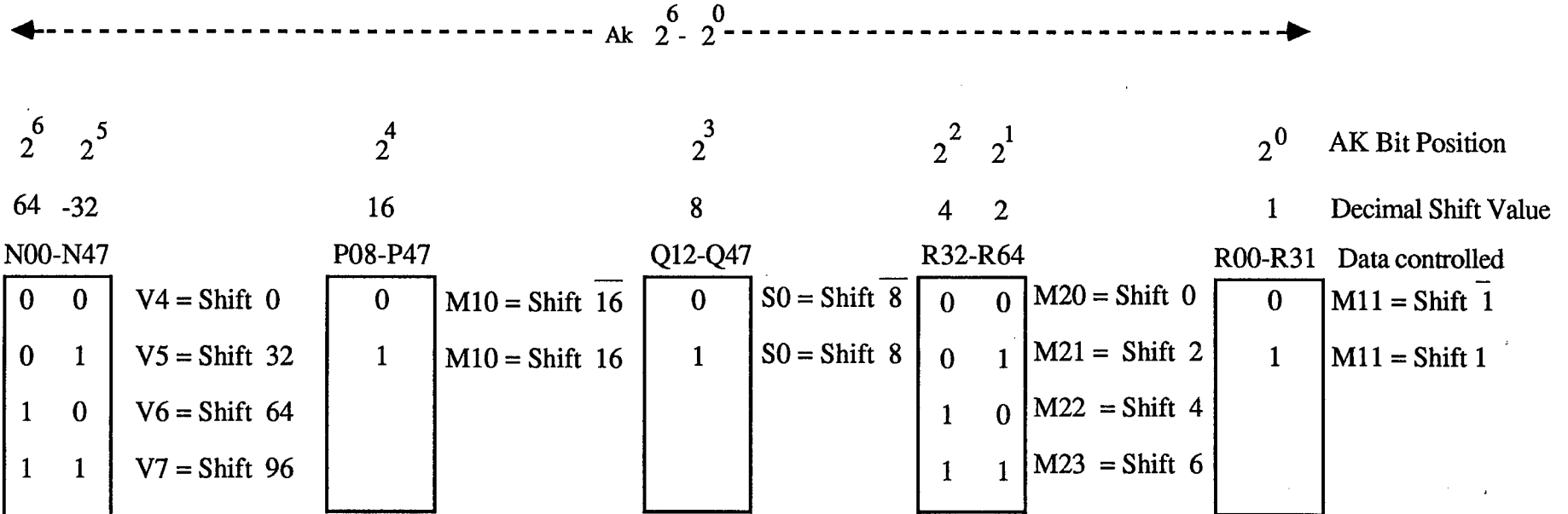


21-4

2^5		2^4		2^3		2^2 2^1		2^0	AK Bit Position
32		16		8		4 2		1	Decimal Shift
N00-N47		P08-P47		Q12-Q47		R32-R64		R00-R31	Data controlled
0	M00 R.S.S. 32	0	M10 = Shift 16	0	S0 = Shift 8	0 0	M20 Shift 0	0	M11 = Shift 1
0	M02 L.S.S. 32	1	M10 = Shift 16	1	S0 = Shift 8	0 1	M21 Shift 2	1	M11 = Shift 1
1	M01 R.S.S. 32					1 0	M22 Shift 4		
1	M03 L.S.S. 32					1 1	M23 Shift 6		
	M02 R.S.S.= 0								

150 i j k Shift (Vj) Left (Ak) Places to Vi
 151 i j k Shift (Vj) Right (Ak) Places to Vi

VECTOR DOUBLE SHIFT CONTROL



LEFT DOUBLE SHIFT	RIGHT DOUBLE SHIFT
M03 = Shift 96	M01, M07 = Shift 96
M02 = Shift 64	M00, M06 = Shift 64
M01, M07 = Shift 32	M05 = Shift 32
M00, M06 = Shift 32 • 64	M04 = Shift 32 • 64
	M02 = Right 0

21-5

A-5131

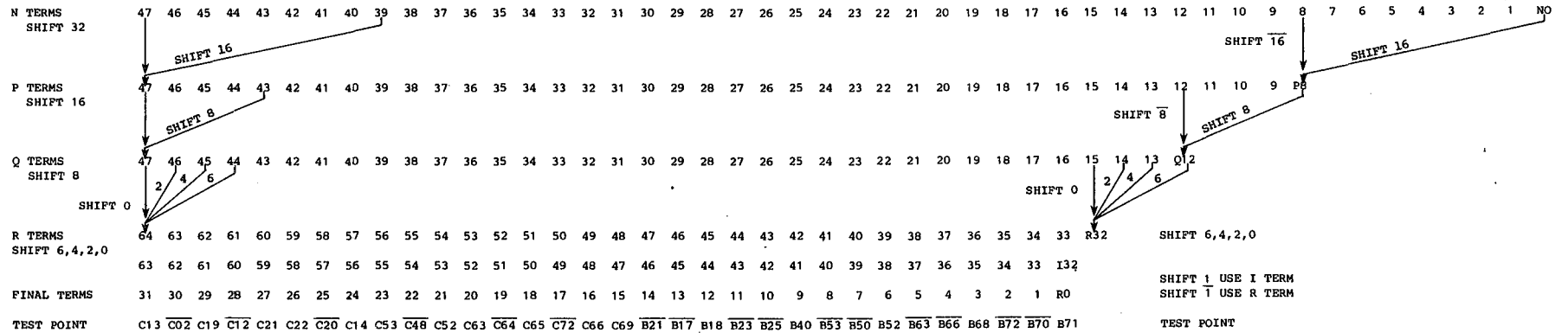
DOUBLE SHIFT INSTRUCTIONS

- 152 ijk Double Shift (Vj) Left (AK) Places to Vi
- 153 ijk Double Shift (Vj) Right (AK) Places to Vi

62 60 58 56 54 52 50 48 46 44 42 40 38 36 34 32 30 28 26 24 22 20 18 16 14 12 10 8 6 4 2 0 3VE H36/37
 63 61 59 57 55 53 51 49 47 45 43 41 39 37 35 33 31 29 27 25 23 21 19 17 15 13 11 9 7 5 3 1 3VE H34/35
 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 I TERMS

LEFT SINGLE SHIFT: SHIFT 32 I0-I31 -- N16-N47
 SHIFT 32 I0-I15 -- N32-N47

RIGHT SINGLE SHIFT: SHIFT 32 I16-I31 -- N0-N15
 SHIFT 32 I0-I31 -- N0-N31



OUTPUTS R32-R63 ON 3VE @ H34/35 INPUT AS I32-I63 ON 3VE @ H36/37; R64 NOT USED
 OUTPUTS R33-R64 ON 3VE @ H36/37 INPUT AS I32-I63 ON 3VE @ H34/35; R32 NOT USED
 EVEN BIT'S MODULE AND SHIFT 1 DROP STRAIGHT DOWN TO I32-I63
 ODD BIT'S MODULE AND SHIFT 1 MOVE LEFT 1 TO I32-I63

C-1566A

VECTOR SHIFT
 SINGLE LEFT/RIGHT SHIFT

SINGLE SHIFT

3VE H36/37 & H34/35

150, 151 INSTRUCTION

VL = 4

L TERMS		I TERMS	
L31	L00	I31	I00
		ELEMENT 0	
		ELEMENT 1	
		ELEMENT 2	
		ELEMENT 3	

N00 - N47
N00 - N47
N00 - N47
N00 - N47

RIGHT DOUBLE

3VE H36/37 & H34/35

153 INSTRUCTION

BEGIN DOUBLE
RIGHT →

VL = 4

L TERMS		I TERMS	
L31	L00	I31	I00
ZERO's		ELEMENT 0	
ELEMENT 0		ELEMENT 1	
ELEMENT 1		ELEMENT 2	
ELEMENT 2		ELEMENT 3	

N00 - N47
N00 - N47
N00 - N47
N00 - N47

LEFT DOUBLE

3VE H36/37 & H34/35

152 INSTRUCTION

VL = 4

L TERMS		I TERMS	
L31	L00	I31	I00
STATIC		ELEMENT 0	
ELEMENT 0		ELEMENT 1	
ELEMENT 1		ELEMENT 2	
ELEMENT 2		ELEMENT 3	
ELEMENT 3		ZERO'S	

N00 - N47
N00 - N47
N00 - N47
N00 - N47

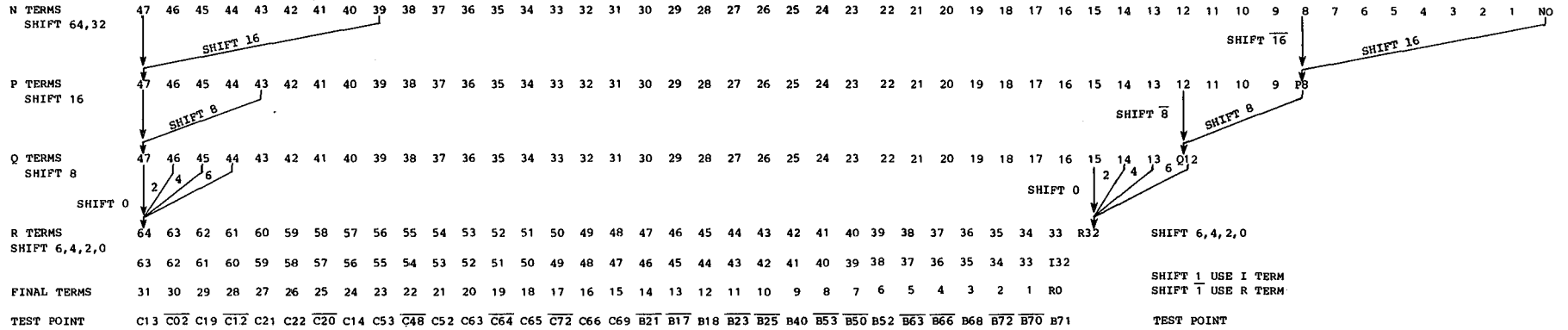
END DOUBLE LEFT →

A-1623

VECTOR SHIFT

62 60 58 56 54 52 50 48 46 44 42 40 38 36 34 32 30 28 26 24 22 20 18 16 14 12 10 8 6 4 2 0 3VE H36/37
 63 61 59 57 55 53 51 49 47 45 43 41 39 37 35 33 31 29 27 25 23 21 19 17 15 13 11 9 7 5 3 1 3VE H34/35
 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 I TERMS
 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 L TERMS

LEFT DOUBLE SHIFT:	TERM	RIGHT DOUBLE SHIFT:	TERM		
	I0-I15 -- N32-N47	M3	LO-L15 -- N32-N47; I0-I31 -- NO-N31	M7;M1	64 & 32 SHIFT
	I0-I31 -- N16-N47	M2	LO-L31 -- N16-N47; I16-I31 -- NO-N15	M6;M0	64 & 32 SHIFT
LO-L15 -- N32-N47;	I0-I31 -- NO-N31	M7;M1	LO-L31 -- NO-N31	M5	64 & 32 SHIFT
LO-L31 -- N16-N47;	I16-I31 -- NO-N15	M6;M0	L16-L31 -- NO-N15	M4	64 & 32 SHIFT



LAST ELEMENT: TERM X10-DROPS
 M0-M3 ZEROING
 N TERMS ON FINAL
 ELEMENT

FIRST ELEMENT: TERM X11-DROPS
 M4-M7 ZEROING
 N TERMS ON FIRST
 ELEMENT

OUTPUTS R32-R63 ON 3VE @ H34/35 INPUT AS I32-I63 ON 3VE @ H36/37; R64 NOT USED
 OUTPUTS R33-R64 ON 3VE @ H36/37 INPUT AS I32-I63 ON 3VE @ H34/35; R32 NOT USED

EVEN BIT'S MODULE AND SHIFT 1 DROP STRAIGHT DOWN TO I32-I63
 ODD BIT'S MODULE AND SHIFT 1 MOVE LEFT 1 TO I32-I63

C-1557C

VECTOR SHIFT DOUBLE LEFT/RIGHT SHIFT

VECTOR SHIFT

Vj ELEMENT SCOPE CHART
L TERMS

3VE	H36/37 T.P.	H34/35 T.P.	H36/37 T.P.	H34/35 T.P.
20	A20		A06	
21		A20		A06
22	A16		A18	
23		A16		A18
24	A50		A27	
25		A50		A27
26	A57		A52	
27		A57		A52
28	D70		D65	
29		D70		D65
210	D50		D55	
211		D50		D55
212	D20		D29	
213		D20		D29
214	D31		D38	
215		D31		D38
216	A15		A11	
217		A15		A11
218	A23		A12	
219		A23		A12
220	A35		A33	
221		A35		A33
222	A63		A55	
223		A63		A55
224	D69		D57	
225		D69		D57
226	D52		D40	
227		D52		D40
228	D44		D33	
229		D44		D33
230	D42		D16	
231		D42		D16
			232	
			233	
			234	
			235	
			236	
			237	
			238	
			239	
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			251	
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			254	
			255	
			256	
			257	
			258	
			259	
			260	
			261	
			262	
			263	

SYNC. ON 3JD T.P. D07 FOR A 152 @ CP6
FOR A 153 @ CP5

VECTOR SHIFT CONTROL TERM

Boolean	U4	=	I86	U0	+	U4	U0'	;	T2
	U5	=	I87	U0	+	U5	U0'	;	T2

T.P. A70 U4 = MODE h BIT 2⁰

T.P. A68 U5 = MODE h BIT 2¹

V00	=	$\overline{U5}$	$\overline{U4}$	LEFT SINGLE	150	INST
V01	=	$\overline{U5}$	$U4$	RIGHT SINGLE	151	INST
V02	=	$U5$	$\overline{U4}$	LEFT DOUBLE	152	INST
V03	=	$U5$	$U4$	RIGHT DOUBLE	153	INST

SINGLE LEFT OR RIGHT SHIFT 32

		W00	=	V4	V0	SHIFT 0	LEFT SINGLE
		X02	=	W00		150	INSTRUCTION
3VE	H36/37 & H34/35	R67	=	X02			
		I66	=	R67			
		M02	=	I66			
		W08	=	V7	V3	SHIFT 96	RIGHT DOUBLE
		X07	=	W8			
3VE	H36/37 & H34/35	R72	=	X07			
		I71	=	R72			
		M07	=	I71			

Boolean	U9	=	U10'	U11'	U12'	U13'	U14'	U15'
	W12	=	U4	V9	U16'			

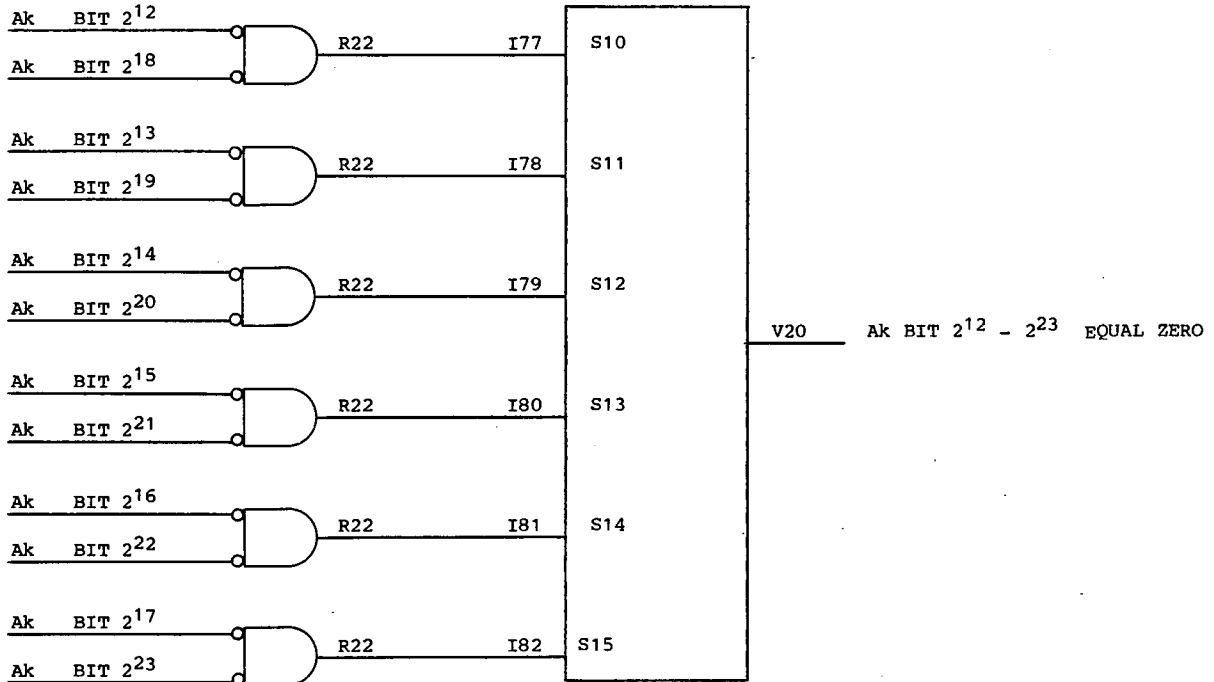
W12 = SHIFT BIT 2⁰ - 2⁶ = ZERO OR A RIGHT SINGLE OR RIGHT DOUBLE

X2	=	W12
R67	=	X2
I66	=	R67
M2	=	I66

M2 - ALLOWS THE DATA TO ENTER THE N-TERMS WHEN THERE IS NO SHIFTS.

A-1619

Ak $2^7 - 2^{23}$ EQUAL ZERO'S



3VE @ H34/35

Boolean	$V20'$	=	S10 S11 S12 S13 S14 S15
	$V20$	=	$S10' + S11' + S12' + S13' + S14' + S15'$

$V20 = \text{Ak BITS } 2^{12} - 2^{23} \text{ EQUAL ZERO}$

3VE @ H34/35

Boolean	$S20$	=	I83 I84 I85 I86 I87 # # # # # ; T2
T.P. A42	$S20$	=	$I87 + I86 + I85 + I84 + I83 ; T2$

$I87 = \text{Ak BIT } 2^{11}$ $I85 = \text{Ak BIT } 2^9$ $I83 = \text{Ak BIT } 2^7$
 $I86 = \text{Ak BIT } 2^{10}$ $I84 = \text{Ak BIT } 2^8$

Boolean	$R78'$	=	$S20' V20'$
	$R78$	=	$S20 + V20$

$R78 \rightarrow I84 \text{ TO } 3VE @ H36/37$

$I84 = 0 \text{ WHEN Ak } 2^7 - 2^{23} = 0's$

$U17 = I84$

Boolean	$U17$	=	$(U17 I84) ; DCD (U17) ; T2$
---------	-------	---	------------------------------

$V08 = U17$

$V08 = 0 \text{ WHEN Ak } 2^7 - 2^{23} = 0's$

B-1620

V02 = U5 $\overline{U4}$ 152 INSTRUCTION, DOUBLE LEFT

I89 = LAST ELEMENT VECTOR SHIFT FROM 3JD

X10 = V2 I89 END DOUBLE LEFT

Boolean	R65'	=	X0' + V8 + X10 ; T2
	R65	=	[X0 V8' X10'] ; T2
	R66	=	[X1 V8' X10'] ; T2
	R67	=	[X2' V8' X10'] ; T2
	R68	=	[X3 V8' X10'] ; T2

3VE H36/37, H34/35

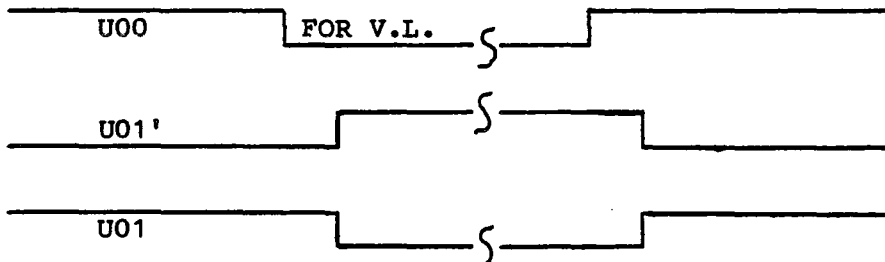
R65	=	I64	I64	=	M00	SHIFT	0
R66	=	I65	I65	=	M01	SHIFT	32
R67	=	I66	I66	=	M02	SHIFT	64
R68	=	I67	I67	=	M03	SHIFT	96

DO NOT MAKE THE N-TERMS

U00 = I85 ; T2 GO VECTOR SHIFT 3JD

Boolean	U01'	=	MUX (U0' U0') : DCD (U1') ; T2
	U01'	=	0 WHEN U00 = 1

WHEN U00 GOES TO A 0, $\overline{U01}$ WILL STAY A 1 FOR 1 CP.



A-1621A

BEGIN DOUBLE RIGHT

153 INSTRUCTIONS

I88 = GO DATA VECTOR SHIFT; 153 INSTRUCTIONS

V3 = U5 U4 MODE h BIT 2⁰, 2¹

boolean U20 = U20 I88' + U1 V3 ; T2

U20 = MAKE U20 WHEN A 153 INSTRUCTION OCCURS. DROP U20 WHEN I88 (GO DATA VECTOR SHIFT) ARRIVES.

boolean X11 = U20 I88'

X11' = U20' + I88

boolean R69' = W11' + V8 + X11 ; T2

R69 = [W11 V8' X11'] ; T2

R70 = [W10 V8' X11'] ; T2

R71 = [X6 V8' X11'] ; T2

R72 = [X7 V8' X11'] ; T2

3VE @ H36/37, H34/35

R69 = I68

I68 = M04

SHIFT 0

R70 = I69

I69 = M05

SHIFT 32

R71 = I70

I70 = M06

SHIFT 64

R72 = I71

I71 = M07

SHIFT 96

DO NOT MAKE THE N-TERMS

A-1622

3

0

3

OBJECTIVES - Floating-Point Functional Unit

With the aid of the student reference material, upon completion of the course a student will be able to:

- Determine the failing module type, module location, and chip, given the failing instruction and the data errors
- Describe the main function of each of the following modules:
 - 3AS, for the Floating-point Constants
 - 3FA, 3FB, 3FC, 3FD, 3FE, for the Floating-point Add Functional Unit
 - 3RA, 3RB, 3RC, 3RD, 3RE, 3RF, 3RG, 3RH, 3RI, for the Floating Reciprocal Functional Unit
 - 3MA, 3MB, 3MC, 3MD, 3ME, 3MF, 3MJ, 3MK, for the Floating Multiply Functional Unit
- Describe the CRAY representation of the Floating-point Numbers
- Describe with respect to time and use, the Address and Control signals
- Diagnostic Applications:
 - 3SFA - Scalar, Vector Floating Add
 - 3SFR - Scalar, Vector Floating Reciprocal
 - 3SFM - Scalar, Vector Floating Multiply
 - 3SMU - Scalar, Floating Multiply

XV201W35A

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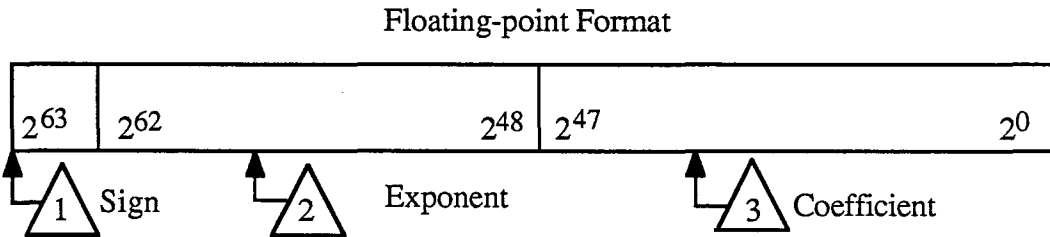
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FLOATING-POINT FORMAT

Floating-point Arithmetic Introduction

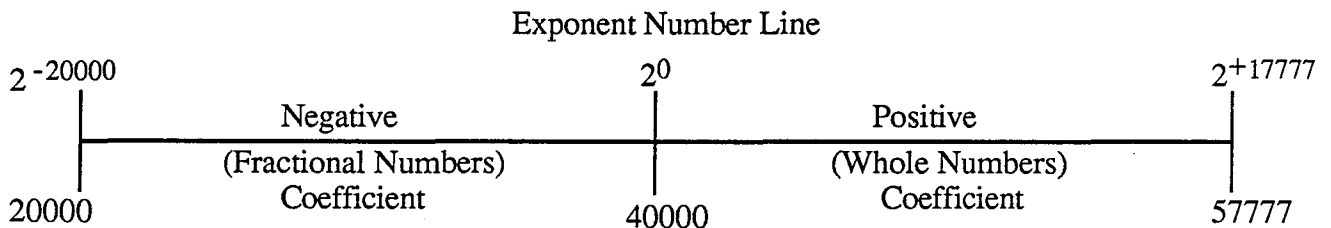
Floating-point numbers are represented in a standard format throughout the CPU. Floating-point numbers are used by the Floating-point functional units which are: Floating-point Add, Floating-point Multiply, and Floating-point Reciprocal. This format is a compact representation of a binary exponent and coefficient within a 64-bit word. The coefficient is in the hardware bit positions 2^{47} - 2^0 of the 64-bit word. The sign of the coefficient is in bit position 2^{63} . The exponent is in hardware bit positions 2^{62} - 2^{48} .



- 1 Sign - Sign of the coefficient is in bit position 2^{63} , $2^{63} = 0$ and is a positive sign of the coefficient. $2^{63} = 1$ is a negative sign of the coefficient.
- 2 Exponent - The exponent of the floating-point format is represented as a biased integer number in bit positions 2^{62} - 2^{48} . Bit position 2^{61} represents the sign of this exponent. Bit position 2^{62} represents the bias.
- 3 Coefficient - The coefficient is a signed magnitude number. For a negative coefficient the sign bit 2^{63} is set to a "1".

Exponent Ranges

The exponent of the floating-point format is represented as a biased integer in bit positions 2^{62} - 2^{48} . The bias added to the exponent is 40000_8 , which represents an exponent of 2^0 . The positive range of the exponent is 40000_8 - 57777_8 and the negative range is 37777_8 - 20000_8 . Thus, the unbiased range of the exponent is from 2^{-20000} - 2^{+17777} .



The floating-point format of the CRAY X-MP allows the expression of numbers to be accurate to about 15 decimal digits in the approximate decimal range of 10^{-2466} - 10^{+2465} . This gives the 48-bit coefficient the ability to become an extremely large or small number.

Hardware Trng.
XV201/47A J.E.S.

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EXPONENT RANGE CHECKS, UNDERFLOW, OVERFLOW

Even the CRAY X-MP has its limitations. A hardware range check is made on the exponent to insure that numbers being represented in Floating-point functional units are within the limits of the Cray computer system. Double precision numbers can be used to increase the limitation.

Overflow

An Overflow condition occurs when the exponent has exceeded 57777. To check for this condition the hardware checks bit positions 2^{62} and 2^{61} of the exponent. If 2^{62} and 2^{61} both equal a "1", an Overflow condition exists or a number equal to or greater than 60000 has occurred in the functional unit.

When an Overflow condition occurs, a flag is set in the Exchange Package indicating a Floating-point Range error, and the exponent is forced to equal 60000. This will happen during a Floating-point Add, Floating-point Multiply, or Floating-point Reciprocal operation.

Underflow

An Underflow condition occurs when an Exponent is less than or equal to 17777₈, or, the exponent bits 2^{62} and 2^{61} are both equal to zero. For an Underflow condition no Error flag is set, however, the exponent and coefficient are both forced to zeroes. This occurs for a Floating-point Add and Floating-point Multiply operation. However, for the Floating-point Reciprocal operation, because the exponent is complemented and a value of two is added, an error occurs with an exponent value equal to 20001 or less. An Underflow condition in Floating-point Reciprocal will cause a bit to be set in the Exchange Package indicating Floating-point Range error and the exponent will be forced to 60000.

The Floating-point Multiply follows the underflow rules with the exception of when both of the exponents are equal to zero. If this occurs, the Floating-point Multiply allows the multiply to complete as an Integer Multiply, leaving the Exponent and Sign bit equal to zero.

Floating-point Add or Floating-point Multiply

<u>Underflow</u> =	0	0 _____ 0	0 _____ 0
	Sign	Exponent	Coefficient, no flag
<u>Overflow</u> =	0	60000	Calculated
	Sign	Exponent	Coefficient, flag set

Floating-point Reciprocal

<u>Underflow</u>	=	0	60000	Calculated
		Sign	Exponent	Coefficient, $2^{47} = 0$ Flag set
<u>Overflow</u>	=	0	60000	Calculated
		Sign	Exponent	Coefficient, $2^{47} = 0$ Flag set

Normalized Floating-point

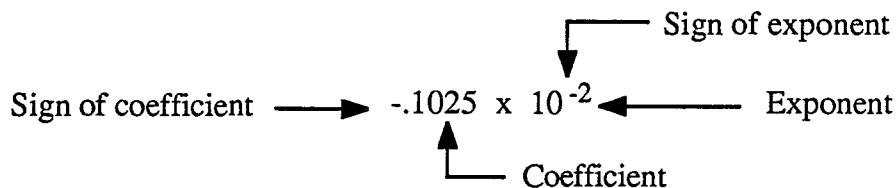
A floating-point number is considered normalized when bit 2^{47} of the coefficient is equal to a one. This condition of having a normalized coefficient implies that the coefficient has been shifted left as far as possible, and therefore, the floating-point number has no leading zeroes in the coefficient.

Each Floating-point functional unit has different requirements for its input operands. The **Reciprocal Approximation** functional unit **MUST** receive a normalized operand in order to produce the correct results. However, there is nothing in the functional unit to detect that the operand is normalized, it is just assumed. The **Floating-point Multiply** functional unit does not require the operands to be normalized to produce the correct result. However, because the upper one half of the pyramid is kept and the lower half is truncated, more accurate results are produced if the two operand is normalized. Also, the functional unit will only produce normalized results when both operands are normalized. If either operand is unnormalized the result is not guaranteed to be normalized. The **Floating-point Add** functional unit does not require normalized operands. The last thing this functional unit does is normalize its results. In fact, floating-point numbers can be routed to this functional unit using the 062i0k, 063i0k, 170i0k, or 172i0k instructions to take advantage of this normalizing process. If we look closely at those instructions, we are taking the operand in the k field and adding it to zero (special case of the j operand) through the Floating-point Add functional unit the result is the normalized operand.

Conversion From Integer To Floating-point Format

When converting integers to floating-point, it is necessary to understand the construction of a floating-point number. The components of a CRAY X-MP floating-point number can be compared to a number written in scientific notation.

Example: The components of the floating-point format can be compared to the standard scientific notation in power of ten as follows:



XV201/53A

Note the effect on the Exponent with the shifting of the Coefficient's decimal point to the left. The following numbers all have the same values:

$$\begin{aligned}
 &1025. \times 10^{-2} \\
 &102.5 \times 10^{-1} \\
 &10.25 \times 10^0 \\
 &1.025 \times 10^1 \\
 &.1025 \times 10^2
 \end{aligned}$$

When converting an integer number to a Floating-point number on the CRAY-X-MP, the integer value of the number must remain the same. To accomplish this, the exponent of the Floating-point number will define where the binary point is in the actual number being represented by the Floating-point format. By definition, the binary point is located to the left of 2^{47} bit position. The exponent will define how many places to the right to move the binary point for a positive exponent, and how many places to the left for a negative exponent. In converting an integer number to Floating-point format (since the coefficient is only 48_{10} bit positions) the integer number is assumed to be less than 48_{10} bits. An exponent is given to the integer coefficient to reflect its value. Because all integer numbers in the CRAY-X-MP have the binary point at the right of the least significant bit or 2^0 bit position, it will also have to be defined there in the Floating-point format it will now be represented by. An exponent of 40060 is used for all integer to Floating-point conversions. The exponent value 40060 is a positive exponent which will move the point right 60_8 or 48_{10} places from its defined position and will now be to the right of 2^0 bit position. This is the same place the binary point is in all integer numbers. To normalize a Floating-point number the number of Leading Zeros is counted until the first 1-bit, and then the number of Leading Zeros is subtracted from the Exponent.

Example #1 - Issue a 071424 instruction to change (A4) into a Floating-point format.

#1 A4 = 00001777 A4 = a Integer, whole numbers

S4 = 040060 000000 000000 001777

S4 = Floating-point numbers in CRAY-X-MP format

#2 Issue a 062404 to normalize S4

S4 = 040012 1777000 000000 000000

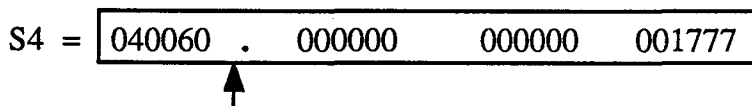
The number of Leading Zero's is subtracted from the Exponent.

Let's take a closer look at Example #1 A4 = 00001777 which is an Integer or whole number. A4 can also be represented as:

$$A4 = \boxed{00001777.0 \times 2^0}$$

Which is the same value that is in A4.

Because the coefficient has 48_{10} places and the binary point is moved to the left 48_{10} places or 60_8 , as in S4. The exponent must have 60_8 added to the exponent to represent the number of places the binary point was moved, to keep the same number value. The Exponent now equals 40060 with the bias bit 2^{62} set, and 1777 in the lower position of Coefficient.



To normalize S4 the Floating-point Add functional unit is used to take advantage of the normalizing capability that the Floating-point Add functional unit has. The 062404 instruction is used to normalize S4.

$$S4 = \boxed{040012 \ . \ 1777000 \ 000000 \ 000000}$$

When the Floating-point Add functional normalizes S4, it counts the number of Leading zeros and subtracts this value from the Exponent. It then adds in the bias. The coefficient is then left shifted 46₈ places, as represented in the normalized S4.

The sign of the integer number originally in A4 was positive or zero which is bit 2²³ of an A-Register A4. To represent the sign of the Coefficient in S4, which is bit 2⁶³, it must also be set to a zero.

Example #2 - Issue a 071424 to represent the negative Integer numbers in A4 to Floating-point format.

#1 A4 = $\boxed{7777776}$ Integer number in A4 equals a negative 2, in two's complement form.

$$S4 = \boxed{140060 \ . \ 000000 \ 000000 \ 000002}$$

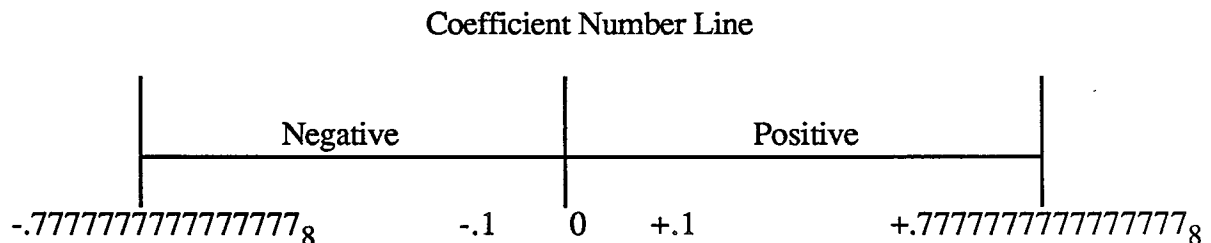
S4 is the result of the completion of the 071424 instruction.

S4 has the sign bit set which is bit 2⁶³ of S4 indicating that the Coefficient has a negative fraction that is two positions from zero, but on the negative side of the number line. The integer value has been two's complemented to give it an absolute value, and is shown in S4 as a negative signed magnitude number.

#2 Issue a 062404 to normalize S4.

$$S4 = \boxed{140002 \ . \ 100000 \ 000000 \ 000000}$$

Again, the sign bit 2⁶³ is set indicating a negative number in the Coefficient. The number of Leading Zeros is subtracted from the Exponent to make the Exponent equal to 40002. The Coefficient is then left shifted 56₈ positions in the Floating Add Functional unit.



FLOATING POINT CONSTANTS (Module Involved)

3AS Module

The 3AS module is used for the Scalar Leading zero count, the Address Adder, and to generate floating point constants. The 3AS module is also used to delay the 033 instruction from the 3JB when a 033 instruction is issued. The 033 is used to gate the error flag off the 3DJ to the 3AR.

To generate the floating point constants the 3AS module uses the 071i0k-071i70 instruction. The 071i2k instruction will take an integer number from an A register and convert the integer number into a un-normalized floating point number. To normalize this number, run the number through the Floating Add functional unit using a 062i0k instruction.

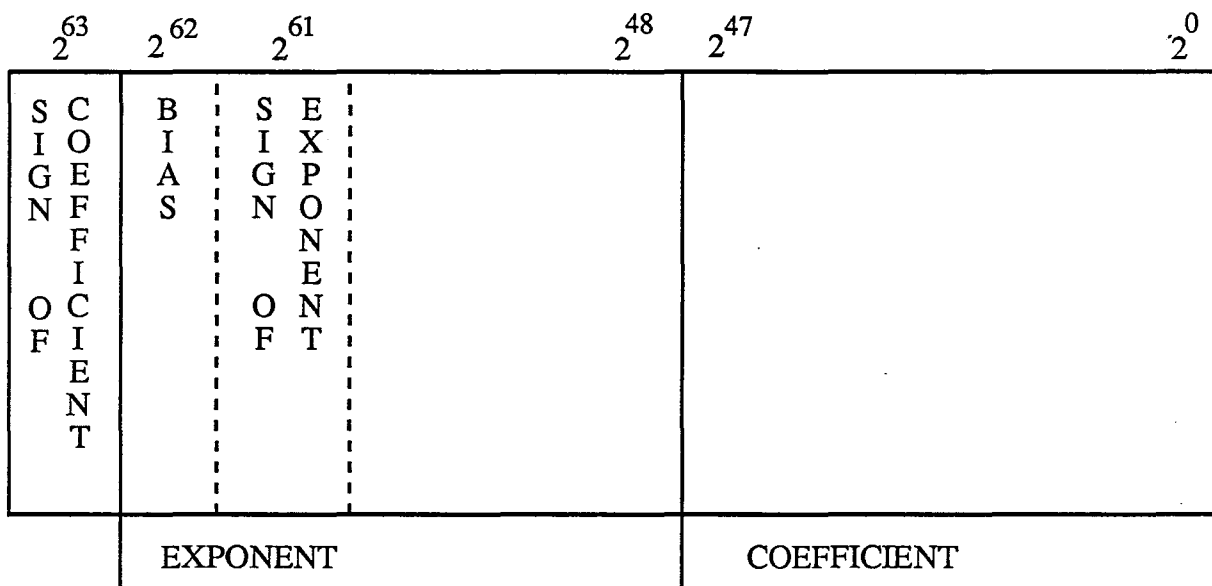
To convert an integer number in an S register which is greater than 24 bits, a three instruction algorithm is used.

The 071i0k will transfer the contents of an A register to an S register. Bits 2^{24} - 2^{63} are zero filled in the S register.

The 071i1k instruction will transfer the contents of an A register to Si with sign extension from bit locations 2^{24} - 2^{63} . This is equivalent to an integer number.

The 071i40-071i70 instructions generate floating point constants of .4g, 1.0g, 2.0g and 4.0g.

The 071i30 is $2^{48} \times .6g$ which equals 040060.140000 000000 000000.



$2^{61} = 0$
 UNDERFLOW

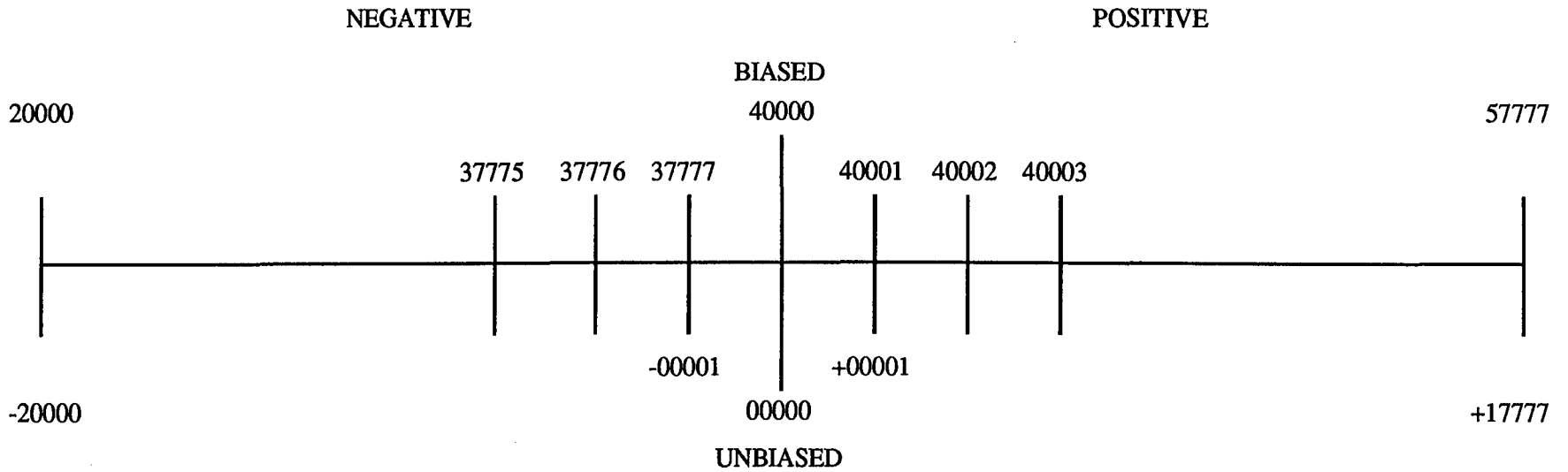
$2^{62} = 0$

$2^{61} = 1$
 OVERFLOW

$2^{62} = 1$

A-5132

FLOATING-POINT REPRESENTATION



In terms of decimal values, the approximate decimal range is from 10^{-2466} through 10^{+2466}

A-5870

CRAY X-MP EXPONENT REAL NUMBER LINE

FLOATING POINT RANGE ERRORS

FLOATING POINT ADD:	<u>EXPONENT</u>	<u>COEFFICIENT</u>
UNDERFLOW	000000	000000 000000 000000
OVERFLOW	060000	CALCULATED PLUS ERROR

FLOATING POINT MULTIPLY:

UNDERFLOW	000000	000000 000000 000000
OVERFLOW	060000	CALCULATED PLUS ERROR

FLOATING POINT RECIPROCAL:

UNDERFLOW	060000	CALCULATED PLUS ERROR *
OVERFLOW	060000	CALCULATED PLUS ERROR *

* BIT 2⁴⁷ WILL BE CLEAR

* BOTH SET ERROR FLAG

INSTRUCTIONS

071I0K	Transmit (AK) to SI with no sign extension
071I1K	Transmit (AK) to SI with sign extension
071I2K	Transmit (AK) to SI as unnormalized floating point number
071I30	Transmit constant $0.75_{10} \times 2^{48}$ to SI $0.6_8 \times 2^{60}$
071I40	Transmit constant 0.5_{10} to SI 0.4_8
071I50	Transmit constant 1.0 to SI
071I60	Transmit constant 2.0 to SI
071I70	Transmit constant 4.0 to SI

CAL FORMAT

071I0K	SI	AK
071I1K	SI	+AK
071I2K	SI	+FAK
071I30	SI	0.6
071I40	SI	0.4
071I50	SI	1.
071I60	SI	2.
071I70	SI	4.

INTEGER VALUE IN S1 TO FLOATING POINT FORMAT IN S3

Where S1 = 000000 000000 173743 026721

ALGORITHM = #1 071230 S2 = .75 x 2⁴⁸

#2 061121 S1 = S2 - S1

#3 063321 S3 = S2 - FS1

#1 S2 = 040060 140000 000000 000000

#2 S2 = 040060 140000 000000 000000

-S1 = 000000 000000 173743 026721

S2 = 040060 140000 000000 000000

S1 = 177777 177777 004034 151056

1's Compliment

040060 137777 004034 151056

2's Compliment

+1

S1 = 040060 137777 004034 151057

#3 S2 = 040060 140000 000000 000000

-S1 = 040060 137777 004034 151057

S2 = 040060 037777 177777 177777

Retain J Exponent

- 137777 004034 151057

Compliment J Coefficient

177777 004034 151056

No Carry Across Binary Point

000000 173743 026721

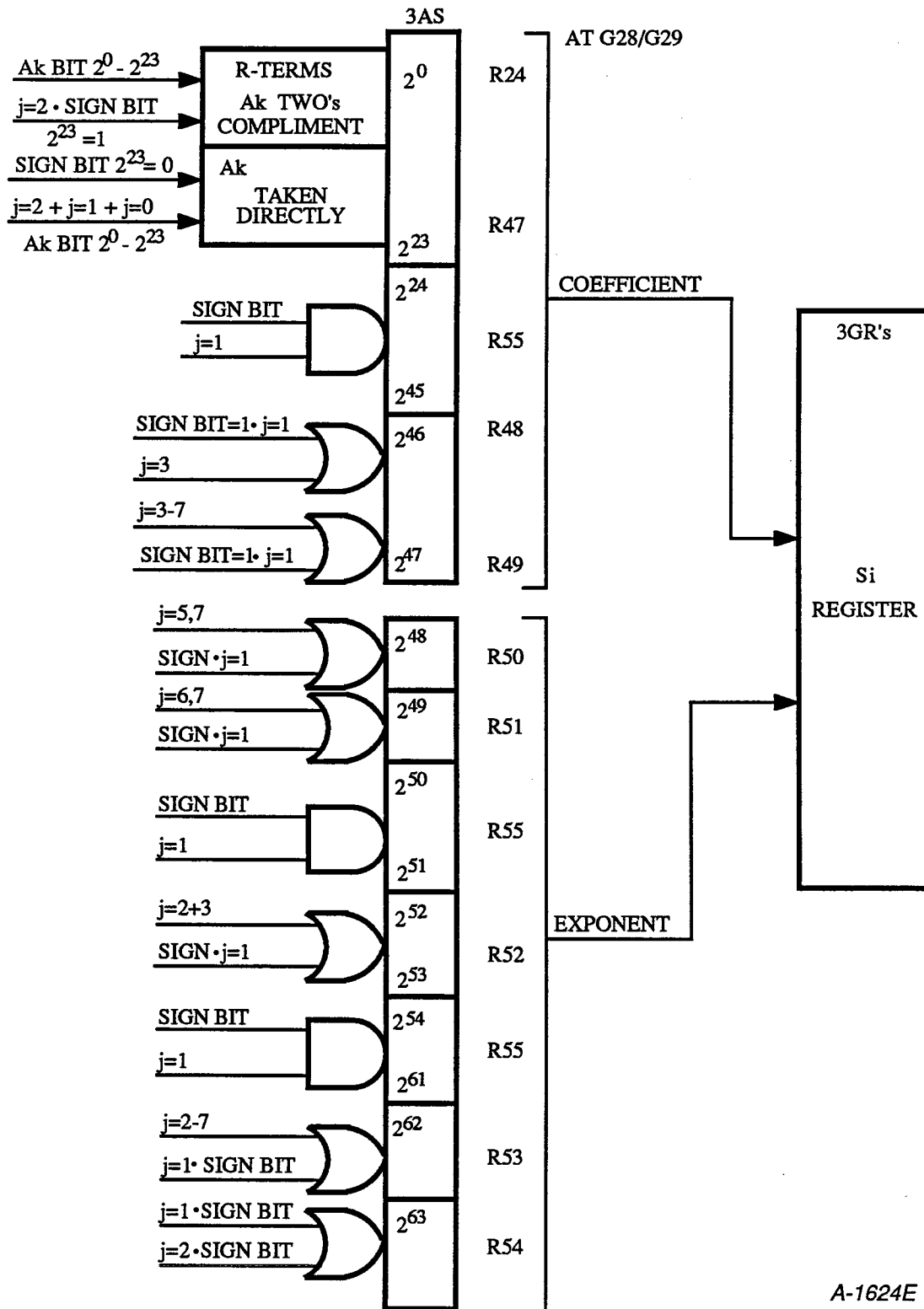
Compliment Result

S3 = 040060 000000 173743 026721

Unnormalized Result

S3 = 040040 173743 026721 000000

Normalized Result



A-1624E

CRAY X-MP 07li70 INSTRUCTION

M03 = Q00 J bit 2⁰
 M04 = Q01 J bit 2¹
 M05 = Q02 J bit 2²

M02 = $\overline{Q02} Q01 \overline{Q00}$ J = 2

N00 = I47 M02 Complement Ak

Boolean L00' = N0
 L00 = N0'
 L01' = J0 N0
 L01 = $\overline{J0} + N0$

For a 071i0k instruction all the L terms are made

Boolean R24 = J0 ; T2
 R25 = J1 L1 + J1' L1' ; T2

R24 = Si bit 2⁰
 R25 = Si bit 2¹

071i1k - Transmit (Ak) to Si with sign extension

I47 = Ak bit 2²³

Boolean N01' = I47' + M03' + M4 + M5
 N01 = [I47][M03][M4'][M5']

N01 = Sign bit Ak bit 2²³

R55 = N01 Si bits 24-25; 50,51; 54-61
 R48-R54 = Si bit 46-49; 52,53; 62,63

A-1626

071i2k - Transmit (Ak) to Si as
unnormalized floating point
number

M02 = $\overline{Q00} \overline{Q01} \overline{Q02}$ = j field = 2
I47 = Ak bit 2^{23}
N00 = I47 M02

Boolean	L00' = NO
	L01' = JO NO
	L02 = J1' JO + NO'
	L02' = [J1 + JO'] [NO]

L00-L03 - Perform the two's complement on
Ak bits 2^0-2^{23} if the sign bit
of Ak is a 1

R24-R47 = L00-L23

R24-R47 = Two's complement form if Ak
sign bit = 1

R24-R47 = Ak bit 2^0-2^{23} if Ak sign bit = 0

A-1626

3

3

3



FLOATING-POINT ADD FUNCTIONAL UNIT

The Floating-point Add Functional unit performs three operations. They are to equalize exponents, add coefficients and normalize the results.

To equalize the exponents the larger of the two exponents is retained. The coefficient is shifted right until both exponents are equal. Because the coefficient is only 48 bits, any shifting beyond 48 bits will result in the smaller operand's coefficient to become zeros.

The two operands are added after the exponents are equalized. If an add instruction was issued and the sign bits are the same, an add operation is performed. If the sign bits are different, a subtract operation is performed. This operation requires performing the ones complement arithmetic on the K-operand or J-operand and allowing an end around carry or toggling of the result. If a subtract instruction was issued and the sign bits are different, an add operation is performed. If the sign bits are the same for subtract instruction, a subtract operation is performed.

To normalize the results the coefficient is shifted to the left until a 1 bit is in front of the binary point. The exponent is decremented accordingly. If a carry across the binary point exists, a right shift of one place is performed to normalize the coefficient, and a 1 is added to the exponent.

FLOATING ADD (Module Involved)

3FA MODULE

The 3FA module receives the exponent bits $2^6 - 2^{15}$ or $2^{54} - 2^{63}$ of the word. The 3FA will receive S_j and S_k if a Scalar instruction is issued. The module will receive S_j or V_j and V_k for a Vector instruction. From the exponent bits $2^6 - 2^{15}$ the 3FA will generate some control terms. The terms will determine if the j exponent is greater than the k exponent or if $k > j$, if $j + 1 = k$ or $k + 1 = j$, or if the exponents are equal. Any other combination of the exponents will cause the lower valued exponent's coefficient to be zeroed. This will occur when the coefficient is right shifted to equalize the exponents.

The 3FA will also receive bits $2^0 - 2^5$ of the exponent from the 3FB and 3FC modules. From these bits the 3FA can determine if the k exponent is greater than the j exponent or if $j = k$. The 3FA will retain the larger exponent for shifting to the left if normalization is needed.

The 3FA will handle over flow and under flow error conditions.

The 3FA will complement the k sign bit if a subtract instruction is issued.

The final exponent is sent from the 3FA to the 3GR or 3VA modules.

3FB/3FC MODULE

The 3FB module handles the j coefficient bits $2^0 - 2^{47}$. The 3FC handles the k coefficient bits $2^0 - 2^{47}$. The 3FB/3FC will either shift the coefficient right to equalize the exponents or leave the coefficient unshifted. The larger coefficient is left unshifted.

The shift counts for the 3FB/3FC is determined from the upper bits on the 3FA and the difference of the lower bits $2^0 - 2^5$ of the j and k exponent. The final shifted coefficient and the unshifted coefficient are sent to the 3FD module.

3FD MODULE

The 3FD module will add the coefficients to finish the Floating Add operation. A check is made for a carry across the binary point. If it exists, the coefficient is right shifted by one place and the exponent increased by one.

The 3FD will then do a leading zero count on the coefficient. The number of leading zeros is broken down into shift counts. These counts are used on the 3FA module to decrease the exponents by the number of shifts needed to normalize the coefficient and to adjust the exponent accordingly.

3FE MODULE

The 3FE will normalize the coefficient by left shifting until a 1 bit is to the left of the binary point. The shift counts are recalculated from the number of leading zeros in the coefficient.

The final normalized coefficient is sent to the 3GR or 3VA along with the exponent from the 3FA. If an underflow condition is detected by the 3FA, the coefficient is blocked from leaving the 3FE module. This condition causes all zeros for a coefficient. The exponent is also zeroed from the 3FA module.

If an overflow condition exists, the coefficient is allowed to leave the 3FE. However, the exponent is forced to 060000 on the 3FA and a Floating-point Error flag is sent to the Exchange package.

FLOATING ADD INSTRUCTIONS

SCALAR

062IJK Scalar Floating Sum of (SJ) and (SK) to SI
062IOK Normalize (SK) to SI
063IJK Scalar Floating Difference of (SJ) minus (SK) to SI
063IOK Transmit normalized negative of (SK) to SI will normalize the coefficient and toggle the sign bit

VECTOR

170IJK Vector Floating Sum of (SJ) and (VK ELEMENTS) to VI
170IOK Normalize (VK ELEMENTS) to VI
171IJK Vector Floating Sum of (VJ ELEMENTS) and (VK ELEMENTS) to VI
172IJK Vector Floating Difference of (SJ) minus (VK ELEMENTS) to VI
172IOK Transmit normalized negatives of (VK ELEMENTS) to VI will normalize the coefficient and toggle the sign bit
173IJK Vector Floating Difference of (VJ ELEMENTS) minus (VK ELEMENTS) to VI

C.A.L. FORMAT

SCALAR

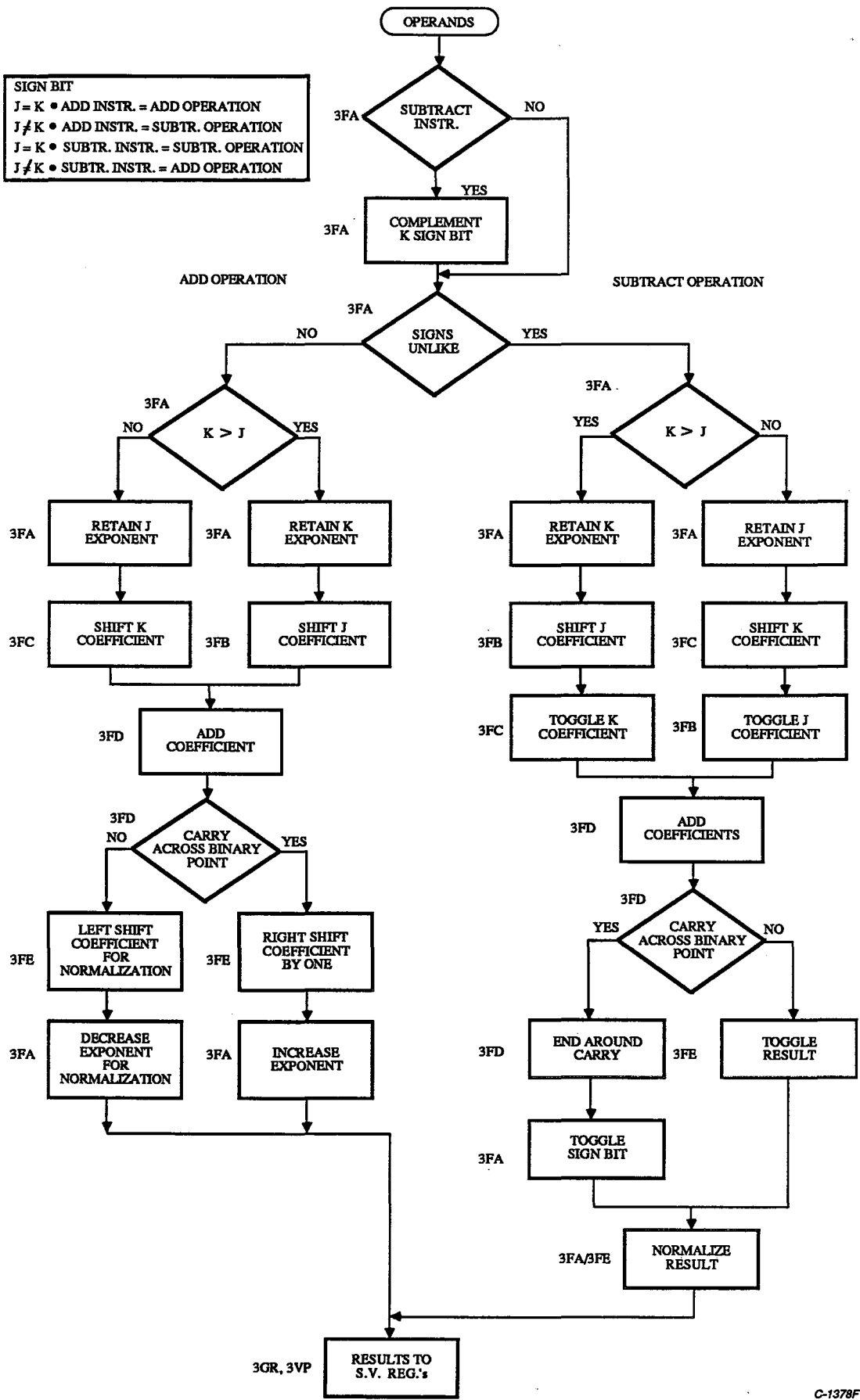
SI	SJ+FSK	Scalar Floating Add
SI	SJ+FSK	Scalar Normalized SK
SI	SJ-FSK	Scalar Floating Difference
SI	SJ-FSK	Scalar Normalized Negative SK

VECTOR

VI	SJ+FVK	Vector, Scalar Sum
VI	SJ+FVK	Vector, Normalized VK
VI	VJ+FVK	Vector, Vector Sum
VI	SJ-FVK	Vector, Scalar Difference
VI	SJ-FVK	Vector, Normalized Negative VK
VI	VJ-FVK	Vector, Vector Difference

DIAGNOSTIC APPLICATIONS

3SFA



C-1378F

CRAY X-MP/2 AND X-MP/48 FLOATING-POINT ADD FLOW CHART

FLOATING ADD EXAMPLES

ADD INSTRUCTION

J = 040004	004000	000000	000000	.4 ₈
K = 140003	140000	000000	000000	+ -6
				<u>-5.4₈</u>

SUBTRACT OPERATION

040004	004000	000000	000000	RETAIN J
140004	060000	000000	000000	SHIFT K
040004	173777	177777	177777	TOGGLE J
140004	060000	000000	000000	
<hr/>				
040004	1.053777	177777	177777	ADD COEFFICIENTS CBP
				RETAIN EXPONENT & SIGN OF LARGER
040004	053777	177777	177777	
			+1	END AROUND CARRY
<hr/>				
140004	054000	000000	000000	TOGGLE SIGN BIT
140003	130000	000000	000000	NORMALIZE

ADD INSTRUCTION

J = 040003	140000	000000	000000	6 ₈
K = 040002	140000	000000	000000	+ 3 ₈
				<u>11₈</u>

ADD OPERATION

040003	140000	000000	000000	RETAIN J
040003	060000	000000	000000	SHIFT K
<hr/>				
040003	1.020000	000000	000000	ADD COEFFICIENTS CBP
040004	110000	000000	000000	NORMALIZE RESULT

FLOATING ADD EXAMPLES

ADD INSTRUCTION

J = 040002	140000	000000	000000	+3 ₈
K = 140003	140000	000000	000000	+ -6 ₈
				-3 ₈

SUBTRACT OPERATION

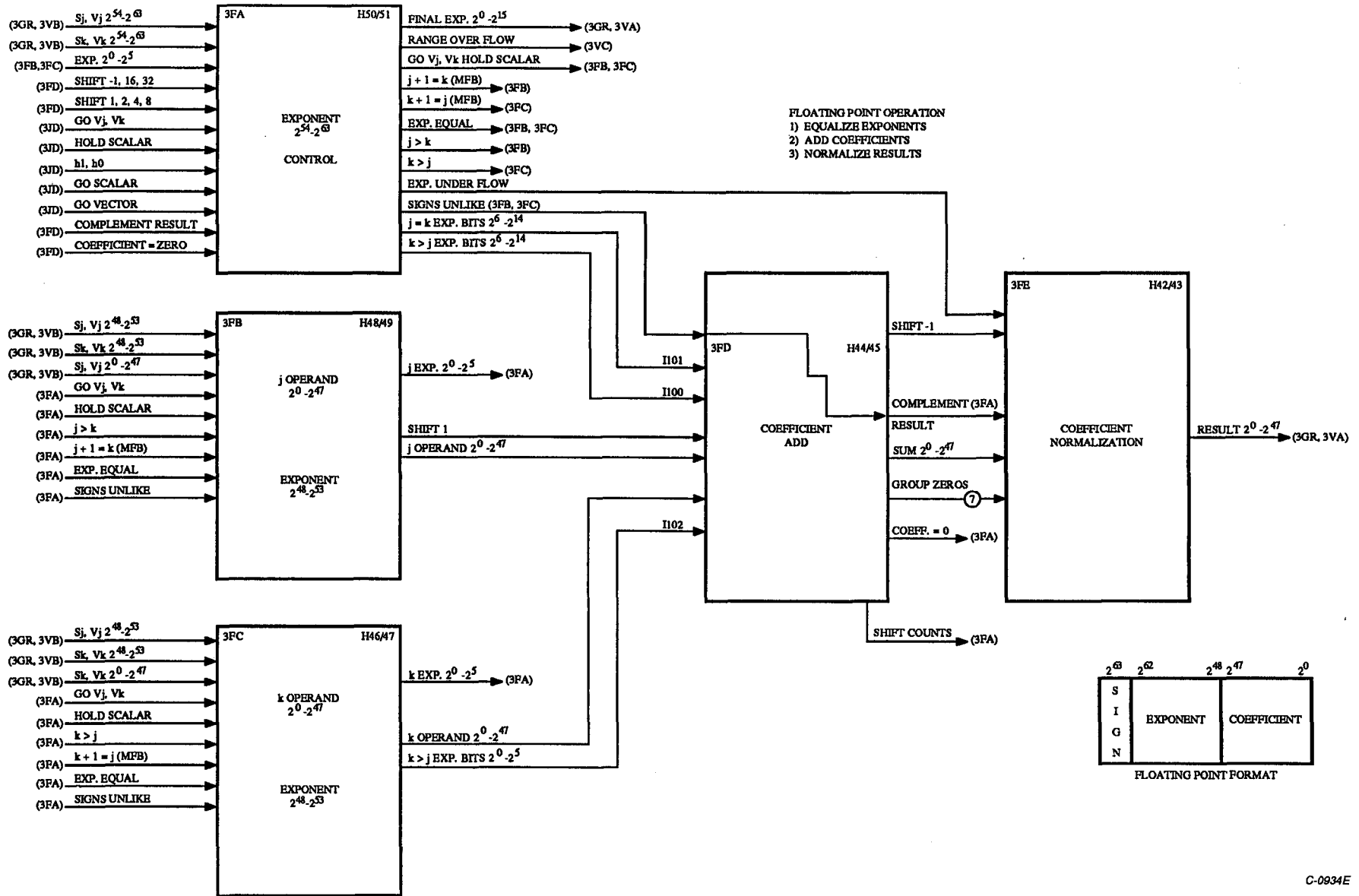
040003	060000	000000	000000	SHIFT J
140003	140000	000000	000000	RETAIN K
040003	060000	000000	000000	
140003	037777	177777	177777	TOGGLE K
140003	117777	177777	177777	ADD COEFFICIENTS CBP RETAIN EXPONENT & SIGN OF LARGER
140003	060000	000000	000000	TOGGLE RESULT
140002	140000	000000	000000	NORMALIZE

SUBTRACT INSTRUCTION

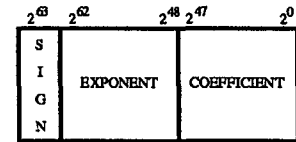
J = 040003	140000	000000	000000	6 ₈
K = 140002	140000	000000	000000	- -3 ₈
				11 ₈

ADD OPERATION

040003	140000	000000	000000	
040002	140000	000000	000000	COMPL. K SIGN BIT
040003	140000	000000	000000	RETAIN J
040003	060000	000000	000000	SHIFT K
040003	1.020000	000000	000000	ADD COEFFICIENTS CBP
040004	110000	000000	000000	SHIFT RIGHT TO NORMALIZE; ADJUST EXPONENTS



FLOATING POINT OPERATION
 1) EQUALIZE EXPONENTS
 2) ADD COEFFICIENTS
 3) NORMALIZE RESULTS



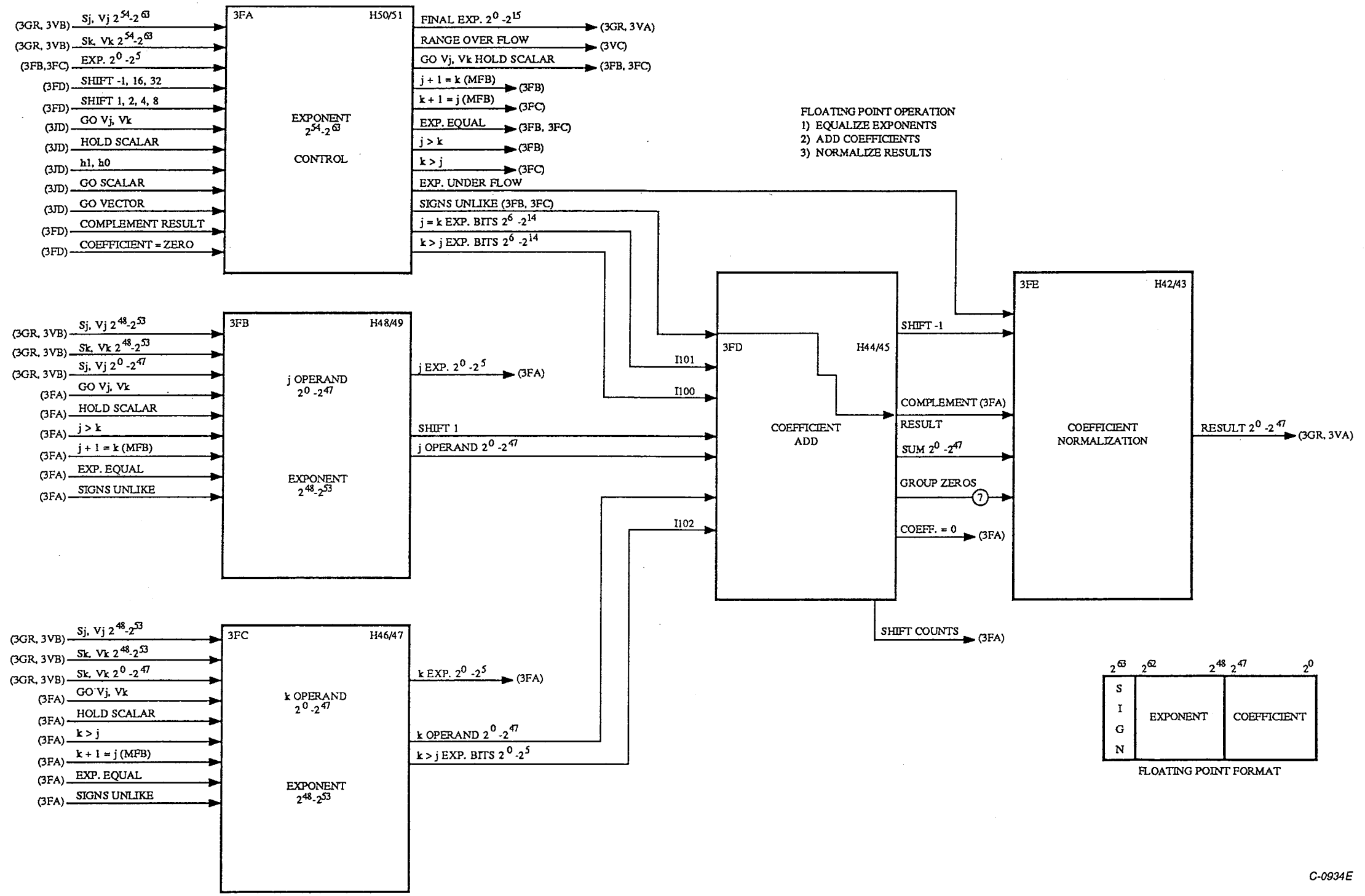
FLOATING POINT FORMAT

CRAY X-MP FLOATING-POINT ADD (CPU 0)

3

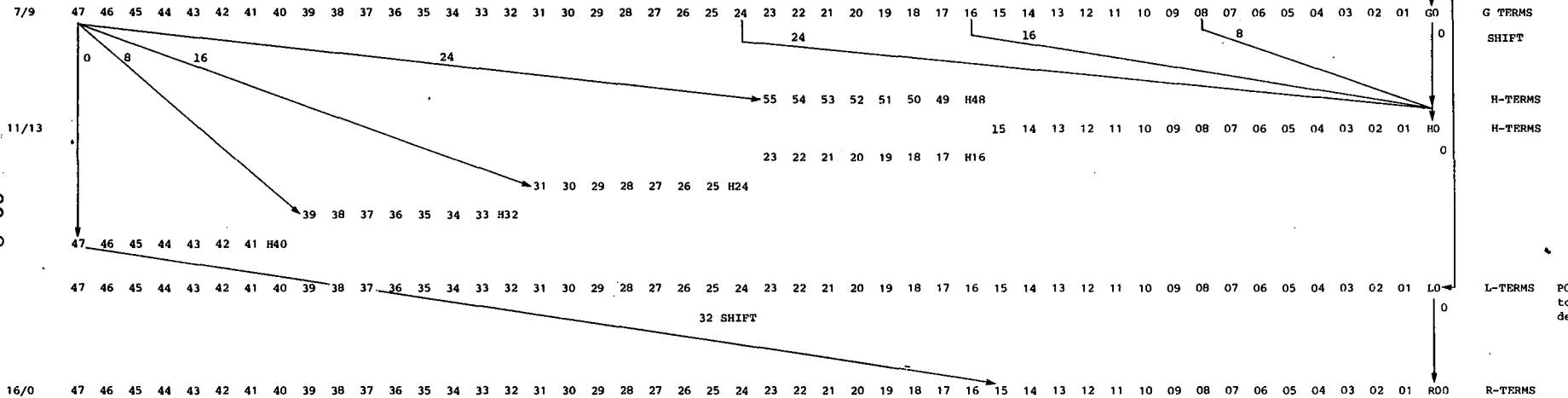
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3



CRAY X-MP FLOATING-POINT ADD (CPU 0)

247 246 245 244 243 242 241 240 239 238 237 236 235 234 233 232 231 230 229 228 227 226 225 224 223 222 221 220 219 218 217 216 215 214 213 212 211 210 209 208 207 206 205 204 203 202 201 200 199 198 197 196 195 194 193 192 191 190 189 188 187 186 185 184 183 182 181 180 179 178 177 176 175 174 173 172 171 170 169 168 167 166 165 164 163 162 161 160 159 158 157 156 155 154 153 152 151 150 149 148 147 146 145 144 143 142 141 140 139 138 137 136 135 134 133 132 131 130 129 128 127 126 125 124 123 122 121 120 119 118 117 116 115 114 113 112 111 110 109 108 107 106 105 104 103 102 101 100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 00 3FB 3FC



S10=SHIFT 0
 S11=SHIFT 2
 S12=SHIFT 4
 S13=SHIFT 6

S6=SHIFT 0
 S7=SHIFT 8

Q2=SHIFT 0
 Q1=SHIFT 32

S4	S3	
0	0	SHIFT 0
0	1	SHIFT 8
1	0	SHIFT 16
1	1	SHIFT 24

P08= UNSHIFTED OPERAND
 toggle or untoggled,
 dependent on sign bits

Q2=SHIFT 0
 Q1=SHIFT 32

TEST POINTS

B-TERMS 247 246 245 244 243 242 241 240 239 238 237 236 235 234 233 232 231 230 229 228 227 226 225 224 223 222 221 220 219 218 217 216 215 214 213 212 211 210 209 208 207 206 205 204 203 202 201 200
 D62 A13 D56 A15 D54 A11 D59 A19 D64 A20 D65 A16 D41 A33 D46 A36 D53 A28 A43 A41 D30 A45 D32 A56 C26 B23 C72 B27 C57 B55 C36 C33 C22 B36 C24 B53 C27 B68 C17 B67 C19 B59 C25 C54 C20 B64 C21 B66

R-TERMS D24 A55 D20 A58 D17 A68 D07 A72 D19 A54 D02 A69 D28 A70 D36 A71 D04 A65 D13 A64 D08 A67 D03 A66 C46 B20 C41 B03 C71 B21 C64 B26 C53 B56 C52 B52 C30 B57 C29 B58 C54 B04 C28 B06 C55 B19 C56 B22

NOTE: SHIFT OF 1 DONE ON 3FD

3FB/3FC MODULE DIAGRAM

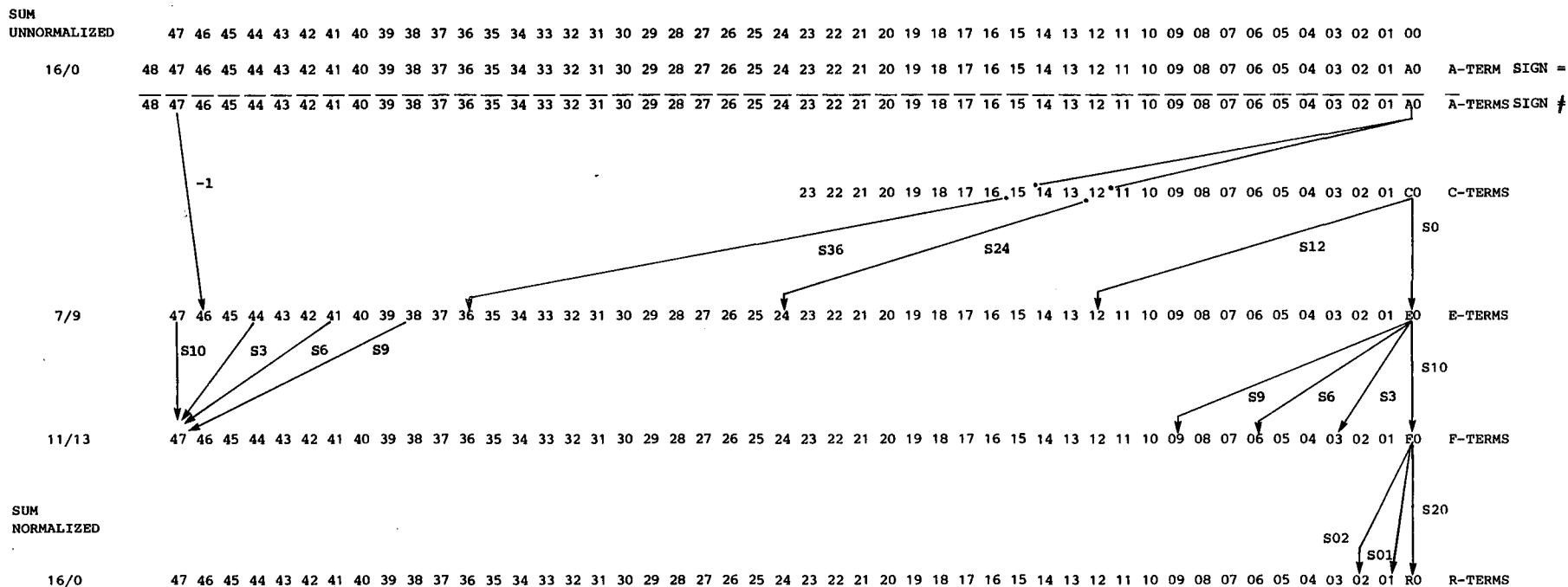
23-8

3

3

3

3FE MODULE
COEFFICIENT UNNORMALIZED



SHIFT CONTROL TERMS

- | | | |
|----------------------|---------------|---------------|
| S77 = SHIFT -1 E47=1 | S10 = SHIFT 0 | S20 = SHIFT 0 |
| S00 = SHIFT 0 | S03 = SHIFT 3 | S01 = SHIFT 1 |
| S12 = SHIFT 12 | S06 = SHIFT 6 | S02 = SHIFT 2 |
| S24 = SHIFT 24 | S09 = SHIFT 9 | |
| S36 = SHIFT 36 | | |

B-1639A

3FE MODULE DIAGRAM

23-10

CRAY RESEARCH, INC.
COMPANY PRIVATE

23-11

FLOATING POINT ADD

FINAL EXPONENT

3FA

2 ⁶³	2 ⁶²	2 ⁶¹	2 ⁶⁰	2 ⁵⁹	2 ⁵⁸	2 ⁵⁷	2 ⁵⁶	2 ⁵⁵	2 ⁵⁴	2 ⁵³	2 ⁵²	2 ⁵¹	2 ⁵⁰	2 ⁴⁹	2 ⁴⁸	
R15	R14	R13	R12	R11	R10	R09	R08	R07	R06	R05	R04	R03	R02	R01	R00	
<u>D01</u>	<u>C49</u>	<u>C50</u>	C47	C40	C48	C52	C46	C39	C38	C21	C37	C02	C03	C20	<u>C01</u>	TEST POINT
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

NOTE: 062, 063 SYNC ON 3FA T.P. D05 @ CP5 DATA @ CP7

X2100S0204

3FE @ H42/43 FINAL OUTPUT

062, 063 SYNC ON 3FA $\overline{D05}$ T.P. @ CP5. DATA @ CP7.

2^{47}	2^{46}	2^{45}	2^{44}	2^{43}	2^{42}	2^{41}	2^{40}	2^{39}	2^{38}	2^{37}	2^{36}	2^{35}	2^{34}	2^{33}	2^{32}	
R47	R46	R45	R44	R43	R42	R41	R40	R39	R38	R37	R36	R35	R34	R33	R32	
$\overline{C70}$	$\overline{C67}$	$\overline{C61}$	$\overline{C55}$	$\overline{C40}$	$\overline{C57}$	$\overline{C65}$	$\overline{C42}$	$\overline{C59}$	$\overline{C63}$	$\overline{C68}$	$\overline{C72}$	$\overline{D14}$	$\overline{D18}$	$\overline{D29}$	$\overline{D27}$	TEST POINT
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	
2^{31}	2^{30}	2^{29}	2^{28}	2^{27}	2^{26}	2^{25}	2^{24}	2^{23}	2^{22}	2^{21}	2^{20}	2^{19}	2^{18}	2^{17}	2^{16}	
R31	R30	R29	R28	R27	R26	R25	R24	R23	R22	R21	R20	R19	R18	R17	R16	
$\overline{D25}$	$\overline{D23}$	$\overline{D12}$	$\overline{D03}$	$\overline{D06}$	$\overline{D10}$	$\overline{D16}$	$\overline{D20}$	$\overline{A72}$	$\overline{A65}$	$\overline{A67}$	$\overline{A63}$	$\overline{A59}$	$\overline{A55}$	$\overline{A50}$	$\overline{A16}$	TEST POINT
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	
2^{15}	2^{14}	2^{13}	2^{12}	2^{11}	2^{10}	2^9	2^8	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0	
R15	R14	R13	R12	R11	R10	R09	R08	R07	R06	R05	R04	R03	R02	R01	R00	
$\overline{A52}$	$\overline{A57}$	$\overline{A61}$	$\overline{A70}$	$\overline{B03}$	$\overline{B08}$	$\overline{B16}$	$\overline{B06}$	$\overline{B10}$	$\overline{B04}$	$\overline{B18}$	$\overline{B14}$	$\overline{B12}$	$\overline{B19}$	$\overline{B23}$	$\overline{B25}$	TEST POINT
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	

23-12

FLOATING-POINT ADD
FINAL COEFFICIENT

A-155/B

$P00 = \overline{I120} \text{ GO VECTOR J}$
 $P01 = \overline{I120} \ I122 \text{ GO SCALAR J}$
 $P02 = I122 \text{ HOLD SCALAR}$
 $P09 = I121 \text{ GO VECTOR K}$

$I00 = S_j \text{ bit } 2^{48} \text{ OF J EXPONENT}$
 $I112 = S_k \text{ bit } 2^{48} \text{ OF K}$
 $I06 = V_j \text{ bit } 2^{48} \text{ OF J}$
 $I18 = V_k \text{ bit } 2^{48} \text{ OF K}$

Boolean	$A00 = I00 \ P01 + I06 \ P00 + R48 \ P02; T2$
	$A06 = I12 \ P09' + I118 \ P09; T2$

$A00 = \text{SELECT } S_j \text{ OR } V_j; \text{ HOLD } S_j \text{ IF A HOLD SCALAR}$
 $A06 = \text{SELECT } S_k \text{ OR } V_k$

$J \text{ EXPONENT} > K \text{ EXPONENT}$
 $K \text{ EXPONENT} > J \text{ EXPONENT}$

Boolean	$C00 = A00 \ A06'; T2$
	$D00 = A00' \ A06; T2$
	$E01 = A01 \ A07' + A01' \ A07; T2$

$C00 = J > K \quad \text{bit } 2^{48}$
 $D00 = K > J \quad \text{bit } 2^{48}$
 $E01 = J \neq K \quad \text{bit } 2^{49}$

A-1627

Boolean $N00 = D5 D4 D3 D2 D1 D0 C5' C4' C3' C2' C1'$
 $N00 = D0 C1' C2' C3' C4' C5' + D1 C2' C3' C4' C5' +$
 $D2 C3' C4' C5' + D3 C4' C5' + D4 C5' + D5$

$N00 = K > J$

Boolean $N01 = C5 C4 C3 C2 C1 C0 D5' D4' D3' D2' D1'$
 $N01 = C0 D1' D2' D3' D4' D5' + C1 D2' D3' D4' D5' +$
 $C2 D3' D4' D5' + C3 D4' D5' + C4 D5' + C5$

$N01 = J > K$

$P04 = N00 S51 \overline{S52} \quad K > J + \text{SHIFT } 32$
 $P05 = N01 S51 S52 \quad J > K + \text{SHIFT } 32$

Boolean $R60 = A00 A6' + A00' A06; T2$

$R60 = \text{SHIFT } 1 \text{ TO } 3\text{FD}$

A-1627

SELECT CORRECT OPERANDS

R20 = I56; T2 - ADD SCALAR
 R21 = I54; T2 - GO VECTOR J
 R22 = I55; T2 - GO VECTOR K

S00 = R21 _____ GO VECTOR J
 S01 = R21 R20 GO SCALAR J
 S02 = R20 HOLD SCALAR
 S03 = R22 GO VECTOR K

I00 = Sj bit 2^{54} or 2^6
 I20 = Vj bit 2^{54}
 I10 = Sk bit 2^{54}
 I30 = Vk bit 2^{54}

BOOLEAN	$A20 = I00 S01 + I20 S00 + G00 S02$
	$A30 = I10 S03' + I03 S03$

A20 = SELECT Sj + Vj + HOLD Sj
 A30 = SELECT Sk + Vk

SIGN BIT ADD/SUBTRACT

I19 = Sk OPERAND BIT 2^{63} , SIGN BIT
 I39 = Vk OPERAND BIT 2^{63}
 I52 = MODE h BIT 2^0
 I53 = MODE h BIT 2^1

BOOLEAN	$A39 = I19 I52' S03' + I39 I53' S03$
	$A40 = I19' I52 S03' + I39' I53 S03$

A39 = IF AN ADD INSTRUCTION,
 LEAVE THE SIGN BIT AS IT WAS

A40 = IF A SUBTRACT INSTRUCTION,
 COMPLEMENT THE SIGN BIT

A-1638

SIGNS UNLIKE

A29 = J EXPONENT BIT 2^{15}

BOOLEAN	$R46 = A29 A39' A40' + A29' A39 + A29' A40; T2$
	$R54 = R46; T2$

R46 = SIGN BITS ARE UNLIKE; CHECKED AFTER THE K SIGN BIT IS COMPLEMENTED FOR A SUBTRACT OPERATION.

R54 = SENT TO THE 3FD, 3FB, 3FC

SELECT LARGER EXPONENT

R50 = K > J EXPONENT 2^6-2^{14}

R51 = K > J EXPONENT 2^6-2^{14}

R52 = R50 + R51 K > J BIT 2^6-2^{14}

R53 = E9 + E10 + E11 + E29 + E30 + E31 J = K bit 2^6-2^{14}

I59 = K > J BIT 2^0-2^5 FROM 3FC

F00 = I59 R53 + R52

BOOLEAN	$G00 = \text{MUX} (I40 I46); \text{DCD} (F00'); T2$
	$G14 = \text{MUX} (C18 C08); \text{DCD} (F00'); T2$
	$G15 = C19 F00 + C09 F00'; T2$

G0 - G15 - LARGER EXPONENT CAN BE SCOPED IN THE G-TERMS OR H-TERMS

A-1638

COMPLEMENT RESULT

I66 = COMPLEMENT RESULTS FROM 3FD
 G20 = R46 SIGN NOT EQUAL
 H20 = G20
 L20 = H20 I66
 H15 = EXPONENT BIT 2^{15} , SIGN BIT

BOOLEAN $M15 = H15 L20' + H15' L20; T2$

M15 = TOGGLE SIGN BIT IF, SUBTRACT OPERATION,
 CARRY ACROSS BINARY POINT

RESULTS OUT OF RANGE

I67 = COEFFICIENT = ZERO FROM 3FD
 L77 = I60 SHIFT -1 FROM 3FD
 T.P. D27 M77 = L77; T2

J02 = EXPONENT = 57777

T.P. D03 C20 = I57 + I58 GO ADD, SCALAR OR VECTOR
 T.P. D06 C21 = C20
 T.P. D10 G21 = C21
 H21 = G21 DELAY GO ADD

T.P. C59 M20 = H21 J02 L77; T2 OVERFLOW 57777

T.P. D14 M21 = H21 H13 H14; T2 OVERFLOW 60000

T.P. C61 M22 = H13 H14; T2 UNDERFLOW
 R55 = H13 H14

BOOLEAN $Q10 = M20 + M21 + M22 + I67 M77'$
 $Q11 = M20 + M21 I67'$

Q10 = OVERFLOW OR UNDERFLOW OR EXPONENT
 MULTIPLIED BY ZERO

Q11 = OVERFLOW OR OVERFLOW AND COEFFICIENT
 NOT EQUAL TO ZERO

A-1638

FINAL EXPONENT

BOOLEAN	$R00 = V00 Q10'; T2$
	↓
	$R12' = M12' U06' + V12 U06 + Q10; T2$
	$R12 = [M12 + U06] [V12' = U06'] [Q10']; T2$

R00 - R12 = ALL ZONES IF UNDERFLOW OR OVERFLOW OR
EXPONENT MULTIPLIED BY ZERO

BOOLEAN	$R13 = M13 U06' Q10' + V13' U06 + Q11; T2$
	$R14 = M14 U06' Q10' + V14' U06 + Q11; T2$
	$R15 = M15 Q10'; T2$

R14, R13 = 1 IF OVERFLOW FROM Q11 TO MAKE EXPONENT
EQUAL 60000

R15 = 0 IF UNDERFLOW OR OVERFLOW

A-1638

COEFFICIENT = ZERO

BOOLEAN $R61' = F05' F08' + F17' F8' + F9$
 $R61 = [F05 + F08] [F17 + F8] [F9']$

R61 = SHIFT -1 CARRY ACROSS THE BINARY POINT.
 SHIFT BACK ONE PLACE AND INCREASE THE
 EXPONENT BY 1.

R61 = I60 ON 3FA, SHIFT -1

U40 = 1st 12 BIT ARE 0

U45 = UPPER 36 BIT ARE 0

BOOLEAN $R90 = U45 U40 R61'; T2$

R90 = COEFFICIENT EQUAL ZERO'S - SHIFT -1
 R90 = I67 3FA COEFFICIENT = ZERO

COMPLEMENT RESULT

F9 = I103; T2 SIGNS NOT EQUAL

F8 = END AROUND CARRY

F5 = CARRY TO GROUP 5

F17 = GROUP 5-7 ENABLED

BOOLEAN $R60 = F5' F8' F9 + F17' F8' F9$

TOGGLE RESULT IF SIGNS ARE NOT EQUAL,
 NO CARRY ACROSS THE BINARY POINT

A-1637

SHIFT J/K BY 1

$I98 = J$ SHIFT 1 FROM 3FB
 $I100 = K > J$ BITS 2^6-2^{14} FROM 3FA
 $I101 = J = K$ BITS 2^6-2^{14} FROM 3FA
 $I102 = K > J$ LOWER EXPONENT

BOOLEAN	$F20' = I100' I101' + I100' I102' + I98'; T2$
	$F20 = [I100 + I101] [I100 + I102] [I98]; T2$

$F20 = [K > J$ UPPER BIT] [SHIFT J BY 1] OR
 $[J = K$ ON UPPER BITS] [K > J LOWER BIT] [SHIFT J BY 1]

$F21 = I98; T2$ SHIFT J BY 1

$S0 = F20$ SHIFT J BY 1
 $S1 = F20 F21$ SHIFT K BY 1

$I00 = J$ OPERAND BUT 2^0
 $I01 = J$ OPERAND BIT 2^1
 $I50 = K$ OPERAND BIT 2^0
 $I51 = K$ OPERAND BIT 2^1

BOOLEAN	$A00' = I00' I50' S0' S1' + I00' I51' S1 + I01' I50' S0$
	$A00 = [I00 + I50 + S0 + S1] [I00 + I51 + S1'] [I01 + I50 + S0']$

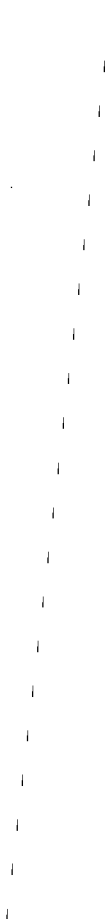
$A00 =$ MADE IF AN ENABLE OR CARRY, BUT NOT A SATISFY

$S00 =$ ENABLE SHIFT J BY 1
 $S01 =$ ENABLE SHIFT K BY 1

A-1637

1000

1000





FLOATING RECIPROCAL FUNCTIONAL UNIT

The Reciprocal Functional unit is used with the Multiply Functional unit to complete a Divide sequence. To find the reciprocal of a number Newton's iteration formula is used.

Two iterations are solved for in the Reciprocal Functional unit. Newton's iteration formula is $A_1 = 2A_0 - A_0^2B$. The Reciprocal Functional unit solves for $-A_1 = -2A_0 + A_0^2B$ for the first iteration and $-A_2 = -2A_1 + A_1^2B$ for the second iteration. A third iteration can be accomplished in the Multiply Functional unit if more accuracy is desired.

FLOATING RECIPROCAL (Modules Involved)

3RA Module

The 3RA module handles the coefficient bits $2^{47} - 2^{40}$ from which A_0 and A_0^2 are looked-up. A_0 is shifted 1 place and is complemented to make $-2A_0$ which is added in the A_1 pyramid on the 3RA and 3RB modules.

3RB Module

The 3RB module along with the 3RA module generate the A_1 pyramid of $A_0^2 * B$. It also adds the pyramid up using 3-bit adds. $-2A_0$ is added in for rounding and truncation purposes.

3RC Module

The 3RC performs the final summation of $A_0^2 * B$ of which only 18 bits are kept. The 3RC will delay and complement 16 bits of A_1 for the A_2 pyramid.

The 3RC will then multiply 18 bits of A_1 by 18 bits of A_1 to generate A_1^2 . After A_1^2 pyramid is formed the 3RC will begin adding the pyramid using 3-bit adds.

3RD Module

The 3RD finishes the A_1^2 summation and sends the final result to the A_2 pyramid.

3RE, 3RF, 3RG Modules

These modules make up the A^2 pyramid where $A_1^2 * B$ logical products will be performed and partial summation. $-2A_1$ will also be added into the summation of $A_1^2 * B$. The 3RE's are also used for exponent delay.

3RH Module

The 3RH module will complete the summation on the A2 pyramid. The floating reciprocal value, which has completed two iteration, is now sent to the 3GR or 3VA modules. The coefficient of A_2 is 33 bits long of which only the upper 30 bits are accurate. The exponent also leaves on the 3RH along with the Sign bit. The exponent is complemented and a value of 2 is added into the exponent. If a floating point range error occurs, the 3RH sends an exponent of 060000 and the calculated coefficient sends a flag to the exchange package.

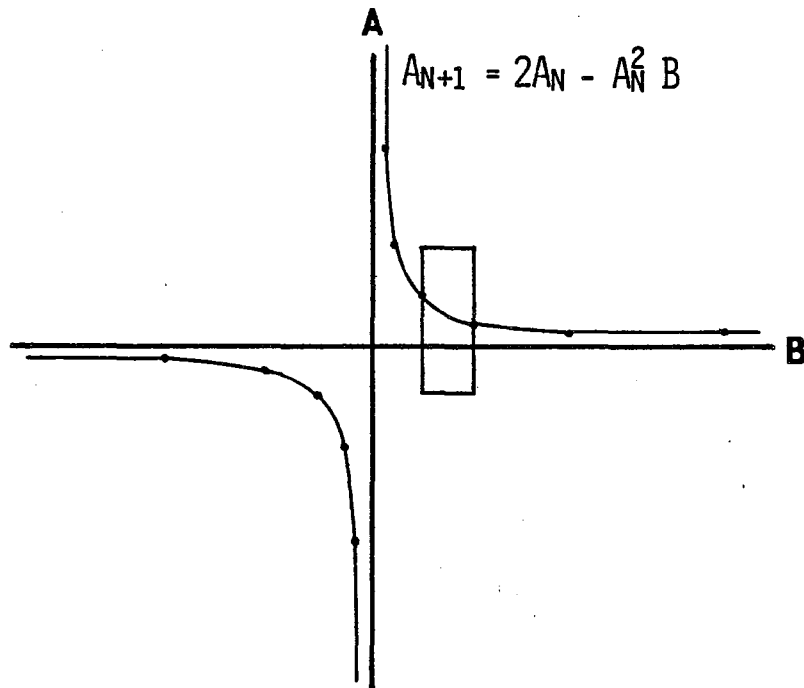
3RI Module

The 3RI module is mainly used for delay. The 3RI will delay the exponent, which is on its way to the 3RH module. The 3RI will also delay some of the bits of B1 and B2 for the A1 and A2 pyramids.

The 3RI was also used by the Vector Pop Count Functional unit. If a Floating Reciprocal instruction was issued, the Vector Pop Count is reserved for Floating Reciprocal Functional unit time. Similarly, a Vector Pop instruction will reserve the Reciprocal Functional unit for Vector Pop Functional unit time.

RECIPROCAL APPROXIMATION ITERATION FORMULA

The iteration formula is really the solution of a hyperbola.



By the CRAY X-MP using only absolute numbers eliminated the left curve as a possible answer.

By doing a left shift of one on the operand and always having a number larger than one and no greater than two we are left with only a small portion of the hyperbola in which to find our answer.

If we designate the vertical axis as A and the horizontal axis as B we then may solve for reciprocals by finding the point on a curve for a given B value and then reading the A value i.e.:

If $B = 1$, $A = 1$, or if $B = 2$, $A = 1/2$.

A-1640A

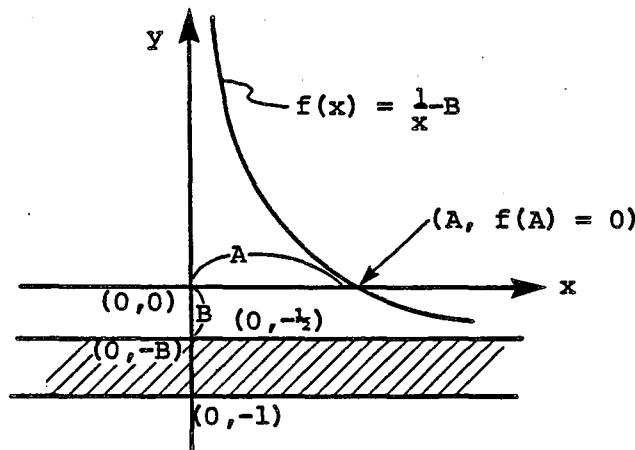
RECIPROCAL APPROXIMATION ITERATION FORMULA

Problem: Given a number B such that $B \geq .5$ or < 1 , find a number A such that $\frac{1}{A} = B$.

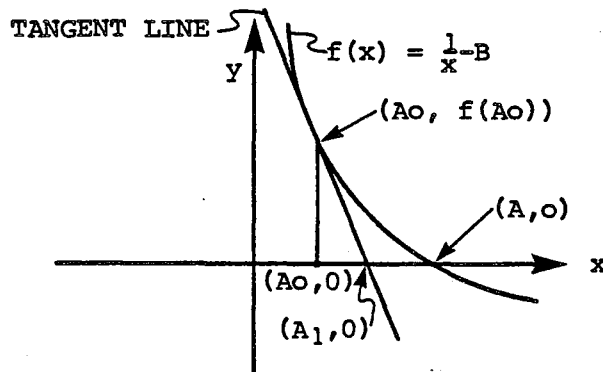
To find a good approximation value of A, first consider the function $f(x) = \frac{1}{x} - B$. Now find a number A, (A is a root or a solution to our problem), such that $f(A) = \frac{1}{A} - B = 0$.

From the graph, the value A is the x-coordinate of the point located at the intersection of the curve of $f(x)$ and x-axis. To find the approximating value of A, use Newton's method for approximating the real roots of an arbitrary equation $f(x)=0$:

Step 1: Select an initial value A_0 (by using the look-up tables in CRAY Hardware) which is close to the value of A.



Step 2: Draw a tangent line at $(A_0, f(A_0))$ and find A, where $(A_1, 0)$ is the intersection of the tangent line and the x-axis.

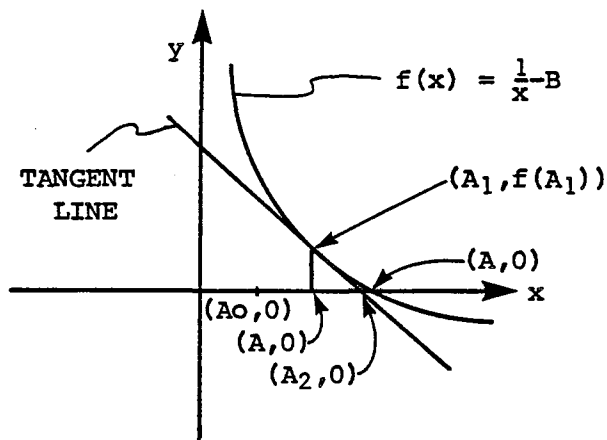


From the equation of the tangent line $y = \frac{-x}{A_0^2} - B + \frac{2}{A_0}$ substitute $x=A_1, y=0$ and factoring out A_0^2 we can find $A_1 = 2A_0 - A_0^2 B$

A-2034

X2024S0101

Step 3: Draw a tangent line at $(A_1, f(A_1))$ and find A_2 , where $(A_2, 0)$ is the intersection of the tangent line and the x-axis.



A-2035

From the equation of the tangent line $y = \frac{-x}{A_1^2} - B + \frac{2}{A_1}$ substitute $x=A_2, y=0$

and factoring out A_1^2 , we can find $A_2 = 2A_1 - A_1^2 B$

As you see, A_2 is much closer to A than A_0, A_1 . By repeating this process, a good approximation of the value A can be found.

An n th approximation formula for the value $\frac{A-1}{B}$ is $A_n = 2A_{n-1} - A_{n-1}^2 B$

FLOATING-POINT RECIPROCAL UNIT

Newton's formula derivation -

$$A_{(i+1)} = 2A_i - A_i^2 B,$$

where:

$A_{(i+1)}$ = Next iteration

A_0 and A_0^2 in look-up
table

A_i = Current iteration

B = Divisor

An initial guess starts the process with A_0 , i.e.

$$A_1 = 2A_0 - A_0^2 B \quad \text{1st approximation}$$

$$A_2 = 2A_1 - A_1^2 B \quad \text{2nd approximation}$$

result of reciprocal unit

$$A_3 = 2A_2 - A_2^2 B \quad \text{3rd approximation}$$

$$A_n = 2A_{(n-1)} - A_{(n-1)}^2 B \quad \text{Nth approximation}$$

The more iterations, the closer the approximation approaches true reciprocal value.

An example: B = 2, start with $A_0 = .2$

$$A_1 = 2(.2) - (.2)^2 2$$

$$= .4 - .08$$

$$= .32$$

$$A_2 = 2(.32) - (.32)^2 2$$

$$= .64 - .2048$$

$$= .4352$$

$$A_3 = 2(.4352) - (.4352)^2 2$$

$$= .8704 - .378798$$

$$= .491602$$

$$A_4 = 2(.491602) - (.491602)^2 2$$

$$= .983204 - .483345$$

$$= .499859$$

$$A_5 = 2(.499859) - (.499859)^2 2$$

$$= .999718 - .499718$$

$$= .50000$$

$$A_6 = 2(.5) = (.25) 2$$

$$= .50$$

HANDLING OF B's EXPONENT

$$B = \boxed{40000 + E} \mid \boxed{1XXXXX} \mid \boxed{XXXXXX} \mid \boxed{XXXXXX}$$

EXPONENT COEFFICIENT

VALUE OF B = $2^E * .1XXX\text{---}X$ NORMALIZE FLOATING-POINT NUMBER

B = $2^{E-1} * 1.XXX\text{---}X$ LEFT SHIFT BY 1

LET b = 1.XXX---X

THEN B = $2^{E-1} * b$

$$\frac{1}{B} = \frac{1}{2^{E-1} * b} = \frac{1}{2^{E-1}} * \frac{1}{b}$$

LET n = E-1

$$\frac{1}{2^n} = \frac{2^{-n}}{1} \quad \text{OR} \quad \frac{1}{2^{E-1}} = \frac{2^{-(E-1)}}{1} = \frac{2^{-E+1}}{1}$$

$$\frac{1}{B} = \frac{2^{-E+1}}{1} * \frac{1}{b}$$

EXAMPLE: Exponent = 51132
 Bias = 40000

11132
 -11132
 +1
 -11131

 40000
 -11131

 26647

ANOTHER METHOD WHICH IS USED IN THE MAINFRAME:

	51132 EXPONENT
PERFORM 1's	26645
COMPLEMENT	1 ADD ONE FOR NORMALIZATION
	<u> 1</u> ADD ONE FOR 2's COMPLEMENT
	26647

FLOATING RECIPROCAL INSTRUCTIONS

SCALAR

070IJO Floating-Point Reciprocal approximation of (SJ) to SI

VECTOR

174IJO Floating-Point Reciprocal approximation of (VJ) to VI

C.A.L. FORMAT

SCALAR

SI /HSJ

VECTOR

VI /HVJ

DIAGNOSTIC APPLICATIONS

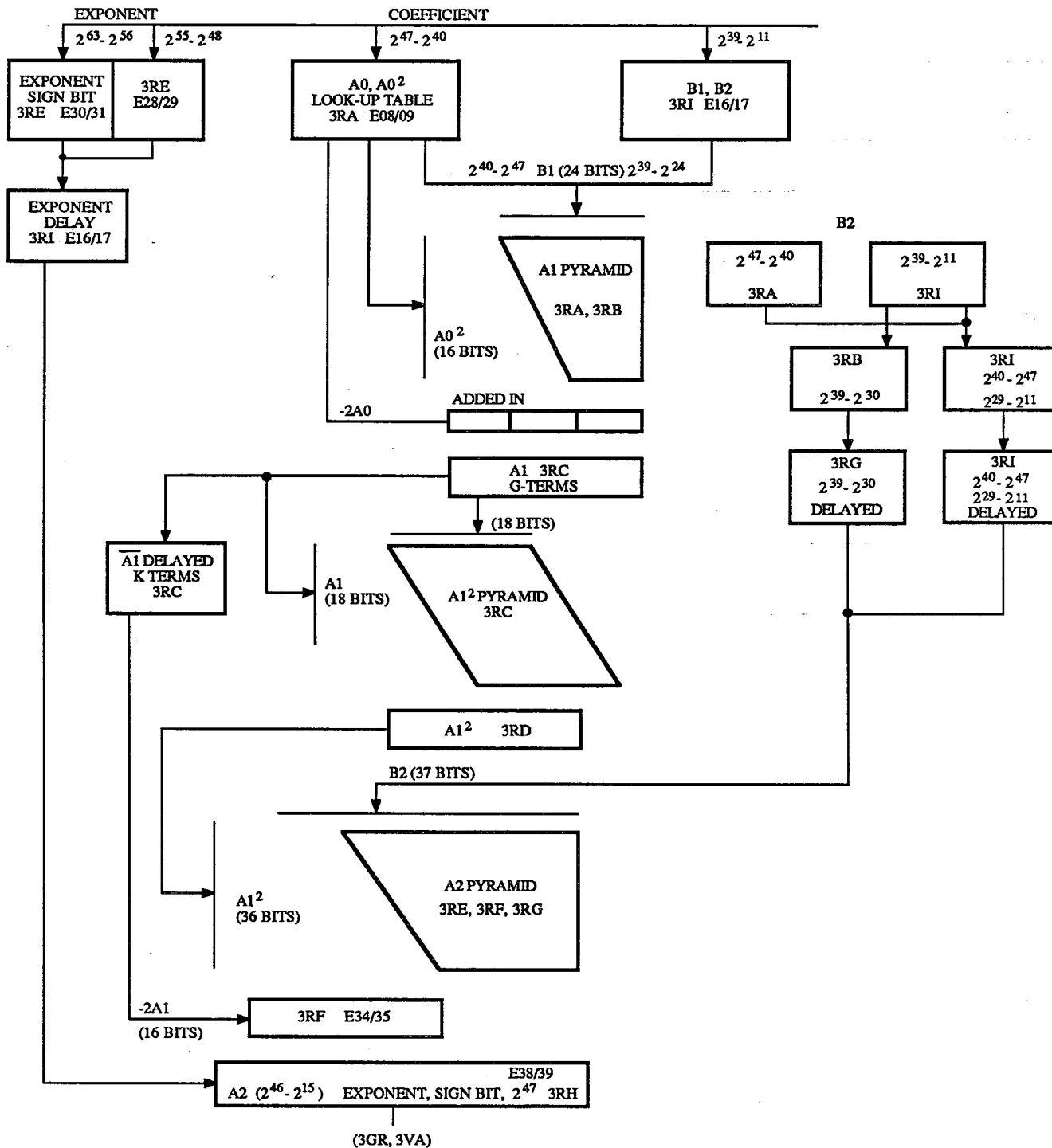
3SFR

XVS01243M

$$\text{SOLVE FOR } A_1 = -2A_0 + A_0^2 B$$

$$A_2 = -2A_1 + A_1^2 B$$

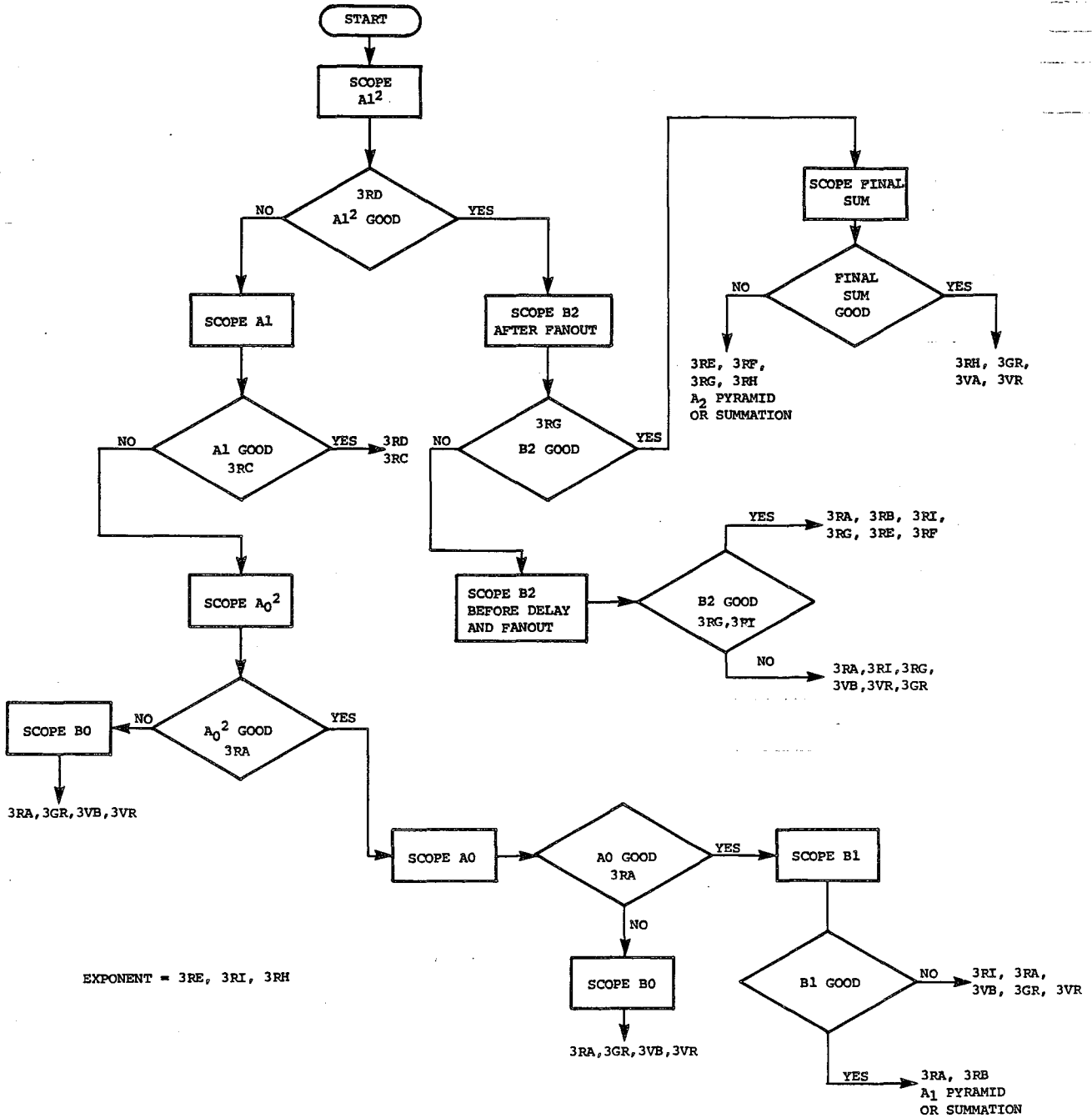
(3GR, 3VB)



C-1645D

CRAY X-MP FLOATING-POINT RECIPROCAL FUNCTIONAL UNIT

SOLVING FOR
 $-A_1 = -2A_0 + A_0^2 B$
 $-A_2 = -2A_1 + A_1^2 B$



EXPONENT = 3RE, 3RI, 3RH

B-1647C

CRAY X-MP RECIPROCAL TROUBLESHOOTING FLOWCHART

Sync Channel A T.P. $\overline{D67}$ 3RI @ E16/17

Scope Channel B - 3RA @ E08/09 at the same time

-2A0	2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8
Test Point		B12	B5	B14	B10	$\overline{B3}$	B6	A72
	0	—	—	—	—	—	—	$\overline{A0}$
	1	—	—	—	—	—	—	A0
	2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8
	0	—	—	—	—	—	—	$\overline{2A0}$

Shifted 1 Place

A0 ²	2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8	2-9	2-10	2-11	2-12	2-13	2-14	2-15	2-16
Test Point	$\overline{A55}$	$\overline{A65}$	$\overline{A70}$	$\overline{A57}$	$\overline{A61}$	$\overline{A63}$	$\overline{A25}$	$\overline{A50}$	$\overline{A23}$	$\overline{A52}$	$\overline{B70}$	$\overline{B72}$	$\overline{B65}$	$\overline{B69}$		$\overline{A68}$
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	$\overline{A0^2}$
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	0	A0 ²

A-1307E

CRAY X-MP A0 & A0² SCOPE CHART

24-11

Reciprocal table look-up values

B	A0	A0 ²	-2A0
1.000	.776	.774004	.000
1.004	.772	.764044	.010
1.010	.766	.754144	.020
1.014	.762	.744304	.030
1.020	.756	.734504	.040
1.024	.752	.724744	.050
1.030	.750	.721100	.054
1.034	.744	.711420	.064
1.040	.740	.702000	.074
1.044	.734	.672420	.104
1.050	.732	.666644	.110
1.054	.726	.657344	.120
1.060	.722	.650104	.130
1.064	.720	.644400	.134
1.070	.714	.635220	.144
1.074	.710	.626100	.154
1.100	.706	.622444	.160
1.104	.702	.613404	.170
1.110	.700	.610000	.174
1.114	.674	.601020	.204
1.120	.672	.575444	.210
1.124	.666	.566544	.220
1.130	.664	.563220	.224
1.134	.660	.554400	.234
1.140	.656	.551104	.240
1.144	.652	.542344	.250
1.150	.650	.537100	.254
1.154	.646	.533644	.260
1.160	.642	.525204	.270
1.164	.640	.522000	.274
1.170	.636	.516604	.300
1.174	.632	.510244	.310
1.200	.630	.505100	.314
1.204	.626	.501744	.320
1.210	.624	.476620	.324
1.214	.620	.470400	.334
1.220	.616	.465304	.340
1.224	.614	.462220	.344
1.230	.612	.457144	.350
1.234	.610	.454100	.354
1.240	.604	.446020	.364
1.244	.602	.443004	.370
1.250	.600	.440000	.374
1.254	.576	.435004	.400

X2124S0201

Reciprocal table look-up values (continued)

B	A0	A0 ²	-2A0
1.260	.574	.432020	.404
1.264	.572	.427044	.410
1.270	.570	.424100	.414
1.274	.566	.421144	.420
1.300	.564	.416220	.424
1.304	.562	.413304	.430
1.310	.560	.410400	.434
1.314	.556	.405504	.440
1.320	.554	.402620	.444
1.324	.552	.377744	.450
1.330	.550	.375100	.454
1.334	.546	.372244	.460
1.340	.544	.367420	.464
1.344	.542	.364604	.470
1.350	.540	.362000	.474
1.354	.536	.357204	.500
1.360	.534	.354420	.504
1.364	.532	.351644	.510
1.370	.530	.347100	.514
1.374	.526	.344344	.520
1.400	.524	.341620	.524
1.404	.522	.337104	.530
1.410	.520	.334400	.534
1.414	.520	.334400	.534
1.420	.516	.331704	.540
1.424	.514	.327220	.544
1.430	.512	.324544	.550
1.434	.510	.322100	.554
1.440	.506	.317444	.560
1.444	.506	.317444	.560
1.450	.504	.315020	.564
1.454	.502	.312404	.570
1.460	.500	.310000	.574
1.464	.476	.305404	.600
1.470	.476	.305404	.600
1.474	.474	.303020	.604
1.500	.472	.300444	.610
1.504	.470	.276100	.614
1.510	.470	.276100	.614
1.514	.466	.273544	.620
1.520	.464	.271220	.624

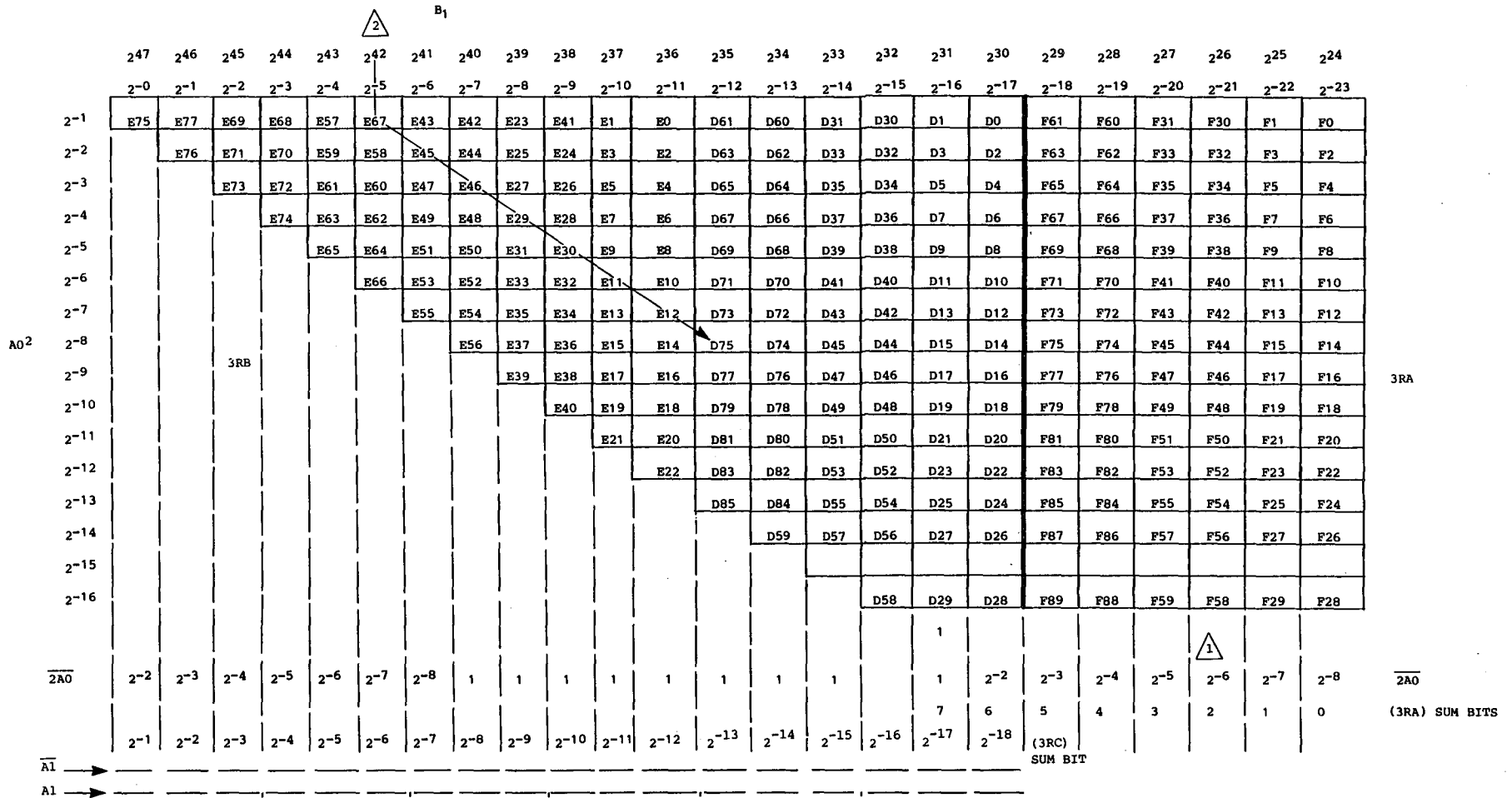
X2124S0201

Reciprocal table look-up values (continued)

B	A0	A0 ²	-2A0
1.524	.462	.266704	.630
1.530	.462	.266704	.630
1.534	.460	.264400	.634
1.540	.456	.262104	.640
1.544	.456	.262104	.640
1.550	.454	.257620	.644
1.554	.452	.255344	.650
1.560	.452	.255344	.650
1.564	.450	.253100	.654
1.570	.446	.250644	.660
1.574	.446	.250644	.660
1.600	.444	.246420	.664
1.604	.442	.244204	.670
1.610	.442	.244204	.670
1.614	.440	.242000	.674
1.620	.436	.237604	.700
1.624	.436	.237604	.700
1.630	.434	.235420	.704
1.634	.434	.235420	.704
1.640	.432	.233244	.710
1.644	.430	.231100	.714
1.650	.430	.231100	.714
1.654	.426	.226744	.720
1.660	.426	.226744	.720
1.664	.424	.224620	.724
1.670	.422	.222504	.730
1.674	.422	.222504	.730
1.700	.420	.220400	.734
1.704	.420	.220400	.734
1.710	.416	.216304	.740
1.714	.416	.216304	.740
1.720	.414	.214220	.744
1.724	.412	.212144	.750
1.730	.412	.212144	.750
1.734	.410	.210100	.754
1.740	.410	.210100	.754
1.744	.406	.206044	.760
1.750	.406	.206044	.760
1.754	.404	.204020	.764
1.760	.404	.204020	.764
1.764	.402	.202004	.770
1.770	.402	.202004	.770
1.774	.400	.200000	.774

X2124S0201

24-15



$\triangle 1$ $\overline{2A_0}$ IS ADDED INTO THE PYRAMID ON (3RA). THIS IS ADDED IN FOR ROUNDING PURPOSES AND DUE TO THE TRUNCATION ON THE (3RA) MODULE.

NOTE: * ONLY 8 BITS OF $\overline{2A_0}$ ARE USED.
 ** WHEN LOOKING UP B_0 ONLY, USE THE UPPER 8 BITS.
 $B_0 = 2^{47-240}$
 $B_1 = 2^{47-224}$ } OF THE
 $B_2 = 2^{47-211}$ } COEFFICIENT

$\triangle 2$ DIAGONALLY FORM THE LOGICAL PRODUCTS. VERTICALLY SUM THE PYRAMID. SUM IS COMPLETED ON 3RC ONLY, RETAIN $2^{-1-2^{-18}}$ ON 3RC, CARRY IS LOST.

C-1314E
 X2000S0110

		2^{47}	2^{46}	2^{45}	2^{44}	2^{43}	2^{42}	2^{41}	2^{40}	2^{39}	2^{38}	2^{37}	2^{36}	2^{35}	2^{34}	2^{33}	2^{32}	2^{31}	2^{30}	2^{29}	2^{28}	2^{27}	2^{26}	2^{25}	2^{24}		
		2^{-0}	2^{-1}	2^{-2}	2^{-3}	2^{-4}	2^{-5}	2^{-6}	2^{-7}	2^{-8}	2^{-9}	2^{-10}	2^{-11}	2^{-12}	2^{-13}	2^{-14}	2^{-15}	2^{-16}	2^{-17}	2^{-18}	2^{-19}	2^{-20}	2^{-21}	2^{-22}	2^{-23}		
3RB T.S. 7/9	(G100)	(H57)	*J45	*J43	*J41	(*J39)	*J37	*J33	*J29	*J25	*J21	*J17	*J13	*J09	*J05	*J03	*R55	*K13	*K09	*K07	*K03	*K01	K00				3RA
	(G101)	(G97)	(H55)	J44	J42	J40	J38	*J35	*J31	*J27	*J23	*J19	*J15	*J11	*J07	J04	*J01	*K15	*K11	K08	*K05	K02	(J05)				T.S. 3/5
	(G102)	(G99)	(H56)	(G95)		(G85)	(H48)	J36	J32	J28	J24	J20	J16	J12	J08	J06	J02	K16	K12	K10	K06	K04					
3RB T.S. 11/13	(G100)	(H57)	(J45)	(J43)	*K23	*K21	*K19	*K17	*K15	*K13	*K11	*K09	*K07	*K05	*K03	*K01	*R58	*R56	*L07	*L05	*L03	L02	L01				3RA
	(G101)	(G97)	(H55)	(J44)	(J41)	K22	K20	K18	K16	K14	K12	K10	K08	K06	K04	K02	K00	R57	L08	L06	L04					T.S. 7/9	
	(G102)	(G99)	(H56)	(G95)	(J42)	(G85)	(H48)	(H44)	(J34)	(J30)	(J26)	(J22)	(J18)	(J14)	(J10)	K25	(K24)	(J00)	(K14)		(J14)						
*R35 3RB T.S. 16/0	*R33	*R31	*R29	*R27	*R25	*R23	*R21	*R19	*R17	*R15	*R13	*R11	*R09	*R07	*R05	*R03	*R01	R00	(L07)	*M03	M01						3RA
	R34	R32	R30	R28	R26	R24	R22	R20	R18	R16	R14	R12	R10	R08	R06	R04	R02		(L08)	(L05)	M02					T.S. 11/13	
																		*R64	*R62	*R60						3RA	
																			R63	R61						T.S. 16/0	
	I38	I36	I34	I32	I30	I28	I26	I24	I22	I20	I18	I16	I14	I12	I10	I08	I06	I04	I02	I00							3RC
	I39	I37	I35	I33	I31	I29	I27	I25	I23	I21	I19	I17	I15	I13	I11	I09	I07	I05	I03	I01							2 BIT A
	A19	A18	A17	A16	A15	A14	A13	A12	A11	A10	A09	A08	A07	A06	A05	A04	A03	A02	A01								BIT ENABLE
		B18	B17	B16	B15	B14	B13	B12	B11	B10	B09	B08	B07	B06	B05	B04	B03	B02	B01	B00							BIT CARRYS
	C19	C18	C17	C16	C15	C14	C13	C12	C11	C10	C09	C08	C07	C06	C05	C04	C03	C02									PROPAGATED CODE
			D12	D11	D10	D09	D08	D07	D06	D05	D04	D03	D02	D01													GROUP ENABLE
														E04	E03	E02	E01	E00									SUM BITS
	E17	E16	E15	E14	E13	E12	E11	E10	E09	E08	E07	E06	E05														BIT ENABLE
	F17	F16	F15	F14	F13	F12	F11	F10	F09	F08	F07	F06	F05														BIT CARRYS
	G17	G16	G15	G14	G13	G12	G11	G10	G09	G08	G07	G06	G05	G04	G03	G02	G01	G00									FINAL SUM
		2^{-1}	2^{-2}	2^{-3}	2^{-4}	2^{-5}	2^{-6}	2^{-7}	2^{-8}	2^{-9}	2^{-10}	2^{-11}	2^{-12}	2^{-13}	2^{-14}	2^{-15}	2^{-16}	2^{-17}	2^{-18}								A1

A1 PYRAMID SUMMATION

SYNC CHANNEL A T.P. B38 3RH @ E38/39
 CHANNEL B 3RC @ E12/13 AT THE SAME TIME .005

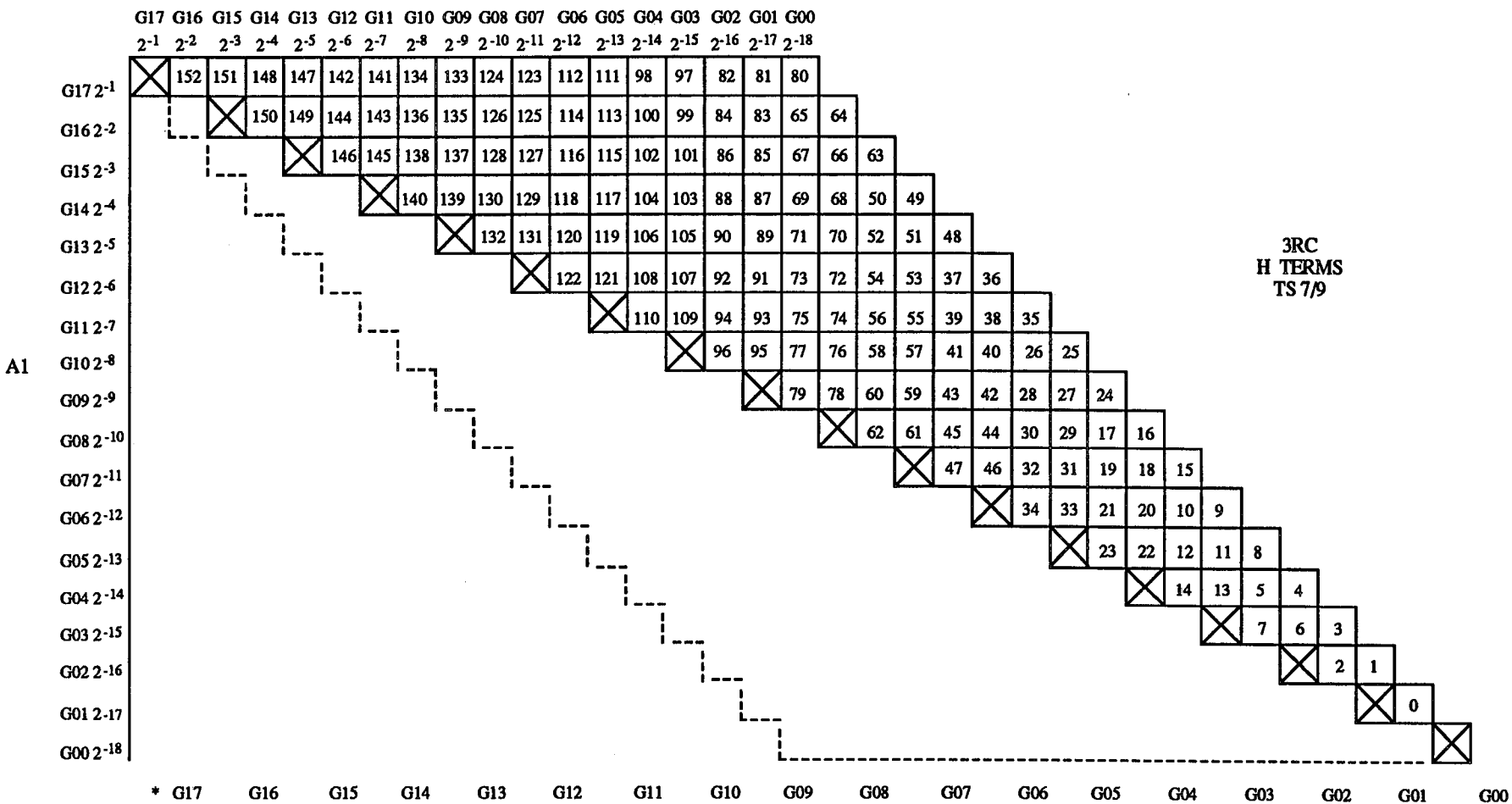
24-18

	2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8	2-9	2-10	2-11	2-12	2-13	2-14	2-15	2-16	2-17	2-18
TEST POINT			B04	B03	B01	B02	C03	D65	D14	D54	A11	D20	D26	D11	D03	C67	C58	C72
<u>A1</u>	0	X																
A1	1	X																

A-1308C

A1 SCOPE CHART

A1



3RC
H TERMS
TS 7/9

* G17 G16 G15 G14 G13 G12 G11 G10 G09 G08 G07 G06 G05 G04 G03 G02 G01 G00

* NOTE: To compensate for creating only half of the pyramid, the G terms are brought into the summation right shifted one place and then every other bit position.

A-5222A

CRAY X-MP A1 SQUARED PYRAMID

	2 ⁻¹	2 ⁻²	2 ⁻³	2 ⁻⁴	2 ⁻⁵	2 ⁻⁶	2 ⁻⁷	2 ⁻⁸	2 ⁻⁹	2 ⁻¹⁰	2 ⁻¹¹	2 ⁻¹²	2 ⁻¹³	2 ⁻¹⁴	2 ⁻¹⁵	2 ⁻¹⁶	2 ⁻¹⁷	2 ⁻¹⁸	2 ⁻¹⁹	2 ⁻²⁰	2 ⁻²¹	2 ⁻²²	2 ⁻²³	2 ⁻²⁴	2 ⁻²⁵	2 ⁻²⁶	2 ⁻²⁷	2 ⁻²⁸	2 ⁻²⁹	2 ⁻³⁰	2 ⁻³¹	2 ⁻³²	2 ⁻³³	2 ⁻³⁴	2 ⁻³⁵	2 ⁻³⁶
3RC T.S. 11/13	(H152) (G17)	*J91 (H151)	J90	*J89 (H147) (H149)	*J87 (G15)	*J85 J86	*J83 J84 (H140) (G14)	*J79 J82 (H139)	*J77 J80	*J73 J76 (H129) (H131)	*J69 J72 (G12)	*J65 J68	*J61 J64	*J55 J59	*J51 J54	*J45 *J49	*J41 J44	*J35 *J39	*J31 J34	*J27 J30	*J23 J26	*J19 J22	*J17 J18 (G06)	*J13 J16 (H31) (H33)	*J11 J12 J14	*J09 J10 (H22)	*J07 J08 (H15) G04	J06	J04 G03	(H04) (H06) *J03	J02	*J01 (H01)	H00 G01		G00	
3RC T.S. 16/0	R115 R116	R113 R114	*R111 R112	*R109 R110	R108	*R104 R106 R107	*R101 R103 R105	*R099 R100 R102	*R95 R98	*R91 R94 R96 R97	*R88 R90 R92 R93	*R84 *R86 R87 R88 R89	*R80 *R82 R83 R85	*R76 R79 R81	*R71 *R73 R75 R77 R78	*R67 *R69 R70 R72 R68 R74	*R62 *R64 R66 R68 R65	*R58 *R60 R61 R57 R59	*R54 *R56 R57 R53 R55	*R47 R49 R51	*R44 R46 R48	*R40 R43 R41 R42	*R38 R39 R41 R42	*R36 R37	*R33 R35	R32 R34	R30 R31	*R27 R28 R29	R26	*R24 R25	R23			R20		
3RD T.S. 5	I95 I96	I93 I94	I91 I92	I89 I90	I88	I84 I86 I87	I81 I83 I85	I79 I80 I82	I75 I78	I71 I74 I76 I77	I68 I70 I72 I73	I64 I66 I67 I69	I60 I62 I63 I65	I56 I59 I55 I57 I58	I51 I53 I49	I47 I44 I46 I41 I37 I35	I42 I38 I36 I32 I28	I38 I34 I30 I27	I34 I30 I26 I23 I25	I30 I27 I24 I28	I27 I29 I26 I23 I25	I24 I20 I18	I20 I16 I17	I18 I15	I12 I14	I10 I11	I07 I08 I09	I06	I04 I05	I03			I00			
3RD T.S. 7/9	(I95) (I96)	(I93) (I94)	(I91) (I92)	(I89) (I90)	(I88)	(I84) (I86) (I87)	(I81) (I83) (I85)	(I79) (I80) (I82)	*A33 (I75) (I78)	*A31 A32 (I77)	*A29 A30 (I73)	*A27 A28 (I69)	*A25 A26 (I60)	*A23 A24 (I58)	*A21 A22 (I57) (I54)	*A19 A20 (I48)	*A15 A17 A18 A16	*A13 A14 A12 A10 (I39)	*A11 A10 (I35)	*A09 A08 (I35)	*A07 A06	*A05 A04	*A03 (I22)	A02 (I17)	(I16) (I15)	(I12) (I14)	(I10) (I11)	(I07) (I08) (I09)	*A1 (I06)	A0	(I03)			(I00)		
3RD T.S. 11/13	(I95) (I96)	(I93) (I94)	(I91) (I92)	(I89) (I90)	*B47 (I88)	*B45 B46	*B43 B44	*B41 B42	*B39 B40	*B37 B38	*B35 B36	*B33 B34	B32	*B31 (A28) (A24)	*B29 B30 (A21)	*B27 B28 (A19)	*B25 B26 (A17)	*B23 B24	*B21 B22	*B19 B18	*B17 B16	*B15 B14	*B13 B12	*B11 B10	*B09 B08	*B07 B06	*B05 B04	*B03 B02	*B01 B00	(A0)	(I03)			(I00)		
3RD T.S. 16/0	C61 C62	C59 C60	C57 C58	C55 C56	C53 C54	C51 C52	C49 C50	C47 C48	C45 C46	C43 C44	C41 C42	C39 C40	*C37 C38	*C35 C36	*C33 C34	*C31 C32	*C29 C30	*C27 C28	*C25 C26	*C23 C24	*C21 C22	*C19 C18	*C17 C16	*C15 C14	*C13 C12	*C11 C10	*C09 C08	*C07 C06	C05	C04	C03			C00		
3RD T.S. 3/5 ENABLES CARRIES T.S. 7/9 PROPAGATED CARRIES GROUP ENABLES T.S. 11/13 GROUP CARRIES PARTIAL SUM T.S. 16/0 FINAL SUM	E34 F34 G34 H34 L34 R35	E33 F33 G33 H33 L33 R34	E32 F32 G32 H32 L32 R33	E31 F31 G31 H31 L31 R32	E30 F29 G29 H30 L30 R30	E29 F28 G28 H29 L29 R29	E28 F27 G27 H28 L28 R28	E27 F26 G26 H27 L27 R27	E26 F25 G25 H26 L26 R26	E25 F24 G24 H25 L25 R25	E24 F23 G23 H24 L24 R24	E23 F22 G22 H23 L23 R23	E22 F21 G21 H22 L22 R22	E21 F20 G20 H21 L21 R21	E20 F19 G19 H20 L19 R20	E19 F18 G18 H19 L18 R19	E18 F17 G17 H18 L17 R18	E17 F16 G16 H17 L16 R17	E16 F15 G15 H16 L15 R16	E15 F14 G14 H15 L14 R15	E14 F13 G13 H14 L13 R14	E13 F12 G12 H13 L12 R13	E12 F11 G11 H12 L11 R12	E11 F10 G10 H11 L10 R11	E10 F09 G09 H10 L09 R10	E09 F08 G08 H09 L08 R09	E08 F07 G07 H08 L07 R08	E07 F06 G06 H07 L06 R07							R00	

A1² SUMMATION

247 246 245 244 243 242 241 240 23 214 213 212 211
 2-00 2-01 2-02 2-03 2-04 2-05 2-06 2-07 2-33 2-34 2-35 2-36 cc

D O O	E63	E64	E58	E59	E49	E50	E36	E3	C34	C35	106	107							2-01
	E61	E62	E56	E57	E47	E48	E34	E3	C32	C33	104	105	C41						2-02
		E60	E54	E55	E45	E46	E32	E3	C30	C31	102	103	C40						2-03
			E52	E53	E43	E44	E30	E3	C28	C29	100	101	C39						2-04
				E51	E41	E42	E28	E2	C26	C27	C99								2-05
					E39	E40	E26	E2	C24	C25	C97	C98							2-06
						E38	E24	E2	C22	C23	C95	C96	C38						2-07
							E22	E2	C20	C21	C93	C94	C37						2-08
								E2	C18	C19	C91	C92	C20	C21	C05				2-09
									C16	C17	C89	C90	C18	C19	C04				2-10
									C14	C15	C87	C88	C16	C17	C03				2-11
									C12	C13	C85	C86	C14	C15					2-12
									C10	C11	C83	C84	C36						2-13
									C08	C09	C81	C82	C35						2-14
									C06	C07	C79	C80	C34						2-15
									C04	C05	C77	C78	C33						2-16
								C02	C03	C75	C76	C32						2-17	
								C00	C01	C73	C74	C31						2-18	
								C31	C32	C71	C72							2-19	
								C29	C30	C69	C70	C30						2-20	
								C27	C28	C68								2-21	
								C25	C26	C66	C67							2-22	
								C23	C24	C64	C65	C29						2-23	
								C21	C22	C62	C63	C28						2-24	
								C19	C20	C60	C61	C12	C13	C02				2-25	
								C17	C18	C58	C59	C10	C11	C01				2-26	
								C15	C16	C56	C57	C08	C09	C00				2-27	
								C13	C14	C54	C55	C06	C07					2-28	
								C11	C12	C52	C53	C27						2-29	
								C09	C10	C50	C51	C26						2-30	
								C07	C08	C48	C49	C25						2-31	
								C05	C06	C46	C47	C24						2-32	
								C03	C04	C44	C45	C23						2-33	
																		FORCE 0	
																		FORCE 0	
																		2-36	

3

3

3

A1² SCOPE CHART

SYNC CHANNEL A T.P. B24 3RH @ E38/39
 SCOPE CHANNEL B 3RD @ E14/15 AT THE SAME TIME

2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8	2-9	2-10	2-11	2-12	2-13	2-14	2-15	2-16
<u>C32</u>	<u>C52</u>	<u>C58</u>	<u>C54</u>	<u>C3</u>	<u>C4</u>	<u>C2</u>	<u>C1</u>	<u>D54</u>	<u>D53</u>	<u>D17</u>	<u>D18</u>	<u>D72</u>	<u>D65</u>	<u>D71</u>	<u>D70</u>

—'	—	—	—'	—	—	—'	—	—	—'	—	—	—'	—	—	—	<u>A1²</u>
—'	—	—	—'	—	—	—'	—	—	—'	—	—	—'	—	—	—	A1 ²

2A-21

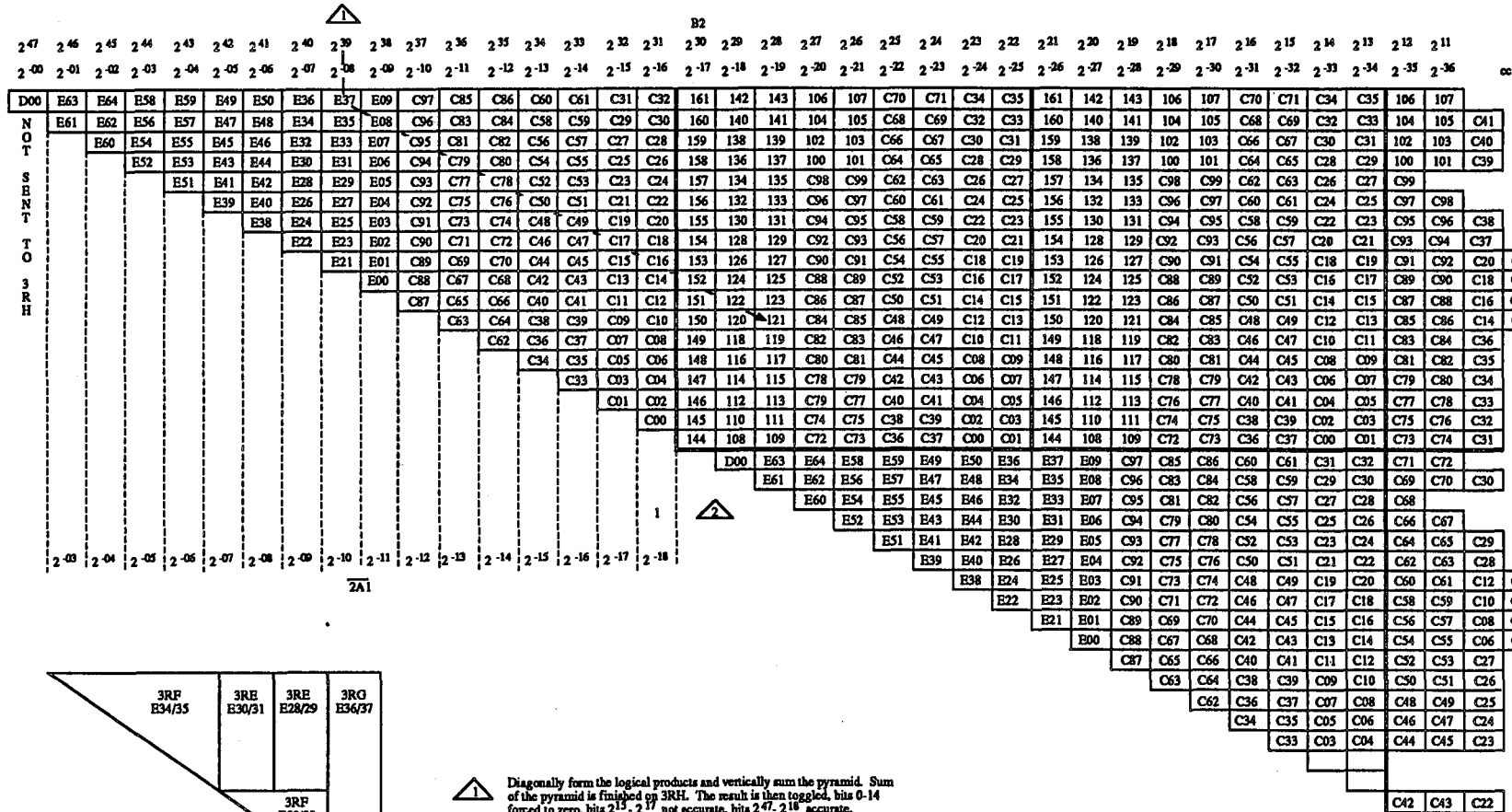
2-17	2-18	2-19	2-20	2-21	2-22	2-23	2-24	2-25	2-26	2-27	2-28	2-29	2-30	2-31	2-32
<u>A40</u>	<u>A7</u>	<u>A6</u>	<u>A38</u>	<u>A39</u>	<u>A1</u>	<u>B69</u>	<u>B70</u>	<u>B72</u>	<u>B71</u>	<u>B68</u>	<u>B66</u>	<u>B67</u>	<u>B65</u>	<u>B41</u>	<u>B39</u>

—'	—	—	—'	—	—	—'	—	—	—'	—	—	—'	—	—	—	<u>A1²</u>
—'	—	—	—'	—	—	—'	—	—	—'	—	—	—'	—	—	—	A1 ²

2-33	2-34	2-35	2-36
<u>B53</u>			<u>B52</u>

—'	<u>1</u>	<u>1</u>	—	<u>A1²</u>
—'	<u>0</u>	<u>0</u>	—	A1 ²

A-1309A

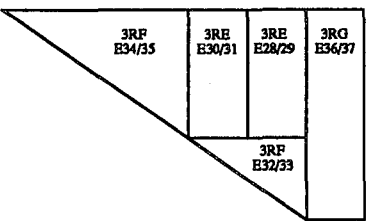


2-01
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2-36

A12

FORCB 0
FORCB 0

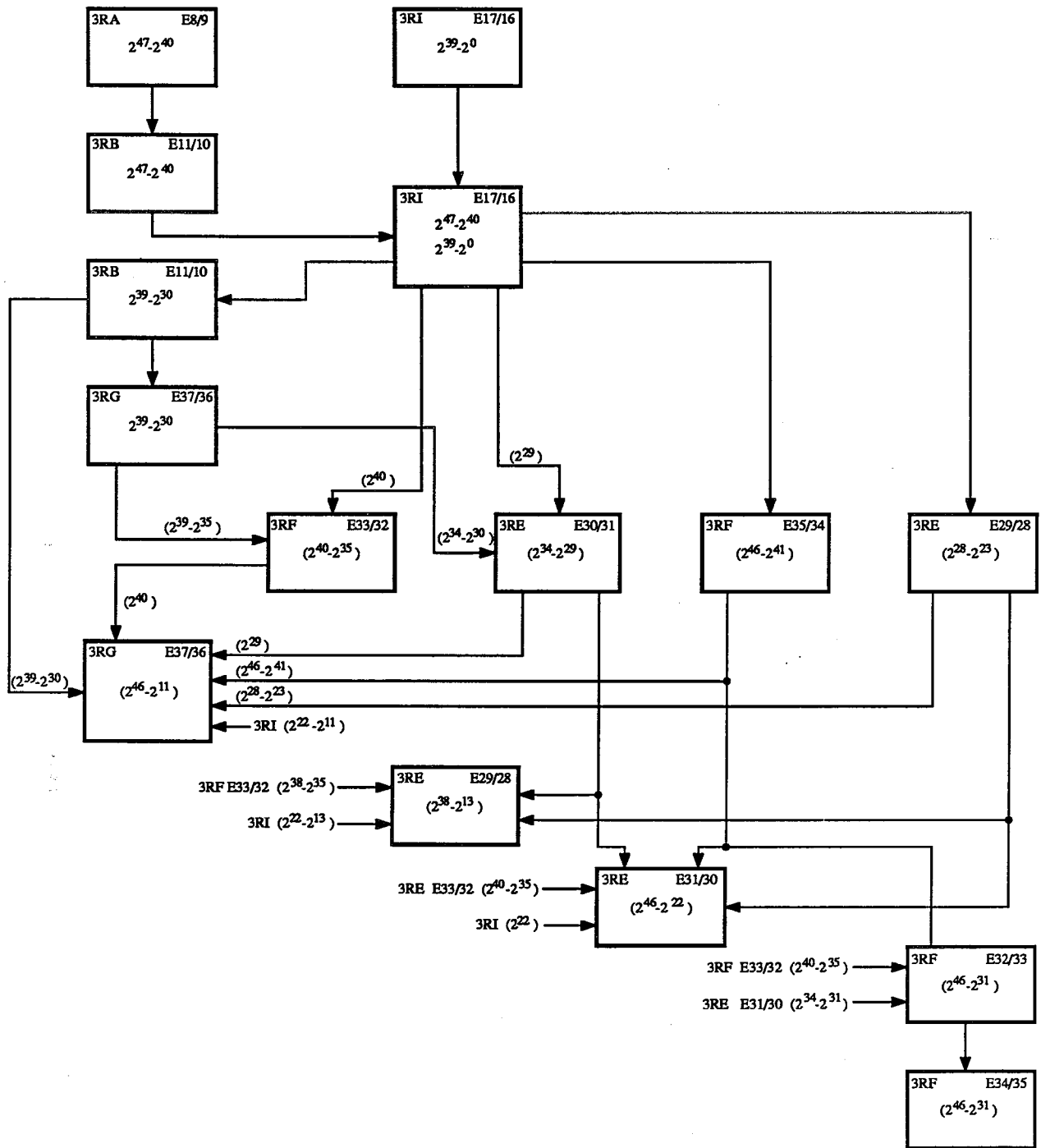
C-1315E



1 Diagonally form the logical products and vertically sum the pyramid. Sum of the pyramid is finished on 3RH. The result is then toggled, bits 0-14 forced to zero, bits 2-5, 2-7 not accurate, bits 2-7, 2-18 accurate.

2 Plus 1 during the summation of the 3RF R0, R1 terms.

CRAY X-MP/2 FLOATING RECIPROCAL A2 PYRAMID



B-3664

CRAY X-MP/2 RECIPROCAL B2 FANOUTS

24-24

2 ³¹	2 ³⁰	2 ²⁹	2 ²⁸	2 ²⁷	2 ²⁶	2 ²⁵	2 ²⁴	2 ²³	2 ²²	2 ²¹	2 ²⁰	2 ¹⁹	2 ¹⁸	2 ¹⁷	2 ¹⁶	2 ¹⁵	2 ¹⁴	2 ¹³	2 ¹²	2 ¹¹	2 ¹⁰	2 ⁹		
2 ¹⁶	2 ¹⁷	2 ¹⁸	2 ¹⁹	2 ²⁰	2 ²¹	2 ²²	2 ²³	2 ²⁴	2 ²⁵	2 ²⁶	2 ²⁷	2 ²⁸	2 ²⁹	2 ³⁰	2 ³¹	2 ³²	2 ³³	2 ³⁴	2 ³⁵	2 ³⁶	2 ³⁷	2 ³⁸		
																		*D44	*D24	*D07	*D03	*D00	3RG @ E36/37	
																		*D46	*D26	*D09	*D05	*D01	3RG	
																		*D48	*D28	*D11	D06	D02	T.S. 11/13	
																		*D50	*D30	*D13	D08	D04		
																		*D52	*D32	*D15	D10	(C13)		
																		*D54	*D34	*D17	D12	(C21)		
																		*D56	*D36	*D19	D14			
																		*D58	*D38	*D21	D16			
																		*D60	*D40	*D22	D18			
																		*D62	*D42	D23	D20			
																		*D64	D43	D25	(C36)			
																			D45	D27				
																			D47	D29				
																			D49	D31				
																			D51	D33				
																			D53	D35				
																			D55	D37				
																			D57	D39				
																			D59	D41				
																			D61	(C105)			3RG	
																			D63	(C107)			T.S. 160	
																			(C106)					
																			*E38	*E23	*E09	*E03	*E00	
																			*E40	*E25	*E11	*E05	*E01	
																			*E42	*E27	*E13	*E06	E02	
																				*E29	*E15	*E07	E04	
																				*E31	*E17	E08		
																				*E33	*E19	E10		
																				*E35	*E21	E12		
																				E37	E22	E14		
																				E39	E24	E16		
																				E41	E26	E18		
																				E43	E28	E20		
																				E44	E30			
																					E32			
																					E34			
																					E36			

A-5214

A2 PYRAMID SUMMATION

2-31	2-30	2-29	2-28	2-27	2-26	2-25	2-24	2-23	2-22	2-21	2-20	2-19	2-18	2-17	2-16	2-15	2-14	2-13	2-12	2-11	2-10	2-9	
2-16	2-17	2-18	2-19	2-20	2-21	2-22	2-23	2-24	2-25	2-26	2-27	2-28	2-29	2-30	2-31	*F29	*F21	*F11	*F03	*F01	F00		
																	*F23	*F13	*F05	F02	(B04)		
																	*F25	*F15	*F07	F04			
																	*F27	*F17	*F09	F06			
																	F28	*F19	F10	F08			
																		F20	F12				
																		F22	F14				
																		F24	F16				
																		F26	F18				
																	*G18	*G12	*G06	*G02	*G00		
																	*G20	*G14	*G08	*G04	G01		
																	(F29)	*G16	*G10	G05	G03		
																		G17	G11	G07			
																		G19	G13	G09			
																		I84	G15				
																		I85	I80				
																		I86	I81				
																		I87	I82				
																		I83					
						I97	I94	I92								*H18	*H12	*H06	*H02	*H00			
						I98	I95	I93									*H14	*H08	*H04	H01			
						I99	I96										*H16	*H10	H05	H03			
																	H17	H11	H07				
																	I88	H13	H09				
																	I89	H15	(I83)				
																	I90						
																	I91						
						*J21	*J19	J18	J16							*J10	*J06	*J02	*J00				
						J20			J17							*J12	*J08	*J04	J01				
																J15	J09	J05	J03				
																	J11	J07					
																	J13						
																	J14						

3RG @ E36/37

3RG

T.S. 3/5

3RG

T.S. 7/9

I TERMS ARE FROM
I80, I82, I84, I86, I88, I90
3RE @ E28/29
I81, I83, I85, I87
3RF @ E32/33

3RG

T.S. 11/13

I TERMS FROM 3RE's AND
3RF @ E32/33

3RG

T.S. 16/0

24-25

A2 PYRAMID SUMMATION

24-26

	2 ⁻¹⁶	2 ⁻¹⁷	2 ⁻¹⁸	2 ⁻¹⁹	2 ⁻²⁰	2 ⁻²¹	2 ⁻²²	2 ⁻²³	2 ⁻²⁴	2 ⁻²⁵	2 ⁻²⁶	2 ⁻²⁷	2 ⁻²⁸	2 ⁻²⁹	2 ⁻³⁰	2 ⁻³¹	2 ⁻³²	2 ⁻³³	2 ⁻³⁴	2 ⁻³⁵	2 ⁻³⁶	2 ⁻³⁷	2 ⁻³⁸
	I151	I148	I144	I140	I136	I133	I130	I126	I122	I118	I114	I110	I106	*K08	*K04	*K02	*K00						
	I152	I149	I145	I141	I137	I134	I131	I127	I123	I119	I115	I111	I107	I102	*K06	K03	K01						
	I153	I150	I146	I142	I138	I135	I132	I128	I124	I120	I116	I112	I108	I103	K07	K05	(J07)						
		I154	I147	I143	I139	(J21)	(J19)	(J20)	(J18)	(J16)	(J17)												
	*L36	*L34	*L32	*L30	*L28	*L24	*L20	*L16	*L14	*L12	*L10	*L08	*L06	*L04	*L02	*L00							
	L37	L35	L33	L31	L29	*L26	*L22	*L18	L15	L13	L11	L09	L07	L05	L03	L01							
		(I154)	(I147)	(I143)	(I139)	L27	L23	L19	L17	(I121)	(I117)	(I117)	(I109)	(I104)	(I100)								
						(J21)	L25	L21						(I105)	(I101)								
	*M29	*M27	*M25	*M23	*M21	*M19	*M17	*M15	*M13	*M11	*M09	*M07	*M05	*M03	*M01	M00							
	(L36)	M28	M26	M24	M22	M20	M18	M16	M14	M12	M10	M08	M06	M04	M02								
	(L37)					(L27)	(L25)	(L21)						(L05)	(L03)								
*R30	*R28	*R26	*R24	*R22	*R20	*R18	*R16	*R14	*R12	*R10	*R08	*R06	*R04	*R02	R01	R00							
	R29	R27	R25	R23	R21	R19	R17	R15	R13	R11	R09	R07	R05	R03									

3RG @ E36/37
 3RG
 T.S. 3/5
 I TERMS FROM 3RE's
 3RF's
 3RG
 T.S. 7/9
 3RG
 T.S. 11/13
 3RG
 T.S. 16/0

A2 PYRAMID SUMMATION

2^{-01} 2^{-00} 2^{-01} 2^{-02} 2^{-03} 2^{-04} 2^{-05} 2^{-06} 2^{-07} 2^{-08} 2^{-09} 2^{-10} 2^{-11} 2^{-12} 2^{-13} 2^{-14} 2^{-15} 2^{-16} 2^{-17} 3 RF @ E34/35
 2^{-17} 2^{-18} 2^{-19} 2^{-20} 2^{-21} 2^{-22} 2^{-23} 2^{-24} 2^{-25} 2^{-26} 2^{-27} 2^{-28} 2^{-29} 2^{-30} 2^{-31} 2^{-32} 2^{-33} 2^{-34} 2^{-35} 3 RF @ E32/33

		I57	I56	I55	I54	I53	I52	I51	I50	I49	I48	I47	I46	I43	I44 I45	I41 I42	I40	
										*F61	*F53	*F45	*F35	*F25	*F13	*F01	F00	
										*F63	*F55	*F47	*F37	*F27	*F15	*F03	F02	
										*F65	*F57	*F49	*F39	*F29	*F17	*F05	F04	
										*F67	*F59	*F51	*F41	*F31	*F19	*F07	F06	
											F60	F52	*F43	*F33	*F21	*F09	F08	
											F62	F54	F44	F34	*F23	*F11	F10	
											F64	F56	F46	F36	F24	F12		
											F66	F58	F48	F38	F26	F14		
													F50	F40	F28	F16		
													(C86)	F42	F30	F18		
															F32	F20		
															F22			
	*G94	*G91	*G87	*G83	*G78	*G72	*G66	*G59	*G49	*G43	*G37	*G29	*G22	*G13	*G05	*G01	G00	
	G95	G93	G90	*G85	*G80	*G74	*G68	*G61	*G51	*G45	*G39	*G31	*G24	*G15	*G07	*G03	G02	
			G92	G86	G82	G77	*G70	*G63	*G53	G48	*G41	*G33	*G26	*G17	*G09	G04		
				G88	G84	G79	G71	G65	*G55	G50	G42	G36	G28	*G19	*G11	G06		
				G89		G81	G73	G67	*G57	G52	G44	G38	G30	G21	G12	G08		
							G75	G69	G58	G54	G46	G40	G32	G23	G14	G10		
							G76		G60	G56	G47		G34	G25	G16			
									G62				G35	G27	G18			
									G64						G20			

2A1 FROM 3RC
SUM BITS FROM 3RE

3 RF
T.S. 11/13

3RF
T.S. 16/0

A-5137

24-27

A2 PYRAMID SUMMATION

	2 ⁰¹	2 ⁻⁰⁰	2 ⁻⁰¹	2 ⁻⁰²	2 ⁻⁰³	2 ⁻⁰⁴	2 ⁻⁰⁵	2 ⁻⁰⁶	2 ⁰⁷	2 ⁻⁰⁸	2 ⁻⁰⁹	2 ⁻¹⁰	2 ⁻¹¹	2 ⁻¹²	2 ⁻¹³	2 ⁻¹⁴	2 ⁻¹⁵	2 ⁻¹⁶	2 ⁻¹⁷	
	2 ⁻¹⁷	2 ⁻¹⁸	2 ⁻¹⁹	2 ⁻²⁰	2 ⁻²¹	2 ⁻²²	2 ⁻²³	2 ⁻²⁴	2 ⁻²⁵	2 ⁻²⁶	2 ⁻²⁷	2 ⁻²⁸	2 ⁻²⁹	2 ⁻³⁰	2 ⁻³¹	2 ⁻³²	2 ⁻³³	2 ⁻³⁴	2 ⁻³⁵	
																	R42	R40	I60	
																	R43	R41	I61	
																	I65	I64	I63	I62
	(G94)	*H55	*H53	*H51	*H49	*H45	*H41	*H35	*H31	*H27	*H23	*H17	*H11	*H05	*H01	H00				
	(G95)	(G91)	H54	H52	H50	*H47	*H43	*H37	*H33	*H29	*H25	*H19	*H13	*H07	*H03	H02				
		(G93)		(G88)	(G84)	H48	H44	*H39	H34	H30	H26	*H21	*H15	*H09	H04					
				(G89)		(G79)	H46	H40	H36	H32	H28	H22	H16	H10	H06					
						(G81)	(G76)	H42	H38	(G56)	(G47)	H24	H18	H12	H08					
																	R44	I67	I66	
																	R45			
	*J48	J47	*J46	*J44	*J40	*J36	*J32	*J28	*J24	*J22	*J18	*J14	*J10	*J06	*J04	*J02	*J00			
	(G94)		(H53)	J45	*J42	*J38	*J34	*J30	*J26	J23	*J20	*J16	*J12	*J08	J05	J03	J01			
	(G95)		(H54)	(H52)	J43	J39	J35	J31	J27	J25	J21	J17	J13	J09	J07					
						J41	J37	J33	J29		(H26)	J19	J15	J11						
											(H28)									
*K33	K32	*K31	*K29	*K27	*K25	*K23	*K21	*K19	*K17	*K13	*K11	*K09	*K07	*K05	*K03	*K01	K00			
		(J47)	K30	K28	K26	K24	K22	K20	K18	*K15	K12	K10	K08	K06	K04	K02				
						(J41)	(J37)	(J33)	(J29)	K16	K14	(J19)	(J15)	(J11)						
R33	*R31												*R35	R34						
	R32	*R29	*R27	*R25	*R23	*R21	*R19	*R17	*R15	*R13	*R11	*R09	*R07	*R05	*R03	*R01	R00			
		R30	R28	R26	R24	R22	R20	R18	R16	R14	R12	R10	R08	R06	R04	R02				

3RF @ E34/35
3RF @ E32/33

3RF
TS 3/5

3RF
TS 7/9

3RF
TS 11/13

3RF
TS 16/0

R00 FORCES A SUM INTO THE SUMMATION

A-5138

A2 PYRAMID SUMMATION

2^{-23} 2^{-24} 2^{-25} 2^{-26} 2^{-27} 2^{-28} 2^{-29} 2^{-30} 2^{-31} 2^{-32} 2^{-33} 2^{-34} 3 RE @ E28/29
 2^{-14} 2^{-15} 2^{-16} 2^{-17} 2^{-18} 2^{-19} 2^{-20} 2^{-21} 2^{-22} 2^{-23} 2^{-24} 2^{-25} 3RE @ E30/31

		*D97	*D85	*D73	*D61	*D49	*D37	*D25	*D13	*D01	D00	3RE
		*D99	*D87	*D75	*D63	*D51	*D39	*D27	*D15	*D03	D02	T.S. 11/13
		*D101	*D89	*D77	*D65	*D53	*D41	*D29	*D17	*D05	D04	
		*D103	*D91	*D79	*D67	*D55	*D43	*D31	*D19	*D07	D06	
		*D105	*D93	*D81	*D69	*D57	*D45	*D33	*D21	*D09	D08	
		*D107	*D95	*D83	*D71	*D59	*D47	*D35	*D23	*D11	D10	
			D96	D84	D72	D60	D48	D36	D24	D12		
			D98	D86	D74	D62	D50	D38	D26	D14		
			D100	D88	D76	D64	D52	D40	D28	D16		
			D102	D90	D78	D66	D54	D42	D30	D18		
			D104	D92	D80	D68	D56	D44	D32	D20		
			D106	D94	D82	D70	D58	D46	D34	D22		
	*E69	*E61	*E53	*E45	*E37	*E29	*E21	*E13	*E05	*E01	E00	
	*E71	*E63	*E55	*E47	*E39	*E31	*E23	*E15	*E07	*E03	E02	3 RE
		*E65	*E57	*E49	*E41	*E33	*E25	*E17	*E09	E04		T.S. 16/0
		*E67	*E59	*E51	*E43	*E35	*E27	*E19	*E11	E06		
		E68	E60	E52	E44	E36	E28	E20	E12	E08		
		E70	E62	E54	E46	E38	E30	E22	E14	E10		
			E64	E56	E48	E40	E32	E24	E16	R42	R40	
			E66	E58	E50	E42	E34	E26	E18	R43	R41	
	*F31	*F27	*F23	*F19	*F15	*F11	*F07	*F03	*F00			
	*F33	*F29	*F25	*F21	*F17	*F13	*F09	*F05	*F01			3 RE
	(E69)	F30	F26	F22	F18	F14	F10	F06	F02			T.S. 3/5
		F32	F28	F24	F20	F16	F12	F08	F04			
			(E64)	(E56)	E48	(E40)	(E32)	(E24)	(E16)			
	R44		(E66)	(E58)	E50	(E42)	(E34)	(E26)	(E18)			

A-5133

A2 PYRAMID SUMMATION

2^{-23} 2^{-24} 2^{-25} 2^{-26} 2^{-27} 2^{-28} 2^{-29} 2^{-30} 2^{-31} 2^{-32} 2^{-33} 2^{-34} 3 RE @ E28/29
 2^{-14} 2^{-15} 2^{-16} 2^{-17} 2^{-18} 2^{-19} 2^{-20} 2^{-21} 2^{-22} 2^{-23} 2^{-24} 2^{-25} 3 RE @ E30/31

*R47	*G27	*G23	*G19	*G15	*G11	*G07	*G03	*G00	R45		
	G28	*G25	*G21	*G17	*G13	*G09	*G05	*G01	R46		
		G26	G22	G18	G14	G10	G06	G02			
		(F32)	G24	G20	G16	G12	G08	G04			
	*H13	*H11	*H09	*H07	*H05	*H03	*H01	H00			
	(G27)	H12	H10	H08	H06	H04	H02	(G04)			
	(G28)	(G26)	(G24)	(G20)	(G16)	(G12)	(G08)				
*R15	*R13	*R11	*R09	*R07	*R05	*R03	*R01	R00			
	R14	R12	R10	R08	R06	R04	R02				

3RE
 T.S. 7/9

 3RE
 T.S. 11/13
 3RE
 T.S. 16/0

A-5134

A2 PYRAMID SUMMATION

24-30

2^{47} 2^{46} 2^{45} 2^{44} 2^{43} 2^{42} 2^{41} 2^{40} 2^{39} 2^{38} 2^{37} 2^{36} 2^{35} 2^{34} 2^{33} 2^{32} 2^{31} 2^{30} 2^{29} 2^{28} 2^{27} 2^{26} 2^{25} 2^{24} 2^{23} 2^{22} 2^{21} 2^{20} 2^{19} 2^{18} 2^{17} 2^{16} 2^{15}
 2^{-01} 2^{-02} 2^{-03} 2^{-04} 2^{-05} 2^{-06} 2^{-07} 2^{-08} 2^{-09} 2^{-10} 2^{-11} 2^{-12} 2^{-13} 2^{-14} 2^{-15} 2^{-16} 2^{-17} 2^{-18} 2^{-19} 2^{-20} 2^{-21} 2^{-22} 2^{-23} 2^{-24} 2^{-25} 2^{-26} 2^{-27} 2^{-28} 2^{-29} 2^{-30} 2^{-31} 2^{-32} 2^{-33}

	I60	I58	I56	I54	I52	I50	I48	I46	I44	I42	I40	I38	I36	I34	I32	I30	I28	I26	I24	I22	I20	I18	I16	I14	I12	I10	I08	I06	I04	I02	I01	I00	3RH @ E38/39
	I61	I59	I57	I55	I53	I51	I49	I47	I45	I43	I41	I39	I37	I35	I33	I31	I29	I27	I25	I23	I21	I19	I17	I15	I13	I11	I09	I07	I05	I03			
	A31	A30	A29	A28	A27	A26	A25	A24	A23	A22	A21	A20	A19	A18	A17	A16	A15	A14	A13	A12	A11	A10	A09	A08	A07	A06	A05	A04	A03	A02	A01	A00	ENABLES T.S. 7/9
		B30	B29	B28	B27	B26	B25	B24	B23	B22	B21	B20	B19	B18	B17	B16	B15	B14	B13	B12	B11	B10	B09	B08	B07	B06	B05	B04	B03	B02			CARRIES T.S. 7/9
		C30	C29	C28	C27	C26	C25	C24	C23	C22	C21	C20	C19	C18	C17	C16	C15	C14	C13	C12	C11	C10	C09	C08	C07	C06	C05	C04	C03			PROPAGATED CARRIES T.S. 11/13 GROUP ENABLE	
							D03						D02						D01														
	E31	E30	E29	E28	E27	E26	E25	E24	E23	E22	E21	E20	E19	E18	E17	E16	E15	E14	E13	E12	E11	E10	E09	E08	E07	E06	E05	E04	E03	E02	E01	E00	PARTIAL SUMS T.S. 16/0
						F03					F02							F01							F00							GROUP CARRY	
	G31	G30	G29	G28	G27	G26	G25	G24	G23	G22	G21	G20	G19	G18	G17	G16	G15	G14	G13	G12	G11	G10	G09	G08								ENABLES T.S. 16/0	
P15	H31	H30	H29	H28	H27	H26	H25	H24	H23	H22	H21	H20	H19	H18	H17	H16	H15	H14	H13	H12	H11	H10	H09	H08	H07	H06	H05	H04	H03	H02	H01	H00	FINAL SUM T.S. 7/9
R32	R31	R30	R29	R28	R27	R26	R25	R24	R23	R22	R21	R20	R19	R18	R17	R16	R15	R14	R13	R12	R11	R10	R09	R08	R07	R06	R05	R04	R03	R02	R01	R00	COEFFICIENT OUTPUT T.S. 16/0

24-31

FINAL SUMMATION

SYNC CHANNEL A T.P. B23 3RH @ E38/39
 SCOPE CHANNEL B AT PLUS 1 CLOCK PERIOD ON 3RH @ E38/39

263	262	261	260	259	258	257	256	255	254	253	252	251	250	249	248	
C33, C20	C48	C17, D5	D61	D24, D63	A25	A20, A29	A31	A11, A10	B50	B49	TEST POINT					
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

247	246	245	244	243	242	241	240	239	238	237	236	235	234	233	232	
A47, C2	C13	C64, C34	C35	D64, C24	C1	C16, D40	D39	D65, D42	D1	D8	TEST POINT					
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

231	230	229	228	227	226	225	224	223	222	221	220	219	218	217	216	215	
D53, D2	A45	A17, A18	A48	A46, B59	B51	B2, B1	B6	B3, B69	B62	B71, B72,	TEST POINT						
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

FINAL SUM

X2100S0202
 A-1311C

ERROR CONDITION
 TEST POINT, C36

J16 TERM EXPONENT OUT RANGE

24-32

B2 AFTER FANOUT

SFR LOCATION 1002

SYNC CHANNEL A T.P. B24 (3RH) @ E38/39
 SCOPE CHANNEL B 3RG @ E36/37 AT THE SAME TIME

2-00	2-1	2-2	2-3	2-4	2-5	2-6	2-7	2-8	2-9	2-10	2-11	2-12	2-13	2-14	2-15	
	<u>A57</u>	<u>B70</u>	<u>B52</u>	<u>B51</u>	<u>A51</u>	<u>A49</u>	<u>A52</u>	<u>B49</u>	<u>A16</u>	<u>A20</u>	<u>A27</u>	<u>A23</u>	A21	<u>A29</u>	<u>A14</u>	
	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	<u>B2</u>
<u>1</u>	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	B2

2-16	2-17	2-18	2-19	2-20	2-21	2-22	2-23	2-24	2-25	2-26	2-27	2-28	2-29	2-30	2-31
<u>A18</u>	<u>A38</u>	<u>A2</u>	<u>A4</u>	<u>A25</u>	<u>D40</u>	<u>D38</u>	<u>D33</u>	<u>D31</u>	<u>D52</u>	<u>D50</u>	<u>D35</u>	<u>D37</u>	C4	<u>C31</u>	<u>C50</u>
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

2-32	2-33	2-34	2-35	2-36	
<u>C10</u>	<u>C29</u>	<u>C12</u>	<u>C27</u>	<u>C23</u>	
—	—	—	—	—	<u>B2</u>
—	—	—	—	—	B2

A-1310D

X2024C0101

24-33

SYNC CHANNEL A T.P. B23 3RH @ E38/39
 SCOPE CHANNEL B AT PLUS 1 CLOCK PERIOD ON 3RH @ E38/39

263	262	261	260	259	258	257	256	255	254	253	252	251	250	249	248
C33, C20	C48	C17, D5	D61	D23, D63	A25	A20, A29	A31	A11, A10	B50	B49	TEST POINT				
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

247	246	245	244	243	242	241	240	239	238	237	236	235	234	233	232
A47, C2	C13	C64, C34	C35	D64, C24	C1	C16, D40	D39	D65, D42	D1	D8	TEST POINT				
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

231	230	229	228	227	226	225	224	223	222	221	220	219	218	217	216	215
D53, D2	A45	A17, A18	A48	A46, B59	B51	B2, B1	B6	B3, B69	B62	B71, B72,	TEST POINT					
—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

FINAL SUM

X2100S0202

A-1311B

ERROR CONDITION
 TEST POINT, C36

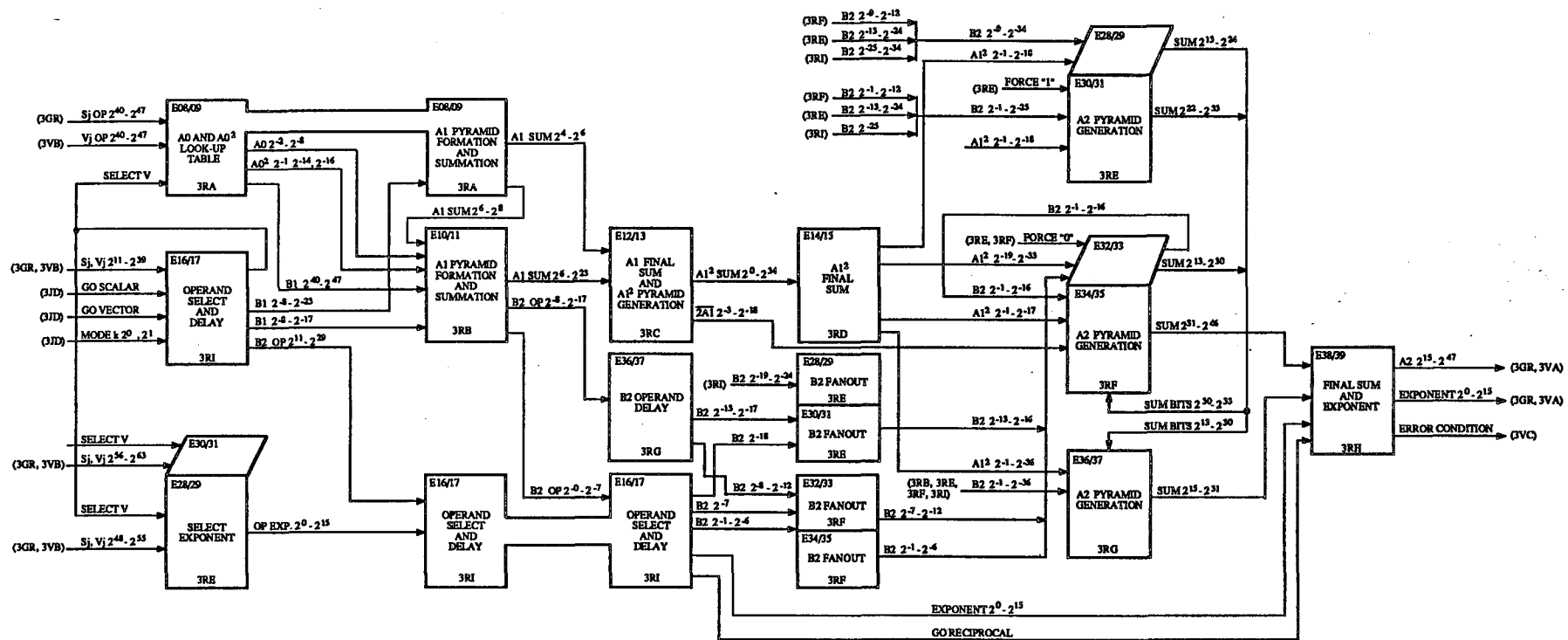
J16 TERM EXPONENT OUT RANGE

24-34

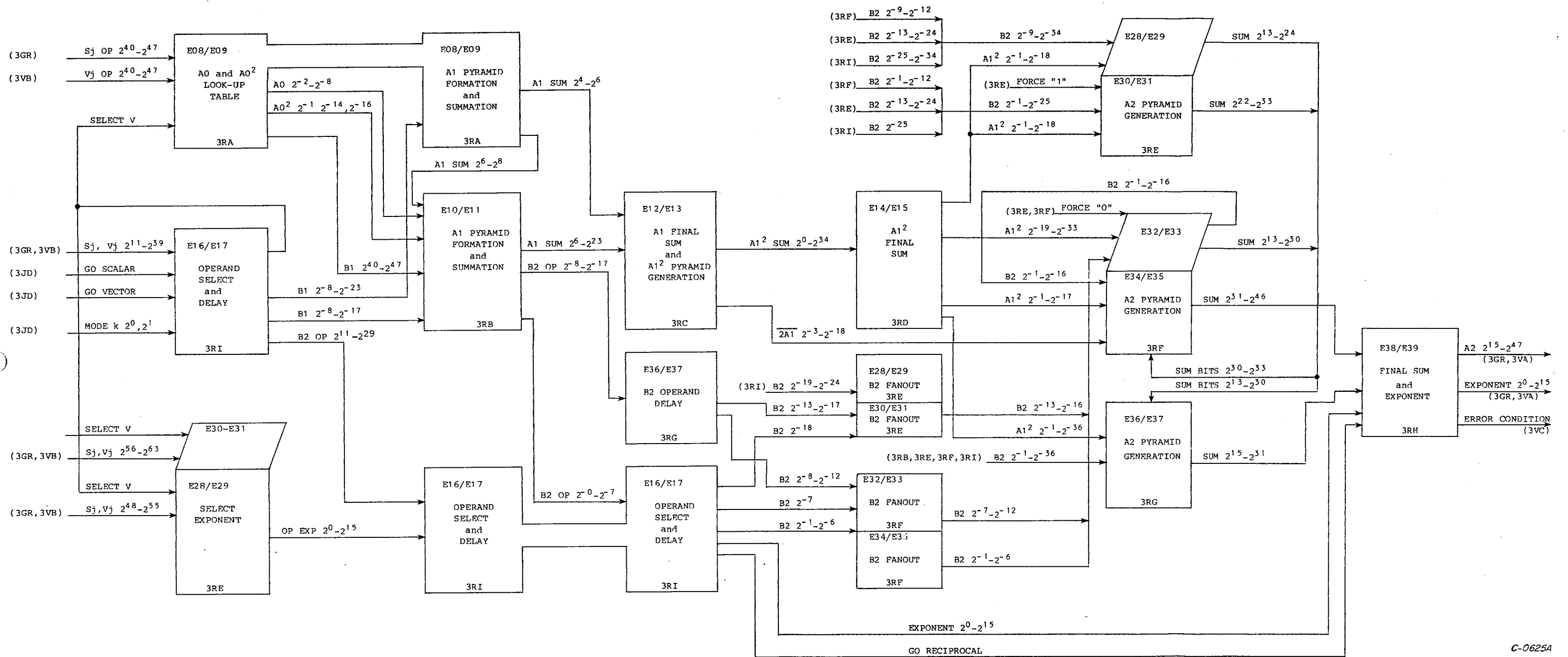
SYNC POINTS

SCALAR	CP2	CP3	CP4	CP5	CP6	CP7	CP8	CP9	CP10	CP11	CP12	CP13	CP14	
3RI	<u>C4</u>	<u>D69</u>	<u>D67</u>	<u>D06</u>	<u>D10</u>		<u>B26</u>	<u>B36</u>	<u>B24</u>	<u>B38</u>	<u>B39</u>	<u>B35</u>	<u>B23</u>	3RH
VECTOR	CP5	CP6	CP7	CP8	CP9	CP10	CP11	CP12	CP13	CP14	CP15	CP16	CP17	
3RI	<u>C4</u>	<u>D69</u>	<u>D67</u>	<u>D6</u>	<u>D10</u>		<u>B26</u>	<u>B36</u>	<u>B24</u>	<u>B38</u>	<u>B39</u>	<u>B35</u>	<u>B23</u>	3RH

A-1312A



CRAY X-MP FLOATING RECIPROCAL APPROXIMATION
FUNCTIONAL UNIT (CPU 0)



EXPONENT

3RE H28/29 AND H30/31

I90 = MODE SELECT Sj OR Vj
I60 = Vj BIT 2^{48} OR 2^{56}
I50 = Sj BIT 2^{48} OR 2^{56}

BOOLEAN R70 = MUX (I60 I50); DCD (I90); T2
 ↓
R77 = I57 I90' + I67 I90; T2

EXPONENT BIT 2^{48} - 2^{55} ON 3RE AT H28/29
EXPONENT BITS 2^{56} - 2^{63} ON 3RE AT H30/31

3RI AT E16/E17

T.P. <u>C28</u>	B48 = I100; T2	EXPONENT BIT 2^0 - 2^{15} DELAYED
T.P. <u>B03</u>	C48 = B48; T2	
T.P. B31	D48 = C48; T2	
	E48 = D48; T2	
	F48 = E48; T2	
T.P. <u>C58</u>	G48 = F48; T2	
T.P. C13	R60 = G48; T2	

3RH AT E38/39

I70 → R60 FROM 3RI

J00-J15 = I70 - I85 EXPONENT BIT 2^0 - 2^{15}

I83 = 2^{13} EXPONENT
I84 = 2^{14} EXPONENT

BOOLEAN J16 = I83 I84 + I83' I84' T2

J16 = OVERFLOW OR UNDERFLOW

A-1641

3RH At E38/39

T.P.	<u>B15</u>	J00 = I70; T2	EXPONENT BIT 2^0-2^{15}
	<u>B04</u>	K00 = J00; T2	
	<u>B56</u>	L00 = K00; T2	
	<u>B63</u>	O00 = L00; T2	

COMPLEMENT EXPONENT AND ADD IN A TWO

T.P.	A43	O16 = L16; T2	EXPONENT OUT OF RANGE
	A37	O19 = N02; T2	EXPONENT = 20000 OR 20001

BOOLEAN	$P15' = O19' O16'$
	$P15 = O19 + O16$

P15 = EXPONENT IS EQUAL TO 20000 OR 20001 OR OUT OF RANGE

$Q3 = \overline{P15}$ S06 GO VECTOR/SCALAR IF NO OUT OF RANGE CONDITION

BOOLEAN	R40 = O00' Q03; T2
	R41 = O01 Q03; T2
	\downarrow
	R53 = Q01 Q03 + P15 S06; T2
	R54 = Q02 Q03 + P15 S06; T2
	R55 = O15 S06; T2
	R56 = P15 S06; T2

A-1641

R41 = ADD IN A 2 VALVE
R40 - R55 = EXPONENT BIT 2^0-2^{15}
R54 - R55 = FORCED TO A 1 IF A RANGE ERROR TO MAKE A 060000 EXPONENT OR 160000 EXPONENT
R56 = SENDS A FLOATING POINT ERROR FLAG TO THE EXCHANGE PACKAGE

$$\text{Form } A_1 = -2A_0 + A_0^2 B$$

Generate $-2A_0$ AND A_0^2

3RA @ E08/09

Generate $-2A_0$

P00 = I98 Select Vector

I00 = Sj bit 2^{40}

I10 = Vj bit 2^{40}

Boolean $R40 = I00 P00' + I10 P00; T2$

$R47 = I07 P00' + I17 P00; T2$

$R40-R47 = \text{Exponent } 2^{40-2^{47}}$
Scalar or Vector

$A00 = R40 = \text{becomes B0 data bit } 2^{-7}$

$A06 = R46 = \text{B0 data bit } 2^0$

1. Upper 8 bit of the coefficient are left shift by 1 place puts exponent in the range of 1.000 - 1.774.
2. Look-up value for A_0 and A_0^2 .
3. A_0 becomes $-2A_0$
 - a) Complement A0 for a $-A_0$
 - b) Shift $-A_0$ left 1 place for a multiply by 2.

A-1644

Generate - 2A₀ (continued)

- c) Send the value of -2A₀ to the A₁ pyramid which is added in on the 3RB and 3RA.

Boolean $R0' = A00 D30 + A00' D31 + D32; T2$ \downarrow $R06' = A00' C51 + C87; T2$

R0-R06 = 2A₀ data bit 2⁻² - 2⁻⁸ added in on the first 3 bit add on the 3RB for bit position 2⁴¹-2⁴⁷.

R0-R05 = Are added in on the 3RA during the second 3 bit add for bit position 2²⁴-2²⁹.

Generate A₀²

Look-up the value on 3RA which is A₀ * A₀

Form A₁ pyramid A₀² B

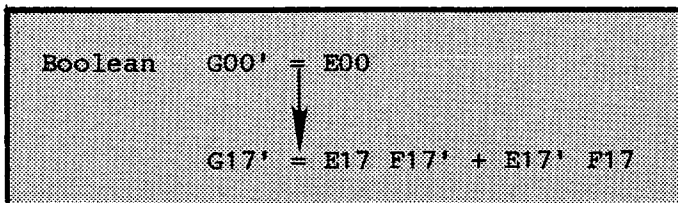
A₀² * B A₀² = Look-up value
 B = Coefficient bits 2²⁴-2⁴⁷ becomes 2⁻²³-2⁰

1. Form the A₁ pyramid of A₀² * B on 3RB and 3RA.
2. Add the pyramid using 3-bit add on 3RA and 3RB.
3. Finish the Add using 2-bit add on the 3RC.

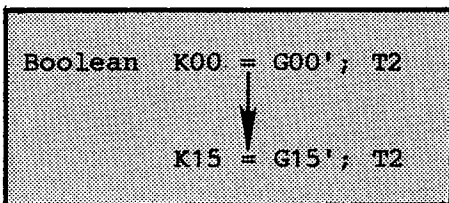
A-1644A

A1 Final Sum

3RC E12/13



G0-G17 are the final sum of A1 equation retain only upper 18 bits.

Delay 16 bit of $\overline{A1}$ 

L00 = K00; T2 Delayed $\overline{A1}$ bit 2-18

M00 = L00; T2

T.P. C72 R00 = M00; T2 Can scope A1 on R term on 3RC bit 2-18

NOTE: $\overline{A1}$ can be partially scoped on the 3RC after it was delayed for 3 C.P.

18 bit of A1 were used to generate $A1^2$ 3 C.P. earlier. You are not scoping the true A1 which was used to generate $A1^2$.

A-1644A

$$\text{Form } A_2 = -2A_1 + A_1^2$$

Generate A_1^2

3RC @ H12/13 generate $A_1 * A_1$

18 bits of A_1 time 18 bits of A_1 gives a total 36 bit results.

The logical products are generated on the 3RC and 3 levels of 3-bit add to sum the pyramid.

3RD @ H14/15 finishes adding $A_1 * A_1$ using 3 bit and 2 bit adds.

NOTE: The final A_1^2 can be scoped on the 3RD R terms.

R35 - R00

R35 = Bit 2^{-1} or bit 2^{47}

↓
R00 = Bit 2^{-35} or bit 2^{12}

Delay B2 Bit 2^{11-246}

3RI @ E16/17

X00 = R90 Select Vector

Boolean $A_{11} = \text{MUX } (I_{11} I_{51}) : \text{DCD } (X00'); T_2$

↓
 $A_{39} = \text{MUX } (I_{79} I_{39}) : \text{DCD } (X00); T_2$

A11-A39 B2 bit 2^{11-239}

3RA @ E08/09

P00 = Select Vector

Boolean $R_{40} = I_{00} P_{00}' + I_{10} P_{00}; T_2$

↓
 $R_{47} = I_{07} P_{00}' + I_{17} P_{00}; T_2$

R40-R47 B0, B1, B2 bit 2^{40-247}

A-1644

3RI Bit 2¹¹-2³⁹

3RI module @ E16/17 sends bits 2³⁹-2³⁰ to the 3RB and bit 2³⁹-2²⁴ to the 3RA to generate the A1 pyramid. The 3RI retain bits 2¹¹-2²⁹.

The 3RB gives the 3RI bits 2⁴⁰-2⁴⁷ to be delayed with 3RI's bits 2¹¹-2²⁹.

3RB sends bits 2³⁹-2³⁰ to the 3RG to be delayed along with the 3RI bit 2¹¹-2²⁹ and 2⁴⁰-2⁴⁷.

NOTE: B2 can be scoped after the fanout on the 3RG @ E36/37

Form A2 pyramid A₁² B

Fanout B2 and A₁² to generate the A2 pyramid.

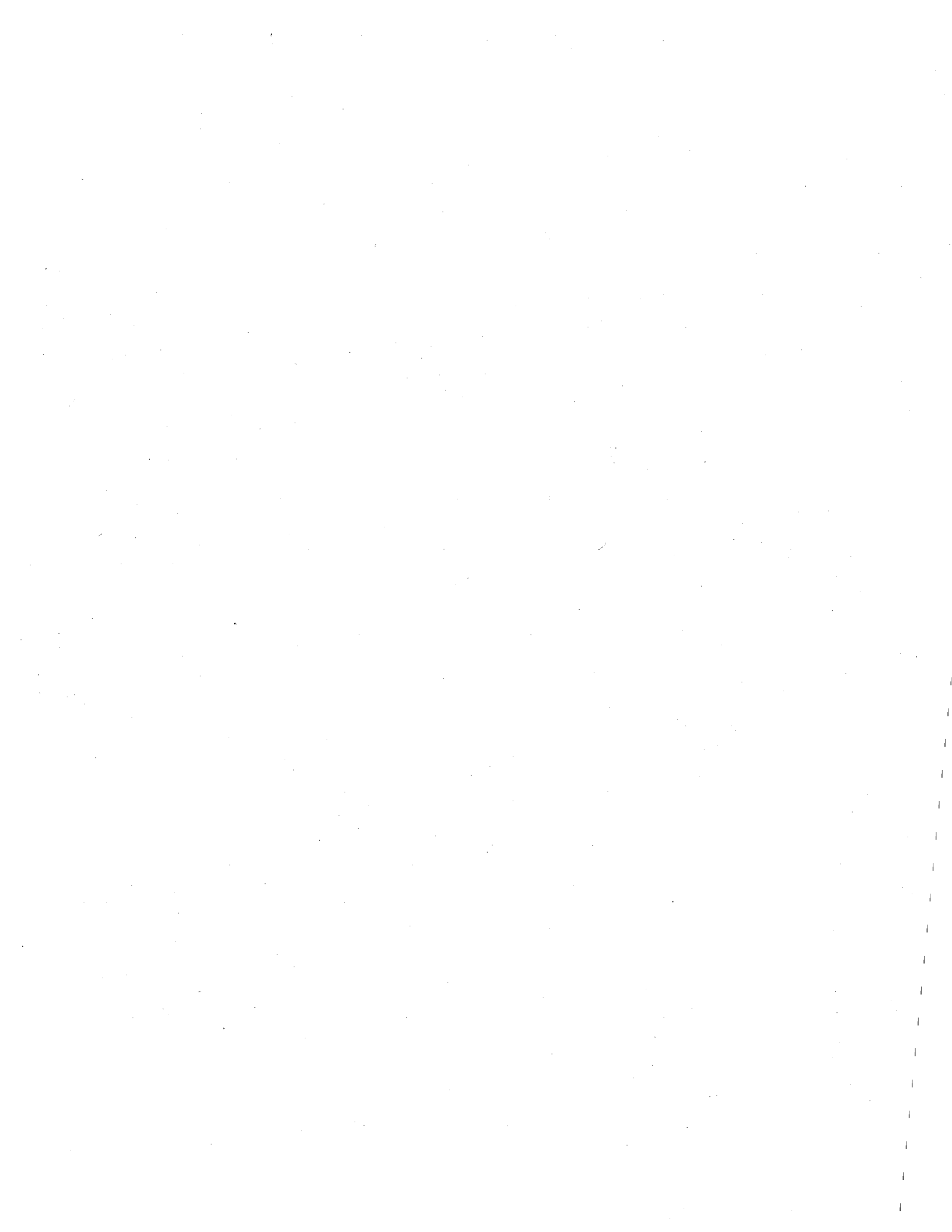
Perform the logical products and add the pyramid using 3-bit add on the 3RE, 3RF and 3RG modules.

Finish the summation on the 3RH and send the exponent and 33 bit of the coefficient to the 3GR or 3VA. Only upper 30 bits are accurate.

3

3

3



FLOATING-POINT MULTIPLY FUNCTIONAL UNIT

The Floating-point Multiply Functional unit is shared by the Scalar and Vector registers. Two Floating-point operands are sent to the functional unit. The exponents are added together and the sign bit of the coefficients are exclusive ORed. The coefficients are then multiplied. Only the upper half of the multiply pyramid is retained.

The Floating-point Multiply can also multiply the integer numbers together by leaving the exponent areas equal to zero in both operands.

The Floating-point Multiply can also perform a third iteration for more accuracy when doing a Reciprocal Approximation. This is the maximum number of iterations that can be generated and still receive correct results.

Floating-point Multiply has the same range error conditions as the Floating-point Add Functional unit. If an overflow condition exists the result registers will receive an exponent equal to 60000 and the calculated coefficient. A flag is sent to the exchange package indicating a floating-point range error. An underflow condition sends all zeros to the result register. This time a flag is not sent to the exchange package.

FLOATING-POINT MULTIPLY (Modules involved)

3MA MODULE

The 3MA module forms parts of the multiply pyramid by performing logical products. After the logical products are formed, the 3MA module will begin adding its portion of the pyramid using 3-bit adds. The 3MA will also fanout portions of the J and K operand to the 3MB modules.

3MB MODULE

The 3MB module performs the same functions as the 3MA module. However, the 3MB is handling different bits of the pyramid. The 3MB module will also fanout portions of the J and K operand to the 3MA module.

3MC MODULE

The 3MC module inputs portions of the J and K operand. Logical products are generated to form portions of the pyramid. After the logical products are formed the 3MC will begin adding the pyramid using 3-bit adds. The 3MC also inputs the exponent bit, $2^{48} - 2^{63}$, which are sent to the 3MK module.

3MD MODULE

The 3MD module will input the J and K operand on the upper end of the pyramid. It will form the logical products and begin adding the pyramid using 3-bit adds. The 3MD module will also continue adding the pyramid from where the 3MB and 3MA modules left off.

3ME MODULE

The 3ME module will input J and K operands for a certain portion of the pyramids. It then forms the logical products and starts to add the pyramid using 3-bit adds. The 3ME will also continue to add the pyramid where the 3MC, 3MA, 3MB and 3MF modules left off.

3MF MODULE

The 3MF module will input certain portions of the J and K operands. It then forms the logical products and starts adding the pyramid using 3-bit adds. The 3MF sums the lower end and the middle of the pyramid.

3MJ MODULE

The 3MJ module completes the summation of the pyramid. It will output the exponent and coefficient to the 3GR and 3VR modules depending upon the type of instruction used, Scalar or Vector. The 3MJ will also output the results for the Second Vector Logical Functional Unit.

3MK MODULE

The 3MK module is the Floating-point Multiply control module. The 3MK module will decode the instruction. Depending on the instruction, it will generate the terms Strong Round, Strong Round Truncation, Weak Round, -1 Constants, or Complement Control. The 3MK also checks for underflow or overflow conditions. The 3MK module will add the exponents and generate the exponent and exponent -1 in the event that normalization is needed. The exponent and exponent -1 are sent to the 3MJ module where the 3MJ will make the decision to send the exponent or exponent -1 out to the 3GR or 3VR modules. The 3MK module also generates forced zeros and ones which are put into the summation of the pyramid. The 3MK also decodes the 140-145 instructions for the Second Vector Logical Functional Unit.

FLOATING MULTIPLY INSTRUCTIONS

SCALAR

064IJK Scalar Floating Product of (SJ) times (SK) to SI
065IJK Scalar Floating Product, half precision, (SJ) times (SK) to (SI)
066IJK Scalar Floating Product, full precision, (SJ) times (SK) to SI
067IJK Scalar Floating Product, 2 minus the product of (SJ) times (SK) to SI

C.A.L. FORMAT

SI SJ*FSK Scalar Floating Product
SI SJ*HSK Half Precision
SI SJ*RSK Full Precision
SI SJ*ISK Iteration, 2 - SJ*SK

DIAGNOSTIC APPLICATIONS

3SFM

3SMU

FLOATING MULTIPLY INSTRUCTIONS

VECTOR

- 160IJK Vector Floating Product (SJ) times (VK ELEMENTS) to VI
- 161IJK Vector Floating Product (VJ ELEMENTS) times (VK ELEMENTS) to VI
- 162IJK Half Precision, (SJ) times (VK ELEMENTS) to VI
- 163IJK Half Precision, (VJ ELEMENTS) times (VK ELEMENTS) to VI
- 164IJK Full Precision, (SJ) times (VK ELEMENTS) to VI
- 165IJK Full Precision, (VJ ELEMENTS) times (VK ELEMENTS) to VI
- 166IJK Iteration, 2 - (SJ) times (VK ELEMENTS) to VI
- 167IJK Iteration, 2 - (VJ ELEMENTS) times (VK ELEMENTS) to VI

C.A.L. FORMAT

- VI SJ*FVK Vector, Scalar Product
- VI VJ*FVK Vector, Vector Product
- VI SJ*HVK Half Precision, Vector Scalar
- VI VJ*HVK Half Precision, Vector Vector
- VI SJ*RVK Full Precision, Vector Scalar
- VI VJ*RVK Full Precision, Vector Vector
- VI SJ*IVK Iteration, 2 minus Vector Scalar
- VI VJ*IVK Iteration, 2 minus Vector Vector

FLOATING POINT
MULTIPLY CONTROL

SCALAR		H ²	H ¹	H ⁰	
	0 6	1	0	0	iJK
	0 6	1	0	1	iJK - Strong Round
	0 6	1	1	0	iJK - Weak Round
	0 6	1	1	1	iJK - Compliment Control

VECTOR		H ²	H ¹	H ⁰	
	1 6	0	0	0	iJK
	1 6	0	0	1	iJK
	1 6	0	1	0	iJK
	1 6	0	1	1	iJK
					Strong Round
	1 6	1	0	0	iJK
	1 6	1	0	1	iJK
					Weak Round
	1 6	1	1	0	iJK
	1 6	1	1	1	iJK
					Compliment Control

A-1369

DIVIDE SEQUENCE

$$\underline{S6 = S1/S2}$$

Accurate to 29 bits:

#1	070320	S3 = 1/S2
#2	065613	S6 = S1 * FS3

Accurate to 48 bits:

$$\underline{S6 = S1/S2}$$

#1	070320	S3 = 1/S2
#2	067432	S4 = (2-[S3*S2])
#3	064543	S5 = S4*S3
#4	066651	S6 = S5*S1

#1	$A_1 = 2A_0 - A_0^2B$	First Iteration
	$A_2 = 2A_1 - A_1^2B$	Second Iteration

#2	$S4 = (2-(A_2*B))$	
		Third Iteration

#3	$A_3 = A_2 (2-(A_2*B))$	
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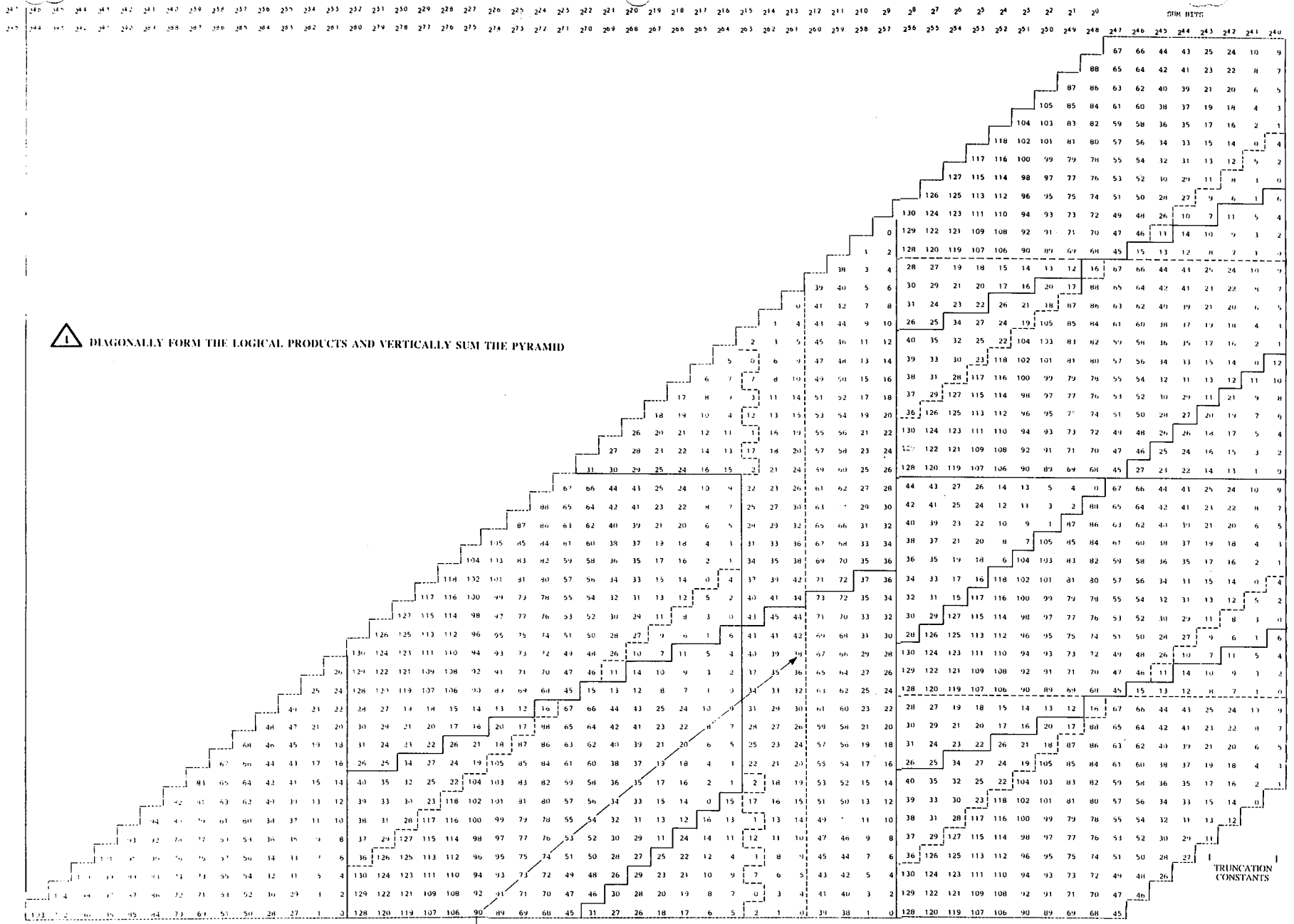
OR

$$A3 = 2A_2 - A_2^2B$$

#4	$S6 = A_3*S1$	Third Iteration * S1
----	---------------	----------------------

HTV-0242

25-7



1 **DIAGONALLY FORM THE LOGICAL PRODUCTS AND VERTICALLY SUM THE PYRAMID**

**K
O
P
E
R
A
N
D**

TRUNCATION
CONSTANTS

1

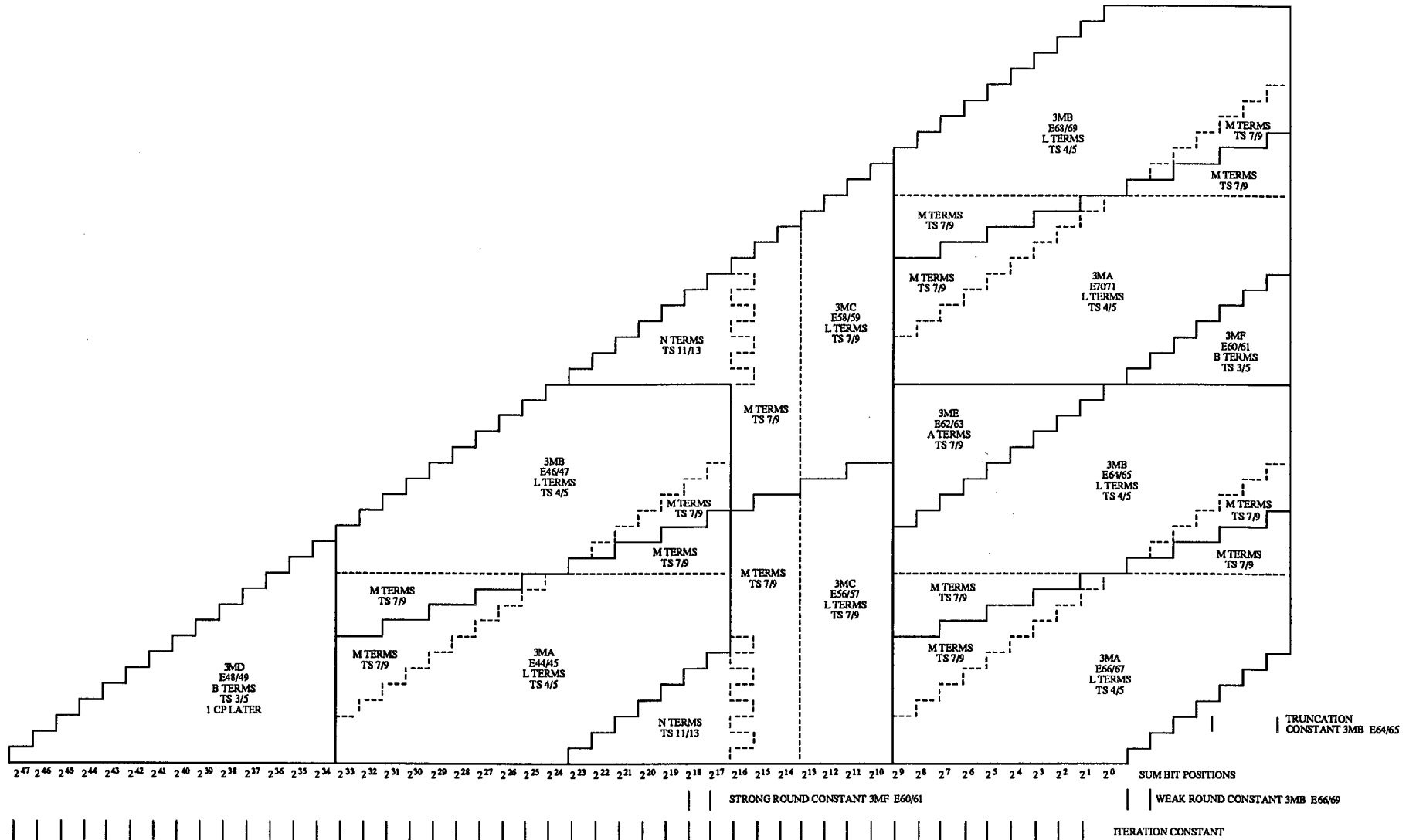
J OPERAND

STRONG ROUND

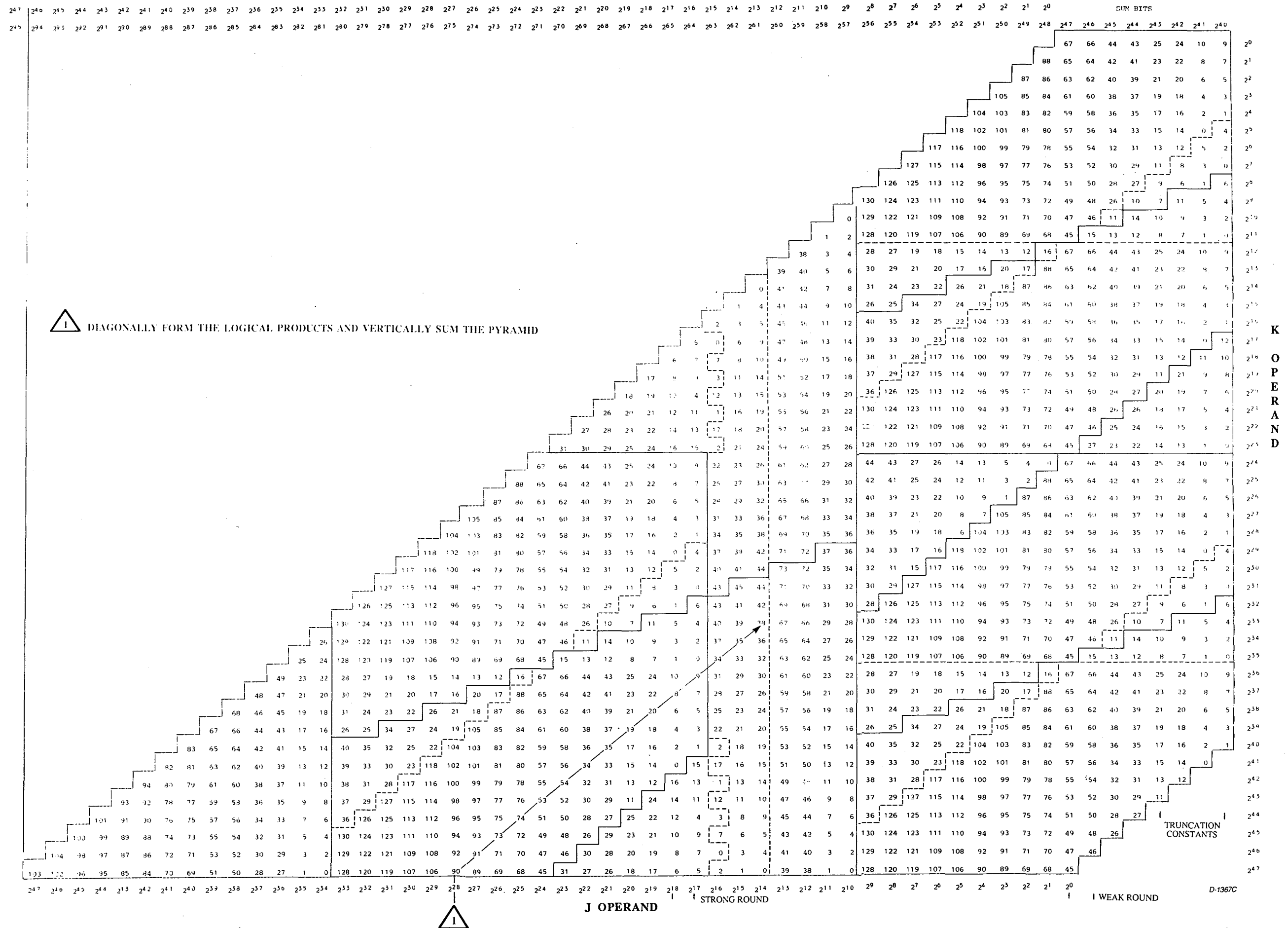
WEAK ROUND

D-1367C

**CRAY X-MP FLOATING POINT MULTIPLY
FUNCTIONAL UNIT PYRAMID GENERATION**



CRAY X-MP FLOATING-POINT MULTIPLY PYRAMID MODULE LOCATION



1 DIAGONALLY FORM THE LOGICAL PRODUCTS AND VERTICALLY SUM THE PYRAMID

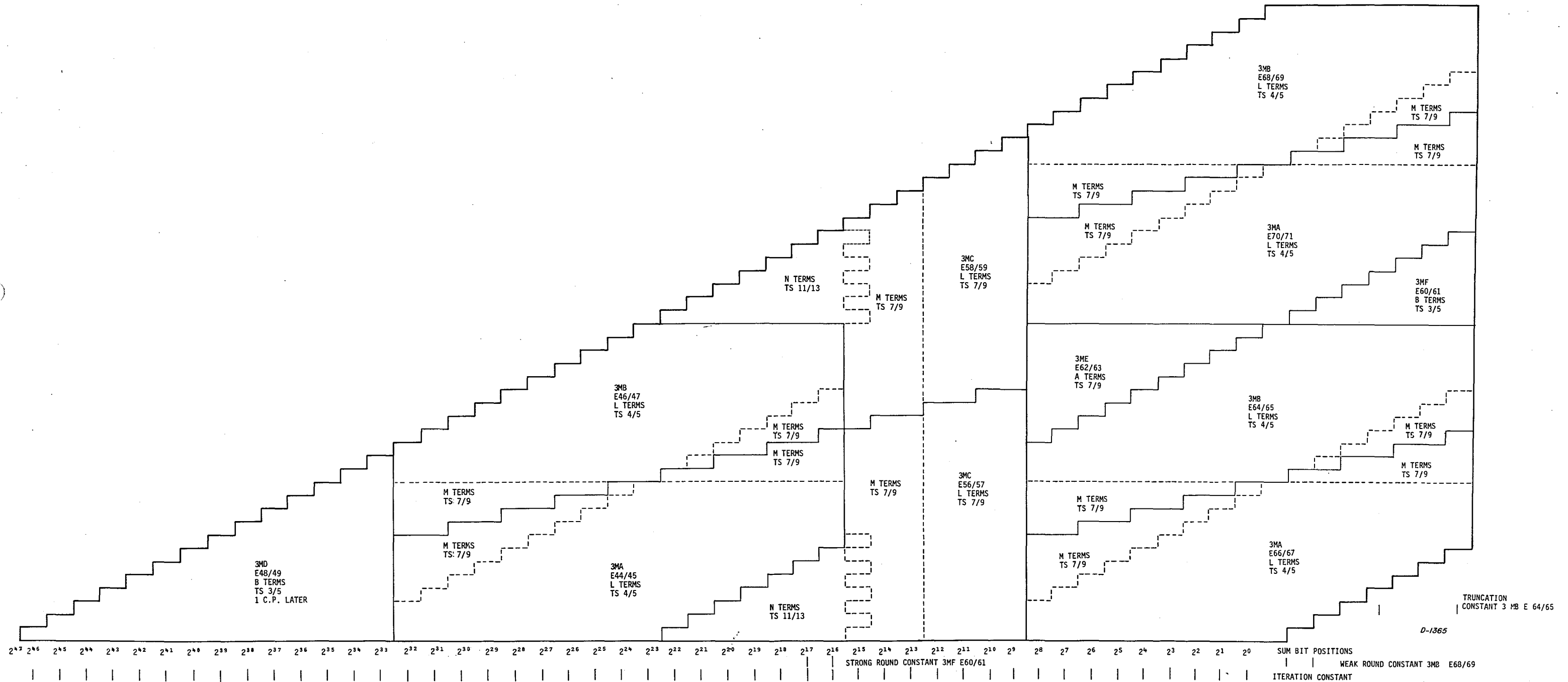
K
O
P
E
R
A
N
D

J OPERAND

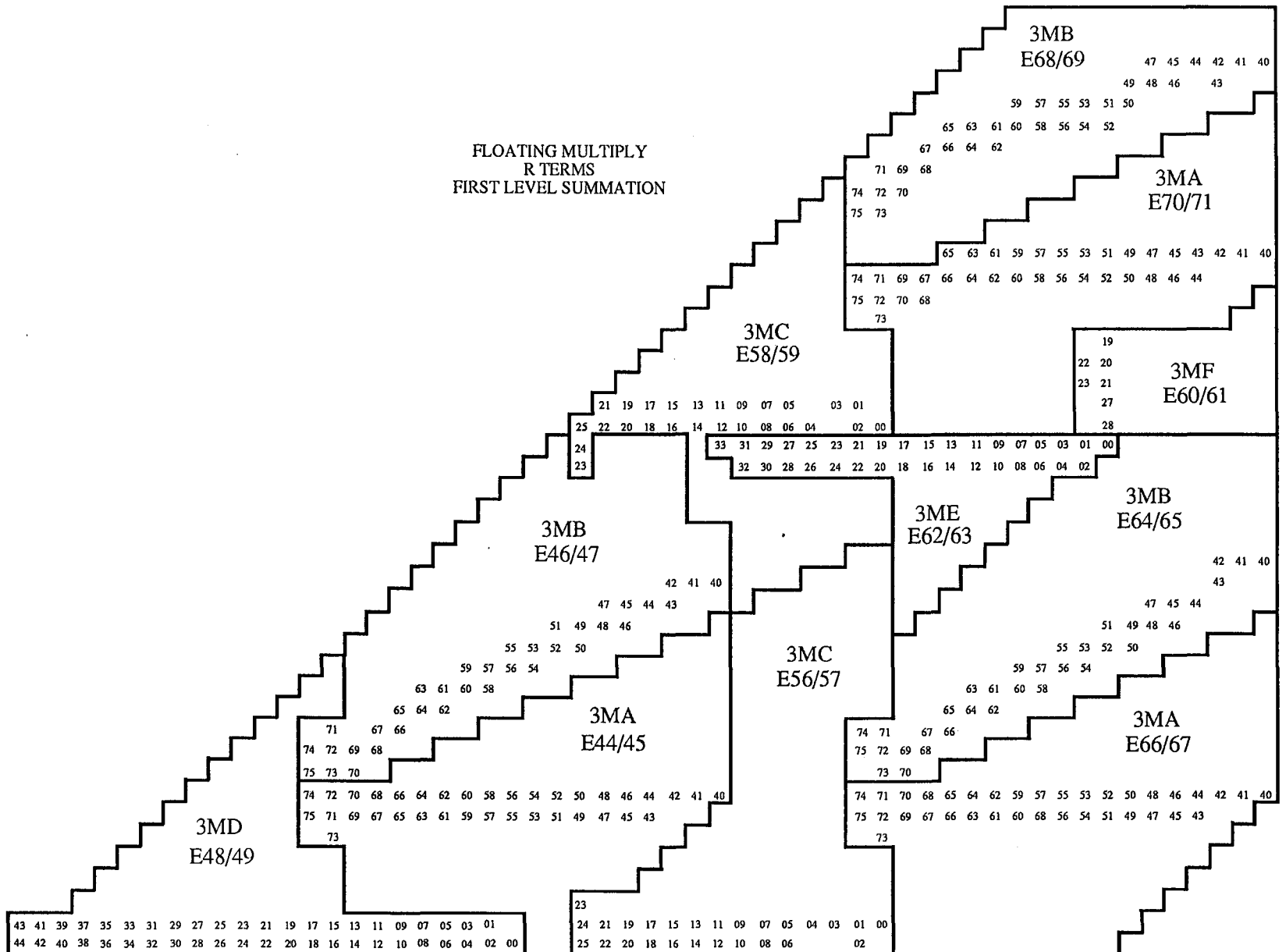
TRUNCATION
CONSTANTS

CRAY X-MP FLOATING POINT MULTIPLY
FUNCTIONAL UNIT PYRAMID GENERATION

D-1367C



FLOATING POINT MULTIPLY PYRAMID MODULE LOCATION



295 294 293 292 291 290 289 288 287 286 285 284 283 282 281 280 279 278 277 276 275 274 273 272 271 270 269 268 267 266 265 264 263 262 261 260 259 258 257 256 255 254 253 252 251 250 249 248 247 246 245 244 243 242 241 240

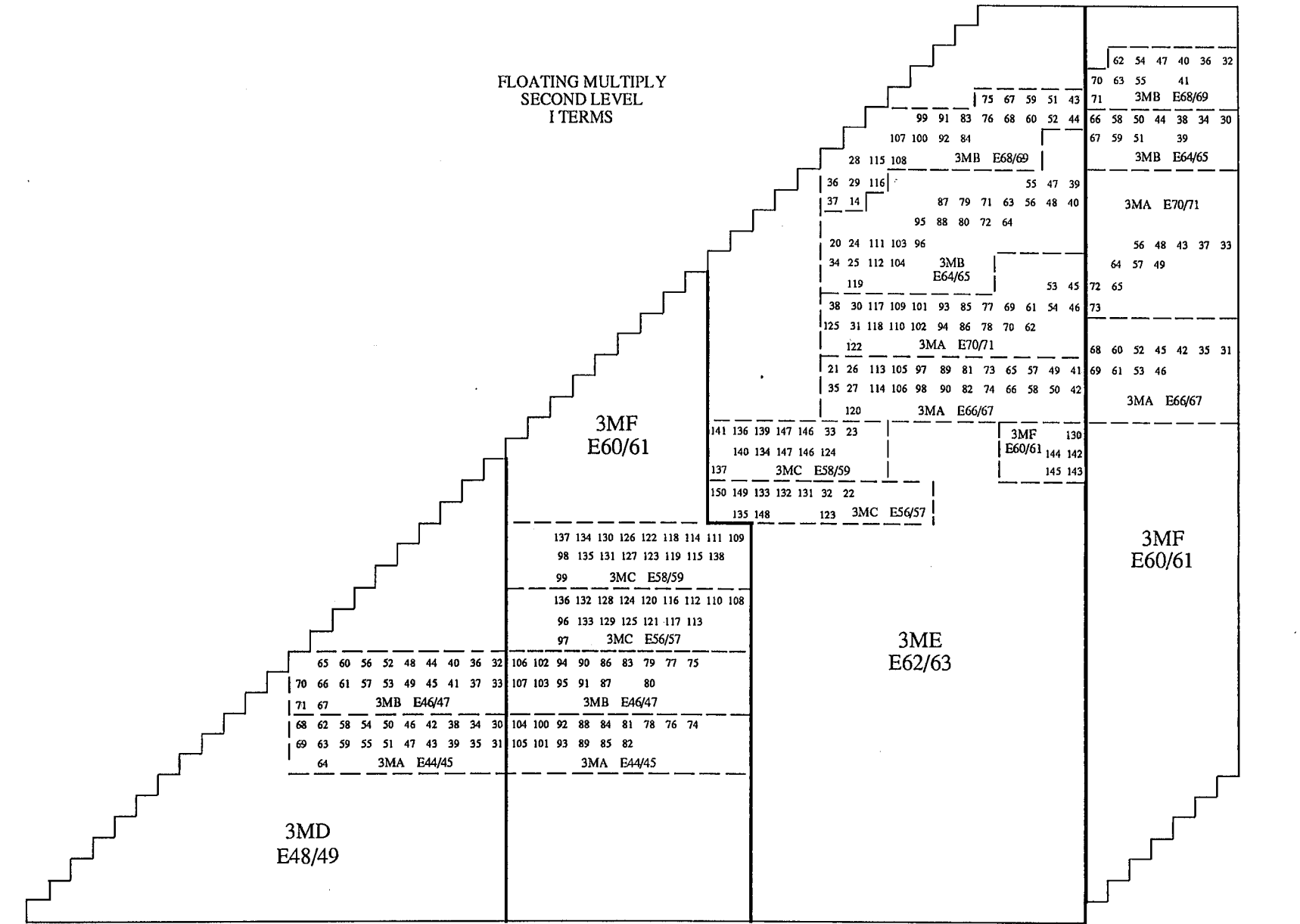
247 246 245 244 243 242 241 240 239 238 237 236 235 234 233 232 231 230 229 228 227 226 225 224 223 222 221 220 219 218 217 216 215 214 213 212 211 210 209 208 207 206 205 204 203 202 201 200

SUM BIT
RESULT BIT POSITION
SHIFT 1 PLACE LEFT

CRAY X-MP/2 FLOATING MULTIPLY
FIRST LEVEL SUMMATION
R TERMS
(SHEET 1 OF 4)

25-10

FLOATING MULTIPLY
SECOND LEVEL
I TERMS



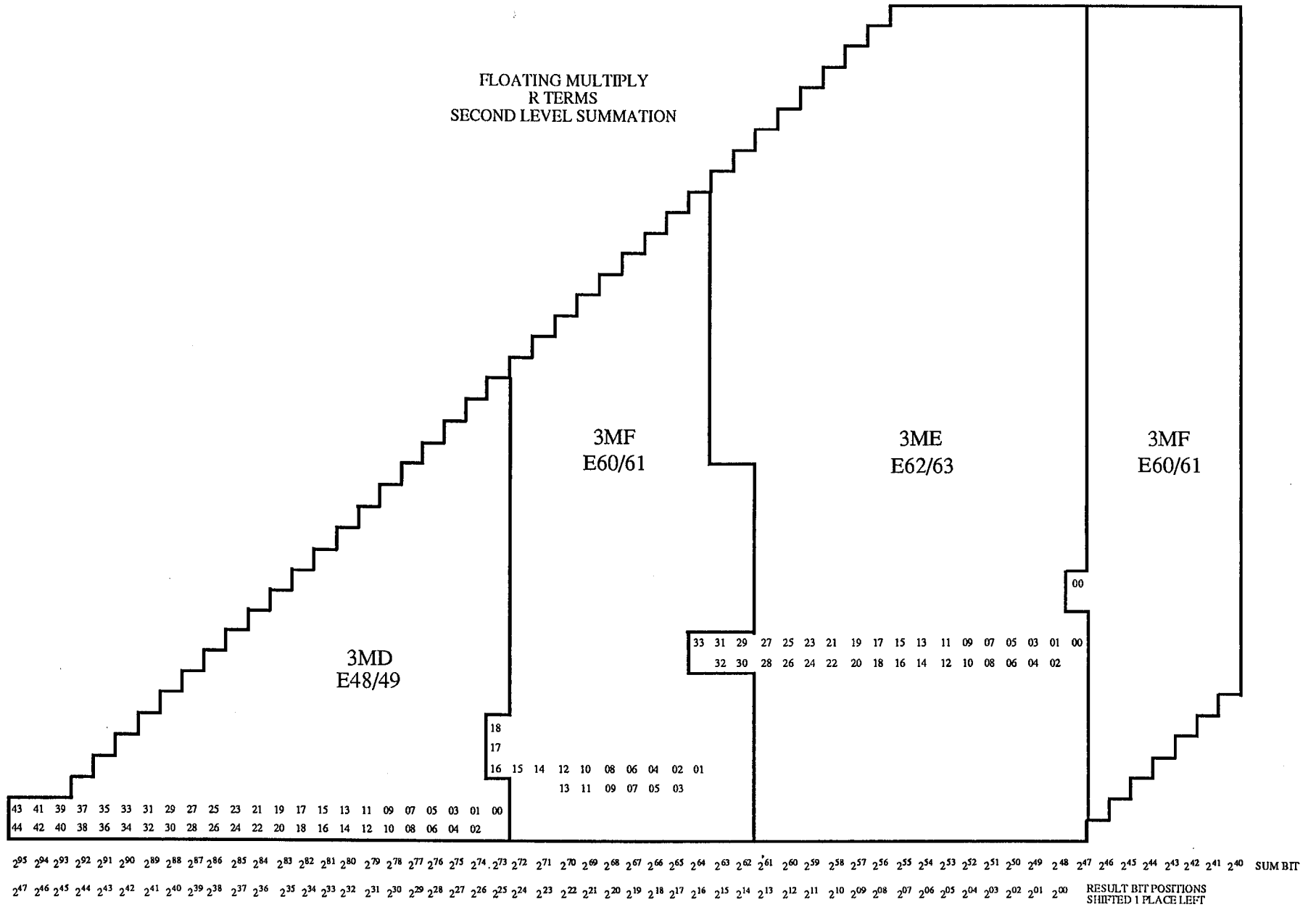
2⁹⁵ 2⁹⁴ 2⁹³ 2⁹² 2⁹¹ 2⁹⁰ 2⁸⁹ 2⁸⁸ 2⁸⁷ 2⁸⁶ 2⁸⁵ 2⁸⁴ 2⁸³ 2⁸² 2⁸¹ 2⁸⁰ 2⁷⁹ 2⁷⁸ 2⁷⁷ 2⁷⁶ 2⁷⁵ 2⁷⁴ 2⁷³ 2⁷² 2⁷¹ 2⁷⁰ 2⁶⁹ 2⁶⁸ 2⁶⁷ 2⁶⁶ 2⁶⁵ 2⁶⁴ 2⁶³ 2⁶² 2⁶¹ 2⁶⁰ 2⁵⁹ 2⁵⁸ 2⁵⁷ 2⁵⁶ 2⁵⁵ 2⁵⁴ 2⁵³ 2⁵² 2⁵¹ 2⁵⁰ 2⁴⁹ 2⁴⁸ 2⁴⁷ 2⁴⁶ 2⁴⁵ 2⁴⁴ 2⁴³ 2⁴² 2⁴¹ 2⁴⁰ SUM BIT

2⁴⁷ 2⁴⁶ 2⁴⁵ 2⁴⁴ 2⁴³ 2⁴² 2⁴¹ 2⁴⁰ 2³⁹ 2³⁸ 2³⁷ 2³⁶ 2³⁵ 2³⁴ 2³³ 2³² 2³¹ 2³⁰ 2²⁹ 2²⁸ 2²⁷ 2²⁶ 2²⁵ 2²⁴ 2²³ 2²² 2²¹ 2²⁰ 2¹⁹ 2¹⁸ 2¹⁷ 2¹⁶ 2¹⁵ 2¹⁴ 2¹³ 2¹² 2¹¹ 2¹⁰ 2⁰⁹ 2⁰⁸ 2⁰⁷ 2⁰⁶ 2⁰⁵ 2⁰⁴ 2⁰³ 2⁰² 2⁰¹ 2⁰⁰ RESULT BIT POSITION
SHIFTED 1 PLACE LEFT

CRAY X-MP/2 FLOATING MULTIPLY
SECOND LEVEL SUMMATION
I TERMS
(SHEET 2 OF 4)

A-4442
X/202C02M
J.E.S.

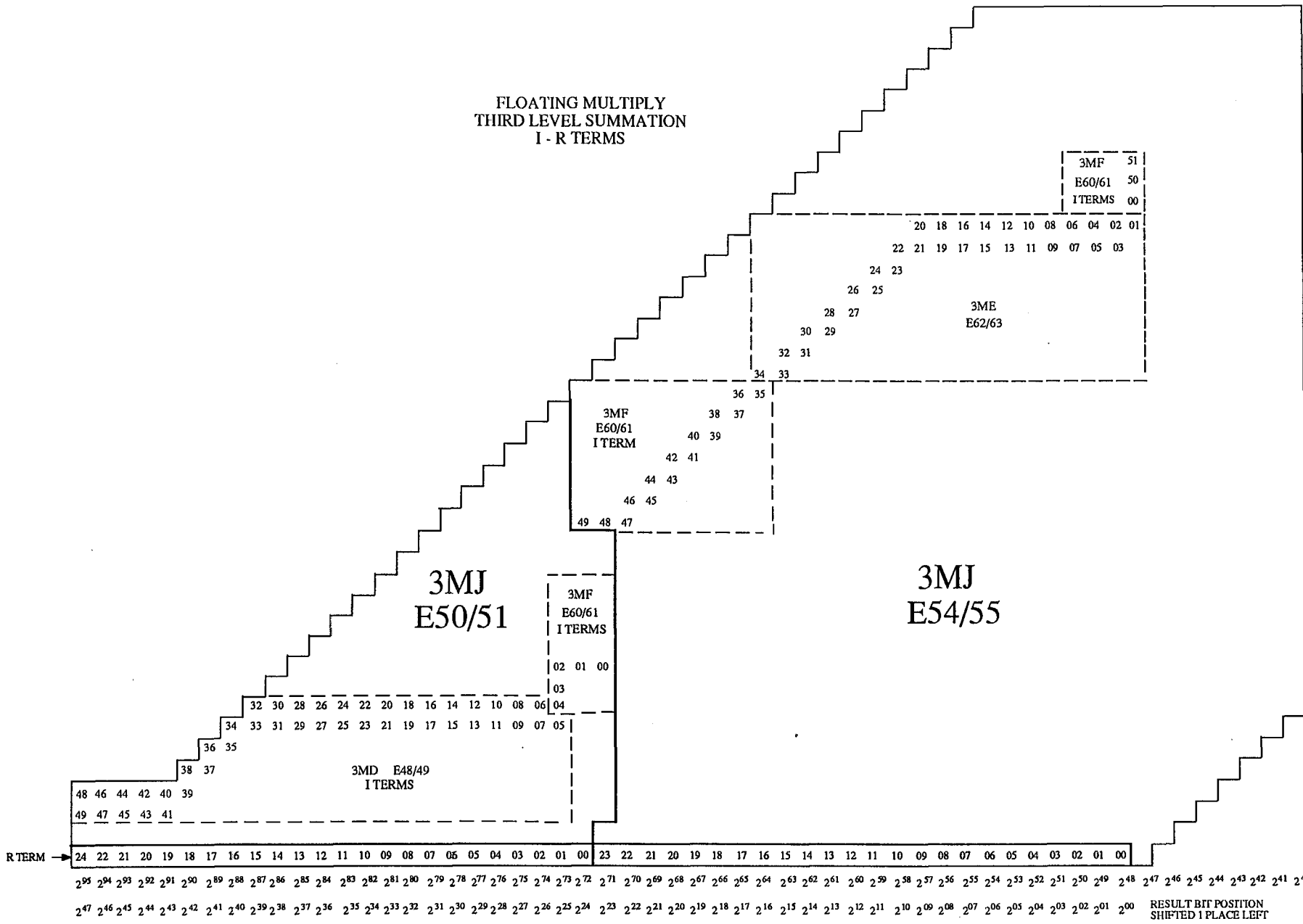
25-11



**CRAY X-MP/2 FLOATING MULTIPLY
SECOND LEVEL SUMMATION
R TERMS
(SHEET 3 OF 4)**

25-12

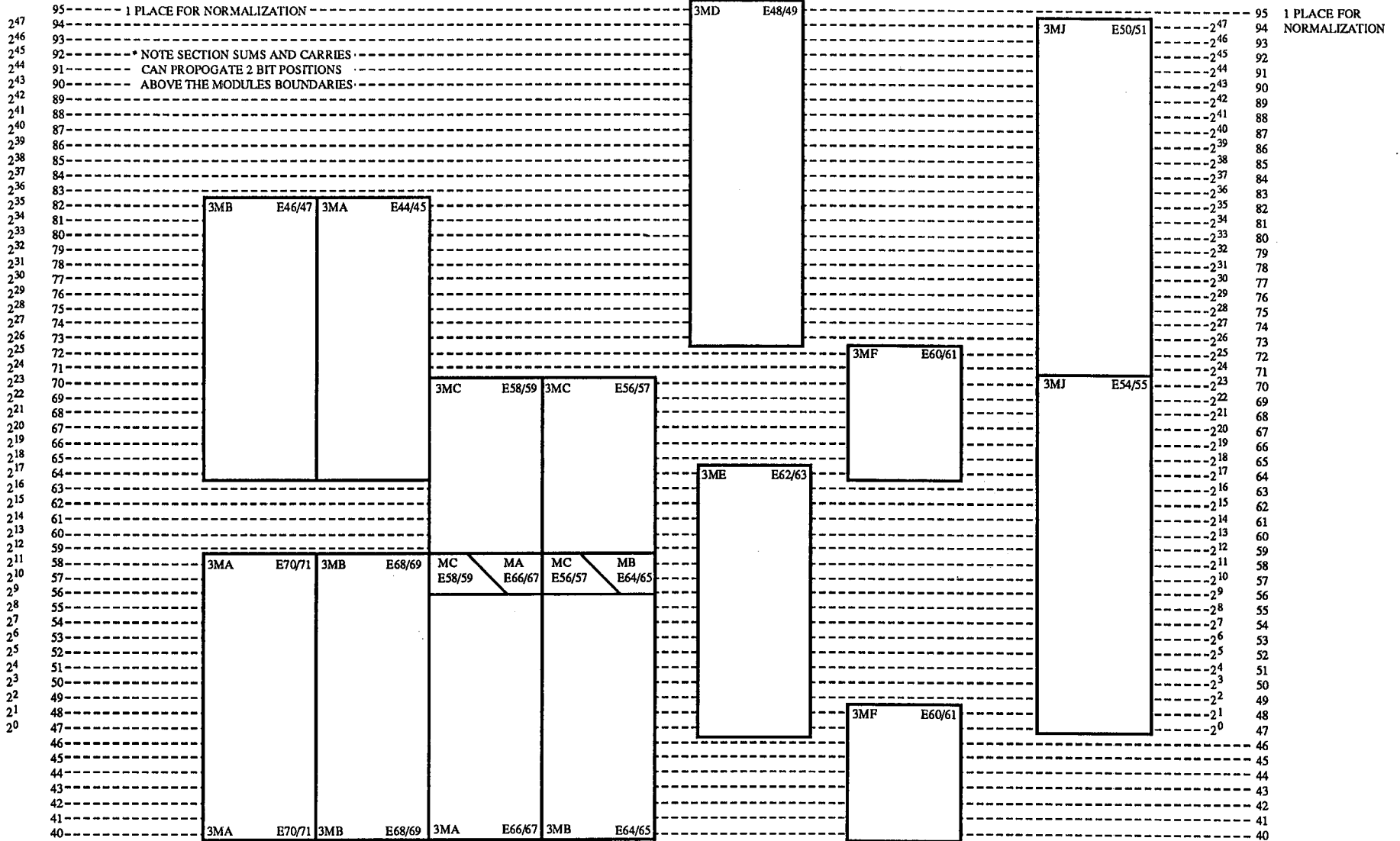
FLOATING MULTIPLY
THIRD LEVEL SUMMATION
I - R TERMS



CRAY X-MP/2 FLOATING MULTIPLY
THIRD LEVEL SUMMATION AND
FINAL SUM
(SHEET 4 OF 4)

SUM BITS SHIFTED

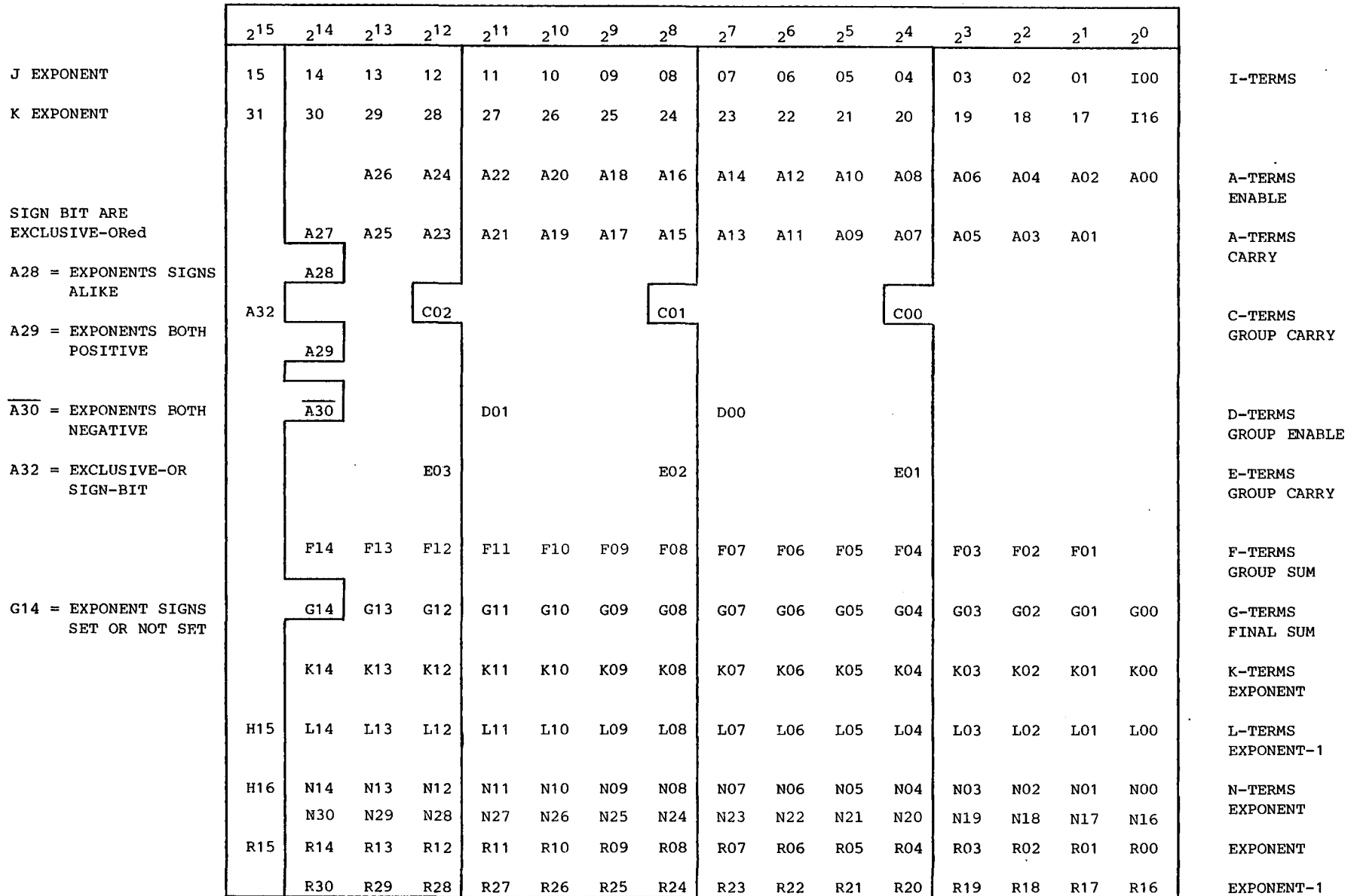
SUM BITS SHIFTED



25-13

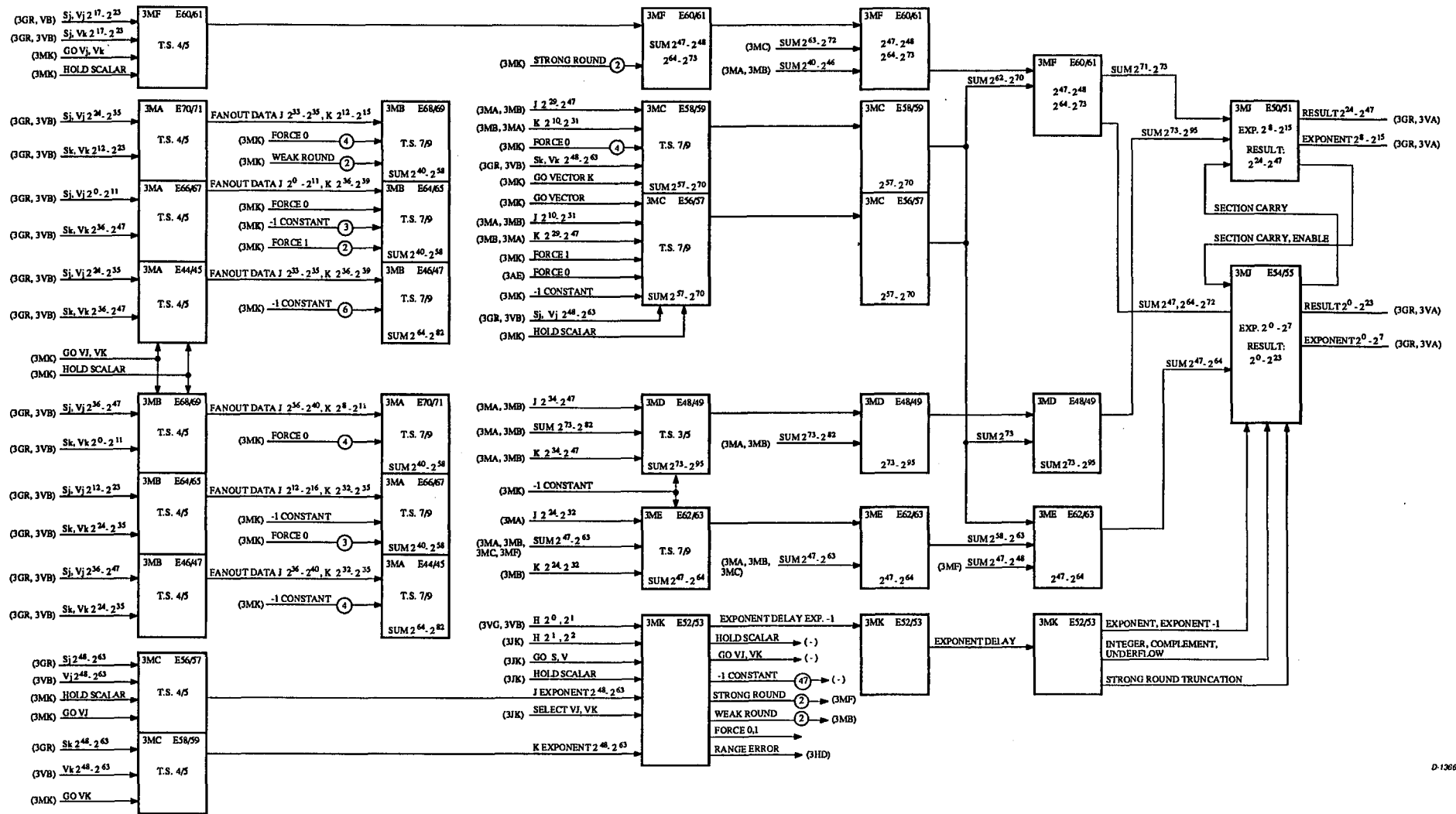
CRAY X-MP FLOATING-POINT MULTIPLY BIT ASSOCIATION

25-14



B-1653D

CRAY X-MP 3MK MODULE DIAGRAM

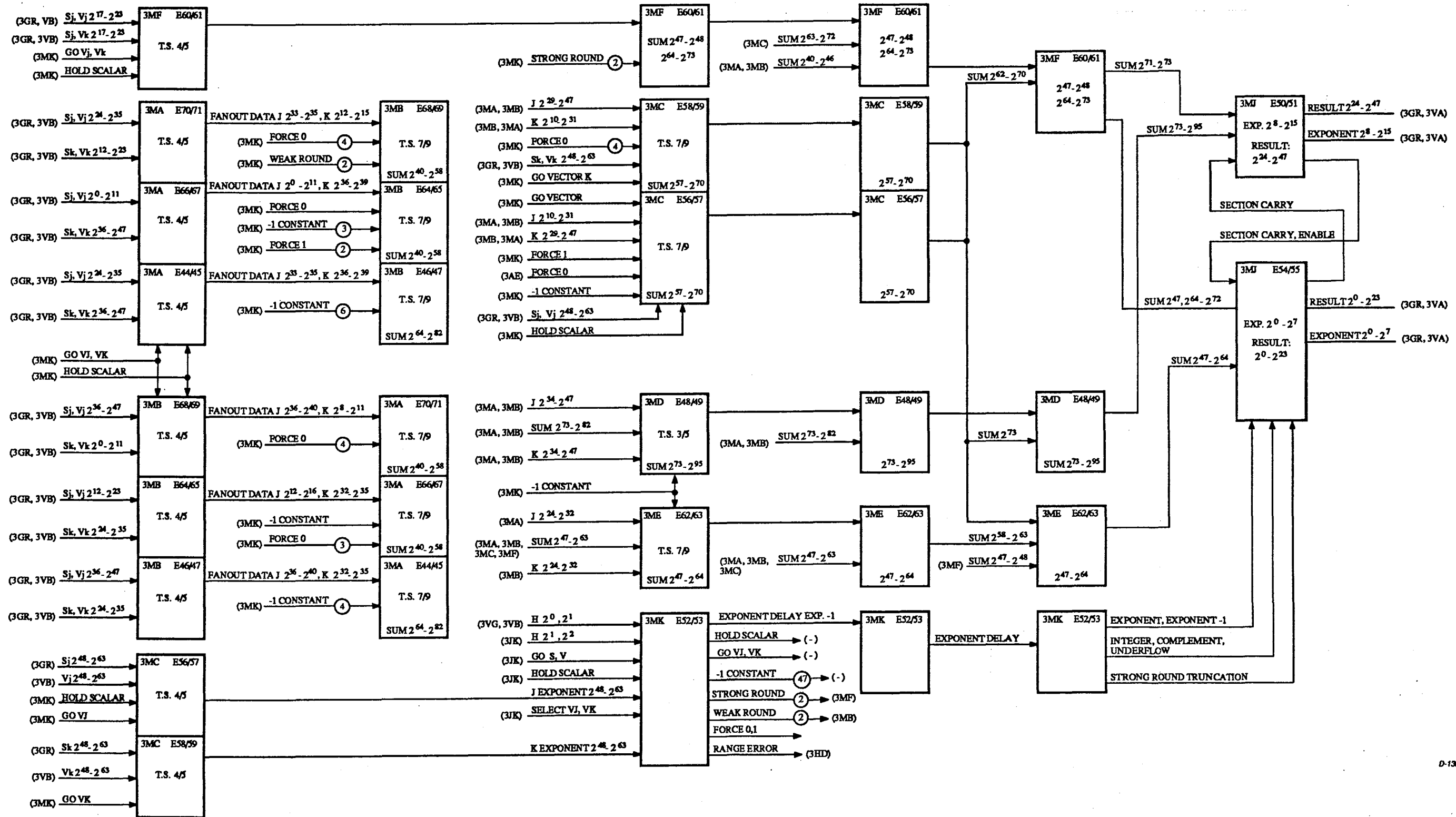


CRAY X-MP FLOATING-POINT MULTIPLY EXPONENT AND COEFFICIENT DATA FLOW

3

3

3



CRAY X-MP FLOATING-POINT MULTIPLY EXPONENT AND COEFFICIENT DATA FLOW

INSTRUCTION CONTROL

I34= H BIT 2⁰ SCALAR INSTRUCTIONS
 I35= H BIT 2¹

I36= H BIT 2¹ VECTOR INSTRUCTIONS
 I37= H BIT 2²

I32= GO SCALAR MULTIPLY

BOOLEAN $H06 = I34 I32 + I36 I32'$; T2
 $H07 = I35 I32 + I37 I32'$; T2

H06 = MODE H BIT 2⁰ FOR SCALAR INSTRUCTION OR
 MODE H BIT 2¹ FOR VECTOR INSTRUCTION

H07 = MODE H BIT 2¹ FOR SCALAR INSTRUCTION OR
 MODE H BIT 2² FOR VECTOR INSTRUCTION

STRONG ROUND BIT = 065

BOOLEAN $H22' = H06' + H07$; T2
 $H22 = [H07' \cdot H06]$; T2

H22 = DECODE OF 065

R32 = H22 ADD 2 ROUND BITS INTO THE
 SUMMATION

STRONG ROUND TRUNCATION

BOOLEAN $R35' = H12' + H13$; T2
 $R35 = [H12 \cdot H13']$

R35 = TRUNCATION THE LOWER 19 BITS OF THE
 RESULTS FOR A 065 INSTRUCTION

A-1652

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 COMPANY PRIVATE

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)

BOOLEAN R31 = H06 H07; T2
R31 = MUX (H07 0); DCD (H06); T2
R31 = H07

R31 = WHEN H BIT 2⁰ AND 2¹ EQUAL A 1
MAKE GO MINUS ONE FOR 067
INSTRUCTION. 48 1-BITS ARE ADDED IN
THE SUMMATION.

T.P.	<u>C20</u>	H08 = H06; T2	H BIT 2 ⁰
	<u>C19</u>	H09 = H07; T2	H BIT 2 ¹
	<u>C14</u>	H10 = H03; T2	
	<u>C16</u>	H11 = H9; T2	
	<u>C12</u>	H12 = H10; T2	
	<u>C10</u>	H13 = H11; T2	

BOOLEAN R34' = H12' + H13'
R34 = [H12 * H13]


R34 = COMPLEMENT THE RESULTS ON THE
OUTPUT TO MAKE $A_3 = 2A_2 - A_2^2 B$
ASSOCIATED WITH THE 067 INSTRUCTIONS.

WEAK ROUND = 066

BOOLEAN R33' = MUX (# H07'); DCD (H06); T2
R33' = H07'; T2
R33 = H07; T2

R33 = ADD 2 ROUND BITS INTO THE
SUMMATION

A-1652A

BOOLEAN B00 = 0000 I00' I01' I02' I03' I04' ##; T2

 B05 = 0000 I26' I27' I28' I29' I30' ##; T2

B0-B05 EXPONENT BITS $2^0-2^{14} = 0$
 FOR J AND K OPERAND

D02 = B00 B01 B02 J EXPONENT = ZERO
 D03 = B03 B04 B05 K EXPONENT = ZERO

H00 = D02 D03; T2
 H05 = H00; T2
 R39 = H05; T2

R39 = BOTH EXPONENTS EQUAL ZERO, SO
 ALLOW THE COEFFICIENT TO LEAVE.

RANGE ERROR

BOOLEAN J02 = H03 G14' + H04' G13 G14 + H02

J02 = H02 EXPONENTS EQUALS 60000

J02 = H04' G13 G14 EXPONENT EQUAL 60000
 FROM A ADDING TO NEGATIVE
 EXPONENTS.

J02 = H3 G14' EXPONENT EQUALS 60000 FROM
 ADD TO POSITIVE EXPONENTS

A-1652

BOOLEAN J03 = G13' G14' H00' H03' + H04 G14 + H01 H00'

J03 = H01 H00' ONE EXPONENT EQUALS ZERO NOT AN INTEGER MULTIPLY


J03 = H04 G14 BOTH EXPONENTS NEGATIVE AFTER ADDING EXPONENTS, BUT NOT AN INTEGER MULTIPLY

J03 = G13' G14' H00' H03' BOTH EXPONENTS POSITIVE BIT 2¹³ AND 2¹⁴ NOT SET AND NOT AN INTEGER MULTIPLY

SET FLAG REGISTER RANGE ERROR

H21 = H20; T2 GO MULTIPLY DELAYED

M00 = J02 J03 M21

BOOLEAN N00 = G00 M00'; T2

 H14' = G14' M00'; T2

N00-N14 = EXPONENT BITS 2⁰-2¹⁴. FORCE EXPONENT EQUAL TO 60000 IF RANGER ERROR

N31 = M00; T2

N32 = N31; T2

R41 = N32; T2

SET FLAG REGISTER

R44 = J03; T2

UNDER FLOW STOP CONTROL TERM GO MULTIPLY

A-1652

3

3

3



CHANNELS

OBJECTIVES

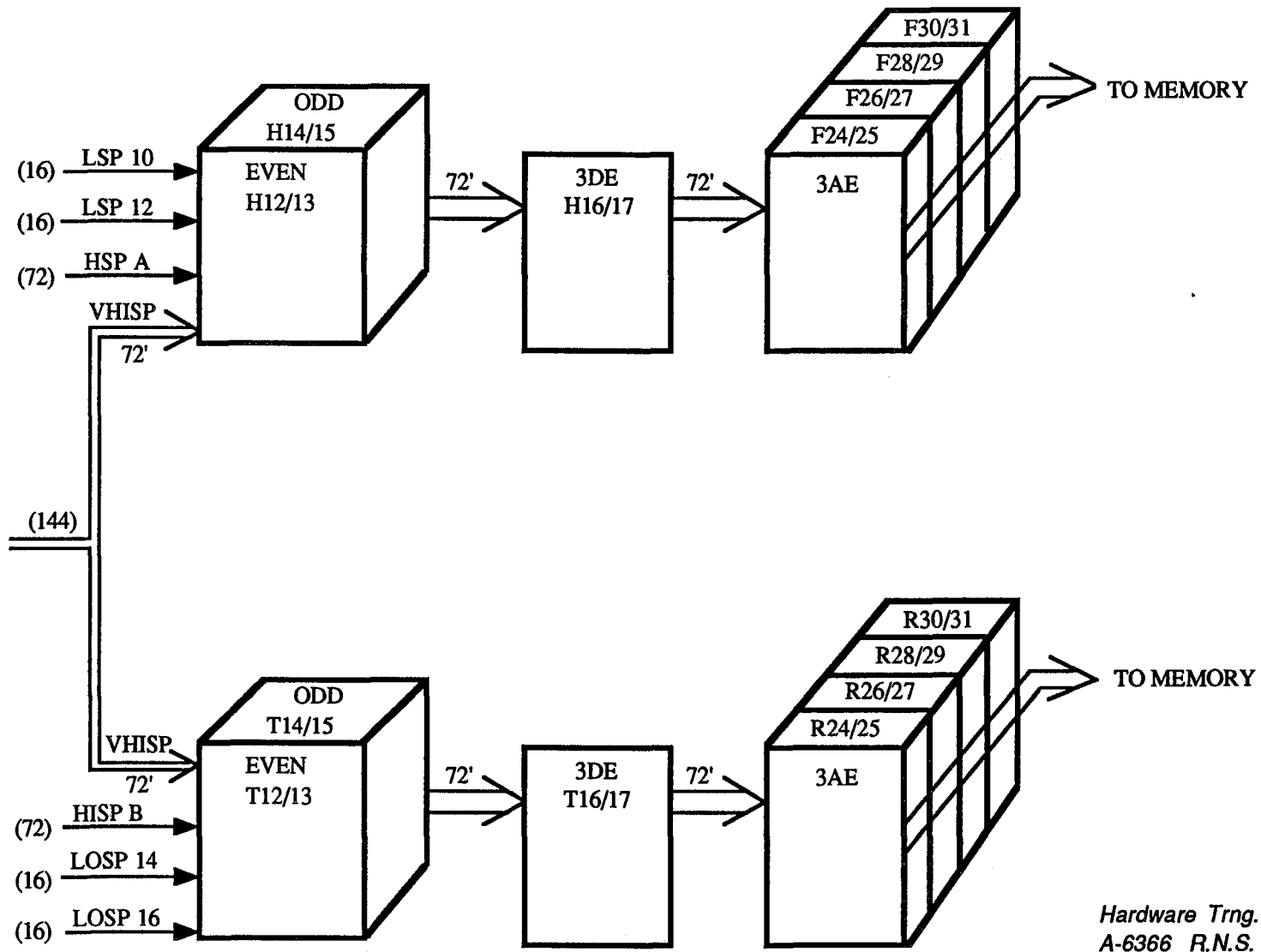
WITH THE AID OF STUDENT REFERENCE MATERIAL, UPON COMPLETION OF THE COURSE, A STUDENT SHOULD BE CAPABLE OF:

- I. PROGRAMMING THE CHANNEL IN MACHINE LANGUAGE.
- II. DEFINING THE CONTROL SIGNAL BETWEEN CHANNEL AND EXTERNAL DEVICE.
- III. DESCRIBING THE CHANNEL MEMORY PRIORITY SCHEME AND HOW DATA IS ASSEMBLED AND DISASSEMBLED.
- IV. TRACING A DATA BIT THROUGH THE CHANNEL.
- V. GENERALLY DESCRIBING THE SEQUENCE OF EVENTS WITHIN THE CHANNEL CONTROL MODULES FOR BOTH AN INPUT AND OUTPUT OPERATION.

3

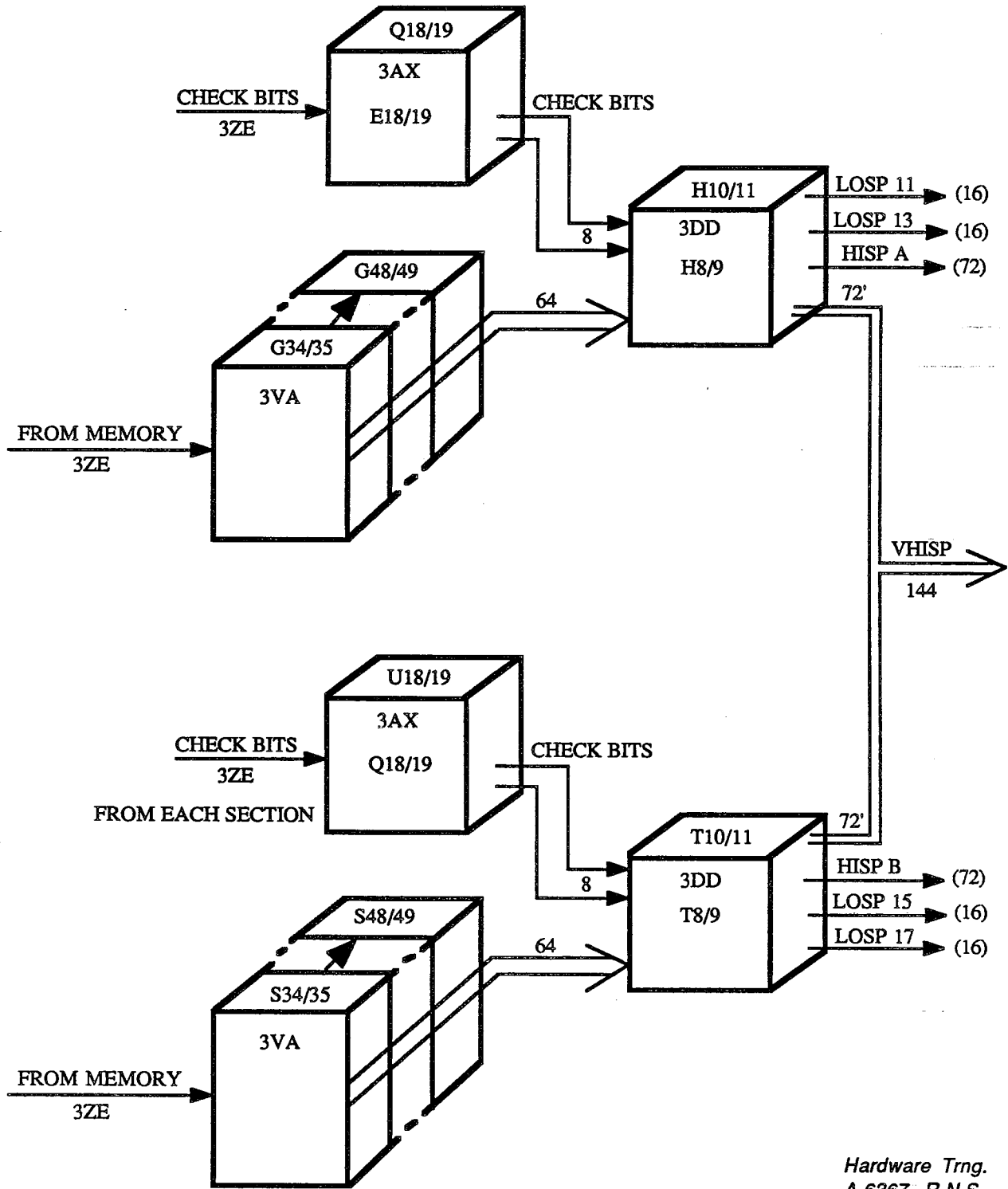
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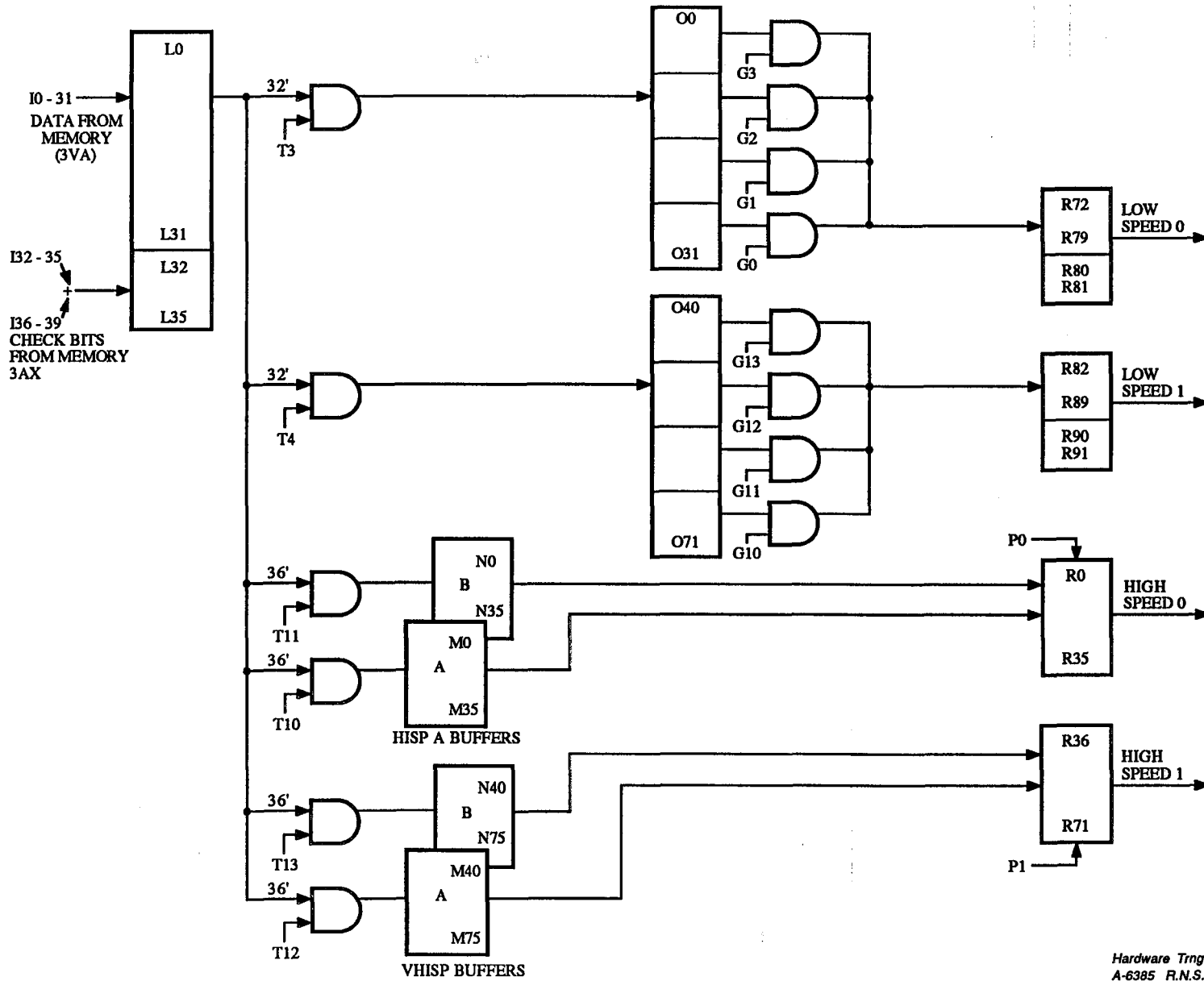


Hardware Trng.
A-6366 R.N.S.

CRAY X-MP/2 I/O DATA PATHS (INPUT)

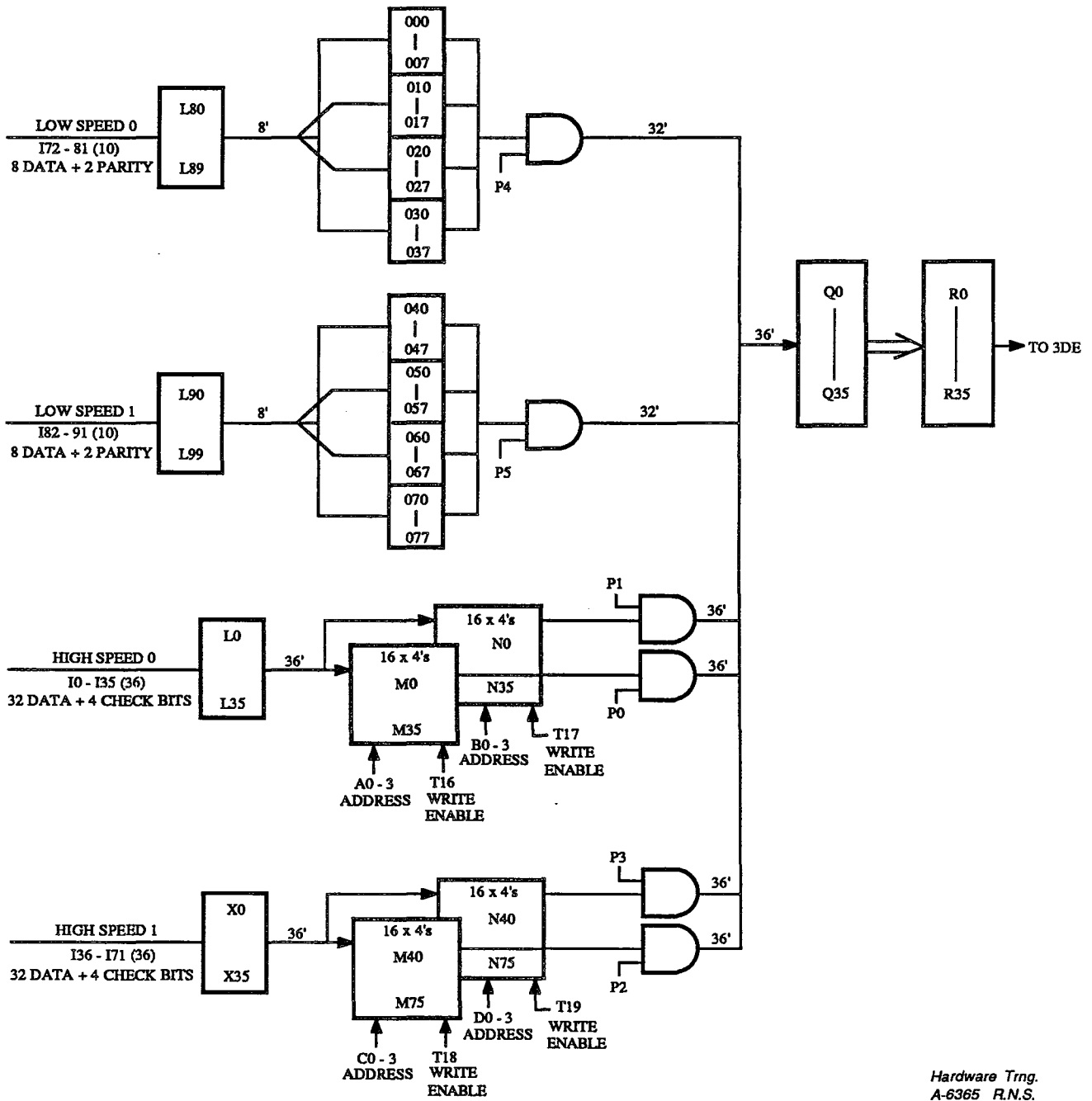


CRAY X-MP/2 I/O DATA PATHS (OUTPUT)



Hardware Trng.
A-6385 R.N.S.

CRAY X-MP/2 3DD MODULE BLOCK DIAGRAM



CRAY X-MP 3DJ MODULE BLOCK DIAGRAM

CRAY X-MP

IOS

LOSP 0 INPUT
LOSP 0 OUTPUT
LOSP 0 MCU CONTROL

IOP 0 LOSP/NSC MUX OUTPUT CHANNEL 21
IOP 0 LOSP/NSC MUX INPUT CHANNEL 20
IOP 0 MCU CONTROL CHANNEL 20/21

LOSP 1 INPUT
LOSP 1 OUTPUT

 LOOP BACK

LOSP 2 INPUT
LOSP 2 OUTPUT

 LOOP BACK

LOSP 3 INPUT
LOSP 3 OUTPUT

 LOOP BACK

*Hardware Trng.
A-6370 R.N.S.*

CRAY X-MP/216 LOW SPEED CHANNEL CONFIGURATION

CRAY X-MP

IOS

HISP 0 IN A1
 A2
 A3
 A4
 A5

IOP 0 HISP INPUT 00 - 23
IOP 0 HISP INPUT 24 - 47
IOP 0 HISP INPUT 48 - 63
IOP 0 HISP INPUT CONTROL
IOP 0 HISP IN/OUT ADDRESS EXPANSION

HISP 0 OUT B1
 B2
 B3
 B4

IOP 0 HISP OUTPUT 00 - 23
IOP 0 HISP OUTPUT 24 - 47
IOP 0 HISP OUTPUT 48 - 63
IOP 0 HISP OUTPUT CONTROL

HISP 2 IN E1
 E2
 E3
 E4
 E5

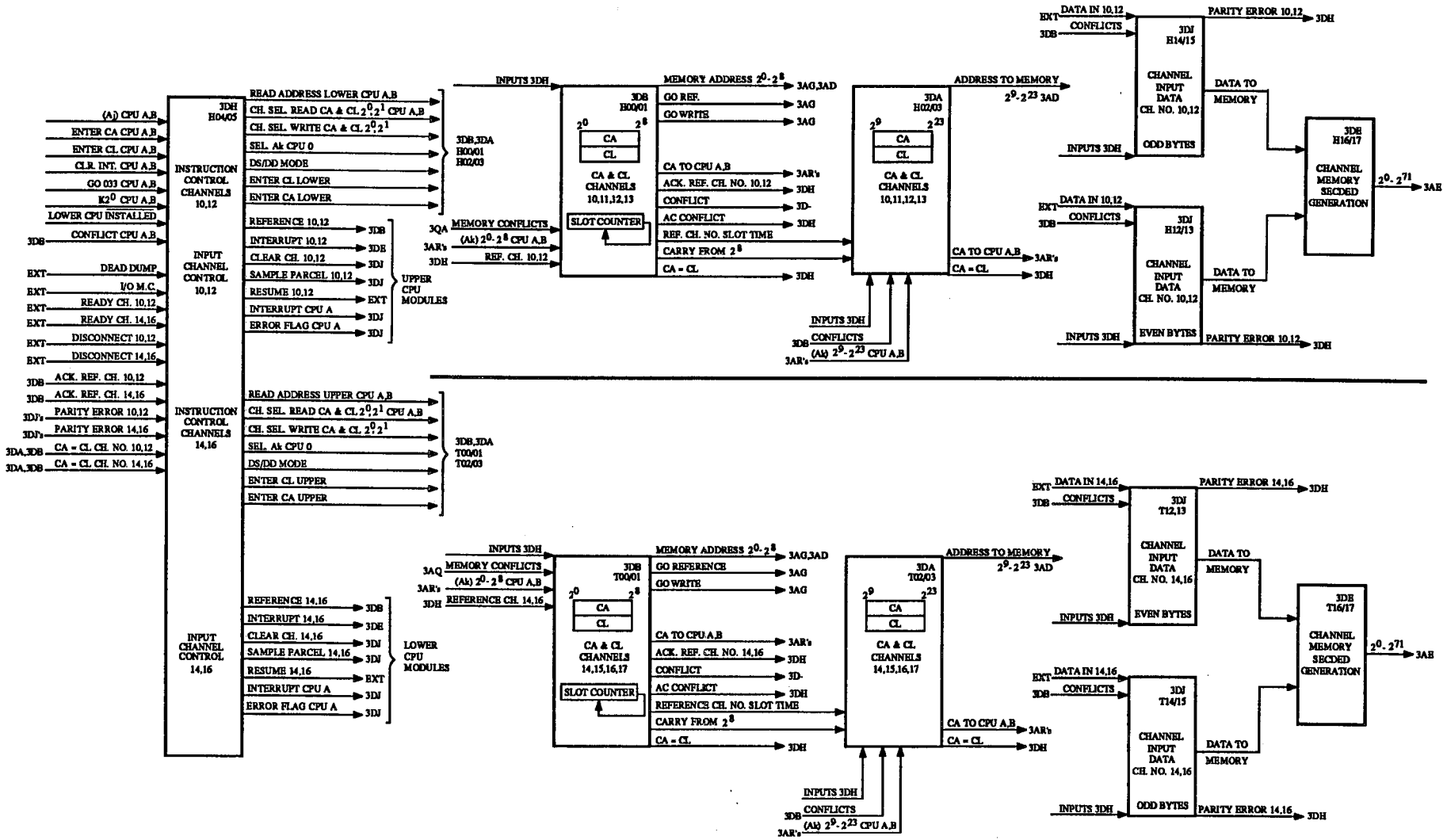
IOP 1 HISP INPUT 00 - 23
IOP 1 HISP INPUT 24 - 47
IOP 1 HISP INPUT 48 - 63
IOP 1 HISP INPUT CONTROL
IOP 1 HISP IN/OUT ADDRESS EXPANSION

HISP 2 OUT F1
 F2
 F3
 F4

IOP 1 HISP OUTPUT 00 - 23
IOP 1 HISP OUTPUT 24 - 47
IOP 1 HISP OUTPUT 48 - 63
IOP 1 HISP OUTPUT CONTROL

*Hardware Trng.
A-6369 R.N.S.*

CRAY X-MP/216 HIGH SPEED CHANNEL CONFIGURATION



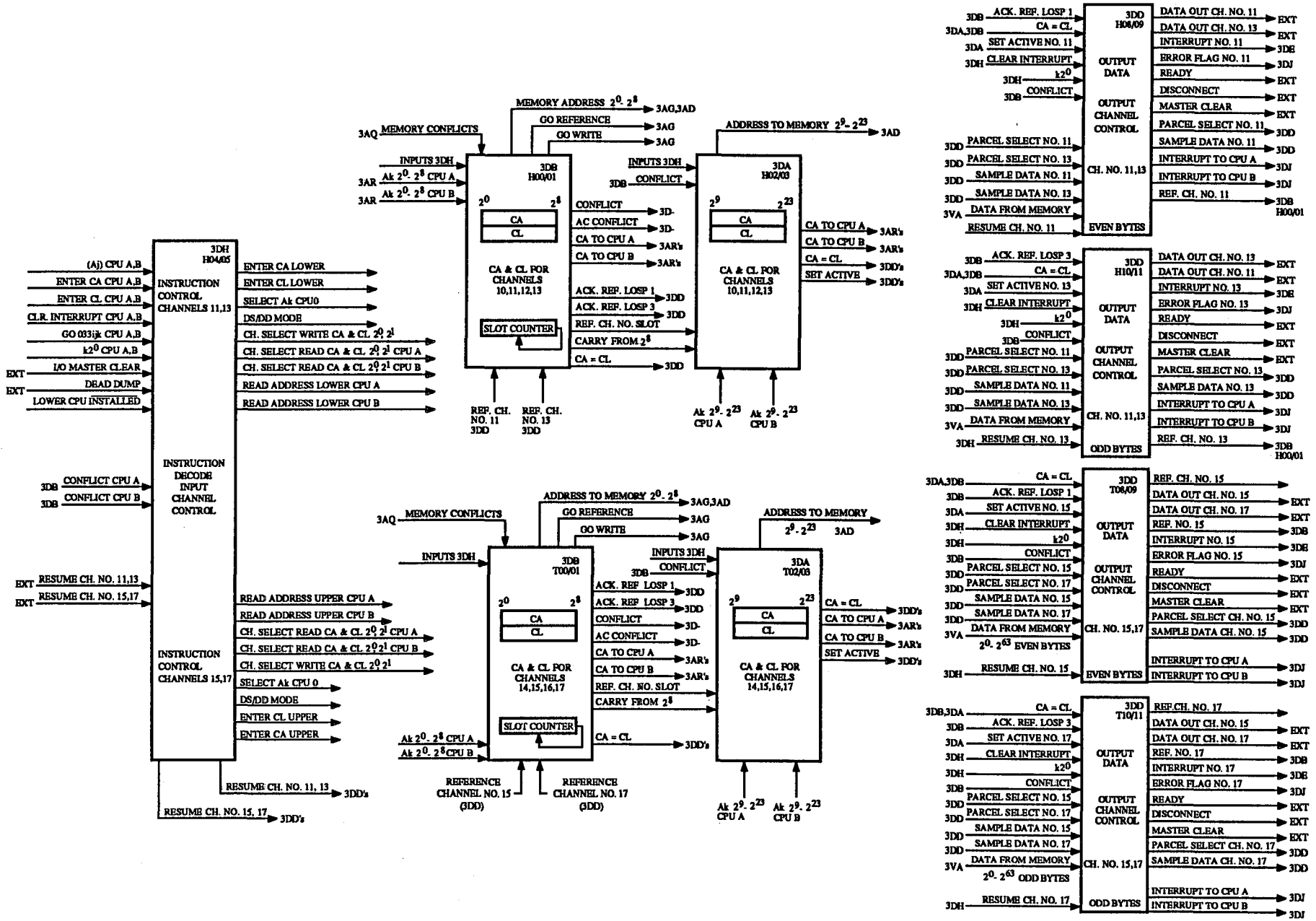
Hardware Trng.
A-5167A P.L.N.

X-MP/2 INPUT CHANNEL BLOCK DIAGRAM

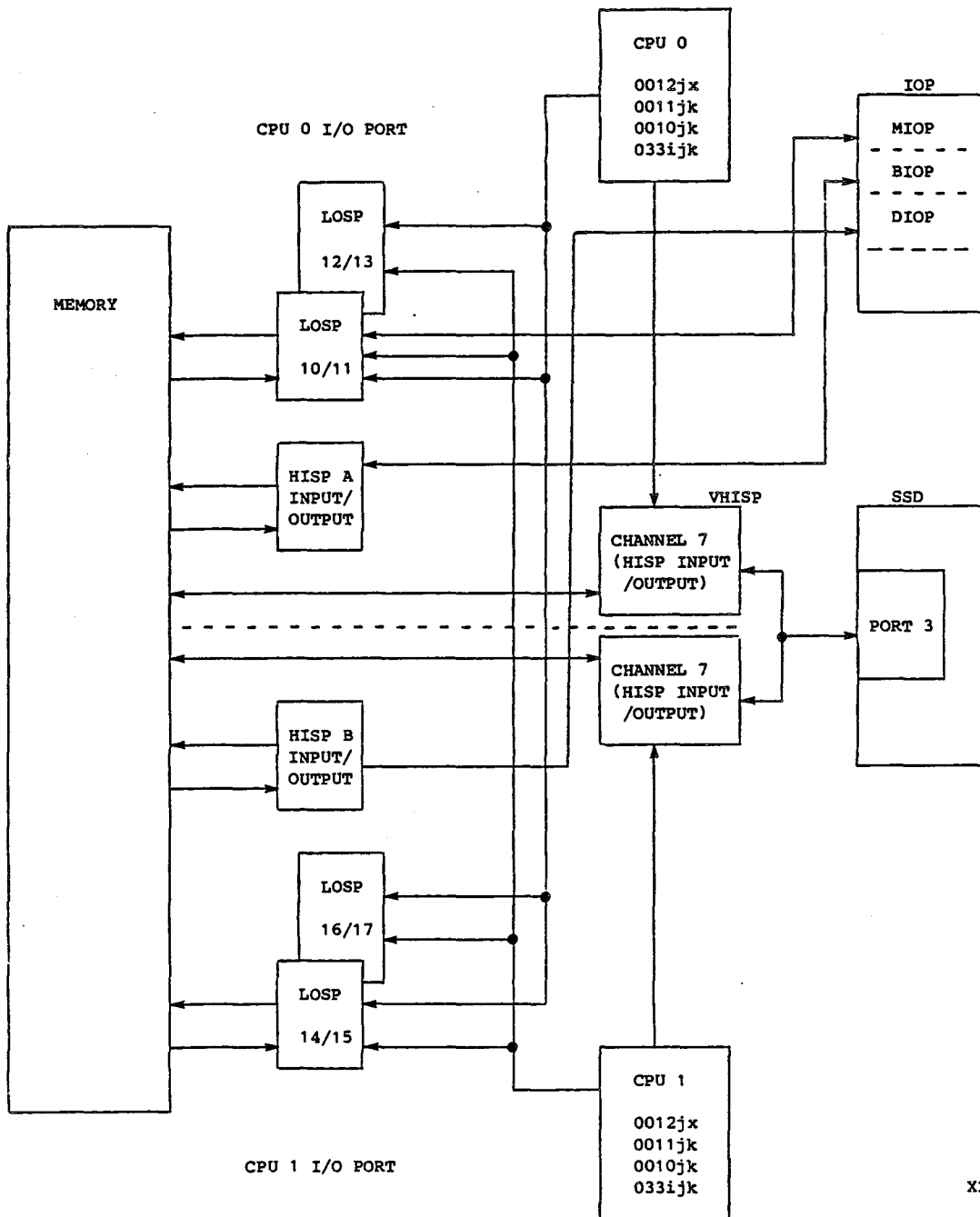
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X-MP/2 OUTPUT CHANNEL BLOCK DIAGRAM



A-1942B
X2000S0206

CRAY X-MP I/O LAYOUT

CABLE IDENTIFICATION

LOSP IDENTIFICATION

LOSP CHANNEL #	CABLE	EVEN	DATA	ODD
10	LOSP 0 INPUT 3DJ	H12/13		H14/15
11	LOSP 0 OUTPUT 3DD CONTROL	H8/9		H10/11
12	LOSP 1 INPUT 3DJ	H12/13		H14/15
13	LOSP 1 OUTPUT 3DD	H8/9		H10/11
14	LOSP 2 INPUT 3DJ	T12/13		T14/15
15	LOSP 2 OUTPUT 3DD	T8/9		T10/11
16	LOSP 3 INPUT 3DJ	T12/13		T14/15
17	LOSP 3 OUTPUT 3DD	T8/9		T10/11

HISP IDENTIFICATION

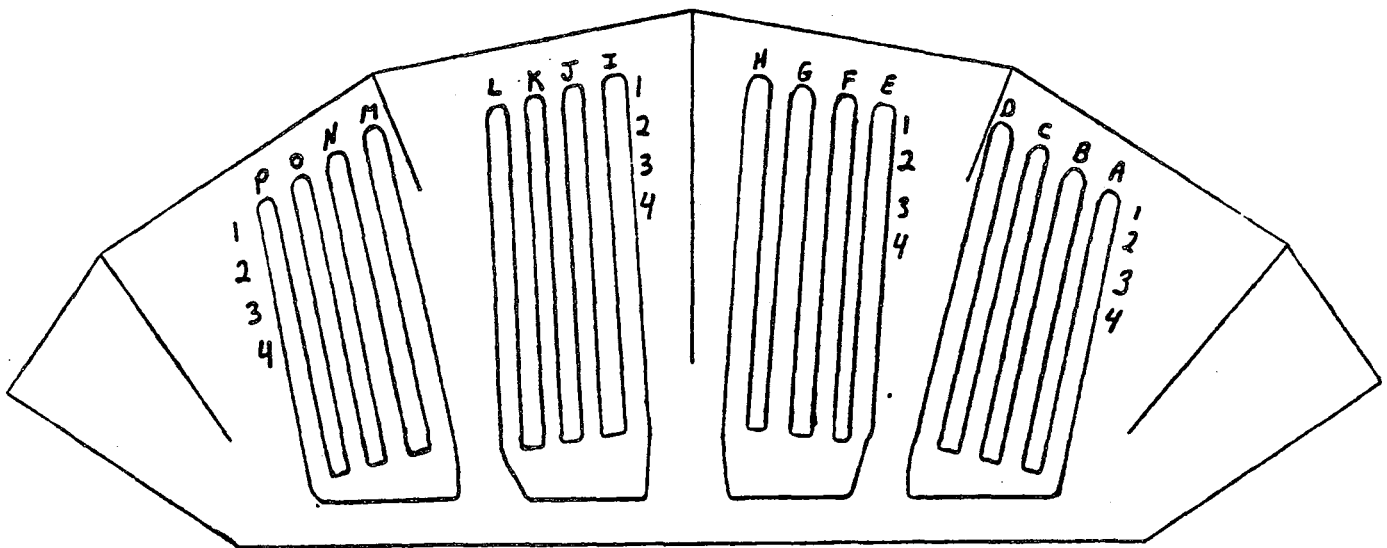
HISP A - 9 CABLES, (4 INPUT CABLES, 4 OUTPUT CABLES AND 1 EXTEND ADDRESSING CABLE)

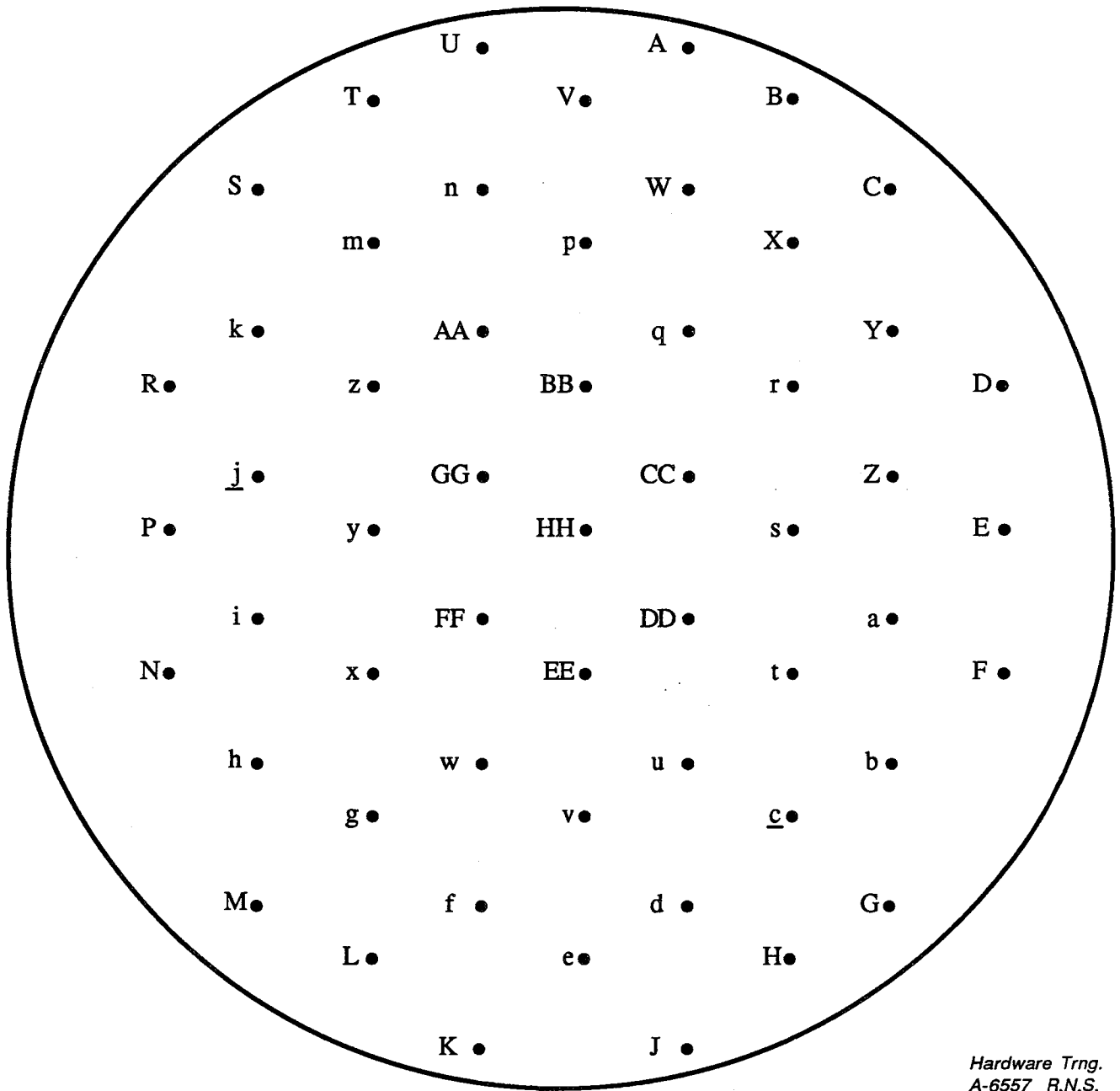
	CABLE			EVEN	DATA	ODD
HISP A PAIRS	HISP 0	A1 BITS 0-23	INPUT } 3DJ	H12/13		H14/15
		A2 BITS 24-47				
		A3 BITS 48-71				
		A4 CONTROL				
		A5 CONTROL				
HISP B PAIRS	HISP 0	B1 BITS 0-23	OUTPUT } 3DD	H8/9		H10/11
		B2 BITS 24-47				
		B3 BITS 48-71				
		B4 CONTROL				
HISP B PAIRS	HISP 2	E1 BITS 0-23	INPUT } 3DJ	T12/13		T14/15
		E2 BITS 24-47				
		E3 BITS 48-71				
		E4 CONTROL				
		E5 CONTROL				
HISP B PAIRS	HISP 2	F1 BITS 0-23	OUTPUT } 3DD	T8/9		T10/11
		F2 BITS 24-47				
		F3 BITS 48-71				
		F4 CONTROL				

X2000S0205

CRAY-XMP STRAIN RELIEF CHART

SLOT #	DESCRIPTION	SLOT #	DESCRIPTION
J2	LOSP 0 INPUT CHANNEL	J3	HISP 0 OUTPUT CHANNEL B1
K1	LOSP 0 OUTPUT CHANNEL	K2	HISP 0 OUTPUT CHANNEL B2
I4	LOSP 1 INPUT CHANNEL	K3	HISP 0 OUTPUT CHANNEL B3
J4	LOSP 1 OUTPUT CHANNEL	L1	HISP 0 OUTPUT CHANNEL B4
N2	LOSP 2 INPUT CHANNEL	01	HISP 2 INPUT CHANNEL E1
N1	LOSP 2 OUTPUT CHANNEL	N4	HISP 2 INPUT CHANNEL E2
03	LOSP 3 INPUT CHANNEL	N3	HISP 2 INPUT CHANNEL E3
M4	LOSP 3 OUTPUT CHANNEL	L3	HISP 2 INPUT CHANNEL E4
13	HISP 0 INPUT CHANNEL A1	M1	HISP 2 OUTPUT CHANNEL F1
12	HISP 0 INPUT CHANNEL A2	M2	HISP 2 OUTPUT CHANNEL F2
J1	HISP 0 INPUT CHANNEL A3	M3	HISP 2 OUTPUT CHANNEL F3
K4	HISP 0 INPUT CHANNEL A4	L4	HISP 2 OUTPUT CHANNEL F4
K5	HISP 0 IN/OUT CHANNEL A5	L5	HISP 2 IN/OUT CHANNEL E5
L2	MCU CONTROL CHANNEL		
I1	ERROR CHANNEL A TO MICRO-MCU		
02	ERROR CHANNEL B TO MICRO-MCU		





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A-6557 R.N.S.

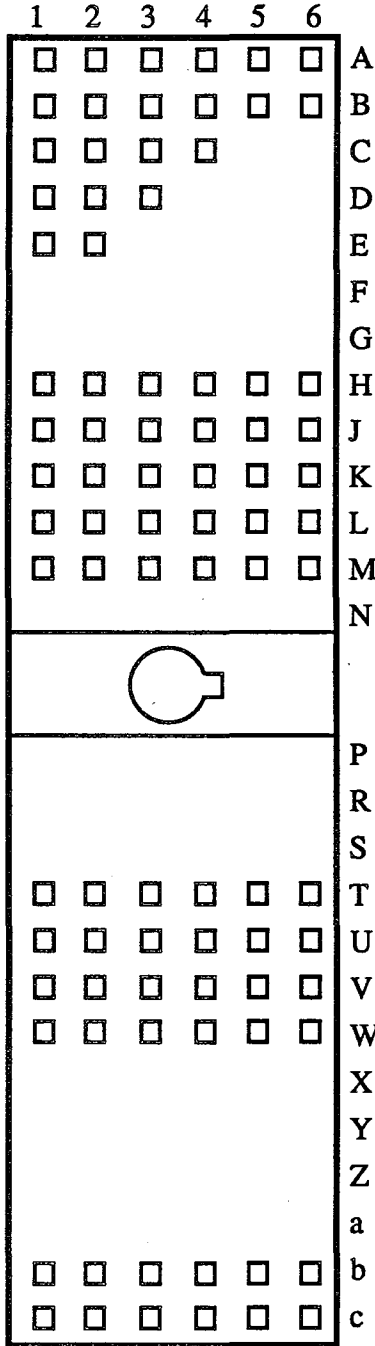
CRAY X-MP 55 PIN CONNECTOR

IOS

X-MP SIDE

XP1
XP2
XP3
XP4
XP5

XP1
XP2
XP3
XP4
XP5



156 PIN CONNECTOR

A
B
C
D
E
F
G
H
J
K
L
M
N

P
R
S
T
U
V
W
X
Y
Z

a
b
c

MALE SIDE

1/4 TURN
ON X-MP



MOVEMENT OF CONNECTOR



MOVEMENT OF CONNECTOR

IOS HAS STATIONARY PIN

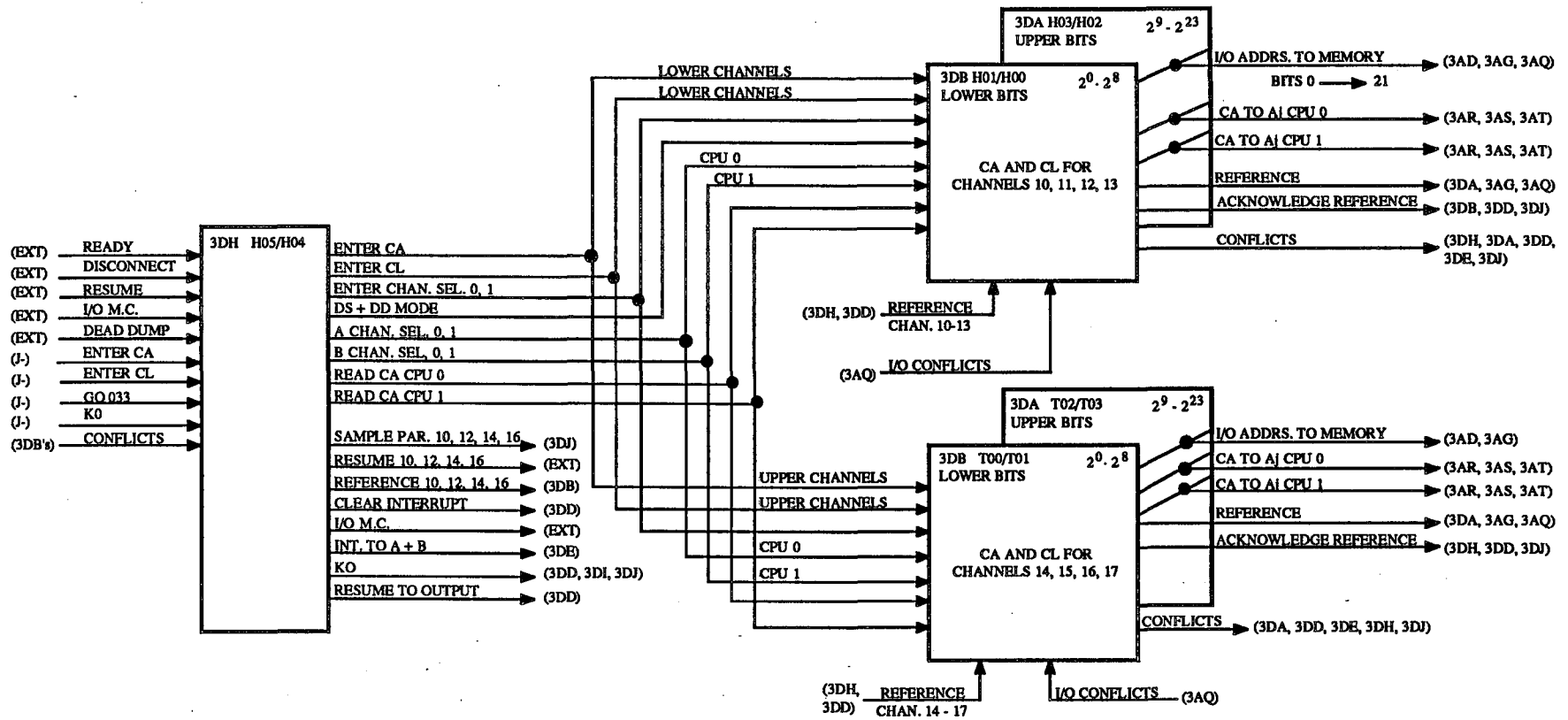
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A-6559 R.N.S.*

CRAY X-MP VERY HIGH-SPEED CONNECTOR

I/O INSTRUCTION SET

- ** 0012J1 CLEAR THE INTERRUPT FLAG AND ERROR FLAG FOR THE CHANNEL INDICATED BY (AJ); SET DEVICE MASTER-CLEAR (OUTPUT CHANNEL); CLEAR DEVICE READY-HELD (INPUT CHANNEL)
- ** 0012J0 CLEAR THE INTERRUPT FLAG AND ERROR FLAG FOR THE CHANNEL INDICATED BY (AJ); CLEAR DEVICE MASTER-CLEAR (OUTPUT CHANNEL)
- ** 0011JK CL, AJ Ak SET THE LIMIT ADDRESS (CL) REGISTER FOR THE CHANNEL INDICATED BY (AJ) TO (Ak)
- ** 0010JK CA, AJ Ak SET THE CURRENT ADDRESS (CA) REGISTER FOR CHANNEL INDICATED BY (AJ) TO (Ak) AND ACTIVATE THE CHANNEL
- 033I00 Ai CI TRANSMIT INTERRUPTING CHANNEL NUMBER TO Ai
- 033IJ0 Ai CA, AJ TRANSMIT ADDRESS OF CHANNEL (AJ) TO Ai
- 033IJ1 Ai CE, AJ TRANSMIT ERROR FLAG OF CHANNEL (AJ) TO Ai

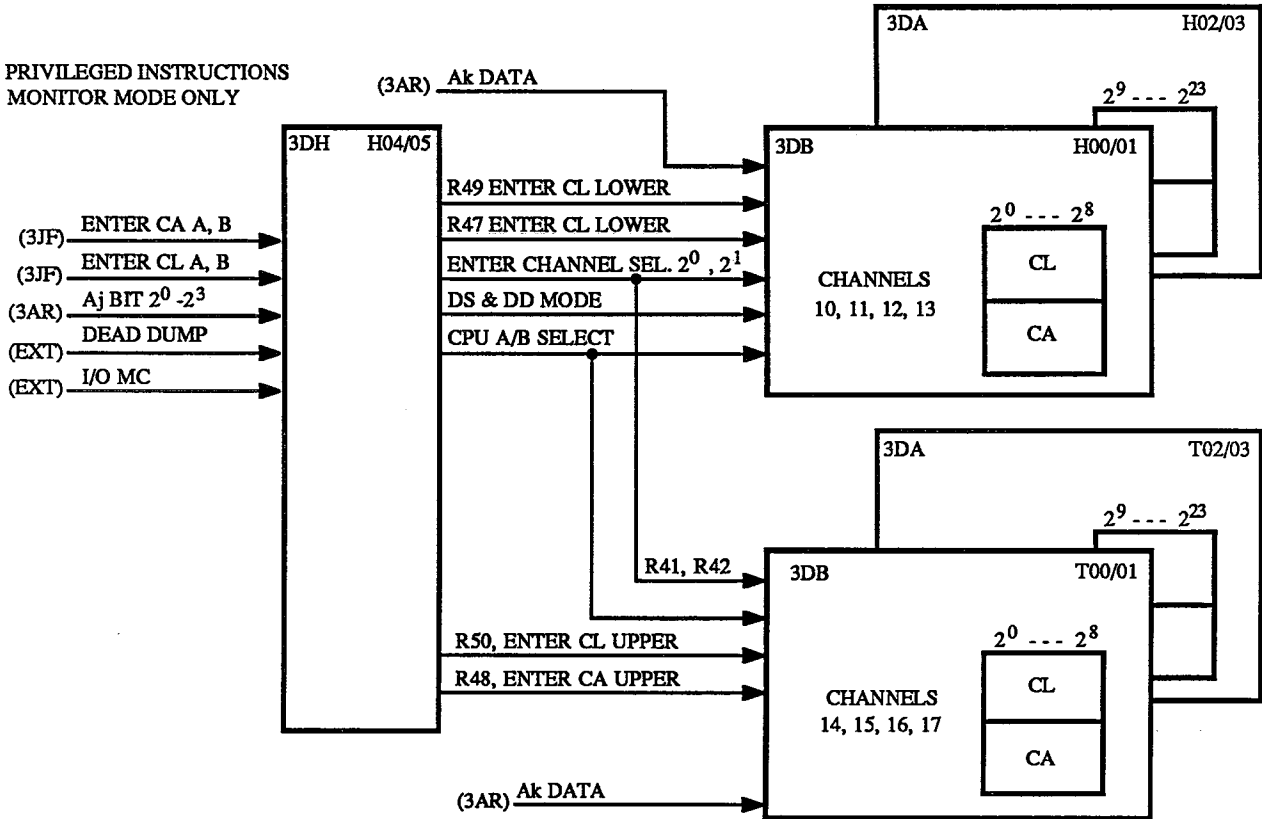
** PRIVILEGED INSTRUCTION - MONITOR MODE ONLY



CRAY X-MP LOSP CONTROL AND ADDRESS

0011jk **
 0010jk **

* PRIVILEGED INSTRUCTIONS
 MONITOR MODE ONLY



LOADING THE CL AND CA REGISTER

1. Execute a 0011jk instruction to load the CL register.
 Executing a 0010jk will load the CA register.
2. Aj is decoded on the 3DH to enter CA/CL in the upper/lower channels.
 Aj bit 2² and 2³ select upper or lower channels. Aj bits 2⁰ and 2¹ becomes enter channel select bit 2⁰, 2¹.
3. Enter channel select bits 2⁰, 2¹ will select 1 of 4 channels within the group.
4. Aj bit 2², 2³ with enter CL/ CA will become enter CL/CA lower which will select the lower 4 channel while enter CL/CA upper will select the upper 4 channels.
5. The 3DB/3DA will decode the enter channel select bit and select 1 of 4 channels and load Ak data into the register. CPU A/B select will load Ak valve from either CPU 0 or CPU 1.
6. CL register is held until it is over written.
7. CA register is incremented each time Reference Valid comes up.

B-1567F

CRAY X-MP/2 LOAD CA/CL REGISTER, DS & DD

DEAD DUMP MODE
DEADSTART/DEAD DUMP MODE

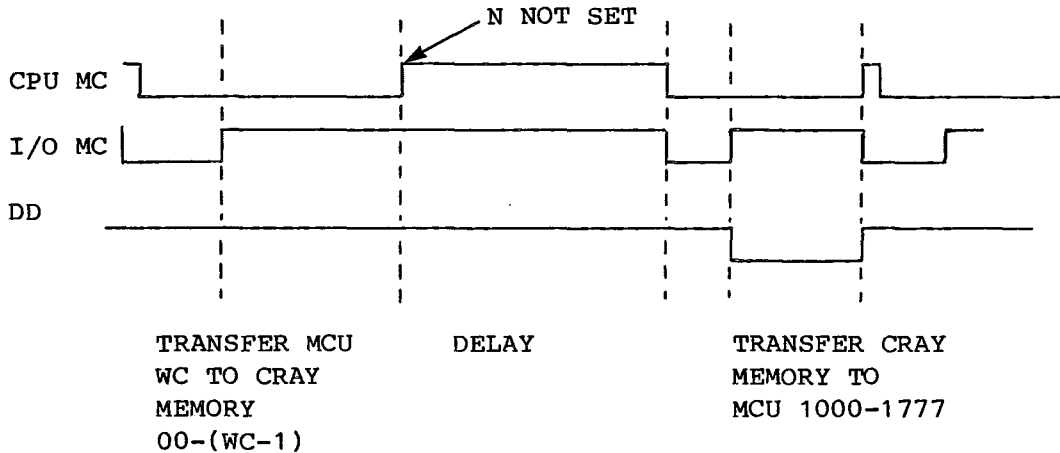
:DD DELAY WC N

DELAY = 1 to 1000

WC = 1 to 1000

N = 1 PREVENT AN EXCHANGE

1. SET CPU MC AND I/O MC.
2. DROP I/O MC.
3. DROPPING I/O MC SET INPUT CHANNEL ACTIVE.
4. TRANSFER UP TO 1000_g WORDS TO THE LOWER 1000 WORDS OF CRAY MEMORY.
5. DROP CPU MC WHEN TRANSFER IS COMPLETE; IF N=1 CPU MC WILL NOT DROP, THEREFORE PREVENTING AN EXCHANGE.
6. WAIT FOR TIME DELAY TO EXPIRE.
7. SET CPU MC AND I/O MC.
8. DROP I/O MC AND SET DD; DEAD DUMP PREVENTS CHANNEL 10 FROM GOING ACTIVE.
9. SETTING DD CAUSES CRAY TO OUTPUT 1000 WORDS.
 - a) DD ACTIVATES THE OUTPUT CHANNEL
 - b) CA=0
 - c) CL=0
10. GO TO LINE 1



I/O MC - TEST POINTED ON 3DH T.P. A29 TERM M06
 ACTIVE - CHANNEL 10 ON 3DH T.P. B53 TERM S02
 CPU MC - TEST POINTED ON 3DF T.P. A33 TERM D00

X2000S0204

DEADSTART SEQUENCE

1. Set I/O MC and CPU MC.
 - A) Setting I/O MC will set:

CA = 0
CL = 0
2. Input channel goes active when I/O MC drops.
3. Send CA to memory. Reference valid time increment CA register by 1.
4. Stop if:
 - A) CA = CL
 - B) Error
 - C) Disconnect
5. Write 6000₈ words to memory for IOS or 4000₈ for MCU.
6. Drop CPU MC:
 - A) Force an exchange with memory location 0-17₈
7. Execute the program.
8. Monitor in the CPU, monitor has control of the machine.
9. Dependent on the monitor, monitor control I/O interrupt or never do another exchange.
10. With interrupt driven monitor now exchange from 160-177.
11. With monitor program send 6000₈ words to the IOP and cause exchange to 160-177.

LOSP CA REGISTER

BIT	3DB'S		H00/01-T00/01		H00/01-T00/01		H00/01-T00/01		H00/01-T00/01	
	CHANNELS	10 & 14	11 & 15	12 & 16	13 & 17					
	T.P.	TERM	T.P.	TERM	T.P.	TERM	T.P.	TERM	T.P.	TERM
2 ⁰	—	$\overline{B71}$ C00	$\overline{B29}$ C20	$\overline{B66}$ C40	$\overline{B36}$ C60					
2 ¹	—	$\overline{B31}$ C01	$\overline{B28}$ C21	$\overline{B05}$ C41	$\overline{B26}$ C61					
2 ²	—	$\overline{B21}$ C02	$\overline{B22}$ C22	$\overline{B39}$ C42	$\overline{B32}$ C62					
2 ³	—	$\overline{B14}$ C03	$\overline{B19}$ C23	$\overline{B35}$ C43	$\overline{B25}$ C63					
2 ⁴	—	$\overline{B42}$ C04	$\overline{B06}$ C24	$\overline{B16}$ C44	$\overline{B15}$ C64					
2 ⁵	—	$\overline{B10}$ C05	$\overline{B49}$ C25	$\overline{B47}$ C45	$\overline{B18}$ C65					
2 ⁶	—	$\overline{A50}$ C06	$\overline{A10}$ C26	$\overline{A18}$ C46	$\overline{A20}$ C66					
2 ⁷	—	$\overline{A48}$ C07	$\overline{A16}$ C27	$\overline{A64}$ C47	$\overline{A40}$ C67					
2 ⁸	—	$\overline{A42}$ C08	$\overline{A25}$ C28	$\overline{A33}$ C48	$\overline{A37}$ C68					
3DA'S										
		H02/03-T02/03	H02/03-T02/03	H02/03-T02/03	H02/03-T02/03					
	CHAN.	10 & 14	11 & 15	12 & 16	13 & 17					
2 ⁹	—	$\overline{A03}$ C00	$\overline{A18}$ C20	$\overline{A10}$ C40	$\overline{A61}$ C60					
2 ¹⁰	—	$\overline{A04}$ C01	$\overline{C33}$ C21	$\overline{A63}$ C41	$\overline{A24}$ C61					
2 ¹¹	—	$\overline{A12}$ C02	$\overline{A23}$ C22	$\overline{A22}$ C42	$\overline{A25}$ C62					
2 ¹²	—	$\overline{C46}$ C03	$\overline{A44}$ C23	$\overline{A26}$ C43	$\overline{A34}$ C63					
2 ¹³	—	$\overline{A50}$ C04	$\overline{A43}$ C24	$\overline{A21}$ C44	$\overline{A51}$ C64					
2 ¹⁴	—	$\overline{A20}$ C05	$\overline{A29}$ C25	$\overline{A33}$ C45	$\overline{A55}$ C65					
2 ¹⁵	—	$\overline{A65}$ C06	$\overline{A48}$ C26	$\overline{A40}$ C46	$\overline{A52}$ C66					
2 ¹⁶	—	$\overline{C67}$ C07	$\overline{C70}$ C27	$\overline{C14}$ C47	$\overline{C27}$ C67					
2 ¹⁷	—	$\overline{C50}$ C08	$\overline{C68}$ C28	$\overline{C12}$ C48	$\overline{C20}$ C68					
2 ¹⁸	—	$\overline{C08}$ C09	$\overline{C23}$ C29	$\overline{C06}$ C49	$\overline{C18}$ C69					
2 ¹⁹	—	$\overline{C25}$ C10	$\overline{C38}$ C30	$\overline{C31}$ C50	$\overline{C63}$ C70					
2 ²⁰	—	$\overline{C52}$ C11	$\overline{C65}$ C31	$\overline{C36}$ C51	$\overline{C44}$ C71					
2 ²¹	—	$\overline{C48}$ C12	$\overline{C40}$ C32	$\overline{C35}$ C52	$\overline{C42}$ C72					
2 ²²	—	$\overline{A46}$ C13	$\overline{A57}$ C33	$\overline{A41}$ C53	$\overline{A47}$ C73					
2 ²³	—	$\overline{A39}$ C14	$\overline{A45}$ C34	$\overline{A42}$ C54	$\overline{A49}$ C74					

A-4108

LOSP CL REGISTER

BIT	3DB'S		H00/01-T00/01		H00/01-T00/01		H00/01-T00/01		H00/01-T00/01		
	CHANNELS	10 & 14	11 & 15	12 & 16	13 & 17	T.P.	TERM	T.P.	TERM	T.P.	TERM
2 ⁰	—	<u>B20</u>	D00	<u>B37</u>	D20	B57	<u>D40</u>	B56	<u>D60</u>		
2 ¹	—	<u>B34</u>	D01	<u>B23</u>	D21	B11	<u>D41</u>	B13	<u>D61</u>		
2 ²	—	<u>B12</u>	D02	<u>A66</u>	D22	B53	<u>D42</u>	B58	<u>D62</u>		
2 ³	—	<u>B08</u>	D03	<u>B02</u>	D23	B17	<u>D43</u>	B07	<u>D63</u>		
2 ⁴	—	<u>B03</u>	D04	<u>B09</u>	D24	B55	<u>D44</u>	B01	<u>D64</u>		
2 ⁵	—	<u>B04</u>	D05	<u>B30</u>	D25	B54	<u>D45</u>	B24	<u>D65</u>		
2 ⁶	—	<u>A46</u>	D06	<u>A57</u>	D26	A41	<u>D46</u>	A28	<u>D66</u>		
2 ⁷	—	<u>A39</u>	D07	<u>A62</u>	D27	A43	<u>D47</u>	A36	<u>D67</u>		
2 ⁸	—	<u>A52</u>	D08	<u>A61</u>	D28	A38	<u>D48</u>	A34	<u>D68</u>		
		3DA'S	H02/03-T02/03	H02/03-T02/03	H02/03-T02/03	H02/03-T02/03	H02/03-T02/03	H02/03-T02/03	H02/03-T02/03		
		CHAN.	10 & 14	11 & 15	12 & 16	13 & 17					
2 ⁹	—	<u>B71</u>	<u>D00</u>	<u>B62</u>	<u>D20</u>	A09	D40	A07	D60		
2 ¹⁰	—	<u>B66</u>	<u>D01</u>	<u>B56</u>	<u>D21</u>	A15	D41	A17	D61		
2 ¹¹	—	<u>B17</u>	<u>D02</u>	<u>B09</u>	<u>D22</u>	A11	D42	A13	D62		
2 ¹²	—	<u>B69</u>	<u>D03</u>	<u>B07</u>	<u>D23</u>	<u>A28</u>	D43	<u>A30</u>	D63		
2 ¹³	—	<u>B60</u>	<u>D04</u>	<u>B34</u>	<u>D24</u>	A19	D44	A56	D64		
2 ¹⁴	—	<u>B53</u>	<u>D05</u>	<u>B32</u>	<u>D25</u>	A32	D45	A54	D65		
2 ¹⁵	—	<u>B15</u>	<u>D06</u>	<u>B30</u>	<u>D26</u>	A27	D46	A53	D66		
2 ¹⁶	—	<u>D71</u>	<u>D07</u>	<u>D49</u>	<u>D27</u>	C07	D47	C17	D67		
2 ¹⁷	—	<u>D69</u>	<u>D08</u>	<u>D47</u>	<u>D28</u>	C11	D48	C21	D68		
2 ¹⁸	—	<u>D53</u>	<u>D09</u>	<u>D43</u>	<u>D29</u>	C09	D49	C22	D69		
2 ¹⁹	—	<u>D66</u>	<u>D10</u>	<u>D41</u>	<u>D30</u>	C30	D50	C41	D70		
2 ²⁰	—	<u>D64</u>	<u>D11</u>	<u>D39</u>	<u>D31</u>	C39	D51	C43	D71		
2 ²¹	—	<u>D51</u>	<u>D12</u>	<u>D45</u>	<u>D32</u>	C34	D52	C37	D72		
2 ²²	—	<u>B64</u>	<u>D13</u>	<u>B54</u>	<u>D33</u>	<u>A38</u>	D53	<u>A37</u>	D73		
2 ²³	—	<u>B58</u>	<u>D14</u>	<u>B05</u>	<u>D34</u>	<u>A31</u>	D54	<u>A36</u>	D74		

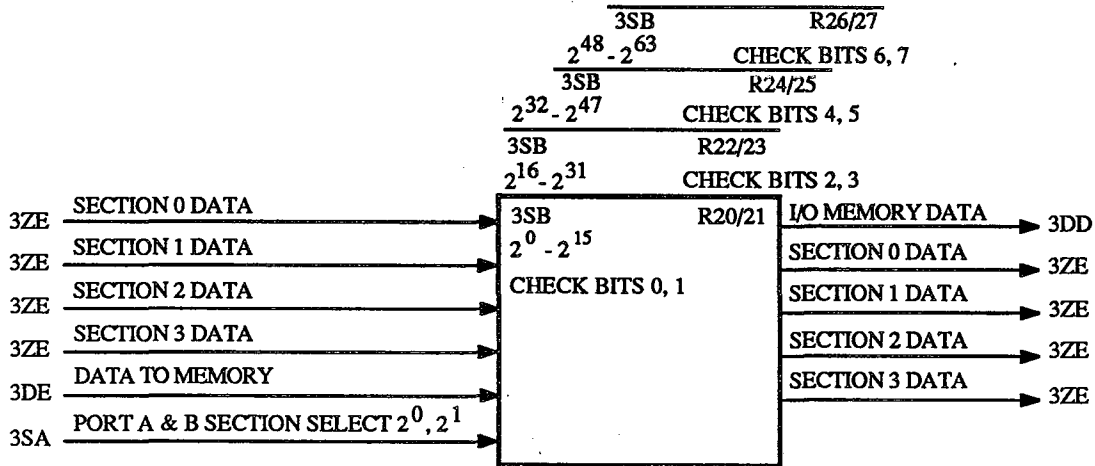
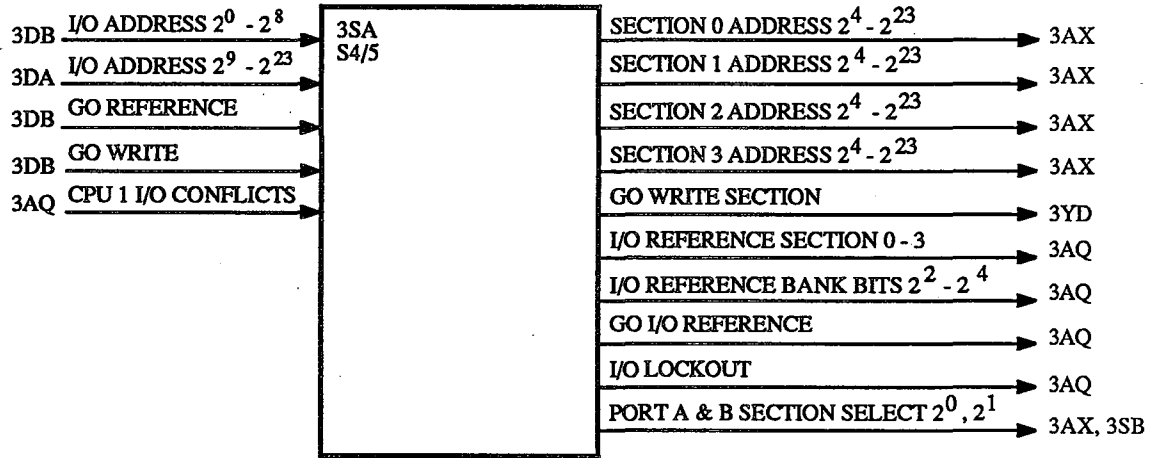
A-4109

3SA MODULE

The 3SA module is used in a CRAY X-MP/1 to replace the 3AO and 3AP modules that would normally be in the lower CPU of a two processor machine. The 3SA module contains logic for address and control to memory.

3SB MODULE

The 3SB modules (four) contain logic to replace the 3AE and 3VA modules that would normally be in the lower CPU of a two processor machine. The 3SB handles both data to memory from the 3DE module and data from memory to the 3DD module for I/O paths.



If there are no lower I/O Channels, (LOSP 14 - 17, HISP B or VHISP) omit the modules at locations T00 - T17, R20 - R27, and S4/5. Add 3DQ - 2 modules in the following locations: T0, T2, T3, T4, T5, T9, T11, S5.

B-3188C

CRAY X-MP/1 SIX COLUMN
CPU 1 I/O ADDRESS/DATA PATH
SN 309 TO 332

MTI Monitor

Using :TB Mode - The TB mode selects the MCU Basic as the test mode by default. The TB mode is frequently used for executing the Cray diagnostics. The TB mode oversees on going activity and expects the Cray to output to the MCU in a specified amount of time. If not, the TB will display a message saying "Time-out", "Write Hang", "Read Hang" or "CPU Not Responding".

Monitor - Causes the Cray to output an image to the MCU of the activity in the machine.

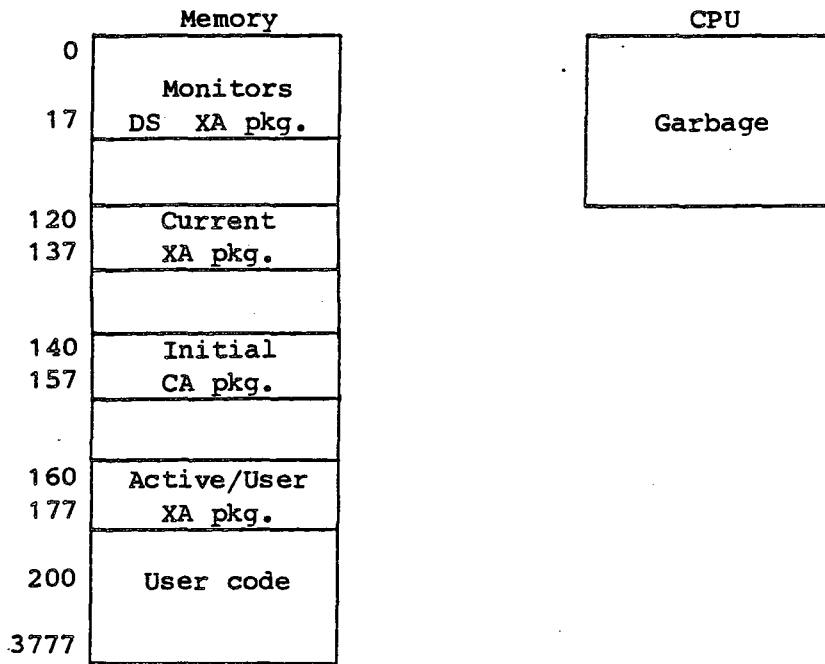
User - The user can be the diagnostic or scope loop. The user, utilizes the machines hardware.

Master Clear/Deadstart - Adv. MC/DS

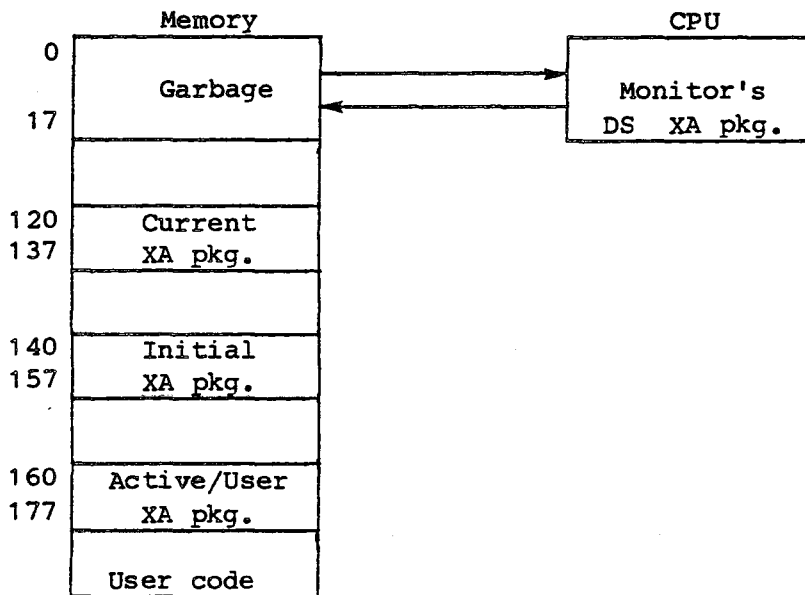
Deadstart Sequence

1. Set I/O MC and CPU MC
 - a. Setting I/O MC will set
 - CA = 0
 - CL = 0
2. The input channel goes active when I/O MC drops.
3. Send 4000₈ words from the MCU to the lower 4000 address in Cray memory.
4. Drop CPU MC when the transfer is complete. Dropping CPU MC causes an exchange with memory location 0-17.

A)

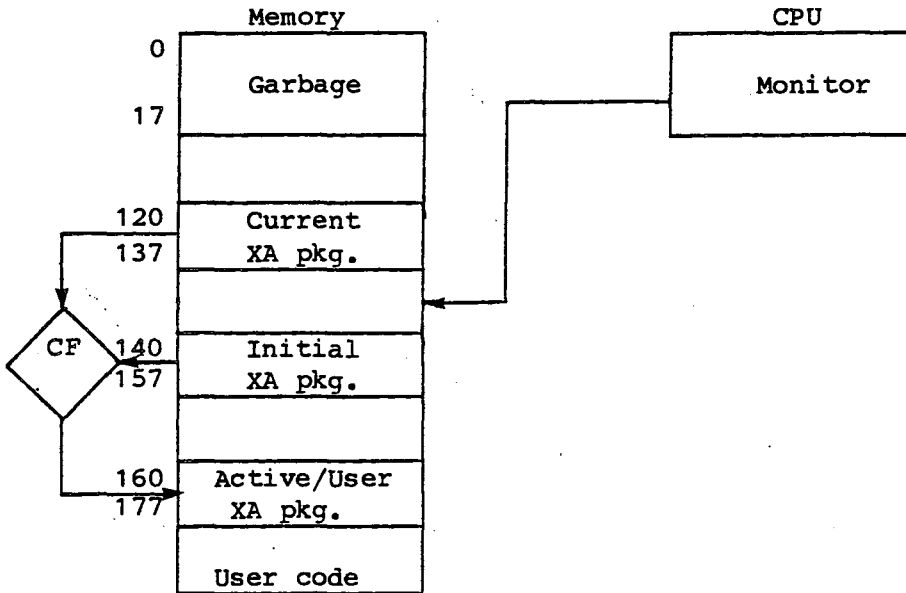


B) Drop CPU MC when the 4000 word transfer is complete. Dropping CPU MC causes an exchange with memory location 0-17₈.

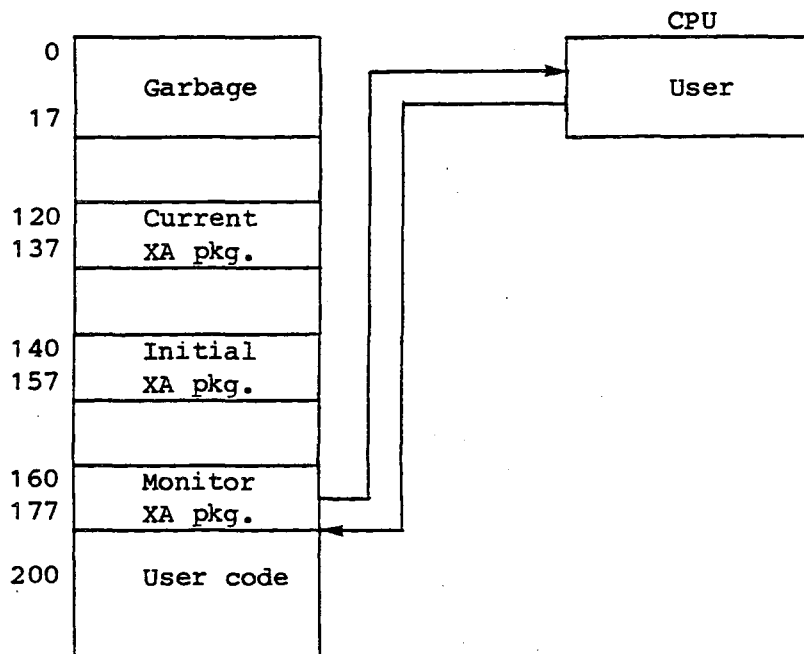


X3001S0104

- C) Monitor copies XA pkg. 120 or XA pkg. 140 to XA pkg. 160; by default XA pkg. 140 to XA pkg. 160. If continue flag is set monitor copies XA pkg. 120 to XA pkg. 160. Continue flag is set by setting address 27 to a 1.

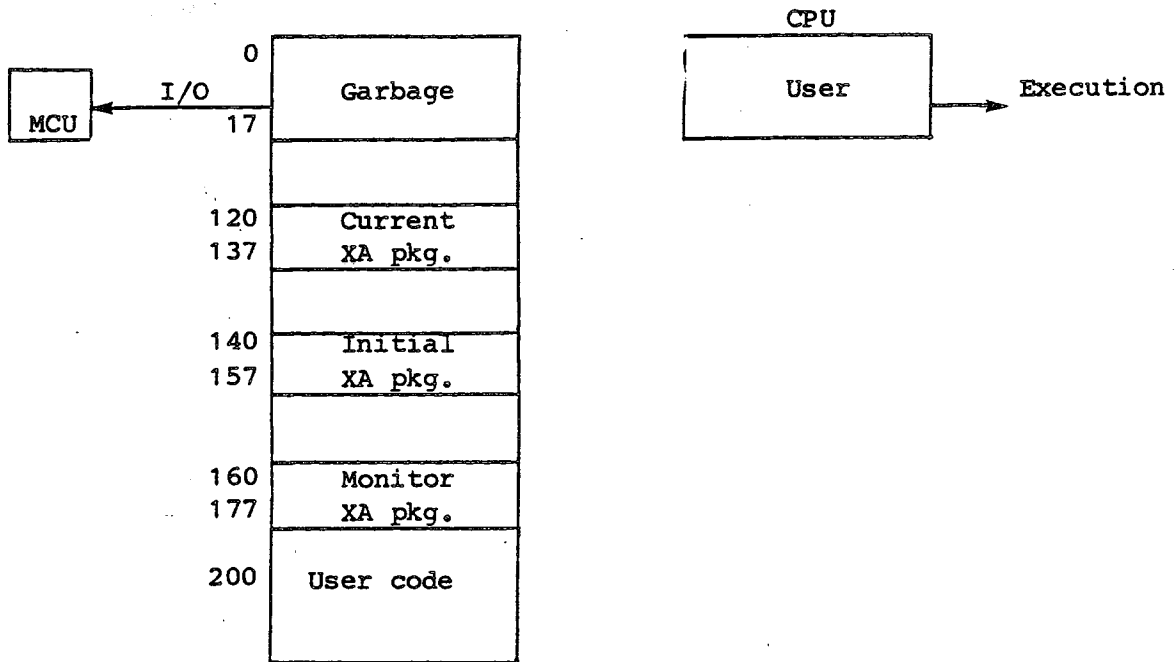


- D) Monitor starts a 4000 word transfer to the MCU over the output channel. Monitor then forces an exchange which puts monitor into memory XA pkg. 160 and the user into the CPU.

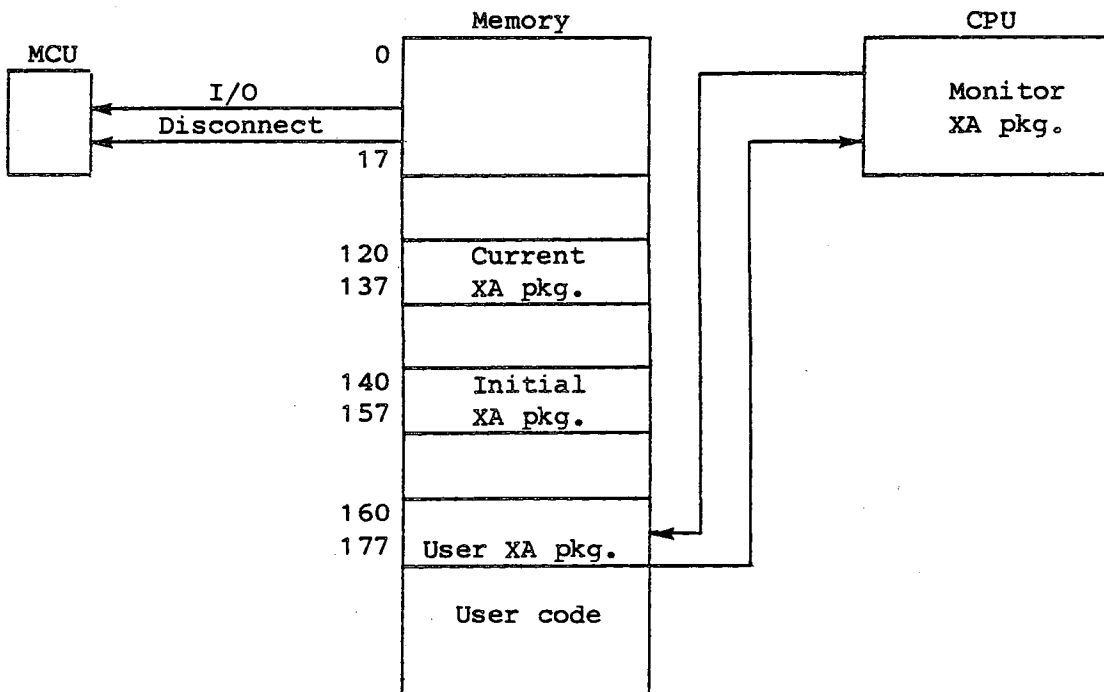


X3001S0105

- E) User starts executing code starting at P register address which is 200-0. Also, the output channel continues outputting to the MCU.

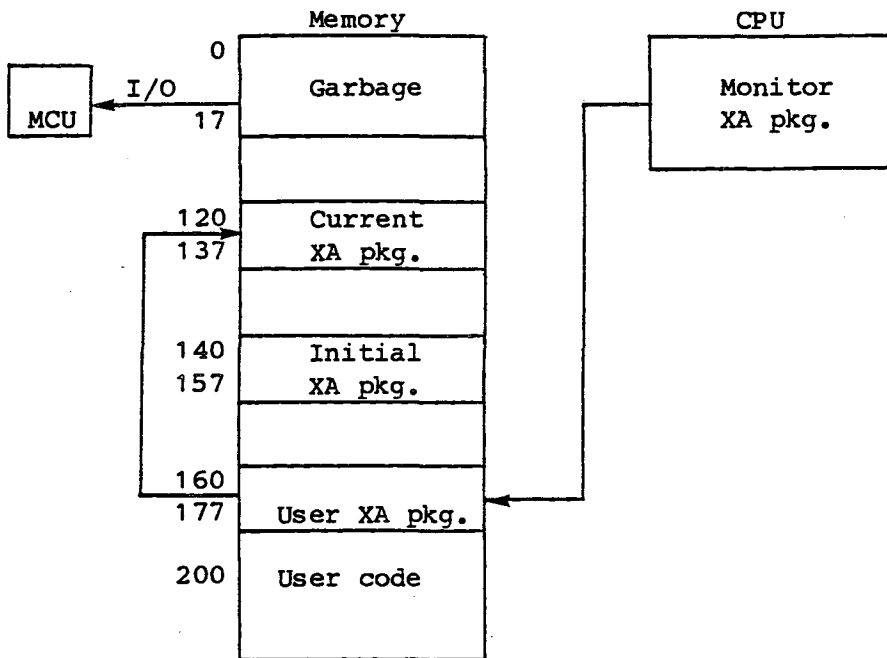


- F) I/O interrupt occurs when CA=CL or 4000 word transfer is complete. I/O interrupt causes a disconnect on the output channel. I/O interrupt also causes an exchange which puts the user XA pkg. into memory at address 160-177. Monitor XA pkg. is then transferred into the CPU.

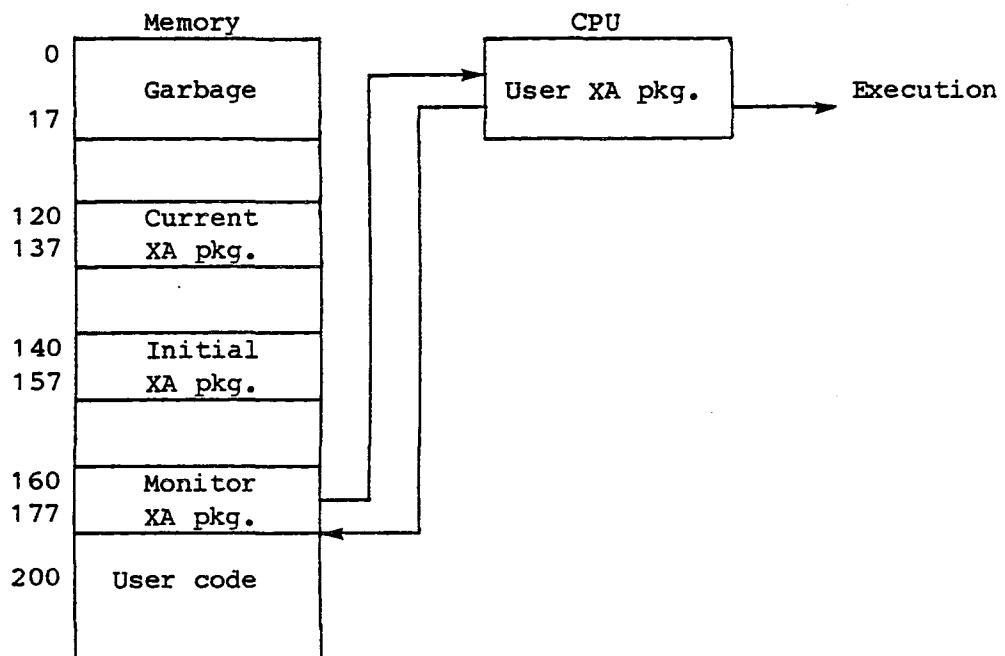


X3001S0106

G) While the monitor is in the CPU it will copy exchange package 160 to XA pkg. 120. Monitor will then activate the output channel to transfer 4000 words to the MCU. This allows the user to observe the activity of the machine at the time the I/O interrupt occurred.



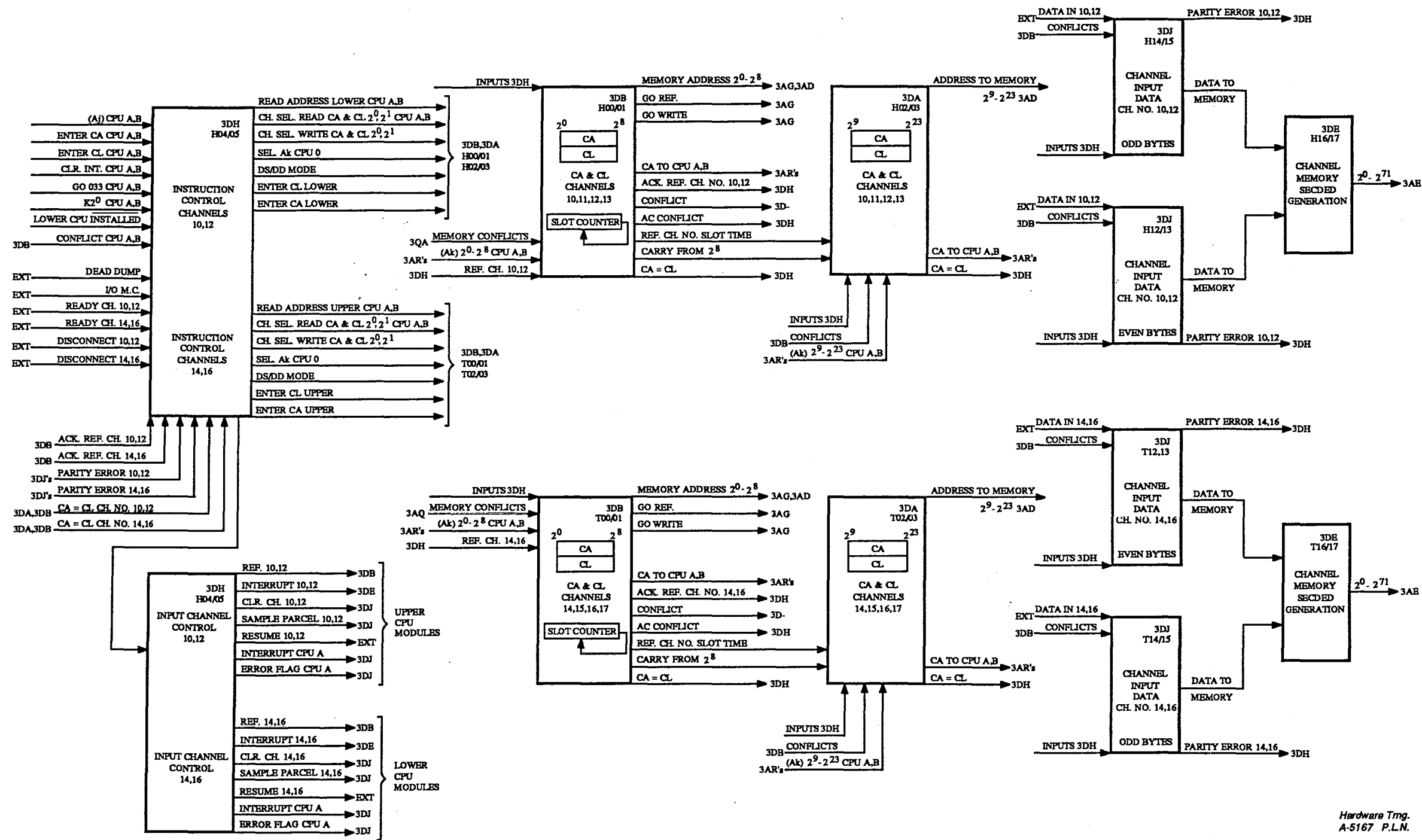
H) Monitor forces an exchange which puts the user XA pkg. back into the CPU. And monitor's XA pkg. in XA pkg. 160. This sequence reverts back to step E or until a MC is set from the MCU.



3

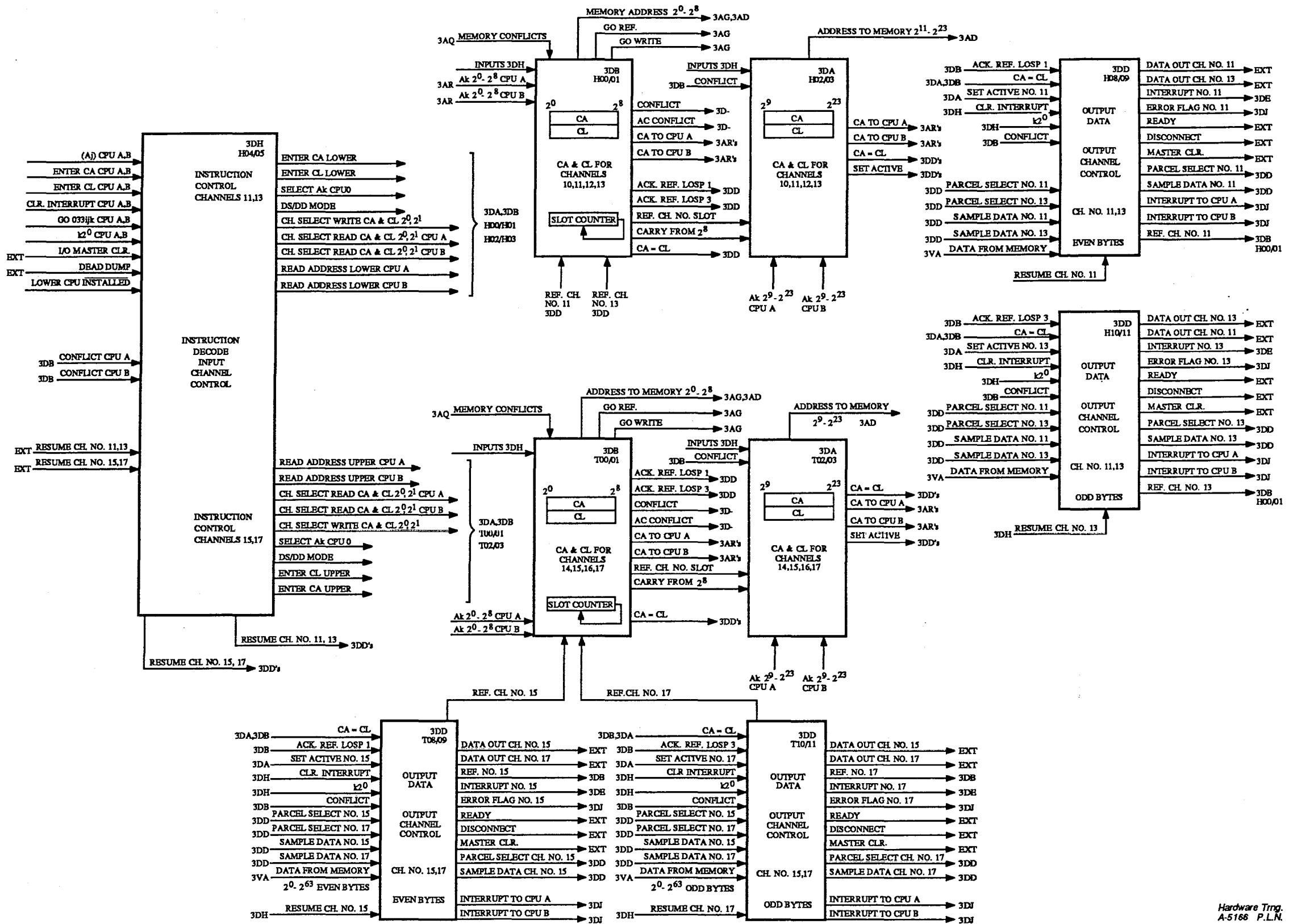
3

3



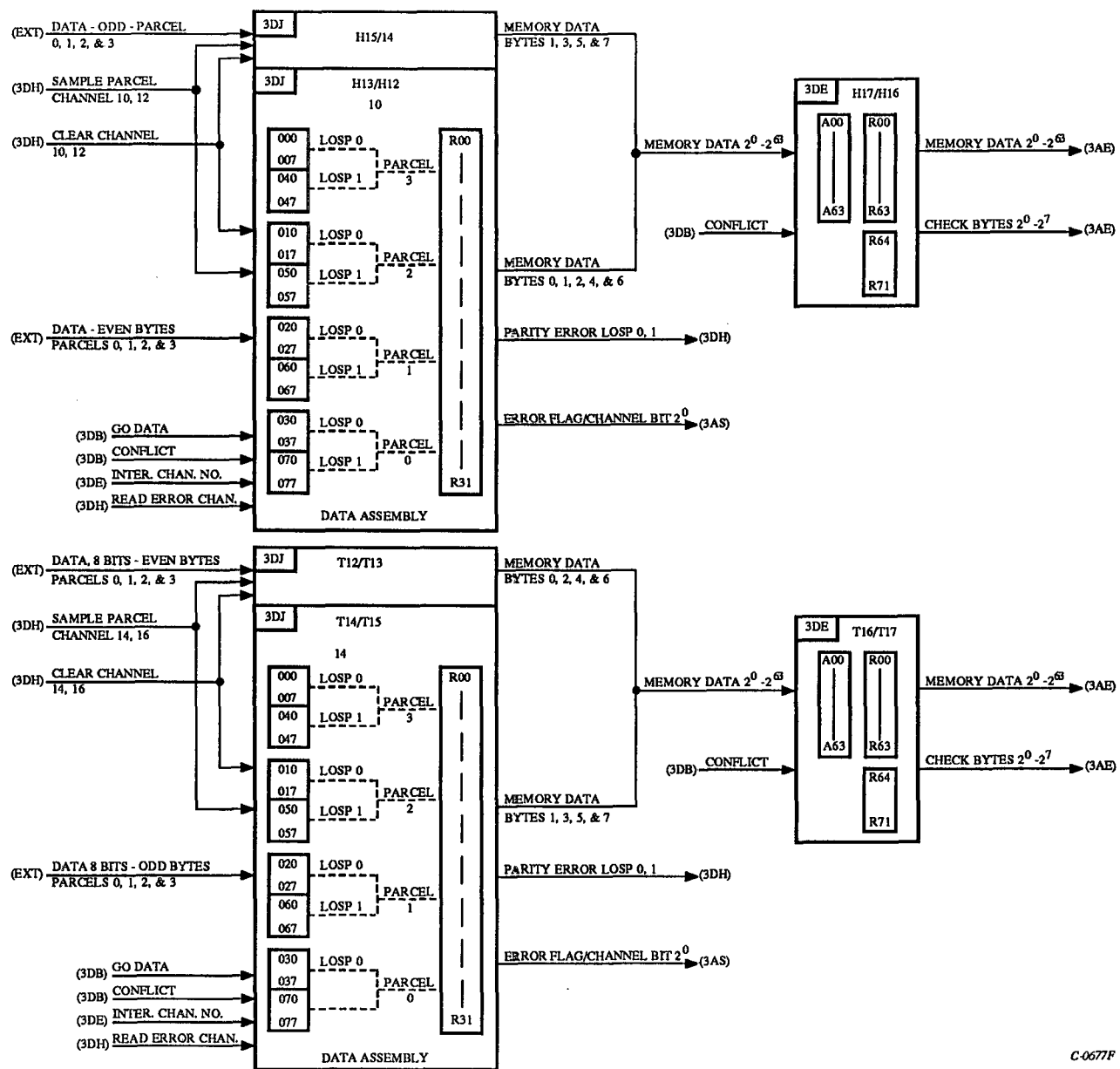
Hardware Tmg.
A-5167 P.L.N.

X-MP/2 INPUT CHANNEL BLOCK DIAGRAM



Hardware Trng.
A-5166 P.L.N.

X-MP/2 OUTPUT CHANNEL BLOCK DIAGRAM



C-0677F

CRAY X-MP LOSP CHANNEL DATA INPUT

3

3

3

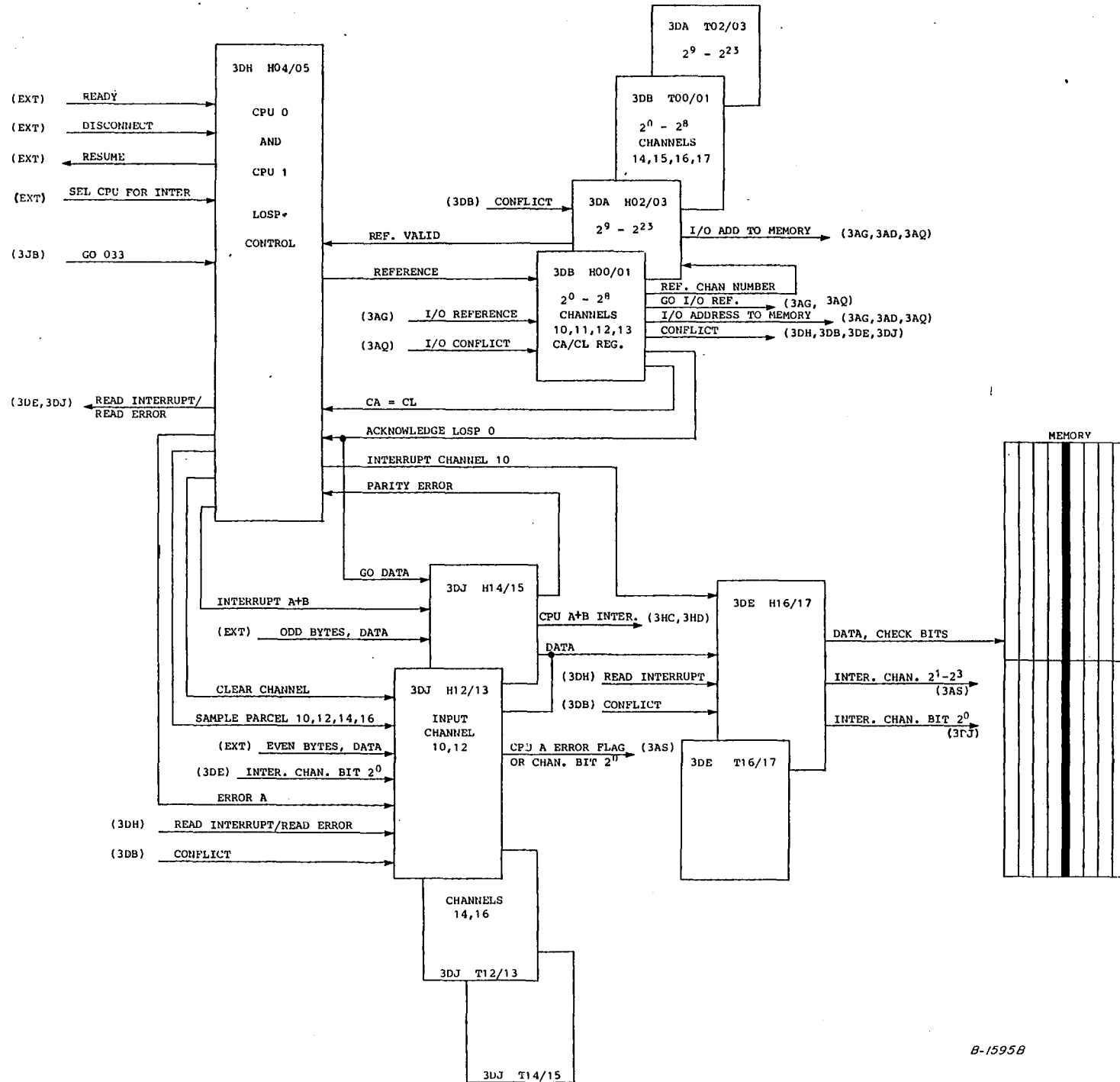
3DJ H12/13 OR T12/13
EVEN BYTES
CHANNEL 10 OR 14 CHANNEL 12 OR 16

3DJ H14/15 OR T14/15
ODD BYTES
CHANNEL 10 OR 14 CHANNEL 12 OR 16

	T.P.	TERM	T.P.	TERM		T.P.	TERM	T.P.	TERM	
20		D67	000	B20	040	28	B67	000	B20	040
21		D69	001	B18	041	29	B69	001	B18	041
22		B72	002	B23	042	210	B72	002	B23	042
23		B70	003	B25	043	211	B70	003	B25	043
24		B59	004	B12	044	212	B59	004	B12	044
25		B61	005	B10	045	213	B61	005	B10	045
26		B63	006	B14	046	214	B63	006	B14	046
27		B65	007	B16	047	215	B65	007	B16	047
216		A08	010	A51	050	224	A08	010	A51	050
217		A10	011	A52	051	225	A10	011	A52	051
218		A03	012	A48	052	226	A03	012	A48	052
219		A04	013	A46	053	227	A04	013	A46	053
220		A16	014	A60	054	228	A16	014	A60	054
221		A17	015	A61	055	229	A17	015	A61	055
222		A12	016	A55	056	230	A12	016	A55	056
223		A14	017	A56	057	231	A14	017	A56	057
232		D67	020	D14	060	240	D67	020	D14	060
233		D68	021	D03	061	241	D68	021	D03	061
234		D70	022	D05	062	242	D70	022	D05	062
235		D72	023	D27	063	243	D72	023	D27	063
236		D59	024	D29	064	244	D59	024	D29	064
237		D61	025	D06	065	245	D61	025	D06	065
238		D65	026	D12	066	246	D65	026	D12	066
239		D63	027	D31	067	247	D63	027	D31	067
248		C10	030	C67	070	256	C10	030	C67	070
249		C33	031	C68	071	257	C33	031	C68	071
250		C06	032	C65	072	258	C06	032	C65	072
251		C08	033	C63	073	259	C08	033	C63	073
252		C04	034	C52	074	260	C04	034	C52	074
253		C03	035	C59	075	261	C03	035	C59	075
254		C16	036	C72	076	262	C16	036	C72	076
255		C14	037	C70	077	263	C14	037	C70	077

B-1656

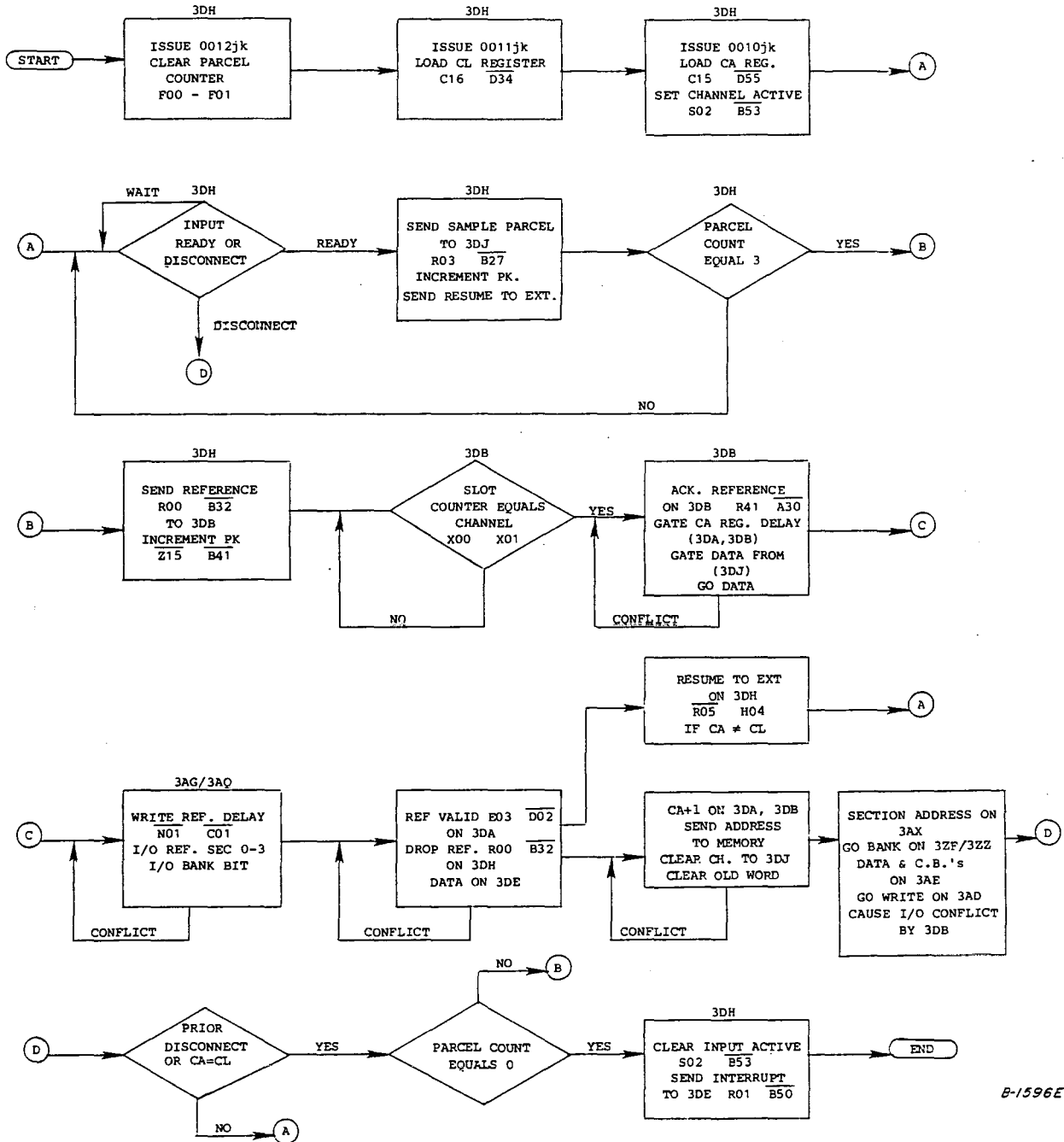
INPUT LOSP CHANNEL 3DJ SCOPE CHART



26-22

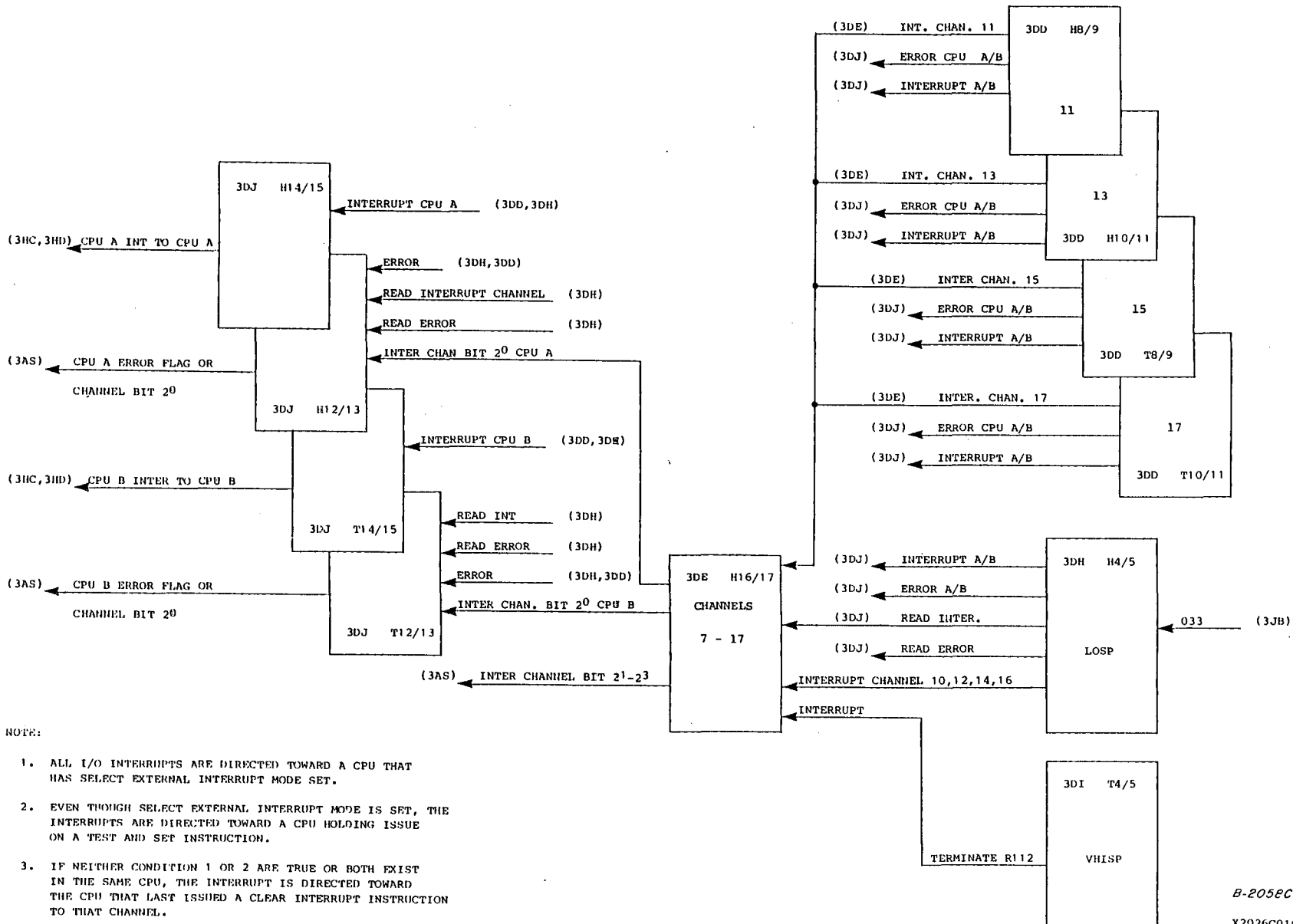
B-15958

CHANNEL 10 INPUT BLOCK DIAGRAM



B-1596E

CHANNEL 10 INPUT FLOW CHART

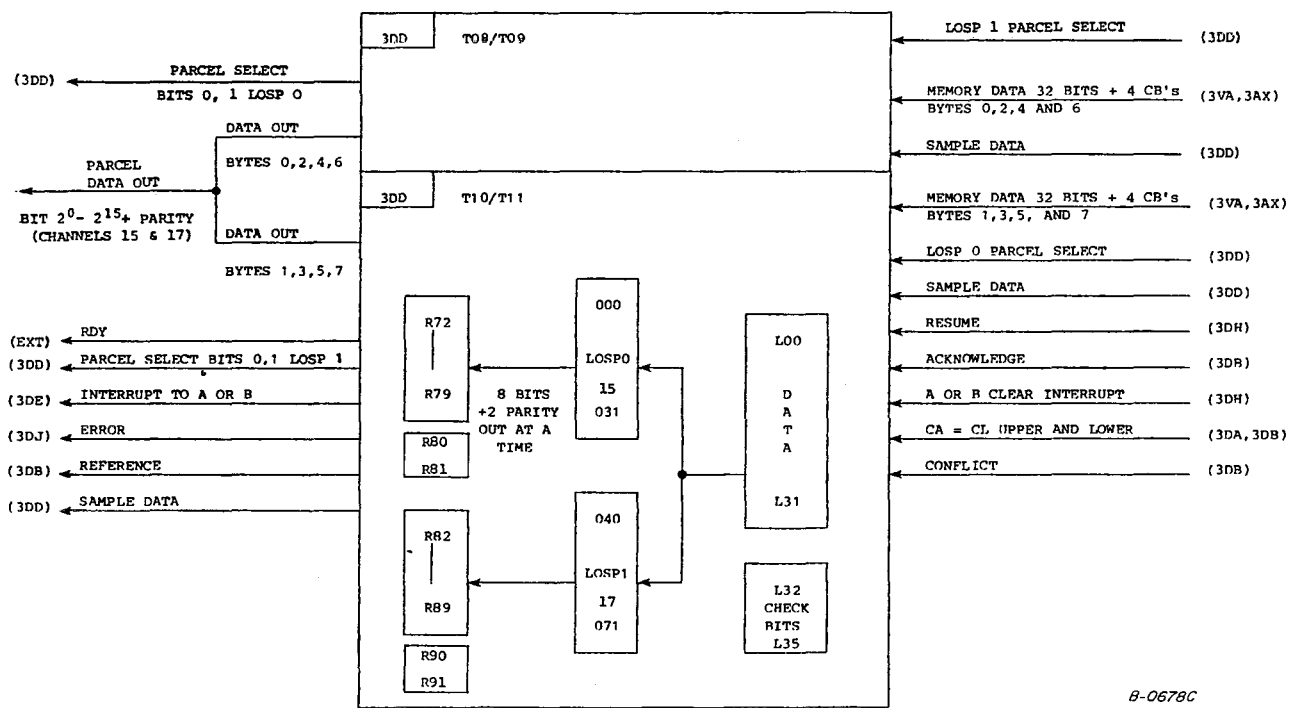
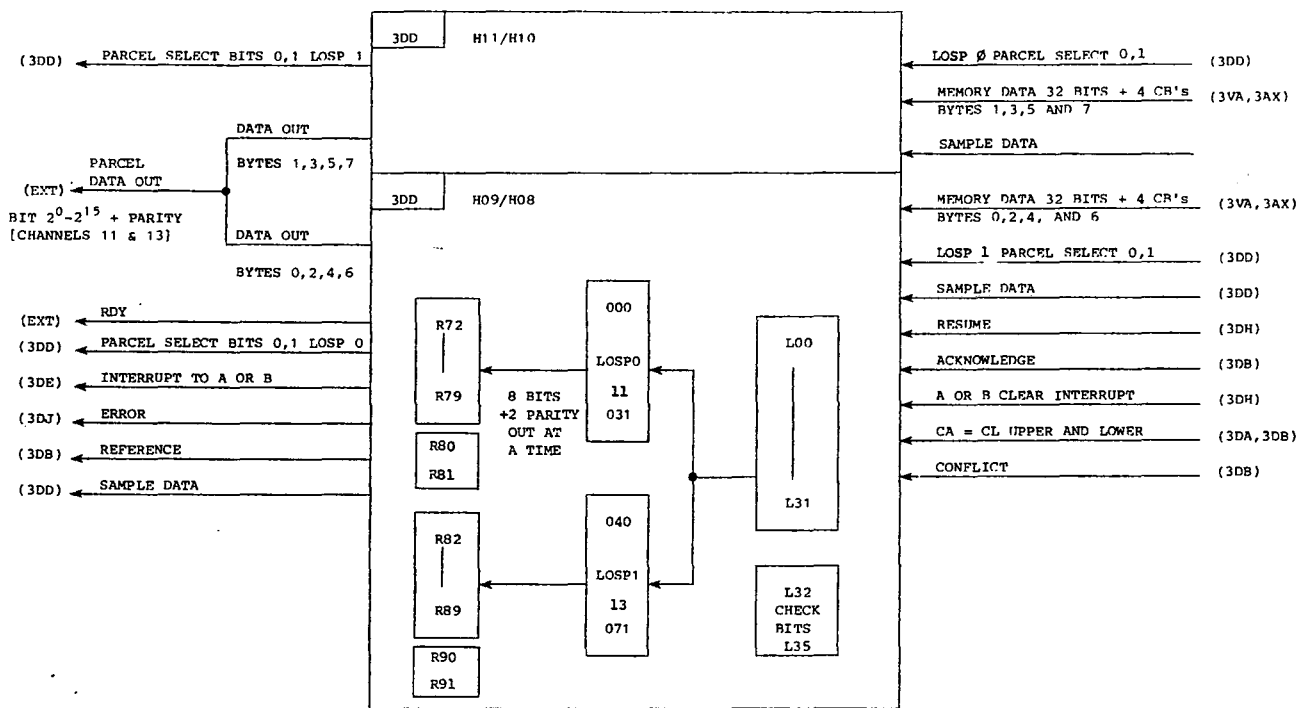


ERROR/INTERRUPT HANDLING

B-2058C

X2026C0106





B-0678C

CRAY X-MP LOSP CHANNEL DATA OUTPUT

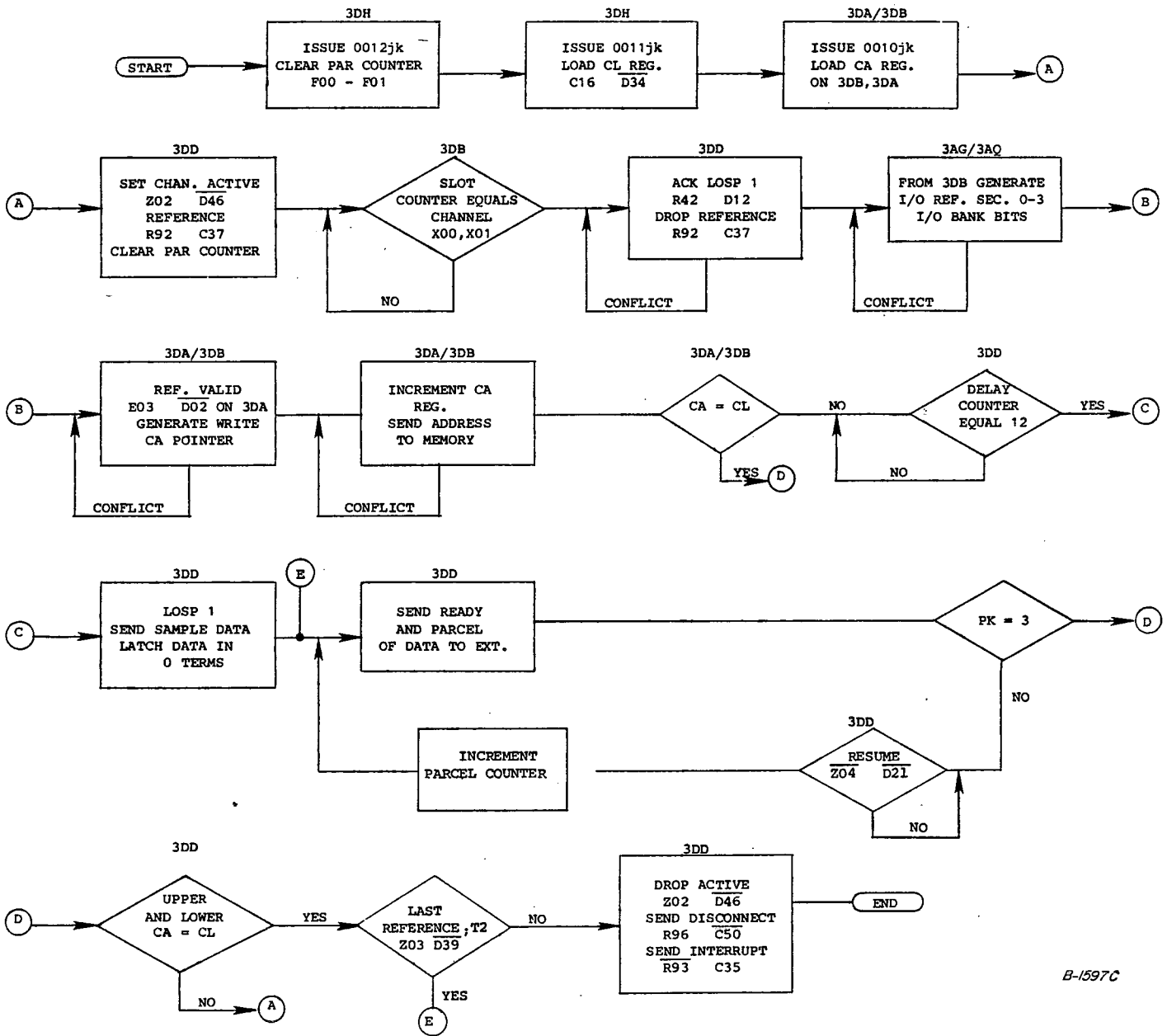
3DD H08/09 OR T08/09
EVEN BYTES
CHANNEL 11, 15 CHANNEL 13 OR 17

3DD H10/11 OR T10/11
ODD BYTES
CHANNEL 11, 15 CHANNEL 13, 17

	T.P.	TERM	T.P.	TERM	T.P.	TERM	T.P.	TERM			
2 ⁰	_____	B03	000	B52	040	2 ⁸	_____	B03	000	B52	040
2 ¹	_____	B04	001	B50	041	2 ⁹	_____	B04	001	B50	041
2 ²	_____	B06	002	B57	042	2 ¹⁰	_____	B06	002	B57	042
2 ³	_____	B08	003	B55	043	2 ¹¹	_____	B08	003	B55	043
2 ⁴	_____	B10	004	B59	044	2 ¹²	_____	B10	004	B59	044
2 ⁵	_____	B12	005	B61	045	2 ¹³	_____	B12	005	B61	045
2 ⁶	_____	B14	006	B65	046	2 ¹⁴	_____	B14	006	B65	046
2 ⁷	_____	B16	007	B63	047	2 ¹⁵	_____	B16	007	B63	047
2 ¹⁶	_____	B18	008	B67	048	2 ²⁴	_____	B18	008	B67	048
2 ¹⁷	_____	B20	009	B69	049	2 ²⁵	_____	B20	009	B69	049
2 ¹⁸	_____	B23	010	B72	050	2 ²⁶	_____	B23	010	B72	050
2 ¹⁹	_____	B25	011	B70	051	2 ²⁷	_____	B25	011	B70	051
2 ²⁰	_____	D03	012	D50	052	2 ²⁸	_____	D03	012	D50	052
2 ²¹	_____	D04	013	D52	053	2 ²⁹	_____	D04	013	D52	053
2 ²²	_____	D06	014	D55	054	2 ³⁰	_____	D06	014	D55	054
2 ²³	_____	D08	015	D57	055	2 ³¹	_____	D08	015	D57	055
2 ³²	_____	D10	016	D59	056	2 ⁴⁰	_____	D10	016	D59	056
2 ³³	_____	D12	017	D61	057	2 ⁴¹	_____	D12	017	D61	057
2 ³⁴	_____	D14	018	D63	058	2 ⁴²	_____	D14	018	D63	058
2 ³⁵	_____	D16	019	D65	059	2 ⁴³	_____	D16	019	D65	059
2 ³⁶	_____	D18	020	D67	060	2 ⁴⁴	_____	D18	020	D67	060
2 ³⁷	_____	D20	021	D69	061	2 ⁴⁵	_____	D20	021	D69	061
2 ³⁸	_____	D25	022	D72	062	2 ⁴⁶	_____	D25	022	D72	062
2 ³⁹	_____	D23	023	D70	063	2 ⁴⁷	_____	D23	023	D70	063
2 ⁴⁸	_____	C63	024	C06	064	2 ⁵⁶	_____	C63	024	C06	064
2 ⁴⁹	_____	C65	025	C08	065	2 ⁵⁷	_____	C65	025	C08	065
2 ⁵⁰	_____	C59	026	C04	066	2 ⁵⁸	_____	C59	026	C04	066
2 ⁵¹	_____	C61	027	C02	067	2 ⁵⁹	_____	C61	027	C02	067
2 ⁵²	_____	C72	028	C14	068	2 ⁶⁰	_____	C72	028	C14	068
2 ⁵³	_____	C70	029	C16	069	2 ⁶¹	_____	C70	029	C16	069
2 ⁵⁴	_____	C67	030	C12	070	2 ⁶²	_____	C67	030	C12	070
2 ⁵⁵	_____	C68	031	C10	071	2 ⁶³	_____	C68	031	C10	071

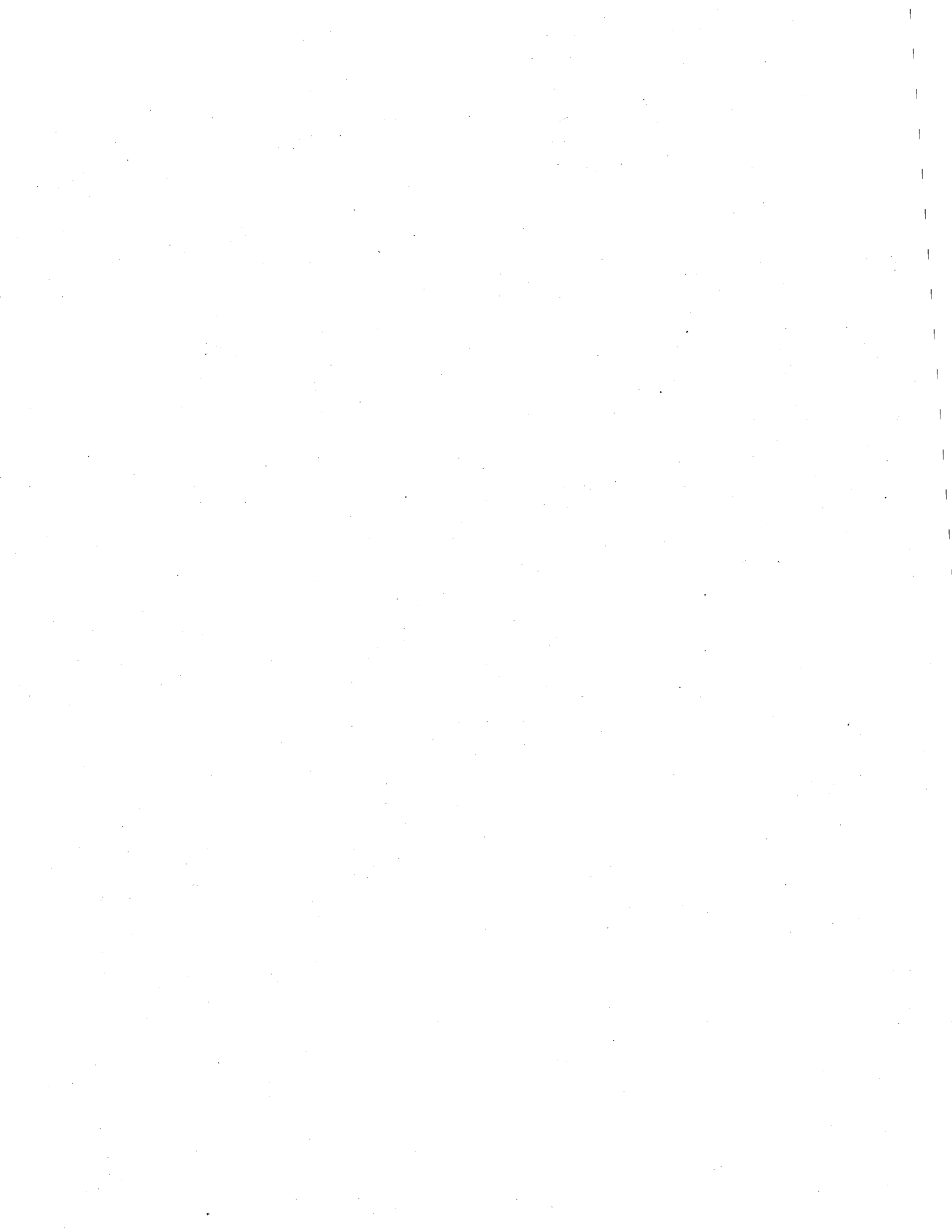
B-1655

OUTPUT LOSP CHANNEL 3DD SCOPE CHART

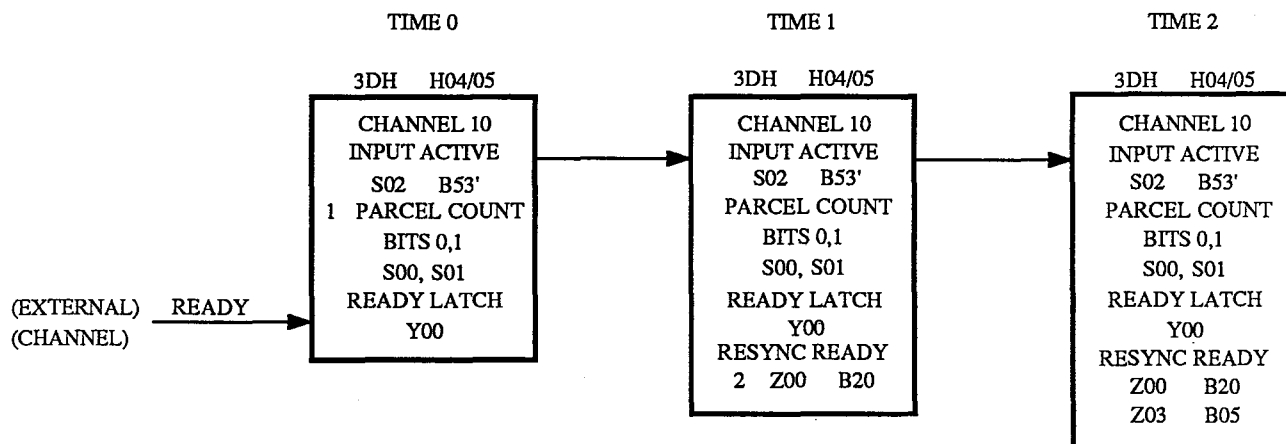


B-1597C

CHANNEL 11. OUTPUT FLOW CHART

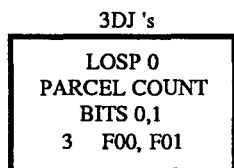


* NOTE: Timing of first ready and between subsequent readys dependent on external channel.



CONTROL

ADDRESS

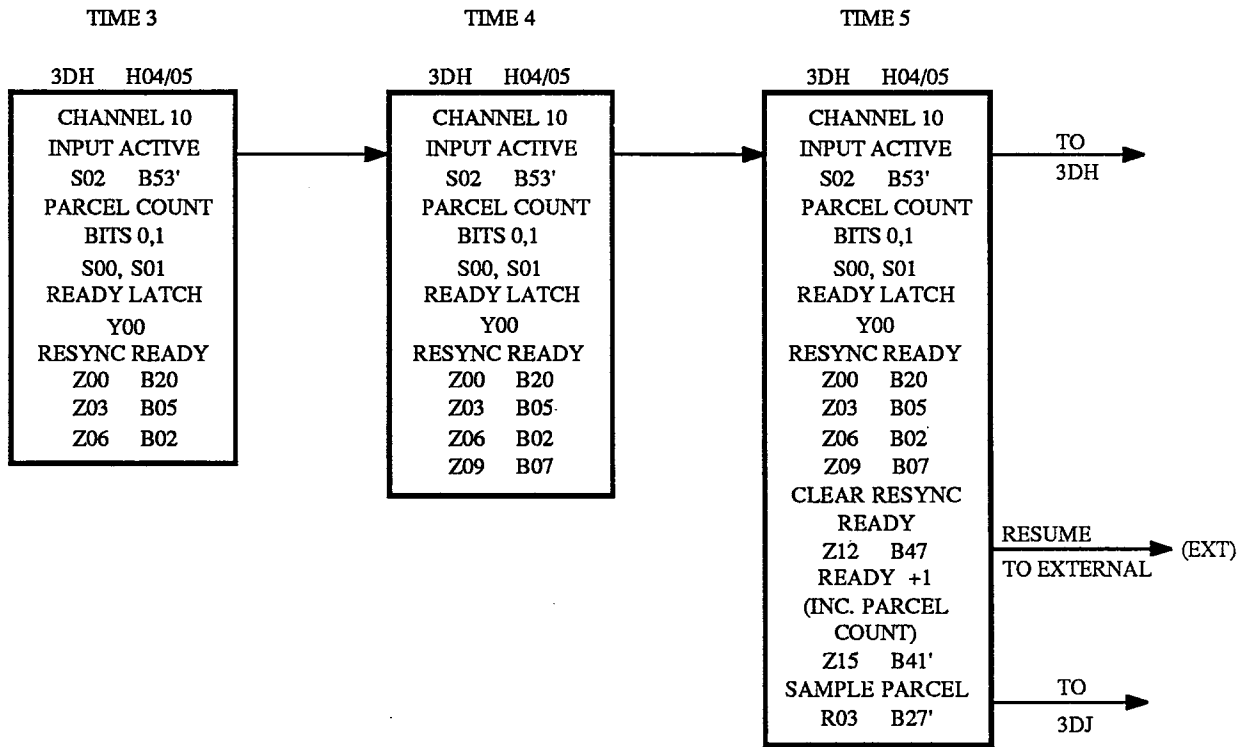


DATA

- 1 Parcel count will be set to zero by the issue of a 0012jk instruction.
- 2 The resync latch that sets is dependent on what time the ready arrives on the 3DH. After the first one the rest will set in sequence.
- 3 Parcel count on 3DJ 's will be set to zero by the clear channel instruction (0012jk).
- 4 The LOSP Data will follow the ready, time dependent on the external device, but must be there before time six. The "L" terms on the 3DJ 's are line receivers not latches.

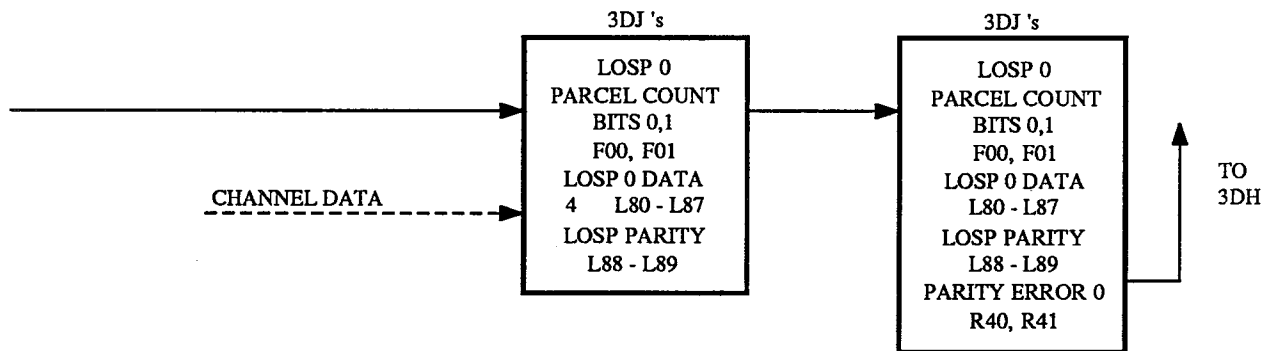
B-1305C

**LOSP CHANNEL TIMING OF READY AND RESUME (INPUT)
CHANNEL 10 USED AS EXAMPLE (sheet 1 of 4)**



CONTROL

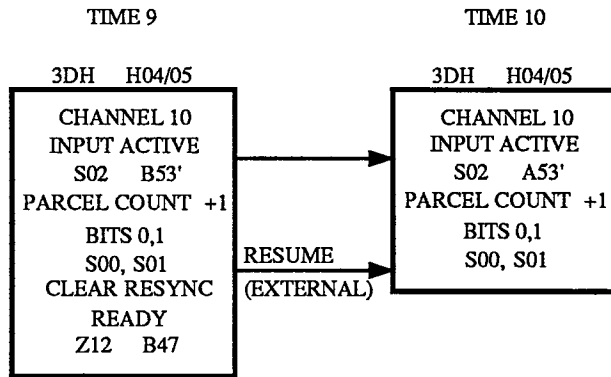
ADDRESS



DATA

B-1305C

LOSP CHANNEL TIMING OF READY AND RESUME (INPUT)
CHANNEL 10 USED AS EXAMPLE (sheet 2 of 4)



The Channel will go through this timing four times total. After which all four parcels of Data will be latched in the "O" terms. The Channel will then reference memory, send the Data word to memory and dependent on the word count (CA and CL) either continue or stop.

* NOTE: For reference timing and data transfers see reference timing diagram.

CONTROL

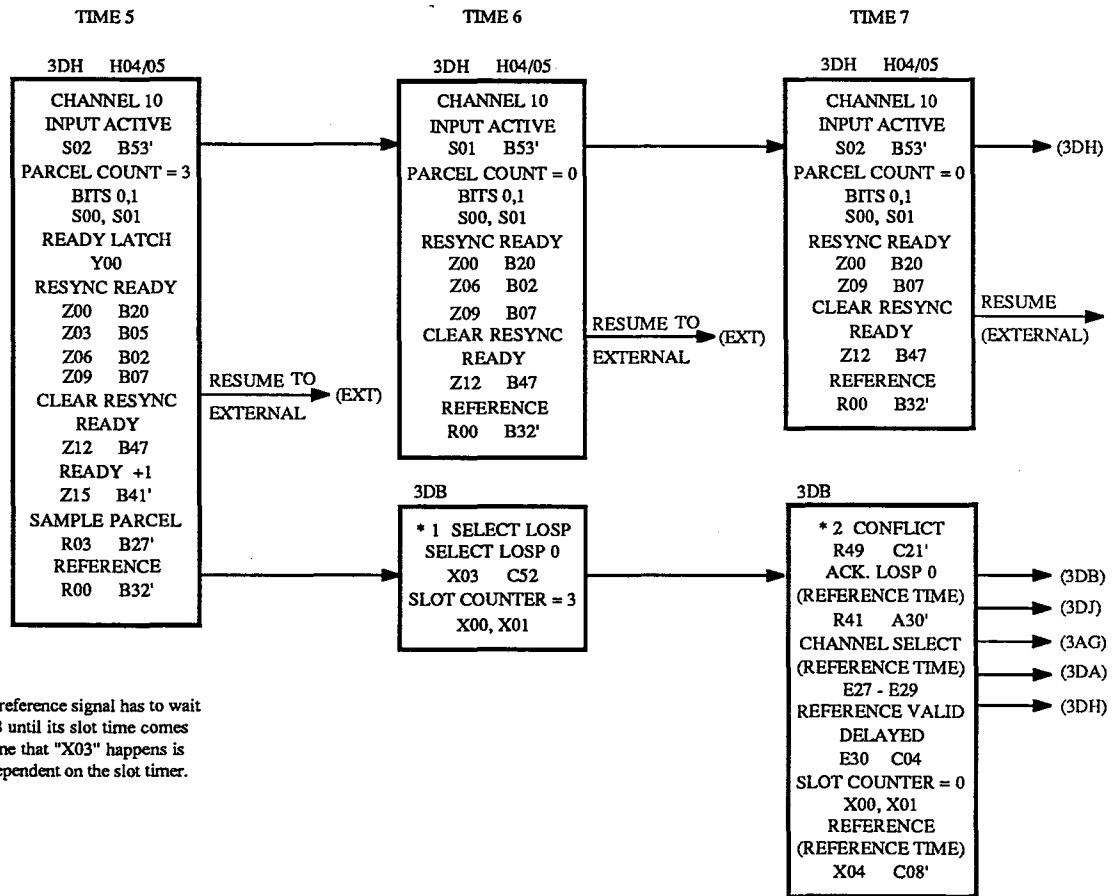
ADDRESS

DATA

B-1305C

LOSP CHANNEL TIMING OF READY AND RESUME (INPUT)
CHANNEL 10 USED AS EXAMPLE (sheet 4 of 4)

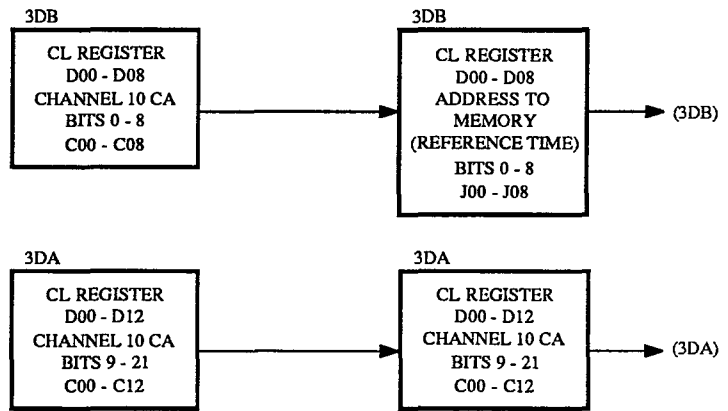
TIMING STARTS AT TIME 5 AFTER RECEIVING THE LAST READY AND LAST PARCEL OF DATA FROM EXTERNAL.



1 The LOSP reference signal has to wait on the 3DB until its slot time comes up. The time that "X03" happens is therefore dependent on the slot timer.

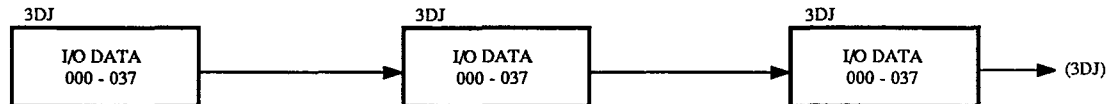
CONTROL

2 The conflict signal may occur at any time holding up the Control, Address and Data on the way to memory.



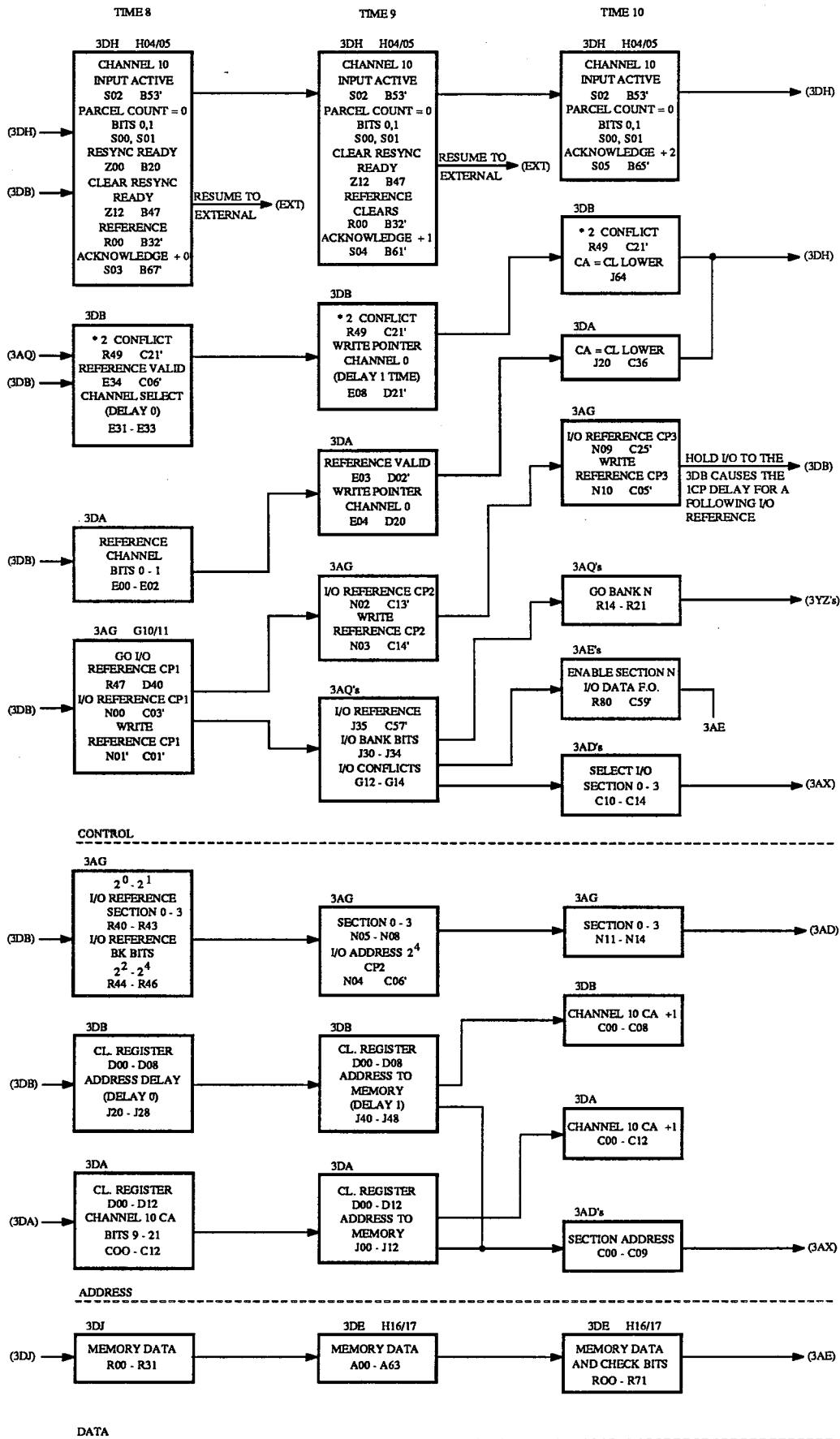
I/O to memory reference timing happens after the four parcels are assembled on the 3DJ's.

ADDRESS



DATA

A-5168

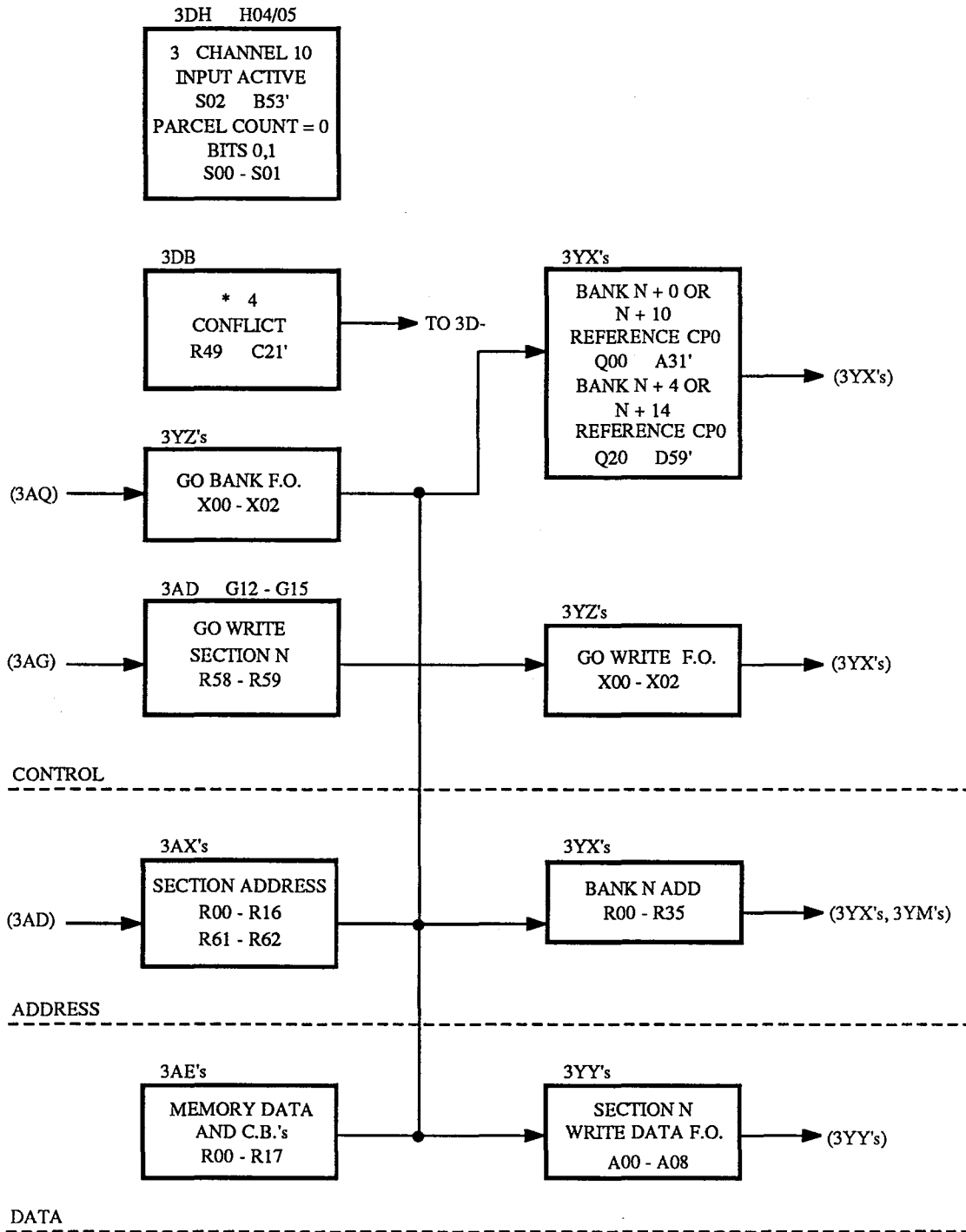


.A-5168

INPUT CHANNEL TIMING REFERENCE (sheet 2 of 5)

TIME 11

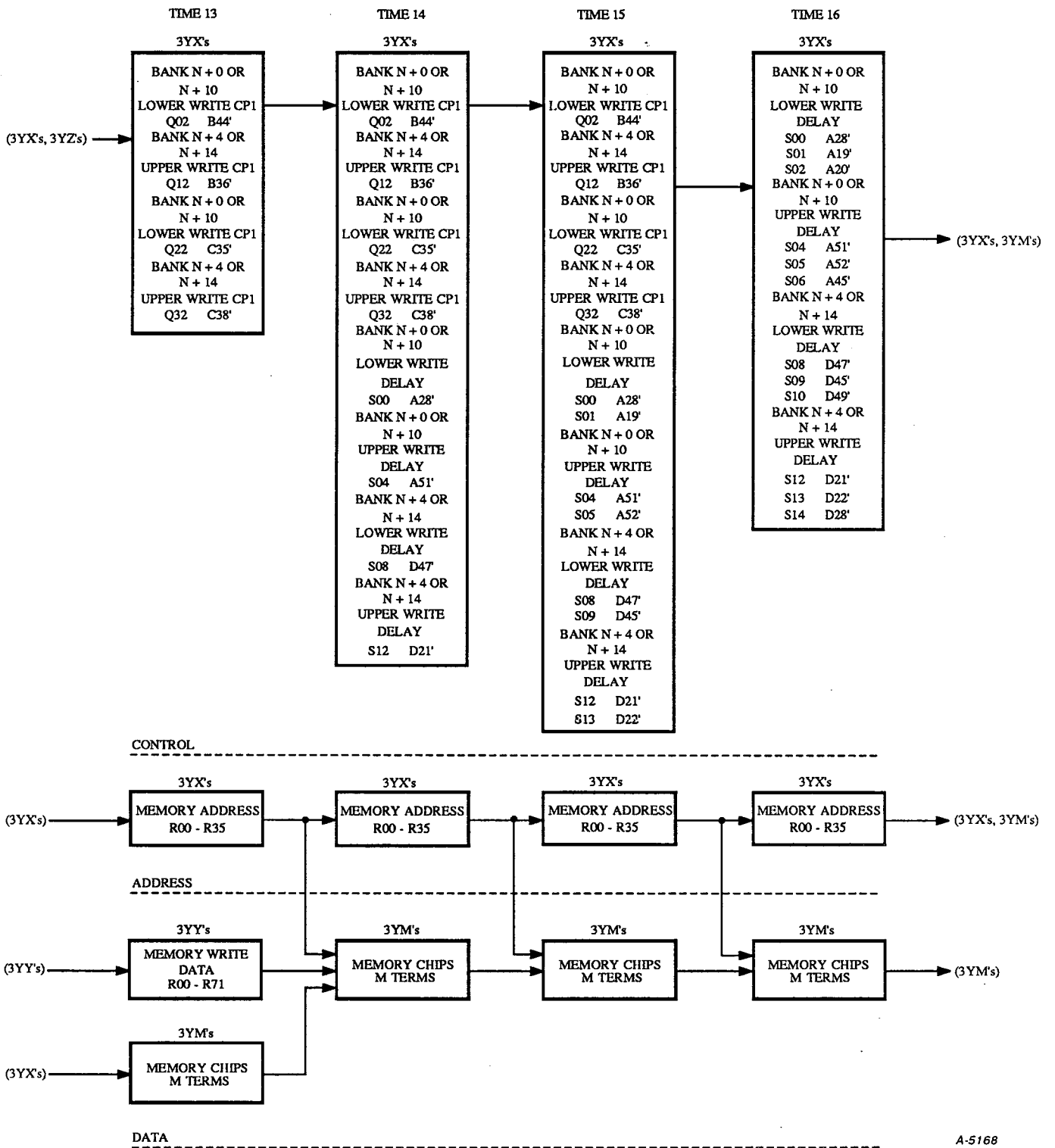
TIME 12



- 3 The Channel active would drop this time if CA = CL for this I/O transfer.
- 4 The hold I/O signal from the 3AG will make R49 on the 3DB. This signal will go out to all I/O modules to delay for ICP any following I/O reference. It's sent to the following modules: 3DA, 3DJ, 3DE, 3DH, 3DD, 3DF, and 3DI.

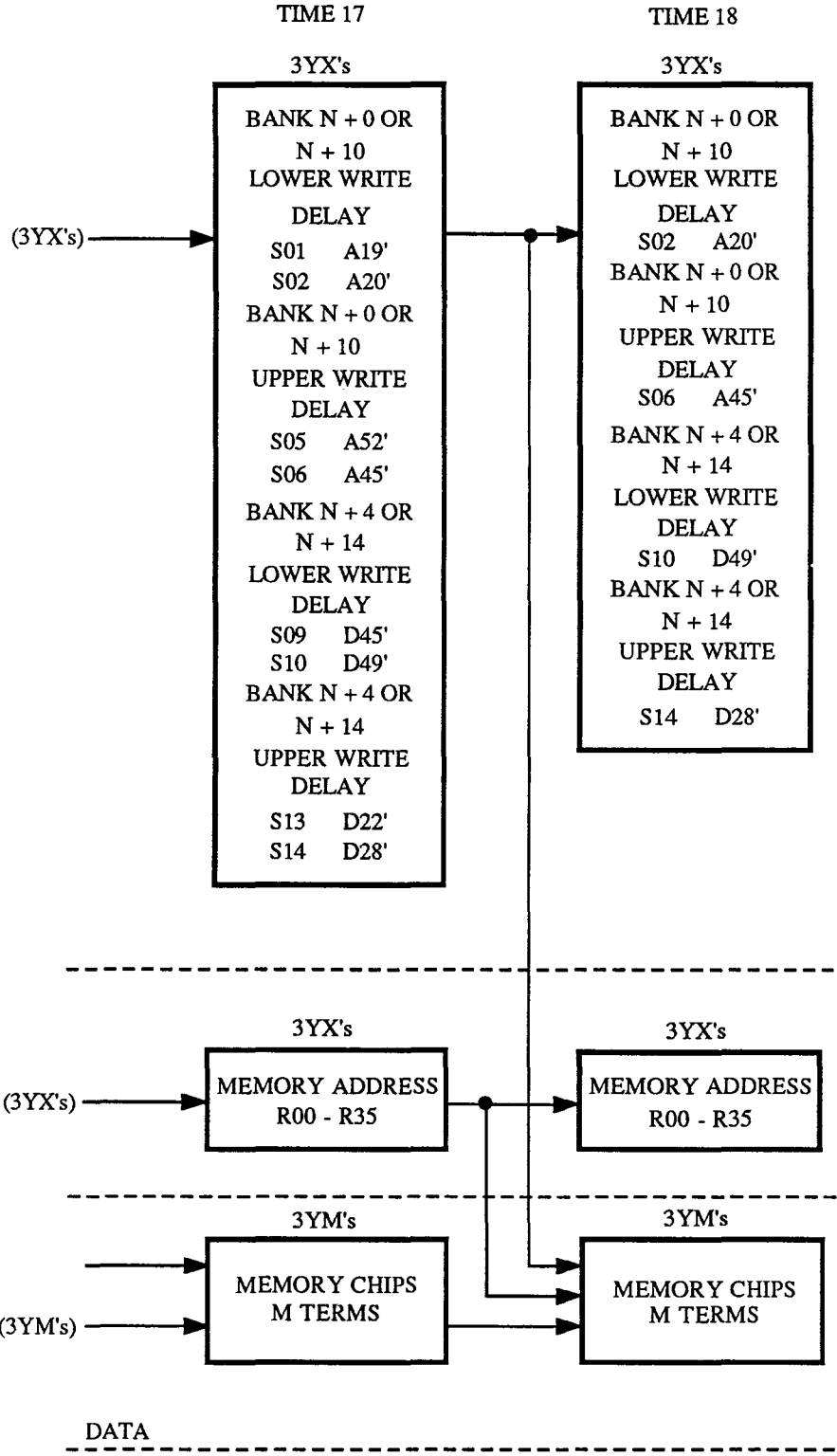
A-5168

INPUT CHANNEL TIMING REFERENCE (SHEET 3 OF 5)

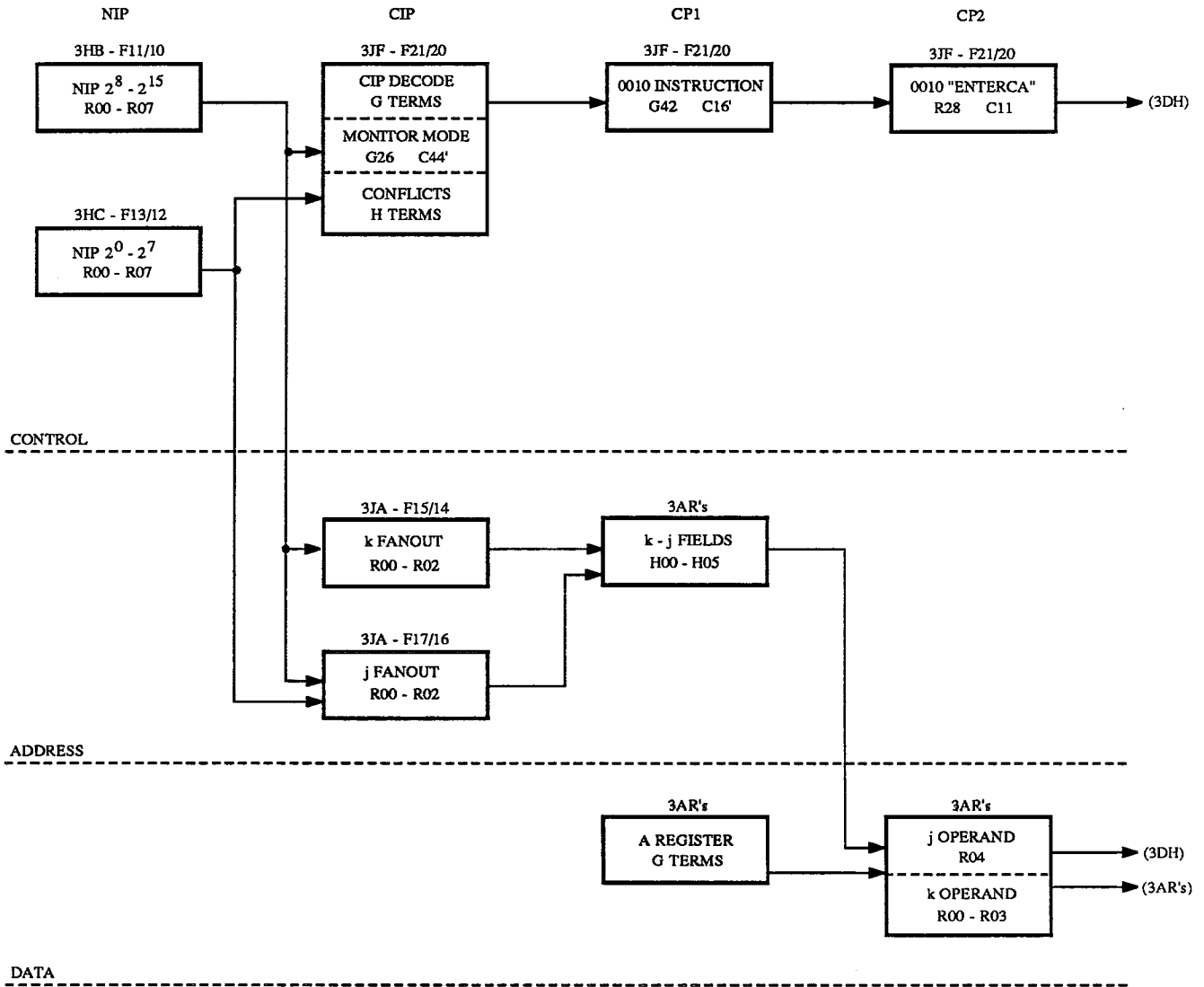


A-5168

LOSP CHANNEL TIMING OF READY AND RESUME (INPUT)
CHANNEL 10 USED AS EXAMPLE (sheet 4 of 5)



A-5168

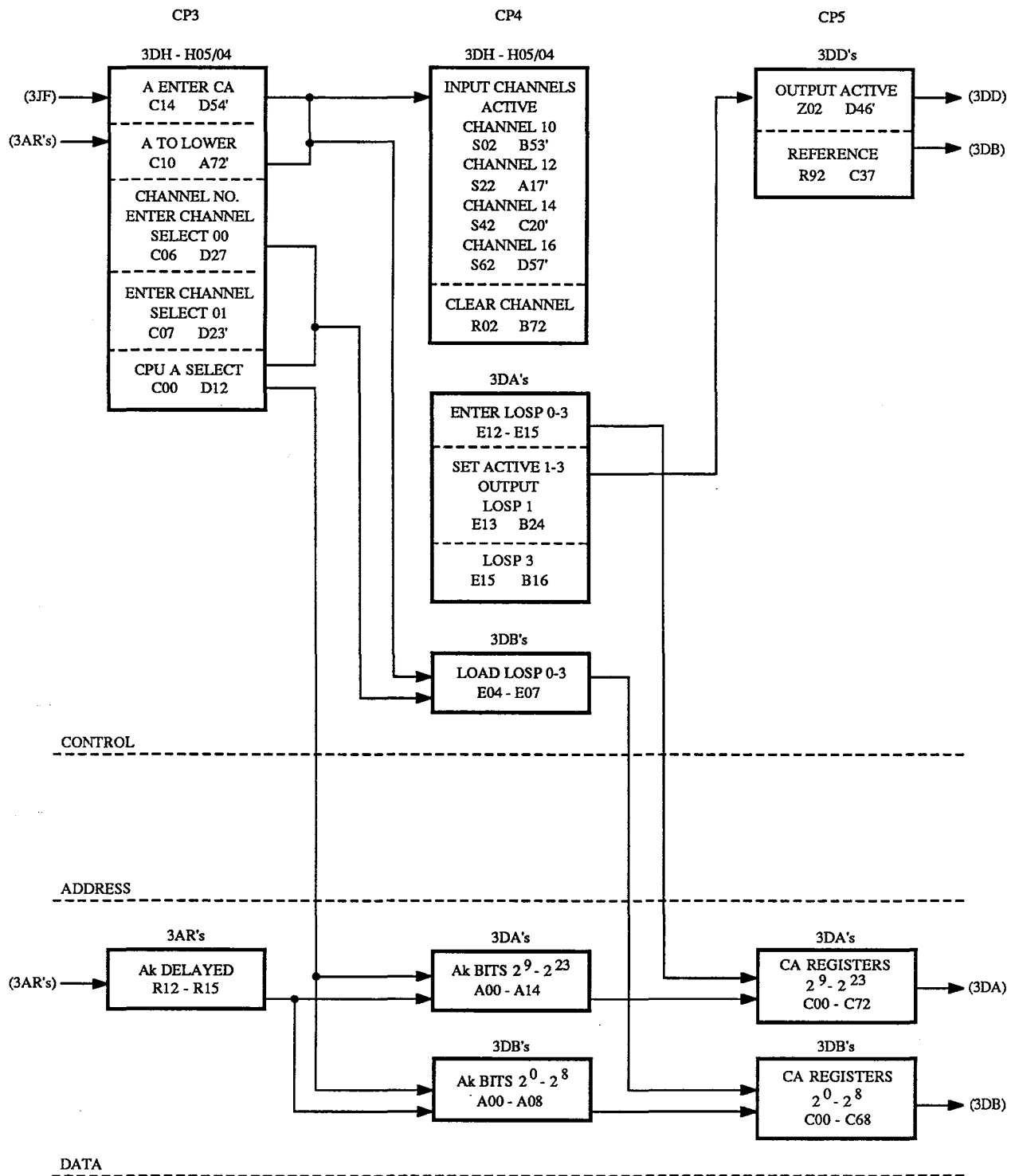


0010 INSTRUCTION - SET THE CURRENT ADDRESS (CA) REGISTER FOR THE CHANNEL INDICATED BY (AJ) TO (AK) AND ACTIVATE THE CHANNEL.

MONITOR MODE INSTRUCTION

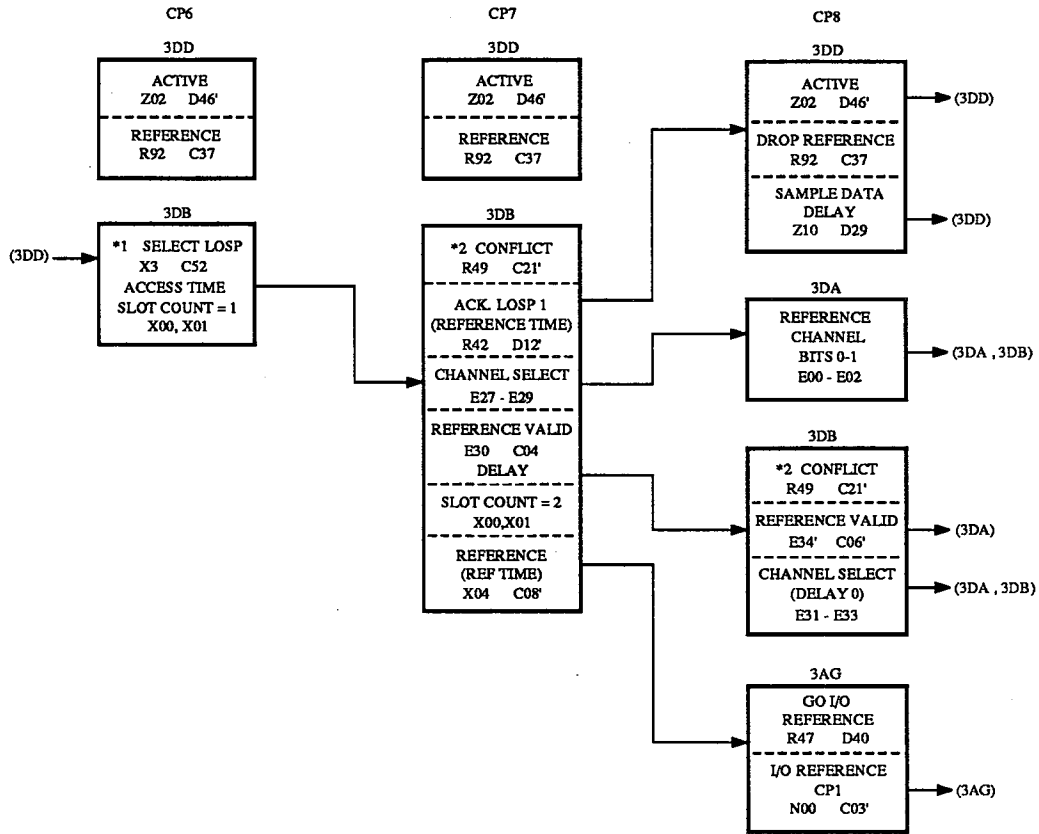
B-0841D

OUTPUT TIMING SEQUENCE (sheet 1 of 11)

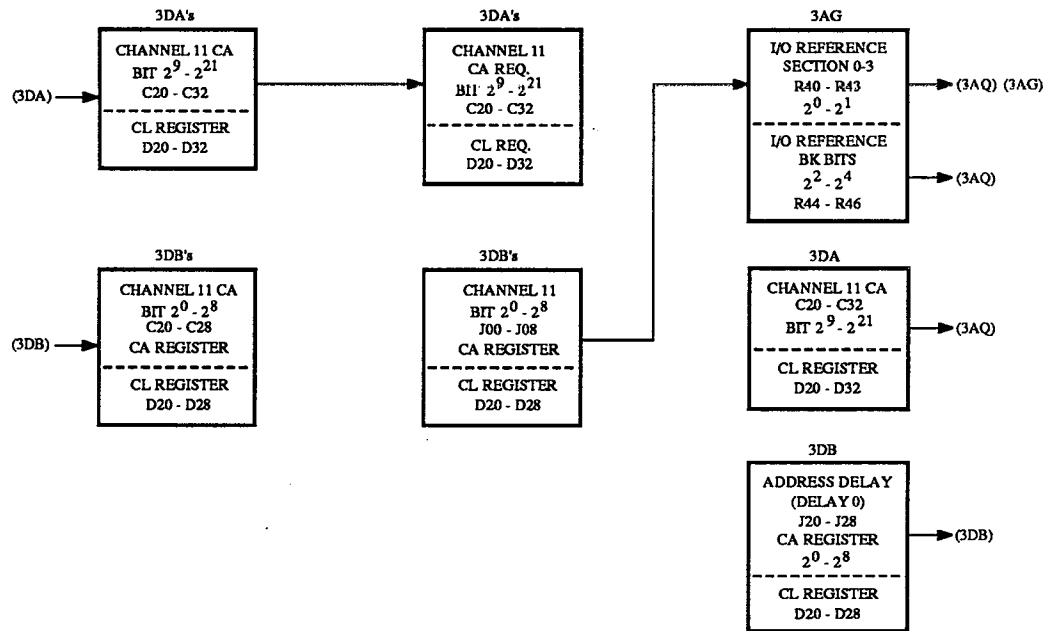


B-0841D

OUTPUT TIMING SEQUENCE (sheet 2 of 11)



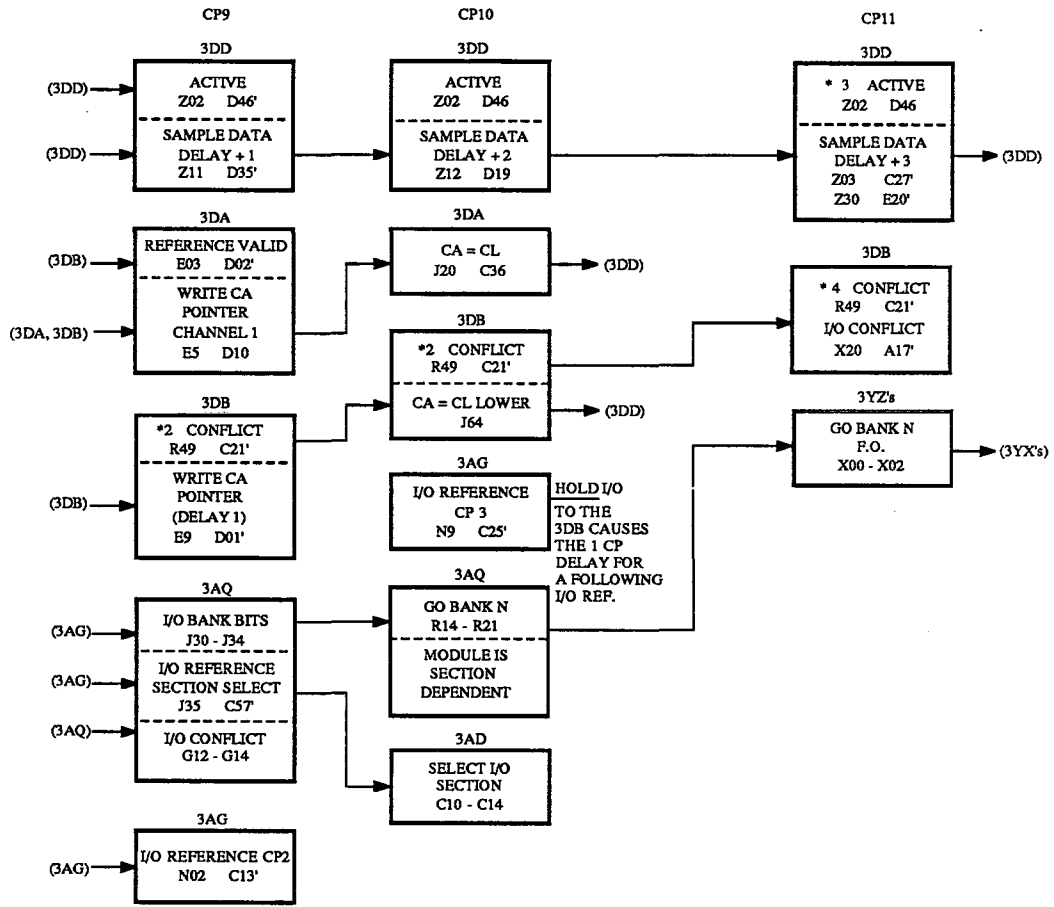
CONTROL



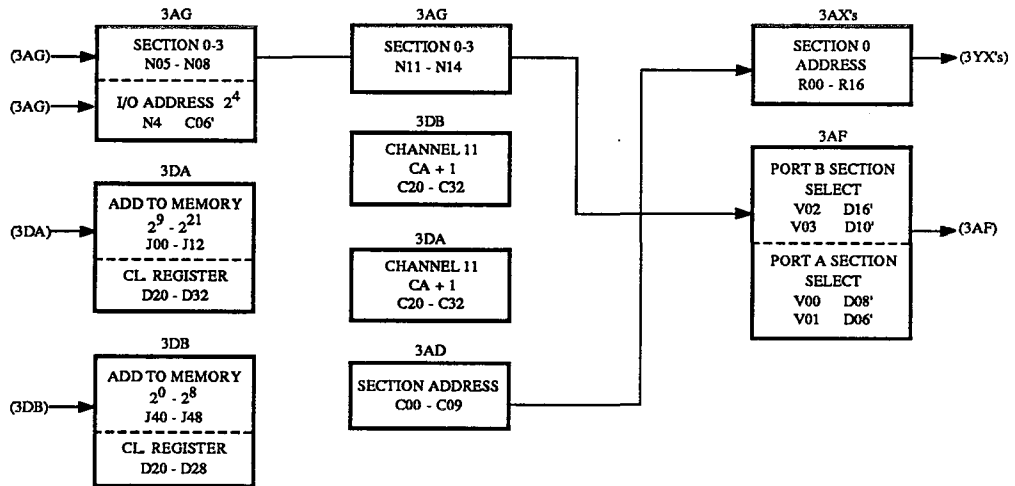
ADDRESS

DATA

*2 The conflict signal may occur at any time holding up the control and address on its way to memory.



CONTROL

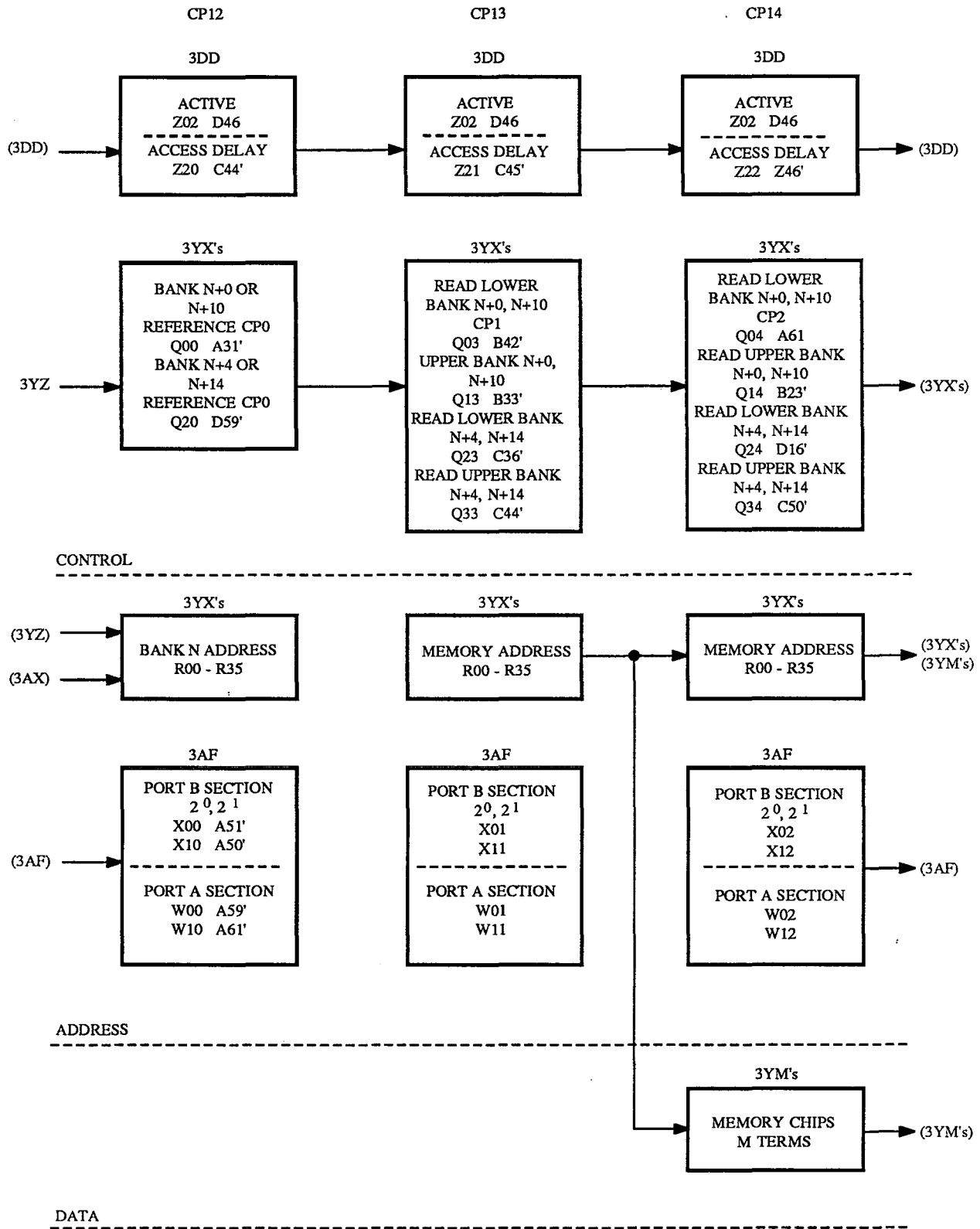


ADDRESS

DATA

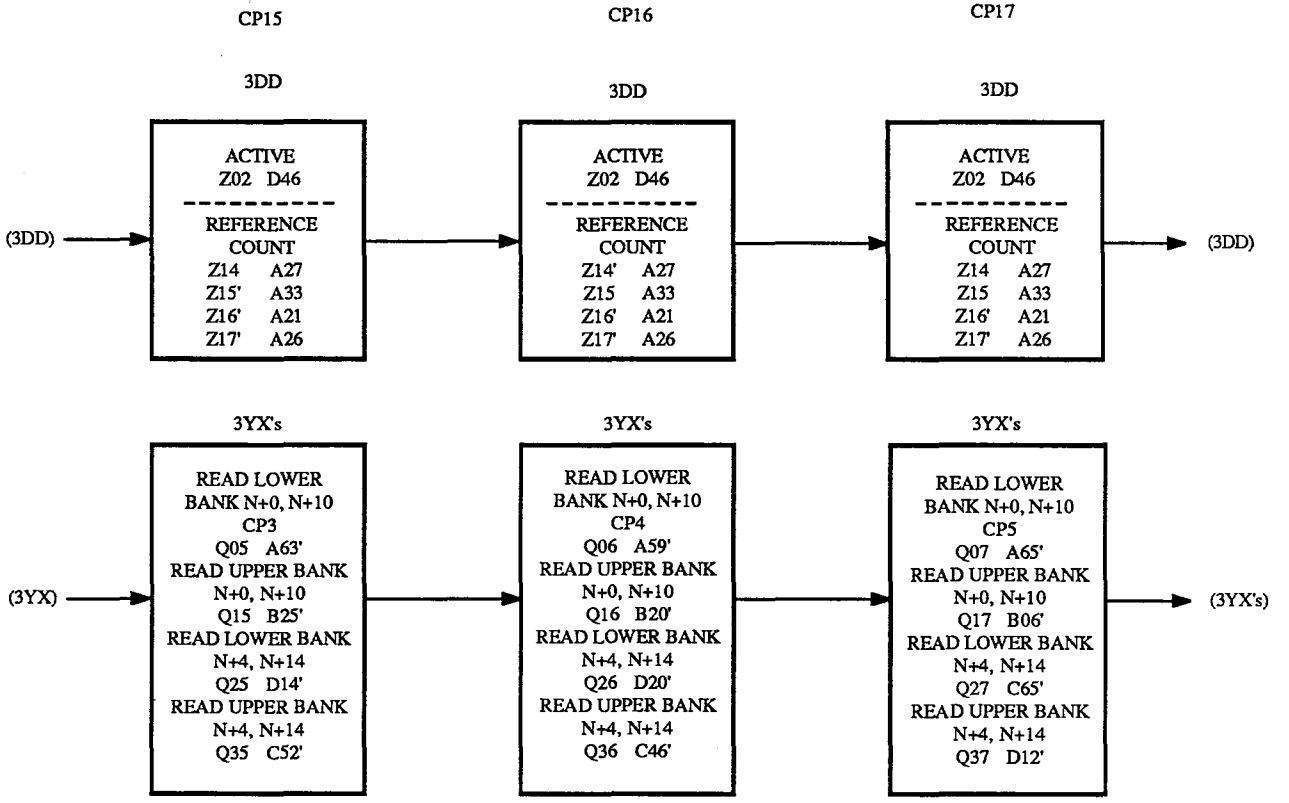
- *3 The Channel active would drop this time if CA = CL for this I/O transfer.
- *4 The I/O signal from the 3AG will make R49 on the 3DB. This signal will go to all I/O modules to delay for 1CP any following I/O reference. It's sent to the following modules: 3DA, 3DE, 3DH, 3DD, 3DP, 3DL.

A-5169

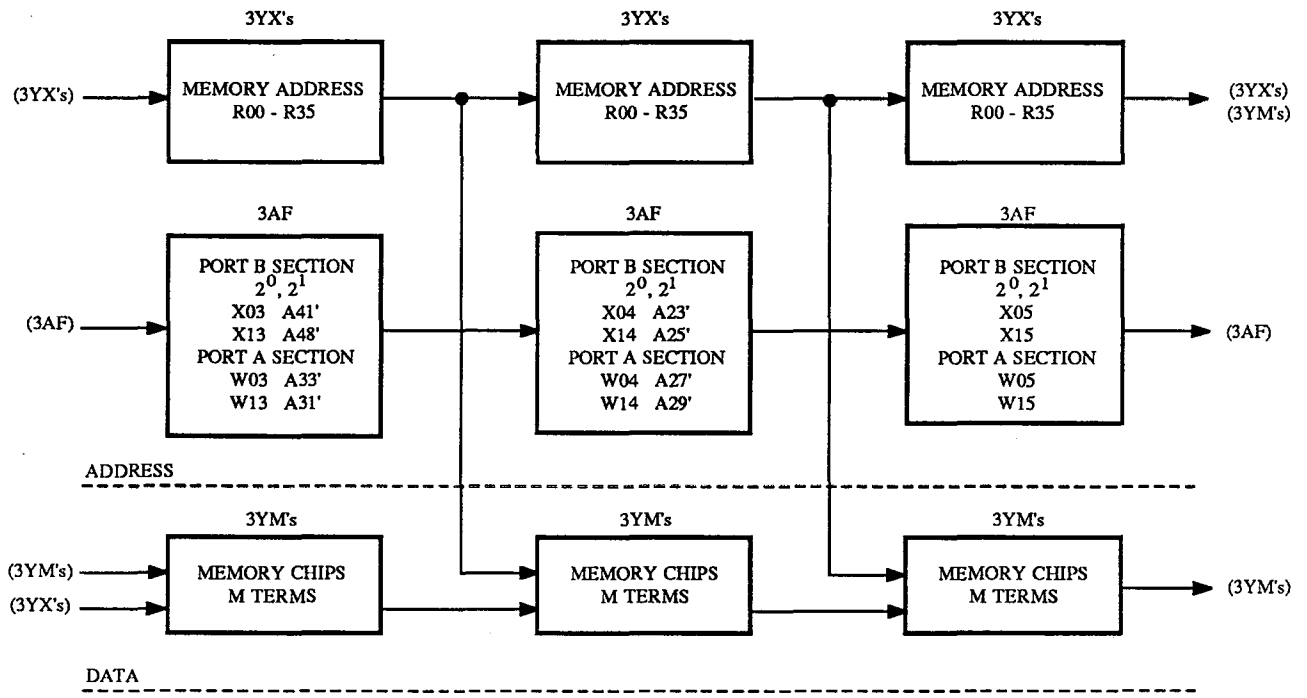


A-5169

OUTPUT TIMING SEQUENCE (sheet 5 of 11)

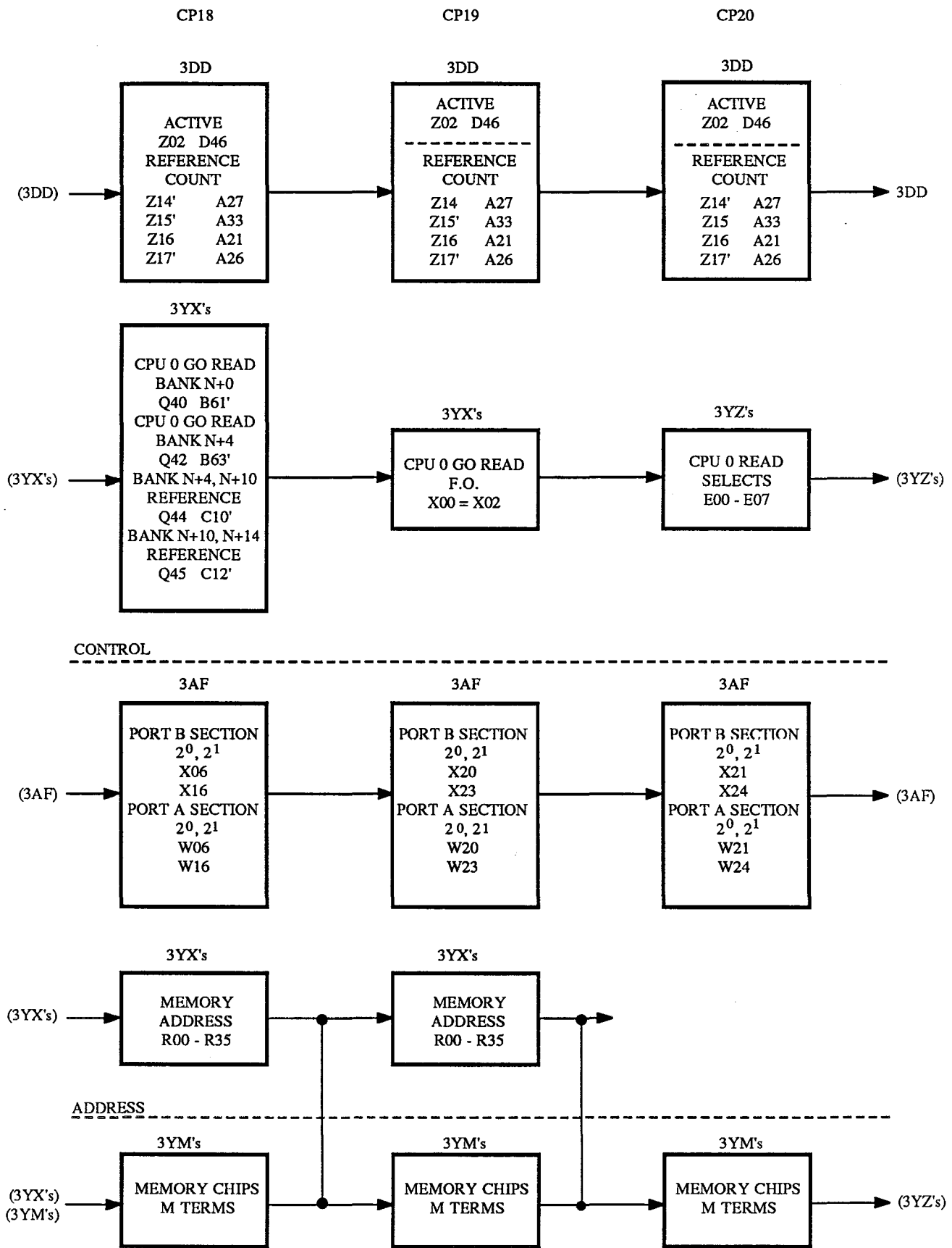


CONTROL

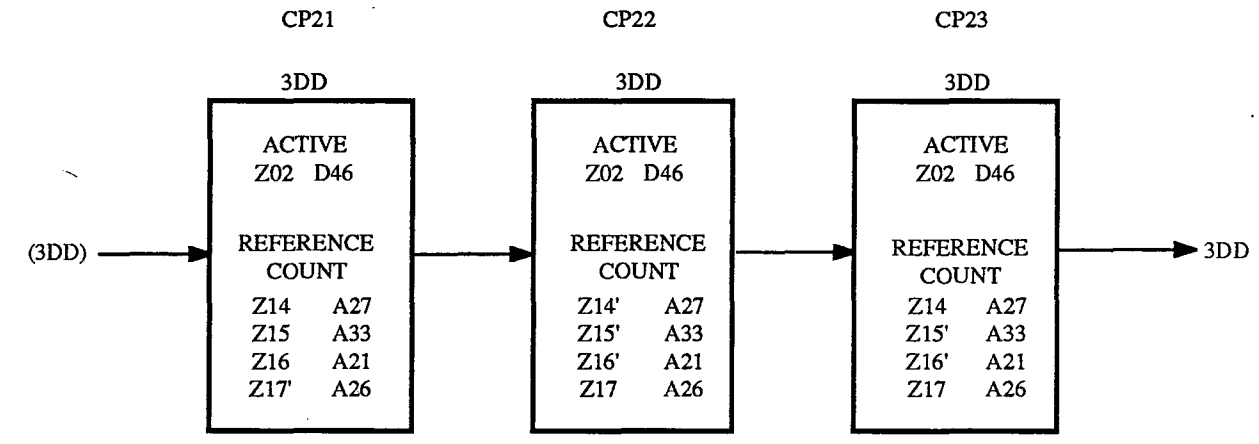


A-5169

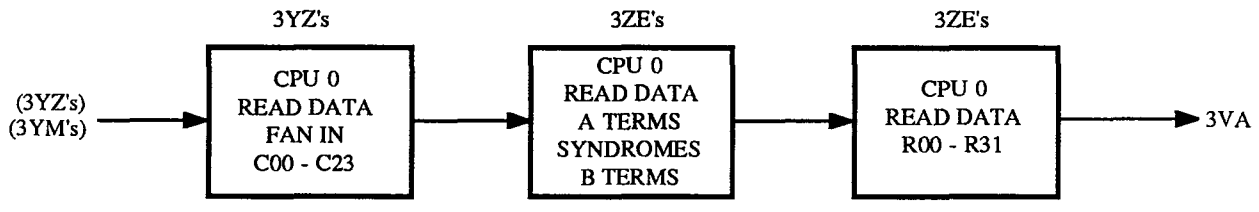
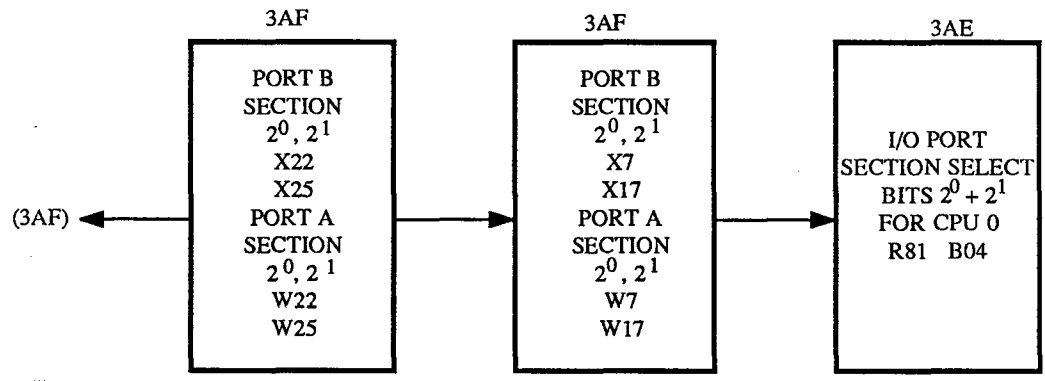
OUTPUT TIMING SEQUENCE (sheet 6 of 11)



A-5169

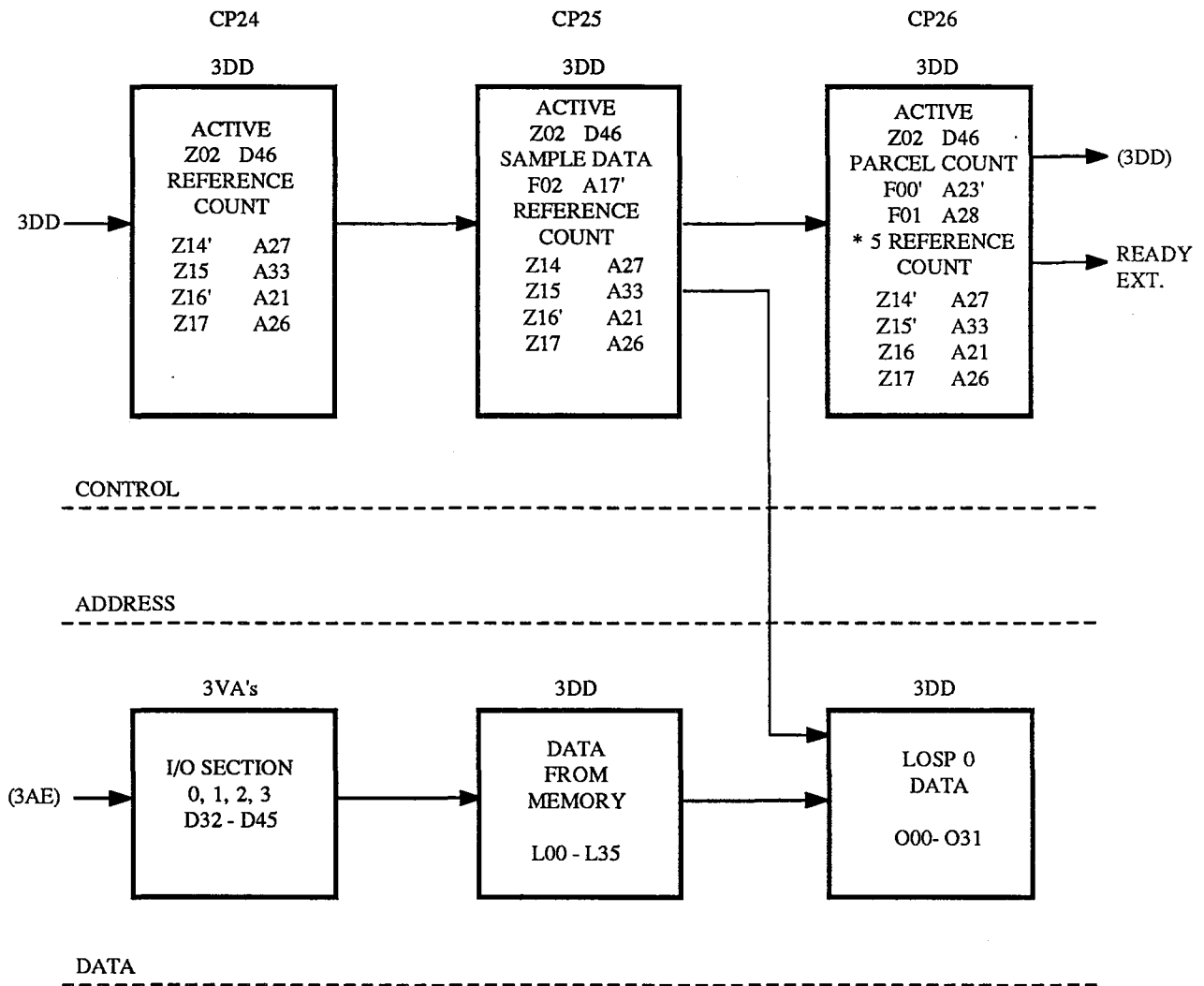


CONTROL



A-5169

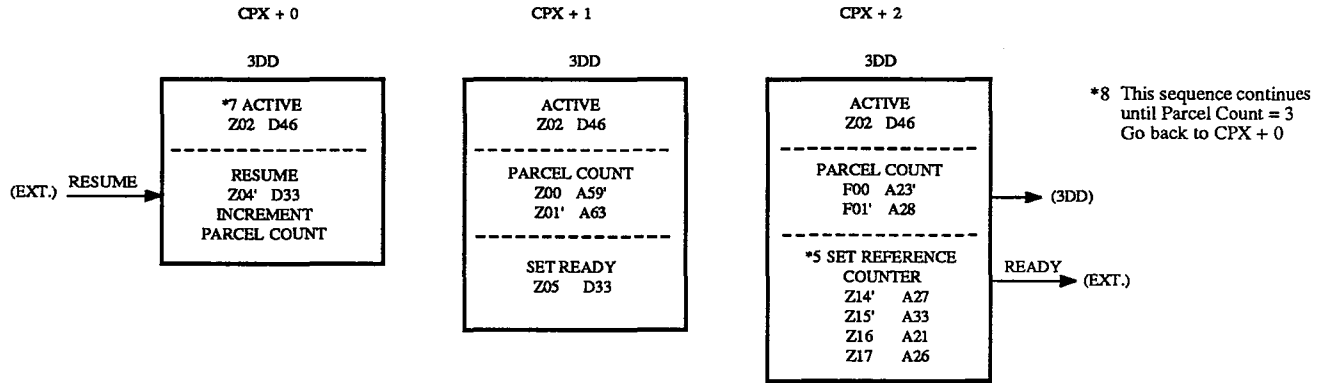
OUTPUT TIMING SEQUENCE (sheet 8 of 11)



A-5169

OUTPUT TIMING SEQUENCE (sheet 9 of 11)

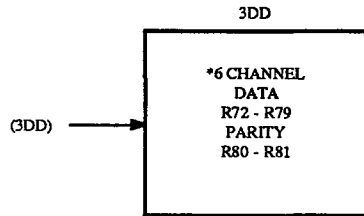
DISASSEMBLY 64-BIT WORD INTO 16 BITS



*8 This sequence continues until Parcel Count = 3 Go back to CPX + 0

CONTROL

ADDRESS



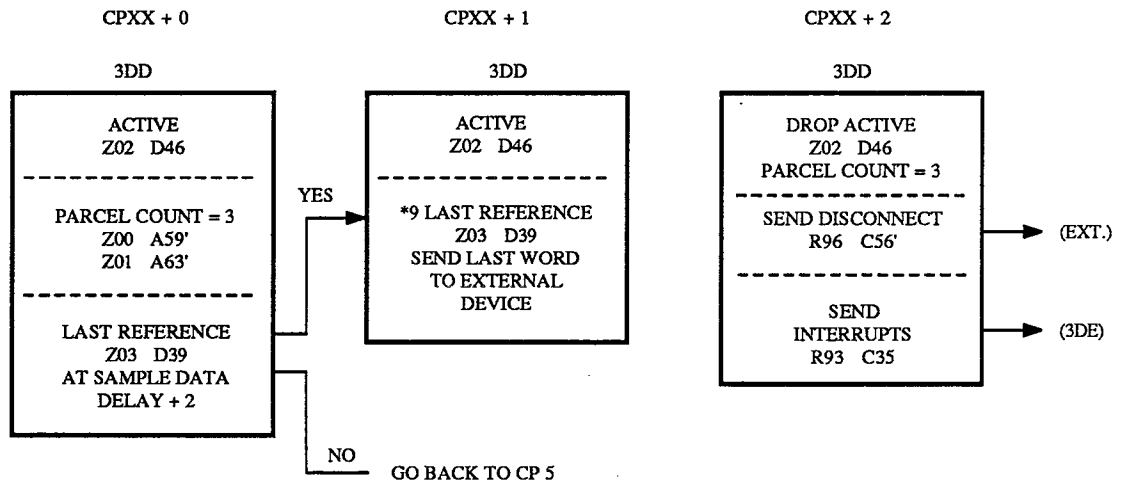
DATA

- *5 Ready drops when Z14, Z15, Z16, Z17 equals all ones or for another 3 CP's.
- *6 16 bits of data and 2 parity bits are sent to the external device at TS 6/8.
- *7 Time is dependent on Resume coming back from external device.
- *8 Last reference stays up until active drops.

A-5169

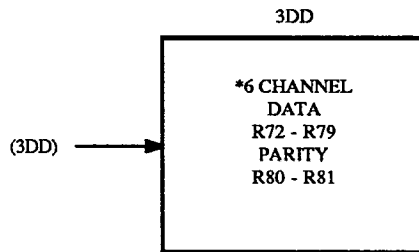
OUTPUT TIMING SEQUENCE (sheet 10 of 11)

DO THIS SEQUENCE WHEN CA = CL



CONTROL

ADDRESS

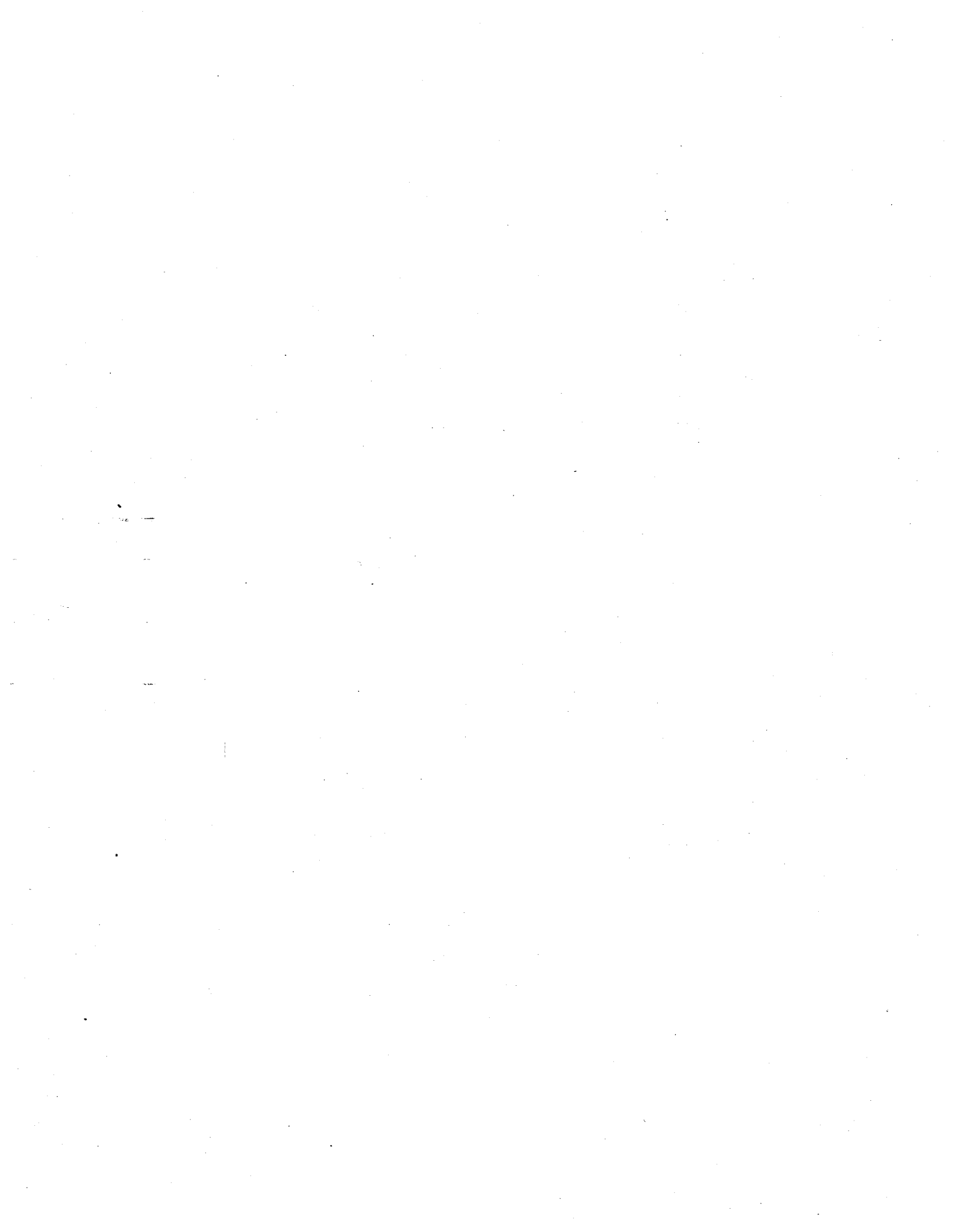


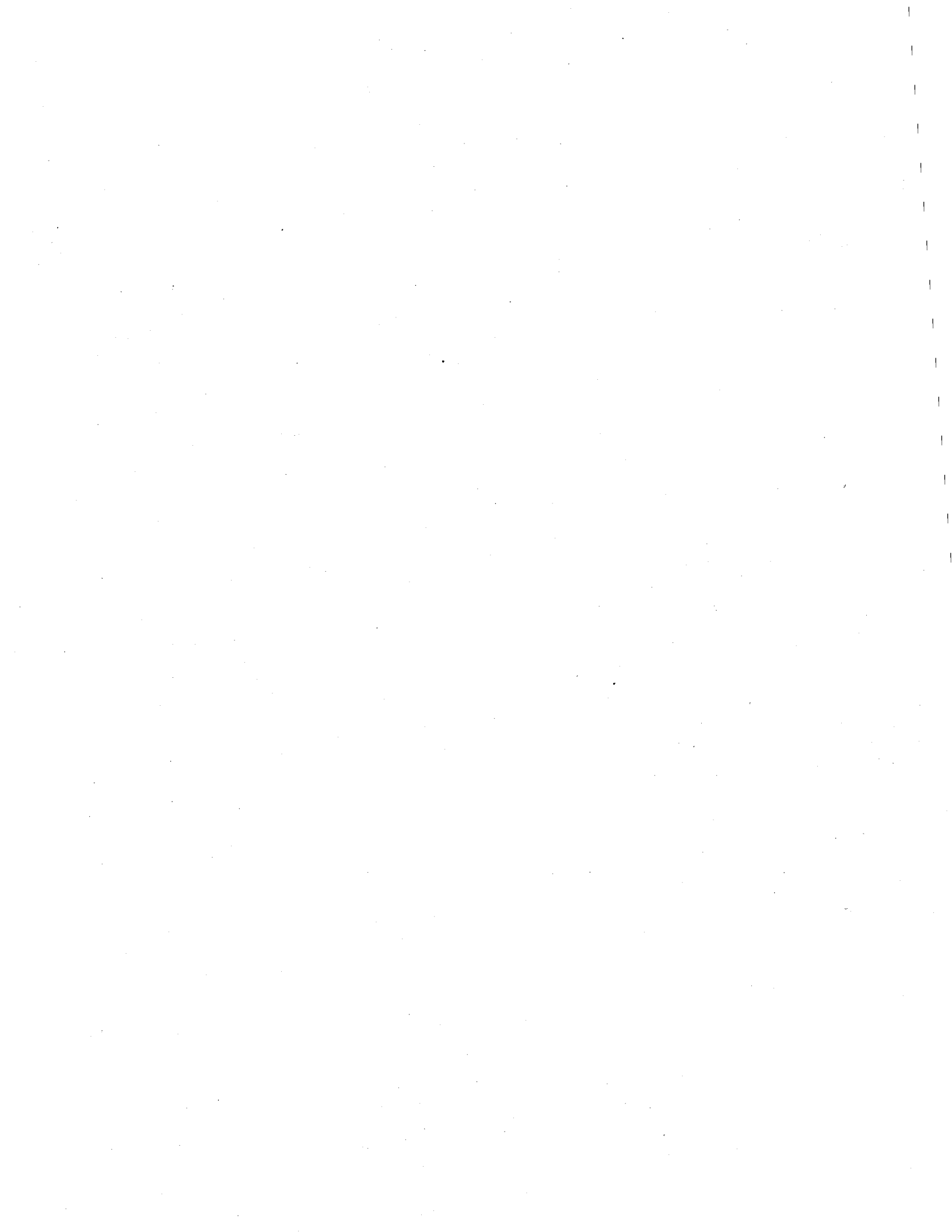
DATA

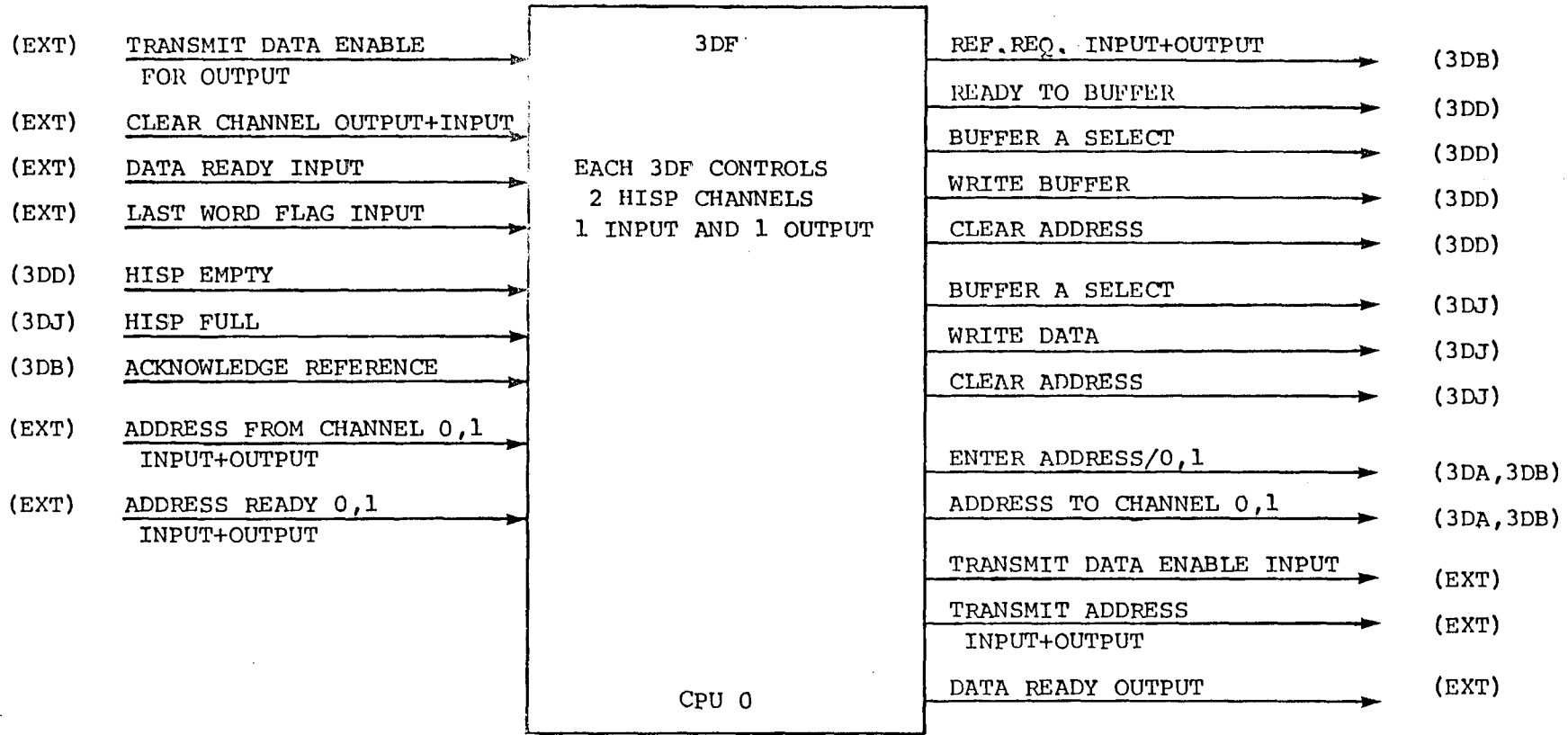
*9 LAST REFERENCE STAYS UP
UNTIL ACTIVE DROPS.

A-5169

OUTPUT TIMING SEQUENCE (sheet 11 of 11)





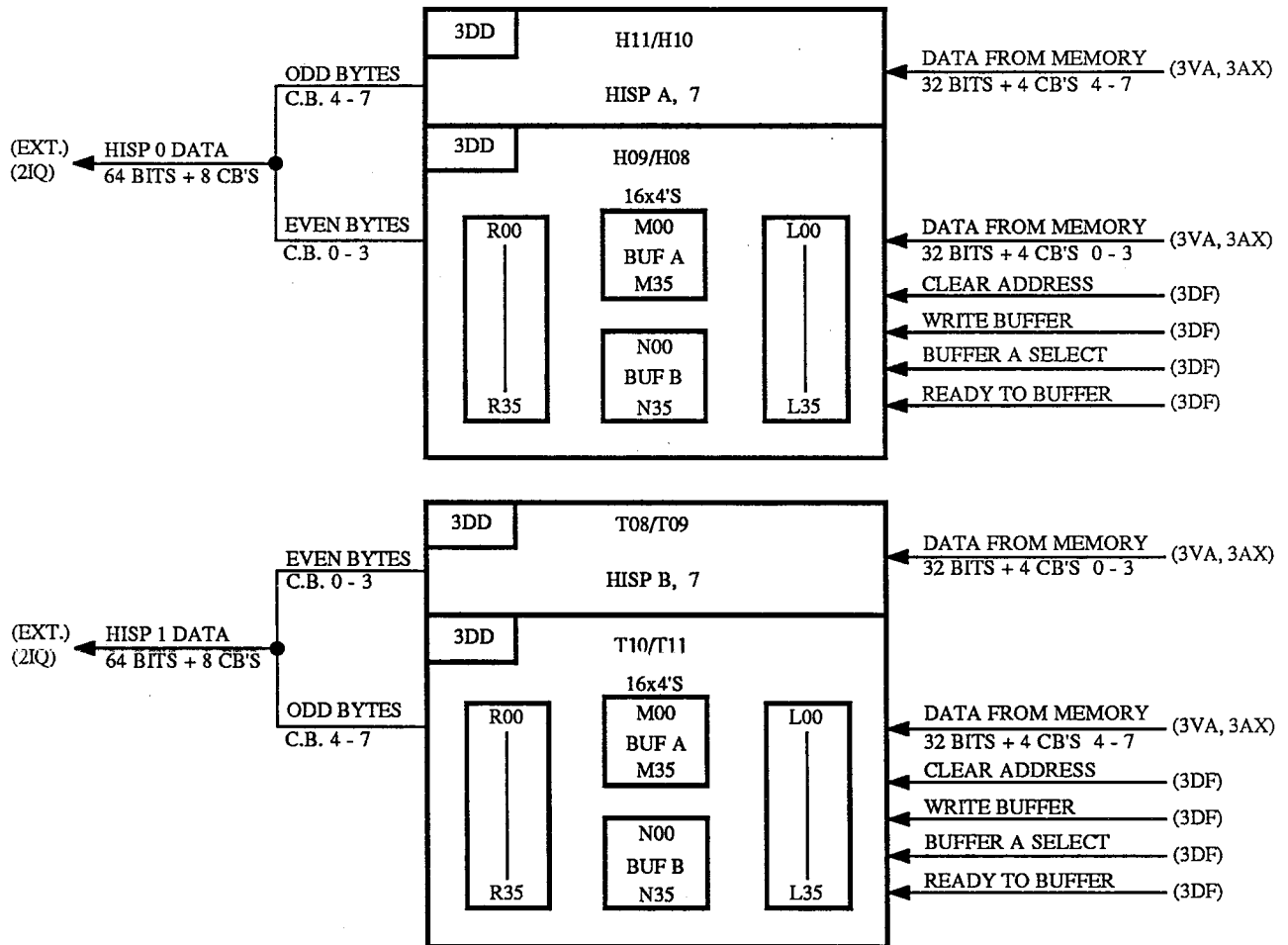


A-0680C

CRAY X-MP HISP CHANNEL CONTROL

27-1

CRAY RESEARCH, INC.
 COMPANY PRIVATE



B-0681C

CRAY X-MP CHANNEL DATA OUTPUT

3DF H06/07

3DF T06/07

HISP A

HISP B

INPUT
HISP 0
T.P. TERMOUTPUT
HISP 1
T.P. TERMINPUT
HISP 0
T.P. TERMOUTPUT
HISP 1
T.P. TERM

2 ⁰	—	D58	E00	D01	M00	D58	E00	D01	M00	
2 ¹	—	D53	E01	D08	M01	D53	E01	D08	M01	
2 ²	—	D55	E02	D10	M02	D55	E02	D10	M02	
2 ³	—	D61	E03	D16	M03	D61	E03	D16	M03	
2 ⁴	—	D49	E04	D07	M04	D49	E04	D07	M04	
2 ⁵	—	D64	E05	D14	M05	D64	E05	D14	M05	
2 ⁶	—	D63	E06	D27	M06	D63	E06	D27	M06	
2 ⁷	—	D62	E07	D12	M07	D62	E07	D12	M07	
2 ⁸	—	D44	E08	D18	M08	D44	E08	D18	M08	
2 ⁹	—	D72	E09	D23	M09	D72	E09	D23	M09	
2 ¹⁰	—	D70	E10	D06	M10	D70	E10	D06	M10	
2 ¹¹	—	D65	E11	D05	M11	D65	E11	D05	M11	
2 ¹²	—	D35	E12	D20	M12	D35	E12	D20	M12	
2 ¹³	—	D33	E13	D03	M13	D33	E13	D03	M13	
3DG @ T04/05										
HISP C						HISP D				
INPUT			OUTPUT			INPUT		OUTPUT		
T.P. TERM			T.P. TERM			T.P. TERM		T.P. TERM		
2 ⁰	—		E00		M00	C03	E20	C19	M20	
2 ¹	—		E01		M01	C06	E21	C31	M21	
2 ²	—	A08	E02		M02	C08	E22	C04	M22	
2 ³	—	A10	E03		M03	C18	E23	C23	M23	
2 ⁴	—	A12	E04		M04	C20	E24	C17	M24	
2 ⁵	—	A20	E05		M05	C33	E25	C29	M25	
2 ⁶	—	A23	E06		M06	C16	E26	C42	M26	
2 ⁷	—	A42	E07		M07	C14	E27	C12	M27	
2 ⁸	—	A18	E08		M08	C35	E28	C44	M28	
2 ⁹	—	A14	E09		M09	C10	E29	C27	M29	
2 ¹⁰	—	A48	E10		M10	C25	E30	C50	M30	
2 ¹¹	—	A40	E11		M11	C36	E31	C46	M31	
2 ¹²	—	A25	E12		M12	C48	E32	C38	M32	
2 ¹³	—	A61	E13		M13	C55	E33	C40	M33	

Additional
HISP not
currently
used

A-1874B

CRAY X-MP HISP BLOCK LENGTH REGISTER

3DB @ H00/01
T00/01

VHISP

CHANNEL 7

	HISP A/B		HISP A/B		HISP 2		HISP 3	
	INPUT HISP 0		OUTPUT HISP 1		INPUT		OUTPUT	
	T.P.	TERM	T.P.	TERM	T.P.	TERM	T.P.	TERM
2 ⁰	_____	D59' B00'	D46'	B20'	D52'	B40	D49'	B60
2 ¹	_____	D34' B01'	D18'	B21'	D48'	B41	D45'	B61
2 ²	_____	D11' B02'	D16'	B22'	D44'	B42	D35'	B62
2 ³	_____	D69' B03'	D70'	B23'	D42'	B43	D36'	B63
2 ⁴	_____	D65' B04'	D66'	B24'	D38'	B44	D31'	B64
2 ⁵	_____	D61' B05'	D23'	B25'	D41'	B45	D30'	B65
2 ⁶	_____	D68' B06'	D57'	B26'	D29'	B46	D26'	B66
2 ⁷	_____	B33' B07'	D55'	B27'	D14'	B47	D20'	B67
2 ⁸	_____	D63' B08'	D25'	B28'	D17'	B48	D22'	B68

3DA @ H02/03
T02/03

	T.P.	TERM	T.P.	TERM	T.P.	TERM	T.P.	TERM
2 ⁹	_____	B72' B00'	B63'	B20'	B42'	B40	B65'	B60
2 ¹⁰	_____	B08' B01'	B59'	B21'	B67'	B41	B57'	B61
2 ¹¹	_____	B68' B02'	B06'	B22'	B70'	B42	B61'	B62
2 ¹²	_____	B46' B03'	B37'	B23'	B55'	B43	B47'	B63
2 ¹³	_____	B48' B04'	B31'	B24'	B50'	B44	B41'	B64
2 ¹⁴	_____	B45' B05'	B29'	B25'	B51'	B45	B49'	B65
2 ¹⁵	_____	B36' B06'	B35'	B26'	B40'	B46	B52'	B66
2 ¹⁶	_____	D68' B07'	D62'	B27'	D56'	B47	D33'	B67
2 ¹⁷	_____	D60' B08'	D61'	B28'	D57'	B48	D31'	B68
2 ¹⁸	_____	D63' B09'	D59'	B29'	D36'	B49	D29'	B69
2 ¹⁹	_____	D58' B10'	D48'	B30'	D35'	B50	D27'	B70
2 ²⁰	_____	D55' B11'	D46'	B31'	D40'	B51	D25'	B71
2 ²¹	_____	D54' B12'	D42'	B32'	D38'	B52	D23'	B72
2 ²²	_____	B33' B13'	B25'	B33'	B16'	B53	B39'	B73
2 ²³	_____	B27' B14'	B12'	B34'	B14'	B54	B38'	B74

A-1873C

CRAY X-MP HISP CHANNEL ADDRESS REGISTER

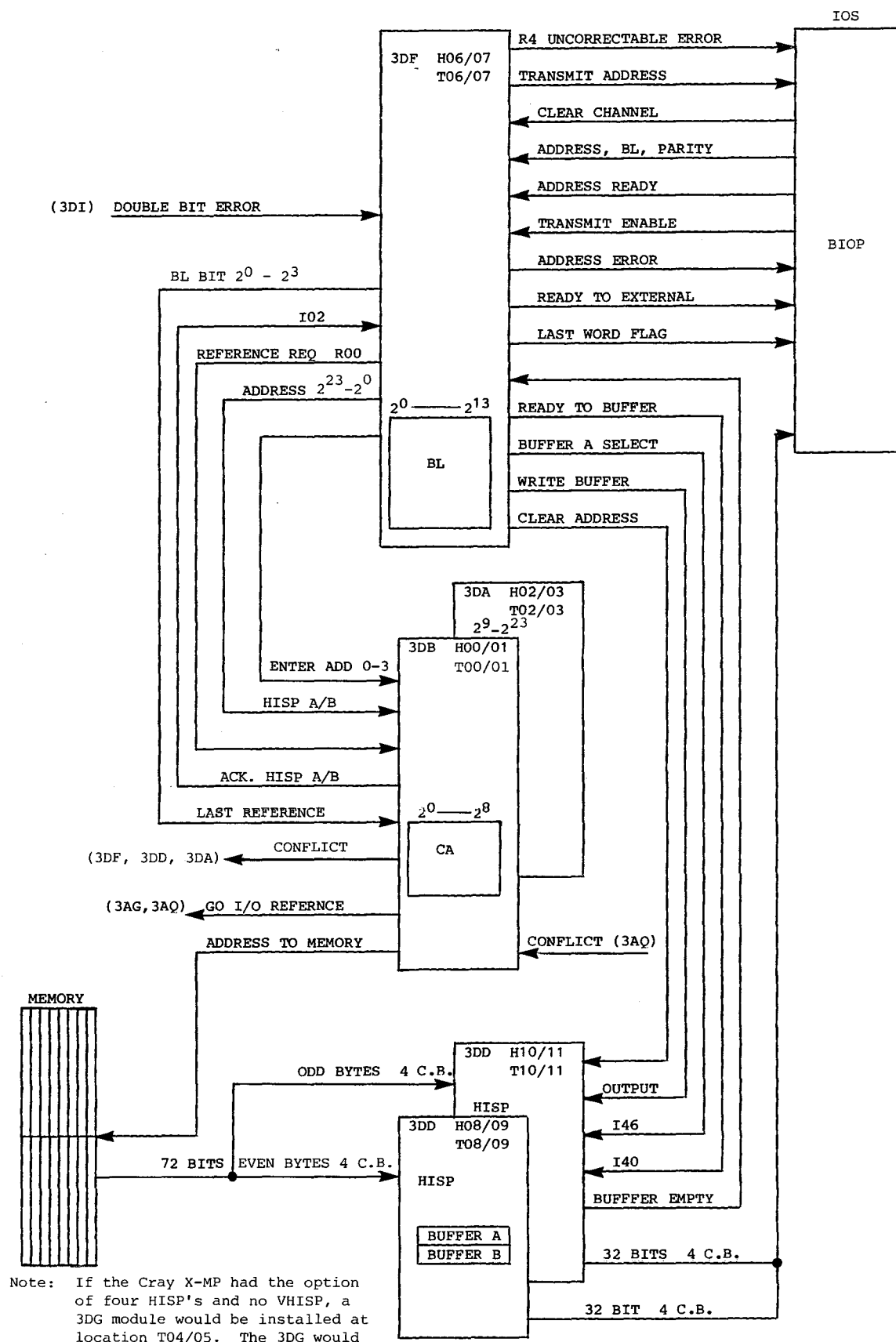
X-MP 16x4 MODULE LOCATOR

										HISP A,7 INPUT	HISP B,7 INPUT							
DATA	0-3	4-7	16-19	20-23	32-35	36-39	48-51	52-55	CB 0-3	3DJ H12/13,	T12/13							
BITS	8-11	12-15	24-27	28-31	40-43	44-47	56-59	60-63	CB 4-7	3DJ H14/15,	T14/15							
TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.							
M00-03	BTK	M04-07	BUK	M08-11	AHB	M12-15	AIB	M16-19	DTI	M20-23	DUI	M24-27	CHD	M28-31	CID	M32-35	AJB	HISP BUFFER A
N00-03	BTI	N04-07	BUI	N08-11	AHD	N12-15	AID	N16-19	DTK	N20-23	DUK	N24-27	CHB	N28-31	CIB	N32-35	DVK	HISP BUFFER B
M40-43	BTB	M44-47	BUB	M48-51	AHK	M52-55	AIK	M56-59	DTD	M60-63	DUD	M64-67	CHI	M68-71	CII	M72-75	AJK	VHISP BUFFER A
N40-43	BTD	N44-47	BUD	N48-51	AHI	N52-55	AIJ	N56-59	DTB	N60-63	DUB	N64-67	CHK	N68-71	CIK	N72-75	DVB	VHISP BUFFER B

										HISP A,7 OUTPUT	HISP B,7 OUTPUT							
DATA	0-3	4-7	16-19	20-23	32-35	36-39	48-51	52-55	CB 0-3	3DD H08/09,	T08/09							
BITS	8-11	12-15	24-27	28-31	40-43	44-47	56-59	60-63	CB 4-7	3DD H10/11,	T10/11							
TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.							
M0-03	BQA	M04-07	BQB	M08-11	BQC	M12-15	DQA	M16-19	DQB	M20-23	DQC	M24-27	CEJ	M28-31	CEK	M32-35	CEL	HISP BUFFER A
N0-03	BTA	N04-07	BTB	N08-11	BTC	N12-15	DTA	N16-19	DTB	N20-23	DTC	N24-27	CHJ	N28-31	CHK	N32-35	CHL	HISP BUFFER B
M40-43	BQJ	M44-47	BQK	M48-51	BQL	M52-55	DQJ	M56-59	DQK	M60-63	DQL	M64-67	CEA	M68-71	CEB	M72-75	CEC	VHISP BUFFER A
N40-43	BTJ	N44-47	BTK	N48-51	BTL	N52-55	DTJ	N56-59	DTK	N60-63	DTL	N64-67	CHA	N68-71	CHB	N72-75	CHC	VHISP BUFFER B

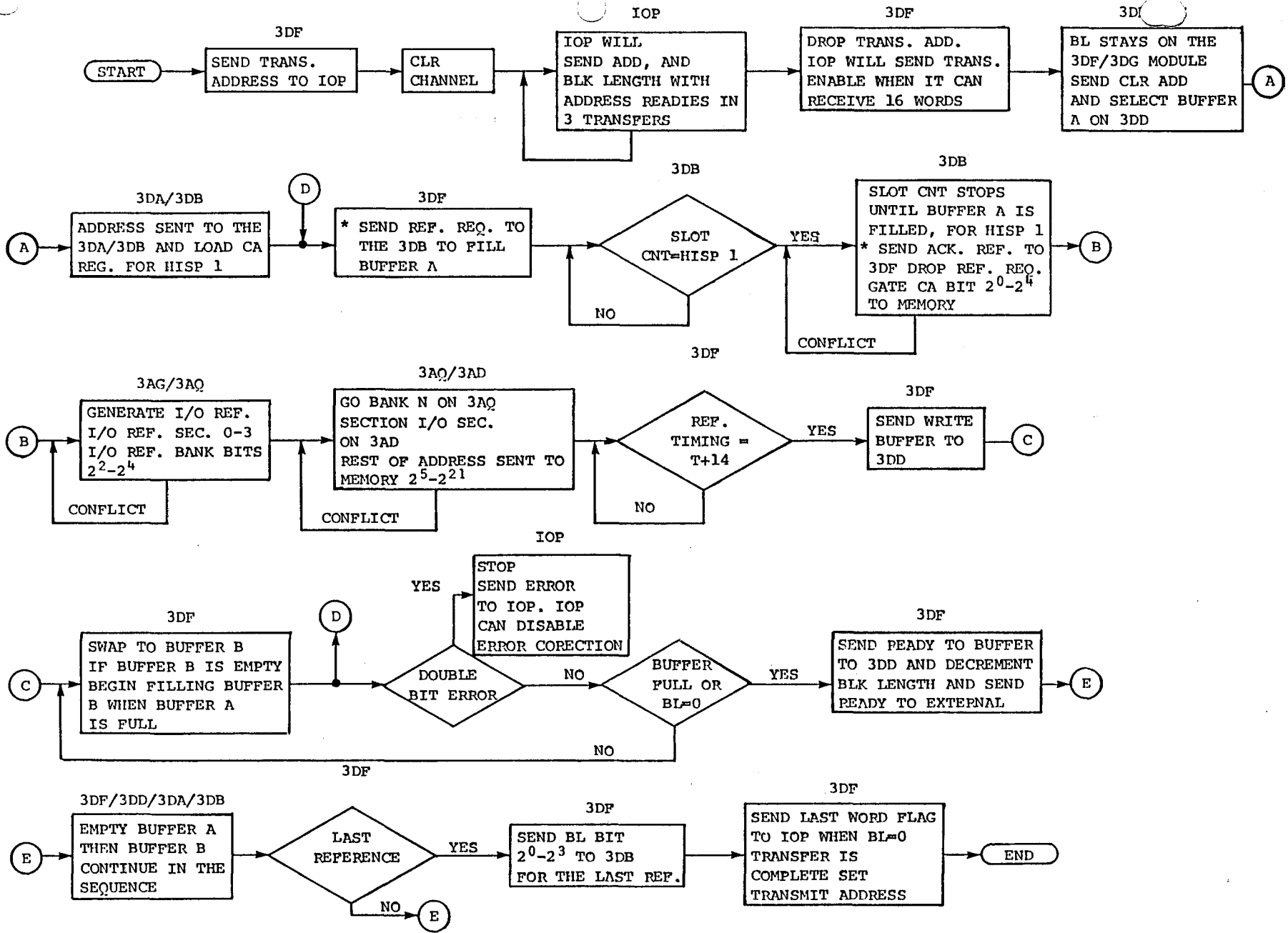
3
D
J

3
D
D



B-1875E

CRAY X-MP HISP OUTPUT CHANNEL

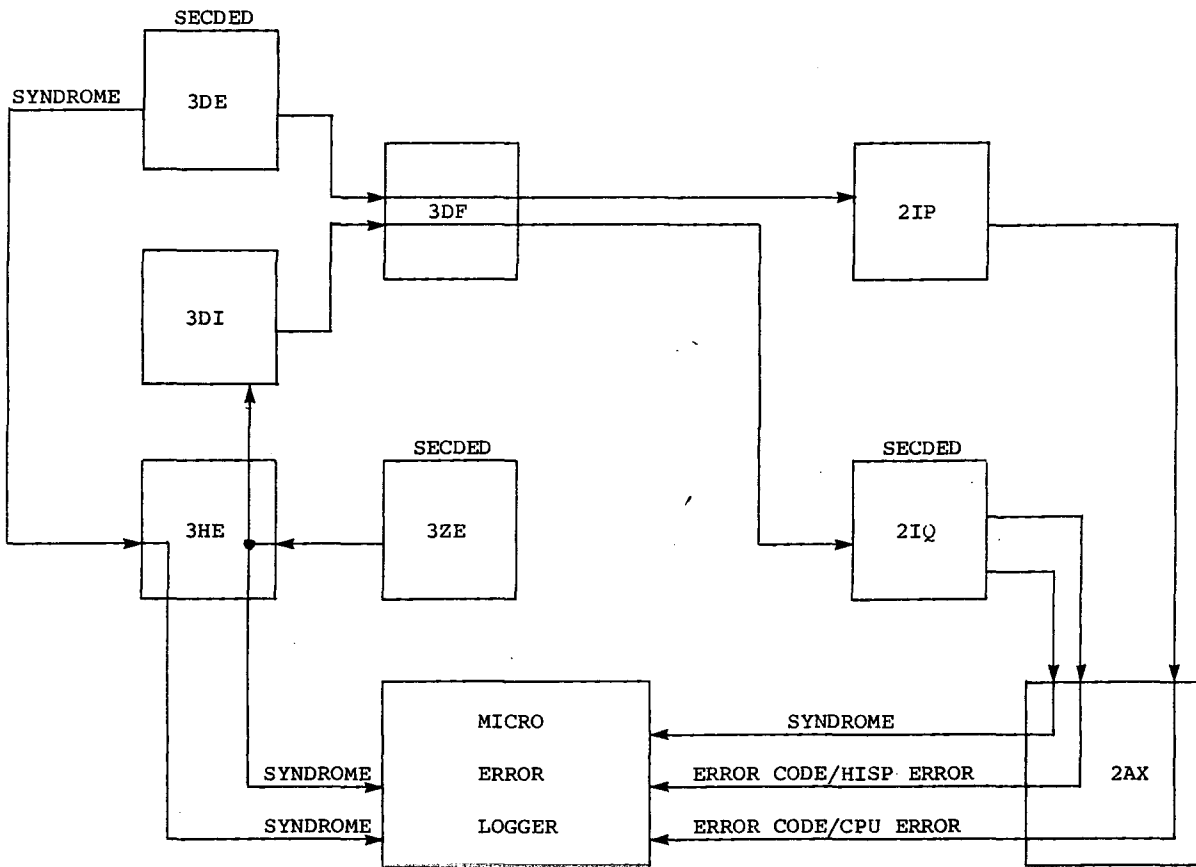


* NOTE: REFERENCE REQ. AND ACK. REF. ARE THERE UNTIL THE BUFFER IS FULL

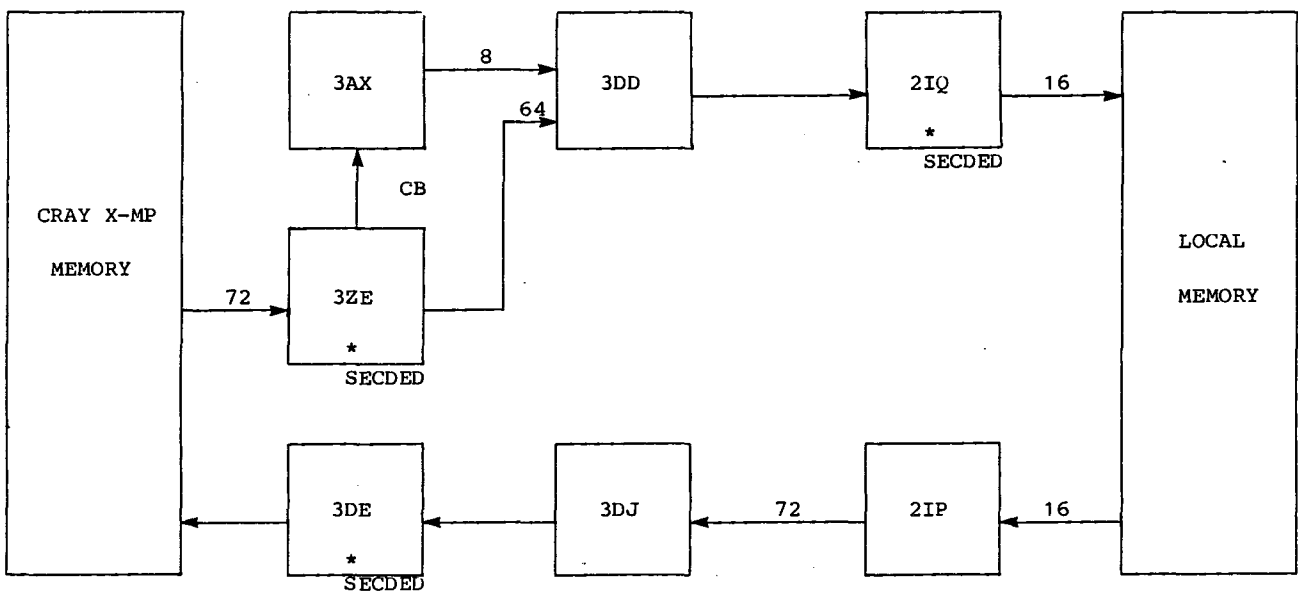
B-1919C

X-MP/2 FLOW CHART HISP 1 OUTPUT OPERATION

HISP ERROR LOGGING



HISP ERROR CORRECTION



SYNDROME CODES

0-OK	40-69	100-70	140-D	200-71	240-D	300-D	340-24
1-64	41-D	101-D	141-M	201-D	241-M	301-M	341-D
2-65	42-D	102-D	142-M	202-D	242-M	302-M	342-D
3-D	43-M	103-M	143-D	203-M	243-D	303-D	343-27
4-66	44-D	104-D	144-M	204-D	244-M	304-M	344-D
5-D	45-M	105-M	145-D	205-M	245-D	305-D	345-29
6-D	46-M	106-M	146-D	206-M	246-D	306-D	346-30
7-32	47-D	107-D	147-38	207-D	247-34	307-36	347-D
10-67	50-D	110-D	150-M	210-D	250-M	310-M	350-D
11-D	51-M	111-M	151-M	211-M	251-D	311-D	351-25
12-D	52-M	112-M	152-D	212-M	252-D	312-D	352-26
13-40	53-D	113-D	153-46	213-D	253-42	313-44	353-D
14-D	54-M	114-M	154-D	214-M	254-D	314-D	354-28
15-48	55-D	115-D	155-54	215-D	255-50	315-52	355-D
16-56	56-D	116-D	156-62	216-D	256-58	316-60	356-D
17-D	57-M	117-M	157-D	217-M	257-D	317-D	357-31
20-68	60-D	120-D	160-00	220-D	260-08	320-16	360-D
21-D	61-M	121-M	161-D	221-M	261-D	321-D	361-M
22-D	62-M	122-M	162-D	222-M	262-D	322-D	362-M
23-M	63-D	123-D	163-03	223-D	263-11	323-19	363-D
24-D	64-M	124-M	164-D	224-M	264-D	324-D	364-M
25-M	65-D	125-D	165-05	225-D	265-13	325-21	365-D
26-M	66-D	126-D	166-06	226-D	266-14	326-22	366-D
27-D	67-35	127-37	167-D	227-33	267-D	327-D	367-39
30-D	70-M	130-M	170-D	230-M	270-D	330-D	370-M
31-M	71-D	131-D	171-01	231-D	271-09	331-17	371-D
32-M	72-D	132-D	172-02	232-D	272-10	332-18	372-D
33-D	73-43	133-45	173-D	233-41	273-D	333-D	373-47
34-M	74-D	134-D	174-04	234-D	274-12	334-20	374-D
35-D	75-51	135-53	175-D	235-49	275-D	335-D	375-55
36-D	76-59	136-61	176-D	236-57	276-D	336-D	376-63
37-M	77-D	137-D	177-07	237-D	277-15	337-23	377-D

D - DOUBLE ERROR
M - MULTIPLE ERROR

TRANSFER ADDRESS AND BLOCK LENGTH

$W10 = \overline{Z6} \overline{Z7}$ ADDRESS SLOT \emptyset
 $W11 = \overline{Z6} \overline{Z7}$ SLOT 1
 $W12 = \overline{Z6} \overline{Z7}$ SLOT 2
 $W13 = Z6 Z7$ SLOT 3

W1 = ENABLE TRANSMIT ADDRESS

BOOLEAN	$R24 = X10 W1; T2$
	$R25 = X11 W1; T2$
	$R26 = X12 W2; T2$
	$R27 = X13 W3; T2$

R25 = TRANSMIT ADDRESS SENT TO IOP FOR
HISP 1 OR 5

BOOLEAN	$R28' = X1' Y8' + X10'; T2$
	$R29' = X1' Y8' + X11'; T2$
	$R30' = X1' Y8' + X12'; T2$
	$R31' = X' Y8' + X13'; T2$
	$R29 = [X1 + Y8] [X11]$

R29 - LAST ADDRESS READY ENTER THE
ADDRESS INTO 3DA/3DB MODULES
FOR HISP 1 OR 5 OR ADDRESS
ERROR.

ADDRESS ERROR

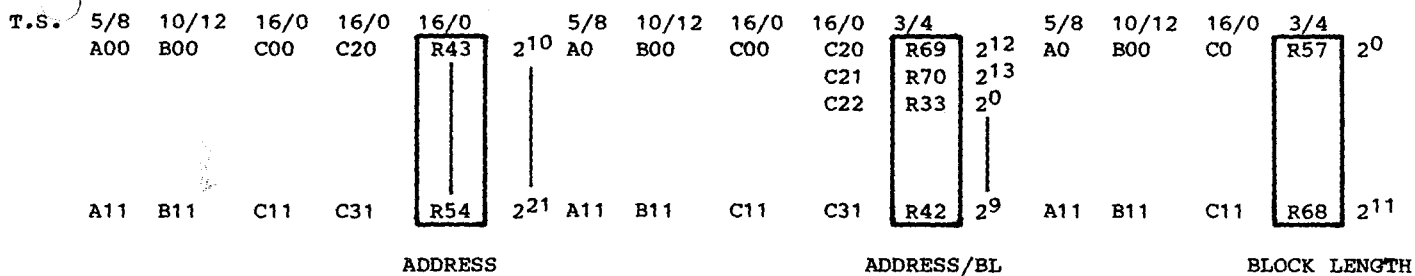
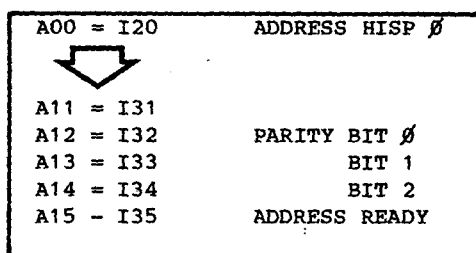
R32 = Y8; T2 SENT TO IOP

BOOLEAN	$Y8 = W2 Z9 + X14 Z11 + X14 B40$
---------	----------------------------------

Y8 = CNT = LIMIT AND SECOND ADDRESS READY + ADDRESS READY
AND SEQUENCE IS OVER + ADDRESS READY AND PARITY ERROR

A-1870

TRANSFER ADDRESS AND BLOCK LENGTH



ADDRESS 2⁰-2²¹ - IS SENT TO THE 3DA/3DB MODULES

BLOCK LENGTH 2⁰-2¹³ - REMAINS ON THE 3DF FOR HISP
0-3, FOR HISP 4-7 BLOCK LENGTH
IS SENT TO THE 3DG.

A-1870A

REFERENCE REQUEST

BOOLEAN U01 = R29 R32' S5'

U01 = REFERENCE MEMORY FOR HISP 1
IF NO ADDRESS ERROR AND THE
CABLE IS NOT DISCONNECTED

V00 = U1 + Q0 R3 - SET CHANNEL ACTIVE
R12 = U1 + V4; T2 - CLEAR ADDRESS ON 3DD's
R02 = R2 V4 + R2 V4 + U1; T2 - BUFFER A SELECT

BOOLEAN R00 = Q3 V3' + U1 + R0 M60'; T2

R00 = SEND REFERENCE REQUEST TO 3DB OR IF BUFFER
A OR B IS EMPTY SWAP THE BUFFER POINTER AND
GENERATE REFERENCE REQUEST TO FILL THE OTHER
BUFFER, OR DROP REFERENCE REQUEST WHEN
ACKNOWLEDGE REFERENCE COMES BACK FROM 3DB.

LAST REFERENCE BLOCK LENGTH <20g

BOOLEAN M16' = MUX (C0' M16'); DCD (U7); T2
M17' = MUX (C1' M17'); DCD (U7); T2
M18' = MUX (C2' M18'); DCD (U7); T2
M19' = MUX (C3' M19); DCD (U7); T2

M16-M19 = LAST REFERENCE MAY BE LESS THE
16 WORD. HISP 1

A-1870

REFERENCE TIMING

M60 = I02 I3' + M60 I3; T2	READ ACKNOWLEDGE	+00
M61 = M60 I3' + M61 I3; T2	ADDRESS GENERATION	+01
M62 = M61 I3' + M62 I9; T2	ADDRESS GENERATION	+02
M63 = V8; T2	ADDRESS DISTRIBUTION	+03
M64 = M63; T2	ADDRESS FANOUT	+04
M65 = M64; T2	ADDRESS FANOUT	+05
M66 = M65 Y100 + M30 Y101 + M81 Y102 + M82 Y103; T2		

ADDED DELAY FOR DIFFERENT REFERENCE TIMES
ON MEMORY CHIPS.

M67 = M66; T2	ADDRESS ON Z -	+06
M68 = M67; T2	ADDRESS ON Z -	+07
M69 = M68; T2	ADDRESS ON Z -	+08
M70 = M69; T2	READOUT Z -	+09
M71 = M70; T2	FANIN DATA ON ZR	+10
M72 = M71; T2	SECDED DATA ON ZE	+11
M73 = M72; T2	SECDED DATA ON ZE	+12
M74 = M73; T2	SELECT I/O DATA ON VA	+13
M75 = M74; T2	DATA ON DD	+14

WRITE BUFFER A

R11 = M73 WRITE BUFFER

SWAP TO BUFFER B

Q1 = BUFFER FULL
Q2 = LAST REFERENCE $\leq 20_8$
Q3 = SWAP
S0 = ACTIVE NO ERROR
Z25 = TRANSMIT ENABLE
U00 = NO REFERENCE

BOOLEAN V04 = U0 Q1' Q2' Q3' S0 Z25

Q03 = V04; T2

V4 = SWAP BUFFERS
Q03 = LATCH V4

A-1870

SEND DATA TO IOP

READY TO BUFFER

Q01 = BUFFER FULL
 Q03 = SWAP BUFFER
 V06 = DELAY OVER

BOCLEAN	R01 = Q3 V6 + Q1 V6; T2
	P00 = M0 R1' + M0' R1

R01 = SENT READY TO BUFFER TO
 GET A DATA TO IOP

P00 = DECREMENT BLOCK LENGTH
 FOR EACH READY

DELAY READY

16/0	Q04 = R1 Z27; T2	MAKE Q4 IF NO
16/0	Q05 = Q4 Z27; T2	CLEAR CHANNEL
16/0	Q06 = Q5; T2	
16/0	Q07 = Q06; T2	
16/0	Q08 = Q07; T2	
16/0	Q09 = Q08; T2	

8/9 U4 = R1' Q4' Q5' Q6'
 U5 = Q7' Q8' Q9'

11/13 V06 = U4 U5

16/0 R01 = Q3 V6 + Q1 V6; T2

READY TO EXTERNAL

BOCLEAN	R10' = R01' Q4
	R10 = R01' + Q4

R10 = READY PRECEDES THE DATA BY 25 N SEC.

A-1870

LAST WORD FLAG

$N6 = \overline{M0} \overline{M1} \overline{M2} \overline{M3}$ BL = 0
 $N5 = \overline{M16} \overline{M17} \overline{M18} \overline{M19}$ BL = 0
 $Q4 = \text{READY} + 1 \text{ TIME}$
 $Q2 = \text{LAST BL} \leq 20_8$

BOOLEAN $R03 = Q4 \overline{N6} \overline{Q2} + R3 \overline{U1}$; T2

R03 = LAST WORD FLAG SENT TO THE IOP

ALLOW TRANSMIT ADDRESS

$L0' = K0 \overline{Z27}$; T2 ACTIVE
 $R4 = \text{UNCORRECTABLE ERROR ON OUTPUT HISP}$

BOOLEAN $X10 = \overline{W10} \overline{L0'} \overline{R4'}$
 $R24 = X10 \overline{W1}$; T2'

R24 = CHANNEL NOT ACTIVE AND NO ERRORS THEN
SEND TRANSMIT ADDRESS

UNCORRECTABLE ERRORS

BOOLEAN $R4 = \overline{R4} \overline{Z27}' + U2 + M75 \overline{I1}$; T2

$R4 = \overline{R4} \overline{Z27}$ HOLD ERROR UNTIL CLEAR CHANNEL OCCURS

$R4 = U2$ ENTER ADDRESS AND ADDRESS ERROR

$R4 = M75 \overline{I1}$ DOUBLE BIT ERROR FROM CRAY MEMORY


A-1870

E00 = I62; T2 ENTER ADDRESS INTO HISP 0
 E01 = I63; T2 ENTER ADDRESS INTO HISP 1

E02 = I64 F50 + I73 $\overline{F50}$ ENTER ADD INTO HISP 2
 OR VHISP IF CHANNEL =7

E03 = I65 F50 + I73 $\overline{F50}$ ENTER ADD INTO HISP 3
 OR VHISP IF CHANNEL =7

LOAD HISP 1 CHANNEL ADDRESS

BOOLEAN B20' = MUX (I18' N0'); DCD (E1); T11

 B28' = MUX (N8' I26'); DCD (E1); T11

SLOT EQUAL ACTIVE CHANNEL

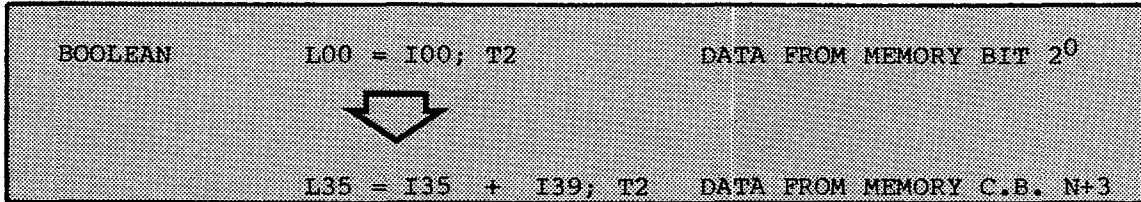
U00 = $\overline{X0} \overline{X1}$ SLOT 0 READ
 U01 = $\overline{X0} X1$ SLOT 1 WRITE
 U02 = $X0 \overline{X1}$ SLOT 2 READ
 U03 = $X0 X1$ SLOT 3 WRITE

BOOLEAN V01' = I43' U3 + I44 U0 + I45' U1 + I46' U2
 V01 = [I43 + U3'] [I44 + U0'] [I45 + U1'] [I46 + U2']

V01 = SELECT HISP 0-3 DURING THE SLOT TIME IF THE CHANNEL IS ACTIVE

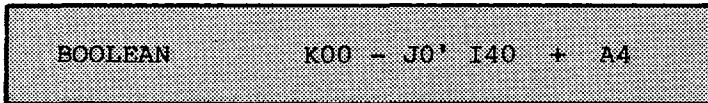
A-1871

BUFFER DATA FROM MEMORY

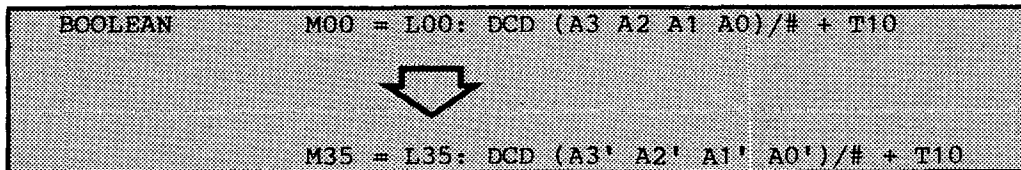


J00 = I46 SELECT A BUFFER FROM 3DF
 K04 = J0 I44 WRITE BUFFER FROM 3DF

A04 = K4; T2 WRITE A HISP 1
 I40 = READY TO BUFFER



K00 = CAUSES THE ADDRESS TO BE INCREMENTED



M00-M35 = LOAD 16 x 4's WITH MEMORY BLOCK REFERENCE

BLOCK REFERENCE REFERENCE 16 CRAY WORDS

Q4 = BLOCK LENGTH REGISTER GREATER THEN 20₈
 Q5 = BLOCK REFERENCE = 1

BOOLEAN	P00 = P0' Q4 + 00 Q4'; T3
	P01 = Q1' Q4 + 01 Q4'; T3
	P02 = Q2' Q4 + 02 Q4'; T3
	P03 = Q3' Q4 + 03 Q4'; T3

P0-P3 = BLOCK REFERENCE COUNT INITIALLY SET TO 17₈
 DECREMENT TO 0 TO REFERENCE 16 WORDS IN
 MEMORY TO FILL BUFFER A OR B

WHEN THE BLOCK LENGTH REGISTER IS LESS THAN
 20₈. THE LAST BLOCK REFERENCE IS GENERATED
 FROM WHAT EVER THE LOWER 4 BITS OF BLOCK LENGTH
 REGISTER IS EQUAL TO.

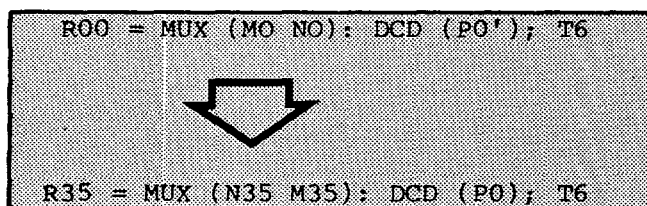
BOOLEAN	Q3 Q2 Q1 = SUM (P3' P2' P1', 1)/P0' ##
---------	--

DECREMENTS THE BLOCK REFERENCE FROM
 17 TO 0

BOOLEAN	000' = I27' U0 + I31' U1 + I35' U2 + I39' U3
	001' = I28' U0 + I32' U1 + I36' U2 + I40' U3
	002' = I29' U0 + I33' U1 + I37' U2 + I41' U3
	003 = I30' U0 + I34' U1 + I38' U2 + I42' U3

000-003 USED TO LOAD THE LAST BLOCK REF.

A-1871

OUTPUT DATA FROM 16 x 4's $\overline{P00} = \overline{I46}$ HISP 0 SELECT BUFFER A $\overline{T06} = T1$ I40 READY TO BUFFER

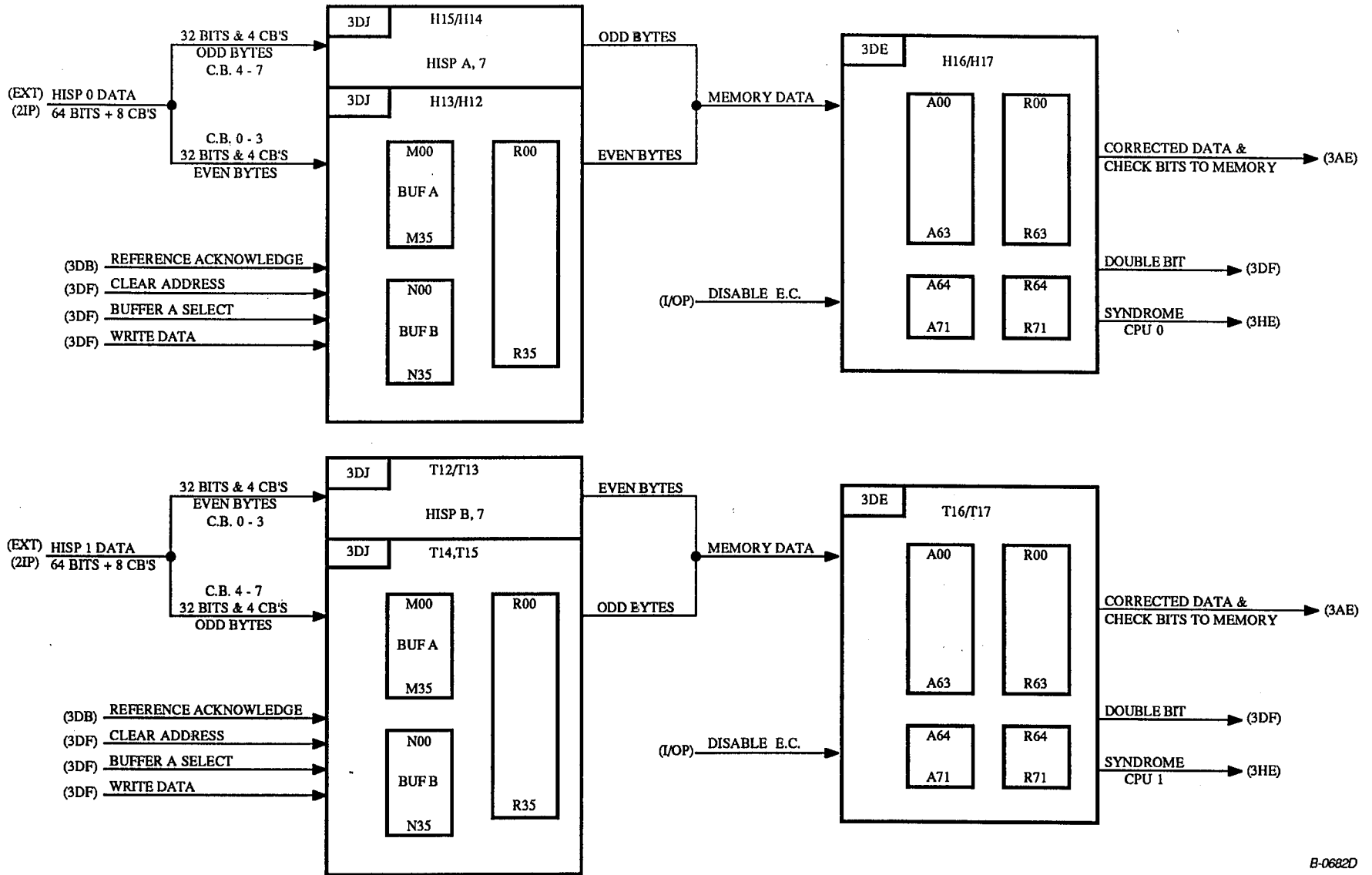
R00-R35 = BUFFER A OR B WORD SENT TO IOP
WHEN READY TO BUFFER

A-1872

3

3

3

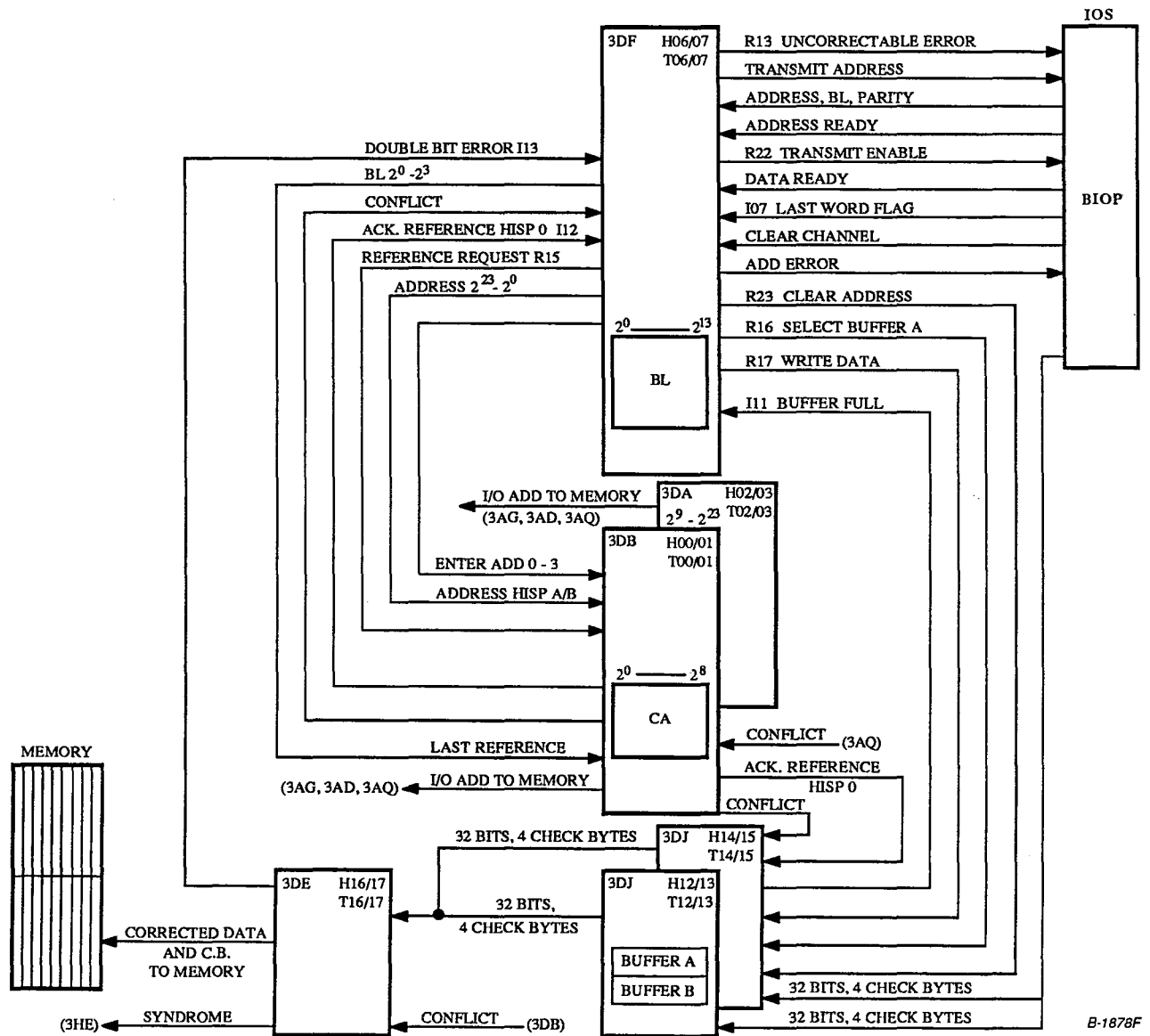


CRAY X-MP HISP CHANNEL INPUT/DATA

3

0

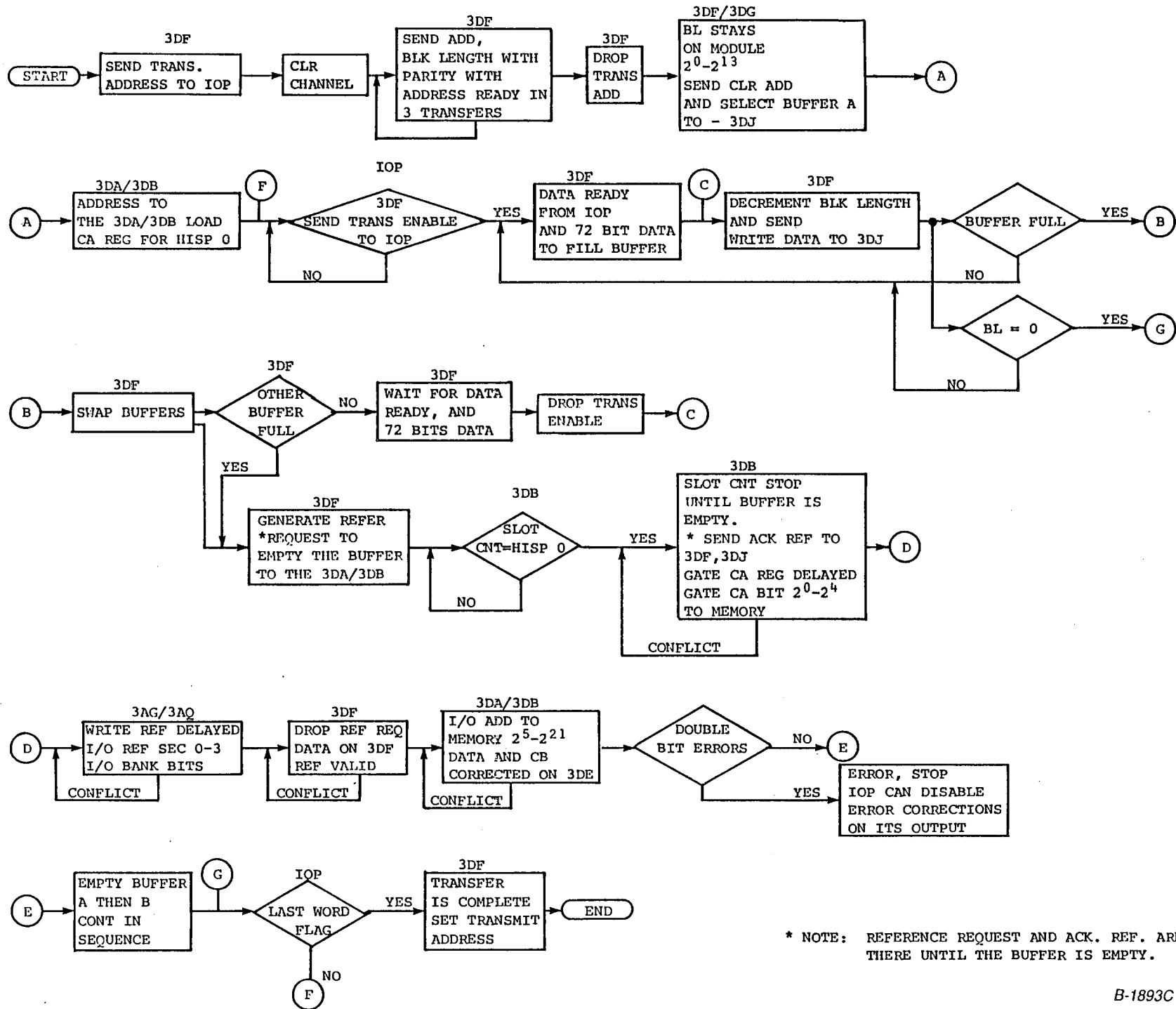
3



B-1878F

NOTE: If the CRAY X-MP had the option of four HISP and no VHISP, a 3DG module would be installed at location T04/05. The 3DG would replace the 3DI at location T04/05.

CRAY X-MP HISP INPUT CHANNEL



* NOTE: REFERENCE REQUEST AND ACK. REF. ARE THERE UNTIL THE BUFFER IS EMPTY.

B-1893C

LOAD BUFFER A

$\overline{J01} = \overline{I98}$ SELECT BUFFER A INPUT


12/13 K04 = J1 I100 WRITE INTO BUFFER A
 16/0 A04 = K04;T2

I92 = ACKN. REFERENCE FROM 3DB

BOOLEAN K00 = J1' J0' I92 + A4

K00 = INCREMENT 16 x4 ADDRESS WHEN WRITING INTO THE
 BUFFERS. OR INCREMENT THE ADDRESS WHEN READING
 THE BUFFERS.

T95 = T94 A4
 T16 = T95

BOOLEAN M00 = L00: DCD (A3' A2' A1' A0')/# + T16

 M35 = L35: DCD (A3 A2 A1 A0)/# + T16

BUFFER FALL

BOOLEAN R36' = E4' A0' E14' B0' 0 # J1' ## J1 J1; T2
 R36' = B0' J1' + E14' J1' + A0' J1 + E4' J1; T2

R36 = BUFFER ADDRESS HAS REACHED THE LIMIT.
 THEREFORE A BUFFER IS FULL.

ACKNOWLEDGE REFERENCE


I92 = ACKNOWLEDGE REFERENCE HISP \emptyset

J00 - I06 CONFLICT

J01 = SELECT BUFFER

BOOLEAN K00 = J1' J0' I92 + A4
P00 = I92 Z20'

K00 - INCREMENT ADDRESS TO READ BUFFER A
P00 = I92 Z20 SELECT HISP \emptyset DATA

BOOLEAN Q00 = M00 P0 + N00 P01 + M40 P2 + N40 P3 + O00 P4 + O40 P5

Q35 = M34 P8 + N35 P9 + M75 P10 + N75 P11

Q00-Q35 - SELECT ONE OF THE HISP CHANNELS OR LOSP CHANNELS.
AND SEND THIS BUFFER OF DATA TO MEMORY

A-1876

TRANSMIT ENABLE

BOOLEAN $R28' = X1' Y8' + X10'; T2$ $J00 = R28 R32' H2$
--

J00 = MAKE HISP \emptyset ACTIVE IF NO ADDRESS ERRORS AND CABLE IS CONNECTED

R22 = J0 SEND TRANSMIT ENABLE ON TRANSMIT DATA TO IOP

TRANSMIT ENABLE, ENABLES A 16 WORD TRANSFER TO FILL BUFFER A OR B.

R16 = J0 SELECT BUFFER A

DATA READY FROM IOP

X20 = I6 = DATA READY

BOOLEAN $Y21' = Y22 X20'$ $Y22' = Y21 W5'$

Y21, Y22 LATCH DATA READY

DATA READY RESYNC.

$\overline{Z20} = \overline{Y21}; T5$
$\overline{Z21} = \overline{Y21}; T6$
$\overline{Z22} = \overline{Y21}; T7$
$\overline{Z23} = \overline{Y21}; T8$

WRITE DATA/CLEAR ADD

R17 = Z20 Z21 Z22 Z23 WRITE DATA TO 3DJ

R23 = K5; T2 WHEN CHANNEL ACTIVE CLEAR THE ADDRESS ON 3DJ

A-1877A

BUFFER FULL

J06 = CHANNEL ACTIVE, READY, NO ERROR
I11 = BUFFER FULL

BOOLEAN L01 = L01 K2' Z29' + J6 I11 + J6 X23; T2
K02 = L1 H1 H0

L01 = BUFFER FULL, CHANNEL IS ACTIVE AND NO ERRORS
K02 = IF BUFFER A IS FULL SWAP TO BUFFER B AND
BEGIN TO FILL BUFFER B.

REFERENCE HISP 0

L02 = K02 Z29; T2

BOOLEAN R15 = R15 L05' + L02; T2

R15 = SEND A REFERENCE TO 3DB WHEN BUFFER IS FULL.
HOLD THE REFERENCE UNTIL WE GET AN ACK BACK
FROM 3DB. ACKNOWLEDGE REF. IS ALSO SENT TO THE
3DJ TO BEGIN GATING THE DATA TO MEMORY.
ACKNOWLEDGE WILL CAUSE THE REFERENCE TO DROP.

A-1877

I12 = ACKNOWLEDGE REFERENCE HISP Ø
 I3 = CONFLICT

BOOLEAN L05 = I12 I3' + L5 I3; T2 ACK + 0
 L06 = L05 I3' + L6 I3; T2 ACK + 1
 L07 = L06 I3' + L7 I9; T2 ACK + 2

L05-L07 = DELAY ACKNOWLEDGE REFERENCE FOR 3 CPS IF THERE IS
 A CONFLICT WAIT UNTIL THE CONFLICT GOES AWAY. ALSO
 ALLOW DOUBLE BIT ERROR AT L7 TIME OR ACK + 2

BOOLEAN H01 = R15' L5' L6' L7' L2'

H01 = NO REFERENCE

J05 = $\overline{H1}$ W5 REFERENCE AND DATA READY

BOOLEAN R22 = R22 $\overline{J5}$ H0 + H0 H1 + J0; T2

R22 = SEND TRANSMIT ENABLE IF NO ERRORS AND CHANNEL
 ACTIVE. DROP TRANSMIT ENABLE IF THERE IS NO
 REFERENCE.

LAST WORD FLAG

X23 = I7 LAST WORD FLAG
 J06 = H0 W5 READY + ACTIVE + NO ERROR

BOOLEAN L03 = J6 X23 + L3 $\overline{J0}$; T2

L03 = LAST WORD FLAG

A-1877

BLOCK LENGTH = 0 AND DROP ACTIVE

J04 - F2 $\overline{F3}$ F4 BL = 0
J02 = L3 $\overline{L1}$ H1 LWF AND NOT FULL + NO REFER.

BOOLEAN K00 = J0 + L0 $\overline{J2}$
 L00 = K00 Z29'; T2

K00 = DROP ACTIVE WHEN LWF BUFFERS ARE NOT FULL AND
THERE IS NO REFERENCE.

UNCORRECTABLE ERROR

L8 = J6; T2 READY + 1
I13 = DOUBLE BIT ERROR
L7 = ACK + 2 TIME

BOOLEAN K03 = L8 L3 J4' + L8 L3' J4 + L7 I13

K03 = UNCORRECTABLE ERROR CAN BE MADE FROM BL ≠ 0 AND CHANNEL
NOT ACTIVE OR BL = 0 AND NO LWF OR DOUBLE BIT ERROR
AT ACK + 2 TIME.

A-1877



VHISP PROGRAMMING

INSTRUCTION SEQUENCE TO START AN OPERATION IS DEFINED
WITH (AJ) = 7.

0012J0	CI, AJ	CLEAR INTERRUPT
0010JK	CA, AJ AK	(AK) = SSD STARTING BLOCK ADDRESS
0010JK	CA, AJ AK	(AK) = X-MP MEMORY ADDRESS
0011JK	CL, AJ AK	(AK) = TRANSFER BLOCK LENGTH
		READ/WRITE MODE:
		TRANSFER INITIATED
		----- WAIT FOR INTERRUPT ON (CHANNEL #7)
033100		READ CHANNEL NUMBER TO Ai
0331J1	Ai CE, AJ	READ ERROR FLAGS
0012J0	CI, AJ	CLEAR INTERRUPT/CLEAR INTERFACE

NOTES:

SSD STARTING BLOCK ADDRESS - ALL TRANSFERS TO OR FROM THE
SSD MUST BE IN BLOCKS OF 64_{10} WORDS.

X-MP MEMORY ADDRESS - ADDRESS USED TO TRANSFER INFORMATION
INTO X-MP MEMORY.

BLOCK LENGTH - BLOCK LENGTH PERTAINS TO THE NUMBER OF 64_{10}
WORD BLOCK TO BE TRANSFERRED. THE MAXIMUM
BLOCK LENGTH IS 777777_8 . IF AK REGISTER BIT
 2^{23} IS CLEARED READ OPERATION (SSD TO X-MP
MEMORY). IF 2^{23} IS SET IT'S A WRITE OPERATION
(X-MP MEMORY TO SSD).

CRAY RESEARCH, INC.
COMPANY PRIVATE

3DI MODULE @ T04/05

3DX MODULE @ AA07

BLOCK COUNT REGISTER

SSD BLOCK ADDRESS

BLOCK COUNT REGISTER

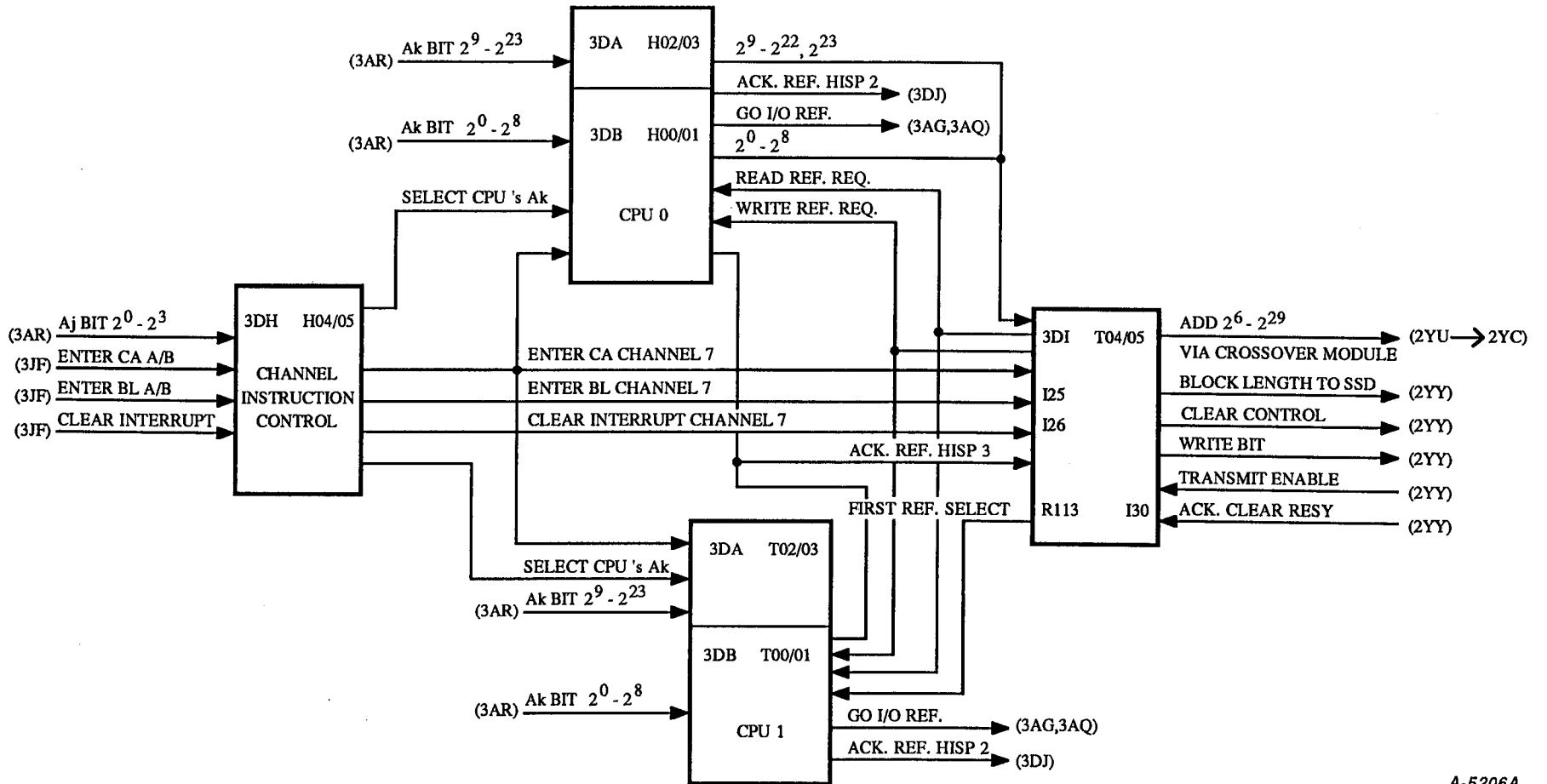
BIT	T.P.	TERM	BIT	T.P.	TERM	BIT	T.P.	TERM
2 ⁰	<u>C01</u>	N00	2 ⁰	D66	<u>R40</u>	2 ⁰	A48	E40
2 ¹	<u>C03</u>	N01	2 ¹	<u>D61</u>	<u>R41</u>	2 ¹	A54	E41
2 ²	<u>C02</u>	N02	2 ²	D64	<u>R42</u>	2 ²	A55	E42
2 ³	<u>C04</u>	N03	2 ³	<u>D65</u>	<u>R43</u>	2 ³	A57	E43
2 ⁴	<u>C12</u>	N04	2 ⁴	D55	<u>R44</u>	2 ⁴	A52	E44
2 ⁵	<u>C13</u>	N05	2 ⁵	<u>D59</u>	<u>R45</u>	2 ⁵	A58	E45
2 ⁶	<u>C21</u>	N06	2 ⁶	D57	<u>R46</u>	2 ⁶	A67	E46
2 ⁷	<u>C23</u>	N07	2 ⁷	<u>D60</u>	<u>R47</u>	2 ⁷	A63	E47
2 ⁸	<u>C22</u>	N08	2 ⁸	D24	<u>R48</u>	2 ⁸	A72	E48
2 ⁹	<u>C24</u>	N09	2 ⁹	<u>D38</u>	<u>R49</u>	2 ⁹	B31	E49
2 ¹⁰	<u>C33</u>	N10	2 ¹⁰	D47	<u>R50</u>	2 ¹⁰	B29	E50
2 ¹¹	<u>C34</u>	N11	2 ¹¹	<u>D45</u>	<u>R51</u>	2 ¹¹	B06	E51
2 ¹²	<u>C54</u>	N12	2 ¹²	D22	<u>R52</u>	2 ¹²	B23	E52
2 ¹³	<u>C53</u>	N13	2 ¹³	<u>D27</u>	<u>R53</u>	2 ¹³	B36	E53
2 ¹⁴	<u>C70</u>	N14	2 ¹⁴	D34	<u>R54</u>	2 ¹⁴	B34	E54
2 ¹⁵	<u>C71</u>	N15	2 ¹⁵	<u>D25</u>	<u>R55</u>	2 ¹⁵	B28	E55
2 ¹⁶	<u>C67</u>	N16	2 ¹⁶	D01	<u>R56</u>	2 ¹⁶	B30	E56
2 ¹⁷	<u>C68</u>	N17	2 ¹⁷	<u>D03</u>	<u>R57</u>	2 ¹⁷	B32	E57
			2 ¹⁸	D31	<u>R58</u>			
2 ²³	A70	R20	2 ¹⁹	<u>D13</u>	<u>R59</u>	2 ²³	<u>A61</u>	E04
			2 ²⁰	D20	<u>R60</u>			
			2 ²¹	D17	<u>R120</u>			
			2 ²²	C72	<u>R121</u>			
			2 ²³	D68	<u>R122</u>			

	<u>T.P.</u>	<u>Term</u>	<u>Description</u>
_____ 2 ⁰	<u>C01</u>	N00	Block length bit 2 ⁰
_____ 2 ¹	<u>C03</u>	N01	Block length bit 2 ¹
_____ 2 ²	<u>C02</u>	N02	Block length bit 2 ²
_____ 2 ³	<u>C04</u>	N03	Block length bit 2 ³
_____ 2 ⁴	<u>C12</u>	N04	Block length bit 2 ⁴
_____ 2 ⁵	<u>C13</u>	N05	Block length bit 2 ⁵
_____ 2 ⁶	<u>C21</u>	N06	Block length bit 2 ⁶
_____ 2 ⁷	<u>C23</u>	N07	Block length bit 2 ⁷
_____ 2 ⁸	<u>C22</u>	N08	Block length bit 2 ⁸
_____ 2 ⁹	<u>C24</u>	N09	Block length bit 2 ⁹
_____ 2 ¹⁰	<u>C33</u>	N10	Block length bit 2 ¹⁰
_____ 2 ¹¹	<u>C34</u>	N11	Block length bit 2 ¹¹
_____ 2 ¹²	<u>C54</u>	N12	Block length bit 2 ¹²
_____ 2 ¹³	<u>C53</u>	N13	Block length bit 2 ¹³
_____ 2 ¹⁴	<u>C70</u>	N14	Block length bit 2 ¹⁴
_____ 2 ¹⁵	<u>C71</u>	N15	Block length bit 2 ¹⁵
_____ 2 ¹⁶	<u>C67</u>	N16	Block length bit 2 ¹⁶
_____ 2 ¹⁷	<u>C68</u>	N17	Block length bit 2 ¹⁷
_____ 2 ¹⁸	<u>A04</u>	M02	Req. in progress
_____ 2 ¹⁹	<u>D68</u>	M25	SSD single bit error
_____ 2 ²⁰	<u>D30</u>	M12	Block length error
_____ 2 ²¹	<u>D46</u>	M23	SSD double bit error
_____ 2 ²²	<u>D50</u>	M28	CPU double bit error
_____ 2 ²³	<u>D29</u>	M13	Fatal error

* Also loaded into Ai register from 003ij1 instruction. Aj equals a 7.

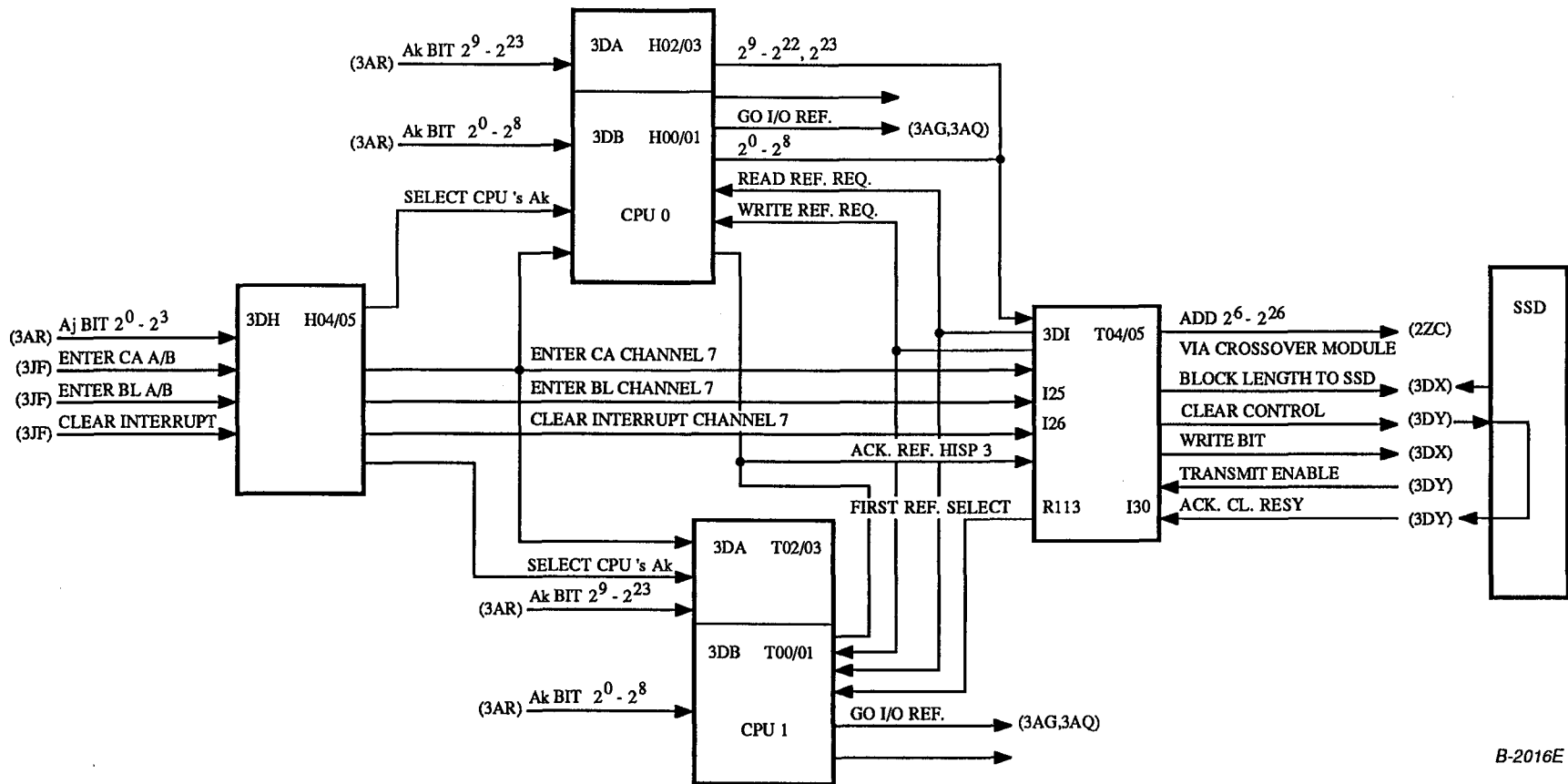
CRAY X-MP/2 SSD STATUS WORD

X2002L0502



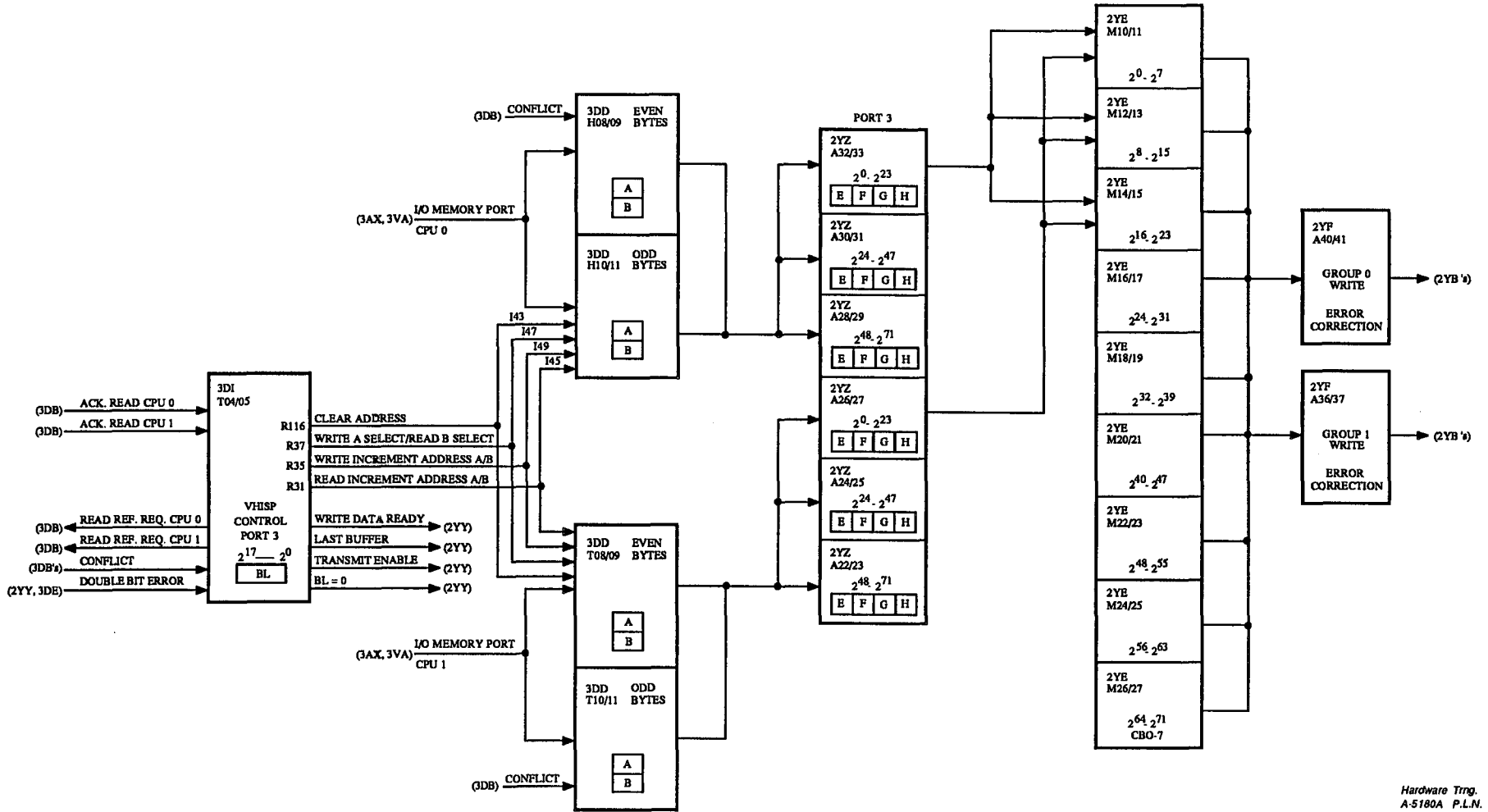
A-5206A

VHISP READ/WRITE ADDRESS PATH
MODEL "C" SSD



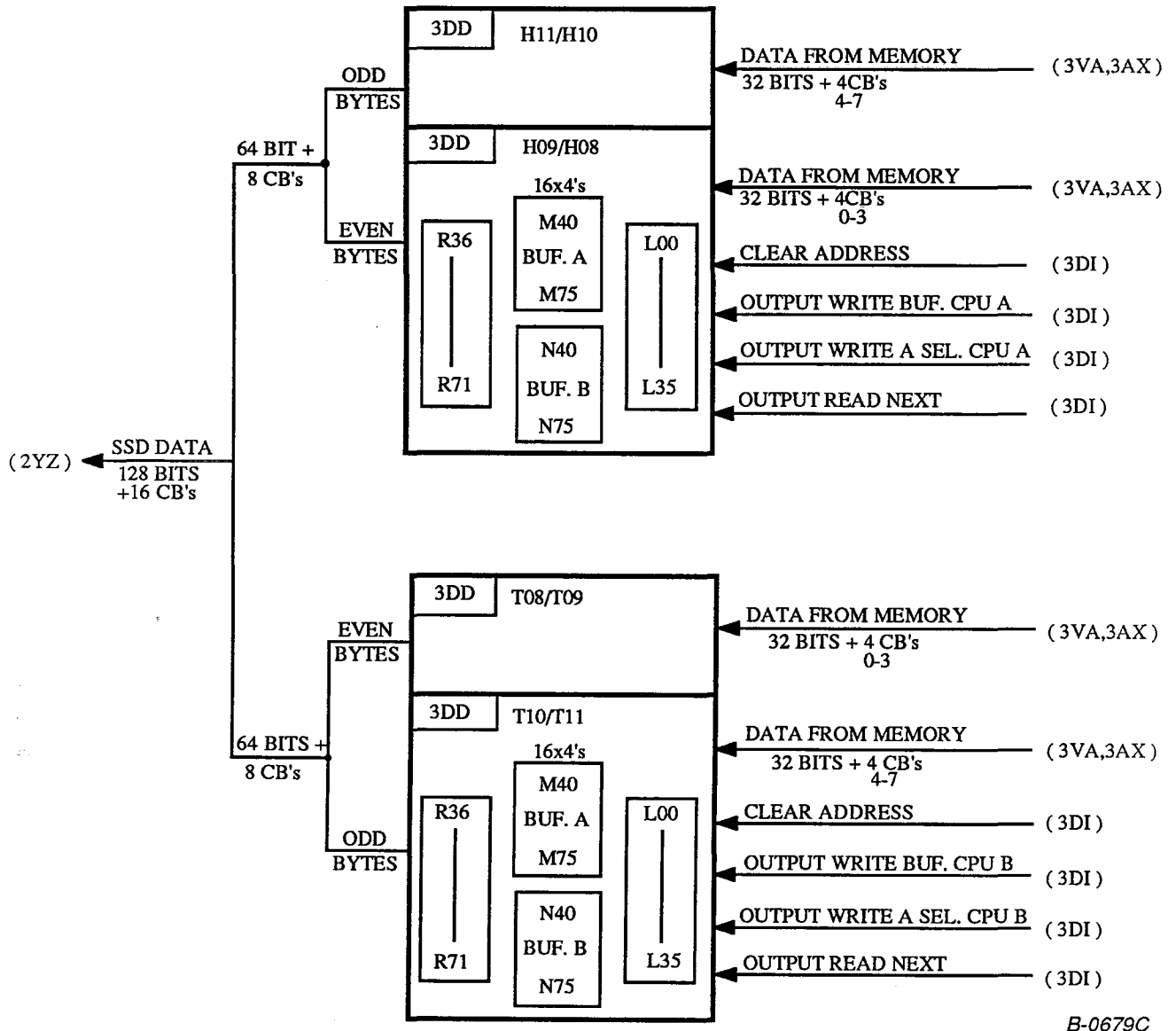
B-2016E

VHISP READ/WRITE ADDRESS PATH
MODEL B

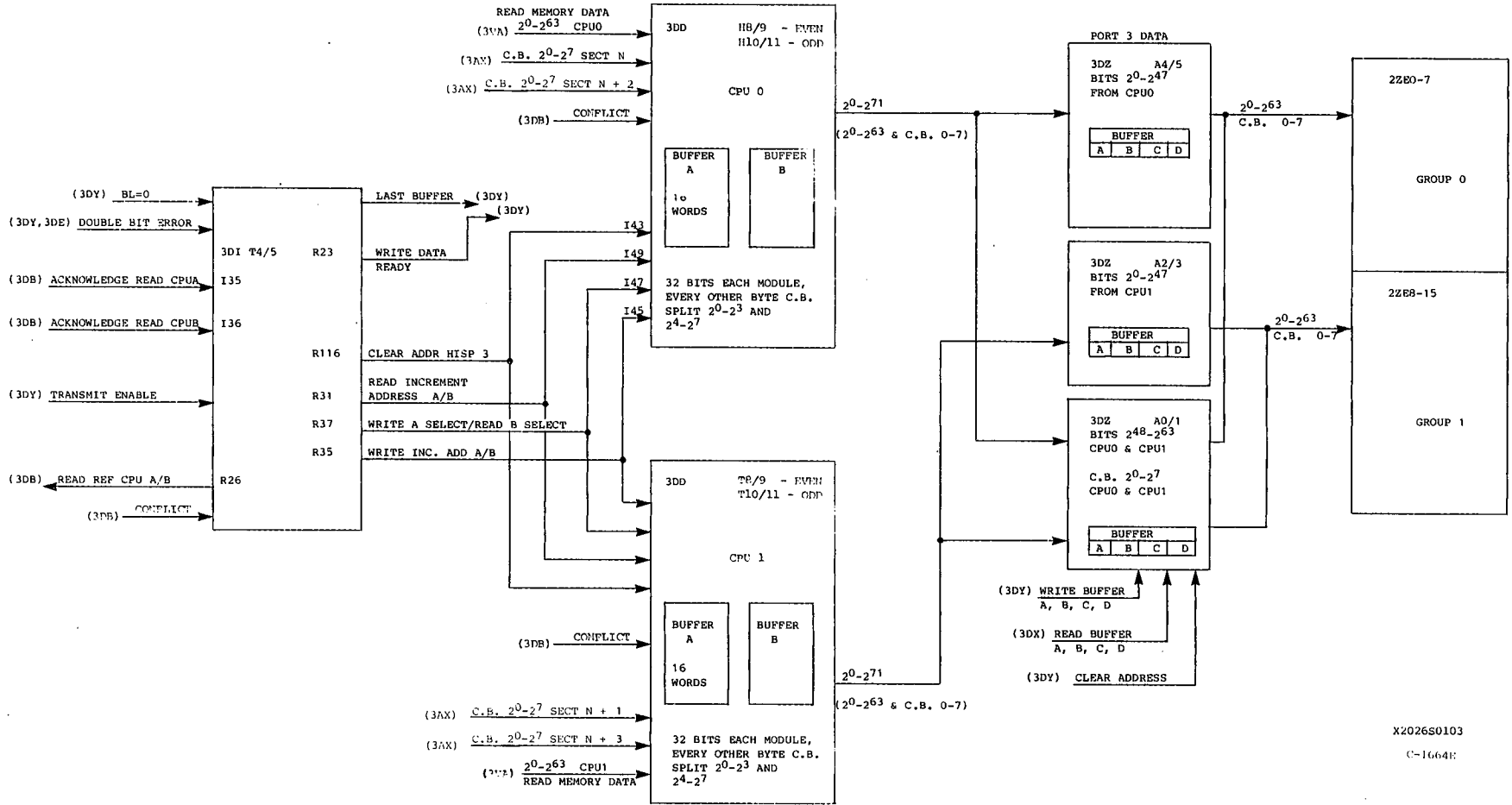


Hardware Trng.
A-5180A P.L.N.

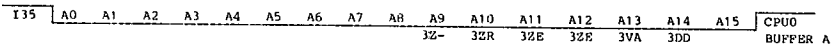
X-MP/2 VHISP WRITE DATA PATH
MODEL "C"



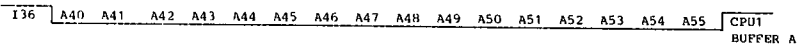
**CRAY X-MP VHISP CHANNEL OUTPUT DATA
(MODEL C SSD)**



X2026S0103
C-1664E



A80 A81 A82 A100 UP TO 4 C.P. DELAY FOR MOS MEMORY

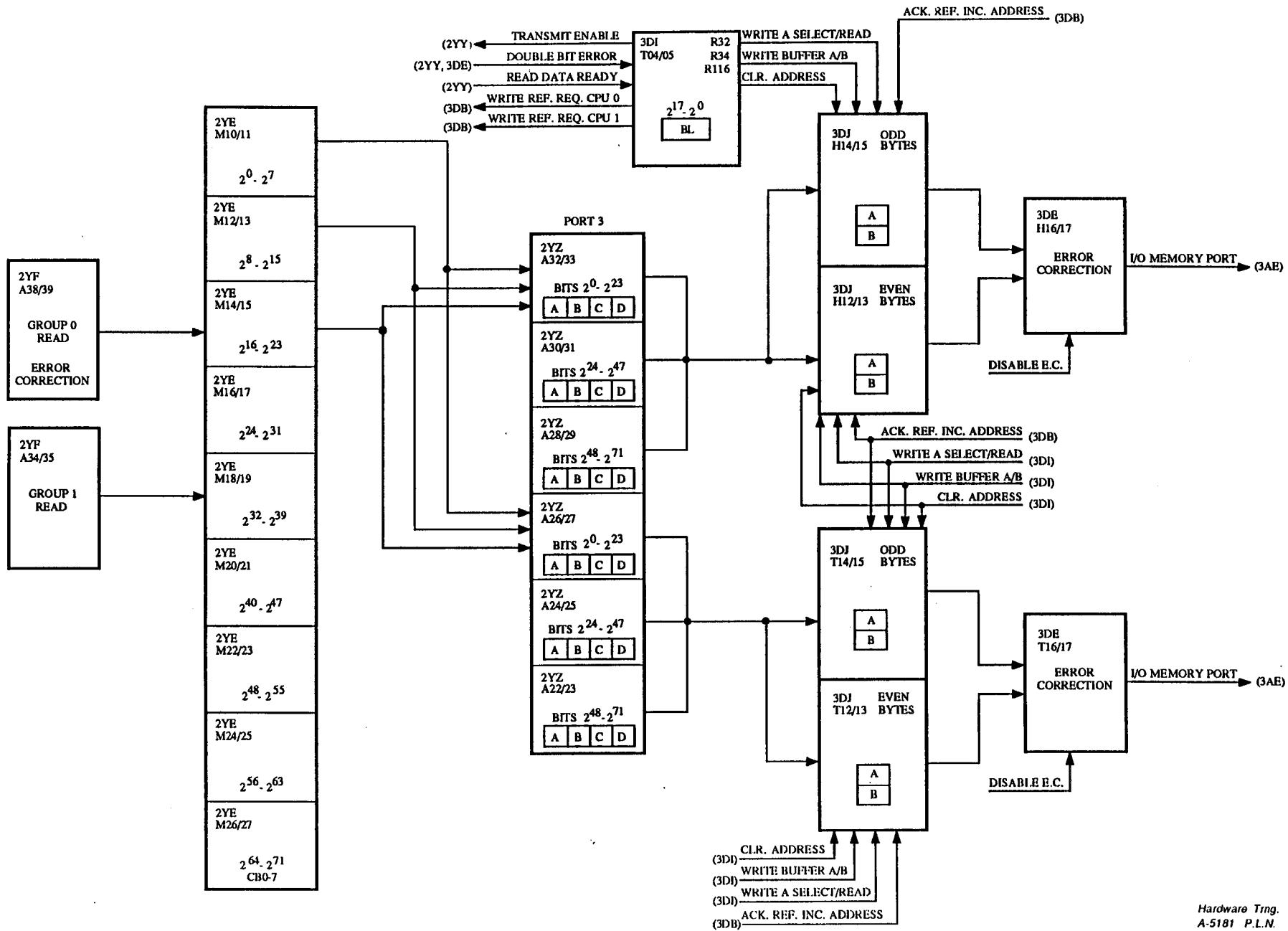


A86 A87 A88 A102

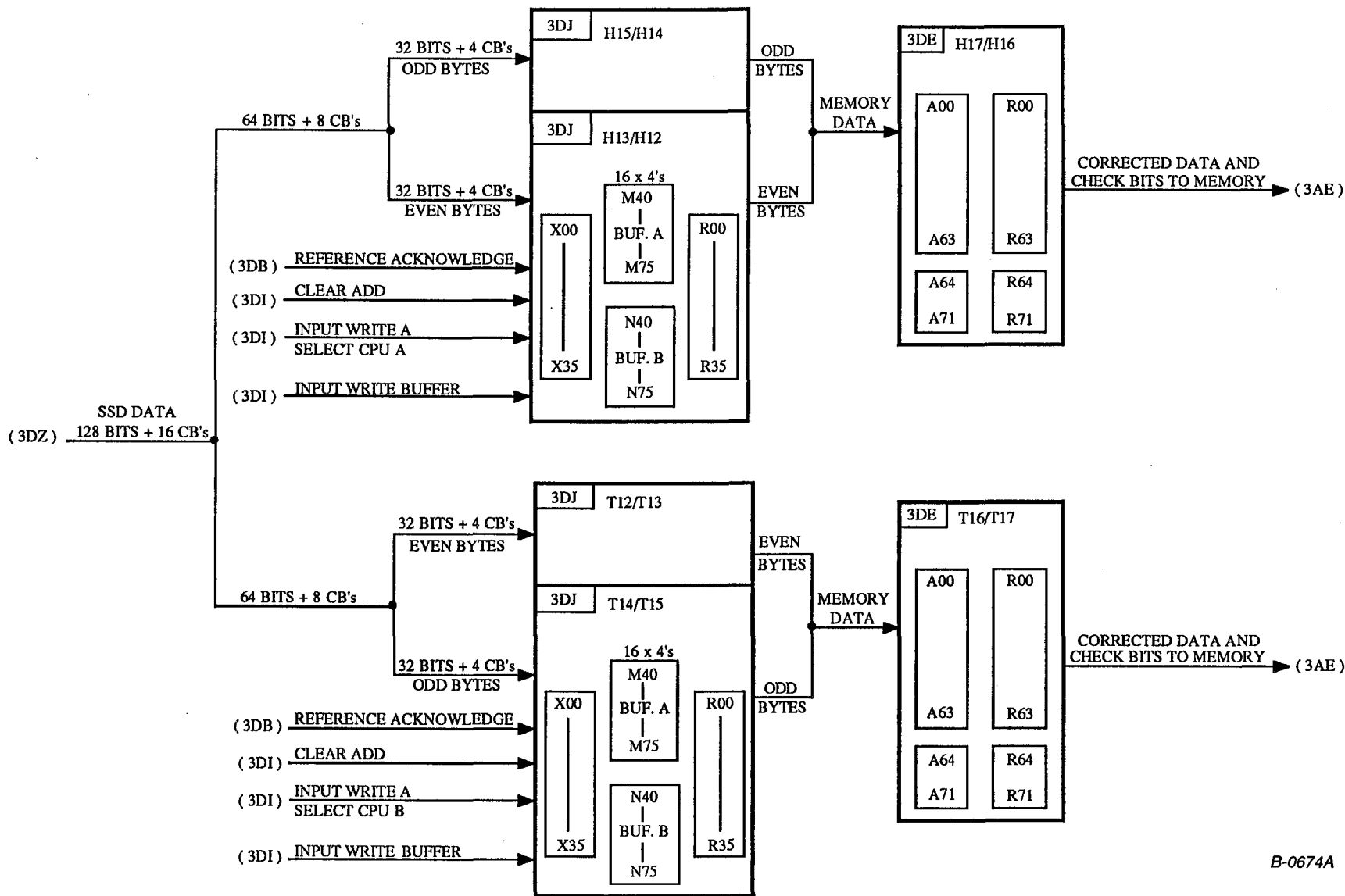
- 3DI
- R116 - CLEAR ADDR HISP 3 - WHEN SET ACTIVE AFTER ACKNOWLEDGE CLEAR
 - R31 - INCREMENT ADDRESS - GO DATA READY OR WORD COUNT = 17
 - R37 - WRITE A SELECT HISP 3 - CPU0 SELECT BUFFER A
 - R35 - WRITE BUFFER HISP 3 - NEXT CLOCK PERIOD DATA ON 3DD MODULE
 - R23 - ONE WRITE DATA READY PER 16 - 144 BIT TRANSFER PRECEDES THE DATA BY 2 CP'S

- 3DD
- I43 - CLEARS BUFFER A AND BUFFER B COUNTERS FOR HISP 3
 - I49 - ALLOWS C OR D TERMS (COUNTERS FOR BUFFER A AND B) TO BE ADVANCED
 - I47 - SELECTS HISP 3 BUFFER A
 - I45 - MAKES WRITE ENABLE FOR BUFFER A OR BUFFER B; THE ABSENCE OF WRITE ENABLE MEANS THE 16x4 ARR BEING READ TO THE SSD

VHISP WRITE TO SSD PATH
'MODEL B'

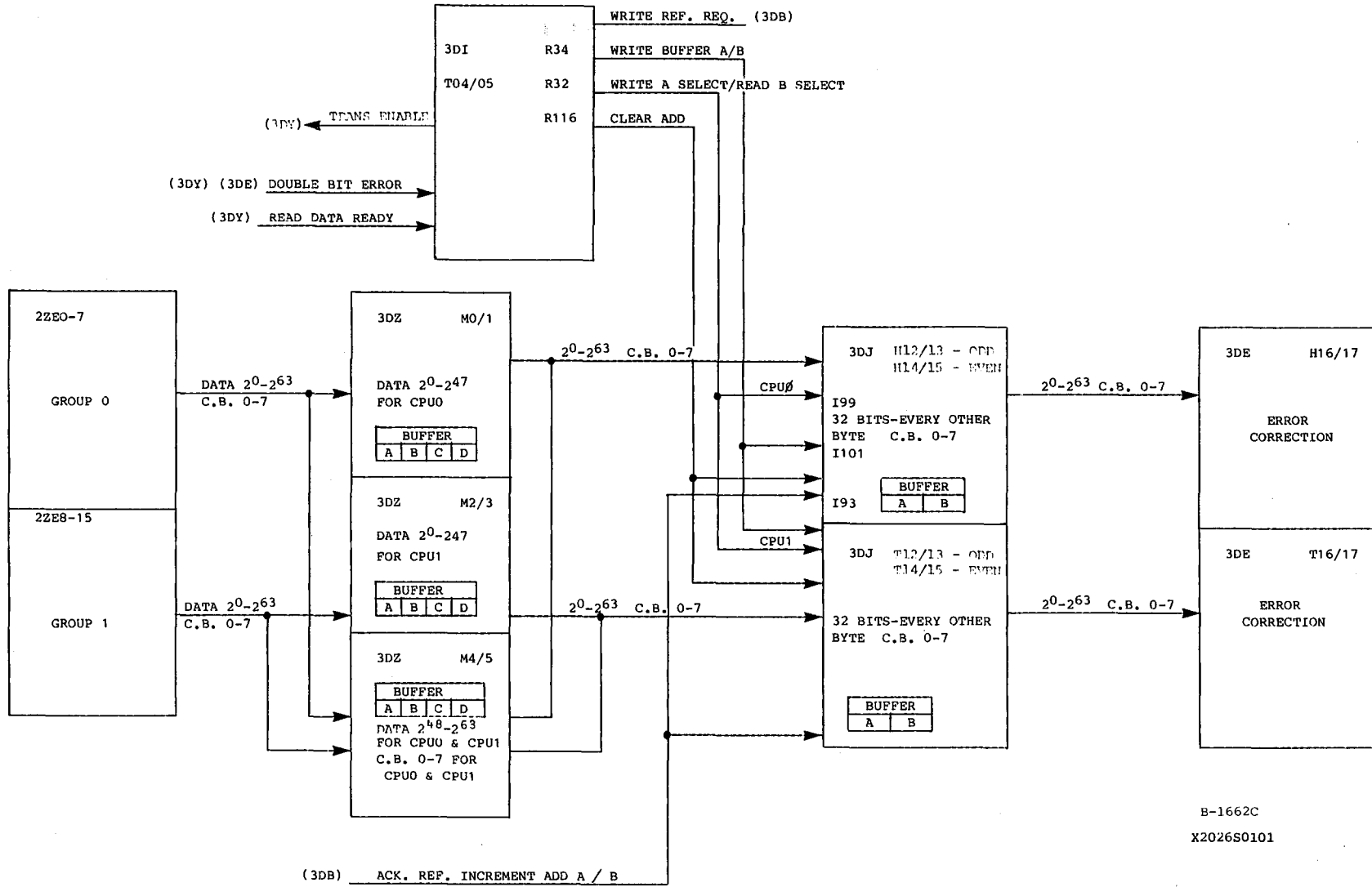


X-MP/2 VHISP READ DATA PATH
MODEL "C"



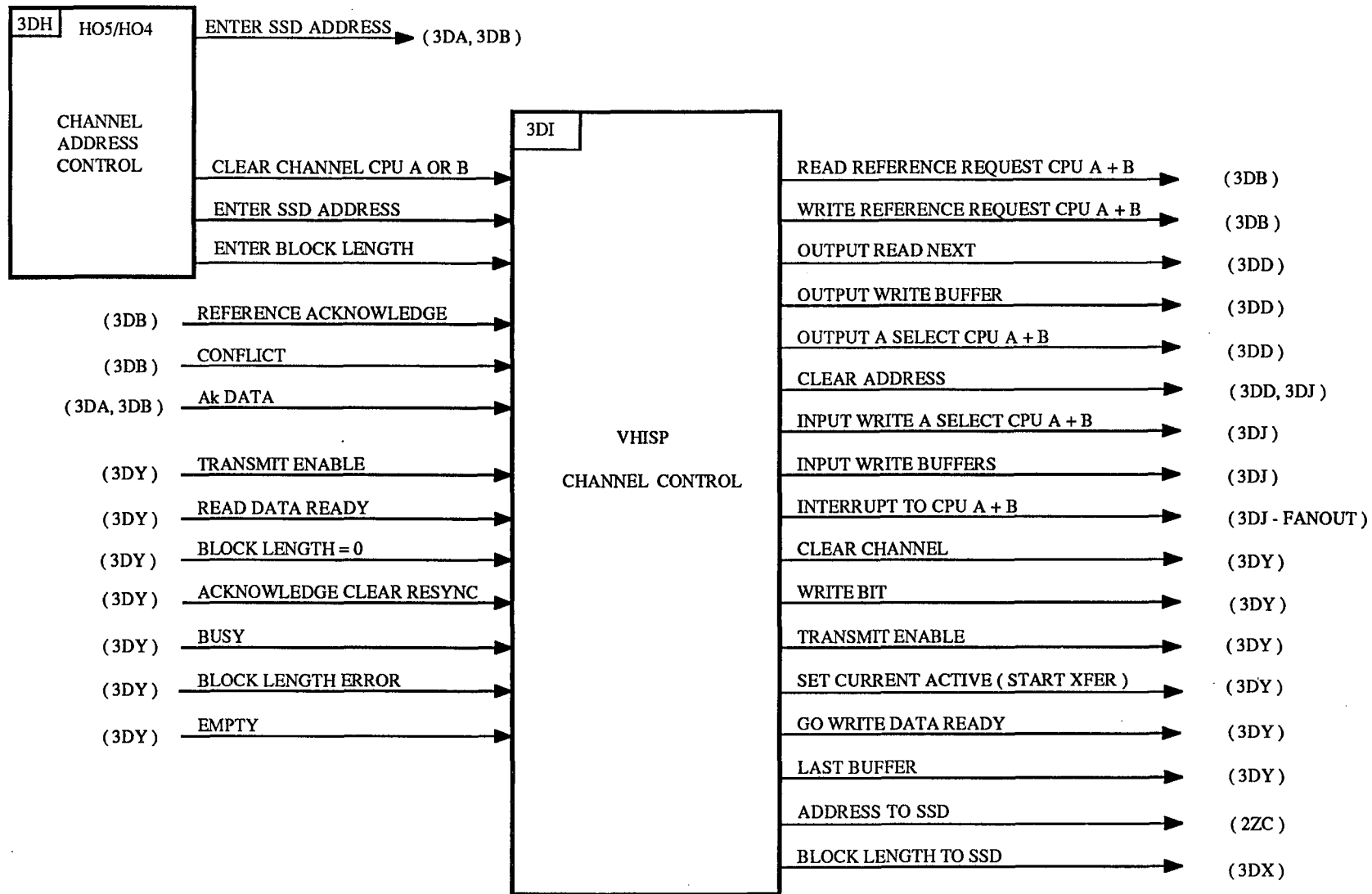
B-0674A

CRAY X-MP VHISP CHANNEL INPUT DATA
MODEL C



B-1662C
X2026S0101

READ FROM SSD DATA PATH
'MODEL B'



28-12

B-0676A

CRAY X-MP VHISP CHANNEL CONTROL
MODEL C

X-MP 16x4 MODULE LOCATOR

										HISP A,7 INPUT	HISP B,7 INPUT
DATA	0-3	4-7	16-19	20-23	32-35	36-39	48-51	52-55	CB 0-3	3DJ H12/13,	T12/13
BITS	8-11	12-15	24-27	28-31	40-43	44-47	56-59	60-63	CB 4-7	3DJ H14/15,	T14/15

3
D
J

TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.			
M00-03	BTK	M04-07	BUK	M08-11	AHB	M12-15	AIB	M16-19	DTI	M20-23	DUI	M24-27	CHD	M28-31	CID	M32-35	AJB	HISP BUFFER A
N00-03	BTI	N04-07	BUI	N08-11	AHD	N12-15	AID	N16-19	DTK	N20-23	DUK	N24-27	CHB	N28-31	CIB	N32-35	DVK	HISP BUFFER B
M40-43	BTB	M44-47	BUB	M48-51	AHK	M52-55	AIK	M56-59	DTD	M60-63	DUD	M64-67	CHI	M68-71	CII	M72-75	AJK	VHISP BUFFER A
N40-43	BTD	N44-47	BUD	N48-51	AHI	N52-55	AIJ	N56-59	DTB	N60-63	DUB	N64-67	CHK	N68-71	CIK	N72-75	DVB	VHISP BUFFER B

28-13

										HISP A,7 OUTPUT	HISP B,7 OUTPUT
DATA	0-3	4-7	16-19	20-23	32-35	36-39	48-51	52-55	CB 0-3	3DD H08/09,	T08/09
BITS	8-11	12-15	24-27	28-31	40-43	44-47	56-59	60-63	CB 4-7	3DD H10/11,	T10/11

3
D
D

TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.	TERM	LOC.			
M0-03	BQA	M04-07	BQB	M08-11	BQC	M12-15	DQA	M16-19	DQB	M20-23	DQC	M24-27	CEJ	M28-31	CEK	M32-35	CEL	HISP BUFFER A
N0-03	BTA	N04-07	BTB	N08-11	BTC	N12-15	DTA	N16-19	DTB	N20-23	DTC	N24-27	CHJ	N28-31	CHK	N32-35	CHL	HISP BUFFER B
M40-43	BQJ	M44-47	BQK	M48-51	BQL	M52-55	DQJ	M56-59	DQK	M60-63	DQL	M64-67	CEA	M68-71	CEB	M72-75	CEC	VHISP BUFFER A
N40-43	BTJ	N44-47	BTK	N48-51	BTL	N52-55	DTJ	N56-59	DTK	N60-63	DTL	N64-67	CHA	N68-71	CHB	N72-75	CHC	VHISP BUFFER B

16x4 VHISP MODULE LOCATOR ON SSD "MODEL C"

NOTE: Odd or even words are the results of the number of words transferred.

Port 3

2YZ @ A32/33 Handles the even Cray words bits 20-223
 2YZ @ A30/31 Handles the even Cray words bits 224-247
 2YZ @ A28/29 Handles the even Cray words bits 248-271

 2YZ @ A26/27 Handles the odd Cray words bits 20-223
 2YZ @ A24/25 Handles the odd Cray words bits 224-247
 2YZ @ A22/23 Handles the odd Cray words bits 248-271

Falling addr. equals current addr.
 minus starting addr.

Falling addr.:
 26 25 = 00 Buffer A/E
 26 25 = 01 Buffer B/F
 26 25 = 10 Buffer C/G
 26 25 = 11 Buffer D/H

Port 4

2YZ @ A12/13 Handles the even Cray words bits 20-223
 2YZ @ A10/11 Handles the even Cray words bits 224-247
 2YZ @ A08/09 Handles the even Cray words bits 248-271

 2YZ @ A06/07 Handles the odd Cray words bits 20-223
 2YZ @ A04/05 Handles the odd Cray words bits 224-247
 2YZ @ A02/03 Handles the odd Cray words bits 248-271

Data	0 - 3	4 - 7	8 - 11	12 - 15	16 - 19	20 - 23
	24 - 27	28 - 31	32 - 35	36 - 39	40 - 43	44 - 47
	48 - 51	52 - 55	56 - 59	60 - 63	64 - 67	68 - 71

Port 3 or Port 4 Read from SSD	TERM LOC		TERM LOC		TERM LOC		TERM LOC		TERM LOC			
	Buffer A	J00-03	BRI	J04-07	BRK	J08-11	AFC	J12-15	BRC	J16-19	AFI	J20-23
Buffer B	K00-03	BSI	K04-07	BSK	K08-11	AGC	K12-15	BSC	K16-19	AGI	K20-23	AGK
Buffer C	L00-03	BTI	L04-07	BTK	L08-11	AHC	L12-15	BTC	L16-19	AHI	L20-23	AHK
Buffer D	M00-03	BUI	M04-07	BUK	M08-11	AIC	M12-15	BUC	M16-19	AII	M20-23	AIK

Port 3 or Port 4 Write to SSD	TERM LOC		TERM LOC		TERM LOC		TERM LOC		TERM LOC			
	Buffer E	N00-03	DRI	N04-07	DRK	N08-11	CFC	N12-15	DRC	N16-19	CFI	N20-23
Buffer F	O00-03	DSI	O04-07	DSK	O08-11	CG	O12-15	DSC	O16-19	CGI	O20-23	CGK
Buffer G	P00-03	DTI	P04-07	DTK	P08-11	CH	P12-15	DTC	P16-19	CHI	P20-23	CHK
Buffer H	Q00-03	DUI	Q04-07	DUK	Q08-11	CI	Q12-15	DUC	Q16-19	CII	Q20-23	CIK

X2002L0501

16X4 VHISP MODULE LOCATOR
 ON SSD "MODEL C"

16x4 VERY HIGH SPEED MODULE LOCATOR

WRITE TO SSD

3DZ @ AA 4/5 handles the EVEN Cray Words to the SSD bits 0-47.
 3DZ @ AA 2/3 handles the ODD Cray Words to the SSD bits 0-47.
 3DZ @ AA 0/1 handles the EVEN and ODD Words to the SSD bits 48-63 and CB 0-7. (R0-R23 on 3DZ is EVEN R24-47 is ODD).

READ FROM SSD

3DZ @ MM 0/1 handles the EVEN Cray Words from the SSD bits 0-47.
 3DZ @ MM 2/3 handles the ODD Cray Words from the SSD bits 0-47.
 3DZ @ MM 4/5 handles the EVEN and ODD Words from the SSD bits 48-63 and CB 0-7. (R0-R23 on 3DZ is EVEN, R24-47 is ODD).

DATA	0-3	4-7	8-11	12-15	16-19	20-23	24-27	28-31	32-35	36-39	40-43	44-47
	EVEN						ODD					
BITS	48-51	52-55	56-59	60-63	CB0-3	CB4-7	48-51	52-55	56-59	60-63	CB0-3	CB4-7
BUFFER	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.	TERM LOC.
A	M0-08 AFC	M04-07 BRI	M08-11 BRC	M12-15 AFK	M16-19 BRK	M20-23 DRK	M24-27 AFI	M28-31 CFC	M32-35 DRI	M36-39 DRC	M40-43 CFI	M44-47 CFK
3 D Z BUFFER B	N0-03 AGC	N4-7 BSI	N8-11 BSC	N12-15 AGK	N16-19 BSK	N20-23 DSK	N24-27 AGI	N28-31 CGC	N32-35 DSI	N36-39 DSC	N40-43 CGI	N44-47 CGK
C	P0-03 AHC	P4-7 BTI	P8-11 BTC	P12-15 AHK	P16-19 BTK	P20-23 DTK	P24-27 AHI	P28-31 CHC	P32-35 DTI	P36-39 DTC	P40-43 CHI	P44-47 CHK
D	Q0-03 AIC	Q4-7 BUI	Q8-11 BUC	Q12-15 AIK	Q16-19 BUK	Q20-23 DUK	Q24-27 AII	Q28-31 CIC	Q32-35 DUI	Q36-39 DUC	Q40-43 CII	Q44-47 CIK

NOTE; ODD OR EVEN WORDS ARE THE RESULT OF THE NUMBER OF WORDS TRANSFERED.

B-2017A
X2027C0103

28-15

PORT 3 GENERAL DESCRIPTION

Port 3 of the SSD is the interface between SSD Memory and the CRAY X-MP. The port is capable of maintaining transfer speed of 2-64 Bit words every 9.5 N sec. clock period.

Port 3 is utilized when accessing the SSD from a X-MP/22, 24 or from CPU 0/1 of a X-MP/48. Port 4 is used when accessing the SSD from CPU 2/3 of a X-MP/48.

The port is given a starting SSD Address and a starting Block Length. The Block length relates to the number of 64-64Bit words to be transferred. The transfer may only be active in one direction at a time.

There are 2 module types which make up Port 3. They are the 2YY and the 2YZ modules. One (1) 2YY module is used and is defined as Port Control. Six (6) 2YZ modules are Buffer modules, used for data transfer to and from the X-MP and the SSD. Each 2YZ module contains 4 input and 4 output Buffers. Each Buffer is 16 words in length.

Both the 2YY and the 2YZ modules need the CPU and SSD clock rates of 9.5 N sec.

SIGNAL DEFINITIONS

CRAY X-MP to Port 3

Block length - (2^0 - 2^{17}) Supplies Port 3 with the initial number of 64-64 Bit word blocks of data for a Read or Write transfer.

Last Buffer Write - Informs Port 3 that this is the last buffer to be transferred.

Write Data Ready - A one clock period pulse sent when a buffer of data is to be transferred. One Signal per 16-144 Bit words transferred. Precedes data by two clock periods.

Transmit Enable - Informs Port 3 that the X-MP Buffers are ready, and the port can transfer at least one buffers worth of data to the CRAY X-MP.

Port 3 Address 2^6 - 2^{26} - Starting address for a SSD transfer; either Read or Write. SSD Address resides on a 100_8 Word Boundary.

Clear Control - Clears and initializes Port 3.

Write Bit - Indicates to Port 3 to perform a Write (1) or a Read (0) transfer.

Write Data - 144 Bits (128 Data - 16 check Bits) used for transferring data to Port 3.

Start Transfer - Becomes true when the X-MP Control outputs Block Length and becomes active.

PORT 3 to CRAY X-MP

Read Data Ready - Signal sent to the X-MP for one clock period when a buffers worth of data is to be transferred. Read Data Ready is sent for each 16-144 Bit word transfer. Read Data Ready precedes data by two clock periods.

Empty - Signals to CRAY X-MP the SSD is $\overline{\text{Busy}}$ and Read buffers are no longer full. Signal will clear when SSD goes busy.

Block Length Error - May occur during a Write to SSD. Occurs when X-MP sends Last Buffer Flag and Ports BL \neq 0 and there is still a Write Buffer full.

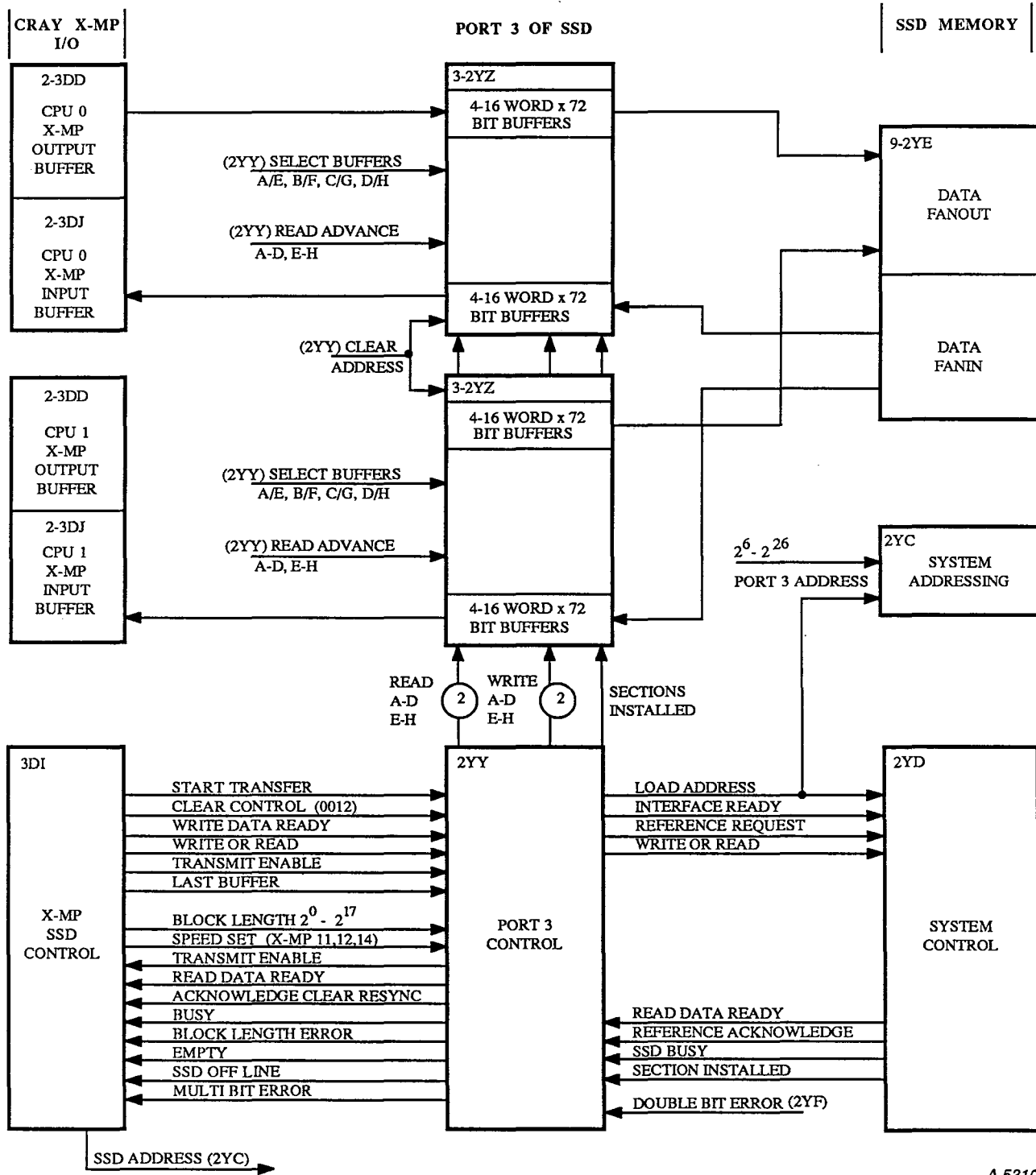
Multi-Bit Error - Sets when an error is detected on data transfer between Port 3 and SSD Memory. Clears when Clear Control is present.

Busy - Indicates that the port is active with a Read or Write transfer.

Acknowledge Clear Resync - Signal sent to the X-MP to indicate the Port is clear.

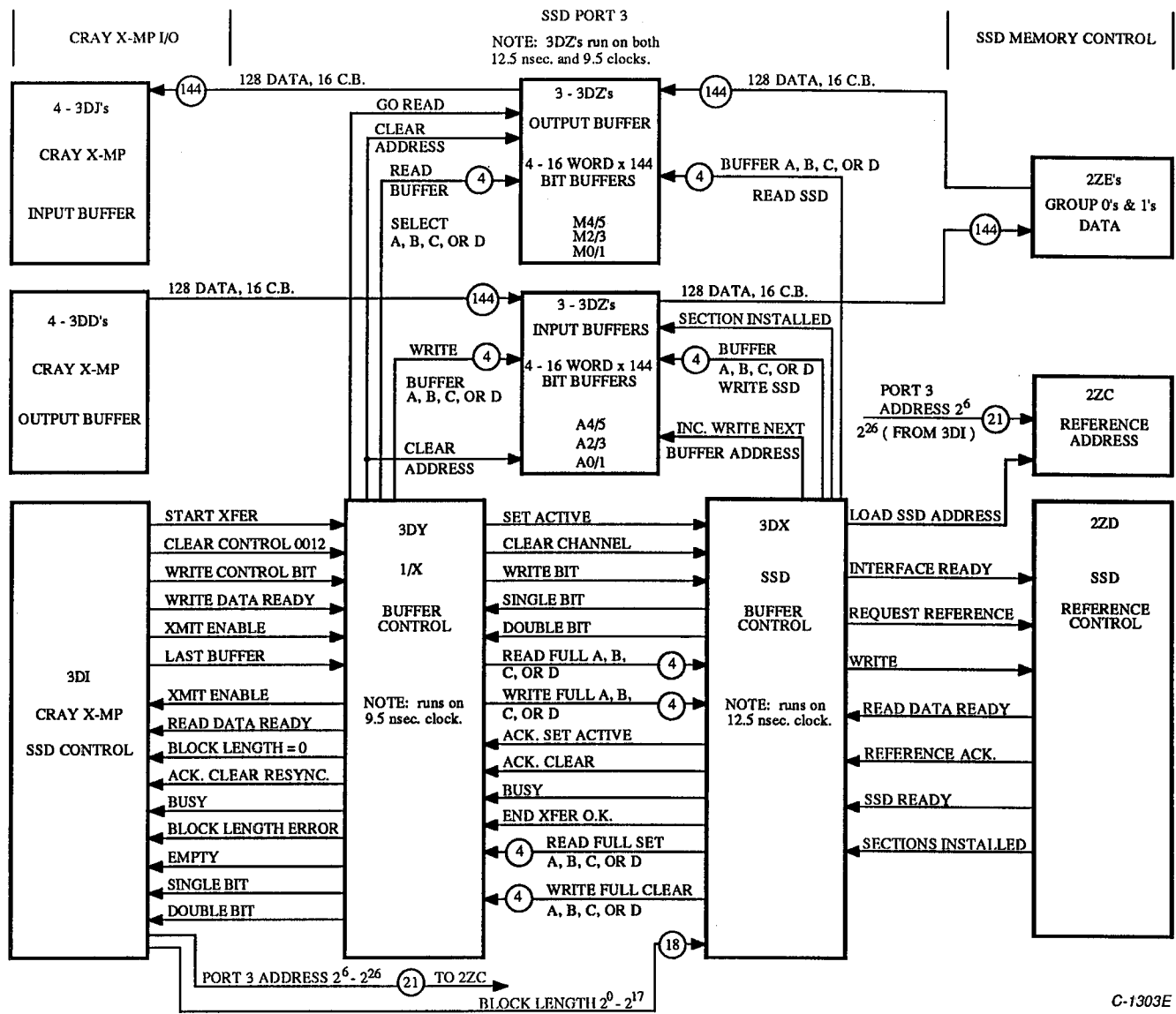
Read Data - 144 Bit (128 Data and 16 check bits) used for transferring data from Port 3 to the X-MP.

Transmit Enable - Informs the CRAY X-MP that at least one input buffer is empty and is free to be filled.



A-5310

PORT 3 INTERFACE FLOW & EXTERNAL SIGNALS
MODEL "C"



C-1303E

CRAY X-MP PORT 3 INTERFACE BASIC AND EXTERNAL SIGNAL MODEL B

Port to SSD

Load Address - Signals the SSD to capture the ports Address for a pending reference.

Interface Ready - Informs the SSD that the port is ready to communicate to the Memory. The port is on-line.

Request - Signals the SSD that the port wants to make a transfer; either Read or Write.

Write - Informs the SSD that the Reference will be a Write transfer. Request without Write indicates a Read Reference.

SSD to Port

Read Data Ready - Informs the port that there is Valid data on the lines in the next clock period. This signal goes out every time there is Valid data from the SSD.

Reference Acknowledge - Signals the port that its Reference has been accepted and a transfer will take place.

SSD Busy - Informs the port that the SSD is currently Busy and the port cannot make a request.

Sections Installed - Signals the port how many words to send or receive per Memory cycle.

SSD WRITE SEQUENCE

1. CRAY X-MP (3DI Module) Sends Clear Control to the 2YY module. The 2YY Resyncs Clear Control and Sends Acknowledge Clear Resync to the 3DI. The 3DI Sends SSD Address to the SSD. The 2YY initialize their control for the Buffers on the 2YZ to point to Buffers E-H. The 2YY Sends Interface Ready to the SSD.
2. The 3DI drops Clear Control and outputs Block length, Write Control Bit and Start transfer to the 2YY. The 2YY Resyncs Set active, latches Block length and latches the Write Control Bit. The 2YY Sends Load Address and Write Bit to the SSD. The 2YY Sends Busy and Transmit Enable to the 3DI.
3. The 3DI will Send Write Data Ready 2 clock periods prior to sending 16-144 Bit words. Data leaves the X-MP Buffers (3DD modules) and inputs to Port 3 Buffers (2YZ modules).
4. The 3DI/3DD will continue to Send blocks of data to the 2YZ module as long as Transmit Enable is true and $BL \neq 0$.
5. When the 2YY Sends Write Full for Buffer E the 2YY checks for SSD Ready and if Ready sends Request Reference and the Write Control Bit to the SSD. The SSD drops Ready after it receives Request from the Port.
6. The SSD will Send Reference Acknowledge to the 2YY when the SSD can accept the Buffer of data. The 2YY will take into consideration the number of sections installed and output accordingly. i.e. Buffer E loads 16 words from Address $0-17_8$ on the Write, but Reads the Buffer 17_8-0 on the Read (4 sections). For 1 or 2 Section SSD's the number of words per transfer decreases. Two Section SSD's transfer 8 words per Memory cycle and One Section SSD's transfer 4 words per Memory cycle.
7. Upon Emptying the Buffer to the SSD the 2YY will tell itself Full Clear for the Buffer indicating the buffer is empty. The process of filling and emptying the buffers will continue as long as the Block Length $\neq 0$.
8. As soon as the last buffer is transferred to the SSD the 2YY drops Ready. The 2YY drops Busy to the 3DI and Sends Empty to the 3DI when all buffers are empty.

SSD Read Sequence

1. The CRAY X-MP (3DI) Sends Clear Control to the SSD (2YY). The 2YY Resyncs Clear Control and Sends Acknowledge Clear Resync to the 3DI. The 3DI also Sends SSD Address 2^6-2^{26} to the SSD. The 2YY initializes the buffers to point to Buffer A-D. The 2YY Sends Interface Ready to the SSD.
2. The 3DI drops Clear Control and outputs Block Length and Start Transfer to the 2YY (Write Control Bit = 0). The 2YY Resyncs Set Active and latches Block Length. The 2YY Sends Load Address to the SSD and verifies that the SSD is Ready. If SSD is Ready (Busy) and an output Buffer is empty, a Request Reference is made to the SSD. Also, Busy is sent to the 3DI.
3. The SSD will Send Reference Acknowledge to the 2YY when the Request has been accepted. Block Length is decremented every time Reference Acknowledge is received that will fill a buffer. The SSD will Send Read Data Ready for every 144 Bit word transferred. The Ready precedes the data by 2 clock periods.
4. The 2YY controls the loading of buffers on the 2YZ modules. Once a buffer is full, the 2YY samples Transmit Enable from the 3DI to see if a buffer can be transferred to the X-MP. If Transmit Enable is true, the 2YY will Send a Read Data Ready to the 3DI and control the output of the Buffer to the X-MP. One Read Data Ready is sent to the 3DI for every 16-144 Bit words. The Ready precedes the data by 2 clock periods.
5. The 2YY and 2YZ modules will continue to fill the buffers and Send data to the X-MP until the Block Length = 0.

Group 0

Sec. 0	Sec. 1	Sec. 2
Banks		
0 4		
1 5		
2 6		
3 7		

Sec. 3		
=====		
Sec. 0	Sec. 1	Sec. 2

Sec. 3		

4 Sections/Group
 2 Memory cycles
 32 Million words of storage with
 64K chips
 128 Million words of storage with
 256K chips

Group 1

Group 0

Sec. 0	Sec. 1	
Banks		
0 4		
1 5		
2 6		
3 7		

=====		
Sec. 0	Sec. 1	

2 Sections/Group
 4 Memory cycles
 16 Million words of storage
 64 Million words of storage
 with 256K.

Group 1

Group 0

Sec. 0		
Banks		
0 4		
1 5		
2 6		
3 7		

=====		
Sec. 0		

1 Section/Group
 8 Memory cycles
 8 Million words of storage
 32 Million words of storage
 with 256K.

Group 1

3DH MODULE

Clear Channel 7

I42 I41 I40 = CPU 0 Aj inst. Decode
I52 I51 I50 = CPU 1 Aj inst. Decode

Boolean	B7	B6	B5	B4	B3	B2	B1	B0	=	DCD (I42 I41 I40)/##
	B17	B16	B15	B14	B13	B12	B11	B10	=	DCD (I52 I51 I50)/##

B7 = CPU 0 select channel 7
B17 = CPU 1 select channel 7
B20 = I/O MC or Dead Dump

Boolean	C26	=	B07 A2' + 0 A4' + B20; T2
	C27	=	0 A2' + B17 A4' + B20; T2

C26 = Select channel 7 CPU 0
C27 = Select channel 7 CPU 1

I46 = Clear Interrupt from 3JB
0012j0 decode for CPU0

I56 = Clear Interrupt CPU 1
A12 = I56 P100¹

Boolean	C18	=	I46 + B20; T2
	C19	=	MUX (A12#): DCD (B20'); T2

C18 = Clear Interrupt CPU 0
C19 = Clear Interrupt CPU 1
if CPU 1 is installed

Boolean	R69	=	C26 C18
	R74	=	C27 C19


R69 = Clear Interrupt channel 7 from CPU 0
R74 = Clear Interrupt channel 7 from CPU 1

3DB MODULE

Load SSD Block Address

First 0010jk Instruction

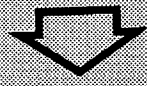
Boolean A00 = MUX (I0 I09): DCD (I51); T2



A08 = MUX (I17 I18): DCD (I51'); T2

A00-A08 = Is loaded with the value of Ak depending
on which CPU's Ak value you want

Boolean R09' = A0'



R17' = A8'

R9-R17 = Block Address bit 2⁰-2⁸
sent to 3DI

3DI MODULE

I25 = Enter CA channel 7 from 3DH
I47, I48 = Clear interrupt channel 7

Boolean M03 = M03 I47' I48' + I25; T2

M03 = Make M03 if enter CA for channel 7
is present and hold M03 until a clear
interrupt instruction is issued

3DH MODULE

Enter Current Address

C14 = I44; T2 Enter CA from 3JB
 0010jk decode from
 CPU 0

A10 = I54 P100' Select CPU 1 and Enter
 BL Add. if CPU 1 is installed

C15 = A10; T2
C26 = CPU 0 channel 7
C27 = CPU 1 channel 7

Boolean D00 = C14 C26 + C15 C27
 R51 = D00

R51 = Enter Current Address for Channel 7

Transfer Block Length

C16 = I45; T2 Enter BL from 3JB
 0011jk decode from CPU 0

A11 = I55 P100' Select CPU 1 and enter BL

C17 = A11; T2 Enter BL from 3JB
 0011jk decode from CPU 1
 if CPU 1 is installed

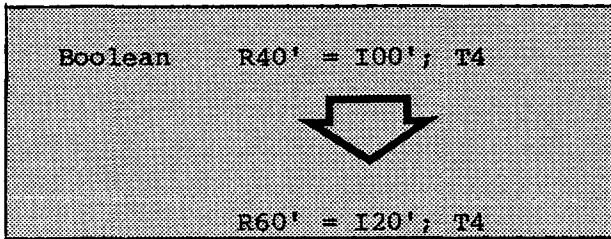
Boolean R52 = C16 C26 + C17 C27

R52 = Transfer the Block Length sent to 3DI

3DI MODULE

M04 = M03; T2 Delay enter CA M04=0
when address arrives
from the 3DA/3DB

T04 = T01 $\overline{M04}$ The next clock M04=1
making T4=0 which will hold the
address until a clear interrupt
is issued



R40-R60 = The current SSD address sent to the
2ZX module as address bit 2⁶-2²⁶

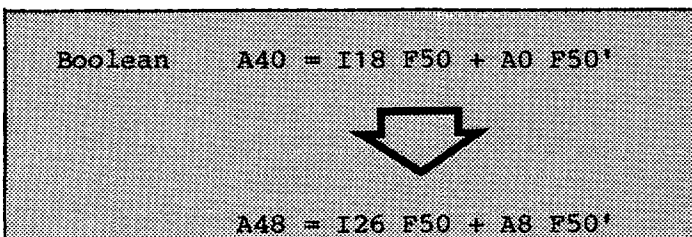
Load Central Memory Address

Second 0010jk Instruction

3DB Module

I72 = Forced zero for VHISP
Forced one if HISP

F50 = I72



A40-A48 = Select central memory address
Ak bits 2⁰-2⁸

Load Central Memory Address


I73 = Enter CA channel 7 up for 1 cp

Boolean	$E02 = I64 F50 + I73 F50'; T2$
	$E03 = I65 F50 + I73 F50'; T2$


E2, E3 = Decode to load CA address

Boolean	$F26' = E14' E2'$
	$F26 = E14 + E2$
	$F27' = E15' E3'$
	$F27 = E15 + E3$

F26, F27 = Enable the CA address to be loaded or incremented

Boolean	$B40 = \text{MUX} (A40 N0); \text{DCD} (E2); T12$
	
	$B48 = \text{MUX} (N8 A48); \text{DCD} (E2'); T12$

B40-B48 = Load CA address into Input Register. Next cp E2=0 enabling the address to be incremented by 2

Boolean	$B60 = \text{MUX} (A40 N0); \text{DCD} (E3); T13$
	
	$B68 = \text{MUX} (N8 A48); \text{DCD} (E3'); T13$

B60-B68 = Load CA address into Output Register. Next cp E3=0 enabling the address to be incremented by 2

3DI MODULE

Transfer Block Length


I26 = Enter BL sent from the 3DH module when
an 0011jk instruction is issued

M05 = I26; T2 M05 = set the BL

I00-I17 = Block Length sent by the 3DA/3DB 2^0-2^{17}

Boolean	$J00' = M05' E22' U14'$
	$J00 = M05 + E22 + U14$
	$T03 = T01 J00$

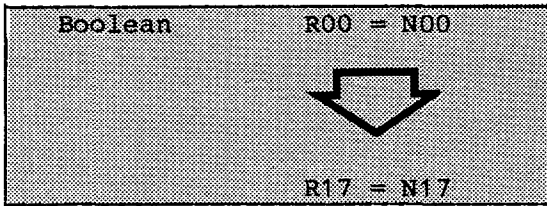
J00 = Enter the Block Length Register from Ak when issuing
a 0011jk instruction, or Bump the WC when a 64 word
block is transferred

Boolean	$N00 = \text{MUX} (I00 S00); \text{DCD} (M05); T3$
	
	$N17 = \text{MUX} (S17 I17); \text{ECD} (M05'); T3$

N00-N17 = Block Count Register - the Block Count is decremented
each time a 64_{10} word block is transferred

3DI MODULE

Transfer Block Length

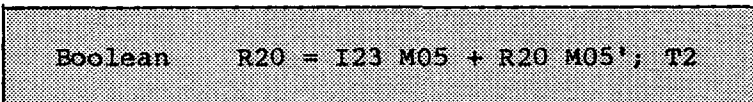


R00-R17 = Block Length sent to the 3DX module.

Write Bit

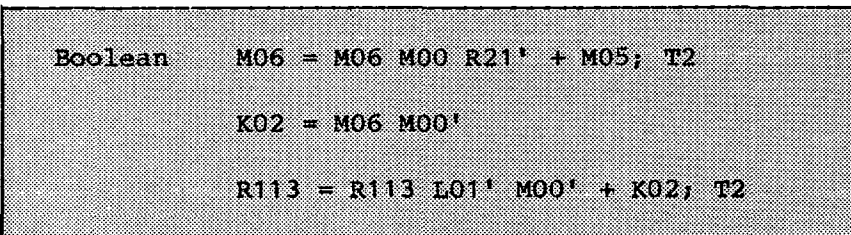
I23 = Ak bit 2²³ = 1 write
Ak bit 2²³ = 0 read

M05 = Set Block Length



R20 = Write bit sent to the 3DX

M00 = Wait clear



R113 = First Reference Select will increment address by one in CPU 1

3DI MODULE

Read Reference Request

Boolean $M08 = 0 I46' + 0 I46 + R113 L01; T2$

M08 = Set Channel Active

$\overline{R116} = \overline{M08}$ - clear 16x4 Address on 3DD

I23 = Ak bit 2²³ write control

M05 = Enter Block Length

Boolean $R20 = I23 M05 + R20 M05'; T2$

$G14 = M08 R20$

G14 = 1 if a Write Reference to SSD

Boolean $H00 = R26 G00' + G14 + E07 R26'$

$H01 = R27 G01' + G14 + E08 R27' + K02 R20$

H00 = Reference CPU 0

H01 = Reference CPU 1

R26 = H00; T2 Read Request CPU 0 of X-MP

R27 = H01; T2 Read Request CPU 1 of X-MP

I36, I35 = Ack. Read from 3DB when slot counter equals HISP 3 starts a delay chain

3DI MODULE

Write Buffer A/B from X-MP

A13 = Delayed I35 Acknowledged Reference from 3DB,
HISP 3 for Buffer A

Boolean	$R35' = A13' A33'$
	$R36 = A53' A73'$

R35 = Write to Buffer A/B on 3DD for CPU 0

R36 = Write to Buffer A/B on 3DD for CPU 1

Increment Address on 3DD

J01 = Clear Channel Enabled by an 0012 instruction

E10 = G10 J01'

E11 = G11 J01'

E12 = G12 J01'

E13 = G13 J01'

H5 = F00 E10 + J01 Count = 17

Boolean	$E14 = R31 H5; T2$
	$R31' = R23' E14'$
	$R31 = R23 + E14$

R31 = Sent to the 3DD to increment the address until
the Buffer is filled

3DI MODULE

Write Data Ready

E4 = Buffers full for CPU 0

E5 = Buffers full for CPU 1

G07 = E4 E5 Both CPU's Buffers are full

I30 = Transmit Enable informs the X-MP that at least
one buffer on the SSD is empty.

Boolean R23 = G07 I30 R31'; T2

R31' = R23' E14'

R23 = Send Go Data Ready to the 3DY 2cp ahead of
the data to the SSD. R31 will drop R23 the
next up.

One Write Data Ready per 16-144 bit word
transfers.

Ready Buffers A Both CPU's to SSD

Go Data - Increment Add

Boolean E14 = R31 H05'; T2

R31' = R23' E14'

R31 = Increment Address to Read 16x4's on the 3DD
to be written into the SSD.

3DI MODULE

Decrement the Block Length

G14 = M08 R20

Channel active on a Write to SSD

```
Boolean   E06 = E06 H8' J01' + G14; T2
          E07 + E07 R26 J01' + R23 E06 + G14; T2
          E08 = E09 M09 J01' + R23 E06 + G14; T2
```

E07, E08 - Hold the Reference on CPU 0 and CPU 1 until BL=0 or an error.

H00 = Ref. CPU 0

H01 = Ref. CPU 1

E20 - Ref. A Buffer

```
Boolean   E21 = H00 R26'; T2
          E22 = E20 E21; T2
          E23 = E20' E21; T2
```

E22 = Bump WC, have currently transferred 1 Block of 64 words to SSD. When Ref. is back to Buffer A.

E23 = Enable the check for BL=0

```
Boolean   J00' = M05' E22' U14'
          J00 = M05 + E22 + U14
```

J00 = Enable the BL to be decremented

3DI MODULE

Decrement Block Length

T03 = T01 J00 - Enable Enter Block Length

```
Boolean  N00 = MUX (I00 S00): DCD (M05); T3  
  
N17 = MUX (S17 I17): DCD (M05'); T3
```

N00-N17 - Decrement Block Length by 1 after transferring 64 words.

```
Boolean  P00 = N2' N1' N0'  
  
P05 = N17' N16' N15'
```

Q00 = P01 P03 P04 P05 Block Length = 0

Last Buffers

M12 - Block Length Error from 3DY
M23 - Double Bit Error from 3DY
M28 - CPU Double Error from 3DE

```
Boolean  M13 = M12 + M23 + M28  
  
H08 = E23 Q00 + M13
```

M13 - Error
H8 - Terminate if BL=0 or an error

3DI MODULE

Last Buffer

Busy J01 = Clear channel 0012
H8 = Terminate
M13 = Error
M9 = I28 SSD Busy from 3DY. Sets when SSD is active, and clears when the transfer is complete.

Boolean $E09 = E09 M09 J01' + H8 M13'$; T2
 $R25 = E09 R37 R23$; T2

R25 = Last Buffer generated to the 3DY
E09 = Error; BL=0 or Double bit error
R37 = Wait until the last buffer has transferred Ref. Buffer A
R23 = BL=0

Read Block Length Error

I46 = Empty sets when Busy clears and No Read reads Buffers full on SSD
W14 = Buffer is empty and BL=0
W15 = Buffer is empty and BL=0
L01 = SSD Busy

Boolean $M10 = W14 I46' + W15 I46 + 0 L01$; T2

M10 = Read of SSD Block Length Error

Write Block Length Error

I45 = Block Length Error
I48 = Clear Interrupt
E06 = Active on a Write to SSD
M9 = SSD Busy

Boolean $M11 = M9' E6 + I45 + 0 I48'$; T2

M11 - Write Block Length Error

Read of SSD Memory
to become a write of CRAY X-MP Memory

3DI MODULE


Read Data from SSD; Write to CRAY X-MP

W06 = Count = 17
I29 = Read Data Ready from SSD
R34 = Sent to the 3DJ as I101

Boolean U02 = I29 + W17 W06'; T2
W17 = U02 J01'
R34' = U02'

U02 = Will generate input write Buffer to the 3DJ.
Write Buffer will be held-up until a count of 17g

W00 = $\overline{U10}$ U02 Add 1 to the Write word count

Boolean U10 = W00 J01'; T2

U13 = W03 J01'; T2

U10 - U13 = Increment write word count

T10 = T95
T11 = T96

T95 = T94 A4

A4 = K4; T2 Write A

T96 = T94 B4

B4 = K5; T2 Write B

K04 = J1 I44 Write Buffer from 3DI select A Buffer
K05 = J0' I44
└─┬─> Select B Buffer

K6 = J1 I45 Select A Write
K7 = J1' I45 Select B Write

I45 = Write Buffer HSP 1
I01 = I47; Select A

C04 = K06; T2
D04 = K7; T2

When A is selected and being written, Buffer B is being read.

X2028S0115



SAFETY PRACTICES

All Field Engineers are expected to follow reasonable and appropriate precautions with respect to electrical, mechanical, and personal safety hazards while working on computer system equipment. You should pay careful attention to entries in the maintenance documentation labeled "DANGER" or "WARNING", which identify hazardous areas or procedures encountered in maintaining the system equipment. The following additional procedures should be followed when working on equipment:

Personal

1. You are responsible for insuring that no action on your part causes unsafe conditions that may expose personnel to hazards in any device.
2. You should never work alone on equipment having exposed operating mechanical parts or exposed hazardous power components. If you **MUST** do so, notify your EIC or manager. In any case, the following precautions must be observed:
 - a. Someone familiar with the power-off controls must be in the immediate area.
 - b. Personal jewelry (rings, wristwatches, bracelets, necklaces, etc.) shall be removed. A small box in the FE tool kit makes a good storage place for these items.
 - c. If using one hand, keep the other one in your pocket.
 - d. Avoid wearing loose articles of clothing that can be snagged and drawn into moving machinery. Wear short-sleeve shirts or pull sleeves above the elbow. Neckties, where required, should be tucked in between the second and third shirt button or fastened about three inches from the end with a tietack or tieclasp, preferably non-conductive. Don't use tie chains. Clip-on type neckties are preferable to the regular ones; if caught they will pull free without causing injury.
 - f. While working in equipment put red tape strips across any power controls, or use "DO NOT OPERATE" tags where available.
3. Keep FE tool kits out of walkways; put them on or under a desk or table.
4. Put doors and covers removed from a machine in a safe, out-of-the-way location where nobody will trip over them or cause them to fall on top of someone. All machine covers **MUST** be restored in place before the machine is returned to the customer.
5. All safety covers, guards, shields, groundstraps, panels, etc., shall be properly reinstalled after maintenance is finished.
6. Maintain good housekeeping practices during and following each maintenance activity. Do not permit tools, manuals, wipers, paper, trash and the like to accumulate in the work area, and **CLEAN UP AFTER YOURSELF.**

Electrical

1. Remove ALL AC and DC power when removing or installing major assemblies, working inside power supplies or power control enclosures, performing detailed mechanical maintenance procedures, or doing wiring and/or module changes in the machine. If possible, turn off and lock or tag the circuit breaker in the service panel on the wall; unplug the main power supply cord.
2. Only use well-insulated pliers, screwdrivers, test leads, etc., when working on or near live circuits.
3. Do not disconnect or otherwise disable safety grounding systems even if the equipment is powered off. These are installed for YOUR protection.
4. Avoid coming in contact with grounds, such as equipment frames, metal floor tile edgings, electrical conduits, and the like. If possible, locally purchase rubber or vinyl mats.

Mechanical

1. Do not use chemicals, greases, oils or solvents that have not been specifically approved by the equipment manufacturer for that device. His recommendations are usually based on extensive experience with this equipment in service.
2. Use the proper tools for the job. Improper use of tools can result in personal injury or equipment damage.
3. Replace worn or broken tools or test equipment as quickly as possible.
4. If the machine is running, DO NOT reach in to the works; remember, they are YOUR fingers and you only get one set per lifetime.
5. If using a strobelight on mechanical devices, DON'T TOUCH ANYTHING; it may be moving.
6. Safety glasses or goggles must be used if you are:
 - a. Driving pins, riveting, swedging, and similar activities.
 - b. Using an electric drill, grinder, reamer, etc.
 - c. Installing or removing springs under tension or compression.
 - d. Using any type of solvent, spray, or chemical for cleaning or touch-up painting.
 - e. Any other activity which may endanger the eyes. They are YOUR eyes, and you need them for this type of work.
7. When lifting, use a method (bent knees, straight back) that will not injure the spine or strain back muscles. Be realistic as to what your capacity for lifting really is.

ABOVE ALL, USE GOOD JUDGEMENT AND COMMON SENSE - A MOMENT OF THOUGHT BEFORE YOU ACT CAN SAVE HOURS OF AGONIZING AFTERTHOUGHT.

SAFETY PRECAUTIONS

Power Tool Precautions

Power tools can be hazardous when improperly used. There are several types of power tools, based on the power source they use: electric, pneumatic, liquid fuel, hydraulic, and powder-actuated.

Employees should be trained in the use and limitations of their power tools. They should understand potential hazards and safety precautions to prevent those hazards from occurring.

The following general precautions should be observed by power tool users:

- Never carry a tool by the cord or hose.
- Never yank the cord or the hose to disconnect from the receptacle.
- Keep cords and hoses away from heat, oil, and sharp edges.
- Disconnect tools when not in use, before servicing, and when changing accessories such as blades, bits, and cutters.
- All observers should be kept at a safe distance from the work area.
- Secure work with clamps or a vise, freeing both hands to operate the tool.
- Avoid accidental starting. The worker should not hold a finger on the switch button while carrying a plugged-in tool.
- Tools should be maintained with care. They should be kept sharp and clean for the best performance. Follow instructions in the user's manual for lubricating and changing accessories.
- Be sure to keep good footing and maintain good balance.
- The proper apparel should be worn. Loose clothing, ties, or jewelry can become caught in moving parts.
- All portable electric tools that are damaged must be removed, or tagged "DO NOT USE."

Guards

Hazardous moving parts of a power tool need to be safeguarded. For example, belts, gears, shafts, pulley, sprockets, spindles, drums, fly wheels, chains, or other reciprocating, rotating or moving parts of equipment must be guarded if such parts are exposed to contact by employees.

Guards, as necessary, should be provided to protect the operator and others from:

- Point of operation
- In-running nip points, rotating parts
- Flying chips and sparks

Safety guards must never be removed when the tool is being used. For example, portable circular saws must be equipped with guards. An upper guard must cover the entire blade of the saw. A retractable lower guard must cover the teeth of the saw, except when it makes contact with the work material. The lower guard must automatically return to the covering position when the tool is withdrawn from the work.

Safety Switches

The following hand-held powered tools must be equipped with a momentary contact "on/off" control switch: drills, tappers, fastener drivers, horizontal, vertical and angle grinders with wheels larger than two inches in diameter, disc sanders, belt sanders, reciprocating saws, saber saws, and other similar operations. These tools may also be equipped with a lock-on control provided that turn off can be accomplished by a single motion of the same finger or fingers that turn it on.

The following hand-held powered tools may be equipped with only a positive "On-off" control switch: platen sanders, grinders with wheels two inches or less in diameter, routers, planers, laminate trimmers, nibblers, shears, scroll saws, and jigsaws with blade shanks one-fourth inch wide or less.

Other hand-held powered tools such as circular saws, chain saws, and percussion tools without positive accessory holding means must be equipped with a constant pressure switch that will shut off the power when the pressure is released.

Electric Tools

Employees using electric tools must be aware of several dangers; the most serious is the possibility of electrocution.

Among the chief hazards of electric-powered tools are burns and slight shocks which can lead to injuries or even heart failure. Under certain conditions, even a slight shock can result in fibrillation of the heart and eventual death. A shock also can cause the user to fall off a ladder or other elevated work surface.

To protect the user from shock, tools must either have a three-wire cord with ground or be double insulated. Three-wire cords contain two current-carrying conductors and a grounding conductor. One end of the grounding conductor connects to the tool's metal housing. The other end is grounded through a prong on the plug. Anytime an adapter is used to accommodate a two-hole receptacle, the adapter wire must be attached to a known ground. The third prong should never be removed from the plug.

Double insulation is more convenient. The user and the tools are protected in two ways: by normal insulation on the wires inside, and by a housing that cannot conduct electricity to the operator in the event of a malfunction.

The following general practices should be followed when using electric tools:

- Electric tools should be operated within their design limitations.
- Gloves and safety footwear are recommended during use of electric tools.
- When not in use tools should be stored in a dry place.
- Electric tools should not be used in damp or wet locations.
- Work areas should be well lighted.

SHOCKS

How Shocks Occur

Electricity travels in closed circuits, and its normal route is through a conductor. Shock occurs when the body becomes a part of the electrical circuit. The current must enter the body at one point and leave at another. Shock normally occurs in one of three ways. The person must come in contact with the following: both wires of the electrical circuit; one wire of an energized circuit and the ground; or a metallic part that has become "hot" by being in contact with an energized wire, while the person is also in contact with the ground.

The metal parts of electrical tools and machines may become "hot" if there is a break in the insulation of the tool or machine wiring. The worker using these tools and machines is made less vulnerable to electrical shock when a low-resistance path from the metallic case of the tool or machine to the ground is established. This is done through the use of an equipment grounding conductor - a low-resistance wire that causes the unwanted current to pass directly to the ground rather than through the body of the person in contact with the tool or machine. If the equipment grounding conductor has been properly installed, it has a low resistance to ground, and the worker is being protected.

Severity of the Shock

The severity of the shock received when a person becomes a part of an electrical circuit is affected by three primary factors: the amount of current flowing through the body (measured in amperes); the path of the current through the body; and the length of time the body is in the circuit. Other factors which may affect the severity of shock are the frequency of the current, the phase of the heart cycle when shock occurs, and the general health of the person prior to shock.

The effects from electric shock depend upon the type of circuit, its voltage, resistance, amperage, pathway through the body, and duration of the contact. Effects can range from a barely perceptible tingle to immediate cardiac arrest. Although there are not absolute limits or even known values which show the exact injury from any given amperage, the following table shows the general relationship between the degree of injury and amount of amperage for a 60-cycle hand-to-foot path of one second's duration of shock.

Effects of Electrical Current in the Human Body

CURRENT

REACTION

1 Milliampere

Preception level. Just a faint tingle.

5 Milliamperes

Slight shock felt; not painful but disturbing. Average individual can let go. However, strong involuntary reactions to shocks in this range can lead to injuries.

6-25 Milliamperes (women)

Painful shock, muscular control is lost.

9-30 Milliamperes (men)

This is called the freezing current or "let-go" range.

50-150 Milliamperes

Extreme pain, respiratory arrest, severe muscular contractions*. Individual cannot let go. Death is possible.

1,000-4,300 Milliamperes

Ventricular fibrillation. (The rhythmic pumping action of the heart ceases.) Muscular contraction and nerve damage occur. Death is most likely.

10,000 Milliamperes

Cardiac arrest; severe burns and probable death.

* If the extensor muscles are excited by the shock, the person may be thrown away from the circuit.

PERSONAL PROTECTION

Arm and Hand Protection

Examples of injuries to arms and hands are burns, cuts, electrical shock, amputation, and absorption of chemicals.

There is a wide assortment of gloves, hand pads, sleeves, and wristlets for protection from various hazardous situations.

The protective device should be selected to fit the job. For example, some gloves are designed to protect against specific chemical hazards. Employees may need to use gloves which have been tested and provide insulation from burns and cuts such as wire mesh, leather, and canvas. The employee should become acquainted with the limitations of the clothing used.

Ear Protection

Exposure to high noise levels can cause hearing loss or impairment. It can create physical and psychological stress. There is no cure for noise-induced hearing loss, so the prevention of excessive noise exposure is the only way to avoid hearing damage. Specifically designed protection is required, depending on the type of noise encountered.

Performed or molded ear plugs should be individually fitted by a professional. Waxed cotton, foam, or fiberglass wool earplugs are self-forming. When properly inserted, they work as well as most molded earplugs.

Some earplugs are disposable, to be used one time and then thrown away. The non-disposable type should be cleaned after each use for proper protection. Plain cotton is ineffective as protection against hazardous noise.

Earmuffs need to make a perfect seal around the ear to be effective. Glasses, long sideburns, long hair and facial movements, such as chewing, can reduce protection. Special equipment is available for use with glasses or beards.

For extremely noisy situations, earplugs should be worn in addition to earmuffs. When used together, earplugs and earmuffs change the nature of sounds; all sounds are reduced including one's own voice, but other voices or warning signals are easier to hear.

Eye and Face Protection

Eye and face protective equipment is required by OSHA where there is a reasonable probability of preventable injury when such equipment is used. Employers must provide a type of protector suitable for work to be performed and employees must use the protectors. These stipulations apply also to supervisors, management personnel, and visitors while they are in hazardous areas.

The BLS study found that about 60 percent of workers who suffered eye injuries were not wearing eye protective equipment. When asked why they were not wearing face protection at the time of the accident, workers indicated that face protection was not normally used or practiced in their type of work, or it was not required for the type of work performed at the time of the accident.

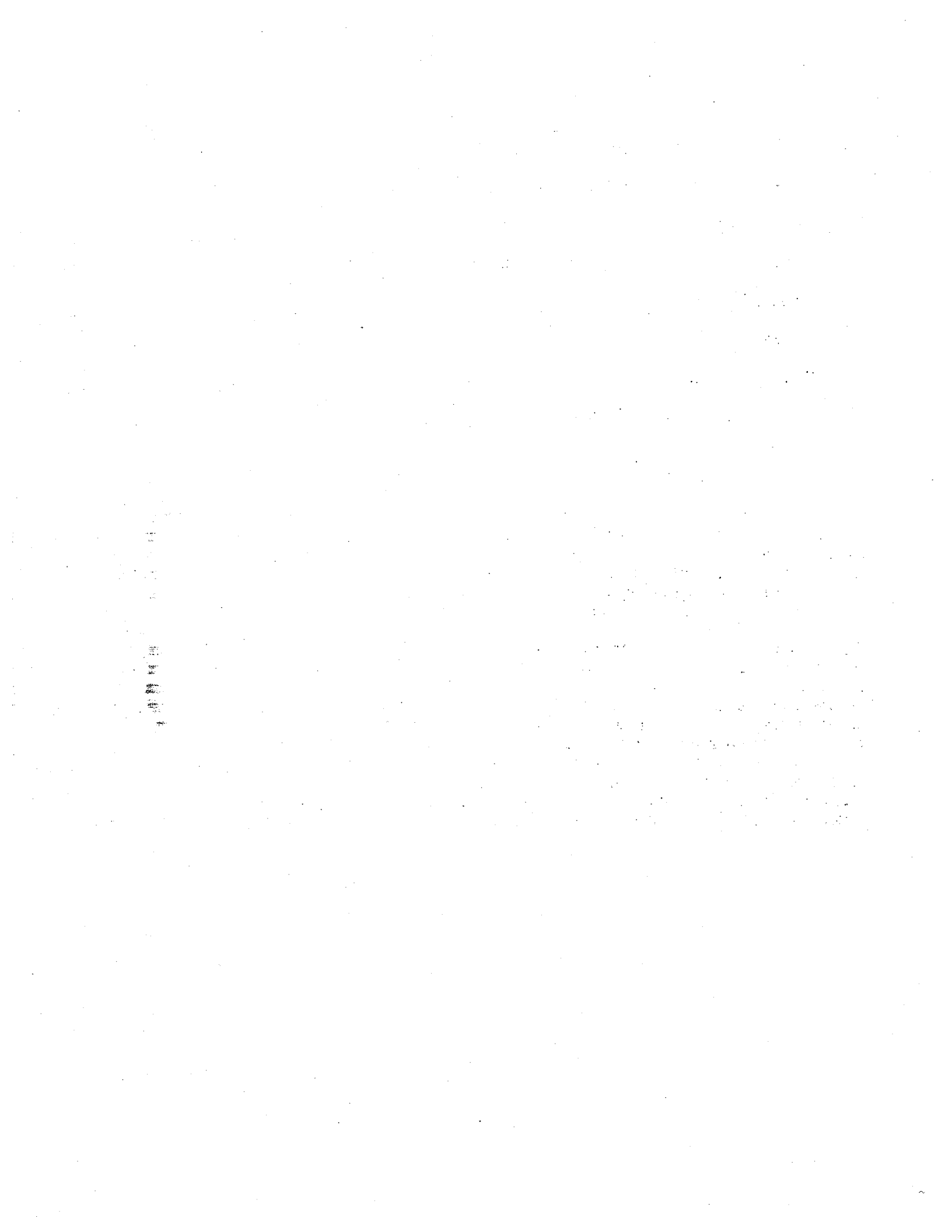
Suitable eye protectors must be provided where machines or operations present the hazard of flying objects, glare, liquids, injurious radiation, or a combination of these hazards. Protectors must meet the following minimum requirements:

- Provide adequate protection against particular hazards for which they are designed.
- Be reasonably comfortable when worn under the designated conditions.
- Fit snugly without interfering with the movements or vision of the wearer.
- Be durable.
- Be capable of being disinfected.
- Be easily cleanable.
- Be kept clean and in good repair.

Respiratory Protection

Hazards to the lungs are not always easy to detect. Some of the most common hazards are lack of oxygen and presence of harmful dust, fogs, smokes, mists, fumes, gases, vapors, or sprays including substances which may cause cancer, lung impairment, other diseases, or death. Respirators prevent entry of harmful substances into the body during breathing and make sure that the user has an adequate supply of clean air. Some respirators also provide a separate supply of air so work can be done where there is inadequate oxygen.

Prevention of atmospheric contamination at the worksite generally should be accomplished as far as feasible by engineering control measures (for example, enclosure or confinement of the contaminant-producing operation, general and local ventilation) or by work-practice controls such as substitution of less toxic materials. Historically, the industrial hygiene profession has sought to control hazardous air contamination through engineering or work-practice means. However, when effective engineering controls are not feasible, or while those controls are being installed, appropriate respirators must be used. The user should be aware that respirators have their limitations and are not a substitute for effective engineering controls. Where respirators are necessary for health protection, specific procedures are necessary to overcome potential deficiencies and to assure effectiveness.



EVALUATION OF MATERIALS

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