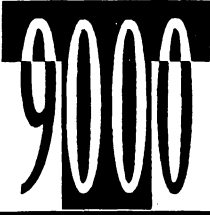
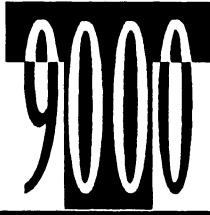


PART 2

INTRODUCING THE T9000 TRANSPUTER

THE

TRANSPUTER

THE

TRANSPUTER



THE RIGHT BALANCE

INTRODUCING THE
T9000
TRANSPUTER FAMILY

INTRODUCING THE T9000 TRANSPUTER FAMILY

Paul Strzelecki

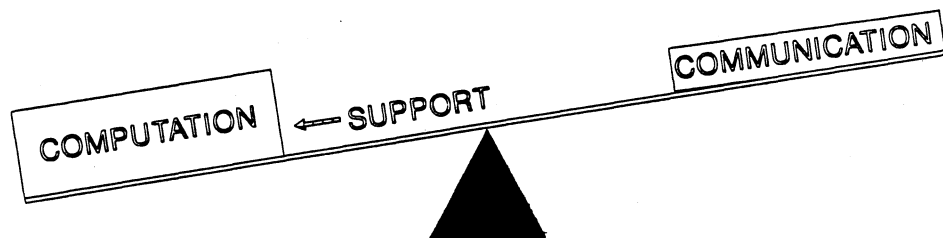
"The features that now sell a computer product, such as the amount of memory or the speed of the processing unit, will become secondary to whether or not the product can share data and communicate with other equipment."

S.T. McClellan:

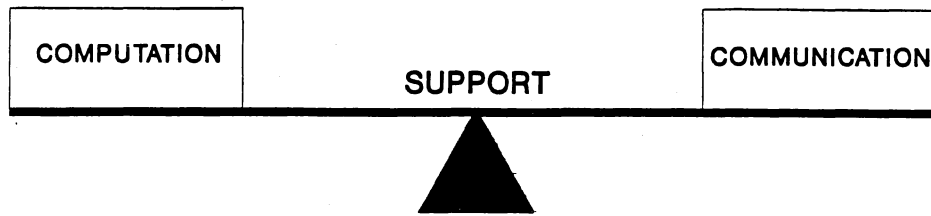
**The Coming Computer Industry Shakeout:
Winners, Losers and Survivors**

Traditional Microprocessors (RISC & CISC)

Out of Balance

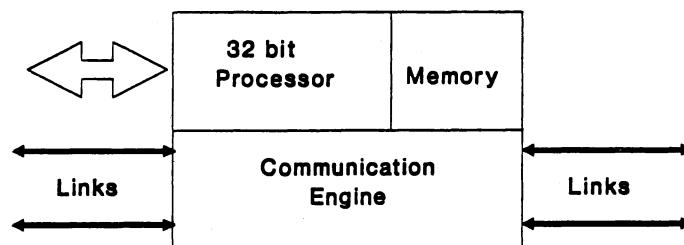


The Fundamental Transputer Balance

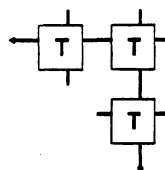


- High-performance, balanced and COMPATIBLE microprocessors, vital for embedded systems
- Balanced for MULTI-TASKING, multi-processing and parallel applications
- CONCURRENT computation, input and output

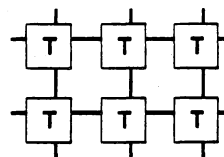
The Right Scalable Balance



Single Processor

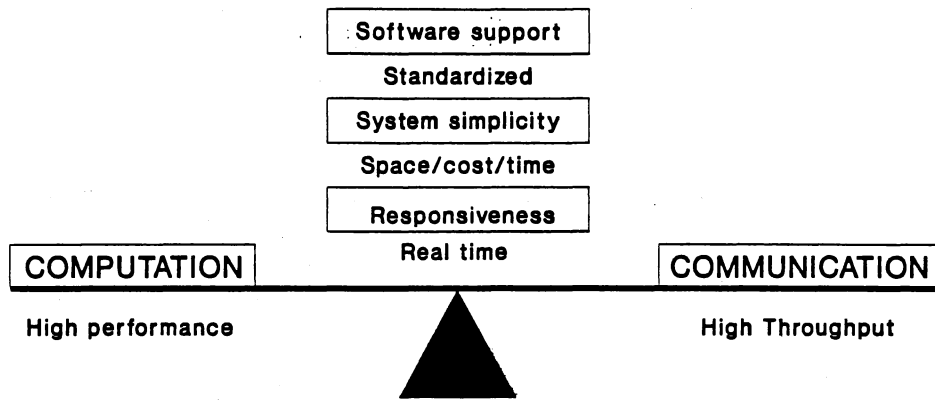


Multi-processor

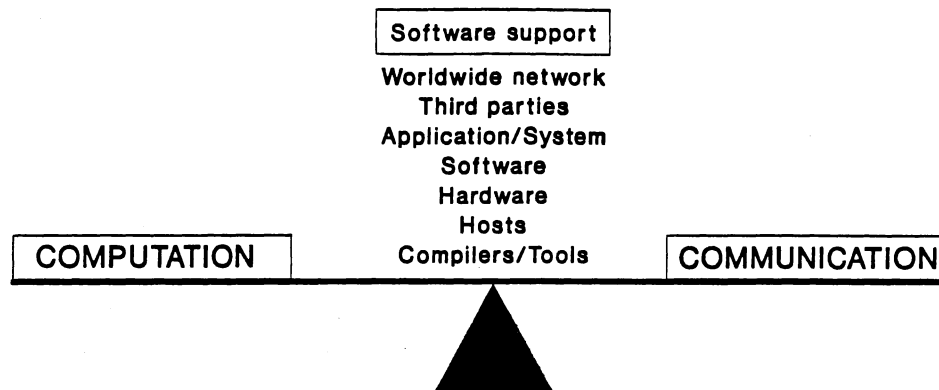


Parallel

Complete Transputer Product Support for Embedded Systems



Transputer Software Support

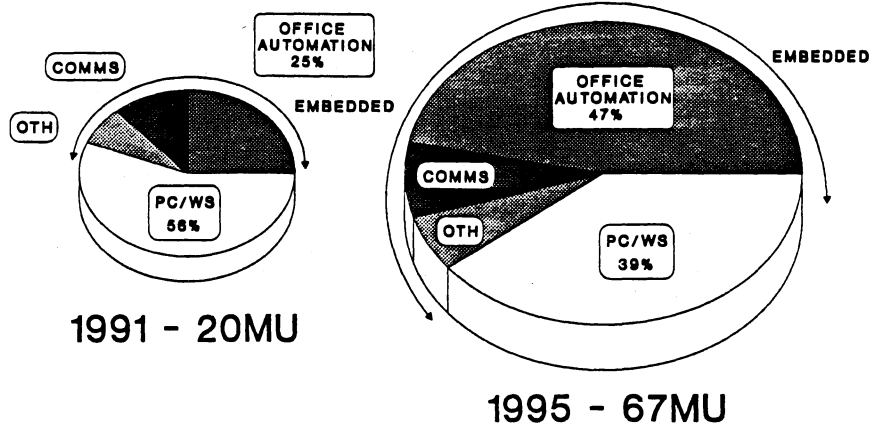


STANDARDIZATION in balance with INNOVATION

The Transputer Family

- Launched in 1985
- Range of 16/32-bit and floating point products, T2xx, T4xx, T8xx including military specification
- Low cost T400 (2\$/MIP) introduced in 1989
- Variant strategy - application/customer driven
Porting link technology to semi-custom library
- Outsold all 32-bit RISC microprocessors in 1990
- "Transputing 91" - California, April 22-25
Worldwide user conference

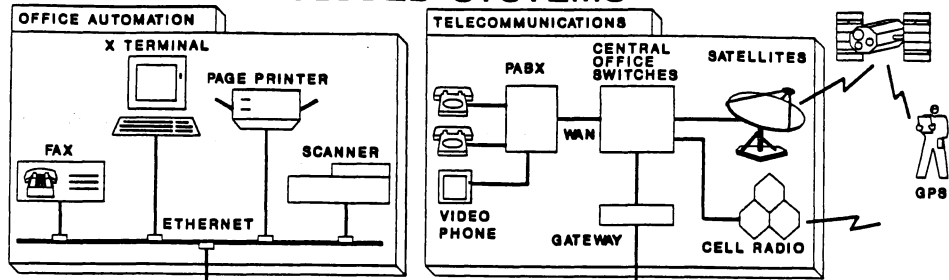
32-bit Microprocessor Market



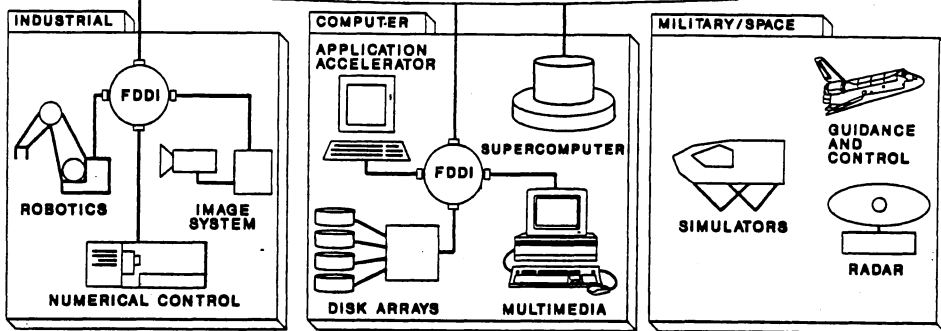
Distributed Computing + Smart Peripherals
 - Fuels requirement for communications.
 Short design-cycle times demand high-level languages
 - Drives 32-bit microprocessor growth.

SOURCE: DATAQUEST • WSTS

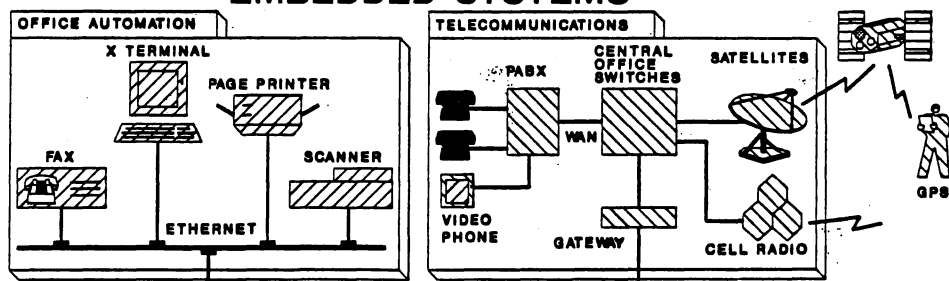
EMBEDDED SYSTEMS



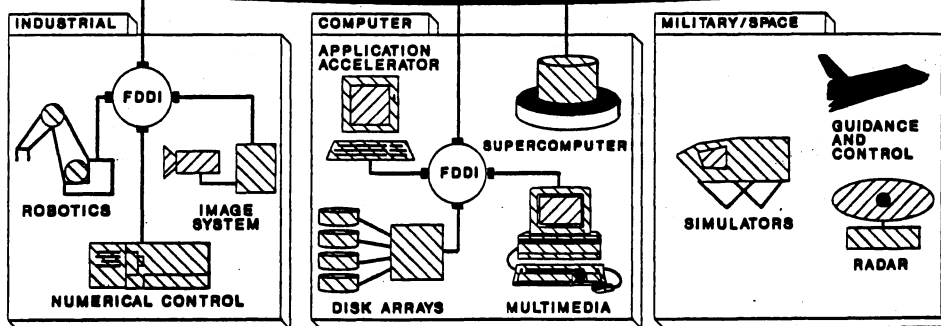
COMMUNICATIONS NETWORK



EMBEDDED SYSTEMS



COMMUNICATIONS NETWORK



IMAGING:  EMBEDDED COMPUTING:  COMMUNICATIONS: 

Trends in Imaging

Capture/generation, manipulation
and transmission of image data

Trends:

- Higher image resolutions eg HDTV, PC graphics
- More color definition eg graphic workstations
- Real-time image processing
eg security, special effects, defense
- Merging of video and graphics eg MULTIMEDIA



Trends in Communications

Internetworking, Interfacing, Switching

Trends:

- Migration to digital telecommunication systems
eg 64Kb/s → 155Mb/s ISDN
- Increase in LAN connections and hierarchy
eg Ethernet to FDDI
- Digital radio comms requiring portability
eg mobile cellular, PCN, Satellite and GPS
- Integrity and security of data - fault tolerance



Trends in Embedded Computing

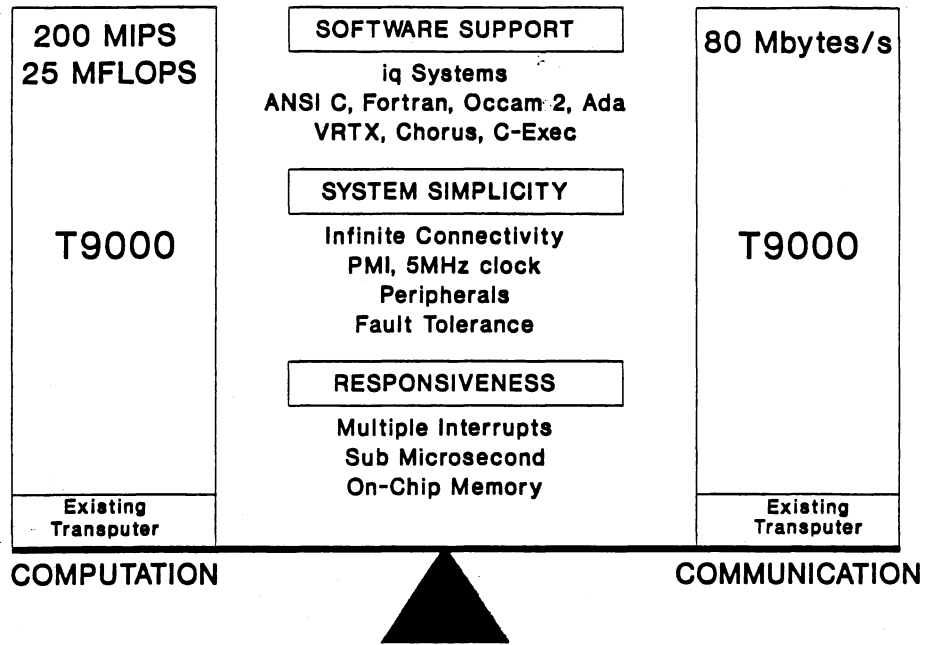
Multi-Tasking, High-Performance
Application Accelerators

Trends:

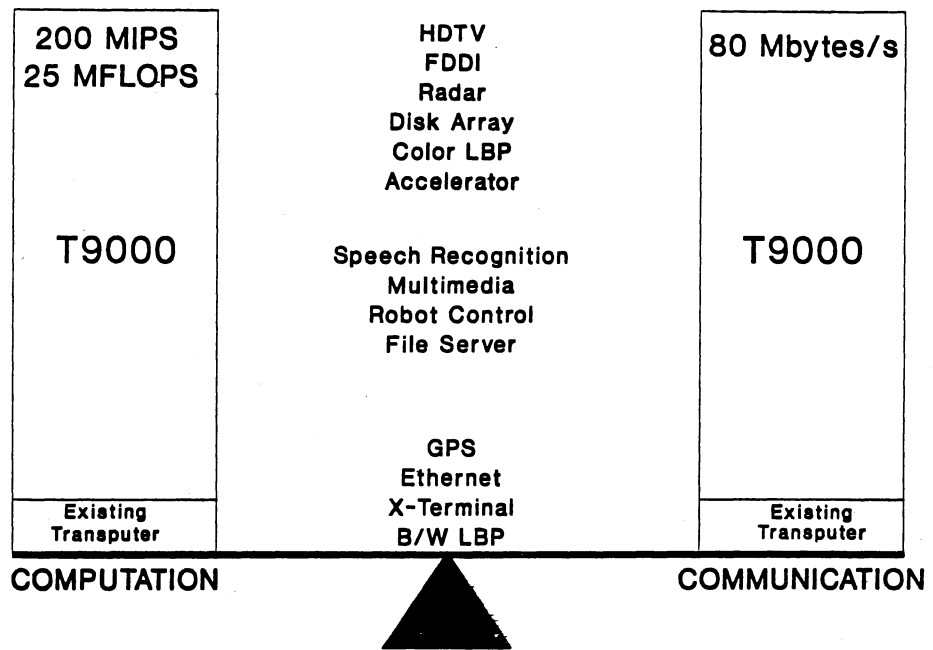
- Increased CPU performance
- Distributed computing (via LANs)
- Multiprocessing (intelligent peripherals)
- Parallel processing (databases, supercomputers)
- Distributed operating systems



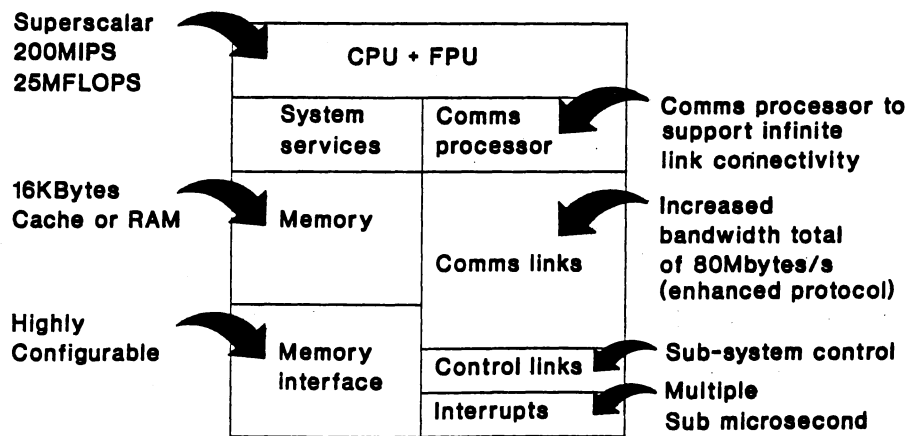
T9000 Maintaining The Balance



T9000 Maintaining The Balance

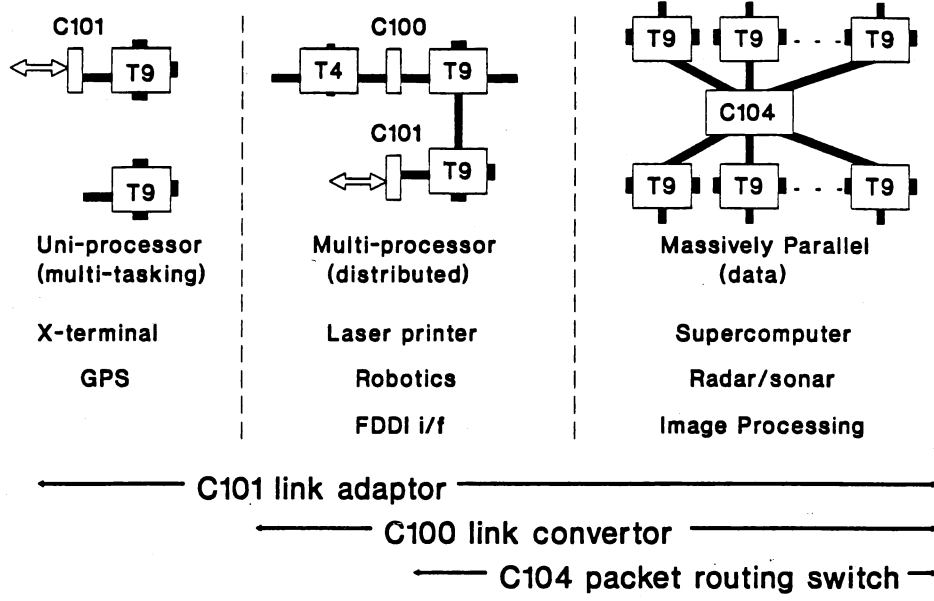


T9000 - Architecture



**Order of magnitude increase in performance
 maintaining
 critical compute/communications balance**

Single Chip to Massively Parallel Solutions



Uni-processor
(multi-tasking)

X-terminal
GPS

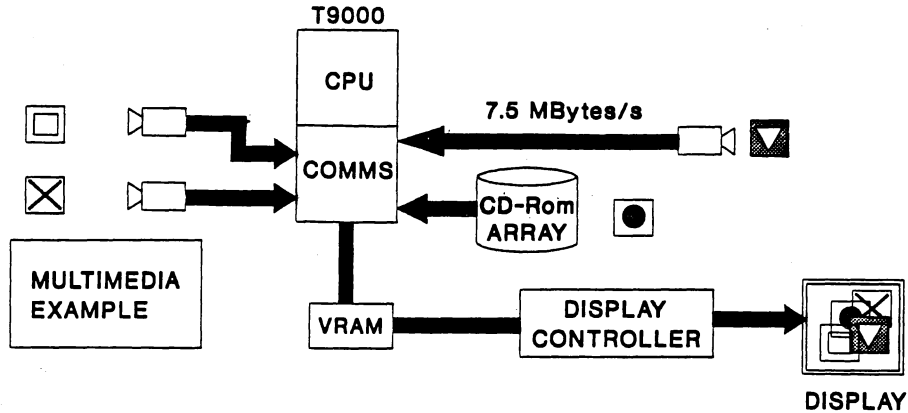
Multi-processor
(distributed)

Laser printer
Robotics
FDDI i/f

Massively Parallel
(data)

Supercomputer
Radar/sonar
Image Processing

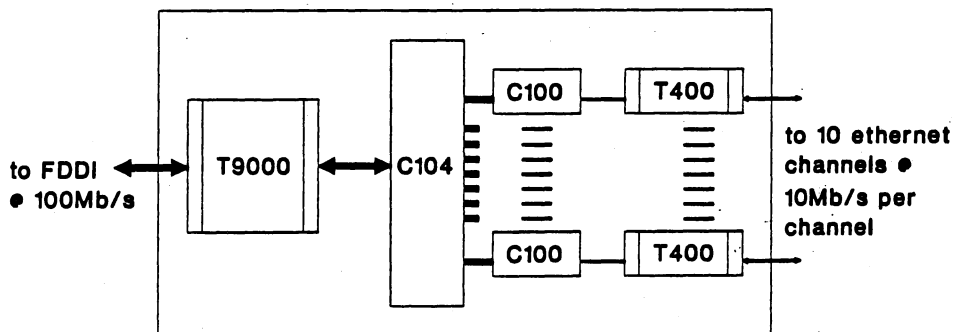
Imaging Real-Time Video Processing



- 200 MIPS and 25 MFLOPS still available for concurrent computation eg. edge detection
- Applications: Multimedia, medical imaging, industrial inspection, security systems, video mixing units and HDTV

Communications

Internetworking eg FDDI to Ethernet Bridge



- Low-latency message routing
- avoids multiple buffers
- Independent operation of communication links
- High compute performance
- available for protocol conversion

T9000 - Balanced Performance

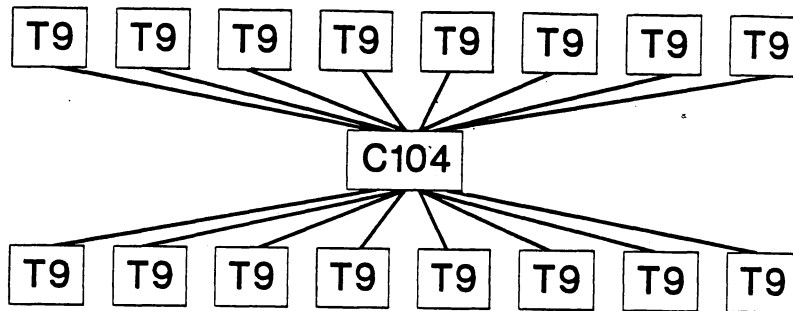
NETWORKING EXAMPLES

SUSTAINED INSTR	CYCLES (50MHz)	SERV TIME	INT. RESP	FRAME TIME	FRAME /SEC	• CHAN /LINK	DATARATE Mb/s	
(microseconds)								
570	285	5.7	1	6.7	150K	1	80/100	FDDI
410	205	4.1	1	5.1	140K	10	10	E'NET
21000	10550	211	1	212	5K	38	2	ATM
170	85	1.7	1	2.7	370K	1	155	(53 BYTE CELL)
						(2 LINKS)		
824900	312450	6249	1	6250	160	1000	.064	ISDN BASE RATE
5800	2900	58	1	59	17	50	2	PRIMARY RATE
COMPUTATION		RESPONSIVENESS				COMMUNICATION		



• 4 LINKS PER T9000

Computing Application Accelerator



- 16 fully connected T9000s = 400 MFLOPS, 3,200 MIPS
- Footprint of workstation (25cm x 25cm)
- Desktop supercomputer performance
eg financial numerical simulation, transaction processing

T9000 Family Timescales

	Q391	Q491	Q192
T9000	1st Silicon		Market Availability
C100/104	1st Silicon		Market Availability
C101		1st Silicon	Market Availability
Simulator		Availability	
Development Tools (Existing)	Available Today		
Optimizing ANSI C, Fortran 77, occam 2	Beta		Product Availability

Summary

- 32 bit embedded market - rapid growth
47% CAGR 1991 - 95
- Current transputer family established
- T9000 family
 - is compatible and suited to single, multi and parallel processor systems
 - Targetted at embedded areas of compute, communications and imaging markets
 - Balanced Computation - 200MIPS/25MFLOPS
 - Communication - 80MBytes/s
 - Responsiveness - Sub microsecond context switch
 - System Simplicity - On-chip support + peripherals
 - Software - Standardized: Development, system and application



THE TECHNOLOGY & DESIGN
OBJECTIVES FOR THE
T9000 FAMILY

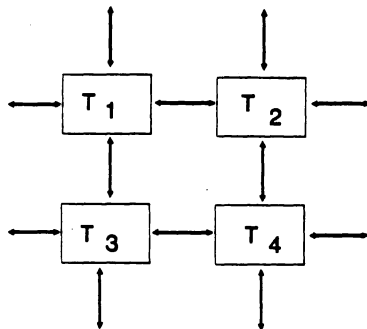
Ian R. Pearson

THE TECHNOLOGY & DESIGN
OBJECTIVES FOR THE
T9000 FAMILY

Current Transputers

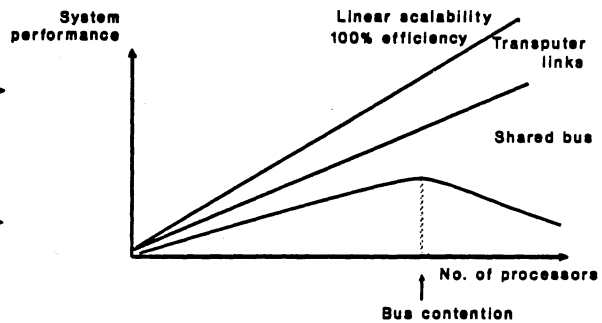
The basic architecture overcomes communication bottlenecks associated with shared bus architectures. Communications bandwidth increase with number of processors.

For example



4 processors - 8 links
No. of transputers

- 1
- 2
- 4
- 6



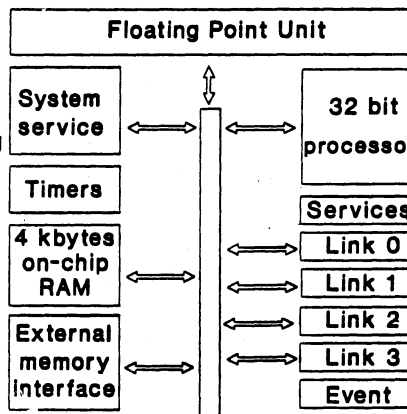
Communications bandwidth of system
8 Mbytes/sec
12 Mbytes/sec
16 Mbytes/sec
20 Mbytes/sec

Current Transputers

Key features

- Cost/ performance
- Highly integrated
- Fast context switching
- On chip RAM
- Point to point communications(links)
- Single 5MHz clock

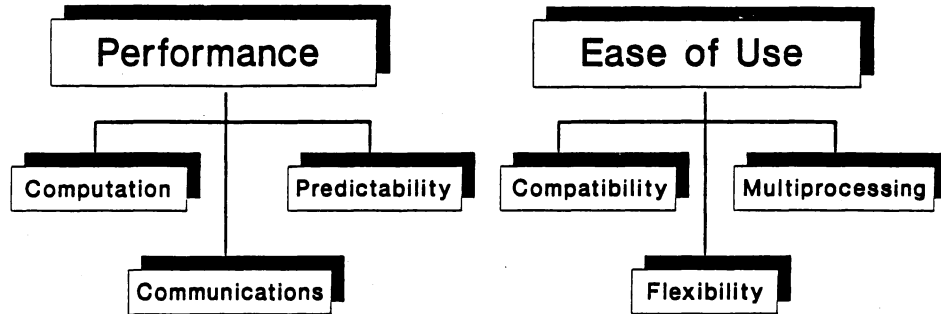
Generic architecture



Family members

- 32 bit processors
Integer + FPU
T805-30
Integer - T425-25
Non multiplex
T801-25
- 16 bit processor
Integer - T225-25
- Communications
Link adaptor
C011/12
32 way crossbar
C004

T9000 Family Design Objectives



The T9000 Family Design Objectives

PERFORMANCE

COMPUTATION 10xT805 (200 Mips, 25 Mflops)

- 50MHz Clock (20ns cycletime)
- Multiple instructions per cycle - Superscalar Architecture. 5 stage pipeline plus instruction grouper.
- Integrated 64 bit FPU.
- Fast caching: 16 KBytes Cache - 200MW/sec.

The T9000 Family Design Objectives

PERFORMANCE

COMMUNICATIONS Match of I/O performance to processing speed:

- Fast 64 bit memory interface - 50Mw/sec
- 100 Mbit/sec full duplex links - 20 Mbytes/sec per link.
- Dedicated Communications Processor (Virtual Channel Processor-VCP)
- Separate System Control & Status Monitoring

The T9000 Family Design Objectives

PERFORMANCE

PREDICTABILITY

Fast response to interrupts

- Hardware Scheduling & Fast Context Switching.
- Support for Industry Standard Real Time Kernels

The T9000 Family Design Objectives

EASE OF USE

COMPATIBILITY

 Code, Communications, and Operating Environments.

- Binary compatibility T805 code
- Communications compatibility (T8 -> T9) via link converter (C100) & link interfaces (C101)
- Standard Programming Languages - optimising compilers C, C++, F77, Occam
- Standard Distributed OS - VRTX, UNIX[™](Chorus)
- Standard networking support Ethernet (TCP/IP), NFS

The T9000 Family Design Objectives

EASE OF USE

FLEXIBILITY

 Interfacing & Configurability

- Self sufficient memory interface supports mixed memory systems
- Configurable cache - cache v internal memory
- Single 5Mhz clock - no high frequency clocks
- Small footprint packages - 208 lead (28mm) CQFP

The T9000 Family Design Objectives

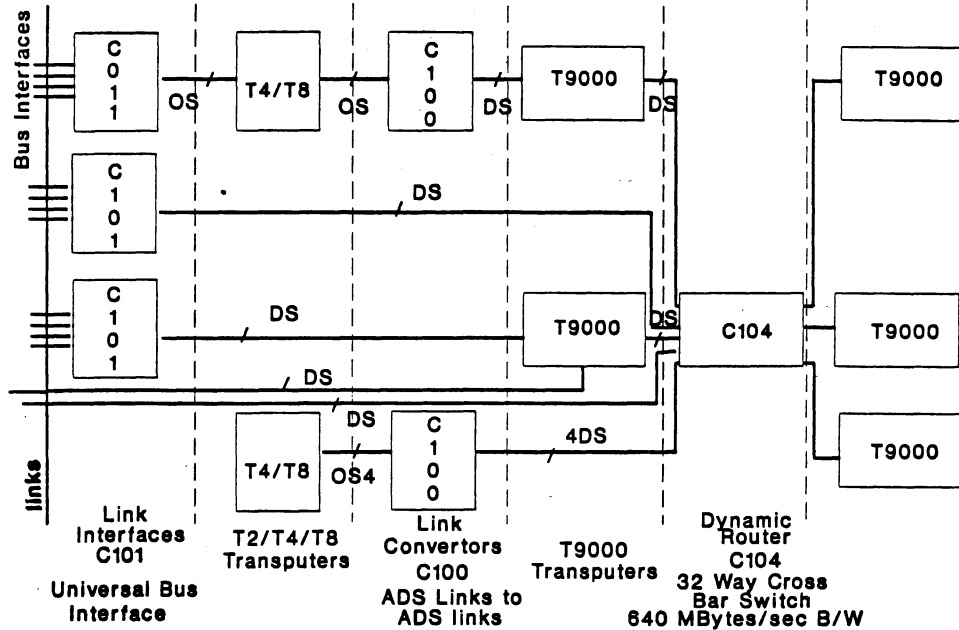
EASE OF USE

MULTI-PROCESSING SUPPORT

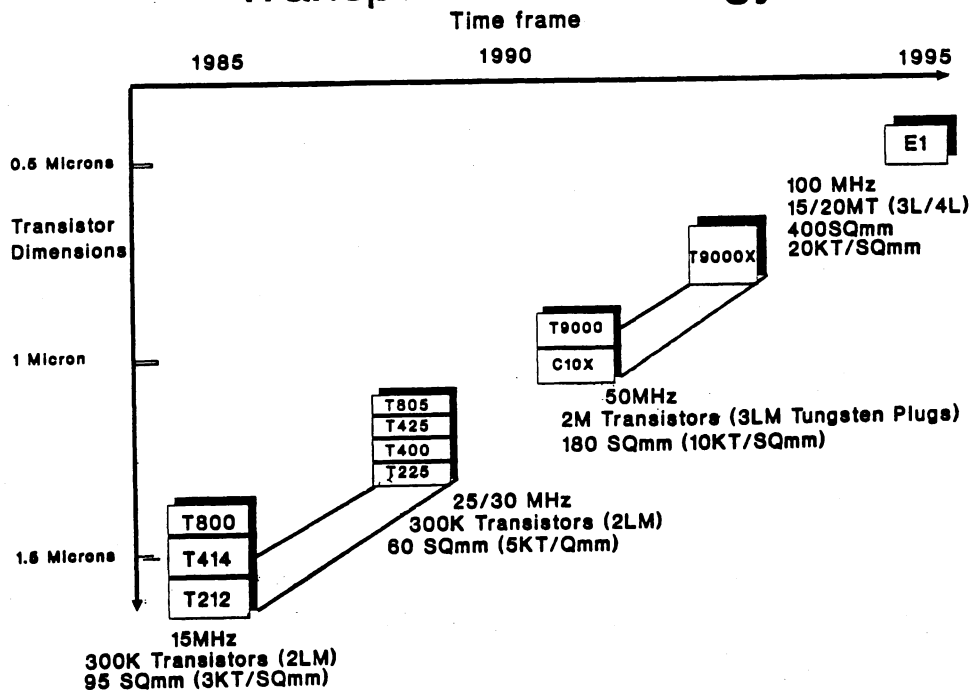
Communications & Context
Switching

- Low latency (<1 micro second) communication -
in conjunction with C104
- Hardware multiplexing of messages (VCP)
- Fast context switching. <1 micro second.

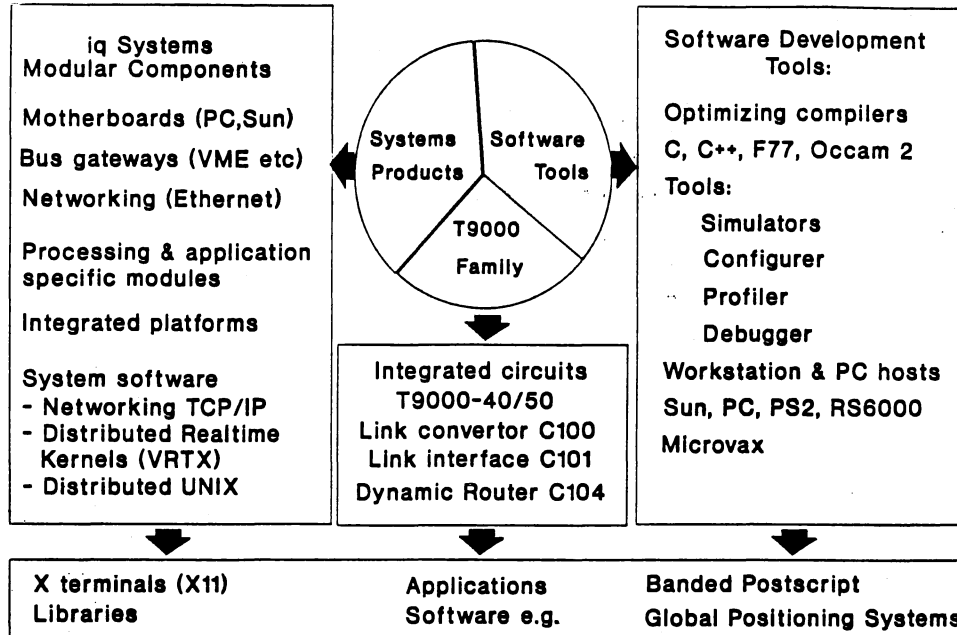
The T9000 Family Employed In A Multiprocessing System



Transputer Technology



The T9000 Product Portfolio



INMOS T9000 Software Strategy

- Evolution of Current Development Tools
- Continued Compiler Optimization
- Support for Multi-processing
- Support for Open Systems and Industry Standards
- Collaboration with Leading Third Party Suppliers
Compilers, Kernels & Operating Systems

Full Range of Cross-Development Tools

Current INMOS Toolsets enhanced
to support T9000

- Host Machines: PC, Sun3, Sun4, VAX
- Languages: ANSI C, C++,
Fortran, Occam 2
- Download: via Host Motherboard
or Ethernet

INMOS Compilers

- Languages: ANSI C, occam 2, FORTRAN
- First Validated ANSI C Compiler (BSI Aug 1990)
- Focus on quality of code generation
- Common backend and optimization for all compilers
- T9000 Specific Optimizations

Common Backend Optimizations

- Global Common Subexpression Elimination
- Loop Invariant Removal
- Dead Code Elimination
- Constant Propagation
- Tail-Call and Tail-Recursion Elimination
- Improved Workspace Allocation

T9000 Specific Improvements

- Half-word support
- New fpu, sqrt, and rem instructions used
- Removal of Floating Point Error Checking
- Various Idioms adjusted to balance CPU Pipeline
- Use of Variable Length I/O Capability
- Use of Semaphore instructions
- Full instruction set access through Assembler inse

Support for Multi-Processing

- Simplified Programming
- Automatic use of hardware message routing and multiplexing
- Software Routing used in absence of routing chips
- Details of hardware network topology and routing tables can be hidden from the applications programmer

Network Description Language

- Extension of Current Hardware Description
- Allows declaration of devices and attributes
- T9000 Attributes: memory configuration, memory size, cache size, link speed, link protocol, boot from ROM options
- C104 Attributes: link speeds, routing table intervals, header deletion, randomized routing
- Describes construction of control network and data network
- Allows naming of specific routes through network

Network Initialization Tool

Performs checking operations on Network Description

- Connectivity Characteristics
- Construction of Control System
- Disjointness of routing table intervals
- Deadlock in routing tables
- Consistent use of header deletion
- Declared routes are routable

Produces Network Initialization File to be loaded down control link

Software Configuration Tools

- C and occam style Software Configuration Languages
- Describes Software Network and Mapping to Hardware
- No Topology Constraints
- Sets up Communication Control Blocks
- Compatible with current Configuration Languages

T9000 Network Simulator

- Functional Simulation of T9000 and C104 networks
- Machine Level Debugging Capability
- Supports Debugging of Initialization and Bootstrapping
- Executes on a T800 Network

New Source Level Debugger

- OSF/Motif point and click interface
- Designed to support parallel programming
- Multiple Windows to support programming model
- Support for Mixed Languages
- Remote debugging over Ethernet

T9000 Features Exploited in Debugger

- L-Process Trap Handlers
- Single Stepping
- Hardware Watchpoints
- Protection (second revision)

Preparing Programs for Debugging

1. Compile with debug switch to generate symbol info -
small code changes for occam only
2. Link with debug run-time - new routines for process creation and communication
3. Configuration Tools add Debugger Kernel processes
 - Low Memory Overhead per Processor (about 20 KBytes)
 - Efficient Code Execution

Programming Model

- Hardware Network, Processor, Connection, Edge
- Software Network, Process, Channel, Thread, Semaphore
- Program Source, Module, Function
- Dynamic State viewed through Program Browser
- Source Texts through Source Browser

Debugging Operations

- Conditional Breakpoints
- Single Stepping: Into, Over, Out of
- Watchpoints
- Function Entry and Exit
- Stack Backtrace
- Variable inspection and update

Additional Event Mechanisms

- Thread Creation and Completion
- Channel Communication
- Semaphore Operations
- Error Traps
- User Interrupt

Third Party Compiler Support Glockenspiel C++

- Developed by Glockenspiel
- Pre-processor to INMOS ANSI C compiler
- Source level debugging through C debugger
- Available from INMOS

Ada

- Full Ada development environment
- Available from Alsys

Third Party Operating Systems and Kernels

CHORUS/MiX: Chorus Systemes, Telmat

- Distributed UNIX System V
- Supports X/Open, POSIX, and NFS Standards

VRTX32: Ready Systems

- The Leading Multi-Tasking Real Time Executive
- Extensions to support Multi-Processing
- Support for RTScope Debugger
- Compatible with INMOS ANSI C Toolset

C-Executive: JMI

- Popular Multi-Tasking Real Time Executive
- Compatible with INMOS ANSI C Toolset

OCCAM 3

- Structured datatypes, Named types, Records, Unions
- Extended process model
Remote procedure calls, Shared resources
- Modules and Libraries defined in language
- Occam 2 is a subset
- Simple, very efficient, parallel programming

Cross-Development Tools

- Use of Standard Development Platforms
- Current Hosts: IBM PC, NEC PC, Sun 3, Sun 4, VAX (VMS)
- Portability of Development Tools
- Fast Download and Remote Debugging
via EtherNet and TCP/IP or
via Host Interface Board

Major Toolset Enhancements

Common Back-end and Optimizer

- For all INMOS Compilers

New source-level, Network Debugger

- OSF/Motif based interface

T9000 Network Simulator

- Machine-level debugging

Network configuration tools

- Supports T9000 communications
- Simplifies applications programming

Third Party Software

Compilers

- C++ , Glockenspiel
- Ada , Alsys

Real-Time Kernels & Operating Systems

- Distributed UNIX , Chorus
- VRTX32/T , Ready Systems
- C-Exec , JMI Software

The T9000
Transputer Product Family

A Major Advance
in Embedded Processing

The T9000
Transputer Product Family

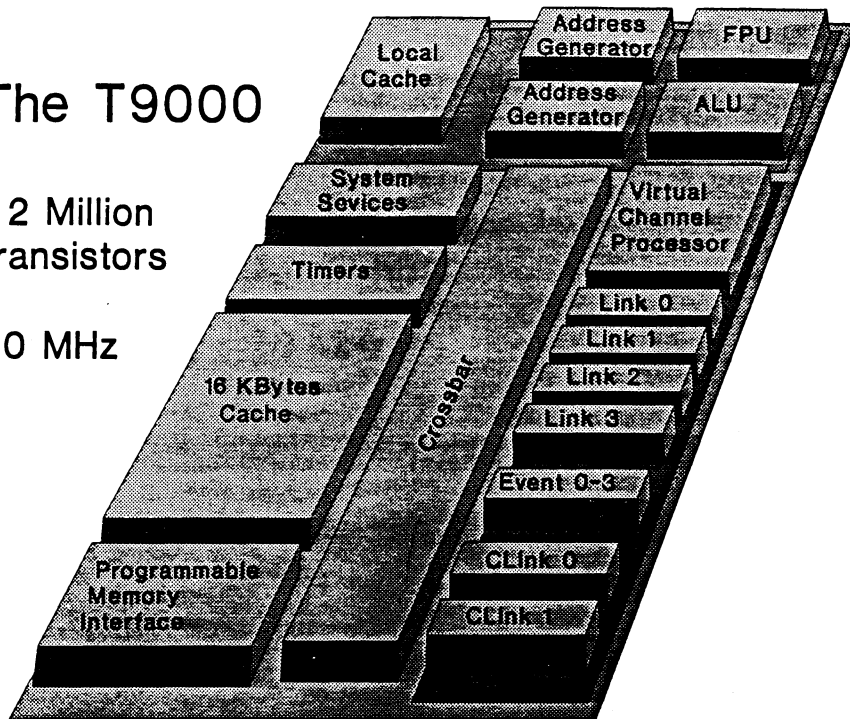
A Major Advance
in Embedded Processing

Clive Dyson

The T9000

> 2 Million transistors

50 MHz



Balance of Computation and Communication

Assuming 2 FLOPS per Word

T805-20

OS-Links
1.25 MWords/s



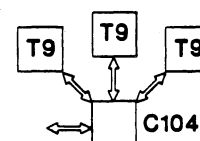
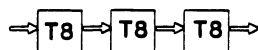
2.5 MFLOPS Peak

T9000-50

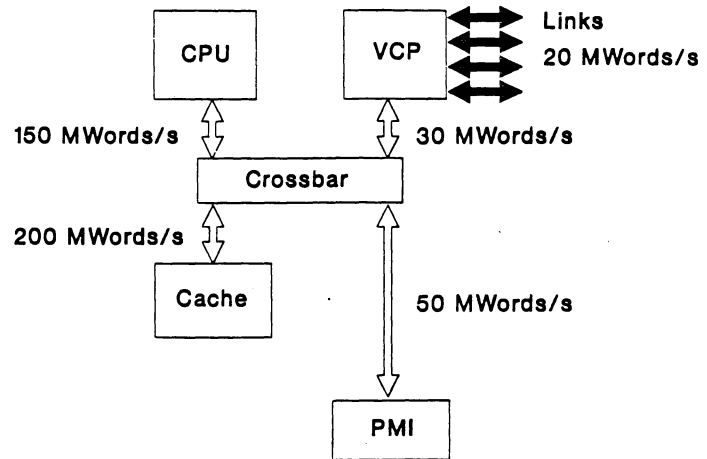
DS-Links
8.25 MWords/s



25 MFLOPS Peak



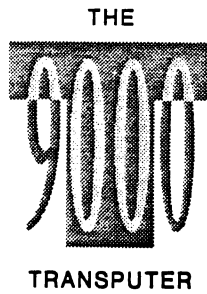
Data Bandwidths



Benchmarks

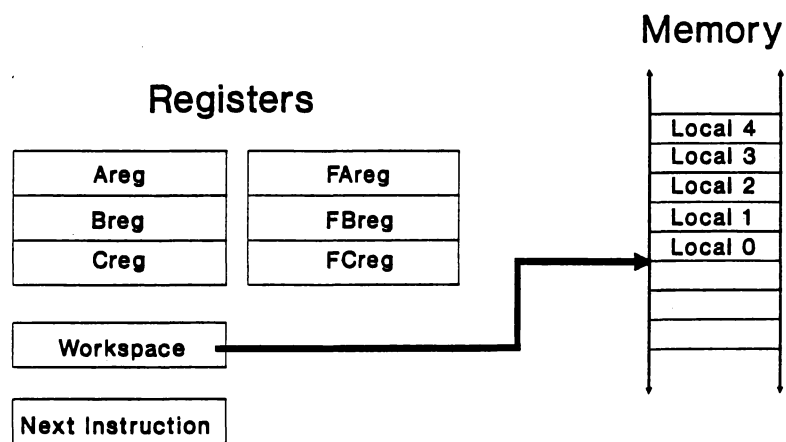
	T805-20	T9000-50 (Optimized)	T9000-50 (T805 code)
1024 point single-precision Complex FFT	33 ms 6.9 MIPS 1.3 MFLOPS		3.2 ms 71 MIPS 13.8 MFLOPS
Color Transform	8.8 MIPS	144 MIPS	
PostScript "Golfer"	< 17 seconds	< 1.5 seconds	
Single-precision Whetstone	4.5 MWhet/s	40 MWhet/s	30 MWhet/s
Double-precision Whetstone	3.0 MWhet/s	32 MWhet/s	24 MWhet/s
Dhrystone 2.1	6.6 kDhry/s	64 kDhry/s	47 kDhry/s

- All compiled from source
- All fully IEEE compatible FP



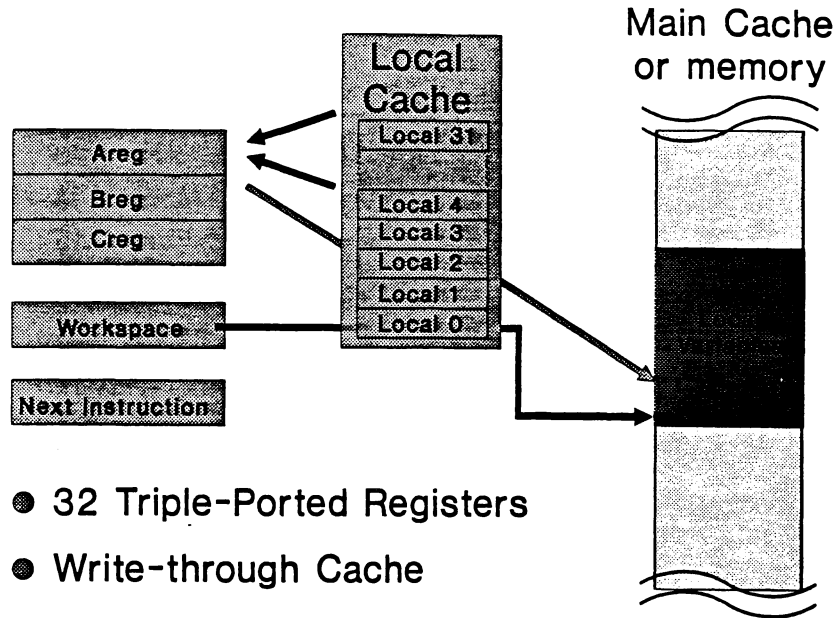
T9000 PROCESSOR
COMMUNICATIONS
ENHANCED PROCESS MODEL

Instruction Set Architecture



- Sub-Microsecond Context Switch
- 32 Locals in Workspace Cache

T9000 Workspace Cache



- 32 Triple-Ported Registers
- Write-through Cache

Instruction Grouping

$$a[i+1] = b[j+15] + c[k+7];$$

- 32 Instruction Fetch-Ahead Buffer
- Hardware Grouper
- T9000 issues up to 8 Instructions per cycle

1st Group

ldl j	Load value in j
ldl b	Load address of b
wsub	Address b[j]
ldnl 15	Value of b[j+15]

2nd Group

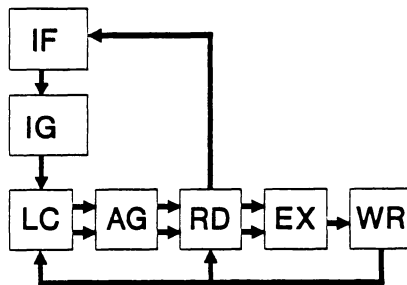
ldl k	
ldl c	
wsub	
ldnl 7	Value of c[k+7]
add	Add stack values

3rd Group

ldl i	
ldl a	
wsub	Address of a[i]
stnl 1	Write result

Pipelining

$$a[i+1] = b[j+15] + c[k+7];$$



1st Group

LC	ldl j	Load value in j
LC	ldl b	Load address of b
AG	wsub	Address b[j]
AG RD	ldnl 15	Value of b[j+15]

2nd Group

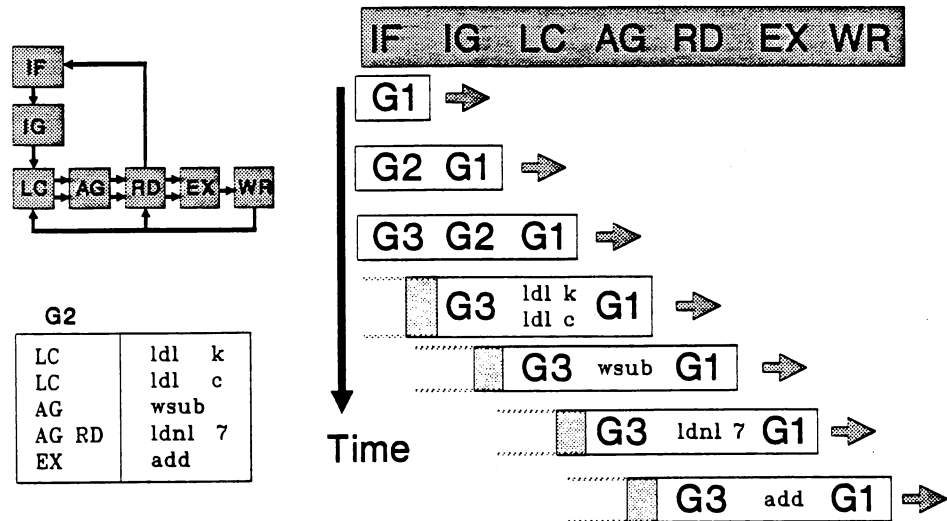
LC	ldl k	
LC	ldl c	
AG	wsub	
AG RD	ldnl 7	Value of c[k+7]
EX	add	Add stack values

3rd Group

LC	ldl i	
LC	ldl a	
AG	wsub	Address of a[i]
AG WR	stnl 1	Write result

Pipelining Instruction Groups

- 1 instruction group per clock cycle

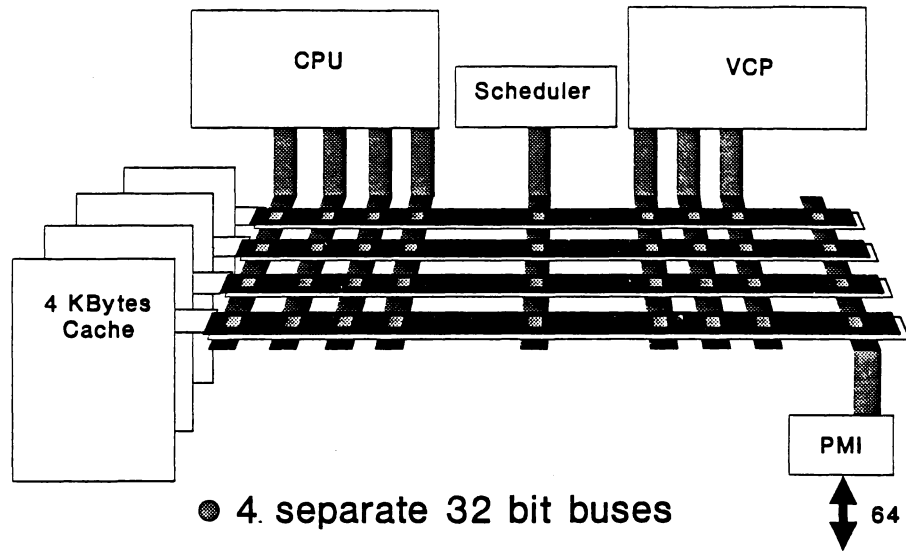


Instruction Cycle Counts

Integer	T805-20		T9000-50	
	shift left/right	n + 2	< 1,800 ns	1
multiply	38	1,900 ns	2-5	< 100 ns
divide	39	1,950 ns	5-12	< 240 ns

Floating Point	T805-20		T9000-50	
	fp add (32 & 64)	6-9	< 450 ns	2
fp multiply (32)	11-18	< 900 ns	2	40 ns
fp multiply (64)	18-27	< 1,350 ns	3	60 ns
fp divide (32)	16-28	< 1,400 ns	8	160 ns
fp square root (32)	119-122	< 6,100 ns	8	160 ns

T9000 Datapath Crossbar

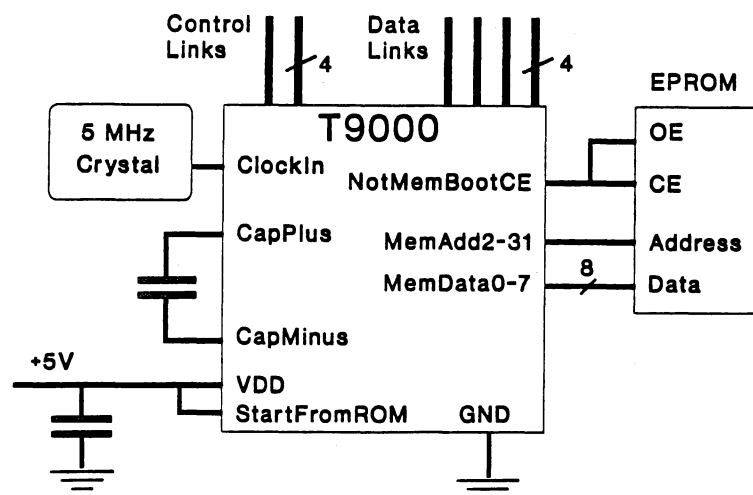


- 4. separate 32 bit buses
- 16 KBytes Cache in 4 banks

T9000 Main Cache

- 16 KBytes shared by Data & Instructions
Write-back
- 4 banks, 256 lines of 4 words
Fully Associative
- Four accesses per cycle, 800 MBytes/s
- Random Replacement Strategy

Minimal System

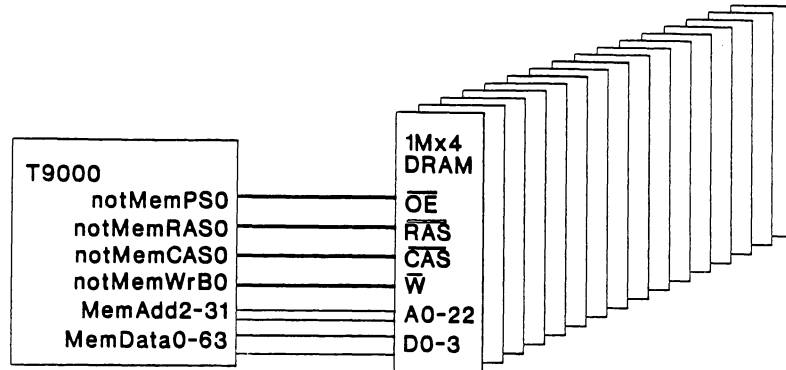


- Phase Lock Loop
- 16 KBytes On-Chip RAM

Programmable Memory Interface

- System Simplicity & Compactness
Usually zero Glue Logic
- 64 bit Data Bus, 32 bit Address Bus
Bandwidth up to 200 MBytes/s
- 4 Independent Banks
Support for DRAM,SRAM,EPROM,VRAM,FROM
- Optimized for Cache Refill
Fast Page-Mode DRAM support
- Programmable Bus Widths
Configurable Timing for each Bank

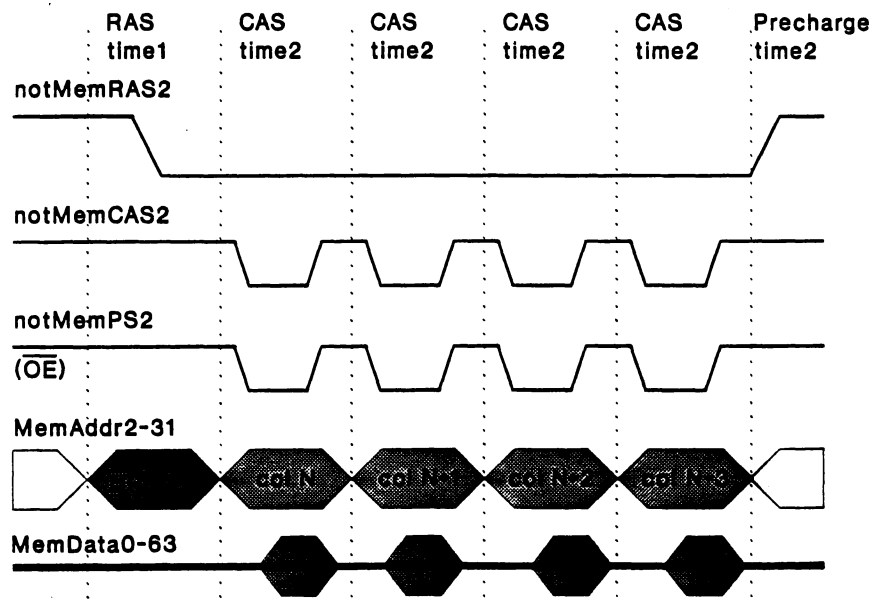
T9000 PMI



- 64 bit Data Bus
- 8 MBytes DRAM with zero Glue Logic

Page-mode DRAM

32-bit interface cache refill from bank 2



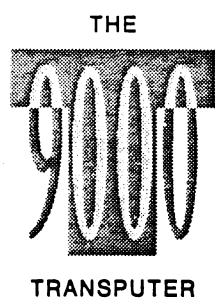
Half-word and byte support

- New T9000 instructions (except *)
- Enhanced C performance

Description	8 bit word	16 bit word
load	<i>lb</i> *	<i>ls</i>
load and sign extend	<i>lbx</i>	<i>lsx</i>
store	<i>sb</i> *	<i>ss</i>
sign extend	<i>xbword</i>	<i>xsword</i>
check signed	<i>cb</i>	<i>cs</i>
check unsigned	<i>cbu</i>	<i>csu</i>
subscript	<i>bsub</i> *	<i>ssub</i>

T9000 Processor - summary

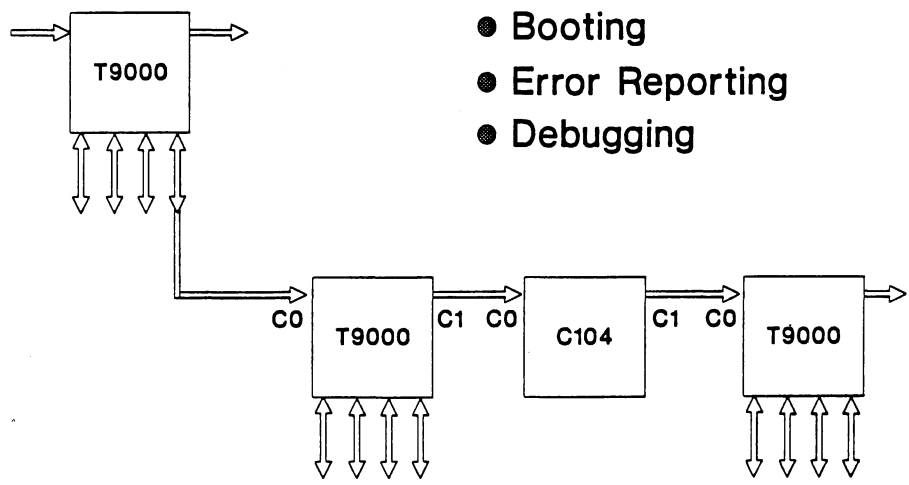
- T805 code compatibility
- Superscalar, pipelined implementation
- Workspace cache
- Large on-chip cache
- Instruction cycle count reductions
- Byte and half-word support
- Faster clock speeds



T9000 PROCESSOR
COMMUNICATIONS
ENHANCED PROCESS MODEL

Control Links

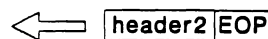
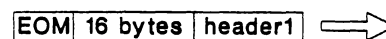
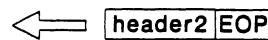
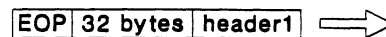
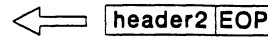
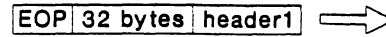
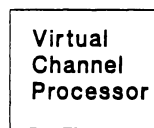
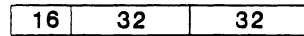
- Resetting
- Configuring
- Booting
- Error Reporting
- Debugging



Packet Synchronization

EOP • End Of Packet Token
EOM • End Of Message Token

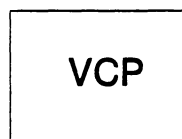
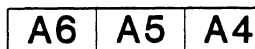
Example: 80 byte message



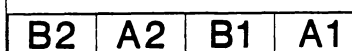
○ Acknowledges typically overlap messages

Message Multiplexing

Message A



Link



Message B



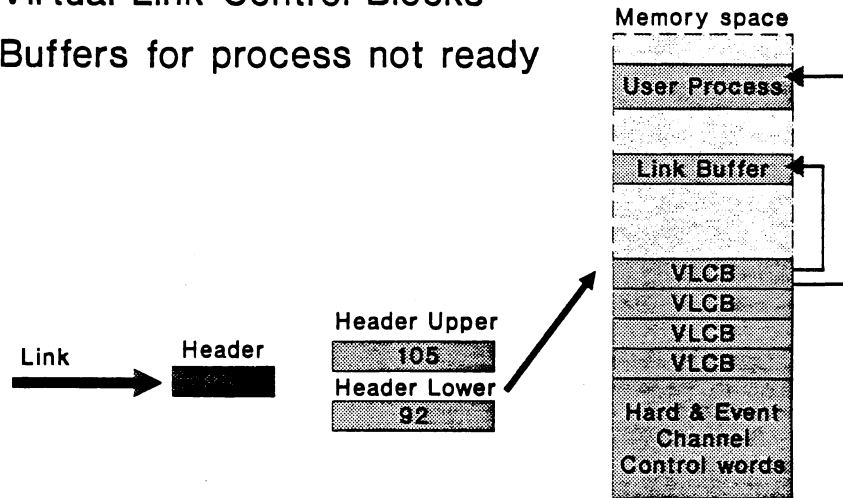
Virtual Link Control Blocks

- 8 word block used by VCP
- Two virtual channels
- 64K virtual links require 4MBytes memory

<i>DataQueueLink</i>	Packets to send
<i>AckQueueLink</i>	Acknowledges to send
<i>OutputWdesc</i>	Outputting process
<i>InputWDesc</i>	Inputting Process
<i>OuputLimit</i>	Sender's data upper bound
<i>InputLimit</i>	Receiver's upper bound
<i>HeaderCtrl</i>	Packet header format
<i>BufferPointer</i>	Address of 32 byte buffer

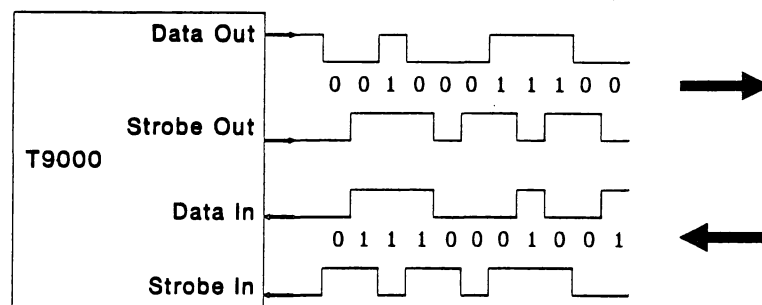
Packet Header Decode

- Virtual Link Control Blocks
- Buffers for process not ready



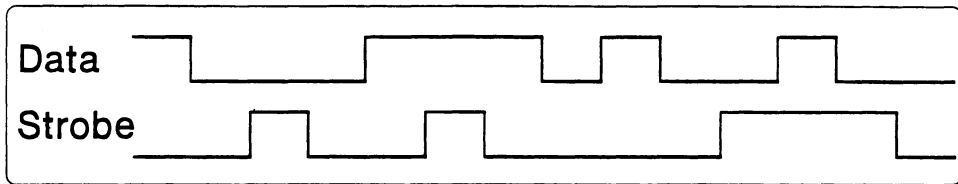
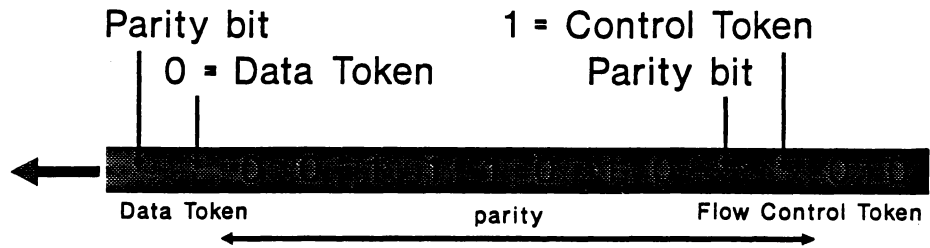
$$\text{address} = \text{v.base} + ((95 - 92) \ll \text{v.shift})$$

DS-Links



- 100 MBits/s, TTL, 100 Ohm
- Parity & Disconnection trapped
- Chip to chip Flow Control

DS-Link Format



Data Token	P 0 D D D D D D D D
Flow Control Token	P 1 0 0
End Of Packet	P 1 0 1
End Of Message	P 1 1 0
Escape Token	P 1 1 1
Null Token	P 1 1 1 P 1 0 0

P = parity
D = data

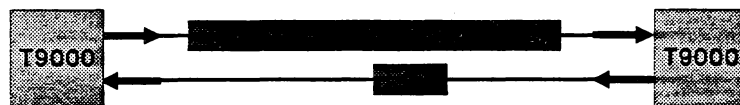
Chip-to-Chip Flow Control



When idle, links send Null tokens



FCT indicates 8 available token buffers

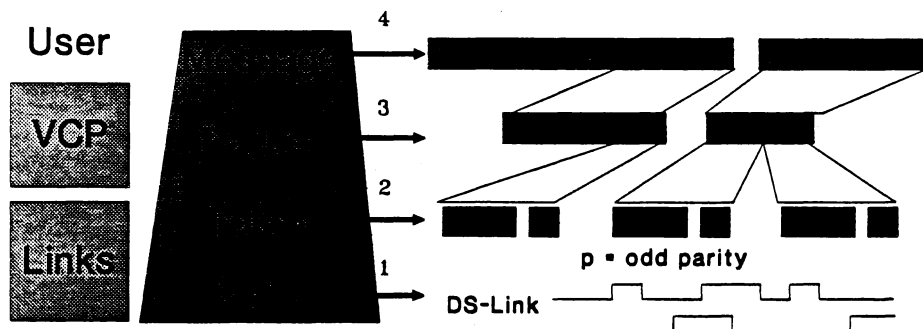


FCT is sent as 8 token buffers clear

Layered Message Protocol

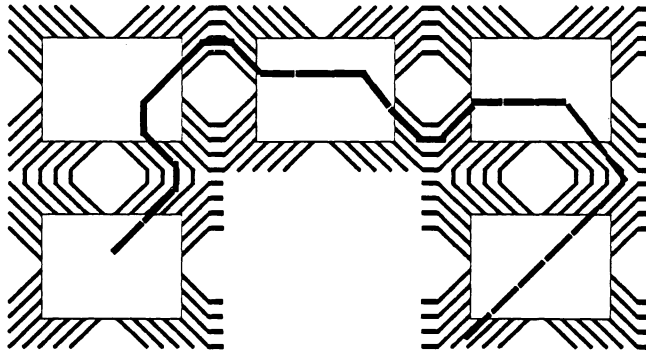
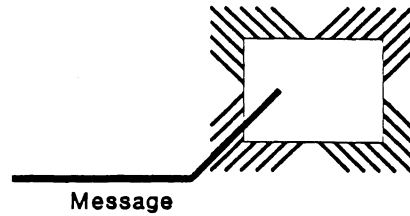
- Applications user only sees messages

T9000 Communications



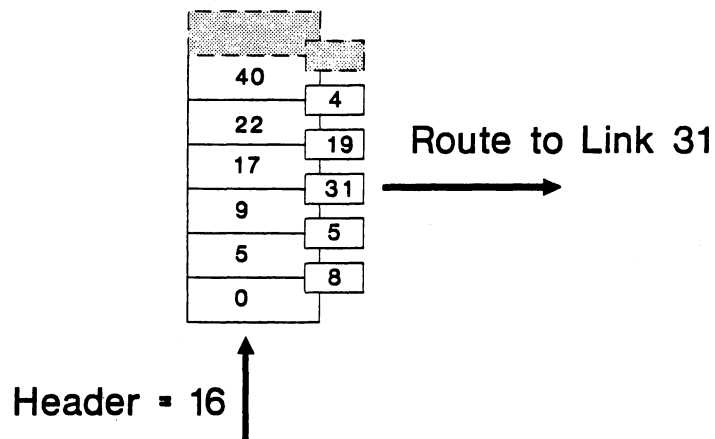
Low Latency Forwarding

- Only Header is read
- No External Memory
- Wormhole Routing

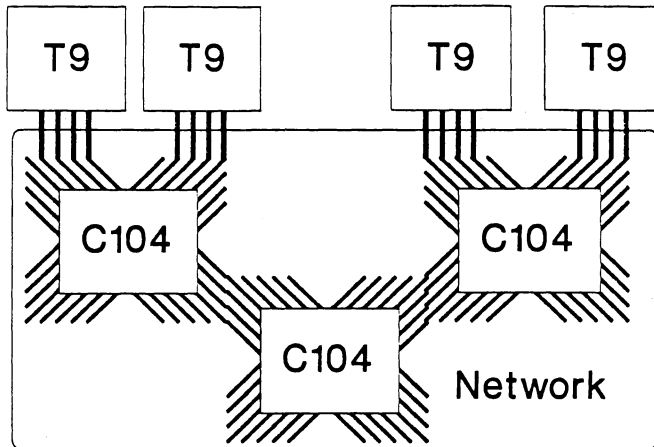


C104, Interval Labelling

- Renumber Virtual Links into Intervals
- Concurrent Interval Comparisons



Computer Communications Networks

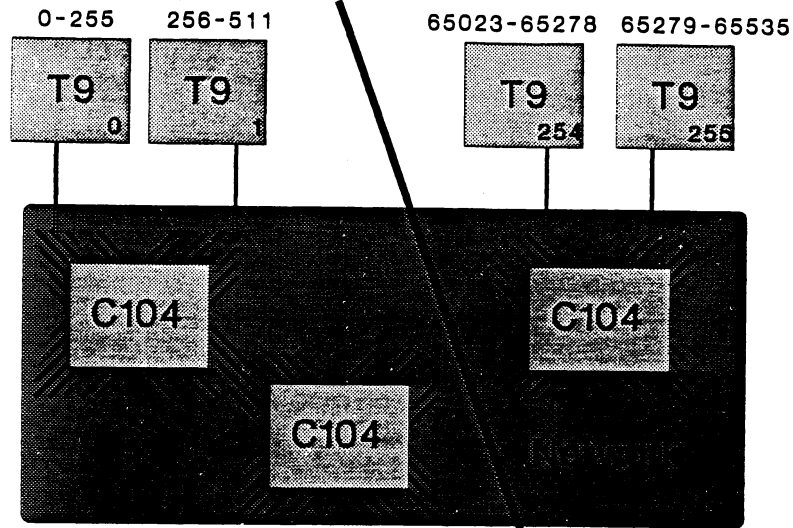


- Messages routed by Packet Switching
- Low Latency, 700ns per C104
- Reliable, efficient, Routing Algorithm

Why Interval Labeling?

- Complete
all packets reach destination
- Deadlock free
- Efficient
low overhead; near shortest route
- Simple
minimize latency; implementable
- Network independent
large, small, different topologies

Labeling with 2-byte headers



- The T9000 can recognize 1 or 2 byte headers

Concatenated sub-headers

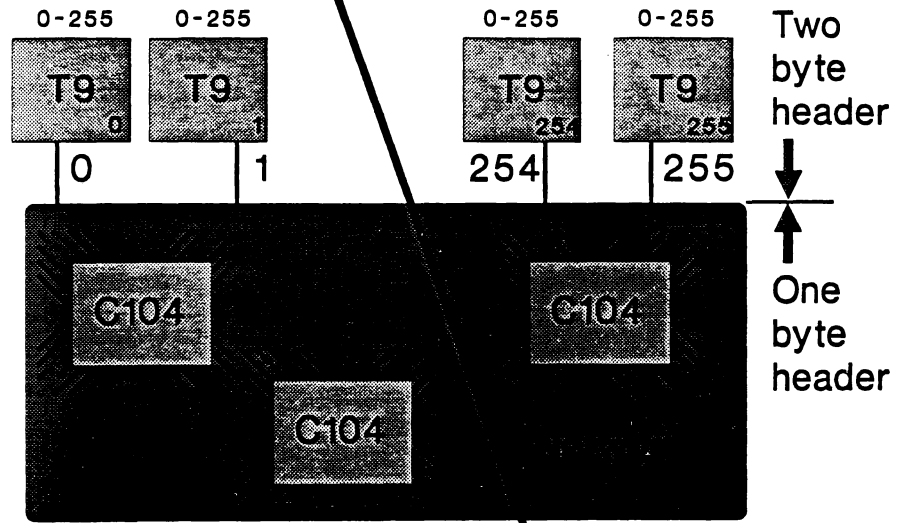
- The T9000 can transmit multiple sub-headers



eg. System Board Processor Virtual channel

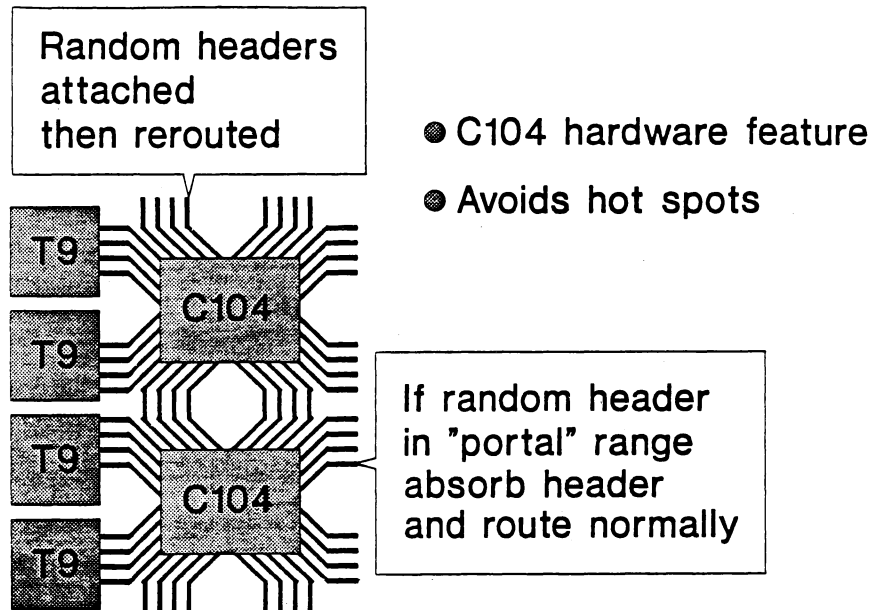
- Every sub-header selects a route
- C104 header deletion exposes a new header
- Hierarchical routing decisions

Header Deletion



● C104 links can delete first header on output

Universal Routing



Universal Routing or hot-spot avoidance

Under high communication loads:

- increases capacity
- reduces latency

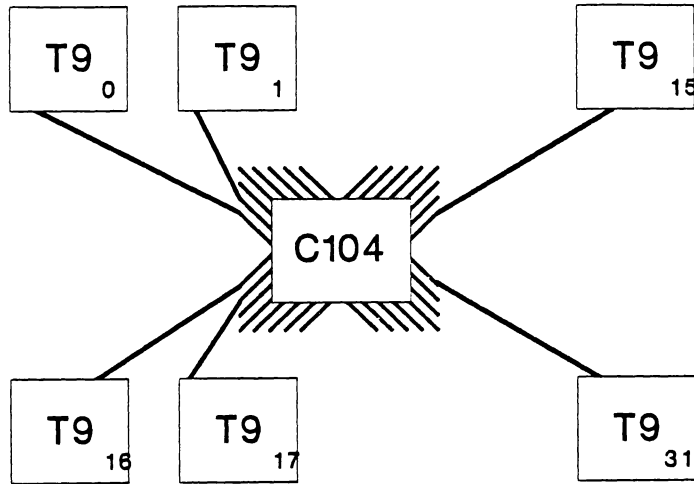
Tradeoff between

- best-case latency
- average latency

Two-phase routing algorithm

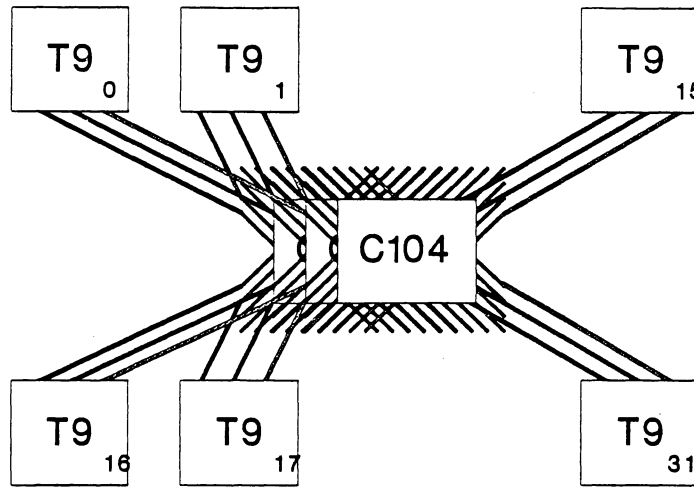
- route to a random node
- then route normally

Single C104 Network



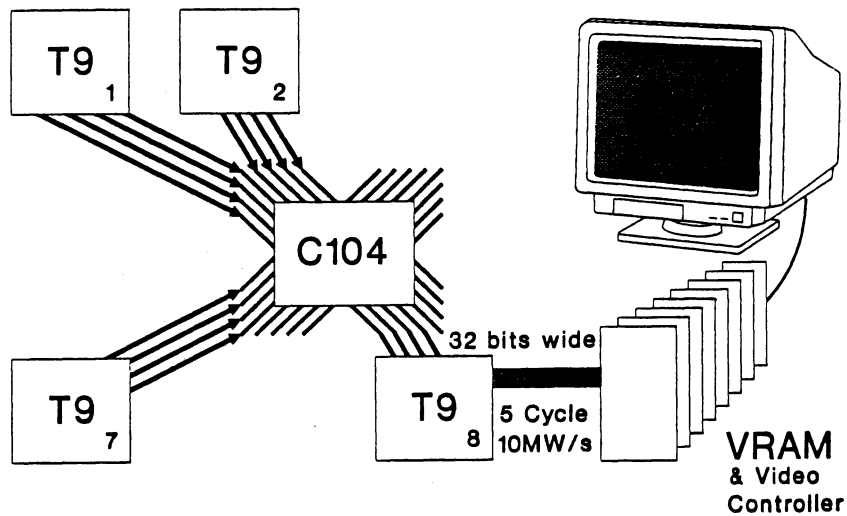
● Bisectonal Bandwidth 320 MBytes/s

Triple C104 Network



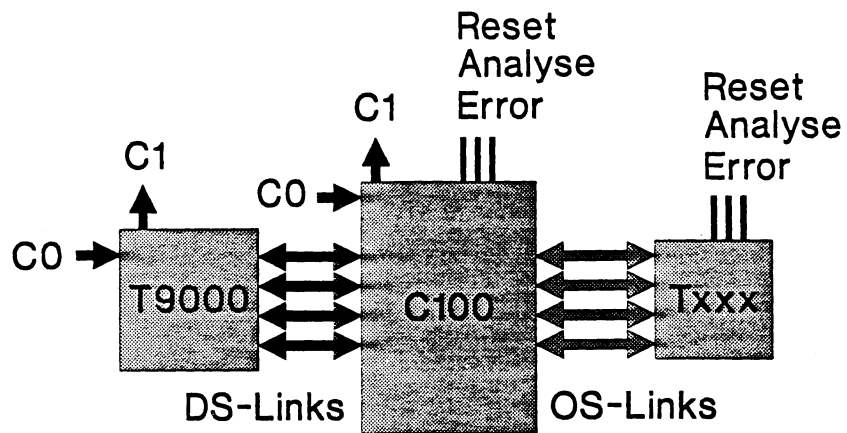
- Bisectional Bandwidth 960 MBytes/s
Using 4 C104s, 1.28 GBytes/s

Real-Time Video Generation



- Color TV requires 2 links
- Scalable Computation

Link Conversion



- T9000 or Txxx can be master
- Links can be byte stream or packetized (Txxx Library)

Communications - summary

Virtual Channel Processor

- Message-based communications in hardware

Virtual links

- Programs independent of network topology

C104

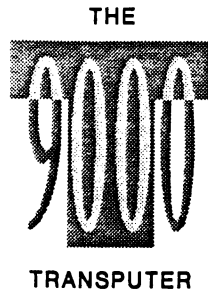
- Low latency
- Hierarchical networks
- Universal routing

DS-Links

- New high-bandwidth link protocol

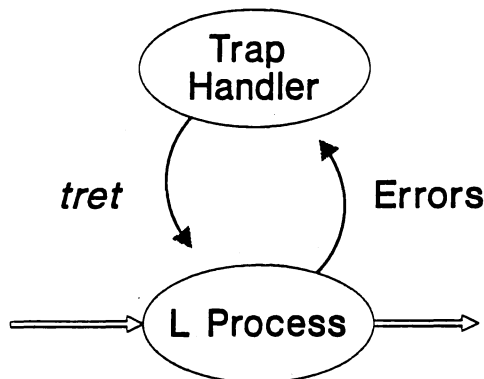
C100

- Compatibility

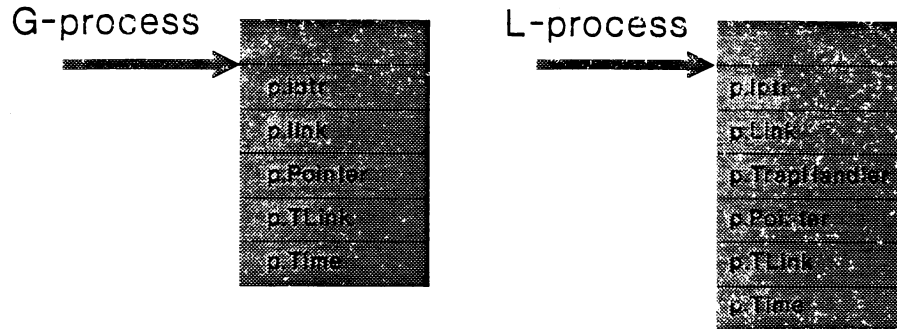


T9000 PROCESSOR
COMMUNICATIONS
ENHANCED PROCESS MODEL

Local Processes



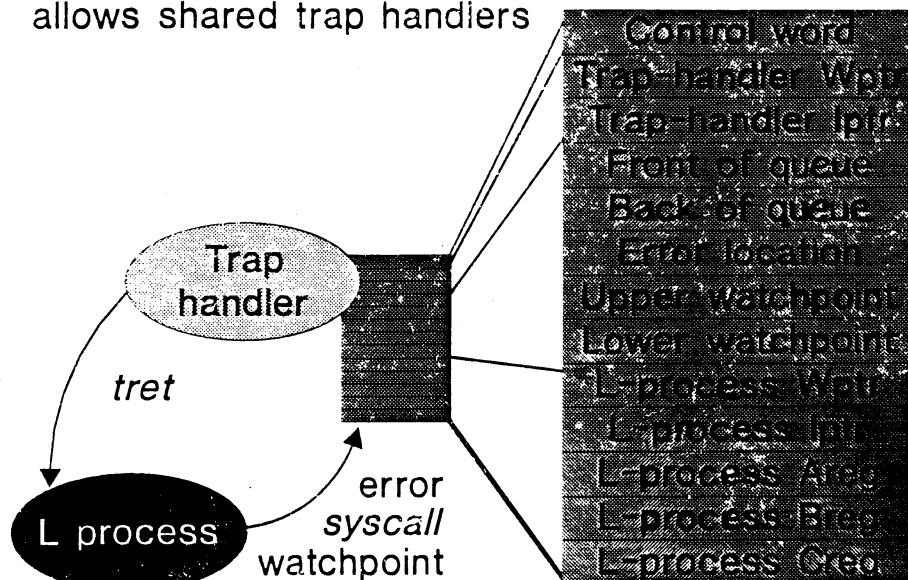
G and L processes



- G process is T805 compatible
- L process has local error handling
- WdescReg bit 1 determines process type

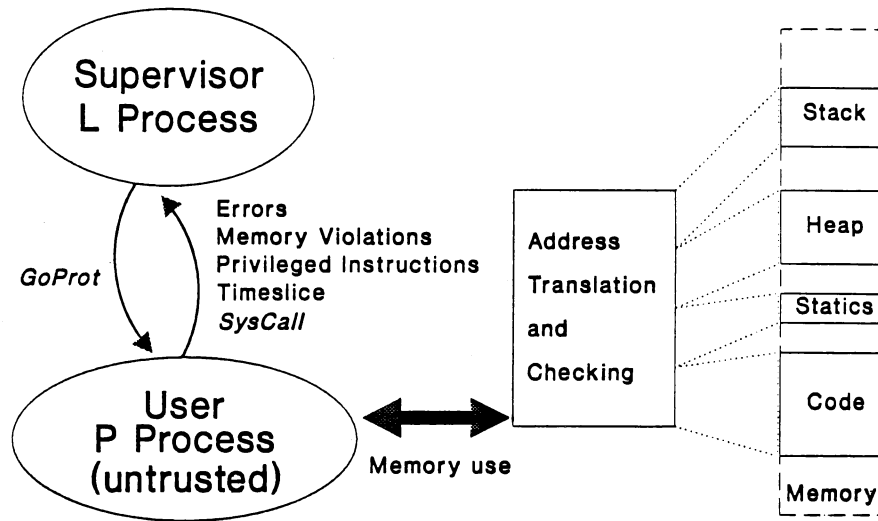
Trap handler data structures

ThInUse bit in control word
allows shared trap handlers



Memory Protection

- P Processes run at full speed



Protected processes

L-process acts as Supervisor

P-process is started by Supervisor

- Supervisor initializes region descriptors

P-process uses region description registers for memory translation and relocation

On error, privilege violations, timeslice or system call

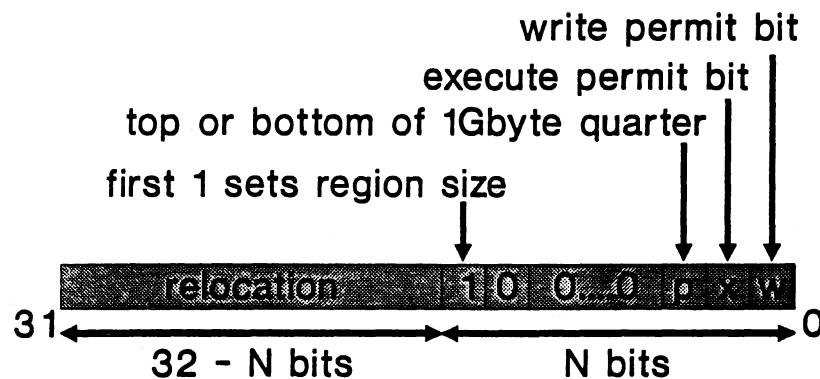
- P-process state is written into memory
- P-process returns reason code in Areg

For privileged instruction violation

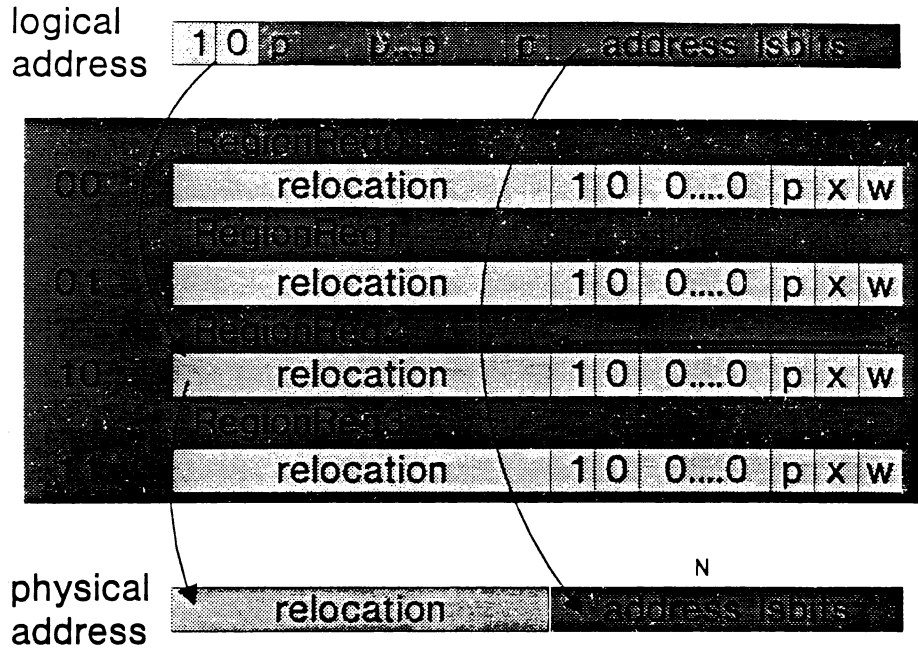
Supervisor can check then execute

Region descriptors

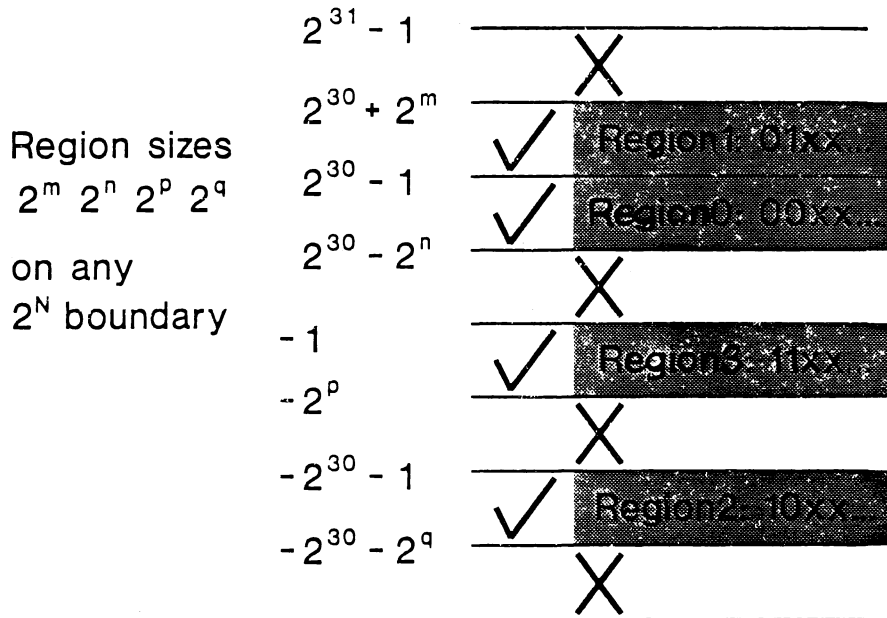
- P-processes use 4 memory regions
- A region is specified by 1 word
- Address translation hardware adds no overhead



The translation mechanism



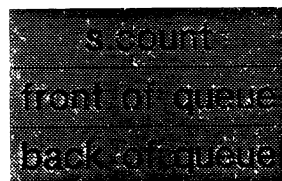
Logical address space



Classic N-valued semaphores

- Processes on the same processor

Semaphore
data
structure



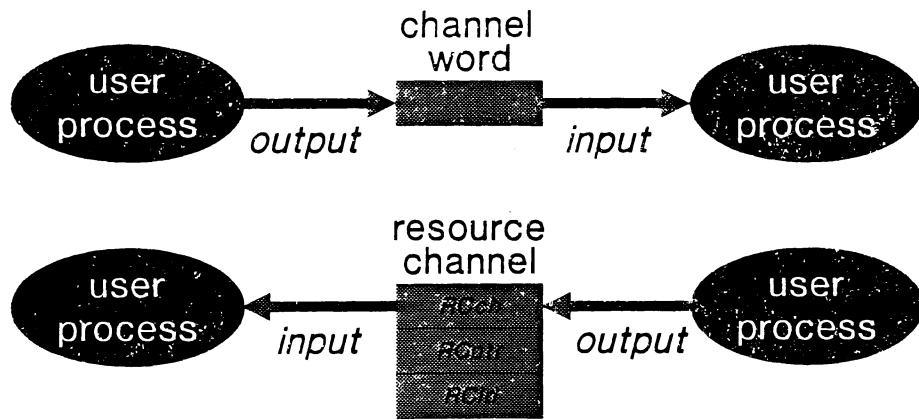
Wait

If s.count = 0
deschedule
otherwise
decrement s.count

Signal

If process on queue
reschedule it
otherwise
increment s.count

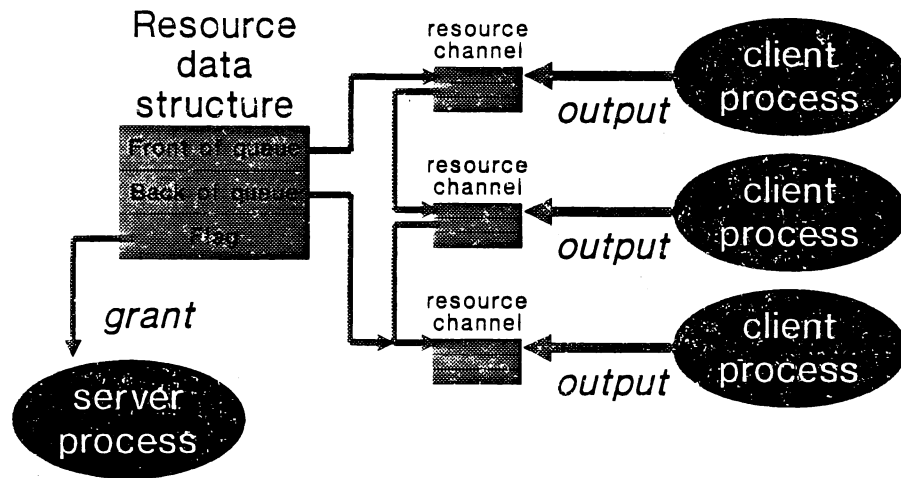
Resource Channels



● Like other channels until used for resources

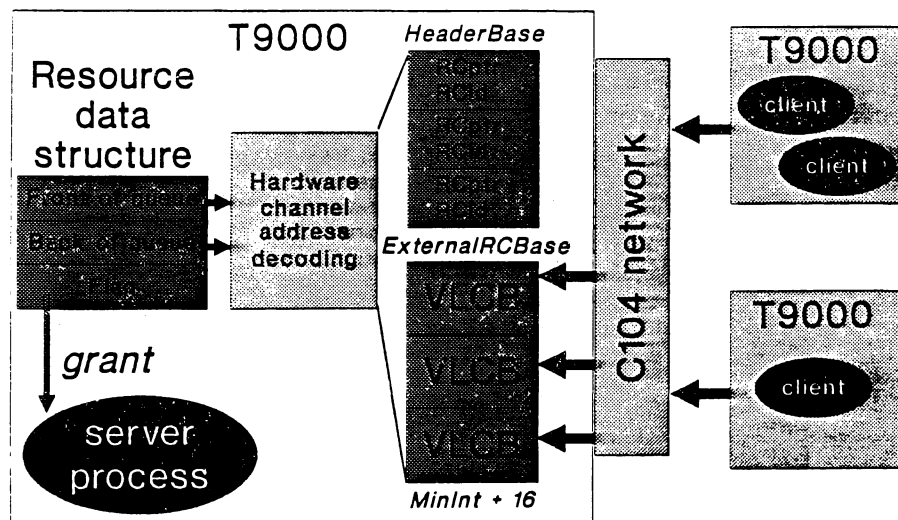
- RCch* Descheduled process pointer
- RCptr* For RC queues or return channel
- RCid* User programmable identifier

Resource Data Structures



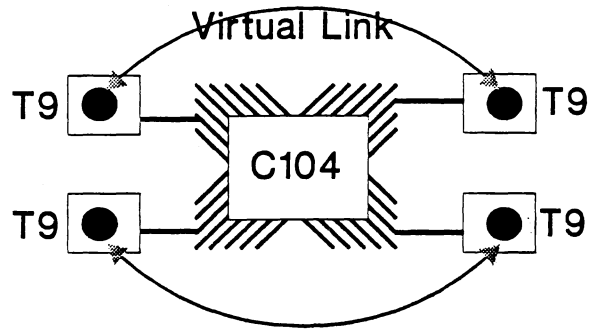
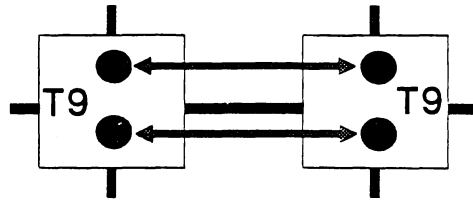
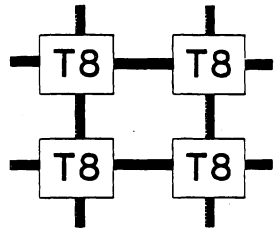
- Solves 1000-way ALT problem
- *grant* enables RLink as return channel

Resources across networks



- Hardware handles virtual link connections
- Same instruction for internal/external clients

Enhanced Connectivity



Control Link Commands

Resetting	<i>start</i>	Sets ID & channel header
	<i>reset</i>	Sets reset level
Configuring	<i>cpack/cpoke</i>	Config. space setup
Booting	<i>identity</i>	Device revision number
	<i>boot/bootdata</i>	Load boot code
	<i>run</i>	Begin execution
	<i>reboot</i>	Boot from ROM
Reporting	<i>error</i>	Slave reports to master
Debugging	<i>stop</i>	Halt and analyze
	<i>peek/poke</i>	Read/write memory word

- All command messages are handshaken

Debugging support

- Breakpoints
 - j0 for G-process is T805 compatible
 - j0 for L-process invokes trap handler
 - j0 for P-process returns to supervisor
- Watch regions
 - Can be enabled for L- and P-processes
- Single stepping
 - Available for L- and P-processes

Debugging networks

Control links

- Independent debugging network
- Link speed programmable
- Ultimate post-mortem capability

Virtual channels

- Logically separate debugging networks

Protection and relocation

- Debugging monitors
- Operating systems

Enhanced kernel writing support

Interrupted process state access

ldshadow load shadow registers from memory
stshadow store shadow registers in memory

Scheduling queue manipulation

swapqueue swap complete scheduler queue
insertqueue insert at front of scheduler queue

Timer queue manipulation

swaptimer swap complete timer queue

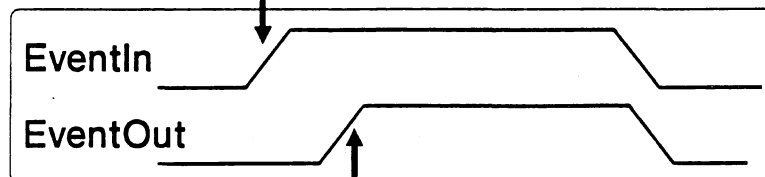
Timeslice control

settimeslice enable/disable timeslicing
timeslice deschedule to back of queue

Events

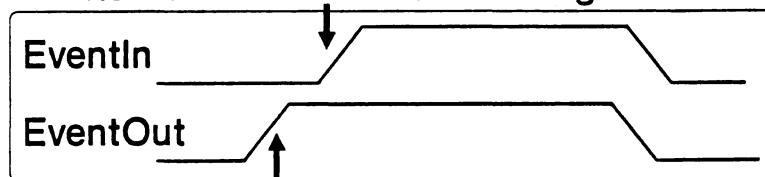
4 Event inputs & 4 Event outputs

External hardware exerts EventIn



T9000 acknowledges event request

External hardware acknowledges event



T9000 exerts EventOut

Enhanced process model - summary

- Virtual channels
- Resources
- Semaphores
- Per-process error handling
- Memory protection and relocation
- Enhanced support for debugging
- Enhanced real-time kernel support

T9000 Product Family

- Performance
- Responsiveness
- Connectivity
- System simplicity
- Software

Transputing '91

T9000 Software Presentation

Tony Debling