



CONTROL DATA®
6600 COMPUTER SYSTEM
6613-D, 6614-D,
CENTRAL MEMORY
CLOCK
EXTENDED CORE STORAGE COUPLER
(SPEC OPT 60080-C/D)
CEJ/MEJ (STD OPT 10104-C/D)
POWER WIRING

DIAGRAMS AND CIRCUIT DESCRIPTION



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New features, as well as changes, deletions, and additions to information in the manual, are indicated by bars in the margins or by a dot near the page number if the entire page is affected. A bar by the page number indicates pagination rather than content has changed.

RECORD of REVISIONS

REVISION	NOTES
A (11-20-68)	Manual released; includes Field Change Order 19964, equipment level 6613-D01 and 6614-D01.
B (1-30-69)	Engineering Change Order 20435, wire length changes only; no change to this manual.
C (1-30-69)	Manual revised, includes Engineering Change Order 21544, publication change only. Incorporates Field Change Order 20264, equipment level 6613-D01 and 6614-D01. Pages 1-10, 2-iii, 2-10, 2-11, 3-5, 3-15, 4-iii, 4-5, 4-7, 4-12, 4-13, 4-15, 4-17, 4-21, 4-25, 4-29, 4-30, 4-31 and 4-35 revised. Pages 2-14, 4-viii, 4-2, 4-4, 4-6, 4-10, 4-12, 2, 4-14, 4-16, 4-20, 4-24, 4-26, 4-28, 4-30, 2, 4-32, 4-34, 4-37, 4-39, 4-40 and 4-41 added.
D (3-26-69)	Manual revised, includes Field Change Order 20811, equipment level 6613-D01 through D02, 6614-D01 through D02. Pages 4-iv, 4-v, 4-vi, 4-vii, 4-5, 4-6, 4-7, 4-11, 4-12, 4-29, 4-31 and 4-35 revised.
E (3-26-69)	Manual revised, includes Engineering Change Order 21961, publication change only. Pages 2-11, 4-23, 4-25, and 4-27 revised.
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H (7-15-69)	Manual revised, includes Field Change Order 21828, equipment level 6613-D01 through D08, 6614-D01 through D08. Pages 1-3, 1-5 and 1-7 revised.
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or use Comment Sheet in the back of this manual.

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PART 1

CENTRAL MEMORY (131 K)

PART 1
CENTRAL MEMORY (131 K)
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KEY TO LOGIC SYMBOLS
(Standard 6000 Series Card Types)

Logic diagrams represent a symbolic approach to electronic schematics. By using symbols to represent building block circuits, the schematic becomes easy to read if the reader understands the function of the symbols. In CONTROL DATA* logic, two signals, a logical "0" and a logical "1" are the possible input or output conditions of a circuit. For example, "1" is considered "up" and "0" is considered "down" on a timing chart. Detailed descriptions of logic symbols and their associated electronic representations are contained in the Printed Circuit Manual, Cordwood Modules (Pub. No. 60042700).

STANDARD LOGIC SYMBOLS

Standard logic diagram symbols for Control Data equipment using 6000 Series card types are inverters, test points, flip-flops, twisted pair line drivers, and coaxial cable line drivers.

Inverters

An inverter is a logic element which provides an output that is a negation of its input. When more than one input is provided to an inverter, "0's" take precedence over "1's" and therefore drive the output of the inverter to "1". Because all of the several inputs have to be "1" to drive the output of the inverter to a "0", the inverter may be considered an inverting AND (or NAND) gate when more than one input is present. The basic inverter is shown in the logic diagrams as an arrow into either a circle or a square (Figure 1). Both symbols represent the same electronic circuit and have the same logic interpretation. In a logic sequence of inverters, circle and square symbols are usually alternated as an aid in tracing signals, e.g., a "1" output from a square symbol implies a "1" output from subsequent squares in the logic chain.



Figure 1. Inverter Symbols

Certain card types employ variations of the standard inverter building block. These differences are indicated in the logic diagrams by a dot or a cross in the circle or square (Figure 2). Both the chassis tabs containing the card in question and the Printed Circuit Manual, Cordwood Modules (Pub. No. 60042700) contain electronic schematics of these special variations.

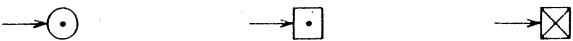


Figure 2. Special Inverters

Acceptable conventions for showing multiple inputs and outputs are given in Figure 3. Note that the output of inverter A is "0" only if inputs X, Y, and Z are all "1". The multiple outputs are identical.



Figure 3. Multiple Inputs/Outputs

Acceptable conventions for showing inverter networks are illustrated in Figure 4. As a general rule, circle inverters alternate with square inverters wherever possible. Because multiple outputs are identical, only one arrow is shown in cases where an inverter (A) serves as the single input to several succeeding inverters. In more complex inverter networks, multiple arrows are used (B to C and D; in this case because B is not the only input to C or D).

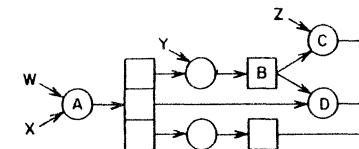


Figure 4. Inverter Networks

Test Points

A test point has no logic function, but is shown in the logic diagrams as a triangle (Figure 5). They are numbered from 1 to 6.



Figure 5. Test Point Symbols

KEY TO LOGIC SYMBOLS (Cont'd.)

Flip-Flops (FF)

The flip-flop (FF) is a storage device with two stable states--designated as Set and Clear--and is composed of two inverters (Figure 6). The flip-flop is said to be set when the set output (B) is a "1", and clear when it is a "0". Note that the input (A) must be "0" to set the flip-flop and (C) must be "0" to clear it.

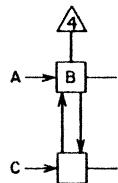


Figure 6. Flip-Flop Symbol

Logic signals are transmitted from one module to another by means of a line driver. Modules on the same chassis are connected with twisted pair lines, and those on separate chassis are connected by coaxial cable.

Twisted Pair Drivers

The twisted pair driver is represented by the standard square or circle. The output of the square or circle, however, is connected to a pin of the module in question and wired from there to a pin on another module (Figure 7). The ground wire of the pair is wired to the connector ground bus of each module. The pins are represented by small circles and are numbered from 1 to 28 (Pins 29 and 30 are ground and +6 volts, respectively, and generally are not shown in logic diagrams). The module location is shown above the card, and the module type is denoted in the upper right corner.

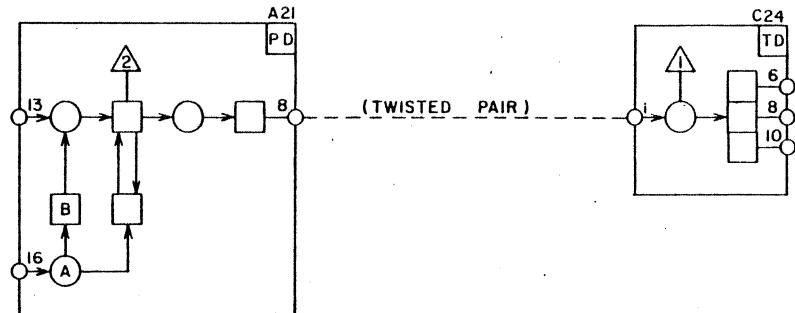


Figure 7. Twisted Pair Line Driver

Coaxial Cable Drivers

The coaxial cable driver is a 25 nsec pulse circuit, and is represented as shown in Figure 8. The pins used are represented by a small double circle.

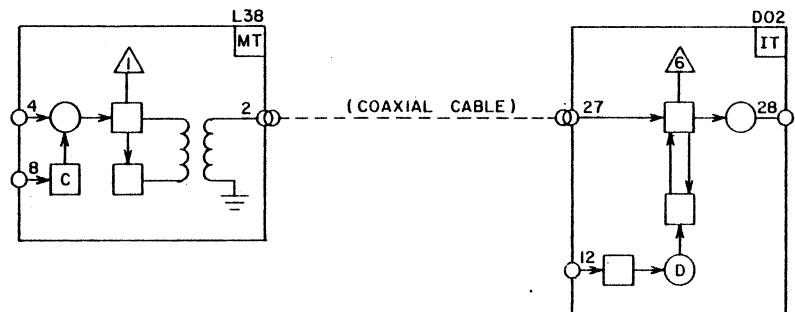


Figure 8. Coaxial Cable Driver

CENTRAL MEMORY

ADDRESSING

The CP programs are stored in CM, and all PPs may use CM for supplementary storage or inter-communication control. Thus CM addresses are generated by the CP and all PPs.

Each processor sends a CM address to a common address clearing house, or stunt box, from where they are sent on to CM. The stunt box can accept addresses from the several sources at 100-nsec intervals (maximum rate) on a priority basis and in turn issue one address every 100 nsec to CM.

An address goes to all banks of CM for decoding, and the referenced bank returns an accept signal to the stunt box if the bank is not busy (free) with a previous reference. The stunt box saves each address that it sends to CM in a hopper mechanism, and, if the address is not accepted, it is recovered from the hopper and re-issued to CM and again saved. The issue-save cycle repeats until an accept is received to void the hopper address. Up to three addresses can be saved in the hopper. However, an address is always accepted within 2000 nsec (worst case because of bank conflict) of the first time it is issued.

DATA DISTRIBUTION

Data to and from CM is distributed from a data distributor. The word from a read reference goes from CM to the data distributor and then to the requesting processor. A word to be stored during a write reference goes from the processor to the data distributor to CM. The distributor can transfer a word to or from CM every 100 nsec. A store word goes to all banks of CM, but separate storage control mechanisms for each bank insure that the word is stored in the proper bank.

The distributor routes data to and from proper origins and destinations as directed by control information or tags received from the stunt box. The tags are entered in the stunt box along with each address and serve to identify the address sender, origin or destination of data, and nature of the address, e.g., read, write, or PP exchange jump. The stunt box sends the tags to the data distributor (and to destinations in the processors for read references) when an address is accepted, and the distributor accomplishes the data transmission. For write references, the data source sends the word to the distributor, where it is held temporarily before it is stored.

STORAGE

The many banks of storage in CM are evenly distributed on 8 chassis in the computer. There are four banks per chassis.

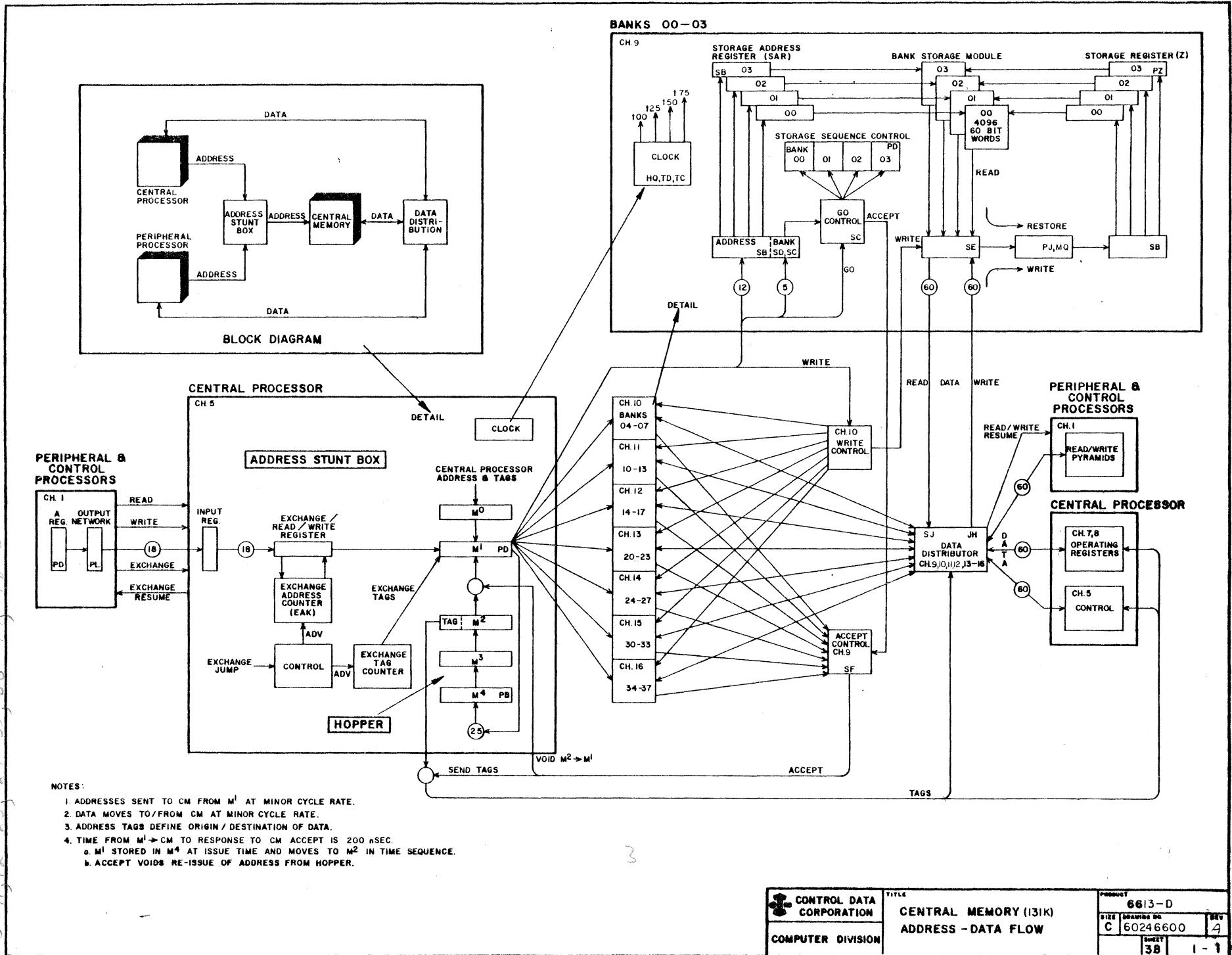
The circuit organization allows the four banks to operate independently and be phased into operation at 100-nsec intervals, which corresponds to the maximum rate at which the stunt box issues addresses. A chassis input register receives the 17-bit address from the stunt box and distributes the 12-bit address to 1 of 4 storage address registers associated with the four banks. Hence 32 consecutive addresses referencing 32 separate banks may be accepted at 32 consecutive minor cycle intervals and result in a data word flowing to or from CM in 32 consecutive minor cycle intervals. The independent controls for each bank and treatment of the address and data word insure that only one bank is in a given time segment of its 1000 nsec storage cycle at any one time. At least one minor cycle separates the storage cycle of all banks.

A word read from any bank is sent to a common temporary storage register and to the data distributor by a common path. A word to be restored is then sent to a write register by way of a buffer register. The write register sends the word to 1 or 4 restoration registers for restoring in the proper bank.

A word from the data distributor during a write reference goes to the temporary storage register on all chassis and then follows the restore path for writing in memory. Only one of the many banks is in the proper time spot in its storage cycle to store the word received, and this bank is the one associated with the write address.

A go signal with each address from the stunt box allows a group of four banks (one chassis) to recognize and translate the bank bits. The referenced bank, if not busy, sends an accept to the stunt box and starts 1 of 4 storage sequence control circuits, which in turn direct the 1000 nsec storage cycle for the selected address.

A write signal may also accompany each address from the stunt box. It distinguishes read and write references and controls the path to the restoration registers. The CM uses the same 12-bit storage module as used in the PPs, but five are driven in parallel to hold the 60-bit word.



GO CONTROL (131K)

A go control circuit is associated with each chassis (four banks) of CM. The circuit has several functions.

1. Recognize an address from the stunt box and determine if it is located in an associated bank.
2. Sends an accept to the stunt box if the address is valid and the bank is free.
3. Starts the 1000 nsec storage cycle to read or store the word at the selected address.

No accept is sent to the stunt box if the selected bank is executing a storage cycle from a previously issued address (bank busy case). The address is ignored in this case. The time of address issue from the stunt box and the time the accept should be received back at the stunt box is 200 nsec, and this time is used by the stunt box to determine if the address has been accepted. An accept at the proper time voids reissue of the address; otherwise address reissue continues until the accept is received.

BANK SELECTION

The go signal accompanying each address signals all CM go control circuits to search the bank selection bits and determine if the 12-bit address is located in one of its associated banks. A translator circuit in each go control translates the lower five bits of the address, stores the selection in a FF (one FF for each bank), sends the accept, and starts the storage sequence control circuit to start the storage cycle.

The five bits provide 32 unique codes, one for each bank. The upper three bits select 1 of 8 chassis and the lower two bits 1 of 4 banks on the chassis.

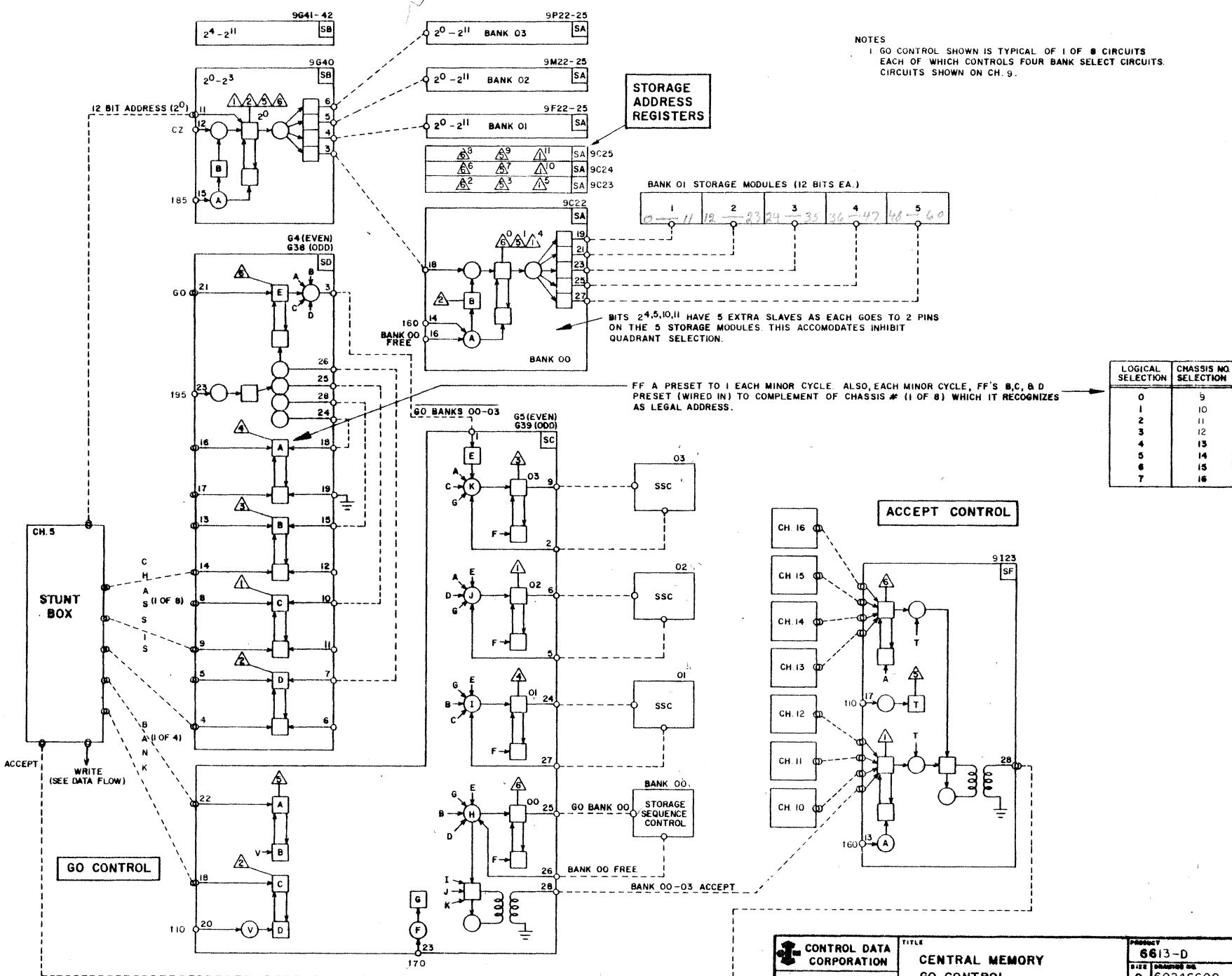
The 17-bit address and bank quantity is stored in an input FF register. Before an address is received, a clock pulse presets the upper three of the five bank bits to the complement of the quantity it should recognize. Thus, for a zero chassis selection (physical chassis 3), the upper three bits are preset to 111XX, the complement of 000XX. A 000XX bank code then is necessary to complete the go FF output gate, which in turn allows recognition of the lower two bits of the bank selection.

Four unique translations are made from the lower two bits of the bank selection bits and stored in separate FFs. A go from the 1 of 8 translator, a bank free condition from the storage sequence control circuit, and a clock pulse gates the 1 of 4 storage and turns on the accept signal. The set FF then starts an associated storage sequence control circuit.

ACCEPT CONTROL

The accept signal indicates a bank is free and has accepted the address in its chassis input register. The time interval from address issue from the stunt box to receipt of the accept in the stunt box allows the stunt box to determine if the address has been accepted. If so, the address in the stunt box hopper is destroyed, and address tags are sent from the stunt box to the data distributor and other areas to tell the address sender to send its data word (write reference) or be ready for receipt of the word read (read reference).

One accept is associated with each chassis for a maximum of eight signals. All are combined in a common OR circuit which feeds the stunt box. Since an address may be sent each 100 nsecs, an accept may be sent to the stunt box every 100 nsecs, with each accept delayed from its associated address by 200 nsecs.



STORAGE SEQUENCE CONTROL

Storage sequence control responds to a bank go condition from go control and generates a series of timing signals which direct the basic cycle of the storage module. In general, the circuit establishes the bank free condition, makes the address available to the storage module, and then issues read, sense, start and end inhibit, bank merge, and write drive signals to sequence reading and writing. The sense signal samples the differential amplifier which receives the data word read out on the double-ended sense lines from storage. The signals time the basic pulse sequence of the 1000 nsec storage cycle. The storage module discussion details the circuits which respond to the address and read and write drive signals, and thereby make the read word available on the sense lines, or store the word to be written or restored in memory.

TIMING CHAIN

The timing chain is a series chain of FFs whose outputs drive slave inverters, which in turn supply the various signals to sequence reading and writing in CM. A pulse enters the chain and is transferred to successive FFs at 50 nsec intervals. A bank go signal sets the read FF to start the sequence. Each FF is set for 400 nsecs; slave inverters from set and cleared FFs in the chain are combined to establish timed gating signals for the various drive signals.

BANK FREE

The bank free condition is established when all FFs in the chain are cleared, i.e., no pulse is travelling down the chain. The read FF, and intermediate FF, and write FFs (last FF in chain), contribute timing signals to the bank free circuit and indicate whether a pulse is in the chain. All three FFs must be cleared to signal bank free, but their set states overlap to signal bank busy when a pulse is in the chain.

The bank free signal allows go control to respond to its back translation circuits and issue a bank go signal which sets the read FF to turn off the bank free signal.

STORAGE CYCLE TIMING

The following are the recommended times or timing durations for Central Memory in all 6000 series computers:

Strobe (time 75 ± 5 nsec)

This is measured on TP5 of the SE module, (see page 7). This time should be adjusted by varying the length of wire to pin 16 of the SG module.

Read-On(255 nsec ± 5 nsec) before Strobe.

This is measured on pin 1 of the PU module. This time should be adjusted by varying the length of wire to pin 10 of the PU module and/or pin 2 of the GI module.

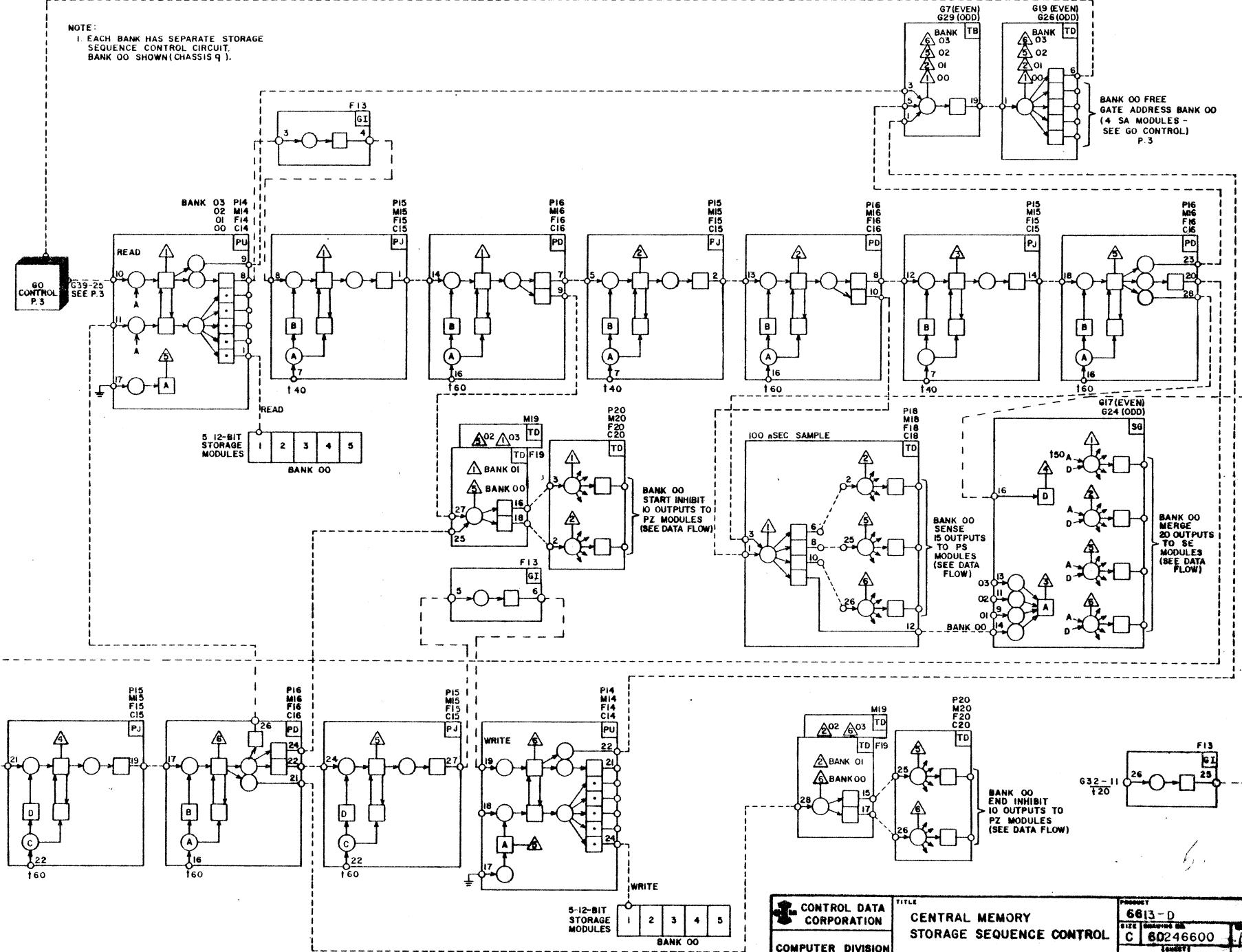
Read-Off (395 nsec ± 5 nsec) after the start of Read

This is measured on pin 1 of the PU module. This time should be adjusted by varying the length of wire to pin 11 of the PU module.

Write (355 nsec ± 5 nsec)

This is measured on pin 24 of the PU module. This time should be adjusted by varying the length of wire to pin 19 of the PU module and/or pin 5 of the GI module. See also page 7.

NOTE:
I. EACH BANK HAS SEPARATE STORAGE
SEQUENCE CONTROL CIRCUIT.
BANK 00 SHOWN (CHASSIS 9).



DATA FLOW

In a read reference, the read word from the specified address flows from the storage modules to the data distributor and also back to the storage modules for restoration. The SE modules send the read word to the distributor and start the restore portion of the cycle. The restore FFs on these modules are cleared just before receiving the read word.

In a write reference, the read word from the specified address is sent to the data distributor and entered in the restore FFs of the SE modules. The restore FFs are cleared again to destroy the read word and reset with the write word which is stored in place of the read word during its normal restore cycle. The write control circuit and timing of stunt box tags direct the sequence.

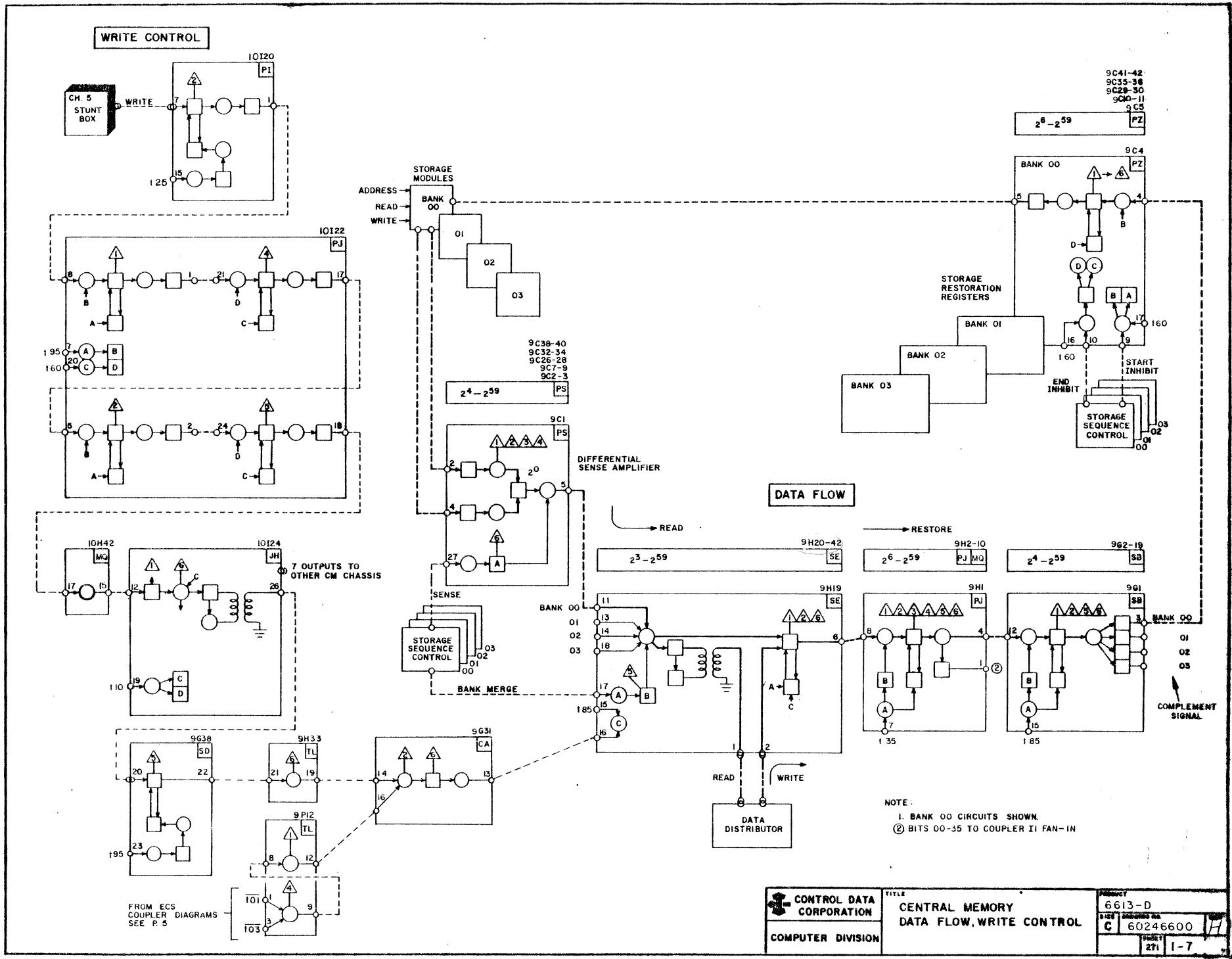
WRITE CONTROL

Write control clears the restore FFs in the SE modules when writing in memory and thereby allows entry of the write word into the restore circuits.

DATA FLOW

A write signal from the stunt box enters the write control timing chain at the same time as the memory address is received in the input register of all memory chassis. The timing chain feeds a pulse to all chassis where they are fanned out and clear the restore FFs on the respective chassis SE modules. The delay time through the chain and format just exceeds the read access time and thereby destroys the read word immediately after it enters the SE restore FF. Effectively, the pulse in the timing chain runs in parallel with the pulse in the storage sequence control associated with the selected bank, but the write pulse from the timing chain fanout is emitted just after the bank merge pulse (which enters the read word in the SE restore FFs) from storage sequence control. Write pulses may enter the chain at minor cycle intervals and each is associated with a parallel operating storage sequence control.

The timing within the data distributor is such that a write word is sent to the SE modules slightly later than the SE modules sent the read word to the data distributor.



DATA DISTRIBUTOR

The data distributor distributes read and write words to and from CM. Read words are sent to CP control on chassis 5, CP registers on chassis 7 and 8, and to the PP on chassis 1.

Write words are accepted from CP control on chassis 5 (exchange jump or return jump instructions), CP register chassis 7 and 8 (X^{0-7} registers), or from the PP on chassis 1.

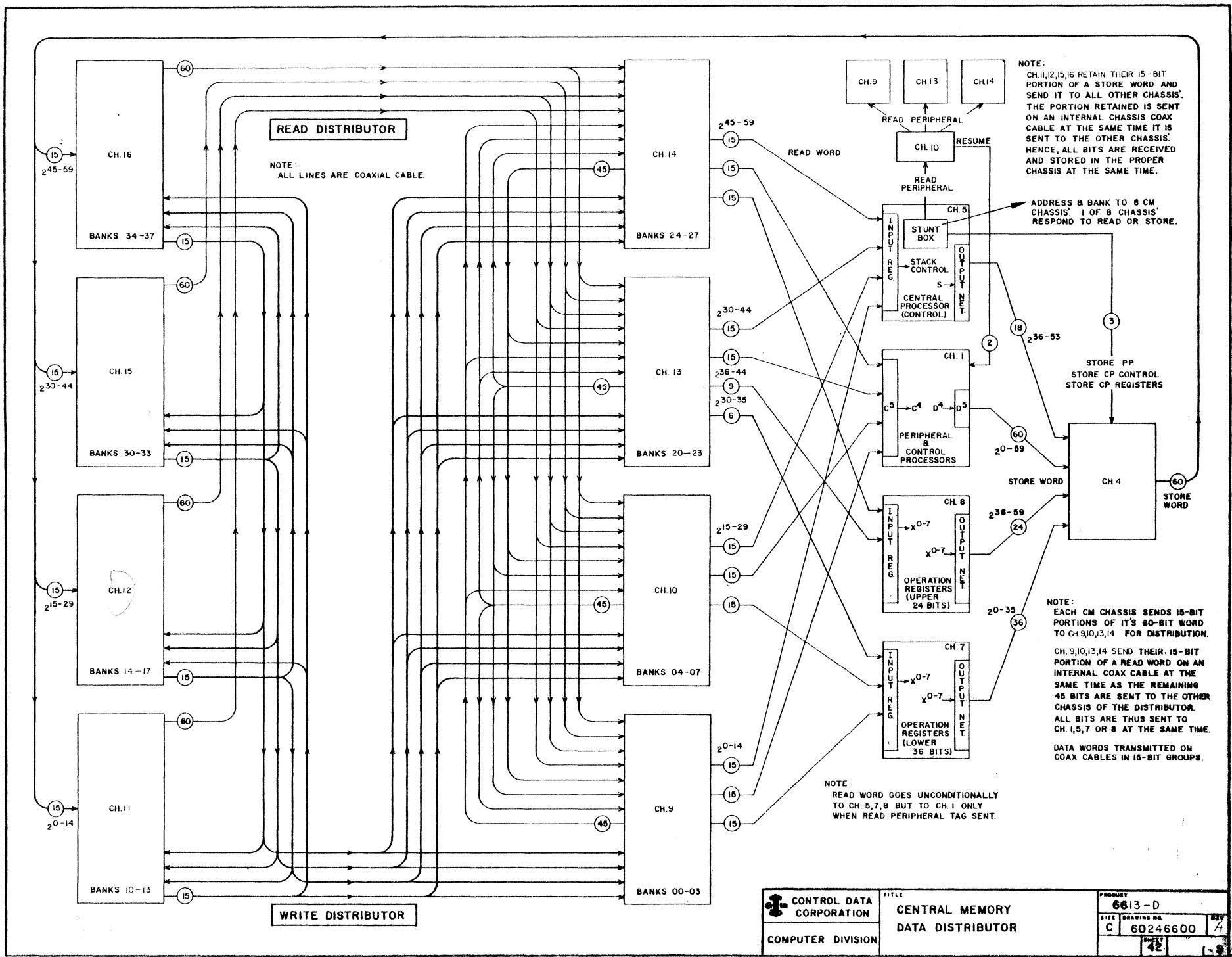
Address tags from the CP stunt box define the read or write cases and the origin or destination of the data.

STORAGE CYCLE TIMING

Inhibit On and Off

The inhibit should turn on at least 20 nsec before the start of the Write, and stay on at least 15 nsec after the end of the Write. The inhibit time is measured on pin 5 of the PZ module and is compared to the Write on pin 24 of the PU module. It should not be necessary to adjust the on time for the inhibit 30-50 nsec is the usual delay between inhibit-on and write-on. The off time is adjusted by varying the length of wire to pin 14 of C21, F21, M21, or P21 (clock working ranks).

The read pulse should be adjusted to obtain 395 nsec \pm 5 nsec.



READ DISTRIBUTOR

The read distributor accepts read words from the 8 CM chassis and routes them to the several destinations.

The distributor is organized on chassis 9, 10, 11 and 12 each of which handles 15 bits of the 60-bit word. Chassis cable limitations dictate the organization. The listing below shows the bits handled by each chassis.

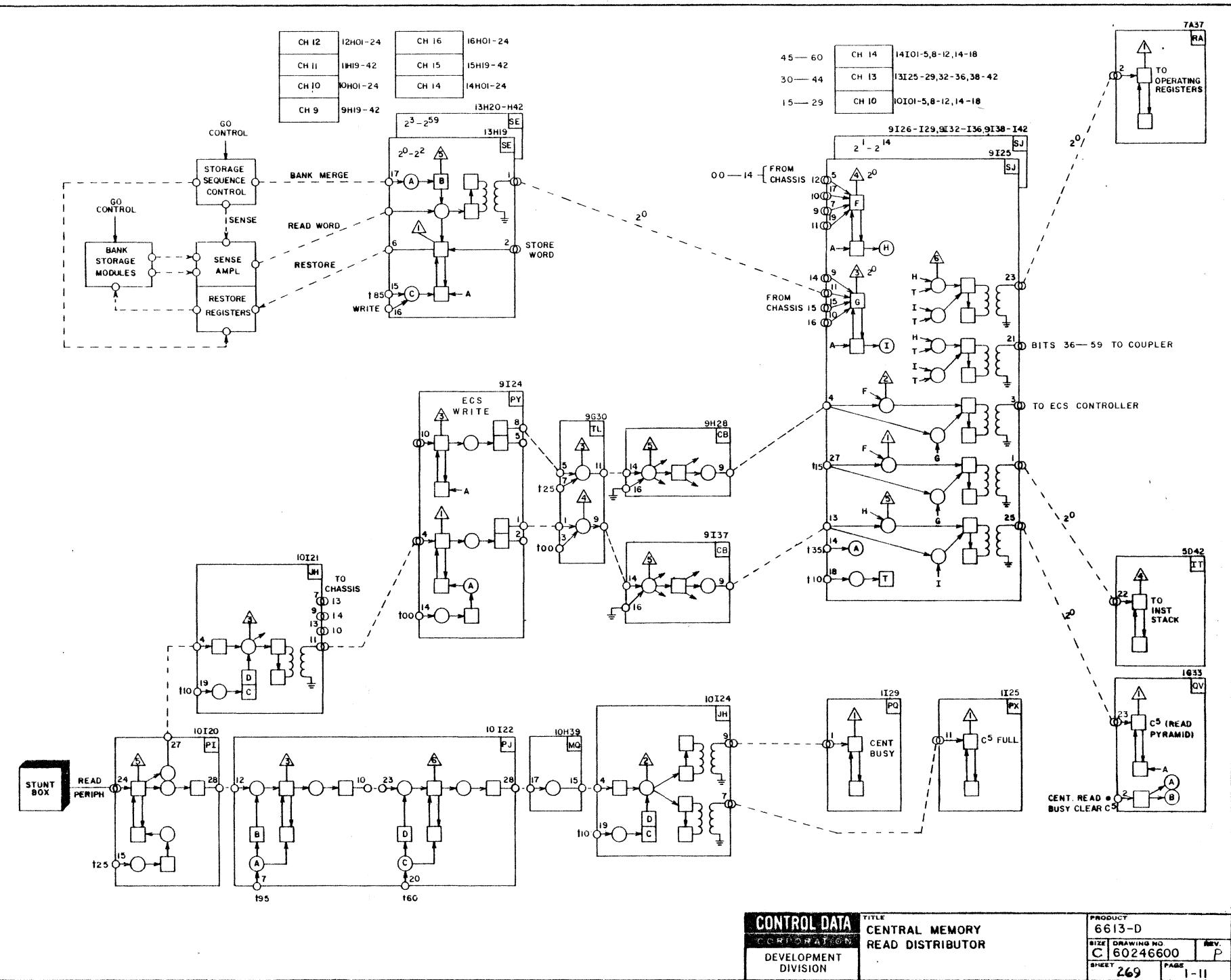
CHASSIS	BITS
9	0-14
10	15-29
13	30-44
14	45-59

Chassis 13-16 each send the same 15-bit group to chassis 9-10-11 and 12. A read word from chassis 9 retains bits 0-14 but sends remaining bits in three groups to chassis 10, 13 and 14. Read words from chassis 10, 13 and 14 are handled similarly. Intra-chassis coaxial cables are

used on chassis 9, 10, 13 and 14 for their 15-bit portions so that timing is consistent with the chassis receiving the data.

Each read word is sent unconditionally from chassis 9, 10, 13 and 14 to chassis 5 (CP control) and chassis 7 and 8 (CP registers). A read peripheral tag from the stunt box is sent to chassis 10 and then on to chassis 9, 13 and 14. The tag gates the read word to the C⁵ register in the read pyramid on PP chassis 1.

The read peripheral tag also enters a time delay chain and is returned to the PP as a resume signal. The resume sets the C⁵ full FF in the PP (after data word is in C⁵) to signal the presence of the read word. The same resume also clears the central busy FF to indicate to PP control that the address has been accepted by the stunt box and CM has delivered the word. This allows the PPs to proceed and send another address to the stunt box.



CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TITLE
CENTRAL MEMORY
READ DISTRIBUTOR

PRODUCT
6613-D

SIZE DRAWING NO.
C 60246600
SHEET PAGE
269 1-11

Bit	Module	Pin	TP	Module	Pin	TP
59	13H42	28	6	14I18	17	4
58		8	2	17		
57	13H41	1	1	16		
56	13H41	28	6	15		
55		8	2	14		
54	13H40	1	1	12		
53	13H40	28	6	11		
52		8	2	10		
51	13H39	1	1	09		
50	13H39	28	6	08		
49		8	2	05		
48	13H37	1	1	04		
47	13H37	28	6	03		
46		8	2	02		
45		1	1	01		
44	13H36	28	6	13I42		
43		8	2	41		
42	13H35	1	1	40		
41	13H35	28	6	39		
40		8	2	38		
39	13H34	1	1	36		
38	14H34	28	6	35		
37		8	2	34		
36	13H32	1	1	33		
35	13H32	28	6	32		
34		8	2	29		
33	13H31	1	1	28		
32	13H31	28	6	27		
31		8	2	26		
30		1	1	25		
29	13H30	28	6	10I18	11	3
28		8	2	17	11	
27	13H29	1	1	16	11	
26	13H29	28	6	15	11	
25		8	2	14	11	
24	13H27	1	1	12	11	
23	13H27	28	6	11	11	
22		8	2	10	11	
21	13H26	1	1	09	11	
20	13H26	28	6	08	11	
19		8	2	05	11	
18	13H25	1	1	04	11	
17	13H25	28	6	03	11	
16		8	2	02	11	
15		1	1	01	11	
14	13H24	28	6	9I42	11	
13		8	2	41	11	
12	13H22	1	1	40	11	
11	13H22	28	6	39	11	
10		8	2	38	11	
9	13H21	1	1	36	11	
8	13H21	28	6	35	11	
7		8	2	34	11	
6	13H20	1	1	33	11	
5	13H20	28	6	32	11	
4		8	2	29	11	
3	13H19	1	1	28	11	
2	13H19	28	6	27	11	
1		8	2	26	11	
0		1	1	25	11	3

Read/Dist/
RestoreRead
DistributorRead/Dist/
RestoreRead/Dist/
RestoreRead
DistributorRead
DistributorRead
Distributor

Data Trunks

6613-D Central Memory

Read/Distribute/Restore (CH 13, 14, 15, 16)

to Read Distributor (CH 9,10,13,14)

Sheet 2

REV. A 1-13

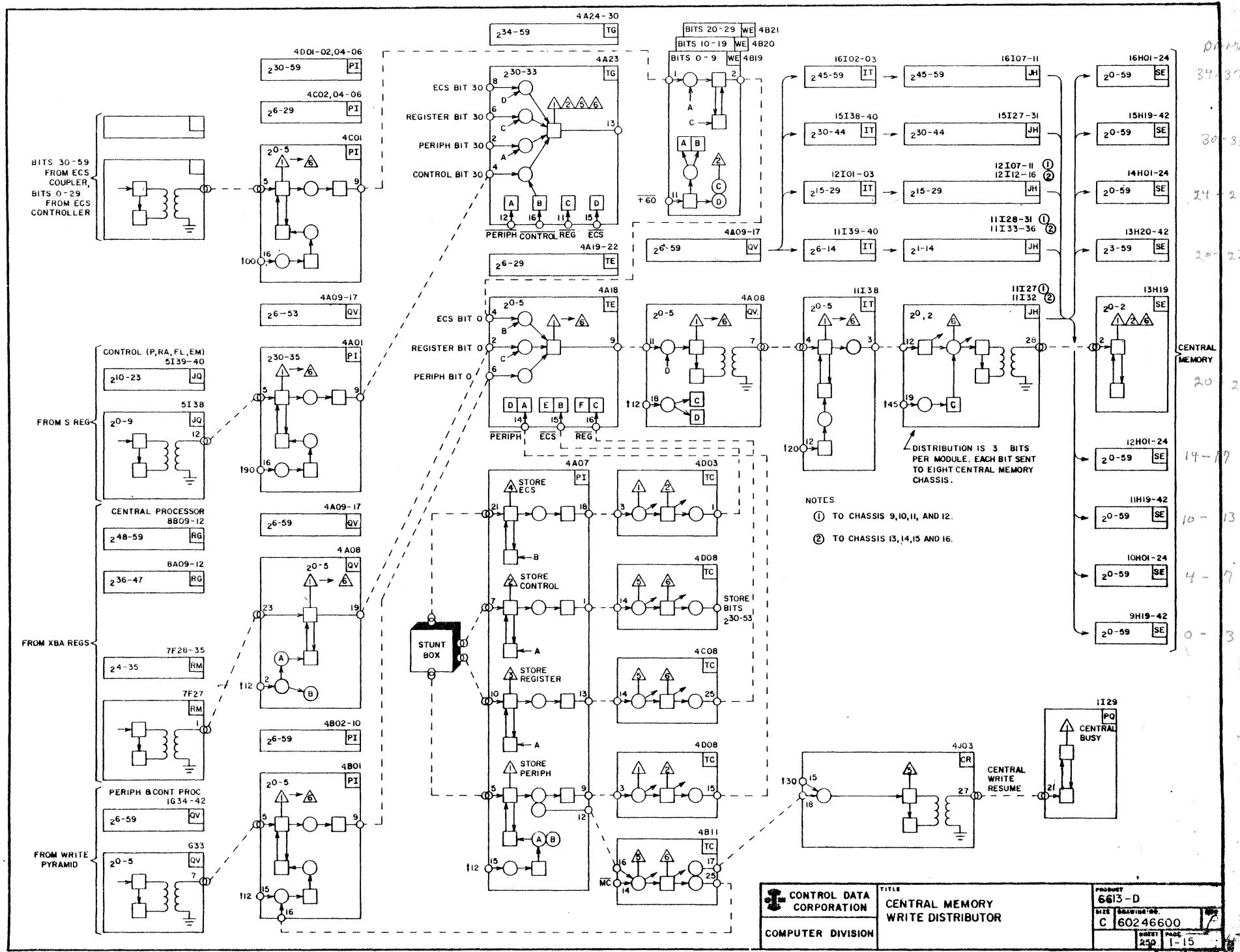
WRITE DISTRIBUTOR

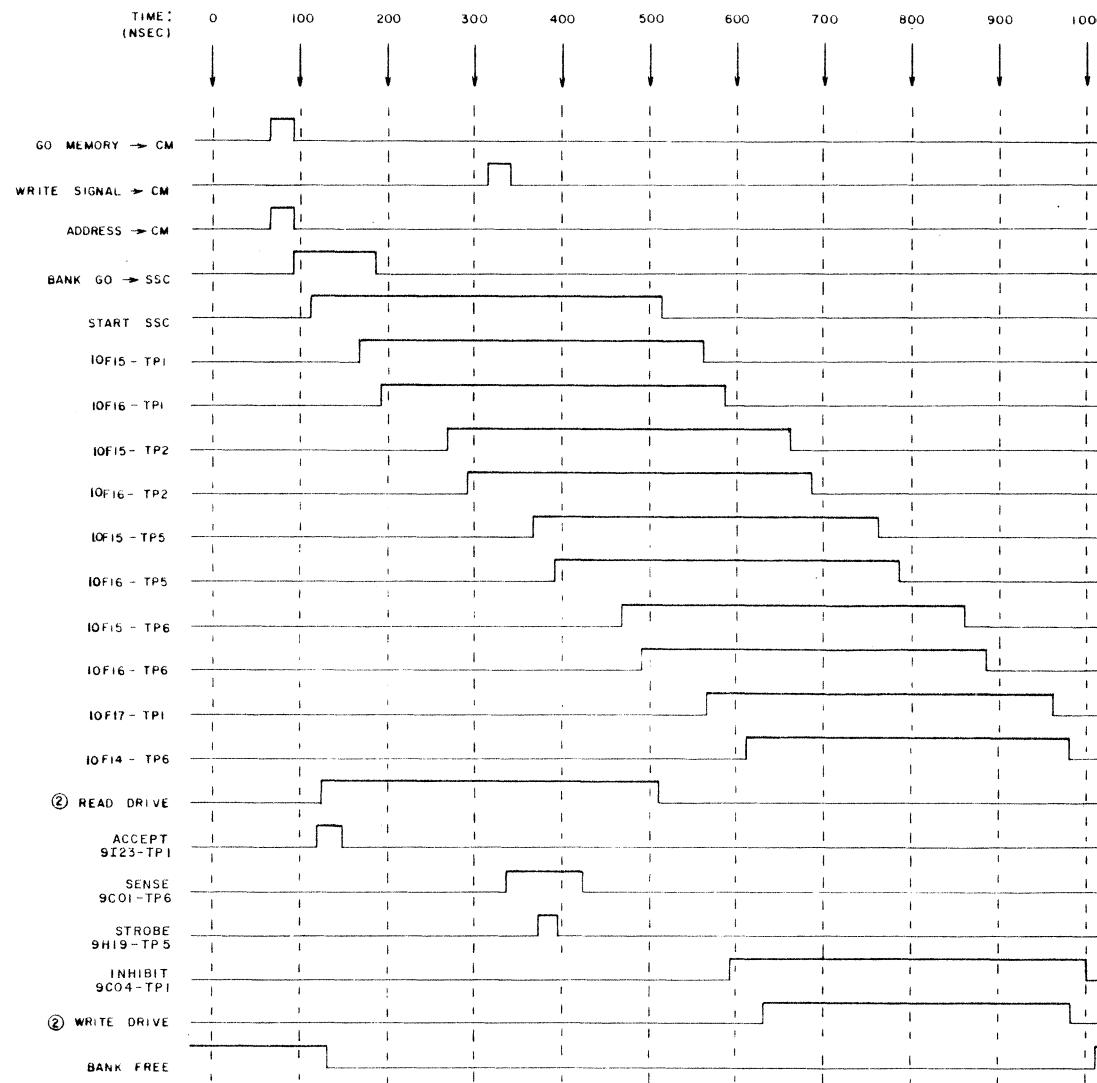
The write distributor accepts words from the several sources and stores them in 1 of 8 memory chassis. The distributor is on chassis 4. The 60-bit word on chassis 4 is split into four 15-bit groups which are sent to chassis 13-16 respectively. Each of these chassis in turn sends (or stores) its 15-bit group to the other 7 chassis unconditionally.

A 3-to-1 fan-in on chassis 4 selects the proper word under control of the store tag from the stunt box which is established ahead of the data.

The word is then split and transmitted to chassis 13-16. The chassis 4 data registers and the tag FFs are cleared simultaneously.

One minor cycle after the register clear, a central write resume is sent to the PP to clear the central busy FF and allow the PPs to send another address to the stunt box.





NOTES:

1. STORAGE CYCLE TIMING IS TYPICAL FOR ALL MEMORY CHASSIS (CHASSIS 10, BANK 00 LOCATIONS AND TP'S SHOWN).

② READ/WRITE DRIVE TIMES SHOWN ARE THAT OF OUTPUT PINS ON IOF14

THIS SHEET IS IDENTICAL TO CENTRAL MEMORY (65K) PAGE 15

CONTROL DATA		TITLE	PRODUCT	
CORPORATION			6613-D	
DEVELOPMENT DIVISION		CENTRAL MEMORY		REV.
		STORAGE CYCLE TIMING		
SHEET:	45	DRAWING NO.	C 60246600	A
		PAGE:	1 - 19	

PART 2

CENTRAL MEMORY (65 K)

PART 2
CENTRAL MEMORY (65K)
CONTENTS

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2-0	Central Memory
2-2	Go Control
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2-4	Storage Sequence Control
2-5	Storage Sequence Control
2-6	Data Flow
2-7	Data Flow/ Write Control
2-8	Data Distributor
2-9	Data Distributor
2-10	Read Distributor
2-11	Read Distributor
2-12	Write Distributor
2-13	Write Distributor
2-14	Write Distributor Test Points
2-15	Storage Cycle Timing

CENTRAL MEMORY

ADDRESSING

The CP programs are stored in CM, and all PPs may use CM for supplementary storage or inter-communication control. Thus CM addresses are generated by the CP and all PPs.

Each processor sends a CM address to a common address clearing house, or stunt box, from where they are sent on to CM. The stunt box can accept addresses from the several sources at 100-nsec intervals (maximum rate) on a priority basis and in turn issue one address every 100 nsec to CM.

An address goes to all banks of CM for decoding, and the referenced bank returns an accept signal to the stunt box if the bank is not busy (free) with a previous reference. The stunt box saves each address that it sends to CM in a hopper mechanism, and, if the address is not accepted, it is recovered from the hopper and re-issued to CM and again saved. The issue-save cycle repeats until an accept is received to void the hopper address. Up to three addresses can be saved in the hopper. However, an address is always accepted within 2000 nsec (worst case because of bank conflict) of the first time it is issued.

DATA DISTRIBUTION

Data to and from CM is distributed from a data distributor. The word from a read reference goes from CM to the data distributor and then to the requesting processor. A word to be stored during a write reference goes from the processor to the data distributor to CM. The distributor can transfer a word to or from CM every 100 nsec. A store word goes to all banks of CM, but separate storage control mechanisms for each bank ensure that the word is stored in the proper bank.

The distributor routes data to and from proper origins and destinations as directed by control information or tags received from the stunt box. The tags are entered in the stunt box along with each address and serve to identify the address sender, origin or destination of data, and nature of the address, e.g., read, write, or PP exchange jump. The stunt box sends the tags to the data distributor (and to destinations in the processors for read references) when an address is accepted, and the distributor accomplishes the data transmission. For write references, the data source sends the word to the distributor, where it is held temporarily before it is stored.

STORAGE

The many banks of storage in CM are evenly distributed on 4 chassis in the computer. There are four banks per chassis.

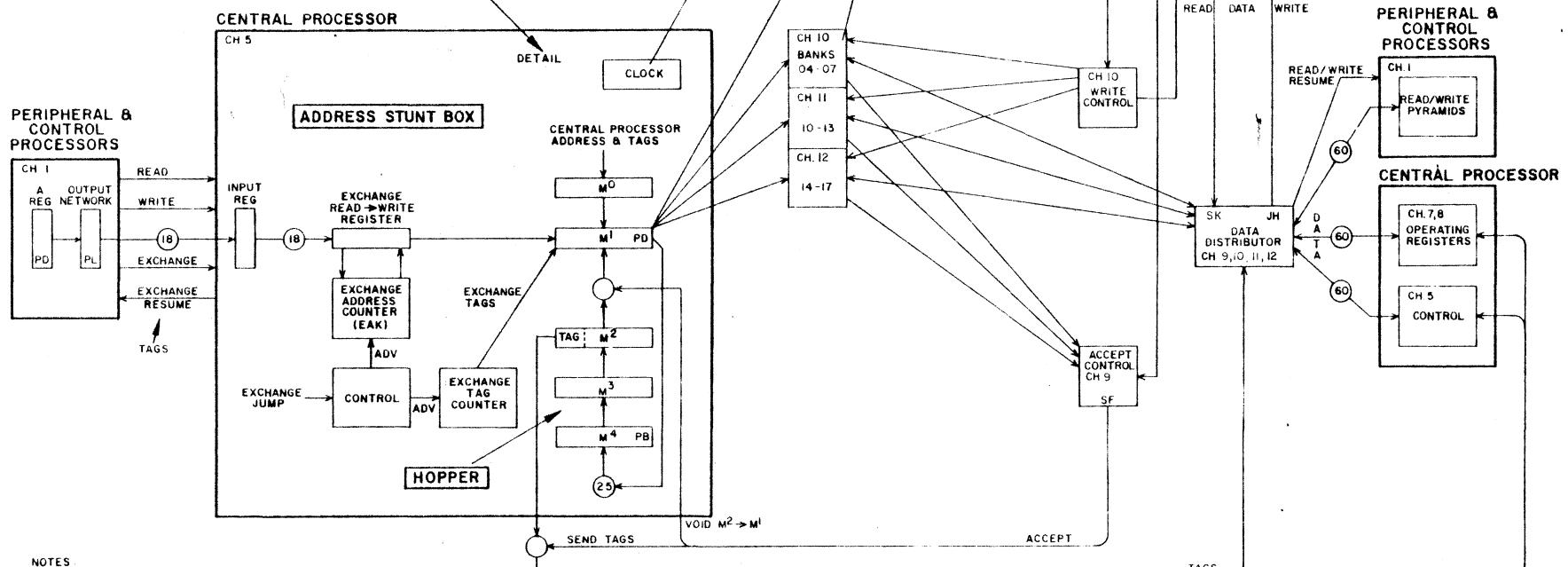
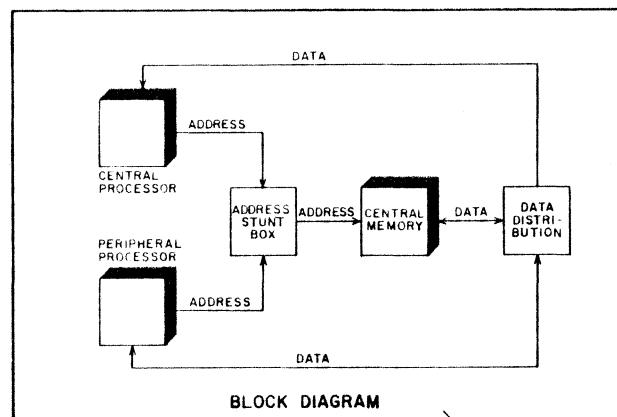
The circuit organization allows the four banks to operate independently and be phased into operation at 100-nsec intervals, which corresponds to the maximum rate at which the stunt box issues addresses. A chassis input register receives the 17-bit address from the stunt box and distributes the 12-bit address to 1 of 4 storage address registers associated with the four banks. Hence 16 consecutive addresses referencing 16 separate banks may be accepted at 16 consecutive minor cycle intervals and result in a data word flowing to or from CM in 16 consecutive minor cycle intervals. The independent controls for each bank and treatment of the address and data word ensure that only one bank is in a given time segment of its 1000 nsec storage cycle at any one time. At least one minor cycle separates the storage cycle of all banks.

A word read from any bank is sent to a common temporary storage register and to the data distributor by a common path. A word to be restored is then sent to a write register by way of a buffer register. The write register sends the word to 1 or 4 restoration registers for restoring in the proper bank.

A word from the data distributor during a write reference goes to the temporary storage register on all chassis and then follows the restore path for writing in memory. Only one of the many banks is in the proper time spot in its storage cycle to store the word received, and this bank is the one associated with the write address.

A go signal with each address from the stunt box allows a group of four banks (one chassis) to recognize and translate the bank bits. The referenced bank, if not busy, sends an accept to the stunt box and starts 1 of 4 storage sequence control circuits, which in turn direct the 1000 nsec storage cycle for the selected address.

A write signal may also accompany each address from the stunt box. It distinguishes read and write references and controls the path to the restoration registers. The CM uses the same 12-bit storage module as used in the PPs, but five are driven in parallel to hold the 60-bit word.



NOTES

- 1 ADDRESSES SENT TO CM FROM M¹ AT MINOR CYCLE RATE.
- 2 DATA MOVES TO/FROM CM AT MINOR CYCLE RATE
- 3 ADDRESS TAGS DEFINE ORIGIN / DESTINATION OF DATA.
- 4 TIME FROM M¹ → CM TO RESPONSE TO CM ACCEPT IS 200 NSEC
 - a M¹ STORED IN M⁴ AT ISSUE TIME AND MOVES TO M² IN TIME SEQUENCE
 - b ACCEPT VOIDS RE-ISSUE OF ADDRESS FROM HOPPER.

GO CONTROL (65K)

A go control circuit is associated with each chassis (four banks) of CM. The circuit has several functions.

1. Recognize an address from the stunt box and determine if it is located in an associated bank.
2. Sends an accept to the stunt box if the address is valid and the bank is free.
3. Starts the 1000 nsec storage cycle to read or store the word at the selected address.

No accept is sent to the stunt box if the selected bank is executing a storage cycle from a previously issued address (bank busy case). The address is ignored in this case.

The time of address issue from the stunt box and the time the accept should be received back at the stunt box is 200 nsec, and this time is used by the stunt box to determine if the address has been accepted. An accept at the proper time voids reissue of the address; otherwise address reissue continues until the accept is received.

BANK SELECTION

The go signal accompanying each address signals all CM go control circuits to search the bank selection bits and determine if the 12-bit address is located in one of its associated banks. A translator circuit in each go control translates the lower five bits of the address, stores the selection in a FF (one FF for each bank), sends the accept, and starts the storage sequence control circuit to start the storage cycle.

The five bits provide 16 unique codes, one for each bank. The upper three bits select 1 of 4 chassis and the lower two bits 1 of 4 banks on the chassis.

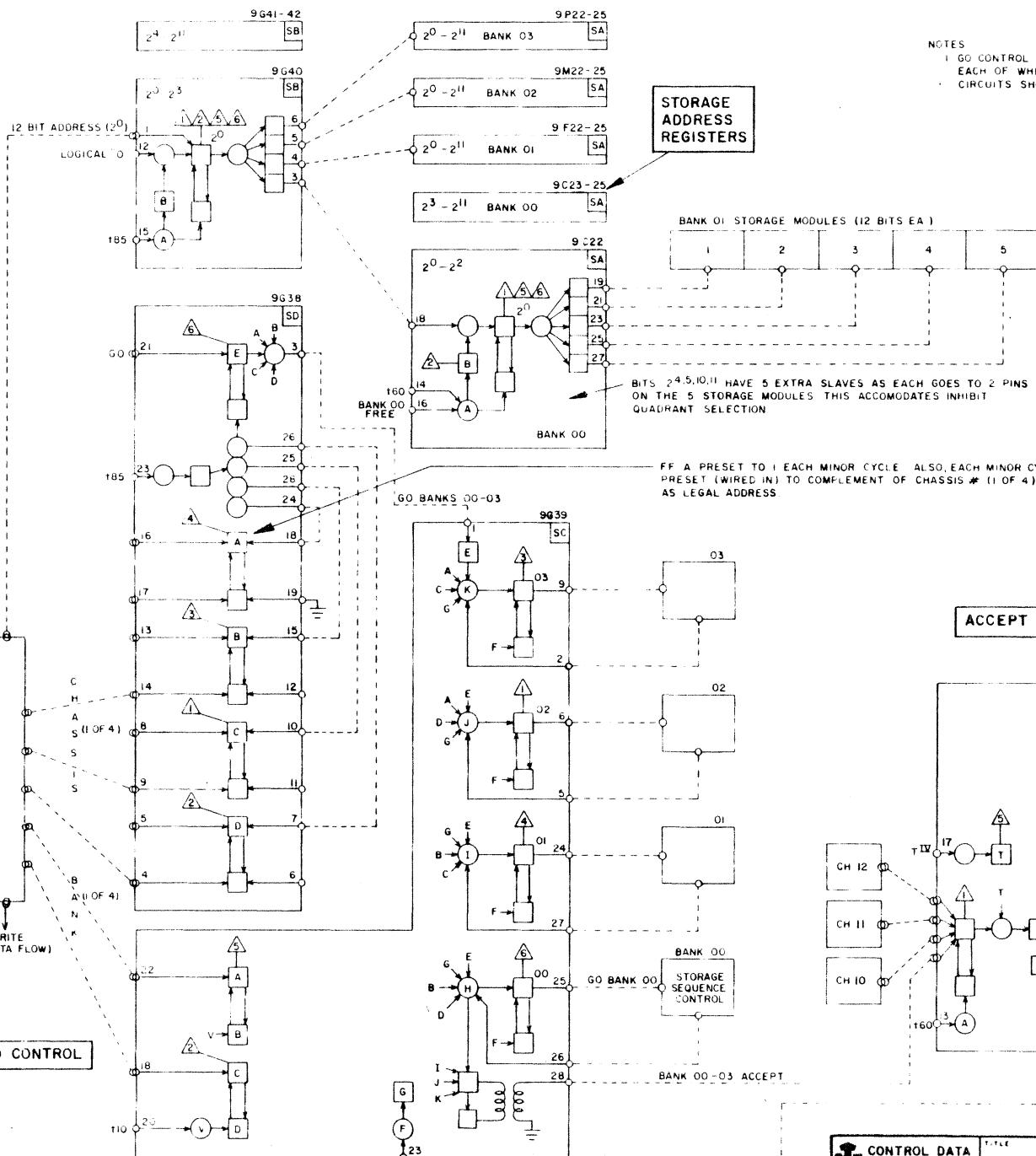
The 17-bit address and bank quantity is stored in an input FF register. Before an address is received, a clock pulse presets the upper three of the five bank bits to the complement of the quantity it should recognize. Thus, for a zero chassis selection (physical chassis 3), the upper three bits are preset to 111XX, the complement of 000XX. A 000XX bank code then is necessary to complete the go FF output gate, which in turn allows recognition of the lower two bits of the bank selection.

Four unique translations are made from the lower two bits of the bank selection bits and stored in separate FFs. A go from the 1 of 8 translator, a bank free condition from the storage sequence control circuit, and a clock pulse gates the 1 of 4 storage and turns on the accept signal. The set FF then starts an associated storage sequence control circuit.

ACCEPT CONTROL

The accept signal indicates a bank is free and has accepted the address in its chassis input register. The time interval from address issue from the stunt box to receipt of the accept in the stunt box allows the stunt box to determine if the address has been accepted. If so, the address in the stunt box hopper is destroyed, and address tags are sent from the stunt box to the data distributor and other areas to tell the address sender to send its data word (write reference) or be ready for receipt of the word read (read reference).

One accept is associated with each chassis for a maximum of eight signals. All are combined in a common OR circuit which feeds the stunt box. Since an address may be sent each 100 nsecs, an accept may be sent to the stunt box every 100 nsecs, with each accept delayed from its associated address by 200 nsecs.



STORAGE SEQUENCE CONTROL

Storage sequence control responds to a bank go condition from go control and generates a series of timing signals which direct the basic cycle of the storage module. In general, the circuit establishes the bank free condition, makes the address available to the storage module, and then issues read, sense, start and end inhibit, bank merge, and write drive signals to sequence reading and writing. The sense signal samples the differential amplifier which receives the data word read out on the double-ended sense lines from storage. The signals time the basic pulse sequence of the 1000 nsec storage cycle. The storage module discussion details the circuits which respond to the address and read and write drive signals, and thereby make the read word available on the sense lines, or store the word to be written or restored in memory.

TIMING CHAIN

The timing chain is a series chain of FFs whose outputs drive slave inverters, which in turn supply the various signals to sequence reading and writing in CM. A pulse enters the chain and is transferred to successive FFs at 50 nsec intervals. A bank go signal sets the read FF to start the sequence. Each FF is set for 400 nsecs; slave inverters from set and cleared FFs in the chain are combined to establish timed gating signals for the various drive signals.

BANK FREE

The bank free condition is established when all FFs in the chain are cleared, i.e., no pulse is travelling down the chain. The read FF, an intermediate FF, and write FFs (last FF in chain), contribute timing signals to the bank free circuit and indicate whether a pulse is in the chain. All three FFs must be cleared to signal bank free, but their set states overlap to signal bank busy when a pulse is in the chain.

The bank free signal allows go control to respond to its back translation circuits and issue a bank go signal which sets the read FF to turn off the bank free signal.

STORAGE CYCLE TIMING

The following are the recommended times or timing durations for Central Memory in all 6000 series computers:

Strobe (time 75 ± 5 nsec)

This is measured on TP5 of the SE module, (see page 7). This time should be adjusted by varying the length of wire to pin 16 of the SG module.

Read-On (255 nsec ± 5 nsec) before Strobe.

This is measured on pin 1 of the PU module. This time should be adjusted by varying the length of wire to pin 10 of the PU module and/or pin 2 of the GI module.

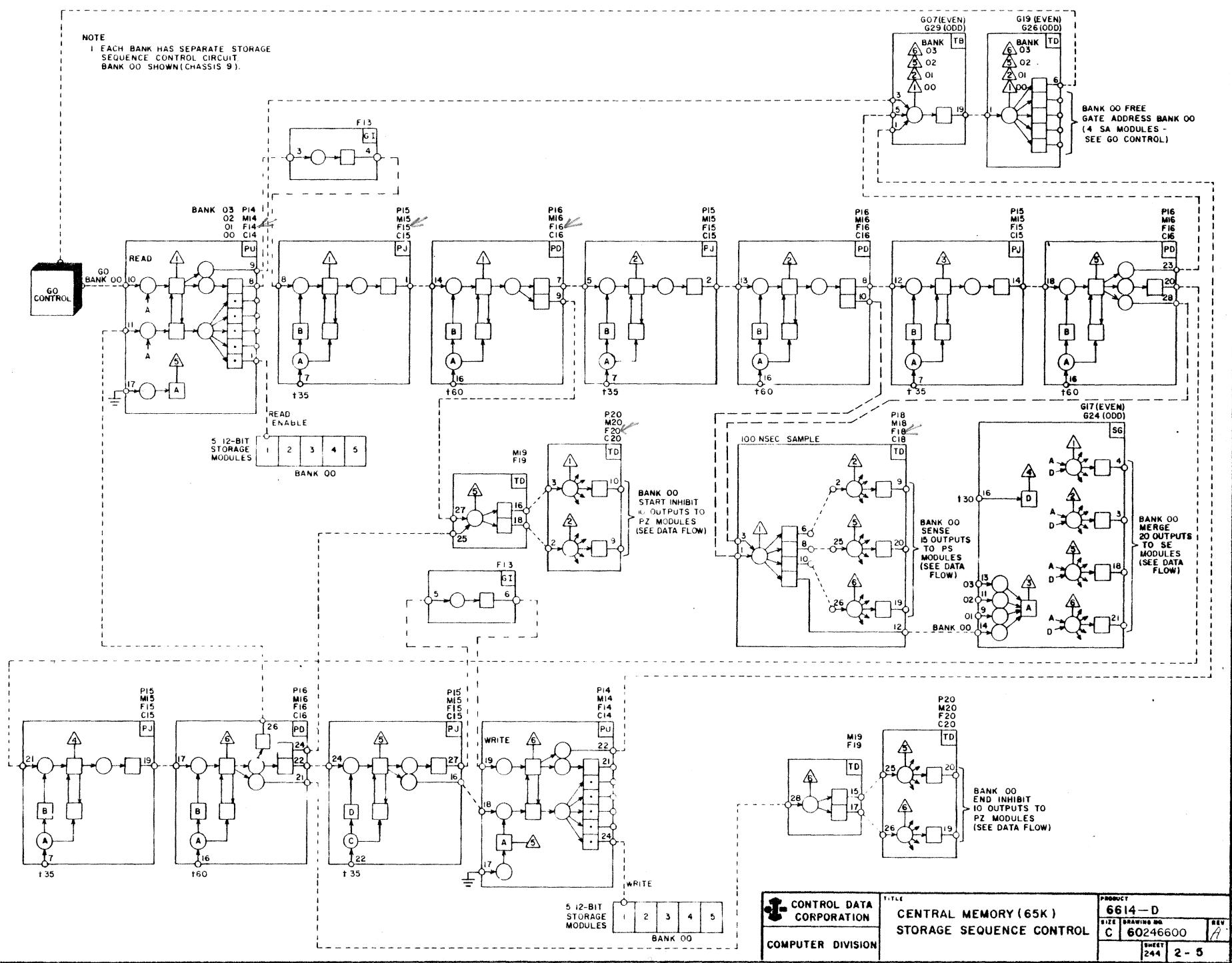
Read-Off (395 nsec ± 5 nsec) after the start of Read.

This is measured on pin 1 of the PU module. This time should be adjusted by varying the length of wire to pin 11 of the PU module.

Write (355 nsec ± 5 nsec)

This is measured on pin 24 of the PU module. This time should be adjusted by varying the length of wire to pin 19 of the PU module and/or pin 5 of the GI module.
(See also page 7).

NOTE
1 EACH BANK HAS SEPARATE STORAGE
SEQUENCE CONTROL CIRCUIT
BANK 00 SHOWN(CHASSIS 9).



DATA FLOW

In a read reference, the read word from the specified address flows from the storage modules to the data distributor and also back to the storage modules for restoration. The SE modules send the read word to the distributor and start the restore portion of the cycle. The restore FFs on these modules are cleared just before receiving the read word.

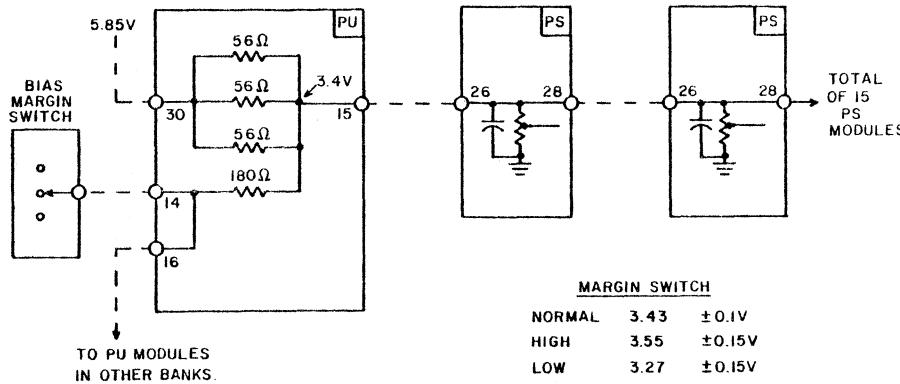
In a write reference, the read word from the specified address is sent to the data distributor and entered in the restore FFs of the SE modules. The restore FFs are cleared again to destroy the read word and reset with the write word which is stored in place of the read word during its normal restore cycle. The write control circuit and timing of stunt box tags direct the sequence.

WRITE CONTROL

Write control clears the restore FFs in the SE modules when writing in memory and thereby allows entry of the write word into the restore circuits.

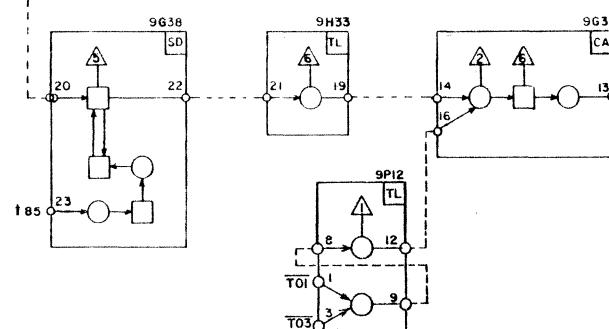
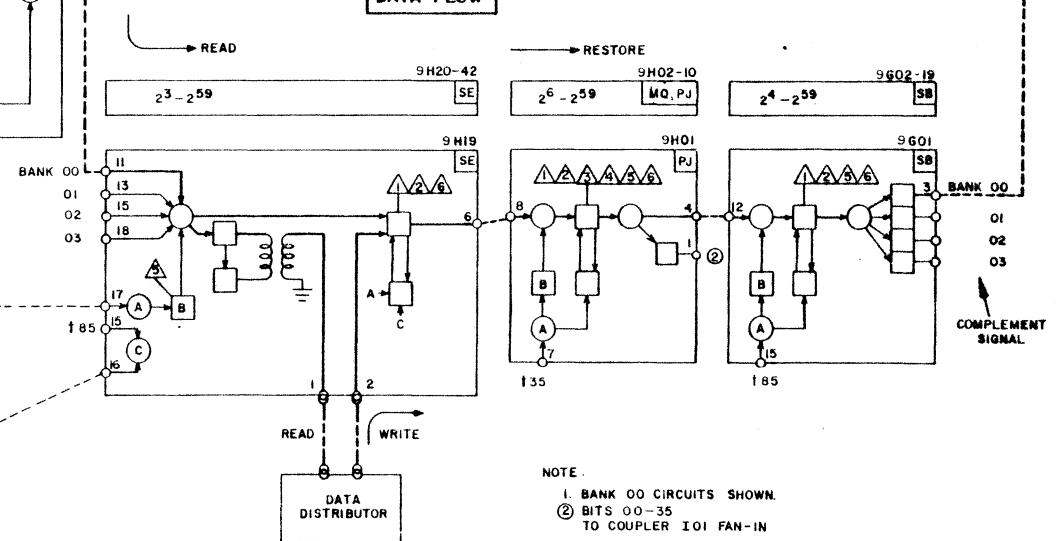
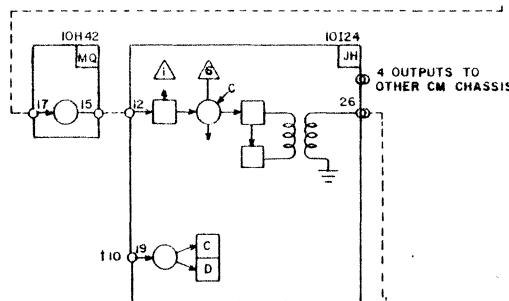
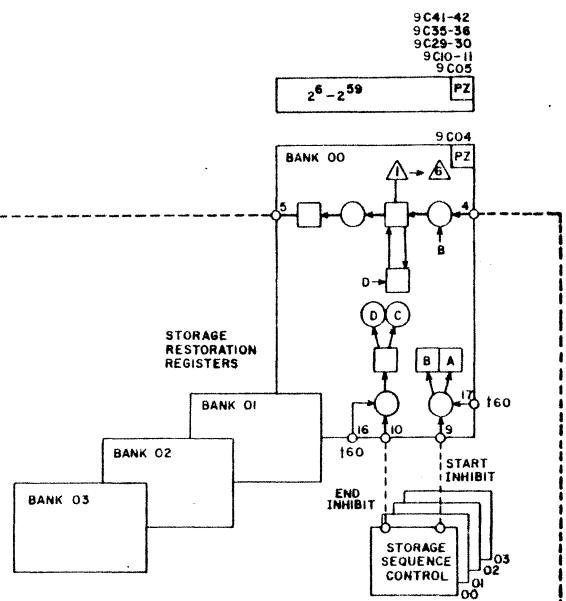
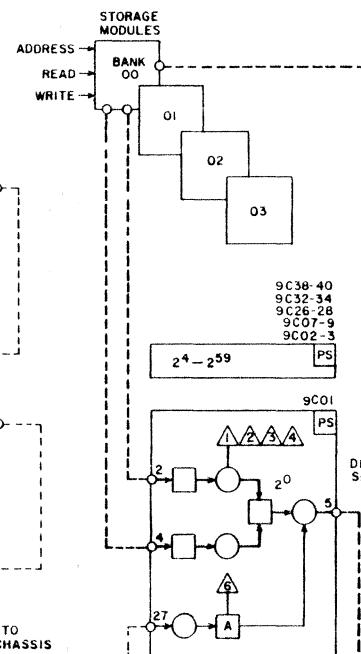
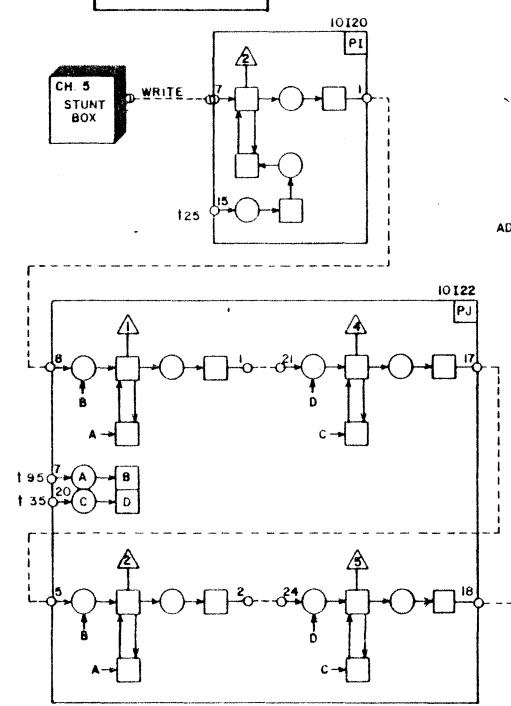
A write signal from the stunt box enters the write control timing chain the same time as the memory address is received in the input register of all memory chassis. The timing chain feeds a pulse to all chassis where they are fanned out and clear the restore FFs on the respective chassis SE modules. The delay time through the chain and format just exceeds the read access time and thereby destroys the read word immediately after it enters the SE restore FF. Effectively, the pulse in the timing chain runs in parallel with the pulse in the storage sequence control associated with the selected bank, but the write pulse from the timing chain fanout is emitted just after the bank merge pulse (which enters the read word in the SE restore FFs) from storage sequence control. Write pulses may enter the chain at minor cycle intervals and each is associated with a parallel operating storage sequence control.

The timing within the data distributor is such that a write word is sent to the SE modules slightly later than the SE modules send the read word to the data distributor.



CENTRAL MEMORY SENSE BIAS CIRCUIT

WRITE CONTROL



CONTROL DATA CORPORATION	TITLE	PRODUCT
COMPUTER DIVISION	CENTRAL MEMORY (65K) DATA FLOW, WRITE CONTROL	6614-D
	SIZE DRAWING NO.	60246600
	C	A
	272	2-7

DATA DISTRIBUTOR

The data distributor distributes read and write words to and from CM. Read words are sent to CP control on chassis 5, CP registers on chassis 7 and 8, and to the PP on chassis 1.

Write words are accepted from CP control on chassis 5 (exchange or return jump instructions), CP register chassis 7 and 8 (X^{0-7} registers), or from the PP on chassis 1.

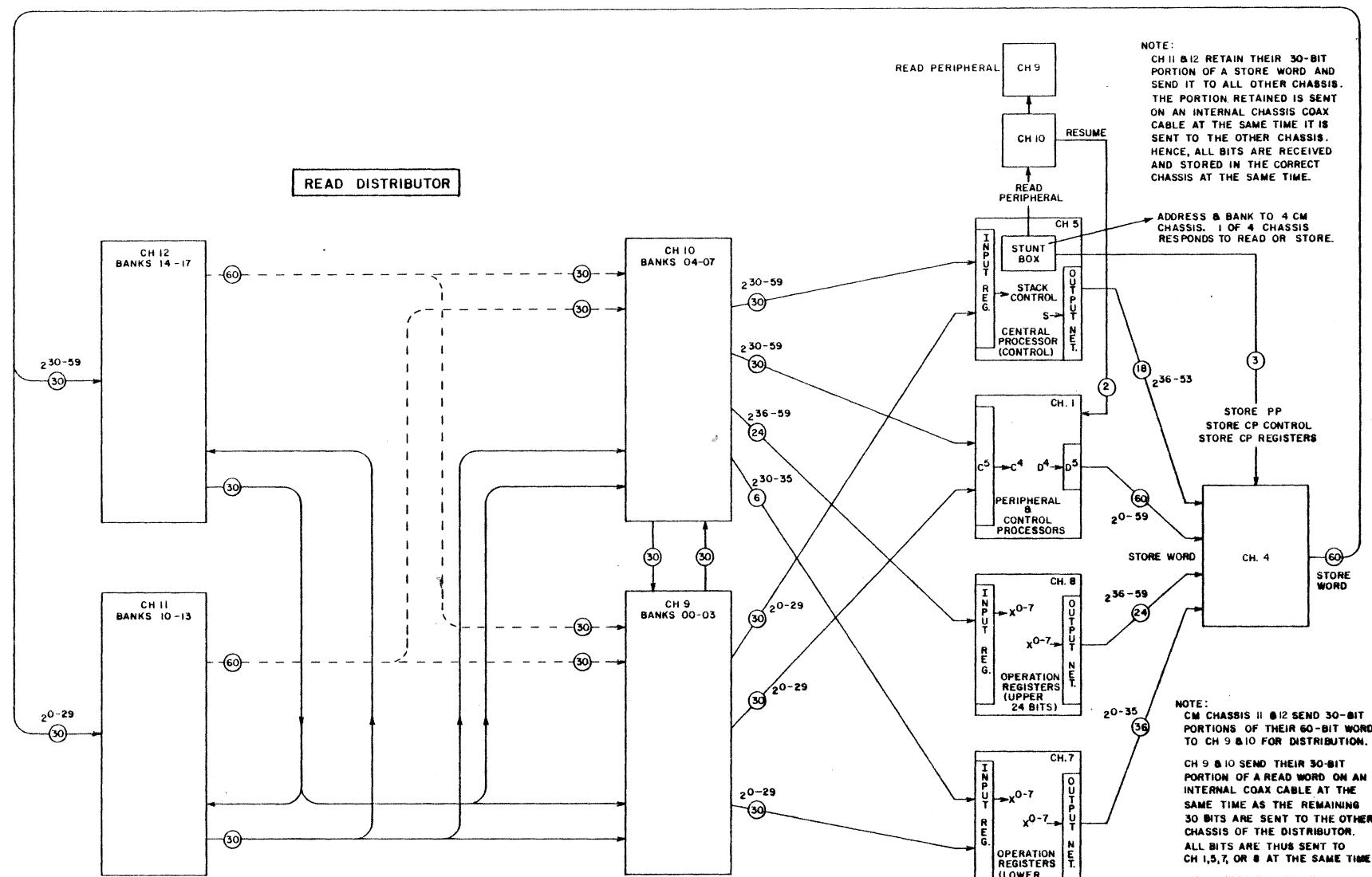
Address tags from the CP stunt box define the read or write cases and the origin or destination of the data.

STORAGE CYCLE TIMING

Inhibit On and Off

The inhibit should turn on at least 20 nsec before the start of the Write, and stay on at least 15 nsec after the end of the Write. The inhibit time is measured on pin 5 of the PZ module and is compared to the Write on pin 24 of the PU module. It should not be necessary to adjust the on time for the inhibit 30-50 nsec is the usual delay between inhibit-on and write-on. The off time is adjusted by varying the length of wire to pin 14 of C21, F21, M21, or P21 (clock working ranks).

The read pulse should be adjusted to obtain 395 nsec \pm 5 nsec.



NOTE:
ALL LINES ARE COAXIAL CABLES.

 CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL MEMORY (65K) DATA DISTRIBUTOR	PRODUCT
		6614-D
SIZE <input checked="" type="checkbox"/> WEIGHT <input type="checkbox"/> C 60246600		PAGE A
SHEET 2-9	PAGE 2-9	

READ DISTRIBUTOR

The read distributor accepts read words from the 4 CM chassis and routes them to the several destinations.

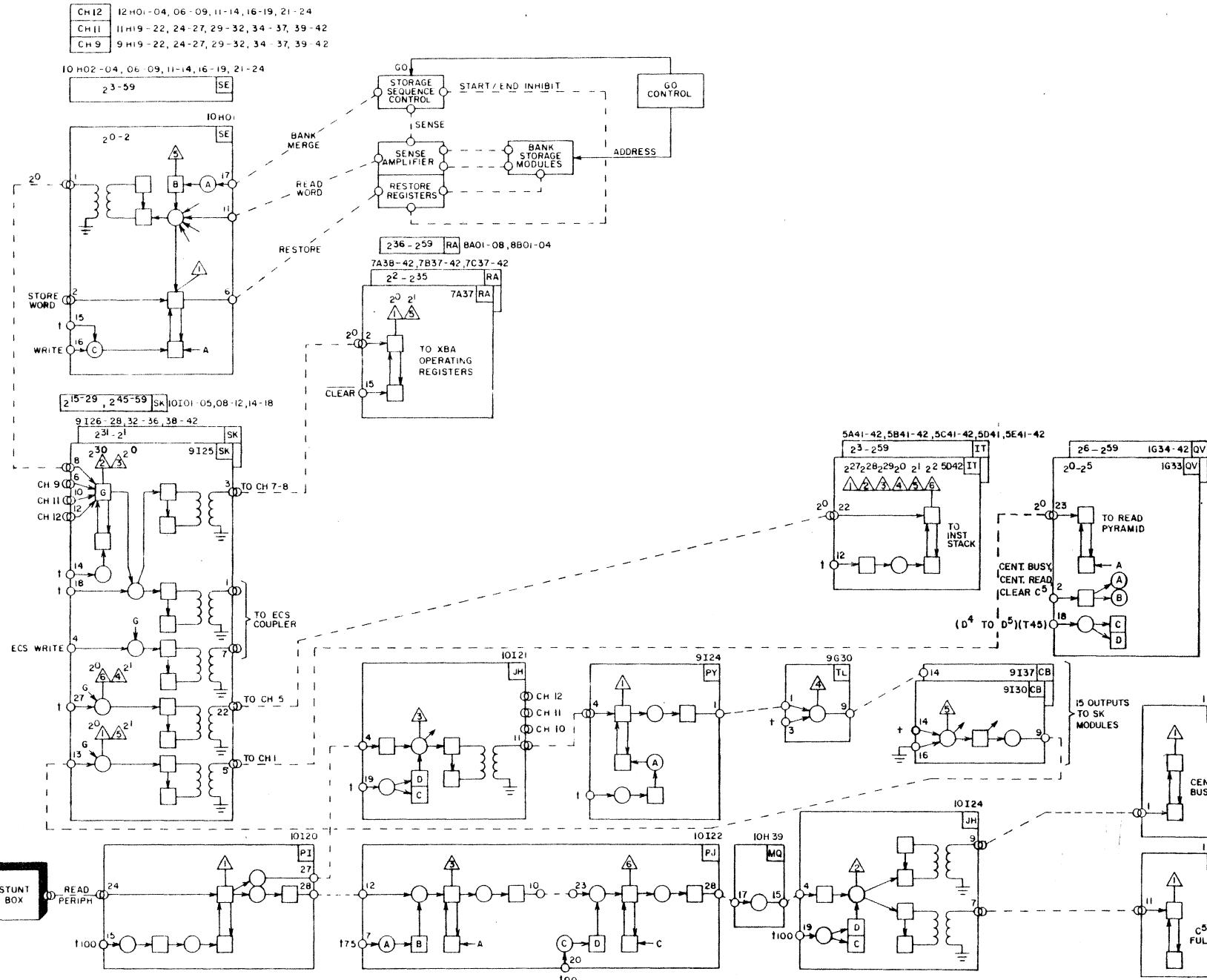
The distributor is organized on chassis 9 and 10 each of which handles 30 bits of the 60-bit word. Chassis cable limitations dictate the organization. The listing below shows the bits handled by each chassis.

CHASSIS	BITS
9	0-14, 30-44
10	15-29, 45-59

Chassis 11-12 each send the same 30-bit group to chassis 9 and 10. A read word from chassis 9 retains bits 0-29 but sends remaining bits to chassis 10. Read words from chassis 10 are handled similarly. Intra-chassis coaxial cables are used on chassis 9 and 10 or their 30-bit portions so that timing is consistent with the chassis receiving the data.

Each read word is sent unconditionally from chassis 9 and 10 to chassis 5 (CP control) and chassis 7 and 8 (CP registers). A read peripheral tag from the stunt box is sent to chassis 4 and then on to chassis 8. The tag gates the read word to the C⁵ register in the read pyramid on PP chassis 1.

The read peripheral tag also enters a time delay chain and is returned to the PP as a resume signal. The resume sets the C⁵ full FF in the PP (after data word is in C⁵) to signal the presence of the read word. The same resume also clears the central busy FF to indicate to PP control that the address has been accepted by the stunt box and CM has delivered the word. This allows the PPs to proceed and send another address to the stunt box.



CONTROL DATA
CORPORATION
COMPUTER DIVISION

TITLE
CENTRAL MEMORY (65K)
READ DISTRIBUTOR

PRODUCT
6614-D
SIZE C DRAWING NO. 60246600 REV P
SHEET PAGE 265 2-11

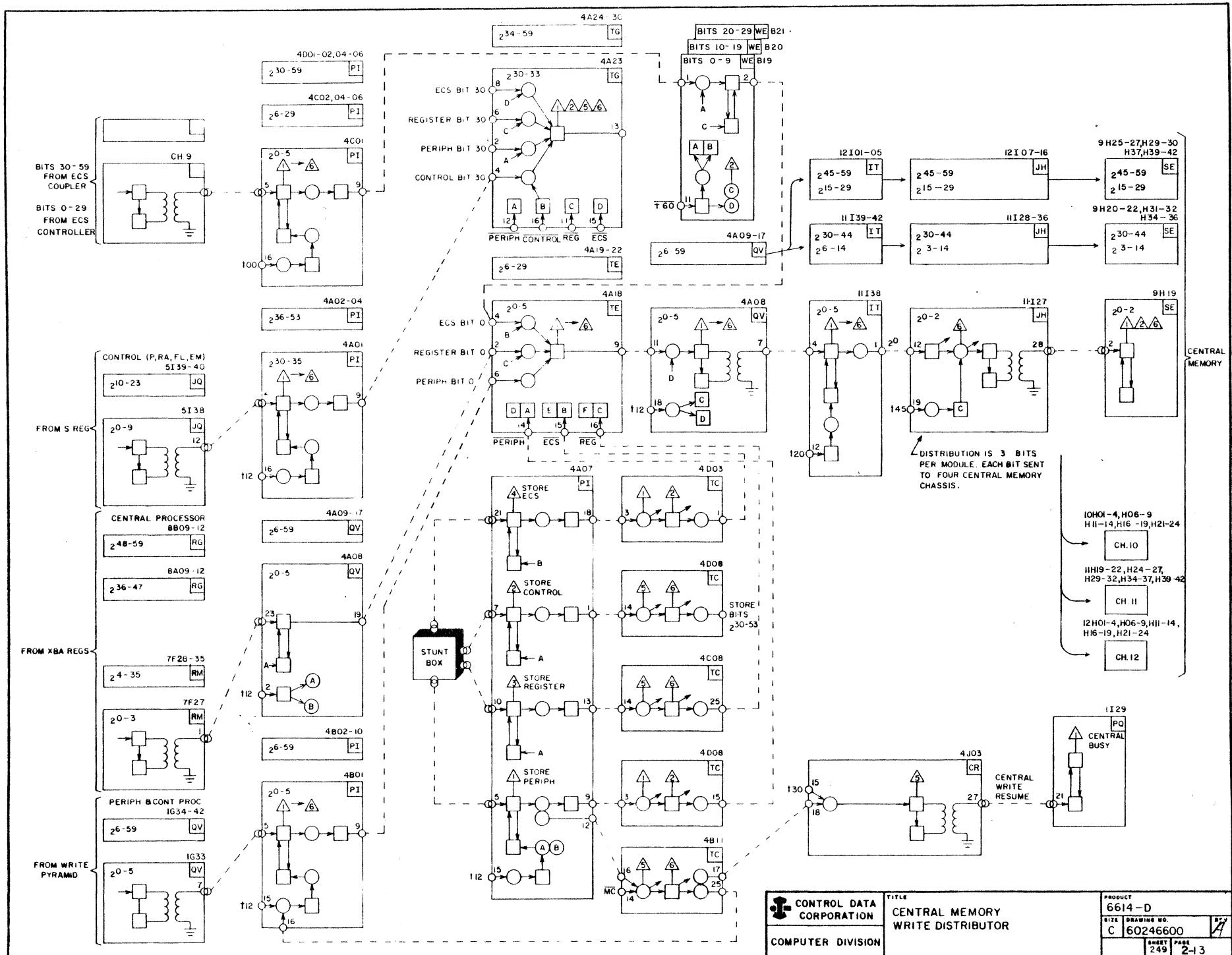
WRITE DISTRIBUTOR

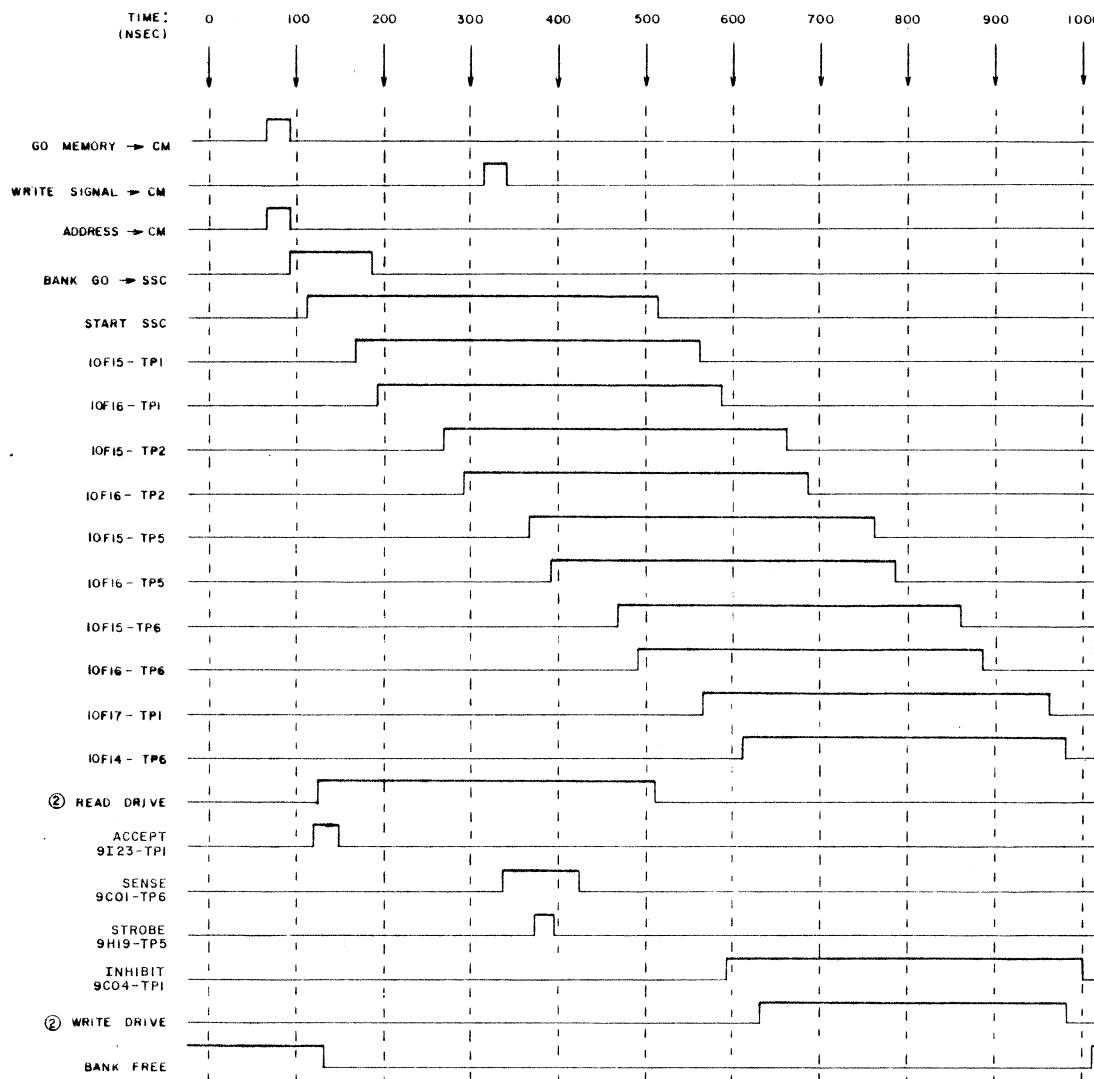
The write distributor accepts words from the several sources and stores them in 1 of 4 memory chassis. The distributor is on chassis 4. The 60-bit word on chassis 4 is split into two 30-bit groups which are sent to chassis 11-12 respectively. Each of these chassis in turn sends (or stores) its 30-bit group to the other 2 chassis unconditionally.

A 3-to-1 fan-in on chassis 4 selects the proper word under control of the store tag from the stunt box which is established ahead of the data.

The word is then split and transmitted to chassis 9-10. The chassis 4 data registers and the tag FFs are cleared simultaneously.

One minor cycle after the register clear, a central write resume is sent to the PP to clear the central busy FF and allow the PPs to send another address to the stunt box.





NOTES:

1. STORAGE CYCLE TIMING IS TYPICAL FOR ALL MEMORY CHASSIS
(CHASSIS 10, BANK 00 LOCATIONS AND TPS SHOWN).
2. READ/WRITE DRIVE TIMES SHOWN ARE THAT OF OUTPUT
PINS ON IOF14.

THIS SHEET IS IDENTICAL TO CENTRAL MEMORY (131K) PAGE 19

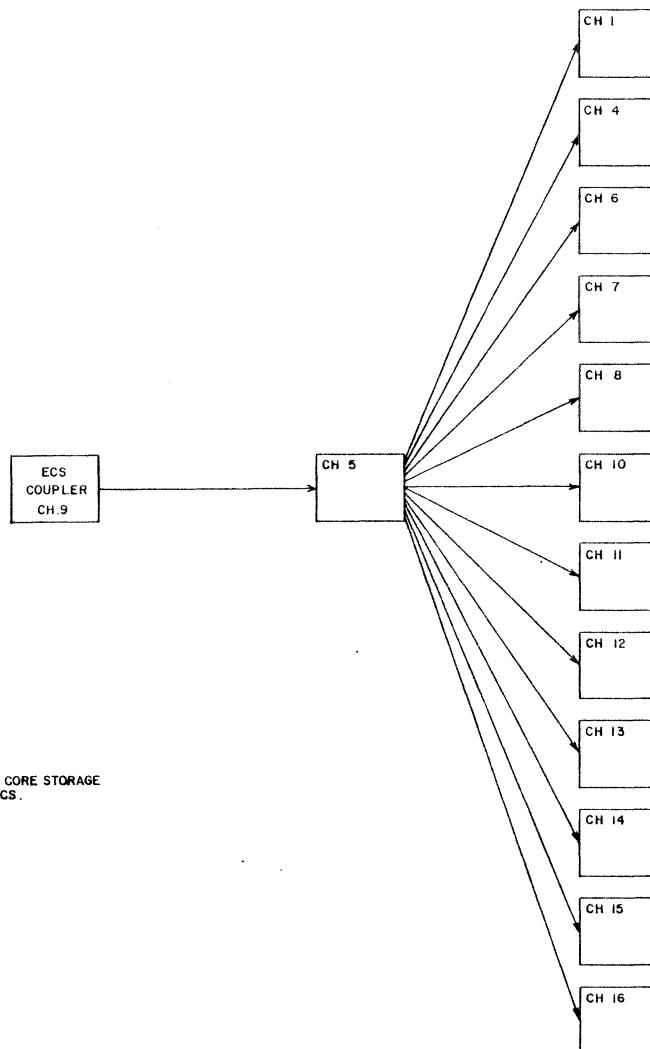
CONTROL DATA		TITLE	PRODUCT	
CORPORATION	DEVELOPMENT DIVISION		6614-D	
		CENTRAL MEMORY STORAGE CYCLE TIMING	SIZE	DRAWING NO.
			C	60246600
SHEET	45	REV	A	PAGE
				2-15

PART 3

CLOCK

PART 3
CLOCK
CONTENTS

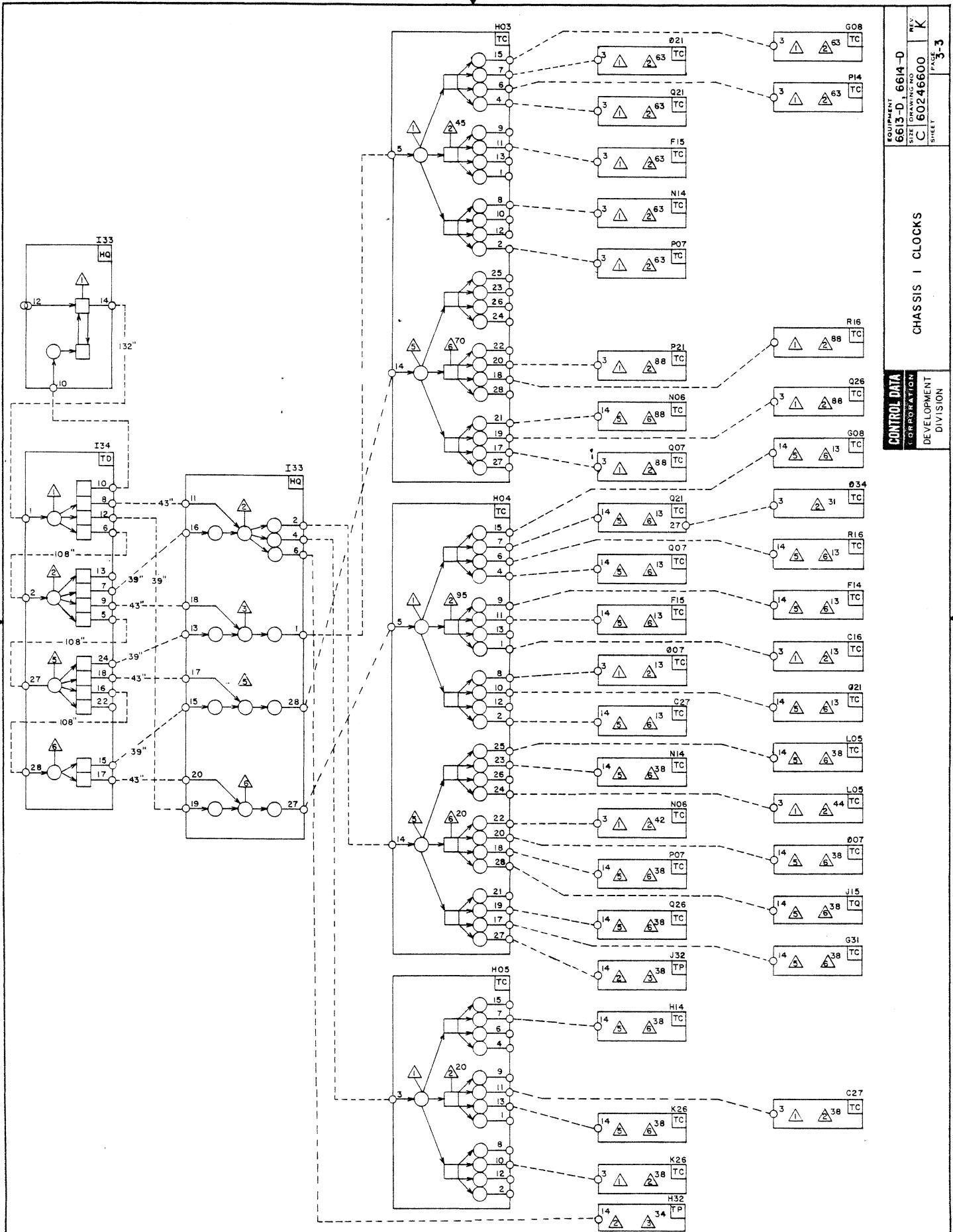
Page	
3-1	Central Computer Clock System
3-3	Central Processor Clock, Chassis 1
3-5	Central Processor Clock, Chassis 4
3-7	Central Processor Clock, Chassis 5
3-9	Central Processor Clock, Chassis 6
3-11	Central Processor Clock, Chassis 7
3-13	Central Processor Clock, Chassis 8
3-13.1	10 MHz Clock, ECS Coupler
3-15	Central Memory Clock, Chassis 9
3-17	Central Memory Clock, Chassis 10
3-19	Central Memory Clock, Chassis 11 and 15
3-21	Central Memory Clock, Chassis 12 and 16
3-23	Central Memory Clock, Chassis 13
3-25	Central Memory Clock, Chassis 14

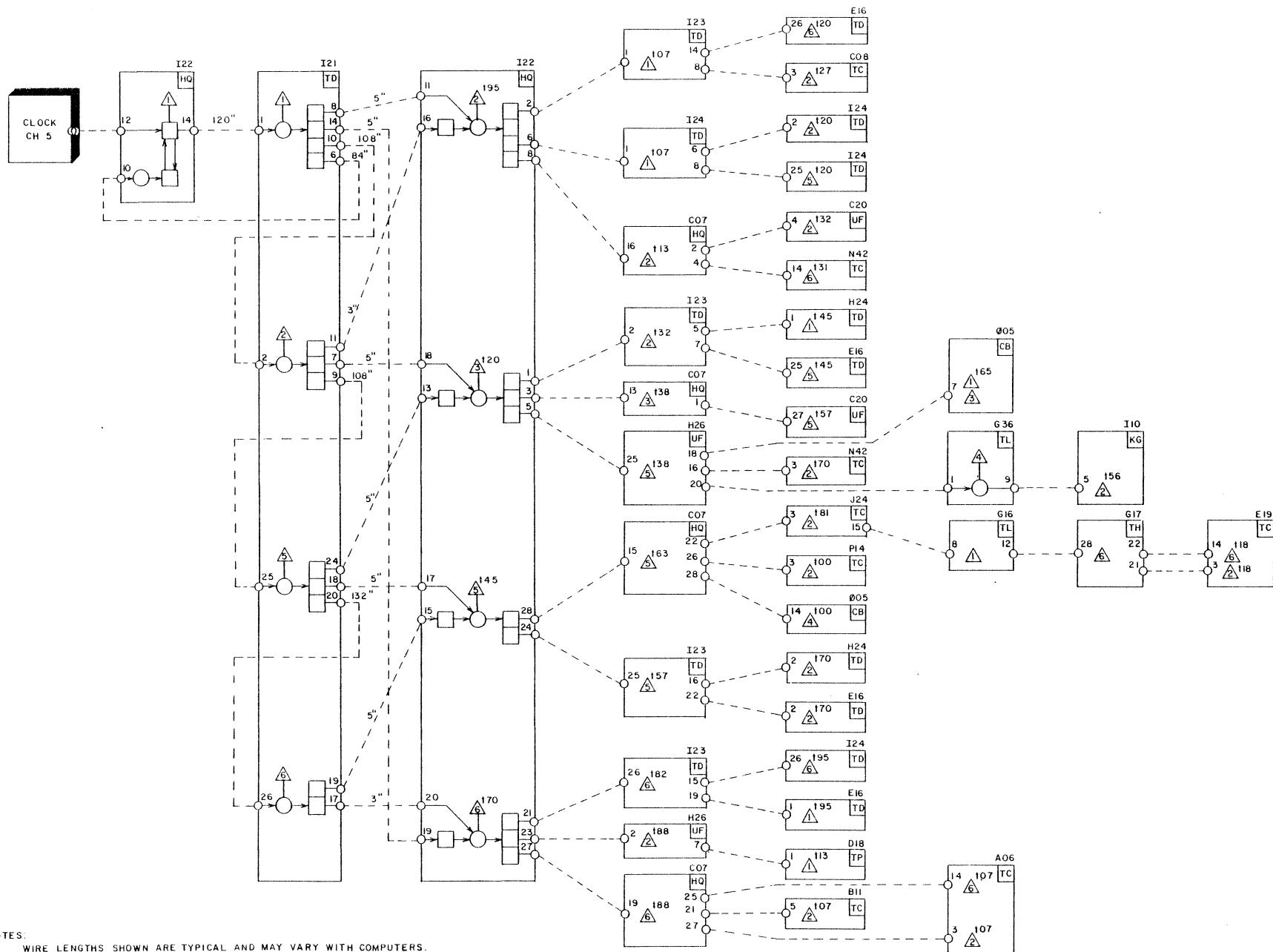


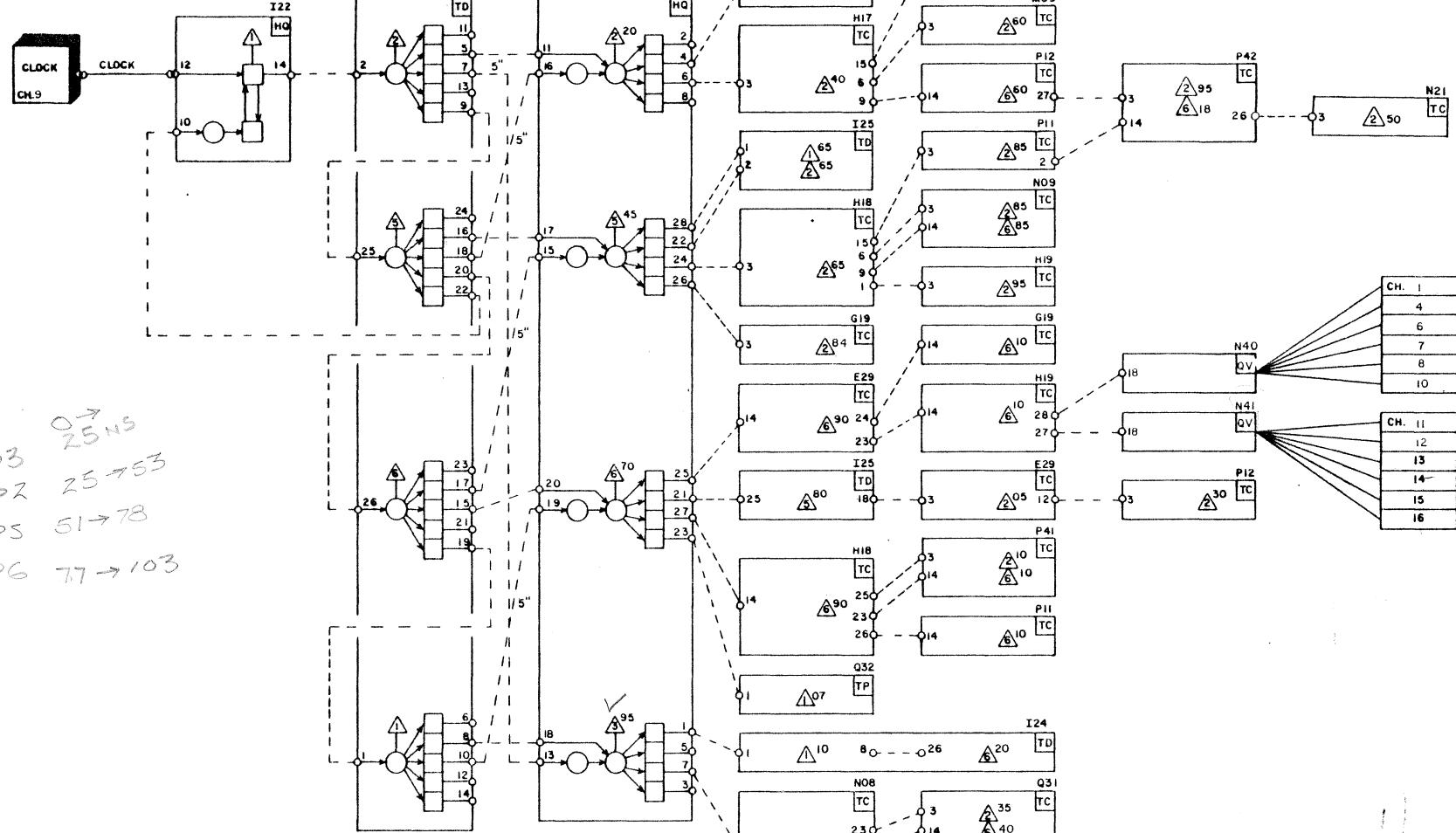
NOTE :

THE 6600 CLOCK SYSTEM IS DRIVEN BY THE EXTENDED CORE STORAGE
(ECS) COUPLER ONLY ON THOSE SYSTEMS CONTAINING ECS.

CONTROL DATA CORPORATION	TITLE	PRODUCT	
		6613-D, 6614-B	REF
SHEET	DRAWING NO.	C 60246600	3-1
115	PAGE		

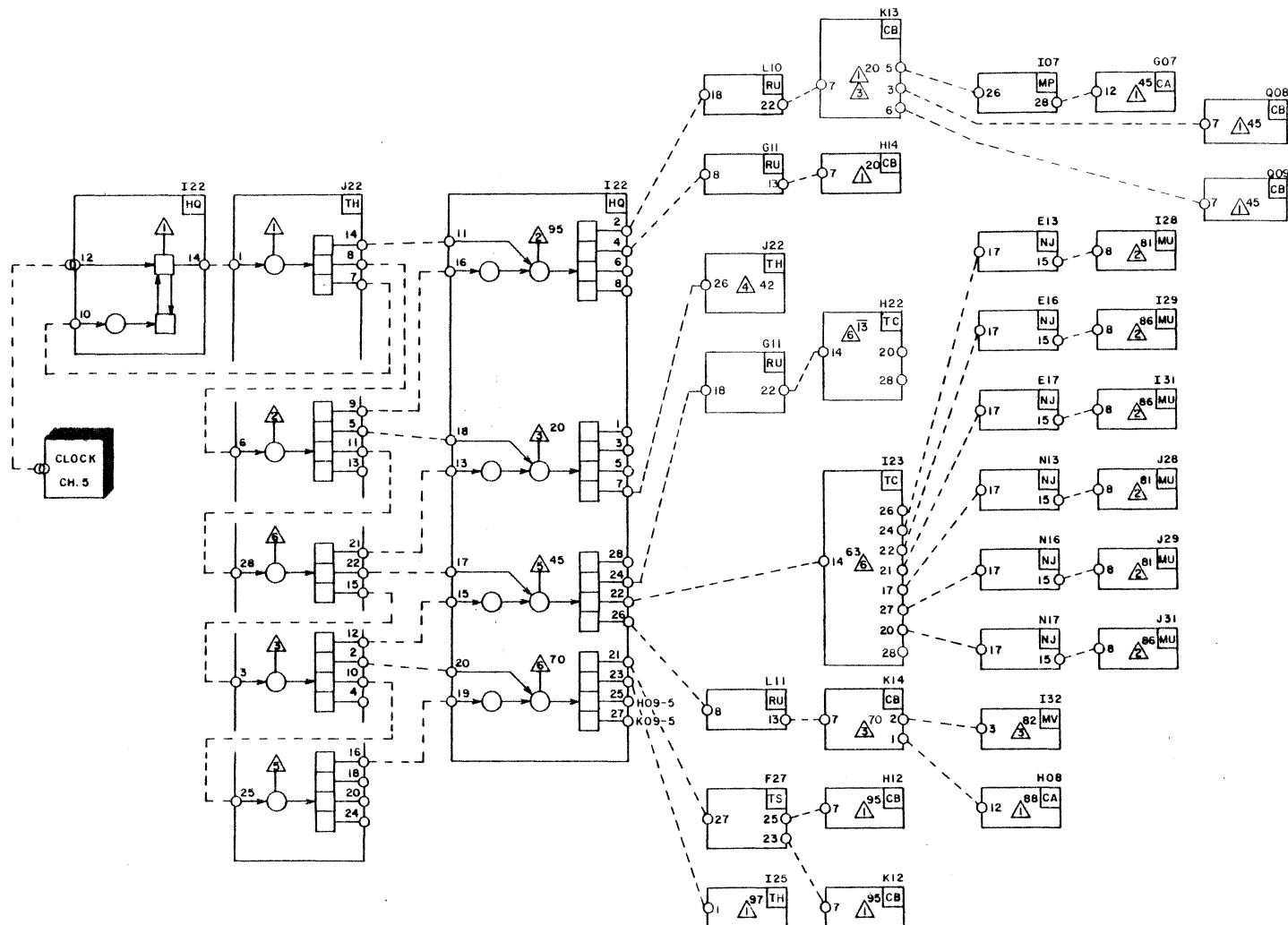




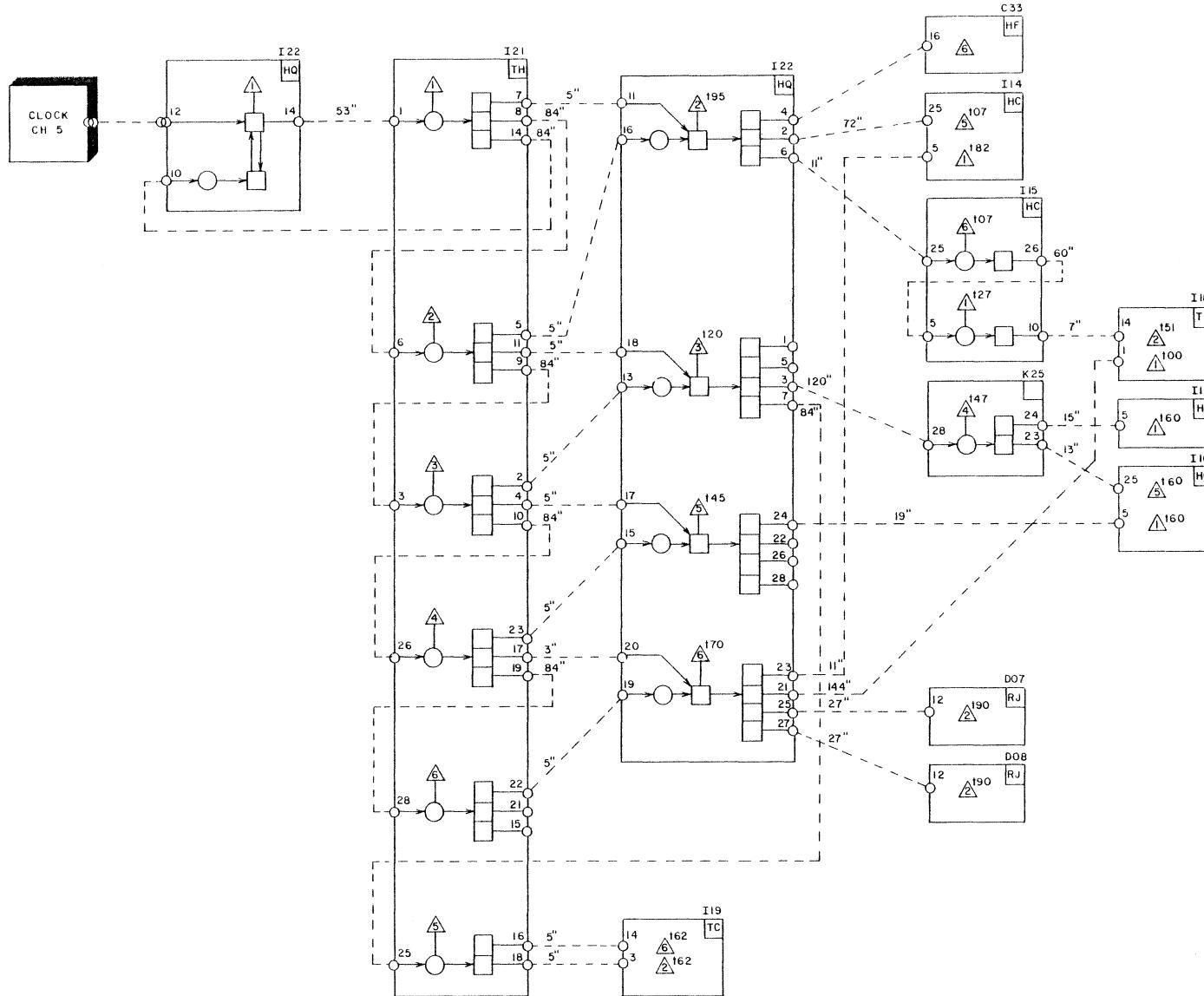


NOTES:

1. ADJUST LENGTH TO 25 NSEC BETWEEN LEADING EDGES OF PULSES ON SUCCEEDING TP'S.
2. ADJUST LENGTH TO GIVE WIDTH OF 25 NSEC TO PULSE ON TP'S.
3. SYNC TAKEN AT I22 TP4.
4. REFERENCE TIME AT I22 TP3.



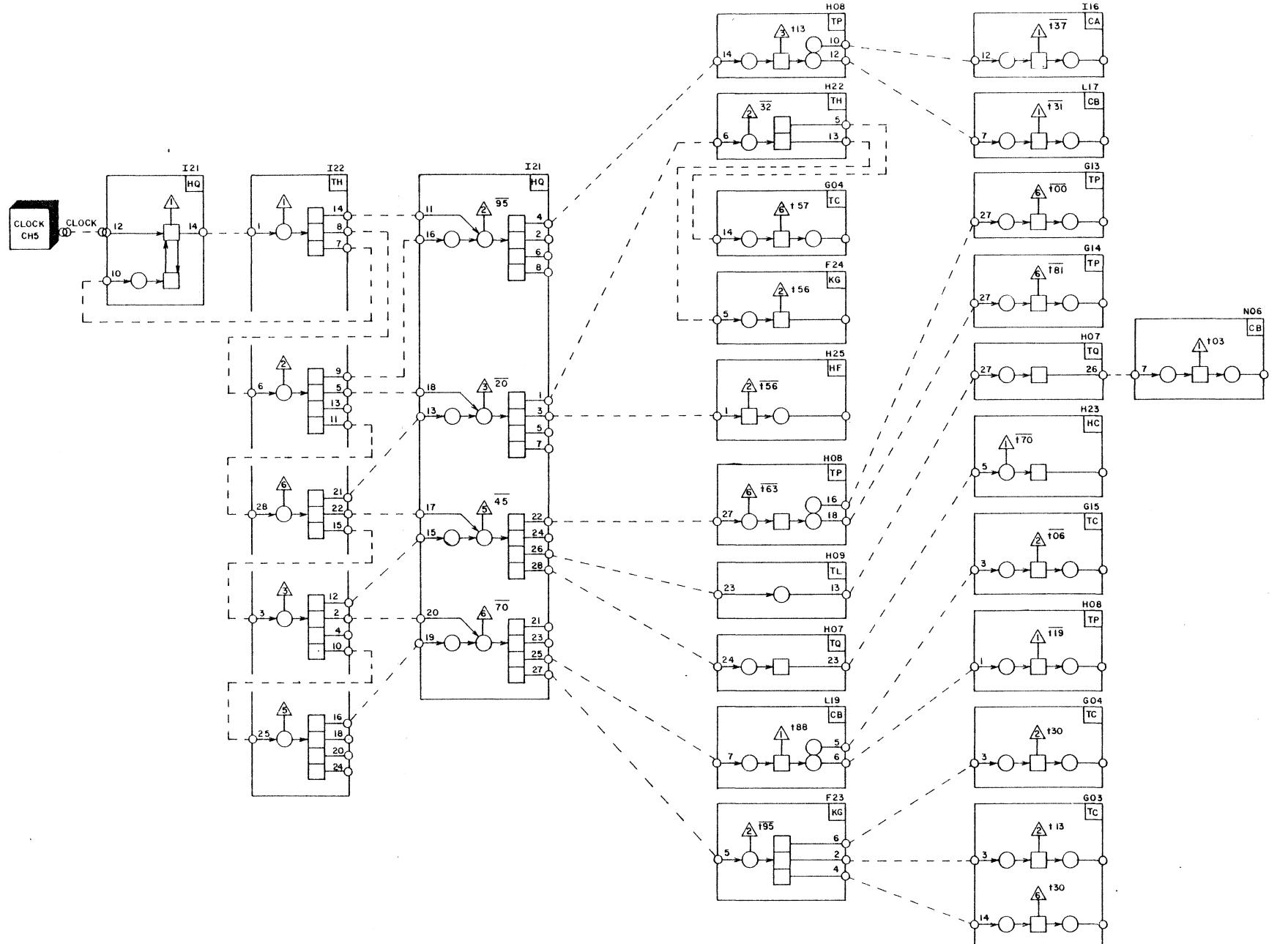
CONTROL DATA CORPORATION COMPUTER DIVISION	TITLE CENTRAL PROCESSOR CLOCK CH. 6	PRODUCT 6613-D, 6614-D
		SIZE DRAWING NO. C 60246600 N
		SHEET PAGE 121 3-9



CONTROL DATA
CORPORATION
DEVELOPMENT DIVISION

TITLE
CENTRAL PROCESSOR
CLOCK
CH 7

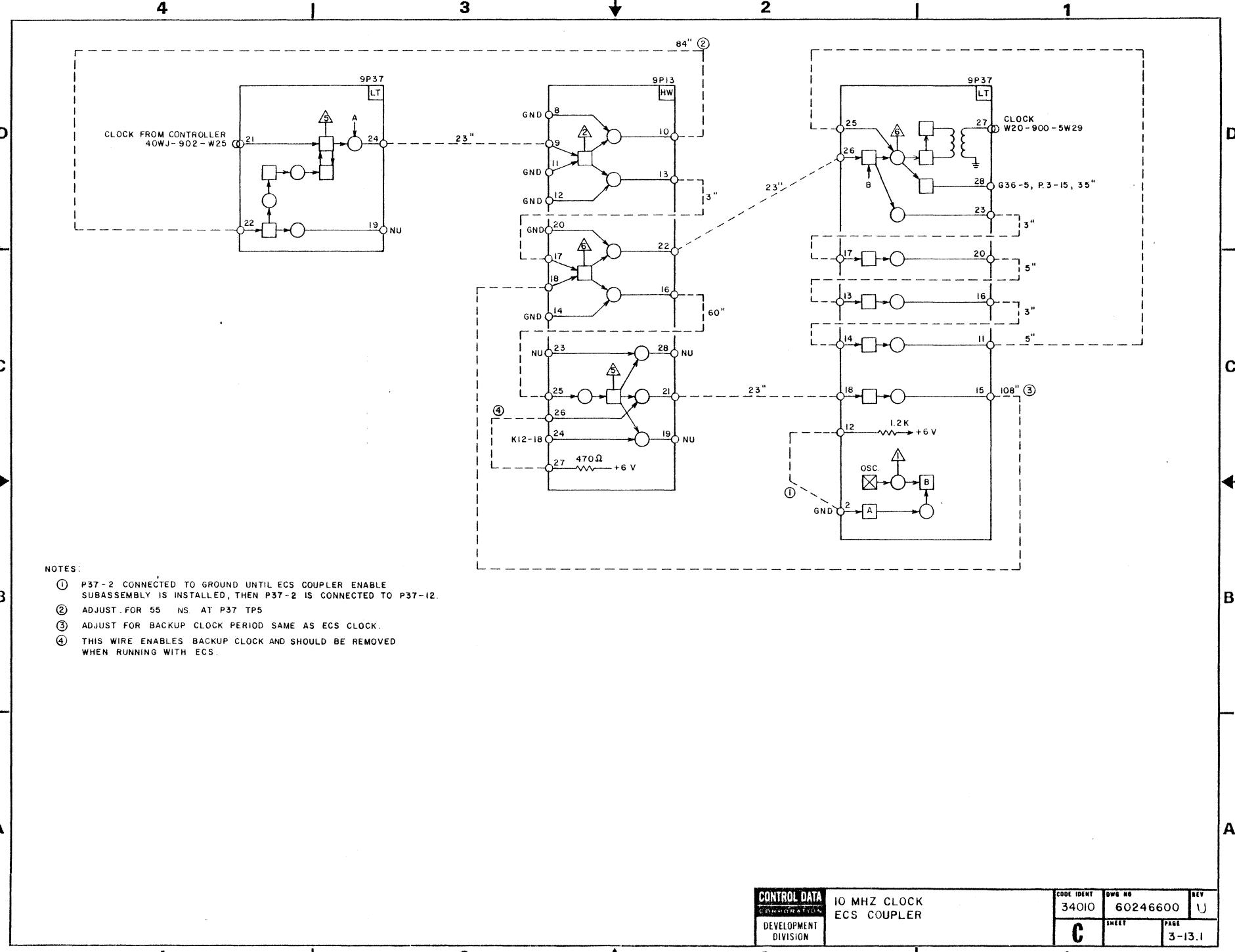
PRODUCT
6613-D, 6614-D
SIZE DRAWING NO
C 60246600 REV
SHEET PAGE
3-11

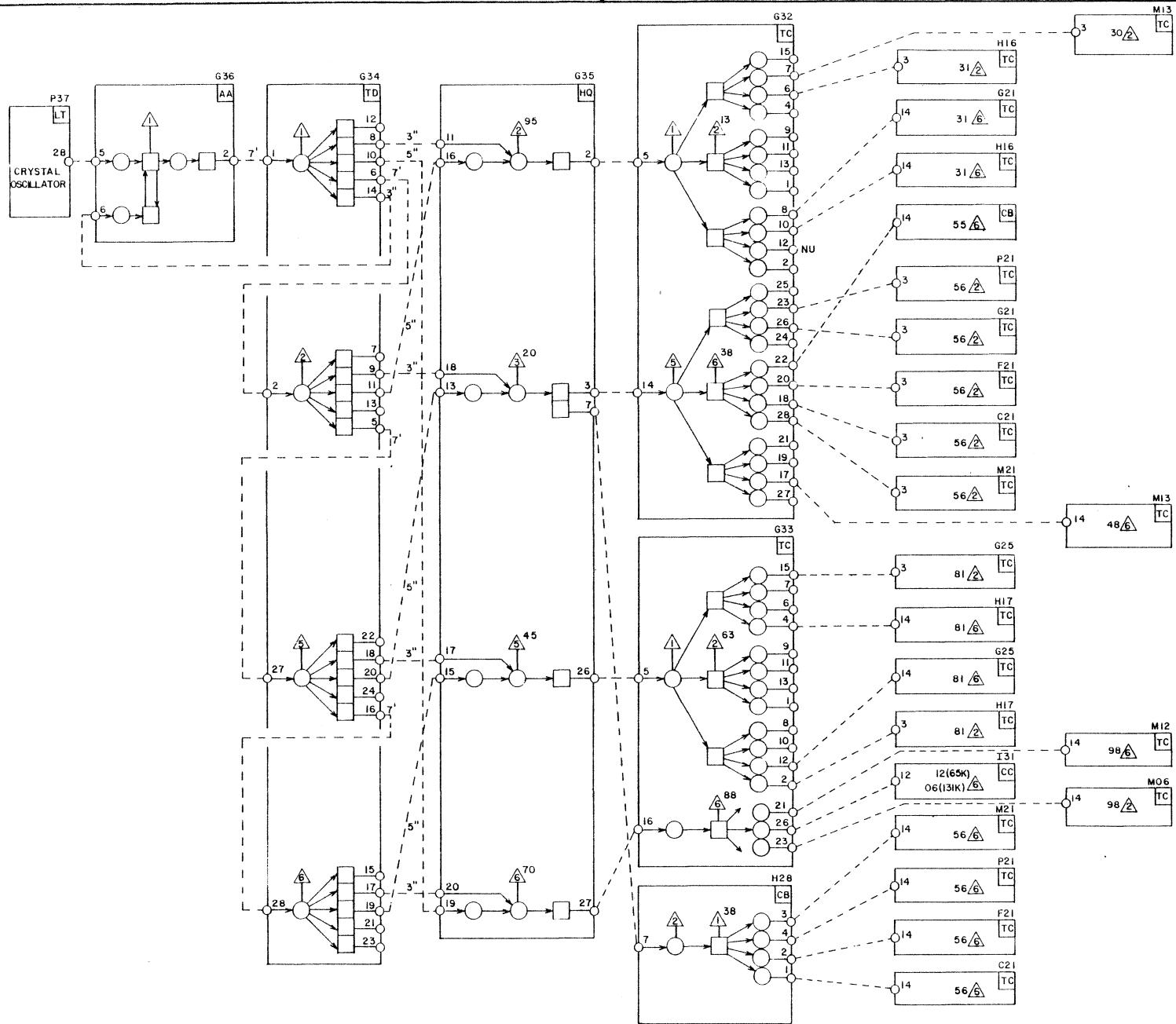


CONTROL DATA
CORPORATION
DEVELOPMENT DIVISION

TITLE
CENTRAL PROCESSOR
CLOCK
CH 8

EQUIPMENT
6613-D, 6614-D
SIZE DRAWING NO. C 60246600 REV. A
SHEET 123 PAGE 3-13

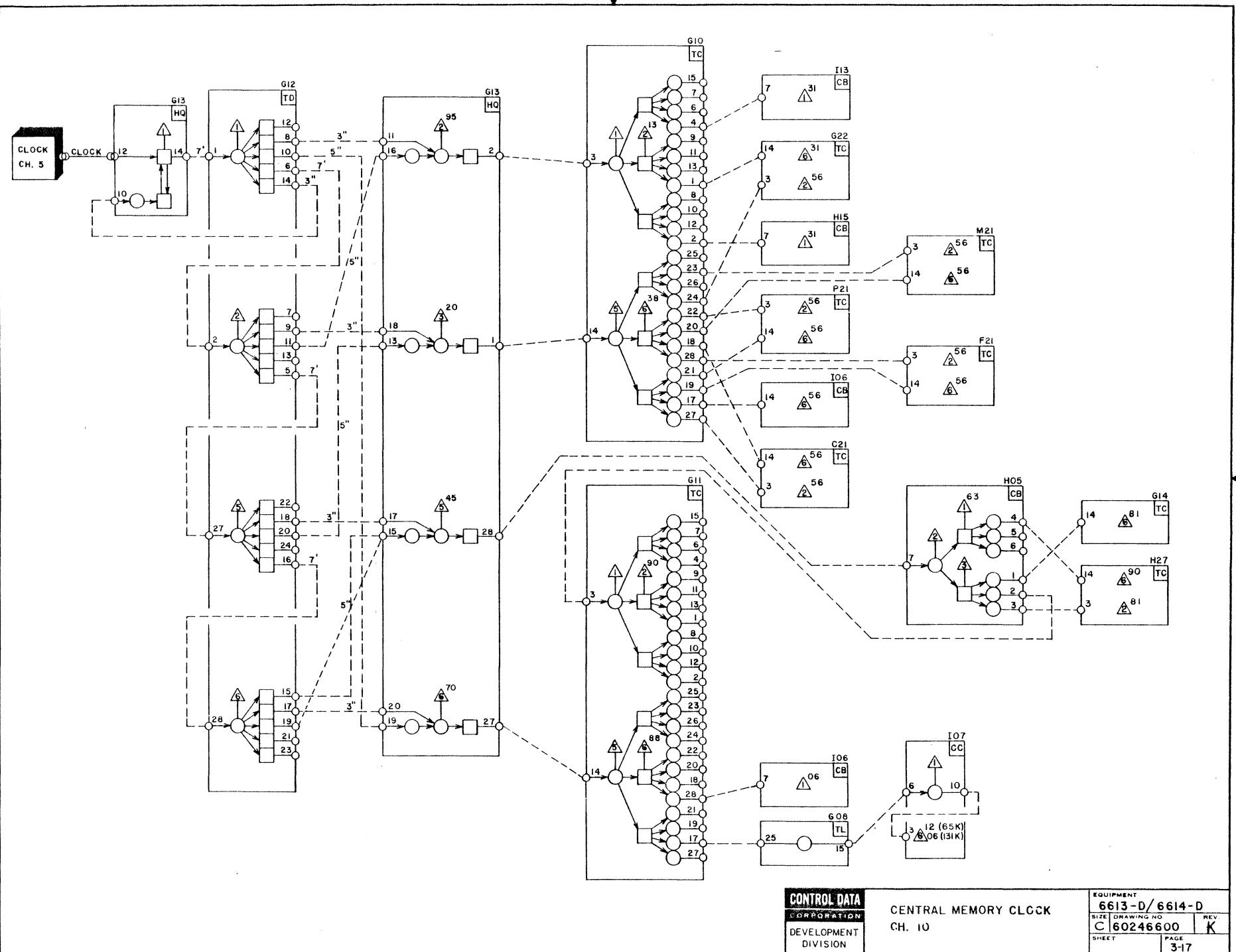


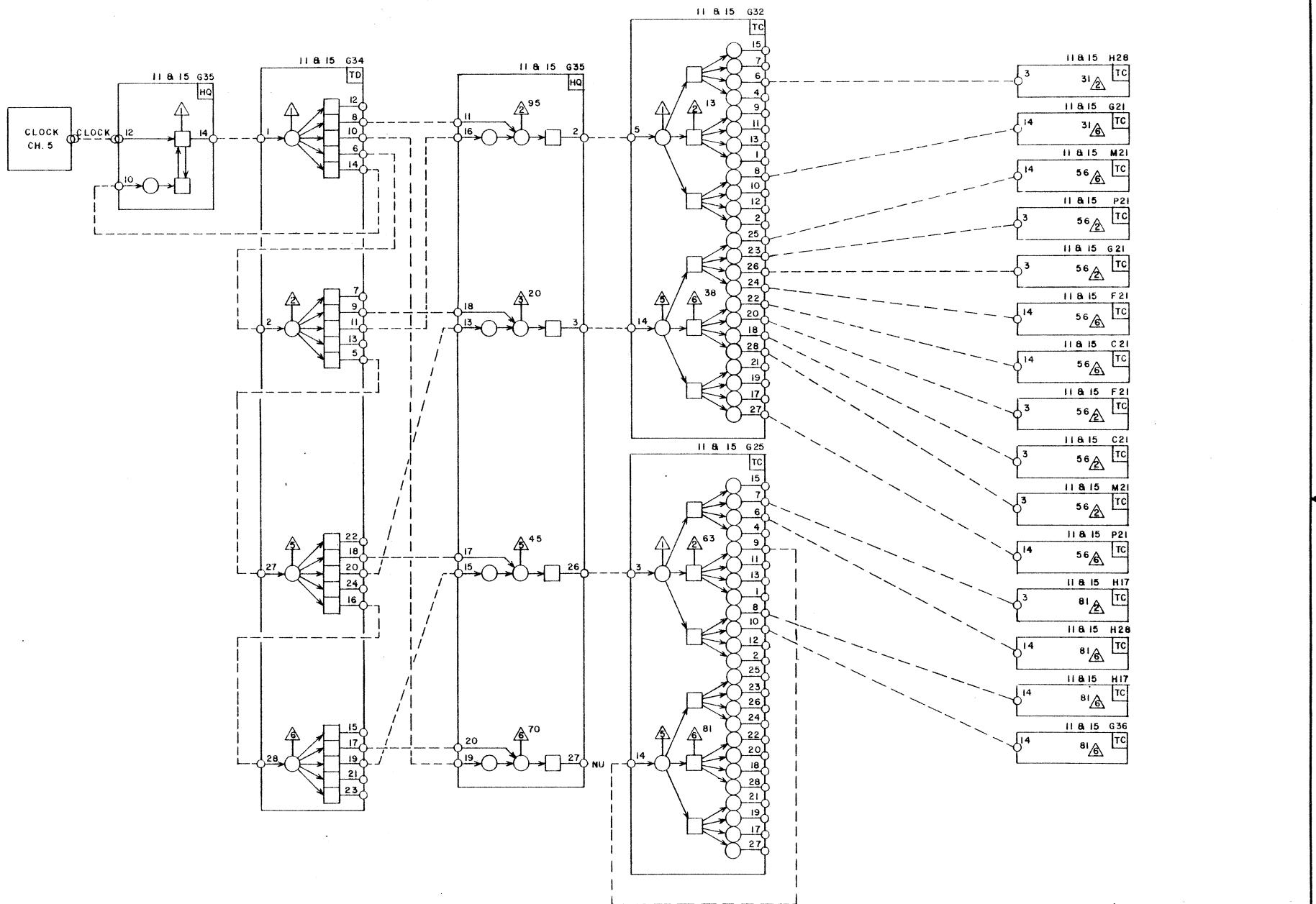


CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

CENTRAL MEMORY CLOCK
CHASSIS 9

EQUIPMENT
6613-D, 6614-D
SIZE DRAWING NO.
C 60246600 M
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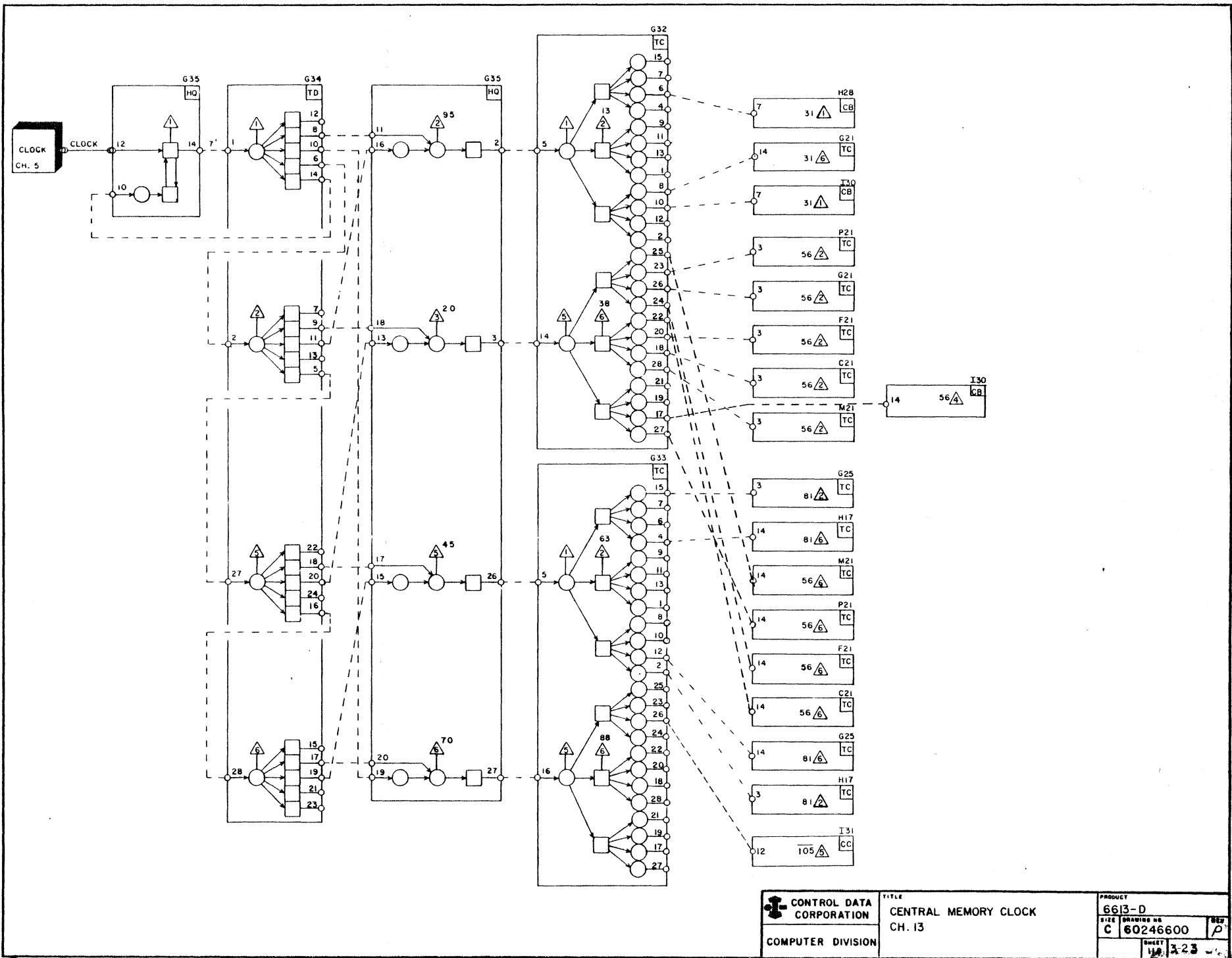


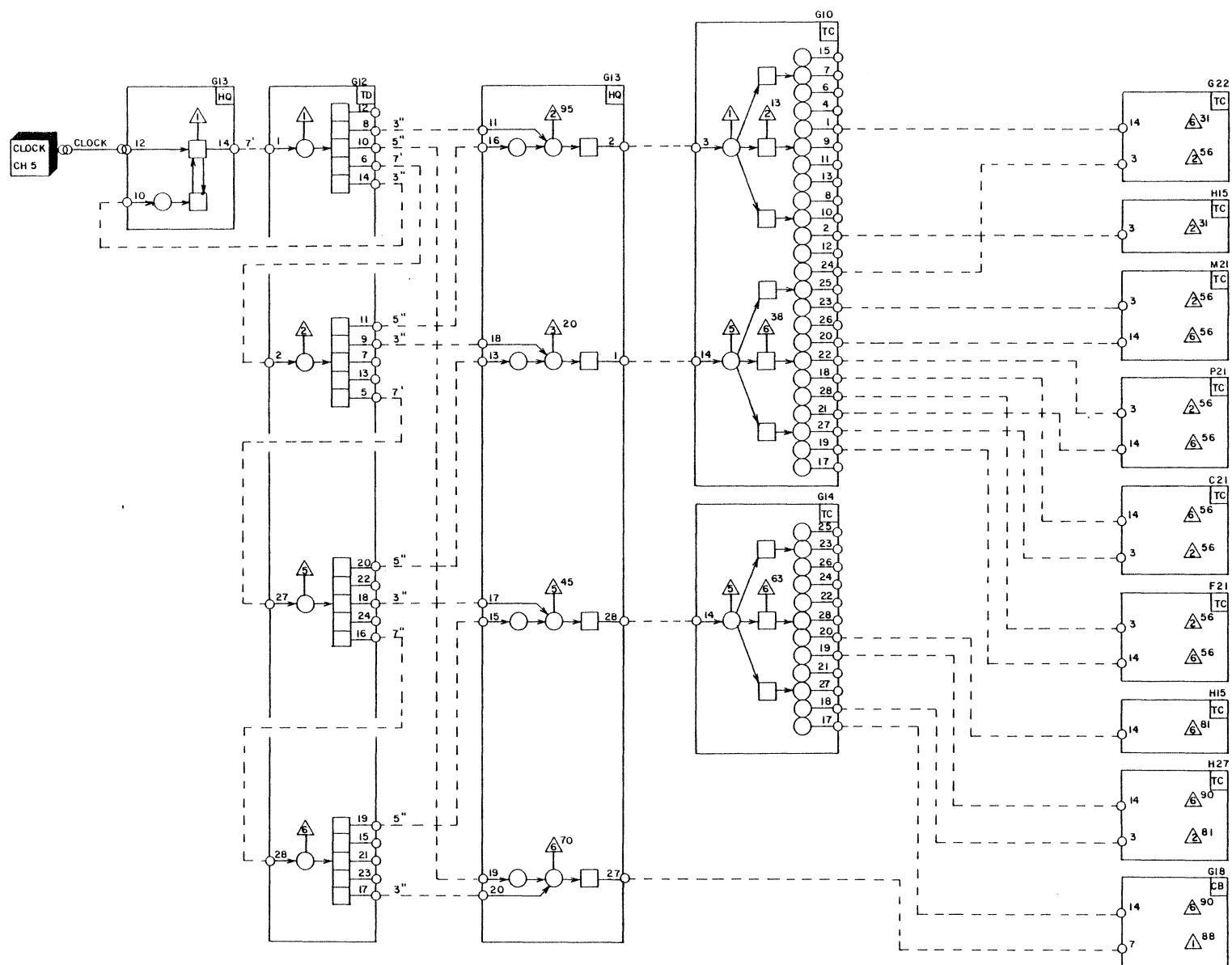


CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

CENTRAL MEMORY CLOCK
CHASSIS II & 15

EQUIPMENT
6613-D, 6614-D
SIZE DRAWING NO. REV
C 60246600 A
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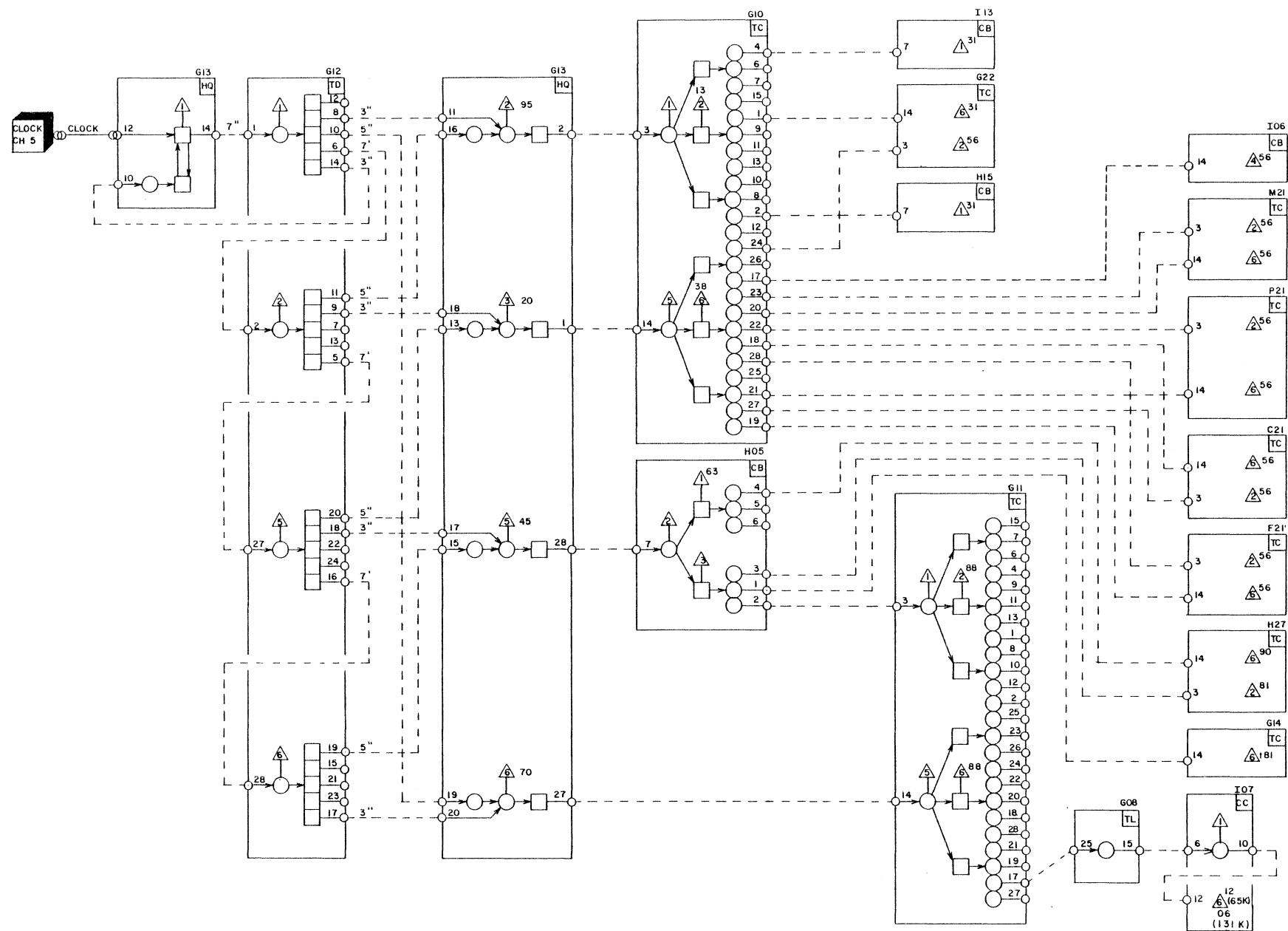


CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TITLE
CENTRAL MEMORY CLOCK
CH 12 AND 16

PRODUCT
6613-D

SIZE C **DRAWING NO.** 60246600 **REV.** A
SHEET 1 **PAGE** 3-21



CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TITLE
CENTRAL MEMORY CLOCK
CH 14

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PART 4

EXTENDED CORE STORAGE COUPLER

PART 4
ECS COUPLER
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GENERAL DESCRIPTION

The ECS Coupler allows the CPU to communicate with ECS via the Controller. The coupler has two major functions. First, it computes the actual starting addresses in CM and ECS and checks to see if these addresses are out of range. This is the only error check made by the coupler. Second, it keeps count of the number of words transferred and terminates the transfer accordingly.

Most of the coupler's complexity arises from the fact that the programmer specifies initial addresses in CM and ECS and the number of 60-bit words to be transferred. However, ECS uses 8-word records and the coupler must automatically keep requesting new locations in ECS every eight words.

Coupler action can be interrupted by a PPU requesting CM. Action is started once the PPU read/write request is completed. Coupler action can also be interrupted if another computer is using ECS and the controller.

Coupler action is stopped if an Exchange Jump occurs. The transfer must be restarted at its beginning as intermediate values of word counts and addresses are not stored.

The coupler acts on an Abort or a Parity Error signal and relays them to CPU.

LOGICAL ELEMENTS

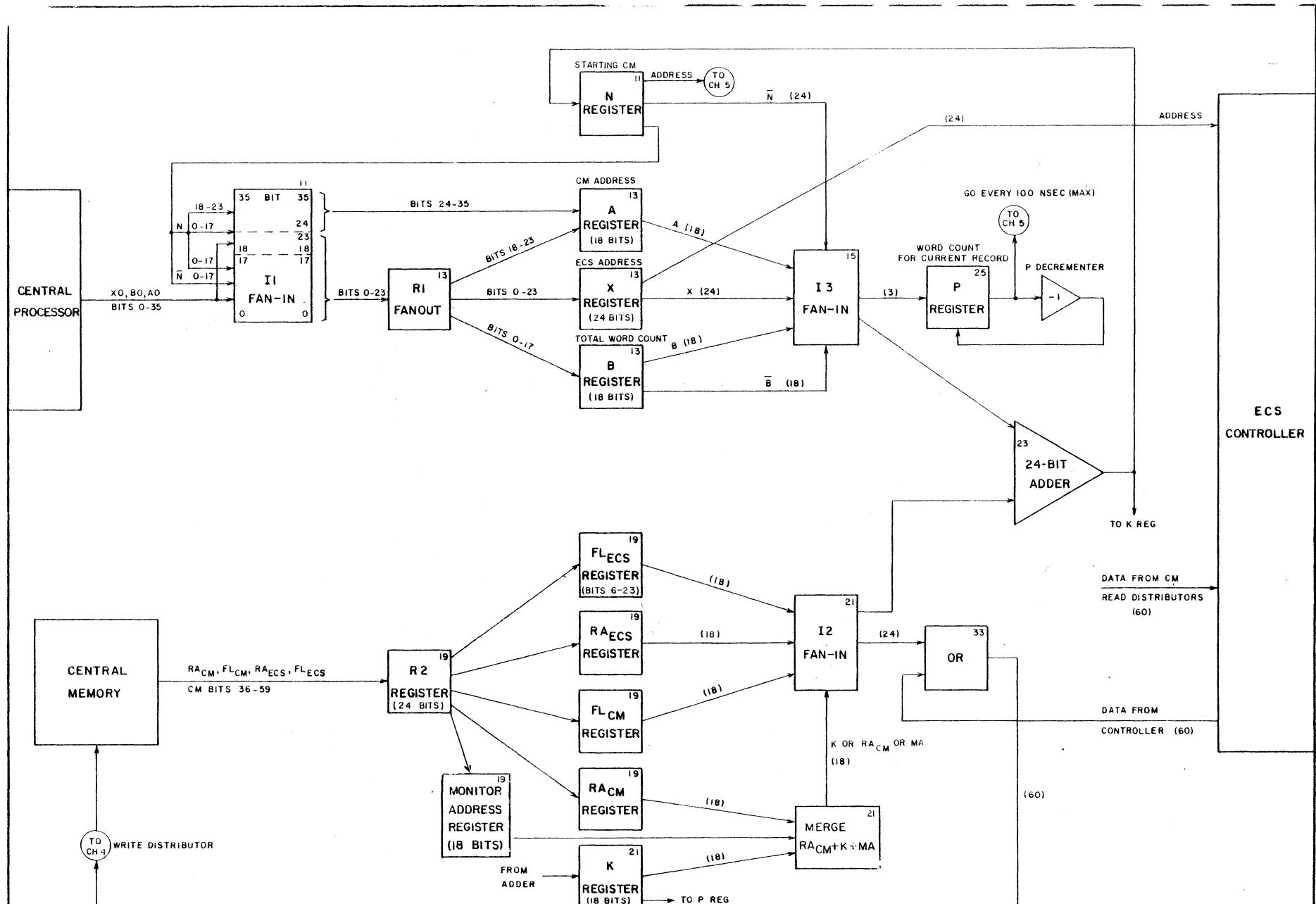
Four registers hold the values of Field Length for CM and ECS and the values of the Reference Address for CM and ECS. These values are not changed during a data transfer, and are restored, via the data paths, on an Exchange Jump.

The N and K registers are used for holding intermediate values generated during a transfer.

The adder is a 24-bit adder resembling 2 stages of the CPU Long Add unit.

P Register holds the 3-bit word count of the record in transfer. Its contents are decremented during a transfer.

The X, A and B Registers initially hold the same values as X_0 , A_0 and B_0 respectively. X holds the ECS address and is incremented during a transfer; A holds the CM address and B the number of words left to transfer.



CONTROL DATA
CORPORATION
DEVELOPMENT DIVISION

ECS COUPLER AND CEJ/MEU
BLOCK DIAGRAM

PRODUCT
ECS COUPLER AND CEJ/MEU
SHEET C 60246600 REV / PAGE 4-1

SEQUENCE OF OPERATIONS

INTRODUCTION

Coupler operation is divided into three parts:

1. Transfer Setup.
This portion is performed only at the beginning of a transfer and is not repeated.
2. Record Setup.
This part of the operation is performed before each record transferred.
3. Data Transfers.
If 524K of ECS are used, the data can be transferred at the rate of one word every 100 nsec. The coupler handles 8-word records and to sustain this rate, it must request a new record while the data transfer is in progress. That is, the Record Set-Up for the next record is performed at the same time as the data transfer. (See block transfers below.)

The coupler has a path for an address to CM (chassis 5). This path (and the coupler timing chain) is used by the CEJ/MEJ instructions (St. Opt. 10104).

TRANSFER SETUP

On any Exchange Jump, FL(ECS), FL(CM), RA(ECS), RA(CM) are sent from the package to the coupler.

When an ECS instruction is translated,

1. The timing chain is started.
2. The contents of X0 and A0 are sent to the coupler X and A registers. (These address relocation quantities must be stored prior to instruction execution.)
3. The Clear signal on B0 is dropped and the word count ($Bj + K$) is formed in the increment unit and sent to B0 which is sent in turn to coupler B register.

All required values are not stored in the coupler. Note that the values of FL(ECS), FL(CM), RA(ECS) and RA(CM) are not changed during an ECS transfer. They are restored to CM if an Exchange jump occurs.

4. The coupler then checks to see if the initial addresses are in bounds. If either CM or ECS Field Length errors occur, the transfer is terminated.
5. The first ECS address is computed, $(X+RA(ECS))$, and stored in X. This absolute address will be updated after each record.

RECORD SETUP

FIRST RECORD

ECS reads/writes eight 60-bit words at once. This single record is disassembled/assembled in ECS under control the lowest 3 bits of the ECS address (see Definition Of Word Count Bits on diagram). These bits specify where in the record the operation should start. ECS always continues from the starting point to the end of record. If only word three is required, then the record at that address sends five words starting at word three. However, the word count is one, and this is entered in the P register. The single word is accepted and the transfer concluded even though ECS sends the remaining four words.

First record proceeds as follows:

1. The first record may be a partial record. Therefore, the lower 3 bits of X (60-bit word count bits) are subtracted from 10_8 to give the number of words to be transferred in this record. This result is sent to K.

2. K is checked against B. If $K-B$ is negative, more than one record is to be transferred. K is sent to P as this number of words is the first record. (If $K-B$ is positive, then this becomes the last record and B is sent to P (see Last Record).
3. B is reduced by K words.
4. The ECS address, Store bit and Request bit are sent to the controller.
5. The ECS address is incremented by K. This means that the lower 3 bits of X are clear and that the following records must be complete ones.
6. The Accept is received from the controller. The coupler waits until this occurs.
7. The Central Memory address, $(A+RA(CM))$, is computed and stored in the A register. It is also sent to the Exchange Address Counter (EAK), where it is incremented by the P decrementer Go pulses.
8. The P decrementer is enabled and the data transfer is started.

SECOND RECORD

While the data is being transferred for the first record, the second Record Setup is starting the next ECS bank into its Read/Write cycle. The differences between the second record (or any intermediate record) and the first are:

1. Since they cannot be partial records, step 1 simply transfers 10_8 to K. Also the ECS address is incremented by 10_8 .
2. Since the Exchange Address counter holds the CM address, a new address is not sent to CPU as in 7.

LAST RECORD

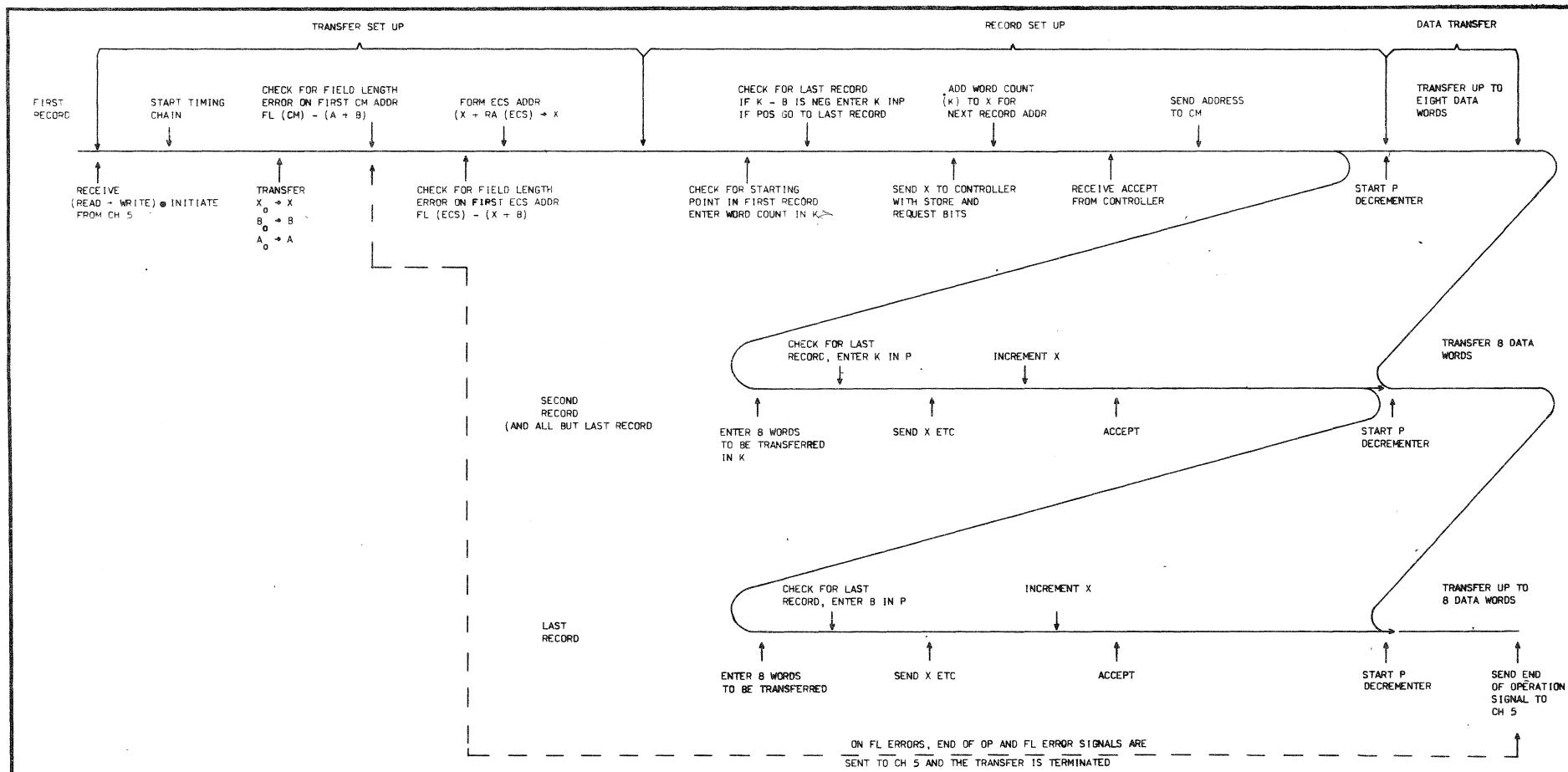
Any record may become a last record if the $K-B$ test is positive. If so, B is sent to P register. Since B may be 0-7, the record can be a partial record but only in that it is terminated early (when B is less than 7). Note that a Last Record is different only in that the parameters for the record following are not generated and that an End of Operation signal is sent to CPU.

DATA TRANSFERS

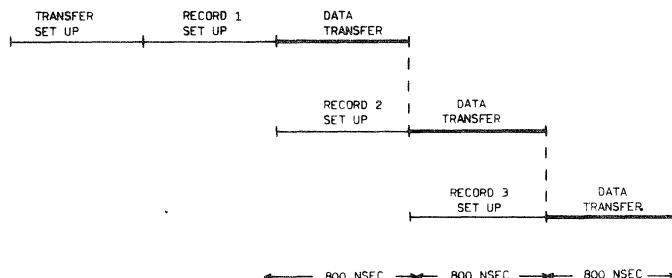
Note that data transfers must be continuous; that is, non-consecutive address are not possible in a block transfer. However, it is possible to reference a single word in ECS.

PPU INTERRUPT

Provision is made for a PPU to perform a read or write or an exchange jump during an ECS transfer. The PPU interrupt can occur only between ECS records and only one interrupt per record is allowed.



SEQUENCE OF OPERATIONS



60 - BIT WORD COUNT BITS = 3
(BITS 0 - 2 OF X, IE ECS ADDR)
SPECIFIES STARTING POSITION

SUM OF B + K (CONTENTS OF B REG)
= 1, SPECIFIES HOW MANY WORDS
TO BE TRANSFERRED

WORD 0	WORD 1	WORD 2	WORD 3	WORD 4	WORD 5	WORD 6	WORD 7
--------	--------	--------	--------	--------	--------	--------	--------

1 RECORD

DEFINITION OF WORD COUNT BITS

BLOCK TRANSFERS

CONTROL DATA	TITLE SEQUENCE OF OPERATION ECS COUPLER	PRODUCT ECS COUPLER AND CEJ/MEJ
DEVELOPMENT DIVISION	SIZE DRAWING NO. C 6024660C	REV.
	SHEET	PAGE 43

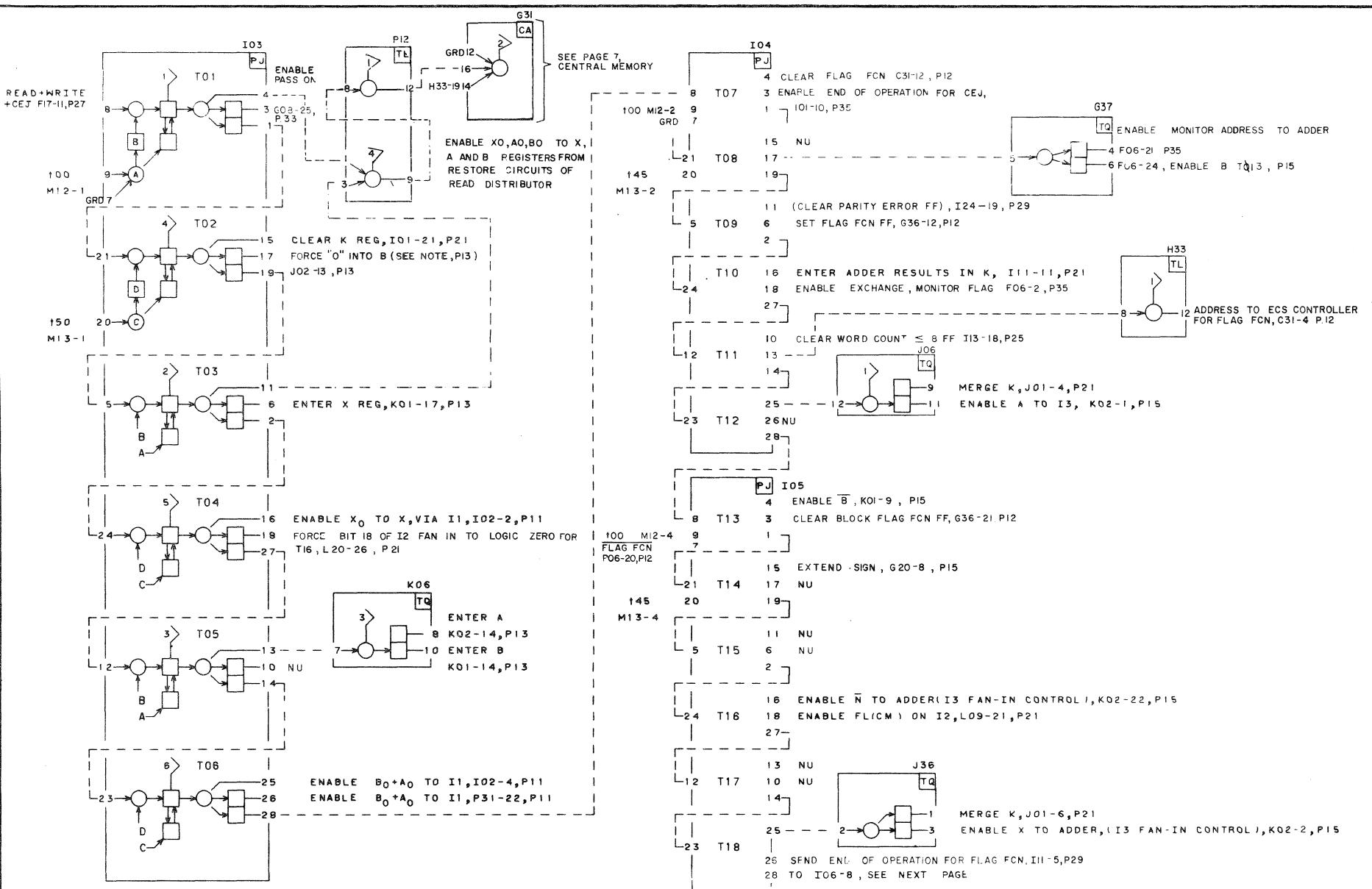
TIMING CHAIN DESCRIPTION

Each FF in the timing chain is set for 100 nsec, but there is only a 50 nsec delay between the setting of consecutive FF's. The timing chain runs for 2.4 μ sec minimum and controls most of the Coupler's operations. T01 to T26 of the timing chain are used for Normal Transfer Setup, Flag Function and CEJ sequences. T27 to T42 of the timing chain are used for Normal Transfer completion, Next Record Setup sequence and PPU Break-in operations. Note that all adder results go unconditionally to N, which is cleared every 100 nsec.

TRANSFER SETUP

The Initiate, Read (or Write) FF's are set. Read/Write FF is set. Timing chain is started at T00.

T01	(NORMAL TRANSFER) Enable Pass on; Enable X0, B0, A0 to X, B and A registers.	T14	(NORMAL TRANSFER) Extend Sign.
T02	(NORMAL TRANSFER) Clear K register; force "0" into B.	T16	(NORMAL TRANSFER) Perform FL check, (FL (cm) (A + B), by sending N, (A + K) and FL (cm) to the adder; results to N. If FL error send error signal (T20).
T03	(NORMAL TRANSFER) Enter X0 in X via I1.	T18	(NORMAL TRANSFER) Send X and K to the adder, result to N. (FLAG FUNCTION) Send End of operation.
T05/T06	(NORMAL TRANSFER) Enter A0 and B0 into A and B via I1.	T20	(NORMAL TRANSFER) Send FL error signal if N register is negative (Bit 23 set).
T07	(NORMAL TRANSFER) Continue timing chain. (CEJ/MEJ) Enable END of operation. (FLAG FUNCTION) Clear Flag Function FF.	T21	(NORMAL TRANSFER) Clear K register.
T08	(NORMAL TRANSFER) Enable B (word count) to I3 and to the adder. (CEJ/MEJ) Enable Monitor address to the adder.	T22	(NORMAL TRANSFER) Perform FL check (FL (ECS) - (X + B) by sending X + B, and + FL (ECS) to adder; results to N register. If error send error signal at T25.
T09	(NORMAL TRANSFER) Continue timing chain. (FLAG FUNCTION) Enable Flag Function FF.	T23	(NORMAL TRANSFER) Set First FF.
T10	(NORMAL TRANSFER) Enter adder results in K. This is the transmission of B to K in preparation for FL checks. (CEJ/MEJ) Enable Monitor Flag; Exchange Go to CH 5 if CEJ.	T24	(NORMAL TRANSFER) Perform X + RA (ECS); result to N register.
T11	(NORMAL TRANSFER) Clear Word Count \leq 8 FF.	T25	(NORMAL TRANSFER) Send FL error signal, if N register is negative.
T12	(NORMAL TRANSFER) Send A via I3 and K to the adder. (FLAG FUNCTION) Enable address to ECS Controller for Flag Function.	T26	(NORMAL TRANSFER) For first record only, send X and RA (cm) to the adder. Enable E term.
T13	(NORMAL TRANSFER) Enable B to the adder. (CEJ/MEJ) Clear Block Flag Function FF.		



CONTROL DATA

TITLE
TIMING CHAINDEVELOPMENT
DIVISIONPRODUCT
ECS COUPLER AND CEJ/MEJSIZE DRAWING NO.
C 60246600REV.
YSHEET PAGE
4-5

END OF TRANSFER SETUP

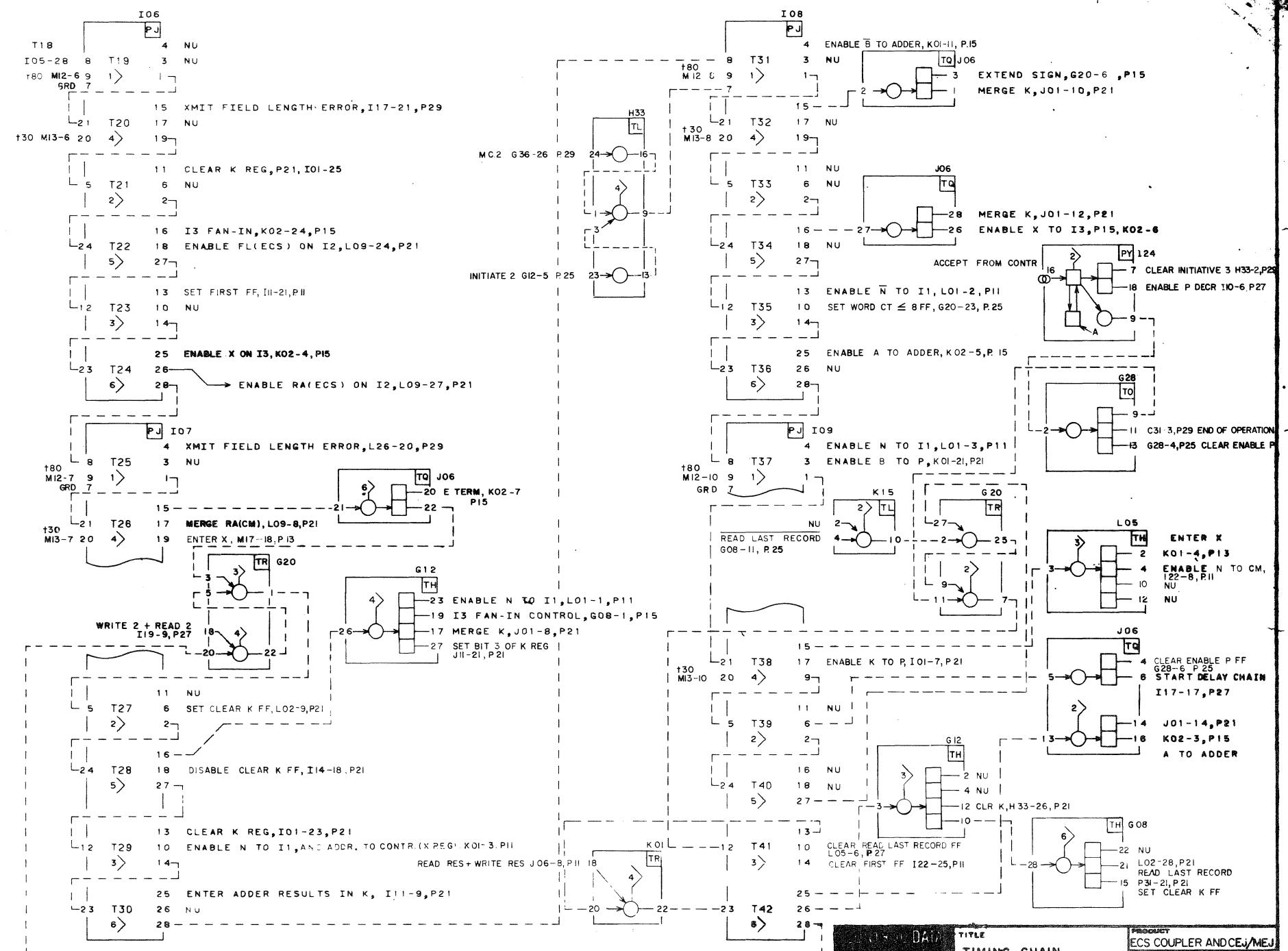
START RECORD SETUP

If this were an intermediate record, the Record Setup would begin for the next record, the Read 2 or Write 2 FF's would be cleared and the timing chain would not be restarted.

PPU BREAK IN

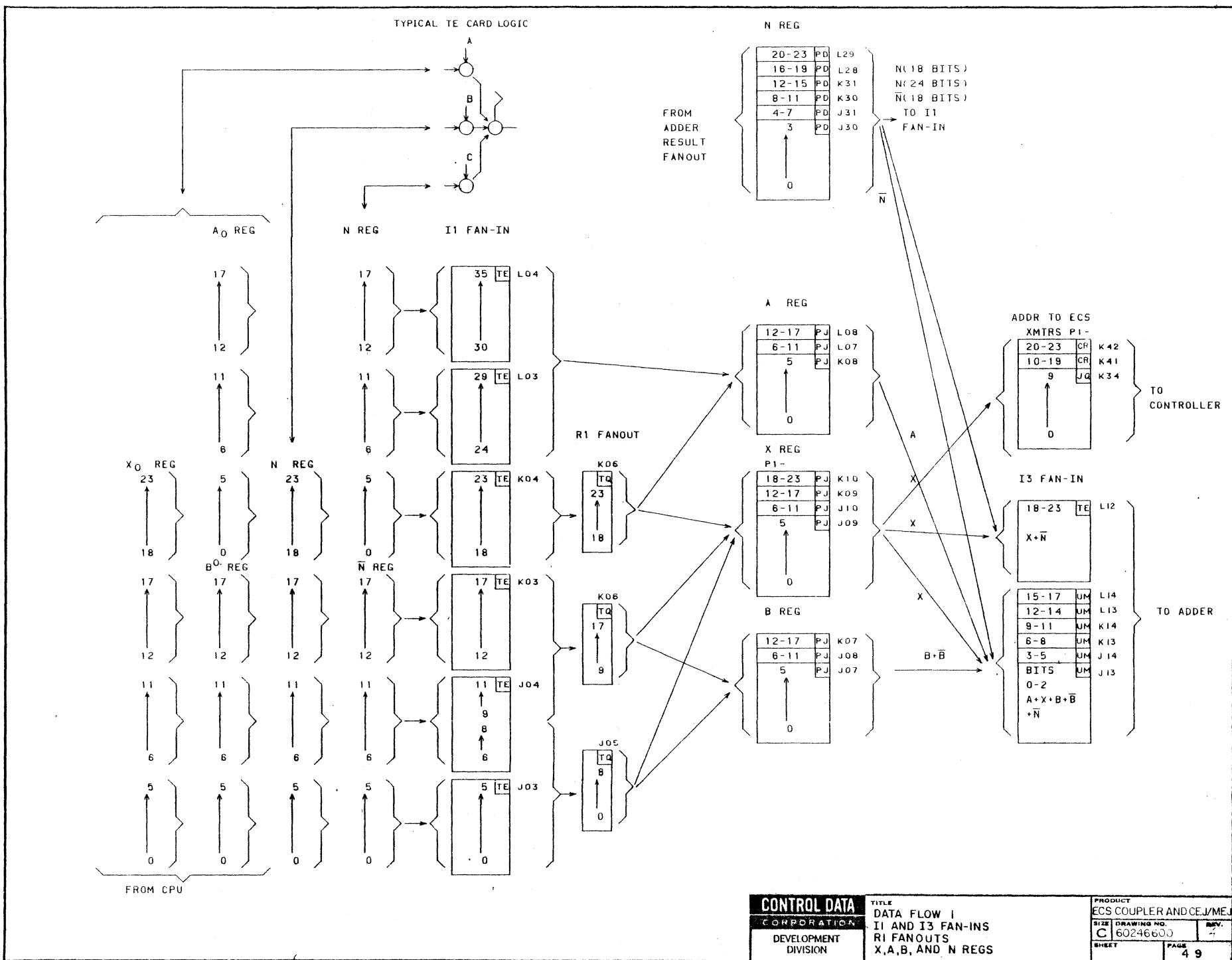
If a PPU interrupt between records the timing chain continues from T27 to T40. At T30 the address to controller X register is blocked and no Accept will be received at T41 to continue the timing chain.

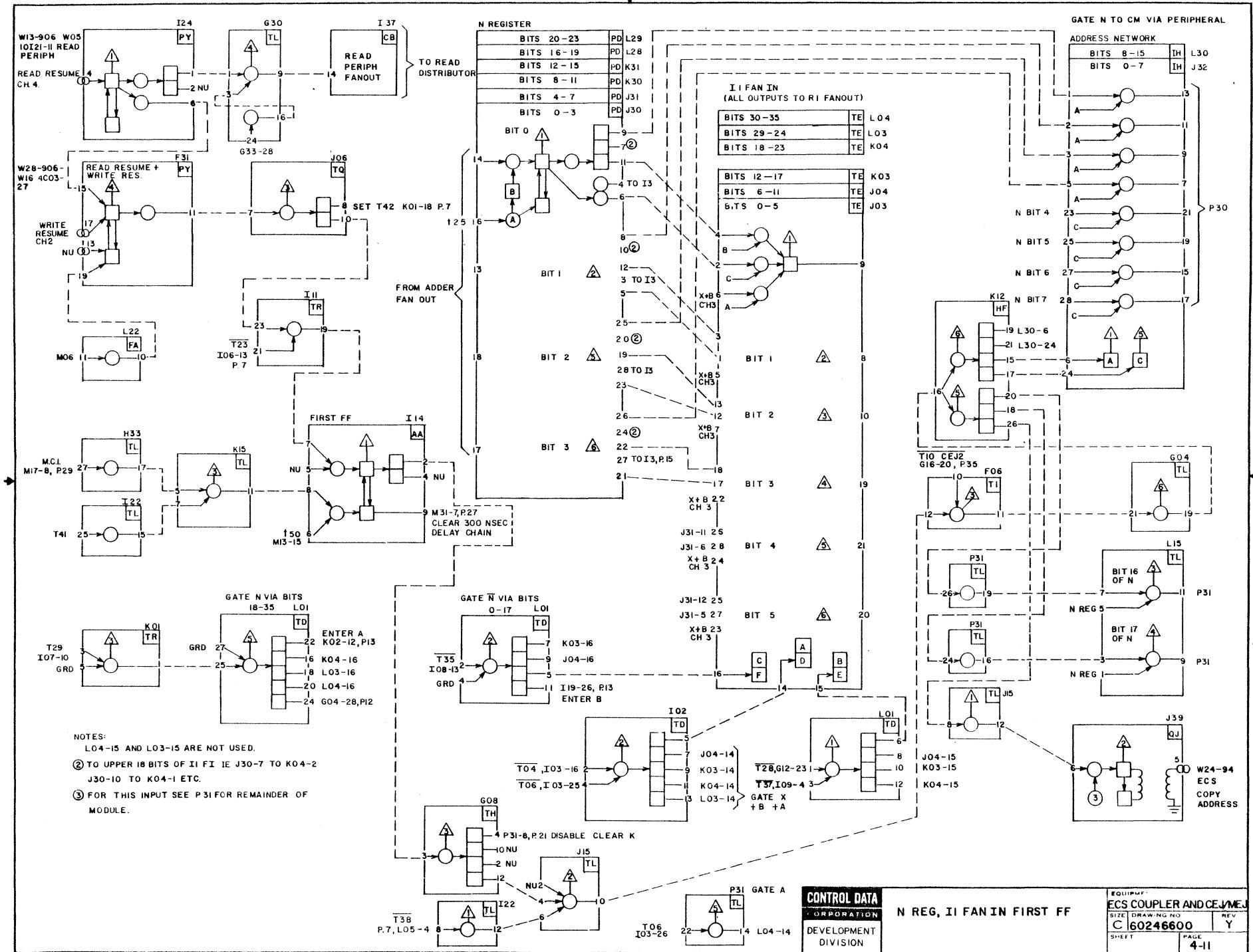
T27	(NORMAL TRANSFER) Set Clear K FF.	T35	(Enter N into B register via I1. This is the result of K - B, complemented. If N is negative, B was larger than K and this is not last record, K is entered in P at T38. If N is positive, the Word Count ≤ 8 FF is set and B is entered in P at T37.)
T28	(NORMAL TRANSFER) Set K = 10_8 ; mask all bits of I3 Fan-in (extend sign) except bits 0-2. Send K and N to the adder. X and N both contain the actual ECS address, from N we have: $7 \leftarrow 7x$ (note that the 7's are masks and the X is the complement of the 60 Bit Word Count); from K we have: $0 \leftarrow 010$ Results from the adder; $0 \leftarrow 0X + 1$ (end around carry) extend in K. Since the lower 3 bits of X may possibly be zero (partial record) the Coupler must determine what to enter in P. (First record only)	T36	(NORMAL TRANSFER) Send A to the adder. N will send A to CM (T38)
	(PPU BREAK IN) PPU Break-in is the same as a Normal Operation except that set K = 10_8 is blocked by a cleared condition being held on the K Reg, K is held clear to avoid the loss of the word count for the interrupt record.	T37	(NORMAL TRANSFER) Send B to P if last record. Enable N to the VIA 11.
T29	(NORMAL TRANSFER) Clear K. Enter A (if this record is not the first) with A + 10_8 (see T42). If this is the first record, send N (cm address) to A (see T26) Send Addr. to controller (x Register)	T38	(NORMAL TRANSFER) Enter N in X. From I this is the result of the K and X addition at T34 and is the ECS address for the next record. Enable N to CM. Enable K to P.
	(PPU BREAK-IN) Clear K. Enter A with A + 0. A is added to 0 on a PPU Break-in because set K = 10_8 was disabled at T28. A in this case holds the CM address for the interrupted record and must not be incremented by 10_8 . Addr. to controller (x Reg) is blocked, but Timing Chain continues	T39	(NORMAL TRANSFER) Start the delay chain if this is a read operation; this is to delay the start of the decremementer long enough to get the data back from ECS. Clear ENABLE P FF.
T30	(NORMAL TRANSFER) Enter adder results (T28) in K. This is the number of words to be transferred for this record.	T41	(NORMAL TRANSFER) An Accept from the Controller sets T41 FF and enables the P decremementer. T41 clears Read Last Record FF and clears FIRST FF. If last record (Read Last Record FF is set) this FF blocks the timing chain and prevents the requesting of any further records.
	(PPU BREAK IN) Enter adder results in K. This is the result of the A + 0 addition (T28).	T42	(PPU BREAK-IN) The Accept from the controller to T41 is blocked at T30 when Address to Controller (X Reg) was disabled by the PPU Break-In. The timing chain hangs at T40 until a Read or Write Resume signal sets T42 FF.
T31	(NORMAL TRANSFER) Enable B to the adder. This will initiate the check to determine if this is last record and if so, how many words will be transferred. This is done by subtracting the Word Count ($B_j + K$), now in B, from K (T32).		(NORMAL TRANSFER) Set FF. Send A and K to the adder. This updates the CM address by 10_8 . This new address is entered in at T29. It is not sent to CM each record but is available if needed; that is, after a PPU Interrupts the transfer. Enable No Interrupt FF to clear K. Enable Read Last Record FF. Set T27 FF which starts a new Record Setup sequence. Note that T27 FF is set 25 nsec after T42 and T28 FF is set 75 nsec after T42. Therefore, T42 at 75 is the same as T28 at T00. This overlap ensures that K = 10_8 and A are sent to the adder at the same time.
T32	(NORMAL TRANSFER) B and K to adder; force "1" into bits 18-23 of adder input to make B negative.		(PPU BREAK-IN) Set by Read or Write Resume signal. Send A and K to the adder. A is holding the CM address for the interrupted record and K is clear. Therefore we are adding A to 0 to re-establish the interrupt record. T27 FF is set and a new record sequence is set up.
T34	(NORMAL TRANSFER) K and X to the adder. This is updating the ECS address by the number of 60 bit words for this record. Note that for the first pass this made any address have its lower 3 bits all zeros. There after, any record will be started at word 0. If this is any record but the first, 10_8 is added to X and the ECS record address is incremented by 1. Also, if this is any record other than the first, 10_8 is added to X, and the ECS record address is incremented by 1.		

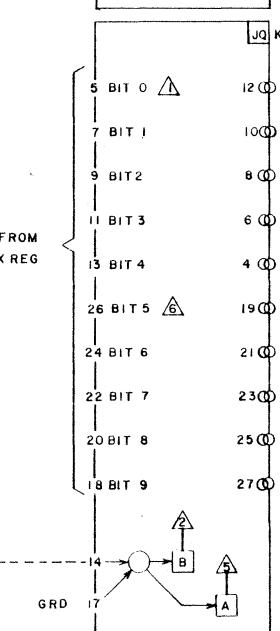
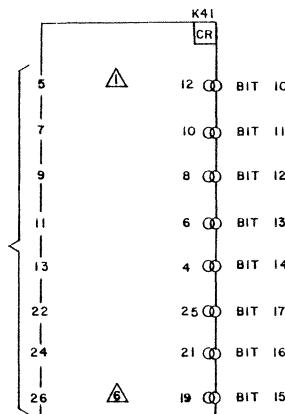
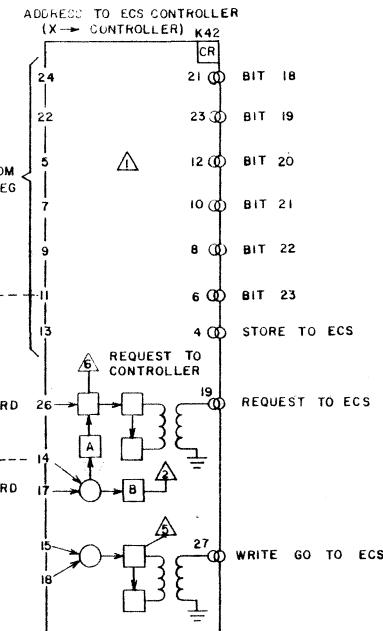
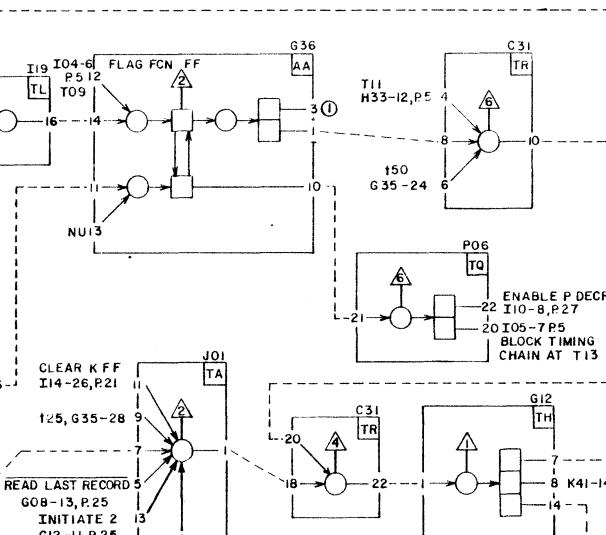
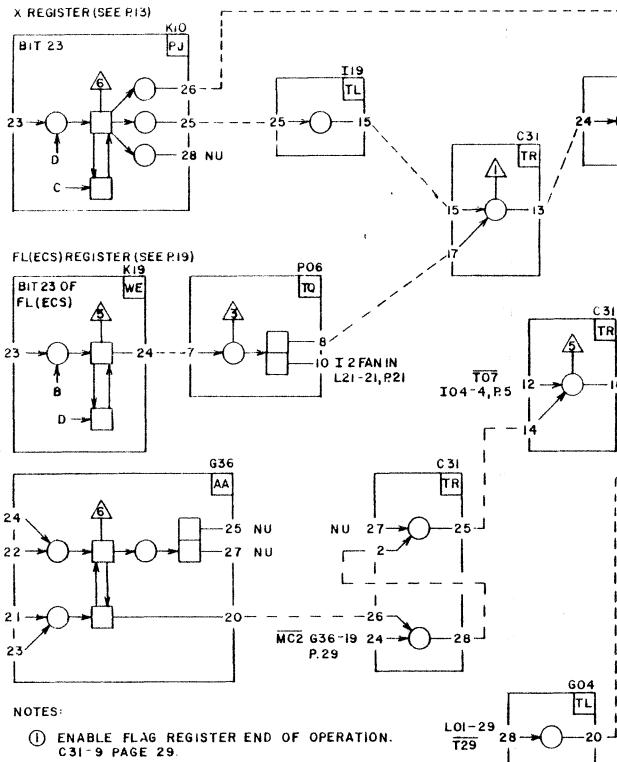


TITLE
TIMING CHAIN
T19 - T42
DEVELOPMENT DIVISION

PRODUCT
ECS COUPLER AND CEC/MEJ
DRAWING NO.
C 60246600 REV. Y
SHEET PAGE 4-7







A, B, X AND FLAG REGISTERS DESCRIPTION

A REGISTER

This is an 18-bit register which initially holds the contents of A_0 (relocation quantity for CM addresses). During Transfer Setup, RA(CM) is added to A and the result is entered in A and sent to the EAK. The initial CM address (page 11) A is updated every eighth word (once every record) by a count of 10; however, this updated address is entered in N and sent to CM T38 (P.11) for each record.

B REGISTER

This 18-bit register holds the total number of words to be transferred. Initially, it has the contents of B_0 ($B_j + K$), but it is decremented by the number of words to be transferred in the next record. This is done during Record Setup. If it is the last record, the lower 3 bits of B are sent to the decrementer. This condition is determined by N being positive; that is, K was greater or equal to B. B is not changed if this condition is met.

X REGISTER

This 24-bit register holds the ECS address. It is updated by 10_8 for each record request made to the ECS Controller. The initial contents of X is the relocation quantity X_0 . During transfer set up time RA(ECS) is added to X and the result entered in X. The address is sent to the controller at T34, but the updating for the address took place during the previous Record Setup time. This is done to ensure sufficient time for the Request to be processed by the Controller. Note that the Store Bit transmitter is on module K42 and is sent at the same time, (see page 27).

FLAG REGISTER

The Flag register is selected by executing an ECS Read or Write instruction with bit 23 set in both the ECS address (X0) and FLECS. No FL(ECS) checking is performed and RA(ECS) is not added to the ECS address (X0). The operation is the same for either ECS instruction and is not affected by the Fifty Percent Capacity Reduction.

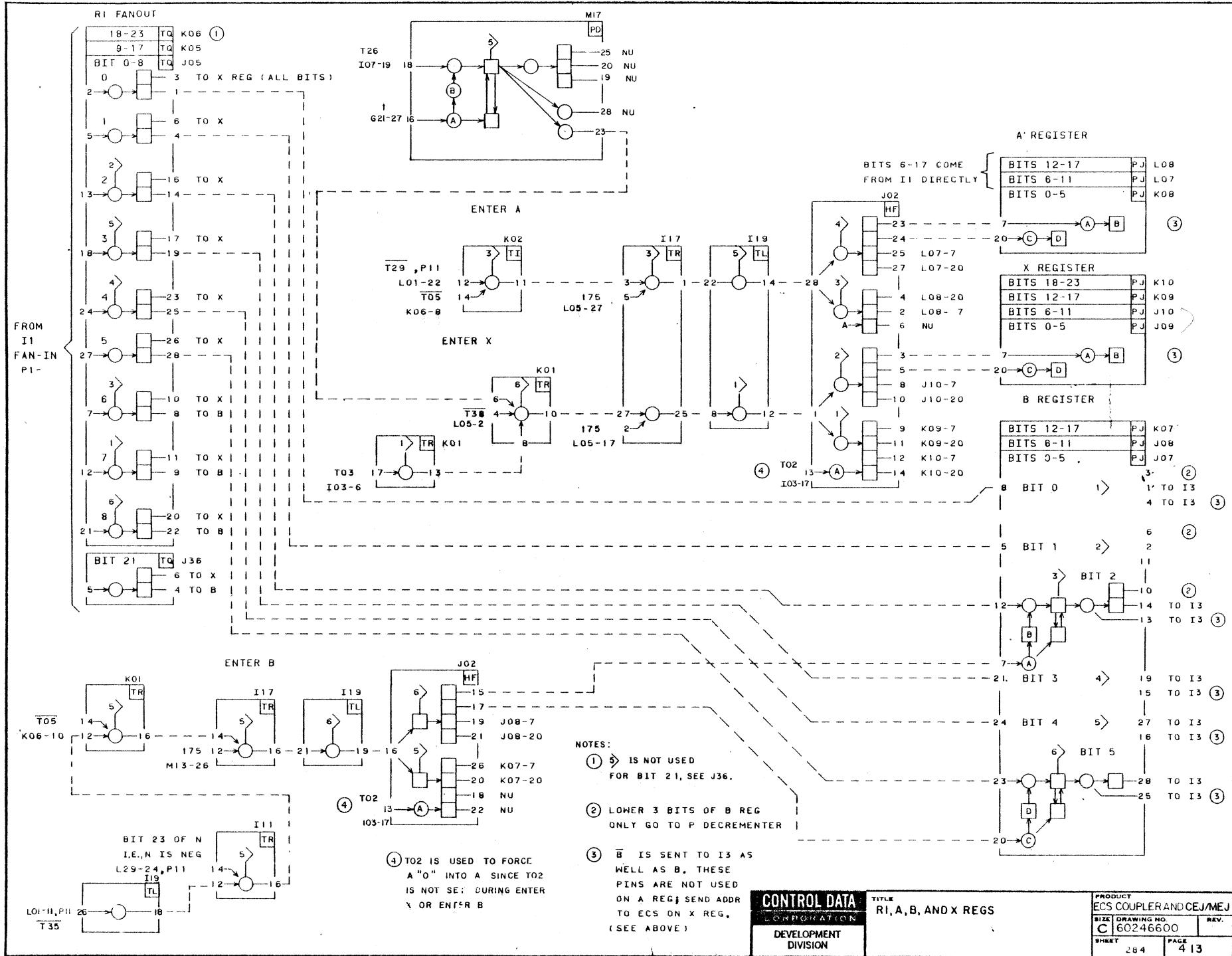
The contents of X0 are sent to the controller as is any other ECS address. Since bit 23 is set, the controller recognizes this as a Flag register operation. It then translates bits 22 and 21 to see what function is to be performed.

The response to a Flag register Function is either an error exit or a normal exit from the ECS instruction. Receipt of either an Accept or an abort from the controller enables an End of Operation for a Flag Function (see P29).

For a Flag register operation the ECS address is considered to have three parts (Figure 3-2).

Function Code	Flag Word
23 21 20 18 17	0

1. Function Code (N) is bits 21-23. Bit 23 is always set for a Flag register operation.
2. Bits 18-20 are not used.
3. The flag word is bits 0-17. These bits are compared with or entered into the Flag register depending on the function specified by N.

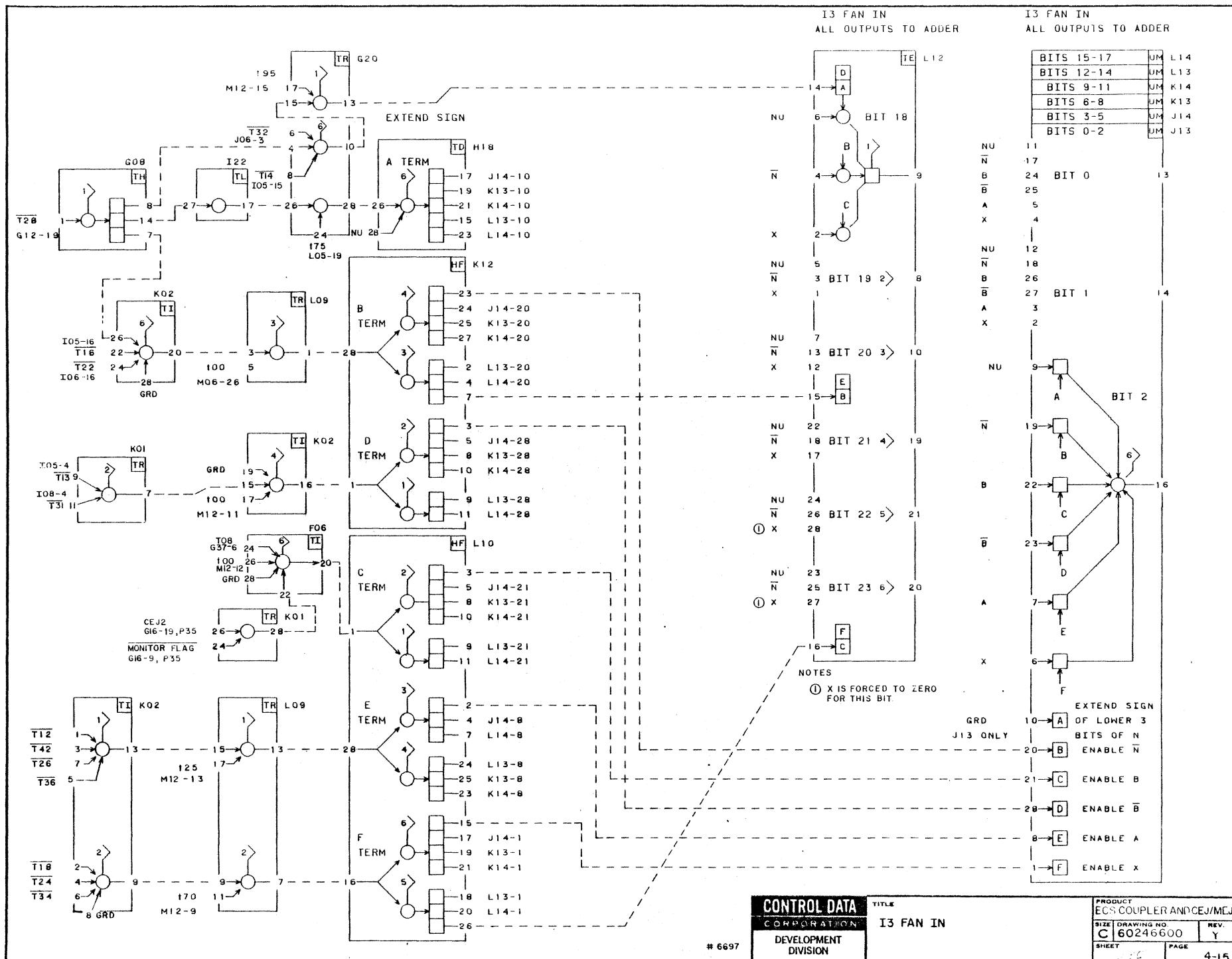


I3 FAN IN DESCRIPTION

The I3 Fan In allows the X, B, A or N registers to enter the adder.

Note:

1. The lowest 3 bits of the fan in are gated by the timing chain only.
2. Bits 3 through 23 can be forced to ones by the extend sign (A term). This is done at T28 to extend the negative sign of the complement of the lower 3 bits of X register. This is done when N (holding the newly updated ECS address) and K are sent to the coupler is determining the number of words to be transferred on all records except last.
3. Bits 18 through 23 can be forced to ones by the extend sign (A term). This extends an 18-bit negative number to 23 bits. The sign is extended at T16 when (A+K) is in N and is to be subtracted from FL(CM) for Field Length checks. At the K-B test is performed with B being sent to the adder, and its sign is therefore extended.



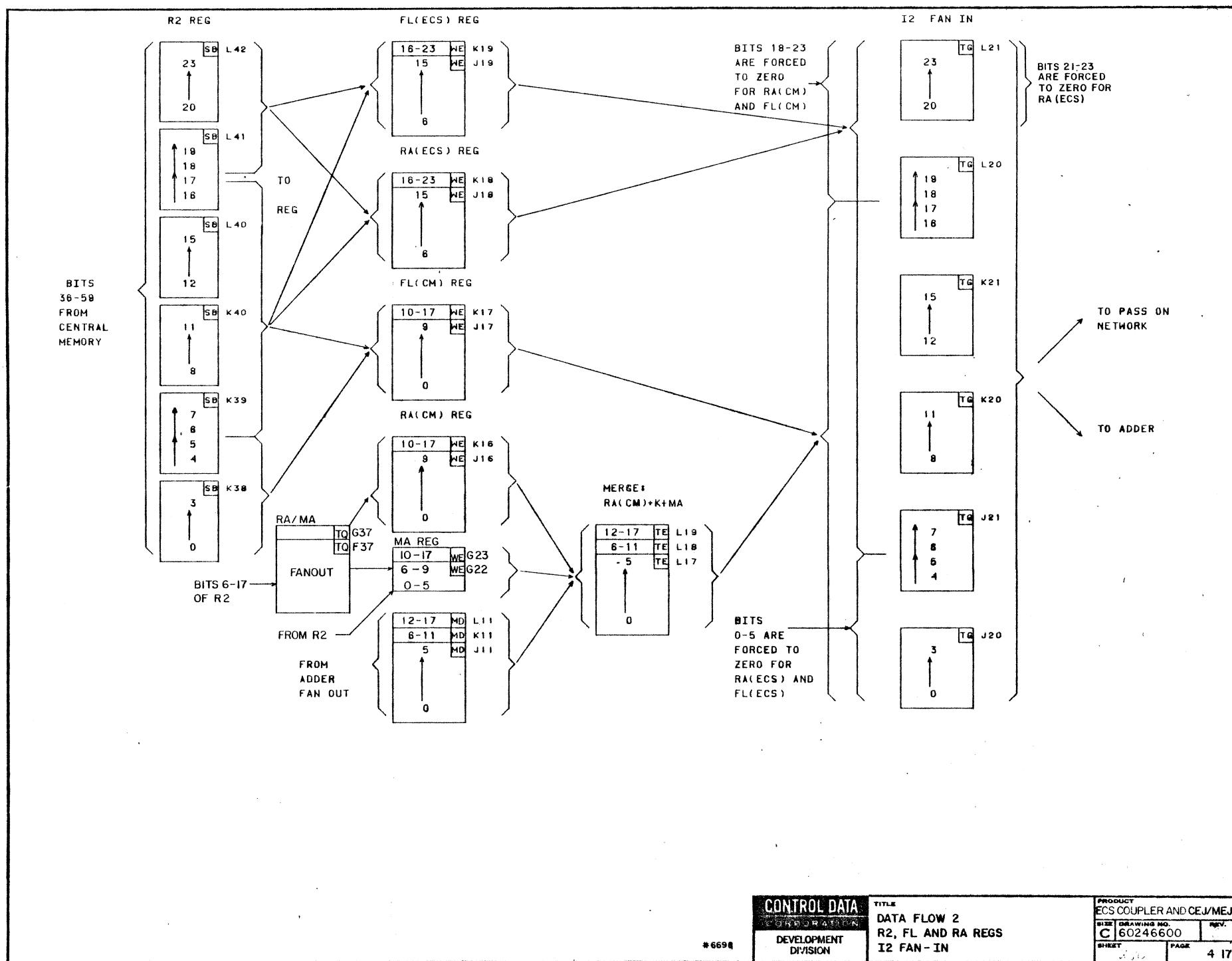
R2, RA AND FL REGISTERS

R2 REGISTER

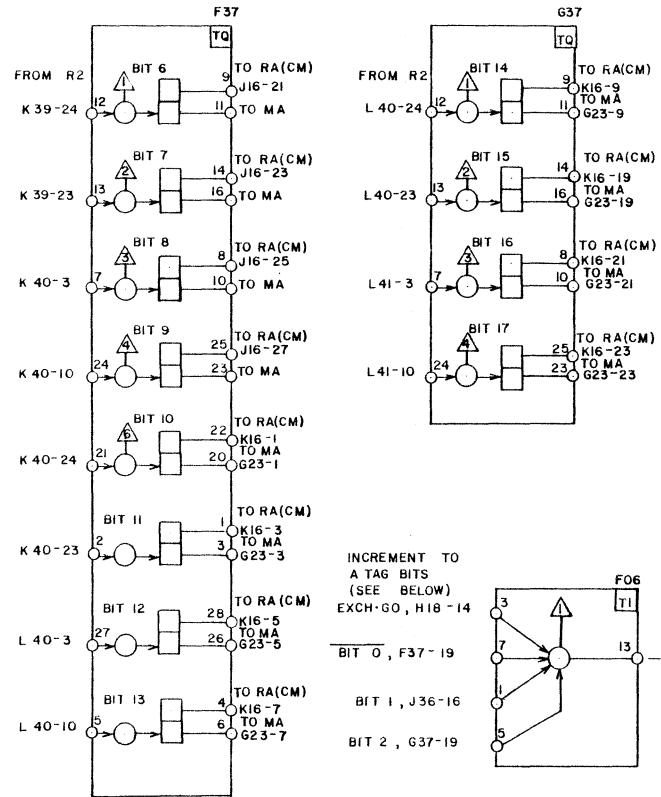
This is a 24-bit catching register. Its contents are directed to the RA or FL registers by the address tags. These tag bits are the Increment Unit to A bits which are not used during ECS instructions and are therefore assigned to directing the ECS and CM parameters.

MA, RA AND FL REGISTER

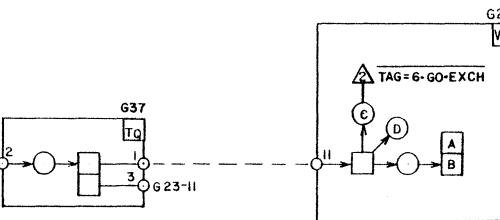
These hold MA, RA and FL quantities from the Exchange Jump package. Note that the lower 6 bits of the ECS registers do not exist.

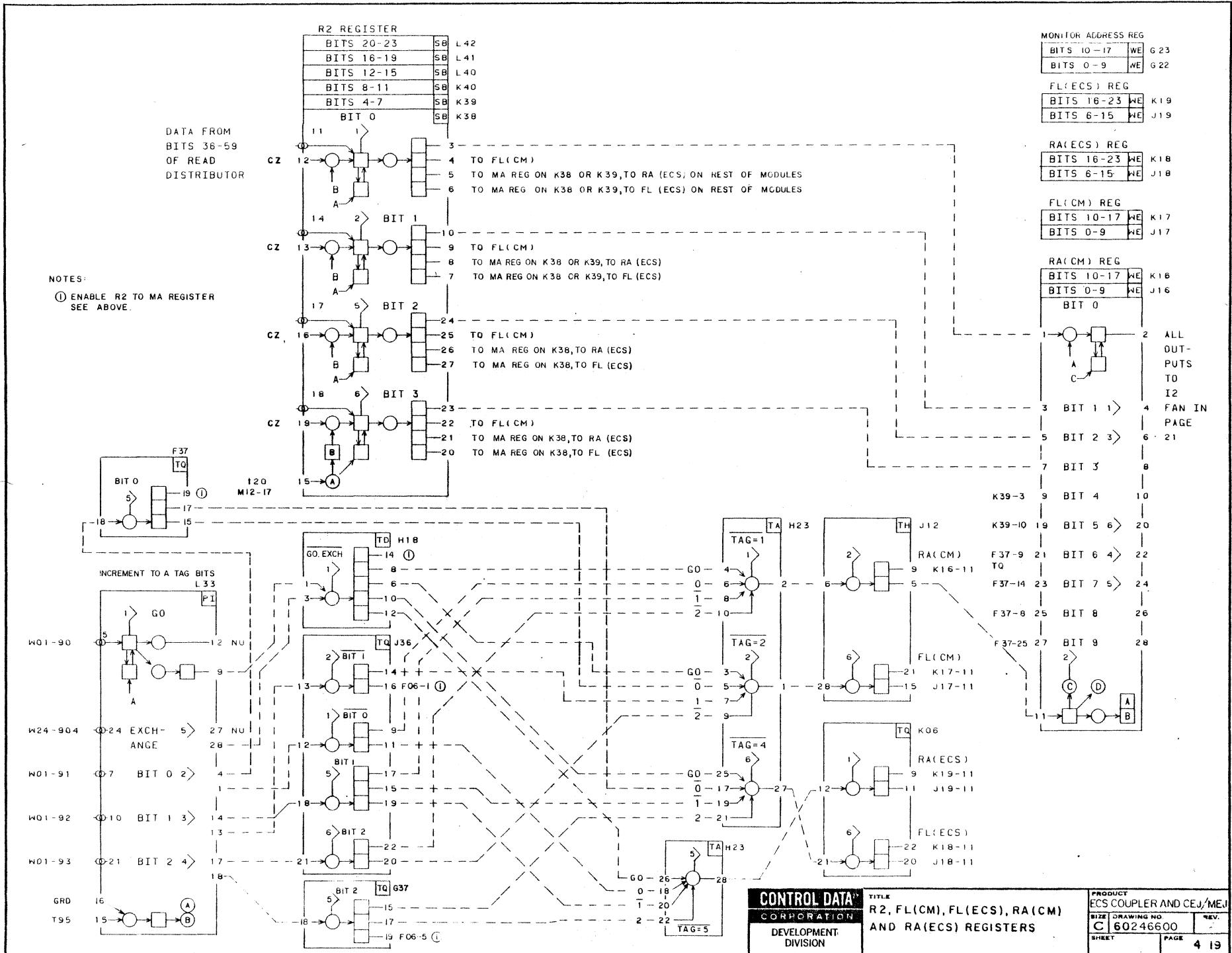


R2 → MA FANOUTS
(LOWER 6 BITS GO DIRECTLY TO MA)



MA REG (SEE BELOW)





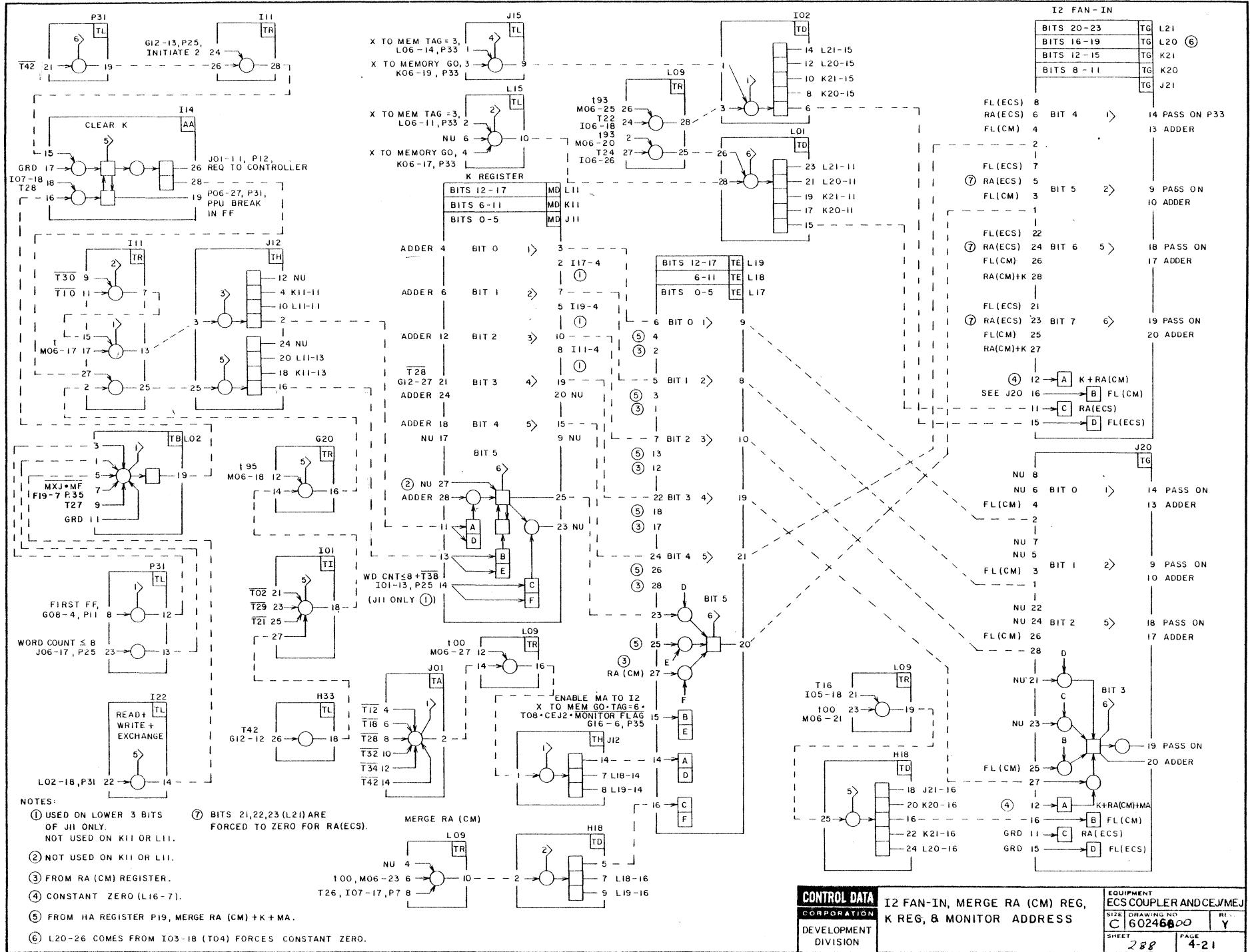
I2 FAN IN AND K REGISTER DESCRIPTION

K REGISTER

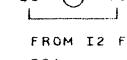
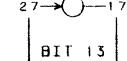
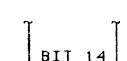
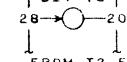
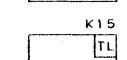
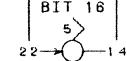
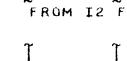
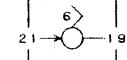
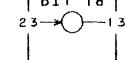
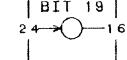
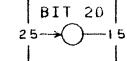
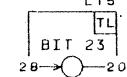
This 18-bit register holds the word count for one record. It also can have bit 3 forced to a one, which is used to increment quantities by 10_8 . An exception occurs during PPU Break-in when K is held clear disabling the $K + 10_8$ addition. Its inputs on I2 are shared with RA(CM) register and they are controlled by the merge RA(CM) or K gates which allow one or the other to I2. The lower 3 bits of K are sent to the P register except on the last record, when B is sent to P.

I2 FAN IN

This fan in allows RA, FL and K to send operands to the adder or to the pass on network. The letter would be done only if an Exchange Jump occurred. Since the lower 6 bits of the ECS registers do not exist, their inputs on I2 are not used. Also, since RA(CM) and K are controlled by the merge gates, their gating term (A) on I2 is always a logical one output.



I3 FAN-IN
INVERTER
RANKS, P15



ADDER FEEDER REGISTER

GROUP 3, BITS 21-23	FA
GROUP 2, BITS 18-20	FA
GROUP 1, BITS 15-17	FA
GROUP 0, BITS 12-14	FA

GR 3
BORROW

GR 2
BORROW

GR 1
BORROW

GR 0
BORROW

GR 3 PASS

GR 2 PASS

GR 1 PASS

BIT 2

14

BIT 14

BIT 13

BIT 12

BIT 11

BIT 10

BIT 9

BIT 8

BIT 7

BIT 6

BIT 5

BIT 4

BIT 3

BIT 2

BIT 1

BIT 0

BIT 15

BIT 14

BIT 13

BIT 12

BIT 11

BIT 10

BIT 9

BIT 8

BIT 7

BIT 6

BIT 5

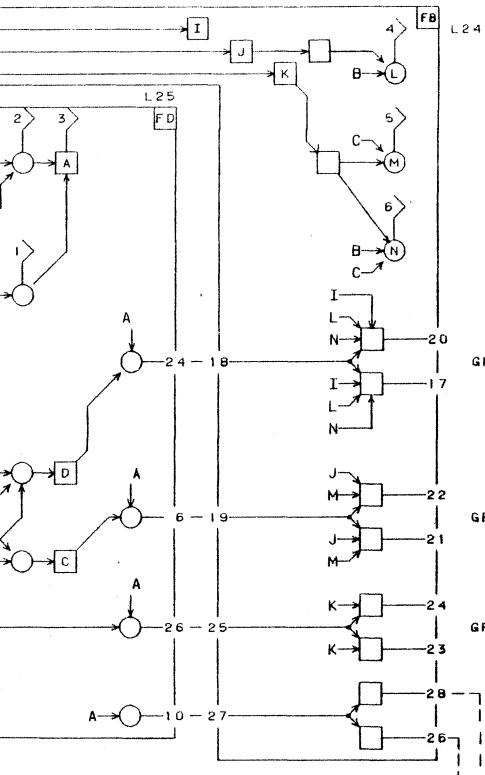
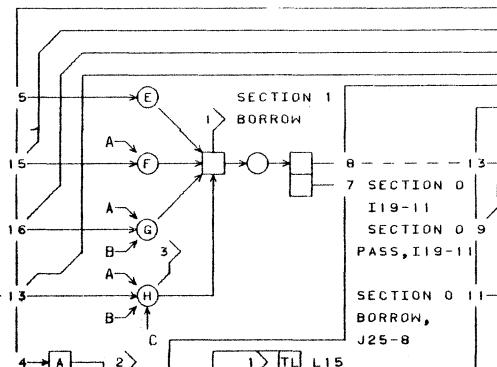
BIT 4

BIT 3

BIT 2

BIT 1

BIT 0



NOTES

(1) SINCE K IS AN 18-BIT REG, BITS 18-23 GO DIRECTLY TO N REG

(2) PIN 13 NOT USED ON K24, L22, L23

PIN 8 NOT USED ON L23

3. THIS ADDER IS IDENTICAL TO THE LONG ADD UNIT IN THE 6600. SEE PUB. NO. 60224800

(4) PIN 20 GROUNDED ON L23

CONTROL DATA

CORPORATION

DEVELOPMENT
DIVISION

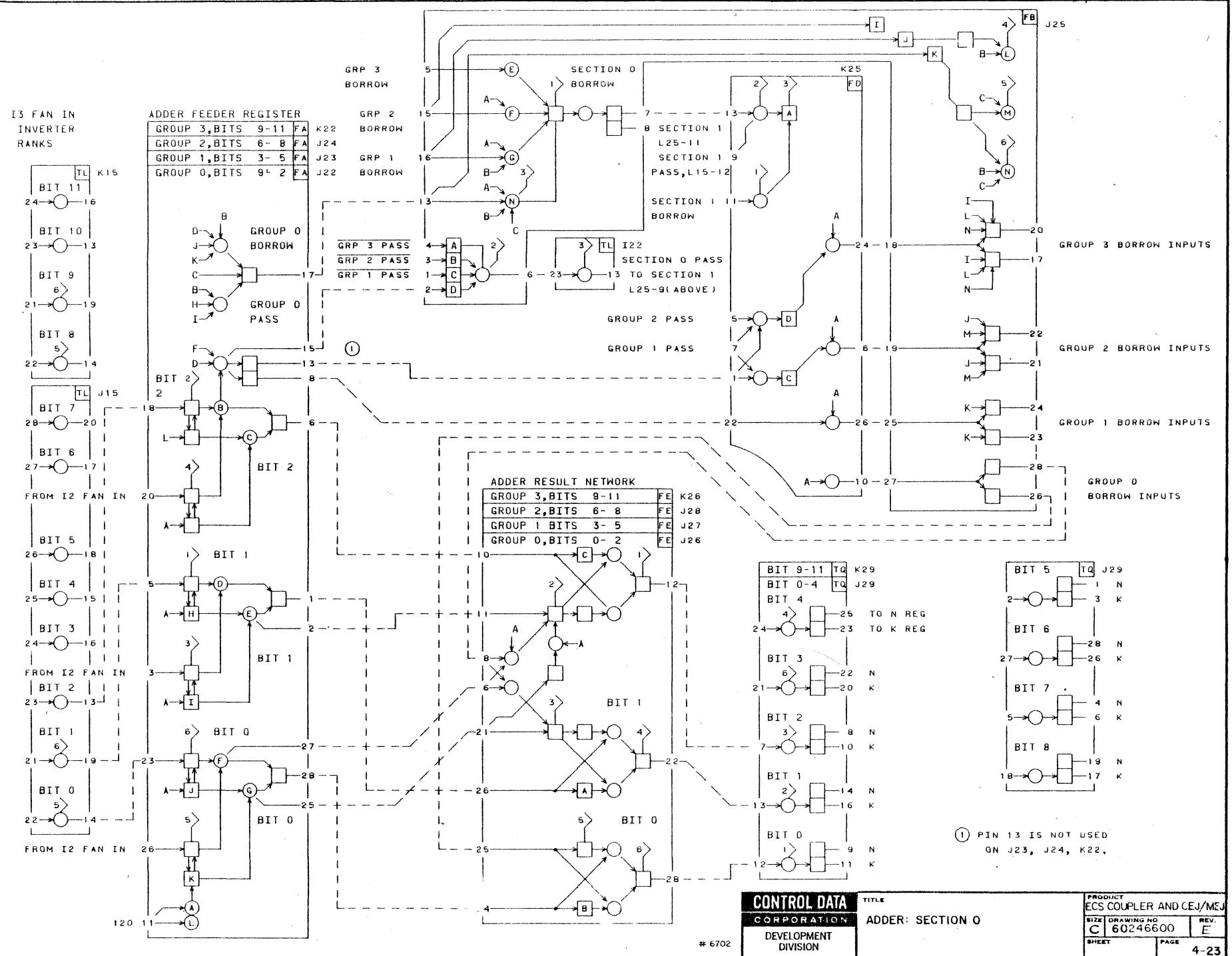
TITLE
ADDER, SECTION I

PRODUCT
ECS COUPLER AND CJ/M

SIZE DRAWING NO.
C 6024660C

REV. D

SHEET PAGE
4 2



P DECREMENTER AND REGISTER

The output of the decrementer is one count less than the 3-bit quantity in the P register. When the clear/set input to P is strobed at T00, this reduced quantity is entered in P.

The lower 3 bits of K are entered in P unless it is the last record; then the lower 3 bits of B are entered in P.

The decrementer runs only when the Enable P FF is set. On a write operation this is at T41 but on a Read operation there is a considerable delay before the data arrives, so the Read 2 FF is sent through a 300 nsec delay chain before setting the Enable P FF. Once this FF is set, the remainder of the coupler's logic can start the next Record Setup and the clock pulses decrement P and send the GO signal to the Exchange Address Counter. When P = 0 the Enable FF will be clear unless a new request has been sent; that is, it was not the last record. Note that the decrementer logic is cyclic; it will decrement an all zero P register to all ones.

LAST RECORD CONTROL

WORD COUNT \leq FLIP FLOP

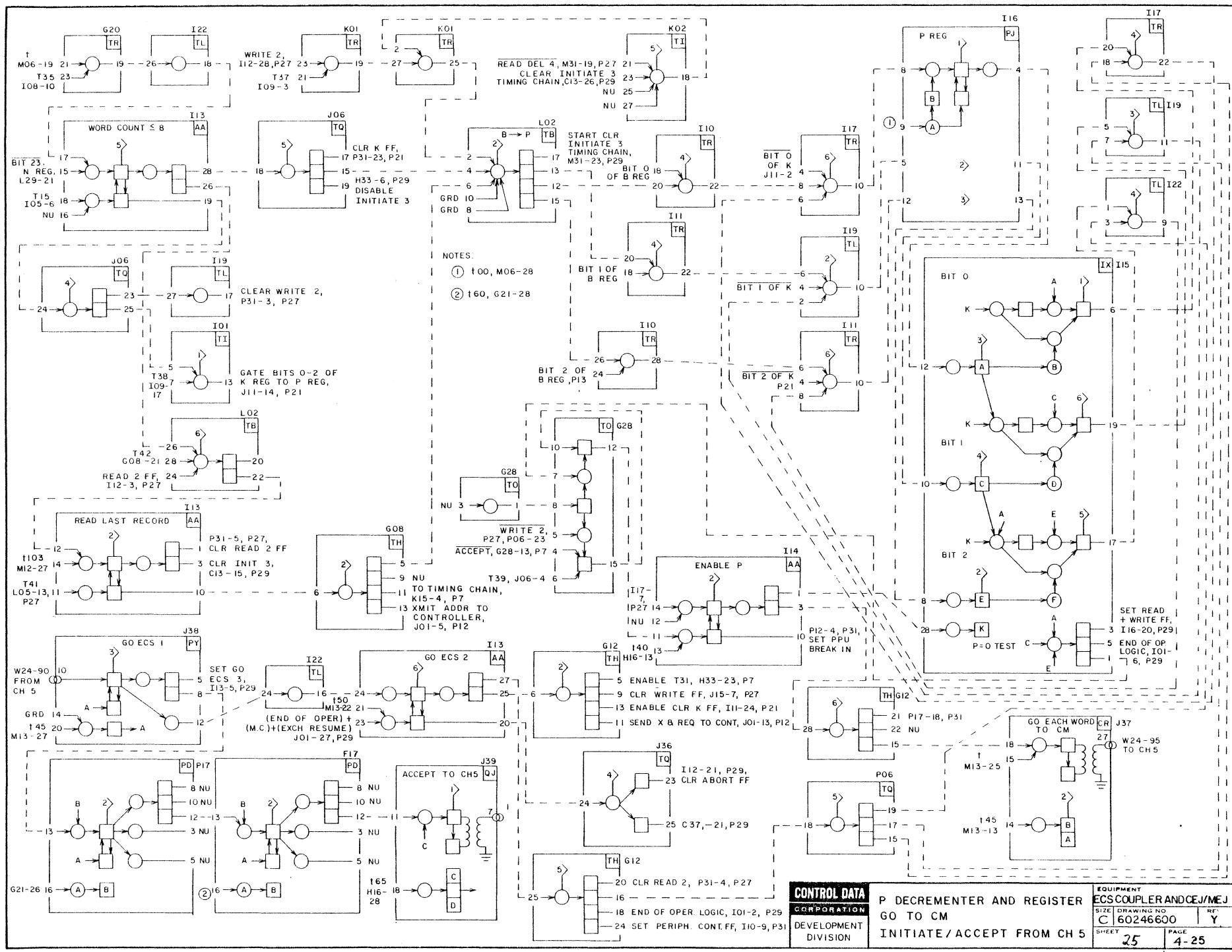
This is set if the N register is positive after the K-B check on the last record only. If set, B is sent to P; if clear, K is sent to P.

READ LAST RECORD FLIP FLOP

This set by the Word Count \leq 8 FF, Read 2 FF and T42 and blocks the reset Record Setup sequence from occurring.

INITIATE 1 FLIP FLOP

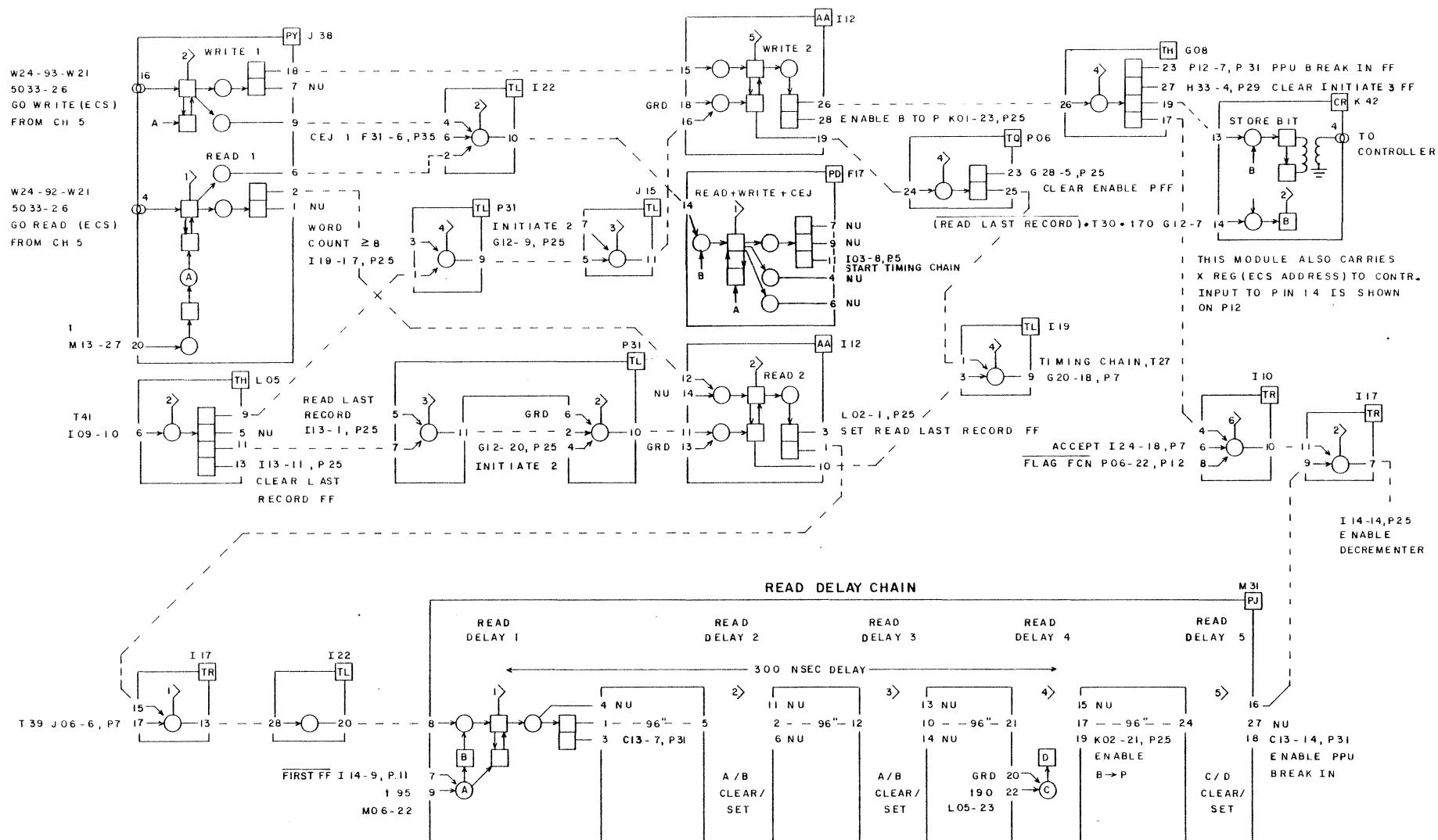
This is set from CPU when the instruction is translated. The Accept signal is returned immediately to CPU.



READ AND WRITE FF DESCRIPTIONS

Along with the Initiate 1 signal, CPU sets either the Write 1 or Read 1 FFs. The Read/Write FF is set by either one and the timing chain started. On a Read operation the decrementer is not enabled until T39 + 400 nsec to give the data time to reach the coupler. On a Write operation, the delay is not necessary.

When the last record reaches T42 and tries to restart at T27, the timing chain will be blocked. Either Write 2 or Read 2 must be set for it to continue.



CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TITLE
READ AND WRITE FFS

PRODUCT
ECS COUPLER AND CEJ/MJE
SIZE DRAWING NO.
C 60246600
REV Y
SHEET 212 PAGE 4-27

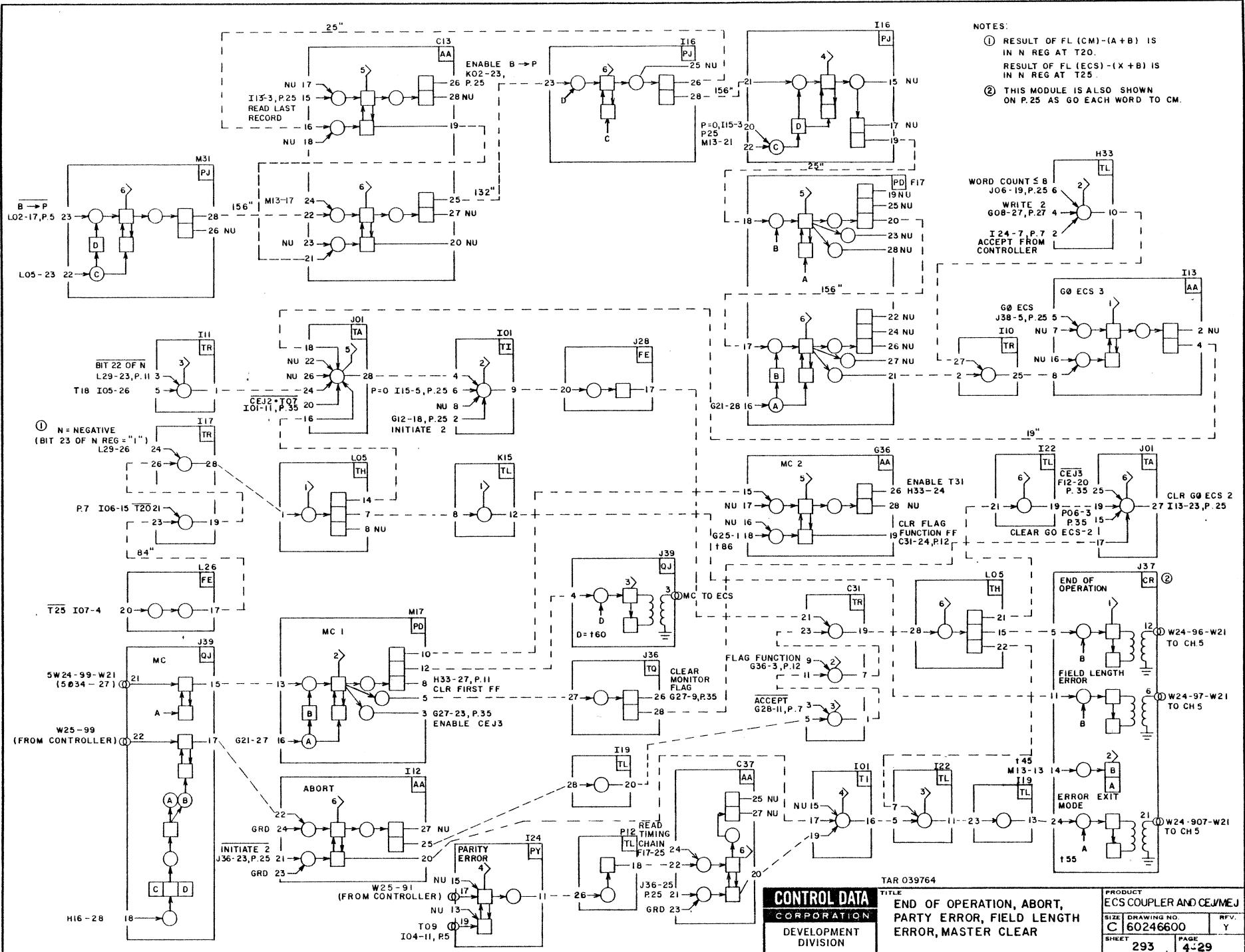
ERROR AND TERMINATION CONDITIONS

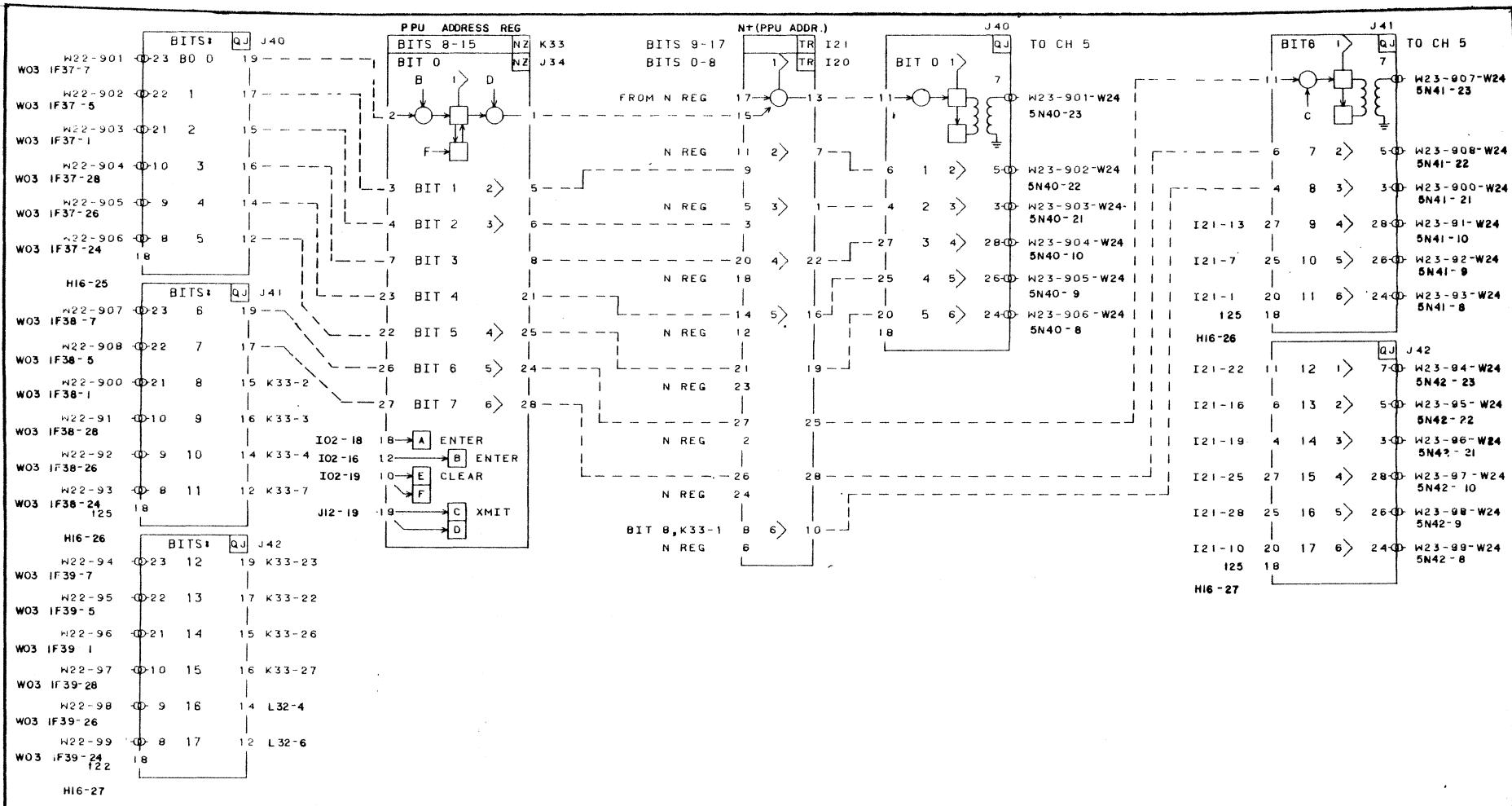
End of Operation signal is sent if the decrementer reaches 0 and this is the last record, or if a Field Length error occurs.

A Field Length error signal is sent after checking $FL(CM)-(A+B)$ and $FL(ECS)-(X+B)$ and getting a negative result. This is the only error condition that the coupler checks or acts upon.

Error Exit Mode signal is sent on any Field Length error, Abort or Parity error. Note that CPU cannot distinguish between a Parity Error and an Abort.

On a Read operation, an Abort is used in place of the Accept to keep the timing chain running. This allows the programmer to transfer all zeroes to CM if he wishes. On a Write operation CPU discontinues the transfer. On a Parity Error, the coupler relays the signal as an Error Exit Mode. Neither Abort nor Parity Error cause an End of Operation signal.





CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TITLE
PERIPHERAL ADDRESS
NETWORK (TO CM)

PRODUCT
ECS COUPLER AND CEJ/MEJ
SIZE DRAWING NO.
C 6024660 REV.
SHEET PAGE
4-30

PPU BREAK IN

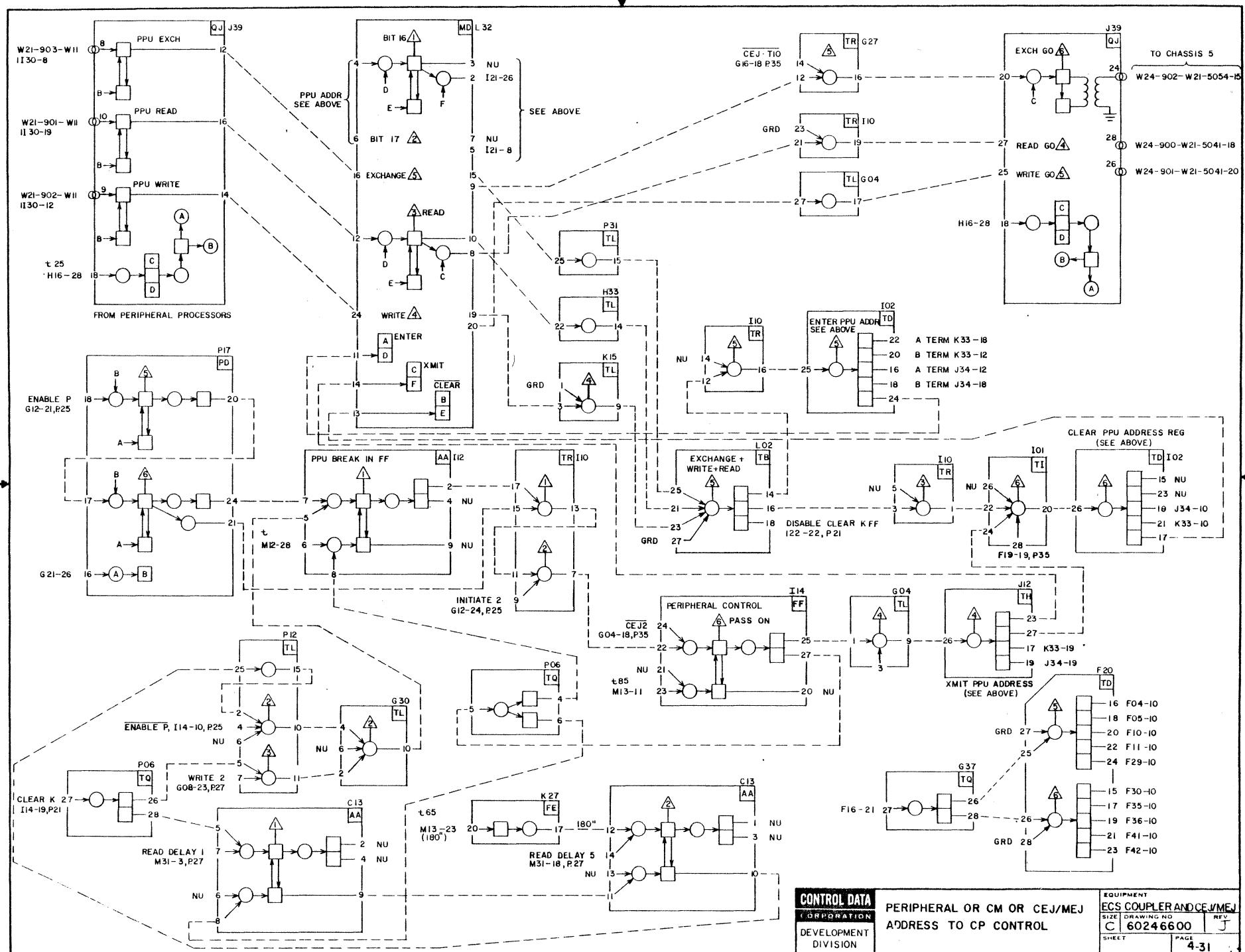
A PPU may interrupt any record except the first and last record. To enable a PPU Break in these conditions must exist:

First FF is clear.

Enable P FF is set.

Clear K FF is clear.

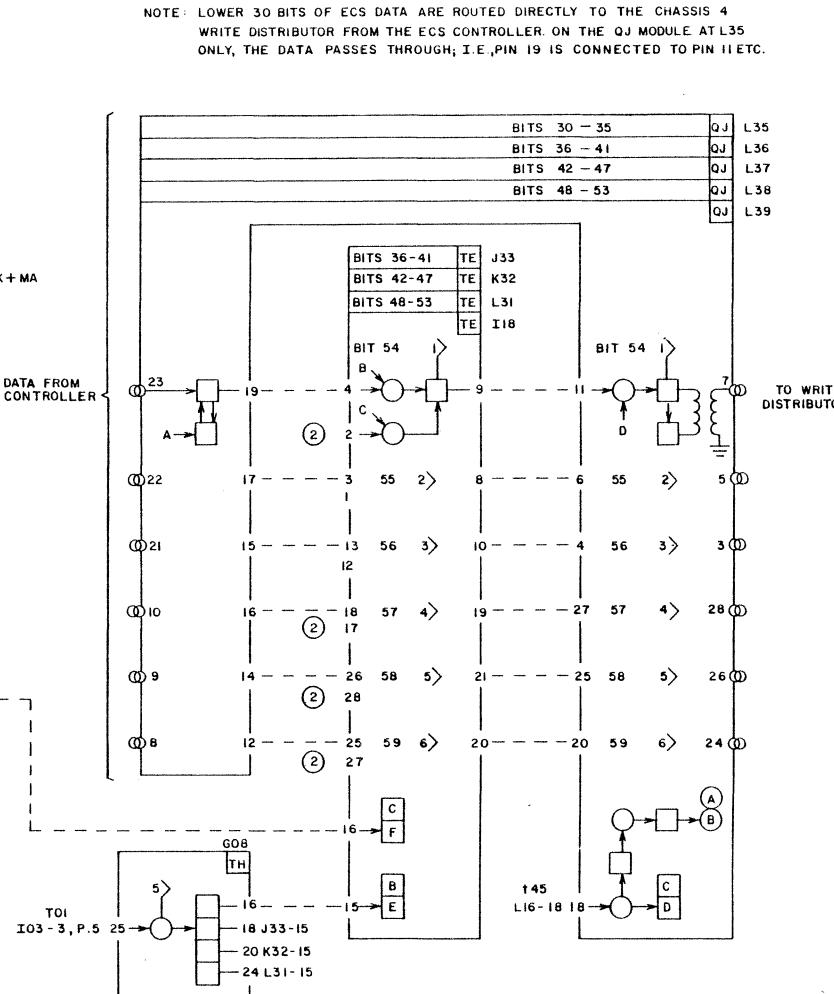
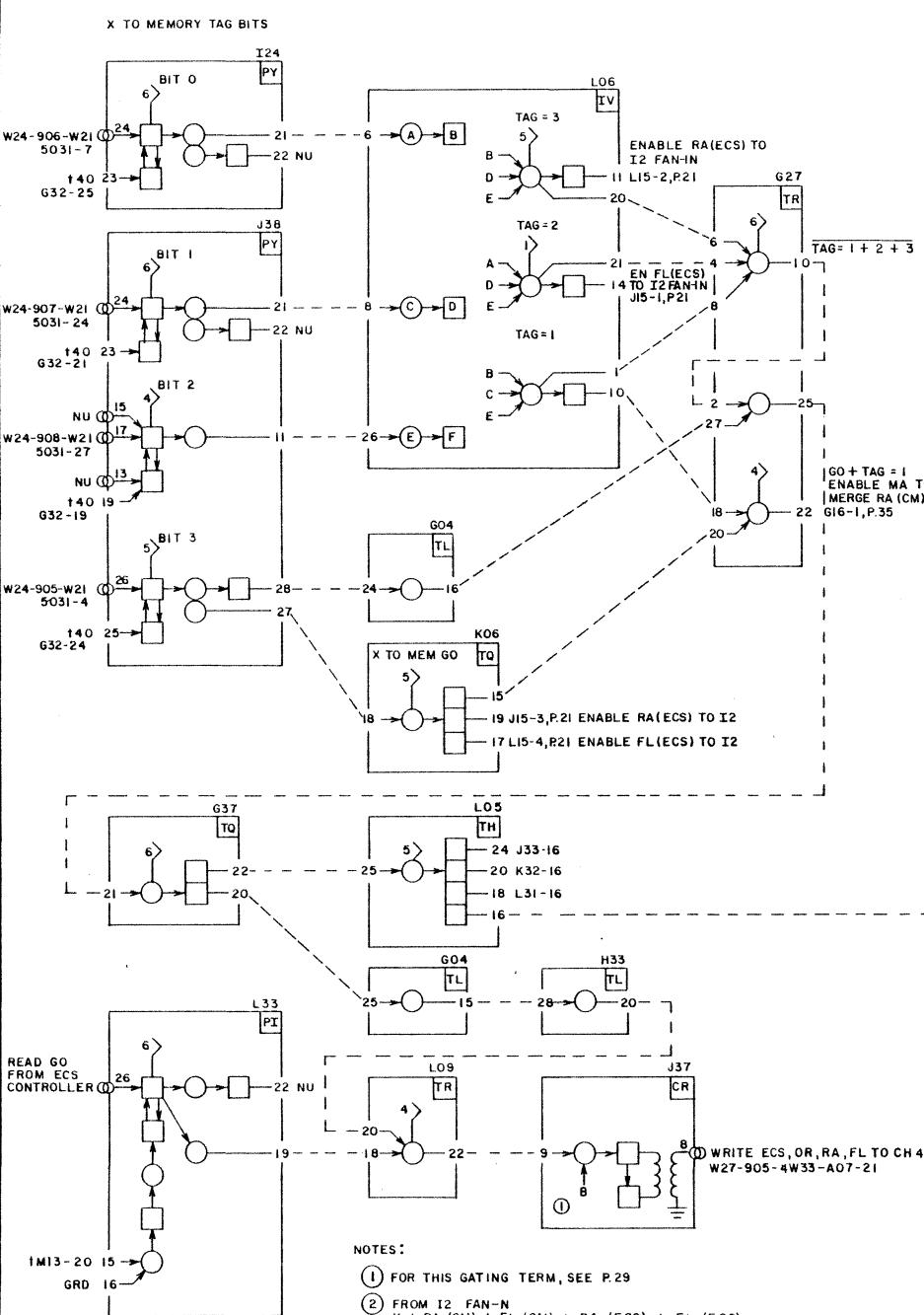
At T30 a PPU Break in disables the Address to Controller for the interrupted record, but allows the timing chain for that record to continue to T40. At T40 the timing chain stops because an Accept from the Controller was not received. During a PPU Break in K is held clear to disable the $K + 10_8$ addition which increments the word count of the interrupted record. The incremented word count would be used for the next record on a Normal Transfer; however, during a PPU Breakin, with K being held clear, 0 is added to K to maintain the word count of the interrupted record. At the end of a PPU Break in a Read or Write Resume signal sets T42 FF, repeating the Record Setup for the interrupted record and resets the First FF.



PASS-ON NETWORK DESCRIPTION

The data path from the Controller to CM has provision for the contents of the Coupler's registers to be restored into memory. This logic is the OR gate marked on the block diagram and provides a restore path for RA(ECS) and FL(ECS) if an Exchange Jump is executed. RA(CM) and FL(CM) are restored from the CPU. As long as the coupler is involved in a data transfer, the data path from the Controller to the Write Distributor (Chassis 2) is enabled. This is done by the Initiate 2 FF, which is cleared only on an End of Operation condition.

The address tags from the stunt box are translated for an Exchange Jump and enable RA(ECS) and FL(ECS) to be stored in Exchange Jump packet. (Note that bit 1 of these tags is also used; see 12 fan in, page 21.) It is not necessary to restore the CM parameters, as these are also held on the CPU and restored from there.



CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TITLE
PASS-ON NETWORK DATA FROM
CONTROLLER TO CM AND RESTORE
PATHS FOR EXCHANGE JUMP

PRODUCT
ECS COUPLER AND CEJ/MEJ
SIZE DRAWING NO.
C 60246600 REV.
Y
SHEET PAGE
4-33

CEJ/MEJ

Standard Option 10104 (CEJ/MEJ) makes PPU exchange jumps (MDJ) conditional and allows one of two starting addresses for Central Processor exchange jumps (CEJ). The condition determining the execution of a CEJ or MEJ instruction is the status of the Monitor Flag (See Table 1).

TABLE 1. EXCHANGE INSTRUCTION DIFFERENCES

INSTRUCTION	CONDITIONAL/ UNCONDITIONAL	OPERATIONAL Effect on Monitor Flag Bit	DIFFERENCES Location of Starting Address for Exchange
261 (Peripheral Processor Monitor Exchange Jump)	Conditional (occurs only if monitor flag is clear; passes if flag is set)	Sets Flag	Peripheral Proces- sor A register.
013 (Central Ex- change Jump) with monitor flag bit set.	Unconditional	Sets Flag	Central Processor Monitor Address Register
013 (Central Ex- change Jump) with monitor flag bit set.	Unconditional	Clears Flag	Address formed by $K + (B_j)$

CONDITIONS AFFECTING MONITOR FLAG

Monitor Flag set by: Monitor Control FF set - T85
cleared by: Monitor Control FF clear - T85

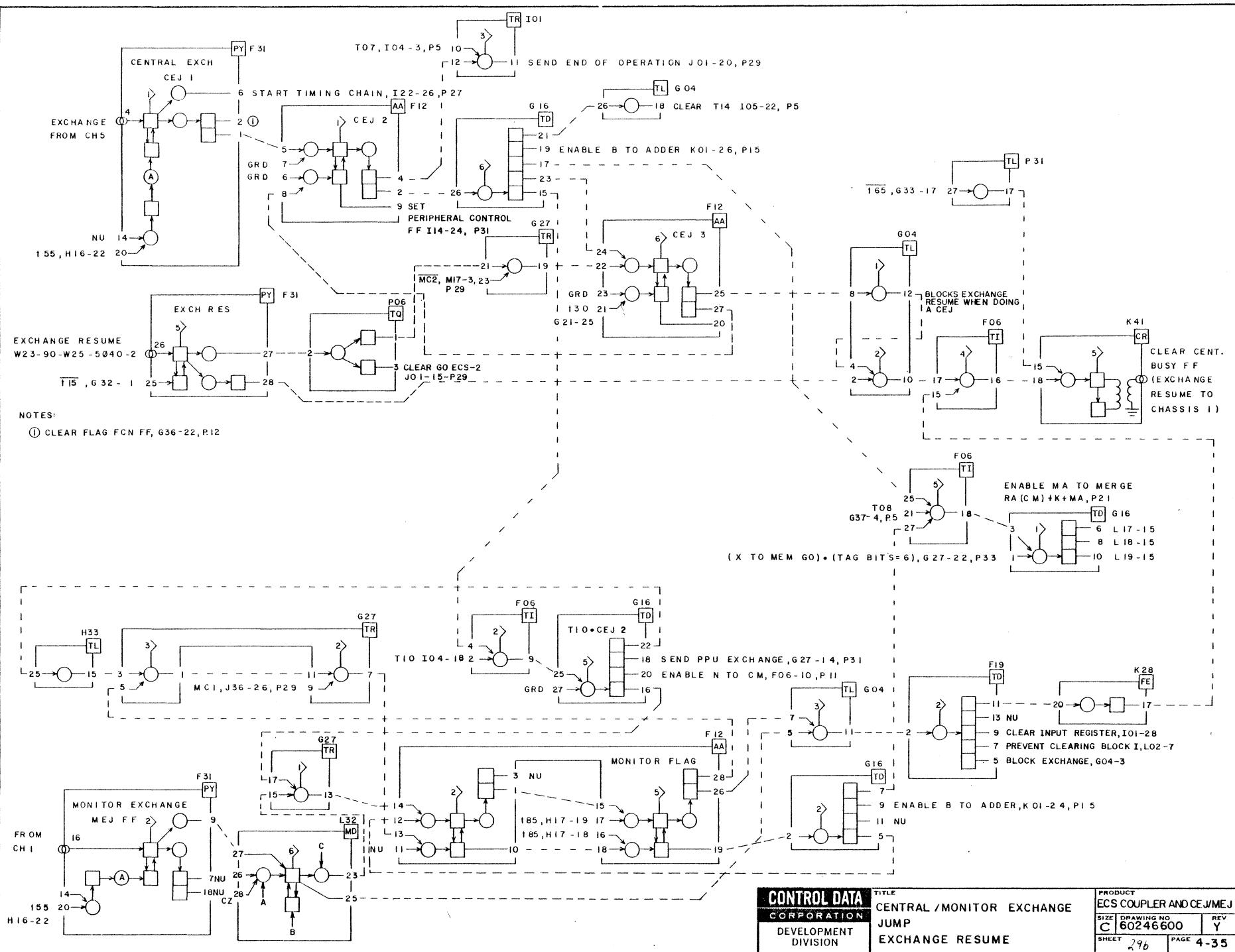
Monitor Control FF set by: Monitor Flag Clear - (T10 - CEJ 2) + (MEJ)
cleared by: Monitor Flag set - (MC) + (T10 - CEJ2)
(Note that MEJ cannot clear Monitor Flag)

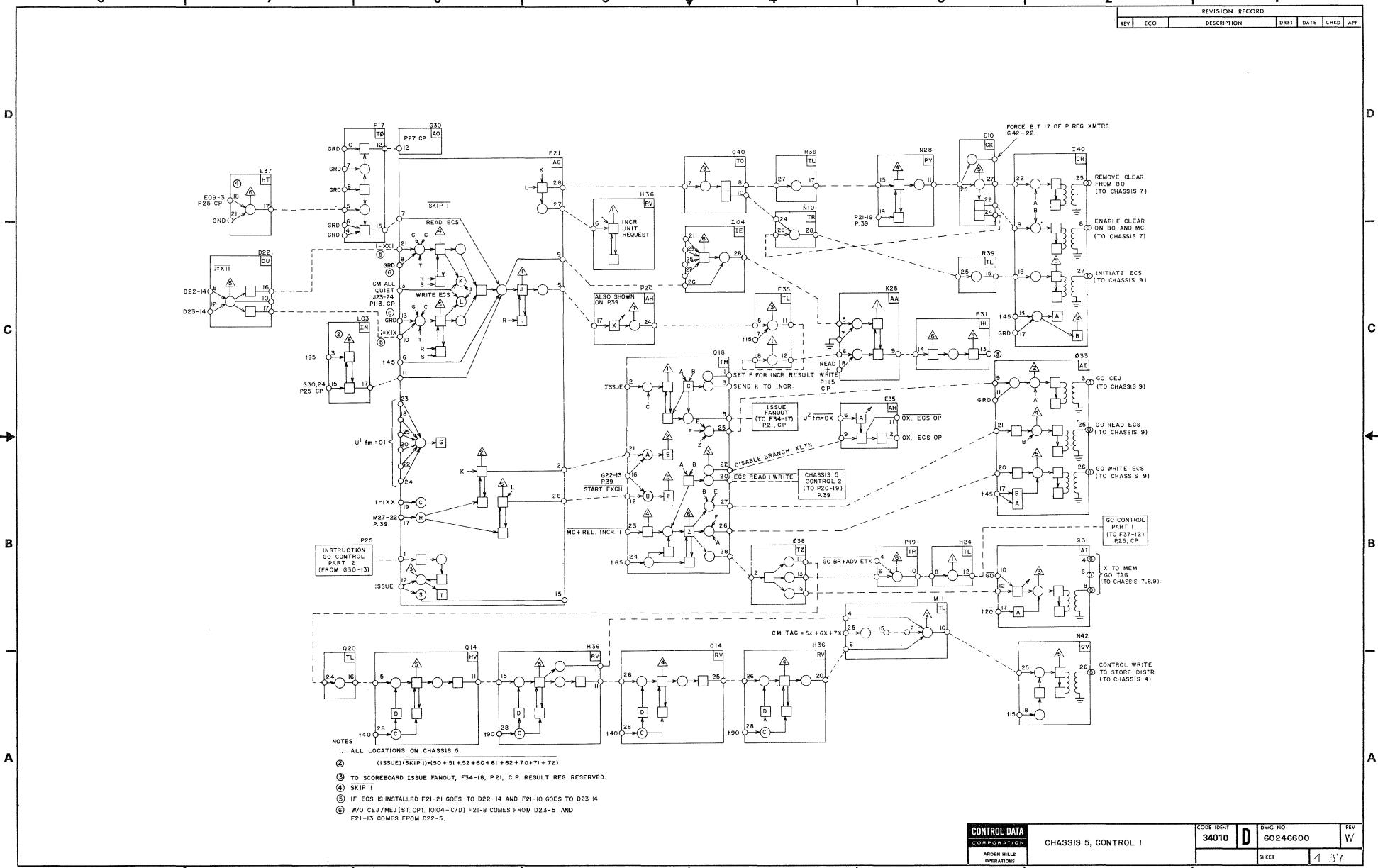
CEJ INSTRUCTION SEQUENCE

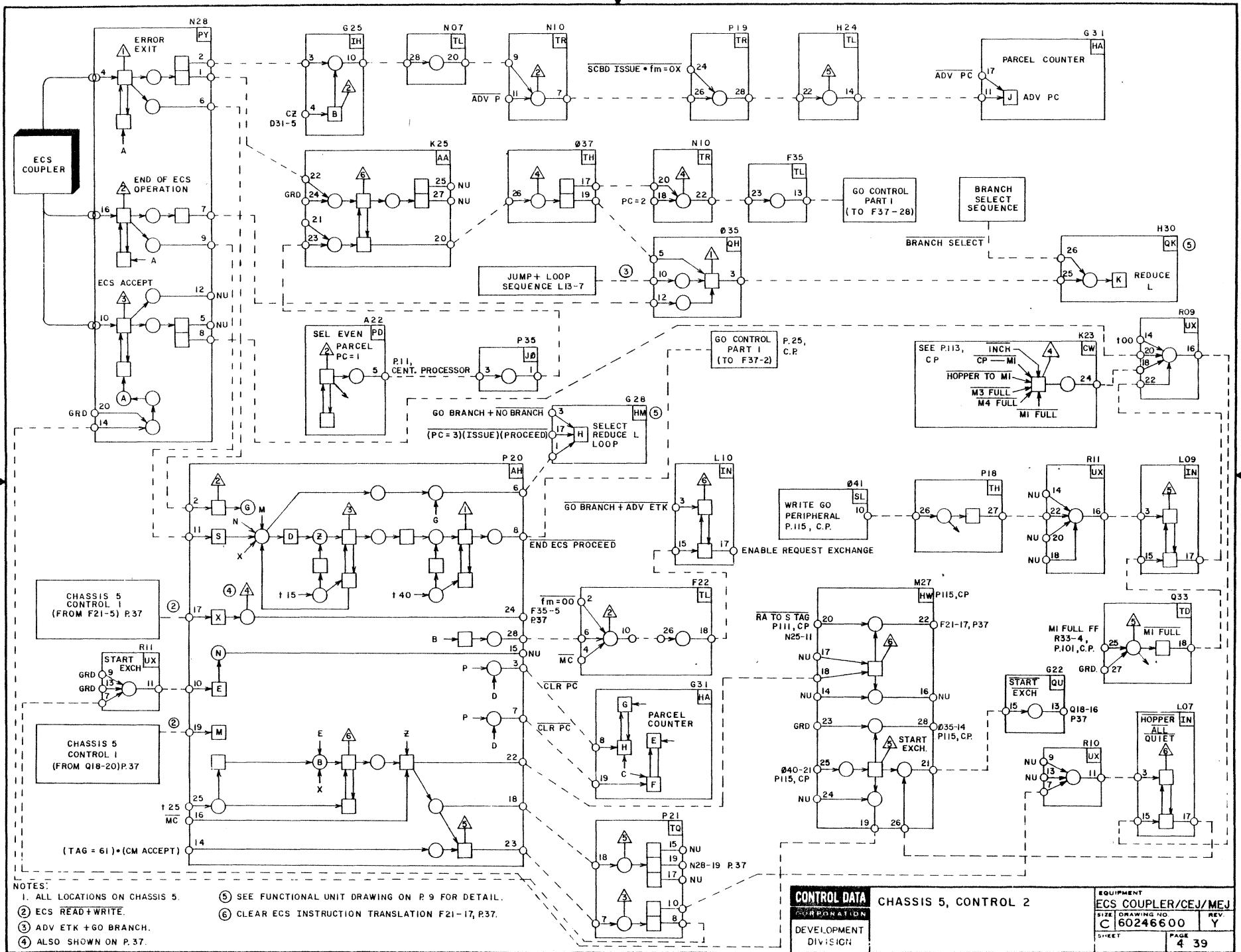
- 1) A CEJ instruction is issued from Chassis 5.
- 2) $B_j + K$ computed by Incremented 1, results are sent to Coupler's B register (enter B, T05, P.5)
- 3) Select starting address, (MA) or (B) depending on the status of the Monitor Flag. (See Table 1).
- 4) Send starting address at T08 (P.5) via adder to N and then to chassis 5.

MEJ INSTRUCTION SEQUENCE

- 1) If the Monitor Flag is clear enable (MA) at T08 (P.5) via adder to N and then to chassis 5.
- 2) If the Monitor Flag is set, MEJ passes.

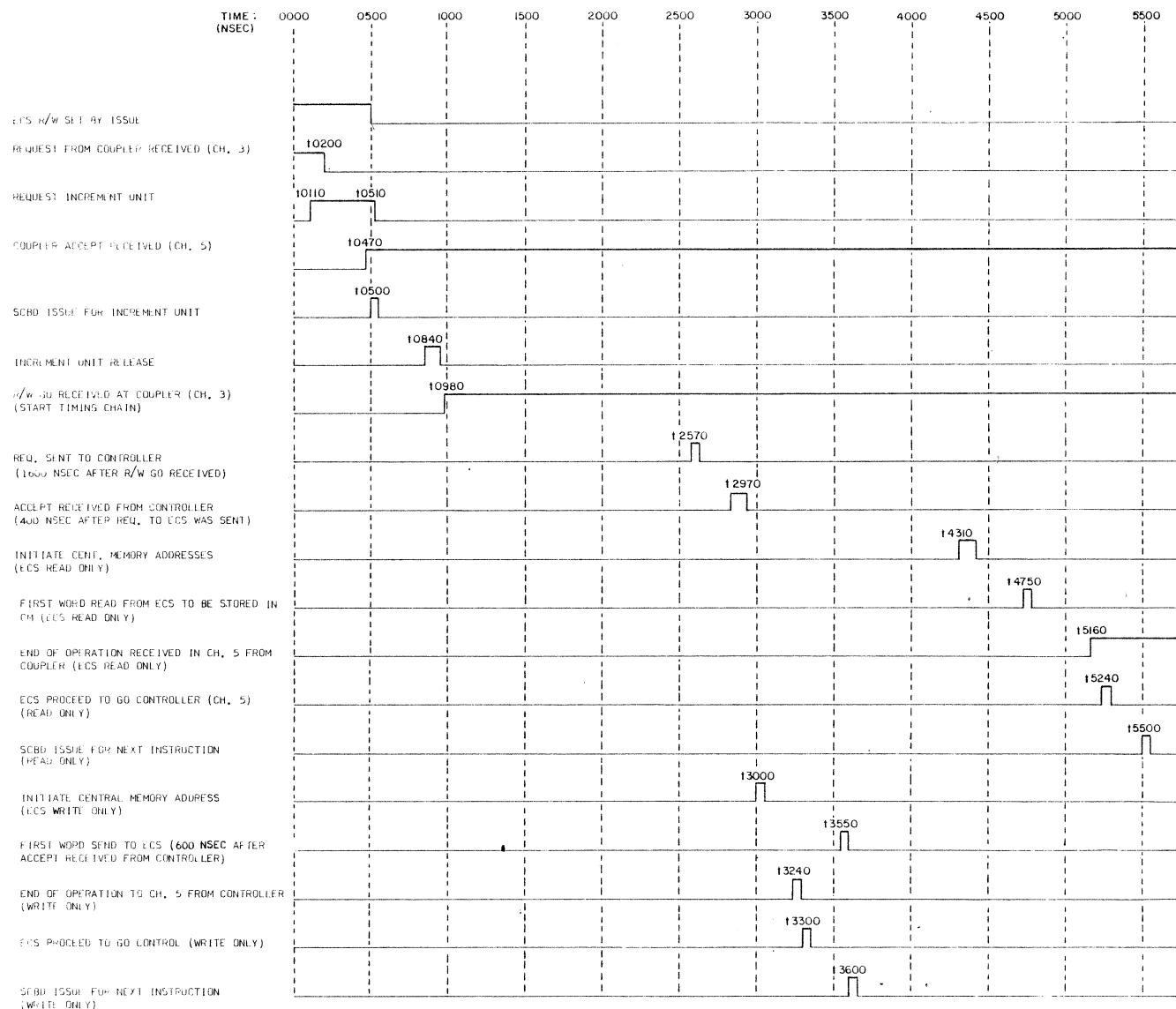






6600 ECS TIMING

Duration (NSEC)	Assuming no PPU Conflicts:	Duration (NSEC)	Assuming no Controller Channel or Bank Conflicts:
400	(Read/Write) From Issue setting ECS Read until accept is received at Chassis 5.	400	(Read/Write) From Sending Request to ECS until an ECS Accept is received at the Coupler.
500	(Read/Write) From Accept received at Chassis 5 until Go Read is received at the Coupler.	2100	(Read only) From ECS Accept received at the Coupler until an End of Operation is received at Chassis 5 (+100 nsec for each word).
1600	(Read/Write) From Go Read received at Coupler until Request is sent to ECS.	180	(Write only) From ECS Accept received at Coupler until End of Operation is received at Chassis 5 (+100 nsec for each word)
100	(Read/Write) From End of Operation received at Chassis 5 until ECS Proceed.		
300	(Read/Write) From ECS Proceed until SCBD issue for next instruction.		



CONTROL DATA
CORPORATION
DEVELOPMENT
DIVISION

TIMING DIAGRAM

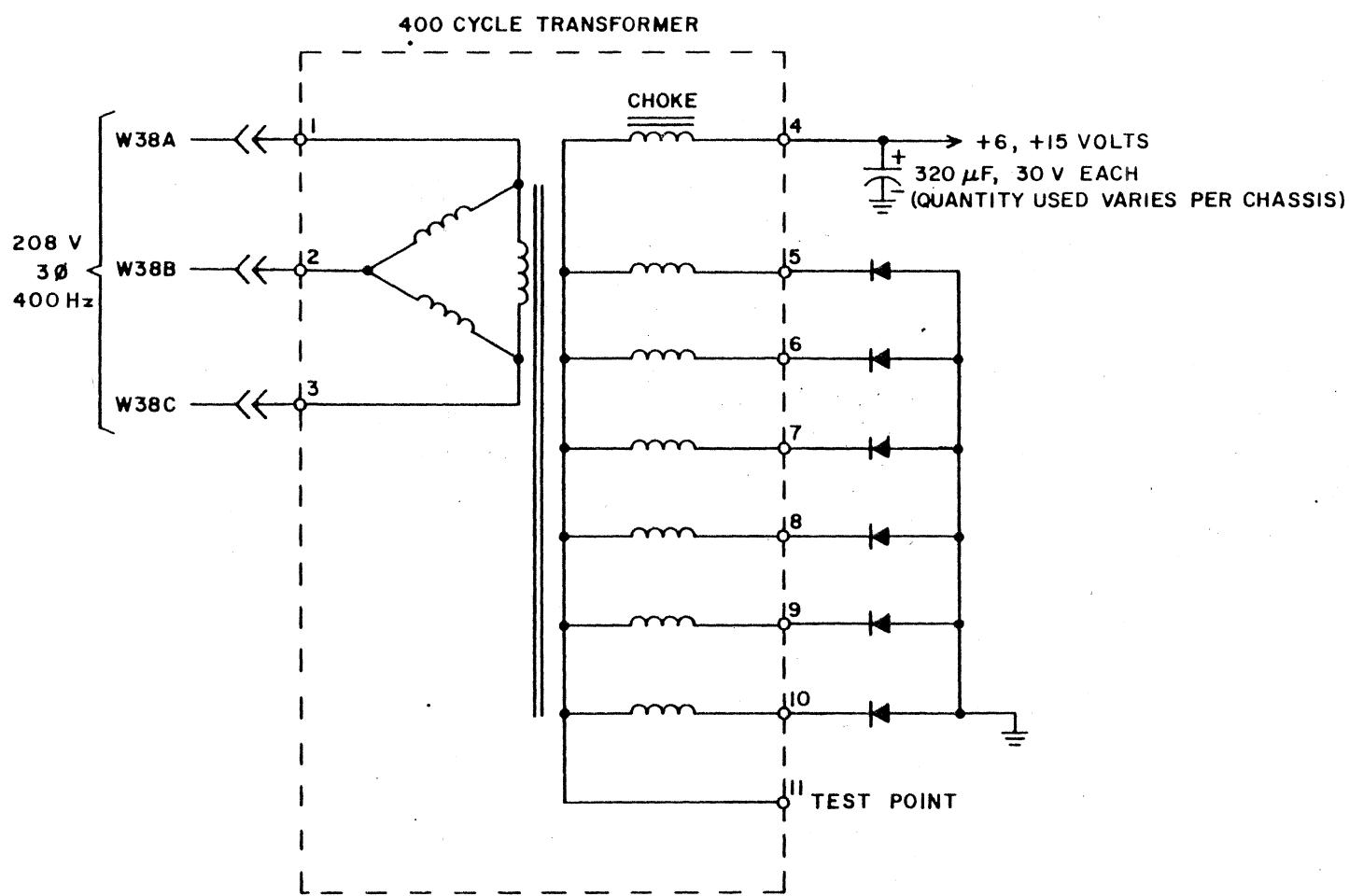
EQUIPMENT
6600-D ECS
SIZE DRAWING NO. REV
C 60246600 C
SHEET PAGE
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PART 5

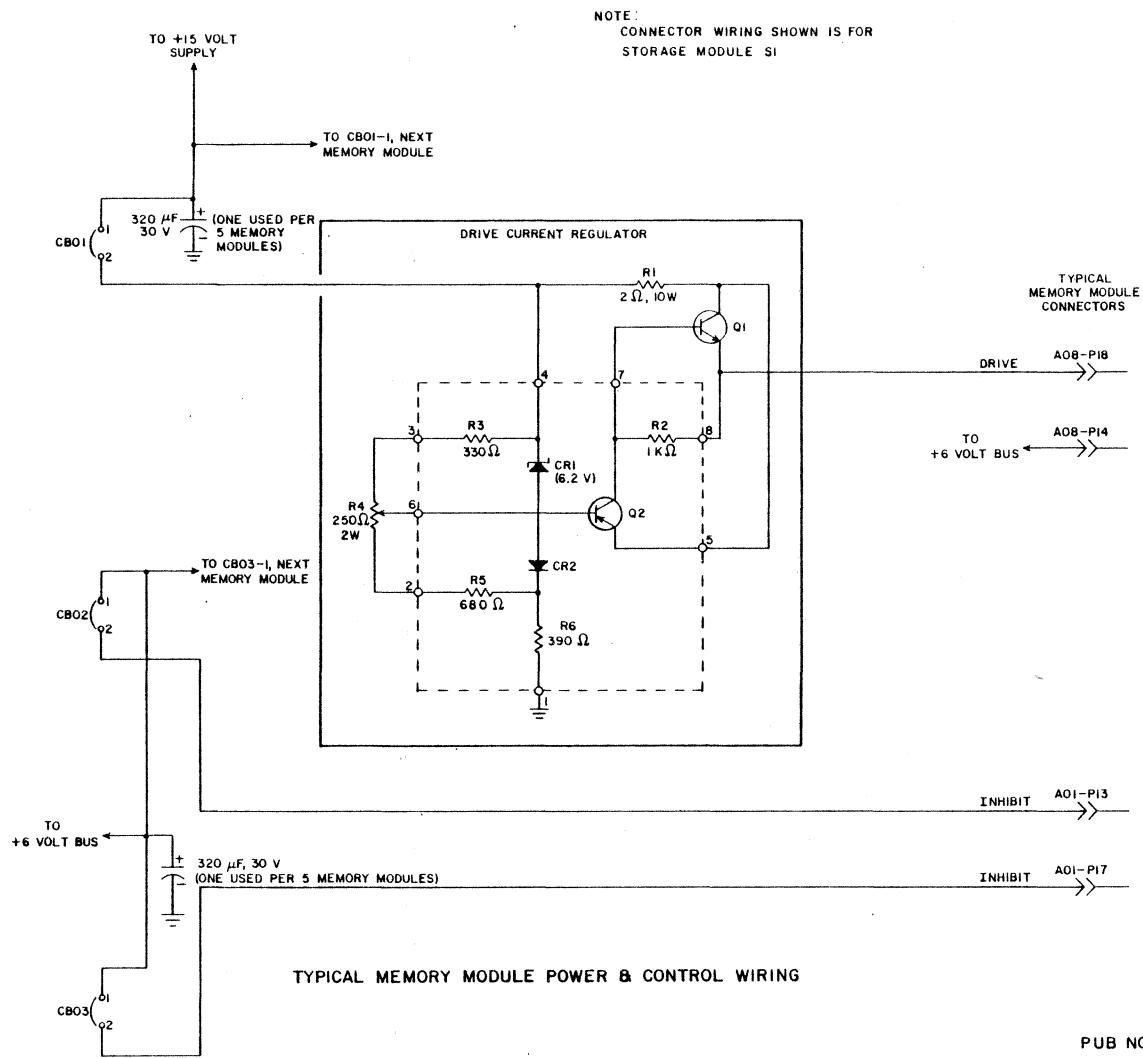
POWER WIRING

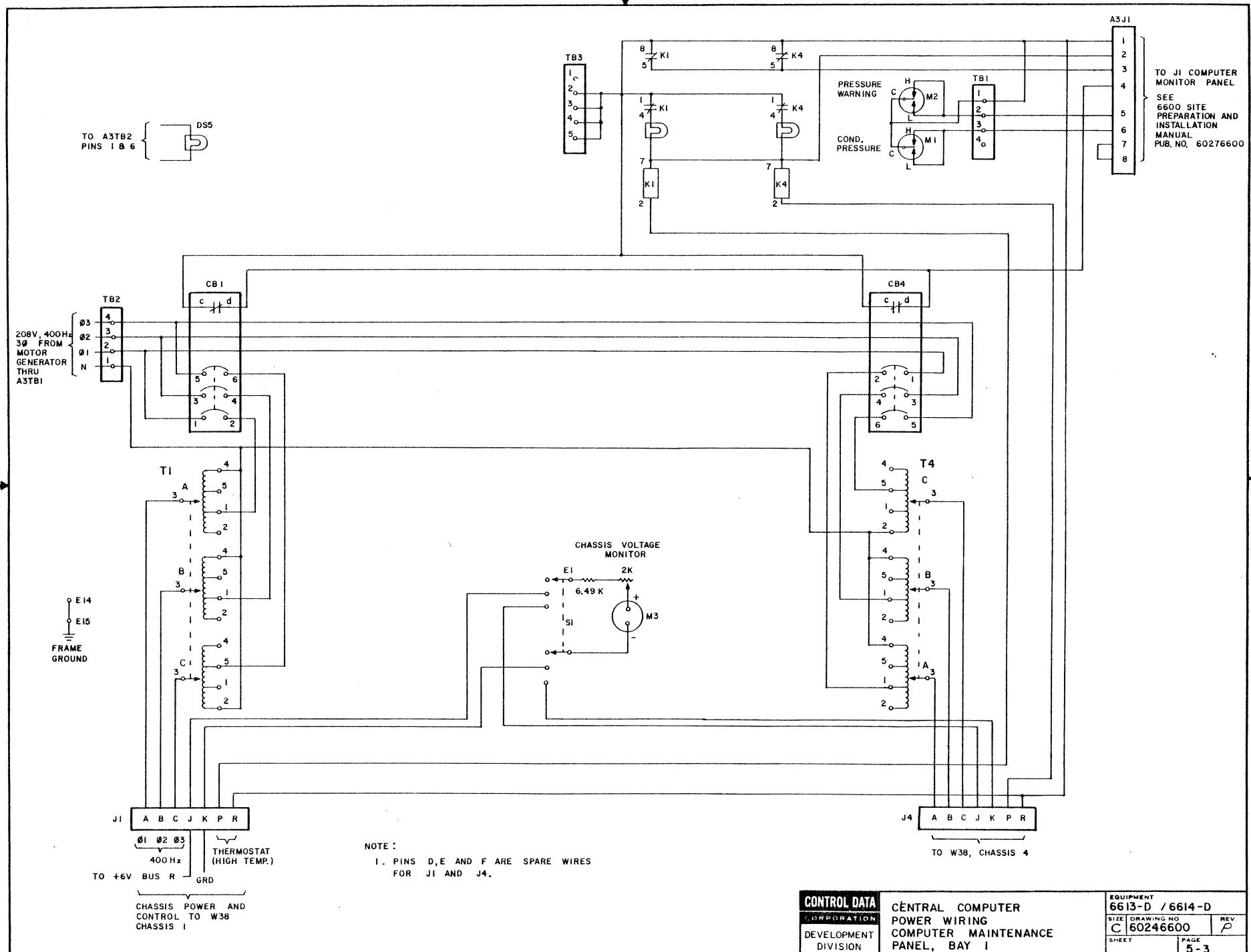
PART 5
POWER WIRING
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5-2	Typical Memory Module Power and Control Wiring
5-3	Power Wiring, Maintenance Panel, Bay 1
5-5	Power Wiring, Maintenance Panel, Bays 2, 3, 4
5-7	Power Wiring, Condenser Unit and Cabinet
5-9	Power Wiring, Chassis 1
5-13	Power Wiring, Even Logic Chassis
5-13	Power Wiring, Odd Logic Chassis
5-15	Power Wiring, Even Memory Chassis
5-17	Power Wiring, Odd Memory Chassis
5-19	Electrical Interference Grounding



TYPICAL 6 OR 15 VOLT
POWER SUPPLY

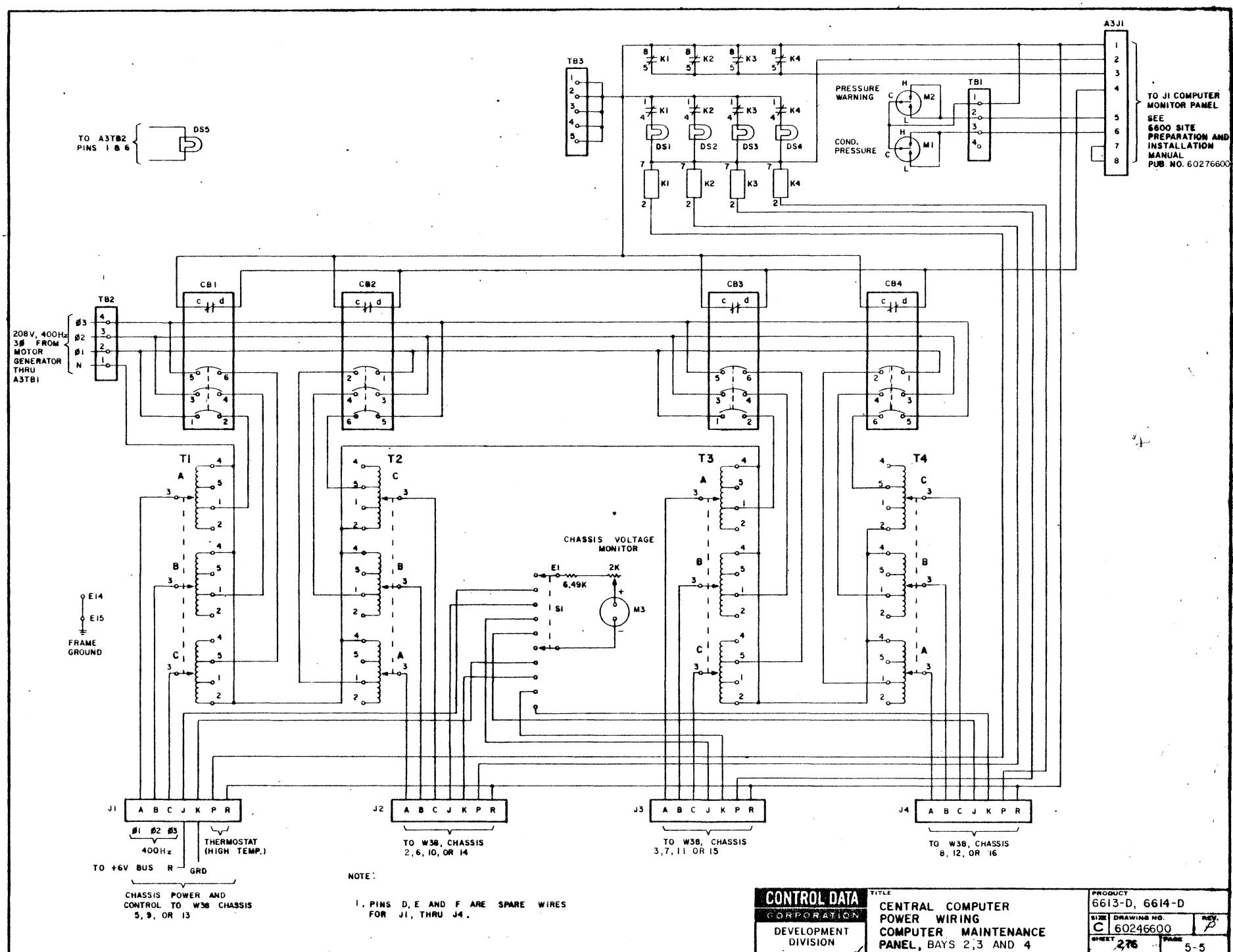


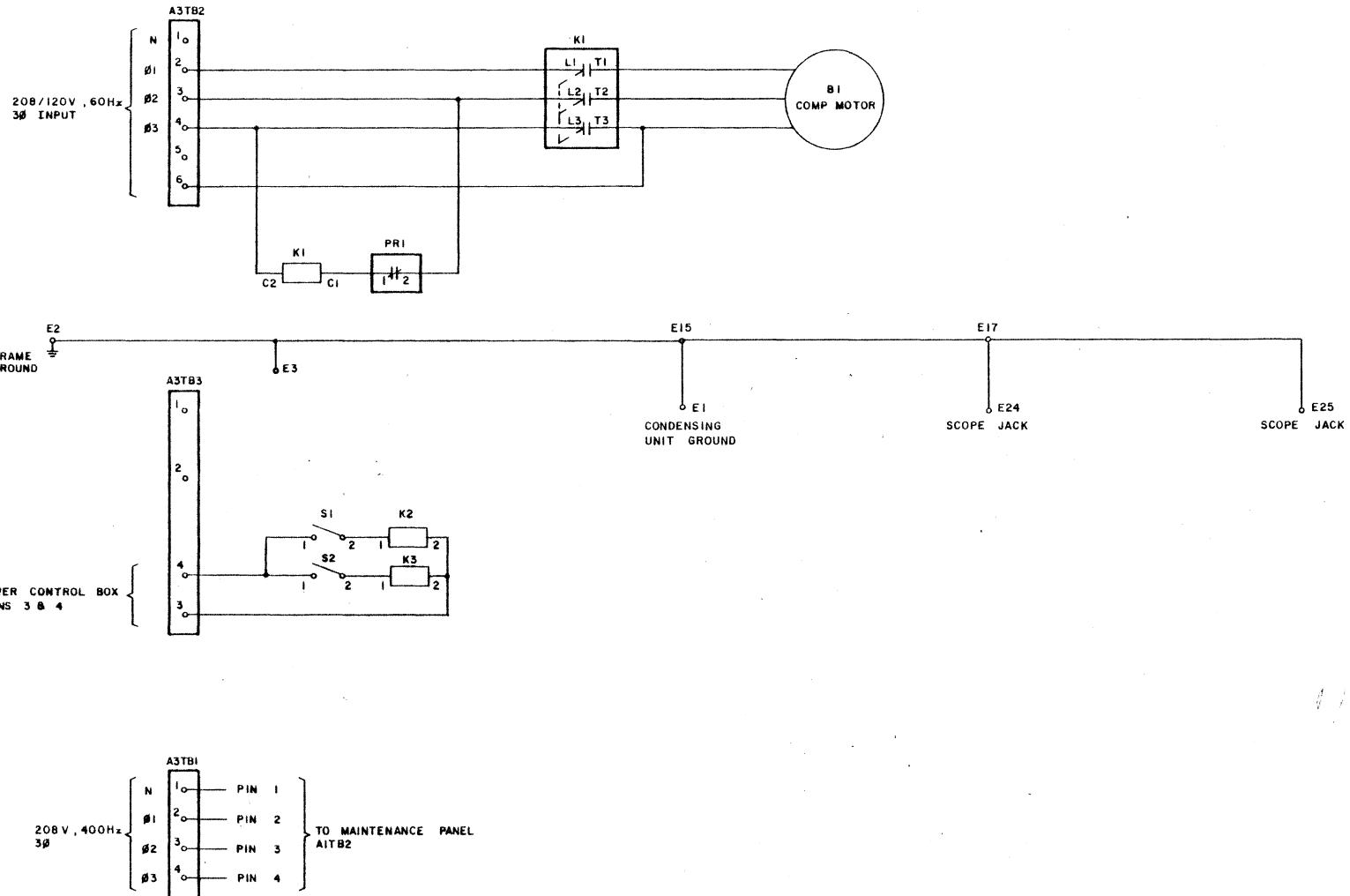


CONTROL DATA
 CORPORATION
 DEVELOPMENT DIVISION

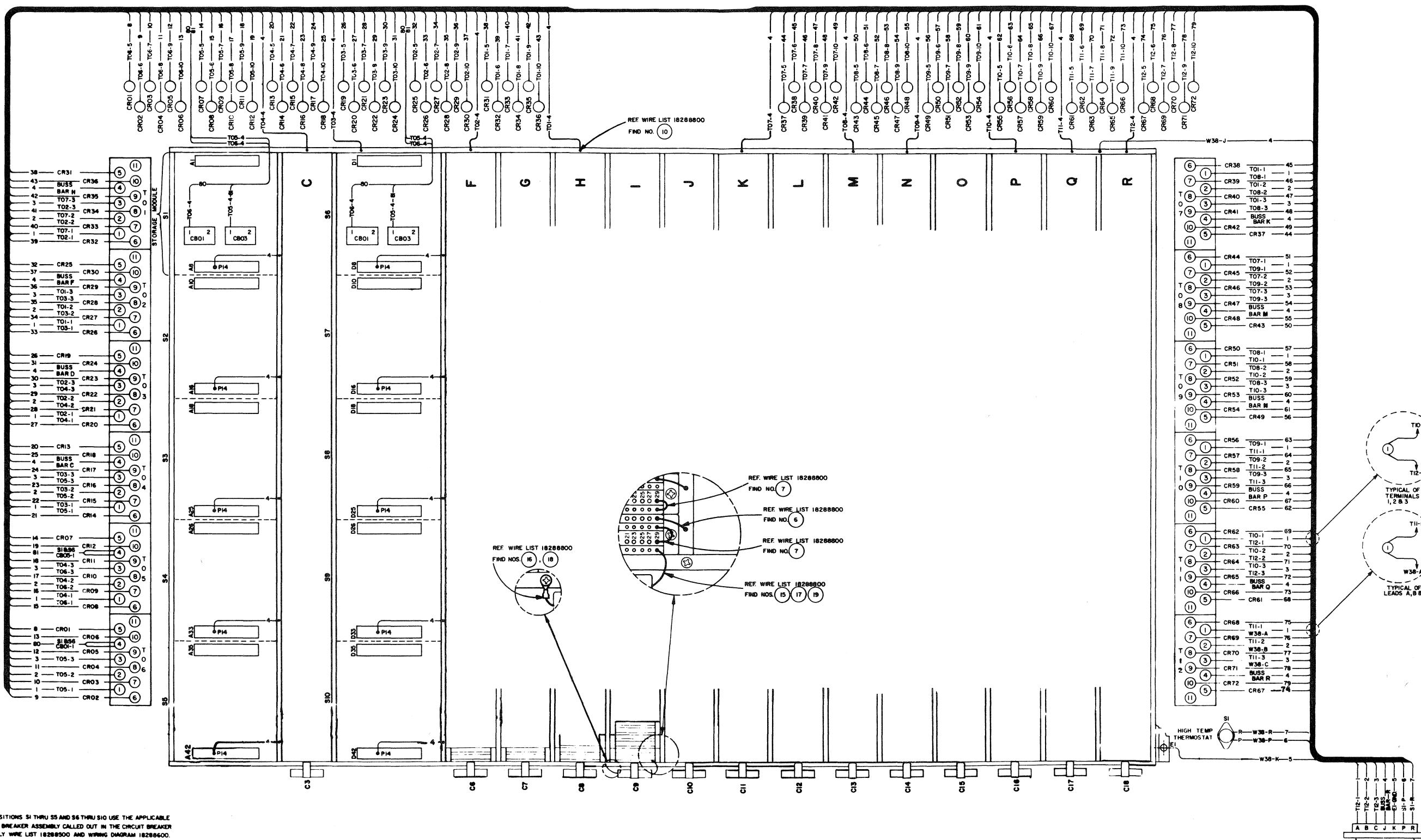
CENTRAL COMPUTER
 POWER WIRING
 COMPUTER MAINTENANCE
 PANEL, BAY I

EQUIPMENT
 6613-D / 6614-D
 SIZE DRAWING NO
 C 60246600 REV
 SHEET PAGE
 5-3





CONTROL DATA	TITLE	PRODUCT
CORPORATION	CONDENSER UNIT & CABINET	6613-D, 6614D
DEVELOPMENT	POWER WIRING	DRAWING NO.
DIVISION		C 60246600
		REV. A
		SHEET 277 PAGE 5-7



NOTES:

1. FOR POSITIONS S1 THRU S5 AND S6 THRU S10 USE THE APPLICABLE CIRCUIT BREAKER ASSEMBLY CALLED OUT IN THE CIRCUIT BREAKER ASSEMBLY WIRE LIST 18288500 AND WIRING DIAGRAM 18288600.
2. TRANSFORMER T6 IS 18119300 (H.V.). TRANSFORMER T01 THRU T05 AND T07 THRU T12 ARE 97010100 (L.V.).
3. REFERENCE DOCUMENTS:
 - A. 18288800—WIRE LIST
 - B. 6046100, 60119300—ELECTRICAL SCHEMATIC
 - C. MECHANICAL ASSEMBLIES:

SYSTEM CHASSIS NO. DRAWING NO.
6614 / 6615 / 6416 I 18312400
6613 / 6614 I 18346200

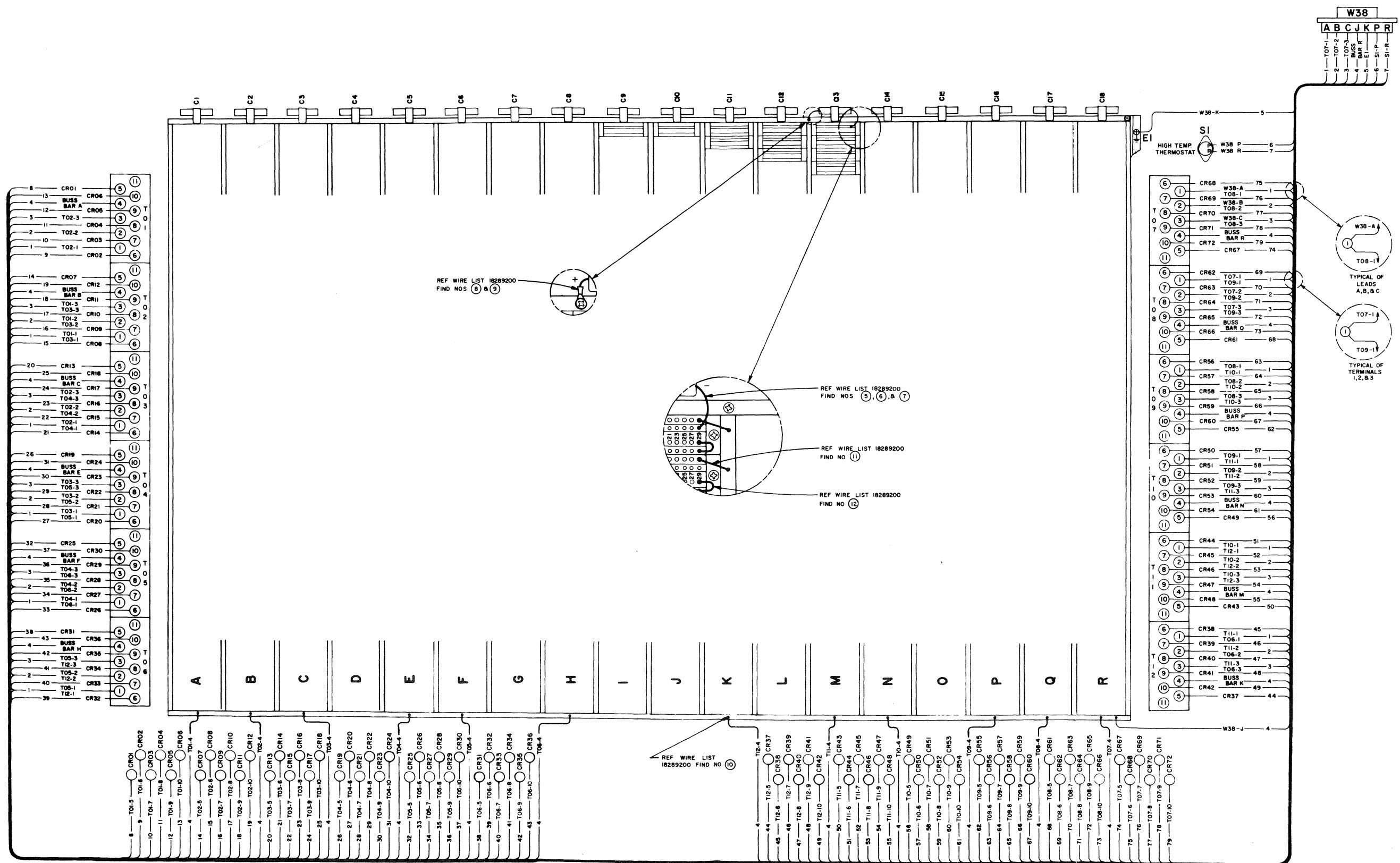
PERIPH & CONTROL PROCESSOR

POWER WIRING DIAGRAM

CHASSIS 1

6613-D, 6614-D

60246600 A



NOTE:
1. REFERENCE DOCUMENTS:
A WIRE LIST — 18289200
B ELECTRICAL SCHEMATIC — 6046100, 60461300

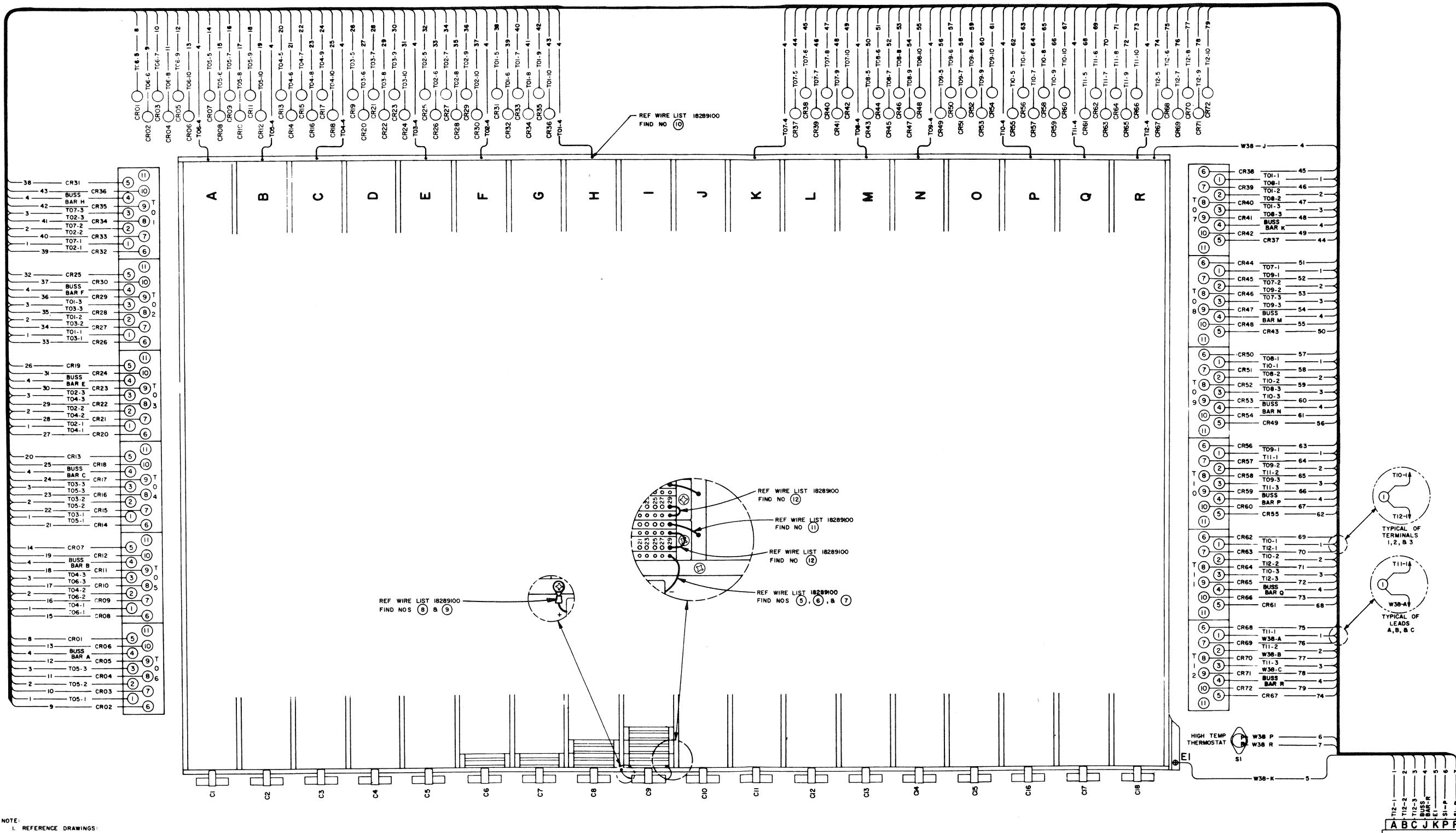
2. AS SHOWN THIS DIAGRAM INDICATES A FULL CHASSIS.
FOR CERTAIN APPLICATIONS THE BUGGIE CONNECTORS
IN ROWS G, H, I, J, K, L, M, N, O, P, Q, R, & R,
COMBINATIONS, ARE NOT USED. THE RED AND BLACK
POWER JUMPERS AND THE CAPACITORS ATTACHED
TO THESE ROWS ARE NOT NEEDED UNDER THESE
APPLICATIONS.

C. MECHANICAL ASSEMBLIES
SYSTEM CHASSIS NO. DRAWING NO.

6414/6415	2	18312300
6414/6415	6	18320700
6416	4	18320800
6613/6614	2	18346400
6613/6614	6	18347200
6613/6614	8	18347600
6613/6614	12	18348200

POWER WIRING DIAGRAM
EVEN LOGIC CHASSIS

6613-D, 6614-D
60246600 A

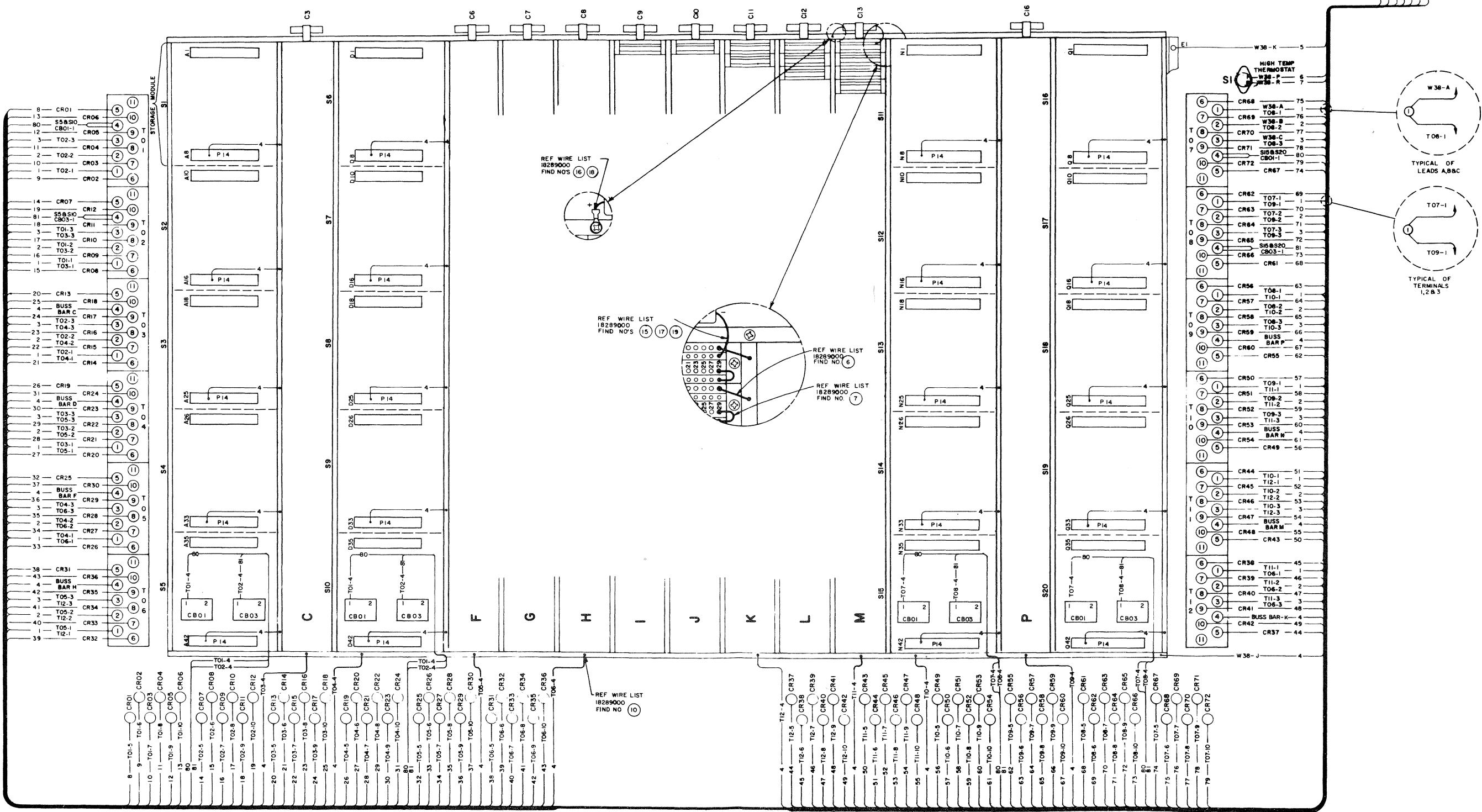
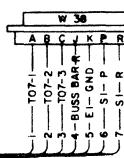


NOTE:

- REFERENCE DRAWINGS:
A. WIRE LIST - 18289100
B. ELECTRICAL SCHEMATIC - 60146100, 6019300
C. MECHANICAL ASSEMBLIES:
SYSTEM CHASSIS NO. DRAWING NO.
6613 5 18347000
6613/6614 7 18347400
6614 5 18350000

POWER WIRING DIAGRAM
ODD LOGIC CHASSIS

6613-D, 6614-D
60246600 A



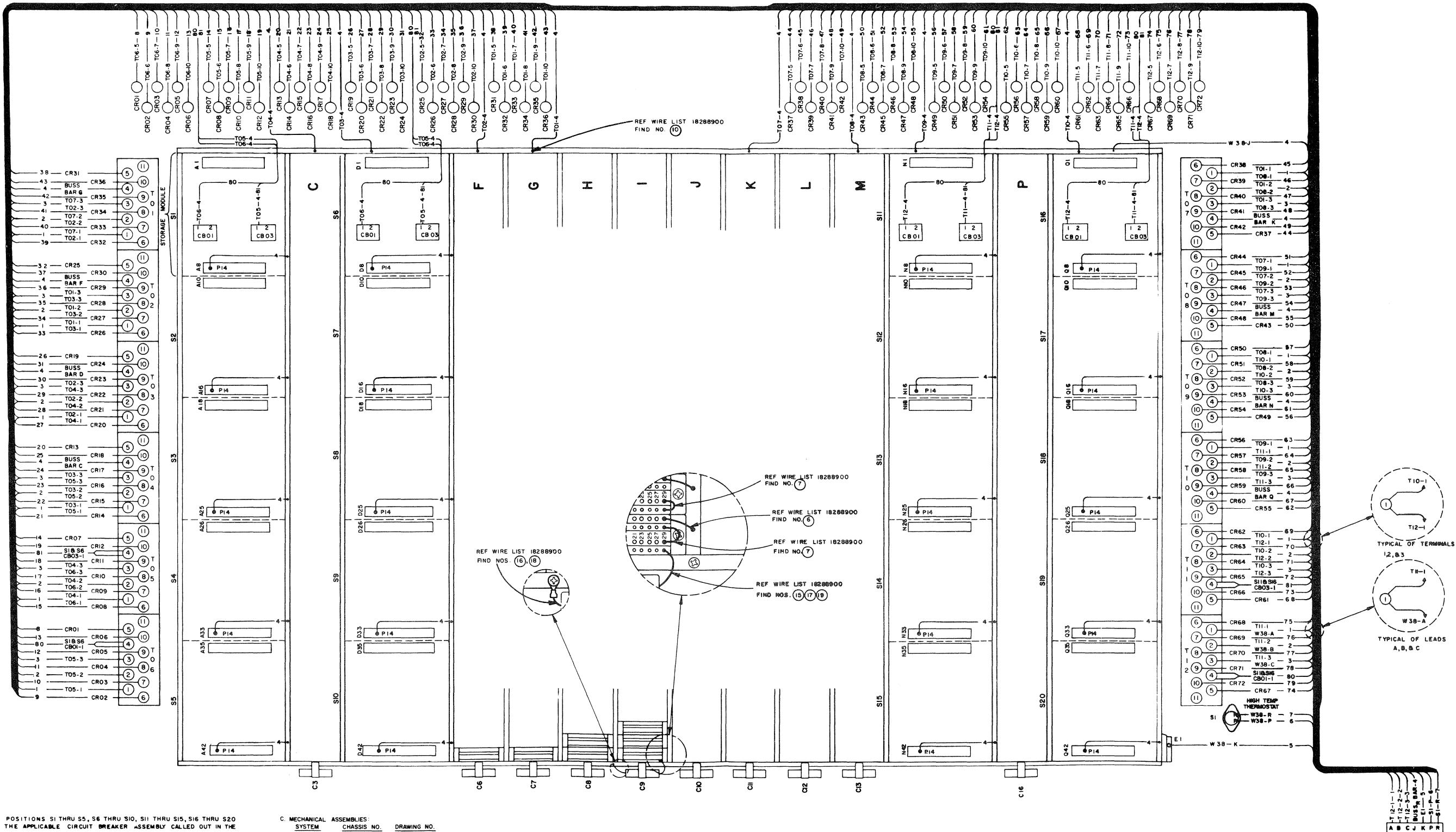
NOTES:

- 1 FOR POSITION S1 THRU S5, S6 THRU S10, S11 THRU S15, AND S16 THRU S20 USE THE APPLICABLE CIRCUIT BREAKER ASSEMBLY CALLED OUT IN THE CIRCUIT BREAKER ASSEMBLY WIRE LIST 18289500 AND THE WIRING DIAGRAM 18286600.
- 2 TRANSFORMER T01 AND T07 ARE 18119000 (+15V)
TRANSFORMER T02 THRU T06 AND T08 THRU T12 ARE 97010100 (+6V)
- 3 REFERENCE DOCUMENTS
A18289500—WIRELIST
B60146100, 6019300—ELECTRICAL SCHEMATIC
- 4 AS SHOWN THIS DIAGRAM INDICATES A FULL CHASSIS. FOR CERTAIN APPLICATIONS THE BUGGY CONNECTORS IN ROWS J, K & L ARE NOT USED. THE RED AND BLACK POWER JUMPERS AND THE CAPACITORS ATTACHED TO THESE ROWS ARE NOT NEEDED UNDER THESE APPLICATIONS.

C SYSTEM	MECHANICAL ASSEMBLIES:	ASSEMBLIES:	DRAWING NO.
6414/6415	4	CR32	18321000
6613	4	CR38	18345800
6613	10	CR39	18345800
6613	14	CR40	18348600
6613	16	CR41	18349000
6614	4	CR42	18349400
6614	10	CR43	18349800

POWER WIRING DIAGRAM
EVEN MEMORY CHASSIS

6613-D, 6614-D
60246600 A



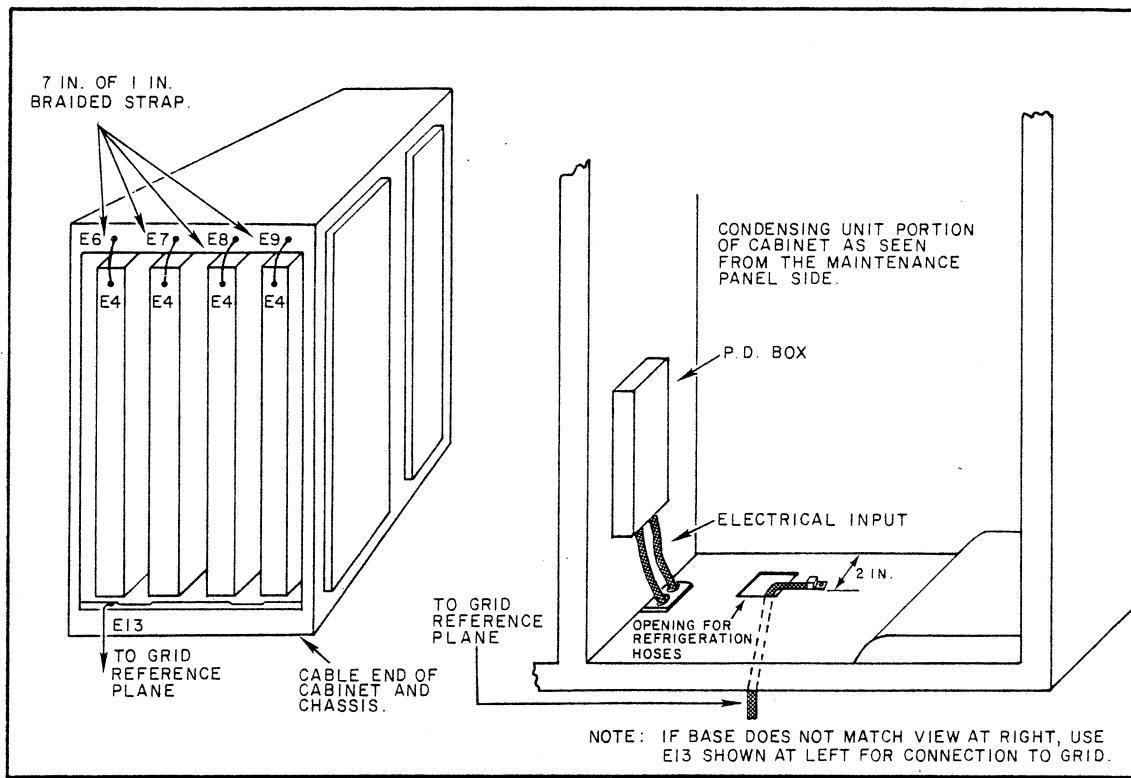


Figure 5-1. Electrical Interference Grounding; Cabinet and Chassis.

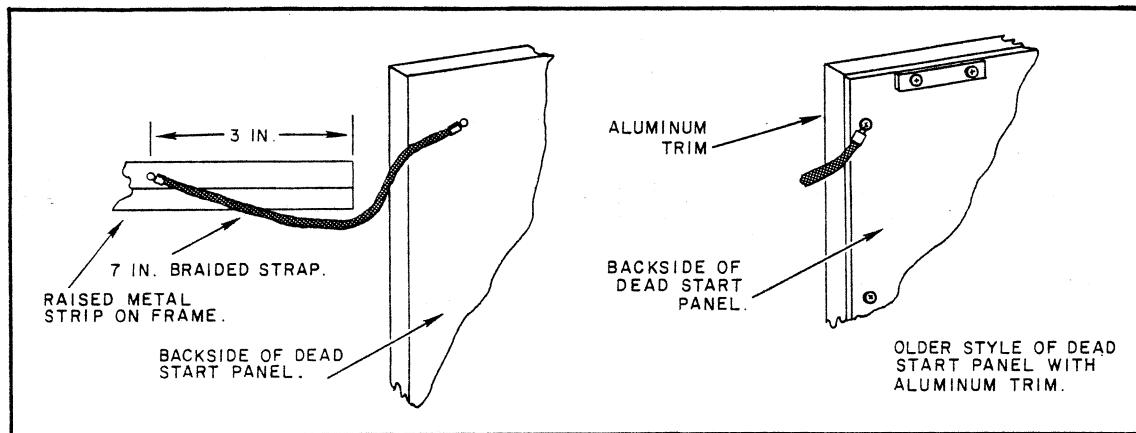


Figure 5-2. Electrical Interference Grounding; Dead Start Panel.

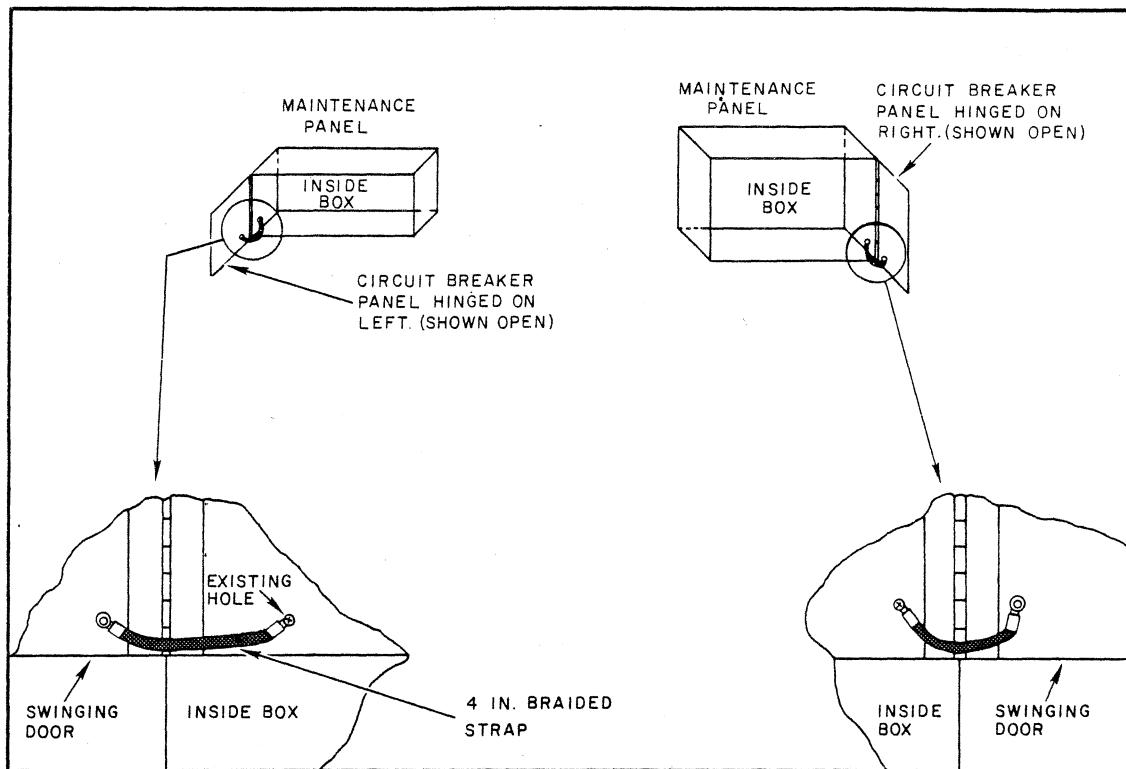


Figure 5-3. Electrical Interference Gounding, Maintenance Panel.

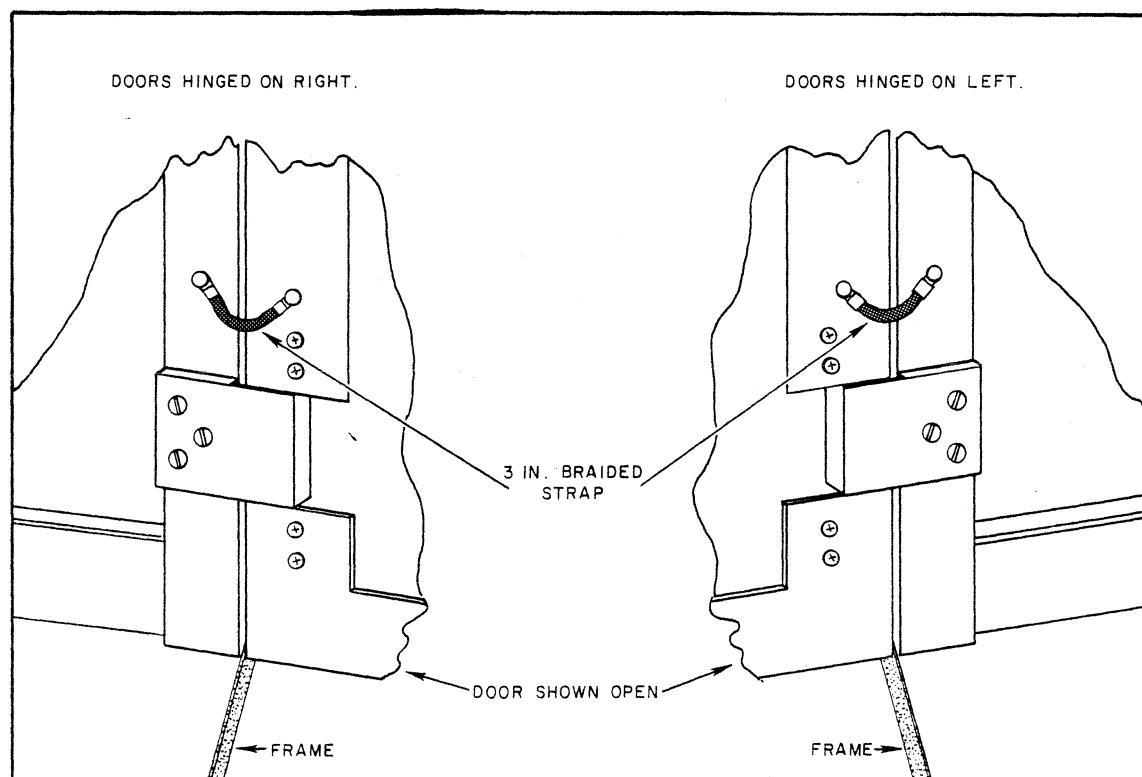


Figure 5-4. Electrical Interference Grounding; Cabinet Doors.

COMMENT SHEET

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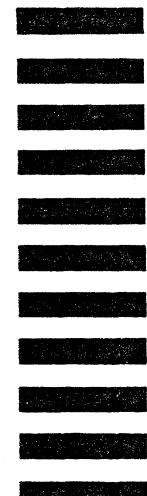
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