

A Compact 3D Graphics Chip Set

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Outline

Design goals, objects, target markets/applications

3D graphics architectural approaches

Leo (ZX) system overview

The individual Leo chips: LC, LF, LD, LX

Design environment

Performance

Leo Deign Goals

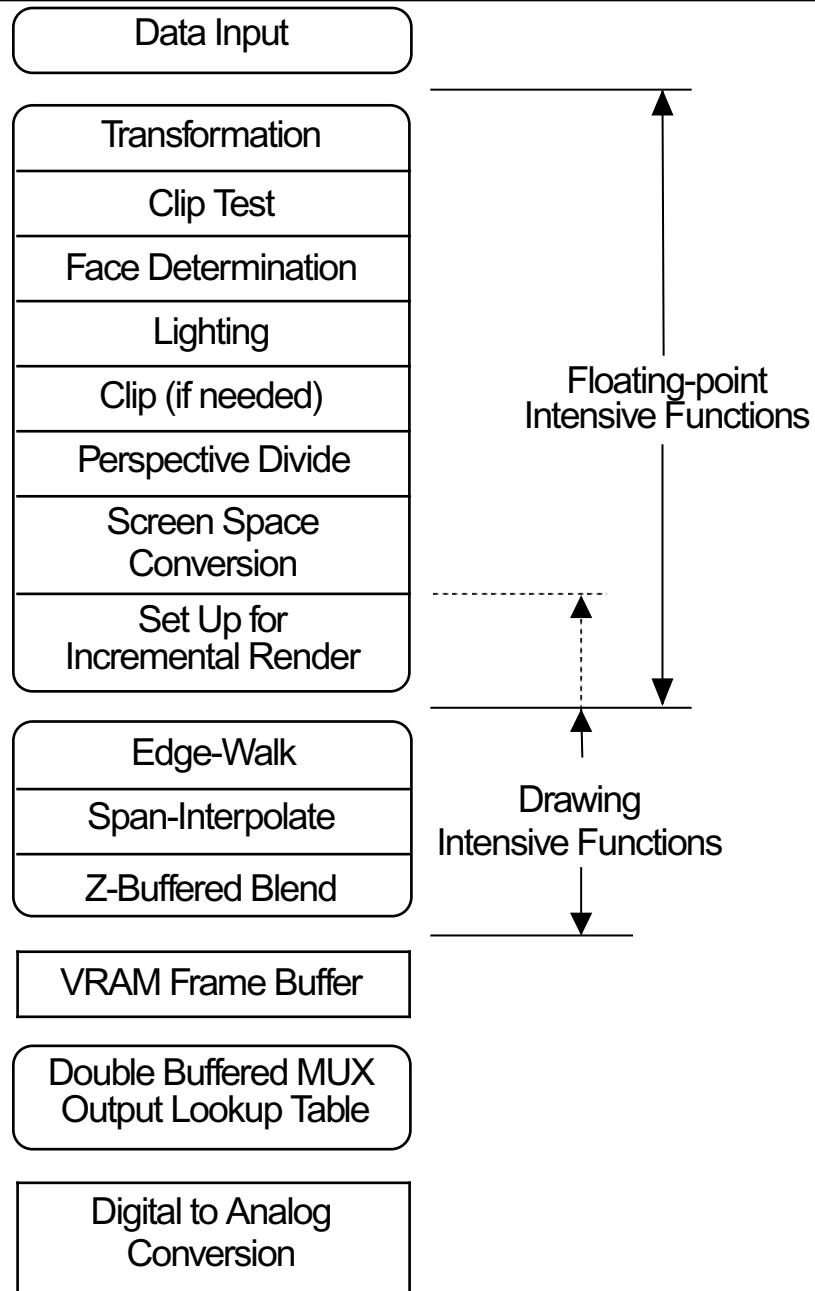
- **Complete single board subsystem solution for complex 3D graphics applications: mechanical CAD, bioCAD, scientific visualization, animation, entertainment, and virtual reality**
- **Acceleration of 3D Z-buffered rendering primitives: shaded triangles, antialiased vectors and dots, depth cueing**
- **Acceleration for X11 Windowing operations**
- **1280×1024 76Hz display, double buffered 24-bit color with 24-bit Z-buffer, 8-bit overlay**
- **Full stereo video support**

Example rendering: “Traffic Jam to Point Reyes”

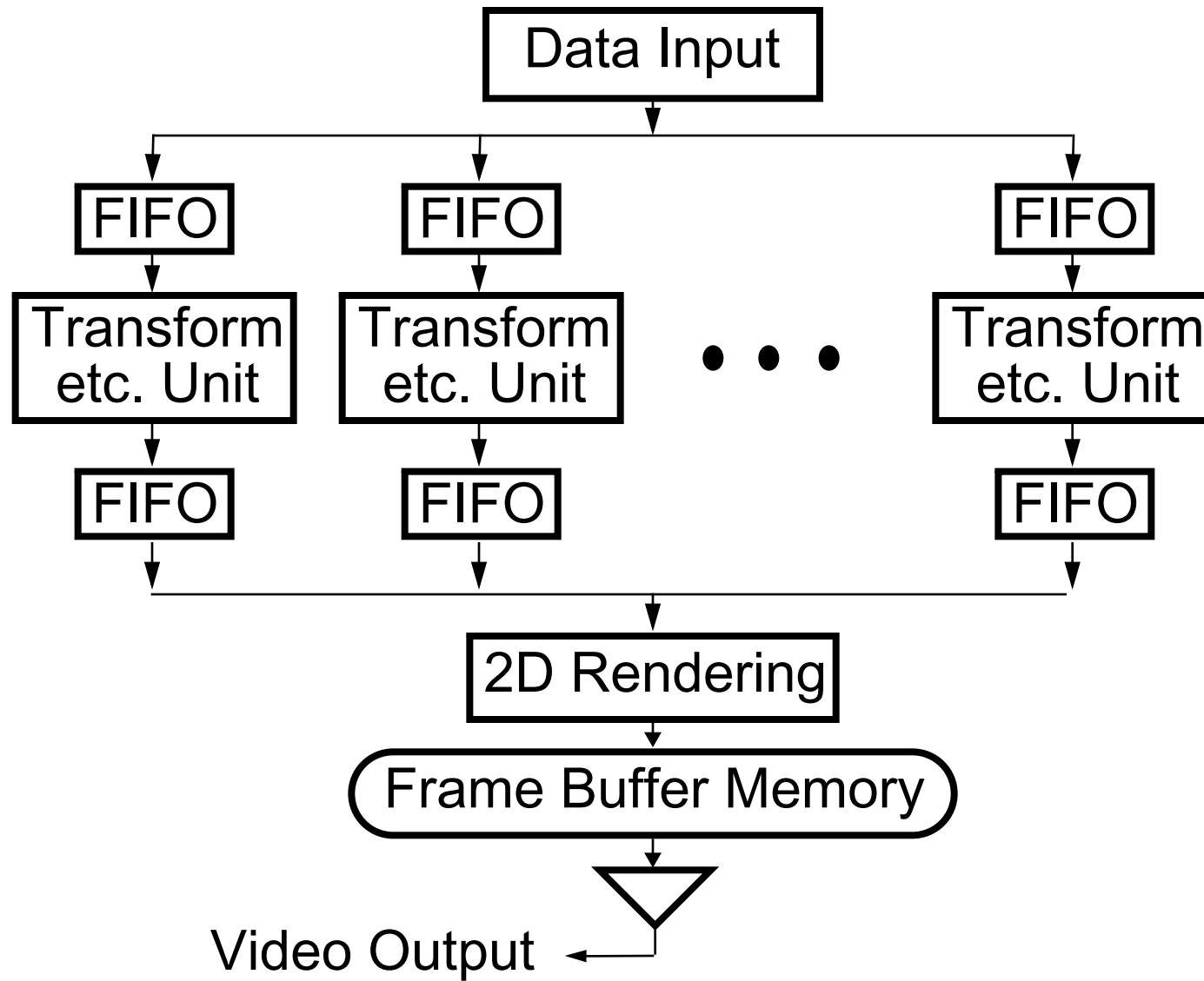


Objects courtesy of Viewpoint Animation Engineering

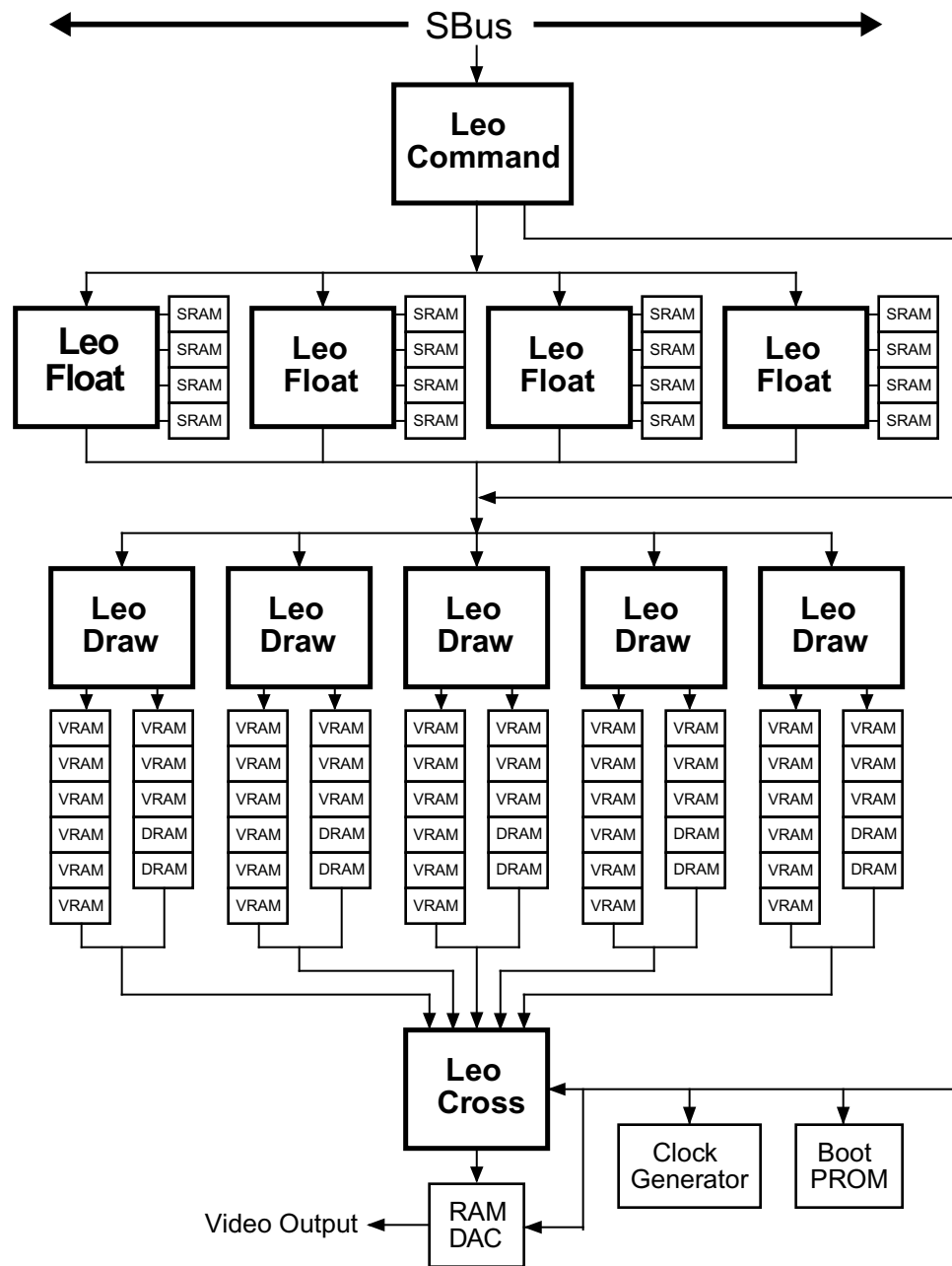
Generic graphics pipeline



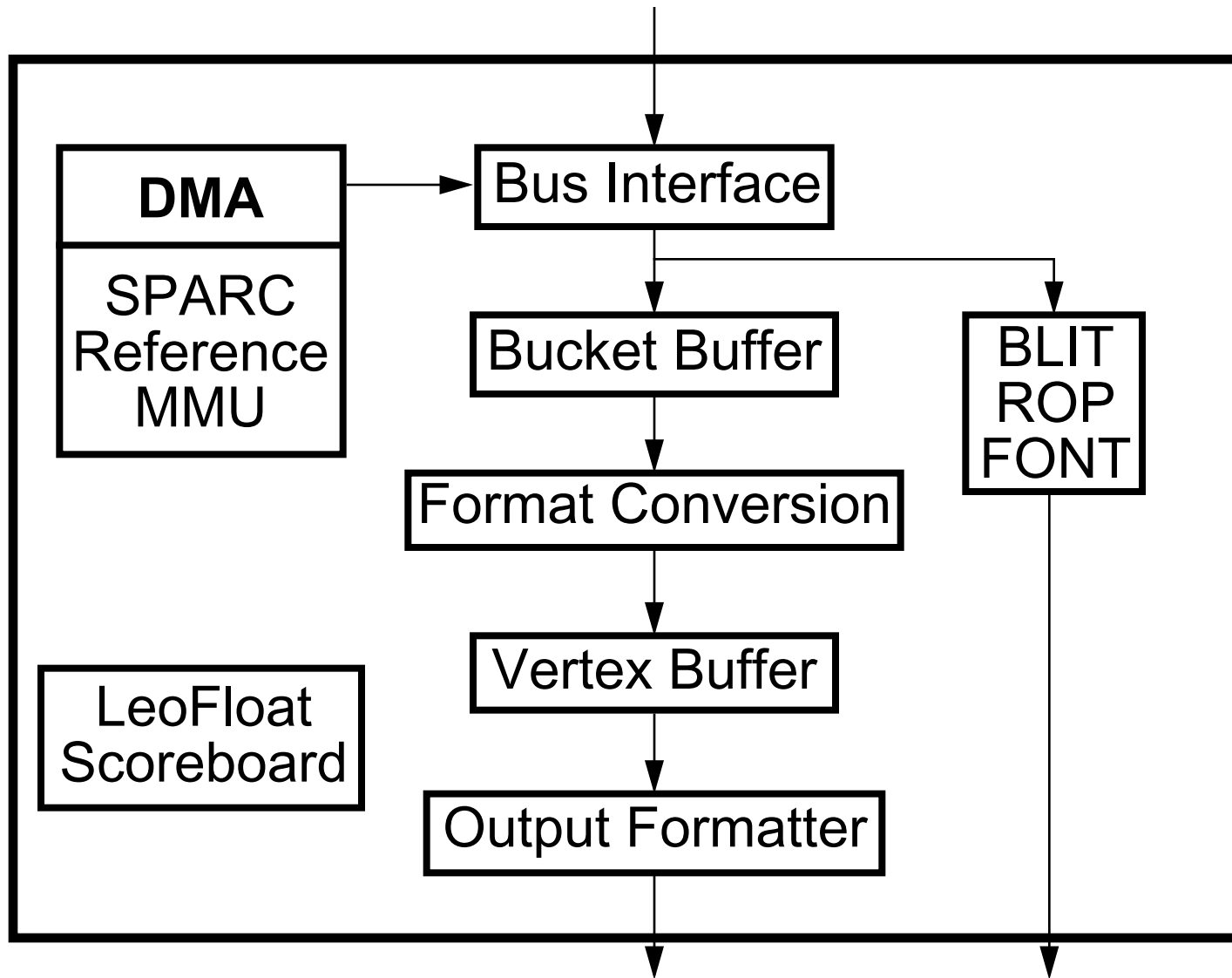
Generic parallel graphics pipeline implementation



Leo Block/ Chip Diagram



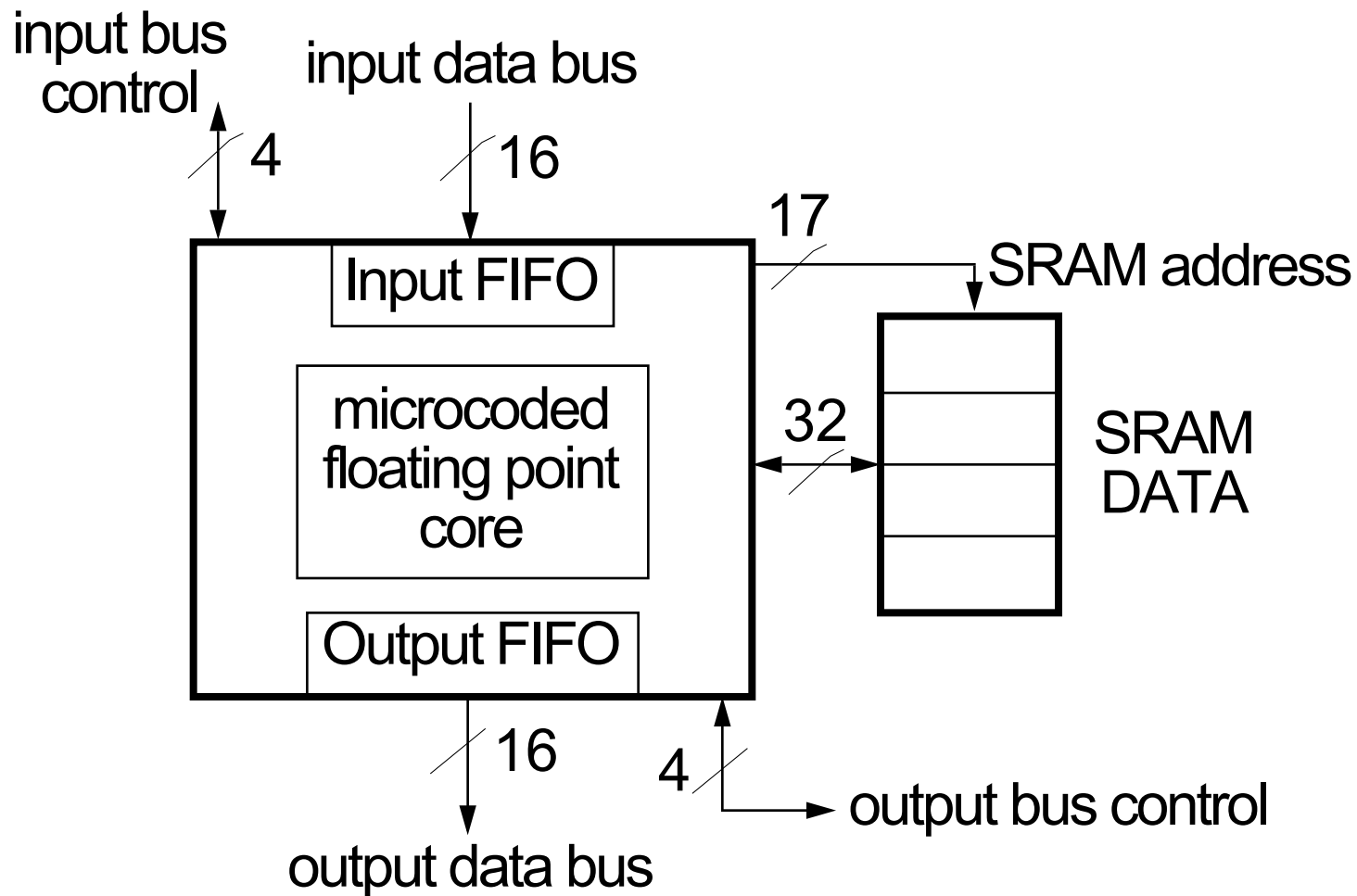
LeoCmd Block Diagram



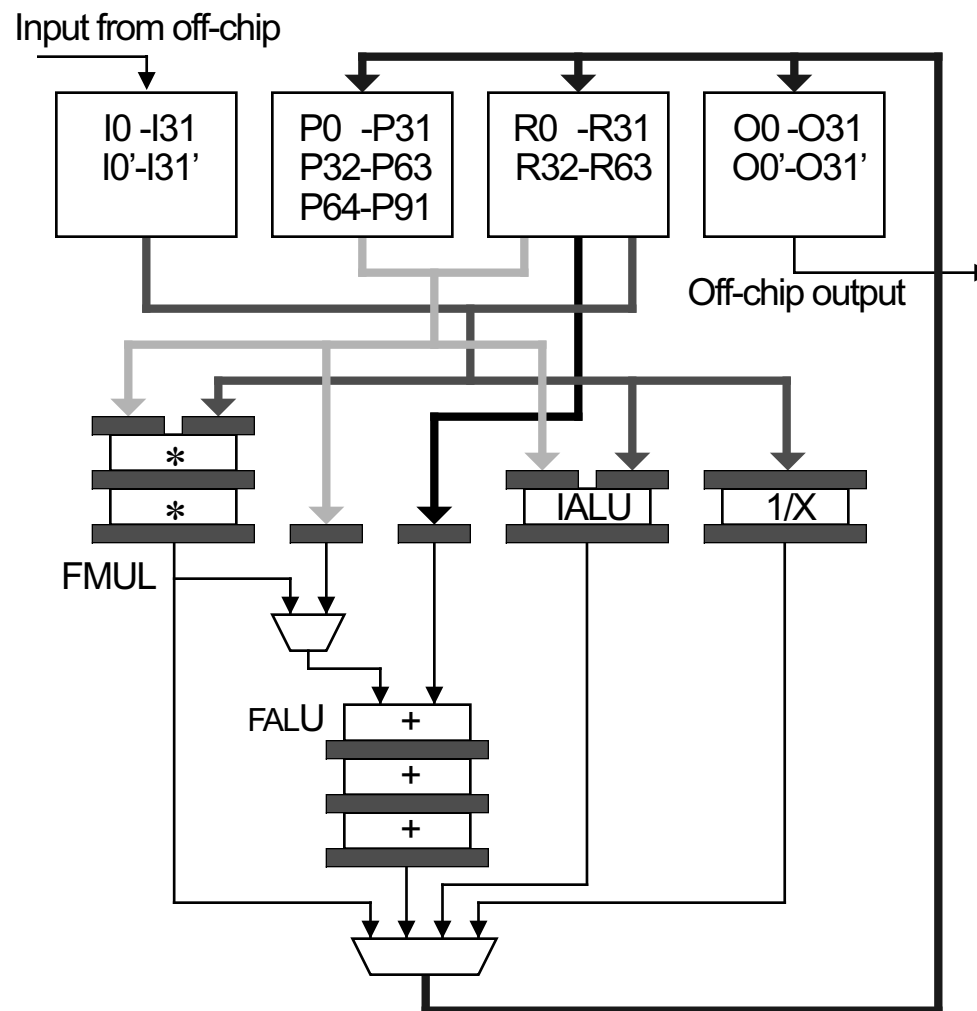
LeoCmd Feature List

- **SBus DMA master**
- **SBus memory device**
- **Numerical format conversion of input data**
- **Converts chained graphics primitives to isolated graphics primitives**
- **Parallel X11 2D graphics port: BLIT, ROP, FONT**
- **Subsystem controller, scoreboards LeoFloat Array**

LeoFloat



LeoFloat Function Units, Register Files, and Data Paths



LeoFloat Execution

Inst Fetch	Inst Decode /branch	Register Fetch	ALU Functions (1-11 clks)	Register Store
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Execute Pipeline

majorOP (4-bits)	Dbus (7-bits)	D S	A S	C-bus (6-bits)	B-bus (6-bits)	A-bus (7-bits)
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Typical micro instruction word fields

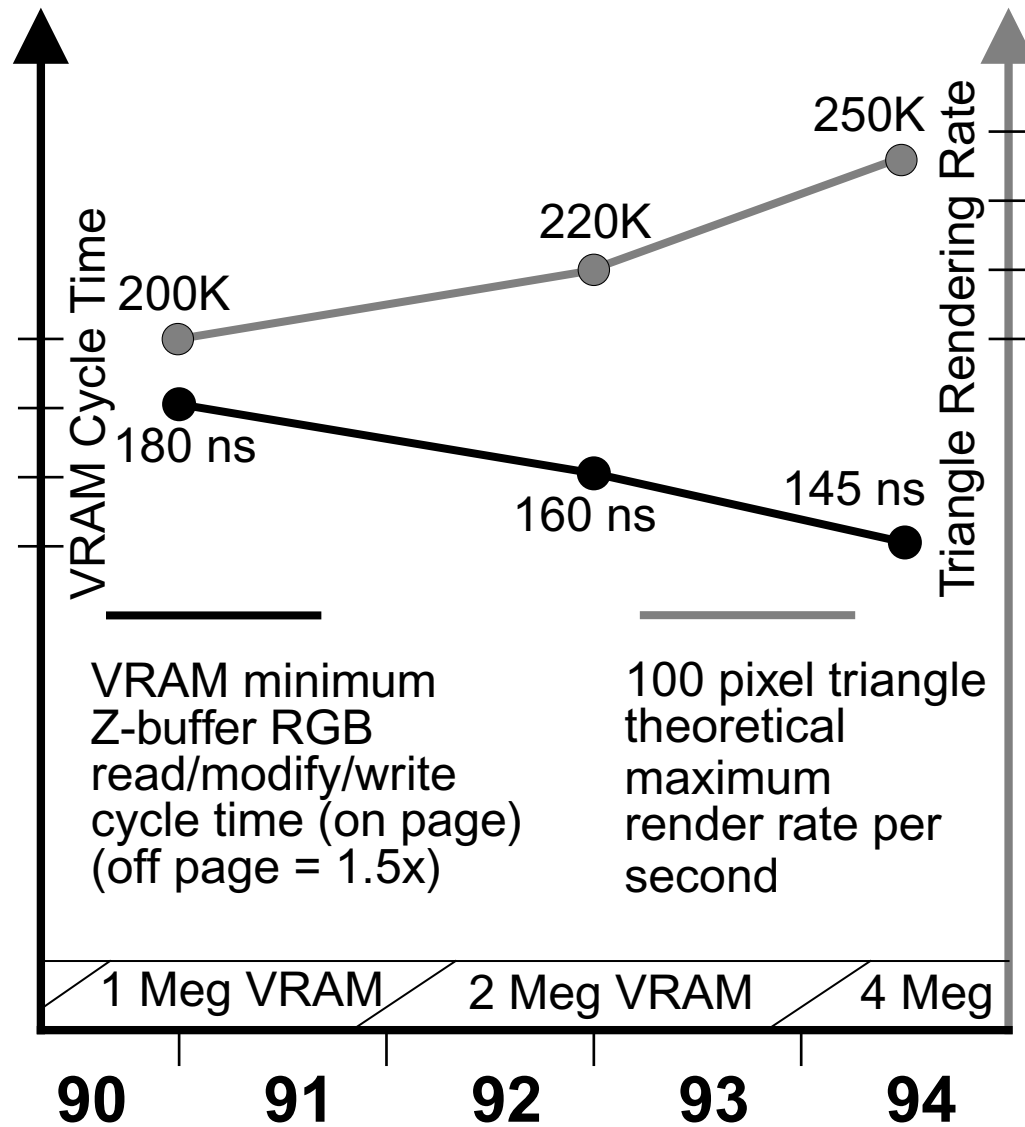
$d = a*b+c;$

Micro assembler syntax

LeoFloat Features

- **Double Buffered I/O register files**
- **288 Internal Registers**
- **Parallel IEEE FMul, FALU, 1/X, IALU**
- **Special 3D clip test instructions**
- **Dozens of specialized Condition code bits**
- **Dozens of specialized branch instructions**
- **Y-sort register instructions re-orders R registers**
- **Software pipeline scheduling**
- **128K 32-bit word external microcode SRAM**

The VRAM Bottleneck



LeoDraw Features

- **Renders Triangles**
- **Renders aliased and anti-aliased lines**
- **Renders aliased and anti-aliased dots**
- **Variable alpha blend & screen door transparency**
- **Per-pixel depth-cueing of all 3D primitives**
- **3D pick box, DMA pick support**
- **2D BLIT, ROP, FONT, pixel support**
- **Very fast screen clear, optimized vertical scroll**
- **Controls VRAM and DRAM**

LeoCross Features

- **Multiple color look-up tables**
- **“Cross bar” channel switching**
- **32×32 cursor**
- **Video Timing, VRAM shift control**
- **Stereo and Virtual Reality device support**

Design Environment

Genisil 8.1 for LeoCommand, LeoFloat, LeoDraw

.8 μ double metal one poly CMOS

LSI 100K master slice for LeoCross

25 MHz target for Genisil chips, 67 MHz for LeoCross

Complete high level simulator written in C

Zycad gate level simulation for individual chips & whole system

3 of 4 chips completely functional first pass

Board up and rendering 3D images within days of receipt of chips

IC Details

Chip	#gates	#transistors	die size mils/side	#pins
LeoCmd	83K	294K	580	240
LeoFloat	80K	280K	575	160
LeoDraw	77K	270K	520	208
LeoCross	35K	-	460	416

The Leo board set: 5.7" × 6.7" × 0.6"

Performance

The Leo system achieves:

- **310K chained, un-lit, Gouraud shaded, Z-buffered 50 pixel depth-cued 3D triangles per second**
- **250K isolated, lighted, Gouraud shaded, Z-buffered, 50 pixel depth-cued 3D triangles per second**
- **750K chained, Z-buffer 10 pixel depth-cued 3D vectors per second**
- **450K antialiased, isolated, Z-buffered, 10 pixel depth-cued 3D vectors per second**
- **1.1M antialiased depth-cued 3D dots per second**
- **143K 8×10 raster characters per second**
- **under 200ns window clear time**

Note: all 3D performance benchmarks are averaged over many different orientations of the primitive.