

## Marlboro Hardware Design Block Status

- · SQ
  - Star memories & supporting logic implemented
  - Power management defined control logic to be implemented
  - Hardware support for shader debug & Performance counters yet to be added
  - Main focus has been on debug to support the SP
- · SP
  - Area optimizations implemented
  - Working to freeze the block with known precision issue fixes will have little area and no timing impact
  - Clock gating done
- · SX
  - Memory export function has yet to be verified
  - Alpha to mask optimization yet to be implemented
  - Performance counters defined yet to be implemented
  - Clock gating done





## Marlboro Hardware Design Block Status

- · TP/TC
  - Critical path block with slow progress
  - Added design resources
  - Re-written some sections to reduce area and aid debug
- · RB/RC/AB
  - Broken out Blend logic to a new top level block (AB)
  - Area optimizations:
    - · reduced precision in AB from 16 to 12 bits
    - · changed flop based queues to RAM based not yet implemented
    - · reduced number of CAM units
  - Performance counters have yet to be added
  - Support for 64 & 128 bit endian modes
  - Power management logic is complete





## Marlboro Hardware Design **Block Status**

- · MC
  - Pad Interface definition is complete and being implemented
  - Performance counters have been implemented
- MH
  - Adding newly defined support
    - 3D Array access through HDP64 & 128 bit endian modes
  - Performance counters have been added
  - Power management is being added now
- ROM
  - fully validated
- · CG/CGM
  - in final validation
- TST / ID / DEBUG
  - implemented and reviewed





