(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization
International Bureau

(43) International Publication Date
11 October 2001 (11.10.2001)

PCT

(10) International Publication Number
WO 01/75803 A1

(51) International Patent Classification[7]: G06T 15/00

(21) International Application Number: PCT/US01/07218

(22) International Filing Date: 6 March 2001 (06.03.2001)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
09/540,615 31 March 2000 (31.03.2000) US

(71) Applicant *(for all designated States except US)*: **INTEL CORPORATION** [US/US]; 2200 Mission College Boulevard, Santa Clara, CA 95202 (US).

(72) Inventors; and

(75) Inventors/Applicants *(for US only)*: **TSAI, Hsin-Chu** [US/US]; 105 Brown Duvall Lane, Folsom, CA 95630 (US). **HSIEH, Hsieh-Cheng** [—/US]; 2078 Yellow Aster Court, Gold River, CA 95670 (US). **PENTKOVSKI, Vladimir** [RU/US]; 123 Copper Greek Drive, Folsom, CA 95630 (US).

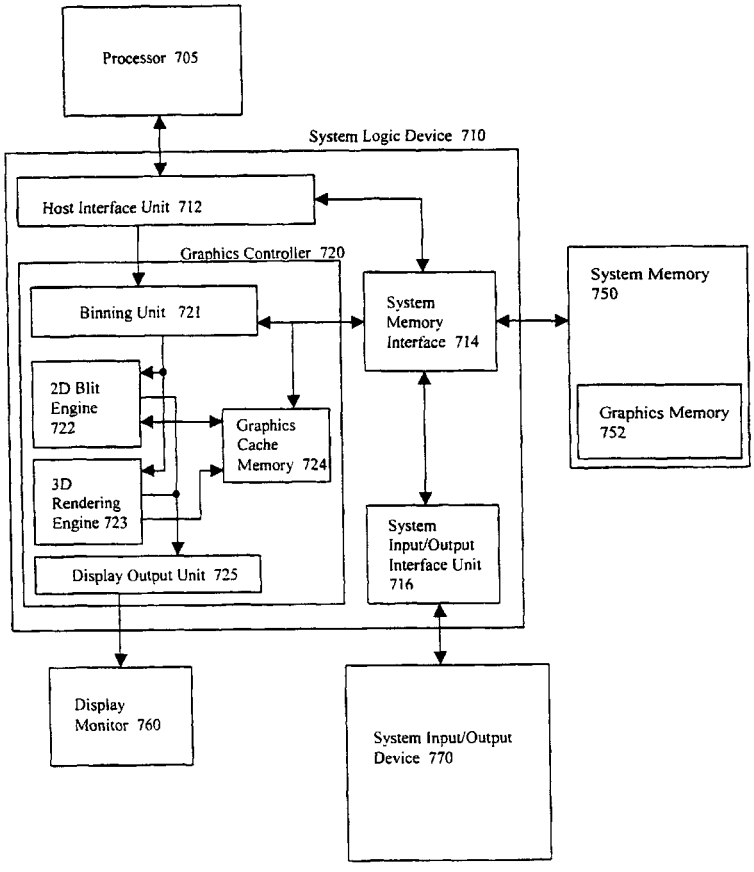
(74) Agent: **WELLS, Calvin, E.**; Intel Corporation, 2200 Mission College Boulevard, SC4-202A, Santa Clara, CA 95202 (US).

(81) Designated States *(national)*: AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CR, CU, CZ, DE, DK, DM, DZ, EE, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NO, NZ, PL, PT, RO, RU, SD, SE, SG, SI, SK, SL, TJ, TM, TR, TT, TZ, UA, UG, US, UZ, VN, YU, ZA, ZW.

(84) Designated States *(regional)*: ARIPO patent (GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZW), Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European patent (AT, BE, CH, CY, DE, DK, ES, FI, FR, GB, GR, IE,

[Continued on next page]

(54) Title: TILED GRAPHICS ARCHITECTURE



(57) Abstract: A method for processing 2D operations in a tiled graphics architecture is disclosed. A graphics controller processes both 3D primitives and 2D blit operations. The 3D primitives are sorted into bins using well-known techniques. When a 2D blit operation is to be processed, the 2D blit operation is also sorted into bins. The sorted 3D primitives and sorted 2D blit operations are then delivered to blit and rendering engines on a bin-by-bin basis. By sorting the 2D blit operations into bins along with the 3D primitives, there is no need to flush the bins (send primitives to rendering engines) whenever a 2D blit operation requires processing. The sorting of 2D blit operations into bins reduces the frequency of graphics cache misses and improves graphics memory bandwidth utilization, thereby improving overall computer system performance.

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IT, LU, MC, NL, PT, SE, TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GW, ML, MR, NE, SN, TD, TG).

Published:

— *with international search report*

— *before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments*

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