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Computer Organization and Architecture

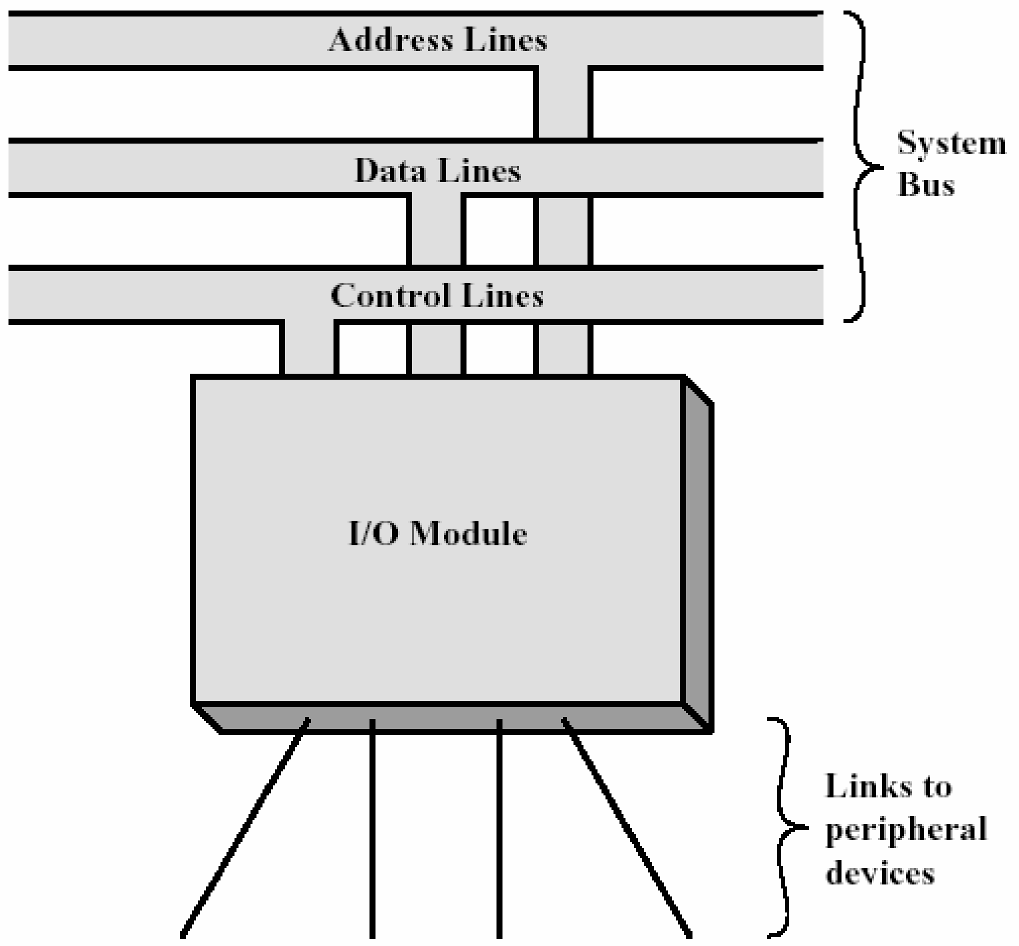
Chapter 6
Input/Output

Input/Output Problems

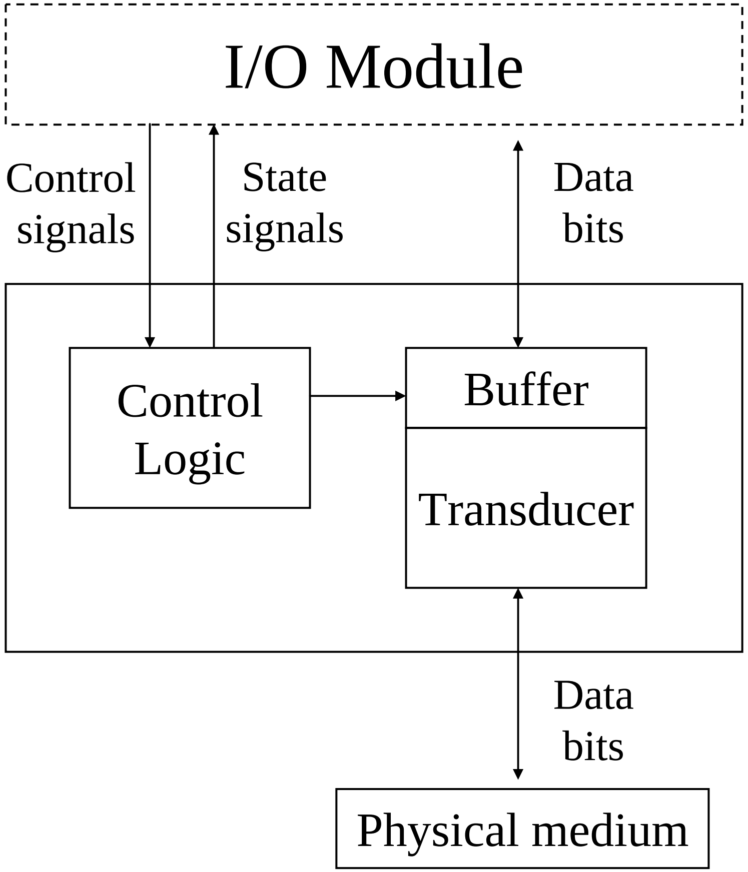
- Wide variety of peripherals
  - Human readable (screen, printer, keyboard, ...)
  - Machine readable (storage, communication, ...)
  - Delivering different amounts of data
  - At different speeds
  - In different formats
- All slower than CPU and RAM
- To keep CPU simple I/O modules are needed to proper interface peripherals and CPU/RAM

Input/Output Module

- Interface to CPU and Memory
- Interface to one or more peripheral



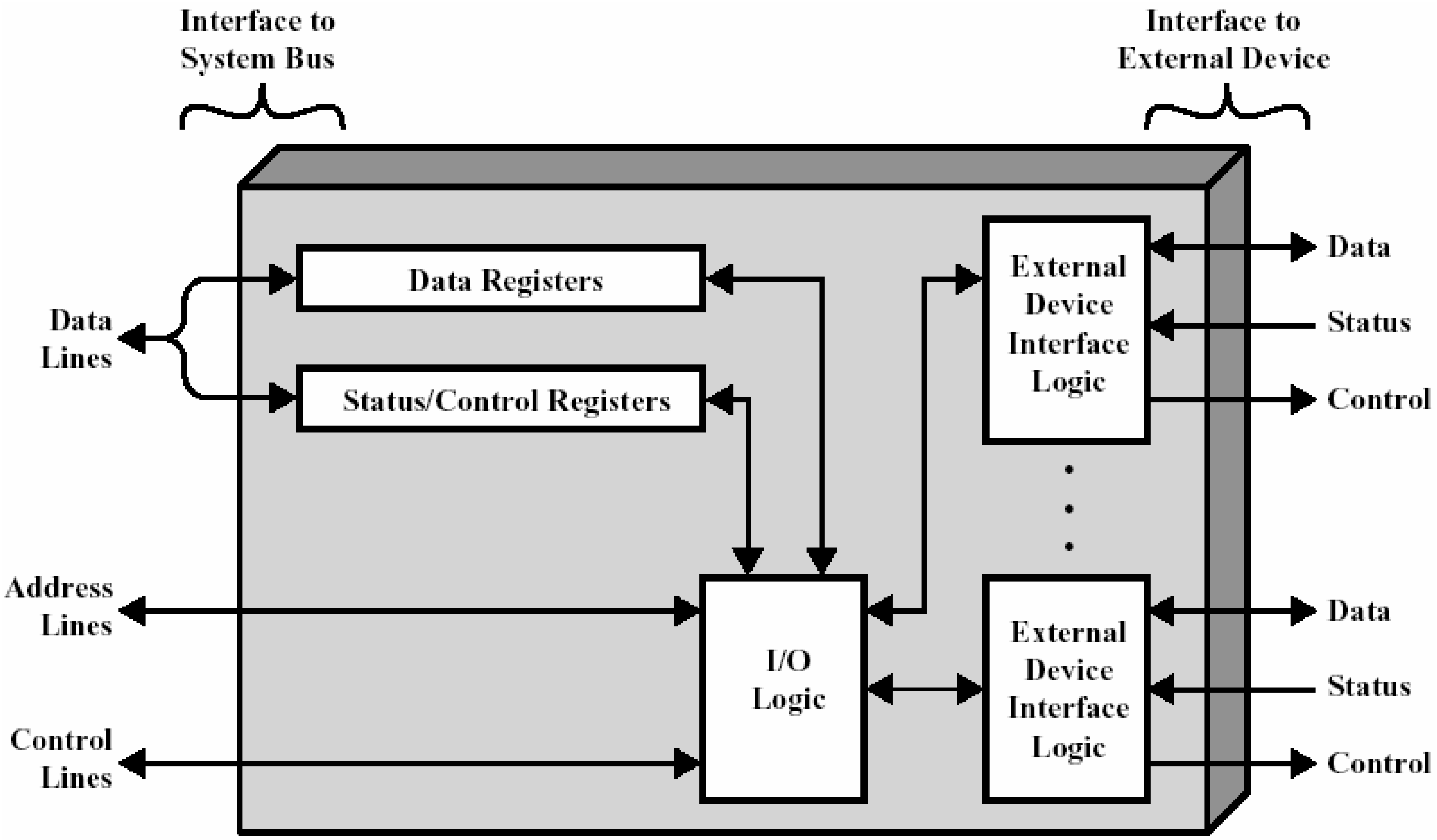
A peripheral (abstract view)



I/O Module Function

- Control & Timing
- CPU Communication (command, data, status, address)
- Device Communication
- Data Buffering (to compensate different speeds)
- Error Detection (storage, transmission,...)

I/O Module Diagram



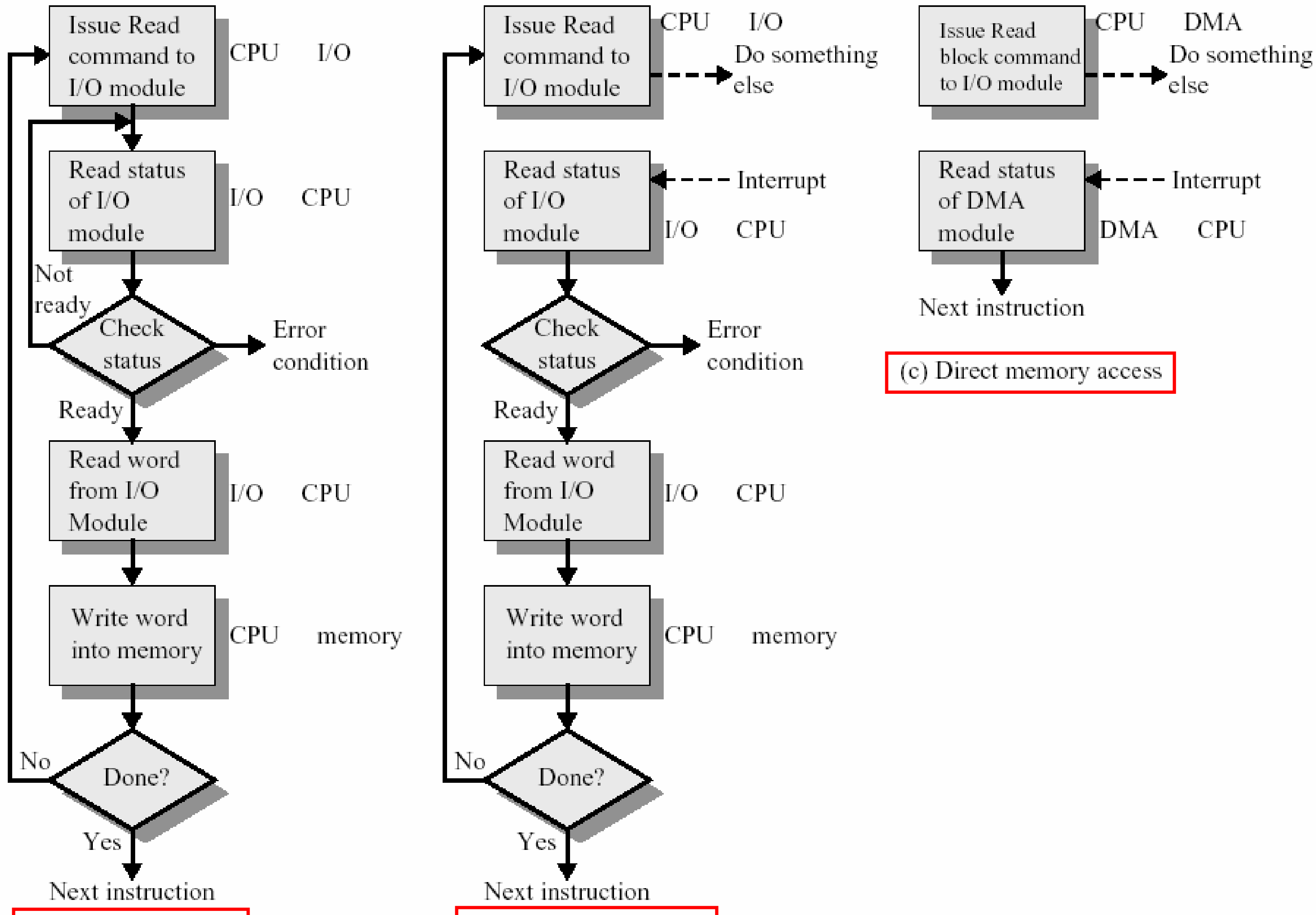
I/O Steps

- CPU checks I/O module device status
- I/O module returns status
- If ready, CPU requests data transfer
- I/O module gets data from device
- I/O module transfers data to CPU
- Variations for output, DMA, etc.

Input Output Techniques

- Programmed
  - CPU directly control I/O operation
- Interrupt driven
- Direct Memory Access (DMA)
  - No CPU involvement

I/O Techniques



(a) Programmed I/O

(b) Interrupt-driven I/O

(c) Direct memory access

Programmed I/O

- CPU has direct control over I/O
  - Sensing status
  - Read/write commands
  - Transferring data
- CPU waits for I/O module to complete operation
- Wastes CPU time

Programmed I/O - detail

- CPU requests I/O operation
- I/O module performs operation
- I/O module sets status bits
- CPU checks status bits periodically
  - I/O module does not inform CPU directly
  - I/O module does not interrupt CPU
  - CPU may wait or come back later

Programmed I/O - Commands

- CPU issues command
  - Control - telling module what to do
    - e.g. spin up disk, move head
  - Test - check status
    - e.g. power failure? read error? data ready?
  - Read/Write
    - Module transfers data via buffer from/to device

Programmed I/O - Addressing Devices

- Under programmed I/O, data transfer is very like memory access (CPU viewpoint)
- Each device is given a unique identifier (i.e., memory address)
- CPU commands contain address
  - Identifies module (and device if there is more than one per module)

I/O Mapping

- Memory mapped I/O
  - Devices and memory share an address space
  - I/O looks just like memory read/write
  - No special commands for I/O
    - Large selection of memory access commands available
- Isolated I/O
  - Separate address spaces
  - Need I/O or memory select lines
  - Special commands for I/O
    - Limited set

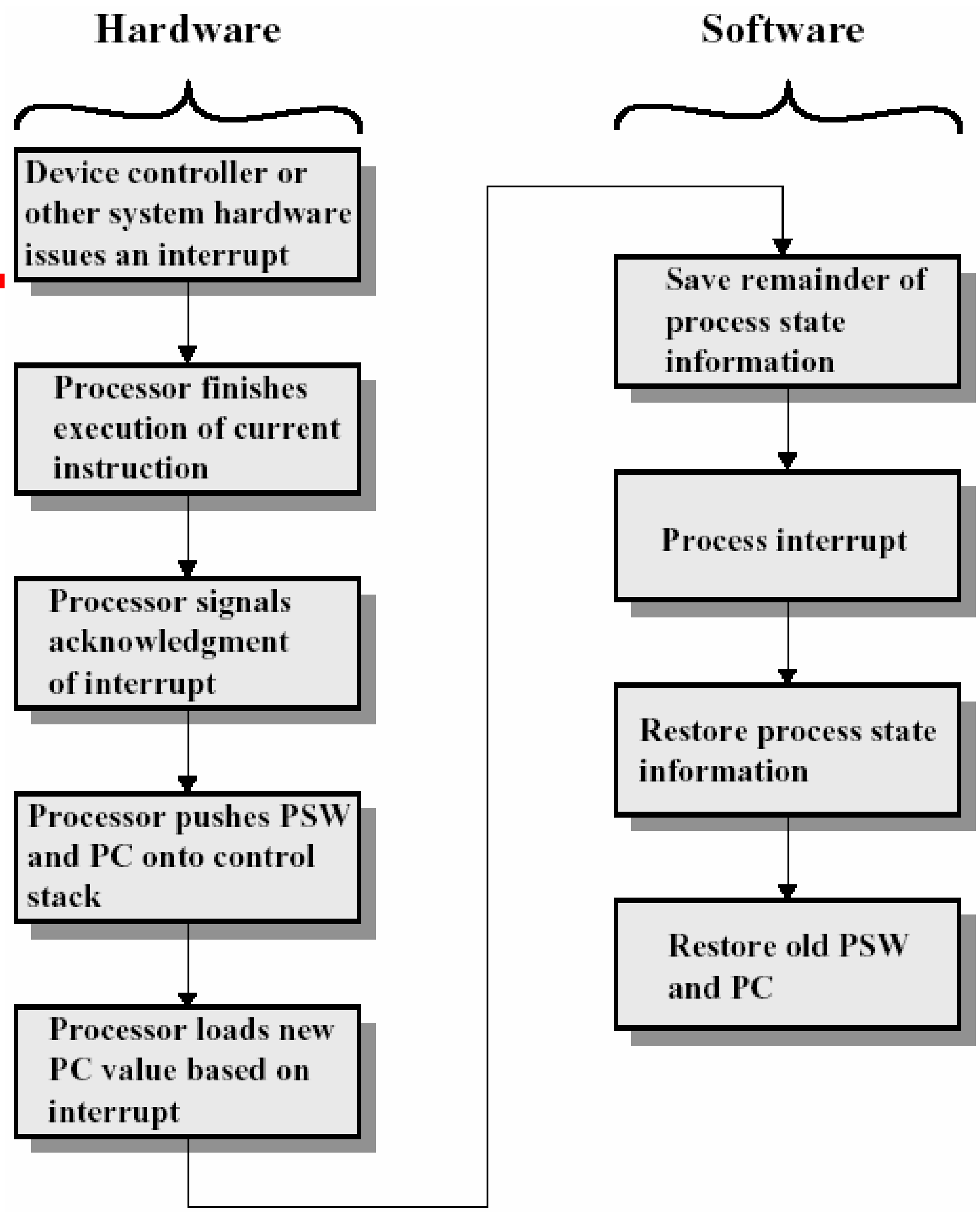
Interrupt Driven I/O

- The biggest problem of programmed I/O is CPU waste of time in waiting for data to be read/written or checking status of I/O module
- Solution:
  - CPU issues commands to device and continues with other activities
  - No waiting time for CPU
  - No repeated CPU checking of device
  - I/O module **interrupts** when ready

Interrupt Driven I/O
Basic Operation

- CPU issues read command to I/O module
- I/O module gets data from the peripheral while CPU does other work
- When data have been received I/O module interrupts CPU
- CPU requests data to I/O module
- I/O module transfers data to CPU

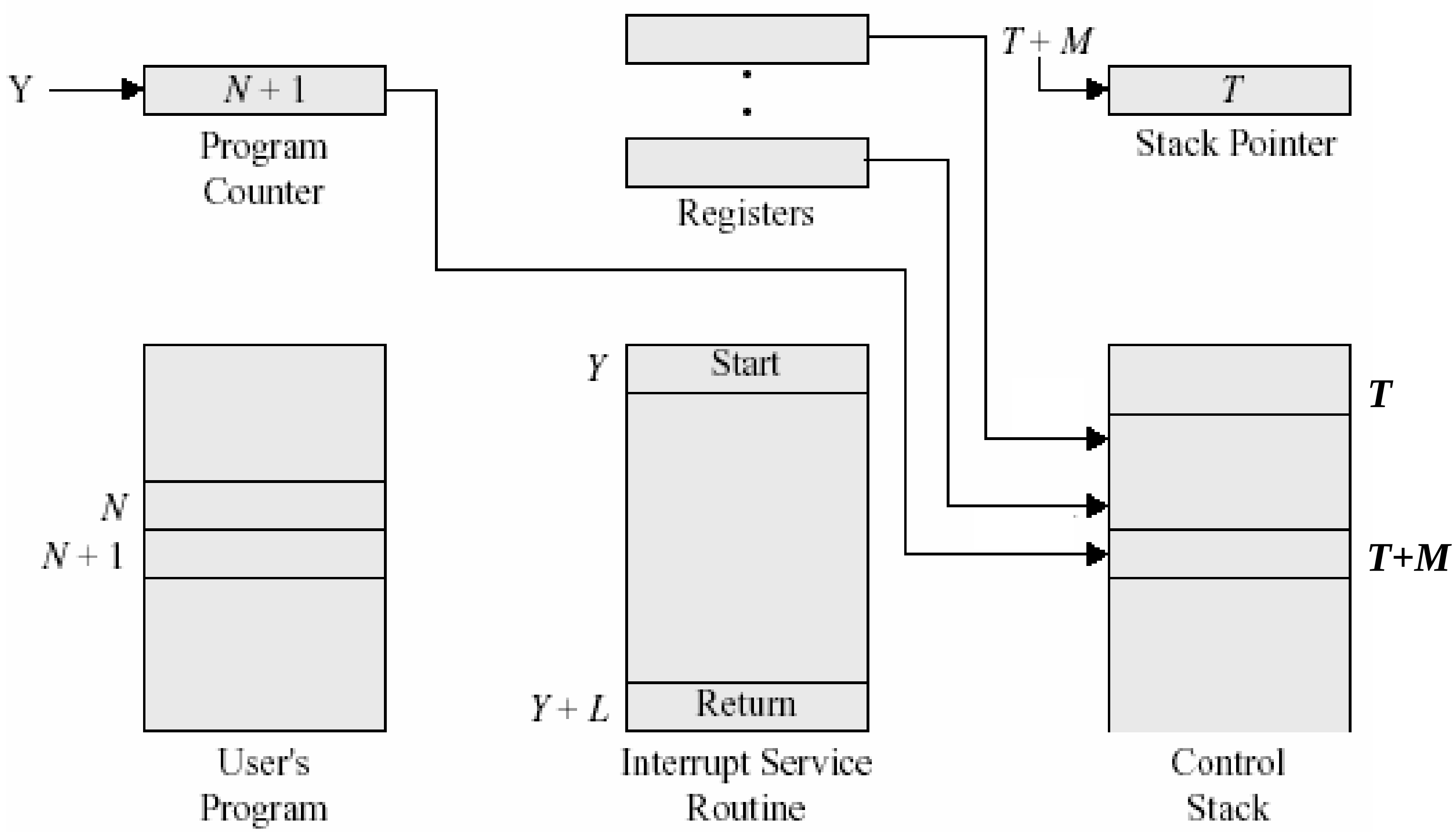
Interrupt processing



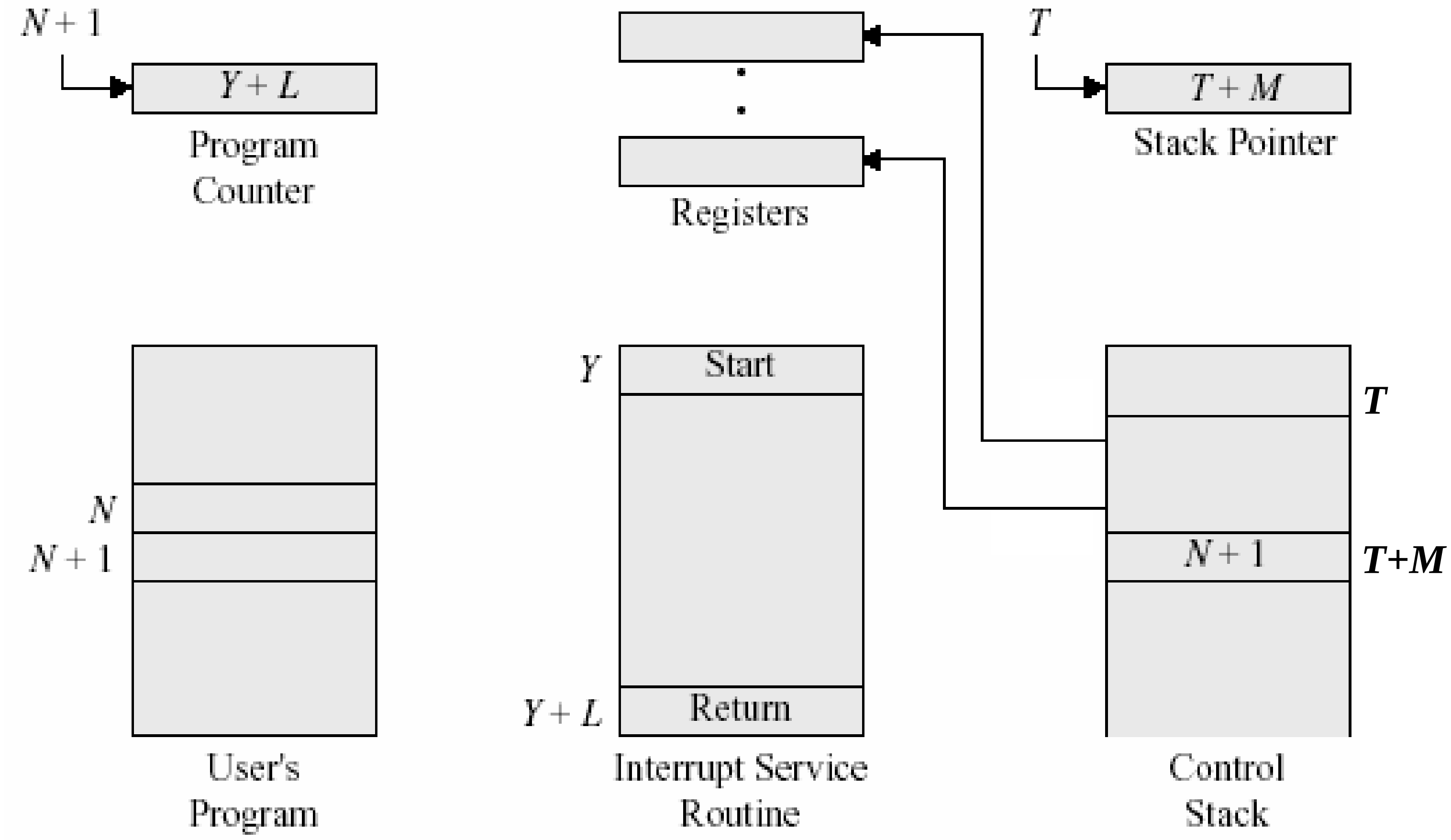
CPU Viewpoint

- Issue read command
- Do other work
- Check for interrupt at end of each instruction cycle
- If interrupted:
  - Save context (registers)
  - Serve the interrupt signal
    - Proper interrupt routine: fetch data & store

Interrupt Processing (servicing)



Interrupt Processing (return)



Design Issues

- How do you identify the module issuing the interrupt?
- How do you deal with multiple interrupts?
  - i.e. an interrupt handler being interrupted

Identifying Interrupting Module (1)

- Different interrupt line for each module
  - Simple
  - Limits number of devices
- Software poll
  - CPU asks each module in turn
  - Slow and time wasting

Identifying Interrupting Module (2)

- Daisy Chain or Hardware poll
  - Interrupt Acknowledge (ACK) is sent down a line connecting all devices
  - ACK goes from a module to the next on the line until the responsible module is found, which places a word (*vector*) on data bus
  - CPU uses the vector to identify proper handler routine
- Bus Master
  - Module must claim the bus before it can raise interrupt

Dealing with Multiple Interrupts

- Each interrupt line has a priority
- Higher priority lines can interrupt lower priority lines
- If bus mastering only current master can interrupt

Direct Memory Access (DMA)

- Interrupt driven and programmed I/O require active CPU intervention
  - CPU is tied up with transferring data in e out
  - Transfer rate is limited since CPU is not fully serving the device
- DMA is the answer
  - Additional Module (hardware) on bus
  - DMA controller takes over CPU for I/O

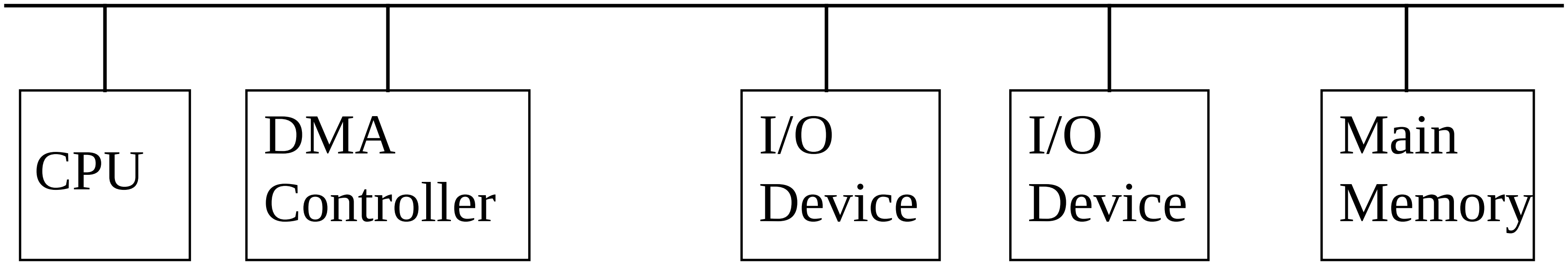
DMA Operation

- CPU tells DMA controller
  - Read/Write
  - Device address
  - Starting address of memory block for data
  - Amount of data to be transferred
- CPU carries on with other work
- DMA controller deals with transfer
- DMA controller sends interrupt when finished

DMA Cycle Stealing

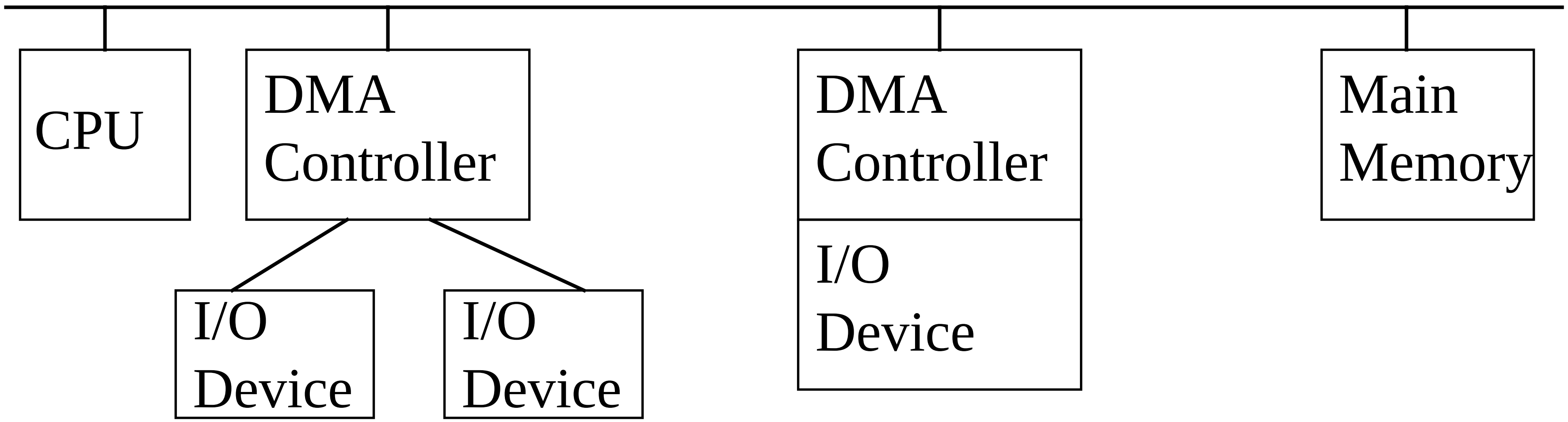
- DMA controller takes control over system bus for one (or more) clock cycle(s)
- One word of data is transferred for each stolen cycle
- Not an interrupt
  - CPU does not switch context
- CPU is suspended just before it accesses bus
  - i.e. before an operand or data fetch or a data write
- Slows down CPU but not as much as CPU doing transfer

DMA Configurations (1)



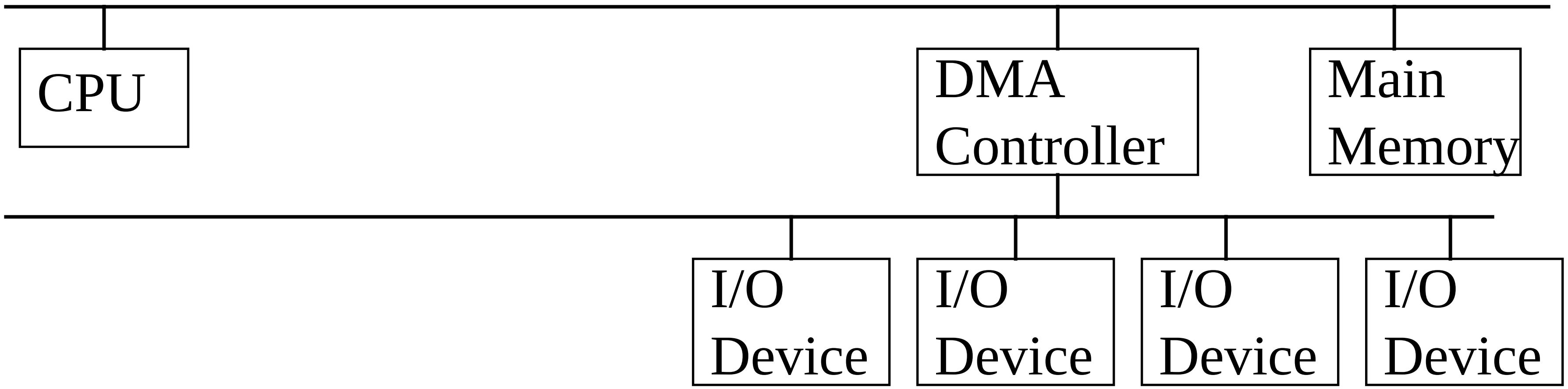
- Single Bus, Detached DMA controller
- Each transfer uses bus twice
  - I/O ↔ DMA and DMA ↔ memory
- CPU is suspended twice

DMA Configurations (2)



- Single Bus, Integrated DMA controller
- Controller may support more than one device
- Each transfer uses bus once
  - DMA $\leftrightarrow$ memory
- CPU is suspended once per transfer

DMA Configurations (3)



- Separate I/O Bus
- Bus supports all DMA enabled devices
- Each transfer uses bus once
  - DMA $\leftrightarrow$ memory
- CPU is suspended once per transfer

I/O Channels

- I/O devices getting more sophisticated
  - e.g. 3D graphics cards
- CPU instructs I/O controller to do transfer
- I/O controller does entire transfer
- I/O controller needs more processing power (is a small CPU, called **I/O channel** or **processor**)
- Improves overall system speed, since takes load off CPU

Interface to external devices

- Serial (1 bit at a time) or parallel (1 word at a time)
- Speed
- e.g.: SCSI, USB, FireWire

Small Computer Systems Interface (SCSI)

- Parallel interface (8, 16, 32 bit data lines)
- Daisy chained, but devices are independent
- Chain must be terminated at each end
  - Usually one end is host adapter
  - Plug in terminator or switch(es)
- Devices can communicate with each other as well as host
- SCSI-1, 1980, 8 bit, 5 MHz, 5MB/s, 7 devices
- SCSI-2, 1991, 16/32 bit, 10 MHz, 20/40MB/s
- Ultra-SCSI

USB - Universal Serial Bus

- A single bus for all desktop devices (keyboard, mouse, parallel, RS-232, ...), up to 127 devices
- Serial transmissiom, from 1,5 (low-speed) - 12 Mb/s (high-speed) of USB-1 to 480 Mb/s of USB-2
- Hierarchical topology, protocol, and cables
- “Hot” connection of devices (no need to turn power off) and automatic configuration

IEEE 1394 FireWire

- High performance serial bus
- Fast, low cost, and easy to implement
- Also being used in digital cameras, VCRs and TV
- Daisy chain up to 63 devices
- Automatic configuration (no terminators) and tree-topologies are possible
- Data rates from 25 to 400 Mb/s