



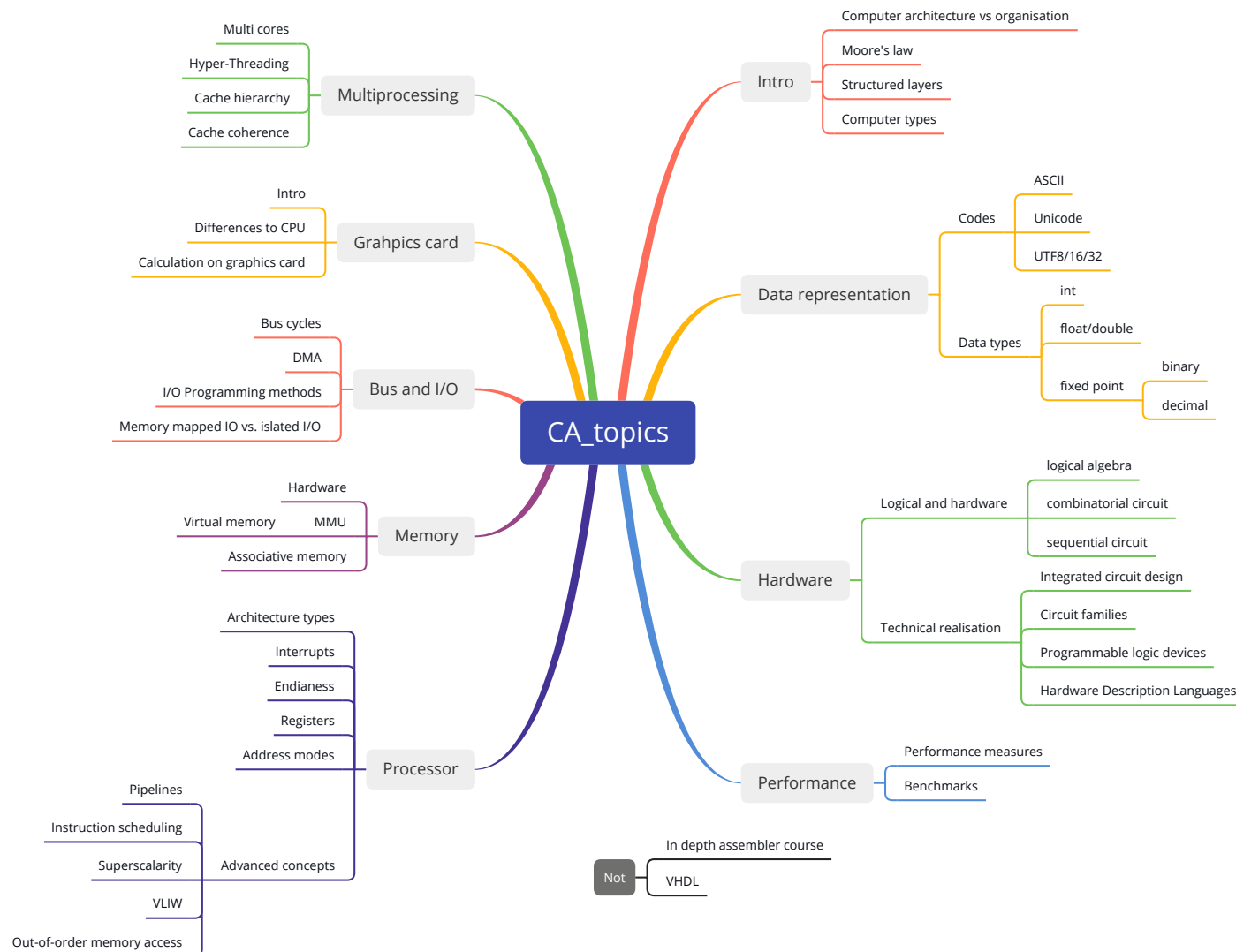
# Prof. Dr. Florian Künzner

Technical University of Applied Sciences Rosenheim, Computer Science

## CA 12 – Bus and I/O 1

The lecture is based on the work and the documents of Prof. Dr. Theodor Tempelmeier

# Goal





# Goal

## CA::Bus and I/O

- Bus systems
- F-Bus
- Basic bus cycles
- Program sequence and bus cycles
- Access I/O devices



# Intro

Which bus systems do you know?

# Intro

A **bus** is a **communication system** inside the computer that **transfers data between components**.

It contains:

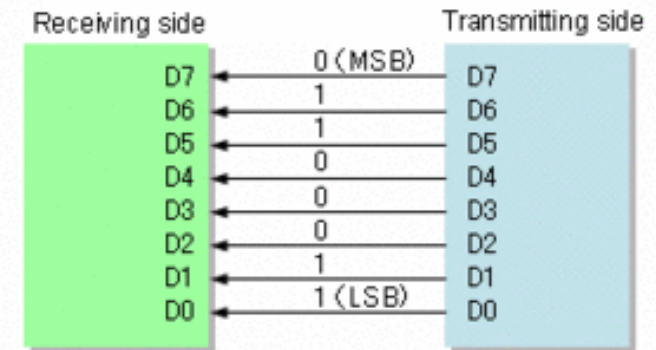
## ■ Wires:

- Parallel connection: N parallel wires
- Bit serial connection: 2 (or more) wires

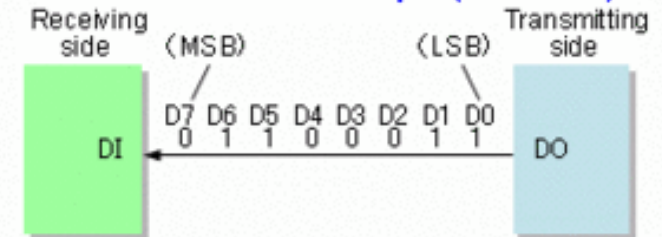
## ■ Protocol:

- Rules about the meaning of signals
- Definition of the chronological order of the signals

### Parallel interface example



### Serial interface example (MSB first)



[source: wikipedia.org]



# F-Bus: Intro

The bus considered here is a fictional bus:

- Fictional bus or
- Fantasy bus

It is a realistic mixture of the VME bus and the PCI bus.

## VME bus

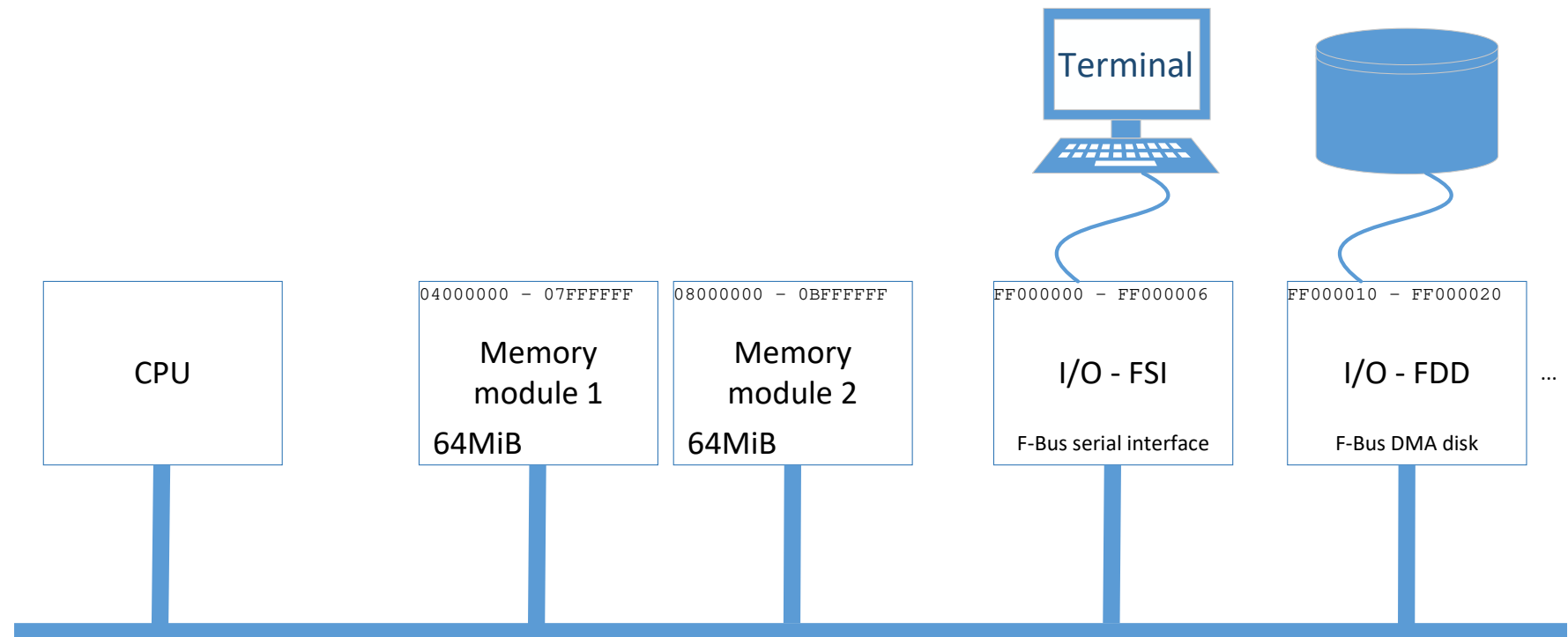
The VME bus (Versa Module Europe) is a powerful 32- or 64-bit bus and open. The VME bus is widely used in technical applications because it is also superior to PC buses in terms of its design (vibration, resistance, etc.).

## PCI bus

The PCI bus (Peripheral Component Interconnect) from Intel is an important bus for PCs. It is increasingly being replaced by PCI Express (PCIe).



# F-Bus: Universal bus overview



## Details

- Universal bus: all components are connected via the same bus system
- F-Bus: all components are mapped to fixed addresses



# F-Bus: Properties

## Properties

- 32 bit bus (32 bit addresses, 32 bit words)
- Asynchronous (unclocked: requires handshake for data flow control)
- Universal bus (allows different types of HW)
- Multiplex lines (sends multiple signals over the same line)
- Memory mapped I/O (access HW via memory addresses)
- Multimaster capability (with decentralised DMA control)
- Central arbitration and interrupt prioritisation (+ daisy chaining)

Alternatives to these special characteristics will be discussed later.

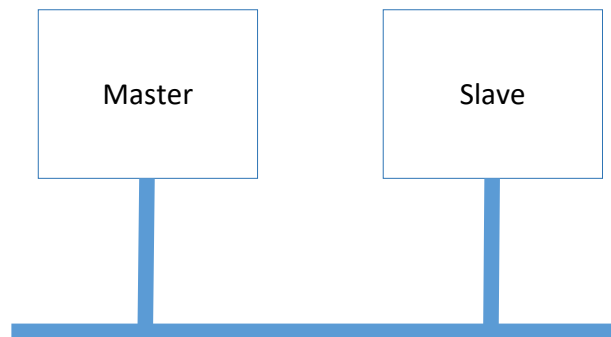




# F-Bus: Participants

A bus component is the **master**:  
(we start with the CPU as the master)

- Starts the bus cycle
- Is the chief on the bus



The communication partner is the **slave**:

- Responds if the master wants something
- Only sends signals after the master initiated a bus cycle
- (Can send interrupts—but we consider this later...)

# F-Bus: Signal lines

| Signal line             | Description   |
|-------------------------|---|
| various                 | Supply voltage(s), ground, ...  |
| DCOK                    | DC power ok   |
| POK                     | Power ok  |
| INIT                    | Initialize (reset)  |
| ADL00<br>ADL..<br>ADL31 | Address data lines (ADL), are used for the transmission of addresses and data in time-division multiplex mode; 32-bit bus |
| FRAME                   | Start of a bus frame  |
| MSTRRDY                 | Master is ready   |
| REPLAY                  | Slave replay  |
| WRITE                   | Write bus cycle   |
| LOCK                    | Bus lock  |
| BURST                   | Burst cycle   |

# F-Bus: Interrupt and system vectors

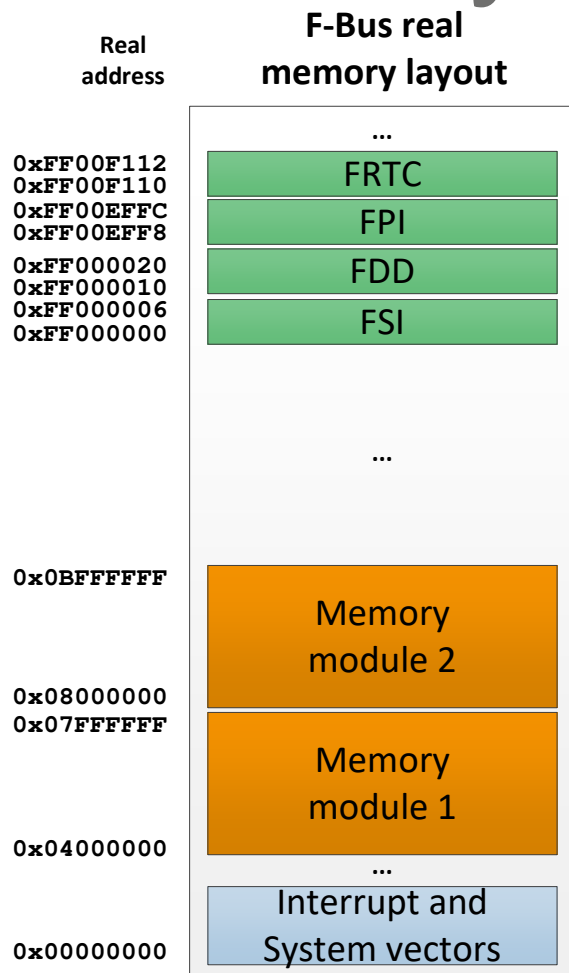
| Number | Address (hex) | Address (dec) | Description              |
|--------|---------------|---------------|--------------------------|
| 0      | 0x00000000    | 0             | Reset                    |
| 2      | 0x00000008    | 8             | Bus error                |
| 3      | 0x0000000C    | 12            | Address error            |
| 4      | 0x00000010    | 16            | Illegal instruction      |
| 5      | 0x00000014    | 20            | Division by zero         |
| 24     | 0x00000060    | 96            | Power fail               |
| 32     | 0x00000080    | 128           | TRAP #0                  |
| 33     | 0x00000084    | 132           | TRAP #1                  |
| ...    | ...           | ...           | ...                      |
| 47     | 0x000000BC    | 188           | TRAP #15                 |
| 48     | 0x000000C0    | 192           | Parallel interface (FPI) |
| 50     | 0x000000C8    | 200           | Serial interface (FSI)   |
| 66     | 0x00000108    | 264           | DMA disk                 |
| 72     | 0x00000120    | 288           | Realtime clock           |

# F-Bus: I/O memory layout

| Address (hex) | Symbol    | Description                 | Component                              |
|---------------|-----------|-----------------------------|--|
| 0xFF000000    | FSI.CSR   | Control and status register | <b>FSI</b><br>F-Bus serial interface   |
| 0xFF000002    | FSI.TBUF  | Transmit buffer             |  |
| 0xFF000004    | FSI.RBUF  | Receive buffer              |  |
| 0xFF000006    | FSI.CFR   | Configuration register      |  |
| 0xFF000010    | FDD.CSR   | Control and status register | <b>FDD</b><br>F-Bus DMA disk           |
| 0xFF000014    | FDD.DARH  | Disk address register high  |  |
| 0xFF000018    | FDD.DARL  | Disk address register low   |  |
| 0xFF00001C    | FDD.BAR   | Bus address register        |  |
| 0xFF000020    | FDD.BCR   | Byte count register         |  |
| 0xFF00EFF8    | FPI.DRCSR | Control and status register | <b>FPI</b><br>F-Bus parallel interface |
| 0xFF00EFFA    | FPI.DROUT | Data out                    |  |
| 0xFF00EFFC    | FPI.DRIN  | Data in                     |  |
| 0xFF00F110    | FRTC.CSR  | Control and status register | <b>FRTC</b><br>F-Bus realtime clock    |
| 0xFF00F112    | FRTC.BPR  | Buffer/preset register      |  |



# F-Bus: Memory layout



## Properties

- Components are mapped to fixed addresses
- Everything is in the linear address space



# F-Bus: Basic bus cycles

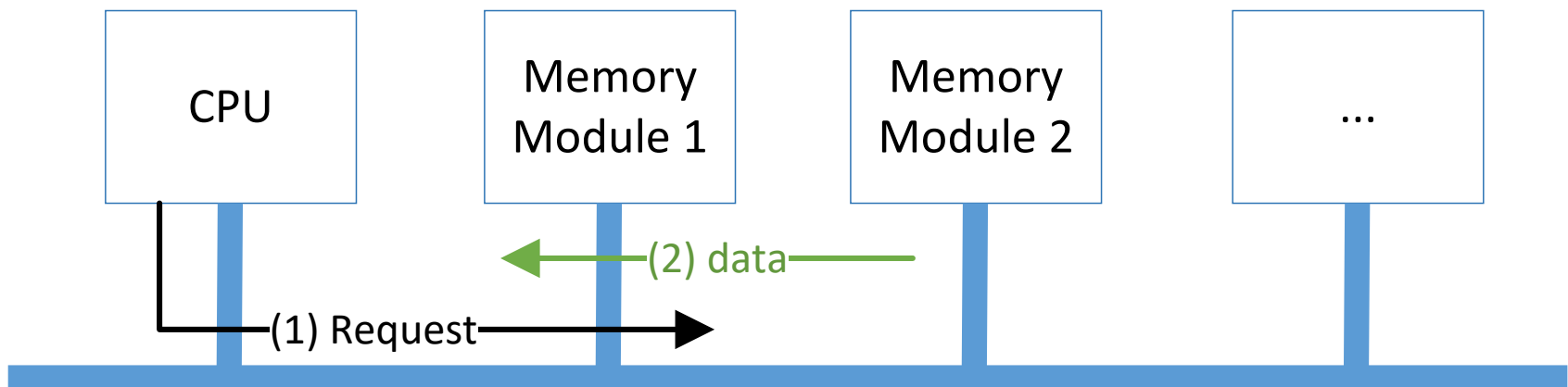
## Supported basic bus cycles

- **Read:** read one word
- **Write:** write one word
- **Atomic read/write:** atomically read and write one word
- **Burst read (or write):** read multiple ( $b_{max}$ ) words



# F-Bus: Basic bus cycles

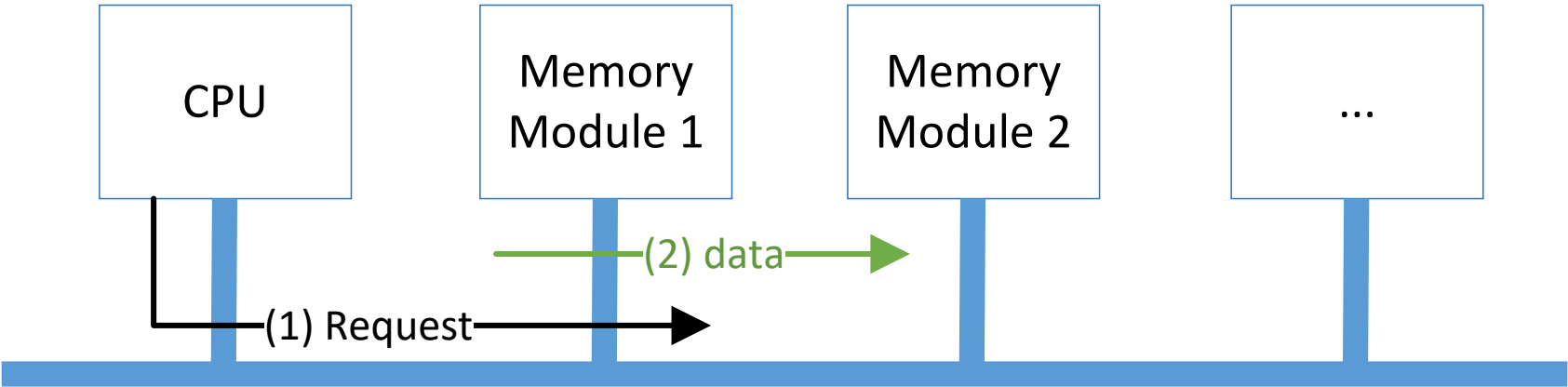
## Read:





# F-Bus: Basic bus cycles

Write:

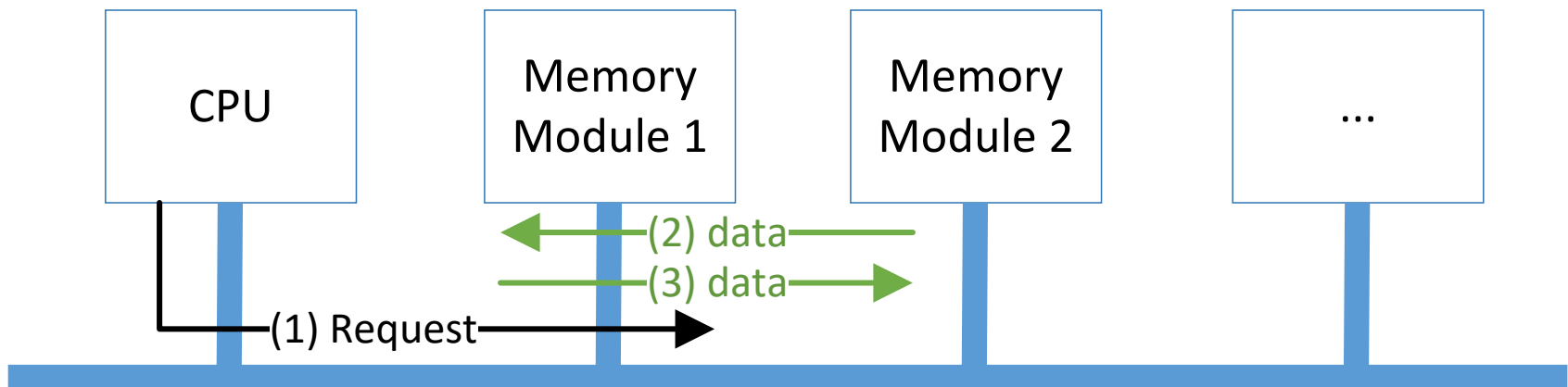






# F-Bus: Basic bus cycles

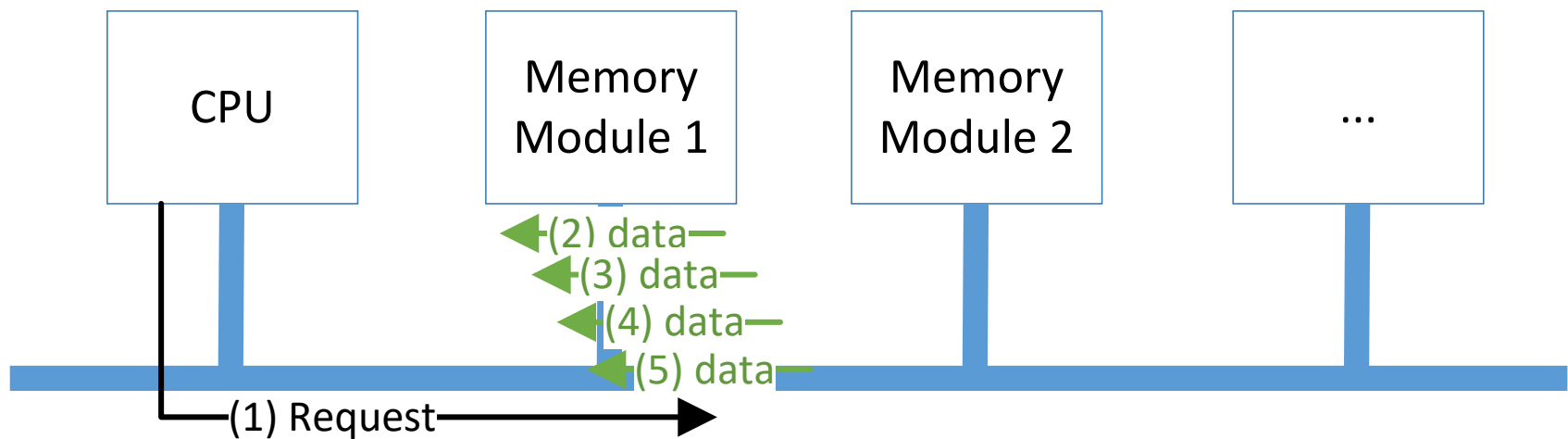
## Atomic read/write:





# F-Bus: Basic bus cycles

## Burst read:



Reads  $b_{max}$  words within one burst read cycle. In this lecture and in the exam we define  $b_{max} = 4$ .

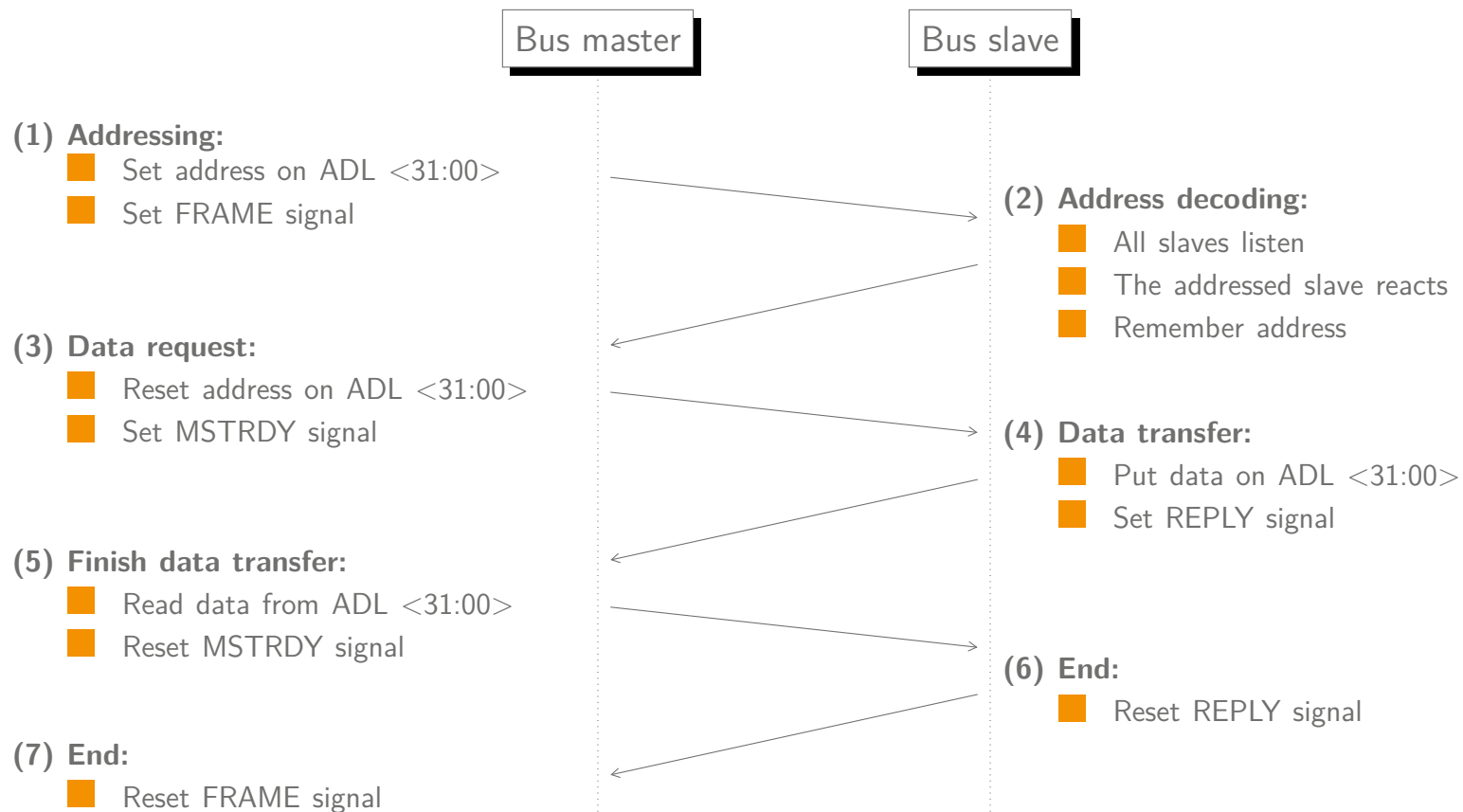


# Basic bus cycle protocols

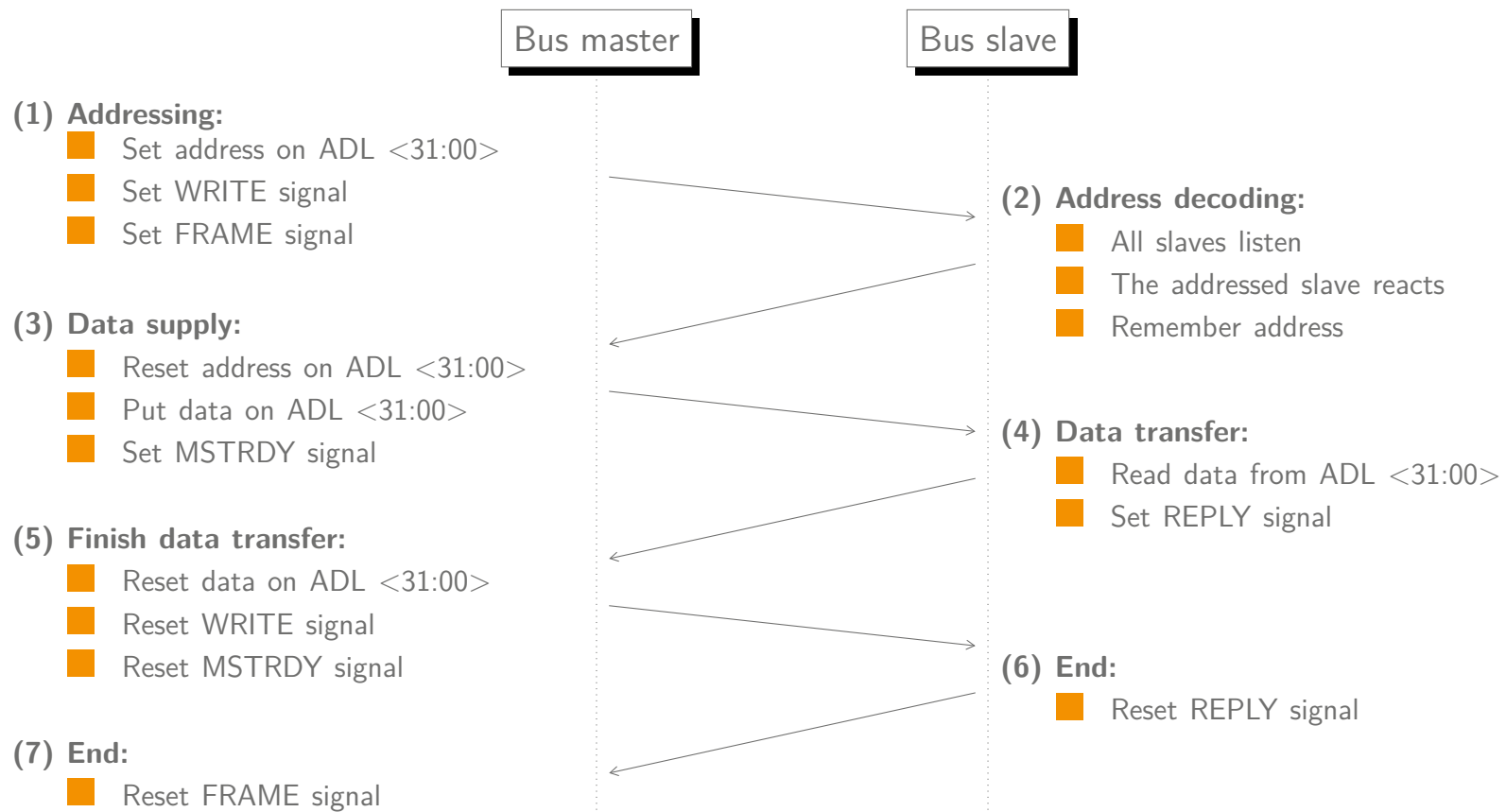
## Bus cycle protocols

- **Read:** read one word
- **Write:** write one word
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- **Burst read (or write):** read multiple words

# Bus cycle protocol: read

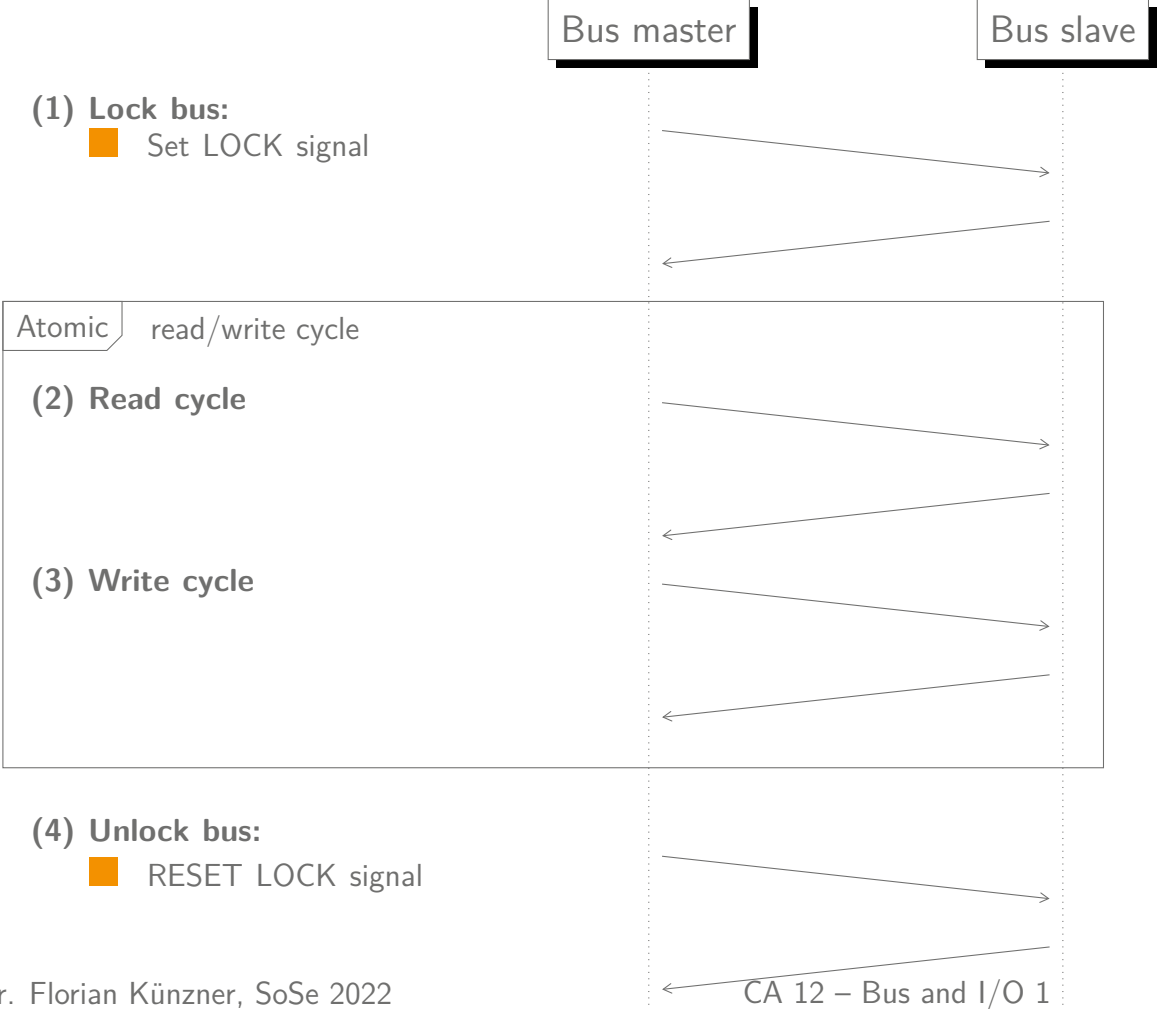


# Bus cycle protocol: write

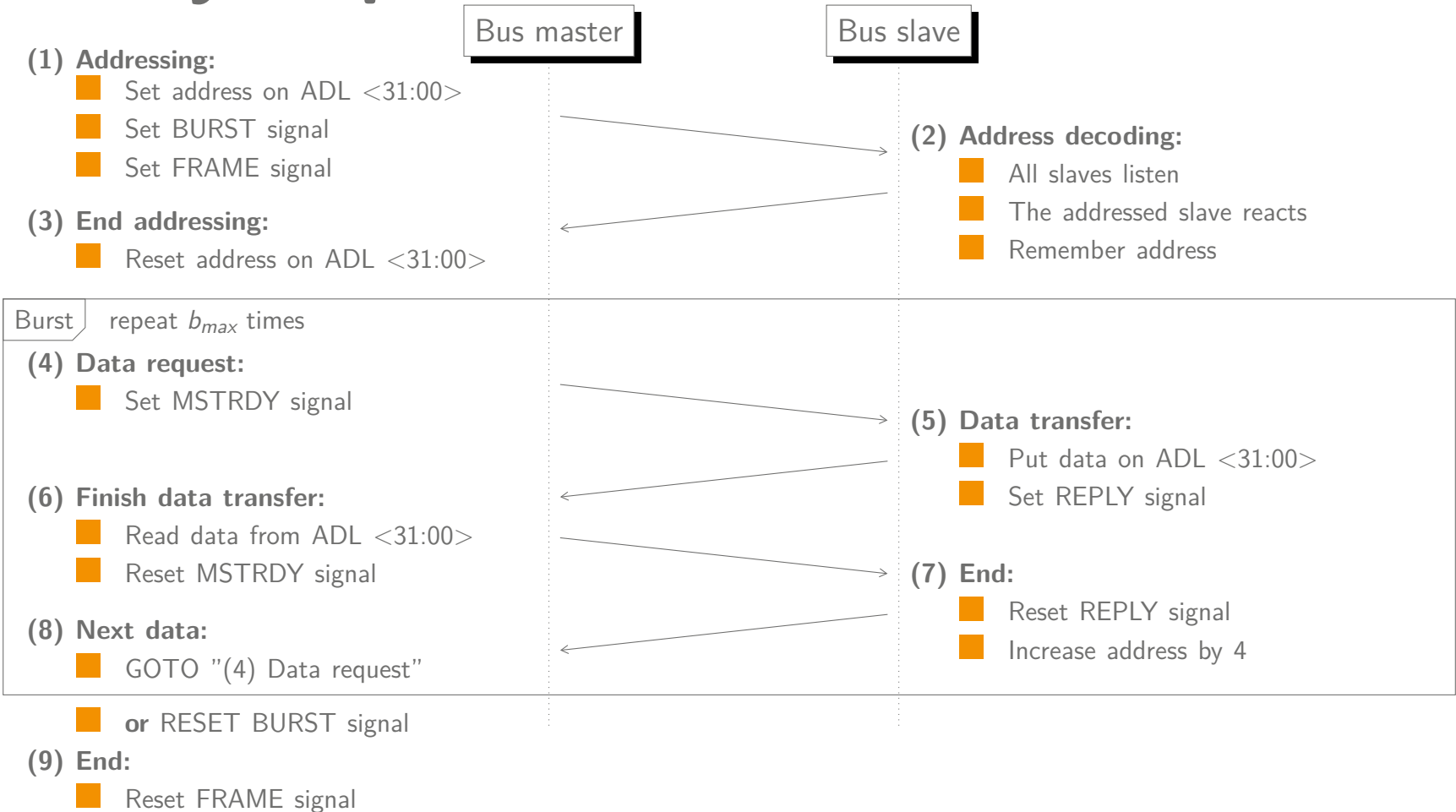




# Bus cycle protocol: atomic read/write



# Bus cycle protocol: burst read





# Relationship between program sequence and bus cycles

**Instructions** can lead to

- **No** bus cycle
- **One** bus cycle
- **Many** bus cycles



# Example 1

Assumption: No cache + no data/instruction is in the register

## C code

```
1 y = x + y;
```

## Assembler code

```
1 ADD x, y ;y = x + y
```

## Compiled program (image, \*.elf)

```
1 ...
2 0x..0: 1. Word: Code for ADD
3 0x..4: 2. Word: Address of x
4 0x..8: 3. Word: Address of y
5 ...
```

## Resulting bus cycles

| Nr. | Cycle | Comment               |
|-----|-------|-----------------------|
| 1   | Read  | 1. Word: Code for ADD |
| 2   | Read  | 2. Word: Address of x |
| 3   | Read  | Operand x             |
| 4   | Read  | 3. Word: Address of y |
| 5   | Read  | Operand y             |
| 6   | Write | Result to y           |

# Example 2

Assumption: Cache + data/instruction is in the register

## C code

```
1 y = x + y;
```

## Assembler code

```
1 ADD R1, R2 ;R2 = R1 + R2
```

## Resulting bus cycles

| Nr. | Cycle | Comment |
|-----|-------|---------|
|     | none  |         |

## Compiled program (image, \*.elf)

```

1 ...
2 0x..0: 1. Word: Code for ADD
3 ...

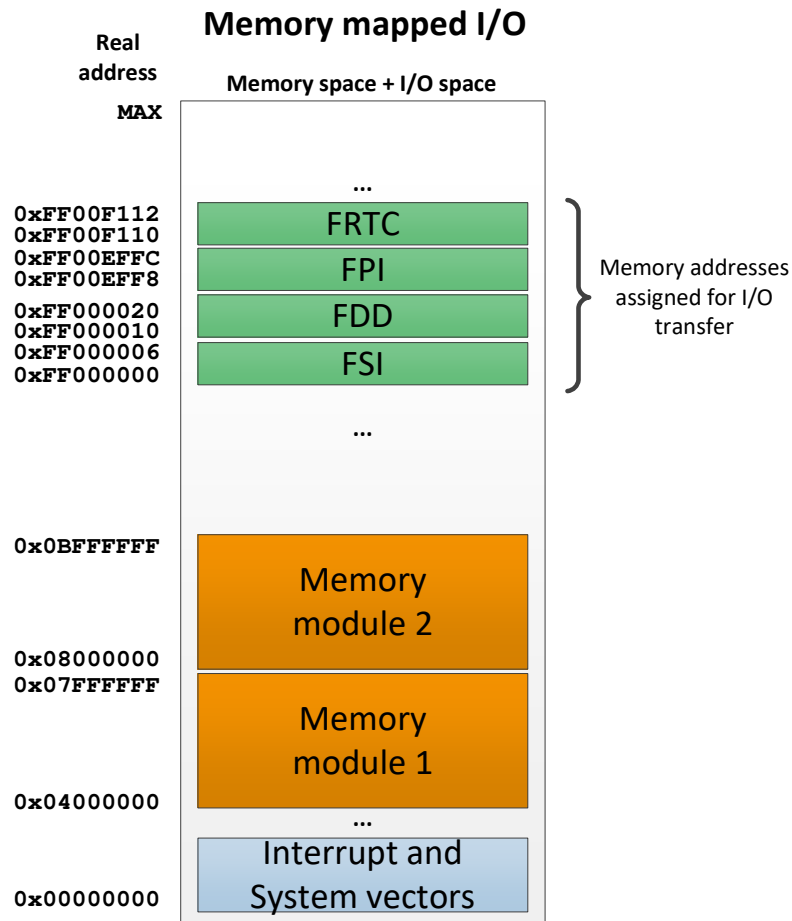
```



# Access I/O devices

## Memory mapped vs isolated I/O

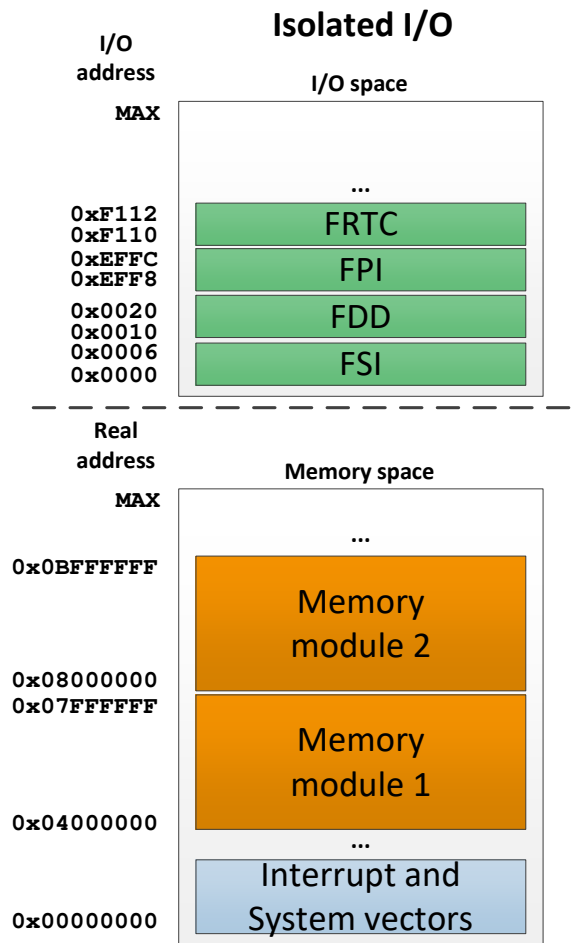
# Memory mapped I/O (MMIO)



## Properties:

- Everything is mapped into **one address space**
- Addresses an I/O device just like ordinary memory
- Only a **MOVE instruction** is required for data transfer
- Almost **all instructions** used to manipulate the memory **can be used** for I/O devices
- Use of **fixed, absolute addresses** for the device registers

# Isolated I/O



## Properties:

- Two **separate address spaces**: for memory and I/O
- The **I/O** address space has its **own addresses**
- **Requires special instructions** for data transfer: e.g. IN and OUT
- The I/O addresses **can't be used** in the **instructions** used to manipulate the memory
- Also called port-mapped I/O (PMIO)

# Memory mapped vs isolated I/O

|                | Memory mapped I/O  |   | Isolated I/O  |   |
|----------------|--|---|---|---|
| Address spaces | I/O registers in the memory address space are <b>addressed like normal memory</b> cells. | – | <b>Separate address spaces</b> for I/O and memory.                            | + |
| Addresses      | Memory mapped I/O devices are <b>treated as memory</b> locations.                        |   | The addresses for the isolated I/O devices are called <b>ports</b> .          |   |
| Memory         | <b>Part</b> of the address space is <b>reserved for I/O</b> registers.                   | – | <b>Full memory</b> address space <b>usable</b> for memory.                    | + |
| Instructions   | Almost <b>any instruction</b> for memory access can be used.                             | + | <b>Special instructions</b> such as IN or OUT has to be used.                 | – |
| Protection     | Access protection integrated into memory protection                                      | + | Separate access protection required "I/O Permission Bit Map", IOPL in EFLAGS. | – |
| Caching        | Additional <b>cache prevention</b> <b>necessary</b>                                      | – | No inadvertently caching possible   | + |

# Summary and outlook

## Summary

- Bus systems
- F-Bus
- Bus cycles
- Program sequence and bus cycles
- Access I/O devices

## Outlook

- I/O programming modes
- Interrupts
- DMA bus cycle
- FSI and FDD (DMA) programming example