

Input–Output Instructions

Session No.: 13

Course Name: Computer Organization & Architecture

Course Code: R1UC305T

Instructor Name: Mr. Sandeep Bhatia

Duration: 50 mins

Date of Conduction of Class:

Review of the key concepts of session no. #12

Register reference instructions

Pre-Session Quiz

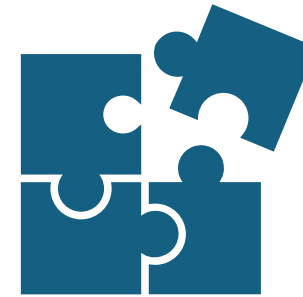
- Attempt the Pre-Session-13 quiz on LMS.

Opening: Engaging Questions

- *“When you press a key on the keyboard, how does that character appear on the screen?”*
- *“If the CPU is the brain of the computer, what part acts as its eyes, ears, and hands?”*
- *“Why do you think the CPU needs special instructions to talk to devices like printers, keyboards, or hard drives?”*




How did it affect the way you
approached the problem?



What challenges and benefits
did you experience?

At the end of this session, you will be able to:

Learning Outcome 1: Understand the role of Input–Output operations in computer systems.



Learning Outcome 2: Explain common I/O instructions (IN, OUT, etc.) and their use.

Session Outline

Input–Output Instructions

Activity 1

Activity 2

Disussion

Conclusion

Input–Output Instructions

Computer Organization and Architecture

Learning Objectives

- - Understand the role of Input–Output operations in computer systems.
- - Explain common I/O instructions (IN, OUT, etc.).

Introduction to I/O

- - CPU communicates with external devices through I/O operations.
- - Devices include: Keyboard, Mouse, Monitor, Printer, Disk.
- - Special I/O instructions or memory mapping are used for communication.

Methods of I/O Communication

- - Memory-Mapped I/O:
 - * Devices assigned memory addresses.
 - * Regular load/store instructions used.
- - Isolated (Port-Mapped) I/O:
 - * Separate address space for I/O.
 - * Special instructions like IN and OUT are used.

Common I/O Instructions

- - IN: Transfers data from I/O port → CPU register.
- - OUT: Transfers data from CPU register → I/O port.
- - INS / OUTS: Block data transfer between I/O and memory.
- - TEST / STATUS instructions: Check device readiness.

I/O Control Techniques

- - Programmed I/O (Polling): CPU repeatedly checks device status.
- - Interrupt-Driven I/O: Device signals CPU when ready.
- - Direct Memory Access (DMA): Data transferred directly between device and memory without CPU intervention.

Example: Reading from Keyboard

- 1. CPU executes IN instruction with keyboard port address.
- 2. Control unit activates keyboard controller.
- 3. Keyboard sends ASCII value onto data bus.
- 4. CPU stores it in accumulator/register.

Summary & Reflection

- - I/O instructions enable CPU–device communication.
- - Two methods: Memory-Mapped I/O and Isolated I/O.
- - Key instructions: IN, OUT, INS, OUTS.
- - Control techniques: Programmed I/O, Interrupts, DMA.

Activity-1 : Woo flash



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YGWDBHU4




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Activity-2 : Woo flash

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Reflection Time:

Reflection Question:

- Why is DMA faster than programmed I/O or interrupts?

Conclusion


- Input–Output (I/O) instructions are essential for enabling communication between the **CPU and external devices**.
- Two major approaches: **Memory-Mapped I/O** and **Isolated (Port-Mapped) I/O**.
- Core instructions like **IN, OUT, INS, and OUTS** allow data transfer between CPU registers and I/O devices.
- Different control techniques (**Programmed I/O, Interrupt-driven I/O, DMA**) balance efficiency and CPU workload.
- Efficient I/O operations ensure that a computer system can interact effectively with its environment.

Key takeaway:

A computer is only as useful as its ability to communicate with the outside world — and I/O instructions are the bridge that makes this possible.

Ensure attainment of LOs in alignment to the learning activities:

Learning Outcome 1: Know the role of Input–Output operations in computer systems.



Learning Outcome 2: Learned about common I/O instructions (IN, OUT, etc.) and their use.

Discussion on the post session activities

- Attend post session quiz of Session-13 on LMS.

Information about the next lesson

General Register Organization

Queries

*Thank
you*

