#### CS 222 Computer Organization & Architecture

Lecture 34 [26.04.2019]

#### **Input-Output Subsystem**

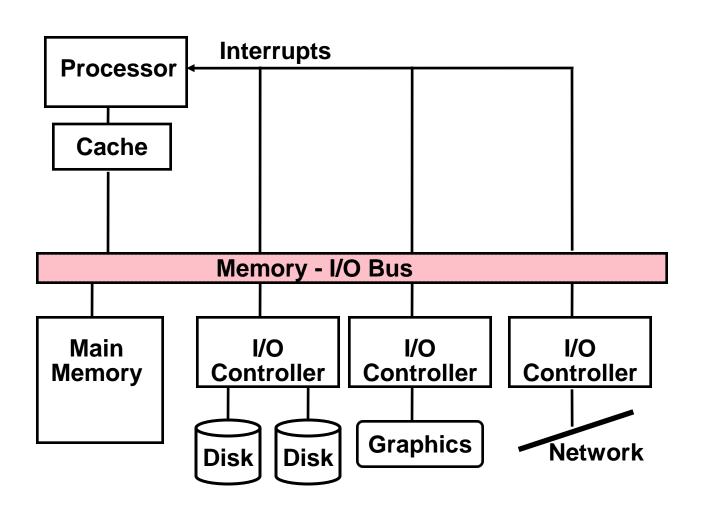


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## Typical I/O Subsystem



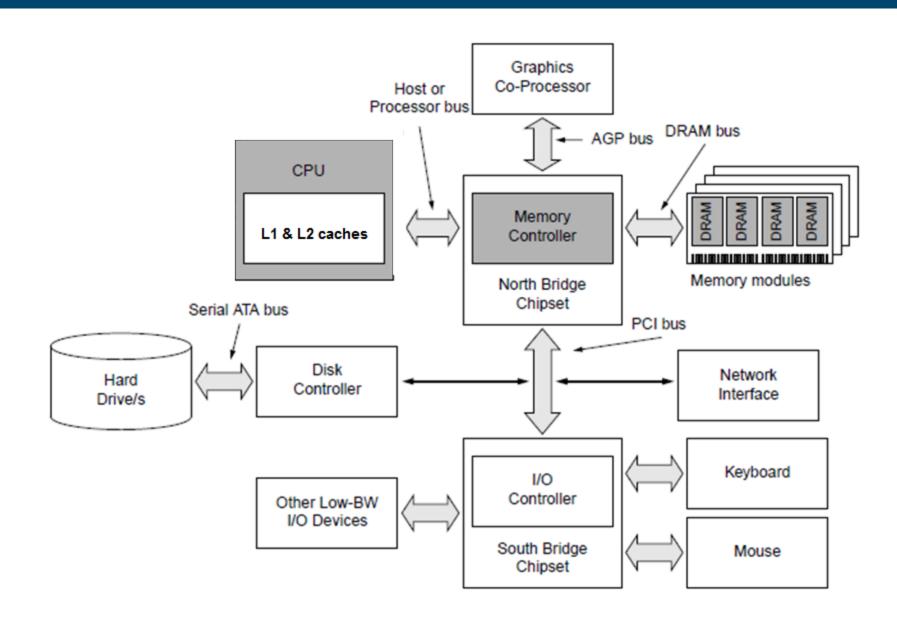
# **Problems in I/O Interfacing**

- Wide variety of peripherals
  - Delivering different amounts of data
  - At different speeds
  - In different formats
- All slower than CPU and RAM
- ❖ Need I/O modules with some intelligence

## **Components of I/O Subsystem**

- ❖ I/O Hardware
  - ports, buses, devices, controllers
- ❖ I/O Software
  - Interrupt Handlers, Device Driver, Device-Independent Software, User-Space I/O Software
- ❖ I/O Data transfer mechanisms
  - Polling, Interrupt and DMAs

## Where is I/O controller residing?

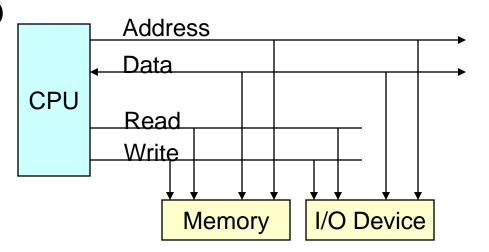


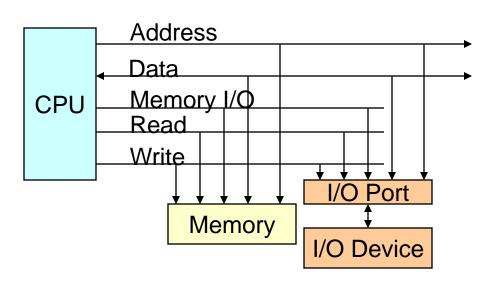
# I/O Mapping

- 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 (I/O mapped I/O)
  - Separate address spaces
  - ❖Need I/O or memory select lines
  - Special commands for I/O; Limited set

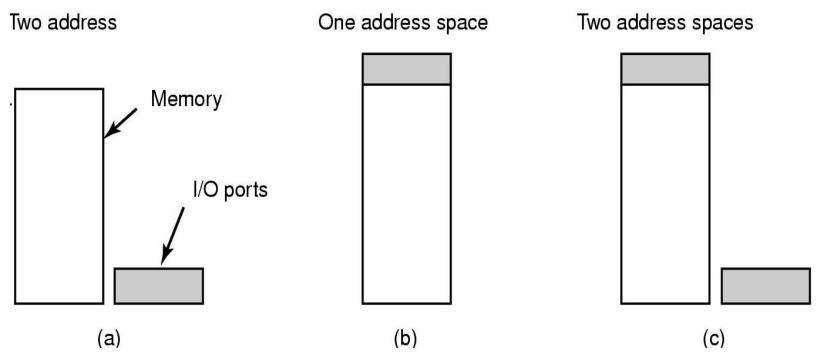
# I/O Mapping

- CPU needs to talk to I/O
- Memory-mapped I/O
  - Devices mapped to reserved memory locations - like RAM
  - Uses load/store instructions just like accesses to memory
- ❖ I/O mapped I/O
  - Special bus line
  - Special instructions





# I/O Mapping

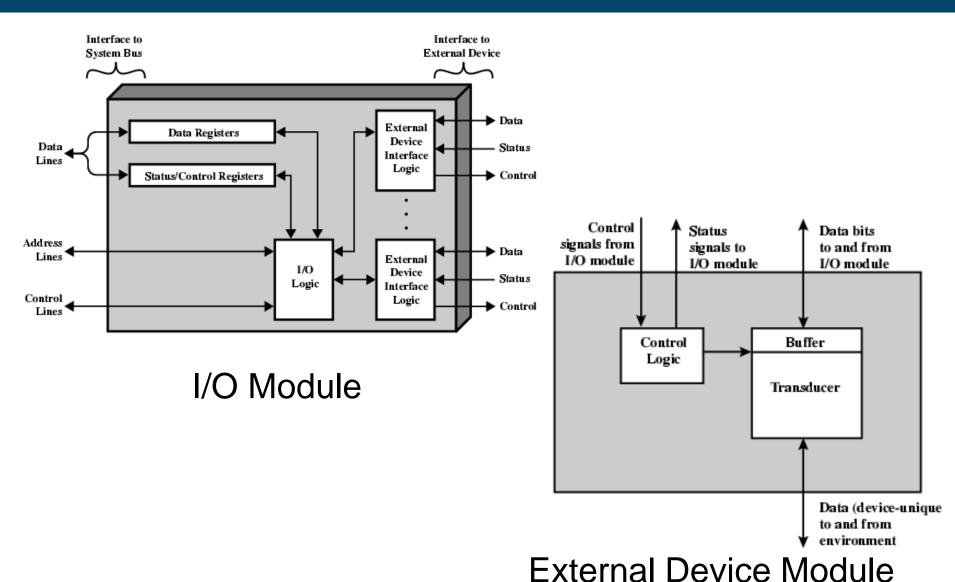


- (a) Separate memory & I/O address space
- (b) Memory-mapped I/O
- (c) both

## I/O Basics

- ❖ I/O module interface I/O to CPU and Memory
- ❖ I/O controller ←→ I/O devices ports
  - Transfers data to/from device
  - Synchronizes operations with software
- \* Status/ control registers: device status, errors
- Data registers
  - ❖Write: CPU/RAM data → device [eg Transmit]
  - ❖Read: CPU← device [eg Receive]

# I/O Module and Device Interface



## Functions of I/O Module

- Control & Timing
- Processor Communication
- Device Communication
- Data Buffering
- Error Detection (e.g., extra parity bit)

## Basic I/O Steps

- CPU checks I/O module device status
- ❖ I/O module returns status
- If ready, CPU requests data transfer by sending a command to the I/O module
- I/O module gets a unit of data (byte, word, etc.) from device
- I/O module transfers data to CPU
- ❖ Variations of these steps for different I/O mechanisms like poling, interrupt and DMA based I/O.

# I/O Data Transfer techniques

- ❖ Programmed I/O
- **❖ Interrupt-Driven I/O**
- Direct Memory Access (DMA)



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