

To Describe DMA Operation Shortly

Ans:

- The I/O devices request DMA operation via the DMA request line of the Controller chip.
- The Controller chip activates microprocessor HOLD Pin, requesting the microprocessor to release the bus.
- The microprocessor sends HIDA (hold acknowledge) back to the DMA Controller, indicating that the bus is disabled. The DMA Controller places the memory address on the address bus & sends a DMA acknowledgement to the Peripheral device.
- DMA Controller completes the DMA transfer & release the buses.

* DMA Controller ৩ ধরনের register use করে.

=> DMA address register → Data transfer এর জন্য memory address রাখে

=> DMA Count register → কতগুলো byte data পাঠাবে
- তা রাখে,

=> DMA Control register → CPU থেকে Command receive করে,

* DMA Transfer mode - 4 types are there.

- (i) Burst
- (ii) Cycle stealing
- (iii) Transparent

Burst → Total file transfers are done in a single system bus release.

* Burst - a faster transfer rate, but micro-processor is idle during this time, which is inefficient.

* Burst → I/O slow down.

* Cycle stealing - In this mode → Data transfer happens when the bus is released by the processor.

* Transparent mode →

Q. When transparent mode works?

Ans.

The DMA Controller only transfers data when the micro-processor CPU is performing operations that do not use system buses.

* DMA Operation micro-processor is idle.

* Transparent mode is slow.

* Processor is idle in transparent mode.

* Transparent mode is slow → system is idle during this time.

Q Describe Burst mode.

Ans:

An entire block of data is transferred in one contiguous sequence. Once the DMA Controller is granted access to the system buses by the CPU, it transfers all bytes of data in the memory data block before releasing control of the system buses back to the CPU.

Q Burst Burst mode use \overline{RD} signal, BG , BR .

Q Burst mode use \overline{RD} Program Load signal, data files load signal and memory bus.

Q Cycle Stealing mode viable alternative use \overline{RD} signal.

Q Cycle Stealing mode \overline{RD} BR and BG use \overline{RD} .

Q Cycle Stealing mode \overline{RD} CPU is not idled.

Q

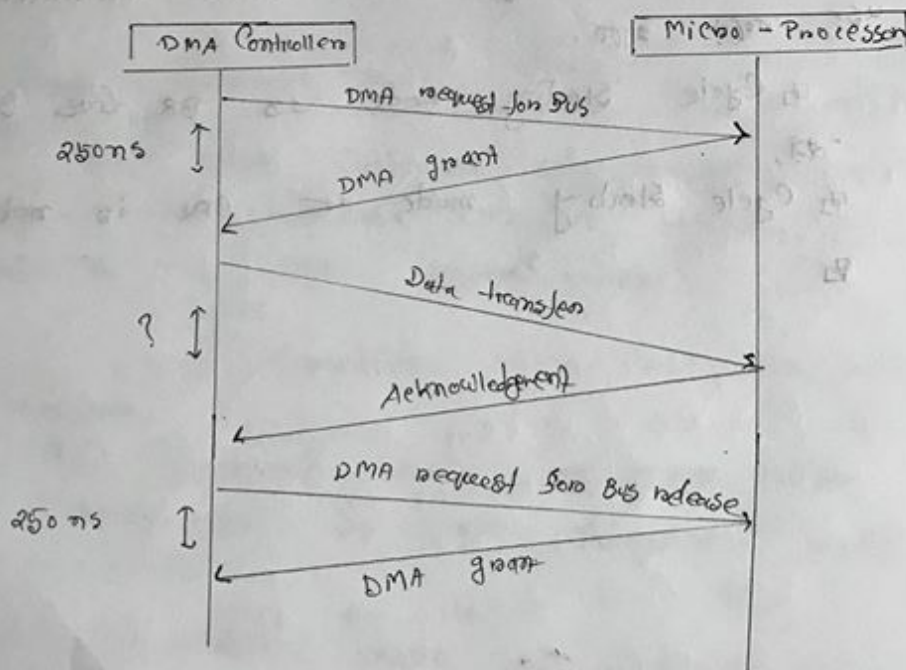
Problem:- Transfer of bus control in either direction, from processor to device or vice-versa, takes 250 ns. One of the I/O device has data transfer rate of 15 kB/sec & employs DMA. Data are transferred one byte at a time.

(a) Suppose we employ DMA in a burst mode, ~~How~~ how long does it take to transfer a block of 256 bytes.

(b) Calculate the same for cycle stealing mode.

Ans:

(a)



13020.83 m²

↓
-ଅର୍ଜ - ଆମେ ଶୁଭାଫେ

75 KB/s data transfer - 0.04

1 s -6 21/2 75 KB

Bole Gā
-fēfēfē

1 s $\Rightarrow 2^{125} = 25 \times 10^{24}$ Byte

$$= 76800 \text{ Byte}$$

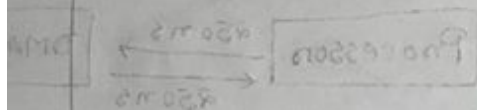
76800 Byte - মোট সময় লাগে 15
1 Byte মোট " = 1

5

1 Byte 2460 μ giây = 16800

$$= 1.3020 \times 10^{-5} \text{ s}$$
$$= 1.3020 \times 10^{-5} \times 10^{-9} \text{ s}$$

Aug.



Write short description of execution unit

Ans.

- a. Execution Unit is a 16-bit arithmetic logic unit.
- b. Execution unit can add, subtract, and, or, increment, decrement, Complement, Binary numbers.
- c. Execution unit has four 16 bit general Purpose registers, a 16 bit flag register, & a control unit.
- d. Execution unit contains eight 16 bit registers AX, BX, CX, DX, SP, BP, SI & DI.
- e. The general Purpose registers AX, BX, CX, DX can be further divided into two 8 bit registers AH & AL ; BH & BL , & CH & CL, DH & DL.
- f. Those registers can store 8 bit or 16 bit data during program execution.
- g. Flag registers have nine flags.
- h. Six of those nine flags indicate condition.
- i. Three remaining flags control certain operation.

Q Describe the function of Bus interface unit

Ans:

- a. The BIU stores Prefetched instruction byte in FIFO registers called queue from memory.
- b. Fetching the new instruction while executing the current instruction is referred as the instruction pipeline.
- c. BIU has a dedicated adder. It produces 20 bit physical address.
- d. Bus control logic unit generates all bus control signals. Example: Read & writes the memory, I/O ports.
- e. Four segment registers hold the starting addresses of four memory segments.
- f.

Flag Registers କ୍ଷେତ୍ର

କେଉଁ କିମ୍ବା Status flag

ଉତ୍ତର କିମ୍ବା Control flag

SF \rightarrow SF=0 ହେଲେ Positive SF=1 ହେଲେ negativeZF \rightarrow ZF=0 ହେଲେ result non zero, ZF=1 ହେଲେ result zeroCF \rightarrow CF=1 ହେଲେ Carry ଆସିଛି, 0 ନାହିଁ ତେଣୁ CF=0AF \rightarrow 3 ନିଏ ବିଟ୍ ହେଲେ 1 ନିଏ ବିଟ୍ Carry -ଆସିବ AF=1
ନାହିଁ ତେଣୁ AF=0PF \rightarrow ଲୋକାଲ୍ ସଂଖ୍ୟା 1 ହେଲେ PF=1, ବିଲୋକାଲ୍ ସଂଖ୍ୟା 1
ହେଲେ PF=0Even # 1's ହେଲେ \Rightarrow High
Odd 1's ହେଲେ \Rightarrow LowOF \rightarrow OF=1 ହେଲେ Overflow ବଢ଼ିଛି।
Msb 1 ହେଲେ overflow ତଥ୍ୟ OF=1 ବଢ଼ିଛି।

* দেওয়া আছে
ZFH

ZF Hexa তে আছে,
Binary তে নিব

0 111 1111

এর সাথে 1 যোগ করি.

0 111 1111
+1

1 000 0 0000

$\begin{array}{cccc} \text{3rd} & \text{7th} & \text{4th} & \text{5th} \\ \uparrow & \uparrow & \uparrow & \uparrow \\ 0 & 1 & 1 & 1 \\ +1 & & & \end{array}$

MSB \leftarrow 1 000 0000

AL = 1000 - 0000 (80H)

CF = 0 [No carry]

PF = 0 [Odd Number of ones]

AF = 1 [3rd to 4th bit ~~are~~ there is carry]

ZF = 0 [Non zero result]

SF = 1 [Negative numbers]

OF = 1 [Overflow]