



Computer Hardware Engineering (IS1200)

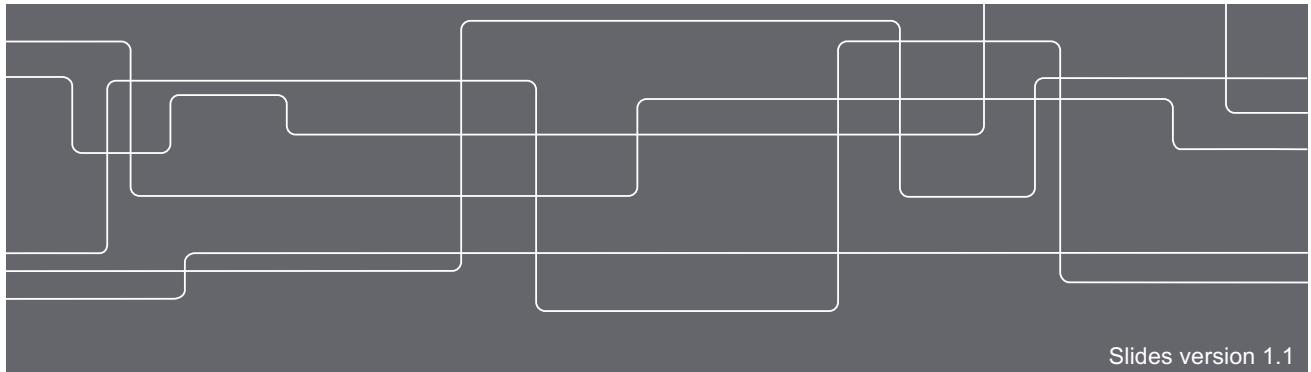
Computer Organization and Components (IS1500)

Spring 2018

Lecture 5: I/O Systems, part I

David Broman

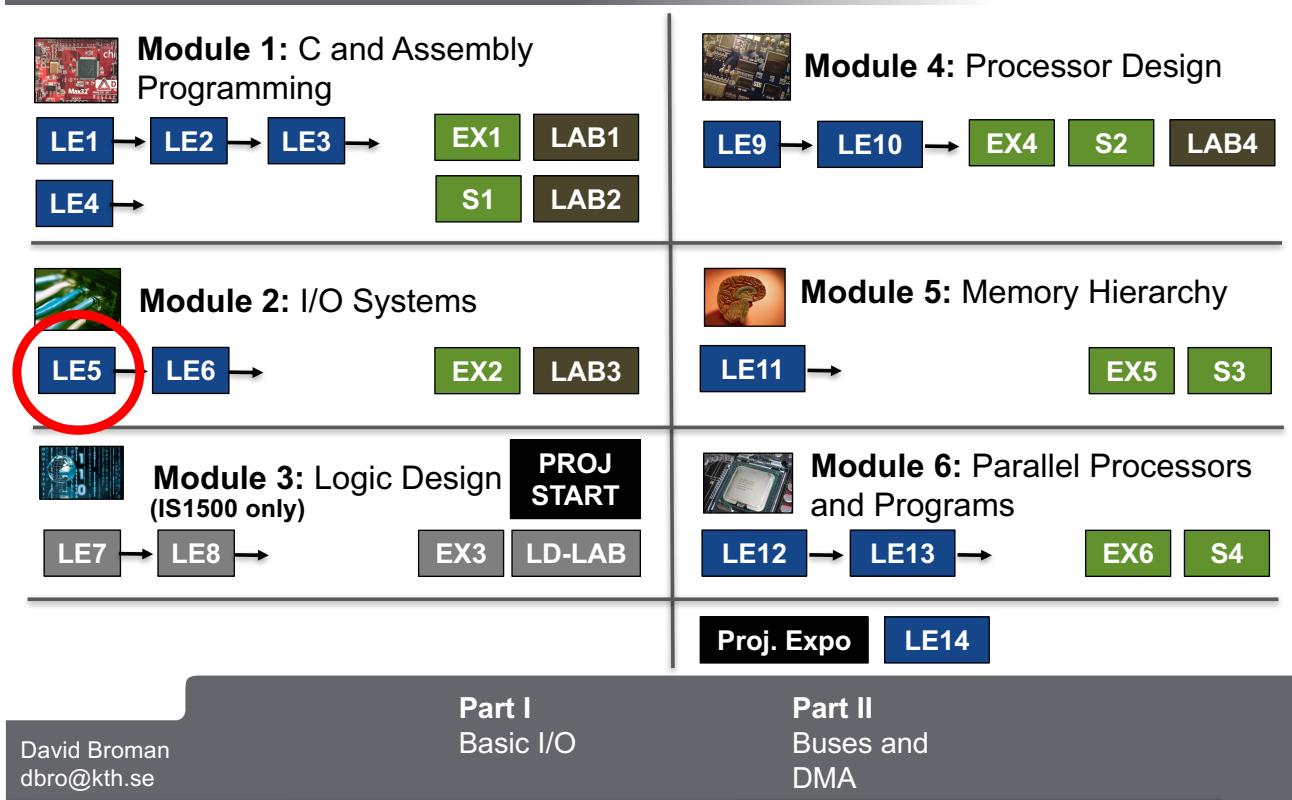
Associate Professor, KTH Royal Institute of Technology



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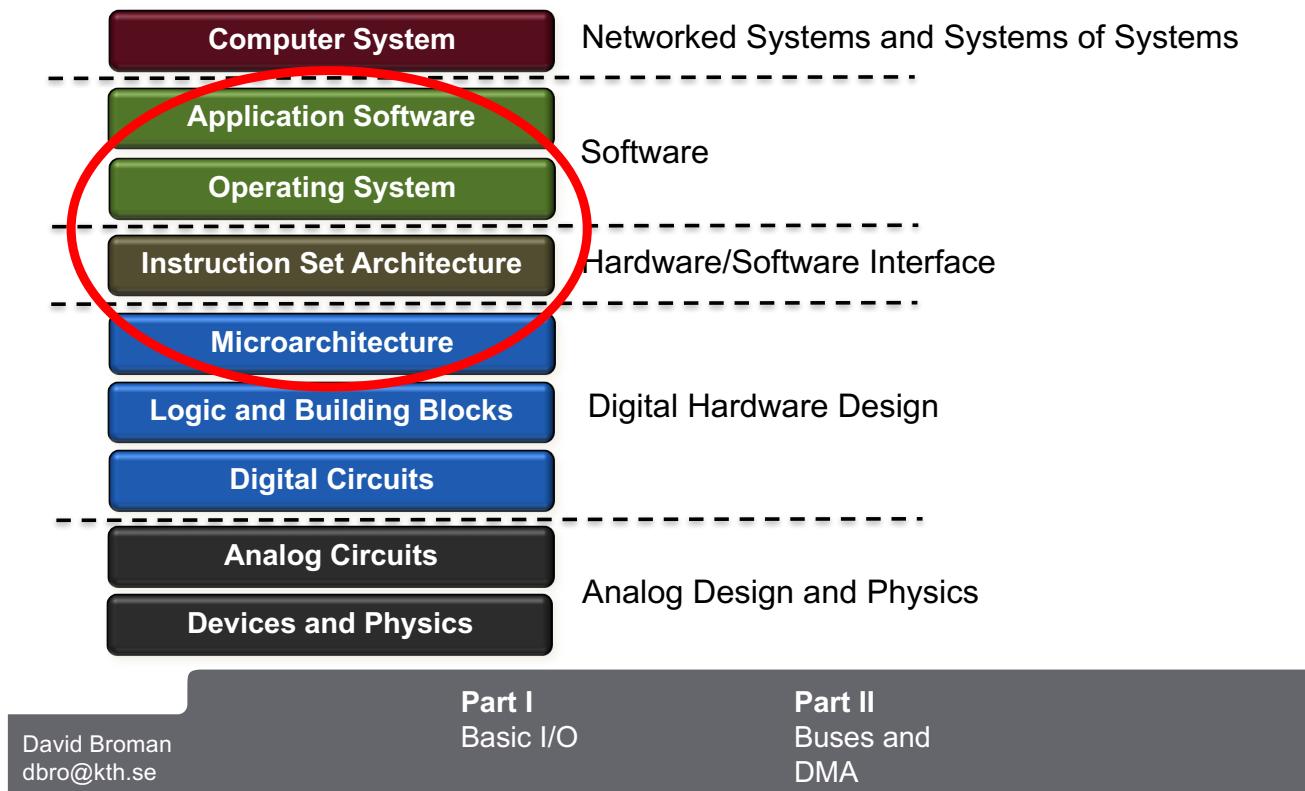


Course Structure

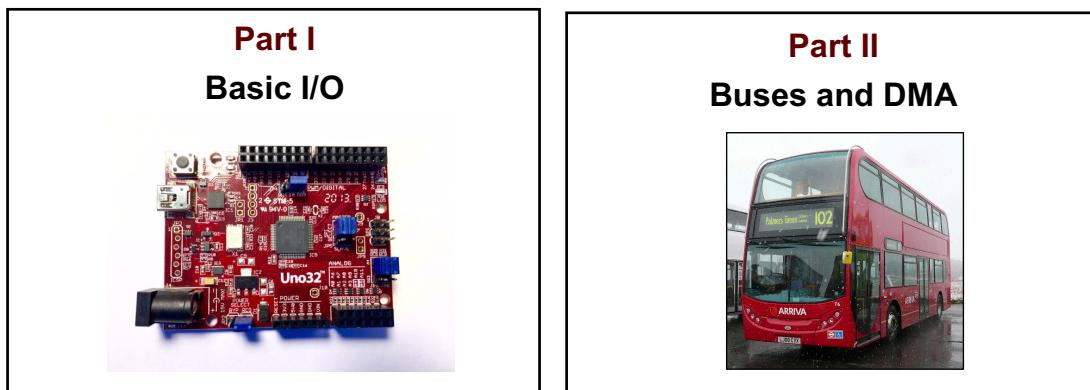




Abstractions in Computer Systems



Agenda



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Part I

Basic I/O



Acknowledgement: The structure and several of the good examples are derived from the book "Digital Design and Computer Architecture" (2013) by D. M. Harris and S. L. Harris.

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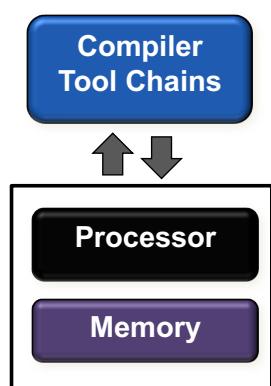
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I/O Devices - Examples

I/O Devices (also called **peripherals**) for a PC or mobile device.



Device	Behavior	Partner	Data Rate (Mbit/sec)
Keyboard	Input	Human	0.0001
Mouse	Input	Human	0.0038
Laser Printer	Output	Human	3.2000
Graphics Display	Output	Human	800.0 – 8000.0
Network/LAN	Input/Output	Machine	100.0 – 10000.0
Flash Memory	Storage	Machine	32.0 – 200.0

Source: Patterson & Hennessy,
"Computer Organization and Design" 4th edition, 2012

I/O = Input / Output

In **embedded systems**, I/O devices can be, for instance, microwave controller, fuel injector in an engine, motors, etc.

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Memory Mapped I/O

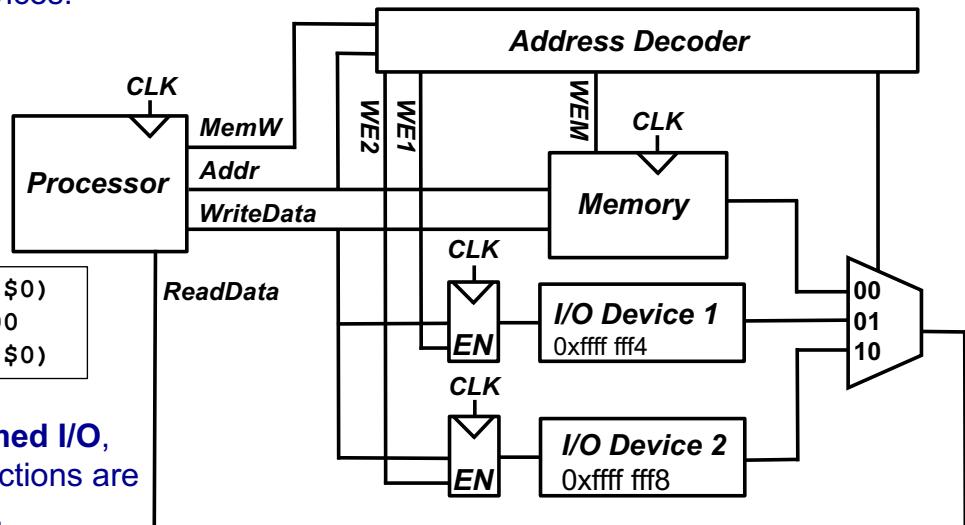
In **memory mapped I/O**, parts of the address space is dedicated to I/O devices.

What is the following MIPS code doing, assuming that device 1 is mapped to 0xffff fff4 and device 2 to 0xffff fff8?

```
lw $t0, 0xffff8($0)
addi $t0, $t0, 100
sw $t0, 0xffff4($0)
```

x86 uses **programmed I/O**, where special instructions are instead used for I/O.

Historically, I/O devices and memory were connected using *buses* (shared parallel wires), but today it is also common with dedicated wires.



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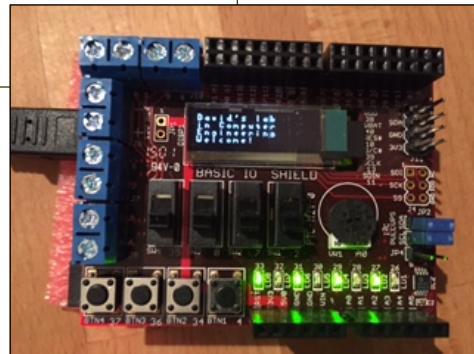
Simple I/O on the ChipKIT Board (1/2)

Exercise:

On the chipKIT board, the 8 green LEDs are memory mapped to the least 8 significant bits of the word starting at address 0xbff886110. Write a MIPS assembly function `led_test` (without pseudo instructions) that can be called with the following C statement, and lights up the LEDs as shown in the picture.

```
led_test(0xAAA);
```

```
.global led_test
led_test:
    lui      $t0,0xbff88
    ori      $t0,$t0,0x6110
    sw      $a0,0($t0)
    jr      $ra
```



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Exercise:

Discuss what the following MIPS code is doing.

Hint: the toggle switches are memory mapped to the word address 0xbf8860d0 (bits 11 through 8) and the green LEDs to 0xbf886110 (bits 7 through 0).

```

loop:
    lui      $t0,0xbff88
    lw       $t1,0x60D0($t0)
    srl      $t1,$t1,8
    andi    $t1,$t1,0xf
    mul     $t1,$t1,$t1
    sw      $t1,0x6110($t0)
    j       loop

```

Put the 16 most significant bits in \$t0

Load the switch status using index (immediate) value

Shift bits to the right (11 through 8 contains the information), mask, and multiply.

Multiply by itself and display the power of two by using the LEDs.

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7-Segment Display

Exercise:

Write a C function that displays digit 4 on a 7-segment display. Assume that the bits should be 1 if the diode should be on (see bit indices in the figure). The memory mapped I/O address is 0x9f0.

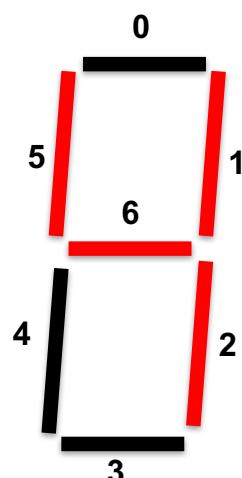
```

void display4() {
    volatile int* segm7 = (volatile int*) 0x9f0;
    *segm7 = 102;
}

```

Why did we use the keyword **volatile**?

The value for displaying 4 is
 $0b01100110 = 64 + 32 + 4 + 2 = 102$



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The volatile C Keyword

The **volatile** keyword is used on variables in C programs to avoid that the C compiler performs certain optimizations.

```
int get_toggle() {
    int * toggle18 = (int *) 0x850;
    while(*toggle18 == 0);
    return *toggle18;
}
```

The C compiler might optimize this code, assuming that the value `*toggle18` does not change.

```
int* toggle18 = (int*) 0x850;
int tmp = *toggle18;
while(tmp == 0);
```

Pseudo-code for a possible “optimization” that the compiler might perform.

```
volatile int* toggle18 = (volatile int*) 0x850;
```

To be on the safe size, always use **volatile** when using memory mapped I/O.

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General-Purpose Digital I/O

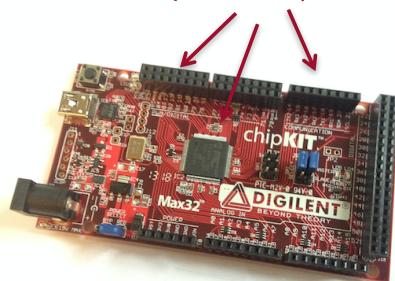
On microcontrollers, there are typically many **General-Purpose I/O (GPIO)** pins that can be configured to be either input or output.

Example. On a PIC32, there are several ports (port A, port B, ...), where each port can have up to 16 GPIOs.

Two important registers for each port

- **TRISx** (where x is the port). This register tells if the port is an output (bit value is 0) or input (bit value is 1)
- **PORTx** (where x is the port). This is the register for writing (if output) or reading (if input).

GPIOs on PIC32 board (32-bit MIPS processor)



Note that we say registers, although the registers are memory mapped.

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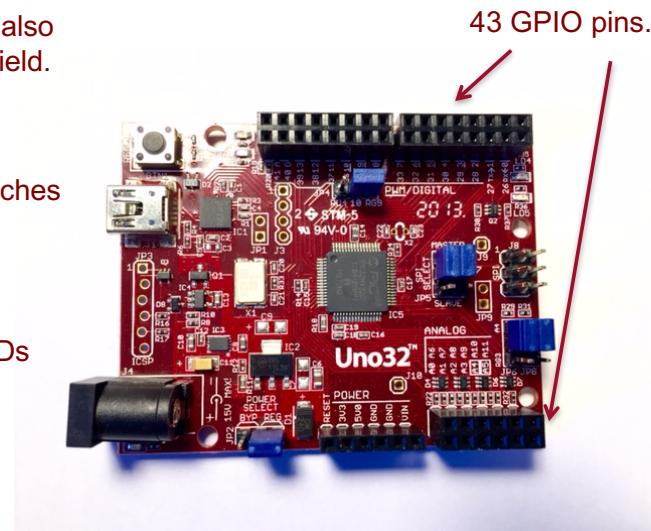
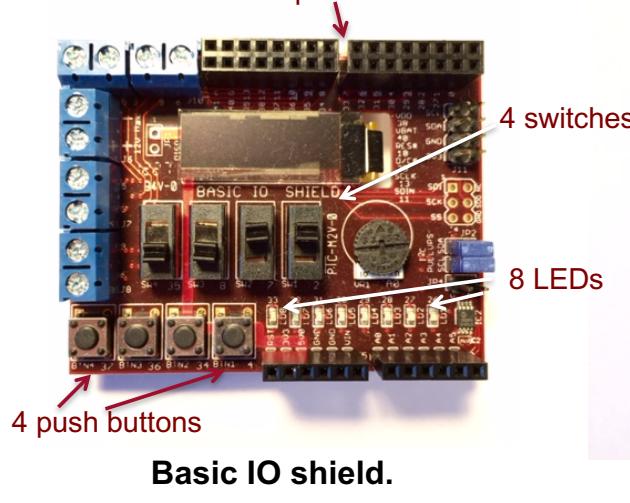
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GPIO and Basic I/O for chipKIT boards

GPIO pins are connected when the shield is attached to the Uno32 board. These pins are also connected to other components on the I/O shield.



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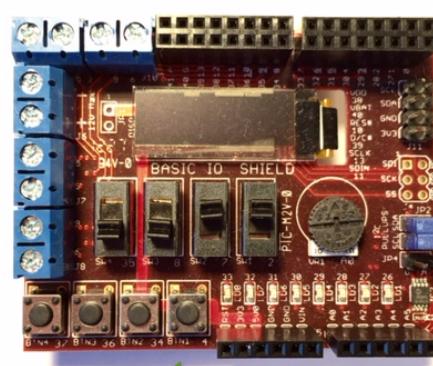
General-Purpose Digital I/O Information

How can we find out how to use the different ports?

Answer: Reference manuals, data sheets, and header files.

The screenshot shows the course webpage with the 'Literature and Resources' section expanded. It lists several books and resources, including 'Digital Design and Computer Architecture' by David M. Hölzle and 'Computer Organization and Design - The Hardware/Software Interface' by David A. Patterson and John L. Hennessy. It also links to 'MIPS Reference Sheet' and 'C-Programming Resources'.

Links on the course webpage under "Literature and Resources"



Example: which port and bit should be used for reading the status of push button number 1?

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General-Purpose Digital I/O Manuals

Page 8 of chipKIT Basic I/O Shield Reference Manual

Page 11-12 of the Uno32 Board reference manual

Appendix A: chipKIT Basic I/O Shield Pinout Table

Uno32 pin #	Max32 pin #	Function	Description
10	10	RES	OLED reset
39	83	DC	OLED data/command select
13	13	SCLK	OLED serial clock
11	11	SDIN	OLED serial data in
40	84	VBAT_EN	OLED VBAT enable
38	82	VDD_EN	OLED VDD enable
33	77	LD1	User LED
32	76	LD2	User LED
31	75	LD3	User LED
30	74	LD4	User LED
29	73	LD5	User LED
28	72	LD6	User LED
27	71	LD7	User LED
26	70	LD8	User LED
4	4	BTN1	Push button
34	78	BTN2	Push button
36	79	BTN3	Push button

3.7.1 Pinout Table by Logical Pin Number

chipKIT Pin #	Connector Pin #	PIC32 Pin #	PIC32 Signal
0	J6-01	34	U1RX/SDI1/RF2
1	J6-03	33	U1TX/SDO1/RF3
2	J6-05	42	IC1/RTCC/INT1/RD8
3	J6-07	46	OC1/RD0
4	J6-09	59	RF1
5	J6-11	49	OC2/RD1
6	J6-13	50	OC3/RD2

chipKIT pin #4 uses port RF1, which means that TRISF and PORTF with bit index 1 should be used.

Push button BTN1 uses Uno32 pin #4.

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Writing the I/O C code

```
TRISE &= ~0xff; /* Port E is used for the LED
                   Set bits 0 through 7 to 0 (output) */
TRISF |= 0x2;    /* Set bit index 1 to 1 (input) */
while(1)
    PORTE = (PORTF >> 1) & 0x1;
```

Light up the LED if the switch is on (PORTE)

Extract bit 1 for representing the switch (PORTF)

What is the program doing?

The magic is defined in pix32mx.h

#define TRISF	PIC32_R (0x86140)
#define TRISFCLR	PIC32_R (0x86144)
#define TRISFSET	PIC32_R (0x86148)
#define TRISFINV	PIC32_R (0x8614C)
#define PORTF	PIC32_R (0x86150)

A C macro (#define)

Volatile pointer that is dereferenced!

```
#define PIC32_R(a) *(volatile unsigned*)(0xBF800000 + (a))
```

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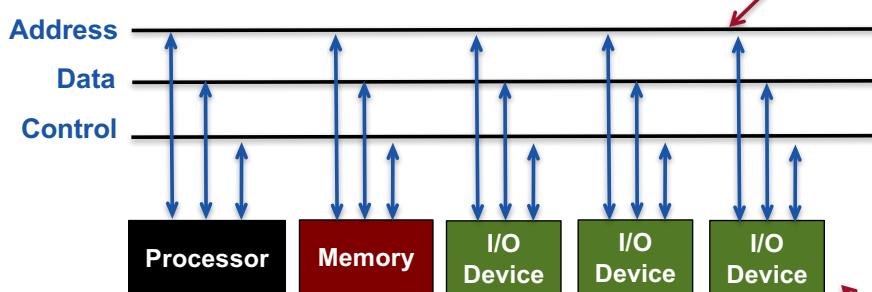
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Bus: Address, Data, and Control

A **bus** is a shared interconnection network where the processor can communicate with different **peripherals**, such as memory and I/O devices.



Note that modern computers often separate I/O and memory.

When a peripheral is not the **bus driver** (not communicating), the output must be turned off (have high impedance). This is done by using **tri-state gates**.

When writing or reading to a peripheral, the **address** is given on the address lines. The address can for instance be 32 bits.

Data is written to the data line. The data line can for instance be 32-bit

The control lines may include handshaking signals.

Each peripheral has a unique address (or range of addresses).

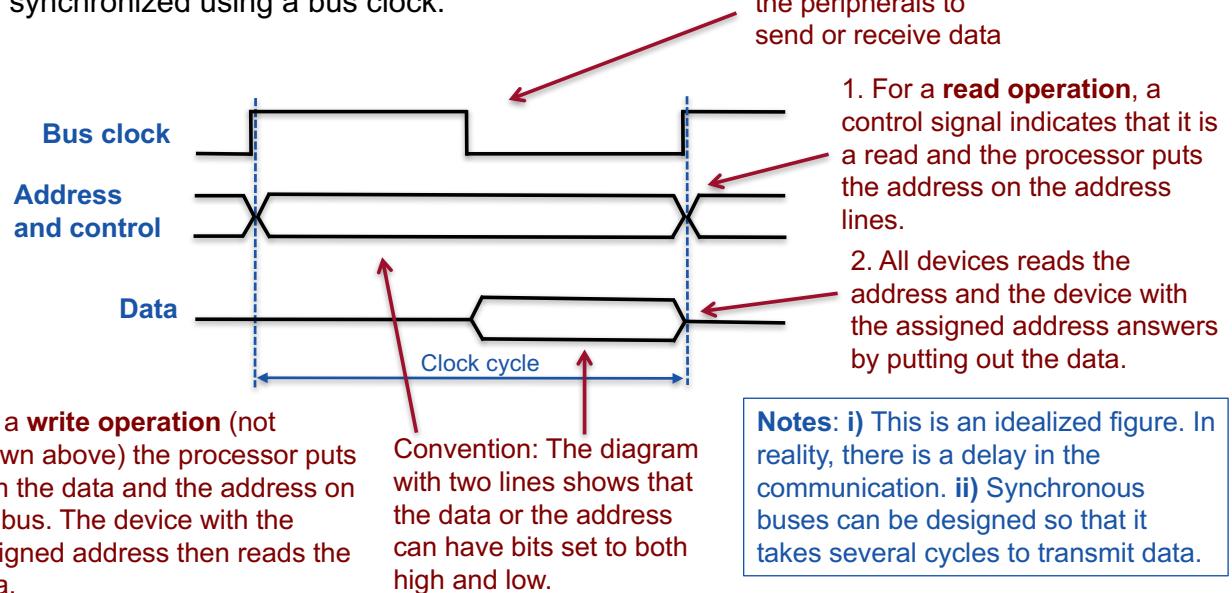
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Synchronous Bus

On a **synchronous bus**, data transmission is synchronized using a bus clock.



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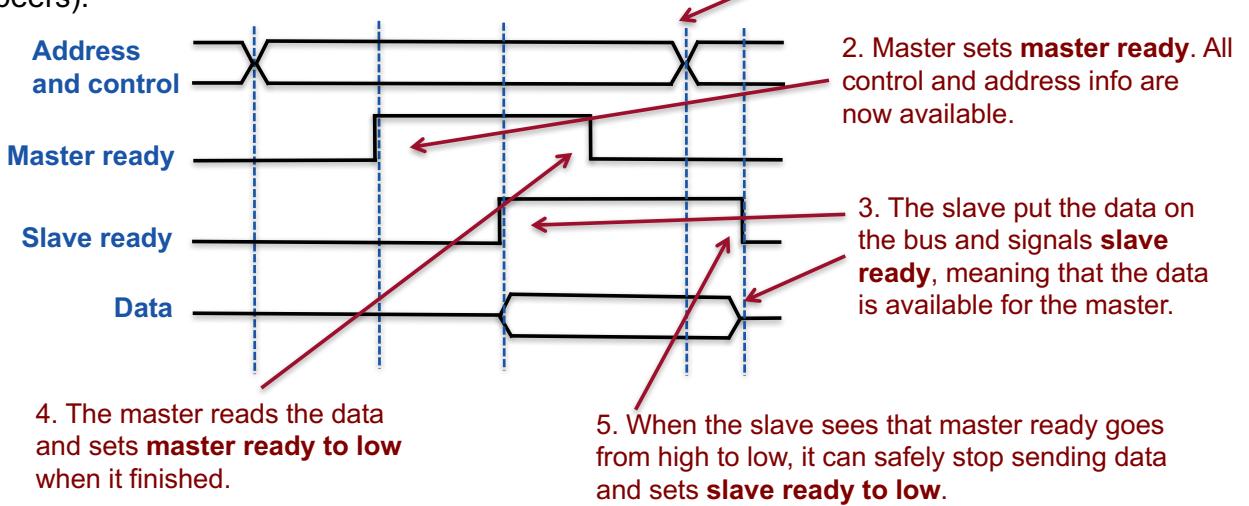
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Asynchronous Bus

An **asynchronous bus** does not have a clock. Instead, a handshaking protocol is used between the master and the slave (the communicating peers).



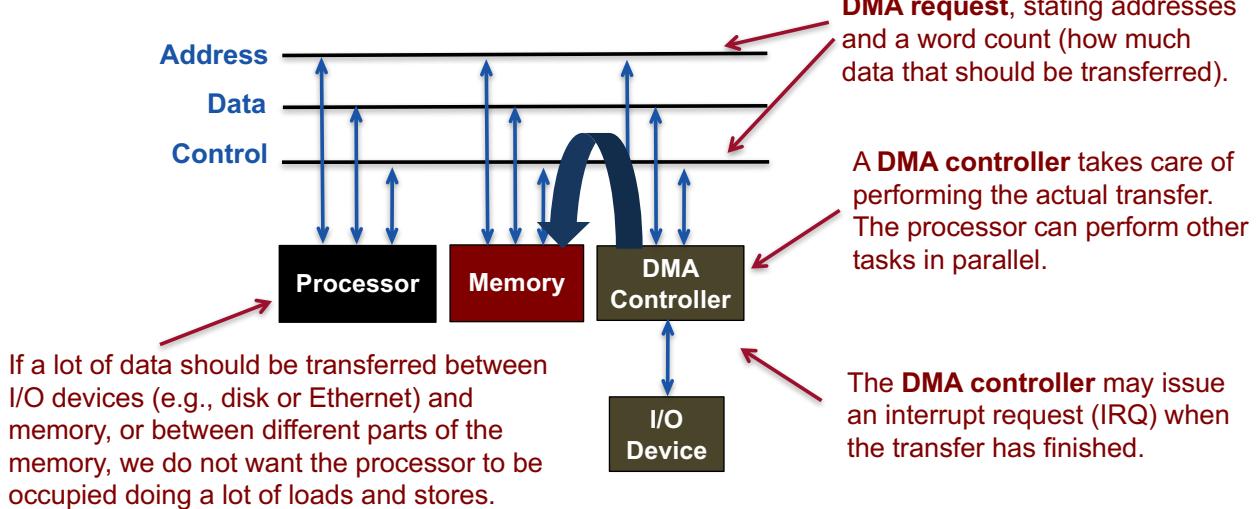
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Direct Memory Access (DMA)

Direct Memory Access (DMA) enables a memory transfers to occur, without continuous intervention by the processor.



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Yes, there will be coffee in just a second...

(please do not fumble with the bags)



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Reading Guidelines



Module 2 (I/O Systems)

H&H Chapters 8.5-8.7

For the labs, focus on 8.6.2-8.6.5 (GPIO, Timers, and Interrupts).

The rest is useful for the project.

Reading Guidelines

See the course webpage
for more information.

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Summary

Some key take away points:

- **Memory mapped I/O** uses a portion of the address space for communicating with I/O devices.
- **GPIO** can be enabled as either input or output. It is very common in embedded systems.
- **Buses** are either synchronous or asynchronous.
- **DMA** enables fast memory transfer without the need of the processor.



Thanks for listening!

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