Group Activity

Interrupts - Short I/O Wait
Interrupts - Long I/O Wait
Bus Architecture

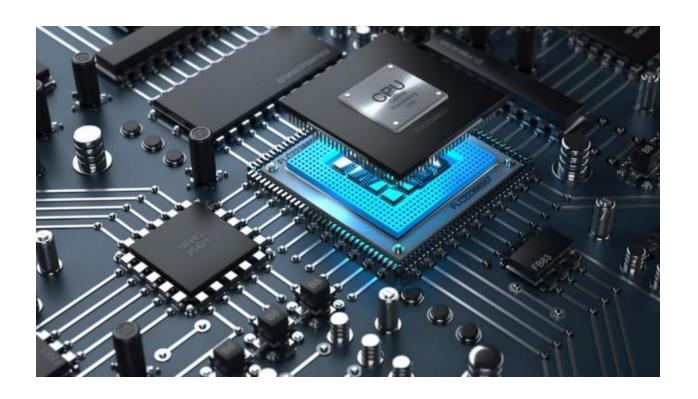


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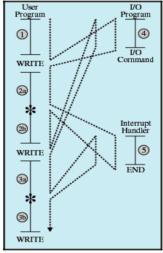
Interrupts - Short I/O Wait

Interrupts

- → Interrupt the normal sequencing of the processor
- → Provided to improve processor utilization
 - most I/O devices are slower than the processor
 - processor must pause to wait for device
 - wasteful use of the processor
- → OS is driven by interrupts

Steps of Short I/O Wait

- 1. Process start from user program
- 2. If need information from a user
- 3. Get information from I/O program
- 4. Return with information and resume processing
- 5. Receiving interrupt transfers control to interrupt handler
- 6. Interrupt handler processes data
- 7. Resume processing
- 8. Needs information from a user
- 9. Get information from I/O program
- 10. Return with the information and resume processing
- 11. Receiving interrupt transfers control to interrupt handler
- 12. Interrupt handler processes data
- 13. Resume processing

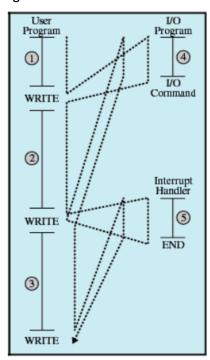


(b) Interrupts; short I/O wait

Interrupts - Long I/O Wait

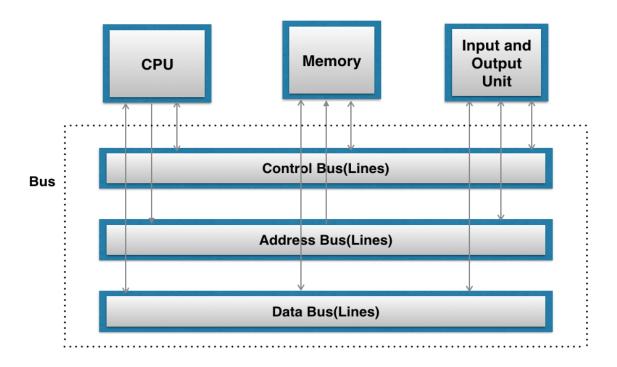
Steps of Short I/O Wait

- 1. Process start from user program
- 2. If need information from a user
- 3. Get information from I/O program
- 4. Return with information and resume processing
- 5. Receiving interrupt continue
- 6. Needs information from a user
- 7. Get information from I/O program
- 8. Return with the information and resume processing
- 9. The interrupt, Transfers control to the interrupt handler
- 10. Interrupt handler processes data
- 11. Resume processing
- 12. Receiving interrupt continue
- 13. Need information from user
- 14. Get information from I/O program
- 15. Return with the information and resume processing
- 16. The interrupt, Transfers control to the interrupt handler
- 17. Interrupt handler processes data
- 18. Resume processing



(c) Interrupts; long I/O wait

Bus Architecture



What is Bus Architecture?

Bus is a group of wires that connects different components of the computer. It is used for transmitting data, control signal and memory address from one component to another. A bus can be 8 bit, 16 bit, 32 bit and 64 bit. A 32 bit bus can transmit 32 bit information at a time.

Type of bus

- Data Bus
- Control bus
- Address bus

What is the Data Bus?

A data bus is a set of connectors or wires on a computer or device that provides transport for data. It is unidirectional for input and output devices and bi-directional for memory and CPU.

What is the Control Bus?

Control bus carries a control signal. CU of CPU uses control signal for controlling all the components. It is unidirectional from CPU to all other components.

What is the Address Bus

Address bus carries a memory address. A memory address is a numerical value used for identifying a memory location. Computers perform all its tasks through the memory address. CU of CPU sends memory address to all the components.

Some control signals are:-

- Memory read
- Memory write
- I/O read
- I/O Write
- Opcode fetch

-END-