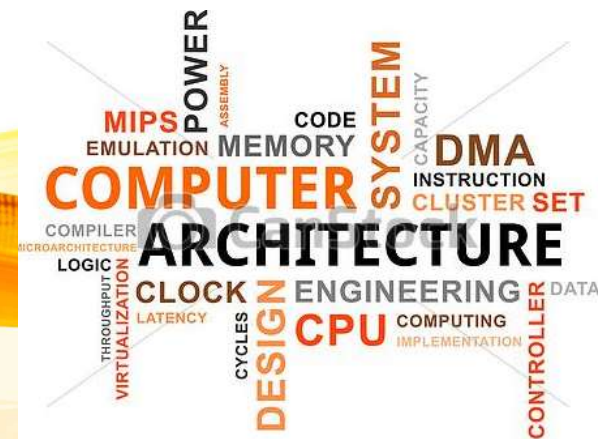


UNIT V

I/O ORGANIZATION AND PARALLELISM

Accessing I/O devices – Interrupts – **Direct Memory Access** - Buses–
Interface circuits - Standard I/O Interfaces (PCI, SCSI, USB)–Instruction
Level Parallelism : Concepts and Challenges – Introduction to multicore
processor Graphics Processing Unit.



Recap the previous Class



Direct Memory Access (DMA)

- For I/O transfer, Processor determines the status of I/O devices, by
 - Polling
 - Waiting for Interrupt signal
- Considerable overhead is incurred in above I/O transfer processing
- To transfer large blocks of data at high Speed, between EXTERNAL devices & Main Memory, DMA approach is often used
- DMA controller allows data transfer directly between I/O device and Memory, with minimal intervention of processor.



Direct Memory Access (DMA)

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- DMA controller acts as a Processor, but it is controlled by CPU
- To initiate transfer of a block of words, the processor sends the following data to controller
 - The starting address of the memory block
 - The word count
 - Control to specify the mode of transfer such as read or write
 - A control to start the DMA transfer
- DMA controller performs the requested I/O operation and sends an interrupt to the processor upon completion

Status and Control

31	30	1	0
IRQ	IE	R/W	Done

Starting address

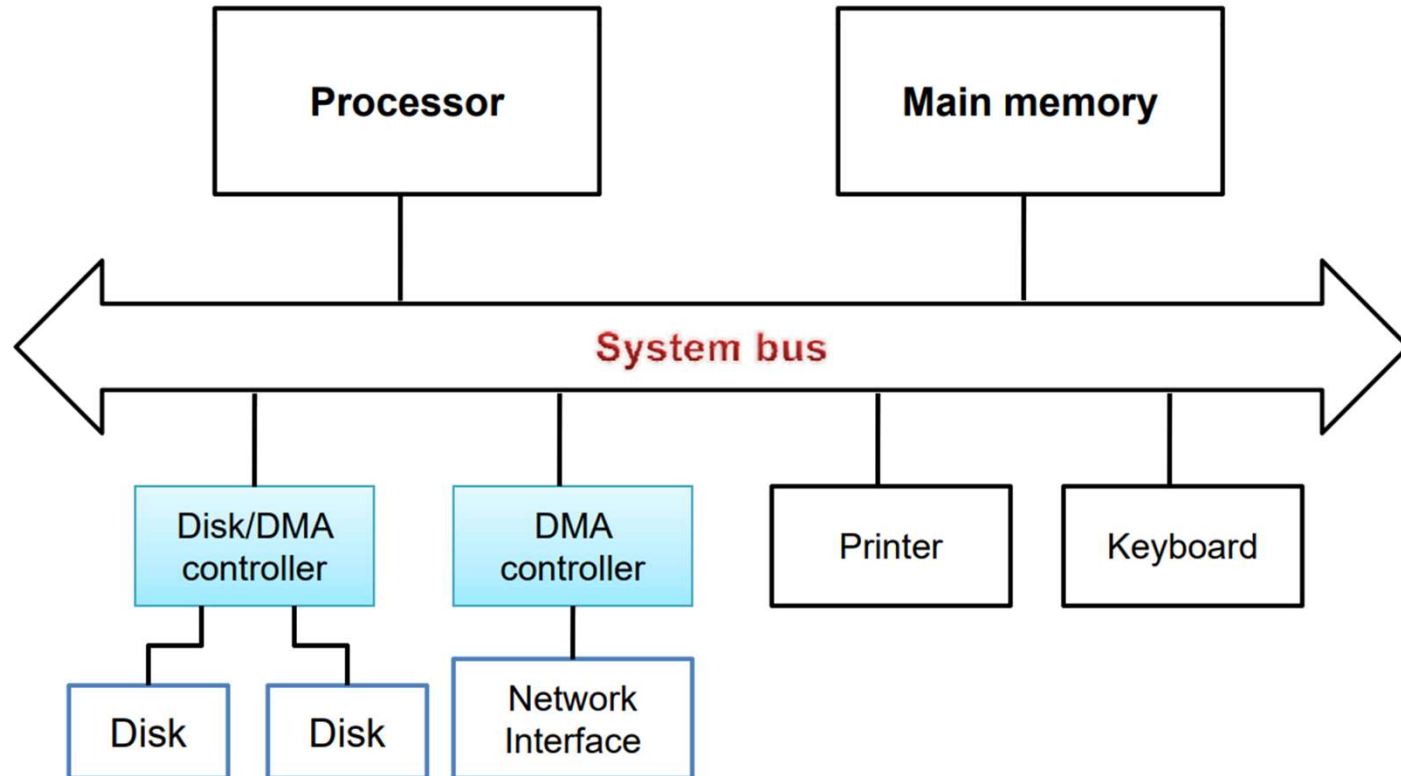
Word count

In DMA interface

- First register stores the starting address
- Second register stores Word count
- Third register contains status and control flags

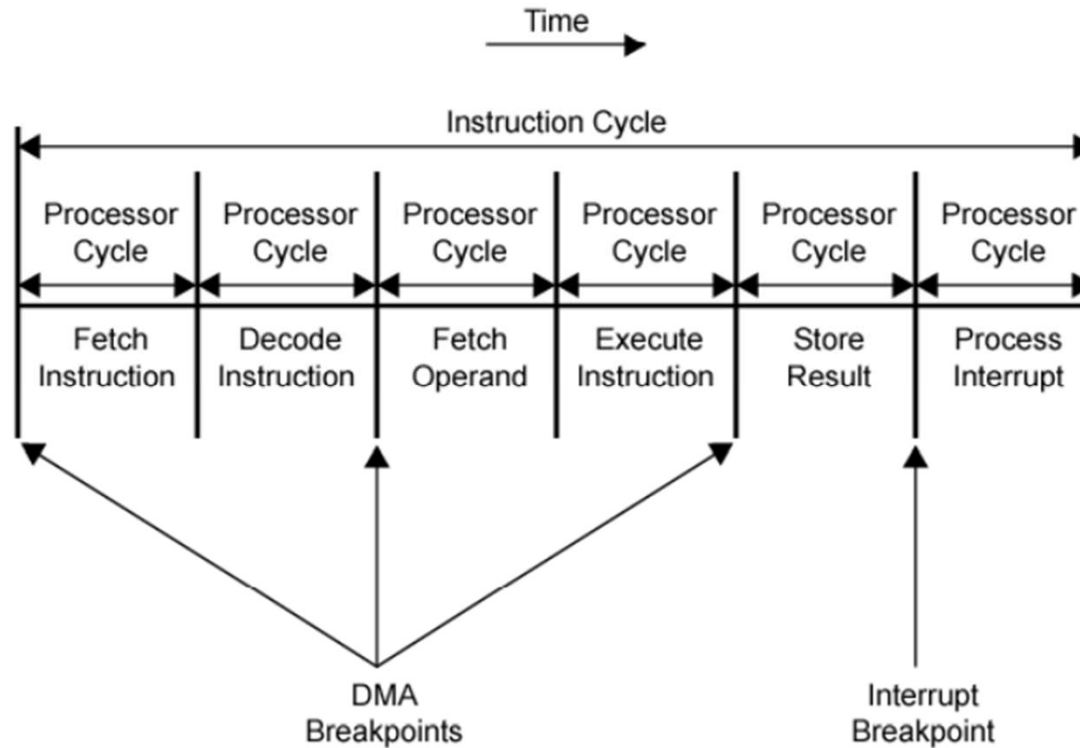
Bits and Flags	1	0
R/W	READ	WRITE
Done	Data transfer finishes	
IRQ	Interrupt request	
IE	Raise interrupt (enable) after Data Transfer	

Use of DMA Controller in a computer system



- **Memory accesses by the processor and DMA Controller are interwoven**
- **DMA devices have higher priority than processor over BUS control**
- **Cycle Stealing:-** DMA Controller “steals” memory cycles from processor, though processor originates most memory access.
- **Block or Burst mode:-** The DMA controller may be given exclusive access to the main memory to transfer a block of data without interruption
- **Conflicts in DMA:**
 - Processor and DMA,
 - Two DMA controllers, try to use the Bus at the same time to access the main memory

DMA and Interrupt Breakpoints During an Instruction Cycle





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INSTITUTIONS

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Thank You