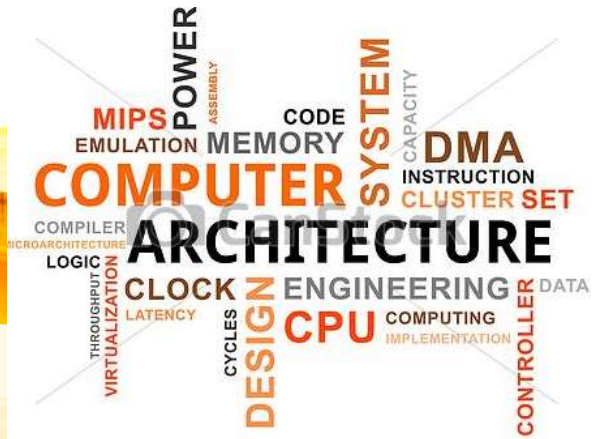
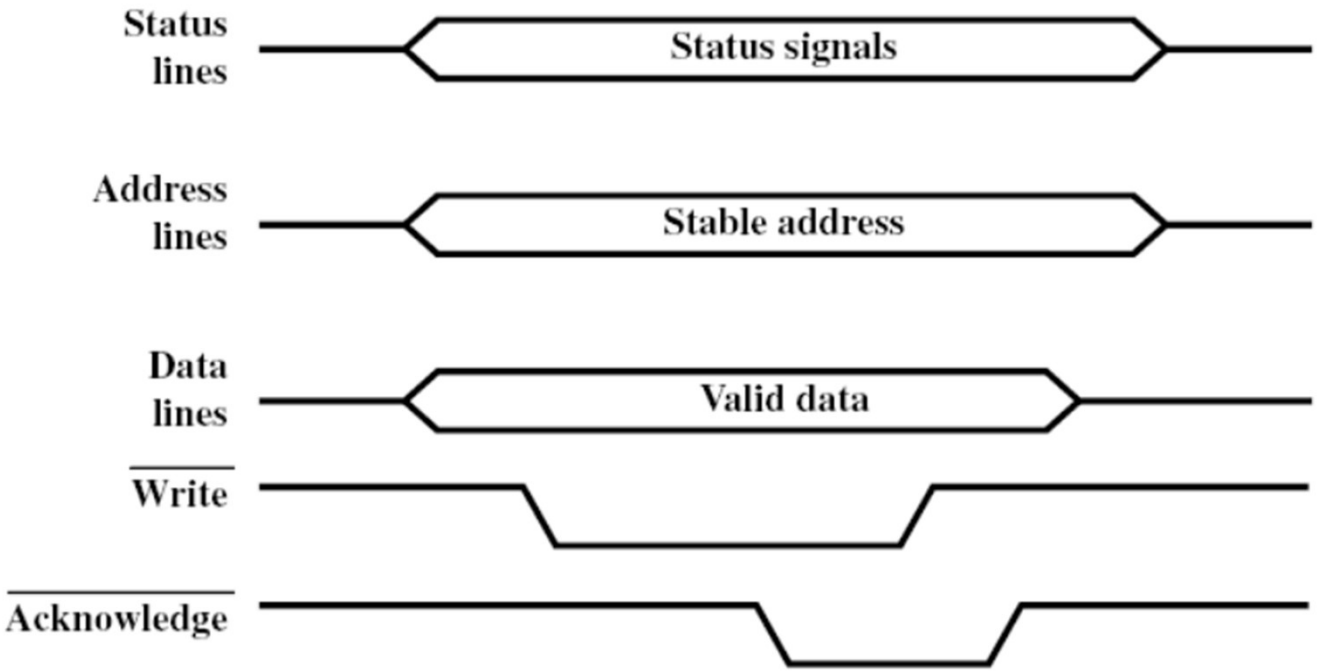
UNIT V
I/O ORGANIZATION AND PARALLELISM

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.



Asynchronous Timing – Read

Asynchronous Timing – Write



Bus Width

- Wider the bus the better the data transfer rate or the wider the addressable memory space
- Serial “width” is determined by length/duration of frame

Thank You