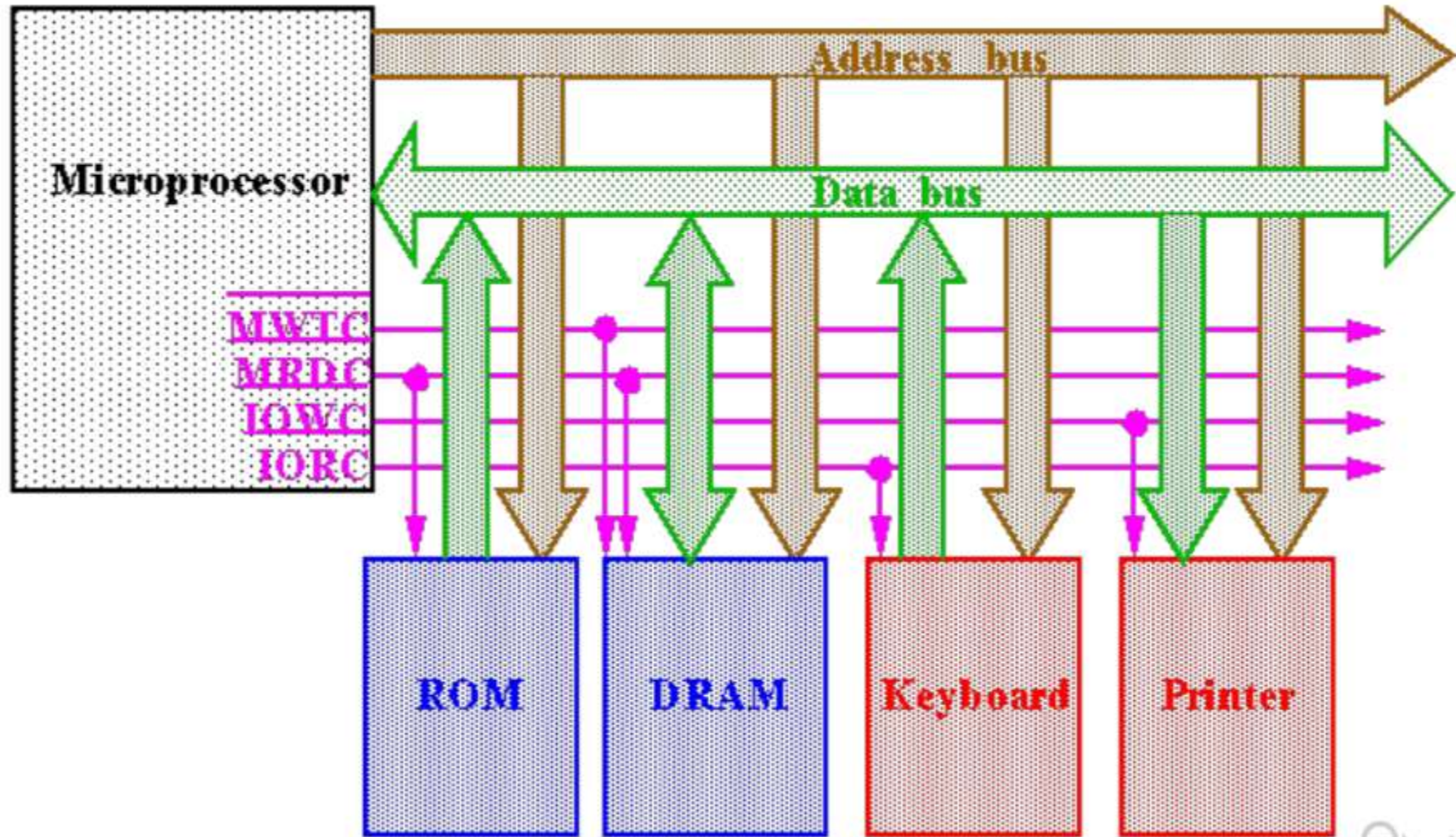


Data Transfers

- **Synchronous** ----- Usually occur when peripherals are located within the same computer as the CPU. Close proximity allows all state bits change at same time on a common clock.
- **Asynchronous** ----- Do not require that the source and destination use the same system clock.

Memory & IO Interfacing



MEMORY DEVICES

I/O DEVICES

⌘ interface memory (RAM, ROM, EPROM'...) or I/O devices to 8086 microprocessor. Several **memory chips** or **I/O devices** can be connected to a microprocessor. An address decoding circuit is used to select the required I/O device or a memory chip.

IO mapped IO V/s Memory Mapped IO

Memory Mapped IO

- IO is treated as memory.
- 16-bit addressing.
- More Decoder Hardware.
- Can address $2^{16}=64k$ locations.
- Less memory is available.

IO Mapped IO

- IO is treated IO.
- 8- bit addressing.
- Less Decoder Hardware.
- Can address $2^8=256$ locations.
- Whole memory address space is available.

Memory Mapped IO

- Memory Instructions are used.
- Memory control signals are used.
- Arithmetic and logic operations can be performed on data.
- Data transfer b/w register and IO.

IO Mapped IO

- Special Instructions are used like IN, OUT.
- Special control signals are used.
- Arithmetic and logic operations can not be performed on data.
- Data transfer b/w accumulator and IO.