

I/O Management Intro

Chapter 5



I/O Devices

- There exists a large variety of I/O devices:
 - Many of them with different properties
 - They seem to require different interfaces to manipulate and manage them
 - We don't want a new interface for every device
 - Diverse, but similar interfaces leads to code duplication
- Challenge:
 - Uniform and efficient approach to I/O



Categories of I/O Devices (by usage)

- Human readable
 - Used to communicate with the user
 - Printers, Video Display, Keyboard, Mouse
- Machine readable
 - Used to communicate with electronic equipment
 - Disk and tape drives, Sensors, Controllers, Actuators
- Communication
 - Used to communicate with remote devices
 - Ethernet, Modems, Wireless



Differences that Impact I/O Device Handling

- Data rate
 - May be differences of several orders of magnitude between the data transfer rates
 - Example: Assume 1000 cycles/byte I/O
 - Keyboard needs 10 KHz processor to keep up
 - Gigabit Ethernet needs 100 GHz processor.....



Sample Data Rates

Device	Data rate
Keyboard	10 bytes/sec
Mouse	100 bytes/sec
56K modem	7 KB/sec
Telephone channel	8 KB/sec
Dual ISDN lines	16 KB/sec
Laser printer	100 KB/sec
Scanner	400 KB/sec
Classic Ethernet	1.25 MB/sec
USB (Universal Serial Bus)	1.5 MB/sec
Digital camcorder	4 MB/sec
IDE disk	5 MB/sec
40x CD-ROM	6 MB/sec
Fast Ethernet	12.5 MB/sec
ISA bus	16.7 MB/sec
EIDE (ATA-2) disk	16.7 MB/sec
FireWire (IEEE 1394)	50 MB/sec
XGA Monitor	60 MB/sec
SONET OC-12 network	78 MB/sec
SCSI Ultra 2 disk	80 MB/sec
Gigabit Ethernet	125 MB/sec
Ultrium tape	320 MB/sec
PCI bus	528 MB/sec
Sun Gigaplane XB backplane	20 GB/sec



Differences that Impact I/O Device Handling

- Application
 - Disk used to store files requires file-management software
 - May provide feature specific to function, e.g. non-volatile RAM.
 - Disk used to store virtual memory pages needs special hardware and software to support it
 - Terminal used by system administrator may have a higher priority

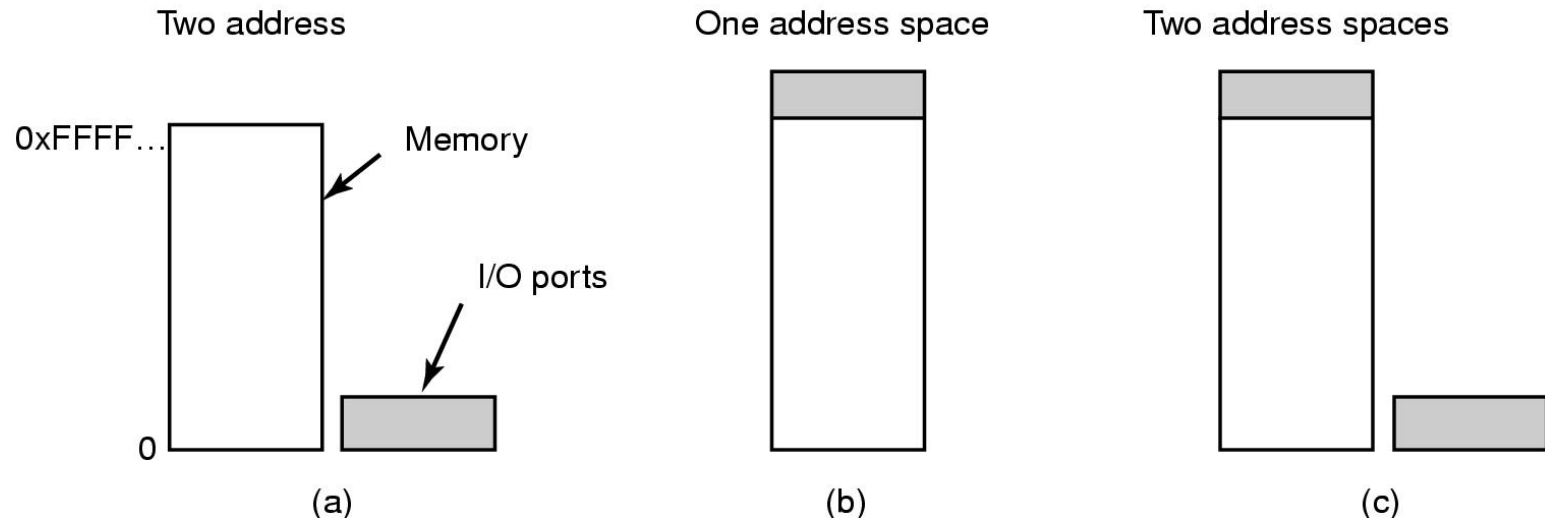


Differences that Impact I/O Device Handling

- Complexity of control
- Unit of transfer
 - Data may be transferred as a stream of bytes for a terminal or in larger blocks for a disk
- Data representation
 - Encoding schemes
- Error conditions
 - Devices respond to errors differently
 - Expected error rate also differs



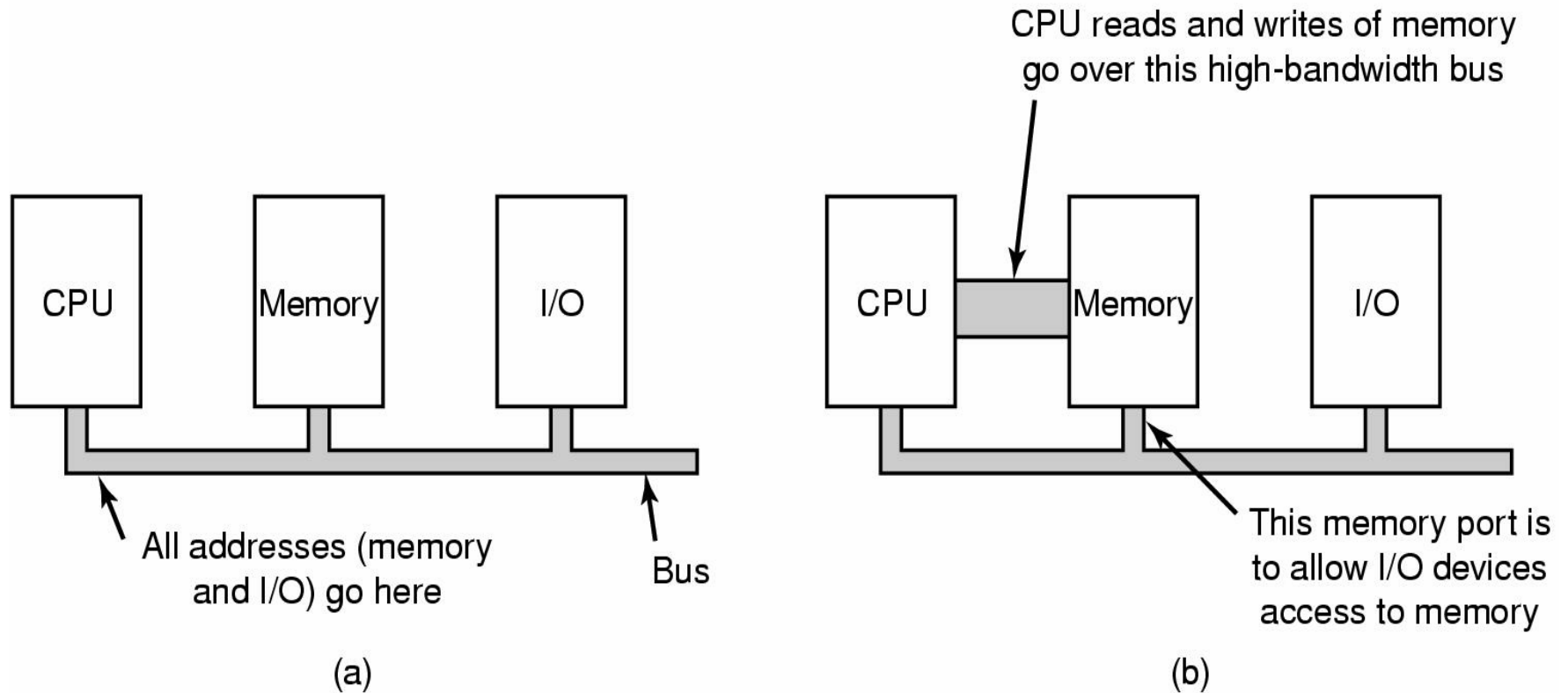
Accessing I/O Controllers



- a) Separate I/O and memory space
 - I/O controller registers appear as I/O ports
 - Accessed with special I/O instructions
- b) Memory-mapped I/O
 - Controller registers appear as memory
 - Use normal load/store instructions to access
- c) Hybrid
 - x86 has both ports and memory mapped I/O



Bus Architectures

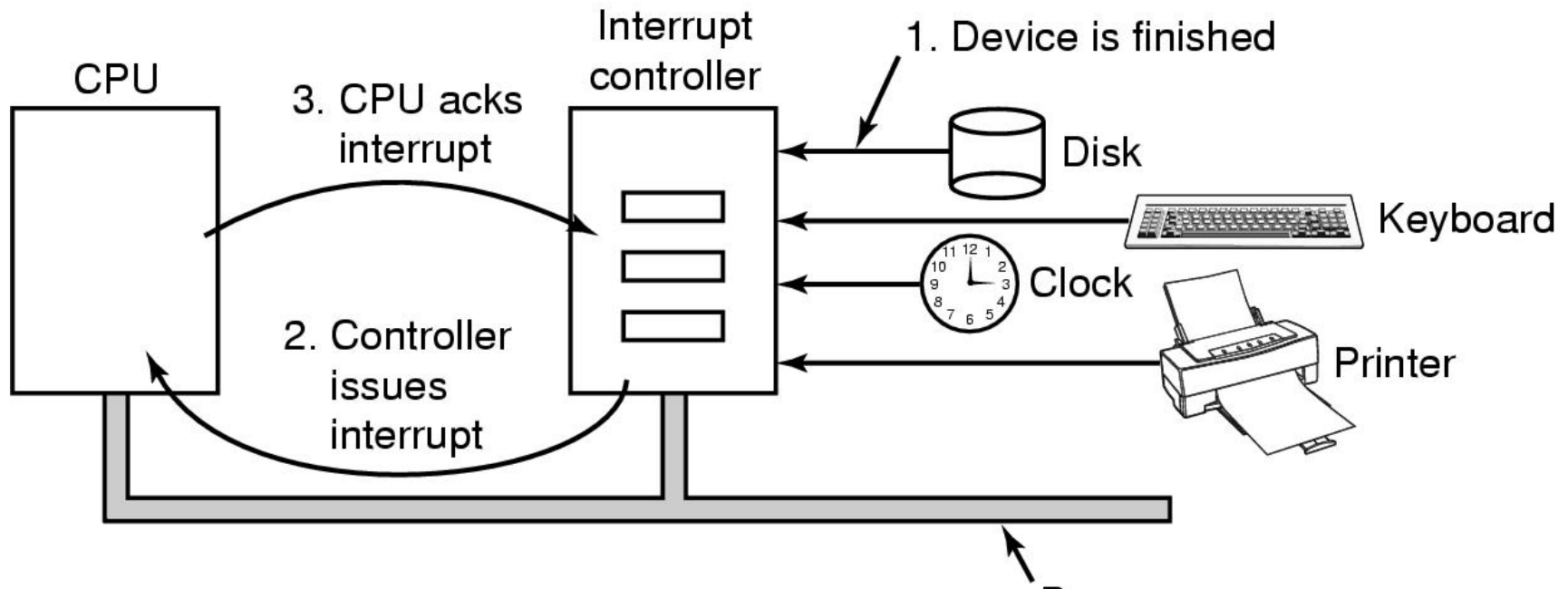


(a) A single-bus architecture

(b) A dual-bus memory architecture



Interrupts Revisited

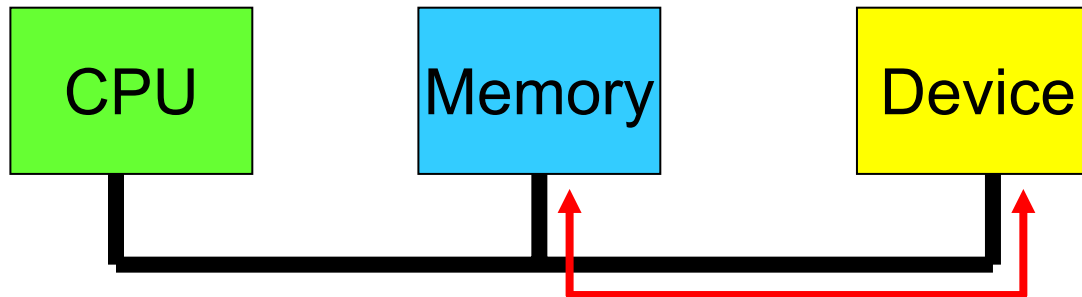


- Devices connected to an *Interrupt Controller* via lines on an I/O bus (e.g. PCI)
- Interrupt Controller signals interrupt to CPU and is eventually acknowledged.
- Exact details are architecture specific.



Direct Memory Access

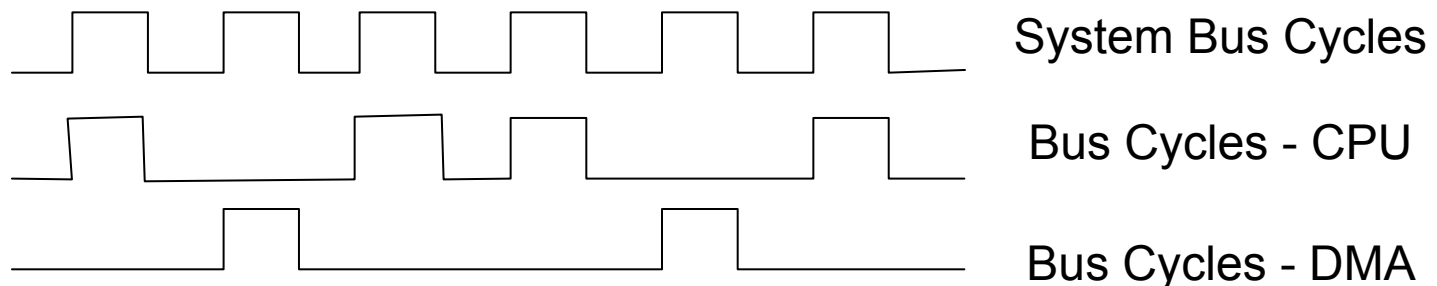
- Takes control of the bus from the CPU to transfer data to and from memory over the system bus
- Reduced number of interrupts occur
 - No expensive context switches



DMA

- Cycle stealing is used to transfer data on the system bus
 - The instruction cycle is suspended so data can be transferred
 - The CPU pauses one bus cycle
 - CPU Cache can hopefully avoid such pauses by hide DMA bus transactions
 - Cycle stealing causes the CPU to execute more slowly
 - Still more efficient than CPU doing transfer itself

Very Simplified Model of Cycle Stealing



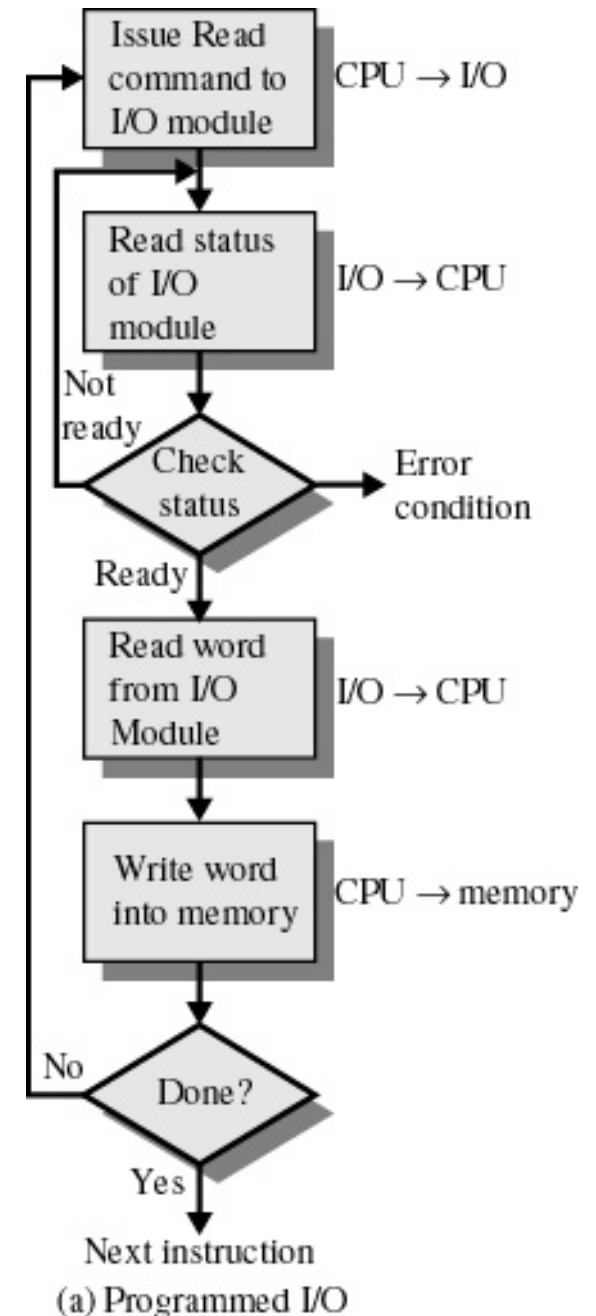
DMA

- Commonly *burst-mode* is used
 - CPU uses several consecutive cycles to load entire cache line
 - DMA writes (or reads) a similar sized burst
 - Reason: More efficient (less cycles overall) to transfer a sequence of words than a word at a time.
 - No bus arbitration, read/write setup, or addressing cycles required after first transfer.
- Number of required busy cycles can be cut by
 - Path between DMA module and I/O module that does not include the system bus



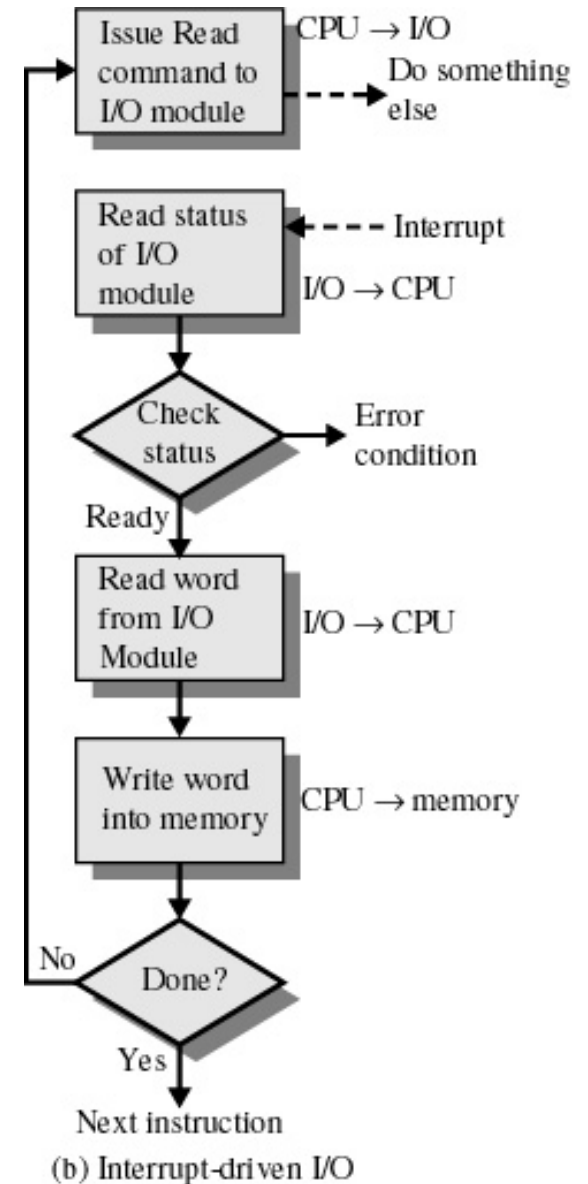
Programmed I/O

- Also called *polling*, or *busy waiting*
- I/O module (controller) performs the action, not the processor
- Sets appropriate bits in the I/O status register
- No interrupts occur
- Processor checks status until operation is complete
 - Wastes CPU cycles



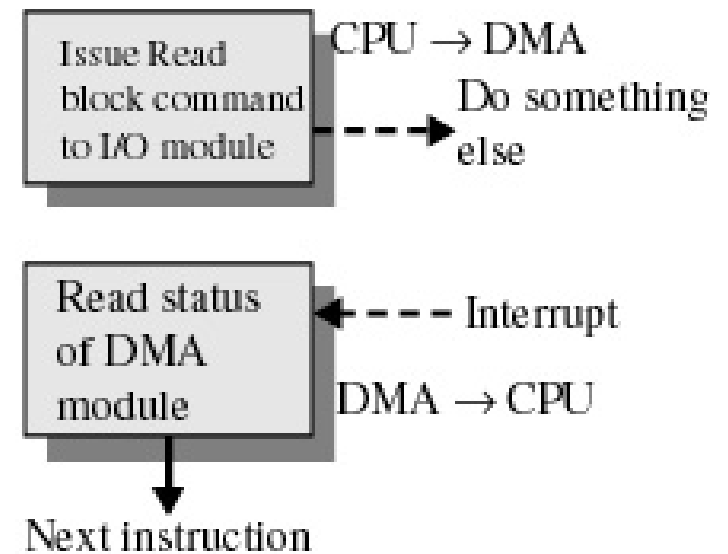
Interrupt-Driven I/O

- Processor is interrupted when I/O module (controller) ready to exchange data
- Processor is free to do other work
- No needless waiting
- Consumes a lot of processor time because every word read or written passes through the processor



Direct Memory Access

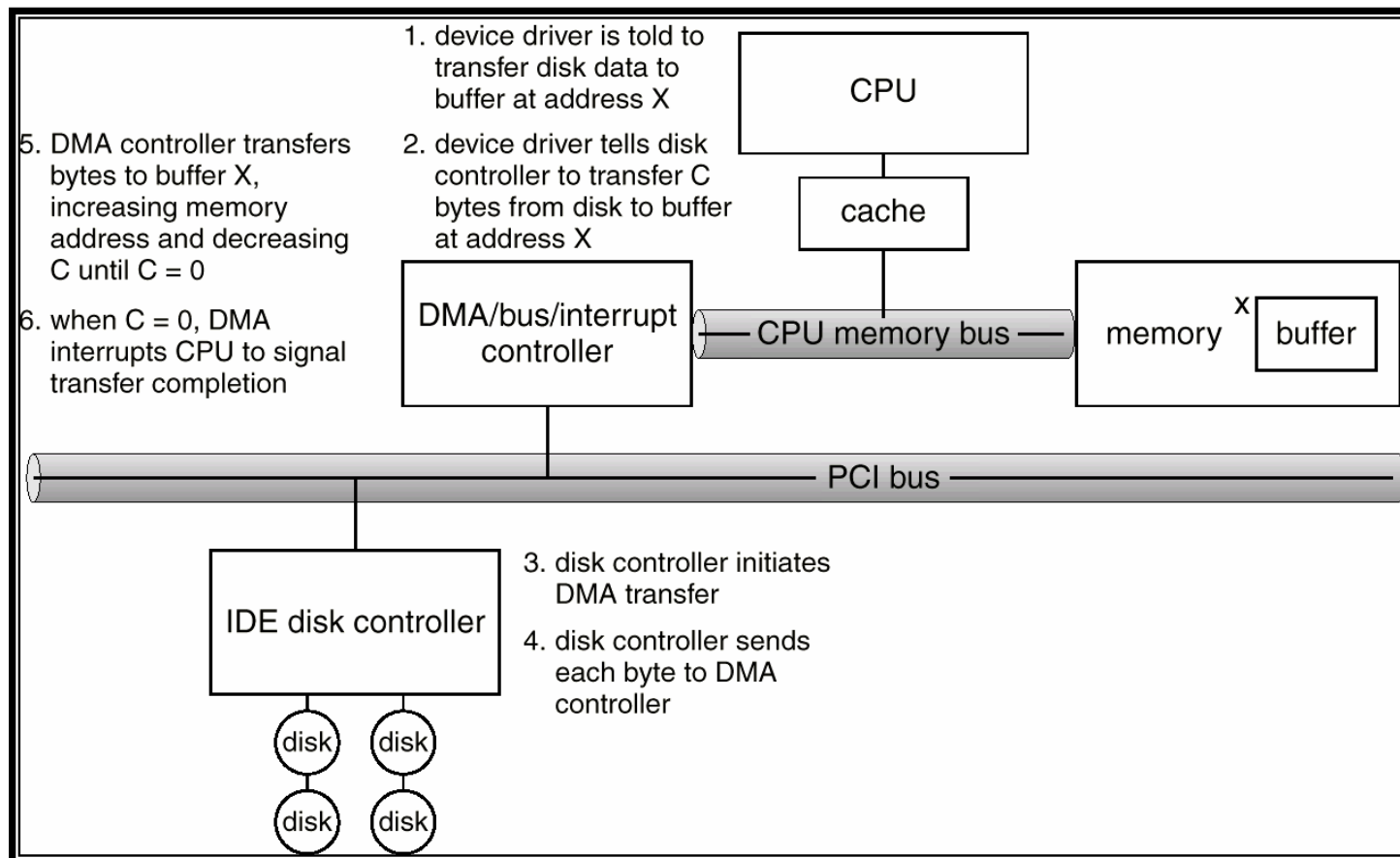
- Transfers a block of data directly to or from memory
- An interrupt is sent when the task is complete
- The processor is only involved at the beginning and end of the transfer



(c) Direct memory access

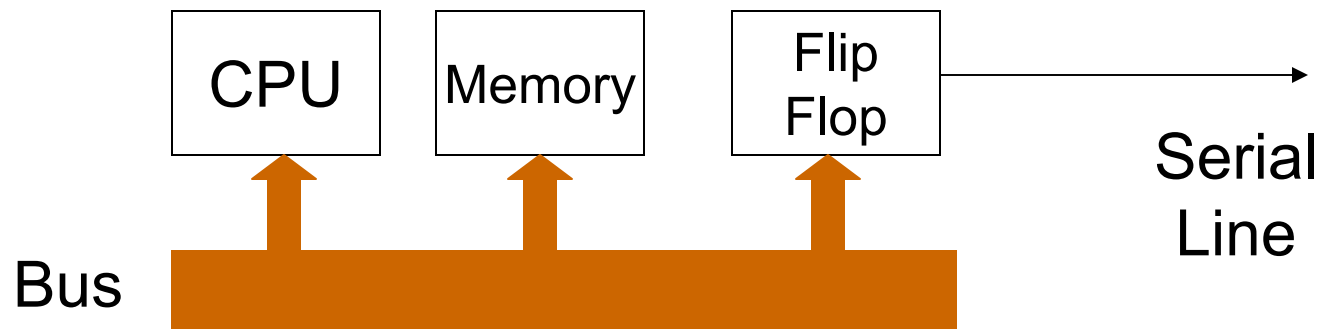


The Process to Perform DMA Transfer



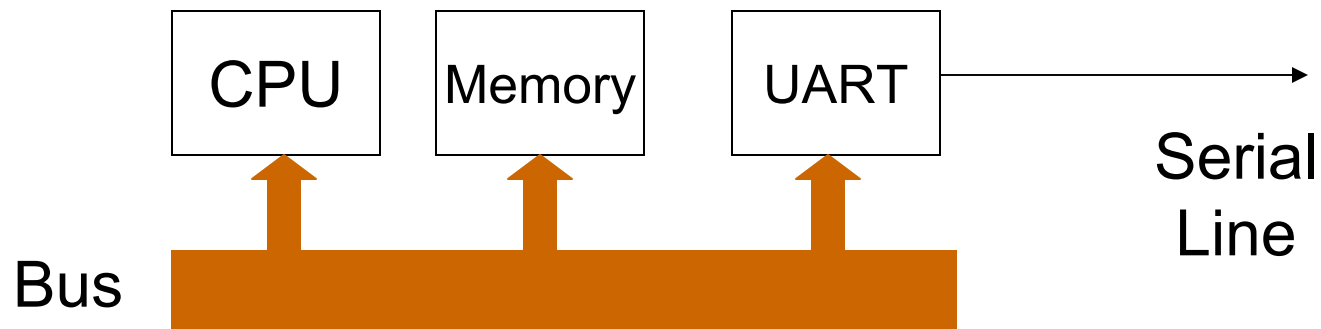
Evolution of the I/O Function

- Processor directly controls a peripheral device
 - Example: CPU controls a flip-flop to implement a serial line



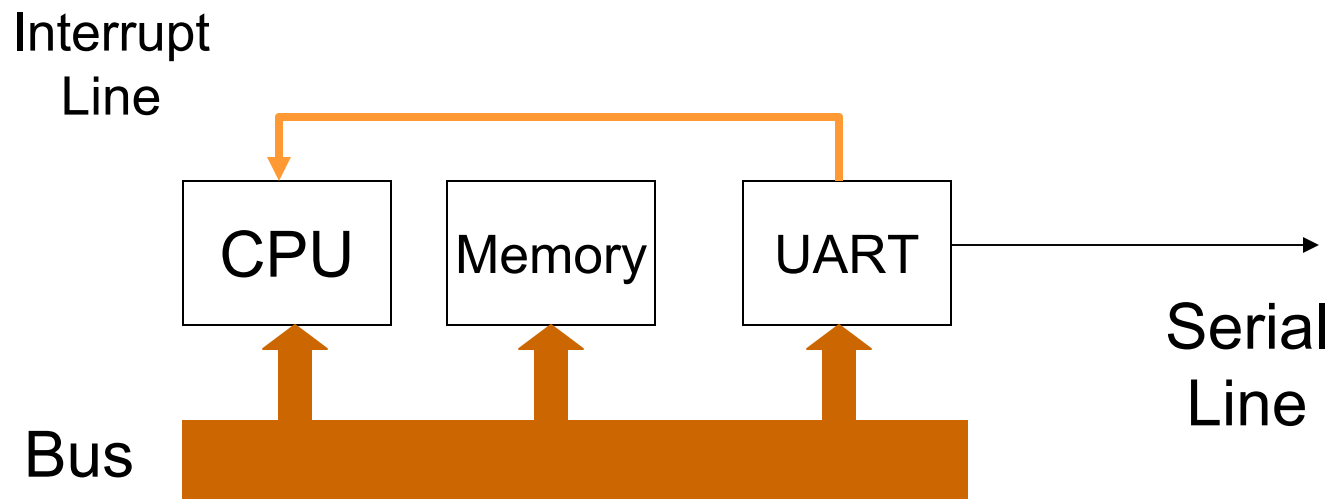
Evolution of the I/O Function

- Controller or I/O module is added
 - Processor uses programmed I/O without interrupts
 - Processor does not need to handle details of external devices
 - Example: A Universal Asynchronous Receiver Transmitter
 - CPU simply reads and writes bytes to I/O controller
 - I/O controller responsible for managing the signalling



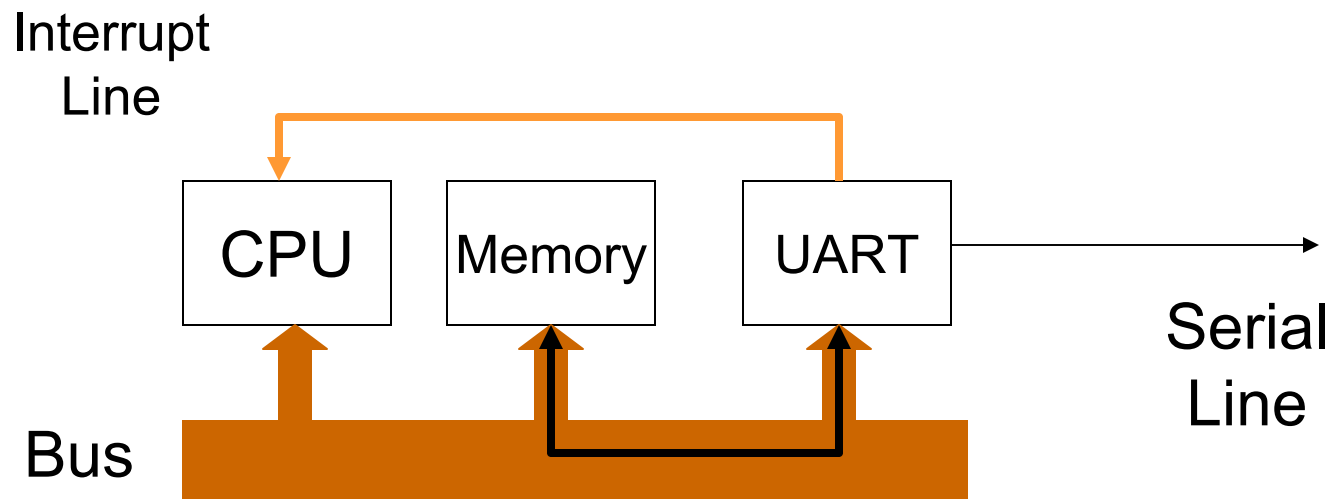
Evolution of the I/O Function

- Controller or I/O module with interrupts
 - Processor does not spend time waiting for an I/O operation to be performed



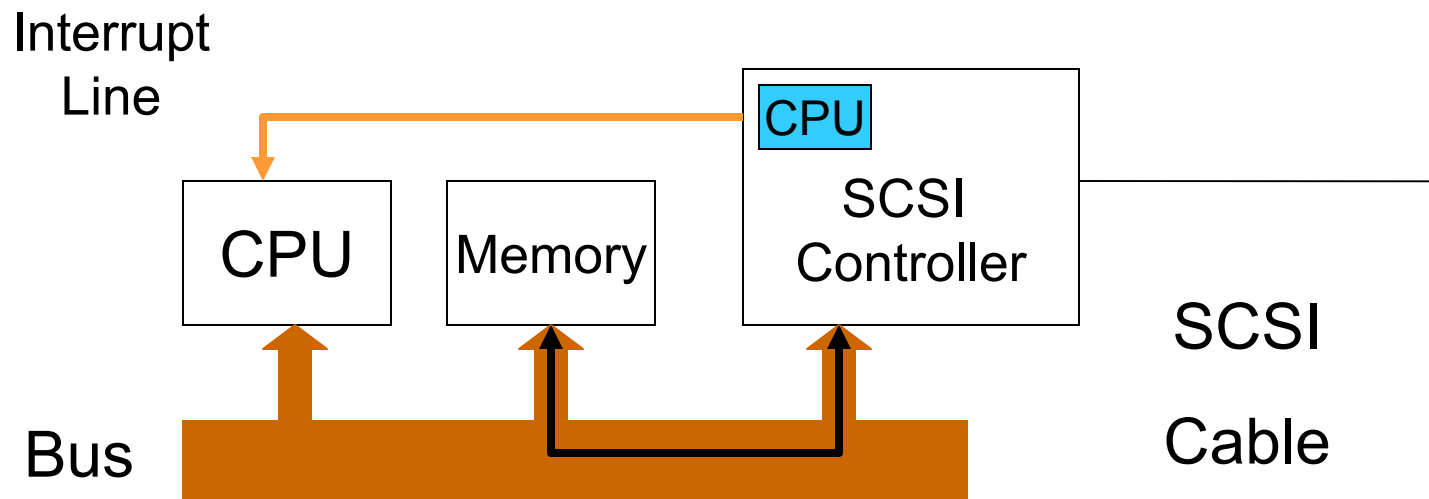
Evolution of the I/O Function

- Direct Memory Access
 - Blocks of data are moved into memory without involving the processor
 - Processor involved at beginning and end only



Evolution of the I/O Function

- I/O module has a separate processor
 - Example: SCSI controller
 - Controller CPU executes SCSI program code out of main memory



Evolution of the I/O Function

- I/O processor
 - I/O module has its own local memory, internal bus, etc.
 - Its a computer in its own right
 - Example: Myrinet Multi-gigabit Network Controller

