Hardware-Software Interfaces

CSEE W4840

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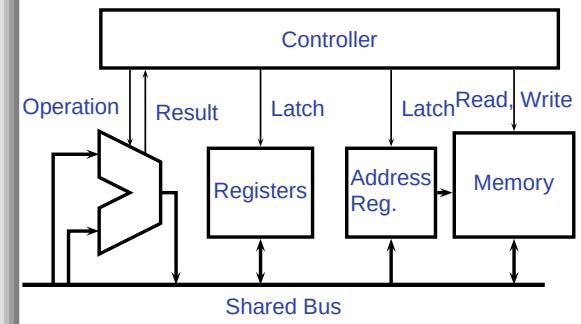
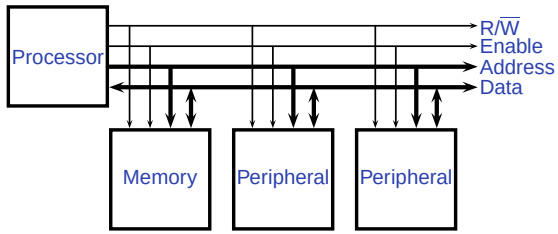
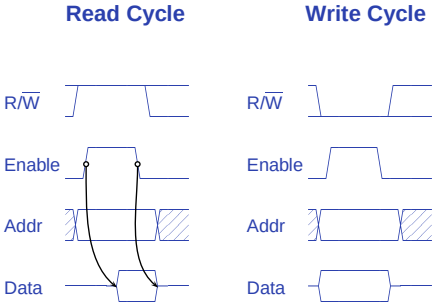
Basic Processor Architecture



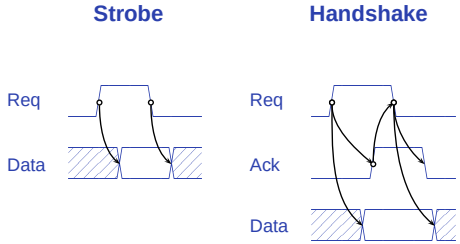
Typical Processor System



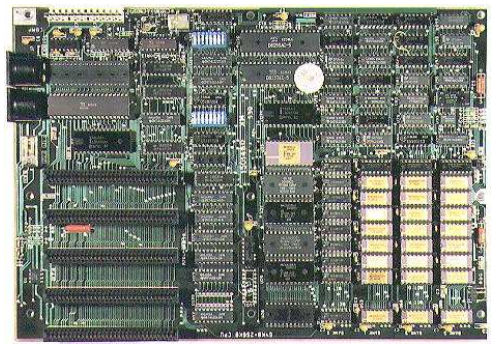
Simple Bus Timing



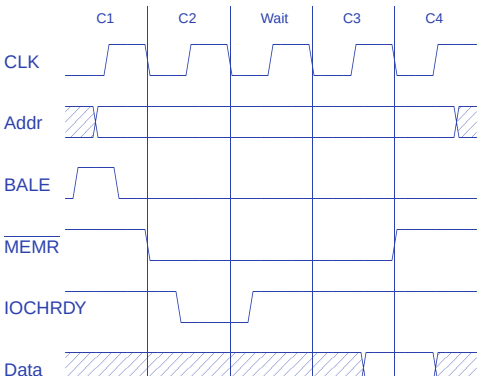
Strobe vs. Handshake



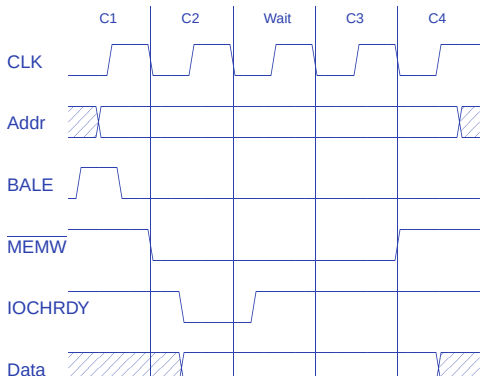
1982: The IBM PC



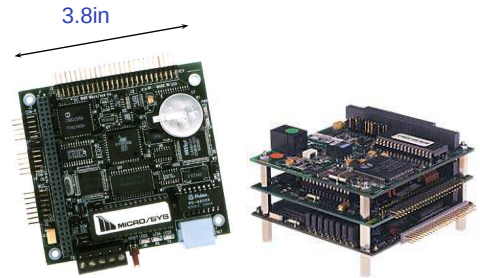
The ISA Bus: Memory Read



The ISA Bus: Memory Write



The PC/104 Form Factor: ISA Lives

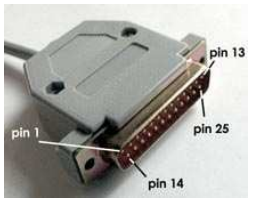


Embedded System Legos. Stack 'em and go.

Memory-Mapped I/O

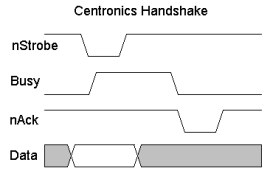
- To a processor, everything is memory.
- Peripherals appear as magical memory locations.
- Status registers: when read, report state of peripheral
- Control registers: when written, change state of peripheral

Typical Peripheral: PC Parallel Port



At Standard TTL Levels

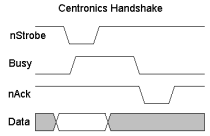
	Signal Name	Adapter Pin Number	
	←–Strobe–	1	
E	←–+Data Bit 0–	2	P
X	←–+Data Bit 1–	3	A
T	←–+Data Bit 2–	4	R
E	←–+Data Bit 3–	5	A
R	←–+Data Bit 4–	6	L
N	←–+Data Bit 5–	7	L
A	←–+Data Bit 6–	8	E
L	←–+Data Bit 7–	9	L
	––Acknowledge–→	10	
D	←–+Busy–	11	A
E	←–+Paper End–→	12	D
V	←–+Select–→	13	A
I	←–-Auto Feed–→	14	P
C	←–-Error–	15	T
E	←–-Initialize–→	16	E
	←–-Select Input–→	17	R
	––Ground––	18-25	



Parallel Port Registers

D7	D6	D5	D4	D3	D2	D1	D0	
$\overline{\text{Busy}}$	Ack	Paper	Sel	Err				0x378
								0x379
				$\overline{\text{Sel}}$	Init	$\overline{\text{Auto}}$	$\overline{\text{Strobe}}$	0x37A

1. Write Data
2. Assert Strobe
3. Wait for Busy to clear
4. Wait for Acknowledge



A Parallel Port Driver

```
#define DATA    0x378
#define STATUS  0x379
#define CONTROL 0x37A

#define NBSY 0x80
#define NACK 0x40
#define OUT  0x20
#define SEL  0x10
#define NERR 0x08
#define STROBE 0x01

#define INVERT  (NBSY | NACK |       SEL | NERR)
#define MASK    (NBSY | NACK | OUT | SEL | NERR)
#define NOT_READY(x) ((inb(x)^INVERT)&MASK)

void write_single_character(char c) {
  while (NOT_READY(STATUS)) ;
  outb(DATA, c);
  outb(CONTROL, control | STROBE); /* Assert STROBE */
  outb(CONTROL, control ); /* Clear STROBE */
}
```


Interrupts and Polling

Two ways to get data from a peripheral:

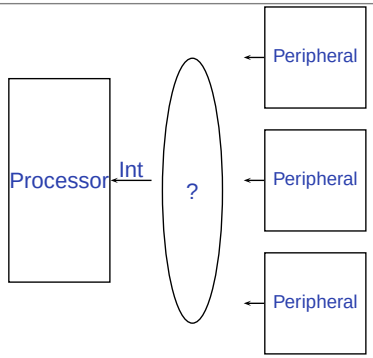
- Polling: “Are we there yet?”
- Interrupts: Ringing Telephone

Interrupts

Basic idea:

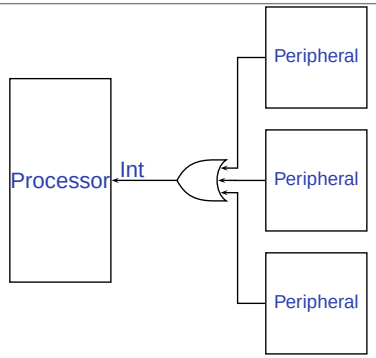
1. Peripheral asserts a processor’s interrupt input
2. Processor temporarily transfers control to interrupt service routine
3. ISR gathers data from peripheral and acknowledges interrupt
4. ISR returns control to previously-executing program

Many Different Interrupts



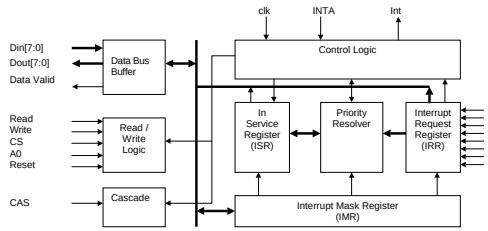
What’s a processor to do?

Interrupt Polling



Processor receives interrupt
ISR polls all potential interrupt sources

Intel 8259 PIC



Prioritizes incoming requests & notifies processor
ISR reads 8-bit interrupt vector number of winner
IBM PC/AT: two 8259s; became standard