Hardware-Software Interfaces

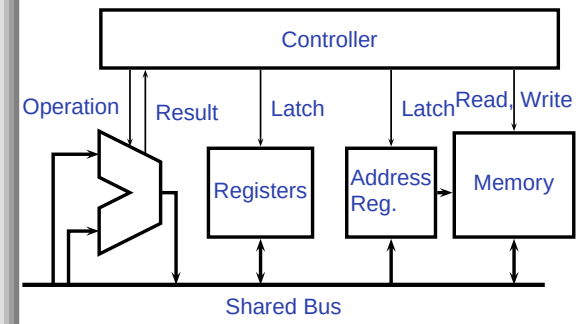
CSEE W4840

Prof. Stephen A. Edwards

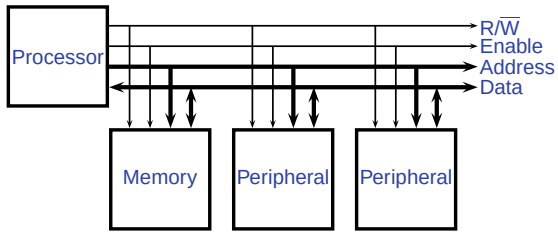
Columbia University

Spring 2008

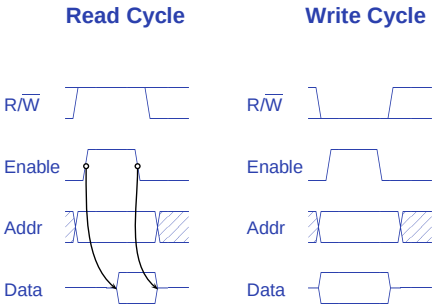
Basic Processor Architecture



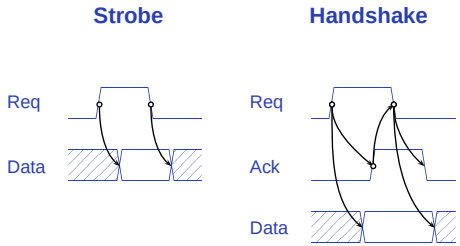
Typical Processor System



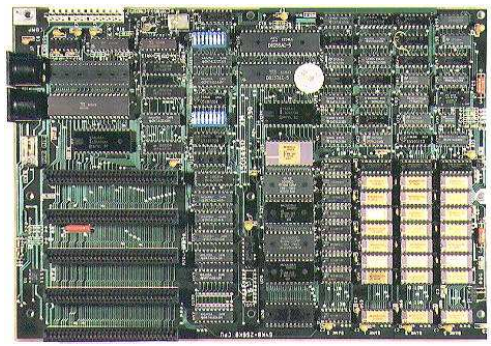
Simple Bus Timing



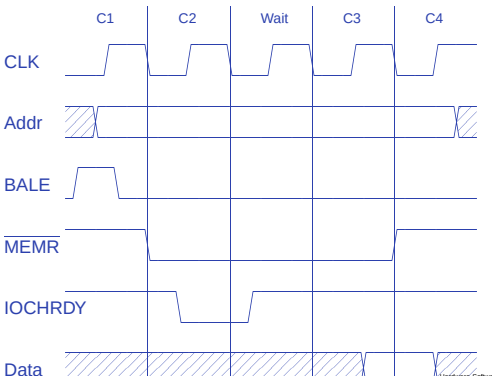
Strobe vs. Handshake



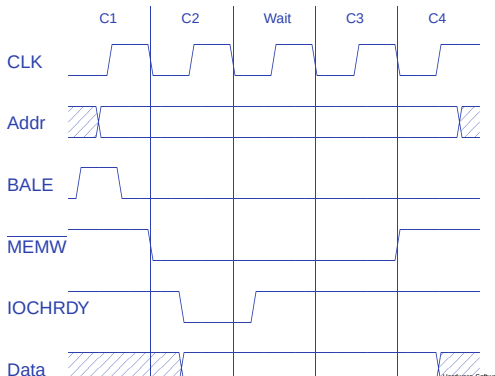
1982: The IBM PC



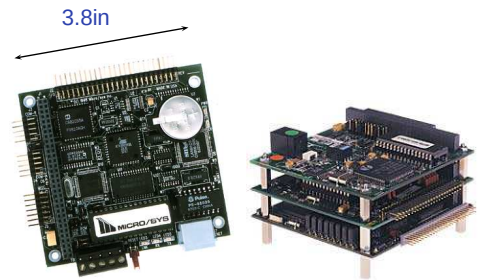
The ISA Bus: Memory Read



The ISA Bus: Memory Write



The PC/104 Form Factor: ISA Lives

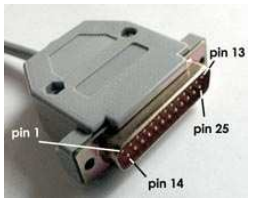


Embedded System Legos. Stack 'em and go.

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

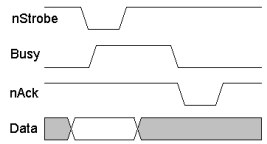
Typical Peripheral: PC Parallel Port



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	

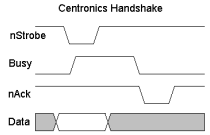
Centronics Handshake



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:

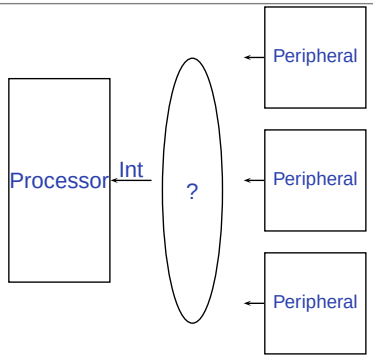
- Polling: “Are we there yet?”
- Interrupts: Ringing Telephone

Interrupts

Basic idea:

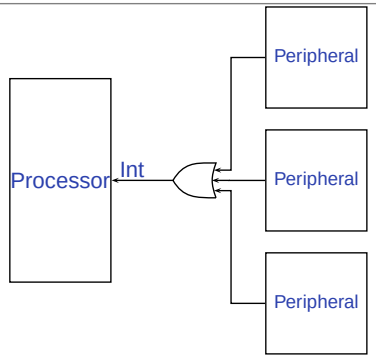
1. Peripheral asserts a processor’s interrupt input
2. Processor temporarily transfers control to interrupt service routine
3. ISR gathers data from peripheral and acknowledges interrupt
4. ISR returns control to previously-executing program

Many Different Interrupts



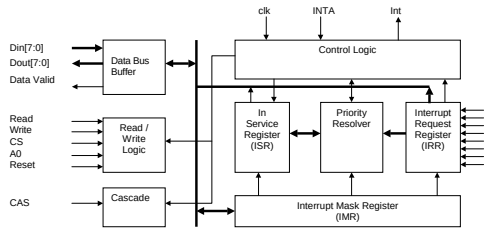
What’s a processor to do?

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