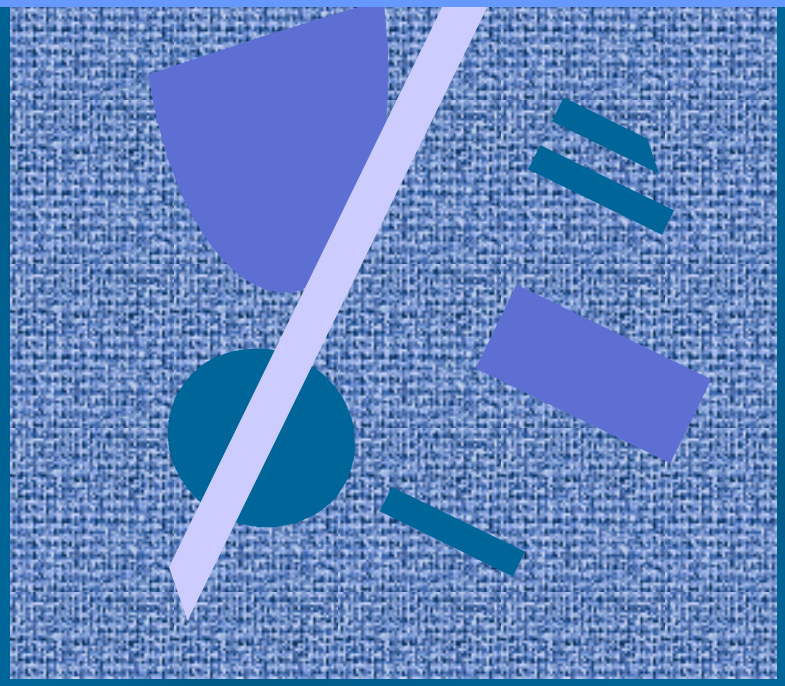
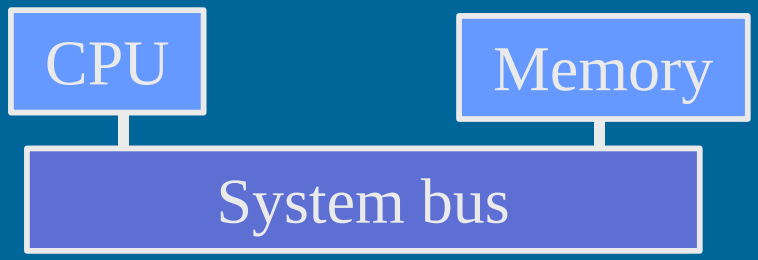
System Buses
Ch 3



- Computer Function
- Interconnection Structures
- Bus Interconnection
- PCI Bus

Computer Function

- von Neumann architecture
  - memory contains both instruction and data



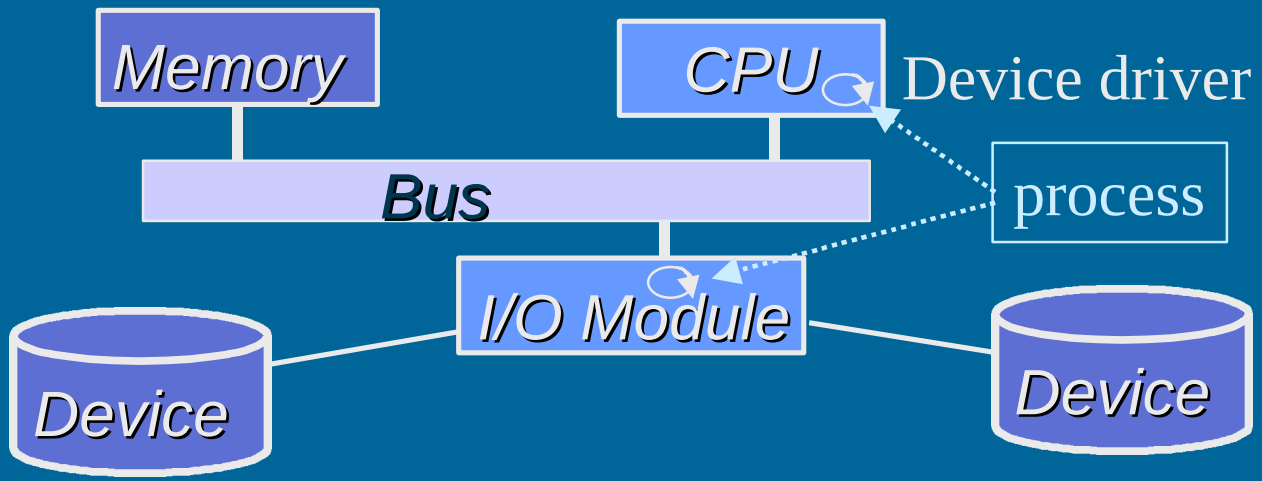
- Fetch-Execute Cycle

(käskyn nouto ja suoritus sykli)

Figs 3.3, 3.9

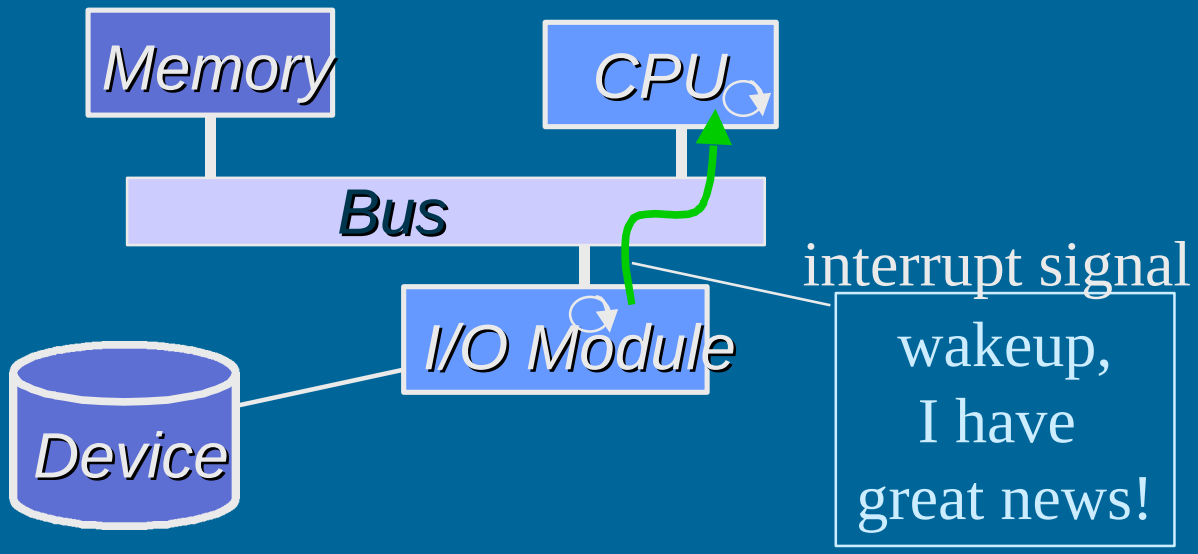
I/O control

- CPU executes instructions and with those instructions guides I/O modules
  - control and data registers in I/O modules
  - I/O modules give feedback to CPU with control and data registers, but only when CPU is reading them!



I/O Control

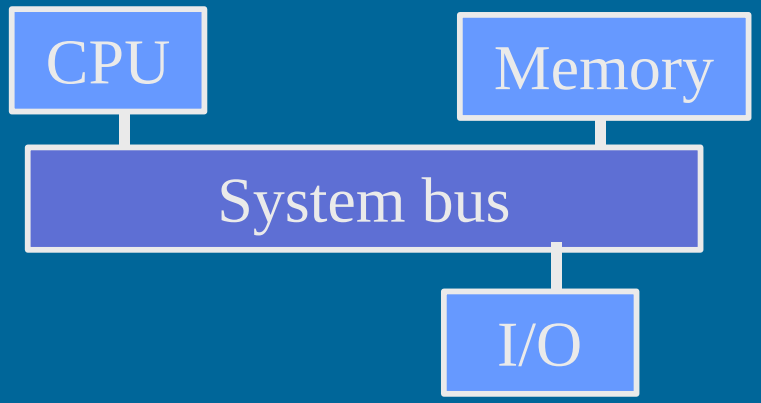
- Interrrupts allow I/O modules to give feedback to CPU even when CPU is doing something else



- DMA allows I/O modules to access memory without CPU's help

von Neumann Bottleneck

(von Neumann pullonkaula)



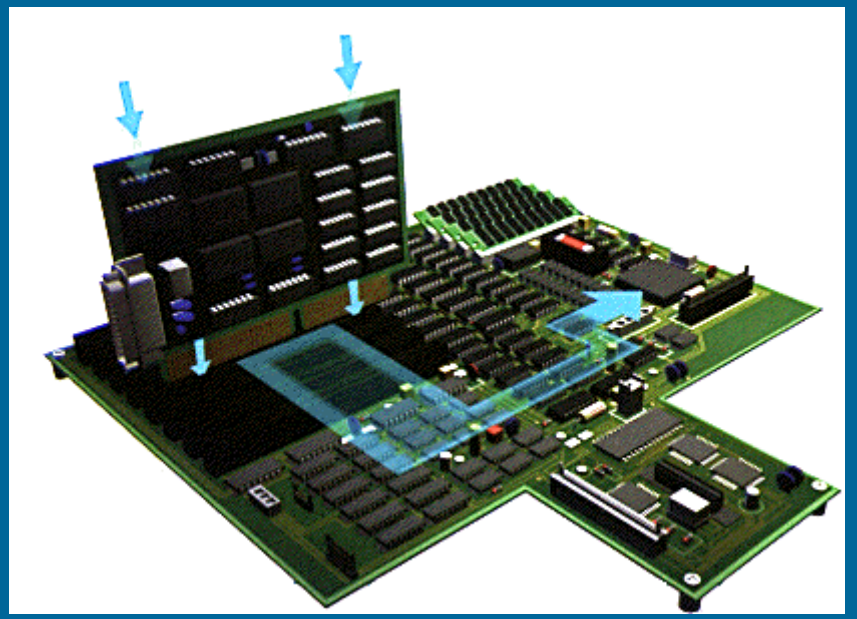
- All components communicate via system bus
- Each component has its own inputs/outputs

Fig. 3.15

  - System bus must support them all

Fig. 3.16

System Bus



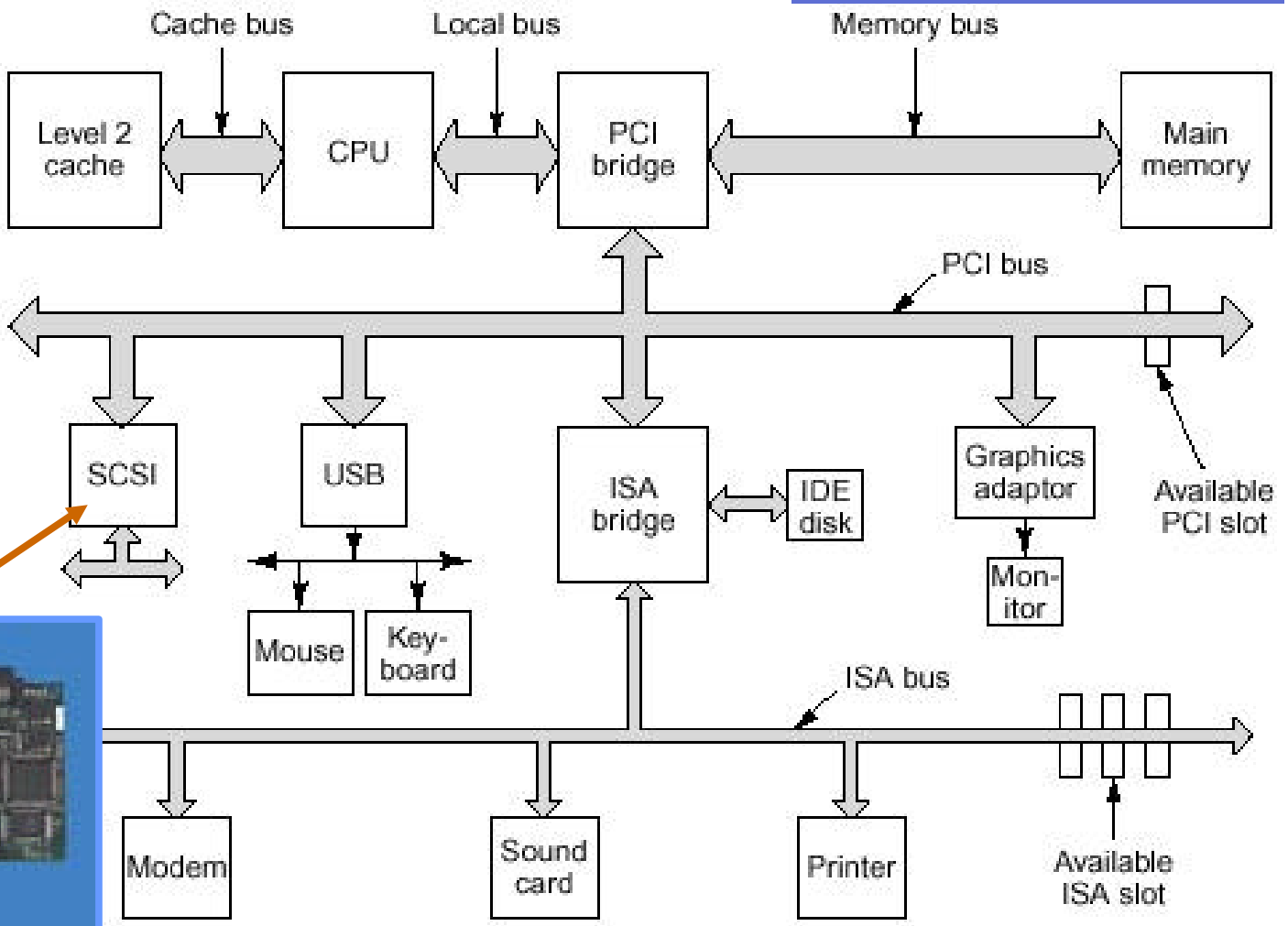
- 50-100 lines (wires)
  - address
  - data
  - control
  - other: power, ground, clock
- Performance
  - bandwidth, how many bits per sec? (väyläkapasiteetti)
  - propagation delay? (päästä päähän viive)

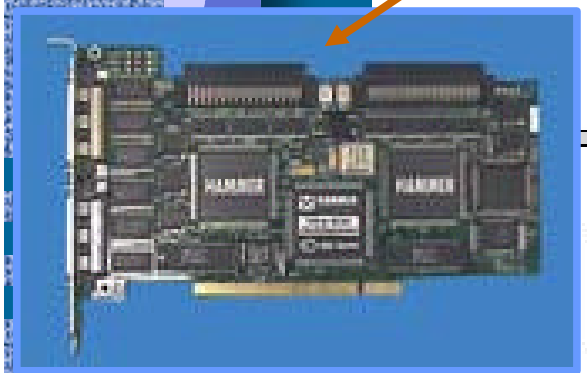
Bus Configurations

- One bus alone
  - might be very long
  - serious von Neumann bottleneck
  - all devices use similar speeds
  - slowest device dominates?
- Hierarchy of buses
  - can maximize speed for limited access (closer to CPU)
  - lower speed general access I/O (far from CPU)

Hierarchy of Buses

Typical Pentium II system

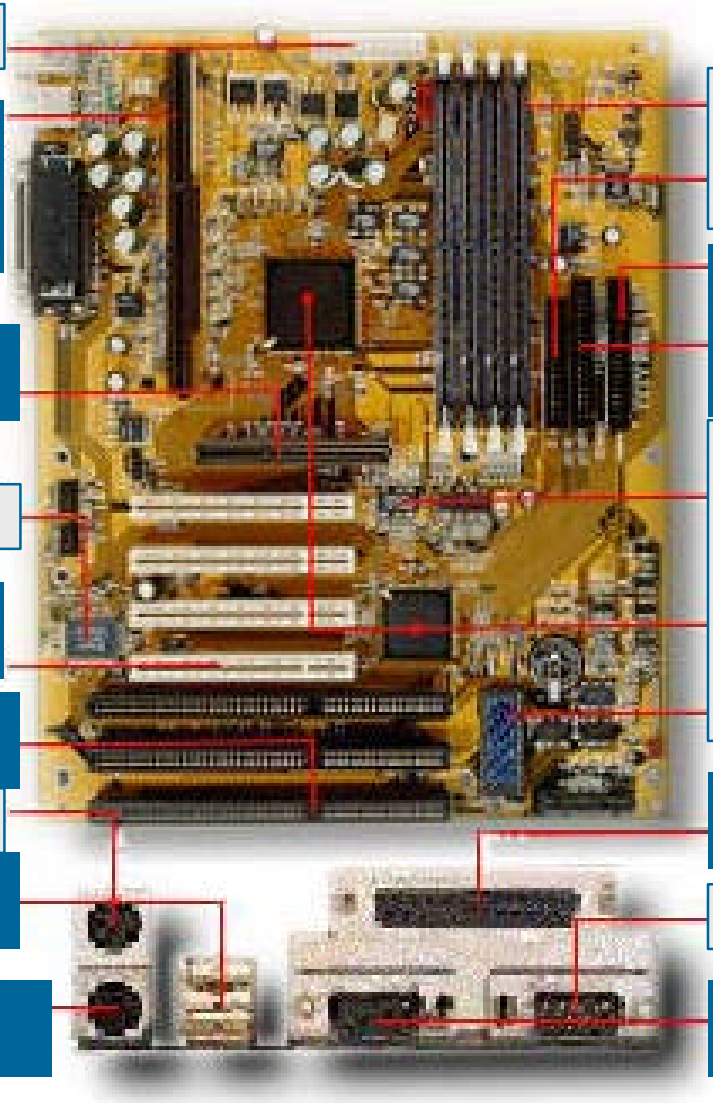




PCI to SCSI bridge

(Tanenbaum, Structured Computer Organization, 4th Ed.)

[LX6] - Pentium®II Processor Based Motherboard



CPU

AGP

PCI

ISA

USB

keyboard/mouse

IDE

parallel

serial

http://www.abit-usa.com/english/product/index.htm

Bus Design Features (3)

- Bus type
  - dedicated, multiplexed (aikavuorottelu)
- Arbitration method (vuoronvalinta)
  centralised, distributed (keskitetty, hajautettu)
  bus controller, arbiter (vuoronantaja)
- Timing
  synchronous: all same speed
  asynchronous: also different speed devices (epäsynkrooninen)
  See examples on next slides

Synchronous Timing (no anim)

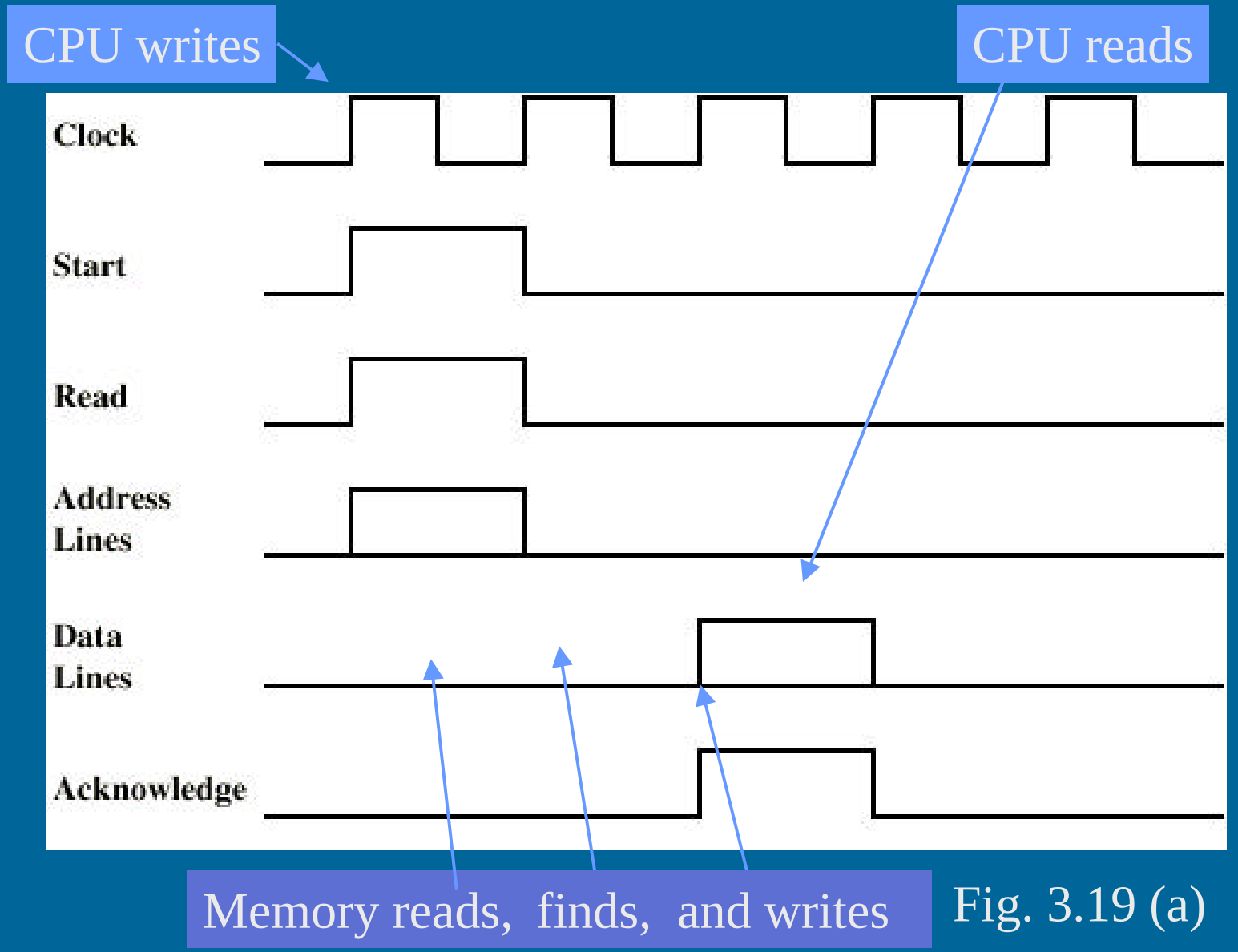


Fig. 3.19 (a)

Synchronous Timing (5)

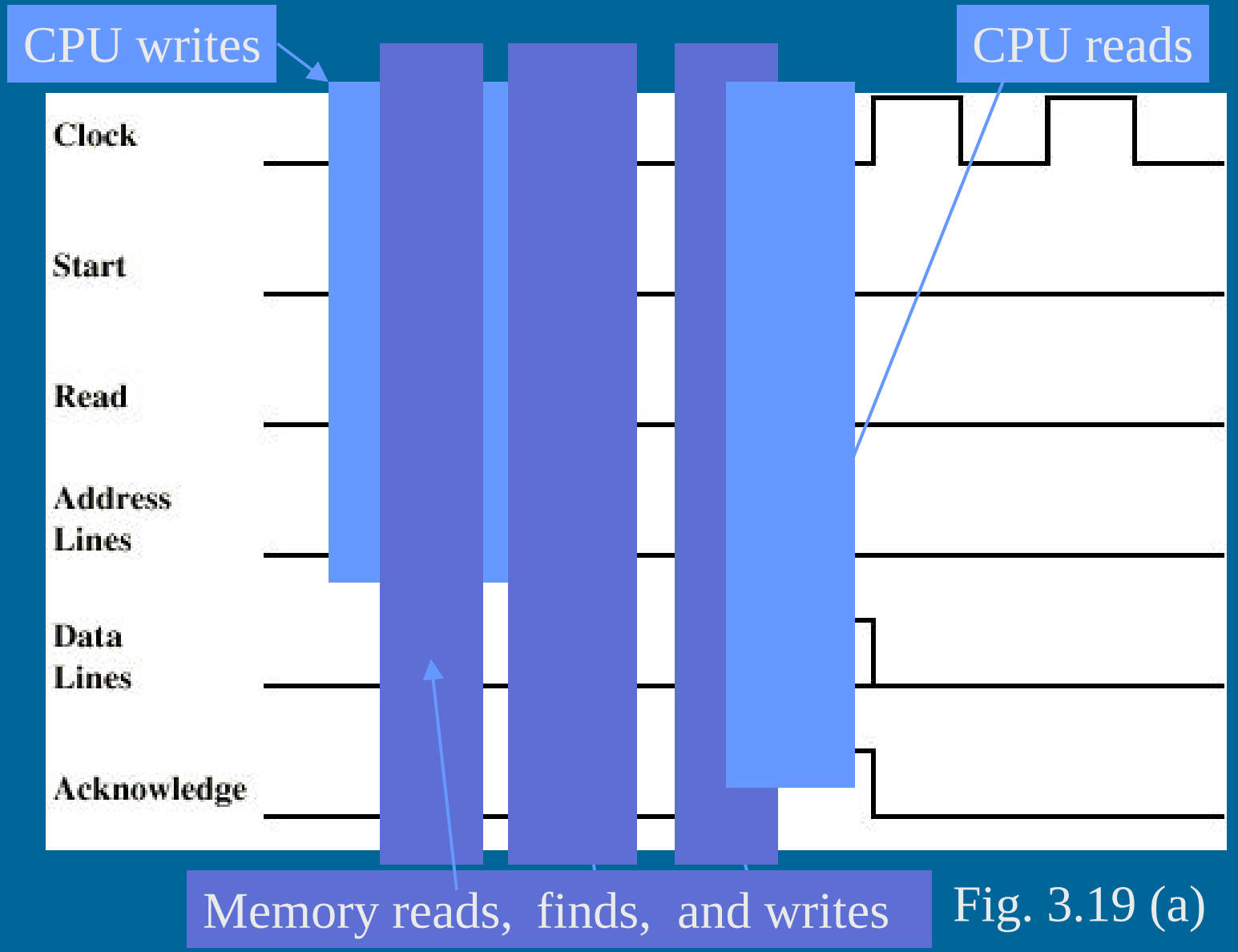


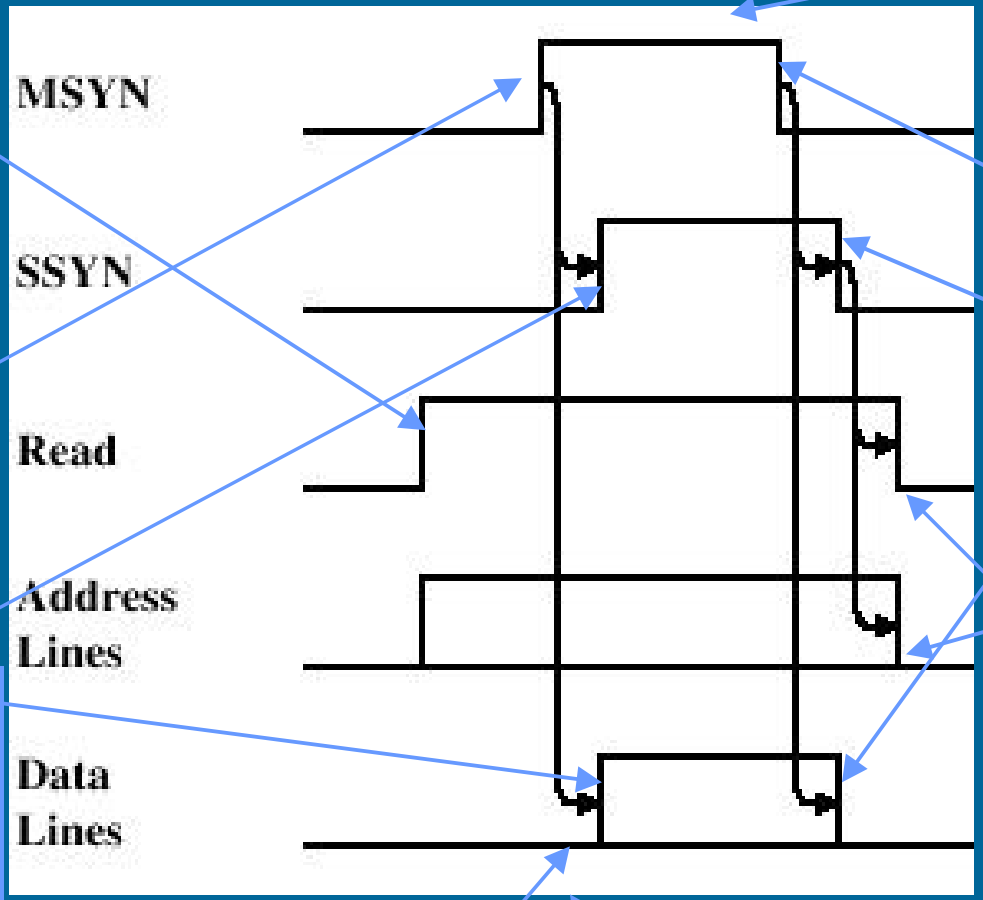
Fig. 3.19 (a)

Asynchronous Timing (no anim)

CPU writes address & read request until all OK

CPU tells that request is waiting

Mem writes data and signals ready



CPU reads data

CPU read OK, drops request

mem done, drops all

CPU done, drops all

Memory reads req and locates data

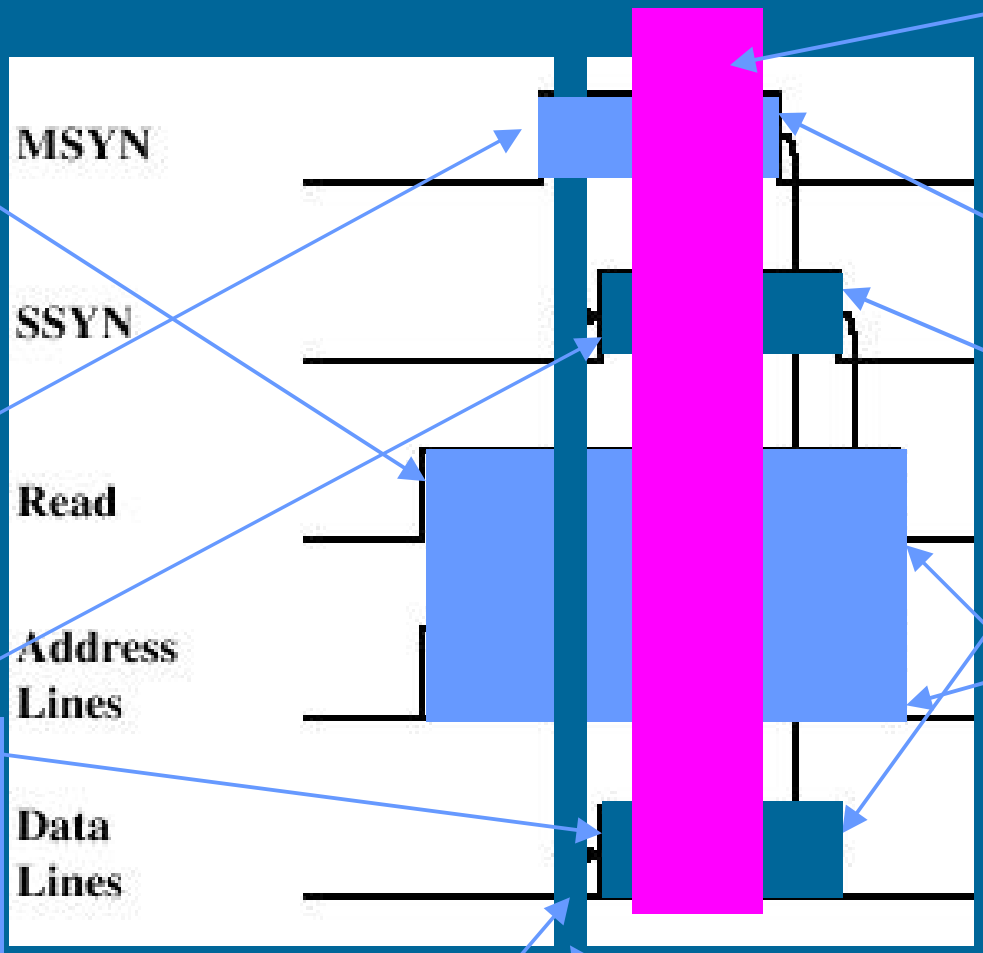
Fig. 3.19 (b)

Asynchronous Timing (9)

CPU writes address & read request until all OK

CPU tells that request is waiting

Mem writes data and signals ready



CPU reads data

CPU read OK, drops request

mem done, drops all

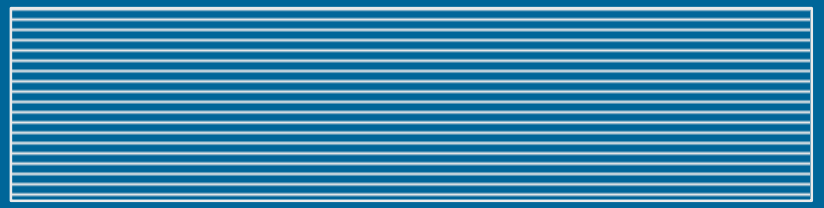
CPU done, drops all

Memory reads req and locates data

Fig. 3.19 (b)

Bus Design Features (cont)

- Bus width
  - address, data

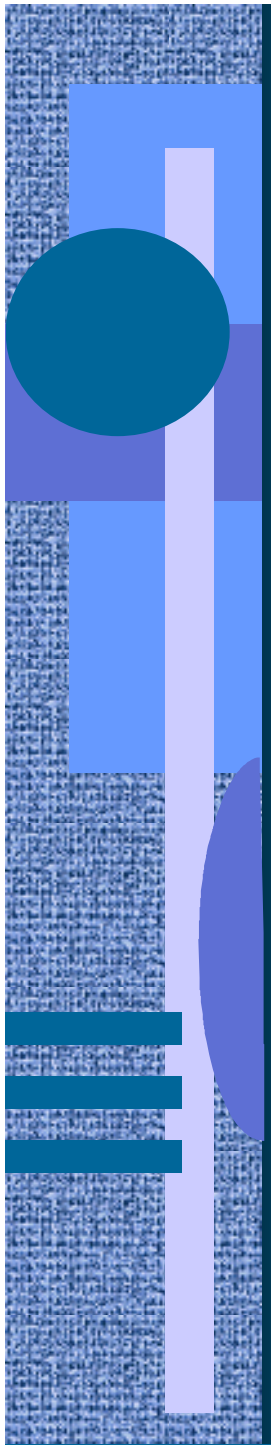


- Data transfer types
  - read, write
    - multiplexed & non-multiplexed operations
  - read-modify-write
    - E.g., for indivisible increments (multiproc. env.)
  - read-after-write
    - E.g., for check that write succeeds (multiproc. env.)
  - block
    - long delay for interrupt handling?

Fig. 3.20

Example Bus: Industry Standard Architecture (ISA, or PC-AT)

- Bus type: dedicated
- Arbitration method: single bus master
- Timing: asynchronous
  - own 8.33 MHz clock,
  - 15.9 MBps max data rate, 5.3 MBps in practice
- Bus width: address 32, data 16
- Data transfer type
  - read, write, read block, write block



Example: Peripheral Component Interconnect (PCI) Bus

- Bus type: multiplexed
- Arbitration method: centralised arbiter
- Timing: synchronous, own 33 MHz clock
  - 2.122 Gbps (265 MBps) max data rate
- Bus width: address/data 32 (64), signal 17
- Data transfer type
  - read, write, read block, write block
- max 16 slots (devices)

PCI Configurations

- Hierarchy Fig. 3.21
- Bridge to internal/system bus allows them to be faster
- Bridge to expansion buses allows them to slower

PCI Bus
49 Mandatory Signals

- 32 pins for address/data, time multiplexed
  - 1 parity pin
- 4 pins for command type/byte enable
  - E.g., 0110/1111 = memory read/all 4 bytes
- System (2): clock, reset
- Transaction timing & coordination (6)
- Arbitration pins (2 for each device) to PCI bus arbiter: REQ, GNT
- Error pins (2): parity, system

PCI Bus
41 Optional Signals

- Request interrupt pins (4 pins for each dev)
- Cache support pins (2) for snoopy cache protocols
- 32 pins for additional multiplexed address/data
  - plus 7 control/parity pins
- 5 test pins

PCI Bus Transaction

- Bus activity is in separate transactions
- Each transaction preceded by arbitration

Fig. 3.23

  - central arbiter (e.g., First-In-First-Out)
  - determines initiator/master for transaction
- Transaction is executed
- Bus is marked “ready” for next transaction

PCI Transaction Types

- Interrupt Acknowledge
  - READ interrupt parameter (e.g., subtype) for interrupt handler
- Special Cycle
  - broadcast message to many targets
- Configuration Read/Write
  - Read/Update (Write) device configuration data
- Dual Address Cycle
  - use 64 bit addresses in this transaction
- I/O or memory read/write (line, multiple)

PCI Read Transaction (no anim)

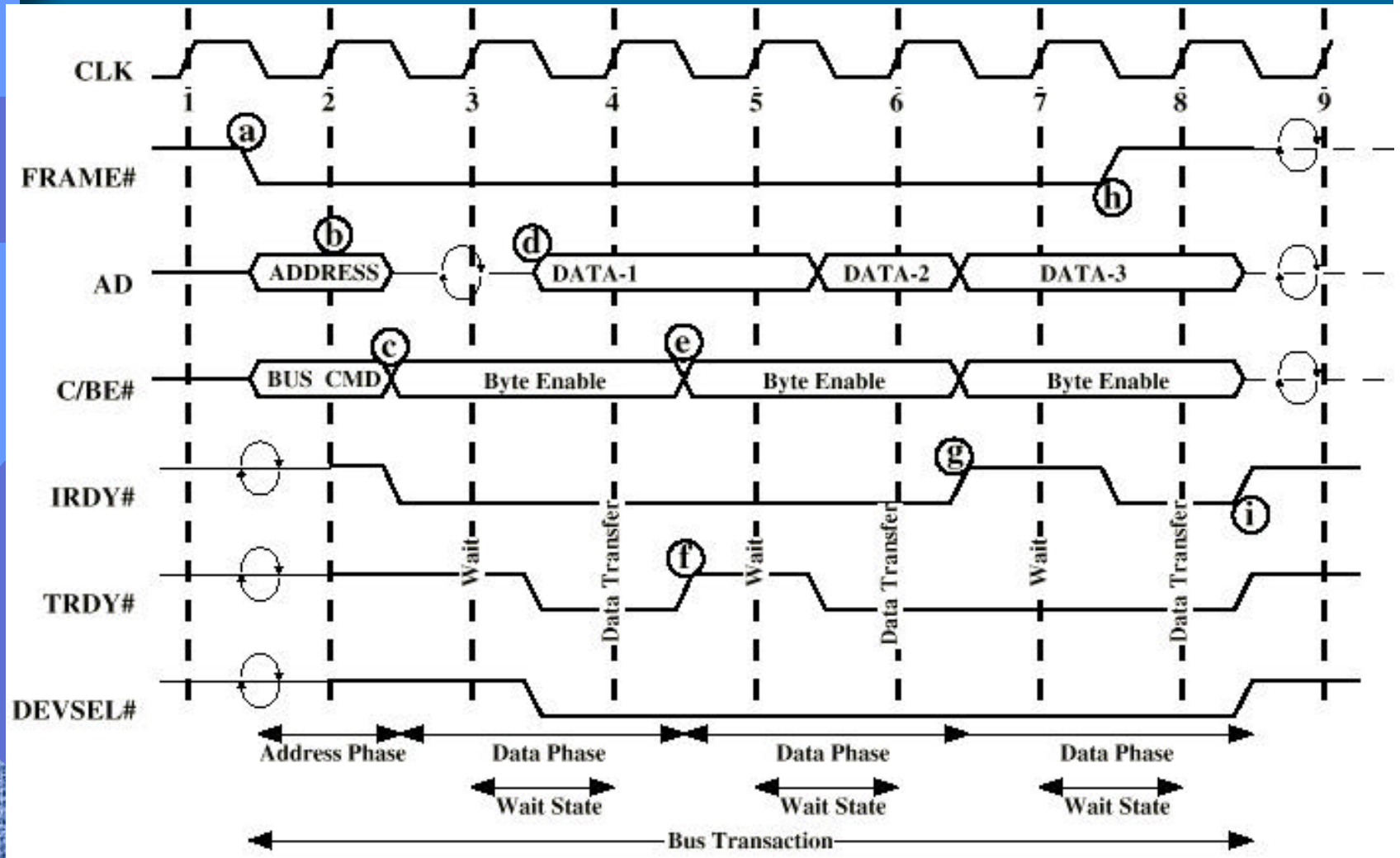


Fig. 3.22

a) start trans frame, set addr, set trans. type

b) recognise address, find data

c) select bytes, indicate ready to receiv

d) ack address, set data, indicate valid data

e) sel next bytes

f) need more time, indicate not valid data

g) not ready: hold

h) ready for last block: end frame and stop hold

set & indicate data

data ready, read

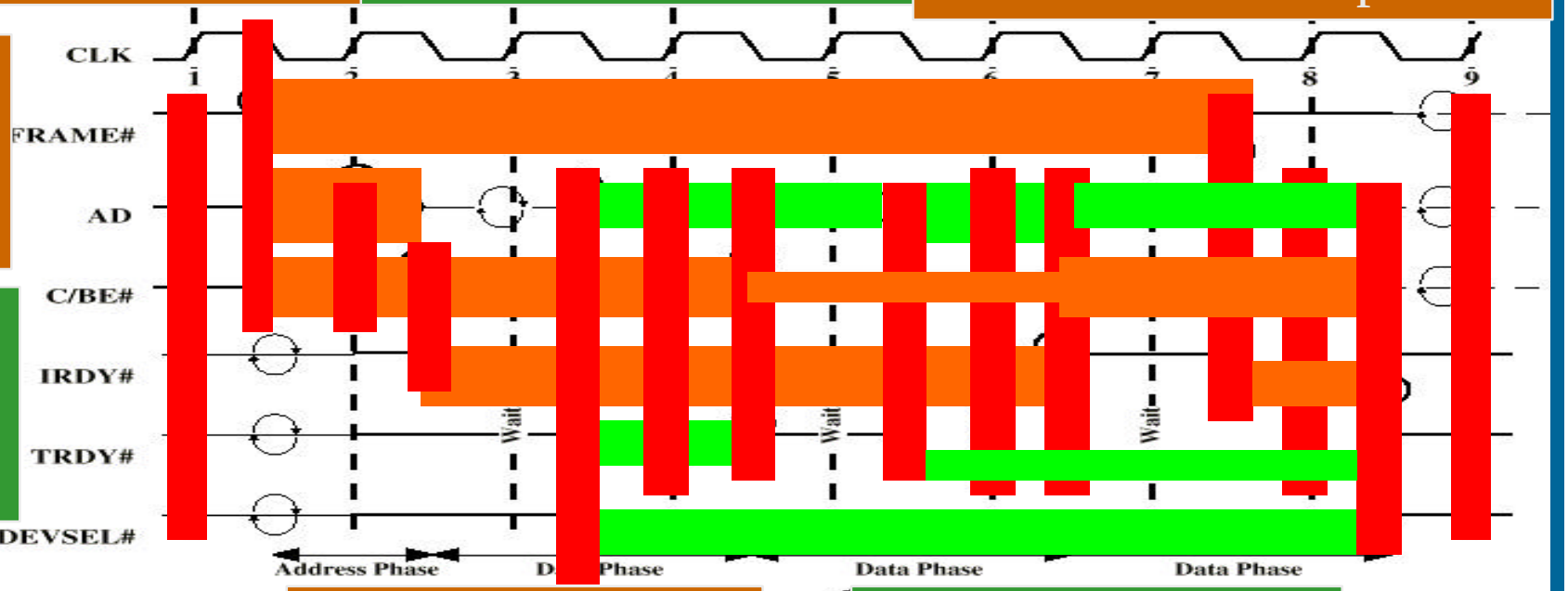
4)

data ready, read

set & indicate data

Initiator CPU action

Target memory action



data ready, read

get ready for next

get ready for next

All ready for new transaction

All ready for new transaction

Arbitration: A and B want bus

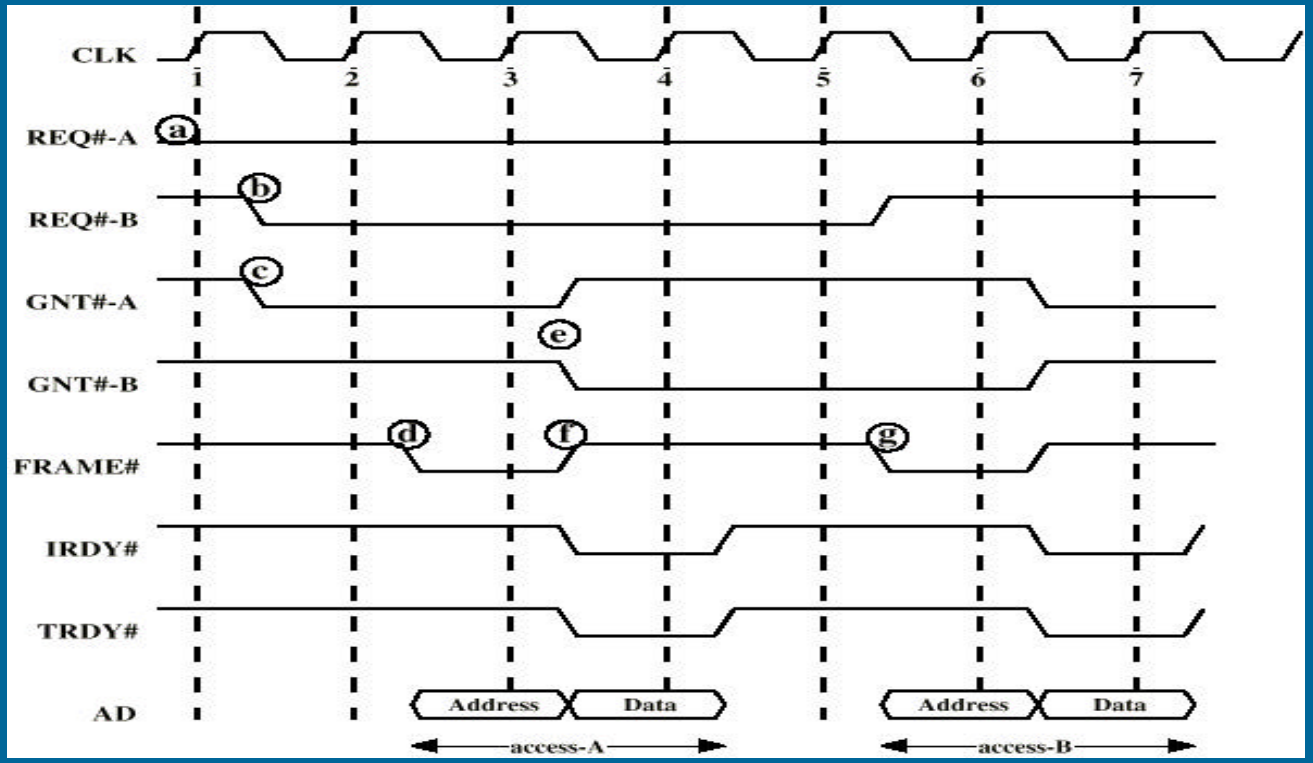


Fig. 3.24

Mostly just arbitration signals shown here

a) A wants bus

b) B wants bus

c) A granted bus

knows that it has bus and bus is available

d) starts frame, requests for next transaction

Sees that both still want it

e) Grants bus to B for next trans.

f) marks last frame transfer, marks data ready

A's target reads data

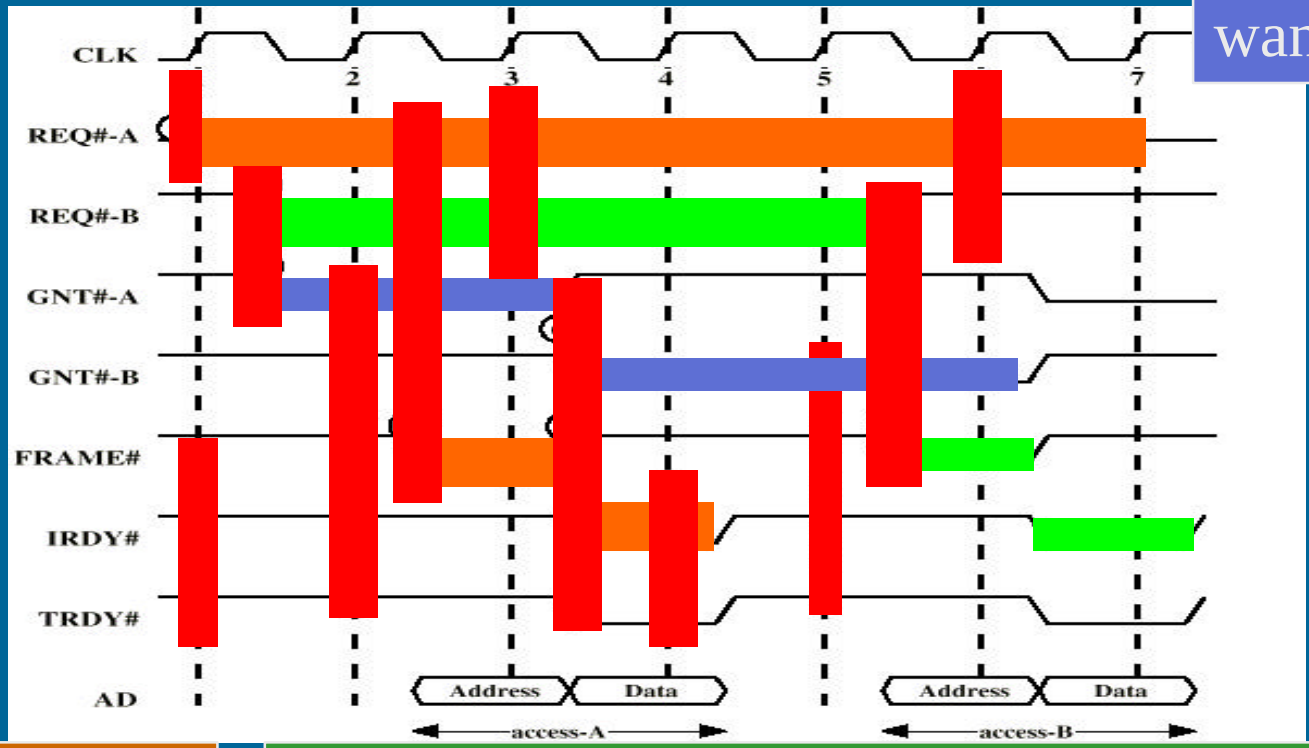
g) starts frame no more req.

Sees that only **A** wants it

A action

B action

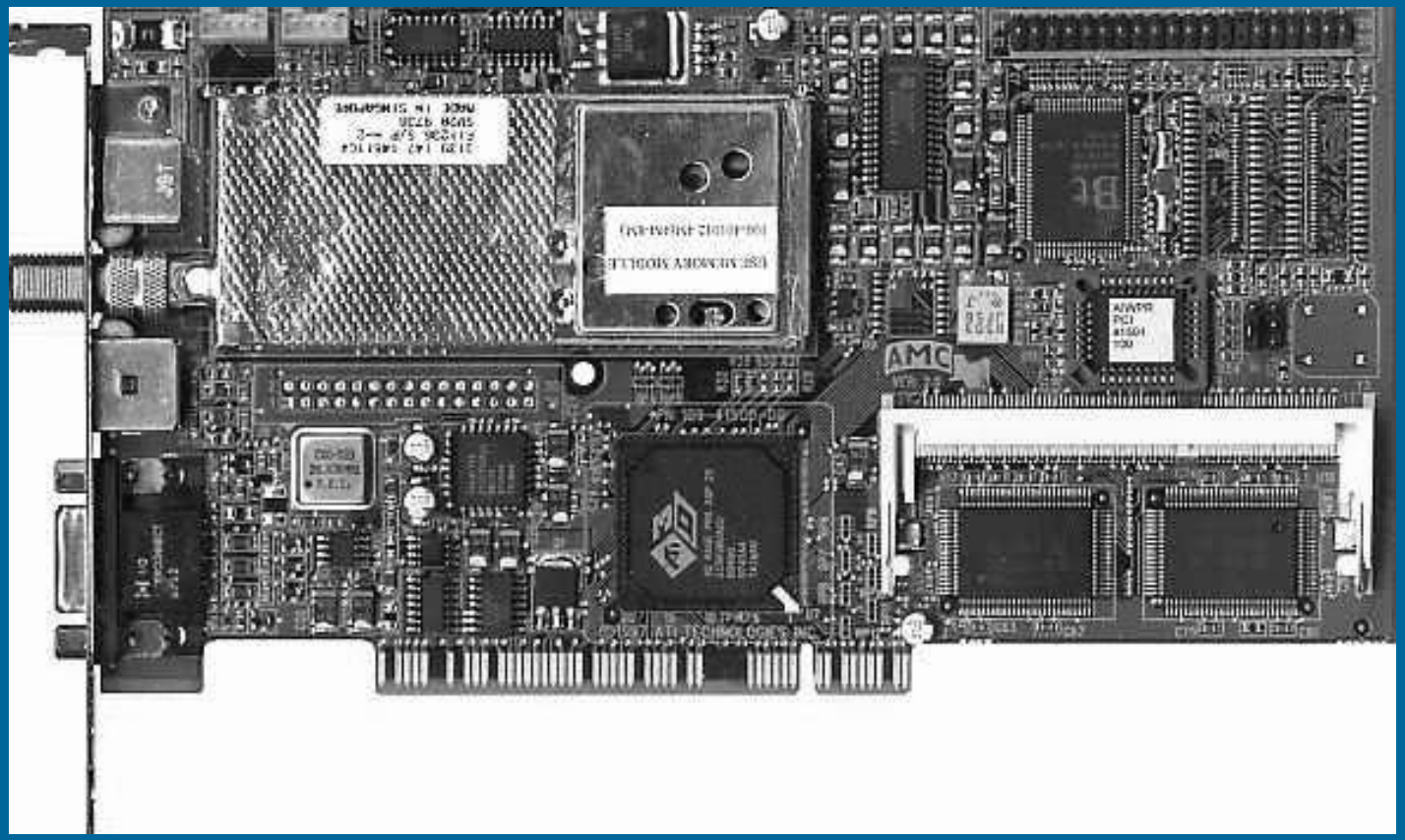
Arbitrator action



All ready for new trans

All ready for new trans, granted for B, B knows that it has bus

-- End of Chapter 3: System Buses --



(PCI card - connectors also on other side, some pins not used by this card)