

Dealing with I/O Devices

4-21-2003

Opening Discussion

- Do you have any questions about the quiz?
- What did we talk about last class?
- Have you seen anything interesting in the news?

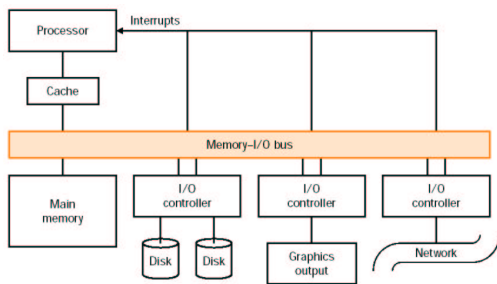
Intermediate Assignments

- What can we do about the growing gap between memory speed and processor speed?
 - Various optimization tools and compilers can produce code that recognizes the hardware and uses instruction set extensions
 - Can we prevent stalls from happening? What is why we try to minimize their impact
 - We already are hitting memory bottlenecks in the consumer market. What is why a 1GHz machine isn't twice as fast as a 500MHz machine

The Role of I/O

- For we have discussed on developing a processor that can perform the computations we require and how to do them quickly
- This processor exists in a complete vacuum though it is useless. We have to be able to get information to and from it. This is the role of I/O and its performance can be just as critical as the other parts we have discussed for a system

Organization of I/O



Performance of I/O

Metrics

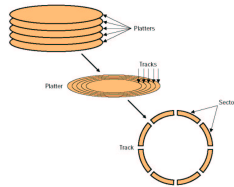
- Throughput is so-called all that really matters is how long it takes to get a large chunk of data out through a given device. This ignores latency of starting things up
- When we need more frequent small bursts of communication the transactions per second metric matters more. Latency matters a lot here while bandwidth takes a bit of a back seat

Types of I/O Devices

- I/O devices can be characterized by their behavior, who they talk to, and their data rate
 - Bus: in/out only, low bandwidth, updates counters or send pulses for motion
 - Magnetic disks: in/out and out/in, high bandwidth
 - Networks: in/out and out/in, high bandwidth

Magnetic Disks

- Have several platters each with its own read/write head. The platters spin between the heads and the disk.
- Disk contains data and error correction codes. These can be intelligently done.



Networking

- The importance of inter-computer communications has been growing steadily for the last several years.
- Most local networking uses the ethernet protocol where the wire is basically a bus between machines.
- Longer distances use packet switched networks. The common header format allows heterogeneous networks.

Internet

- Do you think the Oilers will win tonight?
- How do you sign in to the website?
You can get your grades on the web by executing the following code and to
the users of the local network
Documents and Settings\TradeCheck\at\se
your login name is our original
password is your digit student number
