University of Illinois at Urbana-Champaign Dept. of Electrical and Computer Engineering

ECE 220: Computer Systems & Programming

LC-3 Input and Output (I/O) Registers

ECE 220: Computer Systems & Programming

 $\mathbb O$  2018-2020 Steven S. Lumetta. All rights reserved.

slide 1

## Unsynchronized I/O Fails in the Classroom

How does I/O work in the classroom?

- 1. You blurt out a question.
- 2. The professor stops and looks around.
- 3. The professor makes an intelligent response. For example: "Eh? What? Huh? Was there a question?"
- 4. Then the professor goes back to writing.

The problem? No synchronization!

ECE 220: Computer Systems & Programming

2

© 2018 Steven S. Lumetta. All rights reserved.

slide 2

1

## I/O Requires Synchronization to Succeed

So you try again...

- 1. You raise your hand.
- 2. Eventually, the professor notices.
- 3. The professor asks, "Yes?"
- 4. You ask your question.
- 5. The professor says it's a good question.
- 6. And assigns it as a homework problem.
- 7. Then the professor goes back to writing.

ECE 220: Computer Systems & Programming

© 2018 Steven S. Lumetta. All rights reserved.

slide 3

## Handshaking in Hardware Similar to Q/A in Class

In a classroom, we use

- our hand to indicate status (have a question), and
- our voice to deliver data (the question).

When hardware devices

- · lack a common clock,
- they need synchronization to communicate.

The simplest form is **handshaking**.

ECE 220: Computer Systems & Programming

 $\ensuremath{\mathbb{C}}$  2018-2020 Steven S. Lumetta. All rights reserved

slide 4

3