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Parallel I/O ports for the IBM microchannel

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Eight-bit parallel input/output (I/O) ports for the IBM microchannel are described. First, the microchannel signals needed for the ports are identified and defined. Next, the states of the data and address lines and the controls during input and output sequences are described. Finally, ports circuitry which responds to the sequences is presented and explained.

INTRODUCTION

Since the late 1970s, the vast majority of computer data acquisition papers in the *American Journal of Physics*, *The Physics Teacher*, and recently this journal involve interfaces and other circuitry designed by the authors. This is not surprising since electronics and instrumentation are important in physics.

Earlier, we characterized and compared game port, serial, and parallel interfaces, and argued the advantages of the latter.¹ We have also described a comprehensive scheme for computer data acquisition through parallel I/O ports.² Others have presented a variety of instruments and measurements which work off such ports (for instance, Refs. 3–7). Port designs for Apple II's,^{8,9} original PC's,⁹ and MacIntoshes¹⁰ are in the literature. The purpose of this paper is to present ports for the IBM microchannel.

I. I/O ON INTEL MICROPROCESSORS

Intel microprocessors perform input and output through timing sequences (called machine cycles) which involve their data and address lines and several control signals. In a programming language such as QuickBASIC, the output sequence is produced by execution of an OUT port number, value statement. The input sequence occurs when variable = INP(port number) is executed. Parallel port circuitry must respond to the output sequence by storing the value (on the data lines) and making it available to whatever is connected to the ports. The circuitry must respond to the input sequence by supplying a value to the data lines which is subsequently assigned to variable. In both cases, the circuitry only acts when its "wired in" port number matches the port number in the language statement.

II. MICROCHANNEL OPERATIONS

The microchannel may be thought of as a set of sockets into which circuit boards may be plugged. In the most common case, the sockets have three sections: optional video extension, 8 bit, and 16 bit, as shown in Fig. 1. The 28 connections needed for the parallel ports are

$A_{15} \cdots A_0$	16 address lines contain the port number during I/O operations;
M/-IO	the memory or input/output control is low during I/O cycles and high during memory read/write cycles;
$d_7 \cdots d_0$	eight data lines on which values go to and from the ports;
$-S_1$ & $-S_0$	status controls which distinguish input from output cycles ($-S_0$ and $-S_1$ are 1 and 0 during inputs and 0 and 1 during outputs);
-CMD	CoMmanD is the basic timing control.

Note that IBM uses the convention that signal names with "-" prefixes are active low.

Figure 2 gives the timing for I/O sequences.¹¹ Before -CMD goes active, two things occur: (1) at least 85 ns before -CMD, the port number appears on $A_{15} \cdots A_0$ and M/-IO indicates an I/O operation; and (2) at least 55 ns before -CMD, S_0 and S_1 indicate an input or output cycle.

Then, if the operation is an input, IBM specifies that the ports circuit must put a data value on $d_7 \cdots d_0$ no more than 60 ns after -CMD (goes active) and it must be removed between 0 and 40 ns after -CMD.

If the operation is an output, $d_7 \cdots d_0$ contains the data value starting when -CMD goes active and continuing at least 30 ns after -CMD returns inactive.

In the timing diagram: (1) "hatched" areas indicate unpredictable states; (2) double lines on $A_{15} \cdots A_0$ and $d_7 \cdots d_0$ indicate a set of values, some high and some low; and (3) the half-height lines for $d_7 \cdots d_0$ indicate a Hi-Z "disconnected" state. Note that $A_{15} \cdots A_0$, M/-IO, S_0 , and S_1 begin the next cycle during -CMD. Although not shown, -CMD and the data lines may be finishing a previous cycle as the cycle shown begins.

III. PORTS CIRCUIT

We decided to implement two 8-bit input and two 8-bit output ports. Perusal of IBM port number assignments for PS/2 Models 50, 60, 70, and 80¹¹ reveals that numbers 300 and 301 hex are not used by other devices such as the keyboard, disk controller, printer ports, etc. (However, one

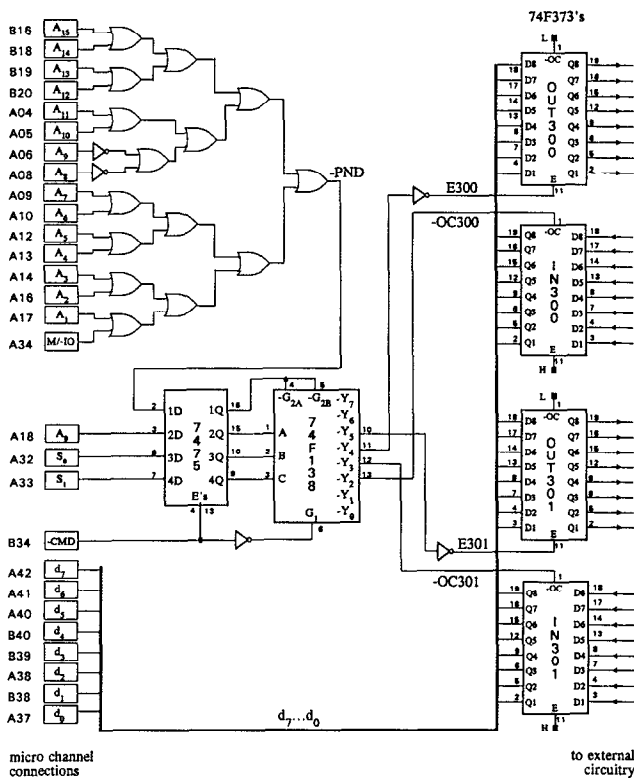


FIG. 3. Circuit for a pair of 8-bit input/output ports for the microchannel.

S_1	S_0	A_0	i	case
1	0	0	4	$-Y_4$ after inversion is E300
0	1	0	2	$-Y_2$ is -OC300
1	0	1	5	$-Y_5$ after inversion E301
0	1	1	3	$-Y_3$ is -OC301.

The final issue is whether or not the controls occur at the right point in the sequences. The three critical times are

(1) The port number decoder gate delays must be less than the 85 ns between $A_{15} \cdots A_1$, M/-IO and -CMD. Using 74FIC's, the maximum net delay is 35 ns.¹²

(2) In an input sequence, -OC300 (or -OC301) must place data on $d_7 \cdots d_0$ no more than 60 ns after -CMD. Using specifications for the inverter (for -CMD), the 74F138 and the 74F373, the maximum gate delay is 27 ns.¹²

(3) In an output sequence, E300 (or E301) must go high-to-low within 30 ns after -CMD while data is still on $d_7 \cdots d_0$. Using gate delay specifications for the inverter (for -CMD), the 74F138, another inverter, and the 74F373, the action occurs a maximum of 20 ns after -CMD.¹²

IV. CONSTRUCTION AND TESTING

The ports circuit can be constructed on a microchannel wire wrap card for \$60. We put a 34-pin wire wrap edge socket on the card and use a ribbon cable to carry the $4 \times 8 = 32$ port signals plus ground out of the computer. Power for the circuit comes from microchannel connection $A7 = +5$ V.

The I/O ports can be tested as follows: (1) run the

ribbon cable to a breadboard; (2) enter and execute a program which outputs 0 to port 300 hex; (3) check all bits with a logic probe; (4) repeat for output values 1, 2, 4, 8, 16, 32, 4, and 128 and for output to port 301 hex; (5) enter a program which inputs from 300 hex and prints the value; (6) wire bit 0 low and run the program [the input value should be 254 (1111 1110) since 74F373 IC's "see" disconnected inputs as high]; (7) repeat for the other bits and for input from 301 hex.

V. COMMENTS

Port numbers 300 and 301 hex were somewhat arbitrarily selected. Other numbers could be used by changing the decoder circuit. Also, more than two 8-bit I/O ports are possible by leaving A_1 (and perhaps A_2 and A_3) out of the decoder, adding one or more 74F138's, and using the A's to select which 74F138 responds to the I/O cycles.

All PS/2 machines support 16-bit I/O and higher models support 32-bit operations. However, most popular languages presently available only do 8-bit I/O (QuickBASIC, TurboPascal, etc.). However, if the language does 16-bit I/O, a pair of 16-bit ports can be constructed by adding four 74F373's for data bits $d_8 \cdots d_{15}$. (Pin assignments are: $d_8 = B48$, $d_9 = B48$, $d_{10} = A49$, $d_{11} = A50$, $d_{12} = B51$, $d_{13} = A51$, $d_{14} = B52$, and $d_{15} = B53$.) Also, the -CD DS16 control (A55) must be supplied to the microchannel. The signal -PND meets timing specifications. However, errors will occur if 8-bit I/O is done but the ports circuit signals via -CD DS16 that it is a 16-bit device.

The IBM states¹¹ that microchannel boards must respond to a positive port number decode by activating the signal -CD SFDBK (pin B36). We found this unnecessary. However, -PND meets specifications for -CD SFDBK.

The ports circuit was tested with QuickBASIC on a PS/2 Model 50 running DOS 4.0. For this situation, no special software or board response to the "setup" cycle is needed. We do not know if this is the case under OS/2. However, a programming language which executes machine code for 8- or 16- or 32-bit I/O to a port number should work independent of the operating system.

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