



Synchronous (SYNC) I/O is a type of I/O handshake that occurs between the host and storage device, also known as blocking I/O.

When the host has multiple I/Os to send to the storage device, let's called them IO1, IO2 and IO3, the host will send IO1 and wait for the IO1 completion before sending IO2 and wait for the IO2 completion before sending IO3, and so on. This behavior is called blocking because the host waits for the I/O completion on the previous command before sending the next command.

When dependencies exists such that IO2 would not happen unless IO1 completion is successful, SYNC I/O must be used.

