



Operating Systems W14L2 - I/O

Part 1 (ctd)

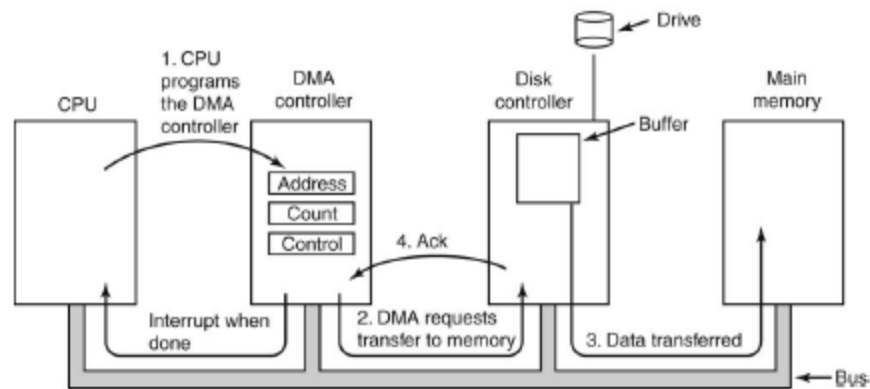
▼ Class	Operating Systems
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🔗 Materials	
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▼ Type	Lecture

Initial Discussion

- If multiple devices are using a bus, the bus speed will slow to the slowest device *for all connected devices*
- Device drivers are 'clipped' onto the OS — The drivers add bits of code onto the OS

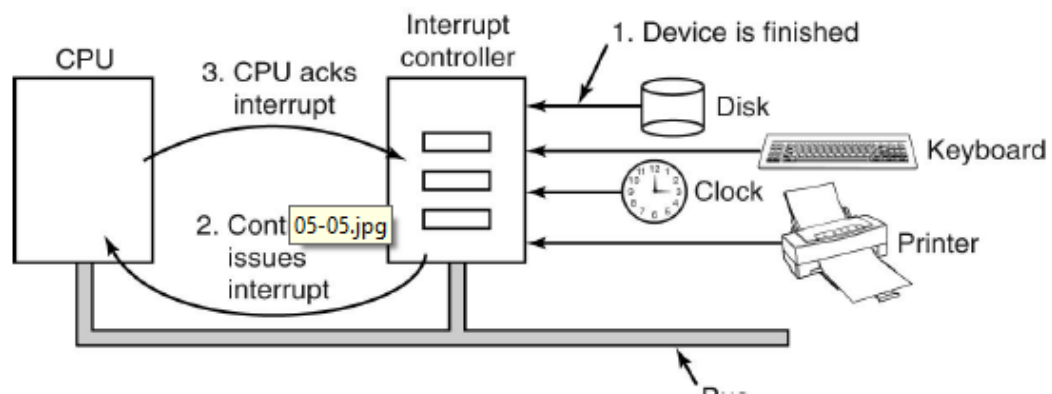
Interrupts

- OS must deal with inputs while not slowing anything down on the user's end
- **DMA:** Direct Memory Access [chip]
 - Not efficient to request data one byte at a time
 - DMA controller bus is independent from CPU in terms of accessing the system bus
- ▼ DMA Steps



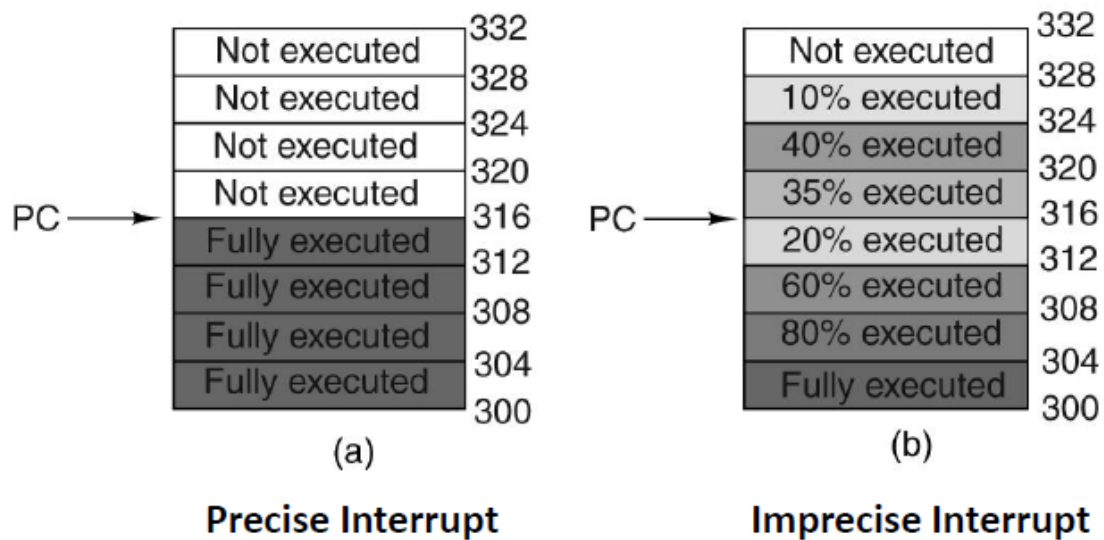
▼ Interrupt Controller (aka PIC)

- PIC orders interrupts by priority
- Motherboards can have multiple PICs, and thus number is fixed



- Precise interrupts make handling interrupts much simpler

▼ Precise versus Imprecise Interrupts

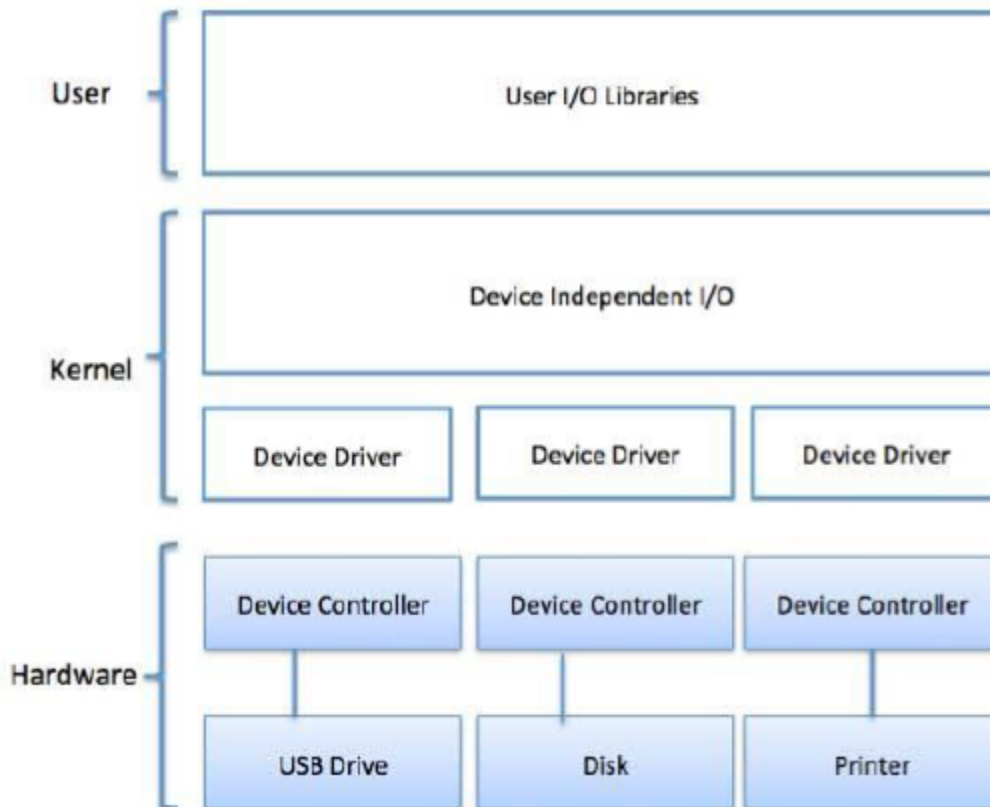


- Always question amount of information given
- There are other scenarios in which interrupts occur (i.e. interrupt-driven I/O)

The Software

▼ Big Picture

Always keep this in mind when comparing different devices and where they are handled.



- I/O software is *device independent*
 - Programmers should be able to write programs that can access any I/O device without specifying in advance what the device is — Using same APIs
- Any error handling (for I/O devices) should be solved as close to the hardware as possible
- **Synchronous (blocking) vs. asynchronous (interrupt-driven)**
- I/O software is *not* device driver (see above diagram)
- We also want there to be uniform interfacing
 - Different drivers must comply to certain "classes" that have different sets of the same functions (i.e. a speaker has play, volume functions, etc.
- Three ways for I/O
 1. Programmed
 2. Interrupt-driven

3. Using DMA

▼ 2x2 Analysis of Above Methods

	No Interrupts	Use of Interrupts
I/O-to-memory transfer through processor	Programmed I/O	Interrupt-driven I/O
Direct I/O-to-memory transfer		Direct memory access (DMA)