

Operating system

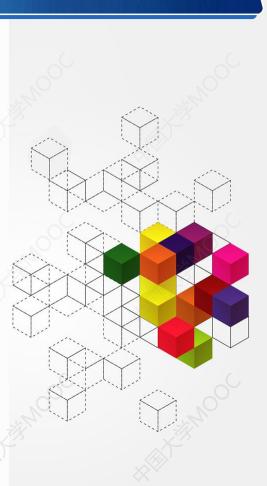
胡燕 大连理工大学



# 内容纲要

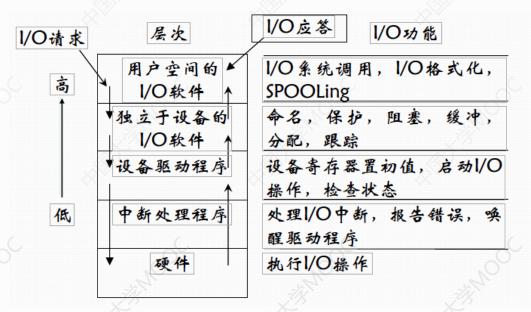
# 13.5 IO软件设计

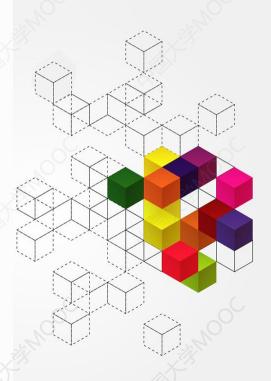
- 一、IO软件设计层次
- 二、中断与设备驱动层
- 三、设备无关IO软件层
- 四、用户层IO软件模块



### 一、IO软件设计层次

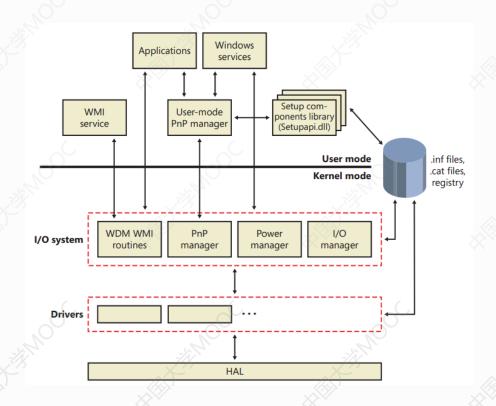
IO软件的设计思路:把IO软件组织成层次结构,低层软件用来屏蔽硬件细节,高层软件向用户提供简洁、友善的界面

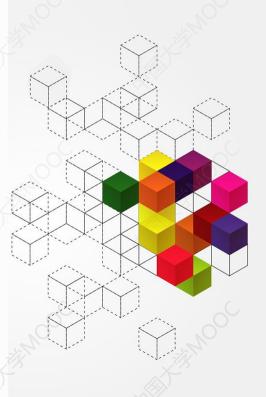




# 一、IO软件设计层次

### IO软件分层设计示例: Windows IO子系统





# 二、I/O中断处理程序与设备驱动程序

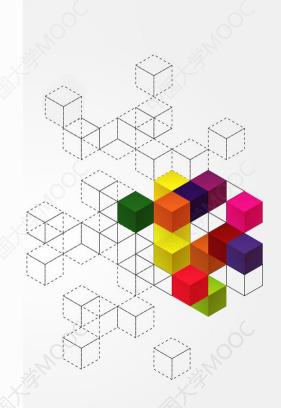
### I/O中断处理程序

I/O中断处理程序,位于操作系统底层,与硬件设备密切相关

#### 功能:

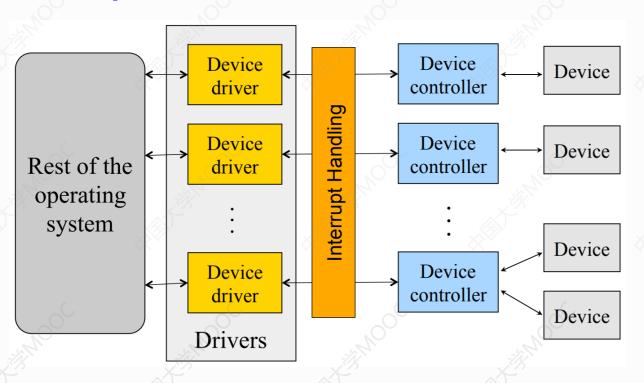
检查设备状态寄存器,判断发生中断的原因,根据 I/O操作的完成情况进行相应处理 如果数据传输有错,向上层软件报告设备的出错信

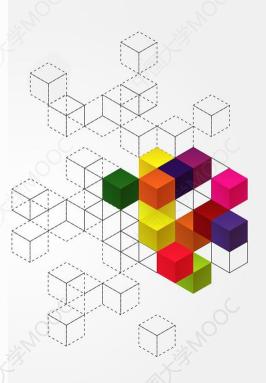
如果I/O正常结束,则唤醒等待传输完成的进程,使 其转为就绪态



# 二、 I/O中断处理程序与设备驱动程序

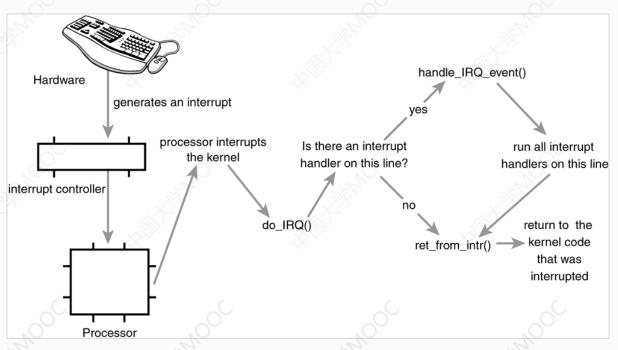
### **Interrupt Handler**

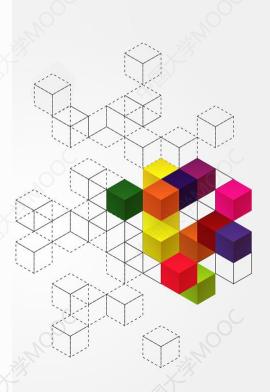




# 二、 I/O中断处理程序与设备驱动程序

### **Keyboard&mouse Interrupt Handling**



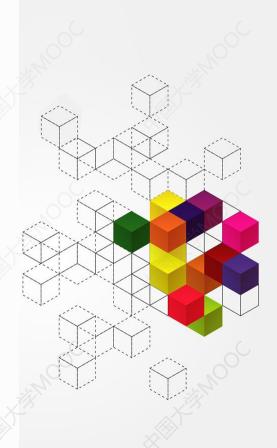


## 二、I/O中断处理程序与设备驱动程序

#### **Device Drivers**

设备驱动程序是操作系统中用于对设备进行操作或控制的代码,为操作系统和其他应用程序使用硬件提供易用的软件接口。

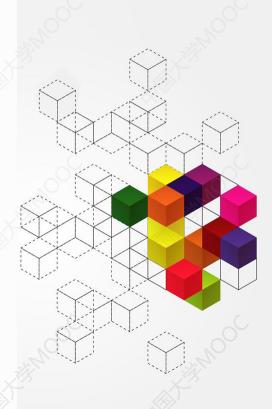
良好设计的设备驱动程序,应该能够使得应用程序在访问设备时无需了解硬件设备的工作细节。



### 二、 I/O中断处理程序与设备驱动程序

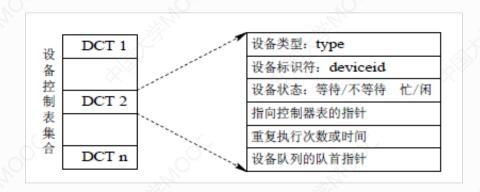
#### **What Device Drivers Do**

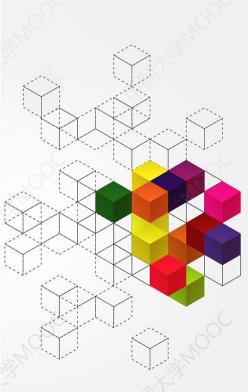
- Provide "the rest of OS" with APIs
  - Init, Open, Close, Read, Write, ...
- Interface with controllers
  - Commands and data transfers with hardware controllers
- Driver operations
  - Initialize devices
  - Interpreting outstanding requests
  - Managing data transfers
  - Accept and process interrupts
  - Maintain the integrity of driver and kernel data structures



### IO设备管理表。

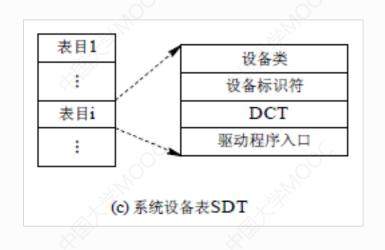
DCT SDT COCT CHCT

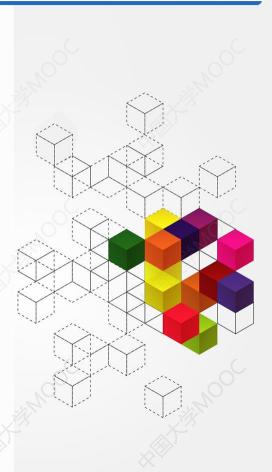




### IO设备管理表。

DCT SDT COCT CHCT



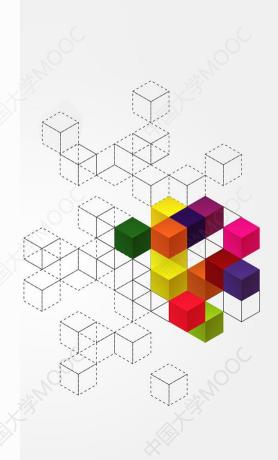


### IO设备管理表。

DCT SDT COCT CHCT

控制器标识符: controllerid 控制器状态: 忙/闲 与控制器连接的通道表指针 控制器队列的队首指针 控制器队列的队尾指针

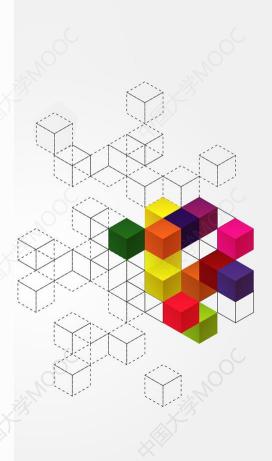
(a) 控制器表COCT



### IO设备管理表。

DCT SDT COCT CHCT

通道标识符: channelid 通道状态: 忙/闲 与通道连接的控制器表首址 通道队列的队首指针 通道队列的队尾指针



#### 设备分配过程

- 1. 根据逻辑设备名查找SDT, 找出设备的DCT, 分配设备
- 2. 根据DCT找出COCT,分配设备控制器
- 3. 根据COCT找出CHCT,分配通道

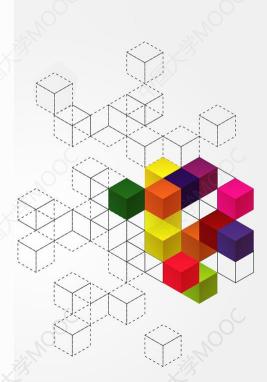




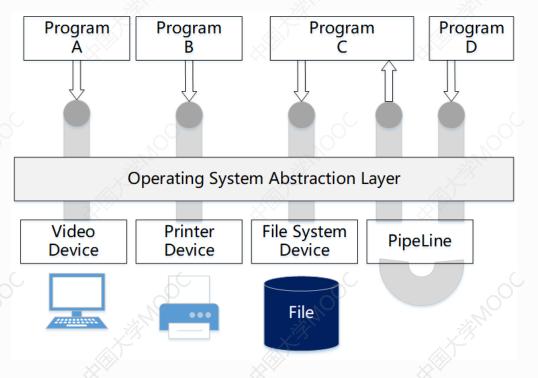


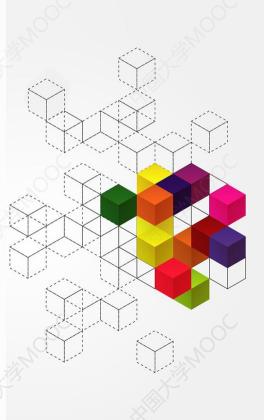


设备独立性:应用程序访问设备时,使用设备的逻辑名称 ,而不是物理设备名称。



### 通过硬件抽象层(HAL)达到IO独立的目的 提供众多通用IO管理功能

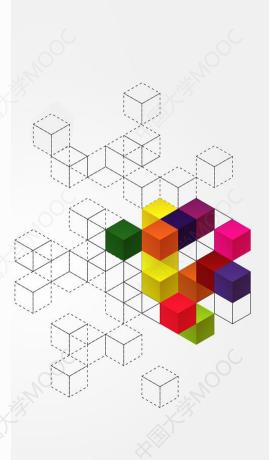




SPOOLING: 使独占设备可共享

### Device Reservation: 将设备变为某进程独占访问

system calls for acquiring or releasing exclusive access to a device (care required)

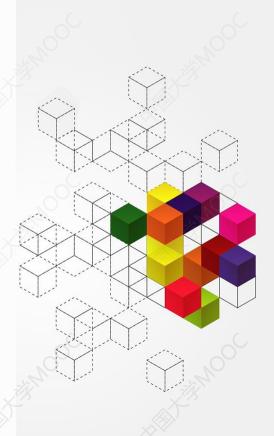


#### **Linux Device Tree**

#### 官方描述:

The primary purpose of Device Tree in Linux is to provide a way to describe non-discoverable hardware. This information was previously hard coded in source code.

ARM设备树出现之前的电路板硬件的细节被硬编码到内核中了,导致内核代码臃肿难以维护,因此通过设备树将内核与那些臃肿的硬件代码解耦,方便维护。



#### **Linux Device Tree**

#### Linus 2011年的一封信

From Linus Torvalds <>

Date Thu, 17 Mar 2011 19:50:36 -0700

Subject Re: [GIT PULL] omap changes for v2.6.39 merge window

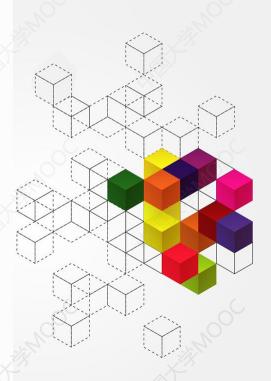
On Thu, Mar 17, 2011 at 11:30 AM, Tony Lindgren <tony@atomide.com> wrote:

> Please pull omap changes for this merge window from:

Gaah. Guys, this whole ARM thing is a f\*cking pain in the ass

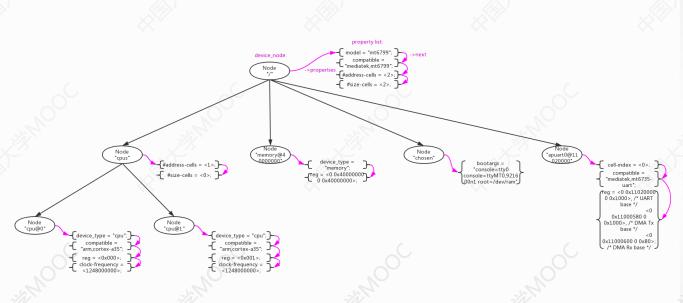
You need to stop stepping on each others toes. There is no way that your changes to those crazy clock-data files should constantly result in those annoying conflicts, just because different people in different ARM trees do some masturbatory renaming of some random device. Seriously.

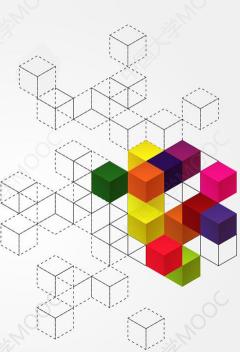
That usb\_musb\_init() thing in arch/arm/mach-omap2/usb-musb.c also seems to be totally insane. I wonder what kind of insanity I'm missing just because I don't happen to see the merge conflicts, just because people were lucky enough to happen to not touch the same file within a few lines.



#### **Linux Device Tree**

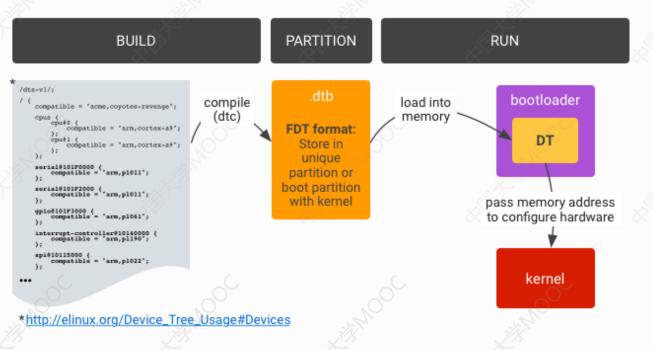
设备树示意图

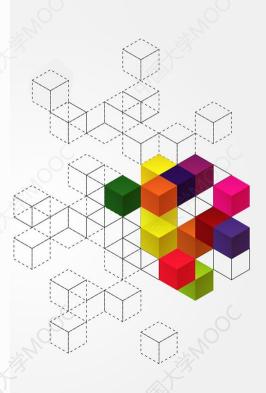




#### **Linux Device Tree**

Convert DTS to DTB with DTC





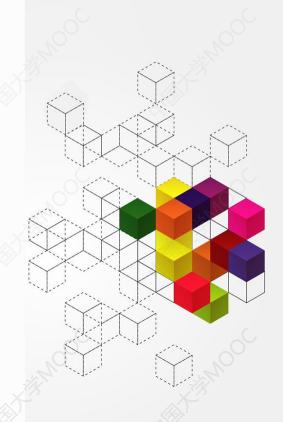
# 四、用户层IO软件模块

### 用户态的IO操作库

I/O子系统中绝不允许用户进程直接去执行特权态的 I/O操作

应用程序要实施I/O操作时,必须通过系统调用形式请求内核服务,在内核I/O相关系统调用代码内实现对I/O设备的操作

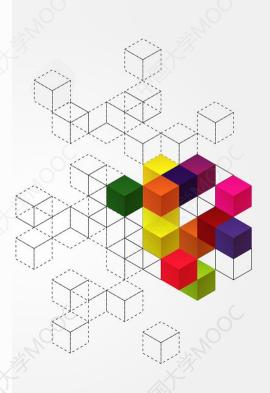
为了方便用户使用,对I/O相关系统调用进行功能封装后,以用户态库函数的形式供应用程序调用。



# 四、用户层IO软件模块

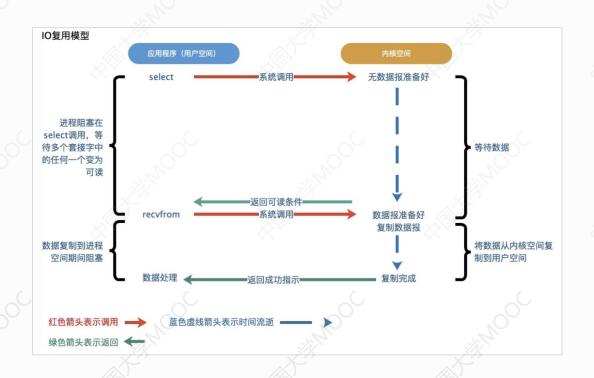
### Linux IO模型

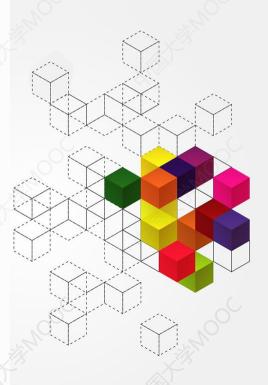




# 四、用户层IO软件模块

### Linux IO接口示例:多路复用IO接口 select





# 本讲小结

- IO软件设计层次
- IO中断处理与设备驱动
- 设备无关IO软件层
- 用户层IO软件模块

