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## **2.5 UNIVERSAL SERIAL BUS**

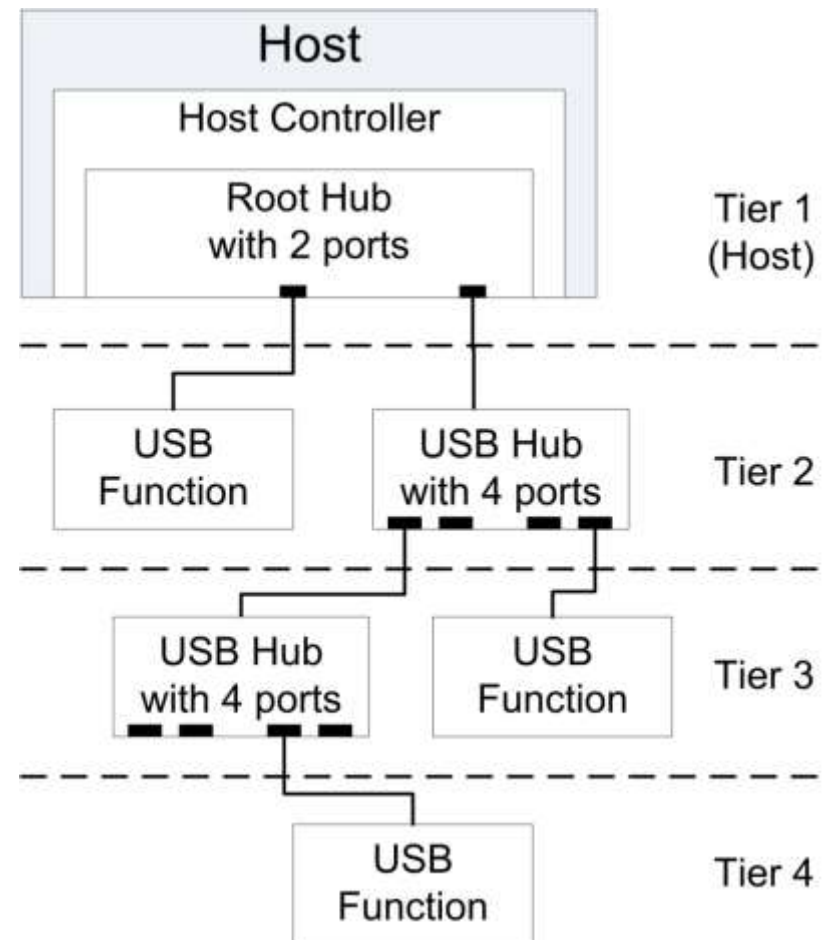
# Agenda

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- Part I: USB
  - Architectural Overview
  - USB Device Framework
  - Communication Flow
  - Transfer Scheduling
- Part II: A2 USB Implementation
  - Architectural Overview
  - USB Driver Interface
  - USB Device Driver Example

# Architectural Overview

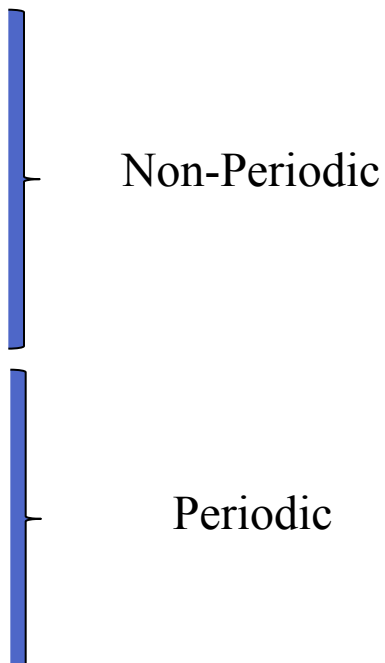
- One host controller per bus
- Max. 127 USB devices per bus
  - **Functions**  
Provide capabilities to the system, e.g. mouse, printer, etc.
  - **Hubs**  
Provide additional attachment points to the USB
- Physical Topology: Tiered star  
max. 7 tiers
- Logical Topology: Bus
- Devices share USB bandwidth through a host-scheduled, token-based protocol (USB is a *polled bus*)



# Architectural Overview

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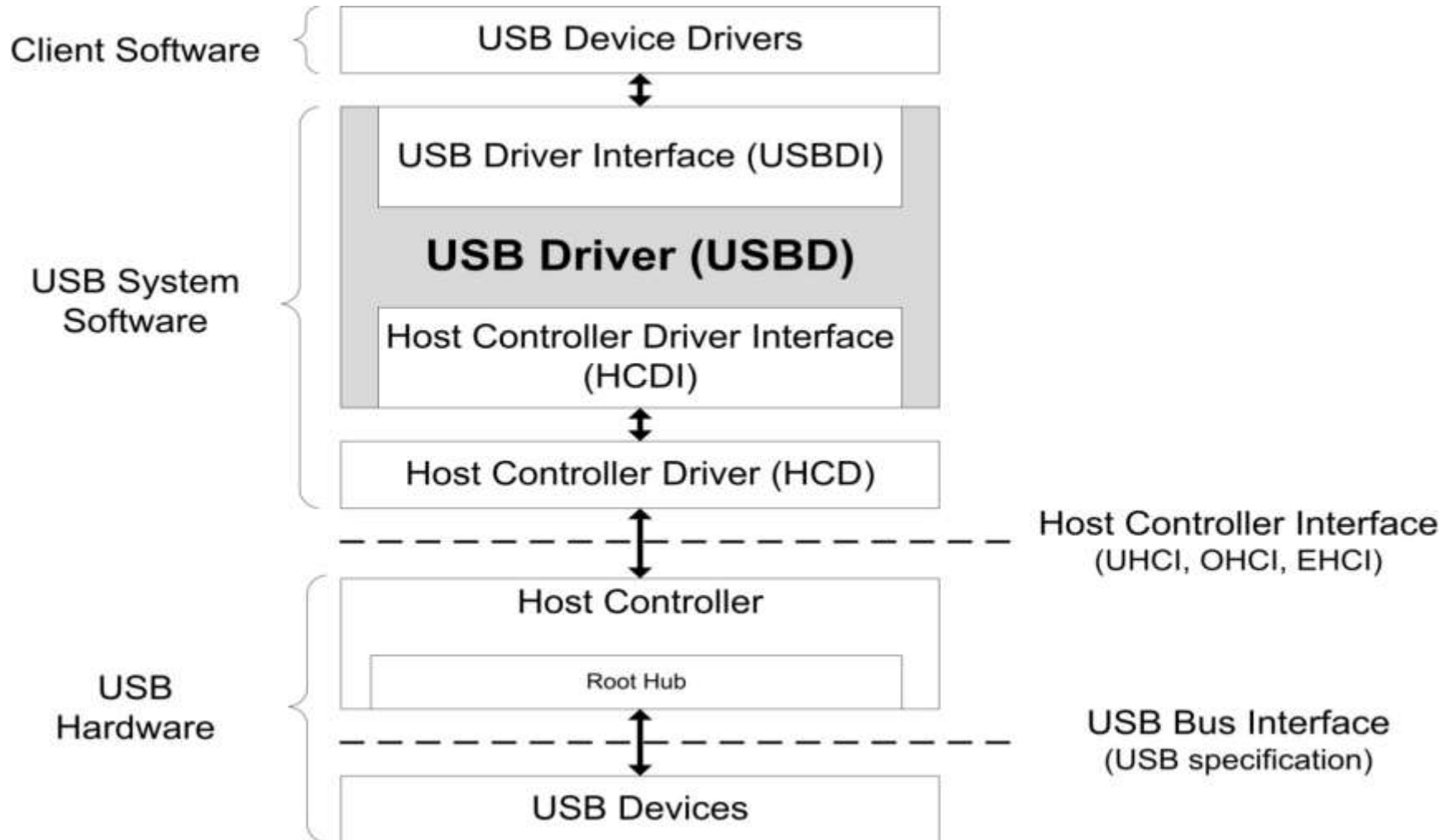
## Transfer Types:

- **Control transfers**
    - Request/Data/Status paradigm
  - **Bulk transfers**
    - Large amounts of data with relaxed latency requirements
  - **Interrupt transfers**
    - Small amounts of data, guaranteed latency
  - **Isochronous transfers**
    - Guaranteed bandwidth & latency, not reliable
- 
- Non-Periodic
- Periodic

## Transfer Speeds:

- Low-speed (1.5 Mb/s), Full-speed (12 Mb/s), High-speed (480 Mb/s), SuperSpeed (5.0 Gbps)

# USB Host: Hardware and Software



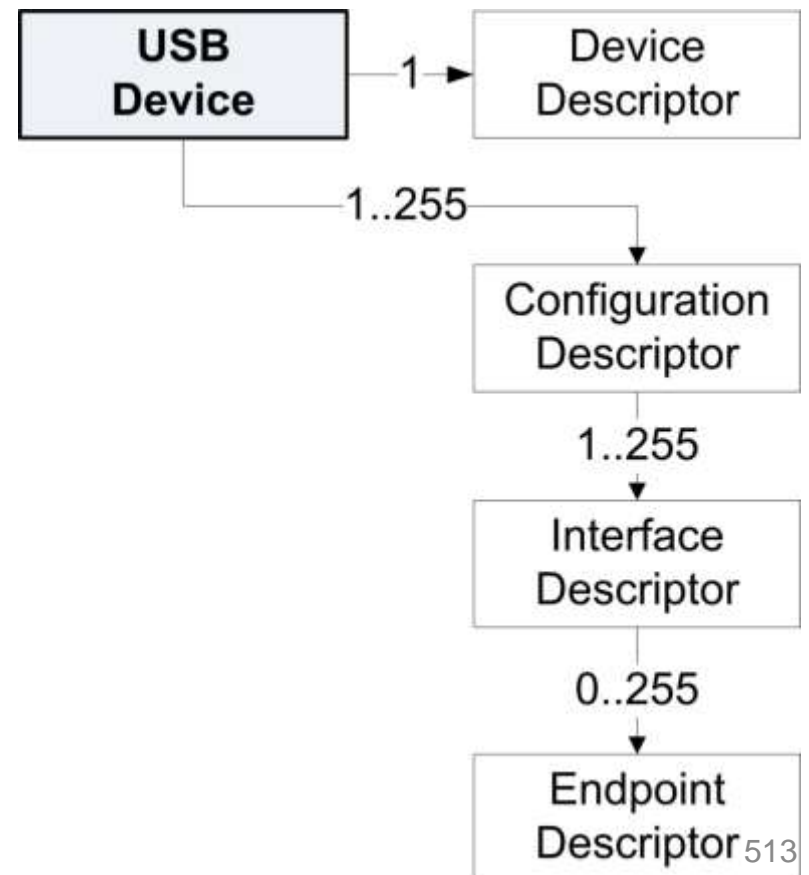
# USB Device Framework

The USB specification defines some attributes and operations common to all USB devices.

- Standard Descriptors
- Device States
- Standard Device Requests
- Default Control Endpoint (endpoint 0)



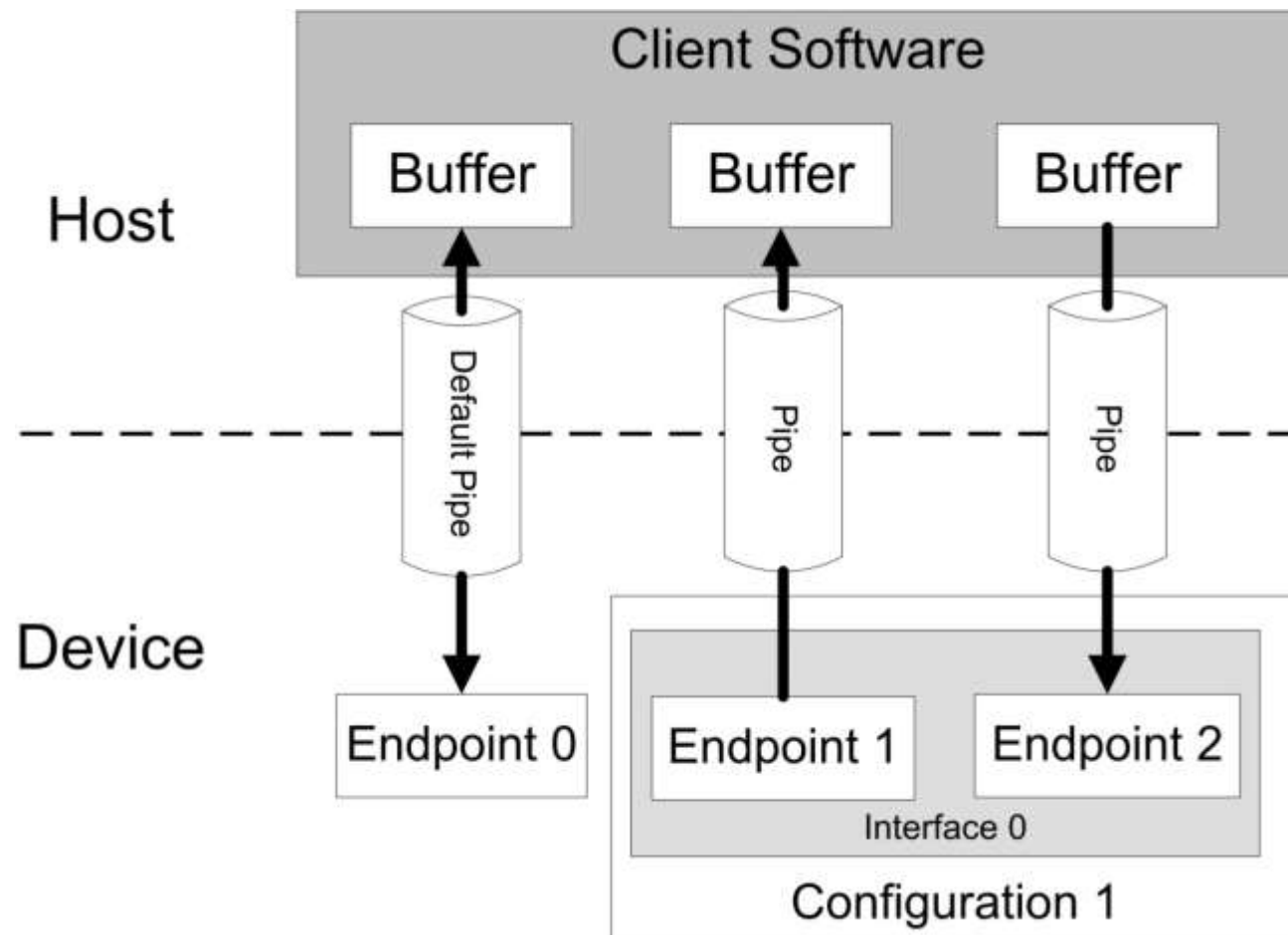
Logical USB device



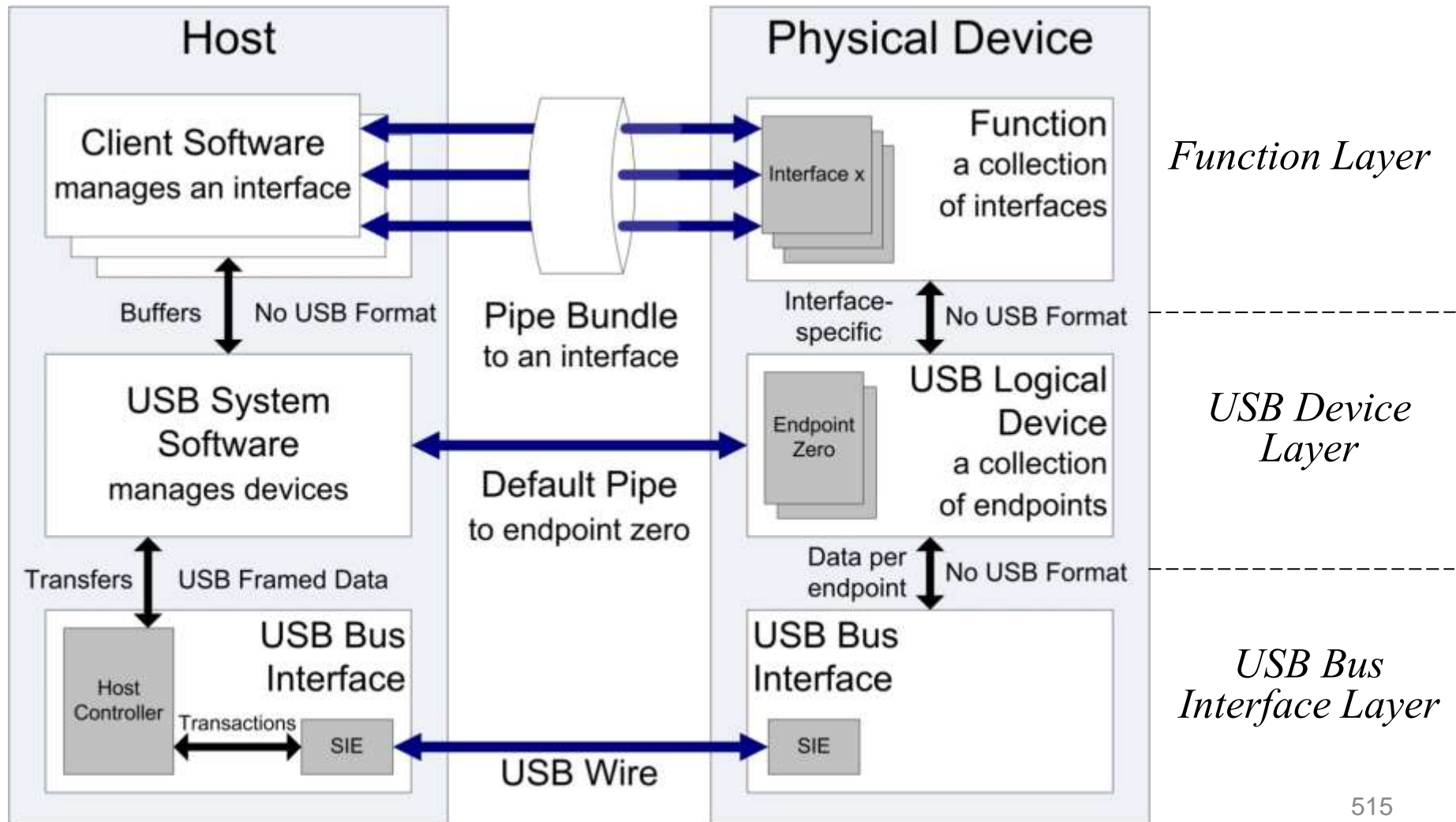
# Communication Flow

## USB Pipes

- Association between client software and device endpoint



# Communication Flow





# Transfer Scheduling (UHCI)

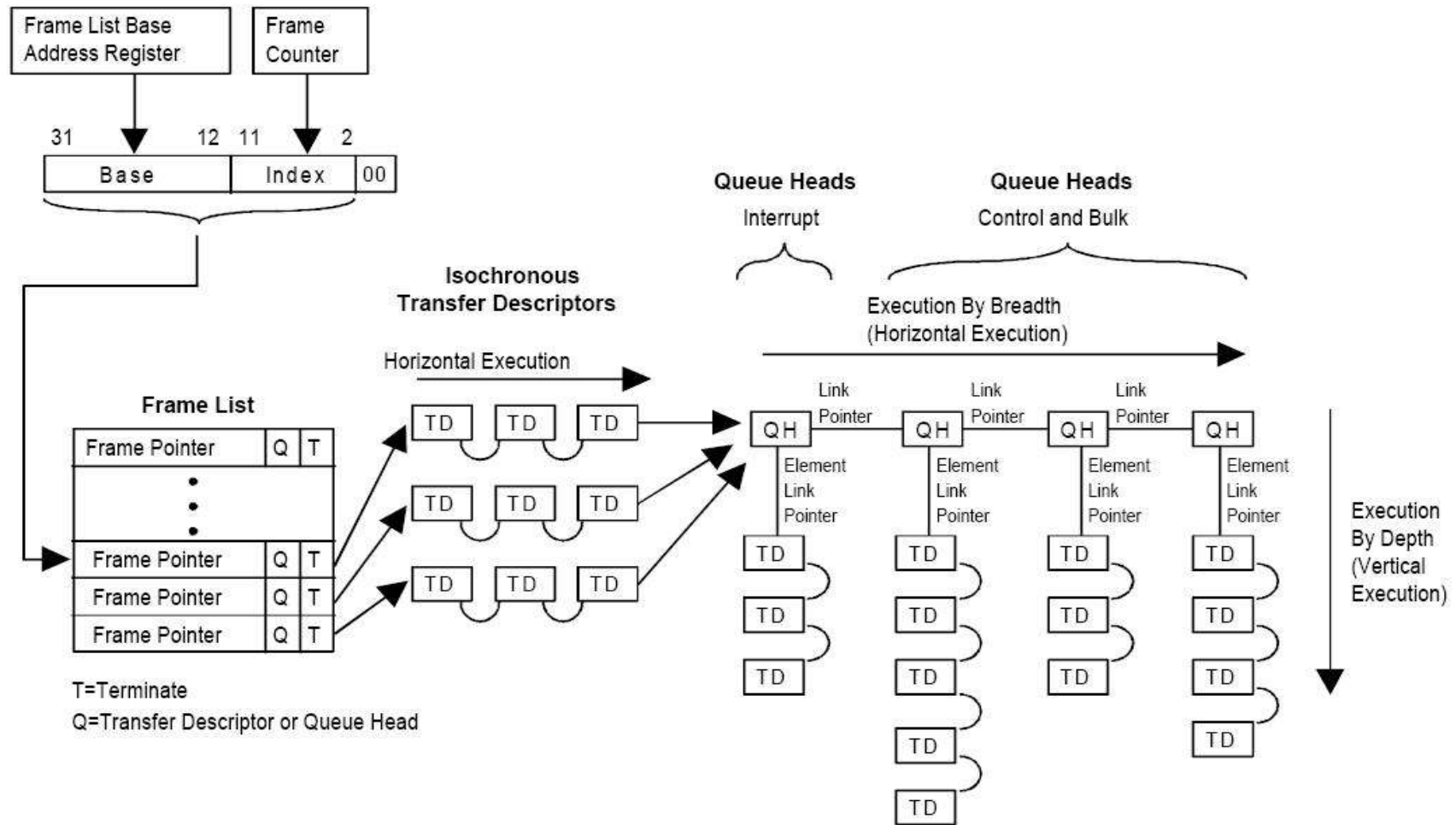
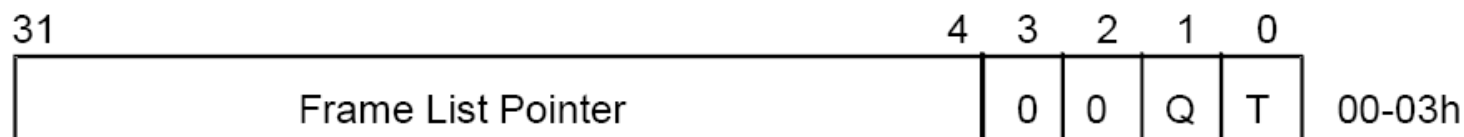


Figure: Example Schedule ([UHCI], p.6)

# Data Structures (UHCI)

- Frame List Pointer



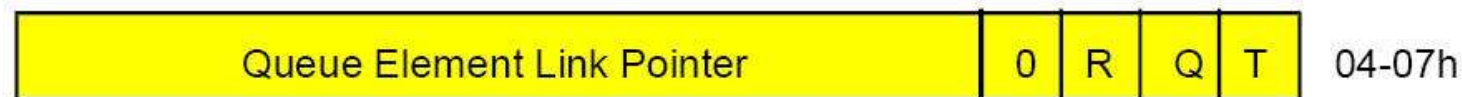
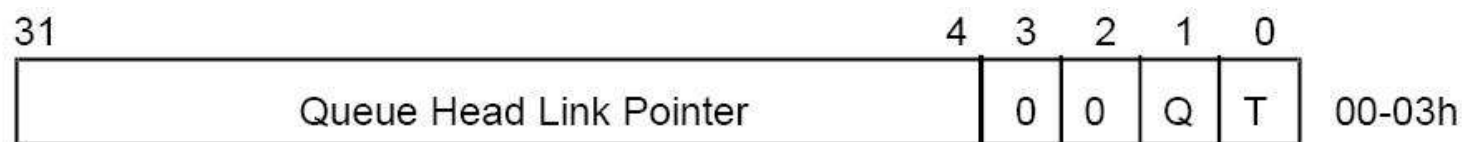
Host Controller Read/Write



Host Controller Read Only

*Figure: Frame List Pointer ([UHCI], p. 20)*

- Queue Head



Host Controller Read/Write

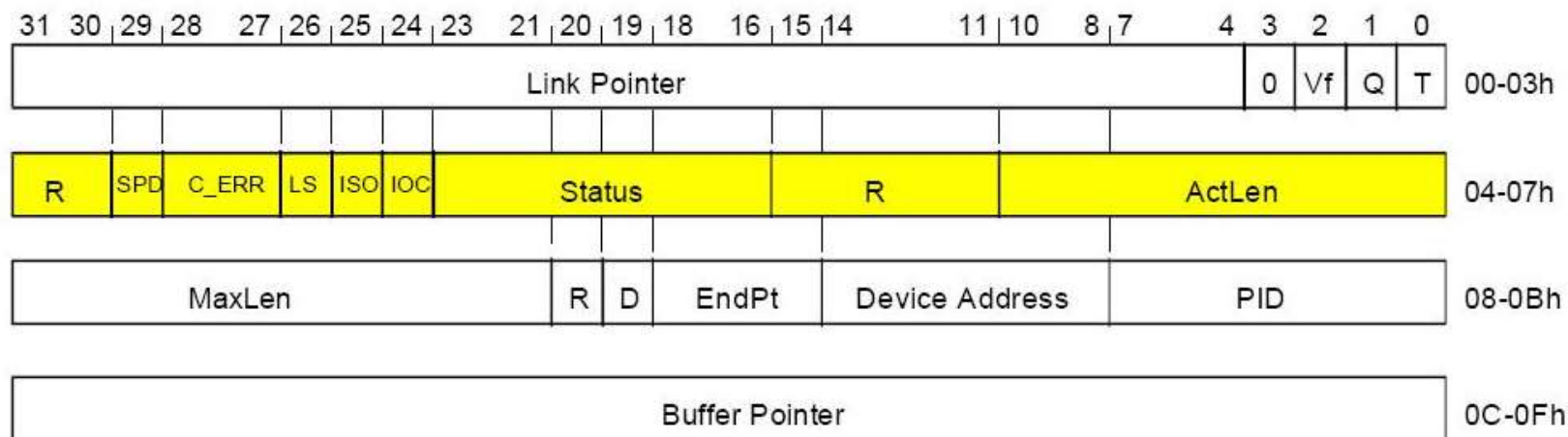


Host Controller Read Only

*Figure: Generic Form of Queue Head ([UHCI], p. 25)*

# Data Structures (UHCI)

- Transfer Descriptor



R=Reserved



Host Controller Read/Write

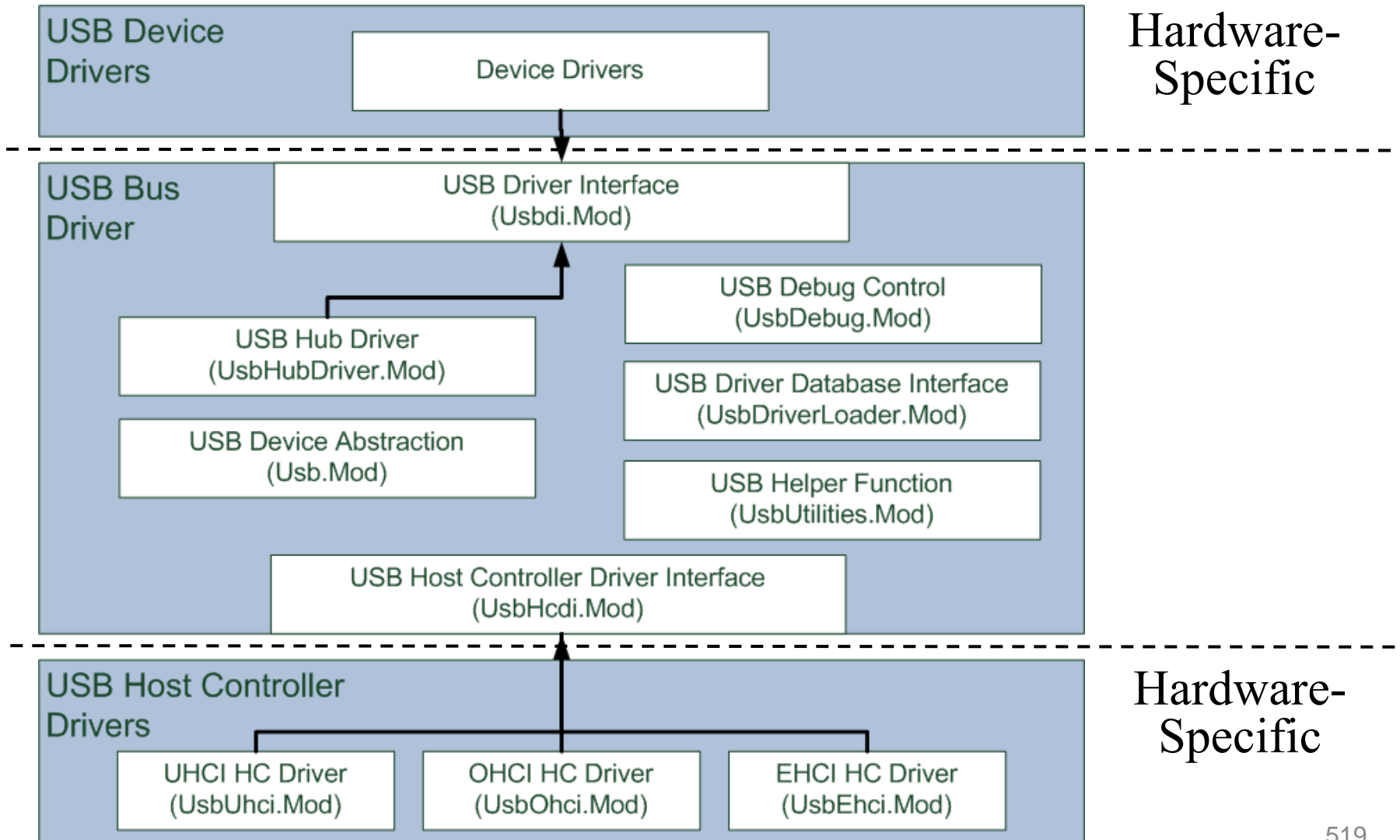


Host Controller Read Only

Figure: Generic Form of Transfer Descriptor ([UHCI], p. 21)

# A2 USB System Software

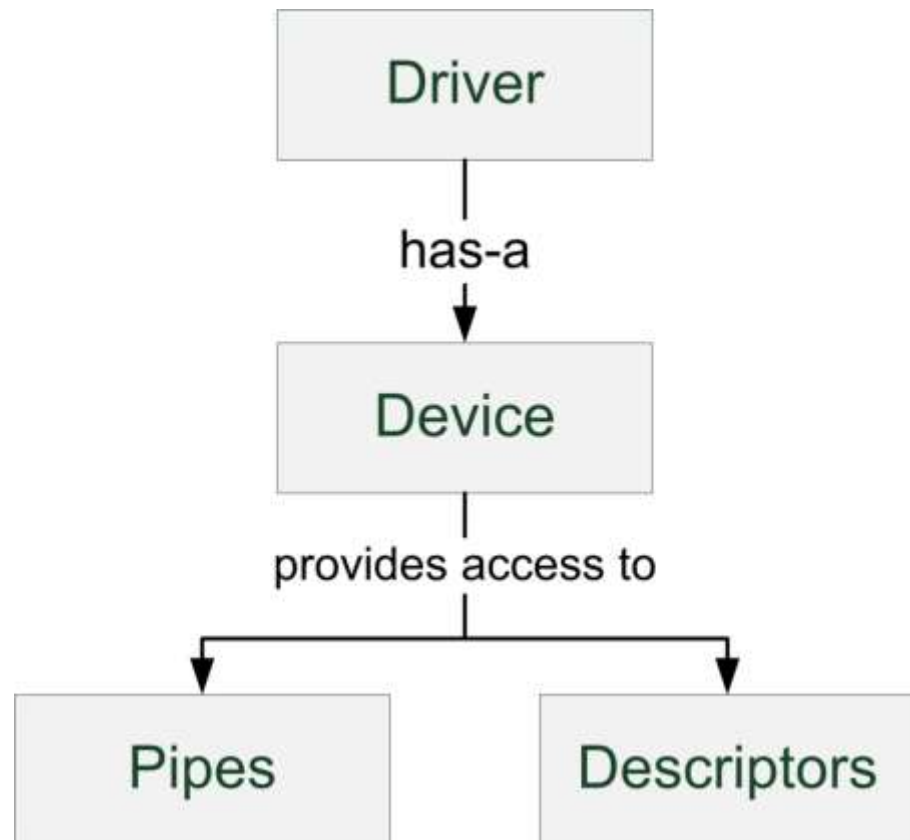
## Architectural Overview



# USB Driver Interface

## Usbdi.Mod

- Defines abstract classes implemented by Usb.Mod and UsbHcdi.Mod
- Hide implementation details from clients
- **Basic idea:**  
Each device driver is a subclass of Usbdi.Driver, which provides access to the USB logical device



# USB Driver Interface

Usbdi.Driver

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- Base class of all USB device drivers

**Driver\* = OBJECT**

VAR

device\* : UsbDevice;

interface\* : InterfaceDescriptor;

**PROCEDURE Connect\* () : BOOLEAN;**

**PROCEDURE Disconnect\*;**

END Driver;

# USB Driver Interface

Usbdi.UsbDevice

---

- Represents USB logical device

**UsbDevice\* = OBJECT**

VAR

descriptor\* : DeviceDescriptor;

configurations\* : Configurations;

actConfiguration\* : ConfigurationDescriptor;

**PROCEDURE GetPipe\*(endpointAddress: LONGINT) : Pipe;**

**PROCEDURE FreePipe\*(pipe: Pipe);**

END UsbDevice;

# USB Driver Interface

## Usbdi.Pipe

---

- Transfer data between software buffer and device endpoint

**CompletionHandler\* =**

```
PROCEDURE {DELEGATE} (status: Status; actLen: LONGINT);
```

**Pipe\* = OBJECT**

```
PROCEDURE Transfer*(len, ofs: LONGINT; buffer: Buffer): Status;
```

```
PROCEDURE Request*(
```

```
    bmRequestType: SET;
```

```
    bRequest, wValue, wIndex, wLength: LONGINT): Status;
```

```
PROCEDURE SetTimeout*(milliseconds: LONGINT);
```

```
PROCEDURE SetCompletionHandler*(handler: CompletionHandler);
```

```
END Pipe;
```



# USB Driver Interface

## Driver Registration

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- Device driver provides procedure that uses device descriptors to check whether a given device can be handled

```
ProbeProc* = PROCEDURE {DELEGATE} (  
    device: UsbDevice; interface: InterfaceDescriptor): Driver;
```

Called for each interface of the device

- Device drivers register themselves at the USB driver

```
Usbdi.drivers.Add*(probe: ProbeProc;  
    name: Plugins.Name; desc: Plugins.Description;  
    priority : LONGINT);
```

```
Usbdi.drivers.Remove*(name : Plugins.Name);
```

# Minimal USB Mouse Driver

## Registering

---

```
MouseDriver = OBJECT(Usbdi.Driver)
```

```
  (* driver code *)
```

```
  PROCEDURE Connect() : BOOLEAN;
```

```
  PROCEDURE Disconnect;
```

```
END MouseDriver;
```

```
PROCEDURE Probe(dev: Usbdi.UsbDevice; id: Usbdi.InterfaceDescriptor  
  ) : Usbdi.Driver;
```

```
VAR driver : MouseDriver;
```

```
BEGIN
```

```
  IF id.bInterfaceClass # 3 THEN RETURN NIL; END; (* HID class *)
```

```
  IF id.bInterfaceSubClass # 1 THEN RETURN NIL; END; (* Boot protocol subclass *)
```

```
  IF id.bInterfaceProtocol # 2 THEN RETURN NIL; END; (* Mouse *)
```

```
  NEW(driver); RETURN driver;
```

```
END Probe;
```

```
PROCEDURE Install;
```

```
BEGIN
```

```
  Usbdi.drivers.Add(Probe, "UsbMouse", "Minimal USB Mouse Driver", 10);
```

```
END Install;
```

# Minimal USB Mouse Driver

## Getting Control

---

**MouseDriver = OBJECT**

VAR

buffer : Usbdi.BufferPtr;

pipe : Usbdi.Pipe;

**PROCEDURE Connect() : BOOLEAN;**

VAR status : Usbdi.Status;

BEGIN

pipe := device.GetPipe(81H); (\* Assume endpoint 1 is interrupt IN pipe \*)

IF (pipe # NIL) THEN

NEW(buffer, 3);

pipe.SetTimeout(0); (\* Non-Blocking \*)

pipe.SetCompletionHandler(CompletionHandler);

status := pipe.Transfer(3, 0, buffer^); (\* ignore res \*)

END;

RETURN pipe # NIL;

END Connect;

END MouseDriver;

# Minimal USB Mouse Driver

Receive, Parse and Forward data

---

**MouseDriver = OBJECT**

VAR

buffer : Usbdi.BufferPtr;

pipe : Usbdi.Pipe;



**PROCEDURE CompletionHandler(status : Usbdi.Status; actLen : LONGINT);**

VAR mm : Inputs.MouseMsg;

BEGIN

IF (status = Usbdi.Ok) THEN

mm.dx := SYSTEM.VAL(SHORTINT(buffer[1]));

mm.dy := SYSTEM.VAL(SHORTINT(buffer[2]));

IF 0 IN SYSTEM.VAL(SET, buffer[0]) THEN mm.keys := mm.keys + {0}; END;

IF 1 IN SYSTEM.VAL(SET, buffer[0]) THEN mm.keys := mm.keys + {2}; END;

IF 2 IN SYSTEM.VAL(SET, buffer[0]) THEN mm.keys := mm.keys + {1}; END;

Inputs.mouse.Handle(mm);

status := pipe.Transfer(3, 0, buffer^);

END;

END CompletionHandler;

END MouseDriver;

# Specifications

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- [USB2.0], “Universal Serial Bus Specification”, Revision 2.0, April 27 2000, USB Implementers Forum Inc., [www.usb.org](http://www.usb.org)
- [EHCI], “Enhanced Host Controller Interface Specification for Universal Serial Bus”, Revision 1.0, March 2002, Intel, [www.intel.com](http://www.intel.com)
- [UHCI], “Universal Host Controller Interface (UHCI) Design Guide”, Revision 1.1, March 1996, Intel, [www.intel.com](http://www.intel.com)
- [OHCI], “OpenHCI Open Host Controller Interface Specification for USB”, Release 1.0a, September 1996, Microsoft, Compaq & National Semiconductors,  
[ftp://ftp.compaq.com/pub/supportinformation/papers/hcir1\\_0a.pdf](ftp://ftp.compaq.com/pub/supportinformation/papers/hcir1_0a.pdf)