

# I/O Systems

**Methods**  
Implementation  
Scheduling  
Tertiary

## ■ Reading: OS Concepts: Chapters 13 & 14

## ■ Contents

- Methods
- Implementation
- Scheduling
- Tertiary

# Device I/O methods

**Methods**  
Implementation  
Scheduling  
Tertiary

## ■ Interfaces to devices:

- ☞ Ports: \_\_\_\_\_
- ☞ Memory Mapping: \_\_\_\_\_
- ☞ Interrupts: \_\_\_\_\_
- ☞ DMA: \_\_\_\_\_

## ■ Methods of communication:

- ☞ Two-way communication: \_\_\_\_\_
- ☞ Polling: \_\_\_\_\_
- ☞ Interrupts: \_\_\_\_\_
- ☞ DMA: \_\_\_\_\_

# Ports

## Methods

Implementation  
Scheduling  
Tertiary

### ■ Two way communication



Port Example

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# Polling

## Methods

Implementation  
Scheduling  
Tertiary

### ■ Control & Status registers are memory mapped

#### 1. Busy waiting:



#### 2. Issuing a Command:



#### 3. Action by the Controller:



Polling Example

Memory Mapping Example

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# Interrupts

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Implementation  
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1. CPU interrupt request line triggered by I/O device

2. Interrupt handler:



\_\_\_\_\_



\_\_\_\_\_

3. Handler:



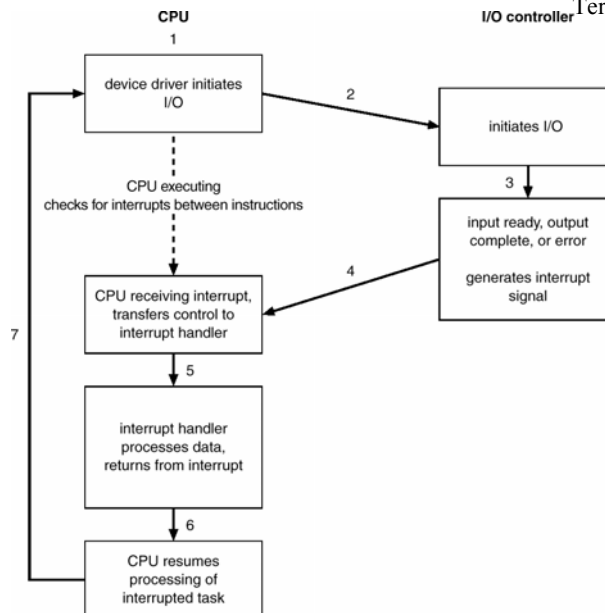
\_\_\_\_\_

\_\_\_\_\_

Interrupt Examples

# Interrupt driven I/O cycle

**Methods**  
Implementation  
Scheduling  
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# DMA

**Methods**  
Implementation  
Scheduling  
Tertiary

- Used for movement of large amounts of data

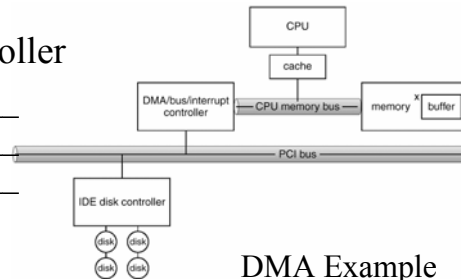
- Requires a DMA controller



\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



- Steps



\_\_\_\_\_

\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_



\_\_\_\_\_

DMA Example

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# Performance

**Methods**  
**Implementation**  
Scheduling  
Tertiary

- Issues & Improvements

☞ Reduce Context switches: \_\_\_\_\_

☞ Reduce Data Copying: \_\_\_\_\_

☞ Reduce Interrupts: \_\_\_\_\_

☞ Use DMA: \_\_\_\_\_

☞ Balance \_\_\_\_\_

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# Disk Scheduling

Methods  
Implementation  
**Scheduling**  
Tertiary

## ■ Access time has two major components:

☞ Seek time: \_\_\_\_\_

☞ Rotational latency: \_\_\_\_\_

## ■ For Disk Drives Efficiency means

☞ \_\_\_\_\_

## ■ Algorithms

☞ FCFS, SSTF, SCAN, C-SCAN, C-LOOK

## ■ Example

☞ 0-199

☞ 53

☞ 98, 183, 37, 122, 14, 124, 65, 67

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# FCFS

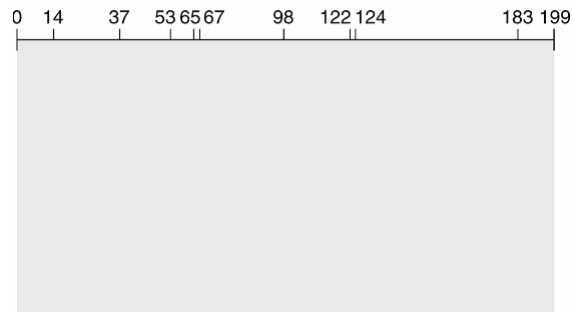
Methods  
Implementation  
**Scheduling**  
Tertiary

■ Algorithm: \_\_\_\_\_

■ Performance: \_\_\_\_\_

■ Issues: \_\_\_\_\_

queue = 98, 183, 37, 122, 14, 124, 65, 67  
head starts at 53



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# SSTF

Methods  
Implementation  
**Scheduling**  
Tertiary

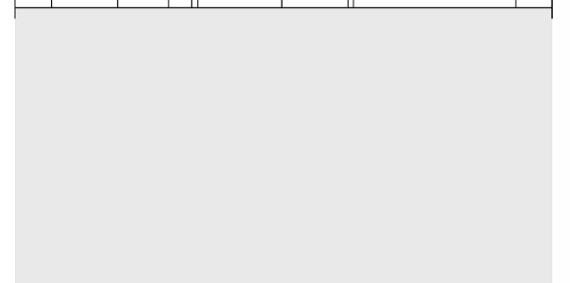
■ Algorithm: \_\_\_\_\_

■ Performance: \_\_\_\_\_

■ Issues: \_\_\_\_\_

queue = 98, 183, 37, 122, 14, 124, 65, 67  
head starts at 53

0 14 37 53 65 67 98 122 124 183 199



# SCAN

Methods  
Implementation  
**Scheduling**  
Tertiary

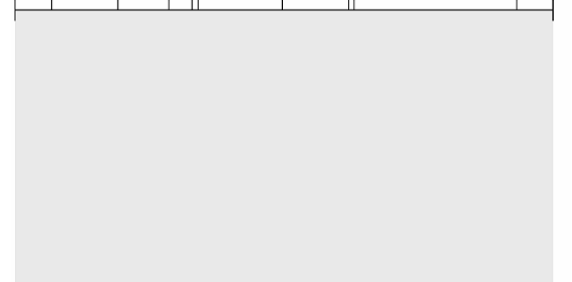
■ Algorithm: \_\_\_\_\_

■ Performance: \_\_\_\_\_

■ Issues: \_\_\_\_\_

queue = 98, 183, 37, 122, 14, 124, 65, 67  
head starts at 53

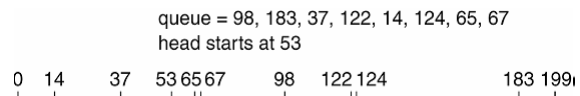
0 14 37 53 65 67 98 122 124 183 199



# C-SCAN

Methods  
Implementation  
**Scheduling**  
Tertiary

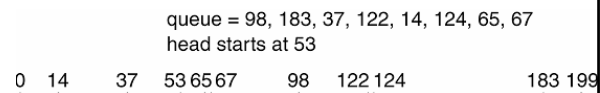
- Algorithm: \_\_\_\_\_
- Performance: \_\_\_\_\_
- Issues: \_\_\_\_\_



# C-LOOK

Methods  
Implementation  
**Scheduling**  
Tertiary

- Algorithm: \_\_\_\_\_
- Performance: \_\_\_\_\_
- Issues: \_\_\_\_\_



# Which Algorithm?

Methods  
Implementation  
**Scheduling**  
Tertiary

## ■ Considerations

- ☞ \_\_\_\_\_
- ☞ \_\_\_\_\_
- \_\_\_\_\_

## ■ Common choices for default algorithm

- ☞ \_\_\_\_\_
- ☞ \_\_\_\_\_
- \_\_\_\_\_

# Tertiary Storage

Methods  
Implementation  
Scheduling  
**Tertiary**

## ■ Characteristics

- ☞ \_\_\_\_\_
- ☞ \_\_\_\_\_
- ☞ \_\_\_\_\_

## ■ Broad Classes of tertiary storage:

- ☞ Magnetic Disks: \_\_\_\_\_
- ☞ Optical Disks: \_\_\_\_\_
- ☞ Tapes: \_\_\_\_\_

## ■ Main Issues:

- ☞ Speed: \_\_\_\_\_
- ☞ Cost: \_\_\_\_\_
- ☞ Reliability: \_\_\_\_\_
- ☞ Capacity: \_\_\_\_\_



# Magnetic Disks

Methods  
Implementation  
Scheduling  
**Tertiary**

## ■ Floppy Disks (3.5")

☞ Speed: \_\_\_\_\_

☞ Cost: \_\_\_\_\_

☞ Capacity: \_\_\_\_\_

☞ Reliability: \_\_\_\_\_

## ■ ZIP Drives

☞ Speed: \_\_\_\_\_

☞ Cost: \_\_\_\_\_

☞ Capacity: \_\_\_\_\_

☞ Reliability: \_\_\_\_\_

## ■ Others \_\_\_\_\_

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# Optical Disks

Methods  
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**Tertiary**

## ■ CD-ROM, CD-R, CD-RW

☞ Speed: \_\_\_\_\_

☞ Cost: \_\_\_\_\_

☞ Capacity: \_\_\_\_\_

☞ Reliability: \_\_\_\_\_

## ■ DVD

☞ Speed: \_\_\_\_\_

☞ Cost: \_\_\_\_\_

☞ Capacity: \_\_\_\_\_

☞ Reliability: \_\_\_\_\_

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# Tapes

Methods  
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Scheduling  
**Tertiary**

## ■ Tapes

☞ Speed: \_\_\_\_\_

☞ Cost: \_\_\_\_\_

☞ Capacity: \_\_\_\_\_

☞ Reliability: \_\_\_\_\_

## ■ Operations

☞ Read & Write

☞ Locate: \_\_\_\_\_

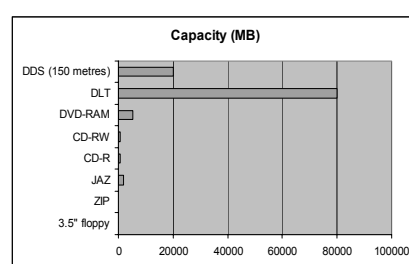
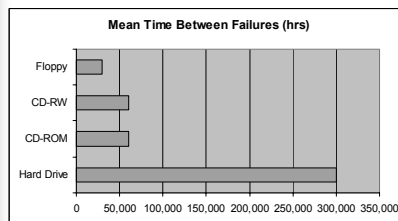
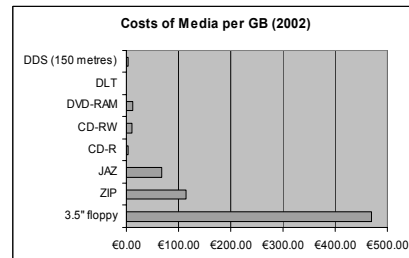
☞ Read position: \_\_\_\_\_

☞ Space: \_\_\_\_\_

☞ EOT mark \_\_\_\_\_

# Media Comparison

Methods  
Implementation  
Scheduling  
**Tertiary**



# OS Issues

Methods  
Implementation  
Scheduling  
**Tertiary**

- For any media the OS provides two possible abstractions:

☞ \_\_\_\_\_  
\_\_\_\_\_

☞ \_\_\_\_\_

☞ Raw device: \_\_\_\_\_

☞ E.g. Tapes

☞ \_\_\_\_\_

☞ \_\_\_\_\_

- Naming of removable media

☞ Problem: \_\_\_\_\_

☞ Solution: \_\_\_\_\_