

Wakeup Sources

Linux Device Drivers

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What is a “wakeup source”?

A “wakeup source”:

- Can cause a platform to exit suspend
- Device interrupt, or interrupt-capable GPIO
- Details are highly machine- and platform-specific

What is a “wakeup source”?

Common examples:

- “Power button”
- Volume up/down keys
- Cable insertion
- Real-time clock
- Wake-on-LAN

Driver Considerations

Watch out!

- Pins are not magically wakeup-capable
- The kernel APIs inform, but do not implement
- The user may have some say in the matter

device_may_wakeup()

```
int foo_suspend(struct device *dev)
{
    struct foo *f = dev_get_drvdata(dev);
    ...
    if (device_may_wakeup(dev)) {
        enable_irq_wake(foo->irq);
    } else {
        ...
    }
}
```

device_may_wakeup()

The `else` is potentially tricky:

- Don't power the device down
- Don't turn off peripheral clocks
- DON'T race with interrupt handlers!
- DON'T race with kernel threads, workers, ...!

device_may_wakeup()

```

} else {
    disable_irq_nosync(foo->irq);
    rc = cancel_delayed_work_sync(&foo->work);
    if (rc) {
        /* we missed the interrupt worker, take note */
        /* (clear interrupt flags in hardware, etc.) */
        /* ... */
    }
    enable_irq(foo->irq); /* (stay balanced!) */
    regulator_disable(foo->vdd);
    ...
}
```

device_may_wakeup()

```
int foo_resume(struct device *dev)
{
    struct foo *f = dev_get_drvdata(dev);
    ...
    if (device_may_wakeup(dev)) {
        disable_irq_wake(foo->irq);
    } else {
        ...
    }
    ...
}
```


device_may_wakeup()

More caution needed:

- The interrupt handler runs before `resume()`
- Some of your resources might not be available yet e.g. `i2c`
- Your interrupt workers may race with your `resume()`

```
struct foo {  
    ...  
    int is_suspended;  
    int is_pending;  
}
```

device_may_wakeup()

```
void worker(struct foo *f)
{
    if (f->is_suspended) {
        f->is_pending = 1;
        return;
    }
    do_work(f);
}
```

device_may_wakeup()

```
int resume(struct device *dev)
{
    ...
    if (f->is_pending)
        do_work(f);
    ...
}
```

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