Character Device Drivers: An Introduction



ECE 373

Prelims

- Questions on homework or reading assignments?
- Questions on class?



Char drivers

- Driver for char devices
- Typical types of char drivers
 - Mice
 - Keyboards
 - Printers
 - Memory
- Special files in /dev marked with notation:



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Device nodes, deeper

Major and minor numbers used to identify device

```
- crw-rw-rw- 1 root wheel 5, 49 Apr 13 00:39 ptys1
```

- Major = module (tty, clock, serial ports, disk)
- Minor = which specific instance (pty49)
- Kernel data type to store dev node is "dev_t"
- Defined in include/linux/types.h
- Unsigned 32-bit number, packed
 - 20-bits of minor, 12-bits of major
- Current list in /proc/devices

Manipulating dev nodes

- Macros used to extract numbers from dev_t
 - MAJOR(dev_t dev)
 - MINOR(dev_t dev)
- Found in include/linux/kdev_t.h
- Ensures device representation is portable
- Example 1!

Registering a new char device

First, allocate a region

- Uses pre-determined device nodes
- Not the right way to do most things anymore...
- Requires mknod to be used
 - man mknod
- Example 2!

Properly registering char device

Request a region to be allocated for you

- Auto-fills "dev" with device nodes
- "firstminor" typically 0, can be anything

Cleaning up after your char device

With any dynamic stuff, it must be cleaned up

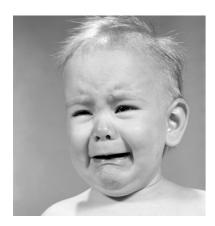
- Destroys internal kernel references
- Resource "leak" if not called
- Example 3!



It's there, I want to use it!

- Well, module is pretty dumb right now...
- Device needs to be connected
- Use mknod to create device '/dev/ece'
 - man mknod...
- Can you read and write it?





Why didn't it work?

- alloc_chrdev_region() just configures device internal to kernel
- No linkage to anything in the upper device subsystem
- System calls and driver callbacks

Beginning to hook it all up

- Structure "file_operations" provides function pointers into system call interface
- Main linkage into /dev filesystem for char drivers
- Driver does not need to implement all of them
- Behaves similarly to object-oriented code

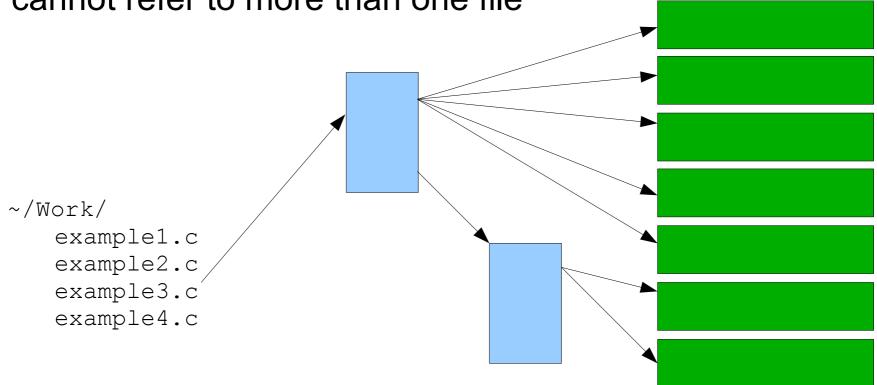


Snippet of file_operations API

Files and inodes

- Internal kernel structures to manage "files"
- Opened files are managed by "struct file" internal to kernel
- Inode is the describer of a physical file on disk

Many directory entries can reference single inode, inode cannot refer to more than one file



The cdev!

- Yes, another structure to worry about
- Struct that represents char devices inside kernel
- Initialized with:

Added with:

Cleaned up with:

```
void cdev del(struct cdev *cdev)
```

Last minute safety checks

- file_operations must be configured and ready to go before cdev_add()
- Could run into NULL pointer exceptions
- Kernel will go boom if this is misconfigured
- Example 4!



Passing data through

System call only passes data

Need mechanism to copy data into kernel

buffers, out of kernel buffers

Two handy-dandy functions:

- copy_from_user
- copy_to_user
- Example 5!



More info

- Linux Device Drivers, 3rd Edition
 - Chapter 3, Pages 42 middle of page 57
- Essential Linux Device Drivers
 - Chapter 5, Pages 119 top of page 129

Coming soon...

- Hardware access capabilities
- I/O ports, MMIO, PCI
- Readings:
 - LDDR Chapter 9, Chapter 12
 - ELDD Chapter 10

