I/O Devices (Ch 36)
Discussion Questions

- How does programmed I/O differ from DMA?
    - which offers better performance/efficiency?
- How does waiting for a device to service a request relate to the producer-consumer problem?
- When is it better to do device polling instead of interrupts?
    - When is it the reverse?
    - What about a hybrid approach?
    - polling for fast devices
    - interrupts for slow
    - hybrid for variable
- How does interrupt coalescing affect performance?
- How does memory mapped I/O differ from in/out instructions?
- How can we build one file system in the OS that interacts with all sorts of storage devices (IDE, SATA, SSD, USB) without modifying the FS code?
- What is the downside of abstracting devices?
- Why is it that when a device driver crashes it often crashes your entire OS?