

Assignment Project Exam Help

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CS:3620 Operating Systems

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Communication with I/O Devices

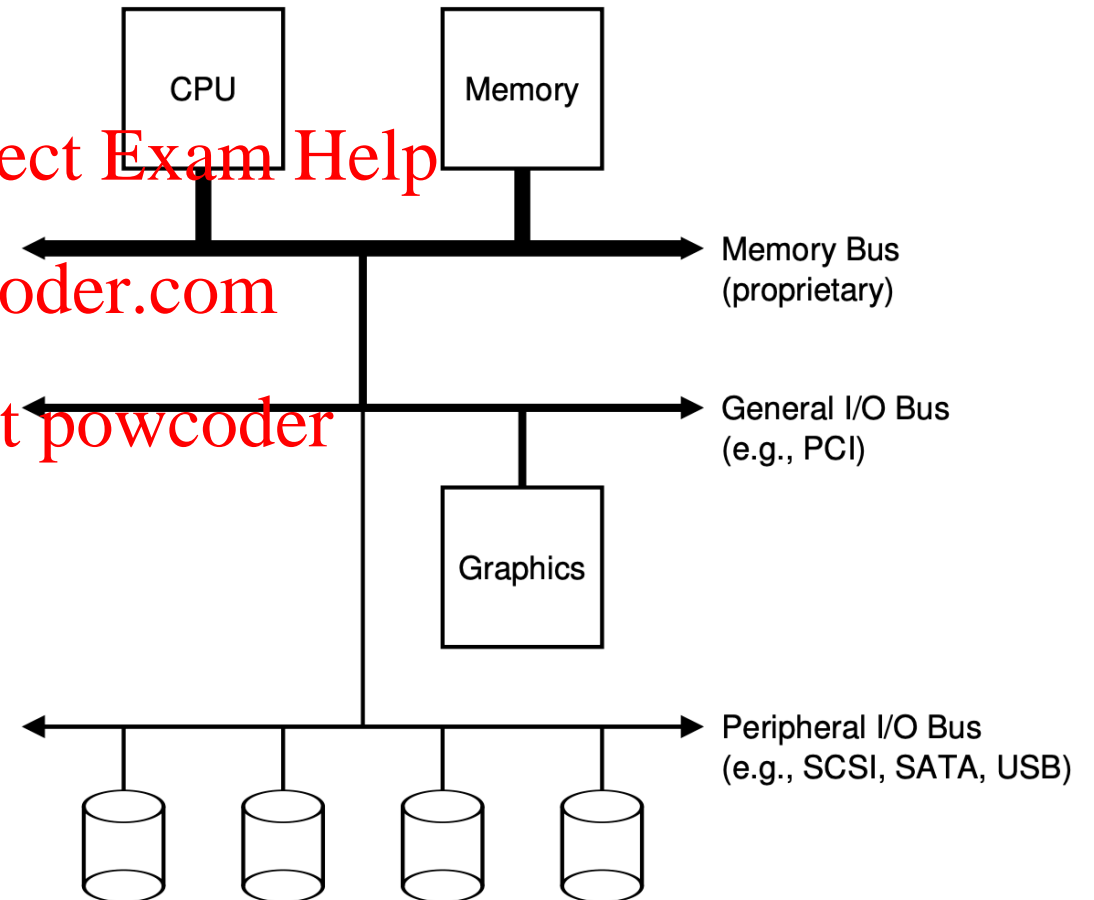
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Input/Output Devices

- I/O devices connect to the CPU and memory via a bus

- High speed bus, e.g., PCI
- Other: SCSI, USB, SATA

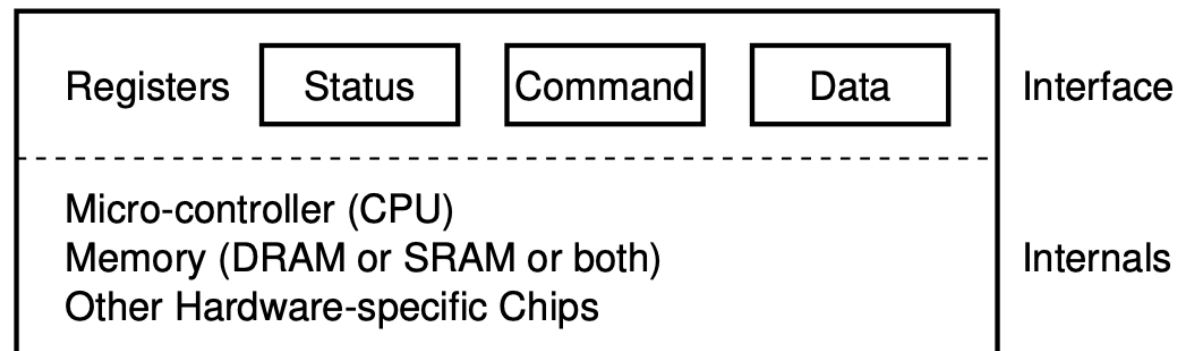
- Point of connection to the system: port



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Simple Device Model

- Block devices store a set of numbered blocks (disks)
- Character devices produce/consume stream of bytes (keyboard)
- Devices expose an interface of memory registers
 - Current status of device
 - Command to execute
 - Data to transfer
- The internals of device are usually hidden



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How does OS read/write to registers?

- How does OS read/write to registers like status and command?
- Explicit I/O instructions
 - E.g., on x86, in and out instructions can be used to read and write to specific registers on a device <https://powcoder.com>
 - Privileged instructions accessed by OS
- Memory mapped I/O
 - Device makes registers appear like memory locations
 - OS simply reads and writes from memory
 - Memory hardware routes accesses to these special memory addresses to devices

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A simple execution of I/O requests

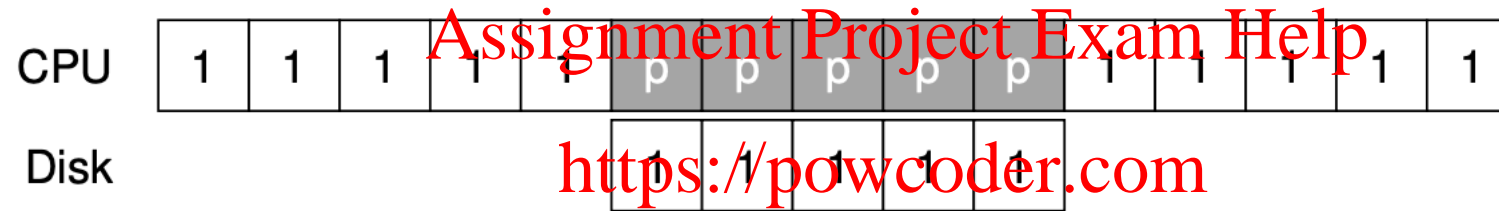
```
While (STATUS == BUSY)
    ; // wait until device is not busy
Write data to DATA register
Write command to COMMAND register
    (starts the device and executes the command)
While (STATUS == BUSY)
    ; // wait until device is done with your request
```

- Polling status to see if device ready – wastes CPU cycles
- Programmed I/O – CPU explicitly copies data to/from device

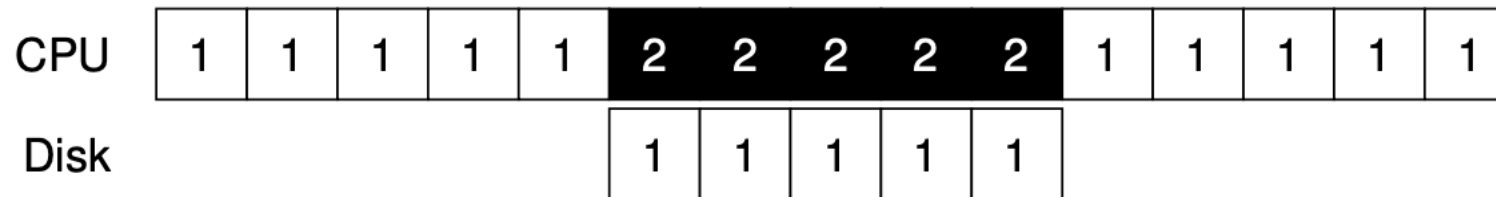
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Interrupts

- Polling wastes CPU cycles



- Instead, OS can put process to sleep and switch to another process



- When I/O request completes, device raises interrupt

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Interrupt handler

- Interrupt switches process to kernel mode
- Interrupt Descriptor Table (IDT) stores pointers to interrupt handlers (interrupt service routines)
 - Interrupt (IRQ) number identifies the interrupt handler to run for a device
- Interrupt handler acts upon device notification, unblocks the process waiting for I/O (if any), and starts next I/O request (if any pending)
- Handling interrupts imposes kernel mode transition overheads
 - Note: polling may be faster than interrupts if device is fast

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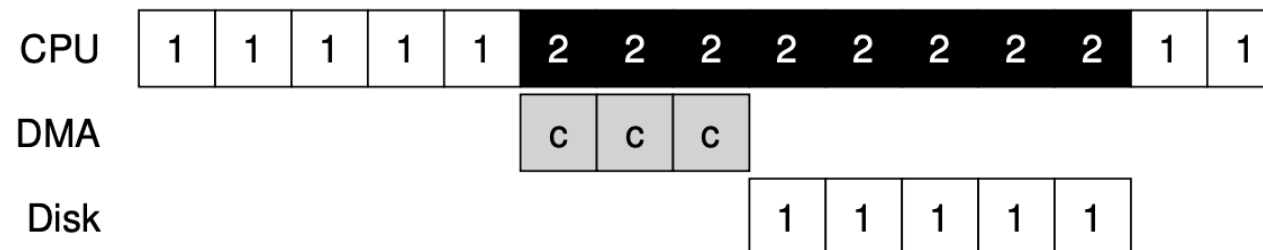
Direct Memory Access (DMA)

- CPU cycles wasted in copying data to/from device



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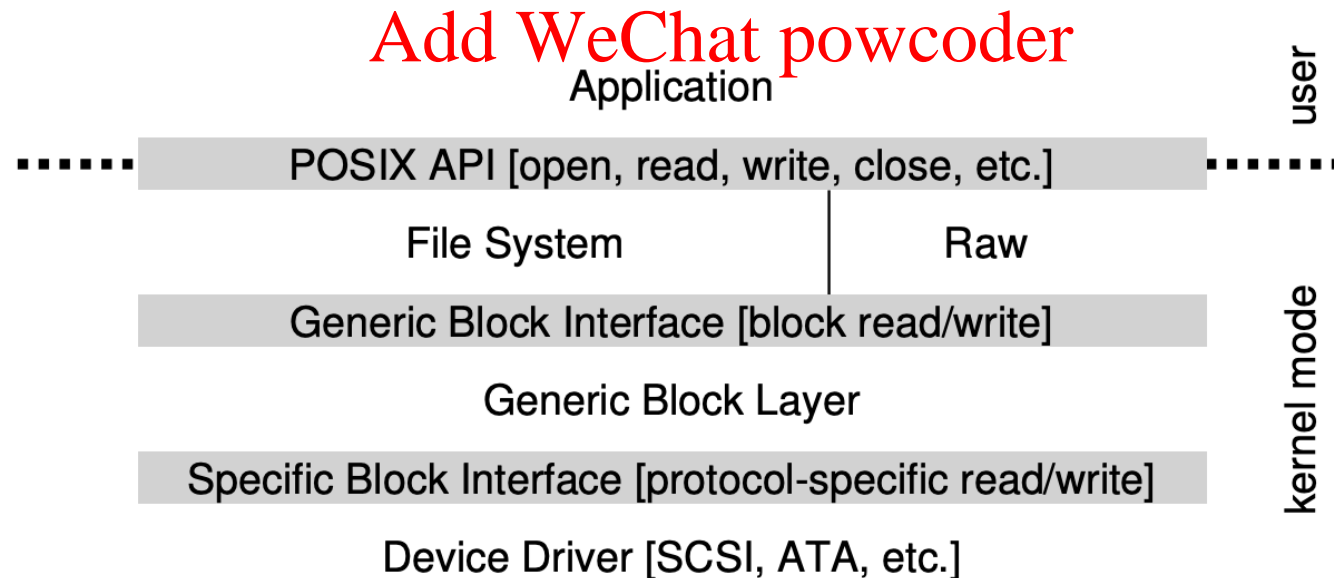
- Instead, a special piece of hardware (DMA engine) copies from main memory to device
 - CPU gives DMA engine the memory location of data
 - In case of read, interrupt raised after DMA completes
 - In case of write, disk starts writing after DMA completes



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Device Driver

- Device driver: part of OS code that talks to specific device, gives commands, handles interrupts etc.
- Most OS code abstracts the device details
 - E.g., file system code is written on top of a generic block interface



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Disclaimer

- *These lecture slides are based on a slide set by Youjip Won (Hanyang University) and Mythili Vutukuru (IIT Bombay)*

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