

Hardware

Hans Buchmann FHNW/IME

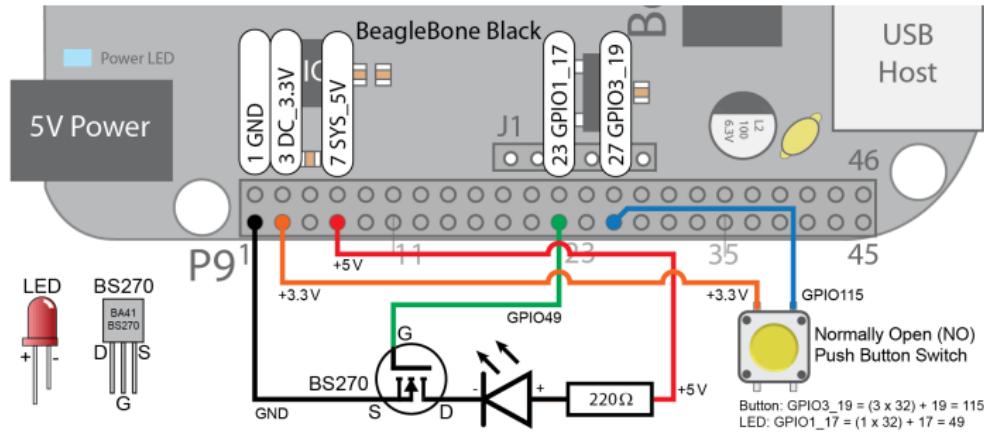
28. Mai 2018

Um was geht es ?

Hardware

- ▶ $\text{user-space} \rightarrow \text{kernel-space} \rightarrow \text{HW}$
 - ▶ via *sysfs*
- ▶ $\text{HW} \rightarrow \text{kernel-space} \rightarrow \text{user-space}$
 - ▶ Interrupts

Unsere Hardware



©derekmolloy.ie/kernel-gpio-programming-buttons-and-leds

Teil I

user-space

Vom *user-space* aus

In Verzeichnis /sys/class/gpio

- ▶ Output gpio49
 - ▶ cd gpio49
 - ▶ echo out > direction
 - ▶ echo 1 > value echo 0 > value
- ▶ Input gpio115
 - ▶ entsprechend

Aufgabe

Skript

- ▶ blink
- ▶ Polling
 - ▶ read switch set led

Teil II

LKM

Loadable Kernel Module (LKM)

gpio-0.c

- ▶ eigenes Verzeichnis in sys: my-hw
- ▶ einen File led mit rw:
 - ▶ write: echo x > /sys/my-hw/led
 - x=1 set led
 - x=0 clear led
 - x=t|T toggle led
 - andere Werte von x ändern nichts
 - ▶ read: cat /sys/my-hw/led
 - 1 led on
 - 0 led off

Was Sie brauchen

Pin 49 ist Output

- ▶ `gpio_request`
- ▶ `gpio_free`
- ▶ `gpio_direction_output`
- ▶ `gpio_set_value`

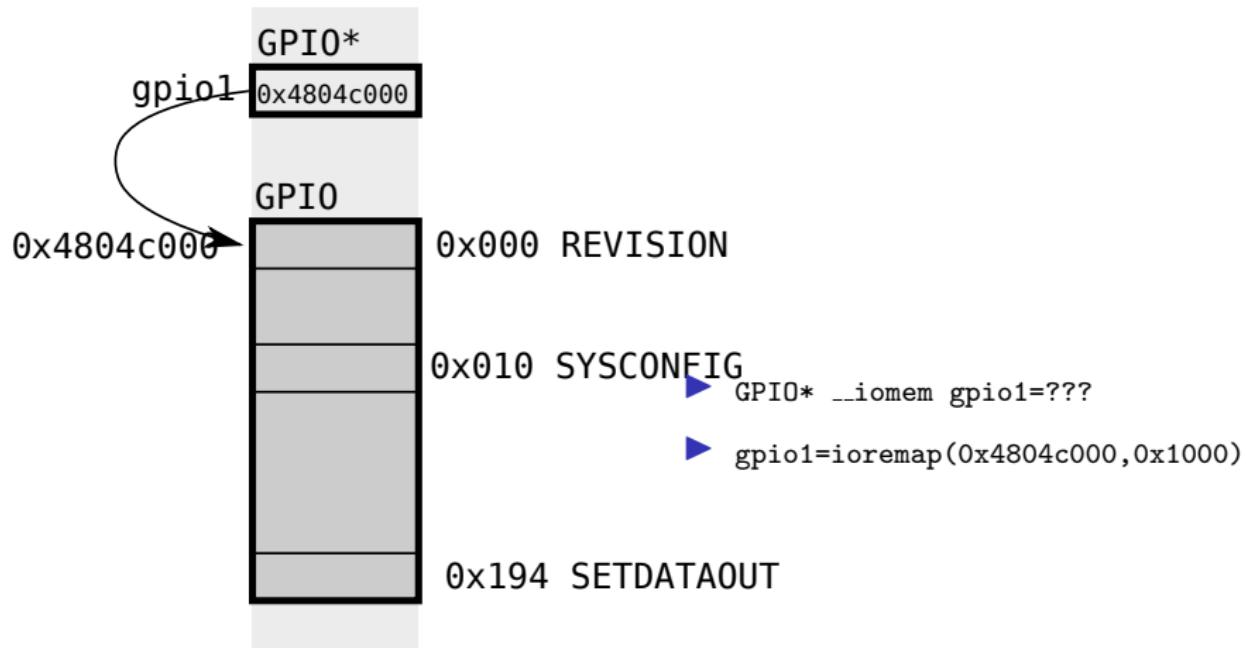
Direkter Zugriff auf die HW

- ▶ die Register
- ▶ als Memory
- ▶ Siehe `src/gpio.h`

Informationen

▶ cat /proc/iomem

Register im Memory



Die einzelnen Bits die Operationen

setBit Operation |
clrBit Operation &

Loadable Kernel Module (LKM)

gpio-1.c

- ▶ Manual `spruh731.pdf` Abschnitt 25
- ▶ `gpio.h` die einzelnen Register:

`REVSION` für Test

`OE` OutputEnable

`DATAIN` Data In

`CLEARDATAOUT` Löscht Bit

`SETDATAOUT` Setzt Bit

- ▶ `ioremap`
- ▶ `iounmap`

Outline

Callback Hollywood Prinzip:

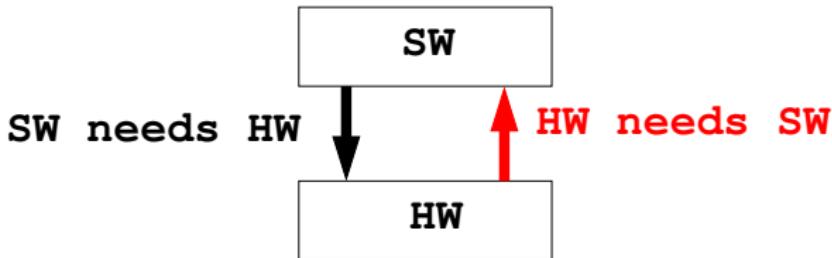
don't call us, we'll call you.

- ▶ die Hardware ruft zurück

Interrupts Der Schritt zur Echtzeit

- ▶ Die Hardware ruft Software auf
- ▶ Elementare Anwendung vom *callback*
- ▶ Ereignisgesteuert: *event driven*

SW braucht HW
und umgekehrt



Beispiel

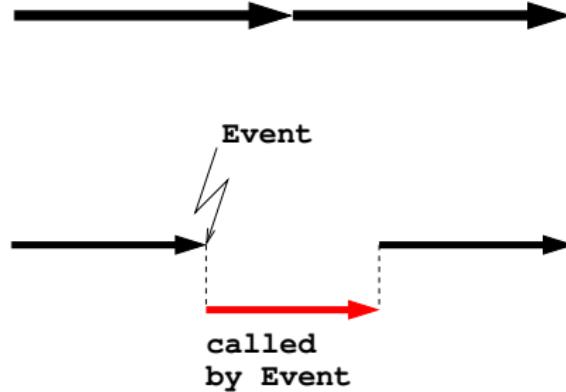
- SW→HW
 - ▶ Setze LED
 - ▶ Schreibe Buchstabe
- HW→SW
 - ▶ Ein *timer* tick
 - ▶ Tastatur Taste gedrückt

Remark: Beide Richtungen $SW \rightarrow HW$ und $HW \rightarrow SW$ sind wichtig

Asynchron
jederzeit

Normale Programmausführung: Thread

Interrupt



jederzeit Zwischen zwei Instruktionen
unsichtbar vom Thread aus gesehen

Informationen

▶ cat /proc/interrupts

Ziel

- ▶ Interrupt erkennen
- ▶ Switch
 - ▶ drücken: erzeugt interrupt: IRQF_TRIGGER_RISING
 - ▶ loslassen: erzeugt interrupt: IRQF_TRIGGER_FALLING

gpio-2.c schriftweise

- ▶ gpio_direction_input
- ▶ gpio_to_irq
- ▶ request_irq

Der Handler

```
static irqreturn_t onSWI(int id, void* d)
{
    printk("onSWI\n"); /* debug */
    /* do something */
    return IRQ_HANDLED;
}
```

foreground-background

Tasklet: die Verbindung

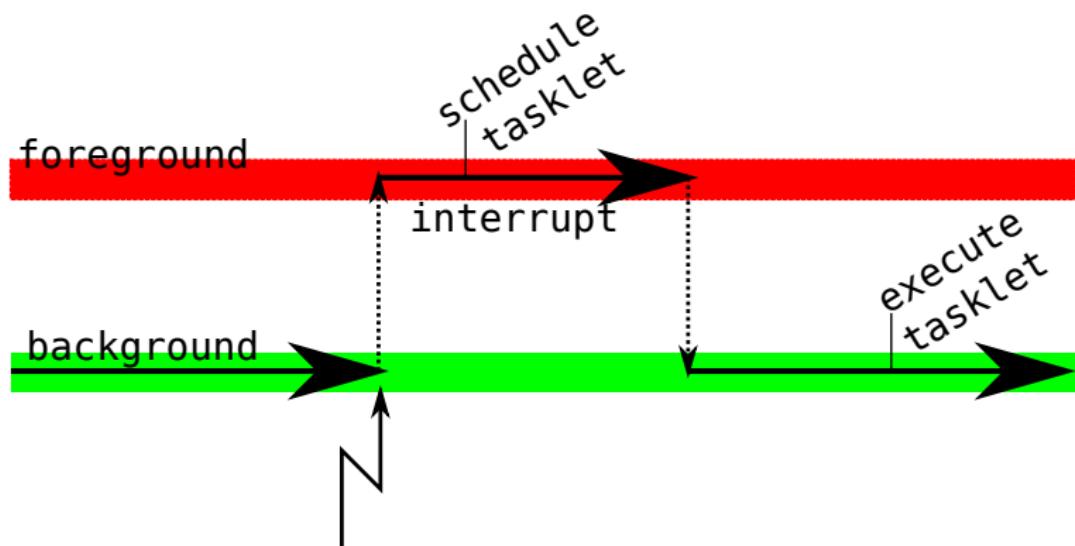
foreground der/die Interrupts

background die normale Ausführung

tasklet Verbindung foreground → background

Tasklet

foreground → background



gpio-3.c schriftweise

- ▶ Definition global `tasklet_struct`
- ▶ Initialisation `tasklet_init`
- ▶ Scheduling im *foreground* `tasklet_schedule`

Der Handler

```
/* *not* called in interrupt */
static void onSWITasklet(unsigned long data)
{
    /* do something */
}
```

Teil III

kernel-space → user-space
Semaphore & Co.

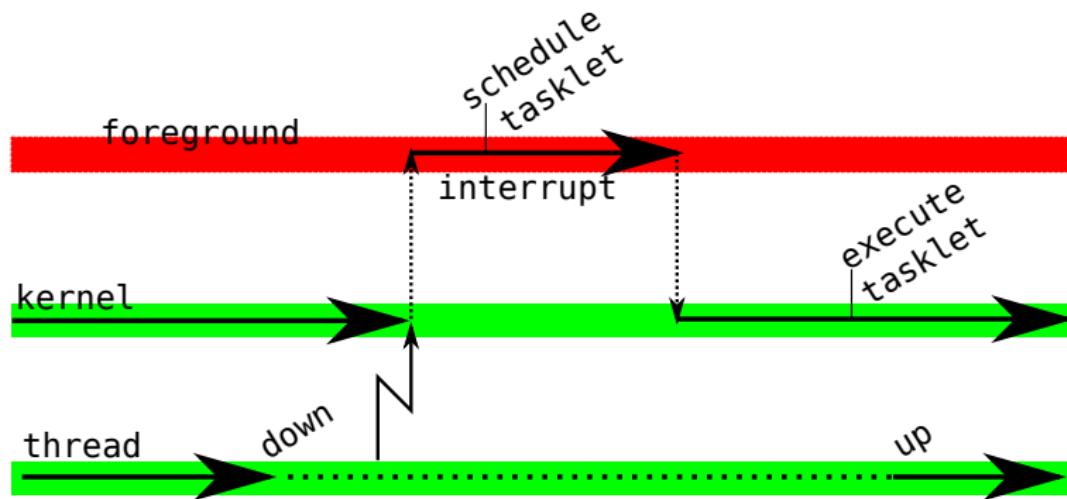
Semaphore



- ▶ down: Signal zu
 - ▶ warten
- ▶ up: Signal offen
 - ▶ fahren

©upload.wikimedia.org/wikipedia/commons/0/0b/BhfEpfenhofen_Ausfahrssignale_Talaufw

Tasklet-Semaphore

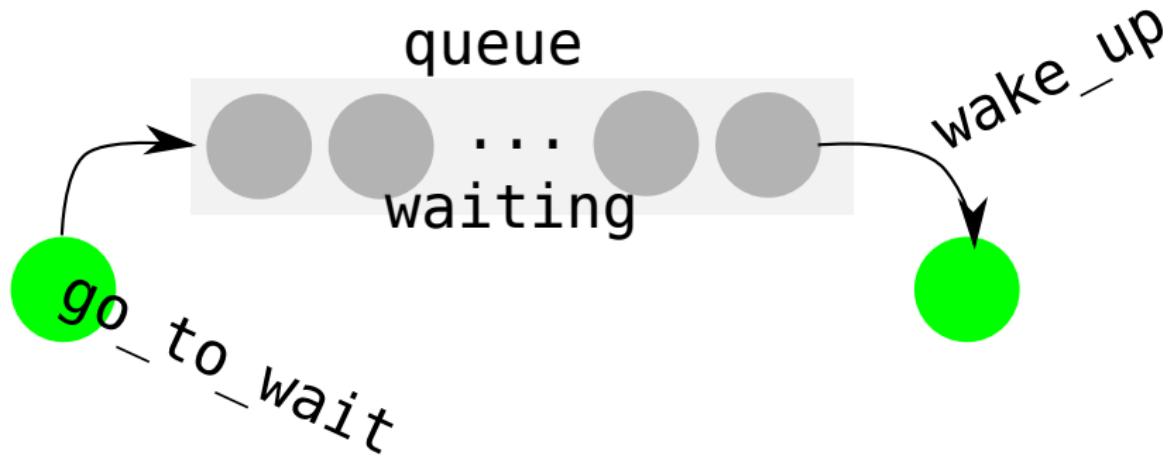


gpio-4.c schrittweise

- ▶ Definition global `semaphore`
- ▶ Initialisation
 - `sema_init` anfangs geschlossen
- ▶ Im Tasklet `up`: öffne
- ▶ Im `get_swi` `down`: warte & schliesse

Wait queue

Task/processe warten

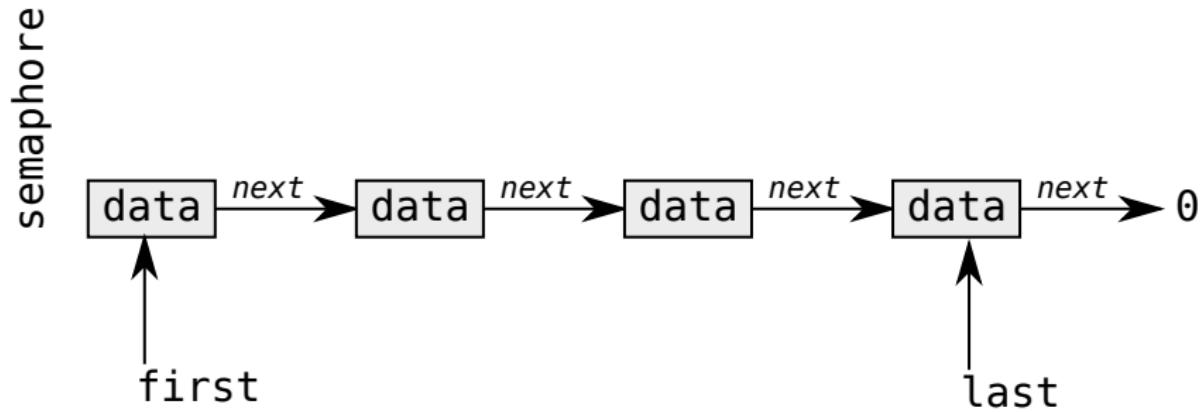


- running thread
- waiting thread

gpio-5.c schrifftweise

- ▶ Definition global
 - ▶ wait_queue_head
 - ▶ swiN die Anzahl Schaltungen von swi
- ▶ go to wait
 - ▶ wait_event_interruptible
- ▶ wakeup
 - ▶ wake_up_interruptible

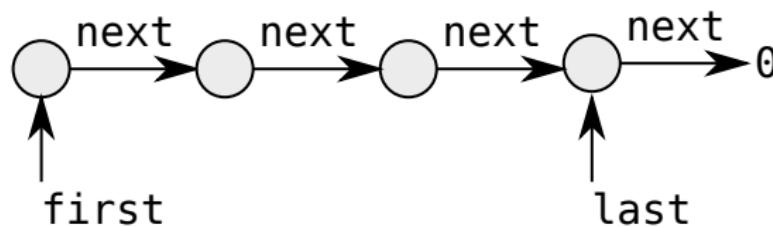
Mit eigener *Semaphore-queue*



- ▶ put
 - ▶ füge hinten an put: data: Zustand des Schalters: on|off
 - ▶ öffne Semaphore
- ▶ get
 - ▶ warte am Semaphore
 - ▶ hole get

Die Queue

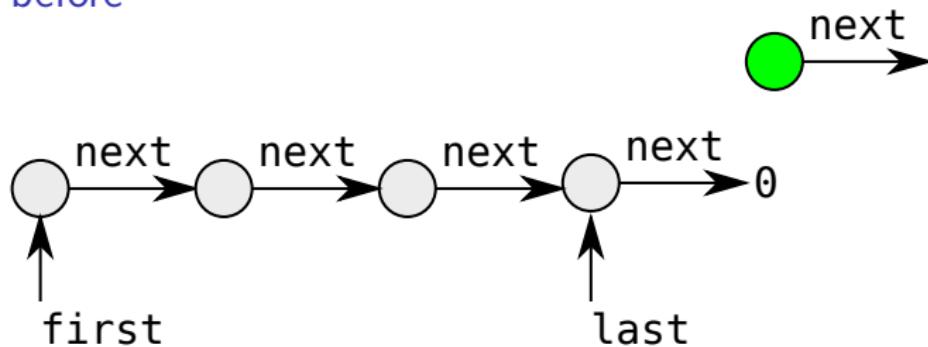
einfach verlinkte Liste



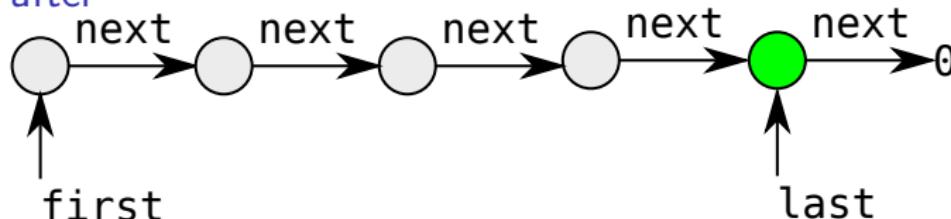
Die Queue

put

before

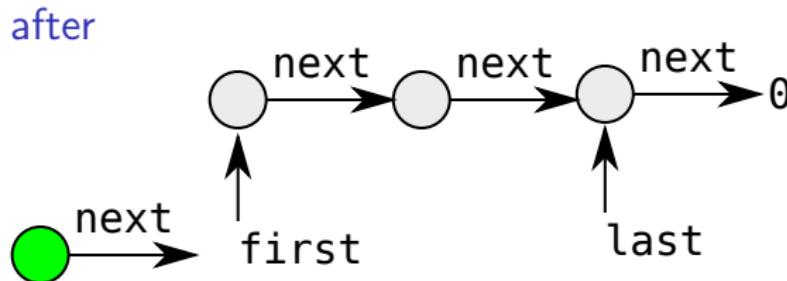
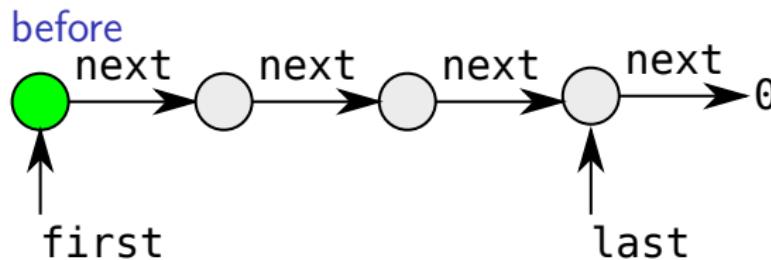


after



Die Queue

get



Verlinkte Listen

Kommen immer wieder vor

- ▶ im userspace
- ▶ struct
- ▶ init_
- ▶ put_
- ▶ get_
- ▶ Dynamisches Memory
 - ▶ malloc
 - ▶ free

Die Semaphore-Queue

- ▶ `struct` für Semaphore-Queue
- ▶ `init_`
- ▶ `put_`
- ▶ `get_`
- ▶ Dynamisches Memory
 - ▶ `kmalloc`
 - ▶ `kfree`