

Why Device Trees Are not Static

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Systems Are Modular

- Baseboard + SoC module
- Hats (Raspberry), Capes (BeagleBoard)
- Memory modules

Devices Are Hot Pluggable

- Even CPUs and Memory can be removed and added at runtime

Linux: [Documentation/core-api/memory-hotplug.rst](#)

Linux: [Documentation/core-api/cpu_hotplug.rst](#)

Is There A Master Device?

- With protocols like CCIX there can be multiple bus masters.
- So in future modular systems it is hard to say whose requirements dictate the “one” device tree.
- Do we need separate device trees per bus master?

GPIO Routing

- SoCs may have more supported IOs than connected pins
- The routing of IOs to is configurable, e.g. Raspberry GPIO 18 may be connected to input register, output register, PWM, SPI, PCM Audio

Device Configurability

- Many devices contain their own firmware or even FPGA.
- Device firmware changes may make the device appear completely different to the outside world.
- How about
 - Changing functions according to license status
 - Changing CPU ISA via microcode

Hardware or Software?

```
vdd_soc: sd0 {  
    regulator-name = "VDD_SOC";  
    regulator-min-microvolt = <1000000>;  
    regulator-max-microvolt = <1170000>;  
    regulator-enable-ramp-delay = <146>;  
    regulator-disable-ramp-delay = <4080>;  
    regulator-ramp-delay = <27500>;  
    regulator-ramp-delay-scale = <300>;  
    regulator-always-on;  
    regulator-boot-on;  
  
    maxim,active-fps-source = <MAX77620_FPS_SRC_1>;  
    maxim,active-fps-power-up-slot = <1>;  
    maxim,active-fps-power-down-slot = <6>;  
};
```


DT Nodes as Communication Area

- Necessary properties, e.g.
 - `cpu-release-addr` in CPU node for CPUs with `spin-table` `enable-method`
 - Available memory
- Optional properties, e.g.
 - GRUB passing `'bootargs'`, `'linux,initrd-start'`, `'linux,initrd-end'` to Linux

DT in the Software Stack

- Some devices should only be available in secure world
 - SPI flash for UEFI variables

Conclusion

- Device trees are a mishmash of
 - Hardware description
 - Hardware configuration
 - Software configuration
 - Communication area

Areas for Improvement

- Separation between hardware and software properties
- Support for hardware modularity
- Software layer specific device trees
- Multiple masters (CPUs, Accelerators)
- Ownership