Operating Systems

Input/Output Devices
(Ch 5: 5.1-5.5)

Introduction

- One OS function is to control devices
  - significant fraction of code (80-90% of Linux)
- Want all devices to be simple to use
  - convenient
  - ex: stdin/stdout, pipe, re-direct
- Want to optimize access to device
  - efficient
  - devices have very different needs

Outline

- Introduction (done)
- Hardware
- Software
- Specific Devices
  - Hard disk drives
  - Clocks

Hardware

- Device controllers
- Types of I/O devices
- Direct Memory Access (DMA)

Device Controllers

- Mechanical and electronic component

Mechanical

Electronic

CPU Memory Disk Controller Printer Controller

System bus

- OS deals with electronic
  - device controller

I/O Device Types

- block - access is independent
  - ex- disk
- character - access is serial
  - ex- printer, network
- other
  - ex- clocks (just generate interrupts)
Direct Memory Access (DMA)

- Very Old
  - Controller reads from device
  - OS polls controller for data
- Old
  - Controller reads from device
  - Controller interrupts OS
  - OS copies data to memory
- DMA
  - Controller reads from device
  - Controller copies data to memory
  - Controller interrupts OS

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I/O Software Structure

- Layered

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(Talk from bottom up)

Interrupt Handlers

- CPU
  1) Device driver initiates I/O
  2) I/O complete. Generate interrupt.
- I/O Controller
  1) Initiates I/O (I/O device processing request)
  3) Receives interrupt, transfer to handler
  4) Handler processes (Resume processing)

Interrupt Handler

- Make interrupt handler as small as possible
  - interrupts disabled
  - Split into two pieces
- First part does minimal amount of work
  - defer rest until later in the rest of the device driver
  - Windows: "deferred procedure call" (DPC)
  - Linux: "top-half" handler
- Second part does most of work
- Implementation specific
  - 3rd party vendors

Device Drivers

- Device dependent code
  - includes interrupt handler
- Accept abstract requests
  - ex: "read block n"
- See that they are executed by device hardware
  - registers
  - hardware commands
- After error check
  - pass data to device-independent software
Device-Independent I/O Software

- Much driver code independent of device
- Exact boundary is system-dependent
  - sometimes inside for efficiency
- Perform I/O functions common to all devices
- Examples:
  - naming protection block size
  - buffering storage allocation error reporting

User-Space I/O Software

- Ex: count = write(fd, buffer, bytes);
- Put parameters in place for system call
- Can do more: formatting
  - printf(), gets()
- Spooling
  - spool directory, daemon
  - ex: printing, USENET

I/O System Summary

| User Processes | Make I/O call; Format I/O; Spooling |
| Device Independent Software | Naming, protection, blocking, buffering, allocation |
| Device Drivers | Setup device registers; check status |
| Interrupt Handlers | Wakeup driver when I/O completed |
| Hardware | Perform I/O operation |

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Hard Disk Drives (HDD)

- Controller often on disk
- Cache to speed access

HDD - Zoom

- Platters
  - 3000-10,000 RPM
  - (floppy 360 RPM)
- Tracks
- Cylinders
- Sectors
  - Ex: hdd: Conner Peripherals 540MB
  - CF5540A, 516MB w/64kB Cache, CHS=1050/16/63
  - 1050 cylinders (tracks), 16 heads (8 platters), 63 sectors per track
- Disk arms all move together
- If multiple drives
  - overlapping seeks but one read/write at a time
Disk Arm Scheduling

- Read time:
  - seek time (arm to cylinder)
  - rotational delay (time for sector under head)
  - transfer time (take bits off disk)
- Seek time dominates
- How does disk arm scheduling affect?

First-Come First-Served (FCFS)

- $14 + 13 + 6 + 3 + 12 + 3 = 53$
- Little can be done to optimize
- What if many requests?

Shortest Seek First (SSF)

- $1 + 2 + 6 + 9 + 3 + 2 = 23$
- Suppose many requests?
  - Stay in middle
  - Starvation!

Elevator (SCAN)

- $1 + 2 + 6 + 3 + 2 + 17 = 31$
- Usually, a little worse avg seek time than SSF
  - But avoids more fair, avoids starvation
- C-SCAN has less variance
- Note, seek getting faster, rotational not
  - Someday, change algorithms

Error Handling

- Common errors:
  - programming error (non-existent sector)
  - transient checksum error (dust on head)
  - permanent checksum error (bad block)
  - seek error (arm went to wrong cylinder)
  - controller error (controller refuses command)

Redundant Array of Inexpensive Disks (RAID)

- For speed
  - Pull data in parallel
- For fault-tolerance
  - Example: 38 disks, form 32 bit word, 6 check bits
  - Example: 2 disks, have exact copy on one disk
Clock Hardware

- Time of day to time quantum
  Pulse from 5 to 300 MHz

- Crystal Oscillator
- Decrement counter when == 0
- generate interrupt

- Holding register to load counter
- Can control clock ticks

Clock Software Uses

- time of day
  - 64-bit, in seconds, or relative to boot

- interrupt after quantum

- accounting of CPU usage
  - separate timer or pointer to PCB

- alarm() system calls
  - separate clock or linked list of alarms with ticks