Lecture 17: Communication with I/O Devices

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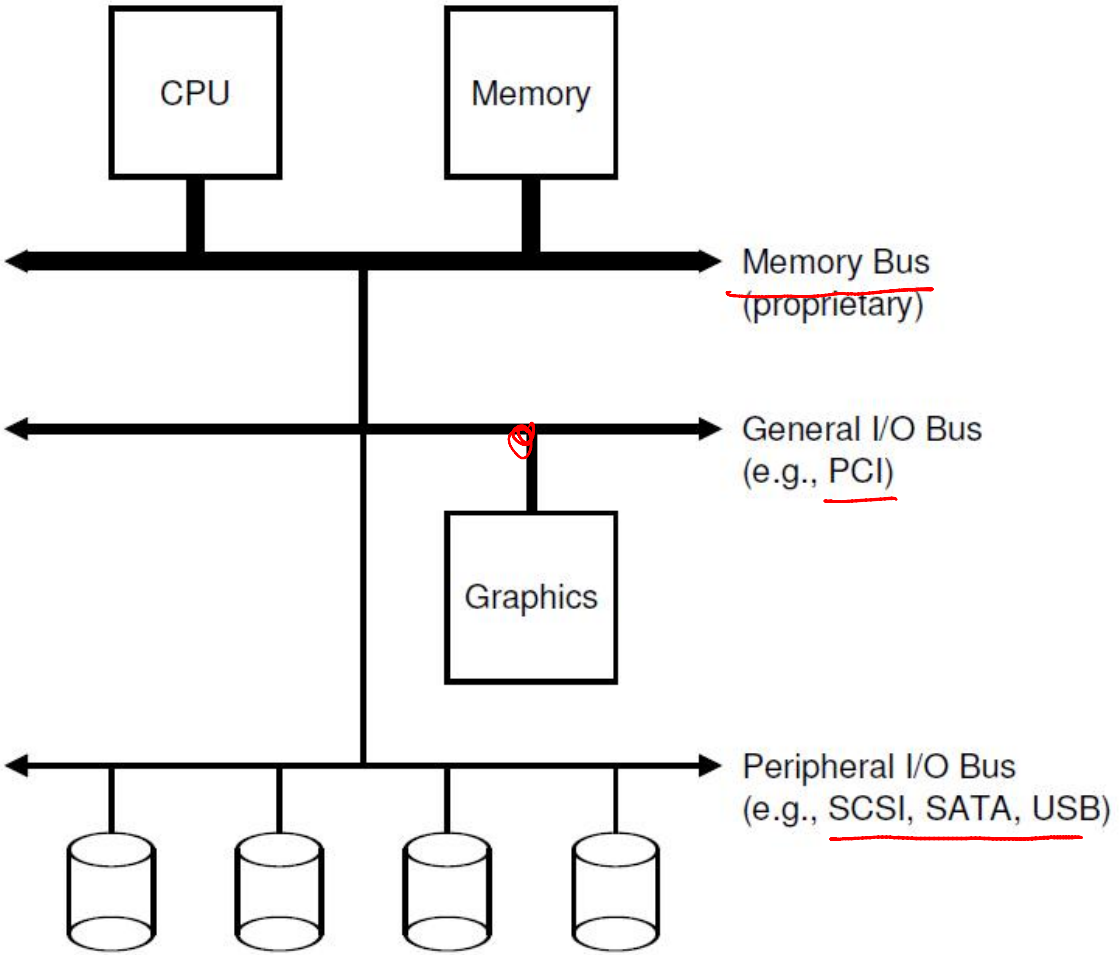
Input/Output Devices

- 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



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

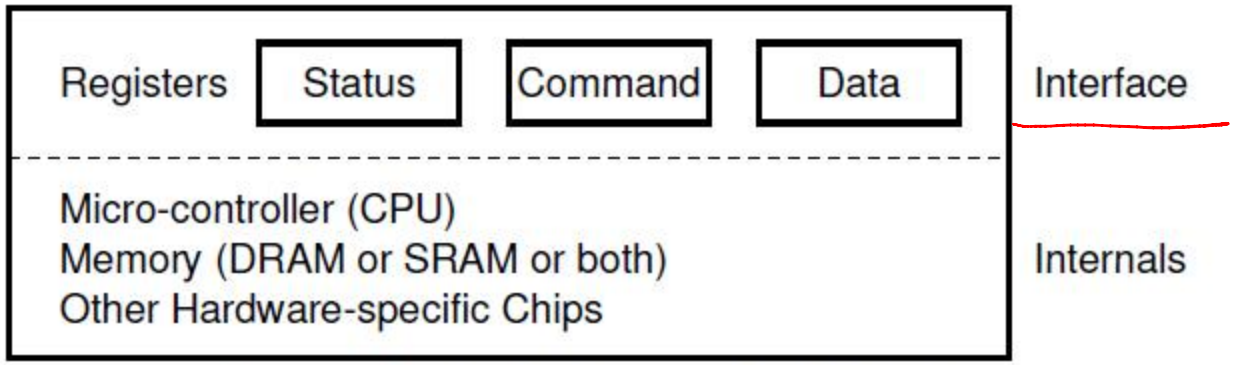
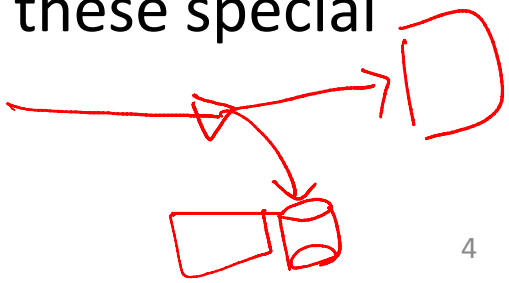


Figure 36.2: **A Canonical Device**

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
  - 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



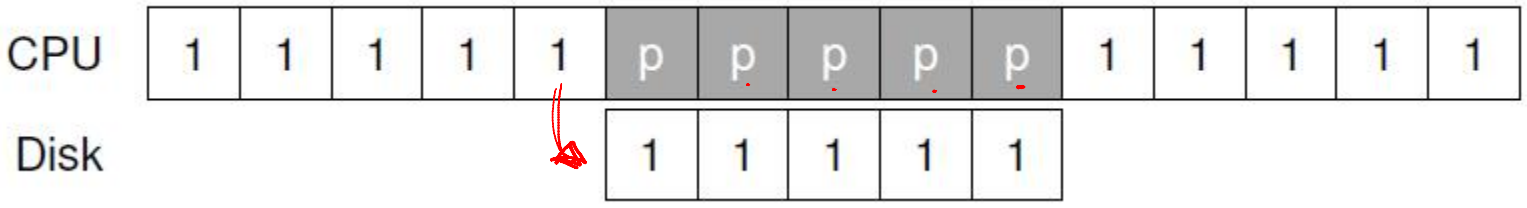
A simple execution of I/O requests

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

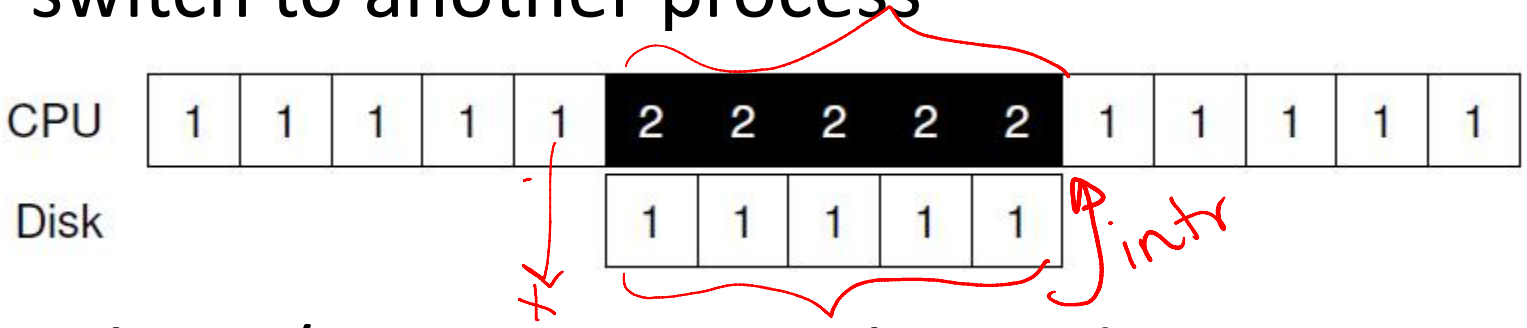
- Polling status to see if device ready – wastes CPU cycles
- Programmed I/O – CPU explicitly copies data to/from device

Interrupts

- Polling wastes CPU cycles



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



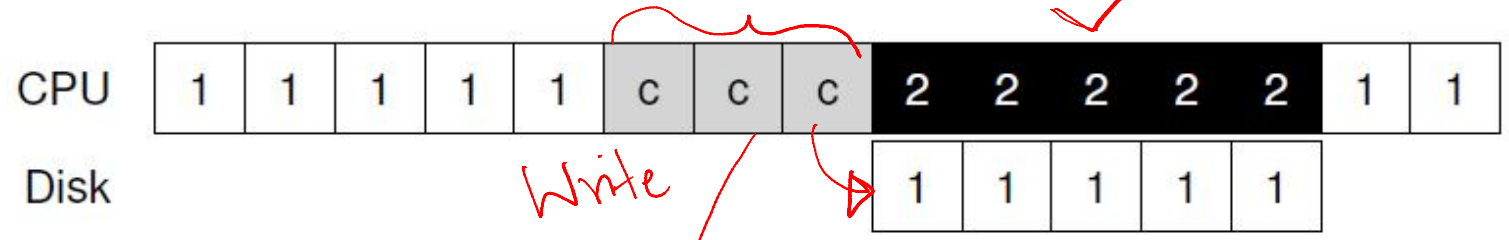
- When I/O request completes, device raises interrupt

Interrupt handler

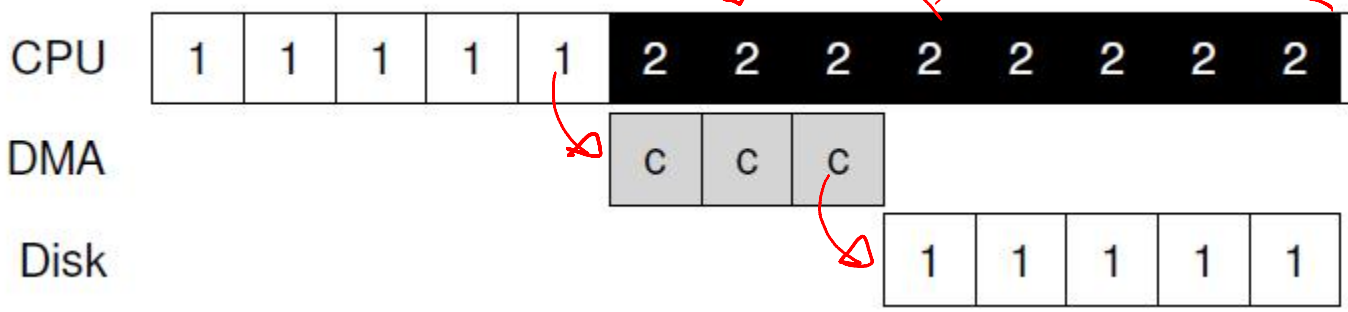
- Interrupt switches process to kernel mode
- Interrupt Descriptor Table (IDT) stores pointers to interrupt handlers (interrupt service routines)
  - Interrupt (IRQ) number identifies the interrupt handler to run for a device
- Interrupt handler acts upon device notification, unblocks the process waiting 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

Direct Memory Access (DMA)

- CPU cycles wasted in copying data to/from device



- 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



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