



Operating Systems

Input/Output Devices
(Ch 13.3, 13.5; 14.1-14.3)

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
 - Terminals



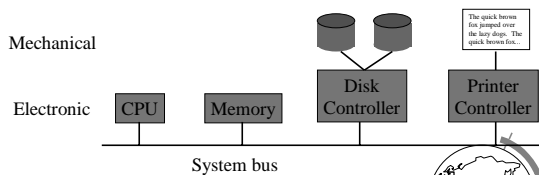
Hardware

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



Device Controllers

- Mechanical and electronic component



- 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



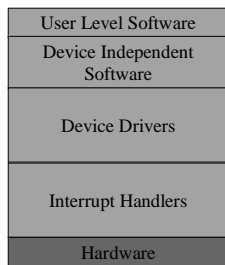
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I/O Software Structure

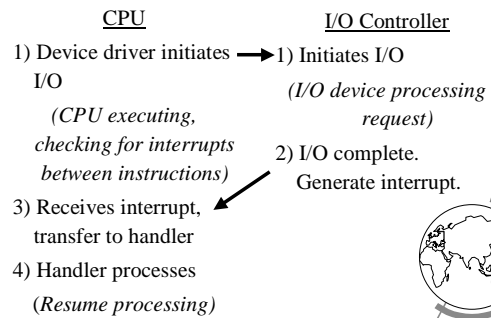
- Layered



(Talk from bottom up)



Interrupt Handlers



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

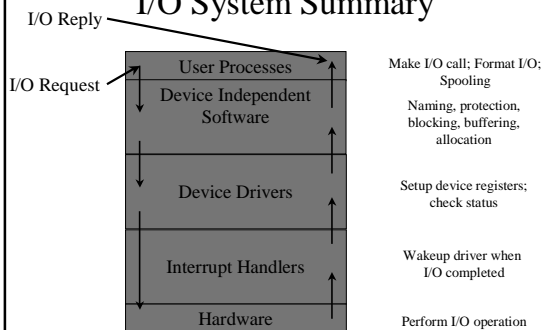


User-Space I/O Software

- 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



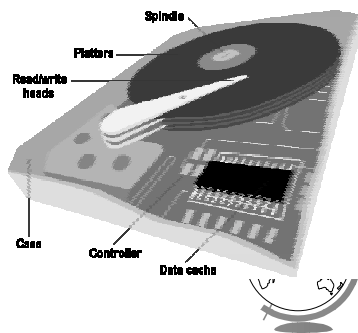
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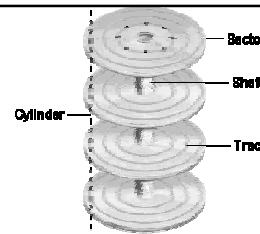
Hard Disk Drives (HDD)

- Controller often on disk
- Cache to speed access



HDD - Zoom

- Platters
 - + 3000-10,000 RPM (floppy 360 RPM)
- Tracks
- Cylinders
- Sectors



Ex: hdb: Conner Peripherals 540MB
CFS540A, 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 seek?



First-Come First-Served (FCFS)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



Time
↓

- $14+13+2+6+3+12+3=53$
- Service requests in order that they arrive
- Little can be done to optimize
- What if many requests?



Shortest Seek First (SSF)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



Time
↓

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



Elevator (SCAN)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20



Time
↓

- $1+2+6+3+2+17 = 31$
- 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



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



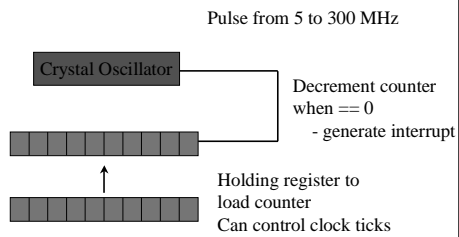
Error Handling

- 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)



Clock Hardware

- Time of day to time quantum



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

