CS 333
Introduction to Operating Systems

Class 15 - Input/Output

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I/O devices - terminology

- Device (mechanical hardware)
- Device controller (electrical hardware)
- Device driver (software)
Example devices and their controllers

- Components of a simple personal computer

- Diagram showing the connections between CPU, Memory, Video controller, Keyboard, Floppy disk drive, Hard disk drive, and Bus.
Device controllers

- The Device vs. its Controller
- Some duties of a device controller:
  - Interface between CPU and the Device
  - Start/Stop device activity
  - Convert serial bit stream to a block of bytes
  - Deal with errors
    - Detection / Correction
  - Move data to/from main memory
- Some controllers may handle several (similar) devices
How to communicate with a device?

- Hardware supports I/O ports or memory mapped I/O for accessing device controller registers and buffers
I/O ports

- Each port has a separate number.

- **CPU** has special I/O instructions
  - `in    r4,3`
  - `out   3,r4`

- Port numbers form an “address space”... separate from main memory

- Contrast with
  - `load   r4,3`
  - `store   3,r4`

*The I/O Port Number*
Memory-mapped I/O

- **One address space for**
  - main memory
  - I/O devices

- **CPU has no special instructions**
  - load r4, addr
  - store addr, r4

- **I/O devices are “mapped” into**
  - very high addresses
Wide range of I/O device speeds

<table>
<thead>
<tr>
<th>Device</th>
<th>Data rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Keyboard</td>
<td>10 bytes/sec</td>
</tr>
<tr>
<td>Mouse</td>
<td>100 bytes/sec</td>
</tr>
<tr>
<td>56K modem</td>
<td>7 KB/sec</td>
</tr>
<tr>
<td>Telephone channel</td>
<td>8 KB/sec</td>
</tr>
<tr>
<td>Dual ISDN lines</td>
<td>16 KB/sec</td>
</tr>
<tr>
<td>Laser printer</td>
<td>100 KB/sec</td>
</tr>
<tr>
<td>Scanner</td>
<td>400 KB/sec</td>
</tr>
<tr>
<td>Classic Ethernet</td>
<td>1.25 MB/sec</td>
</tr>
<tr>
<td>USB (Universal Serial Bus)</td>
<td>1.5 MB/sec</td>
</tr>
<tr>
<td>Digital camcorder</td>
<td>4 MB/sec</td>
</tr>
<tr>
<td>IDE disk</td>
<td>5 MB/sec</td>
</tr>
<tr>
<td>40x CD-ROM</td>
<td>6 MB/sec</td>
</tr>
<tr>
<td>Fast Ethernet</td>
<td>12.5 MB/sec</td>
</tr>
<tr>
<td>ISA bus</td>
<td>16.7 MB/sec</td>
</tr>
<tr>
<td>EIDE (ATA-2) disk</td>
<td>16.7 MB/sec</td>
</tr>
<tr>
<td>FireWire (IEEE 1394)</td>
<td>50 MB/sec</td>
</tr>
<tr>
<td>XGA Monitor</td>
<td>60 MB/sec</td>
</tr>
<tr>
<td>SONET OC-12 network</td>
<td>78 MB/sec</td>
</tr>
<tr>
<td>SCSI Ultra 2 disk</td>
<td>80 MB/sec</td>
</tr>
<tr>
<td>Gigabit Ethernet</td>
<td>125 MB/sec</td>
</tr>
<tr>
<td>Ultrium tape</td>
<td>320 MB/sec</td>
</tr>
<tr>
<td>PCI bus</td>
<td>528 MB/sec</td>
</tr>
<tr>
<td>Sun Gigaplane XB backplane</td>
<td>20 GB/sec</td>
</tr>
</tbody>
</table>
Performance challenges: I/O hardware

- How to prevent slow devices from slowing down memory due to bus contention
  - What is bus contention?

- How to access I/O addresses without interfering with memory performance
Single vs. dual bus architecture

(a) All addresses (memory and I/O) go here

(b) CPU reads and writes of memory go over this high-bandwidth bus

This memory port is to allow I/O devices access to memory
Hardware view of Pentium

Structure of a large Pentium system
Performance challenges: I/O software

- How to prevent CPU throughput from being limited by I/O device speed (for slow devices)
  - Why would slow devices affect the CPU?

- How to prevent I/O throughput from being limited by CPU speed (for fast devices)
  - Why would device throughput be limited by the CPU?

- How to achieve good utilization of CPU and I/O devices

- How to meet the real-time requirements of devices
Programmed I/O

Steps in printing a string
Programmed I/O

- **Example:**
  - Writing a string to a serial output
  - Printing a string on the printer

```c
CopyFromUser(virtAddr, kernelBuffer, byteCount)
for i = 0 to byteCount-1
    while *serialStatusReg != READY
        endwhile
    *serialDataReg = kernelBuffer[i]
endFor
return
```

- Called “Busy Waiting” or “Polling”
- Problem: CPU is continually busy working on I/O!
Interrupt-Driven I/O

- **Getting the I/O started:**
  
  ```
  CopyFromUser(virtAddr, kernelBuffer, byteCount)
  EnableInterrupts()
  while *serialStatusReg != READY
  endwhile
  *serialDataReg = kernelBuffer[0]
  Sleep ()
  ```

- **The Interrupt Handler:**
  
  ```
  if i == byteCount
    Wake up the user process
  else
    *serialDataReg = kernelBuffer[i]
    i = i + 1
  endIf
  Return from interrupt
  ```
Hardware support for interrupts

How interrupts happen. Connections between devices and interrupt controller actually use interrupt lines on the bus rather than dedicated wires.
Problem with Interrupt driven I/O

- **Problem:**
  - CPU is still involved in every data transfer
  - Interrupt handling overhead is high
  - Overhead cost is not amortized over much data
  - Overhead is too high for fast devices
    - Gbps networks
    - Disk drives
Direct Memory Access (DMA)

- Data transferred from device straight to/from memory
- CPU not involved

**The DMA controller:**
- Does the work of moving the data
- CPU sets up the DMA controller ("programs it")
- CPU continues
- The DMA controller moves the bytes
Sending data to a device using DMA

- **Getting the I/O started:**
  - `CopyFromUser(virtAddr, kernelBuffer, byteCount)`
  - Set up DMA controller
  - `Sleep()`

- **The Interrupt Handler:**
  - Acknowledge interrupt
  - Wake up the user process
  - Return from interrupt
Direct Memory Access (DMA)
Direct Memory Access (DMA)

- **Cycle Stealing**
  - DMA Controller acquires control of bus
  - Transfers a single byte (or word)
  - Releases the bus
  - The CPU is slowed down due to bus contention

- **Burst Mode**
  - DMA Controller acquires control of bus
  - Transfers all the data
  - Releases the bus
  - The CPU operation is temporarily suspended
Direct Memory Access (DMA)

- **Cycle Stealing**
  - DMA controller acquires control of bus
  - Transfers a single byte (or word)
  - Releases the bus
  - The CPU is slowed down due to bus contention
  - *Responsive but not very efficient*

- **Burst Mode**
  - DMA Controller acquires control of bus
  - Transfers all the data
  - Releases the bus
  - The CPU operation is suspended
  - *Efficient but interrupts may not be serviced in a timely way*
Principles of I/O software

- **Device Independence**
  - Programs can access any I/O device
    - Hard Drive, CD-ROM, Floppy, ...
    - ... without specifying the device in advance

- **Uniform Naming**
  - Devices / Files are named with simple strings
  - Names should not depend on the device

- **Error Handling**
  - ...should be as close to the hardware as possible
  - ... because its often device-specific
Principles of I/O software

- Synchronous vs. Asynchronous Transfers
  - Process is blocked vs. interrupt-driven or polling approaches

- Buffering
  - Data comes off a device
  - May not know the final destination of the data
    - e.g., a network packet... Where to put it???

- Sharable vs. Dedicated Devices
  - Disk should be sharable
  - Keyboard, Screen dedicated to one process
Software engineering-related challenges

- **How to remove the complexities of I/O handling from application programs**
  - Solution
    - standard I/O APIs (libraries and system calls)

- **How to support a wide range of device types on a wide range of operating systems**
  - Solution
    - standard interfaces for device drivers (DDI)
    - standard/published interfaces for access to kernel facilities (DKI)
I/O software layers

- User-level I/O software
- Device-independent operating system software
- Device drivers
- Interrupt handlers
- Hardware
I/O software layers

- User-level I/O software
- Device-independent operating system software
- Device drivers
- Interrupt handlers
- Hardware
Interrupt handling

- I/O Device Driver starts the operation
  - Then blocks until an interrupt occurs
  - Then it wakes up, finishes, & returns

- The Interrupt Handler
  - Does whatever is immediately necessary
  - Then unblocks the driver

- Example: The BLITZ "DiskDriver"
  - Start I/O and block (waits on semaphore)
  - Interrupt routine signals the semaphore & returns
Interrupt handlers - top/bottom halves

- Interrupt handlers are divided into scheduled and non-scheduled tasks

- Non-scheduled tasks execute immediately on interrupt and run in the context of the interrupted thread
  - Ie. There is no VM context switch
  - They should do a minimum amount of work so as not to disrupt progress of interrupted thread
  - They should minimize time during which interrupts are disabled

- Scheduled tasks are queued for processing by a designated thread
  - This thread will be scheduled to run later
  - May be scheduled preemptively or nonpreemptively
Basic activities of an interrupt handler

- Set up stack for interrupt service procedure
- Ack interrupt controller, reenable interrupts
- Copy registers from where saved
- Run service procedure
I/O software layers

User-level I/O software

Device-independent operating system software

Device drivers

Interrupt handlers

Hardware
Device drivers in kernel space

User space

Kernel space

Rest of the operating system

User program

Printer driver

Camcorder driver

CD-ROM driver

Printer controller

Camcorder controller

CD-ROM controller

Hardware

Devices

User process
Device drivers

- Device drivers are device-specific software that connects devices with the operating system
  - Typically a nasty assembly-level job
    - Must deal with hardware-specific details (and changes)
    - Must deal with O.S. specific details (and changes)
  - Goal: hide as many device-specific details as possible from higher level software

- Device drivers are typically given kernel privileges for efficiency
  - Bugs can bring down the O.S.!
  - Open challenge: how to provide efficiency and safety???
I/O software layers

- User-level I/O software
- Device-independent operating system software
- Device drivers
- Interrupt handlers
- Hardware
Device-independent I/O software

- Functions and responsibilities
  - Uniform interfacing for device drivers
  - Buffering
  - Error reporting
  - Allocating and releasing dedicated devices
  - Providing a device-independent block size
Device-independent I/O software

Device Driver Interface (DDI) and Device Kernel Interface (DKI) without/with standardization
Device-independent I/O software buffering

(a) Unbuffered input
(b) Buffering in user space
(c) Buffering in the kernel followed by copying to user space
(d) Double buffering in the kernel
Copying overhead in network I/O

Networking may involve many copies
Devices as files

- Before mounting,
  - files on floppy are inaccessible
- After mounting floppy on b,
  - files on floppy are part of file hierarchy
I/O software layers

- User-level I/O software
- Device-independent operating system software
- Device drivers
- Interrupt handlers
- Hardware
User-space I/O software

- In user's (C) program

  ```c
  count = write(fd, buffer, nbytes);
  printf("The value of \%s is \%d\n", str, i);
  ```

- Linked with library routines.

- The library routines contain:
  - Lots of code
  - Buffering
  - The syscall to trap into the kernel
Communicating across the I/O layers

Layer

User processes

Device-independent software

Device drivers

Interrupt handlers

Hardware

I/O request

I/O reply

I/O functions

Make I/O call; format I/O; spooling

Naming, protection, blocking, buffering, allocation

Set up device registers; check status

Wake up driver when I/O completed

Perform I/O operation
Some example I/O devices

- Timers
- Terminals
- Graphical user interfaces
- Network terminals
Programmable clocks

- **One-shot mode:**
  - Counter initialized then decremented until zero
  - At zero a single interrupt occurs

- **Square wave mode:**
  - At zero the counter is reinitialized with the same value
  - Periodic interrupts (called “clock ticks”) occur
Time

- **500 MHz Crystal (oscillates every 2 nanoseconds)**
- **32 bit register overflows in 8.6 seconds**
  - So how can we remember what the time is?

- **Backup clock**
  - Similar to digital watch
  - Low-power circuitry, battery-powered
  - Periodically reset from the internet
  - **UTC**: Universal Coordinated Time
  - **Unix**: Seconds since Jan. 1, 1970
  - **Windows**: Seconds since Jan. 1, 1980
Goals of clock software

- Maintain time of day
  - Must update the time-of-day every tick
- Prevent processes from running too long
- Account for CPU usage
  - Separate timer for every process
  - Charge each tick to the current process
- Handling the “Alarm” syscall
  - User programs ask to be sent a signal at a given time
- Providing watchdog timers for the OS itself
  - E.g., when to spin down the disk
- Doing profiling, monitoring, and statistics gathering
Software timers

- **A process can ask for notification (alarm) at time T**
  - At time T, the OS will signal the process

- **Processes can “go to sleep until time T”**

- **Several processes can have active timers**

- **The CPU has only one clock**
  - Must service the “alarms” in the right order

- **Keep a sorted list of all timers**
  - Each entry tells when the alarm goes off and what to do then
Software timers

- Alarms set for 4203, 4207, 4213, 4215 and 4216.
- Each entry tells how many ticks past the previous entry.
- On each tick, decrement the “NextSignal”.
- When it gets to 0, then signal the process.
Character-oriented I/O

- RS-232 / Serial interface / Modem / Terminals / tty / COM
- Bit serial (9- or 25-pin connectors), only 3 wires used
- UART: Universal Asynchronous Receiver Transmitter
  - byte $\rightarrow$ serialize bits $\rightarrow$ wire $\rightarrow$ collect bits $\rightarrow$ byte

![Diagram of computer system with RS-232 interface and UART](image)
Terminals

- 56,000 baud = 56,000 bits per second = 7000 bytes/sec
  - Each is an ASCII character code

- Dumb terminals (CRTs / teletypes)
  - Very few control characters
    - newline, return, backspace

- Intelligent CRTs
  - Also accept “escape sequences”
  - Reposition the cursor, clear the screen, insert lines, etc.
  - The standard “terminal interface” for computers
    - Example programs: vi, emacs
Input software

- **Character processing**
  - User types “hella←o”
  - Computer echoes as: “hella←_←o”
  - Program will see “hello”

- **Raw mode**
  - The driver delivers all characters to application
  - No modifications, no echoes
  - vi, emacs, the BLITZ emulator, password entry

- **Cooked mode**
  - The driver does echoing and processing of special chars.
  - “Canonical mode”
### Special control characters (in “cooked mode”)

<table>
<thead>
<tr>
<th>Character</th>
<th>POSIX name</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>CTRL-H</td>
<td>ERASE</td>
<td>Backspace one character</td>
</tr>
<tr>
<td>CTRL-U</td>
<td>KILL</td>
<td>Erase entire line being typed</td>
</tr>
<tr>
<td>CTRL-V</td>
<td>LNEXT</td>
<td>Interpret next character literally</td>
</tr>
<tr>
<td>CTRL-S</td>
<td>STOP</td>
<td>Stop output</td>
</tr>
<tr>
<td>CTRL-Q</td>
<td>START</td>
<td>Start output</td>
</tr>
<tr>
<td>DEL</td>
<td>INTR</td>
<td>Interrupt process (SIGINT)</td>
</tr>
<tr>
<td>CTRL-\</td>
<td>QUIT</td>
<td>Force core dump (SIGQUIT)</td>
</tr>
<tr>
<td>CTRL-D</td>
<td>EOF</td>
<td>End of file</td>
</tr>
<tr>
<td>CTRL-M</td>
<td>CR</td>
<td>Carriage return (unchangeable)</td>
</tr>
<tr>
<td>CTRL-J</td>
<td>NL</td>
<td>Linefeed (unchangeable)</td>
</tr>
</tbody>
</table>
Cooked mode

- The terminal driver must...
  - Buffer an entire line before returning to application
  - Process special control characters
    - Control-C, Backspace, line-erase, tabs
  - Echo the character just typed
  - Accommodate type-ahead
    - I.e., it needs an internal buffer

- **Approach 1** (for computers with many terminals)
  - Have a pool of buffers to use as necessary

- **Approach 2** (for single-user computer)
  - Have one buffer (e.g., 500 bytes) per terminal
Central buffer pool vs. dedicated buffers

(a) Terminal data structure

(b) Terminal data structure
The end-of-line problem

- NL “newline” (ASCII 0xOA, \n)
  - Move cursor down one line (no horizontal movement)
- CR “return” (ASCII 0xOD, \r)
  - Move cursor to column 1 (no vertical movement)
- “ENTER key”
  - Behavior depends on the terminal specs
    - May send CR, may send NL, may send both
    - Software must be device independent

- **Unix, Macintosh:**
  - Each line (in a file) ends with a NL
- **Windows:**
  - Each line (in a file) ends with CR & NL
Control-D: EOF

- Typing Control-D ("End of file") causes the read request to be satisfied immediately
  - Do not wait for "enter key"
  - Do not wait for any characters at all
  - May return 0 characters

- Within the user program

```c
int count = Read (fd, buffer, buffSize);
if (count == 0)
    -- Assume end-of-file reached...
```
Outputting to a terminal

- The terminal accepts an “escape sequence”
- Tells it to do something special

**Example:**

```
esc [ 3 ; 1 H  
```

- Move to position (3,1) on screen

```
esc [ 0 K
```

- Erase the line

```
esc [ 1 M
```

- Shift following lines up one

- Each terminal manufacturer had a slightly different specification
  - *Makes device independent software difficult*
  - Unix “termcap” file
    - Database of different terminals and their behaviors.
# ANSI escape sequence standard

<table>
<thead>
<tr>
<th>Escape sequence</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESC [ nA</td>
<td>Move up (n) lines</td>
</tr>
<tr>
<td>ESC [ nB</td>
<td>Move down (n) lines</td>
</tr>
<tr>
<td>ESC [ nC</td>
<td>Move right (n) spaces</td>
</tr>
<tr>
<td>ESC [ nD</td>
<td>Move left (n) spaces</td>
</tr>
<tr>
<td>ESC [ m;mH</td>
<td>Move cursor to ((m,n))</td>
</tr>
<tr>
<td>ESC [ sJ</td>
<td>Clear screen from cursor (0 to end, 1 from start, 2 all)</td>
</tr>
<tr>
<td>ESC [ sK</td>
<td>Clear line from cursor (0 to end, 1 from start, 2 all)</td>
</tr>
<tr>
<td>ESC [ nL</td>
<td>Insert (n) lines at cursor</td>
</tr>
<tr>
<td>ESC [ nM</td>
<td>Delete (n) lines at cursor</td>
</tr>
<tr>
<td>ESC [ nP</td>
<td>Delete (n) chars at cursor</td>
</tr>
<tr>
<td>ESC [ n@</td>
<td>Insert (n) chars at cursor</td>
</tr>
<tr>
<td>ESC [ nm</td>
<td>Enable rendition (n) (0=normal, 4=bold, 5=blinking, 7=reverse)</td>
</tr>
<tr>
<td>ESC M</td>
<td>Scroll the screen backward if the cursor is on the top line</td>
</tr>
</tbody>
</table>
Graphical user interfaces (GUIs)

- Memory-mapped displays “bit-mapped graphics”
- Video driver moves bits into special memory region
  - Changes appear on the screen
  - Video controller constantly scans video ram
- Black and white displays
  - 1 bit = 1 pixel
- Color
  - 24 bits = 3 bytes = 1 pixels
    - red (0–255)
    - green (0–255)
    - blue (0–255)

\[ 1280 \times 854 \times 3 = 3 \text{ MB} \]
Graphical user interfaces (GUIs)
Spare slides
X Window System

- Client - Server
- Remote Procedure Calls (RPC)
- Client makes a call.
- Server is awakened; the procedure is executed.

- Intelligent terminals ("X terminals")

- The display side is the server.
- The application side is the client.
- The application (client) makes requests to the display server.

- Client and server are separate processes
  - (May be on the same or different machines)
X window system

Remote host

User space

Window manager

Application program

Motif

Intrinsics

Xlib

X client

Kernel space

UNIX

Hardware

X server

UNIX

Hardware

Network

X terminal

Window

X protocol
X window system

- **X-Server**
  - Display text and geometric shapes, move bits
  - Collect mouse and keyboard status

- **X-Client**
  - Xlib
    - library procedures; low-level access to X-Server
  - Intrinsics
    - provide "widgets"
    - buttons, scroll bars, frames, menus, etc.
  - Motif
    - provide a "look-and-feel" / style
  - Window Manager
    - Application independent functionality
    - Create & move windows
The SLIM network terminal

- Stateless Low-level Interface Machine (SLIM)
  - Sun Microsystems

- Philosophy: Keep the terminal-side very simple!

- Back to “dumb” terminals

- Interface to X-Server:
  - 100’s of functions

- SLIM:
  - Just a few messages
  - The host tells which pixels to put where
  - The host contains all the intelligence
The SLIM network terminal

- The SLIM Protocol
  - from application-side (server)
  - to terminal (the “thin” client)

<table>
<thead>
<tr>
<th>Message</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>SET</td>
<td>Update a rectangle with new pixels</td>
</tr>
<tr>
<td>FILL</td>
<td>Fill a rectangle with one pixel value</td>
</tr>
<tr>
<td>BITMAP</td>
<td>Expand a bitmap to fill a rectangle</td>
</tr>
<tr>
<td>COPY</td>
<td>Copy a rectangle from one part of the frame buffer to another</td>
</tr>
<tr>
<td>CSCS</td>
<td>Convert a rectangle from television color (YUV) to RGB</td>
</tr>
</tbody>
</table>