I/O Management
Intro

Chapter 5

I/O Devices

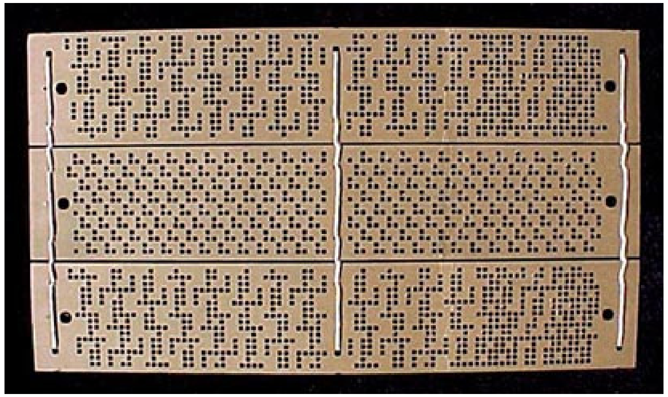
- There exists a large variety of I/O devices:
  - Many of them with different properties
  - They seem to require different interfaces to manipulate and manage them
    - We don't want a new interface for every device
    - Diverse, but similar interfaces leads to code duplication
- Challenge:
  - Uniform and efficient approach to I/O

Categories of I/O Devices (by usage)

- Human interface
  - Used to communicate with the user
  - Printers, Video Display, Keyboard, Mouse
- Machine interface
  - Used to communicate with electronic equipment
  - Disk and tape drives, Sensors, Controllers, Actuators
- Communication
  - Used to communicate with remote devices
  - Ethernet, Modems, Wireless

I/O Device Handling

- Data rate
  - May be differences of several orders of magnitude between the data transfer rates
  - Example: Assume 1000 cycles/byte I/O
    - Keyboard needs 10 KHz processor to keep up
    - Gigabit Ethernet needs 100 GHz processor…..




commodore


Seagate

Sample Data Rates

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

USB 3.0 625 MB/s (5 Gb/s)
Thunderbolt 2.5MB/sec (20 Gb/s)
PCIe v3.0 x16 16GB/s

I/O Device Handling Considerations

- Complexity of control
- Unit of transfer
  - Data may be transferred as a stream of bytes for a terminal or in larger blocks for a disk
- Data representation
  - Encoding schemes
- Error conditions
  - Devices respond to errors differently
    - `lp0: printer on fire!`
  - Expected error rate also differs

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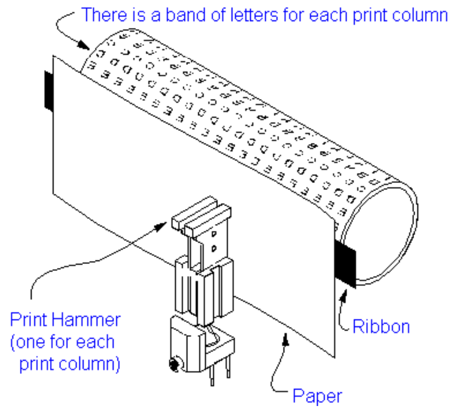
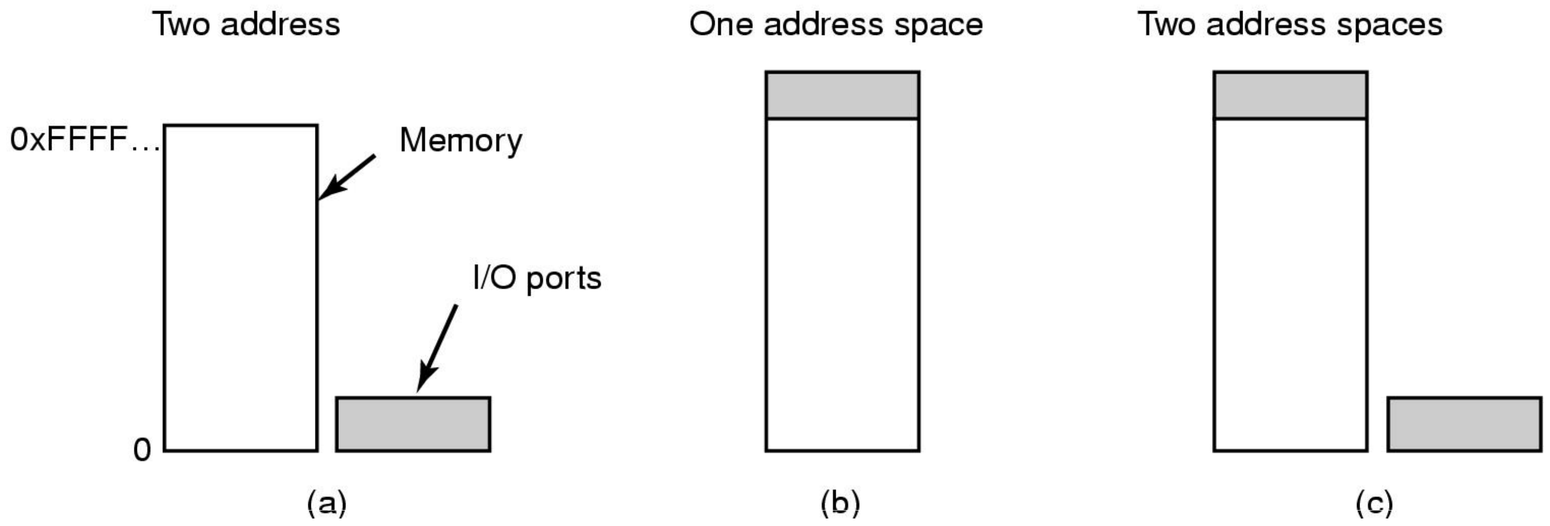


I/O Device Handling Considerations

- Layering
  - Need to be both general and specific, e.g.
  - Devices that are the same, but aren't the same
    - Hard-disk, USB disk, RAM disk
  - Interaction of layers
    - Swap partition and data on same disk
    - Two mice
  - Priority
    - Keyboard, disk, network

Accessing I/O Controllers

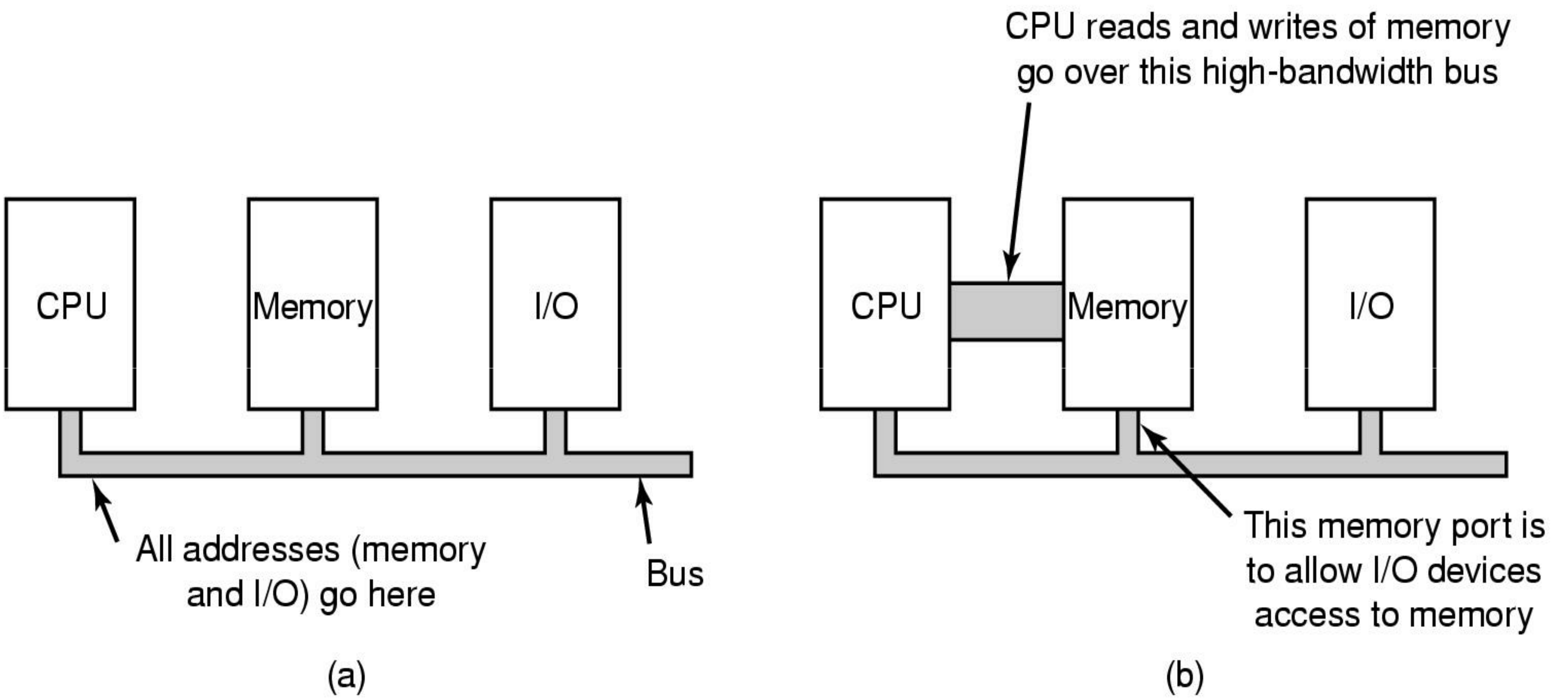


a) **Separate I/O and memory space**
   - I/O controller registers appear as I/O ports
   - Accessed with special I/O instructions

b) **Memory-mapped I/O**
   - Controller registers appear as memory
   - Use normal load/store instructions to access

c) **Hybrid**
   - x86 has both ports and memory mapped I/O
   - *Linux Device Drivers*; Jonathan Corbet, Alessandro Rubini, and Greg Kroah-Hartman

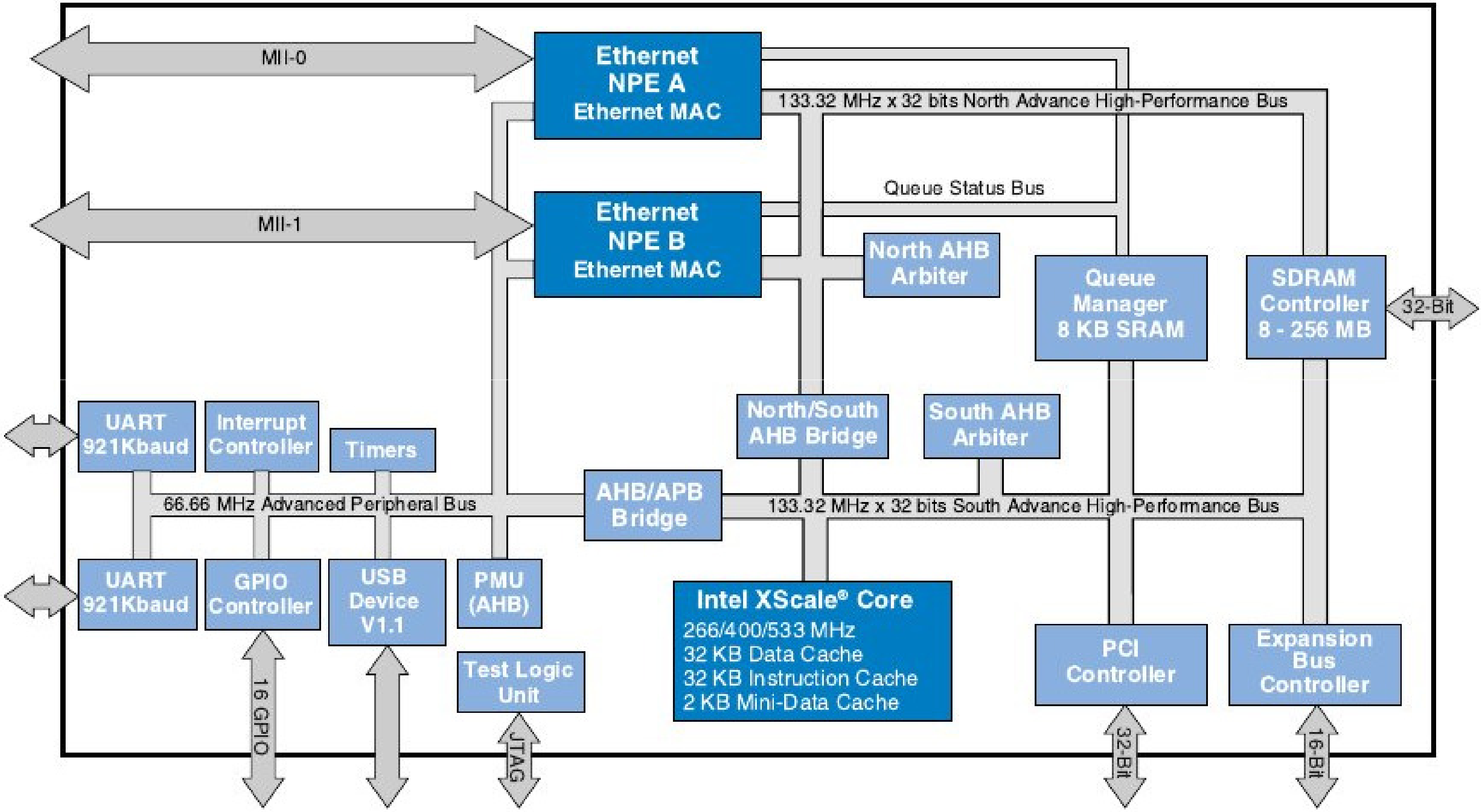
Bus Architectures



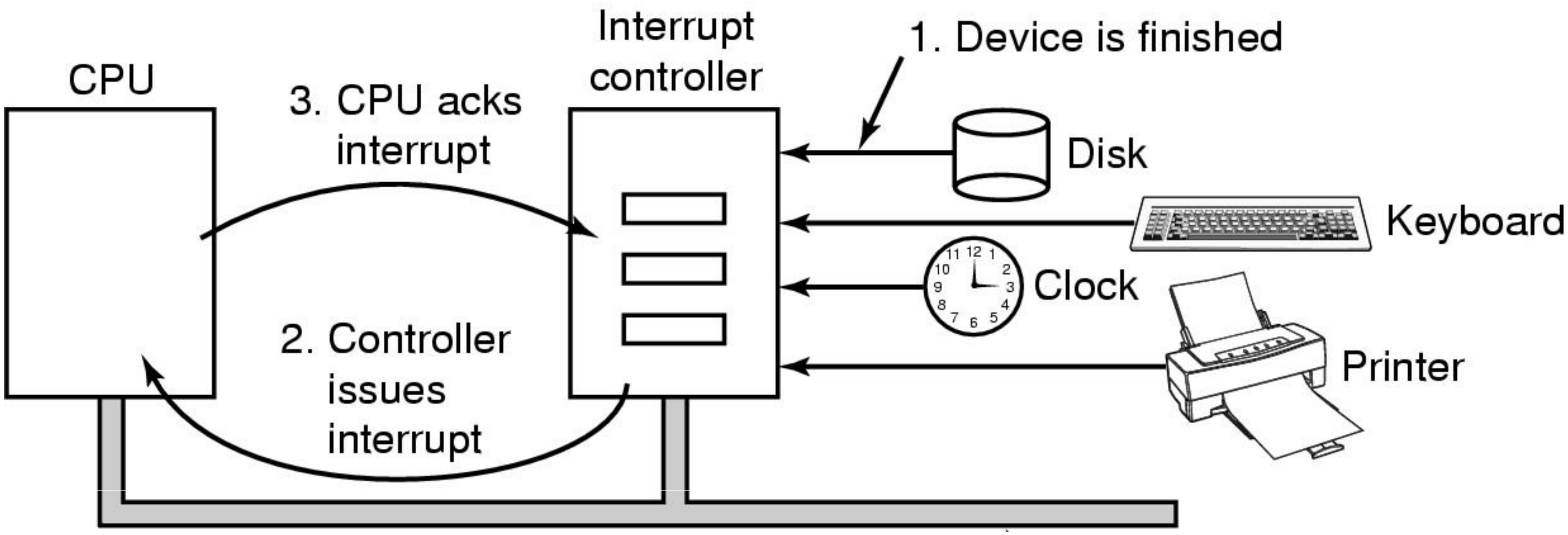
(a) A single-bus architecture

(b) A dual-bus memory architecture

Intel IXP420



Interrupts

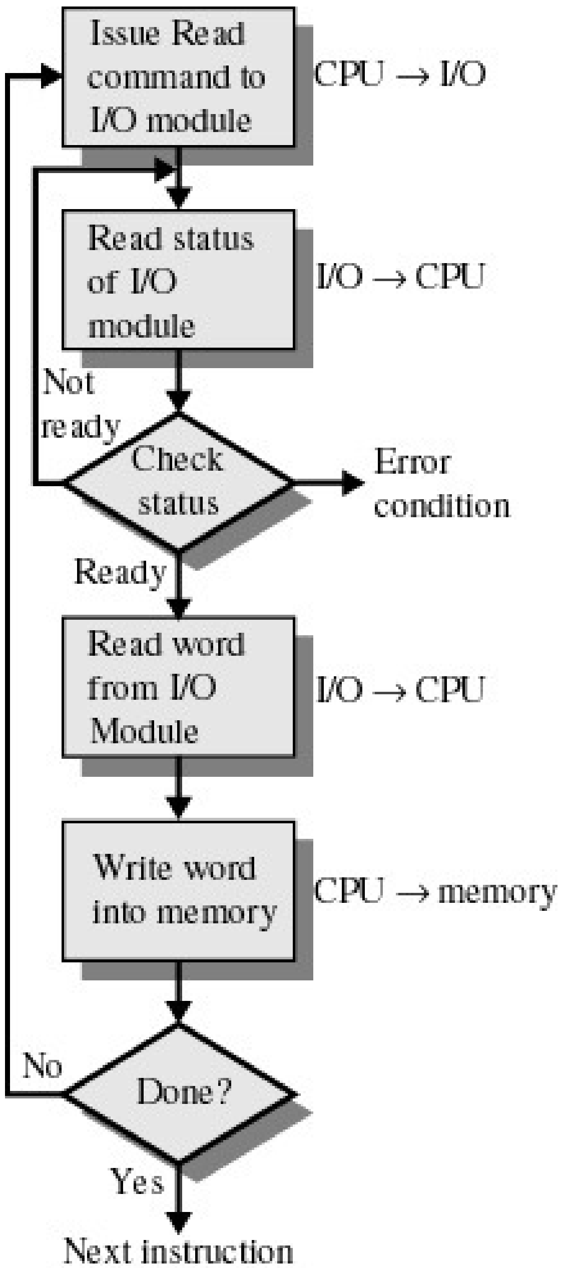


- Devices connected to an *Interrupt Controller* via lines on an I/O bus (e.g. PCI)
- Interrupt Controller signals interrupt to CPU and is eventually acknowledged.
- Exact details are architecture specific.

I/O Interation

Programmed I/O

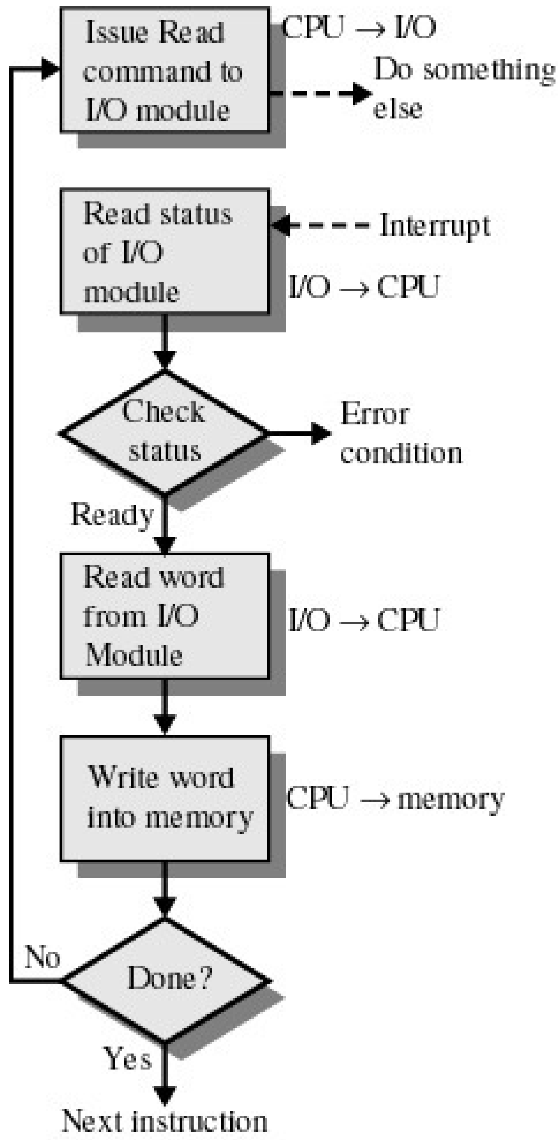
- Also called *polling*, or *busy waiting*
- I/O module (controller) performs the action, not the processor
- Sets appropriate bits in the I/O status register
- No interrupts occur
- Processor checks status until operation is complete
  - Wastes CPU cycles



(a) Programmed I/O

Interrupt-Driven I/O

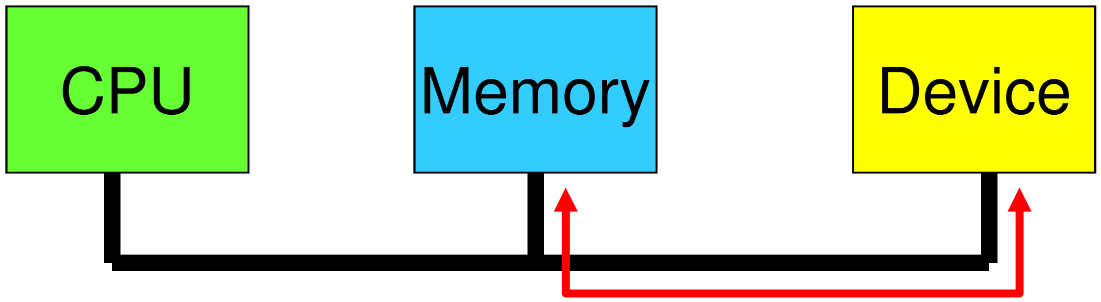
- Processor is interrupted when I/O module (controller) ready to exchange data
- Processor is free to do other work
- No needless waiting
- Consumes a lot of processor time because every word read or written passes through the processor



(b) Interrupt-driven I/O

Direct Memory Access

- Transfers data directly between Memory and Device
- CPU not needed for copying



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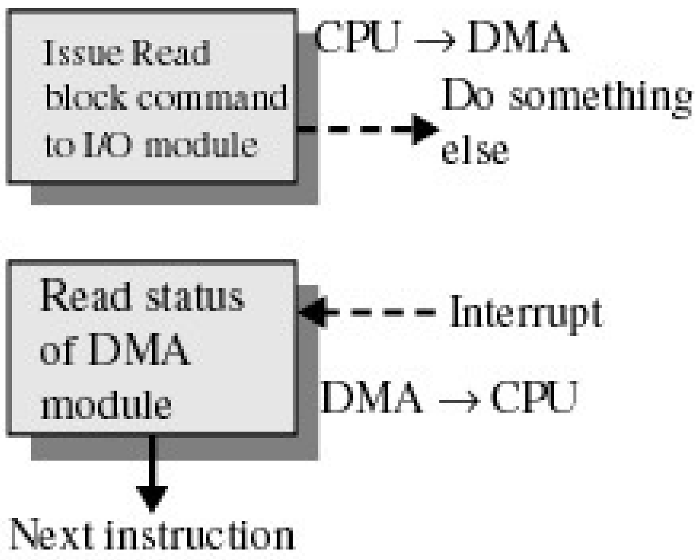
Direct Memory Access

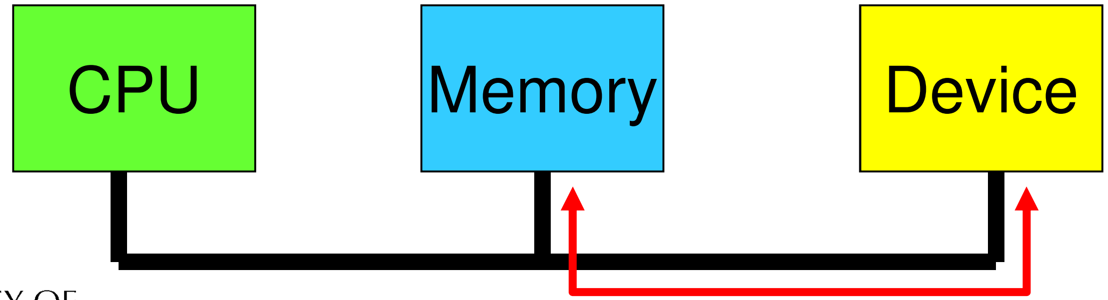
- Transfers a block of data directly to or from memory
- An interrupt is sent when the task is complete
- The processor is only involved at the beginning and end of the transfer



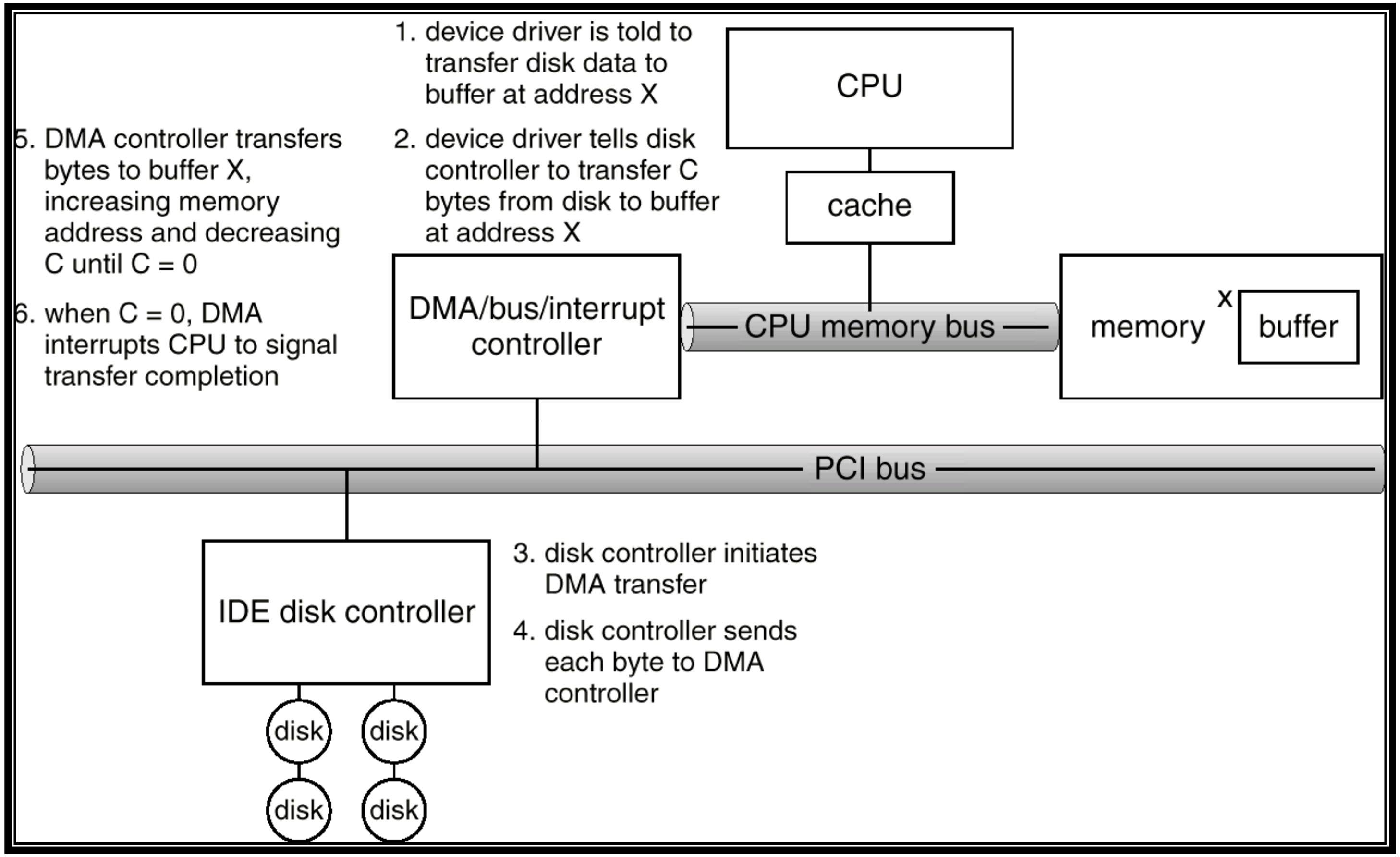
(c) Direct memory access

DMA Considerations

- ✓ Reduces number of interrupts
  - Less (expensive) context switches or kernel entry-exits
- ✗ Requires contiguous regions
  - Copying
  - Scatter-gather
- Synchronous/Asynchronous
- Shared bus must be arbitrated
  - CPU cache reduces (but not eliminates) CPU need for bus



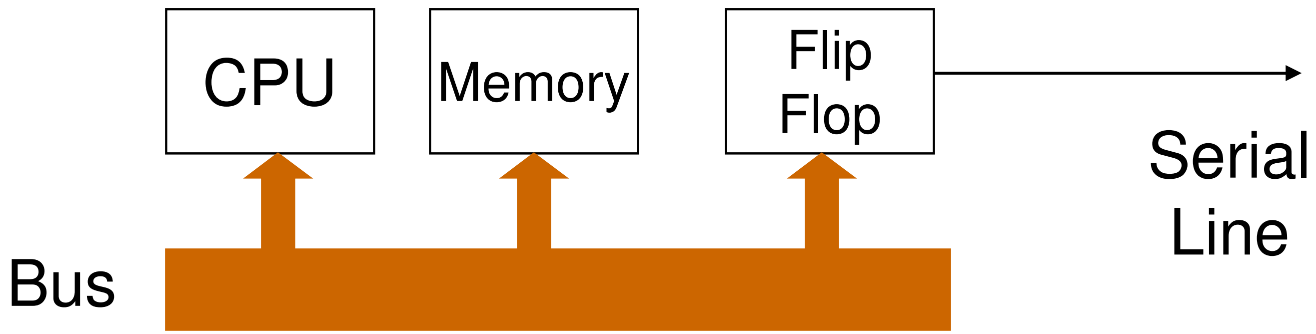
The Process to Perform DMA Transfer



Device Evolution - Complexity and Performance

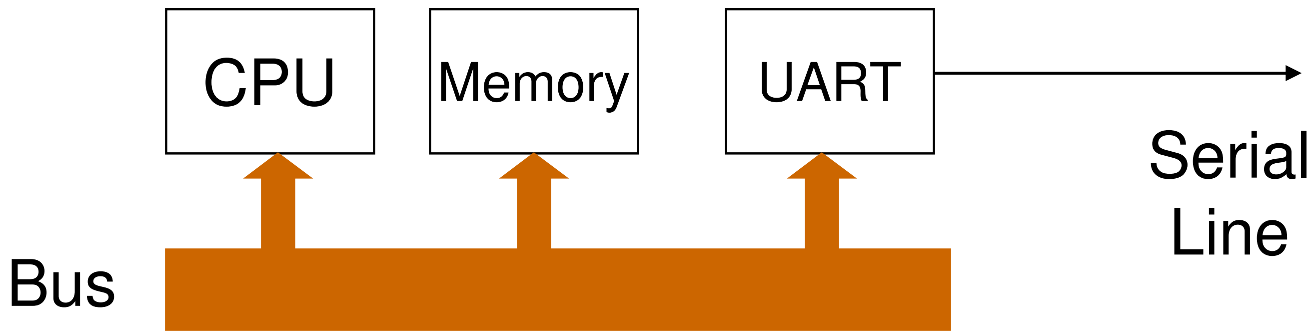
Evolution of the I/O Function

- Processor directly controls a peripheral device
  - Example: CPU controls a flip-flop to implement a serial line



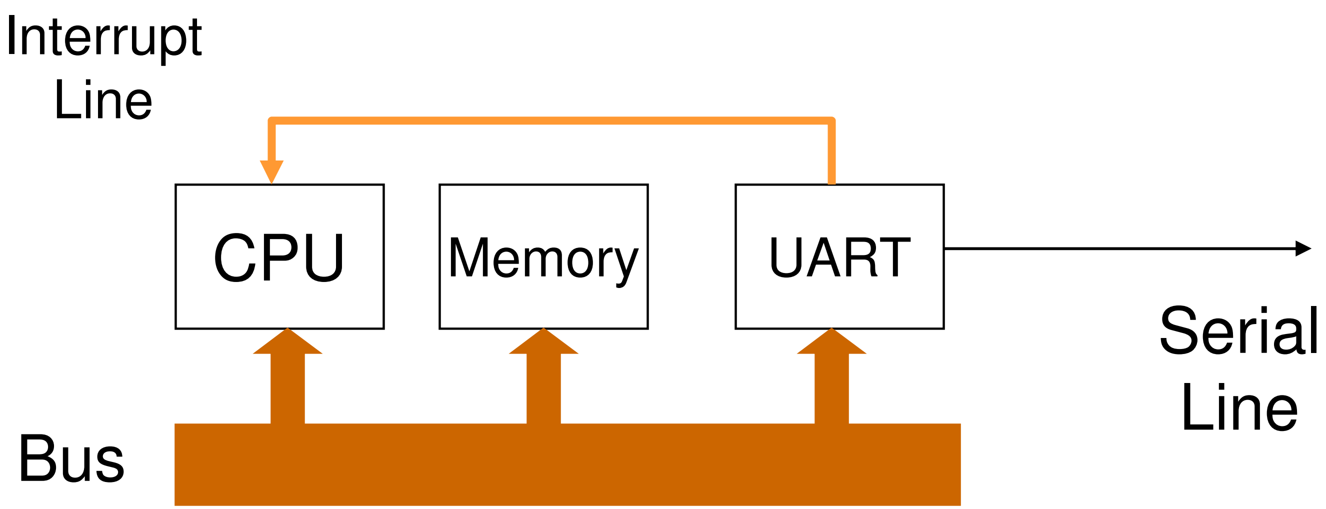
Evolution of the I/O Function

- Controller or I/O module is added
  - Processor uses programmed I/O without interrupts
  - Processor does not need to handle details of external devices
  - Example: A Universal Asynchronous Receiver Transmitter
    - CPU simply reads and writes bytes to I/O controller
    - I/O controller responsible for managing the signaling



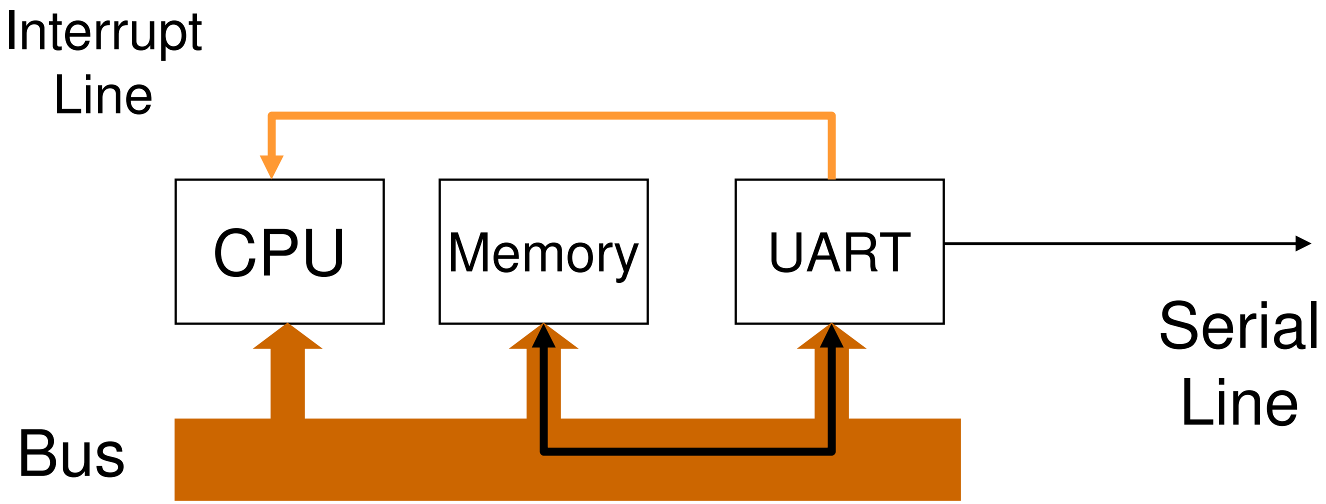
Evolution of the I/O Function

- Controller or I/O module with interrupts
  - Processor does not spend time waiting for an I/O operation to be performed



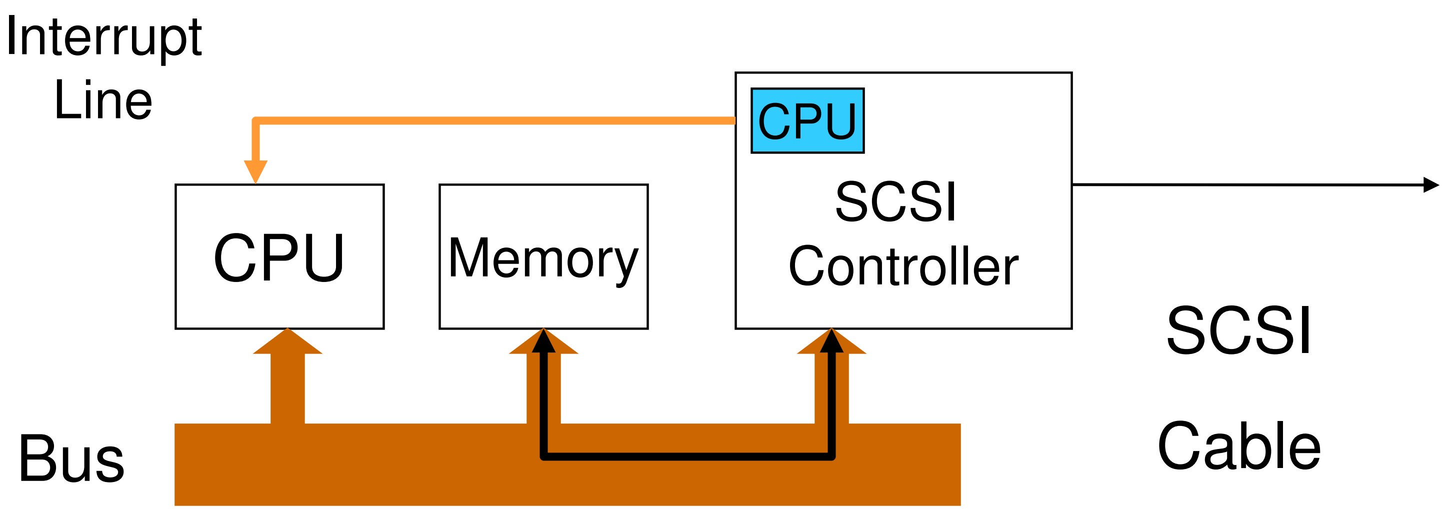
Evolution of the I/O Function

- Direct Memory Access
  - Blocks of data are moved into memory without involving the processor
  - Processor involved at beginning and end only



Evolution of the I/O Function

- I/O module has a separate processor
  - Example: SCSI controller
    - Controller CPU executes SCSI program code out of main memory



Evolution of the I/O Function

- **I/O processor**
  - I/O module has its own local memory, internal bus, etc.
  - Its a computer in its own right
  - Example: Myrinet 10 gigabit NIC