Embedded Systems

Ch 4
Introduction to Device Driver
Part A

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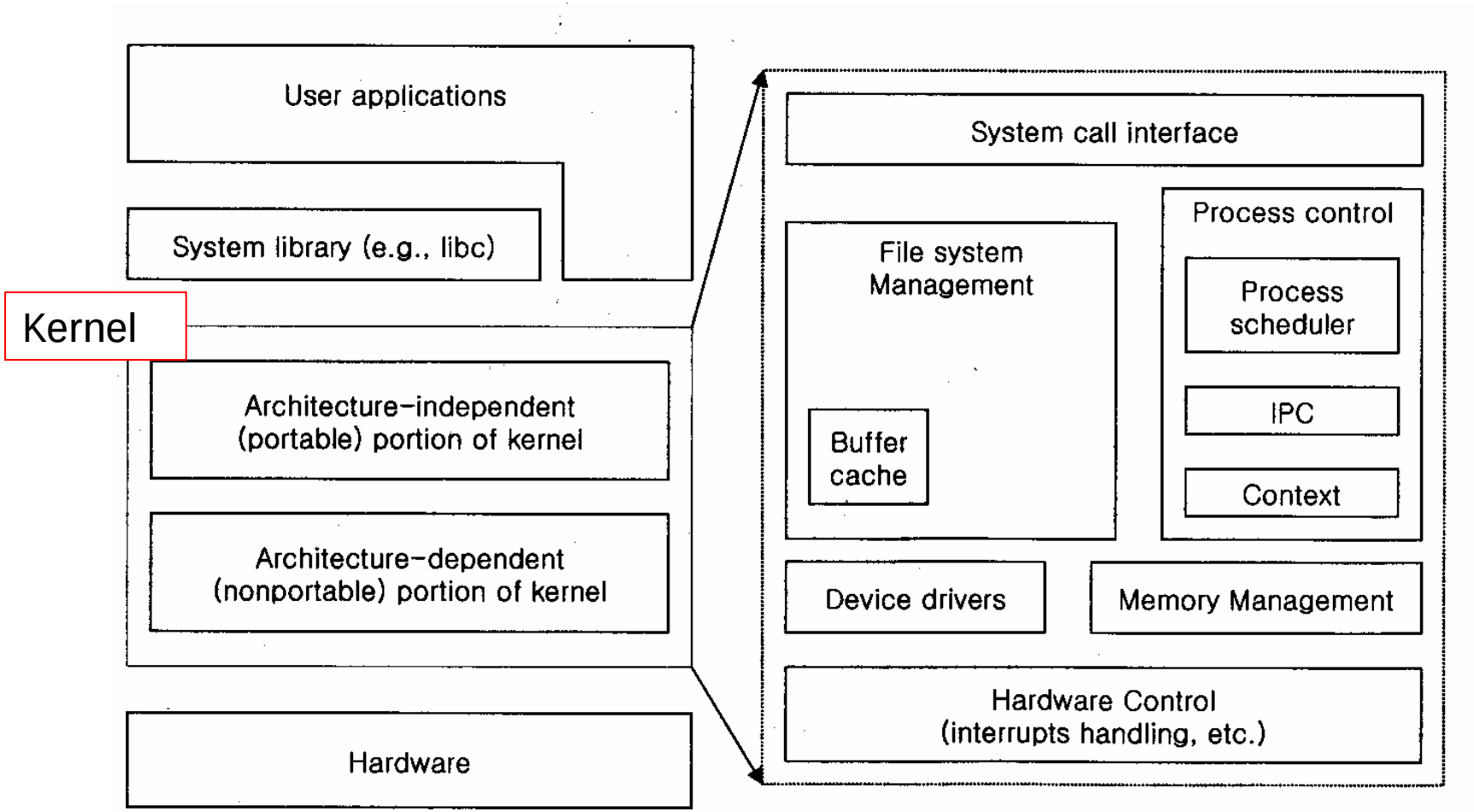
Overview

- 1. Introduction to Linux Kernel
- 2. Kernel Compile
- 3. Kernel Compile Options
- 4. Module
- 5. Device

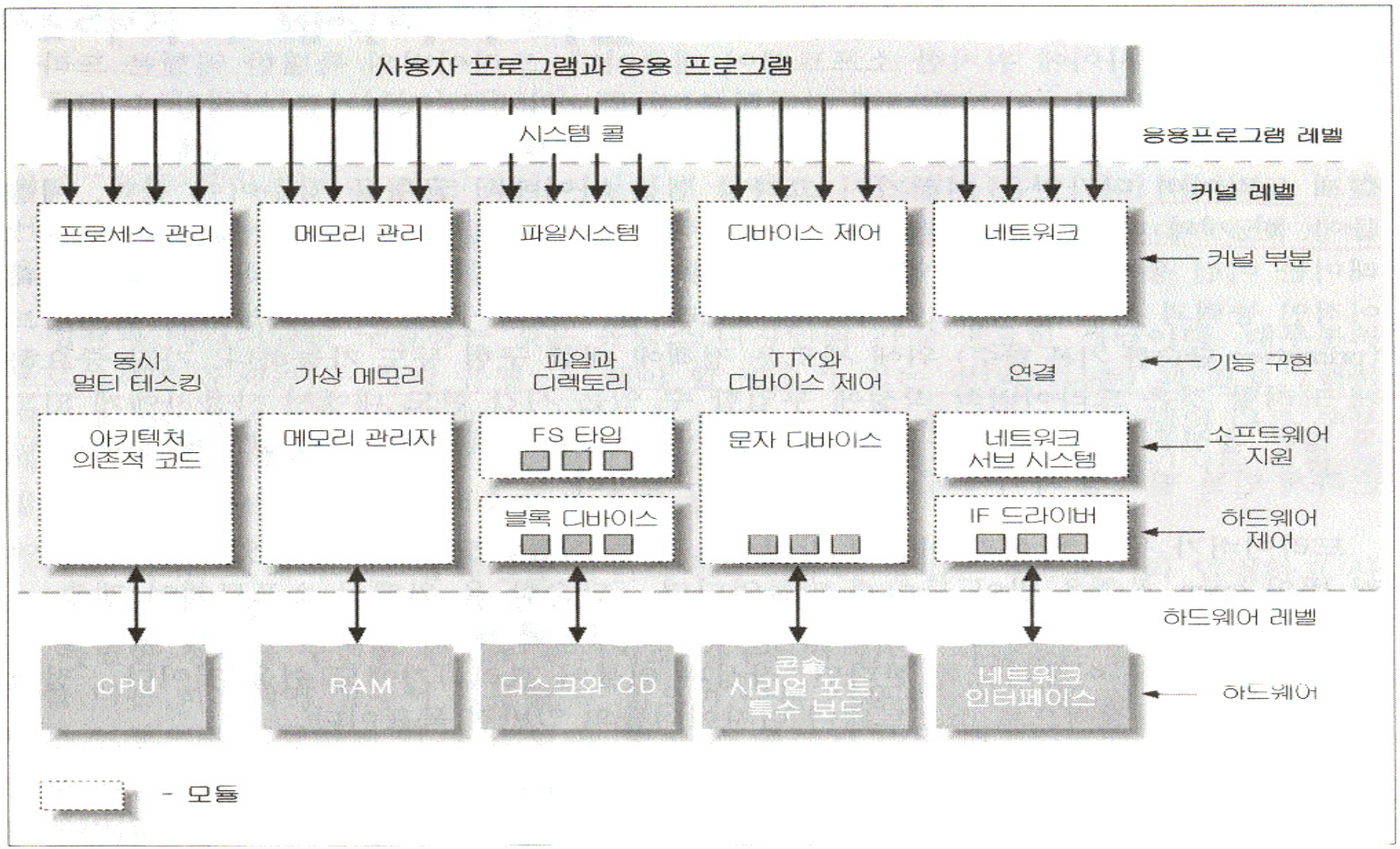
1. Introduction to Linux Kernel

- Linux의 구조



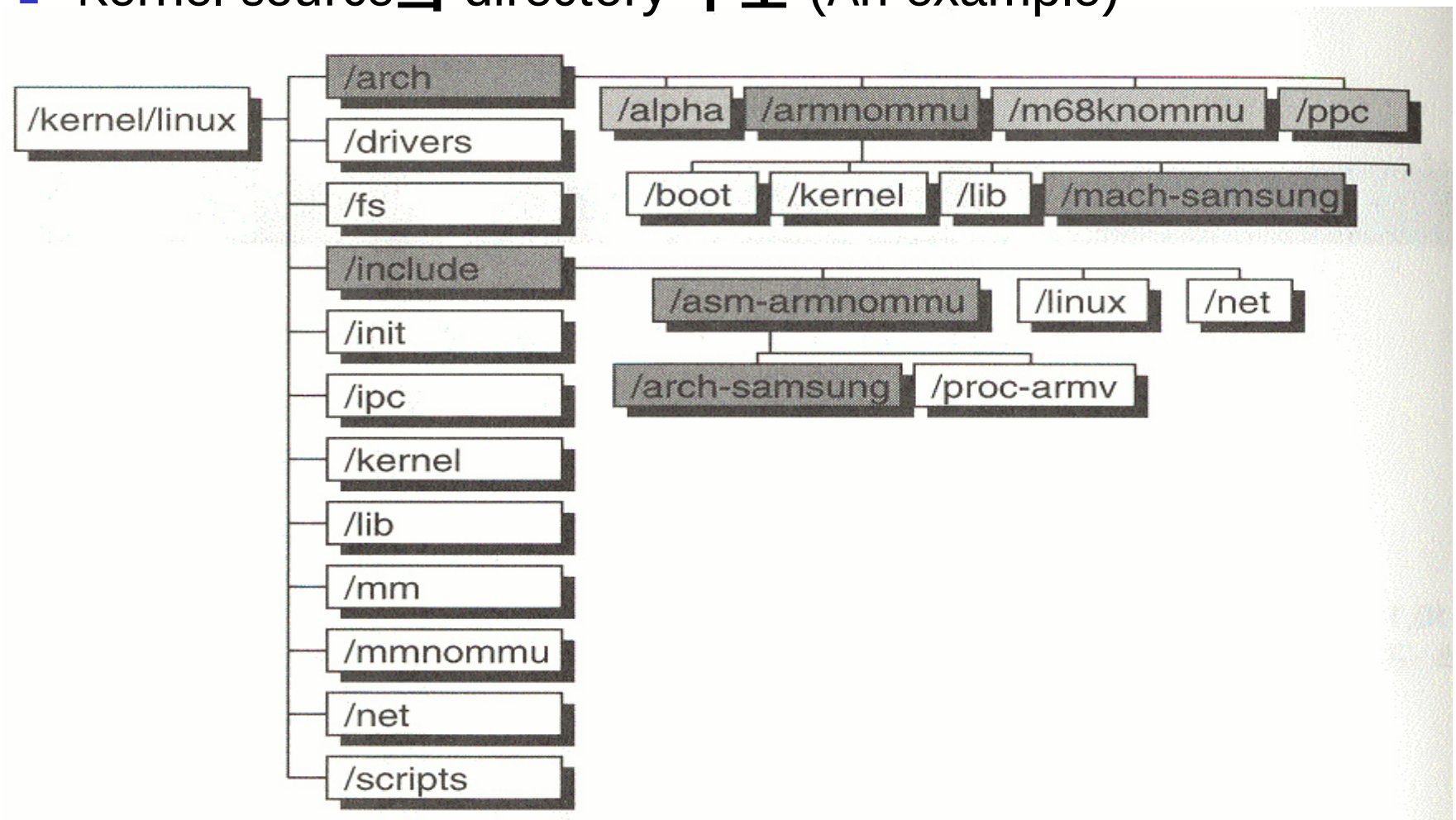
Introduction to Linux Kernel (II)

- Construction of Linux kernel



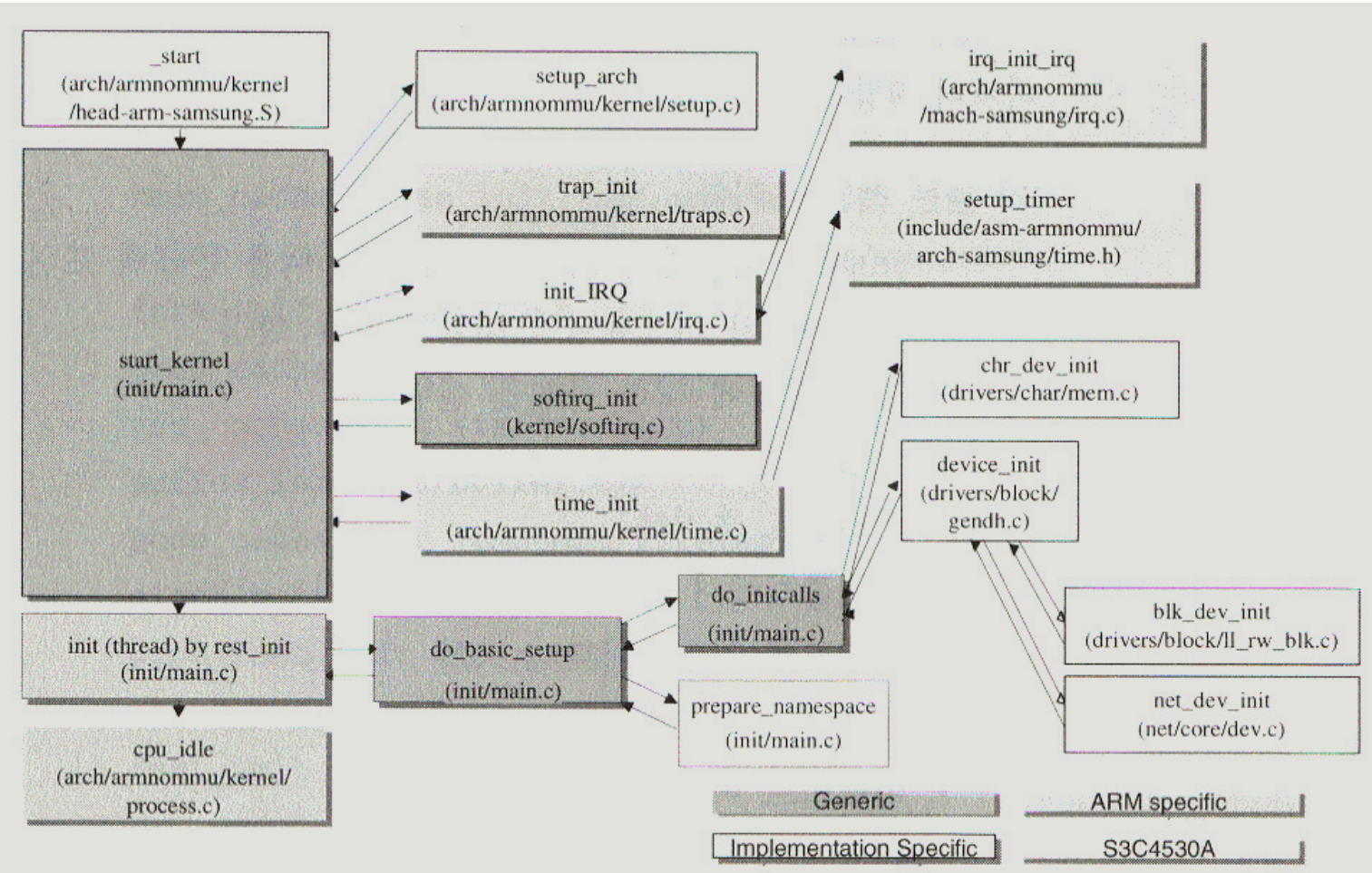
Introduction to Linux Kernel (III)

- Kernel source의 directory 구조 (An example)



Introduction to Linux Kernel (IV)

- Booting procedure



Introduction to Linux Kernel (V)

- Unix system
  - Multiple **tasks** executed by several concurrent **processes**
  - Each process requires system resources – CPU, memory, disk, network connection, etc.
- Kernel
  - *Set of executable programs to handle multiple processes*

Introduction to Linux Kernel (VI)

- Functions of kernel
  - *Process management*
    - Creates and deletes processes, and performs input/output connections (signal, pipe, IPC primitives) and inter-process communications.
    - Schedules processes on single (or multiple) CPUs
  - *Memory management*
    - Provide virtual memory spaces to all processes (function calls and malloc/free routines)
  - *File system*
    - Constructs structures file systems on unstructured hardware
    - Supports multiple file systems

Introduction to Linux Kernel (VII)

- Functions of kernel (Cont'd)
  - *Device control*
    - Each device driver for specific device performs required actions for that device.
    - Supports keyboard, hard disk, tape drive, etc.
    - Can be separated from the kernel as a module.
  - *Networking*
    - Network operations are not limited to one process: OS should handle the network operation.
    - Collects/distributes outgoing/incoming packets.
    - Sleeps and wake-ups the process corresponding to the current packet.
    - Network address handling and routing.

2. Kernel Compile

- Kernel Source Usage
  - 1. 새로운 kernel을 제작하기 위하여
  - 2. C 프로그램 작성을 위해서 ARM에 관련된 header file을 얻음
  - 3. 부트로더인 이지부트를 작성하기 위해서.
- ARM Linux Kernel
  - I386 Linux에서 ported
  - Official site:
    - http://www.arm.linux.org.uk
- Getting Linux kernel for EZ-X5
  - 첫째, 리눅스 커널을 구한다.
  - 둘째, 암 패치를 수행한다.
  - 셋째, XScale용 패치를 수행한다.
  - 넷째, EZ 보드를 위한 패치를 수행한다.

Kernel Compile (II)

- Step 1. Get required sources
  - Getting Linux Kernel Sources
    - ftp://ftp.kernel.org/pub/linux/kernel/v2.4/linux-2.4.19.tar.gz
      - ARM용으로 patch 가능한 Linux kernel
    - ftp://ftp.kr.kernel.org/pub/linux/kernel/v2.4/linux-2.4.19.tar.gz
      - Mirror site
    - EZ-X5 CD
  - Getting ARM patch
    - ftp://ftp.arm.uk.linux.org/pub/linux/arm/kernel/v2.4/patch-2.4.19-rmk7.gz
      - rmk: Russel King
  - Getting Xscale PXA255 patch
    - ftp://ftp.arm.uk.linux.org/pub/linux/arm/people/nico/diff-2.4.19-rmk7-pxa1.gz
  - Getting EZ-X5 patch
    - Diff-2.4.19-rmk7-pxa1-ez-x5.gz in EZ-X5 CD in sw/kernel

Kernel Compile (III)

- Step 2. Uncompress kernel and patches
  - Use directory /project/ez-x5/test/kernel
    - Copy all sources into /project/ex-z5/test/kernel
  - Uncompress kernel source
    - # tar zvf linux-2.4.19.tar.gz
  - Perform ARM patch
    - # cd linux-2.4.19
    - # gzip –cd ../patch-2.4.19-rmk7.gz | patch –p1
  - Perform Xscale patch
    - # gzip –cd ../diff-2.4.19-rmk7-pxa1.gz | match –p1
  - Perform EZ-x5 board patch
    - # gzip –cd ../diff-2.4.19-rmk7-pxa1-ez-x5.gz | patch –p1
  - Version control and link
    - # cd ..
    - # mv linux-2.4.19 linux-2.4.19-rmk7-pxa1-ez-x5
    - # ln –s linux-2.4.19-rmk7-pxa1-ez-x5 linux

Kernel Compile (IV)

- OR
  - # tar xvzf linux-2.4.19-x5-v05.tar.gz
  - # mv linux-2.4.19 linux-2.4.19-x5-v05
  - # ln –s linux-2.4.19-x5-v05 linux
- Step 3. Set compile environment
  - Set default configuration for EZ-X5
    - # make ez-x5_config
  - Set configuration parameters
    - # make old_config
      - Change some compile parameters using defaults found in .config
  - Set main configuration parameters
    - # make menuconfig
      - Details? Later.

Kernel Compile (V)

- Step 4. Compile kernel
  - Make file dependency in makefile
    - # make dep
  - Clear old object files in the directories
    - # make clean
  - Compile kernel to produce zImage
    - # make zImage
      - Have a cup of coffee….
      - zImage is produced in ./arch/arm/boot/zImage
  - Check the produced kernel
    - # cd arch/arm/boot
    - # ls –la
    - zImage ……
      - # Check if correctly compiled. Size?

Kernel Compile (VI)

- Step 5. Generate modules
  - Modules
    - Designated as ‘M’ in kernel compile option
    - Will be included in /lib/modules in EZ-X5
  - Compile modules
    - # make modules
  - Install modules in RamDisk
    - # INSTALL_MOD_PATH=”your_ramdisk_directory”/make modules_install

3. Kernel Compile Options

- 1. Code maturity level options
  - [*] Prompt for development and/or incomplete code/drivers
    - [*] built-in, [ ] excluded, <M> module, < > module-capable
- 2. Loadable module support
  - [*] Enable loadable module support
- 3. System type
  - (PXA250/210-based) ARM system type
    - (X) PXA250/210-based
  - 3.1 Intel PSA250/210 Implementations
    - [*] FALINUX EZ-X5

Kernel Compile Options (II)

- 4. General setup
  - (0) Compressed ROM boot loader base address
  - (0) Compressed ROM boot loader BSS address
  - [*] Support CPU clock change (EXPERIMENTAL)
  - [*] Networking support
  - [*] System V IPC
  - [*] ysctl support
  - <*> N FPE math emulation
  - <*> Kernel support for a.out binaries
  - <*> Kernel support for ELF binaries
  - [*] Kernel-mode alignment trap handler

- 5. Parallel port support
  - < > Parallel port support

Kernel Compile Options (III)

- 6. Memory Technology Devices
  - <*> Memory Technology Devices (MTD) support
  - <*> Direct char device access to MTD drives
  - <*> Caching block device access to MTD devices

  - 6.1 RAM/ROM/Flash chip drivers
    - <*> Detect flash chips by Common Flash Interface (CFI) probe
    - <*> Support for Intel/Sharp flash chips
    - <*> Support for AMD/Fujitsu flash chips
  - 6.2 Mapping drivers for chip access
    - < > CFI Flash device in physical memory map
  - 6.3 Self-contained MTD device drivers
    - < > Uncached system RAM
  - 6.4 NAND Flash Device Drivers
    - <*> NAND Device support
    - [*] Verify NAND page writes
    - <*> NAND Flash device on EZ-X5 board

Kernel Compile Options (IV)

- 7. Plug and Play configuration
  - < > Plug and Play support
- 8. Block devices
  - <*> Loopback device support
  - <*> Network block device support
  - <*> RAM disk support
  - (8192) Default RAM disk size
  - [*] Initial RAM disk (initrd) support
- 9. Multi-device support (RAID and LVM)
  - [ ] Multiple devices driver support (RAID and LVM)

Kernel Compile Options (V)

- 10. Networking options
  - <*> Packet socket
  - <*> Unix domain sockets
  - <*> TCP/IP networking

  - 10.1 QoS and/or fair queueing
    - < > QoS and/or fair queueing
  - 10.2 Network testing
    - < > Packet generator (USE WITH CAUTION)

- 11. Network device support
  - [*] Network device support
  - Ethernet (10 or 100 Mbit)
    - [*] EZ-X5 CS8900A support

Kernel Compile Options (VI)

- 12. Armature Radio support
  - [ ] Armature Radio support
- 13. IrDA (infrared) support
  - [ ] IrDA support
- 14. ATA/ATAPE/MFM/RLL support
  - < > ATA/ATAPI/MFM/RLL support
- 15. SCSI support
  - < > SCSI support
- 16. I2O device support
  - < > I2O support
- 17. ISDN subsystem
  - < > ISDN support
- 18. Input core support
  - < > Input core support

Kernel Compile Options (VII)

- 19. Character devices
  - [*] Virtual terminal
  - [*] Support for console on virtual terminal
  - [*] Standard/generic (8250/16550 and compatible UARTS) serial support
  - [*] Support for console on serial port
  - 19.1 Serial drivers
    - < > 8250/16550 amd compatible serial support (EXPERIMENTAL)
  - 19.2 I2C support
    - < > I2C support
  - 19.3 L3 serial bus support
    - < > L3 support
  - 19.4 Mice
    - < > Mouse support
  - 19.5 Joysticks
    - --- Input core support is needed for gameport
  - 19.6 Watchdog cards
    - [ ] Watchdog timer support

Kernel Compile Options (VIII)

- 20. Multimedia devices
  - < > Video for Linux
- 21. File systems
  - <*> Yaffs file-system on NAND
  - [*] /dev/pts file system for Unix98 PTYs
  - [*] Second extended fs format
  - 21.1. Network file systems
    - <*> NFS file system support
    - [*] Provide NFSv3 client support
  - 21.2 Partition types
    - [*] Advanced partition selection

Kernel Compile Options (IX)

- 22. Console drivers
  - [ ] VGA test support
  - 22.1 Frame-buffer support
    - [*] Support for frame buffer devices (EXPERIMENTAL)
    - <*> XA LCD support
    - <*> 16 bpp packed pixels support
    - <*> VGA characters/attributes support
    - [*] Select compiled-in fonts
    - [*] VGA 8x8 font
    - [*] VGA 8x16 font

Kernel Compile Options (X)

- 23. Sound
  - < > Sound support
- 24. Multimedia Capabilities Port drivers
  - [ ] Multimedia drivers
- 25. Bluetooth support
  - < > Bluetooth subsystem support
- 26. Kernel hacking
  - [*] Verbose user fault messages.
- *Save current configuration!!!*

4. Module

- **Module**
  - Def.
    - Kernel**에 추가할 수 있는 각각의 코드 부분**
  - Features
    - Provide expandability on the Linux kernel
    - **실행 도중에 커널 코드를 확장할 수 있다**
      - **시스템 동작 중에도 커널에 기능을 추가할 수 있다**
    - **여러** type (class)**의 많은 모듈을 지원**
      - Device driver **들도 포함**.
  - Construction
    - **각** module**은 (완전한 실행** file**로** link**되지 않은)** object code**로 구성되어 있다**.

Module (II)

- Module Commands:
  - Insmod: **각** module**을 실행중인** kernel**에 동적으로** link **시킨다**.
    - # insmod module_name.o
  - Rmmod: **실행중인** module**을** unlink **시킨다**.
    - # rmmod module_name
  - Lsmod: **실행중인** module**들을 열거한다**.
    - # lsmod
    - Module1.o module2.o .....

5. Device

- **Device**
  - 각각 다른 task에 집중하는 세가지 type으로 구별할 수 있다.
    - 문자 device
    - Block device
    - Network interface
  - Linux는 각 device type을 module 형태로 적재할 수 있으므로, 최신의 kernel version을 사용하며, 개발에 따라 사용자가 새로운 hardware를 실험할 수 있도록 하였다.
  - 각 module은 하나의 device driver를 대상으로 만들어 진다.

Device (II)

- **1. Character device**
  - File**처럼 접근 가능하다**.
  - **각** character device**는** open, read, write **등의** system call **로 구현된다**.
  - **예**: console, parallel port.
  - Stream abstraction **으로 표현 가능**.
  - File system node: /dev/tty1, /dev/lp1, etc
  - **문자** device: data**를 순차적으로 접근할 수 밖에 없다**.
    - **일반** file: data**의 위치** pointer**를 앞뒤로 이동 가능하다**.

Device (III)

- **2. Block Device**
  - Disk처럼 file system을 가질 수 있는 device
  - Can be accessed by block units (1 KB typical)
  - Linux에서는 block device를 character device처럼 access 가능하다.
    - 한번에 어떤 크기의 byte 단위로도 전송할 수 있다.
  - 내부적 데이터 처리방법, kernel/driver software interface에서 차이.
  - File system node를 통해서 접근.

Device (III)

- **3. Network Interface**
  - 모든 network transaction은 하나의 interface를 통해서 처리된다.
  - Hardware interface와 software interface가 존재한다
    - 예: Loopback interface
  - 한 개의 network interface는 data packet를 주고받는 책임을 지게 되는데, packet은 kernel의 network subsystem에 의해서 주어지며, 이것이 각각 어떤 task와 관련이 있는지 알지 못한다.
    - Telnet와 ftp는 stream에 기반한 연결을 사용 (connection oriented TCP/IP)
    - UDP와 같은 device를 사용
    - Device는 data packet만 다루며, 각각의 stream에 대해서는 살피지 않는다.
  - Stream에 기반한 device가 아니므로 file system node에 간단히 mapping 불가능: eth0 등의 이름 지정.
  - Read, write 대신 kernel call 함수는 packet 전송과 관련된다.

References

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  - EZ-X5 User’s Manual, Falinux.com, 2003. Ch. 8 & 9.
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