

## Operating Systems Design (CS 423)

Elsa L Gunter  
2112 SC, UIUC

<http://www.cs.illinois.edu/class/cs423/>

Based on slides by Roy Campbell, Sam King, and  
Andrew S Tanenbaum

4/13/11

1

## I/O Software: Principles

### ■ Device independence

- Possible to write programs that can access any Io device without having to specify device in advance
- Read file as input on a floppy, hard disk, or CD-ROM, without modifying program for each device

4/13/11

2

## I/O Software: Principles

### ■ Uniform naming

- Name of file or device should simply be a string or an integer and not depend on device in anyway
- Example: Plan9
  - All drivers are files in file system name space

4/13/11

3

## I/O Software: Principles

### ■ Buffering

- Systems are busy, devices have limited storage
- Keep extra data in software to make device appear to have more space
- Example: Network packets, audio

4/13/11

4

## I/O Software: Principles

### ■ Shared vs dedicated devices:

- Allowing for sharing, considering two user sharing open files
- Example: Disk, audio devices
- Often sharing supported in libraries

4/13/11

5

## Device drivers in VMMs

- Problem: multiple OSes all expecting exclusive access to the underlying hardware
- Solution: another layer of software

4/13/11

6

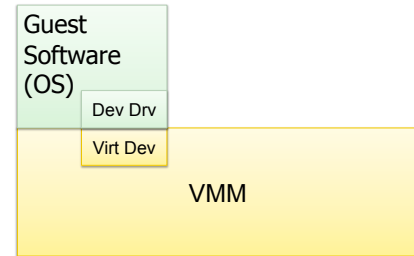
## Devices in VMMs

- Physical reality:
  - Single set of real hardware
  - Shared among multiple OSES, possibly wanting different hardware
- Illusion:
  - Each OS gets sole use of its own specific (virtual) hardware
- Solution:
  - Software version of real hardware

4/13/11

7

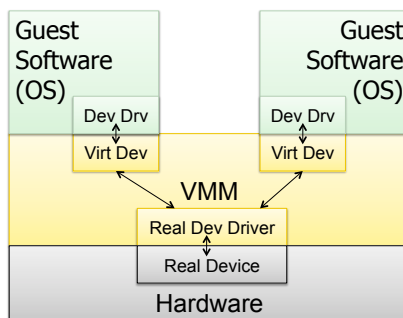
## Virtual Devices



4/13/11

8

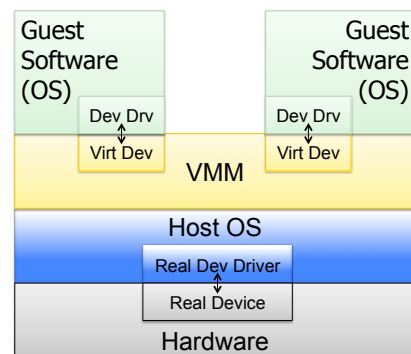
## Type I VMM



4/13/11

9

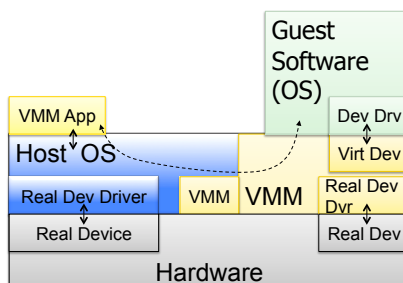
## Type II VMM



4/13/11

10

## Type I/II VMM Hybrid



4/13/11

11