Lecture outline

- Part 1: Introduction to device drivers
- Part 2: Overview of research on device driver reliability
- Part 3: Device drivers research at ERTOS

Some statistics

- 70% of OS code is in device drivers
  - 3,448,000 out of 4,997,000 loc in Linux 2.6.27
- A typical Linux laptop runs ~240,000 lines of kernel code, including ~72,000 loc in 36 different device drivers
- Drivers contain 3—7 times more bugs per loc than the rest of the kernel
- 70% of OS failures are caused by driver bugs

OS archeology

The first (?) device drivers: I/O libraries for the IBM 709 batch processing system [1958]
From imagination to impact

OS archeology

The first (?) device drivers: I/O libraries for the IBM 709 batch processing system [1958]

Protection: prevent a user program from corrupting data belonging to the supervisor or to other programs

IBM 7090 [1959] introduced I/O channels, which allowed I/O and computation to overlap

"The complex routines were required to allow even the simplest user program to take full advantage of the hardware, but writing them was beyond the capability of the majority of programmers."


IBM 7094 [1962] supported a wide range of peripherals: tapes, disks, teletypes, flexowriters, etc.

GE-635 [1963] introduced the master CPU mode. Only the hypervisor running in the master mode could execute I/O instructions
Functions of a driver

- **Encapsulation**
  - Hides low-level device protocol details from the client
- **Unification**
  - Makes similar devices look the same
- **Protection (in cooperation with the OS)**
  - Only authorised applications can use the device
- **Multiplexing (in cooperation with the OS)**
  - Multiple applications can use the device concurrently

I/O devices in a typical desktop system

PCI bus overview

- **PCI bus**
  - **Conventional PCI**
    - Developed and standardised in early 90’s
    - Up to 66MHz (533MB/s)
  - **PCI-X**
    - Up to 133MHz (1066MB/s)
  - **PCI Express**
    - Consists of serial p2p links
    - Software-compatible with conventional PCI
    - Up to 16GB/s per device

PCI bus overview: memory space

PCI bus overview: DMA
PCI bus overview: DMA

![Diagram of PCI bus architecture](image)

**DMA descriptors**

- **Permanent DMA mappings**
  - Set up during driver initialisation
  - Data must be copied to/from DMA buffers

- **Streaming mappings**
  - Created for each transfer
  - Data is accessed in-place

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PCI bus overview: interrupts

![Diagram of PCI bus interrupts](image)

**PCI bus overview: config space**

- **PCI configuration space**
  - Used for device enumeration and configuration
  - Contains standardised device descriptors

![PCI configuration space diagram](image)

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PCI bus overview: I/O space

- **I/O space**
  - obsolete

Writing a driver for a PCI device

- **Registration**
  - Tell the OS which PCI device ID's the driver supports
- **Instantiation**
  - Done by the OS when it finds a driver with a matching ID
- **Initialisation**
  - Allocate PCI resources: memory regions, IRQ's
  - Enable bus mastering
  - Permanent DMA mappings: disable caching
Writing a driver for a PCI device

- Interrupt handler
  - Return ASAP to re-enable interrupts; perform heavy-weight processing in a separate thread
- DMA
  - Streaming mappings: may require bounce buffers
- Power management
  - Prepare the device for a transition into a low-power state
  - Restore device configuration during wake-up

USB bus overview

- USB bus
  - Host-centric
  - Distributed-system-style architecture (packet-based transfers)
  - Hot plug
  - Power management
    - Bus-powered and self-powered devices
    - USB 1.x
      - Up to 12Mb/s
    - USB 2.0
      - Up to 480Mb/s
    - USB 3.0
      - Up to 4.8Gb/s
Driver stacking

TCP/IP stack

AX88772 Ethernet driver

USB EHCI controller driver

PCI bus driver

hard_start_xmit(pkt)

usb_submit_urb(urb)

mem loads/stores

USB framework

PCI framework

Driver framework design patterns

Client

Device-class interface

Driver

Bus interface

Bus client interface

Device

Driver pattern

Bus pattern

Driver framework software architecture

Questions?
Part 2: Overview of research on device driver reliability

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Understanding driver bugs

- Driver failures
  - Memory access violations
  - OS protocol violations
    - Ordering violations
    - Data format violations
    - Excessive use of resources
    - Temporal failure
  - Device protocol violations
    - Incorrect use of the device state machine
    - Runaway DMA
    - Interrupt storms
  - Concurrency bugs
    - Race conditions
    - Deadlocks

User-level device drivers

- User-level drivers
  - Each driver is encapsulated inside a separate hardware protection domain
  - Communication between the driver and its client is based on IPC
  - Device memory is mapped into the virtual address space of the driver
  - Interrupts are delivered to the driver via IPC's
Driver performance characteristics

- I/O throughput
  - Can the driver saturate the device?
- I/O latency
  - How does the driver affect the latency of a single I/O request?
- CPU utilisation
  - How much CPU overhead does the driver introduce?

Improving the performance of ULD
Improving the performance of ULD

• Ways to improve user-level driver performance
  - Shared-memory communication
  - Request queueing
  - Interrupt coalescing

Implementing efficient shared-memory communication

• Issues:
  - Resource accounting
  - Safety
  - Asynchronous notifications

Rbufs

• Proposed in the Nemesis microkernel-based multimedia OS

Early implementations of ULD

• Michigan Terminal System [1970’s]
  - OS for IBM System/360
  - Apparently, the first to support user-level drivers
• Mach [1985-1994]
  - Distributed multi-personality µ-kernel-based multi-server OS
  - High IPC overhead
  - Eventually, moved drivers back into the kernel
• L3 [1987-1993]
  - Persistent µ-kernel-based OS
  - High IPC overhead
  - Improved IPC design: 20-fold performance improvement
  - No data on driver performance available

More recent implementations

• Sawmill [~2000]
  - Multiserver OS based on automatic refactoring of the Linux kernel
  - Hampered by software engineering problems
  - No data on driver performance available
• DROPS [1998]
  - L4 Fiasco-based real-time OS
  - ~100% CPU overhead due to user-level drivers
• Fluke [1996]
  - ~100% CPU overhead
• Mungi [1993—2006]
  - Single-address-space distributed L4-based OS
  - Low-overhead user-level I/O demonstrated for a disk driver

Currently active systems

• Research
  - seL4
  - MINIX3
  - Nexus
• Commercial
  - OKL4
  - QNX
  - GreenHills INTEGRITY
User-level drivers in a monolithic OS

Ben Leslie et al. User-level device drivers: Achieved performance, 2005

- **Performance**
  - Up to 7% throughput degradation
  - Up to 17% CPU overhead
  - Aggressive use of interrupt rate limiting potentially affects latency (not measured).

Nooks

- A complete device-driver reliability solution for existing Linux drivers:
  - Fault isolation
  - Fault detection
  - Recovery

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Nooks

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Virtualisation and user-level drivers

- Direct I/O

Paravirtualised I/O in Xen

- Xen I/O channels are similar to rbufs, but use a single circular buffer for both requests and completions and rely on mapping rather than sharing
Paravirtualised I/O in Xen

- Performance overhead of the original implementation: 300%
  - Long critical path (increased instructions per packet)
  - Higher TLB and cache miss rates (more cycles per instructions)
  - Overhead of mapping
- Optimisations
  - Avoid mapping on the send path (the driver does not need to “see” the packet content)
  - Replace mapping with copying on the receive path
  - Avoid unaligned copies
  - Optimised implementation of page mapping
  - CPU overhead down to 97% (worst-case receive path)

Other driver reliability techniques

- Implementing drivers using safe languages
  - Java OSs: KaffeOS, JX
    - Every process runs in a separate protection domain with a private heap. Process boundaries are enforced by the language runtime. Communication is based on shared heaps.
  - House (Haskell OS)
    - Bare-metal Haskell runtime. The kernel and drivers are in Haskell.
    - User programs can be written in any language.
  - SafeDrive
    - Extends C with pointer type annotations enforced via static and runtime checking
    ```c
    unsigned n;
    struct e1000 buffer * count(n) bufinfo;
    ```

Other driver reliability techniques

- Singularity OS
  - The entire OS is implemented in Sing#
  - Every driver is encapsulated in a separate software-isolated process
  - Processes communicated via messages sent across channels
  - Sing# provides means to specify and statically enforce channel protocols

- Other driver reliability techniques
  - Static analysis
    - SLAM, Blast, Coventry
  - Generic programming faults
    - Release acquired locks; do not acquire a lock twice
    - Do not dereference user pointers
    - Check potentially NULL-pointers returned from routine
  - Driver-specific properties
    - “If a driver calls another driver that is lower in the stack, then the dispatch routine returns the same status that was returned by the lower driver”
    - “drivers mark I/O request packets as pending while queuing them”
  - Limitations
    - Many properties are beyond reach of current tools or are theoretically undecidable (e.g., memory safety)

Questions?