

Oct 30, 24 9:03

handout11-2.txt

Page 1/5

```

1 CS 202, Fall 2024
2 Handout 11 (Class 16)
3
4 1. Example use of I/O instructions: boot loader
5
6     Below is the WeensyOS boot loader
7
8     It may be helpful to understand the overall picture
9
10    This code demonstrates I/O, specifically with the disk: the
11    bootloader reads in the kernel from the disk.
12
13    See the functions boot_waitdisk() and boot_readsect(). Compare to Figures 36
14    and 36.6 in OSTEP.
15
16    /* boot.c */
17    #include "x86-64.h"
18    #include "elf.h"
19
20    // boot.c
21    //
22    // WeensyOS boot loader. Loads the kernel at address 0x40000 from
23    // the first IDE hard disk.
24    //
25    // A BOOT LOADER is a tiny program that loads an operating system into
26    // memory. It has to be tiny because it can contain no more than 510 bytes
27    // of instructions: it is stored in the disk's first 512-byte sector.
28    //
29    // When the CPU boots it loads the BIOS into memory and executes it. The
30    // BIOS initializes devices and CPU state, reads the first 512-byte sector of
31    // the boot device (hard drive) into memory at address 0x7C00, and jumps to
32    // that address.
33    //
34    // The boot loader is contained in bootstart.S and boot.c. Control starts
35    // in bootstart.S, which initializes the CPU and sets up a stack, then
36    // transfers here. This code reads in the kernel image and calls the
37    // kernel.
38    //
39    // The main kernel is stored as an ELF executable image starting in the
40    // disk's sector 1.
41
42    #define SECTORSIZE      512
43    #define ELFHDR          ((elf_header*) 0x10000) // scratch space
44
45    void boot(void) __attribute__((noreturn));
46    static void boot_readsect(uintptr_t dst, uint32_t src_sect);
47    static void boot_readseg(uintptr_t dst, uint32_t src_sect,
48                             size_t filesz, size_t memsz);
49
50    // boot
51    // Load the kernel and jump to it.
52    void boot(void) {
53        // read 1st page off disk (should include programs as well as header)
54        // and check validity
55        boot_readseg((uintptr_t) ELFHDR, 1, PAGE_SIZE, PAGE_SIZE);
56        while (ELFHDR->e_magic != ELF_MAGIC) {
57            /* do nothing */
58        }
59
60        // load each program segment
61        elf_program* ph = (elf_program*) ((uint8_t*) ELFHDR + ELFHDR->e_phoff);
62        elf_program* eph = ph + ELFHDR->e_phnum;
63        for (; ph < eph; ++ph) {
64            boot_readseg(ph->p_va, ph->p_offset / SECTORSIZE + 1,
65                          ph->p_filesz, ph->p_memsz);
66        }
67
68        // jump to the kernel
69        typedef void (*kernel_entry_t)(void) __attribute__((noreturn));
70        kernel_entry_t kernel_entry = (kernel_entry_t) ELFHDR->e_entry;
71        kernel_entry();
72    }

```

Oct 30, 24 9:03

handout11-2.txt

Page 2/5

```

73
74
75    // boot_readseg(dst, src_sect, filesz, memsz)
76    // Load an ELF segment at virtual address 'dst' from the IDE disk's sector
77    // 'src_sect'. Copies 'filesz' bytes into memory at 'dst' from sectors
78    // 'src_sect' and up, then clears memory in the range
79    // '[dst+filesz, dst+memsz)'.
80    static void boot_readseg(uintptr_t ptr, uint32_t src_sect,
81                             size_t filesz, size_t memsz) {
82        uintptr_t end_ptr = ptr + filesz;
83        memsz += ptr;
84
85        // round down to sector boundary
86        ptr &= ~(SECTORSIZE - 1);
87
88        // read sectors
89        for (; ptr < end_ptr; ptr += SECTORSIZE, ++src_sect) {
90            boot_readsect(ptr, src_sect);
91        }
92
93        // clear bss segment
94        for (; end_ptr < memsz; ++end_ptr) {
95            *(uint8_t*) end_ptr = 0;
96        }
97    }
98
99
100    // boot_waitdisk
101    // Wait for the disk to be ready.
102    static void boot_waitdisk(void) {
103        // Wait until the ATA status register says ready (0x40 is on)
104        // & not busy (0x80 is off)
105        while ((inb(0x1F7) & 0xC0) != 0x40) {
106            /* do nothing */
107        }
108    }
109
110
111    // boot_readsect(dst, src_sect)
112    // Read disk sector number 'src_sect' into address 'dst'.
113    static void boot_readsect(uintptr_t dst, uint32_t src_sect) {
114        // programmed I/O for "read sector"
115        boot_waitdisk();
116        outb(0x1F2, 1); // send 'count = 1' as an ATA argument
117        outb(0x1F3, src_sect); // send 'src_sect', the sector number
118        outb(0x1F4, src_sect >> 8);
119        outb(0x1F5, src_sect >> 16);
120        outb(0x1F6, (src_sect >> 24) | 0xE0);
121        outb(0x1F7, 0x20); // send the command: 0x20 = read sectors
122
123        // then move the data into memory
124        boot_waitdisk();
125        insl(0x1F0, (void*) dst, SECTORSIZE/4); // read 128 words from the disk
126    }
127
128

```

Oct 30, 24 9:03

handout11-2.txt

Page 3/5

```

129 2. Two more examples of I/O instructions
130
131 (a) Reading keyboard input
132
133 The code below is an excerpt from WeensyOS's k-hardware.c
134
135 This reads a character typed at the keyboard (which shows up on the
136 "keyboard data port" (KEYBOARD_DATAREG)).
137
138 /* Excerpt from WeensyOS x86-64.h */
139 // Keyboard programmed I/O
140 #define KEYBOARD_STATUSREG    0x64
141 #define KEYBOARD_STATUS_READY 0x01
142 #define KEYBOARD_DATAREG      0x60
143
144 int keyboard_readc(void) {
145     static uint8_t modifiers;
146     static uint8_t last_escape;
147
148     if ((inb(KEYBOARD_STATUSREG) & KEYBOARD_STATUS_READY) == 0) {
149         return -1;
150     }
151
152     uint8_t data = inb(KEYBOARD_DATAREG);
153     uint8_t escape = last_escape;
154     last_escape = 0;
155
156     if (data == 0xE0) { // mode shift
157         last_escape = 0x80;
158         return 0;
159     } else if (data & 0x80) { // key release: matters only for modifier ke
160         ys
161         int ch = keymap[(data & 0x7F) | escape];
162         if (ch >= KEY_SHIFT && ch < KEY_CAPSLOCK) {
163             modifiers &= ~(1 << (ch - KEY_SHIFT));
164         }
165         return 0;
166     }
167
168     int ch = (unsigned char) keymap[data | escape];
169
170     if (ch >= 'a' && ch <= 'z') {
171         if (modifiers & MOD_CONTROL) {
172             ch -= 0x60;
173         } else if (!(modifiers & MOD_SHIFT) != !(modifiers & MOD_CAPSLOCK))
174         {
175             ch -= 0x20;
176         }
177     } else if (ch >= KEY_CAPSLOCK) {
178         modifiers ^= 1 << (ch - KEY_SHIFT);
179         ch = 0;
180     } else if (ch >= KEY_SHIFT) {
181         modifiers |= 1 << (ch - KEY_SHIFT);
182         ch = 0;
183     } else if (ch >= CKEY(0) && ch <= CKEY(21)) {
184         ch = complex_keymap[ch - CKEY(0)].map[modifiers & 3];
185     } else if (ch < 0x80 && (modifiers & MOD_CONTROL)) {
186         ch = 0;
187     }
188
189     return ch;
190 }

```

Oct 30, 24 9:03

handout11-2.txt

Page 4/5

```

190
191 (b) Setting the cursor position
192
193 The code below is also excerpted from WeensyOS's k-hardware.c. It
194 uses I/O instructions to set a blinking cursor somewhere on a 25 x 80
195 screen.
196
197 // console_show_cursor(cpos)
198 // Move the console cursor to position 'cpo', which should be between 0
199 // and 80 * 25.
200
201 void console_show_cursor(int cpos) {
202     if (cpo < 0 || cpo > CONSOLE_ROWS * CONSOLE_COLUMNS) {
203         cpo = 0;
204     }
205     outb(0x3D4, 14); // Command 14 = upper byte of position
206     outb(0x3D5, cpo / 256);
207     outb(0x3D4, 15); // Command 15 = lower byte of position
208     outb(0x3D5, cpo % 256);
209 }
210
211
212
213
214

```

215 3. Memory-mapped I/O

216

217 a. Here is a 32-bit PC's physical memory map:

218

219 +-----+ <- 0xFFFFFFFF (4GB)

220 | 32-bit

221 | memory mapped

222 | devices

223 |

224 | \\\\/\\\/\\\/\\\/\\\/\\\/

225 |

226 | \\\\/\\\/\\\/\\\/\\\/\\\/

227 |

228 | Unused

229 |

230 +-----+ <- depends on amount of RAM

231 |

232 | Extended Memory

233 |

234 |

235 |

236 +-----+ <- 0x00100000 (1MB)

237 | BIOS ROM

238 +-----+ <- 0x000F0000 (960KB)

239 | 16-bit devices,

240 | expansion ROMs

241 +-----+ <- 0x000C0000 (768KB)

242 | VGA Display

243 +-----+ <- 0x000A0000 (640KB)

244 |

245 | Low Memory

246 |

247 +-----+ <- 0x00000000

248

249 [Credit to Frans Kaashoek, Robert Morris, and Nickolai Zeldovich for

250 this picture]

251

252

253

254

255 b. Loads and stores to the device memory "go to hardware".

256

257

258

259 An example is in the console printing code from WeensyOS. Here is an

260 excerpt from link/shared.ld:

261

262

263

264

265

266

267

268

269

270

271

272

273

274

275

276

277

278

279

280

281

282

283

284

```

/* Compare the address below to the map above. */
PROVIDE(console = 0xB8000);

/*
 * prints a character to the console at the specified
 * cursor position in the specified color.
 * Question: what is going on in the check
 * if (c == '\n')
 * ?
 * Hint: '\n' is "C" for "newline" (the user pressed enter).
 */
static void console_putc(printer* p, unsigned char c, int color) {
    console_printer* cp = (console_printer*) p;
    if (cp->cursor >= console + CONSOLE_ROWS * CONSOLE_COLUMNS) {
        cp->cursor = console;
    }
    if (c == '\n') {
        int pos = (cp->cursor - console) % 80;
        for (; pos != 80; pos++) {
            *cp->cursor++ = ' ' | color;
        }
    } else {
        *cp->cursor++ = c | color;
    }
}

```