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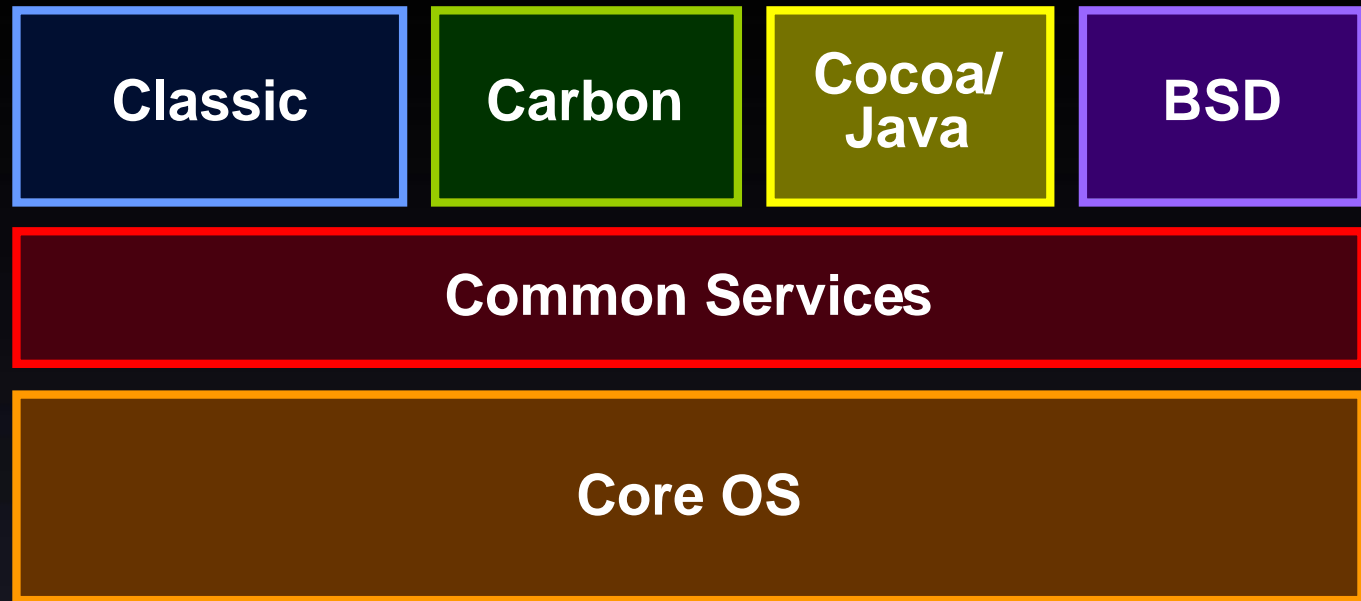
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I/O Drivers— Mac OS X

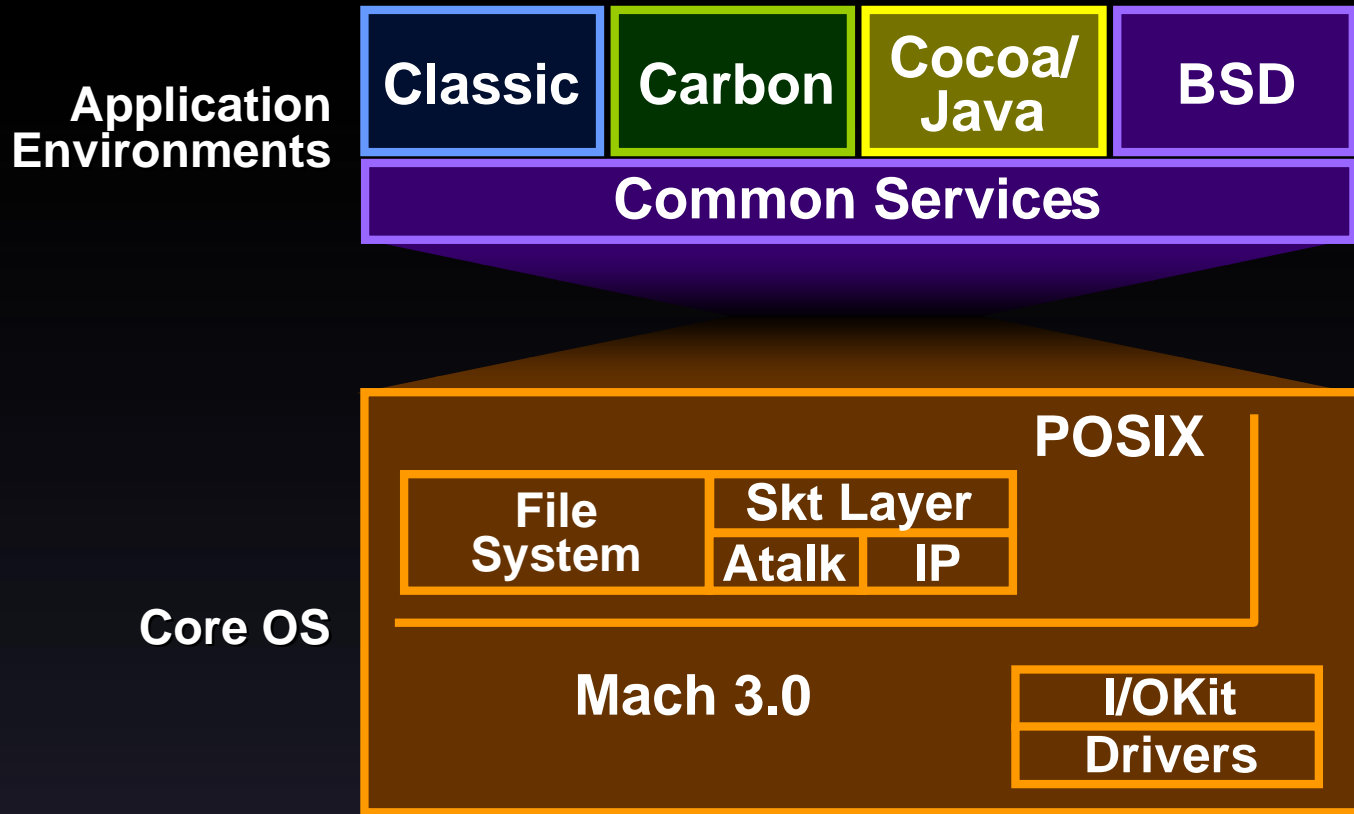
Dean Reece

I/O Kit Team Manager

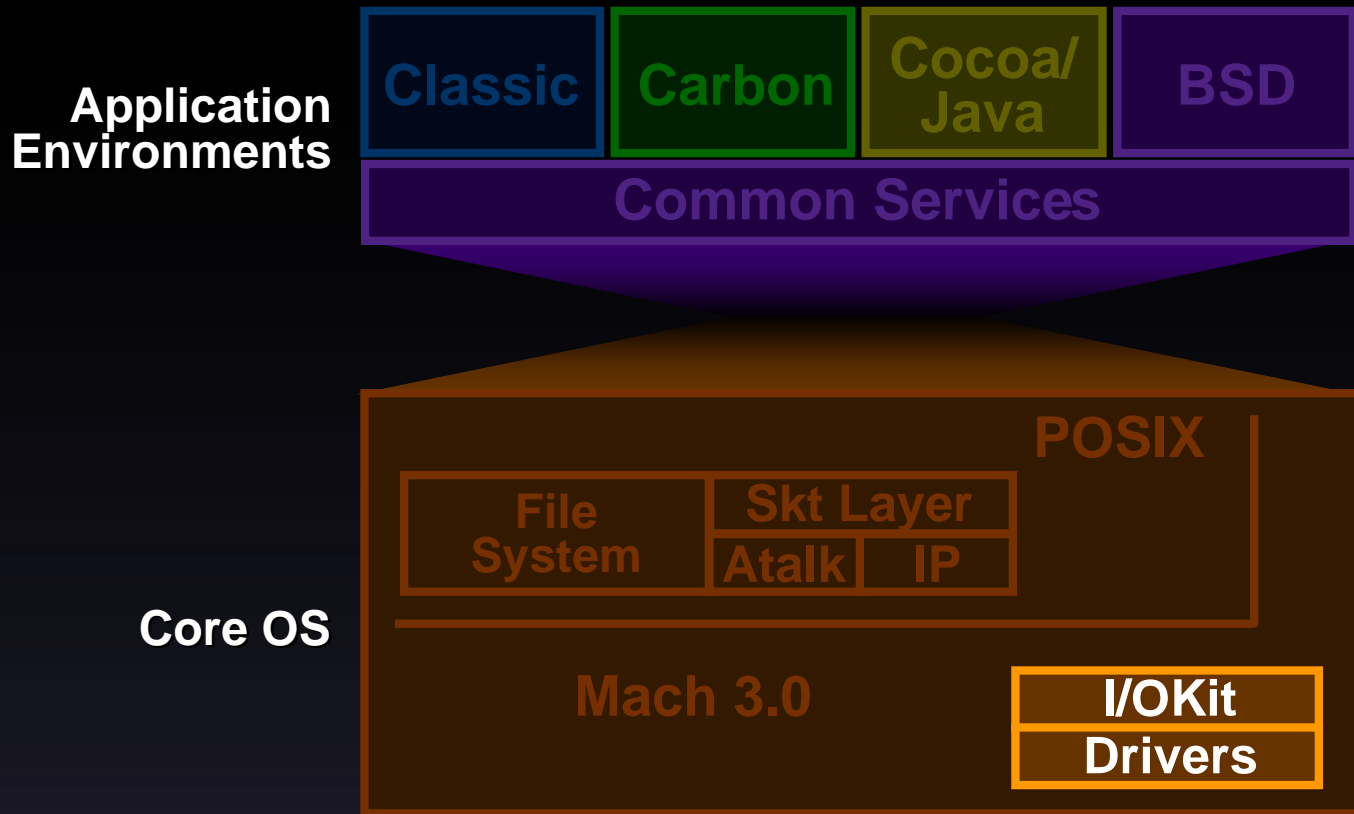
Mac OS X Architecture



Core OS and Mac OS X



Core OS and Mac OS X



What Is I/O Kit?

Everything needed to
develop and use Kernel Extensions

- A set of SDKs
- A set of libraries
- Common services



I/O Kit Design Goals

I/O Kit is intended to make it as easy as possible to develop Mac OS X drivers

- Protected Address Space
- Multiple Threads
- Preemptive Scheduling
- SMP Efficient



I/O Kit Lineage

- Derived from NeXT's DriverKit
- DriverKit treated as a prototype
- Added IORegistry and IOCatalog
 - Plug-n-Play/Hot Swap
 - Power Management
 - Better App-to-Driver interaction
- Added Several New Technologies
- Added support for some NDRVs



Objective C to C++

- Full C++ difficult in kernel environment
- Embedded C++ offers the right tradeoffs
 - Strict subset of C++
 - Single inheritance only
 - No templates, static objects, RTTI...
- Embedded C++ web site:

<http://www.caravan.net/ec2plus/index.html>



Kernel Extensions

- Package new functionality for Mac OS X kernel
 - Filesystem Plugins
 - Network Implants
 - I/O Kit Drivers and Families
- Familiar user experience
- Live in the System folder
- Optional “double click” action



Kernel Extensions

- Type and Creator are “*kext*”
- Optional Icon
- “Driver” is contained in App package
 - Property List—serves as Table of Contents
 - Relocs—Relocatable code fragment(s)
 - Optional UI Elements—about box, help,
...



Kernel Extension Manager

- (Un)Loads Kernel Extensions as needed
- Apps can register new extensions at runtime
 - Can have extensions associated with single apps
 - No need to reboot after installing new software
- Default app for *kext* type files
 - Can handle “double click” action
 - Can Auto-update extensions
 - Can show user which extensions are being used



I/O Kit Architecture

- Object-oriented
- Two primary classes
 - IOObject
 - IOService
- All drivers inherit from IOService
- IORegistry tracks IOService objects



I/O Kit Infrastructure

- Always available in kernel
- Services needed by all drivers
 - Kernel Extension Manager
 - IORegistry and User-Client access
 - Memory Management
 - Interrupt Management and Timer Support
 - Thread Management and Synchronization
 - Common classes



I/O Kit Families

- Families build on the I/O Kit Infrastructure
- Each interface or protocol gets a family

PCI	Network	ATA/PI	Video
USB	FireWire	SCSI	Graphics
ADB	Serial	Mass Storage	Human Interface



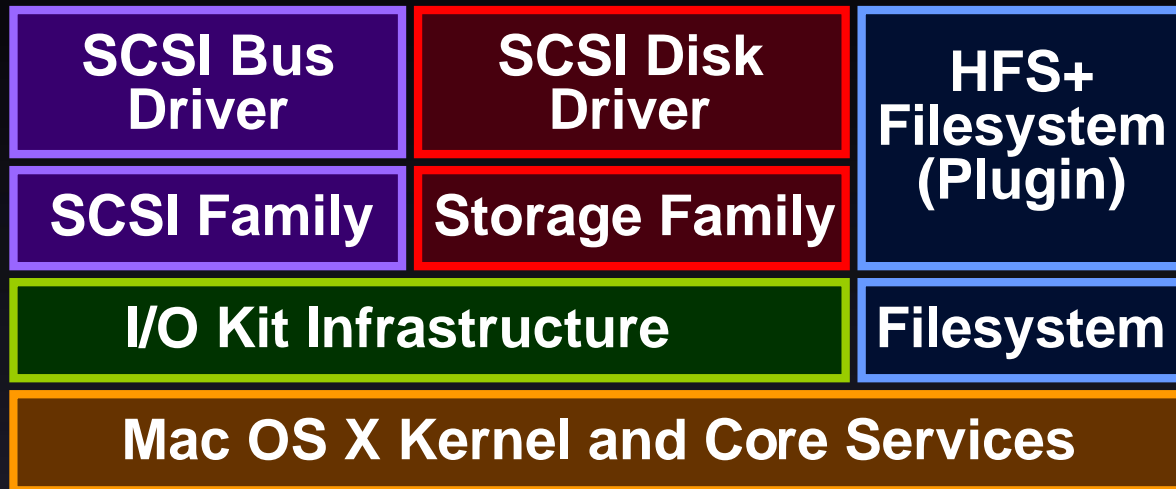
I/O Kit Families

- A Family includes everything needed to develop for a single interface or protocol:
Classes, Headers, Consts, Structs, Enums, Libraries...
- Families built into kernel now, will be loadable Kernel Extensions later



I/O Kit Families

- I/O Kit builds on Mac OS X Core Services
- Families build on I/O Kit Infrastructure
- Drivers build on I/O Kit Families





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I/O Kit Direct Drivers

Godfrey van der Linden
I/O Kit Team Tech Lead

Why Direct Drivers

- Efficient, robust direct drivers are difficult to write
- I/O Kit is designed to make it easier without sacrificing flexibility and power
- Direct Drivers support is only small part of I/O Kit



Easiest Solution

- Mac OS 8 Drivers
- We have done a lot of research into supporting old drivers
- Unfortunately no efficient general solution was found
- Mac OS 8 and Mac OS X have fundamentally different operating systems



Traditional Unix Drivers

- Traditional upper/lower drivers
- Complex operating system interactions to prevent clobbering data
- Almost unimplementable on multi-processors



I/O Kit Drivers

- Object-oriented
- Single-threaded
- Easy VM model
- And a real helpful extra



Object Oriented

- Models most common types of direct drivers, in other words a HAL
- The family classes interact with the OS
- Object-oriented solutions are flexible and easy to extend



Single Threaded

- Threading makes multiprocessor support a 'gimme'
- Each piece of hardware has its own thread
- Usually no primary interrupts



Simple VM Model

- Mac OS X Kernel deals with the VM issues
- Uses simple prepare/cleanup I/O style
- Some complexity if writing a family



I/O Kit Open Source

- We expect to be opening the I/O Kit source
- No more worries about code disappearing into a poorly documented library
- The I/O Team will also be responsive to fixes and suggestions



Roadmap

**Mac OS X
File System**

Hall A1
Fri., 2:30pm

**Mac OS X
Networking Overview**

Hall A2
Fri., 9:00am

**Mac OS X—Core OS
Feedback Forum**

Hall B
Fri., 4:00pm





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Q&A



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