



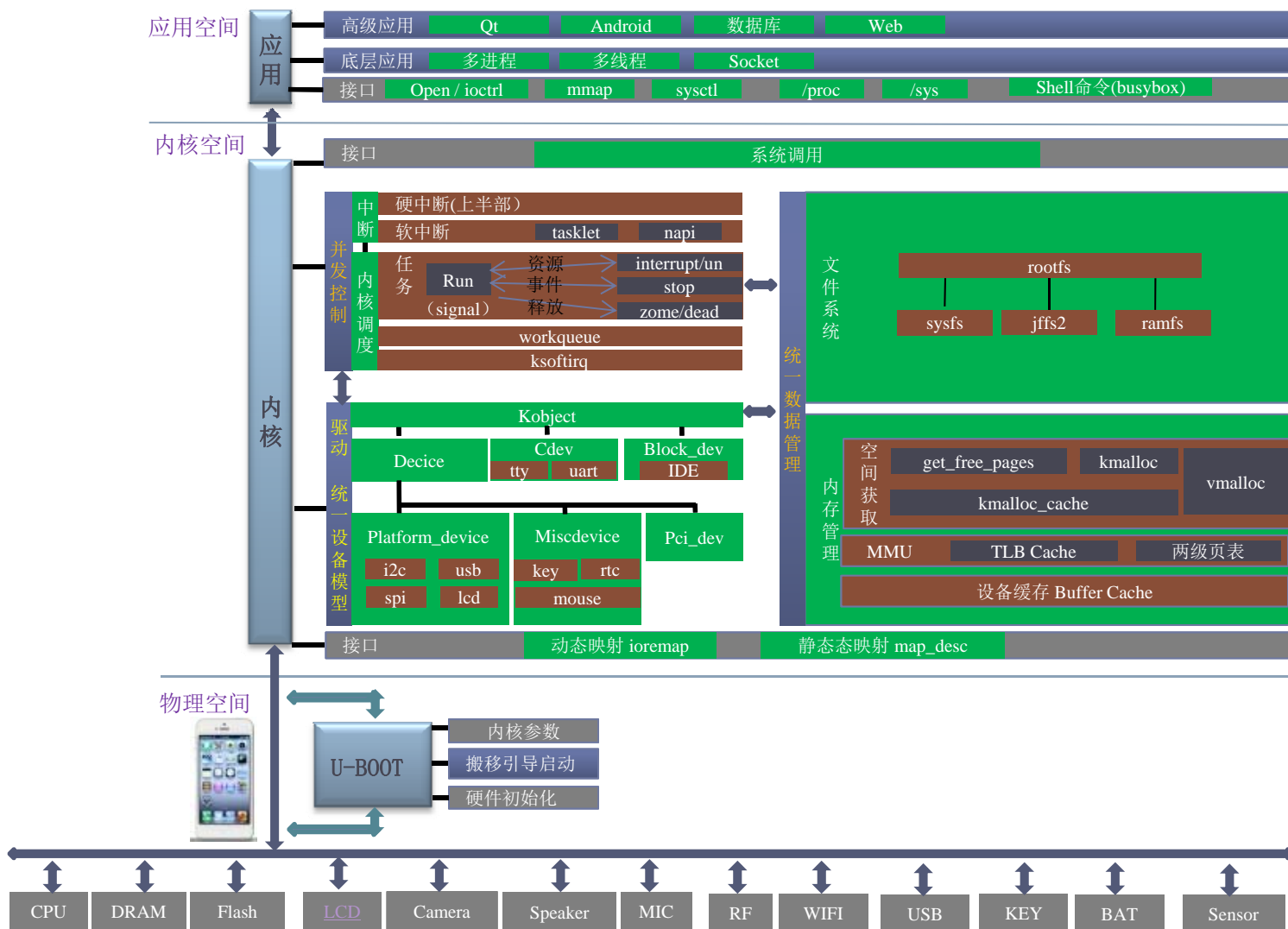
Platform设备驱动浅析

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内容提纲

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- ▶ 设备 驱动 总线
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架构



驱动是如何管理设备的

```
struct platform_device {
    const char * name;
    u32 id;
    struct device dev;
    u32 num_resources;
    struct resource * resource;
}
struct resource {
    const char *name;
    unsigned long start, end;
    unsigned long flags;
    struct resource *parent, *sibling, *child;
};
```

类似面向对象
中的继承

平台设备把板子看成一个设备，
它包含了许多资源设备。并建
立虚拟总线，把driver和device
自动匹配起来。
它实现了主机和驱动相分离

```
struct platform_driver {
    int (*probe) (struct platform_device *);
    int (*remove) (struct platform_device *);
    void (*shutdown) (struct platform_device *);
    int (*suspend) (struct platform_device *, pm_message_t state);
    int (*resume) (struct platform_device *);
    struct device_driver driver;
};

struct bus_type platform_bus_type = { //虚拟总线
    .name = "platform",
    .match = platform_match,
};

static int platform_match(struct device * dev, struct device_driver * drv)
{
    struct platform_device *pdev =
        container_of(dev, struct platform_device, dev);
    //当设备名和驱动名相同则匹配成功
    return (strncmp(pdev->name, drv->name, BUS_ID_SIZE) == 0);
}
```

设备驱动总线

```
struct device {
    struct klist    klist_children;
    struct klist_node  knode_parent;
    struct klist_node  knode_driver;
    struct klist_node  knode_bus;
    struct device  * parent;

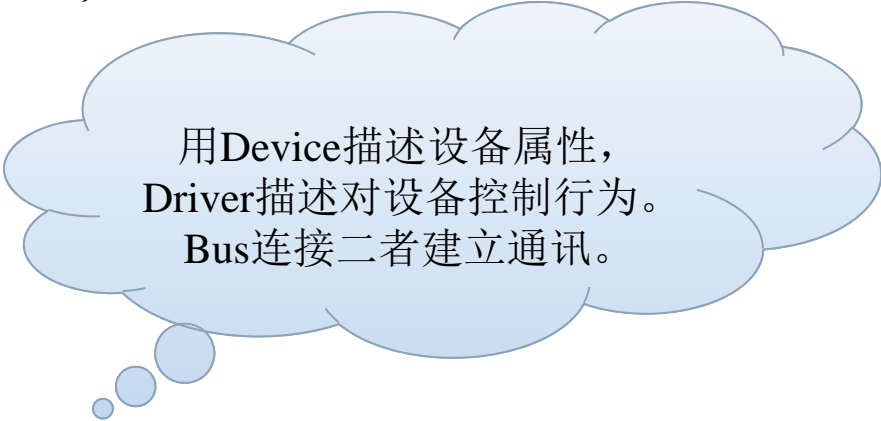
    struct kobject kobj;
    char  bus_id[BUS_ID_SIZE]
    struct bus_type * bus;
    struct device_driver *driver;
    void  *driver_data;
    .....
};
```

```
struct device_driver {
    const char  * name;
    struct bus_type  * bus;
    .....
    struct module  * owner;

    int (*probe) (struct device * dev);
    int (*remove) (struct device * dev);
    void (*shutdown) (struct device * dev);
    int (*suspend) (struct device * dev);
    int (*resume) (struct device * dev, u32 level);
};
```

```
struct bus_type {
    const char  * name;
    struct kset  drivers;
    struct kset  devices;
    struct bus_attribute  * bus_attrs;
    struct device_attribute * dev_attrs;
    struct driver_attribute * drv_attrs;

    int (*match)(struct device * dev, struct device_driver * drv);
    int (*hotplug) (struct device *dev);
};
```



用Device描述设备属性，
Driver描述对设备控制行为。
Bus连接二者建立通讯。

添加注册platform设备

```
static struct platform_device *smdk2410_devices[] __initdata = {
    &s3c_device_lcd,
    &s3c_device_wdt,
    &s3c_device_i2c0,
    &s3c_device_iis,
};

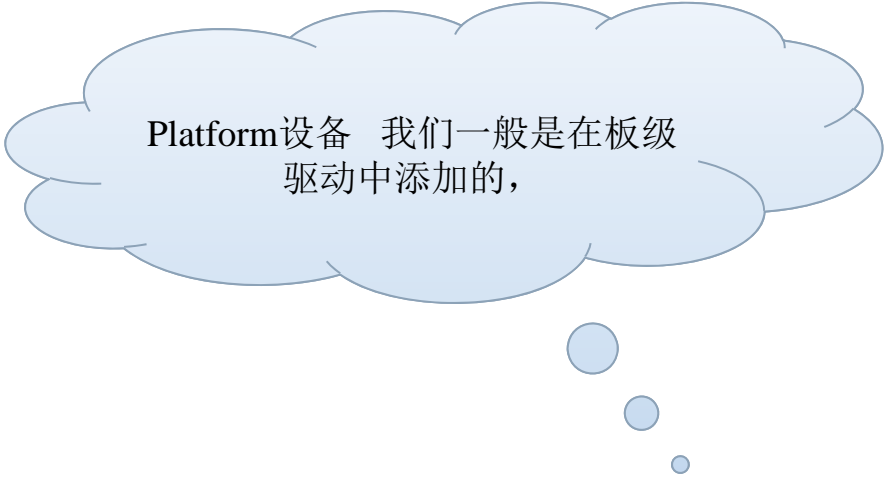
static struct resource s3c_lcd_resource[] = {
    [0] = {
        .start = S3C24XX_PA_LCD,
        .end   = S3C24XX_PA_LCD + S3C24XX_SZ_LCD - 1,
        .flags = IORESOURCE_MEM,
    },
    [1] = {
        .start = IRQ_LCD,
        .end   = IRQ_LCD,
        .flags = IORESOURCE_IRQ,
    }
};

static u64 s3c_device_lcd_dmamask = 0xffffffffUL;
struct platform_device s3c_device_lcd = {
    .name           = "s3c2410-lcd",
    .id             = -1,
    .num_resources  = ARRAY_SIZE(s3c_lcd_resource),
    .resource       = s3c_lcd_resource,
    .dev            = {
        .dma_mask      = &s3c_device_lcd_dmamask,
        .coherent_dma_mask = 0xffffffffUL
    }
};

EXPORT_SYMBOL(s3c_device_lcd);
```

```
static void __init smdk2410_init(void)
{
    platform_add_devices(smdk2410_devices, ARRAY_SIZE(smdk2410_devices));
    smdk_machine_init();
}

MACHINE_START(SMDK2410, "SMDK2410")
    .phys_io      = S3C2410_PA_UART,
    .boot_params  = S3C2410_SDRAM_PA + 0x100,
    .map_io       = smdk2410_map_io,
    .init_irq     = s3c24xx_init_irq,
    .init_machine = smdk2410_init,
    .timer        = &s3c24xx_timer,
MACHINE_END
```



Platform设备 我们一般是在板级
驱动中添加的，

实例

Device设备的类别描述:

1. 平台设备

```
struct resource s3c_lcd_resource[]={
    [0]={
        .start = S3C24XX_PA_LCD,
        .end = S3C24XX_PA_LCD + S3C24XX_SZ_LCD -1,
        .flags= IORESOURCE_MEM,
    },
    [1]={
        .start = IRQ_LCD,
        .end = IRQ_LCD,
        .flags = IORESOURCE_IRQ,
    }
};

struct platform_device s3c_device_lcd={
    .name = "s3c2410-lcd",
    .id = -1,
    .num_resources = ARRAY_SIZE(s3c_lcd_resource),
    .resource = s3c_lcd_resource,
};

2. 显示设备( framebuffer )
struct fb_info{
    struct fb_pixmap pixmap; /*图像硬件mapper*/
    struct fb_cmap cmap; /*当前的颜色表*/
    struct fb_videomode *mode; /*当前的显示模式*/
    struct fb_ops *fbops;
    struct device *dev;
}

static struct fb_ops my2440fb_ops=
{
    .owner = THIS_MODULE,
    .fb_set_par = my2440fb_set_par, /*设置fb_info中的参数*/
    .fb_setcolreg = my2440fb_setcolreg, /*设置颜色表*/
};
```

Driver 设备驱动:

```
struct platform_driver lcd_fb_driver=
{
    .probe = lcd_fb_probe, /*FrameBuffer设备探测*/
    .remove = __devexit_p(lcd_fb_remove), /*FrameBuffer设备移除*/
    .suspend = lcd_fb_suspend, /*FrameBuffer设备挂起*/
    .resume = lcd_fb_resume, /*FrameBuffer设备恢复*/
    .driver =
    {
        .name = "s3c2410-lcd",
        .owner = THIS_MODULE,
    },
};
```

接口与实现相分离，与c++中虚类类似。

就像公司先把框架搭起来，明确各岗位的职能，人可以后续再招聘

Bus总线通讯方式: 平台虚拟总线platform_bus,它会匹配device和driver

LCD有两种设备描述，表示设备有两项职能。

这就像公司里某人是科长，同时又兼任项目经理是一样的。