



Linux 内核的移植技术剖析

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今天的内容

✓ BSP的组成部分

✓ plat/mach各组件的实现

Ø 内核节拍

Ø 中断管理

Ø 时钟

Ø GPIO

Ø DMA

Ø IO内存映射

✓ 设备与资源

Ø platform device、resource和platform data

Ø uart/spi/i2c等设备板级resource

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BSP的组成部分

✓BSP作用

- Ø 为内核的运行提供底层支撑
- Ø 屏蔽与板相关的硬件细节

✓基本组成

- Ø 时钟tick (HZ) 的产生
- Ø 系统中断控制的方法
- Ø GPIO、DMA、时钟资源的统一管理
- Ø 静态映射的IO内存
- Ø 设备的IO、中断、DMA等资源封装平台数据

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ARM BSP的目录

✓plat-xxx

linux-2.6/arch/arm/

- plat-omap/
- plat-pxa/
- plat-s3c/
- plat-s3c24xx/
- plat-s3c64xx/
- plat-stmp3xxx/

✓mach-xxx

linux-2.6/arch/arm/

- mach-s3c2400/
- mach-s3c2410/
- mach-s3c2412/
- mach-s3c2440/
- mach-s3c2442/
- mach-s3c2443/
- mach-s3c24a0/
- mach-s3c6400/
- mach-s3c6410/

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时钟节拍的产生

✓sys_timer和timer_tick

```
static irqreturn_t s3c2410_timer_interrupt(int irq, void *dev_id)
{
    timer_tick();
    return IRQ_HANDLED;
}

static struct irqaction s3c2410_timer_irq = {
    .name          = "S3C2410 Timer Tick",
    .flags         = IRQF_DISABLED | IRQF_TIMER | IRQF_IRQPOLL,
    .handler      = s3c2410_timer_interrupt,
};

static void __init s3c2410_timer_init(void)
{
    s3c2410_timer_resources();
    s3c2410_timer_setup();
    setup_irq(IRQ_TIMER4, &s3c2410_timer_irq);
}

struct sys_timer s3c24xx_timer = {
    .init          = s3c2410_timer_init,
    .offset        = s3c2410_gettimeoffset,
    .resume        = s3c2410_timer_setup
};
```

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系统中断管理

华清远见

✓ irq_chip

```
static struct irq_chip s3c_irq_uart = {  
    .name      = "s3c-uart",  
    .mask      = s3c_irq_uart_mask,  
    .unmask    = s3c_irq_uart_unmask,  
    .mask_ack  = s3c_irq_uart_maskack,  
    .ack       = s3c_irq_uart_ack,  
};  
static void __init s3c64xx_uart_irq(struct uart_irq *uirq)  
{  
    for (offs = 0; offs < 3; offs++) {  
        irq = uirq->base_irq + offs;  
        set_irq_chip(irq, &s3c_irq_uart);  
        set_irq_chip_data(irq, uirq);  
        set_irq_handler(irq, handle_level_irq);  
        set_irq_flags(irq, IRQF_VALID);  
    }  
    set_irq_chained_handler(uirq->parent_irq, s3c_irq_demux_uart);  
}  
void __init s3c64xx_init_irq(u32 vic0_valid, u32 vic1_valid)  
{  
    set_irq_chip(irq, &s3c_irq_timer);  
    ...  
    for (uart = 0; uart < ARRAY_SIZE(uart_irqs); uart++)  
        s3c64xx_uart_irq(&uart_irqs[uart]);  
}
```

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GPIO管理

✓ gpio_chip 和统一的 gpio_xxx API

```
struct gpio_chip {  
    int      (*request)(struct gpio_chip *chip,  
                      unsigned offset);  
    void     (*free)(struct gpio_chip *chip,  
                  unsigned offset);  
    int      (*direction_input)(struct gpio_chip *chip,  
                               unsigned offset);  
    int      (*get)(struct gpio_chip *chip,  
                  unsigned offset);  
    int      (*direction_output)(struct gpio_chip *chip,  
                               unsigned offset, int value);  
    void     (*set)(struct gpio_chip *chip,  
                  unsigned offset, int value);  
};  
int gpio_request(unsigned gpio, const char *label);  
void gpio_free(unsigned gpio);  
int gpio_direction_input(unsigned gpio);  
int gpio_direction_output(unsigned gpio, int value);  
int gpio_get_value_cansleep(unsigned gpio);
```

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CLOCK管理

✓ 提供统一的clk_get、clk_put等API:

- Ø EXPORT_SYMBOL(clk_get);
- Ø EXPORT_SYMBOL(clk_put);
- Ø EXPORT_SYMBOL(clk_enable);
- Ø EXPORT_SYMBOL(clk_disable);
- Ø EXPORT_SYMBOL(clk_get_rate);
- Ø EXPORT_SYMBOL(clk_round_rate);
- Ø EXPORT_SYMBOL(clk_set_rate);
- Ø EXPORT_SYMBOL(clk_get_parent);
- Ø EXPORT_SYMBOL(clk_set_parent);

DMA管理

✓ 统一的DMA API支持：

- Ø int request_dma(unsigned int chan, const char * device_id);
- Ø void free_dma(unsigned int chan);
- Ø void enable_dma(unsigned int chan);
- Ø void disable_dma(unsigned int chan);
- Ø void set_dma_mode (unsigned int chan, unsigned int mode);
- Ø void set_dma_sg (unsigned int chan, struct scatterlist *sg, int nr_sg);

IO内存静态映射

✓map_desc和iotable_init

```
static struct map_desc s3c_iodesc[] __initdata = {
    {
        .virtual      = (unsigned long)S3C_VA_SYS,
        .pfn          = __phys_to_pfn(S3C64XX_PA_SYSCON),
        .length       = SZ_4K,
        .type         = MT_DEVICE,
    }, {
        ...
    },
};

void __init s3c64xx_init_io(struct map_desc *mach_desc, int size)
{
    ...
    iotable_init(s3c_iodesc, ARRAY_SIZE(s3c_iodesc));
    iotable_init(mach_desc, size);
}
```

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platform_device和资源

✓ platform_device和resource

```
static struct resource smdk6410_smsc911x_resources[] = {  
    [0] = {  
        .start = 0x18000000,  
        .end   = 0x18000000 + SZ_64K - 1,  
        .flags = IORESOURCE_MEM,  
    },  
    [1] = {  
        .start = S3C_EINT(10),  
        .end   = S3C_EINT(10),  
        .flags = IORESOURCE_IRQ | IRQ_TYPE_LEVEL_LOW,  
    },  
};
```

```
static struct platform_device smdk6410_smsc911x = {  
    .name      = "smsc911x",  
    .id       = -1,  
    .num_resources = ARRAY_SIZE(smdk6410_smsc911x_resources),  
    .resource   = &smdk6410_smsc911x_resources[0],  
};
```

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platform数据

✓ 提供与板相关的硬件设置数据

```
static struct smsc911x_platform_config smdk6410_smssc911x_pdata = {  
    .irq_polarity = SMSC911X_IRQ_POLARITY_ACTIVE_LOW,  
    .irq_type    = SMSC911X_IRQ_TYPE_OPEN_DRAIN,  
    .flags       = SMSC911X_USE_32BIT |  
                  SMSC911X_FORCE_INTERNAL_PHY,  
    .phy_interface = PHY_INTERFACE_MODE_MII,  
};  
  
static struct platform_device smdk6410_smssc911x = {  
    ...  
    .dev = {  
        .platform_data = &smdk6410_smssc911x_pdata,  
    },  
};
```



struct smsc911x_platform_config由对应设备的驱动定义，而
platform_data则由驱动引用。

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SPI板级信息

✓ spi_board_info

```
static struct spi_board_info __initdata jive_spi_devs[] = {
    [0] = {
        .modalias      = "VGG2432A4",
        .bus_num       = 1,
        .chip_select   = 0,
        .mode          = SPI_MODE_3, /* CPOL=1, CPHA=1 */
        .max_speed_hz = 100000,
        .platform_data = &jive_lcm_config,
    }, {
        .modalias      = "WM8750",
        .bus_num       = 2,
        .chip_select   = 0,
        .mode          = SPI_MODE_0, /* CPOL=0, CPHA=0 */
        .max_speed_hz = 100000,
    },
};
```

```
spi_register_board_info(jive_spi_devs, ARRAY_SIZE(jive_spi_devs));
```

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I²C板级信息

✓ i2c_board_info

```
static struct i2c_board_info i2c_devs0[] __initdata = {
    { I2C_BOARD_INFO("24c08", 0x50), },
    { I2C_BOARD_INFO("wm8580", 0x1b), },

#ifndef CONFIG_SMDK6410_WM1190_EV1
    { I2C_BOARD_INFO("wm8350", 0x1a),
        .platform_data = &smdk6410_wm8350_pdata,
        .irq = S3C_EINT(12),
    },
#endif
};

static void __init smdk6410_machine_init(void)
{
    ...
    i2c_register_board_info(0, i2c_devs0, ARRAY_SIZE(i2c_devs0));
    i2c_register_board_info(1, i2c_devs1, ARRAY_SIZE(i2c_devs1));
    ...
}
```

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MACHINE_START

MACHINE_START(SMDK6410, "SMDK6410")

```
/* Maintainer: Ben Dooks <ben@fluff.org> */
.phys_io      = S3C_PA_UART & 0xffff00000,
.io_pg_offset= (((u32)S3C_VA_UART) >> 18) & 0xffffc,
.boot_params   = S3C64XX_PA_SDRAM + 0x100,

.init_irq     = s3c6410_init_irq,
.map_io       = smdk6410_map_io,
.init_machine  = smdk6410_machine_init,
.timer        = &s3c24xx_timer,
```

MACHINE_END

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范例：添加LDD6410板

■ 修改Kconfig和Makefile：

Ø *linux-2.6.31/arch/arm/mach-s3c6410/Kconfig*

```
+ config MACH_LDD6410
+ bool "LDD6410"
+ select CPU_S3C6410
+ select S3C_DEV_FB
+ select S3C64XX_SETUP_FB_24BPP
+ help
+ Machine support for the LDD6410
+
config MACH_SMDK6410
bool "SMDK6410"
select CPU_S3C6410
```

Ø *linux-2.6.31/arch/arm/mach-s3c6410/Makefile*

```
+ obj-$(CONFIG_MACH_LDD6410) += mach-ldd6410.o
obj-$(CONFIG_MACH_SMDK6410) += mach-smdk6410.o
obj-$(CONFIG_MACH_NCP) += mach-ncp.o
```

■ 增加新板子的文件：

linux-2.6.31/arch/arm/mach-s3c6410/mach-ldd6410.c

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文档与参考实例

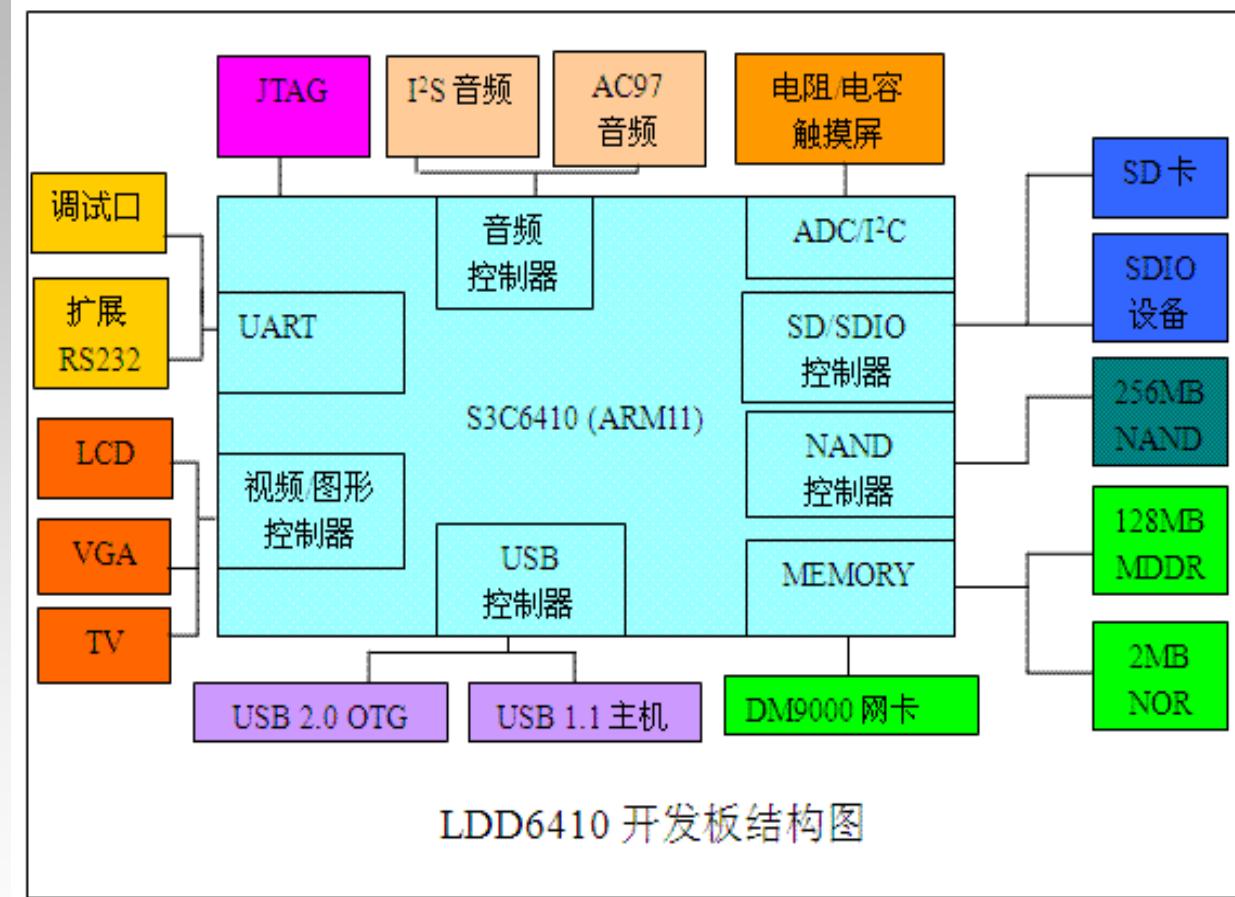
- ✓ Linux-2.6/arch/arm/
- ✓ <http://code.google.com/p/ldd6410/>
- ✓ <http://code.google.com/p/ldd6410-2-6-28/>
- ✓ 获取LDL6410源代码：

svn checkout *http://ldd6410.googlecode.com/svn/trunk/ ldd6410-read-only*

svn checkout http://ldd6410-2-6-28.googlecode.com/svn/trunk/ ldd6410-2-6-28-read-only

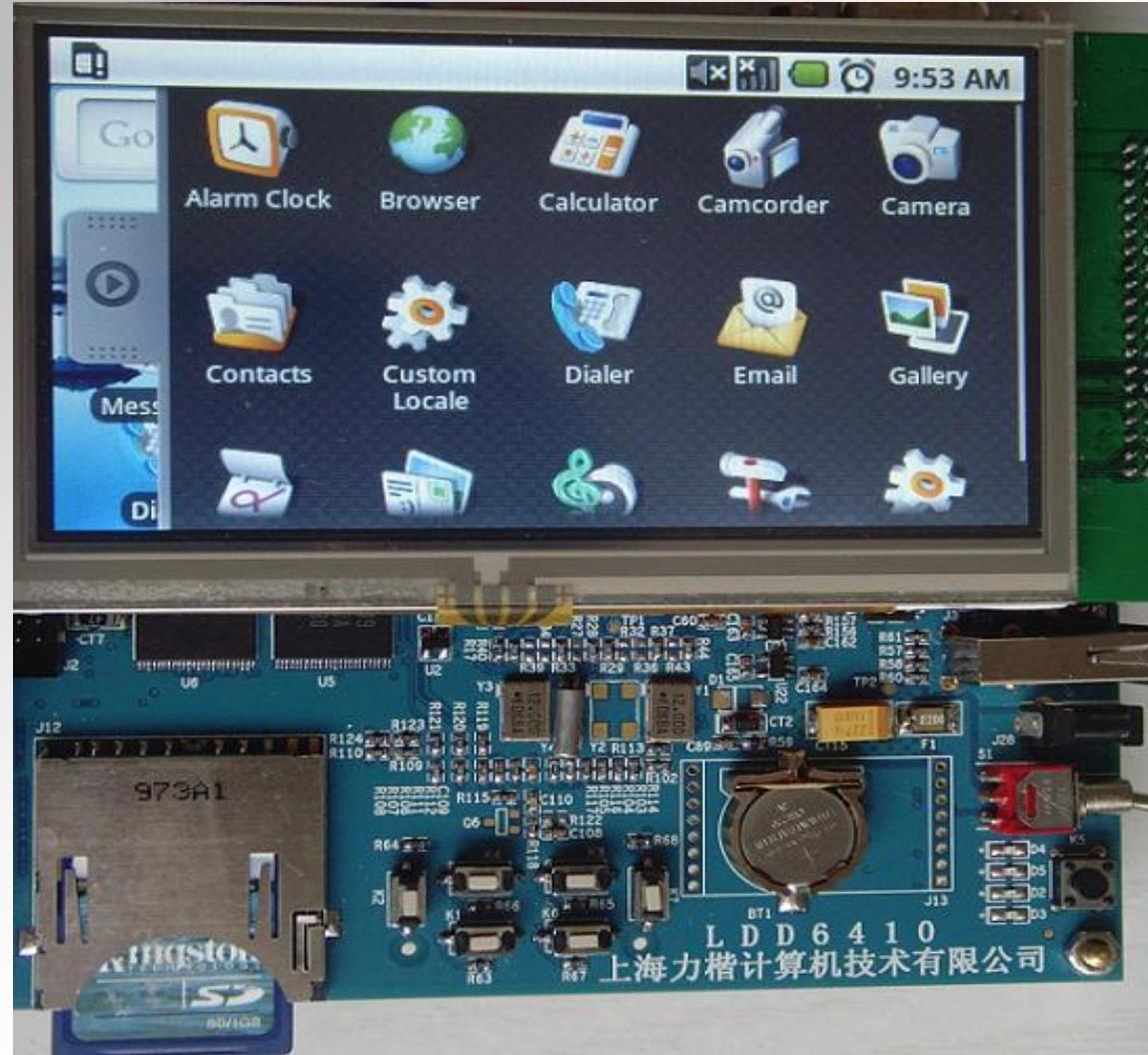
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演示板LDD6410的结构



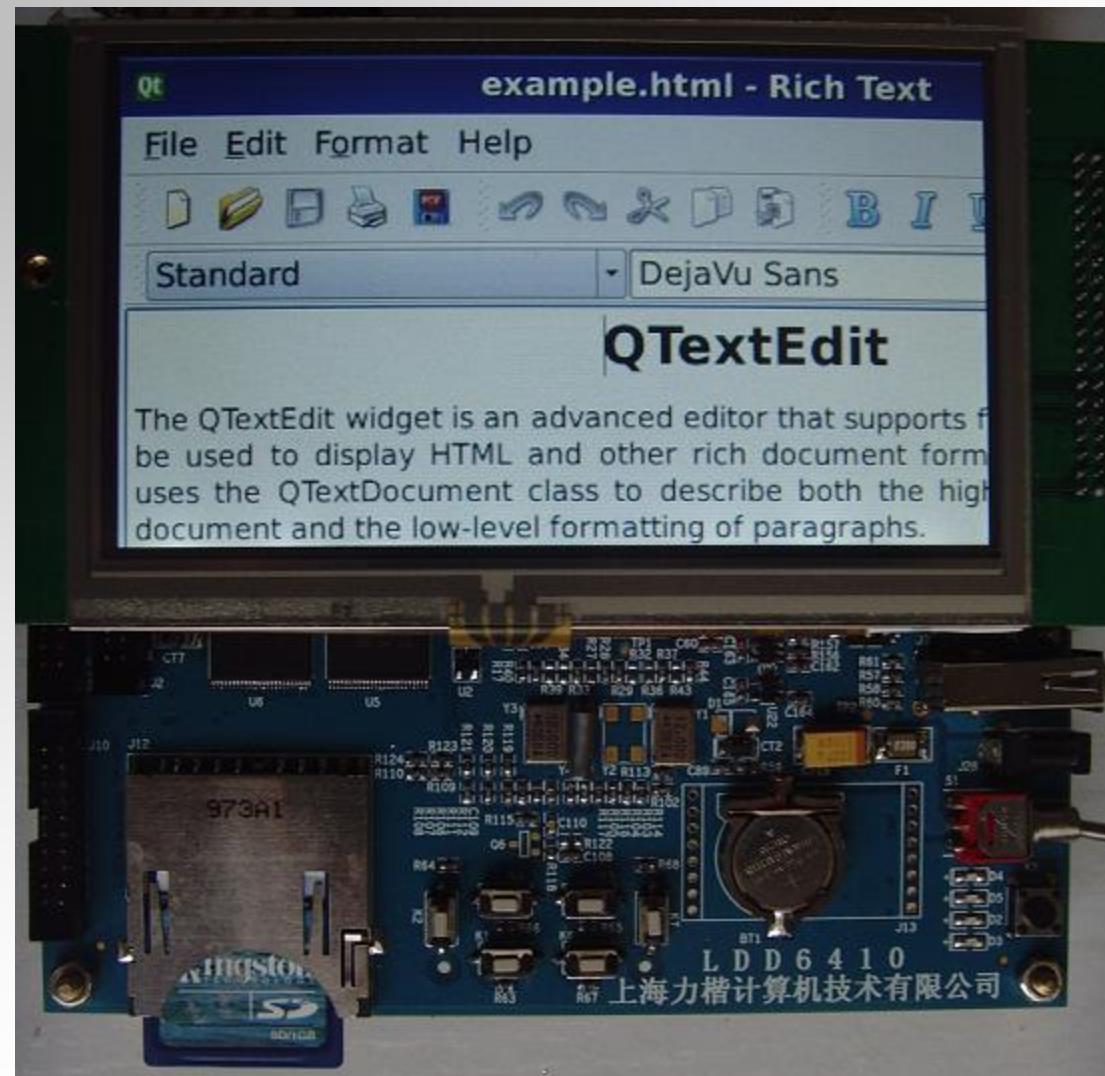
华清远见

演示板LDD6410的实物(Android)



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演示板LDD6410的实物(QT)



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LDD6410配套软件

- ✓ *U-BOOT*
- ✓ *Linux 2.6.28.6(附带Android补丁)*
- ✓ *Android*
- ✓ *Qt/Embedded*
- ✓ 大量开发学习案例

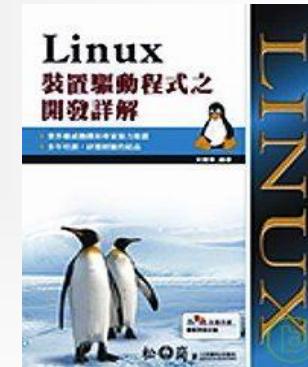
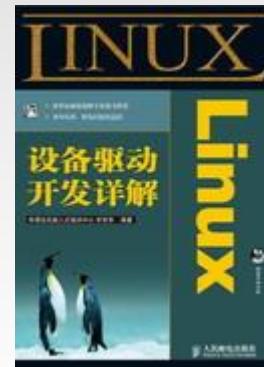
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Linux设备驱动开发详解

✓ 主要出发点：

- 力求用最简单的实例讲解复杂的知识点，以免实例太复杂搅浑读者（驱动理论部分）
- 对Linux设备驱动多种复杂设备的框架结构进行了全面的介绍（驱动框架部分）
- 更面向实际的嵌入式工程，讲解开发必备的软硬件基础，及开发手段（调试与移植部分）
- 提供讨论与交流平台（华清远见，www.linuxdriver.cn）



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筹备出版中——

Linux设备驱动开发详解第2版

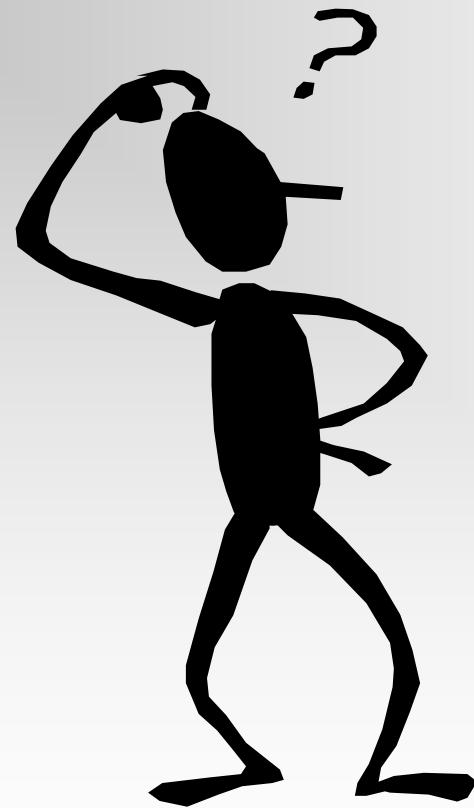
✓ 主要出发点

- Ø 开发LDD6410 SAMSUNG S3C6410开发板，所有实例均可在该板上直接运行和学习
- Ø 全面升级为Linux 2.6.28.6内核，对Linux内核最新API和驱动子系统架构的变化进行介绍
- Ø 对第一版中部分知识点进行整理和重新讲解
- Ø 删除过时内容
- Ø 新增大量内容：
 - SPI主机和设备驱动
 - ALSA SoC架构驱动
 - USB 设备控制器 / gadget驱动 / USB OTG驱动
 - 内核移植（BSP构建与开发）
 - Android驱动
 - 驱动分层思想
 - 驱动分离思想

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让我们一起讨论！



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