

# **Linux generic IRQ handling**

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by Thomas Gleixner and Ingo Molnar

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# Chapter 1. Introduction

The generic interrupt handling layer is designed to provide a complete abstraction of interrupt handling for device drivers. It is able to handle all the different types of interrupt controller hardware. Device drivers use generic API functions to request, enable, disable and free interrupts. The drivers do not have to know anything about interrupt hardware details, so they can be used on different platforms without code changes.

This documentation is provided to developers who want to implement an interrupt subsystem based for their architecture, with the help of the generic IRQ handling layer.



# Chapter 2. Rationale

The original implementation of interrupt handling in Linux is using the `__do_IRQ()` super-handler, which is able to deal with every type of interrupt logic.

Originally, Russell King identified different types of handlers to build a quite universal set for the ARM interrupt handler implementation in Linux 2.5/2.6. He distinguished between:

- Level type
- Edge type
- Simple type

During the implementation we identified another type:

- Fast EOI type

In the SMP world of the `__do_IRQ()` super-handler another type was identified:

- Per CPU type

This split implementation of highlevel IRQ handlers allows us to optimize the flow of the interrupt handling for each specific interrupt type. This reduces complexity in that particular codepath and allows the optimized handling of a given type.

The original general IRQ implementation used `hw_interrupt_type` structures and their `->ack()`, `->end()` [etc.] callbacks to differentiate the flow control in the super-handler. This leads to a mix of flow logic and lowlevel hardware logic, and it also leads to unnecessary code duplication: for example in i386, there is a `ioapic_level_irq` and a `ioapic_edge_irq` irq-type which share many of the lowlevel details but have different flow handling.

A more natural abstraction is the clean separation of the 'irq flow' and the 'chip details'.

Analysing a couple of architecture's IRQ subsystem implementations reveals that most of them can use a generic set of 'irq flow' methods and only need to add the chip level specific code. The separation is also valuable for (sub)architectures which need specific quirks in the irq flow itself but not in the chip-details - and thus provides a more transparent IRQ subsystem design.

Each interrupt descriptor is assigned its own highlevel flow handler, which is normally one of the generic implementations. (This highlevel flow handler implementation also makes it simple to provide demultiplexing handlers which can be found in embedded platforms on various architectures.)

## *Chapter 2. Rationale*

The separation makes the generic interrupt handling layer more flexible and extensible. For example, an (sub)architecture can use a generic irq-flow implementation for 'level type' interrupts and add a (sub)architecture specific 'edge type' implementation.

To make the transition to the new model easier and prevent the breakage of existing implementations, the `__do_IRQ()` super-handler is still available. This leads to a kind of duality for the time being. Over time the new model should be used in more and more architectures, as it enables smaller and cleaner IRQ subsystems. It's deprecated for three years now and about to be removed.

# Chapter 3. Known Bugs And Assumptions

None (knock on wood).



# Chapter 4. Abstraction layers

There are three main levels of abstraction in the interrupt code:

1. Highlevel driver API
2. Highlevel IRQ flow handlers
3. Chiplevel hardware encapsulation

## 4.1. Interrupt control flow

Each interrupt is described by an interrupt descriptor structure `irq_desc`. The interrupt is referenced by an 'unsigned int' numeric value which selects the corresponding interrupt description structure in the descriptor structures array. The descriptor structure contains status information and pointers to the interrupt flow method and the interrupt chip structure which are assigned to this interrupt.

Whenever an interrupt triggers, the lowlevel arch code calls into the generic interrupt code by calling `desc->handle_irq()`. This highlevel IRQ handling function only uses `desc->irq_data.chip` primitives referenced by the assigned chip descriptor structure.

## 4.2. Highlevel Driver API

The highlevel Driver API consists of following functions:

- `request_irq()`
- `free_irq()`
- `disable_irq()`
- `enable_irq()`
- `disable_irq_nosync()` (SMP only)
- `synchronize_irq()` (SMP only)
- `irq_set_irq_type()`
- `irq_set_irq_wake()`

- `irq_set_handler_data()`
- `irq_set_chip()`
- `irq_set_chip_data()`

See the autogenerated function documentation for details.

## 4.3. Highlevel IRQ flow handlers

The generic layer provides a set of pre-defined irq-flow methods:

- `handle_level_irq`
- `handle_edge_irq`
- `handle_fasteoi_irq`
- `handle_simple_irq`
- `handle_percpu_irq`
- `handle_edge_eoi_irq`
- `handle_bad_irq`

The interrupt flow handlers (either predefined or architecture specific) are assigned to specific interrupts by the architecture either during bootup or during device initialization.

### 4.3.1. Default flow implementations

#### 4.3.1.1. Helper functions

The helper functions call the chip primitives and are used by the default flow implementations. The following helper functions are implemented (simplified excerpt):

```
default_enable(struct irq_data *data)
{
    desc->irq_data.chip->irq_unmask(data);
}

default_disable(struct irq_data *data)
{
    if (!delay_disable(data))
        desc->irq_data.chip->irq_mask(data);
}
```

```

}

default_ack(struct irq_data *data)
{
    chip->irq_ack(data);
}

default_mask_ack(struct irq_data *data)
{
    if (chip->irq_mask_ack) {
        chip->irq_mask_ack(data);
    } else {
        chip->irq_mask(data);
        chip->irq_ack(data);
    }
}

noop(struct irq_data *data)
{
}

```

## 4.3.2. Default flow handler implementations

### 4.3.2.1. Default Level IRQ flow handler

`handle_level_irq` provides a generic implementation for level-triggered interrupts.

The following control flow is implemented (simplified excerpt):

```

desc->irq_data.chip->irq_mask_ack();
handle_irq_event(desc->action);
desc->irq_data.chip->irq_unmask();

```

### 4.3.2.2. Default Fast EOI IRQ flow handler

`handle_fasteoi_irq` provides a generic implementation for interrupts, which only need an EOI at the end of the handler

The following control flow is implemented (simplified excerpt):

```
handle_irq_event(desc->action);
desc->irq_data.chip->irq_eoi();
```

#### 4.3.2.3. Default Edge IRQ flow handler

`handle_edge_irq` provides a generic implementation for edge-triggered interrupts.

The following control flow is implemented (simplified excerpt):

```
if (desc->status & running) {
    desc->irq_data.chip->irq_mask_ack();
    desc->status |= pending | masked;
    return;
}
desc->irq_data.chip->irq_ack();
desc->status |= running;
do {
    if (desc->status & masked)
        desc->irq_data.chip->irq_unmask();
    desc->status &= ~pending;
    handle_irq_event(desc->action);
} while (status & pending);
desc->status &= ~running;
```

#### 4.3.2.4. Default simple IRQ flow handler

`handle_simple_irq` provides a generic implementation for simple interrupts.

Note: The simple flow handler does not call any handler/chip primitives.

The following control flow is implemented (simplified excerpt):

```
handle_irq_event(desc->action);
```

#### 4.3.2.5. Default per CPU flow handler

`handle_percpu_irq` provides a generic implementation for per CPU interrupts.

Per CPU interrupts are only available on SMP and the handler provides a simplified version without locking.

The following control flow is implemented (simplified excerpt):

```
if (desc->irq_data.chip->irq_ack)
    desc->irq_data.chip->irq_ack();
handle_irq_event(desc->action);
if (desc->irq_data.chip->irq_eoi)
    desc->irq_data.chip->irq_eoi();
```

#### 4.3.2.6. EOI Edge IRQ flow handler

`handle_edge_eoi_irq` provides an abomination of the edge handler which is solely used to tame a badly wreckaged irq controller on powerpc/cell.

#### 4.3.2.7. Bad IRQ flow handler

`handle_bad_irq` is used for spurious interrupts which have no real handler assigned..

### 4.3.3. Quirks and optimizations

The generic functions are intended for 'clean' architectures and chips, which have no platform-specific IRQ handling quirks. If an architecture needs to implement quirks on the 'flow' level then it can do so by overriding the highlevel irq-flow handler.

### 4.3.4. Delayed interrupt disable

This per interrupt selectable feature, which was introduced by Russell King in the ARM interrupt implementation, does not mask an interrupt at the hardware level when `disable_irq()` is called. The interrupt is kept enabled and is masked in the flow handler when an interrupt event happens. This prevents losing edge interrupts on hardware which does not store an edge interrupt event while the interrupt is disabled at the hardware level. When an interrupt arrives while the

IRQ\_DISABLED flag is set, then the interrupt is masked at the hardware level and the IRQ\_PENDING bit is set. When the interrupt is re-enabled by `enable_irq()` the pending bit is checked and if it is set, the interrupt is resent either via hardware or by a software resend mechanism. (It's necessary to enable `CONFIG_HARDIRQS_SW_RESEND` when you want to use the delayed interrupt disable feature and your hardware is not capable of retriggering an interrupt.) The delayed interrupt disable is not configurable.

## 4.4. Chiplevel hardware encapsulation

The chip level hardware descriptor structure `irq_chip` contains all the direct chip relevant functions, which can be utilized by the irq flow implementations.

- `irq_ack()`
- `irq_mask_ack()` - Optional, recommended for performance
- `irq_mask()`
- `irq_unmask()`
- `irq_eoi()` - Optional, required for eoi flow handlers
- `irq_retrigger()` - Optional
- `irq_set_type()` - Optional
- `irq_set_wake()` - Optional

These primitives are strictly intended to mean what they say: ack means ACK, masking means masking of an IRQ line, etc. It is up to the flow handler(s) to use these basic units of lowlevel functionality.

## Chapter 5. `__do_IRQ` entry point

The original implementation `__do_IRQ()` was an alternative entry point for all types of interrupts. It no longer exists.

This handler turned out to be not suitable for all interrupt hardware and was therefore reimplemented with split functionality for edge/level/simple/percpu interrupts. This is not only a functional optimization. It also shortens code paths for interrupts.



# Chapter 6. Locking on SMP

The locking of chip registers is up to the architecture that defines the chip primitives. The per-irq structure is protected via desc->lock, by the generic layer.



# Chapter 7. Structures

This chapter contains the autogenerated documentation of the structures which are used in the generic IRQ layer.

## struct irq\_data

**LINUX**

Kernel Hackers Manual February 2013

### Name

struct irq\_data — per irq and irq chip data passed down to chip functions

### Synopsis

```
struct irq_data {
    unsigned int irq;
    unsigned long hwirq;
    unsigned int node;
    unsigned int state_use_accessors;
    struct irq_chip * chip;
    struct irq_domain * domain;
    void * handler_data;
    void * chip_data;
    struct msi_desc * msi_desc;
#ifdef CONFIG_SMP
    cpumask_var_t affinity;
#endif
};
```

### Members

irq

interrupt number

hwirq

hardware interrupt number, local to the interrupt domain

node

node index useful for balancing

state\_use\_accessors

status information for irq chip functions. Use accessor functions to deal with it

chip

low level interrupt hardware access

domain

Interrupt translation domain; responsible for mapping between hwirq number and linux irq number.

handler\_data

per-IRQ data for the irq\_chip methods

chip\_data

platform-specific per-chip private data for the chip methods, to allow shared chip implementations

msi\_desc

MSI descriptor

affinity

IRQ affinity on SMP

## Description

The fields here need to overlay the ones in `irq_desc` until we cleaned up the direct references and switched everything over to `irq_data`.

## struct irq\_chip

**LINUX**

## Name

`struct irq_chip` — hardware interrupt chip descriptor

## Synopsis

```
struct irq_chip {
    const char * name;
    unsigned int (* irq_startup) (struct irq_data *data);
    void (* irq_shutdown) (struct irq_data *data);
    void (* irq_enable) (struct irq_data *data);
    void (* irq_disable) (struct irq_data *data);
    void (* irq_ack) (struct irq_data *data);
    void (* irq_mask) (struct irq_data *data);
    void (* irq_mask_ack) (struct irq_data *data);
    void (* irq_unmask) (struct irq_data *data);
    void (* irq_eoi) (struct irq_data *data);
    int (* irq_set_affinity) (struct irq_data *data, const struct cpumask *cpumask);
    int (* irq_retrigger) (struct irq_data *data);
    int (* irq_set_type) (struct irq_data *data, unsigned int flow_type);
    int (* irq_set_wake) (struct irq_data *data, unsigned int on);
    void (* irq_bus_lock) (struct irq_data *data);
    void (* irq_bus_sync_unlock) (struct irq_data *data);
    void (* irq_cpu_online) (struct irq_data *data);
    void (* irq_cpu_offline) (struct irq_data *data);
    void (* irq_suspend) (struct irq_data *data);
    void (* irq_resume) (struct irq_data *data);
    void (* irq_pm_shutdown) (struct irq_data *data);
    void (* irq_print_chip) (struct irq_data *data, struct seq_file *p);
    unsigned long flags;
#ifdef CONFIG_IRQ_RELEASE_METHOD
    void (* release) (unsigned int irq, void *dev_id);
#endif
};
```

## Members

`name`

name for `/proc/interrupts`

## *Chapter 7. Structures*

`irq_startup`

start up the interrupt (defaults to ->enable if NULL)

`irq_shutdown`

shut down the interrupt (defaults to ->disable if NULL)

`irq_enable`

enable the interrupt (defaults to chip->unmask if NULL)

`irq_disable`

disable the interrupt

`irq_ack`

start of a new interrupt

`irq_mask`

mask an interrupt source

`irq_mask_ack`

ack and mask an interrupt source

`irq_unmask`

unmask an interrupt source

`irq_eoi`

end of interrupt

`irq_set_affinity`

set the CPU affinity on SMP machines

`irq_retrigger`

resend an IRQ to the CPU

`irq_set_type`

set the flow type (IRQ\_TYPE\_LEVEL/etc.) of an IRQ

`irq_set_wake`

enable/disable power-management wake-on of an IRQ

`irq_bus_lock`

function to lock access to slow bus (i2c) chips

`irq_bus_sync_unlock`

function to sync and unlock slow bus (i2c) chips

`irq_cpu_online`

configure an interrupt source for a secondary CPU

`irq_cpu_offline`

un-configure an interrupt source for a secondary CPU

`irq_suspend`

function called from core code on suspend once per chip

`irq_resume`

function called from core code on resume once per chip

`irq_pm_shutdown`

function called from core code on shutdown once per chip

`irq_print_chip`

optional to print special chip info in `show_interrupts`

`flags`

chip specific flags

`release`

release function solely used by UML

## struct `irq_chip_regs`

**LINUX**

Kernel Hackers Manual February 2013

### Name

`struct irq_chip_regs` — register offsets for struct `irq_gci`

## Synopsis

```
struct irq_chip_regs {  
    unsigned long enable;  
    unsigned long disable;  
    unsigned long mask;  
    unsigned long ack;  
    unsigned long eoi;  
    unsigned long type;  
    unsigned long polarity;  
};
```

## Members

enable

Enable register offset to reg\_base

disable

Disable register offset to reg\_base

mask

Mask register offset to reg\_base

ack

Ack register offset to reg\_base

eoi

Eoi register offset to reg\_base

type

Type configuration register offset to reg\_base

polarity

Polarity configuration register offset to reg\_base

# struct irq\_chip\_type

## LINUX

Kernel Hackers Manual February 2013

## Name

struct irq\_chip\_type — Generic interrupt chip instance for a flow type

## Synopsis

```
struct irq_chip_type {
    struct irq_chip chip;
    struct irq_chip_regs regs;
    irq_flow_handler_t handler;
    u32 type;
};
```

## Members

chip

The real interrupt chip which provides the callbacks

regs

Register offsets for this chip

handler

Flow handler associated with this chip

type

Chip can handle these flow types

## Description

A irq\_generic\_chip can have several instances of irq\_chip\_type when it requires different functions and register offsets for different flow types.

# struct irq\_chip\_generic

## LINUX

Kernel Hackers Manual February 2013

## Name

struct irq\_chip\_generic — Generic irq chip data structure

## Synopsis

```
struct irq_chip_generic {
    raw_spinlock_t lock;
    void __iomem * reg_base;
    unsigned int irq_base;
    unsigned int irq_cnt;
    u32 mask_cache;
    u32 type_cache;
    u32 polarity_cache;
    u32 wake_enabled;
    u32 wake_active;
    unsigned int num_ct;
    void * private;
    struct list_head list;
    struct irq_chip_type chip_types[0];
};
```

## Members

lock

Lock to protect register and cache data access

reg\_base

Register base address (virtual)

`irq_base`

Interrupt base nr for this chip

`irq_cnt`

Number of interrupts handled by this chip

`mask_cache`

Cached mask register

`type_cache`

Cached type register

`polarity_cache`

Cached polarity register

`wake_enabled`

Interrupt can wakeup from suspend

`wake_active`

Interrupt is marked as an wakeup from suspend source

`num_ct`

Number of available `irq_chip_type` instances (usually 1)

`private`

Private data for non generic chip callbacks

`list`

List head for keeping track of instances

`chip_types[0]`

Array of interrupt `irq_chip_types`

## Description

Note, that `irq_chip_generic` can have multiple `irq_chip_type` implementations which can be associated to a particular irq line of an `irq_chip_generic` instance. That allows to share and protect state in an `irq_chip_generic` instance when we need to implement different flow mechanisms (level/edge) for it.

## enum irq\_gc\_flags

### LINUX

Kernel Hackers Manual February 2013

### Name

enum irq\_gc\_flags — Initialization flags for generic irq chips

### Synopsis

```
enum irq_gc_flags {  
    IRQ_GC_INIT_MASK_CACHE,  
    IRQ_GC_INIT_NESTED_LOCK  
};
```

### Constants

IRQ\_GC\_INIT\_MASK\_CACHE

Initialize the mask\_cache by reading mask reg

IRQ\_GC\_INIT\_NESTED\_LOCK

Set the lock class of the irqs to nested for irq chips which need to call `irq_set_wake` on the parent irq. Usually GPIO implementations

## struct irqaction

### LINUX

## Name

`struct irqaction` — per interrupt action descriptor

## Synopsis

```
struct irqaction {
    irq_handler_t handler;
    unsigned long flags;
    void * dev_id;
    void __percpu * percpu_dev_id;
    struct irqaction * next;
    int irq;
    irq_handler_t thread_fn;
    struct task_struct * thread;
    unsigned long thread_flags;
    unsigned long thread_mask;
    const char * name;
    struct proc_dir_entry * dir;
};
```

## Members

`handler`

interrupt handler function

`flags`

flags (see `IRQF_*` above)

`dev_id`

cookie to identify the device

`percpu_dev_id`

cookie to identify the device

`next`

pointer to the next `irqaction` for shared interrupts

<code>irq</code>	interrupt number
<code>thread_fn</code>	interrupt handler function for threaded interrupts
<code>thread</code>	thread pointer for threaded interrupts
<code>thread_flags</code>	flags related to <i>thread</i>
<code>thread_mask</code>	bitmask for keeping track of <i>thread</i> activity
<code>name</code>	name of the device
<code>dir</code>	pointer to the <code>proc/irq/NN/name</code> entry

## struct irq\_affinity\_notify

### LINUX

Kernel Hackers Manual February 2013

### Name

`struct irq_affinity_notify` — context for notification of IRQ affinity changes

### Synopsis

```
struct irq_affinity_notify {
    unsigned int irq;
    struct kref kref;
```

```
struct work_struct work;  
void (* notify) (struct irq_affinity_notify *, const cpumask_t *mask);  
void (* release) (struct kref *ref);  
};
```

## Members

irq

Interrupt to which notification applies

kref

Reference count, for internal use

work

Work item, for internal use

notify

Function to be called on change. This will be called in process context.

release

Function to be called on release. This will be called in process context. Once registered, the structure must only be freed when this function is called or later.



# Chapter 8. Public Functions Provided

This chapter contains the autogenerated documentation of the kernel API functions which are exported.

## synchronize\_irq

### LINUX

Kernel Hackers Manual February 2013

### Name

`synchronize_irq` — wait for pending IRQ handlers (on other CPUs)

### Synopsis

```
void synchronize_irq (unsigned int irq);
```

### Arguments

*irq*

interrupt number to wait for

### Description

This function waits for any pending IRQ handlers for this interrupt to complete before returning. If you use this function while holding a resource the IRQ handler may need you will deadlock.

This function may be called - with care - from IRQ context.

# irq\_set\_affinity\_notifier

## LINUX

Kernel Hackers Manual February 2013

### Name

`irq_set_affinity_notifier` — control notification of IRQ affinity changes

### Synopsis

```
int irq_set_affinity_notifier (unsigned int irq, struct  
irq_affinity_notify * notify);
```

### Arguments

*irq*

Interrupt for which to enable/disable notification

*notify*

Context for notification, or `NULL` to disable notification. Function pointers must be initialised; the other fields will be initialised by this function.

### Description

Must be called in process context. Notification may only be enabled after the IRQ is allocated and must be disabled before the IRQ is freed using `free_irq`.

# disable\_irq\_nosync

## LINUX

Kernel Hackers Manual February 2013

### Name

`disable_irq_nosync` — disable an irq without waiting

### Synopsis

```
void disable_irq_nosync (unsigned int irq);
```

### Arguments

*irq*

Interrupt to disable

### Description

Disable the selected interrupt line. Disables and Enables are nested. Unlike `disable_irq`, this function does not ensure existing instances of the IRQ handler have completed before returning.

This function may be called from IRQ context.

# disable\_irq

## LINUX

## Name

`disable_irq` — disable an irq and wait for completion

## Synopsis

```
void disable_irq (unsigned int irq);
```

## Arguments

*irq*

Interrupt to disable

## Description

Disable the selected interrupt line. Enables and Disables are nested. This function waits for any pending IRQ handlers for this interrupt to complete before returning. If you use this function while holding a resource the IRQ handler may need you will deadlock.

This function may be called - with care - from IRQ context.

## `enable_irq`

### LINUX

## Name

`enable_irq` — enable handling of an irq

## Synopsis

```
void enable_irq (unsigned int irq);
```

## Arguments

*irq*

Interrupt to enable

## Description

Undoes the effect of one call to `disable_irq`. If this matches the last disable, processing of interrupts on this IRQ line is re-enabled.

This function may be called from IRQ context only when `desc->irq_data.chip->bus_lock` and `desc->chip->bus_sync_unlock` are NULL !

## irq\_set\_irq\_wake

### LINUX

Kernel Hackers Manual February 2013

## Name

`irq_set_irq_wake` — control irq power management wakeup

## Synopsis

```
int irq_set_irq_wake (unsigned int irq, unsigned int on);
```

## Arguments

*irq*

interrupt to control

*on*

enable/disable power management wakeup

## Description

Enable/disable power management wakeup mode, which is disabled by default.

Enables and disables must match, just as they match for non-wakeup mode support.

Wakeup mode lets this IRQ wake the system from sleep states like “suspend to RAM”.

## setup\_irq

### LINUX

Kernel Hackers Manual February 2013

### Name

setup\_irq — setup an interrupt

### Synopsis

```
int setup_irq (unsigned int irq, struct irqaction * act);
```

## Arguments

*irq*

Interrupt line to setup

*act*

irqaction for the interrupt

## Description

Used to statically setup interrupts in the early boot process.

## remove\_irq

### LINUX

Kernel Hackers Manual February 2013

## Name

`remove_irq` — free an interrupt

## Synopsis

```
void remove_irq (unsigned int irq, struct irqaction * act);
```

## Arguments

*irq*

Interrupt line to free

*act*

irqaction for the interrupt

## Description

Used to remove interrupts statically setup by the early boot process.

## free\_irq

### LINUX

Kernel Hackers ManualFebruary 2013

## Name

`free_irq` — free an interrupt allocated with `request_irq`

## Synopsis

```
void free_irq (unsigned int irq, void * dev_id);
```

## Arguments

*irq*

Interrupt line to free

*dev\_id*

Device identity to free

## Description

Remove an interrupt handler. The handler is removed and if the interrupt line is no longer in use by any driver it is disabled. On a shared IRQ the caller must ensure the interrupt is disabled on the card it drives before calling this function. The function does not return until any executing interrupts for this IRQ have completed.

This function must not be called from interrupt context.

# request\_threaded\_irq

## LINUX

Kernel Hackers Manual February 2013

## Name

`request_threaded_irq` — allocate an interrupt line

## Synopsis

```
int request_threaded_irq (unsigned int irq, irq_handler_t
handler, irq_handler_t thread_fn, unsigned long irqflags,
const char * devname, void * dev_id);
```

## Arguments

*irq*

Interrupt line to allocate

*handler*

Function to be called when the IRQ occurs. Primary handler for threaded interrupts If NULL and `thread_fn != NULL` the default primary handler is installed

*thread\_fn*

Function called from the irq handler thread If NULL, no irq thread is created

*irqflags*

Interrupt type flags

*devname*

An ascii name for the claiming device

*dev\_id*

A cookie passed back to the handler function

## Description

This call allocates interrupt resources and enables the interrupt line and IRQ handling. From the point this call is made your handler function may be invoked. Since your handler function must clear any interrupt the board raises, you must take care both to initialise your hardware and to set up the interrupt handler in the right order.

If you want to set up a threaded irq handler for your device then you need to supply *handler* and *thread\_fn*. *handler* is still called in hard interrupt context and has to check whether the interrupt originates from the device. If yes it needs to disable the interrupt on the device and return `IRQ_WAKE_THREAD` which will wake up the handler thread and run *thread\_fn*. This split handler design is necessary to support shared interrupts.

*Dev\_id* must be globally unique. Normally the address of the device data structure is used as the cookie. Since the handler receives this value it makes sense to use it.

If your interrupt is shared you must pass a non NULL *dev\_id* as this is required when freeing the interrupt.

## Flags

`IRQF_SHARED` Interrupt is shared `IRQF_TRIGGER_*` Specify active edge(s) or level

# request\_any\_context\_irq

## LINUX

Kernel Hackers Manual February 2013

### Name

`request_any_context_irq` — allocate an interrupt line

### Synopsis

```
int request_any_context_irq (unsigned int irq, irq_handler_t
handler, unsigned long flags, const char * name, void *
dev_id);
```

### Arguments

*irq*

Interrupt line to allocate

*handler*

Function to be called when the IRQ occurs. Threaded handler for threaded interrupts.

*flags*

Interrupt type flags

*name*

An ascii name for the claiming device

*dev\_id*

A cookie passed back to the handler function

## Description

This call allocates interrupt resources and enables the interrupt line and IRQ handling. It selects either a hardirq or threaded handling method depending on the context.

On failure, it returns a negative value. On success, it returns either `IRQC_IS_HARDIRQ` or `IRQC_IS_NESTED`.

## irq\_set\_chip

### LINUX

Kernel Hackers Manual February 2013

## Name

`irq_set_chip` — set the irq chip for an irq

## Synopsis

```
int irq_set_chip (unsigned int irq, struct irq_chip * chip);
```

## Arguments

*irq*

irq number

*chip*

pointer to irq chip description structure

# irq\_set\_irq\_type

## LINUX

Kernel Hackers Manual February 2013

### Name

`irq_set_irq_type` — set the irq trigger type for an irq

### Synopsis

```
int irq_set_irq_type (unsigned int irq, unsigned int type);
```

### Arguments

*irq*

irq number

*type*

IRQ\_TYPE\_{LEVEL,EDGE}\_\* value - see include/linux/irq.h

# irq\_set\_handler\_data

## LINUX

Kernel Hackers Manual February 2013

### Name

`irq_set_handler_data` — set irq handler data for an irq

## Synopsis

```
int irq_set_handler_data (unsigned int irq, void * data);
```

## Arguments

*irq*

Interrupt number

*data*

Pointer to interrupt specific data

## Description

Set the hardware irq controller data for an irq

## irq\_set\_chip\_data

### LINUX

Kernel Hackers Manual February 2013

## Name

`irq_set_chip_data` — set irq chip data for an irq

## Synopsis

```
int irq_set_chip_data (unsigned int irq, void * data);
```

## Arguments

*irq*

Interrupt number

*data*

Pointer to chip specific data

## Description

Set the hardware irq chip data for an irq

# handle\_simple\_irq

## LINUX

Kernel Hackers Manual February 2013

## Name

handle\_simple\_irq — Simple and software-decoded IRQs.

## Synopsis

```
void handle_simple_irq (unsigned int irq, struct irq_desc *  
desc);
```

## Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

## Description

Simple interrupts are either sent from a demultiplexing interrupt handler or come from hardware, where no interrupt hardware control is necessary.

## Note

The caller is expected to handle the ack, clear, mask and unmask issues if necessary.

# handle\_level\_irq

## LINUX

Kernel Hackers Manual February 2013

## Name

handle\_level\_irq — Level type irq handler

## Synopsis

```
void handle_level_irq (unsigned int irq, struct irq_desc *  
desc);
```

## Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

## Description

Level type interrupts are active as long as the hardware line has the active level. This may require to mask the interrupt and unmask it after the associated handler has acknowledged the device, so the interrupt line is back to inactive.

# handle\_edge\_irq

## LINUX

Kernel Hackers Manual February 2013

## Name

`handle_edge_irq` — edge type IRQ handler

## Synopsis

```
void handle_edge_irq (unsigned int irq, struct irq_desc *  
desc);
```

## Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

## **Description**

Interrupt occurs on the falling and/or rising edge of a hardware signal. The occurrence is latched into the irq controller hardware and must be acked in order to be reenabled. After the ack another interrupt can happen on the same source even before the first one is handled by the associated event handler. If this happens it might be necessary to disable (mask) the interrupt depending on the controller hardware. This requires to reenale the interrupt inside of the loop which handles the interrupts which have arrived while the handler was running. If all pending interrupts are handled, the loop is left.

# Chapter 9. Internal Functions Provided

This chapter contains the autogenerated documentation of the internal functions.

## irq\_reserve\_irqs

### LINUX

Kernel Hackers Manual February 2013

### Name

`irq_reserve_irqs` — mark irq allocated

### Synopsis

```
int irq_reserve_irqs (unsigned int from, unsigned int cnt);
```

### Arguments

*from*

mark from irq number

*cnt*

number of irq to mark

### Description

Returns 0 on success or an appropriate error code

# irq\_get\_next\_irq

## LINUX

Kernel Hackers Manual February 2013

### Name

`irq_get_next_irq` — get next allocated irq number

### Synopsis

```
unsigned int irq_get_next_irq (unsigned int offset);
```

### Arguments

*offset*

where to start the search

### Description

Returns next irq number after offset or nr\_irqs if none is found.

# dynamic\_irq\_cleanup

## LINUX

Kernel Hackers Manual February 2013

### Name

`dynamic_irq_cleanup` — cleanup a dynamically allocated irq

## Synopsis

```
void dynamic_irq_cleanup (unsigned int irq);
```

## Arguments

*irq*

irq number to initialize

## handle\_bad\_irq

### LINUX

Kernel Hackers Manual February 2013

## Name

`handle_bad_irq` — handle spurious and unhandled irqs

## Synopsis

```
void handle_bad_irq (unsigned int irq, struct irq_desc *  
desc);
```

## Arguments

*irq*

the interrupt number

*desc*

description of the interrupt

## Description

Handles spurious and unhandled IRQ's. It also prints a debugmessage.

# irq\_set\_msi\_desc

## LINUX

Kernel Hackers Manual February 2013

## Name

`irq_set_msi_desc` — set MSI descriptor data for an irq

## Synopsis

```
int irq_set_msi_desc (unsigned int irq, struct msi_desc *  
entry);
```

## Arguments

*irq*

Interrupt number

*entry*

Pointer to MSI descriptor data

## Description

Set the MSI descriptor entry for an irq

# handle\_fasteoi\_irq

## LINUX

Kernel Hackers Manual February 2013

## Name

`handle_fasteoi_irq` — irq handler for transparent controllers

## Synopsis

```
void handle_fasteoi_irq (unsigned int irq, struct irq_desc *  
desc);
```

## Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

## Only a single callback will be issued to the chip

an `->eoi` call when the interrupt has been serviced. This enables support for modern forms of interrupt handlers, which handle the flow details in hardware, transparently.

# handle\_edge\_eoi\_irq

## LINUX

Kernel Hackers Manual February 2013

### Name

`handle_edge_eoi_irq` — edge eoi type IRQ handler

### Synopsis

```
void handle_edge_eoi_irq (unsigned int irq, struct irq_desc *  
desc);
```

### Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

### Description

Similar as the above `handle_edge_irq`, but using eoi and w/o the mask/unmask logic.

# handle\_percpu\_irq

## LINUX

Kernel Hackers Manual February 2013

### Name

handle\_percpu\_irq — Per CPU local irq handler

### Synopsis

```
void handle_percpu_irq (unsigned int irq, struct irq_desc *  
desc);
```

### Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

### Description

Per CPU interrupts on SMP machines without locking requirements

# handle\_percpu\_devid\_irq

## LINUX

## Name

`handle_percpu_devid_irq` — Per CPU local irq handler with per cpu dev  
ids

## Synopsis

```
void handle_percpu_devid_irq (unsigned int irq, struct  
irq_desc * desc);
```

## Arguments

*irq*

the interrupt number

*desc*

the interrupt description structure for this irq

## Description

Per CPU interrupts on SMP machines without locking requirements. Same as `handle_percpu_irq` above but with the following extras:

action->percpu\_dev\_id is a pointer to percpu variables which contain the real device id for the cpu on which this handler is called

## irq\_cpu\_online

**LINUX**

## Name

`irq_cpu_online` — Invoke all `irq_cpu_online` functions.

## Synopsis

```
void irq_cpu_online ( void );
```

## Arguments

*void*

no arguments

## Description

Iterate through all irqs and invoke the `chip.irq_cpu_online` for each.

# irq\_cpu\_offline

## LINUX

## Name

`irq_cpu_offline` — Invoke all `irq_cpu_offline` functions.

## Synopsis

```
void irq_cpu_offline ( void );
```

## Arguments

*void*

no arguments

## Description

Iterate through all irqs and invoke the `chip.irq_cpu_offline` for each.

# Chapter 10. Credits

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