# ECE 220 Computer Systems & Programming

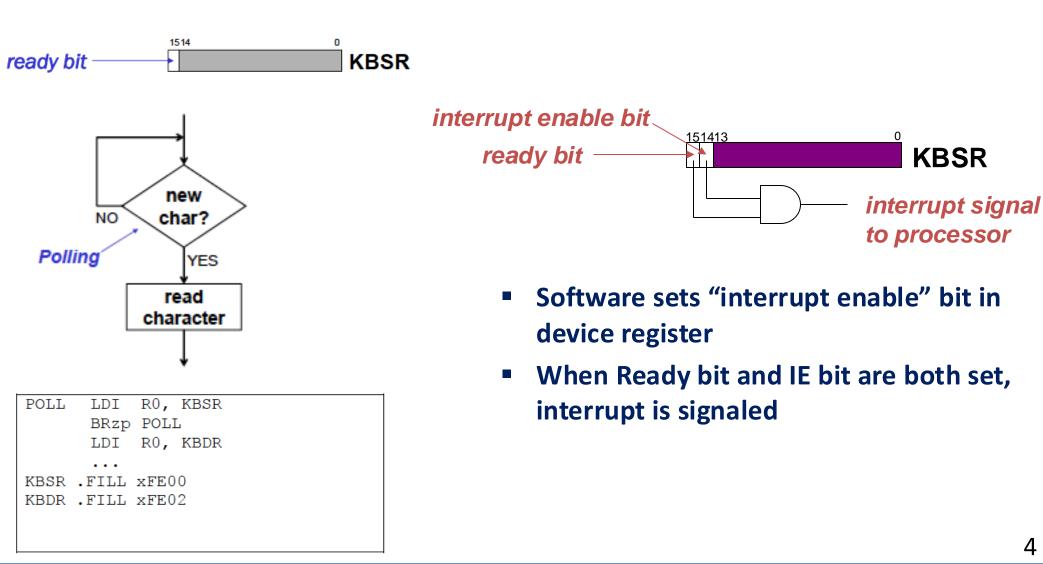
#### **Interrupts & Exceptions**







# Polling vs. Interrupt-Driven I/O



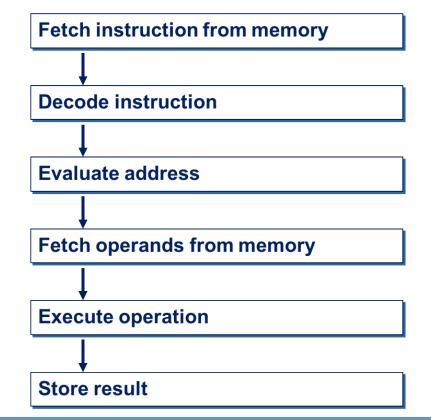




## **Interrupt-Driven I/O**

An I/O device can:

- **1.** Force currently executing program to stop
- 2. Have the processor carry out the need of the I/O device
- 3. Resume the stopped program as if nothing had happened



- If INT is not asserted
- If INT is asserted





## **Two Parts of Interrupt-Driven I/O**

- 1. The mechanism to interrupt the processor
  - A way for the I/O device to \_\_\_\_\_\_ the CPU that an interesting event has occurred
  - A way for the CPU to \_\_\_\_\_ whether the interrupt signal is set and whether its priority is higher than the current program.
- 2. The process that manages the transfer of the I/O data
  - Initiate the interrupt (saving the state of the interrupted program & loading the state of the Interrupt Service Routine)
  - Service the interrupt
  - Return from interrupt





### **Processor State**

- Enough state info saved for interrupted program to resume later
- Enough state info loaded for the interrupt service routine to begin service

State of a Program (snapshot of the system):

- PSR (processor status register)

PSR[15] – privileged (supervisor - 0) or unprivileged (user - 1) mode PSR[10:8] – priority level, PSR[2:0] – condition code

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Ρ						$\mathtt{PL}$							N	Z	Р

Where to save state information?





## **Supervisor Stack**

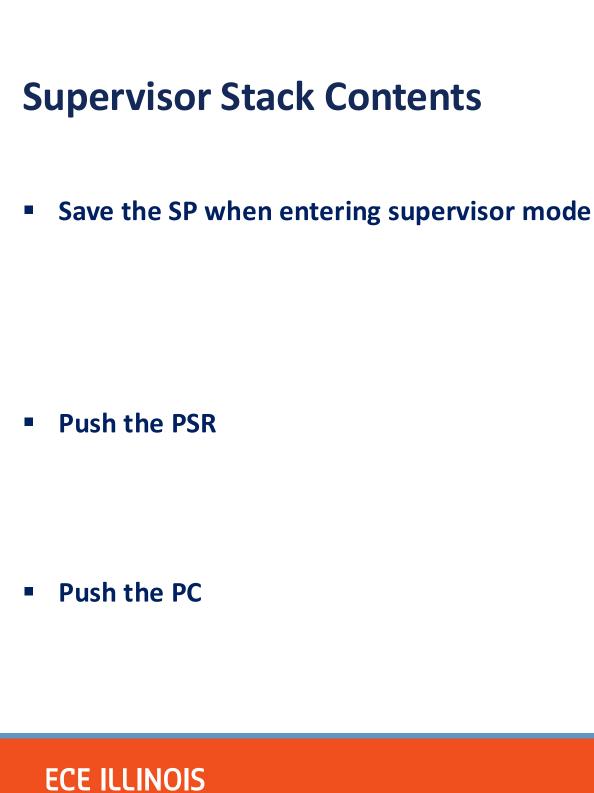
A special region of memory used as the stack for interrupt service routines.

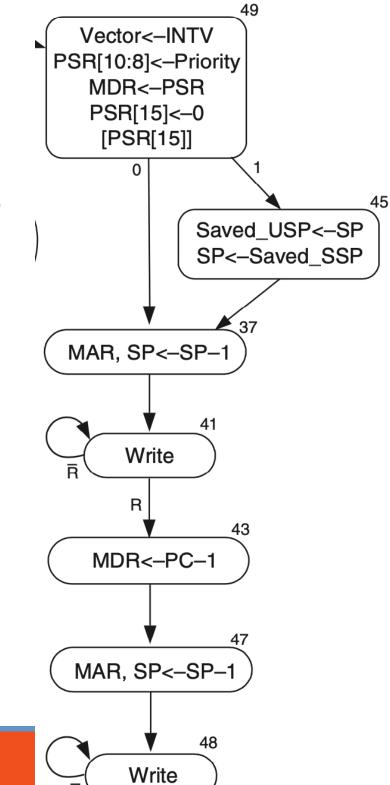
- Initial Supervisor Stack Pointer (SSP) stored in \_\_\_\_\_
- Storing User Stack Pointer (USP) in \_\_\_\_\_

Want to use R6 as \_\_\_\_\_\_, so that our PUSH/POP routines still work.

When switching from User mode to Supervisor mode (as result of interrupt), save R6 to \_\_\_\_\_.







# **Invoking the Service Routine / Returning from Interrupt**

### Invoking:

I/O device transmits Interrupt Vector (INTV, 8-bit) along with interrupt signal and priority level.

### **Returning:**

**Special instruction (RTI) – restores state** 

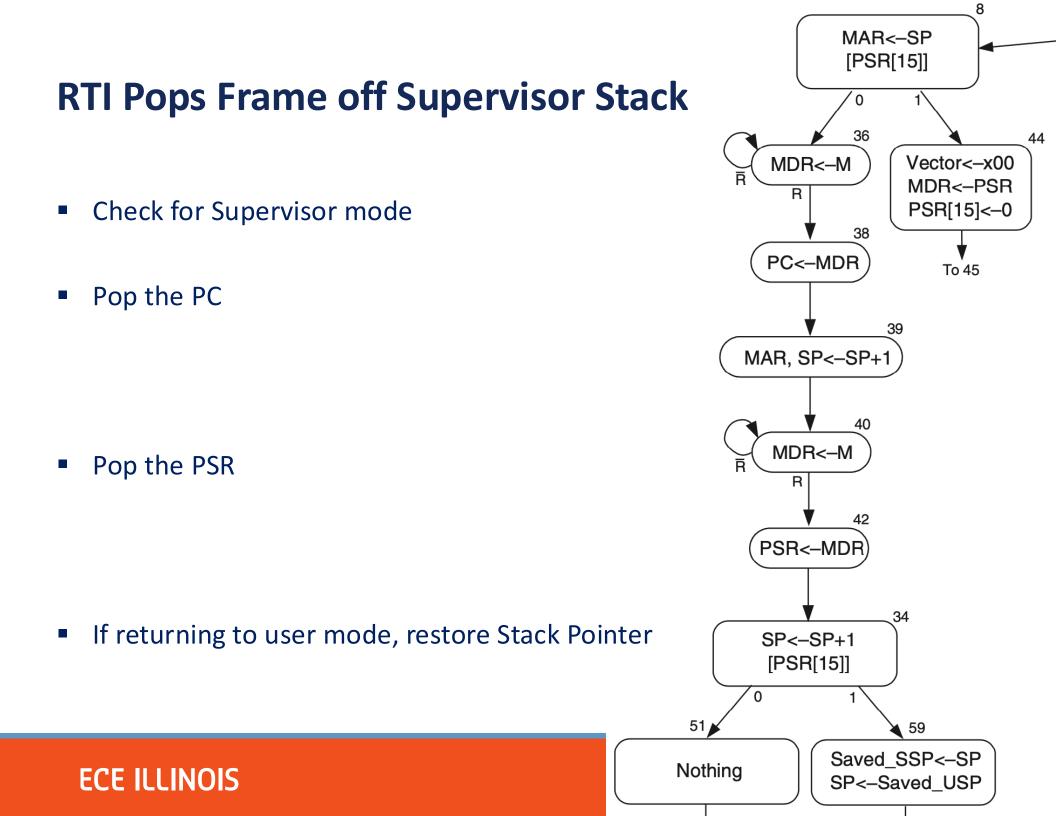
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
RTI	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

#### **RTI** is a privileged instruction.

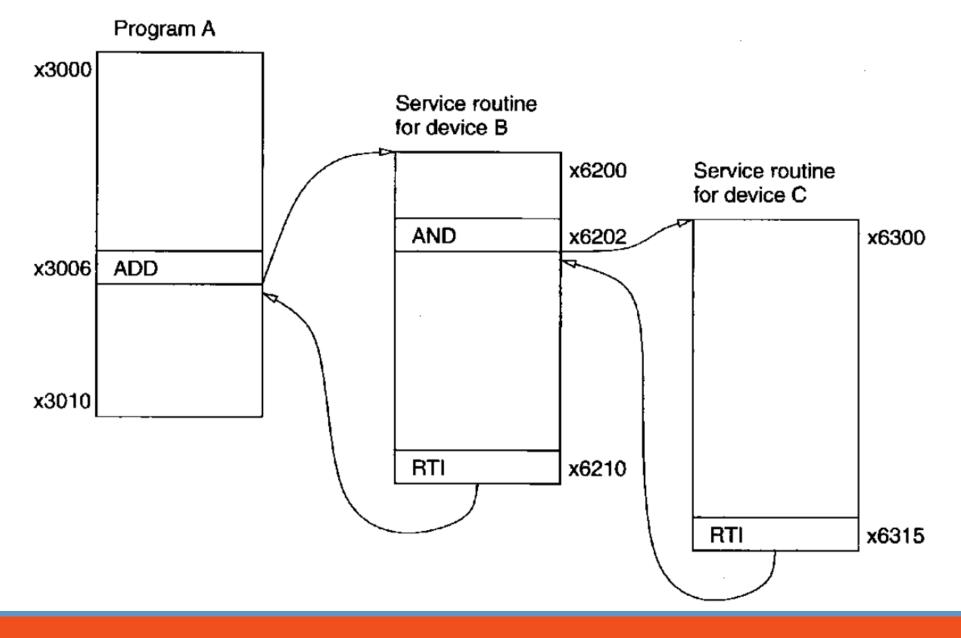
- Can only be executed in Supervisor Mode.
- If executed in User Mode, causes an exception.

### **ECE ILLINOIS**





# **Nested Interrupt**



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I L L I N O I S

## **Exceptions: Internal Interrupt**

When something unexpected happens *inside* the processor, it may cause an exception.

**Examples of Exception in LC-3:** 

- Privileged operation (e.g., RTI in user mode)
- Executing an illegal opcode (Bits[15:12] = 1101)

Handled just like an interrupt

- Vector is determined internally by type of exception
- Priority is the same as running program

Interrupt Vector Table Exception Service Routines – x0100 to x017F Interrupt Service Routines – x0180 to 01FF





### **LC-3 Memory Map**

