



Detecting and Handling Exceptions and Interrupts

The datapath has to be prepared to handle unusual situations -- it cannot stop, but must keep going and recover

© Larry Snyder, 2000. All rights reserved

Conditions Arise ...

Classify the unusual things that can happen

- Exceptions -- unusual events that affect the datapath, regardless of whether they are internally or externally generated
- Interrupts -- externally generated events

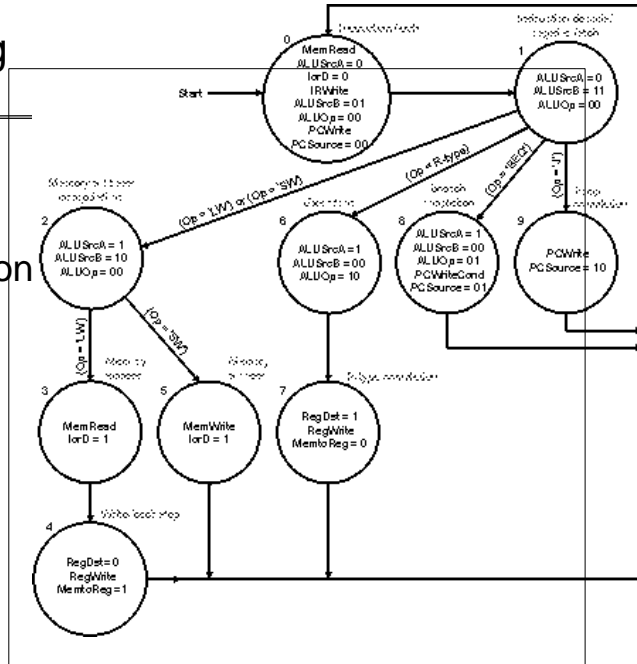
Examples ...

- I/O device requests
- Invoke operating system from user program
- Arithmetic overflow
- Undefined instruction
- Errors

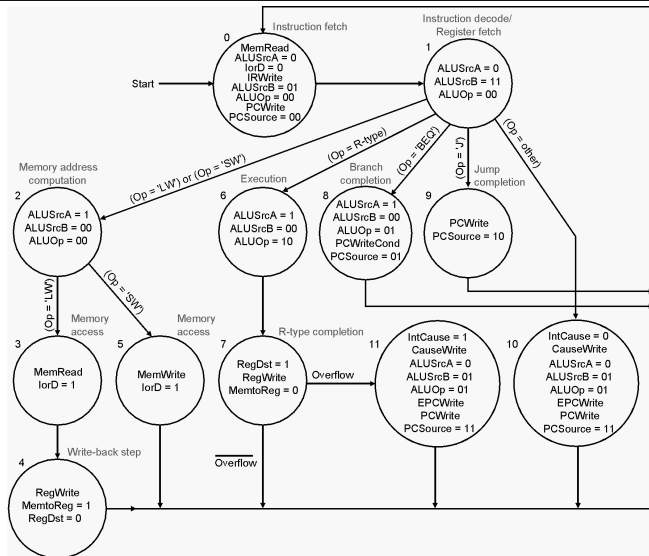
© Larry Snyder, 2000. All rights reserved

Abstracting Control

Finite state machine representation of datapath



Detection



Exceptions in the Pipeline

- Handling exceptional conditions in the pipeline is difficult ... multiple instructions are in process, but execution must be stopped at a coherent point
- The operating system will handle exceptions
- Two requirements ...
 - Save the address of offending instruction in EPC, exception program counter
 - Transfer control to operating system

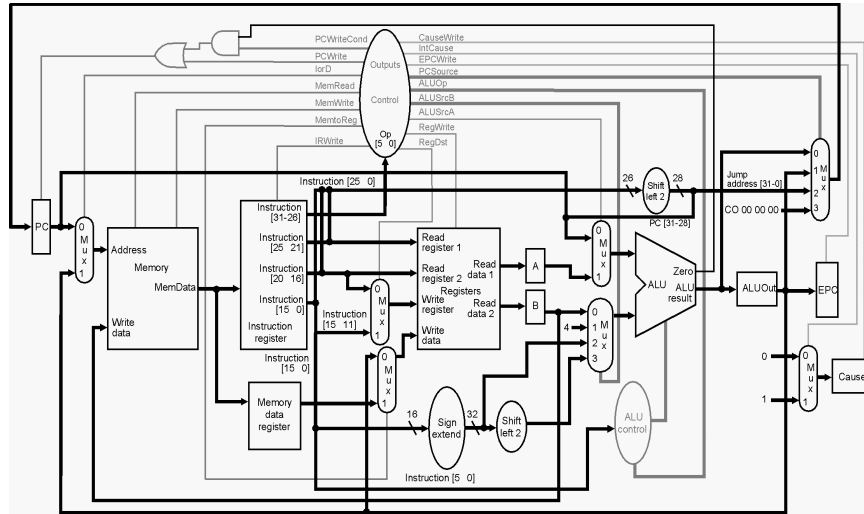
© Larry Snyder, 2000. All rights reserved

Keeping Track of What Happened

- The machine must tell the OS what happened
- A “cause register” or “exception flags” are bit sequences that the processor sets indicating errors
- “Vectored interrupts” allow the processor to jump to different locations in the operating system depending on the exceptional condition

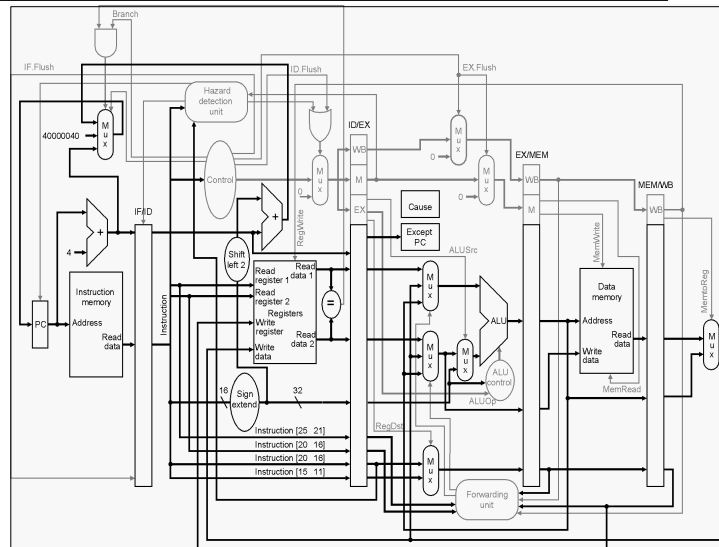
© Larry Snyder, 2000. All rights reserved

Add-ins for Exceptions



© Larry Snyder, 2000. All rights reserved

Controls



© Larry Snyder, 2000. All rights reserved