Lecture 2

Interrupt Handling

by

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Outline

1. The structure of a tiny computer.
2. A program as an isolated system.
3. The interrupt mechanism.
4. The hardware/software interface.
5. Interrupt Types.
Von-Neumann Machine (VN)
Instruction Cycle

- Instruction cycle, or machine cycle, in VN is composed of 2 steps:
- 1. Fetch Cycle: instructions are retrieved from memory
- 2. Execution Cycle: instructions are executed
- A hardware description language will be used to understand how instructions are executed in VN
Definitions

- **IP**: Instruction Pointer is a register that holds the address of the next instruction to be executed.
- **MAR**: Memory Address Register is used to locate a specific memory location to read or write its content.
- **MEM**: Main storage, or RAM (Random Access Memory) and is used to store programs and data.
Definition of MDR

MDR: Memory Data Register is a bi-directional register used to receive the content of the memory location addressed by MAR or to store a value in a memory location addressed by MAR. This register receives either instructions or data from memory.
Definitions Cont.

- **IR**: Instruction Register is used to store instructions.
- **DECODER**: Depending on the value of the IR, this device will send signals through the appropriate lines to execute an instruction.
- **A**: Accumulator is used to store data to be used as input to the ALU.
- **ALU**: Arithmetic Logic Unit is used to execute mathematical instructions such as ADD, or MULTIPLY.
Fetch Execute Cycle

- In VN, the instruction cycle is given by the following loop:

  Fetch
  
  Execute

- In order to explain further details about the fetch /execute cycle, the data movements along different paths can be described in 4 steps.
Data Movement 1

- Given register IP and MAR the transfer of the contents of IP into MAR is indicated as:
  
  \[ \text{MAR} \rightarrow \text{IP} \]
Data Movement 2

- To transfer information from a memory location to the register MDR, we use:
  \[ \text{MDR} \leftarrow \text{MEM}[\text{MAR}] \]

- The address of the memory location has been stored previously into the MAR register
To transfer information from the MDR register to a memory location, we use:

\[
\text{MEM [MAR]} \leftarrow \text{MDR}
\]

*see previous slide for diagram

- The address of the memory location has been previously stored into the MAR
Instruction Register Properties

- The Instruction Register (IR) has two fields: Operation (OP) and the ADDRESS.
- These fields can be accessed using the selector operator “·”
The operation field of the IR register is sent to the DECODER as:

DECODER ← IR.OP

The Operation portion of the field is accessed as IR.OP

DECODER: If the value of IR.OP == 0, then the decoder can be set to execute the fetch cycle again.
Data Movement 4 Cont.

DECODER $\leftrightarrow$ IR.OP
Instruction Cycle

- The instruction cycle has 2 components.
- Fetch cycle retrieves the instruction from memory.
- Execution cycle carries out the instruction loaded previously.
<table>
<thead>
<tr>
<th>No.</th>
<th>Action 1</th>
<th>Action 2</th>
<th>Action 3</th>
<th>Action 4</th>
<th>Action 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>MAR $\leftarrow$ IP</td>
<td>1. Copy contents of IP into MAR</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td>MDR $\leftarrow$ MEM[MAR]</td>
<td>2. Load content of memory location into MDR</td>
<td></td>
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<td></td>
</tr>
<tr>
<td>3.</td>
<td>IR $\leftarrow$ MDR</td>
<td>3. Copy value stored in MDR into IR</td>
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<tr>
<td>4.</td>
<td>IP $\leftarrow$ IP+1</td>
<td>4. Increment IP register</td>
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<tr>
<td>5.</td>
<td>DECODER $\leftarrow$ IR.OP</td>
<td>5. Select Instruction to be executed</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>
Execution: 01 LOAD

1. MAR ← IR.ADDR
2. MDR ← MEM[MAR]
3. A ← MDR
4. DECODER ← 00

1. Copy the IR address value field into MAR
2. Load the content of a memory location into MDR
3. Copy content of MDR into A register
4. Set Decoder to execute Fetch Cycle
Execution: 02 ADD

1. MAR $\leftarrow$ IR.ADDR
2. MDR $\leftarrow$ MEM[MAR]
3. A $\leftarrow$ A + MDR
4. DECODER $\leftarrow$ 00

1. Copy the IR address value field into MAR
2. Load content of memory location to MDR
3. Add contents of MDR and A register and store result into A
4. Set Decoder to execute Fetch cycle
Execution: 03 STORE

1. MAR $\leftrightarrow$ IR.ADDR
2. MDR $\leftrightarrow$ A
3. MEM[MAR] $\leftrightarrow$ MDR
4. DECODER $\leftrightarrow$ 00

1. Copy the IR address value field into MAR
2. Copy A register contents into MDR
3. Copy content of MDR into a memory location
4. Set Decoder to execute fetch cycle
Execution: 04 END

1. STOP

1. Program ends normally
Instruction Set Architecture

00 **Fetch**
- MAR ← IP
- MDR ← MEM[MAR]
- IR ← MDR
- IP ← IP+1
- DECODER ← IR.OP

01 **Load**
- MAR ← IR.Address
- MDR ← MEM[MAR]
- A ← MDR
- DECODER ← 00

02 **Add**
- MAR ← IR.Address
- MDR ← MEM[MAR]
- A ← A + MDR
- DECODER ← 00

03 **Store**
- MAR ← IR.Address
- MDR ← A
- MEM[MAR] ← MDR
- DECODER ← 00

04 **Stop**
One Address Architecture

- The instruction format of this one-address architecture is:
  
  \[ \text{operation} < \text{address} > \]

- Address are given in hexadecimal and are preceded by an “x”, for instance x56
Example One-Address Program

- Memory Address
  - x20  450
  - x21  300
  - x22  750 (after program execution)
  - x23  Load <x20>
  - x24  Add <x21>
  - x25  Store<x22>
  - x26  End
Programs with Errors

- So far, we have a computer that can execute programs free from errors.
- What would happen if an overflow occurred while executing an addition operation?
- We need a mechanism to detect this type of event and take appropriate actions.
Overflow Detection

- A flip/flop will be added to the ALU for detecting overflow
- The Fetch/Execute cycle has to be extended to: Fetch/Execute/Interrupt cycle.
- An abnormal end (ABEND) has to be indicated.
VN with Overflow Flip/Flop

- IP
- MAR
- MEMORY
- NewIP
- OldIP
- OP
- ADDRESS
- MDR
- A
- Decoder
- ALU
- OV
In the interrupt cycle, the CPU has to check for an interrupt each time an instruction is executed.

Modifications have to be made to the instruction set to incorporate the interrupt cycle.

An operation code of 05 will be added to accommodate the Interrupt Cycle.

At the end of each execution cycle, the DECODER will be set to 05 instead of 00, to check for interrupts at the end of each execution cycle.
Interrupt Cycle 05

1. If OV=1
   Then HALT
   
   DECODER ← 00

1. Abnormal End (ABEND) for Overflow

2. Set Decoder to Fetch Cycle
ISA – Interrupt cycle

01 Load
    MAR ← IR.Address
    MDR ← MEM[MAR]
    A ← MDR
    DECODER ← 05

02 Add
    MAR ← IR.Address
    MDR ← MEM[MAR]
    A ← A + MDR
    DECODER ← 05

03 Store
    MAR ← IR.Address
    MDR ← A
    MEM[MAR] ← MDR
    DECODER ← 05

04 Stop

05 Abend
    IF OV = 1 Then HALT
    DECODER ← 00
Interrupt Handling Routine

- Instead of halting the machine, the flow of execution can be transferred to an interrupt handling routine.
- This is done by loading the IP register with the start address of the interrupt handler in memory from NEWIP.
- Causes a change in the Interrupt Cycle.
Interrupt Handler Takes Control of VN

NewIP = 0000

OldIP

MEMORY
(INTERRUPT HANDLER)

(USER PROGRAM)

IP

MAR

OP ADDRESS

MDR

A

Decoder

A L U

OV
If OV=1
Then IP $\leftarrow$ NEWIP

- Jump to interrupt handler at memory location 1000
- Set decoder to fetch cycle
Hardware/Software Bridge

01 Load
MAR ← IR.Address
MDR ← MEM[MAR]
A ← MDR
DECODER ← 05

02 Add
MAR ← IR.Address
MDR ← MEM[MAR]
A ← A + MDR
DECODER ← 05

03 Store
MAR ← IR.Address
MDR ← A
MEM[MAR] ← MDR
DECODER ← 05

04 Stop

05 Interrupt Handler Routine
IF OV = 1 IP ← NEWIP
DECODER ← 00
The interrupt handler is the first extension layer or virtual machine developed over VN

First step towards an operating system

Interrupt Handler Virtual Machine
The interrupt handler has to be loaded into memory along with any user program. Sharing memory space raises a new problem: the user program might eventually execute an instruction which may modify the interrupt handler routine.
Shared Memory Example

Interrupt Handler is loaded at MEM[0] with a length of 4000 words.

User program executes:
STORE<3500>, thus modifying the handler routine.
Memory Protection

- A new mechanism must be implemented in order to protect the interrupt handler routine from user programs.
- The memory protection mechanism has three components: a fence register, a device to compare addresses, and a flip flop to be set if a memory violation occurs.
Memory Protection Components

- Fence Register: register loaded with the address of the boundary between the interrupt handler routine and the user program
- Device for Address Comparisons: compares the fence register with any addresses that the user program attempts to access
- Flip/Flop: is set to 1 if a memory violation occurs
VN with Memory Protection

- MP
- Address < Fence
- Fence (4000)
- OP ADDRESS
- Decoder
- MAR
- MEMORY
- IP
- NewIP
- OldIP
- A
- A L U
- OV
Changes to the ISA

- With the inclusion of the mechanism to protect the Interrupt Handler, some modifications need to be made to the ISA (Instruction Set Architecture)
- Instructions Load, Add, and Store have to be modified to check the value of the Memory Protection (MP) once the first step of those instructions has executed
**Modified ISA**

01 Load

\[ \text{MAR} \leftarrow \text{IR.Address} \]
If MP=0 Then
\[ \text{MDR} \leftarrow \text{MEM}[\text{MAR}] \]
\[ A \leftarrow \text{MDR} \]
DECODER \( \leftarrow 05 \)

02 Add

\[ \text{MAR} \leftarrow \text{IR.Address} \]
If MP=0 Then
\[ \text{MDR} \leftarrow \text{MEM}[\text{MAR}] \]
\[ A \leftarrow A + \text{MDR} \]
DECODER \( \leftarrow 05 \)

03 Store

\[ \text{MAR} \leftarrow \text{IR.Address} \]
If MP=0 Then
\[ \text{MDR} \leftarrow A \]
\[ \text{MEM}[\text{MAR}] \leftarrow \text{MDR} \]
DECODER \( \leftarrow 05 \)

05 Interrupt Handler Routine

IF OV = 1 IP \( \leftarrow \) NEWIP
IF MP = 1 IP \( \leftarrow \) NEWIP
DECODER \( \leftarrow 00 \)
Program State Word (PSW)

- The PSW, or Program State Word, is a structure that gives us information about the state of a program.

- In this register, we have the IP, MODE, Interrupt Flags, and the Mask (defined later).
# Program State Word

<table>
<thead>
<tr>
<th>IP</th>
<th>Interrupt Flags</th>
<th>MASK</th>
</tr>
</thead>
<tbody>
<tr>
<td>OV</td>
<td>MP</td>
<td>To be defined later</td>
</tr>
</tbody>
</table>
Privileged Instructions

- What if a user program attempted to modify the fence register?
  The register is not protected so it does not fall under the previous memory protection mechanism.
- Use the idea of privileged instructions to denote which instructions are prohibited to user programs
Privileged Instruction Implementation

- To distinguish between times when privileged instructions either are or are not allowed, the computer operates in two *modes*
  - User mode: 0
  - Supervisor mode: 1
- From now on, *interrupt handler* and *supervisor* are terms that can be used interchangeably
- In User mode, only a subset of the instruction set can be used
- The supervisor has access to all instructions
1. Add another flip/flop (flag) to the CPU and denote it as the mode bit

2. Create a mechanism in the CPU to avoid the execution of privileged instructions by user programs

3. The instruction set has to be organized in such a way that all privileged instructions have operation codes greater than a given number.
   - For example, if the ISA has 120 instructions, privileged instructions will have operation codes greater than 59
Mechanism for User/Supervisor Modes

- This device compares the opcode in the Instruction Register (IR.OP) with the opcode of the last non-privileged instruction.
- If the outcome yields a “1”, then this is a privileged instruction.
- This outcome is then compared with the mode bit.
- If the mode is 0 (indicating user mode), and it is a privileged instruction, then the Privileged Instruction bit (PI) is set to one.
- The hardware will detect the event, and the interrupt handler routine will be executed
Mechanism for User/Supervisor Modes Cont.

- Mode Bit = 0
- IR.OP
- 59

> PI
CPU After Mode Flag Addition

CPU

IP  OV  MP  PI  Mode

NewIP

Fence

Accumulator

Supervisor Mode

PSW

User Mode
## PSW After Mode and PI flag Addition

<table>
<thead>
<tr>
<th>IP</th>
<th>Interrupt Flags</th>
<th>MASK</th>
<th>Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>OV</td>
<td>MP</td>
<td></td>
<td>To be defined later</td>
</tr>
<tr>
<td>PI</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>
Types of Interrupts

- Software Interrupts
  - Traps
  - System Calls
- Hardware Interrupts
- I/O Interrupt
- External
- Timer
An interrupt is an exceptional event that is automatically handled by the interrupt handler.

In the case of an overflow, memory addressing violation, and the use of privileged instruction in user mode, the handler will abort the program.

These types of interrupts are called *traps*.

All traps are going to be considered synchronous interrupts.
I/O Interrupts

- This type of interrupt occurs when a device sends a signal to inform the CPU that an I/O operation has been completed.
- An I/O flag is used to handle this type of interrupt.
- When an I/O interrupt occurs, the Program State of the running program is saved so that it can be restarted from the same point after the interrupt has been handled.
Saving the state of the running program
# Program State Word

<table>
<thead>
<tr>
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<tr>
<td>OV</td>
<td>MP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PI</td>
<td>I/O</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To be defined later

I/O Device
05 Interrupt Cycle

IF OV = 1 THEN IP ← NEWIP; MODE ← 1 (ABEND).
IF MP = 1 THEN IP ← NEWIP; MODE ← 1 (ABEND).
IF PI = 1 THEN IP ← NEWIP; MODE ← 1 (ABEND)

IF I/O = 1 THEN OLDIP ← IP;
   IP ← NEWIP;
   MODE ← 1;

DECODER ← 00
The Supervisor can use both user and privileged instructions.

Sometimes a user program requires some services from the Supervisor, such as opening and reading files.

A program cannot execute open or read functions itself, and so needs a mechanism to communicate with the Supervisor.
SuperVisorCall (SVC)

- An SVC is also known as a System Call.
- It is a mechanism to request service from the Supervisor or OS.
- This mechanism is a type of interrupt, called a *software interrupt* because the program itself relinquishes control to the Supervisor as part of its instructions.
System Calls

- There are two types of system calls:
  1. Allows user programs to ask for service (instructions found below opcode 59)
  2. Privileged Instructions (over opcode 59)
The System Call Vector Table (SCVT) contains a different memory address location for the beginning of each service call.

Service calls are actually programs because they require multiple instructions to execute.

Each memory address contained in the SCVT points to runtime library, generally written in assembly language, which contains instructions to execute the call.
Runtime Libraries

- Runtime Libraries: precompiled procedures that can be called at runtime
- Runtime Libraries set a new flip/flop, called the SVC flag, to “1”, which causes the system to switch to Supervisor Mode in the Interrupt Cycle
SVC Instruction Format

- SVC(index) is the format for system calls.
- The index is the entry point in the SCVT

Read ➔ Compiler ➔ SVC(index) (IR.OP=SVC, IR.ADDR=index)
80 SVC(index)

OLDIP ← IP;
B ← IR.ADDRESS

IP ← RTL-ADDRESS

DECODER ← 05

- Save IP of current program
- The Index value is temporarily loaded into register B
- Address of Runtime Library
- Transfer to Interrupt Cycle
SVC(read) = 80(4)
Runtime Library and SVCT Example

User Program

- 
- 
SVC(4)
- 
- 

Runtime Library for “Read”

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---------------------
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LOADIP OLD-IP

I.H. searching code for “Read”

IF SVCFLAG=1
IP ← SCVT[B]

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LOADIP OLD-IP

SCVT

<table>
<thead>
<tr>
<th>Address</th>
<th>Address</th>
<th>Address</th>
<th>Address</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>Close</td>
<td>Write</td>
<td>Read</td>
<td>End</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
</tr>
</tbody>
</table>
Properties of Runtime Libraries

- Libraries are shared by all programs
- Are not allowed to be modified by any program.
05 Interrupt Cycle

If OV=1 Then IP ← NEWIP; MODE ← 1 (ABEND)
If MP=1 Then IP ← NEWIP; MODE ← 1 (ABEND)
If PI=1 Then IP ← NEWIP; MODE ← 1 (ABEND)
IF I/O = 1 THEN OLDIP ← IP;
   IP ← NEWIP;
   MODE ← 1;
If SVC=1, THEN OLDIP ← IP;
   IP ← NEWIP;
   MODE ← 1;
DECODER ← 00
Program State Word

<table>
<thead>
<tr>
<th>IP</th>
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</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>OV</td>
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<td>PI</td>
</tr>
</tbody>
</table>

To be defined later
What if a program has an infinite loop?

- We can add a time register, set to a specific value before a program stops, which is decremented with each clock tick.
- When the timer reaches zero, the Timer Interrupt bit (TI) is set to “1”, indicating that a timer interrupt has occurred and transferring control to the interrupt handler.
- Prevents a program from monopolizing the CPU.
Timer Interrupt cont.

- IP
- OV
- MP
- PI
- Mode
- NewIP
- TI
- Timer
- Fence
- Accumulator

Supervisor Mode

User Mode
# Program State Word

<table>
<thead>
<tr>
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<td></td>
<td>To be defined later</td>
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</table>
Interrupt Vector

- Switching between user and supervisor modes must be done as quickly as possible.
- In the case of the VN machine, control is transferred to the interrupt handler, which then analyzes the flags and determines which is the appropriate course of action to take.
- A faster form of switching directly to the procedure or routine that handles the interrupt can be implemented using an interrupt vector.
The idea of an interrupt vector consists of partitioning the interrupt handler into several programs, one for each type of interrupt. The starting addresses of each program are kept in an array, called the interrupt vector, which is stored in main memory.
Interrupt Vector Structure

- For each type of interrupt, there is a corresponding entry in the array, called IHV.
- Instead of transferring control just to the Interrupt Handler, we specify the element in the array that corresponds to the interrupt that occurred.
- This way, the routine that handles that interrupt is automatically executed.
05 Interrupt Cycle with the Interrupt Vector

If OV=1 Then IP $\leftarrow$ IHV[0]; Mode $\leftarrow$ 1
If MP=1 Then IP $\leftarrow$ IHV[1]; Mode $\leftarrow$ 1
If PI=1 Then IP $\leftarrow$ IHV[2]; Mode $\leftarrow$ 1

If TI=1 Then OLDIP $\leftarrow$ IP;
IP $\leftarrow$ IHV[3];
MODE $\leftarrow$ 1;
05 Interrupt Cycle with the Interrupt Vector, Cont.

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td>DECODER</td>
<td>00</td>
<td>OLDIP</td>
<td>IP</td>
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<td>SVC</td>
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</table>
Multiprogramming and Timers

- **Multiprogramming**: allowing two or more user programs to reside in memory
- If we want to run both programs, each program, P1 and P2, can be given alternating time on the CPU, letting neither one dominate CPU usage.
Process Concept

In order to implement multiprogramming we need to utilize the concept of a *process*.

**Process:** defined as a program in execution

We’ll explore this concept further in the next lecture.