CS 104
Computer Organization and Design

Exceptions and Interrupts
Exceptions and Interrupts

- **Interrupts:**
  - Notification of external events
- **Exceptions:**
  - Situations caused by program, requiring OS
- **Also:**
  - A bit about the OS
External Events

• Focus so far: running an application
  • Low level coding to write one ( C )
  • Assembly level coding...
  • How to execute the instructions...
  • And store the data...
  • And give the illusion of a uniform address space...
External Events

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• System software (OS) has to deal with external events
  • Which may come at un-expected times
  • Data arrives on network...
  • Disk complete read request...
  • Fixed interval timer...
First question: Finding out?

• Suppose we expect an outside event
  • E.g., requested disk drive read something...
  • It will get back to us later with data (think 10M cycles)

• How do we know when its done?
  • Option 1: **Polling**
    • Ask it periodically
    • “Are we there yet?” No... “Are we there yet?” No
    • Downside: can be inefficient (processor busy asking)
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    • Downside: can be inefficient (processor busy asking)
  • Option 2: **Interrupts**
    • “Read a book, I’ll tell you when we are there”
    • External device signals to processor when it needs attention
Interrupts

• Step 1: External device raises an interrupt
  • “Hey, processor! I need your attention!”
  • Different interrupt numbers, specifies which one it is
  • Multiple interrupts at once?
    • Interrupt controller prioritizes which one goes to processor
Interrupts

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- **Step 2:** CPU transfers control to OS **interrupt handler**
  - Stops what its doing (drain pipeline: stall front end until empty)
  - Jumps into interrupt handler (and saves current PC)
  - Switches into **privileged mode**
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• Step 3: OS runs interrupt handler
  • Software routine to do whatever needs to be done
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- **Step 4:** OS returns from interrupt
  - Jumps back to application code, leaving privileged mode
Interrupt handlers

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  • OS sets up interrupt vector in system startup
    • Array of PCs to jump to for interrupt routines
    • Indexed by interrupt number
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    • Or...
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    • Or...
    • OS can enable/disable interrupts (privileged instruction)
      • Allows it to prevent problematic situations
      • “Look, this is important, don’t bother me right now!”
Speaking of OS code... where is it?

- Where does OS code reside?
  - In memory....
  - But doesn’t application think it has all of memory to itself?
Speaking of OS code... where is it?

• Where does OS code reside?
  • In memory....
  • But doesn’t application think it has all of memory to itself?
  • Well sort of...
    • It doesn’t think anything exists past the top of the stack...
    • So the OS “lives” there
  • Same physical pages mapped into all processes’ address spaces
  • Privileged bit in page table prevents access by “normal” code
    • Mapping only “valid” when in privileged mode

CS104: Exceptions and Interrupts
Timer Interrupt: Heart of multitasking

- Common interrupt: timer interrupt
  - “Ticks” at fixed interval
  - Gives OS a chance to change currently running program
  - ...and keep track of the current time
  - ...and anything else it needs to do

- This is what lets your computer run multiple programs
  - The OS switches between them quickly
  - Enabled by timer interrupt giving control to OS
Exceptions: Like interrupts, but not...

- Interrupts: external events
  - Asynchronous—don’t really “belong to” any current instruction

- Exceptions: unusual circumstances for an instruction
  - Belong to one particular instruction
  - Examples:
    - Page fault: load or store missing translation
    - Divide by 0
    - Illegal instruction
      - Bits do not encode any valid instruction
      - Or, privileged instruction from user code
Interrupts vs Exceptions

• Exceptions:
  • Processor must (typically) tell OS which instruction caused it
  • OS may want to restart from same instruction
    • Example: page fault for valid address (on disk)
  • Or OS may kill program:
    • Segmentation fault: (or other fatal signal)
    • Aside: OS sends “signals” to program to kill them
      • Segfault = SIGSEGV
      • Programs can “catch” signals and not die...
    • But not in this class...

•Interrupts: no particular instruction
  • But OS will always restart program after last complete insn

• Both require **precise state**: insns either done, or not
  • Division between “done and not done” in program order
Precise state

• Instructions either done or not: sounds obvious right?
  • Problem: “half done” instructions: pipeline splits into stages
    • Need to ensure **no** state change (reg or mem) if not done
  • Also: need “clean” division.
    • Instructions before exception, all done
    • Instructions after (and including) exception, no effect

• For interrupts:
  • Must be precise, but division can be anywhere.
Handling Exceptions

• Exceptions handled just like interrupts
  • Some ISAs just give them interrupt numbers
  • Others have separate numbering for exceptions
System calls: Exceptions on purpose

- Programs need OS to do things for them
  - Read/write IO devices (including printing, disks, network)
  - Tell “real” time of day
  - Spawn new processes/execute other programs
  - ...
  - Any interaction with the “outside world”
System calls: Exceptions on purpose

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  - Read/write IO devices (including printing, disks, network)
  - Tell “real” time of day
  - Spawn new processes/execute other programs
  - …
  - Any interaction with the “outside world”
- Make a system call (syscall) to do this
  - Special instruction which **traps** into OS
  - Basically just causes exception—specifically for this purpose
  - OS gets control (in privileged mode), and does what program asked
    - Knows what program wants by arguments in registers
    - May deny request and not do it...then returns an error
System calls: Kind of slow

- Bothering OS for stuff: kind of slow
  - Empty pipeline...
  - Transfer control/change privilege
  - Have OS figure out what you want...
  - Then do it...
  - Then drain pipeline again
  - Then jump back into program

- For long tasks, overhead to enter/leave is amortized
  - Reading disk (very slow)

- For short tasks, overhead is very high
  - Get current time of day
Avoiding slowness

• Userspace (not OS) libraries help avoid by buffering
  • Example: malloc
  • Malloc does not ask OS for more memory on every call
  • Instead, malloc asks OS for large chunks of memory
  • Then manages those chunks itself (in user space)
  • Pedantic annoyance: malloc is not a system call!
  •
Vsyscalls: a slick trick

- Linux has a slick trick: vsyscalls
  - Don’t actually make a system call!
  - Example: get current time of day
    - Just needs to read an int (time in seconds)
  - OS maps vsyscall page into all processes
    - Read/execute only
    - All processes map to same physical page
  - OS writes current time to fixed location on this page
    - On each timer interrupt
  - gettimeofday “system call” actually not a system call
    - Just library function which jumps onto vsyscall page
    - Code there reads time and returns it
Wrap-up

• Summary:
  • Interrupts: Notification of external events
  • Exceptions: Unusual things for an instruction
  • Both: handled by OS, very similar behavior
  • System calls: Ask OS to do something (also, like exception)

• Ending a bit early today: Course Evaluations
  • I’ll pass them out, then leave the room
  • I need a volunteer to take them to Camelia Pierson Eaves