

CSSE 232

Computer Architecture I

Exceptions

Class Status

Reading for today

- B.7-8

Outline

- Definition
- Exception registers
- The process
- Special exception instructions
- Work on lab

Definition

What is an exception?

- Unexpected events that interrupt normal program flow
- Exception and interrupt not the same!
 - Exception - event from within the processor
 - Interrupt - event from outside the processor
- Are they necessary?
- What are the disadvantages of exceptions?

What Exceptions have you seen?

Previous programming?

- What did they look like?
- When did they happen?
- How did you solve them?

MIPS and SPIM

- What did they look like?
- When did they happen?
- How did you solve them?

Example

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 - OS terminates the program
 - Skip offending instruction, continue
 - Retry offending instruction, continue

Example

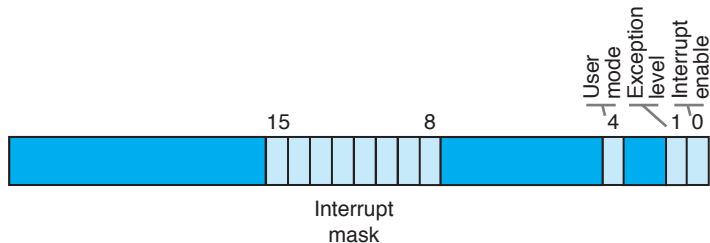
- Exception generated during program execution
 - What should happen?
 - Should OS continue?
 - Should program continue running?
- Possible ways to handle running program?
 - OS terminates the program
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 - Retry offending instruction, continue
- What does the processor need to continue running the program?

Important Exceptions registers

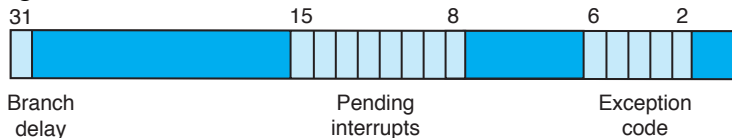
- EPC
 - Stores address of bad instruction
- Status Register
 - Stores the status of the exception
 - Exception being handled, ignore subsequent exceptions
- Cause Register
 - Stores cause of exception

Important Exceptions registers

Status register \$12:



Cause register \$13:



Process

- In MIPS, exceptions managed by a System Control Coprocessor (CP0) - a special location on the CPU
 - Only helps the main processor start exception handling.
 - Main processor runs the actual handler
- Save PC of offending (or interrupted) instruction
 - In MIPS: Exception Program Counter (EPC)
- Save indication of the problem
 - In MIPS: Cause register
- Jump to handler at 8000 00180
 - Not the only way to do it. Book will talk about vectored interrupts

Special Instructions

- `mfc0`
 - Move from coprocessor 0
- `mtc0`
 - Move to coprocessor 0
- `eret`
 - Return from exception (goes to EPC)

Exception Handler

- Read cause, transfer to relevant handler
- In Handler
 - Determine action required
 - If restartable
 - Take corrective action
 - use EPC to return to program
 - Otherwise
 - Terminate program
 - Report error using EPC, cause, ?

Work on Lab

- Posted on course site