

Exceptions — Review/Recap Useful as a way of dealing with errors. Some might be recoverable (e.g., arithmetic overflows). Others may not be (e.g., attempt to execute something that's not an instruction).

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Exceptions and Interruptions — Recap/Review

• In both situations, what seems to make sense: Transfer control to operating system, which can decide what to do.

 Mechanism for doing this: Hardware saves PC of next instruction to execute and possibly something indicating type of exception/interrupt, then transfers control to fixed location. Can be the same location for all types, or different locations for different types.

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 In a general-purpose system able to execute more than one program at a time, there are things these application programs should not be allowed to do for themselves. Instead there should be a central authority — an operating system.

Examples include communicating with I/O devices, requesting memory, etc.

• To really make this work reliably, need to make sure *only* operating system can do these things. How? ...

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Operating System Services — Dual-Mode Operation

- Many processors have notion of two modes of operation: "privileged" one for doing O/S stuff, "unprivileged" one for regular applications.
- Special-purpose register (akin to PC) says which mode currently in effect.

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• Attempts to do privileged operations while in unprivileged mode generate exceptions. Obviously(?) can't just let application programs set this bit! How then can application programs request O/S services?





As I was preparing a sample solution for Homework 6 in a previous year, I got
interested in whether there wasn't some nice tool to do this programmatically
 — rather than me drawing a bunch of gates with a drawing program and
connecting them, well, it just seemed like something a computer could help a
lot with, and similarly with the state machines.

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• Being a LATEX fanatic, I looked for LATEX-based approaches, and found ...



• ... something called TikZ (short for German for "TikZ is not a drawing program). There's quite a learning curve, but the results can be really nice. Examples on "sample programs" page.

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- (I got carried away and spent part of that summer drawing some of the figures in Chapter 4 with it! And I *think* it really is easier for me now to produce nice-looking diagrams like the ones in Appendix B.)
- Take-home message, maybe: LaTEX is really good in general at converting "logical markup" into something more graphical. That this can apply to turning a logical(?) representation of a figure into something graphical — maybe surprising, maybe not? Other tools could work the same way (and maybe some do)?

