



TRAP (System Call)

EECS388 Fall 2022

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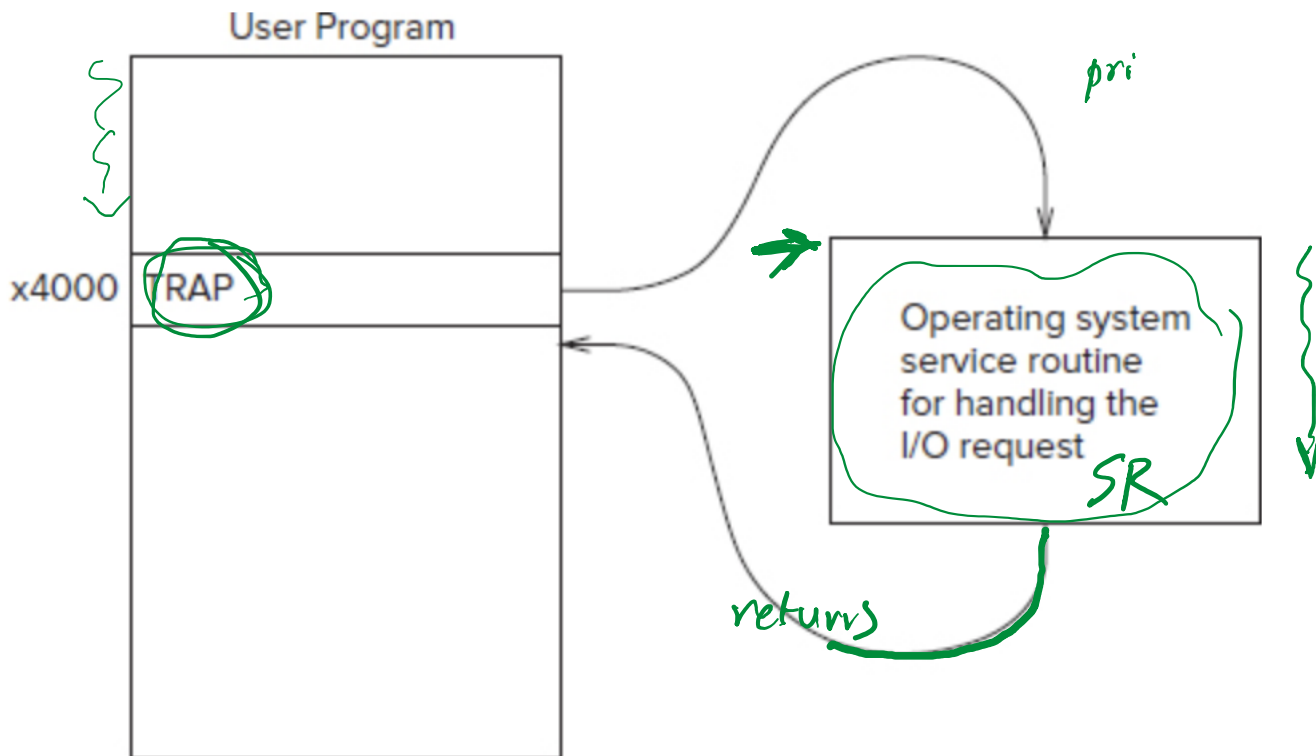
What are the issues with letting a user directly access device registers?

- Programmers need to know about low-level device interactions
- Device registers are shared => security and safety issues



Solution: Using TRAP Instruction (System Call)

- TRAP: request service from OS running in *privilege mode*
- Recall that a process running in *privilege mode* could execute any instruction

- User execute TRAP with a specific trapvector
 - Everything else happens under the hood



The TRAP Mechanism

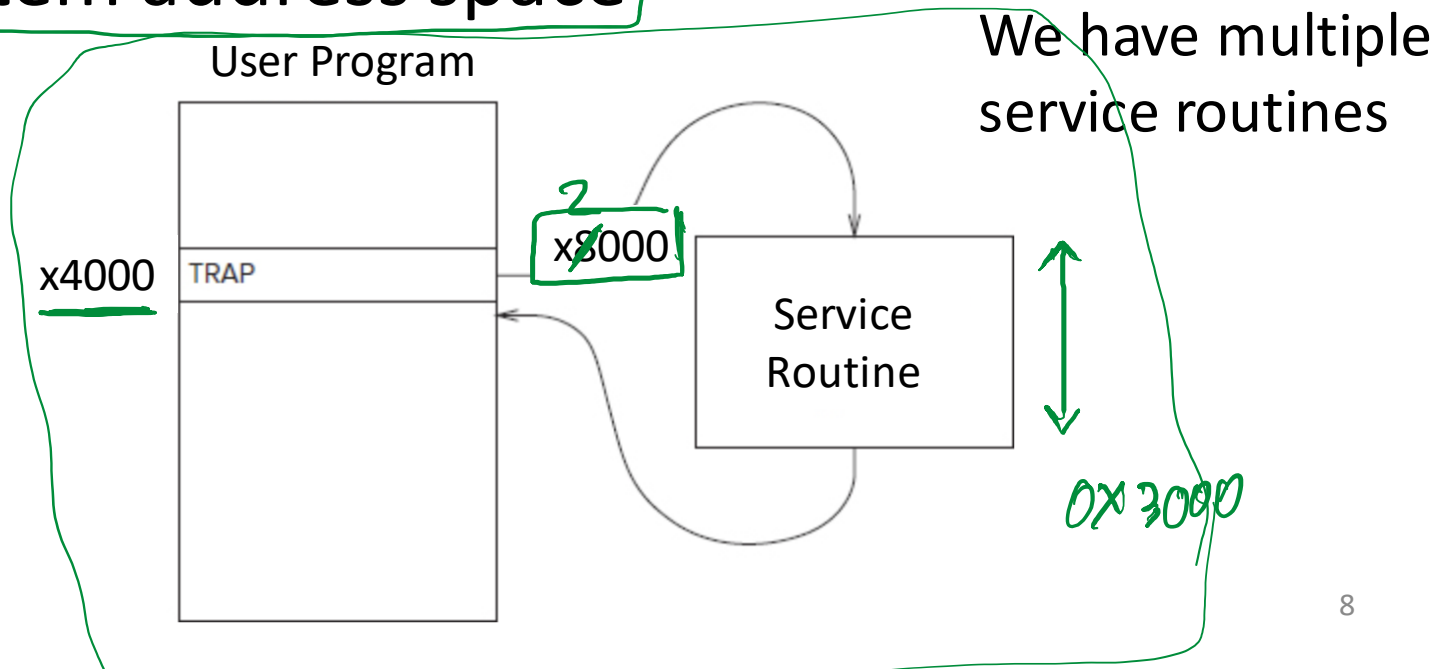
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- *Service Routine*
 - *Trap Vector Table* 
 - *The TRAP Instruction*
 - *A Linkage*

The TRAP Mechanism

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Service Routine

- A function that execute on behalf of user by the OS
 - Placed in arbitrary addresses in the system address space



The TRAP Mechanism

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Trap Vector Table

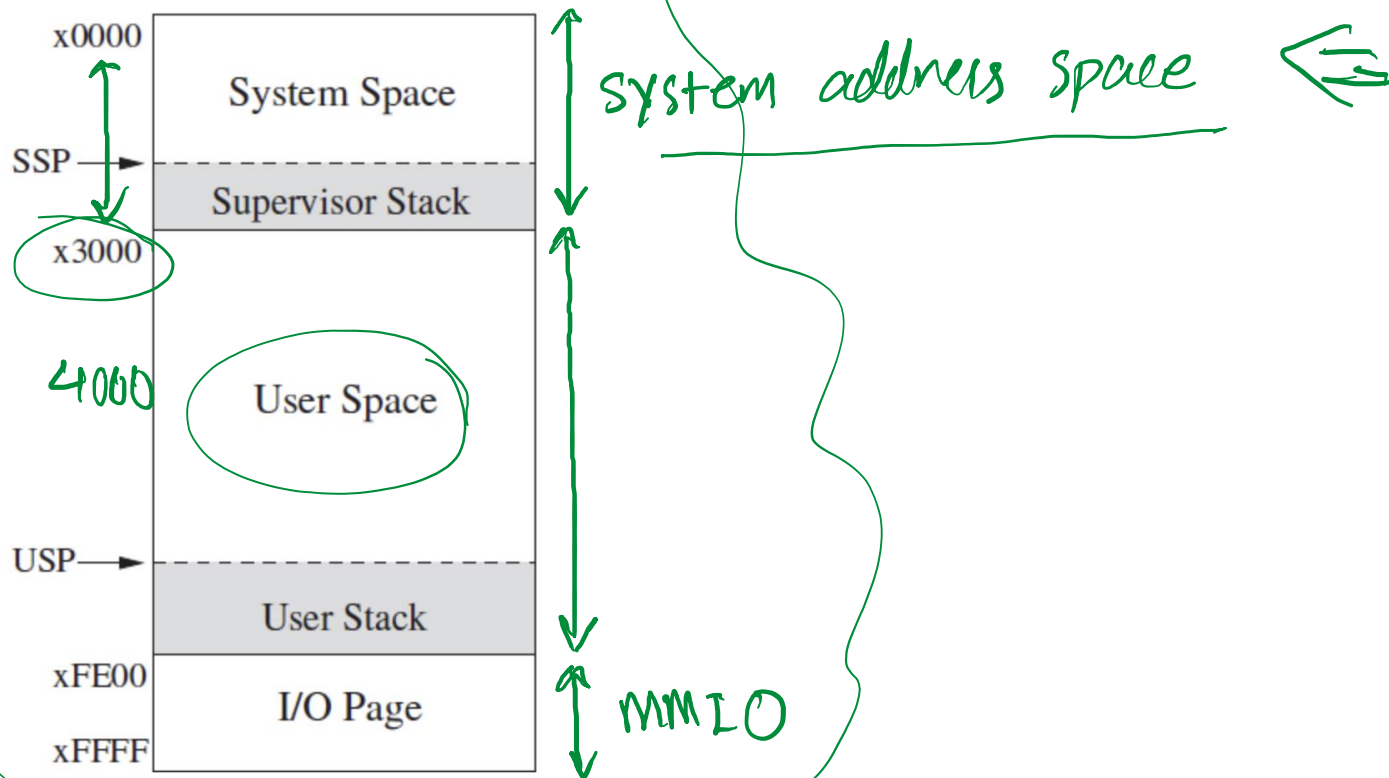
TRAP 0x20

- A table of the starting addresses of service routines

Start address of a subroutine that:

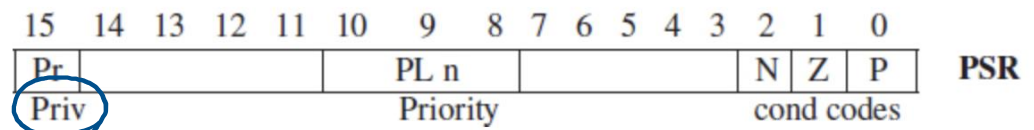
- 1- reads a single char from keyboard
- 2- writes a character into console display
- 3- writes a string into console display
- 4- reads a single char and echoes it to the console display
- 5- writes a string into console display
- 6- halts the computer

x0000	⋮	
⋮	⋮	
x0020	x03E0	1
x0021	x0420	2
x0022	x0460	3
x0023	x04A0	4 ←
x0024	x04E0	5
x0025	x0520	6
⋮	⋮	
x00FF	⋮	



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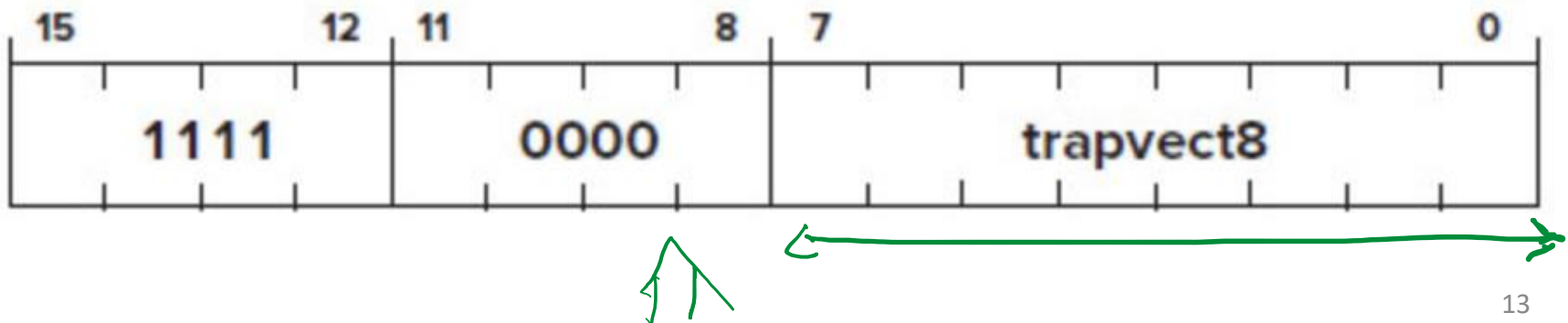


TRAP Instruction

TRAP *<trap vector>*

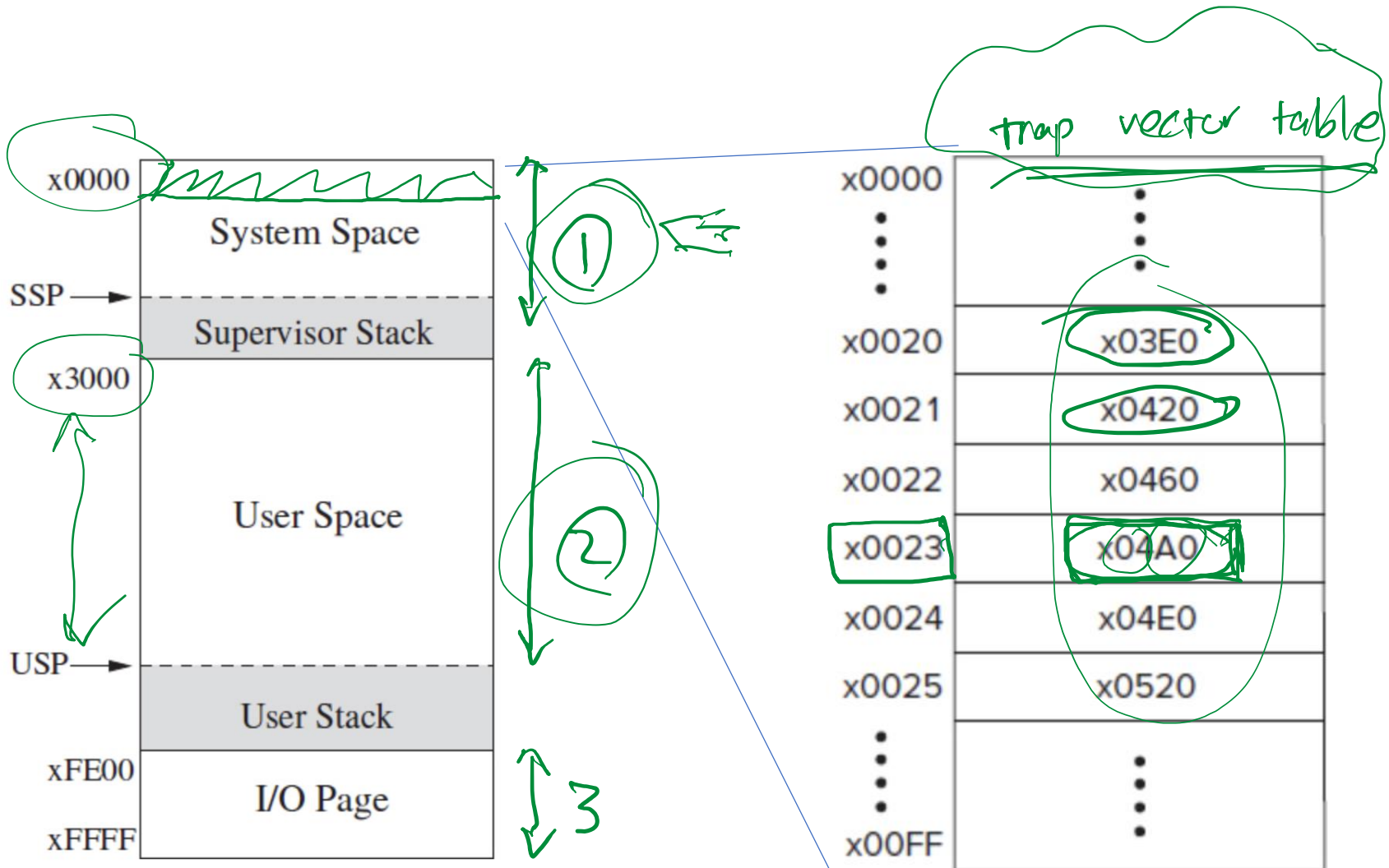
- Cause a service routine to execute

- ⇒
1. Push PSR and PC to the system stack
 2. Set privilege bit in PSR to "0"
 - 0 → supervisor mode ; 1 → user mode
 3. Set PC = mem[ZEXT(trap vector)]
 4. Execute service routine



Example

~~ORIG x3000~~
TRAP x23



The TRAP Mechanism

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RTI (Return from TRAP/Interrupt) Instruction

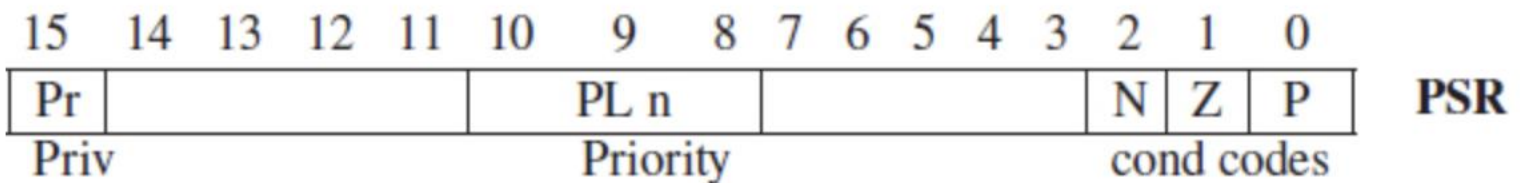
- Return control to the calling program

1. Pop two value from system stack

- PSR and PC

$PC \leftarrow \text{Restored PC}$

2. Set PSR bit[15] to 1



what is value of PSR[15] @ B ?

