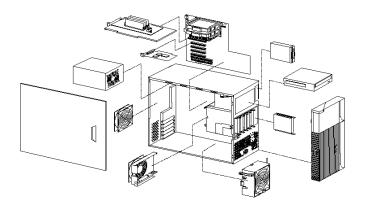


Department of Computer Science and Engineering School of Science, Engineering & Technology



CSE 317: Computer Organization & Architecture

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Topic 4 – Interrupts

- Interrupts
- Instruction Cycle with Interrupts
- Multiple Interrupts
- Time Sequence of Multiple Interrupts

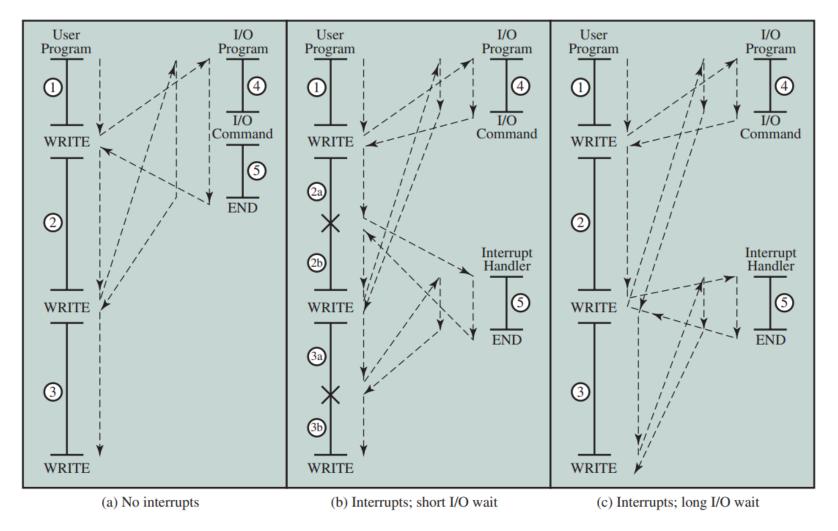


Interrupts

```
Mechanism by which other modules (e.g. I/O) may interrupt normal sequence of processing
Program
   e.g. overflow, division by zero
Timer
   Generated by internal processor timer
   Used in pre-emptive multi-tasking
1/0
   from I/O controller
Hardware failure
   e.g. memory parity error
```



Program Flow Control



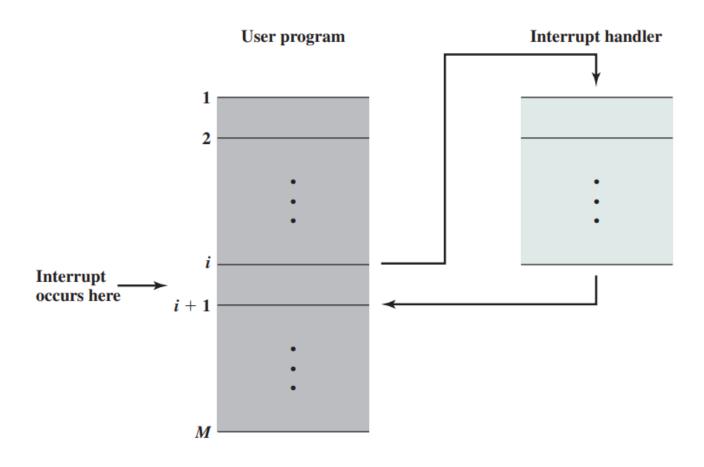


Interrupt Cycle

- Added to instruction cycle
- Processor checks for interrupt
 - Indicated by an interrupt signal
- If no interrupt, fetch next instruction
- If interrupt pending:
 - Suspend execution of current program
 - Save context
 - Set PC to start address of interrupt handler routine
 - Process interrupt
 - Restore context and continue interrupted program

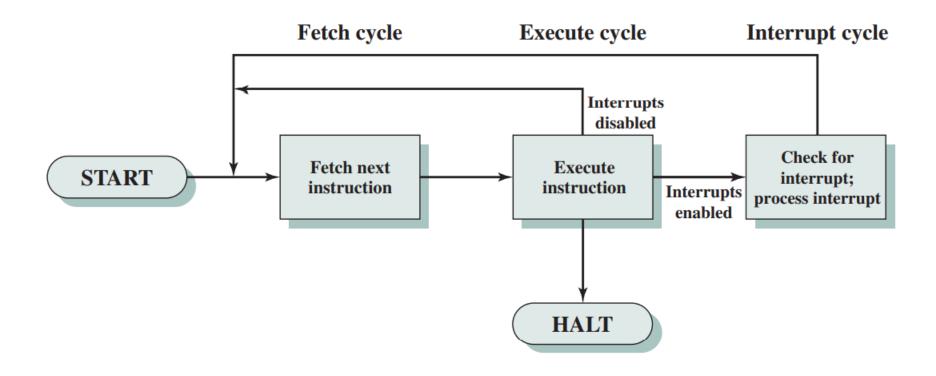


Transfer of Control via Interrupts



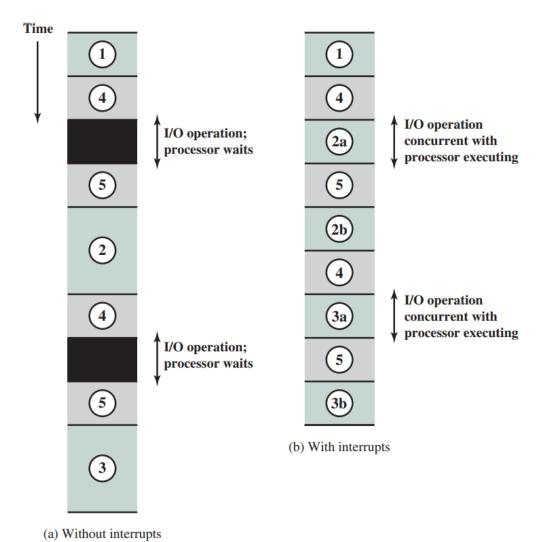


Instruction Cycle with Interrupts



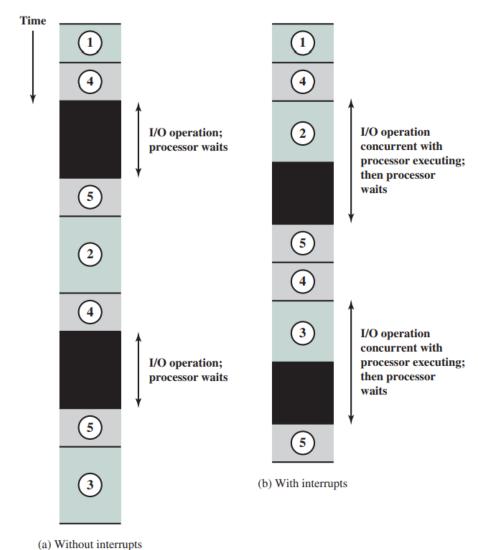


Program Timing Short I/O Wait



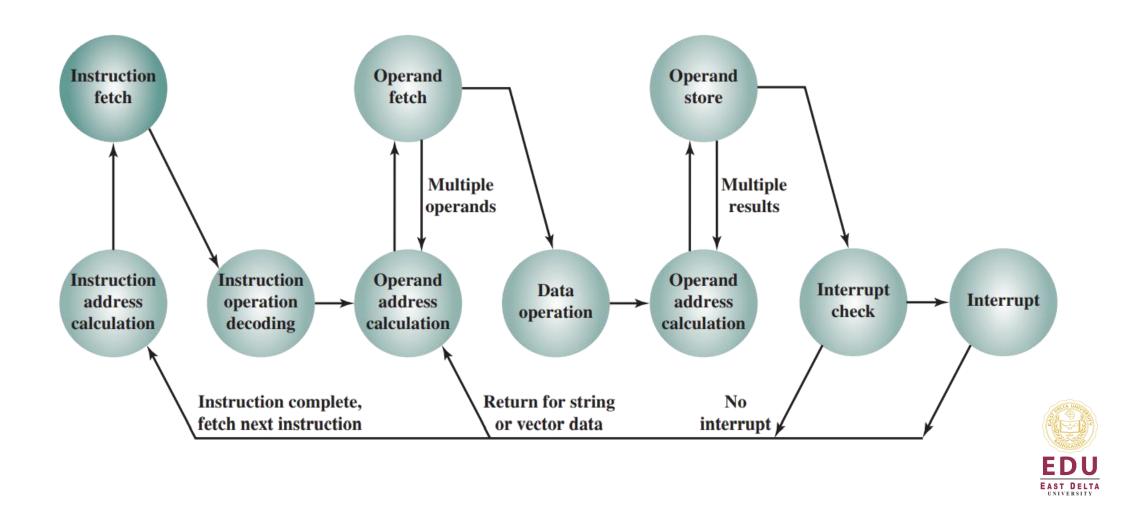


Program Timing Long I/O Wait





Instruction Cycle (with Interrupts) - State Diagram

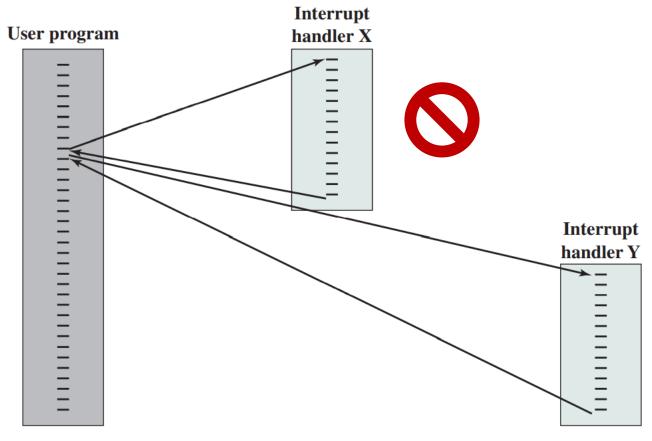


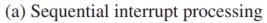
Multiple Interrupts

- Disable interrupts
 - Processor will ignore further interrupts whilst processing one interrupt
 - Interrupts remain pending and are checked after first interrupt has been processed
 - Interrupts handled in sequence as they occur
- Define priorities
 - Low priority interrupts can be interrupted by higher priority interrupts
 - When higher priority interrupt has been processed, processor returns to previous interrupt



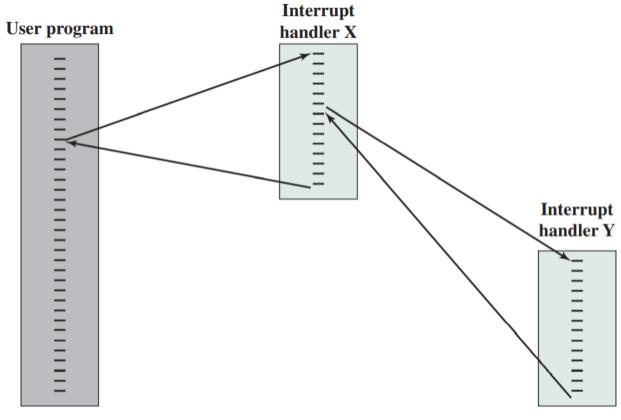
Multiple Interrupts - Sequential

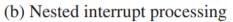






Multiple Interrupts – Nested







Time Sequence of Multiple Interrupts

