

DRAM (off-chip)  $\Rightarrow$  capacitor

• everything is a transistor

• each register has specific use

• CPU uses load and store addresses

• get32 gets 64-bit + move to 32-bit  
 $\hookrightarrow$  takes least significant

Concurrency & Interrupt

• interrupt handler saves some CPU state on stack

• handling interrupts

- CPU auto-disables source of incoming interrupts

$\hookrightarrow$  saves address

$\hookrightarrow$  transfers control to interrupt handler

• armv8 hardware just saves PSTAIRS & ELR

• interrupt masking

DAIR  $\Rightarrow$  interruption types

• sp has 4 pointers