

EE2361 - Lecture 15

10/12/16

Return graded HW 1
If you don't pick up will
be in my office

Last time -

Simple timer routine, polled a
flag bit associated with Timer 1

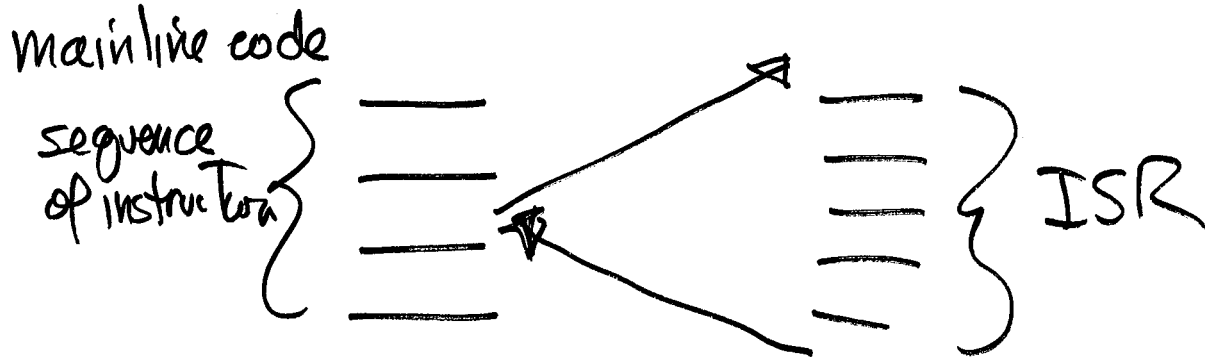
TMRI == PR1 \Rightarrow flag bit set

\Rightarrow Problem with this

Spends a lot of time waiting
for the timer event \Rightarrow wasted time

An interrupt

Asynchronous hardware event, causes an interrupt service routine to execute, and then return to main code



For an ISR - like a function
but not a function in that it is
not invoked in software

A hardware event initiates its execution

Since an interrupt can occur at any time

⇒ it cannot be passed parameters or return results like a function

so `void isr(void)` (required)

⇒ speed (latency) is important

so an isr should be short and not call functions (recommended)

⇒ we need to tell the processor
where to find the ISR

How do we identify a function as
an ~~ISR~~ ISR?

Where do we locate the ISR?

→ we use an attribute declaration
(other compilers use pragmas)

→ use a Interrupt vector table

When an interrupt occurs

the program code executing
is suspended

⇒ need to save the context
load the PC with address of
interrupt vector for this interrupt

⇒ that vector typically
contains the starting address
of the ISR

IUT - interrupt vector table
(also an alternate interrupt
vector table)

Natural priority in the table
Traps are highest priority
- non maskable interrupts

Interrupts

- 5 bits, flag bit, enable bit,
3-bits for priority

From the IVT we find the address of the ISR

The ISR must be declared with an attribute

(Timer1 example)

When the interrupt occurs

execute the instruction
at the vector (goto)

enter the ISR

structure of ISR

- prologue * \rightarrow save context
- code to service the event
- epilogue * \rightarrow restore the context

For an interrupt we need to
save the context

This is the general purpose register
values \rightarrow put on stack

The SR values \rightarrow ~~put~~ on stack

RCOUNT value \rightarrow put on the stack
(also put return address on stack)