

REPORT

LAB05 Interrupt a Running Program

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Requirements

The purpose of this assignment is to show how interrupt-driven Input/Output can interrupt a program that is running, execute the interrupt service routine, and return to the interrupted program, picking up exactly where it left off (just as if nothing had happened). In this assignment, we will use the **Keyboard** as the input device for interrupting the running program.

- Write the user program described below;
- Write the keyboard interrupt service routine described below.

Details:

The assignment consists of three parts, but you only need to do the first two parts:

A. The user program

Your user program, which starts at **x3000**, will continually (i.e. in an infinite loop) print the word “ICS2020” like:

ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ICS2020

To ensure the output on the screen is not too fast to be seen by the naked eye, the user program should include a piece of code that will count down from 2500 (or any other numbers) **after each word is output on the screen**.

A simple way to do this is with the following subroutine DELAY:

```
1 DELAY ST R1,SaveR1
2 LD R1,COUNT
3 REP ADD R1,R1,#-1
4 BRp REP
5 LD R1,SaveR1
6 RET
7 COUNT .FILL x7FFF
8 SaveR1 .BLKW #1
```

B. The keyboard interrupt service routine

The keyboard interrupt service routine, which starts at **x1000**, will examine the key typed to see if it is a **decimal digit**.

If the character typed is **NOT** a decimal digit the interrupt service routine will, starting on a new line on the screen, print " is not a decimal digit." For example, if the input key is '#', the interrupt service routine will print:

is not a decimal digit.

The service routine would then print a line feed (x0A) to the screen, and finally terminate with an RTI.

If the character typed **IS** a decimal digit, the interrupt service routine will, starting on a new line on the screen, print " is a decimal digit.". If the input key is '4', the interrupt service routine will print:

4 is a decimal digit.

The service routine would then print a line feed (x0A) to the screen, and finally terminate with an RTI.

Hint: Don't forget to save and restore any registers that you use in the interrupt service routine.

C. The operating system enabling code

Unfortunately, we have not installed Windows or Linux on the LC-3, so we provide you with **STARTER CODE** (in attachment) that enables interrupts. **You MUST use the starter code for this assignment.** The locations to write the user program and interrupt service routine are marked with comments.

The starter code does the following:

1. Initializes the interrupt vector table with the starting address of the interrupt service routine. The keyboard interrupt vector is **x80** and the interrupt vector table begins at memory location **x0100**. The keyboard interrupt service routine begins at **x1000**. Therefore, we must initialize memory location **x0180** with the value **x1000**.
2. Sets bit 14 of the KBSR to enable interrupts.
3. Pushes a PSR and PC to the system stack so that it can jump to the user program at **x3000** using an RTI instruction.

Example:

```
ICS2020 ICS2020 ICS2020 ICS2020
h is not a decimal digit.    //Inputcharacter'h'
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
4 is a decimal digit.       //Inputcharacter'4'
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ...
```

Notes and Suggestions:

1. Since the interrupt can be triggered at any point, the output of the interrupt service routine may show up anywhere.
2. Since your user program contains an infinite loop, you will have to press the **"Pause"** button in the simulator if you wish to stop the program.
3. Unlike previous labs, the PC will be initialized to **x800** for this assignment because the first code that is executed will be in the operating system.
4. **Please make sure that the "Ignore privileged mode" switch is OFF. (Default configuration is OFF in LC-3 simulator)**

Design

1. We can use the **BR** instruction to implement the infinite loop function.
2. We can use the **ASCII** code of '0' and '9' to determine if the user's input is decimal digit.
3. We can prepare the string to be printed first, and then add the characters to that string after the user has entered them.
4. We can use the string "\n" to replace the a **newline** character (ASCII code **x000A**) .

Code Writing

1. Instructions to be used

| | | |
|------|------------|-----------------------|
| AND | DR,SR,imm5 | DR=SR1 AND SEXT(imm5) |
| ADD | DR,SR,imm5 | DR=SR+SEXT(imm5) |
| BRn | LABEL | IF(n AND N) PC=LABEL |
| BRz | LABEL | IF(z AND Z) PC=LABEL |
| BRp | LABEL | IF(p AND P) PC=LABEL |
| BR | LABEL | PC=LABEL |
| JSR | LABEL | R7=PC+1,PC=LABEL |
| RET | | PC=R7 |
| LD | DR,LABEL | DR<-M[LABEL] |
| ST | DR,LABEL | M[LABEL]<-DR |
| LEA | DR,LABEL | DR<-addr[LABEL] |
| STR | DR,SR,imm5 | M[SR+SEXT(imm5)]<-DR |
| HALT | | HALT THE PROGRAM |
| GETC | | TRAP x20 |
| PUTS | | TRAP x22 |

2. The infinite loop in Part B.

```

1      ST  R0, SaveR0
2  LOOP LEA  R0, LC
3      PUTS
4      JSR  DELAY
5      BR  LOOP;Infinite loop
6      LD  R0, SaveR0
7      HALT
8  DELAY ST  R1, SaveR1;Increase the running time
9      LD  R1, COUNT;Count is 32767
10     REP  ADD R1, R1, #-1
11      BRp REP
12      LD  R1, SaveR1
13      RET

```

3. Check the input in Part C.

```

1      ST  R0, Save_R0
2      ST  R1, Save_R1
3      GETC;There is no return display here.
4      ADD R1, R0,#0;Copy
5      LD  R0, N48;>=0
6      ADD R0, R1, R0
7      BRn ISN
8      LD  R0, N57;<=9
9      ADD R0, R1, R0
10     BRp ISN
11     ;If 0<= input <=9
12     LEA R0, SHOW_2
13     STR R1, R0, #1
14     LEA R0, SHOW_2
15     BR  END
16  ISN  LEA R0, SHOW_1
17     STR R1, R0, #1
18     LEA R0, SHOW_1
19  END  PUTS
20     RTI
21     LD  R0, Save_R0
22     LD  R1, Save_R1

```

4. Non-code section

```
1 ;Part B
2 COUNT .FILL x7FFF
3 Saver0 .FILL x0000
4 Saver2 .FILL x0000
5 Saver1 .BLKW #1
6 LC .STRINGZ "ICS2020 "
7 ;
8 ;Part C
9 Save_R0 .FILL x0000
10 Save_R1 .FILL x0000
11 CHAR .FILL x0000
12 N48 .FILL xFFD0;-48
13 N57 .FILL xFFC7;-57
14 NEWLINE .FILL x000A
15 SHOW_1 .STRINGZ "\n h is not a decimal digit.\n"
16 SHOW_2 .STRINGZ "\n 4 is a decimal digit.\n"
```

Result Test

1. The example

```
ICS2020 ICS2020 ICS2020 ICS2020
h is not a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
4 is a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
```

2.

```
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
2 is a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
4 is a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
t is not a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
# is not a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020
y is not a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020
0 is a decimal digit.
ICS2020 ICS2020 ICS2020 ICS2020 ICS2020
1 is a decimal digit.
ICS2020 ICS2020 ICS2020 □
```

Thinking

1. The computer runs very fast, and to slow it down to observe the intermediate processes, we can add some large and useless operations;
2. Using the RTI instruction, we can jump codes located at different locations in the memory address;

Appendix

Complete code:

LC-3:

```
1      .ORIG x800
2      ; (1) Initialize interrupt vector table.
3      LD  R0, VEC
4      LD  R1, ISR
5      STR R1, R0, #0
6
7      ; (2) Set bit 14 of KBSR.
8      LDI R0, KBSR
9      LD  R1, MASK
10     NOT R1, R1
11     AND R0, R0, R1
12     NOT R1, R1
13     ADD R0, R0, R1
14     STI R0, KBSR
15
16     ; (3) Set up system stack to enter user space.
17     LD  R0, PSR
18     ADD R6, R6, #-1
19     STR R0, R6, #0
20     LD  R0, PC
21     ADD R6, R6, #-1
22     STR R0, R6, #0
23     ; Enter user space.
24     RTI
25 ;
26 VEC    .FILL x0180
27 ISR    .FILL x1000
28 KBSR   .FILL xFE00
29 MASK   .FILL x4000
30 PSR    .FILL x8002
31 PC     .FILL x3000
32     .END
33
34     .ORIG x3000
35     ST  R0, SaveR0
36     ST  R2, SaveR2
37     AND R2, R2, #0
38 LOOP  LEA R0, LC
39     PUTS
40     JSR DELAY
41     ADD R2, R2, #0
42     BRz LOOP
43     LD  R0, SaveR0
44     LD  R2, SaveR2
45     HALT
46 DELAY ST  R1, SaveR1
```

```

47         LD R1, COUNT
48 REP     ADD R1, R1, #-1
49         BRp REP
50         LD R1, SaveR1
51         RET
52 ;
53 COUNT   .FILL x7FFF
54 SaveR0   .FILL x0000
55 SaveR2   .FILL x0000
56 SaveR1   .BLKW #1
57 LC       .STRINGZ "ICS2020 "
58         .END
59
60         .ORIG x1000
61         ST R0, Save_R0
62         ST R1, Save_R1
63         GETC
64         ADD R1, R0, #0
65         LD R0, N48; >=0
66         ADD R0, R1, R0
67         BRn ISN
68         LD R0, N57; <=9
69         ADD R0, R1, R0
70         BRp ISN
71 ;
72         LEA R0, SHOW_2
73         STR R1, R0, #1
74         LEA R0, SHOW_2
75         BR END
76 ISN     LEA R0, SHOW_1
77         STR R1, R0, #1
78         LEA R0, SHOW_1
79 END     PUTS
80         RTI
81         LD R0, Save_R0
82         LD R1, Save_R1
83 ;
84 Save_R0 .FILL x0000
85 Save_R1 .FILL x0000
86 CHAR   .FILL x0000
87 N48    .FILL xFFD0; -48
88 N57    .FILL xFFC7; -57
89 NEWLINE .FILL x000A
90 SHOW_1 .STRINGZ "\n is not a decimal digit.\n"
91 SHOW_2 .STRINGZ "\n is a decimal digit.\n"
92         .END

```