

LAB 08: MIPS Exceptions and I/O

Saleh AlSaleh
salehs@kfupm.edu.sa

King Fahd University of Petroleum and Minerals
College of Computing and Mathematics
Computer Engineering Department

COE301: Computer Architecture
Term 222

Agenda

- 1 Exceptions
- 2 Memory Mapped I/O
- 3 Live Examples
- 4 Tasks

Exceptions

- Exception is any unexpected change of control flow, regardless of its source.

Exceptions

- Exception is any unexpected change of control flow, regardless of its source.
- MIPS CPU operates either in the user mode or kernel mode.

Exceptions

- Exception is any unexpected change of control flow, regardless of its source.
- MIPS CPU operates either in the user mode or kernel mode.
- User programs (applications) run in user mode.

Exceptions

- Exception is any unexpected change of control flow, regardless of its source.
- MIPS CPU operates either in the user mode or kernel mode.
- User programs (applications) run in user mode.
- The CPU enters the kernel mode when an exception happens/occurs.

Exceptions

- Exception is any unexpected change of control flow, regardless of its source.
- MIPS CPU operates either in the user mode or kernel mode.
- User programs (applications) run in user mode.
- The CPU enters the kernel mode when an exception happens/occurs.
- In MIPS, all the instructions inside text segment are in the try block.

Coprocessor 0

- Coprocessor 0 has several important registers such as:
 - **Vaddr (\$8)**: Contains the invalid memory address caused by load, store, or fetch.

Coprocessor 0

- Coprocessor 0 has several important registers such as:
 - **Vaddr (\$8)**: Contains the invalid memory address caused by load, store, or fetch.
 - **Status (\$12)**: Contains the interrupt mask and enable bits.

Coprocessor 0

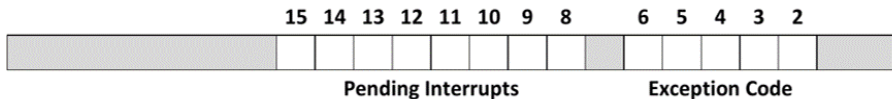
- Coprocessor 0 has several important registers such as:
 - **Vaddr (\$8)**: Contains the invalid memory address caused by load, store, or fetch.
 - **Status (\$12)**: Contains the interrupt mask and enable bits.
 - **Cause (\$13)**: Contains the type of exception and any pending bits (see below).

Coprocessor 0

- Coprocessor 0 has several important registers such as:
 - **Vaddr (\$8)**: Contains the invalid memory address caused by load, store, or fetch.
 - **Status (\$12)**: Contains the interrupt mask and enable bits.
 - **Cause (\$13)**: Contains the type of exception and any pending bits (see below).
 - **EPC (\$14)**: Contains the address of the instruction when the exception occurred.

Coprocessor 0

- Coprocessor 0 has several important registers such as:
 - Vaddr (\$8)**: Contains the invalid memory address caused by load, store, or fetch.
 - Status (\$12)**: Contains the interrupt mask and enable bits.
 - Cause (\$13)**: Contains the type of exception and any pending bits (see below).
 - EPC (\$14)**: Contains the address of the instruction when the exception occurred.



The **Cause** Register \$13

Exception Codes

Common Exception Codes for MIPS

Code	Name	Description
0	INT	Hardware Interrupt
4	ADDRL	Address error exception caused by load or instruction fetch
5	ADDRS	Address error exception caused by store
6	IBUS	Bus error on instruction fetch
7	DBUS	Bus error on data load or store
8	SYSCALL	System call exception caused by the syscall instruction
9	BKPT	Breakpoint exception caused by the break instruction
10	RI	Reserved instruction exception
12	OVF	Arithmetic overflow exception
13	TRAP	Exception caused by a trap instruction
15	FPE	Floating-Point exception cause by a floating-point instruction

Exception Handler

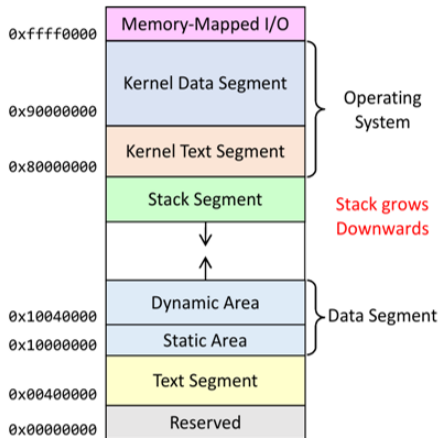
- A special piece of code in the kernel text (at address **0x80000180**) that handles exceptions.

Exception Handler

- A special piece of code in the kernel text (at address **0x80000180**) that handles exceptions.
- There is a default exception handler in MARS. However, it can be overwritten.

Exception Handler

- A special piece of code in the kernel text (at address **0x80000180**) that handles exceptions.
- There is a default exception handler in MARS. However, it can be overwritten.



MIPS Memory Organization

Memory Mapped I/O

- Input/Output devices reside outside the processor chip.

Memory Mapped I/O

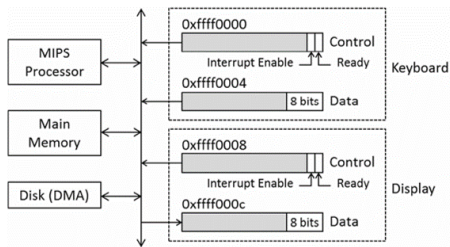
- Input/Output devices reside outside the processor chip.
- There are two general ways for the processor to communicate with the I/O devices:
 - Using specialized instruction to communicate with each device.

Memory Mapped I/O

- Input/Output devices reside outside the processor chip.
- There are two general ways for the processor to communicate with the I/O devices:
 - Using specialized instruction to communicate with each device.
 - Map I/O device registers to memory space. Then, use load and store instructions to read and write to the devices respectfully.

Memory Mapped I/O

- Input/Output devices reside outside the processor chip.
- There are two general ways for the processor to communicate with the I/O devices:
 - Using specialized instruction to communicate with each device.
 - Map I/O device registers to memory space. Then, use load and store instructions to read and write to the devices respectfully.



MIPS Memory Mapped I/O

Live Examples

Task #1

Write a MIPS assembly program that reads two integers from the user **x** and **y**. If **y** is zero, raise an exception and the user should be prompted to enter a different value of **y**. If **y** is not zero, perform the operation x/y . (Hint: use trap instruction after reading **y**)

Sample Run

Enter Dividend (x): 10

Enter Divisor (y): 0

Divide By Zero Exception.

Please enter a different value for y.

Enter Divisor (y): 2

The result of x/y is 5

Task #2

Write a MIPS assembly program that reads a string `str` (one character at a time) from the user using Memory Mapped I/O (**DO NOT USE `syscall`**). Loop over each character and flip its case (i.e. the uppercase should be small case and vice versa). Finally, print the modified String (one character at a time) again using Memory Mapped I/O (**DO NOT USE `syscall`**).

Sample Run

```
Hello, World!  
hELLO, wORLD!
```