



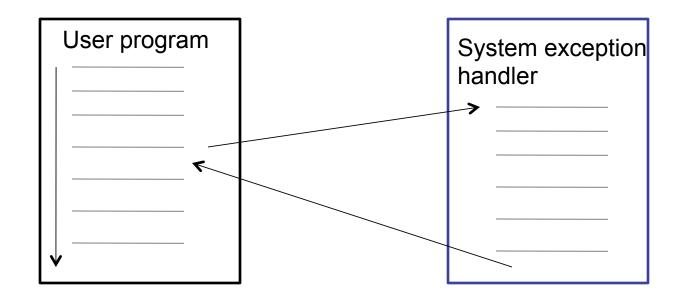
Fall 2011 Prof. Hyesoon Kim







Exceptions - Basic



Exception = unprogrammed control flow
 System takes action to handle the exception

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Interrupts vs. Exceptions (traps)

- Interrupts
 - Cased by external events
 - (network, keyboard, internal timer..)
 - Asynchronous to program execution
 - May be handled between instructions
 - Simply suspend and resume user program
- Exceptions (Traps)
 - Caused by internal events
 - Exceptional conditions (overflow), Errors (parity), Page faults
 - Synchronous to program execution
 - Condition must be remedied by the handler
 - Instruction may be retired and program continued or program may be aborted.

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Which Stages can Generate Exceptions ?

- Fetch:
 - Page fault on instruction fetch, misaligned memory access, memory-protection violation
- Decode:
 - Undefined or illegal opcode
- Execution stage:
 - Arithmetic exception
- Memory stage:
 - Page fault of data fetch, misaligned memory access, memory protection violation, memory error

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Which instructions can generate exceptions?

A: all

 (instruction fetch)



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Precise Exception

- Exceptions should be precise.
- Precise → state of the machine is preserved as if program executed up to the exception cause instruction.
 - All previous instructions
 - All following instructions process state

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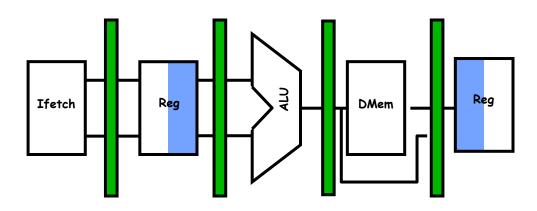
 The exception cause instruction been executed, depending on the definition of the architecture and the cause of the exception.

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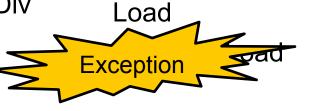
Exceptions in the Pipeline



Load







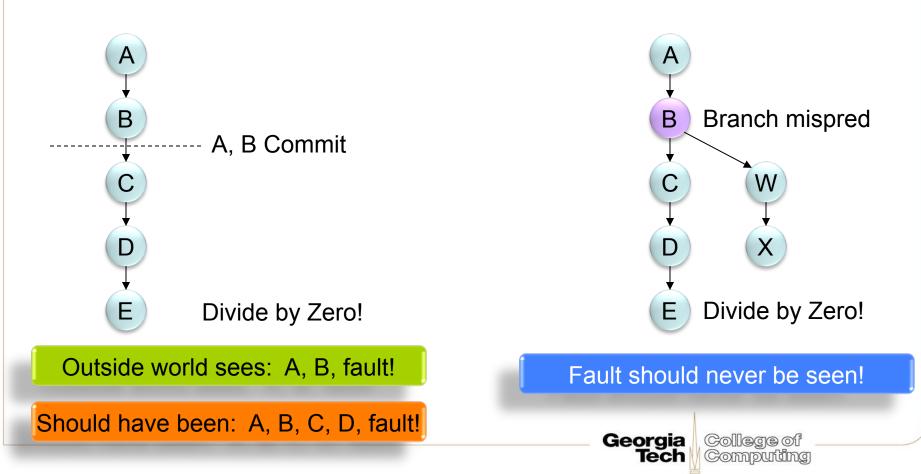


Load



Commit, Exceptions

What happens if a speculatively executed instruction faults?





Treat Fault Like a Result

- Regular register results written to ROB until

 Instruction is oldest for in-order state update
 - Instruction is known to be non-speculative
- Do the same with faults!
 - At exec, make note of any faults, but don't expose to outside world
 - If the instruction gets to commit, then expose the fault







