

# Exceptions

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# Based on

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ARM System-on-Chip Architecture, 2<sup>nd</sup> ed, Steve Furber

Introduction to ARM Cortex-M Microcontrollers  
– Embedded Systems, Jonathan W. Valvano

Digital Design and Computer Architecture,  
D. M. Harris and S. L. Harris

ARM assembler in Raspberry Pi  
Roger Ferrer Ibáñez

<https://thinkingeek.com/arm-assembler-raspberry-pi/>

# Status Reg to General Reg Transfer Instructions

## Status Register to General Register Transfer Instructions

MRS {<cond>} Rd, CPSR | SPSR

MRS	Rd, CPSR
MRS	Rd, SPSR
MRS <cond>	Rd, CPSR
MRS <cond>	Rd, SPSR

M R ← S

# General Reg to Status Reg Transfer Instructions

## General Register to Status Register Transfer Instructions

MSR {<cond>} CPSR\_f | SPSR\_f, #<32-bit immediate>

MSR {<cond>} CPSR\_<field> | SPSR\_<field>, Rm

\_<field> is one of

\_c : the **control** field      PSR[ 7: 0]

\_x : the **extension** field      PSR[15: 8]    (unused on current ARMs)

\_s : the **status** field      PSR[23:16]    (unused on current ARMs)

\_f : the **flag** field      PSR[31:24]

MSR                    CPSR\_f, #<32-bit immediate>

MSR                    SPSR\_f, #<32-bit immediate>

MSR <cond>            CPSR\_f, #<32-bit immediate>

MSR <cond>            SPSR\_f, #<32-bit immediate>

MSR                    CPSR\_<field>, Rm

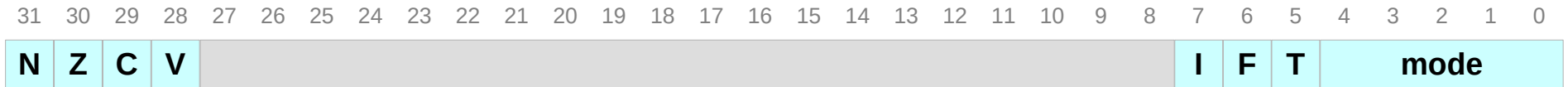
MSR                    SPSR\_<field>, Rm

MSR <cond>            CPSR\_<field>, Rm

MSR <cond>            SPSR\_<field>, Rm

M      S ← R

# CPSR and SPSR



## Current Program Status Register (CPSR)

## Saved Program Status Register (SPSR)

**N** Negative flag

**Z** Zero flag

**C** Carry flag

**V** Overflow flag

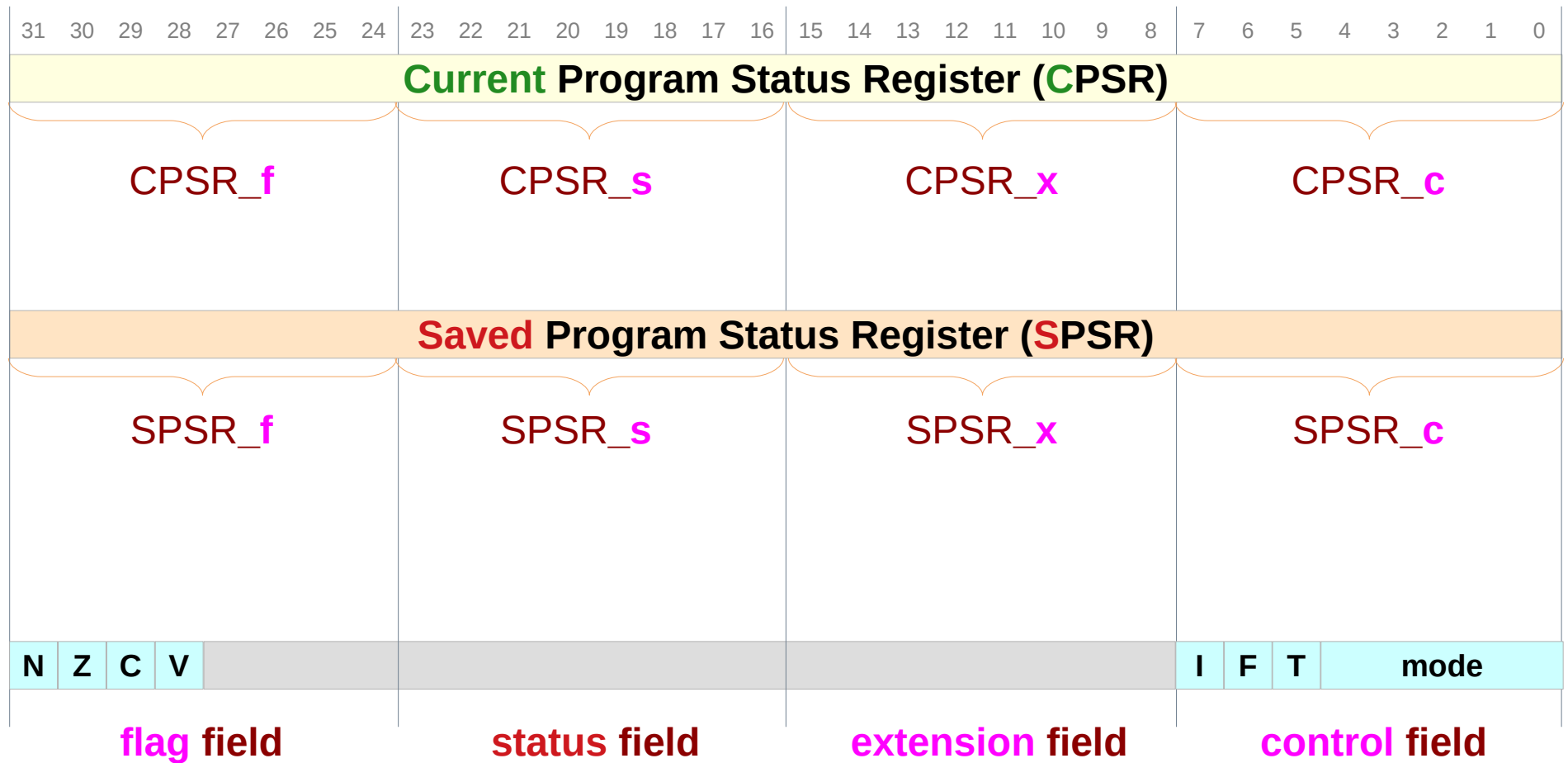
To disable Interrupt (IRQ), set **I**

To disable Fast Interrupt (FIQ), set **F**

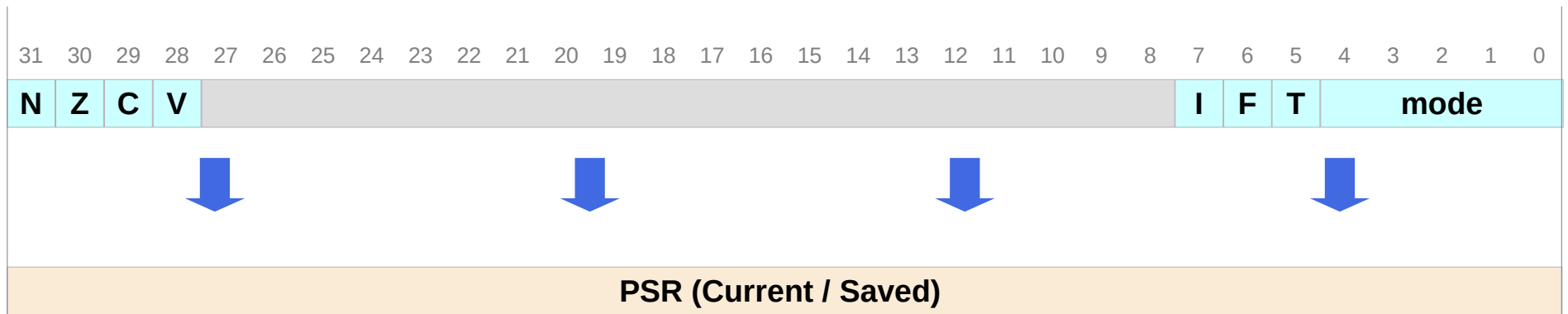
the **T** bit shows running in the Thumb state

Usr (usr)	1	0	0	0	0
Fast Interrupt (fiq)	1	0	0	0	1
Interrupt (irq)	1	0	0	1	0
Supervisor (svc)	1	0	0	1	1
Abort (abt)	1	0	1	1	1
Undefined (und)	1	1	0	1	1
System (sys)	1	1	1	1	1

# CPSR and SPSR Fields



# To a General Reg From a Status Reg



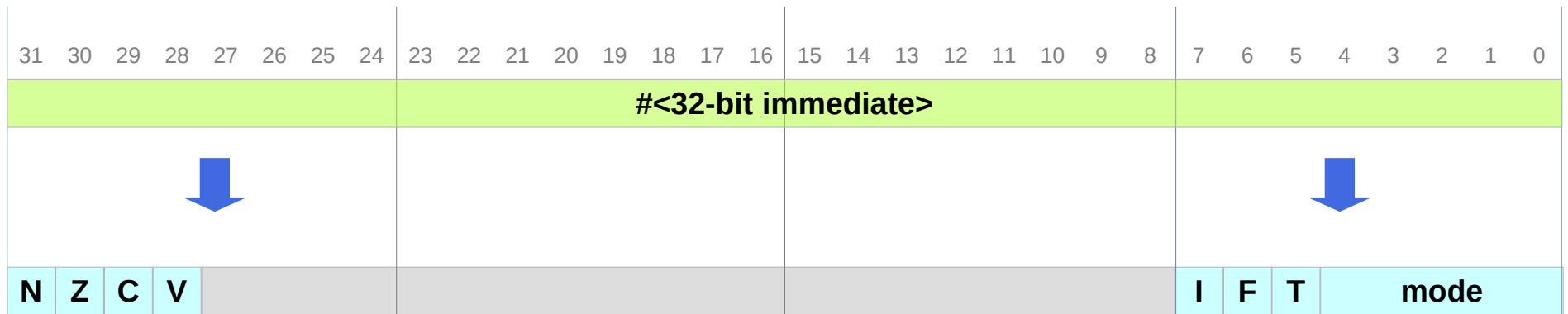
MRS Rd, CPSR  
MRS Rd, SPSR

M R ← S

M S ← R

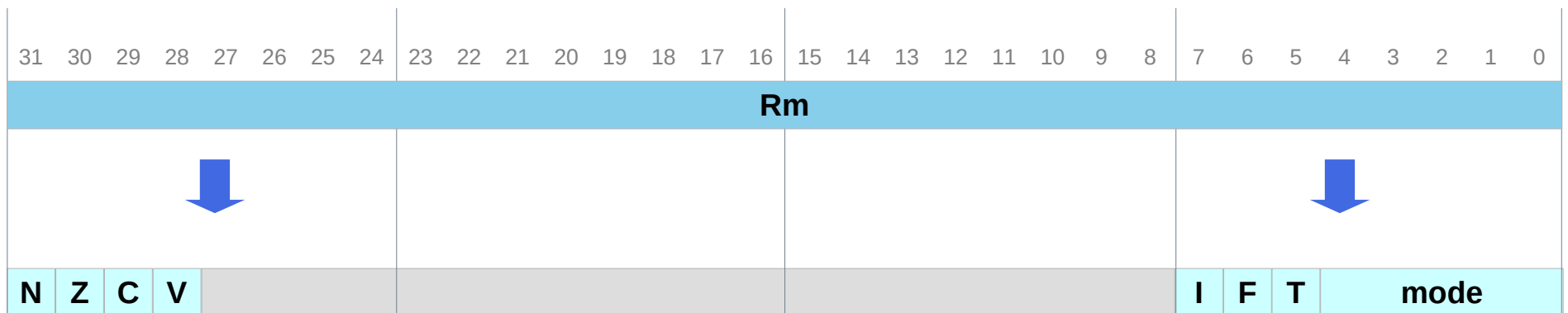


# To a Status Reg From a General Reg



MSR CPSR\_f , #<32-bit immediate>  
MSR SPSR\_f , #<32-bit immediate>

MSR CPSR\_c , #<32-bit imm>  
MSR SPSR\_c , #<32-bit imm>



MSR CPSR\_f , Rm  
MSR SPSR\_f , Rm

MSR CPSR\_c , Rm  
MSR SPSR\_c , Rm

# Interrupt is an Exception

There are four classes of **exception**:

- **interrupt**
- **trap**
- **fault**
- **abort**

**Interrupt** is one of the classes of **exception**.

**Interrupt** occurs **asynchronously** and it is triggered by **signal** which is from **I/O** device that are **external** by processor.

After **exception handler** finish handling this interrupt (exception processing), handler will always **return to next instruction**.

## exceptions



<https://stackoverflow.com/questions/7295936/what-is-the-difference-between-interrupt-and-exception-context>

# Exceptions vs interrupts (1)

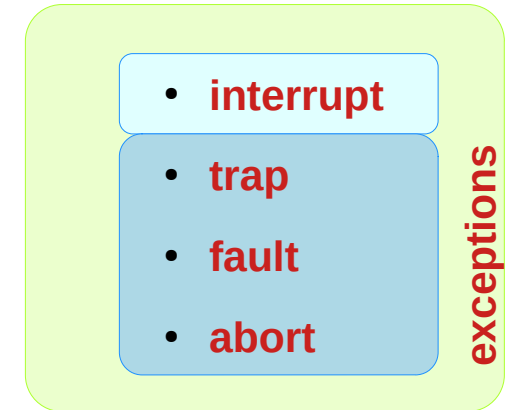
Interrupts and exceptions both alter the program flow.

- **interrupts** are used to handle external events (serial ports, keyboard)
- **exceptions** are used to handle instruction faults (division by zero, undefined opcode).

**interrupts** are handled by the processor after finishing the current instruction.

If it finds a signal on its **interrupt pin**, it will look up the **address** of the **interrupt handler** in the **interrupt table** and pass that routine control.

After returning from the **interrupt handler** routine, it will resume program execution at the next instruction after the interrupted instruction.



<https://stackoverflow.com/questions/7295936/what-is-the-difference-between-interrupt-and-exception-context>

# Exceptions vs interrupts (2)

**Exceptions** on the other hand are divided into three kinds.

**Faults, Traps and Aborts.**

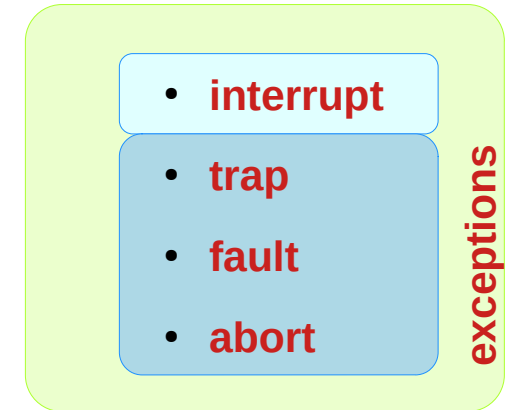
**Faults** are detected and serviced by the processor **before** the faulting instructions.

**Traps** are serviced **after** the instruction causing the trap.

User defined **interrupts** go into this category and can be said to be traps;

this includes the MS- DOS **INT 21h** software **interrupt**, for example.

**Aborts** are used only to **signal** severe system problems, when **operation** is no longer possible.



<https://stackoverflow.com/questions/7295936/what-is-the-difference-between-interrupt-and-exception-context>

# Exceptions vs interrupts (3)

## Trap

It is typically a type of **synchronous interrupt** caused by an exceptional condition (e.g., breakpoint, division by zero, invalid memory access).

## Fault

Fault exception is used in a client application to catch **contractually-specified SOAP faults**. By the simple exception message, you can't identify the reason of the exception, that's why a Fault Exception is useful.

## Abort

It is a type of exception occurs when an **instruction fetch** causes an **error**.

SOAP (formerly an acronym for Simple Object Access Protocol) is a messaging protocol specification for exchanging structured information in the implementation of web services in computer networks.

<https://www.geeksforgeeks.org/difference-between-interrupt-and-exception/>

# Exceptions vs interrupts (4)

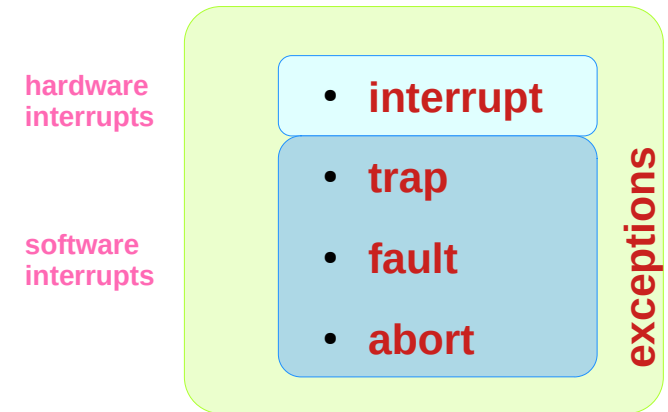
**Interrupt** is one of the classes of **Exception**.  
There are 4 classes of **Exception**  
- **interrupt**, **trap**, **fault** and **abort**.

Even though there are many differences,  
**interrupt** belongs to **exception** still

In any computer,  
during its normal execution of a program,  
there could be events that can cause  
the **CPU** to temporarily halt.  
Events like this are called **interrupts**.

**Interrupts** can be caused  
by either **software** or **hardware** faults.

- **hardware interrupts** are called **Interrupts**
- **software interrupts** are called **Exceptions**



external, asynchronous

internal, instruction

<https://www.geeksforgeeks.org/difference-between-interrupt-and-exception/>

# Exceptions vs interrupts (5)

The term **Interrupt** is usually reserved for **hardware interrupts**.

They are program control interruptions caused by **external hardware events**.

Here, external means external to the CPU.

Hardware interrupts usually come from many different sources

- timer chip
- peripheral devices (keyboards, mouse, etc.)
- I/O ports (serial, parallel, etc.)
- disk drives, CMOS clock
- expansion cards (sound / video card, etc)

That means **hardware interrupts** almost never occur due to some event related to the executing program.

**Exception** is a **software interrupt**, which can be identified as a special handler routine.

Exception can be identified as an **automatically occurring trap**.

Generally, there are no specific instructions associated with exceptions

**traps** are generated using a specific instruction  
**int** is x86 jargon for "**trap instruction**"  
- a call to a predefined interrupt handler.

So, an **exception** occurs due to an "exceptional" condition that occurs during program execution.

<https://www.geeksforgeeks.org/difference-between-interrupt-and-exception/>

# Exceptions vs interrupts (6)

## Interrupt

- These are **Hardware interrupts**.
- Occurrences of hardware interrupts usually **disable** other hardware interrupts.
- These are **asynchronous external requests** for **service** (like keyboard or printer needs service).
- Being **asynchronous**, interrupts can occur at **any place** in the program.
- These are **normal events** and shouldn't interfere with the normal running of a computer.

## Exception

- These are **Software Interrupts**.
- This is not a true case in terms of Exception. (does **not** disable other exceptions)
- These are **synchronous internal requests** for service based upon **abnormal events** (think of illegal instructions, illegal address, overflow etc).
- Being **synchronous**, exceptions occur when there is abnormal event in your program like, divide by zero or illegal memory location.
- These are **abnormal events** and often result in the termination of a program

<https://www.geeksforgeeks.org/difference-between-interrupt-and-exception/>



# Interrupt examples

An event like a key press on the keyboard, or an internal hardware timer timing out can *raise* this kind of interrupt and can *inform* the CPU that a certain device needs some attention.

the CPU will *stop* whatever it was doing, *provides* the service required by the device and will *get back* to the normal program.

When **hardware interrupts** occur and the CPU starts the **ISR**, other hardware interrupts are *disabled* (e.g. in 80×86 machines).

If you need other hardware interrupts to occur while the **ISR** is running, you need to do that explicitly by **clearing the interrupt flag** with **CLI / STI** instruction in 80x86 with **MSR** in ARM

In 80×86 machines, clearing the interrupt flag will *only* affect **hardware interrupts**.

<https://www.geeksforgeeks.org/difference-between-interrupt-and-exception/>

# Exception examples

Division by zero, execution of an illegal opcode or memory related fault could cause exceptions.

Whenever an exception is raised, the CPU temporarily *suspends* the program it was executing and starts the **ISR**.

**ISR** will contain what to do with the exception.

It may correct the problem or if it is not possible, it may abort the program gracefully by printing a suitable error message.

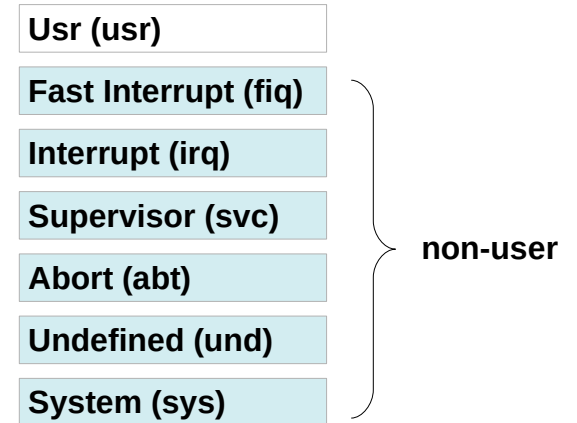
Although a *specific* instruction does *not* cause an exception, an exception will *always* be caused *by an instruction*.

For example, the division by zero error can only occur during the execution of the division instruction.

<https://www.geeksforgeeks.org/difference-between-interrupt-and-exception/>

# (1) Mode of operations

- 7 modes of operation.
- most application programs execute in **user** mode
- **Non user** modes (called **privileged** modes) are entered to serve **interrupts** or **exceptions**



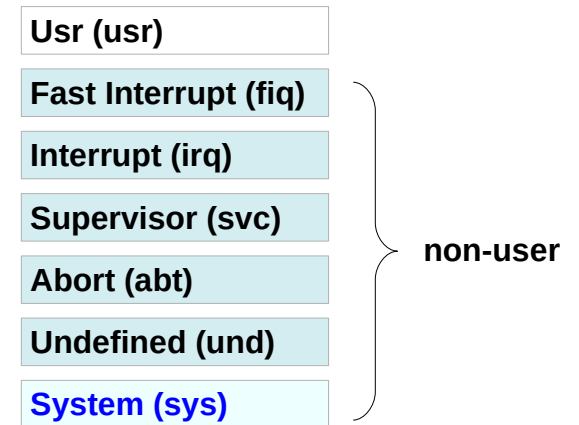
[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

## (2) Mode of operations

- The **system** mode is special mode for accessing protected resources.

Because **exception handlers in system mode** does not use *registers*,

**errors in exception handler** cannot corrupt registers

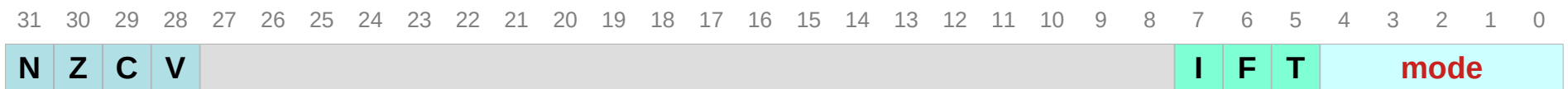


[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

# (3) Mode of operations

- **switching** between modes can be done manually through modifying the **mode bits** in the **CPSR** register.

Usr (usr)	1	0	0	0	0
Fast Interrupt (fiq)	1	0	0	0	1
Interrupt (irq)	1	0	0	1	0
Supervisor (svc)	1	0	0	1	1
Abort (abt)	1	0	1	1	1
Undefined (und)	1	1	0	1	1
System (sys)	1	1	1	1	1



[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

## (4) Mode of operations

Processor Mode		Description
USR	User	Normal program execution mode
FIQ	FIQ	Fast <b>data processing</b> mode
IRQ	IRQ	For general purpose <b>interrupts</b>
SVC	Supervisor	A <b>protected</b> mode for the <b>OS</b>
ABT	Abort	When data or instruction fetch is aborted
UND	Undefined	For undefined instructions
SYS	System	<b>Privileged</b> mode for OS <b>Tasks</b>

Switching between these modes requires saving/loading register values

[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

## (4) Mode of operations

- **User** mode is an **unprivileged** mode, and has **restricted** access to system resources.
- **Non-user** modes
  - have **full** access to system resources in the current security state,
  - can change mode freely,
  - execute software as privileged.
- **Non-user** mode are entered
  - to service exceptions,
  - or to access privileged resources.
- **Applications** that require **task protection** usually execute in **User** mode.
- Some **embedded applications** might run entirely in **Non-user** mode.
- An **application** that requires **full** access to system resources usually executes in **System** mode.

[https://www.keil.com/support/man/docs/armasm/armasm\\_dom1359731126962.htm](https://www.keil.com/support/man/docs/armasm/armasm_dom1359731126962.htm)

## (5) Mode of operations

- **Supervisor (svc)** mode: A **privileged** mode entered whenever the CPU is **reset** or when an **SVC instruction** is executed.
- whereas **System** mode is the only **privileged** mode that is not entered by an exception.
  - It can only be entered by executing an instruction that explicitly writes to the **mode bits** of the Current Program Status Register (**CPSR**).
  - So, the **exception handlers** modify the **CPSR** to enter System mode.
- Usage: **Corruption** of the **link register** can be a problem when handling **multiple exceptions** of the same.
- the **System** mode shares the same registers as **User** mode, it can run tasks that require privileged access, and **exceptions** no longer overwrite the link register.
- Linux kernel has done it this way, so that whenever any **interrupt** occurs in first level **IRQ handler**, it copies **IRQ registers** to **SVC registers** and switch the ARM to **SVC** mode.

<https://www.quora.com/In-ARM-processor-what-is-the-difference-in-supervisor-mode-and-system-mode>



# (3) ARM Register Set

- ARM processor has 37 32-bit registers.
- 31 registers are general purpose registers.
- 6 registers are control registers
- Registers are named from R0 to R16 with some registers banked in different modes

R8	R9	R10	R11	R12
R8_fiq	R9_fiq	R10_fiq	R11_fiq	R12_fiq

- R13 is the stack pointer SP (*banked*)
- R14 is subroutine link register LR (*banked*)
- R15 is program counter PC
- R16 is current program status register CPSR (*banked*)

SP (R13)	LR (R14)	SPSR (R16)
SP_fiq	LR_fiq	SPSR_fiq
SP_irq	LR_irq	SPSR_irq
SP_svc	LR_svc	SPSR_svc
SP_abt	LR_abt	SPSR_abt
SP_und	LR_und	SPSR_und

## Banked registers

[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

# Registers in exception handlers

- The **mode** change associated with an **exception** occurring means that as a minimum, the **particular exception handler** called will have access to
  - its own **stack pointer** (SP\_<mode>)
  - its own **link register** (LR\_<mode>)
  - Its own **saved program status register** (SPSR\_<mode>)
  - for a **FIQ handler**, 5 other **general purpose registers** (r8\_FIQ to r12\_FIQ)
  - other registers will be shared with the previous mode
  - SP\_<mode> must maintain 8-byte alignment at external interfaces
- 
- The exception handler must ensure that other (corrupted) registers are restored to their original state upon **exit**
  - This can be done by storing the contents of any working registers
  - on the **stack** and restoring them before returning

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

# The same registers across different modes

User	System	Fast Interrupt	Interrupt	Supervisor	Abort	Undefined
R0	R0	R0	R0	R0	R0	R0
R1	R1	R1	R1	R1	R1	R1
R2	R2	R2	R2	R2	R2	R2
R3	R3	R3	R3	R3	R3	R3
R4	R4	R4	R4	R4	R4	R4
R5	R5	R5	R5	R5	R5	R5
R6	R6	R6	R6	R6	R6	R6
R7	R7	R7	R7	R7	R7	R7
R8	R8	R8_fiq	R8	R8	R8	R8
R9	R9	R9_fiq	R9	R9	R9	R9
R10	R10	R10_fiq	R10	R10	R10	R10
R11	R11	R11_fiq	R11	R11	R11	R11
R12	R12	R12_fiq	R12	R12	R12	R12
R13 (SP)	R13 (SP)	R13_fiq	R13_irq	R13_svc	R13_abt	R13_und
R14 (LR)	R14 (LR)	R14_fiq	R14_irq	R14_svc	R14_abt	R14_und
R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)
CPSR	CPSR	CPSR	CPSR	CPSR	CPSR	CPSR
		SPSR_fiq	SPSR_irq	SPSR_svc	SPSR_abt	SPSR_und

<http://www.cs.otago.ac.nz/cosc440/readings/arm-syscall.pdf>

# Actual number of different registers

16+1	0	7+1	2+1	2+1	2+1	2+1	
R0	R0	R0	R0	R0	R0	R0	
R1	R1	R1	R1	R1	R1	R1	
R2	R2	R2	R2	R2	R2	R2	
R3	R3	R3	R3	R3	R3	R3	
R4	R4	R4	<i>31 general purpose registers</i>		R4	R4	
R5	R5	R5			R5	R5	
R6	R6	R6			R6	R6	
R7	R7	R7			R7	R7	
R8	R8	R8_fiq			R8	R8	R8
R9	R9	R9_fiq			R9	R9	R9
R10	R10	R10_fiq			R10	R10	R10
R11	R11	R11_fiq	R11	R11	R11		
R12	R12	R12_fiq	R12	R12	R12		
R13 (SP)	R13 (SP)	R13_fiq	R13_irq	R13_svc	R13_abt	R13_und	
R14 (LR)	R14 (LR)	R14_fiq	R14_irq	R14_svc	R14_abt	R14_und	
R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	
CPSR	CPSR	CPSR	CPSR	CPSR	CPSR	CPSR	
<i>6 control registers</i>		SPSR_fiq	SPSR_irq	SPSR_svc	SPSR_abt	SPSR_und	

<http://www.cs.otago.ac.nz/cosc440/readings/arm-syscall.pdf>

# ARM Processor Registers

User	System	Fast Interrupt	Interrupt	Supervisor	Abort	Undefined
R0	R0	R0	R0	R0	R0	R0
R1	R1	R1	R1	R1	R1	R1
R2	R2	R2	R2	R2	R2	R2
R3	R3	R3	R3	R3	R3	R3
R4	R4	R4	R4	R4	R4	R4
R5	R5	R5	R5	R5	R5	R5
R6	R6	R6	R6	R6	R6	R6
R7	R7	R7	R7	R7	R7	R7
R8	R8	R8_fiq	R8	R8	R8	R8
R9	R9	R9_fiq	R9	R9	R9	R9
R10	R10	R10_fiq	R10	R10	R10	R10
R11	R11	R11_fiq	R11	R11	R11	R11
R12	R12	R12_fiq	R12	R12	R12	R12
R13 (SP)	R13 (SP)	R13_fiq	R13_irq	R13_svc	R13_abt	R13_und
R14 (LR)	R14 (LR)	R14_fiq	R14_irq	R14_svc	R14_abt	R14_und
R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)	R15 (PC)
CPSR	CPSR	CPSR	CPSR	CPSR	CPSR	CPSR
		SPSR_fiq	SPSR_irq	SPSR_svc	SPSR_abt	SPSR_und

<http://www.cs.otago.ac.nz/cosc440/readings/arm-syscall.pdf>

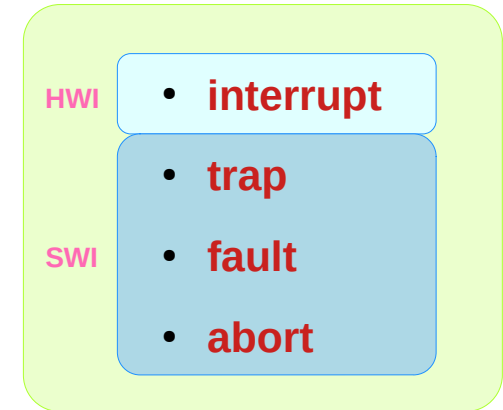
# (4) Exceptions

An exception is any condition that needs to halt normal execution of the instructions

## Examples

- Resetting ARM core
- Failure of fetching instructions
- HWI
- SWI

## exceptions



[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

## (5) Exceptions and modes

Each exception causes the ARM core to enter a specific mode.

Exception	Mode	Purpose	
Fast Interrupt Request	FIQ	Fast Interrupt handling	HWI
Interrupt Request	IRQ	Normal interrupt handling	
SWI and RESET	SVC	Protected mode for OS	SWI
Pre-fetch or data abort	ABT	Memory protection handling	
Undefined Instruction	UND	SW emulation of HW coprocessors	


[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

## (6) Vector table

a table of branching instructions  
by which the ARM core branches to the correct ISR  
when an exception is raised

example branching instruction

**ldr pc, [pc, #\_IRQ\_handler\_offset]**




0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	Prefetch Abort
0x0000 0010	ldr pc, [pc, #offset4]	Data Abort
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	IRQ
0x0000 001C	ldr pc, [pc, #offset7]	FIQ

[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)



## (6) Vector table

- **Reset** - executed on power on
- **Undef** - when an invalid instruction reaches the execute stage of the pipeline
- **SWI** - when a software interrupt instruction is executed
- **Prefetch** - when an instruction is fetched from memory that is invalid for some reason, if it reaches the execute stage then this exception is taken
- **Data** - if a load/store instruction tries to access an invalid memory location, then this exception is taken
- **IRQ** - normal interrupt
- **FIQ** - fast interrupt



0x1C	FIQ
0x18	IRQ
0x14	(Reserved)
0x10	Data Abort
0x0C	Prefetch Abort
0x08	Software Interrupt
0x04	Undefined Instruction
0x00	Reset

Vector table may be placed at  
0xFFFF0000 on ARM720T,  
ARM9 family and later devices

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

## (6) Vector table

### branching instructions at the vector table

- **B <Add>**
- **LDR pc, [pc, #offset]**
- **LDR pc, [pc, #-0xff0]**
- **MOV pc, #immediate**

<http://classweb.ece.umd.edu/enee447.S2019/ARM-Documentation/ARM-Interrupts-3.pdf>

## (6) Vector table

- **B <Addr>**

used to make branching to the memory location  
with address “Addr” relative to the current location of the pc.

- **LDR pc, [pc, #offset]**

used to load in the PC register  
the old PC value + an offset value

- **LDR pc, [pc, #-0xff0]**

used only when an interrupt controller is available,  
to load a specific ISR address from the vector table.

The vector interrupt controller (VIC) is  
placed at memory address 0xffff000  
this is the base address of the VIC.

The ISR address is always located at 0xffff030.

- **MOV pc, #immediate**

Load in the PC the value “immediate”.

<http://classweb.ece.umd.edu/enee447.S2019/ARM-Documentation/ARM-Interrupts-3.pdf>

## (6) Vector table

- **Branch Instruction**            **B <Addr>**

direct branch always to handler address label

The handler must be **within 32MB** of the branch instruction, which may not be possible with some memory organizations

- **Move PC instruction**            **MOV pc, #immediate**

directly load the **PC** with a handler address label

located on applicable address boundary

Address must be able to be stored in **8-bits**, rotated right an **even** number of places

- **Load PC instruction**            **LDR pc, [pc, #offset]**            **LDR pc, [pc, #-0xff0]**

The **PC** is forced directly to the handler's address by storing the address in a suitable memory location (within **4KB** of the vector address).

loading the vector with an instruction

which loads the **PC** with the contents of the chosen memory location.

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

## (6) Vector table

Note that the Load PC cannot be written using MOV because the address location of the **Undef** handler cannot be generated using **8-bits rotated right** an even number of places.

for the Move PC example the value **0x03** is rotated right four bits which is stored as two lots of 2 bits and is hence encoded as **0xA30F203**

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

# IRQ with VIC (1)

the startup assembly file in the Keil environment

Exception vectors should be linked and programmed correctly.  
This is usually managed by the linker.  
Also appropriate handlers need to be programmed  
at the respective locations.

For instance at the **IRQ vector (0x18)**  
the following instruction should exist  
if the **ISR address** is read directly  
from the **VIC Vector Address Register**  
(register address: **0xFFFFF030**)

```
LDR PC [PC,#-0xFF0]
```

$$0x18 + 0x8 - 0xff0 = - 0xfd0 = 0xFFFFF030$$

the **base address** of the **VIC**  
**0xffff000**

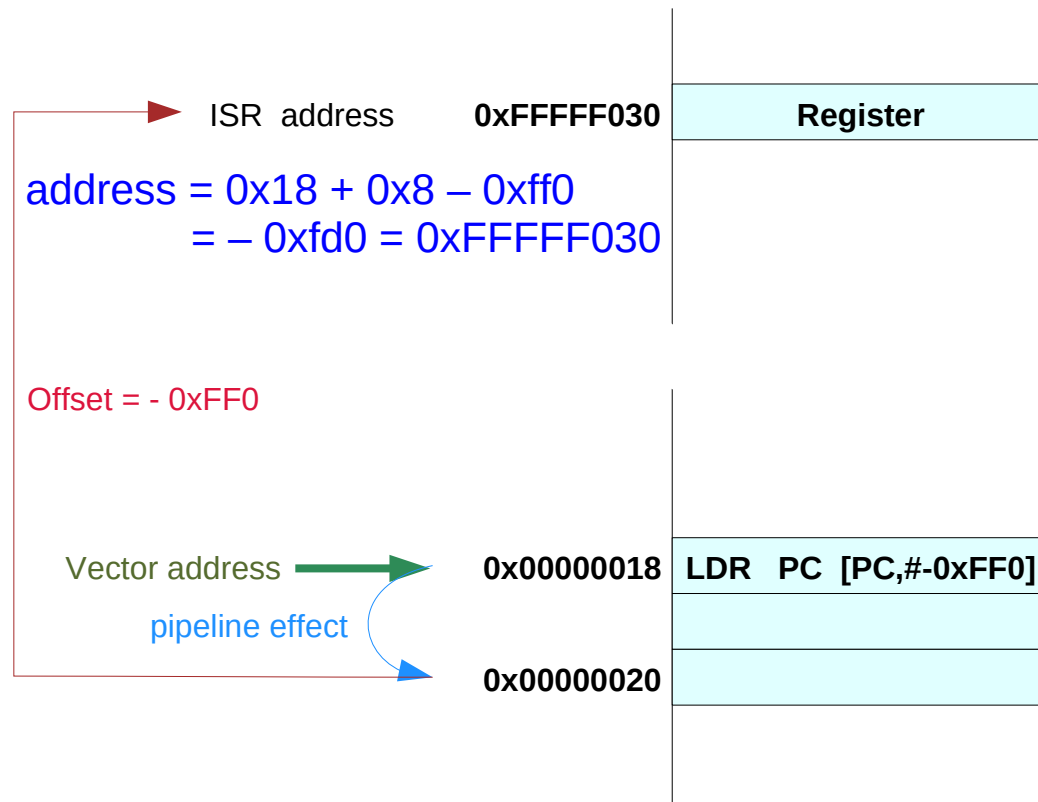
the **ISR address** is always at  
at **0xffff030**.

offset address = -0xFF0  
                  = 0xFFFFF010  
address          = 0xFFFFF030  
vector address = 0x00000018  
pipeline effect = 0x00000008

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	<b>Prefetch Abort</b>
0x0000 0010	ldr pc, [pc, #offset4]	<b>Data Abort</b>
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #-0x0ff0]	<b>IRQ</b> ←
0x0000 001C	ldr pc, [pc, #offset7]	<b>FIQ</b>

<https://www.nxp.com/docs/en/application-note/AN10381.pdf>

# IRQ with VIC (2)



the base address of the VIC  
`0xffff000`

the register address is always at  
at `0xffff030`.

offset address = `-0xFF0`  
= `0xFFFFF010`

address = `0xFFFFF030`

vector address = `0x00000018`

pipeline effect = `0x00000008`

$$\begin{aligned} \text{Offset} &= (\text{address location} - \text{vector address} - \text{pipeline effect}) \\ &= -0xFD0 - 0x18 - 0x8 = -0xFF0 \end{aligned}$$

<https://www.nxp.com/docs/en/application-note/AN10381.pdf>

# Undef with VIC (1)

LDR PC, [PC+offset]

LDR pc, [pc, #-0xff0]

offset address

= (address location - vector address - pipeline effect)

= 0xFFC - 0x4 - 0x8

= 0xFF0

0x4 + 0x8 - 0xff0 =  
- 0xfe4 = 0xFFFFF01C

the base address of the VIC  
0xffff000

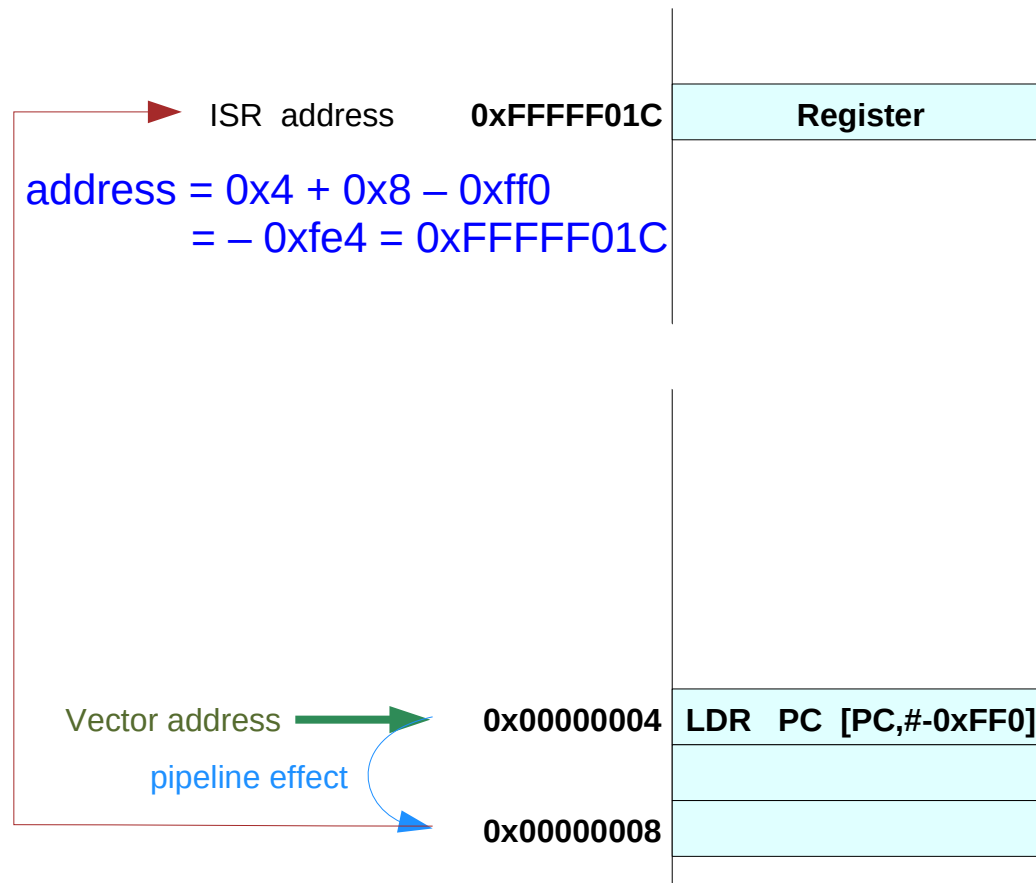
the ISR address is always  
at 0xffff030.

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	<b>Undefined Instruction</b> ←
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	<b>Prefetch Abort</b>
0x0000 0010	ldr pc, [pc, #offset4]	<b>Data Abort</b>
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #-0x0ff0]	<b>IRQ</b>
0x0000 001C	ldr pc, [pc, #offset7]	<b>FIQ</b>

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)



# Undef with VIC (2)



the base address of the VIC  
**0xffff000**

the ISR address is always at  
at **0xffff01C**.

offset address =  $-0xFF0$   
 $= 0xFFFFF010$   
address =  $0xFFFFF01C$   
vector address =  $0x00000004$   
pipeline effect =  $0x00000008$

$$\text{Offset} = (\text{address location} - \text{vector address} - \text{pipeline effect})$$

$$= -0xFE4 - 0x4 - 0x8 = -0xFF0$$

<https://www.nxp.com/docs/en/application-note/AN10381.pdf>

## (6) Vector table

3. Stack pointers should be programmed correctly for FIQ and IRQ.
4. The VIC is programmed correctly with the ISR address.  
This needs to be handled in the application.
5. Compiler supported keywords are used for the Interrupt handlers.  
For instance in Keil, an ISR function could have the following form.  
`void IRQ_Handler()__irq`  
More details on compiler keywords is provided in the next section.

<https://www.nxp.com/docs/en/application-note/AN10381.pdf>

# ARM Interrupt Controller

When a **peripheral or device** requires attention, it raises an interrupt to the processor.

An **interrupt controller** provides a **programmable governing policy** software to determine which peripheral or device can **interrupt** the processor at any specific time by setting the appropriate **bits** in the interrupt controller **registers**.

There are two types of interrupt controller available for the ARM processor:

- **standard** interrupt controller
- **vector** interrupt controller (**VIC**).

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

# Standard Interrupt Controller

The **standard** interrupt controller sends an **interrupt** signal to the processor core when an external device requests servicing.

It can be **programmed** to ignore or mask an individual device or set of devices.

The interrupt handler determines which device requires servicing by reading a **device bitmap register** in the interrupt controller.

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

# Vector Interrupt Controller

The VIC is more powerful than the standard interrupt controller because it prioritizes interrupts and simplifies the determination of which device caused the interrupt.

After associating a priority and a handler address with each interrupt, the VIC only asserts an interrupt signal to the core if the priority of a new interrupt is higher than the currently executing interrupt handler.

Depending on its type, the VIC will

- either call the standard interrupt exception handler, which can load the handler address for the device from the VIC, or
- make the core jump directly to the handler for the device

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

# Vector Interrupt Controller – multiple ISR handlers

Usually, if you take the older controllers, they will have only one ISR for multiple interrupt sources.

In that ISR, we have to check the particular register and find the source – who is interrupting the processor.

So, the interrupt latency will increase if we do that in this way.

To sort this issue, ARM has come up with an idea of a vector interrupt controller (VIC)

where each interrupt can have separate ISR functions and those addresses will be stored in the Vector table.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>

# Vector Interrupt Controller – vector address

The VIC provides a software interface to the interrupt system.

In a system with an interrupt controller, software must determine the source that is requesting service where its ISR is loaded.

A VIC does both of these in hardware. It supplies the starting address, or vector address, of the ISR corresponding to the highest priority requesting interrupt source.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>

# Vector Interrupt Controller – a single FIQ source

In an ARM system, two levels of interrupts are available:

**Fast Interrupt reQuest (FIQ)** – For fast, **low latency** interrupt handling.

**Interrupt ReQuest (IRQ)** – For more **general** interrupts.

Generally, you only use a **single FIQ source** at a time in a system to provide a true **low-latency** interrupt. This has the following benefits:

- you can **execute** the interrupt service routine **directly** **without determining the source** of the interrupt.
- It reduces **interrupt latency**.
- You can use the **banked registers** available for **FIQ** interrupts more efficiently, because you do **not** require a **context save**.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>



# Vector Interrupt Controller – 3 categories

The **Vectored Interrupt Controller (VIC)** takes 32 interrupt request inputs and programmably assigns them into 3 categories,

- **FIQ**
- **vectored IRQ**
- **non-vectored IRQ.**

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>

# Vector Interrupt Controller

the sequence for the vectored interrupt flow:

- **VICVectAddr Register**  
read to branch to the interrupt service routine.  
write to **clear** the respective interrupt
- **VICSoftIntClear Register**  
if the request was generated by a **software interrupt**.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>

# Vector Interrupt Controller

the sequence for the vectored interrupt flow:

- When an interrupt occurs, The ARM processor branches to either the **IRQ** or **FIQ interrupt vector**.
- If the interrupt is an IRQ, **read** the **VICVectAddr Register** and branch to the interrupt service routine.
- **Stack** the workspace so that you can re-enable IRQ interrupts.
- **Enable** the IRQ interrupts so that a higher priority can be serviced.
- **Execute** the Interrupt Service Routine (ISR).
- **Clear** the requesting interrupt in the peripheral, or **write** to the **VICSoftIntClear Register** if the request was generated by a **software interrupt**.
- **Disable** the interrupts and **restore** the workspace.
- **Write** to the **VICVectAddr Register**.  
This **clears** the respective interrupt in the internal interrupt priority hardware.
- **Return** from the interrupt. This **re-enables** the interrupts.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>

# Nested Vectored Interrupt Controller

A nested vectored interrupt controller is used to manage the interrupts from multiple interrupt sources.

NVIC is closely integrated with the processor core to achieve low-latency interrupt processing and efficient processing of late arriving interrupts.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vectored-interrupt-controller-vic-nvic/>

# NVIC features in cortex M

- External interrupts, configurable from 1 to 240.
- Bits of priority, configurable from 3 to 8.
- A dynamic reprioritization of interrupts.
- Priority grouping. This enables the selection of preempting interrupt levels and non-preempting interrupt levels.
- Support for tail-chaining and late arrival of interrupts. This enables back-to-back interrupt processing without the overhead of state saving and restoration between interrupts.
- Processor state automatically saved on interrupt entry, and restored on interrupt exit, with no instruction overhead.
- Optional Wake-up Interrupt Controller (WIC), providing ultra-low-power sleep mode support.
- Vector table can be located in either RAM or flash.

All interrupts including the core exceptions are managed by the NVIC. The NVIC maintains knowledge of the stacked, or nested, interrupts to enable tail-chaining of interrupts.

<https://embetronicx.com/tutorials/microcontrollers/stm32/vectored-interrupt-controller-nested-vector-interrupt-controller-vic-nvic/>

# NVIC features in cortex M

In a controller we enable every interrupt with certain priority levels and the interrupt is serviced/processed w.r.t the priority level.

Servicing/ processing the interrupt means the processing of line of codes inside the IRQ handler of the respective interrupt.

Example:

Priority 1- highest

Priority 2- Second highest

There are two different interrupts X and Y with priority levels 1 and 2 respectively.

<https://www.quora.com/What-is-the-difference-between-ARMs-nested-vectored-interrupt-controller-and-an-interrupt-vector-table-which-seems-to-be-used-by-the-other-processors>

# NVIC handling

- If interrupts X and Y occur **at the same time**.  
First X (P1) is processed, Y (P2) is put on hold.  
After processing X, Y is processed.
- If interrupt Y (P2) has occurred **first** and  
the controller is in the mid-way of processing it  
and interrupt X (P1) occurs at that time.  
Then, the controller puts the interrupt Y's IRQ handler **on hold**  
and processes interrupt X's IRQ handler completely  
and then the program counter comes back  
to interrupt Y's handler to process it.
- So, it processes interrupt by **nesting** them within each other.

<https://www.quora.com/What-is-the-difference-between-ARMs-nested-vector-interrupt-controller-and-an-interrupt-vector-table-which-seems-to-be-used-by-the-other-processors>

# VIC handling

- If interrupts X (P1) and Y (P2) occur **at the same time**.  
First X is processed, Y is put on hold.  
After processing X, Y is processed.
- If interrupt Y has occurred **first** and the controller is in the mid-way of processing it and interrupt X occurs at that time.  
Then, the controller **processes** interrupt Y's IRQ handler **completely** and then the program counter comes to interrupt X's handler to process it.

<https://www.quora.com/What-is-the-difference-between-ARMs-nested-vectored-interrupt-controller-and-an-interrupt-vector-table-which-seems-to-be-used-by-the-other-processors>



# Interrupt Vector Table

- Interrupt vector table contains the address of the IRQ handlers of every interrupt.
- They point the program counter where to go, if an interrupt occurs.
- Priorly VIC was referred as Interrupt vector table, because they just point the address when an interrupt occurs. They don't completely handle them as per priority.

<https://www.quora.com/What-is-the-difference-between-ARMs-nested-vectored-interrupt-controller-and-an-interrupt-vector-table-which-seems-to-be-used-by-the-other-processors>

# Vectored meaning (1)

**Vectored** means that the CPU is aware of the **address** of the ISR when the interrupt occurs

**Non-Vectored** means that CPU doesn't know the **address** of the ISR nor the **source** of the IRQ when the interrupt occurs it needs to be supplied with the ISR address.

For the Vectored Interrupt Controller, the system internally maintains a table **IVT** (Interrupt Vector Table) which contains the information about **Interrupts sources** and their corresponding **ISR address**.

<i>IRQ source 1</i>	<i>ISR 1 address</i>
<i>IRQ source 2</i>	<i>ISR 2 address</i>
<i>IRQ source 3</i>	<i>ISR 3 address</i>
<i>...</i>	<i>...</i>

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Vectored meaning (2)

the '*magnitude*' : the interrupt source ID  
the '*source*' of the currently pending IRQ

the '*direction*' : the corresponding ISR  
vectored IRQ '*points to*' its own unique ISR

**Non-Vectored** IRQs doesn't point to a unique ISR  
Instead, **default / common** ISR  
that needs to be executed when the interrupt occurs.

In LPC214x, '**VICDefVectAddr**' register is used  
The user must assign the address of the **default** ISR

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# Vectored meaning (3)

**VIRQ** (Vectored IRQ) has

**dedicated** IRQ service routine for each **Vectored** interrupt source

**NVIRQ** (Non-Vectored IRQ) has

**the same** IRQ service routine for all **Non-Vectored** Interrupts.

**VIC** (in ARM CPUs & MCUs), as per its design,

can take 32 interrupt request inputs

but only 16 requests can be assigned to **Vectored** IRQ interrupts

in its LCP2148 ARM7 Implementation.

We are given a set of 16 **vectored** IRQ slots

to which we can assign any of the 32 requests

that are available in LPC2148.

The slot numbering goes from 0 to 15

with slot no. 0 having **highest priority** and

slot no. 15 having **lowest priority**.

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# Vectored meaning (4)

For example if you working with 2 interrupt sources  
UART0 and TIMER0.

Now if you want to give TIMER0 a **higher priority** than UART0  
then assign TIMER0 interrupt a **lower number** slot than UART0 .

eg. TIMER0 to **slot 0** and UART0 to **slot 1** or  
TIMER0 to **slot 4** and UART to **slot 9** and so on.

The number of the slot doesn't matter  
as long TIMER0 slot is **lower** than UART0 slot.

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# Vectored meaning (5)

VIC has plenty of registers.

Most of the registers that are used to configure interrupts or read status

each bit corresponds to a particular interrupt source and this correspondence is same for all of these registers.

For example

bit 0 in these registers corresponds to Watch dog timer interrupt,

bit 4 corresponds to TIMERO interrupt ,

bit 6 corresponds to UART0 interrupt .. and so on.

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# Vectored meaning (5)

- 1) VICIntSelect (R/W) : used to **select** an interrupt as IRQ or as FIQ
- 2) VICIntEnable (R/W) : used to **enable** interrupts
- 3) VICIntEnClr (R/W) : used to **disable** interrupts
- 4) VICIRQStatus (R) : used for reading the current **status** of the enabled **IRQ** interrupts.
- 5) VICFIQStatus (R) : used for reading the current **status** of the enabled **FIQ** interrupts
- 6) VICSoftInt : used to generate interrupts using **software** i.e the program itself
- 7) VICSoftIntClear : used to **clear** the interrupt request that was triggered(forced) using VICSoftInt.
- 8) VICVectCntl0 ~15 : used to assign a particular interrupt source to a particular slot.
- 9) VICVectAddr0 ~15 : store the **address** of the function that must be called when an interrupt occurs
- 10) VICVectAddr : holds the **address** of the associated ISR i.e the one which is currently active.
- 11) VICDefVectAddr : stores the **address** of the “**default**/common” ISR for a **Non-Vectored IRQ** occurs

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# Vectored meaning (5)

Bit 0 : WDT

Bit 1 : N/A

Bit 2 : ARMC0

Bit 3 : ARMC1

Bit 4 : TIMR0

Bit 5 : TIMR1

Bit 6 : UART0

Bit 7 : UART1

Bit 8 : PWM

Bit 9 : I2C0

Bit10 : I2C0

Bit11 : SPI1/SSP

Bit12 : PLL

Bit13 : RTC

Bit14 : EINT0

Bit15 : EINT1

Bit16 : EINT2

Bit17 : EINT3

Bit18 : AD0

Bit19 : I2C1

Bit20 : BOD

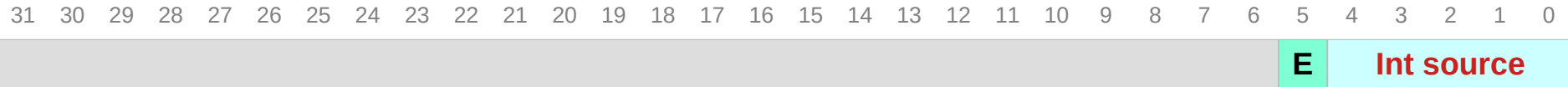
Bit21 : AD1

Bit22 : USB

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# VICVectCntl Registers



VICVectCntl0 ~ 15 : used to assign a particular interrupt source to a particular slot.

VICVectCntl0 - the **highest priority**  
VICVectCntl15 - the **lowest priority**

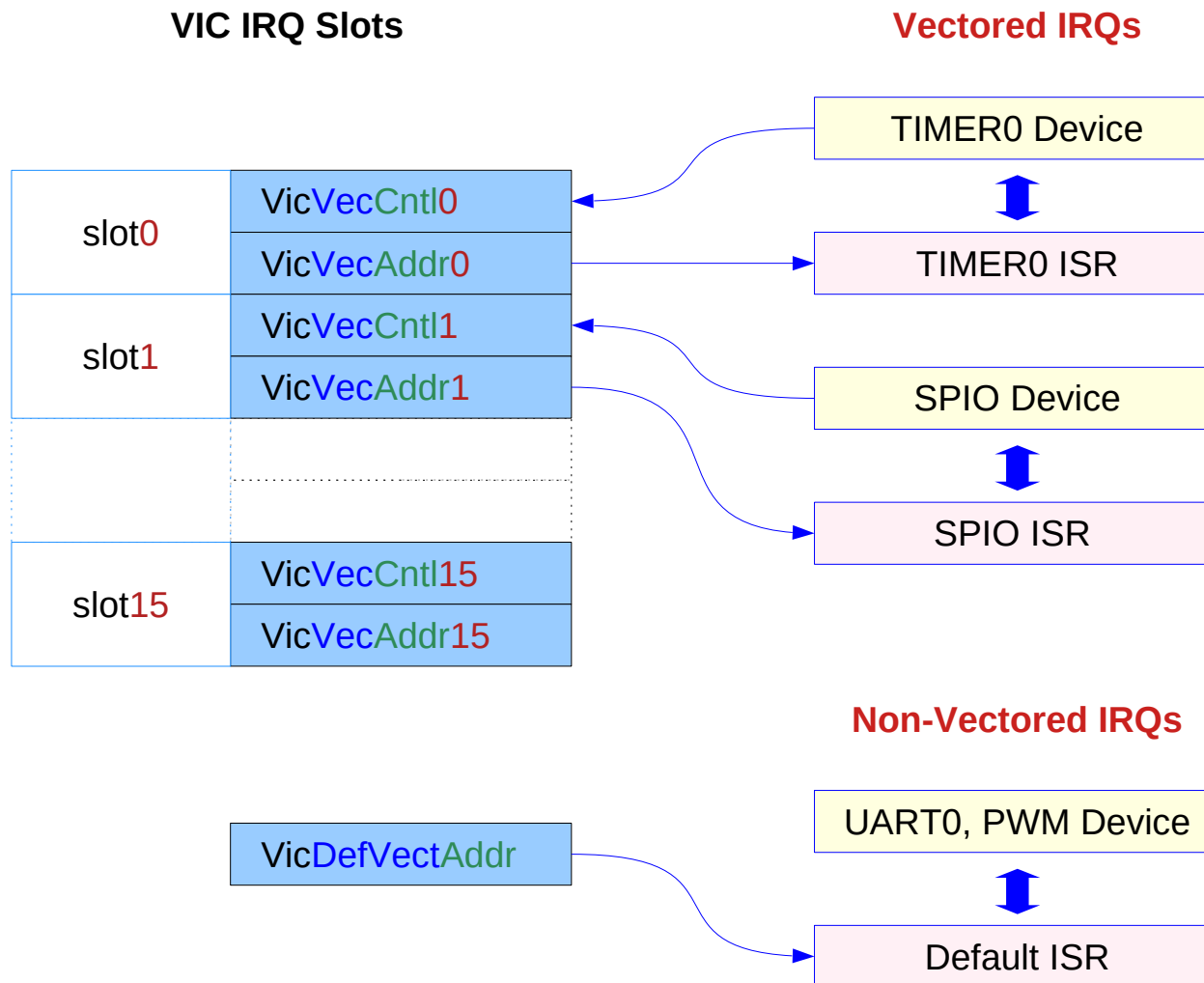
**Bit4 ~ Bit0** contain the number of the interrupt request which is assigned to this slot.

**Bit5** is used to enable the **vectorred IRQ** slot by writing a 1

WDT	: 0	SPI1/SSP	: 11
N/A	: 1	PLL	: 12
ARMC0	: 2	RTC	: 13
ARMC1	: 3	EINT0	: 14
TIMR0	: 4	EINT1	: 15
TIMR1	: 5	EINT2	: 16
UART0	: 6	EINT3	: 17
UART1	: 7	AD0	: 18
PWM	: 8	I2C1	: 19
I2C0	: 9	BOD	: 20
I2C0	: 10	AD1	: 21
		USB	: 22

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Defining the ISR for Timers



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# Defining the ISR for Timers

## defining the ISR

explicitly tell the compiler that the function is not a normal function but an ISR

a special keyword called “`__irq`”  
: a **function qualifier**.

use this keyword with the **function definition**

an example of defining an ISR in Keil :

```
__irq void myISR (void)  
{  
  ...  
}
```

// or equivalently

```
void myISR (void) __irq  
{  
  ...  
}
```

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Setup the interrupt for Timers

for ARM based microcontrollers like lpc2148.

in order to assign **TIMER0** IRQ and ISR to slot **X**.

Assign **TIMER0** Interrupt to Slot number **0**

```
// Enable TIMER0 IRQ  
// 5th bit must 1 to enable the slot  
// Vectored-IRQ for TIMER0 has been configured
```

```
VICIntEnable |= (1<<4) ;  
VICVectCntl0 = (1<<5) | 4 ;  
VICVectAddr0 = (unsigned) myISR;
```

- 2) **VICIntEnable** (R/W) : used to **enable** interrupts
- 8) **VICVectCntl0** ~15 : used to assign a particular interrupt source to a particular slot.
- 9) **VICVectAddr0** ~15 : store the **address** of the function that must be called when an interrupt occurs

Bit 0	: WDT
Bit 1	: N/A
Bit 2	: ARMC0
Bit 3	: ARMC1
<b>Bit 4</b>	<b>: <b>TIMER0</b></b>
Bit 5	: TIMR1
Bit 6	: UART0
Bit 7	: UART1
Bit 8	: PWM
Bit 9	: I2C0
Bit10	: I2C0

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Programming the ISR

consider two simple cases for coding an ISR

Use TIMER0 for generating IRQs

## Case #1)

only one 'internal' source of interrupt in TIMER0  
i.e an **MR0** match **event** which raises an IRQ.

## Case #2)

multiple 'internal' source of interrupt in TIMER0  
i.e. say a match **event** for **MR0** , **MR1** & **MR2** which raise an IRQ.

**TOIR** for **TIMER0**  
T0's Interrupt Register

```
regVal = TOIR;  
    *** MR0 ***  
TOIR = regval;
```

```
regVal = TOIR;  
  
if( TOIR & MR0I_FLAG ) {  
    *** MR0 match ***  
} else if ( TOIR & MR1I_FLAG ) {  
    *** MR0 match ***  
} else if ( TOIR & MR2I_FLAG ) {  
    *** MR0 match ***  
}  
  
TOIR = regval;
```

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Only one interrupt source

Since only one source is triggering an interrupt we don't need to identify it  
– though its a good practice to explicitly identify it.

```
__irq void myISR(void)
{
    long int regVal;
    // read the current value in T0's Interrupt Register
    regVal = TOIR;

    //... MR0 match event has occurred
    // .. do something here

    // write back to clear the interrupt flag
    TOIR = regval;
    VICVectAddr = 0x0; // The ISR has finished!
}
```

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

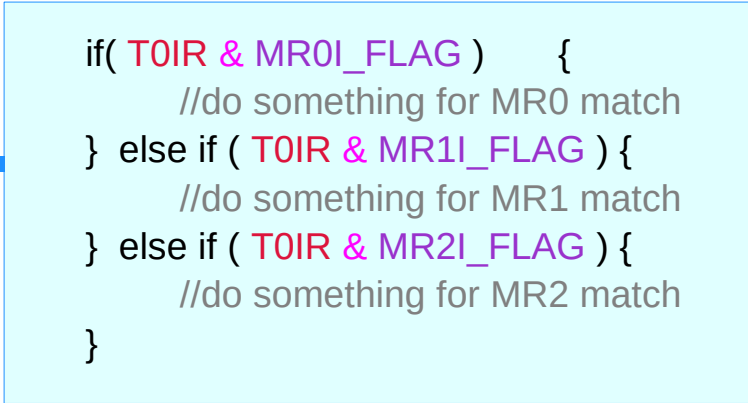
# Multiple interrupt sources

Even in case #2 things are simple unless we need to identify the 'actual' source of interrupt.

```
#define MR0_FLAG (1<<0)
#define MR1_FLAG (1<<1)
#define MR2_FLAG (1<<2)
```

```
__irq void myISR(void)
{
    long int regVal;
    // read the current value in T0's Interrupt Register
    regVal = T0IR;

    // write back to clear the interrupt flag
    T0IR = regVal;
    // Acknowledge that ISR has finished execution
    VICVectAddr = 0x0;
}
```



```
if( T0IR & MR0_FLAG ) {
    //do something for MR0 match
} else if ( T0IR & MR1_FLAG ) {
    //do something for MR1 match
} else if ( T0IR & MR2_FLAG ) {
    //do something for MR2 match
}
```

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Only one interrupt source

Case #2 actually provides a general method of using Timers as PWM generators!

You can use any one of the match registers as PWM Cycle generator and then use other 3 match registers to generate 3 PWM signals!

Since LPC214x already has PWM generator blocks on chip I don't see any use of Timers being used as PWM generators.

But for MCUs which don't have PWM generator blocks this is very useful.

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>



# Vectored meaning (5)

Both of them deal with IRQs from different blocks  
: **TIMER0** and **UART0**.

## Case #3)

Multiple **Vectored IRQs** from different devices.  
Hence **Priority** comes into picture here.

## Case #4)

Multiple **Non-Vectored IRQs** from different devices.

**TOIR** for **TIMER0**  
T0's Interrupt Register

**U0IIR** for **UART0**  
U0's Interrupt Id Register

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Vectored meaning (5)

## Case #3

TIMER0 and UART0 generating interrupts with TIMER0 having higher priority.

2 different Vectored ISRs

– one for TIMER0 and one for UART0.

assume only 1 internal source inside both TIMER0 and UART0

```
__irq void myTimer0_ISR(void)
{
    long int regVal;
    regVal = TOIR;

    TOIR = regval;
    VICVectAddr = 0x0;
}
```

```
__irq void myUart0_ISR(void)
{
    long int regVal;
    regVal = UOIR;

    //Something inside UART0 has raised an IRQ

    VICVectAddr = 0x0;
}
```

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Vectored meaning (5)

For Case #4 too we have TIMER0 and UART0 generating interrupts.

But here both of them are Non-Vectored and hence will be serviced by a common Non-Vectored ISR.

Hence, here we will need to check the actual source i.e device which triggered the interrupt and proceed accordingly.

This is quite similar to Case #2.

T0's Interrupt Register

U0's(Uart 0) Interrupt Identification Register

```
__irq void myDefault_ISR(void)
{
    long int T0RegVal , U0RegVal;
    T0RegVal = T0IR;    // read the current value
    U0RegVal = U0IIR;   // read the current value

    if( T0IR )
    {
        //do something for TIMER0 Interrupt

        T0IR = T0RegVal;    // write back to clear
                           // the interrupt flag
    }

    if( ! (U0RegVal & 0x1) )
    {
        // do something for UART0 Interrupt
        // No need to write back to U0IIR
        // since reading it clears it
    }

    VICVectAddr = 0x0;    // The ISR has finished!
}
```

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Vectored meaning (5)

---

Attention Plz!: Note than UART0's Interrupt Register is a lot different than TIMER0's. The first Bit in U0IIR indicates whether any interrupt is pending or not and its Active LOW! The next 3 bits give the Identification for any of the 4 Interrupts if enabled. There is more to it which I'll explain in detail in Upcoming Dedicated Tutorial on Uarts and Interrupt Programming related to it.

<http://www.ocfreaks.com/lpc2148-interrupt-tutorial/>

# Interrupt Register (IR)

The **IR** can be read to **identify** which of 8 possible **interrupt** sources are **pending**.

The **IR** can be written to **clear** interrupts.

TIMER/ COUNTER0      **T0IR**  
TIMER/ COUNTER1      **T1IR**

The **Interrupt Register** consists of four bits for the **match interrupts** and four bits for the **capture interrupts**.

If an **interrupt** is generated then the corresponding **bit** in the **IR** will be **high**. Otherwise, the bit will be low.

Writing a logic **one** to the corresponding **IR** bit will **reset** the **interrupt**.

Writing a **zero** has no effect

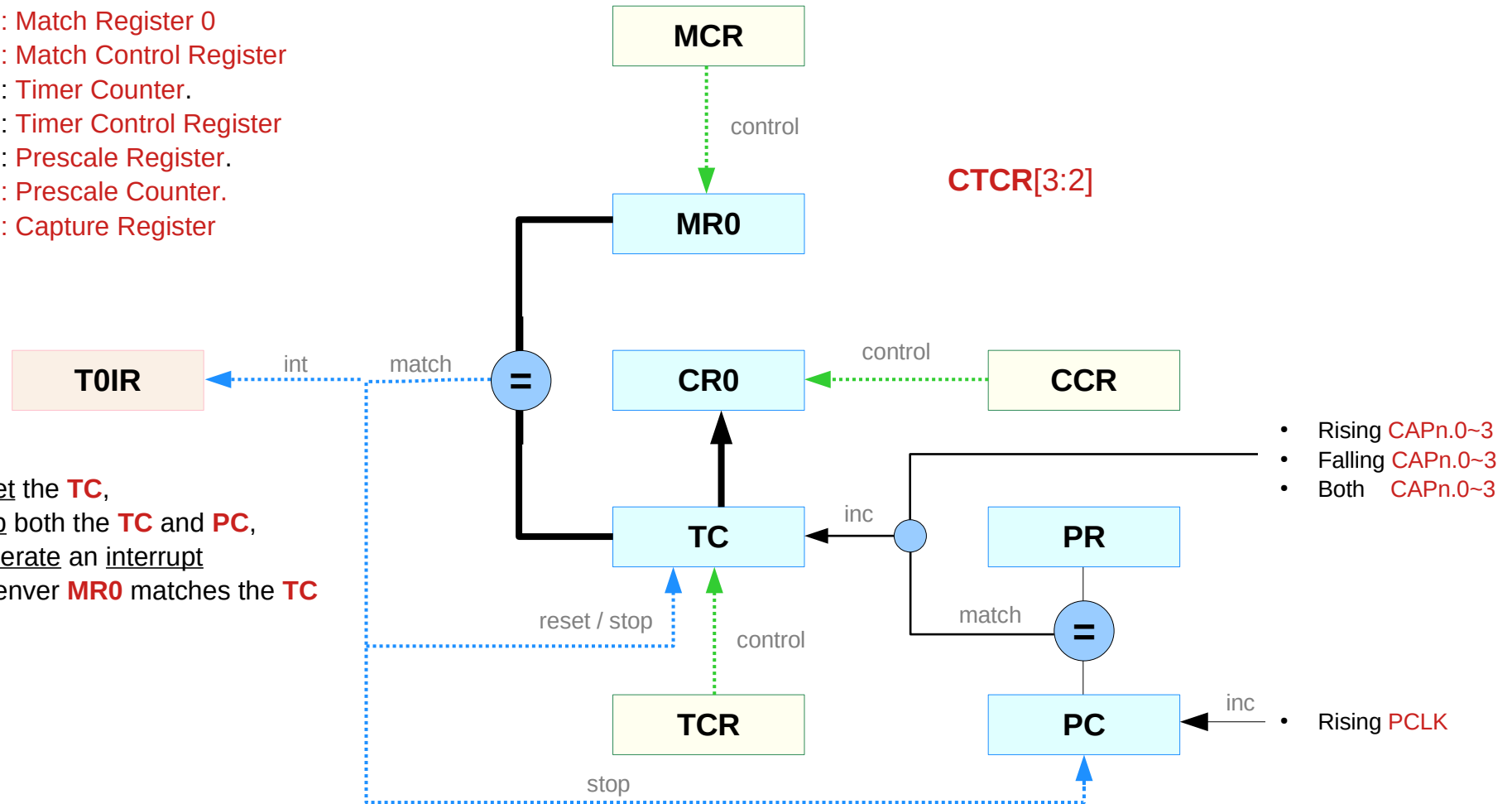
Bit 0	: <b>MR0</b> Interrupt	flag for match channel 0
Bit 1	: <b>MR1</b> Interrupt	flag for match channel 1
Bit 2	: <b>MR2</b> Interrupt	flag for match channel 2
Bit 3	: <b>MR3</b> Interrupt	flag for match channel 3
Bit 4	: <b>CR0</b> Interrupt	flag for capture channel 0 event
Bit 5	: <b>CR1</b> Interrupt	flag for capture channel 1 event
Bit 6	: <b>CR2</b> Interrupt	flag for capture channel 2 event
Bit 7	: <b>CR3</b> Interrupt	flag for capture channel 3 event

A high bit signifies the interrupt is generated

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# Timer / Counter

- MR0** : Match Register 0
- MCR** : Match Control Register
- TC** : Timer Counter.
- TCR** : Timer Control Register
- PR** : Prescale Register.
- PC** : Prescale Counter.
- CR** : Capture Register



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# Match Registers : MR0 ~ MR3

The **Match register** values are continuously compared to the **Timer Counter** value.

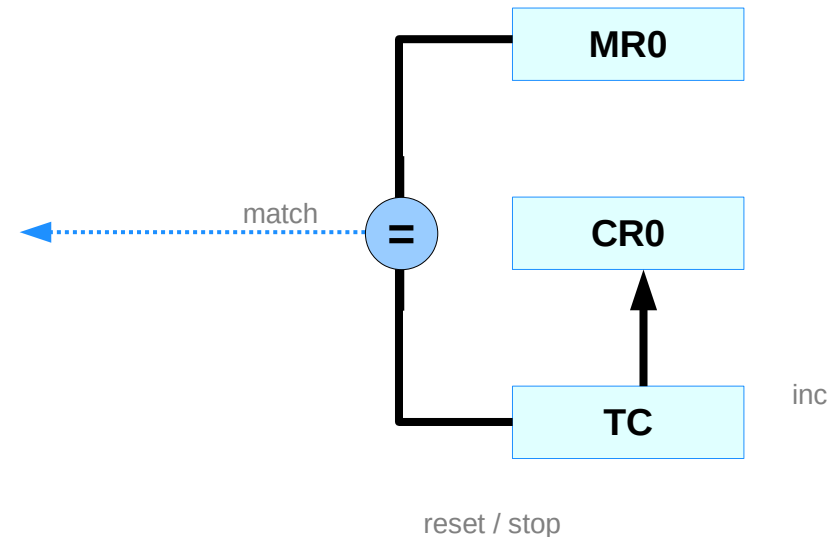
When the two values are equal, actions can be triggered automatically.

The possible actions are to generate an interrupt, reset the Timer Counter, or stop the timer.

Actions are controlled by the **MCR** register.

## MR0 (Match Register 0)

can be enabled through the **MCR** to reset the **TC**, stop both the **TC** and **PC**, and/or generate an interrupt whenever **MR0** matches the **TC**



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# TC, PR, PC

## TC : Timer Counter.

The 32-bit **TC** is incremented every **PR+1** cycles of **PCLK**.

The **TC** is controlled through the **TCR**

## PR : Prescale Register.

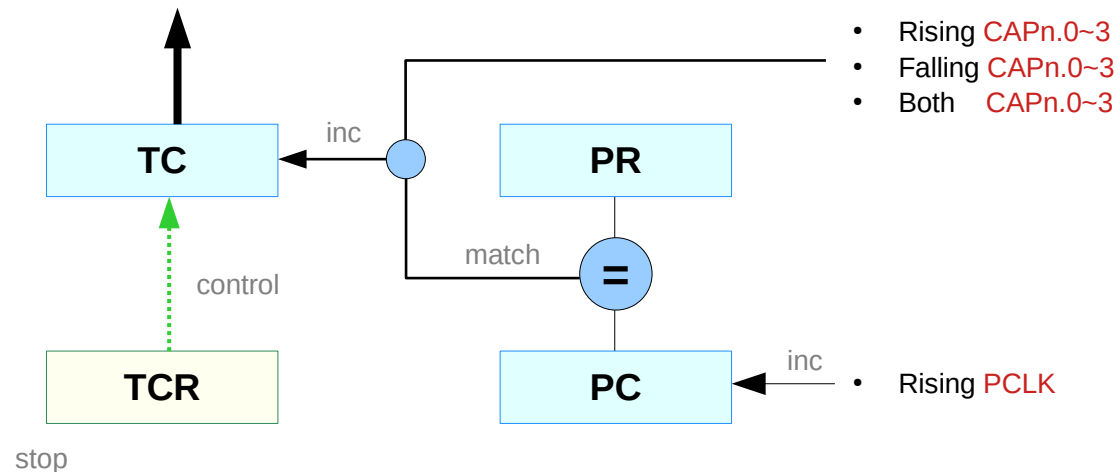
The **Prescale Counter** is equal to this value, the next clock increments the **TC** and clears the **PC**

## PC : Prescale Counter.

The 32-bit **PC** is a counter which is incremented to the value stored in **PR**.

When the value in **PR** is reached, the **TC** is incremented and the **PC** is cleared.

The **PC** is observable and controllable through the bus interface



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# Capture Register

Each **capture register** is associated with a **device pin** and may be loaded with the **Timer Counter** value when a specified event occurs on that pin.

The settings in the **Capture Control Register** register determine whether the capture function is enabled, and whether a capture event happens on the rising edge of the associated pin, the falling edge, or on both edges.

**CR0**: Capture Register 0.

**CR0** is loaded with the value of **TC** when there is an event on the **CAPn.0**

**CAP0.0** for **TIMER0**

**CAP1.0** for **TIMER1**, respectively

## TIMER0

Match MR0, MR1, MR2, MR3

Capture CR0, CR1, CR2, CR3

## TIMER1

Match MR0, MR1, MR2, MR3

Capture CR0, CR1, CR2, CR3

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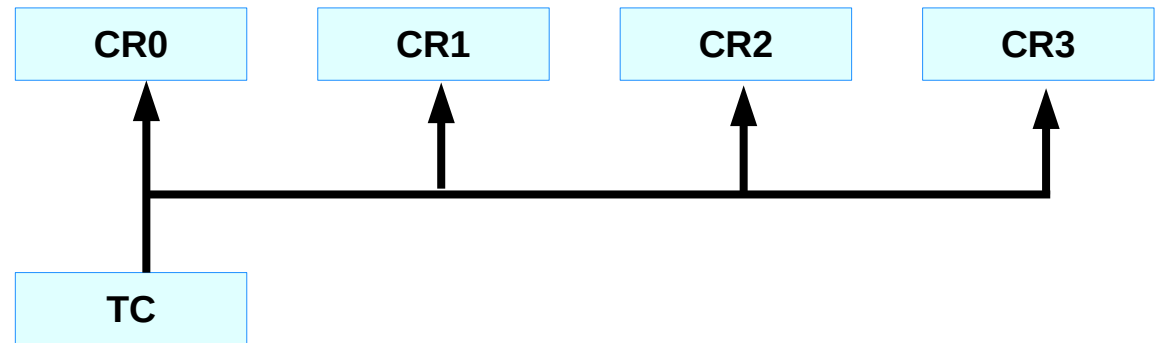
# Timer / Counter Capture Pins

## Capture Signals -

A transition on a capture pin can be configured to load one of the **Capture Registers** with the value in the **Timer Counter** and optionally to generate an **interrupt**.

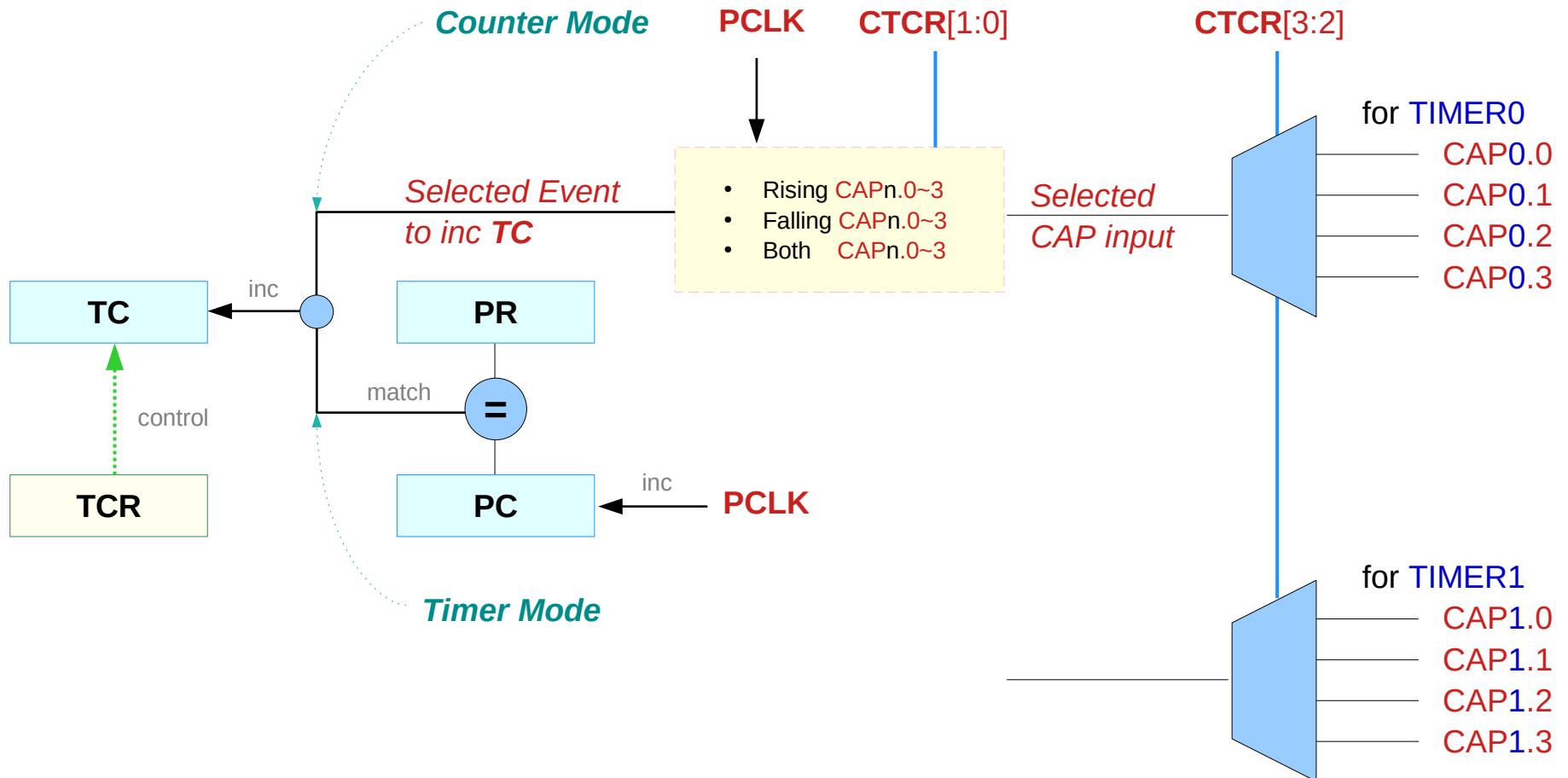
Capture functionality can be selected from a number of pins.  
*(physically more than one pin can exist)*

- CAP0.0 (3 pins)
- CAP0.1 (2 pins)
- CAP0.2 (3 pin)
- CAP0.3 (1 pin)
  
- CAP1.0 (1 pin)
- CAP1.1 (1 pin)
- CAP1.2 (2 pins)
- CAP1.3 (2 pins)



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# Timer / Counter Capture Pins



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# Timer / Counter Pins

When more than one pin is selected for a Capture input on a single TIMER0/1 channel, the pin with the lowest Port number is used.

If for example pins 30 (**P0.6**) and 46 (**P0.16**) are selected for CAP0.2, only pin 30 will be used by TIMER0 to perform CAP0.2 function.

Here is the list of all CAPTURE signals, together with pins on where they can be selected:

- **CAP0.0** (3 pins) : P0.2, P0.22 and P0.30
- **CAP0.1** (2 pins) : P0.4 and P0.27
- **CAP0.2** (3 pins) : **P0.6**, **P0.16** and P0.28
- **CAP0.3** (1 pin) : P0.29
  
- **CAP1.0** (1 pin) : P0.10
- **CAP1.1** (1 pin) : P0.11
- **CAP1.2** (2 pins) : P0.17 and P0.19
- **CAP1.3** (2 pins) : P0.18 and P0.21

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# Capture Control Register (CCR)

The Capture Control Register is used to control

whether one of the four **Capture Registers** is **loaded** with the value in the **Timer Counter** when the **capture event** occurs

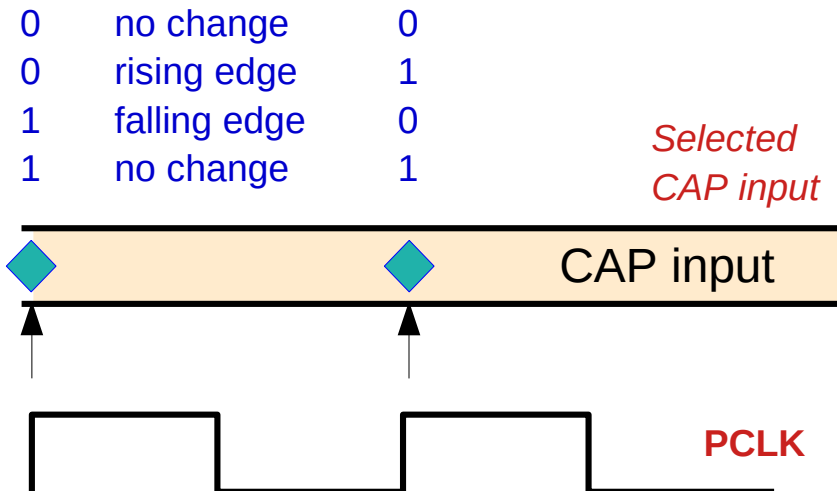
whether an **interrupt** is **generated** by the capture event.

Setting **both** the rising and falling bits at the same time is a **valid** configuration, resulting in a capture event for **both** edges.

CR0, CR1, CR2, CR3

RE, FE

I



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# Capture Control Register (CCR)

"n" represents the Timer number, 0 or 1.

Capture on **CAPn.0 rising edge**: **CAP0RE**  
a sequence of 0 then 1 on **CAPn.0**  
will cause **CR0** to be loaded  
with the contents of **TC**.

Capture on **CAPn.0 falling edge**: **CAP0FE**  
a sequence of 1 then 0 on **CAPn.0**  
will cause **CR0** to be loaded  
with the contents of **TC**

Interrupt on **CAPn.0 event**: **CAP0I**  
a **CR0** load due to a **CAPn.0** event  
will generate an **interrupt**.

---

CCR[0]: **CAP0RE**

CCR[1]: **CAP0FE**

---

CCR[2]: **CAP0I**

CCR[3]: **CAP1RE**

CCR[4]: **CAP1FE**

---

CCR[5]: **CAP1I**

CCR[6]: **CAP2RE**

CCR[7]: **CAP2FE**

---

CCR[8]: **CAP2I**

CCR[9]: **CAP3RE**

CCR[10]: **CAP3FE**

---

CCR[11]: **CAP3I**

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# Counter Control Register (CTCR)

The **Count Control Register (CTCR)** is used

- 1) to select between **Timer** and **Counter mode**
- 2) to select the **pin** (Bits 3:2) and **edge(s)** (Bits 1:0) for counting in **Counter mode**

Bits 1:0 Counter / Timer Mode

00	Timer mode,	rising PCLK
01	Counter mode,	rising CAP input
10	Counter mode,	falling CAP input
11	Counter mode,	both CAP input

Bits 3:2 Count Input Select

00	CAPn.0
01	CAPn.1
10	CAPn.2
11	CAPn.3

for **TIMER0**

CAP0.0  
CAP0.1  
CAP0.2  
CAP0.3

for **TIMER1**

CAP1.0  
CAP1.1  
CAP1.2  
CAP1.3

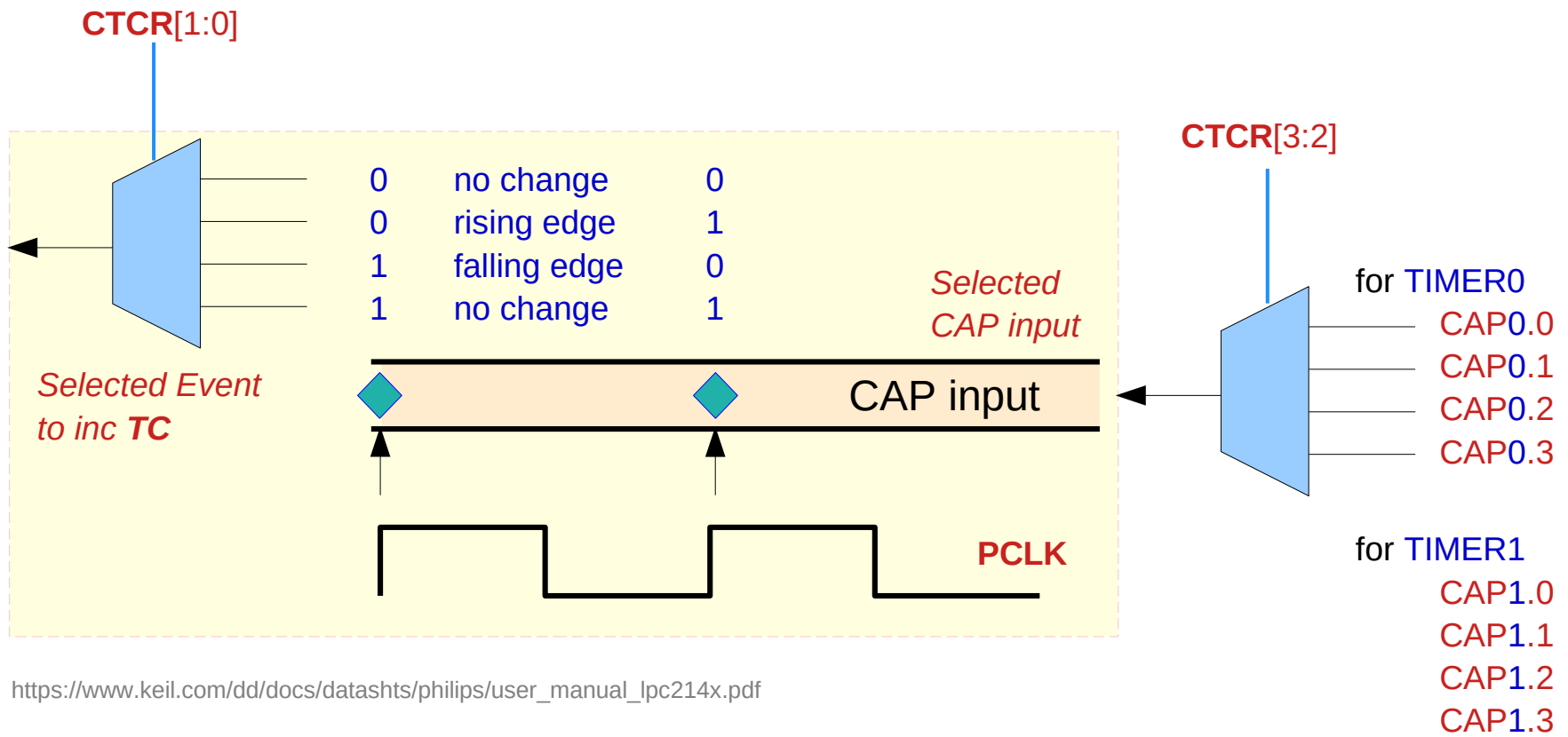
[https://www.keil.com/dd/docs/datashts/philips/user\\_manual\\_lpc214x.pdf](https://www.keil.com/dd/docs/datashts/philips/user_manual_lpc214x.pdf)

# Counter Control Register (CTCR)

When **Counter Mode** is chosen, ( $CTCR[1:0] = 01, 10, 11$ ) the **CAP** input (selected by the  $CTCR[3:2]$ ) is **sampled** on every **rising** edge of the **PCLK** clock.

After comparing two consecutive samples of this **CAP** input, one of the following four events is recognized:

rising edge, falling edge,  
either of edges or no changes  
in the level of the selected **CAP** input.



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# Counter Control Register (CTCR)

Only if the identified event corresponds to the one selected by bits 1:0 in the **CTCR** register, the **Timer Counter** register will be incremented

Bits 1:0	Counter / Timer Mode
00	Timer mode, rising PCLK
01	Counter mode, rising CAP input
10	Counter mode, falling CAP input
11	Counter mode, both CAP input
Bits 3:2	Count Input Select
00	CAPn.0
01	CAPn.1
10	CAPn.2
11	CAPn.3

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# CTCR – Counter / Timer Mode

Bits 1:0 Mode  
Timer / Counter  
This field selects which rising **PCLK** edges can increment Timer's **Prescale Counter (PC)**, or clear **PC** and increment **Timer Counter (TC)**.

00	Timer Mode	every rising <b>PCLK</b> edge
01	Counter Mode	<b>TC</b> is incremented on rising edges on the <b>CAP</b> input selected by bits 3:2.
10	Counter Mode	<b>TC</b> is incremented on falling edges on the <b>CAP</b> input selected by bits 3:2.
11	Counter Mode	<b>TC</b> is incremented on both edges on the <b>CAP</b> input selected by bits 3:2

Timer Mode **PC** is incremented on rising **PCLK**  
Counter Mode **TC** is incremented on rising, falling, both edges on the **CAP** input

- Rising **PCLK**
- Rising **CAPn.0~3**
- Falling **CAPn.0~3**
- Both **CAPn.0~3**

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# CTCR – CAP Select

Bits	Select	When bits 1:0 in this register are <u>not</u> 00 (Timer Mode), these bits <u>select</u> which CAP pin is sampled for clocking:
3:2	Counter Input	
00	CAPn.0	CAP0.0 for TIMER0 and CAP1.0 for TIMER1
01	CAPn.1	CAP0.1 for TIMER0 and CAP1.1 for TIMER1
10	CAPn.2	CAP0.2 for TIMER0 and CAP1.2 for TIMER1
11	CAPn.3	CAP0.3 for TIMER0 and CAP1.3 for TIMER1

Note: If Counter mode is selected for a particular CAPn input in the TnCTCR, the 3 bits for that input in the Capture Control Register (TnCCR) must be programmed as 000.

However, capture and/or interrupt can be selected for the other 3 CAPn inputs in the same timer.

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# U0IIR

The **U0IIR** provides a **status code** that denotes the **priority** and **source** of a pending interrupt

the interrupts are **frozen** during an **U0IIR** access.

if an interrupt occurs during an **U0IIR** access, the interrupt is recorded for the next **U0IIR** access

given the **status** of U0IIR[3:0], an interrupt handler routine can determine the **cause** of the interrupt and how to **clear** the active interrupt.

The **U0IIR** must be read in order to clear the interrupt prior to exiting the ISR

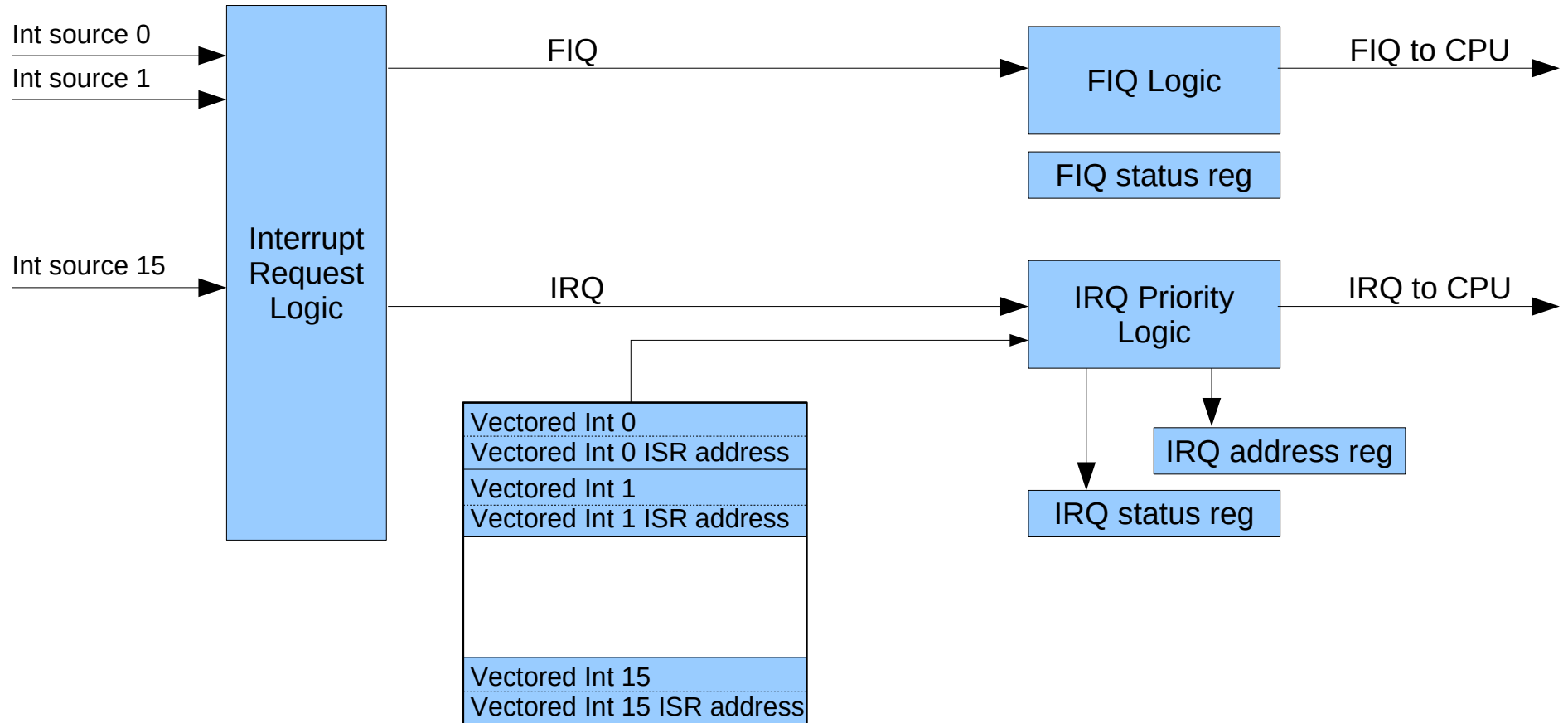
[https://www.keil.com/dd/docs/datashts/philips/user\\_manual\\_lpc214x.pdf](https://www.keil.com/dd/docs/datashts/philips/user_manual_lpc214x.pdf)

# U0IIR

Bit0	Interrupt Pending	Note that U0IIR[0] is active low. The pending interrupt can be determined by evaluating U0IIR[3:1].
Bit3:1	Interrupt Identification	U0IER[3:1] identifies an interrupt corresponding to the UART0 Rx FIFO. All other combinations of U0IER[3:1] not listed above are reserved (000,100,101,111).
Bit5:4	-	Reserved, user software should not write ones to reserved bits. The value read from a reserved bit is not defined.
Bit7:6	FIFO Enable	These bits are equivalent to U0FCR[0].
Bit8	ABEOInt	End of auto-baud interrupt. True if auto-baud has finished successfully and interrupt is enabled.
Bit9	ABTOInt	Auto-baud time-out interrupt. True if auto-baud has timed out and interrupt is enabled.
Bit31:10	-	Reserved, user software should not write ones to reserved bits. The value read from a reserved bit is not defined.

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# VIC operation



[https://www.st.com/resource/en/application\\_note/an2593-str91x-interrupt-management-stmicroelectronics.pdf](https://www.st.com/resource/en/application_note/an2593-str91x-interrupt-management-stmicroelectronics.pdf)

# Exception Return Instructions

```
AREA vectors, CODE, READONLY
ENTRY
```

## Vector\_Table

```
LDR    pc, reset_addr
LDR    pc, undef_addr
LDR    pc, swi_addr
LDR    pc, prefetch_addr
LDR    pc, abort_addr
NOP    ; Reserved
LDR    pc, irq_addr
```

## FIQ\_Handler

```
; FIQ handler code, < 4kB in size
```

```
reset_addr    DCD Reset_Handler
undef_addr    DCD Undef_Handler
swi_addr      DCD Swi_Handler
```

One typical approach is to use a literal pool for all of the addresses, so that they can be modified later if necessary

You can include the FIQ handler at the end of the vector table (assuming it's < 4kB) but move the other handlers around to any location in the memory map. If you use `LDR pc, ...` from a literal pool, you won't suddenly find that it breaks your vector table instructions if the handlers change location.

[http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception\\_handling.pdf](http://s3-us-west-2.amazonaws.com/valpont/uploads/20160326012043/Exception_handling.pdf)

# Vector table

a table of addresses that the ARM core branches to when an exception is raised  
there is always **branching instructions** that direct the core to the **ISR**.

**ldr pc, [pc, #\_IRQ\_handler\_offset]**

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	Prefetch Abort
0x0000 0010	ldr pc, [pc, #offset4]	Data Abort
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	IRQ
0x0000 001C	ldr pc, [pc, #offset7]	FIQ

[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)



# Vector table (2)

**Reset vector** is the location of the first instruction executed by the processor when power is applied. This instruction branches to the initialization code.

**Undefined instruction vector** is used when the processor cannot decode an instruction.

**Software interrupt vector** is called when you execute a **SWI** instruction. The SWI instruction is frequently used to invoke an operating system routine.

0x0000 0000	ldr pc, [pc, #offset0]	<b>Reset</b>
0x0000 0004	ldr pc, [pc, #offset1]	<b>Undefined Instruction</b>
0x0000 0008	ldr pc, [pc, #offset2]	<b>Software Interrupt</b>
0x0000 000C	ldr pc, [pc, #offset3]	Prefetch Abort
0x0000 0010	ldr pc, [pc, #offset4]	Data Abort
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	IRQ
0x0000 001C	ldr pc, [pc, #offset7]	FIQ

<https://www.sciencedirect.com/topics/computer-science/exception-vector-table>

# Vector table (3)

**Prefetch abort vector** occurs when the processor attempts to fetch an instruction from an address without the correct access permissions. The actual abort occurs in the decode stage.

**Data abort vector** is similar to a **prefetch abort** but is raised when an instruction attempts to access data memory without the correct access permissions.

**Interrupt request vector** is used by external hardware to interrupt the normal execution flow of the processor. It can only be raised if **IRQs** are not masked in the **CPSR**.

**Fast interrupt request vector** is similar to the **interrupt request** but is reserved for hardware requiring faster response times. It can only be raised if **FIQs** are not masked in the **CPSR**.

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	<b>Prefetch Abort</b>
0x0000 0010	ldr pc, [pc, #offset4]	<b>Data Abort</b>
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	<b>IRQ</b>
0x0000 001C	ldr pc, [pc, #offset7]	<b>FIQ</b>

<https://www.sciencedirect.com/topics/computer-science/exception-vector-table>

# Typical vector table using a literal pool

```
        AREA vectors, CODE, READONLY
        ENTRY
Vector_Table
        LDR pc, Reset_Addr
        LDR pc, Undefined_Addr
        LDR pc, SVC_Addr
        LDR pc, Prefetch_Addr
        LDR pc, Abort_Addr
        NOP    ; Reserved vector
        LDR pc, IRQ_Addr
```

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	<b>Prefetch Abort</b>
0x0000 0010	ldr pc, [pc, #offset4]	<b>Data Abort</b>
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	<b>IRQ</b>
0x0000 001C	ldr pc, [pc, #offset7]	<b>FIQ</b>

```
FIQ_Handler
        ; FIQ handler code - max 4kB in size
```

```
Reset_Addr    DCD Reset_Handler
Undefined_Addr DCD Undefined_Handler
SVC_Addr      DCD SVC_Handler
Prefetch_Addr DCD Prefetch_Handler
Abort_Addr    DCD Abort_Handler
              DCD 0 ;Reserved vector
IRQ_Addr      DCD IRQ_Handler
...
END
```

<https://jianjiandudu.wordpress.com/2016/12/20/interrupt4-vector-table/>

# Typical vector table using a literal pool

- when the processor is **reset** then hardware sets the pc to **0x0000** and starts executing by fetching the instruction at **0x0000**.
- when an **undefined** instruction is executed or tries to be executed the hardware responds by setting the pc to **0x0004** and starts executing the instruction at **0x0004**.
- when **irq** interrupt happens, the hardware finishes the instruction it is executing starts executing the instruction at address **0x0018**. and so on.

00000000 <\_start>:

```
0: ea00000d b 3c <_reset>
4: e59ff014 ldr pc, [pc, #20] ; 20 <_undefined_instruction>
8: e59ff014 ldr pc, [pc, #20] ; 24 <_software_interrupt>
c: e59ff014 ldr pc, [pc, #20] ; 28 <_prefetch_abort>
10: e59ff014 ldr pc, [pc, #20] ; 2c <_data_abort>
14: e59ff014 ldr pc, [pc, #20] ; 30 <_not_used>
18: e59ff014 ldr pc, [pc, #20] ; 34 <_irq>
1c: e59ff014 ldr pc, [pc, #20] ; 38 <_fiq>
```

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	Prefetch Abort
0x0000 0010	ldr pc, [pc, #offset4]	Data Abort
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	IRQ
0x0000 001C	ldr pc, [pc, #offset7]	FIQ

<https://stackoverflow.com/questions/21312963/arm-bootloader-interrupt-vector-table-understanding>

# Typical vector table using a literal pool

```
00000020 <_undefined_instruction>:
 20: 00000000 andeq r0, r0, r0

00000024 <_software_interrupt>:
 24: 00000000 andeq r0, r0, r0

00000028 <_prefetch_abort>:
 28: 00000000 andeq r0, r0, r0

0000002c <_data_abort>:
 2c: 00000000 andeq r0, r0, r0

00000030 <_not_used>:
 30: 00000000 andeq r0, r0, r0

00000034 <_irq>:
 34: 00000000 andeq r0, r0, r0

00000038 <_fiq>:
 38: 00000000 andeq r0, r0, r0

0000003c <_reset>:
 3c: 00000000 andeq r0, r0, r0
```

```
00000000 <_start>:
 0: ea00000d b 3c <_reset>
 4: e59ff014 ldr pc, [pc, #20] ; 20 <_undefined_instruction>
 8: e59ff014 ldr pc, [pc, #20] ; 24 <_software_interrupt>
 c: e59ff014 ldr pc, [pc, #20] ; 28 <_prefetch_abort>
10: e59ff014 ldr pc, [pc, #20] ; 2c <_data_abort>
14: e59ff014 ldr pc, [pc, #20] ; 30 <_not_used>
18: e59ff014 ldr pc, [pc, #20] ; 34 <_irq>
1c: e59ff014 ldr pc, [pc, #20] ; 38 <_fiq>
```

- change the **pc**
- start execution at these addresses
- save the **state** of the machine
- switch **processor modes** if necessary
- start executing at the new address from the **vector table**

<https://stackoverflow.com/questions/21312963/arm-bootloader-interrupt-vector-table-understanding>

# Typical vector table using a literal pool

one word, one instruction for each location.

if we never expect to have any of these exceptions,  
we do not need a branch instruction at address zero  
for example you can just have your program start,  
there is nothing magic about the memory at these addresses.

If you expect to have these exceptions,  
then you have two choices for instructions that are one word  
and can jump out of the way of the exception that follows.

- branch
- load pc.

```
0: ea00000d b 3c <_reset>  
4: e59ff014 ldr pc, [pc, #20] ; 20 <_undefined_instruction>
```

<https://stackoverflow.com/questions/21312963/arm-bootloader-interrupt-vector-table-understanding>

# Typical vector table using a literal pool

When the hardware takes an **exception**,

- the **PC** is automatically set to the **address** of the relevant **exception vector**
- the processor begins executing the **instruction** at that **address**.
- When the processor comes out of **reset**, the **PC** is automatically set to **base+0**.
- An **undefined instruction** sets the **PC** to **base+4**, etc.

The **base address** of the vector table (**base**) is either **0x00000000**, **0xFFFF0000**, or **VBAR** depending on the processor and configuration.

Note that this provides limited flexibility in where the vector table gets placed and you'll need to consult the ARM documentation in conjunction with the reference manual for the device that you are using to get the right value to be used.

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	<b>Prefetch Abort</b>
0x0000 0010	ldr pc, [pc, #offset4]	<b>Data Abort</b>
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	<b>IRQ</b>
0x0000 001C	ldr pc, [pc, #offset7]	<b>FIQ</b>

0xFFFF 0000	ldr pc, [pc, #offset0]	Reset
0xFFFF 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0xFFFF 0008	ldr pc, [pc, #offset2]	Software Interrupt
0xFFFF 000C	ldr pc, [pc, #offset3]	<b>Prefetch Abort</b>
0xFFFF 0010	ldr pc, [pc, #offset4]	<b>Data Abort</b>
0xFFFF 0014	ldr pc, [pc, #offset5]	(Reserved)
0xFFFF 0018	ldr pc, [pc, #offset6]	<b>IRQ</b>
0xFFFF 001C	ldr pc, [pc, #offset7]	<b>FIQ</b>

<https://stackoverflow.com/questions/21312963/arm-bootloader-interrupt-vector-table-understanding>

# Typical vector table using a literal pool

The layout of the table (4 bytes per exception) makes it necessary to immediately **branch** from the **vector** to the **actual** exception handler.

The reasons for the **LDR PC, label** approach are twofold

- because a **PC-relative branch** is limited to  $(24 \ll 2)$  bits ( $\pm 32\text{MB}$ ) using **B** would constrain the layout of the code in memory somewhat;
- by loading an **absolute address** (**LDR PC, label**) the handler can be located anywhere in memory.
- it makes it very simple to change **exception handlers** at runtime, by simply writing a different address to that location, rather than having to assemble and hotpatch a branch instruction.

0x0000 0000	ldr pc, [pc, #offset0]	Reset
0x0000 0004	ldr pc, [pc, #offset1]	Undefined Instruction
0x0000 0008	ldr pc, [pc, #offset2]	Software Interrupt
0x0000 000C	ldr pc, [pc, #offset3]	Prefetch Abort
0x0000 0010	ldr pc, [pc, #offset4]	Data Abort
0x0000 0014	ldr pc, [pc, #offset5]	(Reserved)
0x0000 0018	ldr pc, [pc, #offset6]	IRQ
0x0000 001C	ldr pc, [pc, #offset7]	FIQ

<https://stackoverflow.com/questions/21312963/arm-bootloader-interrupt-vector-table-understanding>



# Typical vector table using a literal pool

There's little value to having a **remappable** reset vector in this way, however, which is why you tend to see that one implemented as a simple branch to skip over the rest of the vectors to the real entry point code.

<https://stackoverflow.com/questions/21312963/arm-bootloader-interrupt-vector-table-understanding>

## (7) Exception priorities

Exception	Priority	I bit	F bit
Reset	1	1	1
Data Abort	2	1	-
FIQ	3	1	1
IRQ	4	1	-
Prefetch	5	1	-
SWI	6	1	-
Undefined	6	1	-

Exception	Mode	Priority
Fast Interrupt Request	FIQ	3
Interrupt Request	IRQ	4
SWI and RESET	SVC	6, 1
Pre-fetch or data abort	ABT	5, 2
Undefined Instruction	UND	6

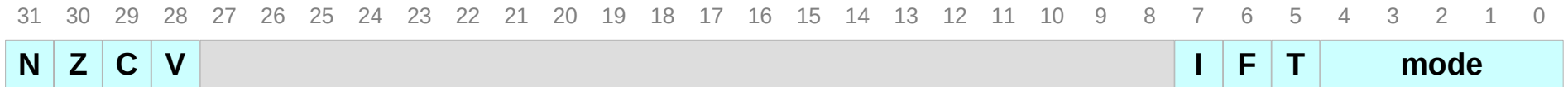
Priority decides which of the currently raised exceptions is more important

I bit and F bit decide if the exception handler itself can be interrupted during execution or not?

SWI and Undefined instruction :  
both are caused by an instruction entering the execution stage of the ARM instruction pipeline

[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

# CPSR and SPSR – I bit and F bit



**Current** Program Status Register (**CPSR**)

**Saved** Program Status Register (**SPSR**)

Exception	Priority	I bit	F bit	Mode
Reset	1	1	1	SVC
Data Abort	2	1	-	ABT
FIQ	3	1	1	FIQ
IRQ	4	1	-	IRQ
Prefetch	5	1	-	ABT
SWI	6	1	-	SVC
Undefined	6	1	-	UND

To **disable** Interrupt (IRQ), set **I**

To **disable** Fast Interrupt (FIQ), set **F**

the **T** bit shows running in the Thumb state

I bit and F bit decide if the **exception handler** itself can be **interrupted** during execution or not?

## (8) Link register offset

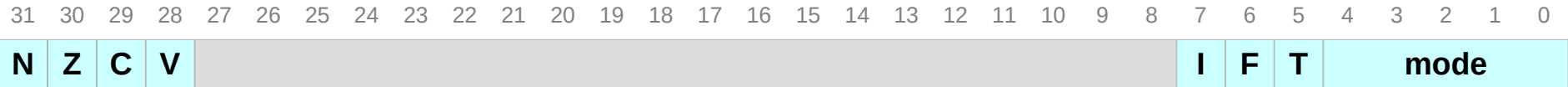
Link Register is used to return the **PC** to the appropriate place in the interrupted task since this is not always the old **PC** value. It is modified depending on the type of exception.

The **PC** has advanced beyond the instruction which caused the exception. Upon exit of the prefetch abort exception handler, software must re-load the **PC** back one instruction from the **PC** saved at the time of the exception

Exception	Returning Address
Reset	None
Data Abort	<b>LR - 8</b>
FIQ, IRQ, prefetch Abort	<b>LR - 4</b>
SWI, Undefined Instruction	<b>LR</b>

[https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM\\_exception\\_slides.pdf](https://www.ic.unicamp.br/~celio/mc404-2013/arm-manuals/ARM_exception_slides.pdf)

# CPSR and SPSR – I bit and F bit



**Current** Program Status Register (**C**PSR)

**Saved** Program Status Register (**S**PSR)

Exception	Priority	I bit	F bit	Mode	Return
Reset	1	1	1	SVC	None
Data Abort	2	1	-	ABT	LR – 8
FIQ	3	1	1	FIQ	LR – 4
IRQ	4	1	-	IRQ	LR – 4
Prefetch	5	1	-	ABT	LR – 4
SWI	6	1	-	SVC	LR
Undefined	6	1	-	UND	LR

---

## References

- [1] [http://wiki.osdev.org/ARM\\_RaspberryPi\\_Tutorial\\_C](http://wiki.osdev.org/ARM_RaspberryPi_Tutorial_C)
- [2] <http://blog.bobuhiro11.net/2014/01-13-baremetal.html>
- [3] <http://www.valvers.com/open-software/raspberry-pi/>
- [4] <https://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/downloads.html>