



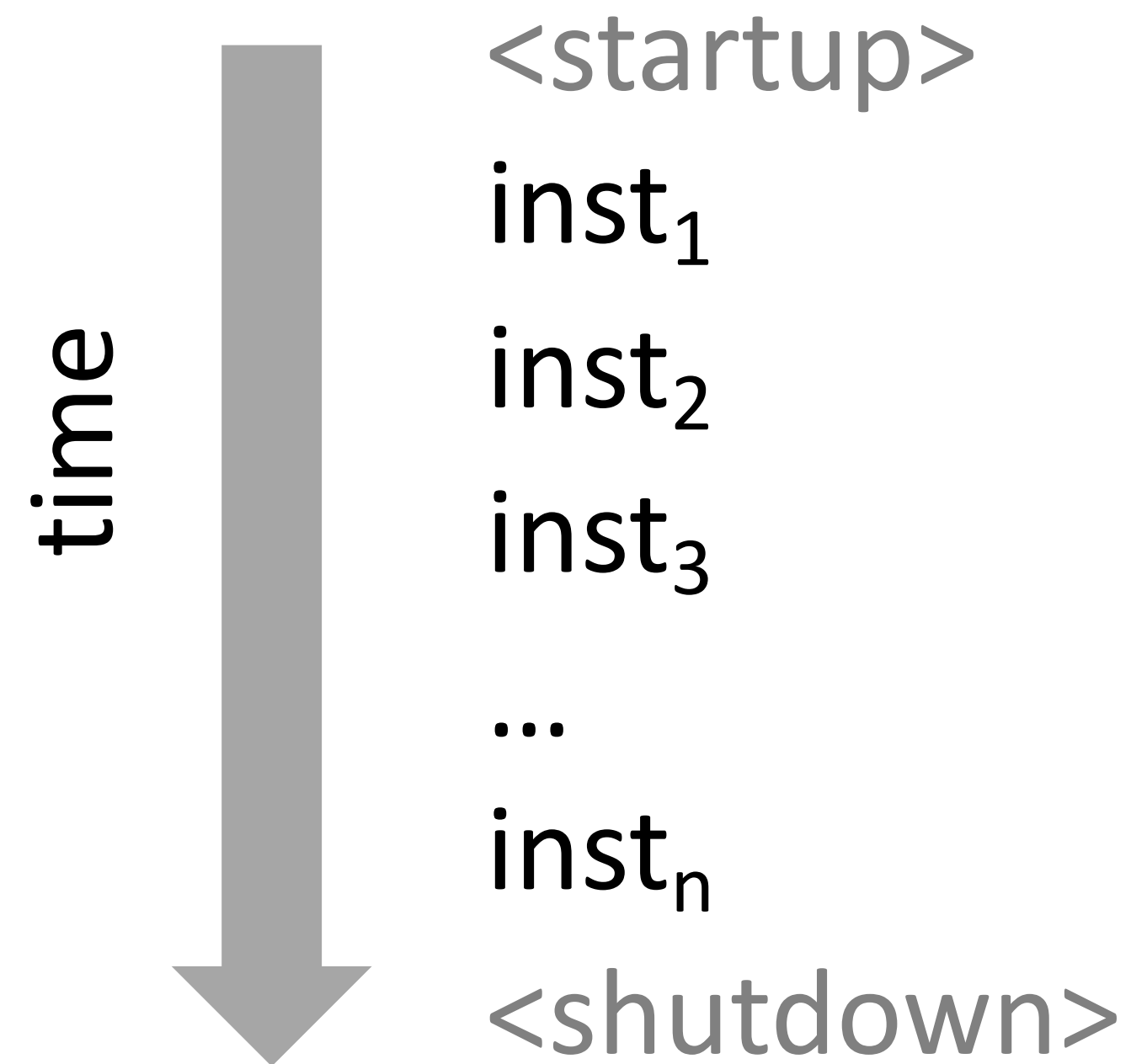
# Exceptional Control Flow

Hardware support for reacting to the rest  
of the world.

# Control Flow

Processor: read instruction, execute it, go to next instruction, repeat

## *Physical control flow*



**Explicit changes:**

**Exceptional changes:**

# Exceptions

Synchronous: caused by instruction

*Traps: system calls*

*Faults: unintentional, maybe recoverable*

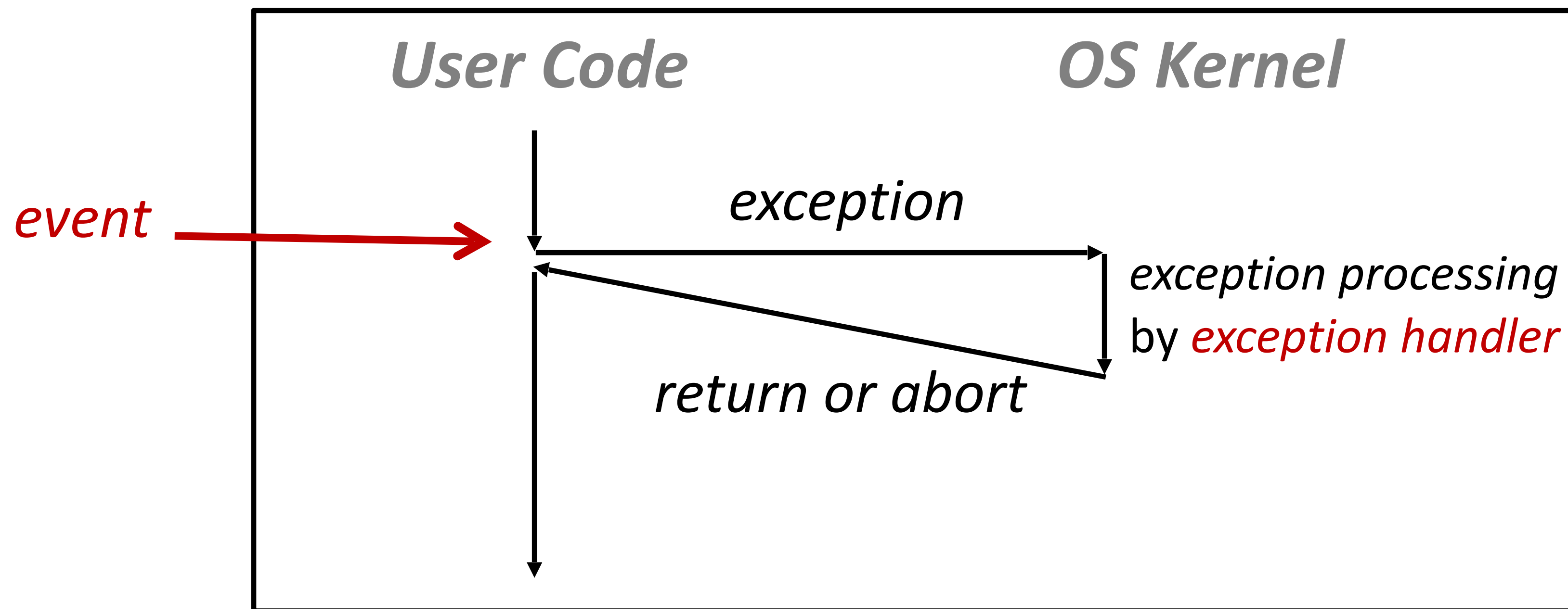
*Aborts: unintentional, unrecoverable*

Asynchronous (Interrupts): caused by external events

# Exceptions: hardware support for OS

transfer control to OS in response to *event*

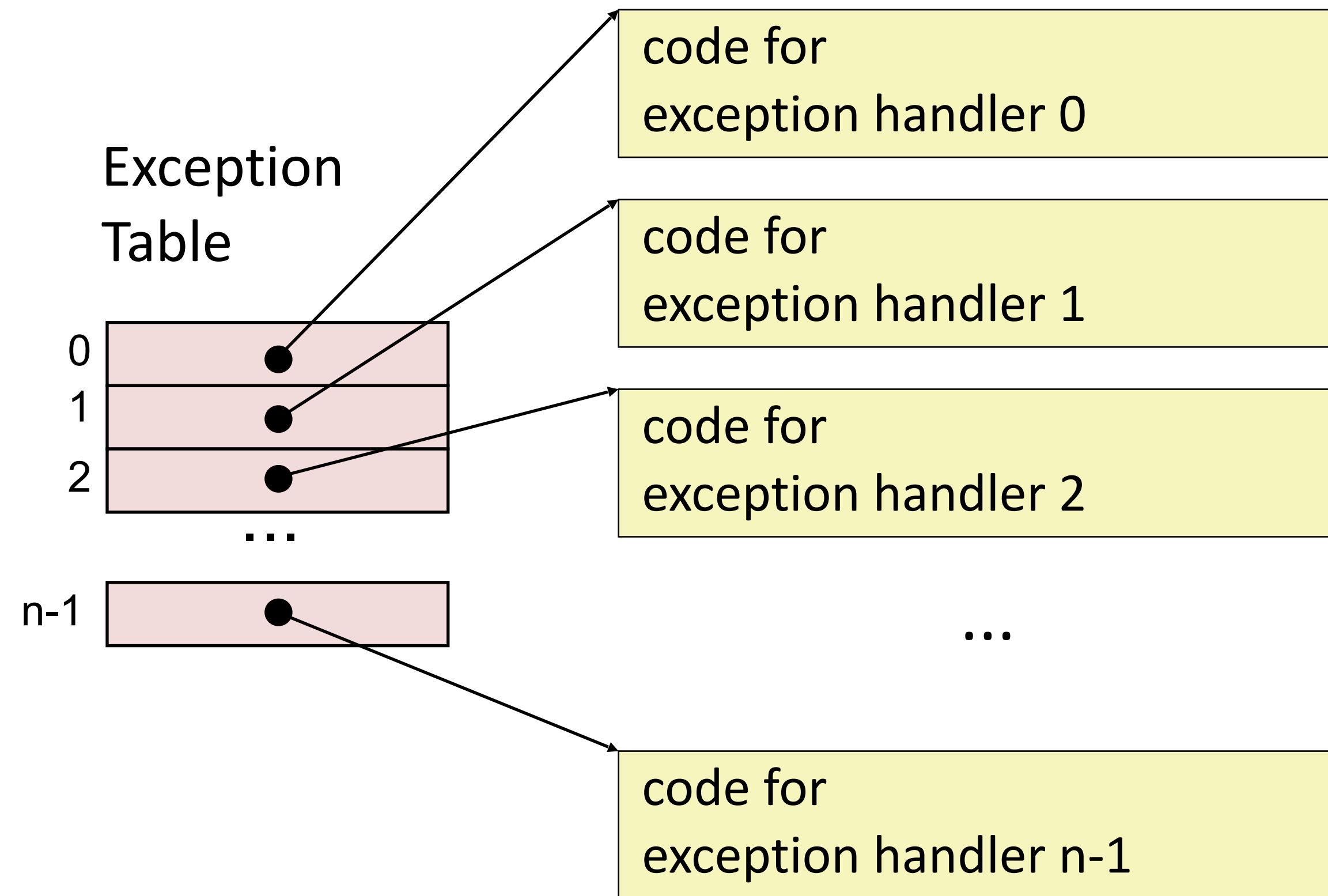
*What code should the OS run?*



# Interrupt Vector

in memory

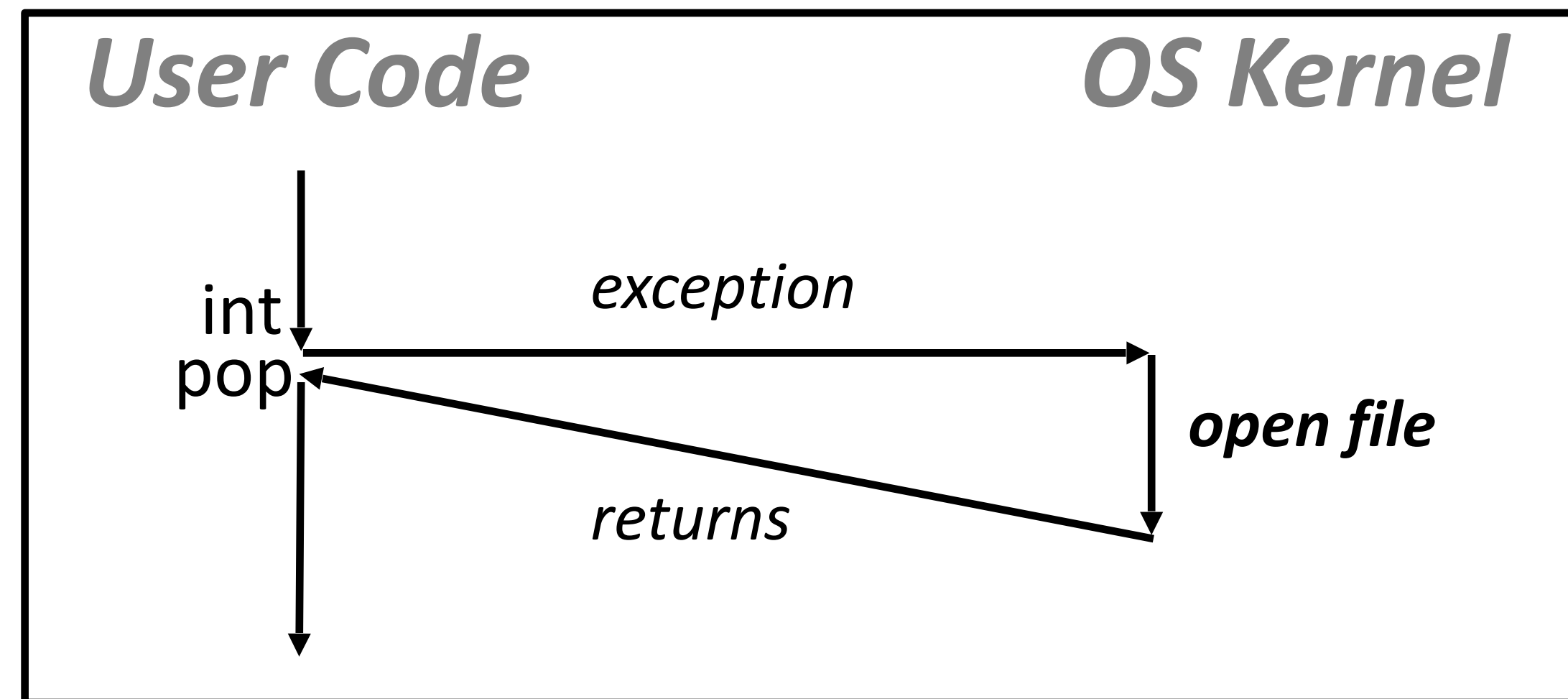
special register holds base address



a jump table for exceptions...

# Open a file (trap/system call)

```
0804d070 <__libc_open>:  
. . .  
804d082:  cd 80          int    $0x80  
804d084:  5b            pop    %ebx  
. . .
```

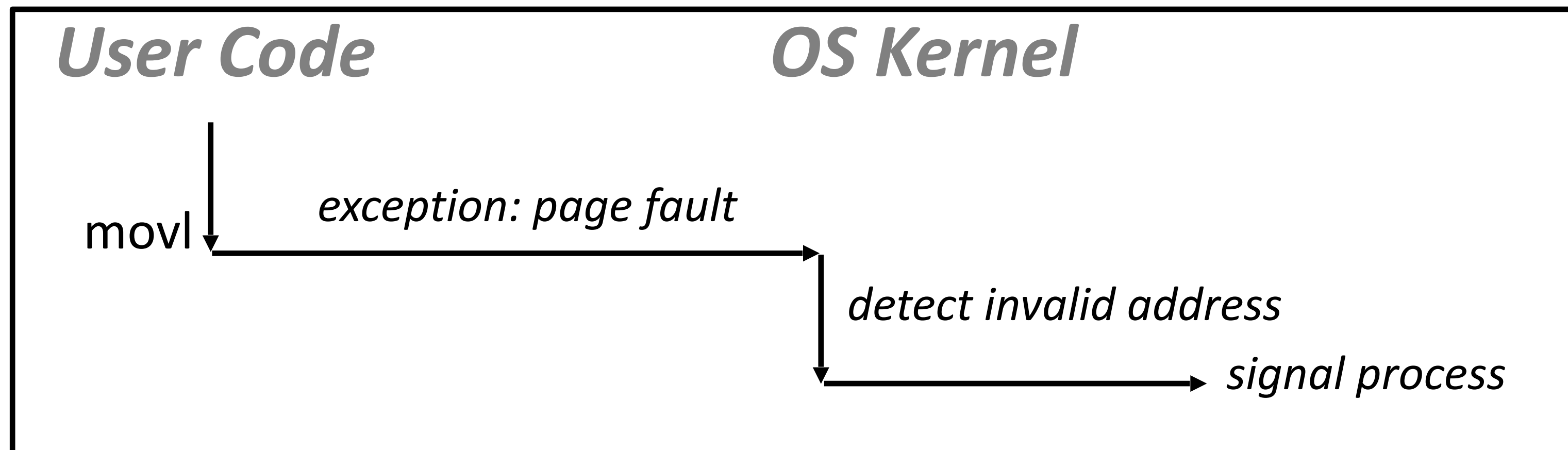


# Segmentation Fault

```
int a[1000];  
void bad () {  
    a[5000] = 13;  
}
```

Write to invalid memory location.

```
80483b7: c7 05 60 e3 04 08 0d movl $0xd,0x804e360
```



aborts process with SIGSEGV signal

# Page Fault

```
int a[1000];  
main () {  
    a[500] = 13;  
}
```

Write to valid memory location

... but contents currently on disk instead

(more later: virtual memory)

```
80483b7: c7 05 10 9d 04 08 0d movl $0xd,0x8049d10
```

