

1. Check everything

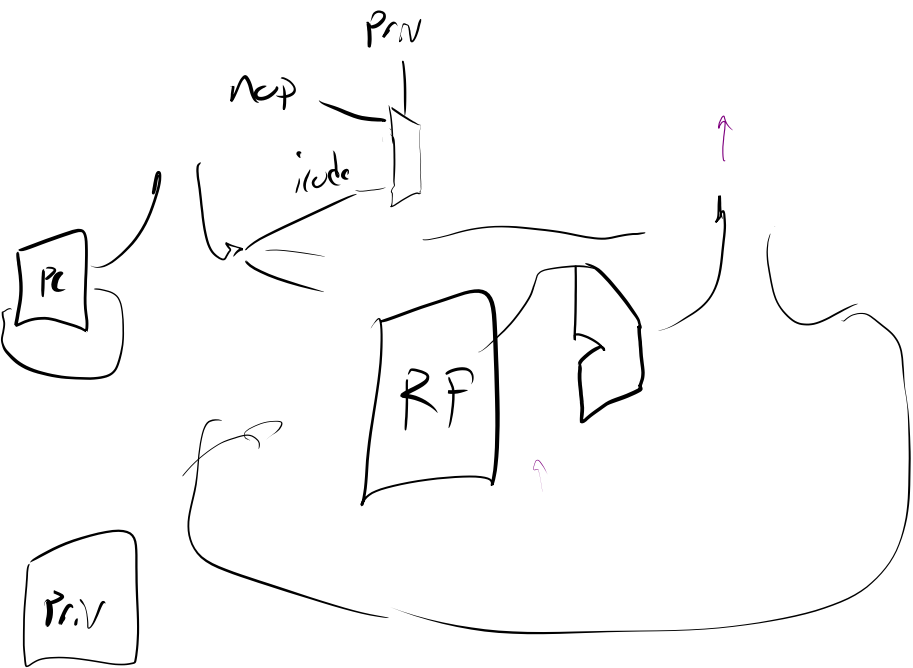
- mem (inst + data)
- icode

2. if bad: fault

interrupts

Traps

Exceptions



1. Check everything

- mem (inst + data)
- icode

2. if bad: fault

interrupts

Traps

Exceptions

Exception:

Hw

1. Save user code state
- 1.5. Save cause
2. gain privilege
3. Jump to OS-owned code (address?)

OS

4. Save more state
5. Pick a handler funct based on cause

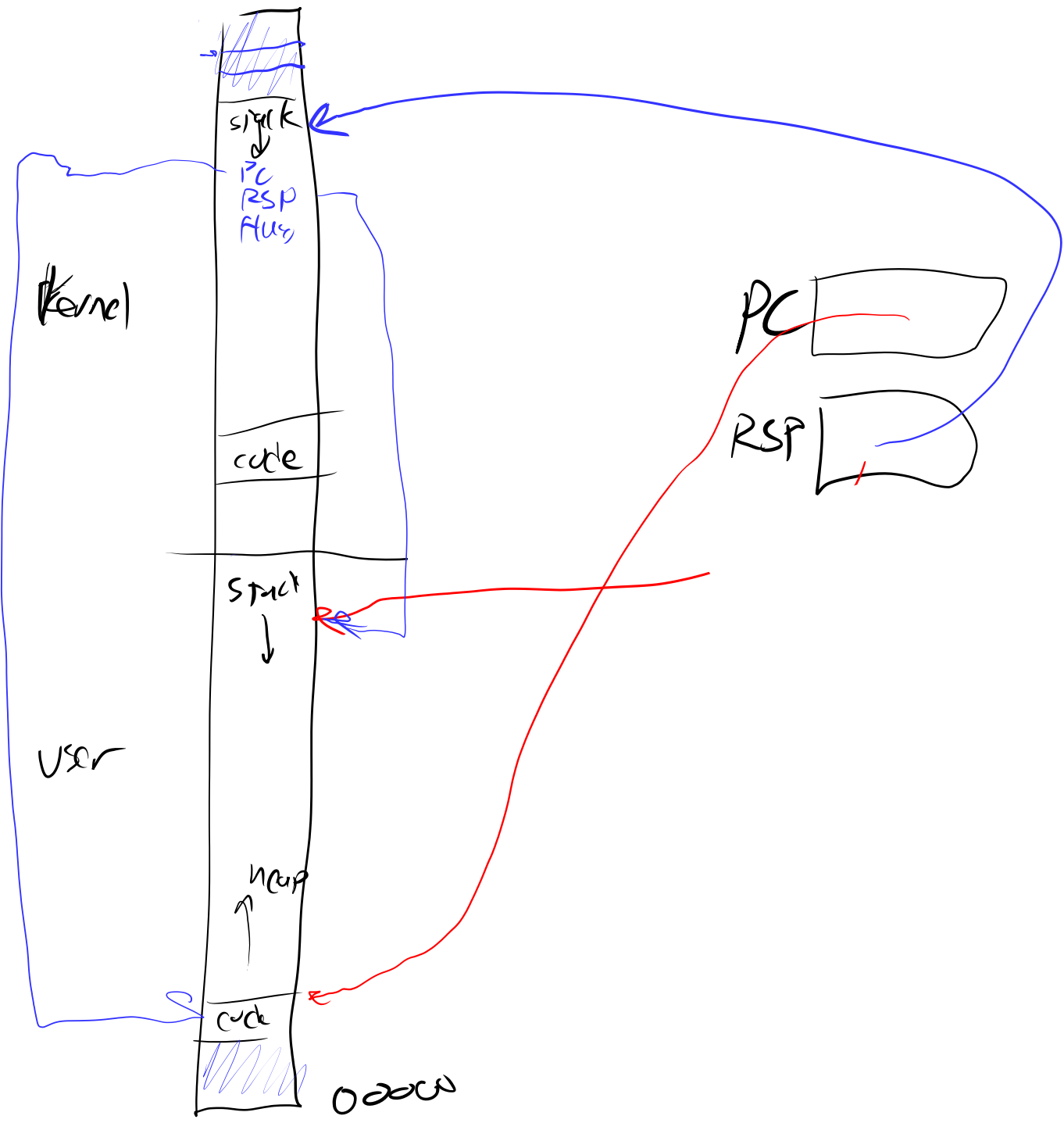
return from Excep

abort

Hw

1. return
2. lose privilege
3. restore user state

0x400000



1. —

2. —

3. —

fault
re-run →

4. —

5. —

6. —

7. —

N D
3 / 0

idiv

0 ✓
1/0 r8, 1/10

CUT
INST

Precise
in re-upts

trap:
nox

8. trap

→ 9. —

Trap

10. —

interrupt
handler table

↳ array of code addresses
└─┬─┘
Jump table

```
if (cause == 0) {  
    foo()  
} else if (cause == 1) {  
    bar()  
}
```

```
go to pth[cause];
```