

Chapter 9 TRAP Routines and Subroutines

Original slides from Gregory Byrd, North
Carolina State University
Modified slides by Chris Wilcox,
Colorado State University

Copyright © The McGraw-Hill Companies, Inc. Permission required for reproduction or display.

System Calls

- ◆ Certain operations require **specialized knowledge** and **protection**:
 - specific knowledge of I/O device registers and the sequence of operations needed to use them
 - I/O resources shared among multiple users/programs; a mistake could affect lots of other users!
- ◆ Not every programmer knows (or wants to know) this level of detail
- ◆ Solution: provide **service routines** or **system calls** (in operating system) to safely and conveniently perform low-level, privileged operations

CS270 - Spring Semester 2014 2

Copyright © The McGraw-Hill Companies, Inc. Permission required for reproduction or display.

System Call

- ◆ 1. User program invokes system call.
- ◆ 2. Operating system code performs operation.
- ◆ 3. Returns control to user program.

In LC-3, this is done through the *TRAP mechanism*.

CS270 - Spring Semester 2014 3

Copyright © The McGraw-Hill Companies, Inc. Permission required for reproduction or display.

LC-3 TRAP Mechanism

- ◆ **1. A set of service routines.**
 - part of operating system -- routines start at arbitrary addresses (convention is that system code is below x3000)
 - up to 256 routines
- ◆ **2. Table of starting addresses.**
 - stored at x0000 through x00FF in memory
 - called **System Control Block** in some architectures
- ◆ **3. TRAP instruction.**
 - used by program to transfer control to operating system
 - 8-bit trap vector names one of the 256 service routines
- ◆ **4. A linkage back to the user program.**
 - want execution to resume immediately after the TRAP instruction

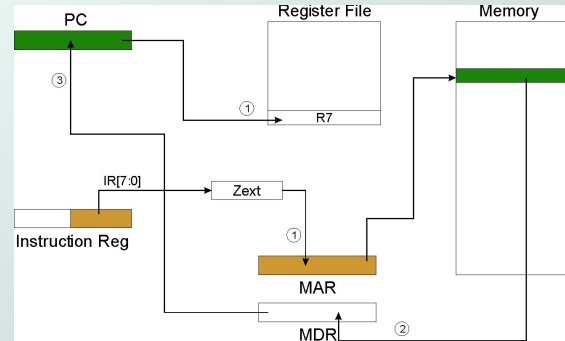
CS270 - Spring Semester 2014 4

TRAP Instruction



- ◆ **Trap vector**
 - identifies which system call to invoke
 - 8-bit index into table of service routine addresses
 - ◆ in LC-3, this table is stored in memory at $0x0000 - 0x00FF$
 - ◆ 8-bit trap vector is zero-extended into 16-bit memory address
- ◆ **Where to go**
 - lookup starting address from table; place in PC
- ◆ **How to get back**
 - save address of next instruction (current PC) in R7

TRAP

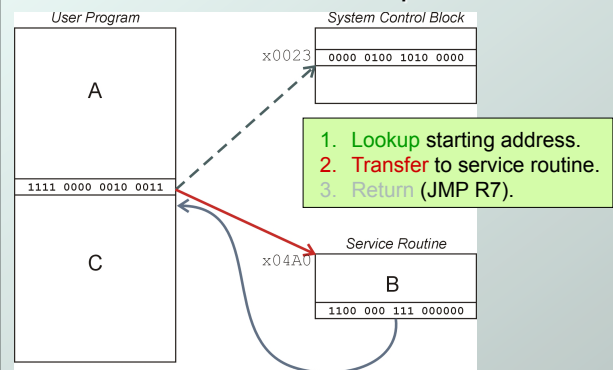


NOTE: PC has already been incremented during instruction fetch stage.

RET (JMP R7)

- ◆ **How do we transfer control back to instruction following the TRAP?**
- ◆ We saved old PC in R7.
 - JMP R7 gets us back to the user program at the right spot.
 - LC-3 assembly language lets us use RET (return) in place of "JMP R7".
- ◆ Must make sure that service routine does not change R7, or we won't know where to return.

TRAP Mechanism Operation



Example: Using the TRAP Instruction

```
.ORIG x3000
LD R2, TERM ; Load negative ASCII '7'
LD R3, ASCII ; Load ASCII difference
AGAIN TRAP x23 ; input character
ADD R1, R2, R0 ; Test for terminate
BRz EXIT ; Exit if done
ADD R0, R0, R3 ; Change to lowercase
TRAP x21 ; Output to monitor...
BRnzp AGAIN ; ... again and again...
TERM .FILL xFFC9 ; -'7'
ASCII .FILL x0020 ; lowercase bit
EXIT TRAP x25 ; halt
.END
```

Example: Output Service Routine

```
.ORIG x0430 ; syscall address
ST R7, SaveR7 ; save R7 & R1
ST R1, SaveR1
; ----- Write character
TryWrite LDI R1, CRTSR ; get status
BRzp TryWrite ; look for bit 15 on
WriteIt STI R0, CRTDR ; write char
; ----- Return from TRAP
Return LD R1, SaveR1 ; restore R1 & R7
LD R7, SaveR7
RET ; back to user
CRTSR .FILL xF3FC
CRTDR .FILL xF3FF
SaveR1 .FILL 0
SaveR7 .FILL 0
.END
```

stored in table,
location x21

TRAP Routines and their Assembler Names

vector	symbol	routine
x20	GETC	read a single character (no echo)
x21	OUT	output a character to the monitor
x22	PUTS	write a string to the console
x23	IN	print prompt to console, read and echo character from keyboard
x25	HALT	halt the program

Saving and Restoring Registers

- ◆ Must save the value of a register if:
 - Its value will be destroyed by service routine and
 - We will need to use the value after that action.
- ◆ **Who saves?**
 - caller of service routine?
 - ◆ knows what it needs later, but may not know what gets altered by called routine
 - called service routine?
 - ◆ knows what it alters, but does not know what will be needed later by calling routine

Example

```
LEA R3, Binary ; load pointer
LD R6, ASCII ; char to digit
LD R7, COUNT ; initialize to 10
AGAIN TRAP x23 ; get character
ADD R0, R0, R6 ; convert to number
STR R0, R3, #0 ; store number
ADD R3, R3, #1 ; increment pointer
ADD R7, R7, -1 ; decrement counter
BRp AGAIN ; more?
BRnzp NEXT
ASCII .FILL xFFD0
COUNT .FILL #10
Binary .BLKW #10
```

What's wrong with this routine?
What happens to R7?

Saving and Restoring Registers

- ◆ Called routine -- **"callee-save"**
 - Before start, save any registers that will be altered (unless altered value is desired by calling program!)
 - Before return, restore those same registers
- ◆ Calling routine -- **"caller-save"**
 - Save registers destroyed by own instructions or by called routines (if known), if values needed later
 - ◆ save R7 before TRAP
 - ◆ save R0 before TRAP x23 (input character)
 - Or avoid using those registers altogether
- ◆ **Values are saved by storing them in memory.**

Question

- ◆ Can a service routine call another service routine?
- ◆ If so, is there anything special the calling service routine must do?

What about User Code?

- ◆ Service routines provide three main functions:
 1. Shield programmers from system-specific details.
 2. Write frequently-used code just once.
 3. Protect system resources from malicious/clumsy programmers.
- ◆ Are there any reasons to provide the same functions for non-system (user) code?

Subroutines

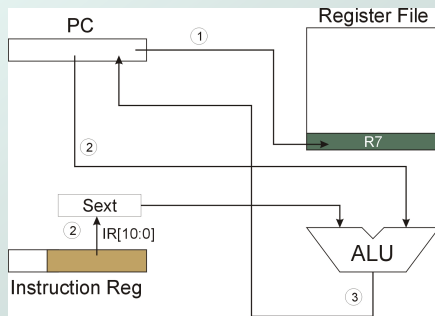
- ◆ A **subroutine** is a program fragment that:
 - lives in user space
 - performs a well-defined task
 - is invoked (called) by another user program
 - returns control to the calling program when finished
- ◆ Like a service routine, but not part of the OS
 - not concerned with protecting hardware resources
 - no special privilege required
- ◆ Reasons for subroutines:
 - reuse useful (and debugged!) code without having to keep typing it in
 - divide task among multiple programmers
 - use vendor-supplied *library* of useful routines

JSR Instruction

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
JSR	0	1	0	0	1	PCoffset11										

- ◆ Jumps to a location (like a branch but unconditional), and saves current PC (addr of next instruction) in R7.
 - saving the return address is called “linking”
 - target address is PC-relative ($PC + \text{Sext}(\text{IR}[10:0])$)
 - bit 11 specifies addressing mode
 - if =1, PC-relative: target address = $PC + \text{Sext}(\text{IR}[10:0])$
 - if =0, register: target address = contents of register IR[8:6]

JSR



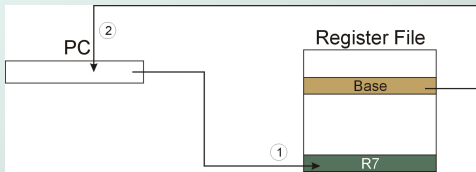
NOTE: PC has already been incremented during instruction fetch stage.

JSRR Instruction

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
JSRR	0	1	0	0	0	0	0	Base			0 0 0 0 0 0					

- ◆ Just like JSR, except Register addressing mode.
 - target address is Base Register
 - bit 11 specifies addressing mode
- ◆ What important feature does JSRR provide that JSR does not?

JSRR



NOTE: PC has already been incremented during instruction fetch stage.

Returning from a Subroutine

- ◆ RET (JMP R7) gets us back to the calling routine.
 - just like TRAP

Example: Negate the value in R0

```
2sComp    NOT  R0, R0    ; flip bits
          ADD  R0, R0, #1 ; add one
          RET                    ; return to caller
```

To call from a program (within 1024 instructions):

```
; need to compute R4 = R1 - R3
          ADD  R0, R3, #0 ; copy R3 to R0
          JSR  2sComp     ; negate
          ADD  R4, R1, R0 ; add to R1
          ...
```

Note: Caller should save R0 if we'll need it later!

Passing Information to/from Subroutines

- ◆ **Arguments**
 - A value **passed in** to a subroutine is an **argument**.
 - This is a value needed by the subroutine to do its job.
 - Examples:
 - In 2sComp routine, R0 is the number to be negated
 - In OUT service routine, R0 is the character to be printed.
 - In PUTS routine, R0 is address of string to be printed.
- ◆ **Return Values**
 - A value **passed out** of a subroutine is a **return value**.
 - You called the subroutine to compute this value!
 - Examples:
 - In 2sComp routine, negated value is returned in R0.
 - GETC service routine returns char from the keyboard in R0.

Using Subroutines

- ◆ In order to use a subroutine, a programmer must know:
 - **its address** (or at least a label that will be bound to its address)
 - **its function** (what does it do?)
 - ◆ NOTE: The programmer does not need to know **how** the subroutine works, but what changes are visible in the machine's state after the routine has run.
 - **its arguments** (where to pass data in, if any)
 - **its return values** (where to get computed data, if any)

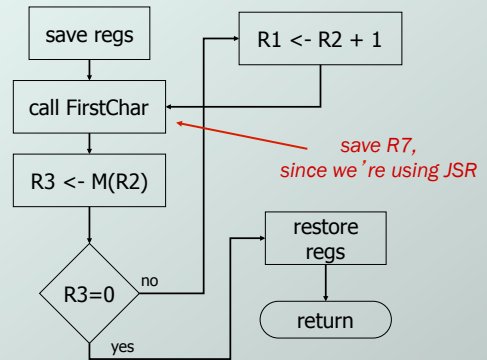
Saving and Restore Registers

- ◆ Since subroutines are just like service routines, we also need to save and restore registers, if needed.
- ◆ Generally use "callee-save" strategy, except for return values.
 - Save anything that the subroutine will alter internally that shouldn't be visible when the subroutine returns.
 - It's good practice to restore incoming arguments to their original values (unless overwritten by return value).
- ◆ **Remember:** You MUST save R7 if you call any other subroutine or service routine (TRAP).
 - Otherwise, you won't be able to return to caller.

Example

- (1) Write a subroutine **FirstChar** to:
 - find the **first** occurrence of a particular **character** (in **R0**) in a **string** (pointed to by **R1**);
 - return **pointer** to character or to end of string (NULL) in **R2**.
 - (2) Use **FirstChar** to write **CountChar**, which:
 - counts the **number** of occurrences of a particular **character** (in **R0**) in a **string** (pointed to by **R1**);
 - return **count** in **R2**.
- ◆ Can write the second subroutine first, without knowing the implementation of **FirstChar**!

CountChar Algorithm (using FirstChar)

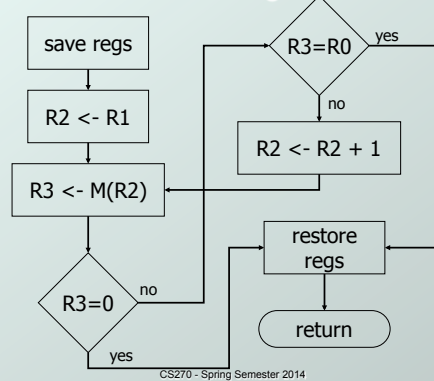


CountChar Implementation

; subroutine to count occurrences of a char

```
CountChar
    ST    R3, CCR3    ; save registers
    ST    R4, CCR4
    ST    R7, CCR7    ; JSR alters R7
    ST    R1, CCR1    ; save original pointer
    AND   R4, R4, #0  ; count = 0
CC1   JSR   FirstChar ; find next occurrence
    LDR   R3, R2, #0 ; null?
    BRz   CC2        ; done if null
    ADD   R4, R4, #1  ; increment count
    ADD   R1, R2, #1  ; increment pointer
    BRnzp CC1
CC2   ADD   R2, R4, #0 ; return value to R2
    LD    R3, CCR3    ; restore regs
    LD    R4, CCR4
    LD    R1, CCR1
    LD    R7, CCR7
    RET
```

FirstChar Algorithm



FirstChar Implementation

; subroutine to find first occurrence of a char

```
FirstChar
    ST    R3, FCR3    ; save registers
    ST    R4, FCR4    ; save original char
    NOT   R4, R4      ; negate for comparisons
    ADD   R4, R4, #1
    ADD   R2, R1, #0  ; initialize pointer
FC1   LDR   R3, R2, #0 ; read character
    BRz   FC2        ; if null, we're done
    ADD   R3, R3, R4  ; see if matches input
    BRz   FC2        ; if yes, we're done
    ADD   R2, R2, #1  ; increment pointer
    BRnzp FC1
FC2   LD    R3, FCR3    ; restore registers
    LD    R4, FCR4
    RET
```

Library Routines

- Vendor may provide object files containing useful subroutines
 - don't want to provide source code -- intellectual property
 - assembler/linker must support EXTERNAL symbols (or starting address of routine must be supplied to user)

```
.EXTERNAL SQRT
...
LD    R2, SQAddr ; load SQRT addr
JSRR  R2
...
SQAddr .FILL    SQRT
```

- Using JSRR, because we don't know whether SQRT is within 1024 instructions.