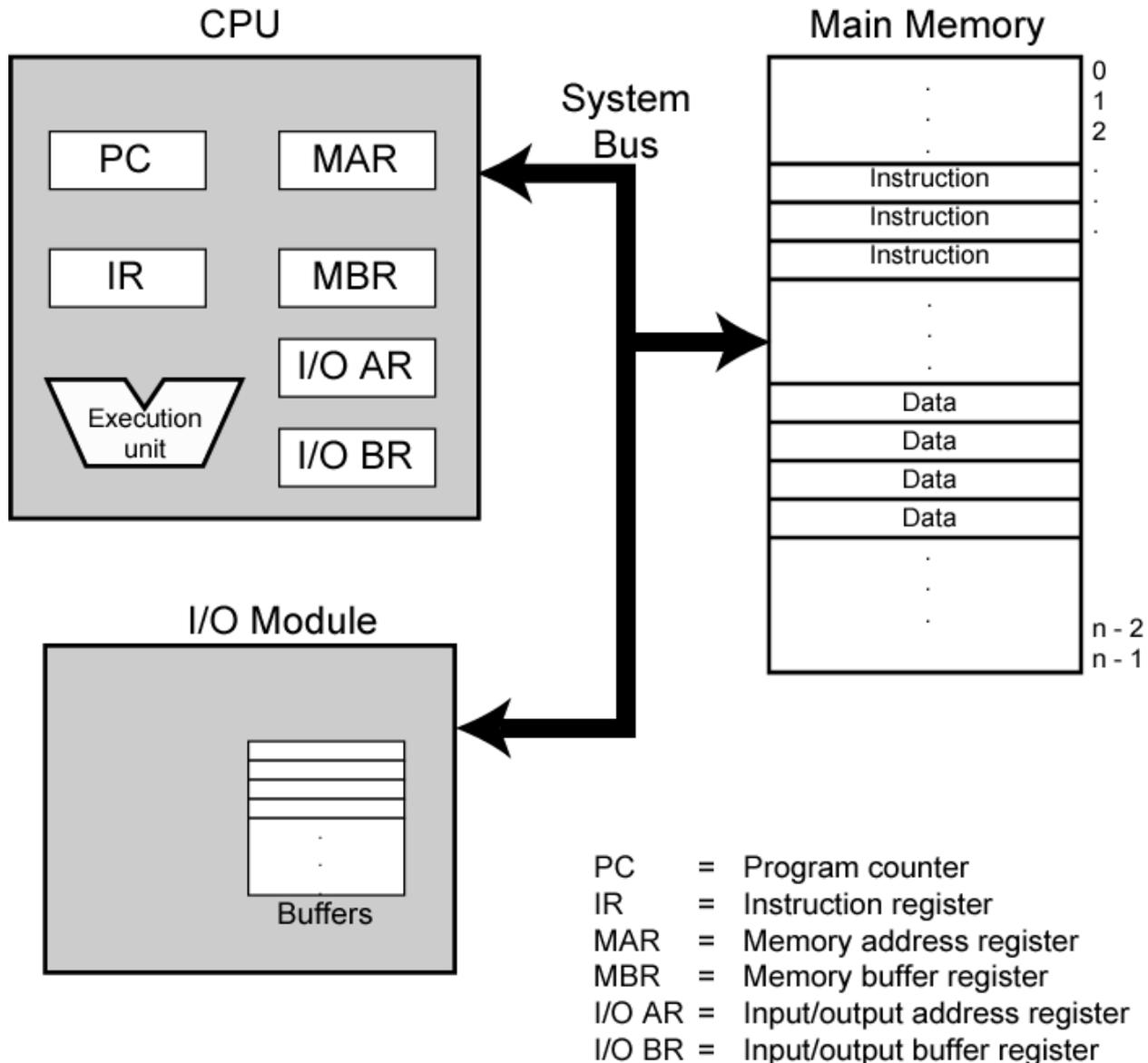


# Computer Components: Top Level View

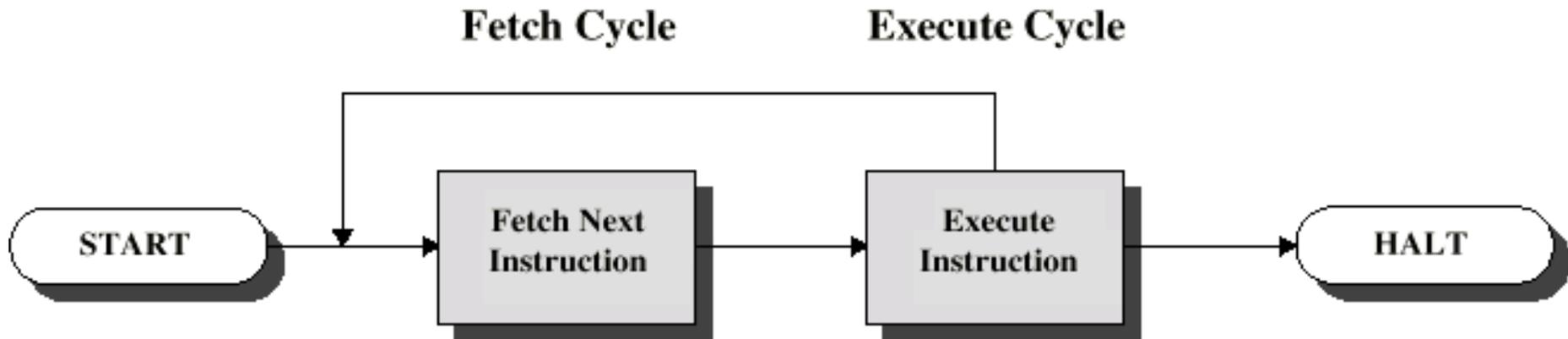
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# Instruction Cycle

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- Two steps:
  - Fetch
  - Execute



# Fetch Cycle

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- Program Counter (PC) holds address of next instruction to fetch
- Processor fetches instruction from memory location pointed to by PC
- Increment PC
  - Unless told otherwise
- Instruction loaded into Instruction Register (IR)
- Processor interprets instruction and performs required actions

# Execute Cycle

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- Processor-memory
  - data transfer between CPU and main memory
- Processor I/O
  - Data transfer between CPU and I/O module
- Data processing
  - Some arithmetic or logical operation on data
- Control
  - Alteration of sequence of operations
  - e.g. jump
- Combination of above



# Interrupts

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- Mechanism by which other modules (e.g. I/O) may interrupt normal sequence of processing
- Program
  - e.g. overflow, division by zero
- Timer
  - Generated by internal processor timer
  - Used in pre-emptive multi-tasking
- I/O
  - from I/O controller
- Hardware failure
  - e.g. memory parity error

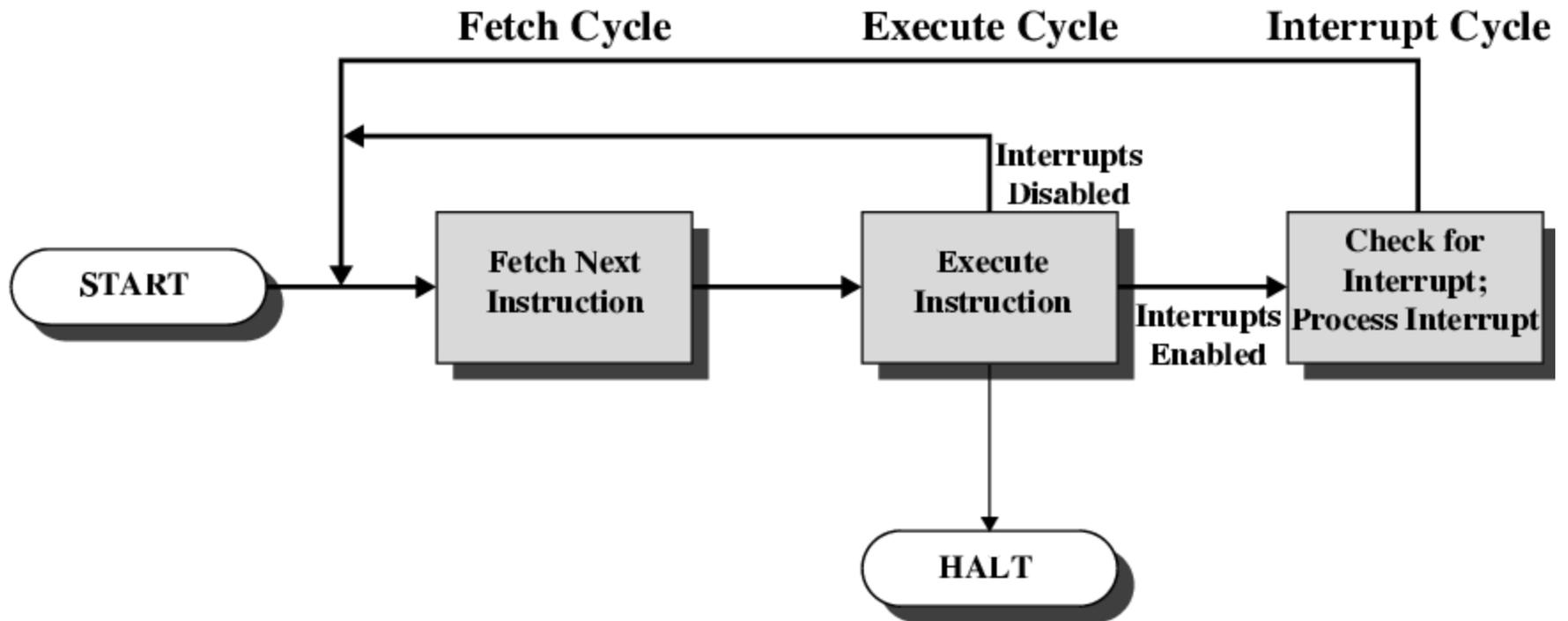
# Interrupt Cycle

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- Added to instruction cycle
- Processor checks for interrupt
  - Indicated by an interrupt signal
- If no interrupt, fetch next instruction
- If interrupt pending:
  - Suspend execution of current program
  - Save context
  - Set PC to start address of interrupt handler routine
  - Process interrupt
  - Restore context and continue interrupted program

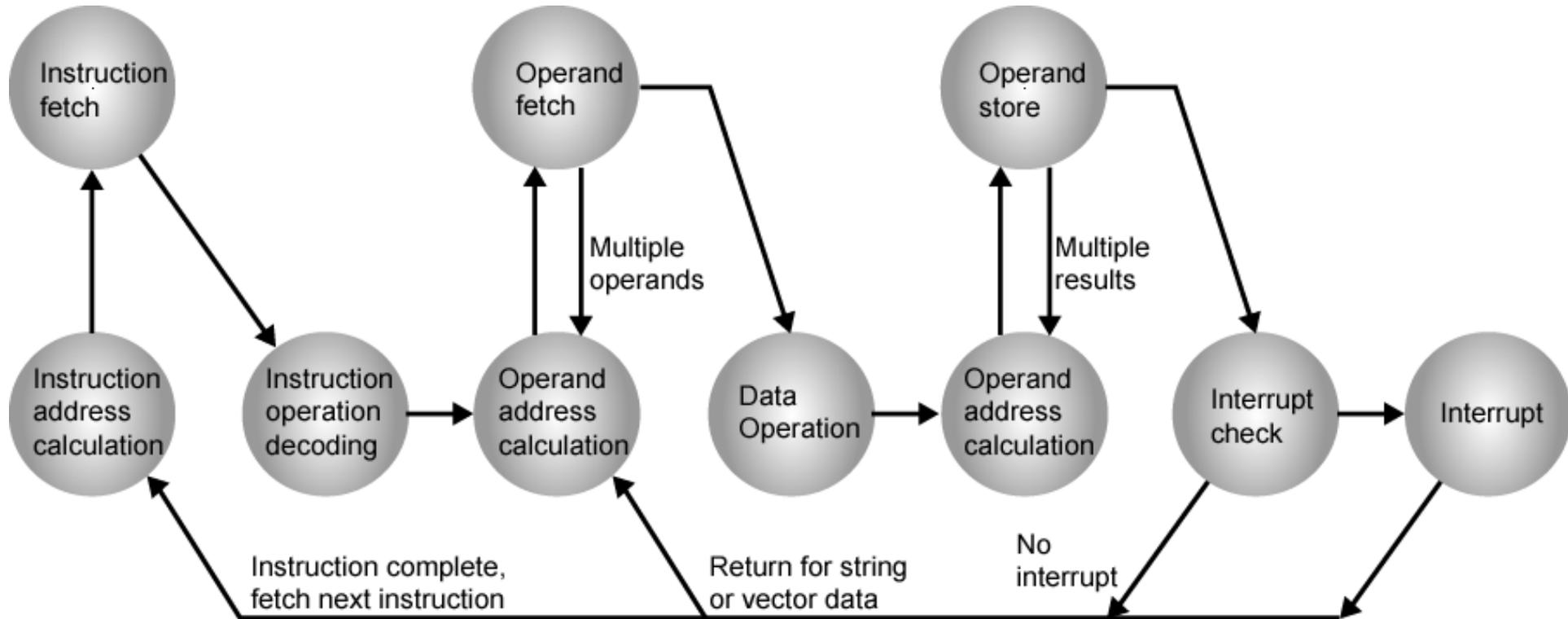
# Instruction Cycle with Interrupts

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# Instruction Cycle (with Interrupts) - State Diagram

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# Multiple Interrupts

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- Disable interrupts
  - Processor will ignore further interrupts whilst processing one interrupt
  - Interrupts remain pending and are checked after first interrupt has been processed
  - Interrupts handled in sequence as they occur
- Define priorities
  - Low priority interrupts can be interrupted by higher priority interrupts
  - When higher priority interrupt has been processed, processor returns to previous interrupt