

# Interrupts

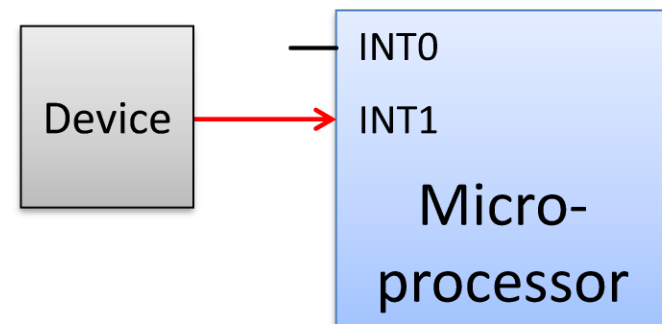
Networks and Embedded Software

Module 4.3.2

by Wolfgang Neff

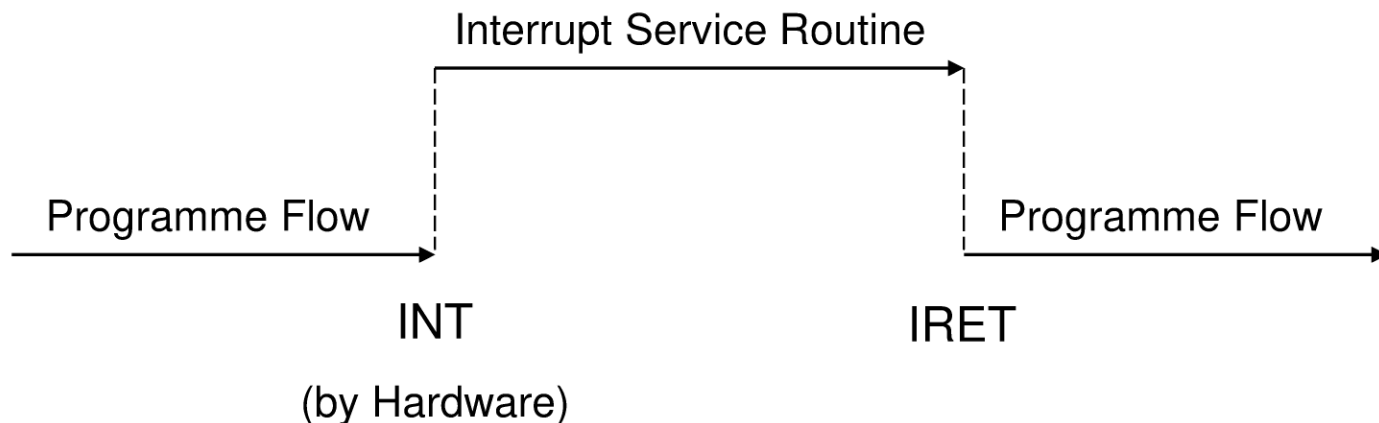
# Interrupts (1)

- Generated by hardware
- Indicated by an interrupt line
- Occur unpredictably
- Tell that something happened
- Examples
  - Port interrupt
  - Timer interrupt
  - Data ready interrupt



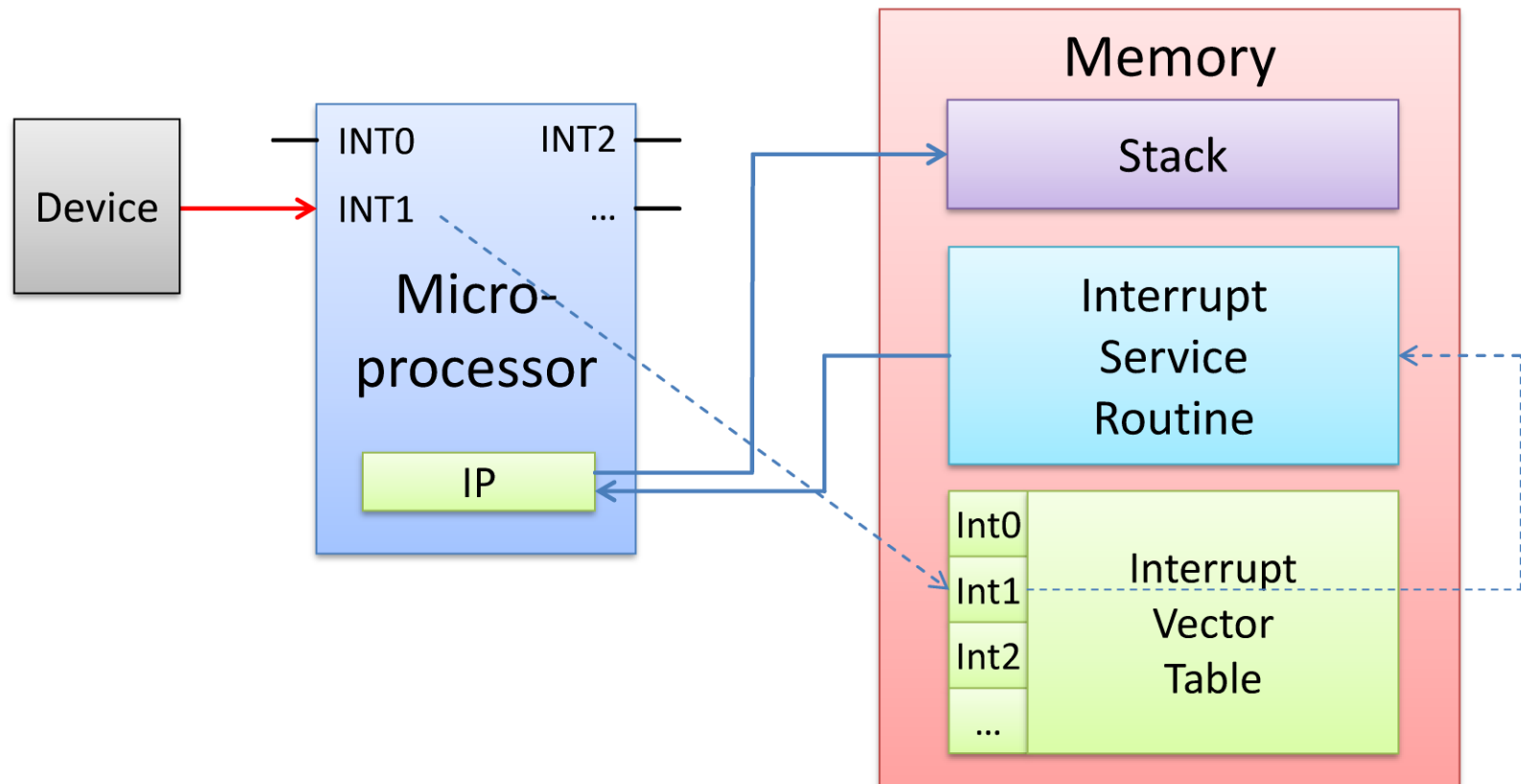
# Interrupts (2)

- Interrupt Processing
  - Execution of code is interrupted
  - Interrupt service routine (ISR) is executed
  - Execution of original code is resumed.



# Interrupts (3)

- Interrupt Vector Table (IVT)



# Interrupts (4)

- Interrupt Controller

- Handles Interrupts

- Queueing

- Which one is served first?

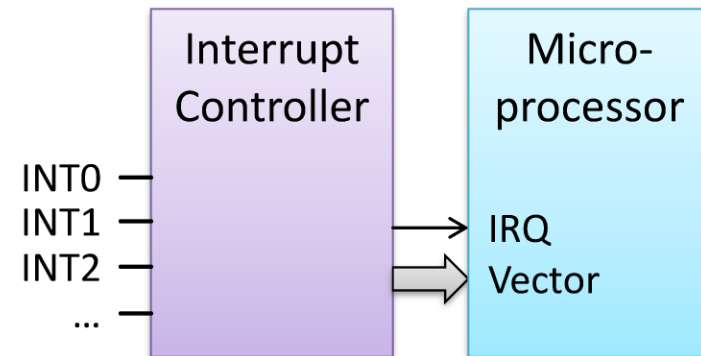
- Nesting

- Based on priority levels

- Which interrupt interrupts other interrupts?

- Forwarding

- Notifies the CPU of an interrupt request (IRQ)



# Interrupts (5)

- Using Interrupts
  - Implement interrupt service routine
  - Assign desired interrupt priority level (optional)
  - Enable device interrupt
  - Enable interrupts globally
    - Central Processing Unit
    - Interrupt Controller

# Interrupts (6)

- Interrupt Service Routine (ISR)
  - Looks like a normal C function
  - Not really a normal C function
  - Must be declared as ISR
    - Macro
    - Attributes
    - Pragma