



Next instruction	
USER	SVR
OFF $\leftarrow$ PC ;PC+	SPP $\leftarrow$ PC
INSTREG $\leftarrow$ DRAM ;UC/D=0	OFF $\leftarrow$ PC ;PC+
	INSTREG $\leftarrow$ DRAM

Miss exceptions ( <u>old conv.</u> ) (A = -1 already)	
CODE	DATA
A $\leftarrow$ A-1	A $\leftarrow$ A-1
A $\leftarrow$ A-1	RMAR $\leftarrow$ A-1
RMAR $\leftarrow$ A-1	PC $\leftarrow$ ROM ;SVR=1
PC $\leftarrow$ ROM ;SVR=1	SPP $\leftarrow$ PC
SPP $\leftarrow$ PC	OFF $\leftarrow$ PC ;PC+
OFF $\leftarrow$ PC ;PC+	INSTREG $\leftarrow$ DRAM
INSTREG $\leftarrow$ DRAM	

**Check virtual addr (old conv.)**  
(A = desired vaddr already)

B $\leftarrow$ UxVP
UxVP $\leftarrow$ A
B $\leftarrow$ A NXOR B
RMAR $\leftarrow$ -1
A $\leftarrow$ ROM
A $\leftarrow$ A OR B ;Latch

Old conventions
ROM[-1] = offset mask
ROM[-2] = XP (to load in SMAR)
ROM[-3] = data miss handler
ROM[-4] = code miss handler
New conventions
ROM[-1] = XP (to load in SMAR)
ROM[-2] = data miss handler
ROM[-3] = code miss handler