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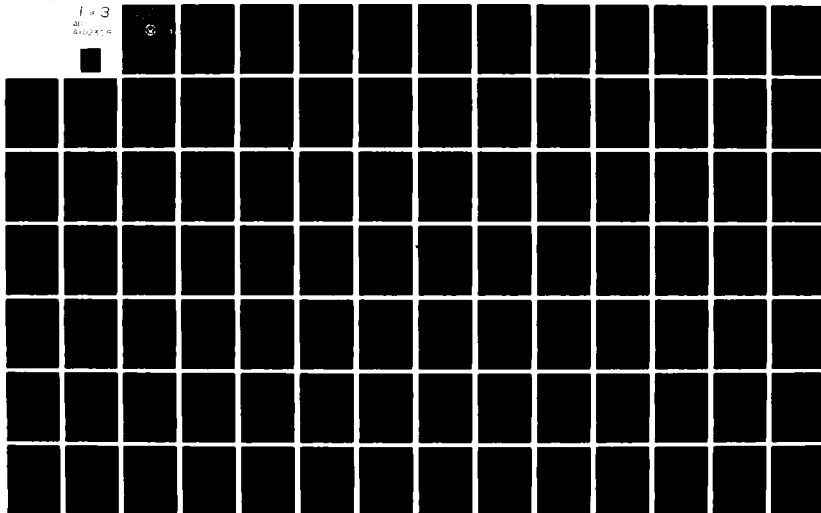
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THESIS

IMPLEMENTATION OF PROCESS MANAGEMENT  
FOR A SECURE ARCHIVAL STORAGE SYSTEM

by

Anthony Ross Strickler

March 1981

Thesis Advisor:

R. R. Schell

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Implementation of Process Management  
for a  
Secure Archival Storage System

by

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Submitted in partial fulfillment of the  
requirements for the degree of

MASTER OF SCIENCE IN COMPUTER SCIENCE

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## ABSTRACT

This thesis presents an implementation of process management for a security kernel based secure archival storage system (SASS). The implementation is based on a family of secure, distributed, multi-microprocessor operating systems designed to provide multilevel internal security and controlled sharing of data among authorized users. Process scheduling is effected by one half of a two level Traffic Controller that binds processes to virtualized processors. Inter-process communication mechanisms for synchronization, mutual exclusion, and message passing among processes are provided by utilization of eventcount and sequencer primitives. The implementation structure is based upon levels of abstraction and is loop free to permit future expansion to more complex members of the design family. Implementation was completed on the ADVANCED MICRO COMPUTERS Am 96/4116 Am28022 16 bit Monoboard Computer.

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## I. INTRODUCTION

This thesis addresses the implementation of process management functions for the Secure Archival Storage System or SASS. This system is designed to provide multilevel secure access to information stored for a network of possibly dissimilar host computer systems and the controlled sharing of data amongst authorized users of the SASS. Effective process management is essential to insure efficient use and control of the system.

Among the major accomplishments of the work reported here are the inclusion of provisions for efficient process creation and management. These functions are provided through the establishment of a system Traffic Controller and the creation of a virtual interrupt structure. An effective mechanism for inter-process communication and synchronization is realized through an Event Manager that makes use of uniquely identified segments supported by eventcount and sequencer primitives. A hardware controlled two domain operational environment is created with the necessary interfacing between domains provided by a software "gate" mechanism. Additional support is provided through considerable work in the area of database initialization and a technique for limited dynamic memory allocation.

This implementation was completed on the commercial AMC Am96/4116 MonoBoard Computer with a standard Multibus interface.

#### A. BACKGROUND

The brief history of digital computers has been characterized by rapid advances in hardware technology and a continual increase in the number and variety of its applications. The advent of the microprocessor has enabled virtually every level of our society to make use of computer resources. Today's "desk top" microcomputers, costing less than a thousand dollars, have more computing power than the "giant" computers of the early 1950's that cost hundreds of times that amount.

These rapid advances in computer hardware technology have reversed the economics of the computer design environment. While hardware costs have decreased, the relative costs of the software required to effectively utilize this hardware has steadily increased until it now dominates the overall cost of a computer system. This economic reversal requires that developed software be logical, easy to read, relatively maintenance free, and easy to debug. Unfortunately, microcomputer operating systems and applications software tend to be highly specialized, thus failing to reasonably exploit the potential of the microprocessor.

As the usage of computers has expanded, especially in the area of sensitive information handling, the need for information security has received greater recognition. While ad-hoc attempts have been made to provide internal computer security on larger systems, the problem of information security on microprocessors has been largely ignored to date.

In an attempt to address the above problems, O'Connell and Richardson [1] outlined a high level design for a microprocessor based secure operating system. The goal of this design was to provide information security, distributed processing, multiple protection domains, configuration independence, multiprocessing, and multiprogramming. Since all computer applications do not require such a broad and general operating system, the design provided for a family of operating systems. This allows a member of the family to incorporate only the subset of family functions needed for its specific application, while providing for future expansion. The SASS is a member of this operating system family.

A brief history of prior work done on the SASS is now provided. Parks [2] provided the design for the SASS Supervisor. The actual implementation of the Supervisor design has not been addressed to date. The initial design of the SASS Security Kernel was completed by Coleman [3]. The works of O'Connell and Richardson [1], Parks [2], and

Coleman [3] are available as a single publication from NTIS and DDC in a report prepared by Schell and Cox [21]. Further refinements of the Kernel design and partial Kernel implementation has been accomplished in three additional thesis efforts. Moore and Gary [4] provided the detailed design and partial implementation of the Memory Manager module. Design refinements for the Inner Traffic Controller and Traffic Controller modules as well as implementation of the Inner Traffic Controller was provided by Reitz [5]. Wells [6] provided implementation of the Segment Manager and Non-Discretionary Security modules as well as partial implementation of distributed Memory Manager functions. These design and implementation efforts provided the basis for the work described here.

## B. BASIC CONCEPTS/DEFINITIONS

This section provides an overview of several concepts essential to the SASS design. Readers familiar with SASS or with secure operating system principles may wish to skip to the next section.

### 1. Process

The notion of a process has been viewed in many ways in computer science literature. Organick [7] defines a process as a set of related procedures and data undergoing execution and manipulation, respectively, by one of possibly several processors of a computer. Madnick and Donovan [8]

view a process as the locus of points of a processor executing a collection of programs. Reed [9] describes a process as the sequence of actions taken by some processor. In other words, it is the past, present, and future "history" of the states of the processor. In the SASS design, a process is viewed as a logical entity entirely characterized by an address space and an execution point. A process' address space consists of the set of all memory locations accessible by the process during its execution. This may be viewed as a set of procedures and data related to the process. The execution point is defined by the state of the processor at any given instant of process execution.

As a logical entity, a process may have logical attributes associated with it, such as a security access class, a unique identifier, and an execution state. This notion of logical attributes should not be confused with the more typical notion of physical attributes, such as location in memory, page size, etc. In SASS, a process is given a security access class, at the time of its creation, to specify what authorization it possesses in terms of information access (to be discussed in the next section). It is also given a unique identifier that provides for its identification by the system and is utilized for interaction among processes. A process may exist in one of three execution states: 1) running, 2) ready, and 3) blocked. In order to execute, a process must be mapped onto (bound to) a



physical processor in the system. Such a process is said to be in the "running" state. A process that is not mapped onto a physical processor, but is otherwise ready to execute, is in the "ready" state. A process in the "blocked" state is waiting for some event to occur in the system and cannot continue execution until the event occurs. At that time, the process is placed into the ready state.

## 2. Information Security

There is an ever increasing demand for computer systems that can provide controlled access to the data it stores. In this thesis, "information security" is defined as the process of controlling access to information based upon proper authorization. The critical need for information security should be clear. Banks and other commercial enterprises risk the theft or loss of funds. Insurance and credit companies are bound by law to protect the private or otherwise personal information they maintain on their customers. Universities and scientific institutions must prevent the unauthorized use of their often over-burdened systems. The Department of Defense and other government agencies must face the very real possibility that classified information is being compromised or that weapon systems are being tampered with. In fact, security related problems can be found at virtually every level of computer usage.

In the past, attempts have been made to identify the security weakness of computer systems by trial and error and

then fix them. However, Schell [10] has shown that security cannot be "added on" to an existing system with any degree of confidence that the resulting security system is impregnable. Security must be explicitly designed into a system from first principles. The key to achieving provable information security is realized in the concept of the "security kernel." Schell [11] provides a detailed discussion of the use of this concept in the methodical design of system security.

The security of computer systems processing sensitive information can be achieved by two means: external security controls and internal security controls. In the first case, security is achieved by encapsulating the computer and all its trusted users within a single security perimeter established by physical means (e.g., armed guards, fences, etc.) This means of security is often undesirable due to its added cost of implementation, the inherent risk of error-prone manual procedures, and the problem of trustworthy but error-prone users. Also, since all security controls are external to the computer system, the computer is incapable of securely handling data at differing security levels or users with differing degrees of authorization. This restriction greatly limits the utility of modern computers. Internal security controls rely upon the computer system to internally distinguish between multiple levels of information classification and user authorization. This is

clearly a more desirable and flexible approach to information security. This does not mean, however, that external security is not needed. The optimal approach would be to utilize internal security controls to maintain information security and external security controls to provide physical protection of our system against sabotage, theft, or destruction. The primary concern of this thesis is information security and will therefore center its discussion on the achievement of information security through implementation of the security kernel concept.

One might argue that a "totally secure" computer system is one that allows no access to its classified or otherwise sensitive information. Such a system would not be of much value to its users. Therefore, when we say that a system provides information security, it is only secure with respect to some specific external security policy established by laws, directives, or regulations. There are two distinct aspects of security policy: non-discretionary and discretionary. Each user (subject) of the system is given a label denoting what classification or level of access the user is authorized. Likewise, all information or segments (objects) within the system are labelled with their classification or level of sensitivity. The non-discretionary security mechanism is responsible for comparing the authorization of a subject with the classification of an object and determining what access, if

any, should be granted. The DOD security classification system provides an example of the non-discretionary security policy and is the policy implemented in SASS. The discretionary security policy is a refinement of the non-discretionary policy. As such, it adds a higher degree of restriction by allowing a subject to specify or restrict who may have access to his files. It must be emphasized that the discretionary policy is contained within the non-discretionary policy and in no way undermines or substitutes for it. This prevents a subject from granting access that would violate the non-discretionary policy. An example of discretionary security is provided by the DOD "need to know" policy. In SASS, the discretionary policy is implemented within the supervisor [2] by means of an Access Control List (ACL). There is an ACL maintained for every file in the system, which provides a list of all users authorized access to that file. Every attempt by a user to access a file is first checked against the ACL and then checked against the non-discretionary security policy. The "least" or "most restrictive" access found in these checks is then granted to the user.

The relationship between the labels associated with the subject's access class (sac) and the object's access class (oac) is defined by a lattice model of secure information flow [12] as follows ("|" denotes "no relationship"):

1. sac = oac, read and write access permitted
2. sac > oac, read access permitted
3. sac < oac, write access permitted
4. sac ! oac, no access permitted

In order to understand how these access levels are determined, it is necessary to gain an awareness of and consideration for several basic security properties.

The "Simple Security Property" deals with "read" access. It states that a subject may have read access only to those object's whose classification is less than or equal to the classification of the subject. This prevents a subject from reading any object possessing a classification higher than his own.

The "Confinement Property" (also known as "\*-property") governs "write" access. It states that a user may be granted write access only to those objects whose classification is greater than or equal to the classification of the subject. This prevents a user from writing information of a higher classification (e.g., Secret) into a file of a lower classification (e.g., Unclassified). It is noted that while this property allows a user to write into a file possessing a classification higher than his own, it does not allow him access to any of the data in that file. The SASS design does not allow a user to "write up" to higher classified files. Therefore, in SASS, "sac < oac" denotes "no access permitted."

The "Compatibility Property" deals with the creation of objects in a hierarchical structure. In SASS, objects (segments) are hierarchically organized in a tree structure. This structure consists of nodes with a root node from which the tree emanates. The Compatibility Property states that the classification of objects must be non-decreasing as we move down the hierarchical structure. This prevents a parent node from creating a child node of a lower classification.

Several prerequisites must be met in order to insure that the security kernel design provides a secure environment. Firstly, every attempt to access data must invoke the Kernel. In addition, the Kernel must be isolated and tamperproof. Finally, the Kernel design must be verifiable. This implies that the mathematical model, upon which the Kernel is based, must be proved secure and that the Kernel is shown to correctly implement this model.

### 3. Segmentation

Segmentation is a key element of a security Kernel based system. A segment can be defined as a logical grouping of information, such as a procedure, file or data area [8]. Therefore, we can redefine a process' address space as the collection of all segments addressable by that process. Segmentation is the technique applied to effect management of those segments within an address space. In a segmented environment, all references within an address space require two components: 1) a segment specifier (number) and 2) the location (offset) within the segment.

A segment may have several logical and physical attributes associated with it. The logical attributes may include the segment's classification, size, or permissible access (read, write, or execute). These logical attributes allow a segment to nicely fit the definition of an object within the security kernel concept, and thus provide a means for the enforcement of information security. A segment's physical attributes include the current location of the segment, whether or not the segment resides in main memory or secondary storage, and where the segment's attributes are maintained by a segment descriptor. The segment descriptors for each segment in a process' address space are contained within a Descriptor Segment (viz., the MMU Image in SASS) to facilitate the memory management of that address space.

Segmentation supports information sharing by allowing a single segment to exist in the address spaces of multiple processes. This allows us to forego the maintenance of multiple copies of the same segment and eliminates the possibility of conflicting data. Controlled access to a segment is also enforced, since each process can have different attributes (read/write) specified in its segment descriptor. In the implementation of SASS, any segment which is shared, but has "read only" access by every process sharing it, is placed in the processor local memory supporting each of these processes rather than in the global memory. This implies the maintenance of multiple copies of

some shared segments. It is noted that the problem of "conflicting data" is avoided since this only applies to read only segments. This apparent waste of memory and nonuse of existing sharing facilities is justified by a design decision to provide maximum reduction of bus contention among processors accessing global memory. This reduction in bus contention is considered to be of more importance than the saving of memory space provided by single copy sharing of read only segments. This decision is also well supported by the occurrence of decreasing memory costs, which we have experienced in terms of high speed bus costs.

#### 4. Protection Domains

The requirement for isolating the Kernel from the remainder of the system is achieved by dividing the address space of each process into a set of hierarchical domains or protection rings [13]. O'Connell and Richardson [1] defined three domains in the family of secure operating systems: the user, the supervisor, and the kernel. Only two domains are actually necessary in the SASS design since it does not provide extended user applications. The Kernel resides in the inner or most privileged domain and has access to all segments in an address space. System wide data bases are also maintained within the Kernel domain to insure their accessibility is only through the Kernel. The Supervisor exists in the outer or least privileged domain where its access to data or segments within an address space is restricted.



While protection domains may be created through either hardware or software mechanisms, a hardware implementation provides much greater efficiency. Current microprocessor technology only provides for the implementation of two domains. This two domain restriction does not support O'Connell and Richardson's complete family design, but it is sufficient to allow hardware implementation of the ring structure required by the SASS subset.

#### 5. Abstraction

Dijkstra [14] has shown that the notion of abstraction can be used to reduce the complexity of a problem by applying a general solution to a number of specific cases. A structure of increasing levels of abstraction provides a powerful tool for the design of complex systems and generally leads to a better design with greater clarity and fewer errors.

Each level of abstraction creates a virtual hierarchical machine [8] which provides a set of "extended instructions" to the system. A virtual machine cannot make calls to another virtual machine at a higher level of abstraction and in fact is unaware of its existence. This implies that a level of abstraction is independent of any higher levels. This independence provides for a loop-free design. Additionally, a higher level may only make use of the resources of a lower level by applying the extended instruction set of the lower level virtual machine.

Therefore, once a level of abstraction is created, any higher level is only interested in the extended instruction set it provides and is not concerned with the details of its implementation. In SASS, once a level of abstraction is created for the physical resources of the system, these resources become "virtualized" making the higher levels of the design independent of the physical configuration of the system.

### C. THESIS STRUCTURE

This thesis describes the implementation of the process management functions for the SASS. The design base for this implementation evolved from the secure family of operating systems designed by O'Connell and Richardson [1]. The programming language utilized in this implementation was PLZ/ASM assembly code [20].

Chapter I provided an introduction to the Secure Archival Storage System and a discussion of the basic concepts which underlie a secure operating system environment.

Chapter II will provide a discussion of the SASS design. An overview of the entire SASS system is presented along with more detailed description of the modules comprising SASS and their associated databases.

Chapter III discusses the issues bearing on this implementation and the refinements made to previous SASS related work. A discussion concerning the initialization of

the databases utilized by the current SASS demonstration is also presented.

Chapter IV presents the implementation of process management (viz., the Traffic Controller, Event Manager, Distributed Memory Manager, and Gate Keeper stub modules). A description of design and implementation criteria, and decisions made during implementation are also discussed in this chapter.

Chapter V provides the conclusions reached, the status of the research, and recommendations relative to the continuation and extension of this work.

The appendices include the PLZ/ASM code for the modules implemented and refined. The complete program listings for the Secure Archival Storage System may be obtained from a report prepared by Schell and Cox [22].

## II. SECURE ARCHIVAL STORAGE SYSTEM DESIGN

This chapter provides an overview of the SASS in its current design state. The intent of this summary is threefold. First, it is intended to provide an overall understanding of the SASS itself. Secondly, it will provide an interrelationship between the work done in this thesis and previous work performed on SASS. Lastly, it provides a current base upon which further SASS development can occur.

### A. BASIC SASS OVERVIEW

The purpose of the Secure Archival Storage System is to provide a secure "data warehouse" or information pool which can be accessed and shared by a variable set of host computer systems possessing differing security classifications. The primary goals of the SASS design are to provide information security and controlled sharing of data among system users.

Figure 1 provides an example of a possible SASS usage. The system is used exclusively for managing an archival storage system and does not provide any programming services to its users. Thus the users of the SASS may only create, store, retrieve, or modify files within the SASS. The host computers are hardwired to the system via the I/O ports of the Z8001 with each connection having a fixed security

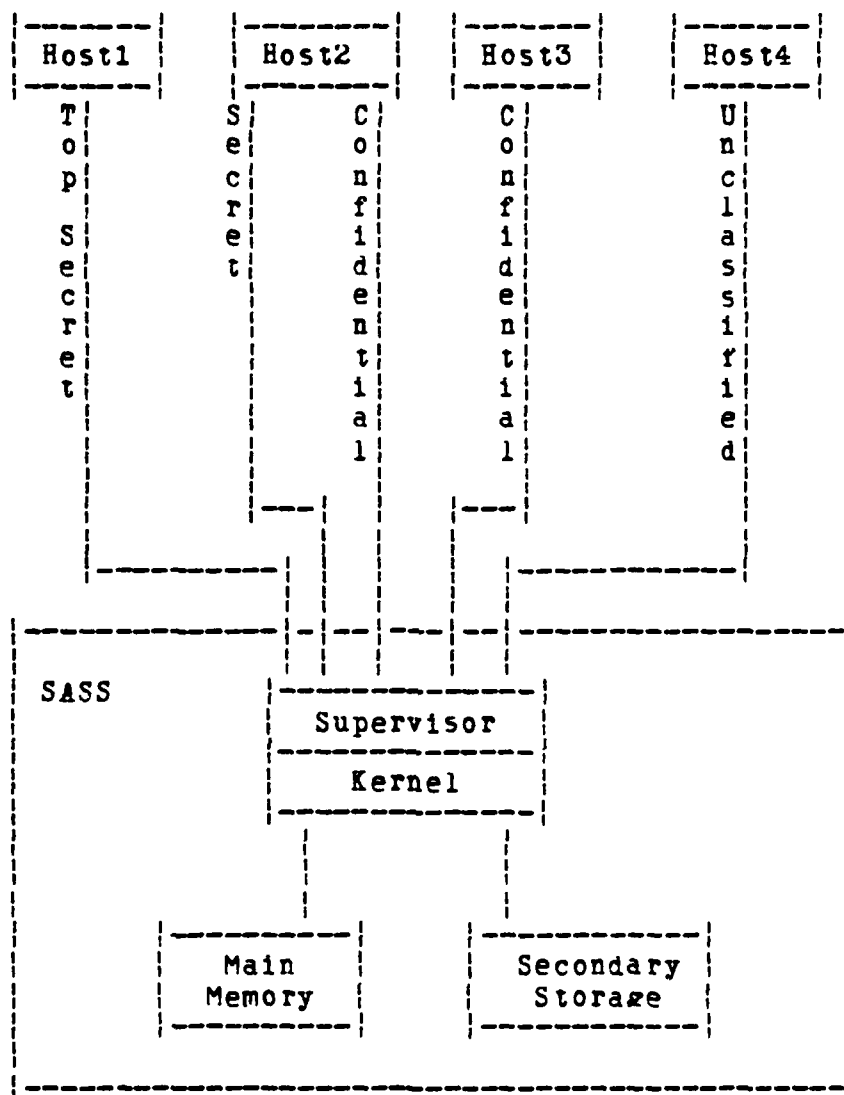


Figure 1. SASS System

classification. Each host must have a separate connection for each security level it wishes to work on (It is important to note that Figure 1 only represents the logical interfacing of the system. Specifically, the actual connection with the host system must be interfaced with the Kernel as the I/O instructions for the port are privileged). In our example, Host #1 can create and modify only Top Secret files, but it can read files which are Top Secret, Secret, Confidential, or Unclassified. Likewise, Host #2 can create or modify secret files, using its secret connection or confidential files, using its confidential connection. Host #2 cannot create or modify Top Secret or Unclassified files.

In order to provide information security and controlled sharing of files, the SASS operates in two domains: (1) the Supervisor domain and (2) the Kernel domain. The SASS achieves this desired environment through a distributed operating system design which consists of two primary modules: the Supervisor and the Security Kernel. Each host system connected to the SASS has associated with it two processes within the SASS which perform the data transfer and file management on behalf of that host. The host computer communicates directly with its own I/O process and File Manager process within the SASS.

We can use our notion of abstraction to present a system overview of the SASS. The SASS consists of four primary

levels of abstraction:

Level 3-The Host Computer Systems

Level 2-The Supervisor

Level 1-The Security Kernel

Level 0-The SASS Hardware

A pictorial representation of this abstract system overview is presented in Figure 2. This representation is limited to a dual host system for clarity and space restrictions. Note that the Gate Keeper module is in actuality the logical boundary between levels one and two and as such will be described separately.

Level 3, the host computer systems, of SASS has already been addressed. It should be noted that the SASS design makes no assumptions about the host computer systems. Therefore each host may be of a different type or size (i.e.- micro, mini, or maxi-computer system). Furthermore, the necessary physical security of the host systems and their respective data links with the SASS is assumed.

#### B. SUPERVISOR

Level 2 of the SASS system is composed of the Supervisor domain. As already stated, the SASS consists of two domains. The actual implementation of these domains was greatly simplified since the 78001 microprocessor provides two modes of execution. The system mode, with which the Kernel was implemented, provides access to all machine instructions and

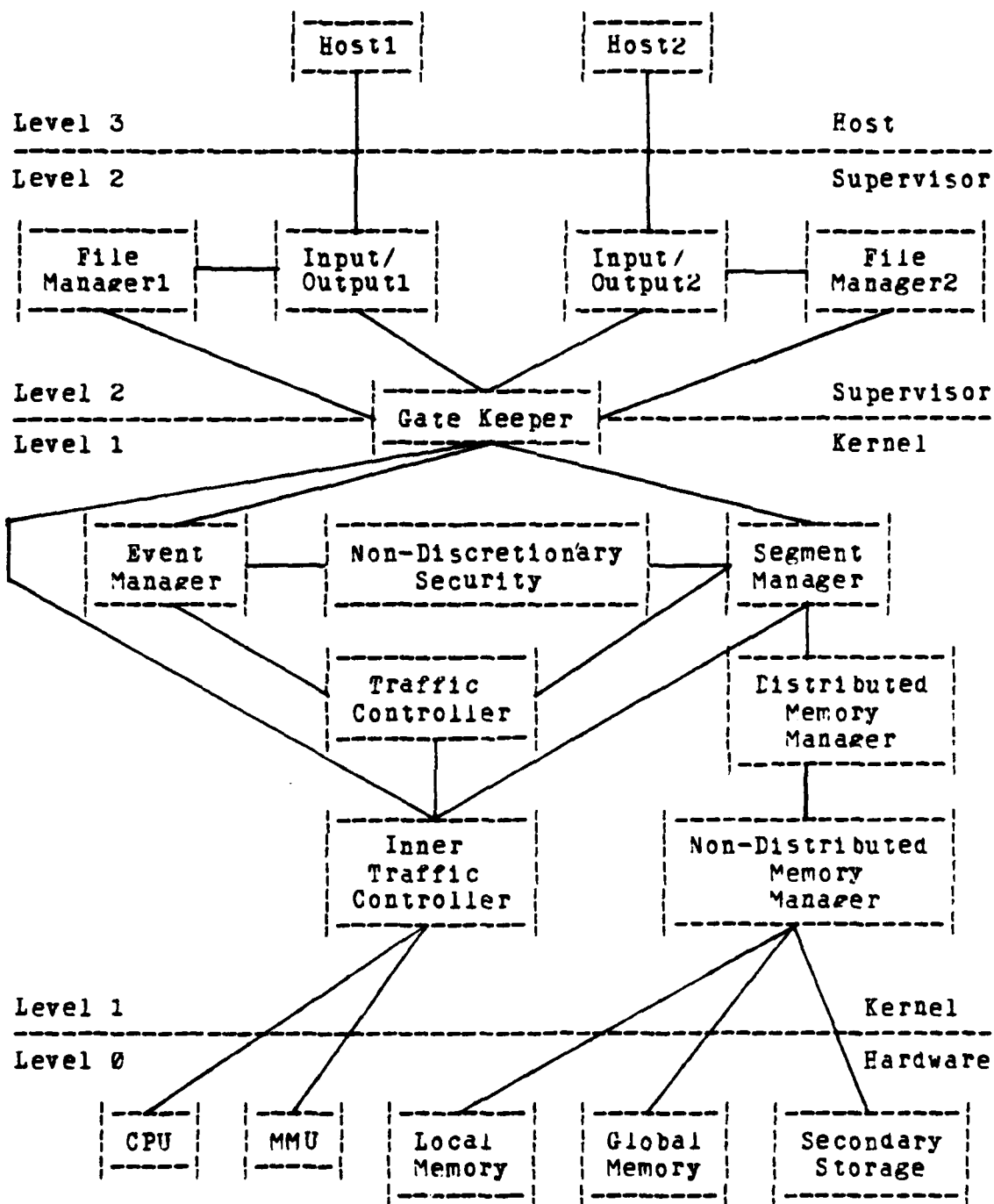


Figure 2. System Overview (Dual Host)



all segments within the system. The normal mode, with which the Supervisor was implemented, only provides access to a limited subset of machine instructions and segments within the system. Therefore, the Supervisor operates in an outer or less privileged domain than the Kernel.

The purpose of the Supervisor is to manage the data link between the host computer systems and the SASS by means of Input/Output control, and to create and manage the file hierarchy of each host within the SASS. These functions are accomplished via an Input/Output (I/O) process and a File Manager (FM) process within the Supervisor. A separate FM and I/O process are created and dedicated to each host at the time of system initialization.

#### 1. File Manager Process

The FM process directs the interaction between the host computer systems and the SASS. It interprets all commands received from the Host computer and performs the necessary action upon them through appropriate calls to the Kernel. The primary functions of the FM process are the management of the Host's virtual file system and the enforcement of the discretionary security policy.

The virtual file system of the Host is viewed as a hierarchy of files which are implemented in a tree structure. The five basic actions which may be initiated upon a file at this level are: 1) to create a file, 2) to delete a file, 3) to read a file, 4) to store a file, and 5)

to modify a file. The FM process utilizes a FM Known Segment Table (FM\_KST) as the primary database to aid in this management.

The FM process maintains an Access Control List (ACL) through which it enforces the discretionary security in SASS. The FM process initializes an ACL for every file in its Host's file system. The ACL is merely a list of all users that are authorized to access that file. The ACL is checked upon every attempt to access a file to determine its authorization. The user (host computer) directs the FM process as to what entries or deletions should be made in the ACL, and as such, specifies who he wishes to have access to his file. As noted earlier, discretionary security is a refinement to the Non-Discretionary Security Policy and therefore can only be utilized to add further access restrictions to those provided by the Non-Discretionary Security. This prevents a user from granting access to a file to someone who otherwise would not be authorized access.

## 2. Input/Output Process

The I/O process is responsible for managing the input and output of all data between the host computer systems and the SASS. The I/O process is subservient to the FM process and receives all of its commands from it. Data is transferred between the SASS and Host Computer systems in fixed size "packets". These packets are broken up into three

basic types: 1) a synchronization packet, 2) a command packet, and 3) a data packet. In order to insure reliable transmission and receipt of packets between the Host computer and the SASS, there must exist a protocol between them. Parks [2] provides a more detailed description of these packets, and a possible multi-packet protocol.

### C. GATE KEEPER

The primary objective of the gate keeper is to isolate the Kernel and make it tamperproof. This goal is accomplished by reason of a software ring crossing mechanism provided by the gate keeper. In terms of SASS, this notion of "ring-crossing" is merely the transition from the Supervisor domain to the Kernel domain. As noted earlier, the gate keeper establishes the logical boundary between the Supervisor and the Kernel, and as a matter of course, it provides a single software entry point (enforced by hardware) into the Kernel. Therefore, any call to the Kernel must first pass through the gate keeper.

The gate keeper acts as a trap handler. Once it is invoked by a user (Supervisor) process, the hardware preempt interrupts are masked, and the user process' registers and stack pointer are saved (within the kernel domain). It then takes the argument list provided by the caller and validates these passed parameters to insure their correctness. To aid in the validation of these parameters, the gate keeper

utilizes the Parameter Table as a database. The Parameter table contains all of the permitted functions provided by the Kernel. These relate directly to the extended instruction set (viz., Supervisor calls) provided by the Kernel (these extended instructions will be described in the next section). If an invalid call is encountered by the gate keeper, an error code is returned, and the Kernel is not invoked. If a valid call is encountered by the gate keeper, the arguments and control are passed to the appropriate Kernel module.

Once the Kernel has completed its action on the user request, it passes the necessary parameters and control back to the gate keeper. At this point, the gate keeper determines if any software virtual preempt interrupts have occurred. If they have, then the virtual preempt handler is invoked vice the Kernel being exited (virtual interrupt structure is discussed in chapter III). Correspondingly, if a software virtual preempt has not occurred, then the return arguments are passed to the user process. The user process' registers and stack pointer (viz., its execution point) are restored and control returned to the Supervisor domain. A detailed description of the Gate Keeper interface and implementation is provided in chapter IV.

#### D. DISTRIBUTED KERNEL

Level 1 of our abstract view of SASS consists of two components: the distributed Kernel and the non-distributed Kernel. These two elements comprise the Security Kernel of the SASS. The Security Kernel has two primary objectives: 1) the management of the system's hardware resources, and 2) the enforcement of the non-discretionary security policy. It executes in the most privileged domain (viz., the system mode of the Z8001) and has access to all machine instructions. The following section will provide a brief description of the distributed Kernel, its components, and the extended instruction set it provides. A discussion of the non-distributed Kernel will be given in the next section.

The distributed Kernel consists of those Kernel modules whose segments are contained (distributed) in the address space of every user (Supervisor) process. Thus, in effect, the distributed Kernel is shared by all user processes in the SASS. The distributed Kernel is composed of the Segment Manager, the Event Manager, the Non-Discretionary Security Module, the Traffic Controller, the Inner Traffic Controller, and the Distributed Memory Manager Module. The Segment Manager and the Event Manager are the only "user visible" modules in the distributed Kernel. In other words, the set of extended instructions available to user processes invoke either the Segment Manager or the Event Manager.

## 1. Segment Manager

The objective of the Segment Manager is the management of a process' segmented virtual storage. The Segment Manager is invoked by calls from the Supervisor domain via the gate keeper. Calls to the Segment Manager are made by means of six extended instructions provided by the segment manager. These extended instructions (viz., entry points) are: 1) CREATE\_SEGMENT, 2) DELETE\_SEGMENT, 3) MAKE\_KNOWN, 4) TERMINATE, 5) SM\_SWAP\_IN, and 6) SM\_SWAP\_OUT. The extended instructions CREATE\_SEGMENT and DELETE\_SEGMENT add and remove segments from the SASS. MAKE\_KNOWN and TERMINATE add and remove segments from the address space of a process. Finally, SM\_SWAP\_IN and SM\_SWAP\_OUT move segments from secondary storage to main storage and vice versa.

The primary database utilized by the Segment Manager is the Known Segment Table (KST). A representation of the structure of the KST is provided in figure 3. The KST is a process local database that contains an entry for every segment in the address space of that process. The KST is indexed by segment number with each record of the KST containing descriptive information for a particular segment. The KST provides a mapping mechanism by which the segment number of a particular segment can be converted into a unique handle for use by the Memory Manager. The Memory Manager will be discussed in the next section.

V	-----Segment #						
	MM Handle	Size	Acess Mode	In Core	Class	Mentor Seg No	Entry Number

Figure 3. Known Segment Table (KST)

## 2. Event Manager

The purpose of the Event Manager is the management of event data which is associated with interprocess communications within the SASS. This event data is implemented by means of eventcounts (a synchronization primitive discussed by Reed [15]). The Event Manager is invoked, via the Gate Keeper, by user processes residing in the Supervisor domain. There are two eventcounts associated with every segment existing in the Supervisor domain. These eventcounts (viz., Instance 1 and Instance 2) are maintained in a database residing in the Memory Manager. The Event Manager provides its management functions through its extended instruction set READ, TICKET, ADVANCE, and AWAIT, and in conjunction with the extended instructions TC\_ADVANCE and TC\_AWAIT provided by the Traffic Controller (to be discussed next). These extended instructions are based on the mechanism of eventcounts and sequencers [15]. The Event Manager verifies the access permission of every interprocess communication request through the Non-Discretionary Security Module. The extended instruction READ provides the current value of the eventcount requested by the caller. TICKET provides a complete time ordering of possibly concurrent events through the mechanism of sequencers. The Event Manager will be discussed in more detail in chapter IV.

## 3. Non-Discretionary Security Module

The purpose of the Non-Discretionary Security Module (NDS) is the enforcement of the non-discretionary security



policy of the SASS. While the current implementation of SASS represents the Department of Defense security policy, any security policy which may be represented through a lattice structure [12] may also be implemented. The NDS is invoked via its extended instruction set: CLASS\_EQ and CLASS\_GE. The NDS is passed two classifications which it compares and then analyzes their relationship. CLASS\_EQ will return a true value to the calling procedure only if the two classifications passed were equal. The CLASS\_GE instruction will return true if a given classification is analyzed to be either greater than or equal to another given classification. The NDS does not utilize a data base as it works only with the parameters it is passed.

#### 4. Traffic Controller

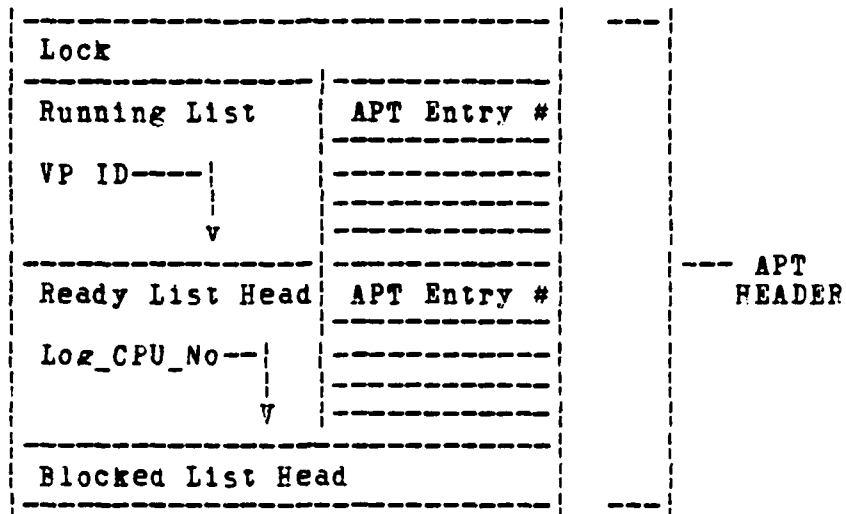
The task of processor scheduling is performed by the traffic controller. Saltzer [16] defines traffic controller as the processor multiplexing and control communication section of an operating system. The current SASS design utilizes Reed's [9] notion of a two level traffic controller, consisting of: 1) a Traffic Controller (TC) and 2) an Inner Traffic Controller (ITC).

The primary function of the Traffic Controller is the scheduling (binding) of user processes onto virtual processors. A virtual processor (VP) is an abstract data structure that simulates a physical processor through the preservation of an executing process' attributes (viz., the

execution point and address space). Multiple VP's may exist for every physical processor in the system. Two VP's are permanently bound to Kernel processes (viz., Memory Manager and Idle) and as such are not in contention for process scheduling. These processes and their corresponding virtual processors are invisible to the TC. The remaining virtual processors are either idle or are temporarily bound to user processes as scheduled by the TC. The database utilized by the TC in process scheduling is the Active Process Table (APT). Figure 4 provides the structure of the APT.

The APT is a system-wide Kernel database containing an entry for every user process in the system. Since the current SASS design does not provide for dynamic process creation/deletion, a user process is active for the life of the system. Therefore, the size of the APT is fixed at the time of system generation. The APT is logically composed of three parts: 1) an APT header, 2) the main body of the APT, and 3) a VP table. The APT header includes: 1) a Lock to provide for a mutual exclusion mechanism, 2) a Running List indexed by VP ID to identify the current process running on each VP, 3) a Ready List, which points to the linked list of processes which are ready for scheduling, and 4) a Blocked List, which points to the linked list of processes which are in the blocked state awaiting the occurrence of some event.

A design decision was made to incorporate a single list of blocked processes instead of the more traditional



---APT Entry #									
							Awaited Event		
AP	DBR	Access	Priority	State	Affi-	VP	Handle	Instance	Count
Link	Handle	Class			nity	ID			

Log_CPU_No----->							TC --VP TABLE		
NR_OF_VP'S									
FIRST_VP									

Figure 4. Active Process Table (APT)

notion of separate lists per eventcount because of its simplicity and its ease of implementation. This decision does not appreciably affect system performance or efficiency as the "blocked" list will never be very long. The VP table is indexed by logical CPU number and specifies the number of VP's associated with the logical CPU and its first VP in the Running List. The logical CPU number, obtained during system initialization, provides a simple means of uniquely identifying each physical CPU in the system. The main body of the APT contains the user process data required for its efficient control and scheduling. NEXT\_AP provides the linked list threading mechanism for process entries. The DBR entry is a handle identifying the process' Descriptor Segment which is employed in process switching and memory management. The ACCESS\_CLASS entry provides every process with a security label that is utilized by the Event Manager and the Segment Manager in the enforcement of the Non-Discretionary Security Policy. The PRIORITY and STATE entries are the primary data used by the Traffic Controller to effect process scheduling. AFFINITY identifies the logical CPU which is associated with the process. VP ID is utilized to identify the virtual processor that is currently bound to the process. Finally, the EVENTCOUNT entries are utilized by the TC to manage processes which are blocked and awaiting the occurrence of some event. HANDLE identifies the segment associated with the event, INSTANCE specifies the

event, and COUNT determines which occurrence of the event is needed.

The Traffic Controller determines the scheduling order by process priority. Every process is assigned a priority at the time of its creation. Once scheduled, a process will run on its VP until it either blocks itself or it is preempted by a higher priority process. To insure that the TC will always have a process available for scheduling, there logically exists an "idle" process for every VP visible to the TC. These "idle" processes exist at the lowest process priority and, consequently, are scheduled only if there exists no useful work to be performed.

The Traffic Controller is invoked by the occurrence of a virtual preempt interrupt or through its extended instruction set: ADVANCE, AWAIT, PROCESS\_CLASS, and GET\_DBR\_NUMBER. ADVANCE and AWAIT are used to implement the IPC mechanism invoked by the Supervisor. PROCESS\_CLASS and GET\_DBR\_NUMBER are called by the Segment Manager to ascertain the security label and DBR handle, respectively, of a named process. A more detailed discussion of the TC is provided in chapters III and IV.

##### 5. Inner Traffic Controller

The Inner Traffic Controller is the second part of our two-level traffic controller. Basically, the ITC performs two functions. It multiplexes virtual processors onto the actual physical processors, and it provides the

primitives for which inter-VP communication within the Kernel is implemented. A design choice was made to provide each physical processor in the system with a small fixed set of virtual processors. Two of these VP's are permanently bound to the Kernel processes. The Memory Manager is bound to the highest priority VP. Conversely, the Idle Process is bound to the lowest priority VP and, as a result, will only be scheduled if there exists no useful work for the CPU to perform. The primary database utilized by the ITC is the Virtual Processor Table (VPT). Figure 5 illustrates the VPT.

The VPT is a system wide Kernel database containing entries for every CPU in the system. The VPT is logically composed of four parts: 1) a header, 2) a VP data table, 3) a message table, and 4) an external VP list. The header includes a LOCK (spin lock) that provides a mutual exclusion mechanism for table access, a RUNNING LIST (indexed by logical CPU #) that identifies the VP currently running on the corresponding physical CPU, a READY LIST (indexed by logical CPU #) which points to the linked list of VP's which are in the "ready" state and awaiting scheduling on that CPU, and a FREE LIST which points to the linked list of unused entries in the message table. The VP data table contains the descriptive data required by the ITC to effectively manage the virtual processors. The DBR entry points within the MMU Image to the descriptor segment for the process currently running on the VP. PRI (Priority),

Lock		
Running_List	VPT Entry #	
CPU_No--		
V		
Ready_List	VPT Entry #	
CPU_No--		
V		
Free_List		

---VPT Header

	---VP_ID								
	NEXT READY VP	DBR	STATE	IDLE FLAG	VIRTUAL PREEMPT	PHYSICAL PROCESSOR	PRI	EXT VP ID	MSG LIST

V

	---MSG_INDEX				EXT_VP_ID----->			
	NEXT_MSG	SENDER	MSG		VPT Entry No			
	Message List				External VP List			

V

Figure 5. Virtual Processor Table (VPT)

STATE, IDLE\_FLAG, and PREEMPT are the primary data used by the ITC for VP scheduling. PREEMPT indicates whether or not a virtual preempt is pending for the VP. The IDLE\_FLAG is set whenever the TC has bound an "idle" process to the VP. Normally, a VP with the IDLE\_FLAG set will not be scheduled by the ITC as it has no useful work to perform. In fact, such a VP will only be scheduled if the PREEMPT flag is set. This scheduling will allow the VP to be given (bound) to another process. PHYSICAL PROCESSOR contains an entry from the Processor Data Segment (PRDS) that identifies the physical processor that the VP is executing on. EXT\_VP\_ID is the identifier by which the VP is known by the Traffic Controller. A design choice was made to have the EXT\_VP\_ID equate to an offset into the External VP List. The External VP List specifies the actual VP ID (viz., VPT entry number) for each external VP identifier. This precluded the necessity for run time calculation of offsets for the EXT\_VP\_ID. NEXT\_READY\_VP provides the threading mechanism for the "Ready" linked list, and MSG\_LIST points to the first entry in the Message Table containing a message for that VP. The Message Table provides storage for the messages generated in the course of Inter-Virtual Processor communications. MSG contains the actual communication being passed, while SENDER identifies the VP which initiated the communication. NEXT\_MSG provides a threading mechanism for multiple messages pending for a single VP.



The ITC is invoked by means of its extended instruction set: WAIT, SIGNAL, SWAP\_VDBR, IDLE, SET\_PREEMPT, and RUNNING\_VP. WAIT and SIGNAL are the primitives employed in implementing the Inter-VP communication. SWAP\_VDBR, IDLE, SET\_PREEMPT, and RUNNING\_VP are all invoked by the Traffic Controller. SWAP\_VDBR provides the means by which a user process is temporarily bound to a virtual processor. IDLE binds the "Idle" process to a VP (the implication of this instruction will be discussed later). SET\_PREEMPT provides the means of indicating that a virtual preempt interrupt is pending on a VP (specified by the TC) by setting the PREEMPT flag for that VP in the VPT. RUNNING\_VP provides the TC with the external VP ID of the virtual processor currently running on the physical processor.

#### 6. Distributed Memory Manager

The Distributed Memory Manager provides an interface structure between the Segment Manager and the Memory Manager Process. This interfacing is necessitated by the fact that the Memory Manager Process does not reside in the Distributed Kernel and consequently is not included in the user process' address space. The primary functions performed in this module are the establishment of Inter-VP Communication between the VP bound to its user process and the VP permanently bound to the Memory Manager Process, the manipulation of event data, and the dynamic allocation of available memory. The Distributed Memory Manager Module is

invoked by the Segment Manager through its extended instruction set: MM\_CREATE\_ENTRY, MM\_DELETE\_ENTRY, MM\_ACTIVATE, MM\_DEACTIVATE, MM\_SWAP\_IN, and MM\_SWAP\_OUT. These extended instructions are utilized on a one to one basis by the extended instruction set of the Segment Manager (e.g., SM\_SWAP\_IN utilizes (calls) MM\_SWAP\_IN). Wells [6] provides a more detailed description of this portion of the Distributed Memory Manager and the extended instruction set associated with it.

The Distributed Memory Manager is also invoked through its remaining extended instructions: MM\_READ\_EVENTCOUNT, MM\_TICKET, MM\_ADVANCE, and MM\_ALLOCATE. These Distributed Memory Manager functions will be discussed in detail in chapter IV.

#### E. NON-DISTRIBUTED KERNEL

The Non-Distributed Kernel is the second element residing in Level 1 of our abstract system view of the SASS. The sole component of the Non-Distributed Kernel is the Memory Manager Process.

##### 1. Memory Manager Process

The primary purpose of the Memory Manager Process is the management of all memory resources within the SASS. These include the local and global main memories, as well as the hard-disk based secondary storage. A dedicated Memory Manager Process exists for every CPU in the system. Each CPU

possesses a local memory where process local segments and shared, non-writeable segments are stored. There is also a global memory, to which every CPU has access, where the shared, writeable segments are stored. It is necessary to store these shared, writeable segments in the global memory to ensure that a current copy exists for every access.

The Memory Manager Process is tasked by other processes within the Kernel domain (via Signal and Wait) to perform memory management functions. These basic functions include the allocation/deallocation of local and global memory and of secondary storage, and the transfer of segments between the local and global memory and between secondary storage and the main memories. The extended instruction set provided by the Memory Manager Process includes: CREATE\_ENTRY, DELETE\_ENTRY, ACTIVATE, DEACTIVATE, SWAP\_IN, and SWAP\_OUT. These instructions correspond one to one with those of the Distributed Memory Manager Module. The system wide data bases utilized by all Memory Manager Processes are the Global Active Segment Table (G\_AST), the Alias Table, the Disk Bit Map, and the Global Memory Bit Map. The processor local databases used by each Memory Manager Process are the Local Active Segment Table (L\_AST), and the Local Memory Bit Map. Gary and Moore [4] provide a detailed description of the Memory Manager, its extended instruction set, and its databases.

A summary of the extended instruction set created by the components of the Security Kernel is provided by Figure 6. One might question the prudence of omitting PHYS\_PREEMPT\_HANDLER and VIRT\_PREEMPT\_HANDLER (viz., the handler routines for physical and virtual interrupts) from the extended instruction set as both of these interrupts may be raised (viz., initiated) from within the Kernel. A decision was made to not classify these handlers as "extended instructions" since they are only executed as the result of a physical or virtual interrupt and as such cannot be directly invoked (viz., "called") by any module in the system. A summary of the databases utilized by Kernel modules is presented in Figure 7.

#### F. SYSTEM HARDWARE

Level 0 of the SASS consists of the system hardware. This hardware includes: 1) the CPU, 2) the local memory, 3) the global memory, 4) the secondary storage (viz. hard disk), and 5) the I/O ports connecting the Host computer systems to the SASS. Since the SASS design allows for a multiprocessor environment, there may exist multiple CPU's and local memories. The target machine selected for the initial implementation of the system is the Zilog Z8001 microprocessor [17]. The Z8001 is a general purpose 16-bit, register oriented machine that has sixteen 16-bit general purpose registers. It can directly address 8M bytes of

<u>MODULE</u>	<u>INSTRUCTION SET</u>	
Segment Manager	Create_Segment*	Delete_Segment*
	Make_Known*	Terminate*
	SM_Swap_In*	SM_Swap_Out*
Event Manager	Read*	Ticket*
	Advance*	Await*
Non-Discretionary Security	Class_EQ	Class_GE
Traffic Controller	TC_Advance	TC_Await
	Process_Class	
Inner Traffic Controller	Signal	Wait
	Swap_VDBR	Idle
	Set_Preempt	Test_Preempt
	Running_VP	
Distributed Memory Manager	MM_Create_Entry	MM_Delete_Entry
	MM_Activate	MM_Deactivate
	MM_Swap_In	MM_Swap_Out
Non-Distributed Memory Manager	Create_Entry	Delete_Entry
	Activate	Deactivate
	Swap_In	Swap_Out

\* Denotes user visible instructions

Figure 6. Extended Instruction Set

<u>MODULE</u>	<u>DATABASE</u>
Gate Keeper	Parameter Table
Segment Manager	Known_Segment_Table (KST)
Traffic Controller	Active_Process_Table (APT)
Inner Traffic Controller	Virtual_Processor_Table (VPT)
Memory Manager	Memory_Management_Unit Image (MMU)
	Global_Active_Segment_Table (G_AST)
	Local_Active_Segment_Table (L_AST)
	Disk_Bit_Map
	Global_Memory_Bit_Map
	Local_Memory_Bit_Map

Figure 7. Kernel Databases

memory, extensible to 48M bytes. The Z8001 architecture supports memory segmentation and two-domain operations. The memory segmentation capability is provided externally by the Zilog Z8010 Memory Management Unit (MMU). The Z8010 MMU [18] provides management of the Z8001 addressable memory, dynamic segment relocation, and memory protection. Memory segments are variable in size from 256 bytes to 64K bytes and are identified by a set of 64 Segment Descriptor Registers, which supply the information needed to map logical memory addresses to physical memory addresses. Each of the 64 Descriptor Registers contains a 16-bit base address field, an 8-bit limit field, and an 8-bit attribute field. Unfortunately, the Z8001 hardware was not available for use during system development. Therefore, all work to date has been completed through utilization of the Z8002 non-segmented version of the Z8000 microprocessor family [17]. The actual hardware used in this implementation is the Advanced Micro Computers Am96/411b MonoBoard Computer [19] containing the AmZ8002 sixteen bit non-segmented microprocessor. This computer provides 32K bytes of on-board RAM, 8k bytes of PROM/ROM space, two RS232 serial I/O ports, 24 parallel I/O lines, and a standard INTEL Multibus interface. The general structure of the design has been preserved by simulation of the segmentation hardware in software. This software MMU Image (see Figure 8) is created as a database within the Inner Traffic Controller.

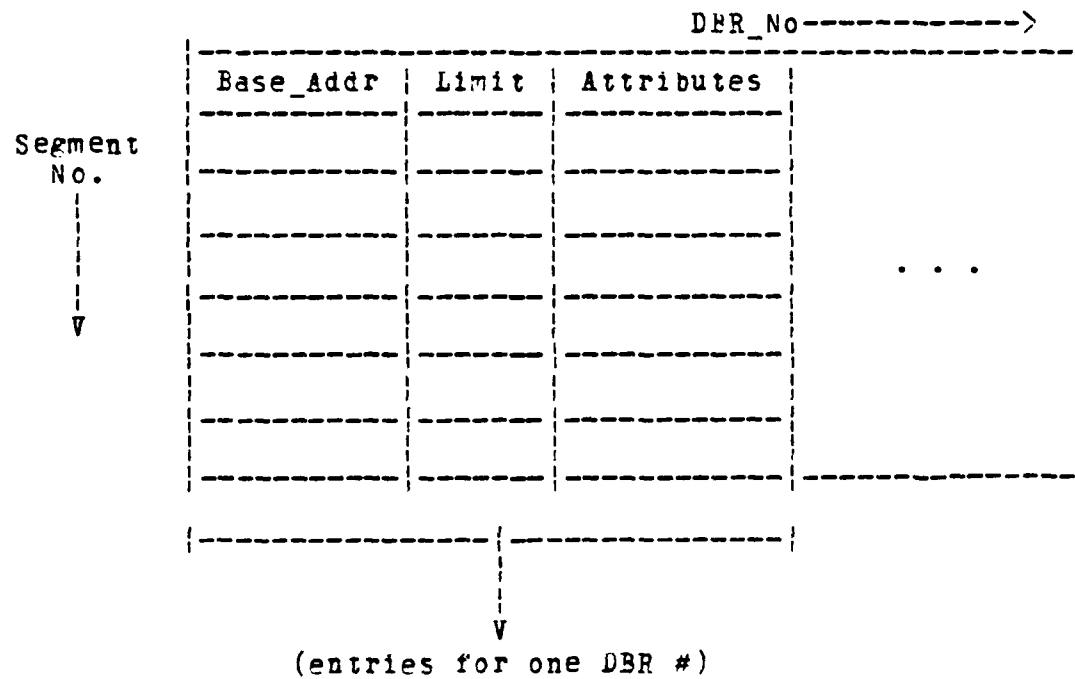


Figure 8. Memory Management Unit (MMU) Image



The MMU Image is a processor-local database indexed by DBR\_No. Each DBR\_No represents one record within the MMU Image. Each record is an exact software copy of the Segment Descriptor Register set in the hardware MMU. Each element of this software MMU Image is in the same form utilized by the special I/O instructions to load the hardware MMU. Each DBR record is indexed by segment number (Segment\_No). Each Segment\_No entry is composed of three fields: Base\_Addr, Limit, and Attributes. Base\_Addr is a 16-bit field which contains the base address of the segment in physical memory. Limit is an 8-bit field that specifies the number of contiguous blocks of memory occupied by the segment. Attributes is an 8-bit field representing the eight flags which specify the segment's attributes (e.g., "read", "execute", "write", etc.).

#### G. SUMMARY

An extended overview of the current SASS design has been presented in this chapter. The four major levels of abstraction comprising the SASS system have been identified and the major components of each level have been discussed. The extended instruction set provided by the SASS Kernel was also defined. With this background, the actual details of this implementation will be described in chapters III and IV.

### III. IMPLEMENTATION ISSUES

Issues bearing on the implementation of process management and refinements made to existing modules are presented in this chapter. Process management for the SASS was provided through the implementation of the Traffic Controller Module, the Event Manager Module, the Distributed Memory Manager Module, and a Gate Keeper Stub (system trap). Additionally, since a demonstration/testbed was integral to the testing and verification of the implementation, it was necessary to complete other supportive tasks. These supportive tasks included limited Kernel database initialization, revised preempt interrupt handling mechanisms, Idle process definition and structure, and additional refinements to existing modules.

#### A. DATABASE INITIALIZATION

Previous work on SASS has relied on statically built databases, which proved to be sufficient for demonstration of a single processor, single host supported system. In the current demonstration, multiple hosts are simulated, and the Kernel data structures have been refined to represent a multiprocessor environment. Since a multiprocessor system was unavailable at the time of this demonstration, several "runs" were made and traced, using different logical CPU

numbers, to show the correctness of this structure. Due to this multiprocessor representation and simulation of multiple hosts, the use of statically built Kernel databases was no longer convenient. Therefore, it became necessary to provide initialization routines for the dynamic creation of those Kernel databases required for this implementation. While it was not the intent of this effort to implement system initialization, care was taken in the writing of these initializing routines so that they might be utilized in the system initialization implementation with, hopefully, minimal refinement. Database initialization was restricted to those databases existing in the Inner Traffic Controller and the Traffic Controller. Limited elements of the Known Segment Table (KST) and Global Active Segment Table (G\_AST) were also created for demonstration purposes.

#### 1. Inner Traffic Controller Initialization

A "Bootstrap Loader" Module, which logically exists at a higher level of abstraction within the Kernel, was created to initialize the databases of the Inner Traffic Controller. This initialization includes the creation of: 1) the Processor Data Segment (PRDS), 2) an MMU Map, 3) Kernel domain stack segments for Kernel processes, 4) allocation and updating of MMU entries for Kernel processes, and 5) Virtual Processor Table (VPT) entries.

The PRDS was loaded with constant values that specify the physical CPU ID, logical CPU ID, and number of

VP's allocated to the CPU. A design decision was made to allocate logical CPU ID's in increments of two (beginning with zero) so that they could be used to directly access lists indexed by CPU number. The MMU map, constructed as a "byte" map, was created to specify allocated and free MMU Image entries.

A separate procedure, CREATE\_STACK, was created to establish the initial Kernel domain stack conditions for Kernel processes. A discussion and diagram of these initial stack conditions is presented in the next section. ALLOCATE\_MMU checks the MMU Map and allocates the next available MMU entry to the process being created. The PRDS is inserted in the allocated MMU entry and the DBR number is returned to the calling procedure. The DBR number (handle) is merely the offset of the DBR in the MMU Image. Since the ITC deals with an address rather than a handle, a procedure, GET\_DBR\_ADDR, was created to convert this offset into a physical address. UPDATE\_MMU\_IMAGE is the procedure which creates or modifies MMU Image entries. UPDATE\_MMU\_IMAGE accepts as arguments the DBR number, segment number, segment attributes, and segment limits. To facilitate process switching and control, various process segments must possess the same segment number system wide. This is accomplished during initialization through the use of the UPDATE\_MMU\_IMAGE procedure. In the ITC, these segments include the PRDS (segment number zero) and the Kernel stack segment (segment number one).

The final task required in ITC initialization is the creation of the VPT. The VPT header is initialized with the "running" and "ready" lists pointers set to a 'nil' state, and the "free" list pointer set to the first entry in the message table. Virtual Processor entries are inserted in the main body of the VPT by the UPDATE\_VP\_TABLE procedure. Entries are first made for the VP's permanently bound to the Memory Manager and Idle processes. The VP bound to the MM process is given a priority of 2 (highest), and the VP bound to the Idle process is given a priority of 0 (lowest). The External VP ID for both of these VP's is set to "nil" as they are not visible to the Traffic Controller. The remaining VP's allocated to the CPU (viz., TC visible VP's) are then entered in the VPT with a priority of 1 (intermediate), and their "idle" and "preempt" flags are set. The preempt flag is set for these TC visible VP's to insure proper scheduling by the Traffic Controller. The DBR for these remaining VP's is initialized with the Idle process DBR. A discussion of "idle" processes and VP's will be provided later in this chapter. The External VP ID for each TC visible VP is merely the offset of the next available entry in the EXTERNAL VP LIST. This External VP ID is entered in the VPT, and the corresponding VP ID (viz., VPT Entry #) is entered in the EXTERNAL VP LIST.

Once these VPT entries have been made, it is necessary to set the state of each VP to "ready" and thread

them (by priority) into the appropriate ready list. A VPT threading mechanism was provided by Reitz [5] in procedure MAKE\_READY. However, it was desired to have a more general threading mechanism that could be used for other lists. Procedure LIST\_INSERT was created to provide this general threading mechanism. LIST\_INSERT is logically a "library" function that exists at the lowest level of abstraction in the Kernel. This function threads an object into a list (specified by the caller) in order of priority, and then sets its state as specified by the calling parameters.

Once the "Bootstrap Loader" has completed ITC initialization, it passes control to the ITC GETWORK procedure to begin VP scheduling.

## 2. Traffic Controller Initialization

The initialization routines for the TC include TC\_INIT, CREATE\_PROCESS, and CREATE\_KST. These routines are called from the Memory Manager process. The MM process was chosen to initiate these routines as it is bound to the highest priority VP and will begin running immediately after the Inner Traffic Controller is initialized. Procedure MM\_ALLOCATE was written to allocate memory space for data structures during initialization (viz., Kernel stacks, user stacks, and KST's). Memory space is allocated in blocks of 100 (hex) bytes. MM\_ALLOCATE is merely a stub of the memory allocating procedure designed by Moore and Gary [4].

It was necessary to pass long lists of arguments to the TC for initialization purposes. To aid in this passing of parameters, a data structure template was used. This template was created by declaring the parameters as a data structure in both the sending and receiving procedures, and then imaging this structure at absolute address zero. The process' stack pointer was then decremented by the size of the parameter data structure, and the parameters were loaded into this data structure indexed by the stack pointer. This template made it very easy to send and receive long argument lists using the process' stack segment.

TC\_INIT initializes the APT header and virtual interrupt vector (discussed later). Each element of the running list is marked "idle", the ready and blocked lists are set to "nil", and the number of VP's and first VP for each CPU are entered in the VP table. The address of the virtual preempt handler is then passed to the ITC procedure CREATE\_INT\_VEC for insertion in the virtual interrupt vector.

CREATE\_PROCESS initializes user processes and creates entries in the APT. ALLOCATE\_MMU is called to acquire a DER number, and an APT entry is created with the process descriptors (viz., parameters). The process is then declared "ready" and threaded into the appropriate ready list by calling the threading function, LIST\_INSERT. A user stack is allocated and UPDATE\_MMU\_IMAGE is called to include the user

stack in the MMU as segment number three. The user stack contains no information or user process initialization parameters (viz., execution point and address space) as all processes are initialized and begin execution from the Kernel domain. Next, a Kernel domain stack is allocated and included in the MMU Image. A design decision was made to initialize the Kernel stacks for user processes with the same structure as the Kernel process' stacks. The rationale for this decision is presented in the next section. As a result of this decision, it became possible to use the CREATE\_STACK procedure in building Kernel domain stacks for both Kernel and user processes. CREATE\_STACK was therefore used as a library function and placed in the library module with LIST-INSERT.

Finally, a Known Segment Table (KST) stub is created to provide a means of demonstrating the mechanism provided by the eventcounts and sequencers for interprocess communication (IPC) and mutual exclusion. Space for the process' KST is created by calling MM\_ALLOCATE. The KST is then included in the process' address space, as segment number two, by UPDATE\_MMU\_IMAGE. Initial entries are made in the Known Segment Table by procedure CREATE\_KST. CREATE\_KST makes an entry in the KST for the "root" and marks the remaining KST entries as "available." The Unique\_ID portion of the root's handle (viz., upper two words) is initialized as -1 (for convenience) and the G\_AST entry number portion of the handle (viz., lowest word) is initialized with zero.



### 3. Additional Initialization Requirements

As already mentioned, the Memory Manager Process prepares the arguments utilized by TC\_INIT, CREATE\_PROCESS, and CREATE\_KST for TC initialization and user process creation. Additionally, the MM process creates a Global Active Segment Table (G\_AST) stub utilized for demonstration of event data management. The G\_AST stub is declared in a separate module (viz., the DEMO\_DATABASE Module) with the format prescribed by Moore and Gary [4]. However, the only fields initialized and utilized by this implementation are UNIQUE\_ID, SEQUENCER, INSTANCE 1, and INSTANCE 2. The eventcounts and sequencer fields are initialized as zero whenever an entry is created in the G\_AST. The UNIQUE\_ID is created just to support this demonstration and does not reflect the segment's unique identifier as specified by Moore and Gary [4]. In this demonstration, UNIQUE\_ID is built with the parameters passed to MM\_ACTIVATE. The first word in UNIQUE\_ID is the G\_AST entry number of the segment's parent, and the second word is the segment's entry number into the alias table. The UNIQUE\_ID together with the offset of the segment's entry in the G\_AST comprise the segment HANDLE maintained in the KST. The first entry in the G\_AST is reserved for the root, and is initialized with an Unique\_ID of minus one (-1). It should be noted that any call to MM\_ACTIVATE for a segment already possessing an entry in the G\_AST will not effect any changes to that

entry. This is to insure that a single G\_AST entry exists for every segment as specified by Moore and Gary [4].

## B. PREEMPT INTERRUPTS

Various refinements were made in the handling of both physical (hardware) and virtual (software) preempt interrupts. A hardware preempt is a non-vectorized interrupt that invokes the virtual processor scheduling mechanism (viz., ITC GETWORK). A virtual preempt is a software vectored interrupt that invokes the user process scheduling mechanism (viz., TC\_GETWORK). This implementation provides the notion of a virtual interrupt that closely mirrors the behavior of a hardware interrupt. In particular, there are similar constructs for initialization of a handler, invocation of a handler, masking of interrupts, and return from a handler. As with most hardware interrupts, a virtual interrupt can occur only at the completion of execution for an "instruction," where each kernel entry and exit for a process delimit a single "virtual instruction."

### 1. Physical Preempt Handler

The physical preempt handler resides in the virtual processor manager (viz., Inner Traffic Controller). The functions it performs are: 1) save the execution point, 2) invoke ITC GETWORK, 3) check for virtual preempt interrupts, 4) restore the execution point, and 5) return control via the IRET instruction. Reitz [5] included the hardware

preempt handler in ITC GETWORK by establishing two entry points and two exit points, one for a regular call to GETWORK and another for the preempt interrupt. He had a separate procedure, TEST\_PREEMPT, that was used to check for the occurrence of virtual preempt interrupts. This structure works nicely, but it requires some means of determining how GETWORK was invoked so that the proper exiting mechanism is used. This was resolved by incorporating a preempt interrupt flag in the status register block of every process' Kernel domain stack segment. A design decision was made to restructure the hardware preempt handler into a single and separate procedure, PHYS\_PREEMPT\_HANDLER. This allowed ITC GETWORK to have a single entry and exit point, and it did away with the necessity of maintaining a preempt interrupt flag in the process stacks. PHYS\_PREEMPT\_HANDLER was constructed from the preempt handling code in GETWORK and procedure TEST\_PREEMPT. TEST\_PREEMPT was deleted from the ITC as its functions were performed by PHYS\_PREEMPT\_HANDLER.

A further refinement was made to the hardware preempt handler dealing with the method by which the virtual preempt handler was invoked. Reitz [5] invoked the virtual preempt handler from TEST\_PREEMPT by means of the "call" instruction. Since the virtual preempt handler logically exists at a higher level of abstraction than the ITC, this invocation violated our notion of only allowing "calls" to lower or equal abstraction levels. However, this deviation

was necessitated by the absence of a virtual interrupt structure. This problem was alleviated by creating a virtual interrupt vector in the ITC that is used in the same way as the hardware interrupt vector. The virtual preempt was given a virtual interrupt number (zero). The virtual interrupt handler is then invoked by means of a "jump" through the virtual interrupt vector for virtual interrupt number 0. This invocation occurs in the same manner that the handlers for hardware interrupts are invoked. The virtual interrupt vector is created by procedure `CREATE_INT_VEC`. `CREATE_INT_VEC` accepts as arguments a virtual interrupt number and the address of the interrupt handler. The creation of the virtual preempt entry in the virtual interrupt vector is accomplished at the time of the Traffic Controller initialization by `TC_INIT`.

## 2. Virtual Preempt Handler

The virtual preempt handler (`VIRT_PREEMPT_HANDLER`) resides in the user process manager (viz., the Traffic Controller). The functions performed by `VIRT_PREEMPT_HANDLER` are: 1) determine the VP ID of the virtual processor being preempted, 2) invoke the process scheduling mechanism (viz., `TC_GETWORK`), and 3) return control via a virtual interrupt return. The correct VP ID is obtained by calling `RUNNING_VP` in the ITC. The Active Process Table is then locked, and the state of the process running on that VP is changed to "ready." At this time, process scheduling is effected by

calling TC\_GETWORK. Once process scheduling is completed, the APT is unlocked and control is returned via a virtual interrupt return. This virtual interrupt return is merely a jump to the PREEMPT\_RET label in the hardware preempt handler (This jump emulates the action of the IRET instruction for a hardware interrupt return). This label is the point at which the virtual preempt interrupts are unmasked.

All Kernel processes are initialized to appear as though they are returning from a hardware preempt interrupt. All user processes initially appear to be returning from a virtual preempt interrupt. Therefore, the initial conditions of a process' Kernel domain stack is largely influenced by the stack manipulation of the preempt handlers. Figure 9 illustrates the initial Kernel domain stack structure for all system processes.

The initial Kernel Flag Control Word (FCW) value is "5000", indicating non-segmented code, system mode of operation, non-vectored interrupts masked, and vectored interrupts enabled. The Current Stack Pointer value is set to the first entry in the stack (viz., SP). The IRET Frame is the portion of the Kernel stack affected by the IRET instruction. The first element, Interrupt ID (set to "FFFF") is merely popped off of the stack and discarded. The next element, Initial FCW, is popped and placed in the system Flag Control Word. Initial FCW is set to "5000" for Kernel

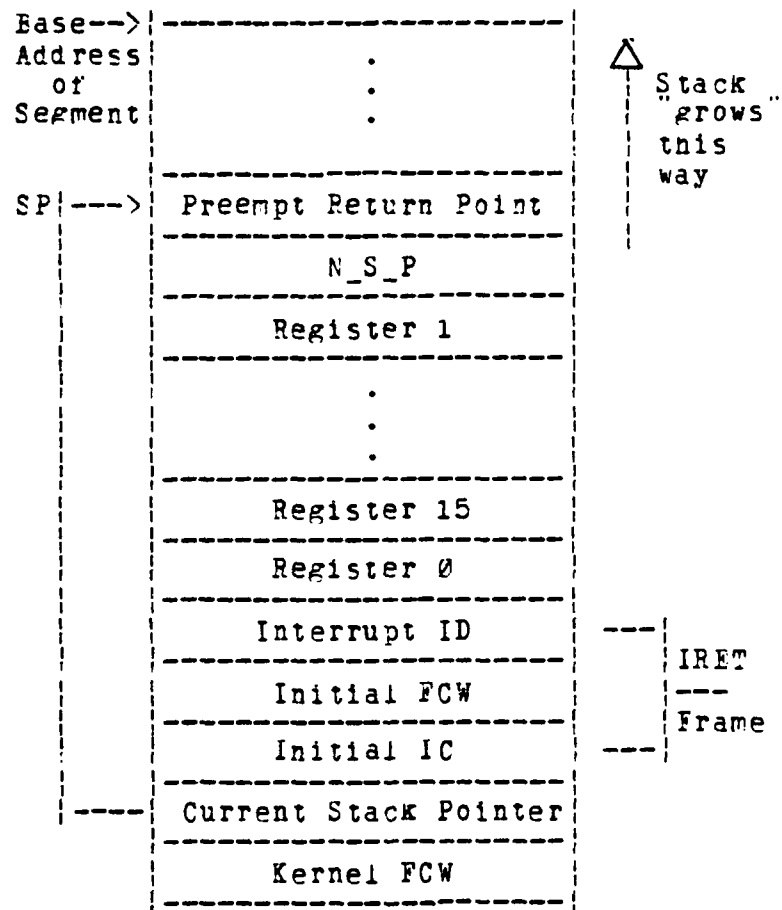


Figure 9. Initial Process Stack

processes and "1800" (indicating normal mode with all interrupts enabled) for user processes. The final element of the IRET frame, Initial IC is popped off of the stack and placed in the program counter (PC) register. This value is initialized as the entry address of the process in question.

The "register" entries on the stack represent the initial register contents for the process at the beginning of its execution. Since the Kernel processes (viz., MM and Idle) do not require any specific initial register states, their entries reflect the register contents at the time of stack creation. Initial register conditions are used to provide initial "parameters" required by the user processes. This will depend largely upon the parameter passing conventions of the implementation language. The means for register initialization was provided through CREATE\_PROCESS; however, the only initial register condition used for the user processes in this demonstration was register #13. Register #13 was used to pass the user ID/Host number of the process created. This value is utilized by the user process in activating the segment used for inter-process communication between a Host's File manager and I/O processes. Another logical parameter passed to the user processes is the root segment number. This did not require a register for passing in the demonstration as it is known to be the first entry in the KST for all processes. The N\_S\_P entry on the stack represents the initial value of the

normal stack pointer. For user processes, this value is obtained when the Supervisor domain stack for that process is created. For Kernel processes, this value is set to "FFFF" since they execute solely in the Kernel domain and have no Supervisor domain stack. The Preempt Return Point specifies the address where control will be passed once the process' VP is scheduled and the "return" from ITC GETWORK is executed. For Kernel processes, this is the point within the hardware preempt handler where the virtual processor table is unlocked. For user processes, this is the point within the virtual preempt handler where the Active Process Table is unlocked.

It is important to note that if the APT was not unlocked when a user process began its initial execution, the system would become deadlocked and no further process scheduling could occur. It should be further noted that the initial stack conditions for user processes do not reflect a valid history of execution. The "normal" history of a user process returning from ITC GETWORK after a virtual preempt interrupt would reflect the passing of control through SWAP\_VDBR and TC\_GETWORK to the point in the virtual preempt handler where the APT is unlocked. Another "possible" history could reflect the occurrence of a hardware preempt interrupt at the point in the virtual preempt handler where the APT is unlocked. Such a history would be depicted by replacing the current top of the stack with the return point



into the hardware preempt handler (viz., at the point of virtual preempt interrupt unmasking) and an additional hardware preempt interrupt frame whose IC value in the IRET frame is the point in the virtual preempt handler where the APT is unlocked. The current initial stack condition for user processes was chosen for its ease of understanding and its clear depiction of the fact that the structure of a Kernel domain stack is the same for both Kernel and user processes.

### C. IDLE PROCESSES

In the SASS design, there logically exists a Kernel domain "Idle" process for every physical processor in the system and a Supervisor domain "Idle" process for every "TC visible" virtual processor in the system. These processes are necessary to insure that both the VP scheduler (viz., ITC GETWORK) and the process scheduler (TC\_GETWORK) will always have some object to schedule, hence precluding any CPU or VP from ever having an undefined execution point. Since the Kernel domain Idle process performs no useful work, it could be included within the ITC by means of an infinite looping mechanism. The Kernel Idle process was maintained separately, however, as it is hoped that future work on SASS will provide this Idle process with some constructive purpose (e.g., performing maintenance diagnostics).

The Supervisor domain Idle processes (hereafter referred to as TC Idle processes) are scheduled (bound) on VP's when there are no user processes awaiting scheduling. Since a TC Idle process performs no user constructive work, we do not want any VP executing a TC Idle process to be bound to a physical processor. In other words, a VP bound to a TC Idle process assumes the lowest system priority (represented by the "idle flag"). Therefore, any such VP will have its idle flag set and will not be scheduled unless it receives a virtual preempt interrupt. Such an interrupt will allow the VP to be rescheduled by the Traffic Controller. It should be obvious, at this point, that a TC Idle process will never actually begin execution on a real processor. This knowledge allowed a design decision to be made to only simulate the existence of TC Idle processes. At the TC level, this was accomplished by a constant value, IDLE\_PROC, that was used as a process ID in the APT running list, thus precluding the necessity of any "Idle" entries in the APT. At the ITC level, any VP marked "Idle" (viz., the idle flag set) was given the DPR number (viz., address space) of the Kernel Idle process solely to provide the use of a Kernel domain stack for rescheduling of the VP.

#### D. ADDITIONAL KERNEL REFINEMENTS

In addition to those already discussed, several other refinements to existing Kernel modules were effected in this

implementation. One of these refinements deals with the way virtual processors are identified by the Traffic Controller. In the current implementation, all TC visible virtual processors are given an External VP ID which corresponds to its entry number in an External VP List. This required a modification to the ITC procedure RUNNING\_VP. The benefits derived from this refinement included the ability to directly access the External VP ID in the Virtual Processor Table vice the requirement of a run time division to compute its value and the ability to use the External VP ID as an index into the TC running list.

Refinements were also made to the existing Memory Manager, File Manager, and IO process stubs used for demonstration purposes. These refinements were largely associated with the eventcount and sequencer mechanisms utilized in this implementation. The current status of these processes is provided in a report by Schnell and Cox [22].

The remaining refinements deal largely with the MMU Image. In Moore and Gary's [4] design, the MMU Image was managed by the Memory Manager process. This was largely because the MMU Image is a processor local database and would seem well suited for management by the non-distributed Kernel. In fact, the MMU Image is utilized mainly by the ITC for the multiplexing of process address spaces. Therefore, in the current design, the MMU Tables are maintained by the Inner Traffic Controller. However, the MMU header proposed

by Moore and Gary (viz., the BLOCKS\_USED and MAXIMUM\_AVAILABLE\_BLOCKS fields) was retained in the Memory Manager as it is used strictly in the management of a process' virtual core and is not associated with the hardware MMU.

In Wells' design [6], the Traffic Controller used the linear ordering of the DBR entries in the MMU Image as the DBR handle (viz., 1,2,3...). This required a run time division operation to compute the DBR number, and a run time multiplication operation, by MM\_GET\_DBR\_VALUE, to recompute the DBR address for use by the ITC. In the current design, the offset of the DBR entry in the MMU Image (obtained at the time of MMU allocation) is used as the DBR handle in the Traffic Controller. Furthermore, SWAP\_VDBR was refined to accept a DBR handle rather than a DBR address to preclude the necessity of the Traffic Controller having to deal with MMU addresses. DBR addresses are computed only within the ITC (viz., by procedure GET\_DBR\_ADDR) by adding the value of the DBR handle to the base address of the MMU Image. Since DBR addresses are now used solely within the ITC, procedure MM\_GET\_DBR\_VALUE was no longer needed and was deleted from the Memory Manager.

#### E. SUMMARY

The primary issues addressed in this thesis effort have been presented in this chapter. Aside from the process

management functions, this description included a mechanism for limited Kernel database initialization, a revised preempt interrupt handling mechanism, the creation of a virtual interrupt structure, a definition of "idle" processes and their structure, and a discussion of the minor refinements effected in existing SASS modules. A detailed description of the implementation of process management functions for the SASS is presented in the next chapter.

#### IV. PROCESS MANAGEMENT IMPLEMENTATION

The implementation of process management functions and a gate keeper stub (system trap) is presented in this chapter. The implementation is discussed in terms of the Event Manager, Traffic Controller, Distributed Memory Manager, User Gate, and Kernel Gate Keeper modules. A block diagram depicting the structure and interrelationships of these modules is presented in figure 10. Support in developing the Z8000 machine code for this implementation was provided by a Zilog MCZ Developmental System operating under the R10 operating system. The Developmental System provided disk file management for a dual drive, hard sectored floppy disk, a line oriented text editor, a PLZ/ASM assembler, a linker and a loader that created an executable image of each Z8000 load module. An upload/download capability with the Am96/4116 MonoBoard computer was also provided. This capability, along with the general interfacing of the Am96/4116 into the SASS system, was accomplished in a concurrent thesis endeavor by Gary Baker. Baker's work relating to hardware initialization in SASS, will be published upon completion of his thesis work in June 1981.

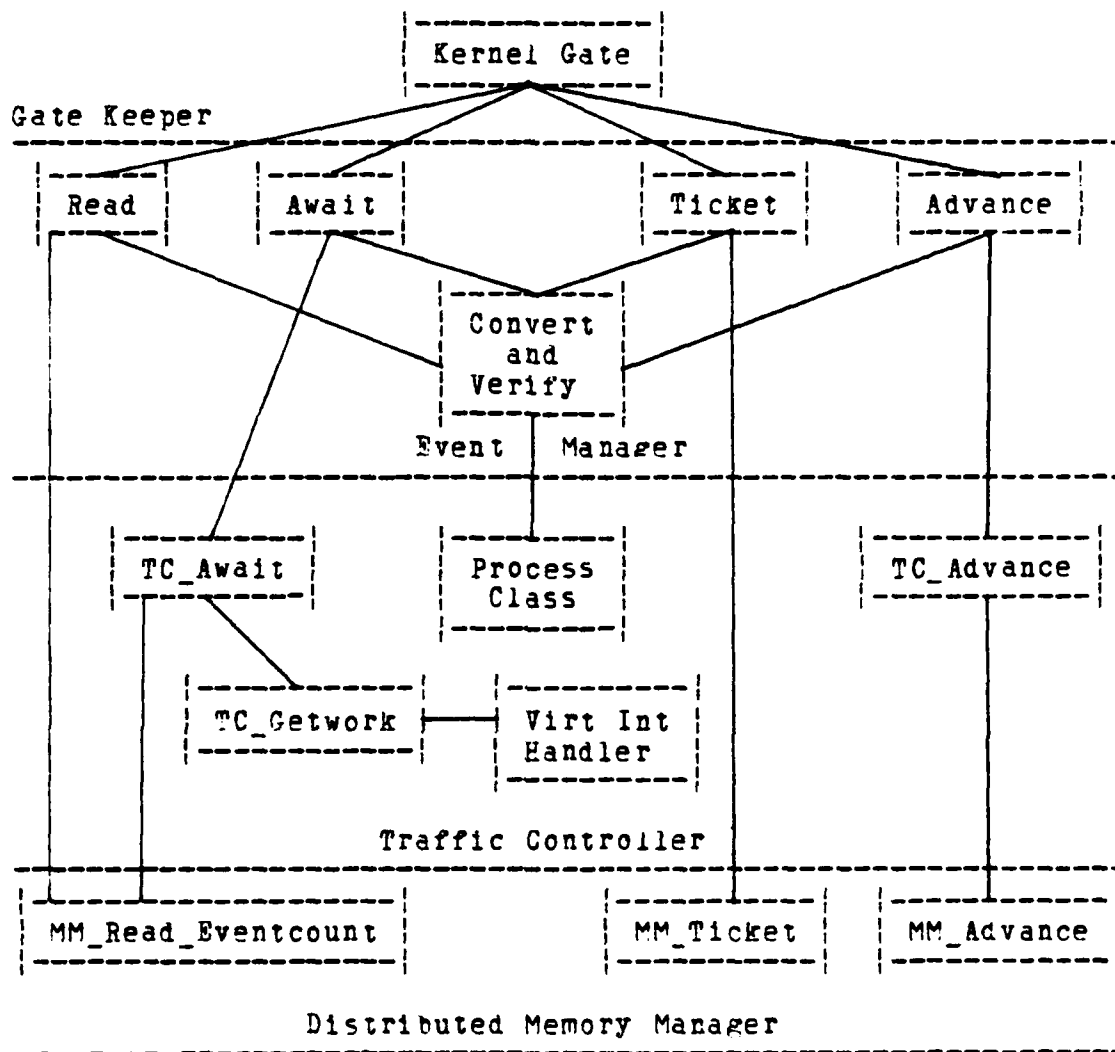


Figure 10. Implementation Module Structure

#### A. EVENT MANAGER MODULE

The eventcount and sequencer primitives [15], which are system-wide objects, collectively comprise the event data of SASS. As mentioned earlier, this event data is tied directly to system segments and is stored in the Global Active Segment Table. There are two eventcounts and one sequencer for every segment in the system. These objects are identified to the Kernel in user calls by specification of a segment number. Once this segment number is identified by the Kernel, the segment's handle can be obtained from the process' Known Segment Table. The segment handle identifies the particular entry in the G\_AST containing the event data desired.

The Event Manager module manages the event data within the system and provides the mechanism for interprocess communication between user processes. The Event Manager consists of six procedures. Four of these (Advance, Await, Read, and Ticket) represent the four user extended instructions provided by the Event Manager. The remaining two procedures provide internal computational support to include necessary security checking. The Event Manager is invoked solely by user processes, via the Gate Keeper, through utilization of the extended instruction set provided. For every Event Manager extended instruction invoked by a user process, the non-discretionary security is verified by comparing the security access classification of



the process invoking the instruction with the classification of the object (segment) being accessed. Access to the user process' Known Segment Table is required by the module in order to ascertain the segment handle and security class for a given segment number. The PLZ/ASM assembly language listing for the Event Manager module is provided in Appendix A. A more detailed discussion of the procedures comprising the Event Manager follows.

#### 1. Support Procedures

The procedures GET\_HANDLE and CONVERT\_AND\_VERIFY provide internal support for the Event Manager and are not visible to the user processes. Procedure CONVERT\_AND\_VERIFY is invoked by the four procedures representing the instruction set of the Event Manager. The input parameters to CONVERT\_AND\_VERIFY are a segment number and a requested mode of access (viz., read or write). CONVERT\_AND\_VERIFY returns a pointer to the segment's handle and a success code. Procedure GET\_HANDLE is invoked solely by CONVERT\_AND\_VERIFY. The input parameter to GET\_HANDLE is the segment number received as input by CONVERT\_AND\_VERIFY. GET\_HANDLE returns a pointer to the segment's handle, a pointer to the segment's security classification, and a success code. A discussion of the functions provided by these support procedures follows.

Procedure GET\_HANDLE translates the segment number, received as input, into a KST index number and verifies that

the resulting index number is valid. Next the base address of the process' KST is obtained from procedure ITC\_GET\_SEG\_PTR. The KST index number is then converted into a KST offset value and added to the base address to obtain the appropriate KST entry pointer for the segment in question. A verification is then made to insure that the referenced segment is "known" to the process. If the segment is not known, an error message is returned to CONVERT\_AND\_VERIFY. Otherwise, a pointer to the segment's handle is obtained to identify the segment to the memory manager. A pointer to the segment's security class entry in the KST is also returned for use in appropriate security checks.

Procedure CONVERT\_AND\_VERIFY provides the necessary non-discretionary security verification for the extended instruction set of the Event Manager. Procedure GET\_HANDLE is invoked for segment number verification and to obtain pointers to the segment's handle and security class. If GET\_HANDLE returns with a successful verification, the process' security class is compared to the segment's security class to verify the mode of access requested. A request for "write" access causes invocation of the CLASS\_EQ function in the Non-Discretionary Security Module to insure that the security classification of the process is equal to the classification of the eventcount or sequencer, which is the same as that of the segment. Otherwise, the CLASS\_GE

function is called to verify that the process has read access. If the appropriate security check is unsuccessful, an error code is returned by CONVERT\_AND\_VERIFY. Otherwise, the segment handle is returned along with a success code of "succeeded" indicating that the user process possesses the necessary security clearance to complete execution of the extended instruction.

## 2. Read

Procedure READ ascertains the current value of a user specified eventcount and returns its value to the caller. The input parameters to READ are a segment number and an instance (viz., an event number). CONVERT\_AND\_VERIFY is invoked with a "read" access request to obtain the segment's handle and necessary verification. "Read" access is sufficient for this operation as it only requires observation of the current eventcount value and performs no data modification. If verification is successful, procedure MM\_READ\_EVENTCOUNT is called to obtain the eventcount value.

## 3. Ticket

Procedure TICKET returns the current sequencer value for the segment specified by the user. CONVERT\_AND\_VERIFY is called with a request for write access to obtain verification and the segment handle. Write access is required because once the sequencer value is read it must be incremented in anticipation of the next ticket request. Once verification is complete, MM\_TICKET is invoked to obtain the

sequencer value that is returned to the user process. It is noted that every call to TICKET for a particular segment number will return a unique and time ordered sequencer value. This is because the sequencer value may only be read within MM\_TICKET while the G\_AST is locked, thereby preventing simultaneous read operations. Furthermore, once the sequencer value is read it is incremented before the G\_AST is unlocked.

#### 4. Await

Procedure AWAIT allows a user process to block itself until some specified event has occurred. The parameters to AWAIT include a segment number and instance, which identify a particular event, and a user specified value which identifies a particular occurrence of the event. Verification of read access and a pointer to the segment's handle is obtained from procedure CONVERT\_AND\_VERIFY. Procedure TC\_AWAIT is invoked to effect the actual waiting for the event occurrence. TC\_AWAIT will not return to AWAIT until the requested event has occurred. It is noted that AWAIT makes no assumptions about the event value specified by the user. Therefore, the Kernel cannot guarantee that the event specified by the user will ever occur; this is the responsibility of other cooperating user processes.

#### 5. Advance

Procedure ADVANCE allows a user process to broadcast the occurrence of some event. This is accomplished by

incrementing the value of the eventcount associated with the event that has occurred. The parameters to ADVANCE include a segment number and instance which identify a particular event. The calling process must have write access to the identified segment as modification of the eventcount is required. Verification of write access and a pointer to the segment's handle is obtained through procedure CONVERT\_AND\_VERIFY. Procedure TC\_ADVANCE is invoked to perform the actual broadcasting of event occurrence.

#### B. TRAFFIC CONTROLLER MODULE

The primary functions of the Traffic Controller module are user process scheduling and support of the inter-process communication mechanism. The Traffic Controller is invoked by the occurrence of a virtual preempt interrupt and by the Event Manager and the Segment Manager through the extended instruction set: TC\_Advance, TC\_Await, Process\_Class, and Get\_DBR\_NUMBER. The Traffic Controller module is comprised of nine procedures. Four of these procedures represent the extended instruction set of the Traffic Controller. A detailed discussion of six of the procedures contained in the Traffic Controller module is presented below. The remaining three procedures (viz., TC\_INIT, CREATE\_PROCESS, and CREATE\_KST) were described in chapter three. The PLZ/ASM assembly language source code listings for the Traffic Controller module is provided in Appendix E.

### 1. TC Getwork

Procedure TC\_GETWORK provides the mechanism for user process scheduling. The input parameters to TC\_GETWORK are the VP ID of the virtual processor to which a process will be scheduled and the logical CPU number to which the virtual processor belongs. The determination of which process to schedule is made by a looping mechanism that finds the first "ready" process on the ready list associated with the current logical CPU number. Processes appear in the ready list by order of priority. This looping mechanism is required as both "running" and "ready" processes are maintained on the ready list. This ready list structure was chosen to simplify the algorithm provided in procedure TC\_Advance. If a ready process is found, its state is changed to "running" and its process ID (viz., the APT entry number) is inserted in the running list entry associated with the current virtual processor. Procedure SWAP\_VDBR is then invoked in the Inner Traffic Controller to effect the actual process switch. If a ready process was not found (viz., the ready list was empty or comprised solely of "running processes"), then the running list entry associated with the current virtual processor is marked with the constant "Idle\_Proc" and procedure IDLE is invoked in the Inner Traffic Controller.

## 2. TC Await

The primary function of TC\_AWAIT is the determination of whether some user specified event has occurred. If the event has occurred, control is returned to the caller. Otherwise, the process is blocked and another process is scheduled. The input parameters to TC\_AWAIT are a pointer to a segment handle, an instance (event number), and a user specified eventcount value. TC\_AWAIT initially locks the Active Process Table and obtains the current value of the eventcount in question by calling procedure MM\_READ\_EVENTCOUNT. The determination of event occurrence is made by comparing the user specified eventcount value with the current eventcount. If the user value is less than or equal to the current eventcount, the awaited event has occurred and control is returned to the caller. Otherwise, the awaited event has not yet occurred and the process must be blocked.

If the process is to be blocked, procedure RUNNING\_VP is invoked to ascertain the VP ID of the virtual processor bound to the process. The process' ID (viz., APT entry number) is then read from the running list. The input parameters to TC\_AWAIT (viz., Handle, Instance, and Value) are then stored in the Event Data portion of the process' APT entry. The process is removed from its associated ready list by redirecting the appropriate linking threads (pointers). Once removed from the ready list, the process is

threaded into the blocked list and its state changed to "blocked" by invocation of the library function LIST\_INSERT. Procedure TC\_GETWORK is then called to schedule another process for the current virtual processor.

### 3. TC Advance

The primary purpose of TC\_ADVANCE is the broadcasting of some event occurrence. This entails incrementing the eventcount associated with the event, awakening all processes that are waiting for the event, and insuring proper scheduling order by generating any necessary virtual preempt interrupts. The high level design algorithm for TC\_ADVANCE is provided in figure 11. The input parameters to TC\_ADVANCE are a pointer to a segment's handle and an instance (event number). Initially, TC\_ADVANCE locks the APT to prevent the possibility of a race condition. The eventcount identified by the input parameters is then incremented by calling MM\_ADVANCE. MM\_ADVANCE returns the new value of the eventcount. Once the eventcount has been advanced, TC\_ADVANCE awakens all processes awaiting this event occurrence. This is accomplished by checking all processes that are currently in the blocked list. The process' HANDLE and INSTANCE entries are compared with the handle and instance identifying the current event. If they are the same, then the process is awaiting some occurrence of the current event. In such a case, the process' VALUE entry in the APT is compared with the current value of the



```

TC_ADVANCE  Procedure (HANDLE, INSTANCE)
Begin
    ! Get new eventcount !
    COUNT := MM_ADVANCE (HANDLE, INSTANCE)

    Call  WAIT_LOCK (APT)

    ! Wake up processes !
    PROCESS := BLOCKED_LIST_HEAD

    Do while not end of BLOCKED_LIST
        If (PROCESS.HANDLE = HANDLE) and
            (PROCESS.INSTANCE = INSTANCE) and
            (PROCESS.COUNT <= COUNT)
            then
                Call  LIST_INSERT(READY_LIST)
            end if

        PROCESS := PROCESS.NEXT_PROCESS
    end do

    ! Check all ready lists for preempts !
    LOGICAL_CPU_NO := 1

    Do while LOGICAL_CPU_NO <= #NR_CPU
        ! Initialize preempt vector !
        VP_ID := FIRST_VP(LOGICAL_CPU_NO)

        Do for LOOP := 1 to NR_VP(LOGICAL_CPU_NO)
            RUNNING_LIST[VP_ID].PREEMPT := #TRUE

            VP_ID := VP_ID + 1
        end do

        ! Find preempt candidates !
        CANDIDATES := 0

        PROCESS := READY_LIST_HEAD(LOGICAL_CPU_NO)
    
```

Figure 11. TC\_ADVANCE Algorithm

```

VP_ID := FIRST_VP(LOGICAL_CPU_NO)

Do (for CYCLE = 1 to NR_VP(LOGICAL_CPU_NO) and
    not end of READY_LIST(LOGICAL_CPU_NO)
    If PROCESS = #RUNNING
        then
            RUNNING_LIST[VP_ID].PREEMPT := #FALSE
        else
            CANDIDATES := CANDIDATES + 1
        end if

        VP_ID := VP_ID + 1
        PROCESS := PROCESS.NEXT_PROCESS
    end do

    ! Preempt appropriate candidates !
    VP_ID := FIRST_VP(LOGICAL_CPU_NO)

    Do for CHECK := 1 to NR_VP(LOGICAL_CPU_NO)
        If (RUNNING_LIST[VP_ID].PREEMPT = #TRUE) and
            (CANDIDATES > 0)
            then
                Call SET_PREEMPT(VP_ID)

                CANDIDATES := CANDIDATES - 1
            end if

            VP_ID := VP_ID + 1
        end do

        LOGICAL_CPU_NO := LOGICAL_CPU_NO + 1
    end do

    Call UNLOCK(APT)

    Return

End TC_ADVANCE

```

Figure 11. TC\_ADVANCE Algorithm (Continued)

eventcount. If the process' VALUE is less than or equal to the current eventcount value, the awaited event has occurred and the process is removed from the blocked list and threaded into the appropriate ready list by the library function LIST\_INSERT.

Once the blocked list has been checked, it is necessary to reevaluate each ready list to insure that the highest priority processes are running. It is relatively simple to determine if a virtual preempt interrupt is necessary, however, it is considerably more difficult to determine which virtual processor should receive the virtual preempt. To assist in this evaluation, a "count" variable (number of preempts needed) is zeroed and a preempt vector is created on the kernel stack with an entry for every virtual processor associated with the logical CPU being evaluated. Initially, every entry in the preempt vector is marked "true" indicating that its associated virtual processor is a candidate for preemption. Once the preempt vector is initialized, the first "n" processes on the ready list (where n equals the number of VP's associated with the current logical CPU) are checked for a determination of their state. If a process is found to be "running" then it should not be preempted as processes appear in the ready list in order of priority. When a running process is found, its associated entry in the preempt vector is marked "false." If a process is encountered in the "ready" state

then it should be running and the "count" variable is incremented. When the first "n" processes have been checked or when we reach the end of the current ready list (whichever comes first), the entries in the preempt vector are "popped" from the stack. If an entry from the preempt vector is found to be "true", this indicates that its associated virtual processor is a candidate for preemption since it is either bound to a lower priority process, or it is "idle." In such a case, the "count" variable is evaluated to determine if the virtual processor associated with the vector entry should be preempted. If the count exceeds zero, a virtual preempt interrupt is sent to the VP and the count is decremented. Otherwise, no preempt is sent as there is no higher priority process awaiting scheduling.

This preemption algorithm is completed for every ready list in the Active Process Table. Once all ready lists have been evaluated, the APT is unlocked and control is returned to the caller. It is noted that it is not necessary to invoke TC\_GETWORK before exiting ADVANCE. If the current VP requires rescheduling, it will have received a virtual preempt interrupt from the preemption algorithm. If this has occurred, the VP will be rescheduled when its running process attempts to leave the Kernel domain and the virtual preempt interrupts are unmasked.

#### 4. Virtual Preempt Handler

VIRTUAL\_PREEMPT\_HANDLER is the interrupt handler for virtual preempt interrupts. The entry address of VIRTUAL\_PREEMPT\_HANDLER is maintained in the virtual interrupt vector located in the Inner Traffic Controller. Once invoked, the handler locks the Active Process Table and determines which virtual processor is being preempted by calling RUNNING\_VP. The process running on the preempted VP is then set to the "ready" state and TC\_GETWORK is invoked to reschedule the virtual processor. When TC\_GETWORK returns to VIRTUAL\_PREEMPT\_HANDLER, the APT is unlocked and a virtual interrupt return is executed. This return is simply a jump to the point in the hardware preempt handler where the virtual interrupts are unmasked. This effects a virtual interrupt return instruction.

#### 5. Remaining Procedures

The remaining two procedures in the Traffic Controller module represent the extended instructions: PROCESS\_CLASS and GET\_DBR\_NUMBER. Both procedures lock the Active Process Table and call RUNNING\_VP to determine which virtual processor is executing the current process. The process ID (viz., APT entry Number) is then extracted from the running list. PROCESS\_CLASS reads and returns the current process' security access classification from the APT. GET\_DBR\_NUMBER reads and returns the current process' DBR handle. It should be noted that in general the DBR

number provided by procedure GET\_DBR\_NUMBER is only valid while the APT is locked. Particularly, in the current SASS implementation, the Segment Manager invokes GET\_DBR\_NUMBER and then passes the obtained DBR number to the Distributed Memory Manager for utilization at that level. In a more general situation, the process associated with the DBR number may have been unloaded before the DBR number was utilized, thus making it invalid. This problem does not arise in SASS as all processes remain loaded for the life of the system.

#### C. DISTRIBUTED MEMORY MANAGER MODULE

The Distributed Memory Manager module provides an interface between the Segment Manager and the Memory Manager process, manipulates event data in the Global Active Segment Table (G\_AST), and dynamically allocates available memory. A detailed description of the Distributed Memory Manager interface to the Memory Manager process was presented by Wells [6]. The remaining extended instruction set is discussed in detail below. The complete PLZ/ASM source listings for the Distributed Memory Manager module is provided in Appendix C.

##### 1. MM Read Eventcount

MM\_READ\_EVENTCOUNT is invoked by the Event Manager and the Traffic Controller to obtain the current value of the eventcount associated with a particular event. The input

parameters to this procedure are a segment handle pointer and an instance (event Number), which together uniquely identify a particular event.

The G\_AST is locked and the entry offset of the segment into the G\_AST is obtained from the segment's handle. The instance parameter is then validated to determine which eventcount is to be read. If an invalid instance is specified, control is returned to the caller specifying an error condition. Otherwise, the current value of the specified eventcount is read. The G\_AST is then unlocked, and the current eventcount value is returned to the caller.

## 2. MM Advance

MM\_ADVANCE is invoked by the Traffic Controller to reflect the occurrence of some event. The input parameters to MM\_ADVANCE are a pointer to a segment's handle and a particular instance (event number).

The Global Active Segment Table is locked to prevent a race condition, and the offset of the segment's entry into the G\_AST is obtained from the segment handle. The instance parameter is then validated to determine which eventcount is to be advanced. If an invalid instance is specified, an error condition is returned to the caller and no data entries are affected. If the instance value is valid, the appropriate eventcount is incremented, and its new value is returned.

### 3. MM Ticket

MM\_TICKET is invoked by the Event Manager to obtain the current value of the sequencer associated with a specified segment. The input parameter to MM\_TICKET is a pointer to a segment's handle.

Initially, MM\_TICKET locks the Global Active Segment Table to prevent a race condition. Next the offset of the segment's entry into the G\_AST is obtained from the segment handle. The current value of the sequencer for the specified segment is then read and saved as a return parameter to the caller. The sequencer value is then incremented in anticipation of the next ticket request. Once this is complete, the G\_AST is unlocked and control is returned to the caller.

### 4. MM Allocate

The MM\_ALLOCATE procedure provided in this implementation is a stub of the MM\_ALLOCATE described in the Memory Manager design of Moore and Gary [4].

The primary function of MM\_ALLOCATE is the dynamic allocation of fixed size blocks of available memory space. It is invoked in the current implementation by the initialization routines in BOOTSTRAP\_LOADER and TC\_INIT for the allocation of memory space used in the creation of the Kernel domain and Supervisor domain stack segments and the creation of the Known Segment Tables for user processes. Dynamic reallocation of previously used memory space (viz.,



garbage collection) is not provided by the MM\_ALLOCATE stub in this implementation. All memory allocation required in this implementation is for segments supporting system processes that remain active, and thus allocated, for the entire life of the system. Memory is allocated in blocks of 256 (decimal) bytes of processor local memory (on-board RAM). In this stub allocatable memory is declared at compile time by a data structure (MEM\_POOL) that is accessible only by MM\_ALLOCATE.

The input parameter to MM\_ALLOCATE is the number of blocks of requested memory. This parameter is converted from a block size to the actual number of bytes requested. This computation is made simple since memory is allocated in powers of two. The byte size is obtained by logically shifting left the input parameter eight times, where eight is the power of two desired (viz., 256). Once the size of the requested memory is computed, it is necessary to determine the starting address of the memory block(s) to be allocated. To assist in this computation, a variable (NEXT\_BLOCK) is used to keep track of the next available block of memory in MEM\_POOL. NEXT\_BLOCK, which is initialized as zero, provides the offset into the memory being allocated. Once the starting address is obtained, the physical size of the memory allocated is added to NEXT\_BLOCK so that the next request for memory allocation will begin at the next free byte of memory in MEM\_POOL. This new value of

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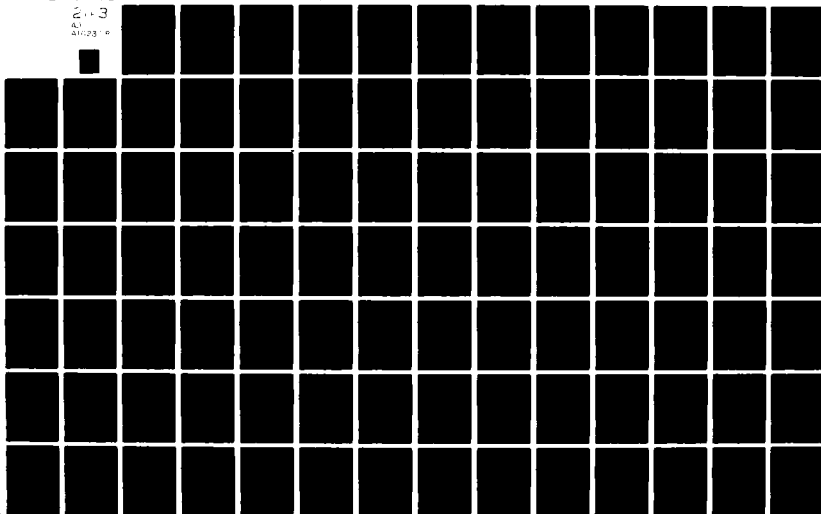
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NEXT\_BLOCK is saved and the starting address of the memory for this request is returned to the caller.

#### D. GATE KEEPER MODULES

The SASS Gate Keeper provides the logical boundary between the Supervisor and the Kernel and isolates the Kernel from the system users, thus making it tamperproof. This is accomplished by means of the hardware system/normal mode and the software ring-crossing mechanism provided by the Gate Keeper. The Gate Keeper is comprised of two separate modules: 1) the USER\_GATE module, and 2) the KERNEL\_GATE\_KEEPER module. These modules are disjoint, with the USER\_GATE module residing in the Supervisor domain and the KERNEL\_GATE\_KEEPER module residing in the Kernel domain. It is important to note that the USER\_GATE is a separately linked component in the Supervisor domain and is not linked to the Kernel. The only thing in common between these two modules is a set of constants identifying the valid extended instruction set which the Kernel provides to the users.

The Gate Keeper modules presented in this implementation are only stubs as they do not provide all of the functions required of the Gate Keeper. However, the only task not provided in this implementation is the validation of parameters passed from the Supervisor to the Kernel. A detailed description of this parameter validation design is provided by Coleman [3]. In the process management

demonstration, the Supervisor stubs are written in PLZ/ASM with all parameters passed by CPU registers. A detailed description of the Gate Keeper modules and the nature of their interfaces is presented below. The PLZ/ASM source listings for the two Gate Keeper modules are provided in Appendix D.

#### 1. User Gate Module

The USER\_GATE module provides the interface structure between the user processes in the Supervisor domain and the Kernel. The USER\_GATE is comprised of ten procedures (viz., entry points) that correlate on a one to one basis with the ten "user visible" extended instructions (listed in figure 6) provided by the Kernel. The only action performed by each of these procedures is the execution of the "system call" instruction (SC) with a constant value, identifying the particular extended instruction invoked, as the source operand.

The SC instruction is a system trap that forces the hardware into the system mode (Kernel domain) and loads register 15 with the system stack pointer (Kernel domain stack). The current instruction counter value (IC) is pushed onto the Kernel stack along with the current CPU flag control word (FCW). In addition, the system trap instruction is pushed onto the Kernel stack with the upper byte representing the SC instruction and the lower byte representing the SC instruction's source operand (viz., the

Kernel extended instruction code). Together, these operations form an interrupt return (IRET) frame as illustrated in figure 9. Once this is complete, the FCW is loaded with the FCW value found in the System Call frame of the Program Status Area (viz., the hardware "interrupt vector"). The structure of the Program Status Area is illustrated in figure 12. The instruction counter is then loaded with the address of the SC instruction trap handler. This value is also located in the SC frame of the Program Status Area.

## 2. Kernel Gate Keeper Module

The system trap handler for the System Call instruction is the `KERNEL_GATE_KEEPER`. The address of the `KERNEL_GATE_KEEPER` and the Kernel FCW value are placed in the System Call frame of the Program Status Area by the `BOOTSTRAP_LOADER` module during initialization. The `KERNEL_GATE_KEEPER` fetches the extended instruction code from the trap instruction entry in the IRET frame on the Kernel stack. This value is then decoded by a "case" statement to determine which extended instruction is to be executed. If the extended instruction code is valid, the appropriate Kernel procedure is invoked. Otherwise, an error condition is set and no Kernel procedures are not invoked. Once control returns to the `KERNEL_GATE_KEEPER`, the CPU registers and normal stack pointer (NSP) value are pushed onto the Kernel stack in preparation for return to the

# OFFSET

0	-----	----	--Frames
	Reserved		
4	-----	----	
	Unimplemented Instruction Trap		
8	-----		
	Privileged Instruction Trap		
12	-----	----	
	Kernel FCW		System
	Kernel Gate Keeper Address		--Call Instruction
16	-----	----	
	Segment Trap		
20	-----		
	Non-Maskable Interrupt		
24	-----	----	Hardware Preempt
	Kernel FCW		--
	PHYS_PREEMPT_HANDLER Address		(Non- Vectored Interrupt)
28	-----	----	
	Vectored Int		
32	-----		
	.		
	.		
	.		
	-----		

\* NOTE: Offsets represent Program Status Area structure for non-segmented Z8002 microprocessor.

Figure 12. Program Status Area

Supervisor domain. It is noted that this operation would normally occur immediately upon entry into the `KERNEL_GATE_KEEPER`. In this implementation, however, parameter validation is not accomplished and the CPU registers are used to pass parameters to and from the Kernel only for use by the process management demonstration. In an actual SASS environment, all parameters would be passed in a separate argument list and the CPU registers would appear exactly the same upon leaving the Kernel as they did upon entering the Kernel. This is important to insure that no data or information is leaked from the Kernel by means of the CPU registers.

Control is returned to the Supervisor by means of the return mechanism in the hardware preempt handler. This mechanism is utilized to preclude the necessity of building a separate mechanism for the `KERNEL_GATE_KEEPER` that would actually perform the very same function. To accomplish this, the `KERNEL_GATE_KEEPER` executes an unconditional jump to the `PREEMPT_RET` label in `PHYS_PREEMPT_HANDLER`. This "jump" to the hardware preempt handler represents a "virtual IRET" instruction providing the same function as the virtual interrupt return described in the discussion of the virtual preempt handler. At this point, the virtual preempt interrupts are unmasked, the normal stack pointer and CPU registers are restored from the stack, and control is returned to the Supervisor by execution of the IRET instruction.

## E. SUMMARY

The implementation of process management functions for the SASS has been presented in this chapter. The implementation was discussed in terms of the Event Manager, Traffic Controller, Distributed Memory Manager, and Gate Keeper modules.

Chapter V will present the conclusions drawn from this work and suggestions for future work derived from this thesis.



## V. CONCLUSION

The implementation of process management for the security Kernel of a secure archival storage system has been presented. The process management functions presented provide a logical and efficient means of process creation, control, and scheduling. In addition, a simple but effective mechanism for inter-process communication, based on the eventcount and sequencer primitives, was created. Work was also completed in the area of Kernel database initialization and a Gate Keeper stub to allow for dual domain operation.

The design for this implementation was based on the Zilog Z8001 sixteen bit segmented microprocessor [17] used in conjunction with the Zilog Z8010 Memory Management Unit [18]. The actual implementation of process management for the SASS was conducted on the Advanced Micro Computers Am96/4116 MonoBoard Computer [19] featuring the AmZ8002 sixteen bit non-segmented microprocessor. Segmentation hardware was simulated by a software Memory Management Unit Image.

This implementation was effected specifically to support the Secure Archival Storage System (SASS) [21]. However, the implementation is based on a family of Operating Systems [1] designed with a primary goal of providing multilevel information security. The loop free modular design utilized in this implementation easily facilitates any required

expansion or modification for other family members. In addition, this implementation fully supports a multiprocessor design. While the process management implementation appears to perform correctly, it has not been subjected to a formal test plan. Such a test plan should be developed and implemented before kernel verification is begun.

#### A. FOLLOW ON WORK

There are several possible areas in the SASS design that would be immediately suitable for continued research. In the area of hardware, this includes, the establishment of a multiprocessor environment, hardware initialization, and interfacing to the host computers and secondary storage. Further work in the Kernel includes the actual implementation of the memory manager process, and the refinement of the Gate Keeper and Kernel initialization structures. The implementation of the Supervisor has not been addressed to date. Its areas of research include the implementation of the File Manager and Input/Output processes, and the final design and implementation of the SASS-Hosts protocols.

Other areas that could also prove interesting in relation to the SASS include the implementation of dynamic memory management, the support of multilevel hosts, dynamic process creation and deletion, and the provision of constructive work to be performed by the Idle process.

# APPENDIX A - EVENT MANAGER LISTINGS

Z8000ASM 2.02

LOC OBJ CODE STMT SOURCE STATEMENT

\$LISTON \$TTY

EVENT\_MGR MODULE

CONSTANT

TRUE	:= 1
FALSE	:= 0
READ_ACCESS	:= 1
WRITE_ACCESS	:= 0
SUCCEEDED	:= 2
SEGMENT_NOT_KNOWN	:= 28
ACCESS_CLASS_NOT_EQ	:= 33
ACCESS_CLASS_NOT_GE	:= 41
KST_SEG_NO	:= 2
NR_OF_KSEGS	:= 10
MAX_NO_KST_ENTRIES	:= 54
NOT_KNOWN	:= %FF

TYPE

H\_ARRAY ARRAY[3 WORD]

KST\_REC RECORD

[MM_HANDLE	H_ARRAY
SIZE	WORD
ACCESS_MODE	BYTE
IN_CORE	BYTE
CLASS	LONG
M_SEG_NO	SHORT_INTEGER
ENTPY_NUMBER	SHORT_INTEGER

EXTERNAL

MM_TICKET	PROCEDURE
MM_READ_EVENTCOUNT	PROCEDURE
TC_ADVANCE	PROCEDURE
TC_AWAIT	PROCEDURE
PROCESS_CLASS	PROCEDURE
CLASS_EQ	PROCEDURE
CLASS_GE	PROCEDURE
ITC_GET_SEG_PTR	PROCEDURE

INTERNAL

\$SECTION EM KST DCL

! NOTE: THIS SECTION IS AN "OVERLAY"  
OR "FRAME" USED TO DEFINE THE  
FORMAT OF THE KST. NO STORAGE IS  
ASSIGNED BUT RATHER THE KST IS  
STORED IN A SEPARATELY OBTAINED  
AREA. (A SEGMENT SET ASIDE FOR IT)!

0000 \$ABS 0  
KST ARRAY[MAX\_NO\_KST\_ENTRIES KST\_REC]

GLOBAL  
SECTION EM\_GLB\_PROC

```

0000      READ      PROCEDURE
! *****
* READS SPECIFIED EVENTCOUNT *
* AND RETURNS IT'S VALUE TO  *
* THE CALLER                  *
*****
* PARAMETERS:                  *
* R1: SEGMENT #                *
* R2: INSTANCE                *
*****
* RETURNS:                     *
* R0: SUCCESS CODE            *
* RR4: EVENTCOUNT           *
*****!

ENTRY
! SAVE INSTANCE !
0000 93F2    PUSH    QR15, R2

! "READ" ACCESS REQUIRED !
0002 2102    LD      R2, #READ_ACCESS
0004 0001

! GET SEG HANDLE & VERIFY ACCESS !
0006 5F00    CALL    CONVERT_AND_VERIFY !R1:SEG #
0008 0000

R2:REQ. ACCESS
RETURNS:
R0:SUCCESS CODE
R1:HANDLE PTR!

000A 0B00    CP      R0, #SUCCEEDED
000C 0002

IF EQ !ACCESS PERMITTED!
000E 5E0E    THEN    !READ EVENTCOUNT!
0010 001C

!RESTORE INSTANCE!
0012 97F2    POP     R2, QR15
0014 5F00    CALL    MM_READ_EVENTCOUNT !R1:HPTR
0016 0000*

R2:INSTANCE
RETURNS:
R0:SUCCESS CODE
RR4:EVENTCOUNT!

0018 5E08    ELSE    !RESTORE SP!
001A 001E
001C 97F2    POP     R2, QR15
FI
001E 9E08    RET
0020      END READ

```

0020

TICKET PROCEDURE

!\*\*\*\*\*

\* RETURNS CURRENT VALUE OF \*  
\* TICKET TO CALLER AND INCRE- \*  
\* MENTS SEQUENCER FOR NEXT \*  
\* TICKET OPERATION \*

\*\*\*\*\*

\* PARAMETERS: \*

\* R1: SEGMENT # \*

\*\*\*\*\*

\* RETURNS: \*

\* R0: SUCCESS CODE \*

\* RR4: TICKET VALUE \*

\*\*\*\*\*!

ENTRY

! GET SEG HANDLE & VERIFY ACCESS !

! "WRITE" ACCESS REQUIRED !

0020 2102

LD R2, #WRITE\_ACCESS

0022 0000

0024 5F00

CALL CONVERT\_AND\_VERIFY !R1:SEG #

0026 0000

R2:ACCESS REQ

RETURNS:

R0:SUCCESS CODE

R1:HANDLE PTR!

0028 0B00

CP R2, #SUCCEEDED

002A 0002

IF EQ !ACCESS PERMITTED!

002C 5E0E

THEN ! GET TICKET !

002E 0038

0030 5F00

CALL MM\_TICKET !R1:HANDLE PTR

0032 0000\*

RETURNS:

RR4:TICKET!

! RSTORE SUCCESS CODE !

0034 2100

LD R2, #SUCCEEDED

0036 0002

FI

0038 9E08

RET

003A

END TICKET

003A

# AWAIT PROCEDURE

```

*****
* CURRENT EVENTCOUNT VALUE IS *
* COMPARED TO USER SPECIFIED *
* VALUE. IF USER VALUE IS *
* GREATER THAN CURRENT EVENT- *
* COUNT VALUE THEN PROCESS IS *
* "BLOCKED" UNTIL THE DESIRED *
* EVENT OCCURS. *
*****
* PARAMETERS: *
* R1: SEGMENT # *
* R2: INSTANCE (EVENT #) *
* RR4: SPECIFIED VALUE *
*****
* RETURNS: *
* R0: SUCCESS CODE *
*****

```

## ENTRY

```

003A 91F4      ! SAVE DESIRED EVENTCOUNT VALUE !
               PUSHL  @R15, RR4
003C 93F2      ! SAVE INSTANCE !
               PUSH   @R15, R2
003E 2102      ! "READ" ACCESS REQUIRED !
0040 0001      LD     R2, #READ_ACCESS

               ! GET SEG HANDLE & VERIFY ACCESS !
0042 5F00      CALL   CONVERT_AND_VERIFY !R1:SEG #
0044 0000

               R2:ACCESS REQ
               RETURNS:
               R0:SUCCESS CODE
               R1:HANDLE PTR!

0046 0B00      CP     R0, #SUCCEEDED
0048 0002

               IF EQ ! ACCESS PERMITTED !
004A 5E0E      THEN ! AWAIT EVENT OCCURRENCE !
004C 005A

               ! RESTORE INSTANCE !
004E 97F2      POP    R2, @R15
               ! RESTORE SPECIFIED VALUE !
0050 95F4      POPL   RR4, @R15
0052 5F00      CALL   TC_AWAIT !R1:HANDLE PTR
0054 0000

```

```

R2:INSTANCE
RR4:VALUE
RETURNS:
R0:SUCCESS CODE!

```

```

0056 5E08      ELSE !RESTORE STACK!
0058 005E
005A 95F4      POPL  R4, @R15
005C 97F2      POP   R2, @R15
                FI
005E 9E08      RET
0060          END AWAIT

```



0060

## ADVANCE PROCEDURE

```

! *****
* SIGNALS THE OCCURRENCE OF
* SOME EVENT. EVENTCOUNT IS
* INCREMENTED AND THE TRAFFIC
* CONTROLLER IS INVOKED TO
* AWAKEN ANY PROCESS AWAITING
* THE OCCURRENCE.
* *****
* PARAMETERS:
* R1: SEGMENT #
* R2: INSTANCE (EVENT #)
* *****
* RETURNS:
* R0: SUCCESS CODE
* *****!

```

## ENTRY

```

! SAVE INSTANCE !
0060 93F2 PUSH R15, R2

```

```

! GET SEG HANDLE & VERIFY ACCESS !
! WRITE ACCESS REQUIRED !
0062 2102 LD R2, #WRITE_ACCESS
0064 0000
0066 5F00 CALL CONVERT_AND_VERIFY !R1:SEG #
0068 0000

```

```

R2:ACCESS REG
RETURNS:
R0:SUCCESS CODE
R1:HANDLE PTR!

```

```

006A 0B00 CP R0, #SUCCEEDED
006C 0002
IF EQ ! ACCESS PERMITTED !
006E 5E0E THEN ! ADVANCED EVENTCOUNT !
0070 007C

```

```

! RESTORE INSTANCE !
0072 97F2 POP R2, R15

```

```

0074 5F00 CALL TC_ADVANCE !R1:HANDLE PTR
0076 0000*

```

```

R2:INSTANCE
RETURNS:
R0:SUCCESS CODE!

```

```

0078 5E08 ELSE !RESTORE STACK!

```

```

007A 007E
007C 97F2 POP R2, R15

```

```

FI
007E 9E08 RET
0080 END ADVANCE

```

INTERNAL  
SECTION EM\_INT\_PROC

```

0000 CONVERT_AND_VERIFY PROCEDURE
! *****
* CONVERTS SEGMENT NUMBER TO KST INDEX*
* AND EXTRACTS SEGMENT'S HANDLE FROM *
* KST. IF SUCCESSFUL, THEN ACCESS *
* CLASS OF SUBJECT IS CHECKED AGAINST *
* ACCESS CLASS OF OBJECT TO INSURE *
* THAT ACCESS IS PERMITTED. *
*****
* PARAMETERS: *
* R1: SEGMENT NUMBER *
* R2: ACCESS REQUESTED *
*****
* RETURNS: *
* R0: SUCCESS CODE *
* R1: HANDLE POINTER *
*****!

ENTRY
! SAVE REQUESTED ACCESS !
0000 93F2 PUSH QR15, R2
! GET SEGMENT HANDLE !
0002 5F00 CALL GET_HANDLE !R1:SEG #
0004 0062

RETURNS:
R0:SUCCESS CODE
R4:HANDLE PTR
R5:CLASS PTR!

0006 0B00 CP R0, #SUCCEEDED
0008 0002

IF EQ ! SEGMENT IS KNOWN !
THEN ! VERIFY ACCESS !

! SAVE HANDLE & CLASS PTR !
000E 91F4 PUSHL QR15, RR4
! GET SUBJECT'S SAC !
0010 5F00 CALL PROCESS_CLASS !RETURNS:
0012 0000*

RR2:PROC CLASS!
! RETRIEVE SEG CLASS POINTER !
0014 95F0 POPL RR0, QR15
! GET SEGMENT'S CLASS !
0016 1414 LDL RR4, QR1
! RETRIEVE REQUESTED ACCESS !
0018 97F1 POP R1, QR15
! SAVE HANDLE POINTER !
001A 93F0 PUSH QR15, R0
! CHECK ACCESS CLEARANCE !

```

```

001C 0B01      CP      R1, #WRITE_ACCESS
001E 0000

IF EQ ! WRITE ACCESS REQUESTED !
THEN
    0020 5E0E      CALL  CLASS_EQ !RR2:PROCESS CLASS
    0022 0040      RR4:SEGMENT CLASS
    0024 5F00      RETURNS:
    0026 0000*     R1: CONDITION CODE!

0028 0B01      CP      R1, #FALSE
002A 0000

IF EQ !ACCESS NOT PERMITTED!
THEN
    002C 5E0E      LD      R0, #ACCESS_CLASS_NOT_EQ
    002E 0038      ELSE !ACCESS PERMITTED!
    0030 2100      LD      R0, #SUCCEEDED
    0032 0021
    0034 5E0E
    0036 003C
    0038 2100
    003A 0002
FI
003C 5E0E      ELSE ! READ ACCESS REQUESTED !
003E 0058      CALL  CLASS_GE !RR2:PROCESS CLASS
0040 5F00      RR4:SEGMENT CLASS
0042 0000*     RETURNS:
                       R1:CONDITION CODE!

0044 0B01      CP      R1, #FALSE
0046 0000

IF EQ !ACCESS NOT PERMITTED!
THEN
    0048 5E0E      LD      R0, #ACCESS_CLASS_NOT_GE
    004A 0054      ELSE !ACCESS PERMITTED!
    004C 2100      LD      R0, #SUCCEEDED
    004E 0029
    0050 5E0E
    0052 0058
    0054 2100
    0056 0002
FI
FI
! RETRIEVE HANDLE POINTER !
0058 97F1      POP      R1, @R15
005A 5E0E      ELSE
005C 0060      ! RESTORE STACK !
005E 97F2      POP      R2, @R15
0060 9E08      FI
0062          RET
END CONVERT_AND_VERIFY

```

0062

# GET HANDLE PROCEDURE

```

*****
* CONVERTS SEGMENT NUMBER TO *
* KST INDEX AND DETERMINES IF *
* SEGMENT IS KNOWN. IF KNOWN *
* POINTER TO SEGMENT HANDLE *
* AND POINTER TO SEGMENT CLASS *
* ARE RETURNED. *
*****
* PARAMETERS: *
* R1: SEGMENT NUMBER *
*****
* RETURNS: *
* R0: SUCCESS CODE *
* R4: HANDLE POINTER *
* R5: CLASS POINTER *
*****!

```

## ENTRY

```

! CONVERT SEGMENT # TO KST INDEX # !
SUB R1, #NR_OF_KSEGS

```

0062 0301  
0064 000A

```

! VERIFY KST INDEX !
LD R0, #SUCCEEDED

```

0066 2100  
0068 0002  
006A 0B01  
006C 0000

```

CP R1, #0

```

```

IF LE !INDEX NEGATIVE!
THEN

```

006E 5E0A  
0070 007A  
0072 2100  
0074 001C  
0076 5E08  
0078 0086  
007A 0B01  
007C 0036

```

LD R0, #SEGMENT_NOT_KNOWN

```

```

ELSE !INDEX POSITIVE!

```

```

CP R1, #MAX_NO_KST_ENTRIES

```

```

IF GT !EXCEEDS MAXIMUM INDEX!
THEN !INVALID INDEX!

```

007E 5E02  
0080 0086  
0082 2100  
0084 001C

```

LD R0, #SEGMENT_NOT_KNOWN

```

FI

FI

0086 0B00  
0088 0002

```

CP R0, #SUCCEEDED

```

```

IF EQ !INDEX VALID!
THEN

```

008A 5E0E  
008C 00BE

```

! SAVE KST INDEX !
PUSH CR15, R1
! GET KST ADDRESS !

```

008E 93F1

```

0090 2101      LD      R1, #KST_SEG_NO
0092 0002
0094 5F00      CALL   ITC_GET_SEG_PTR !R1:KST_SEG_NO
0096 0000*

                                RETURNS:
                                R0:KST ADDE!

! RETRIEVE KST INDEX # !
0098 97F3      POP     R3, QR15

! CONVERT KST INDEX # TO KST OFFSET !
009A 1902      MULT   RR2, #SIZEOF KST_REC
009C 0010

! COMPUTE KST ENTRY ADDRESS !
009E 8103      ADD     R3, R0
! SEE IF SEGMENT IS KNOWN !
00A0 4D31      CP      KST.M_SEG_NO(R3), #NOT_KNOWN
00A2 000E
00A4 00FF

IF EQ !SEGMENT NOT KNOWN!
00A6 5E0E      THEN
00A8 00B2
00AA 2100      LD      R0, #SEGMENT_NOT_KNOWN
00AC 001C
00AE 5E08      ELSE !SEGMENT KNOWN!
00B0 00BE
00B2 2100      LD      R0, #SUCCEEDED
00B4 0002

! GET HANDLE POINTER !
00B6 7634      LDA     R4, KST.MM_HANDLE(R3)
00B8 0000

! GET CLASS POINTER !
00BA 7635      LDA     R5, KST.CLASS(R3)
00BC 000A

FI
FI
00BE 9E08      RET
00C0          END GET_HANDLE
          END EVENT_MGR

```

# APPENDIX B - TRAFFIC CONTROLLER LISTINGS

```

ZE0000ASM 2.02
LOC      OBJ CODE      STMT SOURCE STATEMENT

```

```

$LISTON $TTY
TC MODULE

```

## CONSTANT

```

! ***** SYSTEM PARAMETERS ***** !
      NR_PROC      := 4
      VP_NR        := 2
      NR_CPU       := 2
      NR_KST       := 54

```

```

! ***** SYSTEM CONSTANTS ***** !
      RUNNING      := 0
      READY        := 1
      BLOCKED      := 2
      IDLE_PROC    := %DDDD
      NIL          := %FFFF
      INVALID      := %EEEE
      KERNEL_STACK := 1
      USER_STACK   := 3
      KST_SEG      := 2
      KST_LIMIT    := 1
      USER_FCW     := %1800
      WRITE        := 0
      !INDICATES LOWEST SYSTEM
      SECURITY CLASS!
      SYSTEM_LOW   := 0
      STK_OFFSET   := %FF
      REMOVED      := %ABCD
      TRUE         := 1
      FALSE        := 0
      SUCCEEDED    := 2

```

```

TYPE
AP_PTR      WORD
VP_PTR      WORD
ADDRESS     WORD
H_ARRAY     ARRAY[3 WORD]

```

AP_TABLE RECORD	
[NEXT_AP	AP_PTR
DER	WORD
SAC	LONG
PRI	INTEGER
STATE	INTEGER
AFFINITY	WORD
VP_ID	VP_PTR
HANDLE	H_ARRAY
INSTANCE	WORD
VALUE	LONG
FILL_2	ARRAY[2 WORD]

RUN_ARRAY	ARRAY[VP_NR AP_PTR]
RDY_ARRAY	ARRAY[NR_CPU AP_PTR]
AP_DATA	ARRAY[NR_PROC AP_TABLE]
VP_DATA	RECORD
[NR_VP	ARRAY[NR_CPU WORD]
FIRST	ARRAY[NR_CPU VP_PTR]

KST_REC	RECORD
[MM_HANDLE	H_ARRAY
SIZE	WORD
ACCESS	BYTE
IN_CORE	BYTE
CLASS	LONG
M_SEG_NO	SHORT_INTEGER
ENTRY_NUM	SHORT_INTEGER

EXTERNAL	
K_LOCK	PROCEDURE
K_UNLOCK	PROCEDURE
SET_PREEMPT	PROCEDURE
SWAP_VDBR	PROCEDURE
IDLE	PROCEDURE
RUNNING_VP	PROCEDURE
CREATE_INT_VEC	PROCEDURE
LIST_INSERT	PROCEDURE
ALLOCATE_MMU	PROCEDURE
MM_ALLOCATE	PROCEDURE
UPDATE_MMU_IMAGE	PROCEDURE
CREATE_STACK	PROCEDURE
MM_ADVANCE	PROCEDURE
MM_READ_EVENTCOUNT	PROCEDURE
G_AST_LOCK	WORD
PREEMPT_RET	LABEL

```

SECTION TC_DATA
INTERNAL
0000  APT      RECORD
      [ LOCK      WORD
        RUNNING_LIST  RUN_ARRAY
        READY_LIST   RDY_ARRAY
        BLOCKED_LIST  AP_PTR
        FILL_3        LONG
        VP            VP_DATA
        FILL          ARRAY[4 WORD]
        AP            AP_DATA
      ]

!THESE VARIABLES ARE USED DURING TC
  INITIALIZATION TO SPECIFY AVAILABLE
  ENTRIES IN THE APT, AND ARE INITIAL-
  IZED BY TC_INIT IN THIS IMPLEMENTATION!
00A0  NEXT_VP  WORD
00A2  APT_ENTRY WORD

SECTION TC_LOCAL
SABS 0
!NOTE: USED AS OVERLAY ONLY!
0000  ARG_LIST  RECORD
      [ REG      ARRAY[13 WORD]
        IC       WORD
        CPU_ID   WORD
        SACI     LONG
        PRI1     WORD
        USR_STK  WORD
        KER_STK  WORD
        KSTI     LONG
      ]

SABS 0
!NOTE: USED AS STACK FRAME FOR
  STORAGE OF TEMPORARY VARIABLES
  FOR CREATE_PROCESS.!
0000  CREATE    RECORD
      [ ARG_PTR  WORD
        DBR_NUM  WORD
        LIMITS   WORD
        SEG_ADDR ADDRESS
        N_S_P    WORD
      ]

SABS 0
0000  HANDLE_VAL  RECORD
      [ HIGH  LONG
        LOW   WORD
      ]

```



7  
 !THE FOLLOWING DECLARATION IS UTILIZED  
 AS A STACK FRAME FOR STORAGE OF  
 TEMPORARY VARIABLES UTILIZED BY  
 TC\_ADVANCE AND TC\_AWAIT.!

\$ABS 0

0000

```

TEMP      RECORD
[HANDLE_PTR      WORD
  EVENT_NR       WORD
  EVENT_VAL      LONG
  ID_VP          WORD
  CPU_NUM        WORD
  HANDLE_HIGH    LONG
  HANDLE_LOW     WORD
]
```

\$SECTION TC\_KST\_DCL

!NOTE: KST DECLARATION IS USED HERE  
 TO SUPPORT KST INITIALIZATION FOR  
 THIS DEMONSTRATION ONLY. THIS  
 DECLARATION AND INITIALIZATION  
 SHOULD EXIST AT THE SEGMENT MANAGER  
 LEVEL AND THUS SHOULD BE REMOVED  
 UPON IMPLEMENTATION OF SYSTEM  
 INITIALIZATION.!

\$ABS 0

0000

KST ARRAY[NR\_KST KST\_REC]

```

0000      SSSECTION TC INT_PROC
          TC_GETWORK      PROCEDURE
          ! *****
          * PROVIDES GENERAL MANAGE- *
          * MENT OF USER PROCESSES BY *
          * EFFECTING PROCESS SCHEDU- *
          * LING ON VIRTUAL PROCESSORS*
          *****
          * PARAMETERS:                *
          * R1: CURRENT VP ID          *
          * R3: LOGICAL CPU #          *
          *****
          * LOCAL VARIABLES:           *
          * R2: NEXT READY PROCESS     *
          * R4: AP PTR                 *
          *****!

          ENTRV
          ! FIND FIRST READY PROCESS !
          ID      R2, APT.READY_LIST(R3)

0000 6132
0002 0006

          GET_READY_AP:
          DO -!WHILE NOT (END OF LIST OR READY)!
          CP      R2, #NIL

0004 0B02
0006 FFFF
0008 5E0E
000A 0010
000C 5E08
000E 0026

          IF EQ !NO READY PROCESS! THEN

          EXIT FROM GET_READY_AP

          FI

0010 4D21
0012 002A
0014 0001
0016 5E0E
0018 001E
001A 5E08
001C 0026

          CP      APT.AP.STATE(R2), #READY

          IF EQ !PROCESS READY! THEN

          EXIT FROM GET_READY_AP

          FI

          ! GET NEXT AP FROM LIST !
          LD      R4, APT.AP.NEXT_AP(R2)

001E 6124
0020 0020
0022 A142
0024 E8EF
0026 0B02
0028 FFFF
002A 5E0E
002C 003C

          LD      R2, R4
          OD
          CP      R2, #NIL

          IF EQ ! IF NO PROCESSES READY ! THEN

          ! LOAD IDLE PROCESS !
          LD      APT.RUNNING_LIST(R1), #IDLE_PROC

002E 4D15
0030 0002
0032 DDDD

```

```

0034 5F00      CALL IDLF
0036 0000*
0038 5E00      ELSE
003A 0052'
           ! LOAD FIRST READY AP !
003C 6F12      LD   APT.RUNNING_LIST(R1), R2
003E 0002'
0040 4D25      LD   APT.AP.STATE(R2), #RUNNING
0042 002A'
0044 0000
0046 6F21      LD   APT.AP.VP_ID(R2), R1
0048 002E'
004A 6121      LD   R1, APT.AP.DBR(R2)
004C 0022'
004E 5F00      CALL SWAP_VDBR  !(R1:DBR)!
0050 0000*
           FI
0052 9E08      RET
0054          END TC_GETWORK

```

```

0054      VIRTUAL PREEMPT HANDLER      PROCEDURE
          !*****!
          * LOADS FIRST READY AP      *
          * IN RESPONSE TO PREEMPT    *
          * INTERRUPT                  *
          *****!

ENTRY
    !** CALL WAIT_LOCK (APT^.LOCK) **!
    !** RETURNS WHEN PROCESS HAS LOCKED APT **!
0054 7604      LDA      R4, APT.LOCK
0056 0000'
0058 5F00      CALL     K_LOCK
005A 0000*

    ! GET RUNNING_VP ID !
005C 5F00      CALL     RUNNING_VP !RETURNS:
005E 0000*

                                R1:VP_ID
                                R3:CPU #!

    ! GET AP !
0060 6112      LD       R2, APT.RUNNING_IIST(R1)
0062 0002'

    ! IF NOT AN IDLE PROCESS, SET IT TO READY !
0064 0B02      CP       R2, #IDLE_PROC
0066 DDDD
0068 5E06      IF NE ! NOT IDLE ! THEN
006A 0072'
006C 4D25      LD       APT.AP.STATE(R2), #READY
006E 002A'
0070 0001

FI

    ! LOAD FIRST READY PROCESS !
0072 5F00      CALL     TC_GETWORK !R1:VP_ID
0074 0000'

                                R3:CPU #!

!NOTE: THIS IS THE INITIAL POINT OF
EXECUTION FOR USER PROCESSES.!
VIRT_PREEMPT_RETURN:
    !** CALL UNLOCK (APT^.LOCK) **!
    !** RETURNS WHEN PROCESS HAS UNLOCKED APT **!
    !** AND ADVANCED ON THIS EVENT **!
0076 7604      LDA      R4, APT.LOCK
0078 0000'
007A 5F00      CALL     K_UNLOCK
007C 0000*

```

! PERFORM A VIRTUAL INTERRUPT RETURN !  
!NOTE: THIS JUMP EFFECTS A VIRTUAL  
IRET INSTRUCTION.!

007E 5E08 JP PREEMPT\_RET  
0080 0000\*  
0082 END VIRTUAL\_PREEMPT\_HANDLER

```

GLOBAL
SECTION TC_GLB_PROC
0000 TC_INIT PROCEDURE
! ****
* INITIALIZES APT HEADER *
* AND VIRTUAL INT VECTOR *
****
* PARAMETERS: *
* R1: CPU_ID *
* R2: NR_VP *
****!

ENTRY
! NOTE: THE NEXT FOUR VALUES ARE
ONLY TO BE INITIALIZED ONCE. !
0000 4D05 LD NEXT_VP, #0
0002 00A0
0004 0000
0006 4D05 LD APT_ENTRY, #0
0008 00A2
000A 0000
000C 4D05 LD APT.BLOCKED_LIST, #NIL
000E 000A
0010 FFFF
0012 4D08 CLR APT.LOCK
0014 0000

! ****
NOTE: THE FOILOWING CODE IS INCLUDED
ONLY FOR SIMULATION OF A MULTIPROCESSOR
ENVIRONMENT. THIS IS TO INSURE THAT THE
READY LIST(S) AND VP DATA OF THE SIMULATED
CPU(S) ARE PROPERLY INITIALIZED. IN AN
ACTUAL MULTIPROCESSOR ENVIRONMENT, THIS
BLOCK OF CODE SHOULD BE REMOVED.
****!

0016 2104 LD R4, #0
0018 0000
DC
001A 0B04 CP R4, #NR_CPU*2
001C 0004
IF EQ !ALL LISTS INITIALIZED!
THEN EXIT
001E 5E0E
0020 0026
0022 5E08
0024 0036
FI

```

```

                                ! INITIALIZE READY LISTS AS EMPTY !
0026 4D45                      LD  APT.READY_LIST(R4), #NIL
0028 0006
002A FFFF

                                ! INITIALLY MARK ALL LOGICAL CPU'S
                                AS HAVING 1 VP. THIS IS NECESSARY
                                TO INSURE TC ADVANCE WILL FUNCTION
                                PROPERLY, AS IT EXPECTS EVERY CPU
                                TO HAVE AT LEAST 1 VP. !
002C 4D45                      LD  APT.VP.NR_VP(R4), #1
002E 0010
0030 0001
0032 A941                      INC  R4, #2
0034 E8F2                      OD

                                ! END MULTIPROCESSOR SIMULATION CODE.
                                *****!

0036 6F12                      LD  APT.VP.NR_VP(R1), R2
0038 0010
003A 6103                      LD  R3, NEXT_VP
003C 00A0                      LD  APT.VP.FIRST(R1), R3
003E 6F13
0040 0014

                                ! RECOMPUTE NEXT_VP VALUE FOR TC
                                INITIALIZATION OF NEXT LOGICAL
                                CPU. !
0042 A125                      LD  R5, R2
0044 1904                      MULT RR4, #2
0046 0002
0048 8153                      ADD  R3, R5
004A 6F03                      LD  NEXT_VP, R3
004C 00A0

                                ! INITIALIZE RUNNING LIST !
004E 6113                      LD  R3, APT.VP.FIRST(R1)
0050 0014

                                DO
0052 0B02                      CP  R2, #0
0054 0000
0056 5E0E                      IF EQ THEN EXIT FI
0058 005E
005A 5E08
005C 006A

                                LD  APT.RUNNING_LIST(R3), #IDLE_PRCC
005E 4D35
0060 0002
0062 DDDD

                                INC  R3, #2
0064 A931                      DEC  R2, #1
0066 AB20
0068 E8F4                      OD
006A 4D15                      LD  APT.READY_LIST(R1), #NIL
006C 0006
006E FFFF

```

```

0070 2101      LD    R1, #0
0072 0000
! ENTRY ADDRESS !
0074 7602      LDA   R2, VIRTUAL_PREEMPT_HANDLER
0076 0054
0078 5F00      CALL  CREATE_INT_VEC
007A 0000*
!R1:VIRTUAL INTERRUPT *
!R2:INTERRUPT HANDLER ADDRESS!
007C 9E08      RET
007E          END TC_INIT

```



```

007E      CREATE PROCESS PROCEDURE
!*****
* CREATES USER PROCESS *
* DATABASES AND APT *
* ENTRIES *
*****
* PARAMETERS: *
* R14: ARGUMENT PTR *
*****!

ENTRY
!NOTE: THIS PROCEDURE IS A STUB TO ALLOW
PROCESS INITIALIZATION FOR THIS
DEMONSTRATION.!
! ESTABLISH STACK FRAME FOR LOCAL
VARIABLES. !
007E 030F      SUB R15, #SIZEOF CREATE
0080 000A
! STORE INPUT ARGUMENT POINTER !
0082 6FFE      LD CREATE.ARG_PTR(R15), R14
0084 0000
! LOCK APT !
0086 7604      LDA R4, APT.LOCK
0088 0000
008A 5F00      CALL K_LOCK
008C 0000*
! RETURNS WHEN APT IS LOCKED !
! CREATE MMU ENTRY FOR PROCESS !
008E 5F00      CALL ALLOCATE_MMU !RETURNS:
0090 0000*
! GET NEXT AVAILABLE ENTRY IN APT !
R0: DBR #!
0092 6101      LD R1, APT_ENTRY
0094 00A2
! COMPUTE APT OFFSET !
0096 2102      LD R2, #SIZEOF AP_TABLE
0098 0020
009A 8112      ADD R2, R1
! SAVE NEXT AVAILABLE APT ENTRY !
009C 6F02      LD APT_ENTRY, R2
009E 00A2
! CREATE APT ENTRY FOR PROCESS !
00A0 4D15      LD APT.AP.NEXT_AP(R1), #NIL
00A2 0020
00A4 FFFF
00A6 6F10      LD APT.AP.DBR(R1), R0
00A8 0022
! GET PROCESS CLASS !
00AA 54E2      LD RR2, ARG_LIST.SAC1(R14)
00AC 001E
00AE 5D12      LD APT.AP.SAC(R1), RR2

```

```

00B0 0024'      ! GET PROCESS PRIORITY !
00B2 61E2      LD      R2, ARG_LIST.PRI1(R14)
00B4 0022
00E6 6F12      LD      APT.AP.PRI(R1), R2
00B8 0028'
00BA 61E2      ! GET LOGICAL CPU # !
00BC 001C      LD      R2, ARG_LIST.CPU_ID(R14)
00BE 6F12      LD      APT.AP.AFFINITY(R1), R2
00C0 002C'
00C2 7623      ! THREAD IN LIST AND MAKE READY !
00C4 0006'      LDA      R3, APT.READY_LIST(R2)
00C6 7604      LDA      R4, APT.AP.NEXT_AP
00C8 0020'
00CA 7605      LDA      R5, APT.AP.PRI
00CC 0028'
00CE 7606      LDA      R6, APT.AP.STATE
00D0 002A'
00D2 2107      LD      R7, #READY
00D4 0001
00D6 AD21      EX      R1, R2
00D8 6FF0      ! SAVE DBR # !
00DA 0002      LD      CREATE.DBR_NUM(R15), R0
00DC 5F00      CALL     LIST_INSERT
00DE 0000*
                ! R2: OBJ ID
                ! R3: LIST HEAD PTR
                ! R4: NEXT OBJ PTR
                ! R5: PRIORITY PTR
                ! R6: STATE PTR
                ! R7: STATE !
00E0 7604      ! UNLOCK APT !
00E2 0000'      LDA      R4, APT.LOCK
00E4 5F00      CALL     K_UNLOCK
00E6 0000*
                ! CREATE USER STACK !
                ! RESTORE ARGUMENT POINTER !
00E8 61FE      LD      R14, CREATE.ARG_PTR(R15)
00EA 0000
00EC 61E3      LD      R3, ARG_LIST.USER_STK(R14)
00EE 0024
00F0 6FF3      ! SAVE LIMITS !
00F2 0004      LD      CREATE.LIMITS(R15), R3

```

```

00F4 5F00      CALL MM_ALLOCATE !R3: # OF BLOCKS
00F6 0000*

                                RETURNS:
                                R2: START ADDR!

!COMPUTE & SAVE NSP!
00F8 A128      LD      R8, R2
! ESTABLISH INITIAL SP VALUE
                FOR USER STACK. !
00FA 0108      ADD     R8, #STK_OFFSET
00FC 00FF      LD      CREATE.N_S_P(R15), R8
00FE 6FF8
0100 0008

! RESTORE LIMITS !
0102 61F4      LD      R4, CREATE.LIMITS(R15)
0104 0004
0106 AB40      DEC     R4 !SEG LIMITS!
! RESTORE DBR !
0108 61F0      LD      R0, CREATE.DBR_NUM(R15)
010A 0002
010C 2101      LD      R1, #USER_STACK
010E 0003
0110 2103      LD      R3, #WRITE !ATTRIBUTE!
0112 0000
0114 5F00      CALL    UPDATE_MMU_IMAGE
0116 0000*

!R0: DBR #
!R1: SEGMENT #
!R2: SEG ADDRESS
!R3: SEG ATTRIBUTES
!R4: SEG LIMITS!
!CREATE KERNEL STACK!
! RESTORE ARGUMENT POINTER !
0118 61FE      LD      R14, CREATE.ARG_PTR(R15)
011A 0000
011C 61E3      LD      R3, ARG_LIST.KER_STK(R14)
011E 0026
0120 5F00      CALL    MM_ALLOCATE !R3: # OF BLOCKS
0122 0000*

                                RETURNS
                                R2: START ADDR!

!MAKE MMU ENTRY!
! RESTORE DBR # !
0124 61F0      LD      R0, CREATE.DBR_NUM(R15)
0126 0002
0128 2101      LD      R1, #KERNEL_STACK
012A 0001
012C A134      LD      R4, R3
012E AB40      DEC     R4
0130 2103      LD      R3, #WRITE
0132 0000

! SAVE START ADDRESS !

```

```

0134 6FF2      LD      CREATE.SEG_ADDR(R15), R2
0136 0006
0138 5F00      CALL   UPDATE_MMU_IMAGE
013A 0000*

      !R0: DER #
      R1: SEGMENT #
      R2: SEG ADDRESS
      R3: SEG ATTRIBUTES
      R4: SEG LIMITS!
!ESTABLISH ARGUMENTS!
! RESTORE ARGUMENT POINTER !
013C 61FE      LD      R14, CREATE.ARG_PTR(R15)
013E 0000

      ! RESTORE STACK ADDRESS !
0140 61F1      LD      R1, CREATE.SEG_ADDR(R15)
0142 0006
0144 2103      LD      R3, #USER_FCW
0146 1800
0148 61E4      LD      R4, ARG_LIST.IC(R14)
014A 001A

      ! RESTORE INITIAL NSP !
014C 61F5      LD      R5, CREATE.N_S_P(R15)
014E 0008
0150 7606      LDA     R6, VIRT_PREEMPT_RETURN
0152 0076
0154 030F      SUB     R15, #8
0156 0008
0158 1CF9      IDM     @R15, R3, #4
015A 0303

      ! LOAD ARGUMENT POINTER FOR
      CREATE_STACK CALL !
015C A1F0      LD      R0, R15
015E 93F1      PUSH    @R15, R1
0160 A1E1      LD      R1, R14

      ! LOAD INITIAL REGISTER VALUES TO
      BE PASSED TO USER PROCESS AS
      INITIAL PARAMETERS. !
0162 5C11      LDM     R2, ARG_LIST.REG(R1), #13
0164 020C
0166 0000
0168 97F1      POP     R1, @R15
016A 5F00      CALL   CREATE_STACK
016C 0000*

      !R0: ARGUMENT PTR
      R1: TOP OF STACK
      R2-R14: INITIAL
      REG STATES!
!NOTE: THE ABOVE INITIAL REG STATES
REPRESENT THE INITIAL PARAMETERS
(VIZ., REGISTER CONTENTS) THAT A
USER PROCESS WILL RECEIVE UPON

```

```

                                INITIAL EXECUTION. !
016E 010F    ADD    R15, #8 !OVERLAY PARAMETERS!
0170 0008

                                ! ALLOCATE KST !
0172 2103    LD     R3, #KST_LIMIT
0174 0001
0176 5F00    CALL   MM_ALLOCATE !R3:# OF BLOCKS
0178 0000*

                                RETURNS
                                R2:START ADDR!

                                ! RESTORE DBR !
017A 61F0    LD     R0, CREATE.DBR_NUM(R15)
017C 0002

                                ! SAVE KST ADDRESS !
017E 6FF2    LD     CREATE.SEG_ADDR(R15), R2
0180 0006

                                !MAKE MMU ENTRY FOR KST SEG!
0182 2101    LD     R1, #KST_SEG
0184 0002
0186 2103    LD     R3, #WRITE !ATTRIBUTE!
0188 0000
018A 2104    LD     R4, #KST_LIMIT-1
018C 0000
018E 5F00    CALL   UPDATE_MMU_IMAGE
0190 0000*

                                !R0: DBR #
                                R1: SEGMENT #
                                R2: SEG ADDRESS
                                R3: SEG ATTRIBUTES
                                R4: SEG LIMITS!

                                ! RESTORE KST ADDRESS !
0192 61F2    LD     R2, CREATE.SEG_ADDR(R15)
0194 0006

                                ! CREATE INITIAL KST STUB !
0196 5F00    CALL   CREATE_KST !R2:KST ADDR!
0198 01A0

                                ! REMOVE TEMPORARY VARIABLE
                                STACK FRAME. !
019A 010F    ADD    R15, #SIZEOF_CREATE
019C 000A
019E 9E08    RET
01A0        END CREATE_PROCESS

```

```

01A0      CREATE KST      PROCEDURE
! *****
* CREATES KST STUB FOR *
* PROCESS MANAGEMENT *
* DEMO.  INSERTS ROOT *
* ENTRY IN KST.  NOT *
* INTENDED TO BE FINAL *
* PRODUCT. *
*****
* PARAMETERS: *
*  R2: KST ADDRESS *
*****!

ENTRY
!NOTE: THIS PROCEDURE IS A STUB USED
      FOR INITIALIZATION IN THIS IMPLEMENTATION
      ONLY.  THE ACTUAL INITIALIZATION CODE
      FOR THE KST WILL RESIDE AT THE SEGMENT
      MANAGER LEVEL ONCE IMPLEMENTATION OF
      SYSTEM INITIALIZATION IS EFFECTED. !

      ! CREATE ROOT ENTRY IN KST !
      LDL  RR6, #-1 !ROOT HANDLE!

01A0 1406
01A2 FFFF
01A4 FFFF
01A6 5D26      LDL  KST.MM_HANDLE(R2), RR6
01A8 0000

      !SET ROOT ENTRY # IN G AST !
      LD   KST.MM_HANDLE[2](R2), #0

01AA 4D25
01AC 0004
01AE 0000

      ! SET ROOT CLASSIFICATION !
      LDL  RR6, #SYSTEM_LOW

01B0 1406
01B2 0000
01B4 0000
01B6 5D26      LDL  KST.CLASS(R2), RR6
01B8 000A

      !SET MENTOR SEG #!
      LDB  KST.M_SEG_NO(R2), #0

01BA 4C25
01BC 000E
01BE 0000

      !INITIALIZE FREE KST ENTRIES
      FOR DEMO. NOT FULL KST!
      LD   R1, #10

01C0 2101
01C2 000A

      DO
      CP   R1, #0

      IF EQ THEN EXIT FI

01C4 0B01
01C6 0000
01C8 5E0E
01CA 01D0
01CC 5E08

```

01CE 01DE	
01D0 0102	ADD R2, #SIZEOF KST_REC
01D2 0010	
01D4 4C25	LDB KST.M_SEG_NO(R2), #0FF
01D6 000E	
01D8 FFFF	
01DA AB10	DEC R1
01DC E8F3	OD
01DE 9E08	RET
01E0	END CREATE_KST

01E0

# TC ADVANCE PROCEDURE

! \*\*\*\*\*

\* EVENTCOUNT IS ADVANCED BY \*  
 \* INVOCATION OF MM ADVANCE. \*  
 \* PROCESSES THAT ARE AWAITING \*  
 \* THIS EVENT OCCURRENCE ARE \*  
 \* REMOVED FROM THE BLOCKED LIST \*  
 \* AND MADE READY. THE READY \*  
 \* LISTS ARE THEN CHECKED TO \*  
 \* INSURE PROPER SCHEDULING IS \*  
 \* EFFECTED. IF NECESSARY VIR- \*  
 \* TUAL PREEMPTS ARE SENT TO ALL \*  
 \* THOSE VP'S BOUND TO LOWER \*  
 \* PRIORITY PROCESSES. \*

\*\*\*\*\*

\* PARAMETERS: \*

\* R1: HANDLE POINTER \*

\* R2: INSTANCE (EVENT #) \*

\*\*\*\*\*

\* RETURNS: \*

\* R0: SUCCESS CODE \*

\*\*\*\*\*!

## ENTRY

! ESTABLISH TEMPORARY VARIABLE  
 STACK FRAME. !

01E0 030F

SUB R15, #SIZEOF TEMP

01E2 0012

! SAVE INPUT ARGUMENTS !

01E4 6FF1

LD TEMP.HANDLE\_PTR(R15), R1

01E6 0000

01E8 6FF2

LD TEMP.EVENT\_NR(R15), R2

01EA 0002

! LOCK APT !

01EC 7604

LDA R4, APT.LOCK

01EE 0000

01F0 5F00

CALL K\_LOCK

01F2 0000\*

! RETURNS WHEN APT IS LOCKED !

! ANNOUNCE EVENT OCCURRENCE BY  
 INCREMENTING EVENTCOUNT IN G AST!

01F4 5F00

CALL MM\_ADVANCE !R1:HANDLE PTR

01F6 0000\*

R2:INSTANCE

RETURNS:

R0:SUCCESS CODE

RR2:EVENTCOUNT!

01F8 0B00

CP R2, #SUCCEEDED

01FA 0002

01FC 5E0E

IF EQ THEN

01FE 0372'



```

! SAVE EVENTCOUNT !
0200 5DF2   LDL   TEMP.EVENT_VAL(R15), RR2
0202 0004

! RESTORE INSTANCE !
0204 61F0   LD    R0, TEMP.EVENT_NR(R15)
0206 0002

! RESTORE HANDLE POINTER !
0208 61F1   LD    R1, TEMP.HANDLE_PTR(R15)
020A 0000

! SAVE HANDLE !
020C 5414   LDL   RR4, HANDLE_VAL.HIGH(R1)
020E 0000
0210 5DF4   LDL   TEMP.HANDLE_HIGH(R15), RR4
0212 000C
0214 6114   LD    R4, HANDLE_VAL.LOW(R1)
0216 0004
0218 6FF4   LD    TEMP.HANDLE_LOW(R15), R4
021A 0010

! AWAKEN ALL PROCESSES AWAITING
THIS EVENT OCCURRENCE !
! GET FIRST BLOCKED PROCESS !
021C 6101   LD    R1, APT.BLOCKED_LIST
021E 000A
0220 7606   LDA   R6, APT.BLOCKED_LIST
0222 000A

WAKE_UP:
DO
! DETERMINE IF AT END OF BLOCKED LIST !
0224 0B01   CP    R1, #NIL
0226 FFFF

IF EQ ! NO MORE BLOCKED PROCESSES !
THEN EXIT FROM WAKE_UP

0228 5E0E
022A 0230
022C 5E0E
022E 02B4

FI
! SAVE NEXT ITEM IN LIST !
0230 6117   LD    R7, APT.AP.NEXT_AP(R1)
0232 0020

! DETERMINE IF PROCESS IS ASSOCIATED
WITH CURRENT HANDLE !
0234 54F4   LDL   RR4, TEMP.HANDLE_HIGH(R15)
0236 000C
0238 5014   CPL   RR4, APT.AP.HANDLE(R1)
023A 0030

IF EQ !HIGH HANDLE VALUE MATCHES!
THEN
023C 5E0E
023E 02A2
0240 61F4   LD    R4, TEMP.HANDLE_LOW(R15)
0242 0010
0244 4B14   CP    R4, APT.AP.HANDLE[2](R1)

```

```

0246 0034'
0248 5E0E      IF EQ ! HANDLE'S MATCH !
024A 029C'      THEN ! CHECK FOR INSTANCE MATCH !
024C 61F0      LD      R0, TEMP.EVENT_NR(R15)
024E 0002      CP      R0, APT.AP.INSTANCE(R1)
0250 4B10'
0252 0036'

0254 5E0E      IF EQ ! INSTANCE MATCHES !
0256 0296'      THEN ! DETERMINE IF THIS IS THE
                  OCCURRENCE THE PROCESS
                  WAITING FOR !
0258 54F2      LDL      RR2, TEMP.EVENT_VAL(R15)
025A 0004
025C 5012      CPL      RR2, APT.AP.VALUE(R1)
025E 0038'

0260 5E01      IF GE !AWAITED EVENT HAS OCCURRED!
0262 0290'      THEN ! AWAKEN PROCESS !

                  ! REMOVE FROM BLOCKED LIST !
0264 2F67      LD      @R6, R7
                  ! SAVE LOCAL VARIABLES !
0266 91F6      PUSHL @R15, RR6
                  !SET LIST THREADING ARGUMENTS!
0268 6112      LD      R2, APT.AP.AFFINITY(R1)
026A 002C'
026C 7623      LDA      R3, APT.READY_LIST(R2)
026E 0006'
0270 7604      LDA      R4, APT.AP.NEXT_AP
0272 0020'
0274 7605      LDA      R5, APT.AP.PRI
0276 0028'
0278 7606      LDA      R6, APT.AP.STATE
027A 002A'
027C 2107      LD      R7, #READY
027E 0001
0280 A112      LD      R2, R1
0282 5F00      CALL     LIST_INSERT
0284 0000*

                  !R2: OBJ ID
                  R3: LIST HEAD PTR
                  R4: NEXT OBJ PTR
                  R5: PRIORITY PTR
                  R6: STATE PTR
                  R7: STATE VALUE !
                  ! RESTORE LOCAL VARIABLES !
0286 95F6      POPL     RR6, @R15
0288 210B      LD      R11, #REMOVED
028A ABCD
028C 5E08      ELSE !PROCESS STILL BLOCKED!

```

```

028E 0292'
0290 8DB8          CLR    R11
                   FI ! END VALUE CHECK !
                   ELSE !PROCESS STILL BLOCKED!

0292 5E08
0294 0298'
0296 8DB8          CLR    R11
                   FI ! END INSTANCE CHECK !
                   ELSE !PROCESS STILL BLOCKED!

0298 5E08
029A 029E'
029C 8DB8          CLR    R11
                   FI ! END HANDLE CHECK !
                   ELSE !PROCESS STILL BLOCKED!

029E 5E08
02A0 02A4'
02A2 8DB8          CLR    R11
                   FI ! END HIGH HANDLE CHECK !
                   ! RESET AP POINTER REGISTERS !
                   CP      R11, #REMOVED

02A4 0B0B
02A6 ABCD

                   IF NE ! PROCESS IS STILL BLOCKED !
                   THEN

02A8 5E06
02AA 02B0'
02AC 7616
02AE 0020'          LDA    R6, APT.AP.NEXT_AP(R1)

02B0 A171          FI
02B2 E8B8          LD      R1, R7
                   OD
                   ! DETERMINE IF ANY VIRTUAL PREEMPT
                   INTERRUPTS ARE REQUIRED !

02B4 8D28          CLR    R2
PREEMPT_CHECK:
DO
02B6 0B02          CP      R2, #NR_CPU * 2
02B8 0004
02BA 5E0E          IF EQ !ALL READY LISTS CHECKED! THEN
02BC 02C2'
02BE 5E08          EXIT FROM PREEMPT_CHECK
02C0 0366'

FI
! CREATE PREEMPT VECTOR FOR VP'S !
02C2 8D18          CLR    R1
DO !FOR R1=1 TO NR_VP'S!
02C4 A910          INC     R1
02C6 4B21          CP      R1, APT.VP.NR_VP(R2)
02C8 0010'

                   IF GT ! PREEMPT VECTOR COMPLETED !
                   THEN EXIT

02CA 5E02
02CC 02D2'
02CE 5E08
02D0 02D8'

FI
02D2 0DF9          PUSH   @R15, #TRUE

```

02D4 0001	OD
02D6 E6F6	! # TO PPREMPT !
02D8 8D38	CLR R3
02DA 6124	LD R4, APT.VP.NR_VP(R2)
02DC 0010	
	! # OF VP'S !
	! GET FIRST READY PROCESS !
02DE 6121	LD R1, APT.READY_LIST(R2)
02E0 0006	
	CHECK_RDY_LIST:
	DO
	! SEE IF READY LIST IS EMPTY !
02E2 0B01	CP R1, #NIL
02E4 FFFF	
	IF EQ !LIST IS EMPTY!
	THEN EXIT FROM CHECK_RDY_LIST
02E6 5E0E	
02E8 02EE	
02EA 5E08	
02EC 0324	
	FI
02EE 4D11	CP APT.AP.STATE(R1), #RUNNING
02F0 002A	
02F2 0000	
	IF EQ !PROCESS IS RUNNING!
	THEN !DON'T PREEMPT IT!
02F4 5E0E	
02F6 030C	
02F8 6115	LD R5, APT.AP.VP_ID(R1)
02FA 002E	
	!COMPUTE LOCATION IN PREEMPT VECTOR!
02FC 4325	SUB R5, APT.VP.FIRST(R2)
02FE 0014	
0300 74F6	LDA R6, R15(R5)
0302 0500	
0304 0D65	LD CR6, #FALSE
0306 0000	
0308 5E08	ELSE ! PREEMPT IT !
030A 030E	
030C A930	INC R3
	FI
030E AB40	DEC R4
0310 0B04	CP R4, #0
0312 0000	
	IF EQ !ALL VP'S VERIFIED!
	THEN
0314 5E0E	
0316 031C	
0318 5E08	EXIT FROM CHECK_RDY_LIST
031A 0324	
	FI
	! GET NEXT AP IN READY LIST !
031C 6110	LD R0, APT.AP.NEXT_AP(R1)

```

031E 0020'      LD      R1, R0
0320 A101      OD !END CHECK_RDY_LIST!
0322 E9DF      ! SET NECESSARY PREEMPTS !
0324 6124      LD      R4, APT.VP.NR_VP(R2)
0326 0010'      LD      R1, APT.VP.FIRST(R2)
0328 6121'
032A 0014'

SEND_PREEMPT:
DO
032C 97F0      POP      R0, @R15
032E 0F00      ! CHECK TEMPLATE !
0330 0001      CP      R0, #TRUE

IF EQ !CAN BE PREEMPTED!
THEN
0332 5E0E
0334 0350'      CP      R3, #0
0336 0B03
0338 0000

IF GT !PREEMPTS REQUIRED!
THEN !PREEMPT IT!

!SAVE ARGUMENTS!
033E 93F1      PUSH     @R15, R1
0340 91F2      PUSHL    @R15, RR2
0342 93F4      PUSH     @R15, R4
0344 5F00      CALL     SET_PREEMPT
0346 0000*

!P1: VP ID!
! RESTORE ARGUMENTS !
0348 97F4      POP      R4, @R15
034A 95F2      POPL     RR2, @R15
034C 97F1      POP      R1, @R15
034E AB30      DEC      R3
FI
FI
0350 A911      INC      R1, #2
0352 AB40      DEC      R4
0354 0B04      CP      R4, #0
0356 0000

IF EQ !STACK RESTORED!
THEN
0358 5E0E
035A 0360'      EXIT
035C 5E08
035E 0362'

FI
0360 E8E5      OD !END SEND_PREEMPT!
! CHECK NEXT READY LIST !
0362 A921      INC      R2, #2
0364 E8A8      OD !END PREEMPT_CHECK!

```

```

! UNLOCK APT !
0366 7604 LDA R4, APT.LOCK
0368 0000'
036A 5F00 CALL K_UNLOCK
036C 0000*

! RESTORE SUCCESS CODE !
036E 2100 LD R0, #SUCCEEDED
0370 0002

FI
! RESTORE STACK !
0372 010F ADD R15, #SIZEOF TEMP
0374 0012
0376 9E08 RET
0378 END TC_ADVANCE

```

0378

```

TC AWAIT                                PROCEDURE
! *****
* CHECKS USER SPECIFIED VALUE *
* AGAINST CURRENT EVENTCOUNT *
* VALUE. IF USER VALUE IS LESS *
* THAN OR EQUAL EVENTCOUNT THEN*
* CONTROL IS RETURNED TO USER. *
* ELSE USER IS BLOCKED UNTIL *
* EVENT OCCURRENCE. *
*****
* PARAMETERS: *
* R1: HANDLE POINTER *
* R2: INSTANCE (EVENT *) *
* RR4: SPECIFIED VALUE *
*****
* RETURNS: *
* R0: SUCCESS CODE *
*****!

```

ENTRY

```

! ESTABLISH STACK FRAME FOR
  TEMPORARY VARIABLES. !
0378 030F  SUB    R15, #SIZEOF TEMP
037A 0012
! SAVE INPUT PARAMETERS !
037C 6FF1  LD     TEMP.HANDLE_PTR(R15), R1
037E 0000
0380 6FF2  LD     TEMP.EVENT_NR(R15), R2
0382 0002
0384 5DF4  LD     TEMP.EVENT_VAL(R15), RR4
0386 0004
! LOCK APT !
0388 7604  LDA     R4, APT.LOCK
038A 0000
038C 5F00  CALL    K_LOCK
038E 0000*
! RETURNS WHEN APT IS LOCKED !
! GET CURRENT EVENTCOUNT !
0390 5F00  CALL    MM_READ_EVENTCOUNT
0392 0000*
! R1:HANDLE POINTER
! R2:INSTANCE
! RETURNS:
! R0:SUCCESS_CODE
! RR4: EVENTCOUNT!
0394 0B00  CP      R0, #SUCCEEDED
0396 0002
0398 5E0E  IF EQ THEN
039A 0440
! DETERMINE IF REQUESTED EVENT
  HAS OCCURRED !

```

```

039C 54F6      LDL    RR6, TEMP.EVENT_VAL(R15)
039E 0004
03A0 9046      CPL    RR6, RR4
                  IF GT  !EVENT HAS NOT OCCURRED!
                  THEN  !BLOCK PROCESS!

                  ! IDENTIFY PROCESS !
03A6 5F00      CALL   RUNNING_VP !RETURNS:
03A8 0000*

                                R1:VP ID
                                R3:CPU #!
                  ! SAVE RETURN VARIABLES !
03AA 6FF1      LD     TEMP.ID_VP(R15), R1
03AC 0008
03AE 6FF3      LD     TEMP.CPU_NUM(R15), R3
03B0 000A
03B2 6118      LD     R2, APT.RUNNING_LIST(R1)
03B4 0002'

                  ! RESTORE REMAINING ARGUMENTS !
03B6 61F2      LD     R2, TEMP.EVENT_NR(R15)
03B8 0002
03BA 61F1      LD     R1, TEMP.HANDLE_PTR(R15)
03BC 0002

                  ! SAVE EVENT DATA !
03BE 5414      LDL    RR4, HANDLE_VAL.HIGH(R1)
03C0 0000
03C2 5D84      LDL    APT.AP.HANDLE(R2), RR4
03C4 0030'
03C6 6114      LD     R4, HANDLE_VAL.LOW(R1)
03C8 0004
03CA 6F84      LD     APT.AP.HANDLE[2](R2), R4
03CC 0034'
03CE 6F82      LD     APT.AP.INSTANCE(R2), R2
03D0 0036'
03D2 54F6      LDL    RR6, TEMP.EVENT_VAL(R15)
03D4 0004
03D6 5D86      LDL    APT.AP.VALUE(R2), RR6
03D8 0038'

                  ! REMOVE PROCESS FROM READY LIST !
03DA 6181      LD     R1, APT.AP.AFFINITY(R2)
03DC 002C'
03DE 6112      LD     R2, APT.READY_LIST(R1)
03E0 0006'

                  ! SEE IF PROCESS IS FIRST
                  ENTRY IN READY LIST !
03E2 8B82      CP     R2, R2
                  IF EQ !INSERT NEW READY LIST HEAD!
                  THEN

03E4 5E0E
03E6 03F4'
03E8 6183      LD     R3, APT.AP.NEXT_AP(R2)
03EA 0020'

```



```

03EC 6F13      LD      APT.READY_LIST(R1), R3
03EE 0006      ELSE !DELETE FROM LIST BODY!
03F0 5E08
03F2 040E

DO
03F4 6123      LD      R3, APT.AP.NEXT_AP(R2)
03F6 0020
03F8 6B83      CP      R3, R8
IF EQ !FOUND ITEM IN LIST!
THEN
03FA 5E0E      LD      R3, APT.AP.NEXT_AP(R8)
03FC 040A
03FE 6183      LD      APT.AP.NEXT_AP(R2), R3
0400 0020
0402 6F23      EXIT
0404 0020
0406 5E08
0408 040E

FI
040A A132      LD      R2, R3
040C 6BFB      OD

FI
!THREAD PROCESS IN BLOCKED LIST!
040E A182      LD      R2, R8
0410 7603      LDA     R3, APT.BLOCKED_LIST
0412 000A
0414 7604      LDA     R4, APT.AP.NEXT_AP
0416 0020
0418 7605      LDA     R5, APT.AP.PRI
041A 0028
041C 7606      LDA     R6, APT.AP.STATE
041E 002A
0420 2107      LD      R7, #BLOCKED
0422 0002
0424 5F00      CALL    LIST_INSERT !R2:OBJ ID
0426 0000*

R3:LIST HEAD PTR
R4:NEXT OBJ PTR
R5:PRIORITY PTR
R6:STATE PTR
R7:STATE !

! GET CURRENT VP ID !
0428 61F1      LD      R1, TEMP.ID_VP(R15)
042A 0008
042C 61F3      LD      R3, TEMP.CPU_NUM(R15)
042E 000A

! SCHEDULE FIRST READY PROCESS !
0430 5F00      CALL    TC_GETWORK !R1:VP_ID
0432 0000

R3:CPU #!

! UNLOCK APT !
0434 7604      LDA     R4, APT.LOCK

```

0436	0000	
0438	5F00	CALL K_UNLOCK
243A	0000*	
		! RESTORE SUCCESS CODE !
043C	2100	LD R0, #SUCCEEDED
043E	0002	
		FI
		FI
		! RESTORE STACK !
0440	010F	ADD R15, #SIZEOF TEMP
0442	0012	
2444	9E08	RET
0446		END TC_AWAIT

```

0446      PROCESS CLASS      PROCEDURE
!*****!
* READS SECURITY ACCESS      *
* CLASS OF CURRENT PROCESS  *
* IN APT. CALLED BY SEG     *
* MGR AND EVENT MGR         *
*****
* LOCAL VARIABLES:          *
* R1: VP ID                  *
* R5: PROCESS ID             *
*****
* RETURNS:                   *
* RR2: PROCESS SAC           *
*****!

ENTRY
0446 7604      LDA      R4,APT.LOCK
0448 0000'
044A 5F00      CALL     K_LOCK      !R4: APT.LOCK!
044C 0000*
044E 5F00      CALL     RUNNING_VP  !RETURNS:
0450 0000*
                                R1:VP_ID
                                R3:CPU #!
0452 6115      LD       R5,APT.RUNNING_LIST(R1)
0454 0002'
0456 5452      IDL      RR2,APT.AP.SAC(R5)
0458 0024'
! UNLOCK APT !
045A 7604      LDA      R4, APT.LOCK
045C 0000'
045E 5F00      CALL     K_UNLOCK
0460 0000*
0462 9E08      RET
0464      END PROCESS_CLASS

```

0464

# GET\_DBR\_NUMBER PROCEDURE

```

! *****
* OBTAINS DBR NUMBER FROM APT *
* FOR THE CURRENT PROCESS. *
* CALLED BY SEGMENT MANAGER *
*****
* LOCAL VARIABLES: *
* R1: VP ID *
* R5: PROCESS ID *
*****
* RETURNS: *
* R1: DBR NUMBER *
*****!

```

## ENTRY

!NOTE: DBR # IS ONLY VALID WHILE PROCESS IS LOADED. THIS IS NO PROBLEM IN SASS AS ALL PROCESSES REMAIN LOADED. IN A MORE GENERAL CASE, THE DBR # COULD ONLY BE ASSUMED CORRECT WHILE THE APT IS LOCKED!

```

0464 7604 LDA R4,APT.LOCK
0466 0000'
0468 5F00 CALL K_LOCK !R4:~APT.LOCK!
046A 0000*
046C 5F00 CALL RUNNING_VP !RETURNS:
046E 0000*
                                R1:VP_ID
                                R3:CPU #!
0470 6115 LD R5,APT.RUNNING_LIST(R1)
0472 0002'
0474 6151 LD R1,APT.AP.DBR(R5)
0476 0022'
                                ! UNLOCK APT !
0478 7604 LDA R4, APT.LOCK
047A 0000'
047C 5F00 CALL K_UNLOCK
047E 0000*
0480 9E08 RET
0482 END GET_DBR_NUMBER

```

END TC

# APPENDIX C - DISTRIBUTED MEMORY MANAGER LISTINGS

Z8000ASM 2.02  
 LOC OBJ CODE STMT SOURCE STATEMENT

SLISTON STTY  
 DIST\_MM MODULE

## CONSTANT

CREATE_CODE	:= 50
DELETE_CODE	:= 51
ACTIVATE_CODE	:= 52
DEACTIVATE_CODE	:= 53
SWAP_IN_CODE	:= 54
SWAP_OUT_CODE	:= 55
NR_CPU	:= 2
NR_KST_ENTRY	:= 54
MAX_SEG_SIZE	:= 128
MAX_DBR_NO	:= 4
KST_SEG_NO	:= 2
NR_OF_KSEGS	:= 16
BLOCK_SIZE	:= 8
MEM_AVAIL	:= 4F00
G_AST_LIMIT	:= 10
INSTANCE1	:= 1
INSTANCE2	:= 2
INVALID_INSTANCE	:= 95
SUCCEEDED	:= 2

## TYPE

H_ARRAY	ARRAY [3 WORD]
COM_MSG	ARRAY [16 BYTE]
ADDRESS	WORD

G_AST_REC	RECORD
UNIQUE_ID	LONG
GLOBAL_ADDR	ADDRESS
P_L_ASTE_NO	WORD
FLAG	WORD
PAR_ASTE	WORD
NR_ACTIVE	WORD
NO_ACT_DEP	BYTE
SIZE1	BYTE
PG_TBL	ADDRESS
ALIAS_TBL	ADDRESS
SEQUENCER	LONG
EVENT1	LONG
EVENT2	LONG

]

```

MM_VP_ID          WORD

SEG_ARRAY          ARRAY [MAX_SEG_SIZE    BYTE]

$SECTION D_MM_DATA
GLOBAL

0000  MM_CPU_TBL ARRAY [NR_CPU MM_VP_ID]

$SECTION AVAIL_MEM
INTERNAL
! NOTE: MEM_POOL IS LOCATED IN
      CPU LOCAL MEMORY. !
0000  MEM_POOL      ARRAY [MEM_AVAIL BYTE]

GLOBAL
! NOTE: NEXT_BLOCK IS USED IN THE MM_ALLOCATE
      STUB AS AN OFFSET POINTER INTO THE BLOCK
      OF ALLOCATABLE MEMORY. IT IS INITIALIZED
      IN BOOTSTRAP LOADER. !
0F00  NEXT_BLOCK      WORD
$SECTION MSG_FRAME_DCL
INTERNAL
!NOTE: THESE RECORDS ARE "OVERLAYS" OR "FRAMES" USED
      TO DEFINE MESSAGE FORMATS. NO MEMORY IS ALLOCATED !
SABS 0
0000  CREATE_MSG      RECORD [CR_CODE      WORD
                             CE_MM_HANDLE  H_ARRAY
                             CE_ENTRY_NO   SHORT_INTEGER
                             CE_FILL       BYTE
                             CE_SIZE       WORD
                             CE_CLASS      LONG]

SABS 0
0000  DELETE_MSG      RECORD [DE_CODE      WORD
                             DE_MM_HANDLE  H_ARRAY
                             DE_ENTRY_NO   SHORT_INTEGER
                             DE_FILL       ARRAY[7 BYTE]]

SABS 0
0000  ACTIVATE_MSG     RECORD [ACT_CODE     WORD
                             A_DBR_NO      WORD
                             A_MM_HANDLE   H_ARRAY
                             A_ENTRY_NO    SHORT_INTEGER
                             A_SEGMENT_NO  SHORT_INTEGER
                             A_FILL        LONG]

```

0000	SABS 0 DEACTIVATE_MSG	RECORD	[DEACT_CODE D_DER_NO D_MM_HANDLE D_FILL	WORD WORD H_ARRAY ARRAY[3 WORD]]
0000	SABS 0 SWAP_IN_MSG	RECORD	[S_IN_CODE SI_MM_HANDLE SI_DER_NO SI_ACCESS_AUTH SI_FILL1 SI_FILL	WORD H_ARRAY WORD BYTE BYTE ARRAY[2 WORD]]
0000	SABS 0 SWAP_OUT_MSG	RECORD	[S_OUT_CODE SO_DER_NO SO_MM_HANDLE SO_FILL	WORD WORD H_ARRAY ARRAY[3 WORD]]
0000	SABS 0 RET_SUC_CODE	RECORD	[SUC_CODE SC_FILL ]	BYTE ARRAY[16 BYTE]
0000	SABS 0 R_ACTIVATE_ARG	RECORD	[R_SUC_CODE R_FILL R_MM_HANDLE R_CLASS R_SIZE R_FILL1	BYTE BYTE H_ARRAY LONG WORD WORD]
0000	SABS 0 MM_HANDLE	RECORD	[ID ENTRY_NO ]	LONG WORD

EXTERNAL

G_AST_LOCK	WORD
G_AST	ARRAY[G_AST_LIMIT G_AST_REC]
K_LOCK	PROCEDURE
K_UNLOCK	PROCEDURE
GET_CPU_NO	PROCEDURE
SIGNAL	PROCEDURE
WAIT	PROCEDURE



```
GLOBAL
$SECTION D_MM_PROC
```

```
0000      MM_CREATE_ENTRY      PROCEDURE
! *****
* INTERFACE BETWEEN SEG MGR      *
* (CREATE_SEG PROCEDURE) AND      *
* MMGR PROCESS (CREATE_ENTRY      *
* PROCEDURE). ARRANGES AND      *
* PERFORMS IPC.                  *
*****
* REGISTER USE:                  *
* PARAMETERS                      *
* R0:SUCCESS_CODE (RET)          *
* R1:HPTR (INPUT)                *
* R2:ENTRY_NO (INPUT)            *
* R3:SIZE (INPUT)                *
* RR4:CLASS (INPUT)              *
* LOCAL USE                      *
* R6:MM_HANDLE_ARRAY_ENTRY       *
* R8:~COM_MSGBUF                 *
* R13:~COM_MSGBUF                *
*****!
ENTRY
!USE STACK FOR MESSAGE!
0000 030F      SUB      R15,#SIZEOF COM_MSG
0002 0010
0004 A1FD      LD       R13,R15      ! ~COM_MSGBUF !

!FILL COM_MSGBUF (LOAD MESSAGE). CREATE MSG
FRAME IS BASED AT ADDRESS ZERO. IT IS
OVERLAID ONTO COM_MSGBUF FRAME BY INDEXING
EACH ENTRY (I.E. ADDING TO EACH ENTRY) THE
BASE ADDRESS OF COM_MSGBUF!

0006 4DD5      LD       CREATE_MSG.CR_CODE(R13),#CREATE_CODE
0008 0000
000A 0032
000C 3116      LD       R6,R1(#0)   !INDEX TO MM_HANDLE ENTRY!
000E 0000
0010 6FD6      LD       CREATE_MSG.CE_MM_HANDLE[0](R13),R6
0012 0002
0014 3116      LD       R6,R1(#2)
0016 0002
0018 6FD6      LD       CREATE_MSG.CE_MM_HANDLE[1](R13),R6
001A 0004
001C 3116      LD       R6,R1(#4)
001E 0004
0020 6FD6      LD       CREATE_MSG.CE_MM_HANDLE[2](R13),R6
0022 0006
0024 6FD2      LD       CREATE_MSG.CE_ENTRY_NO(R13),R2
```

```

0026 0008
0028 5FD4      LD      CREATE_MSG.CE_CLASS(R13),RR4
002A 000C
002C 6FD3      LD      CREATE_MSG.CE_SIZE(R13),R3
002E 000A
0030 A1D8      LD      R8,R13
0032 5F00      CALL    PERFORM_IPC    !R8: "COM_MSGBUF!
0034 010C      !RETRIEVE SUCCESS_CODE FROM RETURNED MESSAGE!

0036 8D08      CLR      R0
0038 60D8      LDB      R10,RET_SUC_CODE.SUC_CODE(R13)
003A 0000
003C 010F      ADD      R15,#SIZEOF COM_MSG    !RESTORE STACK STATE!
003E 0010
0040 9E08      RET
0042          END MM_CREATE_ENTRY

```

```

0042      MM_DELETE_ENTRY      PROCEDURE
! *****
* INTERFACE BETWEEN SEG MGR      *
* (DELETE_SEG PROCEDURE) AND      *
* MMGR (DELETE_ENTRY PROCEDURE). *
* ARRANGES AND PERFORMS IPC.      *
*****
* REGISTER USE:                    *
* PARAMETERS                        *
*  R0: SUCCESS_CODE(RET)            *
*  R1: HPTR(INPUT)                  *
*  R2: ENTRY_NO(INPUT)              *
* LOCAL USE                        *
*  R6: MM_HANDLE_ARRAY_ENTRY        *
*  R8: ^COM_MSGBUF                  *
*  R13: ^COM_MSGBUF                 *
*****!
ENTRY
!USE STACK FOR MESSAGE!
0042 030F      SUB    R15,#SIZEOF COM_MSG
0044 0010
0046 A1FD      LD     R13,R15      ! ^COM_MSGBUF !
!FILL COM_MSGBUF (LOAD MESSAGE). DELETE MSG FRAME
IS BASED AT ADDRESS ZERO. IT IS OVERLAID ONTO
COM_MSGBUF FRAME BY INDEXING EACH ENTRY (I.E. ADD-
ING TO EACH ENTRY) THE BASE ADDRESS OF COM_MSGBUF!
0048 4DD5      LD     DELETE_MSG.DE_CODE(R13),#DELETE_CODE
004A 0000
004C 0033
004E 3116      LD     R6,R1(#0)    !INDEX TO MM_HANDLE ENTRY!
0050 0000
0052 6FD6      LD     DELETE_MSG.DE_MM_HANDLE[2](R13),R6
0054 0002
0056 3116      LD     R6,R1(#2)
0058 0002
005A 6FD6      LD     DELETE_MSG.DE_MM_HANDLE[1](R13),R6
005C 0004
005E 3116      LD     R6,R1(#4)
0060 0004
0062 6FD6      LD     DELETE_MSG.DE_MM_HANDLE[2](R13),R6
0064 0006
0066 6FD2      LD     DELETE_MSG.DE_ENTRY_NO(R13),R2
0068 0008
006A A1D8      LD     R8,R13
006C 5F00      CALL   PERFORM_IPC   !R8: ^COM_MSGBUF!
006E 018C
!RETRIEVE SUCCESS_CODE FROM RETURNED MESSAGE!
0070 8D08      CLR    R0
0072 60D8      LDB    R10,RET_SUC_CODE.SUC_CODE(R13)
0074 0000
0076 010F      ADD    R15,#SIZEOF COM_MSG !RESTORE STACK STATE!
0078 0010
007A 9E08      RET
007C      END MM_DELETE_ENTRY

```

```

007C      MM ACTIVATE      PROCEDURE
! *****
* INTERFACE BETWEEN SEG MGR      *
* (MAKE_KNOWN PROCEDURE) AND      *
* MMGR (ACTIVATE PROCEDURE).      *
* ARRANGES AND PERFORMS IPC.      *
* *****
* REGISTER USE:                    *
* PARAMETERS                        *
*   R1:DER_NO(INPUT)                *
*   R2:HPTR(INPUT)                  *
*   R3:ENTRY_NO                     *
*   R4:SEGMENT_NO                   *
*   R12:RET_HANDLE_PTR              *
* LOCAL USE                         *
*   R8:~COM_MSGBUF                  *
*   R13:~COM_MSGBUF                 *
* RETURNS:                          *
*   R0:SUCCESS CODE                 *
*   R2:CLASS                        *
*   R4:SIZE                         *
* *****!

```

```

ENTR▼
!USE STACK FOR MESSAGE!
SUB    R15,#SIZEOF COM_MSG
007C 030F      LD    R13,R15 ! ~COM_MSGBUF !
007E 0010      ! SAVE RETURN HANDLE POINTER !
0080 A1FD      PUSH @R15, R12
0082 93FC

```

```

!FILL COM_MSGBUF (LOAD MESSAGE). ACTIVATE_MSG FRAME
IS BASED AT ADDRESS ZERO. IT IS OVERLAID ONTO
COM_MSGBUF FRAME BY INDEXING EACH ENTRY (I.E. ADD-
ING TO EACH ENTRY) THE BASE ADDRESS OF COM_MSGBUF!
0084 4DD5      LD    ACTIVATE_MSG.ACT_CODE(R13),#ACTIVATE_CODE
0086 0000
0088 0034
008A 6FD1      LD    ACTIVATE_MSG.A_DER_NO(R13),R1
008C 0002
008E 3126      LD    R6,R2(#2)
0090 0000
0092 6FD6      LD    ACTIVATE_MSG.A_MM_HANDLE[0](R13),R6
0094 0004
0096 3126      LD    R6,R2(#2)
0098 0002
009A 6FD6      LD    ACTIVATE_MSG.A_MM_HANDLE[1](R13),R6
009C 0006
009E 3126      LD    R6,R2(#4)
00A0 0004
00A2 6FD6      LD    ACTIVATE_MSG.A_MM_HANDLE[2](R13),R6

```

```

00A4 0000
00A6 6EDB   LDB   ACTIVATE_MSG.A_ENTRY_NO(R13),R13
00A8 000A
00AA 6EFC   LDB   ACTIVATE_MSG.A_SEGMENT_NO(R13),R14
00AC 000B
00AE A1DE   ID    R8,R13
00B0 5F00   CALL  PERFORM_IPC !(R8:"COM_MSGBUF"
00B2 018C
! RESTORE RETURN HANDLE POINTER !
00E4 97FC   POP   R12, R15

! UPDATE MM_HANDLE ENTRY !
00B6 54D6   LDL   RR6, R_ACTIVATE_ARG.R_MM_HANDLE(R13)
00B8 0002
00BA 5DC6   LDL   MM_HANDLE.ID(R12), RR6
00BC 0000
00BE 61D6   LD    R6,R_ACTIVATE_ARG.R_MM_HANDLE[2](R13)
00C0 0006
00C2 6FC6   ID    MM_HANDLE.ENTRY_NO(R12), R6
00C4 0004

!RETRIEVE OTHER RETURN ARGUMENTS!
00C6 8D08   CLP   R0
00C8 60D8   LDB   R12,R_ACTIVATE_ARG.R_SUC_CODE(R13)
00CA 0000
00CC 54D2   LDL   RR2,R_ACTIVATE_ARG.R_CLASS(R13)
00CE 0008
00D0 61D4   ID    R4,R_ACTIVATE_ARG.R_SIZE(R13)
00D2 000C
00D4 010F   ADD   R15,#SIZEOF_COM_MSG !RESTORE STACK STATE!
00D6 0010
00D8 9E08   RET
00DA      END MM_ACTIVATE

```

```

00DA      MM DEACTIVATE      PROCEDURE
! *****
* INTERFACE BETWEEN SEG MGR      *
* (TERMINATE PROCEDURE) AND      *
* MMGR (DEACTIVATE PROCEDURE).   *
* ARRANGES AND PERFORMS IPC.     *
*****
* REGISTER USE:                  *
* PARAMETERS                     *
* R0:SUCCESS_CODE(RET)           *
* R1:DBR_NO(INPUT)               *
* R2:HPTR(INPUT)                 *
* LOCAL USE                      *
* R6:MM_HANDLE_ARRAY_ENTRY       *
* R8:~COM_MSGBUF                 *
* R13:~COM_MSGBUF                *
*****!

```

# ENTRY

!USE STACK FOR MESSAGE!

```

00DA 030F      SUB    R15,#SIZEOF COM_MSG
00DC 0010
00DE A1FD      LD     R13,R15    ! ~COM_MSGBUF !

```

!FILL COM\_MSGBUF (LOAD MESSAGE). DEACTIVATE\_MSG FRAME IS BASED AT ADDRESS ZERO. IT IS OVERLAID ONTO COM\_MSGBUF FRAME BY INDEXING EACH ENTRY (I.E. ADDING TO EACH ENTRY) THE BASE ADDRESS OF COM\_MSGBUF!

```

00E0 4DD5      LD     DEACTIVATE_MSG.DEACT_CODE(R13),
00E2 0000                      #DEACTIVATE_CODE
00E4 0035
00E6 6FD1      LD     DEACTIVATE_MSG.D_DBR_NO(R13),R1
00E8 0002
00EA 3126      LD     R6,R2(#0)    !INDEX TO MM_HANDLE ENTRY!
00EC 0000
00EE 6FD6      LD     DEACTIVATE_MSG.D_MM_HANDLE[0](R13),R6
00F0 0004
00F2 3126      LD     R6,R2(#2)
00F4 0002
00F6 6FD6      LD     DEACTIVATE_MSG.D_MM_HANDLE[1](R13),R6
00F8 0006
00FA 3126      LD     R6,R2(#4)
00FC 0004
00FE 6FD6      LD     DEACTIVATE_MSG.D_MM_HANDLE[2](R13),R6
0100 0008
0102 A1DE      LD     R8,R13
0104 5F00      CALL   PERFORM_IPC    !R8: ~COM_MSGBUF!
0106 018C

```

!RETRIEVE SUCCESS\_CODE FROM RETURNED MESSAGE!

```
0108 8D08    CLR    R0
010A 60D8    LDB    R10,PET_SUC_CODE.SUC_CODE(P13)
010C 0000
010E 010F    ADD    R15,#SIZEOF COM_MSG !RESTORE STACK STATE!
0110 0010
0112 9F08    RET
0114        END MM_DEACTIVATE
```

```

0114      MM SWAP IN      PROCEDURE
! *****
* INTERFACE BETWEEN SEG MGR (SM_*
* SWAP IN PROCEDURE) AND MMGR_*
* (SWAP_IN PROCEDURE). ARRANGES_*
* AND PERFORMS IPC.           *
*****
* REGISTER USE:                *
* PARAMETERS                    *
* R0:SUCCESS CODE(RET)         *
* R1:DBR_NO(INPUT)             *
* R2:HPTR(INPUT)               *
* R3:ACCESS      (INPUT)       *
* LOCAL USE                     *
* R6:MM_HANDLE ARRAY ENTRY     *
* R8:~COM_MSGBUF               *
* R13:~COM_MSGBUF              *
*****!

```

ENTRY

!USE STACK FOR MESSAGE!

```

0114 030F      SUB      R15,#SIZEOF COM_MSG

```

```

0116 0010

```

```

0118 A1FD      LD       R13,R15      ! ~COM_MSGBUF !

```

!FILL COM\_MSGBUF (LOAD MESSAGE). SWAP\_IN\_MSG FRAME  
IS BASED AT ADDRESS ZERO. IT IS OVERLAID ONTO  
COM\_MSGBUF FRAME BY INDEXING EACH ENTRY (I.E. ADD-  
ING TO EACH ENTRY) THE BASE ADDRESS OF COM\_MSGBUF!

```

011A 4DD5      LD       SWAP_IN_MSG.S_IN_CODE(R13),#SWAP_IN_CODE
011C 0000
011E 0036
0120 3126      LD       R6,R2(#0)  !INDEX TO MM_HANDLE ENTRY!
0122 0000
0124 6FD6      LD       SWAP_IN_MSG.SI_MM_HANDLE[0](R13),R6
0126 0002
0128 3126      LD       R6,R2(#2)
012A 0002
012C 6FD6      LD       SWAP_IN_MSG.SI_MM_HANDLE[1](R13),R6
012E 0004
0130 3126      LD       R6,R2(#4)
0132 0004
0134 6FD6      LD       SWAP_IN_MSG.SI_MM_HANDLE[2](R13),R6
0136 0006
0138 6FD1      LD       SWAP_IN_MSG.SI_DER_NO(R13),R1
013A 0000
013C 6FDB      LDB      SWAP_IN_MSG.SI_ACCESS_AUTH(R13),R13
013E 000A
0140 A1D8      LD       R8,R13
0142 5F00      CALL     PERFORM_IPC !R8: ~COM_MSGBUF!
0144 018C

```



```

                                !RETRIEVE SUCCESS_CODE FROM RETURNED MESSAGE!
0146 8D08      CLR      R0
0148 60D8      LDB      R10,RET_SUC_CODE.SUC_CODE(R13)
014A 0000
014C 010F      ADD      R15,#SIZEOF COM_MSG !RESTORE STACK STATE!
014E 0010
0150 9E08      RET
0152          END MM_SWAP_IN

```

```

0152      MM SWAP OUT      PROCEDURE
! *****
* INTERFACE BETWEEN SEG MGR (SM_*
* SWAP_OUT PROCEDURE) AND MMGR *
* (SWAP_OUT PROCEDURE). ARRANGES*
* AND PERFORMS IPC.           *
*****
* REGISTER USE:               *
* PARAMETERS                   *
* R0:SUCCESS_CODE(RET)        *
* R1:DBR_NO(INPUT)            *
* R2:HPTR(INPUT)              *
* LOCAL USE                    *
* R6:MM_HANDLE ARRAY ENTRY    *
* R8:~COM_MSGBUF              *
* R13:~COM_MSGBUF             *
*****!
ENTRY
!USE STACK FOR MESSAGE!
0152 030F      SUB      R15,#SIZEOF COM_MSG
0154 0010
0156 A1FD      LD       R13,R15      ! ~COM_MSGBUF !

!FILL COM_MSGBUF (LOAD MESSAGE). SWAP_OUT_MSG FRAME
IS BASED AT ADDRESS ZERO. IT IS OVERLAID ONTO
COM_MSGBUF FRAME BY INDEXING EACH ENTRY (I.E. ADD-
ING TO EACH ENTRY) THE BASE ADDRESS OF COM_MSGBUF!

0158 4DD5      LD       SWAP_OUT_MSG.S_OUT_CODE(R13), #SWAP_OUT_CODE
015A 0000
015C 0037
015E 3126      LD       R6,R2(#0)    !INDEX TO MM_HANDLE ENTRY!
0160 0000
0162 6FD6      LD       SWAP_OUT_MSG.SO_MM_HANDLE[0](R13),R6
0164 0004
0166 3126      LD       R6,R2(#2)
0168 0002
016A 6FD6      LD       SWAP_OUT_MSG.SO_MM_HANDLE[1](R13),R6
016C 0006
016E 3126      LD       R6,R2(#4)
0170 0004
0172 6FD6      LD       SWAP_OUT_MSG.SO_MM_HANDLE[2](R13),R6
0174 0008
0176 6FD1      LD       SWAP_OUT_MSG.SO_DER_NO(R13),R1
0178 0002
017A A1DE      LD       R8,R13
017C 5F00      CALL     PERFORM_IPC  !R8: ~COM_MSGBUF!
017E 018C

```

```

                                !RETRIEVE SUCCESS_CODE FROM RETURNED MESSAGE!
0180 8D08      CLR      R0
0182 60D8      LDB      R0,RET_SUC_CODE.SUC_CODE(R13)
0184 0000
0186 010F      ADD      R15,#SIZEOF COM_MSG !RESTORE STACK STATE!
0188 0010
018A 9E08      RET
018C          END MM_SWAP_OUT

```

```

018C      PERFORM IPC                      PROCEDURE
! *****
* SERVICE ROUTINE TO ARRANGE AND      *
* PERFORM IPC WITH THE MEM MGR PROC *
*****
* REGISTER USE:                        *
* PARAMETERS                          *
* R8: ^COM_MSG(INPUT)                 *
* LOCAL USE                           *
* R1,R2: WORK REGS                    *
* R4: ^G_AST_LOCK                     *
* R13: ^COM_MSGBUF                    *
*****!

ENTRY
018C 93FD      PUSH  @R15,R13  !^COM_MSGBUF!
018E 5F00      CALL  GET_CPU_NO !RET-R1:CPU_NO!
0190 0000*
0192 A112      LD     R2,R1
0194 6121      LD     R1,MM_CPU_TEL(R2)  !MM_VP_ID!
0196 0000*
0198 7604      LDA    R4,G_AST_LOCK
019A 0000*
019C 5F00      CALL  K_LOCK
019E 0000*
01A0 5F00      CALL  SIGNAL  !R1:MM_VP_ID,R8:^COM_MSGBUF!
01A2 0000*
01A4 97FD      POP   R13,@R15
01A6 A1D8      LD     R8,R13  !^COM_MSGBUF!
01A8 93FD      PUSH  @R15,R13
01AA 5F00      CALL  WAIT    !R8:^COM_MSGBUF!
01AC 0000*
01AE 7604      LDA    R4,G_AST_LOCK
01B0 0000*
01B2 5F00      CALL  K_UNLOCK
01B4 0000*
01B6 97FD      POP   R13,@R15
01B8 9E08      RET
01BA          END PERFORM_IPC

```

```

01BA      MM_ALLOCATE      PROCEDURE
!*****
* ALLOCATES BLOCKS OF CPU*
* LOCAL MEMORY.  EACH    *
* BLOCK CONTAINS 256     *
* BYTES OF MEMORY.      *
*****
* PARAMETERS:            *
* R3: # OF BLOCKS        *
* RETURNS:               *
* R2: STARTING ADDR      *
* LOCAL:                 *
* R4: BLOCK POINTER      *
*****!
ENTRY
! NOTE: THIS PROCEDURE IS ONLY A STUB
! OF THE ORIGINALLY DESIGNED MEMORY
! ALLOCATING MECHANISM.  IT IS USED
! BY THE PROCESS MANAGEMENT DEMONSTRATION
! TO ALLOCATE CPU LOCAL MEMORY FOR ALL
! MEMORY ALLOCATION REQUIREMENTS.  IN AN
! ACTUAL SASS ENVIRONMENT, THIS WOULD
! BE BETTER SERVED TO HAVE SEPARATE
! ALLOCATION PROCEDURES FOR KERNEL AND
! SUPERVISOR NEEDS.  (E.G., KERNEL_ALLOCATE
! AND SUPERVISOR_ALLOCATE).  !
! COMPUTE SIZE OF MEMORY REQUESTED !
01BA B331  SLL      R3, #BLOCK_SIZE
01BC 0008

! COMPUTE OFFSET OF MEMORY THAT IS
! TO BE ALLOCATED !
01BE 6104  LD      R4, NEXT_BLOCK !OFFSET!
01C0 0F00' LDA      R2, MEM_POOL(R4) !START ADDR!
01C2 7642
01C4 0000'
01C6 8134  ADD      R4, R3 !UPDATE OFFSET!
! UPDATE OFFSET IN SECTION OF AVAILAble
! MEMORY TO INDICATE THAT CURRENTLY
! REQUESTED MEMCRY IS NOW ALLOCATED !
01C8 6F04  LD      NEXT_BLOCK, R4 !SAVE OFFSET!
01CA 0F00'
01CC 9E08  RET
01CE      END MM_ALLOCATE

```

```

01CE      MM TICKET      PROCEDURE
! *****
* RETURNS CURRENT VALUE OF *
* SEGMENT SEQUENCER AND *
* INCREMENTS SEQUENCER VALUE*
* FOR NEXT TICKET OPERATION *
*****
* PARAMETERS: *
* R1: SEG HANDLE PTR *
* RETURNS: *
* RR4: TICKET VALUE *
* LOCAL VARIABLES: *
* RR6: SEQUENCER VALUE *
* R8: G_AST ENTRY # *
*****!
ENTRY
! SAVE HANDLE PTR !
01CE 93F1  PUSH    GR15, R1
! LOCK G_AST !
01D0 7604  LDA     R4, G_AST_LOCK
01D2 0000*
01D4 5F00  CALL    K_LOCK
01D6 0000*
! RESTORE HANDLE PTR !
01D8 97F1  POP     R1, GR15
! GET G_AST ENTRY # !
01DA 6118  LD      R8, MM_HANDLE.ENTRY_NO(R1)
01DC 0004
! GET TICKET VALUE !
01DE 5486  LD      RR6, G_AST.SEQUENCER(R8)
01E0 0014*
! SET RETURN REGISTER VALUE !
01E2 9464  LD      RR4, RR6
! ADVANCE SEQUENCER FOR NEXT
TICKET OPERATION!
01E4 1606  ADDL    RR6, #1
01E6 0000
01E8 0001
! SAVE NEW SEQUENCER VALUE IN G_AST !
01EA 5D86  LD      G_AST.SEQUENCER(R8), RR6
01EC 0014*
! UNLOCK G_AST !
! SAVE RETURN VALUES !
01EE 91F4  PUSHL   GR15, RR4
01F0 7604  LDA     R4, G_AST_LOCK
01F2 0000*
01F4 5F00  CALL    K_UNLOCK
01F6 0000*
! RETRIEVE RETURN VALUES !
01F8 95F4  POPL    RR4, GR15
01FA 9E08  RET
01FC      END    MM_TICKET

```

01FC

# MM READ EVENTCOUNT PROCEDURE

! \*\*\*\*

\* READS CURRENT VALUE OF THE \*  
\* EVENTCOUNT SPECIFIED BY THE \*  
\* USER. \*

\*\*\*\*\*

\* PARAMETERS: \*

\* R1: S&G HANDLE PTR \*

\* R2: INSTANCE (EVENT #) \*

\*\*\*\*\*

\* RETURNS: \*

\* RR4: EVENTCOUNT VALUE \*

\*\*\*\*\*

\* LOCAL VARIABLES: \*

\* RR6: SEQUENCER VALUE \*

\* R8: G\_AST ENTRY # \*

\*\*\*\*\*!

## ENTRY

! SAVE INPUT PARAMETERS !

01FC 93F1 PUSH GR15, R1

01FE 93F2 PUSH GR15, R2

! LOCK G\_AST !

0200 7604 LDA R4, G\_AST\_LOCK

0202 0000\*

0204 5F00

CALL K\_LOCK

0206 0000\*

! RESTORE INPUT PARAMETERS !

0208 97F2 POP R2, GR15

020A 97F1 POP R1, GR15

! GET G\_AST ENTRY # !

020C 6118 LD R8, MM\_HANDLE.ENTRY\_NO(R1)

020E 0004

! READ EVENTCOUNT !

! CHECK WHICH EVENT # !

IF R2

0210 0B02

CASE #INSTANCE1 THEN

0212 0001

0214 5E0E

0216 0224

0218 5484

LDL RR4, G\_AST.EVENT1(R8)

021A 0018\*

021C 2100

LD R0, #SUCCEEDED

021E 0002

0220 5E08

CASE #INSTANCE2 THEN

0222 023C

0224 0E02

0226 0002

0228 5E0E

022A 0238

022C 5484

LDL RR4, G\_AST.EVENT2(R8)

```

022E 001C*
0230 2100      LD      R0, #SUCCEEDED
0232 0002
0234 5E08      ELSE   !INVALID INPUT!
0236 023C
0238 2100      LD      R0, #INVALID_INSTANCE
023A 005F
      FI
      ! NOTE: NO VALUE IS RETURNED IF
      ! USER SPECIFIED INVALID EVENT #!
      ! SAVE RETURN VALUES !
023C 91F4      PUSHL  GR15, RR4
      ! UNLOCK G AST !
023E 7604      LDA     R4, G_AST_LOCK
0240 0000*
0242 5F00      CALL   K_UNLOCK
0244 0000*
      ! RESTORE RETURN VALUES !
0246 95F4      POPL   RR4, GR15
0248 9E08      RET
024A          END    MM_READ_EVENTCOUNT

```



024A

## MM ADVANCE

## PROCEDURE

```

! *****
* DETERMINES G_AST OFFSET FROM *
* SEGMENT HANDLE AND INCREMENTS *
* THE INSTANCE(EVENT #) SPECIFIED *
* BY THE CALLER. THIS IN EFFECT *
* ANNOUNCES THE OCCURRENCE OF THE *
* EVENT. THE NEW VALUE OF THE *
* EVENTCOUNT IS RETURNED TO THE *
* CALLER. *
*****
* PARAMETERS: *
* R1: HANDLE POINTER *
* R2: INSTANCE (EVENT #) *
*****
* RETURNS: *
* RR2: NEW EVENTCOUNT VALUE *
*****!

```

## ENTRY

```

! SAVE INPUT PARAMETERS !
024A 93F1 PUSH GR15, R1
024C 93F2 PUSH GR15, R2
! LOCK G_AST !
024E 7604 LDA R4, G_AST_LOCK
0250 0000*
0252 5F00 CALL K_LOCK
0254 0000*

! RESTORE INPUT PARAMETERS !
0256 97F2 POP R2, GR15
0258 97F1 POP R1, GR15
! GET G_AST OFFSET !
025A 6114 LD R4, MM_HANDLE.ENTRY_NO(R1)
025C 0004

! DETERMINE INSTANCE !
IF R2
CASE #INSTANCE1 THEN
025E 0E02
0260 0001
0262 5E0E
0264 027C'
0266 5442 LDL RR2, G_AST.EVENT1(R4)
0268 0018*
026A 1602 ADDL RR2, #1
026C 0000
026E 0001

! SAVE NEW EVENTCOUNT !
0270 5D42 LDL G_AST.EVENT1(R4), RR2
0272 0018*
0274 2100 LD R0, #SUCCEEDED
0276 0002
0278 5E08 CASE #INSTANCE2 THEN

```

```

027A 029E'
027C 0B02
027E 0002
0280 5E0E'
0282 029A'
0284 5442      LDL   RR2, G_AST.EVENT2(R4)
0286 001C*      ADDL  RR2, #1
0288 1602
028A 0000
028C 0001

! SAVE NEW EVENTCOUNT !
028E 5D42      LDL   G_AST.EVENT2(R4), RR2
0290 001C*
0292 2100      LD    R0, #SUCCEEDED
0294 0002
0296 5E08      ELSE  !INVALID INPUT!
0298 029E'
029A 2100      LD    R0, #INVALID_INSTANCE
029C 005F

FI
! NOTE: AN INVALID INSTANCE VALUE
! WILL NOT AFFECT EVENT DATA !
! UNLOCK G_AST !
029E 7604      LDA   R4, G_AST_LOCK
02A0 0000*
02A2 5F00      CALL  K_UNLOCK
02A4 0000*
02A6 9E08      SET
02A8           END MM_ADVANCE
END DIST_MM

```

# APPENDIX D - GATE KEEPER LISTINGS

Z80000ASM 2.02

LOC OBJ CODE STMT SOURCE STATEMENT

KERNEL\_GATE\_KEEPER MODULE

\$LISTON STTY

CONSTANT

ADVANCE_CALL	:= 1
AWAIT_CALL	:= 2
CREATE_SEG_CALL	:= 3
DELETE_SEG_CALL	:= 4
MAKE_KNOWN_CALL	:= 5
READ_CALL	:= 6
SM_SWAP_IN_CALL	:= 7
SM_SWAP_OUT_CALL	:= 8
TERMINATE_CALL	:= 9
TICKET_CALL	:= 10
WRITE_CALL	:= 11
WRITEIN_CALL	:= 12
CRLF_CALL	:= 13
WRITE	:= %0FC8 !PRINT CHAR!
WRITEIN	:= %0FC0 !PRINT MSG!
CRIF	:= %0FD4 !CAR RET/LINE FEED!
MONITOR	:= %A902
REGISTER_BLOCK	:= 32
TRAP_CODE_OFFSET	:= 36
INVALID_KERNEL_ENTRY	:= %EAD

GLOBAL

GATE_KEEPER_ENTRY	LABEL
-------------------	-------

EXTERNAL

ADVANCE	PROCEDURE
AWAIT	PROCEDURE
CREATE_SEG	PROCEDURE
DELETE_SEG	PROCEDURE
MAKE_KNOWN	PROCEDURE
READ	PROCEDURE
SM_SWAP_IN	PROCEDURE
SM_SWAP_OUT	PROCEDURE
TERMINATE	PROCEDURE
TICKET	PROCEDURE
KERNEL_EXIT	LABEL

INTERNAL

\$SECTION KERNEL\_GATE\_PROC

```

0000      GATE_KEEPER_MAIN      PROCEDURE

      ENTRY
      GATE_KEEPER_ENTRY:
      ! SAVE REGISTERS !
0000 030F      SUB    R15, #REGISTER_BLOCK
0002 0020
0004 1CF9      LDM    GR15, R1, #16
0006 010F
      ! SAVE NSP !
0008 93F2      PUSH   GR15, R2
000A 7D27      LDCTL  R2, NSP
      ! RESTORE INPUT REGISTERS !
000C 2DF2      EX     R2, GR15
      ! SAVE REGISTER 2 !
000E 93F2      PUSH   GR15, R2
      ! GET SYSTEM TRAP CODE !
0010 31F2      LD     R2, R15(#TRAP_CODE_OFFSET)
0012 0024
      ! REMOVE SYSTEM CALL IDENTIFIER FROM
      ! SYSTEM TRAP INSTRUCTION !
0014 8C28      CIRB  RH2
      ! NOTE: THIS LEAVES THE USER VISIBLE
      ! EXTENDED INSTRUCTION NUMBER IN R2 !
      ! DECODE AND EXECUTE EXTENDED INSTRUCTION !
      IF R2
      ! NOTE: THE INITIAL VALUE FOR REGISTER 2
      ! WILL BE RESTORED WHEN THE APPROPRIATE
      ! CONDITION IS FOUND !
0016 0B02      CASE  #ADVANCE_CALL THEN
0018 0001
001A 5E0E
001C 0028
001E 97F2      POP    R2, GR15
0020 5F00      CALL  ADVANCE
0022 0000*
0024 5E08      CASE  #AWAIT_CALL THEN
0026 010C
0028 0B02
002A 0002
002C 5E0E
002E 003A
0030 97F2      POP    R2, GR15
0032 5F00      CALL  AWAIT
0034 0000*
0036 5E08      CASE  #CREATE_SEG_CALL THEN
0038 010C
003A 0B02
003C 0003
003E 5E0E
0040 004C

```

```

0042 97F2      POP    R2, GR15
0044 5F00      CALL   CREATE_SEG
0046 0000*
0048 5E08      CASE   #DELETE_SEG_CALL THEN
004A 010C
004C 0B02
004E 0004
0050 5E0E
0052 005E
0054 97F2      POP    R2, GR15
0056 5F00      CALL   DELETE_SEG
0058 0000*
005A 5E0E      CASE   #MAKE_KNOWN_CALL THEN
005C 010C
005E 0B02
0060 0005
0062 5E0E
0064 0070
0066 97F2      POP    R2, GR15
0068 5F00      CALL   MAKE_KNOWN
006A 0000*
006C 5E08      CASE   #READ_CALL THEN
006E 010C
0070 0B02
0072 0006
0074 5E0E
0076 0082
0078 97F2      POP    R2, GR15
007A 5F00      CALL   READ
007C 0000*
007E 5E0E      CASE   #SM_SWAP_IN_CALL THEN
0080 010C
0082 0B02
0084 0007
0086 5E0E
0088 0094
008A 97F2      POP    R2, GR15
008C 5F00      CALL   SM_SWAP_IN
008E 0000*
0090 5E08      CASE   #SM_SWAP_OUT_CALL THEN
0092 010C
0094 0B02
0096 0008
0098 5E0E
009A 00A6
009C 97F2      POP    R2, GR15
009E 5F00      CALL   SM_SWAP_OUT
00A0 0000*
00A2 5E0E      CASE   #TERMINATE_CALL THEN
00A4 010C
00A6 0B02

```

```

00A8 0009
00AA 5E0E
00AC 00B8
00AE 97F2      POP    R2, GR15
00B0 5F00      CALL   TERMINATE
00B2 0000*
00B4 5E0E      CASE  #TICKET_CALL THEN
00B6 010C
00B8 0B02
00BA 000A
00BC 5E0E
00BE 00CA
00C0 97F2      POP    R2, GR15
00C2 5F00      CALL   TICKET
00C4 0000*
00C6 5E0E      CASE  #WRITE_CALL THEN
00C8 010C
00CA 0B02
00CC 000B
00CE 5E0E
00D0 00DC
00D2 97F2      POP    R2, GR15
00D4 5F00      CALL   WRITE
00D6 0FC8
00D8 5E0E      CASE  #WRITELN_CALL THEN
00DA 010C
00DC 0B02
00DE 000C
00E0 5E0E
00E2 00EE
00E4 97F2      POP    R2, GR15
00E6 5F00      CALL   WRITELN
00E8 0FC0
00EA 5E0E      CASE  #CRLF_CALL THEN
00EC 010C
00EE 0B02
00F0 000D
00F2 5E0E
00F4 0100
00F6 97F2      POP    R2, GR15
00F8 5F00      CALL   CRLF
00FA 0FD4
00FC 5E0E
00FE 010C
ELSE !INVALID KERNEL INVOCATION!

! RETURN TO MONITOR !
! NOTE: THIS RETURN TO MONITOR IS
  FOR STUB USE ONLY. AN INVALID
  KERNEL INVOCATION WOULD NORMALLY
  RETURN TO USER. !
0100 7601
0102 0100
LDA    P1, $

```

```

0104 2100      LD      R0, #INVALID_KERNEL_ENTRY
0106 0BAD
0108 5F00      CALL   MONITOR
010A A902

      FI
      ! SAVE REGISTERS ON KERNEL STACK !
      ! SAVE R1 !
010C 93F1      PUSH   GR15, R1
      ! GET ADDRESS OF REGISTER BLOCK !
010E 34F1      LDA     R1, R15(#4)
0110 0004

      ! SAVE REGISTERS IN REGISTER BLOCK
      ON KERNEL STACK. !
0112 1C19      LDM     GR1, R1, #16
0114 010F

      ! RESTORE R1 BUT MAINTAIN ADDRESS
      OF REGISTER BLOCK !
0116 2DF1      EX      R1, GR15
      ! SAVE R1 ON STACK !
0118 33F1      LD      R15(#4), R1
011A 0004

      ! RESTORE REGISTER BLOCK ADDRESS !
011C 97F1      POP     R1, GR15
      ! SAVE VALID EXIT SP VALUE !
011E 33F1      LD      R15(#30), R1
0120 001E

      ! EXIT KERNEL BY MEANS OF HARDWARE
      PREEMPT HANDLER !
0122 5E08      JP      KERNEL_EXIT
0124 0000*
0126          END     GATE_KEEPER_MAIN
          END     KERNEL_GATE_KEEPER

```

```

Z8000ASM 2.02
LOC      OBJ CODE      STMT SOURCE STATEMENT

```

```

USER_GATE      MODULE

```

```

SLISTON STTY

```

```

CONSTANT

```

```

ADVANCE_CALL      := 1
AWAIT_CALL         := 2
CREATE_SEG_CALL    := 3
DELETE_SEG_CALL    := 4
MAKE_KNOWN_CALL    := 5
READ_CALL          := 6
SM_SWAP_IN_CALL    := 7
SM_SWAP_OUT_CALL   := 8
TERMINATE_CALL     := 9
TICKET_CALL        := 10
WRITE_CALL         := 11
WRITEIN_CALL       := 12
CRLF_CALL          := 13

```

```

GLOBAL

```

```

$SECTION USER_GATE_PROC

```

```

0000

```

```

ADVANCE      PROCEDURE
!*****
* PARAMETERS: *
* R1:SEGMENT # *
* R2:INSTANCE (ENTRY#)*
*****
* RETURNS: *
* R0:SUCCESS CODE *
*****!
ENTRY

```

```

0000 7F01

```

```

SC      #ADVANCE_CALL

```

```

0002 9E08

```

```

RET

```

```

0004

```

```

END ADVANCE

```

```

0004

```

```

AWAIT      PROCEDURE
!*****
* PARAMETERS: *
* R1:SEGMENT # *
* R2:INSTANCE *
* R4:SPECIFIED VALUE *
*****
* RETURNS: *
* P0:SUCCESS CODE *
*****!
ENTRY

```



```

0004 7F02    SC    #AWAIT_CALL
0006 9E08    RET
0008        END  AWAIT

0008        CREATE_SEG    PROCEDURE
! *****
* PARAMETERS:            *
* R1:MENTOR_SEG_NO      *
* R2:ENTRY_NO           *
* R3:SIZE                *
* R4:CLASS               *
* *****
* RETURNS:              *
* R0:SUCCESS CODE      *
* *****!
ENTRY
0008 7F03    SC    #CREATE_SEG_CALL
000A 9E08    RET
000C        END  CREATE_SEG

000C        DELETE_SEG    PROCEDURE
! *****
* PARAMETERS:            *
* R1:MENTOR_SEG_NO      *
* R2:ENTRY_NO           *
* *****
* RETURNS:              *
* R0:SUCCESS CODE      *
* *****!
ENTRY
000C 7F04    SC    #DELETE_SEG_CALL
000E 9E08    RET
0010        END  DELETE_SEG

0010        MAKE_KNOWN    PROCEDURE
! *****
* PARAMETERS:            *
* R1:MENTOR_SEG_NO      *
* R2:ENTRY_NO           *
* R3:ACCESS DESIRED     *
* *****
* RETURNS:              *
* R0:SUCCESS CODE      *
* R1:SEGMENT #          *
* R2:ACCESS ALLOWED     *
* *****!
ENTRY
0010 7F05    SC    #MAKE_KNOWN_CALL
0012 9E08    RET
0014        END  MAKE_KNOWN

```

```

0014      READ      PROCEDURE
! *****
* PARAMETERS:      *
* R1:SEGMENT #      *
* R2:INSTANCE      *
*****
* RETURNS:      *
* R0:SUCCESS CODE  *
* RR4:EVENTCOUNT  *
*****!
ENTRY
0014 7F06      SC      #READ_CALL
0016 9E08      RET
0018      END READ

0018      SM_SWAP_IN  PROCEDURE
! *****
* PARAMETERS:      *
* R1:SEGMENT #      *
*****
* RETURNS:      *
* R0:SUCCESS CODE  *
*****!
ENTRY
0018 7F07      SC      #SM_SWAP_IN_CALL
001A 9E08      RET
001C      END SM_SWAP_IN

001C      SM_SWAP_OUT PROCEDURE
! *****
* PARAMETERS:      *
* R1:SEGMENT #      *
*****
* RETURNS:      *
* P0:SUCCESS CODE  *
*****!
ENTRY
001C 7F08      SC      #SM_SWAP_OUT_CALL
001E 9E08      RET
0020      END SM_SWAP_OUT

0020      TERMINATE   PROCEDURE
! *****
* PARAMETERS:      *
* R1:SEGMENT #      *
*****
* RETURNS:      *
* P0:SUCCESS CODE  *
*****!
ENTRY
0020 7F09      SC      #TERMINATE_CALL

```

```

0022 9E08      PET
0024      END  TERMINATE

0024      TICKET          PROCEDURE
!*****
* PARAMETERS:          *
* R1:SEGMENT *          *
*****
* RETURNS:              *
* R0:SUCCESS CODE      *
* R4:TICKET VALUE       *
*****!
ENTRY
0024 7F0A      SC      #TICKET_CALL
0026 9E08      RET
0028      END  TICKET

0028      WRITE          PROCEDURE
ENTRY
0028 7F0B      SC      #WRITE_CALL
002A 9E08      RET
002C      END  WRITE

002C      WRITELN        PROCEDURE
ENTRY
002C 7F0C      SC      #WRITELN_CALL
002E 9E08      RET
0030      END  WRITELN

0030      CRLF          PROCEDURE
ENTRY
0030 7F0D      SC      #CRLF_CALL
0032 9E08      RET
0034      END  CRLF

```

# APPENDIX E - BOOTSTRAP\_LOADER LISTINGS

Z8000ASM 2.02

LOC OBJ CODE STMT SOURCE STATEMENT

BOOTSTRAP\_LOADER MODULE

SLISTON STTY  
CONSTANT

! \*\*\*\*\* SYSTEM PARAMETERS \*\*\*\*\* !

NR\_CPU := 2  
NR\_VP := NR\_CPU\*4  
NR\_AVAIL\_VP := NR\_CPU\*2  
MAX\_DBR\_NR := 10  
STACK\_SEG := 1  
STACK\_SEG\_SIZE := %100  
STACK\_BLOCK := STACK\_SEG\_SIZE/256

! \* \* OFFSETS IN STACK SEG \* \* !

STACK\_BASE := STACK\_SEG\_SIZE-%10  
STATUS\_REG\_BLOCK := STACK\_SEG\_SIZE-%10  
INTERRUPT\_FRAME := STACK\_BASE-4  
INTERRUPT\_REG := INTERRUPT\_FRAME-34  
N\_S\_P := INTERRUPT\_REG-2  
F\_C\_W := STACK\_SEG\_SIZE-%E

! \*\*\*\*\* SYSTEM CONSTANTS \*\*\*\*\* !

ON := %FFFF  
OFF := 0  
READY := 1  
NIL := %FFFF  
INVALID := %EEEE  
KERNEL\_FCW := %5000  
AVAILABLE := 0  
ALLOCATED := %FF  
SC\_OFFSET := 12

T^PE

MESSAGE ARRAY [16 BYTE]  
ADDRESS WORD  
MM\_VP\_ID WORD  
VP\_INDEX INTEGER  
MSG\_INDEX INTEGER

```

MSG_TABLE_RECORD
[ MSG      MESSAGE
  SENDER   VP_INDEX
  NEXT_MSG MSG_INDEX
  FILLER   ARRAY [6, WORD]
]

```

```

VP_TABLE_RECORD
[ DBR      ADDRESS
  PRI      WORD
  STATE    WORD
  IDLE_FLAG WORD
  PREEMPT  WORD
  PHYS_PROCESSOR WORD
  NEXT_READY_VP VP_INDEX
  MSG_LIST    MSG_INDEX
  EXT_ID      WORD
  FILLER_1    ARRAY [7, WORD]
]

```

```

EXTERNAL
GET_DBR_ADDR      PROCEDURE
CREATE_STACK      PROCEDURE
LIST_INSERT       PROCEDURE
ALLOCATE_MMU      PROCEDURE
UPDATE_MMU_IMAGE  PROCEDURE
MM_ALLOCATE       PROCEDURE
MM_ENTRY          LABEL
IDLE_ENTRY        LABEL
PREEMPT_RET       LABEL
BOOTSTRAP_ENTRY   LABEL
GATE_KEEPER_ENTRY LABEL
NEXT_BLOCK        WORD
MM_CPU_TPL        ARRAY[NR_CPU MM_VP_ID]

```

```

VPT      RECORD
[ LOCK      WORD
  RUNNING_LIST ARRAY[NR_CPU WORD]
  READY_LIST  ARRAY[NR_CPU WORD]
  FREE_LIST   MSG_INDEX
  VIRT_INT_VEC ARRAY[1, ADDRESS]
  FILLER_2    WORD
  VP          ARRAY [NR_VP, VP_TABLE]
  MSG_O       ARRAY [NR_VP, MSG_TABLE]
]

```

```
EXT_VP_LIST    ARRAY[NR_AVAIL_VP WORD]
NEXT_AVAIL_MMU  ARRAY[MAX_DER_NR  BYTE]
```

```
PRDS    RECORD
        [PHYS_CPU_ID WORD
         LOG_CPU_ID  INTEGER
         VP_NR       WORD
         IDLE_VP     VP_INDEX]
```

```
INTERNAL
SECTION LOADER_DATA
```

```
! NOTE: THESE DECLARATIONS WILL NOT WORK
  IN A TRUE MULTIPROCESSOR ENVIRONMENT AS
  THEY ARE SUBJECT TO A "CALL." THEY MUST
  BE DECLARED AS A SHARED GLOBAL DATABASE
  WITH "RACE" PROTECTION (E.G., LOCK). !
```

```
0000    NEXT_AVAIL_VP    INTEGER
0002    NEXT_EXT_VP      INTEGER
```

SECTION LOADER\_INT  
INTERNAL

```

0000      BOOTSTRAP      PROCEDURE
! *****
* CREATES KERNEL PROCESSES AND *
* INITIALIZES KERNEL DATABASES.*
* INCLUDES INITIALIZATION OF   *
* VIRTUAL PROCESSOR TABLE,    *
* EXTERNAL VP LIST, AND MMU    *
* IMAGES. ALLOCATES MMU IMAGE  *
* AND CREATES KERNEL DOMAIN    *
* STACK FOR KERNEL PROCESSES.  *
*****!

ENTRY
! INITIALIZE PRDS AND MMU POINTER !
! NOTE: THE FOLLOWING CONSTANTS ARE
      ONLY TO BE INITIALIZED ONCE. THIS
      WILL OCCUR DURING SYSTEM INITIALIZATION!
0000 4D05      LD      PRDS.PHYS_CPU_ID, #FFFF
0002 0000*
0004 FFFF

      ! NOTE: LOGICAL CPU NUMBERS ARE ASSIGNED
      IN INCREMENTS OF 2 TO FACILITATE INDEXING
      (OFFSETS) INTO LISTS SUBSCRIPTED BY
      LOGICAL CPU NUMBER. !
0006 4D05      LD      PRDS.LOG_CPU_ID, #2
0008 0002*
000A 0002

      ! SPECIFY NUMBER OF VIRTUAL PROCESSORS
      ASSOCIATED WITH PHYSICAL CPU. !
000C 4D05      LD      PRDS.VP_NR, #2
000E 0004*
0010 0002
0012 4D08      CLR     NEXT_BLOCK
0014 0000*
0016 4D08      CLR     NEXT_AVAIL_VP
0018 0000*
001A 4D08      CLR     NEXT_EXT_VP
001C 0002*

      ! ESTABLISH GATE KEEPER AS SYSTEM CALL
      TRAP HANDLER !
      ! GET BASE OF PROGRAM STATUS AREA !
001E 7D15      LDCTL   R1, PSAP

      ! ADD SYSTEM CALL OFFSET TO PSA BASE ADDR !
0020 0101      ADD     R1, #SC_OFFSET
0022 000C

      ! STORE KERNEL FCW IN PSA !
0024 0D15      LD      GP1, #KERNEL_FCW
0026 5000

```

```

! STORE ADDRESS OF GATE KEEPER IN PROGRAM
  STATUS AREA AS SYSTEM TRAP HANDLER !
0028 A911      INC      R1, #2
002A 0D15      LD       QR1, #GATE_KEEPR_ENTRY
002C 0000*
002E 8D18      CIB      R1 ! NEXT_AVAIL_MMU INDEX !

```

```

! INITIALIZE ALL MMU IMAGES AS AVAILABLE !
SET_MMU_MAP:

```

```

DO
0030 4C15      LDB      NEXT_AVAIL_MMU(R1), #AVAILABLE
0032 0000*
0034 0000
0036 A910      INC      R1, #1
! CHECK FOR END OF TABLE !
CP          R1, #MAX_DBR_NR
IF EQ THEN EXIT FROM SET_MMU_MAP FI
0038 0B01
003A 000A
003C 5E0E
003E 0044
0040 5E08
0042 0046
0044 E8F5      OD

```

```

! CREATE MEMORY MANAGER PROCESS !
0046 2103      LD       R3, #STACK_BLOCK
0048 0001
! ALLOCATE AND INITIALIZE KERNEL
  DOMAIN STACK SEGMENT !
004A 5F00      CALL      MM_ALLOCATE !R3: # OF BLOCKS
004C 0000*

```

```

      RETURNS
      R2: START ADDR!

```

```

004E A121      LD       R1, R2
0050 2103      LD       R3, #KERNEL_FCW
0052 5000
0054 7604      LDA      R4, MM_ENTRY
0056 0000*
0058 6105      LD       R5, %FFFF !NSP!
005A FFFF
005C 7606      LDA      R6, PREEMPT_RET
005E 0000*
0060 93F1      PUSH     QR15, R1 !SAVE STACK ADDR!
0062 030F      SUB      R15, #8
0064 0008
0066 1CF9      LDM      QR15, R3, #4
0068 0303
006A A1F0      LD       R0, R15

```

```

! NOTE: ARGLIST FOR CREATE_STACK INCLUDES
  KERNEL_FCW, INITIAL IC, NSP, AND INITIAL

```



```

006C 5F00      RETURN POINT. !
006E 0000*    CALL      CREATE_STACK      ! (R0: ARGUMENT PTR

                                           R1: TOP OF STACK
                                           R2-R14: INITIAL
                                           REG.STATES !

0070 010F      ADD      R15, #8      !OVERLAY ARGUMENTS!
0072 0008

! ALLOCATE MMU IMAGE !
0074 5F00      CALL      ALLOCATE_MMU      !RETURNS:
0076 0000*

                                           (R0: DBR #) !
0078 2101      LD      R1, #STACK_SEG      ! SEGMENT NO. !
007A 0001
007C 97F2      POP      R2, @R15      !GET STACK ADER!
007E 2103      LD      R3, #0      ! WRITE ATTRIBUTE !
0080 0000

! SPECIFY NUMBER OF BLOCKS. COUNT STARTS
! FROM ZERO. (I.E., 1 BLOCK=0, 2=1, ETC.)!
0082 2104      LD      R4, #STACK_BLOCK-1
0084 0000

! SAVE DBR # !
0086 93F0      PUSH     @R15, R0

! CREATE MMU ENTRY FOR MM STACK SEGMENT !
0088 5F00      CALL      UPDATE_MMU_IMAGE      !(R0: DBR #
008A 0000*

                                           R1: SEGMENT #
                                           R2: SEG ADDRESS
                                           R3: SEG ATTRIBUTES
                                           R4: SEG LIMITS) !

! RESTORE DBR # !
008C 97F0      POP      R0, @R15

! GET ADDRESS OF MMU IMAGE !
008E 5F00      CALL      GET_DBR_ADDR      ! (R0: DBR #)
0090 0000*

                                           RETURNS:
                                           (R1: DBR ADDRESS) !

! PREPARE VP TABLE ENTRIES FOR MM !
0092 2102      LD      R2, #2      ! PRIORITY !
0094 0002
0096 2105      LD      R5, #OFF      ! PREEMPT !
0098 0000
009A 2106      LD      R6, #OFF      ! KERNEL PROCESS !
009C 0000

! UPDATE VPT !
009E 5F00      CALL      UPDATE_VP_TABLE      !(R1: DBR
00A0 01CA

                                           R2: PRIORITY

```

```

R5: PREEMPT FLAG
R6: EXT VP FLAG)
RETURNS:
R9: VP_ID !
! INITIALIZE MM_CPU_TBL IN DISTRIEUTED MEMORY
MANAGER WITH VP ID OF MM PROCESS !
! GET LOGICAL CPU # !
LD R10, PRDS.LOG_CPU_ID

00A2 610A
00A4 0002*
00A6 6FA9
00A8 0000*

LD MM_CPU_TBL(R10), R9

! CREATE IDLE PROCESS !
LD R3, #STACK_BLOCK

CALL MM_ALLOCATE R3: # OF BLOCKS

RETURNS
R2: START ADDR!

00B2 A121 LD R1, R2
00B4 2103 LD R3, #KERNEL_FCW
00B6 5000
00B8 7604 LDA R4, IDLE_ENTRY
00BA 0000*
00BC 2105 LD R5, #FFFF !NSP!
00BE FFFF
00C0 7606 LDA R6, PREEMPT_RET
00C2 0000*
00C4 93F1 PUSH @R15, R1 !SAVE STACK ADDR!
00C6 030F SUB R15, #8
00C8 0008
00CA 1CF9 LDM @R15, R3, #4
00CC 0303
00CE A1F0 LD R0, R15

! INITIALIZE IDLE STACK VALUES !
CALL CREATE_STACK ! (R0: ARGUMENT PTP

R1: TOP OF STACK
R2-R14: INITIAL
REG. STATES !

00D4 010F ADD R15, #8 !OVERLAY ARGUMENTS!
00D6 0008

! ALLOCATE MMU IMAGE FOR IDLE PROCESS !
CALL ALLOCATE_MMU ! RETURNS R0:DBR # !

00D8 5F00
00DA 0000*

! PREPARE IDLE PROCESS MMU ENTRIES !
LD R1, #STACK_SEG ! SEG # !
00DC 2101
00DE 0001
00E0 97F2 POP R2, @R15 !GET STACK ADDR!

```

```

00E2 2103      LD          R3, #0          ! WRITE ATTRIBUTE !
00E4 0000
00E6 2104      LD          R4, #STACK_BLOCK-1 ! BLOCK LIMITS !
00E8 0000

! SAVE DBR # !
00EA 93F0      PUSH        @R15, R0

! CREATE MMU IMAGE ENTRY !
00EC 5F00      CALL        UPDATE_MMU_IMAGE ! (R1: SEGMENT #
00EE 0000*

R2: SEG ADDRESS
R3: SEG ATTRIBUTES
R4: SEG LIMITS ) !

! RESTORE DBR # !
00F0 97F0      POP         R0, @R15

! GET MMU ADDRESS !
00F2 5F00      CALL        GET_DBR_ADDR ! (R0: DBR #)
00F4 0000*

RETURNS
(R1: DBR ADDRESS) !

! PREPARE VPT ENTRIES FOR IDLE PROCESS !
00F6 2102      LD          R2, #0          ! PRIORITY !
00F8 0000
00FA 2105      LD          R5, #OFF        ! PREEMPT !
00FC 0000
00FE 2106      LD          R6, #OFF        ! KERNEL PROC !
0100 0000

! CREATE VPT ENTRIES !
0102 5F00      CALL        UPDATE_VP_TABLE ! (R1: DBR
0104 01CA*

R2: PRIORITY
R4: IDLE_FLAG
R5: PREEMPT
R6: EXT_VP_FLAG)
RETURNS:
R9: VP_ID !

! ENTER VP ID OF IDLE PROCESS IN PRDS !
0106 6F09      LD          PRDS.IDLE_VP, R9
0108 0006*

! INITIALIZE IDLE VP'S !
010A 2102      LD          R2, #1          ! PRIORITY !
010C 0001
010E 2105      LD          R5, #ON         ! PREEMPT !
0110 FFFF
0112 2106      LD          R6, #ON         ! NON-KERNEL PROC !
0114 FFFF
0116 6100      LD          R0, PRDS.VP_NR
0118 0004*

! INITIALIZE VP VALUES !

```

```

DO
011A 5F00 CALL UPDATE_VP_TABLE !(R1: DBR
011C 01CA

R2: PRIORITY
R4: IDLE_FLAG
R5: PREEMPT
R6: EXT_VP_FLAG)
RETURNS:
R9: VP_ID !

011E AB00 DEC R0, #1
0120 0B00 CP R0, #0
0122 0000
0124 5E0E IF EQ !ALL VP'S INITIALIZED! THEN
0126 012C EXIT
0128 5E08
012A 012E

FI
012C E8F6 OD

! INITILIZE VPT HEADER !
! GET LOGICAL CPU NUMBER !
012E 6102 LD R2, PRDS.LOG_CPU_ID
0130 0002*
0132 4D05 LD VPT.LOCK, #OFF
0134 0000*
0136 0000
0138 4D25 LD VPT.RUNNING_LIST(R2), #NIL
013A 0002*
013C FFFF
013E 4D25 LD VPT.READY_LIST(R2), #NIL
0140 0006*
0142 FFFF
0144 4D08 CLR VPT.FREE_LIST !HEAD OF MSG LIST!
0146 000A*

!THREAD VP'S BY PRIORITY AND SET STATES TO READY !
0148 8D28 CLR R2 !START WITH VP #1!

THREAD:
DO
014A 610D LD R13, PRDS.LOG_CPU_ID
014C 0002*
014E 76D3 LDA R3, VPT.READY_LIST(R13)
0150 0006*
0152 7604 LDA R4, VPT.VP.NEXT_READY_VP
0154 001C*
0156 7605 LDA R5, VPT.VP.PRI
0158 0012*
015A 7606 LDA R6, VPT.VP.STATE
015C 0014*
015E 2107 LD R7, #READY

```

```

0160 0001      ! SAVE OBJ ID !
0162 93F2      PUSH    GR15, R2
0164 5F00      CALL    LIST_INSERT !R2: OBJ ID
0166 0000*

                                R3: LIST_HEAD_PTR_ADDR
                                R4: NEXT_OBJ_PTR
                                R5: PRIORITY_PTR
                                R6: STATE_PTR
                                R7: STATE- !

                                ! RESTORE OBJ ID !
0168 97F2      POP     R2, GR15
016A 0102      ADD     R2, #SIZEOF VP_TABLE
016C 0020
016E 0E02      CP      R2, #(NR_VP * (SIZEOF VP_TABLE))
0170 0100
0172 5E0E      IF EQ THEN EXIT FROM THREAD FI
0174 017A
0176 5E08
0178 017C
017A E8E7      OD

                                ! INITIALIZE VP MESSAGE LIST !
                                ! NOTE: ONLY THE THREAD FOR THE MESSAGE
                                ! LIST NEED BE CREATED AS ALL MESSAGES
                                ! ARE INITIALLY AVAILABLE FOR USE. THE
                                ! INITIAL MESSAGE VALUES WERE CREATED
                                ! FOR CLARITY ONLY TO SHOW THAT THE
                                ! MESSAGES HAVE NO USABLE INITIAL VALUE!
017C 8D18      CLR     R1

MSG_LIST_INIT:
                                ! NOTE: R1 REPRESENTS CURRENT ENTRY IN
                                ! MSG_LIST, R2 REPRESENTS CURRENT POSITION
                                ! IN MSG_LIST ENTRY, AND R3 REPRESENTS
                                ! NEXT ENTRY IN MSG_LIST. !
                                DO
017E A112      LD      R2, R1
0180 A123      LD      R3, R2
0182 0103      ADD     R3, #SIZEOF MESSAGE
0184 0010

FILL_MSG:
                                DO
0186 4D25      LD      VPT.MSG_C.MSG(R2), #INVALID
0188 0110*
018A EEEE
018C A921      INC     R2, #2
018E 8B32      CP      R2, R3
0190 5E0E      IF EQ THEN EXIT FROM FILL_MSG FI
0192 0198
0194 5E08

```

```

0196 019A'
0198 E8F6      OD
019A 4D15      LD      VPT.MSG_0.SENDER(R1), #NIL
019C 0120*
019E FFFF
01A0 A112      LD      R2, R1
01A2 0101      ADD     R1, #SIZEOF MSG_TABLE
01A4 0020
01A6 0F01      CP      R1, #SIZEOF MSG_TABLE*NR_VP
01A8 0100
                IF EC
                THEN
01AA 5E0E
01AC 01BC'      LD      VPT.MSG_0.NEXT_MSG(R2), #NIL
01AE 4D25
01B0 0122*
01B2 FFFF
01B4 5E08      EXIT FROM MSG_LST_INIT
01B6 01C2'
01B8 5E0E      ELSE
01BA 01C0'
01BC 6F21      LD      VPT.MSG_0.NEXT_MSG(R2), R1
01BE 0122*
                FI
01C0 E8DE      OD
                ! GET LOGICAL CPU # FOR USE
                BY ITC GETWORK. !
01C2 610D      LD      R13, PRDS.LOG_CPU_ID
01C4 0002*
                ! BOOTSTRAP COMPLETE !
                ! START SYSTEM EXECUTION AT PREEMPT ENTRY !
                ! POINT IN ITC GETWORK PROCEDURE !
01C6 5E08      JP      BOOTSTRAP_ENTRY
01C8 0000*
01CA          END BOOTSTRAP

```

01CA

# UPDATE VP TABLE PROCEDURE

```

!*****
* INITIALIZES VPT ENTRIES *
*****
* REGISTER USE: *
* PARAMETERS: *
* R1: DBR ADDRESS *
* R2: PRIORITY *
* R5: PREEMPT FLAG *
* R6: EXTERNAL VP FLAG *
* RETURNS: *
* R9: ASSIGNED VP ID *
* LOCAL VARIABLES: *
* R7: LOGICAL CPU # *
* R8: EXT_VP_LIST OFFSET *
* R9: VPT_OFFSET *
*****!

```

## ENTRY

! GET OFFSET IN VPT FOR NEXT ENTRY !

```

01CA 6109 LD R9, NEXT_AVAIL_VP
01CC 0000
01CE 6F91 LD VPT.VP.DBR(R9), R1
01D0 0010*
01D2 6F92 LD VPT.VP.PRI(R9), R2
01D4 0012*
01D6 6F96 LD VPT.VP.IDLE_FLAG(R9), R6
01D8 0016*
01DA 6F95 LD VPT.VP.PREEMPT(R9), R5
01DC 0018*
01DE 6107 LD R7, PRDS.LOG_CPU_ID
01E0 0002*
01E2 6F97 LD VPT.VP.PHYS_PROCESSOR(R9), R7
01E4 001A*
01E6 4D95 LD VPT.VP.NEXT_READY_VP(R9), #NIL
01E8 001C*
01EA FFFF
01EC 4D95 LD VPT.VP.MSG_LIST(R9), #NIL
01EE 001E*
01F0 FFFF

```

! CHECK EXTERNAL VP FLAG !

```

01F2 0B06 CP R6, #ON
01F4 FFFF

```

IF EQ !EXTERNAL VP!

THEN ! VP IS TC VISIBLE !

```

01F6 5E0E LD R8, NEXT_EXT_VP
01F8 0210
01FA 6108
01FC 0002

```

! INSERT ENTRY IN EXTERNAL VP LIST !

```

01FE 6F89 LD EXT_VP_LIST(R8), R9

```

```

0200 0000*
0202 6F98      LD      VPT.VP.EXT_ID(R9), R8
0204 0020*
0206 A981      INC     R8, #2
0208 6F08      LD      NEXT_EXT_VP, R8
020A 0002'
020C 5E08      ELSE   !VP BOUND TO KERNEL PROCESS!
020E 0216'
0210 4D05      LD      VPT.VP.EXT_ID, #NIL
0212 0020*
0214 FFFF
          FI
0216 A19A      LD      R10, R9
0218 010A      ADD     R10, #SIZEOF VP_TABLE
021A 0020'
021C 6F0A      LD      NEXT_AVAIL_VP, R10
021E 0000'
0220 9E08      RET
0222          END UPDATE_VP_TABLE
          END BOOTSTRAP_LOADER

```



# APPENDIX F - LIBRARY FUNCTION LISTINGS

Z8000ASM 2.02

LOC      OBJ CODE      STMT SOURCE STATEMENT

## LIBRARY\_FUNCTION MODULE

\$LISTON \$TTY

### CONSTANT

KERNEL_FCW	:=	%5000
STACK_SEG_SIZE	:=	%100
STACK_BASE	:=	STACK_SEG_SIZE-%10
STATUS_REG_BLOCK	:=	STACK_SEG_SIZE-%10
INTERRUPT_FRAME	:=	STACK_BASE-4
INTERRUPT_REG	:=	INTERRUPT_FRAME-34
N_S_P	:=	INTERRUPT_REG-2
NIL	:=	%FFFF

SECTION LIB\_PROC  
GLOBAL

```

0000      LIST_INSERT      PROCEDURE
! *****
* INSERTS OBJECTS INTO A LIST *
* BY ORDER OF PRIORITY AND SETS *
* ITS STATE *
*****
* REGISTER USE: *
* PARAMETERS: *
*   R2: OBJECT ID *
*   R3: HEAD_OF_LIST_PTR ADDR *
*   R4: NEXT_OBJ_PTR ADDR *
*   R5: PRIORITY_PTR ADDR *
*   R6: STATE_PTR ADDR *
*   R7: OBJECT STATE *
* LOCAL VARIABLES: *
*   R8: HEAD_OF_LIST_PTR *
*   R9: NEXT_OBJ_PTR *
*  R10: CURRENT_OBJ PRIORITY *
*  R11: NEXT_OBJ PRIORITY *
*****!

ENTRY
! GET FIRST OBJECT IN LIST !
0000 2138 LD      R8, R3
0002 0E08 CP      R8, #NIL
0004 FFFF
0006 5E0E IF EQ !LIST IS EMPTY! THEN
0008 0018
! PLACE OBJ AT HEAD OF LIST !
000A 2F32 LD      R3, R2
000C 7449 LDA     R9, R4(R2)
000E 0200
0010 0D95 LD      R9, #NIL
0012 FFFF
0014 5E08 ELSE
0016 005A
! COMPARE OBJ PRI WITH LIST HEAD PRI !
0018 715A LD      R10, R5(R2) !OBJ PRI!
001A 0200
001C 715B LD      R11, R5(R8) !HEAD PRI!
001E 0800
0020 8BBA CP      R10, R11
0022 5E02 IF GT !OBJ PRI>HEAD PRI! THEN
0024 0030
0026 2F32 LD      R3, R2 !PUT AT FRONT!
0028 7348 LD      R4(R2), R8
002A 0200
002C 5E08 ELSE ! INSERT IN BODY OF LIST !

```

AD-A102 308

NAVAL POSTGRADUATE SCHOOL MONTEREY CA F/G 9/2  
IMPLEMENTATION OF PROCESS MANAGEMENT FOR A SECURE ARCHIVAL STOR--ETC(U)  
MAR 81 A R STRICKLER

**F/G 9/2**

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3 = 3

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END

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002E 005A'

SEARCH\_LIST:

DO-

```
0030 0B08      CP          R8, #NIL
0032 FFFF
0034 5E0E      IF EC !END OF LIST! THEN
0036 003C      EXIT FROM SEARCH_LIST
0038 5E0E
003A 0052      FI
003C 715B      LD          R11, R5(R8) !GET NEXT PRI!
003E 0E00
0040 8BBA      CP          R10, R11
0042 5E02      IF GT !CURRENT PRI\NEXT PRI! THEN
0044 004A      EXIT FROM SEARCH_LIST
0046 5E0E
0048 0052      FI
                ! GET NEXT OBJ !
004A A189      LD          R9, R8
004C 7148      LD          R8, R4(R9)
004E 0900
0050 EEEF      OD      ! END SEARCH_LIST !
                ! INSERT IN LIST !
0052 7348      LD          R4(R2), R8
0054 0200
0056 7342      LD          R4(R9), R2
0058 0900
                FI
                FI
                ! SET OBJECT'S STATE !
005A 7367      LD          R6(R2), R7
005C 0200
005E 9E08      RET
0060          END LIST_INSERT
```

0060

## CREATE\_STACK PROCEDURE

```

!*****
* INITIALIZES KERNEL STACK      *
* SEGMENT FOR PROCESSES        *
*****
* REGISTER USE:                 *
* PARAMETERS:                   *
*   R0: ARGUMENT POINTER        *
*   (INCLUDES:FCW,IC,NSP, AND   *
*   RETURN POINT. SEE LOCAL    *
*   VARIABLES BELOW.)          *
*   R1: TOP OF STACK            *
*   R2-R14: INITIAL REGISTER   *
*   STATES. (NOTE: IN DEMO, NO *
*   SPECIFIC INITIAL REGISTER  *
*   VALUES ARE SET, EXCEPT R13 *
*   (USER ID) FOR USER PRO-    *
*   CESSSES.)                   *
*****
* LOCAL VARIABLES               *
* (FROM ARGUMENTS STORED ON    *
* STACK.)                       *
*   R3: FCW                      *
*   R4: PROCESS ENTRY POINT(IC) *
*   R5: NSP                      *
*   R6: PREEMPT RETURN POINT    *
*****!

```

## ENTRY

```

0060 93F0  PUSH      @R15, R0 !SAVE ARGUMENT PTR!
0062 ADF0  EX        R0, R15 !SAVE SP!
0064 341F  LDA        R15, R1(#INTERRUPT_REG)
0066 00CA
0068 1CF9  LDM        @R15, R1, #16 !INITIAL REG. VALUES!
006A 010F

! NOTE: ONLY REGISTERS R2-R14 MAY CONTAIN
!   INITIALIZATION VALUES !
006C A10F  ID         R15, R0 !RESTORE SP!
006E 97F0  POP        R0, @R15 !RESTORE ARGUMENT PTR!
0070 A1FE  LD         R14, R15 !SAVE CALLER RETURN POINT!
0072 A10F  LD         R15, R0 !GET ARGUMENT PTR!
0074 1CF1  LDM        R3, @R15, #4 !LOAD ARGUMENTS!
0076 0303
0078 341F  LDA        R15, R1(#INTERRUPT_FRAME)
007A 00EC
007C 1CF9  LDM        @R15, R3, #2 !INIT IRET FRAME!
007E 0301
0080 341F  LDA        R15, R1(#N_S_P)
0082 00C8
0084 2FF5  LD         @R15, R5 !SET NSP!
0086 030F  SUB        R15, #2

```

```

0088 0002      LD      GR15, R6 !PREEMPT RET POINT!
008A 2FF6      LDA      R8, R1(#STACK_BASE)
008C 3418
008E 00F0      ! INITIALIZE STATUS REGISTER BLOCK !
0090 2100      LD      R0, #KERNEL_FCW
0092 5000
0094 1C89      LDM      GR8, R15, #2 !SAVE SP & FCW!
0096 0F01
0098 A1EF      LD      R15, R14 !RESTORE RETURN POINT!
009A 9E08      RET
009C          END CREATE_STACK
          END LIBRARY_FUNCTION

```

# APPENDIX G - INNER TRAFFIC CONTOLLER LISTINGS

Z80000ASM 2.02

LOC OBJ CODE STMT SOURCE STATEMENT

## INNER\_TRAFFIC\_CONTROL MODULE

\$LISTON \$TTY

### !\*\*\*1. GETWORK:

- A. NORMAL ENTRY DOES NOT SAVE REGISTERS.  
( THIS IS A FUNCTION OF THE GATEKEEPER ).
- B. R14 IS AN INPUT PARAMETER TO GETWORK THAT  
SIMULATES INFO THAT WILL EVENTUALLY BE ON  
THE MMU HARDWARE. THIS REGISTER MUST BE  
ESTABLISHED AS A DBR BY ANY PROCEDURE  
INVOKING GETWORK.
- C. THE PREEMPT INTERRUPT ENTRY HANDLER DOES  
NOT USE THE GATEKEEPER AND MUST PERFORM  
FUNCTIONS NORMALLY ACCOMPLISHED BY IT  
PRIOR TO NORMAL ENTRY AND EXIT.  
( SAVE/RESTORE: REGS, NSP; UNLOCK VPT, TEST INT )

### 2. GENERAL:

- A. ALL VIOLATIONS OF VIRTUAL MACHINE INSTRUCTIONS  
ARE CONSIDERED ERROR CONDITIONS AND WILL RETURN  
SYSTEM TO THE MONITOR WITH AN ERROR CODE IN R0  
AND THE PC VALUE IN R1.
- B. ITC PROCEDURES CALLING GETWORK PASS DBR  
(REGISTER R14) AND LOGICAL CPU NUMBER  
(REGISTER R13) AS INPUT PARAMETERS.  
(INCLUDES: SIGNAL, WAIT, SWAP VDER,  
PHYS\_PREEMPT\_HANDLER, AND IDLE). !

### CONSTANT

```
! ***** ERROR CODES ***** !
U_L      := 0      ! UNAUTHORIZED LOCK !
M_L_EM   := 1      ! MESSAGE LIST EMPTY !
M_L_ER   := 2      ! MESSAGE LIST ERRC? !
R_L_E    := 3      ! READY LIST EMPTY !
M_L_O    := 4      ! MESSAGE LIST OVERFLOW !
S_N_A    := 5      ! SWAP NOT ALLOWED !
V_I_E    := 6      ! VP INDEX ERROR !
M_U      := 7      ! MMU UNAVAILABLE !
```

### ! \*\*\*\*\* SYSTEM PARAMETERS \*\*\*\*\* !

```
NR_SDR    := 64    ! LONG WORDS!
NR_CPU     := 2
NR_VP      := NR_CPU*4
NR_AVAIL_VP := NR_CPU*2
```

```

MAX_DBR_NR      := 10  !PER CPU!
STACK_SEG       := 1
PRDS_SEG        := 0
STACK_SEG_SIZE  := %100

```

```

! ***** OFFSETS IN STACK SEG ***** !
STACK_BASE      := STACK_SEG_SIZE-%10
STATUS_REG_BLOCK := STACK_SEG_SIZE-%10
INTERRUPT_FRAME := STACK_BASE-4
INTERRUPT_REG    := INTERRUPT_FRAME-34
N_S_P           := INTERRUPT_REG-2
F_C_W           := STACK_SEG_SIZE-%E

```

```

ON      := %FFFF
OFF      := 0
RUNNING := 0
READY   := 1
WAITING := 2
NIL      := %FFFF
INVALID  := %EEEE
MONITOR  := %A900      ! HBUG ENTRY !
KERNEL_FCW := %5000
AVAILABLE := 0
ALLOCATED  := %FF

```

#### TYPE

```

MESSAGE  ARRAY [16  BYTE]
ADDRESS  WORD
VP_INDEX  INTEGER
MSG_INDEX INTEGER

```

```

SEG_DESC_REG  RECORD
[
  BASE      ADDRESS
  ATTRIBUTES BYTE
  LIMITS    BYTE
]

```

```

MMU      ARRAY[NR_SDR_SEG_DESC_REG]

```

#### MSG\_TABLE RECORD

```

[ MSG      MESSAGE
  SENDER   VP_INDEX
  NEXT_MSG MSG_INDEX
  FILLER   ARRAY [6, WORD]
]

```



```

VP_TABLE RECORD
[ DER ADDRESS
PRI WORD
STATE WORD
IDLE_FLAG WORD
PREEMPT WORD
PHYS_PROCESSOR WORD
NEXT_READY_VP VP_INDEX
MSG_LIST MSG_INDEX
EXT_ID WORD
FILLER_1 ARRAY [7. WORD]
]

```

```

EXTERNAL
LIST_INSERT PROCEDURE

```

```

GLOBAL
BOOTSTRAP_ENTRY LABEL

```

```

$SECTION ITC_DATA

```

```

0000 VPT RECORD
[ LOCK WORD
RUNNING_LIST ARRAY[NR_CPU WORD]
READY_LIST ARRAY[NR_CPU WORD]
FREE_LIST MSG_INDEX
VIRT_INT_VEC ARRAY[1. ADDRESS]
FILLER_2 WORD
VP ARRAY [NR_VP. VP_TABLE]
MSG_Q ARRAY [NR_VP. MSG_TABLE]
]
0210 EXT_VP_LIST ARRAY[NR_AVAIL_VP WORD]

```

```

$SECTION MMU_DATA

```

```

0000 MMU_IMAGE RECORD
[ MMU_STRUCTURE ARRAY[MAX_DER_NR MMU]
]
0A00 NEXT_AVAIL_MMU ARRAY[MAX_DER_NR BYTE]
0A0A PRDS RECORD
[ PHYS_CPU_ID WORD
LOG_CPU_ID INTEGER
VP_NR WORD
IDLE_VP VP_INDEX]

```

```

$SECTION ITC_INT_PROC
INTERNAL
0000 GETWORK PROCEDURE
! *****
* SWAPS VIRTUAL PROCESSORS *
* ON PHYSICAL PROCESSOR. *
* *****
* PARAMETERS: *
* R13: LOGICAL CPU # *
* REGISTER USE: *
* STATUS REGISTERS *
* R14: DBR (SIMULATION) *
* R15: STACK_POINTER *
* LOCAL VARIABLES: *
* R1: READY_VP (NEW) *
* R2: CURRENT_VP (OLD) *
* R3: FLAG CONTROL WORD *
* R4: STACK_SEG_BASE_ADDR *
* R5: STATUS_REG_BLOCK_ADDR *
* R6: NORMAL_STACK_POINTER *
* *****!
ENTRY

! GET STACK BASE !
0000 31E4 LD R4, R14(#STACK_SEG*4)
0002 0004
0004 3445 LDA R5, R4(#STATUS_REG_BLOCK)
0006 00F0

! * * SAVE SP * * !
0008 2F5F LD R5, R15
! * * SAVE PCW * * !
000A 7D32 LDCTL R3, PCW
000C 3343 LD R4(#F_C_W), R3
000E 00F2

BOOTSTRAP_ENTRY: ! GLOBAL LABEL !
! GET_READY_VP LIST !
0010 61D1 ID R1, VPT.READY_LIST(R13)
0012 0006

SELECT_VP:
DO ! UNTIL ELIGIBLE READY_VP FOUND !
0014 4D11 CP VPT.VP.IDLE_FLAG(R1), #ON
0016 0016
0018 FFFF
001A 5E0E IF EQ ! VP IS IDLE ! THEN
001C 0030
001E 4D11 CP VPT.VP.PREEMPT(R1), #ON
0020 0018
0022 FFFF
0024 5E0E IF EQ ! PREEMPT INTERRUPT IS ON ! THEN

```

```

0026 002C'
0028 5E08'      EXIT FROM SELECT_VP
002A 003C'

FI
002C 5E08'      ELSE ! VP NOT IDLE !
002E 0034'
0030 5E08'      EXIT FROM SELECT_VP
0032 003C'

FI
! GET NEXT READY VP !
0034 6113'      LD R3, VPT.VP.NEXT_READY_VP(R1)
0036 001C'
0038 A131'      LD R1, R3
003A E8EC'      OD

```

! NOTE: THE READY LIST WILL NEVER BE EMPTY SINCE THE IDLE VP, WHICH IS THE LOWEST PRI VP, WILL NEVER BE REMOVED FROM THE LIST. IT WILL RUN ONLY IF ALL OTHER READY VP'S ARE IDLING OR IF THERE ARE NO OTHER VP'S ON THE READY LIST. ONCE SCHEDULED, IT WILL RUN UNTIL RECEIVING A HDWE INTERRUPT. !

! NOTE: R14 IS USED AS DBR HERE. WHEN MMU IS AVAILABLE THIS SERIES OF SAVE AND LOAD INSTRUCTIONS WILL BE REPLACED BY SPECIAL I/O INSTRUCTIONS TO THE MMU. !

! PLACE NEW VP IN RUNNING STATE !

```

LD VPT.VP.STATE(R1), #RUNNING

```

```

003C 4D15'
003E 0014'
0040 0000'
0042 6FD1'      LD VPT.RUNNING_LIST(R13), R1
0044 0002'

! * * SWAP DBR * * !
0046 611E'      LD R14, VPT.VP.DBR(R1)
0048 0010'

```

```

! LOAD NEW_VP SP !
004A 31E4'      LD R4, R14(*STACK_SEG*4)
004C 0004'
004E 3445'      LDA R5, R4(*STATUS_REG_BLOCK)
0050 00F0'
0052 215F'      LD R15, CR5

```

```

! * * LOAD NEW FCW * * !
0054 3143'      LD R3, R4(*F_C_W)
0056 00F2'
0058 7D3A'      LDCTL FCW, R3
005A 9E08'      RET
005C            END GETWORK

```

```

005C      ENTER_MSG_LIST      PROCEDURE
! *****
* INSERTS POINTER TO MESSAGE *
* FROM CURRENT_VP TO SIGNED_VP*
* IN FIFO MSG_LIST *
*****
* REGISTER USE: *
* PARAMETERS: *
* R8(R9):MSG (INPUT) *
* R1: SIGNED_VP (INPUT) *
* R13: LOGICAL CPU NUMBER *
* LOCAL VARIABLES: *
* R2: CURRENT_VP *
* R3: FIRST_FREE_MSG *
* R4: NEXT_FREE_MSG *
* R5: NEXT_Q_MSG *
* R6: PRESENT_Q_MSG *
*****!
ENTRY
005C 61D2      LD R2, VPT.RUNNING_LIST(R13)
005E 0002'

! GET FIRST MSG FROM FREE_LIST !
0060 6103      LD R3, VPT.FREE_LIST
0062 000A'

! * * * * * DEBUG * * * * * !
0064 0B03      CP R3, #NIL
0066 FFFF
0068 5E0E      IF EC THEN
006A 0078'
006C 7601      LDA R1, 5
006E 006C'
0070 2100      LD R0, #M_L_O! MESSAGE LIST OVERFLOW !
0072 0004
0074 5F00      CALL MONITOR
0076 A900

FI
! * * * * * END DEBUG * * * * * !

0078 6134      LD R4, VPT.MSG_Q.NEXT_MSG(R3)
007A 0122'
007C 6F04      LD VPT.FREE_LIST, R4
007E 000A'

! INSERT MESSAGE LIST INFORMATION !
0080 763A      LDA R10, VPT.MSG_Q.MSG(R3)
0082 0110'
0084 2107      LD R7, #SIZEOF MESSAGE
0086 0010
0088 BA81      LDIRB @R10, @R8, R7
008A 07A0

```

```

008C 6F32, LD VPT.MSG_Q.SENDER(R3), R2
008E 0120'

! INSERT MSG IN MSG_LIST !
0090 6115 LD R5, VPT.VP.MSG_LIST(R1)
0092 001E'

0094 0B05 CP R5, #NIL
0096 FFFF
0098 5E0E IF EQ ! MSG LIST IS EMPTY ! THEN
009A 00A4'

! INSERT MSG AT TOP OF LIST !
009C 6F13 LD VPT.VP.MSG_LIST(R1), R3
009E 001E'

00A0 5E08 ELSE ! INSERT MSG IN LIST !
00A2 00BC'

MSG_Q_SEARCH:
DO ! WHILE NOT END OF LIST !
00A4 0B05 CP R5, #NIL
00A6 FFFF
00A8 5E0E IF EQ ! END OF LIST ! THEN
00AA 00B0'

EXIT FROM MSG_Q_SEARCH
00AC 5E08
00AE 00B8'

FI

! GET NEXT LINK !
00B0 A156 LD R6, R5
00B2 6165 LD R5, VPT.MSG_Q.NEXT_MSG(R6)
00B4 0122'
00B6 E8F6 OD

! INSERT MSG IN LIST !
00B8 6F63 LD VPT.MSG_Q.NEXT_MSG(R6), R3
00BA 0122'

FI
00BC 6F35 LD VPT.MSG_Q.NEXT_MSG(R3), R5
00BE 0122'
00C0 9E08 RET
00C2 END ENTER_MSG_LIST

```

00C2

# GET\_FIRST\_MSG PROCEDURE

! \*\*\*\*\*

\* REMOVES MSG FROM MSG LIST \*  
 \* AND PLACES ON FREE LIST. \*  
 \* RETURNS SENDER'S MSG AND \*  
 \* VP ID \*

\*\*\*\*\*

\*REGISTER USE: \*

\* PARAMETERS: \*

\* R2(R9): MSG POINTER (INPUT) \*

\* R13: LOGICAL CPU NUMBER (INPUT) \*

\* R1: SENDER VP (RETURNED) \*

\* LOCAL VARIABLES \*

\* R2: CURRENT\_VP \*

\* R3: FIRST\_MSG \*

\* R4: NEXT\_MSG \*

\* R5: NEXT\_FREE\_MSG \*

\* R6: PRESENT\_FREE\_MSG \*

\*\*\*\*\*!

ENTRY

00C2 61D2  
 00C4 0002

LD R2, VPT.RUNNING\_LIST(R13)

00C6 6123  
 00C8 001E

! REMOVE FIRST MSG FROM MSG LIST !  
 ID R3, VPT.VP.MSG\_LIST(R2)

00CA 0B03  
 00CC FFFF  
 00CE 5E0E  
 00D0 00DE  
 00D2 2100  
 00D4 0001  
 00D6 7601  
 00D8 00D6  
 00DA 5F00  
 00DC A900

! \* \* \* \* \* DEBUG \* \* \* \* \* !  
 CP R3, #NIL

IF EQ THEN

LD R0, #M\_L\_EM ! MSG LIST EMPTY !

LDA R1, \$

CALL MONITOR

FI  
 ! \* \* \* \* \* END DEBUG \* \* \* \* \* !  
 R4, VPT.MSG\_C.NEXT\_MSG(R3)

00DE 6134  
 00E0 0122  
 00E2 6F24  
 00E4 001E

LD R4, VPT.VP.MSG\_LIST(R2), R4

00E6 6105  
 00E8 000A  
 00EA 0B05  
 00EC FFFF  
 00EE 5E0E  
 00F0 0100

! INSERT MESSAGE IN FREE\_LIST !  
 LD R5, VPT.FREE\_LIST  
 CP R5, #NIL  
 IF EQ ! FREE\_LIST IS EMPTY ! THEN

```

! INSERT AT TOP OF LIST !
00F2 6F03 LD VPT.FREE_LIST, R3
00F4 000A
00F6 4D35 LD VPT.MSG_Q.NEXT_MSG(R3), #NIL
00F8 0122
00FA FFFF
00FC 5E08 ELSE ! INSERT IN LIST !
00FE 011C
FREE_Q_SEARCH:
DO

0100 0B05 CP R5, #NIL
0102 FFFF
0104 5E0E IF EQ ! END OF LIST ! THEN
0106 010C
0108 5E08 EXIT FROM FREE_Q_SEARCH
010A 0114
FI
! GET NEXT MSG !
010C A156 LD R6, R5
010E 6165 LD R5, VPT.MSG_Q.NEXT_MSG(R6)
0110 0122
0112 E8F6 OD

! INSERT IN LIST !
0114 6F63 LD VPT.MSG_Q.NEXT_MSG(R6), R3
0116 0122
0118 6F35 LD VPT.MSG_Q.NEXT_MSG(R3), R5
011A 0122
FI
! GET MESSAGE INFORMATION:
(RETURNS R1: SENDING_VP) !
011C 6131 LD R1, VPT.MSG_Q.SENDER(R3)
011E 0120
0120 763A LDA R10, VPT.MSG_Q.MSG(R3)
0122 0110
0124 2107 LD R7, #SIZEOF MESSAGE
0126 0010
0128 BAA1 LDIRB @R2, @R10, R7
012A 0780
012C 9E08 RET
012E END GET_FIRST_MSG

```

! \* \* INNER TRAFFIC CONTROL ENTRY POINTS \* \* !

! NOTE: ALL INTERRUPTS MUST BE MASKED WHENEVER  
THE VPT IS LOCKED. THIS IS TO PREVENT AN  
EMBRACE FROM OCCURRING SHOULD AN INTERRUPT  
OCCUR WHILE THE VPT IS LOCKED. !

GLOBAL  
SECTION ITC\_GLE\_PROC

```

PREEMPT_RET LABEL
KERNEL_EXIT LABEL
0000 CREATE_INT_VEC          PROCEDURE
! *****
* CREATES ENTRY IN VIRTUAL INT-
* ERUPT VECTOR WITH ADDRESS *
* OF THE VIRTUAL INTERRUPT HAN-
* DLER. *
*****
* PARAMETERS: *
* R1: VIRTUAL INTERRUPT *
* R2: INTERRUPT HANDLER ADDR *
*****!

ENTRY
! COMPUTE OFFSET IN VIRTUAL
! INTERRUPT VECTOR !
0000 1900    MULT      RRC, #SIZEOF ADDRESS
0002 0002

! SAVE ADDRESS OF VIRTUAL INTERRUPT
! HANDLER IN INTERRUPT VECTOR !
0004 6F12    LD        VPT.VIRT_INT_VEC(R1), R2
0006 000C
0008 9E08    RET
000A        END CREATE_INT_VEC

```



```

000A      GET_DBR_ADDR      PROCEDURE
! *****
* CALCULATES DBR ADDRESS FROM *
* DBR NUMBER                  *
*****
* REGISTER USE:              *
* PARAMETERS:                *
*   R0: DBR #                *
* RETURNS:                   *
*   R1: DBR ADDRESS          *
*****!
ENTRY
! GET BASE ADDRESS OF MMU IMAGE !
000A 7601    LDA      R1, MMU_IMAGE
000C 0000

! ADD DBR HANDLE (OFFSET) TO MMU BASE
ADDRESS TO OBTAIN DBR ADDRESS !
000E 8101    ADD      R1, R0
0010 9E08    RET
0012      END GET_DBR_ADDR

```

```

0012      ALLOCATE_MMU      PROCEDURE
! *****
* ALLOCATES NEXT AVAILABLE MMU *
* IMAGE AND CREATES PRDS ENTRY *
*****
* REGISTER USE:                *
* RETURNS:                     *
* R0: DBR #                    *
* LOCAL VARIABLES:            *
* R1: SEGMENT #               *
* R2: PRDS ADDRESS            *
* R3: PRDS ATTRIBUTES         *
* R4: PRDS LIMITS             *
*****!

ENTRY
! GET NEXT AVAILABLE DBR # !
0012 9D08 CLR      R0
0014 8D18 CLR      R1
! NOTE: THE FOLLOWING IS A SAFE SEQUENCE
! AS NEXT_AVAIL_MMU AND MMU ARE CPU LOCAL!
GET_DBR:
DO
0016 4C11 CPB      NEXT_AVAIL_MMU(R1), #AVAILABLE
0018 0A00
001A 0000

IF EQ !MMU ENTRY IS AVAILABLE!
THEN
001C 5E0E
001E 002E
0020 4C15 LDB      NEXT_AVAIL_MMU(R1), #ALLOCATED
0022 0A00
0024 FFFF
0026 5E08 EXIT FROM GET_DBR
0028 004A
002A 5E08 EISE !CURRENT ENTRY IS ALLOCATED!
002C 0048
002E A910 INC      R1, #1
0030 0100 ADD      R0, #SIZEOF MMU
0032 0100

! * * * * * DEBUG * * * * * !
CP      R1, #MAX_DBR_NR

IF EQ THEN
LD      R0, #M_U !MMU UNAVAILABLE!

LDA     R1, S

CALL    MONITOR

FI
! * * * * * END DEBUG * * * * * !

```

```

                                FI
0048 E8E6      OD

004A 2101      LD      R1, #PRDS_SEG      ! SEGMENT NO. !
004C 0000
004E 7602      LCA      R2, PRDS          ! PRDS ADDR   !
0050 0A0A
0052 2103      LD      R3, #1 ! READ ATTR   !
0054 0001
0056 2104      LD      R4, #((SIZEOF PRDS)-1)/256
0058 0000

                                ! PRDS LIMITS !

                                ! CREATE PRDS ENTRY IN MMU IMAGE !
005A 5F00      CALL     UPDATE_MMU_IMAGE  !(R1: SEGMENT #
005C 0060

                                R2: SEG ADDRESS
                                R3: ATTRIBUTES
                                R4: SEG LIMITS)!

005E 9E08      RET
0060      END ALLOCATE_MMU

```

0060

## UPDATE\_MMU\_IMAGE PROCEDURE

```

! *****
* CREATES SEGMENT DESCRIPTOR *
* ENTRY IN MMU IMAGE *
! *****
* REGISTER USE: *
* PARAMETERS: *
*   R0: DBR # *
*   R1: SEGMENT # *
*   R2: SEGMENT ADDRESS *
*   R3: SEGMENT ATTRIBUTES *
*   R4: SEGMENT LIMITS *
* LOCAL VARIABLES: *
*   R10: MMU BASE ADDRESS *
*   R13: OFFSET VARIABLE *
! *****

```

ENTRY

```

0060 210A LD R10, #MMU_IMAGE ! MMU BASE ADDRESS !
0062 0000
0064 910A ADD R10, R0
0066 210D LD R13, #SIZEOF_SEG_DESC_REG
0068 0004
006A 991C MULT RR12, R1 ! COMPUTE SEG_DESC OFFSET !
006C 81DA ADD R10, R13 ! ADD OFFSET TO BASE ADDRESS !
! INSERT DESCRIPTOR DATA !
006E 2FA2 LD GR10, R2
0070 A9A1 INC R10, #2
0072 0DAB CLR GR10
0074 2EAC LDB GR10, RL4
0076 A9A0 INC R10, #1
0078 20AC LDB RL4, GR10
007A 0A0B CPB RL3, #(2)00001000 ! EXECUTE !
007C 0E08
007E 5E0E IF EQ THEN
0080 008A
0082 060C ANDB RL4, #(2)11110111 ! EXECUTE MASK !
0084 F7F7
0086 5E08 ELSE
0088 008E ANDB RL4, #(2)11111110 ! READ MASK !
008A 060C
008C FEFE
FI
008E 84BC ORB RL4, RL3
0090 2EAC LDB GR10, RL4
0092 9E08 RET
0094 END UPDATE_MMU_IMAGE

```

```

0094      WAIT                                PROCEDURE
! *****
* INTRA KERNEL SYNC/COM PRIMITIVE *
* INVOKED BY KERNEL PROCESSES *
* *****
* PARAMETERS *
* R8(R9): MSG POINTER (INPUT) *
* R1: SENDING_VP (RETURN) *
* GLOBAL VARIABLES *
* R14: LBR (PARAM TO GETWORK) *
* LOCAL VARIABLES *
* R2: CURRENT_VP (RUNNING) *
* R3: NEXT_READY_VP *
* R4: LOCK_ADDRESS *
* R13: LOGICAL CPU NUMBER *
* *****!
ENTRY
! MASK INTERRUPTS !
0094 7C01      DI      VI
! LOCK VPT !
0096 7604      LDA      R4, VPT.LOCK
0098 0000'
009A 5F00      CALL     SPIN_LOCK ! (R4:=VPT.LOCK) !
009C 0282'
! NOTE: RETURNS WHEN VPT IS LOCKED BY THIS VP !
! GET CPU NUMBER !
009E 5F00      CALL     GET_CPU_NO !RETURNS:
00A0 0208'
                                R1:CPU #
                                R2:# VP'S!
00A2 A11D      LD       R13, R1
00A4 61D2      LD       R2, VPT.RUNNING_LIST(R13)
00A6 0002'
00A8 6123      LD       R3, VPT.VP.NEXT_READY_VP(R2)
00AA 001C'
00AC 4D21      CP       VPT.VP.MSG_LIST(R2), #NIL
00AE 001E'
00B0 FFFF
00B2 5E0E      IF EC ! CURRENT VP'S MSG LIST IS EMPTY ! THEN
00B4 00EA'
! REMOVE CURRENT_VP FROM READY_LIST !
! * * * * * DEBUG * * * * * !
00B6 0E03      CP       R3, #NIL
00B8 FFFF
00BA 5E0E      IF EQ THEN
00BC 00CA'
00BE 2100      LD       R0, #R_L_E ! READY LIST EMPTY !
00C0 0F03
00C2 7601      LDA      R1, $

```

```

00C4 00C2'
00C6 5F00
00C8 A900

                                CALL MONITOR

                                FI
                                ! * * * END DEBUG * * * !

00CA 6FD3      LD      VPT.READY_LIST(R13), R3
00CC 0006'
00CE 4D25      LD      VPT.VP.NEXT_READY_VP(R2), #NIL
00D0 001C'
00D2 FFFF

                                ! PUT IT IN WAITING STATE !
00D4 4D25      LD      VPT.VP.STATE(R2), #WAITING
00D6 0014'
00D8 0002

                                ! SET DER !
00DA 612E      LD      R14, VPT.VP.DER(R2)
00DC 0010'

                                ! SCHEDULE FIRST ELIGIBLE READY VP !
00DE 93F8      PUSH     @R15,R8
                                ! SAVE LOGICAL CPU # !
00E0 93FD      PUSH     @R15, R13
00E2 5F00      CALL     GETWORK !R13:CPU #
00E4 0000'

                                R14:DER!

                                ! RESTORE CPU # !
00E6 97FD      POP      R13, @R15
00E8 97F8      POP      R8, @R15

                                FI
                                ! GET FIRST MSG ON CURRENT VP'S MSG LIST !
00EA 5F00      CALL     GET_FIRST_MSG ! COPIES MSG IN MSG ARRAY
00EC 00C2'

                                ! R13: LOGICAL CPU # !
                                ! RETURNS R1:SENDER_VP !

                                ! UNLOCK VPT !
00EE 4D08      CLR     VPT.LOCK
00F0 0000'

                                ! UNMASK VECTORED INTERRUPTS !
00F2 7C05      EI      VI

                                ! RETURN: R1:SENDER_VP !
00F4 9E08      RET
00F6          END WAIT

```

```

00F6          SIGNAL                                PROCEDURE
!*****
* INTRA KERNEL SYNC /COM PRIMITIVE *
* INVOKED BY KERNEL PROCESSES      *
*****
* REGISTER USE:                      *
* PARAMETERS:                       *
*   R8(R9): MSG POINTER (INPUT)    *
*   R1: SIGNED VP_ID (INPUT)       *
* GLOBAL VARIABLES                  *
*   R13: CPU # (PARAM TO GETWORK)  *
*   R14: DER (PARAM TO GETWORK)    *
* LOCAL VARIABLES:                 *
*   R1: SIGNED VP                  *
*   R2: CURRENT VP                 *
*   R4: VPT.LOCK ADDRESS           *
*****!
ENTRY
! SAVE VP ID !
00F6 93F1     PUSH    @R15, R1
00F8 7C01     DI      VI
! LOCK VPT !
00FA 7604     LDA      R4, VPT.LOCK
00FC 0000     CALL     SPIN_LOCK ! (R4:=VPT.LOCK) !
00FE 5F00
0100 0282
!NOTE: RETURNS WHEN VPT IS LOCKED BY THIS VP. !
! GET LOGICAL CPU # !
0102 5F00     CALL     GET_CPU_NO !RETURNS:
0104 0208
R1:CPU #
R2:= VP'S!

0106 A11D     LD       R13, R1
! RESTORE VP ID !
0108 97F1     POP      R1, @R15

! PLACE MSG IN SIGNED_VP'S MSG_LIST !
010A 5F00     CALL     ENTER_MSG_LIST !(R8:MSG POINTER
010C 005C     R1:SIGNED_VP
R13:LOGICAL CPU #)!

010E 4D11     CP       VPT.VP.STATE(R1), #WAITING
0110 0014
0112 0002
0114 5E0E     IF EQ    ! SIGNED_VP IS WAITING ! THEN
0116 0148

! WAKE IT UP AND MAKE IT READY !
0118 A112     LD       R2, R1
011A 76D3     LDA      R3, VPT.READY_LIST(R13)

```

```

011C 0006'
011E 7604      LDA      R4, VPT.VP.NEXT_READY_VP
0120 001C'
0122 7605      LDA      R5, VPT.VP.PRI
0124 0012'
0126 7606      LDA      R6, VPT.VP.STATE
0128 0014'
012A 2107      LD       R7, #READY
012C 0001

! SAVE LOGICAL CPU # !
012E 93FD      PUSH     @R15, R13
0130 5F00      CALL     LIST_INSERT !R2: OBJ ID
0132 0000*

R3: LIST_PTR ADDR
R4: NEXT_OBJ_PTR
R5: PRIORITY_PTR
R6: STATE_PTR
R7: STATE !

! RESTORE LOGICAL CPU # !
0134 97FD      POP      R13, @R15
! PUT CURRENT VP IN READY STATE !
0136 61D2      LD       R2, VPT.RUNNING_LIST(R13)
0138 0002'
013A 4D25      LD       VPT.VP.STATE(R2), #READY
013C 0014'
013E 0001

! SET DER !
0140 612E      LD       R14, VPT.VP.DER(R2)
0142 0010'

! SCHEDULE FIRST ELIGIBLE READY VP !
0144 5F00      CALL     GETWORK !R13: LOGICAL CPU #
0146 0000'

R14: DER !

FI

! UNLOCK VPT !
0148 4D08      CLR     VPT.LOCK
014A 0000'

! UNMASK VECTORED INTERRUPTS !
014C 7C05      EI      VI

014E 9E0E      RET
0150          END SIGNAL

```



```

0150      SET PREEMPT      PROCEDURE
! *****
* SETS PREEMPT INTERRUPT ON*
* TARGET VP. CALLED BY TC_*
* ADVANCE.
* *****
* REGISTER USE:
* PARAMETERS:
* R1:TARGET_VP_ID (INPUT)
* LOCAL VARIABLES
* R1: VP_INDEX
* *****!
ENTRY
! NOTE: DESIGNED AS SAFE SEQUENCE SO VPT NEED
      NOT BE LOCKED. !

! CONVERT VP_ID TO VP_INDEX !
0150 6112      LD          R2, EXT_VP_LIST(R1)
0152 0210

! TURN ON TGT_VP PREEMPT FLAG !
0154 4D25      LD          VPT.VP.PREEMPT(R2), #ON
0156 0018
0158 FFFF

! ** IF TARGET VP NOT LOCAL
      ( NOT BOUND TO THIS CPU )
      [IE, IF <<CPU_SEG>>CPU_ID<>VPT.VP.PHYS_CPU(R1)]
      THEN SEND HARDWARE PREEMPT INTERRUPT TO
      VPT.VP.CPU(R1). ** !

015A 9E08      RET
015C      END SET_PREEMPT

```

```

015C      IDLE      PROCEDURE
! *****
* LOADS IDLE DBR ON *
* CURRENT VP. CALLED BY *
* TC_GETWORK. *
*****
* REGISTER USE *
* GLOBAL VARIABLE *
* R13: LCG CPU # *
* P14: DBR *
* LOCAL VARIABLES: *
* R2: CURRENT VP *
* R3: TEMP VAR *
* R4: VPT.LOCK ADDR *
* R5: TEMP *
*****!
ENTRY
! GET LOGICAL CPU # !
015C 5F00      CALL      GET_CPU_NO !RETURNS:

! LOAD IDLE DBR ON CURRENT VP !
0174 6103      LD        R3, PRDS.IDLE_VP
0176 0A10      LD        R5, VPT.VP.DBR(R3)
0178 6135      LD        R5, VPT.VP.DBR(R3)
017A 0010      LD        VPT.VP.DBR(R2), R5
017C 6F25      LD
017E 0010      LD

! TURN ON CURRENT VP'S IDLE FLAG !
0180 4D25      LD        VPT.VP.IDLE_FLAG(R2), #ON
0182 0016      LD
0184 FFFF      LD

! SET VP TO READY STATE !
0186 4D25      LD        VPT.VP.STATE(R2), #READY
0188 0014      LD
018A 0001      LD

! SCHEDULE FIRST ELIGIBLE READY VP !
018C 5F00      CALL      GETWORK !R13:LOGICAL CPU #
018E 0000      R14:DBR !

! UNLOCK VPT !
0190 4D08      CLR      VPT.LOCK
0192 0000      LD

! UNMASK VECTORED INTERRUPTS !
0194 7C05      EI      VI

0196 9E08      RET
0198      END IDLE

```

```

0198      SWAP VDER      PROCEDURE
!*****
* LOADS NEW DER ON      *
* CURRENT VP. CALLED BY *
* TC_GETWORK.          *
*****
* REGISTER USE          *
* PARAMETERS            *
*   R1: NEW_DER (INPUT) *
*   GLOBAL VARIABLES    *
*   R13: LOGICAL CPU #  *
*   R14: DER            *
*   LOCAL VARIABLES     *
*   R2: CURRENT_VP      *
*   R4: VPT.LOCK_ADDR   *
*****!
ENTRY
! SAVE NEW DER !
0198 93F1  PUSH    GR15, R1
! MASK INTERRUPTS !
019A 7C01  DI      VI
! LOCK VPT !
019C 7604  LDA      R4, VPT.LOCK
019E 0000
01A0 5F00  CALL      SPIN_LOCK ! (R4:=VPT.LOCK) !
01A2 0282
! NOTE: RETURNS WHEN VPT IS LOCKED BY THIS VP.!
! GET CPU # !
01A4 5F00  CALL      GET_CPU_NO !RETURNS:
01A6 02C8
R1: CPU #
R2:= VP'S!
01A8 A11D  ID        R13, R1
! GET CURRENT VP !
01AA 61D2  LD        R2, VPT.RUNNING_LIST(R13)
01AC 0000
! * * * DEBUG * * * !
CP VPT.VP.MSG_LIST(R2), #NIL
01AE 4D21
01B0 001E
01B2 FFFF
01B4 5E06
01B6 01C4
01B8 2100
01BA 0005
01BC 7601
01BE 01BC
01C0 5F00
01C2 A900
IF NE ! MSG WAITING ! THEN
LD R0, #S_N_A ! SWAP NOT ALLOWED !
LDA R1, S !PC!
CALL MONITOR
FI
! * * END DEBUG * * !
! SET DER !

```

```

01C4 612E      LD          R14, VPT.VP.DBR(R2)
01C6 0410      ! RESTORE NEW DBR !
01C8 97F0      POP         R0, GR15
01CA 5F00      CALL        GET_LBR_ADDR    ! (R0: LBR #)
01CC 000A      RETURNS
                                (R1: LBR ADDR) !

                                ! LOAD NEW DBR ON CURRENT VP !
01CE 6F21      LD          VPT.VP.DBR(R2), R1
01D0 0410

                                ! TURN OFF IDLE FLAG !
01D2 4D25      LD          VPT.VP.IDLE_FLAG(R2), #OFF
01D4 0016
01D6 0000

                                ! SET VP TO READY STATE !
01D8 4D25      LD          VPT.VP.STATE(R2), #READY
01DA 0014
01DC 0001

                                ! SCHEDULE FIRST ELIGIBLE READY VP !
01DE 5F00      CALL        GETWORK    !R13: LOGICAL CPU #
01E0 0000

                                R14: DBR !

                                ! UNLOCK VPT !
01E2 4D08      CLR         VPT.LOCK
01E4 0000

                                ! UNMASK VECTORED INTERRUPTS !
01E6 7C05      EI          VI

01E8 9E08      RET
01EA          END SWAP_VDBR

```

```

01EA      PHYS PREEMPT HANDLER  PROCEDURE
! *****
* HARDWARE PREEMPT INTERRUPT *
* HANDLER. ALSO TESTS FOR *
* VIRTUAL PREEMPT INTERRUPT *
* FLAG AND INVOKES INTERRUPT *
* HANDLER IF FLAG IS SET. *
* INVOKED UPON EVERY EXIT FROM *
* KERNEL. KERNEL FCW MASKS *
* NMI INTERRUPTS TO PREVENT *
* SIMULTANEOUS PREEMPT INTERR. *
* HANDLING. *
*****
* REGISTER USE *
* LOCAL VARIABLES *
* R1: PREEMPT_INT_FLAG *
* R2: CURRENT_VP *
* GLOBAL VARIABLES *
* R13: LOGICAL CPU # *
* R14: DER *
*****!

ENTRY

! * * PREEMPT_HANDLER * * !

! SAVE ALL REGISTERS !
01EA 030F    SVP      R15, #32
01EC 0020
01EE 1CF9    LDM      CR15, R1, #16
01F0 010F

! SAVE NORMAL STACK PCINTER (NSP) !
01F2 7D67    LDCTL    R6, NSP
01F4 93F6    PUSH     CR15, R6
! GET CPU # !
01F6 5F00    CALL     GET_CPU_NO !RETURNS:
01F8 02C8

R1: CPU #
R2: # VP'S!

01FA A11D    LD        R13, R1
! MASK INTERRUPTS !
01FC 7C01    DI        VI
! LOCK VPT !
01FE 7604    LDA       R4, VPT.LOCK
0200 0000
0202 5F00    CALL     SPIN_LOCK
0204 0282

!RETURNS WHEN VPT IS LOCKED!
! SET DER !
0206 61D2    LD        R2, VPT.RUNNING_LIST(R13)

```

```

0208 0002'
020A 612E LD R14, VPT.VP.DER(R2)
020C 0010'

! PUT CURRENT PROCESS IN READY STATE !
020E 4D25 ID VPT.VP.STATE(R2), #READY
0210 0014'
0212 0001'
0214 5F00 CALL GETVCRK !R13:LOG CPU #
0216 0000'

R14:DER !

PREEMPT RET:
! UNLOCK VPT !
0218 4D08 CLR VPT.LOCK
021A 0000'

! UNMASK VECTORED INTERRUPTS !
021C 7C05 EI VI

KERNEL EXIT:
! *** UNMASK VIRTUAL PREEMPTS *** !
! ** NOTE: SAFE SEQUENCE AND DOES NOT REQUIRE
VPT TO BE LOCKED. ** !

! GET CURRENT_VP !
021E 610D LD R13, PRDS.LOG_CPU_ID
0220 0A0C'
0222 61D2 LD R2, VPT.RUNNING_LIST(R13)
0224 0002'

! TEST PREEMPT INTERRUPT FLAG !
0226 4D21 CP VPT.VP.PREEMPT(R2), #ON
0228 0018'
022A FFFF
022C 5E0E IF EQ ! PREEMPT FLAG IS ON ! THEN
022E 0240'

! RESET PREEMPT FLAG !
0230 4D25 LD VPT.VP.PREEMPT(R2), #OFF
0232 0018'
0234 0000'

! SIMULATE VIRTUAL PREEMPT INTERRUPT !
0236 2101 LD R1, #V
0238 0000'
023A 6112 LD R2, VPT.VIRT_INT_VEC(R1)
023C 000C'
023E 1E28 JP @02

! NOTE: THIS JUMP TO TRAFFIC CONTROL
IS USED ONLY IN THE CASE OF A PREEMPT INTERRUPT.
AND SIMULATES A HARDWARE INTERRUPT. ** !

! *** END VIRTUAL PREEMPT HANDLER *** !
FI

```

! NOTE: SINCE A HDWE INTERRUPT DOES NOT EXIT  
THROUGH THE GATE, THOSE FUNCTIONS PROVIDED  
BY A GATE EXIT TO HANDLE PREEMPTS MUST BE  
PROVIDED HERE ALSO. !

```

! RESTORE NSP !
0240 97F6 POP R6, @R15
0242 7D6F LDCTL NSP, R6
! RESTORE ALL REGSTERS !
0244 1CF1 LDM R1, @R15, #16
0246 010F
0248 010F ADD R15, #32
024A 0020

! EXECUTE HARDWARE INTERRUPT RETURN !
024C 7E00 IRET

024E END PHYS_PREEMPT_HANDLER

```

```

024E      RUNNING VP      PROCEDURE
! *****
* CALLED BY TRAFFIC CONTROL. *
* RETURNS VP_ID. RESULT IS VALID*
* ONLY WHILE APT IS LOCKED. *
*****
* REGISTER USE *
* PARAMETERS *
* R1: EXT_VP_ID (RETURNED) *
* R3: LOG_CPU # (RETURNED) *
* LOCAL VARIABLES *
* R2: VF INDEX *
*****!
ENTRY
! MASK INTERRUPTS !
024E 7C01    DI    VI
! LOCK VPT !
0250 7604    LDA    R4, VPT.LOCK
0252 0000
0254 5F00    CALL    SPIN_LOCK ! (R4:=VPT.LOCK) !
0256 0202
! NOTE: RETURNS WHEN VPT IS LOCKED BY THIS VP !
! GET LOGICAL CPU # !
0258 5F00    CALL    GET_CPU_NO !RETURNS:
025A 0208
R1: CPU #
R2:= VP'S!
025C A113    LD      R3, R1
025E 6132    LD      R2, VPT.RUNNING_LIST(R3)
0260 0002
! CONVERT VP_INDEX TO VP_ID !
0262 6121    LD      R1, VPT.VP_EXT_ID(R2)
0264 0000
! * * * DEBUG * * * !
0266 0B01    CP      R1, #NIL
0268 FFFF
IF EQ ! KERNEL PROC ! THEN
026A 5E0E
026C 027A
026E 2100    LD      R0, #V_I_E ! VP INDEX ERROR !
0270 0006
0272 7601    LDA      R1, 5
0274 0272
0276 5F00    CALL    MONITOR
0278 A900
FI
! * * END DEBUG * * !
! UNLOCK VPT !
027A 4D08    CLR      VPT.LOCK
027C 0000
! UNMASK VECTORED INTERRUPTS !
027E 7C05    EI      VI
0280 9E08    RET
0282      END RUNNING_VP

```



```

0282      SPIN_LOCK   PROCEDURE
! *****
* USES SPIN_LOCK MECH. *
* LOCKS UNLOCKED DATA *
* STRUCTURE (POINTED TO *
* BY INPUT PARAMETER). *
*****
*REGISTER USE          *
* PARAMETERS           *
* P4: LOCK ADDR (INPUT)*
*****!
ENTRY
! NOTE: SINCE ONLY ONE PROCESSOR CURRENTLY
      IN SYSTEM, LOCK NOT NECESSARY. ** !
      ! * * * DEBUG * * * !
0282 0D41      CP   R4, #OFF
0284 0000
0286 5E06      IF NE ! NOT UNLOCKED ! THEN
0288 0296
028A 2100      LD   R0, #U_L      ! UNAUTHORIZED LOCK !
028C 0000
028E 7601      LDA  R1, 5
0290 028E
0292 5F00      CALL MONITOR
0294 A900
      FI
      ! * * END DEBUG * * !
      TEST_LOCK:
      ! DO WHILE STRUCTURE LOCKED !
0296 0D46      TSET  GR4
0298 E5FE      JP  MI, TEST_LOCK
      ! ** NOTE SEE PLZ/ASM MANUAL
      FOR RESTRICTIONS ON
      USE OF TSET. ** !
029A 9E08      RET
029C      END SPIN_LOCK

```

```

029C      ITC_GET_SEG_PTR      PROCEDURE
! *****
* GETS BASE ADDRESS OF SEGMENT *
* INDICATED.                    *
*****
* REGISTER USE:                 *
* R0:SEG BASE ADDRESS(RET)      *
* R1:SEG NR (INPUT)             *
* R2:RUNNING VP (LOCAL)         *
* R3:DER_VALUE (LOCAL)          *
* R4:VPT.LOCK                   *
* R13:LOGICAL CPU #             *
*****!

ENTRY
! SAVE SEGMENT # !
029C 93F1  PUSH    GR15, R1
! MASK INTERRUPTS !
029E 7C01  DI      VI
! LOCK VPT !
02A0 7604  LDA      R4,VPT.LOCK
02A2 0000
02A4 5F00  CALL     SPIN_LOCK !R4:VPT.LOCK!
02A6 0292
! GET CPU # !
02A8 5F00  CALL     GET_CPU_NO !RETURNS:
02AA 02C8
                                R1: CPU #
                                R2:# VP'S!

02AC A11D  LD       R13, R1
! RESTORE SEGMENT # !
02AE 97F1  POP      R1, GR15
02B0 61D2  LD       R2,VPT.RUNNING_LIST(R13)
02B2 0002
02B4 6123  LD       R3,VPT.VP.DBR(R2)
02B6 0010
! UNLOCK VPT !
02B8 4D08  CLR      VPT.LOCK
02BA 0000
! UNMASK VECTORED INTERRUPTS !
02BC 7C05  EI      VI
02BE 1900  MULT     RR0,#4
02C0 0004
02C2 7130  LD       R0,R3(R1)
02C4 0100

02C6 9E08  RET
02C8      END ITC_GET_SEG_PTR

```

```

02C8      GET CPU NO      PROCEDURE
! ****
* FIND CURRENT CPU_NO *
* CALLED BY DIST MMGR *
* AND MM *
****
* RETURNS *
* R1: CPU_NO *
* R2: # OF VP'S *
****!

ENTRY
02C8 6101      LD      R1, PRDS.LOG_CPU_ID
02CA 0A0C      LD      R2, PRDS.VP_NR
02CC 6102      LD      R2, PRDS.VP_NR
02CE 0A0E      RET
02D0 9E08      RET
02D2      END GET_CPU_NO

```

```

02D2      K_LOCK          PROCEDURE
! ****
* STUE FOR WAIT LOCK *
****
* R4: LOCK (INPUT) *
****!

```

```

ENTRY
02D2 5F00      CALL SPIN_LOCK
02D4 0202      RET
02D6 9E08      RET
02D8      END K_LOCK

```

```

02D8      K_UNLOCK        PROCEDURE
! ****
* STUE FOR WAIT UNLOCK *
****
* R4: LOCK (INPUT) *
****!

```

```

ENTRY
02D8 0D48      CLR      GR4
02DA 9E08      RET
02DC      END K_UNLOCK

```

END INNER\_TRAFFIC\_CONTROL

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