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Packet Execution: A New Concept in Multiprogramming

Angel Díez

**A Technical Report
in
The Department
of
Computer Science**

**Presented in Partial Fulfillment of the Requirements
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ABSTRACT

Packet Execution: A New Concept in Multiprogramming

Angel Diez

This paper presents a new approach to achieve an improvement of the cost/performance ratio of a multiprogramming workload running on a single-CPU, via a multi-micro-processor system. The proposed approach is based on the partitioning of programs into blocks called packets. These packets travel in a multiprocessor network structure seeking the first idle micro-processor, where the code performs the required function (execution, I/O, storage, etc). Should the peak workload increase, the multiprocessor machine can easily be upgraded by adding processors in a modular fashion.

PREFACE

The completion of this report is due to three main and only factors. First, to the generation of a concept, brought to paper-life by stubbornness, belief and a reasonably broad experience with packet-switching processors used in data communications. Second, to the constant support of Dr. Bipin Desai. Without his positive influence, the concept of Packet Execution would probably have remained buried within the boundaries of my skull. Third, to the perseverance and support of my wife Linda, whose smile was the best medicine against the common frustrations encountered during the project.

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1.0 BACKGROUND.

The idea of distributing the power of a large CPU into a multitude of smaller processors that perform individual tasks, while offering a better performance as a whole, is not new. P. H. Enslow (ENS-1) identifies 63 multiprocessors of different kind commercially available. The multitude of smaller, experimental systems is much greater. Several well documented papers give an insight into the different aspects of multiprocessing. (FULL-1), (JEN-1), (DAV-1).

When distributing a computer system, several questions arise. How should the tasks executed in the uniprocessor be decomposed to run on a set of smaller processors? Should the processors be loosely coupled or tightly coupled? What is the most efficient connection between processors: Bus, ring, crossbar? How can the synchronization of processes and overhead be controlled? These and a multitude of other different questions have been addressed in the literature. Myers (MYE-1) among others stresses the need for matching the hardware structure with the software that is to be executed in it. S. I. Kartashev (KAR-1 & 2), for instance, addresses this problem by designing a dynamically variable multiprocessor system.

L. Svobodova (SVO-1) supplies logical reasons for a well organized set of requirements in a distributed system.

Simulation studies and theory of message passing systems can be found in (MON-1), (HAL-1), (BRY-1) and (JEN-2).

The type of network used to connect the processors has a strong influence

on the throughput capability of the multiprocessor system. General studies of network organizations are found in (ENS-1), (BAS-1 & -2), (BER-1), (DAV-1).

Following Svobodova (SVO-1) and Halstead (HAL-1) we have concentrated in this project on fully distributed systems where there is no centralized control. Group of processors having the same authority, decide, by message interchange, on issues that affect a different group of processors. One way of connecting processors in the same group is by a loop or ring. The advantage of this type of connection is that loop protocols are easy to implement and expand. Loop networks are analyzed in (JAF-1), (LIU-1), (PIER-1), (NEW-1).

In a fully distributed multiprocessor the operating system loses its identity as the control of resources is done by communications protocols rather than by central decision making. Most operating systems up to date have been built around a kernel and higher level processes that see the hardware in a synchronous and transparent fashion.

Synchronization of processes is vital to avoid deadlock situations. Operating systems that specifically stress this issue are the THE (MCK-1) and the RC-4000 (HAN-1). In this paper we emphasize synchronization by message passing.

Hierarchical structures are analyzed in (GOO-1) and (PAR-1). Implementation of distributed operating systems as a set of processors has been analyzed in (JEN-1), (BUH-1), (MYE-1), (PRO-1), (BRO-1) and (WUL-1). Most of the systems analyzed in these papers show a certain centralization of functions. We emphasize maximum decentralization in a fully distributed

system.

Systems that have substantially influenced our thinking are the STAR-OS and MEDUSA operating systems, both running on the Cm* multiprocessor, (JON-1), (JON-2), (SWA-1), as well as the SYMBOL machine and operating system. (RIC-1). All these papers discuss the limitations encountered when trying to distribute functions in a multiprocessor. We feel that these constraints can be minimized with the concept of Packet Execution.

2.0 PACKET EXECUTION: BASIC CONCEPTS

In a typical data processing shop the main CPU is shared by programmers and users to test, edit and compile programs as well as to run production applications. At one point in time, many different programs are being scheduled and run by the centralized operating system and CPU. Bottlenecks occur during peak periods and the typical answer to heavy CPU loading is to acquire either another tightly-coupled CPU or a faster CPU. In both cases, the cost of upgrading is fairly high.

We could reduce the CPU load by providing each programmer with a stand-alone microcomputer so that the editing, compiling and testing of individual programs could be done on these units. Unfortunately, this approach is rarely cost-effective because testing of programs usually requires access to large, centralized code modules and data files. The amount of main memory and disk space associated with the individual microcomputers would, most likely, be prohibitive.

We could also reduce the CPU load by executing programs or portions of programs on a multitude of small processors. To achieve this task in an effective manner, the processors should operate asynchronously. This means that no dependencies should exist between the different execution units. More important, the programs have to be decomposed in blocks that are self-addressable. (We will call these blocks **packets** from now on.) In other words, the programs or parts thereof should be accessible to any processor in the machine regardless of their position in main memory or disk. In this way, centralized files and data bases are accessible to all the users, while the task of executing programs is uniformly shared by the dif-

ferent execution units.

These execution processors only require a fraction of the speed and operating system overhead of the centralized CPU. Naturally, the overhead associated with routing the individual packets to the different processors, increases. We feel, however, that this communications overhead can be minimized with an adequate design.

To illustrate our approach, let us consider programs and data files structured in the following way: (see Fig. 1)

The object code of program A is decomposed in blocks called Instruction Packets (IP). Each IP references variables, subroutines and data files whose descriptors are contained in Environment Packets (EP). Data files are also decomposed in Data Packets (DP). To run program A we start by loading the first IP and EP of the program as well as the data packets referenced in the EP. These are IP1A, EP1A, DP1 and DP2. This set of packets can run on a stand-alone execution processor and form a group called **Packet Group**.

To speed-up execution, we also want to load in memory all the packets that are most likely to be dispatched next. These are referenced in the EP1A packet: IP2A, EP2A, IP3A, EP3A, DP3 and DP4. This set of packets, together with IP1A, EP1A, DP1 and DP2, form the **Packet Group Set of EP1A**.

The abstract machine that can run programs decomposed in this fashion is illustrated in Fig. 2. We call it PACOS (Packetized Computing System). Processors are interconnected by a ring network. Vertical rings will be called **Slices**. Horizontal rings will be called **Loops**. When we refer to the function that each Loop performs, we will be talking about **Levels**. There are

four Levels in PACOS, each Level consisting of several peer processors.

1. The User Manager Level (UM Level), monitors (and controls on exceptions) the execution flow of each program. It consists of several User Manager Switches (UMS) and Processors (UMP).
2. I/O is controlled by the Device Manager Level. (DM Level) It consists of Device Manager Switches and Processors. (DMS-DMP)
3. The Memory Manager Level (MM Level), consists of several peer memory units, each one controlled by a Memory Manager Processor (MMP) and a Memory Manager Switch (MMS). Each Memory Manager can hold several self-addressable packets that may belong to different programs.
4. The execution unit consists of several peer Execution Manager Processors, each one executing a Packet Group at a time. A local memory holds the Packet Group under execution. Each EMP interfaces with PACOS via an EMS (switch).

The general processing flow of packets within PACOS is explained below, taking as an example the program A of Fig.1. To simplify the description, a single Slice will be considered. (see Fig. 3). EP and DP packets are routed to the desired destination by means of Control Packets (CP). The switches (UMS, DMS, MMS and EMS) scan the header of the arriving Control Packets and route them accordingly. Control Packet commands are explained in Section 5.3.

Initially, a user requests to run program A from a terminal attached to the DMP.

- 1.- The DMP translates this request into a CREATE(A) control packet that is sent to the UM Level.
- 2.- The UMP accepts the packet and sends a GET(EP1A, from UM to MM) control packet requesting EP1A from memory.
- 3.- As the EP1A packet does not exist in memory, the MMP retrieves it from disk by sending the stream: GET(PKT.GRP.SET of EP1A, from MM to DM)
- 4.- The DMP accepts the packet, retrieves the Packet Group Set of EP1A and generates the packet: STORE(PKT.GRP.SET of EP1A, to MM).
- 5.- The MMP stores all packets of the PKT.GRP.SET and sends the stream: SEND(EP1A, GLB.DP, to UM). GLB.DP is a DP packet holding all the global variables of program A. (See Section 6, p.42). This Global DP packet is only required once at creation of the program object.
- 6.- When the UMP receives EP1A plus the Data Packet that contains all the Global variables, it generates a request to commence the execution of the first Packet Group, by sending an imbedded SEND control packet: SEND(SEND(PKT.GRP.1A, to EM) to MM).
- 7.- The MMP accepts the packet and generates SEND(PKT.GRP.1A, to EM):
- 8.- The EMP accepts the Packet Group and executes it. Once execution is finished, the EMP generates the block: UPDATE(EP1A, to UM)
- 9.- The UMP accepts the block and updates the EP packet (which provides information about the current status of the program) as well as any global

variables that might have been affected, before sending the stream:
UPDATE(EP,DP.PKTS, to MM) + SEND(SEND(PKT.GRP.2A, to EM) to MM) +
GET(PKT.GRP.SET of EP2A, to MM).

10.-The MMP accepts the block, updates all EP, DP packets affected and sends the stream: SEND(PKT.GRP.2A, to EM). The second Packet Group is sent to the EM.Level for execution. If PKT.GRP.SET of EP2A does not exist in memory, the MMP retrieves it from disk by sending: GET(PKT.GRP.SET of EP2A, to DM).

11.-The EMP accepts PKT.GRP.2A and executes it.

12.-The DMP retrieves PKT.GRP.SET of EP2A, requested by the MMP in step 10, and sends: STORE(PKT.GRP.SET of EP2A, to MM).

13.-When the PKT.GRP.2A has finished executing, the EMP sends: UPDATE(EP2A, to UM).

At this time the cycle repeats, going back to step 9, until the end of execution of program A is reached.

The packet flow has been described for a single Slice and a single program. Naturally, multiple slices will speed-up the execution of several jobs or tasks running in a multiprogramming environment. The transfer of packets is done via parallel buses, at very high speed. We figure that the overall performance of the machine will be quite high, as long as the delay caused by transferring packets remains a fraction of the time spent in processing chores such as: a) Execution of a Packet Group in the EMP. b) Storing/retrieving packets in the DMP. c) Storing/retrieving packets in

the MMP. A simulation of the packet flow will be quite useful in assessing the consistency of our thinking.

The proposed scheme offers several advantages:

1. Reliability: If any unit fails, the rest of the system continues working normally.
2. Modularity: As all unit in one group (or level) are similar in construction, expansion and replacement of equipment is straight forward.
3. Cost: It is less costly to produce 1000 units of a VLSI circuit board than 10 larger systems of 100 circuit boards each.

The disadvantages of this structure are:

1. The partitioning of a large program into several packets that run on different processors in an efficient manner, is still a challenging area of research.
2. A great deal of care has to be placed in the design of the communications links and routing algorithms, in order to avoid a degradation in performance due to transmission delays.

Fig. 1.- THE PACKET GROUP

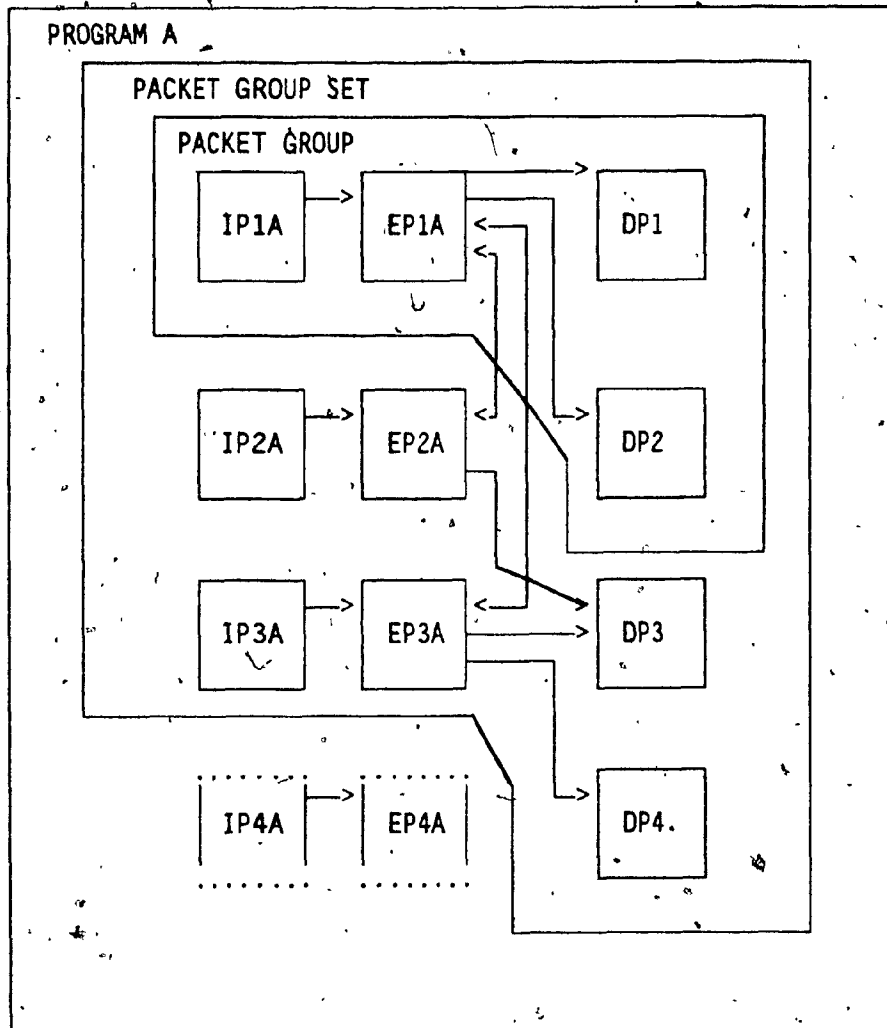


Fig. 2.- PACOS ARCHITECTURE

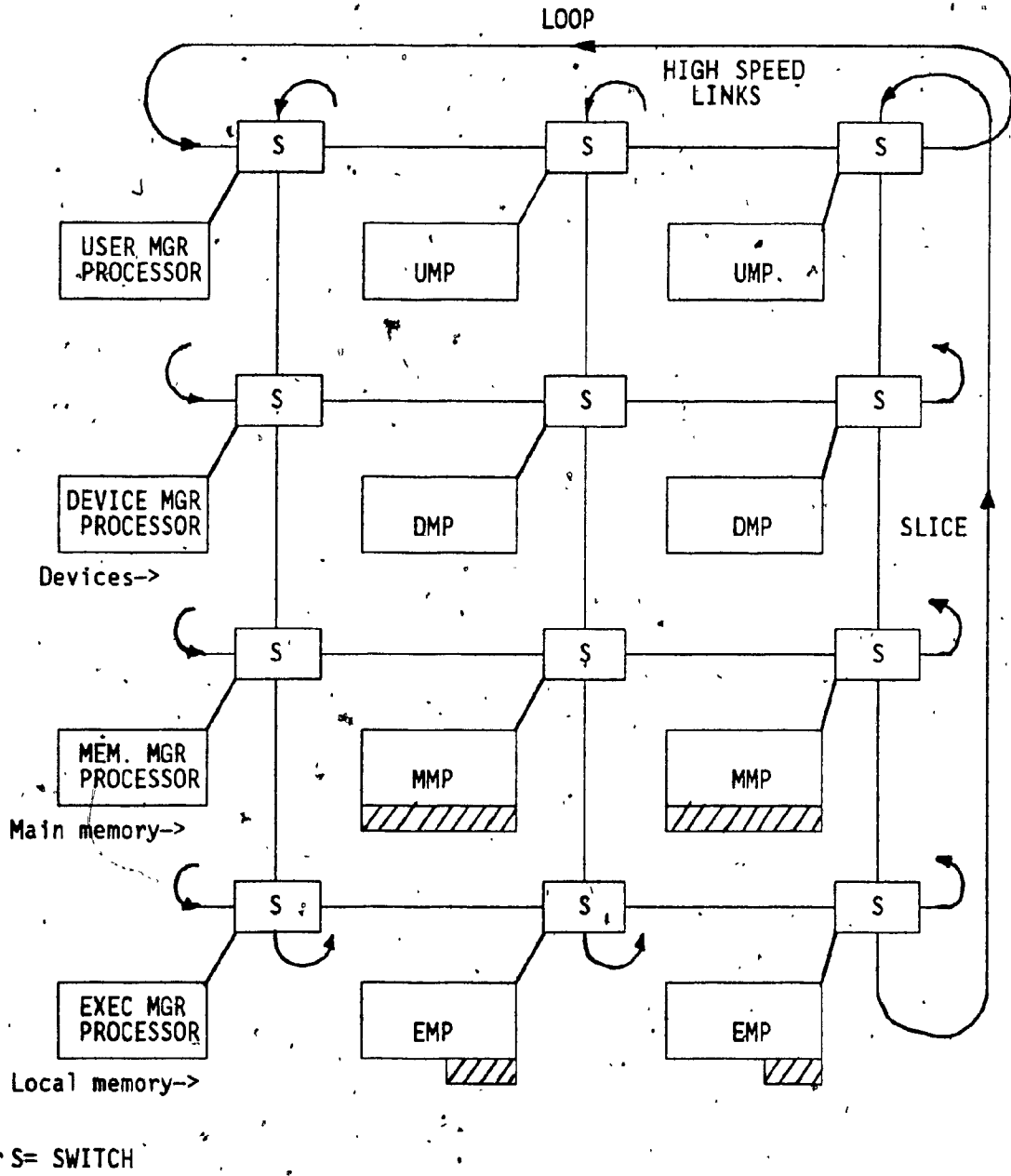
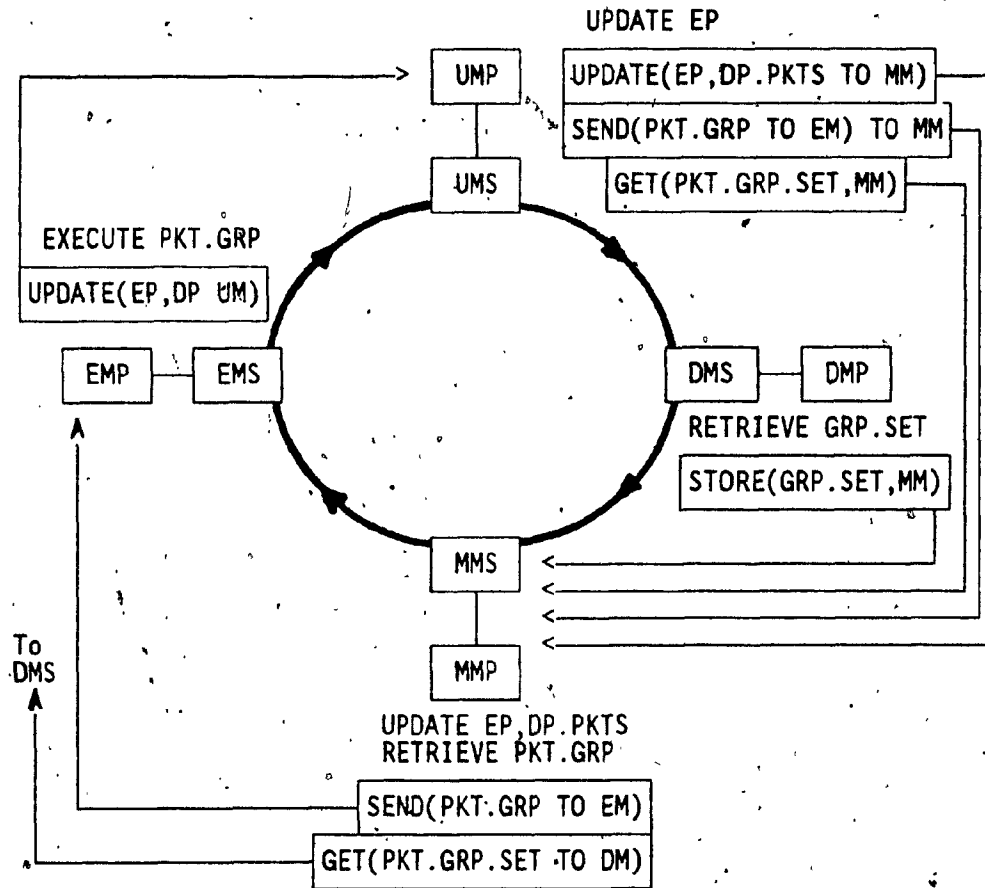


Fig. 3.- PACKET EXECUTION (ONE SLICE)



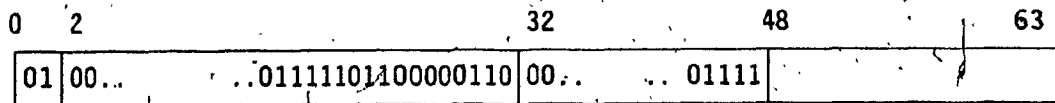
3.0 THE PACKET GROUP

A **Packet Group** is defined as the group of packets that execute in a single Execution Manager Processor. It consists of:

- One Instruction Packet (IP) that holds the object code.
- One Environment Packet (EP) that holds the variables, labels and data referenced in the code.
- One or more packets Data Packets (DP) that hold data.

Packets flow through the distributed machine by means of switches and commands inserted in Control Packets (CP).

Packets have a unique identifier that consists of the packet type, the object number and the packet number. For example, to uniquely identify the EP packet (code 01), number 15 of object number (00...01111101100000110), we simply have to refer to the following packet ID:



EP OBJECT NO. 30 bits PKT NO. 16 bits

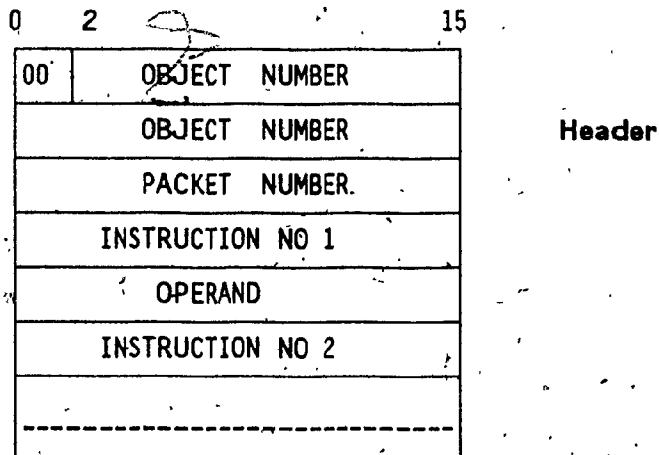
To illustrate the operation of PACOS, a specific machine organization will be analyzed.

We consider a machine that has the following addressing capabilities: Object address : 30 bits. (This gives one billion unique objects). Packet address: 16 bits. (This gives 64 kPackets/ object). IP memory size: 16 bits. (This gives a maximum of 64 kwords/packet). EP memory word size: 64 bits. Data memory word size: 64 bits. (six tag bits plus 58 value bits).

3.1 INSTRUCTION PACKET.

This type of packet is identified by the code 00. The packet has a header consisting of the packet type (00), the object number (30 bits) and the packet number (16 bits). The object code follows the packet header. Operation code occupies one word (16 bits) and operands occupy also one word (16 bits). As the machine is stack oriented, a maximum of one operand per instruction is necessary. The structure of the IP packet is shown in Fig 4.

Fig. 4.- Instruction Packet



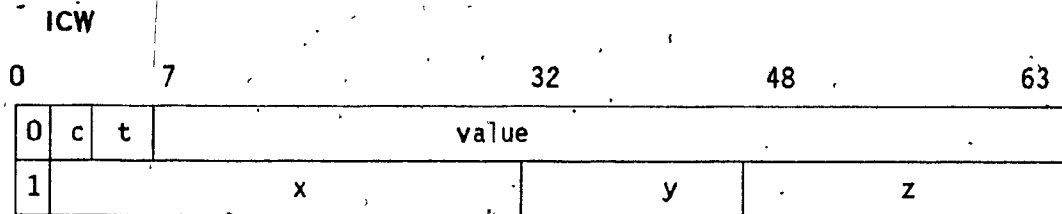


TABLE 1.- CONTENTS OF ICW

FIELD	BITS	VALUE	DESCRIPTION
h (home)	0	0	Value of identifier is contained in the ICW (bits 7-63)
		1	ICW contains descriptor to the identifier (bits 1-63)
c (class)	1-3	000	Global variable
		001	Local variable
		010	Array pointer
		011	Label
		100	Procedure
		101	Parameter
		110	Program segment
t (type)	4-6	000	Bit
		001	Boolean
		010	Character
		011	Fixed
		100	Float
		101	Subscript
x	1-31		Identifies the object number of the reference.
y	32-47		Identifies the Packet number of the referenced word.
z	48-63		Identifies the address of the referenced word inside the packet.

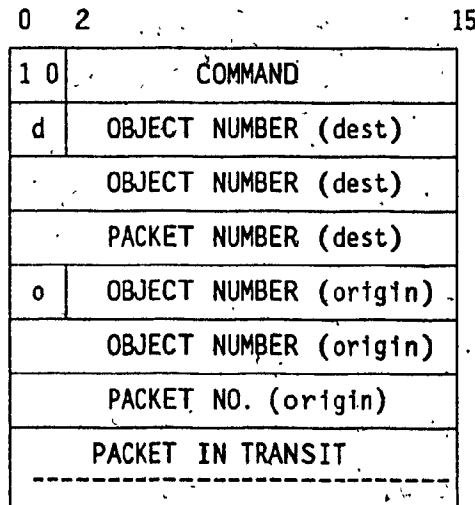
If the reference is local (bit 0=0) the value is contained in bits 7-63.

3.3 CONTROL PACKET

This type of packet is identified by the code 10 and contains commands, responses and notifications addressed to other processors. The header contains the type code (10), the control command, the object number of the originating process and the packet number originating the command. The destination level number, destination object number (30 bits) and the destination packet number (16 bits) complete the control packet. The originating object number of the control packet may differ from the originating object number of the packet in transit.

CP packets are attached to the header of IP, EP, and DP packets, to route them properly. Fig 6 shows a sample Control Packet.

Fig 6.- Control Packet



The destination field is described in Table 2.

TABLE 2.- Destination Level Number (Origin)

FIELD	BITS	VALUE	DESTINATION (ORIGIN)
d (o)	0-1	00 01 10 11	User Manager Device Manager Memory Manager Execution Manager

The different types of commands are explained below:

- GET.- Retrieves a certain packet from the destination layer, on behalf of the originating object.
- UPDATE.-Updates the original EP or DP packet according to the information attached to the CP packet.
- STORE.-Stores the EP, IP or DP attached to the control packet in any available MMP or device if the destination is a DMP.
- CREATE.-Creates a new object in the UM layer.
- CLEAR.-Clears the originating packet number from the MMP holder of the packet.
- SEND.-Transfers one or several packets to the destination layer. This packet may contain imbedded control packets.

3.4 DATA PACKET (DP)

The packet header contains the type code (11), the object number (bits 2-31) and the packet number (bits 32-47). Data items (64 bits), follow the header. Each data item is qualified with a 6-bit Tag field as per Table 3. These tags are used when the data item is indirectly addressed by a descriptor in the ICW. The structure of the Data Packet is shown in Fig 7.

Fig 7.- Data Packet

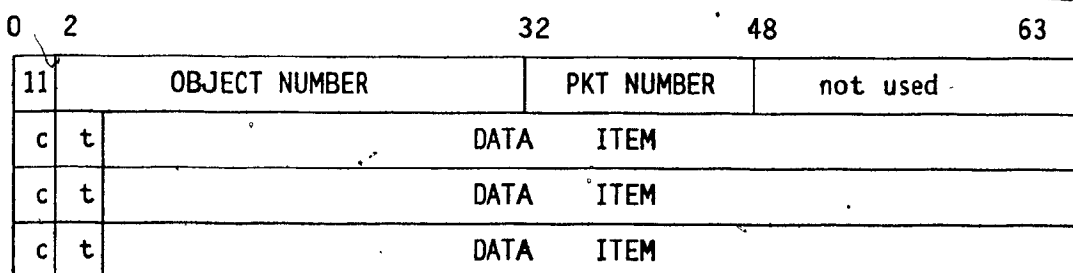


Table 3.- Data Tags

TAG FIELD	BITS	VALUE	DESCRIPTION
c (class)	0-2	000	Global variable
		001	Local variable
		010	Array pointer
		011	Label
		100	Procedure
		101	Parameter
		110	Program segment
t (type)	3-5	000	Bit
		001	Boolean
		010	Character
		011	Fixed
		100	Float
		101	Subscript

4.0 PACOS ARCHITECTURE.

An abstract architecture of the PACOS machine that will execute a program submitted in packetized form is illustrated in Fig. 2.

The packet switching network is composed of switching processors connected by two half-duplex rings. Processors at the same level have similar characteristics and form a LOOP. Processors located on the same vertical ring form a SLICE. (In theory, we can build a PACOS computer with a single Slice, although it would be very inefficient).

Packets originally reside in mass-storage devices (At the DM Level). Upon request, packets are transferred to the Memory Manager Level where they remain until cleared by CLEAR commands. Execution of a Packet Group is performed asynchronously. The packets of the group are transferred to the Execution Manager Level (EML). The EP packet will actively seek an idle EMP by checking each EMS (switch) in the EML Loop. Once an EMP is found idle, the Packet Group will grab it and will execute in it. After execution this EMP becomes idle again. If one processor fails, automatic reconfiguration occurs and the machine continues processing normally.

The overall PACOS network resembles a toroid where information flows always in the same direction. The transmission of packets from node to node is done by 16 and 64-bit parallel buses, that accommodate the width of the different packet types. Buffers are used to hold the packets before they are released, and after they are received by a switch. An additional signal in the inter-nodal bus serves as control line to indicate FREE or FULL BUFFER conditions.

4.1 THE USER MANAGER LEVEL.

The User Manager Level consists of several User Managers that are peer to each other both physically and logically. Each User Manager Processor (UMP) interfaces with the rest of the machine via a User Manager Switch (UMS). This switch is a routing unit that maintains routing algorithms for incoming and outgoing packets according to the status information supplied to or from the UMP illustrated in Fig 8. The basic interface is defined as follows:

1. OK.- This signal is supplied by the User Manager Switch (UMS) after having received approval from the other UMP's regarding scheduling priority and table updates of the object just created. If the object just created is a program, the UMP will initiate its execution.
2. UPDATE.- This signal has an initial OFF status and is turned ON as soon as a request for updating the EP or tables arrives. The signal is turned OFF as soon as the receiving UM has updated the appropriate EP packet and tables.
3. UPBUS.- This interface transfers packets between the UMP and the switch.

A picture of the UMP-UMS interface is shown in Fig 8. The dynamic behaviour of the UMP is described in pseudo-code form in the next page.

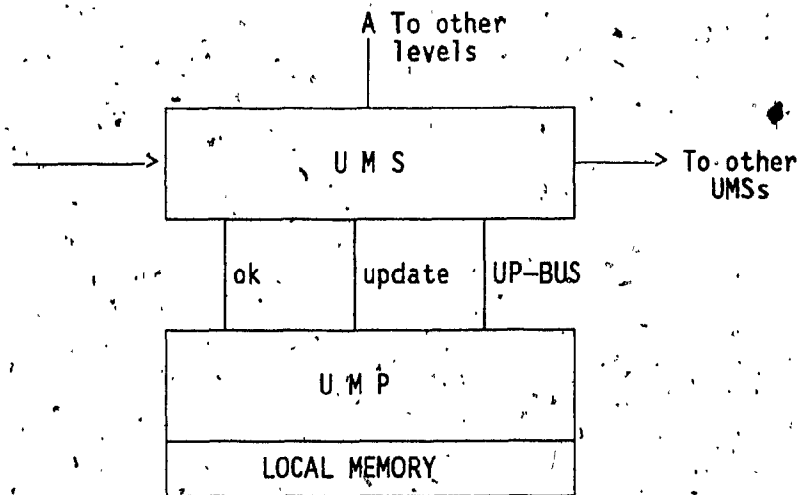
The UMS makes decisions based on the status of three tables: a) UMLTABLE maintains a record for all the existing objects in PACOS. b) UMPTABLE(n)

maintains a record for all the existing objects that have been created by the UMP number "n". c).UMSTABLE(n) maintains the routing tables for all incoming packets.

When an UPDATE command is received both UML and UMP tables are updated. When a packet arrives at the UMS its destination is checked and it is routed according to the UMSTABLE.

The operation of the UM is as follows: Initially, the UM is free to accept any objects for creation and dispatching (if object is a program to execute). As soon as a CREATE request is received, the UMS will decide whether the new object can be accepted by this UMP or not. If not accepted, the UMS will simply pass the CREATE request to the next UMS. If accepted, the UMS will send an UPDATE command to the other UMP's in order to update their UMP-UMLTABLES. The UPDATE command is returned to the UMP with the acceptance. At that time The UM switch sets the OK flag ON and the UMP requests execution of the first Packet Group by sending an imbedded SEND command to the Memory Manager, MM. The UMP also requests the next Packet Group Set from the DML with a GET command. This request is done in parallel with the execution of the current Packet Group. At program creation time, the DML will send to the UMP a special DP packet containing the Global variables of the program, GLB.DP. The UMP keeps on receiving EPs as Packet Groups get executed, and updating the EPs, DPs and global variables. When the last EP is received, the UMP sends an UPDATE command to the other UMS indicating that the just finished object will be removed from the UMP-UMLTABLES, if the other UMPs do not need this object. CLEAR commands are also sent to the MML to clear the memory space used by the terminated object.

Fig 8.- USER MANAGER



4.2 USER MANAGER DYNAMIC FLOW.-

```
USER MANAGER
Begin
Do forever
If CREATE= True then
    If object is accepted by UMS then
        Begin
        OK:= False
        SEND (UPDATE UML-UMPTABLES, next UMS)
        If OK= true then
            Begin
            GET(PKT.GRP.SET,MML) ** Get next pkt grp set from MM **
            SEND(SEND(PKT GRP, EML) MML)
            End
        End
    End
If UPDATE= True then
    Begin
    Update(table or EP,DP) ** Table is updated by the UMP **
    If origin of Update is this UMP
        then OK:= True else ** Acknowledging returned Update *
        SEND (UPDATE, next UMS) ** Update passed to other UMs*
    UPDATE:= False
    If End of PGRM= True then ** Process finished **
        SEND(CLEAR, object, MML)
    End
End
End
```

4.3 THE DEVICE MANAGER LEVEL.

The DM Level consists of a group of peer Device Managers each consisting of a processor and a switch. Each DMP can handle several devices. The DMP (Device Manager Processor) interfaces with the DMS via flags and buses. It also interfaces with the devices via a data bus. The basic structure of the DM is shown in Fig. 9. The basic interface signals are described below.

1. IO(P).- This flag is set ON by the switch as soon as a request to read or write a packet is received.
2. MORE(n).- This signal is to indicate that the Device "n" cannot accept I/O requests other than for the file currently being accessed. It puts the device into a WAIT state and the device will not be FREE until the MORE flag is set OFF.
3. DPBUS.- This bus transfers packets between the DMS and the DMP.

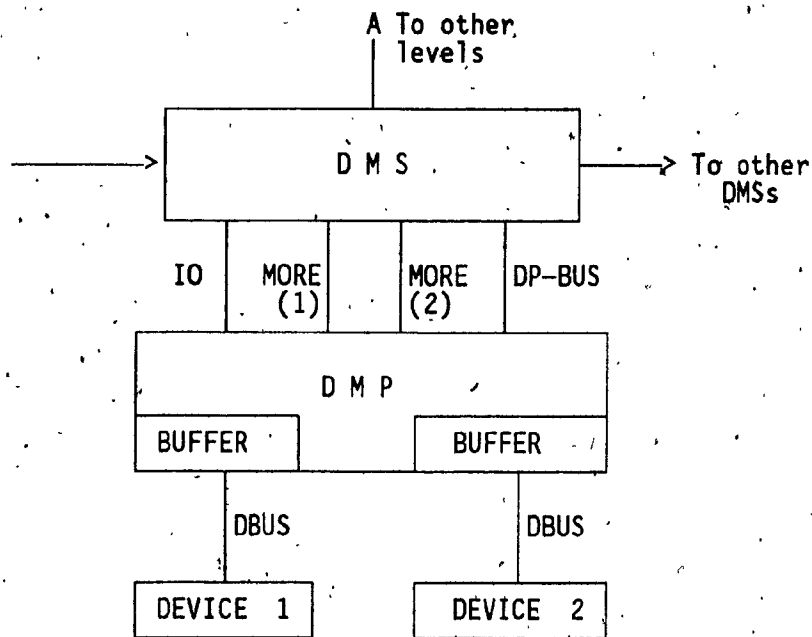
Devices are given a permanent, protected, object number at system generation time. Files are assigned an object number at creation time. Therefore, writing (reading) to (from) devices, such as terminals, lines, printers, etc, or files is only a matter of mapping object number to physical location of the desired resource. This mapping is done by the DMLTABLE and the DMPTABLE, maintained by the DMS switches. The DMLTABLE maps object number, packet number, to DMP number. The DMPTABLE maps object number, packet number, to physical device and location within the device.

For instance, to print a block of data to a specific printer, the command

SEND(Dest= Printer object number) is sent with a Control Packet to the DML. The first DMS that receives the CP packet will scan its DMLTABLE and decide whether the printer device belongs to its DMP. If so, it will scan the DMPTABLE to identify the device; otherwise the DMS will pass along the CP packet to the next DMS.

Three basic states, FREE, WAIT and BUSY are assigned to each device. The device is considered FREE when it is ready to accept IO requests from ANY object. While in the BUSY state, the DM is transferring data to (from) the device. If the packet being read or written is part of a sequential transfer that cannot be interrupted, (such as a print file), the MORE flag will be set and the device will switch from BUSY to WAIT state and viceversa until the IO request has been completed. At that time the device goes into the FREE state. If an IO request is received for a device that is in a BUSY or WAIT state, this request will either : a) Wait in the device queue until the device is available or b) Be passed to the next DMS. The dynamic flow of the DMP is explained below in pseudocode form.

Fig 9.- DEVICE MANAGER



4.4 DEVICE MANAGER DYNAMIC FLOW.

```

DEVICE MANAGER
Begin
Do forever
BUSY:= False
WAIT:= False
FREE:= True
Repeat
  If IO(P) = true then
  Begin
  WAIT:= False
  FREE:= False
  BUSY:= True
  DONE:= False
  DOIO      ** The IO, is being done **
  DONE:= True
  If MORE= true then  ** Sequential transfer **
  Begin
  BUSY:= False
  WAIT:= true
  End
  End
until MORE= False
End.

```

4.5 THE MEMORY MANAGER LEVEL.

The Memory Manager Level consists of several peer Memory Managers (MM) each one having a Memory switch and a processor (MMP). Each MMP has the responsibility of storing and retrieving packets of information stored in main memory. Each packet has self-addressing capabilities. Therefore, a file can be stored in different memories belonging to different MMs. Each MMP keeps status tables of the packets and files kept by all the MMs. The basic interface between the MMP and the MMS switch is shown in Fig. 10. While a common memory with interleaved MMP modules might have some advantages (particularly in the sharing of common data by different programs), a fully distributed memory approach was chosen. This was to take advantage of two important features of the PACOS architecture: easy expandibility and minimum level of inter-dependencies among processors.

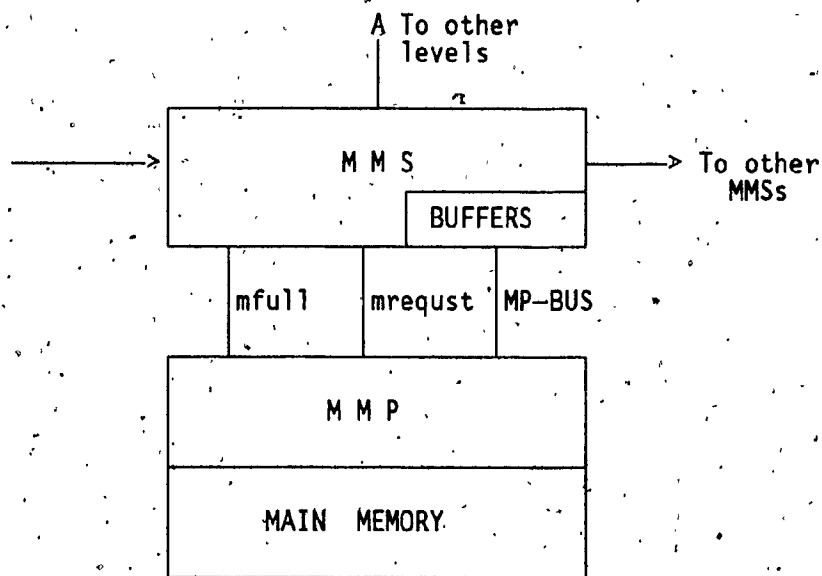
The interface signals and buses are described below:

1. MREQUEST.- This flag is set ON as soon as a request to the MM arrives to the switch. When the request has been honored, the flag is set OFF.
2. MFULL.- This flag is set ON when the storage capacity of the MMP has been reached. The flag will be set OFF as soon as a CLEAR(P) control packet is accepted by the MMP. The CLEAR packet deletes one packet of data from main memory.
3. MPBUS.- Bus used to transfer packets between the MMP and the MMS.

Initially, the MM has all main memory available and is ready to store

packets. The initial state is FREE. As soon as a request arrives to the switch, the MMS will check its tables to see if the arriving packet should be honored by the MMP. If the request is to update tables (from other MMs), then the MMS will update the appropriate table and will pass the request to the other MMs. If the request is a GET, the MMP will get the requested packet either from main memory or from the Device Manager. If the latter, a CP packet, requesting the packet, will be sent to the DM. If the request is a STORE, the MMP will first check if there is enough storage available. If not, the request will be passed on to other MMs. If the request is CLEAR, the MMS will update the MMPTABLE and will notify this to the other MMs. The cleared packet will no longer exist in this MM. The dynamic behaviour of the MM is described in the following page:

Fig 10.- MEMORY MANAGER



4.6 MEMORY MANAGER DYNAMIC FLOW

```
MEMORY MANAGER
Begin
FREE:= True
BUSY:= False
MAVAIL:= MSIZE
MFULL:= false
Begin
Do forever
If Dest= MML then
Case COMMAND of
UPDATE: Begin
Update MMPTABLE, MMLTABLE
SEND(UPDATE, next MMS)
End
STORE: Begin
If (MFULL or MREQUEST) then
SEND(STORE, next MMS) else
Begin
MREQUEST= True
Load packet ** The packet has been stored
MAVAIL= MAVAIL-1
MREQUEST= False
SEND(UPDATE, next MMS)
End
End
GET: Begin
If PKT not in MMLTABLE then
SEND(GET, DML) else ** pass GET to Device Level **
If PKT in MMPTABLE then
Begin
MREQUEST= True
Read packet
MREQUEST= False
SEND(PKT, Origin level)
SEND(UPDATE, next MMS)
End else
SEND(GET, next MMS) ** pass GET to next MMS **
End
CLEAR: Begin
If PKT not in MMLTABLE then ERROR else
If PKT in MMPTABLE then
Begin
MREQUEST= True
Clear Packet
MAVAIL= MAVAIL+1
MREQUEST= False
SEND(UPDATE, next MMS)
End
else SEND(CLEAR, next MMS)
End
End
End
```

4.7. THE EXECUTION MANAGER LEVEL

The Execution Manager Level consists of several Execution Managers (EMs) each one consisting of a switch and a processor. The processor also has a local memory to hold the packet group. The function of the EMP is to execute the IP packet once the corresponding EP and DPs have been received. The interface between the switch and the EMP is shown in Fig. 11 and consists of the following flags and buses:

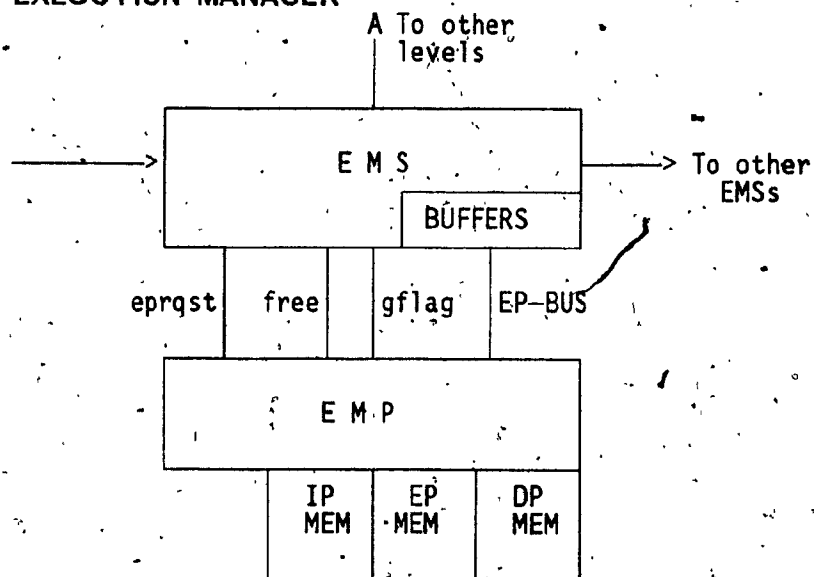
1. EPRQST.-This signal is set ON as soon as an EP packet arrives at the EM-switch and encounters the EMP free.
2. GFLAG.-This flag is set ON as soon as all the members of the Packet Group are found in the EMP's local memory.
3. FREE.-This flag is set ON as soon as the EMP is ready to accept a new Packet Group.
4. EPBUS.-This bus transfers packets between the EMP and the EMS.

Initially, the EMP is free to receive requests for execution from any User Manager. As soon as a request arrives, if the EMP is free, the switch will accept the EP by turning EPRQST flag ON. The EMP will go into a WAIT state until the IP and DPs forming the Packet Group of the particular EP are received by the switch. At that time, GFLAG is turned ON and the IP can start executing. The EMP goes into a BUSY state. At the end of the execution process, the EMP goes into the FREE state again by turning the FREE flag ON. If the EMP is busy when a request arrives, the EMS will pass the request to the

next EMS until one idle EMP is found.

The dynamic behaviour of the EM is described in the following page in pseudocode format.

Fig 11.- EXECUTION MANAGER



4.8 EXECUTION MANAGER DYNAMIC FLOW

```
EXECUTION MANAGER
Begin
Do forever
FREE:= True
Case PKTTYPE of
  EP: Begin
    If FREE= True then
      Begin
        FREE= False
        EPRQST= True
        Load EP *** EP grabs the idle EMP ***
        WAIT= True
      End else
        SEND(PKT, next EMS)
      End
  IP,DP:Begin
    If FREE= False then
      If PKTGROUP(P)= PKTGROUP(IP,DP) then
        Begin
          Load IP,DP*** Packet Group being collected **
          If GFLAG= 1 then *** Packet Group ready ***
            Begin
              Run Packet Group
              SEND(Update,EP,DP.PKTs, UML)
              WAIT= False
            End
          else SEND(PKT, next EMS) ** PKT.GRP(P)<> PKT.GRP(IP,DP)
          End
        End
      End
    End
  End
End
```

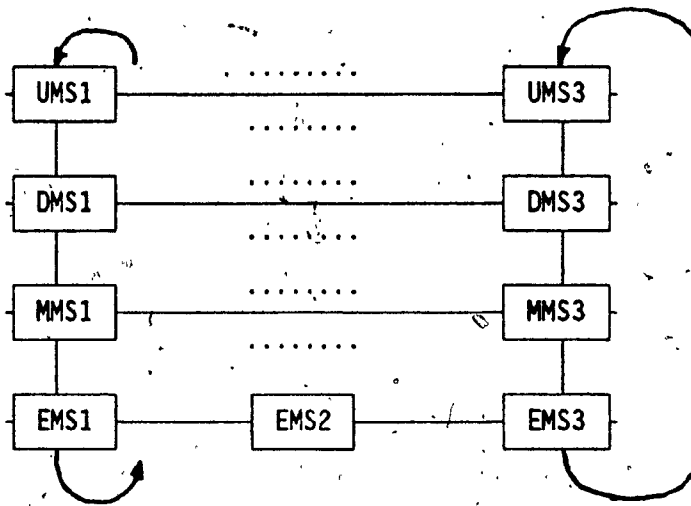
4.9 HARDWARE CHANGES IN THE PACOS ARCHITECTURE.

Although adding one Slice to PACOS is seen as the simple process of inserting a Slice PC board into a circular mother board and updating all the switching tables, it may happen that the reason for expansion is motivated by a very high utilization of only one level in PACOS. (e.g. the EML, but not the other levels). Therefore we should provide for modular units at the Switch-Processor scale, rather than at the Slice scale.

Fig. 12 illustrates a situation where only one EMS-EMP module has been inserted. (only switches are shown for simplicity). By inhibiting the non-used ports of the new switch, correct routing of incoming packets is guaranteed; i.e. packets are not routed to non-existing MMS2, DMS2 or UMS2.

To ensure uniformity, a zero value for table item "Slice 2" should be entered in the switch tables of the first three levels. By introducing hardware in this manner, optimum usage of resources is obtained. In a similar manner, Device Managers, Memory Managers or User Managers can be added when the need arises. In order to reflect the fact that EMS3 and EMS1 are now routing packets to other levels on behalf of EMS2, the routing algorithms would have to be changed.

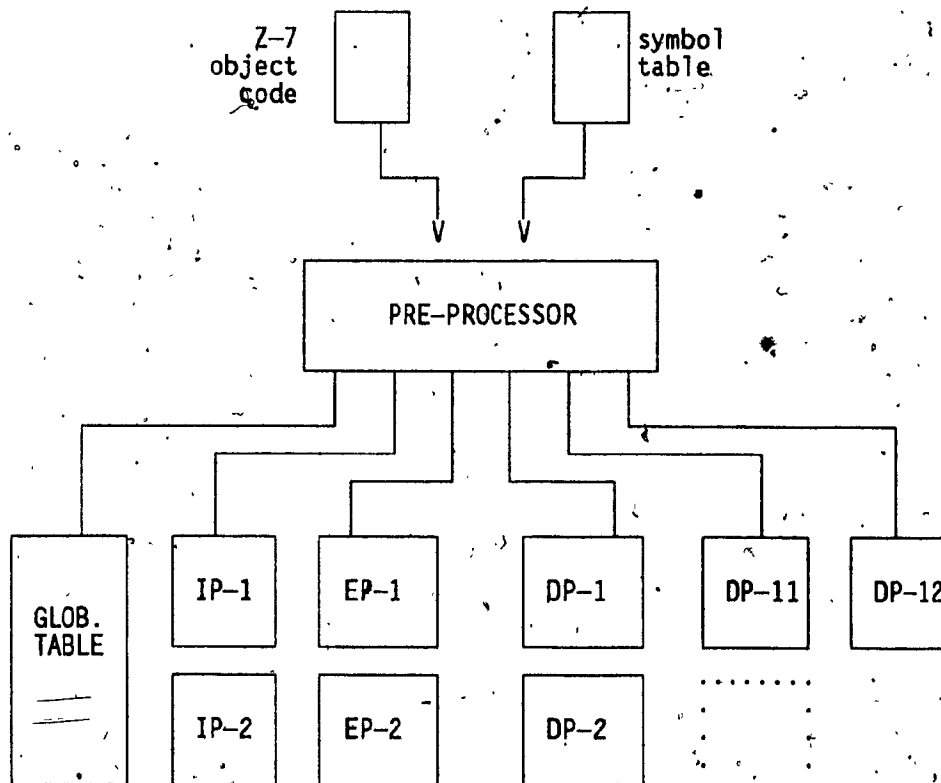
Fig. 12.- ADDING ONE EMS-EMP



5.0 THE PARTITIONING ALGORITHM.

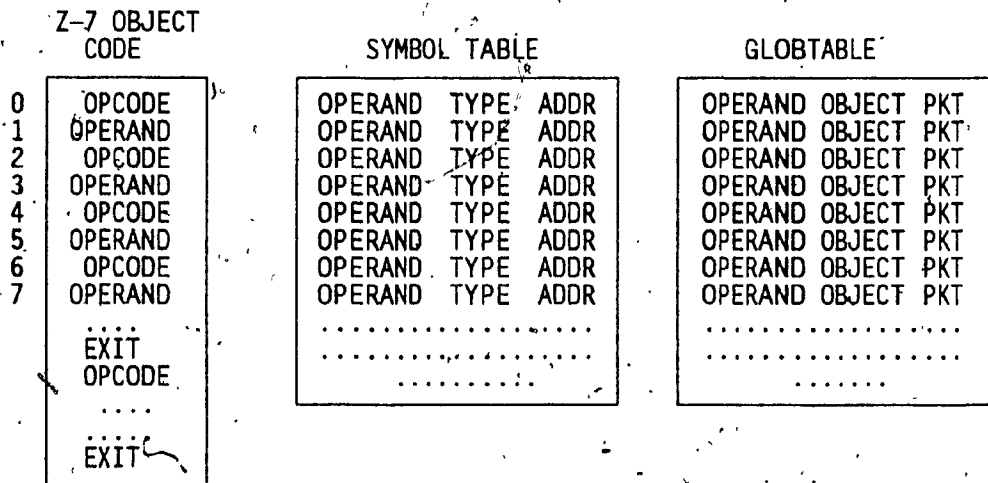
To illustrate the basic concepts of packetizing a standard object code program, a basic machine language will be chosen. This is the stack-oriented language for the academic machine Z-7. (Ref. HOL-1). The main reason to choose this language has been simplicity. Programs written in Z-7 consist of a symbol table and several blocks of code, each block starting with a label entry and ending with an EXIT instruction. A program written in Z-7 language has to pass through a pre-processor that will generate the packets in a format that is understood by PACOS. See Fig 13.

Fig. 13.- PACOS PRE-PROCESSOR



The input to the pre-processor is a list of object code plus a symbol table. The output consists of packets and a table, GLOBTABLE, that references all global variables. Local variables are referenced in the EP packets. See Fig 14.

Fig. 14.- PRE-PROCESSOR INPUT.- GLOBTABLE



The algorithm of the pre-processor, necessary to produce PACOS executable code, is described below in pseudocode format.

The main program reads the object code and starts generating the IP, EP packets as well as initializing the GLOBTABLE. If the next word read is PUSH or ENTER or ALLOCATE, the procedure CHECK will read the following operand, and will write it onto the EP packet. If the variable is global, the table GLOBTABLE is also updated. If the variable is a substructure the procedure ICW will generate a DP packet that will contain working space for the allocation of the substructure. A new packet will be generated as soon

as EXIT or the maximum packet length has been reached.

PACKETIZING ALGORITHM. (Object SAMPLE is being packetized)

```
ICW: Procedure
Begin
If Word(I)=Global then          (* Known from the symbol table *)
If Word(I) not in GLOBTABLE then
Generate Word(I) entry in GLOBTABLE
If Word(I)= substructure then
Begin
Create new DP packet header
Allocate locations in DP (* Space is allocated for Word(I) *)
End
```

End

```
CHECK: Procedure
Begin
I:=I+1
Read Word(I)                    (* Read operand *)
Write Word(I) onto IP
If Word(I) not in EP then
Begin
Write Word(I) onto EP
ICW
End
```

End

```
Begin (* Main program *)
OBJECTNAME:= SAMPLE
MAX:=Maximum Packet Length
Create GLOBTABLE Packet Header
While not EOF(SAMPLE) do
Begin
Create new IP Packet Header
Create new EP Packet Header
I:=0
Read Word(I)
While (I< MAX) or (Word(I)=-EXIT) do
Begin
Write Word(I) onto IP
If (Word(I) =PUSH) or ENTER) or ALLOCATE) then
CHECK
I:=I+1
Read Word(I)          (* Read opcode *)
End
```

End

End

A major research effort should be placed in identifying optimum algorithms

for a specific PACOS structure. Packet length, hardware design, program idiosyncrasies, etc. play an important role in this optimization. Because of this complexity, we are attempting to initially work with simple tools and algorithms, and further develop more accurate solutions, while progressing in our observations.

6.0 AN APPLICATION EXAMPLE.

The following program converts Fahrenheit degrees to Celsius. It is shown here in Pascal-like format for easy comprehension, although it runs in PACOS in the stack-oriented Z-7 language (see Ref. HOL-1), as indicated in Appendix A. The input file INFILE contains the number of data items plus the data values in Fahrenheit degrees. The output file OUTFILE contains the values in Celsius degrees.

```
Program CELSIUS (I=INFILE;O=OUTFILE)
  Var  I,M: integer
       TEMPF,TEMPC: Array(0..20) of integer

  Procedure INPUT  (* IP-1 Packet *)
  Begin
  for I:=0 to M do
  Readln(INFILE,TEMPF(I))
  End

  Procedure CONVERT (* IP-2 Packet *)
  var  I: integer
  Begin
  for I:=0 to M do
  Begin
  TEMPC(I):= (TEMPF(I)-32)*5/9
  Writeln(OUTFILE,TEMPC(I))
  End
  End

  Begin (* Main program, IP-3 *)
  Readln(INFILE,M)
  I:=0
  INPUT
  I:=0
  CONVERT
  End
```

The PACOS pre-processor will partition the program CELSIUS into 3 IPs, 3 EPs and one GLOBTABLE (DP-0). The files INFILE and OUTFILE will be partitioned into one DP packet each.

AN APPLICATION EXAMPLE.

Initially, a user requests to run CELSIUS. The starting address of CELSIUS, (IP3,19), is assumed to be known. The steps outlined in Section 2 of this report will be used to explain the flow of packets in PACOS.

1.-A CREATE(CELSIUS) control packet is sent to the UM Level.

2.-A UMP accepts the job and sends GET(EP3(CELSIUS), to MM).

3.-AS EP3 does not exist in memory, the MMP will attempt to retrieve from disk not only EP3, but rather the complete Packet Group Set of EP3. The PKT.GRP.SET of EP3 consists of IP3,EP3,IP2,EP2,IP1,EP1,DP1(INFILE), DP1(OUTFILE) and GLOBTABLE. (In this case all the packets are in the same Packet Group Set.)

4.-PKT.GRP.SET is sent to MM.

5.-PKT.GRP.SET is stored in memory.

6.-UMP receives EP3 plus GLOBTABLE.

7.-MMP sends PKT.GRP.3 to EM.

8.-EMP executes the Packet Group starting at location 19. At location 20 it jumps to MAIN (IP3, location 0). At location 10 it jumps to INPUT (IP1, location 0). At this time execution stops since IP1 is not locally available. The execution address at the start of a process or at the return from a subroutine, is stored in the START ADDRESS field of the EP header. In our case, the return address (11) is stored in the header of EP3. EMP sends UPDATE(EP3) to UM.

9.-UMP updates the EP packet as well as the GLOBTABLE values affected (In this case, I=0, M=7). A request is sent to update EP3 in memory. A request is also sent to execute PKT.GRP.1.

10.-MMP updates the EP3 packet and sends PKT.GRP.1 to EM Level.

11.-PKT.GRP.1 executes in one EMP until the EXIT instruction is reached.

12.-Not applicable in this example (Next PKT.GRP.SET does not exist)

13.-After execution, the EMP sends the EP1 packet to the UM for updating.

9.-UMP updates the EP packet as well as the GLOBTABLE values affected (TEMPF(I),I). It sends the EP packet to be updated at the MM. It also sends a request to execute PKT.GRP.3 (starting address 11).

The same process continues until STOP is encountered. At that time the UMP will be notified that the program CELSIUS has finished execution and it will be destroyed from the system.

While the process of packetizing a program is one more step in the development process, this should not be seen as an impediment for programmers. The objective is to ensure that production programs that are already in packetized format, such as compilers, utilities, applications, etc, run efficiently and at minimum cost. Automatic utilities that can compile and packetize a high level language, such as Pascal, are feasible and should be transparent to programmers.

PKT.GRP.1 (Celsius) + GLOBTABLE

IP-1 (Celsius)	
0	15
00	Celsius (1)
	Celsius (1)
	Pkt.No. (1)
0	PUSH (5)
1	TEMPF (0)
2	PUSH (5)
3	I (1)
4	FETCH (6)
5	ADD (8)
6	GET (13)
7	STORE (7)
8	PUSH (5)
9	I (1)
10	PUSH (5)
11	I (1)
12	FETCH (6)
13	PUSH (5)
14	1 (3)
15	ADD (8)
16	STORE (7)
17	PUSH (5)
18	M (2)
19	FETCH (6)
20	PUSH (5)
21	I (1)
22	FETCH (6)
23	SUBTRACT (9)
24	REPEAT (5)
25	EXIT (4)

EP-1 (Celsius)			
0	32	48	63
01	Celsius	Pkt. No.1	0
0	TEMPF		
1	INFILE	DP-1	1
1	I		
	0000101	(value)	0
2	M		
	1	INFILE	DP-1 0
3	1		
	00100111	(value)	1

DP-1-INFILE			
0	11	1	63
11	INFILE	1	0
0	M		
1	TEMPF		
2			7
3			23
4			45
5			52
6			3
7			75
			100
			65

GLOBTABLE (Celsius)			
0	11	63	0
	M	INFILE	DP-1
	M	CELSIUS	EP-1
	M	CELSIUS	EP-2
	I	CELSIUS	EP-1
	TEMPF	INFILE	DP-1
	TEMPF	CELSIUS	EP-1
	TEMPC	OUTFILE	DP-1
	TEMPC	CELSIUS	EP-2

PKT.GRP.2 (Celsius)

IP-2 (Celsius)		0	15
00	Celsius (1)		
	Celsius (1)		
	Pkt.No. (2)		
0	PUSH	(5)	
1	K	(5)	
2	PUSH	(5)	
3	TEMPF	(0)	
4	PUSH	(5)	
5	I	(1)	
6	FETCH	(6)	
7	ADD	(8)	
8	FETCH	(6)	
		
		
		
62	ADD	(8)	
63	FETCH	(6)	
64	PUT	(4)	
65	PUSH	(5)	
66	I	(1)	
67	PUSH	(5)	
68	I	(1)	
69	FETCH	(6)	
70	PUSH	(5)	
71	I	(3)	
72	ADD	(8)	
73	STORE	(7)	
74	PUSH	(5)	
75	M	(2)	
76	FETCH	(6)	
77	PUSH	(5)	
78	I	(9)	
79	FETCH	(5)	
80	SUBTRACT	(9)	
81	REPEAT	(3)	
82	EXIT	(4)	

EP-2 (Celsius)				0	32	48	63	
01	Celsius	Pkt. No.2					0	
0	TEMPF							
1	INFILE	DP-1					1	
1	I							
	0010101	(value)					0	
2	M							
1	INFILE	DP-1					0	
3	1							
	0010011	(value)					1	
4	TEMPC							
1	OUTFILE	DP-1					0	

DP-1-INFILE				0	63
11	INFILE		1		0
0	M				7
1	TEMPF				23
2					45
3					52
4					3
5					75
6					100
7					65

DP-1-OUTFILE				0	63
11	OUTFILE		1		0
0	TEMPC				
1					
2					
3					
4					

PKT.GRP.3 (Celsius)

IP-3 (Celsius)		0	15
00	Celsius (1)		
	Celsius (1)		
	Pkt.No. (3)		
0	PUSH (5)		
1	M (0)		
2	GET (13)		
3	STORE (7)		
4	PUSH (5)		
5	I (1)		
6	PUSH (5)		
7	0 (5)		
8	STORE (7)		
9	ENTER (1)		
10	INPUT (2)		
11	PUSH (5)		
12	I (1)		
13	PUSH (5)		
14	0 (5)		
15	STORE (7)		
16	ENTER (1)		
17	CONVERT (3)		
18	EXIT (4)		
19	ENTER (1)		
20	MAIN (4)		
21	STOP (12)		

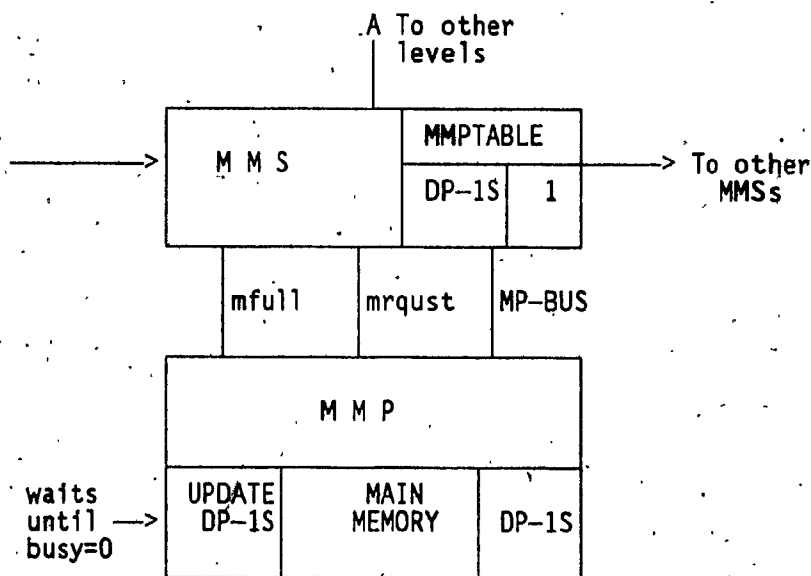
EP-3 (Celsius)				0	32	48	63
01	Celsius	Pkt. No.3					19
0	M						
1	INFILE	DP-1					0
1	I						
	0000101	(value)					0
2	INPUT						
1	CELSIUS	IP-1					0
3	CONVERT						
1	CELSIUS	IP-2					0
4	MAIN						
1	CELSIUS	IP-3					0
5	0						
	0010011	(value)					0

DP-1-INFILE				0	63
11	INFILE	1			0
0	M				7
1	TEMPF				23
2					45
3					52
4					3
5					75
6					100
7					65

7.0 SYNCHRONIZATION CONSIDERATIONS.

Synchronization in PACOS is obtained by a semaphore-like mechanism. To illustrate how a shared resource is accessed by several processes without danger of deadlock, we will use a shared DP packet as an example. The shared packet, DP-1S, resides in one MMP. (Refer to Fig. 15). The MMPTABLE, located in the MM switch, allocates one entry for this shared packet, that contains a "Busy bit". This bit will be set to 1 as soon as a request to update the shared packet arrives. If, while the bit is set to 1, another update request for the same packet arrives from a different program, this request will be queued in a FIFO queue. The arriving UPDATE packet will be temporarily allocated in a buffer until the "Busy bit" returns to 0. At that time, the waiting request will be honored by the MMP.

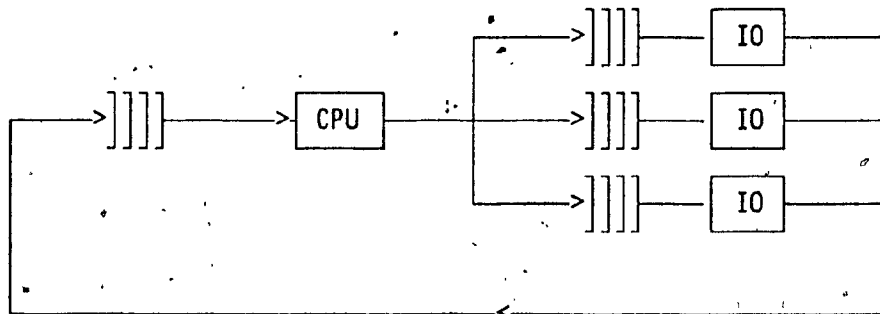
Fig 15.- SHARED PACKET



8.0 PERFORMANCE CONSIDERATIONS.

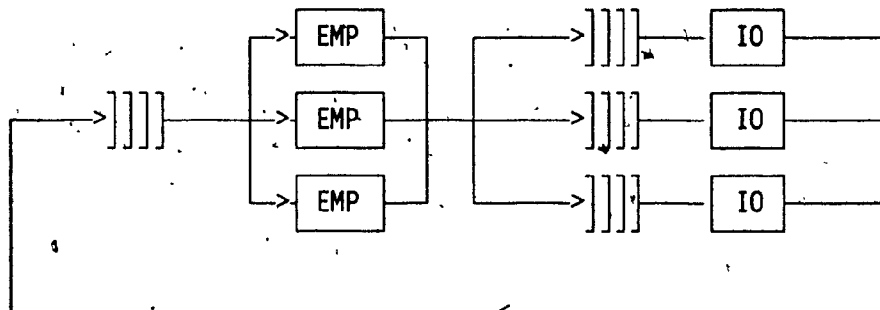
A single-CPU multiprogramming system can be simulated by a set of queues and servers as represented in Fig 16.

Fig. 16.- Single CPU system.



The multi-CPU multiprogramming system PACOS can be represented by a set of queues and servers as per Fig. 17

Fig. 17.- PACOS multi-server queueing model.



To calculate the number of EMP processors necessary to replace a single large processor CPU, the total throughput supplied by both machines will be equated. The same mixture of programs will be used.

A = Throughput of a single CPU. (instr/sec)

B = Throughput of a single EMP. (instr/sec)

$TTIME$ = Average turnaround time per job (secs). It is equal to the average execution time plus the waiting time per job.

$ETIME$ = Average execution time per job. (secs)

$E(t_A)$ = Execution time of one page in a single-CPU system. $E(t_B)$ = Execution time of one packet group in the EMP.

L = Number of instructions executed per packet group (or page).

n = Number of Slices in PACOS.

σ_A = Delay caused by memory fetch and data transfer of one page in the single-CPU system. σ_B = Delay of one packet group in PACOS.

φ_A = Delay caused by waiting time spent in the dispatch queue for a single-CPU system. φ_B = Waiting time spent until a free EMP is grabbed by a packet group.

ρ_A = Utilization of the CPU. ρ_B = Utilization of one EMP in PACOS.

In a multiprogramming environment, the average turnaround time of J jobs running concurrently on a single-CPU system will be compared to the average turnaround time of the same number of jobs running on PACOS. We will consider that packets and pages are of the same length.

Each job consists, on the average, of M executable pages or packet groups.

$$J*TTIME = J*M*\left(\frac{L}{A} + \varphi_A + \sigma_A\right) = J*M*\left(\frac{L}{B} + \varphi_B + \sigma_B\right) \quad \text{or:}$$

$$\frac{L}{A} + \varphi_A + \sigma_A = \frac{L}{B} + \varphi_B + \sigma_B \quad (1)$$

Using standard queuing theory, (IBM-1, MAR-1), and assuming that the service time of execution processors follows the exponential distribution, we derive the average waiting times φ_A and φ_B .

$$\varphi_A = \frac{\rho_A * E(t_A)}{1 - \rho_A} \quad (2) \quad \text{where:} \quad \left\{ \begin{array}{l} E(t_A) = \frac{L}{A} \\ \rho_A = \text{CPU utilization} \end{array} \right.$$

$$\varphi_B = \frac{P_n(\mu) * E(t_B)}{n * (1 - \rho_B)} \quad (3) \quad \text{where:} \quad \left\{ \begin{array}{l} \mu = n * \rho_B \\ \rho_B = \text{EMP utilization} \\ P_n(\mu) = \frac{1 - r(\mu)}{1 - \rho_B * r(\mu)} \\ r(\mu) = 1 - \frac{\mu^n}{n! \sum_{k=0}^n \frac{\mu^k}{k!}} \\ E(t_B) = \frac{L}{B} \end{array} \right.$$

Equation 2 indicates that when the utilization of the single-CPU becomes

close to 1, the degradation of waiting time can only be reduced by increasing the CPU processing speed, i.e. reducing the execution time $E(t_A)$. However, when the utilization of each EMP in PACOS becomes close to 1, we can reduce the waiting time by simply adding more slices (increasing "n"), which in most cases is simpler and less costly than upgrading the single-CPU processor.

Equation 1 becomes:

$$\frac{L}{A} \left(1 + \frac{\rho_A}{1 - \rho_A} \right) + \bar{U}_A = \frac{L}{B} \left(1 + \frac{P_n(\mu)}{n(1 - \rho_B)} \right) + \bar{U}_B = K$$

where K is the specific cycle time (part of the turnaround time) per page or packet group to be used as a parameter reference. Substituting L as a function of K in the previous equation, we obtain:

$$\frac{A}{B} = n \cdot \frac{(1 - \rho_B) \cdot (K - \bar{U}_B)}{(1 - \rho_A) \cdot (K - \bar{U}_A)} \cdot \frac{1}{(n(1 - \rho_B) + P_n(\mu))} \quad (4)$$

Equation 4 establishes the performance function of a single-CPU system (in multiples of the basic EMP speed) in relationship to the performance obtained by a PACOS machine of "n" slices while loading both systems with the same multiprogramming level.

Following A.V. Pohm (POH-I), the optimum level of service is obtained when the average execution time per job is equal to the average wait time per job. (memory access + routing delays + page fault timing). In other words, the optimum balance is obtained when neither resource, EMP or rest of the

machine, has to wait for the other to finish.

We define the Balance Ratio as :

$$BR = \frac{ETIME}{TTIME} \quad (5)$$

The optimum BR is 0.5. When $BR > 0.5$ then the EMP is the bottleneck. When $BR < 0.5$ then the wait-for-EMP, routing and memory fetching delays are the bottleneck.

From equations 4 and 5 we can derive the ratio of processing speeds of single-CPU versus single EMP as a function of the number of slices in PACOS, "n", in relationship to the optimum Balance Ratio of PACOS.

Although P_n is a function of "n", its absolute value oscillates between 0.5 and 1. Typical value is 0.6. (see IBM-1, pp. 34-40). Since the routing delays of a single-CPU system are in the order of microseconds while in PACOS are in the order of milliseconds, we can estimate that $\tau_B \gg \tau_A$. Other typical values, used in the simulation of PACOS in Section 11 are: $L = 4,000$ instructions executed per packet group; $B = 100,000$ instr/sec.; $\tau_B = 2$ msec. This delay is estimated based on the fact that a 4 Kbytes packet takes on average, four inter-nodal delays of 0.4 msec to reach the EM level, plus 0.2 msec to be fetched from memory, plus 0.2 msec to update tables in the UM and MM levels.

With $BR = 0.5$, we have: $K = TTIME/M = 2 * ETIME/M = 2 * L/B$. where M is the average number of packet groups executed per job.

Using K as a parameter, we can plot equation 4, illustrated in Fig. 18. The

maximum value of A/B is obtained when $n \rightarrow \infty$. The result is $(A/B)_{\max} = 1/(1-\rho_A)$, as long as $K \gg C_A, C_B$. The maximum effective value of "n" is obtained when $A/B = n$ since, beyond this point, the relative performance of PACOS does not improve with the addition of more slices.

Let us consider an example with the following typical values:

$\rho_A = 0.99$; $\rho_B = 0.9$; $K = 0.08$ secs/packet group; $P_n = 0.6$. Substituting these values, we obtain:

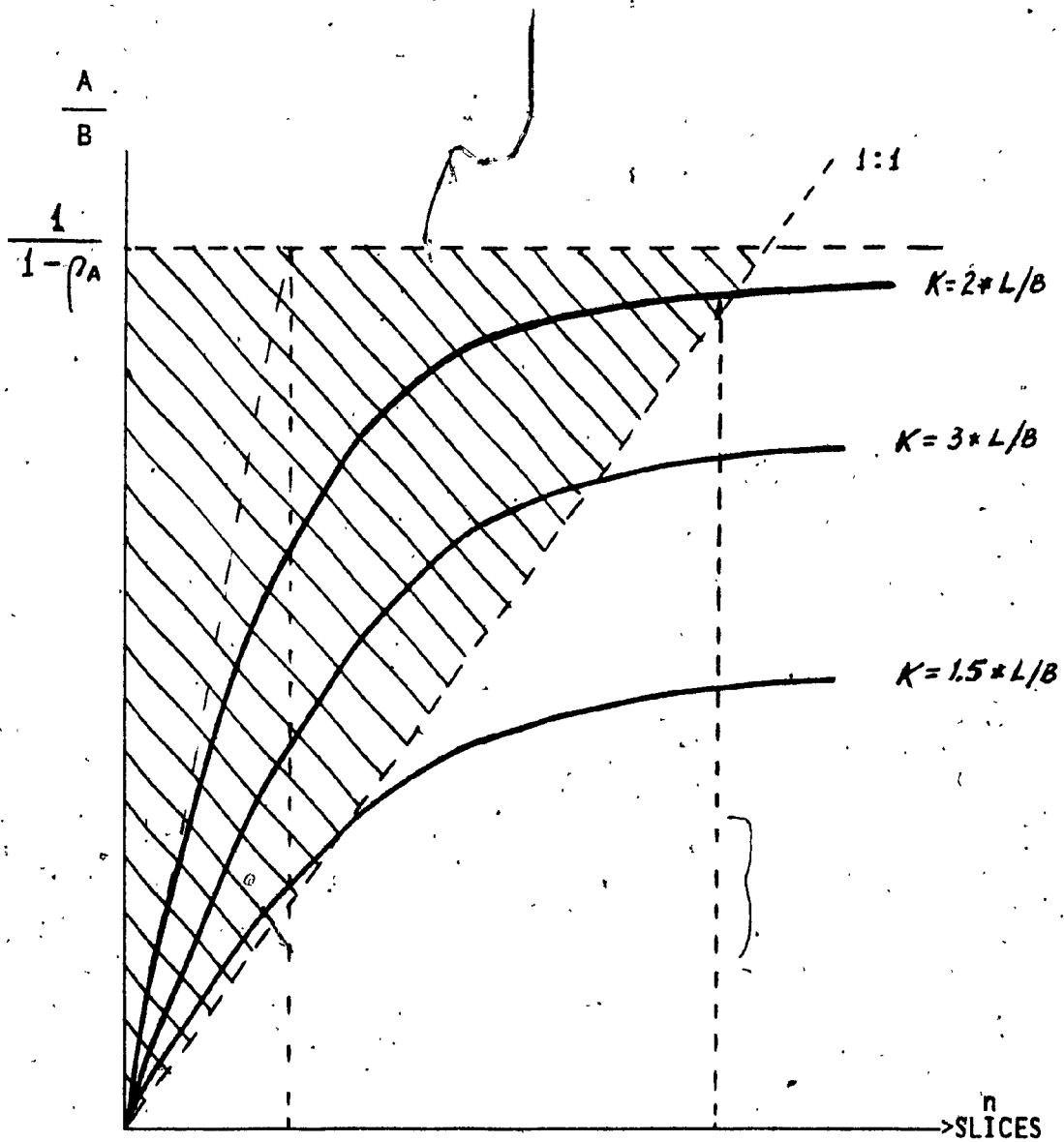
$$\left(\frac{A}{B}\right)_{\max} = 100 ; \quad n_{\max} = 94 \text{ slices} ;$$

Substituting the same values in equation 4 we obtain the CPU speed required to match the performance of a PACOS machine with "n" slices. For example:

$$\text{For } n = 6 \text{ slices, } A/B = 50.$$

These results indicate that a PACOS machine used at the indicated EMP utilization level, will consistently outperform a single-CPU system having a speed ratio equal to the number of slices of PACOS. For 94 or more slices, PACOS' comparative performance will start degrading. The linear margin where PACOS outperforms the single-CPU system is, however, significant.

Fig. 18.- Processing ratio (CPU) vs. No. of Slices (PACOS)



$$n_0 = \frac{P_n}{\frac{K-G_B}{K-G_A} (1-\rho_B)}$$

$$n_{max} = \frac{1}{1-\rho_A} \times \frac{K-G_B}{K-\rho_A} - \frac{P_n}{1-\rho_B}$$

Several conclusions can be obtained from these curves:

1. The performance curves flatten towards the asymptote $A/B = 1/(1 - \rho_A)$ when $K \gg \bar{C}_A, \bar{C}_B$; (usually this is the case). The higher the throughput (or CPU utilization), the higher is the range of operation of PACOS.
2. Since we are interested in achieving a performance which is equal or superior to the one provided by a single-CPU system, the effective area of operation of PACOS is the zone where $A/B > n$. Within this area, the PACOS machine outperforms a single-CPU system. For example, with $K = 2^* L/B$ (optimum Balance Ratio) and $\rho_A = 0.99, \rho_B = 0.9$, only 6 slices are required to replace a CPU having an A/B value of 50.
3. The optimum curve is obtained for $K = 2^* ETIME/M = 2^* L/B$, as expected. For higher or lower values of K , the performance of PACOS degrades.

Equation 4 and the corresponding curves indicate that the performance of a PACOS machine, intended to replace a large single-CPU system, is almost linearly proportional to the number of slices, and outperforms the latter, within a large range of processor utilization. These theoretical results are very encouraging and will be compared with the simulation results in Section 11.

9.0 PACOS SIMULATOR

The abstract machine PACOS has been simulated in GPSS, according to the original specifications and the performance assumptions indicated in Section 8. The GPSS program is attached in Appendix C.

The first GENERATE block generates programs, one per GPSS transaction. This program transaction is later split into multiple transactions that, in reality, are packets. These packets move back and forth between PACOS levels until the end of the program execution is reached. At that time, turnaround time, execution time and other statistics of the program are saved for printing and further analysis. Packet transactions have been assigned the following fullword parameters:

PARAM. NO.	DESCRIPTION
1.-	Processor (or node) number where the packet resides at a specific time.
2.-	Program No.
3.-	Packet No.
4.-	Packet length (in bytes)
5.-	Destination level. Levels of PACOS are: 0: User Manager 1: Device Manager 2: Memory Manager 3: Execution Manager
6.-	Type of Control Command. Commands in PACOS are:

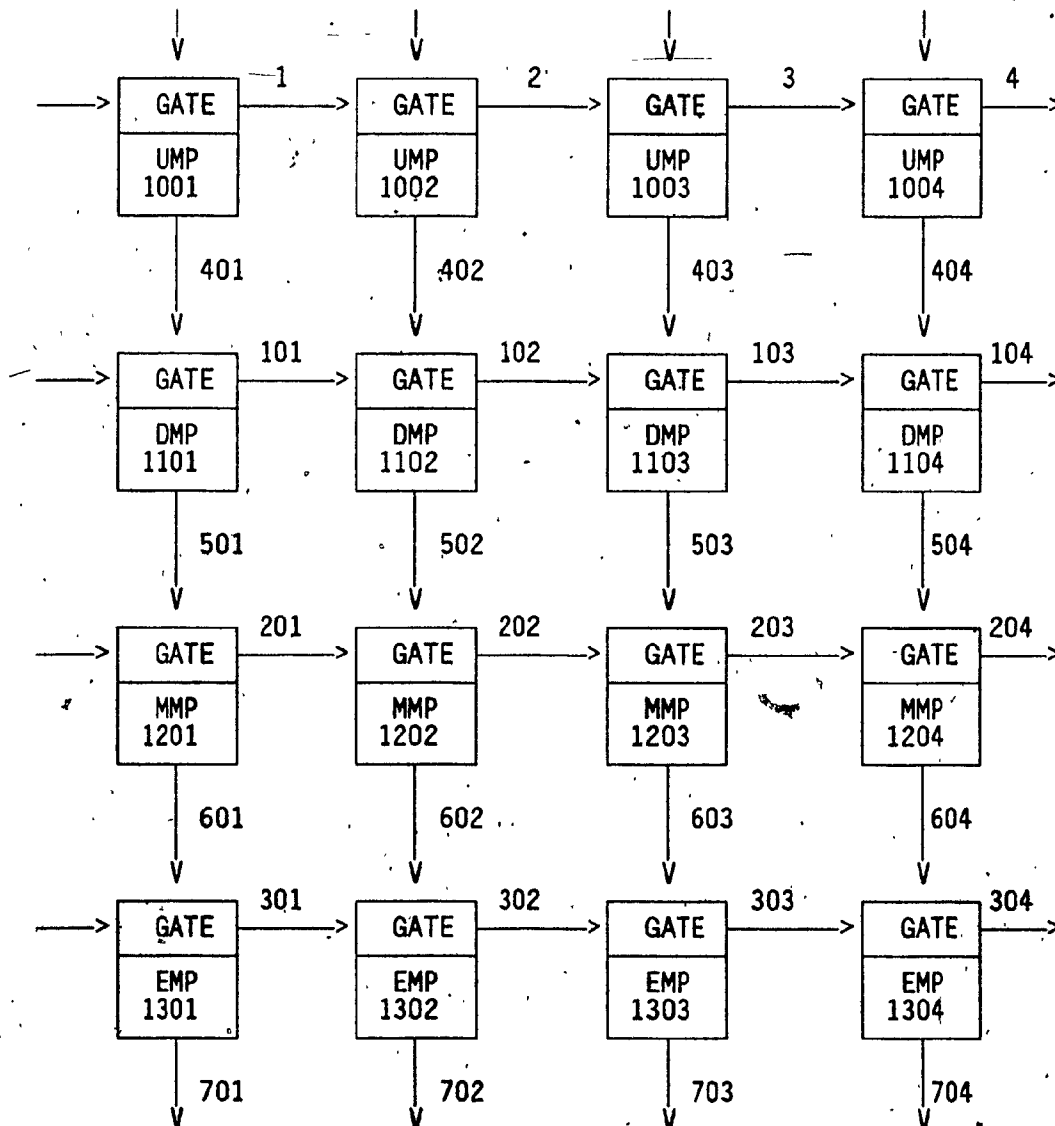
- 1: GET
- 2: UPDATE
- 3: STORE
- 4: CLEAR
- 5: CREATE
- 6: SEND

- 7.- Packet Type: 1(EP), 2(IP), 3(DP), 4(CP)
- 8.- Originating level (see Parm. 5)
- 9.- Horizontal (Loop) communications link no. It is assigned the number of the processor (PF1) minus 1000 by variable LINK1.
- 10.- Vertical (Slice) communications link no. It is assigned the value of variable LINK1 plus 400 by variable LINK2.
- 11.- Holds the number of packets that belong to the same packet group.
- 12.- Program length. (Initially in number of packet groups executed)
- 13.- Holds the turnaround time of the job. Used for tabulation purposes.
- 14.- Holds the clock time of every Packet Group entering a free EMP.
- 15.- Accumulated number of Packet Groups called for execution.
- 16.- Holds the UMP number creator of the object.
- 17.- Holds the actual time that the job spent while executing in the Execution Manager Level.

9.1 SIMULATION OF THE SWITCHING NETWORK

Processors and links are GPSS facilities numbered as per Fig 19.

Fig. 19.- MEANING OF FACILITIES



The following limitations are applicable to this structure:

a) The network is half-duplex, ring topology. Packets are transmitted in one direction only. Therefore Slice link no. 801 becomes automatically no. 401 and the last Loop link on level 0 becomes link no. 1.

b) For simulation purposes, a maximum number of 100 slices is available.

c) Packets are transmitted to the next switching processor as soon as the link (facility) is available. A transmission delay (V\$DEL) is assigned before reaching the next switching processor. The value of this delay is 100 microseconds for a packet size of 1 Kbytes. The speed of the links is 80 Mbps or 10,000 Kbytes/s. The transmission delay is proportional to the length of the packet.

9.2 SIMULATION OF PROGRAM BEHAVIOUR DURING EXECUTION

The concept of Packet Execution is based on the known "locality of access" characteristic of program behaviour. (MAD-1), (CAR-1). In simple words, it states that the probability of the CPU addressing the instruction previous or next to the current one is very high. Therefore it is advantageous to execute code while keeping in local memory a certain number of previous and subsequent instructions.

It is also known that an adequate design of the memory hierarchy, (cache, main memory, secondary memory) is vital to achieve an adequate optimization

of resources. If the memory hierarchy is properly designed, the timing involved in accessing packets from secondary storage (Device Manager), should not degrade the performance of the system since these accesses can be done in parallel with execution of packet groups. (The Packet Group Set is fetched in advance). (see POH-1, pp. 92-116, for a discussion on optimization of different memory hierarchies). Therefore, in simulating PACOS, we will assume that access to secondary storage is completely transparent to the system.

Since our main interest is to compare the performance of a single-CPU, virtual memory system with the one provided by PACOS, we will define "a priori" a packet length of 4,000 bytes, which is a standard page size in existing systems. The sample programs are short (average of 17 packet groups per program) to avoid lengthy GPSS simulation time. Since the same type of programs are run on both single-CPU and PACOS systems, we expect the results to be consistent regardless of program length.

In order to reflect the multiple characteristics of programs during execution, different functions have been defined. The following situations, that usually occur during program execution, will be considered.

- A jump to a loop or subroutine (N cycles). If the loop is outside the current packet, the calling IP will be brought in to execute N times.
- A jump to an instruction located in a different packet or I/O. (Execution of the current packet would stop)
- A jump to a subroutine located in a different packet. In this case execution stops, but the current IP will be called again to execute after

the subroutine has finished processing.

- Calls to subroutines or loops, (both inside or outside the current packet), may occur several times within one packet.

To simulate this behaviour we define the following GPSS functions:

- GEN.- Gives the number of packets that will compose a new packet group minus one. (EP is not counted). Usually, a Packet Group will consist of one IP, one EP and one or more DPs.
- PTIME.- Gives the basic execution time of an instruction packet of 1 Kbytes in size. (62 instructions). At a rate of 0.1 MIPS, the execution time will be 1.5 msec.
- PLEN.- Program length in number of Packet Groups executed. Basic packet size is 4 Kbytes.
- CBND.- Gives the expected number of iterations encountered in a loop. This figure is, of course, very much program dependent. We will use an average of 6 (six) iterations per loop.
- LPPR.- Gives the probability of encountering a jump to an I/O, loop or subroutine located in a different packet.
- LPNO.- Gives the number of jumps to a different packet that the current packet will experience during execution.

We also define several variables. Two of them relate to program behaviour: SPAWN and CPUTM.

SPAWN is defined as the variance of the number of times, over a normalized packet size of 4,000 bytes, that a given IP will be dispatched for execution.

$$\text{SPAWN} = \text{LPPR} * \text{CBND} * \text{LPNO} * (4 - \text{NORM})$$

This variable reflects the fact that the number of packets executed per program decreases when the packet length increases.

We also define the variable CPUTM as the execution time used by one packet group.

$$\text{CPUTM} = \text{PTIME} * \text{CBND} * \text{NORM} / \text{CPTM}$$

where NORM is the normalized packet size in thousands and CPTM is the normalized EMP processing speed in multiples of the basic 0.1 MIPS. (value of B in Section 10)

The simulation program operates in the following way: A number of programs are generated, one every seven msecs. Since all these programs run concurrently in the machine, they represent the Multiprogramming Level, MPL, or load of the system. The GPSS clock runs in microseconds. Each program, at creation time, is assigned a User Manager Processor that will be responsible for monitoring the process. This allocation is done in a round-robin manner.

Each program, (a GPSS transaction), is sent to the Memory Manager Level in the form of the first Packet Group. It splits in several packets according

to the value of the function GEN. Each packet of the Packet Group is sent to the Execution Manager Level (Param. No.5= 3). The EP packet of the group searches for the first free EMP available (GATE NU PF1,OSW). This check is provided by the EMS, and if unsuccessful, the EP packet will get routed to the next EMS. After grabbing one EMP, the EP will wait for the rest of the Packet Group to arrive (ASSEMBLE block). Once the Group is complete, execution starts (ADVANCE CPUTM).

When execution of the packet group stops, due to one of the conditions previously mentioned, the original EP packet is routed to the UM level (Parm 5= 0), where the cycle is repeated. The end of the program will occur when the number of packet groups executed is equal to the initially assigned program length plus the accumulated value of the variable SPAWN (PF 15). Table TTIME stores all the values of the turnaround time for each program. Table ETIME stores all the values of the accumulated time that all the Packet Groups of each program spend executing in one EMP. Table NPAC stores all the values of the number of Packet Groups executed per program.

9.3 SIMULATION RESULTS

The first simulation run gives an indication of the variation of average turnaround time as a function of the number of Slices in PACOS. (see Fig. 20). Packet size is fixed at 4 Kbytes. CPTM (EMP processing speed) is fixed at 1 (0.1 MIPS). As indicated in Section 10, Performance Considerations,

the optimum Balance Ratio is obtained when the execution time, $ETIME$, is 50% of the turnaround time. For an MPL (multiprogramming level) of 10 programs, we notice that this situation occurs when the number of slices is four.

With one Slice, the EMP is constantly busy and packets spend most of the time waiting for the EMP to become free.

With eight and more Slices, most of the time is spent in execution of packets in the EMP. ($ETIME = 0.8 * TTIME$).

The second simulation run (results in Fig 21) gives an indication of the performance that a single-CPU system would provide, using the same load of programs as on the previous run. We simulate this situation by changing the following parameters:

- The inter-nodal delays are reduced to 20 microseconds/packet. (from 400 microseconds on the PACOS machine). This time roughly approximates the register-transfer delays involved in a single-CPU system.
- The memory access time per packet is reduced to 20 microseconds per packet (from 200 microseconds in PACOS). This is based on a memory cycle time of 0.1 microseconds per instruction, which is a typical value for a medium size mainframe. (POH-1, pp. 77-80)
- The speed of the single-slice CPU is increased by factors of 4, 8, 12, 16, 20, 24 and 32.

For $CPTM = 4$, the turnaround time is worse than having a PACOS machine with

four slices. This situation is caused by packets spending too much time waiting for the CPU to be free. The bottleneck clears up when CPTM is increased to 8. The Balance Ratio, however, still remains too low. ($ETIME = 0.2 * TTIME$)

Finally, Fig. 22 indicates the variation of performance of a single-CPU system versus a PACOS machine with "n" number of Slices. The turnaround time has been kept constant at the optimum level of the simulated PACOS system. ($BR = 0.5$ or $TTIME = 2.5$ secs.), as well as at lower and higher levels of TTIME. This chart is a combination of the results obtained on Figs. 20 and 21. The close-to-linear relationship demonstrates that the concept of Packet Execution can effectively provide a solution to the problem of upgrading large, general purpose, single-CPU systems.

The resulting values are consistent (allowing for simulation variances), with the theoretical results obtained in Section 10 (equation 4, Fig. 18).

Fig. 20.- Turnaround time vs. No. of Slices

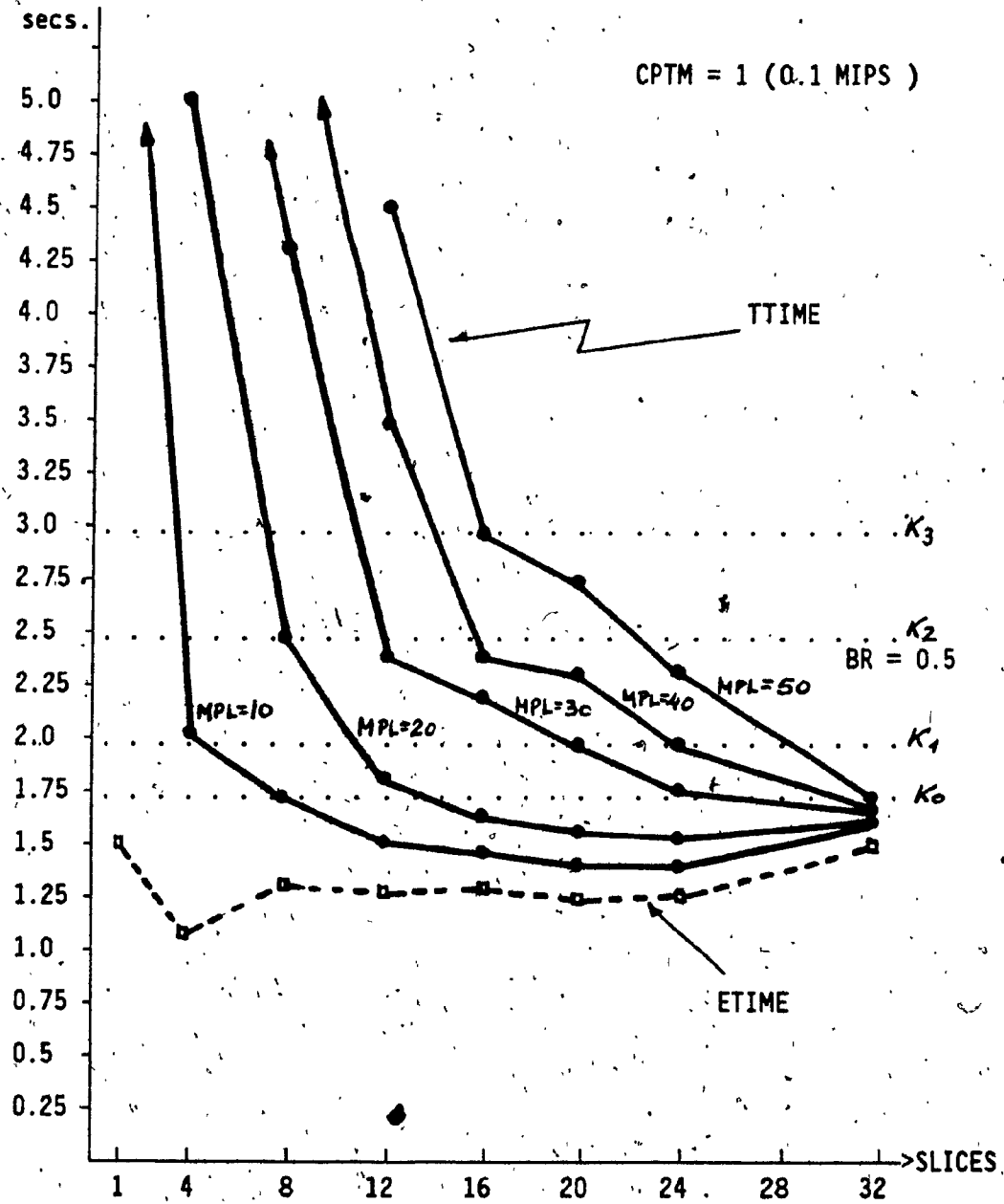


Fig. 21.- Turnaround time vs. EMP processing speed.(One Slice)

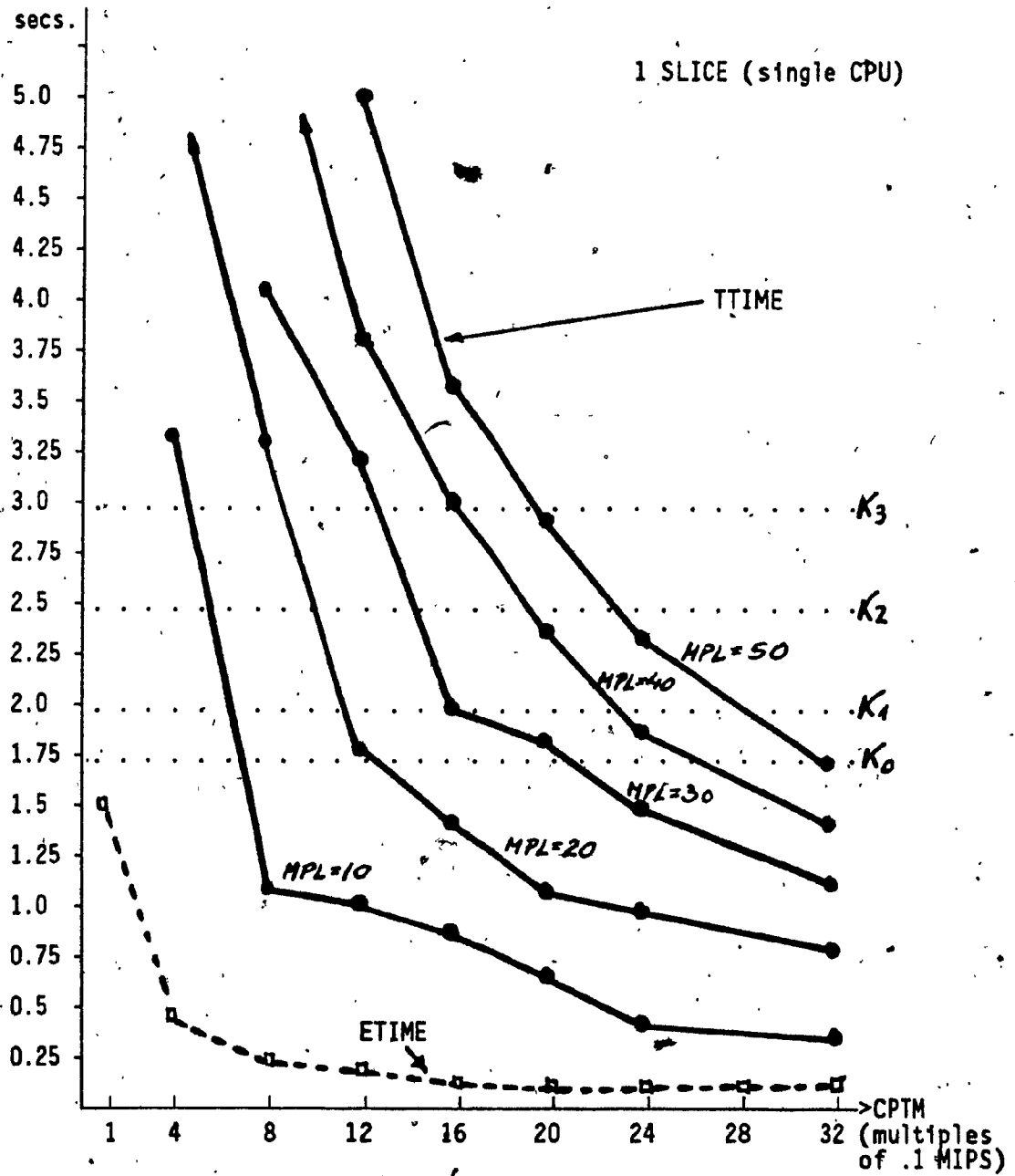
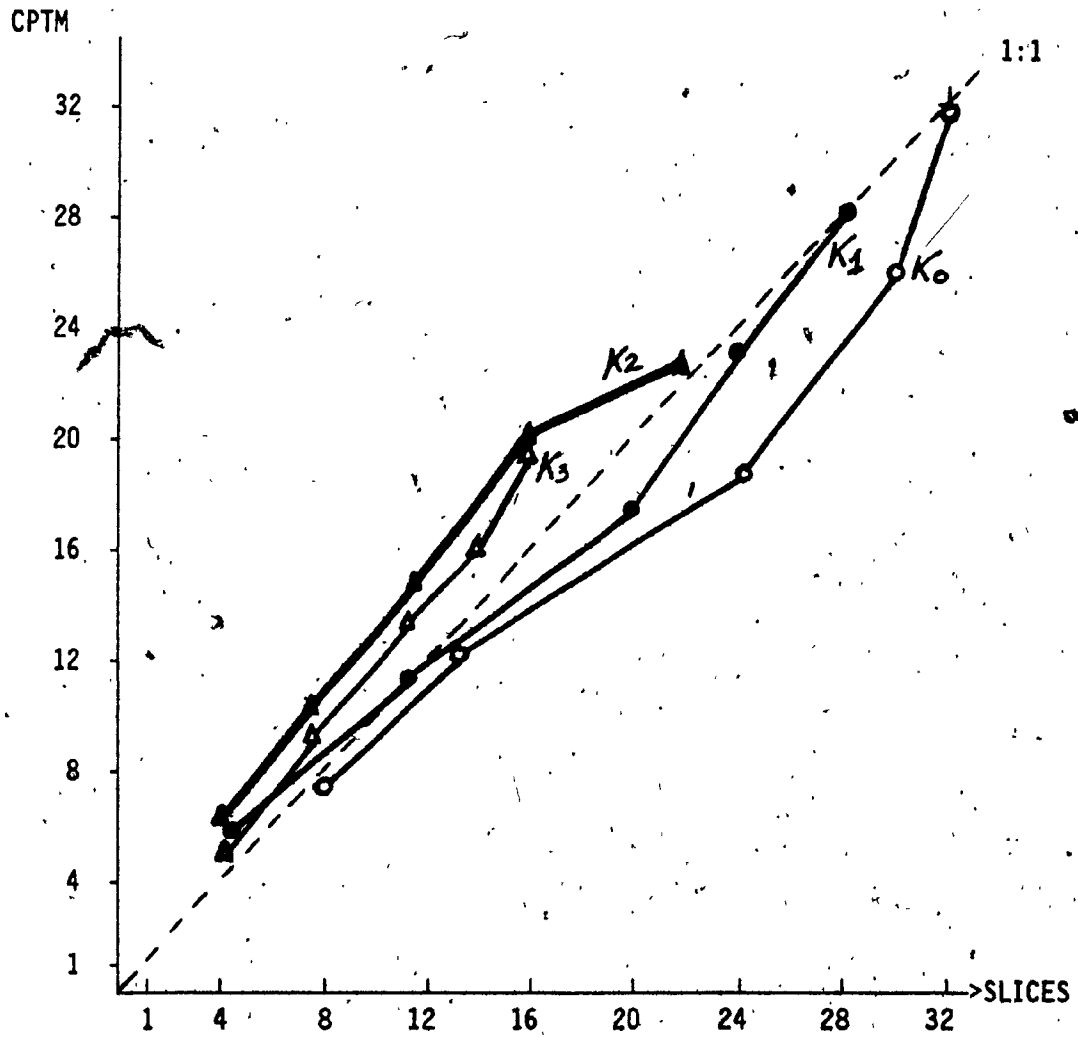


Fig. 22.- SINGLE CPU vs. PACOS.

TTIME = K (see Figs. 20,21)



10.0 CONCLUSION

The concept of Packet Execution attempts to replace a large, single-CPU multiprogramming system with a fully distributed architecture of smaller processors. While multi-processing is today a common approach used in distributing specific tasks, a fully distributed allocation of all tasks to all processors requires partitioning of programs in very specific ways. The Packet Group concept can be a cost-effective solution to the problem of generalizing the distribution of tasks among processors.

Simulation results indicate that the performance of PACOS does not degrade with the addition of subsequent slices. This is due to the multi-path structure of the packet architecture that avoids transmission bottlenecks by routing packets to the next free processor. As a result, the PACOS architecture can offer a very cost-effective solution to the expensive upgrading of heavily-loaded, single-CPU computer system.

The construction of a prototype of PACOS would be a most challenging project, that might open the doors to the replacement of massive and expensive single-CPU computer systems with modular, low-cost microprocessors.

11.0 APPENDICES

11.1 APPENDIX A.- Z-7 INSTRUCTION SET. CELSIUS PROGRAM

The Z7 user language is stack-oriented. There are sixteen different Z7 instructions, varying in length from one to three words. The instructions are:

OP CODE	MNEMONIC AND FORMAT
0	BRANCH <addr1> <addr2>
1	ENTER <addr>
2	RETURN
3	REPEAT
4	EXIT
5	PUSH <value>
6	FETCH
7	STORE
8	ADD
9	SUBSTRACT
10	MULTIPLY
11	DIVIDE
12	STOP
13	GET
14	PUT
15	ALLOCATE <value>

In the paragraphs that follow, the semantics of the various instructions are specified. Instructions with similar functions are grouped together. We use a simple notation to describe the instructions. The variables I and J are registers local to the CPU. A left arrow (<-) denotes a stack operation. IP is the instruction pointer. STACK_PTR always addresses the word beyond the top of the stack; it is implicitly manipulated by most of the instructions.

```

ADD: J ← stack; I ← stack; stack ← I+J;
SUBTRACT: J ← stack; I ← stack; stack ← I-J;
MULTIPLY: J ← stack; I ← stack; stack ← I*J;
DIVIDE: J ← stack; IF J=0 THEN trap 12;
        ELSE DO: I ← stack; stack ← I/J; END;

```

STOP, GET, and PUT each produce traps. In the case of a GET instruction, the CPU places the contents of the IO address on top of the stack. In the case of a PUT instruction, the entry on the top of the stack is placed at the specific address.

```

STOP: trap 3;
GET: stack ← memory(data segment, IO_ADDR);
PUT: memory(data segment, IO_ADDR) ← stack;

```

ALLOCATE increases the stack pointer by the amount specified, in order to reserve space for variables. The instruction pointer must be incremented to the word following <value>.

```

ALLOCATE <value>:
    STACK_PTR = STACK_PTR + <value>
    IP = IP + 1; /* Bypass <value> */

```

PUSH, FETCH, and STORE each involve data transfers. PUSH places its operand on the top of the stack. FETCH removes the top entry from the stack, treats it as an address, and places the contents of that address on the top of the stack. STORE removes the entry on the top of the stack and places it at

the address specified by the second entry on the stack.

```

PUSH <value>:
    stack <- <value>;
    IP = IP + 1; /* Bypass value */
FETCH: I <- stack; stack <- memory(data segment, I);
STORE: J <- stack; I <- stack; memory(data segment, I) = J;

```

ENTER, BRANCH, EXIT, RETURN, and REPEAT affect the flow of control of Z7 programs and are self-explanatory.

11.1.1 JOB CÉLSIUS

M	EQU	0	VARIABLE M
K	EQU	1	VARIABLE K
I	EQU	2	VARIABLE I
TEMPF	EQU	3	ARRAY TEMPF 20
TEMPC	EQU	23	ARRAY TEMPC 20
INPUT			BLOCK INPUT
	PUSH	TEMPF	GET TEMPF(I)
	PUSH	I	
	FETCH		
	ADD		
	GET		
	STORE		
	PUSH	I	I=I+1
	PUSH	I	
	FETCH		
	PUSH	1	
	ADD		
	STORE		
	PUSH	M	REPEAT M-I
	FETCH		
	PUSH	I	
	FETCH		
	SUBTRACT		
	REPEAT		
	EXIT		
CONVERT			END
	PUSH	K	BLOCK CONVERT
	PUSH	TEMPF	K=TEMPF(I)
	PUSH	I	

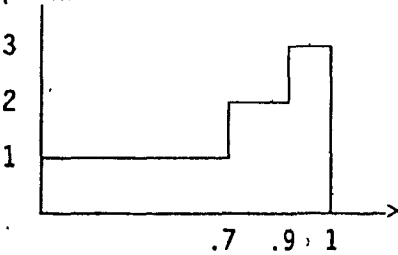
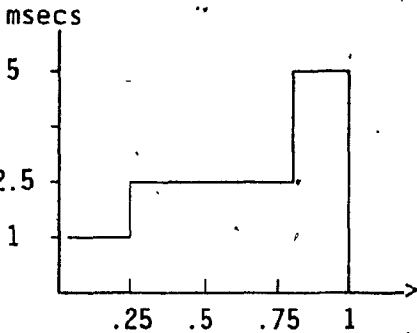
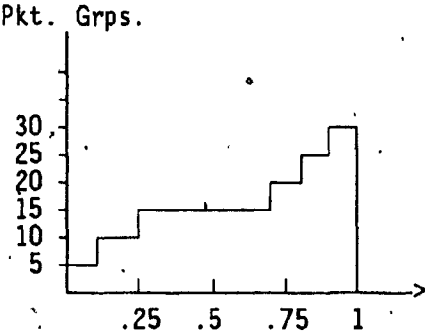
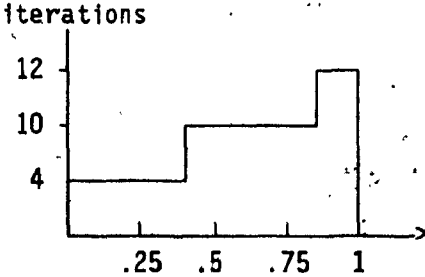
FETCH		
ADD		
FETCH		
STORE		
PUSH	TEMPC	TEMPC(I)=K-32
PUSH	I	
FETCH		
ADD		
PUSH	K	
FETCH		
PUSH	32	
SUBTRACT		
STORE		
PUSH	TEMPC	TEMPC(I)=TEMPC(I)*5
PUSH	I	
FETCH		
ADD		
PUSH	TEMPC	
PUSH	I	
FETCH		
ADD		
FETCH		
PUSH	5	
MULTIPLY		
STORE		
PUSH	TEMPC	TEMPC(I)=TEMPC(I)/9
PUSH	I	
FETCH		
ADD		
PUSH	TEMPC	
PUSH	I	
FETCH		
ADD		
FETCH		
PUSH	9	
DIVIDE		
STORE		
PUSH	TEMPC	PUT TEMP(I)
PUSH	I	
FETCH		
ADD		
FETCH		
PUT		
PUSH	I	I=I+1
PUSH	I	
FETCH		
PUSH	1	
ADD		
STORE		
PUSH	M	REPEAT M-1
FETCH		
PUSH	I	
FETCH		
SUBTRACT		
REPEAT		
EXIT		
		END
		BLOCK MAIN
PUSH	M	GET M
GET		

MAIN

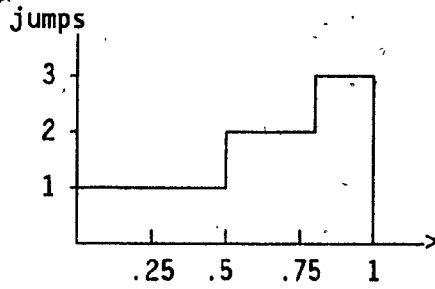
STORE	I	I=0
PUSH	0	
PUSH		
STORE		
ENTER	INPUT	ENTER INPUT
PUSH	I	I=9
PUSH	0	
STORE		
ENTER	CONVERT	ENTER CONVERT
EXIT		END
ALLOCATE	43	BEGIN MAIN
ENTER	MAIN	
STOP		

Data: 7 23 45 52 3 75 100 65

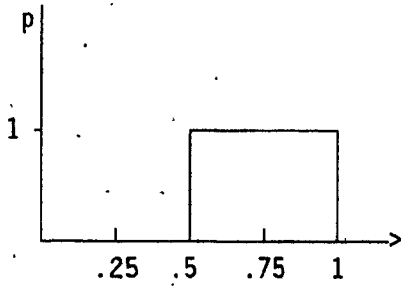
11.2 APPENDIX B.- GPSS SIMULATOR FUNCTIONS.

FUNCTION	DESCRIPTION	STRUCTURE
GEN	Gives the number of packets that will compose a new packet group (EP is not counted).	<p>packets</p>  <p>A step function graph with the y-axis labeled 'packets' ranging from 0 to 3 and the x-axis with markers at .7, .9, and 1. The function starts at 1 for x < 0.7, jumps to 2 at x = 0.7, jumps to 3 at x = 0.9, and drops to 0 at x = 1.0.</p>
PTIME	Execution time of one packet group (1 Kbytes)	<p>msecs</p>  <p>A step function graph with the y-axis labeled 'msecs' ranging from 0 to 5 and the x-axis with markers at .25, .5, .75, and 1. The function starts at 1 for x < 0.25, jumps to 2.5 at x = 0.25, jumps to 5 at x = 0.75, and drops to 0 at x = 1.0.</p>
PLEN	Program length in number of packet groups executed.	<p>Pkt. Grps.</p>  <p>A step function graph with the y-axis labeled 'Pkt. Grps.' ranging from 0 to 30 and the x-axis with markers at .25, .5, .75, and 1. The function starts at 5 for x < 0.25, jumps to 10 at x = 0.25, jumps to 15 at x = 0.5, jumps to 20 at x = 0.75, jumps to 25 at x = 0.8, and jumps to 30 at x = 0.9, dropping to 0 at x = 1.0.</p>
CBND	Number of iterations in a local loop. (Loop contained in the same packet)	<p>iterations</p>  <p>A step function graph with the y-axis labeled 'iterations' ranging from 0 to 12 and the x-axis with markers at .25, .5, .75, and 1. The function starts at 4 for x < 0.25, jumps to 10 at x = 0.25, jumps to 12 at x = 0.75, and drops to 0 at x = 1.0.</p>

LPNO Number of jumps to subroutines or loops located in a different packet.



LPPR Probability of encountering a jump to subroutine or loop located in a different packet.



**11.3 APPENDIX C.- GPSS PACOS SIMULATOR PROGRAM.- SAMPLE IN-
PUT/OUTPUT.**

84/07/23 08 30.54
POLICE
MPL-20

CONCORDIA UNIVERSITY OPS V/4000 CRH OPS V/4000 VER. 2.0 COMMENTS

BLOCK NUMBER 1234567891011121314151617181920212223242526272829303132333435363738394041424344454647484950515253

 ** SIMULATE *****
 ** PROGRAM PACOS SIMULATES THE BEHAVIOUR OF THE ABSTRACT
 ** MACHINE PACOS.
 ** THE FIRST GENERATE BLOCK GENERATES PROGRAMS, ONE PER
 ** OPS TRANSACTION.
 ** EACH PROGRAM IS LATER ON SPLIT INTO A SET OF PACKET
 ** GROUPS. EACH PACKET GROUP CONTAINING TWO OR MORE
 ** PACKETS
 ** THE SIMULATION PROGRAM MEASURES THE TURNAROUND TIME
 ** (OR RATHER EXECUTION TIME PLUS CPU WAIT TIME) OF EACH
 ** PROGRAM THIS TIME IS TABULATED IN TIME TABLE
 ** PROCESSORS AND LINKS ARE SIMULATED BY MEANS OF
 ** FACILITIES AND QUEUES MAIN MEMORY IS SIMULATED BY THE
 ** USE OF STORAGEES
 ** USER MANAGER PROCESSORS ARE FACILITIES 1001-1100
 ** DEVICE MANAGER PROCESSORS ARE FACILITIES 1101-1200
 ** REMOVAL MANAGER PROCESSORS ARE FACILITIES 1201-1300
 ** EXECUTION MANAGER PROCESSORS ARE FACILITIES 1301-1400
 ** LINKS (HORIZONTAL RINGS), ARE FACILITIES 1-400
 ** SLICES (VERTICAL RINGS), ARE FACILITIES 401-900.
 ** EACH PACKET MOVES THROUGHOUT PACOS CARRYING ALL THE
 ** INFORMATION IN THE FOLLOWING PARAMETERS

PARAM. NO.	DESCRIPTION
1	PROCESSOR NO. WHERE THE PACKET RESIDES
2	PROGRAM NUMBER
3	PACKET LENGTH (IN BYTES)
4	DESTINATION OR LEVEL
5	TYPE OF CONTROL CODE
6	NO
7	PACKET TYPE (REP, 2=1)
8	ORIGINATING LEVEL (SAME AS PARAM 3)
9	HORIZONTAL LINK NUMBER. IT IS CALCULATED BY VERTICAL LINK
10	VERTICAL LINK NUMBER. IT IS CALCULATED BY VARIABLE LINKS. IT IS EQUAL TO LINK/400.
11	HOLDS THE NUMBER OF PACKETS THAT BELONG TO THE SAME PACKET GROUP
12	PROGRAM LENGTH. (NUMBER OF PACKET GROUPS TO BE EXECUTED)
13	HOLDS THE TURNAROUND TIME OF THE JOB
14	HOLDS THE RESPONSE TIME OF COMPUTER TRANSACTIONS.
15	HOLDS THE ACCUMULATED PROGRAM LENGTH DURING EXECUTION
16	HOLDS THE UMP NO. THAT IS PROGRAM CREATOR
17	HOLDS THE ACCUMULATED EXEC TIME PER PROGRAM

BLOCK NUMBER	*LOC	OPERATION	A. B. C. D. E. F. G. H. I. J	COMMENTS	CARD NUMBER
		REALLOCATE	FAC. 1400. ORP. 200. SUE. 1400. STO. 1400		54
		PSIZE EQU	1. X		55
		SPEED EQU	2. X		56
		MSIZE EQU	3. X		57
		PACBZ EQU	4. X		58
		PND EQU	5. X		59
		LEVX EQU	6. X		60
		MORX EQU	7. X		61
		VERX EQU	8. X		62
		PRGX EQU	9. X		63
		GENX EQU	10. X		64
		CPTH EQU	11. X		65
		LINK1 VARIABLE	PF1-1000		66
		LINK2 VARIABLE	VALINK1+400		67
		SLICE VARIABLE	VALINK1/100		68
		NEBR VARIABLE	VALINK1//100		69
		DEL VARIABLE	X1/1000		70
		SPAWN VARIABLE	VALNORH100		71
			FNSPTIME=FRSCBND*VENDOR*1000/XT1		72
			FNSLPPR=FNCSBND*FNSLND*(A-VENDOR)		73
		INITIAL	X1.4000	*** PACKET SIZE IN BYTES ***	74
		INITIAL	X2.4000	*** SPEED ***	75
		INITIAL	X3.50	*** SIZE IN PACKETS OF EACH MEMORY MANAGER ***	76
		INITIAL	X4.4	*** NUMBER OF SLICES ***	77
		INITIAL	X9.0	*** INITIALLY PROGRAM NO. 0 ***	78
		INITIAL	X11.1	*** PROCESSING SPEED OF EACH PROCESSOR = 1 ***	79
		INITIAL	X12.1001	*** USER MANAGER NO OF PROGRAM ***	80
5		GEN FUNCTION	RN1.D3	*** NUMBER OF PACKETS THAT FORM A NEW PACKET GROUP ***	81
7.1/			9.2/1.3/		82
1		PTIME FUNCTION	RN1.D3	*** EXECUTION TIME OF ONE PACKET GROUP ***	83
2.1/			8.2/5/1.3/		84
6		PLEN FUNCTION	RN1.D4	*** PROGRAM LENGTH IN NO OF PKT. GROUPS **	85
1.5/			8.20/9.29/1.30/		86
2		CBND FUNCTION	RN1.D3	*** NUMBER OF ITERATIONS IN A LOCAL LOOP ***	87
4.4/			8.10/1.12		88
4		LPPR FUNCTION	RN1.D3	*** NUMBER OF JUMPS TO A LOOP IN A DIFFERENT PACKET ***	89
5.8/			8.2/1.3/		90
3		LPPR FUNCTION	RN1.D2	*** PROB. OF FINDING A JUMP TO SUBR. IN DIFFERENT PACKET ***	91
5.0/			1.1/		92
7		NEPTP FUNCTION	RN1.D2	*** PROBABILITY OF PACKET GROUP FAULT IN NH **	93
7.0/			1.1/		94
		GENERATE MARK	7000.1.20.26.F	*** GEN. PROS. ONE EVERY 7 MSEC ***	95
			13	*** TURNAROUND TIME CLOCK STARTS **	96

BLOCK NUMBER	*LDC	OPERATION	A.B.C.D.E.F.G.H.I.J	COMMENTS	CARD NUMBER
2		ASSIGN	1, X12	** ASSIGN UMP PROCESSOR **	55
3		ASSIGN	16, X12	** ASSIGNS UMP PROGRAM CREATOR **	56
4		TEST 0	X4, V8SLICE, ULAST	** CHECK IF LAST SLICE **	57
5		UFRST	12, X1	** INCREASE UMP NO BY ONE **	58
6		SAVEVALUE	UNEXT	** BACK TO FIRST SLICE ***	59
7		TRANSFER	12, X4		60
8		TRANSFER	UFRST		61
9		TRANSFER	12, X4		62
10		SAVEVALUE	X4, X1	** NEW PROGRAM NUMBER **	63
11		ASSIGN	2, X4	** SET ASSEMBLY GROUP NUMBER **	64
12		ASSIGN	5, 2	** DESTINATION LEVEL = PM **	65
13		ASSIGN	5, 1	** CONTROL COMMAND = SET **	66
14		ASSIGN	7, 1	** PACKET TYPE = EB **	67
15		ASSIGN	9, 1	** SET LOOP LINK NO **	68
16		ASSIGN	10, V8LINK2	** SET SLICE LINK NO **	69
17		ASSIGN	12, KO	** INITIALIZE PROGRAM LENGTH **	70
18		ASSIGN	13, FNOPLEN	** ASSIGN BASIC PROGRAM LENGTH **	71
19		ASSIGN	17, KO	** INITIALIZE EXEC TIME COUNTER **	72
20		TEST E	P5, V8LEVL, DLEVL	** CHECK IF CURRENT LEVEL IS THE DESIRED ONE ***	73
21		TEST ME	P5, 0, USM	** IS LEVEL 0 (USER MANAGER) ***	74
22		TEST ME	P5, 1, D64	** IS DESTINATION LEVEL 1 ***	75
23		TEST ME	P5, 2, M64		76
24		TEST ME	P5, 3, E64		77
25		QUEUE	PF10	** DEST IS ANOTHER LEVEL, QUEUE FOR LINK ***	78
26		SEIZE	PF10	** GRAB SLICE LINK TO GO TO OTHER LEVEL **	79
27		TRANSFER	ALEVL		80
28		TRANSFER	PF9	** DEST IS ANOTHER SWITCH AT SAME LEVEL **	81
29		SEIZE	PF9	** GRAB LOOP LINK TO GO TO OTHER SWITCH **	82
30		TRANSFER	ARING		83
31		ADVANCE	V8DEL		84
32		RELEASE	PF9	** INTRA-MODAL DELAY **	85
33		DEPART	PF9	** LOOP LINK IS RELEASED ***	86
34		TEST 0	X4, V8SLICE	** IS THIS THE LAST SLICE **	87
35		ASSIGN	1, X1	** INCREASE PROCESSOR NO. **	88
36		SAVEVALUE	PNO, PF1	** NEW LOOP LINK NO **	89
37		ASSIGN	9, V8LINK3	** NEW SLICE LINK NO. **	90
38		ASSIGN	10, V8LINK3		91
39		TRANSFER	CRING		92
40		ASSIGN	1, X4		93
41		SAVEVALUE	PNO, PF1	** BACK TO FIRST SLICE **	94
42		TRANSFER	BRING		95
43		ADVANCE	V8DEL	** INTER-MODAL DELAY **	96
44		SAVEVALUE	6, V8LEVL		97
45		RELEASE	PF10	** RELEASE SLICE LINK **	98
46		DEPART	PF10		99
47		TEST L	X6, 3, MLEVL	** IS LEVEL EML **	100
48		ASSIGN	17, 100	** IS NEW LEVEL **	101
49		SAVEVALUE	PNO, PF1		102
50		ASSIGN	9, V8LINK1	** ASSIGN LOOP LINK NO. **	103
51		ASSIGN	10, V8LINK2	** ASSIGN NEW SLICE LINK NO. **	104
52		TRANSFER	CLEVL		105

INLOCK NUMBER 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92

BLOCK NUMBER 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92

INLOCK NUMBER	BLOCK NUMBER	OPERATION	COMMENTS	CARD NUMBER
53	53	ASSIGN 1-300	BACK TO LEVEL 0 (UML) **	110
54	54	SAVEVALUE PNO,PF1		111
55	55	TRANSFER ,CLEV		112
56	56	*****	*****	113
57	57	USER MANAGER LEVEL		114
58	58	TEST E	*****	115
59	59	TEST E	PF5,0,CLEV *** CHECK IF DEST= USER MANAGER ***	116
60	60	TEST E	PF4,2,UEND *** CHECK IF COMMAND= UPDATE ***	117
61	61	QUEUE	PF1,PF16,DSH *** CHECK IF UMP IS PROGRAM CREATOR ***	118
62	62	SEIZE	PF1 ** QUEUE FOR UMP **	119
63	63	ADVANCE	PF1 *** UMP UPDATES EP PACKET ****	120
64	64	RELEASE	K20	121
65	65	SPLIT	PF1	122
66	66	ASSIGN	1,UORP	123
67	67	ASSIGN	5,2	124
68	68	TRANSFER	6,1	125
69	69	ASSIGN	CLEV	126
70	70	ASSIGN	5,1	127
71	71	TRANSFER	6,1	128
72	72	ASSIGN	,CLEV	129
73	73	TERMINATE	*****	130
74	74	TEST ME	*****	131
75	75	TEST ME	PF6,1,DMP *** CHECK FOR GET COMMAND ****	132
76	76	TERMINATE	PF6,1,DMP *** CHECK FOR GET COMMAND ****	133
77	77	QUEUE	FRANEXTP,1,DMP1 ** IF PACKET GROUP FAULT, GET IT FROM DMP **	134
78	78	SEIZE	PF1	135
79	79	ADVANCE	PF1	136
80	80	RELEASE	K20000	137
81	81	DEPART	PF1	138
82	82	ASSIGN	5,2	139
83	83	TRANSFER	6,3	140
84	84	ASSIGN	,CLEV	141
85	85	TRANSFER	*****	142
86	86	ASSIGN	*****	143
87	87	TRANSFER	*****	144
88	88	ASSIGN	*****	145
89	89	TRANSFER	*****	146
90	90	ASSIGN	*****	147
91	91	TRANSFER	*****	148
92	92	ASSIGN	*****	149
93	93	TRANSFER	*****	150
94	94	ASSIGN	*****	151
95	95	TRANSFER	*****	152
96	96	ASSIGN	*****	153
97	97	TRANSFER	*****	154
98	98	ASSIGN	*****	155
99	99	TRANSFER	*****	156
100	100	ASSIGN	*****	157
101	101	TRANSFER	*****	158
102	102	ASSIGN	*****	159
103	103	TRANSFER	*****	160
104	104	ASSIGN	*****	161
105	105	TRANSFER	*****	162
106	106	ASSIGN	*****	163
107	107	TRANSFER	*****	164

BLOCK NUMBER	ALDC	OPERATION	A. B. C. D. E. F. G. H. I. J	COMMENTS	CARD NUMBER
93		ASSIGN	11+.1	** INCREASE NUMBER OF PACKETS BY ONE (EP) **	165
94		SPLIT	110, NEXT	** GENERATE PACKET GROUP **	166
95		JOIN	PF2	** BELONGING TO SAME ASSEMBLY SET ***	167
96		TRANSFER	5.3	** DEST- EM LEVEL ***	168
97		ASSIGN	.C.LEV		169
98	NEXT	JOIN	PF2		170
99		ASSIGN	5.3		171
100		ASSIGN	7.2		172
101		TRANSFER	.C.LEV	** THESE PACKETS ARE IP, DP, PACKETS **	173
102	STORE	ENTER	PF1	** ACCESS MAIN MEMORY **	174
103		ADVANCE	K20	** STORAGE AND UPDATE OF TABLES **	175
104		LEAVE	PF1		177
105		TERMINATE			178
***** EXECUTION MANAGER LEVEL *****					
106	EBM	TEST E	PF9, 3.0.LEV	** CHECK FOR EM LEVEL ***	183
107		TEST E	PF7, 1.OTHER	** CHECK FOR EP PACKET ***	185
108		GATE NU	PF1, DBM	** IF EMP IS IN USE, GO TO GET ANOTHER **	187
109		BEIIE	PF1	** ELSE, GET THIS EMP ***	188
110		LOGIC B	PF2	** SET CONTROL SWITCH **	189
111		TRANSFER	.GRP		190
112	OTHER	GATE LS	PF2, DLY	** IF SWITCH NOT SET, WAIT A LITTLE **	191
113		TRANSFER	.GRP		192
114		TRANSFER			193
115	DLY	ADVANCE	VDEL	** WAIT BEFORE LOOKING FOR THE EP **	194
116		TRANSFER	.DBM		195
117	GRP	ASSEMBLE	PF11	** GATHER ALL THE MEMBERS OF THE PKT. GRP **	196
118		REMOVE	PF2, ALL	** CANCEL GROUP NUMBER **	197
119		LOGIC R	PF2	** RESET SWITCH **	198
120		MARK	14	** COUNTS BEGINNING OF EXECUTION ***	200
121		ADVANCE	VSCPUTH	** PAT. GRP EXECUTES IN EMP **	201
122		ASSIGN	15+, V8SPAN	** INCREASE PROGRAM LENGTH **	202
123		RELEASE	PF1		203
124		DEPART	PF1		204
125		ASSIGN	17+, NP14	** ACCUMULATES EXEC TIME PER PROGRAM **	205
126		ASSIGN	12+, 1	** COUNTING PACKET GROUPS **	207
127		TEST L	PF12, PF15, OUT	** IF LIMIT REACHED, PROGRAM ENDS - **	208
128		TEST L	PF12, 50, OUT	** NO MORE THAN 50 PACKET GROUPS **	209
129		ASSIGN	5.0	** DESTINATION-USER MANAGER LEVEL **	210
130		ASSIGN	7.1	** PACKET TYPE = EP **	211
131		ASSIGN	6.2	** COMMAND= UPDATE **	212
132		TRANSFER	.OLEV		213
133	OUT	TABULATE	TIME	** TURNAROUND TIME PER PROGRAM **	214
134		TABULATE	MPAC	** EXEC TIME PER PROGRAM **	215
135	TTIME	TABULATE	MP13, 0, 100, 20	** NUMBER OF PACKET GROUPS PER PROGRAM **	218

BLOCK NUMBER	LOC	OPERATION	A. B. C. D. E. F. G. H. I. J	COMMENTS	CARD NUMBER
3	138	ETIME TABLE MPAC TERMINATE 1	PF17, O, 100, 20 PF12, O, 5, 8		220 221 222 223 224 225 226 227 228 229
		RESET INITIAL REPORT TITLE FAC TAB TAB INCLUDE ENDREPORT	X4.1 POLICE FACILITIES TABLES 11-1471-2, J, 4	** ONE SLICE ***	230 231 232 233 234 235 236 237
		START	20, ..., POLICE		238
		CLEAR INITIAL START	X1-X3, X11-X12 X4, 4 20, ..., POLICE	** FOUR SLICES **	239 240 241
		CLEAR INITIAL START	X1-X3, X11-X12 X4, 8 20, ..., POLICE	** EIGHT SLICES ***	

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
1	0.011	125	400 000		
2	0.010	112	400 000		
3	0.009	106	400 000		
4	0.009	101	400 000		
5	0.011	123	400 000		
6	0.012	136	400 000		
8	0.012	136	400 000		
301	0.646	7208	400 000		
302	0.648	7234	400 000		
303	0.650	7233	400 000		
304	0.649	7247	400 000		
305	0.649	7196	400 000		
306	0.644	7172	400 000		
307	0.642	7180	400 000		
308	0.643	7180	400 000		
401	0.009	97	400 000		
402	0.009	97	400 000		
403	0.007	77	400 000		
404	0.007	77	400 000		
405	0.008	88	400 000		
406	0.003	38	400 000		
407	0.003	38	400 000		
408	0.008	42	400 000		
501	0.006	43	400 000		
502	0.006	43	400 000		
503	0.006	83	400 000		
504	0.004	48	400 000		
505	0.005	55	400 000		
506	0.002	27	400 000		
507	0.002	27	400 000		
508	0.005	59	400 000		
601	0.011	123	400 000		
602	0.010	115	400 000		
803	0.012	128	400 000		
804	0.008	143	400 000		
805	0.010	147	400 000		
806	0.004	45	400 000		
807	0.004	45	400 000		
808	0.009	99	400 000		
701	0.003	34	400 000		
702	0.003	34	400 000		
703	0.004	43	400 000		
704	0.003	35	400 000		
705	0.003	38	400 000		
706	0.004	40	400 000		
707	0.003	31	400 000		
708	0.004	43	400 000		
1001	0.000	47	20 000		
1002	0.000	47	20 000		
1003	0.000	47	20 000		
1004	0.000	37	20 000		
1005	0.000	45	20 000		
1006	0.000	18	20 000		
1007	0.000	18	20 000		

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE SEIZING TIME/TRAN	TRANS NO.	PREEMPTING TRANS NO.
1008	0.000	43	20.000	000	
1101	0.054	12	20000	000	
1102	0.047	15	20000	000	
1103	0.034	12	20000	000	
1104	0.045	16	20000	000	
1105	0.031	19	20000	000	
1106	0.031	7	20000	000	
1107	0.063	14	20000	000	
1201	0.002	50	20000	000	
1202	0.002	50	20000	000	
1203	0.002	40	20000	000	
1204	0.002	45	20000	000	
1205	0.001	20	20000	000	
1206	0.002	45	20000	000	
1207	0.002	37	20000	000	
1301	0.783	37	87411.793		
1302	0.825	45	99648.108		
1303	0.725	36	91786.667		
1304	0.734	43	91068.889		
1305	0.804	44	83325.581		
1306	0.784	44	79795.000		
1307	0.731	31	105329.032		
1308	0.977	45	196833.333		

TABLES
 TABLE JTINE

ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	3011854.000	695222.909
TABLE ETINE	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE	1449600.000	531757.602

TABLE NPAC

ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	16.000	5.982
CLEAR INITIAL START	XI-XI, XII-XI2	
	14,12	
	20, ..., POLICE	
		99 TWELVE SLICES 898
		242
		243
		244
		245

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APPENDICES

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	BEIZING TRANS NO.	PREEMPTING TRANS NO.
1	0.011	93	400.000		
2	0.012	99	400.000		
3	0.012	103	400.000		
4	0.013	111	400.000		
5	0.014	123	400.000		
6	0.014	121	400.000		
7	0.013	113	400.000		
8	0.012	112	400.000		
9	0.012	105	400.000		
10	0.012	104	400.000		
11	0.012	107	400.000		
12	0.010	85	400.000		
301	0.274	2329	400.000		
302	0.272	2325	400.000		
303	0.269	2317	400.000		
304	0.267	2296	400.000		
305	0.267	2275	400.000		
306	0.270	2274	400.000		
307	0.270	2301	400.000		
308	0.271	2307	400.000		
309	0.273	2314	400.000		
310	0.274	2330	400.000		
311	0.275	2334	400.000		
401	0.007	2347	400.000		
402	0.006	29	400.000		
403	0.006	59	400.000		
404	0.003	49	400.000		
405	0.003	27	400.000		
406	0.007	28	400.000		
407	0.004	58	400.000		
408	0.004	58	400.000		
409	0.004	38	400.000		
410	0.006	78	400.000		
411	0.007	48	400.000		
412	0.008	38	400.000		
501	0.002	48	400.000		
502	0.004	18	400.000		
503	0.004	37	400.000		
504	0.002	31	400.000		
505	0.002	21	400.000		
506	0.002	20	400.000		
507	0.003	42	400.000		
508	0.003	40	400.000		
509	0.004	23	400.000		
510	0.004	49	400.000		
511	0.003	31	400.000		
512	0.003	40	400.000		
601	0.006	51	400.000		
602	0.007	38	400.000		
603	0.007	66	400.000		
604	0.004	59	400.000		
605	0.004	33	400.000		
606	0.008	36	400.000		
607	0.008	44	400.000		
608	0.008	72	400.000		

CRM OPSS V/6000 VER. 2.0 PREEMPTING
 AVERAGE SEIZING TRANS NO.
 TIME/TRAN

CONCORDIA UNIVERSITY, OPSS V/6000
 FACILITY AVERAGE
 UTILIZATION

FACILITY	OPSS V/6000 AVERAGE UTILIZATION	NUMBER ENTRIES	CRM OPSS V/6000 VER. 2.0 AVERAGE SEIZING TRANS NO. TIME/TRAN
608	0.004	52	400.000
609	0.011	590	400.000
610	0.008	587	400.000
611	0.008	617	400.000
612	0.010	623	400.000
701	0.004	325	400.000
702	0.004	325	400.000
703	0.003	225	400.000
704	0.003	225	400.000
705	0.003	226	400.000
706	0.003	226	400.000
707	0.002	17	400.000
708	0.002	17	400.000
709	0.004	31	400.000
710	0.003	323	400.000
711	0.003	20	400.000
712	0.002	14	400.000
1001	0.000	14	20.000
1002	0.000	27	20.000
1003	0.000	27	20.000
1004	0.000	14	20.000
1005	0.000	13	20.000
1006	0.000	13	20.000
1007	0.000	28	20.000
1008	0.000	18	20.000
1009	0.000	18	20.000
1010	0.000	223	20.000
1011	0.000	23	20.000
1012	0.000	23	20.000
1101	0.041	7	2000.000
1102	0.018	7	2000.000
1103	0.035	4	2000.000
1104	0.035	4	2000.000
1105	0.029	4	2000.000
1106	0.070	12	2000.000
1107	0.059	11	2000.000
1108	0.018	10	2000.000
1109	0.053	7	2000.000
1110	0.035	7	2000.000
1111	0.059	4	2000.000
1112	0.054	4	2000.000
1201	0.001	15	200.000
1202	0.001	15	200.000
1203	0.001	15	200.000
1204	0.001	15	200.000
1205	0.001	15	200.000
1206	0.002	15	200.000
1207	0.002	15	200.000
1208	0.001	15	200.000
1209	0.001	15	200.000
1210	0.001	15	200.000
1211	0.002	15	200.000
1212	0.002	15	200.000
1301	0.563	87360	87360.000
1302	0.940	91012	91012.272
1303	0.765	87010	87010.000

CONCORDIA UNIVERSITY, CPSS V/6000 FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	CPSS V/6000 VER. 2.0 BEIZING TRANS NO.	PREEMPTING TRANS NO.	94/07/23. 08 35. 51.
1304	0.545	24	77558.333			
1305	0.534	26	70057.692			
1306	0.594	27	75044.667			
1307	0.535	20	91719.000			
1308	0.530	20	93887.000			
1309	0.532	34	73437.412			
1310	0.520	23	80072.174			
1311	0.626	27	79101.481			
1312	0.656	21	106987.619			

TABLE TIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	1821785.000	647127.039

TABLE ETIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	1293400.000	593686.637

TABLE MPAC ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	15.500	6.048

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247
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249
250
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CLEAR INITIAL START
X1-X3, X11-X12
X4, 14
20....PBLICE
** SIXTEEN SLICES **

CONCORDIA UNIVERSITY FACILITIES	GPSS V/6000	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	BEIZING TRANS NO.	PREEMPTING TRANS NO.	CRM GPSS V/6000 VER. 2.0	94/07/23. 08 36. 51.
1	0.018	129	400.000					
2	0.017	123	400.000					
3	0.013	107	400.000					
4	0.014	99	400.000					
5	0.014	101	400.000					
6	0.015	107	400.000					
7	0.016	118	400.000					
8	0.016	119	400.000					
9	0.017	123	400.000					
10	0.017	123	400.000					
11	0.017	123	400.000					
12	0.016	120	400.000					
13	0.018	132	400.000					
14	0.018	134	400.000					
15	0.019	141	400.000					
16	0.025	690	400.000					
202	0.028	714	400.000					
203	0.03	735	400.000					
204	0.04	770	400.000					
205	0.04	760	400.000					
206	0.04	756	400.000					
207	0.04	739	400.000					
208	0.05	714	400.000					
209	0.07	711	400.000					
210	0.07	711	400.000					
211	0.07	705	400.000					
212	0.06	698	400.000					
213	0.05	694	400.000					
214	0.02	673	400.000					
215	0.02	672	400.000					
216	0.01	644	400.000					
217	0.01	78	400.000					
218	0.01	48	400.000					
219	0.01	78	400.000					
220	0.01	88	400.000					
221	0.01	22	400.000					
222	0.01	19	400.000					
223	0.01	19	400.000					
224	0.01	19	400.000					
225	0.01	19	400.000					
226	0.01	19	400.000					
227	0.01	19	400.000					
228	0.01	19	400.000					
229	0.01	19	400.000					
230	0.01	19	400.000					
231	0.01	19	400.000					
232	0.01	19	400.000					
233	0.01	19	400.000					
234	0.01	19	400.000					
235	0.01	19	400.000					
236	0.01	19	400.000					
237	0.01	19	400.000					
238	0.01	19	400.000					
239	0.01	19	400.000					
240	0.01	19	400.000					
241	0.01	19	400.000					
242	0.01	19	400.000					
243	0.01	19	400.000					
244	0.01	19	400.000					
245	0.01	19	400.000					
246	0.01	19	400.000					
247	0.01	19	400.000					
248	0.01	19	400.000					
249	0.01	19	400.000					
250	0.01	19	400.000					
251	0.01	19	400.000					
252	0.01	19	400.000					
253	0.01	19	400.000					
254	0.01	19	400.000					
255	0.01	19	400.000					
256	0.01	19	400.000					
257	0.01	19	400.000					

CONCORDIA UNIVERSITY FACILITY	CPSS V/6000 AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	CRM CPSS V/6000 VER SEIZING TRANS NO.	2.0 PREEMPTING TRANS NO.	84/07/23. 09 34. 51.
508	0.002	13	400.000			
509	0.003	24	400.000			
510	0.003	20	400.000			
511	0.004	22	400.000			
512	0.004	22	400.000			
513	0.004	27	400.000			
514	0.002	12	400.000			
515	0.002	17	400.000			
516	0.003	19	400.000			
601	0.014	103	400.000			
602	0.009	63	400.000			
603	0.013	73	400.000			
604	0.014	104	400.000			
605	0.009	107	400.000			
606	0.005	34	400.000			
607	0.003	25	400.000			
608	0.004	26	400.000			
609	0.006	43	400.000			
610	0.005	35	400.000			
611	0.008	59	400.000			
612	0.009	67	400.000			
613	0.006	47	400.000			
614	0.004	28	400.000			
615	0.004	40	400.000			
701	0.004	31	400.000			
702	0.004	26	400.000			
703	0.002	17	400.000			
704	0.003	22	400.000			
705	0.004	28	400.000			
706	0.003	21	400.000			
707	0.002	16	400.000			
708	0.002	15	400.000			
709	0.003	20	400.000			
710	0.003	20	400.000			
711	0.003	18	400.000			
712	0.003	22	400.000			
713	0.003	22	400.000			
714	0.002	17	400.000			
715	0.003	21	400.000			
716	0.002	14	400.000			
1001	0.000	21	400.000			
1002	0.000	23	20.000			
1003	0.000	38	20.000			
1004	0.000	43	20.000			
1005	0.000	14	20.000			
1006	0.000	14	20.000			
1007	0.000	9	20.000			
1008	0.000	9	20.000			
1009	0.000	19	20.000			
1010	0.000	14	20.000			
1011	0.000	24	20.000			
1012	0.000	24	20.000			
1013	0.000	19	20.000			
1014	0.000	19	20.000			
1015	0.000	14	20.000			

CONCORDIA UNIVERSITY
FACILITY

CRM GPSS V/6000 VER. 2.0
PREEMPTING
SEIZING
TRANS NO.

APPENDICES

CONCORDIA UNIVERSITY FACILITY	AVERAGE UTILIZATION	GPSS V/6000	NUMBER ENTRIES	AVERAGE TIME/TRAN	CRM GPSS V/6000 VER. 2.0 PREEMPTING SEIZING TRANS NO.
1016	0.000	0.000	14	20.000	000
1101	0.075	0.075	11	20000.000	000
1102	0.027	0.027	11	20000.000	000
1103	0.075	0.075	11	20000.000	000
1104	0.034	0.034	15	20000.000	000
1106	0.034	0.034	5	20000.000	000
1107	0.034	0.034	5	20000.000	000
1108	0.027	0.027	4	20000.000	000
1109	0.034	0.034	4	20000.000	000
1110	0.048	0.048	7	20000.000	000
1111	0.048	0.048	7	20000.000	000
1112	0.014	0.014	7	20000.000	000
1113	0.014	0.014	7	20000.000	000
1114	0.014	0.014	2	20000.000	000
1115	0.027	0.027	4	20000.000	000
1116	0.003	0.003	40	200.000	000
1201	0.002	0.002	25	200.000	000
1202	0.003	0.003	40	200.000	000
1203	0.003	0.003	45	200.000	000
1204	0.001	0.001	15	200.000	000
1205	0.001	0.001	15	200.000	000
1206	0.001	0.001	10	200.000	000
1207	0.001	0.001	10	200.000	000
1208	0.001	0.001	10	200.000	000
1209	0.001	0.001	15	200.000	000
1210	0.002	0.002	25	200.000	000
1211	0.001	0.001	25	200.000	000
1212	0.001	0.001	20	200.000	000
1213	0.001	0.001	10	200.000	000
1214	0.001	0.001	15	200.000	000
1215	0.001	0.001	15	200.000	000
1216	0.001	0.001	15	200.000	000
1201	0.873	0.873	77	94311.111	000
1202	0.566	0.566	19	89946.316	000
1303	0.708	0.708	23	89865.217	000
1304	0.644	0.644	21	90947.742	000
1305	0.536	0.536	21	74540.952	000
1306	0.548	0.548	17	89260.000	000
1307	0.509	0.509	17	94125.882	000
1308	0.731	0.731	21	70707.619	000
1309	0.576	0.576	21	101544.762	000
1310	0.708	0.708	19	88410.524	000
1311	0.444	0.444	27	92326.087	000
1312	0.512	0.512	27	96253.704	000
1313	0.556	0.556	19	78596.642	000
1314	0.493	0.493	21	77219.048	000
1315	0.432	0.432	17	84937.647	000
1316	0.432	0.432	22	82460.000	000

TABLET
STABLE TIME
ENTRIES IN TABLE

MEAN ARGUMENT

STANDARD DEVIATION

20 1723171.000 535088.408

TABLE ETIPE

CONCORDIA UNIVERSITY - GPSS V/6000 VER. 2.0 94/07/23. 09 34. 91.
 ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 1447200.000 529725.410

TABLE MPAC ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 17.250 5.955

CLEAR INITIAL START X1-X3, X11-X12 X4, 20 20.111.PE.LICE ** TWENTY SLICES **

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FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	BEIZING TRANS NO.	PREEMPTING TRANS NO.
401	0.004	29	400.000		
402	0.007	29	400.000		
403	0.007	49	400.000		
404	0.004	49	400.000		
405	0.004	49	400.000		
406	0.007	29	400.000		
407	0.007	29	400.000		
408	0.004	49	400.000		
409	0.004	49	400.000		
410	0.006	49	400.000		
411	0.004	49	400.000		
412	0.004	49	400.000		
413	0.004	49	400.000		
414	0.002	19	400.000		
415	0.004	29	400.000		
416	0.001	9	400.000		
417	0.001	9	400.000		
418	0.005	29	400.000		
419	0.007	29	400.000		
420	0.004	29	400.000		
501	0.002	18	400.000		
502	0.002	18	400.000		
503	0.004	34	400.000		
504	0.004	34	400.000		
505	0.003	25	400.000		
506	0.000	25	400.000		
507	0.003	23	400.000		
508	0.002	42	400.000		
509	0.004	19	400.000		
510	0.004	33	400.000		
511	0.002	18	400.000		
512	0.004	31	400.000		
513	0.002	19	400.000		
514	0.001	11	400.000		
515	0.002	17	400.000		
516	0.001	6	400.000		
517	0.003	25	400.000		
518	0.004	23	400.000		
519	0.003	22	400.000		
520	0.003	24	400.000		
601	0.004	24	400.000		
602	0.008	24	400.000		
603	0.007	26	400.000		
604	0.007	26	400.000		
605	0.005	26	400.000		
606	0.005	41	400.000		
607	0.006	50	400.000		
608	0.009	77	400.000		
609	0.005	44	400.000		
610	0.007	58	400.000		
611	0.004	34	400.000		
612	0.004	43	400.000		
613	0.004	44	400.000		
614	0.003	44	400.000		
615	0.004	44	400.000		
616	0.004	44	400.000		

FACILITY	OPSS V/6000 AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	CRM OPSS V/6000 VER. 2.0 BEZZING TRANS NO.	PREEMPTING TRANS NO.
616	0.004	37	400.000		
617	0.001	10	400.000		
618	0.006	51	400.000		
619	0.007	74	400.000		
620	0.004	37	400.000		
701	0.002	14	400.000		
702	0.004	14	400.000		
703	0.004	29	400.000		
704	0.003	24	400.000		
705	0.003	24	400.000		
706	0.002	14	400.000		
707	0.004	19	400.000		
708	0.004	29	400.000		
709	0.002	14	400.000		
710	0.003	14	400.000		
711	0.002	14	400.000		
712	0.003	14	400.000		
713	0.001	19	400.000		
714	0.001	14	400.000		
715	0.002	14	400.000		
716	0.002	14	400.000		
717	0.002	14	400.000		
718	0.002	19	400.000		
719	0.004	29	400.000		
720	0.002	14	400.000		
1001	0.000	14	20.000		
1002	0.000	14	20.000		
1003	0.000	24	20.000		
1004	0.000	24	20.000		
1005	0.000	24	20.000		
1006	0.000	19	20.000		
1007	0.000	19	20.000		
1008	0.000	14	20.000		
1009	0.000	14	20.000		
1010	0.000	24	20.000		
1011	0.000	14	20.000		
1012	0.000	14	20.000		
1013	0.000	19	20.000		
1014	0.000	14	20.000		
1015	0.000	14	20.000		
1016	0.000	14	20.000		
1017	0.000	19	20.000		
1018	0.000	14	20.000		
1019	0.000	14	20.000		
1100	0.024	14	20000.000		
1101	0.018	14	20000.000		
1102	0.024	14	20000.000		
1103	0.042	14	20000.000		
1104	0.012	14	20000.000		
1105	0.061	10	20000.000		
1106	0.018	10	20000.000		
1107	0.024	14	20000.000		
1108	0.048	14	20000.000		
1109	0.048	14	20000.000		
1110	0.018	14	20000.000		
1111	0.018	14	20000.000		

CONCORDIA UNIVERSITY
FACILITY

CRM OPSS V/6000 VER. 2.0
AVERAGE BEIZING TIME/TRAN

PREEMPTING TRANS NO.

84/07/23 08 37 01

CONCORDIA UNIVERSITY
FACILITY

CRM OPSS V/6000 VER. 2.0
AVERAGE BEIZING TIME/TRAN

PREEMPTING TRANS NO.

84/07/23 08 37 01

FACILITY	OPSS V/6000 AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE BEIZING TIME/TRAN	PREEMPTING TRANS NO.
1112	0.034	4	20000.000	
1113	0.024	1	20000.000	
1114	0.006	1	20000.000	
1115	0.030	1	20000.000	
1116	0.012	1	20000.000	
1117	0.006	1	20000.000	
1118	0.030	7	20000.000	
1119	0.042	7	20000.000	
1120	0.042	15	20000.000	
1201	0.001	15	200.000	
1202	0.001	15	200.000	
1203	0.002	20	200.000	
1204	0.002	25	200.000	
1205	0.002	25	200.000	
1206	0.001	15	200.000	
1207	0.001	15	200.000	
1208	0.002	20	200.000	
1209	0.001	15	200.000	
1210	0.002	25	200.000	
1211	0.001	25	200.000	
1212	0.002	25	200.000	
1213	0.001	15	200.000	
1214	0.001	10	200.000	
1215	0.001	15	200.000	
1216	0.001	15	200.000	
1217	0.000	15	200.000	
1218	0.001	20	200.000	
1219	0.002	20	200.000	
1220	0.001	15	200.000	
1221	0.284	15	84506.667	
1222	0.407	15	87626.667	
1303	0.445	20	104080.000	
1304	0.436	25	84016.000	
1305	0.482	25	90096.000	
1306	0.515	15	113493.333	
1307	0.608	20	100400.000	
1308	0.843	20	92760.000	
1309	0.424	15	93306.667	
1310	0.427	15	83748.000	
1311	0.312	15	69773.333	
1312	0.779	25	102528.000	
1313	0.417	15	91706.667	
1314	0.200	10	46160.000	
1315	0.474	15	104293.333	
1316	0.358	15	78720.000	
1317	0.207	15	136400.000	
1318	0.571	20	194220.000	
1319	0.593	20	65253.333	
1320	0.599	15	87786.667	

TABLE TIME ENTRIES IN TABLE 20
MEAN ARGUMENT 1747920.000
STANDARD DEVIATION 670183.416

CONCORDIA UNIVERSITY, GPSS V/6000
 ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION
 20 1702600.000 654998.303
 TABLE NPAC ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION
 20 19.000 6.996
 CLEAR INITIAL START XI-X3, X11-X12 ** TWENTY FOUR SLICES **
 20.....PBLICE

94/07/23. 08. 37. 02.

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FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
405	0.004	29	400.000		
406	0.005	29	400.000		
407	0.005	59	400.000		
408	0.008	59	400.000		
409	0.004	29	400.000		
410	0.008	29	400.000		
411	0.004	29	400.000		
412	0.004	29	400.000		
413	0.004	29	400.000		
414	0.004	29	400.000		
415	0.004	29	400.000		
416	0.005	39	400.000		
417	0.007	49	400.000		
418	0.004	29	400.000		
419	0.005	29	400.000		
420	0.001	19	400.000		
421	0.003	19	400.000		
422	0.003	20	400.000		
423	0.003	39	400.000		
424	0.003	41	400.000		
505	0.005	21	400.000		
506	0.005	21	400.000		
507	0.005	21	400.000		
508	0.005	21	400.000		
509	0.005	21	400.000		
510	0.005	21	400.000		
511	0.003	21	400.000		
512	0.003	21	400.000		
513	0.003	21	400.000		
514	0.003	21	400.000		
515	0.003	21	400.000		
516	0.003	21	400.000		
517	0.003	21	400.000		
518	0.003	21	400.000		
519	0.003	21	400.000		
520	0.003	21	400.000		
521	0.001	11	400.000		
522	0.002	11	400.000		
523	0.002	11	400.000		
524	0.002	11	400.000		
605	0.005	25	400.000		
606	0.005	25	400.000		
607	0.010	71	400.000		
608	0.009	67	400.000		
609	0.010	73	400.000		
610	0.005	37	400.000		
611	0.010	73	400.000		
612	0.005	35	400.000		
613	0.005	34	400.000		
614	0.005	38	400.000		
615	0.005	34	400.000		
616	0.007	49	400.000		
617	0.008	57	400.000		
618	0.008	56	400.000		
619	0.008	56	400.000		

FACILITY	OPSS V/5000 AVERAGE UTILIZATION	NUMBER ENTRIES	CIN OPSS V/5000 VER 2.0 PREEMPTING BEIJING TRANS NO.	AVERAGE TIME/TRAN	STANDARD DEVIATION
1116	0.042	10	20000.000	20000.000	
1117	0.038	10	20000.000	20000.000	
1118	0.034	8	20000.000	20000.000	
1119	0.049	6	20000.000	20000.000	
1120	0.042	4	20000.000	20000.000	
1121	0.028	4	20000.000	20000.000	
1122	0.014	2	20000.000	20000.000	
1123	0.007	1	20000.000	20000.000	
1124	0.056	18	20000.000	20000.000	
1205	0.001	15	200.000	200.000	
1206	0.001	15	200.000	200.000	
1207	0.002	30	200.000	200.000	
1208	0.002	30	200.000	200.000	
1209	0.001	15	200.000	200.000	
1210	0.001	15	200.000	200.000	
1211	0.002	30	200.000	200.000	
1212	0.001	15	200.000	200.000	
1213	0.001	15	200.000	200.000	
1214	0.001	15	200.000	200.000	
1215	0.001	15	200.000	200.000	
1216	0.001	15	200.000	200.000	
1217	0.001	15	200.000	200.000	
1218	0.002	30	200.000	200.000	
1219	0.002	30	200.000	200.000	
1220	0.001	15	200.000	200.000	
1221	0.001	15	200.000	200.000	
1222	0.000	5	200.000	200.000	
1223	0.001	10	200.000	200.000	
1224	0.002	10	200.000	200.000	
1305	0.051	15	107253.333	190400.000	
1306	0.073	15	76480.000	73026.667	
1307	0.803	30	81373.333	117820.000	
1308	0.765	30	97208.667	87208.667	
1309	0.617	15	87208.667	87208.667	
1310	0.454	15	86160.000	86160.000	
1311	0.431	15	72080.000	72080.000	
1312	0.377	15	93306.667	93306.667	
1313	0.488	15	73573.333	73573.333	
1314	0.385	15	93180.000	93180.000	
1315	0.650	20	87712.000	87712.000	
1316	0.765	25	81936.000	81936.000	
1317	0.715	25	91973.333	91973.333	
1320	0.481	15	79240.000	79240.000	
1321	0.593	20	122400.000	122400.000	
1322	0.214	5	126080.000	126080.000	
1323	0.440	10	88920.000	88920.000	
1324	0.931	10	88920.000	88920.000	

TABLES	TABLE TT TIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
	20	1746550.000	593001.686

CONCORDIA UNIVERSITY, OPBS V/6000

CRM OPBS V/6000 VER 2.0

ENTRIES IN TABLE

84/07/23 08 37 2

20

1700800.000

MEAN ARGUMENT

576258.129

TABLE MPAC

ENTRIES IN TABLE

20

19.500

STANDARD DEVIATION

7.592

END

262
263
264

PPOMER
HPL=20

CRM GPSS V/6000 VER. 2.0

CONCORDIA UNIVERSITY. GPSS V/6000

84/07/23 08 30.51

BLOCK #LDC OPERATION A,B,C,D,E,F,G,H,I,J COMMENTS CARD NUMBER

2 135 ETIME TABLE PF17.0.100.20 ** EXEC TIME PER PROGRAM ** 220
MPAC TABLE PF12.0.5.8 ** NUMBER OF PACKET GROUPS PER PROGRAM ** 221
TERMINATE 1 222
223
224
225
226
227
228
229
230
231
232
233
234

REBET X4.1
INITIAL X11.4
REPORT PPOMER
TITLE FACILITIES
INCLUDE T1-Y4/1.2.3.4
ENDREPORT 20.....PPOMER
START

FAC
TAB
TAB

** CPU SPEED IS 0.4 MIPS **

CPSS V/6000 VER. 2.0

AVERAGE UTILIZATION

NUMBER ENTRIES

SEIZING TRANS NO.

PREEMPTING TRANS NO.

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.947	380848	20.000		
101	0.002	700	20.000		
121	0.001	448	20.000		
141	0.002	848	20.000		
201	0.001	340	20.000		
221	0.001	340	20.000		
241	0.219	888	20050.000		
261	1.000	360	20.000		
TOTALS			22348.444		

TABLE TTIME

MEAN ARGUMENT

STANDARD DEVIATION

ENTRIES IN TABLE

20

TABLE TTIME	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE	6319039.000	1224427.001

TABLE ETIME

MEAN ARGUMENT

STANDARD DEVIATION

ENTRIES IN TABLE

20

TABLE ETIME	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE	39800.000	167464.183

TABLE NPAC

MEAN ARGUMENT

STANDARD DEVIATION

ENTRIES IN TABLE

20

TABLE NPAC	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE	18.000	6.266

CLEAR INITIAL START

11-14.112

11.1.8

20....POWER

CPU SPEED IS 0.8 MIPS

235
236
237
238

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.961	194577	20.000		
101	0.003	700	20.000		
121	0.002	439	20.000		
141	0.004	853	20.000		
201	0.002	340	20.000		
221	0.002	340	20.000		
241	0.390	79	20000.000		
261	1.000	360	20.000		
			11244.222		

TABLES
 TABLE TYPE ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 3300928.000 524327.542

TABLE ETIME ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 198750.000 32958.400

TABLE NPAC ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 18.000 9.712

CLEAN INITIAL STACK
 X1-14.712
 X11.12
 20,....POWER CPU SPEED IS 1.2 MIPS **

230
 241
 242

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.938	114058	20.000		
101	0.003	450	20.000		
121	0.007	817	20.000		
141	0.003	320	20.000		
161	0.003	320	20.000		
221	0.661	82	19939.183	3335	
241	0.003	340	20.000		
261	1.000	340	7277.629		

TABLE ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	1836221.750	415431.986

TABLE ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	120211.100	49165.053

TABLE NPAC ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	17.000	6.569

CLEAR INITIAL START 11-14-112
 20.....PPOMER ** CPU SPEED IS 1.6 MIPS **

243
 244
 245
 246

CONCORDIA UNIVERSITY. GPSS V/6000 VER. 2.0 CRM GPSS V/6000 VER. 2.0 91/07/23. 09.42.

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.957	94481	20.000		
101	0.007	670	20.000		
121	0.004	440	20.000		
141	0.008	601	20.000		
161	0.003	203	20.000		
201	0.003	353	20.000		
221	0.970	48	19999.687	3343	
241	0.003	345	20.000		
261	1.000	345	9734.493		

TABLE TIME ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 1320124.500 503185.914

TABLE TIME ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 93337.300 41858.399

TABLE MFAC ENTRIES IN TABLE MEAN ARGUMENT STANDARD DEVIATION

20 17.250 8.247

CLEAN INITIAL START 11.20 20.....PPOWER ** CPU SPEED IS 2.0 MIPS **

247
248
249
250

CONCORDIA UNIVERSITY

FACILITIES AVERAGE UTILIZATION NUMBER ENTRIES AVERAGE TIME/TRAN SEIZING TRANS NO. PREEMPTING TRANS NO.

FACILITIES	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.930	65385	20.000		
101	0.009	610	20.000		
121	0.009	584	20.000		
141	0.011	742	20.000		
161	0.004	295	20.000		
201	0.004	295	20.000		
221	0.996	70	19997.429	3198	
241	0.004	315	4.20.000		
261	1.000	315	4462.095		

TABLES

TABLE TYPE	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE		
20	1037340.000	369308.926

TABLE TYPE	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE		
20	67190.000	30439.273

TABLE TYPE	MEAN ARGUMENT	STANDARD DEVIATION
ENTRIES IN TABLE		
20	15.750	6.935

CLEAR INITIAL START X1-14.X12 X11.24 20.....POWER ** CPU SPEED IS 2.4 MIPS **

251
252
253
254
255

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
41	0.967	70635	20.000		
101	0.010	720	20.000		
121	0.005	447	20.000		
141	0.012	911	20.000		
201	0.005	350	20.000		
221	0.005	350	20.000		
241	0.990	73	19809.724	3554	
261	0.005	370	20.000		
	1.000	370	3943.773		

APPENDICES

TABLES

TABLE TIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	1042500.600	289642.384

TABLE ETIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	68991.450	31021.379

TABLE NPAC ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
20	18.500	6.708

END

PPOWER

CONCORDIA UNIVERSITY. OPSS V/6000 . CRM OPSS V/6000 VER. 2.0 84/07/30. 16.03.1

BLOCK NUMBER	*LOC	OPERATION	A.B.C.D.E.F.G.H.I.J	COMMENTS	CARD NUMBER
2		ETIME TABLE	PF17,0,100,20	** EXEC TIME PER PROGRAM **	220
3	133	MPAC TERMINATE	PF12,0,5,8	** NUMBER OF PACKET GROUPS PER PROGRAM **	221
		RESET INITIAL REPORT	X4,1	** CPU SPEED IS 0.4 MIPS **	222
		INITIAL REPORT	X11,4		223
		TITLE	PPOWER		224
		INCLUDE	FACILITIES		225
		ENDREPORT	T1-T4/1,2,3,4		226
		START	90....PPOWER		227
		CLEAR INITIAL	X1-X4, X12		228
		START	X11,8	** CPU SPEED IS 0.8 MIPS **	229
			90....PPOWER		230
					231
					232
					233
					234
					235
					236
					237
					238

APPENDICES

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.995	468460	20 000		
101	0.004	1650	20 000		
124	0.002	1884	20 000		
141	0.004	2026	20 000		
161	0.002	800	20 000		
201	0.002	800	20 000		
221	0.497	234	20000 000		
241	0.002	850	20 000		
261	1.080	890	11080 753		

TABLES
 TABLE TIME ENTRIES IN TABLE 50 MEAN ARGUMENT 7332126.400 STANDARD DEVIATION 1752297.167

TABLE ETIME ENTRIES IN TABLE 50 MEAN ARGUMENT 179670.000 STANDARD DEVIATION 64062.438

TABLE MPAC ENTRIES IN TABLE 50 MEAN ARGUMENT 17.000 STANDARD DEVIATION 6.308

CLEAR INITIAL START X1.24-H12 ** CPU SPEED IS 1.2 MIPS **
 239
 240
 241
 242

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	BEIZING TRANS NO	PREEMPTING TRANS. NO.
61	0.989	319546	20.000		
101	0.003	1630	20.000		
121	0.003	1070	20.000		
141	0.005	2031	20.000		
161	0.005	790	20.000		
201	0.002	790	20.000		
221	0.714	231	19953.087	3582	
241	0.003	840	20.000		
261	1.000	840	7689.451		

TABLES

TABLE TIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
50	4947894.040	1224021.803

TABLE ETIME

ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
50	120184.400	49788.419

TABLE MPAC

ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
50	16.800	6.682

CLEAR X1-X4-M18
INITIAL X11.16
START 80...PPOWER ** CPU SPEED IS 1.6 MIPS **

243
244
245
246

CONCORDIA UNIVERSITY. GPSS V/6000		CRM GPSS V/6000 VER 2 0		84/07/30 20.24	
FACILITIES	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO.	PREEMPTING TRANS NO.
61	0.983	235789	20.000		
101	0.004	1570	20.000		
121	0.004	1023	20.000		
141	0.008	1870	20.000		
161	0.003	750	20.000		
201	0.003	750	20.000		
221	0.740	226	19946.681	3273	
241	0.003	800	20.000		
261	1.000	800	5995.162		
TABLES					
TABLE TIME ENTRIES IN TABLE		MEAN ARGUMENT	STANDARD DEVIATION		
50		3544177.200	950114.442		
TABLE ETIME ENTRIES IN TABLE		MEAN ARGUMENT	STANDARD DEVIATION		
50		87890.000	38983.739		
TABLE MPAC ENTRIES IN TABLE		MEAN ARGUMENT	STANDARD DEVIATION		
50		16.000	6.308		
CLEAR INITIAL START		X1014-X112	** CPU SPEED IS 2 0 MIPS **		
		X111.20	247		
		50.....PROMER	248		
			247		
			250		

CONCORDIA UNIVERSITY. GPSS V/6000		CRM, GPSS V/6000 VER 2.0		84/07/30. 20.4
FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO. PREEMPTING TRANS NO.
61	0.983	196874	20.000	
101	0.008	1530	20.000	
121	0.008	1982	20.000	
141	0.010	1724	20.000	
161	0.004	740	20.000	
201	0.004	740	20.000	
221	0.984	197	20000.000	
241	0.004	790	20.000	
261	1.000	790	9069.215	
TABLES		MEAN ARGUMENT	STANDARD DEVIATION	
ENTRIES IN TABLE		50	2932724.000	781452.235
TABLE TIME				
ENTRIES IN TABLE		50		
TABLE NPAC		MEAN ARGUMENT	STANDARD DEVIATION	
ENTRIES IN TABLE		50	15.500	6.256
CLEAR INITIAL START		X1-X5,X12	** CPU SPEED IS 2.4 MIPS **	251
		X11,X24		252
		SO...PPOWER		253
				254
				255

FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	SEIZING TRANS NO	PREEMPTING TRANS NO.
61	0.988	158563	20.000		
101	0.010	1610	20.000		
121	0.004	787	20.000		
141	0.012	1761	20.000		
161	0.005	780	20.000		
201	0.005	780	20.000		
221	0.997	160	19997.262	3120	
241	0.005	830	20.000		
261	1.000	830	3864.964		

TABLES	TABLE TIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
	50	2072089.240	750287.875
	80	87321.860	29387.489

TABLE MPAC	TABLE TIME ENTRIES IN TABLE	MEAN ARGUMENT	STANDARD DEVIATION
	50	16.600	7.918

END

POWER
 GPH = 3.2 MIPS
 MPL = 50

CONCORDIA UNIVERSITY. GPSS V/6000		CRM GPSS V/6000 VER 2 0		84/08/21. 22.14.17.	
FACILITY	AVERAGE UTILIZATION	NUMBER ENTRIES	AVERAGE TIME/TRAN	BEIJING TRANS NO.	PREEMPTING TRANS NO.
61	0.983	126773	20.000		
101	0.013	1650	20.000		
121	0.008	1977	20.000		
141	0.016	2016	20.000		
161	0.006	800	20.000		
201	0.006	800	20.000		
221	0.993	128	19925.430	4564	
241	0.007	850	20.000		
261	1.000	850	3032.712		
TABLES					
TABLE TYPE		MEAN ARGUMENT	STANDARD DEVIATION		
ENTRIES IN TABLE					
50		1751498.900	511762.282		
TABLE ETIME					
ENTRIES IN TABLE		MEAN ARGUMENT	STANDARD DEVIATION		
50		43920.080	21673.419		
TABLE NPAC					
ENTRIES IN TABLE		MEAN ARGUMENT	STANDARD DEVIATION		
50		17.000	6.999		
END					
					260
					261

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