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Rochester Institute of Technology
School of Computer Science and Technology

Partitioning and Protecting Control Program Function
Through Virtual Storage

by
Thomas J. Murray

A thesis, submitted to
The Faculty of the School of Computer Science and Technology,
in partial fulfillment of the requirements for the degree of
Master of Science in Computer Science.

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March 10th, 1987

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FUNCTION THROUGH VIRTUAL STORAGE

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ABSTRACT

Many operating systems are endowed with the ability to access every byte of addressable memory in the processor complex. Unfortunately, a control program so designed creates an exposure of the following nature: It is possible for an errant section of operating system code to unwittingly modify (and perhaps destroy) either its own storage or the storage of others. This thesis addresses this problem and discusses the design and implementation of a control program in which many such attempts at destroying storage are detected and suppressed. This is accomplished by placing separate control program functions in separate virtual storages. The thesis also expounds upon the notions of protection and security within the operating system itself, and details a quasi capability mechanism that regulates the access to shared objects and ensures the invocation of one control program function by another is authorized.

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PART I: INTRODUCTION

1.1 STATEMENT OF PROBLEM

In many existing operating systems, all supervisory routines are programmed to execute in supervisor state and have read/write access to the entire real machine address space. This design point is an invitation for disaster, for such designs are capable of destroying themselves as well as the user processes they support. Very often the cause of a system failure cannot be detected in a design of this type; dump analysis merely reveals the result of an earlier disaster.

Consider a failure of the following nature. Part of the routine operation of an operating system module involves updating information in a control block. The module is coded to compute the address of a field in the control block, and that computation uses a value that has become invalid. (The source of corruption is not important for this illustration; suffice it to say the module is about to perform a calculation using bad data.) The module performs the address calculation which normally yields the address of the desired control block field. In this case, the resulting address does not point at the desired object. The module continues execution and performs its maintenance activities, which blindly modify storage at the bad address as though it were the desired location.

Erroneous storage accesses of this type inadvertently destroy memory that may be allocated to some other process. The effects of this type

of error are potentially many, and a great deal of time may pass before any of them become visible, if ever. Note that a system failure may not occur. However, a crash may be preferable to the potentially widespread and pernicious effects triggered by the generation and propagation of erroneous results. Finally, if the error eventually does manifest itself as a system failure, any trace of the perpetrator might be long gone.

This sort of destruction is made possible by a design that grants itself a master storage protect key (thereby effectively bypassing key-controlled protection facilities), and the ability to access any location in the central store. Closer inspection of the error process reveals a two-step sequence: 1) It was possible for a module to generate an illegal address, and 2) It was possible for that module to modify storage at that address, which was not allocated to it. It is unlikely that any scheme can be devised to prevent the first step of this sequence, and this is unfortunate, for it would preclude the second step. The reason step one cannot be prevented is because it can occur under two circumstances: the case in which the module is given bad data, which it uses during address generation, or the case in which the validity of the input data is of little relevance, for the module contains logic errors which can generate an illegal operand address.

Until such time as programs can be verified correct, operating systems will be vulnerable to the first step of the error process. However, the second step of the process can be arrested, given that the underlying hardware provides an address translation mechanism for the support of multiple virtual address spaces.

Statement of Problem

1.2 THESIS OBJECTIVES

The goal of this thesis is the design and implementation of a virtual storage operating system that compartmentalizes control program function. Each function will be encapsulated in a separate address space and will be activated in translate (relocate) mode. This design will effectively isolate disjoint components; consequently, programming errors in one component will not damage the storage of another. Unfortunately, there is no sure way to prevent a module from destroying its own storage. But this system will force bounds checking on every storage reference a module makes, and this will prevent the use of unallocated storage that would otherwise go undetected in systems not so designed.

A software mechanism will be provided to facilitate the transmission of shared objects (e.g. a control block) between address spaces that must communicate. Additional program mechanisms will ensure that communication of the type requested is permissible. For example, perhaps two modules of the operating system, e.g. the I/O first-level interrupt handler and process scheduler, are authorized by design to exit to another operating system routine, e.g. the dispatcher. The protection mechanisms provided by this project would grant control transfer requests of this nature. But an attempt to exit to the dispatcher by an unauthorized component would be detected and rejected. This software authentication/authorization technique is used to construct a system that recognizes and enforces a precisely specified control flow relationship among all the modules of the operating system.

As much of the system as is possible will run in problem state, and all system code will execute disabled for asynchronous interrupts. Careful consideration was given to a highly interruptible design. However, the system constructed for this project will not have the sort of realtime characteristics or requirements that would benefit from a design of that type, so a monolithic monitor [2] approach is adequate. While pondering the details of an interruptible structure, I gradually came to the realization that although my design would be able to withstand an interrupt at any point, I would still be queuing a deferred activation record for the required interrupt handler and immediately resuming the interrupted code. At some point in the design, I would serially dequeue each queued request, thereby activating an interrupt handler. The net effect of this technique is serial processing of each interrupt request. A monolithic design achieves the same results minus the queuing logic and save-area maintenance associated with the interruptible scheme. Granted, an uninterruptible design may have a severely negative and/or limiting effect on some areas of operating system performance, e.g. input/output subsystem throughput. However, the performance of the operating system constructed for this project is not severely hampered by this trait and it is expected that the applicability of this approach will be evaluated anew when applying the techniques of this project to a system with stated performance objectives.

1.3 CONCEPTUAL FRAMEWORK AND TERMINOLOGY

Further discussion of this project is likely to become most confusing to even knowledgeable readers unless a certain amount of stage-setting takes place. The following sections explore critical topics in detail, aiming towards a lucid, coherent and cohesive explanation of the thesis objectives.

1.3.1 PROGRAMMING ENVIRONMENT: SYSTEM/370

The term System/370 refers to the definition of a model-independent machine architecture implemented by a wide range of computer systems manufactured by International Business Machines Corporation. This overwhelmingly complex architecture is painstakingly documented in IBM System/370 Principles of Operation [4], to which the reader is ultimately referred. Applications of the architecture are broad, ranging from business to scientific settings. Its widespread use pervades the industrial, commercial and academic sectors.

System/370 defines a myriad of obvious, obscure and arcane features. Its salient features include sixteen general purpose registers, four floating-point registers, sixteen control registers, a program status word, byte-addressable storage, six interrupt classes, problem-state and supervisor-state execution, virtual storage capabilities, and a key-controlled storage protection scheme. References to operands in storage are typically specified in a base register, displacement instruction format. Most instruction formats allow for the use of an index register as well. There are neither indirect nor program-counter

relative addressing modes. The basic architecture incorporates 24-bit addressing, and a fullword of storage is 32 bits, as are each of the 16 general purpose registers. Real storage is logically organized as a linear sequence of bytes, but is physically organized, managed and protected in 4096 byte blocks known as page frames. Pages are grouped into segments, and segment size is customarily 16 pages. A page of storage can contain executable code or data or both; storage is not organized into code and data segments. The architecture also includes various clocks and timers, the ability to selectively disable and enable certain of the interrupt classes, multiprocessor facilities (shared storage interlocks and processor signalling), the ability to enter an idle wait state, and a powerful program debugging facility (program-event-recording). System/370 also defines an extremely robust input/output system based on a channel, control unit, device hierarchy. Up to 4096 I/O devices may be installed and placed under program control.

This paper will discuss particular architectural features at length where appropriate, especially the addressing of main storage and the processing of interrupts. Again, the reader is urged to consult [4].

1.3.2 PROCESS VERSUS ADDRESS SPACE

The notion of a process is of fundamental importance to the discussion of operating systems. However, this convenient notion is usually defined only enough to give the reader an intuitive feeling as to how such an entity might be implemented. For pedagogical purposes it is not necessary to discuss the implementation details surrounding this

all-important concept. But because this project involves the construction of an operating system for a System/370 environment, it is essential to present the details of process implementation.

Attempts to define a process vary in their use of mental devices, such as "the thing which is dispatched", or "the executing image of a program". For "model" definitions, see [1, 2, 6], among others. Along with this notion of executing instructions, we are usually told that the definition includes elements of the machine architecture that comprise process state, i.e. an image of the machine's registers and program counter, and perhaps some logical state and descriptive data, e.g. process name and whether it is running, ready or blocked. This state information is necessary because seldom does a process run to completion during its present dispatch interval; control of the machine might be taken away from it for a variety of reasons, and the interrupted process can be restarted from the saved state information at a later time. This definition, or slight variations of it, are widely used and accepted. The textbook definitions make no attempt to associate any particular function with a process, and rightly so.

While this project supports user processes in the conventional sense, the structure of the actual operating system is not process-oriented but rather is monolithic. That is, this operating system consists of a collection of address spaces (not processes), each performing a precisely specified function. Conceptually, an address space is merely a consecutive sequence of integer numbers together with the specific transformation parameters which allow each number to be associated with a byte location in storage [4]. The integer numbers are otherwise known

as virtual addresses; the numbering sequence starts at zero and increases by one. Each virtual address designates a particular byte of data within an address space. The data may be an instruction or part of an instruction, or an operand or part of an operand. Thus, an address space can be said to contain a program or programs and data. If you like, you may think of an address space as containing the program(s) and data of a process, but a process is much more than an address space. These two terms are not synonymous, as the following section explains.

1.3.3 THE STRUCTURE AND ROLE OF THE ADDRESS SPACE

Multiple address spaces can and do coexist in most computer systems with virtual storage capabilities. Each address space has its own set of virtual addresses, however this set is rarely unique. A particular virtual address belonging to one process usually designates a real main storage location not accessible to code running in other address spaces. However, two or more address spaces can refer to the same real storage locations, each by the same or perhaps different virtual addresses, if the transformation parameters for each address space are properly configured. This is the technique used to accomplish code and/or data sharing. However, this project does not make use of shared code, and data is shared by transmitting it from one address space to another, not by direct sharing of the type described.

An address space exists once a segment table and zero or more page tables have been constructed for it in main storage. Built and maintained by operating system software, these tables serve to establish the relationship between virtual and real addresses; the dynamic address

translation (DAT) facility of the CPU refers to these tables during the address generation process. DAT decomposes each virtual address referred to by code executing in an address space, and maps the virtual address to a corresponding real storage location. The resulting real storage address is a function of the virtual address, the DAT translation algorithm, and the information contained in the translation (segment and page) tables. Notice that at this point, the address space exists but has no intrinsic function; it contains neither code nor data, and therefore certainly does not qualify as a process. However, the address space can own resources: it has "empty" page frames of real storage assigned to it. If another address space contained a loader program, and the loader address space was given access to the same storage frames owned by the newly created address space, it would be possible for the loader address space to place code and data into the storage frames of the new address space. Having done this, the loader could give up access to the frames it momentarily shared with the new address space, and a new executable address space would now exist in the system.

Again, realize that an address space physically exists in a computer system with virtual storage capabilities when a segment table has been created for it. In System/370, a segment table consists of a contiguous sequence of fullwords in main storage. Each fullword is called a segment table entry and has a particular format to be discussed later. In general, though, each segment table entry points at a page table, and a page table consists of halfword entries, each pointing at a page frame of real storage. In this system, each address space is represented by a separate, unique segment table resident in main storage at

all times. Therefore, the address of an address space's segment table in real storage is fixed, and this address conveniently serves as the identity of the address space. (In some operating systems, memory management routines shuttle translation tables between main and auxiliary (disk) storage over time. Under such a scheme the address of a segment table is not fixed. The operating system constructed for this thesis identifies each of the address spaces in the system by segment table address. Having these addresses remain static simplifies programming requirements and avoids the added time required to move the tables and update the changing segment table addresses.)

This is another perfect point at which to compare and contrast process with address space. In general, a process will consist of an address space as described, and will have an associated appendage located elsewhere in real storage for the storage of state information. In addition to state information, the appendage will most likely contain a pointer to the process segment table. Typically, each appendage represents the existence of a process, and the appendages are chained together forming a master list of all the processes in the system. In such a system there is usually a process dispatcher that has access to this master list, and its function is to search the list looking for a dispatchable candidate. Once found, the resources of the machine are turned over to this candidate; the candidate process is said to be dispatched. In popular architectures providing virtual storage capabilities, the act of dispatching a process consists of at least the following steps: 1) loading a segment table register with the address of the process's segment table, 2) restoring the saved machine register

image, and 3) restoring the saved PSW image, simultaneously engaging the DAT facility or its equivalent.

The operating system constructed for this project is monolithic, and each trip through it consists of a series of control transfers initiated by the occurrence of some event. Each complete path really consists of the serial execution of some of the system's components. More specifically, one address space can call another much like a subroutine. The flow of control passes logically, albeit indirectly from one address space to an entry point in another.

It is possible to envision a system in which pieces of the control program are actually (possibly autonomous) processes. That is, each system function would be performed by a process or group of processes, and the processes of different functions could execute concurrently. These operating system processes would be scheduled for execution independent of each other, and while the processes that must execute to complete a particular function may very well have serial execution requirements, the execution of the process chain for a function could be interspersed with the execution of processes for other functions.

A design point of this system simply requires that the transfer of control from one system address space to another be effective immediately. Care must be taken to preserve the serial execution requirement of system address spaces; these address spaces must execute exactly and uninterruptibly in their order of invocation. This requirement considerably simplifies the design of the project by avoiding many of the problems with the hypothetical process-oriented system.

Finally, unlike a process, the called system address space in this project cannot be dispatched in the traditional sense, as upon each invocation it is effectively a virgin with no associated saved state information.

1.3.4 LINKAGE BETWEEN ADDRESS SPACES

Recall that in this project each system address space provides a particular function. A typical address space consists of one particular module of code and its associated data areas. The code and data reside in the pages of real storage allocated to the address space. Each operating system function will be isolated from every other function in the system; each function will be encapsulated within an address space. The flow of control within the running system will therefore consist of the activation of different address spaces, each performing a well-defined function. For example, suppose the project is running and the address space housing the I/O supervisor (IOS) is currently active. IOS decides that it needs to build a control block representing the I/O request it is processing. It must call the free storage manager--another operating system module--to obtain storage for the control block. Conceptually, it issues what amounts to a CALL instruction for the free storage manager. In reality, the CALL is implemented as a supervisor call (SVC) instruction. In System/370, the SVC instruction generates an SVC interrupt. This means that the address space executing the SVC immediately loses control to an operating system module known as the SVC first-level interrupt handler. The interrupt

handler must save the caller's state (i.e. return linkage) in its save-area, and then activate the called address space. At this point, the called function executes; the caller does not. The "suspended" caller must not be thought of as a blocked process, but merely as a body of code that has called upon the services of another. Eventually, the called function completes and RETURNS to the caller, again by issuing an SVC instruction to effect the transfer of control. Both CALL and RETURN have the effect of immediately activating one address space on behalf of another. Note that the address space being called or returned to is not dispatched in the traditional sense; there is no state to restore which is the principal function of a dispatcher.

The CALL/RETURN primitives in this project perform obvious functions. There are, however, times when a CALL without RETURN is desired. This feature will be known as EXIT. EXIT processing differs from CALL in that return linkage to the caller is not saved; EXIT simply activates the target address space. CALL without RETURN is used when an executing module such as the I/O supervisor completes its function and needs to activate another operating system component, such as the dispatcher or scheduler. It does this by simply EXITing to the next stage of the system.

Notice that a called address space has no saved state information. An address space is not invoked by resuming it, as would be the case if the address space represented a process. Later in this paper, it will be explained how an address space and supporting data structures will work together to support user processes in the traditional sense. However, the actual operating system code consists of many address

spaces which are not treated as processes. Control flows from one address space to the next through the use of CALL, RETURN and EXIT. Invocation of one system address space by another does not result in the creation and dispatch of a process. It merely results in a reconfiguration of the hardware control registers governing DAT; the segment table register is reloaded with the address of the called address space's segment table, and the PSW is loaded with the address space's virtual initial PSW (which specifies DAT 'on'). As a result, a new address space comes to life within the machine. With the exception of parameters, if any, the initial state of this new address space consists entirely of a virtual PSW designating the virtual address of the first instruction of the function implemented by the address space.

1.3.5 COMPARTMENTALIZATION AND ACCESS CONTROL

In order to effectively implement the CALL primitive as specified, there must be something in the system that knows about each address space and its associated initial state. There happens to be an address space containing a program known as the authentication routine. The authentication routine knows the name and virtual entry point address of every system address space. The name of an address space actually turns out to be a mnemonic identifier, but the real identity of an address space is given by the address of its segment table. The primary function of the authentication routine is to determine whether a request is authorized. The modules of this operating system are authorized to issue requests for particular services and resources. These authorizations are static and are assigned as required during the design of the system. The authentication routine protects the system from acci-

dental or malicious attempts to activate certain of the control program functions, and from unauthorized access to protected data structures. This facility forces strict adherence to the design specifications, thereby preventing unwarranted design changes. It also increases the integrity of this system by denying unauthorized access to both code and data.

The following example demonstrates the utility of this feature. It is sometimes convenient to substitute the term "module" for "address space." With respect to this project, each system address space contains one module of the operating system, so the terms can be considered synonymous.

Generally, associated with each callable module of the system is a list of the names of the address spaces permitted to invoke it. Similarly, authorization lists are defined for shared objects (tables, lists, etc.) Suppose, for whatever reason, the designer of the system realized that the only module that needed to call the free storage manager was the I/O interrupt handler. This restriction becomes part of the design of the system, and the authentication routine can be used to strictly control access to the free storage manager.

The technique used to enforce access rights is simple. An entry for the free storage manager is placed in a table owned by the authentication routine. Further, the entry identifies the I/O interrupt handler as an authorized caller. The I/O interrupt handler's identity is internally represented by the address of its segment table, as that value uniquely represents a particular address space. When an

address space issues a CALL to a module in another address space, it loses control (via the SVC interrupt handler) to the authentication routine. The caller's identity is accessible to the authentication routine, i.e. it knows the address of the caller's segment table. To validate the request, the authentication routine locates the table entry for the called address space, and subsequently searches its authorization list for the caller's identity (the address of its segment table.) If found, the CALL is performed.

The authentication routine can be used to control access to virtually any object in the system. Consider a trace table. Many operating systems have a region of storage set aside for tracing. As the system runs, various modules place trace entries into the table. The entries provide a very recent history of system activity, which is sometimes useful during failure analysis. Naturally, the trace table should be carefully protected to ensure its contents are accurate. If any part of the trace were inadvertently destroyed, its contents would be useless to the person reading the system dump. Obviously, the trace table is a perfect candidate for protection. In the system defined by this project, the trace table can be fully protected simply by adding an entry for it to the authentication routine's authorization table. The trace table is then assigned its own address space and is managed by a small, well-defined and exhaustively tested program. Every module that needs to record trace information is added to the authorization list for the trace table address space. Then, modules simply CALL the trace facility, passing the trace entry as a parameter. Because the trace table is isolated in its own address space, it cannot be accessed di-

rectly by any program in any other address space. Moreover, only authorized modules are permitted to create trace entries.

The management of some shared objects present problems. Consider a shared linked list. When a module requests access to a list, the pages of storage allocated to the list can easily be attached to the module's address space at the virtual address of the first available page. Assuming the structure of the list is correct, the module can examine and manipulate the list, e.g. it can add and delete elements. Customarily, the list elements would be chained together by virtual address, which, as far as code running in the address space is concerned are real addresses. The problem with this sort of list structure is that once the list is constructed (or more specifically, once it contains more than one element), it becomes non-relocatable. That is to say, when another module (or the same module) requests the list, it must be attached to the address space at the same virtual addresses, because it has specific virtual addresses embedded in it. Because the size of an address space is unknown/unlimited, it is not a guarantee that the same pages of an address space will always be available over time for such purposes; it may turn out that the pages may be allocated to other objects. If this is the case, linked lists must be managed differently. The problem can be solved by placing the list in its own address space, along with code that manages the list. Modules that need access to the list simply call the list address space, passing the required information and specifying the desired list operation, e.g. GET NEXT, ENQUEUE, FIND, INSERT, etc.

In general, then, this project will provide access to shared objects in the following manner: An object, along with code to manage it will

reside in an address space, and other address spaces will be authorized to request execution of the code that performs the desired operation on the object. This method is discussed in section 2.3.7. It is effective because the caller has access to neither the object nor the code that manipulates it. Technically, an address space has execute-only rights to the code that manages the object. Note that there may be several operations defined on an object, each provided by a separate entry point in its address space. An entry point might perform a read or write operation on an object. For example, a linked list enqueue operation writes a new list element, while a list find operation performs a read-only search and returns the requested item. So object access rights, while not explicitly encoded are implicitly defined by the semantics of the object manipulation entry points an address space is authorized to invoke. Each operation defined on an object in such a way may be thought of as an authorized capability.

The question arises as to how an unauthorized request for a service or object is handled. Presumably, a module making a request cannot proceed until the request is satisfied. In this project, the authentication routine is used exclusively by modules of the operating system. If a module is denied a service or object, one must assume that the module cannot complete its function, as it would not be asking for things it absolutely did not need. Since the module cannot continue, the operating system cannot possibly continue. Therefore, an unauthorized request results in abnormal termination of the operating system.

Clearly there are several key advantages to access control and compartmentalization. Modules are prevented from destroying other

modules or data areas. Services and data can be protected from misuse. Design specifications can be rigidly enforced. This third point is of importance not only during the initial development phase, but also later when change teams are correcting new problems or adding functional enhancements. However, it is important to point out that the integrity of the system lies in the hands of the person changing the authentication routine's table. For this reason, it is important that the original design be well-documented in a particular manner. Suppose that a change team wants to add a new function. Its implementation requires that a module be permitted to make a call that was heretofore unauthorized. At any point in time, the set of defined authorization lists describes legal relationships between the components of the system. This set has a complement which can be partitioned into two disjoint subsets: a set which contains authorization lists which would be valid but have not yet been defined (both legal extensions to existing lists and new lists) and a set which contains lists which, if admitted would create deadly exposures.

This complement set must be considered when adding new function to any system using the design described by this thesis. One might be tempted to casually authorize a caller, but there may be good reason why one module should not call another. The developers must thoroughly research why the proposed call is not currently authorized, and how the proposed authorization will affect the design. This research is necessary to avoid straying from limitations and/or restrictions present in the original design. Alterations must be clearly documented; well-documented restrictions will accelerate the research phase.

Finally, a word about the protection provided by this project in comparison with the protection provided by certain high-level modular programming languages, e.g. Concurrent Euclid (CE) [3]. The block structure of these languages allows the programmer to create self-contained modules. Any code and/or data defined in a module is invisible to other modules written in that language. The syntax of the language requires that any variable or entry point that must be accessed by a module other than that which defines it be "exposed". In CE, an exposure is specified by the EXPORT statement. This feature provides a degree of protection and is necessary but not sufficient to provide access to a shared object. Any module that needs an exposed object must formally request access to that object. In CE this is accomplished by IMPORTing an object exported in another module. Further, shared variables can be imported read-only or read-write. Thus, in CE procedures and data may be shared by exporting and importing them where needed. Modularization and access capabilities are specified by the syntax and enforced during compilation. No user-written CE code can subvert the language's protection mechanisms.

In contrast, this project is written in an assembler language that does not define any protection schemes. Yet the degree of protection provided by this operating system is much stronger than that of CE. For example, a CE program could call an assembler routine. The latter could inspect and/or alter any portion of the CE system since they both reside in the same address space. It is trivially easy to subvert the inherently secure CE system since no run-time authorization techniques exist. In this project, snooping is impossible since each function is isolated from every other function. CE also does not control access

to exported objects. An exported procedure or variable can be imported by any CE module. This project requires that address spaces be authorized by name to activate other modules. And while data items themselves are not directly shared, the code which manages them is. Similarly, access to that code is limited to authorized address spaces, and this effectively regulates access to the data items. This technique allows the invention of capabilities that must be assigned to address spaces.

1.3.6 INTER-ADDRESS SPACE COMMUNICATION

Undoubtedly the system address spaces in this project will need to communicate amongst themselves. Since the storage of each module is isolated from every other module, it is not possible to pass data through common, or shared areas. This project facilitates the transmission of data from one address space to another through the use of a special system address space called the transmitter module. Each operating system module is designed to have one page of its address space designated as a parameter buffer. When a module wants to call another address space and pass it data, it places the outbound data in the buffer and CALLs the target address space; the CALL is issued with an option that indicates data is to be passed by the transmitter. The transmitter module is special in that it can gain access to the caller's and receiver's parameter pages. Once these pages have been attached to it, it issues a single instruction to copy the outbound (source) page to the inbound (sink) page. These parameter pages have no specific format, although caller and receiver obviously must agree on their use. Note that data can be transmitted from one address space to another only

during the CALLing process. It is neither necessary nor desirable to permit a module of this system to pass data to an address space for later use (as might be done in a message-based approach).

1.4 THE SYSTEM FROM A USER'S PERSPECTIVE

Operating systems are built to make unusable hardware usable, so that it may run work, or computer jobs for people. Many operating system components and functions are hidden from the casual user; they are "under the hood", so to speak. However, certain OS features or sub-systems present a usable view of the system--a personality--to those who come in contact with it. Most systems provide interfaces catering to the human needs of the programmer/user; the interface makes the machine usable by the outside world. The fact that the operating system exists to manage resources is often overshadowed by the view that the operating system exists to make the machine available to users.

This project is concerned primarily with the structure and function of the operating system. It is an experiment in the use of compartmentalized storage. The operating system supports user processes, but they do not see a functionally rich OS layer beneath them. In this project, the user processes are merely a means to an end, supplying a constant background load that exercises the components of the system. Simply, the users of this system are nothing more than (perhaps simpleminded) address spaces that are dispatched to consume time and issue requests for services from the control program software. They are true processes: They have saved state information, their execution

can be interrupted and safely resumed, and they compete with one another for the resources of the machine.

1.5 IMPLEMENTATION REQUIREMENTS

This project is a control program designed to run on a machine with virtual storage capabilities. Naturally, it needs access to the entire range of processor facilities. This includes execution in supervisor state and the issuing of many privileged instructions. Customarily, and for good reason, institutions do not make their real hardware available to students for projects of this nature. For this reason, the project will run under the IBM Virtual Machine/System Product High Performance Option Control Program (VM/SP HPO). VM/SP HPO provides each user a virtual machine environment that furnishes the full spectrum of System/370 architectural features. See [7] for an introduction to the virtual machine concept and capabilities provided by this operating system. [8, 9, 10] provide in-depth coverage on the use and method of operation of VM/SP HPO. Briefly, VM is a control program that supports many concurrent users, each running the operating system of his choice. Each user can run any IBM or user-written operating system on top of VM, including VM itself. (Taking this concept to its extreme, it is even possible to run VM on top of VM on top of VM, etc., up to many levels.) VM is an extremely powerful operating system development tool, as many OS developers can each be modifying and running their own copy of the OS concurrently, instead of each waiting a turn to run their system stand-alone on a real machine.

This project will be written entirely in the IBM OS/VS-DOS/VSE-VM/370 Assembler Language [5], and will run on top of VM as described. Proof of proper operation of the system is likely to be in the form of instruction traces, trace table output and storage dumps.

PART II: DESIGN AND IMPLEMENTATION

2.1 VIRTUAL STORAGE: THE DESCRIPTION OF AN ADDRESS SPACE

Much of sections 2.1.1 and 2.1.2 provide a condensed description of the dynamic address translation process defined by System/370 machine architecture. Where appropriate, the use of these features by the operating system specifically defined by this thesis is described. For exacting detail the reader is referred to [4].

2.1.1 DAT TABLES: DATA STRUCTURES DESCRIBING AN ADDRESS SPACE

In System/370 an address space is the set of all storage addresses available to a program in execution. This set consists of either virtual or real addresses depending on the mode of CPU operation. If the CPU is operating in translate mode, each program-generated storage address is considered virtual and is subject to a virtual-to-real translation process before main storage is accessed. In System/370 this translation is performed by the hardware but requires software-created translation tables present in main storage. If the CPU is not operating in translate mode, each program-generated storage address is not subject to translation of any sort. Instruction and operand effective addresses generated in this mode are used in their original form to access storage. Hence, DAT tables are not needed. Out-of-range addresses will be properly detected by the storage controller; notification of this exceptional event will be posted by an interruption.

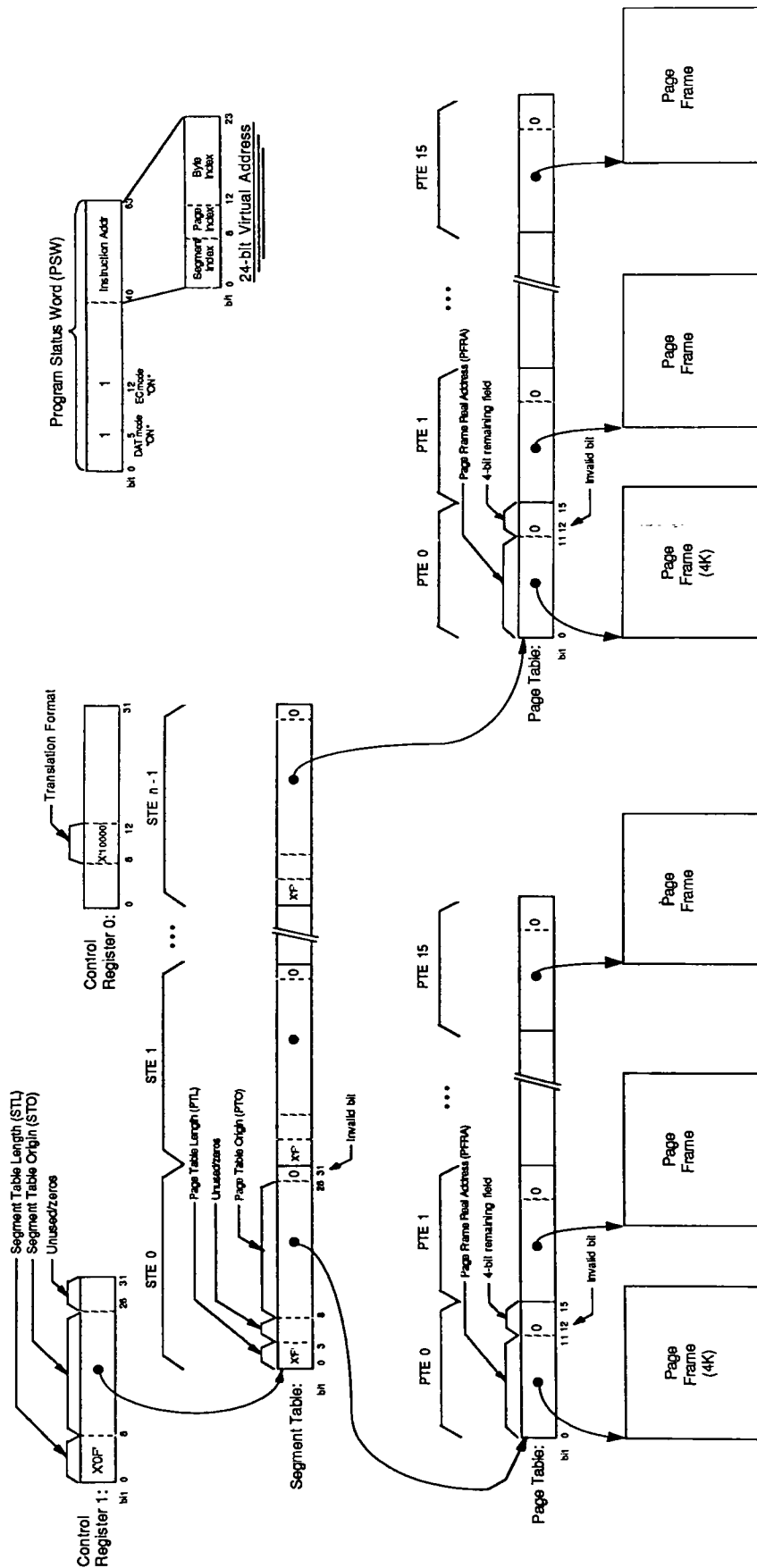
In this project, nearly every module of the control program resides within an address space and executes in translate mode, i.e. executes with "DAT on". Consequently, each address space is defined not only by the code and data which constitute its functional properties, but also by its DAT tables through which each and every program-generated effective (virtual) address is mapped to a corresponding real address.

The DAT tables consist of one segment table and several page tables. The format of each (see [4]) varies slightly in accordance with the real storage features implemented by a particular CPU model. The relationship between these tables and other essential DAT components defined by System/370 is shown in Figure 1 on page 27.

This project is implemented on a processor which organizes its storage in identically-sized segments, each consisting of 16 pages. Further, page size is fixed at 4096 bytes (4K), making the size of a segment 64K bytes. Specification of page and segment size is referred to as the translation format and is established by a program-supplied bit setting in control register 0. (Although there are sixteen control registers in System/370, only two are related to DAT and are of interest here. These are control registers (CREGs) 0 and 1. Each System/370 control and general purpose register is 32 bits wide. Bit positions are numbered from 0 to 31 starting with the LEFTMOST bit.) The translation format is specified by the value of bits 8-12 of control register 0. Setting bit 8 to one and bits 9-12 to zero informs DAT that the machine storage is organized into 64K segments with a 4K page size. This information is used by DAT during virtual address dissection, as it explicitly identifies which bit groupings in a 24-bit virtual address

System/370 Dynamic Address Translation (DAT)

Figure 1.



identify segment, page and byte indexes. Control register alteration is a privileged operation which can only be performed in supervisor state. The translation format in CREG 0 is established once during system startup by a privileged instruction.

A segment table consists of a contiguous sequence of fullwords in main storage. The length of the segment table determines the size of the address space it represents. Control register 1 points at a segment table and specifies its length in units of 16 segment table entries (STEs). More precisely, bits 0-7 of control register 1 designate the primary segment table length (PSTL), bits 8-25 designate the address of the segment table in main storage and are referred to as the primary segment table origin (PSTO), bits 26-30 have no assigned meaning and bit 31 is a space-switch-event-control bit. Use of the word "primary" in these descriptions hints at the possibility of "other" segment table designations. In fact, a System/370 feature known as Dual Address Space allows the specification of two simultaneously active segment tables--primary and secondary--which permit an application instruction to access information in two different address spaces. Additional control registers designate secondary segment table and address space control information. This project does not make use of Dual Address Space so there is no need qualify entities "primary"; subsequent references omit this term. Along these lines, the space-switch-event-control bit is meaningless outside of Dual Address Space and is ignored by DAT.

It should be clear that an address space has a minimum size. Segment table length is indicated in units of 16 STEs. Each segment can have

up to 16 pages, so a minimum-length segment table specifies an address space consisting of 256 pages, or a one-megabyte virtual storage. Note that an 8 bit STL allows for a segment table specifying a $256 \times 16 \times 16 = 65536$ page (256 megabyte) address space. However, the 24-bit virtual address in System/370 allows for a maximum $256 \times 16 = 4096$ page (16 megabyte) address space. Thus, in practice the STL ranges from X'00' to X'0F' with each increment between representing an additional megabyte of virtual storage.

Notice the ST0 consists of 18 bits. During translation DAT concatenates the ST0 with six zero bits on the right to form a 24-bit real address. This address specifies the real main storage address of the segment table. It should be clear that every segment table must begin on a 64-byte boundary. This alignment requirement is consistent with the minimum size of a segment table (64 bytes).

Each STE has the following format: Bits 0-3 specify the page table length (PTL), bits 4-7 are ignored and should be zeros, bits 8-28 are known as the page table origin (PT0) and point at the page table associated with this segment, bit 29 is the segment-protection bit, bit 30 is the common-segment bit and bit 31 is the segment-invalid bit. Neither bits 29 nor 30 are used by this project. The PTL specifies the length of the page table in terms of the number of pages in the segment. PTL ranges from X'0' to X'F' and specifies the number of page table entries (PTEs) in this segment. Each page table entry is two bytes long and will be discussed shortly. A fully-configured page table consists of 16 PTEs and occupies 32 bytes of real storage. During translation, DAT generates the 24-bit real address of the page table by concatenating

three zero bits on the right side of the 21-bit PTO. Consequently, every page table must begin on an eight-byte (doubleword) boundary. This boundary alignment is not consistent with the minimum size of a page table, as was the case with segment table alignment.

If a segment has no associated page table, then the segment-invalid bit (bit 31) of the STE describing that segment must be set to one. This bit is referenced by DAT and must be zero for normal translation to proceed. If DAT discovers an attempt to reference an invalid segment, it stops the translation and posts a program interrupt indicating segment translation exception. This condition might be indicative to the operating system of a segment fault condition. In this project, certain of the segments in a segment table are simply unused/unassigned but must be represented because of the minimum segment table length requirement. These uninstalled segments are denoted by turning on the segment-invalid bit in the corresponding STE.

As mentioned earlier, a page table consists of from one to sixteen page table entries. Certain segments may only consist of one page, as is the case numerous times in this project. Thus, the PTL in the segment's STE is set accordingly (to zero). The format of each sixteen bit PTE is as follows: Bits 0-11 specify the page frame real address (PFRA, also known here as the frame prefix), bit 12 specifies the page-invalid bit, bits 13-14 are the extended-storage-address bits and are not used in this project, and bit 15 is unassigned and ignored. The frame prefix cites the leftmost 12 bits of the address of a page frame origin in real storage. During translation, DAT fetches the frame prefix from the PTE and appends 12 zeros to the right of it to generate the 24-bit address

of a page frame in real storage. Since page size is 4096 bytes = 2^{12} , it is not necessary to store the low-order 12 zeros of the frame address in the PTE. It is also clear that boundary alignment for a page frame is 4K bytes, which is in accordance with the size of a page. If a page of real storage is assigned to this PTE, the page-invalid bit should be zero. If DAT detects a page-invalid bit set to one during translation, it terminates the translation process and posts a program interruption citing a page translation exception condition (i.e. a page fault). This project makes extensive use of virtual addressing but does not implement a complete virtual storage subsystem, i.e. it does not employ memory management techniques that move pages and/or segments of data between primary and secondary memory. Rather, all code and data are permanently assigned to pages of storage, so the occurrence of any page or segment fault interrupt would indicate a severe programming error.

This completes the description of the data structures used by dynamic address translation. Together these structures define what is referred to as the address space of a program running in translate mode. The length of the segment table defines the set of virtual addresses belonging to the address space. However, it is possible that not every virtual address in this set maps to a real address. This is because certain of the segments represented in the segment table may not be installed and are therefore marked invalid. And an installed segment may contain less than 16 pages--either the page table is "short", as indicated by the PTL, or perhaps the PTL designates a full-sized page table but certain of the PTEs are invalid. Consider a full 16 megabyte address space defined by a segment table consisting of 256 STEs. It

could be that every STE is marked invalid, in which case none of the 16 million virtual addresses in the address space map to a real address. Thus, the size of the address space is best thought of in terms of the size of the set of virtual addresses defined by the segment table. The size of an address space should not be confused with its main storage allocation. It simply declares the range of virtual addresses DAT should attempt to translate for this address space.

In this project, each address space is represented by a segment table of minimum size, which places the size of the address space at 1 megabyte. Nearly every address space consists of two pages; the largest address space consists of only four pages. The one megabyte minimum is overkill, and real storage is wasted supporting unneeded STEs. However, the design must conform to the specifications of System/370, which are not ideally suited to the structure of this operating system. The Analysis portion of this paper (section 2.5) suggests System/370 alterations which, if applied would substantially improve the performance of this project and unify its design.

2.1.2 USING DAT AND DAT TABLES TO ACCESS STORAGE

DAT tables sketch the relationship between segments and pages. Control register 0 defines segment and page size which establishes the format of a virtual address. Control register 1 points at a segment table, and the current machine PSW specifies whether DAT is on or off. The DAT translation algorithm uses all of these items to translate a program-generated 24-bit virtual address into a 24-bit real address. Here, a virtual address is any address generated explicitly or implic-

itly by a running program, used to fetch an instruction or operand or as the target of a store type instruction. An example of implicit virtual address generation is the calculation of the next sequential instruction address computed by the instruction fetch microroutine at the end of each fetch cycle. The current PSW next address field is updated with this value. Explicit virtual address generation includes operand and branch addresses resulting from base-index-displacement address calculations. Each of these storage effective addresses is a virtual address that must be translated.

Dynamic address translation is collectively implemented by a set of processor microroutines. When the current PSW specifies the extended-control (EC) mode (bit 12, the EC mode bit, is one), the machine is running in EC mode and PSW bit 5 is the DAT mode bit. If the DAT mode bit of an EC mode PSW specifies DAT on (bit 5 is a one), all effective addresses are considered virtual and must be submitted to DAT for translation. (In basic-control (BC) mode (bit 12 = zero), DAT is not defined and is not available. BC mode is synonymous with System/360, and has been retained as a mode of operation on machines with EC mode capabilities merely to maintain compatibility with programs written to run under System/360. Dynamic address translation is just one of the extensions to System/360 found in the extended-control mode of operation.)

When presented with a virtual address, DAT begins the translation process shown in Figure 2 on page 34.

System/370 Virtual-to-Real Address Translation Process

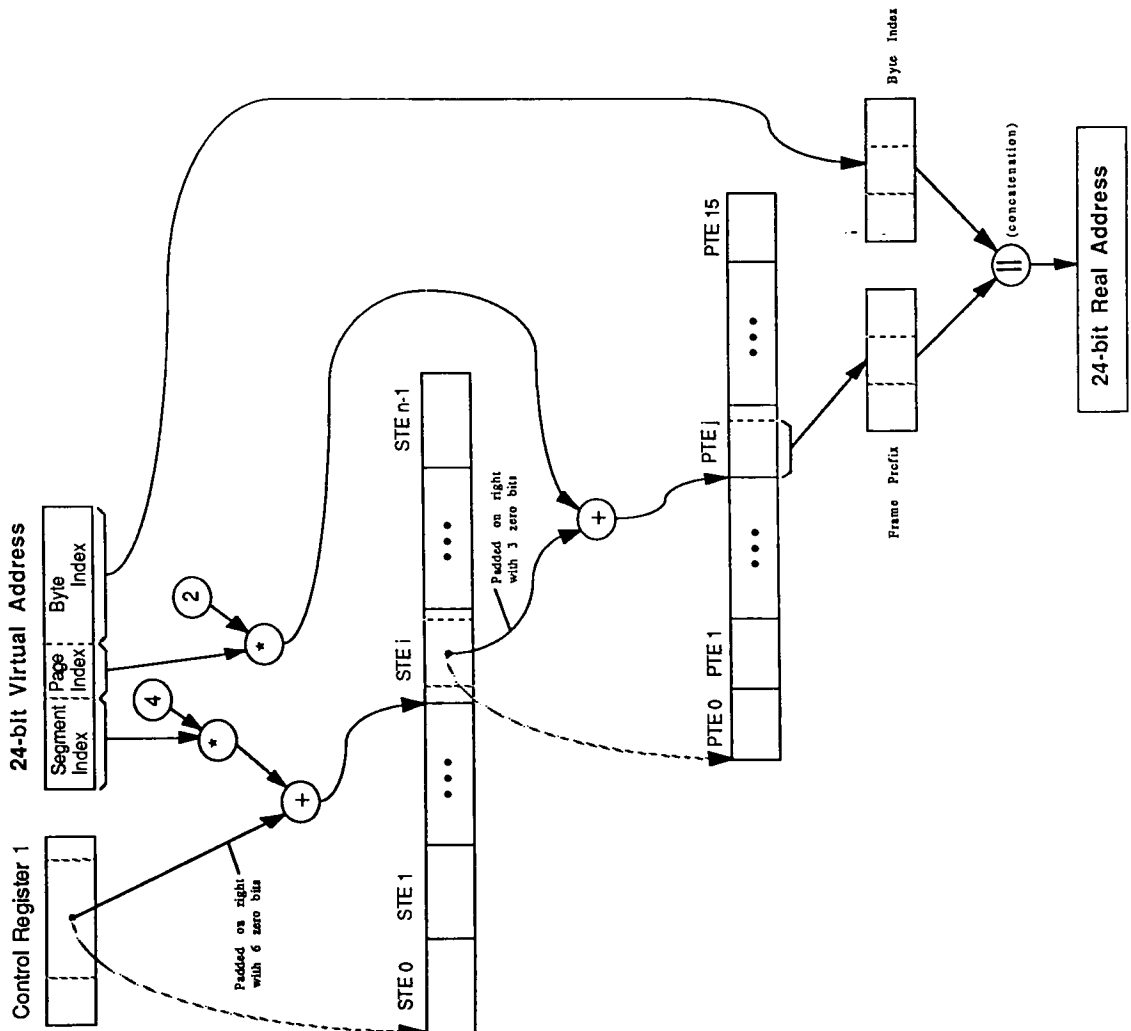


Figure 2.

Using the translation format specified in control register 0, DAT determines the format of a virtual address. This project makes use of 64K segments and 4K pages. Under this scheme, a 24-bit virtual address has the following format: Bits 0-7 constitute the segment index, bits 8-11 constitute the page index, and bits 12-23 constitute the byte index. Now, DAT isolates the segment index. This value (which incidentally can range from X'00' to X'FF') will be used as an index into the segment table pointed at by the ST0 in control register 1. Before indexing into the segment table, DAT ensures the segment is within the table. It does this by comparing bits 0-3 of the segment index with bits 4-7 of the STL in control register 1 (remembering that bits 0-3 of the STL are meaningless as they designate megabytes of storage not available under a 24-bit addressing scheme). If bits 0-3 of the segment index exceed bits 4-7 of the STL, the virtual address is not defined within the address space, i.e. it is out-of-bounds. The translation process is terminated and a program interruption is generated indicating segment translation exception.

When the segment index is legitimate, it is multiplied by the length of a STE (4 bytes) to convert it into an offset. Now, DAT appends six zeros to the right of the 18-bit ST0 in control register one, thereby forming the 24-bit real address of the segment table. To this address it adds the offset to form the real address of the STE for this segment. Then, DAT fetches the 4-byte STE from storage. If the segment-invalid bit is one, the translation process is terminated and a program interruption is generated indicating segment translation exception.

Now DAT isolates the page index. This value (which ranges from X'0' to X'F') will be used as an index into the page table for this segment. But first, DAT compares the 4-bit page index with the PTL (bits 0-3 of the STE). If the page index exceeds the PTL, the referenced page has no corresponding page table entry, i.e. the page address is undefined. The translation process is terminated and a program interruption is generated indicating page translation exception. If the page index is within bounds, it is multiplied by the length of a page table entry (2 bytes) to form an offset to the PTE. Then, DAT appends three zeros to the right of the 21-bit PTO in the STE to form the 24-bit real address of the page table. The offset is added to this value to generate the real address of the PTE; DAT fetches the PTE at this address. If the page-invalid bit is one, the translation process is terminated, and a program interruption is generated indicating a page translation exception condition.

Finally, DAT isolates the byte index which ranges from X'000' to X'FFF'. From the PTE it extracts the frame prefix. The byte index is concatenated with the frame prefix on the right, and the result is the 24-bit real address corresponding to the program virtual address.

This completes the description of the System/370 dynamic address translation process.

2.1.3 WHY DAT IS EFFECTIVE AS AN ISOLATION TOOL

Any program running in translate mode is isolated from any storage not mapped by its translation tables. Among the many advantages of virtual

storage, the privacy it offers is of tremendous importance especially in a multiprogramming environment. Virtual storage has long been used to wall off user address spaces from the system as well as one another. But it can also be used to isolate distinct operating system functions. As is the case for multiple users, each module of this operating system is encapsulated in its own private address space. Each module has its own set of DAT tables which map its function into only those pages of storage assigned to it. Since there is only one address space active at any given time, all virtual-to-real translation proceeds through the DAT tables allocated to the active address space. This makes it impossible for code running in one address space to reference the storage of any other module (address space) in the system.

In System/370, the only other means of partitioning control program structure is through the use of storage keys. Key-controlled protection offers store and fetch protection, but its biggest problem is the size of the key space. The System/370 storage key contains several fields: Access control bits, reference bit and change bit. Of these, the four access control bits are taken together to form the protection key for the page of storage to which the six bit storage key is assigned. A total of sixteen different protect keys can be formed from the four access control bits. There simply are not enough possible combinations of protection keys to allow them to be used satisfactorily as an isolation tool. On the other hand, there is no practical restriction on the number of address spaces defined in a system. And if necessary, the storage within each address space can be further subdivided through the use of up to sixteen storage protect keys.

Now that we have an effective way to partition the control program, the system becomes impervious to external damage from other parts of itself. And just as important, a partitioned design allows the development of a control program that prevents its components from misuse, thereby rigidly enforcing system design specifications. The details of the control program mechanism that does just that will be covered soon.

2.2 RELATIONSHIP AMONG SYSTEM ADDRESS SPACES

2.2.1 HOW SYSTEM STRUCTURE IS ISOLATED AND CONTAINED WITHIN ADDRESS SPACES

Many operating system functions are disjoint. This project encourages code isolation by functional component. Thus, division of labor within the system becomes quite apparent. Independent functions must be cleanly separated so that they may be housed in separate address spaces. To partition a control program in this way requires the designer to, at the very outset of the design phase, very carefully identify every functional component needed by the system. Further, the scope, i.e. service(s) of each component must be clearly defined, as this helps to delineate the interface between modules of the same component that are, for purposes of protection housed in separate address spaces.

Once it could be shown that the proposed compartmentalization technique was viable, the design of this project proceeded using this design methodology. The most important task was that of determining exactly which functional components a rudimentary control program exemplifying

the isolation property would consist of. The design of the system is covered later in this paper; we need not concern ourselves with specific functions here. Suffice it to say this has been done and we have in front of us all the pieces of the operating system that will be housed in separate address spaces. This leaves us to deal with two fundamental issues: 1) How control passes from one address space to another, and 2) How address spaces are able to pass shared objects amongst themselves.

2.2.2 HOW CONTROL PASSES FROM ONE ADDRESS SPACE TO ANOTHER: CALL, RETURN AND EXIT

Earlier in this paper, the Authentication Routine (or simply, Auth) was identified as the vehicle facilitating transfer of control among system address spaces. Auth implements three transfer-of-control primitives: CALL, RETURN and EXIT. The semantics of these operations have already been sketched out. Now Auth's precise implementation of each will be discussed.

Consider one address space that needs to call upon the services of another. We are not interested in how the address space issuing the CALL got control of the processor; that could have happened by a CALL or an EXIT. In any event, a module executing within a system address space places the name of the address space it wishes to call in register zero (R0). Then it simply executes a CALL SVC. This SVC (or any SVC for that matter) results in the execution of the Auth address space. Auth is a highly-specialized system address space which receives control as

a result of an SVC instruction. The details on how Auth gets "activated" are discussed later in the section on system design.

Auth has a table which identifies every system address space by a 4-byte symbolic name. Having determined that a system SVC has been issued (as opposed to a user-issued SVC), Auth decodes the SVC request. It determines the SVC was a CALL, and initiates a search of its system address space table looking for the 4-byte symbolic name passed by the caller in R0. If the search for the address space fails, i.e. that name is not registered in the table, Auth terminates system operation.

Assume Auth locates a table entry for the desired address space. The table entry contains the real address of the segment table for the called address space, otherwise known as the target segment table origin, or target STO. It also contains the PSW key under which the called address space executes, and it contains the virtual address of the first instruction of the function in the address space. Now Auth has everything it needs to complete the CALL request: It knows the real address of the segment table defining the function's address space, it has an initial value for the instruction address portion of the PSW, and it knows what storage protect key the address space should operate with. Given the latter two elements, a PSW image can be constructed incorporating this information and specifying EC mode with DAT on. The structure of a system address space and its association with Auth is shown in Figure 3 on page 42 (the diagram also illustrates a user address space and its association with the user control block, covered later). Provided that Auth has the ability to cause both control register 1 to be loaded with the target's STO and the current PSW to be

replaced with the image constructed as described, the called address space can be given control of the processor. However, Auth has more work to do to properly carry out the CALL request.

Facilitating transfer of control involves the maintenance of linkage information so a called address space can return to its caller. The semantic actions of system CALL, RETURN and EXIT SVC requests are modeled within Auth by the constructs GOSUB, GOBACK and GOTO, respectively. Each of these makes use of a stack also defined within Auth. It seemed natural to re-express each high-level request in terms most meaningful to Auth. Auth knows that in order to complete a CALL it has to stack a savearea containing the caller's state information then activate the called address space. This stack push-activate combination is collectively referred to as a GOSUB operation, as it implies the called routine functions as a subroutine which eventually returns to its caller. Similarly, a RETURN operation consists of restoring the caller's saved state information from the top stack entry, popping the top entry and activating the address space just popped. This restore-pop-activate operation is known as GOBACK because it lets a called address space return back to its caller. Before discussing GOTO and the remaining details of GOSUB and GOBACK, RETURN and EXIT will be described.

EXIT is similar to CALL in that it causes control to be passed to a target address space. It differs in that an address space which receives control via EXIT cannot RETURN to the address space that activated it--no linkage to the activating address space is saved. EXIT is used in this system by a module that has completed its function, and the next phase of system operation requires that a new, separate func-

Address Space Structure

System Address Space

Defined by an entry in Auth's table of system/user service address spaces. The entry provides the following:

Name	Key	E.P. vaddr	STO	Count	... STOs ...
------	-----	------------	-----	-------	--------------

Authorization List

-or-

User Address Space

Each user is represented by a control block with the following general structure:

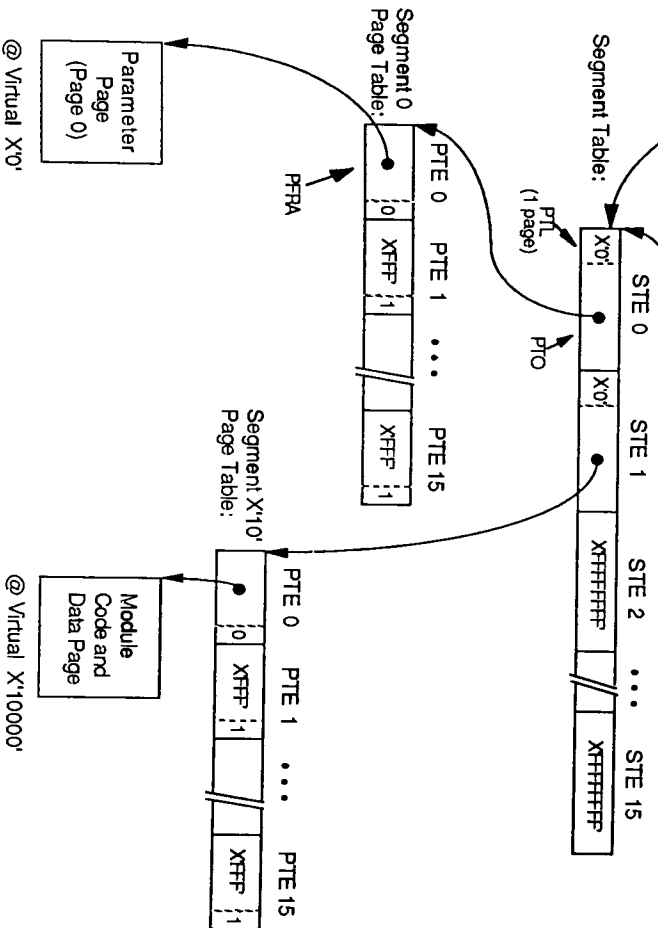
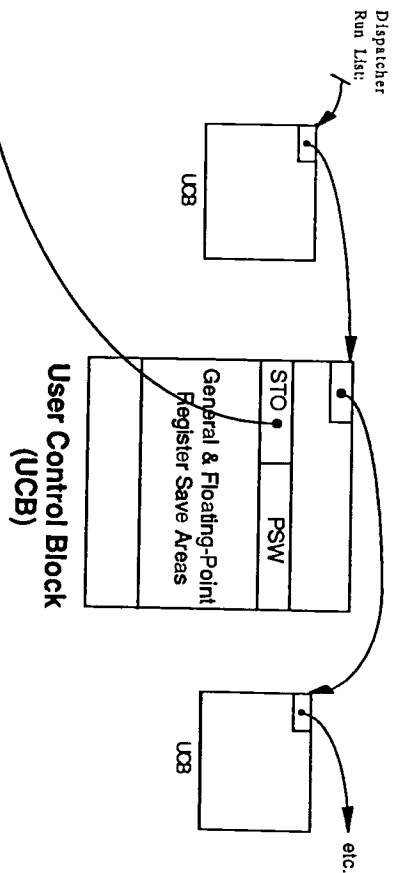


Figure 3.

tion be activated. The need for EXIT will become apparent later in a discussion of overall system structure. An EXIT request is similar to CALL in that the "caller" places the name of the target address space in R0 and executes an EXIT SVC. Auth receives control, searches its table for the target, shuts the system down if the target is not found, otherwise performs GOTO processing.

RETURN processing differs from CALL and EXIT in that the address space doing the return does not specify the name of the address space to which it returns. It returns, naturally, to its caller, and that information is saved on the stack. The RETURN SVC therefore results in the activation of Auth which immediately initiates GOBACK processing.

Analysis of the semantics of RETURN and EXIT reveals important special cases which Auth must enforce. Notice that a module which receives control via EXIT must itself give up control by EXITing to another address space; it cannot RETURN because linkage to the activating address space is not saved. Also notice that a module which received control as a result of a CALL may only give up control permanently by a RETURN. Of course, it may lose control temporarily by issuing a CALL request; this is perfectly acceptable. But it MUST eventually RETURN to its caller; neither it nor any of the address spaces it calls are permitted to EXIT. If this were to happen, the linkage stack would contain saveareas for system modules that can never be reactivated, indicative of pending work that cannot be completed. EXIT signifies a major functional shift in system operation is about to take place, and this must not happen until the current functional component has completed.

Fortunately, these special cases can easily be detected by Auth. The linkage stack must be empty when an EXIT is issued, otherwise Auth has detected incomplete work (somewhat akin to "dead code"). Also, if RETURN is issued and the linkage stack is empty, Auth has detected a module invoked via EXIT trying to return to its (unknown) caller. If either situation is detected, Auth terminates system operation.

Finally, GOSUB, GOBACK and GOTO can be precisely specified: 1) A CALL SVC invokes Auth GOSUB processing. GOSUB pushes the caller's STO, PSW key, PSW instruction (resume) address and general purpose registers on the stack. (If the stack is full before the push, Auth terminates the system.) Then Auth activates the target address space using the information extracted from the system address space table. 2) A RETURN SVC invokes Auth GOBACK processing. If the stack is empty, Auth terminates the system. Otherwise Auth pops the top stack entry, restores the general registers from the popped entry and reactivates the address space specified by the popped STO with the popped PSW key at the popped resume virtual address. 3) A EXIT SVC invokes Auth GOTO processing. If the stack is not empty, Auth terminates the system. Otherwise Auth activates the target address space using the information extracted from the system address space table.

Notice that the final phase of GOSUB and GOBACK processing is really the GOTO function. Auth takes advantage of this and implements GOSUB as a push-GOTO combination, and GOBACK is implemented as a pop-GOTO sequence.

2.2.3 HOW ONE ADDRESS SPACE PASSES DATA TO ANOTHER: CALLXMIT AND RETXMIT

Given a system that consists of functions walled-off from one another, and that inevitably one such function will need to call another and pass it parameters, and that a called function will need to return a result, the system clearly must provide a means to facilitate the movement of data between address spaces. The introduction of this paper addresses this issue and introduces a system address space known as the Transmitter Module (XMIT) which does just this. Like Auth, XMIT is a highly-specialized and somewhat privileged control program module. It can move one page of data from one address space to another. Before describing how XMIT works, the storage layout of an address space must be described.

The section on virtual storage points out that most system address spaces consist of two pages. Every system address space consists of at least two pages and maybe more depending on the storage required to implement its function. Of the two required pages, one contains the module's code and data. This page is attached at virtual address X'10000', i.e. the load origin of every module in a system address space is X'10000' virtual. The second required page is known as the parameter page, and it is located at virtual address X'0', or page 0 of each address space. Every address space except XMIT has a page 0 parm page. The parameter page is initially empty and its use is entirely free-format.

When one address space wants to call another and pass it data, it moves the data to its parameter page. Then, as in CALL processing, it places

the name of the target address space in R0 and executes a CALLXMIT (CALL with Transmit) SVC. Similarly, when a called address space wants to return a result, it moves the data to the parameter page and executes a RETXMIT (RETURN with Transmit) SVC. When Auth receives control it decodes the SVC request and determines that in each of these cases it must invoke XMIT to move data before it can complete the CALL or RETURN request.

At this point, Auth is faced with a dilemma. Realize that no system address space is authorized to call Auth; it just happens to gain control when an SVC is issued. Also notice that Auth never saves any linkage to itself on the stack, it is driven entirely by the modules of the system. Now Auth finds itself in a situation where it needs to call XMIT and have XMIT return to it. The most natural way to place return linkage to Auth on the stack is to have Auth call itself recursively. Simply, Auth loads R0 with 'XMIT' and issues a CALL SVC. The recursive invocation of Auth handles the CALL only slightly differently. Auth is sensitive to XMIT as a target. If the target of a CALL is discovered to be XMIT, Auth places the sender address space STO (the one issuing the CALLXMIT) in R0 and the receiver address space's STO in R1 just before it activates XMIT. This is purely a system design convention: When XMIT receives control, it must have the sender STO in R0 and the receiver STO in R1. Having done this, Auth performs normal GOSUB processing which activates XMIT.

When XMIT receives control, it uses the sender and receiver STOs to locate the sender's and receiver's page 0 page table entry. It copies the sender's page 0 page table entry to its own page 0 page table entry,

and copies the receiver's page 0 page table entry to its own page 1 page table entry (remember that XMIT has no page 0 parameter page of its own.) At this instant, XMIT has pages of other address spaces mapped into its virtual storage. It then copies its virtual page 0 to its virtual page 1, which effects the data transfer from sender to receiver. Finally, it detaches the sender and receiver parameter pages from its address space, and returns to Auth. Auth returns to itself to the point following the recursive call, where it performs GOSUB processing to complete the original call request. When the target address space is activated, its parameter page is a copy of the caller's parameter page. Although parameter page format is undefined, the callee must be aware of the caller's parameter page usage conventions.

2.3 OPERATING SYSTEM STRUCTURE

2.3.1 OVERVIEW OF PRINCIPAL COMPONENTS

The operating system constructed for this project consists of a written collection of program modules organized functionally as follows:

1. Modules Not Housed in any Address Space:
 - a. First-Level Interruption Handlers (FLIHs):
 - 1) External FLIH
 - 2) I/O FLIH
 - 3) Program FLIH

- 4) Supervisor Call (SVC) FLIH
- b. Data Areas/Structures:
 - 1) Real Page Zero
 - 2) DAT Tables
- 2. Modules Housed in Separate Address Spaces:
 - a. Second-Level Interruption Handlers (SLIH):
 - 1) External SLIH
 - 2) I/O SLIH
 - 3) Program SLIH
 - 4) SVC SLIH (Authentication Routine)
 - b. User SVC Services
 - 1) SLEEP
 - 2) Console READ and WRITE
 - c. Transmitter Module
 - d. System Trace Table
 - e. List Address Spaces
 - 1) Run List
 - 2) Sleep List
 - 3) Terminate List
 - f. Scheduler
 - g. Dispatcher
 - h. User Address Spaces

In this functional representation of the system, each function is implemented by one or more address spaces. In this project, each program source module is assigned its own address space. Related functions are contained in the same source module (hence address space) when such a grouping appears natural. For example, in the case of linked lists one

source module provides all list manipulation operations as separate entry points, e.g. enqueue and dequeue. Each entry point starts at a different virtual address within the address space and is assigned a unique name. A table entry for each entry point is placed in Auth's table of system address spaces. The table entry makes the entry point callable: it specifies the symbolic name, the ST0 for the address space which contains the entry point, and the virtual address of the entry point within the address space.

Appendix A contains a module directory and Appendix B contains descriptions of each source module.

2.3.2 PROCESSOR ALLOCATION

The operating system exists to run user work. If we looked at processor allocation over time, we would see CPU ownership toggling between system and user code. The system gives control of the processor to a user address space and regains its use as a result of an interruption. The system module that allocates the processor to a particular user is the dispatcher. The system is guaranteed to regain control of the CPU at some point in time after dispatching a user address space. Dispatcher processing includes setting the CPU timer with a value known as the dispatch quantum. The timer steadily decrements the quantum while user code executes and generates an interruption condition when the quantum diminishes to zero. User code can neither alter the remaining quantum nor disable the processor for interruptions, and since the user is dispatched with the CPU enabled for timer interruptions the system external (timer) FLIH must eventually gain control.

Other sources of interruption while running a user include: 1) An I/O interrupt from the console, 2) A SVC interruption generated when user code executes an SVC instruction, presumably to request a control program service, 3) A program interruption generated for a variety of reasons, each indicative of a severe programming error in user code, and 4) An external interruption from the clock comparator. The clock comparator is used to implement the SLEEP user service. The user address space runs enabled for all of these interruptions and does not have the capability to mask them. (In System/370, the SVC interruption and nearly all forms of program interruption conditions are not maskable. Those program interrupts that can be inhibited by non-privileged code are related to arithmetic operations which, if suppressed pose no threat to the health of the system.)

Clearly, system code will eventually regain control of the processor after dispatching a user address space. This transition is effected by the interruption mechanism.

2.3.3 INTERRUPTION PROCESSING

A first-level interrupt handler is a program module designed to occupy one page of real storage. Of the six System/370 interruption classes, two are not used by this project: machine check and restart interruptions. The remaining interruption classes each have their own FLIH (I/O, external, program and SVC).

A FLIH is activated by a hardware-initiated PSW swap. More specifically, the swap consists of saving the current PSW and then replacing the current PSW with a new PSW image. The storage addresses containing the pre- and post-interruption PSWs are defined by System/370 architecture and are assigned permanent locations in page 0 of processor storage. Processor interruption processing stores the current PSW at the location assigned to the particular class of interruption. The post-interruption PSW images (known as "interrupt new PSWs") must be supplied by operating system software. Saving interrupt new PSWs in page 0 is one of the first things control program software must do. The instruction address portion of an interrupt new PSW is set to point at the first instruction of the FLIH for that class. The interrupt new PSWs in this project specify EC mode, DAT off. Thus, a FLIH does not run in translate mode.

Within this project, interruption conditions may be generated when the system is running a user or when it is running itself. In both cases, the first thing a FLIH must do is save the contents of the general purpose registers (and floating-point registers if the system was running a user). In System/370, all storage accesses require the use of a base register to designate an operand address. When an interruption occurs, the register contents must be saved in main storage as System/370 does not have two sets of registers (pre- and post-interruption register files). One store instruction can save all the registers, but it must designate a base (destination) address. But in the case of interrupt processing, if a base register is established for the store instruction before saving that register, its pre-interruption contents are lost. This circular problem is solved

by a System/370 addressing feature which enables a store instruction to save all of the registers starting at any offset into real page 0 without using a base register. Having saved the registers in page 0, the FLIH is free to use them as it wishes.

Real page 0 belongs to the program FLIH. The motivation for establishing the ownership of this page will be discussed in a section on protection. What is important to realize here is that the only module which can write into page 0 is the program FLIH. This means the external, SVC and I/O FLIHs will not be able to save the general registers. Somehow each of these FLIHs must transfer control to program FLIH where the registers can be saved in page 0. The technique used to transfer control to the program FLIH is simply the generation of a program interrupt.

To the program FLIH implemented for this project, nearly every program interrupt spells trouble, with one exception. The System/370 Monitor Call (MC) instruction purposely generates a program interruption. The programmer specifies the non-privileged MC with an (arbitrary) 12-bit operand. This operand value is stored at an assigned storage location in real page zero as part of the interruption process. As an added convenience, MC needs no base register which makes it ideally suited as the means for a FLIH to transfer control to the program FLIH without disturbing any of the general registers. Hence, the first instruction of external, I/O and SVC FLIHs is Monitor Call, specifying a code which identifies this as a SAVEREGS request. MC causes program FLIH to receive control immediately, and the first thing it does is save the registers in a page zero save area. It then determines this inter-

ruption was caused by a Monitor Call. Further, it examines the MC code in page zero identifying this as a SAVEREGS request. As the registers have been saved as requested, it returns immediately to the calling FLIH by replacing the current PSW with the program old PSW.

This double interruption condition is necessary to provide a high degree of protection for page zero. It ensures there is only one module in the system that can write to that page. Once the registers have been saved, each FLIH proceeds with duties specific to its class of interrupt. Eventually a FLIH completes its function. What happens next depends on which FLIH is running and what code was running when the original interrupt was raised. Before describing the different scenarios, a discussion on the privileged vs. non-privileged mode of operation is in order.

Of all the modules in this operating system, the program FLIH is the only one that executes in supervisor state. (System startup code is also privileged, but it executes only once and thereafter is not considered part of the control program.) Naturally, certain operating system functions require the issuing of privileged instructions. Privileged operations are requested by non-privileged control program routines through the Monitor Call instruction. The Monitor Call code is set to indicate which privileged operation is required. The program FLIH immediately gains control and examines the code. If the address space requesting the operation is authorized, program FLIH performs the privileged operation requested by the code (e.g. Start I/O might be code 11). (The authorization technique is covered later in a section on security.) After the privileged operation has been performed, program

FLIH returns to its caller. Note that the use of Monitor Call by a user address space is undefined and is treated as a user program interruption.

Now back to FLIH wrap-up processing. Both the external and I/O FLIHs complete by EXITing to their respective second-level interrupt handlers. If the program FLIH was running because a running user suffered a program check, then it EXITs to an address space which terminates the running user. If program FLIH is running because the system suffered a program check that was not generated by a Monitor Call instruction, program FLIH instantly shuts down the failing system. Otherwise program FLIH performs the Monitor Call request, and may or may not return to the caller depending on the semantics of the request. Finally, the SVC FLIH completes its processing by "activating" the Authentication Routine, which can be considered the SVC SLIH. The activation of Auth requires several privileged instructions, so SVC FLIH loads some general registers with the operands for those instructions and issues a "ACTIVATE AUTH" Monitor Call. Program FLIH extracts the operands from the registers, which consist of Auth's STO, its PSW protect key value and the virtual address of Auth's first instruction. Then it constructs a PSW image for Auth using the supplied PSW key and instruction address, and specifying problem state, EC mode and DAT on. Finally, it executes a privileged instruction to load Auth's STO into control register 1, and then issues a privileged Load PSW instruction which replaces the current PSW with Auth's. The processor is now allocated to the Authentication Routine's address space. Finally, notice that ACTIVATE AUTH is an example of a Monitor Call that does not result in program FLIH returning to its caller.

Remember that EXIT is an SVC. When the FLIHs EXIT to another address space, an SVC interruption is generated. This results in the activation of SVC FLIH which ends with the scenario just described, as Auth implements CALL, RETURN and EXIT requests.

2.3.4 GENERAL FLOW OF CONTROL

We have seen how this system gives control to and receives control from a user address space. What remains to be discussed is the general flow of control through the system once it has been re-activated by an interrupt.

Healthy system operation consists of a sequence of CALL, CALLXMIT, RETURN, RETXMIT and EXIT requests as control passes from one component to another. Control always flows towards the dispatcher. Dispatcher is always the ultimate destination within the system. It is here that the system either turns the processor over to a runnable user, or places the machine into a wait state in the absence of any work. Figure 4 on page 56 includes nearly every module of the system and illustrates how control flows within it.

While the dispatcher is the ultimate destination, Auth is perhaps the center of attention. Auth facilitates every major transfer of control within the system. It also initiates system services requested by user SVCs. Auth's mode of operation depends on the state of the system at the time of the SVC interruption that triggered its activation. Suppose

Apparent Flow of Control

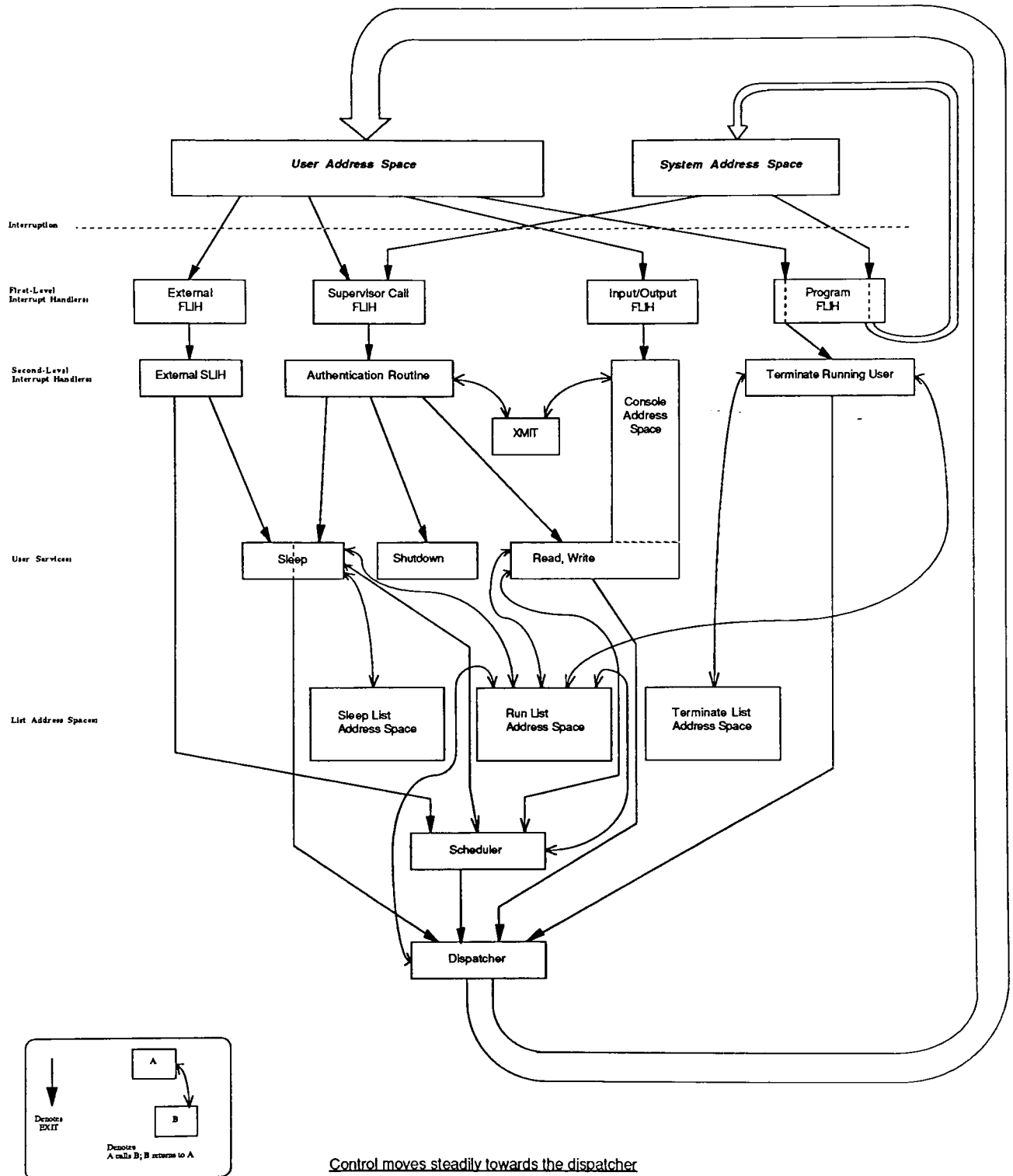


Figure 4.

a running user issued an SVC. The SVC instruction has a dual role defined by the type of code that issued it. When a user issues an SVC, Auth realizes the system was running a user, so this SVC must be a request for a system service. Consequently, Auth searches its table of user SVCs, looking for the requested function. On the other hand, if the system itself was running and it issued an SVC, Auth verifies the SVC was one of CALL/XMIT, RETURN/XMIT or EXIT. These are the only SVCs defined to the running system. Assuming the SVC is defined, Auth 1) performs a RETURN function if requested, or 2) searches its table of system address spaces looking for the target of the CALL or EXIT that must have been issued.

If Auth locates 1) a user table entry for the user-issued SVC request or 2) the target of a CALL or EXIT request in its table of system address spaces, Auth activates the target address space identified by the table entry. If a table search fails, Auth terminates the user or system depending on its caller.

Auth activates a target address space via a DISPATCH monitor call (not to be confused with the dispatcher address space). Program FLIH handles DISPATCH similarly to the way it handles ACTIVATE AUTH. Auth supplies a target address space STO, PSW key and virtual entry point address, and program FLIH activates the target address space.

Continuing in this way, control flows from system address space to system address space, moving steadily towards the dispatcher. Important events are logged in the trace table of system activity. The system trace routine consists of a two page trace table and code to

manage it. When a module wants to identify a particular event it calls the trace routine, passing data describing the event. The trace data is installed in the table in wrap-around fashion, i.e. the first entry in the table is replaced by the new entry if the table is full. The contents of the trace table are sometimes useful when analyzing system operation or a system failure.

2.3.5 REPRESENTATION OF USER WORK: USER ADDRESS SPACE AND USER CONTROL BLOCK

Eventually control reaches the dispatcher address space. It is here that steps are taken to allocate the processor to user code. In this system, a user is housed in an address space just like system code. User code consists of any legitimate System/370 instruction stream. This code is assigned to an address space identical in structure to a system address space: It consists of a page or pages of user-written code and data with a load origin of virtual X'10000' and a page 0 parameter page. The parameter page is used to supply data to certain of the system service routines.

The users in this project are statically defined. They exist when the system begins operation and are neither created nor destroyed during its operation, i.e. this is an experimental system. The existence of each user address space is represented by a data structure known as a user control block (UCB). The UCB contains:

1. chain pointers
2. general register images

3. floating-point register images
4. dispatch PSW
5. STO
6. dispatch quantum
7. symbolic user name
8. scheduler priority

The dispatcher has a list of every executable UCB available to it. This list is called the Run List. Dispatcher's job is simple: Allocate the processor to the UCB at the head of the Run List. It does this using a technique similar to the one used by Auth to activate a system address space. More precisely, it extracts the user's PSW, dispatch quantum and STO from the UCB and places these values in several of the general registers. Then it issues a SET DISPATCH PARAMETERS Monitor Call which activates program FLIH. Program FLIH moves the dispatch parameters contained in the general registers to page 0 holding locations, then returns to the dispatcher. Dispatcher loads the floating-point and general registers from the UCB (in that order) and issues a DISPATCH monitor call. Program FLIH automatically saves the general registers as a result of the interruption. Then it loads control register 1 with the STO supplied from the SET DISPATCH PARAMETERS. Program FLIH does not disturb the floating-point registers during its operation, hence they are intact. It reloads the general purpose registers from the page 0 savearea, and it sets the CPU timer with the dispatch quantum supplied from the SET DISPATCH PARAMETERS. Finally, it issues a privileged Load PSW instruction which replaces the current PSW with the user PSW image supplied by SET DISPATCH PARAMETERS. As the user PSW specifies EC mode with DAT on, the user address space is effectively dispatched in

translate mode. Further, the user PSW specifies that the machine is enabled for I/O and external interruptions. The user address space executes until an interruption occurs. Figure 3 on page 42 depicts the structure of a user address space.

2.3.6 AVAILABLE USER SERVICES: SLEEP, READ AND WRITE

A running user is free to request services from the control program. This project provides three user services: SLEEP, console READ and console WRITE. Each is requested by a executing a numbered SVC instruction.

If a user needs to suspend its execution for a period of time, it can block itself by executing a SLEEP SVC. Before doing so, the user places a doubleword value in R0 and R1 indicating the number of microseconds it wishes to sleep. The Sleep address space receives control at the SLEEP entry point as a result of the SVC. SLEEP removes the user's UCB from the Run List and computes its wakeup time-of-day. It saves this value in the UCB and inserts the UCB into a list of sleeping address spaces. This list is known as the Sleep List and is maintained in sorted order by wakeup time. The System/370 clock comparator is set with the wakeup time for the user at the head of the Sleep List.

Clock comparator circuitry generates an external interrupt when the current time-of-day clock matches the wakeup time-of-day. This interrupt results in the activation of the Sleep address space WAKEUP entry point. WAKEUP simply dequeues the UCB at the head of the Sleep List and passes it to the scheduler address space. Scheduler address space

ultimately adds the UCB to the Run List (thereby unblocking it) and returns to WAKEUP. WAKEUP restarts the clock comparator for the next UCB on the Sleep List, if any, then EXITs to the dispatcher.

Any user address space may send messages to the system console. One of the user address spaces is designated the system Operator address space. The Operator is permitted to issue reads to the console to obtain system commands. The Operator address space differs only from a general user address space in that it is more privileged--it can issue certain SVCs not available to other users. For example, READ is privileged. So is the SHUTDOWN SVC, which Operator issues in response to a human operator-issued Shutdown command. SHUTDOWN terminates system operation in an orderly fashion.

READ, WRITE and console I/O interrupt processing are performed by separate entry points in the Console address space. READ and WRITE both involve removing the user from the Run List and queueing him on the Console List. A READ request is held pending until data becomes available at the console. When this condition is met, a physical read operation is initiated to the console. The data retrieved is placed in Operator's parameter page via a call to XMIT, and then the Operator is made runnable (is unblocked) by the scheduler. To write to the console, the user places the message to be written in his parameter page and puts the length of the message in R0 just before issuing the WRITE SVC. A WRITE request is queued behind other console requests, if any. When the console display is available, the Console address space calls XMIT to fetch the contents of the user's parameter page (thereby retrieving a copy of the message text). A physical write operation is

then initiated to send the user-supplied message to the display. When the physical write operation concludes, the user is dequeued from the Console List and run through the scheduler to unblock him (make him dispatchable). The Console address space concludes by EXITing to the dispatcher.

The setting of the clock comparator by the Sleep address space and the physical I/O operations initiated by the Console address space can only be effected by privileged instructions. These address spaces request these operations via the Monitor Call instruction.

2.3.7 SHARED DATA STRUCTURES: LIST ADDRESS SPACES

The operating system knows of the existence of a user by a UCB. As the system processes a user, the user's UCB is passed from component to component and it continually moves from one list to another. For example, consider a user who wants to sleep. His UCB is initially on the Run List. Dispatcher retrieves a copy of his UCB from the Run List. The user code is given control of the processor, and it executes a SLEEP SVC. The Sleep address space receives control and moves the UCB from the Run List to the Sleep list. When the sleep interval expires, the Sleep address space removes the UCB from the Sleep List and passes it to the scheduler address space. The scheduler adds the UCB to the Run List, making it a dispatch candidate once again.

Notice that the UCB moves among disjoint address spaces. It is easy enough for one address space to pass a UCB to another, but how is it that one address space is able to remove a UCB from a list managed by

code in another address space? Clearly it does not make sense that a well-defined component such as the dispatcher should be made "callable" by an address space such as Sleep when that address space needs a UCB from the dispatcher's Run List. Adding this function to dispatcher increases its complexity and broadens its scope to include function not necessarily related to its prime purpose. Obviously the UCB is a shared object. This project implements very safe sharing of UCBs through the use of a new type of address space: the List Address Space.

The List Address Space is identical in structure to other system address spaces. It has no special execution time requirements or privileges, i.e. it is treated no differently than any other system address space. It simply consists of code and data that constructs and maintains a linked list of UCBs. For example, the Run List resides not inside of the dispatcher address space, but instead resides inside the Run List address space. The Run List address space consists of multiple entry points: enqueue, dequeue and get dispatch UCB. Now any address space can easily add or remove a UCB from the Run List, and the dispatcher is provided an entry point that fetches a copy of the UCB at the head of the Run List so it can dispatch a user.

The List Address Space concept offers several distinct advantages. It facilitates the sharing of an object in a clean, centrally managed way. It moves all of the logic involving linked list maintenance to one module. This is important because it eliminates the need to repeat list management code in other modules (which necessarily reduces the complexity of those modules). Moving all list management code to one address space virtually eliminates the possibility that a list will be

improperly constructed. Since the List Address Space is highly specialized, its operations are concise and can be tested exhaustively to ensure its implementation is correct. Finally, the functions of each List Address Space entry point can be tailored specifically to the type of organization required by a particular list representation. For example, the entry point to add a UCB to a list might be priority queuing in one List address space and straight FIFO in another.

2.4 SECURITY AND PROTECTION MECHANISMS

2.4.1 ENFORCING DESIGN SPECIFICATIONS: THE AUTHORIZATION LIST

The introduction proposes that Auth validate every transfer of control from one operating system module to another. Auth does exactly this for every transfer which explicitly specifies a target address space (CALL/XMIT and EXIT). Each entry in the table of system address spaces contains the symbolic name of an address space entry point, the address space STO, its PSW key and the entry point virtual address. It also contains an authorization list. The authorization list consists of a count field followed by a (possibly empty) list of STOs that are authorized to call this entry point. If the count field is zero, the entry point is considered public. An example of a public address space is the system trace routine. Any module of the system may place an entry in the trace table. If the count is non-zero, it indicates the

number of STOs in the authorization list. Auth has access to a caller's STO. When it locates the target of a call and that address space is not public, Auth searches the authorization list looking for the caller's STO. If it finds a match, it completes the call sequence. Otherwise, Auth terminates the system.

Each table entry is constructed manually when a new address space and/or entry point is added to the system. Similarly, an existing entry is manually updated when a heretofore unauthorized CALL becomes valid. As a result, the structure of the entire system is described and enforced by Auth's table of system address spaces.

2.4.2 RESTRICTING USER ACCESS TO CONTROL PROGRAM SERVICES

The system services made available to users through SVC requests are controlled in a similar fashion. Although most user services in a system would be public, this system provides several for use by only one user, the Operator address space. Each available user SVC service is represented as an entry in Auth's table of user services. The format of each entry is identical to a system address space table entry, except that the symbolic name is replaced by the SVC number. Using the same logic, Auth searches the user table in response to an SVC request, looking for a match on SVC number. If Auth can't find the SVC it terminates the user. Otherwise it examines the authorization list and invokes the service if it is public or the caller is authorized. An unauthorized caller is terminated.

The authorization technique allows users of varying privileges to be added to the system. It is conceivable that this technique could be used to create a power structure consisting of sets of users. Each set would denote certain services, and each member would be authorized to use all of the services defined by the set. A user could belong to more than one set, thus broadening its capabilities.

2.4.3 RESTRICTING THE USE OF MONITOR CALL SERVICES

The program FLIH must guard the use of the privileged instructions it implements via the Monitor Call request. The method of enforcement is not as elaborate as that used by Auth, but it is equally effective. Very few of the control program routines make use of privileged instructions. Consequently, the authorization list method offers more power than is needed as there would be few lists, each containing only one or two entries. It seems sensible enough then to simply check the caller's identity at the start of each Monitor Call routine in program FLIH. Program FLIH knows all of the STOs authorized to use all of its services. The caller's STO is checked only against the STOs of the address spaces authorized to request this service. In effect, program FLIH does search an authorization list, but the list is replaced by simple compare and branch logic as opposed to a search. Still, this method is effective. If program FLIH detects an unauthorized caller it terminates the system.

2.4.4 PREVENTING THE DESTRUCTION OF STORAGE BY FLIHS

The protection of storage through the use of DAT has been discussed at

Security and Protection Mechanisms

length. However, not all of the operating system modules execute with DAT on: the FLIHs execute with DAT off. (The reason for this is that a FLIH gains control as a result of an interruption which replaces the current PSW but does not alter the STO in control register 1. If an interrupt new PSW specified DAT on, the FLIH would have to be mapped into the interrupted address space's virtual storage. Since interruptions occur when running a user or system address space, each FLIH that could be activated while a particular address space is active would have to be mapped into that address space. The fact that an interruption can occur when the system is idle further complicates this issue, as there is no active address space in this state. This problem could be solved given an interruption mechanism that reloads control register 1. This is not a System/370 feature, so a decision has been made to allow FLIHs to execute with DAT off.) As a result, a FLIH has the ability to access every byte of processor-addressable storage.

Storage protection in the DAT off CPU mode of operation is provided through the use of storage protect keys. Each FLIH is assigned its own key, i.e. SVC FLIH runs with key 1, external FLIH is key 2, I/O FLIH is key 3 and program FLIH runs with key 4. This is sufficient to prevent one FLIH from damaging the storage of another. To protect the remainder of the system from destruction by a FLIH, every page allocated to a system address space is assigned key 5, while every page of a user address space is assigned key 6. Since program FLIH needs to modify page 0, page 0 is assigned a protect key of 4. Consequently, none of the other FLIHs can alter page 0. A module can read storage in a page assigned a key different from its PSW protect key, but it can not write to a page unless storage key and PSW key are in agreement.

SVC, external and I/O FLIHs need to pass information to their corresponding SLIH. They do this by placing data in the SLIH's parameter page and EXITing to the SLIH. To facilitate this, the SLIH parameter page is assigned a key that matches its FLIH PSW key. Since none of the SLIHs presently need to write to their parameter page, they can execute under key 5. Therefore, a FLIH can not alter the remaining pages of its SLIH address space. Figure 5 on page 69 summarizes the use of storage keys.

Finally there is the matter of saving a user's state in his UCB as a result of an interruption. This is accomplished by the Run List address space. Program FLIH saves the user's state in page 0 when an interruption occurs. It would ideally save this information in the user's UCB, but it has no way of accessing the UCB. So it moves the user's state information to a private page 0 user savearea and continues normal system operation. Eventually (and before a new user is dispatched) control must reach the Run List address space. When this happens, Run List address space moves the saved user state data from page 0 to the most recently dispatched UCB, thereby saving the user's environment. To do this, page 0 is mapped read-only into the Run List address space at virtual page 2.

Storage Key Assignments

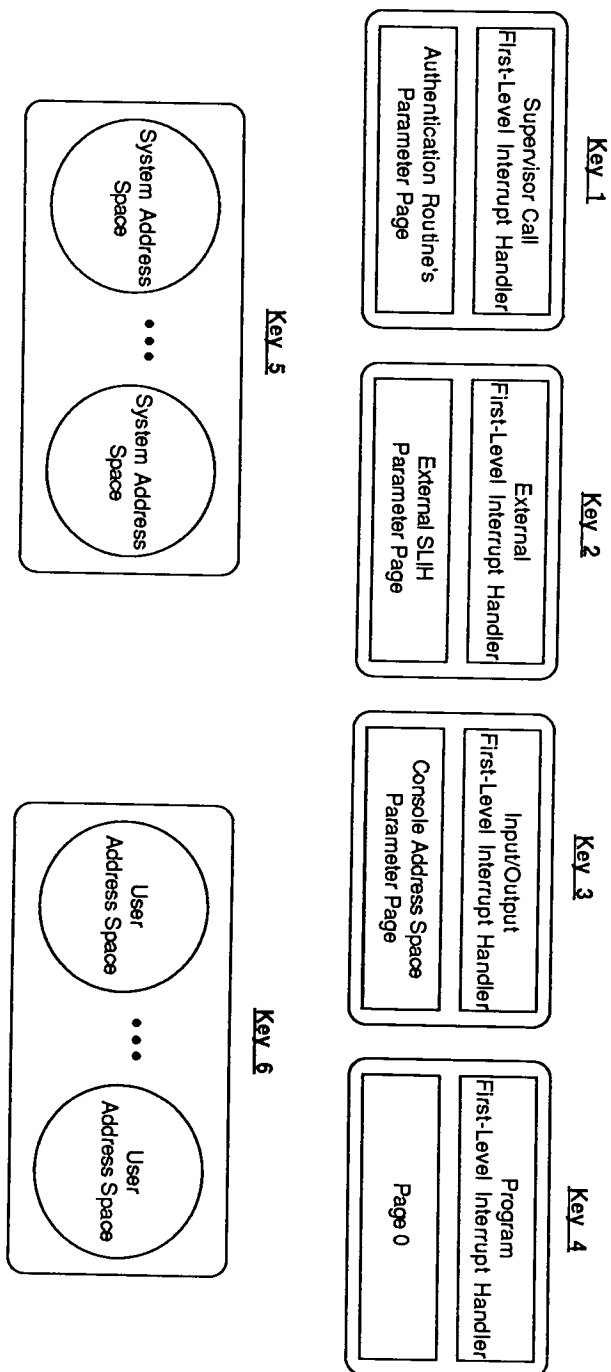


Figure 5.

2.5 ANALYSIS AND SUGGESTIONS FOR FUTURE WORK

The method of operating system organization proposed by this thesis works well. It encourages a design consisting of well-defined modules and clearly-established relationships among the components. The protection mechanisms were extremely helpful during the implementation phase. In several cases protection exceptions were raised because modules had been designed to refer to data they did not own. In these cases I had clearly strayed from my design objectives, usually by making the assumption that a module would be able to directly use an object that turned out to reside in another address space.

This control program is largely an experiment in the use of virtual storage. It does not provide a functionally rich user programming environment. Rather, it provides an operative core that stands as proof of the proposal's feasibility. Extending the system's function and usability is an obvious enhancement opportunity.

Authorization list maintenance could become unwieldy in a system consisting of many modules. It is conceivable that these lists could be constructed automatically. The structure of the system could be expressed as a directed graph $G=(V,E)$, where V is a set of nodes, each representing a functional module and E is the set of edges linking the nodes in V . (The edge set E actually describes the module-to-module relationships ultimately encoded as authorization lists.) Ideally such a graphical representation would be implemented at a very high level, e.g. pictorially. A pictorial description would likely be the best way

to convey and represent the structure of the control program. Further, the diagram could be used as input to a procedure which generates the authorization lists implied by the graph.

The present authorization list implementation is based on an inclusion property. In cases where a module is authorized for use by all but a few routines, it would make more sense to incorporate a list reflecting exclusion. This would make it possible to code only the unauthorized address spaces in an authorization list.

Another area for improvement lies beyond the system and is concerned with the linkage editor. The system consists of source modules that are assembled to produce text files. Using VM/SP system generation utilities, an IPLable reader spool file is created which consists of an IPLable linkage editor followed by the system text files. Thus, a virtual card deck is constructed, and the system is loaded by IPLing the virtual card reader. The IPL sequence loads linkage editor bootstrap code which reads in the remaining cards of the linkage editor. Once it has established itself in main storage, the linkage editor reads each text deck of system code from the reader into memory. The editor resolves external references, relocating them relative to real location 0. As a result, an address constant embedded in a source module is relocated to reflect a real address. Unfortunately, the code that uses this real address runs in translate mode, which results in an attempt to use a real address to reference a location in its virtual storage. In other words, the editor has no provision for relocating relative to the start of the address space which contains the address constant. It should be modified to detect a text deck of an address space and

reset its relocation factor to reflect the virtual base address of the module (containing the address constant) within its address space.

This linkage editor deficiency is a very serious problem. What it really means is that source code written for an address space cannot contain address constants. This means that some type of data structures must be implemented "differently". For example, consider a stack. Ideally the source module would contain an address constant representing the last stack location so stack-full conditions could be easily detected. Unfortunately, the address constant seen by the running program, i.e. the address relocated by the linkage editor reflects the real address of the end of the stack--a completely useless value for purposes of bounds checking. An alternative implementation used in this project is to express stack-full as the maximum number of available stack entries. The stack depth is maintained as a count of the number of entries, and stack manipulation is performed by converting the count into an offset an indexing into the stack off its base address. Another problem occurs with linked lists. Statically allocated list chains cannot be established at load time because, once again, the chain pointers reflect real, not virtual, addresses. One solution is to include extra code that runs only the first time the module that maintains the list executes, and that code has the task of linking the list with pointers calculated using a similar indexing technique (i.e. using the base address of the first node and the size of a node to compute the virtual address of successive nodes). This linkage editor deficiency results in inelegant and more expensive implementations for otherwise primitive operations like stack push/pop.

Some very nice enhancements could be achieved by augmenting System/370 machine architecture. It was mentioned that an architectural change to the interrupt mechanism to facilitate control register 1 swaps would allow the first-level interrupt handlers to be placed in private address spaces. This would eliminate the need to use storage keys to prevent one component from damaging the storage of another; DAT would provide this protection in full. Storage keys could be used to partition and protect the contents of an address space, which could help protect an address space from internal damage.

System performance could be improved if the use of privileged instructions by address space was programmable and controlled by the processor microroutines. Instead of having program FLIH issue all of the privileged operations, System/370 could be enhanced to make an instruction available to certain address spaces (resulting in a new semi-privileged instruction class). This conceptually simple change could be implemented by comparing the ST0 in control register 1 with a firmware list of the STOs authorized to issue a particular instruction. Thus, the meaning of supervisor state now blurs, as an address space can execute a (formerly privileged) instruction so long as it is authorized, regardless of the mode of the machine. This enhancement would significantly reduce the volume of program interruptions experienced by the current design.

A third extension to the architecture would be to lift the minimum length requirements imposed on segment and page tables. The virtual storage requirements of each address space tend to be small, on the order of several pages. Yet much of the real storage allocated to

segment and page tables is wasted defining uninstalled segments/pages. Lifting minimum length requirements on these structures results in less storage waste.

In spite of these improvements this control program is very expensive to run. Almost the entire system runs in translate mode which slows everything down. DAT table fetches occur at a very high frequency, increasing main memory utilization. The presence of a translation lookaside buffer is certainly helpful, but it must be of adequate size. Certainly a good area for future work is in determining how severely this design is penalized by the DAT process, and investigating ways of reducing this penalty (either architecturally or otherwise).

The control transfer primitives are also very expensive. For example, an operating system CALL results in the activation of two first-level interrupt handlers (one of which is activated several times) and four address spaces. Changing to a different address space is expensive because several interrupts are generated, DAT is reconfigured several times and authorization must be performed at two different levels. Some speedup can be gained by moving AUTH to microcode. Additional speedup could be gained if the SVC interrupt associated with a control transfer request could be eliminated. It seems likely that a new instruction could be invented that would activate AUTH directly for a CALL, RETURN or EXIT request.

GLOSSARY

ADDRESS SPACE: 1: The set of all storage addresses accessible to the currently executing program. The entire set of addresses is either real or virtual, depending on the mode of CPU operation. 2: An entity defined by a segment table and zero or more page tables. Typically, an address space has page frames of real storage allocated to it, and these pages contain program code and/or data or both. 3: A dispatchable unit of work.

AUTHENTICATION ROUTINE: A module of the operating system that determines whether requested access for a system service or object is authorized, and that subsequently grants or denies access to the service or object.

AUTHORIZATION LIST: A list of the address spaces authorized to access a system service or object. Authorization lists are components of the authentication routine, and one authorization list exists for each system service and object.

CALL: A control transfer primitive which results in the activation of an entry point in a target address space.

CALLXMIT: A control transfer primitive which augments normal CALL processing by including an activation of the Transmitter Module to copy

the contents of the sender's parameter page to the receiver's. The transmit operation is performed before the CALL.

CONTROL BLOCK: A contiguous packet of bytes resembling a structure (i.e. consisting of one or more fields) and organized according to a programmer-defined template.

CONTROL REGISTER 0: A System/370 register accessible only in supervisor state and containing, among other things, the DAT translation format.

CONTROL REGISTER 1: A System/370 register accessible only in supervisor state and containing the length and starting address of the active segment table.

DAT MODE BIT: A field (bit 5) in an EC mode PSW which controls whether DAT is engaged.

DAT OFF: A mode of CPU operation where instruction and operand addresses are considered real and are not subject to DAT; specified by setting the PSW DAT mode bit to 0.

DAT ON: A mode of CPU operation where virtual-to-real address translation is mandatory and is specified by setting the PSW DAT mode bit to 1.

DAT TABLES: Data structures (segment and page tables) through which DAT proceeds.

DISPATCH QUANTUM: A time interval defining the maximum length of time a user address space may hold the processor.

DISPATCHER: That module of the operating system that selects an address space from a list of dispatchable candidates and subsequently relinquishes CPU control to the selected address space.

DUMP: A copy of the contents of main storage, sometimes printed but usually written to an external storage device, e.g. disk or tape.

DYNAMIC ADDRESS TRANSLATION (DAT): A System/370 CPU feature that implements virtual to real address translation, thereby providing the basis for a virtual storage environment. Given a virtual address and translation tables, and using a predefined translation algorithm, DAT yields a corresponding real address, or notifies the control program (via an interrupt) that the translation cannot be completed.

EC (EXTENDED CONTROL) MODE: A mode of CPU operation which makes DAT available and is specified by setting the PSW control mode bit (bit 12) to one.

EXIT: A control transfer primitive which results in the activation of a target address space; it differs from CALL in that no return linkage is saved.

FIRST-LEVEL INTERRUPT HANDLER (FLIH): Program code executed directly as a result of a hardware interrupt. Activation is synchronous or asynchronous, depending on the interrupt class. FLIH responsibilities

include saving the machine state and activating the appropriate second-level interrupt handler.

INTERRUPT: An immediate alteration in the normal instruction processing sequence, triggered by external events and effected by a hardware PSW swap.

I/O INTERRUPT: In System/370, the interrupt class used by channel hardware to alert the software to the occurrence of an input/output event within the channel subsystem.

IPL (INITIAL PROGRAM LOAD): A System/370 operation carried out in microcode which performs a read operation to a select device for purposes of retrieving a channel program and PSW which presumably loads a bootstrap program capable of reading in the remainder of the program being IPLed. At the conclusion of I/O activity during the IPL sequence, the IPL PSW replaces the current PSW.

KEY-CONTROLLED PROTECTION: A storage protection scheme based on the use of "keys". In System/370, each page frame of storage has an associated 4-bit storage key, set by a privileged instruction. The program status word also contains a key set by a privileged instruction. In general, each storage reference made by a running program is checked by the CPU. For store operations (and under some circumstances fetch operations), storage access is denied unless the PSW key value matches the storage key of the page frame being referenced.

MONITOR CALL: A System/370 instruction which generates a program interrupt and provides the control program with a 12-bit code which in this project identifies a service request. The numbered service requests require the execution of privileged instructions.

MONOLITHIC MONITOR: An operating system that runs completely disabled for asynchronous interrupt classes. Synchronous events, e.g. program and supervisor call interrupts are permitted in designs of this type.

PAGE FRAME: A unit of main storage organization, spanning 4096 bytes and aligned on a 4K boundary. The page frame is the unit of storage managed by a virtual storage operating system. It typically has an associated storage key and referenced/changed indicators, the latter feature being of use to storage management routines.

PAGE TABLE: A control block used by dynamic address translation. It contains entries for each page of a segment of virtual storage; each entry identifies the real page frame associated with an address in that segment, or indicates the address does not presently have a page frame assigned to it.

PFRA (PAGE FRAME REAL ADDRESS): A PTE field specifying (a portion of) the real address of the the physical page assigned to a virtual address.

PROBLEM STATE: A mode of CPU operation in which only those instructions designated non-privileged are available to the running program.

PROCESS: A dispatchable entity, consisting of a saved program counter image, a saved register image, miscellaneous saved state information and executable code and optionally data. In a virtual storage environment, the definition includes a description of the process address space, i.e. page and segment tables.

PSW (PROGRAM STATUS WORD): In System/370, a processor register containing the address of the next instruction to be executed and status bits defining the current mode(s) of CPU operation (condition code, interrupt masks, etc.)

PTE (PAGE TABLE ENTRY): An element of a page table providing a page frame real address (PFRA) and a valid/invalid indicator.

PTL (PAGE TABLE LENGTH): A STE field specifying the length of the page table corresponding to this segment.

PTO (PAGE TABLE ORIGIN): A STE field specifying (a portion of) the real address of the page table for a virtual address.

REAL ADDRESS: An address generated by a running program not subject to dynamic address translation, or the address resulting from the application of DAT to a virtual address. Each real address designates exactly one byte of physical processor storage.

RELOCATE MODE: See translate mode.

RETURN: A control transfer primitive which results the reactivation of the calling address space.

RETXMIT: A control transfer primitive which augments RETURN processing by including an activation of the Transmitter module to copy the returning module's parameter page to the caller's. The transmit is performed before RETURN processing.

RUN LIST: The list of dispatchable UCBs.

SAVE-AREA: A control block used typically for the saving of the machine registers.

SCHEDULER: An operating system module that implements a task-sequencing policy, often striving to achieve the dual goal of maximizing throughput and minimizing response time.

SECOND-LEVEL INTERRUPT HANDLER (SLIH): Code executed immediately after a FLIH whose primary responsibility is to analyze the source of the interruption and react accordingly. An example would be an I/O SLIH which determines that a device that has pending I/O requests has become available (as would be indicated by status associated with the I/O interruption). Part of SLIH operation would be to restart the device with the next queued request.

SEGMENT: A unit of virtual storage organization. A segment consists of up to sixteen 4096-byte pages. System/370 defines protection at the

segment level; if necessary a segment can be protected from store operations.

SEGMENT TABLE: A control block used by dynamic address translation. It contains an entry for each segment of an address space; each entry points at the page table which further describes the pages of the segment, or indicates the segment does not presently have any pages assigned to it.

SEGMENT TABLE REGISTER: A control register through which dynamic address translation proceeds. The segment table register points at the segment table for the active address space.

STE (SEGMENT TABLE ENTRY): An element of a segment table providing the length and real address segment's page table.

STL (SEGMENT TABLE LENGTH): A field in control register 1 which specifies the length of the active segment table in units of 16 STEs.

STO (SEGMENT TABLE ORIGIN): A field in control register 1 which specifies the real address of the active segment table.

STORAGE KEY: A 6-bit register assigned to each page frame of real storage, consisting of a four-bit key field, one bit for reference recording and one bit for change recording. The key field is used by the CPU to validate storage access requests (see key-controlled protection). The last two bits are used by the operating system page-replacement algorithm.

SUPERVISOR CALL (SVC): A System/370 instruction that, when executed results in the generation of a supervisor call interrupt.

SUPERVISOR STATE: A mode of CPU operation in which every instruction defined in the machine's instruction set, both privileged and non-privileged, is usable.

SYSTEM/370: A machine-independent architecture developed by International Business Machines Corporation and implemented by a wide range of that company's computer systems.

TRANSLATE MODE: A mode of CPU operation in which program generated addresses are considered virtual and are subject to dynamic address translation. In System/370, translate mode is engaged by setting the DAT bit in the PSW to one.

TRANSLATION FORMAT: The specification of the structure of a virtual address, specified by a bit field in control register 0 and used by DAT to isolate the segment, page and byte indexes of a virtual address.

TRANSMITTER MODULE: A module of the operating system that facilitates inter-address space communication. It moves data from one address space to another.

USER CONTROL BLOCK (UCB): A data structure representing a user address space and containing user state data as well as a pointer to the user's segment table.

VIRTUAL ADDRESS: An address used by a program running in translate mode to refer to a byte of storage. A virtual address is subject to dynamic address translation, and may or may not map to a real main storage location at an arbitrary point in time.

VIRTUAL STORAGE: In this project, the storage that a function running in an address space would appear to own. The function logically owns a virtual storage bounded by the virtual addresses defined through its segment and page tables. These virtual addresses map to different real addresses; consequently virtual pages of the address space map to different real pages.

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APPENDIXES

APPENDIX A. MODULE DIRECTORY

NAME	DESCRIPTION
AUTH	Authentication Routine. Ensure the address space requesting a service is an authorized user of that service. Implement transfer of control primitives: CALL, RETURN and EXIT. Invoke the Transmitter Module when CALLXMIT or RETXMIT is issued.
CONSOLE	Console Address Space. Provide support for the system console. READ entry point: Facilitate the user-issued console READ SVC. WRITE entry point: Facilitate the user-issued console WRITE SVC. IOINT entry point: Second-level I/O interrupt handler; handle interrupts from the console.
DATABLES	DAT Tables. Contains segment and page tables for every address space (system and user) of the control program.
DSP	Dispatcher. Dispatch user address spaces or place the system into an idle wait state if it is temporarily out of work.
EXTFLIH	External First-Level Interrupt Handler. Respond directly to external interruptions. Activate the external second-level interrupt handler if the interrupt is identifiable.
EXTSLIH	External Second-Level Interrupt Handler. Handles timer-related events: Clock Comparator: Activate the WAKEUP entry point of the Sleep Address Space.

CPU Timer: Notify the scheduler of time-slice end for a user.

IOFLIH I/O First-Level Interrupt Handler.

Respond directly to an I/O interrupt by activating the IOINT entry point of the Console Address Space.

OPERATOR Operator Address Space.

Analyzes and executes human operator command requests entered at the console.

PGMFLIH Program First-Level Interrupt Handler.

Respond immediately to program interruptions:

Initiates termination processing for a user who program checked;

Shuts the system down in the event of a program check in system code;

Perform privileged operations requested via Monitor Call.

RLAS Run List Address Space.

Manage the list of dispatchable UCBs:

ENQUEUE entry point: Add a UCB to the Run List with priority queuing based on the value of the UCB priority field;

DEQUEUE entry point: Remove the UCB at the head of the Run List;

GETDUCB (Get Dispatch UCB) entry point: Fetch a copy of the first UCB on the Run List.

SCH Scheduler.

Schedule a UCB for execution:

TSEND (Time Slice End) entry point: Re-schedule a running user who consumed his dispatch quantum;

ROUSE entry point: Schedule a user whose sleep interval just expired;

IODONE entry point: Schedule a user whose console request just completed.

SHUTDOWN Shutdown Address Space

Terminates the running system in response to the operator SHUTDOWN command.

SLAS Sleep List Address Space.

Manage the list of sleeping UCBs:

ENQUEUE entry point: Add a UCB to the Sleep List using priority queuing based on wakeup time-of-day.

DEQUEUE entry point: Remove the UCB at the head of the Sleep List.

SLEEP Sleep Address Space.

Facilitate user-issued SLEEP SVC:

SLEEP entry point: Put a user to Sleep (add him to the Sleep List) for the number of microseconds he requested.

WAKEUP entry point: Driven by a timer interruption; remove the user at the head of the Sleep List and schedule him to run again. Restart the timer for the next sleeping user.

STARTUP System Startup Code.

Initialize control registers, storage keys, timers, etc. and EXIT to the Dispatcher to place the system into operation.

SVCFLIH Supervisor Call First-Level Interrupt Handler.

Respond immediately to SVC interruption by activating the Authentication Routine.

TLAS Terminate List Address Space.

Manage the list of terminated users by adding the UCB for a dead user on the Terminate List.

TRACE System Trace Routine.

Insert the trace entry supplied by the caller into the system trace table.

TRU Terminate Running User.

Remove the UCB for a user who program checked from the Run List and have his UCB added to the Terminate List.

USERN User n Address Space; $1 \leq n \leq 5$.

Each user address space represents a unit of dispatchable work for the system.

XMIT Transmitter Module.

Copy the contents of the sender's parameter page to the receiver's.

In addition, most of these modules have an accompanying parameter page. These are included in the source listing appendix.

APPENDIX B. SOURCE LISTINGS

[illegible]

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
56					PUNCH 'SPB'	Make module start on a page boundary.			PGM00570
58					EXTRN AUTHST,OSPST,XMITST,SLEEPST,SLASST,CONSPST,SHUTST				PGM00590

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.42	12/04/86
000000				60	PGMFLIH CSECT	Program First-Level Interrupt Handler	PGM00610
62	*				-----*		PGM00630
63	*				A. Save registers in low core and establish addressability:		PGM00640
64	*				-----*		PGM00650
66		00000			USING PSA,RO	Make low-core fields addressable	PGM00670
68					CKPTREGS	Save volatile state information in lowcore	PGM00690
69+		00460			STPT CPUTIMER	Save possible user quantum remainder	CKP00030
70+		00400			STM RO,R15,PSAGREGS	Save general registers	CKP00040
71+		00440			STD FO,PSAFREGS	Save	CKP00050
72+		00448			STD F2,PSAFREGS+8	Floating	CKP00060
73+		00450			STD F4,PSAFREGS+16	Point	CKP00070
74+		00458			STD F6,PSAFREGS+24	Registers	CKP00080
75+		00494			STCTL 1,1,INTREG1	Save contents of control register 1	CKP00090
77		0006C			L R12,PGMNEW+4	Get the address of this module in R12	PGM00710
78		00000			USING PGMFLIH,R12	Establish R12 as the overall module base	PGM00720
79		0002C			8 AROUND	Move past eyecatcher	PGM00730
81		00024	D7C704C603C9C840		OC CL8'PGMFLIH'	Handy when poking around in storage/dumps	PGM00750
83	*				-----*		PGM00770
84	*				8. Move the system state at the time of the interrupt to a page		PGM00780
85	*				zero field used by SVCFLIH/AUTH.		PGM00790
86	*				-----*		PGM00800
88	AROUND	DS	OH			Now the real work begins:	PGM00820
90		0002C	D200 0490 0468 00490 00468		MVC INTSTATE(1),SYSTATE	Move state @ interrupt to low core	PGM00840
92	*				-----*		PGM00860
93	*				C. Determine if the system was running a user when the interrupt		PGM00870
94	*				occurred. If it was, change the state variable to indicate the		PGM00880
95	*				system is now running itself before continuing on.		PGM00890
96	*				-----*		PGM00900
98		00032	9580 0468		CLI SYSTATE,RUNUSER	System running a user?	PGM00920
99		00036	4770 C0A0		8NE CHKIDLE	No - See if the system was idle.	PGM00930
100		0003A	9240 0468		MVI SYSTATE,RUNSYS	Yes - Indicate system running itself now.	PGM00940
102	*				-----*		PGM00960
103	*				D. The system was running a user at the point of interruption.		PGM00970
104	*				We must now implement the SAVEREGS function, which moves the		PGM00980
105	*				volatile user environment to a user savearea in page 0. Page 0		PGM00990
106	*				is shared with the Run List Address Space, and that module takes		PGM01000
107	*				care of ultimately updating the running user's UC8 from the		PGM01010
108	*				saved environment data in low core.		PGM01020
109	*						PGM01030
110	*				Save the user's general and floating-point registers and the		PGM01040
111	*				remaining dispatch quantum in the saved environment savearea.		PGM01050
112	*				-----*		PGM01060
114		00003E	023F 04A0 0400 004A0 00400		MVC SAVGREGS(16*4),PSAGREGS	Save user general registers.	PGM01080

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.42 12/04/86
000044	D21F 04E0 0440 004E0 00440			115	MVC SAVFREGS(4*8),PSAFREGS	Save user floating-point regs. PGM01090
00004A	D207 0500 0460 00500 00460			116	MVC SAVTIMER,CPUTIMER	Save user dispatch quantum. PGM01100
118 *					-----* 119 * E. Now determine if this program check we received while "running a 120 * user" was really from a running user or if it is a program 121 * check generated by a FLIH issuing a SAVEREGS Monitor Call. If 122 * it was a FLIH, the DAT bit in the program check old PSW will be 123 * off, because FLIHs do not run in relocate mode. On the other 124 * hand, all user work runs with DAT on; this will clearly identify 125 * entry into this module directly from a running user who program 126 * checked (as opposed to another interrupt condition vectoring us 127 * here to possibly checkpoint regs in low core). 128 *-----*	PGM01120 PGM01130 PGM01140 PGM01150 PGM01160 PGM01170 PGM01180 PGM01190 PGM01200 PGM01210 PGM01220
000050	9104 0028	00028		130	TM PGMOLD,DATON Did a running user program check?	PGM01240
00005A	4780 C06A	0006A		131	BZ FLIHSAVE No - A FLIH vectored here via SAVEREGS MC	PGM01250
133 *					-----* 134 * F. Yes, a running user program checked. Save his PSW from the 135 * program check old PSW (by copying it into the environment save- 136 * area), save the program interrupt code for problem analysis, and 137 * terminate him. 138 *-----*	PGM01270 PGM01280 PGM01290 PGM01300 PGM01310 PGM01320
000058	D207 0498 0028 00498 00028			140	MVC SAVPSW,PGMOLD Save user's program check PSW.	PGM01340
00005E	0200 0498 008F 00498 0008F			141	MVC SAVPSW+3(1),PGMC00E+1 Save interrupt code too.	PGM01350
				142	EXIT TRU Terminate the user address space.	PGM01360
000064	5800 C3D0	003D0		143+	L R0,=CL4'TRU' Load target address space identifier	EXI00040
000068	0A02			144+	SVC 2 Go to that address space.	EXI00050
146 *					-----* 147 * G. At this point, we know the system was running a user when some 148 * interrupt other than program check occurred. We need to save 149 * the user's PSW at point of interruption, but it could reside in 150 * any of several old PSW assigned storage locations. The 151 * technique used to identify where the original interrupt came 152 * from uses the value of the storage key in the program old PSW. 153 * Each FLIH runs with a different key. When a FLIH issues the 154 * SAVEREGS monitor call, the current PSW is stored in the program 155 * old PSW assigned storage location. We will extract the key 156 * field from program check old PSW and subsequently use that key 157 * as an index into a branch table to fetch the address of the 158 * old PSW location containing the running user's PSW. 159 *-----*	PGM01380 PGM01390 PGM01400 PGM01410 PGM01420 PGM01430 PGM01440 PGM01450 PGM01460 PGM01470 PGM01480 PGM01490 PGM01500 PGM01510
00006A				161	FLIHSAVE DS OH Here to save user PSW on behalf of FLIH:	PGM01530
00006A	1755			163	XR R5,R5 Clear R5.	PGM01550
00006C	4350 0029	00029		164	IC R5,PGMOLD+1 Get 2nd byte of PSW containing storage key	PGM01560
000070	8850 0004	00004		165	SRL R5,4 Get rid of junk; key now in bits 28-31.	PGM01570
000074	0650			166	8CTR R5,0 Subtract one because FLIH keys start at 1	PGM01580
000076	8950 0003	00003		167	SLL R5,3 R5 = R5 * (8 bytes/instr pair)	PGM01590
00007A	47F5 C07E	0007E		168	B PSWADDR(R5) Get address of user old PSW in R5:	PGM01600

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201	20.42	12/04/86
00007E				17D	PSWADDR DS OH	PSW address assignment table:		PGM01620
00007E	4150 0020	00020		172	LA R5,SVCOLD	User PSW in SVC old location.	*KEY=1*	PGM01640
000082	47F0 C096	00096		173	B SAVEPSW	Continue.		PGM01650
000086	4150 0018	00018		175	LA R5,EXTOLD	User PSW in External old location.	*KEY=2*	PGM01670
00008A	47F0 C096	00096		176	B SAVEPSW	Continue.		PGM01680
00008E	4150 0038	00038		178	LA R5,I0OLD	User PSW in I/O old location.	*KEY=3*	PGM01700
000092	47F0 C096	00096		179	B SAVEPSW	Continue.		PGM01710
				181	*-----*			PGM01730
				182	* H. Now we have the address of the user's PSW. Copy that PSW to the			PGM01740
				183	* environment savearea and return to the FLIH with the SAVEREGS			PGM01750
				184	* function complete.			PGM01760
				185	*-----*			PGM01770
000096				187	SAVEPSW DS OH	Here to save user's PSW:		PGM01790
000096	D207 0498 5000 00498 00000			189	MVC SAVPSW,0(R5)	Copy interrupt old PSW to env. savearea.		PGM01810
0D009C	8200 0028	00028		191	LPSW PGMOLD	Return to FLIH with regs in PSAGREGS.		PGM01830
				193	*-----*			PGM01850
				194	* I. When we are here, it means that an interrupt occurred while the			PGM01860
				195	* system was not running a user. The true source of interruption			PGM01870
				196	* can be determined simply by examining the system state. If the			PGM01880
				197	* state indicates idle, then an asynchronous interrupt occurred			PGM01890
				198	* while the system was in a wait state, and we are here because			PGM01900
				199	* the corresponding FLIH issued a SAVEREGS monitor call. Other-			PGM01910
				200	* wise, the system had to have been running itself, as this is the			PGM01920
				201	* only remaining assigned system state.			PGM01930
				202	*-----*			PGM01940
0000A0				204	CHKIDLE DS OH	Here when SYSTATE != RUNUSER:		PGM01960
0000A0	952D 0468	00468		206	CLI SYSTATE,RUNIDLE	Was the system idle when interrupted?		PGM01980
0000A4	4770 C0B0	000B0		207	BNE RUNSYSIM	No - Handle a system program check.		PGM01990
				209	*-----*			PGM02010
				210	* J. Yes, we are here due to an asynch FLIH issuing a SAVEREGS MC.			PGM02020
				211	* Set the state to indicate system is now running itself and			PGM02030
				212	* return to the FLIH with the SAVEREGS function complete.			PGM02040
				213	*-----*			PGM02050
0000A8	9240 0468	00468		215	MVI SYSTATE,RUNSYS	Yes - Indicate system now running itself		PGM02070
0000AC	8200 0028	00028		216	LPSW PGMOLD	Return to External or I/O FLIH.		PGM02080
				218	*-----*			PGM02100
				219	* K. We are here when the running system program checks. Determine			PGM02110
				220	* if the program check was a failure or a monitor call. If it is			PGM02120
				221	* not a monitor call then it is a failure. In this case, the			PGM02130
				222	* system must be shut down.			PGM02140
				223	*-----*			PGM02150

PGMFLIH Module: Program First-Level Interrupt Handler. (TJM RI1 CS MS Thesis)										PAGE	7
LOC	OBJECT C00E	A00R1	A00R2	STMT	SOURCE STATEMENT	OS	OH	Here when Control Program program checks:	ASM 0201 20.42 12/04/86		
0000B0				225	RUNSYSTEM				PGM02170		
0000B0	9540 008F	0008F		227	CLI				PGM02190		
0000B4	4770 C2A2	002A2		228	BNE			No - Shut 'er down...	PGM02200		
				230	*-----*					PGM02220	
				231	* L. A system component issued a Monitor Call instruction. If the					PGM02230	
				232	* request is undefined, shut down the system:					PGM02240	
				233	*-----*					PGM02250	
0000B8	5810 009C	0009C		235	L		R1,MONC00E	Get Monitor Call code	PGM02270		
0000BC	5910 C104	00104		236	C		R1,MAXC00E	Is it implemented?	PGM02280		
0000C0	4720 C2A6	002A6		237	BH		BIGC00E	No - It's undefined. Have to abend.	PGM02290		
				239	*-----*					PGM02310	
				240	* M. A system component requested a defined service via Monitor Call.					PGM02320	
				241	* Obtain the requestor's identity and go perform the service:					PGM02330	
				242	*-----*					PGM02340	
0000C4	8611 C3AB	003AB		244	STCTL	1,1,CALLER10		XFER caller's identity (ST0) to storage	PGM02360		
0000C8	5870 C3AB	003AB		245	L	R7,CALLER10		Get caller's ST0 in R7	PGM02370		
0000CC	8910 0002	00002		247	SLL	R1,2		R1 = R1 * (4 bytes/branch instruction)	PGM02390		
0000D0	47F1 C004	00004		248	B	MCTABLE(R1)		Go perform monitor service.	PGM02400		
0000D4				250	MCTABLE	OS	OH	Monitor Call branch table:	PGM02420		
0000D4	47F0 C108	00108		252	B	MACTAUTH		Moncode 0: "Activate AUTH"	PGM02440		
0000D8	47F0 C130	00130		253	B	MSOP		Moncode 1: "Set Oispatch Paramaters"	PGM02450		
0000DC	47F0 C170	00170		254	B	MOSPATCH		Moncode 2: "Oispatch"	PGM02460		
0000E0	47F0 C1A4	001A4		255	B	MABENO		Moncode 3: "ABENO"	PGM02470		
0000E4	47F0 C1B0	001B0		256	B	MBINO		Moncode 4: XMIT "Bind" pages service	PGM02480		
0000E8	47F0 C1C0	001C0		257	B	MOETACH		Moncode 5: XMIT "Oetach" pages service	PGM02490		
0000EC	47F0 C202	00202		258	B	MSCK		Moncode 6: "Set Clock Comparator"	PGM02500		
0000F0	47F0 C1EE	001EE		259	B	MIOLE		Moncode 7: "System No-Work Wait"	PGM02510		
0000F4	47F0 C212	00212		260	B	MSAVEREG		Moncode 8: "Save registers"	PGM02520		
0000F8	47F0 C216	00216		261	B	MCONSI0		Moncode 9: "Console Start I/O"	PGM02530		
0000FC	47F0 C24E	0024E		262	B	MPURGECH		Moncode 10: "Purge Console Input Data"	PGM02540		
000100	47F0 C2BE	002BE		263	B	MSHUTSYS		Moncode 11: "Shut Oown the System"	PGM02550		
		00104		265	ENOTABLE	EQU	*	\$ Marks end of branch table \$	PGM02570		
000104	00000008			267	MAXC00E	OC	A((((ENOTABLE-MCTABLE)/4)-1)	Maximum Moncode available.	PGM02590		

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
269	*				-----*				PGM02610
270	*				* N. Service: Activate Authentication Routine.				PGM02620
271	*								PGM02630
272	*				Authorized Callers: SVC First-Level Interrupt Handler.				PGM02640
273	*								PGM02650
274	*				Function: -Shut system down if caller is unauthorized.				PGM02660
275	*				-Activate the Authentication Routine Address Space via				PGM02670
276	*				LPSW.				PGM02680
277	*				-----*				PGM02690
279	MACTAUTH DS OH				Activate Authentication Routine:				PGM02710
281		00029			PGMOLD+1,X'F0' Turn off mode bits; leave key intact.				PGM02730
282		00029			PGMOLD+1,X'10' Was caller = SVC FLIH, i.e. key 1?				PGM02740
283		002AA			BADAA No - illegal call to ACTAUTH. Shutdown.				PGM02750
285		003B0			LCTL 1,1,AUTHRTN Yes - Load Control Register 1 w/AUTH sto				PGM02770
286		00475	003C9		SYSPSW+5(3),ATHVADDR Set up AUTH entry point virt addr				PGM02780
287		00471			NI SYSPSW+1,X'0F' Reset storage key to zeros				PGM02790
288		00471	003C8		OC SYSPSW+1(1),AUTHKEY Set AUTH's PSW key				PGM02800
289		00468			MVI SYSTATE,RUNSYS Indicate system is now running itself.				PGM02810
290		00470			LPSW SYSPSW Activate AUTH				PGM02820
000108									
000108	94F0 0029								
00010C	9510 0029								
000110	4770 C2AA								
000114	B711 C3B0								
00011B	0202 0475	C3C9	003C9						
00011E	940F 0471								
000122	D600 0471	C3C8	00471						
000128	9240 0468		00468						
00012C	8200 0470		00470						

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	PGM
000130				292 *	-----*	12/04/86	PGM02840
				293 *	0. Service: Set Dispatch Parameters.		PGM02850
000130	5970 C3AC			294 *			PGM02860
000134	4780 C15A			295 *	Authorized Callers: Authentication Routine, Dispatcher.		PGM02870
				296 *			PGM02880
				297 *	Function: -Shut system down if caller is unauthorized.		PGM02890
				298 *	-Move the dispatch parameters from the low core		PGM02900
				299 *	savearea into the system or user low core variables,		PGM02910
				300 *	depending on who the caller is (AUTH dispatches the		PGM02920
				301 *	system; Dispatcher dispatches a user).		PGM02930
				302 *	-RTI		PGM02940
				303 *	-----*		PGM02950
				305 MSDP			PGM02970
				306 OS	Set Dispatch Parameters Routine:		PGM02980
				307+ ISIT	Is caller = Dispatcher?		LS100030
				308 C	Is is this guy?		PGM02990
				309 BE	Yes - He is allowed.		PGM03000
				310+ ISIT	No - Is it AUTH??		LS100030
				311 C	Is is this guy?		PGM03010
				8NE	No - Shut down the system.		
				313 MVC	SYSSSTO,PSAGREGS+(R2*4) Yes - Move dispatch STO to locore		PGM03030
				314 NI	SYSPSW+1,X'OF' Set PSW key to zeros.		PGM03040
				315 OC	SYSPSW+1(1),PSAGREGS+(R3*4) Set PSW key for addr space		PGM03050
				316 MVC	SYSPSW+5(3),PSAGREGS+((R3*4)+1) Set PSW entry pt vaddr		PGM03060
				317 B	Return to AUTH.		PGM03070
				319 DSPSDP			PGM03090
				DS	Here when Dispatcher issues a SDP:		
				321 MVC	USRSTO,PSAGREGS+(R2*4) Move user dispatch		PGM03110
				322 MVC	USRPSW,PSAGREGS+(R3*4) parameters to		PGM03120
				323 MVC	USRTIMER,PSAGREGS+(R5*4) low core.		PGM03130
				324 B	Return to dispatcher.		PGM03140
00015A							
00015A	0203 047C 0408	0047C	00408	321			
000160	D207 0480 040C	00480	0040C	322			
000166	D207 0488 0414	00488	00414	323			
00016C	47F0 C29A	0029A		324			

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.42 12/04/86
000170				339	MDSPATCH DS OH	Dispatch Routine: PGM03290
000170	5970 C3AC	003AC		341	DSPOCHER	Is caller = Dispatcher? PGM03310
000174	4780 C190	00190		342+	C	Is is this guy? IS100030
				343	8E DSPDSPCH	Yes - He is allowed. PGM03320
				344	ISIT AUTHRTN	No - Is caller = AUTH?? PGM03330
000178	5970 C380	00380		345+	C	Is is this guy? IS100030
00017C	4770 C282	00282		346	8NE 8ADDSPOCH	No - Shut'er down... PGM03340
000180	8711 046C	0046C		348	LCTL 1,1,SYSSTO	Yes - Load Control Register 1 PGM03360
000184	980F 0400	00400		349	LM R0,R15,PSAGREGS	Restore general registers PGM03370
000188	9240 0468	00468		350	MVI SYSTATÉ,RUNSYS	Indicate system is now running itself. PGM03380
00018C	8200 0470	00470		351	LPSW SYSPSW	Dispatch system address space. PGM03390
000190				353	DSPDSPCH DS OH	Here when Dispatcher issues Dispatch: PGM03410
000190	8711 047C	0047C		355	LCTL 1,1,USRSTO	Load Control Register 1 PGM03430
000194	980F 0400	00400		356	LM R0,R15,PSAGREGS	Restore user's regs PGM03440
000198	8208 0488	00488		357	SPT USRTIMER	Set CPU Timer dispatch quantum PGM03450
00019C	9280 0468	00468		358	MVI SYSTATE,RUNUSER	Indicate system is running a user. PGM03460
0001A0	8200 0480	00480		359	LPSW USRPSW	Dispatch user address space. PGM03470

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
				361 *	-----*				PGM03490
				362 *	Q. Service: ABEND.				PGM03500
				363 *					PGM03510
				364 *	Authorized Callers: Authentication Routine.				PGM03520
				365 *					PGM03530
				366 *	Function: -Shut system down if caller is unauthorized.				PGM03540
				367 *	-Shut system down indicating via wait code the fact				PGM03550
				368 *	that the Authentication Routine brought the system				PGM03560
				369 *	down.				PGM03570
				370 *	-----*				PGM03580
0001A4				372	MABENO DS OH ABEND running system:				PGM03600
				374	ISIT AUTHRTN Is caller = AUTH?				PGM03620
0001A4	5970 C3B0			375+	C R7,AUTHRTN Is is this guy?				IS100030
0001A8	4770 C2B6	003B0		376	BNE BADABEND No - Irony is we ABEND anyway!				PGM03630
0001AC	8200 C310	00310		378	LPSW ABENDPSW Yes - "Normal" ABEND...				PGM03650

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	PGM
				380 *	-----*	12/04/86	PGM03670
				381 *	R. Service: BIND.		PGM03680
				382 *			PGM03690
				383 *	Authorized Callers: Transmitter Module.		PGM03700
				384 *			PGM03710
				385 *	Function: XMIT calls BIND with caller and receiver address space		PGM03720
				386 *	STOs in R0 and R1, respectively. BIND uses these STOs		PGM03730
				387 *	to locate the page table entry (PTE) for page zero of		PGM03740
				388 *	each address space. It then copies the caller's page		PGM03750
				389 *	0 PTE to XMIT's page 0 PTE, and moves the receiver's		PGM03760
				390 *	page 0 PTE to XMIT's page 1 PTE, thereby binding these		PGM03770
				391 *	two pages to the XMIT address space. The page table		PGM03780
				392 *	for XMIT's segment 0 is contained within this source		PGM03790
				393 *	module and is defined as an entry; XMIT segment table		PGM03800
				394 *	and page table for segment 1 are defined in DATABLES.		PGM03810
				395 *	BIND returns immediately to XMIT.		PGM03820
				396 *	-----*		PGM03830
0001B0				398	MBIND		PGM03850
					OH		
					DS		
					ISIT		
				400	XMITTER		PGM03870
				401+	R7,XMITTER	Is caller = Transmitter Module?	PGM03880
				402	BADBIND	Is is this guy?	PGM03890
				403	R5,R6,PSAGREGS+(R0*4)	No - illegal caller. Shutdown system.	PGM03900
				404 *		Yes - Get caller and receiver STOs	PGM03910
				405	R5,0(R5)	from saved register image.	PGM03920
				406	R5,0(R5)	Get PTE for caller's segment 0.	PGM03930
				407	R6,0(R6)	Get PTE for caller's page 0.	PGM03940
				408	R6,0(R6)	Get PTE for receiver's segment 0.	PGM03960
0001CC				410	COMMON	Here for common BIND and DETACH proc'ing:	PGM03980
					OH		PGM03990
					DS		PGM04000
					STH		PGM04010
				412	R5,XMIT0	Bind caller page 0 to XMIT page 0.	
				413	R6,XMIT0+2	Bind receiver page 0 to XMIT page 1.	
				414	PTLB	Force DAT table fetches...	
				415	B	Return to XMIT.	
					RTI		

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
				417 *	-----*				PGM04030
				418 *	S. Service: DETACH.				PGM04040
				419 *					PGM04050
				420 *	Authorized Callers: Transmitter Module.				PGM04060
				421 *					PGM04070
				422 *	Function: XMIT calls DETACH when it is through moving data from				PGM04080
				423 *	the caller's address space to the receiver's. At this				PGM04090
				424 *	point it no longer needs access to either parameter				PGM04100
				425 *	page attached to it by BIND, and for safety's sake it				PGM04110
				426 *	calls DETACH to detach and invalidate its page 0 and 1				PGM04120
				427 *	PTES. Page table manipulation is common code between				PGM04130
				428 *	BIND and DETACH. DETACH returns immediately to XMIT.				PGM04140
				429 *	-----*				PGM04150
0001DC				431	MDETACH DS OH Detach Routine:				PGM04170
				433	ISIT XMITTER Is caller = Transmitter Module?				PGM04190
0001DC	5970	C3B4		434+	C R7,XMITTER Is is this guy?				IS100030
0001E0	4770	C2BE	003B4	435	BNE BADDTACH No - illegal invocation. Shutdown.				PGM04200
0001E4	4150	00008	002BE	436	R5,8 Construct phony page table entries				PGM04210
0001E8	1865		00008	437	R6,R5 indicating page invalid and PFRA = 0.				PGM04220
0001EA	47F0	C1CC	001CC	438	B COMMON Go invalidate XMIT page 0 and page 1 PTES.				PGM04230

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	PGM
					-----*	0201	PGM04250
				440	* T. Service: IOLE.	20.42	PGM04260
				441	*		PGM04270
				442	*		PGM04280
				443	Authorized Caller: Dispatcher.		PGM04290
				444	*		PGM04300
				445	Function: DSP calls IDLE when it discovers the system has		PGM04310
				446	nothing to do. IDLE sets the system state variable to		PGM04320
				447	indicate the idle condition and then loads a wait PSW		PGM04330
				448	enabled for I/O and external interrupts.		PGM04340
				449	-----*		PGM04360
0001EE				451	MIDDLE DS OH		PGM04380
				453	ISIT DSPCHER Is caller = Dispatcher?		PGM04390
0001EE	5970 C3AC	003AC		454	C RT,OSPCHER Is is this guy?		PGM04400
0001F2	4770 C2C2	002C2		455	8NE 8ADIDLE No - Unauthorized invocation. Shut down.		PGM04410
0001F6	9220 0468	00468		456	MVI SYSTATE,RUNIOLE Yes - Indicate running system going idle		PGM04420
0001FA	8208 C398	00398		457	SPT 8IGTIMER Prevent meaningless interrupts.		PGM04430
0001FE	8200 C3A0	003A0		458	LPSW WAIT Throw system into enabled wait...		PGM04440

LOC	OBJECT CODE	ADDR1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
				481 *	-----*				PGM04640
				482 *	V. Service: SAVEREGS. }				PGM04650
				483 *					PGM04660
				484 *	Authorized Caller: First level interrupt handlers.				PGM04670
				485 *					PGM04680
				486 *	Function: Save machine state information in low core. This				PGM04690
				487 *	service is really a dummy entry point because the				PGM04700
				488 *	SAVEREGS function has already been performed. We are				PGM04710
				489 *	here because a FLIH issues a SAVEREGS. Since the sys-				PGM04720
				490 *	tem is not running a user or idle, control passes to				PGM04730
				491 *	the branch table above, and it vectors us here. This				PGM04740
				492 *	code immediately returns to the FLIH.				PGM04750
				493 *	-----*				PGM04760
				494 *					PGM04770
000212				496	MSAVEREG OS OH	SAVEREGS monitor call:			PGM04790
000212	47F0 C29A	0029A		498	B RTI	We don't have to do anything.			PGM04810

LOC	OBJECT	COOE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	20.42	12/04/86
500	*					-----*			PGM04830
501	*					* W. Service: CONSIO.			PGM04840
502	*								PGM04850
503	*					* Authorized Caller: Console Address Space.			PGM04860
504	*								PGM04870
505	*					Function:			PGM04880
506	*					Using the I/O command code passed in the low-order			PGM04890
507	*					byte of R0 and the length value specified in the low			PGM04900
508	*					halfword of R1, modify the console channel program.			PGM04910
509	*					If this is a read operation, make sure the read CCW is			PGM04920
510	*					not chained to the NOP CCW. The residual data count			PGM04930
511	*					from the read operation would be lost if it chained to			PGM04940
512	*					a NOP to force concurrent CE,DE (which results in a			PGM04950
513	*					CSW residual count of 1.)			PGM04960
514	*					Issue a Start I/O Fast Release (SIOF) to the console.			PGM04970
515	*					If a severe error is detected shut the system down.			PGM04980
516	*					Otherwise return immediately to the caller.			PGM04990
517	*					-----*			PGM05000
519	MCONSIO	DS		OH		CONSIO monitor call:			PGM05020
521		ISIT		CONSAS		Is caller = Console Address Space?			PGM05040
522	+	C		R7,CONSAS		Is is this guy?			IS100030
523		8NE		8ADCON10		No - Unauthorized invocation. Shut down.			PGM05050
524		MVC		CONSCCW(1),PSAGREGS+R0+3		Yes - Move I/O cmd code to CCW			PGM05060
525		MVC		CONSCCW+6(2),PSAGREGS+(R1+4)+2		Move data length to CCW			PGM05070
526		CLI		CONSCCW,X'02		Is this a read command code?			PGM05080
527		8NE		CMDCHAIN		No - It's a write.			PGM05090
528	*	MVI		CONSCCW+4,X'20		Yes - Don't chain to NOP: Allow separate			PGM05100
529						CE, DE status to trickle in.			PGM05110
530		8		D010		Go initiate the I/O.			PGM05120
532	CMDCHAIN	DS		OH		Here when constructing write channel pgm:			PGM05140
534	*	MVI		CONSCCW+4,X'60		Chain write to NOP: Force concurrent			PGM05160
535						presentation of CE, DE status.			PGM05170
537	0010	DS		OH		Here to drive operator console:			PGM05190
539		SIOF		9		Start I/O operation to console.			PGM05210
540		8C		8,RT1		Return to caller on CC0.			PGM05220
541		8C		1,NOCONS		Shut down system on CC3.			PGM05230
542		8		0010		Re-drive I/O if busy or CSW stored.			PGM05240

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	PGM
544	*				-----		PGM05260
545	*				* X. Service: PURGECON.		PGM05270
546	*						PGM05280
547	*				Authorized Caller: Console Address Space.		PGM05290
548	*						PGM05300
549	*				Function: To perform a "dummy" read operation to the console to		PGM05310
550	*				purge pending input data. The data must be purged		PGM05320
551	*				because Console Address Space has no one to give it to.		PGM05330
552	*				The READ operation only accepts 1 byte of data and is		PGM05340
553	*				chained to a NOP which forces concurrent CE, DE ending		PGM05350
554	*				status in the CSW.		PGM05360
555	*						PGM05370
556	*				There is no associated I/O interrupt from the read		PGM05380
557	*				channel program; we spin in a Test I/O loop until the		PGM05390
558	*				channel stores a CSW which clears the pending inter-		PGM05400
559	*				ruption condition.		PGM05410
560	*				-----		PGM05420
561	*				-----		PGM05430
563	MPURGECON	DS	OH		Purge Console Input Data:		PGM05450
565				ISIT	Is caller = Console Address Space?		PGM05470
566+		003C0		C	Is is this guy?		IS100030
567		002CE		BNE	No - Unauthorized invocation. Shut down.		PGM05480
568		00388		MVI	CONSCCW,X'02' Move READ command code into CCW.		PGM05490
569		0038C		MVI	CONSCCW+4,X'60' Command chain to NOP CCW to force CE,DE.		PGM05500
570		0038E		MVI	CONSCCW+6,X'00' Clear previous count setting		PGM05510
571		0038F		MVI	CONSCCW+7,X'01' New count: Accept one byte.		PGM05520
573		00009		SIOF	Start the read operation.		PGM05540
575	TIOLOOP	DS	OH		Here to wait until I/O operation drains:		PGM05560
577		00009		TIO			PGM05580
578		00206		8C	CC3: We lost the console!		PGM05590
579		0027A		BC	CC0, CC1: Available (?) or CSW stored.		PGM05600
580		0026A		8	CC2: Subchannel working. Busy/wait loop.		PGM05610
582	PURGDONE	DS	OH		Here when interruption condition cleared:		PGM05630
584		00088		CLI	10CODE+1,X'09' Interrupt from console?		PGM05650
585		0026A		8NE	No - Ignore it and wait for console.		PGM05660
586		00044		CLI	Yes - Channel End, Device End?		PGM05670
587		002DA		8NE	No - Abend due to unexpected status...		PGM05680
588		0029A		8	Yes - Return to caller.		PGM05690

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
590	*				-----*				PGM05710
591	*				Y, Service: SHUTSYS.				PGM05720
592	*								PGM05730
593	*				Authorized Caller: Shutdown Address Space.				PGM05740
594	*								PGM05750
595	*				Function: To shut the system down. Simply load a disabled wait				PGM05760
596	*				PSW to terminate the running system.				PGM05770
597	*				-----*				PGM05780
00028E				599	MSHUTSYS DS OH				Purge Console Input Data: PGM05800
00028E	5970 C3C4			601	ISIT SHUTAS				Is caller = Shutdown Address Space? PGM05820
000292	4770 C202	003C4		602+	C R7,SHUTAS				Is is this guy? IS100030
000296	8200 C360	002D2		603.	8NE 8ADSHUT				No - Abnormally shut the system down. PGM05830
		00360		604	LPSW SHUTDOWN				Yes - Shut down normally. PGM05840

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.42	12/04/86
00029A				606 *	-----*				PGM05860
00029A	980F 0400			607 # Z.	Return to caller.				PGM05870
00029E	8200 0028			608 *	-----*				PGM05880
				610 RTI	DS OH				Emulate Return From Interrupt instruction: PGM05900
				612	LM				PGM05920
		0D400		613	LPSW PGM0LD				PGM05930
		00028							Re-activate calling address space.

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.42 12/04/86
0002A2	8200 C2E0	002E0		619	PGMCHECK OS OH	PGM05990
0002A2	8200 C2E0	002E0		620	LPSW PROGCHK	PGM06000
0002A6	8200 C2E8	002F8		621	BIGCODE DS OH	PGM06010
0002A6	8200 C2E8	002F8		622	T00BIG LPSW	PGM06020
0002AA	8200 C2F0	002F0		623	BADAA DS OH	PGM06030
0002AA	8200 C2F0	002F0		624	AABAO LPSW	PGM06040
0002AE	8200 C2F8	002F8		625	BAOSDP DS OH	PGM06050
0002AE	8200 C2F8	002F8		626	SDPBAD LPSW	PGM06060
0002B2	8200 C300	00300		627	BADDSPCH DS OH	PGM06070
0002B2	8200 C300	00300		628	DSPCHBAD LPSW	PGM06080
0002B6	8200 C308	00308		629	BADABEND DS OH	PGM06090
0002B6	8200 C308	00308		630	ABENOBAD LPSW	PGM06100
0002BA	8200 C318	00318		631	BADBINO DS OH	PGM06110
0002BA	8200 C318	00318		632	BINDBAD LPSW	PGM06120
0002BE	8200 C320	00320		633	BADDTACH DS OH	PGM06130
0002BE	8200 C320	00320		634	DTACHBAD LPSW	PGM06140
0002C2	8200 C328	00328		635	BADIDLE DS OH	PGM06150
0002C2	8200 C328	00328		636	IDLEBAD LPSW	PGM06160
0002C6	8200 C330	00330		637	BADSCK DS OH	PGM06170
0002C6	8200 C330	00330		638	SCKBAD LPSW	PGM06180
0002CA	8200 C338	00338		639	BADCONIO DS OH	PGM06190
0002CA	8200 C338	00338		640	CONIOBAD LPSW	PGM06200
0002CE	8200 C340	00340		641	BAOPURGE DS OH	PGM06210
0002E	8200 C340	00340		642	PURGEBAD LPSW	PGM06220
0002D2	8200 C348	00348		643	BADSHUT DS OH	PGM06230
0002D2	8200 C348	00348		644	SHUTBAD LPSW	PGM06240
0002D6	8200 C350	00350		645	NOCONS DS OH	PGM06250
0002D6	8200 C350	00350		646	CONSGONE LPSW	PGM06260
00020A	8200 C358	00358		647	BAOSTAT OS OH	PGM06270
0002DA	8200 C358	00358		648	STATBAD LPSW	PGM06280
0002E0	000A000000000000			650	DS 00	PGM06300
0002E0	000A000000000000			651	PROGCHK XL4'000A0000',F'0'	PGM06310
0002E8	000A000000000001			652	T00BIG DC XL4'000A0000',F'1'	PGM06320
0002F0	000A000000000002			653	AABAD DC XL4'000A0000',F'2'	PGM06330
0002F8	000A000000000003			654	SDPBAO DC XL4'000A0000',F'3'	PGM06340
000300	000A000000000004			655	OSPCBAA DC XL4'000A0000',F'4'	PGM06350
000308	000A000000000005			656	ABENDBAD OC XL4'000A0000',F'5'	PGM06360
000310	000A000000000006			657	ABENDPSW DC XL4'000A0000',F'6'	PGM06370
000318	000A000000000007			658	BINDBAD DC XL4'000A0000',F'7'	PGM06380
000320	000A000000000008			659	DTACHBAD DC XL4'000A0000',F'8'	PGM06390
000328	000A000000000009			660	IDLEBAD DC XL4'000A0000',F'9'	PGM06400
000330	000A00000000000A			661	SCKBAD DC XL4'000A0000',F'10'	PGM06410
000338	000A00000000000B			662	CONIOBAD DC XL4'000A0000',F'11'	PGM06420
000340	000A00000000000C			663	PURGEBAD DC XL4'000A0000',F'12'	PGM06430
000348	000A00000000000D			664	SHUTBAD DC XL4'000A0000',F'13'	PGM06440
000350	000A00000000000E			665	CONSGONE DC XL4'000A0000',F'14'	PGM06450
000358	000A00000000000F			666	STATBAD DC XL4'000A0000',F'15'	PGM06460
000360	000A000000777777			667	SHUTDOWN DC XL4'000A0000',XL4'00777777'	PGM06470
615 *-----* PGM05950						
616 # System Termination Instructions:-----* PGM05960						
617 *-----* PGM05970						
					Shutdown due to program check.	
					Shutdown due to undefined service.	
					Shutdown due to illegal ACTAUTH.	
					Shutdown due to illegal Set Dispatch Params	
					Shutdown due to illegal Dispatch.	
					Shutdown due to illegal ABEND.	
					Shutdown due to illegal BINO.	
					Shutdown due to illegal DETACH.	
					Shutdown due to illegal IDLE.	
					Shutdown due to illegal SCK.	
					Shutdown due to illegal CONSL0.	
					Shutdown due to illegal PURGECON.	
					Shutdown due to illegal SHUTSYS.	
					Shutdown due to CC3 on console SIOF.	
					Shutdown due to bad console Unit Status	

POS. ID

REL. ID

FLAGS

ADDRESS

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0009	0001	0C	000380
0009	0002	0C	0003AC
0009	0003	0C	000384
0009	0004	0C	0003B8
0009	0005	0C	00038C
0009	0006	0C	0003C0
0009	0007	08	000389
0009	0008	0C	0003C4

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AABAD	00004	000002F0	00653	00624
ABENDBAD	00004	00000308	00656	00630
ABENDPSW	00004	00000310	00657	00378
AROUND	00002	0000002C	00088	00079
ATHVADDR	00003	0000003C9	00692	00286
AUTHKEY	00001	000003C8	00691	00288
AUTHIRTN	00004	00000380	00685	00285
AUTHIST	00001	00000000	00058	00685
BADAA	00002	000002AA	00623	00283
BADABEND	00002	000002B6	00629	00376
BADBIND	00002	000002BA	00631	00402
BADCONIO	00002	000002CA	00639	00523
BADDSPCH	00002	000002B2	00627	00346
BADDTACH	00002	000002BE	00633	00435
BADIDLE	00002	000002C2	00635	00455
BADPURGE	00002	000002CE	00641	00567
BADSCK	00002	000002C6	00637	00477
BADSDP	00002	000002AE	00625	00311
BADSHUT	00002	000002D2	00643	00603
BADSTAT	00002	000002DA	00647	00587
BITCODE	00002	000002A6	00621	00237
BIGTIMER	00004	00000398	00681	00457
BINDBAD	00004	00000318	00658	00632
CALLERID	00004	000003A8	00683	00244
CHKIDLE	00002	000000A0	00204	00099
CMDCHA IN	00002	00000233A	00532	00527
COMMON	00002	000001CC	00410	00438
CONIOBAD	00004	00000338	00662	00640
CONSAS	00004	000003C0	00689	00522
CONSCCW	00008	00000388	00678	00524
CONSGONE	00004	00000350	00665	00646
CONSP	00001	00000000	00058	00678
CONST	00001	00000000	00058	00689
CPUTIMER	00008	00000460	00885	00069
CSW	00008	00000040	00863	00586
DATON	00001	00000004	00762	00130
DOIO	00002	0000023E	00537	00530
DSPCHBAD	00004	00000300	00655	00628
DSPCHER	00004	000003AC	00684	00307
DSPDSPCH	00002	00000190	00353	00343
DSPSDP	00002	0000015A	00319	00308
DSPST	00001	00000000	00058	00684
DTACHBAD	00004	00000320	00659	00634
ENDTABLE	00001	00000104	00265	00267
EXTOLD	00008	00000018	00858	00175
FLIHSAVE	00002	0000006A	00161	00131
F0	00001	00000000	00728	00071
F2	00001	00000002	00729	00072
F4	00001	00000004	00730	00073
F6	00001	00000006	00731	00074
IDLEBAD	00004	00000328	00660	00636
INTREG1	00004	00000494	00894	00075
INTSTATE	00004	00000490	00893	00090
I0CODE	00002	000000BA	00880	00584
I0OLD	00008	00000038	00862	00178

00526 00528 00534 00568 00569 00570 00571 00677

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
MABEND	00002	000001A4	00372	00255
MACTAUTH	00002	00000108	00279	00252
MAXCODE	00004	00000104	00267	00236
MBIND	00002	000001B0	00398	00256
MCEVENT	00001	00000040	00736	00227
MCONSIO	00002	00000216	00519	00261
MCTABLE	00002	000000D4	00250	00248
MDETACH	00002	000001DC	00431	00257
MDSPATCH	00002	0D000170	00339	00254
MTDLE	00002	000001EE	00451	00259
MONCODE	00002	0000009C	00878	00235
MPURGECH	00002	0000024E	00563	00262
MSAVEREG	00002	00000212	00496	00260
MSCK	00002	00000202	00473	00258
MSDP	00002	00000130	00305	00253
MSHUTSYS	00002	0000028E	00599	00263
NOCONS	00002	000002D6	00645	00541
PGMCHECK	00002	000002A2	00619	00228
PGMCODE	00002	0000008E	00876	00141
PGMFLIH	00001	00000000	00060	00078
PGMNEW	00008	00000068	00868	00077
PGMOLD	00008	00000028	00860	00130
PROGCHK	00004	000002E0	00651	00620
PSA	00001	00000000	00856	00066
PSAFREGS	00008	00000440	00884	00071
PSAGREGS	00004	00000400	00883	00070
PSWADDR	00002	0000007E	00170	00168
PURGDONE	00002	0000027A	00582	00579
PURGBAD	00004	00000340	00663	00642
RT1	00002	0000029A	00610	00317
RUNIDLE	00001	00000020	00758	00206
RUNSYS	00001	00000040	00757	00100
RUNSYSTEM	00002	000000B0	00225	00207
RUNUSER	00001	00000080	00756	00098
R0	00001	00000000	00708	00066
R1	00001	00000001	00709	00235
R12	00001	0000000C	00720	00077
R15	00001	0000000F	00723	00070
R2	00001	00000002	00710	00313
R3	00001	00000003	00711	00315
R5	00001	00000005	00713	00163
R6	00001	00000006	00714	00406
R7	00001	00000007	00715	00403
SAVEPSW	00002	00000096	00187	00245
SAVFREGS	00008	000004E0	00897	00173
SAVGREGS	00004	000004A0	00896	00115
SAVPSW	00008	00000498	00895	00114
SAVTIMER	00008	00000500	00898	00140
SCKBAD	00004	00000330	00661	00116
SDPBAD	00004	000002F8	00654	00638
SHUTAS	00004	000003C4	00690	00626
SHUTBAD	00004	00000348	00664	00602
SHUTDOWN	00004	00000360	00667	00644
SHUTST	00001	00000000	00058	00604

00356 00403 00478 00524 00525 00612

00178 00189 00323 00403 00405 00405

00437 00408 00408 00413 00437

00407 00407 00407 00407 00407

00342 00345 00375 00401 00434 00454 00476 00522 00566 00602

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
SLASST	00001	00000000	00058	00688
SLEEPAS	00004	00000388	00687	00476
SLEEPST	00001	00000000	00058	00687
STATBAD	00004	00000358	00666	00648
SVCOLD	00008	00000020	00859	00172
SYSPSW	00008	00000470	00888	00286
SYSSTO	00004	0000046C	00887	00313
SYSSTATE	00004	00000468	00886	00090
T10L00P	00002	0000026A	00575	00098
T00BIG	00004	000002E8	00652	00580
USRPSW	00008	00000480	00891	00622
USRSTO	00004	0000047C	00890	00322
USRTIMER	00008	00000488	00892	00321
WAIT	00004	000003A0	00682	00323
XMITST	00001	00000000	00058	00458
XMITTER	00004	000003B4	00686	00686
XMITO	00002	00000368	00675	00401
				00412
				00413
				00674

00287 00288 00290 00314 00315 00316 00351
00348
00090 00098 00100 00206 00215 00289 00350 00358 00456
00585

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	DATE	TIME
000000				32	SVCFLIH CSECT	SVC First-Level Interrupt Handler	12/04/86	
				34	*-----*			SVC00330
				35	* A. Save registers in low core and establish addressability:			SVC00350
				36	*-----*			SVC00360
								SVC00370
				38	USING PSA,R0	Make low-core fields addressible		SVC00390
000000	AF00 0008	000008		40	MC SAVEREGS,0	Save volatile state information in lowcore		SVC00410
000004	58C0 0064	00064		42	L R12,SVCNEW+4	Get the address of this module in R12		SVC00430
				43	USING SVCFLIH,R12	Establish R12 as the overall module base		SVC00440
000008	47F0 C014	00014		44	B AROUND	Move past eyecatcher		SVC00450
00000C	E2E5C3C6D3C9C840			46	DC CL8'SVCFLIH'	Handy when poking around in storage/dumps		SVC00470
				48	*-----*			SVC00490
				49	* 8. Clear the Authentication Routine's parameter page and insert the			SVC00500
				50	* system state variable @ time of interrupt into it.			SVC00510
				51	*-----*			SVC00520
				52	* *Note: PGMFLIH saved the state of the system at the point of			SVC00530
				53	* interruption in INTSTATE, then it set SYSTATE to indicate			SVC00540
				54	* the system is running itself.			SVC00550
				55	*-----*			SVC00560
000014				57	AROUND DS OH	Now the real work begins:		SVC00580
000014	9825 C060	00060		59	LM R2,R5,CLRAUTH	Load MVCL parms to clear AUTH's parm page		SVC00600
000018	0E24			60	MVCL R2,R4	Clear out AUTH's parameter page.		SVC00610
00001A	5820 C060	00060		62	L R2,CLRAUTH	Reload A(AUTH's parm page) destroyed by mv		SVC00630
				63	USING APP,R2	R2 will be the base reg for AUTH's parm pg		SVC00640
00001E	D200 2000 0490 00000 00490			65	MVC APPSTATE,INTSTATE	Copy state @ interrupt to parm page.		SVC00660
				67	*-----*			SVC00680
				68	* C. Normally we would place the caller's STO into the AUTH parm			SVC00690
				69	* page. We will do this for the user shortly. Here, however, we			SVC00700
				70	* must be wise to the fact that the system issued a SVC, and not			SVC00710
				71	* all parts of the system run in an address space and consequently			SVC00720
				72	* do not have a STO. The only system modules that do not have an			SVC00730
				73	* address space are the first-level interrupt handlers. A FLIH			SVC00740
				74	* STO will be represented by a zero. The FLIHs can be detected by			SVC00750
				75	* examining the SVC old PSW for DAT off, as they do not run in			SVC00760
				76	* translate mode:			SVC00770
				77	*-----*			SVC00780
000024				79	RUNSYSTM DS OH	Here when system is running itself:		SVC00800
000024	9104 0020	00020		81	TM SVCOLD,DATON	Was FLIH running? (IF dat on THEN No)		SVC00820
000028	4710 C03A	0003A		82	B0 SAVESTO	No - Save system/user STO.		SVC00830
00002C	D200 2004 0021 00004 00021			83	MVC APPSTO(1),SVCOLD+1	Yes - Extract PSW key & mode bits.		SVC00840
000032	94F0 2004 00004 00004			84	N1 APPSTO,X'F0'	Turn off mode bits; leave caller's key.		SVC00850
000036	47F0 C040	00040		85	B SAVECODE	Continue state-saving venture.		SVC00860

L0C	0BJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.52 12/04/86
00003A				87 *-----*		* SVC00880
				88 * D. Save user or system ST0 in AUTH parm page. PGMFLIH saved the		* SVC00890
				89 * contents of control register 1 in low core as part of its state		* SVC00900
				90 * saving process.		* SVC00910
				91 *-----*		* SVC00920
00003A				93 SAVEST0 DS OH	Here to save system/user ST0:	SVC00940
00003A	D203 2004 0494 00004 00494			95 MVC APPST0,INTCREG1	Put caller's ST0 in AUTH parm page.	SVC00960
				97 *-----*		* SVC00980
				98 * E. Move the SVC interrupt code, PSW key, resume virtual address and		* SVC00990
				99 * saved general register image to AUTH's parm page:		* SVC01000
				100 *-----*		* SVC01010
000040				102 SAVECODE DS OH	Here to copy remaining parms to AUTH ppage	SVC01030
000040	D201 2002 008A 00002 0008A			104 MVC APPCODE,SVCODE	Move SVC interrupt code to AUTH ppage	SVC01050
000046	D200 2008 0021 00008 00021			105 MVC APPVADDR(1),SVCOLD+1	Save caller's key.	SVC01060
00004C	94F0 2008 0000 00008			106 N1 APPVADDR,X'F0'	Turn off unused bits.	SVC01070
000050	D202 2009 0025 00009 00025			107 MVC APPVADOR+1(3),SVCOLD+5	Copy resume vaddr to parm page	SVC01080
000056	D23F 200C 0400 0000C 00400			108 MVC APPREGS(16*4),PSAGREGS	Copy interrupt regs to parm page	SVC01090
				110 *-----*		* SVC01110
				111 * F. Transfer control to the SVC second-level interrupt handler,		* SVC01120
				112 * otherwise known as the Authentication Routine:		* SVC01130
				113 *-----*		* SVC01140
00005C	AF00 0000 00000			115 MC ACTAUTH,0	Request privileged ACTIVATE AUTHENTICATION	SVC01160

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	20.52	12/04/86
000060				117	OS 00	Following 4 words used by LOAO MULTIPLE:			SVC01180
000060	00000000			118	CLRAUTH OC A(AUTHPP)	Real address of AUTH's parameter page			SVC01190
000064	00001000			119	OC F'4096'	It's a full page			SVC01200
000068	0000000000000000			120	OC 2F'0'	Unused GREG & pad, length for MVCL clear			SVC01210
				122	PRINT OFF				SVC01230

POS.ID	REL.ID	FLAGS	ADDRESS
0002	0001	0C	000060

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
ACTAUTH	00001	00000000	00169	00115
APP	00001	00000000	00359	00063
APPCODE	00002	00000002	00362	00104
APPREGS	00004	0000000C	00365	00108
APPSTATE	00001	00000000	00360	00065
APPST0	00004	00000004	00363	00083 00084 00095
APPVADDR	00004	00000008	00364	00105 00106 00107
AROUND	00002	00000014	00057	00044
AUTHPP	00001	00000000	00030	00118
CLRAUTH	00004	00000006	00118	00059 00062
DATON	00001	00000004	00191	00081
INTCREG1	00004	00000494	00323	00095
INTSTATE	00004	00000490	00322	00065
PSA	00001	00000000	00285	00038
PSAGREGS	00004	00000400	00312	00108
R0	00001	00000000	00137	00038
R12	00001	0000000C	00149	00042 00043
R2	00001	00000002	00139	00059
R4	00001	00000004	00141	00060
R5	00001	00000005	00142	00059
SAVECODE	00002	00000040	00102	00085
SAVEREGS	00001	00000008	00177	00040
SAVEST0	00002	0000003A	00093	00082
SVC0CODE	00002	0000008A	00303	00104
SVCFLIH	00001	00000000	00032	00043
SVCNEW	00008	00000006	00296	00042
SVCOLD	00008	00000020	00288	00081 00083 00105 00107

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT
					ASM 0201 20.39 12/04/86

[illegible]

28 PUNCH 'SPB' Make module start on a page boundary. EXT00290

30	EXTRN	EXTSPP	EXT00310
----	-------	--------	----------

EXTRN EXTRN FXTSPP

EXTRN EXTRN FXTSPP

EXTFLIH Module: External First-Level Interrupt Handler. (TJM RIT CS MS Thesis)

PAGE 3

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.39 12/04/86
000000				32	EXTFLIH CSECT	External First-Level Interrupt Handler EXT00330
				34 *	-----	* EXT00350
				35 *	A. Save registers in low core and establish addressability:	* EXT00360
				36 *	-----	* EXT00370
			00000	38	USING PSA,R0	Make low-core fields addressible EXT00390
000000	AF00 0008	00008		40	MC SAVEREGS,0	Save volative state information in lowcore EXT00410
000004	58C0 005C	0005C		42	L R12,EXTNEW+4	Get the address of this module in R12 EXT00430
000008	47F0 C014	00014	00000	43	USING EXTFLIH,R12	Establish R12 as the overall module base EXT00440
				44	AROUND	Move past eyecatcher EXT00450
00000C	C5E7E3C6D3C9C840			46	DC CL8'EXTFLIH'	Handy when poking around in storage/dumps EXT00470
				48 *	-----	* EXT00490
				49 *	B. Clear the External Second-Level Interrupt Handler's parameter	* EXT00500
				50 *	page:	* EXT00510
				51 *	-----	* EXT00520
000014				53	AROUND DS OH	Now the real work begins: EXT00540
000014	9825 C030	00030		55	LM R2,R5,CLREXT	Load MVCL parms to clear SLIH parm page EXT00560
000018	0E24			56	MVCL R2,R4	Clear out SLIH's parameter page. EXT00570
				58 *	-----	* EXT00590
				59 *	C. Place identification of interrupting source in SLIH parm page:	* EXT00600
				60 *	-----	* EXT00610
00001A	5820 C030	00030		62	L R2,CLREXT	Get pointer to External SLIH parm page EXT00630
00001E	D201 2000 0086 00000 00086	00000 00086		63	MVC O(2,R2),EXTCODE	Move in the interruption code EXT00640
				65 *	-----	* EXT00660
				66 *	D. Transfer control to the External Second-Level Interrupt Handler:	* EXT00670
				67 *	-----	* EXT00680
000024	5800 C040	00040		69	EXIT EXT	Goto External SLIH. EXT00700
000028	0A02			70+	L R0,=CL4'EXTS'	Load target address space identifier EX100040
				71+	SVC 2	Go to that address space. EX100050

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.39 12/04/86
000030						
000030	00000000			73	DS OD	Following 4 words used by LOAD MULTIPLE:
000034	00001000			74	DC A(EXTSPP)	Real address of SLIH's parameter page
000038	0000000000000000			75	DC F'4096'	It's a full page
				76	DC 2F'0'	Unused GREG & pad, length for MVCL clear
				78	PRINT OFF	
						EXT00720
						EXT00730
						EXT00740
						EXT00750
						EXT00770

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000014	00053	00044
CLREXT	00004	00000030	00074	00055 00062
EXTCODE	00002	00000086	00257	00063
EXTFLIH	00001	00000000	00032	00043
EXTNEW	00008	00000058	00251	00042
EXTSPP	00001	00000000	00030	00074
PSA	00001	00000000	00241	00038 00242 00250 00256 00258 00260 00262 00264 00267
R0	00001	00000000	00093	00038 00070
R12	00001	0000000C	00105	00042 00043
R2	00001	00000002	00095	00055 00056 00062 00063
R4	00001	00000004	00097	00056
R5	00001	00000005	00098	00055
SAVEREGS	00001	00000008	00133	00040


```

ASM 0201 20.37 12/04/86
10FLIH 000000 LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT
32 10FLIH CSECT 1/0 First-Level Interrupt Handler 10F00330
34 *-----*
35 * A. Save registers in low core and establish addressability: * 10F00350
36 *-----* 10F00360
10F00370
38 USING PSA,R0 Make low-core fields addressible 10F00390
40 MC SAVEREGS,0 Save volatile state information in lowcore 10F00410
42 L R12,10NEW+4 Get the address of this module in R12 10F00430
43 USING 10FLIH,R12 Establish R12 as the overall module base 10F00440
44 B AROUND Move past eyecatcher 10F00450
46 DC CL8'10FLIH' Handy when poking around in storage/dumps 10F00470
48 *-----* 10F00490
49 * 8. Move the Channel Status Word and the address of the interrupting * 10F00500
50 * device into the Console Address Space's parameter page. * 10F00510
51 *-----* 10F00520
53 AROUND DS OH Now the real work begins: 10F00540
55 L R2,CLRCONS Get pointer to Console A. S. parm page 10F00560
56 MVC 4084(2,R2),10CODE Move in the device address. 10F00570
57 MVC 4088(8,R2),CSW Move in the CSW. 10F00580
59 *-----* 10F00600
60 * C. Transfer control to the Console Address Space, also known as the * 10F00610
61 * I/O second-level interrupt handler. * 10F00620
62 *-----* 10F00630
64 EXIT CNSI Goto Console I/O interrupt handler. 10F00650
65+ L R0,=CL4'CNSI' Load target address space identifier EX100040
66+ SVC 2 Go to that address space. EX100050
000024 5800 C040
000028 0A02

```

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.37 12/04/86
000030				68	DS OD	Following 4 words used by LOAD MULTIPLE:
000030	00000000			69	DC A(CONSP)	Real address of SLIH's parameter page
000034	00001000			70	DC F'4096'	It's a full page
000038	0000000000000000			71	DC 2F'0'	Unused GREG & pad, length for MVCL clear
				73	PRINT OFF	IOF00670 IOF00680 IOF00690 IOF00700 IOF00720

POS.ID	REL.ID	FLAGS	ADDRESS
0002	0001	0C	000030

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	000000014	00053	00044
CLRCONS	00004	000000030	00069	00055
CONSPP	00001	000000000	00030	00069
CSW	00008	000000040	00243	00057
IICODE	00002	0000000BA	00260	00056
IOFLIH	00001	000000000	00032	00043
IONIW	00008	000000078	00250	00042
I'SA	00001	000000000	00236	00038
R0	00001	000000000	00088	00038
R12	00001	00000000C	00100	00042
R2	00001	000000002	00090	00055
SAVEREGS	00001	000000008	00128	00040
				00056 00057
				00237 00245 00251 00253 00255 00257 00259 00262

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 15.45	11/23/86
56 *							* DAT00560
57 *							* OAT00570
58 *							* DAT00580
59 *							* DAT00590
60 *							* DAT00600
61 *							* OAT00610
62 *							* DAT00620
63 *							* OAT00630
64 *							* OAT00640
65 *							* DAT00650
66 *							* OAT00660
67 *							* DAT00670
68 *							* OAT00680
69 *							* DAT00690
70 *							* OAT00700
71 *							* OAT00710
72 *							* DAT00720
73 *							* OAT00730
74 *							* DAT00740
75 *							* OAT00750
76 *							* DAT00760
77 *							* OAT00770
78 *							* DAT00780
79 *							* OAT00790
80 *							* DAT00800
81 *							* OAT00810
82 *							* DAT00820
83 *							* OAT00830
84 *							* DAT00840
85 *	Caller:						* DAT00850
86 *							* OAT00860
87 *							* DAT00870
88 *							* OAT00880
89 *							* DAT00890
90 *	Mode:						* OAT00900
91 *							* OAT00910
92 *							* DAT00920
93 *							* OAT00930
95	PUNCH 'SPB'						DAT00950
97	EXTRN SLEEP, SLEEP, XMIT, XMIT, AUTHPP, AUTH, EXTSP, EXTSLIH						DAT00970
98	EXTRN TRUPP, TRU, TRACEPP, TRACE, DSPPP, OSP, SCHPP, SCH, SHUTDOWN						OAT00980
99	EXTRN SLASPP, SLAS, RLASPP, RLAS, TLASPP, TLAS, CONSP, CONSOLE						DAT00990
101	EXTRN USER1PP, USER1, USER2PP, USER2, USER3PP, USER3						OAT01010
102	EXTRN USER4PP, USER4, USER5PP, USER5, OPPP, OPERATOR						DAT01020
104	OATABLES CSECT						OAT01040
106 *							DAT01060
107 *	A. Define the segment table for every address space in the system.						DAT01070
108 *	Segment tables are 16 words in length; each word is referred to						OAT01080
109 *	as a segment table entry (STE) and contains a pointer to the						OAT01090
110 *	page table associated with the segment. Each such pointer is						DAT01100

000000

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 15.45 11/23/86
111 *					known as the page table origin (PTO).	* DAT01110
112 *						* DAT01120
113 *					Boundary alignment is critical; each table must start on a 64-	* DAT01130
114 *					byte boundary or a translation exception will be generated when	* DAT01140
115 *					DAT attempts to fetch a STE.	* DAT01150
116 *						* DAT01160
117 *					Each control program module has components in segments zero and	* DAT01170
118 *					one. Segment zero is contains the module's parameter page, and	* DAT01180
119 *					segment one contains module code and other data areas. Segments	* DAT01190
120 *					2 through 15 are unused but are defined as invalid entries just	* DAT01200
121 *					to force alignment for the next segment table.	* DAT01210
122 *					-----*	* DAT01220
124					ENTRY SLEEPST,XMITST,AUTHST,EXTSST,TRUST,TRACEST,DSPST,SCHST	DAT01240
125					ENTRY SLASST,RLASST,TLASST,CONSST,SHUTST	DAT01250
127 AUTHST	DC				A(AUTH0),A(AUTH1),14F'-1'	DAT01270
128 CONSST	DC				A(CONS0),A(CONS1),14F'-1'	DAT01280
129 DSPST	DC				A(DSP0),A(DSP1),14F'-1'	DAT01290
130 EXTSST	DC				A(EXTS0),A(EXTS1),14F'-1'	DAT01300
131 RLASST	DC				XL1'20',AL3(RLAS0),A(RLAS1),14F'-1'	DAT01310
132 SCHST	DC				A(SCH0),A(SCH1),14F'-1'	DAT01320
133 SHUTST	DC				F'-1',A(SHUT1),14F'-1' No pages in segment 0.	DAT01330
134 SLASST	DC				A(SLAS0),A(SLAS1),14F'-1'	DAT01340
135 SLEEPST	DC				A(SLEEP0),A(SLEEP1),14F'-1'	DAT01350
136 TLASST	DC				A(TLAS0),A(TLAS1),14F'-1'	DAT01360
137 TRACEST	DC				A(TRACE0),XL1'20',AL3(TRACE1),14F'-1' 3 pgs in segment 0	DAT01370
138 TRUST	DC				A(TRU0),A(TRU1),14F'-1'	DAT01380
139 XMITST	DC				XL1'10',AL3(XMIT0),A(XMIT1),14F'-1' 2 pages in segment 0	DAT01390
141	ENTRY				USER1ST,USER2ST,USER3ST,USER4ST,USER5ST,OPST	DAT01410
143 USER1ST	DC				A(USER10),A(USER11),14F'-1'	DAT01430
144 USER2ST	DC				A(USER20),A(USER21),14F'-1'	DAT01440
145 USER3ST	DC				A(USER30),A(USER31),14F'-1'	DAT01450
146 USER4ST	DC				A(USER40),A(USER41),14F'-1'	DAT01460
147 USER5ST	DC				A(USER50),A(USER51),14F'-1'	DAT01470
148 OPST	DC				A(OP0),A(OP1),14F'-1'	DAT01480
000340	000007C00000007E0					
000380	00000800000000820					
0003C0	00000840000000860					
000400	000008800000008A0					
000440	000008C00000008E0					
000480	00000900000000920					
000000	000004C000000004E0					
000040	00000500000000520					
000080	00000540000000560					
0000C0	000005800000005A0					
000100	200005C00000005E0					
000140	00000600000000620					
000180	FFFFF0000000640					
0001C0	00000660000000680					
000200	000006A00000006C0					
000240	000006E0000000700					
000280	00000720000000740					
0002C0	00000760000000780					
000300	100000000000007A0					

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 15.45 11/23/86
150					*-----*	DAT01500
151					* B. Define page tables for each valid segment of an address space.	DAT01510
152					* Page tables consist of 16 halfword page table entries (PTEs).	DAT01520
153					* Each PTE contains a page frame real address (PFRA) referred to	DAT01530
154					* here as a frame prefix. The frame prefix concatenated with	DAT01540
155					* three zeros on the right forms the real address of a page frame.	DAT01550
156					*-----*	DAT01560
157					* Boundary alignment is critical; each table must start on a 32-	DAT01570
158					* byte boundary or a translation exception will be generated when	DAT01580
159					* DAT attempts to fetch a PTE.	DAT01590
160					*-----*	DAT01600
161					* Each control program module has at least one page in segments 0	DAT01610
162					* and 1. Unused PTEs are defined as invalid entries just to	DAT01620
163					* maintain boundary alignment.	DAT01630
164					*-----*	DAT01640
166	0004C0	000000FFFFFFFF		DC	AL3(AUTHPP),XL1'FF',14H'-1'	DAT01660
167	0004E0	000000FFFFFFFF		DC	AL3(AUTH),XL1'FF',14H'-1'	DAT01670
169	000500	000000FFFFFFFF		DC	AL3(CONSPP),XL1'FF',14H'-1'	DAT01690
170	000520	000000FFFFFFFF		DC	AL3(CONSOLE),XL1'FF',14H'-1'	DAT01700
172	000540	000000FFFFFFFF		DC	AL3(DSPPP),XL1'FF',14H'-1'	DAT01720
173	000560	000000FFFFFFFF		DC	AL3(DSP),XL1'FF',14H'-1'	DAT01730
175	000580	000000FFFFFFFF		DC	AL3(EXTSPP),XL1'FF',14H'-1'	DAT01750
176	0005A0	000000FFFFFFFF		DC	AL3(EXTSLIH),XL1'FF',14H'-1'	DAT01760
178	0005C0	000000FF		DC	AL3(RLASPP),X'FF'	DAT01780
179	0005C4		005C4	ORG	RLAS0+4	DAT01790
180	0005C4	0000FFFFFFFF		DC	XL2'0000',13H'-1'	DAT01800
181	0005E0		005E0	ORG		DAT01810
182	0005E0	000000FFFFFFFF		DC	AL3(RLAS),XL1'FF',14H'-1'	DAT01820
184	000600	000000FFFFFFFF		DC	AL3(SCHPP),XL1'FF',14H'-1'	DAT01840
185	000620	000000FFFFFFFF		DC	AL3(SCH),XL1'FF',14H'-1'	DAT01850
187	000640	000000FFFFFFFF		DC	AL3(SHUTDOWN),XL1'FF',14H'-1'	DAT01870
189	000660	000000FFFFFFFF		DC	AL3(SLASPP),XL1'FF',14H'-1'	DAT01890
190	000680	000000FFFFFFFF		DC	AL3(SLAS),XL1'FF',14H'-1'	DAT01900
192	0006A0	000000FFFFFFFF		DC	AL3(SLEEP),XL1'FF',14H'-1'	DAT01920
193	0006C0	000000FFFFFFFF		DC	AL3(SLEEP),XL1'FF',14H'-1'	DAT01930
195	0006E0	000000FFFFFFFF		DC	AL3(TLASPP),XL1'FF',14H'-1'	DAT01950
196	000700	000000FFFFFFFF		DC	AL3(TLAS),XL1'FF',14H'-1'	DAT01960
198	000720	000000FFFFFFFF		DC	AL3(TRACEPP),XL1'FF',14H'-1'	DAT01980
199	000740	000000		DC	AL3(TRACE)	DAT01990
200	000743			ORG	TRACE1+2	DAT02000
201	000742	001000	00742	DC	AL3(TRACE+4096)	DAT02010
202	000745		00744	ORG	TRACE1+4	DAT02020
203	000744	002000FFFFFFFF		DC	AL3(TRACE+8192),XL1'FF',12H'-1'	DAT02030
204	000760		00760	ORG		DAT02040

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	15.45	11/23/86
000760	000000FFFFFFFFFFFF			206 TRU0	OC AL3(TRUPP),XL1'FF',14H'-1'				
000780	000000FFFFFFFFFFFF			207 TRU1	OC AL3(TRU),XL1'FF',14H'-1'				OAT02060 OAT02070
0007A0	000000FFFFFFFFFFFF			209 XMIT1	OC AL3(XMIT),XL1'FF',14H'-1'				OAT02090
0007C0	000000FFFFFFFFFFFF			211 USER10	OC AL3(USER1PP),XL1'FF',14H'-1'				OAT02110
0007E0	000000FFFFFFFFFFFF			212 USER11	OC AL3(USER1),XL1'FF',14H'-1'				OAT02120
000800	000000FFFFFFFFFFFF			214 USER20	OC AL3(USER2PP),XL1'FF',14H'-1'				OAT02140
000820	000000FFFFFFFFFFFF			215 USER21	OC AL3(USER2),XL1'FF',14H'-1'				OAT02150
000840	000000FFFFFFFFFFFF			217 USER30	OC AL3(USER3PP),XL1'FF',14H'-1'				OAT02170
000860	000000FFFFFFFFFFFF			218 USER31	OC AL3(USER3),XL1'FF',14H'-1'				OAT02180
000880	000000FFFFFFFFFFFF			220 USER40	OC AL3(USER4PP),XL1'FF',14H'-1'				OAT02200
0008A0	000000FFFFFFFFFFFF			221 USER41	OC AL3(USER4),XL1'FF',14H'-1'				OAT02210
0008C0	000000FFFFFFFFFFFF			223 USER50	OC AL3(USER5PP),XL1'FF',14H'-1'				OAT02230
0008E0	000000FFFFFFFFFFFF			224 USER51	OC AL3(USER5),XL1'FF',14H'-1'				OAT02240
000900	000000FFFFFFFFFFFF			226 OP0	OC AL3(OPPP),XL1'FF',14H'-1'				OAT02260
000920	000000FFFFFFFFFFFF			227 OP1	OC AL3(OPERATOR),XL1'FF',14H'-1'				OAT02270
				228	ENO				OAT02280

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AUTH	00001	00000000	00097	00167
AUTHPP	00001	00000000	00097	00166
AUTHST	00004	00000000	00127	00124
AUTH0	00003	000004C0	00166	00127
AUTH1	00003	000004E0	00167	00127
CONSOLE	00001	00000000	00099	00170
CONSP	00001	00000000	00099	00169
CONSP	00004	00000040	00128	00125
CONSP	00003	00000500	00169	00128
CONSO	00003	00000520	00170	00128
CON1	00001	00000000	00098	00173
OSP	00001	00000000	00098	00172
DSPPP	00001	00000000	00098	00124
DSPST	00004	00000080	00129	00129
OSP0	00003	00000540	00172	00129
OSP1	00003	00000560	00173	00129
EXTSLIH	00001	00000000	00097	00176
EXTSPP	00001	00000000	00097	00175
EXTSST	00004	000000C0	00130	00124
EXTSO	00003	00000580	00175	00130
EXTS1	00003	000005A0	00176	00130
OPERATOR	00001	00000000	00102	00227
OPPP	00001	00000000	00102	00226
OPST	00004	00000480	00148	00141
OP0	00003	00000900	00226	00148
OP1	00003	00000920	00227	00148
RLAS	00001	00000000	00099	00182
RLASPP	00001	00000000	00099	00178
RLASST	00001	00000100	00131	00125
RLAS0	00003	000005C0	00178	00131
RLAS1	00003	000005E0	00182	00131
SCH	00001	00000000	00098	00185
SCHPP	00001	00000000	00098	00184
SCHST	00004	00000140	00132	00124
SCH0	00003	00000600	00184	00132
SCH1	00003	00000620	00185	00132
SHUTDOWN	00001	00000000	00098	00187
SHUTST	00004	00000180	00133	00125
SHUT1	00003	00000640	00187	00133
SLAS	00001	00000000	00099	00190
SLASPP	00001	00000000	00099	00189
SLASST	00004	000001C0	00134	00125
SLAS0	00003	00000660	00189	00134
SLAS1	00003	00000680	00190	00134
SLEEP	00001	00000000	00097	00193
SLEEP	00001	00000000	00097	00192
SLEEPST	00004	00000200	00135	00124
SLEEP0	00003	000006A0	00192	00135
SLEEP1	00003	000006C0	00193	00135
TLAS	00001	00000000	00099	00196
TLASPP	00001	00000000	00099	00195
TLASST	00004	00000240	00136	00125
TLAS0	00003	000006E0	00195	00136
TLAS1	00003	00000700	00196	00136
TRACE	00001	00000000	00098	00199
TRACEPP	00001	00000000	00098	00198

00201 00203

CROSS-REFERENCE

DATABASES

SYMBOL	LEN	VALUE	DEFN	REFERENCES
TRACEST	00004	00000280	00137	00124
TRACE0	00003	00000720	00198	00137
TRACE1	00003	00000740	00199	00137 00200 00202
TRU	00001	00000000	00098	00207
TRUPP	00001	00000000	00098	00206
TRUST	00004	000002C0	00138	00124
TRU0	00003	00000760	00206	00138
TRU1	00003	00000780	00207	00138
USER1	00001	00000000	00101	00212
USER1PP	00001	00000000	00101	00211
USER1ST	00004	00000340	00143	00141
USER10	00003	000007C0	00211	00143
USER11	00003	000007E0	00212	00143
USER2	00001	00000000	00101	00215
USER2PP	00001	00000000	00101	00214
USER2ST	00004	00000380	00144	00141
USER20	00003	00000800	00214	00144
USER21	00003	00000820	00215	00144
USER3	00001	00000000	00101	00218
USER3PP	00001	00000000	00101	00217
USER3ST	00004	000003C0	00145	00141
USER30	00003	00000840	00217	00145
USER31	00003	00000860	00218	00145
USER4	00001	00000000	00102	00221
USER4PP	00001	00000000	00102	00220
USER4ST	00004	00000400	00146	00141
USER40	00003	00000880	00220	00146
USER41	00003	000008A0	00221	00146
USER5	00001	00000000	00102	00224
USER5PP	00001	00000000	00102	00223
USER5ST	00004	00000440	00147	00141
USER50	00003	000008C0	00223	00147
USER51	00003	000008E0	00224	00147
XMIT	00001	00000000	00097	00209
XMITST	00001	00000300	00139	00124
XMIT0	00001	00000000	00097	00139
XMIT1	00003	000007A0	00209	00139

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM 0201	15.24	11/23/86
56	*				space by loading control register 1 with AUTH's segment			* AUT00560
57	*				table origin and issuing a Load PSW (LPSW) instruction			* AUT00570
58	*				specifying the virtual address of the AUTH main entry			* AUT00580
59	*				point.			* AUT00590
60	*							* AUT00600
61	*				*Note: AUTH can be considered the SVC second-level			* AUT00610
62	*				interrupt handler.			* AUT00620
63	*							* AUT00630
64	*				Mode: Problem state, OAT on, Key 5.			* AUT00640
65	*							* AUT00650
66	*							* AUT00660
67	*							* AUT00670
69					EXTRN SLEEPST,XMITST,AUTHST,EXTSST,TRUST,TRACESI			AUT00690
70					EXTRN OSPST,SCHST,SLASST,RLASST,TLASST,CONSST,OPST,SHUTST			AUT00700

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM 0201 15.24 11/23/86
000000				72	CSECTION AUTH	Authentication Routine. AUT00720
000000				74+	PUNCH 'SPB'	Make module start on a page boundary. CSE00040
000000				76+AUTH	CSECT	Establish R12 as module overall base: CSE00060
000000	05C0			78+	BALR R12,0	Give R12 a temporary base value; CSE00080
000000	05C0			79+	USING *,R12	R12 now points @ SL instruction CSE00090
000002	5FC0 C1A6	001A8	00002	80+	SL R12,=(*-AUTH)	R12 = R12 - offset from CSECT start CSE00100
000002	5FC0 C1A6	001A8	00002	81+	OROP R12	R12 doesn't point at SL anymore; CSE00110
000006	47F0 C012		00000	83+	USING AUTH,R12	Now R12 has A(This CSECT) in it. CSE00130
00000A	C1E4E3C840404040	00012		85+	B AROUND	Jump past symbolic module identifier. CSE00150
000012	C1E4E3C840404040			86+M0010	OC CL8'AUTH'	Handy when poking around in storage. CSE00160
000012				87+AROUND	OS OH	End of CSECTION expansion. CSE00170
				89 *		-----* AUT00740
				90 *	A. Determine if this is a system or user request:	-----* AUT00750
				91 *		-----* AUT00760
000012	4810 0002		00000	93	USING APP,R0	Make parameter page fields available. AUT00780
000016	9580 0000		00002	95	LH R1,APPC00E	Get the SVC code issued. AUT00800
00001A	4770 C030		00000	97	CLI APPSTATE,RUNUSER	Is the system running a user? AUT00820
00001A	4770 C030		00030	98	BNE RUNSYSTEM	No - System is running itself. AUT00830
				100 *		-----* AUT00850
				101 *	8. A running user issued an SVC. 00 the following:	-----* AUT00860
				102 *		-----* AUT00870
				103 *	IF (The user is authorized for the service) THEN	-----* AUT00880
				104 *		-----* AUT00890
				105 *	Activate the service;	-----* AUT00900
				106 *		-----* AUT00910
				107 *	ELSE	-----* AUT00920
				108 *		-----* AUT00930
				109 *	Terminate the user;	-----* AUT00940
				110 *		-----* AUT00950
				111 *		-----* AUT00960
00001E	4120 C760	00760		113	LA R2,USRTABLE	Point @ table of user SVC services. AUT00980
000022	45E0 C112	00112		114	BAL R14,VALIOATE	Determine if this user is authorized. AUT00990
000026	4780 C0E2	000E2		115	BZ GOT0	If so, GOT0 the target address space. AUT01000
00002A	5800 C1AC	001AC		116	EXIT TRU	If not, terminate the user. AUT01010
00002E	0A02			117+	L R0,=CL4'TRU'	Load target address space identifier EX100040
00002E	0A02			118+	SVC 2	Go to that address space. EX100050
				120 *		-----* AUT01030
				121 *	C. The system issued an SVC to itself.	-----* AUT01040
				122 *		-----* AUT01050
				123 *	IF (The SVC is defined) THEN	-----* AUT01060
				124 *		-----* AUT01070
				125 *	Start performing the service;	-----* AUT01080
				126 *		-----* AUT01090

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 15.24 11/23/86
127 *				ELSE		* AUT01100
128 *						* AUT01110
129 *				Terminate the system;		* AUT01120
130 *						* AUT01130
131 *						* AUT01140
133 RUNSYSTEM DS				OH	Here when system issues an SVC to itself:	AUT01160
000030						
000030	5910 C060	00060		135	R1,MAXCODE	AUT01180
000034	4720 C0F2	000F2		136	BADSVC	AUT01190
000038	1831			137	R3,R1	AUT01200
00003A	5810 000C	0000C		138 :	R1,APPREGS+R0	AUT01210
00003E	4120 C7B0	007B0		139	R2,SYSTABLE	AUT01220
000042	8930 0002	00002		140	R3,2	AUT01230
000046	47F3 C04A	0004A		141	SVCTABLE(R3)	AUT01240
00004A				143	SVCTABLE DS	AUT01260
00004A	47F0 C07E	0007E		145	CALL	AUT01280
00004E	47F0 C064	00064		146	CALLXMIT	AUT01290
000052	47F0 C0D0	000D0		147	EXIT	AUT01300
000056	47F0 C0B2	000B2		148	RETURN	AUT01310
00005A	47F0 C0A0	000A0		149	RETXMIT	AUT01320
00005E	0000		0005E	151	ENDTABLE EQU *	AUT01340
000060	00000004			153	MAXCODE DC A(((ENDTABLE-SVCTABLE)/4)-1)	AUT01360

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	15.24	11/23/86
000064				182	CALLXMIT DS OH	Here to implement CALLXMIT request:			AUTO1650
000064	45E0 C112	00112		184	BAL R14,VALIDATE	Confirm or deny access rights:			AUTO1670
000068	4770 C0EA	000EA		185	BNZ ABENDSYS	Access denied; Shut down the system.			AUTO1680
00006C	45E0 C164	00164		187	BAL R14,PUSH	Access permitted; Stack caller's savearea.			AUTO1700
000070	5840 0004	00004		189	L R4,APPSTO	Get caller's ST0 for recursive call			AUTO1720
000074	5800 C1B0	001B0		191	CALL XMIT	Call the Transmitter Module (*Recursion*).			AUTO1740
000078	0A00			192+	L R0,=CL4'XMIT'	Load target address space identifier			CAL00040
				193+	SVC 0	Go to that address space.			CAL00050
00007A	47F0 C0E2	000E2		195	B GOT0	When XMIT returns, GOT0 the target A.S.			AUTO1760
				155	*	-----*			AUTO1380
				156	* D. Implement CALLXMIT request:				AUTO1390
				157	*				AUTO1400
				158	*	Determine if caller is authorized;			AUTO1410
				159	*				AUTO1420
				160	*	IF (Access rights confirmed) THEN DO;			AUTO1430
				161	*				AUTO1440
				162	*	PUSH original caller's registers onto savearea stack;			AUTO1450
				163	*				AUTO1460
				164	*	Prepare for a recursive call to AUTH by placing parameters			AUTO1470
				165	*	needed by XMIT in R2 and R4;			AUTO1480
				166	*				AUTO1490
				167	*	-R2 specifies receiver's ST0			AUTO1500
				168	*	-R4 specifies caller's ST0			AUTO1510
				169	*				AUTO1520
				170	*	CALL the Transmitter Module to move parameters;			AUTO1530
				171	*				AUTO1540
				172	*	GOTO the target address space;			AUTO1550
				173	*				AUTO1560
				174	*	ENO;			AUTO1570
				175	*				AUTO1580
				176	*	ELSE			AUTO1590
				177	*				AUTO1600
				178	*	Terminate the system;			AUTO1610
				179	*				AUTO1620
				180	*	-----*			AUTO1630

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	DATE	TIME
197	*			*	-----*		11/23/86	
198	*			*	E. Implement CALL request:			AUT01780
199	*			*				AUT01790
200	*			*	Determine if caller is authorized;			AUT01800
201	*			*				AUT01810
202	*			*	IF (Access rights confirmed) THEN 00;			AUT01820
203	*			*				AUT01830
204	*			*	IF (Target address space is Transmitter Module) THEN			AUT01840
205	*			*				AUT01850
206	*			*	/* This is a recursive activation of AUTH */			AUT01860
207	*			*				AUT01870
208	*			*	Put caller and receiver STOs in R0 & R1, respectively;			AUT01880
209	*			*				AUT01890
210	*			*	GOSUB to the target address space (described later);			AUT01900
211	*			*				AUT01910
212	*			*	ENO;			AUT01920
213	*			*				AUT01930
214	*			*	ELSE			AUT01940
215	*			*				AUT01950
216	*			*	Terminate the system;			AUT01960
217	*			*				AUT01970
218	*			*	-----*			AUT01980
219	*			*				AUT01990
220	CALL			OS	OH	Here to implement CALL request:		AUT02010
222	BAL	00112		R14,VALIDATE		Confirm or deny access rights:		AUT02030
223	BNZ	000EA		ABENOSYS		Access denied; Shut down the system.		AUT02040
225	CLC	0000C	001B0	APPREGS(4),=CL4'XMIT'		Is target Transmitter Module?		AUT02060
226	BNE	00098		GOSUB		No - Continue on with the CALL...		AUT02070
227	L	0001C		R0,APPREGS+(R4*4)		Yes - Get caller's STO (used by XMIT)		AUT02080
228	L	00014		R1,APPREGS+(R2*4)		Get receiver's STO (also used by XMIT)		AUT02090
230	*			*	-----*			AUT02110
231	*			*	F. GOSUB: Activate a target address space like a subroutine. Save			AUT02120
232	*			*	return registers and GOTO the target address space;			AUT02130
233	*			*	-----*			AUT02140
235	GOSUB			OS	OH	Here to perform GOSUB function:		AUT02160
237	BAL	00164		R14,PUSH		Push caller's savearea onto stack		AUT02180
238	B	000E2		GOTO		Activate target address space.		AUT02190

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	15.24	11/23/86
240	*			*	-----*			AUT02210
241	*			*	G. Implement RETXMIT request:			AUT02220
242	*			*				AUT02230
243	*			*	Prepare for a recursive call to AUTH by placing parameters			AUT02240
244	*			*	needed by XMIT in R2 and R4:			AUT02250
245	*			*				AUT02260
246	*			*	-R2 specifies receiver's STO			AUT02270
247	*			*	-R4 specifies caller's STO			AUT02280
248	*			*				AUT02290
249	*			*	CALL the Transmitter Module;			AUT02300
250	*			*				AUT02310
251	*			*	Join normal RETURN processing;			AUT02320
252	*			*				AUT02330
253	*			*	-----*			AUT02340
0000A0				255	RETXMIT DS OH	Here to implement RETXMIT processing:		AUT02360
0000A0	45E0 C18A	0018A		257	BAL R14, TOPENTRY	Get address of top of stack in R11.		AUT02380
0000A4	582B 0000	00000		258	L R2, 0(R11)	Fetch receiver's STO from top of stack.		AUT02390
0000A8	5840 0004	00004		259	L R4, APPSTO	Get caller's STO (guy doing the RETURN).		AUT02400
0000AC	5800 C1B0	00180		261	CALL XMIT	Call the Transmitter Module (*Recursion*).		AUT02420
0000B0	0A00			262+	L RO, =CL4'XMIT'	Load target address space identifier		CAL00040
				263+	SVC 0	Go to that address space.		CAL00050

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	15.24	11/23/86
0000B2				265 *	-----				* AUT02440
				266 *	H. Implement RETURN request (otherwise known as GOBACK function):				* AUT02450
				267 *					* AUT02460
				268 *	Set up dispatch parameters from stacked savearea.				* AUT02470
				269 *					* AUT02480
				270 *	Restore caller's registers by popping them off the savearea				* AUT02490
				271 *	stack.				* AUT02500
				272 *					* AUT02510
				273 *	Return to the caller via Dispatch.				* AUT02520
				274 *					* AUT02530
				275 *	-----				* AUT02540
				277 RETURN	DS OH				AUT02560
				278 GOBACK	EQU *	Here to implement RETURN request: (Otherwise known as GOBACK function)			AUT02570
		000B2							
0000B2	45E0 C18A	0018A		280	BAL R14,TOPEENTRY	Get address of top of stack in R11.			AUT02590
0000B6	4820 C75C	0075C		281	LH R2,STKDEPTH	Get current stack depth			AUT02600
0000BA	0620			282	BCTR R2,0	Decrement by one			AUT02610
0000BC	4020 C75C	0075C		283	STH R2,STKDEPTH	Update popped stack depth.			AUT02620
0000C0	9823 B000	00000		284	LM R2,R3,0(R11)	Get ST0 & resume virtual address for the guy we are returning to.			AUT02630
				285 *					AUT02640
0000C4	AF00 0001	00001		287	MC SDP,0	Set dispatch parameters in low core.			AUT02660
0000C8	980F B008	00008		289	LM R0,R15,8(R11)	Restore caller's registers from stack			AUT02680
0000CC	AF00 0002	00002		291	MC DISPATCH,0	Return to caller.			AUT02700

LOC	OBJECT	C00E	ADDR1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	15.24	11/23/86
					293 *	-----				AUT02720
					294 *	I. Implement EXIT request;				AUT02730
					295 *					AUT02740
					296 *	IF (The stack is empty) THEN				AUT02750
					297 *					AUT02760
					298 *	A8ENO the system;				AUT02770
					299 *					AUT02780
					300 *	Oetermine if the caller is authorized;				AUT02790
					301 *					AUT02800
					302 *	IF (Access rights confirmed) THEN				AUT02810
					303 *					AUT02820
					304 *	GOTO the target address space (described later);				AUT02830
					305 *					AUT02840
					306 *	ELSE				AUT02850
					307 *					AUT02860
					308 *	A8ENO the system;				AUT02870
					309 *					AUT02880
					310 *	-----				AUT02890
000000					312 EXIT	OS OH Here to implement EXIT request;				AUT02910
000000	0401	C75C	0075C	0075C	314	NC STKOEPTH,STKOEPTH Is stack empty?				AUT02930
000006	4770	C0FA	000FA		315	BNZ NONEMPTY No - Must EXIT with empty stack...				AUT02940
00000A	45E0	C112	00112		317	8AL R14,VALIDATE Yes - Confirm or deny access rights;				AUT02960
00000E	4770	C0EA	000EA		318	8NZ ABENDSYS Access denied				AUT02970
					320 *	-----				AUT02990
					321 *	J. GOTO: Set up dispatch parameters in low core and dispatch the				AUT03000
					322 *	target address space;				AUT03010
					323 *	-----				AUT03020
0000E2					325 GOTO	OS OH Here when access to an address space is				AUT03040
					326 *					AUT03050
0000E2	AF00	0001	00001		328	MC S0P,0 Oispatch parameters in R2 and R3;				AUT03070
0000E6	AF00	0002	00002		329	MC OISPATCH,0 GOTO that target address space...				AUT03080

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT
				331 *	-----* AUT03100
				332 *	K. General ABEND section. Shut down the failing system after * AUT03110
				333 *	placing an ABEND code in register 0: * AUT03120
				334 *	-----* AUT03130
0000EA	4100 0000	00000		336	ABENDSYS DS
0000EA	47F0 C10E	0010E		337	LA RO,0
0000EA				338	B SHUTDOWN
0000F2	4100 0001	00001		340	BADSVC DS
0000F2	47F0 C10E	0010E		341	LA RO,1
0000F2				342	B SHUTDOWN
0000FA	410D 0002	00002		344	NONEMPTY DS
0000FA	47F0 C10E	D010E		345	LA RO,2
0000FA				346	B SHUTDOWN
000102	4100 0003	00003		348	STAKFULL DS
000102	47F0 C10E	0010E		349	LA RO,3
000102				350	B SHUTDOWN
00010A	4100 0004	00004		352	STKEMPTY DS
00010A				353	LA RO,4
00010E				355	SHUTDOWN DS
00010E	AF00 0003	00003		357	MC ABEND,0

Here when system integrity is questionable
 RD ABEND code for unauthorized call
 AUT03150
 AUT03160
 AUT03170

 Here when system issues undefined SVC:
 RO ABEND code for undefined SVC
 AUT03190
 AUT03200
 AUT03210

 Here if stack not empty when EXITing:
 RO ABEND code for non-empty stack
 AUT03230
 AUT03240
 AUT03250

 Here if stack overflows during CALL:
 RO ABEND code for full stack
 AUT03270
 AUT03280
 AUT03290

 Here if stack empty during RETURN:
 RO ABEND code for empty stack
 AUT03310
 AUT03320

 End of the world:
 AUT03340

 Shut 'er down...
 AUT03360

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM 0201 15.24	11/23/86
359				*	-----*		AUTO3380
360				*	* Subroutine: VALIOATE		AUTO3390
361				*			AUTO3400
362				*	* Function:		AUTO3410
363				*	Look for a requested service in the system or user		AUTO3420
364				*	service table. If the service is found, search its		AUTO3430
365				*	associated authorization list (if present) for the		AUTO3440
366				*	caller's identity (STO).		AUTO3450
367				*	If the service is not found, set a non-zero condition		AUTO3460
368				*	code and return.		AUTO3470
369				*			AUTO3480
370				*	If the service is found but the caller is not author-		AUTO3490
371				*	ized, set a non-zero condition code and return.		AUTO3500
372				*			AUTO3510
373				*	If the service is found and the requestor is author-		AUTO3520
374				*	ized, return with a zero condition code after placing		AUTO3530
375				*	the target address space STO in R2 and the entry point		AUTO3540
376				*	virtual address in R3.		AUTO3550
377				*			AUTO3560
378				*	Inputs:		AUTO3570
379				*	R1 = Request - Either user SVC code or system address		AUTO3580
380				*	space name.		AUTO3590
381				*			AUTO3600
382				*	R2 = Address of table to be searched.		AUTO3610
383				*			AUTO3620
384				*	Outputs:		AUTO3630
385				*	R2 = Real address of STO for target address space.		AUTO3640
386				*	R3 = PSW key in byte 0, virtual address of entry point		AUTO3650
387				*	in bytes 1-3.		AUTO3660
388				*	-----*		AUTO3670
390	VALIOATE	OS	OH		Confirm or deny access privileges:		AUTO3690
392				USING SERV,R2	OSET for table entries		AUTO3710
394	FINOSERV	OS	OH		Search for the requested service:		AUTO3730
396				C	R1,SERVIO		AUTO3750
397				8F	FOUNDOSRV	Is this the requested service?	AUTO3760
398				CLC	SERVIO(4),OELIM No	Yes - Now on to authorization routine.	AUTO3770
399				8E	OENY	No - Did we search the entire table?	AUTO3780
400				L	R5,SERVLCNT	Yes - Service doesn't exist...	AUTO3790
401				SLL	No - Get # of STOs in authorization list		AUTO3800
402				LA	R5,2	R5 = (# of STOs) * (4 bytes/STO)	AUTO3810
403				8	R2,SERVLIST-SERV(R5,R2)	Point @ next table entry	AUTO3820
405	FOUNDOSRV	OS	OH		FINOSERV	Examine next table entry...	AUTO3840
407				NC		Here when service is located in table:	AUTO3860
408				8Z	SERVLCNT,SERVLCNT	Is this a "public" service?	AUTO3870
409				L	CONFIRM	Yes - Good news for requestor.	AUTO3880
410				XR	R4,SERVLCNT	No - Get # of STOs in authorization list	AUTO3890
412	SRCHLIST	OS	OH		R5,R5	Get offset to first list element	AUTO3910

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	11/23/86
000144	5865 2010	00010		414	L	R6, SERVLIST-SERV(R5,R2) Get Authorized ST0	AUT03930
000148	5960 0004	00004		415	C	Is this the requestor?	AUT03940
00014C	4780 C15C	0015C		416	BE	Yes - The requestor is authorized.	AUT03950
000150	4155 0004	00004		417	LA	No - Get offset of next authorized ST0	AUT03960
000154	4640 C144	00144		418	BCT	Examine next ST0 in authorization list...	AUT03970
000158				420	DENY	Here when access must be denied:	AUT03990
000158	12CC			422	LTR	Set non-zero condition code,	AUT04010
00015A	07FE			423	BR	Return to caller.	AUT04020
00015C				425	CONFIRM	Here when access is permitted:	AUT04040
00015C	9823 2004	00004		427	LM	R2,R3, SERVAST0 ST0 now in R2; PSW key and entry point	AUT04060
000160	17FF			428 *		virtual address in R3.	AUT04070
000162	07FE			429	XR	Force condition code 0	AUT04080
				430	BR	Return to caller.	AUT04090

LOC	OBJECT CODE	AD0R1	AD0R2	STMT	SOURCE STATEMENT	ASM 0201 15.24 11/23/86
000164				443	PUSH	
				444	DS	
				445	OH	
				446	LA	
				447	CH	
				448	BE	
				449	LA	
				450	STH	
				451	LA	
				452	MR	
				453	LA	
				454	MVC	
				455	BR	
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LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	15.24	11/23/86
0001A8				477	*-----*			*	AUT04560
0001A8	00000002			478	* Module constants, variables and data areas:			*	AUT04570
0001AC	E3D9E440			479	*-----*			*	AUT04580
0001B0	E7D4C9E3								
0001B8				481	LORG				AUT04600
				482	=A(*-AUTH)				
				483	=CL4'TRU'				
				484	=CL4'XMIT'				
				485	OD				
				486	SENTRYSZ EQU 4+4+64			# of bytes in stack entry: 3T0+vaddr+r+regs	AUT04610
		00048		487	SENTRIES EQU 20			# of stack entries	AUT04620
		00014		488	STACK DS (SENTRIES)XL(SENTRYSZ) Savearea stack				AUT04630
				489	DELIM DC F'-1'			Marks end of user/system service table	AUT04640
0001B8	FFFFFFFF			490	STKDEPTH DC H'0'			Current number of stack entries	AUT04650
00075C	0000			491	MAXDEPTH DC AL2(*--SENTRIES) Maximum # of stack entries				AUT04660
00075E	0014			492					AUT04670

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 15.24	11/23/86
493				*	-----*		AUT04690
494				*	User service table: This table defines those system services		AUT04700
495				*	available to general users. The services are numbered, and are		AUT04710
496				*	invoked by executing an SVC instruction specifying the number of		AUT04720
497				*	the desired service. The services defined by this table are NOT		AUT04730
498				*	available to the control program. Each table entry has a format		AUT04740
499				*	described by the SERV DSECT (SERV copy file).		AUT04750
500				*	-----*		AUT04760
502				USRTABLE DS	OD		AUT04780
504				READ	DC	F'3'	AUT04800
505					DC	A(CONSST)	AUT04810
506					DC	XL4'30010200'	AUT04820
507					DC	A((READLEND-READLIST)/4) # people in authorization list	AUT04830
508				READLIST DC	A(OPST)	System Operator Address Space	AUT04840
509				READLEND EQU	*		AUT04850
511				WRITE	DC	F'4'	AUT04870
512					DC	A(CONSST)	AUT04880
513					DC	XL4'30010100'	AUT04890
514					DC	F'0'	AUT04900
516				SLEEP	DC	F'5'	AUT04920
517					DC	A(SLEEPST)	AUT04930
518					DC	XL4'50010100'	AUT04940
519					DC	F'0'	AUT04950
521				SHUTDOWN	DC	F'6'	AUT04970
522					DC	A(SHUTST)	AUT04980
523					DC	XL4'50010000'	AUT04990
524					DC	A((SHUTLEND-SHUTLIST)/4) # people in authorization list	AUT05000
525				SHUTLIST DC	A(OPST)	System Operator Address Space	AUT05010
526				SHUTLEND EQU	*		AUT05020
528					DC	F'-1'	AUT05040
000760							
000760	00000003						
000764	00000000						
000768	30010200						
00076C	00000001						
000770	00000000						
000774		00774					
000774	00000004						
000778	00000000						
00077C	30010100						
000780	00000000						
000784	00000005						
000788	00000000						
00078C	50010100						
000790	00000000						
000794	00000006						
000798	00000000						
00079C	50010000						
0007A0	00000001						
0007A4	00000000						
0007A8	FFFFFFFF						

LOC	OBJECT CODE	A00R1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201	15.24	11/23/86
530					*-----*			AUT05060
531					* System Service Table: This table defines every callable function			AUT05070
532					* of the Control Program. Each table entry lists the name of the			AUT05080
533					* function, the address of the STO for the address space imple-			AUT05090
534					* menting the function, the PSW key that the address space will run			AUT05100
535					* with, the virtual address of the entry point of			AUT05110
536					* the function within the address space, and the function's			AUT05120
537					* authorization list. Like the User Service Table, each entry in			AUT05130
538					* this table is described by the SERV DSCT (SERV copy file).			AUT05140
539					*-----*			AUT05150
540					* These functions are not directly available to users, although			AUT05160
541					* some may be executed on a user's behalf as part of a request for			AUT05170
542					* a system service.			AUT05180
543					*-----*			AUT05190
545					System Service Table:			AUT05210
547					Sleep Address Space WAKEUP function:			AUT05230
548					Name			AUT05240
549					Sleep Address Space STO			AUT05250
550					XL4'50010200' Virtual address of WAKEUP entry point			AUT05260
551					A((AWAKLEND-AWAKLIST)/4) # people in authorization list			AUT05270
552					A(EXTSST)			AUT05280
553					External interrupt SLIH			AUT05290
555					Console Addr. Space I/O Interrupt function			AUT05310
556					Name			AUT05320
557					Console Address Space STO			AUT05330
558					XL4'30010300' Virtual address of IOINT entry point			AUT05340
559					A((CONSILEND-CNSILIST)/4) # people in authorization list			AUT05350
560					XL4'30000000' IOFLIH protect key serves as its STO			AUT05360
561					*-----*			AUT05370
563					Dispatcher:			AUT05390
564					Name			AUT05400
565					DSP STO			AUT05410
566					XL4'50010000' Virtual address of DSP main entry point			AUT05420
567					A((DSPLEND-DSPLIST)/4) # of people in authorization list			AUT05430
568					F'0', A(SCHST, SLEEPST, TRUST, CONSST) 0 = Startup code key			AUT05440
569					*-----*			AUT05450
571					External Interrupt SLIH:			AUT05470
572					Name			AUT05480
573					EXTS STO			AUT05490
574					XL4'50010000' Virtual address of EXT SLIH main entry pnt			AUT05500
575					A((EXTSLENO-EXTSLIST)/4) # people in authorization list			AUT05510
576					EXTSLIST			AUT05520
577					XL4'20000000' EXT FLIH protect key serves as its STO			AUT05530
579					Run List Address Space - "Dequeue" entry:			AUT05550
580					Name			AUT05560
581					A(RLASST)			AUT05570
582					XL4'50010200' Virtual address of DEQUEUE entry point			AUT05580
583					A((RLDQLEND-RLDQLIST)/4) # people in authorization list			AUT05590
584					A(SCHST, SLEEPST, TRUST, CONSST)			AUT05600
000780								
000780	C1E6C102		00780					
000784	00000000							
000788	50010200							
00078C	00000001							
0007C0	00000000		007C4					
0007C4			007C4					
0007C8	C3D5E2C9							
0007CC	30010300							
0007D0	00000001							
0007D4	30000000		007D8					
0007E0	C4E2D740							
0007E4	00000005							
0007E8	0000000000000000		007FC					
0007FC			007FC					
000800	C5E7E3E2							
000804	00000000							
000808	50010000							
000812	00000001							
000816	20000000		00810					
000820			00810					
000824	D9D3C4D8							
000828	00000000							
000832	50010200							
000836	00000004							
000840	0000000000000000							

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
			00830	585	RLDQLEND EQU *	ASM 0201 15.24 11/23/86 AUT05610
000830	D9D3C5D8		00830	587	SYSRLEQ EQU *	Run List Address Space - "Enqueue" entry:
000834	00000000			588	CL4'RLEQ' Name	AUT05630
000838	50010100			589	A(RLASST) DC	AUT05640
00083C	00000002			590	DC	AUT05650
000840	0000000000000000			591	XL4'50010100' Virtual address of ENQUEUE entry point	AUT05660
				592	DC	A((RLEQLEND-RLEQLIST)/4) # people in authorization list
				593	RLEQLIST DC	AUT05670
				594	RLEQLEND EQU *	AUT05680
				595	DC	A(SCHST,CONSST)
				596	DC	AUT05690
000848	D9D3C7C4		00848	595	SYSRLGD EQU *	Run List Address Space - "Get UCB" entry:
00084C	00000000			596	CL4'RLGD' Name	AUT05710
000850	50010300			597	A(RLASST) DC	AUT05720
000854	00000001			598	DC	RLAS STO
000858	00000000			599	XL4'50010300' Virtual address of GETDUCB entry point	AUT05730
				600	DC	A((RLGDLEND-RLGDLIST)/4) # people in authorization list
				601	RLGDLIST DC	AUT05740
				602	RLGDLEND EQU *	AUT05750
				603	DC	A(DSPST) Only caller is dispatcher
				604	DC	AUT05760
				605	DC	AUT05770
00085C	E2C9D6C4		0085C	603	SYSSIOD EQU *	Scheduler - "I/O Done" entry point:
000860	00000000			604	CL4'SIOD' Name	AUT05790
000864	50010300			605	A(SCHST) DC	AUT05800
000868	00000001			606	DC	SCH STO
00086C	00000000			607	XL4'50010300' Virtual address of IODONE entry point	AUT05810
				608	DC	A((SIODLEND-SIODLIST)/4) # people in authorization list
				609	SIODLIST DC	AUT05820
				610	SIODLEND EQU *	AUT05830
				611	DC	A(CONSST) Only caller is Console Address Space.
				612	DC	AUT05840
				613	DC	AUT05850
000870	E2D9D6E4		00870	611	SYSSROU EQU *	Scheduler - "Rouse" entry point:
000874	00000000			612	CL4'SROU' Name	AUT05870
000878	50010200			613	A(SCHST) DC	AUT05880
00087C	00000001			614	DC	SCH STO
000880	00000000			615	XL4'50010200' Virtual address of ROUSE entry point	AUT05890
				616	DC	A((SROULEND-SROULIST)/4) # people in authorization list
				617	SROULIST DC	AUT05900
				618	SROULEND EQU *	AUT05910
				619	DC	A(SLEEPST) Only caller is Sleep address space.
				620	DC	AUT05920
				621	DC	AUT05930
000884	E2E3E2C5		00884	619	SYSSTSE EQU *	Scheduler - "Time Slice End" entry point:
000888	00000000			620	CL4'STSE' Name	AUT05950
00088C	50010100			621	A(SCHST) DC	AUT05960
000890	00000001			622	DC	SCH STO
000894	00000000			623	DC	XL4'50010100' Virtual address of TSE entry point
				624	DC	A((STSELEND-STSELIST)/4) # people in authorization list
				625	STSELIST DC	AUT05980
				626	STSELEND EQU *	AUT05990
				627	DC	A(EXTSST) Only caller is External Interrupt SLIH.
				628	DC	AUT06000
				629	DC	AUT06010
000898	E2D3C4D8		00898	627	SYSSLDQ EQU *	Sleep List Address Space - "DEQUEUE" e.p.
00089C	00000000			628	CL4'SLDQ' Name	AUT06030
0008A0	50010200			629	A(SLASST) DC	AUT06040
0008A4	00000001			630	DC	SCH STO
0008A8	00000000			631	DC	XL4'50010200' Virtual address of DEQUEUE entry point
				632	DC	A((SLDQLEND-SLDQLIST)/4) # people in authorization list
				633	SLDQLIST DC	AUT06050
				634	SLDQLEND EQU *	AUT06060
				635	DC	A(SLEEPST) Only caller is Sleep address space.
				636	DC	AUT06070
				637	DC	AUT06080
				638	DC	AUT06090
0008AC	E2D3C5D8		008AC	635	SYSSLEQ EQU *	Sleep List Address Space - "ENQUEUE" e.p.
0008B0	00000000			636	CL4'SLEQ' Name	AUT06110
0008B4	50010100			637	A(SLASST) DC	AUT06120
0008B8	00000001			638	DC	SLAS STO
				639	DC	XL4'50010100' Virtual address of ENQUEUE entry point
				640	DC	A((SLEQLEND-SLEQLIST)/4) # people in authorization list
				641	DC	AUT06130
				642	DC	AUT06140
				643	DC	AUT06150

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	15.24	11/23/86
0008BC	00000000		008C0	640 SLEQLIST DC 641 SLEQLEND EQU	A(SLEEPST) *	Only caller is Sleep address space.		AUT06160 AUT06170
0008C0	E303C1E2		008C0	643 SYSTLAS EQU 644 DC 645 A(TLASST) 646 XL4'50010000' 647 A((TLASLEND-TLASLIST)/4) 648 TLASLIST DC 649 TLASLEND EQU	* CL4'TLAS' A(TLASST) XL4'50010000' A((TLASLEND-TLASLIST)/4) A(TRUST) *	Terminate List Address Space: Name TLAS STO Virtual address of TLAS main entry point # people in authorization list Only caller is Terminate Running User.		AUT06190 AUT06200 AUT06210 AUT06220 AUT06230 AUT06240 AUT06250
0008D4	00000000		008D4	651 SYSTRACE EQU 652 DC 653 A(TRACEST) 654 XL4'50010000' 655 F'0'	* CL4'TRAC' A(TRACEST) XL4'50010000' F'0'	System Internal Trace Table Routine: Name TRACE STO Virtual address of TRAC main entry point No authorization list; anyone can call it.		AUT06270 AUT06280 AUT06290 AUT06300 AUT06310
0008E4	E309E440		008E4	657 SYSTRU EQU 658 DC 659 A(STRU) 660 XL4'50010000' 661 A((TRULEND-TRULIST)/4) 662 TRULIST DC 663 TRULEND EQU	* CL4'TRU' A(STRU) XL4'50010000' A((TRULEND-TRULIST)/4) XL4'40000000',A(AUTHST) *	Terminate a Running User: Name TRU STO Virtual address of TRU main entry point # of people in authorization list PGM FLIH protect key is its STO		AUT06330 AUT06340 AUT06350 AUT06360 AUT06370 AUT06380 AUT06390
0008FC	E704C9E3		008FC	665 SYSXMIT EQU 666 OC 667 DC 668 XL4'00010000' 669 A((XMITLEND-XMITLIST)/4) 670 XMITLIST DC 671 XMITLEND EQU	* CL4'XMIT' A(XMITST) XL4'00010000' A((XMITLEND-XMITLIST)/4) A(AUTHST,CONSST) *	Transmitter Module (XMIT): Name XMIT STO Virtual address of XMIT main entry point # people in authorization list		AUT06410 AUT06420 AUT06430 AUT06440 AUT06450 AUT06460 AUT06470
000914	FFFFFFFF		00914	673 DC 674 PRINT OFF	F'-1' *	\$-\$-\$ End of System Service Table \$-\$-\$		AUT06490 AUT06500

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POS. ID	REL. ID	FLAGS	ADDRESS
000F	0001	OC	000788
000F	0001	OC	000784
000F	0001	OC	0007F0
000F	0001	OC	000824
000F	0001	OC	000880
000F	0001	OC	0008A8
000F	0001	OC	00088C
000F	0002	OC	000900
000F	0003	OC	0008F8
000F	0003	OC	00090C
000F	0004	OC	0007C0
000F	0004	OC	000800
000F	0004	OC	000894
000F	0005	OC	0007F4
000F	0005	OC	000828
000F	0005	OC	000800
000F	0005	OC	0008E8
000F	0006	OC	000808
000F	0007	OC	00070C
000F	0007	OC	000858
000F	0008	OC	0007EC
000F	0008	OC	000820
000F	0008	OC	000840
000F	0008	OC	000860
000F	0008	OC	000874
000F	0008	OC	000888
000F	0009	OC	00089C
000F	0009	OC	000880
000F	000A	OC	000814
000F	000A	OC	000834
000F	000A	OC	00084C
000F	000B	OC	0008C4
000F	000C	OC	000764
000F	000C	OC	000778
000F	000C	OC	0007C8
000F	000C	OC	0007F8
000F	000C	OC	00082C
000F	000C	OC	000844
000F	000C	OC	00086C
000F	000C	OC	000910
000F	000C	OC	000770
000F	000D	OC	0007A4
000F	000E	OC	000798

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SYMBOL	LEN	VALUE	DEFN	REFERENCES	
ABEND	00001	00000003	00724	00357	
ABENOSYS	00002	000000EA	00336	00185 00223	00318
APP	00001	00000000	00775	00093	
APPC00E	00002	00000002	00778	00095	
APPREGS	00004	0000000C	00781	00138 00225	00227 00228
APPSTATE	00001	00000000	00776	00097	
APPSTO	00004	00000004	00779	00189 00259	00415 00453
AROUND	00002	00000012	00087	00085	
AUTH	00001	00000000	00076	00083 00482	
AUTHST	00001	00000000	00069	00662 00670	
AWAKLENO	00001	000007C4	00553	00551	
AWAKLIST	00004	000007C0	00552	00551	
BAOSVC	00002	000000F2	00340	00136	
CALL	00002	0000007E	00220	00145	
CALLXMIT	00002	00000064	00182	00146	
CNSILENO	00001	00000708	00561	00559	
CNSILIST	00004	00000704	00560	00559	
CONFIRM	00002	0000015C	00425	00408	
CONST	00001	00000000	00070	00505 00512	00557 00568 00584 00592 00608 00670
OELIM	00004	00000758	00489	00398	
OENY	00002	00000158	00420	00399	
OISPATCH	00001	00000002	00723	00291 00329	
OSPLENO	00001	000007FC	00569	00567	
OSPLIST	00004	000007E8	00568	00567 00565	00600
OSPST	00001	00000000	00070	00565	
ENOTABLE	00001	0000005E	00151	00153	
EXIT	00002	0000000D	00312	00147	
EXTSLENO	00001	00000810	00577	00575	
EXTSLIST	00004	0000080C	00576	00575	
EXTSST	00001	00000000	00069	00552 00573	00624
FINOSERV	00002	00000112	00394	00403	
FOUNDOSRV	00002	00000134	00405	00397	
GOSUB	00002	00000013	00235	00226	
GOTO	00002	000000E2	00325	00115 00195	00238
MAXC00E	00004	00000060	00153	00135	
MAXDEPTH	00002	0000075E	00491	00446	
NONEMPTY	00002	000000FA	00344	00315	
OPST	00001	00000000	00070	00508 00525	
PUSH	00002	00000164	00443	00187 00237	
READLENO	00001	00000774	00509	00507	
READLIST	00004	00000770	00508	00507	
RETURN	00002	000000B2	00277	00148	
RETXMIT	00002	000000A0	00255	00149	
RLASST	00001	00000000	00070	00581 00589	00597
RLOQLENO	00001	00000830	00585	00583	
RLOQLIST	00004	00000820	00584	00583	
RLEQLENO	00001	00000848	00593	00591	
RLEQLIST	00004	00000840	00592	00591	
RLGOLENO	00001	0000085C	00601	00599	
RLGOLIST	00004	00000858	00600	00599	
RUNSYSTM	00002	00000030	00133	00098	
RUNUSER	00001	00000080	00737	00097	
R0	00001	00000000	00689	00093	
R1	00001	00000001	00690	00095 00135	00137 00138 00228 00396
R11	00001	0000000B	00700	00258 00284	00289 00452 00474

00117 00138 00192 00227 00262 00289 00337 00341 00345 00349 00353

SYMBOL	LEN	VALUE	DEFN	REFERENCES	CROSS-REFERENCE
R12	00001	0000000C	00701	00078 00079 00080 00081 00083 00422 00422	
R14	00001	0000000E	00703	00114 00184 00187 00222 00237 00257 00280	00422 00422
R15	00001	0000000F	00704	00289 00429 00429	00422 00422
R2	00001	00000002	00691	00113 00139 00228	00258 00281 00282 00283 00284 00284 00471 00474
R3	00001	00000003	00692	00137 00140 00141	00284 00427 00470 00471 00474
R4	00001	00000004	00693	00189 00227 00259 00409 00418 00472 00473	00472 00473
R5	00001	00000005	00694	00400 00401 00402 00410 00410 00414 00417 00417	00417 00417
R6	00001	00000006	00695	00414 00415 00451	
R7	00001	00000007	00696	00445 00446 00448 00452	
R8	00001	00000008	00697	00450 00451	
R9	00001	00000009	00698	00448 00449	
SCHST	00001	00000000	00700	00568 00584	00592 00605 00613 00621
SDP	00001	00000001	00722	00287 00328	
SENTRIES	00001	00000014	00487	00488 00491	
SENTRYSZ	00001	00000048	00486	00450 00453	00472 00488
SERV	00001	00000000	00813	00392 00402	00414
SERVASTO	00004	00000004	00815	00427	
SERVID	00004	00000000	00814	00396 00398	
SERVLINT	00004	0000000C	00818	00400 00407	00409
SERVLIST	00004	00000010	00819	00402 00414	
SHUTDOWN	00002	0000010E	00355	00338 00342	00350
SHUTLEND	00001	000007A8	00526	00524	
SHUTLIST	00004	000007A4	00525	00524	
SHUTST	00001	00000000	00700	00522	
SIODLEND	00001	00000870	00609	00607	
SIODLIST	00004	0000086C	00608	00607	
SIASST	00001	00000000	00700	00629 00637	
SLDQLEND	00001	000008AC	00633	00631	
SLDQLIST	00004	000008A8	00632	00631	
SLEEPST	00001	00000000	00609	00517 00549 00568 00584 00616 00632 00640	
SLEQLEND	00001	000008C0	00641	00639	
SLEQLIST	00004	0000088C	00640	00639	
SRCHLIST	00002	00000144	00412	00418	
SROULEND	00001	00000884	00617	00615	
SROULIST	00004	00000880	00616	00615	
STACK	00072	00000188	00488	00452 00474	
STAKFULL	00002	00000102	00348	00447	
STKDEPTH	00002	0000075C	00490	00281 00283 00314 00314 00445 00449 00468 00468 00470	
STKEMPTY	00002	0000010A	00352	00469	
STSELEND	00001	00000898	00625	00623	
STSELIST	00004	00000894	00624	00623	
SVCTABLE	00002	0000004A	00143	00141	
SYSTABLE	00008	00000780	00545	00139	
TLASLEND	00001	000008D0	00649	00647	
TLASLIST	00004	000008D0	00648	00647	
TLASST	00001	00000000	00700	00645	
TOPENTRY	00002	0000018A	00466	00257 00280	
TRACEST	00001	00000000	00609	00653	
TRULEND	00001	000008FC	00663	00661	
TRULIST	00004	000008F4	00662	00661	
TRUST	00001	00000000	00609	00568 00584 00648 00659	
USRTABLE	00008	00000760	00502	00113	
VALIDATE	00002	00000112	00390	00114 00184 00222 00317	
XMITLEND	00001	00000914	00671	00669	
XMITLIST	00004	0000090C	00670	00669	

AUTH

SYMBOL

XMITST

LEN

00001

VALUE

00000000

DEFN

00069

REFERENCES

00667

CROSS-REFERENCE

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LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.40	12/04/86
000022				56	CHKTIMER DS OH	Re-examine interrupt source:			EXT00400
000022	D501 C042 0000	00042	00000	58	CLC CPUTIMER,0(R0) Did CPU timer pop?				EXT00420
000028	4770 C032	00032		59	BNE ITSOVER No - What could it have been???				EXT00430
				60	EXIT STSE Yes - Go to Scheduler, Time Slice End				EXT00440
00002C	5800 C050	00050		61+	L R0,=CL4'STSE' Load target address space identifier				EX100040
000030	0A02			62+	SVC 2 Go to that address space.				EX100050
				63 *		entry point.			EXT00450
000032				65	ITSOVER DS OH	Here to terminate system:			EXT00470
				67	CRASH	Crash due to unrecognized ext interrupt.			EXT00490
000032	005CC3D9C1E2C85C			68+	DC XL1'00',CL7'*CRASH#,' Undefined opcode, eye-catcher.				CRA00030
000040				70	DS OD	Alignment for constants:			EXT00510
000040	1004			71	CLKCMPPAR DC XL2'1004'	Clock Comparator external interrupt code.			EXT00520
000042	1005			72	CPUTIMER DC XL2'1005'	CPU Timer external interrupt code.			EXT00530
000048				73	LTORG				EXT00540
000048	00000002			74		=A(*-EXTSLIH)			
00004C	C1E6C1D2			75		=CL4'AWAK'			
000050	E2E3E2C5			76		=CL4'STSE'			
				77	PRINT OFF				EXT00550

SYMBOL LEN VALUE DEFN REFERENCES

AROUND	00002	00000012	00048	00046
CLKTIMER	00002	00000022	00056	00051
CLKCMPAR	00002	00000040	00071	00050
CPUTIMER	00002	00000042	00072	00058
EXTSLIH	00001	00000000	00037	00044 00074
ITSOVER	00002	00000032	00065	00059
R0	00001	00000000	00092	00050
R12	00001	00000000C	00104	00039 00053 00058 00061 00040 00041 00042 00044

LOC	OBJECT	COOE	AD0R1	ADDR2	STMT	SOURCE STATEMENT
00002A	0207	0018 C00A	00018	0000A	56+	MVC 24(8,RO),MODID Move symbolic module name to pp words 6-7
000030	5800	C070	00070		57+	L RO,=CL4'TRAC' Load target address space identifier
000034	0A01				58+	SVC 1 Go to that address space.
000036	021F	0000 C048	00000	00048	60	MVC UCB(L'SAVEAREA),SAVEAREA Restore partially destroyed UCB
00003C	5800	C074			62	CALLXMIT TLAS Move user to terminate list.
000040	0A01		00074		63+	L RO,=CL4'TLAS' Load target address space identifier
					64+	SVC 1 Go to that address space.
000042	5800	C078			66	EXIT OSP Goto Dispatcher.
000046	0A02		00078		67+	L RO,=CL4'OSP' Load target address space identifier
					68+	SVC 2 Go to that address space.
000048					70	DS OD Force alignment for constants.
000048					71	SAVEAREA DS XL(8*4) Savearea for portion of UCB
000068					72	LTORG
000068	000000002				73	=A(*-TRU)
00006C	D903C408				74	=CL4'RLDQ'
000070	E3D9C1C3				75	=CL4'TRAC'
000074	E3D3C1E2				76	=CL4'TLAS'
000078	C4E20740				77	=CL4'OSP'
					78	PRINT OFF

TRU000400
TRU000420
CAL000040
CAL000050
TRU000440
EXI000040
EXI000050
TRU000460
TRU000470
TRU000480
TRU000490

ASM 0201 12.42 11/15/86

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000012	00044	00042
MODID	00008	0000000A	00043	00056
R0	00001	00000000	00093	00047 00050 00053 00053 00054 00056 00057 00063 00067
R12	00001	0000000C	00105	00035 00036 00037 00038 00040
SAVEAREA	00032	00000048	00071	00052 00060 00060
TRU	00001	00000000	00033	00040 00073
UCB	00001	00000000	00186	00050 00052 00060 00199
UCBID	00008	00000078	00193	00054

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 20.53 12/04/86
000016	D503 C030 1000	00030	00000	57	CLC FREE,UCB	TLA000430
00001C	4780 C028	00028		58	BE FOUNDUCB	TLA000440
000020	4110 1090	00090		59	LA R1,SLOTSIZE(,R1) No - Move to next,	TLA000450
000024	47F0 C016	00016		60	B FINDUCB And check it out.	TLA000460
				62	*-----* * B. Move UCB from parameter page into newly-acquired Terminate List	TLA000480
				63	* slot.	TLA000490
				64	*-----*	TLA000500
				65	*-----*	TLA000510
000028				67	FOUNDUCB DS OH Here with available UCB space @ R1:	TLA000530
000028	D284 1000 0000 00000	00000	00000	69	MVC UCB(UCBSIZE),0(R0) Install new UCB in table.	TLA000550
00002E	0A03			71	RETURN	TLA000570
				72+	SVC 3 Return to caller.	RET000030

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.53	12/04/86	
000030				74 *	-----*					TLA00590
000030	C6D9C5C5			75 *	* Constants and variables:					TLA00600
000038				76 *	-----*					TLA00610
000038	00000002			78	DS	Align constant area.				TLA00630
				79	FREE	DC CL4'FREE'	Number of UCBs on sleep list.			TLA00640
				80		LTORG				TLA00650
				81		=A(*-TLAS)				
				83 *	-----*					TLA00670
				84 *	* UCB pool / Terminate List:					TLA00680
				85 *	-----*					TLA00690
000040				87	OS	OD	Force alignment.			TLA00710
		00090		89	SLOTSIZE	EQU X'90'	Slightly larger than a UCB.			TLA00730
000040				91	UCBAREA	DS	(10)XL(SLOTSIZE) Define enough space for 10 UCBs.			TLA00750
0005E0		00040		92		ORG	UCBAREA			TLA00760
000040	C609C5C5			93		DC	CL4'FREE'			TLA00770
000044		000D0		94		ORG	UCBAREA+SLOTSIZE			TLA00780
0000D0	C6D9C5C5			95		DC	CL4'FREE'			TLA00790
0000D4		00160		96		ORG	UCBAREA+(SLOTSIZE*2)			TLA00800
000160	C6D9C5C5			97		DC	CL4'FREE'			TLA00810
0001F0		001F0		98		ORG	UCBAREA+(SLOTSIZE*3)			TLA00820
0001F4	C6D9C5C5			99		DC	CL4'FREE'			TLA00830
000280		00280		100		ORG	UCBAREA+(SLOTSIZE*4)			TLA00840
000284	C6D9C5C5			101		DC	CL4'FREE'			TLA00850
000310		00310		102		ORG	UCBAREA+(SLOTSIZE*5)			TLA00860
000314	C6D9C5C5			103		DC	CL4'FREE'			TLA00870
0003A0		003A0		104		ORG	UCBAREA+(SLOTSIZE*6)			TLA00880
0003A4	C6D9C5C5			105		DC	CL4'FREE'			TLA00890
000430		00430		106		ORG	UCBAREA+(SLOTSIZE*7)			TLA00900
000434	C6D9C5C5			107		DC	CL4'FREE'			TLA00910
0004C0		004C0		108		ORG	UCBAREA+(SLOTSIZE*8)			TLA00920
0004C4	C6D9C5C5			109		DC	CL4'FREE'			TLA00930
000550		00550		110		ORG	UCBAREA+(SLOTSIZE*9)			TLA00940
000550	C6D9C5C5			111		DC	CL4'FREE'			TLA00950
				113			PRINT OFF			TLA00970

ASM 0201 20.53 12/04/86

SYM80L	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000012	00046	00044
FOUNDUC8	00002	00000016	00055	00060
FOUNDUC8	00002	00000028	00067	00058
FREE	00004	00000030	00079	00057
R0	00001	00000000	00128	00069
R1	00001	00000001	00129	00052
R12	00001	0000000C	00140	00037
SLOTSIZE	00001	00000090	00089	00059
TLAS	00001	00000000	00035	00042
UC8	00001	00000000	00223	00053
UC8AREA	00144	00000040	00091	00052
UC8SIZE	00001	00000085	00237	00069

00053 00059 00059 00042

00039 00039 00040 00042

00094 00094 00096 00098

00100 00100 00102 00104

00106 00106 00108 00110

00069 00069 00237

00092 00094 00096 00098

00100 00102 00104 00106

00108 00108 00110

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 16.47 11/22/86
000000				57	CSECTION XMIT	Transmitter Module:
000000	05C0			59+	PUNCH 'SPB'	Make module start on a page boundry. CSE00040
000002	5FC0 C036	00038		61+XMIT	CSECT	Establish R12 as module overall base: CSE00060
000000				63+	BALR R12,0	Give R12 a temporary base value; CSE00080
000000				64+	USING *,R12	R12 now points @ SL instruction CSE00090
000002		00002		65+	SL R12,=A(*-XMIT)	R12 = R12 - offset from CSECT start CSE00100
000000				66+	DROP R12	R12 doesn't point at SL anymore; CSE00110
000006	47F0 C012			70+	USING XMIT,R12	Now R12 has A(This CSECT) in it. CSE00130
00000A	E7D4C9E340404040	00012		71+MODID	B AROUND	Jump past symbolic module identifier. CSE00150
000012				72+AROUND	DC CL8'XMIT'	Handy when poking around in storage. CSE00160
					DS OH	End of CSECTION expansion. CSE00170
000012	AF00 0004	00004		74	MC BIND,0	Attach caller and receiver parameter pages to pages 0 and 1 of this address space. XM100590
				75 *		XM100600
000016	9825 C028	00028		77	LM R2,R5,XMITCTOR	Get caller-to-receiver move parameters XM100620
00001A	0E42			78	MVCL R4,R2	Move caller's parameter page to receiver's XM100630
00001C	AF00 0005	00005		80	MC DETACH,0	Detach caller and receiver parameter pages XM100650
000020	0A03			82	RETURN	Go back to Authentication Routine. XM100670
				83+	SVC 3	RET00030
000028				85	DS OD	Force doubleword alignment for constants: XM100690
000028	00000000			87	XMITCTOR DC A(X'00000000')	Virtual address of caller's parm page. XM100710
00002C	00001000			88	DC F'4096'	Page size is 4K. XM100720
000030	00001000			89	DC A(X'00001000')	Virtual address of receiver's parm page. XM100730
000034	00001000			90	DC F'4096'	Page size is 4K. XM100740
				92	PRINT OFF	XM100760

XMIT

ASM 0201 16.47 11/22/86

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	000000012	00072	00070
BIND	00001	000000004	00143	00074
DETACH	00001	000000005	00144	00080
R12	00001	00000000C	00119	00063
R2	00001	000000002	00109	00064 00065 00066 00068
R4	00001	000000004	00111	00077 00078
R5	00001	000000005	00112	00077
XMIT	00001	000000000	00061	00068 00163
XMITCTOR	00004	000000028	00087	00077

Address	Disassembly	Comment
000000	48+TRACE	CSECT
000000	50+ BALR R12,0	Give R12 a temporary base value;
000000 05C0	51+ USING *,R12	R12 now points @ SL instruction
000002 5FC0 C05E	52+ SL R12=A(*-TRACE)	R12 = R12 - offset from CSECT start
	53+ OROP R12	R12 doesn't point at SL anymore;
	55+ USING TRACE,R12	Now R12 has A(This CSECT) in it.
		Establish R12 as module overall base:
		CSE000060
		CSE000080
		CSE000090
		CSE001000
		CSE001100
		CSE001300

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	12.42	11/15/86
000006	47F0 C012	00012		57+	AROUND				
00000A	E3D9C1C3C5404040			58+MODID	DC				CSE00150
000012				59+AROUND	DS				CSE00160
					OH				CSE00170
				61 *					TRA000460
				62 *	A. Set up trace table base register.				TRA000470
				63 *	page boundary.				TRA000480
				64 *					TRA000490
000012	18DC			66	LR	R13,R12			TRA000510
000014	41D0 0FFF	00FFF		67	LA	R13,4095(R13)			TRA000520
000018	41DD 0001	00001		68	LA	R13,1(R13)			TRA000530
			01000	70	USING	TRACE+4096,R13			TRA000550
				72 *					TRA000570
				73 *	B. Update the count of entries in the table, then calculate the				TRA000580
				74 *	address of the new entry.				TRA000590
				75 *					TRA000600
00001C	5870 C054	00054		77	L	R7,COUNT			TRA000620
000020	41A7 0001	00001		78	LA	R10,1(R7)			TRA000630
000024	4180 0020	00020		80	LA	R8,TENTRYSZ			TRA000650
000028	1C68			81	MR	R6,R8			TRA000660
00002A	41B7 D000	01000		82	LA	R11,TABLE(R7)			TRA000670
				84 *					TRA000690
				85 *	C. Install the new trace entry.				TRA000700
				86 *					TRA000710
00002E	D207 8000	0018	00018	88	MVC	O(8,R11),TENTRYSZ-8(R0)			TRA000730
000034	0217 8008	0000	00008	89	MVC	8(TENTRYSZ-8,R11),O(R0)			TRA000740
				91 *					TRA000760
				92 *	D. Force wrap-around for next entry if table is full.				TRA000770
				93 *					TRA000780
00003A	59A0 C050	00050		95	C	R10,SIZE			TRA000800
00003E	4770 C044	00044		96	8NE	UPDTSIZE			TRA000810
000042	17AA			97	XR	R10,R10			TRA000820
000044				99	UPDTSIZE	DS			TRA000840
000044	50A0 C054	00054		101	ST	R10,COUNT			TRA000860
000048	50B0 C058	00058		102	ST	R11,CURRENT			TRA000870
				103 *					TRA000880
00004C	0A03			105	RETURN				TRA000900
				106+	SVC	3			RET00030
			00002	108	NUMPAGES	EQU			TRA000920
			00020	109	TENTRYSZ	EQU			TRA000930
000050				111	DS	OF			TRAC0950

Jump past symbolic module identifier.
Handy when poking around in storage.
End of CSECTION expansion.

-----*
* A. Set up trace table base register. The table begins on the next *
* page boundary. *
-----*

This module uses two base registers, so
set up R13 as trace table base register:
R13 = R12 + 4096;

USING TRACE+4096,R13 Tell Assembler about second base.

-----*
* B. Update the count of entries in the table, then calculate the *
* address of the new entry. *
-----*

Get # of entries currently in table.
Increment that count.

Get size of a trace entry.
Compute offset to next free entry.
Get address of next free entry.

-----*
* C. Install the new trace entry. *
-----*

Move module ident to trace entry
Move trace data to trace entry

-----*
* D. Force wrap-around for next entry if table is full. *
-----*

Is table full now?
No - Still has room for more entries.
Yes - Wrap NEXT -> FIRST.

Here when trace entry has been installed:
Update count of table entries.
Save virtual address of current entry for
use during debugging.

Return to caller.

Two page trace table.
Size of a trace table entry (bytes).

TRACE Module: System Trace Table. (TJM RIT CS MS Thesis)

LOC	OBJECT CODE	A0DR1	A0DR2	STMT	SOURCE STATEMENT	ASM	0201	12.42	11/15/86
000050	00000100			112 SIZE	DC A(*-*((NUMPAGES*4096)/TENTRYSZ))	Table capacity			TRA00960
000054	00000000			113 COUNT	F'0'	Current number of entries in table.			TRA00970
000058	00000000			114 CURRENT	F'0'	Virtual address of current entry.			TRA00980
000060	00000000			115 LTORG					TRA00990
000060	0D000002			116	=A(*-TRACE)				
000064			01000	118	ORG TRACE+4096				TRA01010
001000				120 TABLE	DS XL4096	Page 1 of trace table.			TRA01030
002000				121	DS XL4096	Page 2 of trace table.			TRA01040
				123	PRINT OFF				TRA01060

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000012	00059	00057
COUNT	00004	0D000054	00113	00077 00101
CURRENT	00004	00000058	00114	00102
NUMPAGES	00001	00000002	00108	00112
R0	00001	00000000	00138	00088 00089
R10	00001	0000000A	00148	00078 00095 00097 00097 00101
R11	00001	0000000B	00149	00082 00088 00089 00102
R12	00001	0000000C	00150	00050 00051 00052 00053 00055 00066
R13	00001	0000000D	00151	00066 00067 00068 00068 00070
R6	00001	00000006	00144	00081
R7	00001	00000007	00145	00077 00078 00082
R8	00001	00000008	00146	00080 00081
SIZE	00004	00000050	00112	00095
TABLE	04096	00001000	00120	00082
TENTRYSZ	00001	00000020	00109	00080
TRACE	00001	00000000	00048	00055 00070 00116 00118
UPDTSIZE	00002	000000044	00099	00096

[illegible]

LOC	OBJECT CODE	ADOR1	ADOR2	STMT	SOURCE STATEMENT	ASM	13.15	11/22/86
00001A				53 *	-----* 54 * A. NAP entry point. Begin by getting the UCB of the user that 55 * issued the SLEEP request. 56 *-----*			SLE00370 * SLE00380 * SLE00390 * SLE00400
000100				58	ENTRYPT NAP,100	Entry point for user-issued SLEEP SVC:		SLE00420
000100		00100		60+	ORG SLEEP+X'100'			ENT000040
000100	05C0			62+NAP	DS OH	Define entry point name.		ENT000060
				63+	PUSH USING	Save overall USING environment.		ENT000070
				64+	BALR R12,0	Establish temporary base.		ENT000080
				65+	USING *,R12	R12 now points @ next SL instruction:		ENT000090
000102	5FC0 C1AA	002AC	00102	66+	SL R12,A(*-SLEEP)	R12 now points @ CSECT start.		ENT000100
				67+	POP USING	Restore overall USING environment.		ENT000110
000106	5800 C2B0	002B0		69	CALL RLDQ	Get UCB of new sleeper.		SLE00440
00010A	0A00			70+	L RO,=CL4'RLDQ'	Load target address space identifier		CAL00040
				71+	SVC 0	Go to that address space.		CAL00050
				73	USING UCB,R0	UCB image now in parameter page.		SLE00460
		00000		75 *	-----*			SLE00480
				76 * B. Construct a NAP trace entry.				* SLE00490
				77 *	-----*			SLE00500
00010C	D21F C278 0000	0027B 00000		79	MVC SAVEAREA,UCB	Save trace entry portion of parameter page		SLE00520
000112	D207 0000	C298 00000	00298	81	MVC 0(8,R0),=CL8'*NAP*'	Put entry name in trace entry.		SLE00540
000118	D207 0008	0008 00008	00008	82	MVC 8(8,R0),UCBGREGS+R0	Put nap time usec in trace entry.		SLE00550
00011E	D207 0010	0078 00010	00078	83	MVC 16(8,R0),UCBID	Put userid in trace entry.		SLE00560
				B4	TRACE	Create the trace entry.		SLE00570
000124	D207 0018	C00A 00018	0000A	85+	MVC 24(8,R0),MOD10	Move symbolic module name to pp words 6-7		TRA00030
00012A	5800 C2B4	002B4		86+	L RO,=CL4'TRAC'	Load target address space identifier		CAL00040
00012E	0A01			87+	SVC 1	Go to that address space.		CAL00050
000130	D21F 0000	C278 00000	00278	89	MVC UCB(L'SAVEAREA),SAVEAREA	Restore partially-destroyed UCB		SLE00590
000136	D407 0008	0008 00008	00008	91 *	-----*			SLE00610
00013C	4780 C17A	0017A		92 * C. Convert the user's specified nap time into a T00 clock format.				* SLE00620
				93 * He told us how many microseconds he wants to sleep; that value				* SLE00630
				94 * is his saved R0 and R1. Compute the user's wakeup time as the				* SLE00640
				95 * sum of his nap time and the current time-of-day.				* SLE00650
				96 *	-----*			SLE00660
000136	D407 0008	0008 00008	00008	98	NC UCBGREGS+R0(8),UCBGREGS+R0	See if nap time is zero.		SLE00680
00013C	4780 C17A	0017A		99	BZ NAPEXIT	It was: Pointless to let him sleep.		SLE00690
000140	B205 C260	00260		101	STCK TOD	Get present TOD clock value.		SLE00710
000144	9823 C260	00260		102	LM R2,R3,T00	Get time in register pair.		SLE00720
000148	9845 0008	00008		103	LM R4,R5,UCBGREGS+R0	Get user's nap time (usec) from R0,R1.		SLE00730
00014C	8D40 000C	0000C		104	SLDL R4,12	Convert user usec to TOD clock format.		SLE00740
000150	1E35			105	ALR R3,R5	Add low-order T00 words.		SLE00750
000152	47C0 C15C	0015C		106	BC 8+4,ADDDHIGH	No carry-out; sum high-order T00 words.		SLE00760
000156	4110 0001	00001		107	LA R1,1	Carry = 1.		SLE00770

SLEEP Module: Sleep Address Space. (TJM RIT CS MS Thesis)

PAGE 4

LOC	OBJECT	C00E	A0DR1	A0DR2	STMT	SOURCE STATEMENT	ASM 0201	13.15	11/22/86
00015A	1E21				108	ALR R2,R1	Add carry-out to high-order TOD word.		SLE00780
00015C					110	ADDDHIGH DS OH	Here to sum high-order TOD words:		SLE00800
00015C	1E24				112	ALR R2,R4	Now clock comparator TOD in R2,R3.		SLE00820
00015E	9023	0008			113	STM R2,R3,UCBGREGS+R0	User's R0, R1 used by enqueue logic.		SLE00830
000162	9023	C268	00008		114	STM R2,R3,NEWSLEEP	Save new sleeper's wakeup TOD.		SLE00840
					116	*-----*			
					117	* D. Put the user on the Sleep List.			
					118	*-----*			
					120	CALLXMIT SLEQ	Add UCB to sleep list.		SLE00900
000166	5800	C288			121+	L R0,=CL4'SLEQ'	Load target address space identifier		CAL00040
00016A	0A01		002B8		122+	SVC 1	Go to that address space.		CAL00050
					124	*-----*			
					125	* E. SLEQ will return the wakeup TOD for the first user on the sleep			
					126	* list in words 0 & 1 of the parameter page. If the returned TOD			
					127	* is greater than TOD just calculated for the new sleeper, the			
					128	* clock comparator has to be reset with the new sleeper's wakeup			
					129	* TOD because he will awaken before anyone else on the list.			
					130	*-----*			
00016C	D507	C268	0000		132	CLC NEWSLEEP,0(R0)	Returned TOD : New sleeper's TOD		SLE01000
000172	4720	C17A			133	BH NAPEXIT	<=: Guy @ head of list wakes up first.		SLE01010
000176	AF00	0006			135	MC SCK,0			SLE01030
			00006		136	*====>			
					138	NAPEXIT DS OH	Exit with user sleeping soundly:		SLE01060
00017A					140	EXIT OSP	Go to dispatcher.		SLE01080
00017A	5800	C2BC			141+	L R0,=CL4'OSP'	Load target address space identifier		EXI00040
00017E	0A02		002BC		142+	SVC 2	Go to that address space.		EXI00050

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	DATE	TIME
144	*				-----			
145	*				* A' WAKEUP entry point. Begin by getting the UCB for the user we			
146	*				must wake up.			
147	*				-----			
149					ENTRYPT WAKEUP,200 Awaken sleeping user:			
151+		00200			ORG SLEEP+X'200'			
153+WAKEUP					DS OH			
154+					PUSH USING			
155+					BALR R12,0			
156+		00202			USING *,R12			
157+		002C0			SL R12,=A(*-SLEEP)			
158+					POP USING			
160					CALL SLDQ			
161+		002C4			L RO,=CL4'SLDQ'			
162+					SVC 0			
164	*				-----			
165	*				* B'. Construct a WAKEUP trace entry.			
166	*				-----			
168					MVC SAVEAREA,UCB Save trace portion of parameter page.			
170		00000			MVC 0(8,RO),=CL8'*WAKEUP*' Move entry name to trace entry.			
171		002A0			MVC 8(8,RO),UCBID			
172		00078			XC 16(8,RO),16(RO)			
173		00010			TRACE			
174+		0000A			MVC 24(8,RO),MODID			
175+		002B4			L RO,=CL4'TRAC'			
176+					SVC 1			
178		00000	00278		MVC UCB(L'SAVEAREA),SAVEAREA Restore partially-destroyed UCB			
180	*				-----			
181	*				* C'. Make the user runnable: Reschedule him.			
182	*				-----			
184					CALLXMIT SROU Reschedule awakening user.			
185+					L RO,=CL4'SROU'			
186+		002C8			SVC 1			
188	*				-----			
189	*				* D'. The Sleep List Address Space returned to us a doubleword in the			
190	*				UCB forward and backward pointers that is either zero if no			
191	*				other users are sleeping or the wakeup TOD for the next (new			
192	*				first) user on the sleep list. If no users are sleeping, we			
193	*				must set the clock as high as we can to prevent meaningless			
194	*				interruptions from it. Otherwise we set the clock from the new			
195	*				wakeup TOD. The exit to Dispatcher.			
196	*				-----			
198					NC 0(8,RO),0(RO) Is there another sleeping user?			

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	13.15	11/22/86
000242	4780 C24E	0024E		199	BZ	MAXCLOCK			
000246	9823 0000	00000		200	LM	R2,R3,0(R0)			SLE01490
00024A	47F0 C252	00252		201	B	RESETCC			SLE01500
									SLE01510
00024E				203	MAXCLOCK DS	OH			
									SLE01530
00024E	9823 C270	00270		205	LM	R2,R3,MAXTOD			
									SLE01550
000252				207	RESETCC DS	OH			
									SLE01570
000252	AF00 0006	00006		209	MC	SCK,0			
									SLE01590
000256	5800 C28C	0028C		211	EXIT DSP				
00025A	0A02			212+	L	R0,=CL4'DSP'			SLE01610
				213+	SVC 2				EX100040
									EX100050

No - Must "turn off" clock comparator.
 Yes - Get wakeup TOD for next user.
 Go reset the timer.

Here to turn off clock comparator;

Get largest possible TOD.

Here to set clock comparator;

Set Clock Comparator.

Go to dispatcher.
 Load target address space identifier
 Go to that address space.

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	13.15	11/22/86
000260				215	OS	00			
000260				216	T00	0			SLE01630
000268				217	NEWSLEEP	OS			SLE01640
000270	FFFFFFFFFFFFFFFF			218	MAXT00	OC			SLE01650
000278				219	SAVEAREA	OS			SLE01660
000298				220	LTORG	XL(8*4)			SLE01670
000298	5C05C1075C404040			221		=CL8'*NAP*'			SLE01680
0002A0	5CE6C1D2C5E4D75C			222		=CL8'*WAKEUP*'			
0002A8	00000002			223		=A(*-SLEEP)			
0002AC	00000102			224		=A(*-SLEEP)			
0002B0	0903C408			225		=CL4'RLOQ'			
0002B4	E309C1C3			226		=CL4'TRAC'			
0002B8	E203C508			227		=CL4'SLEQ'			
0002BC	C4E20740			228		=CL4'OSP'			
0002C0	00000202			229		=A(*-SLEEP)			
0002C4	E203C408			230		=CL4'SLOQ'			
0002C8	E20906E4			231		=CL4'SROU'			
				232	PRINT OFF				SLE01690

ASM 0201 13.15 11/22/86

SYMBOL	LEN	VALUE	DEFN	REFERENCES
ADHIGH	00002	0000015C	00110	00106
AROUND	00002	00000012	00048	00046
MAXCLOCK	00002	0000024E	00203	00199
MAXTOD	00004	00000270	00218	00205
MODID	00008	0000000A	00047	00085 00174
NAPEXIT	00002	0000017A	00138	00099 00133
NEWSLEEP	00008	00000268	00217	00114 00132
RISCTCC	00002	00000252	00207	00201
R0	00001	00000000	00247	00070 00073 00081 00082 00083 00085 00086 00098 00103 00113 00121 00132 00141
R1	00001	00000001	00248	00161 00170 00171 00172 00174 00175 00185 00198 00199 00200 00212
R12	00001	0000000C	00259	00107 00108
R2	00001	00000002	00249	00039 00040
R3	00001	00000003	00250	00102 00108
R4	00001	00000004	00251	00102 00105 00113 00114 00200 00205
R5	00001	00000005	00252	00103 00104 00112
SAVEAREA	00032	00000278	00219	00103 00105 00089 00168 00178 00178
SCK	00001	00000006	00285	00079 00089 00135 00209
SLEEP	00001	00000000	00037	00044 00060
TOD	00008	00000260	00216	00101 00102
UCB	00001	00000000	00341	00073 00079
UCBGREGS	00004	00000008	00344	00073 00079 00089 00168 00178 00355
UCBID	00008	00000078	00348	00082 00098 00098 00103 00113 00083 00171

[illegible]

LOC	OBJECT	COOE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	0201	20.48	12/04/86
00001A			00100		58	ENTRYPT ENQUEUE,100 Enqueue entry point:				SLA00430
000100					60+	ORG SLAS+X'100'				ENT00040
000100	05C0				62+ENQUEUE	OS OH				ENT00060
					63+	PUSH USING				ENT00070
					64+	BALR R12,0				ENT00080
					65+	USING *,R12				ENT00090
000102	5FC0	C10A	0020C	00102	66+	SL R12,=A(*-SLAS)				ENT00100
					67+	POP USING				ENT00110
000106	021F	C2A4	0000	002A4	69	MVC SAVEAREA,0(R0) Copy trace portion of parameter page				SLA00450
00010C	0207	0000	C2C8	00000	71	MVC 0(8,R0),=CL8'*ENQ*' Move entry'id to trace				SLA00470
000112	0207	0008	0078	00008	72	MVC 8(8,R0),UCB10-UCB(R0) Move name of guy we're enqueueing				SLA00480
000118	0707	0010	0010	00010	73	XC 16(8,R0),16(R0) Clear unused portion of entry				SLA00490
					74	TRACE Create trace entry.				SLA00500
00011E	0207	0018	C00A	00018	75+	MVC 24(8,R0),M0010 Move symbolic module name to pp words 6-7				TRA00030
000124	5800	C2E0	002E0		76+	L R0,=CL4'TRAC'				CAL00040
000128	0A01				77+	SVC 1 Load target address space identifier				CAL00050
00012A	021F	0000	C2A4	00000	79	MVC 0(L'SAVEAREA,R0),SAVEAREA Restore destroyed UCB for ENQ				SLA00520
					81	* B. Find a free slot for the new UCB.				SLA00540
					82	* B. Find a free slot for the new UCB.				SLA00550
					83	* B. Find a free slot for the new UCB.				SLA00560
000130	4110	C300	00300		85	LA R1,UCBAREA Point @ UCB area.				SLA00580
					87	USING UCB,R1 Access UCB OSECT				SLA00600
000134					89	FINOUCB OS OH Search for free UCB:				SLA00620
000134	0503	C288	1000	00288	91	CLC FREE,UCB Is this one free?				SLA00640
00013A	4780	C146		00146	92	BE FOUNOUCB Yes - This'll do.				SLA00650
00013E	4110	1090		00090	93	LA R1,SLOTSIZE(R1) No - Move to next,				SLA00660
000142	47F0	C134		00134	94	B FINOUCB And check it out.				SLA00670
					96	* C. Move UCB from parameter page into newly-acquired Sleep List				SLA00690
					97	* C. Move UCB from parameter page into newly-acquired Sleep List				SLA00700
					98	* C. Move UCB from parameter page into newly-acquired Sleep List				SLA00710
					99	* C. Move UCB from parameter page into newly-acquired Sleep List				SLA00720
000146					101	FOUNOUCB OS OH Here with available UCB space @ R1:				SLA00740
000146	0284	1000	0000	00000	103	MVC UCB(UCBSIZE),0(R0) Install new UCB in table.				SLA00760
00014C	0203	1000	C28C	00000	105	MVC UCBFW0,NULL Give new UCB a null forward pointer.				SLA00780
					107	OROP R1 But retain address in R1...				SLA00800

LDC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	20.48	12/04/86
000152	5850 C290	00290		109	*-----*			
000156	1766			110	* D. Search for a point of insertion along the Sleep List. This list * SLA00820			
				111	* is maintained in sorted order on the user's wakeup TOD in R0 and * SLA00830			
				112	* R1. The list sort key is strictly increasing. * SLA00840			
				113	*-----*			
000158				115	L R5,FIRST	0 if list = empty (A(first UC8 on list))		
		00290		116	XR R6,R6	Clear pointer to previous.		
		00000		118	USING UC8,R5			
000158				120	SORT	Insert new UC8 sorted by TOD:		
				122	LTR R5,R5	Search over?		
000158	1255			123	BNP INSERT	Yes - Either empty or End-of-list.		
		00172						
000158	D507 1008 5008	00008		125	CLC UC8GREGS+R0-UC8(8,R1),UC8GREGS+R0 No - New:Member			
000164	4740 C172	00172		126	8L INSERT	New < Member; Insert new.		
000168	1865			127	LR R6,R5	New > Member; Save pointer to current.		
00016A	5850 50D0	00000		128	L R5,UC8FWD	Get pointer to next.		
00016E	47F0 C158	00158		129	8 SORT	Keep looking.		
				131	*-----*			
				132	* E. Insert the new UC8 into the Sleep List. The insertion technique * SLA01040			
				133	* of course has multiple cases: 1) insertion into an empty list, * SLA01050			
				134	* 2) insertion at the end of a non-empty list, 3) insertion into * SLA01060			
				135	* the middle of the list, and 4) a special case of 3 where the new * SLA01070			
				136	* UC8 becomes the new first UC8 on the list. The list is singly- * SLA01080			
				137	* linked through the forward pointer field. * SLA01090			
				138	*-----*			
000172				140	INSERT	DS OH Found point of insertion:		
000172	1255			142	LTR R5,R5	8beginning, end, or in between?		
000174	4780 C18A	0018A		143	8Z REGOREND	0 = 8beginning or end.		
000178	5050 1000	00000		145	ST R5,UC8FWD-UC8(,R1) > 0 = Middle; Forward(new) <-- next.			
00017C	1266			146	LTR R6,R6	Are we inserting a new first UC8?		
00017E	4780 C190	00190		147	8Z NEWFIRST	Yes - Then we have to update the anchor.		
000182	5010 6000	00000		148	ST R1,UC8FWD-UC8(,R6) No - Forward(prev) <-- new.			
000186	47F0 C19C	0019C		149	8 INSERTEO	Done with insert.		
				151	DROP R5			
00018A				153	REGOREND	DS DH Here to determine if new first or last:		
00018A	1266			155	LTR R6,R6	Is there a pointer to a previous UCB?		
00018C	4770 C198	00198		156	8NZ NEWLAST	Yes - Add new UC8 to the end of the list.		
000190				158	NEWFIRST	DS OH Here to make anchor point at first UC8:		
000190	5010 C290	00290		160	ST R1,FIRST	Point @ first UC8 on sleep list.		
000194	47F0 C19C	0019C		161	8 INSERTED	Done with insert.		
000198				163	NEWLAST	DS OH Here for insertion @ end of list:		

```
LOC  OBJECT CODE  A00R1 A00R2  STMT  SOURCE STATEMENT
000198 5010 6000      00000      ASM 0201 20.48 12/04/86
                                ST   R1,UCBFW0-UCB(,R6) Next(last) --> new last.
                                SLA01380
                                *-----*
                                167 * f. Get the wakeup T00 for the first user on the Sleep List and send *
                                168 * it back to the caller in parameter page words 0 & 1. *
                                169 *-----*
                                170 *-----*
                                172 INSERTEO OS  OH      Here when UCB is linked:
                                SLA01450
                                00019C
                                00019C 5810 C290      00290      L   R1,FIRST      Point @ first user on Sleep List.
                                SLA01470
                                00000      00000      USING UCB,R1      Map UCB references through R1.
                                SLA01490
                                0001A0 0207 0000 1008 00000 00008      MVC   0(8,R0),UCBGREGS+R0 Move his wakeup T00 to parm page.
                                SLA01510
                                0001A6 0A04      180      RETXMIT
                                181+      SVC      4      Send T00 back to caller.
                                SLA01530
                                183      0R0P  R1      RET00030
                                SLA01550
```

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.48	12/04/86
185	*				-----*				SLA01570
186	* A'				Dequeue entry. Start by ensuring we are not trying to dequeue				SLA01580
187	*				from an empty list. ABEND if this is the case. *				SLA01590
188	*				-----*				SLA01600
190					ENTRYPT DEQUEUE,200 Dequeue entry point:				SLA01620
192+		00200			ORG SLAS+X'200'				ENT00040
194+DEQUEUE	DS				OH Define entry point name.				ENT00060
195+	PUSH				USING Save overall USING environment.				ENT00070
196+	BALR				R12,0 Establish temporary base.				ENT00080
197+	USING				*R12 R12 now points @ next SL instruction:				ENT00090
198+	SL	00202			R12,-A(*-SLAS) R12 now points @ CSECT start.				ENT00100
199+	POP	002E4			USING Restore overall USING environment.				ENT00110
201	NC				FIRST, FIRST Is list empty?				SLA01640
202	BNZ				DEQ No - We're okay.				SLA01650
203	CRASH				Yes - Can't dequeue empty list.				SLA01660
204+	DC				XL1'00',CL7'*CRASH*' Undefined opcode, eye-catcher.				CRA00030
206	*				-----*				SLA01680
207	* B'				Clear the parameter page.				SLA01690
208	*				-----*				SLA01700
210	DEQ				DS OD Start dequeue process:				SLA01720
212	LM				R2,R5,CLEARPP Get MVCL clear parameters.				SLA01740
213	MVCL	00294			R2,R4 Clear the parameter page.				SLA01750
215	*				-----*				SLA01770
216	* C'				Move the UCB at the head of the list to the parameter page.				SLA01780
217	*				-----*				SLA01790
219	L	00290			R1,FIRST Get pointer to first UCB.				SLA01810
221	USING	00000			UCB,R1 Access DSECT fields.				SLA01830
223	MVC	00000	00000		0(UCBSIZE,RO),UCB Move UCB to parm page.				SLA01850
225	*				-----*				SLA01870
226	* D'				Construct a trace entry showing which UCB we just dequeued.				SLA01880
227	*				-----*				SLA01890
229	MVC	00000	002A4	00000	SAVEAREA,0(RO) Copy trace portion of parameter page				SLA01910
231	MVC	00000	002D0		0(8,RO),=CL8'*DEQ*' Move entryid to trace				SLA01930
232	MVC	00008	00078		8(8,RO),UCBID-UCB(RO) Move name of guy we're dequeuing				SLA01940
233	XC	00010	00010		16(8,RO),16(RO) Clear unused portion of entry				SLA01950
234	TRACE				Create trace entry.				SLA01960
235+	MVC	00018	0000A		24(8,RO),MODID Move symbolic module name to pp words 6-7				TRA00030
236+	L	002E0			RO,=CL4'TRAC' Load target address space identifier				CAL00040
237+	SVC				1 Go to that address space.				CAL00050
239	MVC	00000	002A4	00000	0(L'SAVEAREA,RO),SAVEAREA Restore destroyed DEQ'd UCB.				SLA01980

SLAS Module: Sleep List Address Space. (TJM RIT CS MS Thesis)

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.48	12/04/86
000252	D203 C290 1000 00290 00000			241 * 242 * 243 * 244 *	----- * E'. Adjust the Sleep List anchor to point at the next (new) head UCB, if any. ----- *				* SLA02000 * SLA02010 * SLA02020 * SLA02030
				246	MVC FIRST,UCBFWD Update anchor with new first.				SLA02050
				248 * 249 * 250 *	----- * F'. Free up the space held by the dequeued UCB. ----- *				* SLA02070 * SLA02080 * SLA02090
000258				252	FRETUCB DS OH Here to release UCB space:				SLA02110
000258	D78F 1000 1000 00000 00000			254	XC UCB(SLOTSIZE),UCB Clear out the space it occupied.				SLA02130
00025E	0203 1000 C288 00D00 00288			256	MVC UCBFWD,FREE Release UCB space: Tag it with eye-catcher				SLA02150
				258 * 259 * 260 * 261 * 262 * 263 * 264 * 265 *	----- * G'. If there are any sleepers, the timer must be reset to wake up the next sleeping user. This is not done here. Instead, we return to the caller the clock comparator TOD for the new head-of-list user (in UCB forward, backward pair). He will restart the timer. If there are no more sleeping users, send back a zero clock comparator TOD. ----- *				* SLA02170 * SLA02180 * SLA02190 * SLA02200 * SLA02210 * SLA02220 * SLA02230 * SLA02240
000264	D403 C290 C290 00290 00290			267	NC FIRST,FIRST Are there more sleepers?				SLA02260
00026A	4780 C27C 0027C			268	BZ SENDZERO No - Return zero.				SLA02270
00026E	5810 C290 00290			270	L R1,FIRST Yes - Restore pointer to first for USING.				SLA02290
000272	D207 0000 1008 00000 000D8			271	MVC 0(8,R0),UCBGREGS+R0 Send back his clock comparator TOD.				SLA02300
000278	47F0 C282 00282			272	B DEQDONE That's all.				SLA02310
00027C				274	SENDZERO DS OH No other sleepers in the system.				SLA02330
00027C	D707 0000 0000 00000 00000			276	XC 0(8,R0),0(R0) Send back zeros in place of clk comparator				SLA02350
				278 * 279 * 280 * 281 *	----- * H'. The new Clock Comparator TOD is now in the parameter page along with the dequeued UCB. Return them both to the caller. ----- *				* SLA02370 * SLA02380 * SLA02390 * SLA02400
000282				283	OEQDONE DS OH Dequeue processing is complete.				SLA02420
				285	RETXMIT Return to caller.				SLA02440
000282	0A04			286+	SVC 4 RET00030				RET00030

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	20.48	12/04/86
000288				288	*-----*			
000288	C6D9C5C5			289	* Constants and variables: *			SLA02460
00028C	00000000			290	*-----*			SLA02470
000290	00000000							SLA02480
000294	000000000001000			292	OD Align constant area.			SLA02500
0002A4				293	DC Eye-catcher indicating UCB space is free.			SLA02510
0002C8				294	CL4'FREE' Null pointer.			SLA02520
0002D0	5CC4C5D85C404040			295	DC F'0' Pointer to first UCB on sleep list.			SLA02530
0002D8	00000002			296	DC F'0' F'4096',2F'0' Used by MVCL to clear parameter page.			SLA02540
0002DC	00000102			297	DC CLEARPP XL(8*4) Holds piece of parm page while tracing.			SLA02550
0002E0	E3D9C1C3			298	DC SAVEAREA LTORC			SLA02560
0002E4	00000202			299	DC =CL8'*ENQ*'			
				300	DC =CL8'*DEQ*'			
				301	DC =A(*-SLAS)			
				302	DC =A(*-SLAS)			
				303	DC =CL4'TRAC'			
				304	DC =A(*-SLAS)			
0002E8				306	*-----*			SLA02580
				307	* UCB pool / Sleep List: *			SLA02590
				308	*-----*			SLA02600
				310	ORG SLAS+X'300'			SLA02620
				312	SLOTSIZE EQU X'90'	Slightly larger than a UC8.		SLA02640
000300				314	UC8AREA OS (10)XL(SLOTSIZE) Define enough space for 10 UC8s.			SLA02660
000300				315	UC8AREA ORG UC8AREA			SLA02670
000300	C6D9C5C5			316	DC CL4'FREE'			SLA02680
000304				317	ORG UC8AREA+SLOTSIZE			SLA02690
000390	C6D9C5C5			318	DC CL4'FREE'			SLA02700
000394				319	ORG UC8AREA+(SLOTSIZE*2)			SLA02710
000420	C6D9C5C5			320	DC CL4'FREE'			SLA02720
000424				321	ORG UC8AREA+(SLOTSIZE*3)			SLA02730
000480	C6D9C5C5			322	DC CL4'FREE'			SLA02740
000484				323	ORG UC8AREA+(SLOTSIZE*4)			SLA02750
000540	C6D9C5C5			324	DC CL4'FREE'			SLA02760
000544				325	ORG UC8AREA+(SLOTSIZE*5)			SLA02770
0005D0	C6D9C5C5			326	DC CL4'FREE'			SLA02780
0005D4				327	ORG UC8AREA+(SLOTSIZE*6)			SLA02790
000660	C6D9C5C5			328	DC CL4'FREE'			SLA02800
000664				329	ORG UC8AREA+(SLOTSIZE*7)			SLA02810
0006F0	C609C5C5			330	DC CL4'FREE'			SLA02820
0006F4				331	ORG UC8AREA+(SLOTSIZE*8)			SLA02830
000780	C6D9C5C5			332	DC CL4'FREE'			SLA02840
000784				333	ORG UC8AREA+(SLOTSIZE*9)			SLA02850
000810	C6D9C5C5			334	DC CL4'FREE'			SLA02860
				336	PRINT OFF			SLA02880

SLAS

CROSS-REFERENCE

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ASM 0201 20.48 12/04/86

SYMBOL LEN VALUE DEFN REFERENCES

AROUND	00002	00000012	00048	00046
BEGOREND	00002	0000018A	00153	00143
CLEARPP	00004	00000294	00296	00212
DEQ	00008	00000218	00210	00202
DEQDONE	00002	00000282	00283	00272
FINDUCB	00002	00000134	00089	00094
FIRST	00004	00000290	00295	00115
FOUNDUCB	00002	00000146	00101	00092
FREE	00004	00000288	00293	00091
INSERT	00002	00000172	00140	00123
INSERTED	00002	0000019C	00172	00149
MOOID	00008	0000000A	00047	00075
NEWFIRST	00002	00000190	00158	00147
NEWLAST	00002	00000198	00163	00156
NULL	00004	0000028C	00294	00105
R0	00001	00000000	00351	00069
R1	00001	00000001	00352	00085
R12	00001	0000000C	00363	00270
R2	00001	00000002	00353	00039
R4	00001	00000004	00355	00212
R5	00001	00000005	00356	00213
R6	00001	00000006	00357	00115
SAVEAREA	00032	000002A4	00297	00116
SEN0ZERO	00002	0000027C	00274	00079
SLAS	00001	00000000	00037	00069
SLOTSIZE	00001	00000090	00312	00060
SORT	00002	00000158	00120	00254
UCB	00001	00000000	00446	00319
UCBAREA	00144	00000300	00314	00087
UCBFWD	00004	00000000	00447	00085
UCBGREGS	00004	00000008	00449	00315
UCBID	00008	00000078	00453	00128
UCBSIZE	00001	00000085	00460	00125

00160 00174 00201 00201 00219 00246 00267 00267 00270

00071 00072 00072 00073 00073 00073 00075 00076 00079 00103 00125 00125 00178 00178 00223

00231 00232 00232 00233 00233 00233 00235 00236 00239 00271 00271 00271 00276 00276

00087 00093 00093 00107 00107 00125 00145 00148 00160 00165 00174 00176 00183 00219 00221

00040 00041 00042 00044 00064 00065 00066 00196 00197 00198

00212 00213

00118 00122 00122 00127 00128 00142 00142 00145 00151 00212

00116 00127 00146 00146 00148 00155 00155 00165

00079 00079 00229 00239 00239

00268

00060 00192 00301 00302 00304 00310

00093 00254 00314 00317 00319 00321 00323 00325 00327 00329 00331 00333

00129

00072 00087 00091 00103 00118 00125 00145 00148 00165 00176 00221 00223 00232 00254 00254

00460

00085

00315 00317 00319 00321 00323 00325 00327 00329 00331 00333

00105

00128 00145 00148 00165 00246 00256

00125

00178 00271

00072 00232

00103 00223

SYMBOL	LEN	VALUE	DEFN	REFERENCES
=CL8' *ENQ*'	00008	000002C8	00299	00071
=CL8' *DEQ*'	00008	000002D0	00300	00231
=A(*-SLAS)	00004	000002D8	00301	00041
=A(*-SLAS)	00004	000002DC	00302	00066
=CL4' TRAC'	00004	000002E0	00303	00076 00236
=A(*-SLAS)	00004	000002E4	00304	00198

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	Console Address Space:	ASM 0201 22.08 11/22/86
000000				57	CSECTION CONSOLE	CON00570	
				59+	PUNCH 'SPB'	Make module start on a page boundary. CSE00040	
				61+CONSOLE	CSECT	Establish R12 as module overall base: CSE00060	
000000 05C0				63+	BALR R12,0	Give R12 a temporary base value; CSE00080	
				64+	USING *,R12	R12 now points @ SL instruction CSE00090	
000002 5FC0 C55E		00560	00002	65+	SL R12,=A(*-CONSOLE)	R12 = R12 - offset from CSECT start CSE00100	
				66+	OROP R12	R12 doesn't point at SL anymore; CSE00110	
				68+	USING CONSOLE,R12	Now R12 has A(This CSECT) in it. CSE00130	
000006 47F0 C012		00012		70+	B AROUND	Jump past symbolic module identifier. CSE00150	
00000A C3D6D5E2D6D3C540				71+MODID	DC CL8'CONSOLE'	Handy when poking around in storage. CSE00160	
000012				72+AROUND	DS OH	End of CSECTION expansion. CSE00170	
000012 005CC3D9C1E2C85C				74	CRASH	Non-executable entry point. CON00590	
				75+	DC XL1'00',CL7'*CRASH*'	Undefined opcode, eye-catcher. CRA00030	

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 22.08	11/22/86
77	*				-----*		CON00610
78	*				A. WRITE entry point. Start by getting the writer's UCB from the		CON00620
79	*				run list and marking him as a writer (in his priority field).		CON00630
80	*				-----*		CON00640
82					ENTRYPT WRITE,100 Entry point for user-issued WRITE SVC:		CON00660
84+		00100			ORG CONSOLE+X'100'		ENT00040
86+WRITE					OS OH Define entry point name.		ENT00060
87+					PUSH USING Save overall USING environment.		ENT00070
88+					BALR R12,0 Establish temporary base.		ENT00080
89+		00102			USING *,R12 R12 now points @ next SL instruction:		ENT00090
90+		00564			SL R12,=A(*-CONSOLE) R12 now points @ CSECT start.		ENT00100
91+					POP USING Restore overall USING environment.		ENT00110
93					CALL RLDQ Get UCB of writer.		CON00680
94+		00568			L RO,=CL4'RLDQ' Load target address space identifier		CAL00040
95+					SVC 0 Go to that address space.		CAL00050
97		00000			USING UCB,RO UCB instance now in parameter page.		CON00700
99		00008	00008		NC UCBGREGS+RO(4),UCBGREGS+RO Did user supply non-0 length?		CON00720
100		00120			BNZ MOVECMD Yes - Continue.		CON00730
101					CALLXMIT RLEQ No - Put user back on Run List.		CON00740
102+		0056C			L RO,=CL4'RLEQ' Load target address space identifier		CAL00040
103+					SVC 1 Go to that address space.		CAL00050
104		00180			B WRITEXIT Dummy out write processing for this user.		CON00750
106	MOVECMD	DS			OH Here to make UCB a writer:		CON00770
108		00084			MVI UCBPRI,X'01' Move WRITE I/O command code to user prty		CON00790
110	*				-----*		CON00810
111	*				B. Install writer's UCB in the UCB table. FINDSLOT returns address		CON00820
112	*				of installed UCB in R1.		CON00830
113	*				-----*		CON00840
115		00462			BAL R14,FINDSLOT Subroutine installs parameter page UCB.		CON00860
117	*				-----*		CON00880
118	*				C. Construct a WRITE trace entry.		CON00890
119	*				-----*		CON00900
121		00548			MVC 0(8,RO),=CL8'*WRITE*' Put entry name in trace entry.		CON00920
122		00008	00078		MVC 8(8,RO),UCBID Put userid in trace entry.		CON00930
123		00010	00010		XC 16(8,RO),16(RO) Clear unused portion of trace entry.		CON00940
124					TRACE Create the trace entry.		CON00950
125+		0000A	0000A		MVC 24(8,RO),MODID Move symbolic module name to pp words 6-7		TRA00030
126+		00570			L RO,=CL4'TRAC' Load target address space identifier		CAL00040
127+					SVC 1 Go to that address space.		CAL00050
129					DROP RO Disassociate RO from UCB DSECT.		CON00970
131	*				-----*		CON00990

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	22.08	11/22/86
				132	* D. Enqueue the new UCB on the Console List:				* CON01000
				133	*				CON01010
000146	D403 C51C	0051C	0051C	135	FIRST,FIRST	Is there anybody on the list?			CON01030
00014C	4770 C15C	0015C		136	MUSTWAIT	Yes - Put this guy @ the end of the queue.			CON01040
000150	5010 C51C	0051C		137	R1,FIRST	No - The new UCB is the first on the Q			CON01050
000154	5010 C520	00520		138	R1, LAST	He's also the last UCB on the queue.			CON01060
000158	47F0 C168	00168		139	INCOUNT	Enqueue basically complete.			CON01070
00015C				141	MUSTWAIT DS	Here to put new UCB @ end of queue:			CON01090
00015C	5820 C520	00520		143	L	Get pointer to last UCB on list.			CON01110
000160	5012 0000	00000		144	ST	R1,UCBFWD-UCB(R2) Forward(old last) <- A(new)			CON01120
000164	5010 C520	00520		145	ST	LAST <- A(new)			CON01130
147	*			147	*				CON01150
148	* E. Increment the count of UCBs on the Console List.			148	*				CON01160
149	*			149	*				CON01170
000168				151	INCOUNT DS	Here after enqueue has been performed:			CON01190
000168	5810 C518	00518		153	L	Get number of UCBs on Console List			CON01210
00016C	4120 0001	00001		154	R2,1	Comparand and increment value			CON01220
000170	1E12			155	ALR	Increment count			CON01230
000172	5010 C518	00518		156	ST	Update in storage.			CON01240
158	*			158	*				CON01260
159	* F. If the new guy is the only one on the queue, restart the idle console.			159	*				CON01270
160	*			160	*				CON01280
161	*			161	*				CON01290
000176	1912			163	CR	Is COUNT = 1?			CON01310
000178	4770 C180	00180		164	BNE	No - He'll have to wait for his turn.			CON01320
00017C	45E0 C486	00486		165	BAL	Yes - Restart the idle console.			CON01330
000180				167	WRITEEXIT DS	Here when WRITE processing is complete:			CON01350
000180	5800 C574	00574		169	EXIT	Go to dispatcher.			CON01370
000184	0A02			170+	L	Load target address space identifier			EXI00040
				171+	SVC	Go to that address space.			EXI00050

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 22.08 11/22/86
173	*				*****	* CON01390
174	*				* A'. READ entry point. Begin by getting the reader's UCB from the	* CON01400
175	*				* run list and marking him as a reader (in his priority field).	* CON01410
176	*				*****	* CON01420
178					ENTRYPT READ,200 Queue a console read request for Operator:	CON0144D
180+		00200			ORG CONSOLE+X'200'	ENT00040
182+READ					DS OH Define entry point name.	ENT00060
183+					PUSH USING Save overall USING environment.	ENT00070
184+					BALR R12,0 Establish temporary base.	ENT00080
185+		00202			USING *,R12 R12 now points @ next SL instruction:	ENT00090
186+		0D578			SL R12,=A(*-CONSOLE) R12 now points @ CSECT start.	ENT00100
187+					POP USING Restore overall USING environment.	ENT00110
189					CALL RLDQ Get reader's UCB.	CON01460
190+		00568			L RO,=CL4'RLDQ' Load target address space identifier	CAL00040
191+					SVC 0 Go to that address space.	CAL00050
193		00000			USING UCB,R0 Parameter page contains a UCB instance.	CON01480
195		0D084			MVI UCBPRI,X'D2' Move READ I/O command code to priority.	CON01500
197	*				*****	* CON01520
198	*				* B'. Install reader's UCB in the UCB table. FINDSLOT returns address	* CON01530
199	*				* of installed UCB in R1.	* CON01540
200	*				*****	* CON01550
202		00462			BAL R14,FINDSLOT Subroutine installs parameter page UCB.	CON01570
204	*				*****	* CON01590
205	*				* C'. Construct a READ trace entry.	* CON01600
206	*				*****	* CON01610
208		00550			MVC 0(8,R0),=CL8'*READ*' Move entry name to trace entry.	CON01630
209		00078			MVC 8(8,R0),UCBID Move userid to trace entry.	CON01640
210		00010			XC 16(8,R0),16(R0) Clear remainder of entry.	CON01650
211					TRACE Create trace entry.	CON01660
212+		0000A			MVC 24(8,R0),MODID Move symbolic module name to pp words 6-7	TRA00030
213+		00570			L RO,=CL4'TRAC' Load target address space identifier	CAL00040
214+					SVC 1 Go to that address space.	CAL00050
216	*				*****	* CON01680
217	*				* D'. Set ACTIVE READER pointer to the newly-installed UCB and exit.	* CON01690
218	*				*****	* CON01700
220		00524			ST R1,ACTIVRDR We now have an active reader.	CON01720
221					EXIT OSP Go to dispatcher.	CON01730
222+		00574			L RO,=CL4'DSP' Load target address space identifier	EXI00040
223+					SVC 2 Go to that address space.	EXI00050
225					DROP R0 Disassociate R0 from UCB DSECT.	CON01750

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 22.08 11/22/86
				227 *	*****	CON01770
				228 * A".	IOINT entry point. Start by verifying the interrupt is in fact	CON01780
				229 *	from the console and that the status associated with this event	CON01790
				230 *	is "clean", i.e. not indicative of any outboard errors.	CON01800
				231 *	*****	CON01810
000233				233	ENTRYPT IOINT,300 Console I/O interrupt entry point:	CON01830
000235+	00300			235+	ORG CONSOLE+X'300'	ENT00040
000300				237+IOINT	DS OH Define entry point name.	ENT00060
				238+	PUSH USING Save overall USING environment.	ENT00070
000300	05C0			239+	BALR R12,0 Establish temporary base.	ENT00080
				240+	USING *,R12 R12 now points @ next SL instruction:	ENT00090
000302	5FC0 C27A	0057C	00302	241+	SL R12,=A(*-CONSOLE) R12 now points @ CSECT start.	ENT00100
				242+	POP USING Restore overall USING environment.	ENT00110
			00000	244	USING UCB,R1 For the duration of the source file.	CON01850
000306	9509 OFF5	00FF5		246	CLI 4085(RO),X'09' Is the interrupt from the console?	CON01870
00030A	4780 C316	00316		247	BE CNSIOINT Yes - Now examine status.	CON01880
				248	CRASH Interrupt from alien device; shut down.	CON01890
00030E	005CC309C1E2C85C			249+	DC XL1'00',CL7'*CRASH*' Undefined opcode, eye-catcher.	CRA00030
000316				251 CNSIOINT DS OH	Here to examine Device Status:	CON01910
000316	9173 OFFC	00FFC		253	TM 4092(RO),B'01110011' Bad Unit Status?	CON01930
00031A	4780 C326	00326		254	BZ CKCHSTAT No - Check for channel problems.	CON01940
				255	CRASH Yes - Severe console error(s). Shut dwn.	CON01950
00031E	005CC3D9C1E2C85C			256+	DC XL1'00',CL7'*CRASH*' Undefined opcode, eye-catcher.	CRA00030
000326				258 CKCHSTAT DS OH	Here to examine Channel Status:	CON01970
000326	9500 OFFD	00FFD		260	CLI 4093(RO),0 Any sign of trouble?	CON01990
00032A	4780 C336	00336		261	BZ CLEAN No - Clean status.	CON02000
				262	CRASH Yes - Severe I/O error(s). Shut down.	CON02010
00032E	005CC3D9C1E2C85C			263+	DC XL1'00',CL7'*CRASH*' Undefined opcode, eye-catcher.	CRA00030
				265 *	*****	CON02030
				266 *	" B". If ending status in the CSW indicates ATTENTION from the con-	CON02040
				267 *	sole, we may have to perform a read operation. If we have an	CON02050
				268 *	active reader, initiate read processing. Otherwise, purge the	CON02060
				269 *	pending console input, as we don't have a reader for it.	CON02070
				270 *	*****	CON02080
000336				272 CLEAN DS OH	Here on receipt of valid console interrupt	CON02100
000336	9580 OFFC	00FFC		274	CLI 4092(RO),X'80' Is this an ATTENTION interrupt?	CON02120
00033A	4770 C39E	0039E		275	BNE CHKGEDE No - Maybe it was ending status.	CON02130
00033E	D403 C524 C524	00524	00524	276	NC ACTIVRDR,ACTIVRDR Yes - Is there an active reader?	CON02140
000344	4770 C350	00350		277	BNZ DOREAD Yes - Perform a read operation.	CON02150
000348	AF00 000A	0000A		279	MC PURGECON,0 No - Purge useless pending console input.	CON02170
00034C	47F0 C45C	0045C		281	B INTDONE Exit to dispatcher.	CON02190

LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM 0201	22.08	11/22/86
000350				291	OOREAO OS OH	Here on ATTENTION interrupt w/active rdr:		CON02290
000350	5810 C524	00524		293	L R1,ACTIVROR	Get pointer to active reader.		CON02310
000354	0703 C524	C524	00524	294	XC ACTIVROR,ACTIVROR	Reset active reader pointer in storage		CON02320
00035A	5820 C518	00518		296	L R2,COUNT	Get # of people in Console List		CON02340
00035E	4130 0001	00001		297	LA R3,1	Compared and increment value		CON02350
000362	1E23			298	ALR R2,R3	Increment count of people in Console List.		CON02360
000364	5020 C518	00518		299	ST R2,COUNT	Update count in storage.		CON02370
000368	1923			301	CR R2,R3	Is he the only I/O user in the system?		CON02390
00036A	4770 C37E	0037E		302	BNE Q2NO	No - Queue him behind the leader.		CON02400
00036E	5010 C51C	0051C		303	ST R1,FIRST	Yes - Make him the first on Console List		CON02410
000372	5010 C520	00520		304	ST R1,LAST	He's also the last on the list.		CON02420
000376	45E0 C486	00486		305	BAL R14,RESTART	Go perform the console read operation.		CON02430
00037A	47F0 C45C	0045C		306	B INTOONE	That's the end of read processing.		CON02440
00037E				308	Q2NO OS OH	Here to queue reader second in list:		CON02460
00037E	5850 C51C	0051C		310	L R5,FIRST	Get pointer to first UCB on list		CON02480
000382	0203 1000	00000	00000	311	MVC UCBFWO,0(R5)	Make new 2nd point at original 2nd		CON02490
000388	5015 0000	00000		312	ST R1,UCBFWO-UCB(R5)	Make first point at new		CON02500
00038C	0503 C51C	C520	0051C	313	CLC FIRST,LAST	Was there originally only one UCB on list?		CON02510
000392	4770 C45C	0045C		314	BNE INTOONE	No - Then pointer to last doesn't change.		CON02520
000396	5010 C520	00520		315	ST R1,LAST	Yes - Then new UCB is now last on the list		CON02530
00039A	47F0 C45C	0045C		316	B INTOONE	Leave with new UCB enqueued.		CON02540
00039E				318	* O".	We are here when the CSW status was other than ATTENTION. The		CON02560
00039E	5850 C51C	0051C		319	* status is either one of: Channel End, Device End, or both pre-			CON02570
000382	0203 1000	00000	00000	320	* sented together. A CE, OE pair indicates the conclusion of a			CON02580
000388	5015 0000	00000		321	* write operation. CE indicates partial conclusion of a read op-			CON02590
00038C	0503 C51C	C520	0051C	322	* eration and supplies (albeit indirectly) the number of bytes			CON02600
000392	4770 C45C	0045C		323	* read. It will be followed shortly by a solitary OE interrupt			CON02610
000396	5010 C520	00520		324	* indicating completion of the read. CE, OE come back together			CON02620
00039A	47F0 C45C	0045C		325	* concurrently for a write because the write CCW is command-			CON02630
00039E				326	* chained to a NOP. For a read operation, the read channel pro-			CON02640
00039E	950C OFFC	00FFC		327	* gram consists of a singular read CCW which terminates slowly by			CON02650
0003A2	4780 C388	00388		328	* component, each component announcing its completion by a			CON02660
00039E	950C OFFC	00FFC		329	* distinct I/O interrupt presenting the ending status of the op-			CON02670
0003A2	4780 C388	00388		330	* eration within that component.			CON02680
00039E				331	* -----			CON02690
00039E				332	* -----			CON02700
00039E				334	CHKCEOE OS OH	Here when interrupt was not ATTENTION:		CON02720
00039E	950C OFFC	00FFC		336	CL1 4092(RO),X'OC'	Is it channel end, device end combo?		CON02740
0003A2	4780 C388	00388		337	BE OEQUCB	Yes - Write I/O operation has completed.		CON02750

LOC	OBJECT CODE	A0DR1	A0DR2	STMT	SOURCE STATEMENT	ASM 0201 22.08 11/22/86
0003A6	9508 OFFC	00FFC		338	CLI 4092(R0),X'08'	No - Channel end for a read?
0003AA	4770 C3B8	003B8		339	BNE DEQUCB	No - DE means read I/O operation done.
0003AE	D201 C540	00FFE	00FFE	340	MVC RESID,4094(R0)	Yes - Residual count comes back with CE.
0003B4	47F0 C45C	0045C		341	B INTDONE	Go to dispatcher and wait for solitary DE.
						CON02760
						CON02770
						CON02780
						CON02790
343 *					*****	CON02810
344 *					" E". When we are here we know an I/O operation has completed. If the	CON02820
345 *					operation was a write, continue at step F". For conclusion	CON02830
346 *					of a read, compute the number of bytes read and save it in the	CON02840
347 *					reader's R0. Then copy our parameter page to the reader's to	CON02850
348 *					transmit the input data to his address space.	CON02860
349 *					*****	CON02870
0003B8					OS OH	CON02890
					Here after CE, DE to 0EQ active I/O UCB:	
0003B8	D403 C518	00518	00518	353	NC COUNT,COUNT	Is the Console List empty??
0003BE	4770 C3CA	003CA		354	BNZ WEREOKAY	No - Good.
				355	CRASH	How did that happen???
0003C2	005CC3D9C1E2C85C			356+	DC XL1'00',CL7'*CRASH'	Undefined opcode, eye-catcher.
						CON02930
0003CA					OS OH	CON02950
					Here when we know I/O is not unsolicited:	
0003CA	5810 C51C	0051C		360	L R1,FIRST	Get pointer to first UCB on Console List.
						CON02970
0003CE	9502 1084	00084		362	UCBPRI,X'02'	Is this the conclusion of a read operation
0003D2	4770 C3F2	003F2		363	BNE IOENO	No - I/O operation was a write.
0003D6	5820 C53C	0053C		364	L R2,F132	Yes - Get buffer size (size of parm page)
0003DA	4830 C540	00540		365	LH R3,RESID	Get residual count from CE CSW
0003DE	1F23			366	SLR R2,R3	Buffer size - residual count = bytes read.
0003E0	5020 1008	00008		367	ST R2,UCBREGS+R0	Place bytes read count in user's R0.
						CON03060
0003E4	5820 1080	00080		369	L R2,UCRSTO	Get user's ST0
0003E8	5840 C528	00528		370	L R4,OURSTO	Get Console Address Space ST0
				371	CALL XMIT	Copy our parameter page to his, thereby
0003EC	5800 C580	00580		372+	L R0,=CL4'XMIT'	Load target address space identifier
0003F0	0A00			373+	SVC 0	Go to that address space.
				374 *		passing the input read data to him.
						CON03070
						CON03080
						CAL00040
						CAL00050
						CON03090
						CON03110
						CON03120
						CON03130
						CON03140
						CON03150
0003F2					OS OH	CON03170
					Here to dequeue UCB for completed I/O op:	
0003F2	0207 0000	C558	00000	384	MVC 0(8,R0),=CL8'*IOINT*'	Move entry name to trace entry.
0003F8	0208 0008	00FF4	00008	385	MVC 8(12,R0),4084(R0)	Move device address to trace entry.
0003FE	D703 0014	00014	00014	386	XC 20(4,R0),20(R0)	Clear unused portion of trace entry.
				387	TRACE	Create trace entry of this interrupt.
000404	D207 0018	C00A	00018	388+	MVC 24(8,R0),MODID	Move symbolic module name to pp words 6-7
00040A	5800 C570	00570		389+	L R0,=CL4'TRAC'	Load target address space identifier
00040E	0A01			390+	SVC 1	Go to that address space.
						CAL00040
						CAL00050
000410	D284 0000	1000	00000	392	MVC 0(UCBSIZE,R0),UCB	Copy UCB to parameter page
						CON03240

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 22.08 11/22/86
000416	5800 C518	00518		393	L R0,COUNT	Get Console List length
00041A	0600			394	BCTR R0,0	Decrement
00041C	5000 C518	00518		395	ST R0,COUNT	Update count in storage.
000420	1200			396	LTR R0,R0	Was he the only UCB on the list?
000422	4780 C430	00430		397	BZ ONLYONE	Yes - Dequeue him correctly.
000426	D203 C51C 1000	0051C 00000		398	MVC FIRST,UCBFWD	No - FIRST <- A(Next UCB)
00042C	417F0 C43C	0043C		399	B DEQDONE	He has now been removed from the list.
000430				401	ONLYONE DS OH	Here when dequeuing the only UCB on list:
000430	D703 C51C C51C 0051C	0051C		403	XC FIRST,FIRST	Zero first pointer,
000436	D703 C520 C520 00520	00520		404	XC LAST, LAST	Zero last pointer.
000438				406 *	-----*	CON03380
00043C	D78F 1000 1000 00000	00000		407 *	F". Release the space held by the UCB in the "Console List, and then *	CON03390
000442	D203 1000 C514 00000 00514	00000 00514		408 *	call the scheduler to make this UCB runnable again. The call *	CON03400
				409 *	to scheduler passes the UCB image in the parameter page. *	CON03410
				410 *	-----*	CON03420
00043C				412	DEQDONE DS OH	Here when UCB has been dequeued:
00043C	D78F 1000 1000 00000	00000		414	XC UCB(SLOTSIZE),UCB	Clear out storage held by UCB.
000442	D203 1000 C514 00000 00514	00000 00514		415	MVC UCBFWD,FREE	Mark the slot free.
000448	5800 C584	00584		417	CALLXMIT S10D	Schedule the user to run.
00044C	0A01			418+	L R0,=CL4'S10D'	Load target address space identifier
				419+	SVC 1	Go to that address space.
				421 *	-----*	CON03510
				422 *	G". If there are more queued console requests, start the next. *	CON03520
				423 *	Then exit to dispatcher. *	CON03530
				424 *	-----*	CON03540
00044E	D403 C518 C518 00518	00518		426	NC COUNT,COUNT	Are there queued requests?
000454	4780 C45C	0045C		427	BZ INTDONE	No - That's a wrap.
000458	45E0 C486	00486		428	BAL R14,RESTART	Yes - Restart console for next q'd request
00045C				430	INTDONE DS OH	Here when interrupt processing is complete
00045C				432	EXIT DSP	Go to dispatcher.
00045C	5800 C574	00574		433+	L R0,=CL4'DSP'	Load target address space identifier
000460	0A02			434+	SVC 2	Go to that address space.
						EX100040
						EX100050

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	22.08	11/22/86
000462	4110 C600	00600		436	*-----*				* CON03640
000466				437	* Subroutine: FINDSLOT				* CON03650
				438	*				* CON03660
				439	* Called by: WRITE and READ entry points.				* CON03670
				440	*				* CON03680
				441	* Function: Search the UCB table for a free slot. Move the parameter page UCB instance to the slot. Then, set the UCB forward pointer to null and return to the caller.				* CON03690
				442	*				* CON03700
				443	*				* CON03710
				444	*-----*				* CON03720
000462				446	FINDSLOT DS OH	Called to locate free UCB slot:			CON03740
000462	4110 C600	00600		448	LA R1,UCBAREA	Point at UCB slot pool.			CON03760
000466				449	FINDUCB DS OH	Search for free UCB:			CON03770
000466	D503 C514 1000 00514 00000			451	CLC	FREE,UCB			CON03790
00046C	4780 C478 00478			452	BE	FOUNDUCB			CON03800
000470	4110 1090 00090			453	LA	R1,SLOTSIZE(,R1) No - Move to next,			CON03810
000474	47F0 C466 00466			454	B	FINDUCB			CON03820
000478				456	FOUNDUCB DS OH	Here when free UCB slot has been located:			CON03840
000478	D284 1000 0000 00000 00000			458	MVC	UCB(UCBSIZE),0(R0) Install new UCB in table.			CON03860
00047E	D203 1000 C510 00000 00510			459	MVC	UCBFWD,NULL Give new node a null forward pointer.			CON03870
000484	07FE			461	BR R14	Return to caller with slot address in R1.			CON03890

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	22.08	11/22/86
000486				463 *	-----				* CON03910
				464 *	Subroutine: RESTART				* CON03920
				465 *					* CON03930
				466 *	Called by: WRITE and JOINT entry points.				* CON03940
				467 *					* CON03950
				468 *	Function: Start an I/O operation to the console on behalf of the				* CON03960
				469 *	first user on the Console List. The return to the				* CON03970
				470 *	caller.				* CON03980
				471 *					* CON03990
				472 *	A read operation is simple. Merely clear the parameter				* CON04000
				473 *	page which doubles as a read buffer and start the read				* CON04010
				474 *	channel program in PGMFLIH.				* CON04020
				475 *					* CON04030
				476 *	A write operation is described below.				* CON04040
				477 *	-----				* CON04050
000486				479 RESTART DS OH	Called to locate free UCB slot:				CON04070
000486	5810 C51C	0051C		481 L R1, FIRST	Get pointer to UCB for whom we will do I/O				CON04090
00048A	9502 1084	00084		483 CLI UC8PRI, X'02'	Is this guy a reader?				CON04110
00048E	4770 C4A0	004A0		484 BNE WRITER	No - Process a writer.				CON04120
000492	9825 C52C	0052C		485 LM R2, R5, CLRPP	Yes - Get MVCL clear parameters.				CON04130
000496	0E24			486 MVCL R2, R4	Clear parameter page (READ input buffer).				CON04140
000498	5850 C53C	0053C		487 L R5, F132	Get READ buffer size				CON04150
00049C	47F0 C4E0	004E0		488 B GETIOCMD	Proceed on towards SIO...				CON04160
				490 *	-----				* CON04180
				491 *	For a writer, copy his parameter page to ours. This gives us a				* CON04190
				492 *	copy of the message to be written in our parameter page. Slide the				* CON04200
				493 *	user's message ten spaces to the right in our parameter page and				* CON04210
				494 *	insert his userid as a prefix to the message in the first ten pos-				* CON04220
				495 *	itions of the text. Then start the write I/O operation.				* CON04230
				496 *	-----				* CON04240
0004A0				498 WRITER DS OH	Here to set up for WRITE I/O operation:				CON04260
0004A0	5820 C528	00528		500 L R2, OURSTO	Get Console Address Space STO				CON04280
0004A4	5840 1080	00080		501 L R4, UCBSTO	Get User's STO				CON04290
				502 CALL XMIT	Move user's write data to our parm page.				CON04300
0004A8	5800 C580	00580		503+ L R0, =CL4'XMIT'	Load target address space identifier				CAL00040
0004AC	0A00			504+ SVC 0	Go to that address space.				CAL00050
0004AE	5830 1008	00008		506 L R3, UC8REGS+R0	Get user-supplied message length from R0.				CON04320
0004B2	4120 0046	00046		507 LA R2, 70	Get maximum length of a message				CON04330
0004B6	1932			508 CR R3, R2	Is user's message length <= 70 bytes?				CON04340
0004B8	47D0 C4BE	004BE		509 BNH LENGTHOK	Yes - Use user-supplied length.				CON04350
0004BC	1832			510 LR R3, R2	No - Write only first 70 bytes of message				CON04360
0004BE				512 LENGTHOK DS OH	Here with length of message in R3:				CON04380
0004BE	1853			514 LR R5, R3	Get length of message in R5				CON04400
0004C0	1823			515 LR R2, R3	Get length of message in R2				CON04410
0004C2	0620			516 BCTR R2, 0	Subtract 1				CON04420

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	DATE	TIME
0004C4				518	SHIFT DS OH	Slide message 10 spaces to the right:	0201	22.08
0004C4	D200	3009	2000	00009	00000		11/22	86
0004CA	0620			520	MVC	Move one byte at a time.		
0004CC	4630	C4C4		521	BCTR	Back up source to the previous byte of msg		
				522	BCT	Back up destination by one byte.		
0004D0	D207	0000	1078	00000	00078			
000406	D201	0008	C588	00008	00588			
0004DC	4155	000A		0000A				
0004E0				527	LA	R5 = Length of user's message + 10.		
0004E0	4300	1084		00084				
0004E4	1815			529	GETIOCMD OS	Here with message length in R5:		
				531	IC	Get I/O operation command code in R0		
				532	LR	R1 <- msg length per CONSIO convention.		
0004E6	AF00	0009		00009				
				534	MC	Do Start I/O...		
0004EA	07FE			536	BR	Return to caller.		

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	22.08	11/22/86
0004F0				538	*-----				* CON04640
0004F0				539	* Module constants and data areas:				* CON04650
0004F0				540	*-----				* CON04660
0004F0				541	DS	Align constant area.			CON04670
0004F0				542	SAVEAREA	8 word savearea.			CON04680
000510	FFFFFFFF			543	NULL	Null UCB forward pointer.			CON04690
000514	C609C5C5			544	FREE	Compared for free UCB slot search.			CON04700
000518	00000000			545	COUNT	Number of UC8s installed in the table.			CON04710
00051C	00000000			546	FIRST	Pointer to first queued UC8.			CON04720
000520	00000000			547	LAST	Pointer to last queued UC8.			CON04730
000524	00000000			548	ACTIVRDR	Pointer to active reader UCB.			CON04740
000528	00000000			549	OURSTO	Console Address Space STO.			CON04750
000530	00000000			550	CLRPP	Used by MVCL to clear parameter page.			CON04760
000534	0000000000000000			551	F4096	Used by MVCL parameter page clear length.			CON04770
00053C	00000000			552	F132	Used by MVCL parameter page clear.			CON04780
000540	00000084			553	RESID	Smaller read buffer size.			CON04790
000548				554	LTORG	Holds CSW residual data count from read.			CON04800
000548	5CE609C9E3C55C40			555					CON04810
000550	5C09C5C1C45C4040			556		=CL8 '*WRITE*'			
000558	5CC9D6C9D5E35C40			557		=CL8 '*READ*'			
000560	00000002			558		=CL8 '*IOINT*'			
000564	00000102			559		=A(*-CONSOLE)			
000568	D9D3C4D8			560		=A(*-CONSOLE)			
000570	D9D3C5D8			561		=CL4 'RLDq'			
000574	C4E2D740			562		=CL4 'RLEq'			
000578	00000202			563		=CL4 'TRAC'			
00057C	00000302			564		=CL4 'DSP'			
000580	E7D4C9E3			565		=A(*-CONSOLE)			
000584	E2C9D6C4			566		=A(*-CONSOLE)			
000588	7A40			567		=CL4 'XMIT'			
				568		=CL4 '\$IOD'			
				569		=C';			
				570	*-----				* CON04820
				571	* UCB pool / Console List:				* CON04830
				572	*-----				* CON04840
00058A		00600		574	ORG	CONSOLE+X'600'			CON04860
		00090		576	SLOTSIZE EQU	X'90'	Slightly larger than a UCB.		CON04880
000600		00600		578	UC8AREA	(10)XL(SLOTSIZE) Define enough space for 10 UCBs.			CON04900
000600		00600		579	ORG	UCBAREA			CON04910
000600	C6D9C5C5			580	DC	CL4 'FREE'			CON04920
000604		00690		581	ORG	UCBAREA+SLOTSIZE			CON04930
000690	C6D9C5C5			582	DC	CL4 'FREE'			CON04940
000694		00720		583	ORG	UCBAREA+{SLOTSIZE*2}			CON04950
000720	C6D9C5C5			584	DC	CL4 'FREE'			CON04960
000724		00780		585	ORG	UC8AREA+{SLOTSIZE*3}			CON04970
000780	C6D9C5C5			586	DC	CL4 'FREE'			CON04980
0007B4		00840		587	ORG	UCBAREA+{SLOTSIZE*4}			CON04990
000840	C609C5C5			588	DC	CL4 'FREE'			CON05000
000844		008D0		589	ORG	UCBAREA+{SLOTSIZE*5}			CON05010
0008D0	C6D9C5C5			590	DC	CL4 'FREE'			CON05020
0008D4		00960		591	ORG	UCBAREA+{SLOTSIZE*6}			CON05030
000960	C6D9C5C5			592	DC	CL4 'FREE'			CON05040

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	22.08	11/22/86
000964				593	ORG UCBAREA+{SLOTSIZE*7)				CON05050
0009F0	C6D9C5C5		009F0	594	DC CL4,'FREE				CON05060
0009F4				595	ORG UCBAREA+{SLOTSIZE*8)				CON05070
000A80	C6D9C5C5		00A80	596	DC CL4,'FREE				CON05080
000A84				597	ORG UCBAREA+{SLOTSIZE*9)				CON05090
000B10	C609C5C5		00B10	598	DC CL4,'FREE				CON05100
				600	PRINT OFF				CON05120

POS. ID	REL. ID	FLAGS	ADDRESS
0002	0001	0C	000528

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SYMBOL	LEN	VALUE	DEFN	REFERENCES	
UCBID	00008	00000078	00717	00122 00209 00524	
UCBPRI	00001	00000084	00719	00108 00195 00362	00483 00531
UCBSIZE	00001	00000085	00724	00392 00458	
UCBSTO	00004	00000080	00718	00369 00501	
WEREOKAY	00002	000003CA	00358	00354	
WRITER	00002	000004A0	00498	00484	
WRITEXIT	00002	00000180	00167	00104 00164	

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	21.09	11/18/86
50	*				-----				SCH00340
51	*				A. Time Slice End entry point.				SCH00350
52	*								SCH00360
53	*				-Trace the invocation of this entry point.				SCH00370
54	*				-Get the UCB of the guy who consumed all his time. He is the				SCH00380
55	*				first user on the run list.				SCH00390
56	*				-Set his UCB priority to indicate he consumed his quantum.				SCH00400
57	*				-Give him a full quantum for the next round.				SCH00410
58	*				-Call Run List Address Space ENQUEUE entry point to place this				SCH00420
59	*				UCB back on the run list.				SCH00430
60	*				-Go to dispatcher.				SCH00440
61	*				-----				SCH00450
63					ENTRYPT TSEN0,100				SCH00470
65+			00100		ORG SCH+X'100'				ENT00040
67+TSEN0					OS OH				ENT00060
68+					PUSH USING				ENT00070
69+					BALR R12,0				ENT00080
70+					USING *R12				ENT00090
71+			00102		SL R12,=(A*(-SCH)				ENT00100
72+			0037C		POP USING				ENT00110
74					CALL RLOQ				SCH00490
75+			00380		L RO,=CL4'RLOQ'				CAL00040
76+					SVC 0				CAL00050
78			00000		USING UCB,R0				SCH00510
80			00000		MVC SAVEAREA,UCB				SCH00530
82			00360		MVC 0(8,R0),=CL8'TSEN0'				SCH00550
83			00078		MVC 8(8,R0),UCB10				SCH00560
84			00078		TRACE				SCH00570
85+			0000A		MVC 24(8,R0),MO010				TRA00030
86+			00384		L RO,=CL4'TRAC'				CAL00040
87+					SVC 1				CAL00050
89			00338		MVC UCB(L'SAVEAREA),SAVEAREA				SCH00590
91			00084		MVI UCBPRI,UCBPRI				SCH00610
92			00358		MVC UCBTIMER,NEWSLICE				SCH00620
94					CALLXMIT RLEQ				SCH00640
95+			00388		L RO,=CL4'RLEQ'				CAL00040
96+					SVC 1				CAL00050
98					EXIT OSP				SCH00660
99+			0038C		L RO,=CL4'OSP'				EXI00040
100+					SVC 2				EXI00050

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	11/18/86
000146				114	ENTRYPT ROUSE,200	Rouse sleeping user entry point:	SCH00800
000200			00200	116+	ORG SCHX'200'		ENT000040
000200	05C0			118+ROUSE	DS OH	Define entry point name.	ENT000060
000202	5FC0 C18E	00390	00202	119+	PUSH USING	Save overall USING environment.	ENT000070
				120+	BALR R12,0	Establish temporary base.	ENT000080
				121+	USING *,R12	R12 now points @ next SL instruction.	ENT000090
				122+	SL R12,=A(*-SCH)	R12 now points @ CSECT start.	ENT00100
				123+	POP USING	Restore overall USING environment.	ENT00110
000206	D21F C338 0000 00338 00000			125	MVC SAVEAREA,UCB	Copy UCB data because trace destroys it.	SCH00820
00020C	D207 0000 C368 00000 00368			127	MVC 0(8,R0),=CL8'*ROUSE*'	Move entry point name to trc entry	SCH00840
000212	D207 0008 0078 00008 00078			128	MVC 8(8,R0),UCBID	Move user's name to trace entry.	SCH00850
				129	TRACE	Trace invocation of this entry point.	SCH00860
000218	D207 0018 C00A 00018 0000A			130+	MVC 24(8,R0),MODID	Move symbolic module name to pp words 6-7	TRAO00030
00021E	5800 C384 00384			131+	L R0,=CL4'TRAC'	Load target address space identifier	CAL000040
000222	0A01			132+	SVC 1	Go to that address space.	CAL000050
000224	D21F 0000 C338 00000 00338			134	MVC UCB(L'SAVEAREA),SAVEAREA	Restore partially-destroyed UCB	SCH00880
00022A	9280 0084 00084			136	MV1 UCBPRI,UCBPRIWK	Indicate user is waking up.	SCH00900
00022E	D207 0070 C358 00070 00358			137	MVC UCBTIMER,NEWSLICE	Replenish user's dispatch quantum.	SCH00910
000234	5800 C388 00388			139	CALLXMIT RLEQ	Add runnable UCB to dispatch list.	SCH00930
000238	0A01			140+	L R0,=CL4'RLEQ'	Load target address space identifier	CAL000040
				141+	SVC 1	Go to that address space.	CAL000050
00023A	0A03			143	RETURN	Return to caller.	SCH00950
				144+	SVC 3		RET00030
				102 *			* SCH00680
				103 *			* SCH00690
				104 *	B. Rouse entry point.		* SCH00700
				105 *			* SCH00710
				106 *	* Passed a UCB dequeued from the Sleep List.		* SCH00720
				107 *			* SCH00730
				108 *	-Trace the invocation of this entry point.		* SCH00740
				109 *	-Set his UCB priority to indicate he is waking up.		* SCH00750
				110 *	-Give him a full time slice for his next dispatch.		* SCH00760
				111 *	-Add UCB to run list.		* SCH00770
				112 *	-Return to caller.		* SCH00780

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	DATE	TIME	LOC
146	*				-----		11/18/86		SCH00970
147	*				* C. IODONE entry point.				SCH00980
148	*								SCH00990
149	*				* Passed a UCB dequeued from the Console Wait List.				SCH01000
150	*								SCH01010
151	*				-Trace the invocation of this entry point.				SCH01020
152	*				-Set his UCB priority to indicate he is coming back from an				SCH01030
153	*				I/O operation.				SCH01040
154	*				-Add UCB to run list.				SCH01050
155	*				-Return to caller.				SCH01060
156	*				-----				SCH01070
158					ENTRYPT IODONE,300 Console I/O completed entry point:				SCH01090
00023C			00300	160+	ORG SCH+X'300'				ENT000040
000300				162+ IODONE	OS OH Define entry point name.				ENT000060
				163+ PUSH USING	BALR R12,0 Save overall USING environment.				ENT000070
				164+ USING *,R12	SL R12,=A(*-SCH) Establish temporary base.				ENT000080
				165+ POP USING	Restore overall USING environment.				ENT000090
000302	5FC0 C092	00394	00302	166+	MVC SAVEAREA,UCB Copy UCB data because trace destroys it.				ENT000100
				167+					ENT000110
000306	D21F C338 0000 00338 00000			169	MVC O(8,R0),=CL8'*IODONE*' Mov entry point name to trc entry				SCH01130
00030C	D207 0000 C370 00000 00370			171	MVC 8(8,R0),UCBID Move user's name to trace entry.				SCH01140
000312	D207 0008 0078 00008 00078			172	TRACE Trace invocation of this entry point.				SCH01150
000318	D207 0018 C00A 00018 0000A			174+	MVC 24(8,R0),MODID Move symbolic module name to pp words 6-7				TRA00030
00031E	5800 C384 00384			175+	L R0,=CL4'TRAC' Load target address space identifier				CAL00040
000322	0A01			176+	SVC 1 Go to that address space.				CAL00050
000324	D21F 0000 C338 00000 00338			178	MVC UCB(L'SAVEAREA),SAVEAREA Restore partially-destroyed UCB				SCH01170
00032A	9240 0084 00084			180	MVI UCBPRI,UCBPRI10 Indicate user is coming back from I/O.				SCH01190
00032E	5800 C388 00388			182	CALLXMIT RLEQ Add runnable UCB to dispatch list.				SCH01210
000332	0A01			184+	L R0,=CL4'RLEQ' Load target address space identifier				CAL00040
					SVC 1 Go to that address space.				CAL00050
000334	0A03			186	RETURN Return to caller.				SCH01230
				187+	SVC 3				RET00030

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	DATE	TIME	FILE
000338				189	DS	OD			SCH01250
000338				190	SAVEAREA DS	XL(8*4)			SCH01260
000358	000000001000000000			191	NEWSLICE DC	XL8'000000001000000000'			SCH01270
000360				192	LTORG				SCH01280
000360	5CE3E2C5D5C45C40			193		=CL8'*TSEND*'			
000368	5C09D6E4E2C55C40			194		=CL8'*ROUSE*'			
000370	5CC9D6C4D6D5C55C			195		=CL8'*IDONE*'			
000378	00000002			196		=A(*-SCH)			
00037C	00000102			197		=A(*-SCH)			
000380	D9D3C4D8			198		=CL4'RLDQ'			
000384	E3D9C1C3			199		=CL4'TRAC'			
000388	D9D3C5D8			200		=CL4'RLEQ'			
00038C	C4E2D740			201		=CL4'DSP'			
000390	00000202			202		=A(*-SCH)			
000394	00000302			203		=A(*-SCH)			
				204	PRINT OFF				SCH01290

Force alignment for constants.
Holds part of UCB while tracing.
Dispatch quantum.

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000012	00045	00043
MODID	00008	0000000A	00044	00085 00130 00174
NEWSLICE	00008	00000358	00191	00092 00137
RO	00001	00000000	00219	00075 00078 00082 00085 00086 00095 00099 00127 00128 00130 00131 00140 00171 00172
R12	00001	0000000C	00231	00174 00175 00183
SAVEAREA	00032	00000338	00190	00036 00037 00038 00039 00041 00069 00070 00071 00120 00121 00122 00164 00165 00166
SCH	00001	00000000	00034	00080 00089 00089 00125 00134 00134 00169 00178
UCB	00001	00000000	00312	00041 00065 00116 00160 00196 00197 00202 00203
UCBID	00008	00000078	00319	00078 00080 00089 00125 00134 00169 00178 00326
UCBPRI	00001	00000084	00321	00083 00128 00172
UCBPRI10	00001	00000040	00324	00091 00136 00180
UCBPRI10	00001	00000040	00324	00180
UCBPRI10	00001	00000020	00325	00091
UCBPRI10	00001	00000020	00325	00091
UCBPRI10	00001	00000080	00323	00136
UCBTIMER	00008	00000070	00318	00092 00137

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 13.44 11/17/86
000022	D207 0018 C00A 00018 0000A			56	TRACE	No - Trace no work available condition.
000028	5800 C0C0 000C0			57+	MVC	24(8,R0),MODID Move symbolic module name to pp words 6-7
00002C	0A01			58+	L	R0,=CL4'TRAC'
				59+	SVC 1	Load target address space identifier
						Go to that address space.
00002E	AF00 0007 00007			61	MC	IDLE,0 Enter no-work idle wait state.
000032				63	PREPARE DS OH	Here with dispatchable candidate UCB:
000032	5820 0080 00080			65	L	R2,UCBST0 Get user's ST0.
000036	9836 0068 00068			66	LM	R3,R6,UCBPSW Get user's PSW (R3,4) and quantum (R5,6).
00003A	AF00 0001 00001			67:	MC	SDP,0 Set Dispatch Parameters in low core.
00003E	D23F C074 0008 00074 00008			69	MVC	USERREGS,UCBGRREGS Save reg image destroyed by tracing:
000044	9026 0000 00000			70	STM	R2,R6,0(R0) Construct trace entry for user dispatch.
				71	TRACE	Insert trace entry into table.
000048	D207 0018 C00A 00018 0000A			72+	MVC	24(8,R0),MODID Move symbolic module name to pp words 6-7
00004E	5800 C0C0 000C0			73+	L	R0,=CL4'TRAC'
000052	0A01			74+	SVC 1	Load target address space identifier
						Go to that address space.
000054	7800 0048 00048			76	LE	F0,UCBFREGS Restore
000058	7820 0050 00050			77	LE	F2,UCBFREGS+8 user's
00005C	7840 0058 00058			78	LE	F4,UCBFREGS+16 floating point
000060	7860 0060 00060			79	LE	F6,UCBFREGS+24 registers.
000064	980F C074 00074			81	LM	R0,R15,USERREGS Restore user's general-purpose registers
000068	AF00 0002 00002			83	MC	DISPATCH,0 Signal DISPATCH.
000070				85	DS	OD Align constant area.
000070	D5D6D5C5			86	DC	CL4,'NONE'
000074				87	USERREGS DS	XL(16*4) Indicates no dispatchable UCBs.
0000B8				88	LTORG	Temporary storage for user's general regs.
0000B8	00000002			89		=A(*-DSP)
0000BC	D9D3C7C4			90		=CL4,'RLGD'
0000C0	E3D9C1C3			91		=CL4'TRAC'
				92	PRINT OFF	

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SYMBOL	LEN	VALUE	OEFN	REFERENCES
AROUNO	00002	00000012	00046	00044
DISPATCH	00001	00000002	00141	00083
OSP	00001	00000000	00035	00042 00089
F0	00001	00000000	00127	00076
F2	00001	00000002	00128	00077
F4	00001	00000004	00129	00078
F6	00001	00000006	00130	00079
IOLC	00001	00000007	00146	00061
MODIO	00008	0000000A	00045	00057 00072
NOWORK	00004	00000070	00086	00054
PREPARE	00002	00000032	00063	00055
R0	00001	00000000	00107	00049 00052 00057 00058 00070 00072 00073 00081
R12	00001	0000000C	00119	00037 00038 00039 00040 00042
R15	00001	0000000F	00122	00081
R2	00001	00000002	00109	00065 00070
R3	00001	00000003	00110	00066
R6	00001	00000006	00113	00066 00070
SOP	00001	00000001	00140	00067
UCB	00001	00000000	00199	00052 00054 00212 00079
UCBFREGS	00004	00000048	00203	00076 00077 00078 00079
UCBGREGS	00004	00000008	00202	00069
UCBPSW	00008	00000068	00204	00066
UCBSTO	00004	00000080	00207	00065
USERREGS	00064	00000074	00087	00069 00081

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Address	Disassembly	Comments	Symbolic Name
3	Module: STARTUP	System Startup code.	
4	Function: Initializes data needed to get the system running.		
5	Caller: Not called. Receives control from the loader via LDT card.		
6	Mode: Supervisor state, DAT off, Key 0.		
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
20	EXTRN SVCFLIH,EXTFLIH,PGMFLIH,DATABLES,AUTH,USER1PP,TLAS		
21	EXTRN EXTSP,ATHPP,IOFLIH,CONSP,CONSCW,CONSOLE		
23	CSECT STARTUP	System startup code:	
25+	PUNCH 'SPB'	Make module start on a page boundary.	
27+STARTUP	CSECT	Establish R12 as module overall base:	
29+	8ALR R12,0	Give R12 a temporary base value;	
30+	USING *,R12	R12 now points @ SL instruction	
31+	SL R12,=A(*-STARTUP)	R12 = R12 - offset from CSECT start	
32+	DRDP R12	R12 doesn't point at SL anymore;	
34+	USING STARTUP,R12	Now R12 has A(This CSECT) in it.	
36+	B AROUND	Jump past symbolic module identifier.	
37+MODID	DC CL8 'STARTUP'	Handy when poking around in storage.	
38+AROUND	DS OH	End of CSECT expansion.	
40	USING PSA,R0	Address low core fields.	
42	LPSW ECODE	First thing to do is turn on EC mode.	
44	NEXTINST DS OH	Preceding LPSW vectors us here.	
46	MVI SYSTATE,RUNIDLE	System is initially idle.	
48	MVC SYSPSW,SSYSPSW	Initialize system Addr Space dispatch PSW	
50	MVC SVCNEW,SSVCNEW	Initialize	
51	MVC EXTNEW,SEXTNEW	interrupt	
52	MVC IONNEW,SIONEW	new	
53	MVC PGMNEW,SPGMNEW	PSWs.	
55	LCTL 0,0,CREGO	Set	

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM
00003C	B722 C114	00114		56	LCTL 2,2,CREG2 control	STA00410
000040	B788 C118	00118		57	LCTL 8,8,CREG8 registers 0, 2 & 8.	STA00420
				59 *	*****	STA00440
				60 *	* Set special storage keys for individually protected pages of the	STA00450
				61 *	* system.	STA00460
				62 *	*****	STA00470
000044	5810 C144	00144		64	L R1=A(DATABLES) DAT Tables are key 0.	STA00490
000048	1744			65	XR R4,R4 Zero key register	STA00500
00004A	0841			66	SSK R4,R1 Set key	STA00510
00004C	5810 C148	00148		67	L R1=(STARTUP) Startup code is key 0.	STA00520
000050	0841			68	SSK R4,R1 Set key	STA00530
000052	5810 C14C	0014C		70	L R1=(A(SVCFLIH) SVC FLIH is key 1.	STA00550
000056	4340 C13C	0013C		71	IC R4,KEY1 Get key	STA00560
00005A	0841			72	SSK R4,R1 Set key	STA00570
00005C	5810 C150	00150		73	L R1=(AUTHPP) AUTH parameter page is also key 1.	STA00580
000060	0841			74	SSK R4,R1 Set key	STA00590
000062	5810 C154	00154		76	L R1=(EXTFLIH) External FLIH is key 2.	STA00610
000066	4340 C13D	00130		77	IC R4,KEY2 Get key	STA00620
00006A	0841			78	SSK R4,R1 Set key	STA00630
00006C	5810 C158	00158		79	L R1=(EXTSP) External SLIH parameter page is also key 2	STA00640
000070	0841			80	SSK R4,R1 Set key	STA00650
000072	5810 C15C	0015C		82	L R1=(A(IOFLIH) I/O FLIH is key 3.	STA00670
000076	4340 C13E	0013E		83	IC R4,KEY3 Get key	STA00680
00007A	0841			84	SSK R4,R1 Set key	STA00690
00007C	5810 C160	00160		85	L R1=(A(CONSP) Console Address Space parameter page key 3	STA00700
000080	0841			86	SSK R4,R1 Set key	STA00710
000082	5810 C164	00164		87	L R1=(A(CONSOLE) Console Address Space is key 3.	STA00720
000086	0841			88	SSK R4,R1 Set key	STA00730
000088	5810 C168	00168		90	L R1=(A(PGMFLIH) Program FLIH is key 4.	STA00750
00008C	4340 C13F	0013F		91	IC R4,KEY4 Get key	STA00760
000090	0841			92	SSK R4,R1 Set key	STA00770
000092	1711			93	XR R1,R1 Point @ page zero	STA00780
000094	0841			94	SSK R4,R1 Page zero is key 4.	STA00790
				96 *	*****	STA00810
				97 *	* Set remaining pages of system code/data to key 5.	STA00820
				98 *	*****	STA00830
000096	9814 C11C	0011C		100	LM R1,R4,SYSKPARM Get parameters to set system storage keys	STA00850
00009A	0841			101	DS OH Loop to set storage keys for system A. S.	STA00860
00009A	0841			102	SSK R4,R1 Set key for page of system address space.	STA00870
00009C	8712 C09A	0009A		103	BXLE R1,R2,SETSYSK Process every page	STA00880
				105 *	*****	STA00900
				106 *	* Set remaining pages of user code/data to key 6.	STA00910
				107 *	*****	STA00920
0000A0	9814 C12C	0012C		109	LM R1,R4,USRKPARM Get parameters to set user storage keys	STA00940
0000A4				110	DS OH Loop to set storage keys for user addr sp	STA00950

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 14.58 11/23/86
0000A4	0841			111	SSK R4,R1	STA00960
0000A6	8712 C0A4	000A4		112	BXLE R1,R2,SETUSRK	STA00970
						Set key for page of user address space. Process every page
0000AA	D203 0048 C16C	00048	0016C	114	MVC CAW,=(CONSCGW)	STA00990
0000B0	9230 0048	00048		115	MVI CAW,X'30'	STA01000
						Move CONSPP key to CAW.
0000B4	B204 C0F8	000F8		117	SCK TSUB0	STA01020
0000B8	B206 C100	00100		118	SCKC BIGCLOCK	STA01030
0000BC	B20B C108	00108		119	SPT BIGTIMER	STA01040
						Initialize TOD clock. Initialize clock comparator. Initialize CPU timer.
0000C0	5800 C170	00170		121	EXIT DSP	STA01060
0000C4	0A02			122+	L R0,=CL4'DSP'	EX100040
				123+	SVC 2	EX100050
						Load target address space identifier Go to that address space.
0000C8	000800000000000016			125	DS OD	STA01080
0000C8	000800000000000016			126	ECMODE XL4'00080000',A(NEXTINST)	STA01090
0000D0	0459000000000000			127	SSYSPSW DC XL4'04590000',F'0'	STA01100
0000D8	0019000000000000			128	SSVCNEW DC XL4'00190000',A(SVCFLIH)	STA01110
0000E0	0029000000000000			129	SEXTNEW DC XL4'00290000',A(EXTFLIH)	STA01120
0000E8	0039000000000000			130	S1ONEW DC XL4'00390000',A(10FLIH)	STA01130
0000F0	0048000000000000			131	SPGMNEW DC XL4'00480000',A(PGMFLIH)	STA01140
0000F8	0000000000000000			132	TSUB0 DC 2F'0'	STA01150
000100	FFFFFFFFFFFFFFFFFFFF			133	BIGCLOCK DC 2F'-1'	STA01160
000108	FFFFFFFFFFFFFFFFFFFF			134	BIGTIMER DC XL4'7FFFFFFF',F'-1'	STA01170
000110	01800C00			135	CREG0 DC XL4'01800C00'	STA01180
000114	80000000			136	CREG2 DC XL4'80000000'	STA01190
000118	00008000			137	CREG8 DC XL4'00008000'	STA01200
00011C	0000000000001000			138	SYSKPARM DC A(AUTH),F'4096',A(TLAS),XL4'000000050'	STA01210
00012C	0000000000001000			139	USRKPARM DC A(USER1PP),F'4096',A(STARTUP-1000),XL4'000000060'	STA01220
00013C	10			140	KEY1 DC X'10'	STA01230
00013D	20			141	KEY2 DC X'20'	STA01240
00013E	30			142	KEY3 DC X'30'	STA01250
00013F	40			143	KEY4 DC X'40'	STA01260
000140				144	LTORG	STA01270
000140	00000002			145		=A(*-STARTUP)
000144	00000000			146		=A(DATABLES)
000148	00000000			147		=A(STARTUP)
00014C	00000000			148		=A(SVCFLIH)
000150	00000000			149		=A(AUTHPP)
000154	00000000			150		=A(EXTFLIH)
000158	00000000			151		=A(EXTSPP)
00015C	00000000			152		=A(10FLIH)
000160	00000000			153		=A(CONSPP)
000164	00000000			154		=A(CONSOLE)
000168	00000000			155		=A(PGMFLIH)
00016C	00000000			156		=A(CONSCGW)
000170	C4E2D740			157		=CL4'DSP'
				158	PRINT OFF	STA01280

CROSS-REFERENCE

STARTUP

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUNO	00002	00000012	00038	00036
AUTH	00001	00000000	00020	00138
AUTHPP	00001	00000000	00021	00149
BIGLOCK	00004	00000100	00133	00118
BIGTIMER	00004	00000108	00134	00119
CAW	00004	00000048	00329	00114 00115
CONSCCW	00001	00000000	00021	00156
CONSOLE	00001	00000000	00021	00154
CONSPp	00001	00000000	00021	00153
CREGO	00004	00000110	00135	00055
CREG2	00004	00000114	00136	00056
CREG8	00004	00000118	00137	00057
DATABLES	00001	00000000	00020	00146
ECMODE	00004	000000C8	00126	00042
EXTFLIH	00001	00000000	00020	00129 00150
EXTNEW	00008	00000058	00331	00051
EXTSPp	00001	00000000	00021	00151
IOFLIH	00001	00000000	00021	00130 00152
IONEW	00008	00000078	00335	00052
KEY1	00001	0000013C	00140	00071
KEY2	00001	00000130	00141	00077
KEY3	00001	0000013E	00142	00083
KEY4	00001	0000013F	00143	00091
NEXTINST	00002	00000016	00044	00126
PGMFLIH	00001	00000000	00020	00131 00155
PGMNEW	00008	00000068	00333	00053
PSA	00001	00000000	00321	00040
RUNIDLE	00001	00000020	00223	00046
RO	00001	00000000	00173	00040
R1	00001	00000001	00174	00029 00030
R12	00001	0000000C	00185	00122
R2	00001	00000002	00175	00066
R4	00001	00000004	00177	00087 00072 00073 00074 00076 00078 00079 00080 00082 00084 00085
SETSRSK	00002	0000009A	00101	00067 00068 00070 00072 00073 00074 00076 00078 00079 00080 00082 00084 00085
SETUSRK	00002	000000A4	00110	00066 00087 00093 00094 00100 00102 00103 00109 00111 00112
SEXTNEW	00004	000000E0	00129	00029 00030 00032 00034
SIONEW	00004	000000E8	00130	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SPGMNEW	00004	000000F0	00131	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SSVCNEW	00004	000000D8	00128	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SSYSPSW	00004	00000000	00127	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
STARTUP	00001	00000000	00027	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SVCFLIH	00001	00000000	00020	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SVCNEW	00008	00000060	00332	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SYSKPARM	00004	0000011C	00138	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SYSPSW	00008	00000470	00353	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
SYSTATE	00004	00000468	00351	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
TLAS	00001	00000000	00020	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
TSUBO	00004	000000F8	00132	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
USER1PP	00001	00000000	00020	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091
USRKPARM	00004	0000012C	00139	00066 00068 00071 00072 00074 00077 00078 00080 00083 00084 00086 00088 00091

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CROSS-REFERENCE

SHUTDOWN

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	000000012	00036	00034
R12	00001	00000000C	00069	00027
SHUTDOWN	00001	000000000	00025	00028 00029 00030 00032
SHUTSYS	00001	000000008	00100	00041 00038

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.43	12/04/86
000006	47F0 C012			57+	USING RLAS,R12	Now R12 has A(This CSECT) in it.			CSE00130
00000A	D9D3C1E240404040	00012		59+	AROUND	Jump past symbolic module identifier.			CSE00150
000012				60+MODID	DC CL8'RLAS'	Handy when poking around in storage.			CSE00160
				61+AROUND	DS OH	End of CSECTION expansion.			CSE00170
000012	005CC3D9C1E2C85C			63	CRASH	Not an executable entry point...			RLA000480
				64+	DC XL1'00',CL7'*CRASH#'	Undefined opcode, eye-catcher.			CRA000030

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LOC	OBJECT	C00E	A00R1	A00R2	STMT	SOURCE STATEMENT	
66 *						-----*	RLA00500
67 *						A. ENQUEUE entry: Start things off by constructing a trace entry	RLA00510
68 *						reflecting the UC8 about to be enqueued. (That	RLA00520
69 *						UC8 resides in the parameter page.)	RLA00530
70 *						-----*	RLA00540
72						ENTRYPT ENQUEUE,100 Enqueue entry point:	RLA00560
74+			00100			ORG RLAS+X'100'	ENT00040
76+ENQUEUE					OS OH	Define entry point name.	ENT00060
77+					PUSH USING	Save overall USING environment.	ENT00070
78+					BALR R12,0	Establish temporary base.	ENT00080
79+			00102		USING *,R12	R12 now points @ next SL instruction:	ENT00090
80+			0043C		SL R12,A(*-RLAS)	R12 now points @ CSECT start.	ENT00100
81+					POP USING	Restore overall USING environment.	ENT00110
83			003F8	00000	MVC	SAVEAREA,0(R0) Copy trace portion of parameter page	RLA00580
85			00420		MVC	0(8,R0),=CL8'*ENQ*' Move entryid to trace	RLA00600
86			00078		MVC	8(8,R0),UC810-UC8(R0) Move name of guy we're enqueueing	RLA00610
87			00010		XC	16(8,R0),16(R0) Clear unused portion of entry	RLA00620
88					TRACE	Create trace entry.	RLA00630
89+			0000A		MVC	24(8,R0),M0010 Move symbolic module name to pp words 6-7	TRA00030
90+			00440		L	R0,=CL4'TRAC' Load target address space identifier	CAL00040
91+			0A01		SVC 1	Go to that address space.	CAL00050
93			003F8	00000	MVC	0(L'SAVEAREA,R0),SAVEAREA Restore destroyed UC8 for ENQ	RLA00650
95 *						-----*	RLA00670
96 *						C. Find a free slot for the new UC8.	RLA00680
97 *						-----*	RLA00690
99			00500		LA	R1,UC8AREA Point @ UC8 area.	RLA00710
101			00000		USING UC8,R1	Access UC8 OSECT	RLA00730
103					FINOUC8 OS OH	Search for free UC8:	RLA00750
105			00300	00000	CLC	FREE,UC8 Is this one free?	RLA00770
106			00146		8E	FOUNOUC8 Yes - This'll do.	RLA00780
107			00090		LA	R1,SLOTSIZE(,R1) No - Move to next,	RLA00790
108			00134		8	FINOUC8 And check it out.	RLA00800
110 *						-----*	RLA00820
111 *						O. Move UC8 from parameter page into newly-acquired Run List slot.	RLA00830
112 *						-----*	RLA00840
114					FOUNOUC8 OS OH	Here with available UC8 space @ R1:	RLA00860
116			00000	00000	MVC	UC8(UC8SIZE),0(R0) Install new UC8 in table.	RLA00880
118 *						-----*	RLA00900
119 *						E. Search for a point of insertion along the Run List. This list	RLA00910
120 *						is maintained in sorted order on the user's priority assigned by *	RLA00920

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LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
00014C	1799			121 *	the scheduler. This sort key is strictly decreasing. In the	* RLA00930
00014E	4390 1084	00084		122 *	case of a tie (tie list), enqueue the UCB at the end of the tie	* RLA00940
				123 *	list.	* RLA00950
				124 *	-----*	RLA00960
00014C	1799			126	XR R9, R9	Clear R9.
00014E	4390 1084	00084		127	IC R9,UCBPRI	Get user's dispatch priority.
				129	DROP R1	But retain address of new UCB in R1...
000152	5850 C3DC	003DC		131	L R5,FIRST	0 if list = empty (A(first UCB on list))
000156	1766			132	XR R6,R6	Clear pointer to previous.
		00000		134	USING UCB,R5	
000158				136	DS OH	Insert new UCB sorted by dispatch priority
000158	1255			138	LTR R5,R5	Search over?
00015A	47D0 C170	00170		139	BNP INSERT	Yes - Either empty or EOL.
00015E	BD91 5084	00084		141	CLM R9,B'0001',UCBPRI	No - New:Member
000162	4720 C170	00170		142	BH INSERT	New > Member; Insert new.
000166	1865			143	LR R6,R5	New <= Member; Save pointer to current.
000168	5850 5000	00000		144	L R5,UCBFW	Get pointer to next.
00016C	47F0 C158	00158		145	B SORT	Keep looking.
				147 *	-----*	RLA01190
				148 *	F. Insert the new UCB into the Run List. The insertion technique	* RLA01200
				149 *	of course has multiple cases: 1) insertion into an empty list,	* RLA01210
				150 *	2) insertion at the end of a non-empty list, 3) insertion into	* RLA01220
				151 *	the middle of the list and 4) a special case of case 3 where the	* RLA01230
				152 *	inserted node becomes first on the list. The list is	* RLA01240
				153 *	singly-linked along the forward pointer field.	* RLA01250
				154 *	-----*	RLA01260
000170				156	INSERT DS OH	Found point of insertion:
000170	1255			158	LTR R5,R5	Beginning, middle or end?
000172	4780 C18C	0018C		159	BZ BEGIN	0 = List empty => Beginning.
000176	4740 C19A	0019A		160	END	-1 = Insert after last (in R6). (End.)
00017A	5050 1000	00000		162	ST R5,UCBFW-UCB(,R1)	>0 = Middle. Forward(new) <-- next.
00017E	1266			163	LTR R6,R6	Is there a previous UCB?
000180	4780 C192	00192		164	BZ NEWFIRST	No - we have a new UCB at head of list.
000184	5010 6000	00000		165	ST R1,UCBFW-UCB(,R6)	Yes - Forward(prev) <-- new.
000188	47F0 C1A4	001A4		166	B INSERTED	Done with insert.
				168	DROP R5	
		00000		170	USING UCB,R1	
00018C				172	BEGIN DS OH	Here for insertion into empty list:
00018C	D203 1000 C3D4	00000 003D4		174	MVC UCBFW, NULL	No forward pointer.

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
000192				176	NEWFIRST DS OH	Here to set anchor to first UCB on list: RLA01480
000192	5010 C3DC	003DC		178	ST	Set anchor. RLA01500
000196	47F0 C1A4	001A4		179	B INSERTED	Done with insert. RLA01510
00019A				181	END DS OH	Here for insertion @ end of list: RLA01530
00019A	5010 6000	00000		183	ST	R1,UCBFWD-UCB(,R6) Next(last) --> new last. RLA01550
00019E	D203 1000 C3D4	00000 003D4		184	MVC UCBFWD,NULL	Next(new) = null. RLA01560
				186	DROP R1	RLA01580
				188	*	-----*
				189	* G. Increment count of number of UCBs in the Run List, then return. *	RLA01600
				190	*	-----*
0001A4				192	INSERTED DS OH	Here when UCB is linked: RLA01640
0001A4	5810 C3D8	003D8		194	L	R1,COUNT Fetch count. RLA01660
0001A8	4111 0001	00001		195	LA	R1,1(R1) Increment. RLA01670
0001AC	5010 C3D8	003D8		196	ST R1,COUNT	Update in storage. RLA01680
0001B0	0A03			198	RETURN	Return to caller. RLA01700
				199+	SVC 3	RET00030

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
000182				201 *	-----*	RLA01720
000200				202 * A'. Dequeue entry.	Start by ensuring we are not trying to dequeue	RLA01730
000200 05C0				203 *	from an empty list. ABEND if this is the case.	RLA01740
000202 5FC0 C242		00444		204 *	-----*	RLA01750
				206	ENTRYPT DEQUEUE,200 Dequeue entry point:	RLA01770
000200		00200		208+	ORG RLA+X'200'	ENT00040
000200 05C0				210+DEQUEUE	DS OH Define entry point name.	ENT00060
				211+ PUSH USING	Save overall USING environment.	ENT00070
				212+ BALR R12,0	Establish temporary base.	ENT00080
		00202		213+ USING *,R12	R12 now points @ next SL instruction:	ENT00090
				214+ SL R12,=A(*-RLAS)	R12 now points @ CSECT start.	ENT00100
				215+ POP USING	Restore overall USING environment.	ENT00110
000206 D403 C308 C308 003D8		003D8		217 NC COUNT,COUNT	Is list empty?	RLA01790
00020C 4770 C218		00218		218 BNZ SAVEUSER	No - We're okay.	RLA01800
				219 CRASH	Yes - Can't dequeue empty list.	RLA01810
000210 005CC3D9C1E2C85C				220+ DC XL1'00',CL7'CRASH'	Undefined opcode, eye-catcher.	CRA00030
				222 *	-----*	RLA01830
				223 * B'. Save the state of the last user to run from the saved environ-		RLA01840
				224 * ment data in low core.		RLA01850
				225 *	-----*	RLA01860
000218				227 SAVEUSER DS OD	Checkpoint the last running user's state.	RLA01880
000218 45E0 C390		00390		229 BAL R14,CKPTUSER	Do it now.	RLA01900
				231 *	-----*	RLA01920
				232 * C'. Clear the parameter page.		RLA01930
				233 *	-----*	RLA01940
00021C 9825 C3E4		003E4		235 LM R2,R5,CLEARPP	Get MVCL clear parameters.	RLA01960
000220 0E24				236 MVCL R2,R4	Clear the parameter page.	RLA01970
				238 *	-----*	RLA01990
				239 * D'. Move the UCB at the head of the list to the parameter page.		RLA02000
				240 *	-----*	RLA02010
000222 5810 C3DC		003DC		242 L R1,FIRST	Get pointer to first UCB.	RLA02030
				244 USING UCB,R1	Access DSECT fields.	RLA02050
000226 D284 0000 1000 00000 00000		00000 00000		246 MVC O(UCBSIZE,R0),UCB	Move UCB to parm page.	RLA02070
				248 *	-----*	RLA02090
				249 * E'. Construct a trace entry showing which UCB we just dequeued.		RLA02100
				250 *	-----*	RLA02110
00022C D21F C3F8 0000 003F8 00000		00000 00000		252 MVC SAVEAREA,0(R0)	Copy trace portion of parameter page	RLA02130
000232 D207 0000 C428 00000 00428		00000 00428		254 MVC O(8,R0),=CL8'DEQ*'	Move entryid to trace	RLA02150
000238 D207 0008 0078 00008 00078		00008 00078		255 MVC 8(8,R0),UCBID-UCB(R0)	Move name of guy we're dequeuing	RLA02160

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LOC	OBJECT	C00E	A00R1	A00R2	STMT	SOURCE STATEMENT	
00023E	0707	0010	0010	00010	256	XC 16(8,R0),16(R0)	Clear unused portion of entry
000244	0207	0018	C00A	00018	257	TRACE	Create trace entry.
00024A	5800	C440		0000A	258+	MVC 24(8,R0),M0010	Move symbolic module name to pp words 6-7
00024E	0A01			00440	259+	L RO,=CL4,TRAC'	Load target address space identifier
					260+	SVC 1	Go to that address space.
000250	021F	0000	C3F8	00000	262	MVC 0(L'SAVEAREA,R0),SAVEAREA	Restore destroyed OEQ'd UCB.
					264 *	-----*	RLA02220
					265 *	F'. Adjust the Run List anchor to point at the next (new) head UCB,	RLA02230
					266 *	if any.	RLA02240
					267 *	-----*	RLA02250
000256	0503	1000	C304	00000	269	CLC UCBFW0,NULL	Was this the only UCB in the list?
00025C	4770	C26A	0026A	00304	270	BNE MOREUCBS	No - There are others.
000260	0703	C30C	C30C	0030C	271	XC FIRST,FIRST	Yes - The set anchor to zero.
000266	47F0	C270	00270	00270	272	B FRETUCB	Free up this UCB's space.
00026A					274	MOREUCBS OS OH	Here if UCB list is not empty:
00026A	0203	C30C	1000	0030C	276	MVC FIRST,UCBFW0	Update anchor with new first.
					278 *	-----*	RLA02360
					279 *	G'. Free up the space held by the dequeued UCB.	RLA02370
					280 *	-----*	RLA02380
000270					282	FRETUCB OS OH	Here to release UCB space:
000270	078F	1000	1000	00000	284	XC UCB(SLOTSIZE),UCB	Clear out storage held by UCB.
000276	0203	1000	C300	00000	285	MVC UCBFW0,FREE	Release UCB space: Tag it with eye-catcher
					287 *	-----*	RLA02450
					288 *	H'. Decrement the count of dispatchable UCBs.	RLA02460
					289 *	-----*	RLA02470
00027C	5810	C308	00308		291	L R1,COUNT	Get length of list.
000280	0610				292	BCTR R1,0	Minus 1.
000282	5010	C308	00308		293	ST R1,COUNT	Update in storage.
					295 *	-----*	RLA02530
					296 *	I'. The dequeued UCB is now in the parameter page. Return it to	RLA02540
					297 *	the caller.	RLA02550
					298 *	-----*	RLA02560
000286					300	OEQ00NE OS OH	Dequeue processing is complete.
000286	0A04				302	RETXMIT	Return to caller.
					303+	SVC 4	
					305	OROP R1	

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LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT

```

307 *-----*
308 * A". GETDUC8 entry. If the system is just coming up we have to
309 * establish the Run List chain. Initialization
310 * code must do this because the linkage editor
311 * cannot relocate relative to the start of an
312 * address space. This means that the source
313 * module cannot establish chain links based on
314 * address constants because the relocated adcons
315 * would reflect real addresses. Having this
316 * address space construct the list during startup
317 * ensures the chain link pointers are virtual
318 * addresses defined with respect to this address
319 * space.
320 *-----*

```

* RLA02640
* RLA02650
* RLA02660
* RLA02670
* RLA02680
* RLA02690
* RLA02700
* RLA02710
* RLA02720
* RLA02730
* RLA02740
* RLA02750
* RLA02760
* RLA02770

322 ENTRYPT GETDUC8,300 Get Dispatch UC8 entry point:

RLA02790

324+ ORG RLA5+X'300'

ENT00040

```

326+GETDUC8 DS OH Define entry point name.
327+ PUSH USING Save overall USING environment.
328+ BALR R12,0 Establish temporary base.
329+ USING *,R12 R12 now points @ next SL instruction:
330+ SL R12,=( *-RLAS) R12 now points @ CSECT start.
331+ POP USING Restore overall USING environment.

```

ENT00060
ENT00070
ENT00080
ENT00090
ENT00100
ENT00110

```

333 CLI STARTUP,YES Is the system in startup mode?
334 SNE SAVENV No - We may have a running user to ckpt.

```

RLA02810
RLA02820

```

336 MV1 STARTUP,NO Yes - Indicate from now on we have to ckpt.
337 LA R1,UC8AREA Get virtual address of 1st UC8 on run list
338 ST R1,FIRST Set anchor: Can't have loader do this
339 L R5,COUNT Get number of UC8s in this system.
340 8CTR R5,0 Minus 1 for n-1 forward pointers.

```

RLA02840
RLA02850
RLA02860
RLA02870
RLA02880

342 USING UC8,R6 Associate DSECT with R6

RLA02900

344 LINKIT DS OH Establish the UC8 chain:

RLA02920

```

346 LR R6,R1 R6 points @ current UC8
347 LA R1,SLOTSIZE(R1) R1 points @ next UC8
348 ST R1,UC8FWD Make current point @ next
349 8CT R5,LINKIT Process n-1 UC8 forward pointers.

```

RLA02940
RLA02950
RLA02960
RLA02970

351 DROP R6 R6 is not UCB address anymore.

RLA02990

```

353 *-----*
354 * 8". We may have to checkpoint the environment for a running user.
355 * Let the checkpoint subroutine make that decision and perform
356 * the action if warranted.
357 *-----*

```

* RLA03010
* RLA03020
* RLA03030
* RLA03040
* RLA03050

00032E SAVENV OS OH Here to save dispatch user environment:

RLA03070

00032E 45E0 C390 BAL R14,CKPTUSER Yes - Save user's state data now.

RLA03090

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LOC OBJECT CODE A00R1 A00R2 STMT SOURCE STATEMENT

```

363 *-----*
364 * C". Clear the parameter page.
365 *-----*
367 LM R2,R5,CLEARPP Get MVCL clear parameters.
368 MVCL R2,R4 Clear the parameter page.
370 *-----*
371 * D". See if there is any dispatchable work in the system. If there
372 * is, copy the first UCB on the Run List to the parameter page,
373 * and issue a Set Dispatch UCB Real Address Monitor Call with the
374 * virtual address of the UCB in R1.
375 *-----*
377 NC COUNT,COUNT Is list empty?
378 BZ NOOSP Yes - Nobody to dispatch.
380 L R1,FIRST No - Get pointer to first UCB on list.
381 ST R1,CHECKPTR Set pointer to dispatch UCB for ckpt oprtn
383 USING UCB,R1 Access OSECT fields.
385 MVC O(UCBSIZE,R0),UCB Move dispatch UCB to parm page.
387 B TRACEIT That's all.
389 *-----*
390 * E". There are no dispatchable UCBs in the system at present. Send
391 * back a "no work" indicator to the dispatcher so he can put the
392 * system into a wait state.
393 *-----*
395 NODSP OS OH Here when no runnable work exists:
397 MVC O(L'NOWORK,R0),NOWORK Move no work indicator to parm pg
399 *-----*
400 * F". Trace the dispatch UCB or nowork indicator.
401 *-----*
403 TRACEIT OS OH Here to trace what we found:
405 MVC SAVEAREA,0(R0) Save trace portion of parameter page.
407 MVC O(8,R0),=CL8'*GUCB*' Identify the entry point.
408 XC 8(16,R0),8(R0) Clear remainder of trace entry
409 NC COUNT,COUNT Are we out of work?
410 BZ OOTRACE Yes, empty trace entry reflects that.
411 MVC 8(8,R0),UCBID-UCB(R0) No - Trace dispatch UCB id.
413 OOTRACE OS OH
415 TRACE Construct trace entry.
416+ MVC 24(8,R0),MO010 Move symbolic module name to pp words 6-7
417+ L R0,=CL4'TRAC' Load target address space identifier

```

000332 9825 C3E4 003E4
000336 0E24

000338 0403 C3D8 C3D8 003D8 00308
00033E 4780 C354 00354

000342 5810 C30C 0030C
000346 5010 C3E0 003E0

00034A D284 0000 1000 00000 00000
000350 47F0 C35A 0035A

000354 0203 0000 C3F4 00000 003F4

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00037C 0207 0018 C00A 00018 0000A
000382 5800 C440 00440

000354 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

00035A 0207 0000 C430 00000 00430
000366 070F 0008 0008 00008 00008
00036C 0403 C308 C308 003D8 00308
000372 4780 C37C 0037C
000376 0207 0008 0078 00008 00078

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.43	12/04/86
0003B6 0A01									
000388 D21F	0000 C3F8	00000	003F8	418+ 419	SVC 1 MVC 0(L'SAVEAREA,R0),SAVEAREA Restore destroyed UCB image.				CAL00050 RLA03640
				421 *-----*					RLA03660
				422 * G". Transmit the results back to the caller.					* RLA03670
				423 *-----*					* RLA03680
00038E 0A04				425 426+	RETXMIT SVC 4				RLA03700 RET00030

ASM 0201 20.43 12/04/86

LOC OBJECT CODE ADDR1 ADDR2 STMT SOURCE STATEMENT

```

428 *-----*
429 * Subroutine: CKPTUSER
430 *
431 * Function:
432 * It is not necessary to save user state every time this
433 * subroutine is called; in fact, to do so under some
434 * circumstances would be disastrous. For example, both
435 * the DEQUEUE and Get Dispatch UCB entry points call
436 * CHECKPOINT. Sometimes both entry points are called
437 * within one pass through the supervisor. The call to
438 * DEQUEUE should checkpoint the state of the last user
439 * dispatched. Eventually dispatcher will call GDUCB
440 * looking for work. If we were to blindly checkpoint
441 * the user at the head of the dispatch list (who normally
442 * is the last person to have been dispatched), we would
443 * save the PREVIOUS user's environment in the NEXT dis-
444 * patch user's UCB. This scenario is avoided by ensuring
445 * we only checkpoint a user that is known to have been
446 * dispatched. We are guaranteed that a call to GDUCB
447 * will necessitate a checkpoint operation the next time
448 * this module is invoked because dispatcher is the only
449 * caller of GDUCB and it always dispatches the UCB
450 * supplied by that entry point.
451 *
452 * If a checkpoint operation is required, the saved state
453 * information is in page 2, which is really real page 0.
454 * PGMFLIH moved the running user's state information to
455 * a user savearea in real page 0.
456 *
457 * Copy the state data into its corresponding UCB fields.
458 * The last dispatch UCB is the first on the list; real
459 * page zero is attached as virtual page 2.
460 *-----*

000390 462 CKPTUSER DS OH Save the state of the running user: RLA04060

000390 464 NC CHECKPTR,CHECKPTR is a checkpoint operation required? RLA04080
000390 465 BZ CKPTDONE No - Then just return. RLA04090
00039A 466 L R7,PAGETWO Yes - Get address of page 1 (real page 0). RLA04100
00039A 467 USING PSA,R7 Make page 0 fields accessible. RLA04110

00039E 469 L R1,CHECKPTR Get pointer to dispatched UCB. RLA04130

0003A2 471 MVC UCBGREGS(16*4),SAVGREGS Save the user's floating-point RLA04150
0003A8 472 MVC UCBFREGS(4*8),SAVFREGS and general registers. RLA04160
0003AE 473 MVC UCBPSW,SAVPSW Save his PSW as well. RLA04170
0003B4 474 TM SAVTIMER,X'B0' If the CPU timer has popped, RLA04180
0003B8 475 B0 CKPTDONE don't save it! RLA04190
0003BC 476 MVC UCBTIMER,SAVTIMER Otherwise, save it as well. RLA04200

0003C2 478 XC CHECKPTR,CHECKPTR Checkpoint not required 'til next dsp RLA04220

0003CB 480 CKPTDONE DS OH We have saved the user's environment. RLA04240

0003C8 482 BR R14 Return to caller. RLA04260

```

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LOC	OBJECT CODE	A00R1	A00R2	STMT	SOURCE STATEMENT	ASM	12/04/80
				484 *	-----*		
				485 * Constants and variables:	-----*		
				486 *	-----*		
000300				488	OS	00	RLA04320
000300	C609C5C5			489	FREE	CL4'FREE'	RLA04330
000304	FFFFFFFF			490	NULL	F'-1'	RLA04340
000308	00000006			491	COUNT	A(EN00FUSR-UC8AREA)/SLOTSIZE) # UC8s on the Run List.	RLA04350
00030C	00000000			492	FIRST	F'0'	RLA04360
0003E0	00000000			493	CHECKPTR	F'0'	RLA04370
0003E4	0000000000001000			494	CLEARPP	F'0'	RLA04380
0003F4	050605C5			495	NOWORK	CL4'NONE'	RLA04390
0003F8				496	SAVEAREA	XL(8*4)	RLA04400
000418	00002000			497	PAGETWO	XL4'00002000'	RLA04410
		00001		498	YES	EQU X'01'	RLA04420
		00000		499	NO	EQU X'00'	RLA04430
00041C	01			500	STARTUP	OC X'01'	RLA04440
000420				501	LTORG		RLA04450
000420	5CC505085C404040			502		=CL8'*ENQ*'	
000428	5CC4C5085C404040			503		=CL8'*OEQ*'	
000430	5CC7C4E4C3C25C40			504		=CL8'*GOUUCB*'	
00043C	00000002			505		=A(*-RLAS)	
00043C	00000102			506		=A(*-RLAS)	
000440	E309C1C3			507		=CL4'TRAC}	
000444	00000202			508		=A(*-RLAS)	
000448	00000302			509		=A(*-RLAS)	
				511 *	-----*		RLA04470
				512 * UC8 pool / Run List:	-----*		RLA04480
				513 *	-----*		RLA04490
00044C			00500	515	ORG	RLAS+X'500'	RLA04510
			00090	517	SLOTSIZE EQU	X'90'	RLA04530
				519	UC8AREA OS	XL(SLOTSIZE)	RLA04550
000500				521	ORG	UC8AREA	RLA04570
000500	FFFFFFFFFFFFFFFF			523	OC	2F'-1'	RLA04590
000508				524	OS	16F	RLA04600
000548				525	OS	8F	RLA04610
000568	0769000000010000			526	OC	XL4'076900000',XL4'000100000' PSW	RLA04620
000570	0000000100000000			527	OC	F'1',XL4'000000000' Oispatch quantum	RLA04630
000578	0607C509C1E30609			528	OC	CL8'OPERATOR' Ident	RLA04640
000580	00000000			529	OC	A(OPST)	RLA04650
000584	80			530	OC	XL1'80	RLA04660
000585			00590	532	ORG	UCBAREA+SLOTSIZE	RLA04680
000590	FFFFFFFFFFFFFFFF			534	OC	2F'-1'	RLA04700
000598				535	OS	16F	RLA04710
000508				536	OS	8F	RLA04720
0005F8	07690000000010000			537	OC	XL4'076900000',XL4'000100000' PSW	RLA04730
000600	0000000100000000			538	OC	F'1',XL4'000000000' Oispatch quantum	RLA04740

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LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
000608	6CE4E2C5D9F16C40			539	DC CL8'%USER1%' Ident	RLA04750
000610	00000000			540	DC A(USER1ST) STO	RLA04760
000614	80			541	DC XL1'80' Priority	RLA04770
000615		00620		543	ORG UCBCAREA+(SLOTSIZE*2)	RLA04790
000620	FFFFFFFFFFFFFFFF			545	DC 2F'-1' Pretend this is a UCB:	RLA04810
000628				546	DS 16F GREGS	RLA04820
000668				547	DS 8F GREGS	RLA04830
000688	0769000000010000			548	DC XL4'076900000',XL4'00010000' PSW	RLA04840
000690	0000000100000000			549	DC F'1',XL4'00000000' Dispatch quantum	RLA04850
000698	4CE4E2C5D9F26E40			550	DC CL8'<USER2>' Ident	RLA04860
0006A0	D0000000			551	DC A(USER2ST) STO	RLA04870
0006A4	80			552	DC XL1'80' Priority	RLA04880
0006A5		00680		554	ORG UCBCAREA+(SLOTSIZE*3)	RLA04900
0006B0	FFFFFFFFFFFFFFFF			556	DC 2F'-1' Pretend this is a UCB:	RLA04920
0006B8				557	DS 16F GREGS	RLA04930
0006F8				558	DS 8F GREGS	RLA04940
000718	0769000000010000			559	DC XL4'076900000',XL4'00010000' PSW	RLA04950
000720	0000000100000000			560	DC F'1',XL4'00000000' Dispatch quantum	RLA04960
000728	7EE4E2C5D9F37E4D			561	DC CL8'=USER3=' Ident	RLA04970
000730	00000000			562	DC A(USER3ST) STO	RLA04980
000734	80			563	DC XL1'80' Priority	RLA04990
000735		00740		565	ORG UCBCAREA+(SLOTSIZE*4)	RLA05010
000740	FFFFFFFFFFFFFFFF			567	DC 2F'-1' Pretend this is a UCB:	RLA05030
000748				568	DS 16F GREGS	RLA05040
000788				569	DS 8F GREGS	RLA05050
0007A8	0769000000010000			570	DC XL4'076900000',XL4'00010000' PSW	RLA05060
0007B0	0000000100000000			571	DC F'1',XL4'00000000' Dispatch quantum	RLA05070
0007B8	78E4E2C5D9F47B40			572	DC CL8'#USER4#' Ident	RLA05080
0007C0	00000000			573	DC A(USER4ST) STO	RLA05090
0007C4	80			574	DC XL1'80' Priority	RLA05100
0007C5		007D0		576	ORG UCBCAREA+(SLOTSIZE*5)	RLA05120
0007D0	FFFFFFFFFFFFFFFF			578	DC 2F'-1' Pretend this is a UCB:	RLA05140
0007D8				579	DS 16F GREGS	RLA05150
000818				580	DS 8F GREGS	RLA05160
000838	0769000000010000			581	DC XL4'076900000',XL4'00010000' PSW	RLA05170
000840	0000000100000000			582	DC F'1',XL4'00000000' Dispatch quantum	RLA05180
000848	6FE4E2C5D9F56F40			583	DC CL8'?USER5?' Ident	RLA05190
000850	D0000000			584	DC A(USER5ST) STO	RLA05200
000854	80			585	DC XL1'80' Priority	RLA05210
000855		00860		587 *	Always ORG up where the next UCB would start so #-of-UCBs calc works.	RLA05230
				589	ORG UCBCAREA+(SLOTSIZE*6)	RLA05250
		00860		591 *	Always place END0FUSR after ORG to next would-be UCB.	RLA05270
		00860		593	END0FUSR EQU * Marker used to compute # of UCBs in system	RLA05290

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	0201	20.43	12/04/86
				595	PRINT OFF				RLA05310

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POS. ID	REL. ID	FLAGS	ADDRESS
0007	0001	OC	000610
0007	0002	OC	0006A0
0007	0003	UC	000730
0007	0004	OC	0007C0
0007	0005	OC	000850
0007	0006	UC	000580

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SYMBOL	LEN	VALUE	OEFN	REFERENCES	
AROUNO	00002	00000012	00061	00059	
BEGIN	00002	0000018C	00172	00159	
CHECKPTR	00004	000003E0	00493	00381 00464	00478 00478
CKPTONE	00002	000003C8	00480	00465	00475
CKPTUSER	00002	00000390	00462	00229	00361
CLEARPP	00004	000003E4	00494	00235 00367	
COUNT	00004	00000308	00491	00194 00196	00409 00409
DOIRACE	00002	0000037C	00413	00410	
END	00002	0000019A	00181	00160	
ENOOFUSR	00001	00000860	00593	00491	
FINOUCB	00002	00000134	00103	00108	
FIRST	00004	0000030C	00492	00131 00178	00271 00276 00338 00380
FOUNOUCB	00002	00000146	00114	00106	
FREE	00004	00000300	00489	00105 00285	
FRETUCB	00002	00000270	00282	00272	
INSERT	00002	00000170	00156	00139 00142	
INSERTEO	00002	000001A4	00192	00166 00179	
LINKIT	00002	00000320	00344	00349	
MOO1D	00008	0000000A	00060	00089 00258	00416
MOREUCBS	00002	0000026A	00274	00270	
NEWFIRST	00002	00000192	00176	00164	
NO	00001	00000000	00499	00336	
NODSP	00002	00000354	00395	00378	
NOWORK	00004	000003F4	00495	00397	00397
NULL	00004	00000304	00490	00174 00184	00269
OPST	00001	00000000	00044	00529	
PAGETWO	00004	000000418	00497	00466	
PSA	00001	00000000	00758	00467 00759	00773 00775 00777 00779 00781 00784
RLAS	00001	00000000	00050	00057 00074	00208 00324 00505 00506 00508 00509 00515
R0	00001	00000000	00610	00083 00085	00086 00087 00087 00089 00090 00093 00116 00246 00252 00254 00255 00255
				00256 00258 00259 00262 00385 00397 00405 00407 00408 00408 00411 00416 00417	
				00419	
R1	00001	00000001	00611	00099 00101	00107 00129 00162 00165 00170 00178 00183 00186 00194 00195 00195 00196
				00242 00244 00291 00292 00293 00305 00337 00338 00346 00347 00347 00348 00380 00381 00383	
				00469	
R12	00001	0000000C	00622	00052	
R14	00001	0000000E	00624	00229 00361	00482
R2	00001	00000002	00612	00235 00236	00367 00368
R4	00001	00000004	00614	00236 00368	
R5	00001	00000005	00615	00131 00134	00138 00138 00143 00144 00158 00162 00168 00235 00339 00340 00349 00367
R6	00001	00000006	00616	00132 00132	00143 00163 00165 00165 00183 00342 00346 00351
R7	00001	00000007	00617	00466 00467	
R9	00001	00000009	00619	00126 00126	00127 00141
SAVEAREA	00032	000003F8	00496	00093 00093	00252 00262 00262 00405 00419 00419
SAVENV	00002	0000032E	00359	00083	
SAVEUSER	00008	00000218	00227	00334	
SAVFREGS	00008	000004E0	00799	00472	
SAVGREGS	00004	000004A0	00798	00471	
SAVPSW	00008	00000498	00797	00473	
SAVTIMER	00008	00000500	00800	00474	
SLOTSIZE	00001	00000090	00517	00107 00284	00476 00589
SORT	00002	00000158	00136	00145	
STARTUP	00001	0000041C	00500	00333	
TRACEIT	00002	0000035A	00403	00387	
UCB	00001	00000000	00841	00086 00101	00105 00116 00134 00162 00165 00170 00183 00244 00246 00255 00284 00284 00342

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SYMBOL	LEN	VALUE	OEFN	REFERENCES	CROSS-REFERENCE
UCBAREA	00144	000000500	00519	00383 00385 00411 00855	
UCBFREGS	00004	000000048	00845	00099 00337 00491 00521	00532 00543 00554 00565 00576 00589
UCBFW0	00004	000000000	00842	00472	
UCBGREGS	00004	000000008	00844	00144 00162 00165 00174 00183 00184 00269 00276 00285 00348	
UCBIO	00008	000000078	00848	00471	
UCBPRI	00001	000000084	00850	00086 00255 00411	
UCBPSW	00008	000000068	00846	00127 00141	
UCBSIZE	00001	000000095	00855	00473	
UCBTIMER	00008	000000070	00847	00116 00246 00385	
USER1ST	00001	000000000	00044	00476	
USER2ST	00001	000000000	00044	00540	
USER3ST	00001	000000000	00044	00551	
USER4ST	00001	000000000	00044	00562	
USER5ST	00001	000000000	00044	00573	
YES	00001	000000001	00498	00584 00333	

[illegible]

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM 0201 14.46 11/22/86	
00001A				57	READY DS OH	Here to issue the "System ready" msg: OPE00420	
00001A	D232 0000 C198 00000 00198			59	MVC	O(L'READYMSG,R0),READYMSG Move ready msg to msg buffer. OPE00440	
000020	4100 0033	00033		60	LA	R0,L'READYMSG Put length of ready message in R0 for SVC. OPE00450	
000024	0A04			61	SVC 4	Have control program write msg to console. OPE00460	
000026	0A03			63	SVC 3	Listen for command reply: OPE00480	
000028	1200			65	LTR	R0,R0 Did operator simply press CR? OPE00500	
00002A	4780 C01A	0001A		66	BE	READY Yes - No command given; re-issue ready msg OPE00510	
00002E	D24F C0E8 0000 000E8 00000			67	MVC	CMDBUF(80),0(R0) No - Copy command reply to cmd buffer. OPE00520	
000034	064F C0E8 C138 000E8 00138			68	OC	CMD8UF(80),UPPER Xlate cmd text to upper case. OPE00530	
00003A	1890			70	LR	R9,R0 Get number of characters typed in. OPE00550	
00003C	1998			71	CR	R9,R8 Is command longer than echo buffer? OPE00560	
00003E	47D0 C044	00044		72	BNH	LENGTHOK No - Then it'll fit okay. OPE00570	
000042	1898			73	LR	R9,R8 Yes - Truncate it to length of cmd buffer. OPE00580	
000044				75	LENGTHOK OS OH	Here to copy command to echo buffer: OPE00600	
000044	0690			77	BCTR	R9,0 Subtract 1 from length for execute. OPE00620	
000046	4490 C08A	0008A		78	EX	R9,BUFFCOPY Copy command to buffer. OPE00630	
00004A	4199 0001	00001		79	LA	R9,1(R9) Restore length (add one). OPE00640	
00004E	9825 C188	00188		81	LM	R2,R5,CLRPP Get MVCL clear parameters. OPE00660	
000052	0E24			82	MVCL	R2,R4 Clear out the parameter page. OPE00670	
000054	4199 0005	00005		84	LA	R9,5(R9) Length of echo message - 1 for execute. OPE00690	
000058	4190 C090	00090		85	EX	R9,COPYPP Copy echo message to parameter page. OPE00700	
00005C	4109 0001	00001		86	LA	R0,1(R9) Get full length of echo message. OPE00710	
000060	0A04			87	SVC 4	Echo the command to the system console. OPE00720	
000062	D54F C1CB C0E8 001CB 000E8			89	CLC	SHUTDOWN,CMDBUF Is this the shutdown command? OPE00740	
000068	4780 C07C	0007C		90	BE	KILLSYS Yes - Shut her down. OPE00750	
00006C	D230 0000 C21B 00000 0021B			92	MVC	O(L'UNKNOWN,R0),UNKNOWN No - Move unknown cmd msg to pp OPE00770	
000072	4100 0031	00031		93	LA	R0,L'UNKNOWN Put length of unknown msg in R0 for SVC. OPE00780	
000076	0A04			94	SVC 4	Have control program write msg to console. OPE00790	
000078	47F0 C01A	0001A		95	B	READY Go listen for next console command. OPE00800	
00007C				97	KILLSYS DS OH	Here to shut down system per operator cmd: OPE00820	
00007C	0234 0000 C24C 00000 0024C			99	MVC	O(L'SHUTMSG,R0),SHUTMSG Move shutdown msg to parm page. OPE00840	
000082	4100 0035	00035		100	LA	R0,L'SHUTMSG Put length of shutdown msg in R0 for SVC. OPE00850	
000086	0A04			101	SVC 4	Have control program write msg to console. OPE00860	
000088	0A06			103	SVC 6	Issue shutdown SVC. OPE00880	
				105	*-----*		OPE00900
				106	* Executed instructions:		OPE00910
				107	*-----*		OPE00920
00008A				108	BUFFCOPY DS OH		OPE00930
00008A	D200 A000 0000 00000 00000			109	MVC	O(O,R10),O(R0)	OPE00940
000090				110	COPYPP DS OH		OPE00950
000090	0200 0000 C098 00000 00098			111	MVC	O(O,R0),BUFFER	OPE00960

LOC	OBJECT	C00E	A00R1	A00R2	STMT	SOURCE	STATEMENT	ASM	0201	14.46	11/22/86	
000098					112		OS	00				OPE00970
000098	C5C3C8067A404040				113	8UFFER	OC	CL80'ECHO: '				OPE00980
0000E8					114	CM08UF	OS	CL80				OPE00990
000138	4040404040404040				115	UPPER	OC	80X'40'				OPE01000
000188	0000000000001000				116	CLRPP	OC	F'0',F'4096',2F'0'				OPE01010
000198	6E6E6E4040E38885				117	READYMSG	OC	C'>>> The System is ready for Operator commands. <<<'				OPE01020
0001CB	E2C8E1E3C4D6E6D5				118	SHUTDOWN	OC	CL80'SHUTDOWN'				OPE01030
00021B	C3969494819584410				119	UNKNOWN	OC	C'Command text is unrecognized and will be ignored.'				OPE01040
00024C	E2C8E4E3C406E605				120	SHUTMSG	OC	C'SHUTDOWN request accepted; Normal shutdown initiated.'				OPE01050
000281	4040404040404040				121	BLANKS	OC	CL79' '				OPE01060
000200					122		LTORG					OPE01070
000200	000000002				123			=A(*-OPERATOR)				
					124			PRINT OFF				OPE01080

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000012	00052	00050
BUFFCOPY	00002	0000008A	00108	00078
BUFFER	00080	00000098	00113	00054 00055 00111
CLRPP	00004	00000188	00116	00081
CMDBUF	00080	000000E8	00114	00067 00068 00089
COPYPP	00002	00000090	00110	00085
KILLSYS	00002	0000007C	00097	00090
LENGTHOK	00002	00000044	00075	00072
OPERATOR	00001	00000000	00041	00048 00123
READY	00002	0000001A	00057	00066 00095
READYMSG	00051	00000198	00117	00059 00060 00065 00060
R0	00001	00000000	00139	00059 00060 00065 00060
R10	00001	0000000A	00149	00055 00109
R12	00001	0000000C	00151	00043 00044
R2	00001	00000002	00141	00045 00046 00048
R4	00001	00000004	00143	00081 00082
R5	00001	00000005	00144	00081
R8	00001	00000008	00147	00054
R9	00001	00000009	00148	00070 00071 00073
SHUTDOWN	00080	000001C8	00118	00089
SHUTMSG	00053	0000024C	00120	00099 00100
UNKNOWN	00049	00000218	00119	00092 00093
UPPER	00001	000000138	00115	00068

ASM 0201 20.58 12/04/86

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	
				3	*-<*><*><*><*><*><*><*><*><*><*><*><*><*><*><*>	USE000030
				4	*+-----*	USE000040
				5	**	USE000050
				6	** Module:	USE000060
				7	** USER1	USE000070
				8	** User 1 module.	USE000080
				9	**	USE000090
				10	** Function: Represents a user of the system. It repetatively writes	USE000100
				11	** a message to the console and goes to sleep for a period	USE000110
				12	** of time.	USE000120
				13	**	USE000130
				14	** Caller: Oispatched when the system starts operation.	USE000140
				15	**	USE000150
				16	** Mode: key 6.	USE000160
				17	**	USE000170
				18	*+-----*	USE000180
				19	*-<*><*><*><*><*><*><*><*><*><*><*><*><*><*><*>	USE000190
				21	CSECTION USER1	USE000210
				23+	PUNCH 'SPB'	Make module start on a page boundary. CSE000040
000000				25+USER1	CSECT	Establish R12 as module overall base: CSE000060
000000	05C0			27+	BALR R12,0	GIVE R12 a temporary base value; CSE000080
			00002	28+	USING *,R12	R12 now points @ SL instruction; CSE000090
				29+	SL R12,=A(*-USER1)	R12 = R12 - offset from CSECT start CSE000100
000002	5FC0	C04E	00050	30+	OROP R12	R12 doesn't point at SL anymore; CSE000110
				32+	USING USER1,R12	Now R12 has A(This CSECT) in it. CSE000130
000006	47F0	C012		34+	B AROUND	Jump past symbolic module identifier. CSE000150
00000A	E4E2C509	F1404040		35+MODID	OC CL8'USER1'	Handy when poking around in storage. CSE000160
000012				36+AROUND	DS OH	End of CSECTION expansion. CSE000170
000012	021F	0000	C030	00000	MVC O(L'SLEEPMSG,R0),SLEEPMSG	Move message to parameter page USE000230
000018				40	NITENITE DS OH	Main user loop: USE000250
000018	4100	0020		42	LA RO,L'SLEEPMSG	Get length of message. USE000270
00001C	0A04		00020	43	SVC 4	Write message to console. USE000280
00001E	9801	C028		45	LM RO,R1,SLEEPY	Get nap time. USE000300
000022	0A05		00028	46	SVC 5	Go to sleep. USE000310
000024	47F0	C018		48	B NITENITE	Do everything all over again. USE000330
000028				50	OS OD	Align constant area. USE000350
000028	0000000000	1312000		51	SLEEPY DC F'0',F'20000000'	Twenty million microseconds! USE000360
000030	C79689958740A396			52	SLEEPMSG DC C'Going to sleep for 20 seconds....'	USE000370
000050				53	LTORC	USE000380
000050	000000002			54	=A(*-USER1)	
				55	PRINT OFF	USE000390

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	00000012	00036	00034
NITENITE	00002	00000018	00040	00048
R0	00001	00000000	00070	00038 00042 00045
R1	00001	00000001	00071	00045
R12	00001	0000000C	00082	00027 00028 00029 00030 00032
SLEEPMSG	00032	00000030	00052	00038 00038 00042
SLEEPY	00004	00000028	00051	00045
USER1	00001	00000000	00025	00032 00054

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LOC	OBJECT CODE	A0OR1	A0OR2	STMT	SOURCE STATEMENT	
USE000030				3	*<*><*><*><*><*><*><*><*><*><*><*><*><*><*><*>	
USE000040				4	**+-----**	
USE000050				5	** Module: USER2	
USE000060				6	** User 2 module.	
USE000070				7	**	
USE000080				8	**	
USE000090				9	**	
USE000100				10	** Function: Represents a user of the system. It repetatively writes	
USE000110				11	** a message to the console and goes to sleep for a period	
USE000120				12	** of time.	
USE000130				13	**	
USE000140				14	** Caller: Oispatched when the system starts operation.	
USE000150				15	**	
USE000160				16	** Mode: Key 6.	
USE000170				17	**	
USE000180				18	**+-----**	
USE000190				19	**<*><*><*><*><*><*><*><*><*><*><*><*><*><*><*>	
CSE000210				21	CSECTION USER2	
CSE000400				23+	PUNCH 'SPB'	Make module start on a page boundary.
CSE000600				25+USER2	CSECT	Establish R12 as module overall base:
CSE000800				27+	BALR R12,0	Give R12 a temporary base value;
CSE000900				28+	USING *,R12	R12 now points @ SL instruction
CSE001000			00002	29+	SL R12,=A(*-USER2)	R12 = R12,- offset from CSECT start
CSE001100			00048	30+	OROP R12	R12 doesn't point at SL anymore;
CSE001300			00000	32+	USING USER2,R12	Now R12 has A(This CSECT) in it.
CSE001500			00012	34+	B AROUNO	Jump past symbolic module identifier.
CSE001600			E4E2C509F2404040	35+MO010	OC CL8'USER2'	Handy when poking around in storage.
CSE001700			000012	36+AROUNO	OS OH	End of CSECTION expansion.
USE000230			00000	38	MVC O(L'MSG,R0),MSG Move message to parameter page.	
USE000250				40	NITENITE OS OH	Main user loop:
USE000270			00018	42	LA RO,L'MSG	Get length of message.
USE000280			00001C OA04	43	SVC 4	Write message to console.
USE000300			00028	45	LM RO,R1,NAPTIME Get nap time.	
USE000310			000022 OA05	46	SVC 5	Go to sleep.
USE000330			00018	48	B NITENITE	Oo everything all over again.
USE000350				50	OS 00	Align constant area.
USE000360			000028	51	NAPTIME OC F'O',F'60000000'	Sixty million microseconds!
USE000370			000030 E689939340A29385	52	MSG OC C'Will sleep for 1 minute.'	
USE000380			000048	53	LTOrg	
USE000390			000048	54	=A(*-USER2)	
				55	PRINT OFF	

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	000000012	00036	00034
MSG	00024	000000030	00052	00038 00038 00042
NAPTIME	00004	000000028	00051	00045
NITENITE	00002	000000018	00040	00048
R0	00001	000000000	00070	00038 00042 00045
R1	00001	000000001	00071	00045
R12	00001	00000000C	00082	00027 00028 00029 00030 00032
USER2	00001	000000000	00025	00032 00034

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SYMBOL LEN VALUE DEFN REFERENCES

AROUND	00002	00000012	00035	00033
R12	00001	0000000C	00068	00026
USER3	00001	00000000	00024	00027 00028 00029 00031

SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	000000012	00035	00033
NEXT	00002	00000001C	00043	00041 00045
NONSENSE	00002	000000012	00037	00040 00045 00048
R0	00001	000000000	00067	00046
R12	00001	00000000C	00079	00026 00027 00028 00029 00031
R5	00001	000000005	00072	00039 00039 00046
R9	00001	000000009	00076	00047 00047
USER4	00001	000000000	00024	00031 00051

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SYMBOL	LEN	VALUE	DEFN	REFERENCES
AROUND	00002	000000012	00036	00034
HAHAMSG	00050	000000028	00049	00042
READ	00002	000000012	00038	00046
R0	00001	000000000	00067	00042
R12	00001	00000000C	00079	00027
USERS	00001	000000000	00025	00032

00042 00043

00043

00029 00030 00032

LOC	OBJECT CODE	ADDR1	ADDR2	STMT	SOURCE STATEMENT	ASM	OCT1	OCT2
3	*	<*>	*><*>	*><*>	*><*>	*><*>	*><*>	*><*>
4	**	-----				-----		
5	*		Module:		CONSPP			
6	*							
7	*				Console Address Space Parameter Page.			
8	*							
9	*							
10	*		Function:		Declares an area of storage for the transmission of			
11	*				data into and out of Console Address Space. Also serves			
12	*				as the console I/O buffer, and all I/O operations take			
13	*				place through this page because the data address of the			
14	*				READ/WRITE CCW in PGMFLIH points at it.			
15	*							
16	*		Call:		Not called. Contains no executable code.			
17	*							
18	*		Mode:		key 3.			
19	*							
20	*	+-----*	<*>	*><*>	*><*>	*><*>	*><*>	*><*>
21	*	+-----*	<*>	*><*>	*><*>	*><*>	*><*>	*><*>
23	PUNCH	'SPB'			Make module start on a page boundry.			
25	CONSP	CSECT			Console Address Space Parameter Page.			
26	DS	XL4096						
27	END							

```

*COPY APP
*-----*
*
* Copy file: APP - Authentication Routine's Parameter Page Format.
*
* Purpose:   Provide a layout of the data in the Authentication
*            routine's parameter page.
*
* Used by:   SVC first level interrupt handler and Authentication
*            routine.
*-----*
SPACE
*
*
*      +0      +1      +2      +3
* Offset: +-----+-----+-----+-----+
* X'0'   | APPSTATE| APPNIL1 |     APPCODE     |
*      +-----+-----+-----+-----+
* X'04'  |           APPSTO           |
*      +-----+-----+-----+-----+
* X'08'  |           APPVADDR          |
*      +-----+-----+-----+-----+
* X'0C'  |           |
*      +           +
*      .           .
*      .           .
*      .           .
*      +           +
* X'48'  |           |
*      +-----+-----+-----+-----+
*
APP      DSECT
APPSTATE DS    XL1      System processing state: See SYSTATE
APPNIL1  DS    XL1      Unused
APPCODE  DS     H        SVC interrupt code
APPSTO   DS     F        STO @ time of interrupt
APPVADDR DS     A        Resume virtual address
APPREGS  DS   16F        Registers @ time of interrupt

```

```

APP00010
APP00020
APP00030
APP00040
APP00050
APP00060
APP00070
APP00080
APP00090
APP00100
APP00110
APP00120
APP00130
APP00140
APP00150
APP00160
APP00170
APP00180
APP00190
APP00200
APP00210
APP00220
APP00230
APP00240
APP00250
APP00260
APP00270
APP00280
APP00290
APP00300
APP00310
APP00320
APP00330
APP00340
APP00350
APP00360
APP00370
APP00380

```



```

*COPY EQUATES
*-----*
*
* Copy file: EQUATES
*
* Purpose:   Define commonly used (and in many cases public) symbols.
*
* Used by:   Any module.
*
*-----*
          SPACE
*
*   General register equates:
*
R0      EQU    0
R1      EQU    1
R2      EQU    2
R3      EQU    3
R4      EQU    4
R5      EQU    5
R6      EQU    6
R7      EQU    7
R8      EQU    8
R9      EQU    9
R10     EQU    10
R11     EQU    11
R12     EQU    12
R13     EQU    13
R14     EQU    14
R15     EQU    15
          SPACE
*
*   Floating-point register equates:
*
F0      EQU    0
F2      EQU    2
F4      EQU    4
F6      EQU    6
          SPACE
*
*   Values associated with the use of the Monitor Call instruction:
*
MCEVENT EQU    X'40'      Program interrupt code indicating monitor
*                          event.
          SPACE
*   The following are also indices into a branch table:
ACTAUTH EQU    0          Monitor Call code: "Activate Auth"
SDP      EQU    1          Monitor Call code: "Set Dispatch Parameters"
DISPATCH EQU   -2          Monitor Call code: "Dispatch"
ABEND    EQU    3          Monitor Call code: "ABEND"
BIND     EQU    4          Monitor Call code: "XMIT Bind Request"
DETACH   EQU    5          Monitor Call code: "XMIT Detach Request"
SCK      EQU    6          Monitor Call code: "Set Clock Comparator"
IDLE     EQU    7          Monitor Call code: "Idle No Work Wait"
SAVEREGS EQU    8          Monitor Call Code: "Save registers"
CONSIDO  EQU    9          Monitor Call Code: "Console Start I/O"
PURGECON EQU   10          Monitor Call Code: "Purge Console Input Data"
SHUTSYS  EQU   11          Monitor Call Code: "Shut Down the System"
          SPACE

```

*					EQU00600
*	Values associated with the state of the System (SYSTATE):				EQU00610
*					EQU00620
RUNUSER	EQU	X'80'	System is running a user		EQU00630
RUNSYS	EQU	X'40'	System is running a module of itself		EQU00640
RUNIDLE	EQU	X'20'	System is in a no-work idle wait state		EQU00650
*					EQU00660
*	Values associated with Dynamic Address Translation:				EQU00670
*					EQU00680
DATON	EQU	B'00000100'	PSW mask to check for DAT off or on		EQU00690

```

*COPY PSA
*-----*
*
* Copy file: PSA - Prefixed Storage Area
*
* Purpose: Associate symbolic names with low-core assigned storage
* locations and page 0 variables.
*
* Used by: Modules that need to access low storage and/or page 0:
* - System initialization code
* - First-level interrupt handlers
*-----*
SPACE
* System/370 Assigned Storage Locations used by this Control Program:
* Note: ---> Consult S/370 Principles of Operation for complete
* description of assigned storage locations.
*
*      ~      +0  +2  +4  +6  +8  +A  +C  +E
* Real address: +---+---+---+---+---+---+---+---+
*      X'0'      | / / / / / / / / / / / / / / / / |
*      +---+---+---+---+---+---+---+---+
*      X'10'     | / / / / / / / / / | External Old PSW |
*      +---+---+---+---+---+---+---+---+
*      X'20'     |      SVC Old PSW      | Program Old PSW |
*      +---+---+---+---+---+---+---+---+
*      X'30'     | / / / / / / / / / | I/O Old PSW      |
*      +---+---+---+---+---+---+---+---+
*      X'40'     |      CSW      | CAW      | / / / / / |
*      +---+---+---+---+---+---+---+---+
*      X'50'     | / / / / / / / / / | External New PSW |
*      +---+---+---+---+---+---+---+---+
*      X'60'     |      SVC New PSW      | Program New PSW |
*      +---+---+---+---+---+---+---+---+
*      X'70'     | / / / / / / / / / | I/O New PSW      |
*      +---+---+---+---+---+---+---+---+
*      X'80'     | / / / / / / / / | EC | / / | SC | / / | PC |
*      +---+---+---+---+---+---+---+---+
*      X'90'     | / / / / / / / / / / / / / / | MC | / / |
*      +---+---+---+---+---+---+---+---+
*      X'A0'     | / / / / / / / / / / / / / / / / |
*      +---+---+---+---+---+---+---+---+
*      X'B0'     | / / / / / / / / / / / / / | IC | / / / / |
*      +---+---+---+---+---+---+---+---+
*
*      Notes: EC = External interrupt code.
*             SC = SVC interrupt code.
*             PC = Program interrupt code.
*             MC = Monitor Call code.
*             IC = Interrupting I/O Device Address
*
* All storage following MC up to the Page 0 Variables section is
* unused.
*
* Page 0 Variables for use by the Control Program:
*
* Real address: +---+---+---+---+---+---+---+---+
*      X'400'    |
*

```

*		+	Savearea for	+	PSA00600
*	X'410'				PSA00610
*		+	General Purpose	+	PSA00620
*	X'420'				PSA00630
*		+	Registers	+	PSA00640
*	X'430'				PSA00650
*		+	-----+	+	PSA00660
*	X'440'		Savearea for		PSA00670
*		+	Floating-Point	+	PSA00680
*	X'450'		Registers		PSA00690
*		+	-----+	+	PSA00700
*	X'460'		CPU Timer Savearea SYSTATE SYSSTO		PSA00710
*		+	-----+	+	PSA00720
*	X'470'		SYSPSW DUCBRA USRSTO		PSA00730
*		+	-----+	+	PSA00740
*	X'480'		USRPSW USRTIMER		PSA00750
*		+	-----+	+	PSA00760
*	X'490'		INTSTATE INTCREG1 SAVPSW		PSA00770
*		+	-----+	+	PSA00780
*	X'4A0'				PSA00790
*		+	Savearea for	+	PSA00800
*	X'4B0'				PSA00810
*		+	User General Purpose	+	PSA00820
*	X'4C0'				PSA00830
*		+	Registers	+	PSA00840
*	X'4D0'				PSA00850
*		+	-----+	+	PSA00860
*	X'4E0'		Savearea for		PSA00870
*		+	User Floating Point	+	PSA00880
*	X'4F0'		Registers		PSA00890
*		+	-----+	+	PSA00900
*	X'500'		SAVTIMER		PSA00910
*		+	-----+	+	PSA00920
*					PSA00930
PSA	DSECT				PSA00940
	ORG	PSA+X'18'			PSA00950
EXTOLD	DS	D	External interrupt old PSW		PSA00960
SVCOLD	DS	D	Supervisor Call interrupt old PSW		PSA00970
PGMOLD	DS	D	Program interrupt old PSW		PSA00980
MCHOLD	DS	D	Machine Check interrupt old PSW (Not Used)		PSA00990
IOOLD	DS	D	I/O interrupt old PSW		PSA01000
CSW	DS	D	Channel Status Word		PSA01010
CAW	DS	F	Channel Address Word		PSA01020
	ORG	PSA+X'58'			PSA01030
EXTNEW	DS	D	External interrupt new PSW		PSA01040
SVCNEW	DS	D	Supervisor Call interrupt new PSW		PSA01050
PGMNEW	DS	D	Program interrupt new PSW		PSA01060
MCHNEW	DS	D	Machine Check interrupt new PSW (Not Used)		PSA01070
IONEW	DS	D	I/O interrupt new PSW		PSA01080
	ORG	PSA+X'86'			PSA01090
EXTCODE	DS	H	External interrupt code		PSA01100
	ORG	PSA+X'8A'			PSA01110
SVCCODE	DS	H	SVC interrupt code		PSA01120
	ORG	PSA+X'8E'			PSA01130
PGMCODE	DS	H	Program interrupt code		PSA01140
	ORG	PSA+X'9C'			PSA01150
MONCODE	DS	H	Monitor Call code		PSA01160
	ORG	PSA+X'BA'			PSA01170
IOCODE	DS	H	Interrupting I/O Device Address		PSA01180

	SPACE			
	ORG	PSA+X'400'		
PSAGREGS DS	16F		General register savearea	PSA01190
PSAFREGS DS	4D		Floating-point register savearea	PSA01200
CPUTIMER DS	D		CPU Timer savearea	PSA01210
SYSTATE DS	F		System processing state (only 1st byte...)	PSA01220
SYSSTO DS	F		System module STO	PSA01230
SYSPSW DS	D		System module dispatch PSW	PSA01240
DUCBRA DS	F		Real address of dispatched user's UCB	PSA01250
USRSTO DS	F		Dispatched user's STO	PSA01260
USRPSW DS	D		Dispatch PSW for running user	PSA01270
USRTIMER DS	D		User's CPU Timer value at dispatch	PSA01280
INTSTATE DS	F		System processing state @ interrupt point	PSA01290
INTCREG1 DS	F		Control register 1 @ interrupt point	PSA01300
SAVPSW DS	D		Saves user PSW @ interrupt point	PSA01310
SAVGREGS DS	16F		Saves user general registers @ interrupt	PSA01320
SAVFREGS DS	4D		Saves user floating point registers "	PSA01330
SAVTIMER DS	D		Saves user CPU timer @ interrupt point.	PSA01340
				PSA01350
				PSA01360

```

*COPY SERV
*-----*
*
* Copy file: SERV   User/System SERvice Table Entry Format.
*
* Purpose:   Provide a template describing the format of an entry in
*             one of two tables defined in and referenced by the
*             Authentication routine. Each table entry denotes the
*             existence of either a system module or a user service
*             provided by a module or modules of the system.
*
* Used by:   The Authentication routine only.
*-----*
SPACE
*
*
*      +0      +2      +4      +6
* Offset: +-----+-----+-----+
* X'0'   |      SERVID      |      SERVASTO      |
*      +-----+-----+-----+
* X'08'  | ** |      SERVADDR      |      SERVL CNT      |
*      +-----+-----+-----+
* X'10'  |      SERVLIST      |
*      +
*      .
*      .
*      .
*
*      **Note: @+8 - SERVKEY
*
SERV      DSECT
SERVID    DS      F      Requested service identifier
SERVASTO  DS      A      Pointer to service's STO
SERVKEY   DS      XL1     PSW storage key for running address space
SERVADDR  DS      AL3     Virtual address of service entry point
SERVL CNT DS      F      # of authorized users
SERVLIST  DS      A      1st authorization list STO

```

```

SER00010
SER00020
SER00030
SER00040
SER00050
SER00060
SER00070
SER00080
SER00090
SER00100
SER00110
SER00120
SER00130
SER00140
SER00150
SER00160
SER00170
SER00180
SER00190
SER00200
SER00210
SER00220
SER00230
SER00240
SER00250
SER00260
SER00270
SER00280
SER00290
SER00300
SER00310
SER00320
SER00330
SER00340
SER00350
SER00360
SER00370
SER00380

```

```

*COPY UCB
-----*
*
* Copy file: UCB - User Control Block.
*
* Purpose:   Retain information describing the state and features of
*            a user address space.
*
* Used by:   Modules that need to access the very information that
*            defines a user's address space:
*            - First-level interrupt handlers
*            - Various user service routines
*            - List manipulation routines
*            - Scheduler
*            - Dispatcher
*
-----*
SPACE
*
*
*      +0  +2  +4  +6  +8  +A  +C  +E
* Offset: +---+---+---+---+---+---+---+
* X'0'   | UCBFWD | UCBBKWD |           |
*      +---+---+---+---+
* X'10'  |           |           |           |
*      +           +           +
* X'20'  |           | UCBGREGS |           |
*      +           +           +
* X'30'  |           |           |           |
*      +           +---+---+---+---+
* X'40'  |           |           |           |
*      +---+---+---+---+
* X'50'  |           | UCBFREGS |           |
*      +           +---+---+---+---+
* X'60'  |           |           | UCBPSW   |
*      +---+---+---+---+
* X'70'  |           | UCBTIMER |           | UCBID   |
*      +---+---+---+---+
* X'80'  | UCBSTO  | * |           |
*      +---+---+---+
*
*      * - UCBPRI
UCB      DSECT
UCBFWD   DS      A      Pointer to next UCB
UCBBKWD  DS      A      Pointer to previous UCB
UCBGREGS DS      16F    General purpose registers
UCBFREGS DS      8F     Floating-point registers
UCBPSW   DS      D      User's dispatch PSW
UCBTIMER DS      D      User's CPU Timer quantum
UCBID    DS      CL8    Symbolic name of this user
UCBSTO   DS      A      Real STO for this UCB
UCBPRI   DS      XL1    User's runlist enqueue priority
* Assign priorities by urgency of associated event:
UCBPRIWK EQU X'80'      Priority: Waking up (Highest priority)
UCBPRIIO EQU X'40'      Priority: Done with I/O (2nd highest prty)
UCBPRITE EQU X'20'      Priority: Time Slice End (lowest priority)
UCBSIZE  EQU *-UCB

```