MULTIPROGRAMMING OPERATING SYSTEM (MOS) PROJECT

Third Phase

ASSUMPTIONS (Added):

* Multiprogramming and virtual memory added
* TI “time slice out” interrupt introduced
* Paging retained without even-odd restrictions
* I/O Processing through 3 channels introduced
* Spooling and buffering for I/O through channels introduced
* Drum (secondary storage) introduced
* I/O interrupt introduced

NOTATIONS (Added):

TS: Time Slice

TSC: Time Slice Counter

CHi: Channel i i = 1, 2, 3

RD: Read

WT: Write

IS: Input Spool

OS: Ouput Spool

LD: Load

SWP: Swap

eb(q): Empty buffer (queue)

ifb(q): Inputful buffer (queue)

ofb(q): Outputful buffer (queue)

LQ: Load queue

RQ: Ready queue

SQ: Swap queue

IOQ: Input-Output (read/write) queue

TQ: Terminate (output spool) queue

IRi: Interrupt Routine for channel i i = 1, 2, or 3

# SPOOLING AND BUFFERING INFO

* *Buffer Pool: 3 Types: Empty, Inputful, Outputful*
* *Channels: 3*

*Channel 1: Cardreader to Supervisor Memory*

*Channel 3: Supervisor Memory and Drum (either way)*

*Channel 2: Supervisor Memory to Printer*

* *Spooling: Input and Output*

1. *Input (Before Execution): Program and data cards transferred from Card Reader to Drum*

*Performed by Channels 1 and 3*

*Channel 1:*

*Started with an Empty buffer*

*Fills it with the next card from card reader*

*Returns Inputful buffer*

*Channel 3:*

*Started with the next Inputful buffer, and an available drum track*

*Writes the buffer to the drum track*

*Returns an Empty buffer*

*OUTPUT (After the program has terminated)*

*Output lines stored on drum tracks during execution sent to printer*

*Performed by channels 3 and 2*

*Channel 3:*

*Started with an Empty buffer, and the next output drum track*

*Fills the buffer with the next output line from the drum truck*

*Returns an Outputful buffer*

*Channel 2:*

*Started with the next Outputful buffer*

*Sends it to the printer*

*Returns an Empty buffer*

*Note that a channel cannot be started if appropriate type of buffer is not available.*

INTERRUPT VALUES (Added):

TI = 1 on Time Slice Out

IOI: 1 channel 1 done

2 channel 2 done

4 channel 3 done

Error Message Coding: (No Change)

BEGIN

INITIALIZATION

IOI = 1

MOS (MASTER MODE)

Case TI and SI of

TI SI Action

0 or 1 1 Move PCB, RQ → IOQ (Read)

0 or 1 2 Move PCB, RQ → IOQ (Write)

0 or 1 3 Move PCB, RQ → TQ (Terminate [0])

2 1 Move PCB, RQ → TQ (Terminate [3])

2 2 Move PCB, RQ → IOQ (Write) then TQ (Terminate [3])

2 3 Move PCB, RQ → TQ (Terminate [0])

Case TI and PI of

TI PI Action

0 or 1 1 Move PCB, RQ → TQ (Terminate [4])

0 or 1 2 Move PCB, RQ → TQ (Terminate [5])

0 or 1 3 Page Fault

If Valid

If Frame Available

Allocate

Update Page Table

Adjust IC, if necessary

Else

Move PCB, RQ → SQ

Else

Move PCB, RQ → TQ (Terminate [6])

2 1 Move PCB, RQ → TQ (TERMINATE [3,4])

2 2 Move PCB, RQ → TQ (Terminate [3,5])

2 3 Move PCB, RQ → TQ (Terminate [3])

Case IOI of

0 No Action

1 IR1

2 IR2

3 IR2, IR1

4 IR3

5 IR1, IR3

6 IR3, IR2

7 IR2, IR1, IR3

IR1

Read next card in given eb, change status to ifb, place on if b (q)

If not e-o-f and eb(q) not empty

Get next eb

Start Channel 1

Examine ifb

$AMJ: Create and initialize PCB

Allocate frame for Page Table

Initialize Page Table and PTR

Set F ← P (Program cards to follow)

Change Status from ifb to eb

Return buffer to eb(q)

$DTA: Set F ← D (data cards to follow)

Change status from ifb to eb

Return buffer to eb(q)

$END: Place PCB on LQ, change status from ifb to eb, return buffer to eb(q)

Otherwise place ifb on ifb(q), save F information (program or data card for channel 3)

IR2

Print given ofb, change status from ofb to eb

Return buffer to eb(q)

If ofb(q) not empty,

Get next ofb

Start Channel 2

IR3 (First, complete the assigned task and the follow up action for channel 3 for each possible task, and then assign new task to it in priority order.)

Case Task of

IS: Write given ifb on given track

Place track number in P or D part of PCB

Change status from ifb to eb

Return buffer to eb(q)

OS: Read information (Output line) from given track into given eb

Change status from eb to ofb

Return buffer to ofb(q)

Release track

Decrement line count in PCB

If last line, fill two other ebs (if available) with blanks, change status from eb to ofb and place the buffers on ofb(q)

Release PCB, all remaining drum tracks and all memory blocks.

Prepare 2 lines of messages from next PCB (if available) on TQ, move them into ebs

(if available), change status from eb to ofb, and place these buffers also on ofb(q)

LD: Load program card from given track into indicated memory block

Decrement count in PCB

If zero, place PCB on RQ after all the initializations

RD: Read data card from given track into indicated memory block

Decrement count in PCB

Move PCB to RQ after setting TSC ← 0

WT: Write information from the indicated memory block to the given track

Increment line count (TLC) in PCB

If TI = 2 or 3, move PCB to TQ

Else move PCB to RQ after setting TSC ← 0

SQ(W): Write the information from the victim frame to the given track.

Locate drum track with faulted page

Task ← SQ(R)

Start Channel 3

SQ(R): Read drum track with faulted page in newly allocated frame

Move PCB, SQ → RQ after setting TSC ← 0

End-Case

(Now Assign New Task in Priority Order)

If a PCB on TQ (output spool first)

If eb(q) not empty

Get next buffer from eb(q)

Find track number of next output line

Task ← OS

Start Channel 3

Else (input spool next)

If ifb(q) not empty and a drum track available

Get next buffer from ifb(q)

Get a drum track

Task ← IS

Start Channel 3

Else (load next)

If a PCB on LQ (load next) and a memory frame available

Find track number of next program card

Allocate a frame

Update Page Table

Task ← LD

Start Channel 3

Else (now i/o)

If a PCB on IOQ

If Read (GD)

If no more data card

Move PCB, IOQ → TQ (Terminate [3])

Else

Find track number of next data card

Get memory RA

Task ← GD

Start Channel 3

Else If Write (PD)

If TLC > TLL, Move PCB IOQ → TQ (Terminate [2])

Else

Get a drum track, if available

Update PCB

Find memory RA

Task ← PD

Start Channel 3

Else (allocate memory)

If a PCB on SQ

If a memory frame now available

Allocate

Update page Table

Adjust IC, if necessary

Move PCB SQ → RQ with TSC ← 0

Else

Run page replacement algorithm

Find a victim frame

Allocate and Deallocate this frame

by updating both page tables

If victim frame not written into,

locate drum track for faulted page

Task ← SQ (R)

Start Channel 3

Else

Task ← SQ(W)

Start Channel 3

(END OF IR3)

START CHi

Adjust IOI (Subtract 1, 2, or 4)

Reset Ch timer to zero

Set Ch flag to busy.

STARTEXECUTION

IC ← 00

EXECUTEUSERPROGRAM

END (MOS)

EXECUTEUSERPROGRAM (SLAVE MODE)

ADDRESS MAP (VA, RA)

Accepts VA, either computes & returns RA or sets PI ← 2 (Operand Error) or PI ← 3 (Page Fault)

LOOP

ADDRESSMAP (IC, RA)

If PI ≠ 0, End-LOOP (F)

IR ← M[RA]

IC ← IC+1

ADDRESSMAP (IR[3,4], RA)

If PI ≠ 0, End-LOOP (E)

Examine IR[1,2]

LR: R ← M [RA]

SR: R → M [RA]

CR: Compare R and M [RA]

If equal C ← T else C ← F

BT: If C = T then IC ← IR [3,4]

GD: SI = 1 (Input Request)

PD: SI = 2 (Output Request)

H: SI = 3 (Terminate Request)

Otherwise PI ← 1 (Operation Error)

End-Examine

End-LOOP (X) X = F (Fetch) or E (Execute)

SIMULATION

Increment TTC

If TTC = TTL then TI ← 2

Increment TSC

If TSC = TS, then TI ← 1

For all CHi, i = 1,2,3

If CHi flag busy,

Increment Chi timer

If CHi timer = CHi total time

Increment IOI accordingly

(Set channel completion interrupt)

End - For

If SI or PI or TI or IOI ≠ 0 then Master Mode, Else Slave Mode