



## PLAGIARISM SCAN REPORT



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## Content Checked For Plagiarism

Designing of multiple operating system

Fig A-1: Virtual user machine.

In a memory word may be interpreted as an instruction or data word. The operation code of an instruction occupies the two high-order bytes of the word, and the operand address appears in the two low-order bytes.

Step 2: Consider the Instruction

Instruction

Interpretation

Operator

Operand

LR

x1,x2

R:=[ $\alpha$ ]

SR

x1,x2

$\alpha$ : =R

CR

x1,x2

If R: =[ $\alpha$ ] then C:='T' else C:='F'

BT

x1,x2

If C='T' then IC:=  $\alpha$

GD

x1,x2

Read([ $\beta$ +i],i=0....9)

PD

x1,x2

Write([ $\beta$ +i],i=0....9)

H

halt

## Table A-1 Instruction Set of Virtual Machine

Table A-1 gives the format and interpretation of each instruction. Note that the input instruction (GD) reads only the first 40 columns of a card and that the output instruction (PD) prints a new line of 40 characters. The first instruction of a program must always appear in location 00. With this simple machine, a batch of compute-bound, IO-bound, and balanced programs can be quickly written. The usual kinds of programming errors are also almost guaranteed to be made. (Both these characteristics are desirable, since the MOS should be able to handle a variety of jobs and user errors.)

The CPU registers of interest are:

C: a one-byte "Boolean" toggle,

R: a four-byte general register,

IC: a two-byte virtual machine location counter,

PI, SI, TI: 3 interrupt registers,

PTR: a four-byte page table register,

MODE: mode of CPU, master' or 'slave'.

User storage contains 300 four-byte words, addressed from 000 to 299. It is divided into 30 ten-word blocks for paging purposes. **Supervisor storage is loosely defined as that amount of storage required for the MOS.**

## Step:3 Understanding the required Concepts

## Slave Mode Operation

User storage addressing while in slave mode is accomplished through paging hardware. The PTR register contains the length and page table base location for the user process currently running. The four bytes a0 a1 a2, a3, in the PTR have this interpretation: a1 is the page table length minus 1, and  $10a2 + a3$ , is the number of the user storage block in which the page table resides, where a1, a2, and a3 are digits.

A two-digit instruction or operand address,  $x1\ x2$ , in virtual space is mapped by the location hardware into the real user storage address:

$$10 [10 (10a2 + a3) + x1] + x2$$

Where  $(\alpha)$  means "the contents of address" and it is assumed that  $x1 \leq a1$ .

All pages of a process are required to be loaded into user storage prior to execution. It is assumed that each virtual machine instruction is emulated in one time unit. All interrupts occurring during slave mode operation are honored at the end of instruction cycles and cause a switch to master mode. The operations GD, PD, and H result in supervisor-type interrupt that is, "supervisor calls." A program-type interrupt is triggered if the emulator receives an invalid operation code or if  $x1 > a1$ , during the relocation map (invalid virtual space address).

## Master Mode Operation

The handling of PI, SI, and TI interrupts is done by MOS function. Whenever an interrupt occurs, the MOS function is called.

When any one of GD, PD, H instruction is encountered, then an SI interrupt occurs and the SI variable is set to 1, 2, and 3 respectively and then the MOS function is called. In the MOS function, if SI=1 then read function is called. Similarly for SI=2 and SI=3 write and terminate functions are called respectively.

When the total time counter is greater than the total time limit, then the time limit is exceeded and a time interrupt occurs and TI (variable) is set to 2 and the MOS function is called. When an opcode error comes, then a program interrupt occurs and PI is set to 1. Similarly when an operand error and page fault error comes, then also a program interrupt occurs and PI is set to 2, 3 respectively. Then the MOS function is called for every interrupt.

## Interrupts

Three types of interrupts are possible:

(1) Program: Protection (page table length), invalid operation code

(2) Supervisor: GD, PD, H.

(4) Timer: Decrement to zero

The events causing interrupts of types (1) and (2) can happen only in slave mode; events of type 3 can occur in both master and slave mode, and several of these events may happen simultaneously. The interrupt causing event is recorded in the interrupt registers regardless of whether the interrupt is inhibited (master mode) or enabled (slave mode).

The interrupt registers are set by an interrupt event to the following values:

(1) PI= 1: Opcode; PI= 2: invalid operation code, PI=3: Page fault

(2) SI = 1: GD; SI= 2 : PD; SI = 3 : H

(3) TI = 2: Timer

Step 5: Job writing

### A3. JOB, PROGRAM AND DATA CARD FORMATS

A user job is submitted as a deck of control, program, and data cards in the order:

.....

1. The contains four entries:

(1) \$AMJ cc. 1-4, A Multiprogramming Job

(2) cc. 5—8, a unique 4-character job identifier.

(3) cc. 9—12, 4-digit maximum time estimate.

(4) cc. 13—16, 4-digit maximum output estimate.

2. Each card of the deck contains information in card columns 1-40. The ith card contains the initial contents of user virtual memory locations.

$10(i - 1), 10(i - 1) + 1, \dots, 10(i - 1) + 9, i = 1, 2, \dots, n,$

Where n is the number of cards in the deck. Each word may contain a VM instruction or four bytes of data. The number of cards n in the program deck defines the size of the user space; i.e., n cards define  $10 \times n$  words, n 10.

3. The has the format: The (Data) deck contains information in cc. 1—40 and is the user data retrieved by the VM GD instructions.

5. The (JOB card) has the format: SEND cc. 1-4

cc. 5—8, same

The is omitted if there are no cards in a job.

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The supervisor storage is loosely defined as that amount of storage required for the MOS implementation. The backing storage is a high-speed drum of 1000 tracks, with one ten-word block per track. A transfer of one block of data to/from the drum takes two time units.

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