<u>Multiplexed</u> <u>Information</u>

And

Computing Service

Multics

as a

Software Factory

Topic of Session:

Use of Multics for the

Maintenance

and

Extension

of

Multics,

PL/I and

all user software

completely $\underline{\text{on-line}}$ with minimal

system interruption.

<u>Overview</u>

- 1. Introduction
- 2. File System
- 3. Program and Document Preparation
- 4. Programming Languages
- 5. Run-time Environment
- 6. Debugging Aids
- 7. Software Installation and Maintenance
- 8. Software Quality and Ease of Use
- 9. Other System Features
- 10. Configurations, Capacity and Performance

1. Introduction

<u>History</u>

1965: MIT/GE/BTL Joint Development Project

Fall 1965: FJCC Multics Papers

1967: EPL Available; New PL/I begun

Spring 1968: "One" user system--virtual memory

credibility

Fall 1968: "Five" user system

Fall 1969: "30" user system—-CTSS-like response (bad).

New PL/I

Multics "public"

Fall 1970: 40 load-unit system--better than CTSS

response

Currently Underway:

New Features

- Version | | PL/|
- APL
- GECOS environment
- Absentee batch processing
- etc.

Improving User Interfaces

- Better error messages
- Simplified commands
- etc.

Improving Capacity and Performance

- Expandable configuration
- Performance monitoring and analysis
- Software improvements
- Hardware improvements

Examples of Significant Software Development Achievements:

1. PL/I

Began:

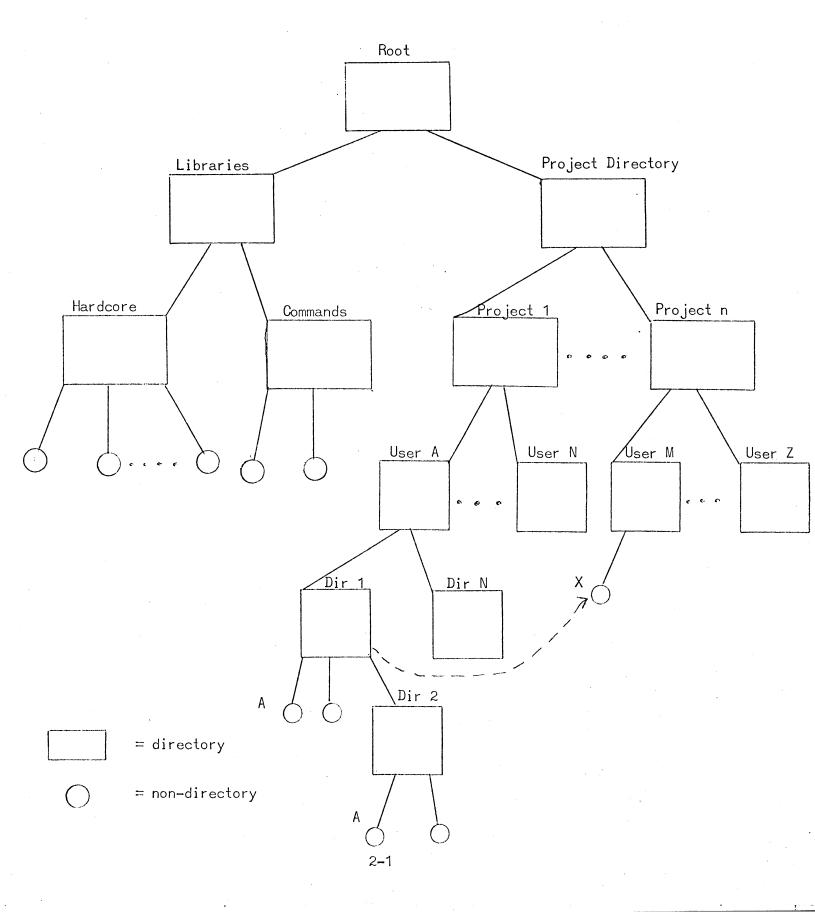
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First Release: 4069

4 Programmers

- 2. File System Redo
 - 50 modules "Opened Up"
 - 4-5 months
 - 2 Programmers

2. File System



Multics Directory Hierarchy:

- System directories and files treated same as user directories and files
- Pathnames uniquely identify files root>project_directory>project1>userA>dir1>A
- Working Directory (Abbreviation)
 cwd root>project_directory>project1>userA
- <u>Links</u> (Indirect Addresses)X ("Indirect Pointer" to file in another directory)

Directory Structure and Segment Attributes

Directory

	Segment Name	Attributes
	A	User 1 Access Size User 2 Access Size
	Dir	User Access Size
Link	X	root>d1>d2>X
		Non-Directory
		Directory
Segment Name:		32 ASCII Characters
User:		Name.Project : (Jones.ProjA)
Access:		REWA - Non-Directory

Directory

File System Features

- Access Control
- Quota Control
- Source Code, Listings, Documents,
 Object Code, Data treated uniformly.
- Backup/Retrieval
- Commands to Manipulate Segments and Attributes:
 - . List Directory Contents
 - . Status of Single Segment
 - . List and Set Access Control Info
 - Create and Delete Directory
 - Create and Delete Non-Directory
 - Rename Segments; Add Extra Names
 - Manipulate Quotas
 - etc.

Program and Document
 Preparation

Text Editors

(QED and EDM)

- 1. Interactive
- 2. General Purpose
- 3. Line Number or Context Driven
- 4. EDM is easy to learn
- 5. QED is more powerful

Examples of EDM

Commands

change

c5/abc/xyz/

delete

d10

find

f this is

locate

1 reference

File Printing

- Compiler listings and command outputs are files.
- 2. Files are printed:

on-line (by print)
off-line (by delayed print)

- 3. Delayed Print Features:
 - a. three priority queues
 - b. option to delete file
 - c. identification option
- 4. RUNOFF command creates
 "type set" documentation.

4. Programming Languages

PL/I

- Standard Multics language
- Designed for system programmers
- Efficient object code
- Nearly full ANSI language
- On-line or off-line compilation

ALM

- 645 assembler
- Not intended for general use
- <5% of system written in ALM

APL (Iverson's not GE's)

- Interactive language
- Dynamic attribute assignment
- Compatible with IBM implementation
- Implemented in PL/I

FORTRAN

- Compatible with PL/I and ALM
- Superset of ANSI FORTRAN
- Version II compiler will use PL/I code generator

BASIC, LISP, SNOBOL, etc.

- Student projects

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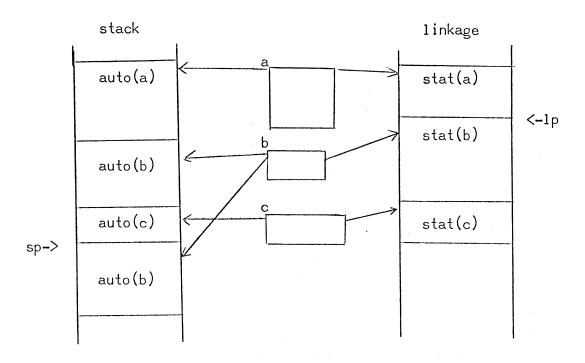
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Procedure Environment

\underline{a} calls \underline{b} calls \underline{c} calls \underline{b}



standard call mechanism
standard data types
"binding"
dynamic linker
binder

6. Debugging Aids

Debugging Environment

- 1. Symbolic debugger
- 2. Dynamic trace
- 3. Quit mechanism
- 4. Simple I/O routines
- 5. Segmented "address space"

Debug

1. Symbolic

- requests use source language
- uses compiler produced symbol table

2. Interactive

- requests given at run=time
- no recompilation
- concise system programmer oriented requests

3. Capabilities

- inspect data or code
- modify data
- trace stack
- control execution
- machine language oriented features
- escape to command processor

```
set break point
   /calc/read-line<
call procedure with arguments
    calc 37 41
breakpoint reenters debug
    Break 1 in calc
print data
    i
    21
    p->item.a.b(3)
    "1101"b
print lines of source program
    Ea60,2
             x=q->a.b+7;
call z(x,y);
    60
    61
Set new break point
     61 <
```

Continue execution

Trace

- 1. Dynamic trace
- 2. Inserts procedure between called and calling procedure
- 3. Insert/remove with no recompilation
- 4. User can supply procedure
- 5. Standard procedure available
 - traces call, prints argument list
 - computes time spent

Interrupts process execution

State of computation saved

Can restart computation

Can use process to execute other procedures

Permits sequence

->

QUIT

· · · execute commands

start

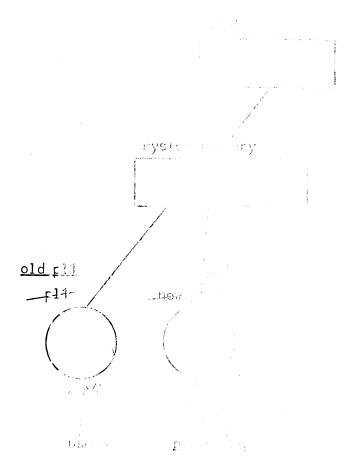
Similar mechanism used for errors

```
program output
     i = 1
     i = 1
     i = 1
     i = 1
     QUIT
enter debugger
     debug
     /prog/i
     37
     /prog/calc.s2
               call write ("i = ",j);
return;
     calc:
use editor
     edm prop.pl1
     Edit
     l calc:
     <u>c/j/i/</u>
              call write ("i = ",i);
     calc:
     w
     Д
compile program
     pl1 prog table
leave debugger
resume computation
     start
```

Boftware inetal and Maintenance

Software Installation and Maintenance

- on-line capability
- library in Virtual Memory
- change while system running
- use standard commands
- Maintenance sequence
 source from library
 modify, checkout
 install
- easy to use others' programs



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Hase of Day

- 1. Well designed user interface
 - took advantage of CTSS experience
 - meaningful error messages from compilers and system.
 - dynamic linking and file creation
 allow simple program execution.
- 2. Simple functional command language
 - system commands and user programs
 have equivalent interfaces.
 - commands are callable as programs:

Example:

```
pl1 alpha = call pl1("alpha");
alpha beta = call alpha ("beta");
```

- 3. PL/I compiler options:
 - source, symbols, map, list
 control listing output
 - check performs syntax and semantic
 error analysis
 - brief, severity control error messages
 - optimize removes redundant code on a per block basis.
 - table produces a run-time symbol table
 for symbolic debugging

4. Reliability

- Multics and PL/1 have been in use for more than a year.
- Heavy use by system developers and researchers.
- System and compiler are maintained by the original developers.
- Bug level is <u>near zero</u>.
- Failsoft design reduces system crashes due to hardware bugs.

- 5. RADC experience:
 - 3 days to install first system
 - runs 4 hours per day
 - ran two months with:
 - 2 hardware crashes
 - O software crashes

Other two leaf

- 1. Batch per racing
 - 🛈 basan (1/2), sab**nsl**a
 - startise open (commentations; "carmed" input)
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 Addison of Interface,
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- 2. Billing/forestd keeping for a lot memag cont
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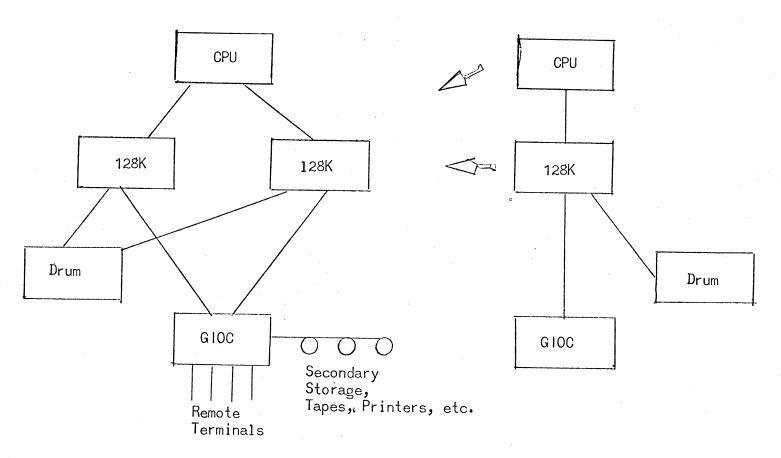
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Configuration, -- ity

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1. Configurations



- Dynamic Reconfiguration
 - · CPU's
 - Memories
- Add Datanet-300 and GECOS-III with Time-Sharing can run on the configuration. (K5).

2. Capaciti

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3. Perfo

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