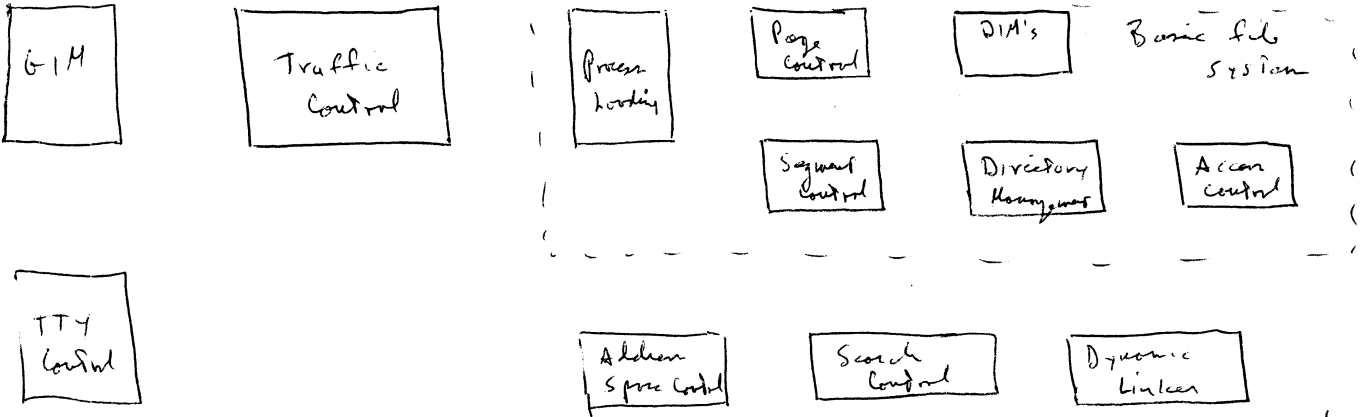


Sept 1971

# The Multics organization: three views

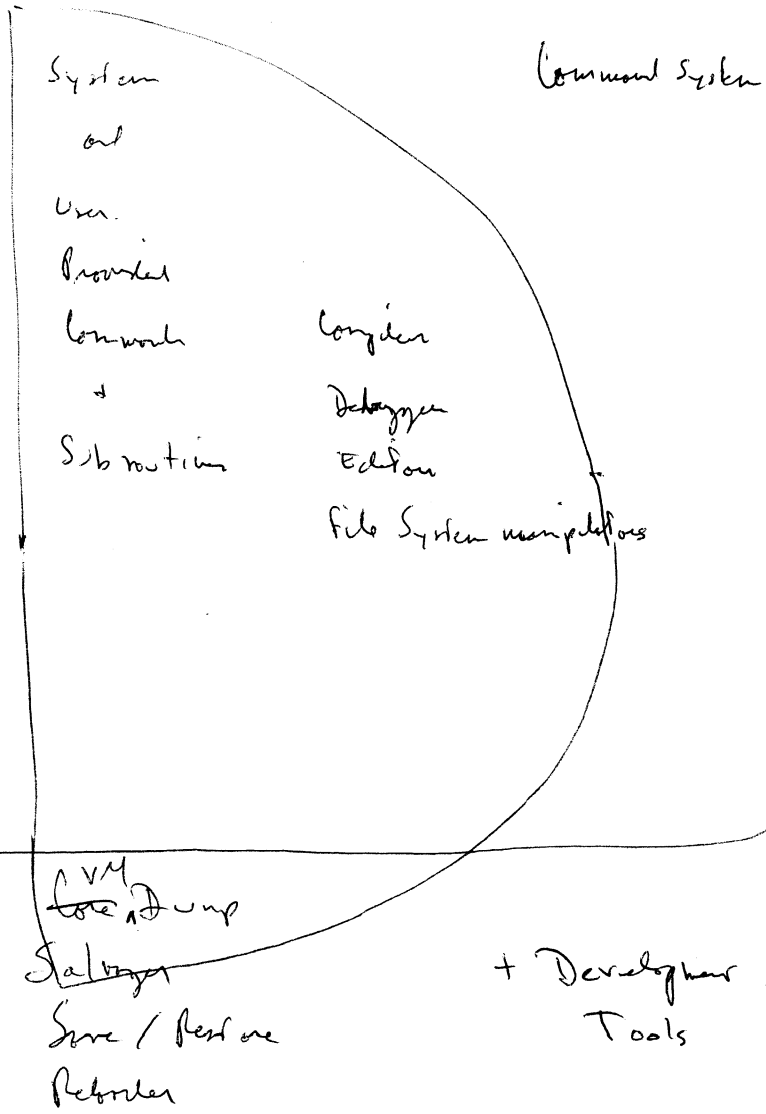
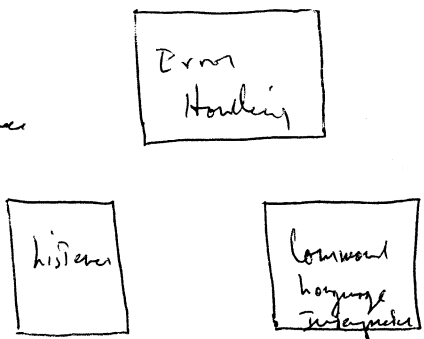
## I Procedural

FIM, II



Hard core supervisor

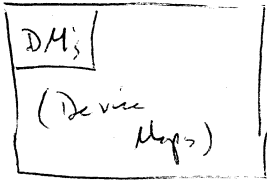
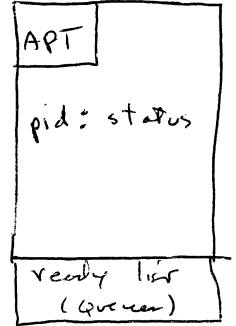
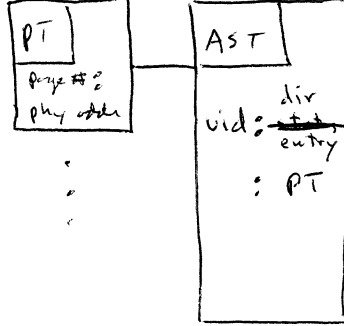
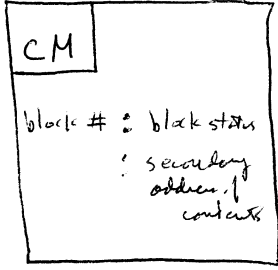
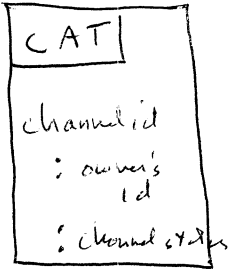
- Privileged Process functions
- Monitoring of Performance
- File Backup
- Block I/O
- Asymmetry Service (Operator Interface)
- System Control
- Accounting/Billing
- Reconfiguration (Mostly specialized commands + substitution)



- Other
- Bootload / Initial in shutdown
- Reconfiguration
- BoS

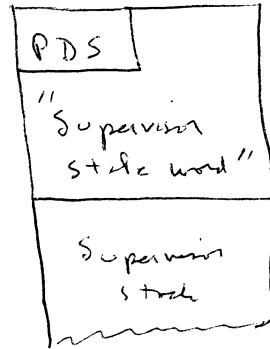
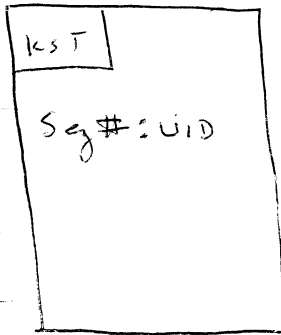
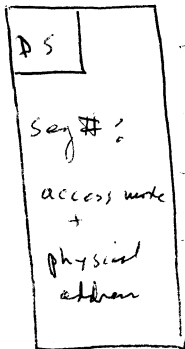
+ Developer Tools

# View II = Data



+ Directory Hierarchy

System wide

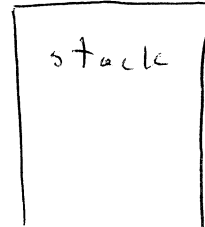
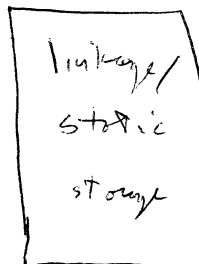
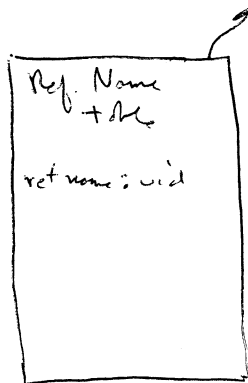


Address-Space and Process Wide

(1 to 1)

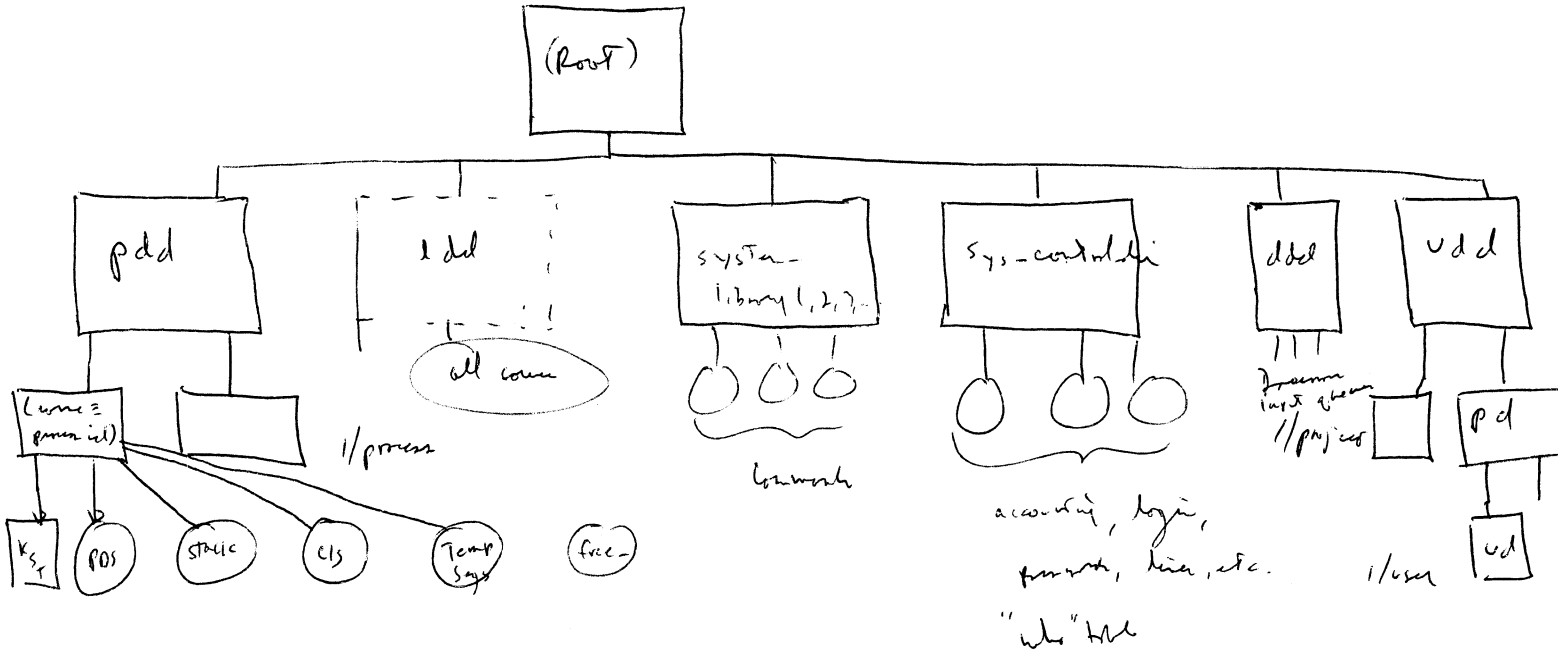
actually

(Implemented on KST trailers)



Per-ring

View III: Stored information



# Hardware overview

- Ideas overlaid on GB-600 line

why?

1. 600-line was clearly modular, needed for multiple
2. GB offered to put best engineers on project, and work cooperatively.

- Overall CPU/memory interconnection pattern

port selection strategy breaks down into ~ 8 parts.

- A design scheme overlaid on 36-bit CPU

compromises: - bit 24 address don't have full 16 bits.

- limited # of pointer register pairs

- High performance drum

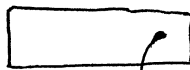
Orig specs: 16ms rotation, 8ms org. wait

8 sectors/rev, 2ms for 1000 word transfer

revised Dequant to 32ms, 16 sectors, still 2ms for 1000 words

- Drum controller provides queue

mailbox

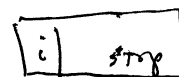


current DCW



1/sector

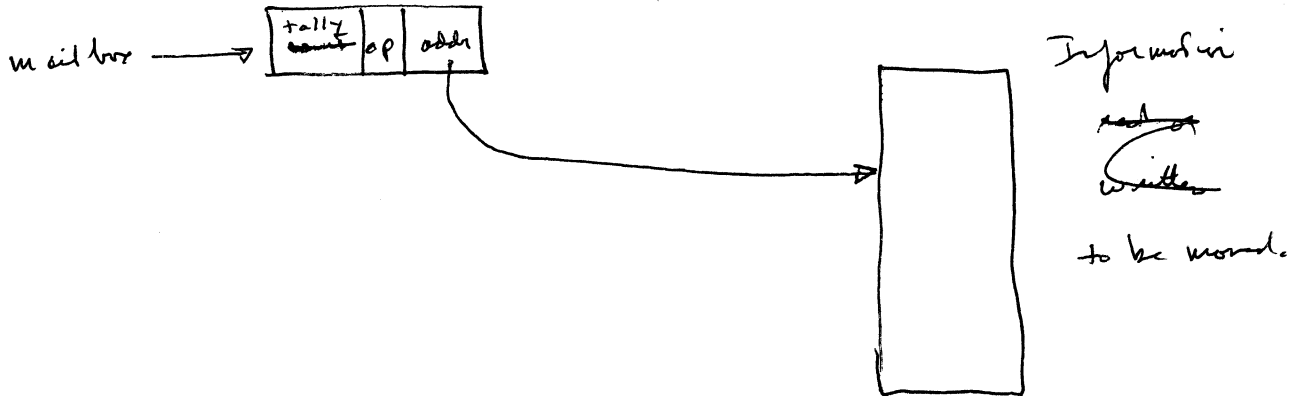
several rotations



- Clock

- General I/O controller

Simple idea send over and over again.



Typical channel for typewriter control:

- channel pair {
- 1. one simple channel to move data to tty
  - 2. one simple channel to move DCW's to the master of the first channel!

Overall: 4000 channels maximum (allow ~2000 tty's)

- Each channel is cheap:
- 1 flip flop to say I want to do my job (set on <sup>when</sup> I/O device ~~is~~ it has accepted the last item)
  - 1 buffer of data size (e.g., 9 bits)

+ A multiplexer which scans for flip-flops or out over the transfer.

Status return through another simple channel.