

Performance payoffs

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1. Compiler Command org.
2. Linking
3. process creation: why 75 seg. + 200 linkage faults
4. inward wall crossings
5. long sequent faults and/or SST thrashing
6. EPL, EPLBSA, AED, BCPL, Pta, BON
7. PL/I
8. Filesys write around removal
9. Propagate out object segment
10. Multics assembler + obj code gen.
11. Reduce ^{# of} private seg. per process
12. Basic shell loop
13. Tune: elig., SST size, g, TTY buffers; put meters on parameters
14. Bind more shrewdly