For Multics, with 42 ~~there will be~~ 60 users, producing 48 interactions per minute, Each interaction must be handled, on the average, in ~~1/48 minute, or~~ 1.1 ~~1.2~~ seconds, including idle ~~wait~~ time, if any.

Favorable conditions

a. memory ~ 2 times as fast, reducing execution time for some computation buffer.

~~1.8 + 1.8 → 1.8 +~~ .9 run .45 run

~~1.8 sec → .9 sec~~ + .9 loop → + .9 loop

Allowing 10% increase for SDW/PTW fetches and 10% increase for extra instructions needed

b. Multiprogramming permits the ~~50% of CTSS computation~~ .9 sec/int. spent looping to be recovered. (Requires 2 other processes to use up majority of idle time & in core with working set.)

For pure procedure environment, we have .9 run + [illegible] → .54

Available

1100 ms		total
540 ~~450~~ ms		used by user in *his* computation
~~750~~ ms		
560 ms		available for use in page/segment fault handling, to use on

8 K of user program

4 K of user data

X K of machine conditions (14 per process segments)

If X = 14, 26 page faults (+ segment faults, etc.)

+ 4 for directory searching ?

30 total.

25 ms/fault

30 | 750