

Published: 01/10/68

Identification

The Universal Device Manager Process Groups
S. I. Feldman

Purpose

The universal device manager processes are the processes that normally control I/O devices. This section describes the procedure that initializes and destroys these process groups, under the control of System Control. (See Section BQ.)

Introduction

There is one universal device manager process per universal device manager process group. These groups have user ids of the form ".xx_udmp.yy", where "xx" is the type of device and "yy" is the instance tag. (There may be more than one group handling a particular type of I/O device, and these group will have different instance tags.) For example the first typewriter universal device manager process group will have user id ".typewriter_udmp.aa".

Each device manager process uses a procedure called the Dispatcher (see BF.2.25). This module is called by the Wait Coordinator when certain events are signaled. The Dispatcher calls the Driver (see BF.2.24) which in turn makes the appropriate outer call. The Dispatcher's data base is the Process Dispatching Table (PDT). The section describes the procedure that initializes the PDT of a universal device manager process.

When the system is brought up, System Control creates all of the system processes. For this purpose, System Control has a list of processes and a set of Process Initiation Tables (PITs). (Universal Device Managers will always have such a pre-defined PIT). After the universal device manager process has been created, the following call is made:

```
call udmpg$init(pitptr);
```

The pitptr points to a standard PIT (see BQ.1.01). The last entry of the PIT is actually a structure of the following form:

```
2 type char(32),  
2 pdt_name char(32),  
2 pit.ndev fixed bin,
```

```
2 resource_names(pitptr->pit.ndev) char(32);
```

Initialization

In response to the call to udmpg\$init, the following steps are taken:

1. A segment is created in the present process group directory with entry name pitptr->pit.pdt_name. This segment will be the PDT for this process.
2. Store pit.ndev in pdt.nroutes.
3. Store pit.init_done in pdt.init_done_event and store pit.sys_control in pdt.creator_id.
4. Set each element of pdt.routes.type equal to pit.type.
5. Set each element of pdt.routes.resource_name equal to the corresponding element of pit.resource_names.
6. Create an event wait channel with priority zero and store its name in pit.shut_down. Give System Control access to this channel.
7. Call ecm\$set wait prior, since the above created event is more important than any normal event call event.
8. Make the following call:

```
call disp$init(pdtptr);  
dcl pdtptr ptr; /*point to PDT created above*/
```
9. Wait for the shut_down event to be signaled.

Destruction

After all of the normal user processes have been destroyed or saved, System Control signals the event whose name was stored in pit.shut_down above. The Wait Coordinator then returns from step 9, and udmpg then does the following:

10. Signal the event with name pit.shut_down_complete for the process with id pit.sys_control. It is assumed that all I/O has been shut down by the time System Control wishes to destroy the universal DMPs.
11. Return to the caller.


```

"                interrupt received from device*/
3 quit_event bit(70), /*event to be signaled to stop
"                device and prepare for a divert*/
3 reenable_event bit(70), /*signaled when auxiliary
"                chain or TBS is unlocked*/
3 device_absent bit(1), /*1 if device not present*/
3 assigned bit(1), /*1 if device assigned to this
"                process*/
3 attached bit(1), /*1 if attach call has been
"                issued*/
3 ext_quit bit(1), /*1 if device in external quit
"                condition*/
3 int_quit bit(1), /*1 if device in internal (hardware)
"                quit condition*/
2 attach_stack area((10000)); /*area into which blocks are
"                allocated for diverted paths*/
/*

*/
dcl 1 att_thread based(p), /*declaration of block to be
"                allocated into att_stack
"                area for pushing down of
"                DCMs*/
2 ioname char(15), /*DCM ioname*/
2 locall_event bit(70), /*event channel name*/
2 reenable_event bit(70), /*event channel name*/
2 pibp ptr,
2 icbp ptr,
2 status,
3 attached bit(1),
3 ext_quit bit(1),
2 next ptr; /*points to next block in thread
"                of pushed-down DCMs*/

```