

BB.1

Glossary

## Glossary:

### Process Canceled Stack:

A stack, stored in the process data segment (g.v.)

which is used to store the process state on internal interrupts and

faults; and to perform calls while handling internal interrupts and

faults.

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## Glossary

### External Interrupt:

An interrupt which comes from an I/O device or other equipment attached to the system. (c/w Internal interrupt)

### Internal Interrupt:

An interrupt triggered by the <sup>traffic controller</sup> ~~operating system~~ directly, and directed at the process running on the interrupted processor.

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## Glossary

### Processor Stack:

A stack, stored in the processor data segment (p.v.)

used to store the processor state on <sup>external</sup> interrupts, and to perform calls

while handling <sup>internal</sup> interrupts.

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## Glossary

### Traffic Control:

A term used to describe the operation of processes  
in terms of resource management, scheduling, and dispatching.

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### Meter

A Term used to describe a core storage cell which is used to ~~see~~ accumulate resource usage measurements.

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### Inhibit:

A mode of processor operation in which interrupts (and some faults) are not ~~recognized~~ accepted; they are <sup>instead</sup> remembered until the program leaves the inhibit mode.

### Mask:

creates a condition such that certain interrupts will be inhibited when they occur.  
To place a temporary inhibition on selected interrupt sources.

(See Inhibit.)

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## Glossary:

### Interrupt:

The response of a processor to an arbitrarily timed external signal. <sup>cf.</sup> (~~as~~ fault)

### Fault:

The response of a processor to a condition arising within the processor as a result of program execution. (<sup>Interrupt</sup> c/w ~~fault~~)

(Note: On the 68-645 processor, certain interrupt conditions (connect and power down) are implemented using fault handlers; the processor manual describes these as faults.)

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## Standards + Glossary

### System Initialization:

Execution of a sequence of programs which load and initialize

a complete running version of Multics, starting with a clear core memory.

A system initialization may or may not include a secondary storage reload.

### System Restart:

Execution of a sequence of programs which re-initialize a complete

running version of Multics, starting with a loaded core memory. System

restart <sup>may</sup> include an effort to salvage whatever information possible from the

data bases stored in core memory. System restart may be an appropriate

action, for example, following a transient hardware fault which causes the system to "hang up".

## Standards Section

### Processor Identification Number :

An 18-bit string which uniquely identifies the processor. It is composed of an ~~8~~<sup>6</sup>-bit type code and a <sup>12</sup>~~10~~-bit serial number concatenated in that order. A

645 processor has type code 001. Other processors will be assigned type codes as necessary.

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### Processor Hardware tag :

A wired-in register which identifies the processor.

Ideally, it contains the Processor Identification Number. On

a 645 processor the Processor Hardware tag is a 3-bit register.

~~which~~

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## Standards Section

### Calendar Time:

A signed <sup>63</sup> 71-bit (double-word) integer giving the number of microseconds since 0000 GMT, Jan. 1, 1901.

### Calendar clock:

A centrally located hardware register which contains the current Calendar Time. It is incremented once per microsecond.

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## Standards Section

### Unique Binary Identifier:

A 70-bit string which, by virtue of its method of ~~creation~~ <sup>construction</sup>,

is guaranteed to be different from every other 70-bit string ~~so created~~ <sup>constructed</sup>.

It is composed of ~~the least~~ <sup>the</sup> 52 least significant bits of the

current calendar time concatenated with the 18 bits of the current

processor number. identification number.

## Standard Section

### Unique ASCII Identifier :

An 11-character string which, by virtue of its method of construction, is guaranteed to be different from every other 11-character

string so constructed.

It is constructed by converting a

unique binary identifier (q.v.) to an integer in the base ~~256~~<sup>84</sup>.

The ~~256~~<sup>84</sup> possible values of each digit will be represented by the 94

ASCII graphics, less the <sup>upper and lower case</sup> vowels A, E, I, O, and U, in <sup>their standard</sup> collating sequence.

(Leaving out the vowels guarantees that no random obscenities will be generated.)

Remainder $n \ 84$	ASCII graphics
0	!
1	"
2	#
	etc.

# Glossary

## Execution <sup>Meter</sup> Times:

A <sup>meter</sup> ~~clock~~ which counts the number of memory cycles used by a processor. A <sup>24-bit</sup> hardware <sup>meter in each G45 processor</sup> execution <sup>timer</sup> measures the number of cycles used by the processor for all operations. This hardware timer is used by the supervisor to simulate a processor execution meter for every processor.

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