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### Identification

The Traffic Controller Data Block  
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### Purpose

The Traffic Controller Data Block (TCDB) is a collection of miscellaneous items in segment <tc\_data>; some of those items are internal to the Traffic Controller, others are of general interest. This section lists all these items and explains their function. No table-declaration is furnished as this is a pre-assembled table and the items are independent of one another; rather, the EPL attributes of each of these items are stated separately.

### Itemization

Following are the TCDB items listed by their symbols; to access any of them, say apt\_lock, reference should be made to <tc\_data>[[apt\_lock]; "\*" means internal to the Traffic Controller.

apt_lock	global-lock word used to restrict access into the traffic controller (fixed)
pwt_lock	the PWT is the only table that is sometimes accessed without using the global traffic controller interlock; the PWT lock is then used (fixed)
*apt_ptr	pointer to the base of the APT (ptr)
*apt_size	number of words in the APT (fixed)
*pwt_ptr	pointer to the base of the pwt (ptr)
*pwt_size	number of words in the pwt (fixed)
*aht_ptr	number of words in the APTHSH (ptr)
*aht_size	number of words in the APTHSH (fixed)
lowest_level	is the lowest-priority (highest-numbered) level number in the ready-list; it is assigned to the idle processes exclusively. (fixed)

**lowest\_loaded** number of lowest-priority ready-list queue in which a loaded process may be found. Subroutine unload-test uses this variable to determine which process to unload. (fixed)

**neligible** number of eligible processes in the system (fixed)

**max\_eligible** maximum number of eligible processes the system can accomodate. (fixed)

**nloaded** number of processes currently loaded, this variable is maintained by the load-daemon (fixed)

**nloaded\_ready** number of ready and loaded processes (fixed)

**max\_loaded** maximum number of loaded processes the system can accomodate (fixed)

**loaded\_depth** the number of processes that must be kept loaded at the head of the ready-list. (fixed)

**nprocessors** number of processors currently used (fixed)

**activation\_level** a constant level number given a newly created process; when rescheduling itself, it will give itself an appropriate level number. (fixed)

**wait\_enable** a system\_flag, initially set to zero which is set to 1 after Traffic Controller initialization. (fixed)

**loader** pointer to the TC Loader Process' APT entry (ptr)

**loader\_id** TC Loader Process' ID (fixed bin(35))

**initializer\_id** initializer process' ID (fixed bin(35))

**highest\_ready** relative pointer to the topmost process on the ready list; used by the pre-emption mechanism. (fixed)

**time\_quantum** a system constant; the timer register is never loaded with a value that is higher than time-quantum. A process' time allotment is used-up as a series of "time-quanta". (fixed)

**system\_shutdown** a flag to indicate, when "on", that a system shutdown is in progress; this condition "freezes" the APT and prevents further process activation from taking place. (fixed)

**hard\_core\_ring\_number**      self explanatory      (fixed)

**template\_dseg\_length**      (also named dscopy1) the length of the descriptor segment template. (fixed)

**template\_pds\_length**      (also named pdscopy1) the length of the PDS template (fixed)

**dsms1**                      descriptor segment maximum length (fixed)

**pdsms1**                     PDS maximum length (fixed)

**id**                         system constant used to generate process IDs. This is a clock reading taken during system initialization time. A process id is generated by simply incrementing, then reading of this variable. (fixed bin(35))

**lock**                      lock\_word associated with the above-mentioned id to allow only one processor at a time to manipulate it. (fixed)

**running\_list**            an array of entries, one entry per processor, of the following format:

```

dcl 1 running_list(8),
      2 apt_ptr bit(18),      /*rel ptr to APT entry*/
      2 pre_empt bit(1),     /*flag*/
      2 filler bit(17);
  
```

the array's size corresponds to the maximum number of processors possible; each entry corresponds to a processor by index number.

(the term "sentinel" used below is explained in BJ.1.02)

**\*empty\_q**                the first of two contiguous empty-list sentinels

**\*ready\_q**                the first of an array of ((lowest\_level) +1) sentinels of the ready-list.

(while empty\_q has pre-assembled values, the ready\_q array is initialized by subroutine tc\_data\_init together with the five tables)

**\*level\_coefficient**      an array of entries, one per level, which is used by the scheduler's pre-emption algorithm (fixed)

\*loaded\_list list of loaded processes; this is an array of size (max\_loaded) which contains pointers to the APT entries of all loaded processes.

pwt pre-initialization pwt (fixed)

### Initialization

The pre-assembled segment <tc\_data> is loaded into core from a Multics System Tape as one of the very first items in the system, and is wired down. At this point, most of the above-mentioned items are pre-set to either zero (for fixed variables) or null (for pointer variables) values.

The exceptions are the two empty\_q and the three block\_q sentinels which already have their definite values, and the items associated with the pwt. As it is, the Basic File System is engaged in PWN activity long before Traffic Controller initialization; this is recognized by wait\_enable's zero-value. However, rather than encumber all four PWN subroutines with conditional statements it was found more elegant to provide a dummy PWT during initialization time, and thus execute most of the actual PWN code (stopping short of giving the processor away, in wait.) Consequently, pwt\_size is pre-set to 1, and pwt\_ptr points to symbol pwt, thus providing a temporary one-word-long PWT.

Subroutine tc\_data\_init allocates areas in <tc\_data> for the five tables, copies system parameters from the Software Parameter Table (SWPT) into appropriate TCDB items, and initializes all pointers to tables as well as the "level-coefficient" and "loaded-list" arrays.