

CONTENTS

1

BACKGROUND

1.1	Introduction	2
1.2	System Software and Machine Structure	2
1.3	The Simplified Instructional Computer (SIC)	4
1.3.1	SIC machine structure	4
	Memory	4
	Registers	5
	Data formats	5
	Instruction formats	5
	Addressing modes	5
	Instruction set	6
	Input and output	6
1.3.2	SIC/XE machine structure	6
	Memory	6
	Registers	7
	Data formats	7
	Instruction formats	7
	Addressing modes	8

Instruction set	11
Input and output	11
1.3.3 SIC Programming Examples	11
1.4 System/370 Machine Structure	19
Memory	20
Registers	20
Data formats	21
Instruction formats	22
Addressing modes	24
Instruction set	24
Input and output	25
1.5 VAX Machine Structure	26
Memory	26
Registers	27
Data formats	27
Instruction formats	28
Addressing modes	28
Instruction set	28
Input and output	29
1.6 CYBER Machine Structure	30
Memory	30
Registers	30
Data formats	31
Instruction formats	31
Addressing modes	32
Instruction set	32
Input and output	33
Exercises	33

2

ASSEMBLERS

2.1 Basic Assembler Functions	36
2.1.1 A simple SIC assembler	39
2.1.2 Assembler tables and logic	42
2.2 Machine-Dependent Assembler Features	47
2.2.1 Instruction formats and addressing modes	49
2.2.2 Program relocation	54
2.3 Machine-Independent Assembler Features	58
2.3.1 Literals	59
2.3.2 Symbol-defining statements	64
2.3.3 Expressions	68
2.3.4 Program blocks	70
2.3.5 Control sections and program linking	76
2.4 Assembler Design Options	86
2.4.1 Two-pass assembler with overlay structure	86
2.4.2 One-pass assemblers	88
2.4.3 Multi-pass assemblers	93

2.5 Implementation Examples	98
2.5.1 System/370 assembler	98
2.5.2 VAX assembler	102
2.5.3 CYBER assembler	105
Exercises	110

3

LOADERS AND LINKERS

3.1 Basic Loader Functions	119
3.1.1 Design of an Absolute Loader	119
3.1.2 A Simple Bootstrap Loader	121
3.2 Machine-Dependent Loader Features	123
3.2.1 Relocation	124
3.2.2 Program linking	129
3.2.3 Tables and logic for a linking loader	136
3.3 Machine-Independent Loader Features	142
3.3.1 Automatic library search	142
3.3.2 Loader options	144
3.3.3 Overlay programs	146
3.4 Loader Design Options	154
3.4.1 Linkage editors	155
3.4.2 Dynamic linking	158
3.4.3 Bootstrap loaders	160
3.5 Implementation Examples	162
3.5.1 System/370 linkage editor	162
3.5.2 VAX linker	166
3.5.3 CYBER loader	169
Exercises	171

4

MACRO PROCESSORS

4.1 Basic Macro Processor Functions	178
4.1.1 Macro definition and expansion	179
4.1.2 Macro processor tables and logic	183
4.2 Machine-Independent Macro Processor Features	188
4.2.1 Concatenation of macro parameters	188
4.2.2 Generation of unique labels	189
4.2.3 Conditional macro expansion	191
4.2.4 Keyword macro parameters	197
4.3 Macro Processor Design Options	200
4.3.1 Recursive macro expansion	200
4.3.2 General-purpose macro processors	203
4.3.3 Macro processing within language translators	204
4.4 Implementation Examples	207
4.4.1 System/370 macro processor	207

4.4.2 VAX macro processor	211
4.4.3 The PM macro processor	212
Exercises	215

5

COMPILERS

5.1 Basic Compiler Functions	220
5.1.1 Grammars	221
5.1.2 Lexical analysis	225
5.1.3 Syntactic analysis	232
5.1.4 Code generation	248
5.2 Machine-Dependent Compiler Features	260
5.2.1 Intermediate form of the program	260
5.2.2 Machine-dependent code optimization	263
5.3 Machine-Independent Code Optimization	267
5.3.1 Storage allocation	267
5.3.2 Structured variables	273
5.3.3 Machine-independent code optimization	277
5.3.4 Block-structured languages	283
5.4 Compiler Design Options	288
5.4.1 Division into passes	289
5.4.2 Interpreters	290
5.4.3 P-code compilers	292
5.4.4 Compiler-compilers	293
5.5 Implementation Examples	295
5.5.1 ETH Zurich Pascal compiler	295
5.5.2 UCSD Pascal compiler	297
5.5.3 IBM FORTRAN H compiler	298
5.5.4 The YACC compiler-compiler	299
Exercises	302

6

OPERATING SYSTEMS

6.1 Basic Operating System Functions	308
6.1.1 Types of operating systems	309
6.1.2 User interface	311
6.1.3 Run-time environment	312
6.2 Machine-Dependent Operating System Features	314
6.2.1 Interrupt processing	315
6.2.2 Process scheduling	322
6.2.3 I/O supervision	327
6.2.4 Management of real memory	337
6.2.5 Management of virtual memory	344
6.3 Machine-Independent Operating System Features	356
6.3.1 File processing	356
6.3.2 Job scheduling	359
6.3.3 Resource allocation	363
6.3.4 Protection	368

6.4 Operating System Design Options	371
6.4.1 Hierarchical structure	371
6.4.2 Virtual machines	373
6.4.3 Multiprocessor systems	376
6.5 Implementation Examples	379
6.5.1 UCSD Pascal system	379
6.5.2 UNIX	381
6.5.3 NOS	382
6.5.4 VAX/VMS	384
6.5.5 VM/370	385
Exercises	387

7

**OTHER SYSTEM
SOFTWARE**

7.1 Database Management Systems (DBMS)	392
7.1.1 Basic concept of DBMS	392
7.1.2 Levels of data description	397
7.1.3 Use of a DBMS	400
7.2 Text Editors	402
7.2.1 Overview of the editing process	404
7.2.2 User interface	405
7.2.3 Editor structure	408
7.3 Interactive Debugging Systems	414
7.3.1 Debugging functions and capabilities	415
7.3.2 Relationship with other parts of the system	418
7.3.3 User-interface criteria	419

8

**SOFTWARE
ENGINEERING
ISSUES**

8.1 Introduction to Software Engineering Concepts	422
8.1.1 Background and Definitions	422
8.1.2 The Software Development Process	423
8.1.3 Software Maintenance and Evolution	426
8.2 System Specifications	427
8.2.1 Goals of System Specifications	427
8.2.2 Types of Specifications	428
8.2.3 Error Conditions	432
8.3 Data Flow Diagrams	433
8.3.1 Data Flow Concepts and Notation	433
8.3.2 Refinement of the Data Flow Diagram	435
8.4 Modular Design	439
8.4.1 General Principles	439
8.4.2 Partitioning the Data Flow Diagram	440
8.4.3 Module Interfaces	445
8.5 System Testing Strategies	450
8.5.1 Levels of Testing	450
8.5.2 Bottom-Up Testing	451
8.5.3 Top-Down Testing	452
Exercises	454

APPENDIXES	Appendix A: SIC/XE Instruction Set and Addressing Modes	457
	Instruction set	457
	Instruction formats	460
	Addressing modes	460
	Appendix B: ASCII Character Codes	462
	Appendix C: SIC/XE Reference Material	463
	Status word contents	463
	Interrupts	463
	SVC codes	463
	Program interrupt codes	464
	Channel command format	464
	Channel command codes	464
	Channel work areas	465

REFERENCES	467
-------------------	------------

INDEX	473
--------------	------------