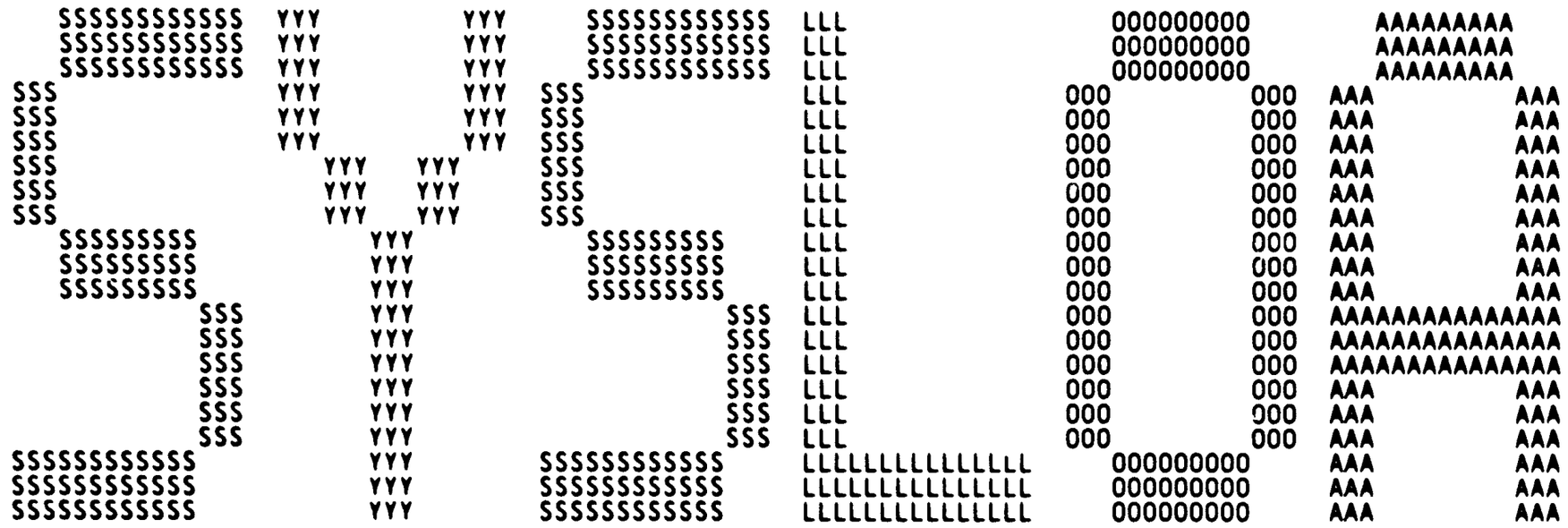
SSSSSSSSSSS YYY YYY SSSSSSSSSSS LLL 000000000 AAAAAAAAA
SSSSSSSSSSS YYY YYY SSSSSSSSSSS LLL 000000000 AAAAAAAAA
SSSSSSSSSSS YYY YYY SSSSSSSSSSS LLL 000000000 AAAAAAAAA
SSS YYY YYY SSS LLL 000 000 AAA AAA
SSS YYY YYY SSS LLL 000 000 AAA AAA
SSS YYY YYY SSS LLL 000 000 AAA AAA
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SSSSSSSSS YYY SSSSSSSSS LLL 000 000 AAA AAA
SSSSSSSSS YYY SSSSSSSSS LLL 000 000 AAA AAA
SSSSSSSSS YYY SSSSSSSSS LLL 000 000 AAA AAA
SSS YYY SSS LLL 000 000 AAAAAAAAAAAAAAA
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SSS YYY SSS LLL 000 000 AAA AAA
SSS YYY SSS LLL 000 000 AAA AAA
SSS YYY SSS LLL 000 000 AAA AAA
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SSSSSSSSSSS YYY SSSSSSSSSSS LLLLLLLLLLLLLLL 000000000 AAA AAA
SSSSSSSSSSS YYY SSSSSSSSSSS LLLLLLLLLLLLLLL 000000000 AAA AAA

FILEID**CONSUBS

```
  CCCCCCCC    OOOOOO    NN      NN    SSSSSSSS  UU      UU  BBBBBBBB      SSSSSSSS
  CCCCCCCC    OOOOOO    NN      NN    SSSSSSSS  UU      UU  BBBBBBBB      SSSSSSSS
CC           OO      OO  NN      NN  SS        UU      UU  BB      BB  SS
CC           OO      OO  NN      NN  SS        UU      UU  BB      BB  SS
CC           OO      OO  NNNN    NN  SS        UU      UU  BB      BB  SS
CC           OO      OO  NNNN    NN  SS        UU      UU  BB      BB  SS
CC           OO      OO  NN  NN  NN    SSSSSS  UU      UU  BBBBBBBB      SSSSSS
CC           OO      OO  NN  NN  NN    SSSSSS  UU      UU  BBBBBBBB      SSSSSS
CC           OO      OO  NN    NNNN          SS  UU      UU  BB      BB          SS
CC           OO      OO  NN    NNNN          SS  UU      UU  BB      BB          SS
CC           OO      OO  NN      NN          SS  UU      UU  BB      BB          SS      ....
CC           OO      OO  NN      NN          SS  UU      UU  BB      BB          SS      ....
  CCCCCCCC    OOOOOO    NN      NN  SSSSSSSS    UUUUUUUUUU  BBBBBBBB    SSSSSSSS      ....
  CCCCCCCC    OOOOOO    NN      NN  SSSSSSSS    UUUUUUUUUU  BBBBBBBB    SSSSSSSS      ....

LL             IIIIII      SSSSSSSS
LL             IIIIII      SSSSSSSS
LL               II      SS
LL               II      SS
LL               II      SS
LL               II      SS
LL               II        SSSSSS
LL               II        SSSSSS
LL               II              SS
LL               II              SS
LL               II              SS
LL               II              SS
LLLLLLLLLL     IIIIII    SSSSSSSS
LLLLLLLLLL     IIIIII    SSSSSSSS
```

Table of contents

```
0000     1          .TITLE  CONSUBS - Connection Management Utility Subroutines
0000     2          .IDENT  'V04-000'
0000     3 ;
0000     4 ;*****************************************************************************
0000     5 ;*                                                                           *
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0000    22 ;*  SOFTWARE ON EQUIPMENT WHICH IS NOT SUPPLIED BY DIGITAL.                  *
0000    23 ;*                                                                           *
0000    24 ;*                                                                           *
0000    25 ;*****************************************************************************
0000    26 ;
0000    27
0000    28 ;++
0000    29 ; FACILITY: EXECUTIVE, CLUSTER MANAGEMENT
0000    30 ;
0000    31 ; ABSTRACT:
0000    32 ;       This module contains several utility routines for the connection manager.
0000    33 ;
0000    34 ; ENVIRONMENT: VAX/VMS
0000    35 ;
0000    36 ; AUTHOR: Dave Thiel,    CREATION DATE: 13-Dec-1983
0000    37 ;
0000    38 ; MODIFIED BY:
0000    39 ;
0000    40 ;       V03-003 DWT0198         David W. Thiel                  23-Mar-1984
0000    41 ;               Add CNX$RESOURCE_CHECK, CNX$RESOURCE_FAIL, CNX$RESOURCE_SUCC
0000    42 ;               to manage system resource exhaustion.
0000    43 ;
0000    44 ;       V03-002 DWT0187         David W. Thiel                  5-Mar-1984
0000    45 ;               Really repair random number generation.
0000    46 ;
0000    47 ;       V03-001 DWT0176         David W. Thiel                  21-Feb-1984
0000    48 ;               Correct random number generation.
0000    49 ;
0000    50 ;--
0000    51
```

```
                        .SBTTL  DECLARATIONS
                ;
                ; INCLUDE FILES:
                ;
                        $CLUBDEF                        ; CLUster Block offsets
                        $CSBDEF                         ; CSB Offsets
                        $DYNDEF                         ; Data structure type codes
                        $FKBDEF                         ; Fork block offsets
                        $SBDEF                          ; System block offsets
                ;
                ;*****************************************************************
                ;
                ; NOTE: The following assumptions are in effect for this entire module.
                ;
                ;*****************************************************************

                        .DEFAULT        DISPLACEMENT,WORD

                        .PSECT  $$$100,LONG             ; PSECT for code
```

```
                                0000     73          .SBTTL  CNX$ALLOZMEM - Allocate and zero memory
                                0000     74
                                0000     75 ;++
                                0000     76 ;
                                0000     77 ; FUNCTIONAL DESCRIPTION:
                                0000     78 ;
                                0000     79 ;       This routine allocates and zeroes a piece of pool.  The size of
                                0000     80 ;       the allocated block is stored in the block.  The type field is set
                                0000     81 ;       to DYN$C_CLU.
                                0000     82 ;
                                0000     83 ; CALLING SEQUENCE:
                                0000     84 ;
                                0000     85 ;       JSB     CNX$ALLOZMEM
                                0000     86 ;
                                0000     87 ; INPUT PARAMETERS:
                                0000     88 ;
                                0000     89 ;       R1:     Size of the block of memory to allocate.
                                0000     90 ;
                                0000     91 ; OUTPUT PARAMETERS:
                                0000     92 ;
                                0000     93 ;       R2:     Address of the allocated block of pool.
                                0000     94 ;
                                0000     95 ; COMPLETION CODES:
                                0000     96 ;
                                0000     97 ;       R0 contains status.
                                0000     98 ;
                                0000     99 ; SIDE EFFECTS:
                                0000    100 ;
                                0000    101 ;       NONE
                                0000    102 ;
                                0000    103 ;--
                                0000    104
                                0000    105 CNX$ALLOZMEM::
                00000000'GF     0000    106          JSB     G^EXE$ALONONPAGED       ; Allocate memory
                      16 50     0006    107          BLBC    R0,10$                  ; Branch on error
                         3E     0009    108          PUSHR   #^M<R1,R2,R3,R4,R5>     ; Save volatile registers
62   51   00   6E   00  2C     000B    109          MOVC5   #0,(SP),#0,R1,(R2)      ; Zero the block
                         3E     0011    110          POPR    #^M<R1,R2,R3,R4,R5>     ; Restore registers
                08 A2    51     B0     0013    111          MOVW    R1,FKB$W_SIZE(R2)       ; Block size
               0A A2    65 8F    90     0017    112          MOVB    #DYN$C_CLU, -           ; Store generic cluster type
                                0001C    113                  FKB$B_TYPE(R2)
                      50 00'    D0     001C    114          MOVL    S^#SS$_NORMAL,R0        ; Set success status
                                 05    001F    115 10$:     RSB                             ; Return
                                0020    116
```

```
                     0020  118          .SBTTL  CNX$RANDOM - Generate a random number
                     0020  119
                     0020  120 ;++
                     0020  121 ;
                     0020  122 ; FUNCTIONAL DESCRIPTION:
                     0020  123 ;
                     0020  124 ;       This routine generate a random integer whose range is determined by R0.
                     0020  125 ;
                     0020  126 ; CALLING SEQUENCE:
                     0020  127 ;
                     0020  128 ;       JSB     CNX$RANDOM
                     0020  129 ;
                     0020  130 ; INPUT PARAMETERS:
                     0020  131 ;
                     0020  132 ;       R4:     Address of CLUB
                     0020  133 ;       R0:     Upper bound+1 on number generated (assumed positive)
                     0020  134 ;
                     0020  135 ; OUTPUT PARAMETERS:
                     0020  136 ;
                     0020  137 ;       R0:     Random integer in range 0..R0
                     0020  138 ;
                     0020  139 ; COMPLETION CODES:
                     0020  140 ;
                     0020  141 ;       NONE
                     0020  142 ;
                     0020  143 ; SIDE EFFECTS:
                     0020  144 ;
                     0020  145 ;       R1 is destoryed.
                     0020  146 ;
                     0020  147 ;--
                     0020  148
                     0020  149 CNX$RANDOM::
                     0020  150          PUSHL   R0                              ; Save upper bound
01   00010DCD 8F     00B0 C4 7A 0022  151          EMUL    CLUB$L_RANDOM(R4), -    ; Compute new context using
                           50      002C
                                   002D  152                  #69069,#1,R0            ;   context = context*69069 + 1
                     00B0 C4 50 D0 002D  153          MOVL    R0,CLUB$L_RANDOM(R4)    ; Update context
                        6E 51 D1 0032  154          CMPL    R1,(SP)                 ; Test for overflow in EDIV
                           05 1F 0035  155          BLSSU   10$                     ; Branch if no overflow and positive
                        50 51 CC 0037  156          XORL2   R1,R0                   ; Mash it all into R0
                           51 D4 003A  157          CLRL    R1
                  50   51 50 8E 7B 003C  158 10$:    EDIV    (SP)+,R0,R1,R0          ; Remainder to R0
                           05 0041  159          RSB                             ; Return number in R0, range 0..R0-1
                              0042  160
```

```
                                0042   162          .SBTTL  CNX$RANDOM_INIT - Initialize Random Number Generator Context
                                0042   163
                                0042   164 ;++
                                0042   165 ;
                                0042   166 ; FUNCTIONAL DESCRIPTION:
                                0042   167 ;
                                0042   168 ;       This routine initializes the random number generator context
                                0042   169 ;
                                0042   170 ; CALLING SEQUENCE:
                                0042   171 ;
                                0042   172 ;       JSB     CNX$RANDOM_INIT
                                0042   173 ;
                                0042   174 ; INPUT PARAMETERS:
                                0042   175 ;
                                0042   176 ;       R4:     Address of CLUB
                                0042   177 ;
                                0042   178 ; OUTPUT PARAMETERS:
                                0042   179 ;
                                0042   180 ;       NONE
                                0042   181 ;
                                0042   182 ; COMPLETION CODES:
                                0042   183 ;
                                0042   184 ;       NONE
                                0042   185 ;
                                0042   186 ; SIDE EFFECTS:
                                0042   187 ;
                                0042   188 ;       R0 and R1 are destoryed.
                                0042   189 ;
                                0042   190 ;--
                                0042   191
                                0042   192 CNX$RANDOM_INIT::
 50    00000000'GF    7D       0042   193          MOVQ    G^SCS$GB_SYSTEMID,R0    ; Get local system ID
       50    51       AC       0049   194          XORW2   R1,R0                   ; Mash into one longword
 50    00000002'GF    CC       004C   195          XORL2   G^EXE$GQ_SYSTIME+2,R0   ; Incorporate active part of time
       51    FD AF    9E       0053   196 10$:     MOVAB   B^10$,R1                ; Get another system dependent value
0080 C4    50    51    CD     0057   197          XORL3   R1,R0, -                ; Merge it into value
                                005D   198                  CLUB$L_RANDOM(R4)       ; and store it
                          05    005D   199          RSB
                                005E   200
```

```
                     005E   202          .SBTTL  CNX$RESOURCE_SUCC - Note resouce allocation success
                     005E   203          .SBTTL  CNX$RESOURCE_FAIL - Check for resource exhaustion following failure
                     005E   204          .SBTTL  CNX$RESOURCE_CHECK - Check for resource exhaustion
                     005E   205
                     005E   206 ;++
                     005E   207 ;
                     005E   208 ; FUNCTIONAL DESCRIPTION:
                     005E   209 ;
                     005E   210 ;       These routines attempt to prevent infinite resource waiting loops in the
                     005E   211 ;       connection manager and other code critical to the cluster.
                     005E   212 ;       Calls to these routines may be placed in resource wait loops with the
                     005E   213 ;       following constraint:  If the routines are ever called on a failure to
                     005E   214 ;       allocate a particular resource, they must also be called when that resource
                     005E   215 ;       is successfully allocated.  If the caller "bails-out" of the wait loop,
                     005E   216 ;       these routines must be called indicating a successfull allocation.  If
                     005E   217 ;       this is not done, false resource exhausted conditions will be detected
                     005E   218 ;       and machines will unnecessarily be shut down.
                     005E   219 ;
                     005E   220 ; CALLING SEQUENCE:
                     005E   221 ;
                     005E   222 ;       JSB     CNX$RESOURCE_CHECK - Resource allocation success/failure status in R
                     005E   223 ;       JSB     CNX$RESOURCE_FAIL - Implied resource allocation failure
                     005E   224 ;       JSB     CNX$RESOURCE_SUCC - Implied resource allocation success
                     005E   225 ;
                     005E   226 ; INPUT PARAMETERS:
                     005E   227 ;
                     005E   228 ;       R0:     Resource allocation success/failure (CNX$RESOURCE_CHECK only)
                     005E   229 ;
                     005E   230 ; OUTPUT PARAMETERS:
                     005E   231 ;
                     005E   232 ;       NONE
                     005E   233 ;
                     005E   234 ; COMPLETION CODES:
                     005E   235 ;
                     005E   236 ;       NONE
                     005E   237 ;
                     005E   238 ; SIDE EFFECTS:
                     005E   239 ;
                     005E   240 ;       All registers are preserved.
                     005E   241 ;       If a state of resource exhaustion is discovered, the system will
                     005E   242 ;       shut itself down with a resources exhausted bugcheck.
                     005E   243 ;
                     005E   244 ;--
                     005E   245
                     005E   246 CNX$RESOURCE_CHECK::
            0F 50    E9  005E   247          BLBC    R0,CNX$RESOURCE_FAIL    ; Handle failure case
                     0061   248 CNX$RESOURCE_SUCC::
               54    DD  0061   249          PUSHL   R4                      ; Save register
    54  00000000'GF    D0  0063   250          MOVL    G^CLU$GL_CLUB,R4        ; Address of CLUB
            6C A4    D4  006A   251          CLRL    CLUB$L_RETRYCNT(R4)     ; Clear timeout cell
               10    BA  006D   252          POPR    #^M<R4>                 ; Restore register
                     05  006F   253          RSB
                     0070   254
                     0070   255 CNX$RESOURCE_FAIL::
               11    BB  0070   256          PUSHR   #^M<R0,R4>              ; Save register
    54  00000000'GF    D0  0072   257          MOVL    G^CLU$GL_CLUB,R4        ; Address of CLUB
            6C A4    D5  0079   258          TSTL    CLUB$L_RETRYCNT(R4)     ; Is ths the first failure?
```

```
                          10   12  007C   259          BNEQ    10$                             ; Branch if not first failure
          50    00000000'GF   3C  007E   260          MOVZWL  G^CLU$GW_RECNXINT,R0            ; Retry interval
    6C A4   00000000'GF   50   C1  0085   261          ADDL3   R0,G^EXE$GL_ABSTIM, -           ; Compute time-out absolute time
                                  008E   262                  CLUB$L_RETRY_CNT(R4)
        6C A4   00000000'GF   D1  008E   263 10$:      CMPL    G^EXE$GL_ABSTIM, -              ; Compare current time to time-out
                                  0096   264                  CLUB$L_RETRY_CNT(R4)
                          03   1A  0096   265          BGTRU   20$                             ; Branch if timed-out
                          11   BA  0098   266          POPR    #^M<R0,R4>                      ; Restore register
                          05   009A   267              RSB
                               009B   268
                               009B   269 20$:      BUG_CHECK       RESEXH,FATAL            ; Resources exhausted, node exiting cluster
                               009F   270
                               009F   271          .END
```

```
BUG$_RESEXH                     ********  X   02
CLU$GL_CLUB                     ********  X   02
CLU$GW_RECNXINT                 ********  X   02
CLUB$L_RANDOM                 = 000000B0
CLUB$L_RETRYCNT               = 0000006C
CNX$ALLOZMEM                    00000000 RG   02
CNX$RANDOM                      00000020 RG   02
CNX$RANDOM_INIT                 00000042 RG   02
CNX$RESOURCE_CHECK              0000005E RG   02
CNX$RESOURCE_FAIL               00000070 RG   02
CNX$RESOURCE_SUCC               00000061 RG   02
DYN$C_CLU                     = 00000065
EXE$ALONONPAGED                 ********  X   02
EXE$GL_ABSTIM                   ********  X   02
EXE$GQ_SYSTIME                  ********  X   02
FKB$B_TYPE                    = 0000C00A
FKB$W_SIZE                    = 00000008
SCS$GB_SYSTEMID                 ********  X   02
SS$_NORMAL                      ********  X   02
```

Psect synopsis

PSECT name	Allocation	PSECT No.	Attributes
. ABS .	00000000 (0.)	00 (0.)	NOPIC USR CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
ABS	00000000 (0.)	01 (1.)	NOPIC USR CON ABS LCL NOSHR EXE RD WRT NOVEC BYTE
$$$100	0000009F (159.)	02 (2.)	NOPIC USR CON REL LCL NOSHR EXE RD WRT NOVEC LONG

Performance indicators

Phase	Page faults	CPU Time	Elapsed Time
Initialization	41	00:00:00.07	00:00:02.02
Command processing	128	00:00:00.45	00:00:03.11
Pass 1	203	00:00:03.04	00:00:17.72
Symbol table sort	0	00:00:00.44	00:00:02.17
Pass 2	60	00:00:00.68	00:00:02.73
Symbol table output	4	00:00:00.02	00:00:00.03
Psect synopsis output	1	00:00:00.01	00:00:00.01
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	439	00:00:04.71	00:00:27.80

The working set limit was 1350 pages.
24460 bytes (48 pages) of virtual memory were used to buffer the intermediate code.
There were 30 pages of symbol table space allocated to hold 447 non-local and 5 local symbols.
271 source lines were read in Pass 1, producing 13 object records in Pass 2.
13 pages of virtual memory were used to define 12 macros.

J 6

```
                                    +---------------------------+
                                    ! Macro library statistics !
                                    +---------------------------+

Macro library name                                  Macros defined
------------------                                  --------------
_$255$DUA28:[SYSLOA.OBJ]CLUSTER.MLB;1                        0
_$255$DUA28:[SYS.OBJ]LIB.MLB;1                               6
_$255$DUA28:[SYSLIB]STARLET.MLB;2                            3
TOTALS (all libraries)                                       9

513 GETS were required to define 9 macros.

There were no errors, warnings or information messages.

MACRO/LIS=LIS$:CONSUBS/OBJ=OBJ$:CONSUBS MSRC$:CONSUBS/UPDATE=(ENH$:CONSUBS)+EXECML$/LIB+LIB$:CLUSTER/LIB
```

0393 AH-BT13A-SE
VAX/VMS V4.0

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CONSUBS.
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