

z/TPF EE V1.1

z/TPFDF V1.1

TPF Toolkit for WebSphere® Studio V3

TPF Operations Server V1.2



IBM Software Group

## *TPF Users Group Fall 2005*

# Z/TPF Enhancements and Structure Changes of Interest for Applications Programmers

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Venue: Applications Development Subcommittee

**AIM Enterprise Platform Software**

IBM z/Transaction Processing Facility Enterprise Edition 1.1.0

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# Agenda

- Program Packaging
- Application Stack Structure
- Program Linkage

# Program Packaging

## Definitions

- All z/TPF ECB Programs will be loaded as Shared Objects
- All C DLLs, DLMs, and LLMs will be known as CSOs, C Shared Objects.
- All BAL programs will be referred to as BSOs, BAL Shared Objects.

## BSO Structure

- Initially, 1 BSO = 1 assembler program
- Eventually, 1 BSO = many assembler programs
  - Refer to BSO program CVAA  
CVAA is comprised of:
    - CVAA
    - CVAJ
    - CVAH
    - CVAI
    - CVAD
    - CVAO
- An assembler program may reside in more than one BSO.

## BSO Structure

- 4.1 program structure location 0 is the start of the listing and the program.

**BEGIN**

**0** X'00FF'  
AL2(size)  
C'name'

**Executable code**

**FINIS**

## BSO Structure

- z/TPF program structure
  - ▶ BEGIN macro adds prolog code
  - ▶ R8 still points to original program object
  - ▶ A 1K patch area is added to the end of the program
  - ▶ The FINIS macro generates all kinds of stub code

### BEGIN

0 Prolog code (112bytes)

### Original assembler program

X'00FF'  
AL2(size)  
C'name'

### Executable code

1k patch area

### FINIS

Linkage stub code (0)

## BSO Support

### ■ Benefits

- ▶ Faster linkage between programs (internal)
- ▶ >4K programs supported
- ▶ Application stack provided
- ▶ Register usage expanded (R0-R8, R10-R13)

### ■ Considerations

- ▶ All programs use the allocation characteristics defined for the BSO



## New Support

- BEGIN -
  - ▶ VERSION= no longer necessary
  - ▶ BASE= defines base register, 1 or multiple or none
  - ▶ AMODE= defines mode of operation 31 or 64bit
  - ▶ TV= defines transfer vectors
  - ▶ TYPE= defines type of program
    - Executable - normal E-Type program
    - Data - program used as data record
    - Keypoint - system keypoint record

## New Support

- BEGIN -
  - ▶ BASELESS= macros can generate baseless code
  - ▶ EREGSAVE= macros will save R10-R13 (DEFBC)
  - ▶ TRNAME= defines setting of trace/tagging field
  - ▶ DSECT=, USEREG= defines user area on stack
- APSTKC - used with DSECT=

## Example

- Getting Application stack space through BEGIN:

```
BEGIN NAME=CVZZ,IBM=YES,  
      DSECT=WORKAREA,USEREG=R4
```

```
SAVE_IT   DS      F  
LAST_ADR  DS      F
```

```
APSTKC
```

## New Support

- FINIS - No parameters but.... generated code
  - ▶ ENTxC/BACKC linkage code
  - ▶ ALASC, FLIPC, CALLC, and GLOBC macro code
- ENTxC macros - branch to linkage code in FINIS
- BACKC - branch to linkage code in FINIS
- ALLOC - allocates space on the stack

```
ALLOC          SIZE=1000,ADDR=R2,ERROR=NO_ROOM
```

## New Support

- CPROC and CALLC - call 'C' functions from assembler code

```

CPROC RETURN=p,getcc,(i,i,i) Call C function
LGHI R2,D1
XGR R3,R3
LGHI R4,L1
CALLC getcc(R2,R3,R4)

```

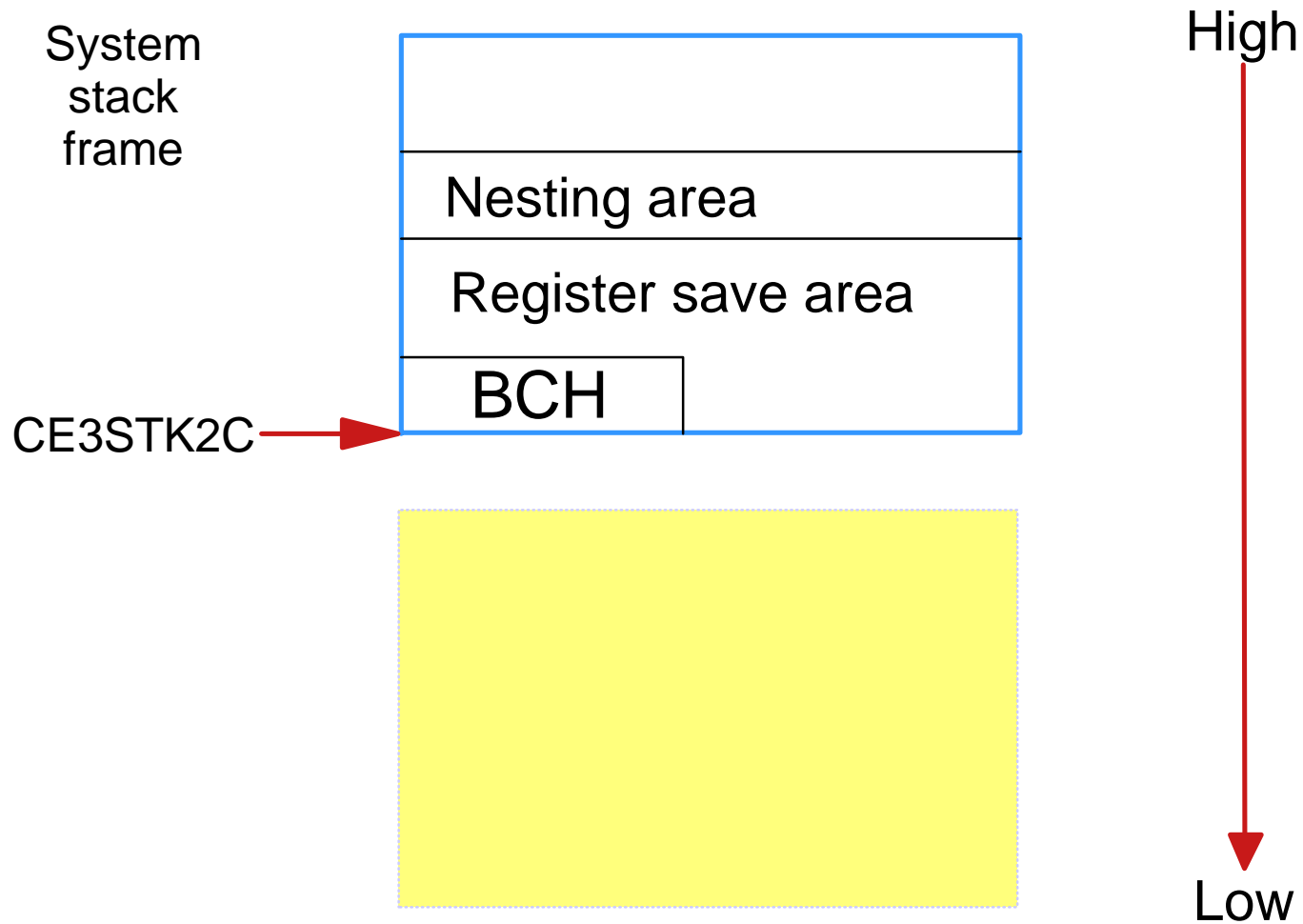
```

CPROC RETURN=i,CVZ5,(p,i,i,i) Call C program
LA R14,KEYPT Record Type for CVZ5
LA R7,DE Read Level for CVZ5
LA R0,KPTR_NO_HOLD No Hold Flag for CVZ5
LA R1,DF Validate KPTR Flag for CVZ5
LLGFR R14,R14 Clean up ptr field for call
CALLC CVZ5(R14,R7,R0,R1) Read KPTr Rec

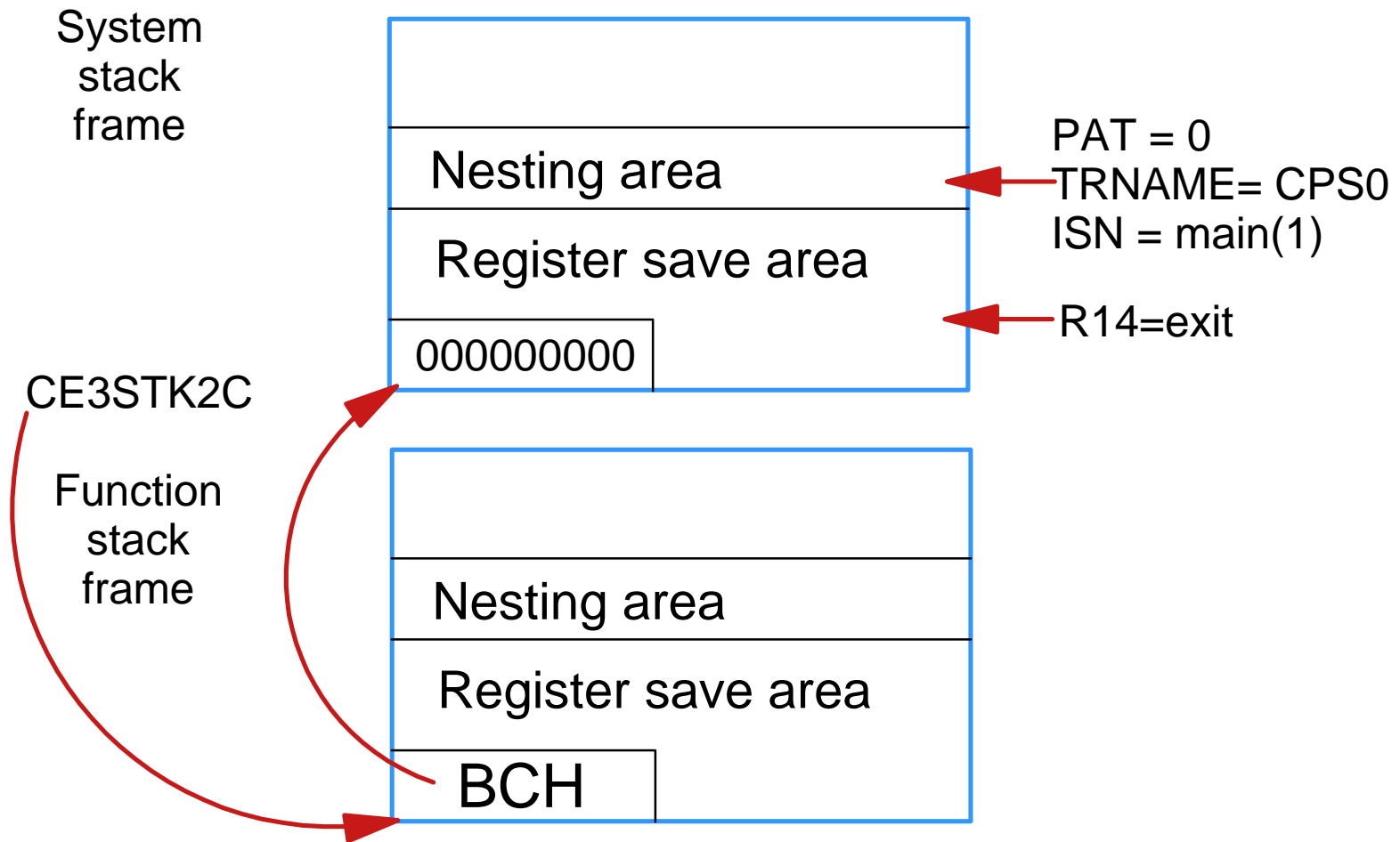
```

# Application Stack Structure

# Application Stack Structure



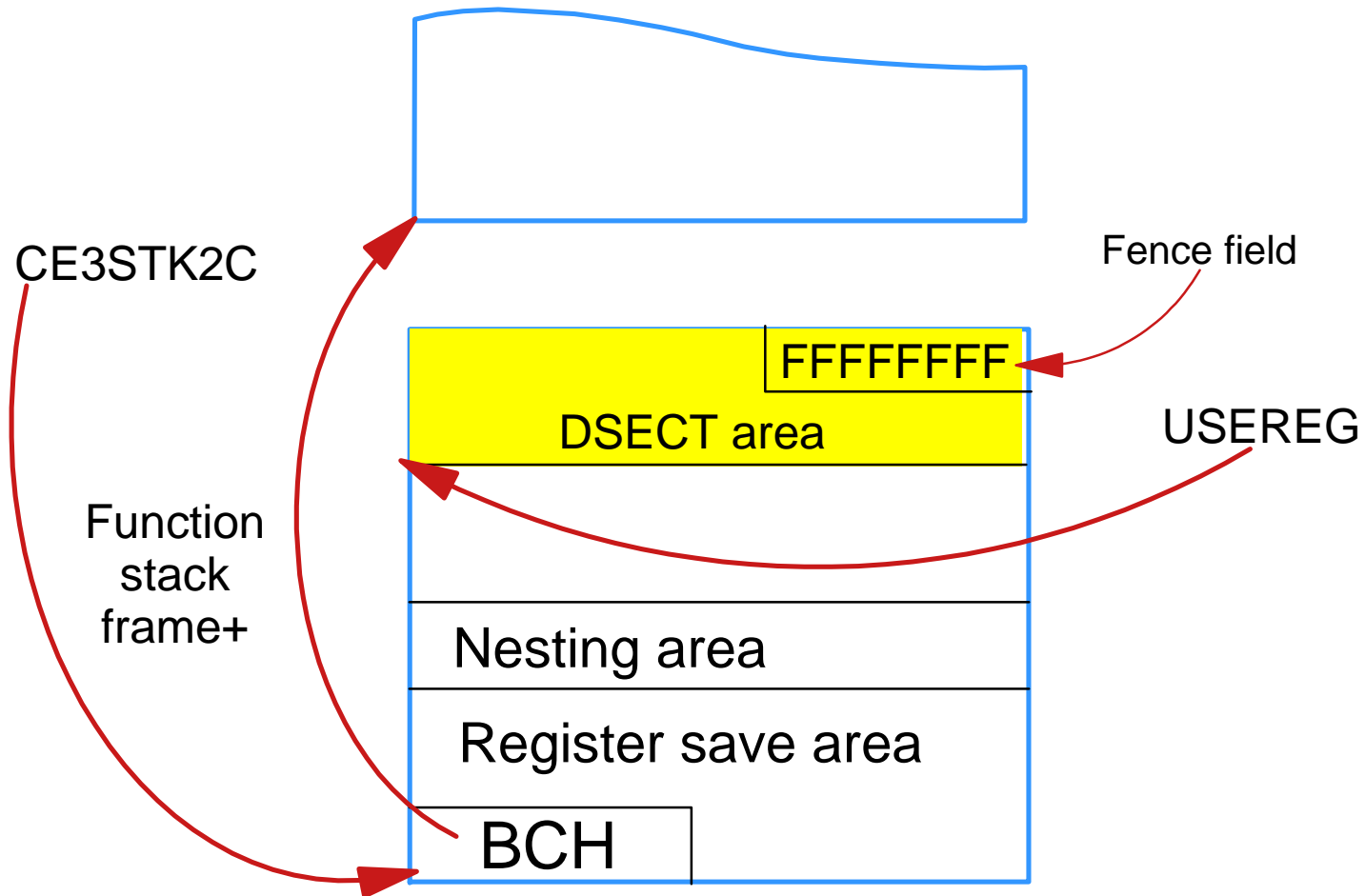
# Application Stack Structure





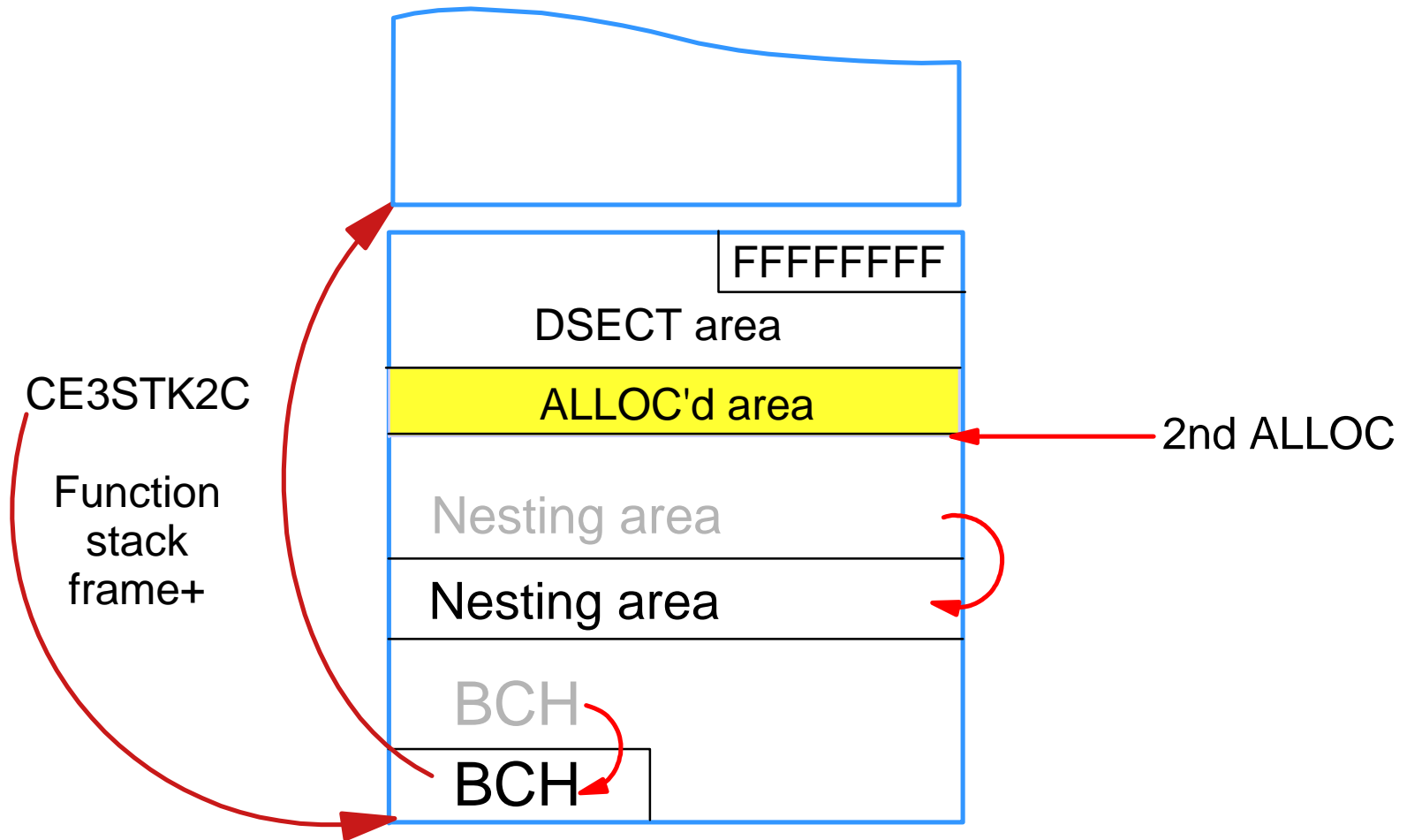
# Example

Getting Application stack space through BEGIN:



# Example

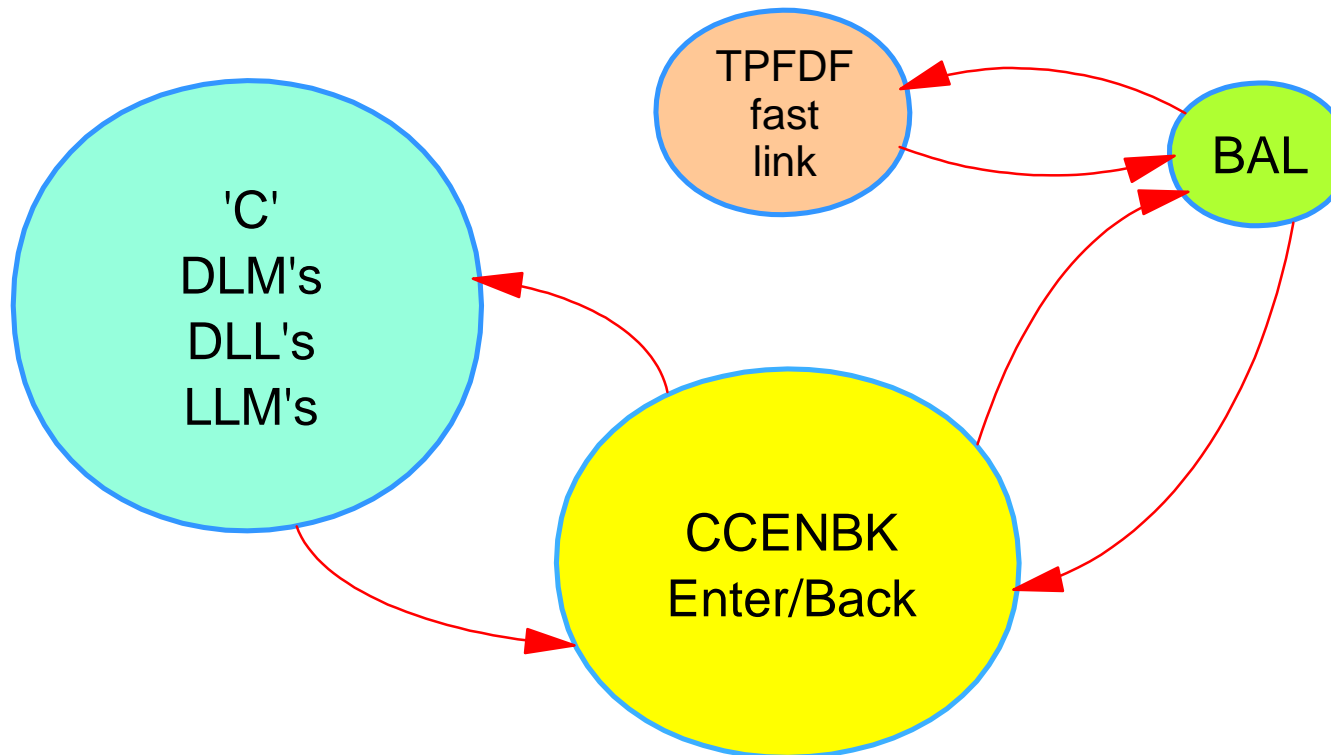
Getting Application stack space through ALLOC:



# Program Linkage

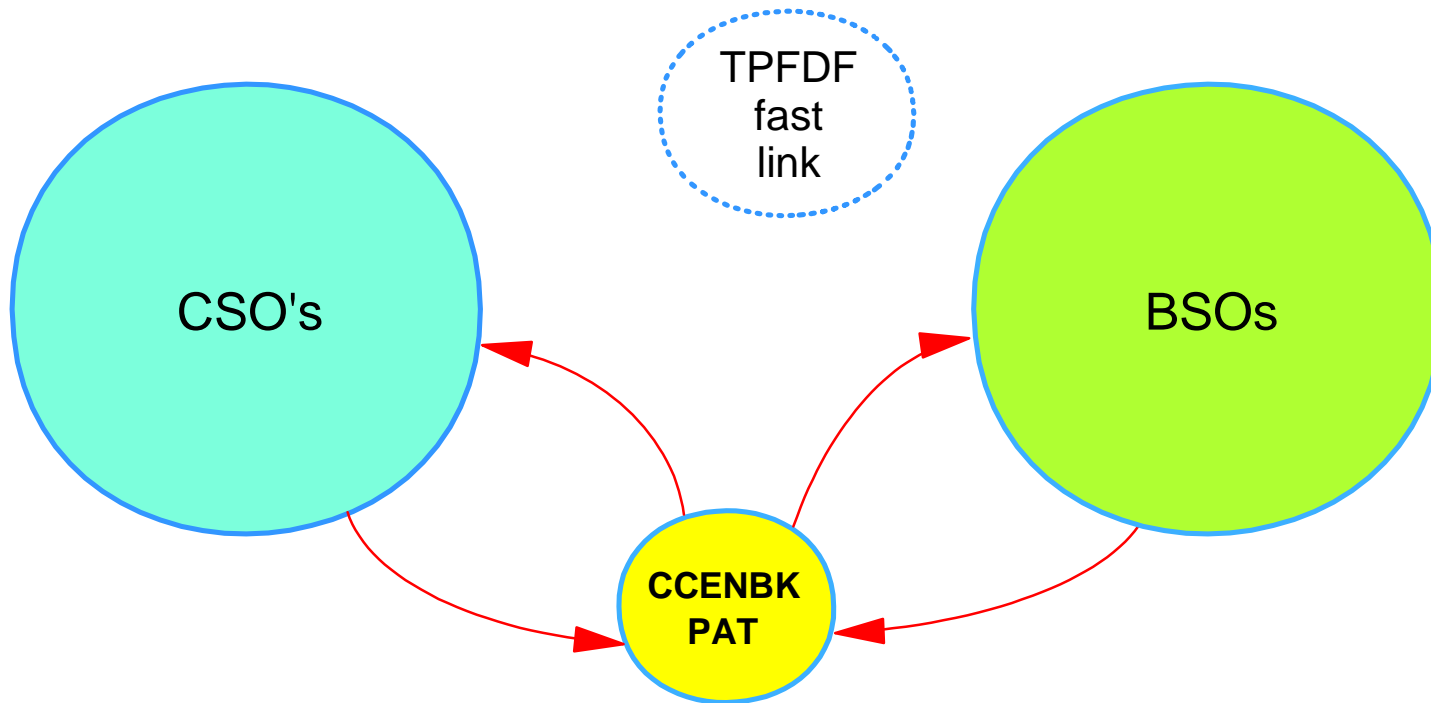
# Program Linkage

## TPF4.1 linkage review



# Program Linkage

z/TPF linkage



## Program Linkage Overview

- Linkage stubs are provided for these linkages types:
  - ▶ CSO-CSO
  - ▶ BSO-BSO
  - ▶ CSO-BSO
  - ▶ BSO-CSO
- Linkage stubs must also be aware of addressing mode:
  - ▶ 64bit-31bit
  - ▶ 31bit-64bit
- Additional stubs are provided for:
  - ▶ Program trace groups
  - ▶ Standard library fast linkage
  - ▶ Special library faster linkage

# Linkage Types

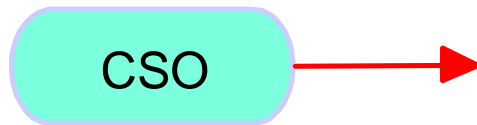
- Load Time Linkage
- Link time linkage
- Run Time Linkage
- Nonstandard Linkage

## Load Time Linkage

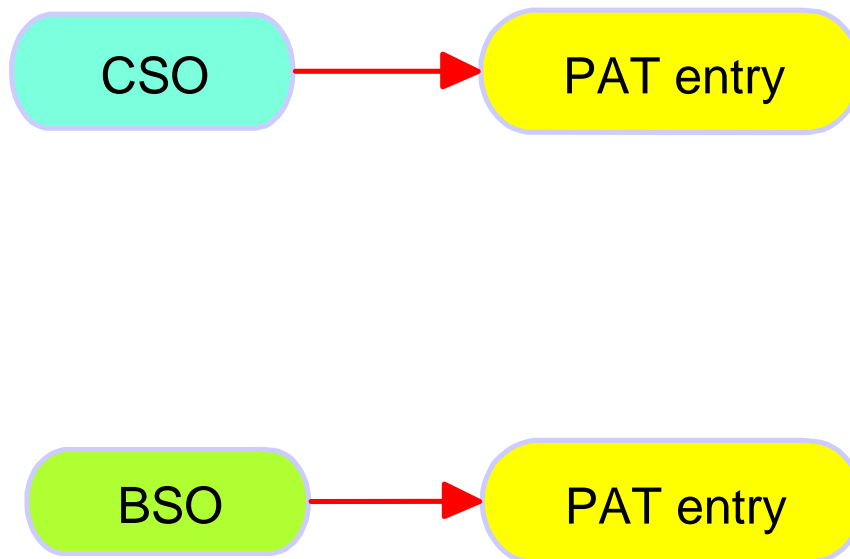
- Normal linkage (external or internal)
- Linkages are resolved at program load time
- Round trip cost for BSO external linkage is 151 instructions



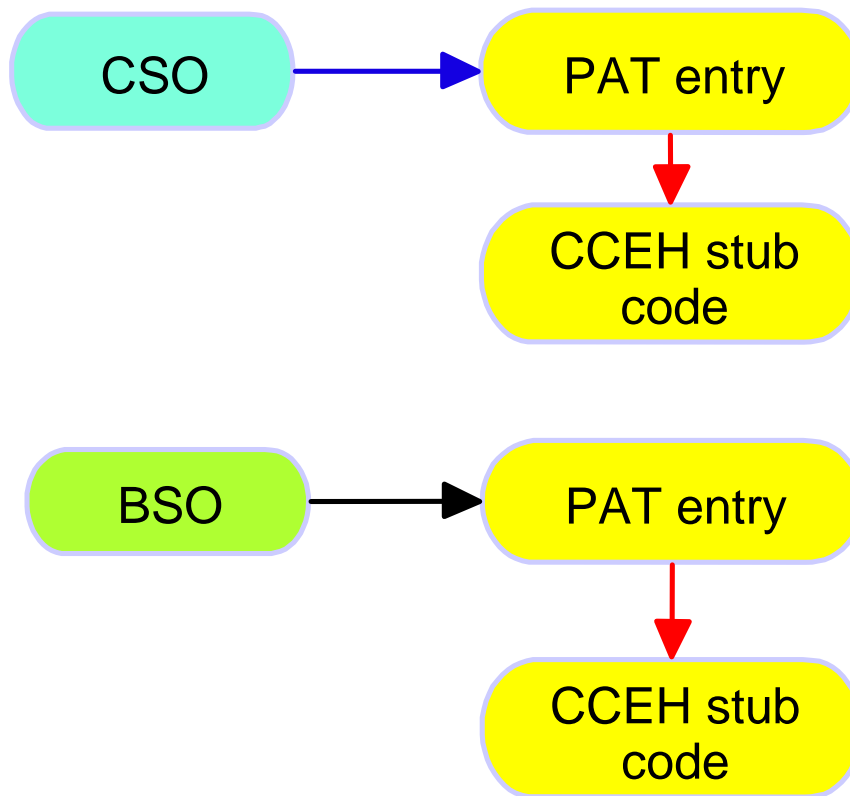
# External Linkage



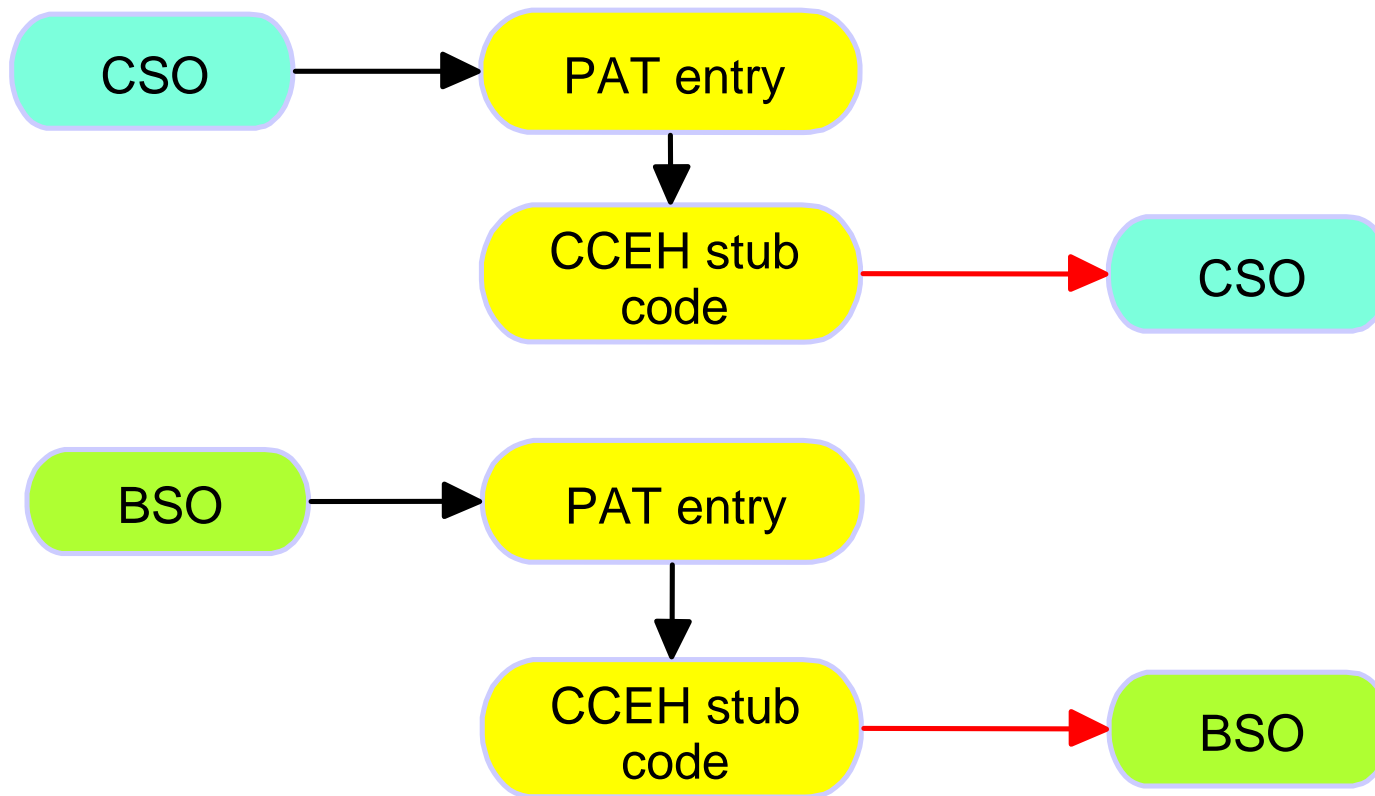
# External Linkage



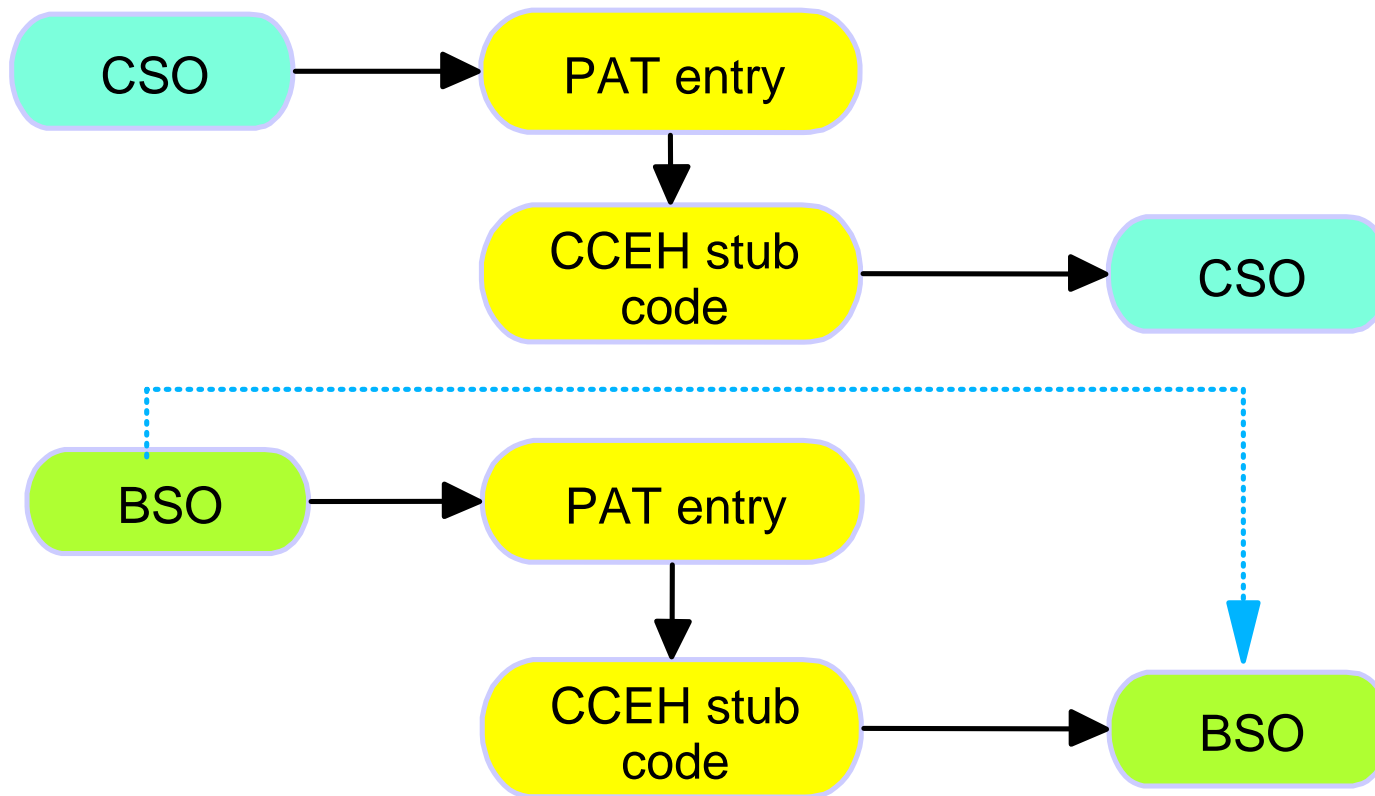
# External Linkage



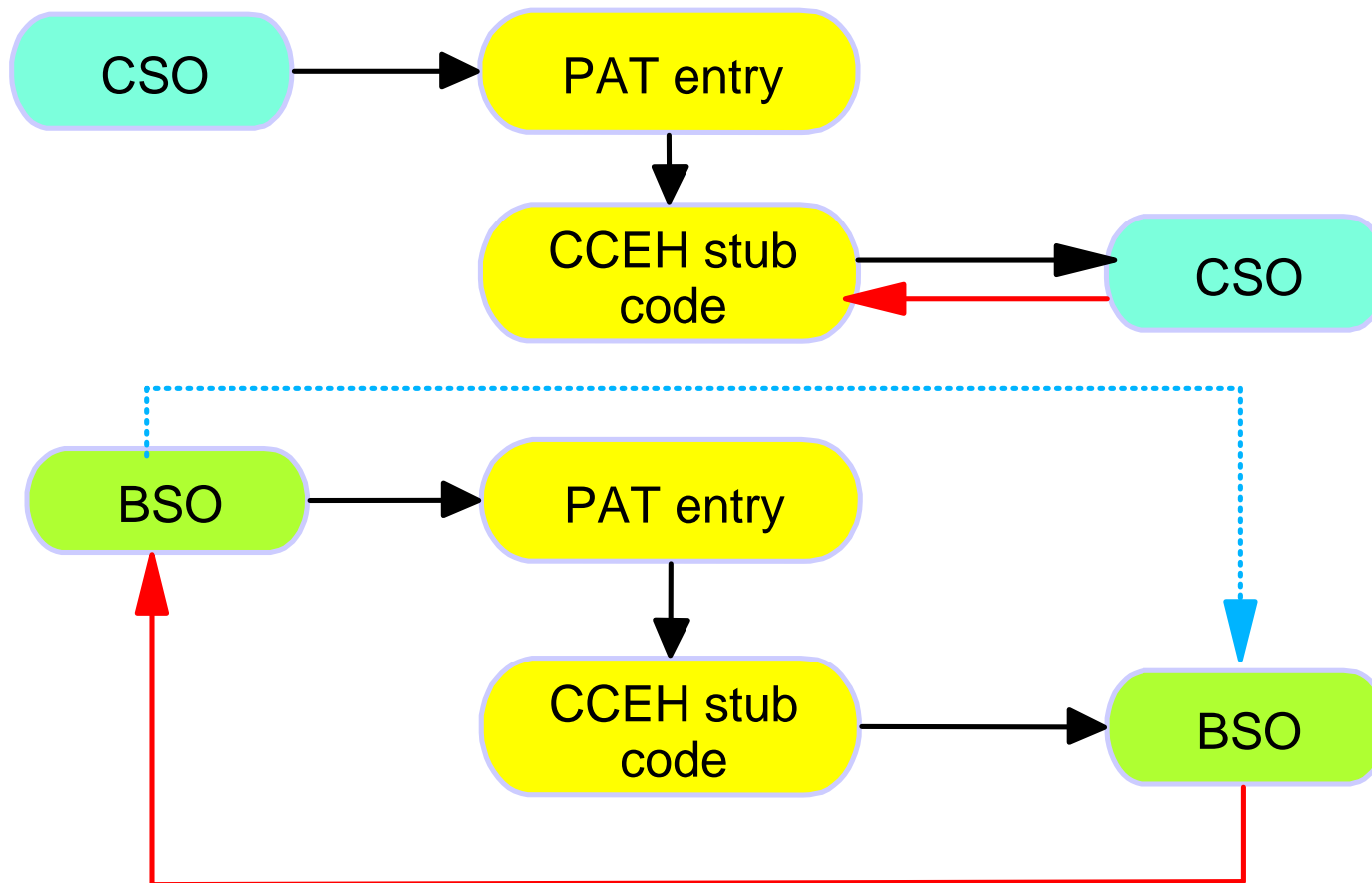
# External Linkage



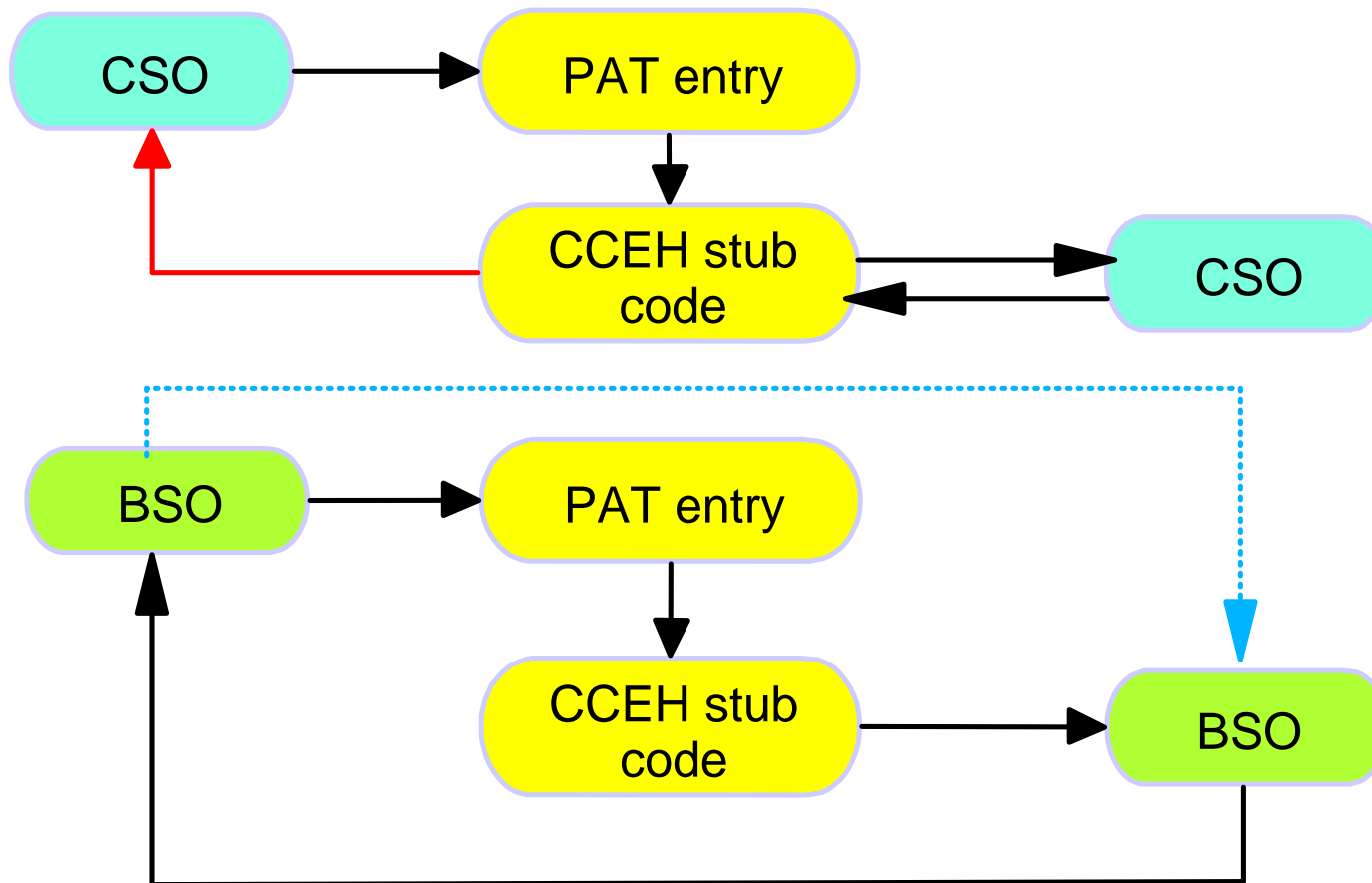
# External Linkage



# External Linkage



# External Linkage

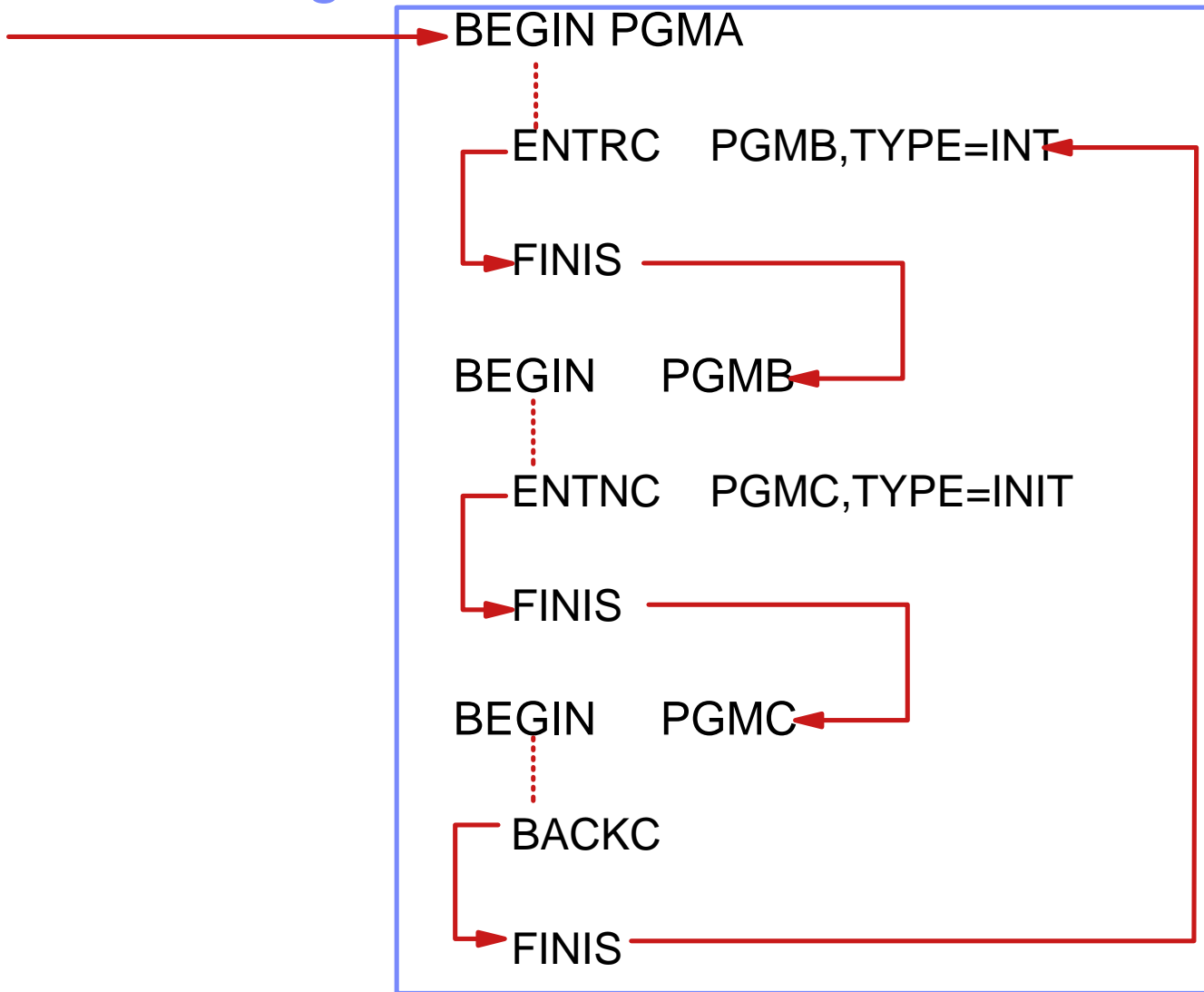


## Link Time Linkage

- Special Fast Linkage (internal)
- CSO linkage generated by compiler
- BSO linkage generated by macros
  - ▶ BEGIN - generates code to support internal linkage
  - ▶ ENTNC TYPE=INT
  - ▶ ENTRC TYPE=INT|TPFDF,SAVEREGS=YES|NO (CP usage)
  - ▶ BACKC TYPE=TPFDF
  - ▶ CLINKC, SLINKC, and RLINKC subroutine linkage
- Round trip cost for BSO internal linkage is 47 instructions



# Internal Linkage for BSOs



## Run Time Linkage

- Longest linkage (external)
- Linkage resolved at run time
- SO branches to program name hash routine in CCEH
- Hash routine branches to PAT stub
- Used when ENTxC PROGRAM=name is coded

## Nonstandard Linkage

- Getting the base address of a program and branching to it.
- Define program as TYPE=DATA
- Use GETPC prog ADDR=R7 to get core address

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