

SYSTEM ANALYSIS

For The

**Huntsville Operation Support Center
Distributed Computer System**

CONTRACT FINAL REPORT

June 1986

Submitted By:

F. M. Ingels, Principal Investigator

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NAS8-34906

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1.0 INTRODUCTION

During this contract a simulation model of the NASA Huntsville Operational Support Center (HOSC) was developed. This simulation model emulates the HYPERchannel Local Area Network (LAN) that ties together the various computers of HOSC. The HOSC system is a large installation of mainframe computers such as the Perkin Elmer 3200 series and the Dec VAX series. These computers and a UNIVAC computer are physically located in three buildings separated by hundreds of feet.

In the original concept HOSC was not envisioned to be as large and complex a system as it has become. Lack of existence of a diagnostic tool for the the HYPERchannel such as the EXCELAN Nutcracker for ETHERNET, precludes an actual LAN network simulation prior to missions. Thus the existence of a simulation model with which to make system analysis of various configurations of the computers with varying Input/Output (I/O) requirements is very desirable if not an actual necessity when heavy loading of the systems is projected.

Other work performed during this contract has been the inclusions of dual trunk simulation and additional A400 interfaces to provide CSO, IGDS and other additional system interfaces such as the CREY or DSTP in the simulation model. Additionally an analytical analysis of a projected ETHERNET LAN (to be used to connect a series of Video Terminals (VTs) for addition to the HOSC system) was performed.

Section 2 of this report describes a series of six simulation exercises of the HOSC model using data sets provided by NASA. A

comprehensive report detailing the HOSC simulation model computer code has been submitted as an annual report (reference 1) in July 1985. Section 3.0 of this report contains the analytical analysis of the ETHERNET LAN (see also the December 1984 monthly report) and the VT distribution system which was projected at the time the analysis was requested. This section provides an interface analysis of the smart terminal network model which allows the data flow requirements due to the VTs on the ETHERNET LAN to be estimated.

2.0 HYPERCHANNEL TRAFFIC ANALYSIS

2.1 INTRODUCTION

This section describes the results of six simulation model exercises conducted for six different HOSC configurations. These configurations vary from typical system connections and I/O traffic requirements to projected systems connections and I/O traffic requirements. The six simulation exercises are enumerated as:

1. A Typical HOSC Activity Configuration
2. A Current HOSC Activity Under Heavy Loading
3. A Rerun of Run 2 with Reconfiguration of Destinations
4. Anticipated HOSC/CREY Configuration Under Extreme Loading
5. A Rerun of Run 4 with Reduced Loading on One Device
6. Suggested HOSC/CREY Configuration for Extreme Loading

Each of the simulation runs is discussed in the following sections.

2.2 A TYPICAL HOSC ACTIVITY UNDER HEAVY LOADING

This simulation run was conducted for a typical HOSC configuration with what is considered a heavy I/O data load requirement for the various devices. Figure 2.1 illustrates the system configuration and documents the specific HOSC computers involved in the system.

Inspection of figure 2.1 also reveals the source/destinations connections, the relative probabilities of the source/destination connections, the data generation rates, the data buffer sizes and the device/adaptor I/O rates.

The backup simulation data in Appendix I details the adapter priorities which are assigned each adapter on the trunk, the distances between adapters (noted as fixed delay) and in the case of an adapter common to two trunks lists the trunk priorities on each trunk.

Table 2.1 and 2.2 present the results of the simulation exercise. Table 2.1 presents the overall statistics of the system including the parameters of perhaps greatest interest: total aborts, percent trunk active time and total offered load. Table 2.2 presents the individual device statistics of the network including individual device aborts, collisions, waiting time and average message delay. These device statistics are important in assessing how to reassign devices to the various adapters or trunks in the event that anticipated network performance is not satisfactory in the event that the anticipated network performance is not satisfactory. The network statistics are important in assessing the anticipated network performance.

The results in Table 2.1 indicate that the system is lightly loaded. This may be observed from the trunk active times of 1.848 percent for trunk 1, 1.69 percent for trunk 2. When a trunk activity time of 30 percent or more is incurred the trunk tends to start saturating with regards new data transmissions. Furthermore the collision frequency is low, amounting to 65 collisions out of 638 transmissions for approximately 10 percent collision frequency. Only 110 frames were placed in queue waiting for an opportunity to transmit and only 1 abort was incurred (this by source 411, see Table 2.2). The trunk to trunk transmissions incurred only 24

TABLE 2.1 NETWORK STATISTICS FOR FIGURE 2.1

ADP DEV SOURCE #	#	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	0.1795	0.0003	1.3E-06	6.9E-04	0	197	98	18	1
211	1	0.0924	0.0000	1.3E-06	1.3E-03	0	94	0	0	1
311	1	0.1734	0.0005	0.0E+00	7.0E-04	0	201	202	15	0
411	1	0.6403	0.0000	1.3E-04	3.5E-03	1	11	54	0	43
521	2	0.0333	0.0000	0.0E+00	2.3E-03	0	10	25	0	0
531	1	0.0072	0.0003	0.0E+00	5.8E-04	0	24	0	5	0
521	2	0.0261	0.0009	0.0E+00	5.8E-04	0	24	197	21	0
531	3	0.0195	0.0000	5.3E-07	6.0E-04	0	59	2	0	1
511	1	0.0036	0.0000	0.0E+00	8.3E-04	0	6	4	0	0
521	2	0.0277	0.0008	5.3E-07	8.5E-04	0	6	49	16	1
631	3	0.0235	0.0016	1.3E-04	4.4E-03	0	6	7	32	63

TABLE 2.2 DEVICE STATISTICS FOR FIGURE 2.1

```

*** END OF RUN NETWORK STATISTICS ***

CURRENT TIME :      10.0273 SECS

SUCCESSFUL SEQUENCE TRANSMISSIONS           : 638
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1   : 295
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2   : 343
COLLISIONS (FRAMES)                        : 65
WAITS (FRAMES)                             : 1.1E+02

TOTAL ATTEMPTS (SEQUENCES)                  : 640
TOTAL ABORTS                               : 1
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS       : 225
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS      : 201

TRUNK 1 ACTIVE TIME                        : 0.1852660 SECS
TRUNK 2 ACTIVE TIME                        : 0.1694709 SECS
TOTAL TRUNK ACTIVE TIME                   : 0.3547369 SECS
% TRUNK 1 ACTIVE TIME                     : 1.848 %
% TRUNK 2 ACTIVE TIME                     : 1.690 %
% TOTAL ACTIVE TIME                       : 3.538 %

CONTROL BYTES TRANSMITTED - TRUNK 1       : 4.68994E-01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1         : 6.39584E-01 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2       : 5.52063E-01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2         : 4.67610E-01 MBYTES
TOTAL BYTES TRANSMITTED                   : 2.12825E+00 MBYTES

TOTAL OFFERED LOAD                         : 8.22242E-01 MBYTES

```

collisions for roughly a 10 percent collision rate. Thus the system is operating in a mode in which new offered data will be handled virtually on a one for one basis.

The highest average message delay is 4.4ms (source 631 see Table 2.1) and this is not a significant increase in delay over the system's normal delay of about .6 ms.

The total offered load is approximately 822K Bytes for about 10 seconds or .6576 Mbps.* This is one tenth the recommended maximum of approximately 6 Mbps offered load for dual trunk systems which was documented in the 1985 Annual Report for this contract (Reference 1, page 109). Note that a load of 16.5 Mbps would correspond to 33% of the 50 Mbps trunk capacity and is the usual upper limit for these types of systems. Note also that a 16.5 Mbps load includes data and control bytes which amount to roughly the same total bytes as data bytes. Thus an offered data load of one half of 16.5 Mbps or 8.25 Mbps would result in a total offered load of 16.5 Mbps.

For the system configuration of Figure 2.1 with the loading shown the offered data loads per trunk are:

Offered data load Trunk 1 is 60KBps = 240 Kbps

Offered data load Trunk 2 is 20.75KBps = 166 Kbps

TOTAL OFFERED DATA LOAD = 406 Kbps.

This amounts to approximately 62% of the total offered load from the simulation exercise. Thus we see that the total offered data loading (406 Kbps) for figure 2.1 is well beneath the recommended upper limit (8.25 Mbps).

*Bps = Bytes Per Second, bps = Bits Per Second.

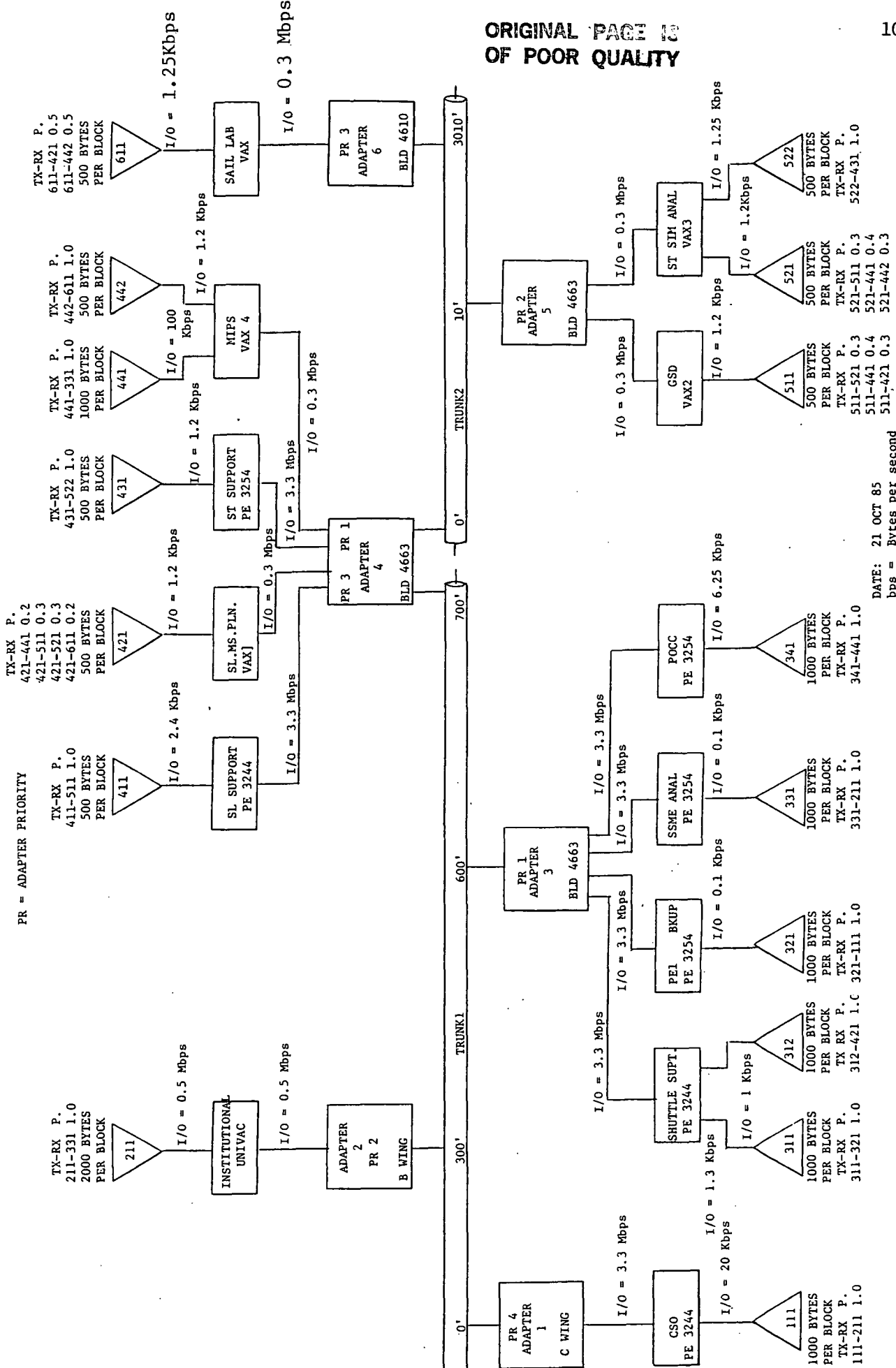
2.3 A CURRENT HOSC ACTIVITY UNDER HEAVY LOADING

Figure 2.2 depicts a current HOSC system configuration under heavy offered data load configurations. Tables 2.3 and 2.4 contain the network statistics and device statistics for the currently operating HOSC system configurations of Figure 2.2.

Inspection of the results in the tables reveal a high number of collisions for a bus with no more activity time than indicated. (18.6% trunk 1, 7.8% trunk 2, 26.5% for both trunks and a total offered load of 640 Kbps.) This collision frequency can be further investigated by inspecting the device statistics in Table 2.4. These indicate that data sources 341 and 441 are the most heavily involved in collisions. From Figure 2.2 the receivers for data sources 341 and 441 are seen to be 441 and 421 respectively.

The data source 341 is tied to device adapter three which is the busiest device on trunk 1. However communications to adapter three's devices is certainly occurring, witness the 924 receptions by source 331 of data from 211. Also 341 does transmit one packet to 441 although 27 aborts are initiated. This indicates that the 341 to 441 link cannot be established. That this is the case may be observed from noting that adapter 4, the cross trunk adapter is heavily loaded as an adapter on trunk 2. In fact adapter 4 receives data from six external data sources and one internal data source as well as being a transmitter of data to six external data sources. Obviously adapter 4 is going to be busy much of the time.

It is also apparent that since source 341 only sends data to 441 it might be sensible to put source 341 on adapter 4 except for the fact that then source 211 would have a very difficult time sending



DATE: 21 OCT 85
bps = Bytes per second

FIGURE 2.2 A CURRENT HOSC ACTIVITY UNDER HEAVY LOADING

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TABLE 2.3 NETWORK STATISTICS FOR FIGURE 2.3

```

*** END OF RUN NETWORK STATISTICS ***
CURRENT TIME :      5.0000 SECS
SUCCESSFUL SEQUENCE TRANSMISSIONS :      1026
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 :      1022
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 :         4
COLLISIONS (FRAMES) :      1499
WAITS (FRAMES) :      4.45+05
TOTAL ATTEMPTS (SEQUENCES) :      1121
TOTAL REPTS :         94
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS :         0
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS :         0

TRUNK 1 ACTIVE TIME :      0.2310461 SECS
TRUNK 2 ACTIVE TIME :      0.1944174 SECS
TOTAL TRUNK ACTIVE TIME :      1.3254635 SECS
% TRUNK 1 ACTIVE TIME :      12.521 %
% TRUNK 2 ACTIVE TIME :      7.688 %
% TOTAL ACTIVE TIME :      26.509 %

CONTROL BYTES TRANSMITTED - TRUNK 1 :      3.57055E+00 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1 :      2.01141E+00 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2 :      2.20184E+00 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2 :      2.25500E-03 MBYTES
TOTAL BYTES TRANSMITTED :      7.98605E+00 MBYTES

TOTAL OFFERED LOAD :      3.19225E+00 MBYTES

```


TABLE 2.4 DEVICE STATISTICS FOR FIGURE 2.2

ADP #	DEV #	SOURCE #	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	1	0.0793	0.0000	8.5E-05	1.1E-03	0	97	0	0	55
211	2	1	0.6719	0.0040	1.6E-04	1.4E-03	1	924	97	91	279
311	3	1	0.0374	0.0002	1.8E-05	0.0E+00	6	0	0	2	38
512	3	1	0.0255	0.0000	1.2E-05	0.0E+00	4	0	0	0	21
321	3	2	0.0374	0.0000	0.0E+00	0.0E+00	0	0	0	0	0
331	3	3	0.6537	0.0000	0.0E+00	0.0E+00	0	0	924	0	0
341	3	4	0.1726	0.0129	4.3E-05	4.9E-01	27	1	0	255	108
411	4	1	0.0003	4.5E-08	0.0E+00	6.3E-04	0	1	0	91554	0
421	4	2	0.2125	4.5334	0.0E+00	0.0E+00	0	0	1	91702	0
431	4	3	0.0694	4.1336	1.7E-06	0.0E+00	1	0	1	32675	65
441	4	4	0.2929	4.5665	7.1E-03	0.0E+00	13	0	1	91327	1100
442	4	4	0.0004	4.1659	0.0E+00	9.3E-04	0	1	0	93539	0
511	5	1	0.1252	0.0000	1.7E-06	0.0E+00	11	0	1	0	65
521	5	2	0.1123	0.0340	7.9E-08	0.0E+00	11	0	0	705	3
522	5	2	0.0674	0.0000	1.1E-03	2.0E-01	10	1	0	0	145
511	6	1	0.1045	0.0000	8.0E-03	3.4E-01	10	1	1	0	1006

data to source 341. Rather it would appear logical to make the cross trunk adapter (Number 4) one which is not so heavily utilized.

The simulation program does not model the dual trunk system in an exact manner. The program allows only one adapter to be a dual trunk adapter. Although this models the usual case for HOSC it is possible to connect several of the HOSC adapters to two trunks. Another difference is the transfer mechanism. In the real system intra trunk data transfers are accomplished by the transfer of the data to a cross trunk adapter's device for holding. This device then finishes the data transfer when the link between it and the destination is available. The simulation model requires the total link to be available which is a more severe requirement. The simulation results are thus more pessimistic than the real case but is an excellent predictor of system tendencies toward overload.

In this case the decision to make a slight reconfiguration resulted in the system simulation of sections 2.4. As will be noted in section 2.4 the collision rate and abort rate were significantly reduced by a very minor reconfiguration.

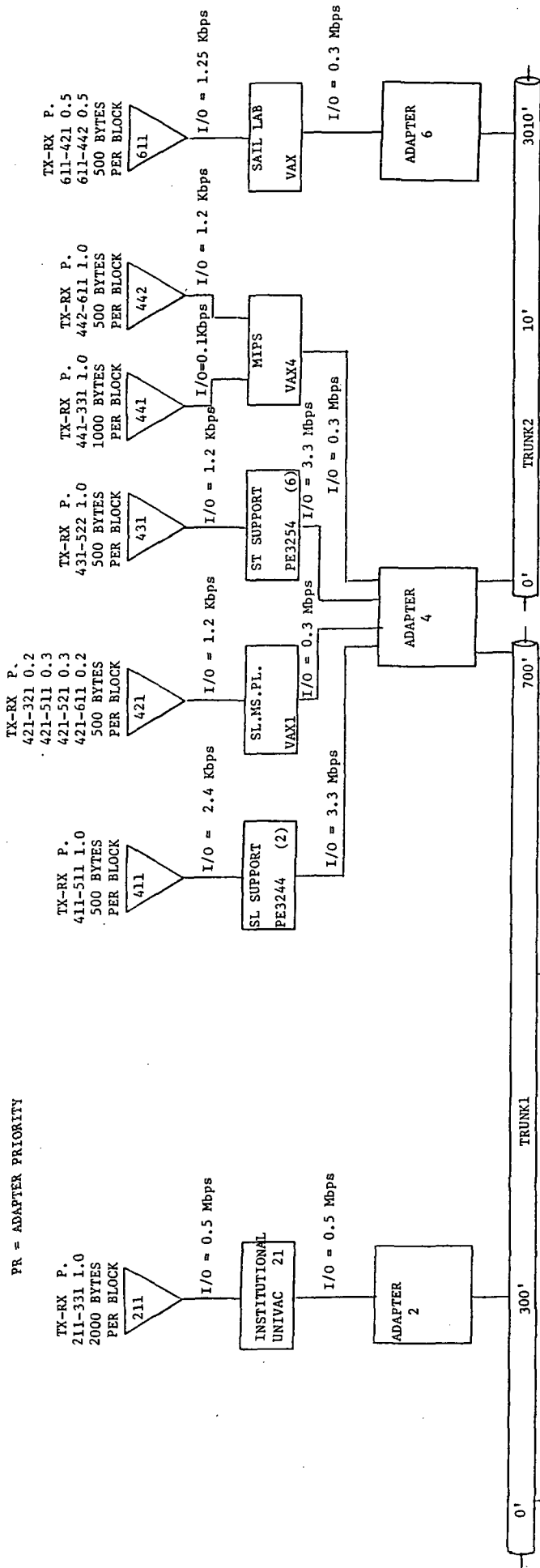
2.4 A RERUN OF FIGURE 2.2 RECONFIGURED

In Figure 2.3 a reconfiguration of Figure 2.2 is illustrated. The differences are fairly minor but the results are significant and indicate the dramatic differences of systems performance that can occur with seemingly minor system changes or loading additions. The difference of the configuration of Figure 2.3 from Figure 2.2 are as follows:

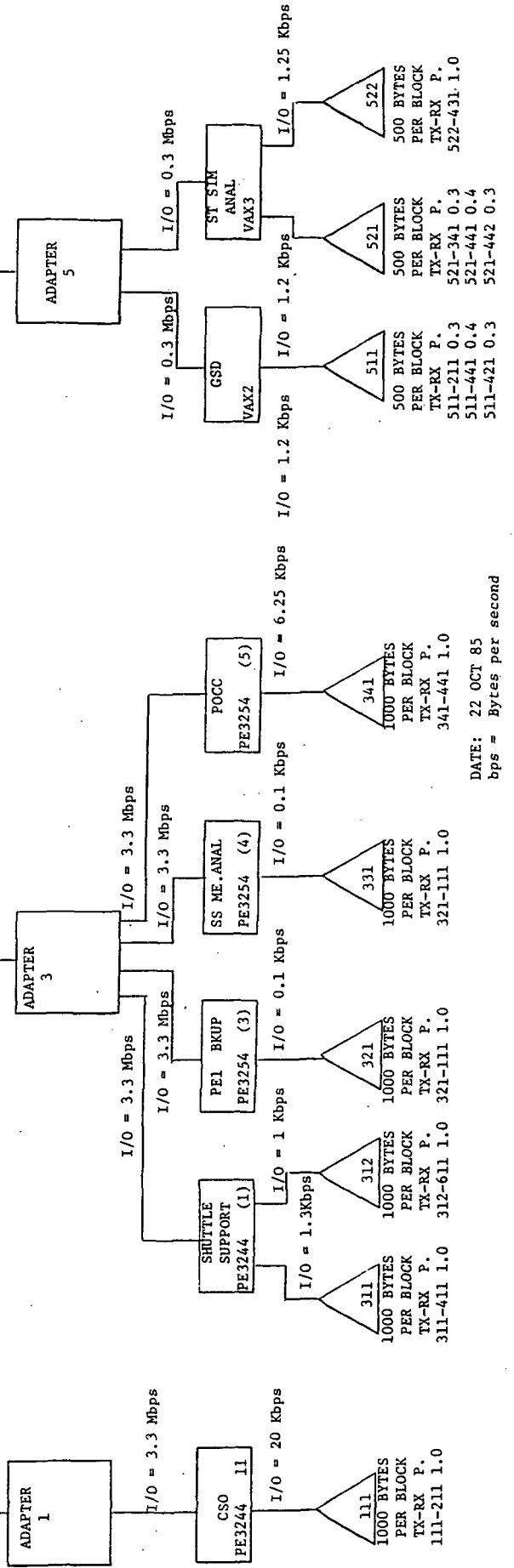
Source 331 sends its data to 441 rather than 321

Source 312 sends its data to 611 rather than 421

PR = ADAPTER PRIORITY



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DATE: 22 OCT 85
bps = Bytes per second

FIGURE 2.3 RERUN OF FIGURE 2.2 RECONFIGURED

Source 421 sends its data to 321 rather than 441

Source 441 sends its data to 311 rather than 421

Source 511 sends its data to 211 rather than 521

Source 521 sends its data to 341 rather than 511

Device 61 has I/O rate 1250 Bps rather than .3 Mbps.

The statistical results of (tabulated in Tables 2.5 and Table 2.6) indicate a much lower number of collisions and a much lower number of aborts than the configuration of Figure 2.2. A comparison of the results is given below:

Configuration	Figure 2.2	Figure 2.3
Collisions	1499	55
Aborts	94	2
%Trunk Active Time	26.5%	17.6%
(Both Trunks)		
TOTAL OFFERED LOAD	638 KBps	639 KBps
Successful Transmissions	1026	1751
Transmissions Trunk 1	1022	1663
Transmissions Trunk 2	4	88

This illustrates how small reconfigurations of a system can make a significant difference in system performance. For the same total offered data loads there is a significant reduction in the trunk activity time and the number of successful transmissions rises sharply. The maximum coverage message delay time (Table 2.4, source 341) of .49 seconds was reduced to .24 milliseconds (Table 2.6, source 522) and the trunk-to-trunk transmissions were significantly increased.

TABLE 2.5 NETWORK STATISTICS FOR FIGURE 2.3

*** END OF RUN NETWORK STATISTICS ***

CURRENT TIME : 5.0025 SECS

SUCCESSFUL SEQUENCE TRANSMISSIONS : 1751
 SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 : 1503
 SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 : 88
 COLLISIONS (FRAMES) : 55
 WAITS (FRAMES) : 1.2E+03
 TOTAL ATTEMPTS (SEQUENCES) : 1754
 TOTAL ATTEMPTS : 2
 ATTEMPTED TRUNK-TRUNK TRANSMISSIONS : 492
 SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS : 19

TRUNK 1 ACTIVE TIME : 0.8343533 SECS
 TRUNK 2 ACTIVE TIME : 0.0375456 SECS
 TOTAL TRUNK ACTIVE TIME : 0.8718989 SECS
 % TRUNK 1 ACTIVE TIME : 15.679 %
 % TRUNK 2 ACTIVE TIME : 0.751 %
 % TOTAL ACTIVE TIME : 17.429 %

CONTROL BYTES TRANSMITTED - TRUNK 1 : 2.34199E+00 MBYTES
 DATA BYTES TRANSMITTED - TRUNK 1 : 2.79893E+00 MBYTES
 CONTROL BYTES TRANSMITTED - TRUNK 2 : 1.71519E-01 MBYTES
 DATA BYTES TRANSMITTED - TRUNK 2 : 5.16320E-02 MBYTES
 TOTAL BYTES TRANSMITTED : 5.36407E+00 MBYTES

TOTAL OFFERED LOAD : 3.19960E+00 MBYTES

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TABLE 2.6 DEVICE STATISTICS FOR FIGURE 2.3

ADP DEV SOURCE #	#	ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	1	0.0371	4.0E-05	7.4E-04	0	98	0	0	5
211	1	1	0.5966	2.3E-05	5.3E-04	0	1040	104	151	50
311	1	1	0.1922	7.9E-07	5.5E-04	0	6	463	8	1
312	1	2	0.0015	7.9E-07	6.6E-04	0	4	0	0	1
321	2	1	0.0020	0.0E+00	0.0E+00	0	0	6	0	0
331	3	1	0.5816	0.0E+00	0.0E+00	0	0	1040	0	0
341	4	1	0.0144	7.9E-07	6.7E-04	0	31	9	72	1
411	1	1	0.0065	2.6E-08	1.3E-03	0	23	0	57	1
421	2	1	0.0087	2.6E-08	7.1E-04	0	11	12	7	1
431	3	1	0.0078	0.0E+00	5.3E-04	0	11	10	435	0
441	4	1	0.1955	4.5E-05	7.9E-04	0	463	63	363	44
442	4	2	0.0190	5.3E-07	7.2E-04	0	21	19	27	1
5	1	1	0.0124	2.6E-08	3.7E-04	0	11	28	0	1
511										
5	2	1	0.0095	0.0E+00	2.2E-03	1	10	0	42	0
521	5	2	0.0073	2.5E-08	2.4E-03	1	10	11	61	1
611	6	1	0.0076	2.4E-05	8.2E-04	0	12	6	0	3

This type of study can be used to determine in advance the probable worst case system performance limitations and gives one an opportunity to try "in the laboratory" various reconfigurations in a search for an optimum system performance configuration.

2.5 ANTICIPATED HOSC/CREY CONFIGURATION UNDER EXTREME LOADING

The system configuration illustrated in Figure 2.4 is an anticipated configuration including an outside computer link called the CREY. The CREY link is anticipated to feed data to HOSC and to require some communications from HOSC to the CREY facility. The configuration of Figure 2.4 is a suggested manner in which to tie together the CREY facility and the HOSC facility and yet provide a means for isolating HOSC from unwarranted demands by the CREY facility during missions support by HOSC.

It should be noted that this configuration has added an extra adapter in relation to the configurations of Figure 2.3. This extra adapter has a twofold purpose, one is to help relieve adapter 3 loading by moving SSME to adapter 4 and to provide an adapter as a tie link through which CREY interfaces to HOSC.

Tables 2.7 and 2.8 contain the simulation results. It may be observed that there a significant number of aborts (48) and a high number of collisions (3901) in a 10 second simulation period. Also the offered load is 1.958MBps (15.664Mbps) which is quite high compared to the recommended limit of 1.031MBps (8.25Mbps) and the trunk active times are over 50%. This indicates that the system is not performing satisfactorily under this configuration. One data source is running with a 1.3 MBps data operation rate which is extreme. This was an arbitrarily chosen figure which evolved during discussions with NASA personnel. A rerun of this configuration with a reduced data generation rate is contained in the next section.

Because this system performance is not judged satisfactory a suggested reconfiguration for the HOSC/CREY system is presented in Section 2.7.

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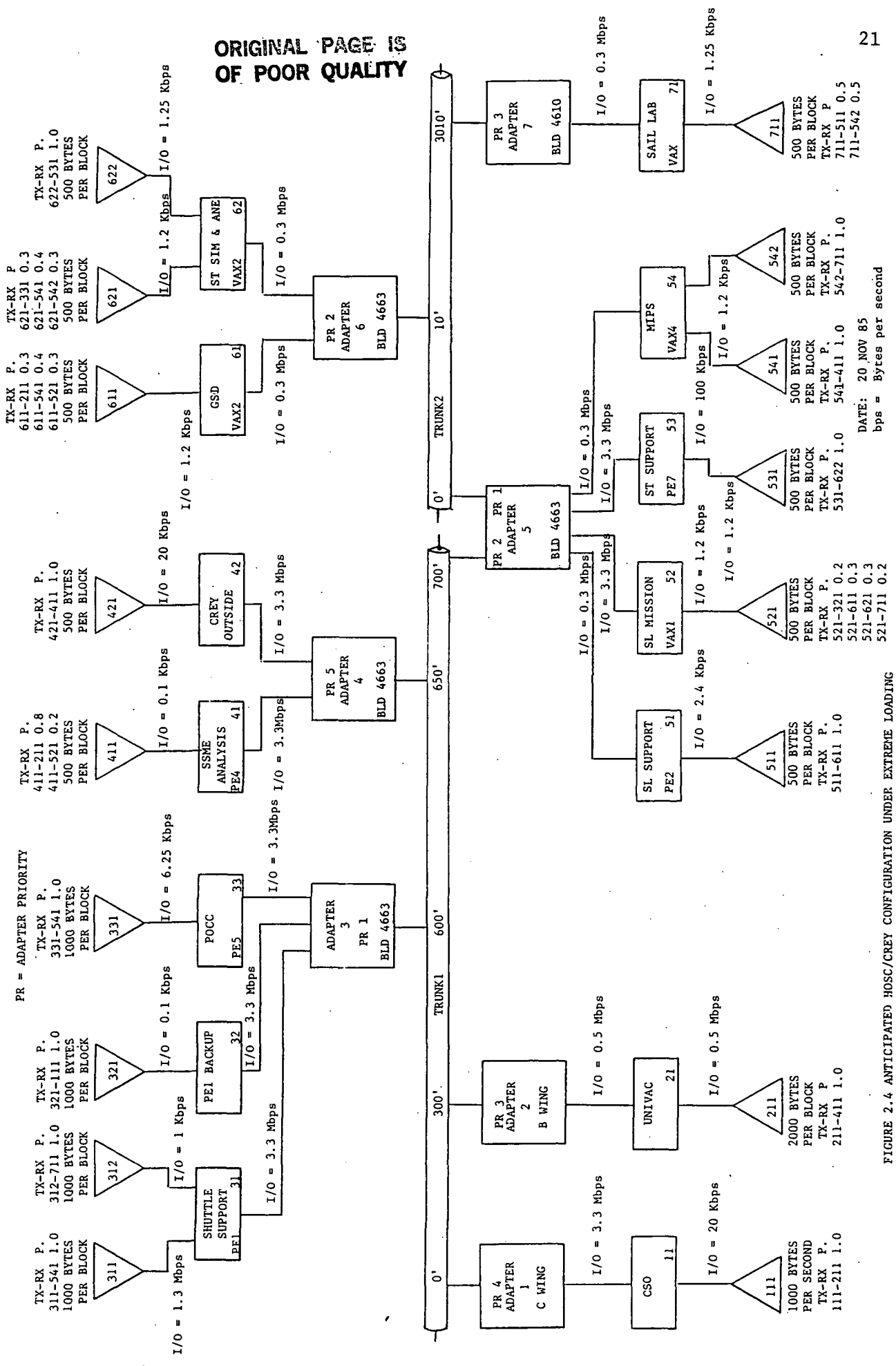


FIGURE 2.4 ANTICIPATED HOSC/CREY CONFIGURATION UNDER EXTREME LOADING

TABLE 2.7 NETWORK STATISTICS FOR FIGURE 2.4

```

*** END OF RUN NETWORK STATISTICS ***
CURRENT TIME :      10.0000 SECS
SUCCESSFUL SEQUENCE TRANSMISSIONS :      4940
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 :      4771
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 :      169
COLLISIONS (FRAMES) :      3901
WAITS (FRAMES) :      3.6E+04
TOTAL ATTEMPTS (SEQUENCES) :      5424
TOTAL ABORTS :      480
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS :      4404
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS :      32

TRUNK 1 ACTIVE TIME :      5.668979 SECS
TRUNK 2 ACTIVE TIME :      0.2184609 SECS
TOTAL TRUNK ACTIVE TIME :      5.8873588 SECS
X TRUNK 1 ACTIVE TIME :      56.689 X
X TRUNK 2 ACTIVE TIME :      2.185 X
X TOTAL ACTIVE TIME :      58.874 X

CONTROL BYTES TRANSMITTED - TRUNK 1 :      2.90019E+01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1 :      5.76584E+00 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2 :      1.13755E+00 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2 :      9.83160E-02 MBYTES
TOTAL BYTES TRANSMITTED :      3.60036E+01 MBYTES

TOTAL OFFERED LOAD :      1.95835E+01 MBYTES

```

TABLE 2.8 DEVICE STATISTICS FOR FIGURE 2.4

ADP DEV #	SOURCE #	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	1	0.1104	0.0000	5.3E-04	1.1E-02	0	0	0	374
211	2	1	1.2541	0.0062	2.7E-04	9.5E-03	100	174	136	365
	1	1	2.7786	0.2420	1.4E-04	2.0E-03	160	3468	4868	319
312	3	1	0.0072	0.0000	5.3E-07	6.2E-03	3	6	0	2
321	3	2	0.0259	0.0000	0.0E+00	0.0E+00	0	14	1	0
331	3	3	0.1118	0.2333	1.5E-05	5.1E-03	6	16	4725	46
411	4	1	2.5191	0.0000	0.0E+00	0.0E+00	0	1040	0	0
421	4	2	0.2170	0.0047	1.5E-05	0.0E+00	34	0	92	37
511	5	1	0.0154	0.4432	5.0E-05	9.4E-04	0	0	8807	46
521	5	2	0.0775	0.3414	2.5E-04	5.7E-03	2	23	6887	73
531	5	3	0.0675	0.2289	5.1E-04	2.0E-03	0	19	4605	86
541	5	4	4.1397	0.2117	1.5E-02	1.5E-02	154	3528	4233	2117
542	5	4	0.1122	0.0313	5.4E-03	1.0E-02	10	40	611	735
611	6	1	0.0552	0.0154	1.6E-03	6.4E-03	2	51	309	205
621	6	2	0.0353	0.0004	2.5E-04	5.2E-03	3	0	6	34
622	6	2	0.0675	0.0380	1.9E-03	1.2E-02	5	23	778	275
711	7	1	0.0570	0.0000	2.1E-02	1.3E-02	1	12	0	2650

2.6 A RERUN OF FIGURE 2.4 WITH REDUCED LOADING ON ONE DEVICE

Figure 2.5 illustrates the configuration of Figure 2.4 but with the data generation rate of source 311 reduced from 1.3 MBps to a more reasonable 1.3 KBps. The results as indicated in Tables 2.9 and 2.10 show a reduction in trunk activity from over 50% to 33% which is judged to be an upper operating limit (see reference 1, pages 93-97 for discussion), the collision rate is down from 3901 to 1804 and the aborts are down from 480 to 320. The new offered load is 659 KBps and is reasonable.

This configuration could still be improved, however. The device statistics (Table 2.10) show that adapter 5 is responsible for most of the congestion. Since 5 is loaded with two devices talking to adapter 6 only, it seems prudent to remove those devices from adapter 5 and connect them to adapter 7 to balance the load and to free adapter 5 for trunk to trunk transmission. Section 2.7 contains the results of this reconfiguration.

TABLE 2.9 NETWORK STATISTICS FOR FIGURE 2.5

```

*** END OF RUN NETWORK STATISTICS ***
CURRENT TIME :      10.0000 SECS
SUCCESSFUL SEQUENCE TRANSMISSIONS :      2299
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 :      2129
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 :      169
COLLISIONS (FRAMES) :      1204
WAITS (FRAMES) :      1.1E+04
TOTAL ATTEMPTS (SEQUENCES) :      2612
TOTAL REPORTS :      312
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS :      4334
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS :      37

TRUNK 1 ACTIVE TIME :      3.1655554 SECS
TRUNK 2 ACTIVE TIME :      0.3995149 SECS
TOTAL TRUNK ACTIVE TIME :      3.5650703 SECS
% TRUNK 1 ACTIVE TIME :      31.656 %
% TRUNK 2 ACTIVE TIME :      1.895 %
% TOTAL ACTIVE TIME :      33.551 %

CONTROL BYTES TRANSMITTED - TRUNK 1 :      1.58485E+01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1 :      3.50225E+00 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2 :      1.03773E+00 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2 :      2.93160E-02 MBYTES
TOTAL BYTES TRANSMITTED :      2.044883E+01 MBYTES

TOTAL OFFERED LOAD :      6.59650E+00 MBYTES

```

DEVICE ACTIVITY SUMMARIES

ORIGINAL PAGE IS
OF POOR QUALITY

TABLE 2.10 DEVICE STATISTICS FOR FIGURE 2.5

ADP DEV SOURCE #	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1 1 1	0.1397	0.0000	9.3E-04	5.6E-03	0	179	0	595
211	2 1 1	1.6373	0.0021	3.6E-04	3.6E-03	118	1260	194	483
311	3 1 1	0.0141	0.0000	0.0E+00	3.5E-03	1	11	0	0
312	3 1 2	0.0082	0.0000	0.0E+00	2.4E-03	0	9	0	0
321	3 2 1	0.0056	0.0000	0.0E+00	0.0E+00	0	0	18	0
331	3 3 1	0.0344	0.0000	1.3E-04	4.2E-03	1	59	0	5
411	4 1 1	2.8857	0.0000	0.0E+00	0.0E+00	0	0	1825	0
421	4 2 1	0.3700	0.0033	7.3E-04	0.0E+00	59	0	45	15
511	5 1 1	0.0209	0.1857	5.1E-04	1.5E-03	1	45	0	3733
521	5 2 1	0.0322	0.0591	1.4E-05	3.3E-03	1	22	24	124
531	5 3 1	0.0437	0.0324	9.0E-06	2.5E-03	1	22	23	95
541	5 4 1	1.1193	0.1146	1.7E-03	5.4E-03	119	565	80	464
542	5 4 2	0.0891	0.0710	1.4E-04	1.9E-03	1	40	38	23
611	6 1 1	0.3709	0.0000	3.6E-06	7.3E-03	4	19	49	137
621	6 2 1	0.0434	0.0335	2.2E-06	7.3E-03	3	20	0	670
622	6 2 2	0.0465	0.0000	4.7E-03	6.4E-03	1	23	22	594
711	7 1 1	0.0242	0.0000	6.3E-03	9.3E-03	0	24	12	797

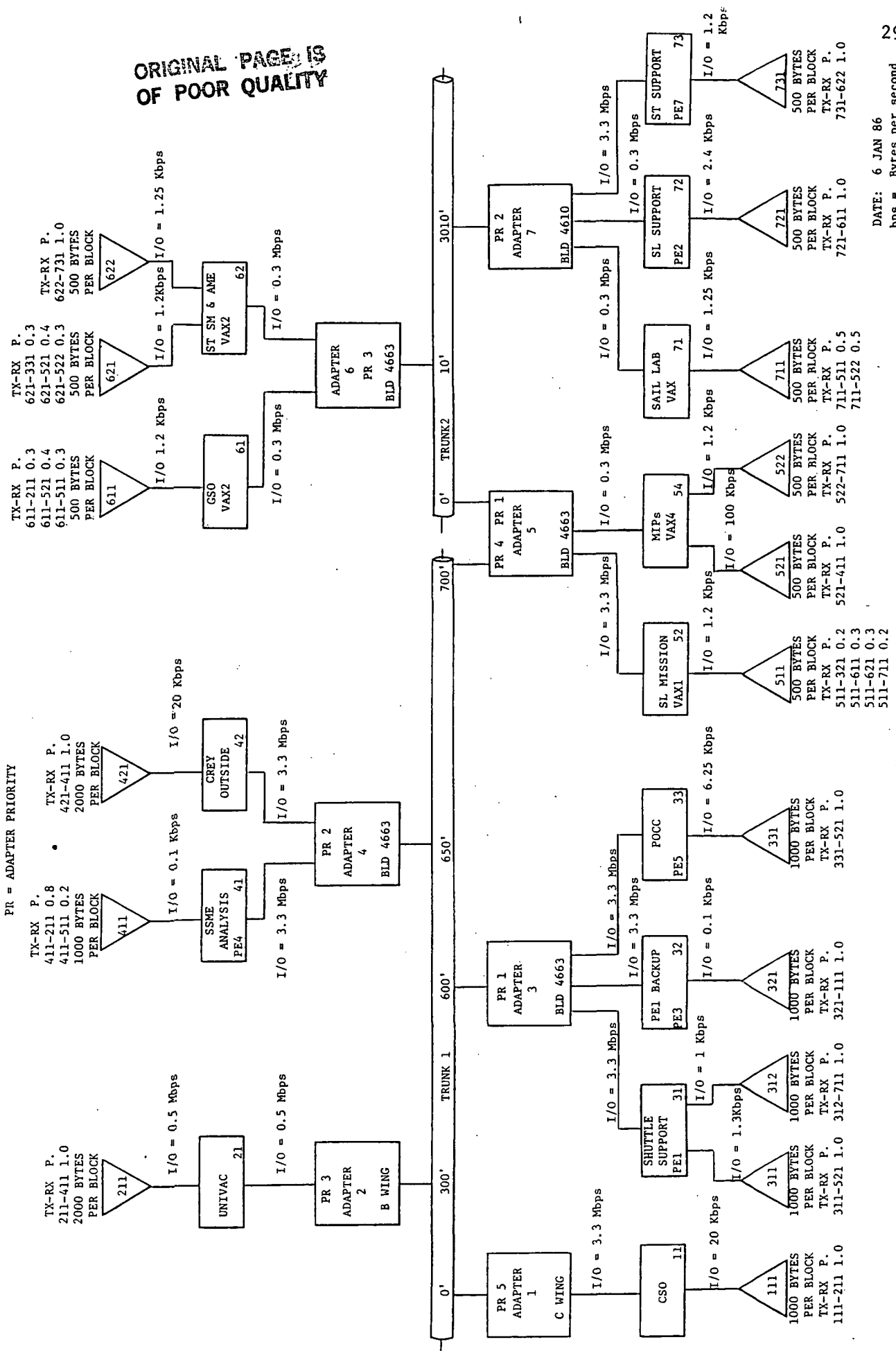
2.7 SUGGESTED HOSC/CREY CONFIGURATION FOR EXTREME LOADING

Figure 2.6 illustrates a suggested reconfiguration of the HOSC/CREY system for operation under heavy loading. The two devices formerly attached to adapter 5 which conversed with adapter 6 have been moved to adapter 7. This may be awkward if adapter 7 is in a different building but one could reconfigure the two devices from adapter 5 to adapter 6 itself since adapter 6 is in the same building as adapter 5. Another approach would be to add another adapter to the system. Any of these approaches would relieve the cross trunk adapter of some of its congestion.

The results of the simulation run for figure 2.6 shows a marked improvement due to the reconfiguration. The numbered collisions are down from 1804 to 195, the number of frames which had to wait for a transmission time has dropped by an order of magnitude and the number of aborts has dropped from 310 to 1. Further inspection and comparisons of Table 2.11 and Table 2.9 reveals that the trunk busy time has been reduced from a total of 33.55% to 19.935% while the number of data bytes transmitted has actually increased on trunk 1 by 67% and by 7% increase on trunk 2.

THIS SIMULATION RUN ILLUSTRATES THE BENEFITS THAT CAN BE ACHIEVED BY SIMULATION OF A PROPOSED CONFIGURATION, INSPECTION OF THE RESULTS AND PERFORMING A RECONFIGURATION IF DESIRABLE.

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PR = ADAPTER PRIORITY

TX-RX P.
611-211 0.3
621-521 0.4
611-511 0.3
500 BYTES PER BLOCK
621-731 1.0
500 BYTES PER BLOCK

TX-RX P.
411-211 0.8
421-411 1.0
2000 BYTES PER BLOCK
411-511 0.2

TX-RX P.
211-411 1.0
2000 BYTES PER BLOCK

TX-RX P.
111-211 1.0
1000 BYTES PER BLOCK
TX-RX P.
311-521 1.0
312-711 1.0
321-111 1.0

TX-RX P.
611 1.2 Kbps
I/O = 1.2 Kbps I/O = 1.25 Kbps

TX-RX P.
421 0.1 Kbps
I/O = 0.1 Kbps

TX-RX P.
311 20 Kbps
I/O = 20 Kbps

TX-RX P.
731 1.2 Kbps
I/O = 1.2 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
41 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
312 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 2.4 Kbps
I/O = 2.4 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
42 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
313 1.3 Kbps
I/O = 1.3 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
44 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
314 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
45 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
315 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
46 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
316 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
47 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
317 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
48 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
318 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
49 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
319 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
50 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
320 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
51 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
321 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
52 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
322 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
53 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
323 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
54 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
324 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
55 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
325 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
56 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
326 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
57 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
327 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
58 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
328 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
59 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
329 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
60 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
330 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
61 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
331 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
62 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
332 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
63 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
333 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
64 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
334 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
65 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
335 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
66 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
336 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
67 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
337 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
68 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
338 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
69 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
339 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
70 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
340 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
71 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
341 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
72 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
342 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
73 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
343 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
74 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
344 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
75 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
345 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
76 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
346 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
77 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
347 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
78 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
348 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
79 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
349 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
80 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
350 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
81 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
351 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
82 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
352 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
83 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
353 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
84 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
354 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
85 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
355 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
621 0.3 Mbps
I/O = 0.3 Mbps

TX-RX P.
86 3.3 Mbps
I/O = 3.3 Mbps

TX-RX P.
356 1 Kbps
I/O = 1 Kbps

TX-RX P.
721 1.25 Kbps
I/O = 1.25 Kbps

TX-RX P.
611 0.3 Mbps
I

TABLE 2.11 NETWORK STATISTICS FOR FIGURE 2.6

```

*** END OF RUN NETWORK STATISTICS ***
CURRENT TIME :      10.0000 SECS
SUCCESSFUL SEQUENCE TRANSMISSIONS           : 444
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1   : 4265
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2   : 161
COLLISIONS (FRAMES)                         : 195
WAITS (FRAMES)                              : 3.2E+03
TOTAL ATTEMPTS (SEQUENCES)                  : 4449
TOTAL AEGRTS                                : 1
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS        : 151
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS       : 45

TRUNK 1 ACTIVE TIME                         : 1.9128248 SECS
TRUNK 2 ACTIVE TIME                         : 0.0505966 SECS
TOTAL TRUNK ACTIVE TIME                     : 1.9935214 SECS
% TRUNK 1 ACTIVE TIME                       : 19.122 %
% TRUNK 2 ACTIVE TIME                       : 0.807 %
% TOTAL ACTIVE TIME                         : 19.955 %

CONTROL BYTES TRANSMITTED - TRUNK 1        : 6.02326E+00 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1          : 5.79952E+00 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2        : 3.14394E-01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2          : 1.06594E-01 MBYTES
TOTAL BYTES TRANSMITTED                    : 1.22433E+01 MBYTES

TOTAL OFFERED LOAD                          : 6.59650E+00 MBYTES

```

DEVICE ACTIVITY SUMMARIES
(SECONDS)

TABLE 2.12 DEVICE STATISTICS FOR FIGURE 2.6

OF DEV SOURCE #	#	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
1	1	0.0750	0.0000	5.9E-05	7.3E-04	0	197	0	0	6
2	1	1.2047	0.0049	9.1E-06	8.6E-04	0	2069	214	90	13
3	1	0.0045	0.0033	0.0E+00	7.7E-04	0	12	0	6	0
4	1	0.0034	0.0000	2.6E-07	7.3E-04	0	9	0	0	1
5	1	0.0592	0.0000	0.0E+00	0.0E+00	0	0	114	0	0
6	1	0.0234	0.0000	1.3E-07	7.9E-04	0	62	19	0	1
7	1	1.7236	0.0000	0.0E+00	0.0E+00	0	0	3535	0	0
8	1	0.0521	0.0189	3.6E-06	5.2E-04	0	99	0	390	11
9	1	0.0222	0.0035	1.0E-03	2.0E-03	1	22	24	65	132
10	1	0.5466	0.0356	3.4E-05	6.7E-04	0	1766	82	729	22
11	2	0.0321	0.0322	1.5E-04	8.4E-04	0	46	47	539	22
12	1	0.0345	0.0009	2.4E-05	2.0E-03	0	23	54	19	4
13	2	0.0069	0.0316	2.4E-05	7.7E-04	0	23	0	516	3
14	2	0.0225	0.0000	3.2E-05	7.7E-04	0	24	23	0	4
15	1	0.0133	0.0000	4.0E-05	7.4E-04	0	24	10	0	5
16	2	0.0157	0.0334	6.4E-05	7.2E-04	0	47	0	679	3
17	3	0.0225	0.0000	1.2E-03	2.2E-03	0	23	24	0	157

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2.8 CONCLUSIONS

The dual trunk HOSC simulation model which has been developed for NASA has been exercised for six scenarios ranging from a typical but lightly loaded HSOC configuration to a severely loaded HOSC/CREY configuration. Analysis of the network and device statistics have shown where potential problems may develop.

The simulation results of the HOSC/CREY configuration which has been proposed by NASA indicates a bottle neck in the trunk-to-trunk data flow and a suggested reconfiguration has been run. These results indicate that a much smoother operation is possible with reconfiguration while still allowing isolation from the CREY input through use of an adapter for controlling the CREY data inputs.

The simulation model has been shown to be a very valuable tool for predicting possible problems with envisioned HOSC configurations, additions, etc. It is recommended that every newly envisioned HOSC configuration with added data flow requirements be simulated to the best ability with this model and potential trouble spots identified before planning has progressed to the purchase and installation of equipment or software.

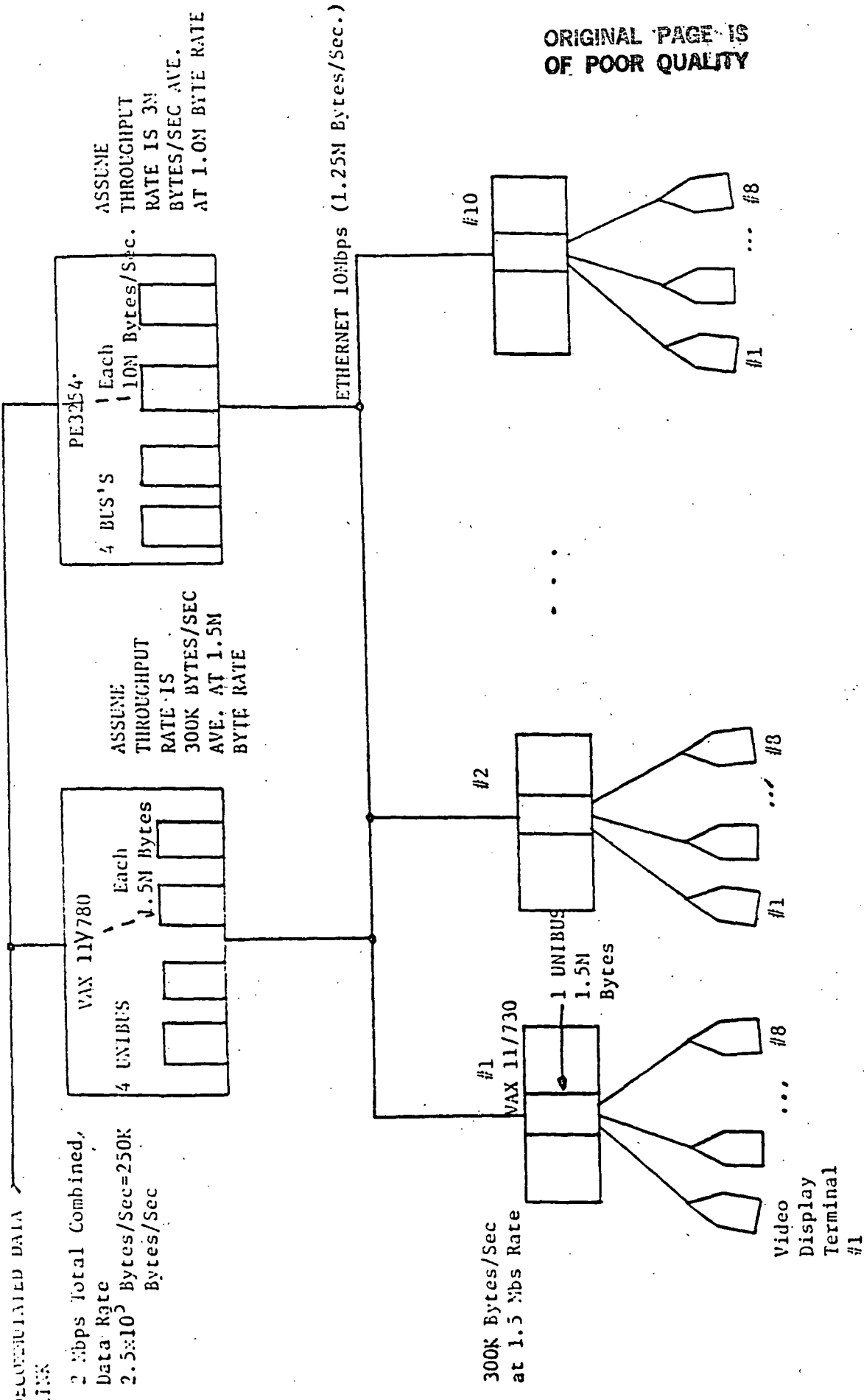
3.0 ANALYSIS OF VIDEO TERMINAL NETWORK INTERCONNECT NETWORK

3.1 INTRODUCTION

The system depicted in Figure 3.1 is a proposed Video Terminal interconnect network. The Space Telescope data link which is received at HOSC is decommutated and an ensemble of decommutated channels with an aggregate of 2 Mbps (250KBps) is delivered to the combination of a VAX 11/780 and a PE3254 computer set as envisioned by NASA HOSC personnel in 1984. These two computers accept the Space Telescope data, perform changes to place the data in proper format for the Video Terminals, perform data calculations to compute new parameters, perform data unit conversions and extrapolate data tendencies. The PE3254 is the main computational tool for data calculations while the VAX 11/780 is the main computational tool for data format changes.

These two computers serve as data sources for the 80 video Terminals which are connected by a Local Area Network (LAN) to the VAX 11/780 and PE3254 by 10 VAX 11/730 computers each of which can handle up to 8 Video Terminals each.

Data I/O rates are constrained to a large extent by the internal data buses of the computers which must serve as I/O buses as well as data buses for internal disk and file transfers. Thus, the VAX 11/730, for instance, which has 1 UNIBUS with 1.5MBps data transfer rate is required to handle input data flow, output data flow as well as disk and file and DMA data transfers. The effective data transfer rate for the I/O functions is estimated to be approximately 300KBps due to this multifunction requirement placed on the UNIBUS (Reference 2).



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1. 1920 Bytes (24 Linesx80 Bytes/Line) To Fill Screen
2. 11/730 Refreshes the screen every 5 seconds (comes from 11/780 + PE3254) Sequentially through the 8.
3. When terminal requests screen format change, the request is relayed to 11/730, Then to 11/780 or PE3254 which then finds/calculates and sends down data to terminal.
4. Assume packet lengths 128 or 256 or 512 Bytes/Packets.
5. Assume terminal requests update or format change every 3 minutes.

Figure 3.1. Video Terminal Distribution System

Thus, although the data is actually transferred over the UNIBUS at 1.5MBps, the waiting to gain access for UNIBUS use yields a data throughput analogous to a slower speed bus of 300KBps rate which is instantly available.

The VAX 11/780 has 4 UNIBUS's each with 1.5MBps speed, but only 1 of these is assigned to provide I/O for the Space Telescope/Video Terminal usage. Hence, the equivalent I/O rate is once again estimated to be 300KBps.

The PE3254 has four 10MBps buses, but only one is assigned to Space Telescope I/O and hence after degrading due to other required functions for the bus, the equivalent data transfer rate is estimated to be 3MBps (Reference 2).

To determine a worst case waiting time for a screen change request, the system may be assumed to be in the following condition:

1. Assume all screens are currently in use with 1920 Bytes of refresh data every 5 seconds being transmitted from VAX 11/780 and PE3254 to the screens via ETHERNET and the VAX 11/730 computers.
2. Assume all screen operators simultaneously request a screen change which requires a new set of 1920 Bytes to be sent for each screen.

The data requirements for the ETHERNET channel will be two complete sets of 1920 Bytes per Video Terminal, or a total of 37,200 bytes plus the number of bytes required to request the screen change. Assuming that a screen change can be accomplished in 50 bytes of information, that increases the total channel requirement by 4000 bytes for a total of 311,200 bytes.

The ETHERNET channel can transmit data at a 10Mbps rate or 1.25Mbps rate. Hence, the channel itself with no collisions would require .249 seconds to transmit this data set. Assuming 10% collisions which require another 20% more data to be sent the total time could easily approach .324 seconds to effect the total data transfer. However, the host computers cannot accomplish this data rate.

The VAX 11/730 sequentially services the Video Terminals and the I/O rate is essentially 1/2 the effective rate of 300K Bytes per second of the UNIBUS in a one way direction. The actual data flow, however, is two way with the screen change request bytes flowing outward. The interchange is effectively 1920 bytes in, 50 bytes out 1920 bytes in again, interspersed with the other Host requirements on the UNIBUS.

If the VAX 11/780 is assumed to transfer all the data for screen update (which is a worst case situation since the PE3254 is faster), then the fastest transfer of the total data which can be achieved is 311,200 bytes at 300KBps byte rate or a 1.04 second time period. Because the ETHERNET channel is idle during much of the time waiting for the VAX 11/780 to output data, the ETHERNET channel will not be a factor in the total time to transfer the data. Furthermore, the VAX 11/730 hosts are only trying to transfer 31,120 total bytes each. Thus, they are waiting for their time to communicate with the VAX 11/780 as the VAX 11/780 can get to them.

The upshot of the above discussion is the illustration of the fact that the VAX 11/780 will be the major limiting factor in the

data transfer. Assuming 10% collisions on the ETHERNET channel, the total time to transfer the data would be approximately 1.352 seconds.

3.1.1 WORST CASE ANALYSIS

The above assumes 1920 Bytes/packet and that all screen change requests occur after the next screen refresh. In actuality, some screen change requests will be received at the VAX 11/780 before the screen refresh and eliminate the need for the transfer of the 1920 bytes of screen refresh data for the old screen; then the total number of bytes required is only 234,400 and the time for total screen change including 10% collisions would be 1.016 seconds.

Now assuming the data is packaged in 512 Bytes per packet, it will require 4 packets for each 1920 Bytes and 1 packet for screen change request. Thus, the total packet count to be transmitted is $4 \times 2 \times 80 + 80 = 720$ packets. Each packet requires 1.71ms to be transmitted. (Assuming each packet is transmitted at an average of 300,000 bytes per second). This means the VAX 11/780 and VAX 11/730's need to gain the channel access 720 times. The VAX 11/780 will need 720 times 1.71ms or 1.23 seconds to send the data (no collisions) (remembering one full packet is now used for only 50 bytes of screen change request data) as opposed to the previous no collision time of .249 seconds.

3.2 STATISTICAL ANALYSIS

The article of Reference 3 presents a "'slotted'" ETHERNET Model which is useful for an analysis of waiting time, bus efficiency

and acquisition probability since the ETHERNET listens before talking and in essence waits one slot time before trying to transmit.

Let P = the number of bits in an ETHERNET packet.

Let C = the peak capacity in bits per second carried on the ETHERNET.

Let T = the time in seconds of a slot duration.

Let Q = the number of stations continuously queued to transmit a packet. Q is, therefore, the total offered load on the network (≥ 1).

It is assumed that a queued station attempts to transmit in the currently available slot with probability $1/Q$ and delays the attempt with probability $(1 - 1/Q)$.

The probability, A , that exactly one station attempts a transmission in a slot and, therefore, acquires the ETHERNET channel is

$$A = Q(1/Q)(1 - 1/Q)^{Q-1} ,$$

since there are Q stations that can try for the channel access with probability $1/Q$ and the remaining $1-Q$ channels choose to wait with probability $(1-Q)$ each.

The waiting time, W , is the average (mean) number of channel slots of waiting in a contention interval before a successful acquisition of the channel by a station.

The probability of no waiting is A . The probability of waiting one slot is $A(1-A)$. The probability of waiting i slots is $A(1-A)^i$. The mean of this geometric distribution is:

$$W = (1-A)/A.$$

For 10 users on a channel (10 VAX 11/730's).

$$A = (1-1/Q)^{Q-1} = (.9)^9 = .3874$$

or 38.74% of the time a station's attempt to gain channel access is successful on the first try.

The mean waiting time is

$$W = (1-A)/A = (1- .3874)/(.3874) = 1.58,$$

or a station waits an average of 1.58 attempts before gaining a channel when it is trying to transmit.

The efficiency e is the fraction of time the ETHERNET channel is carrying good packets. The ETHERNET channel's time is divided between transmission intervals and contention intervals.

For most operations, including the HOSC application, this is a worst case analysis by far. Most applications do not utilize the bus continuously which is the assumption here. Furthermore when the bus is idle, the first station to request the channel gains the channel with no waiting.

To continue the analysis a packet transmission takes P/C seconds and the mean time to acquisition is WT . Hence, this simple worst case analysis yields an estimate of the efficiency as

$$E = (P/C)/((P/C) + WT)$$

where P is the packet size in bits, C is the channel data transmission rate in bits per second and T is the time slot duration which must either be long enough to allow a collision to be detected or at least twice the ETHERNET Channel's round trip time. There should be a limit in software of the maximum length of the packets to be near 4,000 bits (500 Bytes plus overhead) to keep the latency of the network access down and to permit efficient use of station packet buffer storage.

Assuming a packet size of 512 Bytes total, a 10 Mbps (1.25Mbps) ETHERNET channel transfer rate and a slot duration of 16 microseconds (8000 feet of cable) the efficiency is:

$$\begin{aligned}
 E &= \left(\frac{512}{1.25 \times 10^6} \right) / \left(\frac{512}{1.25 \times 10^6} + 1.58 \times 16 \times 10^{-6} \right) \\
 &= 4.09 \times 10^{-4} / (4.09 \times 10^{-4} + 2.528 \times 10^{-5}) \\
 &= .94178
 \end{aligned}$$

or 94.178% of the packets are good packets

or for a fully loaded bus 94.178% of the time good packets are transmitted.

Table 3.1 summarizes this comparison of worst case possibilities and statistical performance parameters.

TO IMPROVE PERFORMANCE, THE VAX 11/780 SHOULD HAVE ONE UNIBUS DEDICATED TO THE I/O OF THE SPACE TELESCOPE DATA INPUT AND THE ETHERNET CHANNEL DATA REQUESTS.

TABLE 3.1

WORST CASE AND STATISTICAL AVERAGE PERFORMANCE ESTIMATES FOR
ETHERNET INTERCONNECTION OF VIDEO TERMINAL/VAX 11/730.

Assumptions: All 80 Terminals Request Screen Data Change Simultaneously. (1920 Bytes/Screen refresh or change). 8 Terminals Per VAX 11/730; 5 Second Screen Refresh Period; 3 Minute Screen Change Request on the Average. 10 VAX 11/730's, 1 VAX 11/780; 1 PE3254 Linked Together.

	LONGEST WAITING TIME (NO COLLISIONS) FOR SCREEN CHANGE	LONGEST WAITING TIME 10% COLLISIONS	LONGEST WAITING TIME (NO COLLISIONS) FOR SCREEN CHANGE, 50% SCREEN REFRESH ELIMINATED	LONGEST WAITING TIME 10% COLLISIONS, 50% SCREEN REFRESH ELIMINATED
WORST CASE: I Assuming 1920 Bytes Per Packet	1.04 Seconds	1.352 Seconds	0.78 Seconds	1.016 Seconds
WORST CASE: II Assuming 512 Bytes per Packet	1.23 Seconds	1.6 Seconds	0.95 Seconds	1.25 Seconds

AVERAGE TIME TO REFRESH SCREEN
WITH 1920 BYTES ASSUMING SE-
QUENTIAL SERVICING OF VAX 11/730's
BY VAX 11/780, (WITH COLLISIONS)

AVERAGE WAITING TIME (16µsec per Slot)	PROBABILITY OF NO WAITING	PERCENTAGE GOOD PACKETS ON BUS (EFFICIENCY)	AVERAGE COLLISION PERCENTAGE
512 Bytes/Packet 1.58 Slots = 25.3µsec.	.3874	94%	6%
256 Bytes/Packet 1.58 Slots = 25.3µsec.	.3874	89%	11%
128 Bytes/Packet 1.58 Slots = 25.3µsec.	.3874	80.2%	19.8%

3.3 CONCLUSIONS

Under the assumptions of the system architecture as envisioned at the time this analysis was performed, the system had 80 video terminals in a configuration of 8 video terminals per a VAX 11/730, with the 10 VAX 11/730's connected to two host computers (VAX 11/780 and a PE 3254) by the ETHERNET network. (November-December 1983 monthly report for this contract).

The analysis illustrates a worst case time of 1.6 seconds to change all 80 screen contents to new displays if 512 bytes were used per packet (in the ETHERNET protocol a packet is the transmission frame). There is a dependency between waiting time and packet length with the worst case waiting time projected to be 1.252 seconds for a packet length of 1920 bytes. Statistical parameters indicate a 48 MS screen change time for 128 bytes per packet and 10 MS for 512 bytes packet.

The most important point that is illustrated with the analysis is the fact that the major limiting factor in the data transfer was felt to be the VAX 11/780 rather than the ETHERNET network. This is felt to be due to the VAX 11/780 throughput time and it was recommended that the VAX 11/780 should have one UNIBUS dedicated to the I/O of the Space Telescope data input and the ETHERNET channel data requests.

A review of the November/December 1983 report containing this analysis is recommended for those involved in the consideration of adding 2 POCC requirements to the 160 terminals that are now in consideration.

3.4 DISCUSSION OF SIMULATION ANALYSIS RESULTS

A simulation program for the general ETHERNET system has been developed by General Dynamics, Inc., Fort Worth, Texas. (GDFW). This program was exercised for the proposed 80 terminal (10 VAX 11/730 host) video terminal system as a courtesy to NASA/MSFC by DFGW via a request by this investigator. The data in Tables 3.2 and 3.3 of this section are results of the equivalent of 15 seconds of run time of the video terminal system.

The simulation was run for a 70%/30% relative loading between the VAX 11/780 and the PE 3254 (reference Figure 3.1) and also for a 50%/50% relation loading between the VAX 11/780 and the PE 3254. Data packet sizes were varied from 960 bytes per packet to as little as 120 bytes per packet and a constant total data block of 1920 bytes was assumed (worst case screen change).

OBSERVATIONS OF THE SIMULATIONS ARE:

(1) The smaller packet sizes (120 bytes per packet) are to be avoided due to adverse effects on collision rate and delay times.

(2) Video change requests are troublesome if they happen to occur during a 1920 byte data dump by the VAX 11/780/PE3254 units.

(3) It is suggested (as was also demonstrated by analysis) that the larger packet sizes be used and that video change requests not be transmitted during video screen dumps or, as an alternate, space the video dumps by the VAX 11/780/PE 3254 units by 1 or 2 milliseconds to allow VAX 11/730 video change requests to be transmitted.

There was good agreement between the analysis (Table 3.4) and the simulation results.

The simulation results are contained in the section 3.5. The writing in this section defines the terms used in the Tables 3.2 and 3.3. Table 3.2 presents the system parameters as they developed during a simulation of 15 seconds of Video terminal ETHERNET data flow which assumed that all 80 terminals are receiving a full screen refresh of 1920 bytes every 5 seconds. Table 3.3 presents the system parameters as they developed during a simulation of 15 seconds of VIDEO Terminal ETHERNET data flow which assumed that all 80 terminals are receiving a full screen refresh of 1920 bytes every 5 seconds and that video requests are being received so as to result in a complete screen change for every terminal every three minutes. The worst case scenario for Table 3.3 was used. This assumed that the VAX 11/780 and the PE 3254 were assumed to be synchronized and would begin their dumps on the ETHERNET at exactly the same time.

The parameters of most interest are the collision frequency and the process times.

The worst case analysis and the statistical average analysis were calculated assuming a 10% collision frequency. Inspection of Table 3.2 and Table 3.3 illustrates a collision frequency of approximately 10% for the short length data packets (120 bytes per packet) for the light load simulations (Table 3.2) and 10% collision frequency for virtually all the packet lengths simulated for the heavy load simulation (Table 3.3). Thus the simulation results in so far as collision frequency are in very good agreement with the analysis assumptions.

The analysis for absolute worst case predicts a worst case longest waiting time of 1.6 seconds (512 byte packets) to complete a

video screen change request assuming a heavy load situation (all video screen operators are assumed to request a screen change) with 10% collisions. The statistical average analysis predicts a longest waiting time of 9.6 MS (with 512 byte packets) and 48.6 MS for 128 byte packets). The simulation run for the heavy load situation (Table 3.3) illustrates a maximum individual packet waiting time of 117 MS for 480 byte packets and 61 MS with 120 byte packets for the 70%/30% VAX 11/780 to PE 3254 load balance. For a 50%/50% VAX 11/780 to PE 3254 load balance the simulation results indicate a 500 MS waiting time for 480 byte packets and a 61 MS waiting time for 120 byte packets.

To compare these results it is necessary to calculate the total waiting time anticipated for a video screen change. Table 3.4 compares these results in the best manner possible. It may be observed that the worst case analysis and the worst case simulation agree quite well, considering the assumptions made, while the average parameters under simulation seem to be a better estimate than the average analysis. The statistical analysis average assumed true Poission distribution of screen change requests and no synchronization between data dumps of the VAX 11/780 and the PE 3254. Thus the most optimistic performance is estimated by the statistical analysis.

THE LESSONS TO BE LEARNED ARE QUITE CLEAR:

- (1) TO REDUCE COLLISIONS USE LONG DATA PACKETS (1960 BYTES)
- (2) PROVIDE A MINIMUM SPACE TIME (1MS PERHAPS) BETWEEN NORMAL SCREEN REFRESH DATA DUMPS FROM THE VAX 11/780 AND THE PE 3254. THIS

WILL ALLOW VIDEO SCREEN CHANGE REQUESTS TO MOVE FROM THE TERMINAL TO THE VAX 11/780 AND THE PE 3254.

(3) THE VAX 11/780 IS THE MAJOR LIMITING FACTOR UNDER FULL LOAD. ONE UNIBUS IN THE VAX 11/780 SHOULD BE DEDICATED TO THE I/O FOR THE SPACE TELESCOPE DECOMMUTATED DATA LINK AND THE ETHERNET LINK TO THE VIDEO TERMINALS.

3.5 SIMULATION ANALYSIS

These statistics were compiled by GDFW for Frank Ingels of Mississippi State in connection with a proposed satellite data retrieval and processing network. The hardware configuration consists of the raw data receptors, the conditioned data receptors, the user terminals, and the communications link between the two data receptors.

The raw data receptors take the satellite information and modify it. These modifications are performed by a VAX 11/780 and a PE 3254. These two in turn place the conditioned data (which are video terminal updates) on one ethernet line and send it to 10 VAX 11/730'S. These VAX'S act as flow managers for the ETHERNET. Each VAX 11/730 handles 8 video terminals and channels updates and screen change requests to/from these terminals through one ETHERNET tap.

There are 3 message types that come across the ETHERNET. The first type is video update. The message type is sent by the data conditioners to the VAX 11/730'S. Data length is 1920 bytes. The second type is video request, and is initiated by the video terminals. It is sent through the VAX 11/730's to either the VAX 11/780 or the PE 3254. It is 512 bytes long. This video request generates the third message type, called video response. Video response is similar to video update in length and origin.

The simulation modeled the I/O ports of the VAX 11/780, the PE 3254, and the 10 VAX 11/730's. It simulated the traffic flow along an ETHERNET bus, given maximum expected loads. These loads included 80 active video terminals, each of which received an update every 5

seconds. Approximately every 2.25 seconds (+/- 2.25 seconds) a video terminal will request a screen change. This request generates a response at the data conditioners. The response is sent back to the terminal.

Note that delay times internal to the data conditioners or the flow manager-terminal pair are not included in delay-measurement of video response. THIS DELAY MEASUREMENT MERELY REFLECTS DELAY INDUCED BY THE ETHERNET NETWORK CONFIGURAITON.

The video updates are released as a queued dump from the VAX 11/780 and the PE 3254 every 5 seconds. Worst case was taken; that is, the VAX 11/780 and the PE 3254 were assumed to be exactly synchronized and would begin their dumps at the same time. The video requests were released so as to simulate a complete screen change for all 80 terminals every three minutes.

Timing for the simulation occurred on the 1 step per microsecond level. Simulation language limits on the size of variables restricted runs to 15 seconds of simulated time, or three dump cycles. These 3-cycle runs were executed for two different parameters. They were also run for only video updates, and then for all three message types.

The parametric variables were

(1) Relative loading of the VAX 11/780 and the PE 3254,
and

(2) The frame size of the video updates.

Variation of relative loading came about as the result of uncertainty as to how much of the total load each data conditioner would in fact have.

Frame size was varied in order to determine whether message length (and of course the number of messages) has an effect on throughput and bus utilization.

EXPLANATION OF CHARTS: (TABLES 3.2 AND 3.3)

- (1) MSSG Delay: Every 5 seconds the data conditioner dumps a new MSSG. MSSG delay is the time that it takes a message to reach its destination (A VAX 11/730) minus the time of the beginning of the slice.
- (2) Slice Times: The time of the last video update message to be executed in the current slice determines slice time.
- (3) Bus Times:
 - (a) Entries denote # of times that information was pushed onto the bus.
 - (b) Total time = total time of the three cycles, 15 second interval, that the bus was active.
 - (c) % util(active) is the bus utilization rate during the time that messages were waiting to be processed.

$$\% \text{ UTIL(ACTIVE)} = (\text{TOTAL TIME}) / (\text{SLICE TIME})$$
 - (d) $\% \text{ UTIL(TOTAL)} = (\text{TOTALTIME}) / 15 \text{ SECONDS}$
- (4) Collisions:

Collisions can occur during the first 45 μ s of frame transmission.

 - (a) Ave # of attempts (≥ 1) is the average # of times any message is pushed onto the bus during the simulation.
- (5) Process Time: The process time a message incurs is the time interval from the moment it is loaded into the

ETHERNET I/O port to the time it is received at the target I/O port.

- (a) Video request/response time is the max process time of the video request and the process time of the video response frames.

TABLE 3.2
SIMULATION RESULTS, NO VIDEO CHANGE REQUESTS

X/Y = VAX x %; PE+E y% ETHERNET INGELS - STEADY - STATE - NO VID. REQ.

	70/30		70/30		70/30		50/50		50/50		50/50	
TYPE OF STAT	2 x 960	4 x 480	8 x 240	16 x 120	2 x 960	4 x 480	8 x 240	16 x 120	2 x 960	4 x 480	8 x 240	16 x 120
SLICE MESSG DELAY												
MAX DELAY	142.5 ms	169.5 ms	162 ms	238.5 ms	163.5 ms	156 ms	156 ms	156 ms	163.5 ms	156 ms	156 ms	256.5 ms
AVE DELAY	66.7 ms	79.5 ms	73.4 ms	102 ms	74.0 ms	76.3 ms	77.9 ms	114.2 ms	74.0 ms	76.3 ms	77.9 ms	114.2 ms
STD. DEV = DELAY	39.3 ms	48.74 ms	44.3 ms	62.9 ms	45.5 ms	46.5 ms	46.8 ms	66.0 ms	45.5 ms	46.5 ms	46.8 ms	66.0 ms
SLICE TIMES												
MAX =	1425 ms	170.0 ms	162.5 ms	240 ms	165 ms	157.5 ms	157.5 ms	257.5 ms	165 ms	157.5 ms	157.5 ms	257.5 ms
AVE =	134.9 ms	156.7 ms	149.7 ms	211 ms	145 ms	151.2 ms	154.3 ms	239 ms	145 ms	151.2 ms	154.3 ms	239 ms
LOW =	132.5 ms	142.5 ms	142.0 ms	170 ms	134 ms	145.0 ms	152.4 ms	203 ms	134 ms	145.0 ms	152.4 ms	203 ms
BUS TIMES												
ENTRIES	550	1032	1988	4418	546	1028	1988	4464	546	1028	1988	4464
AVE BUS TIMES	693.2 μ s	378.8 μ s	206.16 μ s	106.2 μ s	698 μ s	380 μ s	206.2 μ s	105.4 μ s	698 μ s	380 μ s	206.2 μ s	105.4 μ s
STD. DEV	2484 μ s	91.9 μ s	31.1 μ s	25.6 μ s	242 μ s	89.9 μ s	30.8 μ s	26.6 μ s	242 μ s	89.9 μ s	30.8 μ s	26.6 μ s
TOTAL TIME	.381257 s	.390922 s	.409848 s	.468992 s	.381106 s	.39072 s	.409925 s	.470705 s	.381106 s	.39072 s	.409925 s	.470705 s
%UTIL(ACTIVE SLICE)	94%	83%	91%	74.1%	87.6%	86%	88.6%	65.6%	87.6%	86%	88.6%	65.6%
%UTIL(TOTAL SLICE)	2.54%	2.6%	2.73%	3.13%	2.54%	2.6%	2.73%	3.14%	2.54%	2.6%	2.73%	3.14%
COLLISIONS												
# COLLISIONS	35	36	34	289	33	34	34	312	33	34	34	312
AVE COLLISION #(>1)	3.54	3.89	3.75	2.79	3.62	3.735	3.75	2.89	3.62	3.735	3.75	2.89
MAX # OF ATTEMPTS	12	13	13	19	12	12	12	11	12	12	12	11
PROCESS TIME												
VAX 11/780 AND PE+E VIDEO UPDATE												
MAX	107 ms	120 ms	119 ms	48 ms	93 ms	103 ms	99 ms	52 ms	93 ms	103 ms	99 ms	52 ms
AVE	1.42 ms	716 μ s	352 μ s	2488 μ s	1.29 ms	6728 μ s	346 μ s	282.8 μ s	1.29 ms	6728 μ s	346 μ s	282.8 μ s
STD. DEV.	7.81 ms	5.6 ms	3.77 ms	1.675 ms	6.42 ms	4.78 ms	3.36 ms	2 ms	6.42 ms	4.78 ms	3.36 ms	2 ms
# OF ENTRIES	480	960	1920	3840	480	960	1920	3840	480	960	1920	3840

TABLE 3.3

SIMULATION RESULTS WITH VIDEO CHANGE REQUESTS

X/Y = VAX x %; PE+E y% INGELS SATELLITE ETHERNET - FULL DRESS (With Video Req.)

	70/30	70/30	70/30	70/30	70/30	50/50	50/50	50/50	50/50
STATISTIC TYPE	2x960	4x480	8x240	8x240	16x120	2x960	4x480	8x240	16x120
SLICE MSSG DELAY									
AVE VAX/PE+E	68.5 ms	79.8 ms	98.9 ms	109.9 ms	796 ms	92.6 ms	94.8 ms	122.7 ms	122.7 ms
AVE VIDEO REQ	51.2 ms	430 μs	430 μs	430 μs	430 ms	501 ms	500 ms	430 μs	430 μs
MAX VIDEO/REQ	4.1 ms	3 ms	3 ms	3 ms	3 ms	503 ms	560 ms	3 ms	3 ms
SLICE TIMES*									
MAX	142.5 ms	172.5 ms	231 ms	238 ms	180 ms	206 ms	198 ms	262.5 ms	262.5 ms
AVE (APPROX)	138 ms	152 ms	208 ms	215 ms	167 ms	198 ms	176 ms	251 ms	251 ms
LOW	732.5 ms	142.5 ms	203 ms	210 ms	163 ms	190 ms	171 ms	240 ms	240 ms
BUS TIMES									
ENTRIES	595	1207	2352	4491	613	1294	2481	4544	4544
AVE BUS TIMES	672.4 μs	337.6 μs	184.1 μs	106.8 μs	641.4 μs	319 μs	177.6 μs	105.7 μs	105.7 μs
STD DEV. FR. AVE	266 μs	140.3 μs	64.6 μs	27~5 μs	294 μs	153 μs	69.9 μs	28.5 μs	28.5 μs
TOTAL TIME	.40008 s	.407438 s	.433881 s	.47984 s	.39323 s	.412916 s	.440765 s	.48025 s	.48025 s
%UTIL(ACTIVE)	~ 96.6%	~99.3%	~70%	~74.4%	~78.5%	~69.6%	~83.4%	~64.4%	~64.4%
%UTIL(TOTAL)	~2.65%	~2.75%	2.89%	3.2%	2.62%	2.75%	2.94%	3.2%	3.2%
COLLISIONS									
# COLLISIONS	44	111	196	283	59	152	254	318	318
AVE # COLLISION (>1)	3.94	3.022	3.012	2.87	3.31	3.11	2.96	2.90	2.90
MAX # OF ATTEMPTS	12	14	11	14	12	12	OVER	10	10
PROCESS TIME -VAX .730 VIDEO REQ.									
MAX	1 s	117 ms	63 ms	61 ms	1 s	500 ms	500 ms	61 ms	61 ms
AVE	21.1 ms	793.9 μs	485 μs	256 μs	21.6 ms	5.92 ms	3.01 ms	285 μs	285 μs
STD DEV.	444 ms	5.1 ms	3.16 ms	1.98 ms	44.9 ms	159 ms	112 ms	2.07 ms	2.07 ms

*SLICE TIMES TAKEN FROM VAX/PE+E MSSG DELAY TABLES

TABLE 3.4
COMPARISON OF STATISTICAL AND SIMULATION RESULTS

COMPARISON OF WAITING TIMES FOR VIDEO SCREEN CHANGE ASSUMPTIONS ARE AS FOR TABLE II: MAX LOAD ON BUS AND ALL 80 TERMINALS REQUEST VIDEO SCREEN CHANGE AT 2.25 SECOND INTERVALS WHILE FULL SCREEN REFRESH DATA (1920 BYTES PER SCREEN) IS BEING TRANSMITTED FROM VAX 11/780/PE 3254 TO EACH TERMINAL

MAX WAITING TIME FOR COMPLETE VIDEO SCREEN CHANGE	ABSOLUTE WORSE CASE (10% COLLISIONS) ANALYSIS	REFRESH AVG WAITING TIME FOR SCREEN STATISTICAL AVERAGE (10% COLLISIONS) (ASSUMES NO SYNCHRONIZATION BETWEEN REQUESTS AND DATA DUMP	SIMULATION WORST CASE WAITING TIME FOR SCREEN REFRESH (ASSUME SYNCHRONIZATION BETWEEN DATA DUMPS FROM VAX 11/780 AND PE 3254)	SIMULATION AVG WAITING TIME FOR SCREEN REFRESH
128 byte/packet	48.6 ms	70%/30% 976 ms	50%/50% 976 ms	70%/30% 217 ms
512 byte/packet	9.6 ms	468 ms	2.0 sec	480 ms
1960 byte/packet	1.352 seconds	2.0 sec	2.0 sec	768 ms

5.0 REFERENCES

1. System for the Huntsville Operational Support Center Distributed Computing System, D. Massey and F. Ingels, Annual Report 1985, NAS8-34906.
2. Verbal Conversation with Mr. Sherman Jobe, NASA/MSFC, 205+453-4629
3. Ethernet: Distributed Packet Switching for Local Computer Networks, R. M. Metcalfe and D R Boggs, ACM Communications, July 1976, Vol. 19, No. 7, page 395-404.

APPENDIX I
BACKUP SIMULATION DATA

SECTION	TITLE
1.1	A TYPICAL HOSC ACTIVITY CONFIGURATION
1.2	A CURRENT HOSC ACTIVITY UNDER HEAVY LOADING
1.3	A RERUN OF FIGURE 2.2 RECONFIGURED
1.4	ANTICIPATED HOSC/CREY CONFIGURATION UNDER EXTREME LOADING
1.5	A RERUN OF FIGURE 2.4 WITH REDUCED LOADING
1.6	SUGGESTED HOSC/CREY CONFIGURATION FOR EXTREME LOADING

SECTION 1.1**A TYPICAL HOSC ACTIVITY CONFIGURATION**

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PRIORITY DELAY ON TRUNK 1 : 0.0000041 SEC
FIXED DELAY: 0.0000061SEC
TOTAL DELAY ON TRUNK 1 : 0.0000194SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--21

I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC
LOAD TIME: 0.0000025 SEC
NUMBER OF DATA SOURCES: 1
211

DEVICE NUMBER 211
BUFFER SIZE: 2.1E+03 BYTES

SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1050 SEC

DATA BLOCK COUNT : 1.025390625E+00
TOTAL BLOCKS AND THEIR RESPECTIVE PROBABILITIES FOR:211

RECEIVER ID: 111 PROBABILITY: 3.0E-01
RECEIVER ID: 531 PROBABILITY: 3.0E-01
RECEIVER ID: 611 PROBABILITY: 3.0E-01
RECEIVER ID: 621 PROBABILITY: 1.0E-01

DEVICE 2 STATUS: OPEN

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 3

ADAPTER # 3:

PRIORITY DELAY ON TRUNK 1 : 0.0000005 SEC
FIXED DELAY: 0.0000061SEC
TOTAL DELAY ON TRUNK 1 : 0.0000194SECS
ADAPTER RETRY COUNT : 64

PRIORITY DELAY ON TRUNK 2 : 0.00000077SEC
FIXED DELAY: 0.0000061SEC
TOTAL DELAY ON TRUNK 2 : 0.0000226SEC

DEVICE 1 STATUS: CLOSED--31

I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC

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LOAD TIME: 0.000025 SEC
NUMBER OF DATA SOURCES: 1
311

DEVICE NUMBER 311
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1000 SEC
DATA BLOCK COUNT: 9.765629000E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 311
RECEIVER ID: 111 PROBABILITY: 2.0E-01
RECEIVER ID: 211 PROBABILITY: 2.0E-01
RECEIVER ID: 411 PROBABILITY: 2.0E-01
RECEIVER ID: 511 PROBABILITY: 2.0E-01
RECEIVER ID: 611 PROBABILITY: 2.0E-01

DEVICE 2 STATUS: OPEN

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 4

ADAPTER # 4:

PRIORITY DELAY ON TRUNK 2: 0.0000003SECS
FIXED DELAY ON TRUNK 2: 0.0000031SECS
TOTAL DELAY ON TRUNK 2: 0.0000226SECS
ADAPTER RETRY COUNT: 64

DEVICE 1 STATUS: CLOSED--41

I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC
LOAD TIME: 0.000002 SEC
NUMBER OF DATA SOURCES: 1
411

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 411
RECEIVER ID: 611 PROBABILITY: 2.0E-01
RECEIVER ID: 531 PROBABILITY: 8.0E-01
DEVICE NUMBER 411
BUFFER SIZE: 4.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 5000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.3000SECS

DEVICE 2 STATUS : CLOSED--52
 I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC
 LOAD TIME: 0.000002 SEC
 NUMBER OF DATA SOURCES: 1
 421
 DEVICE NUMBER 421
 BUFFER SIZE: 6.4E+03BYTES
 SOURCE # 1 DATA GENERATION RATE: 7000.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.9143SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 421
 PROBABILITY: 3.0E-01
 RECEIVER ID: 111
 PROBABILITY: 7.0E-01
 RECEIVER ID: 621

DEVICE 3 STATUS : OPEN

DEVICE 4 STATUS : OPEN

 NETWORK DESCRIPTION
 ADAPTER # 5

ADAPTER # 5:

PRIORITY DELAY ON TRUNK 2 : 0.0000045SECS
 FIXED DELAY ON TRUNK 2 : 0.0000001SECS
 TOTAL DELAY ON TRUNK 2 : 0.000002265SECS
 ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS : CLOSED--51

I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC
 LOAD TIME: 0.000002 SEC
 NUMBER OF DATA SOURCES: 1
 511

DEVICE NUMBER 511
 BUFFER SIZE: 5.1E+02BYTES
 SOURCE # 1 DATA GENERATION RATE: 1250.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4080SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 511
 PROBABILITY: 6.0E-01
 PROBABILITY: 4.0E-01

DEVICE 2 STATUS : CLOSED--52

I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC
 LOAD TIME: 0.000002 SEC
 NUMBER OF DATA SOURCES: 1,
 521
 DEVICE NUMBER 521
 BUFFER SIZE: 5.1E+02BYTES

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NUMBER OF DATA SOURCES: 1
621

DEVICE NUMBER 621
BUFFER SIZE: 2.0E+03BYTES
SOURCE # 1 DATA GENERATION RATE: 1250.00BYTES
TRUNK TRANSMISSION INTERVAL: 1.6000SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 621
RECEIVER ID: 211
PROBABILITY: 1.0E-01
RECEIVER ID: 511
PROBABILITY: 1.0E-01
RECEIVER ID: 421
PROBABILITY: 6.0E-01

DEVICE 2 STATUS : CLOSED--63

I/O BUS TRANSFER RATE: 120000.00 BYTES/SEC
LOAD TIME: 0.000001 SEC
NUMBER OF DATA SOURCES: 1
631

DEVICE NUMBER 631
BUFFER SIZE: 2.0E+03BYTES
SOURCE # 1 DATA GENERATION RATE: 1250.00BYTES
TRUNK TRANSMISSION INTERVAL: 1.6000SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 631
RECEIVER ID: 511
PROBABILITY: 2.0E-01
RECEIVER ID: 311
PROBABILITY: 2.0E-01
RECEIVER ID: 421
PROBABILITY: 6.0E-01

DEVICE 4 STATUS : OPEN

SECTION 1.2**A CURRENT HOSC ACTIVITY UNDER HEAVY LOADING**

FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000182SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--21
I/O BUS TRANSFER RATE: 500000.00 BYTES/SEC
LOAD TIME: 0.0000002 SEC
NUMBER OF DATA SOURCES: 1
211

DEVICE NUMBER: 211
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 500000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0040 SEC
DATA BLOCK COUNT: 9.765625000E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:211
RECEIVER ID: 331 PROBABILITY: 1.0E+00

DEVICE 2 STATUS: OPEN
DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

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NETWORK DESCRIPTION
ADAPTER # 3

ADAPTER # 3:
PRIORITY DELAY ON TRUNK 1 : 0.0000005 SEC
FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000182SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--31
I/O BUS TRANSFER RATE: 3100000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 2
311
DEVICE NUMBER: 311
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 1300.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.7692 SEC
DATA BLOCK COUNT: 4.88312100E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:311
RECEIVER ID: 321

312

DEVICE NUMBER 312
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 2 DATA GENERATION RATE: 1000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 1.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:312
RECEIVER ID: 421

DEVICE 2 STATUS: CLOSED--22

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
331

DEVICE NUMBER 321
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:321
RECEIVER ID: 111

DEVICE 3 STATUS: CLOSED--33

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
331

DEVICE NUMBER 331
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:331
RECEIVER ID: 211

DEVICE 4 STATUS: CLOSED--34

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
341

DEVICE NUMBER 341
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 6250.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1600 SEC
DATA BLOCK COUNT: 4.882812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:341
RECEIVER ID: 441

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NETWORK DESCRIPTION
ADAPTER # 4

ADAPTER # 4:

PRIORITY DELAY ON TRUNK 1: 0.0000057 SEC
FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1: 0.0000182SECS
ADAPTER RETRY COUNT: 04

PRIORITY DELAY ON TRUNK 2: 0.0000005SEC
FIXED DELAY: 0.0000141SEC
TOTAL DELAY ON TRUNK 2: 0.0000435SEC

DEVICE 1 STATUS: CLOSED--41

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 1
411
DEVICE NUMBER 411
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 2400.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.2033 SEC
DATA BLOCK COUNT: 2.441406250E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:411
RECEIVER ID: 511
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: CLOSED--42

I/O BUS TRANSFER RATE: 3000000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1
421
DEVICE NUMBER 421
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT: 2.441406250E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:421
RECEIVER ID: 511
PROBABILITY: 3.0E-01
RECEIVER ID: 521
PROBABILITY: 3.0E-01
RECEIVER ID: 531
PROBABILITY: 3.0E-01

DEVICE 3 STATUS: CLOSED--43

I/O BUS TRANSFER RATE: 3000000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 1
431

DEVICE NUMBER 431
 BUFFER SIZE: 5.0E+02 BYTES
 SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
 TRUNK_TRANSMISSION INTERVAL: 0.4167 SEC
 DATA_BLOCK_COUNT : 2.441406250E-01
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:431
 RECEIVER ID: 522
 PROBABILITY: 1.0E+00

DEVICE 4 STATUS: CLOSED--44
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004 SEC
 NUMBER OF DATA SOURCES: 2

DEVICE NUMBER 441
 BUFFER SIZE: 1.0E+03 BYTES
 SOURCE # 1 DATA GENERATION RATE: 10000.00 BYTES
 TRUNK_TRANSMISSION INTERVAL: 0.0100 SEC
 DATA_BLOCK_COUNT : 4.982812500E-01
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:441
 RECEIVER ID: 421
 PROBABILITY: 1.0E+00

DEVICE NUMBER 442
 BUFFER SIZE: 5.0E+02 BYTES
 SOURCE # 2 DATA GENERATION RATE: 1200.00 BYTES
 TRUNK_TRANSMISSION INTERVAL: 0.4167 SEC
 DATA_BLOCK_COUNT : 2.441406250E-01
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:442
 RECEIVER ID: 411
 PROBABILITY: 1.0E+00

NETWORK DESCRIPTION
ADAPTER # 5

ADAPTER # 5:
 PRIORITY DELAY ON TRUNK 2: 0.00000013E03
 FIXED DELAY ON TRUNK 2: 0.00001413E03
 TOTAL DELAY ON TRUNK 2: 0.00004353E03
 ADAPTER ENTRY COUNT : 44

DEVICE 1 STATUS: CLOSED--11
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004 SEC
 NUMBER OF DATA SOURCES: 1

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511

DEVICE NUMBER 511
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 511
 PROBABILITY: 3.0E-01
 RECEIVER ID: 521
 PROBABILITY: 4.0E-01
 RECEIVER ID: 421
 PROBABILITY: 3.0E-01

DEVICE 2 STATUS : CLOSED--52
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004-SEC
 NUMBER OF DATA SOURCES: 2
 521

DEVICE NUMBER 521
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 521
 PROBABILITY: 3.0E-01
 RECEIVER ID: 511
 PROBABILITY: 4.0E-01
 RECEIVER ID: 442
 PROBABILITY: 3.0E-01

DEVICE NUMBER 522
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 2 DATA GENERATION RATE: 1250.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4700SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 522
 PROBABILITY: 1.0E+00
 RECEIVER ID: 431

DEVICE 3 STATUS : OPEN
 DEVICE 4 STATUS : OPEN

NETWORK DESCRIPTION
 ADAPTER # 5

ADAPTER # 5:

PRIORITY DELAY ON TRUNK 2 : 0.0000157SECS
 PRIORITY DELAY ON TRUNK 1 : 0.000014157SECS
 TOTAL DELAY ON TRUNK 2 : 0.000043550SECS
 ADAPTER ACTIVITY COUNT : 54

DEVICE 1 STATUS : CLOSED--51
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004 SEC

SECTION 1.3

A RERUN OF FIGURE 2.3 RECONFIGURED

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*** END OF RUN NETWORK STATISTICS ***

CURRENT TIME : 10.0000 SECS

SUCCESSFUL SEQUENCE TRANSMISSIONS : 3505
 SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 : 3325
 SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 : 180
 COLLISIONS (FRAMES) : 192
 WAITS (FRAMES) : 2.65+03
 TOTAL ATTEMPTS (SEQUENCES) : 3510
 TOTAL ABORTS : 4
 ATTEMPTED TRUNK-TRUNK TRANSMISSIONS : 551
 SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS : 39

TRUNK 1 ACTIVE TIME : 1.5903061 SECS
 TRUNK 2 ACTIVE TIME : 0.0803471 SECS
 TOTAL TRUNK ACTIVE TIME : 1.7611532 SECS
 % TRUNK 1 ACTIVE TIME : 15.803 %
 % TRUNK 2 ACTIVE TIME : 0.408 %
 % TOTAL ACTIVE TIME : 17.612 %

CONTROL BYTES TRANSMITTED - TRUNK 1 : 4.73957E+00 MBYTES
 DATA BYTES TRANSMITTED - TRUNK 1 : 5.59280E+00 MBYTES
 CONTROL BYTES TRANSMITTED - TRUNK 2 : 3.7076E-01 MBYTES
 DATA BYTES TRANSMITTED - TRUNK 2 : 1.04020E-01 MBYTES
 TOTAL BYTES TRANSMITTED : 1.0E+01 MBYTES
 TOTAL OFFERED LOAD : 6.39406E+00 MBYTES

(SECONDS)

ADP DEV #	SOURCE #	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	0.0073	0.0000	1.6E-06	8.1E-04	0	19	0	0	2
211	1	0.1190	0.0003	5.3E-06	8.3E-04	0	208	20	7	9
311	1	0.0377	0.0002	0.0E+00	6.5E-04	0	1	91	2	0
312	1	0.0000	0.0000	0.0E+00	0.0E+00	0	0	0	0	0
321	2	0.0007	0.0000	0.0E+00	0.0E+00	0	0	2	0	0
331	3	0.1152	0.0000	0.0E+00	0.0E+00	0	0	208	0	0
341	4	0.0025	0.0013	0.0E+00	6.8E-04	0	6	1	28	0
411	1	0.0012	0.0021	2.6E-08	4.3E-03	0	4	0	42	1
421	2	0.0019	0.0000	2.6E-08	9.8E-04	0	2	2	0	1
431	3	0.0018	0.0158	0.0E+00	6.4E-04	0	2	1	399	0
441	4	0.0356	0.0164	2.8E-05	7.7E-04	0	91	8	322	10
442	4	0.0074	0.0015	0.0E+00	6.5E-04	0	4	2	27	0
5	1	0.0023	0.0000	2.5E-08	1.5E-05	0	2	4	0	1

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511	2	0.0038	0.0022	0.0E+00	1.5E-02	1	1	0	42	0
521	2	0.0019	0.0023	2.5E-08	1.7E-02	1	1	2	61	1
6	1	0.0018	0.0000	0.0E+00	0.0E+00	0	0	0	0	0

NETWORK DESCRIPTION
ADAPTER # 1

ADAPTER # 1:

PRIORITY DELAY ON TRUNK 1 : 0.0000077 SEC
FIXED DELAY : 0.0000049 SEC
TOTAL DELAY ON TRUNK 1 : 0.0000166 SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--11

I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
111

DEVICE NUMBER 111
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0500 SEC
DATA BLOCK COUNT : 4.892812500E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:111
RECEIVER ID: 211
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: OPEN

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 2

ADAPTER # 2:

PRIORITY DELAY ON TRUNK 1 : 0.0000049 SEC

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POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:311
RECEIVER ID: 441
PROBABILITY: 1.0E+00

312
DEVICE NUMBER 312
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 2 DATA GENERATION RATE: 1000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 1.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:312
RECEIVER ID: 511
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: CLOSED--32
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
321

DEVICE NUMBER 321
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT: 4.892812500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:321
RECEIVER ID: 111
PROBABILITY: 1.0E+00

DEVICE 3 STATUS: CLOSED--33
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
331

DEVICE NUMBER 331
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:331
RECEIVER ID: 211
PROBABILITY: 1.0E+00

DEVICE 4 STATUS: CLOSED--34
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
341

DEVICE NUMBER 341
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 6250.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1600 SEC
DATA BLOCK COUNT: 4.882812500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:341
RECEIVER ID: 441
PROBABILITY: 1.0E+00

NETWORK DESCRIPTION
ADAPTER # 4

ADAPTER # 4:

PRIORITY DELAY ON TRUNK 1 : 0.0000025 SEC
FIXED DELAY : 0.0000049 SEC
TOTAL DELAY ON TRUNK 1 : 0.0000166 SECS
ADAPTER RETRY COUNT : 64

PRIORITY DELAY ON TRUNK 2 : 0.0000005 SEC
FIXED DELAY : 0.0000141 SEC
TOTAL DELAY ON TRUNK 2 : 0.0000435 SEC

DEVICE 1 STATUS: CLOSED--41

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 1

411
DEVICE NUMBER 411
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 2400.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.2063 SEC
DATA BLOCK COUNT : 2.641406250E+01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:411
RECEIVER ID: 411
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: CLOSED--42

I/O BUS TRANSFER RATE: 3000000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1

421
DEVICE NUMBER 421
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.641406250E+01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:421

RECEIVER ID: 421
PROBABILITY: 1.0E+00
RECEIVER ID: 421
PROBABILITY: 1.0E+00
RECEIVER ID: 421
PROBABILITY: 1.0E+00

DEVICE 3 STATUS: CLOSED--43

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 1

431

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DEVICE NUMBER 431
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.441406250E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:431
RECEIVER ID: 522 PROBABILITY: 1.0E+00

DEVICE 4 STATUS: CLOSED--44
I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 2
441

DEVICE NUMBER 441
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0100 SEC
DATA BLOCK COUNT : 4.882312500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:441
RECEIVER ID: 511 PROBABILITY: 1.0E+00

442
DEVICE NUMBER 442
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 2 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.441406250E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:442
RECEIVER ID: 511 PROBABILITY: 1.0E+00

NETWORK DESCRIPTION
ADAPTER # 5

ADAPTER # 5:
PRIORITY DELAY ON TRUNK 2 : 0.00000015SECS
FIXED DELAY ON TRUNK 2 : 0.0000115705
TOTAL DELAY ON TRUNK 2 : 0.00000355SECS
ADAPTER REFRY COUNT : 64

DEVICE 1 STATUS : CLOSED--51
I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1

511

DEVICE NUMBER 511
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 511
 RECEIVER ID: 211 PROBABILITY: 3.0E-01
 RECEIVER ID: 441 PROBABILITY: 4.0E-01
 RECEIVER ID: 421 PROBABILITY: 3.0E-01

DEVICE 2 STATUS : CLOSED--52
 I/O BUS TRANSFER RATE: 30000.00 BYTES/SEC
 LOAD TIME: 0.0000034 SEC
 NUMBER OF DATA SOURCES: 2

DEVICE NUMBER 521
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 521
 RECEIVER ID: 341 PROBABILITY: 3.0E-01
 RECEIVER ID: 441 PROBABILITY: 4.0E-01
 RECEIVER ID: 442 PROBABILITY: 3.0E-01

DEVICE NUMBER 522
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 2 DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 522
 RECEIVER ID: 431 PROBABILITY: 1.0E+00

DEVICE 3 STATUS : OPEN

DEVICE 4 STATUS : OPEN

NETWORK DESCRIPTION
 ADAPTER # 5

ADAPTER # 5:

PRIORITY DELAY ON TRUNK 2 : 0.0000157SECS
 FIXED DELAY ON TRUNK 2 : 0.0000141SECS
 TOTAL DELAY ON TRUNK 2 : 0.0000435SECS
 ADAPTER RETRY COUNT : 44

DEVICE 1 STATUS : CLOSED--51
 I/O BUS TRANSFER RATE: 1200.00 BYTES/SEC
 LOAD TIME: 0.0001000 SEC

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NUMBER OF DATA SOURCES: 1
511

DEVICE NUMBER: 511
BUFFER SIZE: 5.0E+02 BYTES
SOURCE 1 DATA GENERATION RATE: 1250.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4000 SECS
PROBABILITY: 5.0E-01
PROBABILITY: 5.0E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 511
RECEIVER ID: 421
RECEIVER ID: 442

DEVICE 2 STATUS : OPEN
DEVICE 3 STATUS : OPEN
DEVICE 4 STATUS : OPEN

SECTION 1.4**ANTICIPATED HOSC/CREY CONFIGURATION****UNDER EXTREME LOADING**

*** END OF RUN NETWORK STATISTICS ***

```

CURRENT TIME :          5.0000 SECS
SUCCESSFUL SEQUENCE TRANSMISSIONS :          2494
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 :          2412
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 :           82
COLLISIONS (FRAMES) :          2591
WAITS (FRAMES) :          1.8E+04
TOTAL ATTEMPTS (SEQUENCES) :          2736
TOTAL ABORTS :          238
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS :          2024
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS :           15

TRUNK 1 ACTIVE TIME :          2.8190667 SECS
TRUNK 2 ACTIVE TIME :          0.1112463 SECS
TOTAL TRUNK ACTIVE TIME :          2.9303110 SECS
% TRUNK 1 ACTIVE TIME :          56.381 %
% TRUNK 2 ACTIVE TIME :          2.225 %
% TOTAL ACTIVE TIME :          58.606 %

CONTROL BYTES TRANSMITTED - TRUNK 1 :          1.43685E+01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1 :          2.92337E+00 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2 :          5.74847E-01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2 :          4.77480E-02 MBYTES
TOTAL BYTES TRANSMITTED :          1.79144E+01 MBYTES

TOTAL OFFERED LOAD :          9.79176E+00 MBYTES
    
```

DEVICE ACTIVITY SUMMARIES

(SECONDS)

ADP DEV SOURCE #	#	ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	1	0.0525	2.4E-04	1.0E-02	0	83	0	0	171
211	2	1	0.5264	1.3E-04	9.1E-03	50	365	87	33	173
311	3	1	1.3934	7.7E-05	2.0E-03	78	1747	0	2078	170
312	3	1	0.0022	2.6E-07	4.4E-03	1	3	0	0	1
321	3	2	0.0076	0.0E+00	0.0E+00	0	0	4	0	0
331	3	3	0.0498	4.5E-06	4.3E-03	2	27	8	1752	13
411	4	1	1.2493	0.0E+00	0.0E+00	0	0	536	0	0
421	4	2	0.1092	6.5E-06	0.0E+00	17	0	0	52	19
511	5	1	0.0063	4.2E-05	6.4E-04	0	22	0	4757	8
521	5	2	0.0363	2.4E-04	3.7E-03	1	10	10	3285	33
531	5	3	0.0350	5.1E-04	3.4E-03	0	11	9	2465	33
541	5	4	2.0597	7.7E-03	1.4E-02	76	171	1776	1905	1002
542	5	4	0.0603	5.4E-03	1.5E-02	6	17	20	600	729
511	6	1	0.0277	1.6E-03	7.6E-03	1	10	28	309	201
621	6	2	0.0161	2.5E-04	5.2E-03	2	9	0	0	33
622	6	2	0.0351	1.9E-03	1.5E-02	3	9	11	778	245
711	7	1	0.0313	1.4E-02	2.1E-02	1	10	5	0	1791

*** END OF RUN NETWORK STATISTICS ***

```

CURRENT TIME : 1.0000 SECS
SUCCESSFUL SEQUENCE TRANSMISSIONS : 531
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 1 : 518
SUCCESSFUL SEQUENCE TRANSMISSIONS-TRUNK 2 : 13
COLLISIONS (FRAMES) : 549
WAITS (FRAMES) : 5.7E+03
TOTAL ATTEMPTS (SEQUENCES) : 581
TOTAL ABORTS : 44
ATTEMPTED TRUNK-TRUNK TRANSMISSIONS : 974
SUCCESSFUL TRUNK-TRUNK TRANSMISSIONS : 1

TRUNK 1 ACTIVE TIME : 0.5513506 SECS
TRUNK 2 ACTIVE TIME : 0.0308024 SECS
TOTAL TRUNK ACTIVE TIME : 0.5821530 SECS
X TRUNK 1 ACTIVE TIME : 55.135 %
X TRUNK 2 ACTIVE TIME : 3.080 %
X TOTAL ACTIVE TIME : 58.215 %

CONTROL BYTES TRANSMITTED - TRUNK 1 : 2.75305E+00 MBYTES
DATA BYTES TRANSMITTED - TRUNK 1 : 6.30152E-01 MBYTES
CONTROL BYTES TRANSMITTED - TRUNK 2 : 1.73235E-01 MBYTES
DATA BYTES TRANSMITTED - TRUNK 2 : 7.33200E-03 MBYTES
TOTAL BYTES TRANSMITTED : 3.56377E+00 MBYTES

TOTAL OFFERED LOAD : 1.95835E+00 MBYTES
    
```

DEVICE ACTIVITY SUMMARIES

(SECONDS)

ADP DEV #	SOURCE #	TIME ACTIVE	TIME WAITING	TIME IN COLLISIONS	AVG MESSAGE DELAY	ABORT COUNT	TRANSMISSION COUNT	RECEPTION COUNT	WAIT COUNT	COLLISION COUNT
111	1	1	0.0104	0.0000	4.8E-05	8.4E-03	0	16	0	34
211	2	1	0.1259	0.0000	3.0E-05	7.8E-03	10	80	17	46
311	3	1	0.2765	0.0160	2.9E-05	1.8E-03	15	378	0	69
312	3	1	0.0000	0.0000	0.0E+00	0.0E+00	0	0	0	0
321	3	2	0.0003	0.0000	0.0E+00	0.0E+00	0	0	1	0
331	3	3	0.0067	0.0215	5.3E-07	3.7E-03	0	5	0	2
411	4	1	0.2473	0.0000	0.0E+00	0.0E+00	0	117	0	0
421	4	2	0.0215	0.0002	2.2E-06	0.0E+00	3	0	0	7
511	5	1	0.0011	0.0586	4.0E-05	6.6E-04	0	4	1160	6
521	5	2	0.0030	0.0545	0.0E+00	6.3E-04	0	2	1109	0
531	5	3	0.0117	0.0236	4.9E-04	1.6E-02	0	2	480	82
541	5	4	0.4009	0.0537	5.6E-04	1.3E-02	12	37	1076	109
542	5	4	0.0151	0.0000	1.4E-04	1.2E-02	1	2	0	23
611	6	1	0.0031	0.0154	1.3E-03	3.8E-02	1	1	309	158
621	6	2	0.0057	0.0000	0.0E+00	1.6E-02	1	0	0	0
622	6	2	0.0117	0.0380	1.0E-03	7.1E-02	1	2	773	128
711	7	1	0.0051	0.0000	3.1E-03	3.7E-02	0	2	0	326

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NETWORK DESCRIPTION
ADAPTER # 1

ADAPTER # 1:

PRIORITY DELAY ON TRUNK 1 : 0.0000077 SEC
FIXED DELAY : 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000204SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--11

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
111

DEVICE NUMBER 111
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0500 SEC
DATA BLOCK COUNT : 4.882312500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:111
RECEIVER ID: 211

DEVICE 2 STATUS: OPEN
DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 2

ADAPTER # 2:

PRIORITY DELAY CN TRUNK 1 : 0.0000049 SEC

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FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000204SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--21
I/O BUS TRANSFER RATE: 500000.00 BYTES/SEC
LOAD TIME: 0.000002 SEC
NUMBER OF DATA SOURCES: 1
211
DEVICE NUMBER 211
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 500000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0040 SEC
DATA BLOCK COUNT : 9.765625000E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:211
RECEIVER ID: (1)

DEVICE 2 STATUS: OPEN
DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 3

ADAPTER # 3:
PRIORITY DELAY ON TRUNK 1 : 0.000005 SEC
FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000204SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--31
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 2
311
DEVICE NUMBER 311
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 1300000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0008 SEC
DATA BLOCK COUNT : 4.862812500E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:311
RECEIVER ID: 541

312

DEVICE NUMBER 312
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 2 DATA GENERATION RATE: 1000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 1.0000 SEC
DATA BLOCK COUNT : 4.982812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:312
RECEIVER ID: 711

DEVICE 2 STATUS: CLOSED--32

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
321

DEVICE NUMBER 321
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT : 4.892812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:321
RECEIVER ID: 111

DEVICE 3 STATUS: CLOSED--33

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
331

DEVICE NUMBER 331
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 6250.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1600 SEC
DATA BLOCK COUNT : 4.882812500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:331
RECEIVER ID: 541

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 4

ADAPTER # 4:

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PRIORITY DELAY ON TRUNK 1 : 0.0000115 SEC
FIXED DELAY : 0.00000695SEC
TOTAL DELAY ON TRUNK 1 : 0.00002346SECS
ADAPTER RETRY COUNT : 54

DEVICE 1 STATUS: CLOSED--41
I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
411

DEVICE NUMBER 411
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT : 4.882312500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:411
RECEIVER ID: 211
RECEIVER ID: 521
PROBABILITY: 8.0E-01
PROBABILITY: 2.0E-01

DEVICE 2 STATUS: CLOSED--42
I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
421

DEVICE NUMBER 421
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1000 SEC
DATA BLOCK COUNT : 9.765625000E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:421
RECEIVER ID: 411
PROBABILITY: 1.0E+00

DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 5

ADAPTER # 5:
PRIORITY DELAY ON TRUNK 1 : 0.0000025 SEC

FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000204SECS
ADAPTER RETRY COUNT : 64

PRIORITY DELAY ON TRUNK 2 : 0.00000055SEC
FIXED DELAY: 0.0000141SEC
TOTAL DELAY ON TRUNK 2 : 0.0000435SEC

DEVICE 1 STATUS: CLOSED--51

I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
511

DEVICE NUMBER 511
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 2400.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.2083 SEC
DATA BLOCK COUNT : 2.441406250E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:511
RECEIVER ID: 511

DEVICE 2 STATUS: CLOSED--52

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.000004 SEC
NUMBER OF DATA SOURCES: 1
521

DEVICE NUMBER 521
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.441406250E-01
PROBABILITY: 2.0E-01
PROBABILITY: 3.0E-01
PROBABILITY: 3.0E-01
PROBABILITY: 2.0E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:521
RECEIVER ID: 321
RECEIVER ID: 511
RECEIVER ID: 621
RECEIVER ID: 711

DEVICE 3 STATUS: CLOSED--53

I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
531

DEVICE NUMBER 531
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.441406250E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:531
RECEIVER ID: 522

DEVICE 4 STATUS: CLOSED--54

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.000004 SEC
NUMBER OF DATA SOURCES: 2
541

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DEVICE NUMBER 541
 BUFFER SIZE: 1.0E+03 BYTES
 SOURCE # 1 DATA GENERATION RATE: 100000.00 BYTES
 TRUNK TRANSMISSION INTERVAL: 0.0100 SEC
 DATA BLOCK COUNT : 4.882812500E-01
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:541
 RECEIVER ID: 411
 PROBABILITY: 1.0E+00

542
 DEVICE NUMBER 542
 BUFFER SIZE: 5.0E+02 BYTES
 SOURCE # 2 DATA GENERATION RATE: 1200.00 BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
 DATA BLOCK COUNT : 2.441406250E-01
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:542
 RECEIVER ID: 711
 PROBABILITY: 1.0E+00

C-2

NETWORK DESCRIPTION
 ADAPTER # 6

ADAPTER # 5:

PRIORITY DELAY ON TRUNK 2 : 0.0000021SECS
 FIXED DELAY ON TRUNK 2: 0.0300141SECS
 TOTAL DELAY ON TRUNK 2: 0.0000435SECS
 ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS : CLOSED--51
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004 SEC
 NUMBER OF DATA SOURCES: 1

511
 DEVICE NUMBER 611
 BUFFER SIZE: 5.0E+029BYTES
 SOURCE # 1DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 611
 PROBABILITY: 3.0E-01
 RECEIVER ID: 211
 PROBABILITY: 4.0E-01
 RECEIVER ID: 541
 PROBABILITY: 3.0E-01
 RECEIVER ID: 521

DEVICE 2 STATUS : CLOSED--52
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004 SEC

ORIGINAL PAGE IS
OF POOR QUALITY

NUMBER OF DATA SOURCES: 2

621
DEVICE NUMBER 621
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167SECS

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 621
RECEIVER ID: 331. PROBABILITY: 3.0E-01
RECEIVER ID: 541. PROBABILITY: 4.0E-01
RECEIVER ID: 542. PROBABILITY: 3.0E-01

622
DEVICE NUMBER 622
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 2 DATA GENERATION RATE: 1250.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4000SECS

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 622
RECEIVER ID: 531. PROBABILITY: 1.0E+00

DEVICE 3 STATUS : OPEN
DEVICE 4 STATUS : OPEN

NETWORK DESCRIPTION
ADAPTER # 7

ADAPTER # 7:

PRIORITY DELAY ON TRUNK 2 : 0.0000157SECS
FIXED DELAY ON TRUNK 2: 0.0000143SECS
TOTAL DELAY ON TRUNK 2: 0.0000433SECS
ADAPTER RETRY COUNT : 54

DEVICE 1 STATUS : CLOSED--71
I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1
711

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 711
RECEIVER ID: 521. PROBABILITY: 5.0E-01
RECEIVER ID: 542. PROBABILITY: 5.0E-01

DEVICE 2 STATUS : OPEN
DEVICE 3 STATUS : OPEN

SECTION 1.5**A RERUN OF FIGURE 2.4 WITH REDUCED LOADING**

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NETWORK DESCRIPTION
ADAPTER # 1

ADAPTER # 1:
PRIORITY DELAY ON TRUNK 1 : 0.000077 SEC
FIXED DELAY: 0.000049SEC
TOTAL DELAY ON TRUNK 1 : 0.000204SECS
ADAPTER RETRY COUNT : 64
DEVICE 1 STATUS: CLOSED--17
I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
111

DEVICE NUMBER 111
BUFFER SIZE: 1.CE+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0500 SEC
DATA BLOCK COUNT : 4.882912500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:111
RECEIVER ID: 211

DEVICE 2 STATUS: OPEN
DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 2

ADAPTER # 2:
PRIORITY DELAY ON TRUNK 1 : 0.000049 SEC

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OF POOR QUALITY

FIXED DELAY: 0.000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000204SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--21

I/O BUS TRANSFER RATE: 50000.00 BYTES/SEC
LOAD TIME: 0.000002 SEC
NUMBER OF DATA SOURCES: 1

211 DEVICE NUMBER 211
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 50000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0040 SEC
DATA BLOCK COUNT: 9.76562500E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:211
RECEIVER ID: 411
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: OPEN

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 3

ADAPTER # 3:

PRIORITY DELAY ON TRUNK 1 : 0.0000005 SEC
FIXED DELAY: 0.000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000204SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--31

I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 2

311 DEVICE NUMBER 311
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 1300.00 BYTES
TRUNK TRANSMISSION INTERVAL: 3.7692 SEC
DATA BLOCK COUNT : 4.882812500E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:311
RECEIVER ID: 541
PROBABILITY: 1.0E+00

312
DEVICE NUMBER 312
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 2 DATA GENERATION RATE: 1000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 1.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:312
RECEIVER ID: 711
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: CLOSED--32
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
321

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:321
RECEIVER ID: 111
PROBABILITY: 1.0E+00
DEVICE NUMBER 321
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT: 4.882812500E-01

DEVICE 3 STATUS: CLOSED--33
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
331

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:331
RECEIVER ID: 541
PROBABILITY: 1.0E+00
DEVICE NUMBER 331
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 6250.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1600 SEC
DATA BLOCK COUNT: 4.882812500E-01

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 4

ADAPTER # 4:

PRIORITY DELAY ON TRUNK 1 : 0.000115 SEC
FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.000204SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--41
I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
411

DEVICE NUMBER 411
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT : 4.882812500E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:411
RECEIVER ID: 211
RECEIVER ID: 521
PROBABILITY: 8.0E-01
PROBABILITY: 2.0E-01

DEVICE 2 STATUS: CLOSED--42
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
421

DEVICE NUMBER 421
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1000 SEC
DATA BLOCK COUNT : 9.765625000E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:421
RECEIVER ID: 411
PROBABILITY: 1.0E+00

DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 5

ADAPTER # 5:

PRIORITY DELAY ON TRUNK 1 : 0.0000025 SEC

FIXED DELAY: 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.00002045SEC
ADAPTER RETRY COUNT : 64

PRIORITY DELAY ON TRUNK 2 : 0.00000005SEC
FIXED DELAY: 0.0000141SEC
TOTAL DELAY ON TRUNK 2 : 0.0000355SEC

DEVICE 1 STATUS: CLOSED--51
I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
511

DEVICE NUMBER: 511
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1: DATA GENERATION RATE: 2400.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.2083 SEC
DATA BLOCK COUNT: 2.41406250E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:511
RECEIVER ID: 611 PROBABILITY: 1.0E+00

DEVICE 2 STATUS: CLOSED--52
I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.000004 SEC
NUMBER OF DATA SOURCES: 1
521

DEVICE NUMBER: 521
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1: DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT: 2.41406250E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:521
RECEIVER ID: 621 PROBABILITY: 2.0E-01
RECEIVER ID: 611 PROBABILITY: 3.0E-01
RECEIVER ID: 621 PROBABILITY: 3.0E-01
RECEIVER ID: 711 PROBABILITY: 2.0E-01

DEVICE 3 STATUS: CLOSED--53
I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
531

DEVICE NUMBER: 531
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1: DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT: 2.41406250E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:531
RECEIVER ID: 622 PROBABILITY: 1.0E+00

DEVICE 4 STATUS: CLOSED--54
I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.000004 SEC
NUMBER OF DATA SOURCES: 2
541

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DEVICE NUMBER 541
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 10000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0100 SEC
DATA BLOCK COUNT: 4.88281250E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 541
RECEIVER ID: 411

542
DEVICE NUMBER 542
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 2 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT: 2.441406250E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 542
RECEIVER ID: 711

NETWORK DESCRIPTION
ADAPTER # 6

ADAPTER # 6:

PRIORITY DELAY ON TRUNK 2: 0.0000021SECS
FIXED DELAY ON TRUNK 2: 0.0000141SECS
TOTAL DELAY ON TRUNK 2: 0.0000355SECS
ADAPTER RETRY COUNT: 64

DEVICE 1 STATUS: CLOSED--61
I/O BUS TRANSFER RATE: 30000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1
611
DEVICE NUMBER 611
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167SECS
PROBABILITY: 3.0E-01
PROBABILITY: 4.0E-01
PROBABILITY: 3.0E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 611
RECEIVER ID: 211
RECEIVER ID: 541
RECEIVER ID: 521

DEVICE 2 STATUS: CLOSED--62
I/O BUS TRANSFER RATE: 30000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC

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NUMBER OF DATA SOURCES: 2
 DEVICE NUMBER 621
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 1: DATA GENERATION RATE: 1200.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4167SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 621
 RECEIVER ID: 331 PROBABILITY: 3.0E-01
 RECEIVER ID: 541 PROBABILITY: 4.0E-01
 RECEIVER ID: 542 PROBABILITY: 3.0E-01

622
 DEVICE NUMBER 622
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 2: DATA GENERATION RATE: 1250.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4000SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 622
 RECEIVER ID: 531 PROBABILITY: 1.0E+00

DEVICE 3 STATUS : OPEN
 DEVICE 4 STATUS : OPEN

 NETWORK DESCRIPTION
 ADAPTER # 7

ADAPTER # 7:

PRIORITY DELAY ON TRUNK 2 : 0.0000157SECS
 FIXED DELAY ON TRUNK 2: 0.0000141SECS
 TOTAL DELAY ON TRUNK 2: 0.0000435SECS
 ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS : CLOSED--71
 I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
 LOAD TIME: 0.0000004 SEC
 NUMBER OF DATA SOURCES: 1
 711

DEVICE NUMBER 711
 BUFFER SIZE: 5.0E+02BYTES
 SOURCE # 1: DATA GENERATION RATE: 1250.00BYTES
 TRUNK TRANSMISSION INTERVAL: 0.4000SECS
 POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 711
 RECEIVER ID: 521 PROBABILITY: 5.0E-01
 RECEIVER ID: 542 PROBABILITY: 5.0E-01

DEVICE 2 STATUS : OPEN
 DEVICE 3 STATUS : OPEN

SECTION 1.6**SUGGESTED HOSC/CREY CONFIGURATION FOR EXTREME LOADING**

NETWORK DESCRIPTION
ADAPTER # 1

ADAPTER # 1:

PRIORITY DELAY ON TRUNK 1 : 0.0000109 SEC
FIXED DELAY : 0.0000049SEC
TOTAL DELAY ON TRUNK 1 : 0.0000192SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--CSO

I/O BUS TRANSFER RATE: 330000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
111

DEVICE NUMBER 111
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0500 SEC
DATA BLOCK COUNT : 4.832312500E-01
PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:111
RECEIVER ID: 211

DEVICE 2 STATUS: OPEN
DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 2

ADAPTER # 2:

PRIORITY DELAY ON TRUNK 1 : 0.0000049 SEC

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TOTAL DELAY ON TRUNK 1 : 0.00001935SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--UNIVAC
I/O BUS TRANSFER RATE: 500000.00 BYTES/SEC
LOAD TIME: 0.0000002 SEC
NUMBER OF DATA SOURCES: 1
211

DEVICE NUMBER 211
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 500000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0040 SEC
DATA BLOCK COUNT : 9.75525000E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:211
RECEIVER ID: 411
PROBABILITY: 1.0E+00

DEVICE 2 STATUS: OPEN
DEVICE 3 STATUS: OPEN
DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 3

ADAPTER # 3:

PRIORITY DELAY ON TRUNK 1 : 0.0000005 SEC
FIXED DELAY: 0.00000495SEC
TOTAL DELAY ON TRUNK 1 : 0.00001935SECS
ADAPTER RETRY COUNT : 64

DEVICE 1 STATUS: CLOSED--SHUTTLE SUPPORT
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 2
311

DEVICE NUMBER 311
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 1300.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.7692 SEC
DATA BLOCK COUNT : 4.682812500E-01

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PROBABILITY: 1.0E+00

312

DEVICE NUMBER 312
 BUFFER SIZE: 1.0E+03 BYTES
 SOURCE # 2 DATA GENERATION RATE: 1000.00 BYTES
 TRUNK TRANSMISSION INTERVAL: 1.0000 SEC
 DATA CLOCK COUNT: 4.882812500E-01
 PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:312
 RECEIVER ID: 711

DEVICE 2 STATUS: CLOSED--PFI BACKUP

I/O BUS TRANSFER RATE: 3100000.00 BYTES/SEC
 LOAD TIME: 0.000000 SEC
 NUMBER OF DATA SOURCES: 1

321

DEVICE NUMBER 321
 BUFFER SIZE: 1.0E+03 BYTES
 SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
 TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
 DATA CLOCK COUNT: 4.882812500E-01
 PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:321
 RECEIVER ID: 111

DEVICE 3 STATUS: CLOSED--PQCC

I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
 LOAD TIME: 0.000000 SEC
 NUMBER OF DATA SOURCES: 1

331

DEVICE NUMBER 331
 BUFFER SIZE: 1.0E+03 BYTES
 SOURCE # 1 DATA GENERATION RATE: 6250.00 BYTES
 TRUNK TRANSMISSION INTERVAL: 0.1600 SEC
 DATA CLOCK COUNT: 4.882812500E-01
 PROBABILITY: 1.0E+00

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:331
 RECEIVER ID: 521

DEVICE 4 STATUS: OPEN

 NETWORK DESCRIPTION
 ADAPTER # 4

ADAPTER # 4:

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PRIORITY DELAY ON TRUNK 1 : 0.0000003 SEC
FIXED DELAY : 0.0000049 SEC
TOTAL DELAY ON TRUNK 1 : 0.0000052 SEC
ADAPTER FETTY COUNT : 34

DEVICE 1 STATUS: CLOSED--SOME ANALYSIS
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
411
DEVICE NUMBER 411
BUFFER SIZE: 1.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 100.00 BYTES
TRUNK TRANSMISSION INTERVAL: 10.0000 SEC
DATA BLOCK COUNT : 4.652812500E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:411
RECEIVER ID: 211 PROBABILITY: 5.0E-01
RECEIVER ID: 511 PROBABILITY: 2.0E-01

DEVICE 2 STATUS: CLOSED--CRAY OUTSIDE
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.000000 SEC
NUMBER OF DATA SOURCES: 1
421
DEVICE NUMBER 421
BUFFER SIZE: 2.0E+03 BYTES
SOURCE # 1 DATA GENERATION RATE: 20000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.1000 SEC
DATA BLOCK COUNT : 9.765625000E-01
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:421
RECEIVER ID: 321 PROBABILITY: 1.0E+00

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

NETWORK DESCRIPTION
ADAPTER # 5

ADAPTER # 5:

PRIORITY DELAY ON TRUNK 1 : 0.0000073 SEC

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TOTAL DELAY ON TRUNK 1 : 0.00001955SECS
ADAPTER RETRY COUNT : 54
PRIORITY DELAY ON TRUNK 2 : 0.00000055SEC
FIXED DELAY : 0.0000141SEC
TOTAL DELAY ON TRUNK 3 : 0.00005555SEC

DEVICE 1 STATUS: CLOSED--SL MISSION
I/O BUS TRANSFER RATE: 3300000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 1
511

DEVICE NUMBER 511
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.441406250E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:511
RECEIVER ID: 721 PROBABILITY: 2.0E-01
RECEIVER ID: 611 PROBABILITY: 3.0E-01
RECEIVER ID: 521 PROBABILITY: 3.0E-01
RECEIVER ID: 711 PROBABILITY: 2.0E-01

DEVICE 2 STATUS: CLOSED--MIPS
I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 2
521

DEVICE NUMBER 521
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 1 DATA GENERATION RATE: 100000.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.0050 SEC
DATA BLOCK COUNT : 2.441406250E-01

POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR:521
RECEIVER ID: 411 PROBABILITY: 1.0E+00

422
DEVICE NUMBER 522
BUFFER SIZE: 5.0E+02 BYTES
SOURCE # 2 DATA GENERATION RATE: 1200.00 BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167 SEC
DATA BLOCK COUNT : 2.441406250E-01
PROBABILITY: 1.0E+00

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

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NETWORK DESCRIPTION
ADAPTER # 6

ADAPTER # 6:

PRIORITY DELAY ON TRUNK 1: 0.00002775SECS
FIXED DELAY ON TRUNK 2: 0.0000141550S
TOTAL DELAY ON TRUNK 3: 0.0000555550S
ADAPTER RETRY COUNT: 64

DEVICE 1 STATUS: CLOSED--SSD

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1
611

DEVICE NUMBER: 611
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 611
RECEIVER ID: 211 PROBABILITY: 3.0E-01
RECEIVER ID: 521 PROBABILITY: 4.0E-01
RECEIVER ID: 511 PROBABILITY: 3.0E-01

DEVICE 2 STATUS: CLOSED--ST STIMULANE

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 2
621

DEVICE NUMBER: 621
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 621
RECEIVER ID: 331 PROBABILITY: 3.0E-01
RECEIVER ID: 521 PROBABILITY: 4.0E-01
RECEIVER ID: 522 PROBABILITY: 3.0E-01

622

DEVICE NUMBER: 622
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 2 DATA GENERATION RATE: 1250.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4000SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 622
RECEIVER ID: 731 PROBABILITY: 1.0E+00

DEVICE 3 STATUS: OPEN

DEVICE 4 STATUS: OPEN

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NETWORK DESCRIPTION
ADAPTER # 7

ADAPTER # 7:

PRIORITY DELAY ON TRUNK 2: 0.00001415SEC
FIXED DELAY ON TRUNK 2: 0.00001413SEC
TOTAL DELAY ON TRUNK 2: 0.00002828SEC
ADAPTER BFTPY COUNT: 64

DEVICE 1 STATUS: CLOSED--111

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1
711

DEVICE NUMBER 711
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 1 DATA GENERATION RATE: 1250.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4000SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 711
RECEIVER ID: 511
RECEIVER ID: 522
PROBABILITY: 5.0E-01
PROBABILITY: 5.0E-01

DEVICE 2 STATUS: CLOSED--SL SUPPORT

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000004 SEC
NUMBER OF DATA SOURCES: 1
721

DEVICE NUMBER 721
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 1 DATA GENERATION RATE: 2400.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.2003SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 721
RECEIVER ID: 611
PROBABILITY: 1.0E+00

DEVICE 3 STATUS: CLOSED--ST SUPPORT

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC
LOAD TIME: 0.0000000 SEC
NUMBER OF DATA SOURCES: 1
731

DEVICE NUMBER 731
BUFFER SIZE: 5.0E+02BYTES
SOURCE # 1 DATA GENERATION RATE: 1200.00BYTES
TRUNK TRANSMISSION INTERVAL: 0.4167SECS
POSSIBLE RECEIVERS AND THEIR RESPECTIVE PROBABILITIES FOR: 731
RECEIVER ID: 622
PROBABILITY: 1.0E+00

DEVICE 4 STATUS: OPEN

I/O BUS TRANSFER RATE: 300000.00 BYTES/SEC