Persistence is Hard, Then You Die!
or
Compiler and Runtime Support for a Persistent
Common Lisp

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Abstract

Integrating persistence into an existing programming language is a serious undertaking. Preserving the essence of the existing language, adequately supporting persistence, and maintaining efficiency require low-level support from the compiler and runtime systems. Pervasive, low-level changes were made to a Lisp compiler and runtime system to introduce persistence. The result is an efficient language which is worthy of the name Persistent Lisp. ¹

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