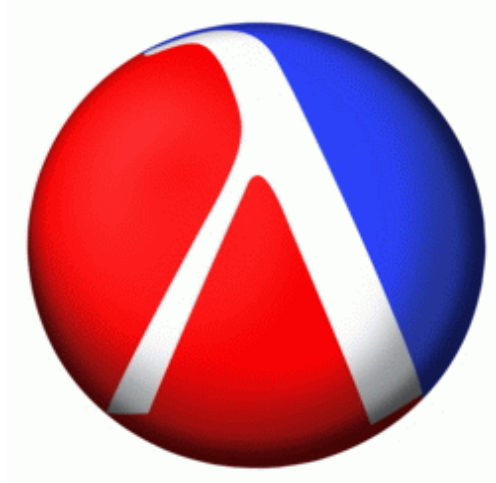


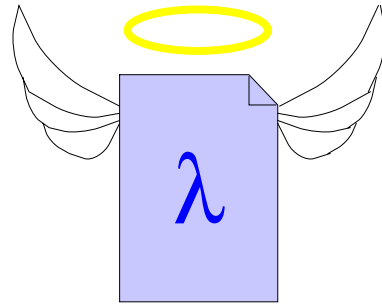
Programming Languages as Operating Systems



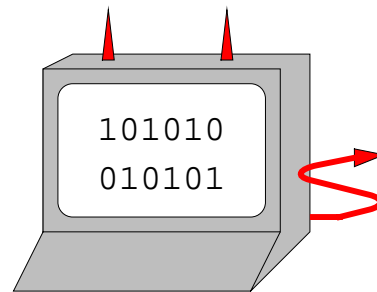
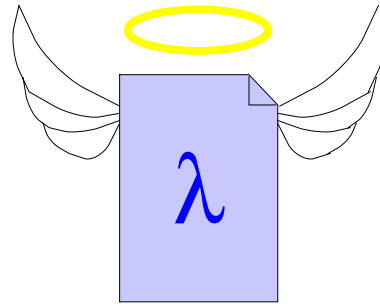
Matthew Flatt

University of Utah

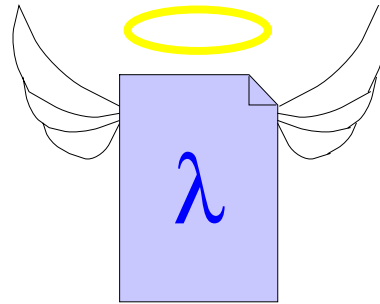
Programming in Heaven



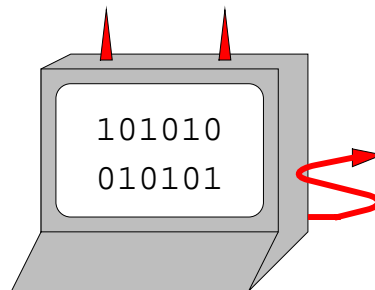
Programming in Heaven



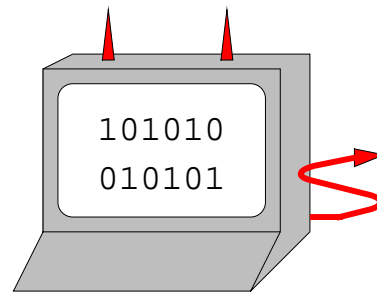
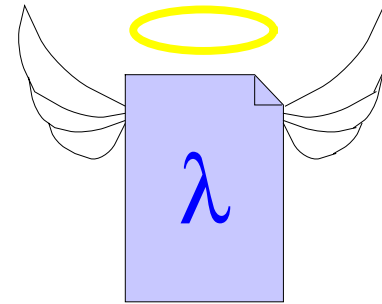
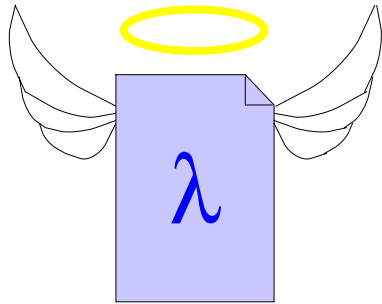
Programming in Heaven



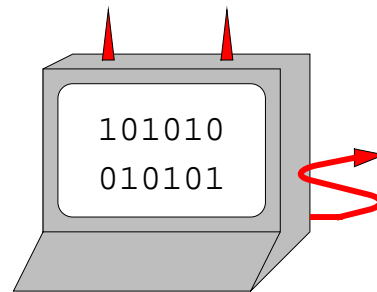
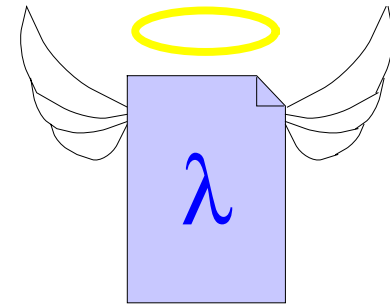
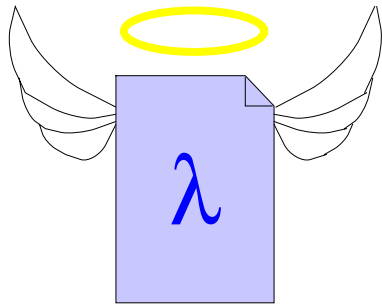
language run-time



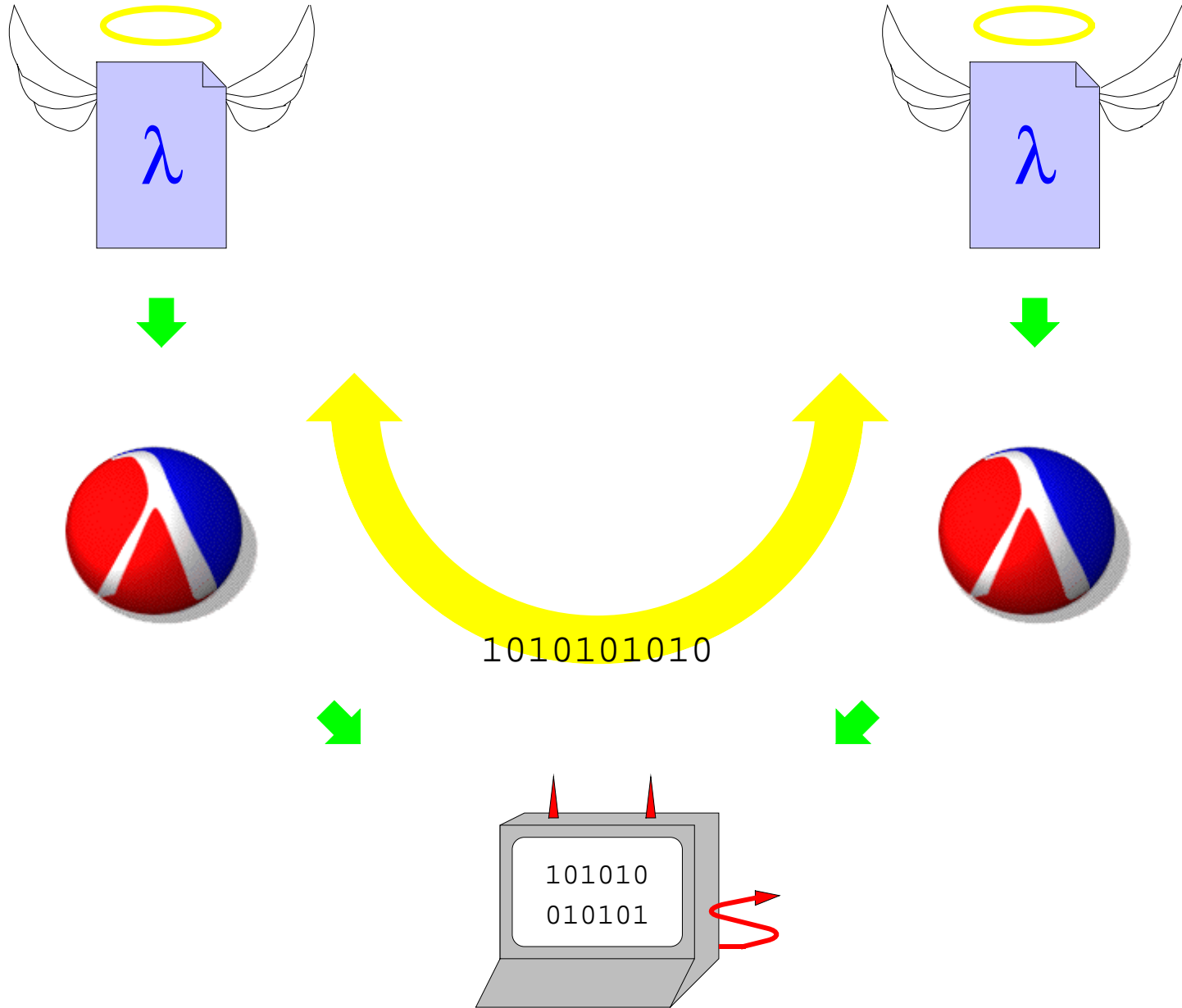
Multi-Programming



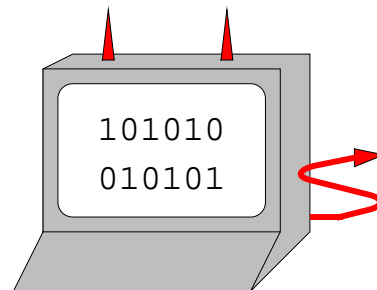
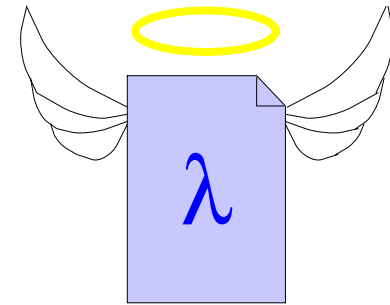
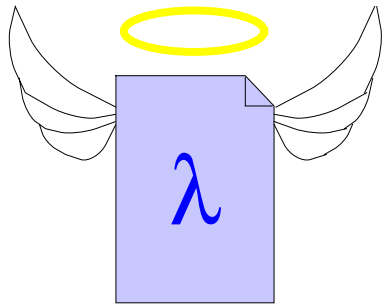
Multi-Programming



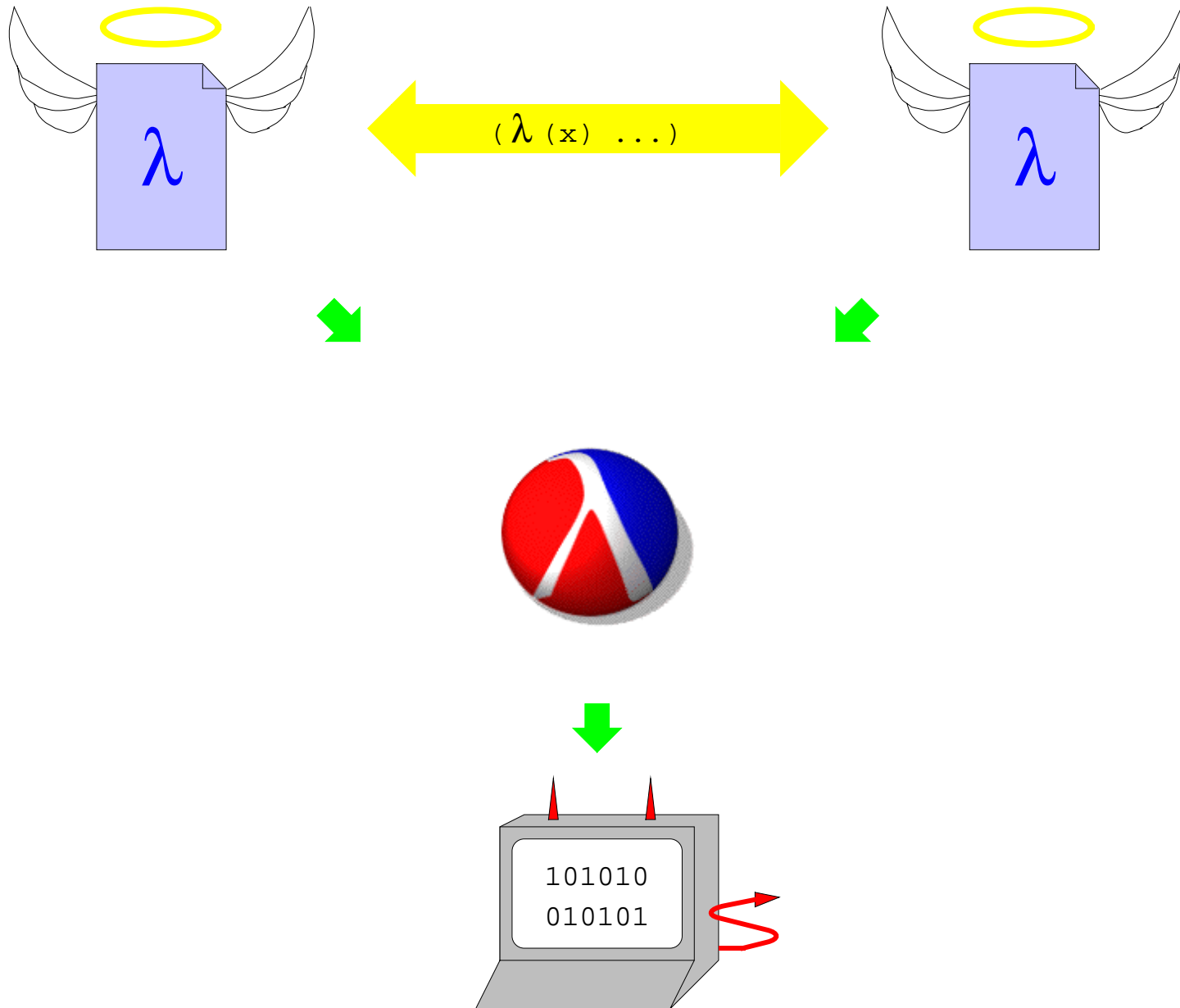
Multi-Programming



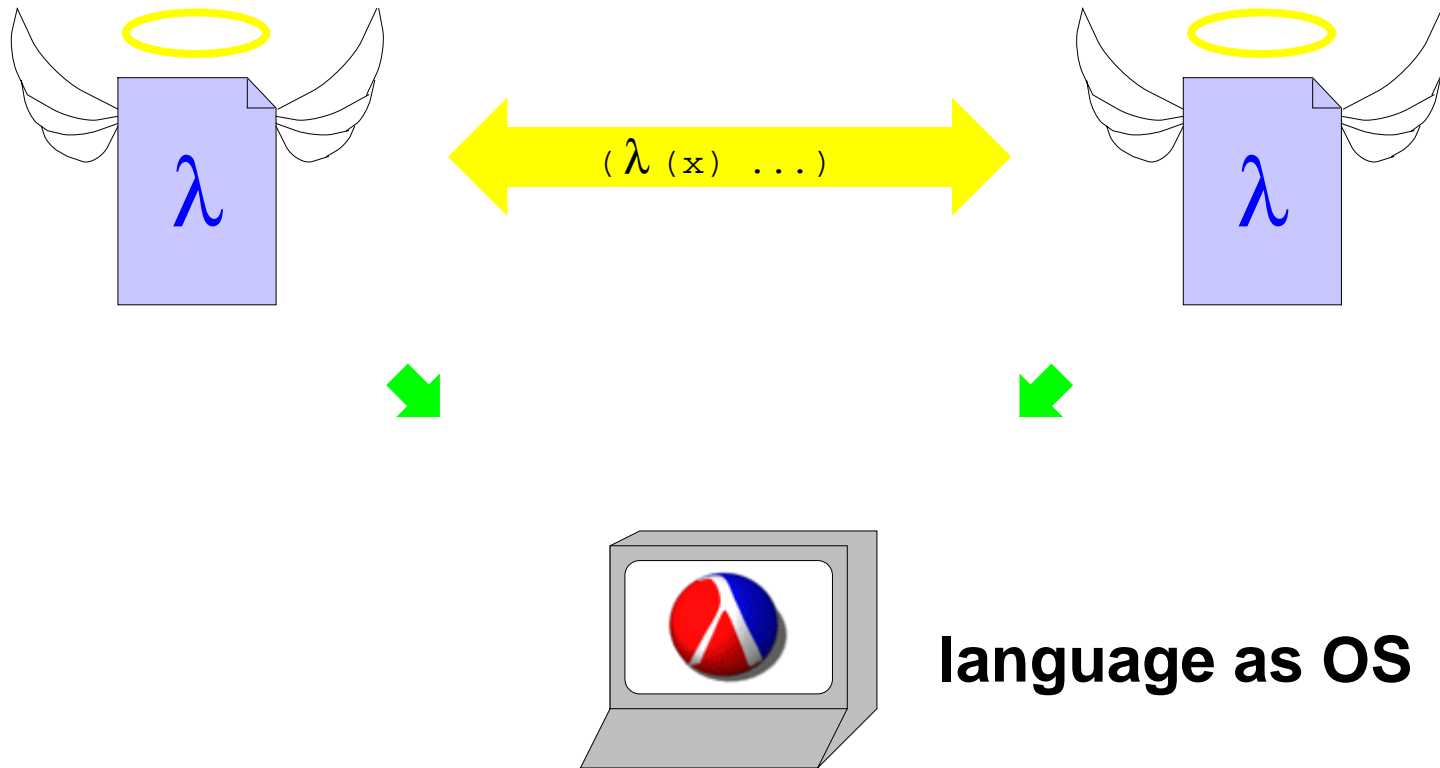
Multi-Programming in Heaven



Multi-Programming in Heaven



Multi-Programming in Heaven



Languages as Operating Systems

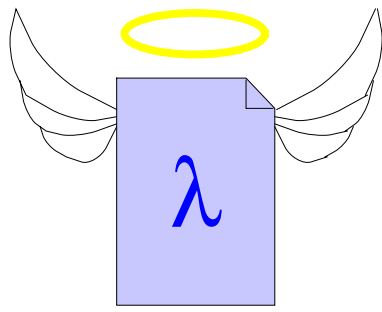
Language as OS \Rightarrow process controls:

- Separate threads of evaluation
- Separate process-specific state (e.g., current directory)
- Separate graphical event loops
- Ability to terminate a process and reclaim its resources

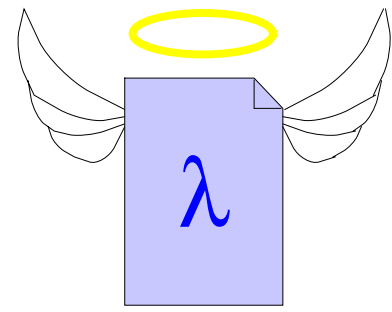
Language-based OSes: Pilot [Redell80], SPIN [Bershad95], ...

Extended languages: JKernel [Hawblitzel98], Alta [Tullman99], KaffeOS [Back00], ...

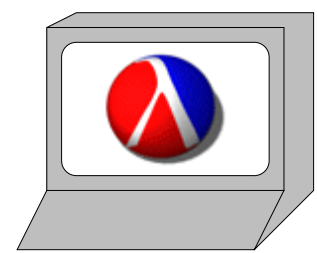
Example: Processes in a Language



DrScheme

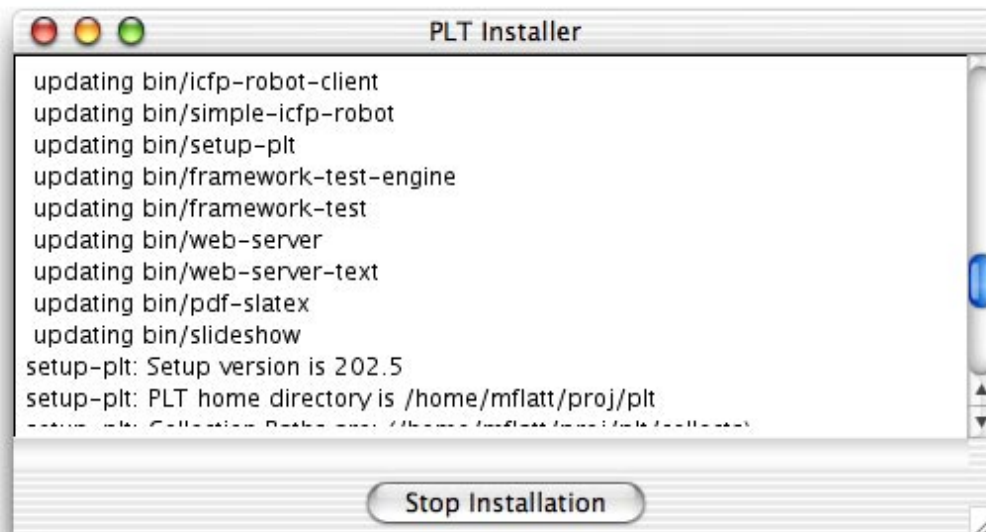


user's program

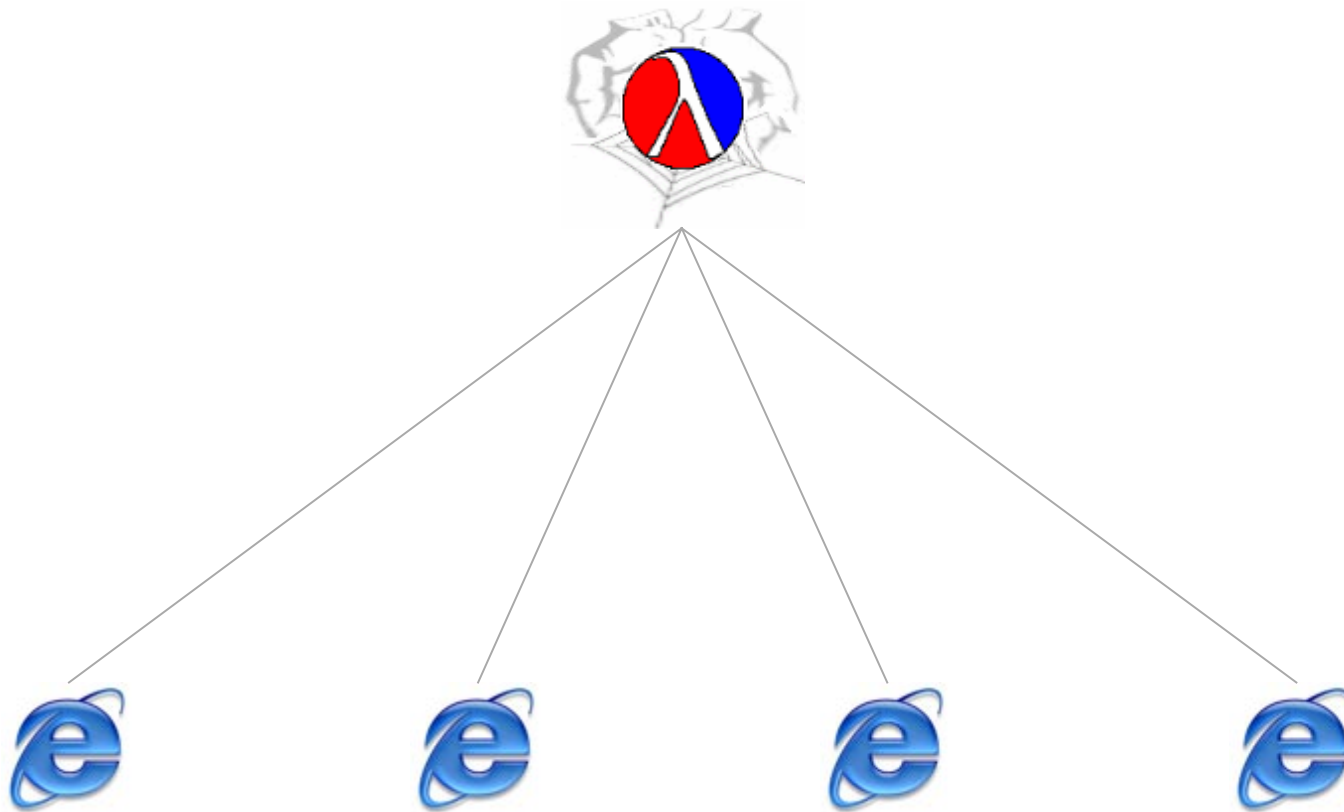


[Run DrScheme](#)

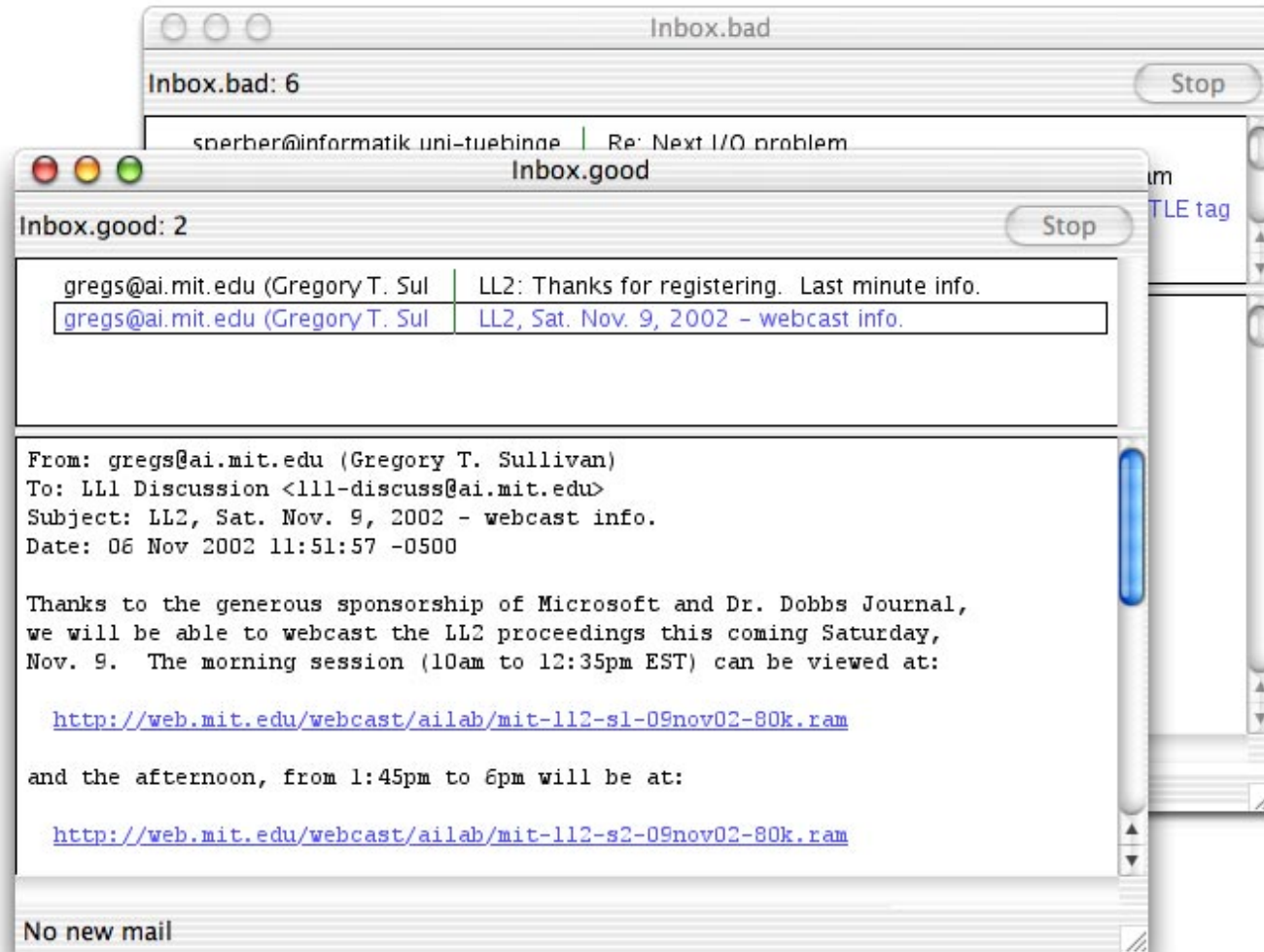
More Process Examples



More Process Examples



More Process Examples



➤ **Motivation and Approach**

➤ **PLT Scheme as an Operating System**

- Threads
- Parameters
- Eventspaces
- Custodians

➤ **Putting the Pieces to Work**

Threads

Concurrent execution

```
(require "spin-display.scm") eval
```

```
(define (spin)
  (rotate-a-little)
  (sleep 0.1)
  (spin))
```

```
(define spinner (thread spin)) eval
```

```
(kill-thread spinner) eval
```

Parameters (a.k.a. Fluid Variables)

Thread-local state

```
(printf "Hello\n")  
(fprintf (current-output-port) "Hola\n")  
(fprintf (current-error-port) "Goodbye\n")  
(error "Ciao")
```

eval

```
(parameterize ((current-error-port (current-output-port))  
              (error "Au Revoir"))
```

eval

```
(parameterize ((current-error-port (current-output-port))  
              (thread  
                (lambda ()  
                  (error "Zai Jian")))))
```

eval

Eventspaces

Concurrent GUIs

```
(thread (lambda () (message-box "One" "Hi")))
(thread (lambda () (message-box "Two" "Bye"))) eval
```

```
(thread (lambda () (message-box "One" "Hi")))
(parameterize ((current-eventspace (make-eventspace)))
  (thread (lambda () (message-box "Two" "Bye")))) eval
```

Custodians

Termination and clean-up

```
(define c (make-custodian))  
(parameterize ((current-custodian c))  
  ...)
```

eval

```
(custodian-shutdown-all c) eval
```

Custodians

Resource limits

```
(define (run-away)
  (cons 1 (run-away)))

(custodian-limit-memory c 1000000 c)

(parameterize ((current-custodian c))
  ...
  (thread run-away))
```

eval

Etc.

- Security Guards

Resource access control

- Namespaces

Global bindings

- Will Executors

Timing of finalizations

- Inspectors

Debugging access

- **Motivation and Approach**
- **PLT Scheme as an Operating System**
- **Putting the Pieces to Work**
 - [SchemeEsq](#), a mini DrScheme [ICFP99]

GUI - Frame

```
(define frame
  (new frame%
    [label "SchemeEsq"]
    [width 400] [height 175]))

(send frame show #t)
```

[eval](#)

GUI - Reset Button

```
(new button%  
  [label "Reset"]  
  [parent frame]  
  [callback (lambda (b e) (reset-program))])
```

[eval](#)

GUI - Interaction Area

```
(define repl-display-canvas  
  (new editor-canvas%  
    [parent frame]))
```

eval

GUI - Interaction Buffer

```
(define esq-text%  
  (class text% ... (evaluate str) ...))  
  
(define repl-editor (new esq-text%))  
(send repl-display-canvas set-editor repl-editor)
```

[eval](#)

Evaluator

```
(define (evaluate expr-str)
  (thread
    (lambda ()
      (print (eval (read (open-input-string expr-str))))
      (newline)
      (send repl-editor new-prompt))))
```

[eval](#)

Evaluator Output

```
(define user-output-port
  (make-custom-output-port ... repl-editor ...))

(define (evaluate expr-str)
  (parameterize ((current-output-port user-output-port))
    (thread
      (lambda ()
        ...))))
```

[eval](#)

Evaluating GUIs

```
(define user-eventspace (make-eventspace))
```

```
(define (evaluate expr-str)
  (parameterize ((current-output-port user-output-port)
                (current-eventspace user-eventspace))
    (thread
      (lambda ()
        ...)))
```

[eval](#)

Custodian for Evaluation

```
(define user-custodian (make-custodian))
```

```
(define user-eventspace  
  (parameterize ((current-custodian user-custodian)  
                (make-eventspace)))
```

```
(define (evaluate expr-str)  
  (parameterize ((current-output-port user-output-port)  
                (current-eventspace user-eventspace)  
                (current-custodian user-custodian))  
    (thread  
      (lambda ()  
        ...))))
```

[eval](#)

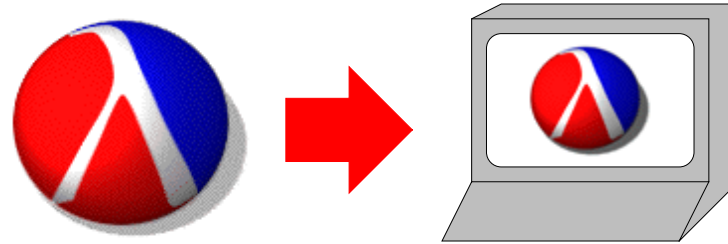
Reset Evaluation

```
(define (reset-program)
  (custodian-shutdown-all user-custodian)

  (set! user-custodian (make-custodian))
  (parameterize ((current-custodian user-custodian))
    (set! user-eventspace (make-eventspace)))
  (send repl-editor reset))
```

[eval](#)

Conclusion



- Programmers need OS-like constructs in languages
 - concurrency
 - adjust run-time environment
 - easy termination
- Multiple language constructs for "process"
 - programmer can mix and match to balance isolation and cooperation