

98-023A : Concurrent and Distributed Programming w/ Inferno and Limbo

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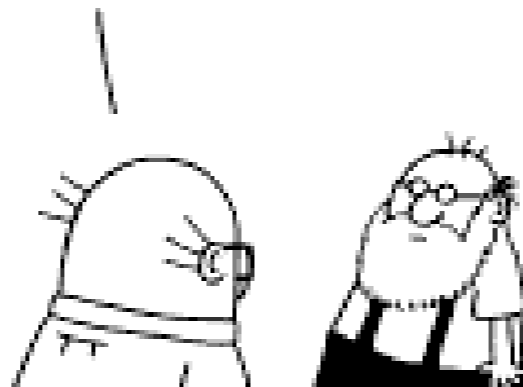
COMPUTER HOLY WARS

HOLD IT RIGHT THERE, BUDDY.



S. Adams E-mail: SCOTTADAMS@AOL.COM

THAT SCRUFFY BEARD... THOSE SUSPENDERS... THAT SMUG EXPRESSION...



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YOU'RE ONE OF THOSE CONDESCENDING INFERNO COMPUTER USERS!

HERE'S A NICKEL, KID. GET YOURSELF A BETTER COMPUTER.



Project Ideas (*again*)

- Adding support for Zeroconf Networking (*Rendezvous*) to native inferno and / or the emulator.
 - This entails integrating Apple's open source `mDNSresponder` code into the inferno source tree, ideally in a way that new releases of `mDNSresponder` can easily be plugged in, and also so that the changes can be submitted back to apple. The primary challenge for the emulator is that the emulator does not directly support IP multicast, which is needed, so you have to use the host multicast hooks.
- Implementing a builtin module, Name
 - Provide facilities for associating arbitrary types w/ names in namespace (`name2type`), `name2chan`, `chan2name`
- Make thread creation possible via `/prog`
- Load balancer for `/net` and new `/prog` (*above*)
- Styx on AEB-1 / PPC 603 Excimer / SH3LCEVB / BF533
- Write a detailed report on any aspect of Inferno implementation

Project Proposal (*due monday*)

- Email me a semi-formal description of what you want to do for the final project
- Format
 - 1 - 2 pages, describing:
 1. Motivation (why you want to do it)
 2. Approach (How you think you're going to implement it)
 3. Goal / Delivery (What you will be able to show when you're done)
 4. Timeline (when you're going to finish what parts)
- 3. Due Next Monday (will count as mini-project grade)

Fin.