

# Seed

The challenge of creating a  
Smalltalk Kernel

# A little about me..

- Software Engineer at Southworks
  - Cloud Computing, Federated Identity,
- Teaching Assistant at UBA
  - Object-oriented programming, Smalltalk, Java, etc
- Guest engineer at Inria, Rmod team
  - Pharo, Seed, modularization

# The problem



# Why do we need a Kernel?

- Better modularization
- Reduced image size
- Custom images





# Vision

Pharo has a minimal clean kernel able to evolve into a fully functional system





There are related projects,  
but...

Use a special VM

With different Goals

No support



# The team

- Director
  - Stef Ducasse
- Engineers
  - Benjamin Van Ryseghem
  - Gabriel Barbuto
  - Nicolás Paez
- Collaborators
  - Pavel Krivanek
  - Marcus Denker

# Some Technical Context



What's inside an image?

System dictionary

Special objects

Common Objects

# Interesting points

- What to put inside the new System Dictionary?
- What to do with things that you don't put in the image?
- How to populate System Dictionary?

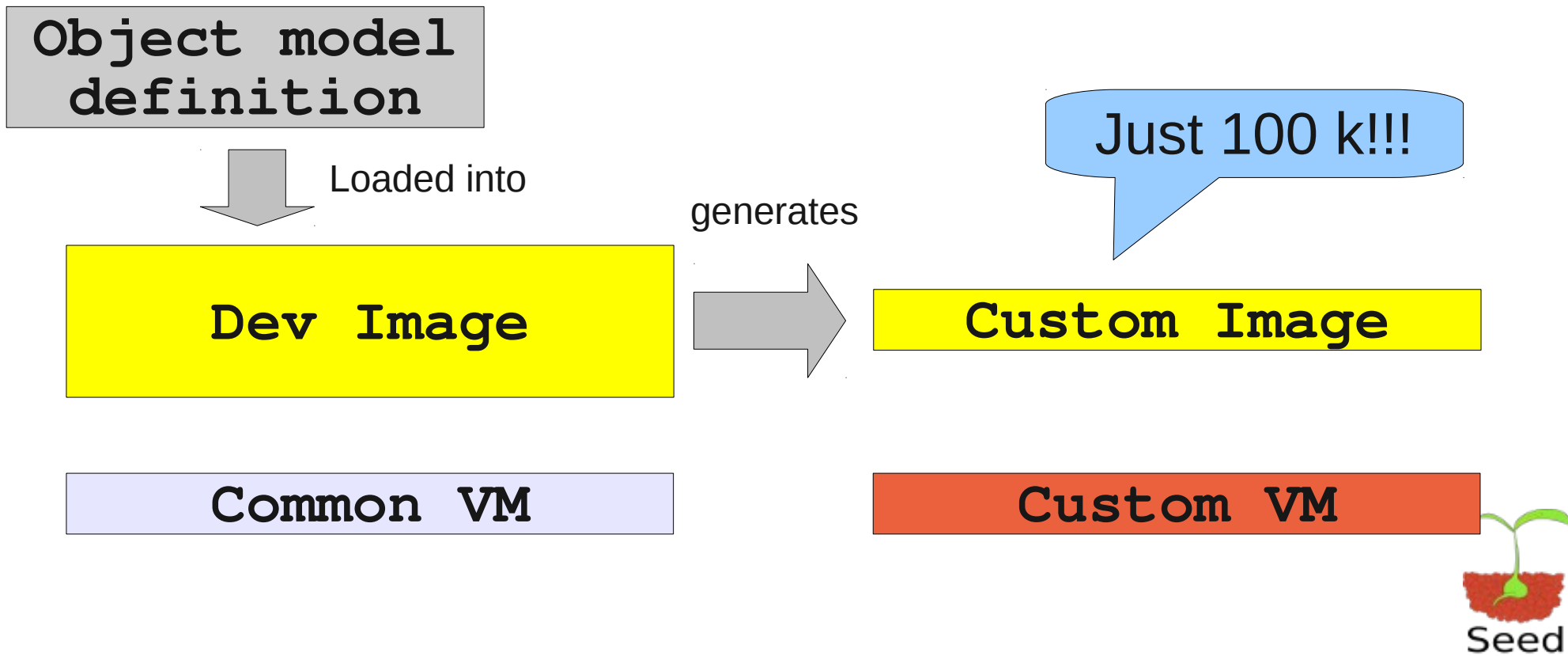
## Interesting points (2)

- How to ensure the resulting image is “complete”?
- How to make the resulting image able to evolve?
- How to work on Pharo while it is still evolving?

# Existing projects

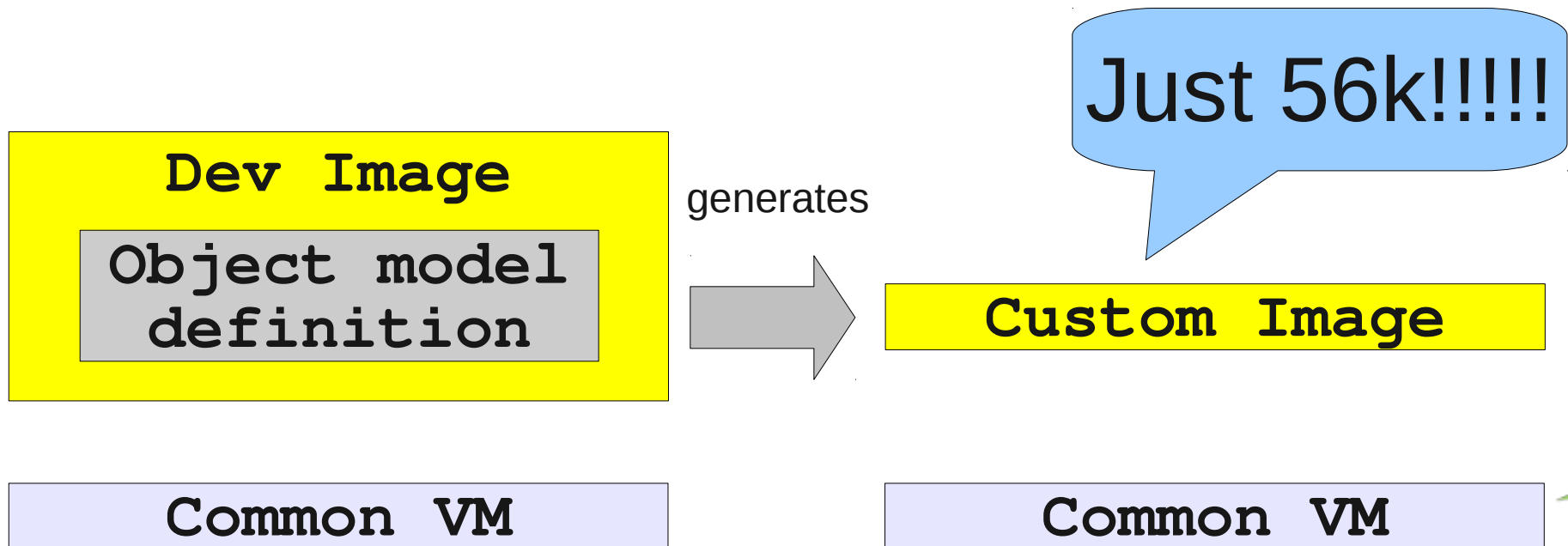
# Gweneal Bootstrap

- Implemented by Gweneal Cassacio for his Phd
- Goal: support for Object Spaces.



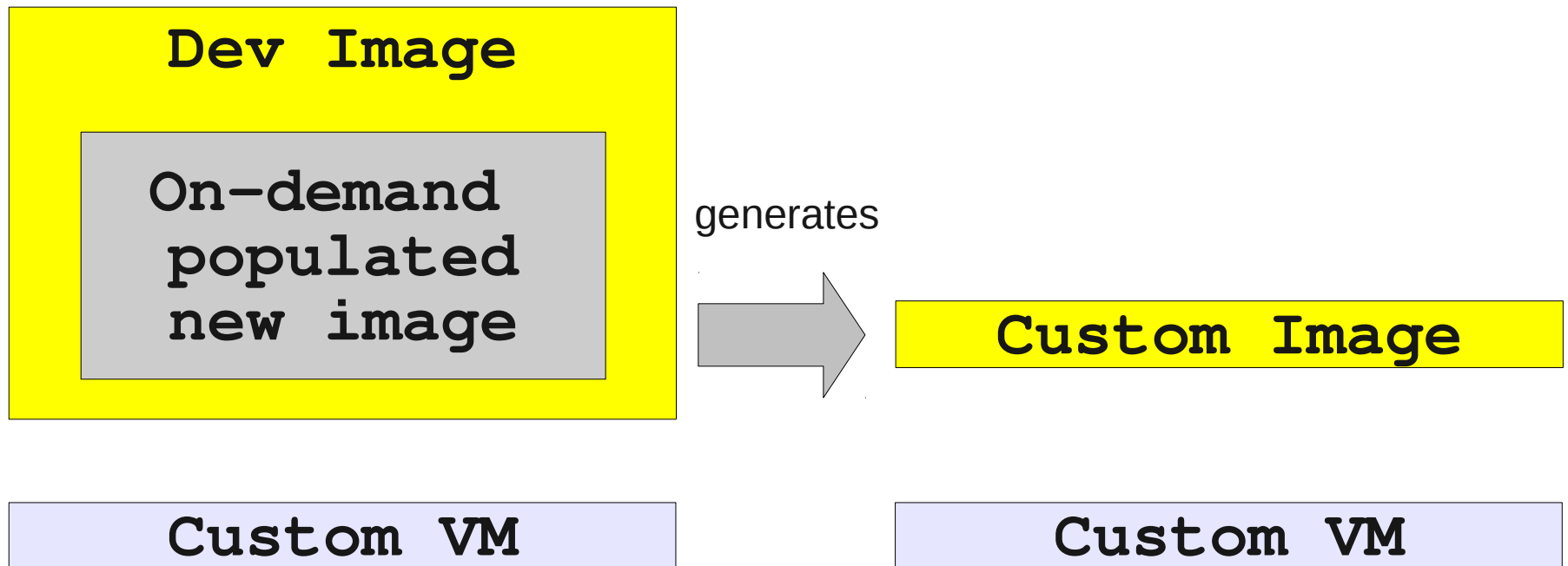
# MicroSqueak

- Created by John Maloney on 2004
- Based on Squeak V2
- Goal: the smallest image possible



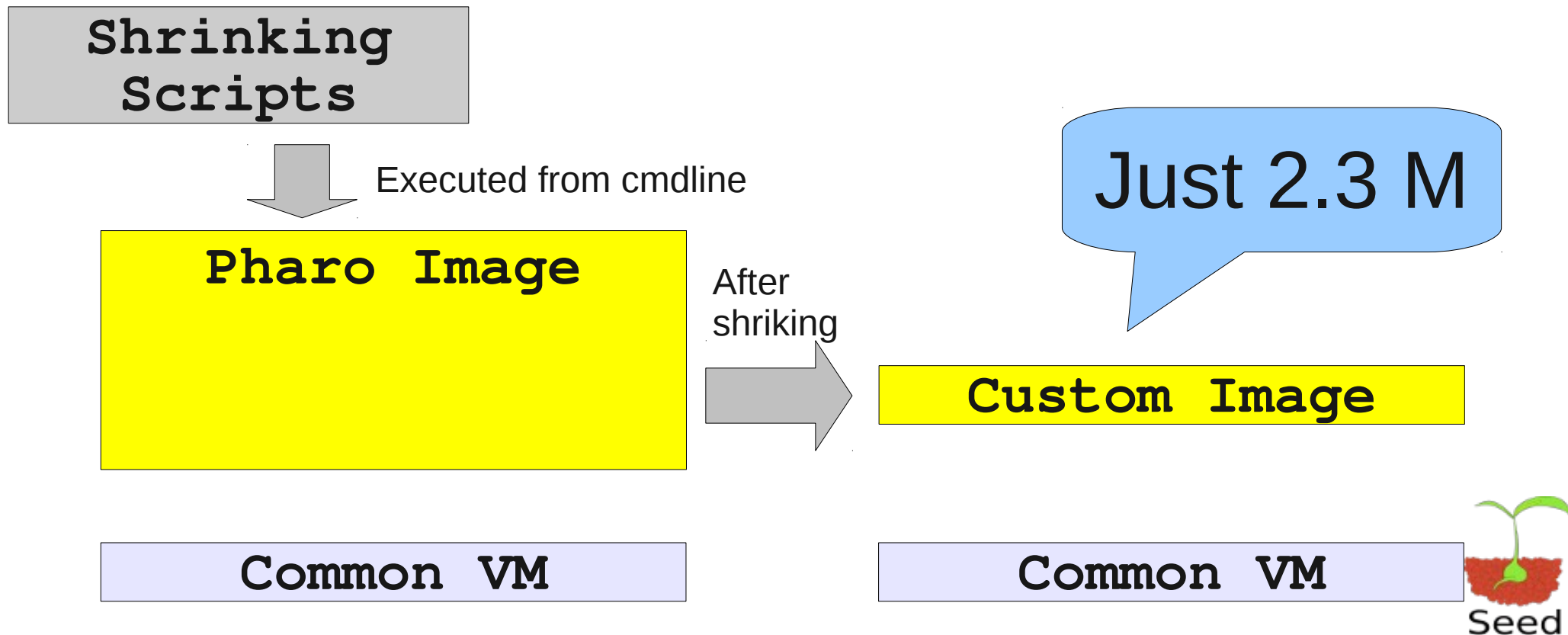
# Chacharas

- Gestation & **nutrition**
- Nutrition: check at runtime what is needed and add it
- A similar approach is used by Spoon

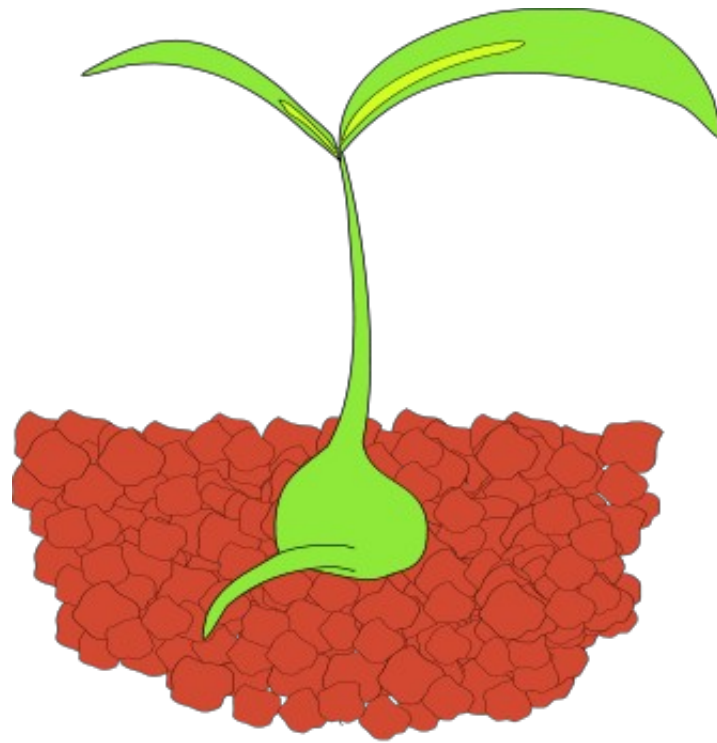


# Pavel Kernel

- Shrinking approach based on package selection
- Very important to enable modularization of core image







The **Seed** Way

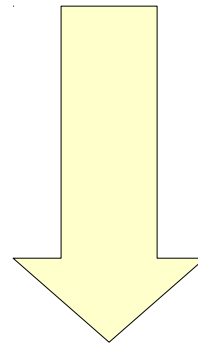
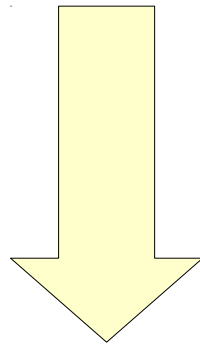
# Our Strategy

- Work on the image side
- No modification in the VMs
- Create different kernel images for different purposes
  - Pine Kernel
  - Haselnut Kernel
  - Walnut Kernel
  - Coconut Kernel

# 2 work branches

**Package  
Remodularization**

**Kernel creation**



**Cononut Kernel**



In a parallel thread...

- Virtual machine modifications  
(E. Miranda)
  - Ability to manage arbitrary object formats
  - Ability to bootstrap a full image





## Where we are

- Research “completed”
- Support tools
  - KernelBrowser
  - KernelBuilder
- Engineering work in progress
  - Pharo packages remodularization
  - Pine kernel migration from MicroSqueak



# Thanks !

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# Resources

- Internal project repository
  - <https://scm.gforge.inria.fr/svn/lse/Papers/SeedProject>
- Squeak Source
  - <http://www.squeaksource.com/Seed.html>