Pharo Status

(Fosdem15)

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http://www.pharo.org



Pharo3: Release April 14

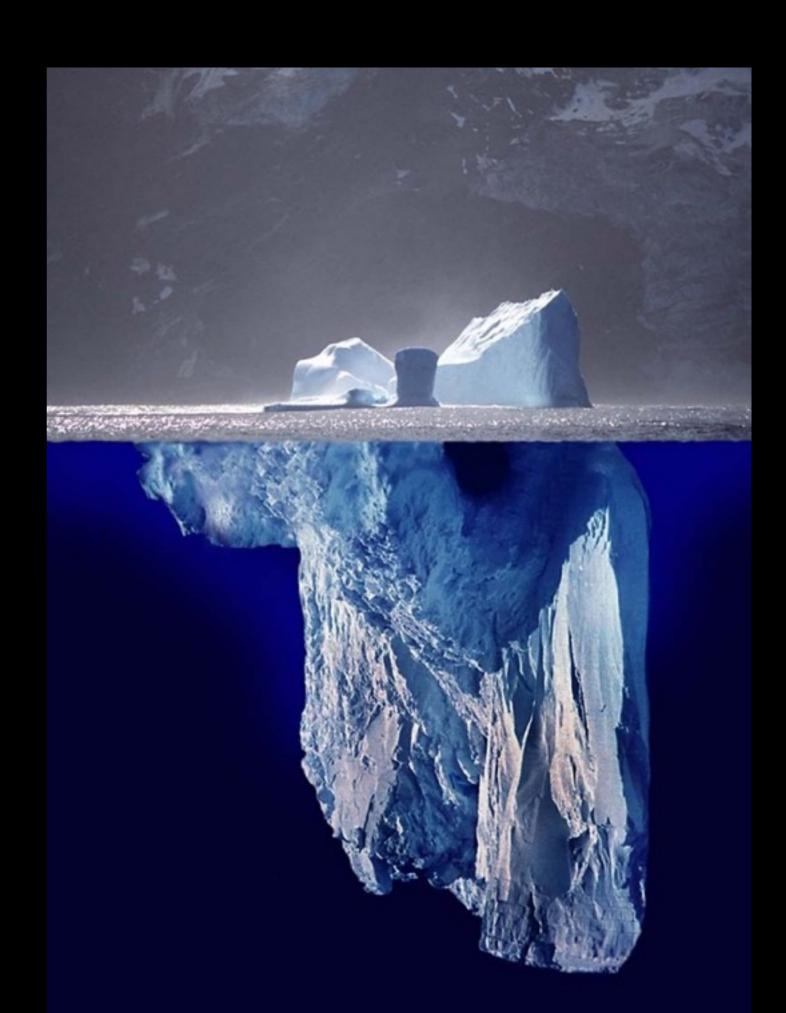
Started March 2013

2390 Issue tracker entries with Pharo3 tag closed

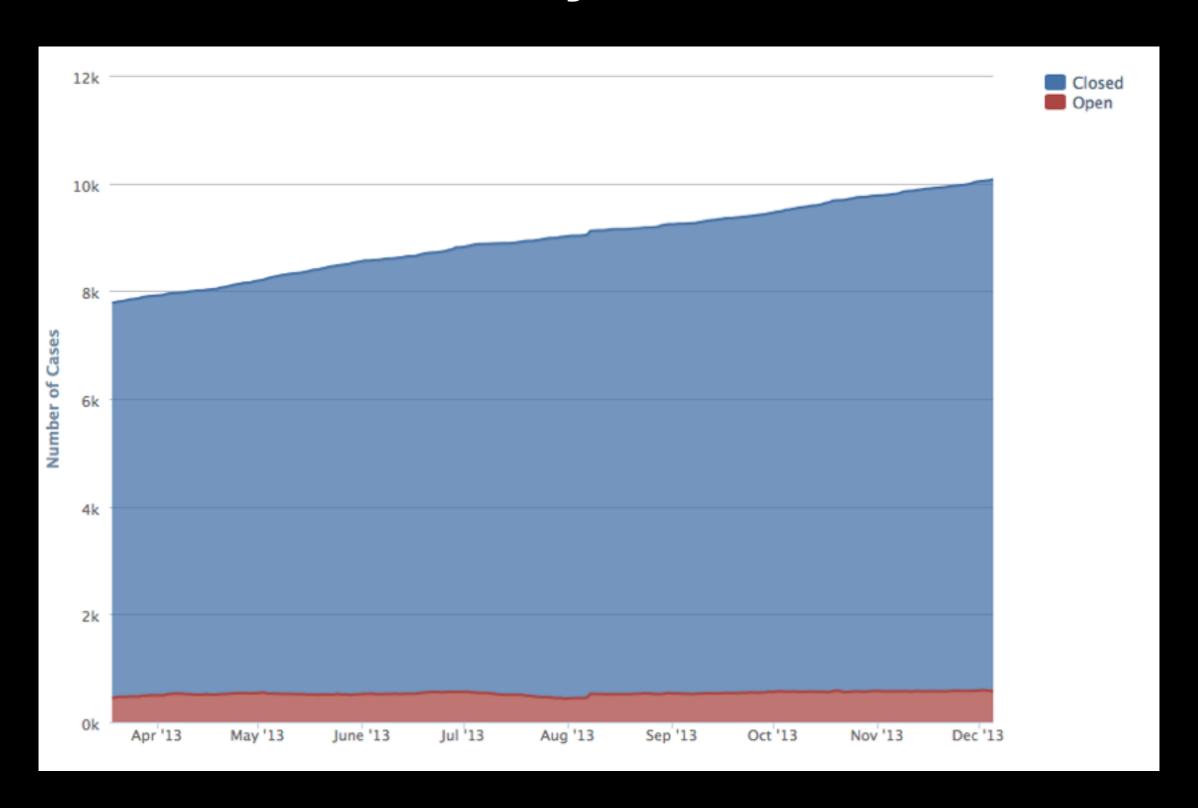
■ 854 Updates

Iceberg

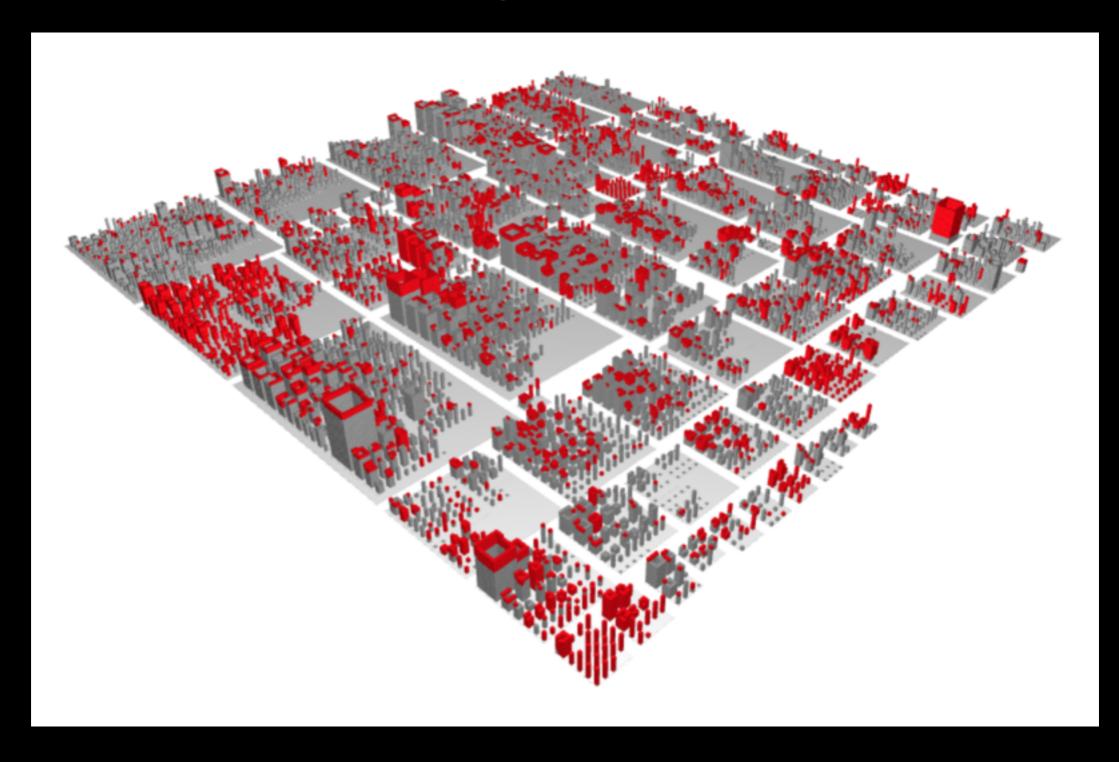
- A lot of Changes!
- Not everything visible



Lots of Activity



A lot of Change!



Yet easy to adopt

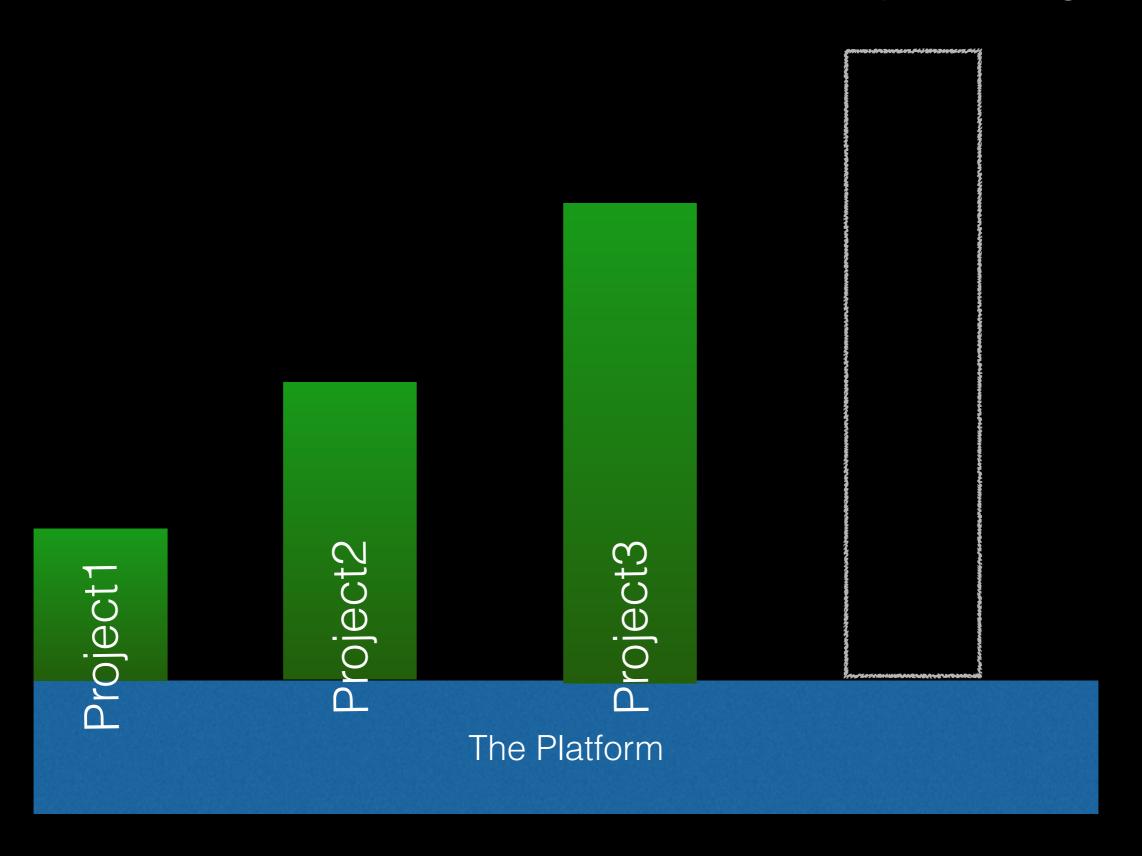
Moose switched in two afternoons (two people)

Others: "I just loaded my packages"

A lot of change... (see FOSDEM14)

But just one iteration

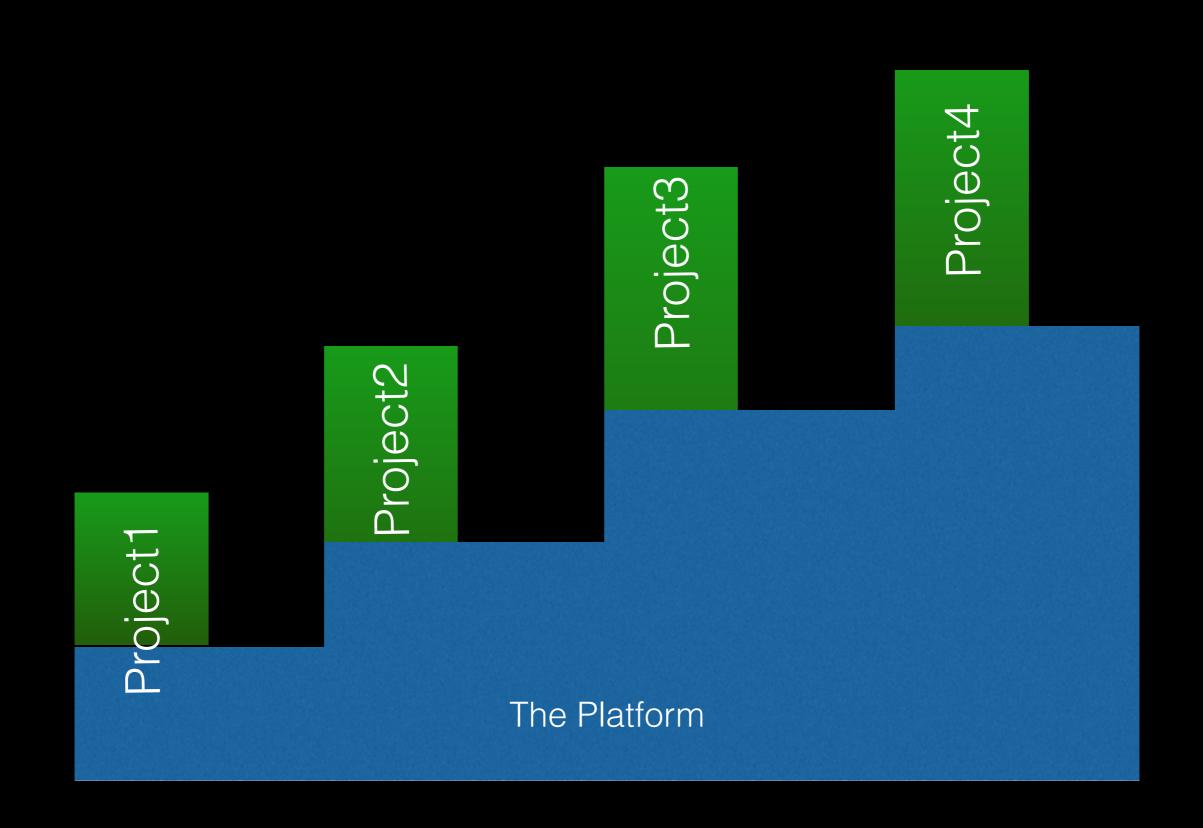
Jump too large



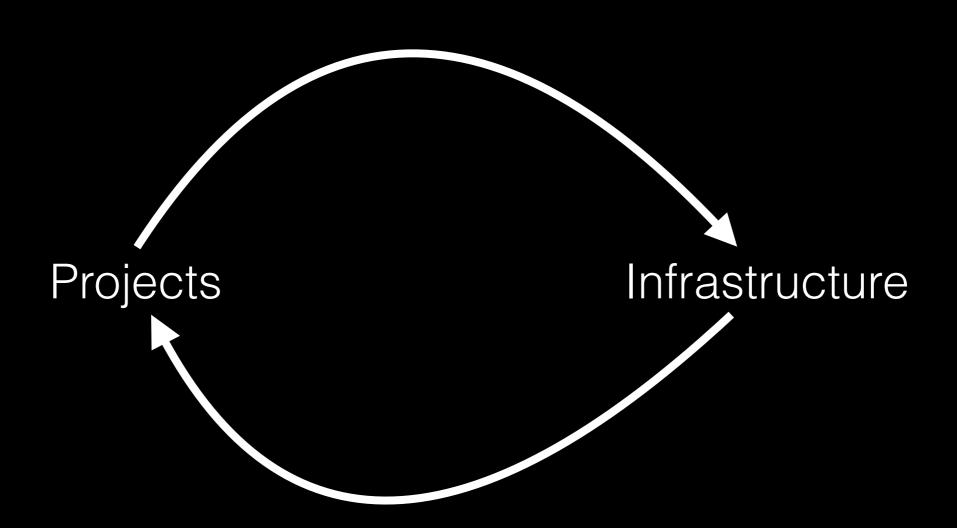
Nomadic Solution

- Do not build infrastructure
- Use resources until depleted
- Move on

Jump Possible



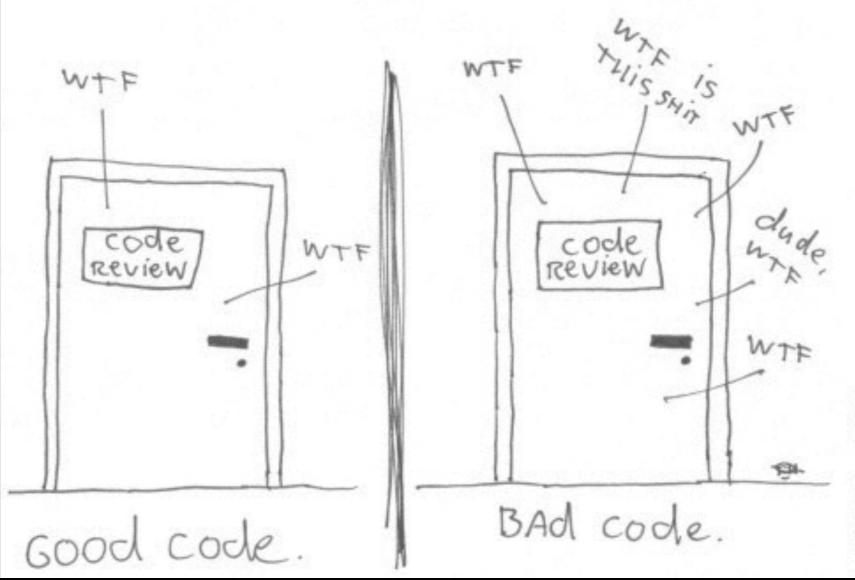
Feedback Loop



Every improvement has an effect

Even Trivial Changes

The ONLY VACIO MEASUREMENT OF Code QUALITY: WTFs/minute



(c) 2008 Focus Shift

Pharo4

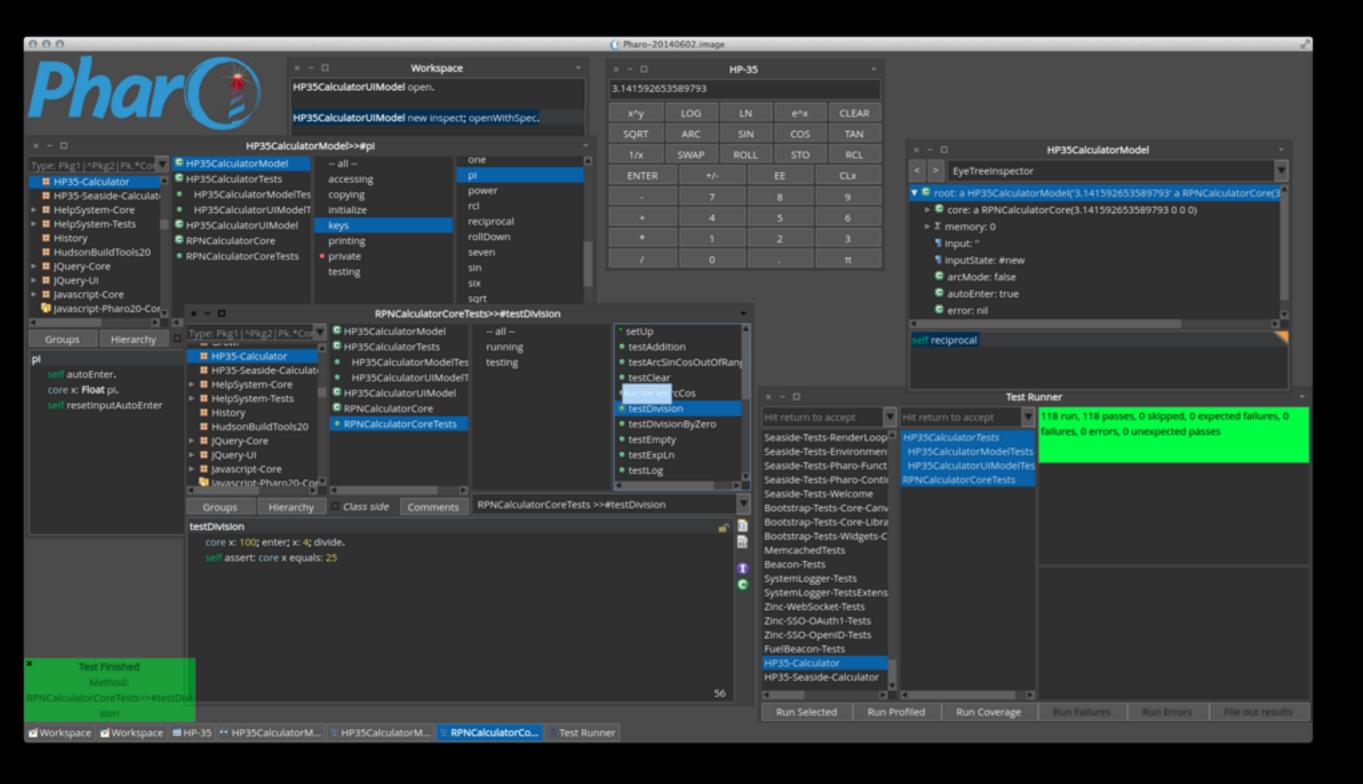
Pharo4

- Again: To be released Spring 2015
- 470 updates
- >1200 Issues closed
- Very stable

Small stuff...

- Improved Refactorings
- 6MB Deployment Image
- ifTrue: on non-Booleans
- Browser and Tool cleanups
- Context Cleanup (MethodContext/ContextPart merge)

Dark Theme



GT Tools

- Start to replace all tools
- For now: Inspector + Spotter

http://gt.moosetechnology.org

Video: GTInspector

imovie and the glamorous team present

a the glamorous team production in association with imovie

a the glamorous team film

GT INSPECTOR

CASTING PHARO.ORG MUSIC TUNES COSTUME MORPHIC EXECUTIVE MOOSETECHNOLOGY.ORG

WRITTEN THE GLAMOROUS TEAM DIRECTED THE GLAMOROUS TEAM

https://www.youtube.com/watch?v=wdYhM9byyPw

Demo: Inspect Methods

Demo: GTSpotter

First Class Variables

First class Instance Variables (Slots)

First class globals + class variables

For what?

- Allows programmers to define behavior
- Easy reflection on variable access
 - Break on variable read, for example

In Progress...

Advanced Reflection

- Partial Behavioral Reflection
- Associate MetaObject with structural object
 - Slots, Globals
 - AST nodes

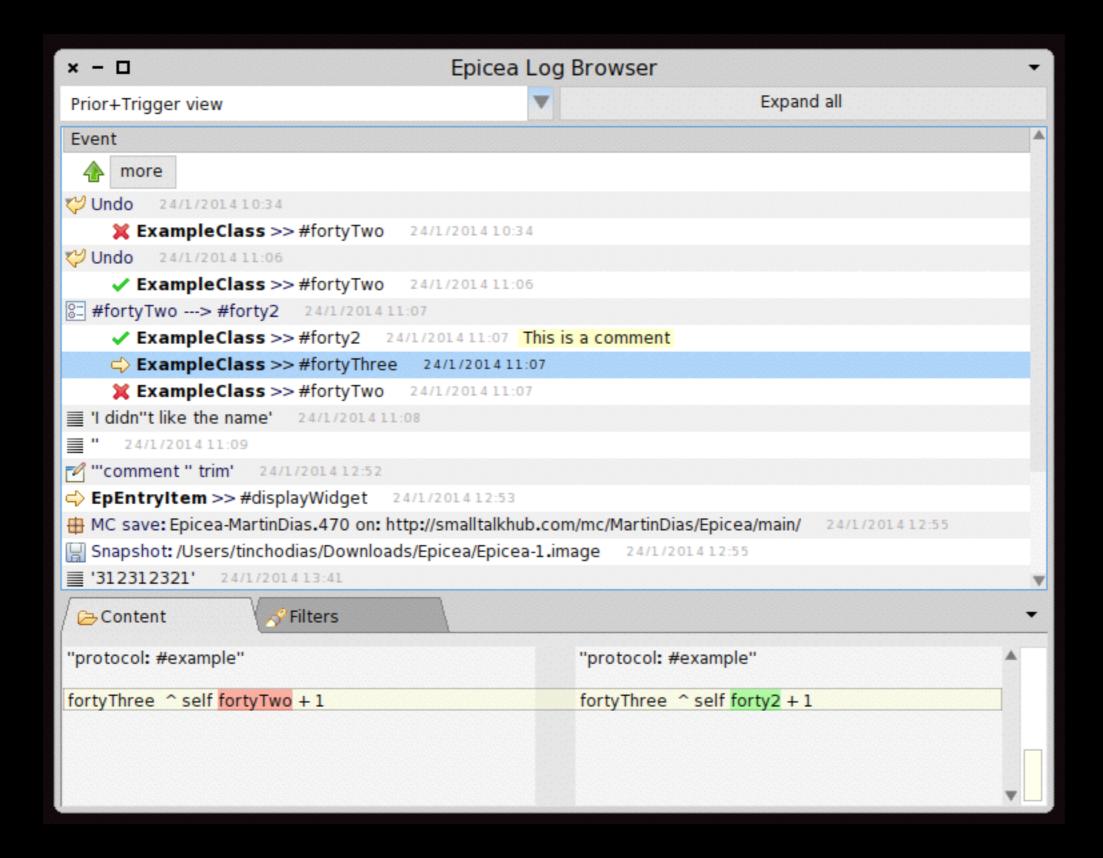
Why?

- Change behaviour for selected AST Nodes or Variables
- "All variable reads"
- "this message send"

But without changing the program code!

Epicea

- Replace .changes
- High level model:
 - aggregate changes (refactoring)
 - serialized to disk independent of source model



A new GC: Spur

- New Object Layout
 - e.g. faster instanciation, larger hash
- Ephemerons, Fast Become:, Pinned Objects

Double Performance

The Future

64 bit COG VM

- New Spur GC+Object layout has 64bit version
- 64bit in development
 - prototype starts to works in interpreter VM
 - 32bit images can be converted to 64bit

Sista: Runtime Optimizer

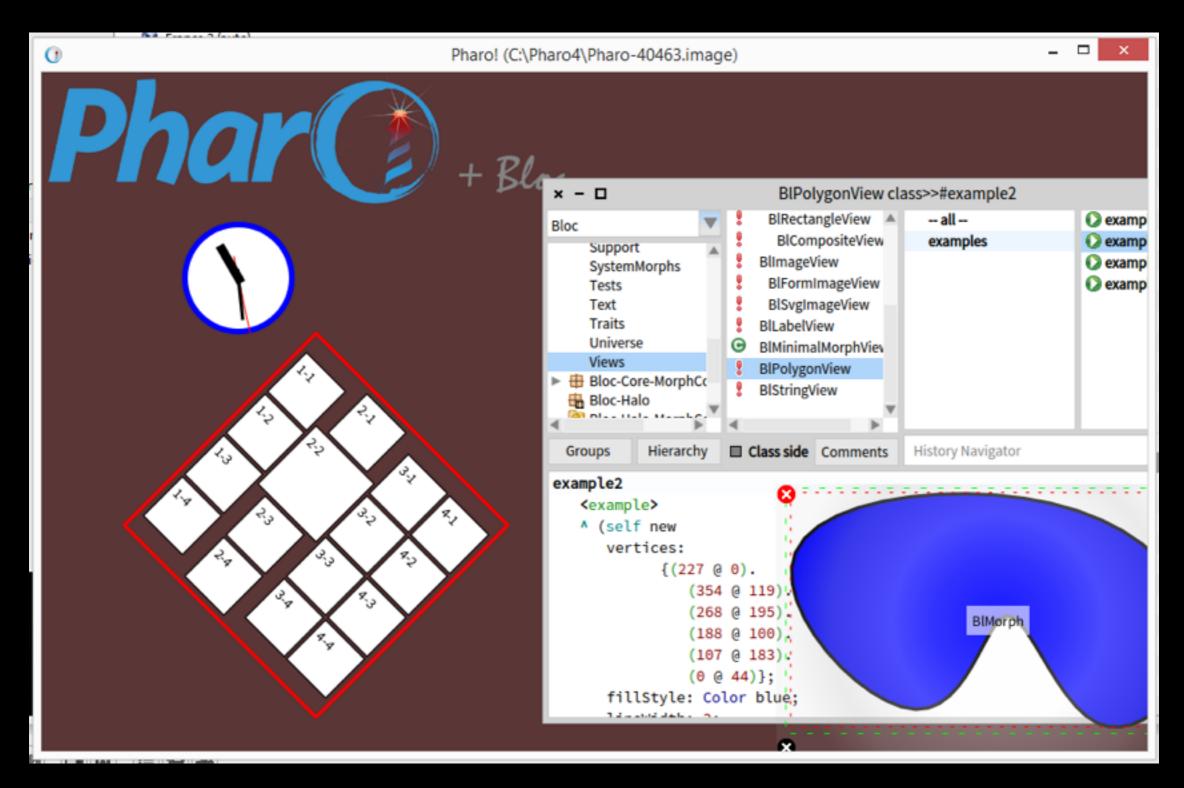
- Current JIT work per method
- Sista: detect hotspots, collect type info ==> Optimize

- Bytecode-2-Bytecode
- Optimizer implemented in Pharo Image

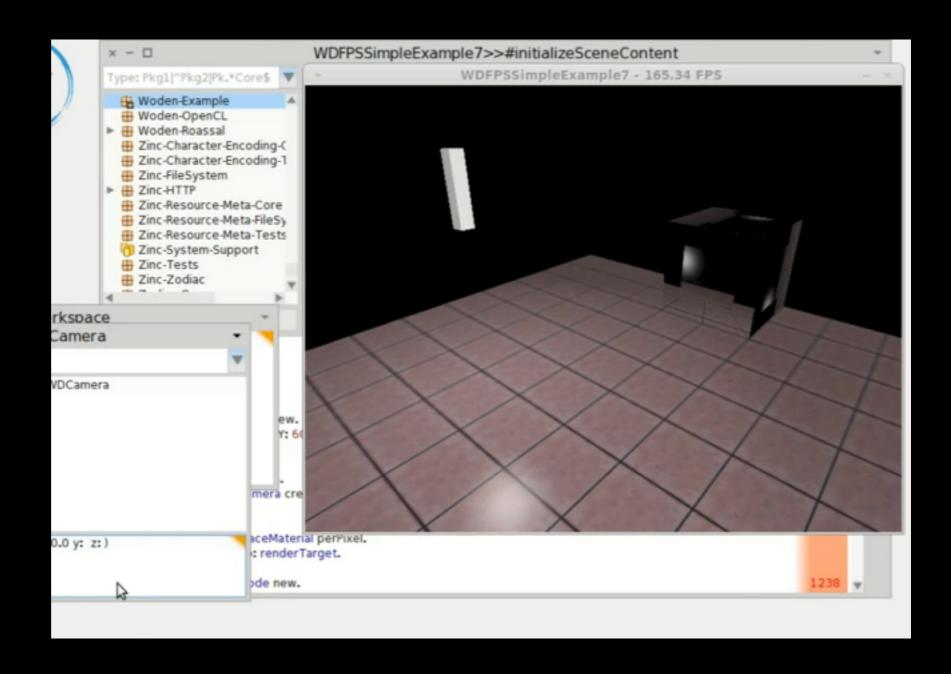
OSWindow+SDL2

- Move window logic to Smalltalk
- Backend uses libSDL2 via FFI
- Multiple OS Windows, OpenGL...

Block: Morphic, redone



Woden 3D



https://www.youtube.com/watch?v=1Nze9tnwYxY

Virtual GPU

■ The VirtualGPU is a simple DSL/framework for parallel algorithms.

```
Playground

2014-12-29T20-38-00-205364-03-00

(VirtualGPU eval: [:gpu |
    | buffer |
    buffer := gpu floatFrom: 1 to: 500000 . T
    gpu return: (((buffer * 2) cos tan sin exp exp)*10) cos tan sin exp exp
]) valueRaw.
```

https://www.youtube.com/watch?v=6xrq4OkvSi4

Too much to show...

- Twitter: @pharoproject
- reddit Smalltalk sub-reddit
- Google+

Questions?