

JerrysDreamAbstract

This section was one of the first pages in this wiki. I haven't modified it since early 2000 or so.

Now I do, because a) I noticed that the owner of the page got lost and I don't want more spam and b) I stumbled over a reference to Henry G. Baker Critique of DIN Kernel Lisp definition version 1.2, which I have not (yet) read, but which argues in favor of a lot of features we included into BALL over those years.

So, here this pages content from 2000-2008:

- Root less object network model.
 - Persistent data.
 - Not data specific, XML optimized.
 - Flexible name space management.
 - Object autonomy.
 - ACID transactions.
 - Simple messaging concept.
 - Any extension language feasible.
 - Lightweight threads at my fingertip.
 - The sheer concept of a dead lock is a bug altogether.
 - Many network protocols supported.
 - API for backing store adaptors supporting freenet, gnutella etc.
 - Distributed Virtual Machine (DVM).
 - A frame work for object to sustain at least 15 years.
 - Something for document management as Perl is for tasks like system administration. Would have to be sort of an application server, but none could deliver the needed features.
 - Few dependencies, small footprint.
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