Singularity

General-purpose Computing Platform (PC)

- Software is difficult to install, maintain, and administer
- Applications interact in complex, unpredictable ways
- Almost no users understand computers or software and so react naively to unexpected behavior
- System administration is costly and unavailable to most
- Contemporary OS designs tend to favor performance over
  - reliability,
  - security,
  - predictability

Singularity Summary

- Advances in languages, compilers, and tools open the possibility of improving software
- Singularity uses these advances as a basis to build more reliable systems and applications
- Systems built on Singularity expand software delivery opportunities

Key Aspects of Singularity

- Software-isolated processes (SIPs)
  - inexpensive isolation — memory, communications, failure — boundaries
  - OS manages and reclaims resources
  - "closed world" for program analysis
  - single isolation and extension model for all parts of application and system
- Merge OS and language runtime (VM/CLR)
  - prohibit unsafe code
  - remove duplicative APIs and security abstractions
  - fast, lightweight managed code run-time system
  - typed assembly language (TAL) reduces trusted computing base
- Language extensions to improve reliability
  - Spec#/Sing# specifications and verification
  - channel contracts
  - explicit and verified resource usage and reclamation
- Not Windows successor!

Detailed Architecture

- Microkernel
  - apps, extensions, services, and drivers are all processes
  - HAL w/ PIC, RTC, timer, and console output
- Closed processes (SIPs)
  - no shared memory
  - no dynamic code loading
  - no dynamic code generation
- IPC via channels w/ contracts
- Abstract instruction set
  - type safe, memory safe MSIL
  - all third-party code is safe
  - layer of indirection
- Well-defined, strongly-versioned application binary interface (ABI)