

500 Lines or Less

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What is AOSA?

- Architecture of Open Source Applications
- Founded by Greg Wilson and Amy Brown
- Architects study thousands of buildings
- Read critiques written by expert architects

AOSA I and II

- Free-form writeups of well-known FOSS projects
- History, evolution, high-level architecture
- Focus was determined by the author

Projects in I & II

- BASH
- LLVM
- GHC (Glasgow Haskell Compiler)
- PyPy
- Sendmail

AOSA III: POSA

- Performance of Open Source Applications
- Edited and produced by Tavish Armstrong

Some numbers

- aosabook.org ~17k uniques a month
- 10000+ copies sold across all 3 books
- 60k+ raised for Amnesty International

500 Lines?

- Not 500 Lines or Fewer
- Scope of existing books too large for audience
- If your comfort level is 1000-10000sloc...

Goal of 500Lines

- Present readers with low-to-medium level design decisions that go into a project kernel
- Describe past experience used to manage this
- Explain what would be needed to expand it



500 Lines or Less

Experienced programmers solve interesting problems

Edited by Michael DiBernardo


 aosabook / 500lines

 Unwatch ▾


1,086

★ Unstar


12,102

 Fork

2,264

 Code

 Issues 13

 Pull requests 6

 Projects 0

 Wiki


 Pulse

 Graphs

500 Lines or Less

 3,295 commits

 12 branches

 0 releases

 60 contributors



Projects

- *A Web Crawler With asyncio Coroutines*
A. Jesse Jiryu Davis and Guido van Rossum
- *A Rejection Sampler*
Jessica B. Hamrick
- *Contingent: A Fully Dynamic Build System*
Daniel Rocco and Brandon Rhodes

Projects

- *A Python Interpreter Written in Python*
Allison Kaptur
- *Dagoba: An extensible in-memory graph database*
Dann Toliver
- *A Continuous Integration System*
Malini Das

Process

- Code review and chapter review
- Each review done by at least one relatively new and one relatively experienced programmer

This meant...

- ~30 proposed chapters
- 60+ code reviews
- 40+ chapter reviews
- ... and I read them all

A lesson learned

- How many of us try to write "clean code"?

A lesson learned

- How many of us try to write "clean code"?
- How many of us can precisely define that?

Observation

- Discomfort with a system is proportional to how much it differs from what one expected to see
- E.g. someone with CG background

Observation

- Depending on how much we've researched the techniques we use, we may have a more visceral or more studied explanation as to why we use them

Audience

- Who is the reader?
- In 500Lines, it was "a relatively new programmer without much experience in the domain."
- We can do better than this on most projects

A lesson learned

- Focus more on "recognizable architecture" and less on "clean code"
- Think hard about our probable reader