Akonadi, 294	in Project Darkstar, 58
interprocess communication	latent typing
Guardian operating system, 192	Smalltalk, 361
interprocessor bus	Launcher
Tandem computers, 184	Lifetouch, 70
interrupts (see virtual interrupts)	layering
intraprocedural analysis	Lifetouch architecture, 67, 72
optimizing compilers, 238	layers
IOMMU (input/output memory management unit)	Akonadi, 296
virtualization, 170	"pillars" in KDE, 287
IPB (interprocessor bus)	virtualization, 200
Tandem computers, 176 "is-a" relation	layout objects in Jikes RVM, 241
classes, 333	runtime memory in Jikes RVM, 243
ciasses, 555	lazy evaluation
1	functional programming, 326
,	lazy initialization
Jalapeño project, 240	JPC, 210
Java	Le Corbusier (Charles-Édouard Jeanneret-Gris)
optimizing performance, 206	Villa Savoye, 373
Jeanneret-Gris, Charles-Édouard	libraries
Villa Savoye, 373	agent-based, 343
Jikes RVM (Research Virtual Machine), 235–260	EiffelVision, 322
JNI (Java Native Interface) RVM, 256	external libraries, 207, 223
JPC, 199–234	KDE, 279, 300, 303, 311
JTOC (Java Table Of Contents)	KDEPIM, 291
RVM, 243	ThreadWeaver, 303–311
JVM (Java Virtual Machine)	VM Magic, 254
JPC, 217–228	Lifetouch, 63–88
	Linux
K	drivers in Xen, 166
	paging and protection level switching, 212 LIR (Low-level Intermediate Representation)
Kaufmann, Edgar	Jikes RVM, 249
on Fallingwater house, 372	Lisp
KDE (K Desktop Environment), 279–311	GNU Emacs, 269
KDEPIM, 289 kernels	load balancing
KQEMU, 170	sessions, channels and task portability, 55
virtual memory and paravirtualization in Xen,	loading (see dynamic class loading)
161	locking
keymaps	repositories in Lifetouch, 78
Emacs Lisp, 271	London Underground
keys	as an architectural map, 27
Facebook applications, 123	lookup caching
KQEMU	JPC, 211
hybrid emulation and virtualization, 170	loop versioning optimization
	SSA forms, 252
L	loosely coupled multiprocessors
languages	Tandem computers, 176
concepts, 349–381	Low-level Intermediate Representation (LIR)
object-oriented versus functional, 315	Jikes RVM, 249
latency	••
Data Store in Project Darkstar, 53	M
as a goal in MMOs and virtual worlds, 60	Machine-level Intermediate Representation (MIR)
in MMOs, 50	Jikes RVM, 249