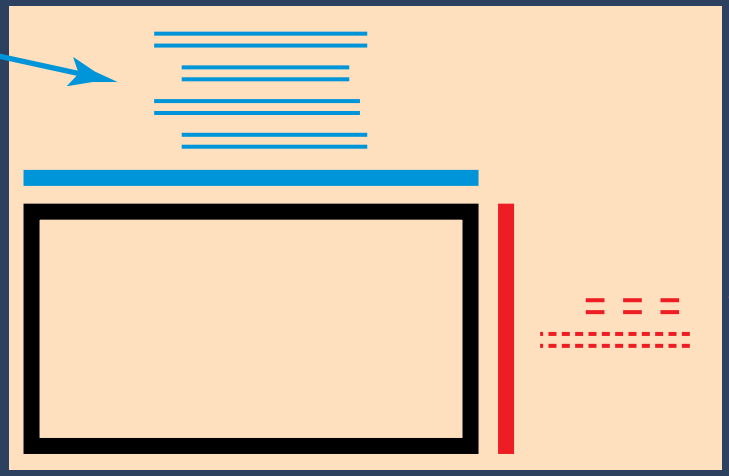
Basic Design Goal

"separating control over mapping decisions" replaces "hiding implementation"

program optimistically on top of window system, virtual memory, programming language...



adjust mapping decisions to meet optimism

allow client programmer to alternately focus their attention (mostly) on one program or the other