

*ClojureScript,*  
*or How to Run LISP Everywhere*

 **cognitect**







A solid yellow square background.

**JS**

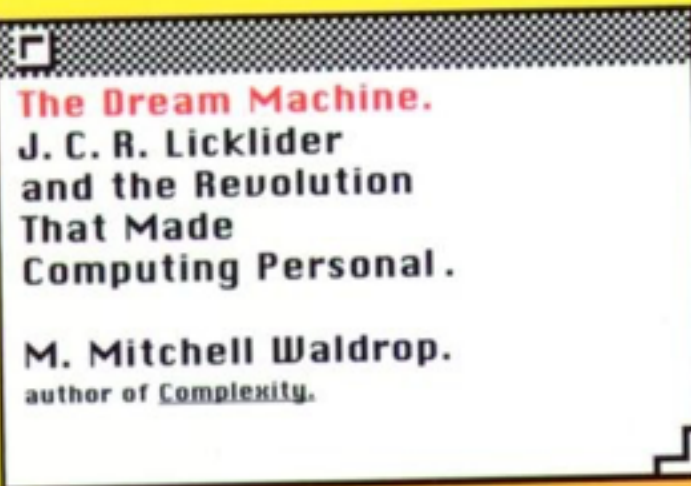


Always be transpiling



- CoffeeScript
- TypeScript
- asm.js
- Dart
- ES2015

# Data Structures & Interactivity



"Waldrop's account of [Licklider's] and many others' world-transforming contributions is compelling."  
—John Allen Paulos, The New York Times Book Review







# LISP 1.5 Programmer's Manual

The Computation Center  
and Research Laboratory of Electronics  
Massachusetts Institute of Technology

The M. I. T. Press  
Massachusetts Institute of Technology  
Cambridge, Massachusetts



evalquote is defined by using two main functions, called eval and apply. apply handles a function and its arguments, while eval handles forms. Each of these functions also has another argument that is used as an association list for storing the values of bound variables and function names.

`evalquote[fn;x] = apply[fn;x;NIL]`

where

```

apply[fn;x;a] =
  [atom[fn] → [eq[fn;CAR] → caar[x];
               eq[fn;CDR] → caddr[x];
               eq[fn;CONS] → cons[car[x];cadr[x]];
               eq[fn;ATOM] → atom[car[x]];
               eq[fn;EQ] → eq[car[x];cadr[x]];
               T → apply[eval[fn;a];x;a]];
  eq[car[fn];LAMBDA] → eval[caddr[fn];pairlis[cadr[fn];x;a]];
  eq[car[fn];LABEL] → apply[caddr[fn];x;cons[cons[cadr[fn];
                                                    caddr[fn]];a]]]

eval[e;a] = [atom[e] → cdr[assoc[e;a]];
             atom[car[e]] →
               [eq[car[e];QUOTE] → cadr[e];
                eq[car[e];COND] → evcon[cdr[e];a];
                T → apply[car[e];evlis[cdr[e];a;a]];
             T → apply[car[e];evlis[cdr[e];a;a]]

```

pairlis and assoc have been previously defined.

```

evcon[c;a] = [eval[caar[c];a] → eval[cadar[c];a];
              T → evcon[cdr[c];a]]

```

and

```

evlis[m;a] = [null[m] → NIL;
              T → cons[eval[car[m];a];evlis[cdr[m];a]]]

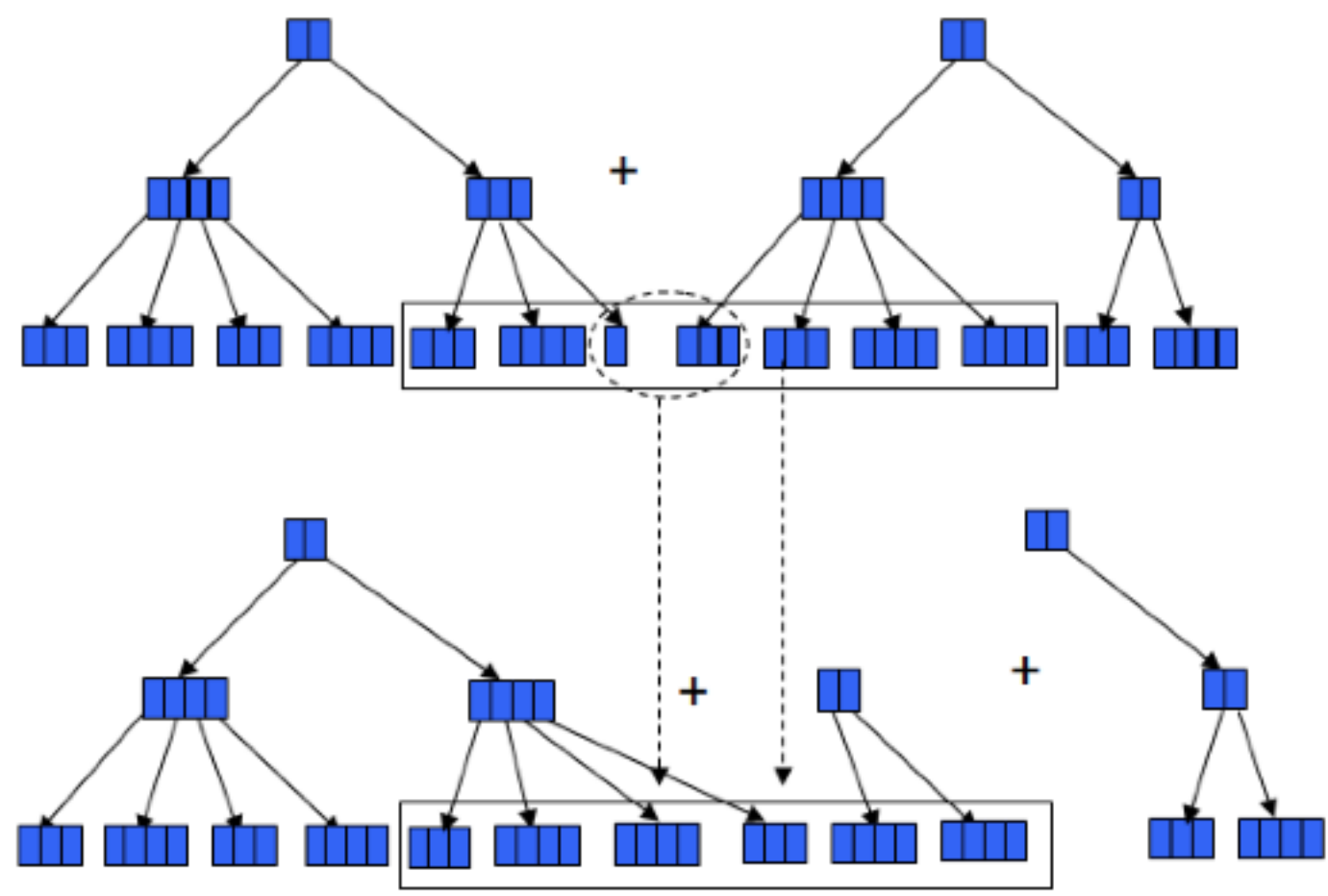
```

# ClojureScript

- 45 months old
- >4000 GitHub stars
- 104 contributors
- Users: Consumer Reports, eBay, Prismatic, Reuters ...



- ◉ Runs on Rhino & Nashorn
- ◉ Runs on browsers back to Internet Explorer 6
- ◉ Runs on Node.js & JavaScriptCore (iOS)

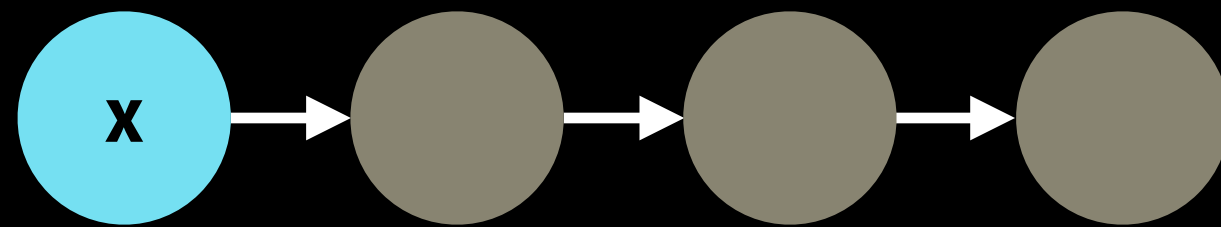




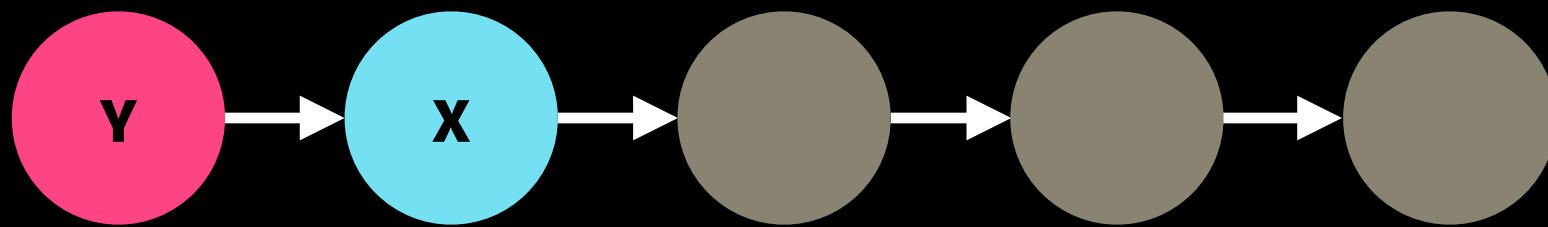
# Functional Programming and Data

- immutable values, **not** mutable objects
- “change” returns a new value, leaving the old one unmodified
- they’re **persistent**
- they’re **fast**

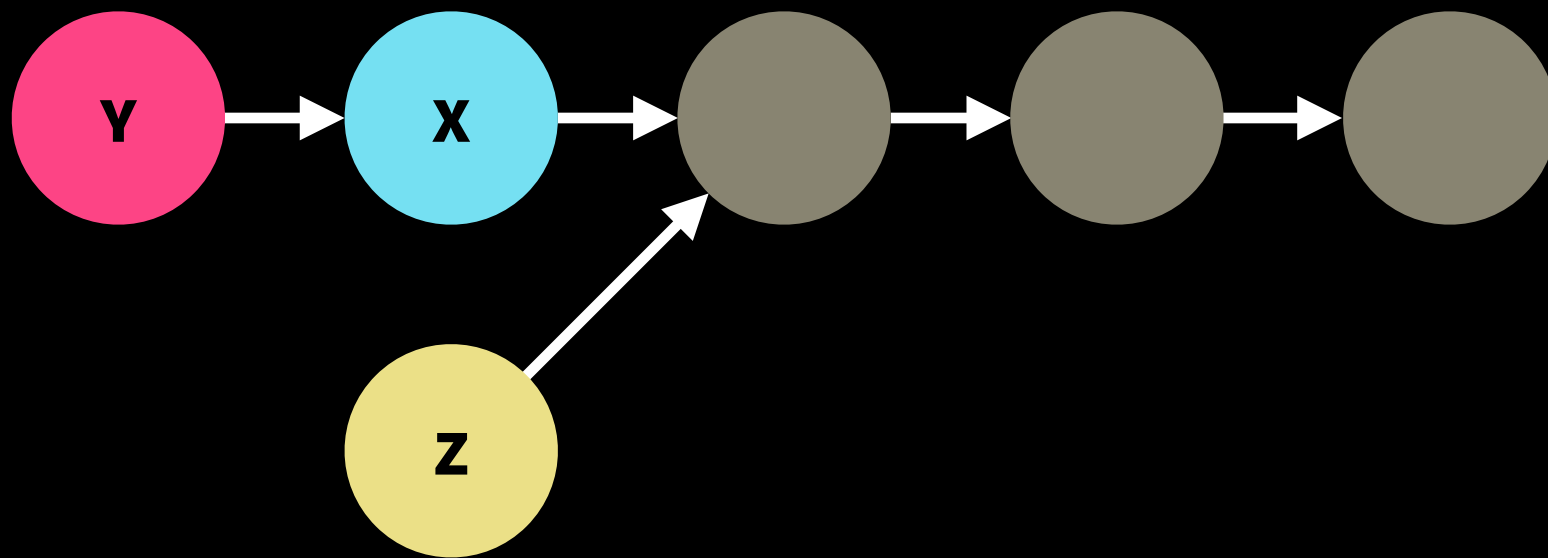
# Simple example: Linked List



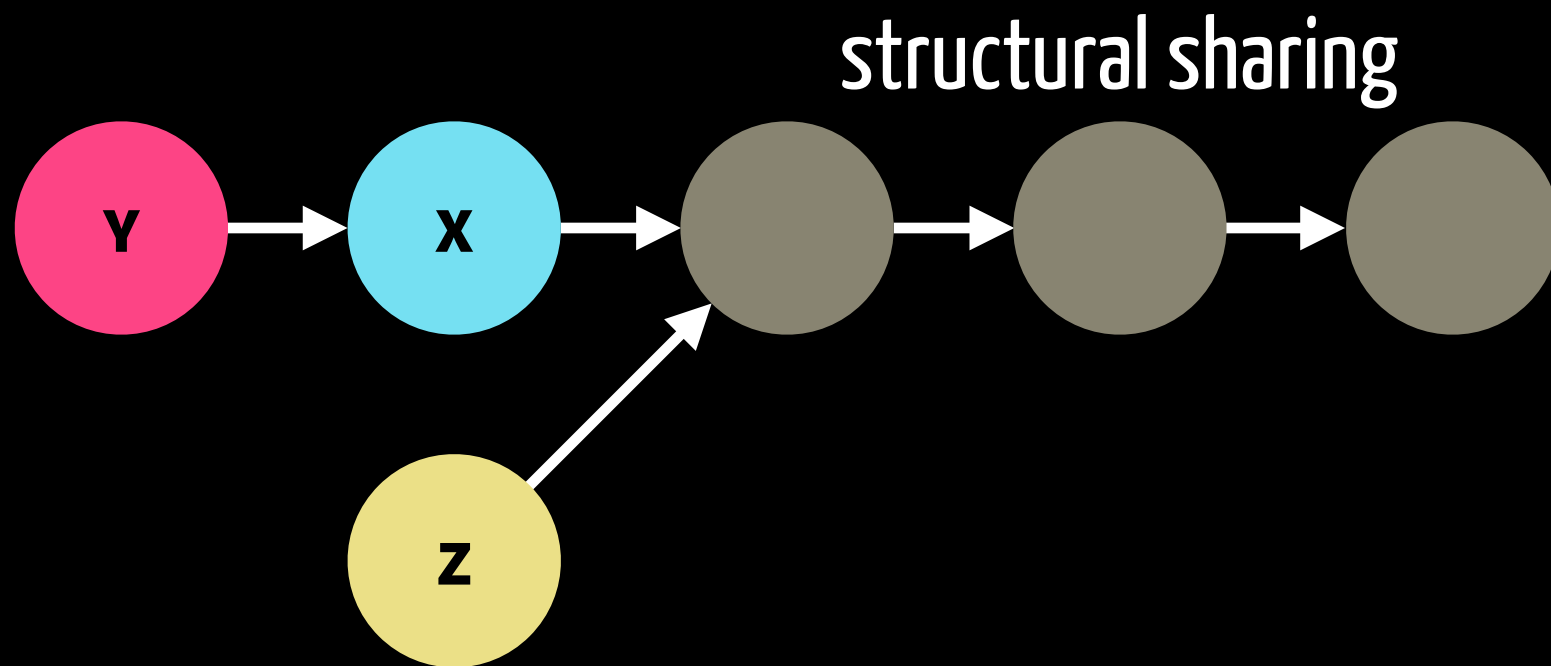
# Simple example: Linked List



# Simple example: Linked List



# Simple example: Linked List





# Sharing structure

- space efficiency
- computational efficiency – avoids copying

# Phil Bagwell

- Array Mapped Trie
- Hash Array Mapped Trie

# Bitmapped Vector Trie

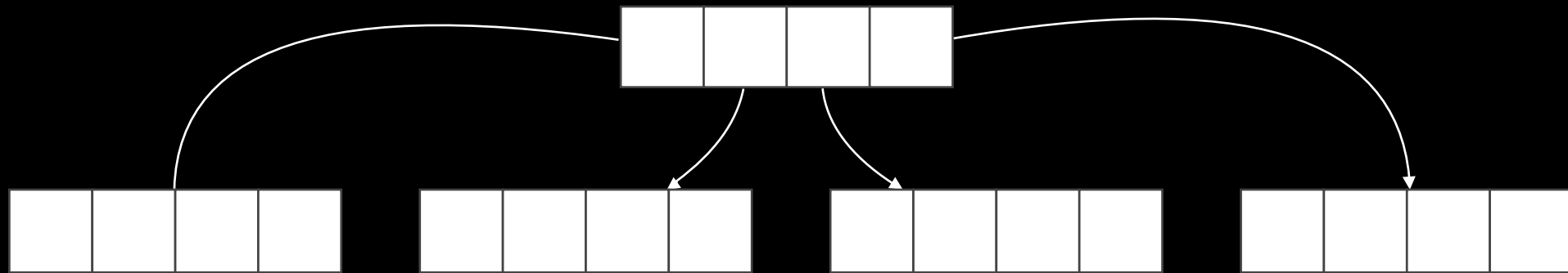
- data lives in the leaves
- e.g. prefix tree used for string lookup
- bitwise trie

# Persistent Vector

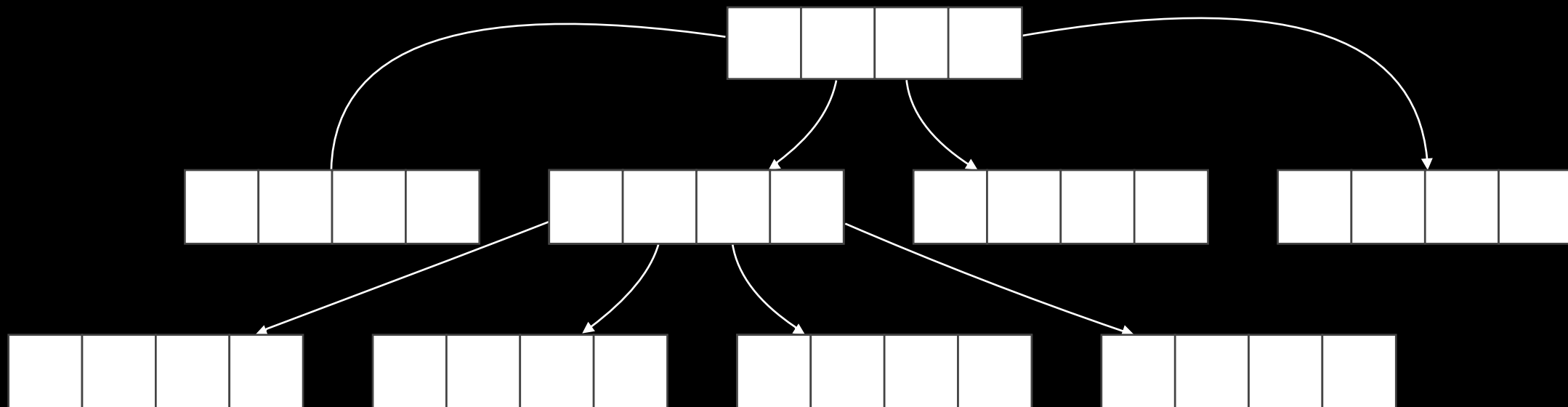
# Persistent Vector



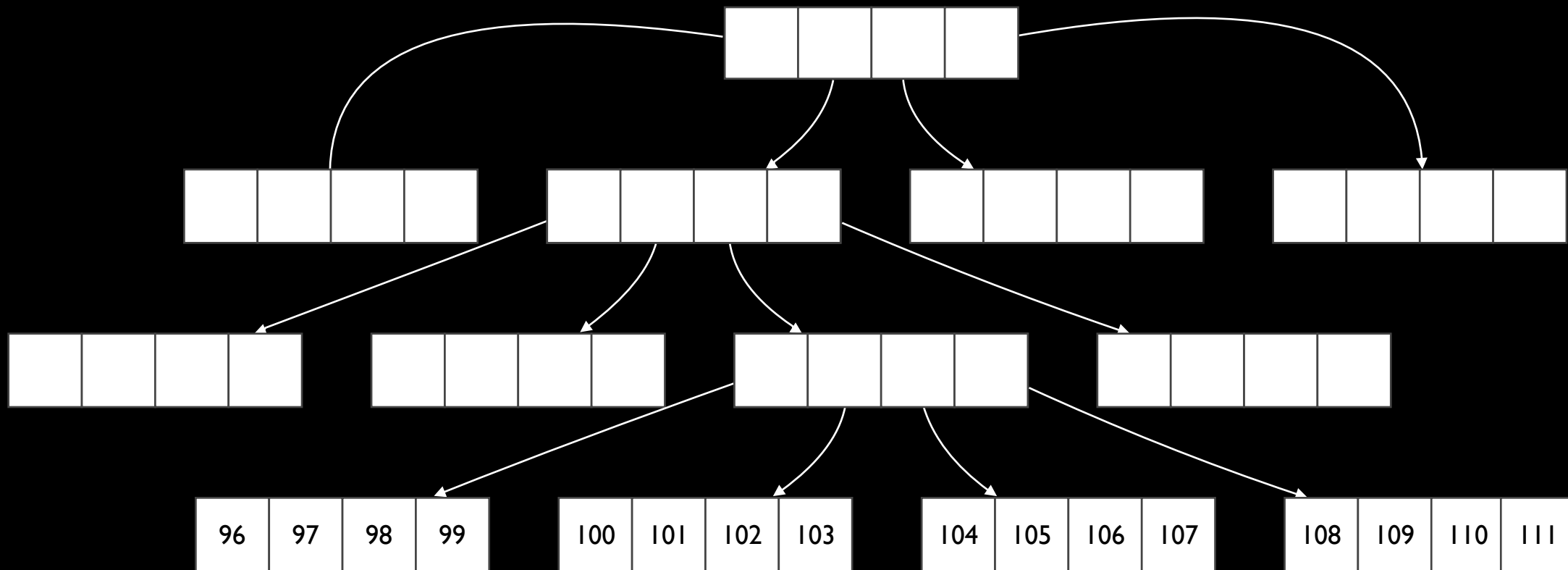
# Persistent Vector



# Persistent Vector



# Persistent Vector

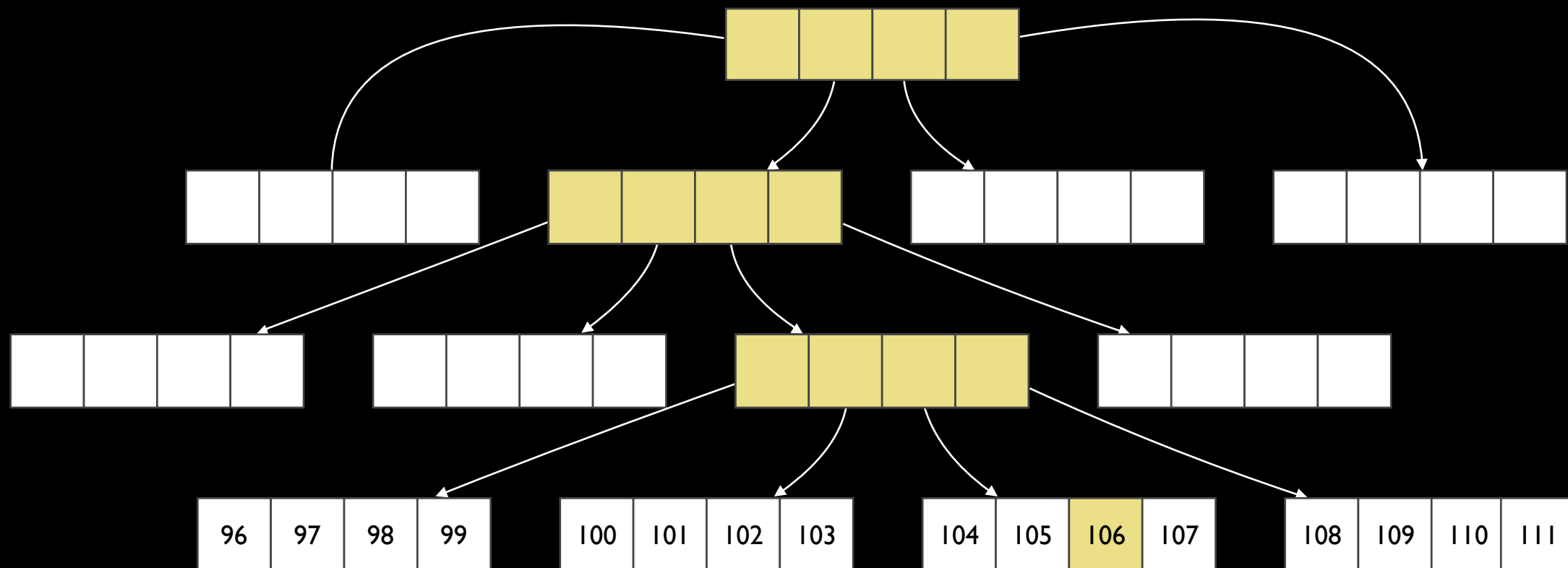




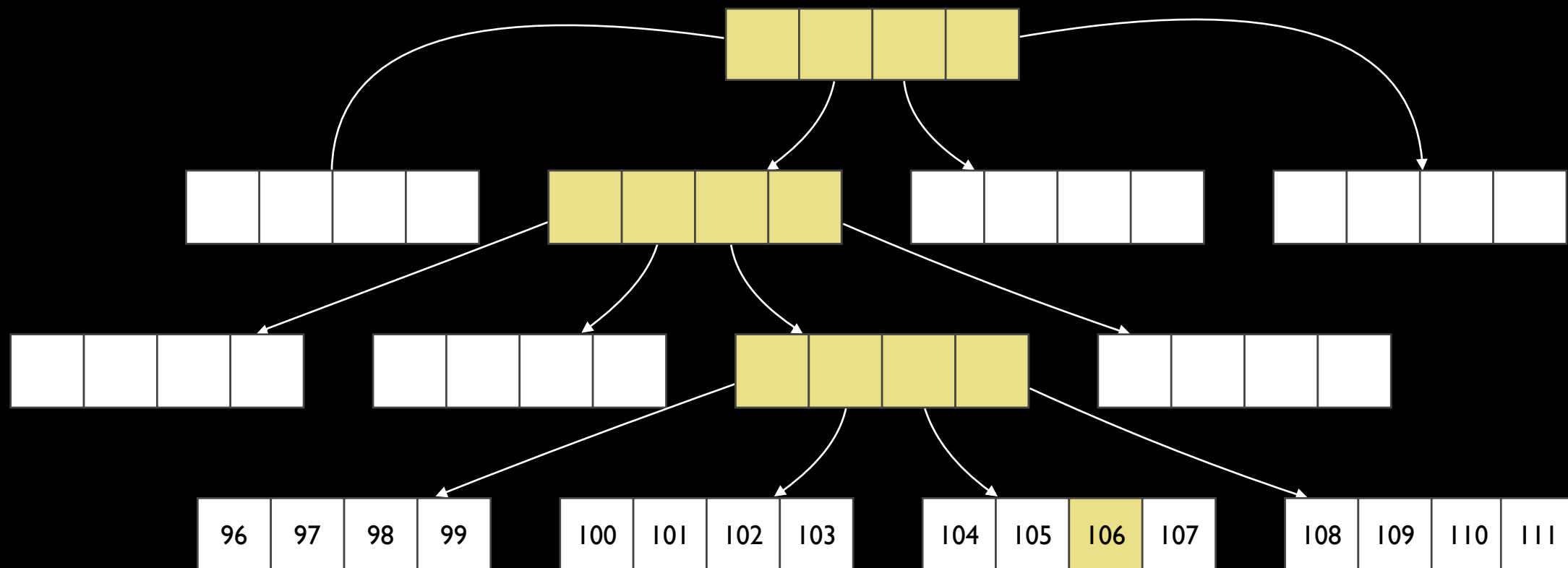
# Persistent Vector

## getIndex

# Persistent Vector

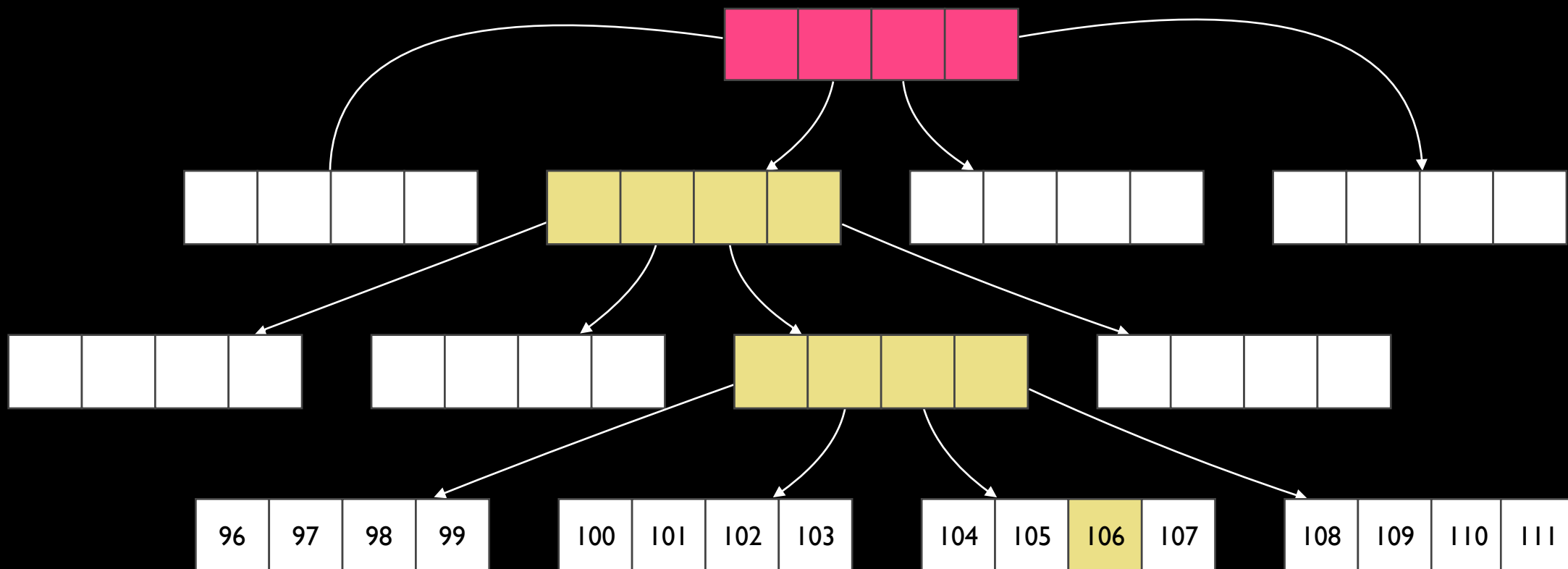


# Persistent Vector



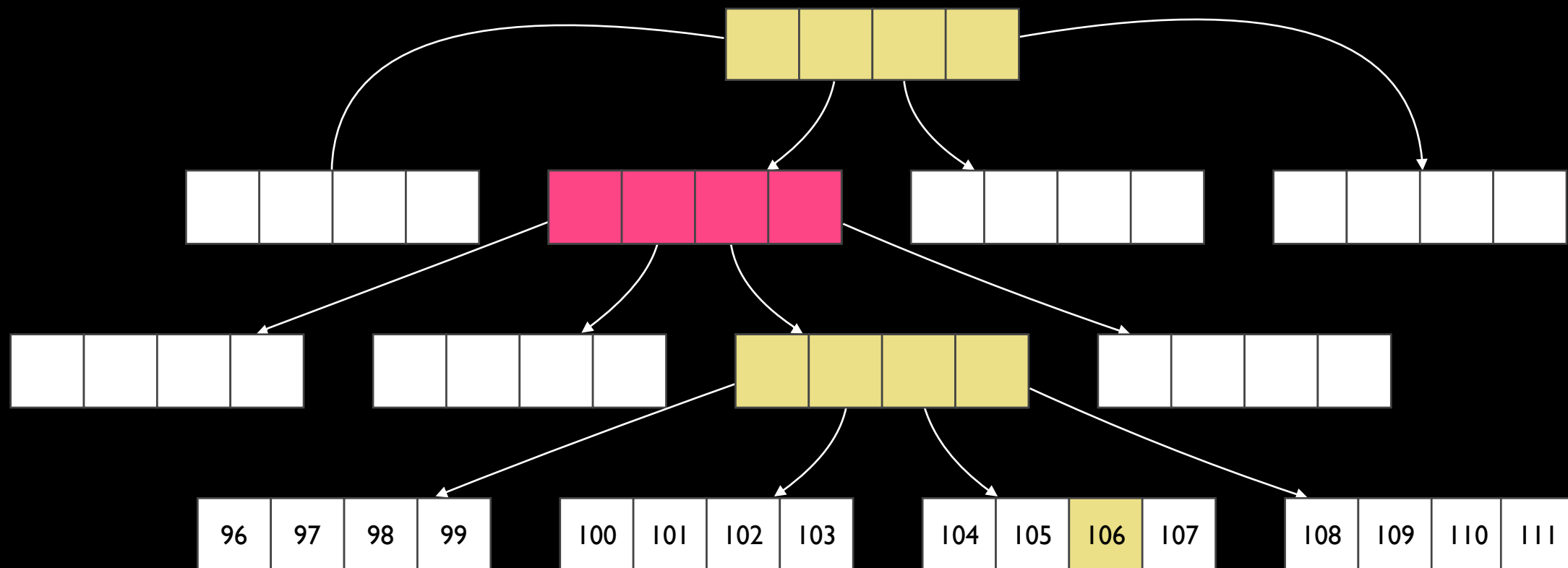
0b01101010

# Persistent Vector



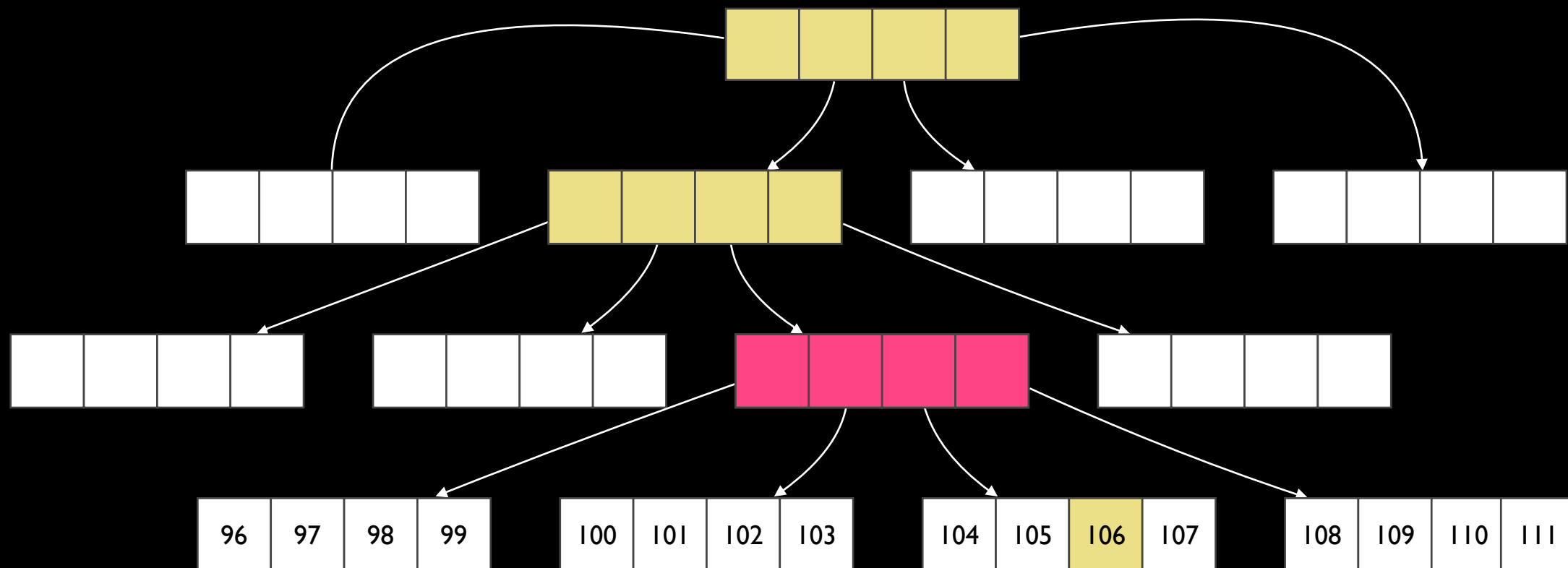
0b01101010

# Persistent Vector



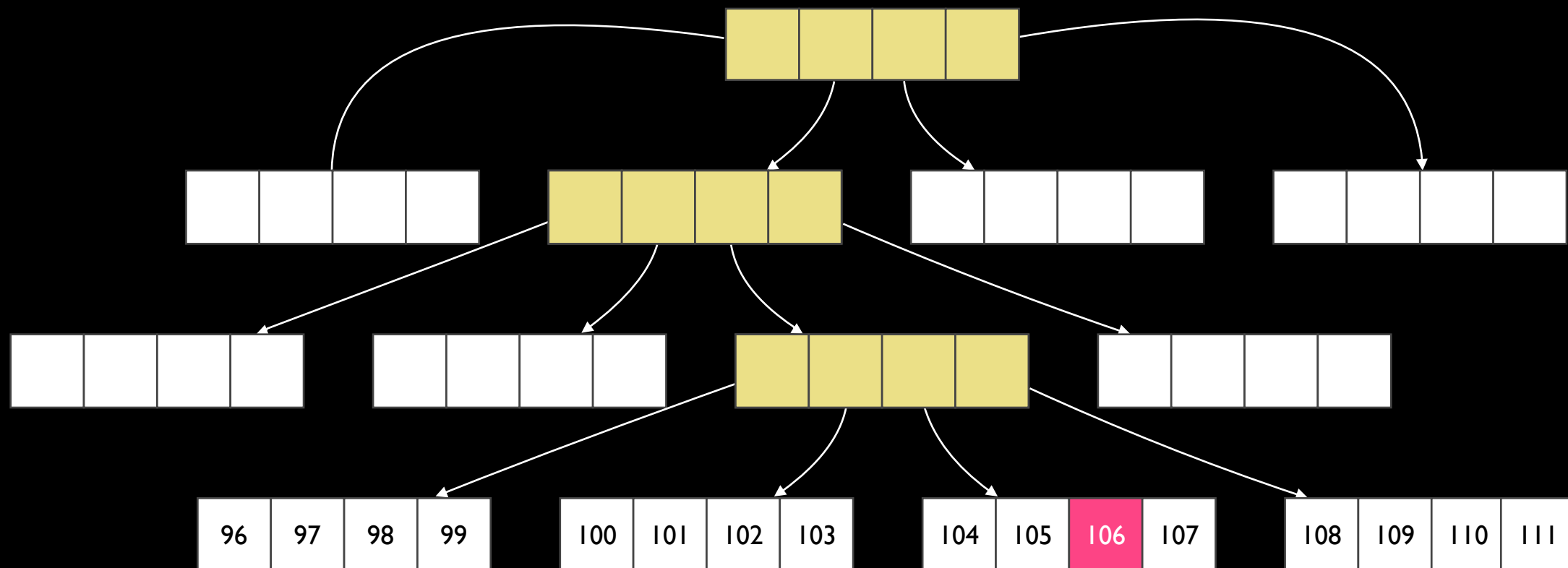
0b01101010

# Persistent Vector



0b01101010

# Persistent Vector



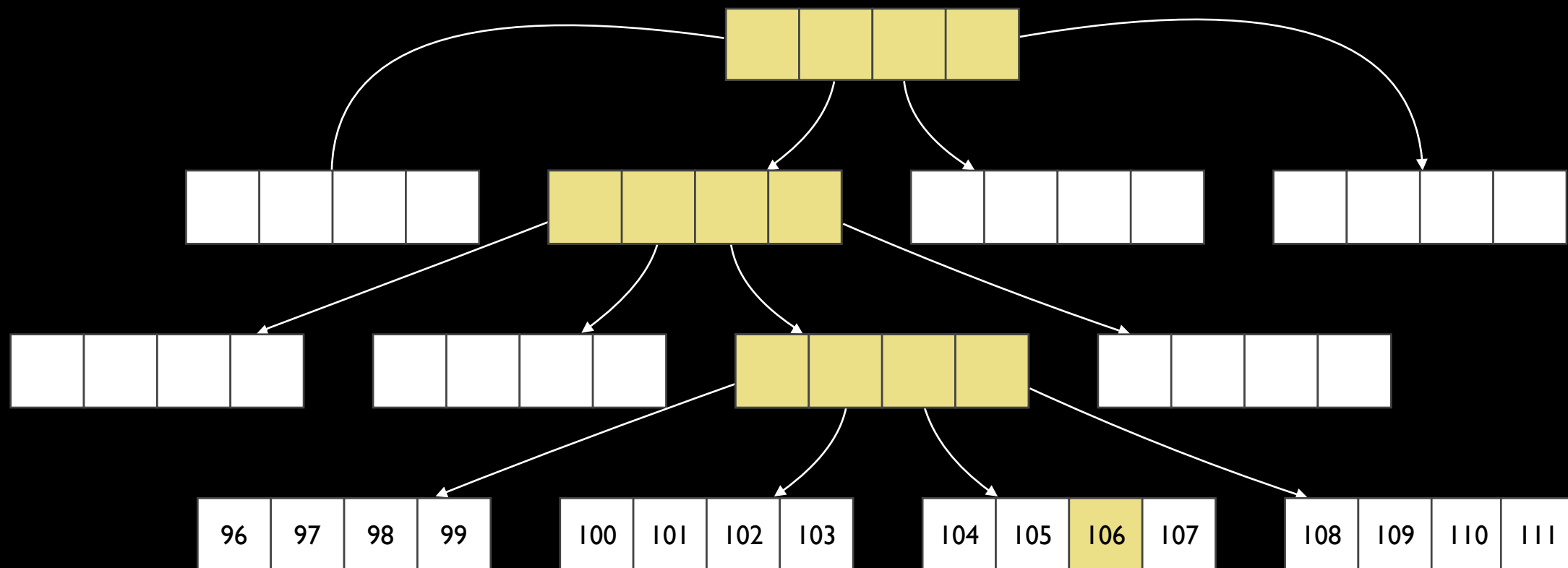
0b01101010

# Persistent Vector

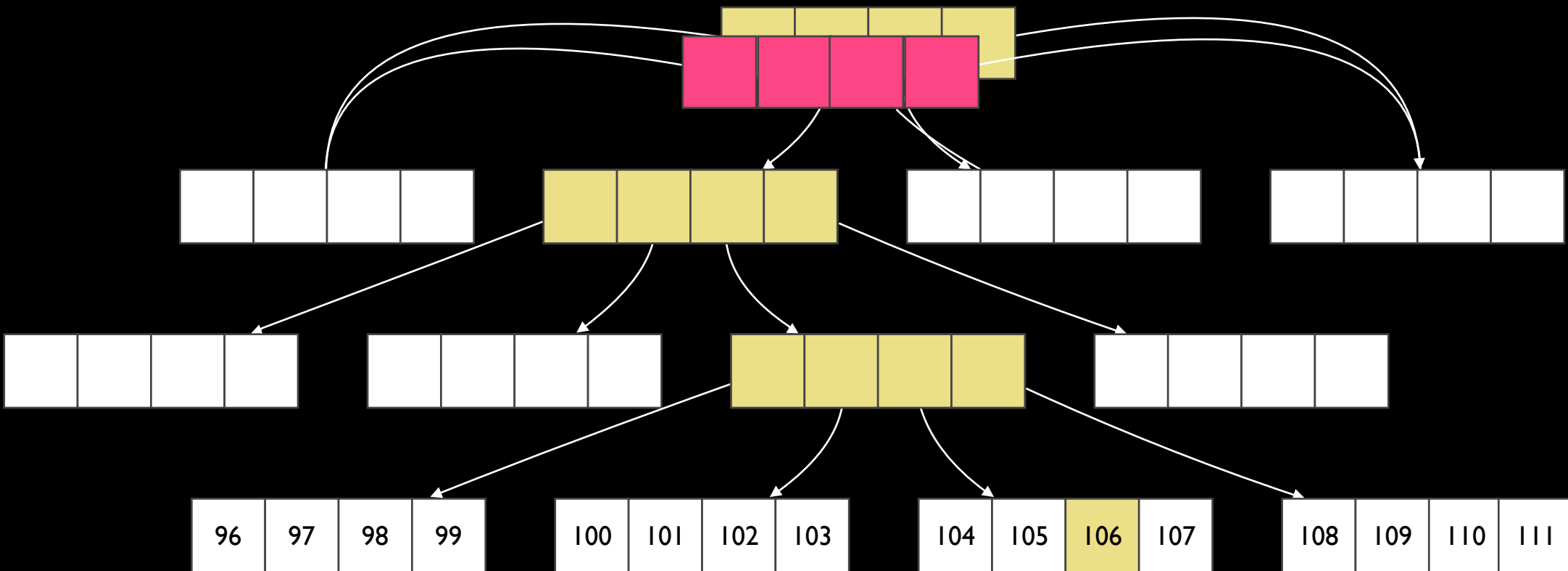
assoc



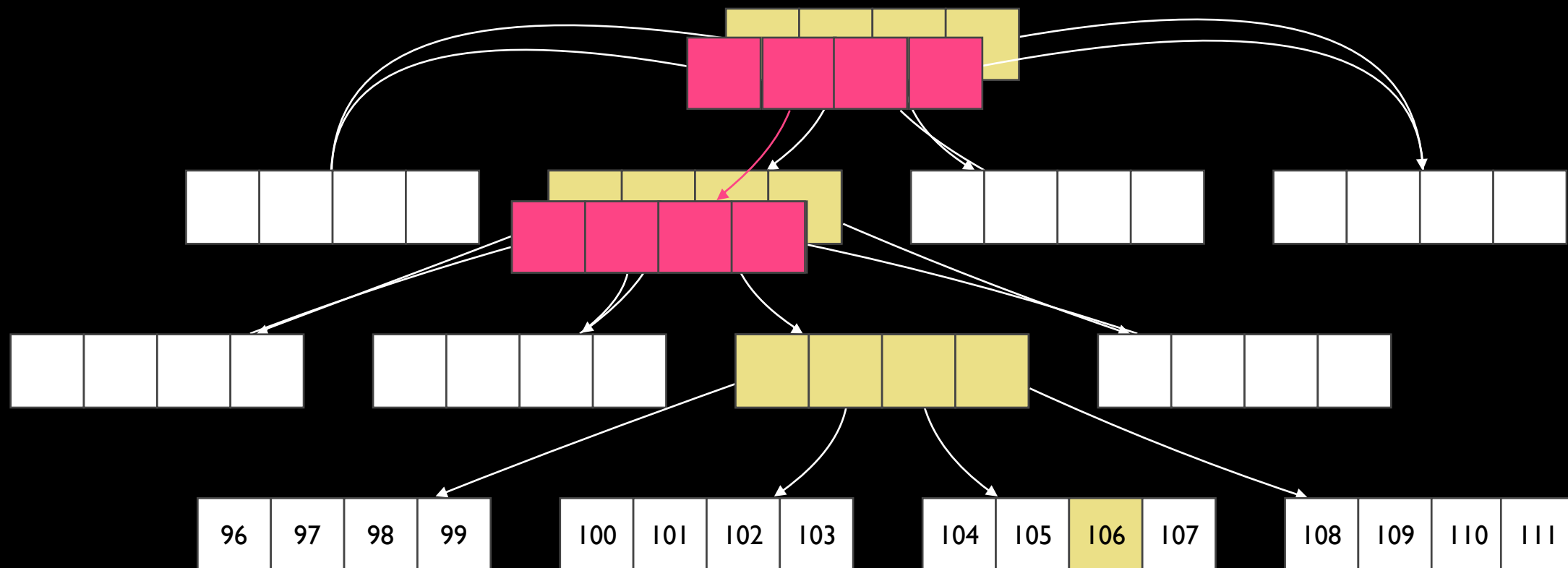
# Persistent Vector



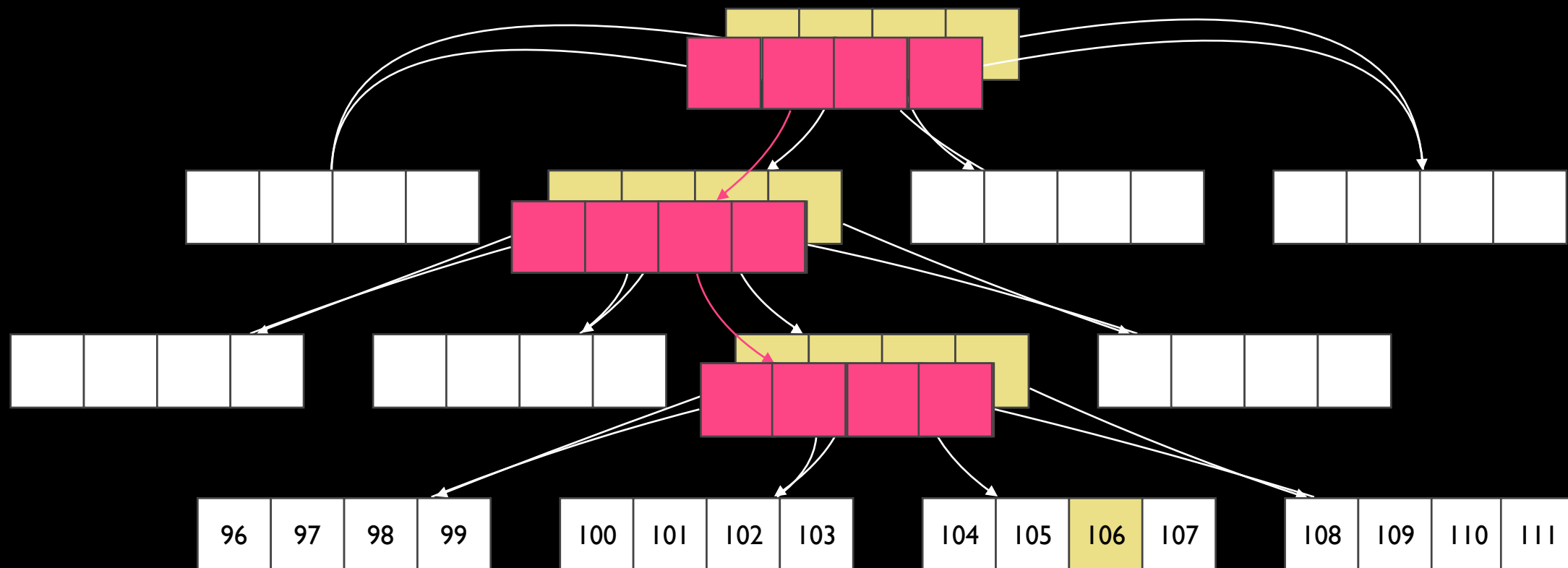
# Persistent Vector



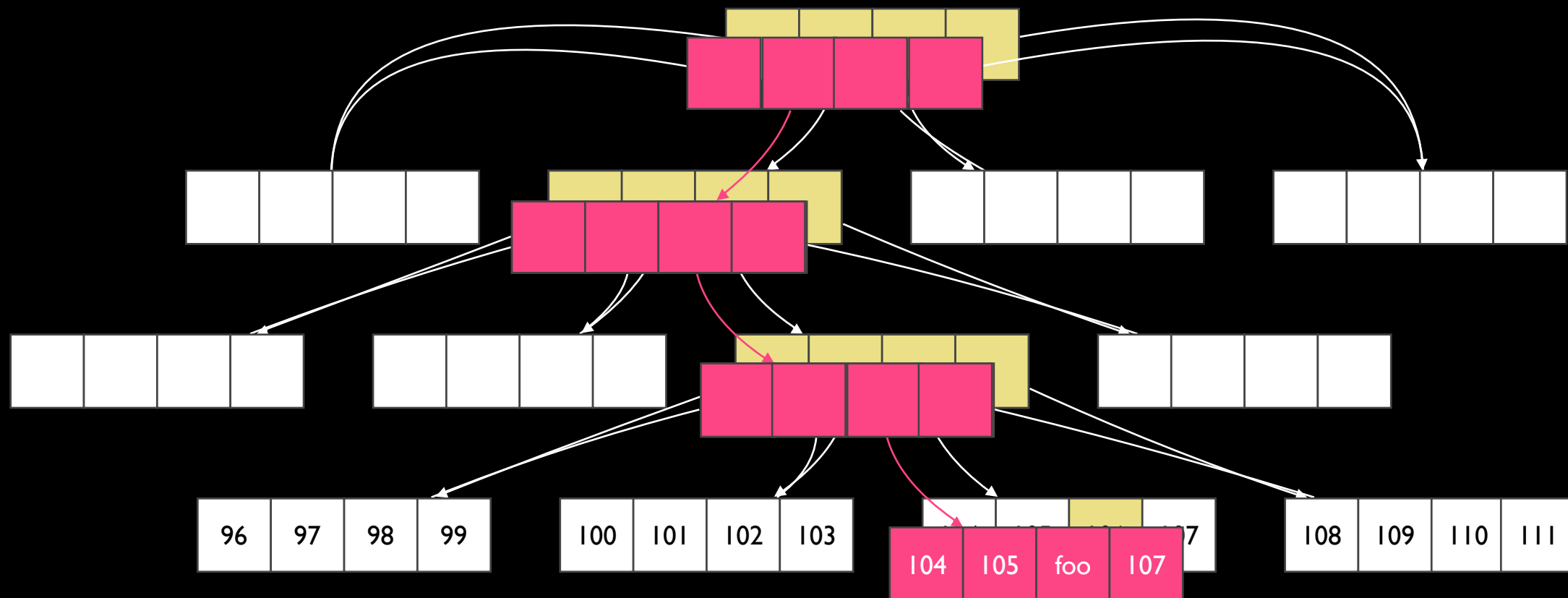
# Persistent Vector



# Persistent Vector



# Persistent Vector



# Persistent Vector

Length 4 internal vectors?

# Persistent Vector

32

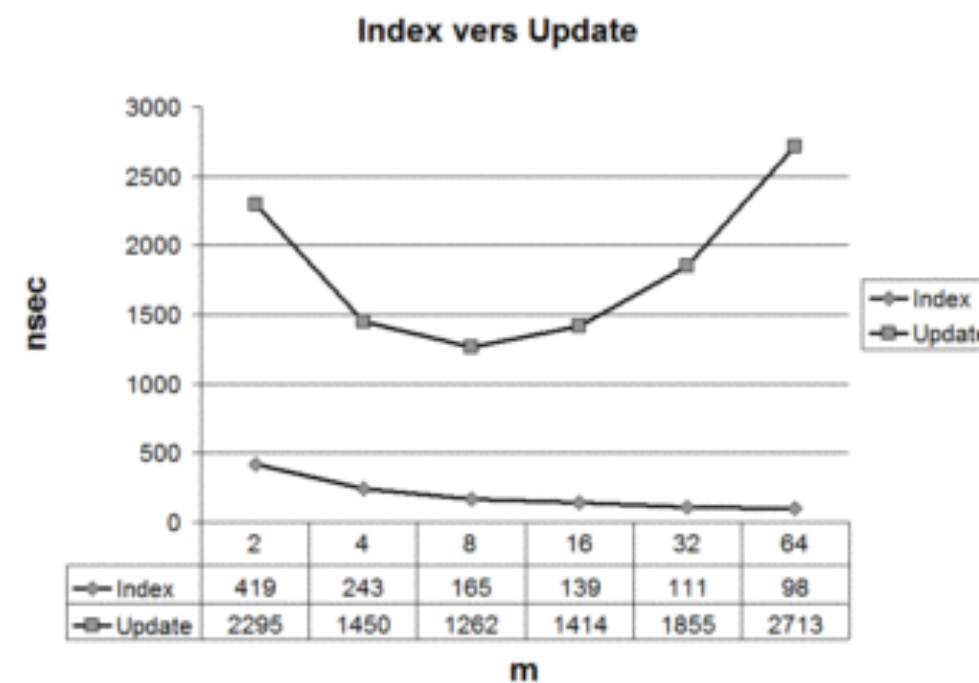


Figure 2. Time for index and update, depending on  $m$

From Bagwell, Rompf 2011

$32^7$



34,359,738,368

elements

demo



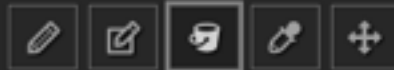
$$f(D_0) = V_0$$

$$f(D_1) = V_1$$

$$\text{diff}(V_0, V_1) = \text{CHANGES}$$

# Goya

pixel art studio / v0.0.3a



Canvas: 64 x 64    600%



63, 58

Prime Canvas

Export Canvas

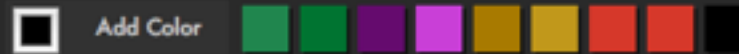
Export History as Animation

Goya is a pixel art editor built using [ClojureScript](#) and [Om](#). The spiffy icons are provided by [Fontello](#). Gif export is made possible by via the [gif.js](#) library.

[View the source on github](#)

If you're looking for some pixelly inspiration, head on over to the nice folks at [PixelJoint](#).

Lord Geoffrey Chittlewurst welcomes you to Goya. Have a drink and enjoy making some pixel art!



History

Undo

Redo

- Flood Filled
- Flood Filled
- Flood Filled
- Flood Filled
- Flood Filled
- Added Color: #000000
- Added Color: #d43431
- Moved pixels
- Painted Rectangle
- Painted Rectangle
- Added Color: #d43431
- Painted Rectangle
- Opened New Document

demo



branch: master goya / src / cljs / goya / timemachine.cljs

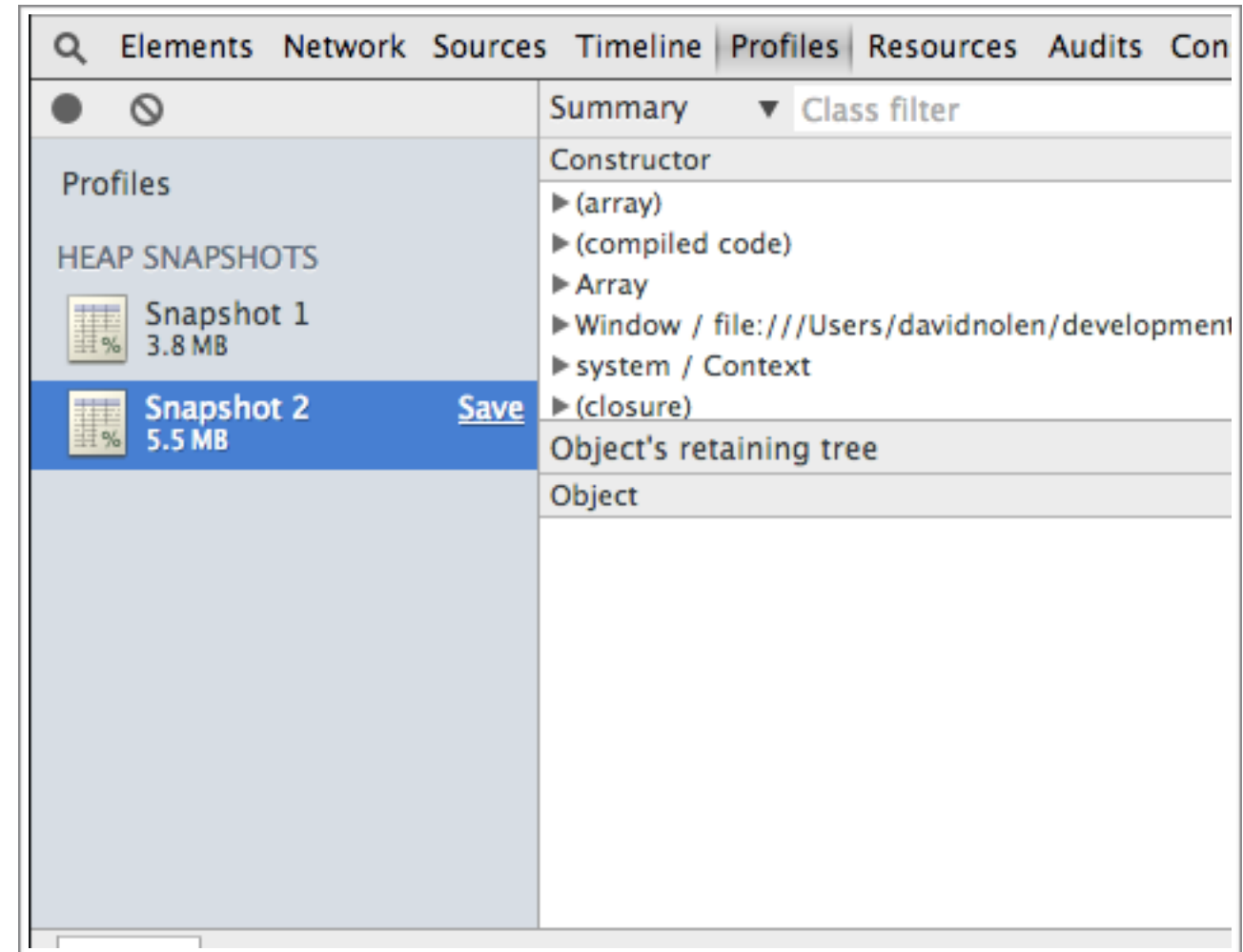
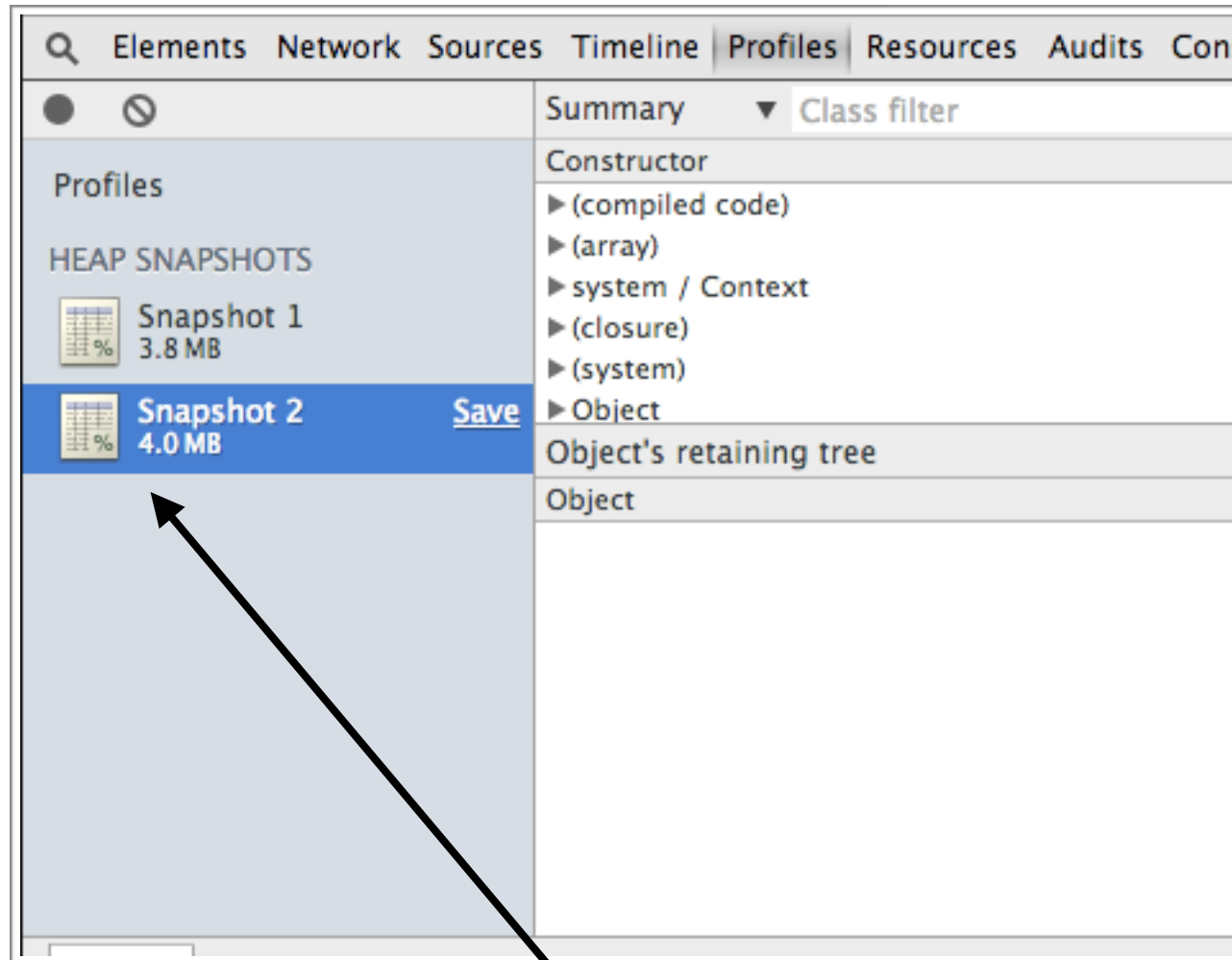
swannodette 13 days ago Project layout refactor, better production settings

1 contributor

file 62 lines (41 sloc) 1.85 kb

Open Edit Raw Blame History Delete

```
1 (ns goya.timemachine
2   (:require [goya.appstate :as app]
3             [goya.previewstate :as previewstate]))
4
5
6 ;; =====
7 ;; Credits to David Nolen's Time Travel blog post.
8
9 (def app-history (atom [(get-in @app/app-state [:main-app])]))
10 (def app-future (atom []))
11
12
13
14 ;; =====
15
16 (defn update-preview []
17   (reset! previewstate/preview-state
18     (assoc-in @previewstate/preview-state [:main-app :image-data]
19       (get-in @app/app-state [:main-app :image-data]))))
20
21 (defn show-history-preview [idx]
22   (reset! previewstate/preview-state
23     (assoc-in @previewstate/preview-state [:main-app :image-data]
24       (get-in (nth @app-history idx) [:image-data]))))
25
26 (add-watch app/app-state :preview-watcher
27   (fn [_ _ _] (update-preview)))
28
29
30
31 (defn undo-is-possible []
32   (> (count @app-history) 1))
33
34 (defn redo-is-possible []
35   (> (count @app-future) 0))
36
37
38 (defn push-onto-undo-stack [new-state]
39   (let [old-watchable-app-state (last @app-history)]
40     (when-not (= old-watchable-app-state new-state)
41       (swap! app-history conj new-state))))
42
43
44 (defn do-undo []
45   (when (undo-is-possible)
46     (swap! app-future conj (last @app-history))
47     (swap! app-history pop)
48     (reset! app/app-state (assoc-in @app/app-state [:main-app] (last @app-history)))))
49
50 (defn do-redo []
51   (when (redo-is-possible)
52     (reset! app/app-state (assoc-in @app/app-state [:main-app] (last @app-future)))
53     (push-onto-undo-stack (last @app-future))
54     (swap! app-future pop)))
55
56
57 (defn handle-transaction [tx-data root-cursor]
58   (when (= (:tag tx-data) :add-to-undo)
59     (reset! app-future [])
60     (let [new-state (get-in (:new-state tx-data) [:main-app])]
61       (push-onto-undo-stack new-state))))
```



Persistent Data Structures ... ROCK

## Immutable Data Collections for Javascript

368 commits

1 branch

14 releases

15 contributors

branch: master immutable-js / +

Update README.md ...

leebyron authored 9 days ago

latest commit 9fedc9883a

__tests__	Ensure equality works correctly for Set. #96	21 days ago
dist	Ensure equality works correctly for Set. #96	21 days ago
resources	lowercase require module name, simplifying case-sensitive file systems.	a month ago
src	Ensure equality works correctly for Set. #96	21 days ago
type-definitions	renamed deepMerge -> mergeDeep	14 days ago
.gitignore	Clean up gruntfile, add dist	3 months ago
CONTRIBUTING.md	Moving over to fb's team github page	2 months ago
Gruntfile.js	Use unminified source in node, minified in scripts. #69	a month ago

&lt;&gt; Code

Issues 27

Pull Requests 0

Wiki

Pulse

Graphs

HTTPS clone URL

<https://github.com>You can clone with [HTTPS](#), [SSH](#), or [Subversion](#).

Clone in Desktop

Download ZIP

The Meteor JS logo features the text "Meteor JS" in a bold, black, sans-serif font. It is centered within a white rectangular box. The background of the entire image is a black field filled with white, hand-drawn doodles of celestial objects like stars, planets, galaxies, and a rocket ship.

**Meteor JS**

The CircleCI logo consists of a white circular icon on the left, which contains a stylized 'C' shape. To the right of the icon, the word "circleci" is written in a white, lowercase, sans-serif font. The entire logo is set against a solid dark teal background.

 circleci

The Prismatic logo features an orange icon on the left, which is a stylized triangle composed of three smaller triangles. To the right of the icon, the word "Prismatic" is written in a bold, grey, sans-serif font.

 **Prismatic**

CircleCI demo

# Interactivity

- ◉ Whole program optimization
- ◉ Code splitting via Google Closure Modules
- ◉ Extensible REPL architecture, run interactively wherever JavaScript runs!

Questions?