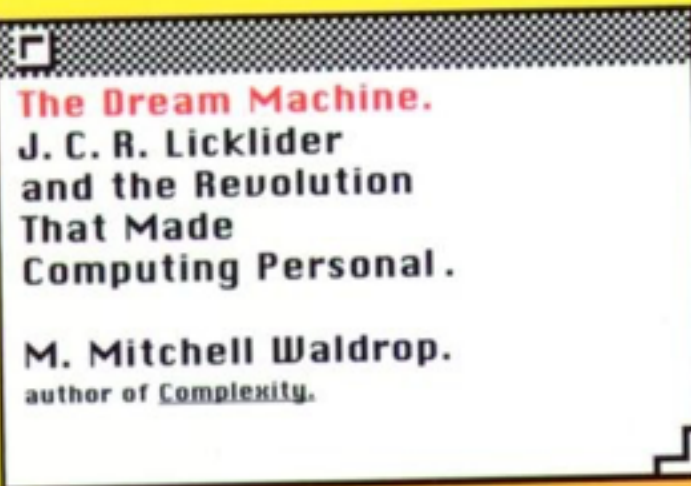


*Immutability, Interactivity &
JavaScript*

 **cognitect**



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

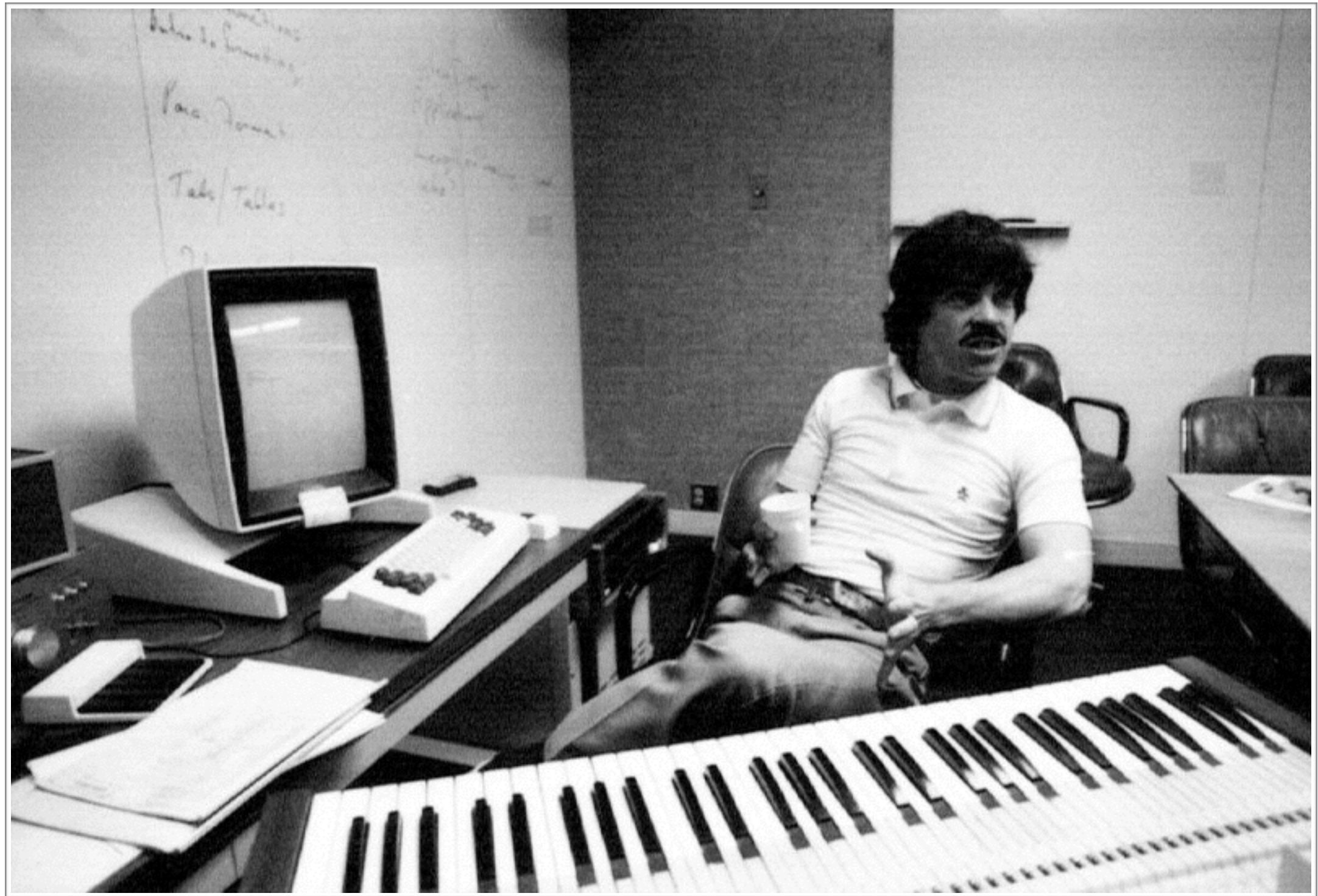


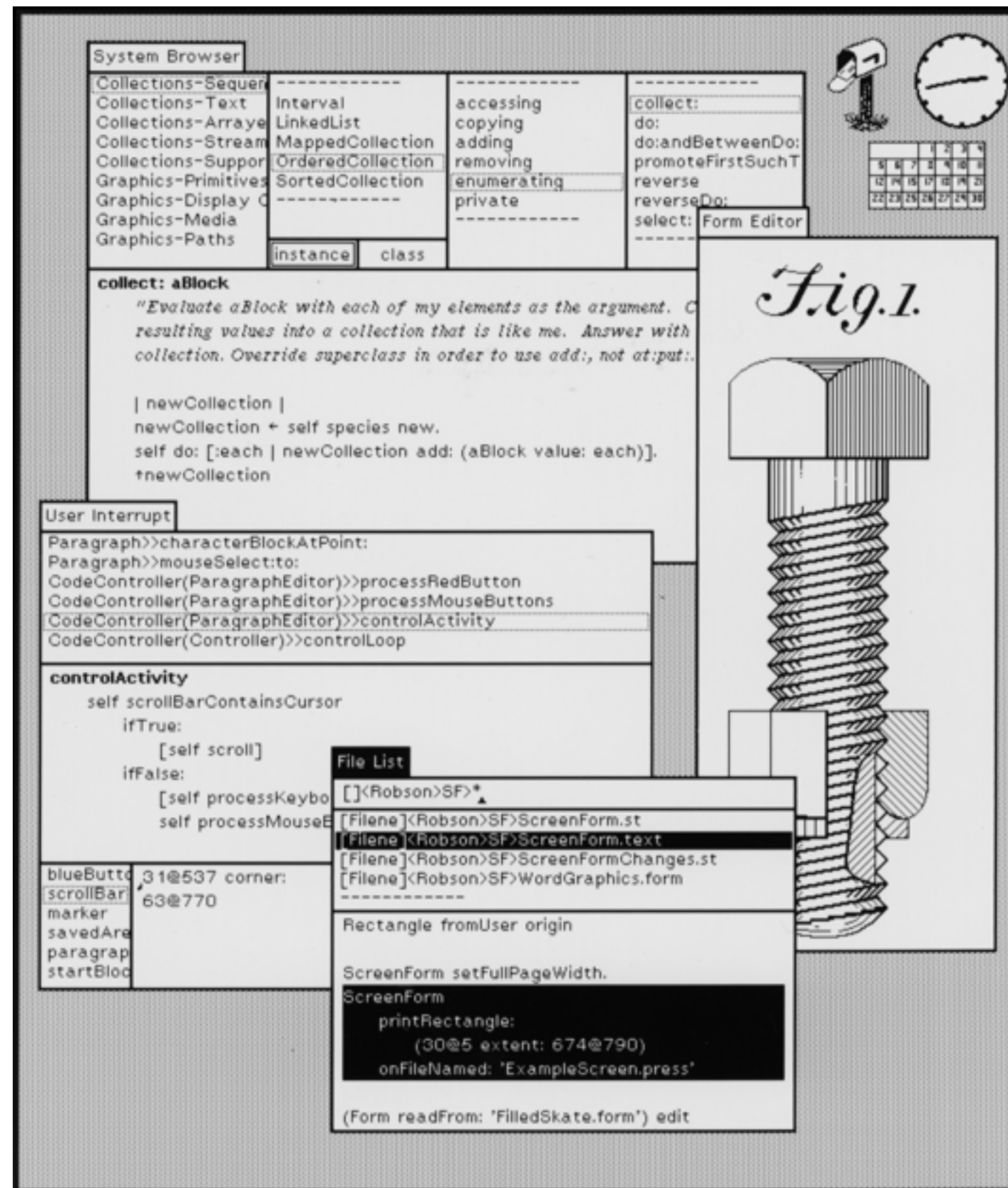


The trie memory scheme is inefficient for small memories, but it becomes increasingly efficient in using available storage space as memory size increases. The attractive features of the scheme are these: 1) The retrieval process is extremely simple. Given the argument, enter the standard initial register with the first character, and pick up the address of the second. Then go to the second register, and pick up the address of the third, etc. 2) If two arguments have initial characters in common, they use the same storage space for those characters.

-J.C.R. Licklider, "Man-Computer Symbiosis" 1960



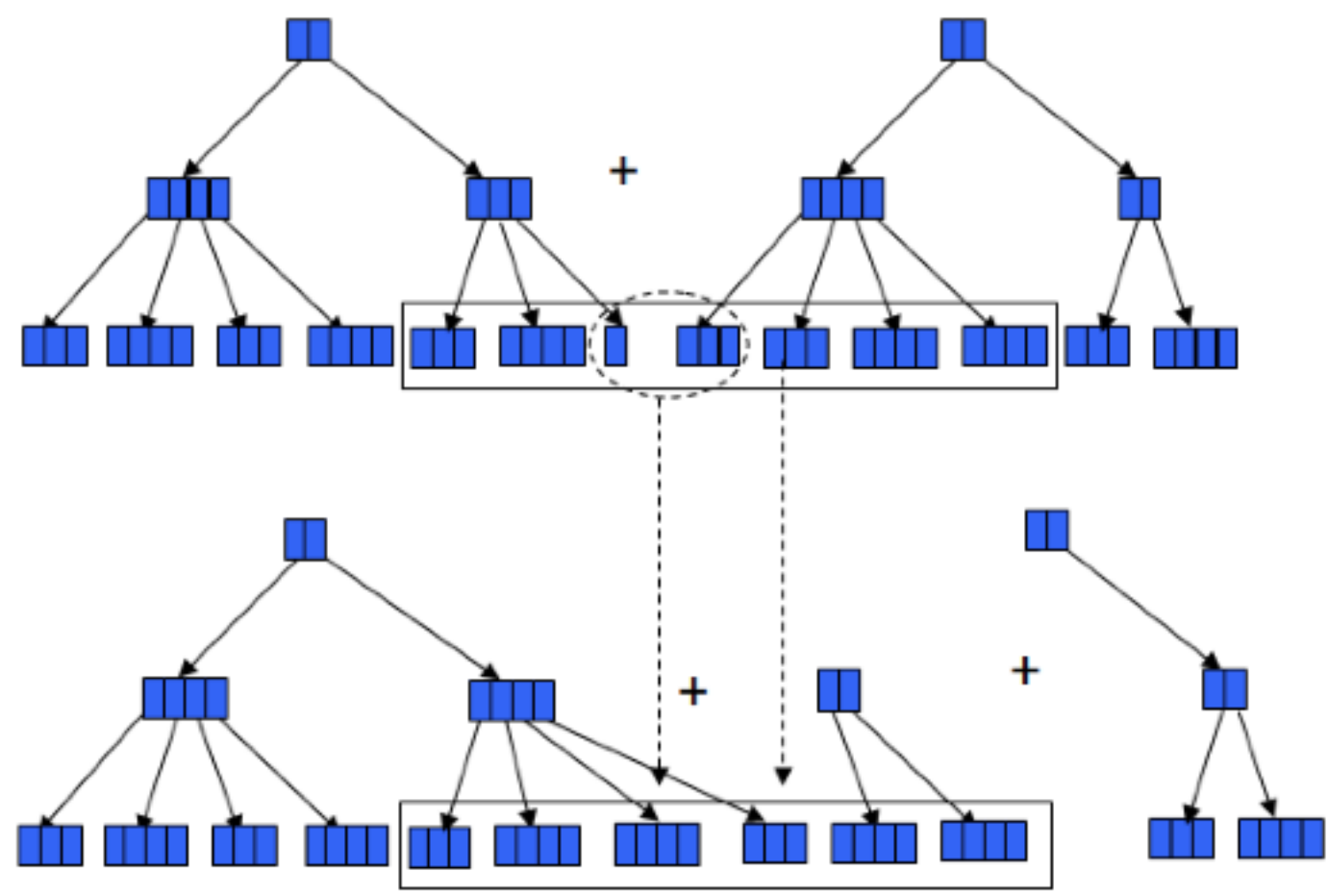




Model-View-Controller

- ◉ first formulated by Trygve Reenskaug
Adele Goldberg and others at Xerox
PARC in 1979
- ◉ long shadow, the basic concepts still
prevalent today.

- ◉ At a very abstract level MVC is a sound separation of concerns
- ◉ Implementations leave much to be desired
 - ◉ *Stateful objects everywhere*

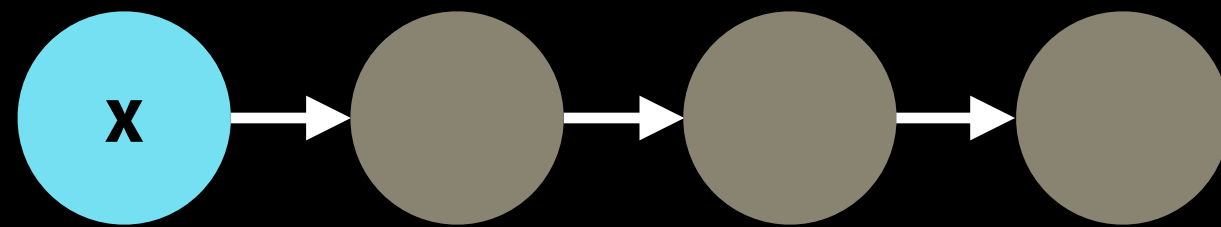




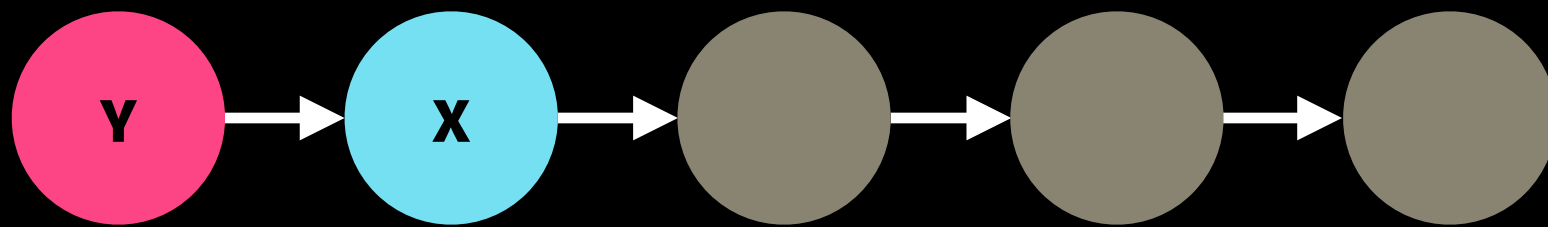
Functional Programming and Data

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

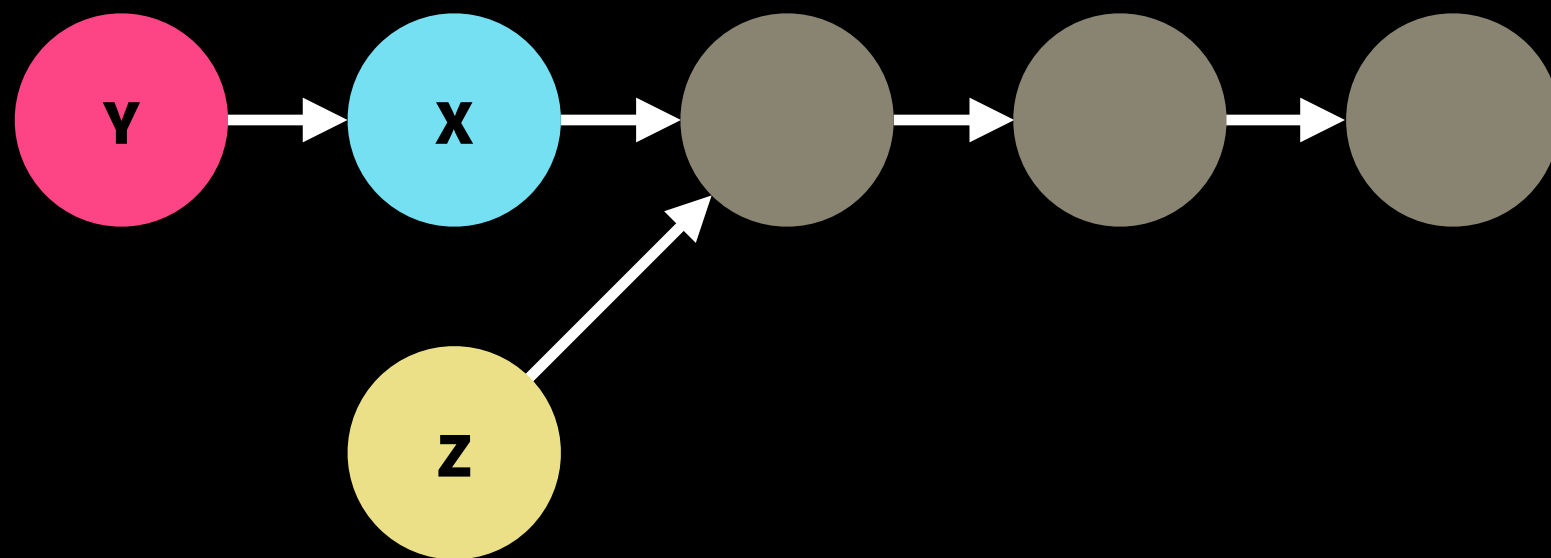
Simple example: Linked List



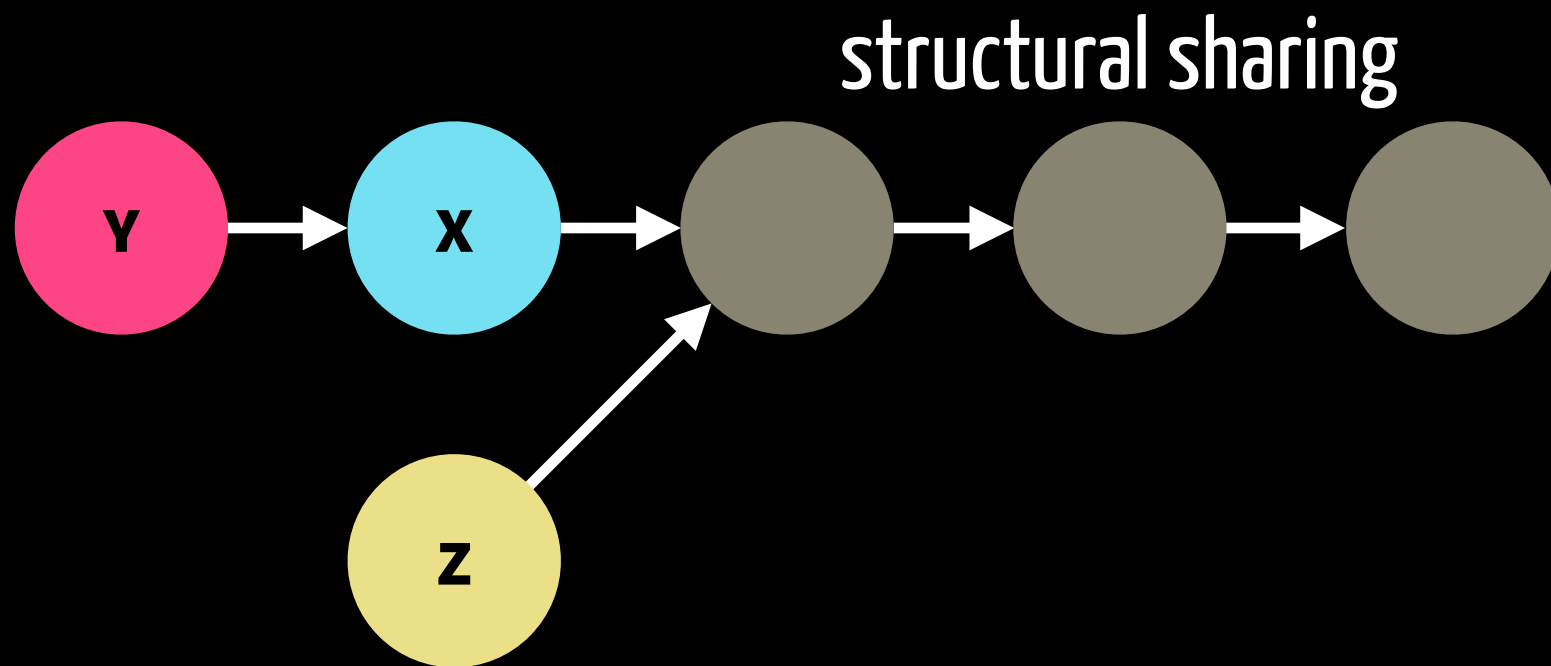
Simple example: Linked List



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

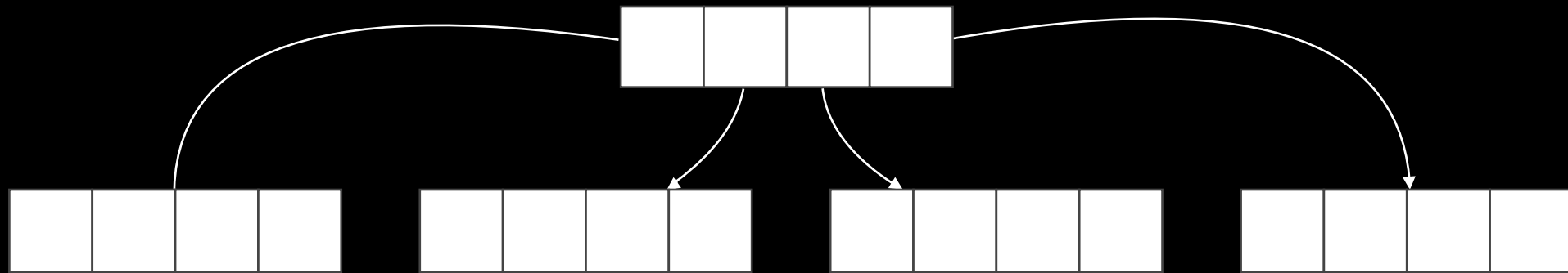
- data lives in the leaves
- e.g. prefix tree used for string lookup
- bitwise trie

Persistent Vector

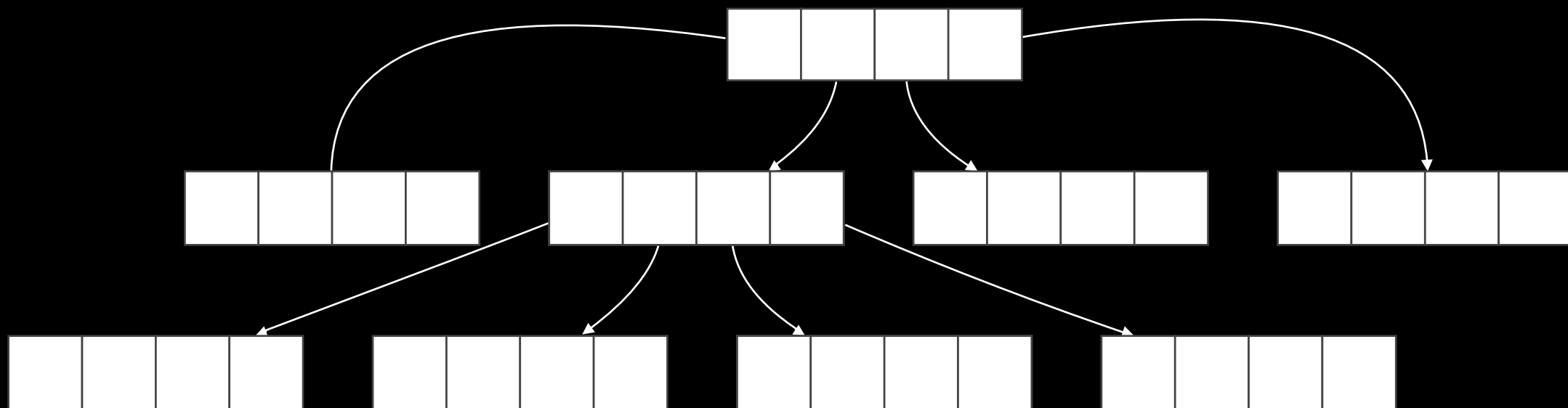
Persistent Vector



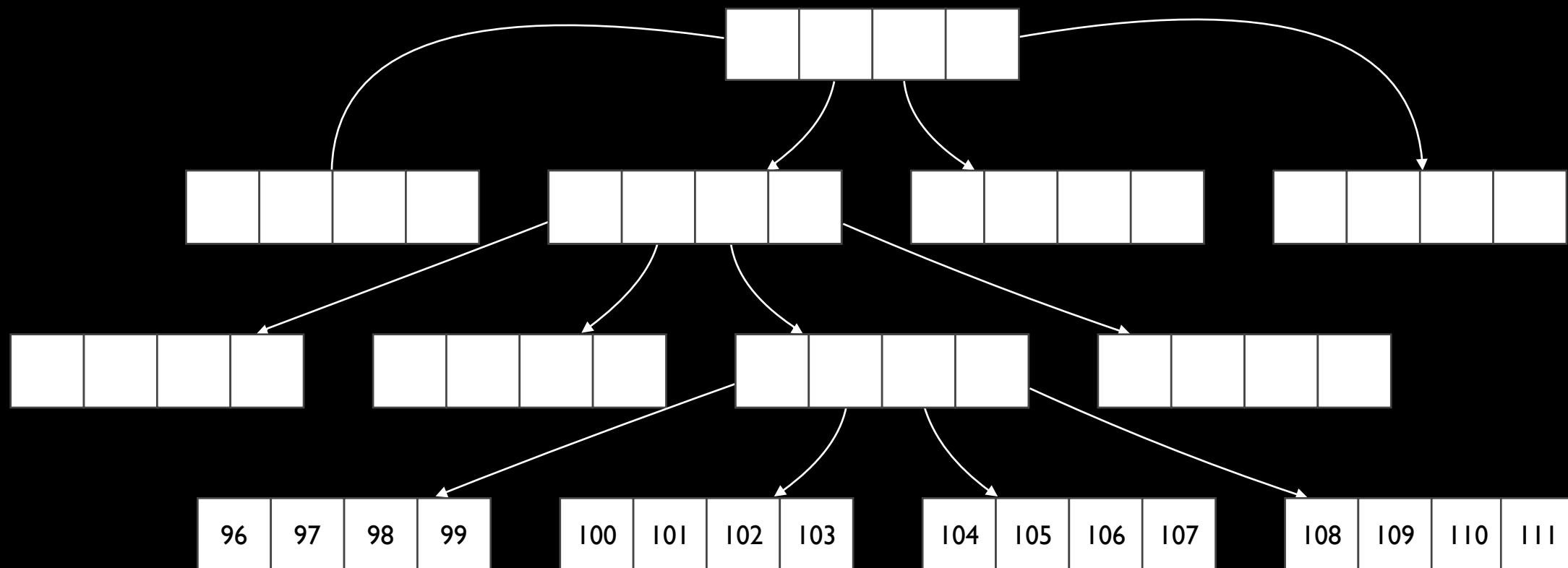
Persistent Vector



Persistent Vector



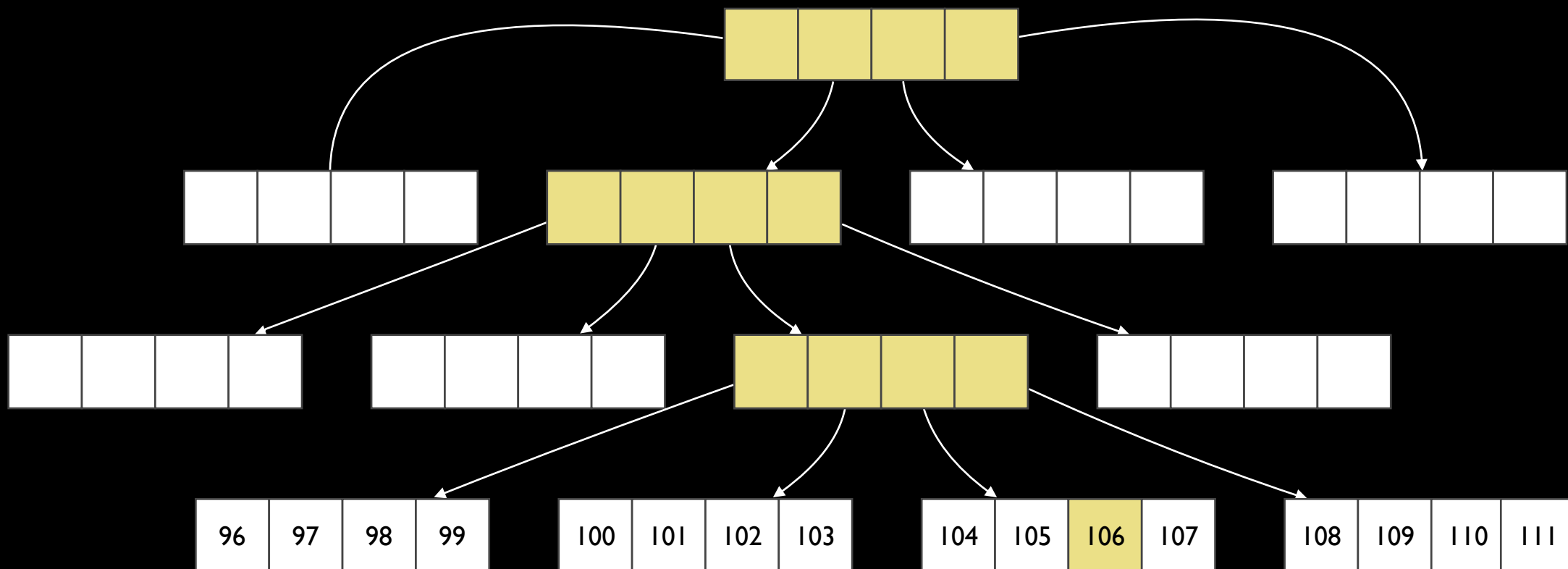
Persistent Vector



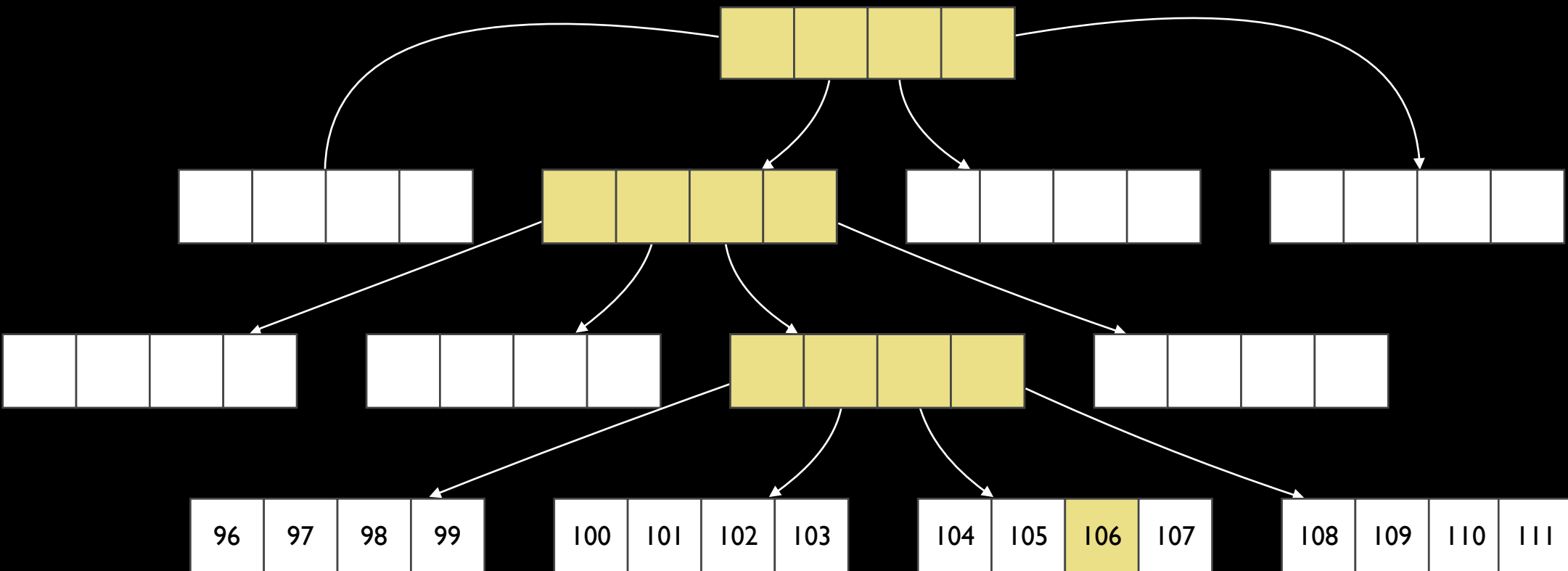
Persistent Vector

getIndex

Persistent Vector

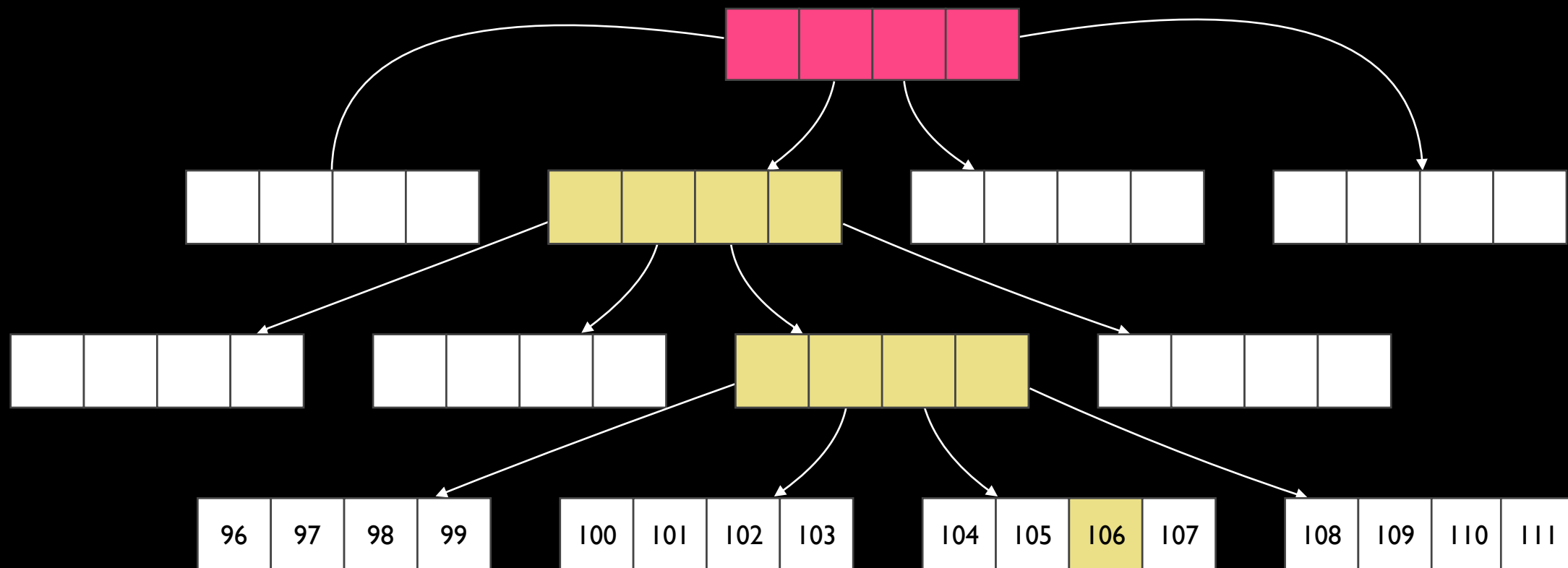


Persistent Vector



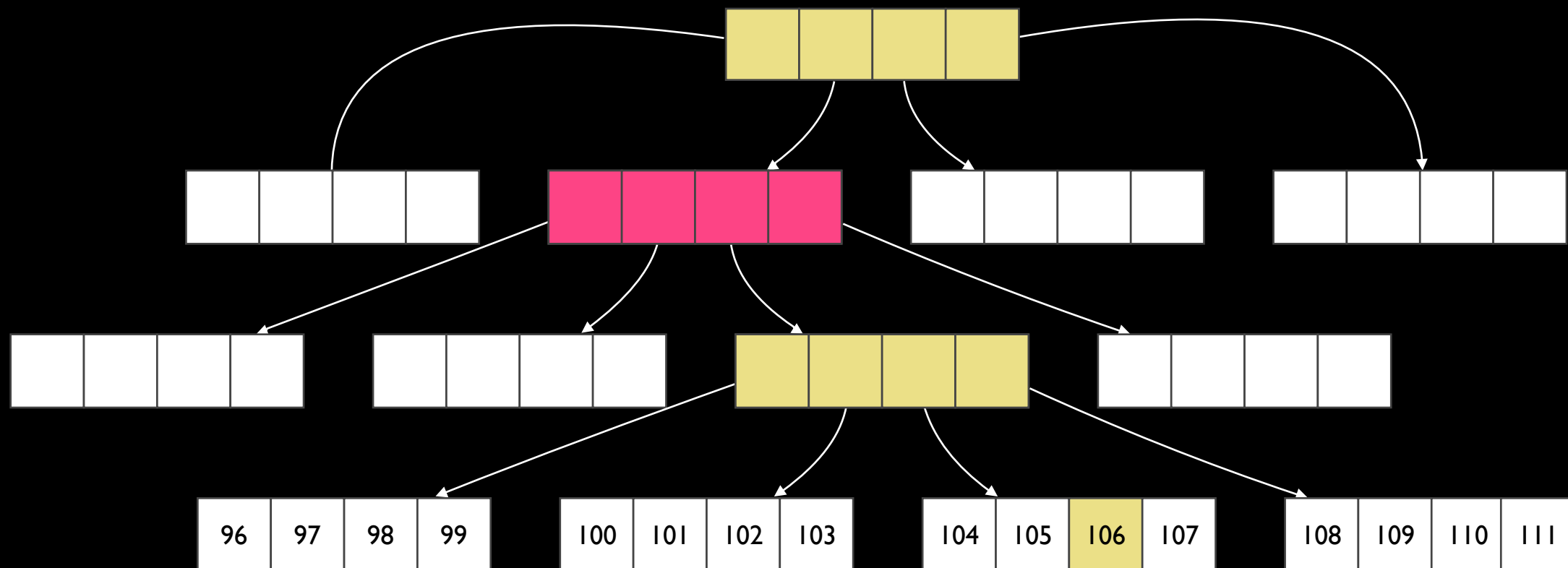
0b01101010

Persistent Vector



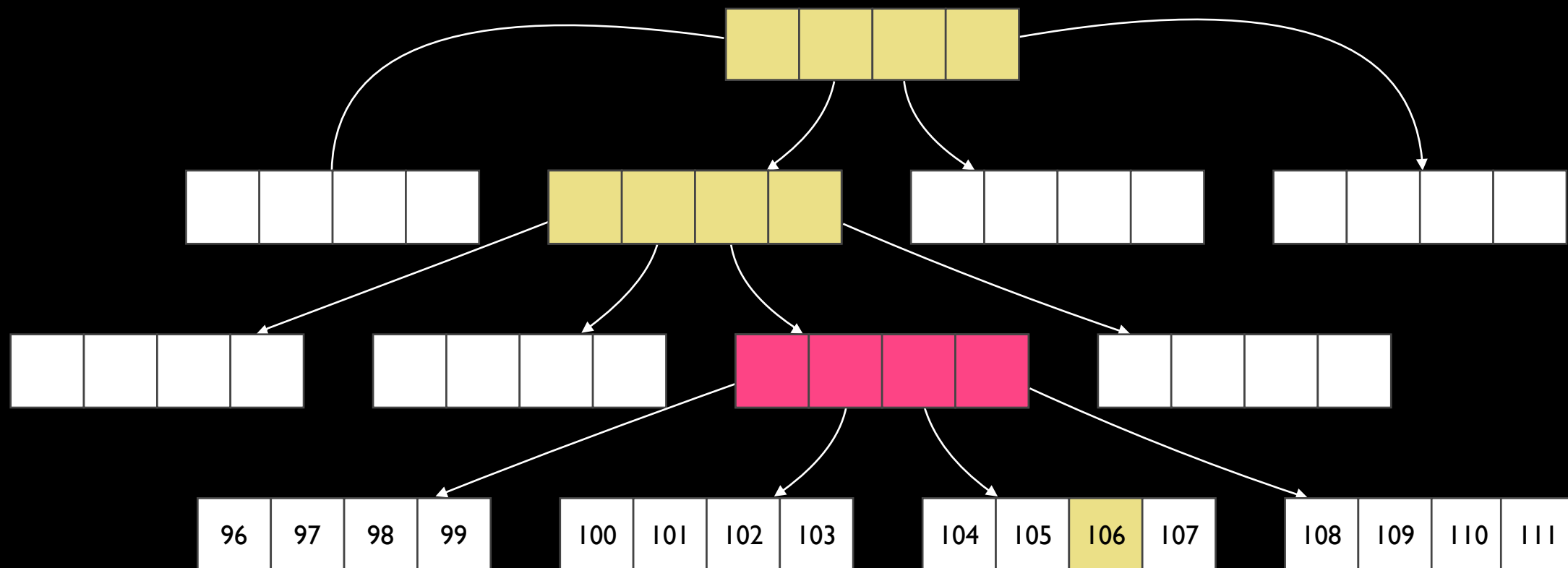
0b01101010

Persistent Vector



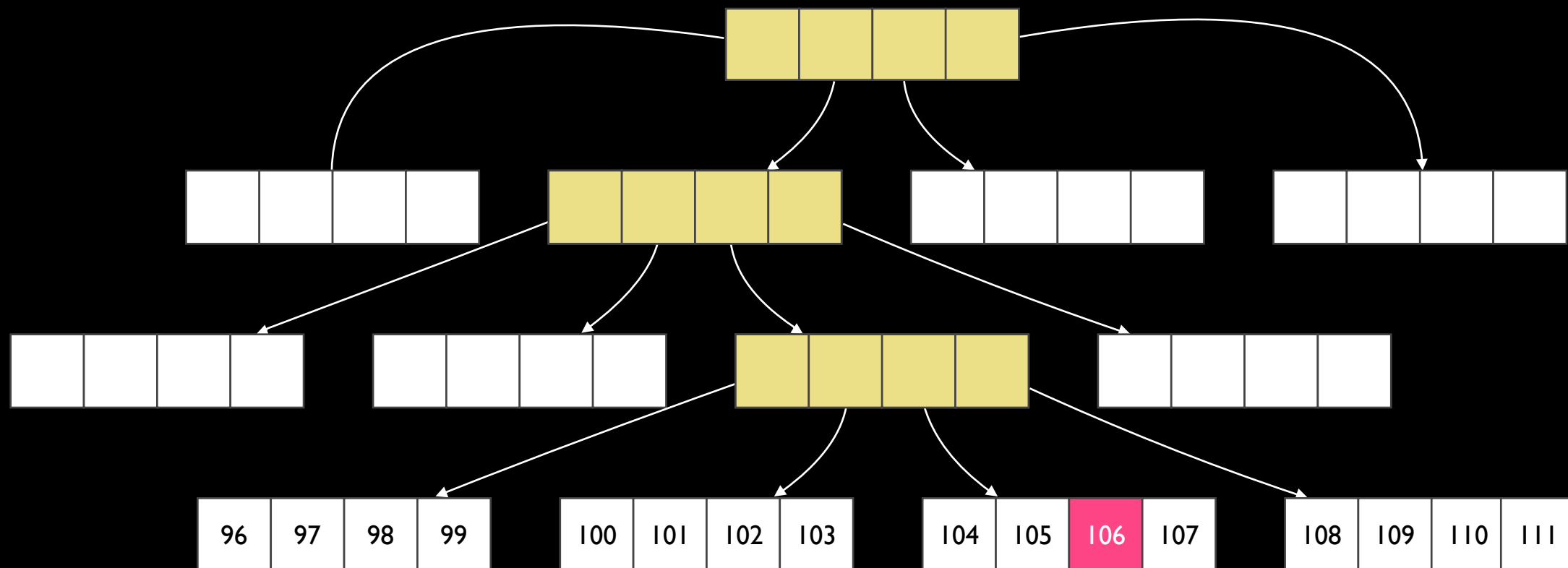
0b01101010

Persistent Vector



0b01101010

Persistent Vector

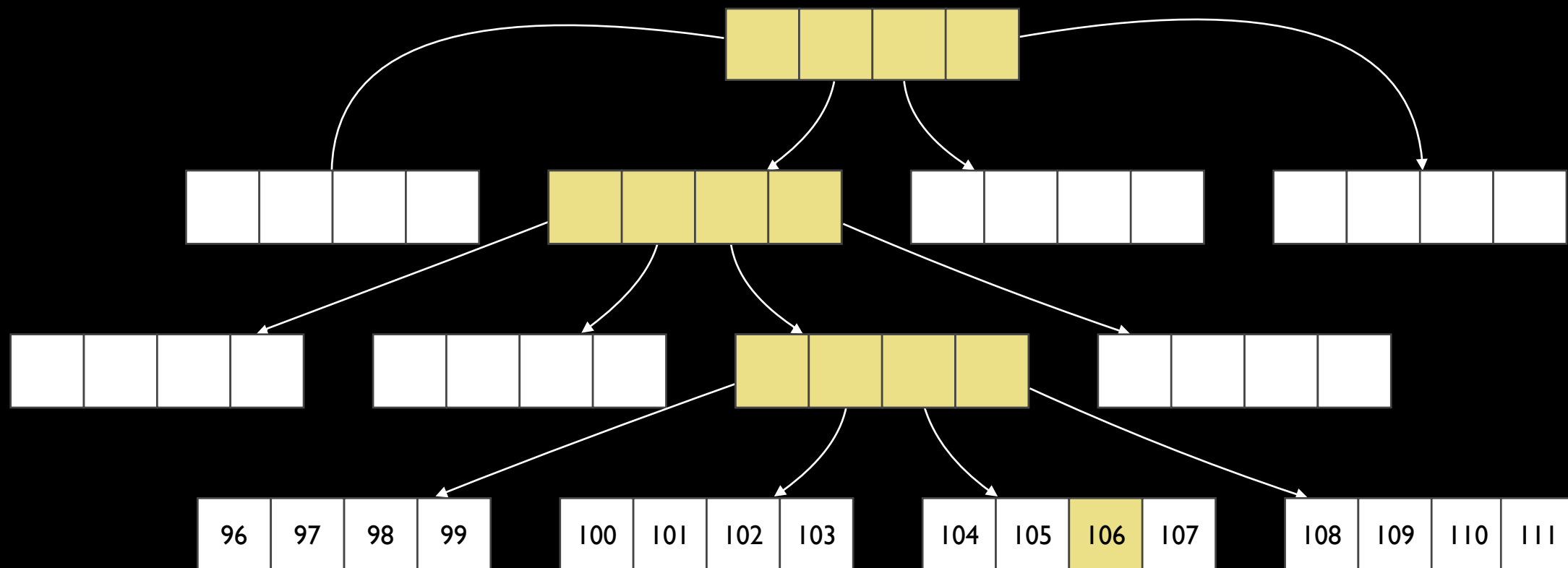


0b01101010

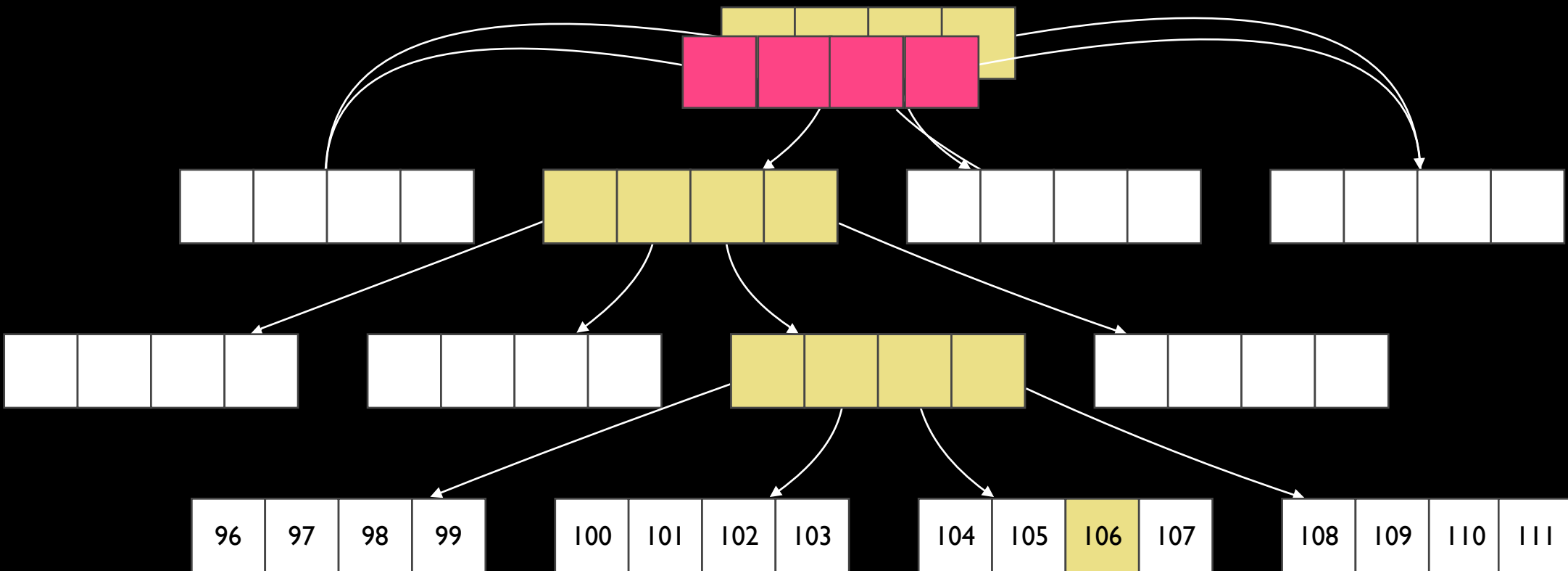
Persistent Vector

assoc

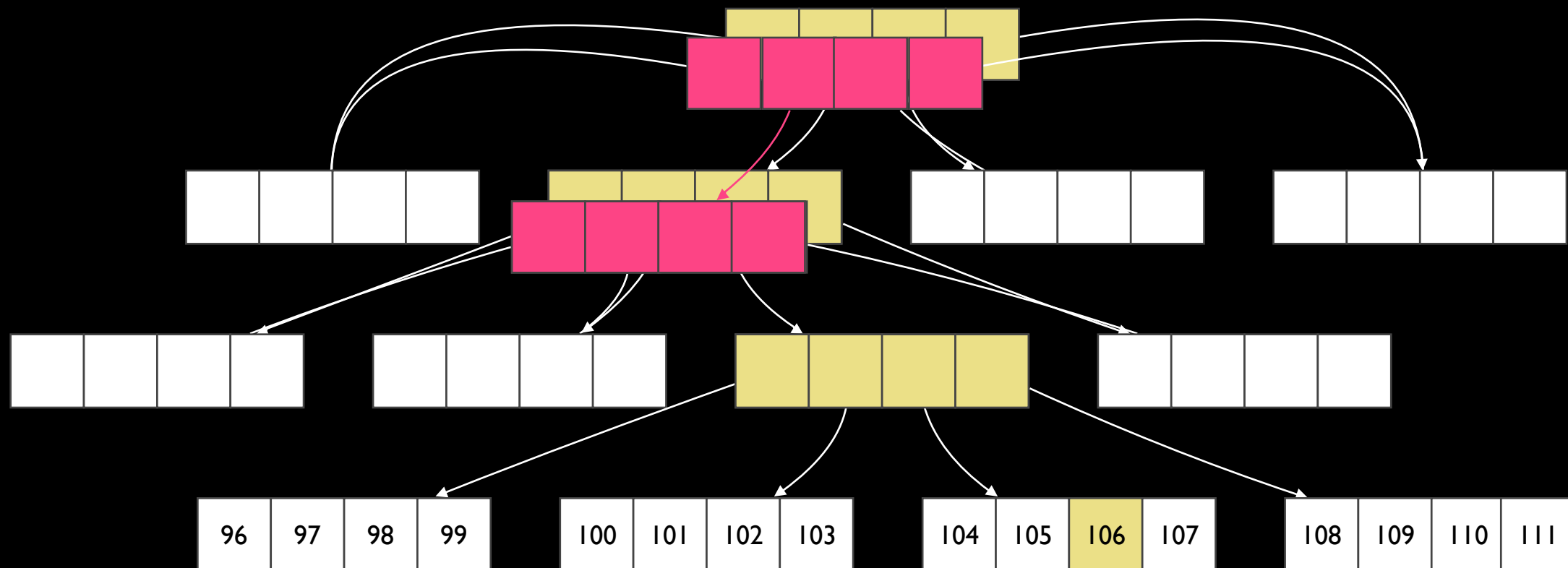
Persistent Vector



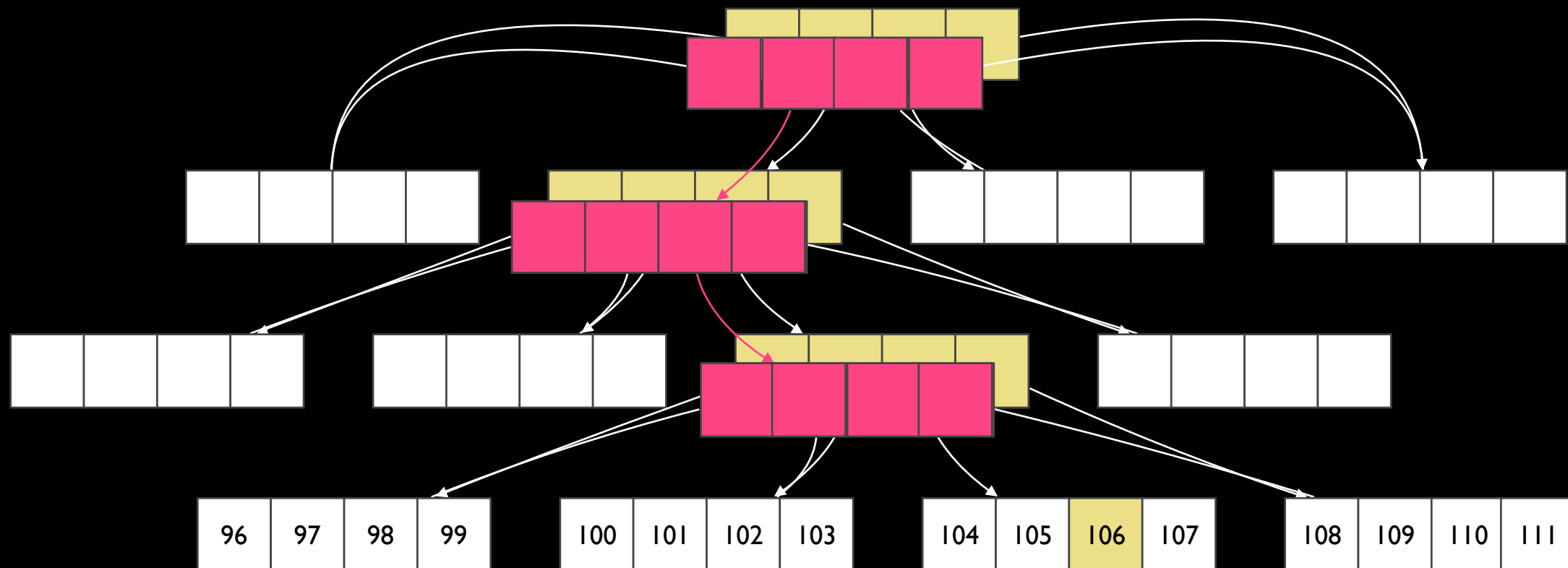
Persistent Vector



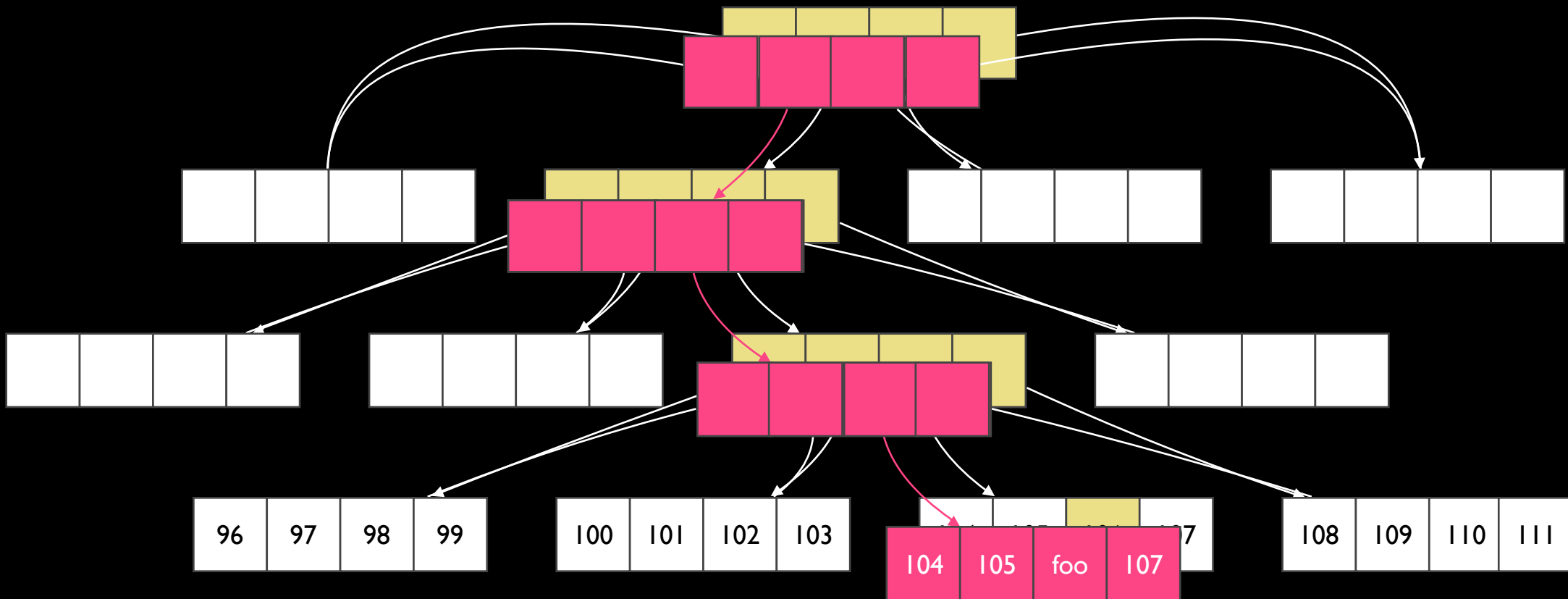
Persistent Vector



Persistent Vector



Persistent Vector



Persistent Vector

Length 4 internal vectors?

Persistent Vector

32

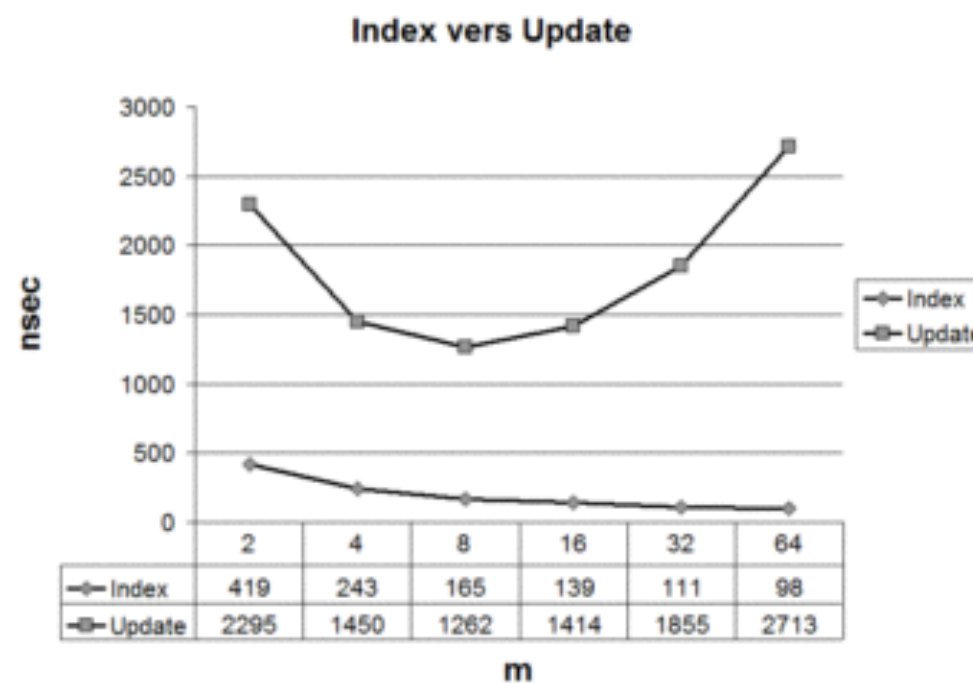


Figure 2. Time for index and update, depending on m

From Bagwell, Rompf 2011

32⁷

34,359,738,368

elements

Om



$$f(D_0) = V_0$$

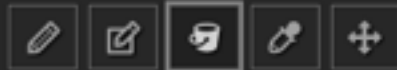
$$f(D_1) = V_1$$

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

Om Demo

Goya

pixel art studio / v0.0.3a



Canvas: 64 x 64 600%



63, 58

Prime Canvas

Export Canvas

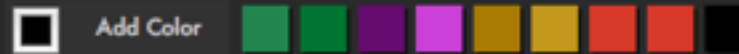
Export History as Animation

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

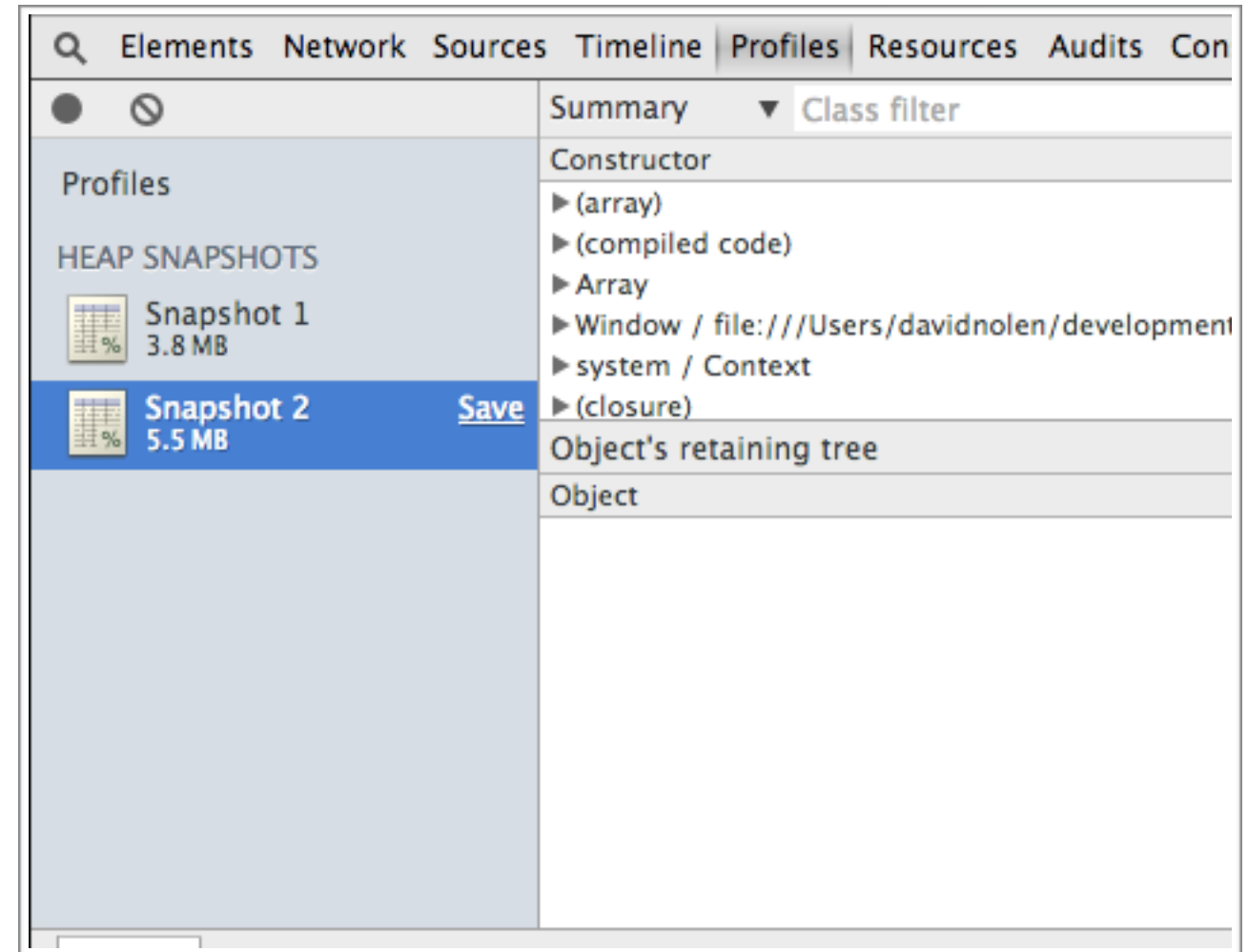
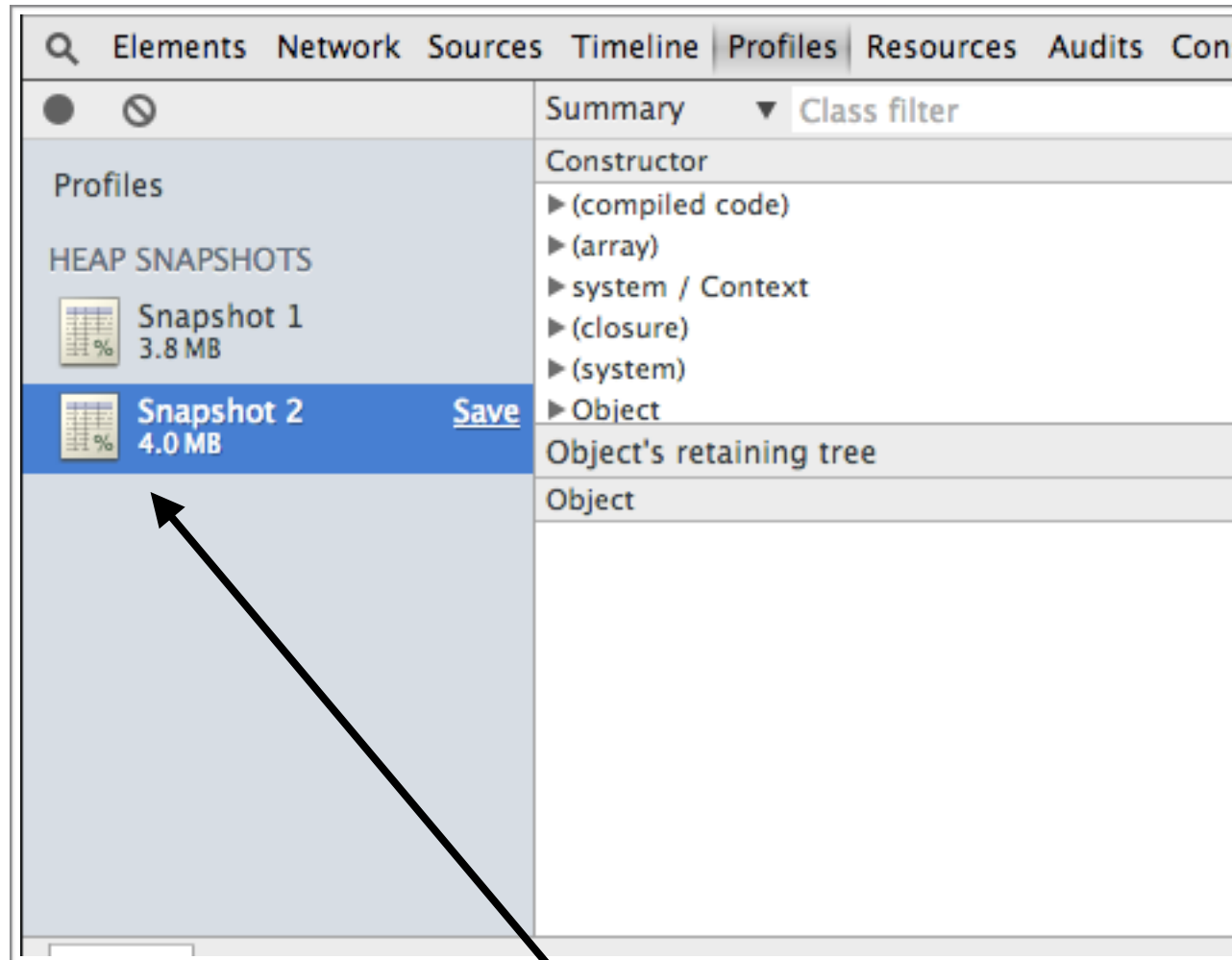
swannodette 13 days ago Project layout refactor, better production settings

1 contributor

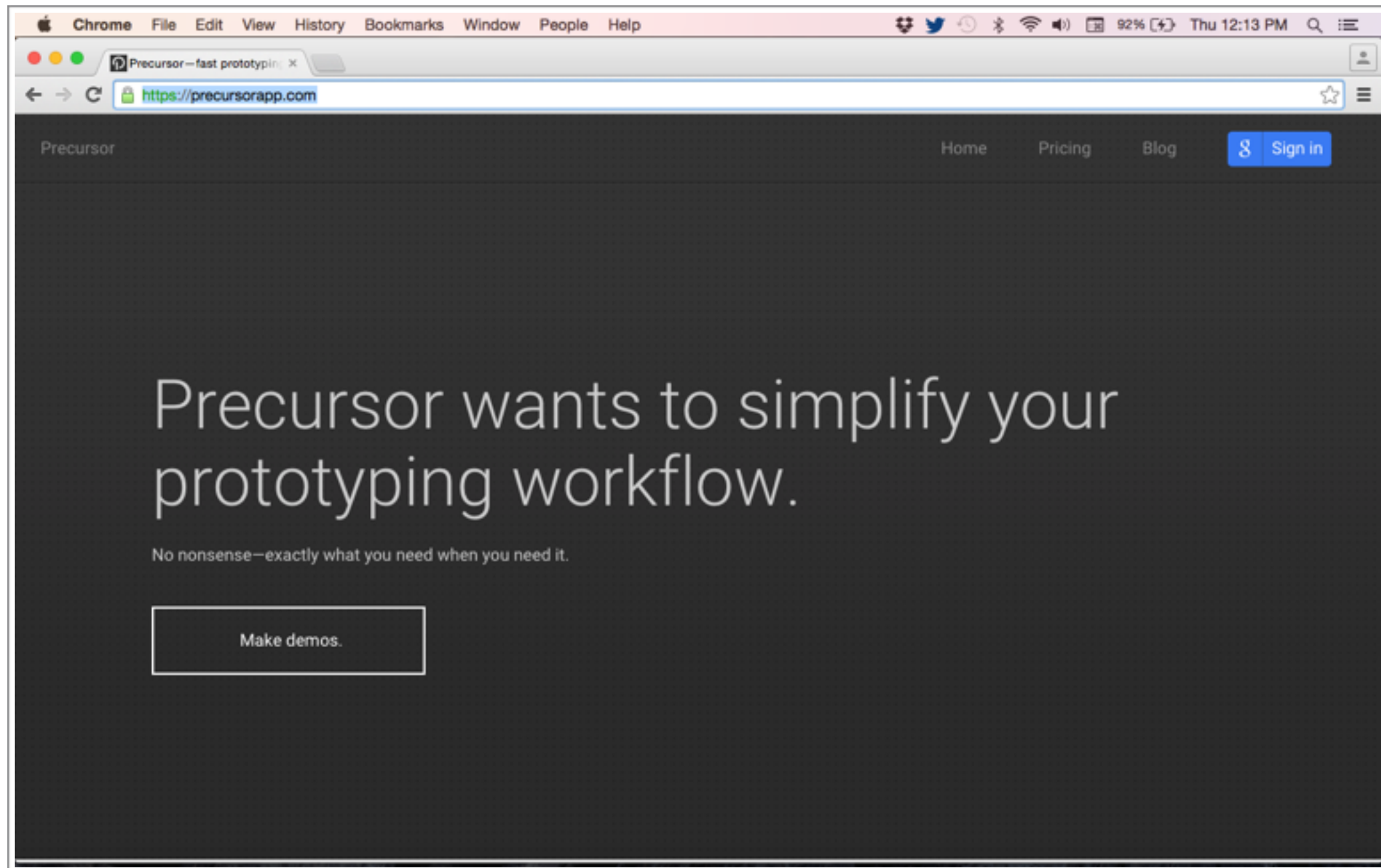
file 62 lines (41 sloc) 1.85 kb

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

<> 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

```
var rdr = transit.reader("json", {
  arrayBuilder: {
    init: function(node) { return Immutable.List().asMutable(); },
    add: function(ret, val, node) { return ret.push(val); },
    finalize: function(ret, node) { return ret.asImmutable(); },
    fromArray: function(arr, node) {
      return Immutable.List.from(arr);
    }
  },
  mapBuilder: {
    init: function(node) { return Immutable.Map().asMutable(); },
    add: function(ret, key, val, node) { return ret.set(key, val); },
    finalize: function(ret, node) { return ret.asImmutable(); }
  }
});
```

Links

- ◉ ClojureScript
- ◉ React
- ◉ Om
- ◉ transit-js
- ◉ mori
- ◉ Immutable-js

Questions?