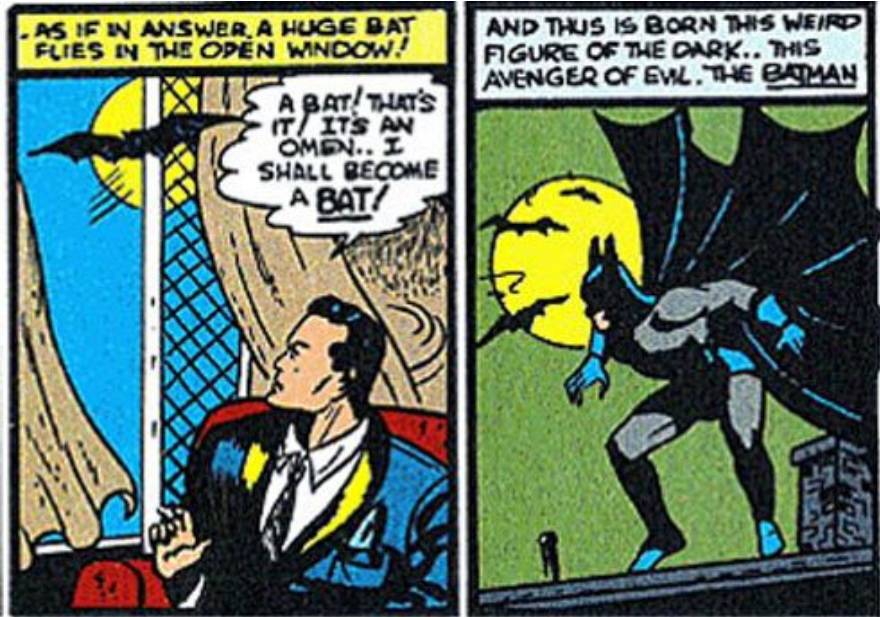




(technology presentation)

2021



Origin story

6 years ago...

in a powerpoint far, far away

[The Haskell Spreadsheet](#)





june 2017

Duet is an educational dialect of Haskell aimed at interactivity. This is a demonstration page of the work-in-progress implementation, compiled to JavaScript, consisting of a type-checker and interpreter.

Input program

Arithmetic ▾

```
main = 2 * (10 - (5 + -3))
```

Steps

Complete output ▾

☐ Show dictionaries

```
2 * (10 - (5 + -3))  
2 * (10 - 2)  
2 * 8  
16
```

(prototype)

```
value1 = 115
```

```
some_table =
```

12
6
9
115

```
value1 = 115
```

```
some_table =
```

```
[2 * 6, 6, 9, value1]
```

**march
2020**

```
value1 = 115
```

```
some_table =
```

12
value1 * 3
9
115

(real implementation)

New declaration

table2

age	name
38	"Giulia"
21	"Chris"
53	"Dave"

row

age	40
name	"Giulia"

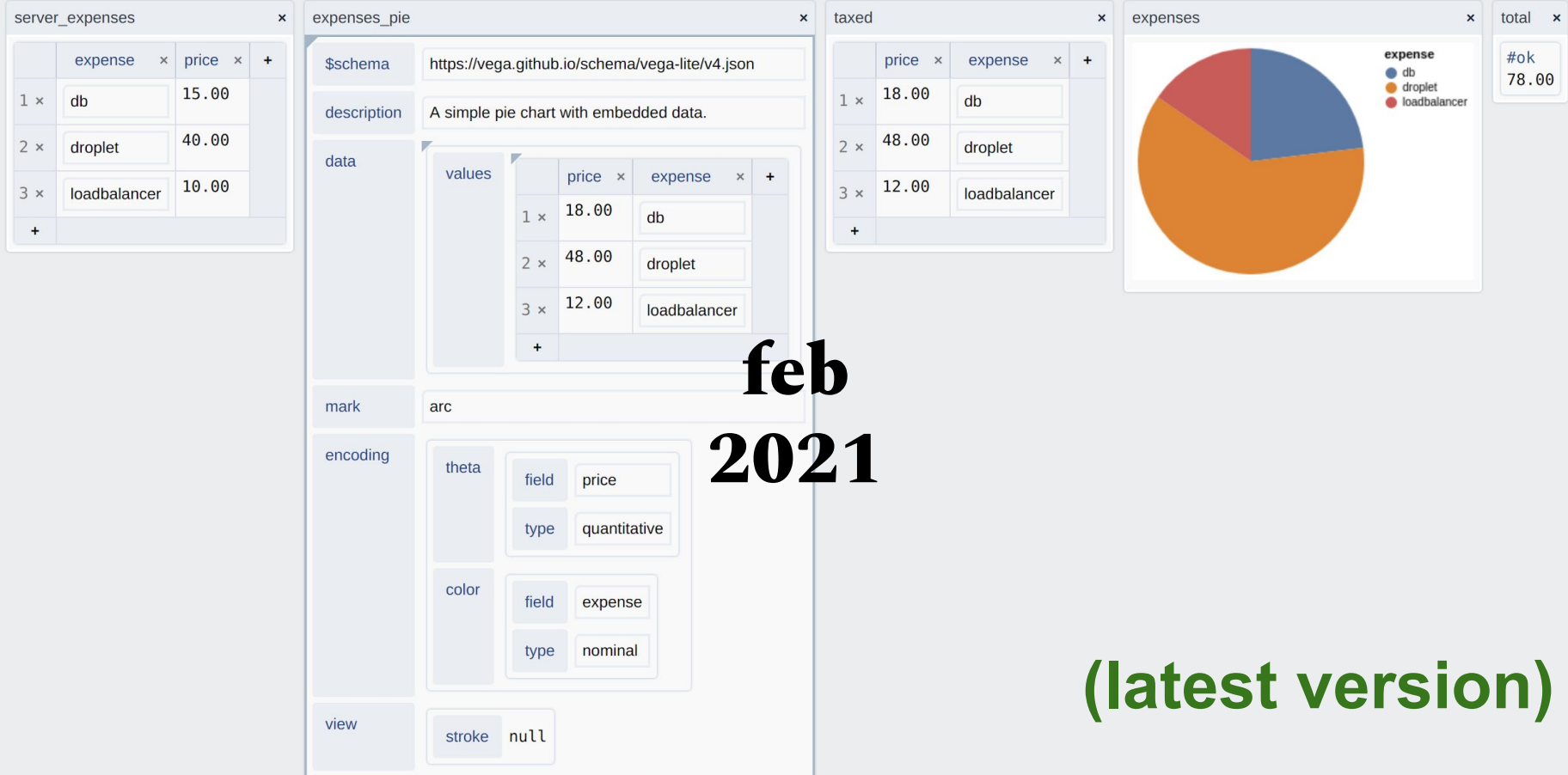
nested rows

may
2020

after				
<table><thead><tr><th>age</th><th>40</th></tr></thead><tbody><tr><td>name</td><td>"Giulia"</td></tr></tbody></table>	age	40	name	"Giulia"
age	40			
name	"Giulia"			
before				
<table><thead><tr><th>age</th><th>40</th></tr></thead><tbody><tr><td>name</td><td>"Giulia"</td></tr></tbody></table>	age	40	name	"Giulia"
age	40			
name	"Giulia"			

table

age	name
38	"Giulia"
21	"Chris"
53	"Dave"



`{x: 1, y: "foo"}.x`

(records)

`#ok(123) #none`

(variants)

syntax

`map(x:x*2,[1,2,3])`

(func() syntax and shorter lambdas, arrays)

fidelity

(this is new)

	expense	x	price	x	+
1 x	db		15.00		
2 x	droplet		40.00		
3 x	loadbalancer		10.00		
+					

	expense	x	price	x	+
1 x	db		15.00		
2 x	droplet		40.00		
3 x	loadbalancer		10.00		
+					



Changes go in both directions

[{"expense": "db", "price": 15.00}, {"expense": "droplet", "price": 40}, {"expense": "loadbalancer", "price": 10}]					
--	--	--	--	--	--

(tables are just lists of records)

This is what Elmologists actually believe.

Equality

```
(==) : a -> a -> Bool
```

Check if values are “the same”.

Note: Elm uses structural equality on tuples, records, and user-defined union types. This means the values `(3, 4)` and `(3, 4)` are definitely equal. This is not true in languages like JavaScript that use reference equality on objects.

Note: Do not use `(==)` with functions, JSON values from `elm/json`, or regular expressions from `elm/regex`. It does not work. It will crash if possible. With JSON values, decode to Elm values before doing any equality checks!

Why is it like this? Equality in the Elm sense can be difficult or impossible to compute. Proving that functions are the same is [undecidable](#), and JSON values can come in through ports and have functions, cycles, and new JS data types that interact weirdly with our equality implementation. In a future release, the compiler will detect when `(==)` is used with problematic types and provide a helpful error message at compile time. This will require some pretty serious infrastructure work, so the stopgap is to crash as quickly as possible.

1 * 2 :: Multiply a => a

(numbers are overloaded)

**type
classes**

and also <, <=, =, /=

Type classes > TDNR

`#foo :: <foo({})|v>`

`#ok("hi") :: <ok(Text)|v>`

polymorphic variants

`#ok(x)/#none,
#true/#false,
#red/#black#/blue`

duality of row types



Record
(products)

Variant
(sums)

Construct

$\{x:1\}$
 $\{x::\text{Int}\}$
(closed)

$\#x(1)$
 $\langle x::\text{Int} \mid v \rangle$
(open)

Deconstruct

$r.x$
 $r :: \{x::a \mid v\}$
(open)

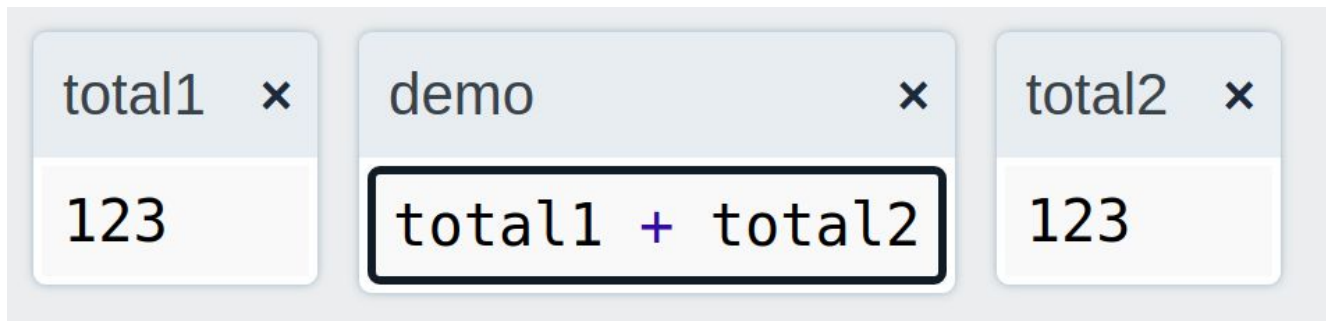
case v {
 $\#x(i): i*2$
}
 $v :: \langle x::a \rangle$
(closed)

functions

```
map      :: (a -> b) -> [a] -> [b]
filter   :: (a -> <#true|#false>) -> [a] -> [a]
sum      :: Addable a => [a] -> <#ok(a)|#sum_empty>
average  :: Addable a, Divisible a => [a] -> <#ok(a)|#average_empty>
vega     :: a -> VegaChart
null     :: [a] -> <#true|#false>
length   :: FromInteger number => [a] -> number
distinct :: Comparable a => [a] -> [a]
minimum  :: Comparable a => [a] -> <#ok(a)|#minimum_empty>
maximum  :: Comparable a => [a] -> <#ok(a)|#maximum_empty>
sort     :: Comparable a => [a] -> [a]
find     :: (a -> <#true|#false>) -> [a] -> <#find_empty|#find_failed|#ok(a)>
all      :: (a -> <#true|#false>) -> [a] -> <#all_empty|#ok(a)>
any      :: (a -> <#true|#false>) -> [a] -> <#any_empty|#ok(a)>
from_ok  :: a -> <#ok(a)|v> -> a
```

CAS can cache

(original code)



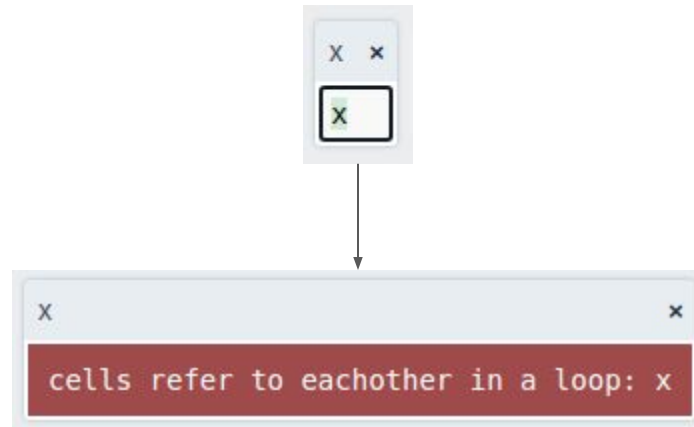
(compiled code)

#abcsdkfj

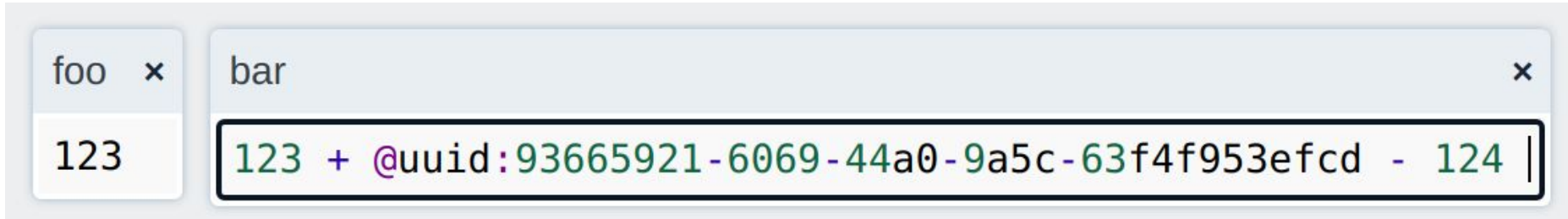
#abcsdkfj + #abcsdkfj

#abcsdkfj

CAS can't self-reference



(hint: you need ``let`` for recursion)



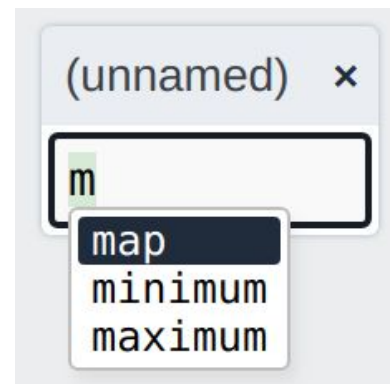
CAS avoids namespacing

You want "map" (for lists) and "map" (for streams) and "map" (for text)? Sure, have all three. Completion handles that.



Overlays make the UUIDs pretty in the editor (CodeMirror).

(upcoming work)



Names in detail

- References to other cells within a doc are UUIDs:
@uuid:sd9f87s-fd9g87df-98sd7f... (contents is **supposed to change** when dependency cells change)
- References to other document cells are CAS SHA512s:
@sha512:s9df87sd9f87sd9f7sdf9... (we **don't allow** other documents to break ours by changing a definition)
- References to local names (lambdas) are just plain words: *foo* (but are immediately deBruijn'd by the renamer).
- References to primitives: *@prim:array-length* (these aren't supposed to change behavior, and will get a new name when they do)

time (no "volatile" cells)

push events

buttons

streams/feeds

**Reflex-like
streams
(Event/Behavior/
Dynamic)**

databases

(future work)

**can't define
your own
types (yet)**

`1.03 :: FromDecimal n 2 => n`

`1.03 * 1.004 :: FromDecimal n 3 => n`

**decimal
places are
important**

(aka floating point is bad)

stack

Compiler & Server



Client



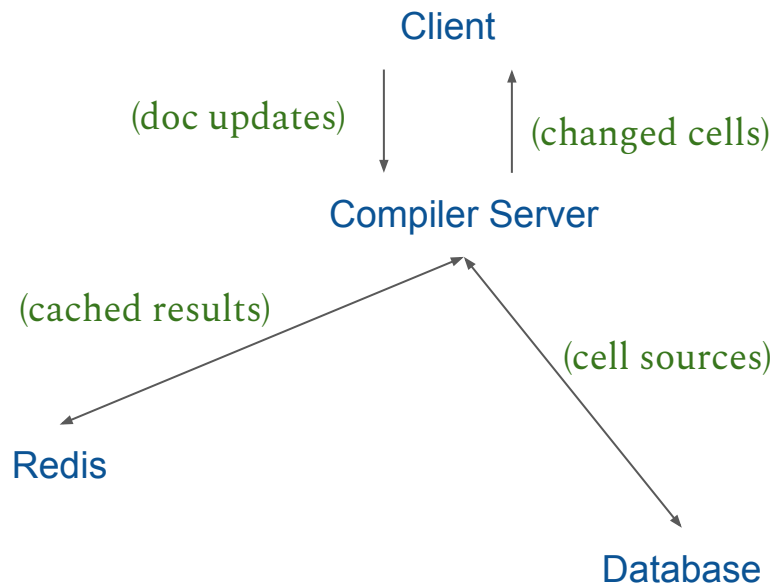
Database



Deployment

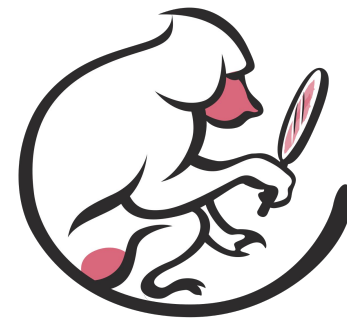


arch





Halogen



CodeMirror

**client
libs**

Vega-Lite

compiler pipeline

Lexer	Generate tokens "[", "1", "]"
Parser	Make an AST e.g. List (Int 1) or Lam "x" (Var "x")
Renamer	Rename local vars "x" => \$1 (locals take precedence over globals)
Filler	Fill in globals which are hashes #x9c8vx98sdufs9df.... (remaining names must be globals/other cells)
Generator	Generate type constraints from syntax [a ~ Either b Int, b ~ Text, ...]
Solver	Solve constraints and unify: x -> Either Text Int
Generaliser	Generalise type variables to poly types: forall x. x -> Either Text Int
Resolver	Resolve type classes to dictionaries: Ord a -> a -> Bool
Defaulter	Default type class constraints like numbers: FromInteger a => a to Integer

End