

# clojure

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functional

lisp

# concurrency

embraces JVM

elegant

example:  
refactor apache  
commons isBlank

# initial implementation

```
public class StringUtils {  
    public static boolean isBlank(String str) {  
        int strLen;  
        if (str == null || (strLen = str.length()) == 0) {  
            return true;  
        }  
        for (int i = 0; i < strLen; i++) {  
            if ((Character.isWhitespace(str.charAt(i)) == false)) {  
                return false;  
            }  
        }  
        return true;  
    }  
}
```



# - type decls

```
public class StringUtils {  
    public isBlank(str) {  
        if (str == null || (strLen = str.length()) == 0) {  
            return true;  
        }  
        for (i = 0; i < strLen; i++) {  
            if ((Character.isWhitespace(str.charAt(i)) == false)) {  
                return false;  
            }  
        }  
        return true;  
    }  
}
```

# - class

```
public isBlank(str) {  
    if (str == null || (strLen = str.length()) == 0) {  
        return true;  
    }  
    for (i = 0; i < strLen; i++) {  
        if ((Character.isWhitespace(str.charAt(i)) == false)) {  
            return false;  
        }  
    }  
    return true;  
}
```

# + higher-order function

```
public isBlank(str) {  
    if (str == null || (strLen = str.length()) == 0) {  
        return true;  
    }  
    every (ch in str) {  
        Character.isWhitespace(ch);  
    }  
    return true;  
}
```

# - corner cases

```
public isBlank(str) {  
    every (ch in str) {  
        Character.isWhitespace(ch);  
    }  
}
```

# lispify

```
(defn blank? [s]  
  (every? #(Character/isspace %) s))
```

functional  
is  
*simpler*

	<b>imperative</b>	<b>functional</b>
functions	1	1
classes	1	0
internal exit points	2	0
variables	2	0
branches	3	0
boolean ops	1	0
function calls	3	2
<b><i>total</i></b>	<b><i>13</i></b>	<b><i>3</i></b>

java interop



# java new

java	<code>new Widget( "foo" )</code>
clojure	<code>(new Widget "foo" )</code>
clojure sugar	<code>(Widget. "red" )</code>

# access static members

java	<code>Math.PI</code>
clojure	<code>(. Math PI)</code>
clojure sugar	<code>Math/PI</code>

# access instance members

java	<code>rnd.nextInt()</code>
clojure	<code>(. rnd nextInt)</code>
clojure sugar	<code>(.nextInt rnd)</code>

# chaining access

java	<code>person.getAddress().getZipCode()</code>
clojure	<code>(. (. person getAddress) getZipCode)</code>
clojure sugar	<code>(.. person getAddress getZipCode)</code>

# parenthesis count

java	( ) ( ) ( ) ( )
clojure	( ) ( ) ( )

# atomic data types

type	example	java equivalent
string	"foo"	String
character	\f	Character
regex	#"fo*"	Pattern
a. p. integer	42	Integer/Long/BigInteger
double	3.14159	Double
a.p. double	3.14159M	BigDecimal
boolean	TRUE	Boolean
nil	nil	null
symbol	foo, +	N/A
keyword	:foo, ::foo	N/A

# sequences

# literal sequences

type	properties	example
list	singly-linked, insert at front	<b>( 1 2 3 )</b>
vector	indexed, insert at rear	<b>[ 1 2 3 ]</b>
map	key/value	<b>{ :a 100 :b 90 }</b>
set	key	<b># { :a :b }</b>



# first / rest / cons

```
(first [1 2 3])  
-> 1
```

```
(rest [1 2 3])  
-> (2 3)
```

```
(cons "hello" [1 2 3])  
-> ("hello" 1 2 3)
```

# take / drop

```
(take 2 [1 2 3 4 5])  
-> (1 2)
```

```
(drop 2 [1 2 3 4 5])  
-> (3 4 5)
```

# map / filter / reduce

```
(range 10)
```

```
-> (0 1 2 3 4 5 6 7 8 9)
```

```
(filter odd? (range 10))
```

```
-> (1 3 5 7 9)
```

```
(map odd? (range 10))
```

```
-> (false true false true false true  
false true false true)
```

```
(reduce + (range 10))
```

```
-> 45
```

# sort

```
(sort [ 1 56 2 23 45 34 6 43])  
-> (1 2 6 23 34 43 45 56)
```

```
(sort > [ 1 56 2 23 45 34 6 43])  
-> (56 45 43 34 23 6 2 1)
```

```
(sort-by #(.length %)  
  ["the" "quick" "brown" "fox"])  
-> ("the" "fox" "quick" "brown")
```

# interpose

```
(interpose \, ["list" "of" "words"])  
-> ("list" \, "of" \, "words")
```

```
(apply str  
  (interpose \, ["list" "of" "words"]))  
-> "list,of,words"
```

```
(use 'clojure.contrib.str-utils)  
(str-join \, ["list" "of" "words"])  
-> "list,of,words"
```

# predicates

```
(every? odd? [1 3 5])  
-> true
```

```
(not-every? even? [2 3 4])  
-> true
```

```
(not-any? zero? [1 2 3])  
-> true
```

```
(some nil? [1 nil 2])  
-> true
```

# conj / into

```
(conj '(1 2 3) :a)  
-> (:a 1 2 3)
```

```
(into '(1 2 3) '(:a :b :c))  
-> (:c :b :a 1 2 3)
```

```
(conj [1 2 3] :a)  
-> [1 2 3 :a]
```

```
(into [1 2 3] [:a :b :c])  
-> [1 2 3 :a :b :c]
```

# infinite sequences

```
(set! *print-length* 5)  
-> 5
```

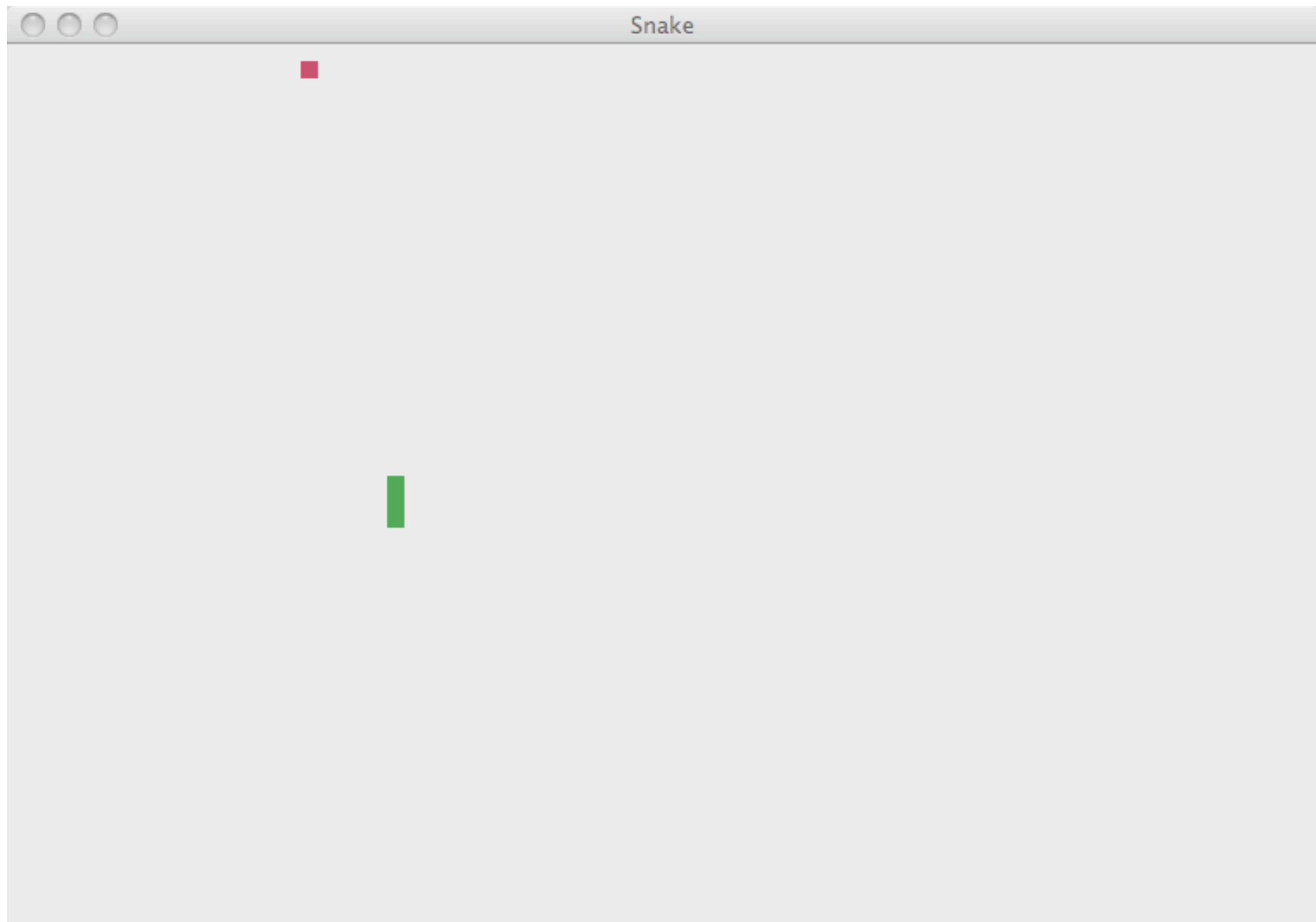
```
(iterate inc 0)  
-> (0 1 2 3 4 ...)
```

```
(cycle [1 2])  
-> (1 2 1 2 1 ...)
```

```
(repeat :d)  
-> (:d :d :d :d :d ...)
```



game break!

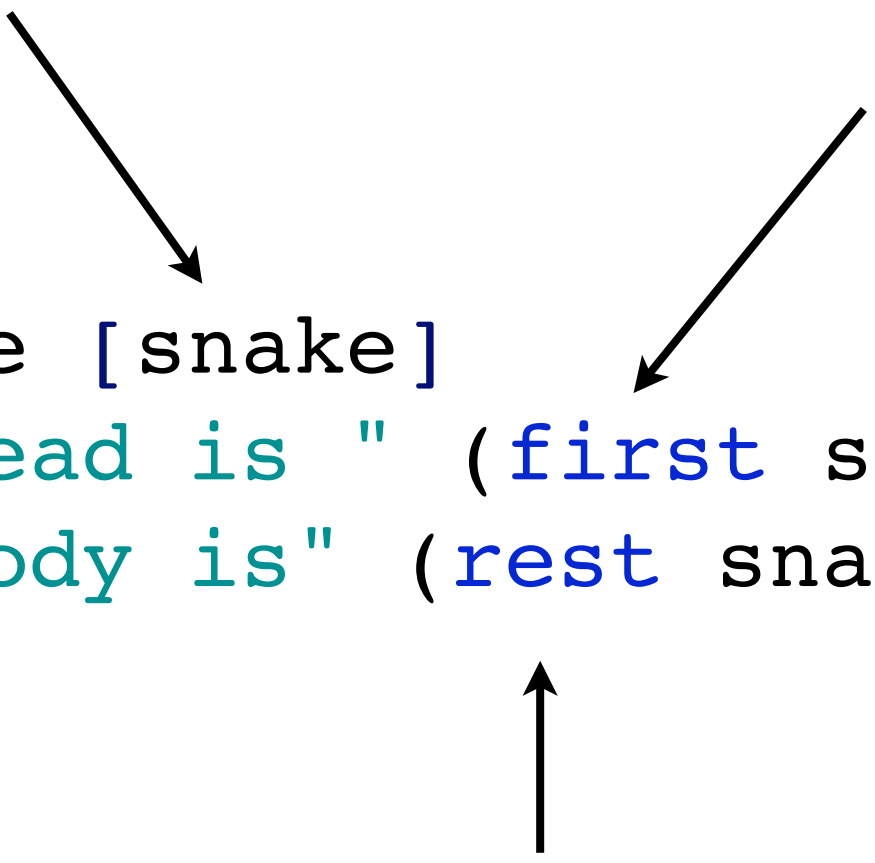


Sample Code:

<http://github.com/stuarthalloway/programming-clojure>

assume snake  
is a sequence  
of points

first point is  
head



```
(defn describe [snake]
  (println "head is " (first snake))
  (println "body is" (rest snake)))
```

The diagram consists of three arrows pointing from explanatory text to specific parts of the code. One arrow points from 'assume snake is a sequence of points' to the parameter '[snake]'. Another arrow points from 'first point is head' to the '(first snake)' expression. A third arrow points from 'rest is body' to the '(rest snake)' expression.

rest is body

*destructure*  
first element  
into head

capture  
remainder as a  
sequence

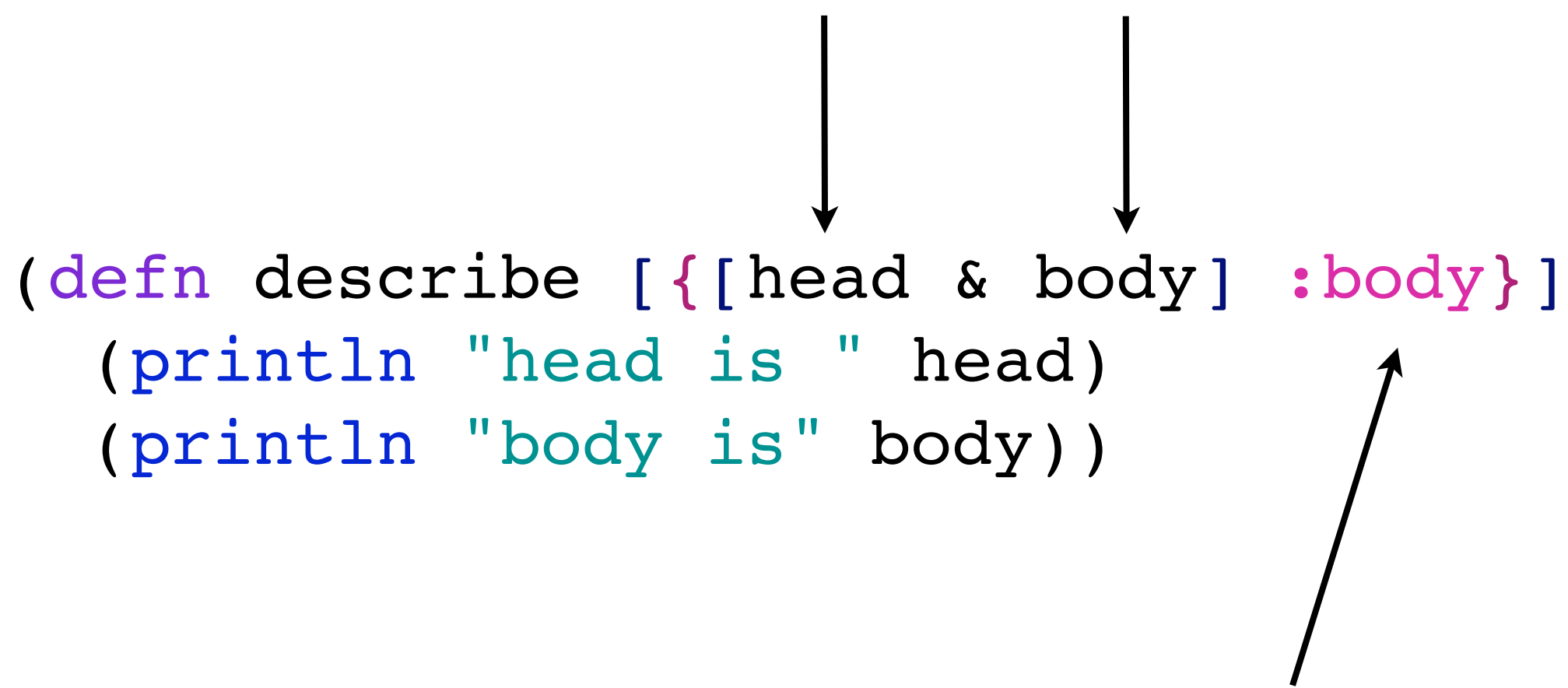
```
(defn describe [[head & body]]  
  (println "head is " head)  
  (println "body is" body))
```

destructure remaining  
elements into body

# snake is more than location

```
(defn create-snake []  
  {:body (list [1 1])  
   :dir [1 0]  
   :type :snake  
   :color (Color. 15 160 70)})
```

2. nested destructure  
to pull head and body from the  
:body value



```
(defn describe [{[head & body] :body}]  
  (println "head is " head)  
  (println "body is" body))
```

1. destructure map,  
looking up the :body

# losing the game

```
(defn lose? [{:head & body} :body]  
  (includes? body head))
```

example:  
refactor apache  
commons  
indexOfAny



# indexOfAny behavior

```
StringUtils.indexOfAny(null, *)           = -1
StringUtils.indexOfAny("", *)             = -1
StringUtils.indexOfAny(*, null)           = -1
StringUtils.indexOfAny(*, [])             = -1
StringUtils.indexOfAny("zzabyycdxx", ['z', 'a']) = 0
StringUtils.indexOfAny("zzabyycdxx", ['b', 'y']) = 3
StringUtils.indexOfAny("aba", ['z'])      = -1
```

# indexOfAny impl

```
// From Apache Commons Lang, http://commons.apache.org/lang/  
public static int indexOfAny(String str, char[] searchChars)  
{  
    if (isEmpty(str) || ArrayUtils.isEmpty(searchChars)) {  
        return -1;  
    }  
    for (int i = 0; i < str.length(); i++) {  
        char ch = str.charAt(i);  
        for (int j = 0; j < searchChars.length; j++) {  
            if (searchChars[j] == ch) {  
                return i;  
            }  
        }  
    }  
    return -1;  
}
```

# simplify corner cases

```
public static int indexOfAny(String str, char[] searchChars)
{
    when (searchChars)
        for (int i = 0; i < str.length(); i++) {
            char ch = str.charAt(i);
            for (int j = 0; j < searchChars.length; j++) {
                if (searchChars[j] == ch) {
                    return i;
                }
            }
        }
    }
}
```

# - type decls

```
indexOfAny(str, searchChars) {  
  when (searchChars)  
    for (i = 0; i < str.length(); i++) {  
      ch = str.charAt(i);  
      for (j = 0; j < searchChars.length; j++) {  
        if (searchChars[j] == ch) {  
          return i;  
        }  
      }  
    }  
  }  
}
```

# + when clause

```
indexOfAny(str, searchChars) {  
  when (searchChars)  
    for (i = 0; i < str.length(); i++) {  
      ch = str.charAt(i);  
      when searchChars(ch) i;  
    }  
  }  
}
```

# + comprehension

```
indexOfAny(str, searchChars) {  
    when (searchChars)  
        for ([i, ch] in indexed(str)) {  
            when searchChars(ch) i;  
        }  
    }  
}
```

# lispify!

```
(defn index-filter [pred coll]
  (when pred
    (for [[idx elt] (indexed coll) :when (pred elt)] idx)))
```

functional  
is  
*simpler*



	<b>imperative</b>	<b>functional</b>
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functional  
is  
*more general!*

# reusing index-filter

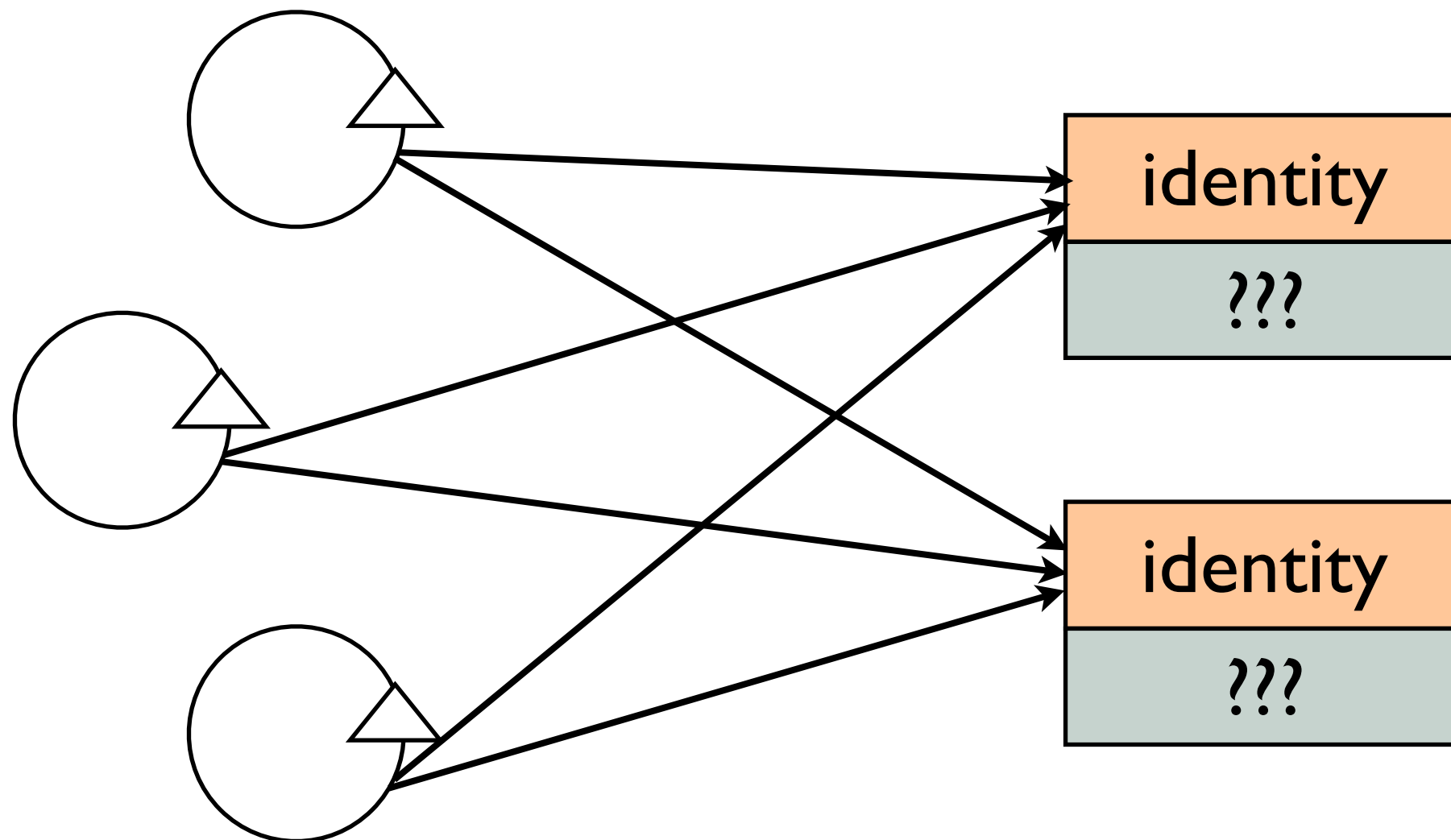
```
; idxs of heads in stream of coin flips  
(index-filter #{:h}  
[:t :t :h :t :h :t :t :t :h :h])  
-> (2 4 8 9)
```

```
; Fibonacci pass 1000 at n=17  
(first  
  (index-filter #(> % 1000) (fibo)))  
-> 17
```

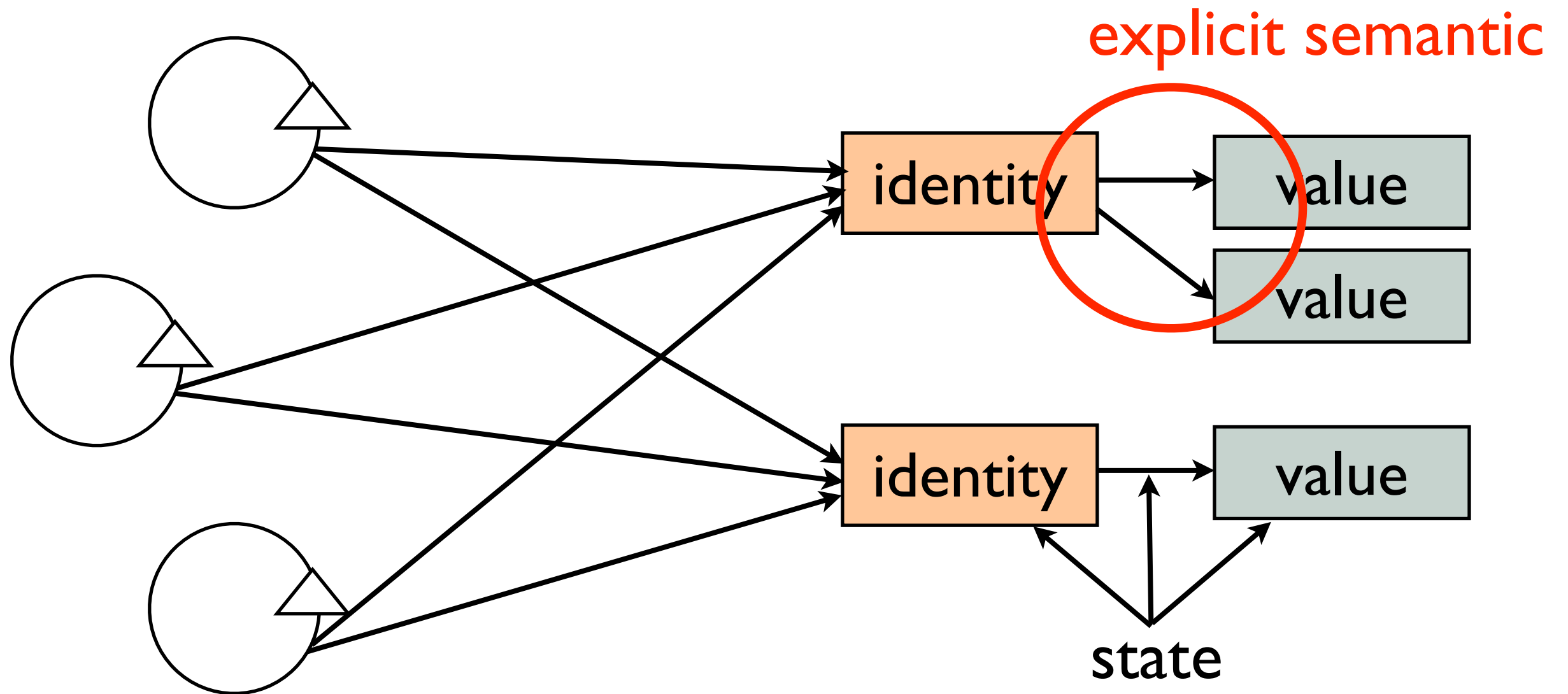
<b>imperative</b>	<b>functional</b>
searches strings	searches <i>any sequence</i>
matches characters	matches <i>any predicate</i>
returns first match	returns <i>lazy seq of all matches</i>

# concurrency

# traditional oo



# closure



# terms

**value:** immutable data in a persistent data structure

**identity:** reference to a series of causally related values over time

**state:** the value of an identity at a time



# concurrency options

	shared	isolated
synchronous/ coordinated	<b>refs/stm</b>	-
synchronous/ autonomous	<b>atoms</b>	<b>vars</b>
asynchronous/ autonomous	<b>agents</b>	-

refs and stm

# ref example: chat

```
(def messages (ref ()))

(defn add-message [msg]
  (dosync (alter messages conj msg)))
```

identity

scope a transaction

update fn

validate *updates*,  
not objects

create a  
function

that checks  
every item...

```
(def validate-message-list  
  (partial  
    every?  
    #(and (:sender %) (:text %))))
```

```
(def messages  
  (ref  
    ()  
    :validator validate-message-list))
```

for some criteria

and associate fn with updates to a ref

# unified update model

<b>function</b>	<b>ref</b>	<b>atom</b>	<b>agent</b>
create	ref	atom	agent
deref	deref/@	deref/@	deref/@
update	alter	swap!	send send-off
set	ref-set	reset!	-

atoms:  
uncoordinated  
updates

# atom example: brian's brain

```
(defn new-board
  "Create a new board with about half the cells set to :on."
  ([] (apply new-board dim-board))
  ([dim-x dim-y]
   (for [x (range dim-x)]
     (for [y (range dim-y)]
       (if (< 50 (rand-int 100)) :on :off)))))

(def status (atom {:iterations 0}))
(defn new-stage []
  (atom (new-board)))

(defn update-stage
  "Update the automaton (and associated metrics)."
  [stage]
  (swap! stage step)
  (swap! status update-in [:iterations] inc))
```



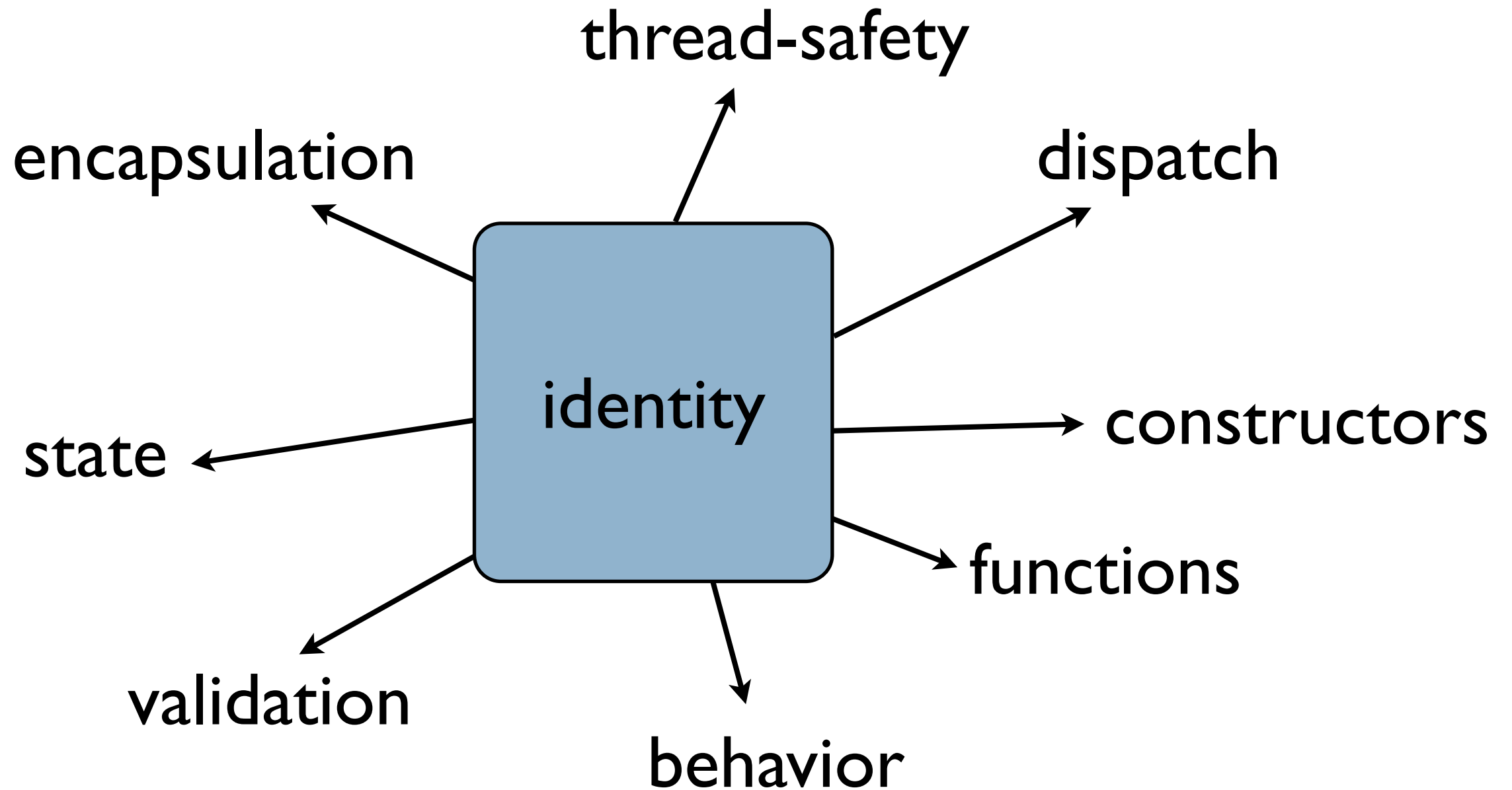
agents:  
asynchronous  
updates

# tying agent to a tx

```
(defn add-message-with-backup [msg]
  (dosync
    (let [snapshot (alter messages conj msg)]
      (send-off backup-agent (fn [filename]
                              (spit filename snapshot)
                              filename))
      snapshot)))
```

what about  
objects?

# OO: identity drives everything



Clojure is  
a la carte

# Programming Clojure



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