



# The value of Clojure's identity

A walk-through its main features and what makes it special

Lisp



Functional  
Programming

# Why Clojure?

Concurrency

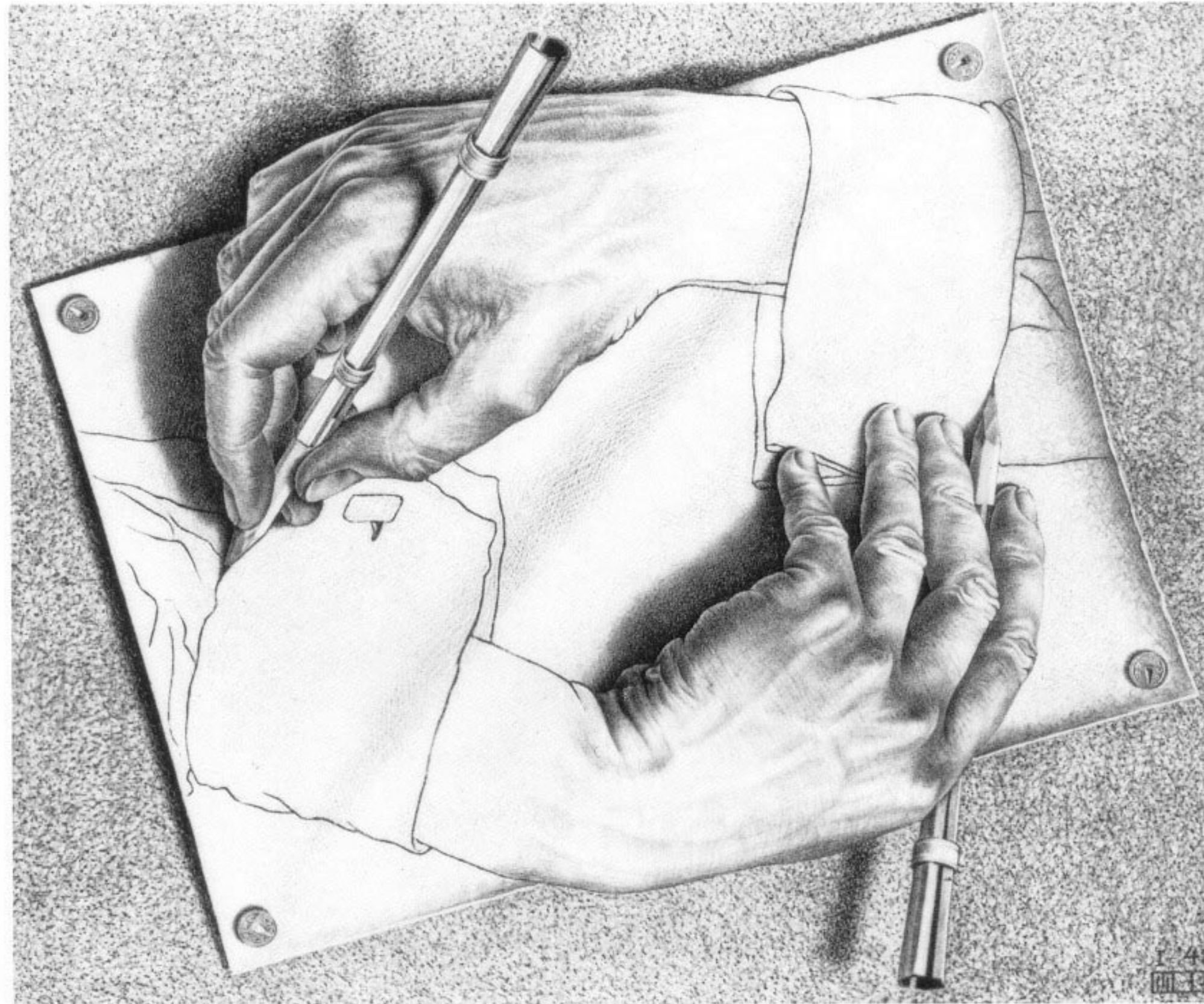
Polymorphism

Hosted



Lisp

# Code is Data



Your program is a tree of data structures, instead of text strings

# Primitive types

type	example
<b>string</b>	<code>"some string"</code>
<b>character</b>	<code>\c</code>
<b>integer</b>	<code>42, 42N</code>
<b>floating point</b>	<code>2.71, 2.71M</code>
<b>boolean</b>	<code>true, false</code>
<b>nil</b>	<code>nil</code>
<b>symbol</b>	<code>foo, bar, +</code>
<b>keyword</b>	<code>:some, ::key</code>



# Data Structures

## Lists

(1 2 3)

Sequential

## Vectors

[1 2 3]

Sequential &  
Random Access

## Maps

{:some 1  
:other 2  
:thing 3}

Associative

## Sets

#{1 2 3}

Membership

# Some syntax

## Prefix notation

f("hey!")

## Calling functions

(println "Hello!")

list

symbol

string

## Defining functions

(defn foo  
 "Sums a and b"  
 [a b]  
 (+ a b))

list

list

symbol

string

vector

# Some syntax

## Special forms

`def, if, do, let, quote, var, fn, loop, recur,`  
`throw, try, monitor-enter, monitor-exit`

*+ binding (destructuring) and interop forms*

**Everything else are either functions or macros built on top of these**



# Other syntactical niceties

- Destructuring
- Metadata
- Host interop
- Macros

```
(let [[a b c & d :as e] [1 2 3 4 5 6 7]]  
  [a b c d e])
```

```
->[1 2 3 (4 5 6 7) [1 2 3 4 5 6 7]]
```

```
(let [{a :a, b :b, c :c, :as m :or {a 2 b 3}} {:a 5 :c 6}]  
  [a b c m])
```

```
->[5 3 6 {:c 6, :a 5}]
```

```
(let [{:keys [a b c] :as m :or {a 2 b 3}} {:a 5 :c 6}]  
  [a b c m])
```

```
user=> (def ^{:abc "Hello"} v)  
#'user/v  
user=> (meta #'v)  
{:ns #<Namespace user>, :name v, :abc "Hello",  
 :column 1, :line 1, :file "NO_SOURCE_PATH"}
```

# Macros

- Like functions, but operating on the program itself
  - Take in code (data) and output code (data)
- Libraries provide what's usually done at the language level:
  - **Pattern Matching** (core.match)
  - **Goroutines / CSP** (core.async)
  - **Logic Programming** (core.logic)
  - ...



# Functional Programming

# First class functions

```
(def hello (fn [] "Hello world"))  
-> #'user/hello
```

```
(hello)  
-> "Hello world"
```

```
(defn hello [] "Hello world")  
-> #'user/hello
```

```
(defn make-adder [x]  
  (let [y x]  
    (fn [z] (+ y z))))  
(def add2 (make-adder 2))  
(add2 4)  
-> 6
```

```
(defn argcount  
  ([] 0)  
  ([x] 1)  
  ([x y] 2)  
  ([x y & more] (+ (argcount x y) (count more))))  
-> #'user/argcount
```

```
(argcount)  
-> 0
```

```
(argcount 1)  
-> 1
```

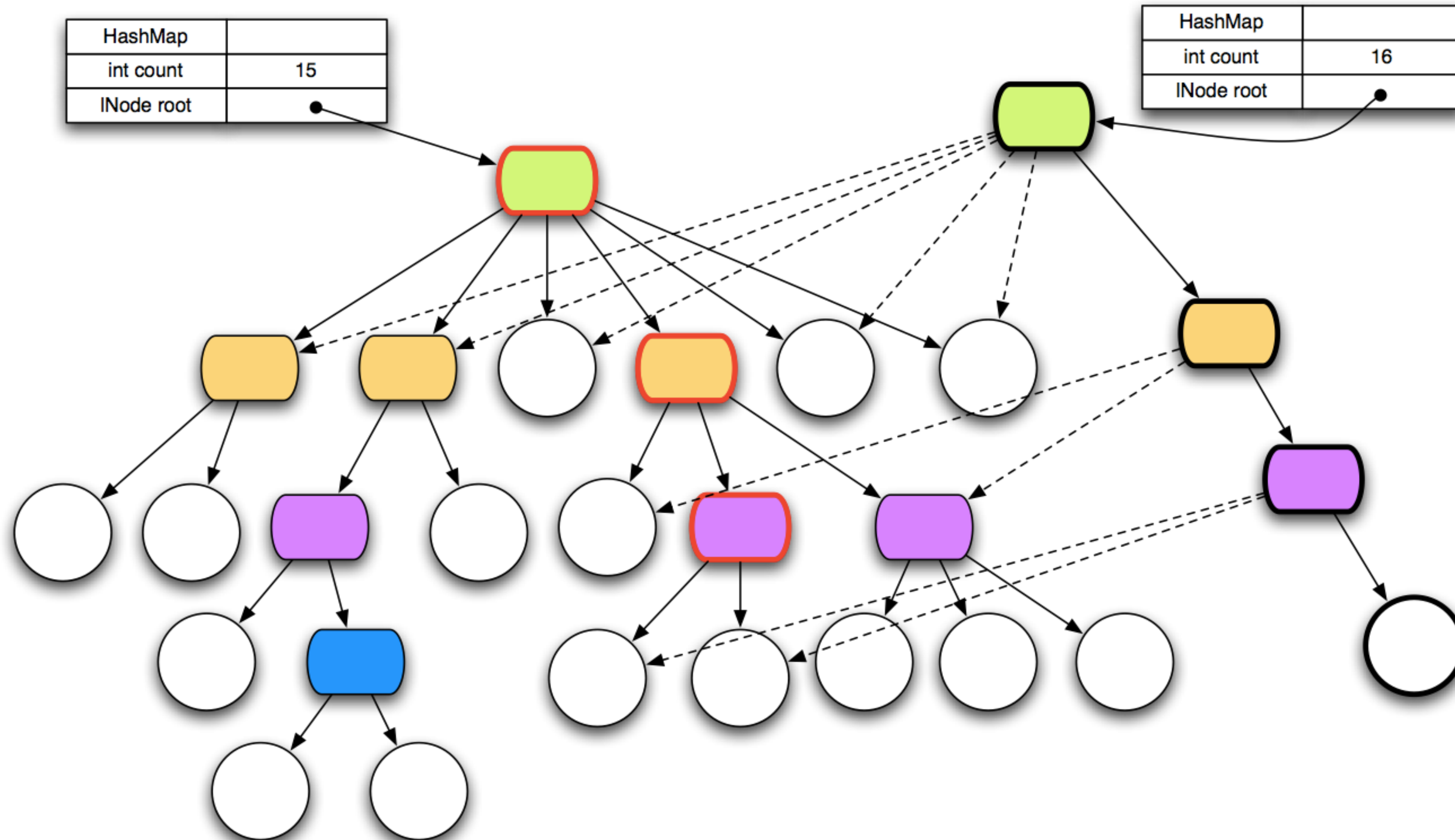
```
(argcount 1 2)  
-> 2
```

```
(argcount 1 2 3 4 5)  
-> 5
```

# Immutability

```
(let [my-vector [1 2 3 4]
      my-map {:fred "ethel"}
      my-list (list 4 3 2 1)]
  (list
    (conj my-vector 5)
    (assoc my-map :ricky "lucy")
    (conj my-list 5)
    ;the originals are intact
    my-vector
    my-map
    my-list))
-> ([1 2 3 4 5] {:ricky "lucy", :fred "ethel"} (5 4 3 2 1)
    [1 2 3 4] {:fred "ethel"} (4 3 2 1))
```

# Persistent data structures





# Recursive Looping

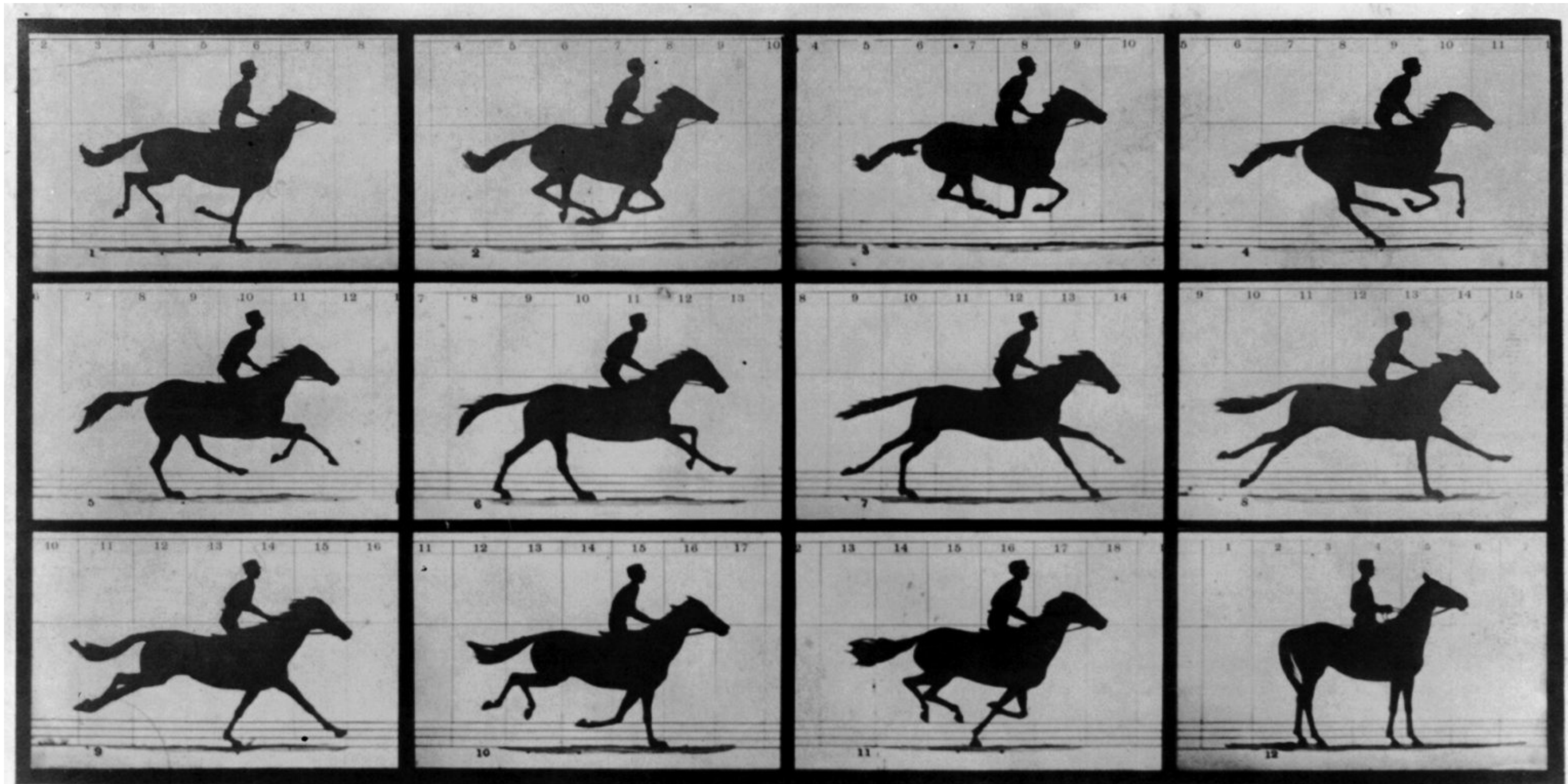
```
(defn my-zipmap [keys vals]
  (loop [my-map {}
        my-keys (seq keys)
        my-vals (seq vals)]
    (if (and my-keys my-vals)
      (recur (assoc my-map (first my-keys) (first my-vals))
             (next my-keys)
             (next my-vals))
      my-map)))

(my-zipmap [:a :b :c] [1 2 3])
-> {:b 2, :c 3, :a 1}
```



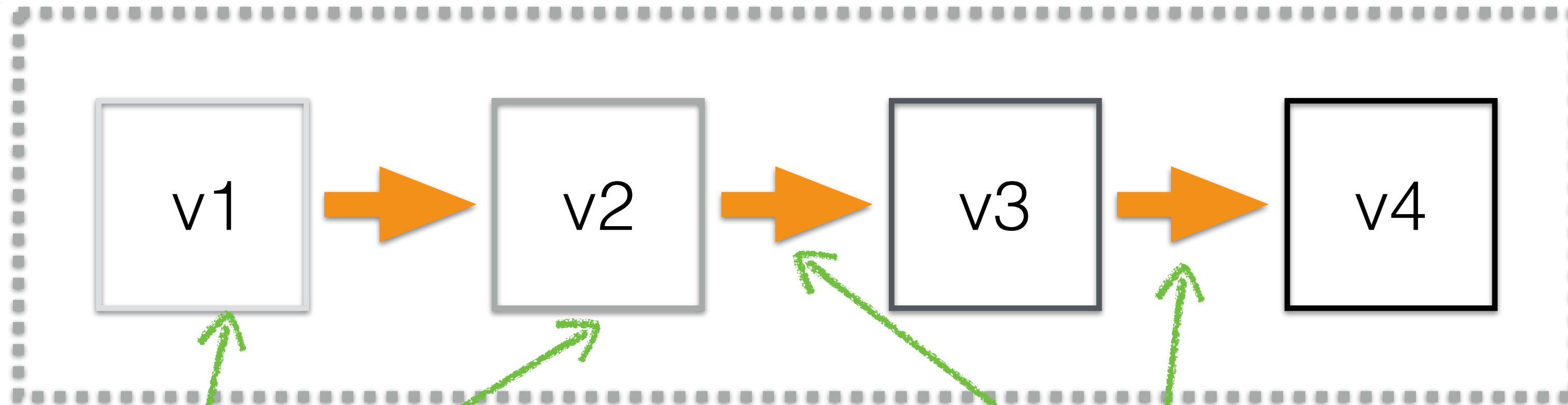
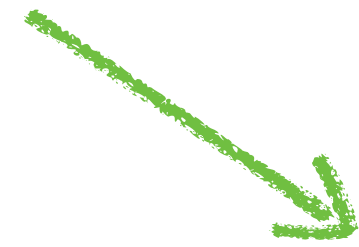
# Concurrency

# Identity and State

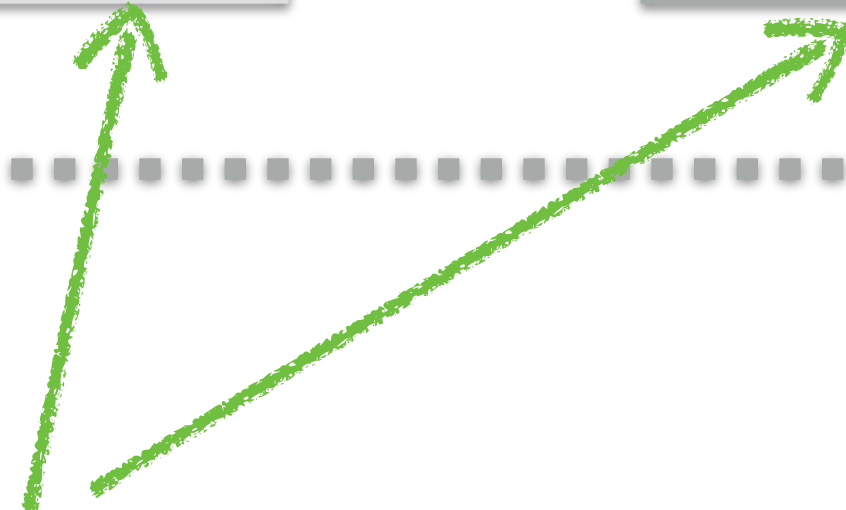


# Identity and State

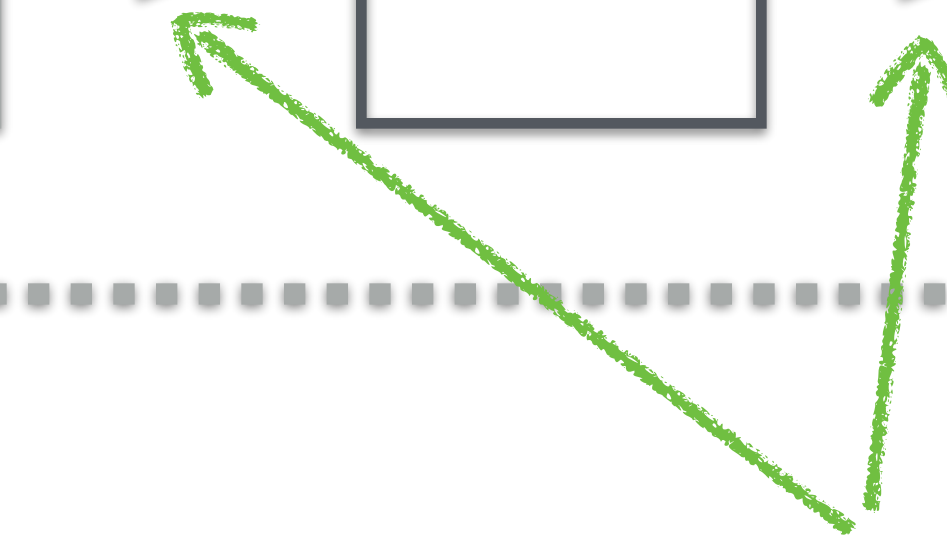
**Identity**



**Values**



**Functional  
Succession**



# Concurrency Models

<b>Vars</b>	Thread-local changes
<b>Atoms</b>	Synchronous and Independent
<b>Refs</b>	Synchronous and Coordinated
<b>Agents</b>	Asynchronous and Independent

# Vars

```
user=> (def ^:dynamic x 1)
```

```
user=> (def ^:dynamic y 1)
```

```
user=> (+ x y)
```

2

```
user=> (binding [x 2 y 3]  
        (+ x y))
```

5

```
user=> (+ x y)
```

2



# Atoms

```
user=> (def v (atom 0))  
#'user/v
```

```
user=> @v  
0
```

```
user=> (swap! v inc)  
1
```

```
user=> (swap! v (fn [n] (* (+ n n) 2)))  
4
```

# Refs

```
(def account1 (ref 100))  
(def account2 (ref 0))
```

```
user=> @account1  
100
```

```
(defn transfer [amount from to]  
  (dosync  
    (alter from - amount)  
    (alter to + amount)))
```

```
user=> @account1  
100
```

```
user=> @account2  
0
```

```
user=> (transfer 100 account1 account2)  
100
```

```
user=> @account1  
0
```

```
user=> @account2  
100
```

# Agents

```
user=> (def currentsum (agent {:nums [] :sum 0}))  
#'user/currentsum
```

```
(defn update-currentsum [current s]  
  (let [new-nums (conj (:nums current) s)]  
    {:nums new-nums  
     :sum (reduce + new-nums)}))
```

```
user=> (send currentsum update-currentsum 5)  
#<Agent @4cdac8 {:nums [], :sum 0}>
```

```
user=> (send currentsum update-currentsum 10)  
#<Agent @4cdac8 {:nums [5], :sum 5}>
```

```
user=> @currentsum  
{:nums [5 10], :sum 15}
```



# Polymorphism

# Multimethods

```
(defmulti encounter (fn [x y] [(:Species x) (:Species y)]))  
(defmethod encounter [:Bunny :Lion] [b l] :run-away)  
(defmethod encounter [:Lion :Bunny] [l b] :eat)  
(defmethod encounter [:Lion :Lion] [l1 l2] :fight)  
(defmethod encounter [:Bunny :Bunny] [b1 b2] :mate)  
(def b1 {:Species :Bunny :other :stuff})  
(def b2 {:Species :Bunny :other :stuff})  
(def l1 {:Species :Lion :other :stuff})  
(def l2 {:Species :Lion :other :stuff})  
(encounter b1 b2)  
-> :mate  
  
(encounter b1 l1)  
-> :run-away  
  
(encounter l1 b1)  
-> :eat  
  
(encounter l1 l2)  
-> :fight
```

# Protocols

```
(defprotocol P
  (foo [x])
  (bar-me [x] [x y]))
```

```
(deftype Foo [a b c]
  P
  (foo [x] a)
  (bar-me [x] b)
  (bar-me [x y] (+ c y)))
```

```
(bar-me (Foo. 1 2 3) 42)
-> 45
```

```
(foo
  (let [x 42]
    (reify P
      (foo [this] 17)
      (bar-me [this] x)
      (bar-me [this y] x))))
-> 17
```





Hosted

# Hosted

- VMs, not OSes, are the platforms of the future, providing:
  - Type system
  - Libraries
  - Memory and other resource management
  - Bytecode + JIT compilation
- Language as platform vs. language + platform
  - Old way - each language defines its own runtime
  - New way (JVM, .Net) - common runtime independent of language
- Platforms are dictated by clients

# Implementations

**JVM**



Clojure

**JavaScript**



ClojureScript

**CLR**



Clojure-CLR

Some people working on other backends

# Interop

## Clojure

```
(.toUpperCase "fred")  
-> "FRED"
```

```
(.getName String)  
-> "java.lang.String"
```

```
(System/getProperty "java.vm.version")  
-> "1.6.0_07-b06-57"
```

## ClojureScript

```
(.the-method target-object args)
```

```
(.-property target-object)
```

```
(js/alert "Hello World!")
```

# Getting started with Clojure

## **Books**

- The Joy of Clojure
- Programming Clojure

## **Environment**

- Leiningen
- Text editor + REPL over IDE
  - Emacs, Vim, LightTable, Sublime

## **Presentations**

- Rich Hickey's keynotes (!)
- ClojureTV on YouTube

## **People to follow**

Chas Emerick, David Nolen, Stuart Sierra, Michael Fogus, Chris Houser, Stuart Halloway & many more!