## Carp A Programming Language for the 21st Century

Veit Heller Port Zero

July 16, 2019

Prologue

#### **Obligatory Starter**

I didn't build Carp.

I maintain parts of it, but all credit goes to Erik Svedäng (hi, Erik!).

This talk is not endorsed by him, and all opinions are my own.

Questions & Comments

This is a chess-timer talk. Ask questions at any time.

I can't promise that I'll be able to answer all of them.

# I. Syntax & other trivialities

#### Koalas

Let's talk koalas.

Carp's syntax is that of Lisp, parentheses and all.

The goal is homoiconicity or "code as a data structure".

#### Carp code

#### Carp code

```
(deftype (AssocArray a b) [
  lst (Array (Pair a b))
])
```

Listing 2: An associative array type, simplified.

# II. Semantics & meaning

#### The goods

We have (non-hygienic) macros, type inference, and a borrow checker.

The emphasis of the design is on simplicity while being pragmatic.

#### What we're still tuning

#### We're working on

- good autogenerated documentation,
- dependency management,
- ▶ lifetimes, and
- ▶ tooling in general.

There's a vast amount of information flowing through the compiler.

Most of it is implicit.

Reducing cognitive load is useful, but explorability is key.

Everything should be inferred if possible, and exposed to our tools to help make our lifes easier.

I was fortunate enough to use Pharo professionally last year.

It's really that good.

Macros are interesting abstractions.

I want to be able to explore their before, during, and after.

Type inference is useful.

Most types are either trivial or painful to type, but easy to reason about.

I still want to know about the types occasionally. Especially when there was a misunderstanding.

I don't want to deal with memory allocation.

I don't want my program to pause randomly.

And I want to know when things get deallocated because their scope ends.

The big reveal

We don't have any tools yet.

#### The big reveal

We've built a foundation, and released it.

Now it's time for us to get to work on interesting things.

#### Why am I here?

Designing a language is about affordances.

Carp pushes as much work as possible into the compiler.

Hopefully tools can pull the results of that work out again.

**Epilogue** 

#### Caveat

Carp is early stage software.

- ⇒ We're a small community with few packages.
- ⇒ We're less than a handful of maintainers.
- ⇒ Documentation is insufficient.
- ⇒ It may change under your feet.
- $\Rightarrow$  It may blow up in your face!

Our first stable version—0.3.0—was released!

#### References

- ► Github: https://github.com/carp-lang/carp
- ► Erik: https://github.com/eriksvedang
- ► Chat: https://gitter.im/carp-lang/carp
- ▶ Docs: http://carp-lang.github.io/Carp/core/
- ▶ Blog: https://blog.veitheller.de
- ► This talk, but different, shorter, and at clojuTRE: https://youtu.be/BQeG6fXMk28
- ► Carp 0.3.0: https://github.com/carp-lang/Carp/releases/

#### Koalas

Koalas are endangered!

Consider donating to the Australian Koala Foundation. https://www.savethekoala.com/

#### Epilogue

### Thank you!

Questions?

 ${\bf Slides\ at\ https://github.com/hellerve/carp\_talks}$