

# Visi: Cultured & Distributed

@dpp at Strange Loop Emerging Languages

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*September 23rd, 2012*

# @dpp

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- ❖ Wrote spreadsheets
  - ❖ Mesa -- First real-time spreadsheet
  - ❖ Integer -- First distributed, browser-based spreadsheet
- ❖ Founded Lift
- ❖ Crazy passionate, lawyer trained tech dude



# Overview

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- ❖ Tension: Compatibility vs. Innovation
- ❖ Practical
- ❖ Philosophical

# Visi

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- ❖ Spreadsheet language, re-imagined
- ❖ An exploration of culture, technology, and PLT
- ❖ Something in my veins



# But Why?

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- ❖ Spreadsheet is the most common programming language in the world
- ❖ It's massively broken (50%-80% of all spreadsheets have bugs)
- ❖ Economics of Software Broken

# Language Demo

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- ❖ It's a spreadsheet
- ❖ No, it's Haskell
- ❖ Wait... maybe it's something else



# More Language Stuff

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- ❖ Structural typing like OCaml
- ❖ Single level subtyping
- ❖ All (almost) immutable data structures
- ❖ Open data structures and classes
- ❖ No modification of Type Constructors

# Data Structures

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❖ `struct Bool2 = True | False`



# Data Structures

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❖ `struct Dog(String)`

# Data Structures

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❖ `struct Cat (name: String)`



# Data Structures

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❖ `struct Thing = This (String) |  
                  That (when: Date)`

# Data Structures

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```
❖ struct Person (String, age: Int) =  
    Kid() |  
    Parent(kids: [Person])
```



# Pattern Matching

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- ❖ Type Constructor / Extractor
- ❖ `dogsName Dog (name) = name`
- ❖ `kidsName Kid (name, _) = name`

# Pattern Matching

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- ✧ Nominal (anything with the property name)
- ✧ `name (name => theName) = theName`  
`name2 (name =>) = name`



# Pattern Matching

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- ❖ Positional (anything in the first position of a product type with a single param constructor)
- ❖ 

```
something (thing) = thing  
// require a String  
someString (str: String) = str
```

# Pattern Matching

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- ❖ Tests name is “fred”
- ❖ Non-exhaustive means Box
- ❖ `fredsAge (name == “fred”,  
          age: Int =>) = age // Box Int`



# Pattern Matching

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- ❖ Tests name is “fred” for a Person
- ❖ Non-exhaustive means Box
- ❖ 

```
fredsAge2 Person(name == "fred",  
                  age =>) = age // Box Int
```

# Functions

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- ❖ Structural Typing
- ❖ `anyAge n = n.age`  
`anyAge2 = #age // curried`



# Define Methods

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- ❖ Methods on a type

- ❖ 

```
struct Foo (age: Int)
  methods
    old? = self.age > 85
    addToAge n = self.age + n
```

```
testOld n = n.old?
testOld2 = #old?
```

# Updaters

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- ❖ How to create a new instance?
- ❖ 

```
kid = Kid "Daniel" 7
birthday = kid.=age 8
nextYear n =
  curAge = n.age
  n.=age (curAge + 1)
makeOld = #.=age 86
```



# Updaters

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- ❖ Via function

- ❖ `kid = Kid "Daniel" 7`

```
nextYear kid = kid.>age (+ 1)
```

```
nextYear2 = #>age (+ 1)
```

```
nextYear2 kid // Kid "Daniel" 8
```

# Precursors

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- ❖ Mixins with attitude

- ❖ precursor TestAge

  - data

  - old? = olderThan 85

  - methods

  - olderThan2 n = self.age > n

enhance Person with TestAge



# Sources & Sinks

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- ❖ Accumulation

- ❖ `?age // input the age`

```
allAges = age:allAges // collect  
ageCnt = length allAges
```

```
"age count" = ageCnt  
"average" = (sum allAges) / ageCnt
```

# References

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- ❖ Clojure-like
- ❖ Computation delineation points
- ❖ No syntax or semantics, yet (waves hands)



# More unfinished stuff

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- ❖ Modules / packages / dependency mgt
- ❖ Visibility
- ❖ Code signing / execution rights
- ❖ Library mode (access to types and mutability and stuff)
- ❖ Unit Types / Type Algebra

# Social Dynamic

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- ❖ GitHub: where the code and libraries live
- ❖ Smalltalk: hack the platform & share your hacks
- ❖ HyperCard / Excel: never start with a blank slate



# Technology $\Leftrightarrow$ Human

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- ❖ Interactive: try it, you'll like it (or you can undo)
- ❖ Separation between model, computation, data, execution
- ❖ Core IDE / Interactivity Support & Incremental Compilation

# Right Thing == Easy Thing

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- ✧ Docs

- ✧ JavaDocs: yeah, we can document that
- ✧ Visi: Prose around Logic, models are Markdown documents

- ✧ Tests

- ✧ Rails & Tests: a core social dynamic
- ✧ Visi: language docs are the language tests
- ✧ Types: Looks and Feels dynamic, problems caught early



# The Bridge

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- ❖ Events flow and Visi programs handle them
- ❖ The locus of the computation & transportation is invisible
  - ❖ Data BSON serializable and immutable: homage to Erlang
  - ❖ Delineated side effects (sinks, references): retries / migration simple
- ❖ Like query optimization, it can only get better

# Logic Primacy

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- ❖ Logic trumps plumbing
- ❖ App author distinct from Library author
  - ❖ Immutable vs. locally mutable
  - ❖ Execution locus hints / constraints
  - ❖ Access to typed lambda calculus / macros
- ❖ Inform but don't control the locus and order of logic application



# Lightweight, Excellent Types

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- ❖ Unit Types w / Type Algebra
  - ❖  $4 \text{ inches} * 6 \text{ feet} = 288 \text{ (inches} * \text{ inches)}$
  - ❖  $\$4 + 6 \text{ inches} = \text{unit error}$
  - ❖  $\$4 / 2 \text{ inches} = \$2 / \text{inch}$
  - ❖  $\$4 + \text{€}6 = \text{maybe a result}$
- ❖ Generally Invisible
- ❖ Hardest Problem

# End

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- ❖ <http://www.visi.io/>
- ❖ <https://github.com/visi-lang/>
- ❖ Beer



# Visi

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# Visi

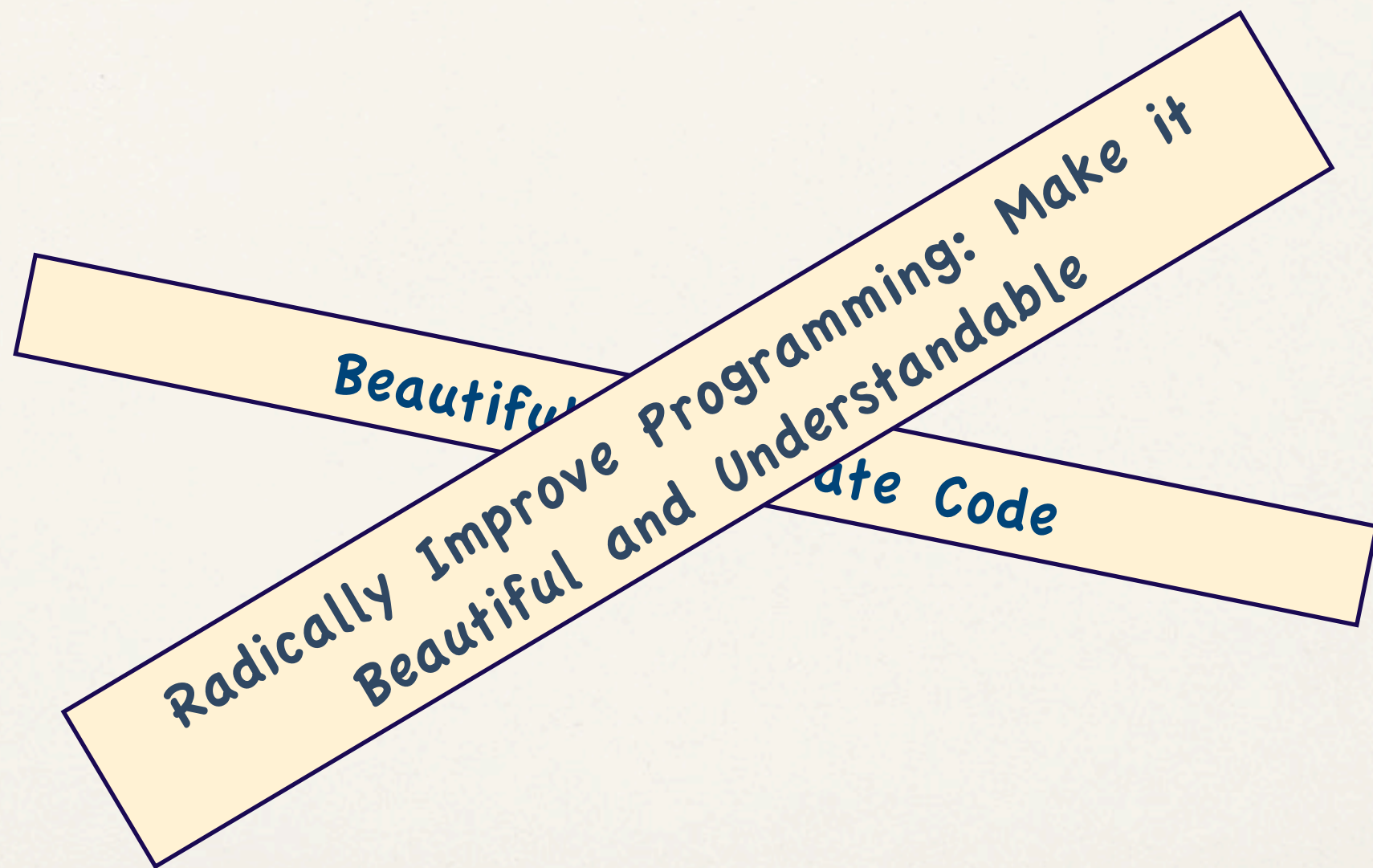
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*Beautiful & Literate Code*



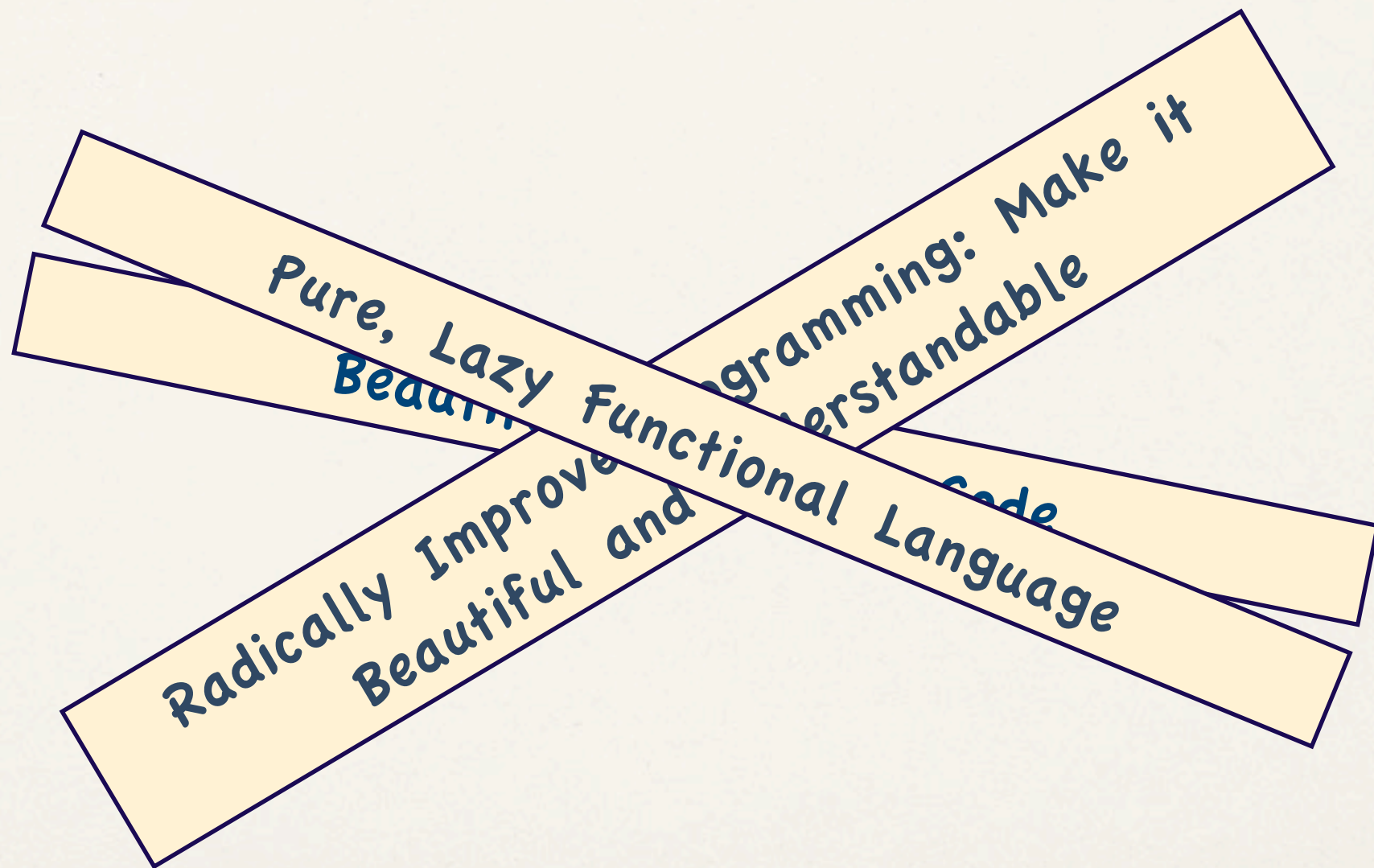
# Visi

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# Visi

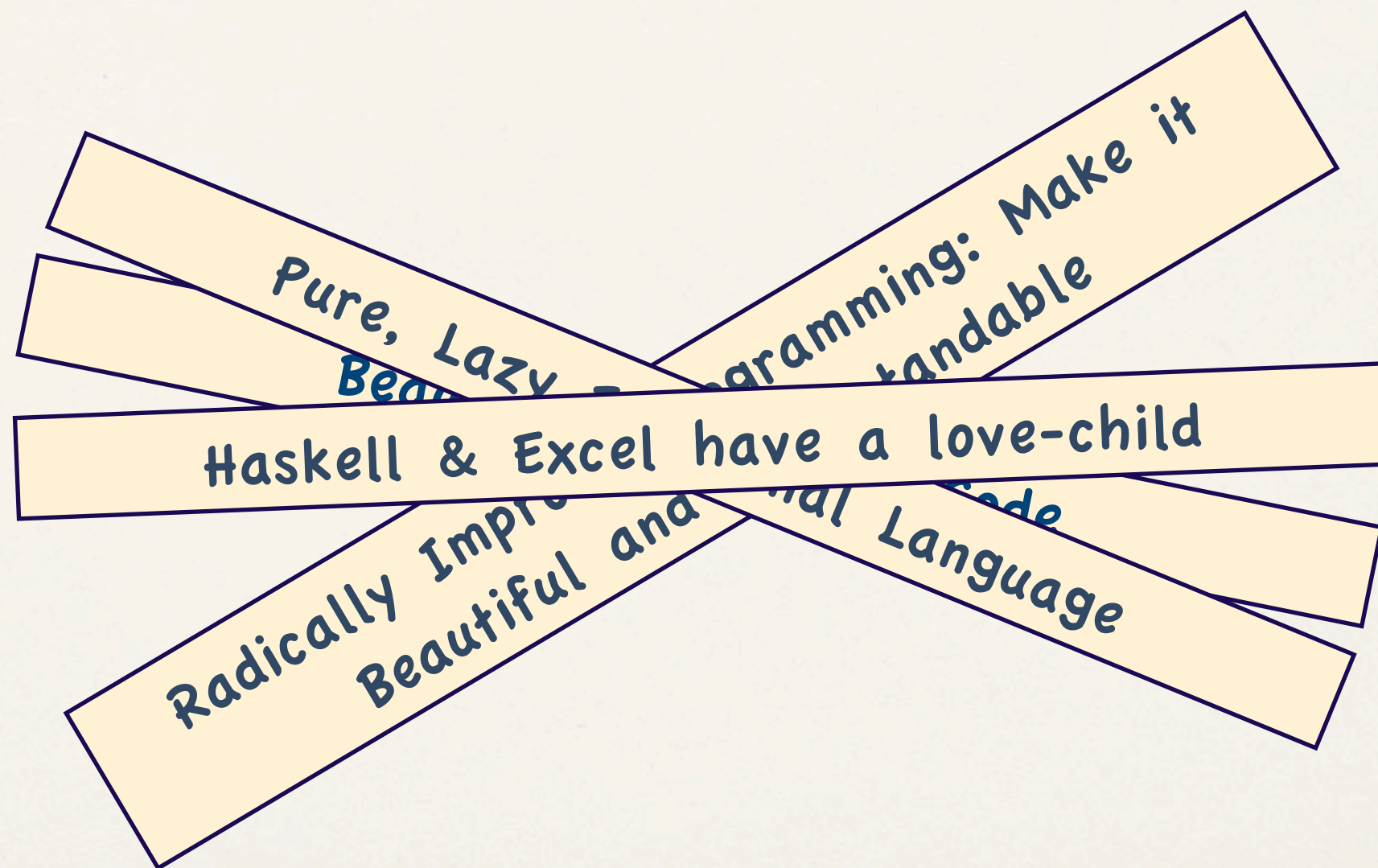
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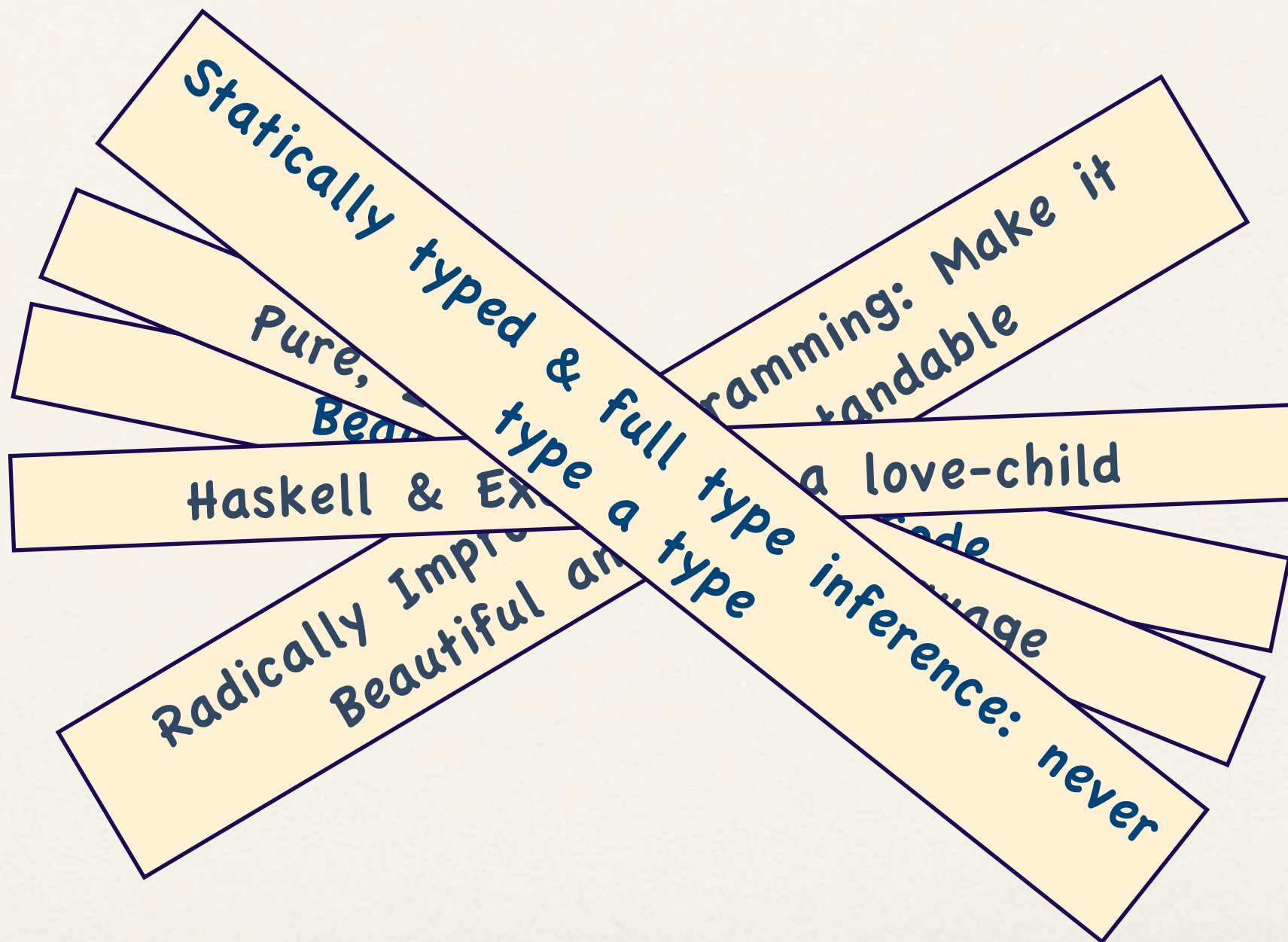
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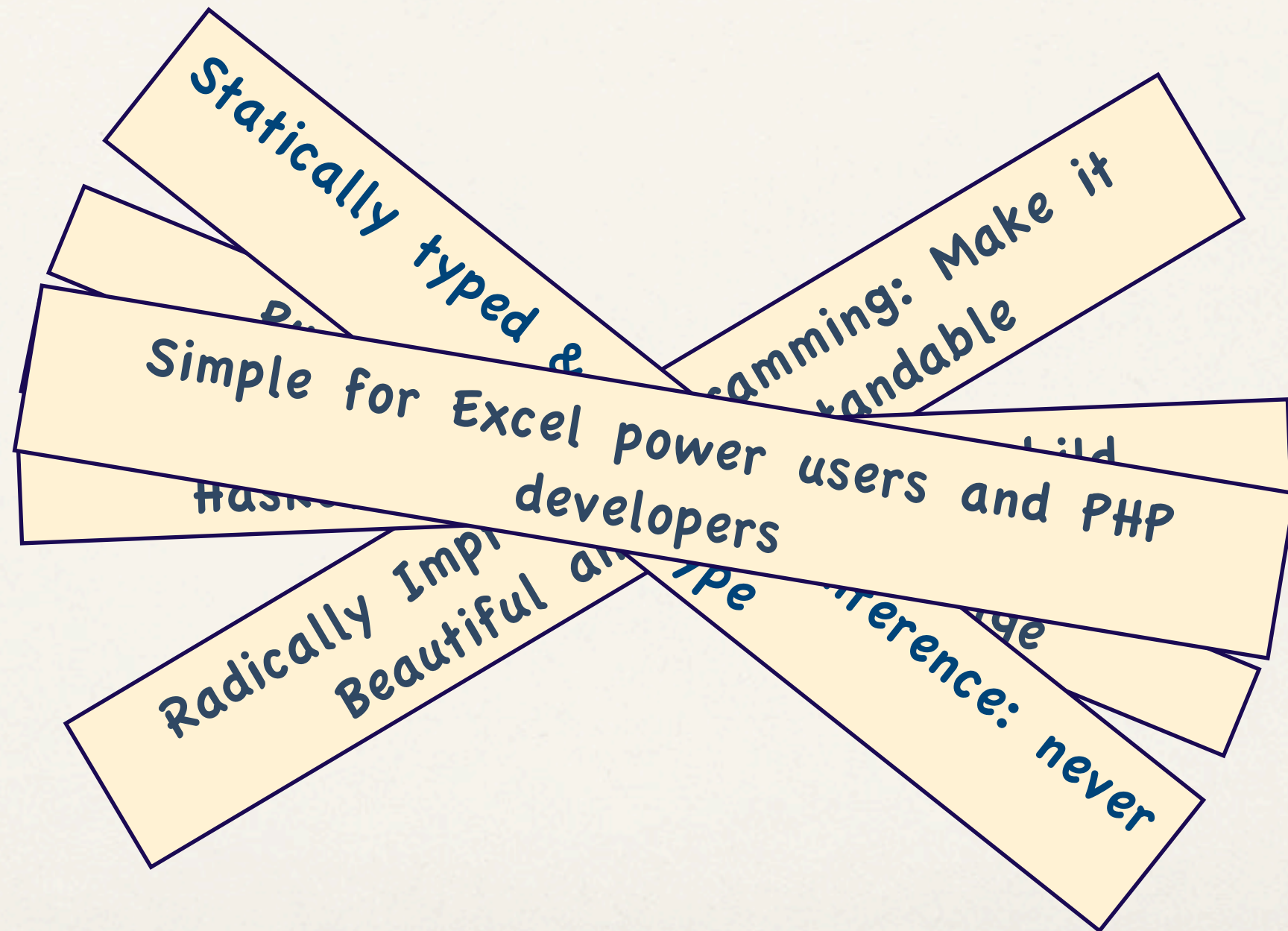
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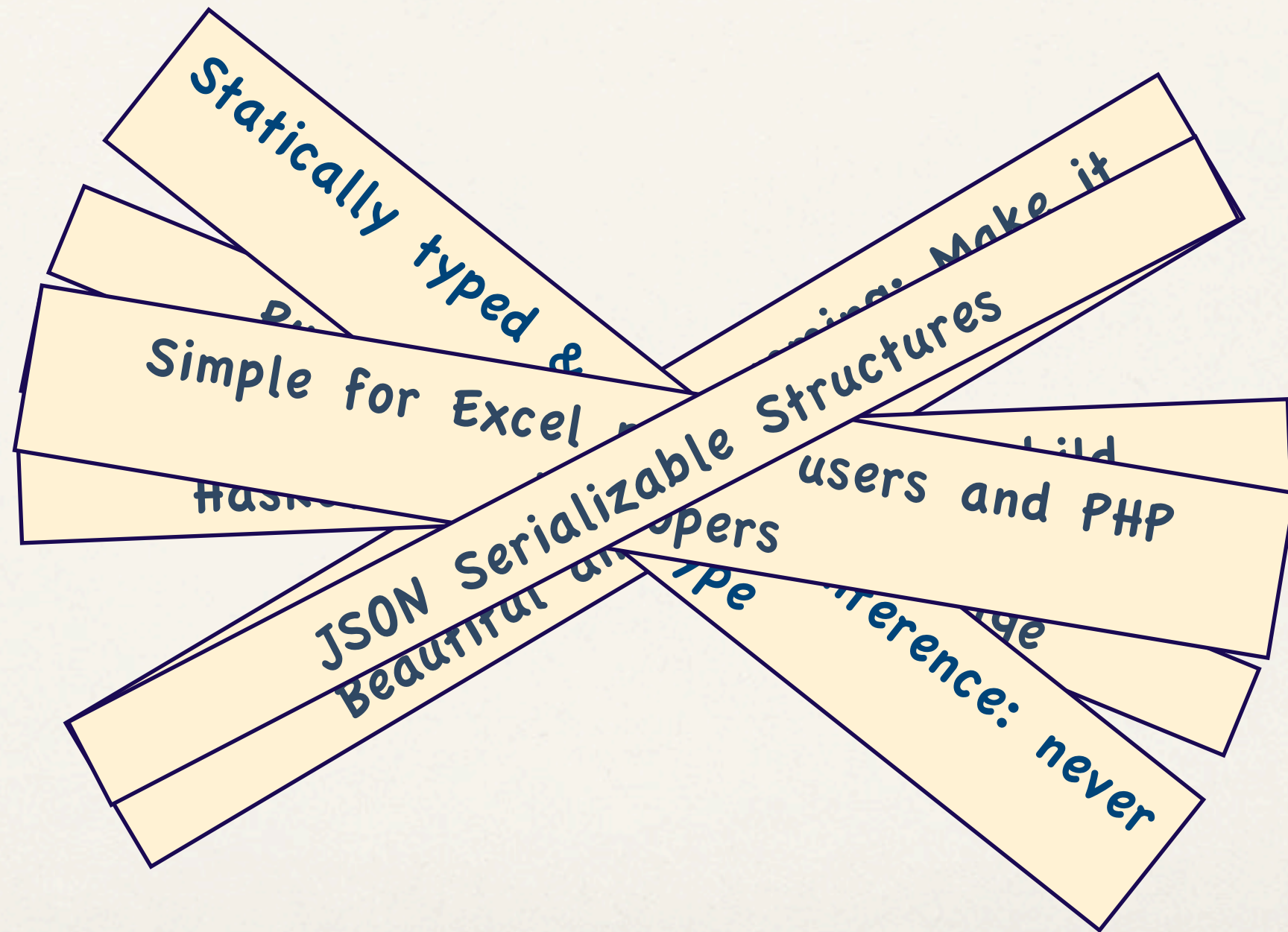
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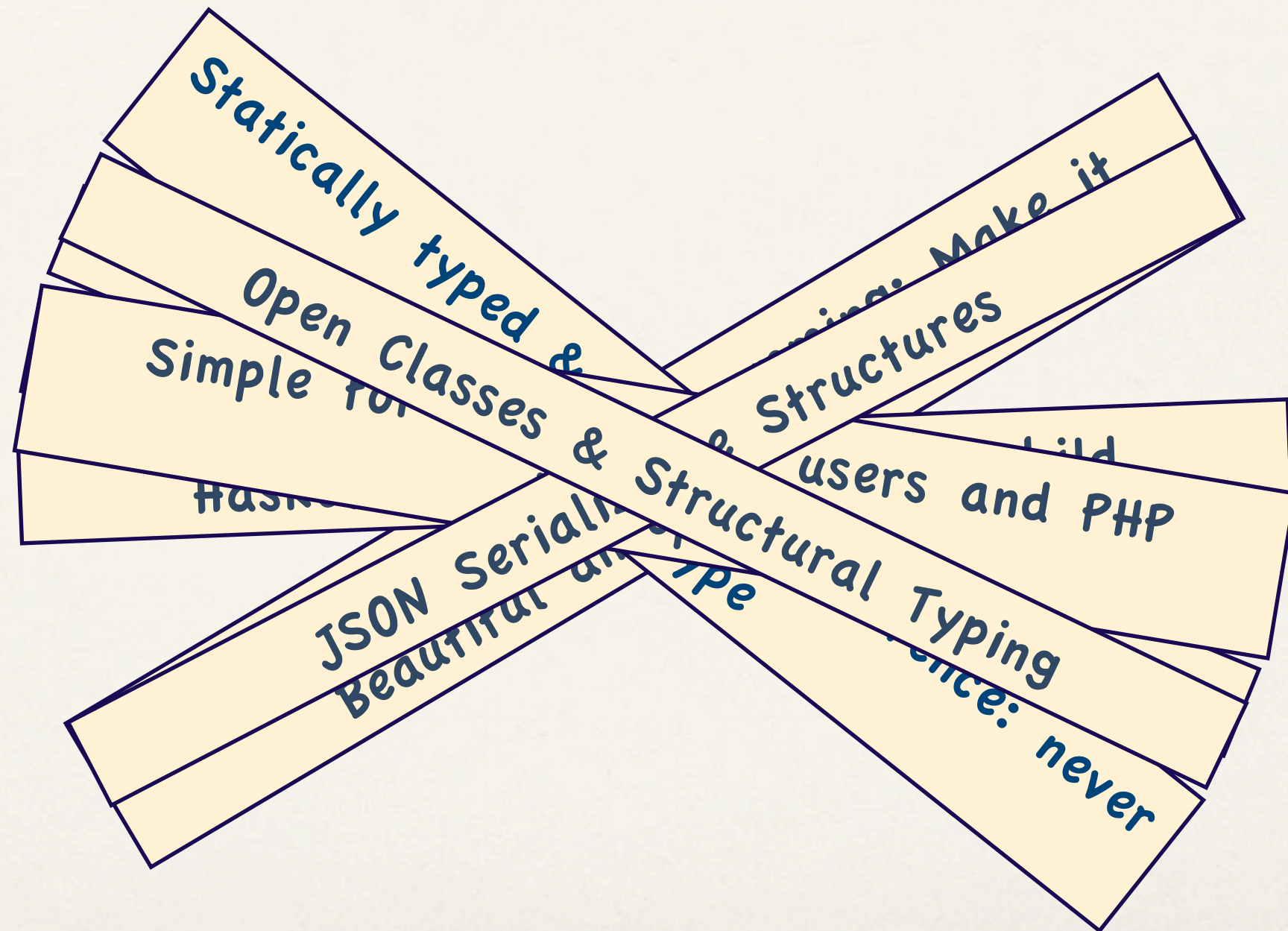
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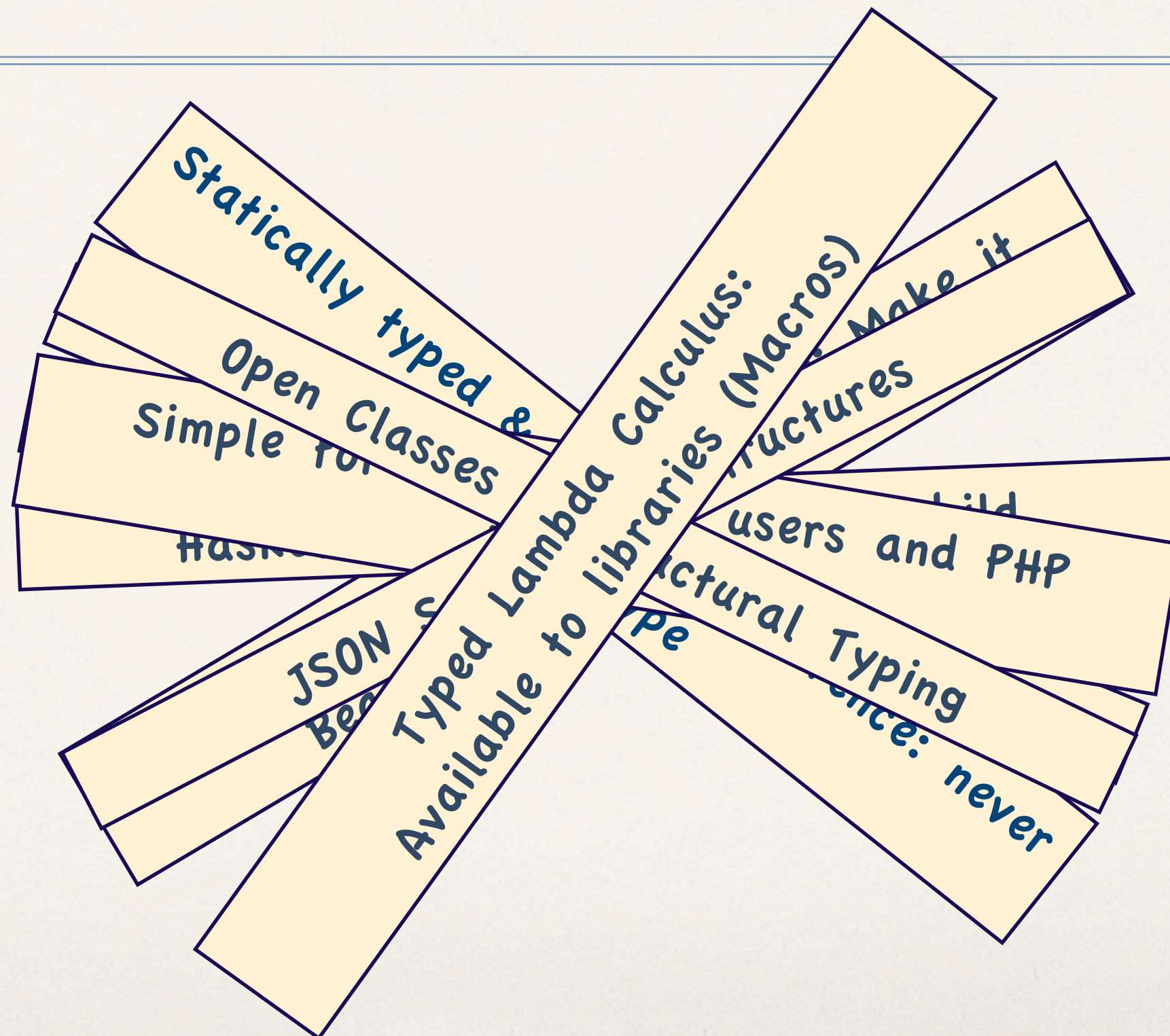
# Visi

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# Visi

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# Visi

Statically typed & Open CL

Calculus: Macros

Make it structures

Dynamic dev, compiled for performance, self hosted

JSON

Typed L

Available to

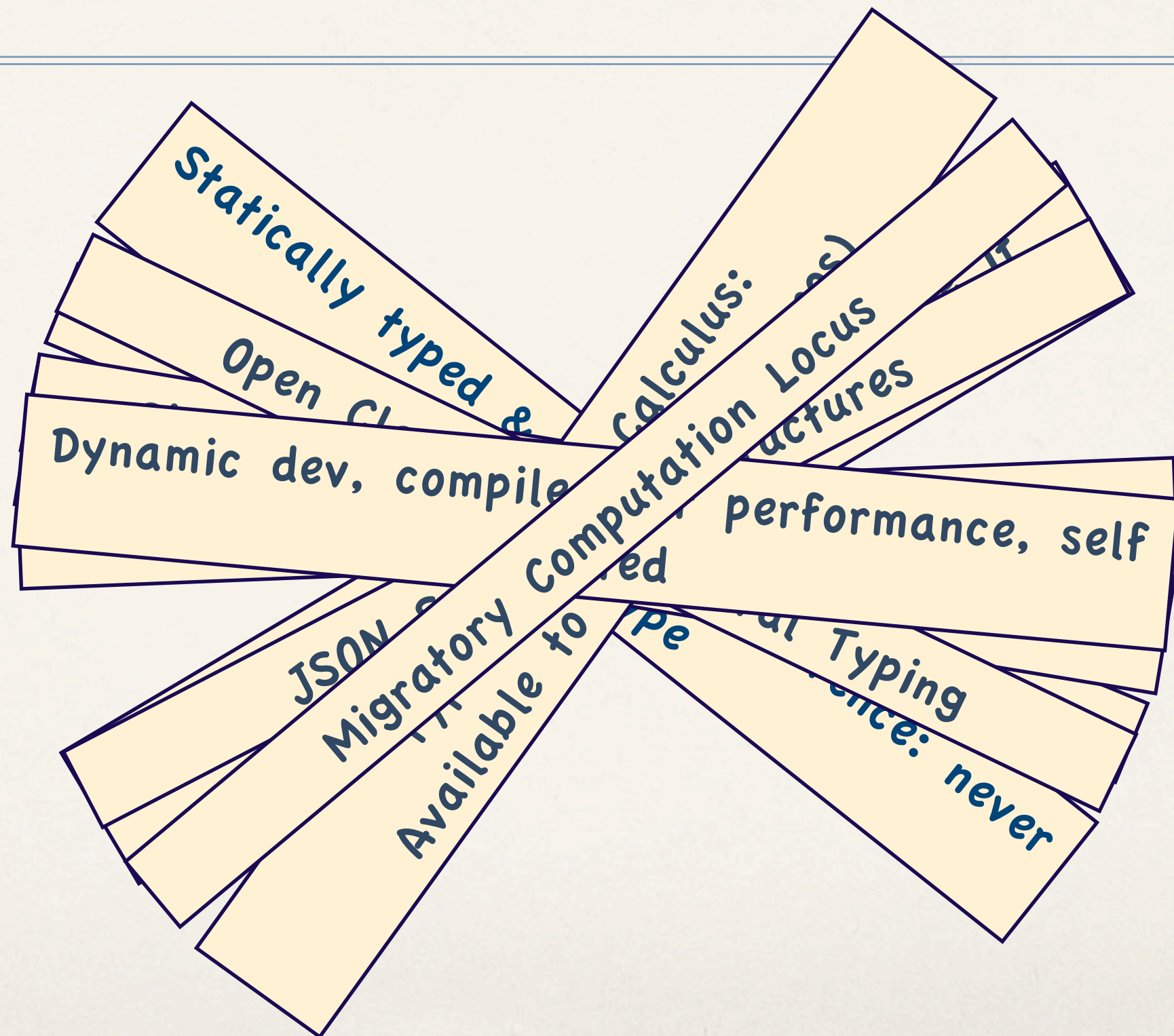
Pe

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ence: never

# Visi


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# Visi

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## Programming for the Rest of Us

Dyna

self