



Lua - Simplicity is Beautiful

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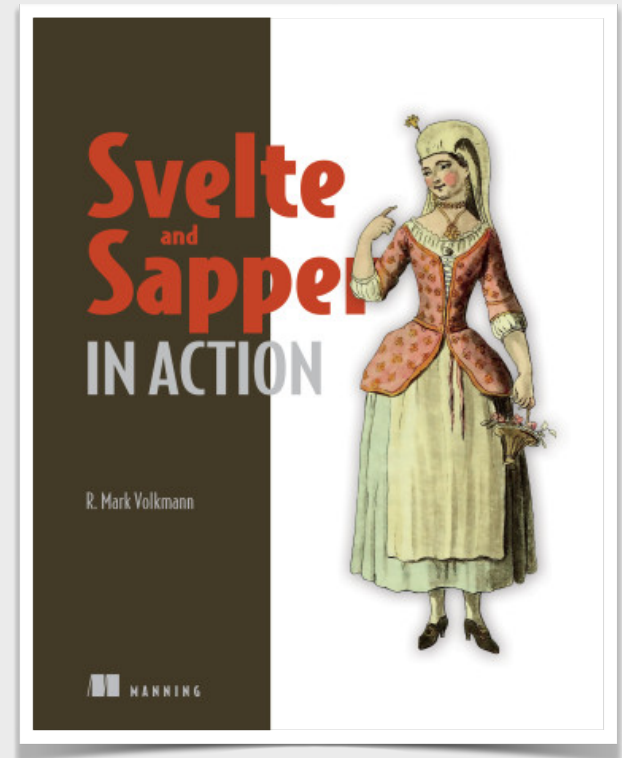
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Slides at <https://github.com/mvolkmann/talks/>

About Me



- Partner and Distinguished Software Engineer at Object Computing, Inc. in St. Louis, Missouri USA
- 43 years of professional software development experience
- Writer and teacher
- Blog at <https://mvolkmann.github.io/blog/>
- Author of Manning book “Svelte ... in Action”



Lua Overview

- Dynamically typed scripting language
- Strongly typed with type inference
- Created in 1993 by a team at Pontifical Catholic University of Rio de Janeiro in Brazil
- “Lua” means “Moon” in Portuguese
 - logo depicts Moon orbiting Earth and casting its shadow onto it
- Free and open source under MIT license
- Relatively small standard library, but more libraries can be installed using LuaRocks



Lua Goals

- **Simplicity**

- easy to use by non-professional programmers
- small number of keywords (22)
- indexing from 1 instead of 0, like matrices in math
- reference manual is ~100 pages

- **Small size**

- supports embedding in non-Lua applications

interpreter is ~ 250K
standard libraries are ~ 500K

- **Scripting**

- easy to invoke from other languages such as C and C++

- **Portability**

- runs on any OS targeted by ANSI C compiler

Pros of Lua

- Satisfies goals on previous slide
- C can call Lua and Lua can call C
- Uses dynamic variables that do not require specifying types
- Functions are first class and are closures
- Tail call optimization - avoids unnecessary stack frames
- Collaborative multitasking with coroutines
- Automatic, incremental garbage collection

Cons of Lua

- Lack of type checking
 - typed dialects exist; see “Lua Flavors” later
- Lack of direct support for OOP
 - although it can be simulated with metatables and functions
- Limited support for error handling
 - see `pcall`, `xpcall`, and `error` functions
- Uses string “patterns”
 - simplified version of regular expressions
- Limited Unicode support
 - more through libraries

`xpcall` takes a custom message handler function

Where Used

- **Games**
 - Angry Birds, Minecraft, Roblox, World of Warcraft
- **Lego Mindstorms** NXT robotics platform
- **Neovim** text editor
 - modern fork of vim
 - can be configured with Lua and plugins can be written in Lua
- **Redis** database
 - “lets users upload and execute Lua scripts on the server”
- **TI-Nspire** graphing calculators

Keywords (22)

- Boolean values: `true` and `false`
- Conditional logic: `if`, `then`, `elseif`, and `else`
- Functions: `function` and `return`
- Iteration: `for/in`, `while`, `repeat/until`, and `break`
- Logical operators: `and`, `or`, and `not`
- Variables: `local` global by default
- Other: `do`, `end`, `goto`, `nil`

Comment Syntax

- -- for single-line comments
 - like in MySQL
- -- [[
...
]]

for multiline comments

[[...]] is the syntax
for long (multi-line) strings.

Lua Types (8)

- Primitives
 - `nil`
 - `boolean`
 - `number`
 - `string`
- Non-primitives

- `function`

- `table` ← only data structure

- `thread` ← really a coroutine

- `userdata` ← raw data provided though C API

Variables

- Global by default

useful when used as
a configuration format

- Make scoped with **local** keyword

```
local b = true -- type is boolean
local s = "test" -- type is string
local i = 19 -- type is number
local d = 3.14 -- type is number
local a = {1, 2, 3} -- type table
local scores = { Mark = 19, Tami = 21} -- type is table
local fn = function (p1, p2) code-goes-here end -- type is function
local function fn(p1, p2) code-goes-here end -- type is function
local thread = coroutine.create(fn) -- type is thread
```

type inference

- Constants cannot be modified

```
local name <const> = "Mark"
```

Strings ...

- Literal strings have short and long form
 - short form - surround with double or single quotes

```
local s1 = "demo"  
local s2 = 'demo'
```

- long form - surround with double square brackets
 - supports multi-line strings
 - can include a matching number of equal signs between the square brackets to handle content with a double square brackets

```
local s3 = [[demo]]  
local s4 = [=[crazy[[content]=]]  
local haiku = [[  
Out of memory.  
We wish to hold the sky.  
But we never will.]]
```

... Strings

- .. operator performs concatenation of strings and numbers

```
local firstName = "Mark"  
local lastName = "Volkmann"  
local fullName = firstName .. " " .. lastName
```

+ operator is ONLY
used to add things.

- # operator returns length

```
print(#firstName) -- 4
```

String Functions

- `string` library provides functions for operating on strings
 - `find`, `format`, `gmatch`, `gsub`, `lower`, `match`, `sub`, `upper`, and more

```
-- Find start end index of first occurrence.
local text = "abcdefgh"
local startIndex, endIndex = string.find(text, "def")
print(startIndex, endIndex) -- 4, 6

startIndex, endIndex = string.find(text, "not")
print(startIndex, endIndex) -- nil, nil
```

```
-- Get substring.
local chunk = string.sub(text, 4, 6)
print(chunk) -- "def"
```

Functions can return more than one value.

Indexes passed to and returned from `string` library functions start at 1.

```
-- Replace all occurrences.
local sentence = "The dog jumped over the log."
local changed, count = string.gsub(sentence, "og", "ake")
print(changed) -- The dake jumped over the lake.
print(count) -- 2
```

```
-- Replace first n occurrences (1 in this case).
sentence = "The dog jumped over the log."
changed = string.gsub(sentence, "og", "eer", 1)
print(changed) -- The deer jumped over the log.
```

Patterns ...

- Similar to regular expressions
- Used in place of those in order to keep Lua runtime small
 - only 15% of code to implement
- Passed to **string** library functions **find**, **match**, **gmatch**, and **gsub**
- Uses “magic characters” that are the same as in regular expressions
 - except use % instead of \ to escape

Magic Character	Meaning
^	start anchor or negates a character class
\$	end anchor
.	matches any single character
?	zero or one
*	zero or more
+	one or more
[begins a character class
]	ends a character class
-	forms a range in a custom character class
(begins a capture group
)	ends a capture group
%	escapes a magic character (ex. %\$ represents \$)

... Patterns

- Uses character classes similar to those in regular expressions

Character Class	Meaning
%a	letters
%c	control characters
%d	digits
%g	printable characters except spaces
%l	lowercase letters
%p	punctuation characters
%s	space characters
%u	uppercase letters
%w	alphanumeric characters
%x	hexadecimal digits

```
-- Find string that matches a pattern.
local sentence = "The date today is Apr 14, 2023."
local datePattern = "%u%l%l%s%d%d?,%s%d%d%d%d"
local startIndex, endIndex = string.find(sentence, datePattern)
print(startIndex, endIndex) -- 19, 30
local date = string.sub(sentence, startIndex, endIndex)
print(date) -- Apr 14, 2023

sentence = "The date today is April 14, 2023."
startIndex, endIndex = string.find(sentence, datePattern)
print(startIndex, endIndex) -- nil, nil
```


Control Flow Syntax

```
if condition then
  ...
elseif condition then
  ...
else
  ...
end
```

no switch statement

```
local result =
  condition and true_value or false_value
```

no ternary operator;
this is an alternative

can't be **false**
or **nil**

```
for number = start, end, step {
  ...
}
```

defaults to 1

```
while condition do
  ...
end

repeat
  ...
until condition
```

next slide shows how
to iterate over tables

Tables

- Only data structure also called a "sequence"
- Can be array-like, dictionary-like, or both

```
local scores = { 7, 19, 12 }  
local colors = { "red", "green", "blue" }  
local point = { x = 1.3, y = 2.7 }  
local mixed = { 7, color = "green" }
```

Curly braces are ONLY used to construct tables.

- To iterate over array-like values
- To iterate over dictionary-like values
- Keys can be any value except `nil`

```
for i, v in ipairs(table) do  
  ...  
end
```

indexes start at 1

```
for k, v in pairs(table) do  
  ...  
end
```

Implementation Detail

Access to array-like entries is optimized by storing them in an actual array and storing key/value pairs in a hash map. So internally tables have two parts.

Defining Functions

- Use `function` keyword
- Parameters are positional

```
local name = function (p1, p2)
  ...
end

-- All functions are anonymous.
-- This is just syntactic sugar for above.
local function name(p1, p2)
  ...
end
```

varargs

```
function sum(...)
  local result = 0
  for _, v in ipairs({ ... }) do
    local n = tonumber(v)
    if n then result = result + n end
  end
  return result
end
```

no ++, --,
or shorthand assignment
operators like +=

- Can return zero or more results
 - `return` keyword followed by comma-separated list
- All functions are closures

Calling Functions

- Syntax is

```
local result = some_name(arg1, arg2)
```

- Excess arguments are ignored
- Missing arguments default to `nil`
- Parentheses can be omitted when there is only one argument and it is a string literal or table constructor

```
some_name "text"  
some_name {1, 2, 3}
```



Modules

- Modules are collections of variables and functions held in a table
- Typically defined in their own source file
- Made available in other source files using **require** function

```
local M = {}
M.hours_per_day = 24
M.seconds = function (minutes, hours, days)
    minutes = minutes or 0
    hours = hours or 0
    days = days or 0
    return 60 * ((days * 24 + hours) * 60 + minutes)
end
return M
```

time.lua

providing default parameter values

```
local time = require "time" demo.lua
print(time.seconds(1, 2, 3)) -- 266460
```

Strings passed to **require** omit the **.lua** file extension.

The list of directories searched by **require** is in **package.path**.

Error Handling


- No try, catch, or throw; use pcall, xpcall, and error

```
local function process()
    local dividend = read_number("Enter a dividend")
    if not dividend then
        error({message = "dividend is invalid", code = 1})
    end

    local divisor = read_number("Enter a divisor")
    if not divisor then
        error({message = "divisor is invalid", code = 2})
    end
    if divisor == 0 then
        error({message = "cannot divide by zero", code = 3})
    end

    local quotient = dividend / divisor
    io.write(string.format(
        "The quotient is %.3f\n\n", quotient
    ))
end
```

```
local function read_number(prompt)
    io.write(prompt .. ": ")
    local number = io.read("n")
    local _ = io.read() -- consumes newline
    return number
end
```



```
while true do
    local success, err = pcall(process)
    if not success then
        if err then
            print(string.format("%s (code %d)", err.message, err.code))
        end
        -- print(debug.traceback()) -- prints stack trace
        print() -- extra newline
    end
end
```

lua error-handling.lua

```
Enter a dividend: 9
Enter a divisor: 2
The quotient is 4.500
```

Metatables

- **Metatables** are tables that define metamethods
- **Metamethods** are called when
 - operators are applied to specific table instances
 - ex. adding with + operator
 - certain operations are performed on specific table instances
 - ex. lookup of a key value
- To associate a metatable with a table, call **setmetatable(t, mt)**
- To get metatable associated with a table, call **getmetatable(t)**

Metamethods for Operators



Math Operators

Metamethod	Operator
<code>__add</code>	<code>+</code>
<code>__sub</code>	<code>-</code>
<code>__mul</code>	<code>*</code>
<code>__div</code>	<code>/</code>
<code>__idiv</code>	<code>//</code>
<code>__mod</code>	<code>%</code>
<code>__pow</code>	<code>^</code>

Logical Operators

Metamethod	Operator
<code>__eq</code>	<code>==</code>
<code>__lt</code>	<code><</code>
<code>__le</code>	<code><=</code>

The `~=`, `>`, and `>=` operators are derived from these.

Bitwise Operators

Metamethod	Operator
<code>__band</code>	<code>&</code>
<code>__bor</code>	<code> </code>
<code>__bxor</code>	<code>~</code>
<code>__bnot</code>	<code>!</code>
<code>__shl</code>	<code><<</code>
<code>__shr</code>	<code>>></code>

Other Operators

Metamethod	Operator
<code>__concat</code>	<code>..</code>
<code>__len</code>	<code>#</code>
<code>__unm</code>	<code>-</code> (unary)

Metamethods for Operations



Special Operations

Metamethod	Operation
<code>__call</code>	called when the table is called like a function
<code>__gc</code>	called after garbage collection runs
<code>__index</code>	called if a key is not found in the table
<code>__metatable</code>	prevents changes to metatable
<code>__mode</code>	returns a string; see below
<code>__newindex</code>	called when an entry is added to the table
<code>__pairs</code>	pairs function
<code>__tostring</code>	returns a string representation

most important


Colon Operator

- Provides **syntactic sugar** for an alternate way to call a function that is defined as a table entry
- For example, the metatable of all string instances is the **string** library table
- Example: two ways to get uppercase version of a string

```
local s = "test"

-- Using the dot operator is
-- like calling an OO class method.
print(string.upper(s))

-- Using the colon operator is
-- like calling an OO instance method
print(s:upper())
```




Lua attempts to find an **upper** function in the value of **s**. But **s** refers to a string rather than a table, so the **upper** function is not found there. Next Lua gets the metatable of **s** and looks for **upper** in the table that is the value of its **__index** entry. It finds **upper** defined there and calls it, passing it the value before the colon which is **s**.

Simulating Classes

- **__index** metamethod is key to simulating OO classes and subclasses

- value can be a table or a function →



```
local t = { apple = "red" }
local mt = {
  __index = { banana = "yellow" }
}
setmetatable(t, mt)
print(t.apple) -- red
print(t.banana) -- yellow
```

```
local t = { apple = "red" }
local mt = {
  -- first parameter is t
  __index = function(_, key)
    return "unknown"
  end
}
setmetatable(t, mt)
print(t.apple) -- red
print(t.banana) -- unknown
```

- See the **class** and **subclass** functions defined at <https://mvolkmann.github.io/blog/topics/#!/blog/lua/#simplifying-classes>
 - these enables code like on next two slides

Point Class Example

```
local oo = require "oo" → my custom module
```

```
Point = oo.class {  
  -- Properties  
  x = 0,  
  y = 0,  
  
  -- Methods  
  distanceFromOrigin = function(p)  
    return math.sqrt(p.x^2 + p.y^2)  
  end,  
  
  -- Metamethods  
  __add = function(p1, p2)  
    return Point.new {  
      x = p1.x + p2.x,  
      y = p1.y + p2.y  
    }  
  end,  
  __toString = function(p)  
    return string.format(  
      "(%.2f, %.2f)", p.x, p.y  
    )  
  end  
}
```

```
local p1 = Point.new { x = 3, y = 4 }  
print(p1) -- (3.00, 4.00)  
print(p1:distanceFromOrigin()) -- 5.0  
  
local p2 = Point.new { x = 5, y = 1 }  
local p3 = p1 + p2  
print(p3) -- (8.00, 5.00)  
  
local p4 = Point.new { y = 7 }  
print(p4) -- (0.00, 7.00)
```

Shape Subclasses Example



```
local oo = require "oo"

Shape = oo.class {
  abstract = true,
  report = function (self)
    print(string.format(
      "%s has %d sides and area %0.1f",
      self.name,
      self.sides,
      self.area()
    ))
  end
}
```

```
Triangle = oo.subclass(Shape, {
  name = "triangle",
  sides = 3,
  area = function(self)
    return 0.5 * self.base * self.height
  end
})

local triangle = Triangle.new { base = 4, height = 6 }
print(triangle:area()) -- 12.0
triangle:report() -- triangle has 3 sides and area 12.0
```

```
Rectangle = oo.subclass(Shape, {
  name = "rectangle",
  sides = 4,
  area = function(self)
    return self.width * self.height
  end
})

local rectangle = Rectangle.new { width = 4, height = 6 }
print(rectangle:area()) -- 24
rectangle:report() -- rectangle has 4 sides and area 24.0
```

```
Square = oo.subclass(Rectangle, {
  name = "square",
  area = function(self)
    return self.side ^ 2
  end
})

local square = Square.new { side = 5 }
print(square:area()) -- 25.0
square:report() -- square has 4 sides and area 25.0
```

It is also possible to support **multiple inheritance** by implementing the `__index` metamethod as a function rather than a table. That function can search multiple tables for a missing key.

Coroutines

- Lua is single-threaded like JavaScript
- Coroutines provided collaborative multitasking
- One coroutine at a time is running
- Call `coroutine.yield` to return values and give up control

coroutine.create

contrived
example

```
local function nextNumber(delta, limit, previous)
  local next = (previous or 0) + delta
  if next <= limit then
    coroutine.yield(next)
    nextNumber(delta, limit, next) -- recursive call
  end
end

local thread = coroutine.create(nextNumber)
print(type(thread)) -- thread
print(coroutine.status(thread)) -- "suspended"

-- We only need to pass arguments
-- in the first call to resume.
local success, v = coroutine.resume(thread, 3, 15)

while success and v do
  print(v) -- 3, 6, 9, 12, and 15
  success, v = coroutine.resume(thread)
end

print(coroutine.status(thread)) -- "dead"
```

delta limit



loop exits when calling
resume no longer yields

coroutine.wrap

- Alternative to `coroutine.create`
- Returns a function rather than a thread
- Simplifies code
- Loses ability to get thread status
- Calls to returned function raise errors instead of returning an error description

```
-- nextNumber function remains unchanged

local iterator = coroutine.wrap(nextNumber)

print(type(iterator)) -- function

local v = iterator(3, 15)
while v do
    print(v) -- 3, 6, 9, 12, and 15
    v = iterator()
end
```


Lua Standard Library ...



Lua provides **10** standard libraries.

- **basic**
 - `assert`, `error`, `getmetatable`, `ipairs`, `pairs`, `pcall`, `print`, `setmetatable`, `tonumber`, `tostring`, `type`, and more
- **coroutine**
 - `close`, `create`, `resume`, `status`, `wrap`, `yield`, and more
- **debug**
 - `debug`, `traceback`, and more
- **io**
 - `close`, `input`, `lines`, `open`, `output`, `read`, `write`, and more

... Lua Standard Library ...



- **math**
 - `abs`, `acos`, `asin`, `atan`, `ceil`, `cos`, `deg`, `exp`, `floor`, `log`, `max`, `min`, `pi`, `rad`, `random`, `randomseed`, `sin`, `sqrt`, `tan`, `type`, and more
- **modules**
 - `require`, `package.path`, and more
- **OS**
 - `clock`, `date`, `execute`, `exit`, `getenv`, `remove`, `rename`, `setlocale`, `time`, and more

... Lua Standard Library



- **string**
 - `find`, `format`, `gmatch`, `gsub`, `len`, `lower`, `match`, `rep`, `reverse`, `sub`, `upper`, and more
- **table**
 - `concat`, `insert`, `move`, `pack`, `remove`, `sort`, and `unpack`
- **utf8**
 - `char`, `codes`, `codepoint`, `len`, `offset`, and more

Lua C API

- Enables embedding Lua interpreter in any app that can call C functions
- Host app can

- create any number of new Lua states
- load all or selected standard libraries
- execute Lua source files and strings containing Lua code
- operate on Lua stack (push, get, and pop specific value types)
- call Lua functions
- register C functions so they can be called by Lua functions
- get and set Lua global variables
- operate on Lua tables (get and set key/value pairs)

Each Lua state has its own environment and stack.

For example, not loading the “io” library prevents reading and writing files. Can also load a library and selectively disable some of its functions.

Lua Interpreter

- The `lua` command-line interpreter is a C application that embeds the Lua C library and accesses it through the Lua C API

Calling Lua from C



```
#include "lua.h" // for most lua_* functions
#include "luaL.h" // for luaL_... functions

int main(void) {
    lua_State *L = luaL_newstate();
    luaL_openlibs(L); // loads ALL standard libraries

    luaL_dofile(L, "config.lua");

    // Get and print the value of a Lua global variable.
    lua_getglobal(L, "message");
    const char *message = lua_tostring(L, -1);
    lua_pop(L, 1);
    printf("message = %s\n", message);

    // Call Lua function that takes no arguments
    // and returns no values.
    lua_getglobal(L, "demo");
    if (lua_pcall(L, 0, 0, 0) != LUA_OK) {
        error("error at %s", lua_tostring(L, -1));
    }

    lua_close(L);
    return 0; // success
}
```

main.c

```
message = "Hello from Lua!"
-- Determine color based on Node environment.
if os.getenv("NODE_ENV") == "production" then
    color = "red"
else
    color = "green"
end

function demo()
    print("config.lua: demo called")
end
```

config.lua

It's easy to create C helper functions that remove the verbosity of the Lua C API. See `helpers.c` in <https://github.com/mvolkmann/SwiftUICallsC>.

```
void error(const char *fmt, ...) {
    va_list argp;
    va_start(argp, fmt);
    fprintf(stderr, fmt, argp);
    va_end(argp);
}
```

variable argument list

Lua Configuration Files

- Using Lua as an application configuration format has many advantages over formats like JSON and YAML
 - simpler syntax for non-developers
 - can include comments
 - executable, not just data
 - a bit like LISP “code as data”
 - can dynamically determine values with code

See `config.lua` on previous slide.

JSON

```
{  
  "color": "red",  
  "size": {  
    "width": 800,  
    "height": 480  
  }  
}
```

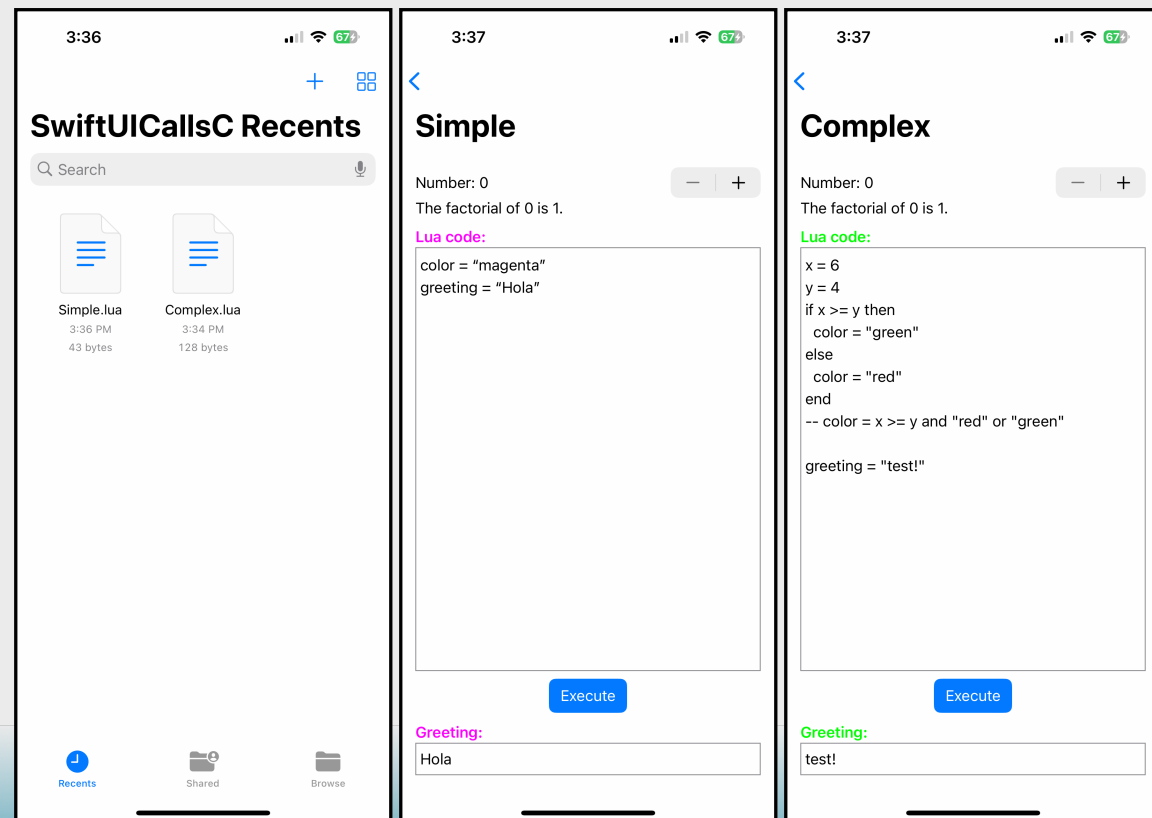
Lua

```
color = "red"  
size = {  
  width = 800,  
  height = 480  
}
```

Calling Lua from SwiftUI

- <https://github.com/mvolkmann/SwiftUICallsC>

- demonstrates embedding Lua interpreter in a SwiftUI app
- document-based app where each document is a Lua source file
- Lua code sets global variables
- SwiftUI code gets values of Lua global variables and uses them to update UI



Lua Flavors ...



- **Standard Lua** - <https://lua.org>
 - has an interpreter and a virtual machine, both implemented in C
 - interpreter produces bytecode that runs in virtual machine
 - compiling to bytecode can be done at runtime or ahead of time (using **luac**)
- **LuaJIT** - <https://luajit.org/>
 - alternative to **luac** that produces smaller bytecode files
 - provides runtime optimizations that typically result in **better performance**
 - implemented by a separate team from the one that maintains Lua
 - based on Lua 5.1, so **missing features** of Lua added since then

... Lua Flavors ...



- **Teal** - <https://github.com/teal-language/tl>
 - typed dialect of Lua
 - supported types are **any**, **nil**, **boolean**, **integer**, **number**, **string**, **function**, **enum**, **record**, **thread**, and table types described by their allowed key and value types

... Lua Flavors



- **Pallene** - <https://github.com/pallene-lang/pallene>
 - developed by core Lua team
 - statically typed and ahead-of-time compiled sister language to Lua
 - for writing performance sensitive code that interacts with Lua; alternative to writing C modules or using LuaJIT
 - better syntax and performance for interacting with Lua data types than using Lua C API
 - can write performance-critical modules in Pallene and require them in Lua code

Pallene is the name of one of the moons of Saturn. The name of the moon is pronounced "puh lee nee", but the language designer pronounces it "pah lean".

Languages Based on Lua



- **Ravi** - <http://ravilang.github.io/>
 - “dialect of Lua with limited optional static typing and JIT/AOT compilers”
 - name comes from Sanskrit word for “Sun”
- **MoonScript** - <https://moonscript.org/>
 - “programmer friendly language that compiles into Lua”
 - “gives you the power of the fastest scripting language combined with a rich set of features”
- **Terra** - <https://terralang.org/>
 - “low-level system programming language that is designed to interoperate seamlessly with the Lua programming language”
 - “shares Lua’s syntax and control-flow constructs”
- **Squirrel** - <http://squirrel-lang.org/>
 - “high level imperative, object-oriented programming language, designed to be a light-weight scripting language”
 - “inspired by languages like Python, Javascript, and especially Lua”

Wrap Up

- Lua can be used as an alternative to other scripting languages like JavaScript and Python
- Lua can be embedded in non-Lua applications and used to allow users to script functionality
- Lua syntax is easier for non-developers to learn than that of other programming languages
- Lua is a great alternative to formats like JSON and YAML for configuration data
- Lua is fun!