

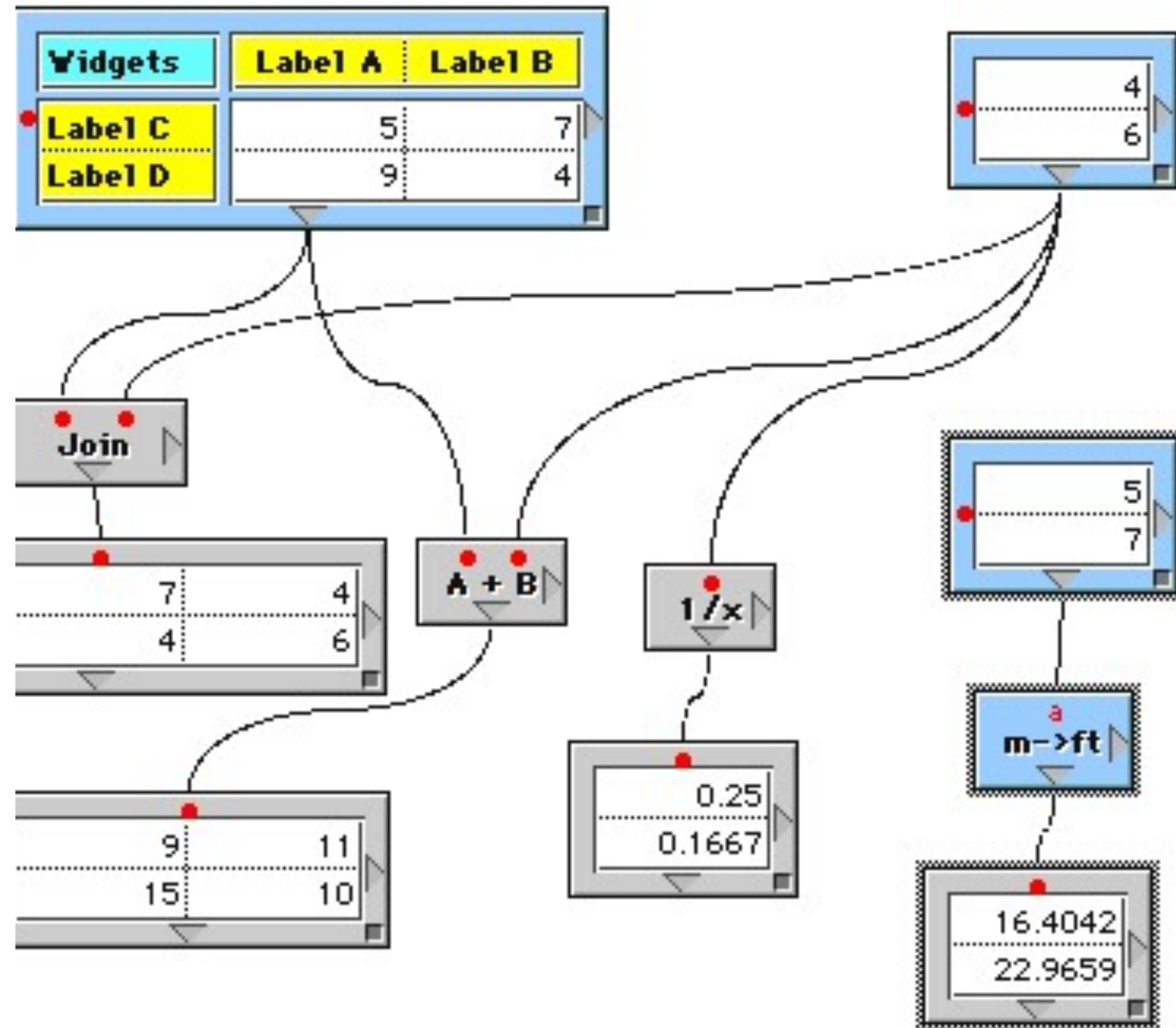
# Reactivity

**Signals, Effects & Derivations**

# What is reactivity?

$$a = b * c$$

— Where the value of **a** updates whenever the value of **b** or **c** changes



# Disclosure

**Guillermo Rauch**  @rauchg · Aug 4, 2018

Successful buzzwords are aspirational exaggerations

- Serverless has servers
- AI is not that intelligent
- AR/VR look anything but real

**дэн**  
@dan\_abramov

React is not fully reactive

2:51 PM · Aug 4, 2018

 230

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# State of the art

Easy to wrap, modularize and  
execute relationships  
associated.

```
// Svelte 3
<script>
  export let title;

  // this will update `document.title` whenever
  // the `title` prop changes
  $: document.title = title;

  $: {
    console.log(`multiple statements can be combined`);
    console.log(`the current title is ${title}`);
  }
</script>
```

```
// Vue 3
this.count++
<script>
export default {
  // state
  data() {
    return {
      count: 0
    }
  },
  // actions
  methods: {
    increment() {
      this.count++
    }
  }
}
</script>

<!-- view -->
<template>{{ count }}</template>
```

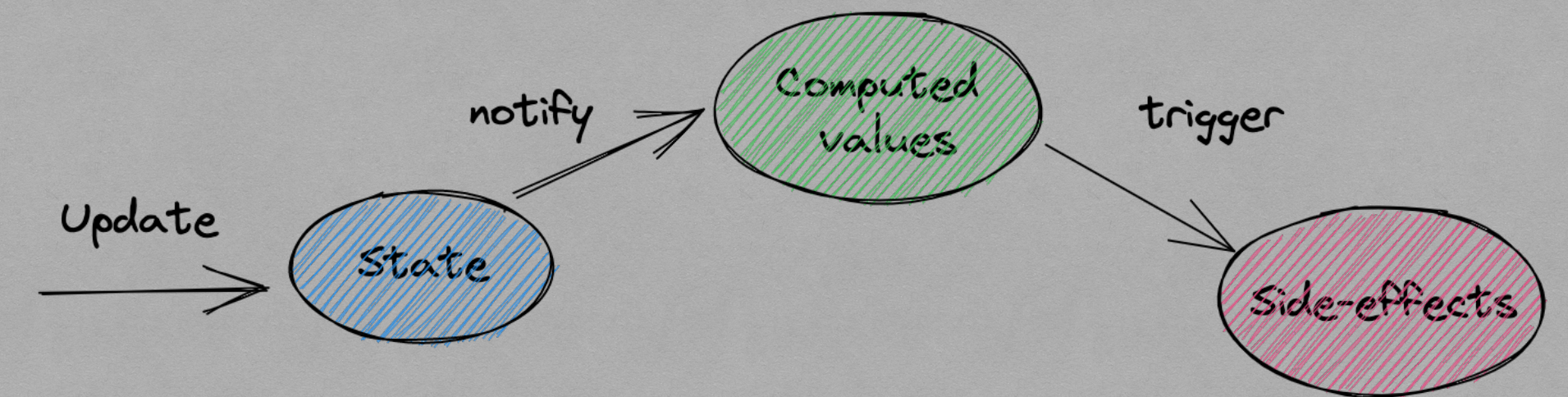


# Primitives

Signal

Derivate

Effect



# Signal

## Read:

- Return the value

## Write:

- Update value

```
const [getter, setter] = createSignal(INITIAL_VALUE)
```

# Signal

## Read:

- Return the value

## Write:

- Update value

```
export function createSignal(value) {  
  const read = () => value;  
  
  const write = (nextValue) => value = nextValue;  
  
  return [read, write];  
}
```

# Signal

## Read:

- Return the value
- Add to subscribers
- Check for current observer

## Write:

- Update value
- Notify subscribers about the change

```
const context = [];  
  
function subscribe(running, subscriptions) {  
  subscriptions.add(running);  
  running.dependencies.add(subscriptions);  
}  
  
export function createSignal(value) {  
  const subscriptions = new Set();  
  
  const read = () => {  
    const running = context[context.length - 1];  
    if (running) subscribe(running, subscriptions);  
    return value;  
  };  
  
  const write = (nextValue) => {  
    value = nextValue;  
  
    for (const sub of [...subscriptions]) {  
      sub.execute();  
    }  
  };  
  
  return [read, write];  
}
```

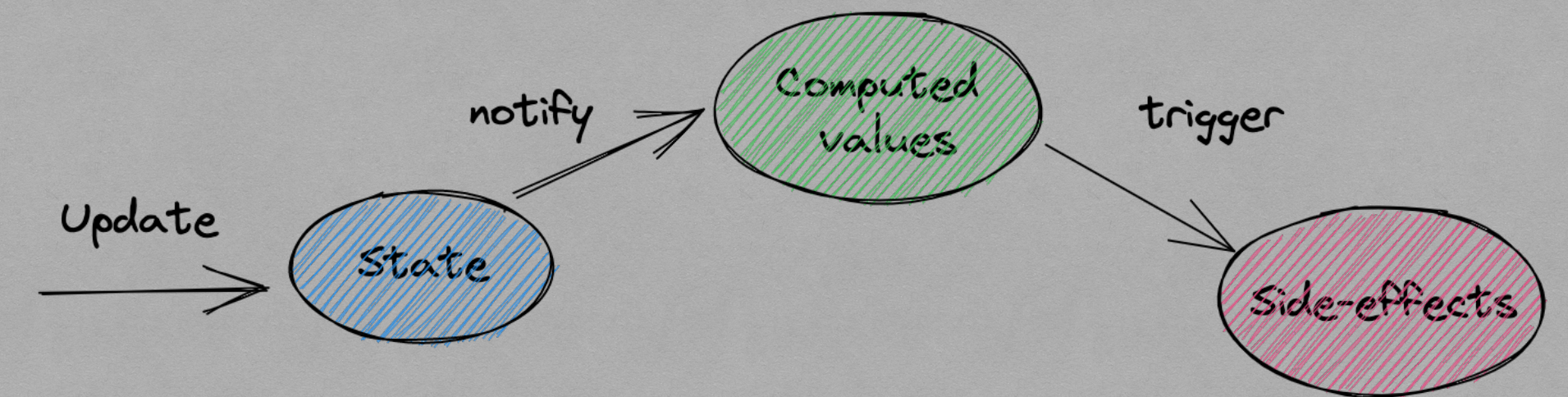


# Primitives

Signal

Derivate

Effect



# Effect

## Execution:

- Execute wrapped functions when one of the values change

```
const [jsMeetups, setJsMeetups] = createSignal(55);

createEffect(() => console.log(`Meetup Js #${jsMeetups()}`))

setJsMeetups(56);
// Meetup Js #56
```

# Effect

## Execution:

- Execute wrapped functions when one of the values change

## Dependency tracking:

- Cleanup dependencies
- Push self onto stack
- Execute provided function
- Finally pop self off the stack

```
function cleanup(running) {  
  for (const dep of running.dependencies) {  
    dep.delete(running);  
  }  
  running.dependencies.clear();  
}
```

```
export function createEffect(fn) {  
  const execute = () => {  
    cleanup(running);  
    context.push(running);  
    try {  
      fn();  
    } finally {  
      context.pop();  
    }  
  };  
};
```

```
const running = {  
  execute,  
  dependencies: new Set()  
};  
  
execute();  
}
```



```
const context = [];  
  
function subscribe(running, subscriptions) {  
  subscriptions.add(running);  
  running.dependencies.add(subscriptions);  
}  
  
export function createSignal(value) {  
  const subscriptions = new Set();  
  
  const read = () => {  
    const running = context[context.length - 1];  
    if (running) subscribe(running, subscriptions);  
    return value;  
  };  
  
  const write = (nextValue) => {  
    value = nextValue;  
  
    for (const sub of [...subscriptions]) {  
      sub.execute();  
    }  
  };  
  
  return [read, write];  
}
```

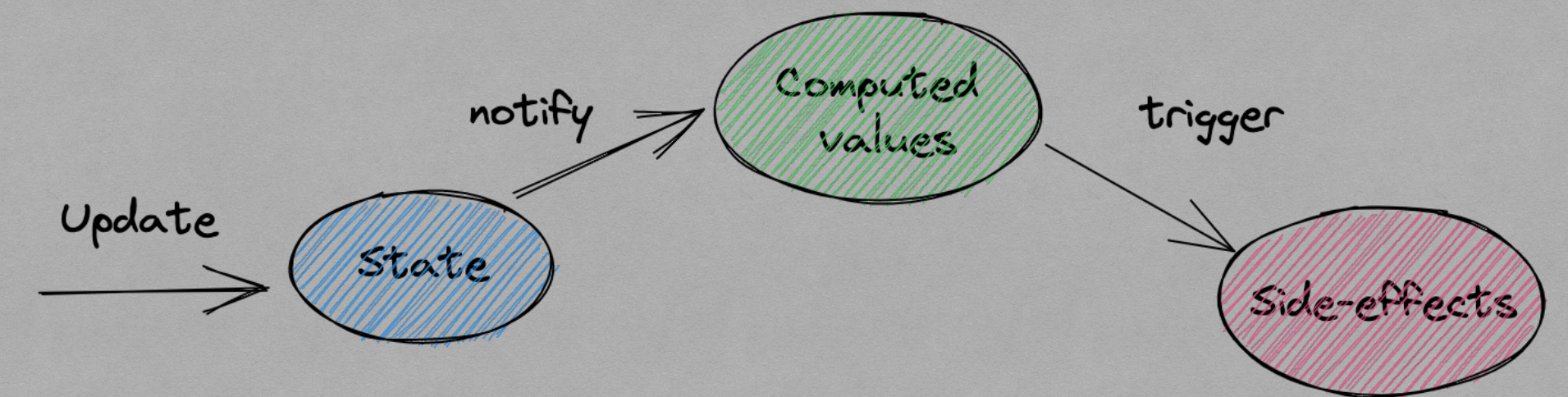
```
function cleanup(running) {  
  for (const dep of running.dependencies) {  
    dep.delete(running);  
  }  
  running.dependencies.clear();  
}  
  
export function createEffect(fn) {  
  const execute = () => {  
    cleanup(running);  
    context.push(running);  
    try {  
      fn();  
    } finally {  
      context.pop();  
    }  
  };  
  
  const running = {  
    execute,  
    dependencies: new Set()  
  };  
  
  execute();  
}
```

# Primitives

Signal

Derivate

Effect





# Derivations

(Naive implementation <sup>TM</sup>)

## Computations:

- Cache work from expensive computations
- One of multiple dependencies in computation

## But...

- Do not prevent multiple creation effects

```
export function createMemo(fn) {  
  const [s, set] = createSignal();  
  createEffect(() => set(fn()));  
  return s;  
}
```

# Thoughts

Questions?