

Concatenative Clojure

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Structure of Talk

- **History Lesson**
Postfix, stacks, and concatenative
- **Concatenative Clojure**
Factjor: Concatenative DSL for Clojure
- **Motivating Example**
DomScript: A stack-based jQuery-like thingie

Postfix Notation

1950s

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- Eliminates grouping via parenthesis

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- Eliminates grouping via parenthesis
- Trivial semantics
 - Operands are pushed onto a stack
 - Operators pop operands, push results

Postfix Notation

1950s

- Eliminates grouping via parenthesis
- Trivial semantics
 - Operands are pushed onto a stack
 - Operators pop operands, push results
- Doesn't necessitate stacks
 - We'll pretend it does for this talk

Prefix Notation

(- 5 2)

(+ (* 10 2) 1)

Postfix Notation

5 2 -

10 2 * 1 +

Postfix Notation

5 2 - => 3

10 2 * 1 +

Postfix Notation

5 2 - => 3

10 2 * 1 + => 21

FORTH

1970s



Charles H. Moore

“Lisp is the ultimate
high-level language,
Forth is the ultimate
low-level language”

– Rich Jones

**Lisp : Forth ::
Lambdas : Combinators**

10 5 -

\stack: 5

10 5 -
dup *

\ stack: 5
\ stack: 25

10 5 -
dup *
drop

\ stack: 5
\ stack: 25
\ stack empty

```
10 5 -          \ stack: 5
dup *
drop           \ stack: 25
               \ stack empty

: square dup * ; \ defines square
```

```
10 5 -          \ stack: 5
dup *
drop           \ stack: 25
               \ stack empty

: square dup * ; \ defines square
3 square        \ stack: 9
```

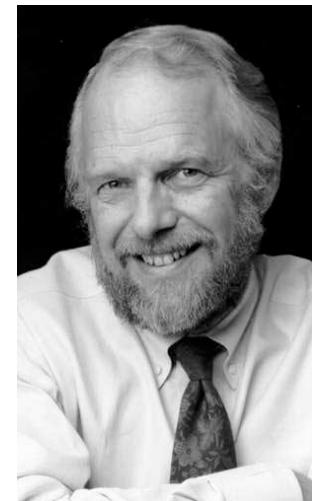
```
10 5 -          \ stack: 5
dup *
drop           \ stack: empty

: square dup * ; \ defines square
3 square        \ stack: 9

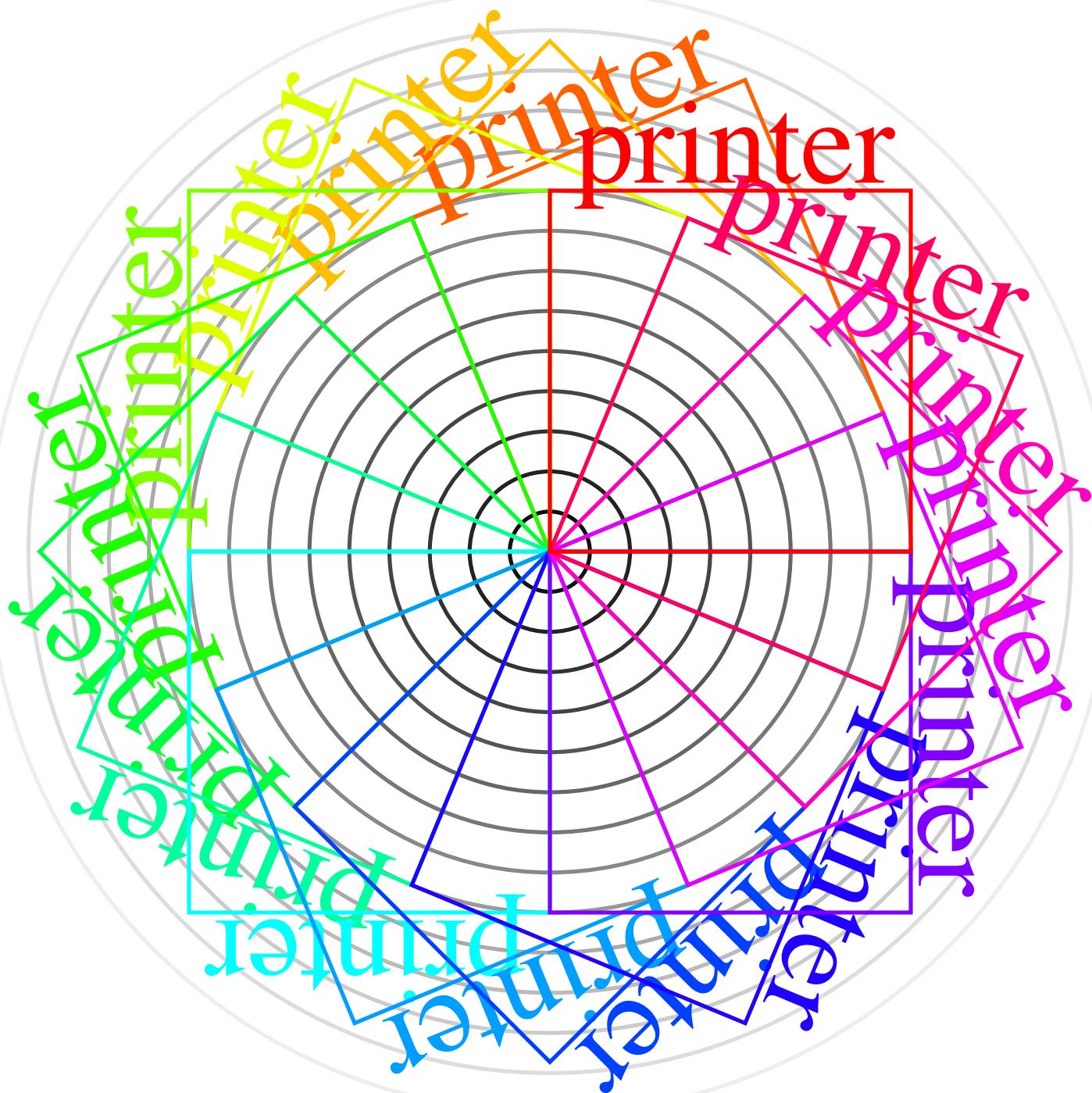
15 swap -       \ stack: 6
```

PostScript

(1982)



Adobe Co-Founders
Charles Geschke & John Warnock



% Creates a Triangle path

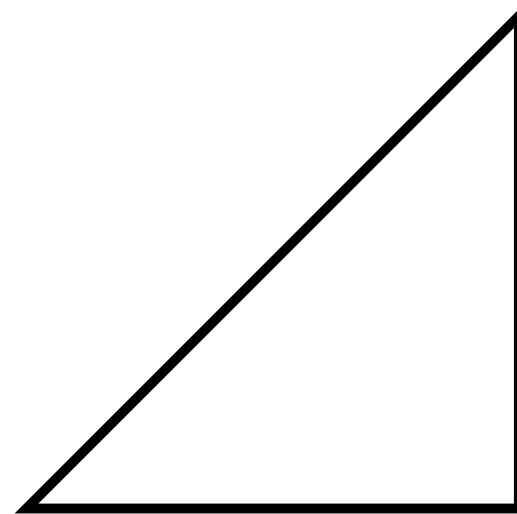
newpath

50 50 **moveto**

300 300 **lineto**

300 50 **lineto**

closepath



% Creates a Triangle path

newpath

50 50 **moveto**

300 300 **lineto**

300 50 **lineto**

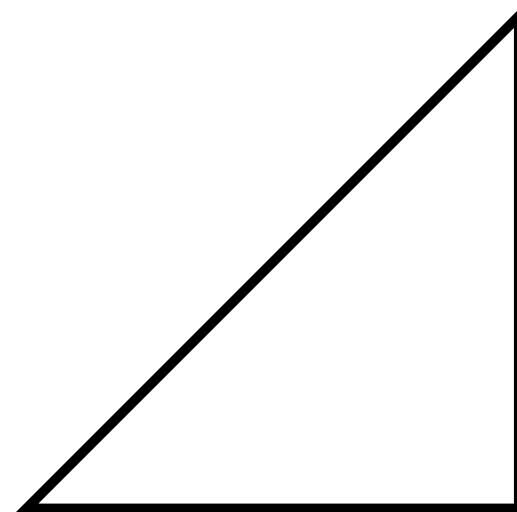
closepath

% Configure pen

5 **setlinewidth**

% Outline the Triangle

stroke



% Fill the body of a Triangle

newpath

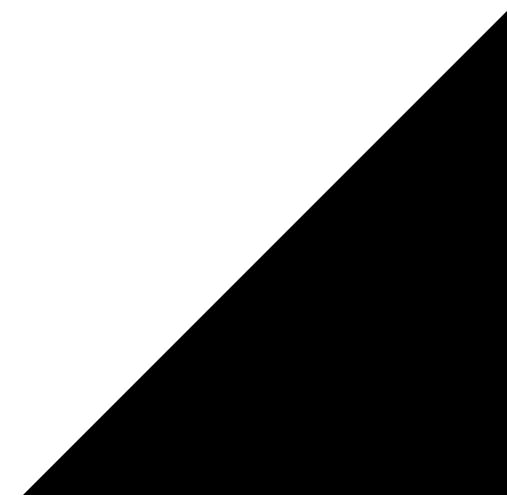
50 50 **moveto**

300 300 **lineto**

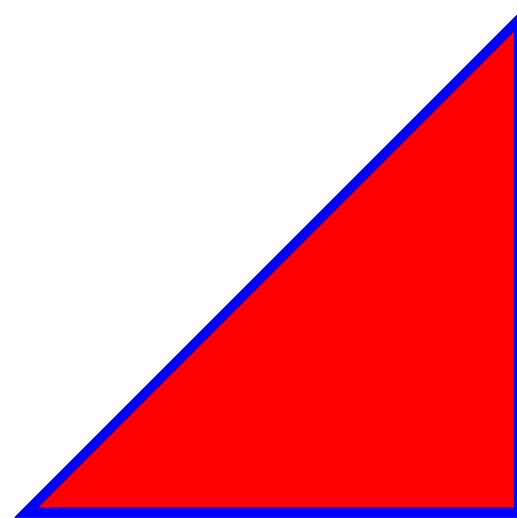
300 50 **lineto**

closepath

fill

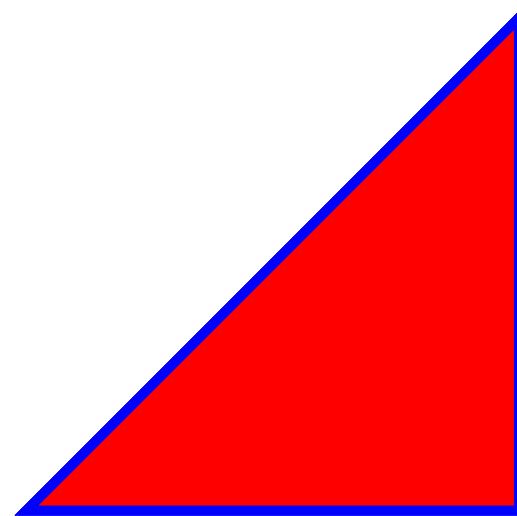


```
% Create a Triangle abstraction
/triangle {
    newpath
        50 50 moveto
        300 300 lineto
        300 50 lineto
    closepath
} def
```



```
% Create a Triangle abstraction
/triangle {
    newpath
        50 50 moveto
        300 300 lineto
        300 50 lineto
    closepath
} def
```

```
% Fill and Stroke
1 0 0 setrgbcolor % Red
triangle fill
0 0 1 setrgbcolor % Blue
triangle stroke
```



% Don't build path twice

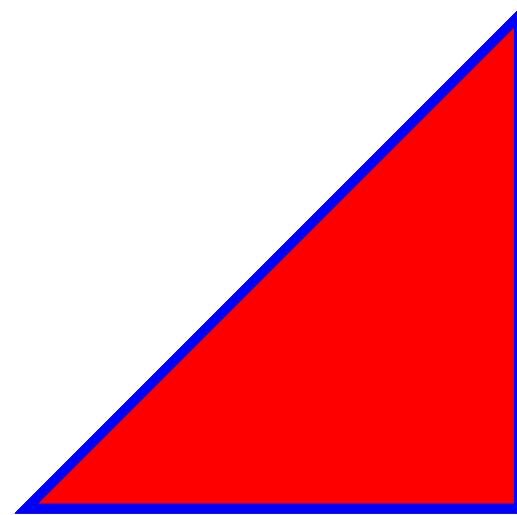
triangle

gsave

1 0 0 setrgbcolor fill

grestore

0 0 1 setrgbcolor stroke

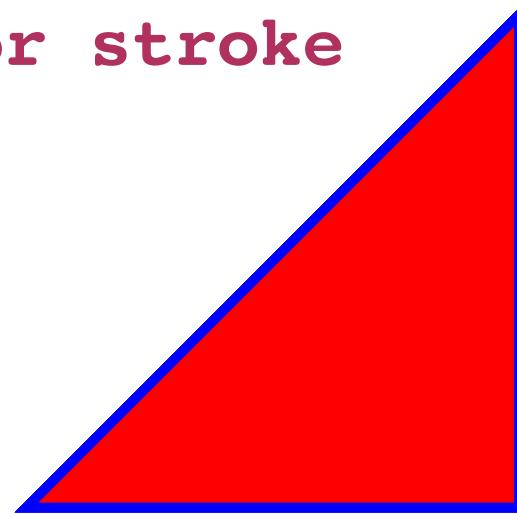


% Abstract over both stroke and fill

```
/draw {  
    gsave      1 0 0 setrgbcolor fill  
    restore   0 0 1 setrgbcolor stroke  
} def
```

% Draw a full triangle

```
triangle draw
```



Left-to-Right Side Effects!

triangle draw

VS

(draw (triangle))



A photograph of a rural landscape under a blue sky with scattered white clouds. A wooden utility pole stands on the left, with wires stretching across the frame. In the foreground, a small, round stack of hay sits on a dirt road. The road leads into a vast, open field of dry, golden-brown grass. In the distance, a few small buildings and a tall antenna tower are visible.

**Stack Languages were all but
forgotten during the 1990s**

That's Not Totally True

That's Not Totally True

- Well Known Stack VMs
 - CPython Bytecode (1991)
 - Java Virtual Machine (1995)

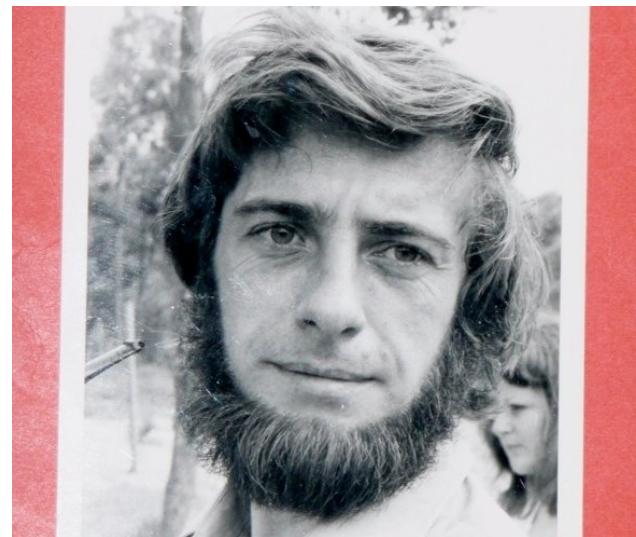
That's Not Totally True

- Well Known Stack VMs
 - CPython Bytecode (1991)
 - Java Virtual Machine (1995)
- Portability became important
 - Stack machines are easy to implement!

Joy

(2001)

A Purely Functional, Concatenative Language



Manfred von Thurn

Purely Functional

Every word can be thought of as a function of type **Stack** → **Stack**

Purely Functional

Every word can be thought of as a function of type **Stack** → **Stack**

Program Concatenation

==

Function Composition

Factor

(2003)

A modern, dynamic, practical stack-language



Slava Pestov

Factor : Forth ::
Clojure : Lisp

! Programs as data: "Quotations"

[2 * 1 +] ! Pushes quotation onto stack

5 swap ! stack: 5 [2 * 1 +]

call ! stack: 11

! Programs as data: "Quotations"

[2 * 1 +] ! Pushes quotation onto stack

5 swap ! stack: 5 [2 * 1 +]

call ! stack: 11

! Higher order words: "Combinators"

{ 5 10 15 } [2 *] map

! pushed { 10 20 30 }

```
! Programs as data: "Quotations"
[ 2 * 1 + ] ! Pushes quotation onto stack
5 swap ! stack: 5 [ 2 * 1 +
call ! stack: 11

! Higher order words: "Combinators"
{ 5 10 15 } [ 2 * ] map
! pushed { 10 20 30 }

! 11 is still on the stack
[ 1 - ] dip ! stack: 10 { 10 20 30 }
clear ! empty stack
```

```
: double ( x -- y ) 2 * ;
```

```
: square ( x -- y ) dup * ;
```

```
: inc ( x -- y ) 1 + ;
```

```
: dec ( x -- y ) 1 - ;
```

```
: double ( x -- y ) 2 * ;  
  
: square ( x -- y ) dup * ;  
  
: inc ( x -- y ) 1 + ;  
  
: dec ( x -- y ) 1 - ;  
  
: plus-minus ( x -- y z )  
    [ inc ] [ dec ] bi ;
```

```
: double ( x -- y ) 2 * ;  
  
: square ( x -- y ) dup * ;  
  
: inc ( x -- y ) 1 + ;  
  
: dec ( x -- y ) 1 - ;  
  
: plus-minus ( x -- y z )  
    [ inc ] [ dec ] bi ;
```

5 10 15

[double] [square] [plus-minus]

tri*

! stack: 10 100 16 14

```
: print-zeroness ( n -- )
  0 = [
    "zero"
  ] [
    "non-zero"
  ] if print ;
```

```
: print-sign ( n -- )
  { { [ dup 0 > ] [ drop "positive" ] }
    { [ 0 < ] [ "negative" ] }
    [ "zero" ]
  } cond print ;
```

```
: print-sign ( n -- )
  sgn {
    { 1 [ "positive" ] }
    { 0 [ "zero" ] }
    { -1 [ "negative" ] }
  } case print
```

! Concatenation is Composition

```
10 ! 10
2 * 1 + ! 21
[ 2 * 1 + ] call ! 43
[ 2 * ] [ 1 + ] compose call ! 87
clear
```

! Prepending is "Right-Currying"

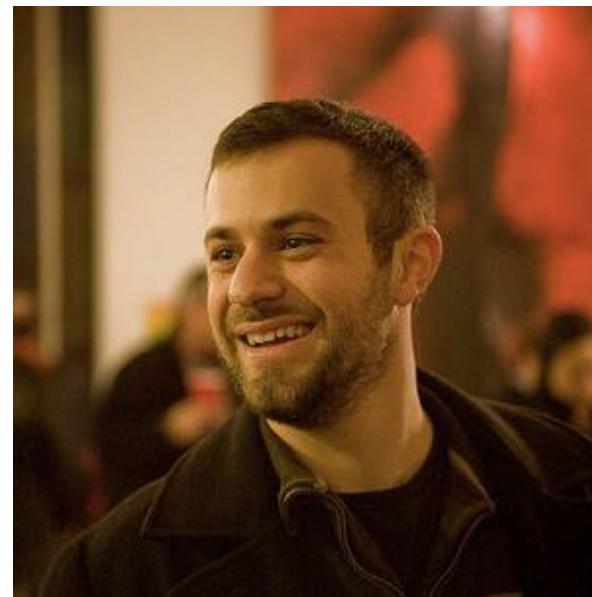
```
{ 5 10 15 } 2 [ - ] curry map ! { 3 8 13 }
```

Factor

Factjor

(2013)

A concatenative DSL for Clojure



Um, it's ME!

```
(ns factjor.demo
  (:refer-clojure :only ())
  (:use factjor.core))
```

```
(ns factjor.demo
  (:refer-clojure :only ())
  (:use factjor.core))

(run 5 2 * 1 +) ; (11)
```

```
(ns factjor.demo
  (:refer-clojure :only ())
  (:use factjor.core))

(run 5 2 * 1 +) ; (11)

(run 7 [inc] [dec] bi) ; (6 8)
```

```
(ns factjor.demo
  (:refer-clojure :only ())
  (:use factjor.core))

(run 5 2 * 1 +) ; (11)

(run 7 [inc] [dec] bi) ; (6 8)
; NOTE stack order!
```

```
(ns factjor.demo
  (:require [factjor.core :as cat]))  
  
(cat/run 5 2 cat/* 1 cat/+) ; (11)  
  
(cat/run
  7 [cat/inc] [cat/dec] cat/bi) ; (6 8)
```

```
(ns factjor.demo
  (:require [clojure.core :as app]
            [factjor.core :as cat]))
```

```
(ns factjor.demo
  (:require [clojure.core :as app]
            [factjor.core :as cat]))  
  
(cat/run (app/* 5 2) 1 cat/+); (11)
```

; ; Each of these evaluate to 11

```
(cat/run  
  (app/* 5 2) 1 cat/+  
  (cat/* 5 2) 1 cat/+  
  (app/* 5 2) (cat/+ 1)  
)
```

```
(def sixteen [6 10 cat/+])
```

```
(def sixteen [6 10 cat/+])  
  
(cat/run sixteen cat/call) ; (16)
```

```
(def sixteen [6 10 cat/+])  
  
(cat/run sixteen cat/call) ; (16)  
  
(def square [cat/dup cat/*])
```

```
(def sixteen [6 10 cat/+])  
  
(cat/run sixteen cat/call) ; (16)  
  
(def square [cat/dup cat/*])  
  
(def composed (concat sixteen square))
```

```
(def sixteen [6 10 cat/+])  
  
(cat/run sixteen cat/call) ; (16)  
  
(def square [cat/dup cat/*])  
  
(def composed (concat sixteen square))  
  
(apply cat/run composed) ; (256)
```

```
(ns factjor.demo
  (:require [factjor.core :as cat
             :refer (defword)]))

(defword square [x -- y] cat/dup cat/*)

(cat/run 5 square) ; (25)
```

```
(ns factjor.demo
  (:require [factjor.core :as cat
             :refer (defword defprim)]))

(defprim divmod [x y -- q r]
  (conj $ (quot x y) (mod x y)) )

(cat/run 5 2 divmod) ; (1 2)
```

DomScript

PostScript for the DOM

DomScript

PostScript for the DOM



DomScript

PostScript for the DOM

Key Idea: Procedures as Data!



DomScript

PostScript for the DOM

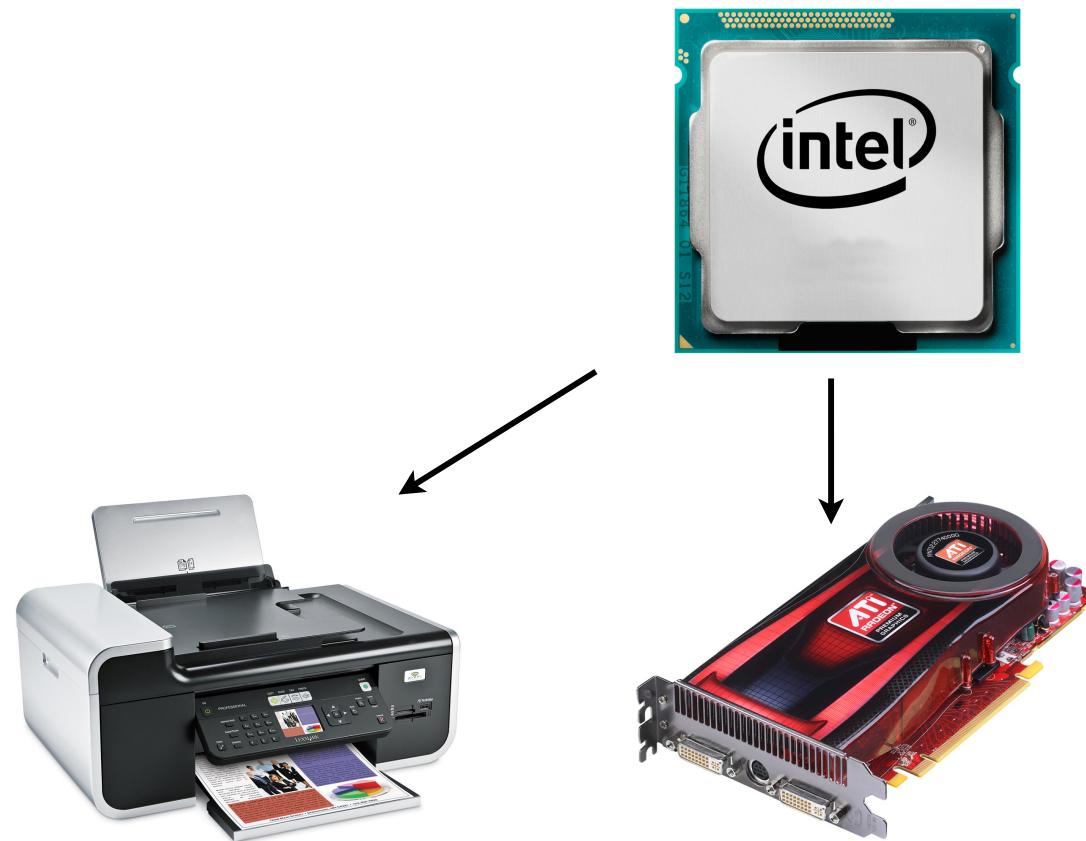
Key Idea: Procedures as Data!



DomScript

PostScript for the DOM

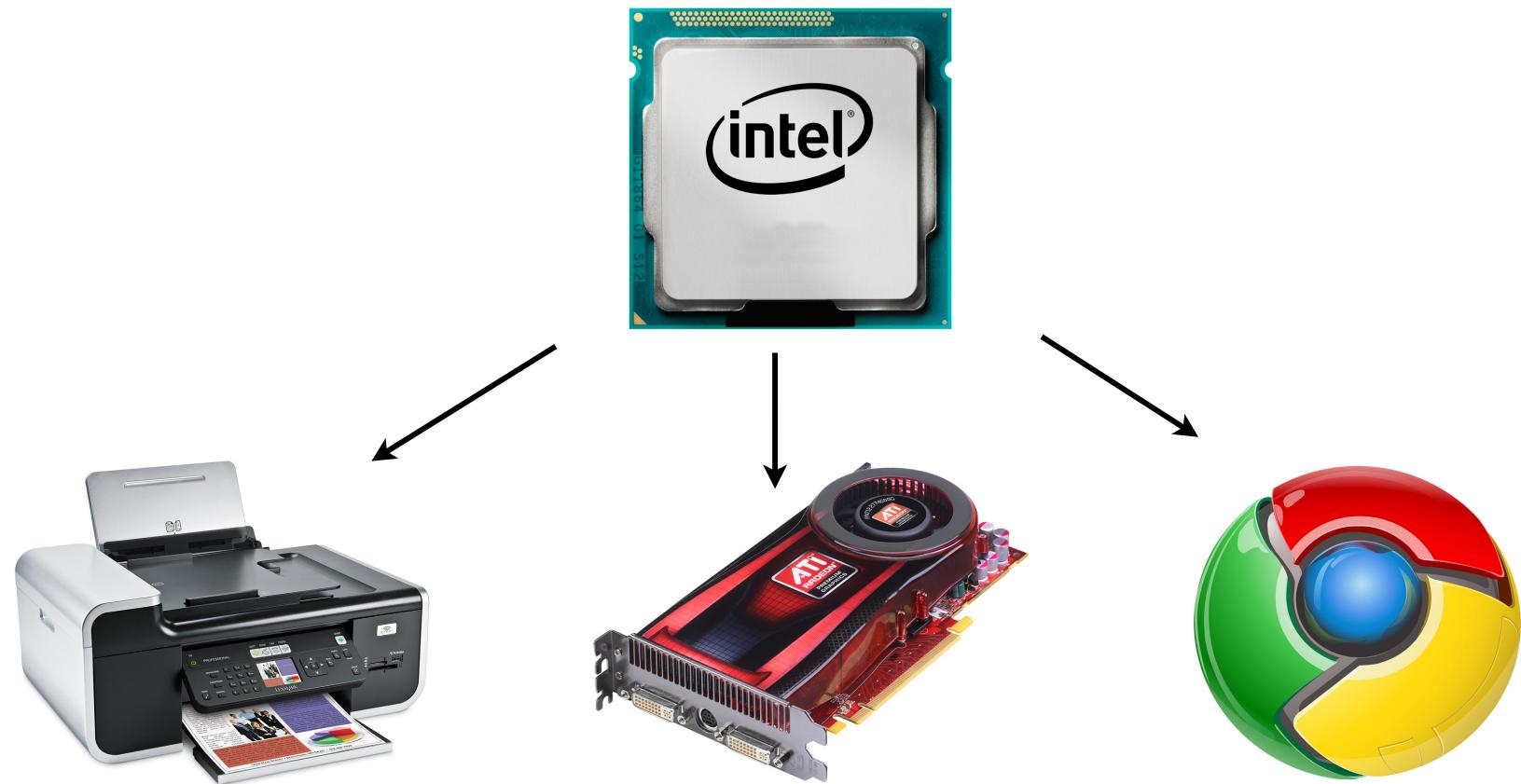
Key Idea: Procedures as Data!

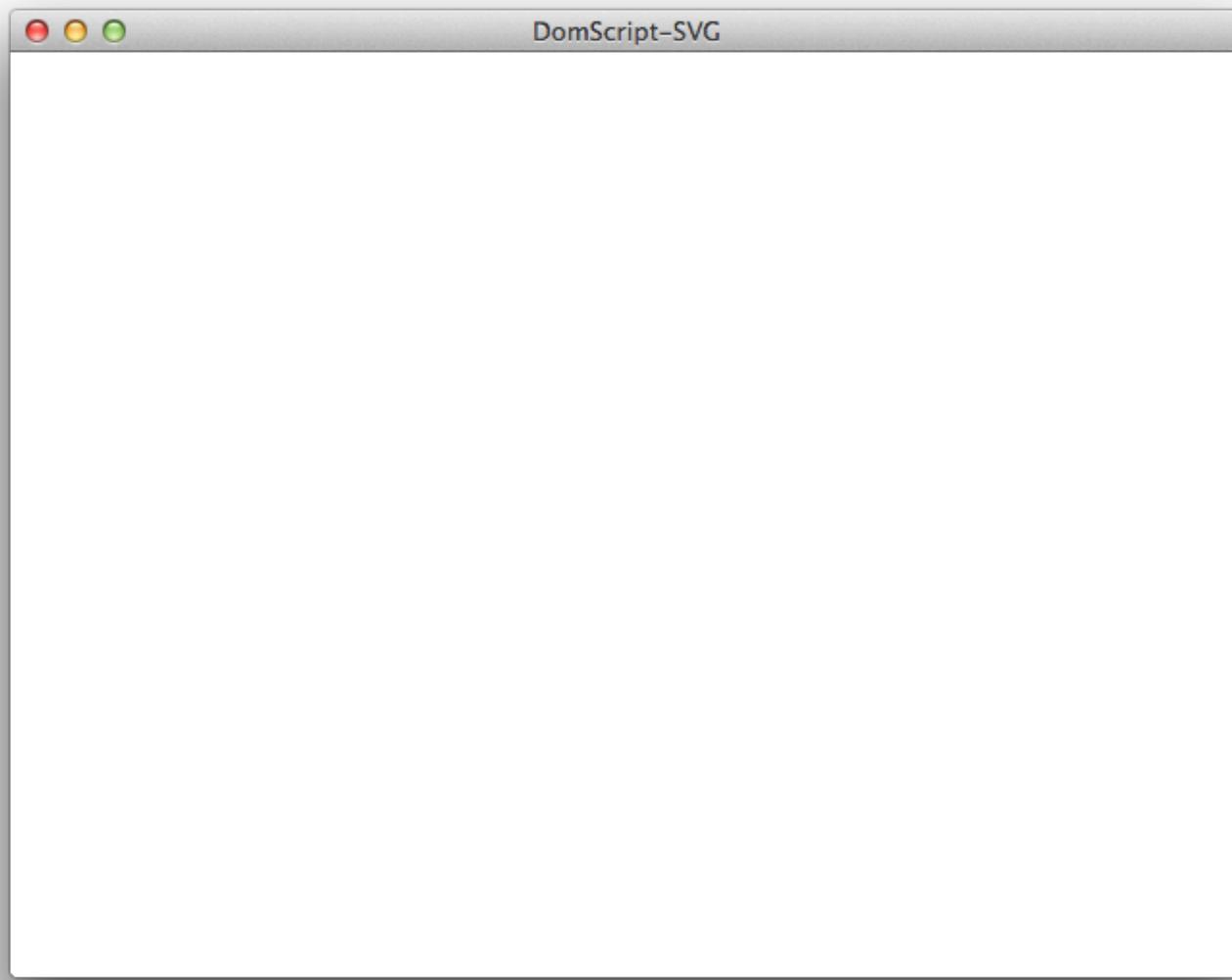


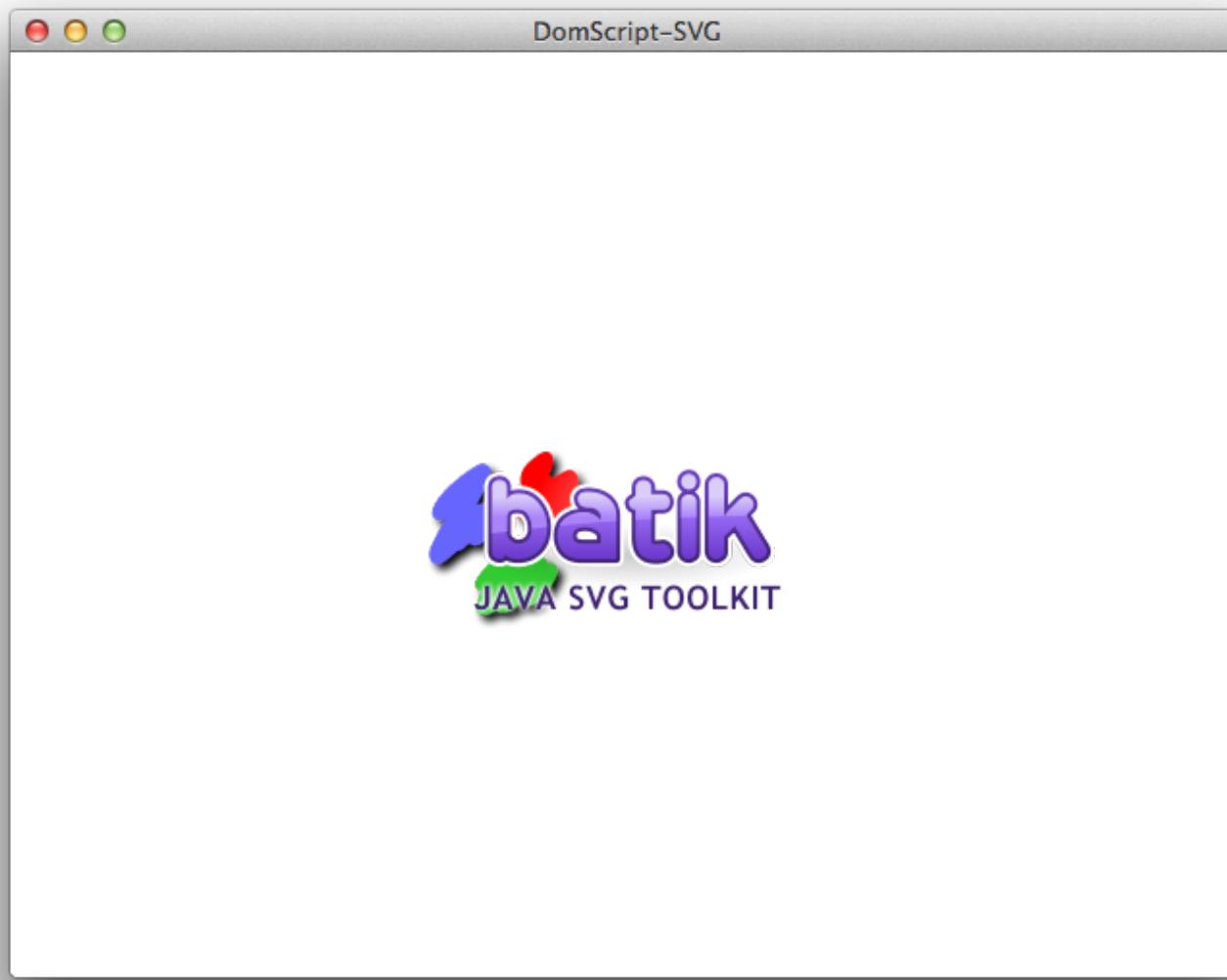
DomScript

PostScript for the DOM

Key Idea: Procedures as Data!



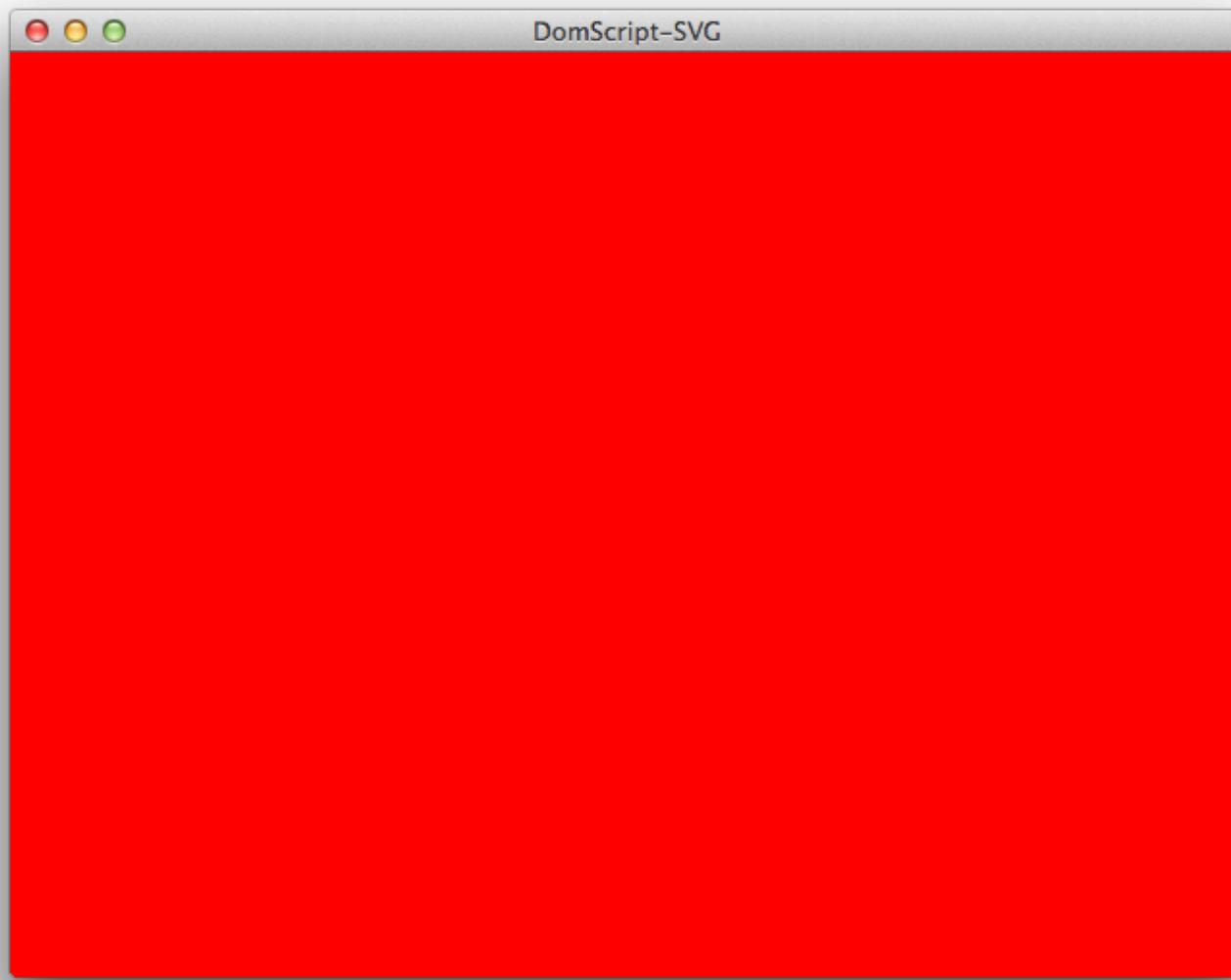






```
( go
  document-element
    :svg/rect create-element
    :x 0 set-attribute
    :y 0 set-attribute
    :width 640 set-attribute
    :height 480 set-attribute
    :fill "red" set-attribute
  append
)
```

```
( go
  document-element
    (create-element :svg/rect)
    (set-attribute :x 0)
    (set-attribute :y 0)
    (set-attribute :width 640)
    (set-attribute :height 480)
    (set-attribute :fill "red")
  append
)
```



```
( go
  document-element
    (create-element :svg/rect)
    (set-attribute :x 0)
    (set-attribute :y 0)
    (set-attribute :width 640)
    (set-attribute :height 480)
    (set-attribute :fill "red")
  append
)
```

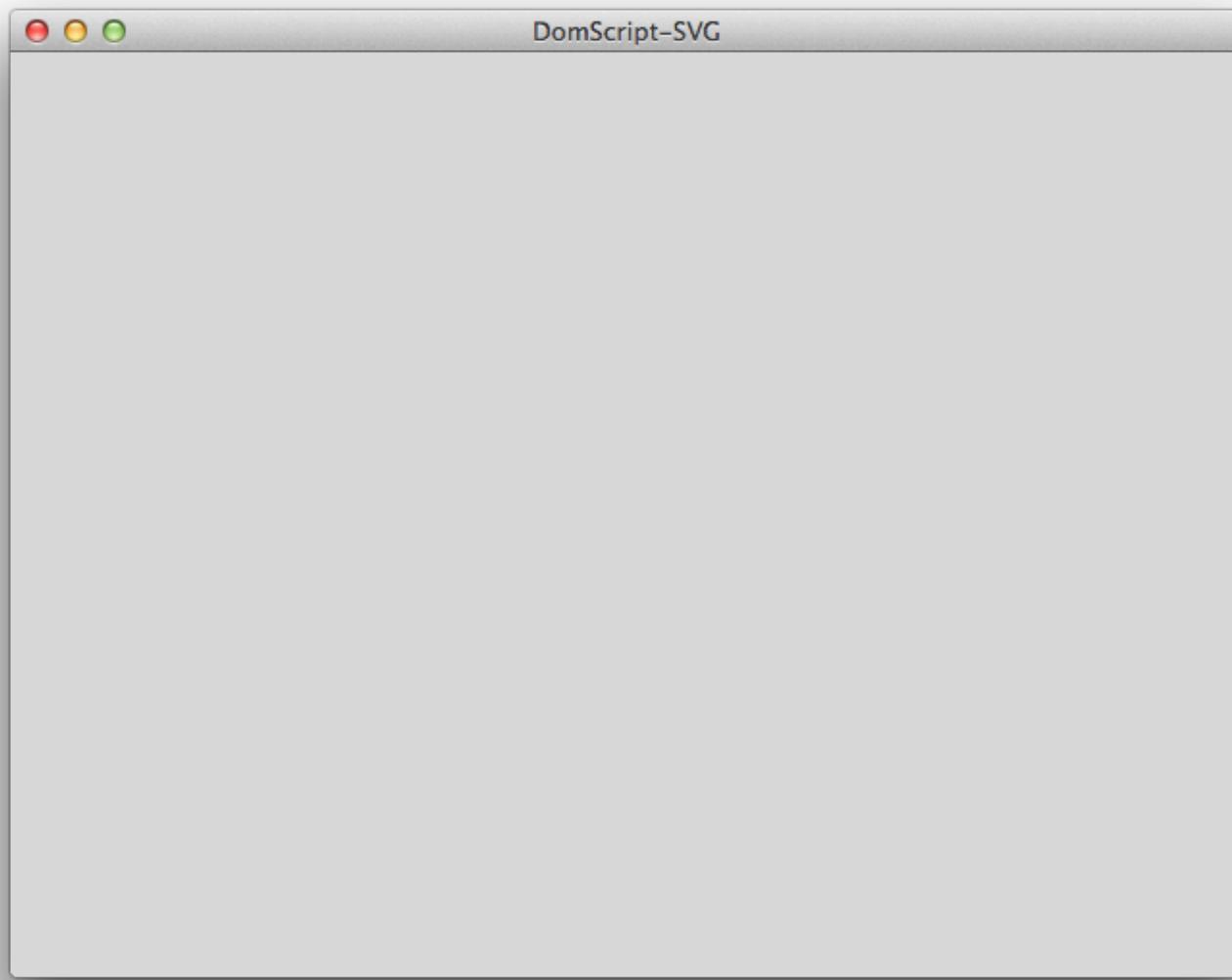
; ; If DomScript were applicative...

```
(append
  (document-element)
  (-> (create-element :svg/rect)
       (set-attribute :x 0)
       (set-attribute :y 0)
       (set-attribute :width 640)
       (set-attribute :height 480)
       (set-attribute :fill "red"))))
```

```
;; Need locals to preserve execution order
(let [parent (document-element)
      child (-> (create-element :svg/rect)
                  (set-attribute :x 0)
                  (set-attribute :y 0)
                  (set-attribute :width 640)
                  (set-attribute :height 480)
                  (set-attribute :fill "red"))]
  (append parent child)))
```

```
( go
  document-element children
  ( set-attributes { :fill "black"
                     :opacity 0.15 } )
)
```

```
( go
  document-element children cat/first
  ( set-attributes { :fill "black"
                     :opacity 0.15 } )
)
```



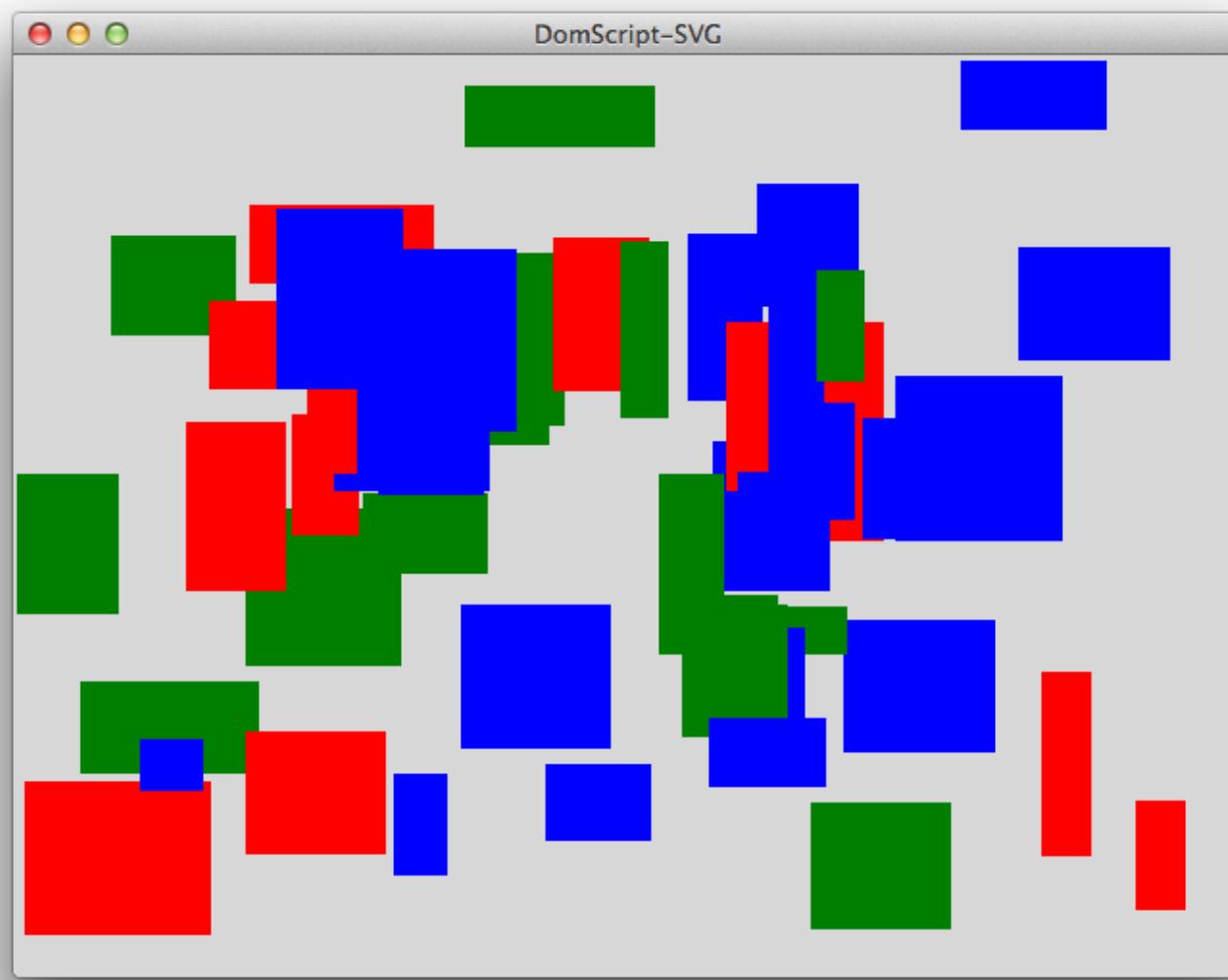
```
(defn random-rect [ ]
  (let [w (+ (rand-int 75) 25)
        h (+ (rand-int 75) 25)
        x (rand-int (- 640 w))
        y (rand-int (- 480 h))
        c (rand-nth ["red" "green" "blue"])]
    ...))
```

```
(defn random-rect []
  (let [w (+ (rand-int 75) 25)
        h (+ (rand-int 75) 25)
        x (rand-int (- 640 w))
        y (rand-int (- 480 h))
        c (rand-nth ["red" "green" "blue"])]
    ;; Returns code as data!
    [(create-element :svg/rect)
     (set-attributes {:x x :y y
                      :width w :height h
                      :fill c})]
    append]))
```

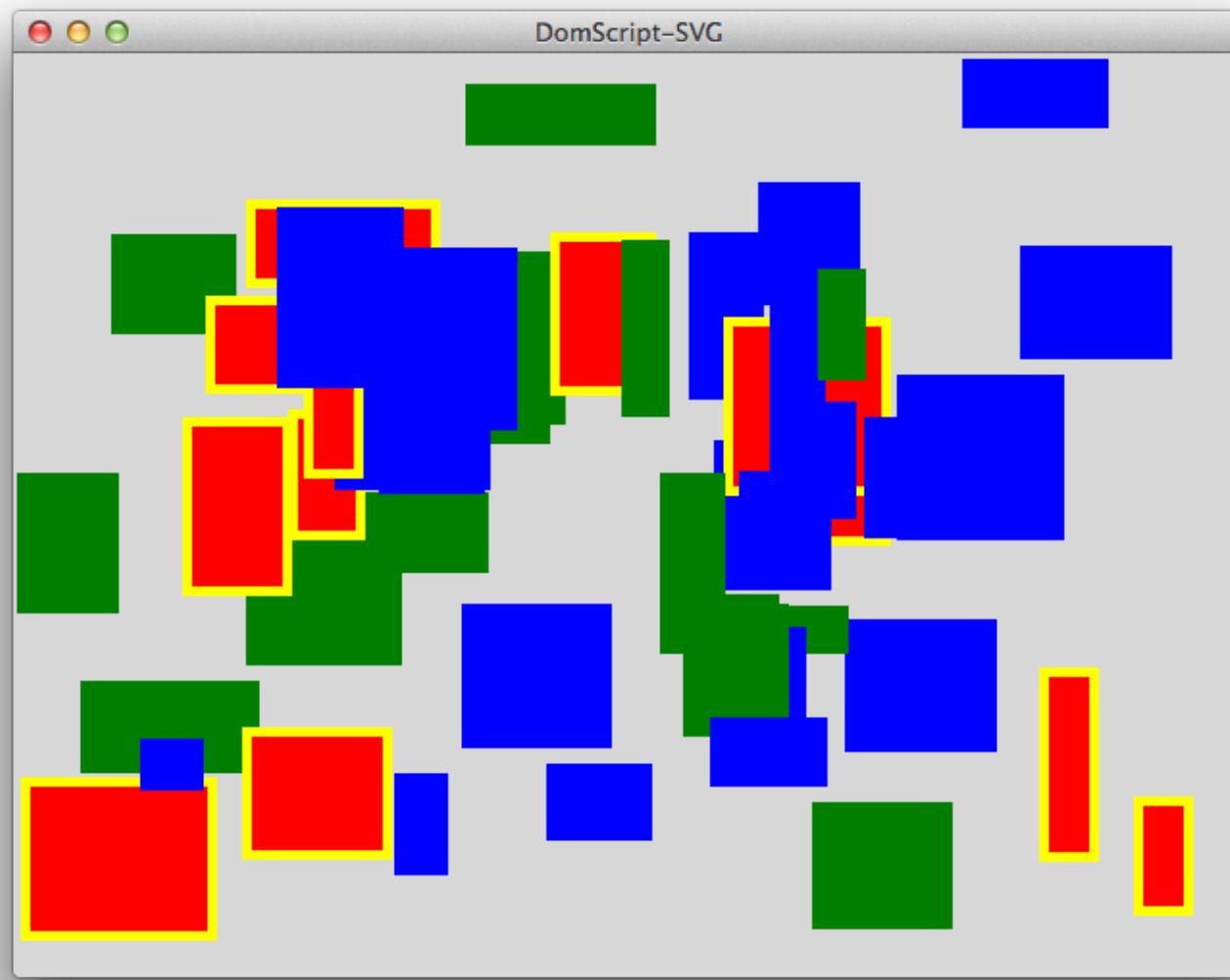
```
(defn random-rect []
  (let [w (+ (rand-int 75) 25)
        h (+ (rand-int 75) 25)
        x (rand-int (- 640 w))
        y (rand-int (- 480 h))
        c (rand-nth ["red" "green" "blue"])]
    ;; Returns code as data!
    [(create-element :svg/rect)
     (set-attributes {:x x :y y
                      :width w :height h
                      :fill c})]
    append])))

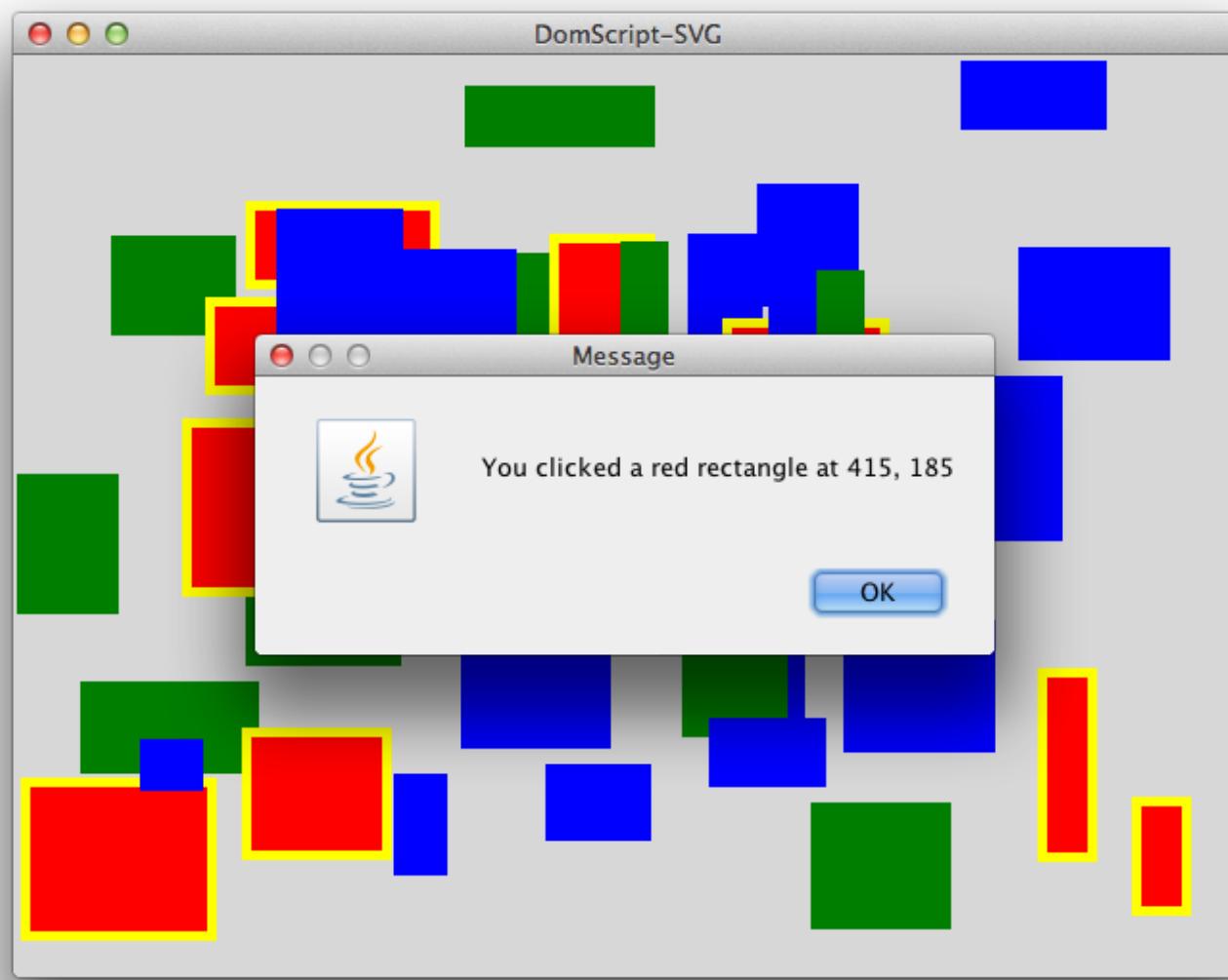
(random-rect) ; No external effect.
```

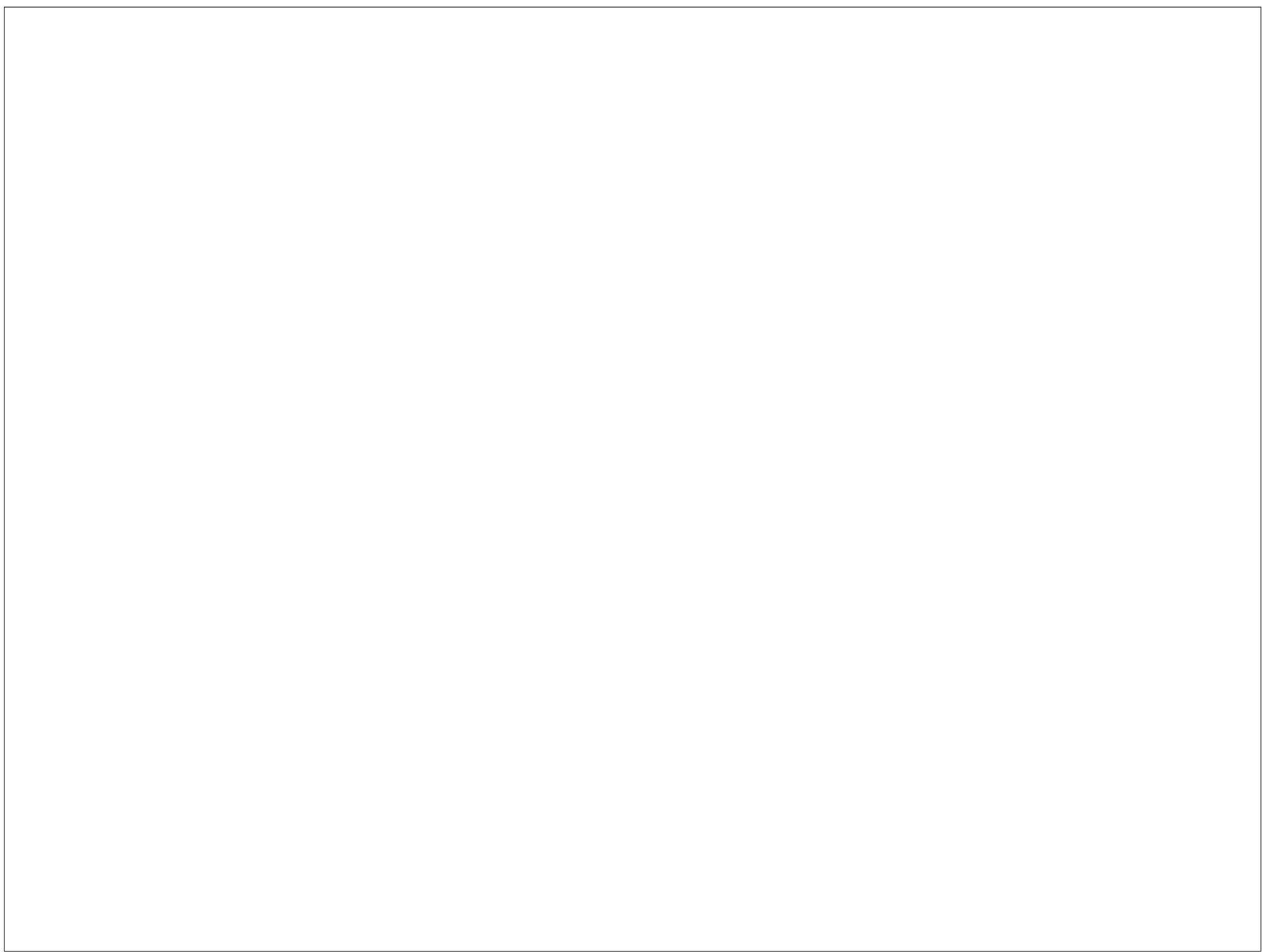
```
(apply go
  document-element
  (apply concat
    (repeatedly 50 random-rect))))
```



```
(go
  (select "rect[fill=red]")
  (set-attribute :stroke-width 5)
  (set-attribute :stroke "yellow")
  (bind :click ::event-key
    (fn [event]
      (alert (str
        "You clicked a red rectangle at "
        (:x event) ", " (:y event))))))
)
```







Applicative

Concatenative

	Applicative	Concatenative
Abstraction	Functions	Procedures

	Applicative	Concatenative
Abstraction	Functions	Procedures
Shape	Trees	Sequences

	Applicative	Concatenative
Abstraction	Functions	Procedures
Shape	Trees	Sequences
Nature	Declarative	Imperative

	Applicative	Concatenative
Abstraction	Functions	Procedures
Shape	Trees	Sequences
Nature	Declarative	Imperative
As Data	Retained Documents	Immediate Commands

	Applicative	Concatenative
Abstraction	Functions	Procedures
Shape	Trees	Sequences
Nature	Declarative	Imperative
As Data	Retained Documents	Immediate Commands
On The Wire	Batches	Streams

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