Lisp in a Startup: The Good, The Bad & The Ugly

Vsevolod Dyomkin Franz Inc. 2018-04-17 @ ELS

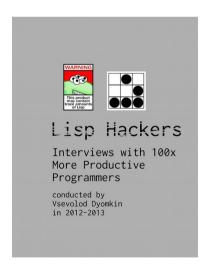
A Bit about Me

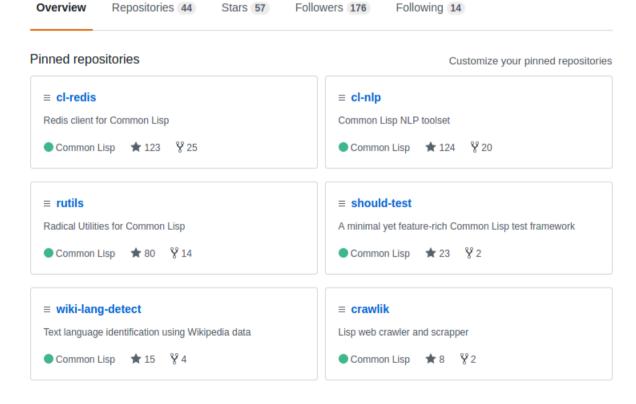
FRANZINC.



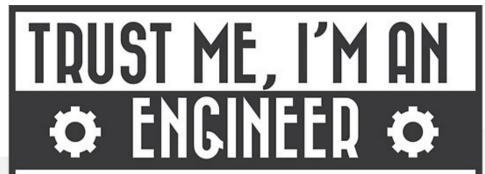
LISP, THE UNIVERSE AND EVERYTHING







https://vseloved.github.io



IVERSE AND

Following 14

Customize your pinned repositories

l c

Lisp NLP toolset

non Lisp 🔺 124 🦞 20

uld-test

al yet feature-rich Common Lisp test framework

non Lisp 🔺 23 🦞 2

νlik

crawler and scrapper

non Lisp 🔺 8 🦞 2

Interviews
More Produc
Programmers
conducted by
Vsevolod Dyomki
in 2012-2013

(m8n)

Copyleft Solutions

gramn

Startup Requirements

- * Support research & experimentation
- * Flexibility

Not:

- * Safety
- * Ease of reusing existing solutions
- * User-friendliness
- * Whatever

The Good: The Language

- * Dynamism
- * Interactivity
- * Uniformity

Dynamism

```
Not just:
```

- * Dynamic typing
- * 00 with late binding

Dynamism



Dynamism

```
Not just:
* Dynamic typing
* 00 with late binding
What can (should?) also be redefined:
* syntax
* program flow
* type signatures & class hierarchies
* executable code
 namespaces
* dependencies
* you name it
```

(signal 'commited)



THE AUTHOR OF THE WINDOWS FILE COPY DIALOG VISITS SOME FRIENDS.

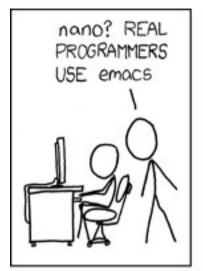
DLL Hell

"Loading Multiple Versions of an ASDF System in the Same Image" https://www.youtube.com/watch?v=VN58mZsHWXk

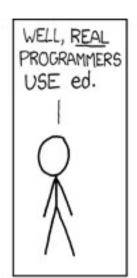
DSLs

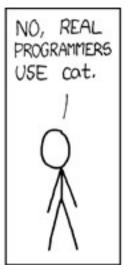
```
(defmethod match-expr ((head (eql :$)) &rest tail)
  "Match variable: ($ name &optional expr)."
  (when (or (single tail)
            (let ((*tree* *tree*))
              (apply 'match-expr (rest tail))))
    (:= (? *vars* (first tail)) *tree*
        *tree* nil)
   t))
(defmethod match-expr ((head (eql :>>)) &rest tail)
 "Match by tree depth-first search:
   (>> tag &rest contents)."
  (or (when (apply 'match-expr tail)
        !!!)
      (when (listp *tree*)
        (let (matched)
          (dolist (*tree* (rest *tree*) matched)
            (when (apply 'match-expr :>> tail)
              (if *match-multiple*
                  (:= matched t)
                  (return t)))))
      (void *tree*)))
```

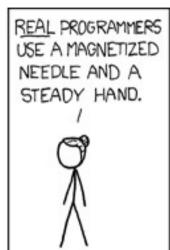
Interactivity

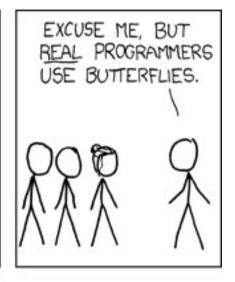






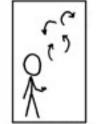






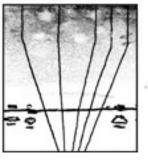


THE DISTURBANCE RIPPLES
OUTWARD, CHANGING THE FLOW
OF THE EDDY CURRENTS
IN THE UPPER ATMOSPHERE.

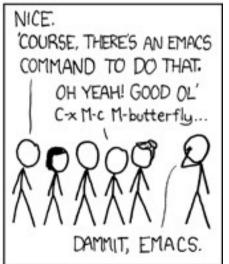




WHICH ACT AS LENSES THAT DEFLECT INCOMING COSMIC RAYS, FOCUSING THEM TO STRIKE THE DRIVE PLATTER AND FLIP THE DESIRED BIT.



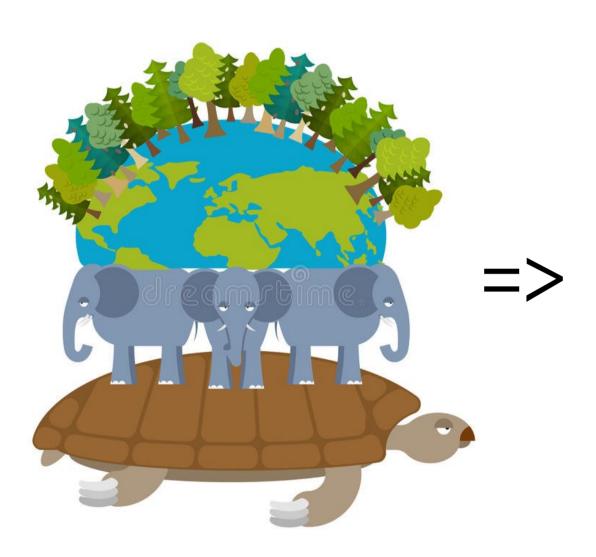


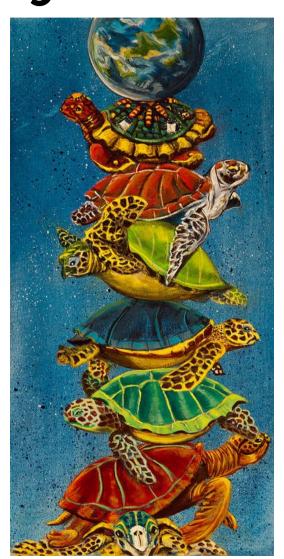


The "Hardest" Bug

```
Socket error in "socket": EPROTONOSUPPORT (Protocol not supported)
  [Condition of type SB-BSD-SOCKETS:PROTOCOL-NOT-SUPPORTED-ERROR]
the problem (analysis by John Fremlin):
The shared-initialize calls getprotobyname which is not thread safe.
There is little need to call this function at runtime anyway as these
proto numbers are quite stable, but getprotobyname_r is a safe
alternative (on GNU/Linux).
"Fix":
(defun sb-bsd-sockets:get-protocol-by-name (name)
  (case name
    (:tcp 6)
    (:udp 17)))
https://bugs.launchpad.net/sbcl/+bug/505497
See also: https://tech.grammarly.com/blog/running-lisp-in-production
```

Uniformity





http://lisp-univ-etc.blogspot.com/2013/04/errors-in-yourplatform.html

If I could change just 1 thing...

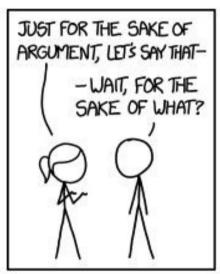


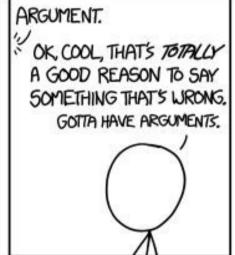
If I could change just 1 thing...

3 Flavors of Gains

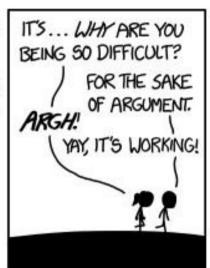
- * incremental
- * game-changers
- * synergy

The Bad: The Environment









The Modern Programmer



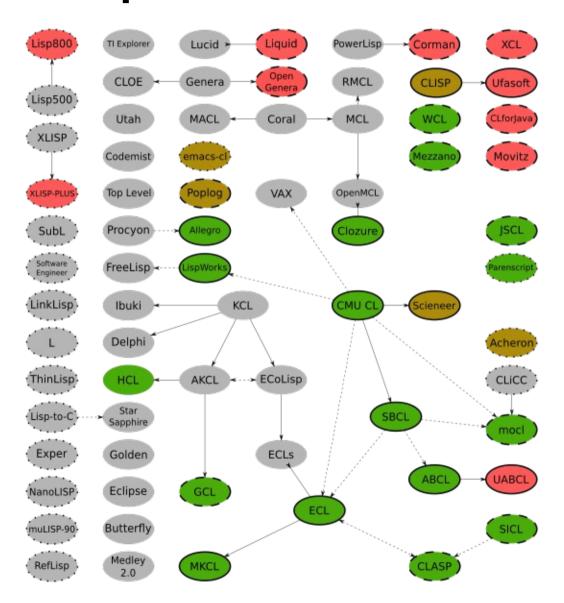
Abandonware

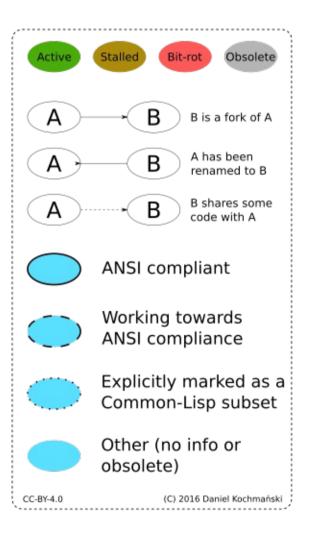


bzip2 bug

```
00 -424,12 +424,22 00
                       (unless (= byte #x59)
                                                                                                                 (unless (= byte #x59)
                         (error 'invalid-bzip2-data))
                                                                                                                   (error 'invalid-bzip2-data))
                       (incf (bzip2-state-current-block-number state))
                                                                                                                 (incf (bzip2-state-current-block-number state))
                                                                                          427 +
                       (transition-to bzip2-block-crc32)))
                                                                                                                  (transition-to bzip2-block-crc32-1)))
                                                                                          429 +
                   (bzip2-block-crc32 (state)
                                                                                                              (bzip2-block-crc32-1 (state)
                     (declare (type bzip2-state state))
                                                                                                               (declare (type bzip2-state state))
                     (let ((crc32-hi (ensure-and-read-bits 16 state))
                                                                                          431 +
                                                                                                               ;; store first part of CRC32
                                                                                                               ;; (the 2 states should be split to avoid bug when
                                                                                          433 +
                                                                                                               ;; the state machine is restarted between reads of the hi & lo
                                                                                          434 +
                                                                                                               (setf (bzip2-state-stored-block-crc state)
                                                                                                                      (ensure-and-read-bits 16 state))
                                                                                          436 +
                                                                                                               (transition-to bzip2-block-crc32-2))
                                                                                          437 +
                                                                                          438 +
                                                                                                             (bzip2-block-crc32-2 (state)
                                                                                          439 +
                                                                                                               (declare (type bzip2-state state))
                                                                                          440 +
                                                                                                               (let ((crc32-hi (bzip2-state-stored-block-crc state))
                           (crc32-lo (ensure-and-read-bits 16 state)))
                                                                                                                     (crc32-lo (ensure-and-read-bits 16 state)))
                                                                                          442 +
                                                                                                                 ;; combine first and second part of CRC32
                       (setf (bzip2-state-stored-block-crc state)
                                                                                                                 (setf (bzip2-state-stored-block-crc state)
                             (logior (ash crc32-hi 16) crc32-lo))
                                                                                                                       (logior (ash crc32-hi 16) crc32-lo))
                       (transition-to bzip2-block-randombit)))
                                                                                                                 (transition-to bzip2-block-randombit)))
盘
```

Implementation Issues





YMMV

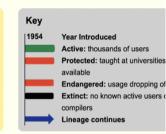
- * IDEs/editor support
- * Documentation/manuals
- * What else?

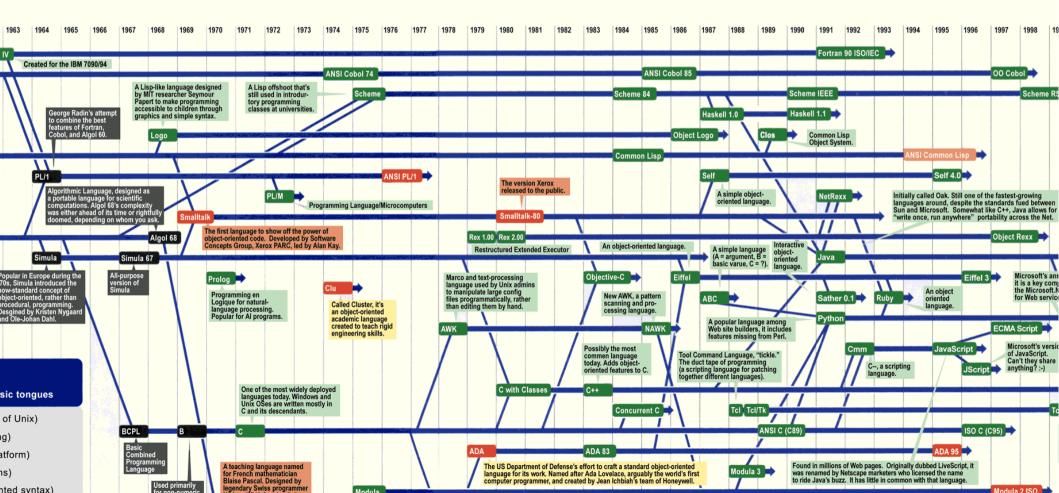
The Ugly: The FAD

Just like half of the world's spoken tongues, most of the 2,300-plus computer programming languages are either endangered or extinct. As powerhouses C/C++, Visual Basic, Cobol, Java and other modern source codes dominate our systems, hundreds of older languages are running out of life.

An ad hoc collection of engineers-electronic lexicographers, if you will-aim to save, or at least document the lingo of classic software. They're combing the globe's 9 million developers in search of coders still fluent in these nearly forgotten lingua frangas. Among the most endangered are Ada, APL, B (the predecessor of C), Lsp, Oberon, Smalltalk, and Simula.

Code-raker Grady Booch, Rational Software's chief scientist, is working with the Computer History Musuem in Silicon Valley to record and, in some cases, maintain languages by writing new compilers so our ever-changing hardware can grok the code. Why bother? "They tell us about the state of software practice, the minds of their inventors, and the technical, social, and economic forces that shaped history at the time," Booch explains. "They'll provide the raw material for software archaeologists, historians, and developers to learn what worked, what was brilliant, and what was an utter failure." Here's a peek at the strongest branches of programming's family tree. For a nearly exhaustive rundown, check out the Language List at HTTP://www.informatik.uni-freiburg.de/Java/misc/lang_list.html. - Michael Mendeno





Fight FAD?

- * Killer App? well, we already have Emacs
- * Success Story? ITA (\$1B), Grammarly, etc.

Fight FAD?

- * Killer App? well, we already have Emacs
- * Success Story? ITA (\$1B), Grammarly, etc.
- ... good, but not enough we need other positive directions

Rebranding? Common Lisp

http://lisp-univ-etc.blogspot.com.es/2013/0
1/common-lisp-is-just-lisp.html

Lisp-family
languages:



A Company-Champion?



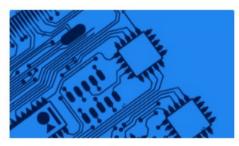
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OCaml all the way down

One of the joys of working at Jane Street for the last 15 or so years has been seeing how our software stack has grown...

By: Yaron Minsky



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By: Yaron Minsky

A Community Edition?







likes Vladimir's sharpness: "1. Be uncompromising in using #Lisp" http://goo.gl/JYWP

1:34 AM - 2 Oct 2010