

# State of the Lisp Family

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- ▶ I do NOT use lisp at work. I write ruby (on rails) and javascript
- ▶ I have only been part of the lisp community for a couple years
- ▶ I am most experienced with Common Lisp, Emacs Lisp, and Clojure
- ▶ I have played with Guile briefly
- ▶ I have a blog at [azrazalea.net](http://azrazalea.net) and git repositories on gitlab
- ▶ This presentation is on gitlab at <https://gitlab.com/azrazalea/state-of-lisp-family>
- ▶ Lisp(NOT common lisp) was first specified in 1958
- ▶ Many many dialects of Lisp have appeared over the years. See wikipedia
- ▶ The general hallmark of a Lisp is its s-expression based syntax (informally SO MANY PARENTHESES!!!)
- ▶ Originally heavily used in academic circles and AI

- ▶ Now mostly limited to small communities (Yes Clojure is still small)
- ▶ First and foremost lisp is FUN
- ▶ Lack of syntax and s-expressions are very freeing once you get used to them (and have a good editor)
- ▶ A very smart community that can sometimes be hard to get into
- ▶ Code as data is awesome

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- ▶ Work started in 1981, draft published 1984, 2nd draft 1990, final standard 1994
- ▶ The language itself has not changed since this standard was published
- ▶ Language improvements done as implementation specific extensions
- ▶ Many things can be implemented as macros/reader-macros and shipped as libraries
- ▶ Quicklisp (a library manager) released in October 2010
- ▶ There are many different implementations of the CL standard
- ▶ Commercial: Allergro CL, LispWorks
- ▶ Open Source: ABCL, Clasp, Clozure CL, CLISP, CMUCL, ECL, MKCL, SBCL and more
- ▶ Popular free ones are SBCL and CCL(Clozure CL). Both fast and cross platform

- ▶ CLOS (Common Lisp Object System)
- ▶ Pretty much every standard data structure
- ▶ Optional tail call optimization
- ▶ Robust package (think namespace) system
- ▶ Build manager (asdf)
- ▶ Library manager (quicklisp)
- ▶ Fast with the right implementation
- ▶ Old and crotchety (community and language)
- ▶ Sometimes large differences between implementations (usually patched over with a cross-implementation library)
- ▶ Some simple things baked into most modern langs are implementation specific (threads, garbage collection, FFI, Networking stuff, OS stuff)
- ▶ Pretty much everything new on my gitlab
- ▶ Mcclim

<https://github.com/robert-strandh/McCLIM> cross platform GUI/Windowing library

- ▶ Lots of game programming libraries at <https://github.com/lispgames>
- ▶ See <http://eudoxia.me/article/common-lisp-sotu-2015>  
"State of the Common Lisp Ecosystem, 2015"
- ▶ Libraries for almost everything you'll want to do
- ▶ Used at grammarly <https://www.grammarly.com/>  
<http://tech.grammarly.com/blog/posts/Running-Lisp-in-Production.html>
- ▶ Open source Evernote alternative <https://turtl.it/>.  
Server is in Common Lisp
- ▶ Commercial examples at <http://franz.com/success/>  
and <http://www.lispworks.com/success-stories/index.html>
- ▶ There seems to actually be quite a bit of it, just not advertised and generally closed source.
- ▶ See <https://lispjobs.wordpress.com/>

- ▶ Practical Common Lisp  
<http://gigamonkeys.com/book/>
- ▶ Common Lisp Recipes (for after PCL)  
<http://weitz.de/cl-recipes/>
- ▶ Land of Lisp (fun alternative to PCL [love the comics])  
<http://landoflisp.com/>
- ▶ Common lisp hyperspec <http://www.lispworks.com/documentation/HyperSpec/Front/index.htm>
- ▶ Duckduckgo hyperspec search with !clhs
- ▶ For the love of lisp, use Emacs + SLIME(or the newer sly) as your REPL even if not your editor

## 1. Purpose

- ▶ "Seamless" integration with C++ using LLVM.
- ▶ Speed and power of existing C++ code combined with the rapid prototyping, incremental dev, and other common lisp advantages.

## 2. Projects

- ▶ Mostly academic use so far.
- ▶ Read creator's blog here:  
<https://drmeister.wordpress.com/>
- ▶ I don't know of any production use cases yet, but it is pretty cool!

## 1. Purpose

- ▶ Supports many platforms (Linux, FreeBSD, NetBSD, OpenBSD, OS X, Solaris, Windows on Intel, Sparc, Alpha, PowerPC, and Arm)
- ▶ Extremely portable with small and fast binaries.
- ▶ Can be called like a C library with no FFI
- ▶ Can call C functions with no FFI

## 2. Projects

- ▶ ECL on Android with libSDL for 3d game programming  
<https://gitlab.com/dto/ecl-android-games-src>
- ▶ Various people working on general purpose projects. ECL is a full common lisp
- ▶ See <https://common-lisp.net/project/ecl/>

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- ▶ Created by Rich Hickey
  - ▶ Original public release 2007-10-16
  - ▶ First stable release (1.0) 2009-05-04
  - ▶ Latest version 1.8
- 
- ▶ Java, the original and most supported
  - ▶ Javascript, (clojurescript) official and run by David Nolen
  - ▶ Various others in various states of support
- 
- ▶ See <http://clojure.org/about/rationale>
  - ▶ Basically wanted A lisp for functional programming symbiotic with Java and designed for concurrency.
- 
- ▶ Immutability focused
  - ▶ Very good java/javascript interop
  - ▶ All the bells and whistles you'd expect with a modern language

- ▶ Functional programming "only" (I consider this an anti-feature personally)
- ▶ Can you think of it? Someone has probably done it in Clojure
- ▶ Heavily used for backend web services so far
- ▶ Climate Corporation (our location sponsor) is a heavy user for production
- ▶ Walmart, Puppet Labs, Thoughtworks are some big companies using Clojure
- ▶ Lot of the cool stuff is in Clojurescript land like Om and Reagent



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- ▶ Originally PLT Scheme
- ▶ First appeared in 1994
- ▶ Renamed Racket 2010-06-07
- ▶ Lots and lots of friendly libraries and documentation
- ▶ Ships with IDE Dr. Racket
- ▶ Lots of learning/teaching resources, especially for kids
- ▶ Designed to be very easy to get up and running and make simple programs
- ▶ General purpose, does not force you into a particular paradigm
- ▶ Naughty Dog uses Racket in Uncharted, The Last of Us, etc
- ▶ Racket controls a huge telescope in New Mexico
- ▶ Arc (see later slides) implemented in Racket
- ▶ Watch the Racketcon videos or go to Racketcon for more information!

- ▶ Racketcon is right after the STL Strangeloop Conference!

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- ▶ Began work in 1993
- ▶ Originally GEL or GNU Extension Language
- ▶ Designed as a spiritual and cleaner successor to Emacs lisp
- ▶ Development languished until Andy Wingo took over in 2009/2010
- ▶ Guile 2.0 in 2011 revitalized the language with many improvements
- ▶ Since 2.0 there have been many incremental improvements to the language
- ▶ Very embed-able, designed for a polyglot environment
- ▶ Full featured, lots of batteries included libraries
- ▶ Easy to use C API that goes both ways
- ▶ Support for writing in other languages that compile to Guile including ecmascript, emacs lisp, and WIP for lua

- ▶ Mostly GNU projects as it is the official GNU extension language
- ▶ Project in progress to replace Emacs Lisp with guile, but community is split
- ▶ GNU Guix & GuixSD (cool nix-like package manager and distribution)
- ▶ GnuCash
- ▶ gEDA
- ▶ GDB
- ▶ Artanis web framework (pretty new)  
<http://web-artanis.com/>
- ▶ Sly game programming framework  
<https://dthompson.us/pages/software/sly.html>

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- ▶ Practical and portable
- ▶ Wants to bring Scheme out of the academic world and into the industry
- ▶ Focus on being simple, fast, and easy to learn
- ▶ Compiles to standard C using the GNU toolchain
- ▶ Runs on x86, x86-64, ARM, MIPS, Sparc64, PowerPC, and more
- ▶ Well documented in the wiki and manual
- ▶ Plenty of libraries and a library manager
- ▶ Good FFI
- ▶ Tehila game engine  
<https://wiki.call-cc.org/tehila>
- ▶ Wiki software qwiki  
<https://wiki.call-cc.org/egg/qwiki>
- ▶ Really just see <https://wiki.call-cc.org/Software> 



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- ▶ First appeared in 1985
- ▶ Based off Maclisp (a now dead lisp dialect)
- ▶ Has gradually gained more and more features over the years but no major revisions really
- ▶ Considered outdated compared to modern Scheme or Common Lisp
- ▶ Some in GNU want to replace with Guile
- ▶ Pretty much just for emacs
- ▶ Allows easier extensibility than C (which the rest of emacs is written in)
- ▶ Definitely NOT designed for general purpose programming
- ▶ Emacs of course
- ▶ Any of the hundreds (thousands?) of emacs packages
- ▶ Org mode (this presentation is Org Mode -> Latex + Beamer -> PDF)

- ▶ Web servers

- ▶ Games

- ▶ API glue

- ▶ All kinds of fancy IDE features

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- ▶ First appeared in 1988 for the Apple Macintosh
- ▶ Simplicity and minimalism
- ▶ Single internal data type (cell)
- ▶ Numbers, symbols, and lists are the ONLY built in data types
- ▶ Differs from other lisps in not having lambda, but does not require it
- ▶ Integrated database
- ▶ "Awesome" C/Java interop

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- ▶ Originally called Qi
- ▶ Static types
- ▶ Optional laziness
- ▶ integrated prolog
- ▶ Macros
- ▶ Portability
- ▶ Runs on top of various languages including SBCL  
Common Lisp, Clojure, Scheme, Ruby, Python, JVM,  
Haskell, Javascript.
- ▶ Free learning resources are lacking

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- ▶ Written by Paul Graham starting in 2001
- ▶ Written in Racket Scheme
- ▶ See essay <http://www.paulgraham.com/popular.html>
- ▶ Released in 2008
- ▶ Designed to be simple
- ▶ Seems to have a very small community
- ▶ Hackernews ([news.ycombinator.com](http://news.ycombinator.com)) is implemented in Arc

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- ▶ Written by Robert Virding
  - ▶ Work begin in 2007
  - ▶ Basically developed just because the author wanted to develop a language on top of erlang and likes lisp
  - ▶ Author was one of the creators of Erlang
  - ▶ Provides erlang with meta programming and a feature rich REPL
- 
- ▶ Also called Hylang
  - ▶ Written by Paul Tagliamonte
  - ▶ Introduced at PyCon 2013
  - ▶ Transparent Lisp front end to Python
  - ▶ Extreme python interop, since it is basically python
- 
- ▶ Heavily inspired by Clojure
  - ▶ Written by Timothy Baldrige
  - ▶ Our own Chris Gore has contributed

- ▶ First appeared in 2015
- ▶ Implemented in RPython and uses PyPy Garbage Collector and tracing JIT
- ▶ Basically a clojure dialect with fast startup and native code
- ▶ Very young, good for small scripts/programs