

The Elm Programming Language

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Advanced Topics in Programming Languages and Compilers



Where did Elm come from?



Evan Czaplicki

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- Frustrated with GUI design

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- Frustrated with GUI design
- Use declarative approach
- Want responsive GUIs

Functional Reactive Programming

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Pure Functional

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How do we get both?

Signals: Time-Varying Values

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Signals: Time-Varying Values



The main idea

*Everything is a pure expression...
unless you use Signals.*

The main idea

Elm's Idea:

1. Pure expressions -> layout of GUI

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2. Signals -> react to real-world events

The main idea

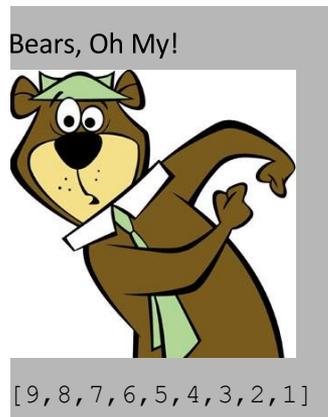
Elm's Idea:

1. Pure expressions -> layout of GUI
2. Signals -> react to real-world events
3. `lift` and `foldp` -> update layout dynamically

Elm in Action: GUI Layout

```
content : [Element]
content = [ plainText "Bears, Oh My!"
            , image 200 200 "/yogi.jpg"
            , asText (reverse [1..9])
            ]

main : Element
main = flow down content
```



Elm in Action: Signals

```
import Mouse

resizeableYogi : Int -> Element
resizeableYogi n = image n n "/yogi.jpg"

edgeLength : Signal Int
edgeLength = lift (\(x,y) -> max x y) Mouse.position

main : Signal Element
main = lift resizeableYogi edgeLength
```

Elm in Action: Mix N' Match

Current Compiler

<http://elm-lang.org/>

- Elm-to-Javascript compiler
 - With HTML and CSS too
 - Can generate JS file



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- Advantages
 - Complex graphics are possible
 - “unmatched cross-platform support”



Czaplicki, Evan, and Stephen Chong.
"Asynchronous Functional Reactive
Programming for GUIs." *Proceedings of the
34th ACM SIGPLAN Conference on
Programming Language Design and
Implementation* (2013): 411-22. Print.

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- Advantages

- Complex graphics are possible
- “unmatched cross-platform support”

- Disadvantages

- Issues with concurrency
- Slow program execution

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Conclusions

- Elm is pretty awesome!
 - functional
 - web programming scares you



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 - functional
 - web programming scares you

- Still growing!
 - production continues at Prezi
 - time-traveling debugger



Programming Isn't Scary. Digital image.
Impatient Designer. N.p., n.d. Web. 25 Sept. 2014.

References

Czaplicki, Evan, and Stephen Chong. "Asynchronous Functional Reactive Programming for GUIs." *Proceedings of the 34th ACM SIGPLAN Conference on Programming Language Design and Implementation* (2013): 411-22. Print.

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Czaplicki, Evan. "Functional Reactive Programming in Elm." Strange Loop. 5 Nov. 2013. *InfoQ*. Web. 28 Sept. 2014.