Quo Vadis?

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Principled & Practical

- Slices
- Approach to modularity
- Support for generic programming
- Error handling done right: scope
- Qualifiers
- Approach to @safety

"Meh" features

- @property
- synchronized's interplay with shared
- delete
- foreach_reverse
- qualified postblit

Features that don't exist (but work)

- Attribute inference
- Compile-Time Function Evaluation
- Scoped imports
- Value Range Propagation (no-pain conversions)
- Relaxed purity

Functional Factorial (yawn)

ulong factorial(uint n) { return n <= 1 ? 1 : n * factorial(n - 1); }</pre>

- It's PSPACE!
- Somebody should do hard time for this

```
pure ulong factorial(uint n) {
    return n <= 1 ? 1 : n * factorial(n - 1);
}</pre>
```

• Pure is good

```
pure ulong factorial(uint n) {
    ulong crutch(uint n, ulong result) {
        return n <= 1
            ? result
            : crutch(n - 1, n * result);
        }
    return crutch(n, 1);
}</pre>
```

- Threads state through as parameters
- You know what? I don't care for it

```
ulong factorial(uint n) {
    ulong result = 1;
    for (uint i = 2; i <= n; ++i) {
        result *= i;
    }
    return result;
}</pre>
```

- But no longer pure!
- Well allow me to retort

WHAT DOES A PURE FUNCTION



- "Pure functions always return the same result for the same arguments"
- No reading and writing of global variables
 - (Global *immutables* okay)
- No calling of impure functions
- Who said anything about local, transient state *inside the function?*

Transitive State

```
pure void reverse(T)(T[] a) {
  foreach (i; 0 .. data.length / 2) {
    swap(data[i], data[$ - i - 1]);
  }
}
```

- Possibility: disallow
- More useful: relaxed rule
- Operate with transitive closure of state reachable through parameter
- Not functional pure, but an *interesting superset*
- No need for another annotation, it's all in the signature!

```
pure BigInt factorial(uint n) {
   BigInt result = 1;
   foreach (i; 1 .. n + 1) {
      result *= i;
   }
   return result;
}
```

- Works, but not in released version
- Not all stdlib "purified" yet

Aftermath

- If parameters reach mutable state:
 - Relaxed pure—no globals, no I/O, no impure calls
- If parameters can't reach mutable state:
 - "Haskell-grade" observed purity
 - Yet imperative implementation possible
 - As long as it's local only

comprehensive != big

comprehensive != perfect

Allocators

- We want a comprehensive design
- (not a big/complex/perfect one)
- It should work

Allocation Archetypes

- Garbage collected
- Garbage collected + free
- malloc-based
- Region-based

Composability

- Allocators must stack efficiently
- Example: freelist over region
- (Related work: HeapLayers)

Safety

- Some allocators safe (GC)
- Some unsafe (malloc)
- Some can be made safe (regions)



vision



Neophyte: "What should I do to be a better person?"



Guru: "Do what a good person does."



We: "What should we do to scale to 1M users?"

That means

- Stability
- Quality, quality, quality
- Expanding platform base
- Operational professionalism

Stability

Quality

Expanding platform base

Operational professionalism

Two-pronged Approach

- Play into strengths
- Improve on weaknesses

Strategic strengths

- Active community
- Incredibly fast turnaround
- Compile-Time Function Execution
- Domain-Specific Embedded Languages
- Libraries
- Ranges and algorithms; bulk processing
- Concurrency and parallelism

One-stop shop for getting work done

dna-regex from Computer Shootout



Weaknesses

- Quality of implementation
- Formal definition
- Available libraries; package management
- Ecosystem tools
- Documentation and tutorials
- Process and roadmap



people





Make DConf an annual rallying point

The People Connection

- Any community needs nurturing
- Focus on increasing participation
- Welcoming new community members
- D Summer of Code (DSOC)?
- forum.dlang.org dedicated discussions place

"When i tried to rewrite example to D, i was shocked. [...] Dlang is a toy in outer space. [...] One can only to write a+b program in schools in it. Now I understand, that's why D doesn't have popularity after 10+ years of existence."

- Temtaime (tinyurl.com/d-useless)

"I investigated a little more in it. Thanks to Jack Applegame, we made a copy of gl/gl.h and opengl32.lib for DMD. (http://acomirei.ru/u/gl.d, http://acomirei.ru/u/opengl32.lib). | hope it will be included in DMD, now it's first draft of our work."

– Temtaime

Community

Academics

Corporate

Summary





vision



vision

people