Quite A Box Of Tricks 1.8

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The purpose of this article is to make the rationale behind our choice of architecture, and how to address certain shortcomings, clear to the general community of Clojure programmers. Conceptual challenges in Clojure In a new language, there are always a few things which are new. A general problem in learning a new language is that one has to learn the language first, and only then the language becomes a part of one's general experience. One can overcome this problem for a language which is designed from the ground up, for example Clojure. In the latter case, one simply has to learn one language, and the later will become a part of one's general experience. Unfortunately, Clojure is neither of the two. For most of the traditional programming languages, such as C, Pascal, Java, etc., the major performance concerns are memory usage, and typically a small number of operations (functions, libraries, etc.) are performing a large number of computations. On the other hand, for Clojure, the performance concerns are the processing speed and (quoting Rich Hickey) the performance/effort tradeoff. A simple operation that is supposed to return two values takes a long time in Clojure. Clojure is more like a programming language with these two aspects: Data-parallelism (CPU processing) and Functional Programming (Lisp-inspired). In a traditional language, the concept of variables is very natural. Variables typically have the following properties: (1) They are useful in building computations: (a) they can be shared (b) They contain the values that are supposed to be the result of the computation. (2) They are transient: (a) Once a variable is set, it is no longer needed, and it can be garbage collected. (b) They are meant to be passed to functions, and cannot be used in functions that do not take inputs or do not return values. The first problem in doing computation in Clojure is that we do not have a good, clean and native definition of variables, and we have to use the garbage collector to do it for us. In other words, in a traditional language we think of variables as a resource to be used and reused: (a) We have to manage them to be sure they can be used. (b) We need to use functions to set and retrieve them. (c) We want them to be transient and 82157476af