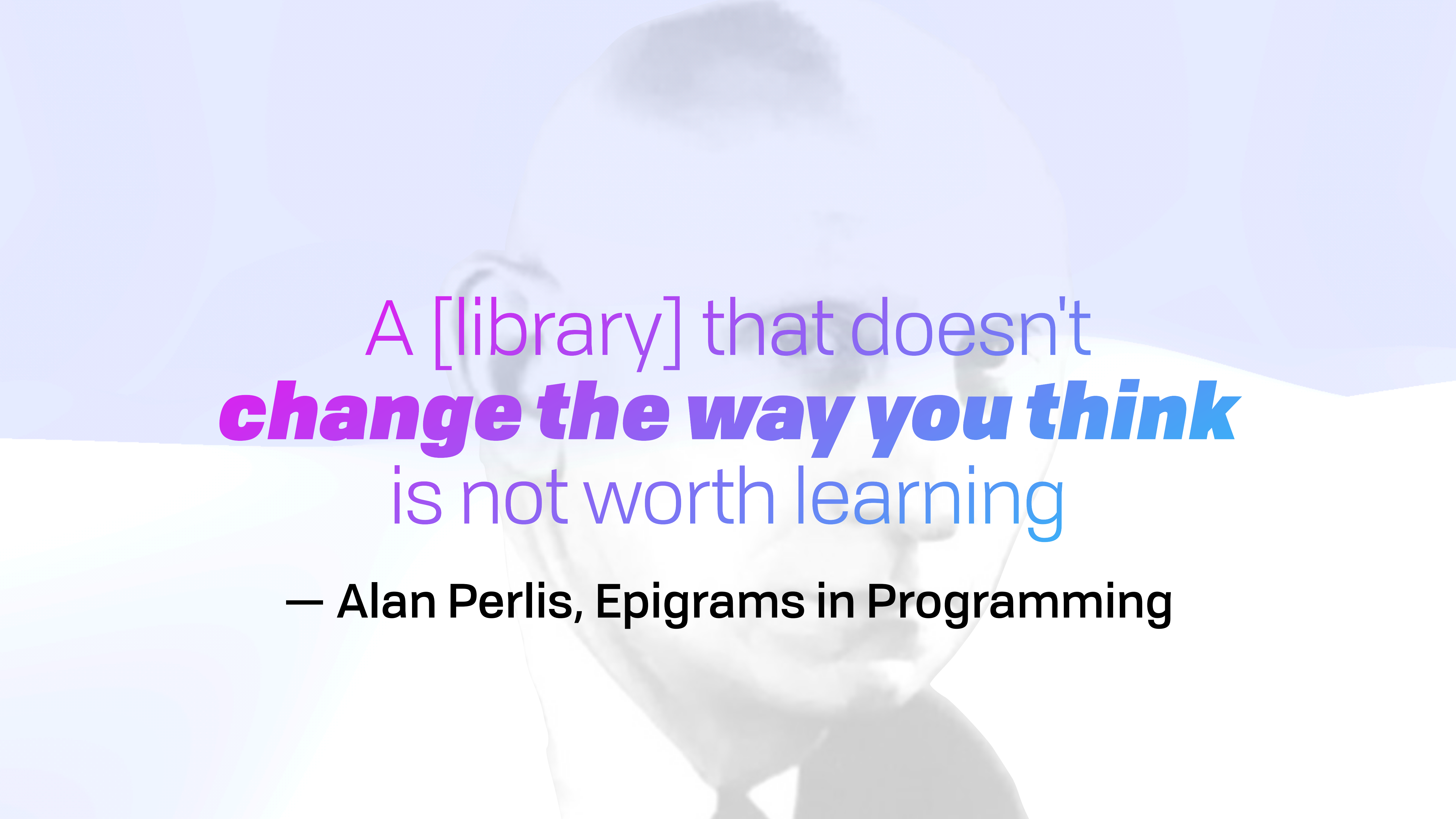


# *Witchcraft Retrospective*

Lessons From Bringing Monads to Elixir







A [library] that doesn't  
***change the way you think***  
is not worth learning

— Alan Perlis, Epigrams in Programming

Witchcraft

***Brooklyn Zelenka @expede***

Witchcraft

***Brooklyn Zelenka @expede***



[github.com/expede](https://github.com/expede)

# Witchcraft

## **Brooklyn Zelenka @expede**

- ◆ Indie researcher
- ◆ Local-First, P2P
  - ◆ Esp. E2EE, capabilities, CRDTs, VMs
- ◆ Author of Quark, Algae, Witchcraft / "Haskell Fan Fiction"
  - ◆ Exceptional and others
  - ◆ Had a ton of fun writing these libraries 🧪🙌🙌💜
- ◆ Founded the Vancouver Functional Programming Meetup



[github.com/expede](https://github.com/expede)

# Witchcraft

## **Brooklyn Zelenka @expede**

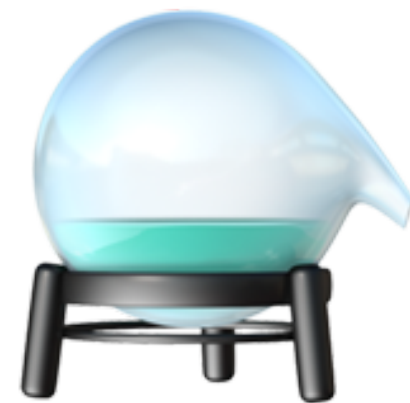
- ◆ Indie researcher
- ◆ Local-First, P2P
  - ◆ Esp. E2EE, capabilities, CRDTs, VMs
- ◆ Author of Quark, Algae, Witchcraft / "Haskell Fan Fiction"
  - ◆ Exceptional and others
  - ◆ Had a ton of fun writing these libraries 🧪🙌🙌💜
- ◆ Founded the Vancouver Functional Programming Meetup



[github.com/expede](https://github.com/expede)

What is Witchcraft?

# *Strange Brew*







[...] **functional programming is not a goal**  
in the Erlang VM [...]

It just happened that the foundation for writing such systems **share many of the functional programming principles**. And it reflects in both Erlang and Elixir.

— José Valim, Beyond Functional Programming

[...] **functional programming is not a goal**  
in the Erlang VM [...]

It just happened that the foundation for writing  
such systems **have many of the functional**  
**principles.** And it reflects in  
Erlang and Elixir.

Don't worry.  
We can fix that 😊



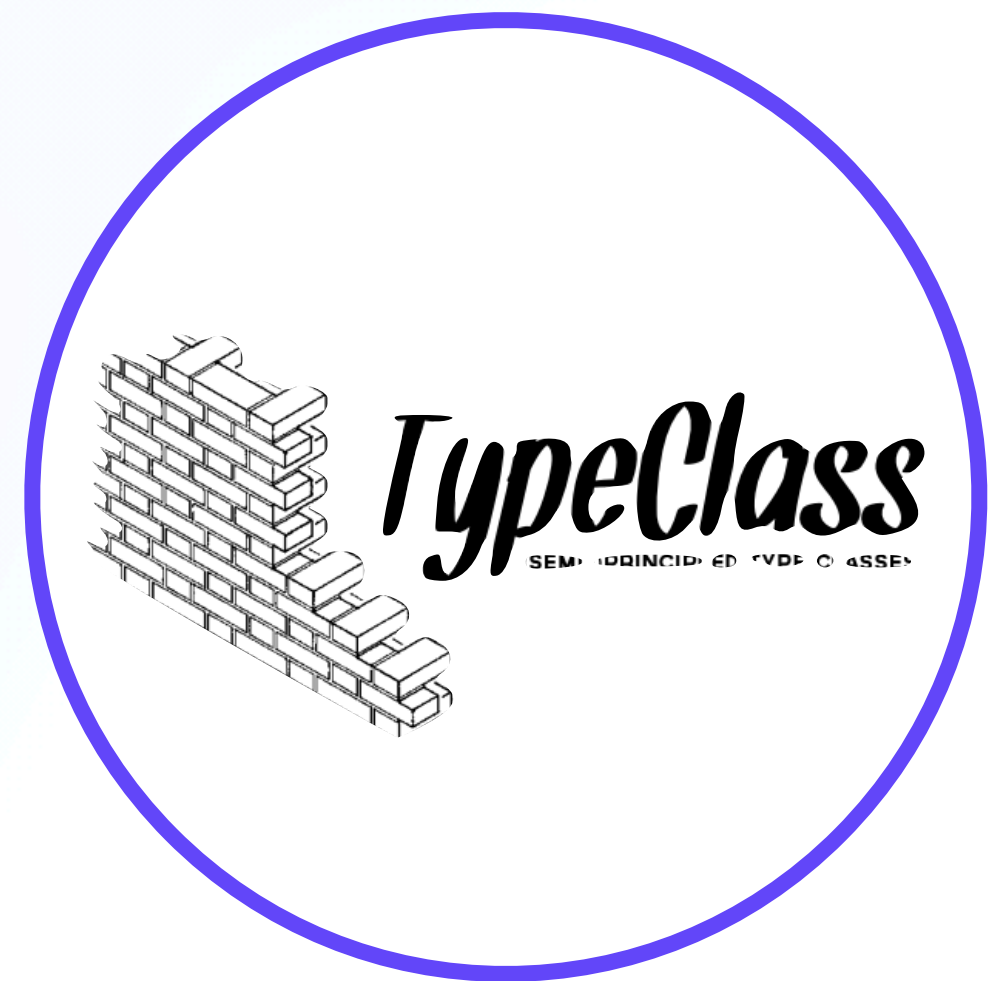
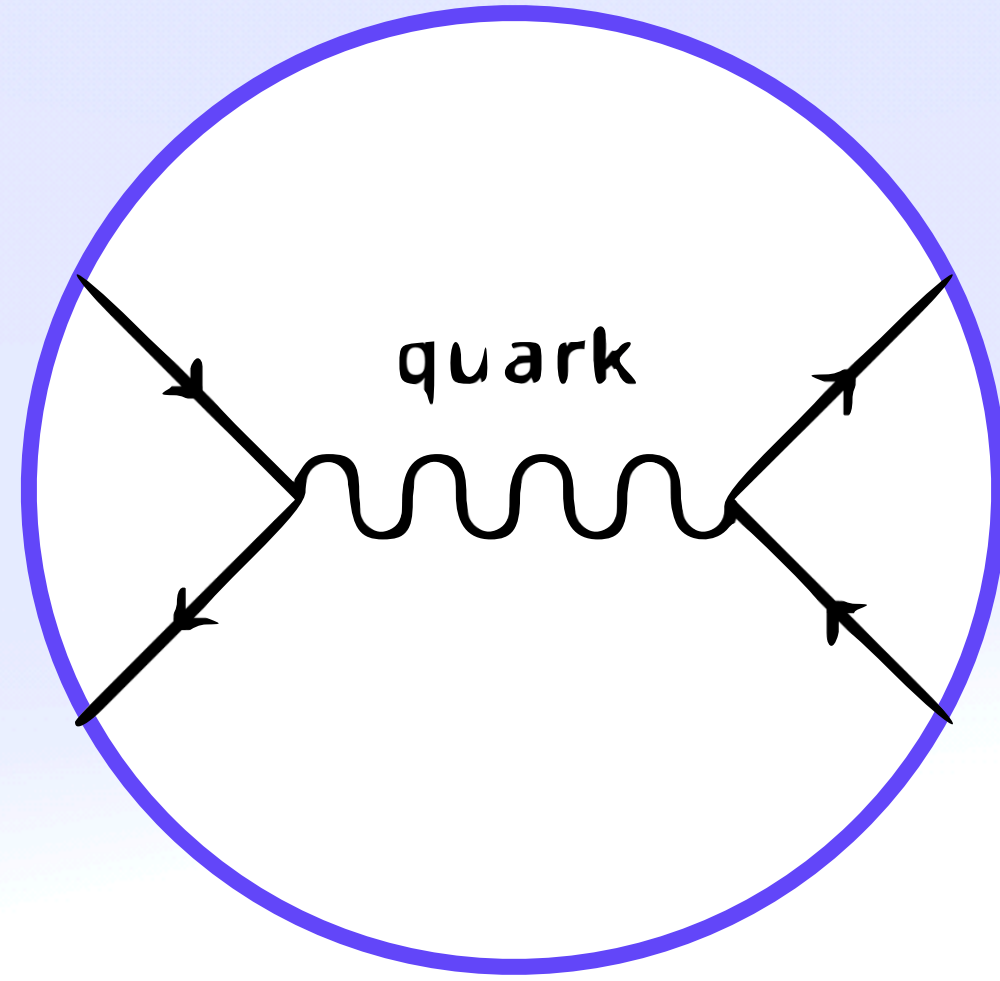
— José Valim, *Beyond Functional Programming*

Strange Brew

***"How Hard Could It Be?"***

Strange Brew

# "How Hard Could It Be?"



# Strange Brew

## *Motivation*

- ◆ Elixir is awesome, but misses some (built-in) FP features
- ◆ Heavily side effectful, low on equational reasoning
- ◆ Simply typed, with bolt-on static analysis
- ◆ **At the time** there was no syntax for railroad exceptions
- ◆ VanFP skill swap: leaning Alchemists leaning Haskell & Haskellers learning Elixir

# Strange Brew

## ***What Is?***

- ◆ Started (Quark) around 2014, bulk of the code ~2015
- ◆ "Classic" & denotational FP idioms
- ◆ Production use from nearly day one (lots web, but also apparently at least one bank?)

# Strange Brew

## **Strategy**

- ◆ **Stay as idiomatic as possible(!!!)**
- ◆ Fill feature gaps
  - ◆ e.g. protocol inheritance, lack of types
- ◆ Start small (`compose`) and grow (`Arrow.fanout`)
- ◆ Keep it simple™, except when you really need something
  - ◆ Use functions wherever possible
  - ◆ **Heavily** abuse macros as needed



# Strange Brew

## ***Design Principles***

- ◆ Compatibility with Elixir ecosystem
- ◆ Consistency with mental models
- ◆ Portability from other ecosystems
- ◆ Pedagogy and approachability

# Strange Brew *Stack*

Witchcraft

Algae

TypeClass

Operator

Quark

# Strange Brew

## *Quark*

- ◆ "The basics"
  - ◆ SKI, fixed points
  - ◆ Automatic partial application (defpartial, defcurry)
- ◆ "Classic" combinators
  - ◆ id, flip, const, and so on
  - ◆ Point-free style using `<~>`
- ◆ Useful! Ended up inside of e.g. `Exceptional`

```
fac = fn fac ->
  fn 0 -> 0
    1 -> 1
    n -> n * fac.(n - 1)
  end
end

factorial = fix fac

iex> factorial.(9)
362880
```

# Strange Brew

## *Operator*

- ◆ Elixir has fixed set of operators
- ◆ Enforces best practice: always have a named variant
- ◆ Pipes get around this in most cases, but nice to have

!	^	<
@	^^^	>
.	~~~	<>
..	&	<=
+	&&	>=
++	&&&	>
-	<-	< >
--	\\	<~>
*		~>
/		~>>
^		>>>
^^^	=	<~
~~~	=~	<<~
&	==	<<<
&&	===	when
&&&	!<=	in
	!<==	and
		or
		not

# Strange Brew

## *Algae*

```
{:just, "something"}  
# OR  
{:error}
```

- ◆ **Algebraic** data types

- ◆ Coproducts, nesting

- ◆ Probably the most broadly useful library (until first-class types ship)

- ◆ Since it doesn't really require you to change the style / idioms

```
defmodule Maybe do  
  defstruct just: nil, nothing: false  
end  
  
# But what about this case?  
%Maybe{:just, "something", nothing: true}
```

Strange Brew

# *Algae*

```
defmodule Algae.Maybe do
  use Quark.Partial

  @type t :: Just.t | Nothing.t

  defmodule Nothing do
    @type t :: %Nothing{}
    defstruct []
  end

  defmodule Just do
    @type t :: %Just{just: any}
    defstruct [:just]
  end

  # Convenience functions
end
```

# Strange Brew

## *TypeClass*

- ◆ Look, it was their fault for putting macros into the language 😊
- ◆ Elixir has protocols, but no constraint implication
- ◆ TypeClasses can be "unprincipled", so strong arm use of prop tests (even with a type system, writing e.g. dependently typed proofs can be a whole thing)
  - ◆ Lesson: Defaults are super powerful
  - ◆ We'll talk about why this was a mistake (that could have been easily fixed) later
- ◆ Actually used this in a production setting when taking over a project from a team that was months behind

```
defprotocol Witchcraft.Applicative do
  # Docs

  @fallback_to_any true

  @spec wrap(any, any) :: any
  def wrap(specimen, bare)

  @spec seq(any, (... -> any)) :: any
  def seq(wrapped_value, wrapped_function)
end
```

```
defimpl Witchcraft.Applicative, for: Algae.Id do
  import Quark.Curry, only: [curry: 1]
  alias Algae.Id, as: Id

  def wrap(_, bare), do: %Algae.Id{id: bare}
  def seq(%Id{id: value}, %Id{id: fun}), do: %Id{id: curry(fun).(value)}
end
```



```
defprotocol Witchcraft.Applicative do
  # Docs

  @fallback_to_any true

  @spec wrap(any, any) :: any
  def wrap(specimen, bare)

  @spec seq(any, (... -> any)) :: any
  def seq(wrapped_value, wrapped_function)
end
```

The only custom code for this data type  
(low effort)



```
defimpl Witchcraft.Applicative, for: Algae.Id do
  import Quark.Curry, only: [curry: 1]
  alias Algae.Id, as: Id

  def wrap(_, bare), do: %Algae.Id{id: bare}
  def seq(%Id{id: value}, %Id{id: fun}), do: %Id{id: curry(fun).(value)}
end
```

```
defmodule Witchcraft.Applicative.Property do
  # Docs & imports

  @spec spotcheck_identity(any) :: boolean
  def spotcheck_identity(value), do: (value ~>> wrap(value, &id/1)) == value

  @spec spotcheck_composition(any, any, any) :: boolean
  def spotcheck_composition(value, fun1, fun2) do
    wrap(value, &compose/2) <<~ fun1 <<~ fun2 <<~ value == fun1 <<~ (fun2 <<~ value)
  end

  @spec spotcheck_homomorphism(any, any, fun) :: boolean
  def spotcheck_homomorphism(specemin, val, fun) do
    curried = curry(fun)
    wrap(specemin, val) ~>> wrap(specemin, curried) == wrap(specemin, curried.(val))
  end

  def spotcheck_interchange(bare_val, wrapped_fun) do
    wrap(wrapped_fun, bare_val) ~>> wrapped_fun
    == wrapped_fun ~>> wrap(wrapped_fun, &(bare_val |> curry(&1).()))
  end

  @spec spotcheck_functor(any, fun) :: boolean
  def spotcheck_functor(wrapped_value, fun) do
    wrapped_value ~> fun == wrapped_value ~>> wrap(wrapped_value, fun)
  end
end
```

```
defmodule Witchcraft.Applicative.Property do
  # Docs & imports

  @spec spotcheck_identity(any) :: boolean
  def spotcheck_identity(value), do: (value ~>> wrap(value, &id/1)) == value

  @spec spotcheck_composition(any, any, any) :: boolean
  def spotcheck_composition(value, fun1, fun2) do
    wrap(value, &compose/2) <<~ fun1 <<~ fun2 <<~ value == fun1 <<~ (fun2 <<~ value)
  end

  @spec spotcheck_homomorphism(any, any, fun) :: boolean
  def spotcheck_homomorphism(specemin, val, fun) do
    curried = curry(fun)
    wrap(specemin, val) ~>> wrap(specemin, curried) == wrap(specemin, curried.(val))
  end

  def spotcheck_interchange(bare_val, wrapped_fun) do
    wrap(wrapped_fun, bare_val) ~>> wrapped_fun
    == wrapped_fun ~>> wrap(wrapped_fun, &(bare_val |> curry(&1).()))
  end

  @spec spotcheck_functor(any, fun) :: boolean
  def spotcheck_functor(wrapped_value, fun) do
    wrapped_value ~> fun == wrapped_value ~>> wrap(wrapped_value, fun)
  end
end
```

Uses your defimpl definitions



```
defmodule Witchcraft.Applicative.Property do
  # Docs & imports

  @spec spotcheck_identity(any) :: boolean
  def spotcheck_identity(value), do: (value ~>> wrap(value, &id/1)) == value

  @spec spotcheck_composition(any, any, any) :: boolean
  def spotcheck_composition(value, fun1, fun2) do
    wrap(value, &compose/2) <<~ fun1 <<~ fun2 <<~ value == fun1 <<~ (fun2 <<~ value)
  end

  @spec spotcheck_homomorphism(any, any, fun) :: boolean
  def spotcheck_homomorphism(specemin, val, fun) do
    curried = curry(fun)
    wrap(specemin, val) ~>> wrap(specemin, curried) == wrap(specemin, curried.(val))
  end

  def spotcheck_interchange(bare_val, wrapped_fun) do
    wrap(wrapped_fun, bare_val) ~>> wrapped_fun
    == wrapped_fun ~>> wrap(wrapped_fun, &(bare_val |> curry(&1).()))
  end

  @spec spotcheck_functor(any, fun) :: boolean
  def spotcheck_functor(wrapped_value, fun) do
    wrapped_value ~> fun == wrapped_value ~>> wrap(wrapped_value, fun)
  end
end
```

Uses your defimpl definitions

Class hierarchy

# Strange Brew

## *Algae*

defdata

All of these fields  
Roughly “and”

```
defdata do
  name      :: String.t()
  hit_points :: non_neg_integer()
  experience :: non_neg_integer()
end
```

defsum

One of these structs  
Roughly “or”

```
defsum do
  defdata Nothing :: none()
  defdata Just    :: any()
end
```

# Strange Brew

## *Algae*

```
defsum do
  defdata Nothing :: none()
  defdata Just   :: any()
end
```

# Strange Brew

## *Algae*

```
defsum do
  defdata Nothing :: none()
  defdata Just   :: any()
end
```



```
defmodule Algae.Maybe.Just do
  @type t :: %Algae.Maybe.Just{just: any()}
  defstruct [just: nil]

  def new, do: %Algae.Maybe.Just{}
  def new(value), do: %Algae.Maybe.Just{just: value}
end

defmodule Algae.Maybe.Nothing do
  @type t :: %Algae.Maybe.Nothing{}
  defstruct []

  def new, do: %Algae.Maybe.Nothing{}
end
```

## Strange Brew

# *Algae*

```
alias Algae.Maybe.{Just, Nothing}

def add(x, y) do
  try do
    Just.new(x + y)
  rescue
    _ -> %Nothing{}
  end
end
```

```
iex> add(1, 2)
%Just{just: 3}
```

```
iex> add(1, "NOPE")
%Nothing{}
```



## Strange Brew

# Witchcraft

- ◆ "The main show"
- ◆ No way to enforce purity 😭
- ◆ Async variants
  - ◆ `map` and `async_map`
  - ◆ One way of thinking about Elixir is that it's implicitly in IO, or at best Async
    - ◆ Why implicit asyncs instead of a monad?
- ◆ Differences from Haskell
  - ◆ Pipe order is different



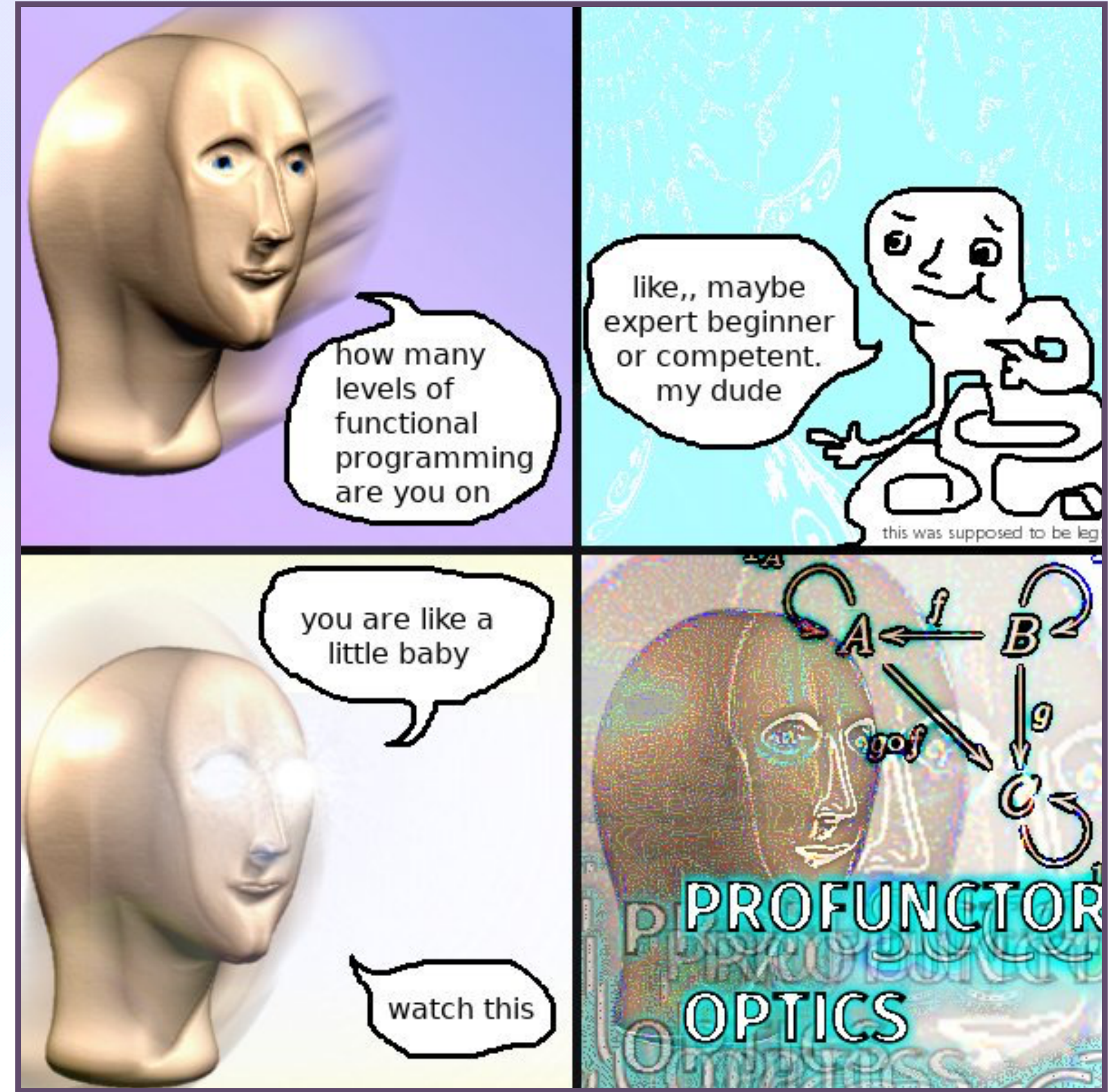
More than Syntax... but also Syntax

# *Consistency & Ethos*



# Consistency & Ethos

# What We're Trying to Avoid



Strange Brew

***Pipes***

# Strange Brew

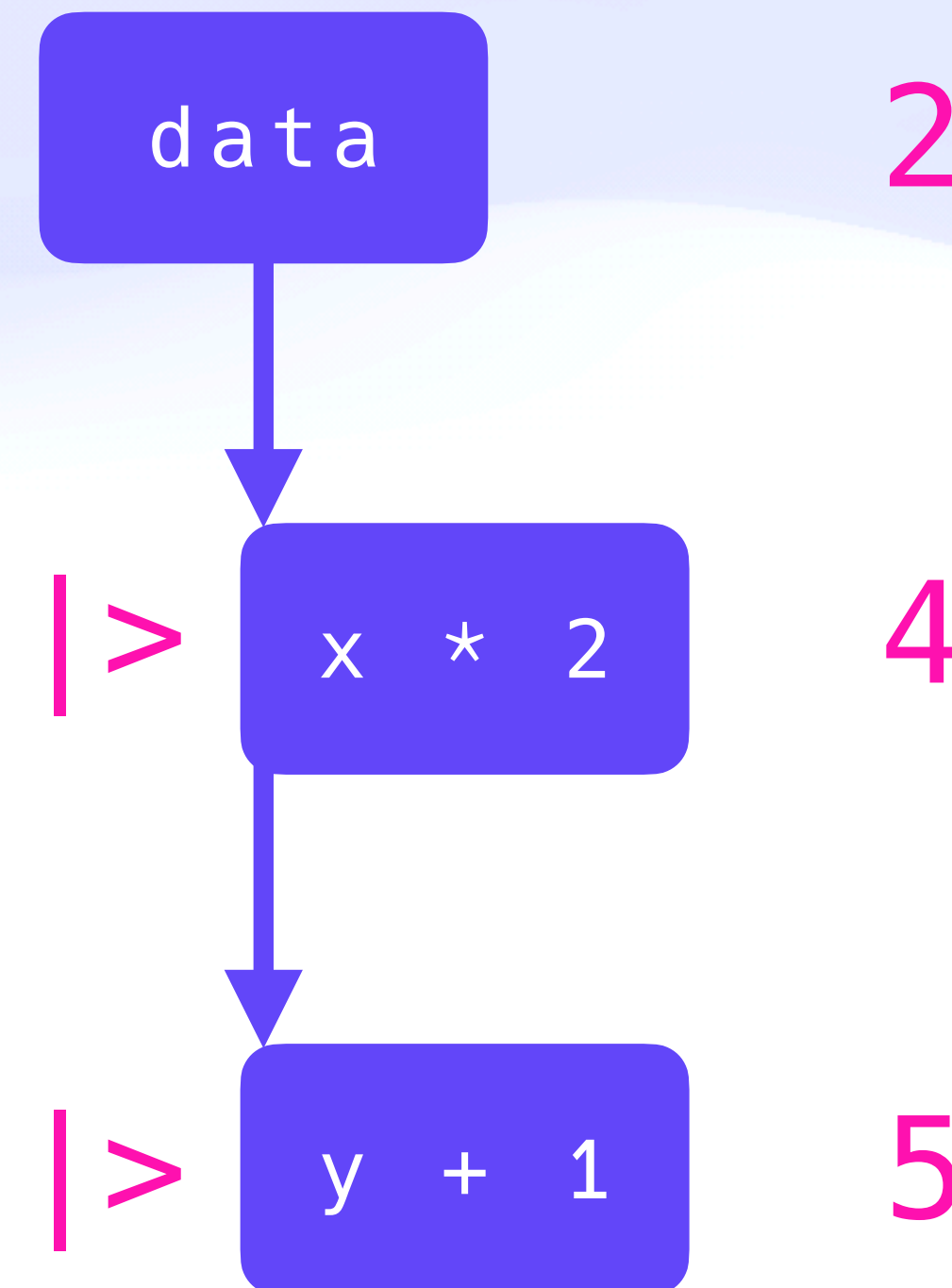
## *Pipes*

```
&(&1 + &2 * &3) <~ [1, 2, 3] <<~ [4, 5, 6] <<<~ [7, 8, 9]  
[  
  29, 33, 37,  
  36, 41, 46,  
  43, 49, 55,  
  30, 34, 38,  
  37, 42, 47,  
  44, 50, 56,  
  31, 35, 39,  
  38, 43, 48,  
  45, 51, 57  
]
```

## Consistency & Ethos

# *Dataflow & Directionality*

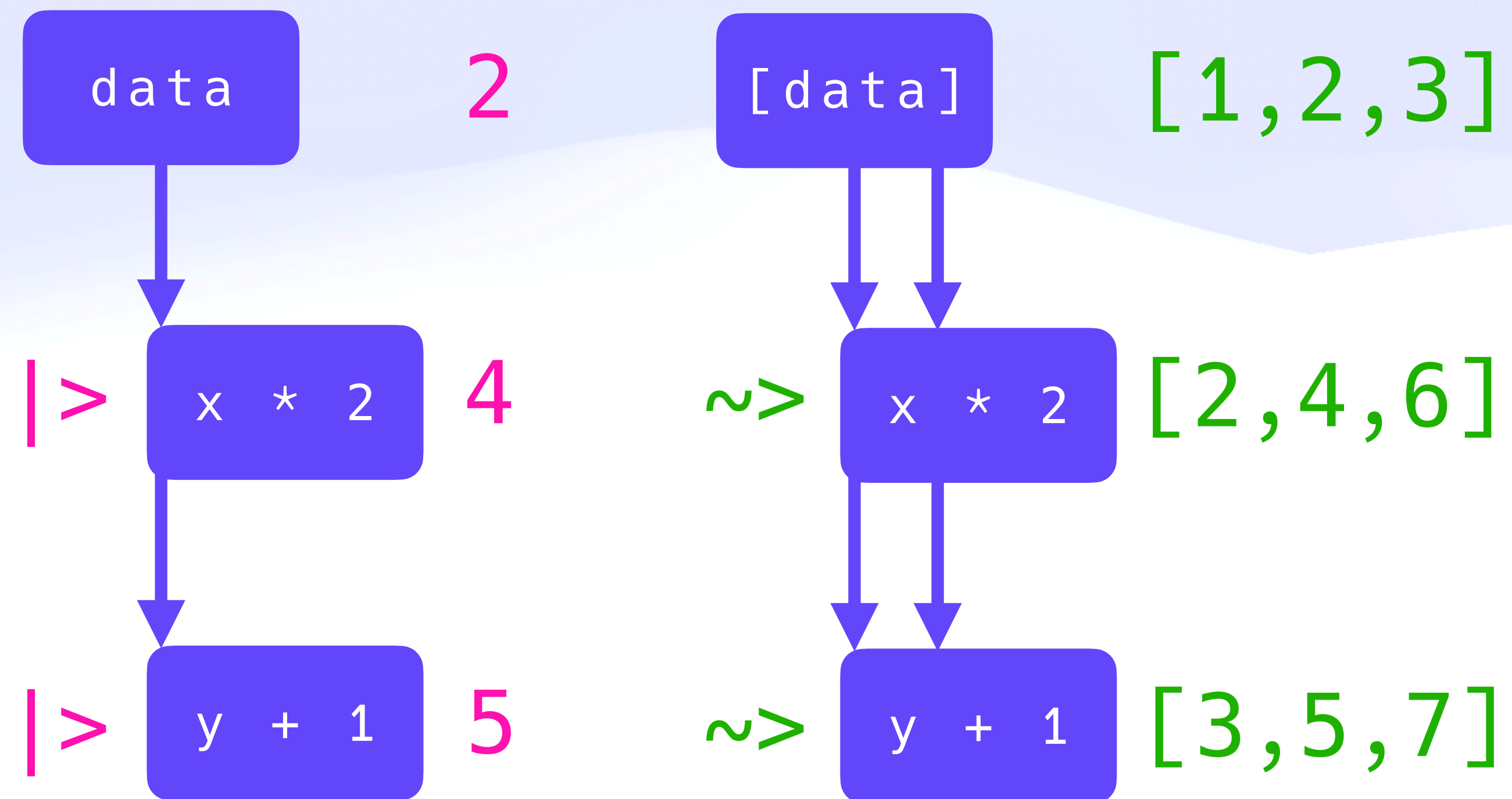
- ◆ Let's bootstrap people's intuitions!
- ◆ Elixir prefers diagrammatic ordering
- ◆ Important to maintain consistency with rest of language!
- ◆ Pipes are generally awesome
- ◆ Want to maintain this awesomeness
- ◆ What if we just gave the pipe operator superpowers?



## Consistency & Ethos

# *Giving Pipes Superpowers*

- ◆ Witchcraft operators follow same flow
- ◆ Data on flows through pointed direction
- ◆ Just like pipes
- ◆  $|>$  becomes  $\sim>$  (curried map/2)



## Consistency & Ethos

# Dataflow & Directionality

- ◆ Operators follow same flow

- ◆ Data on flows through arrow direction

- ◆ `|>`

`(_) apply/2`

- ◆ `~>`

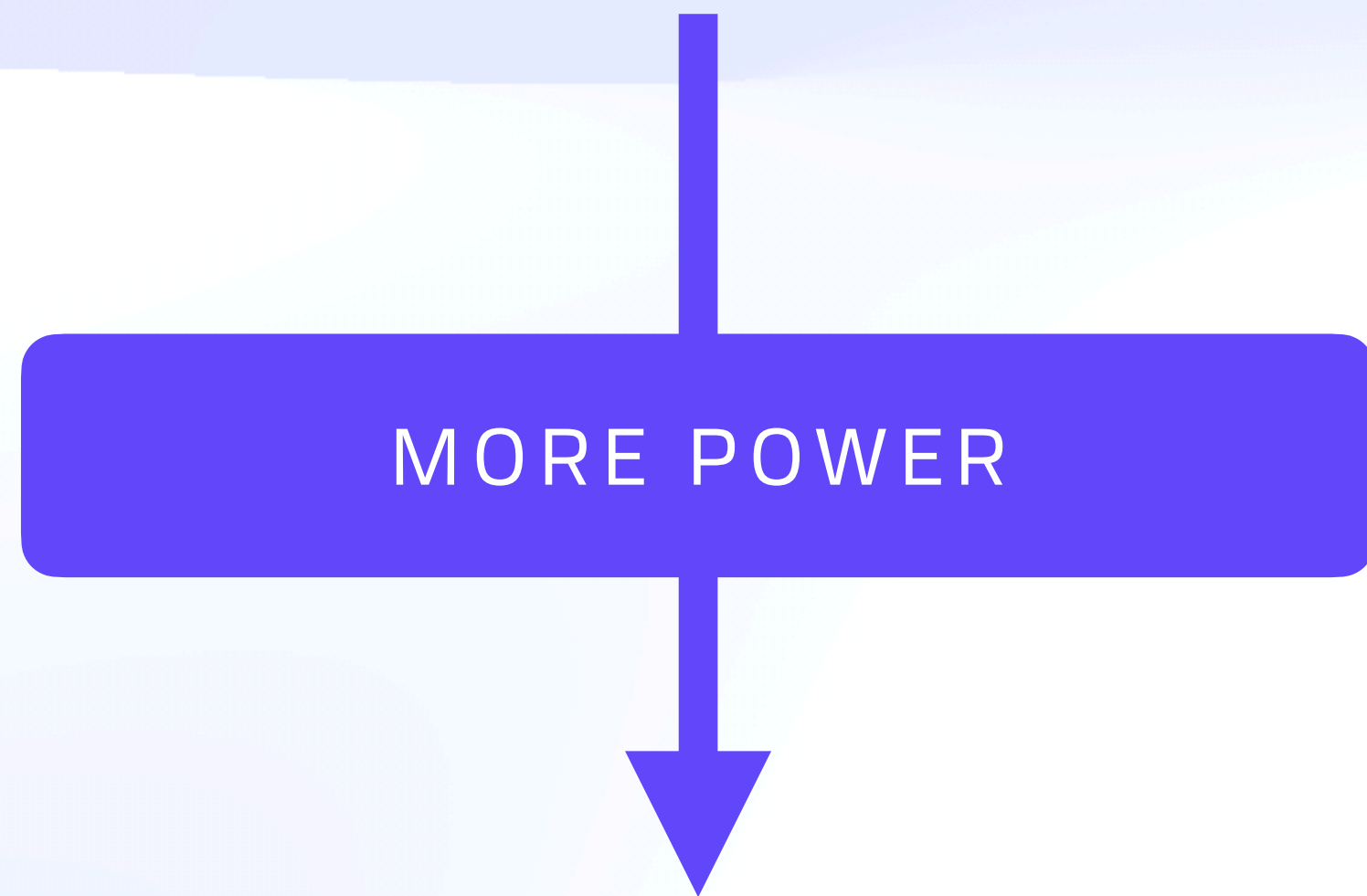
`<~ map/2`

- ◆ `~>>`

`<<~ ap/2`

- ◆ `>>>`

`<<< chain/2`



```
[1, 2, 3] <~ fn x -> x * x end
fn x -> x * x end ~> [1, 2, 3]
```

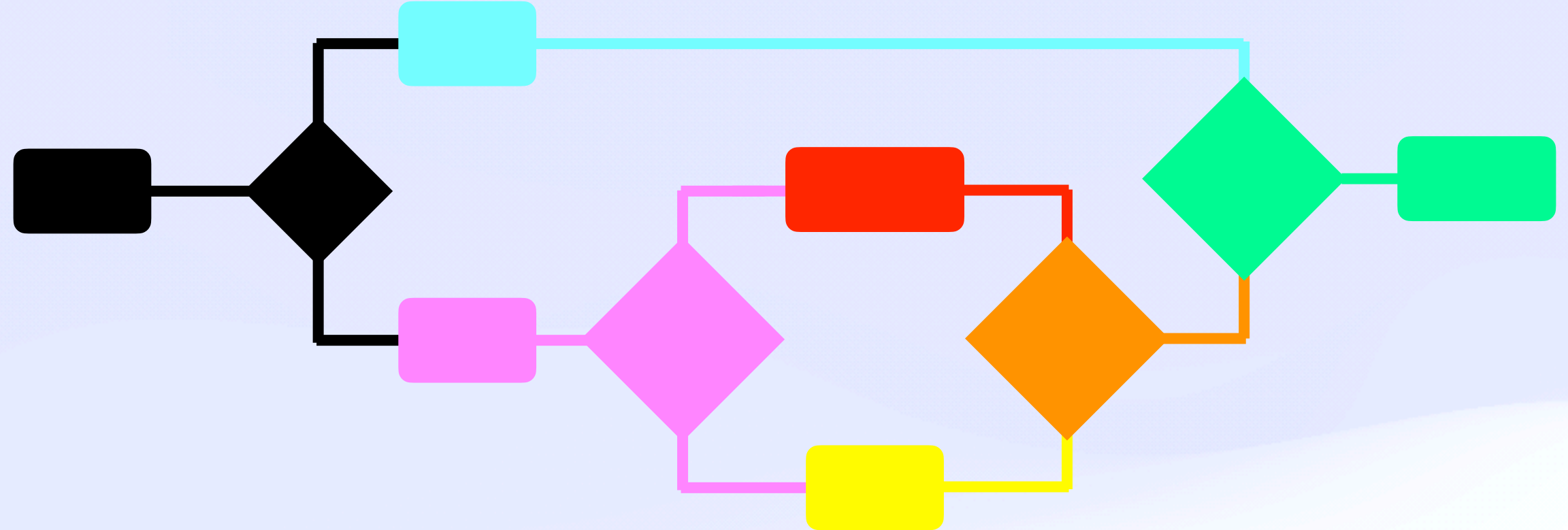


Consistency & Ethos

**Arrows**

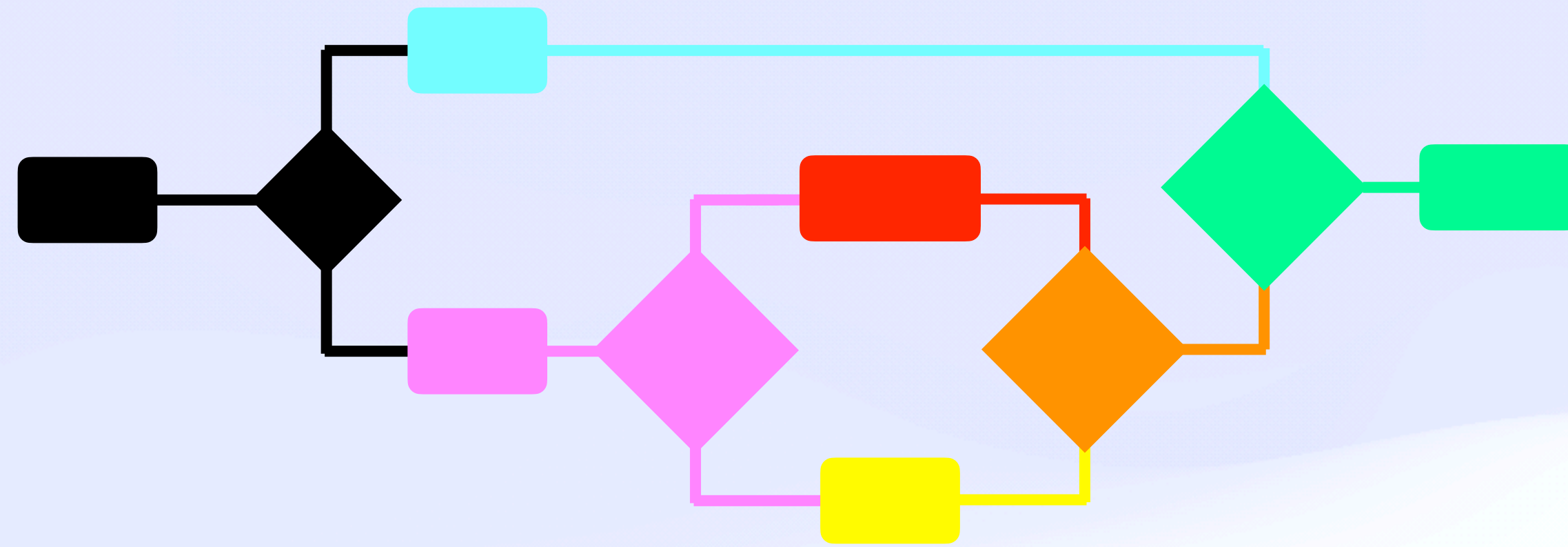
# Consistency & Ethos

# *Arrows*



# Consistency & Ethos

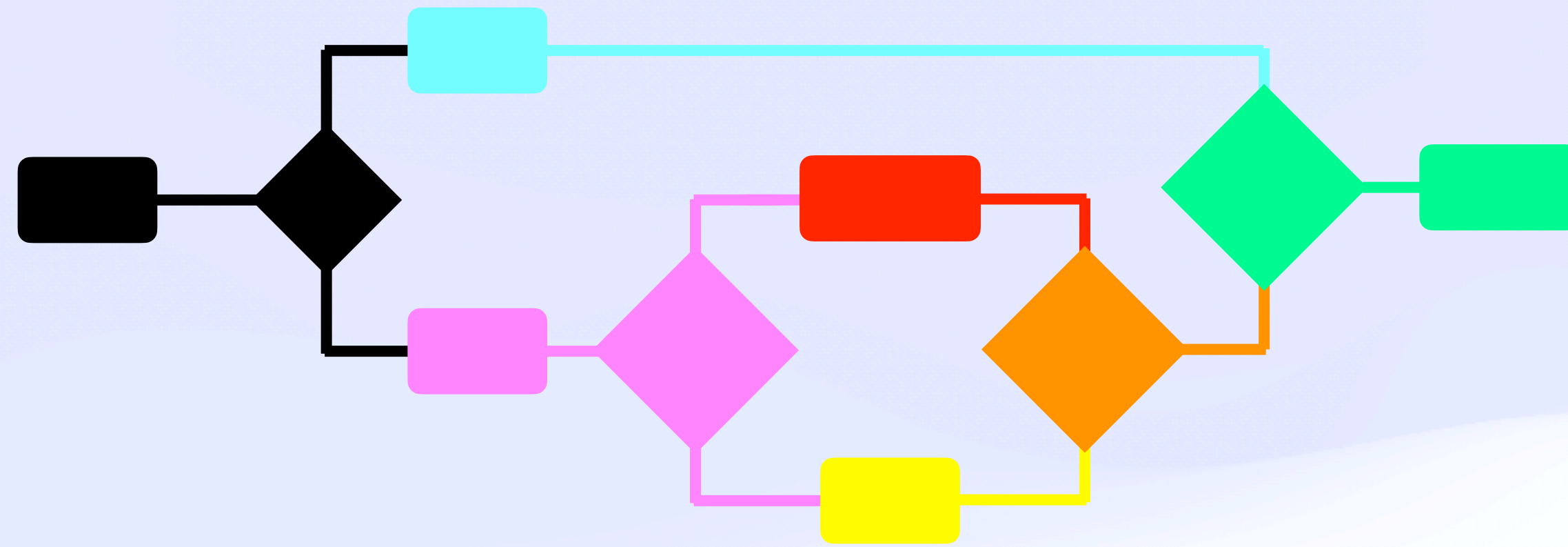
## Arrows



```
arrow_diagram =  
  fanout(fn x -> x / 5 end, fn y -> y + 1 end  
        <~> (fanout(&inspect/1, fn z -> z * z end))  
        <~> unsplit(fn (a, b) -> "#{b}#{a}" end)  
  )  
  <~> unsplit(&String.at(&2, round(&1))) end)
```

# Consistency & Ethos

## Arrows



```
arrow_diagram =
  fanout(fn x -> x / 5 end, fn y -> y + 1 end
    <~> (fanout(&inspect/1, fn z -> z * z end)))
    <~> unsplit(fn (a, b) -> "#{b}#{a}" end)
  )
  <~> unsplit(&String.at(&2, round(&1)) end)
```

Functional & Principled

# *Functor Tower*





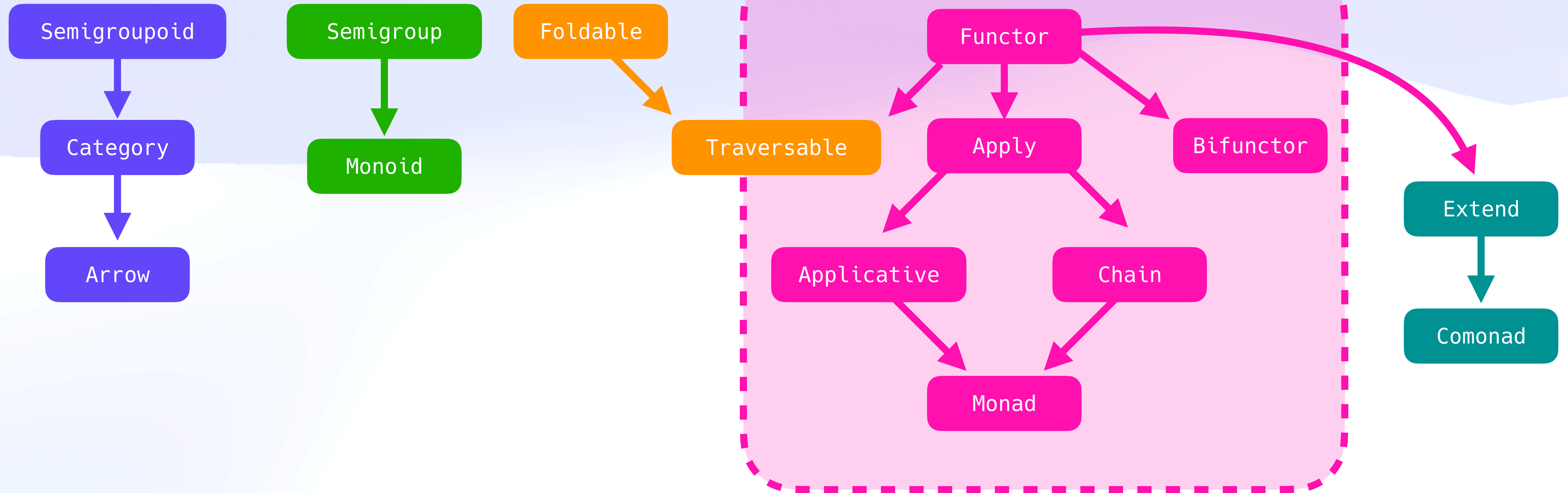


The purpose of **abstraction** is not to be vague, but to create a new semantic level in which one can be **absolutely precise**

— Dijkstra

# Design Patterns

## *Witchcraft v1.0 Hierarchy*





# Consistency & Ethos

## *Functor*

- ◆ Provides map/2 (~>), but different from Enum
- ◆ Always returns the same type of data
- ◆ No more manual Enum.map(...) |> Enum.into(...)

```
Functor.map(%{a: 1, b: 2}, fn x -> x * 10 end)  
#=> %{a: 10, b: 20}
```

```
Functor.map(%Algae.Maybe.Just{just: 1}, fn x -> x * 10 end)  
# => %Algae.Maybe.Just{just: 10}
```

```
Functor.map(%Algae.Maybe.Nothing{}, fn x -> x * 10 end)  
#=> %Algae.Maybe.Nothing{}
```

# Consistency & Ethos

## *Apply*

- ◆ Provides convey/2 and ap/2
- ◆ Embellishes basic function application
- ◆ Specific embellishment changes per data type

```
iex> [1, 2, 3] ~>> [⋆(⋆1 * 10), ⋆(⋆1 + 1), ⋆(⋆1 - 5)]  
[10, 2, -4, 20, 3, -3, 30, 4, -2]
```

```
iex> lift([1, 2, 3], [4, 5, 6], ⋆*/2)  
[  
  4, 8, 12,  
  5, 10, 15,  
  6, 12, 18  
]
```

```
iex> %Just{just: 1} ~>> %Just{just: fn x -> x * 10 end}  
%Just{just: 10}
```

```
iex> %Nothing{} ~>> %Just{just: fn x -> x * 10 end}  
%Nothing{}
```

```
iex> %Just{just: 1} ~>> %Nothing{}
```

## Consistency & Ethos

# *Chain: Functions to Actions*

- ◆ Like Apply & Applicative, but with a special “linking” function
- ◆ Take raw value
- ◆ Do something to it
- ◆ Put the result into the original datatype
- ◆ Makes it easy to chain functions in a context

```
iex> %Just{just: 1}
...> >>> fn x -> if Integer.is_even(x), do: %Just{just: 42}, else: %Nothing{} end
...> >>> fn y -> if y > 10, do: %Just{just: 10}, else: %Just{just: y} end
...> >>> fn z -> %Just{just: z * z} end
%Nothing{} # 1 is not even, but was guarded
```

```
iex> [1, 2, 3] >>> fn x -> [x, x] end
[1, 1, 2, 2, 3, 3]
```

```
iex> [1, 2, 3]
...> >>> fn x -> [x, x] end
...> >>> fn y -> [y, y * 10, y * 100] end
[
  1, 10, 100,
  1, 10, 100,
  2, 20, 200,
  2, 20, 200,
  3, 30, 300,
  3, 30, 300
]
```

## Consistency & Ethos

# Chaining With do-Notation

- ◆ Macro to “linearize” chains
- ◆ Gives us back an operational feel
- ◆ Great DSLs (seen shortly)

```
def guarded(input) do
  %Just{just: input}
  >>> fn x ->
    if Integer.is_even(x), do: %Just{just: x}, else: %Nothing{}
  >>> fn y ->
    if y > 0, do: %Just{just: 10}, else: %Just{just: y}
  >>> fn z ->
    %Just{just: x * y + z} # Access earlier steps
  end
end
end
end

guarded(1) == %Nothing{}
guarded(100) == %Just{just: 1010}
```

```
def do_guarded(input) do
  chain do
    x <- %Just{just: input}
    y <- if Integer.is_even(x), do: %Just{just: x}, else: %Nothing{}
    z <- if y > 0, do: %Just{just: 10}, else: %Just{just: y}
    Just{just: x * y + z}
  end
end

do_guarded(1) == %Nothing{}
do_guarded(100) == %Just{just: 1010}
```

# Consistency & Ethos

## Monad<sup>ic</sup> do-Notation

- ◆ Need to specify the data type
- ◆ Just add return (specialized Applicative.of/2)

```
def madlib(nouns, adjectives, verbs, reactions) do
  monad [] do
    noun <- nouns
    adj <- adjectives
    verb <- verbs
    react <- reactions
    return one "#{adj} #{noun} #{verb}ed the code. #{react}"
  end
end
```

```
madlib(
  ["coder", "tester", "hacker", "scorcerer"],
  ["sly", "clever", "crazed"],
  ["fixed", "deleted"],
  ["Hooray!", "Oh no!"]
)
```

```
["the sly coder fixed the code. Hooray!",
 "the sly coder fixed the code. Oh no!",
 "the sly coder deleted the code. Hooray!",
 "the sly coder deleted the code. Oh no!",
 "the clever coder fixed the code. Hooray!",
 "the clever coder fixed the code. Oh no!",
 "the clever coder deleted the code. Hooray!",
 "the clever coder deleted the code. Oh no!",
 "the crazed coder fixed the code. Hooray!",
 "the crazed coder fixed the code. Oh no!",
 "the crazed coder deleted the code. Hooray!",
 "the crazed coder deleted the code. Oh no!",
 "the sly tester fixed the code. Hooray!",
 "the sly tester fixed the code. Oh no!",
 "the sly tester deleted the code. Hooray!",
 "the sly tester deleted the code. Oh no!",
 "the clever tester fixed the code. Hooray!",
 "the clever tester fixed the code. Oh no!",
 "the clever tester deleted the code. Hooray!",
 "the clever tester deleted the code. Oh no!",
 "the crazed tester fixed the code. Hooray!",
 "the crazed tester fixed the code. Oh no!",
 "the crazed tester deleted the code. Hooray!",
 "the crazed tester deleted the code. Oh no!",
 "the sly hacker fixed the code. Hooray!",
 "the sly hacker fixed the code. Oh no!",
 "the sly hacker deleted the code. Hooray!",
 "the sly hacker deleted the code. Oh no!",
 "the clever hacker fixed the code. Hooray!",
 "the clever hacker fixed the code. Oh no!",
 "the clever hacker deleted the code. Hooray!",
 "the clever hacker deleted the code. Oh no!",
 "the crazed hacker fixed the code. Hooray!",
 "the crazed hacker fixed the code. Oh no!",
 "the crazed hacker deleted the code. Hooray!",
 "the crazed hacker deleted the code. Oh no!",
 "the crazed hacker deleted the code. Oh no!",
 "the sly scorcerer fixed the code. Hooray!",
 "the sly scorcerer fixed the code. Oh no!",
 "the sly scorcerer deleted the code. Hooray!",
 "the sly scorcerer deleted the code. Oh no!",
 "the clever scorcerer fixed the code. Hooray!",
 "the clever scorcerer fixed the code. Oh no!",
 "the clever scorcerer deleted the code. Hooray!",
 "the clever scorcerer deleted the code. Oh no!",
 "the crazed scorcerer fixed the code. Hooray!",
 "the crazed scorcerer fixed the code. Oh no!",
 "the crazed scorcerer deleted the code. Hooray!",
 "the crazed scorcerer deleted the code. Oh no!"]
```

## Consistency & Ethos

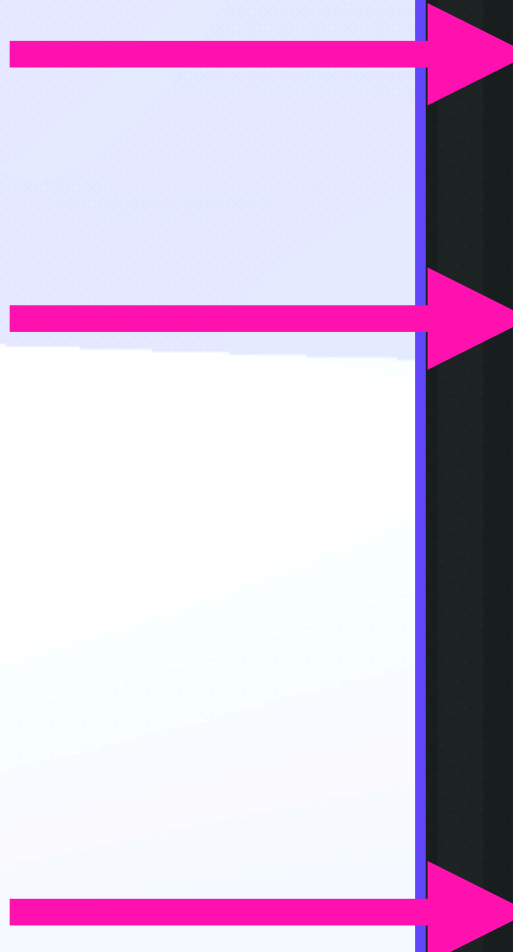
# do-Notation Implementation

```
def do_notation(input, chainer) do
  input
  |> normalize()
  |> Enum.reverse()
  |> Witchcraft.Foldable.left_fold(fn
    (continue, {let, _, [:=, _, [assign, value]]}) ->
      quote do: unquote(value) |> fn unquote(assign) -> unquote(continue) end.()

    (continue, {<- , _, [assign, value]}) ->
      quote do
        import Witchcraft.Chain, only: [>>>: 2]

        unquote(value) >>> (fn unquote(assign) -> unquote(continue) end)
      end

    (continue, value) ->
      quote do
        import Witchcraft.Chain, only: [>>>: 2]
        unquote(value) >>> fn _ -> unquote(continue) end
      end
  end
end)
end
```



# Consistency & Ethos

## *Writer Monad*

```
use Witchcraft

exponent =
  fn num ->
    monad writer({0, 0}) do
      tell 1
      return num * num
    end
  end

initial = 42
{result, times} = run(exponent.(initial) >>> exponent >>> exponent)

"#{initial}^#{round(:math.pow(2, times))} = #{result}"

#####
# RESULT #
#####

"42^8 = 9682651996416"
```

## Consistency & Ethos

# *Writer Monad*

```
use Witchcraft

excite =
  fn string ->
    monad writer({0.0, "log"}) do
      tell string

      excited <- return "#{string}!"
      tell " => #{excited} ... "

      return excited
    end
  end

{_, logs} =
  "Hi"
  |> excite.()
  >>> excite
  >>> excite
  |> censor(&String.trim_trailing(&1, " ... "))
  |> run()

logs

#####
# RESULT #
#####

"Hi => Hi! ... Hi! => Hi!! ... Hi!! => Hi!!!"
```



Some more uncategorised observations

# *Lessons Learned*



## Lessons Learned

# ***Build It & They Will Come***

- ◆ ...but often difficult to coordinate timing, esp. with maintainer burnout
- ◆ Get more people involved very early — earlier than you think you need to!
- ◆ Actively hand off credit to others
- ◆ A "prior art" section in READMEs diffuses many conflicts
- ◆ All things come down to people and governance

Lessons Learned

# ***Wardley Stages***

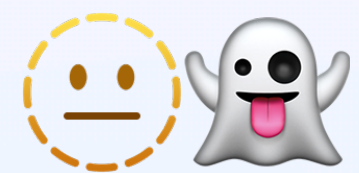
Lessons Learned

# *Wardley Stages*



# Lessons Learned

# Wardley Stages



Invention

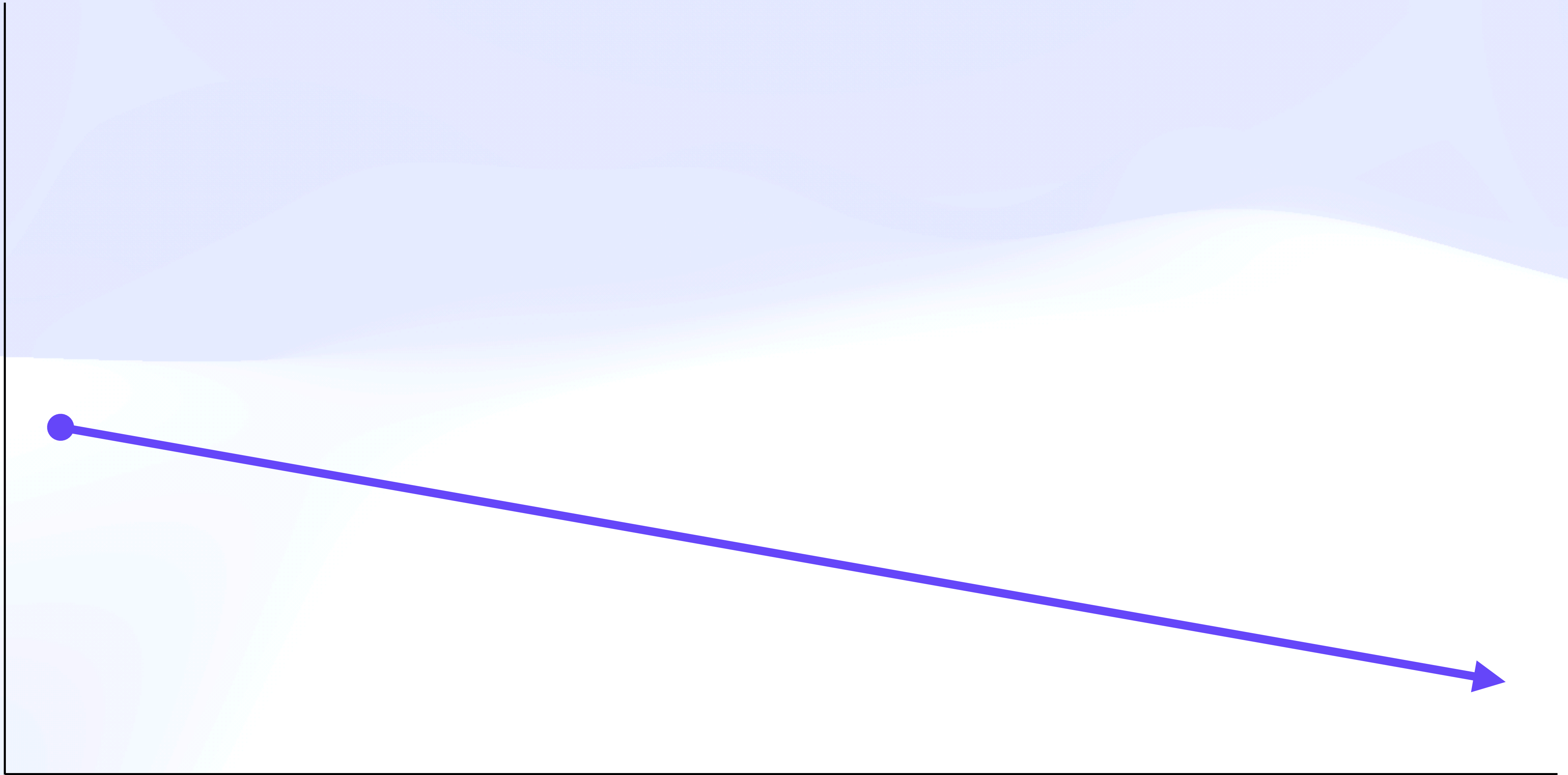
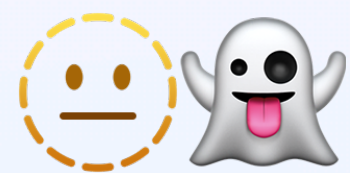
Custom

Off-the-Shelf

Utility

Lessons Learned

# *Wardley Stages*



Invention

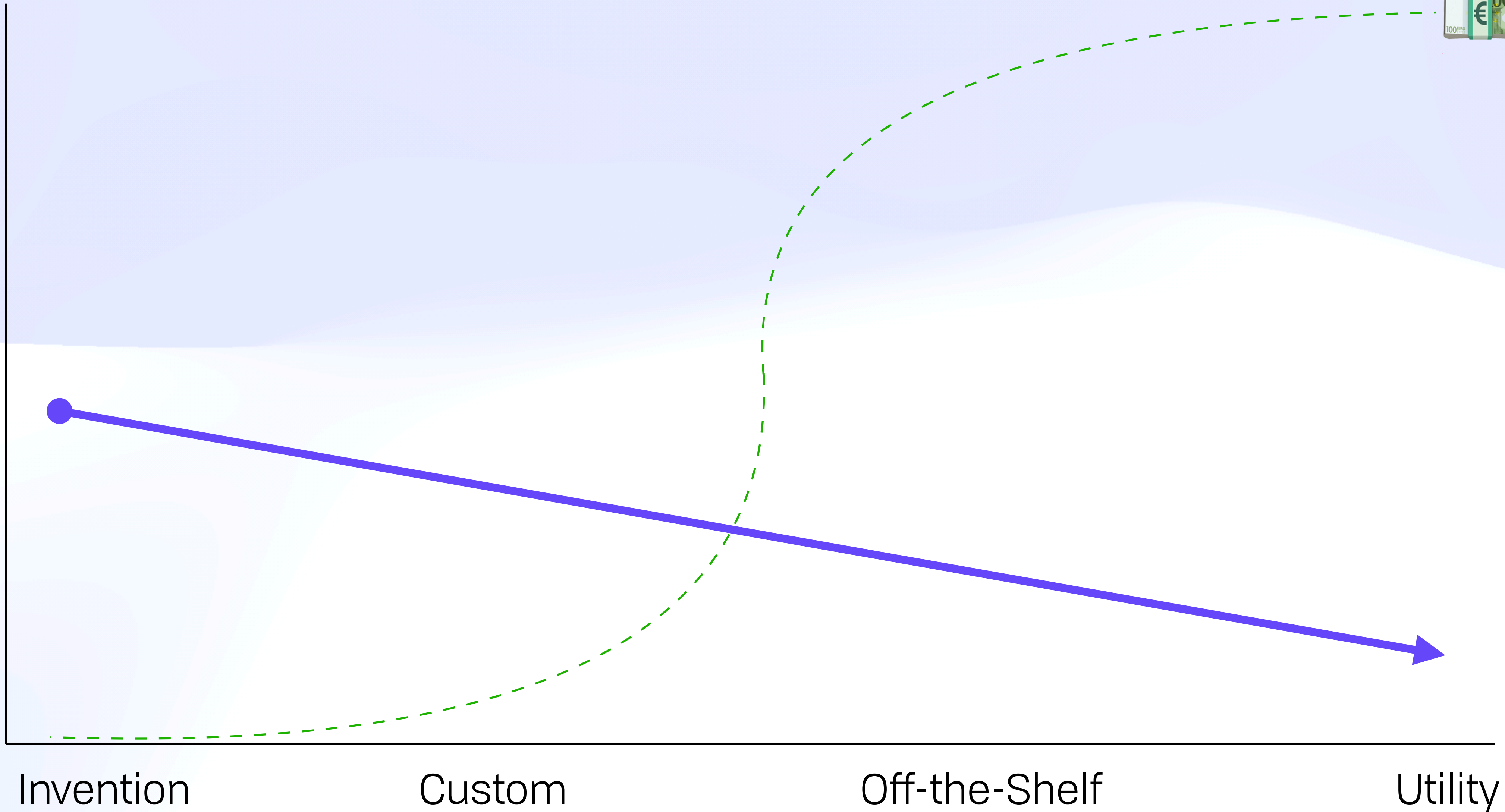
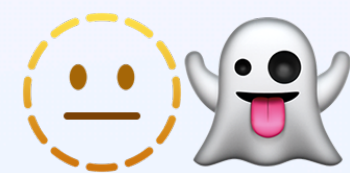
Custom

Off-the-Shelf

Utility

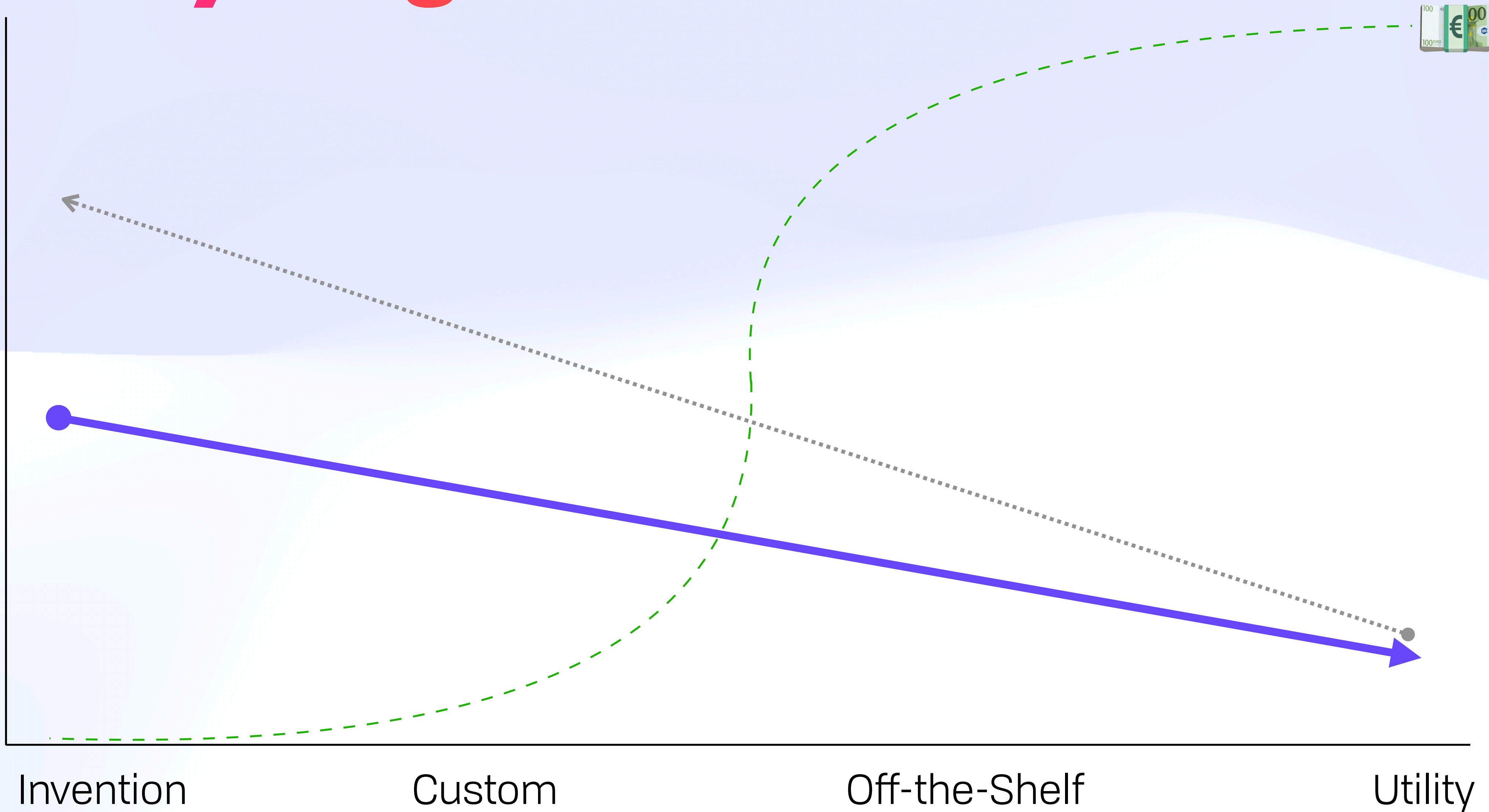
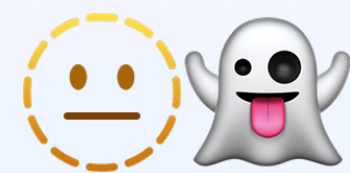
# Lessons Learned

## *Wardley Stages*



# Lessons Learned

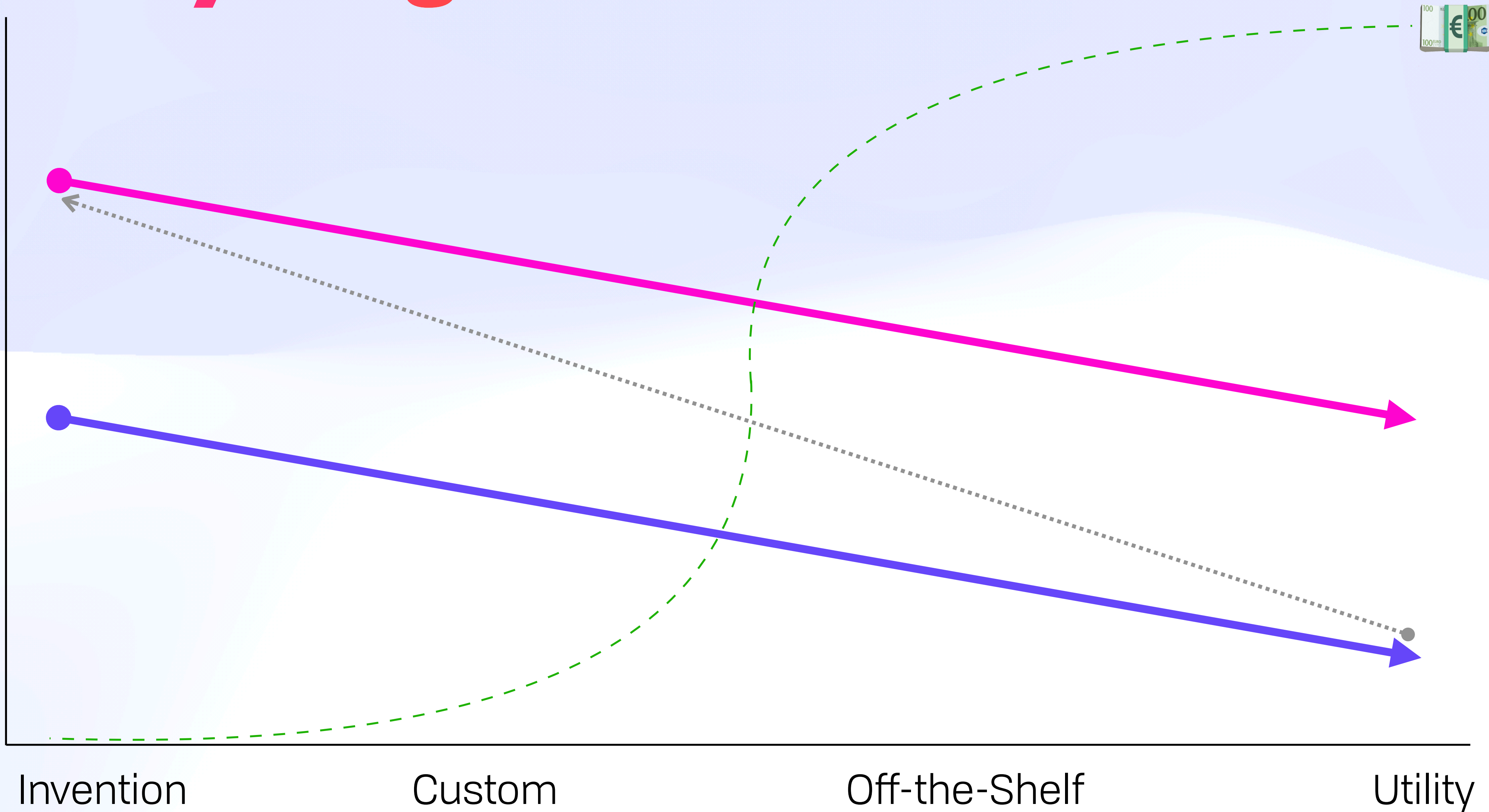
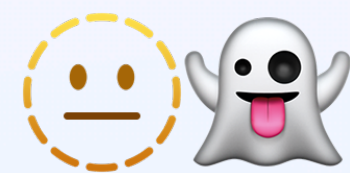
## *Wardley Stages*





# Lessons Learned

## *Wardley Stages*



## Lessons Learned

# *Approach in 2024?*

- ◆ Turnstile is pretty great
  - ◆ Type Systems as Macros
- ◆ (Co)effect systems, capabilities
- ◆ Branding was always important, but even more now



**Thank You, Fun Prog Sweden** 🇸🇪



notes.brooklynzelenka.com



hello@brooklynzelenka.com



bsky.app/profile/expede.wtf



@expede@octodon.social