

# The Value of Values

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*Datomic, Clojure*

I.T.

# Information

Inform

‘to convey knowledge via facts’

‘give shape to (the mind)’

Information

the facts

# What is a Fact?

Place where specific information is stored

There is a place for every piece of information

Facts have operations, e.g. *get* and *set*

Operations control how facts can change

To convey a fact, convey its location

# Place

‘A particular portion of space’

‘An area used for a particular purpose’

Memory address, disk sector

# 'Information' Systems

In memory

mutable objects are abstractions of places

objects have **methods**

In durable storage

tables/documents/records are places

DBs have **update**

# PLOP

PLace-Oriented Programming

New information **replaces** old

Born of limitations of early computers

small RAM and disks

Those limitations are long gone

# The Efficiencies of Place

Ok, when 'birthing' new values

birthing == prior to perceptibility

i.e. prior to becoming a fact

*But:* an **implementation** detail

I.T., not T.T.



# Memory and Records

We've co-opted

and believe our own mythos

Mental memory is **associative** and **open**

Real records are **enduring**

and **accreting**

not erase and overwrite

# The Point

Values have many advantages

in process

across processes

in storage

We know these things

Place has no role in an information model

# Value

‘Relative worth’

‘A particular magnitude, number or amount’

‘Precise meaning or significance’

# Is a String a Value?

Is it immutable?

Equality, comparability are basis for logic

Who wants to go back to mutable Strings?

# Programming Values

Immutable

Don't **need** methods

I can send you values without code  
and you are fine

Are semantically transparent

Can be abstracted

# Values Can be Shared

Share freely

aliases are free

No one can mess you up

nor you them

Incremental change is cheap

Places

Defensive copy, clone, locks

# Reproducible Results

Operations on values are stable

Testing

Debugging

reproduce failures w/o replicating state

Places

must establish matching 'state' first

# Easy to Fabricate

Anything can create compliant values  
for testing, simulation

Places

must emulate operational interface



# Thwart Imperativeness

Values refuse to help you program imperatively

That's a feature

Imperative code is inherently complex

Places

Encourage and require imperativeness

# Language Independence

Pure values are language independent

*the polyglot tool*

**Places** are defined by language constructs  
(methods)

can be proxied, remoted, with much effort

# Values are Generic

Representations in any language

Few fundamental abstractions

for aggregation (lists, maps, sets)

## Places

Operational interface is specific

More code

Poor reuse

# Values Are the Best Interface

For subsystems

can be moved

ported

enqueued

Places

application, language and flow coupled

# Values Aggregate

Values aggregate to values

So all benefits accrue to compositions

Places

Combinations of places, what properties?

Need new operational interface for  
aggregate

# Extended Value Propositions

Mechanism for conveyance and perception

Mechanism for memory

Reduced coordination

Location flexibility

**Essential** for decision making

# Conveyance

In the small

Aliases of values convey value

Mutable things on queues convey nothing

In the large

Values rule on the wire

No reproducible values in PLOP DBs

# Perception

In the small

Values: to reach is to perceive

**Places:** How to perceive a coherent value of object with multiple getters?

In the large

Values still rule on the wire

No reproducible values in PLOP DBs



# Memory

In the small

Values: remembering == aliasing

Places: copy, if you can

In the large

What if there were no permalinks?

Place-oriented DBs - DIY time

# Reduced Coordination

In the small

Values: No locks!

Places: Lock policies don't aggregate

In the large

No read transactions!

PLOP: Often gotten wrong

# Location Flexibility

In the small

Values: aliasing means only one copy

Places: master copy is special

In the large

Cache (e.g. HTTP caching)

CDN etc

Data-based interface is movable

# Facts are Values

Not places

Don't facts change?

**No** - they incorporate **time**

**Fact** - 'an event or thing known to have happened or existed'

From: **factum** - 'something done'

# Facts != Recent Facts

Knowledge is derived from facts

Comparing

Combining

Especially from different time points

You cannot update a fact

any more than you can change the past

# Information Systems

Are fundamentally about **facts**

Maintaining, manipulating

To give users **leverage**

Making decisions

Systems should be **value-oriented**

Don't use **process** constructs for information

# Decision Making

We know what it takes to support our own decision making (hint: **information**)

Compare present to past

Spot trends, rates

Aggregates

Often requires **time**

# Programmer I.T.

## Source Control

Update in place? - No

Timestamps - of course!

## Logs

Update in place? - No

Timestamps - of course!



# Big Data

Business to programmers:

“I like your database better than the one you gave me”

Logs have **all** the information  
and timestamps

We are reactive here

mining logs, seriously?

Not delivering leverage

# The Space Age



## Space

‘The unlimited expanse in which all things are located, and all events occur’

If **new** never fails...

you are effectively running in space

If **S3** never fills up...

it is not the **cloud**, but space

# New Facts, New Space

- The end of PLOP
- If you can afford this, why do anything else?

You can afford this

(there will be garbage)

# Summary

We continue to use place-oriented programming languages and databases

and make new ones!

long after rationale is gone

We are missing out on the value of values

which we recognize

We need to deliver information systems

demand is clear, resources available

Facts do not cease to  
exist because they are  
ignored.

Aldous Huxley