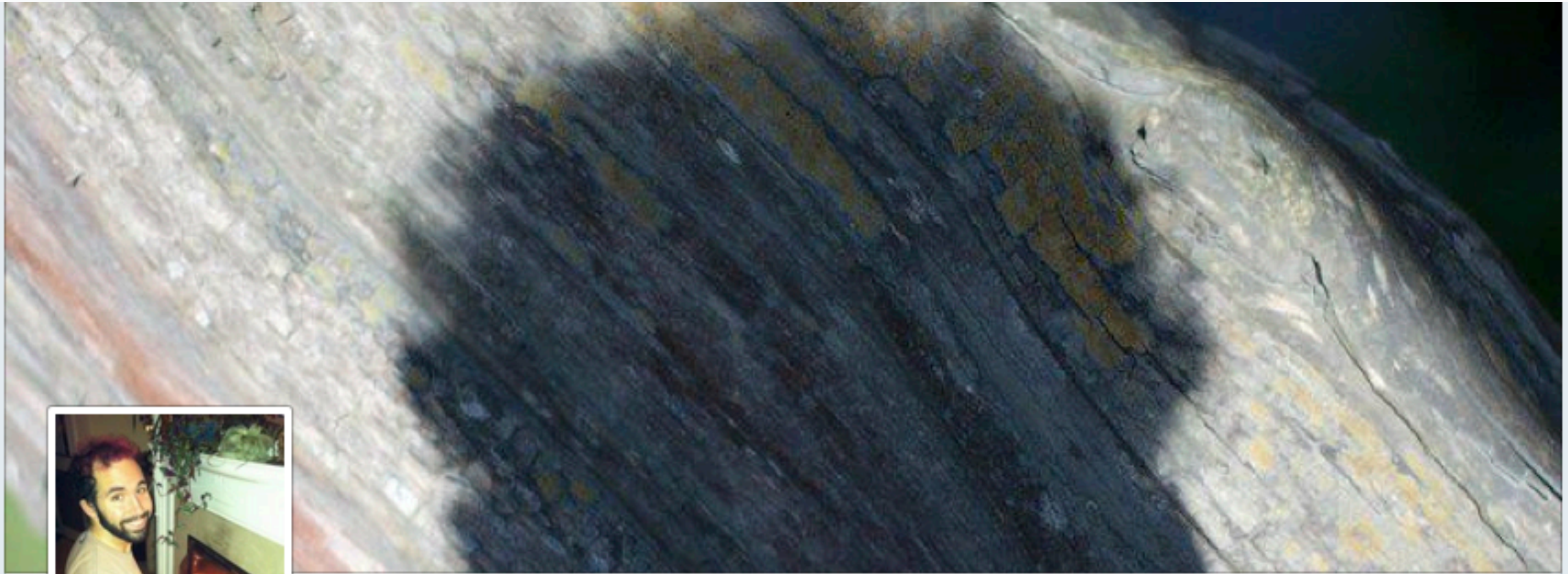


asana:

Stanford ACM
January 20, 2012

Jack Stahl
Kris Rasmussen

HI.



Jack Stahl

Update Info Activity Log # ▾

- ♥ at [Asana](#)
- Studied Computer Science at [Stanford University](#)
- Lives in [San Francisco, California](#)
- In a relationship with [Erin Michelle Chalfant](#)

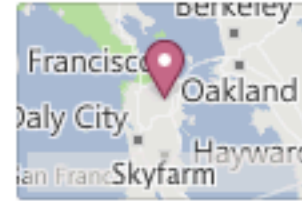
About



Friends 827



Photos 391



Map 71



Likes 191



I'M JACK.



- Wall
- Info**
- Photos (440)
- Friends
- Subscriptions (1)

In a relationship with

Kris Rasmussen

✓ Friend

Engineer at [Asana](#) Studied Computer Science at [UCLA](#) Lives in [Atherton, California](#) In a relationship with [Becky Christensen](#) From [Atherton, California](#)
Born on November 22, 1982



Work and Education

Employers



Asana

Engineer · Apr 2010 to present



Microsoft

Software engineer · Redmond, Washington



Aptana

Chief Architect · San Mateo, California

HE'S KRIS.

WE WORK @

asana:

**WHY DO WE DO WHAT
WE DO?**

IMPACT.

IMPACT.

Product

PRODUCT

The screenshot displays the Asana interface for a 'Sprint Foci' board. The left sidebar contains the Asana logo, a search bar, and a navigation menu with items like 'ASANA', 'Jack's Tasks', 'E4: Permissions', 'E4: Metrics', 'Sprint Foci', and 'FOCUS: Metrics'. Below the sidebar are tabs for 'PROJECTS', 'TAGS', and 'PEOPLE', with a list of items including 'Bugs', 'Product Details', and 'Product Opportunities'. The main board area is titled '★ Sprint Foci' and features a table with columns for 'Priority', 'Assignee', 'Project', and filters for 'All 78', 'E3: Dark Accoun... 1', and 'E3: Performance... 1'. The table lists tasks with dates and descriptions:

Priority	Assignee	Project	Filters
15	[kenny]	mobile, 5 big customers, Ads, pricing pages	All 78, E3: Dark Accoun... 1, E3: Performance... 1
16	[kenny/moskov/kris]	growth models	
17	[moskov]	Different emails addresses for different workspaces	
Sprint 2:			
19	[jack/avi/kris/jr]	Premium Permissions + Guest Accounts	
20	[tim/daveey]	Mobile	
21	[malcolm/alex/konstantin]	Perf	
22	[bella/greg]	Hypertext, part 2 + Moar growth	

PRODUCT

- **Leverage: Contribute by helping others make an contribute.**

PRODUCT

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- **Joy: Do it for yourself.**

PRODUCT

- **Leverage: Contribute by helping others make an contribute.**
- **Joy: Do it for yourself.**
- **Integrity: Change the world in accordance with your own values.**

IMPACT.

Technology

TECHNOLOGY

- **Leverage: Automation and abstraction are awesome.**

TECHNOLOGY

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- **Longterm: Encapsulation is essential.**

TECHNOLOGY

- **Leverage: Automation and abstraction are awesome.**
- **Longterm: Encapsulation is essential.**
- **Live it.**

</FLUFF>

LUNA

This is how we do it.

REACTIVITY

When data changes, automatically update the parts of the UI that depends on it.

SYNC AND SIMULATION

The server simulates the client, and changes on one are automatically sync'ed to the other.

UNKNOWNNS

Formalizing the concept of “waiting on the server to know what to do”.

REACTIVITY

asana:

Search

ASANA

Jack's Tasks

E4: Permissions

E4: Metrics

Sprint Foci

FOCUS: Metrics

PROJECTS TAGS PEOPLE

Bugs

Product Details

Product Opportunities

★ Sprint Foci

Priority Assignee Project All 78 E3: Dark Accoun... 1 E3: Performance... 1

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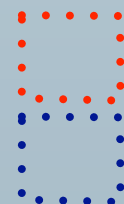
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19. [jack/avi/kris/jr] Premium Permissions + Guest Accounts

20. [tim/daveey] Mobile

21. [malcolm/alex/konstantin] Perf

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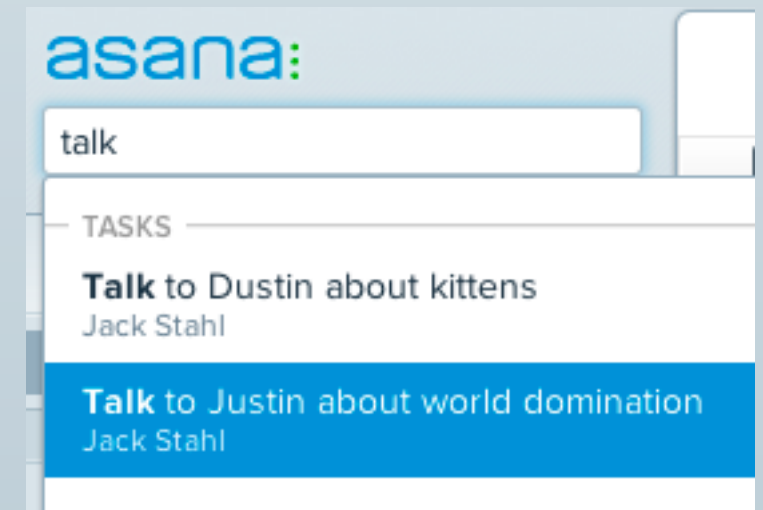
Inner Reactive Boundaries

Outer Reactive Boundaries

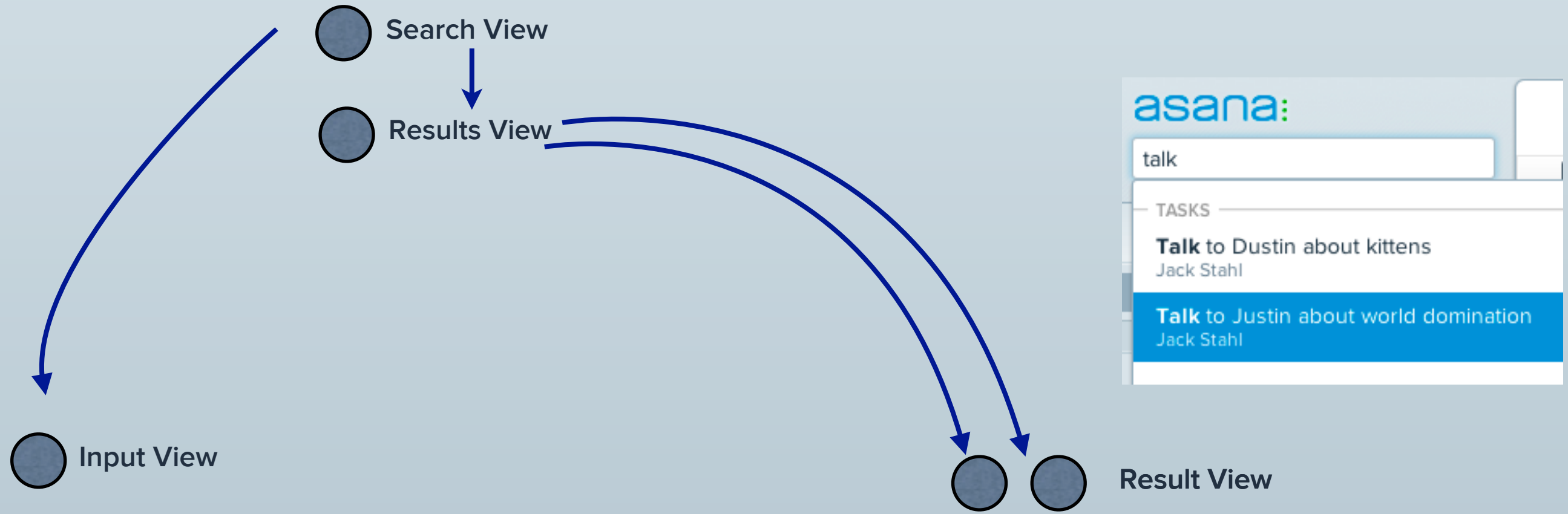
...plus a bunch more, especially in the grid

REACTIVITY

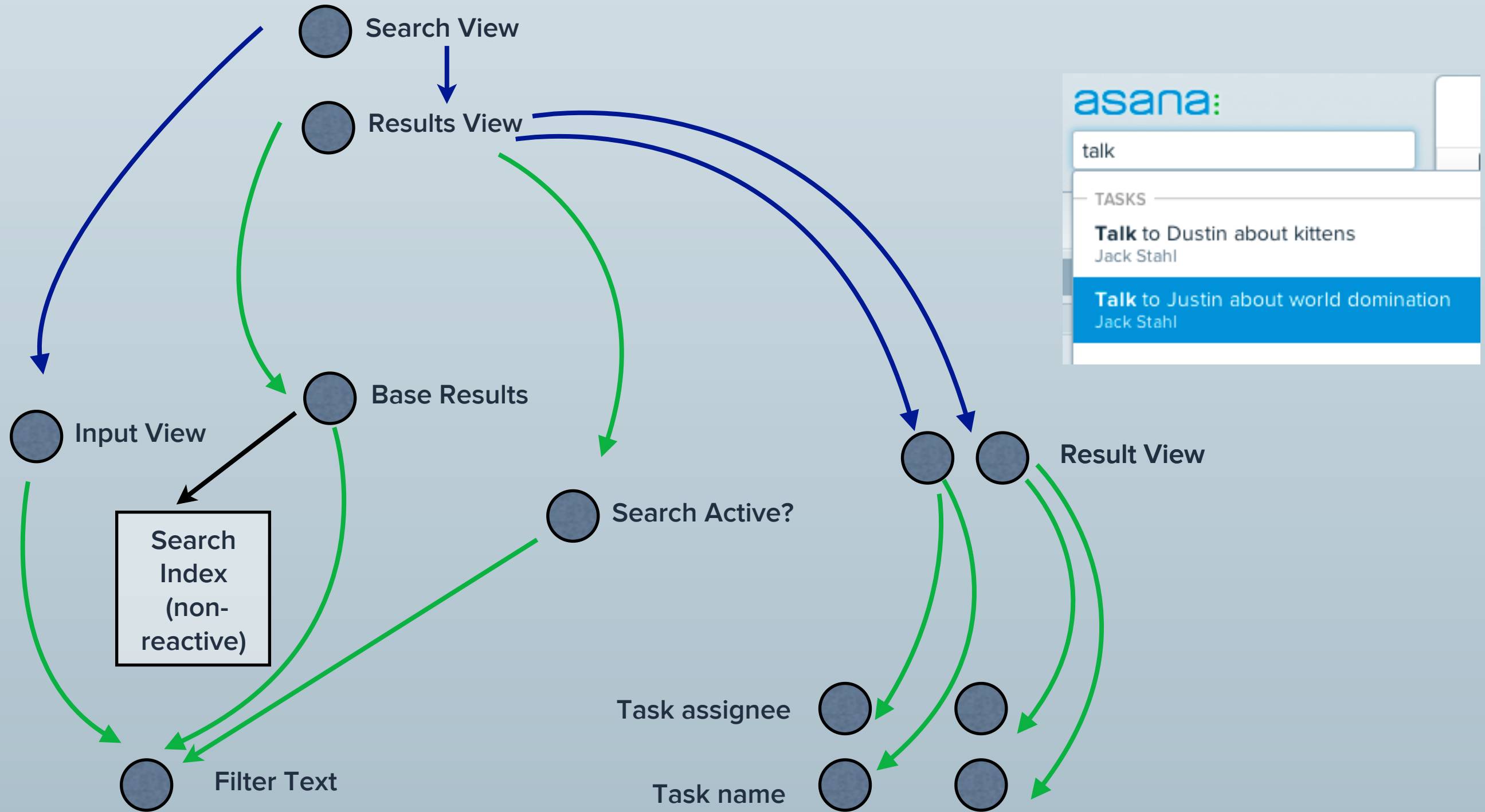
Let's take a look at search.



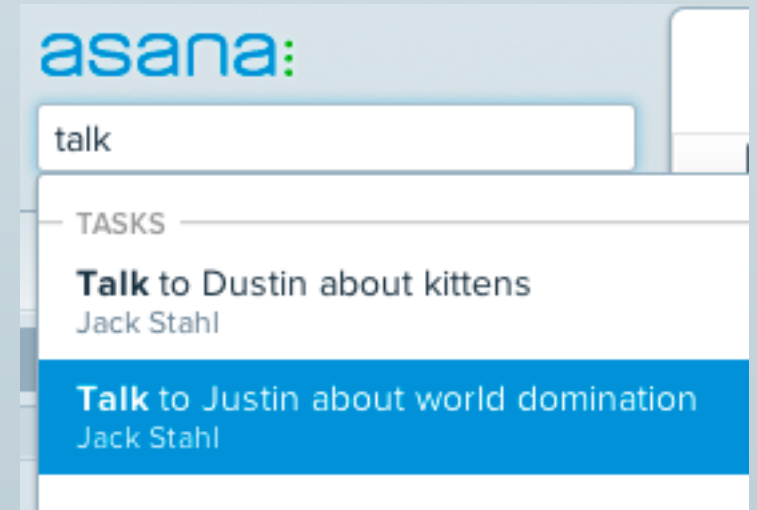
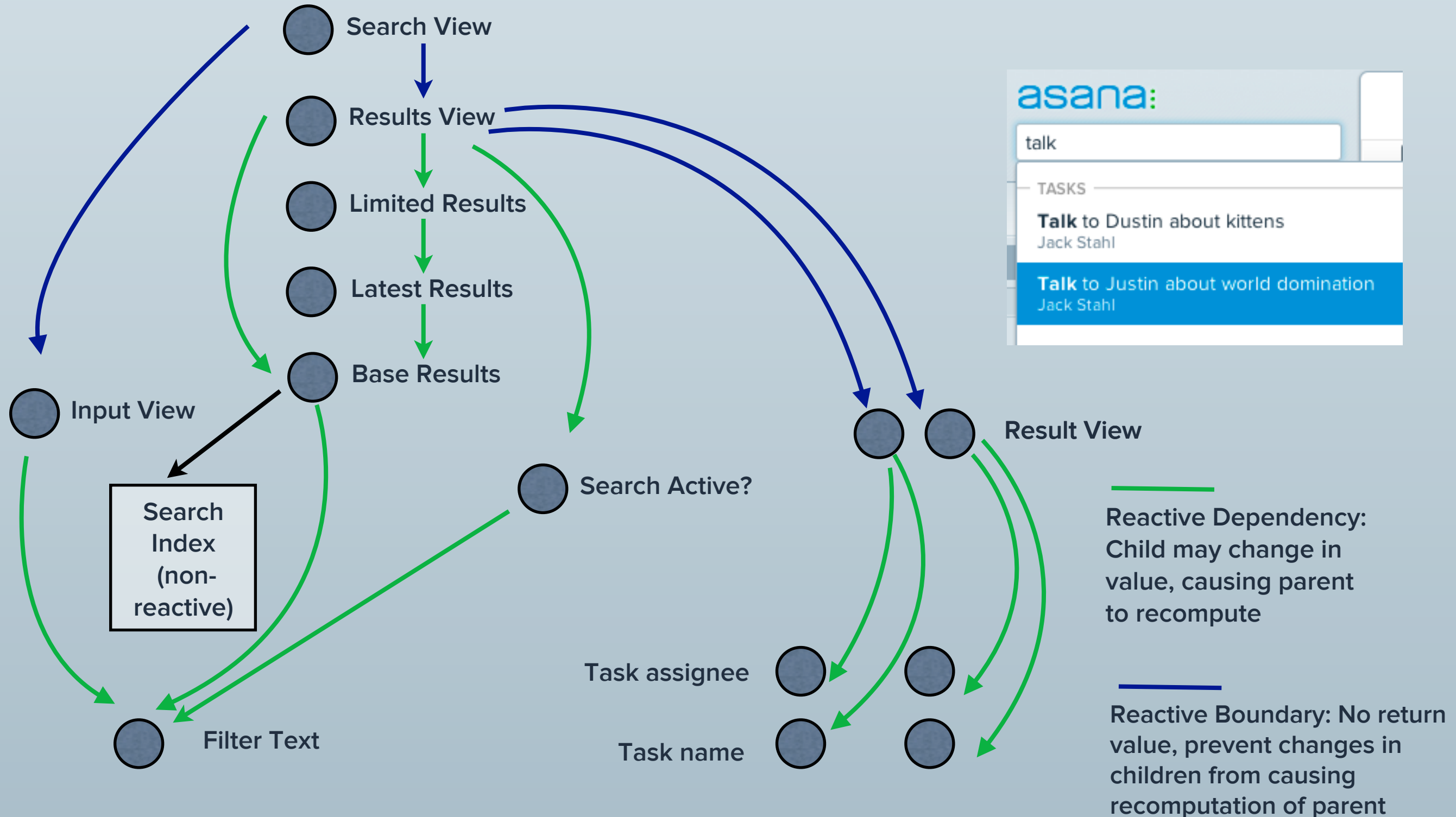
REACTIVITY



REACTIVITY



REACTIVITY



REACTIVITY

**TOO FEW
BOUNDARIES**

**TOO MANY
BOUNDARIES**

REACTIVITY

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- Performance: app is less responsive.

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TOO MANY BOUNDARIES

- Performance: views render slowly initially.
- Debugging is near-impossible, because the dependency graph is too complicated.

</REACTIVITY>

SYNC AND SIMULATION

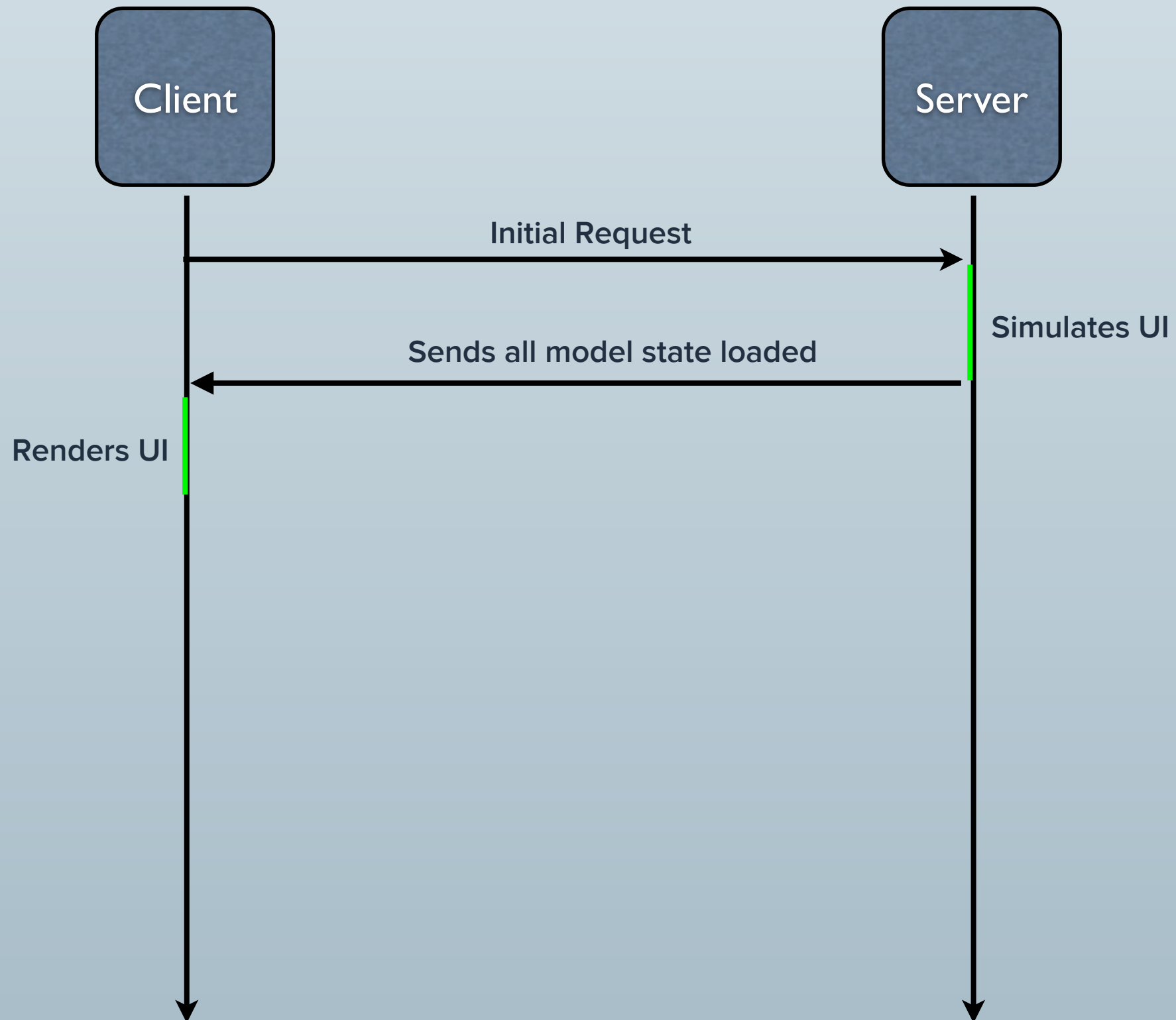
Client



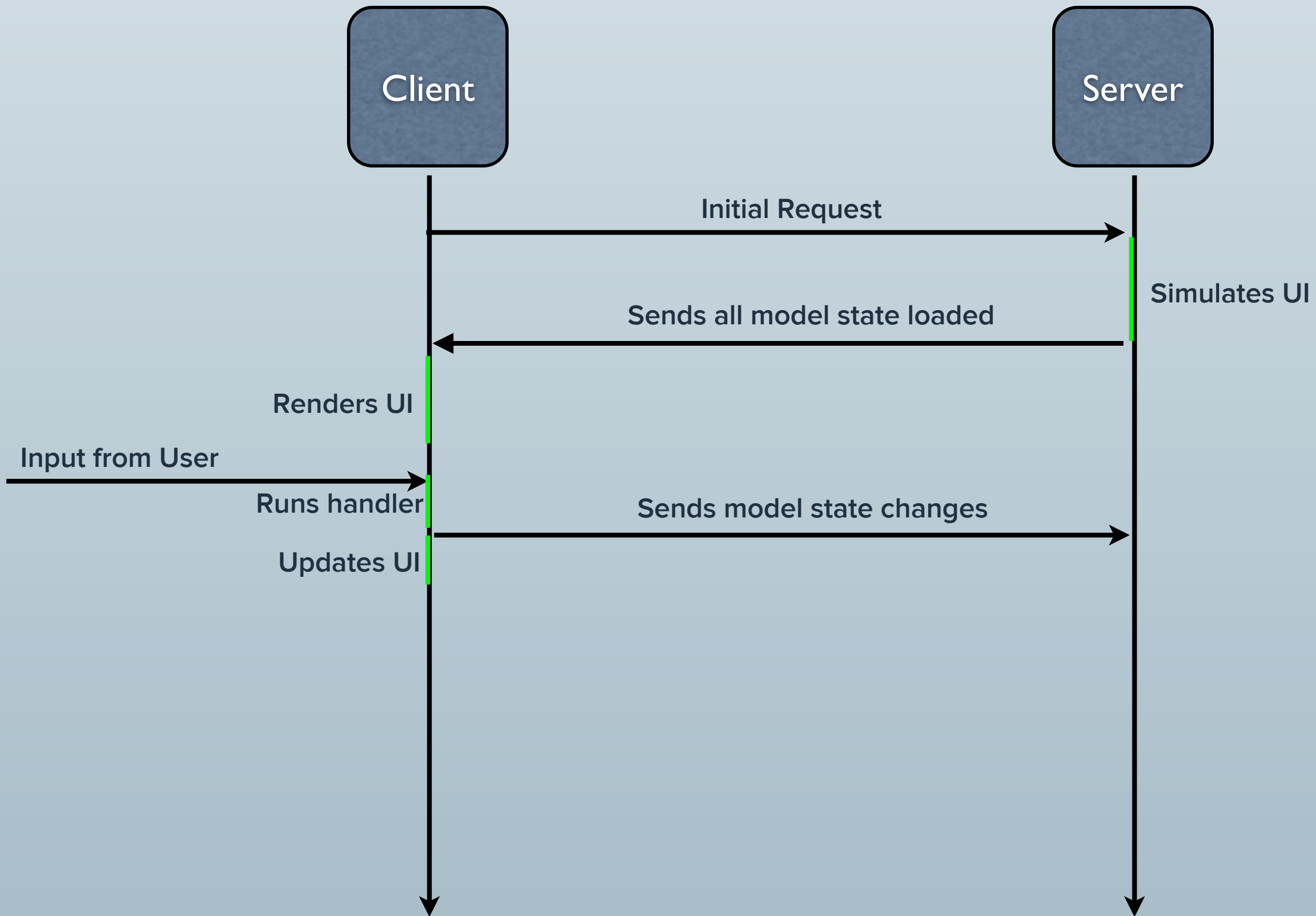
Server



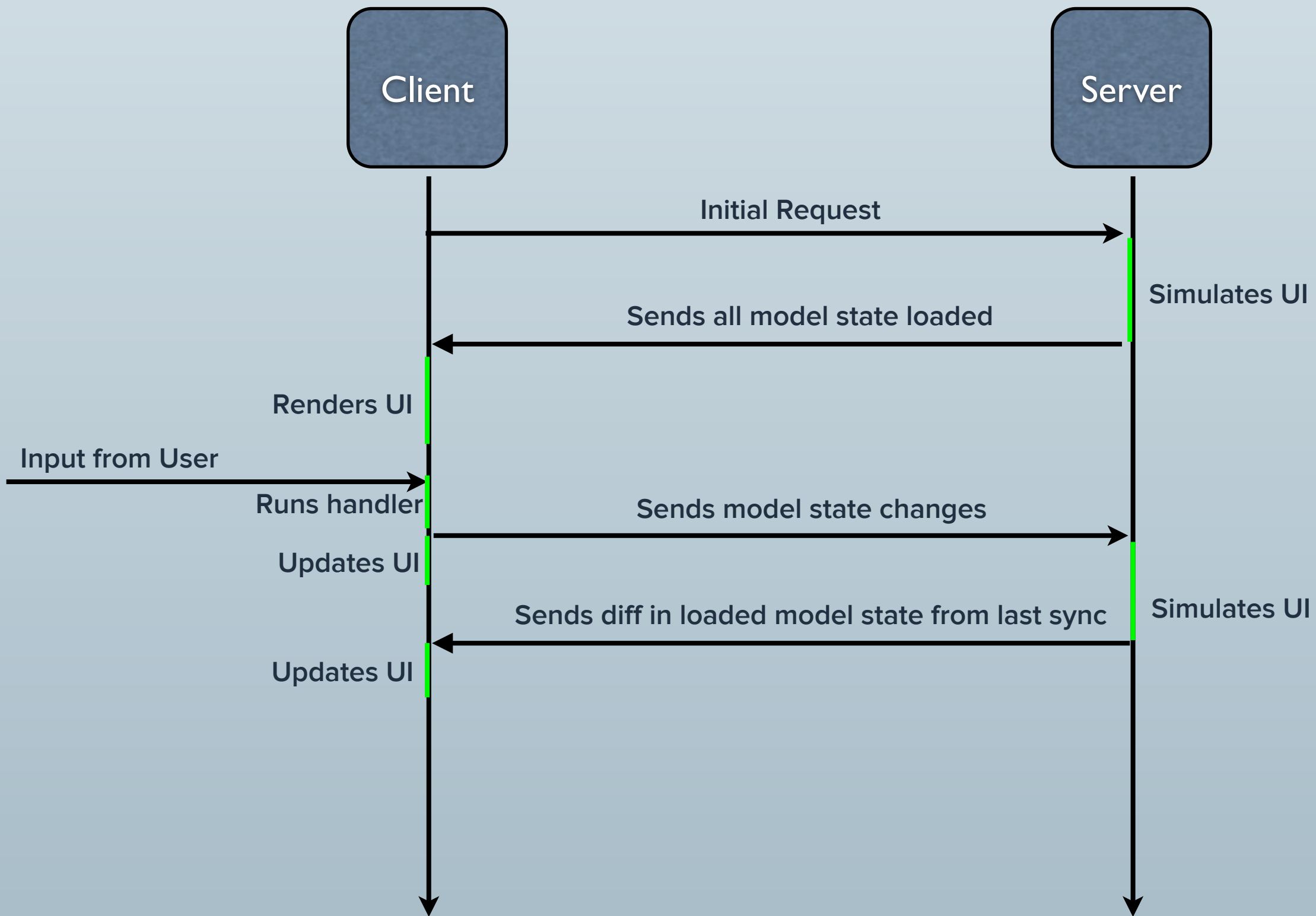
SYNC AND SIMULATION



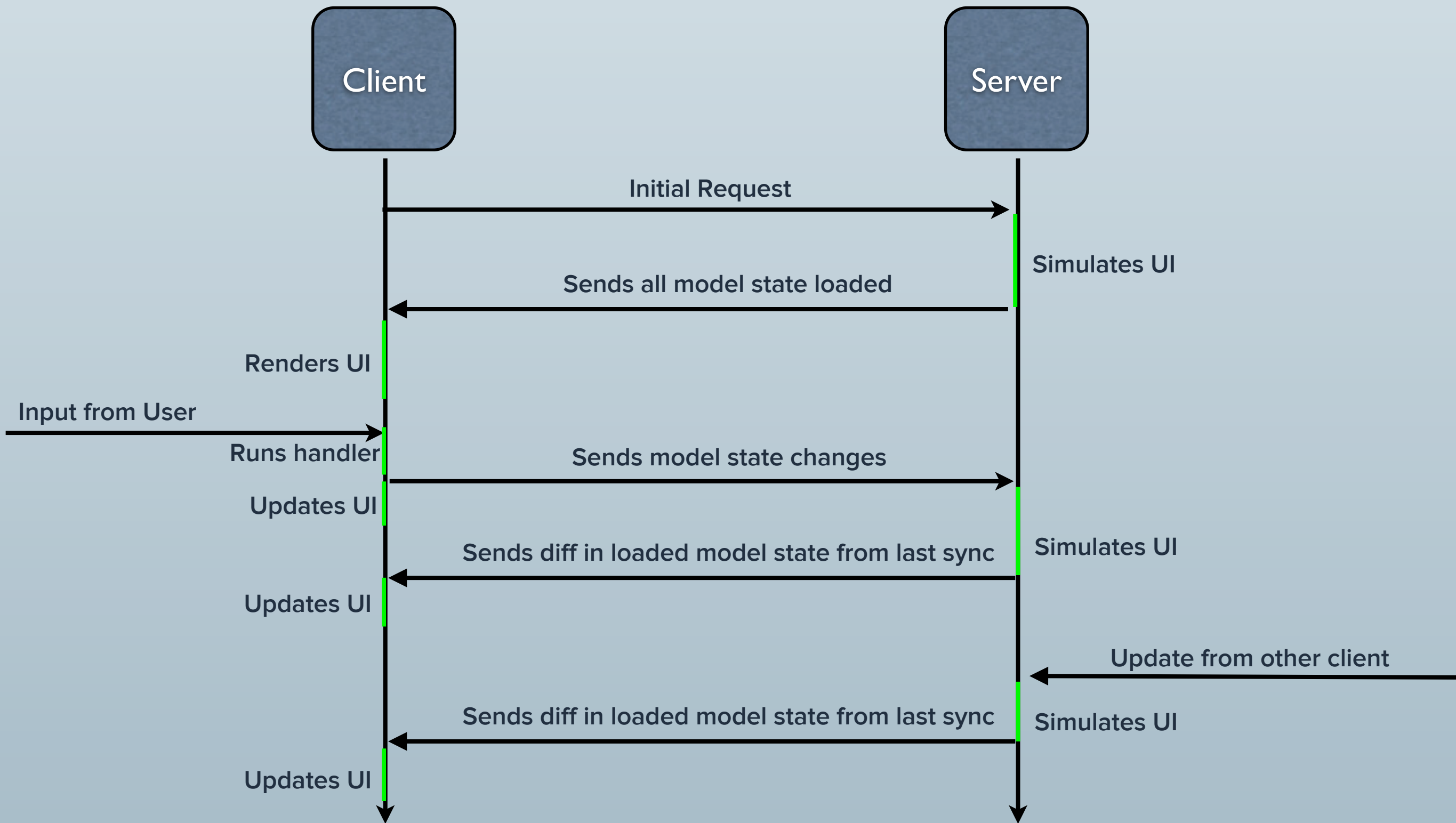
SYNC AND SIMULATION



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SYNC AND SIMULATION

BENEFITS

REQUIREMENTS

SYNC AND SIMULATION

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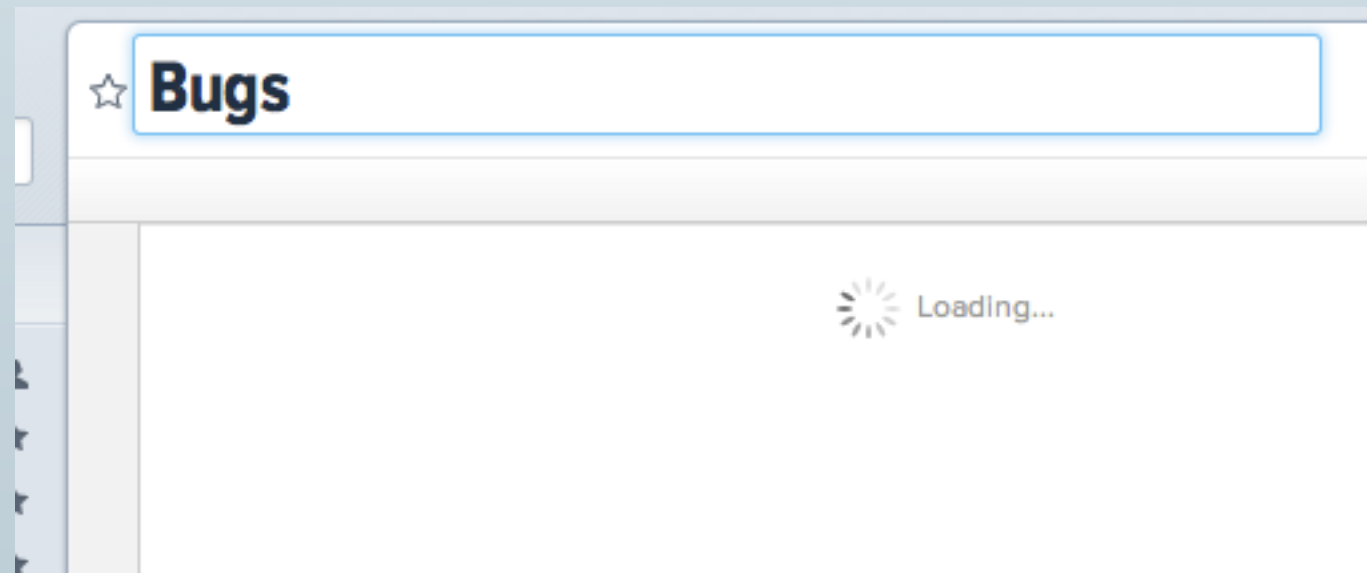
REQUIREMENTS

- Short-circuiting for $O(n)$ complex views.
- Automated and/or explicit batching.
- Memory-intensive stateful web servers and stateful load-balancing.

</SYNC>

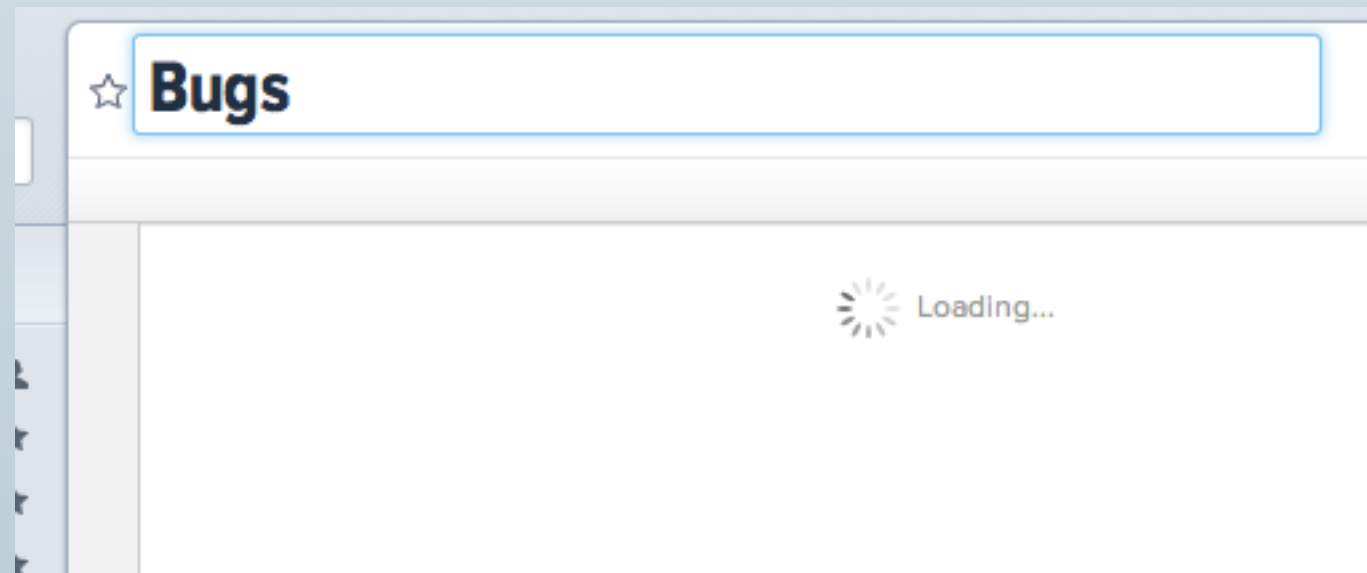
UNKNOWNNS

What happens when you switch lists in Asana?



UNKNOWNNS

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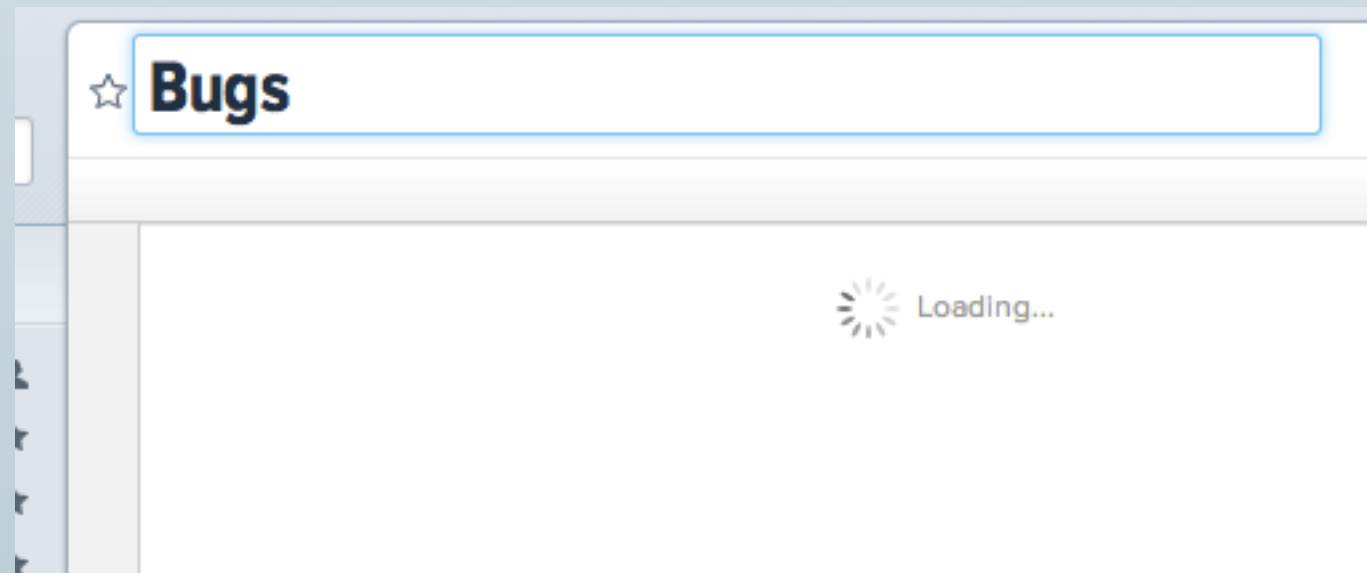


`list_navigation_view.js:`

```
env.appSession().gridState().setCurrentList(new_list);
```


UNKNOWNNS

What happens when you switch lists in Asana?



`list_navigation_view.js:`

```
env.appSession().gridState().setCurrentList(new_list);
```

`grid_pane_view.js:`

```
DIV([  
  grid_pane.renderHeader(),  
  AsanaHelpers.renderWithinLoadingBoundary(grid_pane)  
])
```

UNKNOWNNS

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UNKNOWNNS

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- Any reactive value that depends upon another reactive value that is unknown becomes unknown itself
- Use loading boundaries to stop the propagation
- Also: `UnknownValue.AccessDenied`

UNKNOWNNS

What happens when you hit an unknown in a handler?

UNKNOWNNS

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You crash!

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How do you prevent this?

Add assertions that run in development that no handler touches any data that wasn't fetched by the view for that handler.

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You crash!

How do you prevent this?

Add assertions that run in development that no handler touches any data that wasn't fetched by the view for that handler.

OR:

Allow handlers to try to run themselves on the client, but run on the server if they hit an unknown.

</UNKNOWN>

ONE MORE THING.

Steve Jobs.

QUESTIONS?

- What do you work on?
 - What happened with Lunascript?
 - How does Asana compare to your past jobs?
- How is Asana changing as an organization?
 - What are your favorite other tech companies?
 - When is feature X coming to Asana?
- What's the difference between Luna and LiveNode?
 - Are there open source equivalents to Luna?