Swarm Coding

Phil Hagelberg

2012-03-17

- ► Phil Hagelberg (http://technomancy.us)
 - ▶ Soli Deo Gloria
 - ► Hacker-Errant, Heroku
 - ▶ Second-tallest man in Clojure



- ► Relevant qualification:
 - ► Founded Seajure, Seattle Clojure Group

- ▶ What are we trying to achieve?
 - Social
 - ► Learning (teaching?)

- ▶ The lecture model
 - ▶ What's going in this room here
 - ▶ But not sustainable
 - ▶ Not even a particularly good way of learning

- ► The lecture model works if...
 - ▶ Audience is sufficiently alert, caffeinated, etc
 - ▶ Presenter can keep your attention.
 - good jokes
 - cat pictures



- ► Socratic dialog
- ▶ Discussion among a small group
- ► Asking questions, not giving answers

- ► Computer Communications
 - ▶ by J.C.R. Licklider and Robert Taylor
 - ► Creative communication
 - distinct from simply data transfer

- ► Computer Communications
 - ▶ by J.C.R. Licklider and Robert Taylor
 - ► Creative communication
 - ▶ distinct from simply data transfer
- ► Communication: collaborative modeling

- ▶ Computer Communications
- ► Communication: collaborative modeling

Any communication between people about the same thing is a common revelatory experience about informational models of that thing.

- ► Computer Communications
- ► Communication: collaborative modeling

 Any communication between people
 about the same thing is a common
 revelatory experience about
 informational models of that thing.
- ► Computers bring immediacy over distance
- ► Computers remove ambiguity

- ► Interactive programs
 - ▶ Able to act directly on that substance
 - ▶ Dispensing with intermediate modeling steps
 - ▶ (Modeling still happens in your head)

- ► SSH as a shared user
- ▶ tmux attach
- ▶ lein new hack-project
- ► Emacs/Vim

- ▶ Short, accessible
- ► Contrived vs practical (harder, more interesting)
- ▶ Start by doing a fresh project each time

Running a session

► Start with everyone introducing themselves

- ► Start with everyone introducing themselves
 - ► Ascertain skill levels

- ► Start with everyone introducing themselves
 - ► Ascertain skill levels
- ▶ Hold a "tooling workshop" session first

- ► Start with everyone introducing themselves
 - ► Ascertain skill levels
- ► Hold a "tooling workshop" session first
- ► Explain the project, goals

- ► Start with everyone introducing themselves
 - ► Ascertain skill levels
- ▶ Hold a "tooling workshop" session first
- ► Explain the project, goals
- ▶ Pass around control

- ► Start with everyone introducing themselves
 - ► Ascertain skill levels
- ► Hold a "tooling workshop" session first
- ► Explain the project, goals
- ► Pass around control
- ▶ By the end, hope to have produced something

- ► Start with everyone introducing themselves
 - ► Ascertain skill levels
- ▶ Hold a "tooling workshop" session first
- ► Explain the project, goals
- Pass around control
- ▶ By the end, hope to have produced something
 - ▶ Push to Github/Clojars/Heroku

- ► Groups of up to ten
- ► Project ideas
 - Chat log analysis http://www.raynes.me/logs/irc.freenode.net/
 - Dependency trees (Clojuresphere data) http://git.io/melange
 - Github rankings https://github.com/Raynes/tentacles
 - ► Group web site (members, projects listed)
 - Games
 - ► Mastermind
 - ► Tic-tac-toe

- ► To host:
 - ▶ Create separate "swarm" user
 - ► Setup script: http://git.io/swarmup.sh
- ► To join:
 - ► Use the SSH key http://git.io/id_swarm
 - ssh swarm@host.local
 - tmux attach