It's all (position:) relative:

The Linguistic Relativity of Programming Languages

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- 1. Linguistic Relativity
- 2. ... and Programming Languages?
- 3. Previous allusions
- 4. How it applies
- 5. Implications

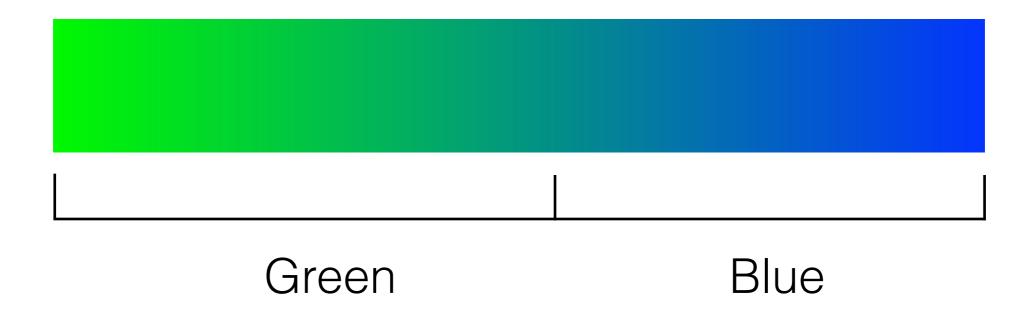
I'm Sapir.

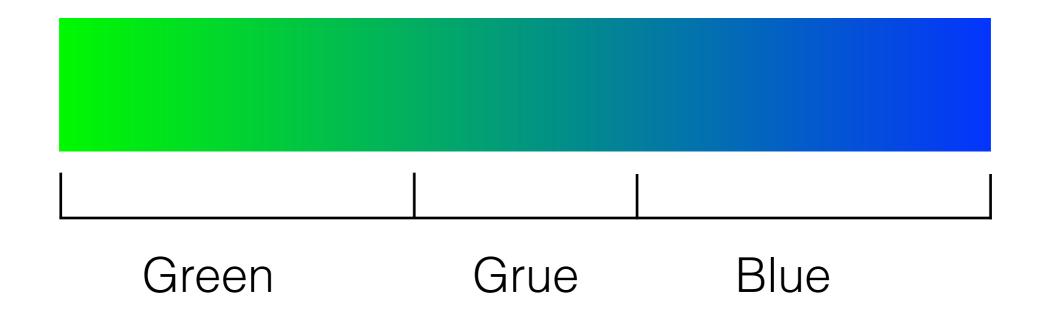


I'm Whorf.

The languages you speak {determine | influence} the way you think.

The languages you speak {determine | influence} the way you think.





But what about the JavaScripts ???????????

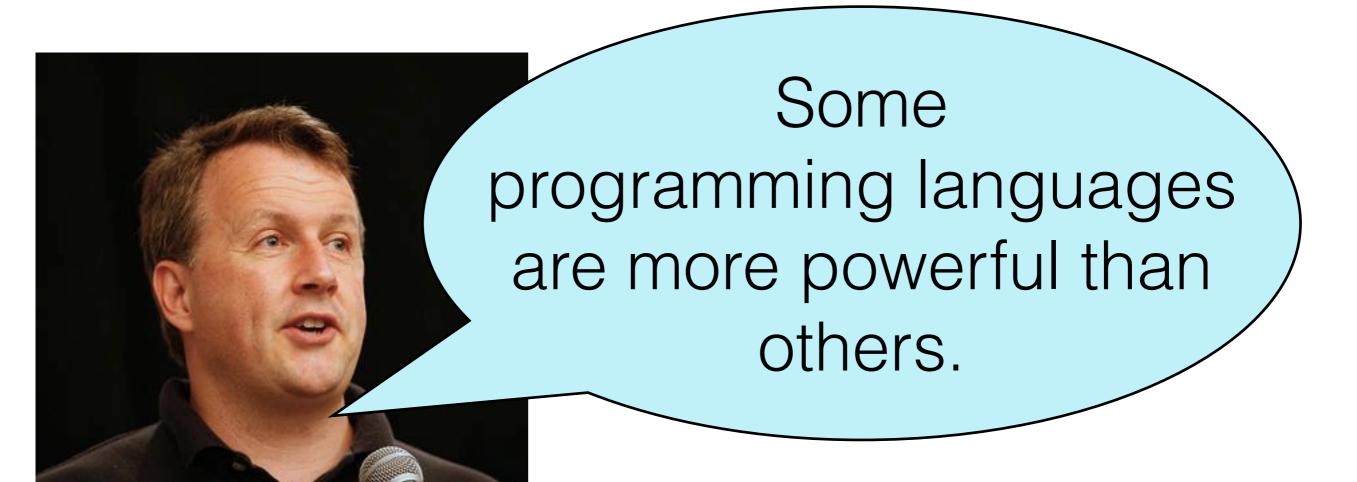
Proposal: The programming languages we know strongly influence the way we think about programming.

Programming languages create and manipulate the space, rather than just describe it.

"Programming languages, because they were designed for the purpose of directing computers, offer important advantages as **tools of thought**."

Kenneth Iverson, "Notation as a Tool of Thought" (1979)

(bit.ly/lverson-NotationAsToolOfThought)



Paul Graham, "Beating the Averages" (2003)

"Some programming languages are more powerful than others."

Weak language

Blub (average)

"Some programming languages are more powerful than others."

Weak Super strong language Blub (average) language!

(Lisp)

"I look at [Python, Java, C, and Perl]. How can you get anything done in them, I think, without macros?"

Paul Graham, "Beating the Averages" (2003)

"They're satisfied with whatever language they happen to use, because it **dictates** the way they think about programs."

Paul Graham, "Beating the Averages" (2003)

"I know this from my own experience, as a high school kid writing programs in Basic. That language didn't even support recursion... but I didn't miss it at the time. I thought in Basic."

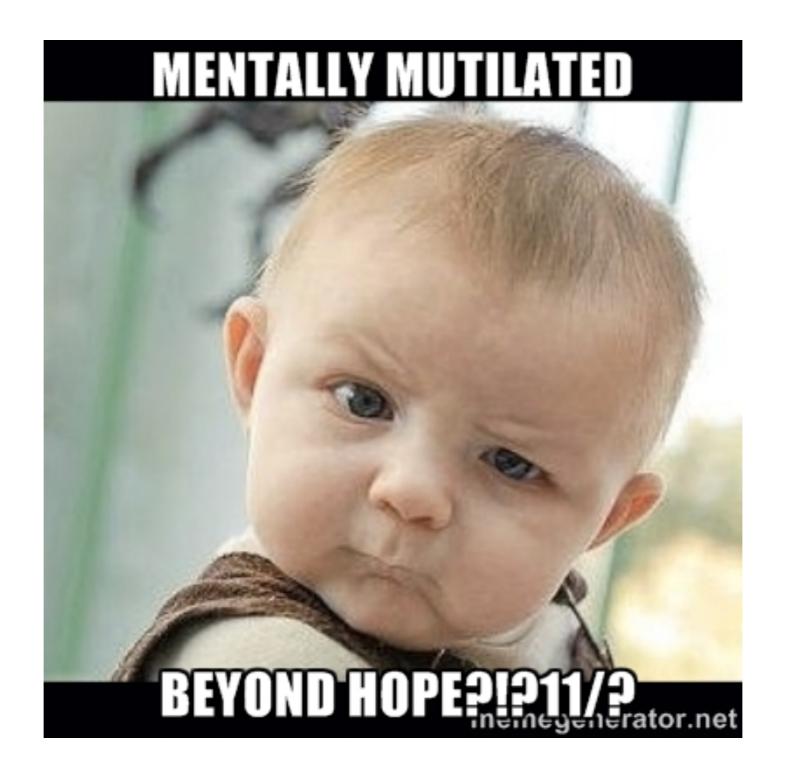
Paul Graham, "Beating the Averages" (2003)

Scarred for life?

"It is practically impossible to teach good programming to students that have had a prior exposure to BASIC: as potential programmers they are mentally mutilated beyond hope of regeneration."

-Edsger Dijkstra, "How do we tell truths that might hurt" (1975)

(http://bit.ly/dijkstra-truths)



We are influenced by the **constructs** and **idioms** of the most powerful programming language we **know**, not the languages themselves, or the language we are using at the time.



(http://bit.ly/cutest-red-panda)

1. We can learn more (powerful) programming languages and how to program in them idiomatically.

Humans can learn.

iteration

Humans can learn.

iteration list comprehension

Humans can learn.

iteration list comprehension map

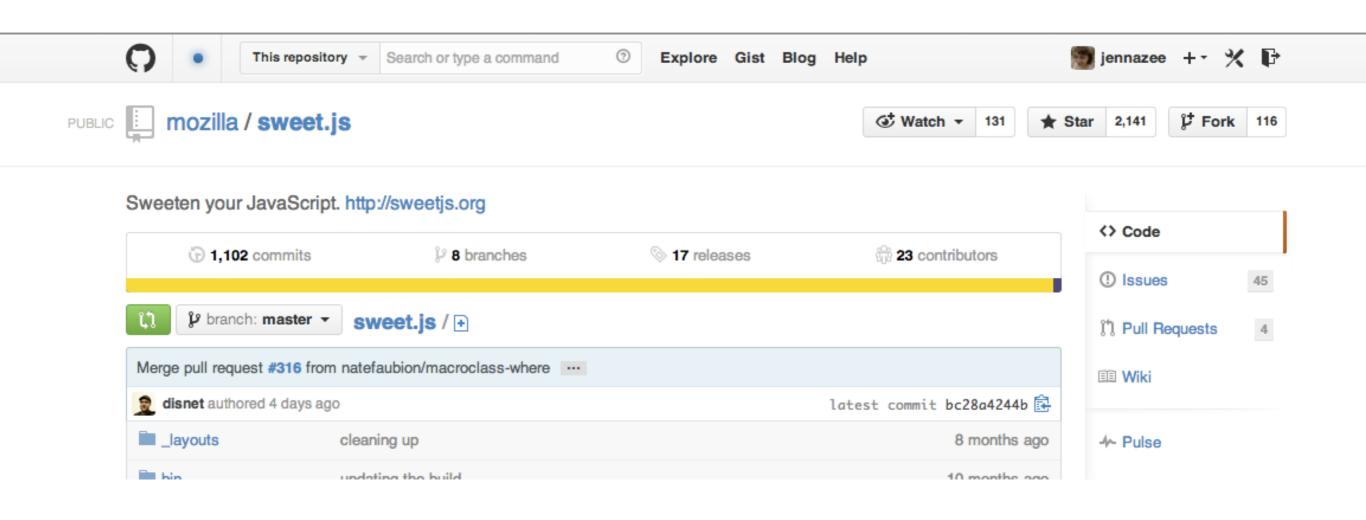
2. We can implement the constructs of more powerful languages in whatever language we use.

"We should now think of a language design for being a pattern for language designs, a tool for making more tools of the same kind."

Guy Steele, "Growing a Language" (ACM OOPSLA 1998)

```
.map(array, function(el) {
   console.log(el);
} )
array.map(function(el) {
   console.log(el);
} )
```

"Sweet.js brings the hygienic macros of languages like Scheme and Rust to JavaScript. Macros allow you to...craft the language you've always wanted."



The future can be now (kinda).

3. Programming languages are synthetic and can change.

Synthetic languages can be changed iteration map

Synthetic languages can be changed iteration map array comprehension generators

Synthetic languages can be changed

Languages that can't easily grow will die

Guy Steele, "Growing a Language" (1998)

CLJS



Or

Learn new languages, find cool things, bring them back, and share!

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