# It's all (position:) relative:

Linguistic Relativity and Programming Languages

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## http://bit.ly/jz-jsconfeu-talk

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- 1. Linguistic Relativity
- 2. ... and Programming Languages?
- 3. Blub + Lisp, etc.
- 4. How it applies
- 5. What to do?

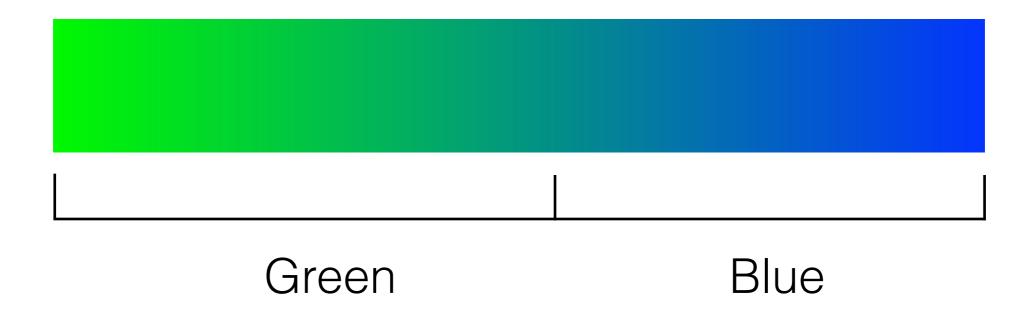
I'm Sapir.

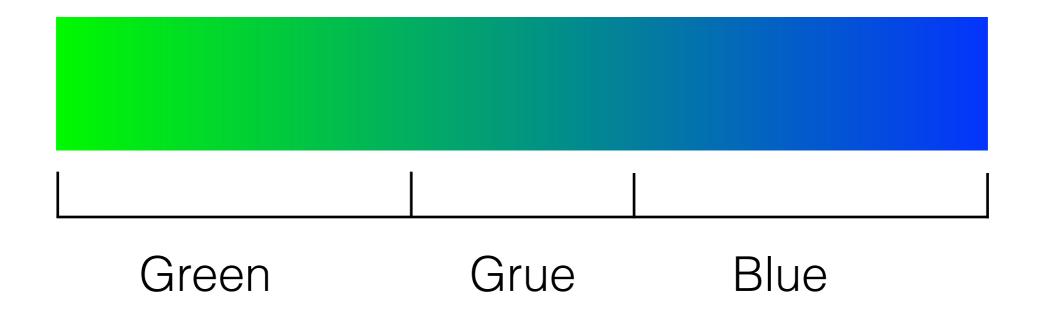


I'm Whorf.

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 ????????????

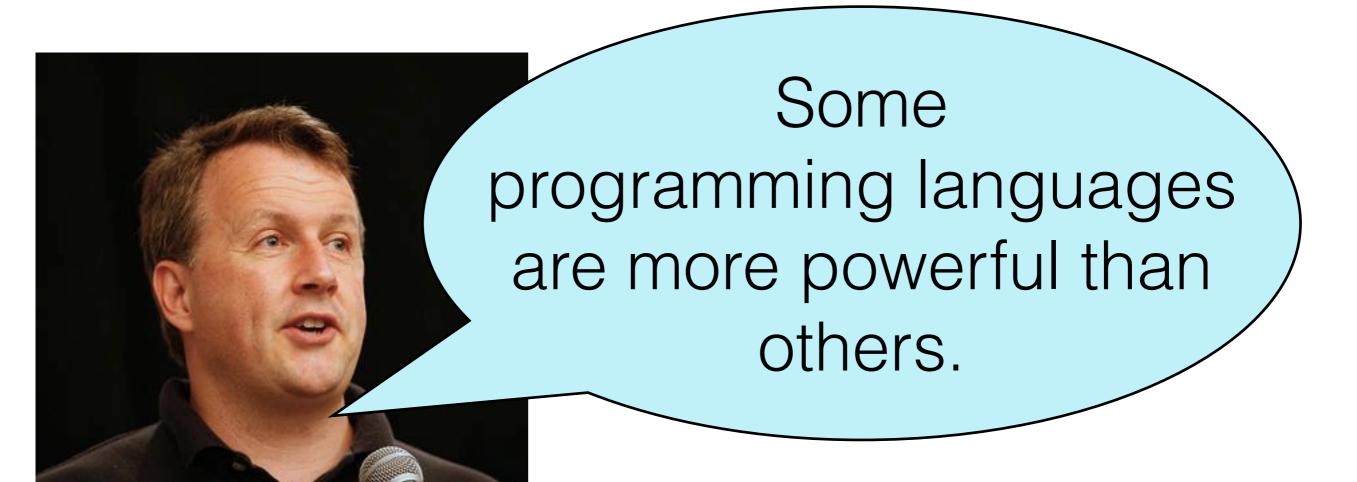
Proposal: The programming languages we know strongly influence the way we think about programming.

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. Not only are they universal..., but they are also executable and unambiguous."

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

(bit.ly/Iverson-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."

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

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



We are only "constrained" 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 as libraries in whatever language we use.

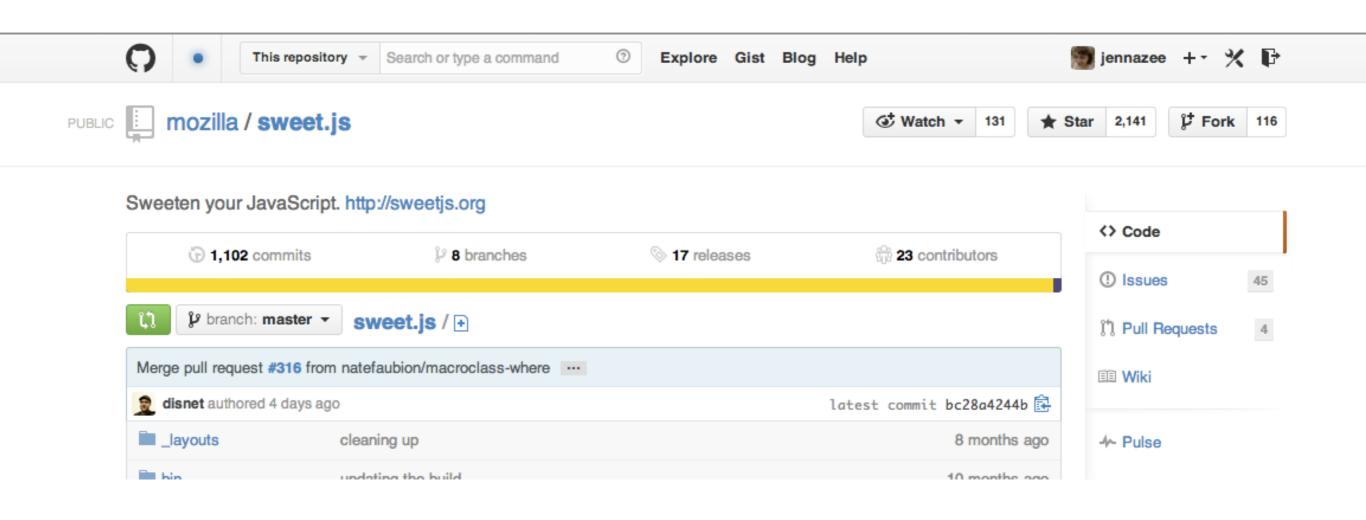
### Code can make things.

"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)

### Code can make things.

"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."



3. Programming languages themselves can change if we want them to.

# 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)



Or

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

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Questions?

