Language Design: Back to the Future?

Laurence Tratt http://tratt.net/laurie/

Bournemouth University

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Overview

- Where are we at today?
- Why are we where we are?
- A glance backwards and sideways.
- A gaze forward.

Part I: Where are we at today?

Where are we at today?

0000	1101	0001	0000
0000	0111		1110
1011	0111	0111	1011
0010	1100	1101	0100
1110			0011
1100		1110	1111
0011	0110	0110	1100
0001			1111
0101			1100
0001			0110
1011			0011
1111			1010
1111			0101
1111			1010
1001			0011
0110			0000
0111			1000
1001			1001
1100			
1010			
0011			0101
0111			0000
0011			
1101			0011
1111			
1011			
.011		1011	
011	1110	1010	0101

We've come a long way

- Always remember: software today is pretty good.
- Many programming languages to choose from.

Lisp sucks

Smalltalk sucks

Python sucks

Ruby sucks

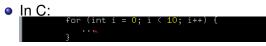
Converge sucks

It sucks too!

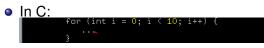
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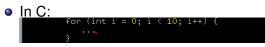
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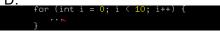
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• In Cyclone:



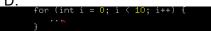
Is this a problem?

- Every programming language has flaws.
- Programming languages vary little.



In Java:

In D:



• In Cyclone:



- Is this a problem?
- If language A isn't good for your problem, language B probably isn't either...

Part II: Why are we where we are?

History is written by the victors.

- Winston Churchill (1874 - 1965)

The gene pool



Source: Wikipedia

Homogeneity

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- A cliché (but true): syntax is often the main differentiator.
- Differences are perceived as much larger than they really are.
- Why do languages vary so little?

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- Language communities are insular.

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- Language communities are tribal?
- Informed comparisons are rare.
- Language communities beget language designers.

Language designers

- The obvious culprit?
- Problem #1: really learning a language is hard.
- Tend to have one dominant influence.

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- The obvious culprit?
- Problem #1: *really* learning a language is hard.
- Tend to have one dominant influence. Sometimes *only* one influence.
- Problem #2: designer vs. implementer.
- Implementation considered hard and expensive but vital for feedback.
- Problem #3: fear of failure.

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- Scoping.
- Statements vs. expressions.

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- Scoping.
- Statements vs. expressions.
- Python: confusion of class meta-levels.
- Ruby: blocks aren't first-class.
- Converge: brain-dead class hierarchy.

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The risk of innovation

- New features are risky. Will they work?
- Most languages either:
 - Have no new features.
 - 2 Have one or two new features.
 - Oidn't mean to have new features but bad design introduced them.
- Little risk of 'failure' if there are no new features.

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- Common user solution?

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- Common user solution?

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- Checked exceptions: a bad idea.
- The fate of most novel language features: ridicule.

Language paper writers

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- People who write papers: designers, extenders, pedants.
- Nearly always framed in terms of one language...
- ...its syntax, semantics, *and culture*.
- Extracting widely applicable ideas is extremely difficult.

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- Language designers are timid and ignorant.
- Paper writers are obfuscators. And ignorant.

Part III: A glance backward ands sideways.

- The (indirect) successor to SNOBOL4.
- Dynamically typed PASCAL-ish language. But with unique expression evaluation system.
- Particularly intended for string processing.
- Expressions succeed (and produce a value) or fail and don't.

```
• if x := f():
    g(x)
else:
    // x has no value
```

lcon

Generators:

```
procedure upto(x)
i := 0
while i < x do {
   suspend i
   i := i + 1
}
end
procedure main()
every x := upto(10) do write(x)
end</pre>
```

• Conjunction:

```
every x := upto(10) & x % 2 == 0 do write(x)
```

• Print all words (from the Icon book):

```
text ? {
  while tab(upto(&letters)) do
   write(tab(many(&letters)))
  }
```

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- Integrated pretty much wholesale into Converge.
- Problem #1: text.split(" ").
- Problem #2: regular expressions.
- Conclusion: much innovation, but only generators and failure in if useful.

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- ...and they ended with Lisp.
- Why?
- Until: MetaML (and Template Haskell).
- Simple inversion of Lisp: 'macros' are normal functions but 'macro calls' are special.
- \$<f> is a macro call.
- Code isn't lists; [| 2 + 3 |] evaluates to an AST plus(int(2), int(3)).

```
func expand_power(n, x):
    if n == 0:
        return [| 1 |]
    else:
        return [| $c{x} * $c{expand_power(n - 1, x)} |]
func mk_power(n):
    return [|
        func (x):
        return $c{expand_power(n, [| x |])}
    |]
```

```
power3 := $<mk_power(3)>
```

means that power3 looks like:

power3 := func (x):

return x * x * x * 1

by the time it is compiled to bytecode.

The macros dark ages

• Oh the irony.

The macros dark ages

- Oh the irony.
- An example of insularity?
- Sometimes other communities see things our own can't.



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- Same principles.
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XOM

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- Standard answer: roll your own.
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- XML is simple if you don't care about being correct.
- Standard answer: roll your own.
- Think outside the box: steal from XOM.
- Thought: libraries effect users almost as much as languages.

Part IV: A gaze forward.

History will be kind to me, for I intend to write it.

- Winston Churchill (1874 - 1965)

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 Orthodoxies aren't always right.
- Language designers need to experiment more.
 - Look back as well as sideways.
- Paper writers should focus less on an individual language and more on generic issues.

Success is not final, failure is not fatal: it is the courage to continue that counts.

- Winston Churchill (1874 - 1965)