

# NPRG075

Close look at past and today's programs

Tomáš Petříček, 204 (2nd floor)

✉ [petricek@d3s.mff.cuni.cz](mailto:petricek@d3s.mff.cuni.cz)

➔ <https://tomasp.net> | [@tomaspetricek](#)

Lectures: Tuesday 12:20, S6

➔ <https://d3s.mff.cuni.cz/teaching/nprg075>



# Close reading

Two perspectives

# Two perspectives on programs

## Critical code studies

Interpreting the meaning of code, software or systems in socio-historical context

 Attention to detail  
Variable names

 Making broad points  
Labyrinths in culture

## Complementary science

Use history & philosophy to answer questions science itself neglects

 Attention to detail  
How exactly did it work

 Making those relevant  
New mode of interaction

```
// Your first C++ program
#include <iostream>

int main()
{
    std::cout << "Hello World!\n";
    return 0;
}
```

## Close reading

"Close reading is the careful, sustained interpretation of a brief passage of a text"





What can we learn?

Not always educational start (Java, Haskell)

Reference to a long-term hacker culture

# Close reading

## Programming language design

-  Understand socio-historical context
-  Design for better social & cultural use?
-  Understand lost ideas from the past
-  Recover and adapt what may be useful!

# Critical code studies

Closer look at code



## Hello World in Piet

Why look at esoteric languages?

We must not just observe nature in the raw, but also "twist the lion's tail" to get at hidden insights

May reveal facts about normal languages too!

# The meaning of programs

## Speaking code

"Like all codes, [source code] is only interpretable within the context of the overall network of relations that make its operations unstable."

```
>+++++++ [<+++++++>-] <
.>++++ [<+++++++>-] <+.+++
++++. .+++.>>++++ [<++++
+++>-] <+ .----- .>
+++++ [<+++++++>-] <+. <
.+++ .----- .----- .>>>
++++ [<+++++++>-] <+.
```

## Meaning of code

- Meaning for the machine

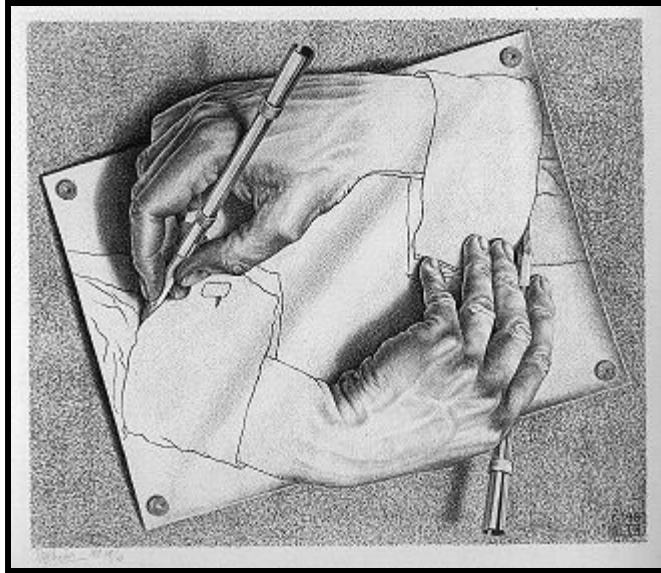
Relies on technological context - compilers, specification

- Meaning for a human reader

Relies on socio-cultural context







## Mutual influences

Social shapes technical

Programming reflects our thinking about the world  
e.g. division of labour

Technical shapes social

Abstractions define how we think about software  
e.g. information hiding

## Etymology of "Foo"

### Status of this Memo

This memo provides information for the Internet community. It does not specify an Internet standard of any kind. Distribution of this memo is unlimited.

### Copyright Notice

Copyright (C) The Internet Society (2001). All Rights Reserved.

### Abstract

Approximately 212 RFCs so far, starting with RFC 269, contain the terms `foo`, `bar`, or `foobar` as metasyntactic variables without any proper explanation or definition. This document rectifies that deficiency.

### Table of Contents

|                                  |    |
|----------------------------------|----|
| 1. Introduction.....             | 1  |
| 2. Definition and Etymology..... | 2  |
| 3. Acronyms.....                 | 5  |
| Appendix.....                    | 7  |
| Security Considerations.....     | 11 |
| References.....                  | 12 |
| Authors' Addresses.....          | 13 |
| Full Copyright Statement.....    | 14 |

### 1. Introduction

Approximately 212 RFCs, or about 7% of RFCs issued so far, starting with [RFC269], contain the terms `foo`, `bar`, or `foobar` used as a metasyntactic variable without any proper explanation or definition. This may seem trivial, but a number of newcomers, especially if English is not their native language, have had problems in understanding the origin of those terms. This document rectifies that deficiency.

# Foo, bar, baz, ...

(Lennon, 2018)

## Cultural pointer

Akin to programming  
language pointers

Marks work as  
belonging to a  
particular culture

# Foo, bar, baz...

As cultural pointers

-  Metasyntactic variable / meaning placeholder
-  Variable names and comments are for humans
-  Neither *x* nor **AbstractSingletonProxyFactoryBean**
-  ARPANET and Request For Comments (RFCs)

# Close look at UNIX 6

## Process switching function

- Released in 1975 for PDP-11
- What can we learn about it?
- [tinyurl.com/nprg075-unix](https://tinyurl.com/nprg075-unix)

## Close reading UNIX code

- Variable names: i, n, p, rp
- "set up his segmentation registers"
- "You are not expected to understand this."

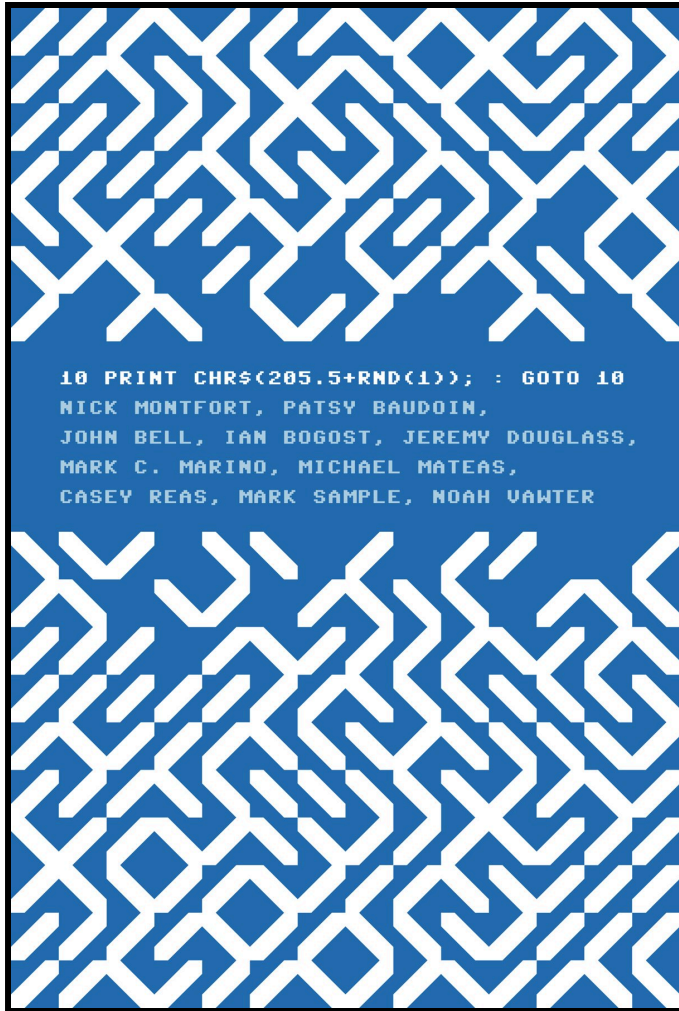


# You are not expected to understand this

The real problem is that we didn't understand what was going on either. The savu/retu mechanism (...) was fundamentally broken (...).

[It] worked on the PDP-11 because its compiler always used the same context-save mechanism (...). [Eventually we] redid the coroutine control-passing primitives altogether, and this code section, and the comment, passed into history.





## 10 PRINT

Cultural context of  
a BASIC one-liner





The birth of  
microcomputers and  
tinkerer culture

Randomness and  
variations of the pattern

Recreating the one-liner in  
other systems

# Critical code studies

## Ideas for programming

-  What socio-technical context design uses?
-  Design for hackers or non-programmers?
-  Analyse what exists, show what could exist
-  "Performative science fiction" demos



# Thimbl: Performative science fiction

## Federated social network (~2011)

- Artwork, not to compete with Twitter
- Built with a different social context
- Can it work without investments?



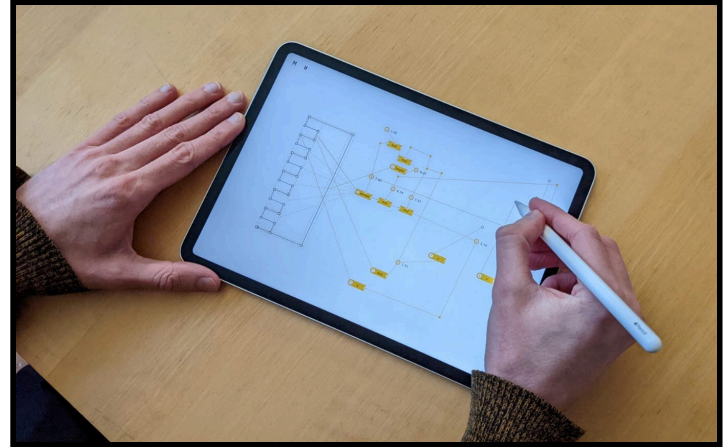
## How is it supposed to work?

- Built with as little code as possible
- Using SSH and Finger protocol (1970s)
- Low-tech version of ActivityPub (Mastodon)

# Programming system demos

## Future programming

- Imagining alternative ways
- Often through (limited) demos
- End-user, visual, domain-specific



## Places to look at

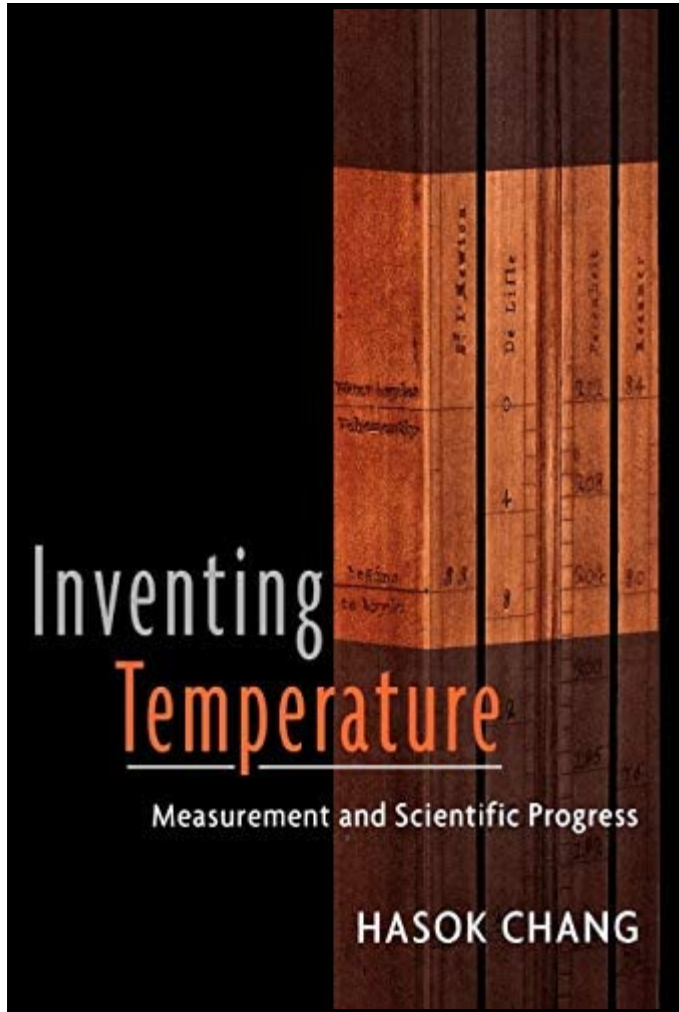
- Bret Victor: [worrydream.com](http://worrydream.com)
- LIVE workshop: [liveprog.org](http://liveprog.org)
- Ink & Switch: [inkandswitch.com](http://inkandswitch.com)

**Demo**

Crosscut: Drawing Dynamic Models

# Complementary science

Learning from the past



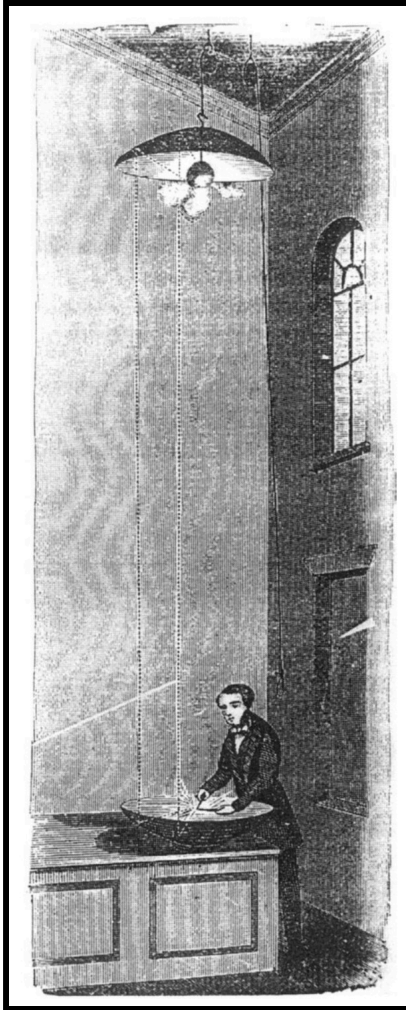
## Complementary science

Contribute to scientific knowledge through historical and philosophical investigations

Effectiveness of science leads to dogmatism

Narrow focus can result in loss of knowledges

## Heat reflection (1791)

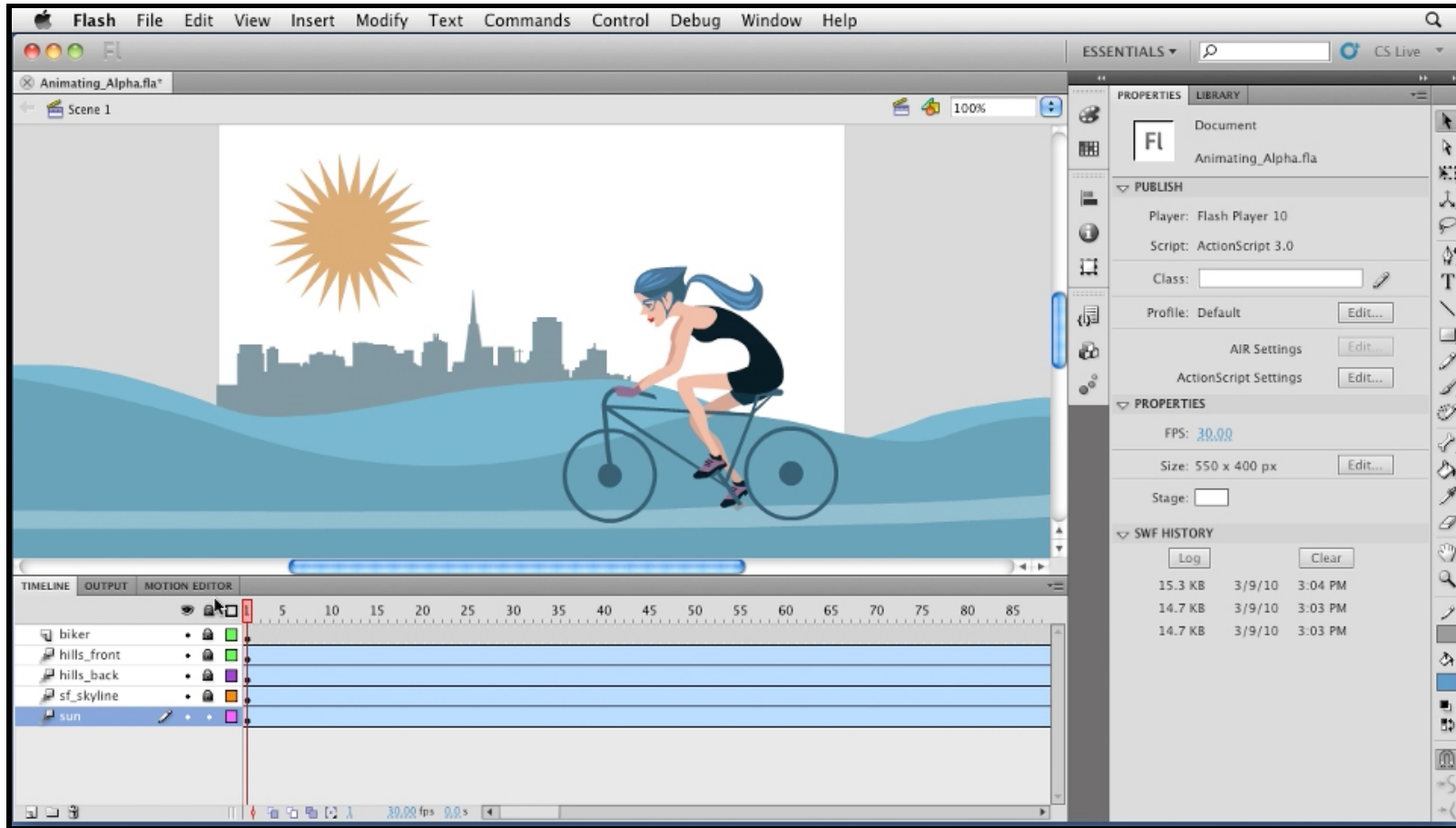


Heat produced by "caloric",  
cold maybe by another  
"positive" substance.

Heat is reflected by mirror!  
Cold is absence of heat?  
But also reflected!

Modern physicists never  
talk about reflection of cold!

# Complementary programming?



# Dot-Com Design

(Ankerson, 2018)

Amateur can easily  
cobble something  
together

Hackability and  
familiarity of  
graphical editors

Gives designers  
full control





# Complementary science

## Why use it for programming

- ⊘ Feel all programming is the same?
- 🍃 Programming has brief but rich history
- 📷 Not discarded for experimental failures
- Ideas are (relatively) easy to recreate!

# Demo

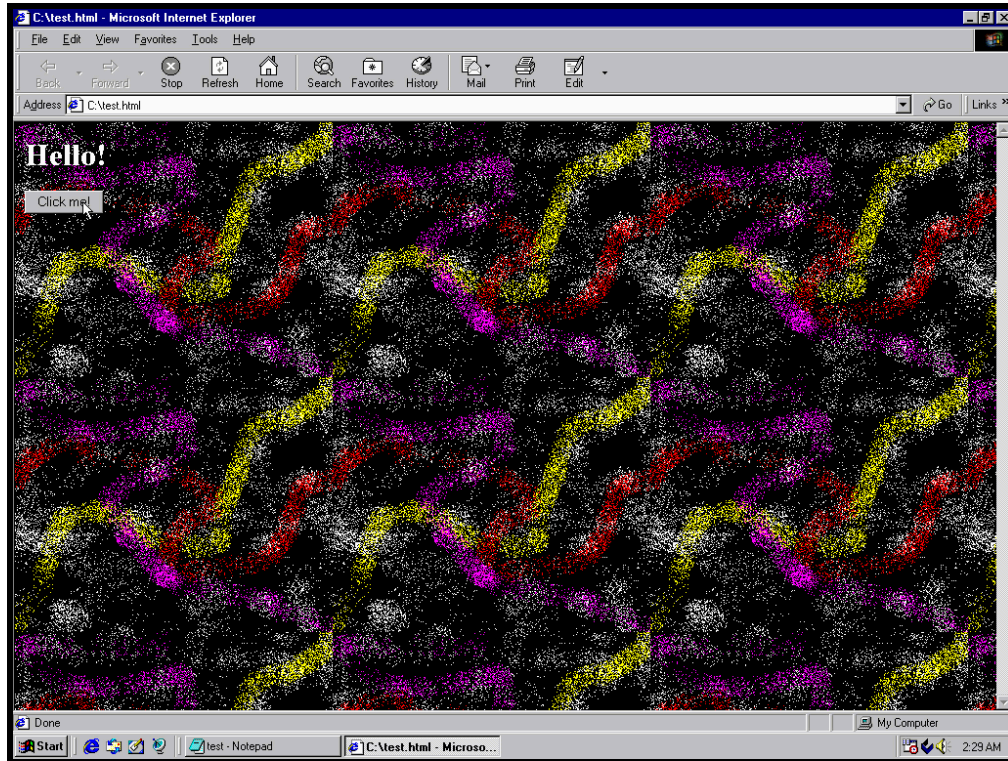
Annoying pop-ups of the 1990s

# Learning from the 1990s web

View-source, copy  
and edit culture

Hosting on Geocities &  
creative community

Limited user protection  
(hacks are for fun)



# Two eras of the web

## 2010s web

Compiled code

Minified with dependencies

Custom elements

Pop-ups using `<div>`

Opaque structure

WebAssembly & Canvas

## 1990s web

View source

Readable source code

Copy & paste

Self-contained scripts

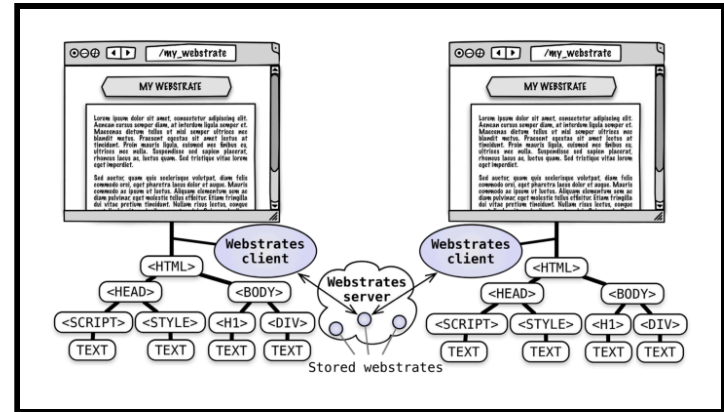
Pop-up windows

Unchecked `window.open`

# Learning from the 90s web

## WebStrates project

- Shareable dynamic media
- Document and code in DOM
- Synchronized across clients
- In-page editor & dev tools



## Further ideas

- How to support reuse by copying?
- Openness and addressability of DOM

# Good old programming systems

You can make arcs with the procedures ARCRIGHT and ARCLEFT.

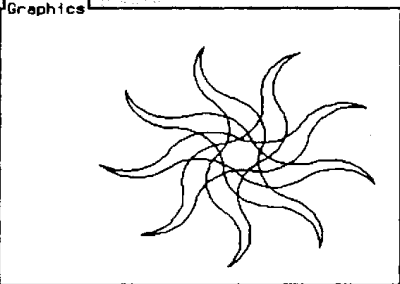
```
arcleft input size degrees
repeat degrees
forward size
left 1
```

```
arcright
```

Here are some procedures that draw pictures using arcs:

```
flower slinky sun input r
ray repeat 2
  arcleft r 90
  arcright r 90
repeat 9
  ray
  right 160
```

Graphics



Try running some of the following commands to draw pictures in the graphics box above.

sun R: 0.7 flower S: 1.4 slinky R: 2.6

Boxer's naive realism  
You see all there is

Just a moment... 371 pages left. Done.

Top View

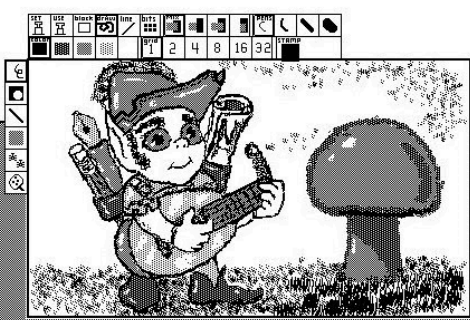
XEROX - Learning Research Group

user screenextent: 640@580 tab: 0@50.  
NotifyFlag ← true.  
Changes inir.  
user changedMessage

Classes

|                         |               |                   |        |
|-------------------------|---------------|-------------------|--------|
| AllClasses              | Date          | ClassDefinition   | arcran |
| SystemOrganization      | float         | ClassOrganization | cos    |
| 'Kernel Classes'        | Integer       | 'Arithmetic'      | exp    |
| Numbers                 | LargeInteger  | 'Conversion'      | tpow:  |
| Basic Data Structures   | MachineDouble | 'Math Functions'  | ln     |
| 'Sets and Dictionaries' | Natural       | 'Printing'        | log:   |
| 'Graphical Objects'     | Number        | 'Initialization'  | neg    |
| 'Text Objects'          | Time          |                   | sin    |
| 'Windows'               |               |                   | sqrt   |
| 'Panels and Menus'      |               |                   | tan    |
| 'Files'                 |               |                   |        |

```
sqrt | t1 t2
[[self ≤ 0.0 =>
 [self = 0.0 => [0.0]
 user notify: 'sqrt invalid for x<0.'].
 t1 ← self + 0.0,
 t1 insfield: 1 ← (t1 insfield: 1) / 4 * 2.
 for$ t2 to: 5 do$
 [t1 ← self - (t1 * t1) / (t1 * 2.0) + t1].
 [t1]
```

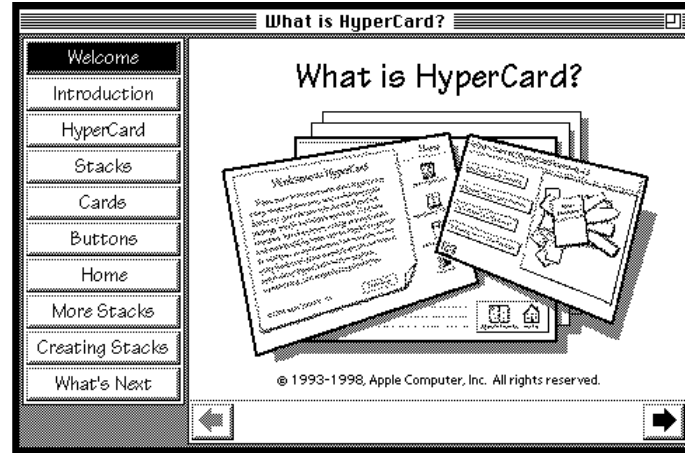
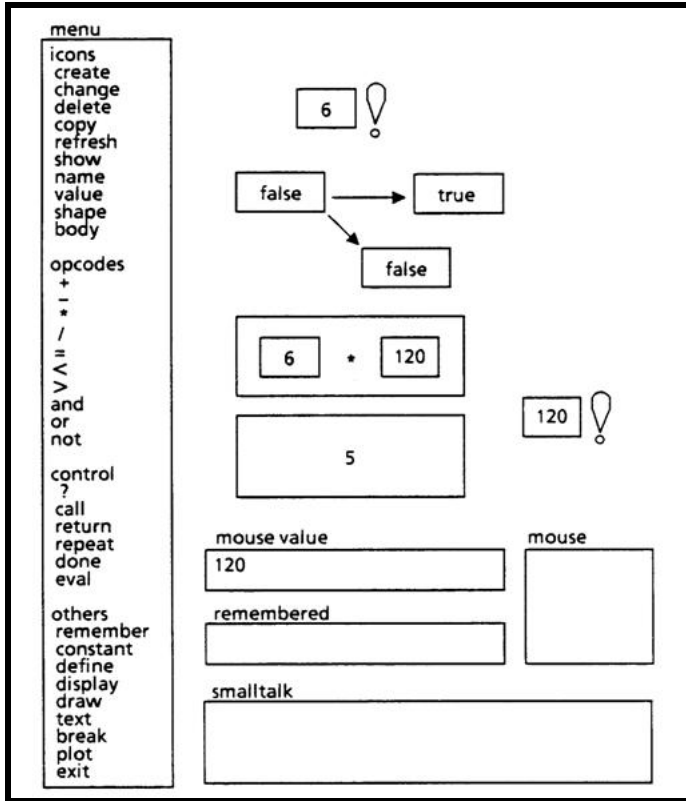


Printers

account  
in name:  
d'.

Smalltalk's self-sustainability  
Built in itself

# Good old programming systems



Hypercard's usability  
From user to programmer

Pygmalion's programming  
By demonstration

# Conclusions

Close look at programs

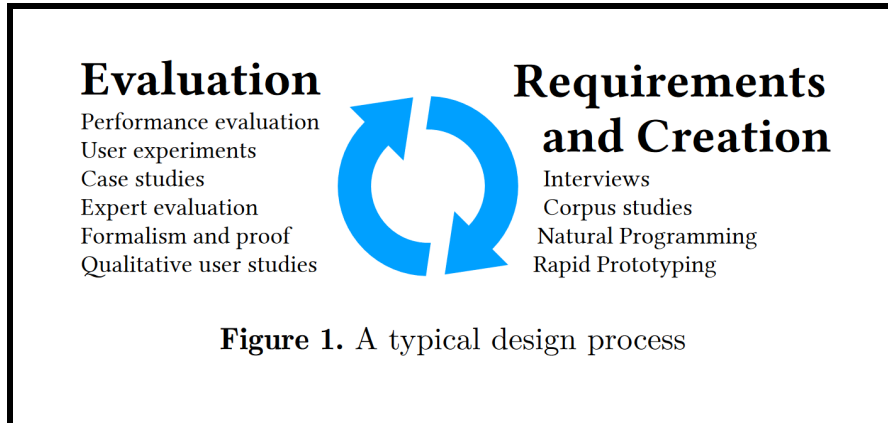


## Close look

As evaluation  
Reveals more than one  
may immediately see

As design tool

Think about programming  
from new perspectives



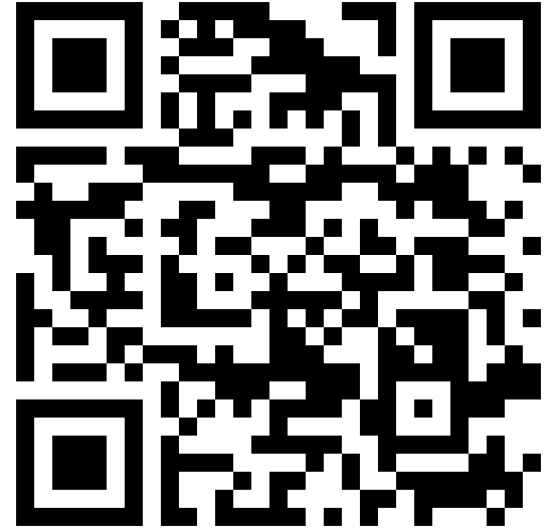
# Reading

## Are spreadsheets programming?

- Spreadsheets are Code: An Overview of Software Engineering Approaches Applied to Spreadsheets
- [tinyurl.com/nprg075-excel](https://tinyurl.com/nprg075-excel)

## Why should you read this?

- Interesting case of end-user programming
- How to use programming ideas in new domains



# Conclusions

## Close reading and complementary science

- Close look at fine coding details
- Reveals broader cultural points
- Close look at past programming systems
- Reveals ideas we may have forgotten

Tomáš Petříček, 204 (2nd floor)

✉ [petricek@d3s.mff.cuni.cz](mailto:petricek@d3s.mff.cuni.cz)

➔ <https://tomasp.net> | [@tomaspetricek](https://twitter.com/tomaspetricek)

➔ <https://d3s.mff.cuni.cz/teaching/nprg075>

# References (1/2)

## Critical code studies

- Marino, M. C. (2020). [Critical Code Studies](#), MIT Press
- Cox, G. (2012). [Speaking Code](#), MIT Press
- Lennon, B. (2021). [Foo, Bar, Baz...: The Metasyntactic Variable and the Programming Language Hierarchy](#), Philosophy & Technology
- Montfort, N. et al. (2013). [10 PRINT CHR\\$\(205.5+RND\(1\)\); : GOTO 10](#), MIT Press

## Interesting past systems

- diSessa, A. A., Abelson, H. (1986). [Boxer: A Reconstructible Computational Medium.](#), CACM
- Smith, D. C. (1975). [PYGMALION: A creative programming environment](#), MIT PhD

# References (2/2)

## Complementary science & programming

- Chang, H. (2008). [Inventing temperature](#), Oxford
- Ankerson, M. S. (2018). [Dot-Com Design: The Rise of a Usable, Social, Commercial Web](#), NYU
- Petricek, T. (2021). [Pop-up from Hell On the growing opacity of web programs](#), Online

## History of UNIX

- Ritchie, D. (2002). [Odd Comments and Strange Doings in Unix](#)
- Bosch, T. ed. (2022). [You Are Not Expected to Understand This: How 26 Lines of Code Changed the World](#), Princeton

## Programming demos

- Kaliski, S. et al. (2022). [Crosscut: Drawing Dynamic Models](#), Ink & Switch

