

NPRG075

Assignment & How to do programming language research

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Lectures: Tuesday 12:20, S6

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



Assignment

Requirements & expectations

Assignment

What the course page says

-  Complete a small independent project
-  Use one of the methodologies discussed
-  Study or design an aspect of system
-  Produce a brief report about your work

Scope of the project

Formal quantification

- Course is 3 ECTS credits
- Credit is 20-30 hours of work
- $75 - (12 * 1.5 + 10) = 47$

What does this mean

- About a week of actual work
- Includes all stages of the project
- Idea, research, implementation, write-up



Project

Research and implementation



Depends on the methodology!



Writing code, formal models, design patterns



Analysing past or contemporary systems



Sketching a new idea for a design



You cannot write much code in two days!

Anything involved in instructing the computer!

Small aspect or a feature!



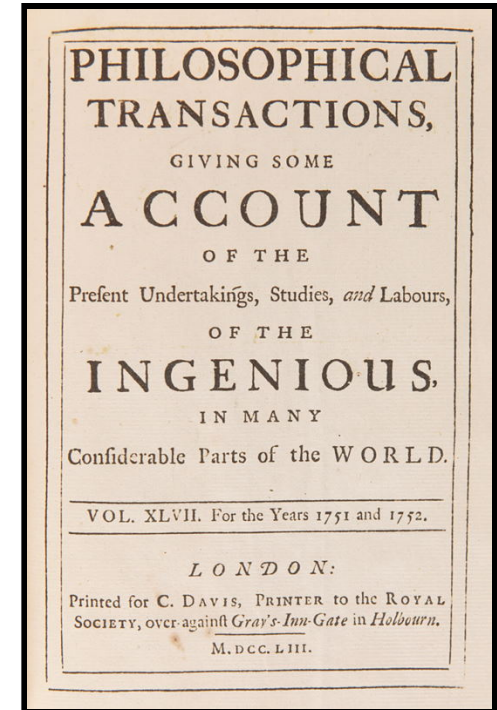
Writing a report

Communicate your work

- What is the main idea?
- What did you do, learn, conclude?
- Think a brief research paper

Research paper

- Contribute a tiny piece of knowledge!
- Shorter for design, longer for analysis
- From lab report to an essay
- [How to write a research paper](#) by SPJ





It is your project

Do something you actually care about

Reuse & overlap is encouraged!

Thesis, other courses, work project, hobby topic, blog post, workshop paper

Programming languages

How to do research?

Programming

Getting research ideas

- 😡 Frustration - fix a problem I'm facing!
- 😄 Methodology - use a method I like for something
- 😐 User-centric - identify what others need
- 😵 Analytical - understand something properly

Fix a problem I have

Example problems

- Client-server programming is hard
Write webs as single F# program?
- Managing large PHP repo is hard
Add types and an efficient VM to PHP?



How to do this

- Use your knowledge expertise!
- "Look I did this cool thing!" is not research claim
- Describe design, formal model, positioning, evaluation



Spiralling abstraction

Web programming is hard

Write a new language!

Creating languages is hard

Define a formal model!

Defining models is hard

Use category theory!

Category theory is hard

Use category theory...?

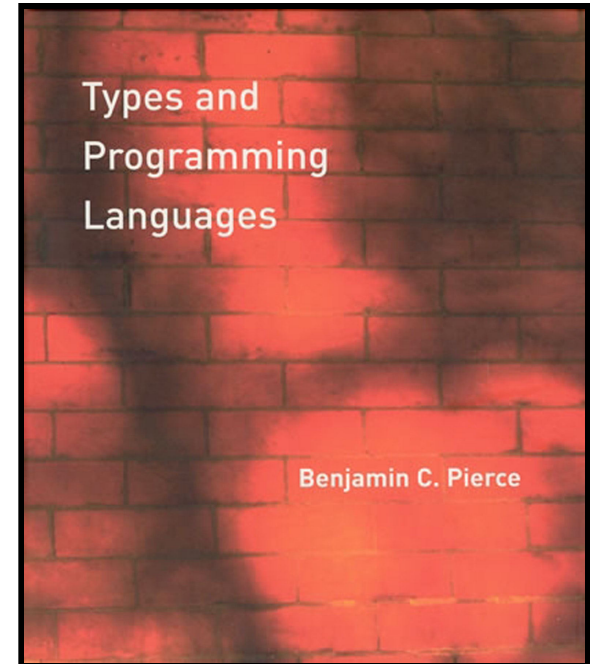
Use a method I like

Example methods

- Types for correctness
[Check network communication](#)
- Close reading of code
[Look at BASIC, UNIX, etc.](#)

How to do this

- Find problem to fit a method
- Reshape problem so that method applies
- May be hard to motivate for new methods



User-centric programming research

Example areas

- Developer tools
How programmers search? reCode
- Data journalists
Interactive documents language Idyll

How to do this

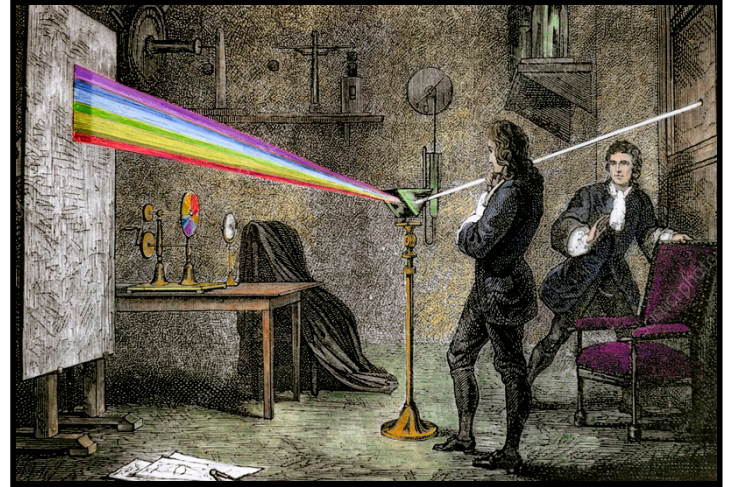
- Small-scale formative interviews
- Analyse answers & define design goals
- (Implement and evaluate solution.)



Understand something properly

Example problems

- Modern web frameworks
[A formal semantics of React](#)
- Empirical code studies
[Large-scale analysis of GitHub](#)



How to do this

- Start by being confused or surprised!
- Formalization, reproduction, comparative analysis
- Result should make the matter clear

Research methods

Ways of looking at programming

Methods: Historical study



Evolution of a programming concept
How has a concept changed over time?

Methods: Historical study



Evolution of a programming concept

How has a concept changed over time?



Cultures of programming analysis

Do different communities talk about a thing differently?

Methods: Historical study



Evolution of a programming concept

How has a concept changed over time?



Cultures of programming analysis

Do different communities talk about a thing differently?




Close look at a past system

In-depth analysis of how something in the past worked



Methods: Design and culture

- A** Critical study of interesting source
Close look at a clever hack, famous snippet, etc.

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-  Design of a pattern language
How to design a specific kind of application or system

Methods: Design and culture

- A** Critical study of interesting source
Close look at a clever hack, famous snippet, etc.
-  Design of a pattern language
How to design a specific kind of application or system
-  Exploring a design metaphor
Programming as architecture, writing, gardening, etc.

Methods: Empirical and formal



Empirical analysis of source code

How do different kinds of source code differ?

Methods: Empirical and formal



Empirical analysis of source code

How do different kinds of source code differ?



Small experimental user study

Formative interview or small usability study

Methods: Empirical and formal

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 Formal semantics or a model

Of something confusing, like React state management

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 Type system design description

Small but confusing feature like overload resolution

Methods: Heuristic analysis



Notation analysis using cognitive dimensions
Comparative analysis of two possible notations

Methods: Heuristic analysis



Notation analysis using cognitive dimensions

Comparative analysis of two possible notations



System analysis using technical dimensions

Evaluation of non-standard programming environment

Methods: Heuristic analysis



Notation analysis using cognitive dimensions

Comparative analysis of two possible notations



System analysis using technical dimensions

Evaluation of non-standard programming environment



Design or explanation using cognitive model

Programmer misconceptions, design for cognitive fit

Past projects

Inspiration and ideas

Past projects

Quantitative coding style analysis

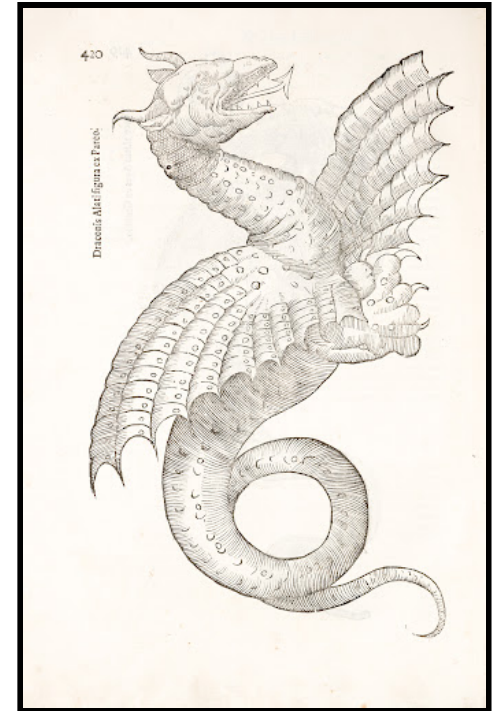
- Empirical analysis
- Style of different kinds of Python

Evolution of CLOS system

- History of the LISP object model

Patterns in Package Managers

- Pattern language for designing package managers.



Conclusions

Final tips

Reading

How to write a research paper

- By Simon Peyton-Jones
- tinyurl.com/nprg075-paper (PDF)

Why should you read this?

- Report is like a mini-paper
- Not all advice applies, but...
- Good hints on writing, structure, etc.



