



- Wild West ⇒ Established field
 - Benefits and drawbacks
 - Scaling
 - "Small is beautiful"
 - o Software standards
 - Convergence on shared bedrock of the industry
 - Metaprogramming
- Impersonal and commodified
 - o disposable
 - machines themselves are identical and disposable, now with the cloud even the data on the machines is too
- Work is unnatural
 - Not natural cadence, seasonality, rather
 - perennial Scrum/Agile
 - Never finished
 Software updates
 - history classes (not just ada lovelace and jacquard loom, need interfaces and alternate pathways, computer is a

computing isn't finished yet

- ted nelson computing for cynics
- the assumption that what currently exists must necessarily exist is the acid that corrodes all visionary thinking. GET PEOPLE FUCKING EXCITED
- The starting point of these reflections was usually a feeling of impatience at the sight of the 'naturalness' with which newspapers, art and common sense constantly dress up a reality which, even though it is the one we live in, is undoubtedly determined by history. In short, in the account given of our contemporary circumstances, I

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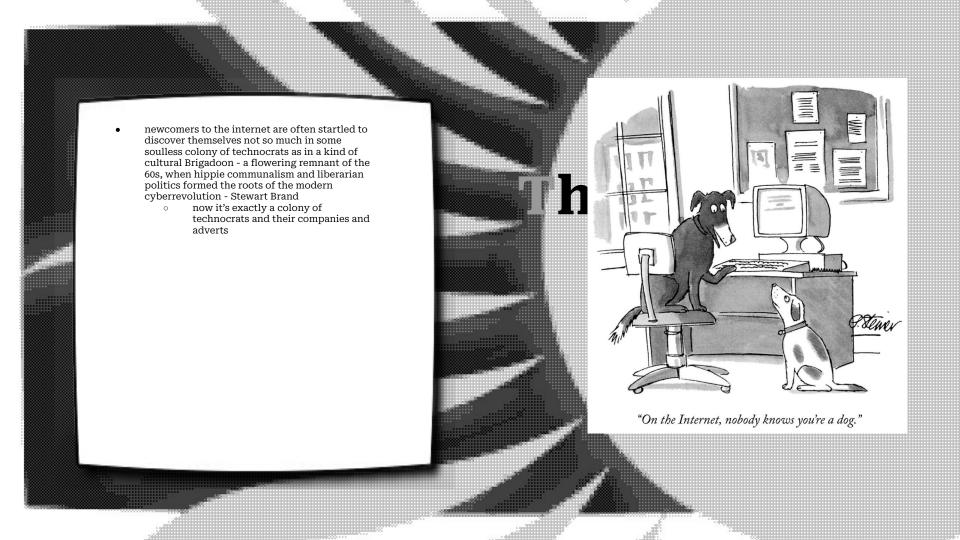
• I often think back on how, in the movie Hackers(1995), each character had their own laptop launch sequence reflecting parts of their aesthetics. — A far cry from today's disposable laptops, each equally adorned of proprietary services stickers.

so impersonal and commodified

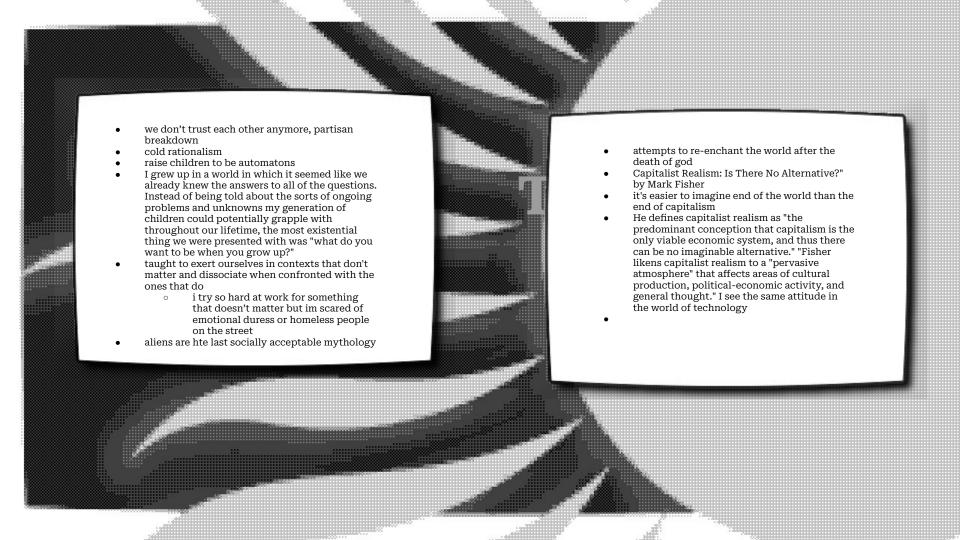
student problems connected to the proliferation of standards in computer science and convergence of normality

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Timesharing

- community/fellowship
- What we wanted to preserve was not just a good environment in which to do programming, but a system around which a fellowship could form. We knew from experience that the essence of communal computing [...] is not just to type programs into a terminal instead of a keypunch, but to encourage close communication. - DMR
- ARPA/DARPA money
 - o open-ended research
 - venture capital
 - The industrial mindset

 short-term,
 results-driven,
 immediately-applicable
 is generally hostile to long-term,
 exploratory,
 - how can we get this without the backdrop of war?

foundational research

bsd history (bill joy, berkeley

The story I told in the talk -- "they didn't know what they were doing, so they tried everything" -- was essentially that programming at the time was in the "pre-paradigm phase", as defined by Thomas Kuhn in The Structure of Scientific Revolutions. This is the period of time before researchers reach consensus on what problems they're actually trying to solve. The establishment of distinct programming paradigms (e.g., functional, logic, etc.) led into Kuhn's "normal science" phase (or as Sussman put it, "diddling with details") where the foundations of the subject tend to be taken for granted.

The hacker ethic that played such a large part in advancing computer science, building gcc, building Linux, indeed aaaaa building the world's computer systems and engineering the biggest peaceful economic boom in history, is more than just a thirst for knowledge about computers. It's the obsessive belief that knowledge exists to be shared, that helping someone by making their computer run better (or their air conditioner) is one of life's joys, and that the rules that prevent sharing and helping exist to be broken. [...] The hero is the one who knows how to fix things, and fixes them -- despite not being "authorized." The evil is the paperwork we construct around ourselves, the forms and regulations that take the place of people freely helping each other. in title i used the word hacker, i'm evoking the traditional meaning originating from the mit AI lab, e.g. see "hackers heroes of the computer revolution by steven levy" we modern students and programmers can take inspiration from this ethos

