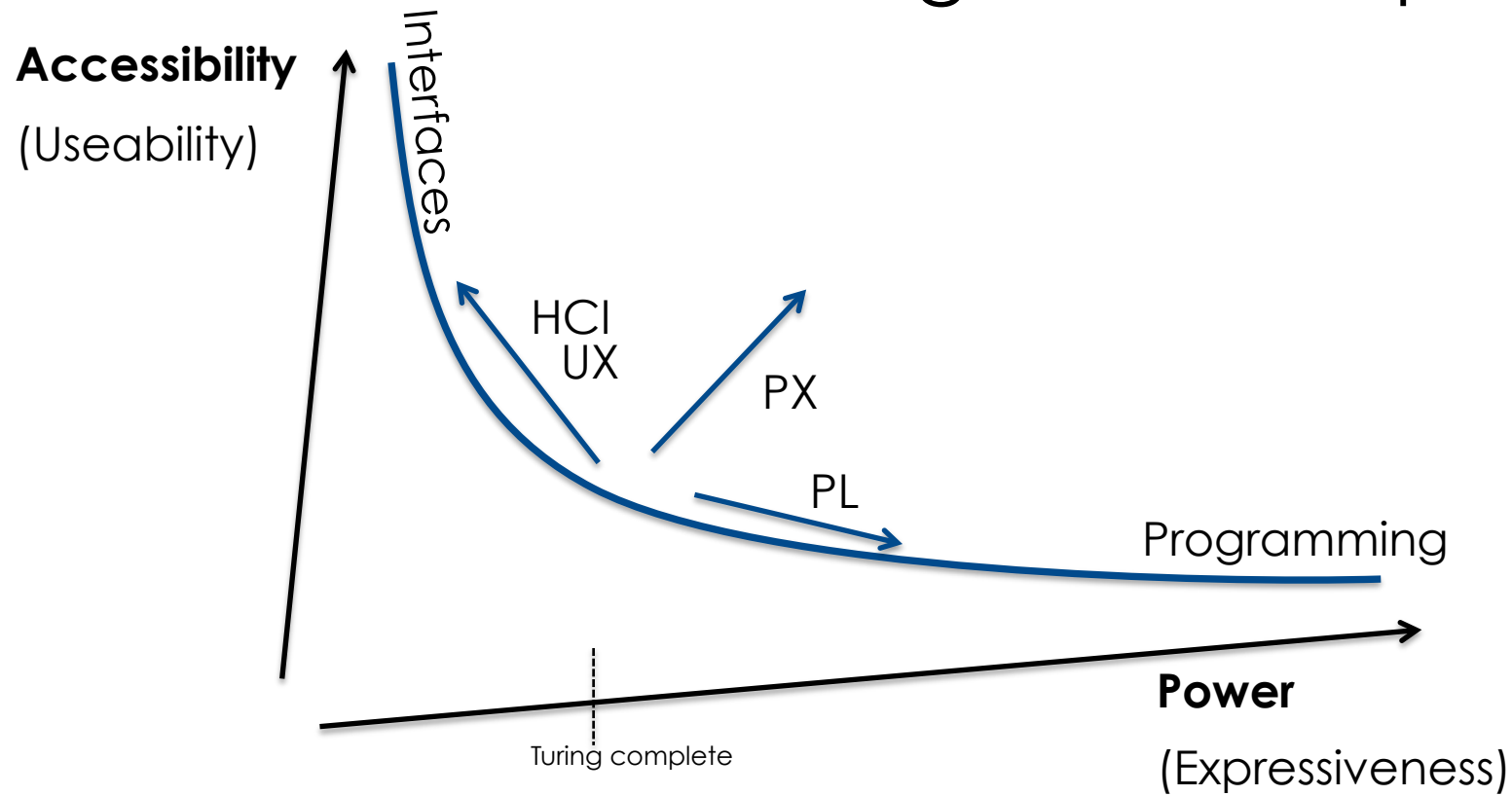


# The Prospects for Programming-Experience Design

Gary Miller  
University of Technology, Sydney

Towards a theory of  
Programming Language Design

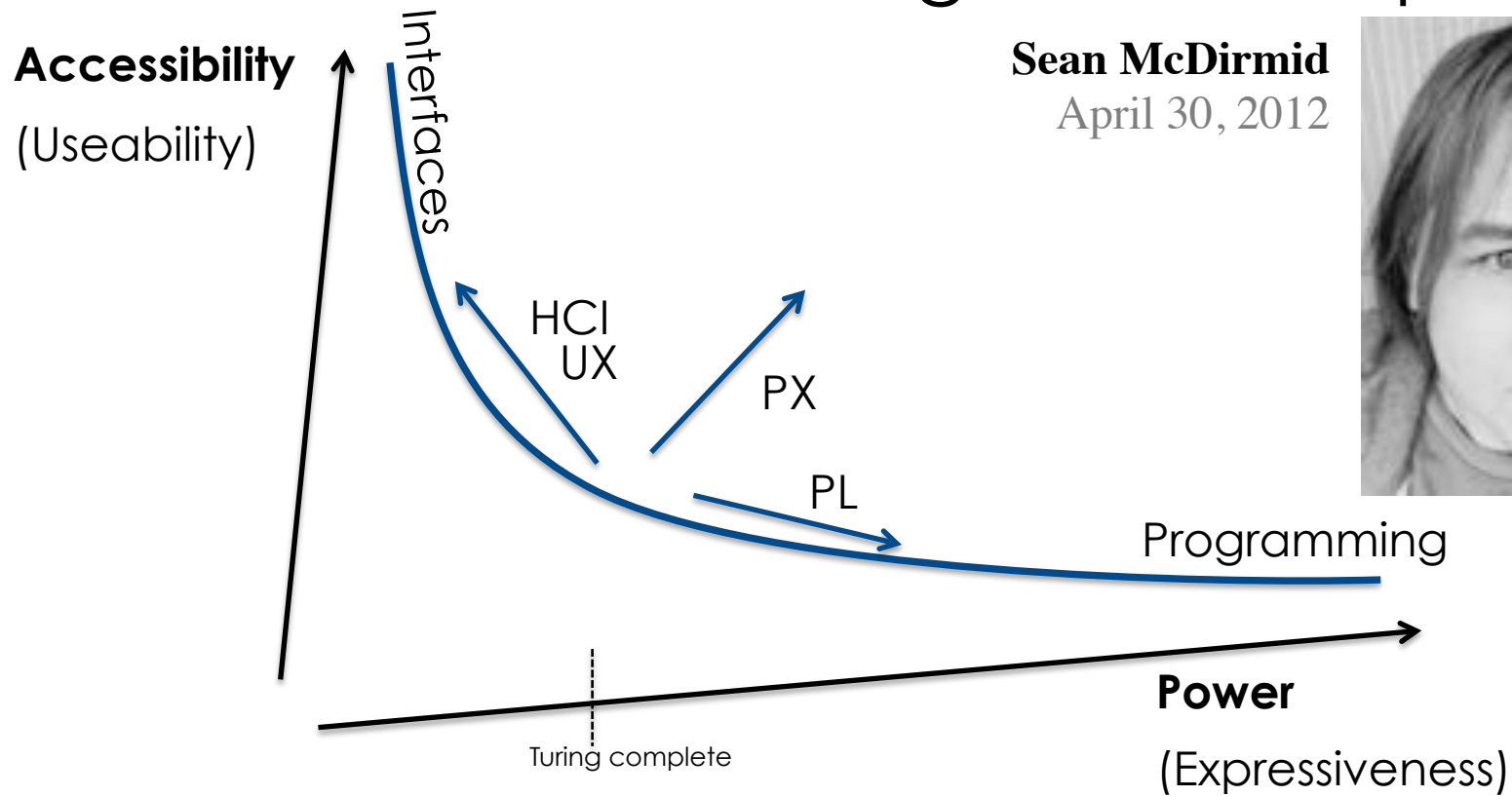
# PX - Programmer Experience



# PX - Programmer Experience

Sean McDirmid

April 30, 2012



When it comes to computation  
we are all disabled !

HUMAN COMPUTER INTERACTION, 1985, Volume 1, pp. 209-242  
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## **The Prospects for Psychological Science in Human-Computer Interaction**

**Allen Newell**

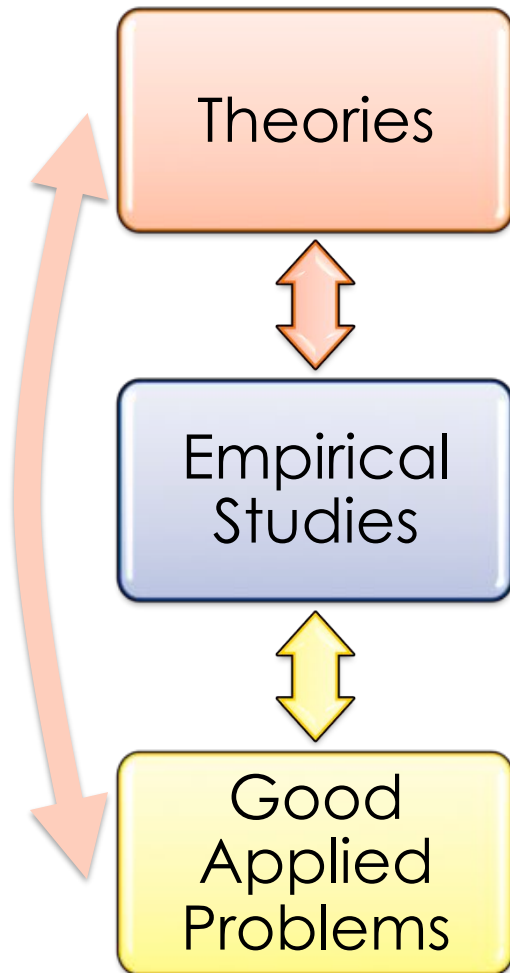
*Carnegie-Mellon University*

**Stuart K. Card**

*Xerox Palo Alto Research Center*

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## The Prospects for Psychological Science in Human-Computer Interaction



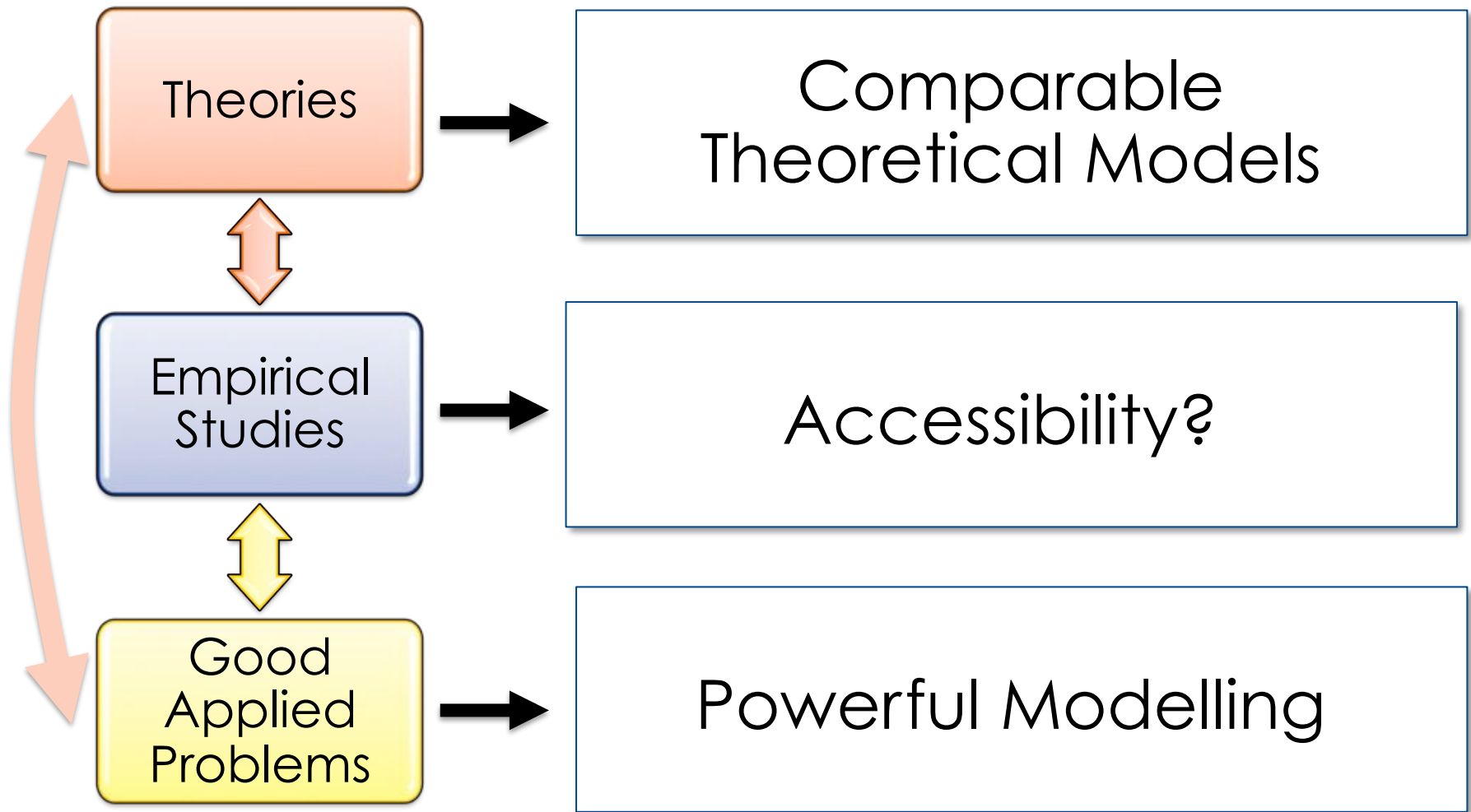
*Gresham's Law: Hard Science Drives Out Soft.*

*There is Nothing so Useful as a Good Theory.*

*Good Studies of the Interface Yield Theories, Not Facts.*

*Psychological Research Best Affects Design by Providing the Designer Tools for Thought.*

*The Race is Between the Tortoise of Cumulative Science and the Hare of Intuitive Design.*



Theories

Comparable  
Theoretical Models

Empirical  
Studies

Accessibility?

Good  
Applied  
Problems

Powerful Modelling



File - Edit - Tools -

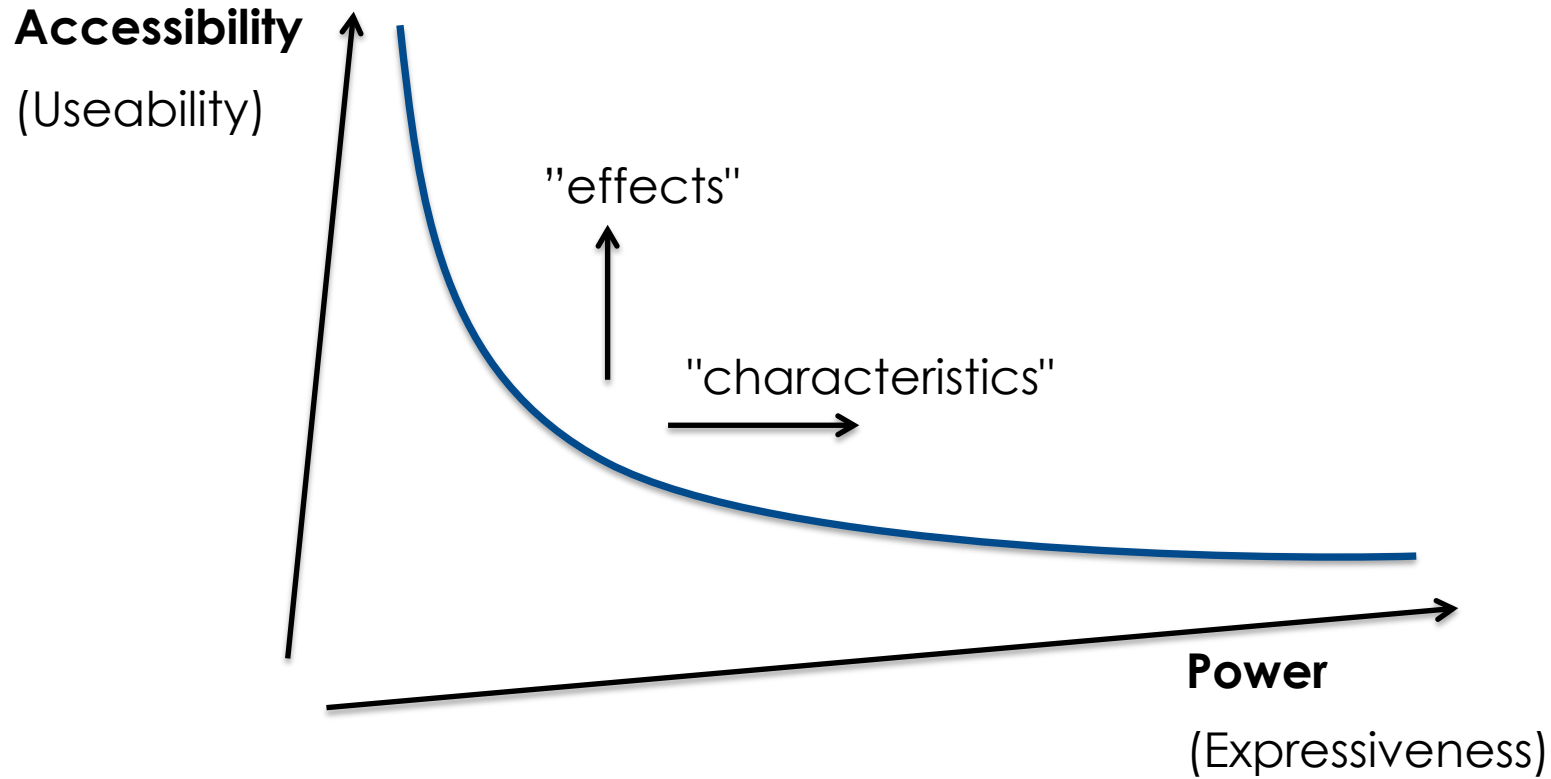
 $f_x = [Jan] * (1 + [Growth])$ 

Model

|       |            |             |        |       | month, actual | month, forecast | month, forecast |     | month, forecast |     |       |
|-------|------------|-------------|--------|-------|---------------|-----------------|-----------------|-----|-----------------|-----|-------|
|       |            | Assumptions | Growth | COGS  | Q1            | Jan             | Feb             | Mar | Q2              | Apr | New c |
|       | Global     |             | 10.0%  |       |               |                 |                 |     |                 |     |       |
|       | Revenue    |             |        |       |               |                 |                 |     |                 |     |       |
|       | Hardware   |             |        |       |               | 10              | 11              | 11  |                 | 11  |       |
| other | Software   |             | 15.0%  |       |               | 12              | 14              | 16  |                 | 18  |       |
| other | Consulting |             | 5.0%   |       |               | 5               | 6               | 6   |                 | 6   |       |
| other | Services   |             | 12.0%  |       |               | 9               | 10              | 11  |                 | 13  |       |
|       | Total      |             |        |       |               | 36              | 40              | 44  |                 | 48  |       |
|       | Expenses   |             |        |       |               |                 |                 |     |                 |     |       |
|       | Hardware   |             |        | 90.0% |               | 9               | 10              | 10  |                 | 10  |       |
|       | Other      |             |        | 10.0% |               | 2               | 3               | 3   |                 | 4   |       |
|       | Total      |             |        |       |               | 11              | 13              | 13  |                 | 14  |       |
|       | Profit     |             |        |       |               | 25              | 28              | 31  |                 | 34  |       |

| Both |   |   |   |    |
|------|---|---|---|----|
|      | 1 | $f_{w}$ R[Revenue.Children] C[@forecast]        | $= [ @month - 1 ] * ( 1 + [ Growth ] )$                     | 9  |
|      | 2 | $f_{w}$ R[Revenue.Software] C[Q1.Feb]           | $= [ Jan ] * ( 1 + [ Growth ] )$                            | 1  |
|      | 3 | $f_{w}$ R[Revenue.Hardware] C[Q1.Feb]           | $= [ Jan ] * ( 1 + [ Global ] [ Growth ] )$                 | 1  |
|      | 4 | $f_{w}$ R[Revenue.Consulting] C[Q1.Feb]         | $= [ Jan ] * ( 1 + R [ Global ] C [ Assumptions.Growth ] )$ | 1  |
|      | 5 | [ R ] C [ Assumptions.Children ]                |   | 24 |
|      | 6 | [ R ] C [ Children.Children ] C [ @actual ]     |   | 6  |
|      | 7 | $f_{w}$ R[Revenue.Total] C [ @month ]           | $= Sum ( R [ Siblings ] )$                                  | 4  |
|      | 8 | $f_{w}$ R [ Expenses.Children ] C [ @forecast ] | $= ( Based on This ) [ COGS ]$                              | 1  |

# Status of the Theory



|   | A       | B  | C  | D  | E | F | G | H | I | J | K | L | M | N   | O |
|---|---------|----|----|----|---|---|---|---|---|---|---|---|---|-----|---|
| 1 | Input:  | 3  | 3  | 5  | 4 | 5 | 5 | 8 | 9 | 9 | 4 | 4 | 1 | ... |   |
| 2 |         |    |    |    |   |   |   |   |   |   |   |   |   |     |   |
| 3 | Output: | 15 | 27 | 18 |   |   |   |   |   |   |   |   |   |     |   |
| 4 |         |    |    |    |   |   |   |   |   |   |   |   |   |     |   |

Figure 2: The critical problem is to compute numbers. Here, the blocks are about each other, and each block.

|   | A            | B | C | D | E | F                  | G | H  | I  | J   | K | L | M |
|---|--------------|---|---|---|---|--------------------|---|----|----|-----|---|---|---|
| 1 | Input Region |   |   |   |   | Calculation Region |   |    |    |     |   |   |   |
| 2 | X            | Y | Y | Z |   |                    | 1 | 10 | 10 | 100 |   |   |   |
| 3 | Z            | Z |   |   |   |                    |   |    |    |     |   |   |   |
| 4 | Y            | Z |   |   |   |                    |   |    |    |     |   |   |   |
| 5 |              |   |   |   |   |                    |   |    |    |     |   |   |   |

|   | A | B  | C  | D | E  | F   | G | H | I | J | K | L | M                           |
|---|---|----|----|---|----|-----|---|---|---|---|---|---|-----------------------------|
| 1 |   | 10 | 4  | 7 | 14 | ... |   |   |   |   |   |   |                             |
| 2 |   | 12 | 7  | 3 | 87 | ... |   |   |   |   |   |   | Continue sorting blocks ... |
| 3 |   | 45 | 10 | 5 | 12 | ... |   |   |   |   |   |   |                             |

Figure 6: Tall number of Xs, solution is to r to then comput

Figure 7: Sort-blocks. The problem is to sort a pattern of data blocks. Here, the blocks are arrayed in columns, and consist of three numbers.

Display-based problems in spreadsheets:  
 a critical incident and a design remedy.  
 Hendry, D.G., 1995.

# Problem – Repetition

---

| Tasks     | Est. | Mon | Tues | Wed |
|-----------|------|-----|------|-----|
| Task 1    | 10   | 6   |      |     |
| Task 2    | 9    |     | 3    |     |
| Task 3    | 8    |     |      |     |
| Remaining | 27   | 23  | 17   | 17  |

| Mon | Tues | Wed |
|-----|------|-----|
| 6   | 6    | 6   |
| 9   | 3    | 3   |
| 8   | 8    | 8   |
| 23  | 17   | 17  |

# Problem – Repetition

| Tasks     | Est. | Mon | Tues | Wed |
|-----------|------|-----|------|-----|
| Task 1    | 10   |     |      |     |
| Task 2    | 9    |     | 3    |     |
| Task 3    | 8    |     |      |     |
| Remaining | 27   | 23  | 17   | 17  |

| Mon | Tues | Wed |
|-----|------|-----|
| 9   | 3    | 3   |
| 8   | 8    | 8   |
| 23  | 17   | 17  |

| Mon  | Tues   | Wed  |
|--|--|--|
| =IF(ISBLANK(H9),IF(ISBLANK(K9),G9,K9),H9)      | =IF(ISBLANK(I9),IF(ISBLANK(L9),H9,L9),I9)      | =IF(ISBLANK(J9),IF(ISBLANK(M9),I9,M9),J9)      |
| =IF(ISBLANK(H10),IF(ISBLANK(K10),G10,K10),H10) | =IF(ISBLANK(I10),IF(ISBLANK(L10),H10,L10),I10) | =IF(ISBLANK(J10),IF(ISBLANK(M10),I10,M10),J10) |
| =IF(ISBLANK(H11),IF(ISBLANK(K11),G11,K11),H11) | =IF(ISBLANK(I11),IF(ISBLANK(L11),H11,L11),I11) | =IF(ISBLANK(J11),IF(ISBLANK(M11),I11,M11),J11) |
| =SUM(L9:L11)                                   | =SUM(M9:M11)                                   | =SUM(N9:N11)                                   |

| Fri   | Mon | Tues                |
|---|-----|---------------------|
| =IF(ISBLANK(RC[-5]),IF(ISBLANK(RC[-1]),RC[-6],RC[-1]),RC[-5]) |     |                     |
| =SUM(R[-3]C:R[-1]C)   |     | =SUM(R[-3]C:R[-1]C) |

# Problem – Description

---

| Tasks     | Est. | Mon | Tues | Wed |
|-----------|------|-----|------|-----|
| Task 1    | 10   | 6   |      |     |
| Task 2    | 9    |     | 3    |     |
| Task 3    | 8    |     |      |     |
| Remaining | 27   | 23  | 17   | 17  |

| Mon | Tues | Wed |
|-----|------|-----|
| 6   | 6    | 6   |
| 9   | 3    | 3   |
| 8   | 8    | 8   |
| 23  | 17   | 17  |

- Reference
- Sum
- Carry over
- Group
- Inputs

# Solutions

| Input |           | Est | day Mon | day Tues | day Wed |
|-------|-----------|-----|---------|----------|---------|
| task  | Task 1    | 10  | 6       |          |         |
| task  | Task 2    | 9   |         | 3        |         |
| task  | Task 3    | 8   |         |          |         |
|       | Remaining | 27  | 23      | 17       | 17      |

| Calc  | day Mon | day Tues | day Wed |
|-------|---------|----------|---------|
| task  | 6       | 6        | 6       |
| task  | 9       | 3        | 3       |
| task  | 8       | 8        | 8       |
| total | 23      | 17       | 17      |

- 1.Expanding Nodes
- 2.Atticus Operator

# Expanding Nodes

## Cell Groups

Enable separation of data and logic

| Input |           | day | day | day  |     |
|-------|-----------|-----|-----|------|-----|
|       |           | Est | Mon | Tues | Wed |
| task  | Task 1    | 10  | 6   |      |     |
| task  | Task 2    | 9   |     | 3    |     |
| task  | Task 3    | 8   |     |      |     |
|       | Remaining | 27  | 23  | 17   | 17  |

| Calc  | day | day  | day |
|-------|-----|------|-----|
|       | Mon | Tues | Wed |
| task  | 6   | 6    | 6   |
| task  | 9   | 3    | 3   |
| task  | 8   | 8    | 8   |
| total | 23  | 17   | 17  |

cell groups

formulae

```
Calc![task][#all] = "=IF(ISBLANK(RC[-4]),IF(ISBLANK(RC[-1]),RC[-5],RC[-1]),RC[-4])"  
Calc![total][#all] = "=SUM(R[-3]C:R[-1]C)"  
Calc![#columns] = "=Input![#columns ? 'day']"
```



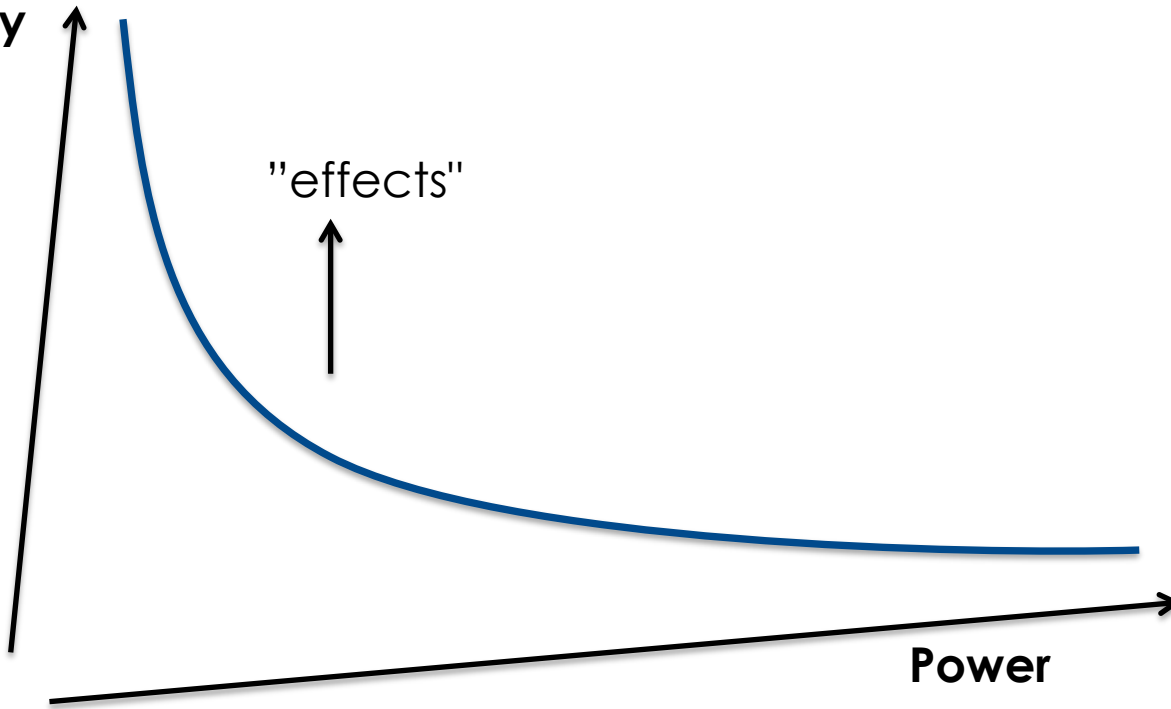
# Atticus Operator

| Input     |        | Est | day<br>Mon | day<br>Tues | day<br>Wed |
|-----------|--------|-----|------------|-------------|------------|
| task      | Task 1 | 10  | 6          | ●           |            |
| task      | Task 2 | 9   |            | ●           | 3          |
| task      | Task 3 | 8   |            | ●           |            |
| Remaining |        | 27  | 23         | ●           | 17         |

[task] => C[Est:0] #NonBlank.#Last | #Sum

# Status of the Theory

**Accessibility**  
(Useability)



"effects"

**Power**

(Expressiveness)

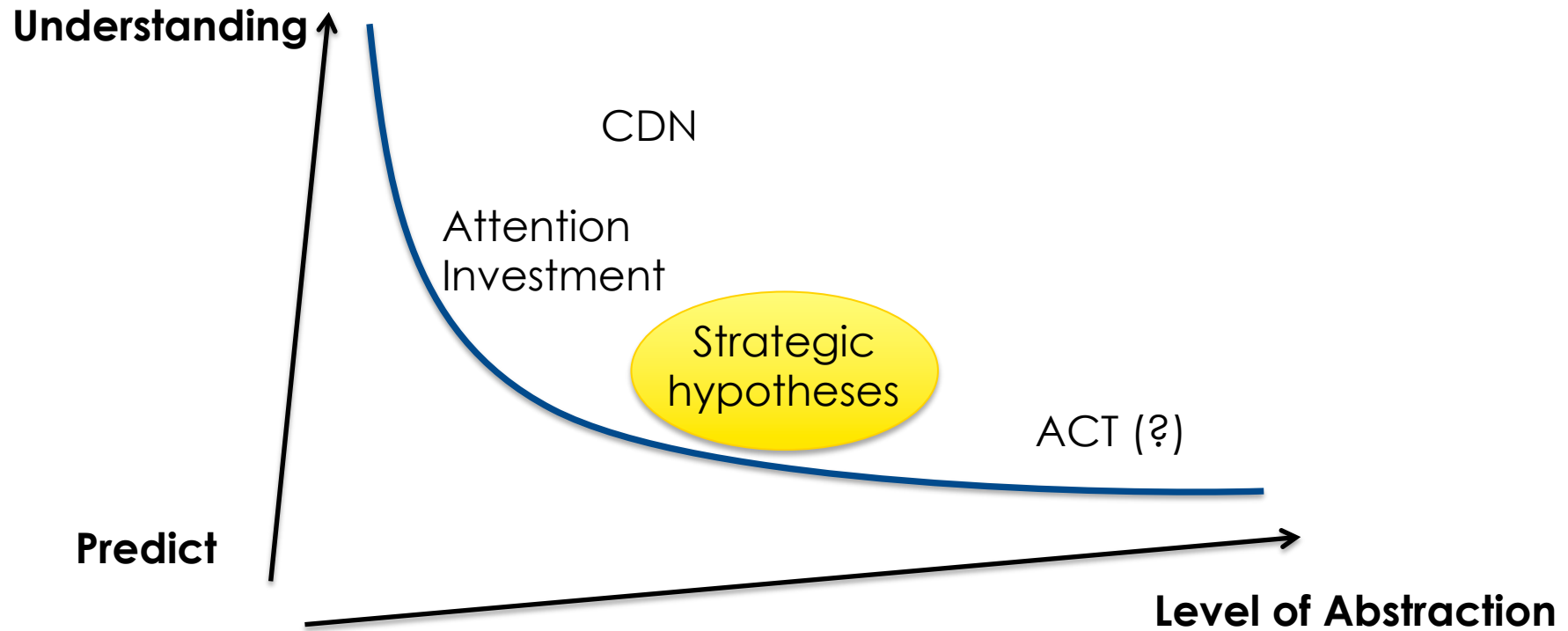
# Potential Theoretical Models

- ? Mental models, Cognitive fit
- ? Concept maps
- ? Hierarchical Bayesian Models of Cognition
- ? Ideal student (from intelligent tutoring systems)

# Theories

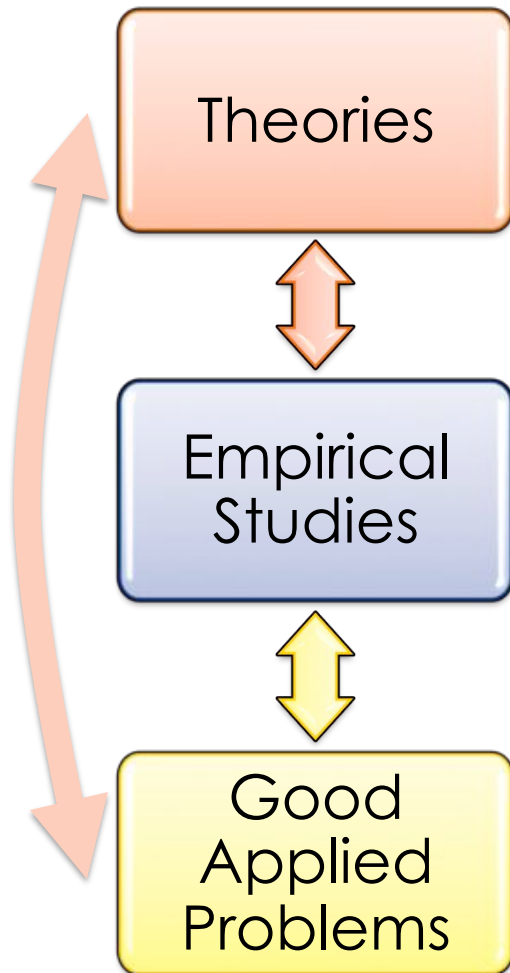
- (PLP) Power Law of Practice
- (ZPD) Zone of Proximal Development
- (ICA) Innate cognitive abilities
- (CAL) Capturing Abstractions in Language

# Status of the Hypotheses



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**The Prospects for Psychological Science  
in Human-Computer Interaction**



*Good Studies of the Interface Yield Theories, Not Facts.*

**TABLE I**  
**FRAMEWORK FOR ANALYSIS OF RESEARCH LEVELS OF ABSTRACTION**

| Phase \ Activity          | New Program Development | Repair Maintenance <sup>1</sup> | Adaptive Maintenance <sup>2</sup> | Perfective Maintenance <sup>3</sup> |
|---------------------------|-------------------------|---------------------------------|-----------------------------------|-------------------------------------|
| Problem Planning/Analysis |                         |                                 |                                   |                                     |
| Program Design            |                         |                                 |                                   |                                     |
| Coding                    |                         |                                 | ●                                 |                                     |
| Testing/Debugging         |                         | ●                               |                                   |                                     |
| Documentation             |                         |                                 |                                   |                                     |
| Implementation/Delivery   |                         |                                 |                                   |                                     |

- Notes:
1. Correction of logic errors in released programs.
  2. Alterations carried out to meet changed program specifications.
  3. Alterations to improve resource consumption efficiency.

# Test vectors

## Expanding Nodes

v1 =IF(ISBLANK(RC[-4]),IF(ISBLANK(RC[-1]),RC[-5],RC[-1]),RC[-4])  
v2 =IF(ISBLANK(C[-4]),IF(ISBLANK(C[-1]),C[-5],C[-1]),C[-4])  
v3 =Last( NonBlank(C[-5,-1,-4]) )  
v4 =C[-5,-1,-4].#NonBlank.#Last

Semantic  
Equivalent

## Atticus Operator

v1 =SUM( R[-3]C:R[-1]C => Last( NonBlank( RC7:RC )) )  
v2 =SUM( CR[-3]:CR[-1] => Last( NonBlank( C7R:CR )) )  
v3 =SUM( CR[-3:-1] => Last( NonBlank( C[\$7:0]R )) )  
v4 =SUM( R[-3:-1] => Last( NonBlank( C[\$7:0] )) )  
v5 =Sum( [task] => Last(NonBlank( C[Est:0] )) )  
v6 =[task] => C[Est:0].#NonBlank.#Last | #Sum

Semantic  
Equivalent



|   | A    | B           | C          | D           | E     |
|---|------|-------------|------------|-------------|-------|
| 1 |      | Alpha       | tag1       | tag1        | Delta |
| 2 |      | One         | Beta; tag1 | Gamma; tag1 |       |
| 3 | tag2 | Two; tag2   |            | 1           | 1     |
| 4 | tag2 | Three; tag2 | 1          | 1           | 1     |
| 5 | tag2 | Four; tag2  |            |             |       |
| 6 |      | Five        |            | 1           |       |

#### Valid EXCEL

Intersect Columns & Rows  
Intersect Rows & Columns  
Range by corners

=COUNT(\$C:\$D \$3:\$5)  
=COUNT(\$3:\$5 \$C:\$D)  
=COUNT(\$C\$3-\$D\$5)

Intersect Columns & Rows  
Intersect Rows & Columns  
Range by corners

=COUNT(C:D 3:5)  
=COUNT(3:5 C:D)  
=COUNT(C3:D5)

Intersect Columns & Rows  
Intersect Rows & Columns  
Range by corners

=COUNT(R3:R5 C2:C3)  
=COUNT(C2:C3 R3:R5)  
=COUNT(R2C2:R4C3)

#### Potential experiments

Absolute index

=COUNT( [C:D][3:5] )

Relative & Attcus

=COUNT( A1[0][:-3] => :A1[+1][+3] )

A1 & Attcus

=COUNT( C3 => [0][0]:C[+1]R[+2] )

A1 & Attcus

=COUNT( [Beta][Two] => [0][0]:C[+1]R[+2] )

Name

=COUNT( [tag1][tag2] )

Name explicit row column

=COUNT( C[tag1]R[tag2] )

Name range

=COUNT( [Beta:Gamma][Two:Four] )

Name range - explicit row col

=COUNT( C[Beta:Gamma]R[Two:Four] )

Name range - alternate row c

=COUNT( [\$C|Beta:Gamma][SR|Two:Four] )

Hierarchy

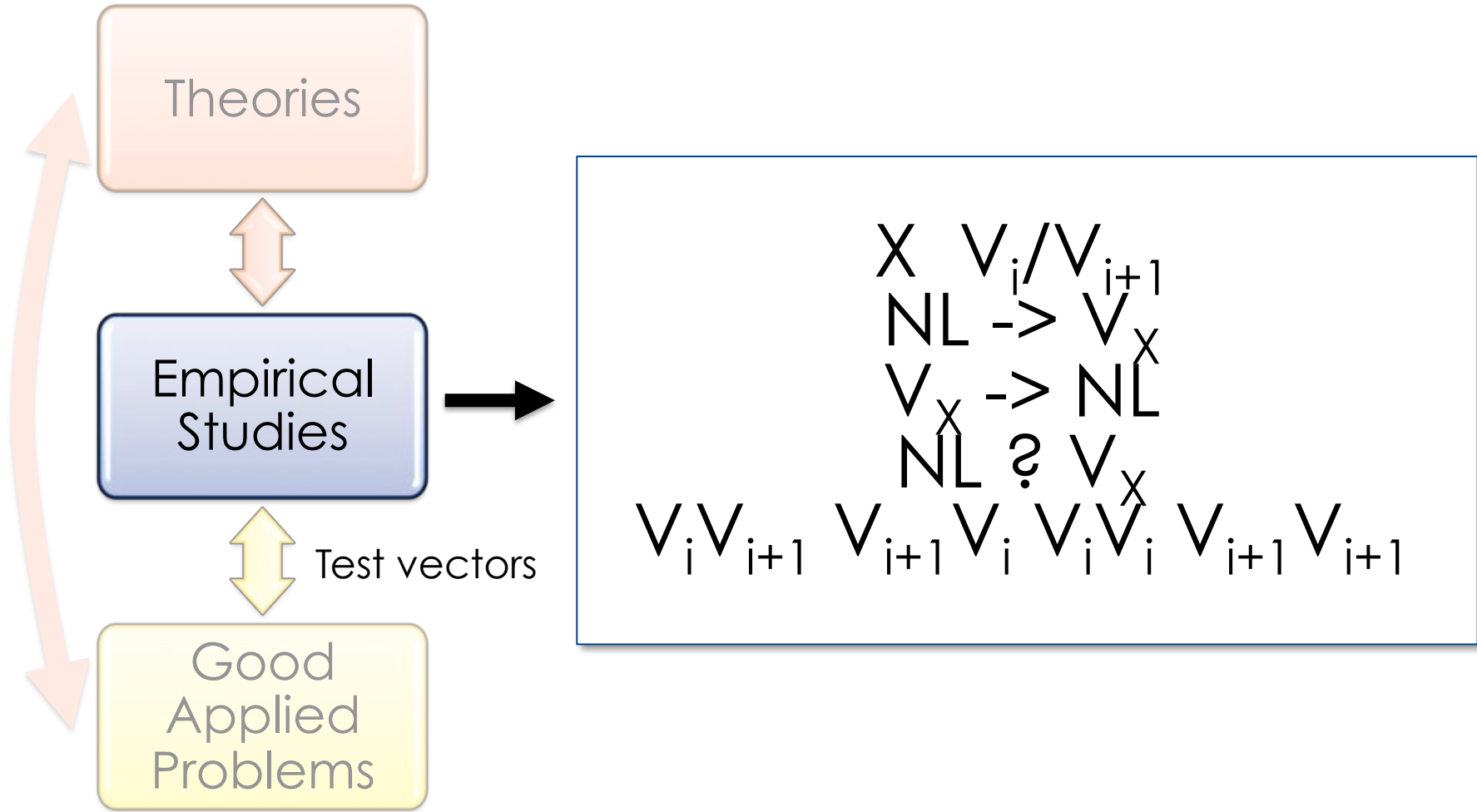
=COUNT( [Alpha.@Children][One.@Children] )

Hierarchy - explicit row column

=COUNT( C[Alpha.@Children]R[One.@Children] )

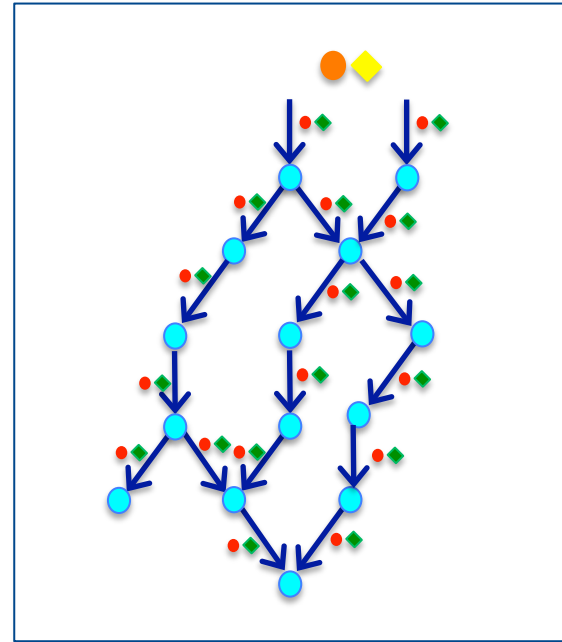
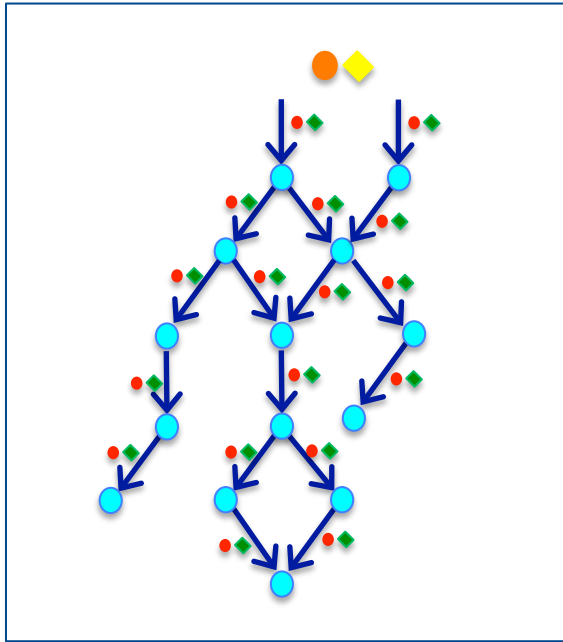
Concatative

= [C:D][3:5]@COUNT

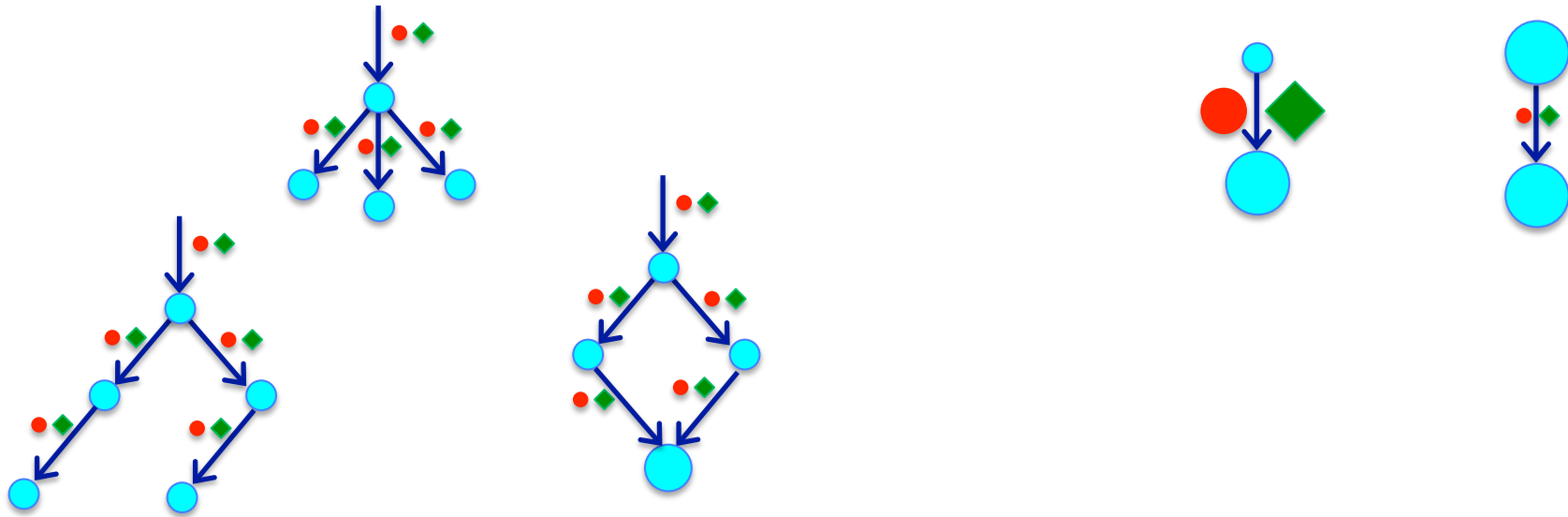


# Hypotheses

## Comparable Models



# Hypotheses Comparable Models




# Potential Theoretical Models

- ? Mental models, Cognitive fit
- ? Concept maps
- ? Hierarchical Bayesian Models of Cognition
- ? Ideal student (from intelligent tutoring systems)

# Hypotheses

- Testable Models of Language (PLP)
- Abstraction gradient (ZPD)
- Natural ordering of language, Spatial navigability, Numeracy (ICA)
- Language evolution = pattern capture (AL)
- Orthogonality, Motivation etc. (other)

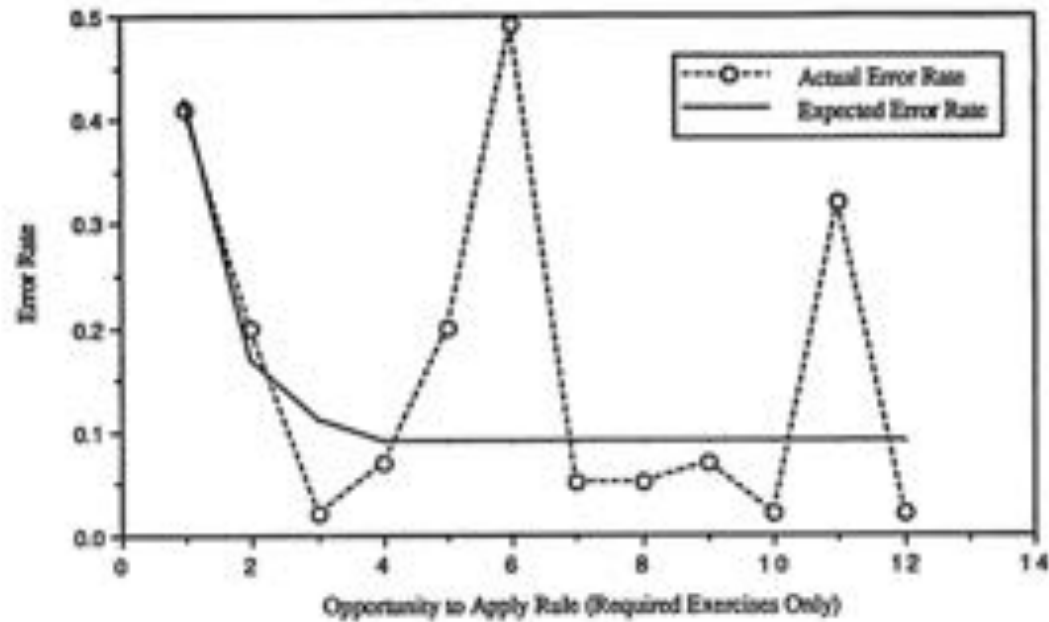


# Hypotheses Comparable Models

Parameter Estimates and Correlation Coefficient for  
the Twenty-One Rules in the Cognitive Model

|                       | pL0  | pT   | pG   | pS   | r    |
|-----------------------|------|------|------|------|------|
| Section 1             |      |      |      |      |      |
| Code Car              | 0.53 | 1.00 | 0.00 | 0.03 | 0.91 |
| Section 4             |      |      |      |      |      |
| Code Defun            | 0.80 | 0.99 | 0.10 | 0.05 | 0.73 |
| Declare Function Name | 0.86 | 0.44 | 0.04 | 0.07 | 0.54 |

# Hypothesis - Testable Models of Language (PLP)





# Hypothesis – Natural ordering

SOV 44 percent

SVO 35 percent

VSO 19 percent

VOS 2 percent

OVS 0 percent

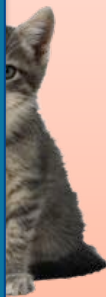
OSV 0 percent

# Hypothesis – Natural ordering

The mat was sat  
on by the cat



The mat  
by the cat  
was sat



Mmm

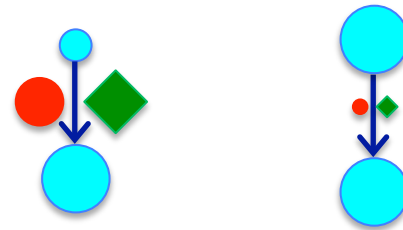
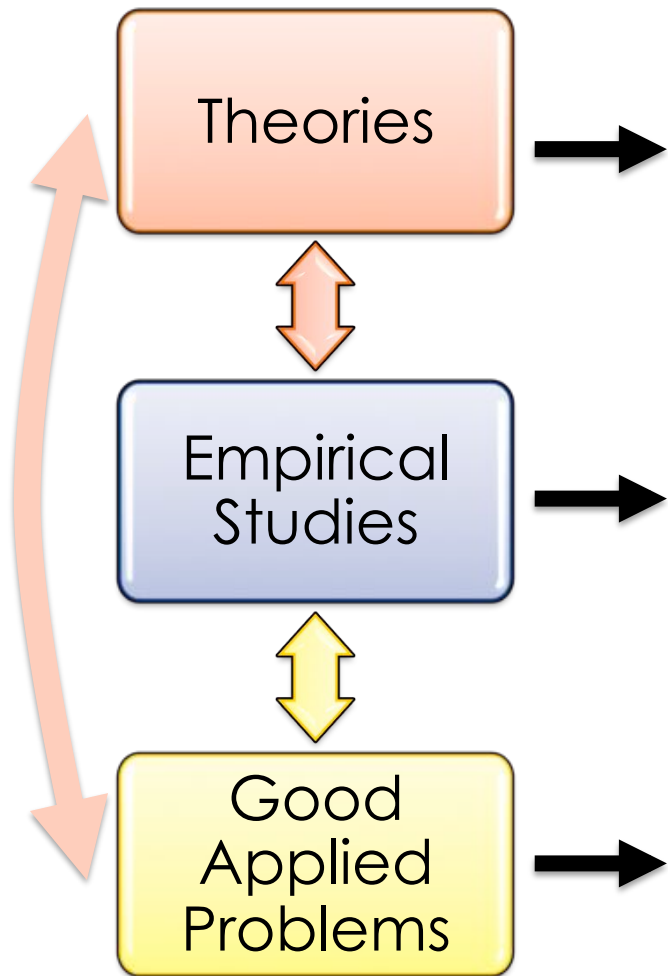


Language is the medium  
through which thoughts are  
communicated.

Our abstractions should be  
solid from a distance but  
permeable up close

“One language's patterns are  
the next ones features”

Richard Helm  
*Sydney Design Patterns SIG '96*



=IF(ISBLANK(C[-4]),IF(ISBLANK(C[-1]),C[-5],C[-1]),C[-4])  
 vs  
 =Last( NonBlank(C[-5,-1,-4]) )

Modelling  
 Spreadsheets

# References

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Corbett, A.T. & Anderson, J.R., 1993. Student modeling in an intelligent programming tutor. In Cognitive models and intelligent environments for learning programming. Springer, pp. 135–144.

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Display-based problems in spreadsheets: a critical incident and a design remedy. Hendry, D.G., 1995.

# The Prospects for Programming-Experience Design

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Questions?

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Towards a theory of  
Programming Language Design