



What is language technology in our time?

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Why this panel? /1

- A programming language is **a view of the world** that it aims to represent
- What the language allows you to say exists and what it can't just doesn't
 - ◆ Credits to Ludwig Wittgenstein
- I am not interested here in language syntax, but in in what you would call "**expressive power**"
 - ◆ What you can say with the language
 - ◆ Not how you do it

Why this panel? /2

- The language designer is the primary owner of that world view
 - ◆ The language technology has to put that into existence
 - ◆ In a manner that project the language world view toward the user
- How can this ever be done by language technology?
- What must the language technology include to do so?

Why this panel? /3

- (*Echo*) What must the language technology include to do so?
 - ◆ Libraries, patterns, frameworks, tutorials ...
 - ◆ Perhaps also some other immaterial elements
- All to draw the user into the language world view by force of
 - ◆ Ease
 - ◆ Evidence
 - ◆ Intellectual strength

Distinguished panellists

- Bertrand Meyer
 - ◆ Creator of Eiffel
- Franco Gasperoni
 - ◆ Co-founder of AdaCore
- Erhard Ploedereder
 - ◆ Educator and researcher in software engineering
- José María Martínez Rodríguez
 - ◆ Developer of industrial systems

Questions to the panellists

- What is “language technology” in our time?
- Has the view changed over time? If so, what were the drivers of the change?
- How should Ada respond to those changes?
- Does the response depend on the application domain or is it independent of it? In what way should Ada learn from the outside?

Rules of the game

- 10 to 12 minutes (strict) per panellist to make their initial statement
 - ◆ And possibly to answer some of the questions
- 15 minutes for the floor to react and argue with the panellists
- 2 minutes per panellist to make their final statement
- A scribe among us will try to draw some summary out of the discussion