

# Thriving in a polyglot world



Genesis 11:1–9 (KJV)

- 11 And the whole earth was of one language, and of one speech.
- 2 And it came to pass, as they journeyed from the east, that they found a plain in the land of Shinar; and they dwelt there.
- 3 And they said one to another, Go to, let us make brick, and burn them thoroughly. And they had brick for stone, and slime had they for mortar.
- 4 And they said, Go to, let us build us a city and a tower, whose top may reach unto heaven; and let us make us a name, lest we be scattered abroad upon the face of the whole earth.
- 5 And the Lord came down to see the city and the tower, which the children of men builded.
- 6 And the Lord said, Behold, the people is one, and they have all one language; and this they begin to do: and now nothing will be restrained from them, which they have imagined to do.
- 7 Go to, let us go down, and there confound their language, that they may not understand one another's speech.
- 8 So the Lord scattered them abroad from thence upon the face of all the earth: and they left off to build the city.
- 9 Therefore is the name of it called Babel; because the Lord did there confound the language of all the earth: and from thence did the Lord scatter them abroad upon the face of all the earth.

7. ἴππ ἄε ἴε ἄε ἴε ἴε ἴε ἴε ἴε.  
 8. ἴππ ἴεχ: ἴεεἴε ἴεεἴε, ἴεεἴε ἴεεἴε ἴεεἴε ἴεεἴε ἴεεἴε ἴεεἴε,  
 ἴππ ἴεεἴε ἴεεἴε.  
 9. ἴππ ἴεεἴε ἴεεἴε: ἴεεἴε, ἴεεἴεἴε ἴεεἴεἴε ἴππ ἴεεἴεἴεἴε.  
 10. ἴππ ἴεε ἴεε: ἴεε, ἴεε ἴεεἴε ἴππ ἴεεἴεἴεἴε ἴππ ἴεεἴεἴε  
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 ἴεεἴεἴεἴεἴε.  
 11. ἴππ ἴεε ἴεεἴε, ἴεεἴεἴεἴε ἴππ ἴεεἴεἴε ἴεε ἴεεἴε,  
 ἴππ ἴεε ἴεε.  
 12. ἴππ ἴεε ἴεε: ἴεε, ἴεε ἴεε ἴεε, ἴππ ἴεε ἴεε ἴεεἴεἴε ἴεε,  
 ἴππ ἴεεἴε ἴεε ἴεε ἴεεἴεἴε. ἴππ ἴεε ἴεεἴε ἴεεἴε  
 ἴεεἴε ἴεεἴεἴε ἴεε.  
 13. ἴεε, ἴεεἴεἴε ἴππ ἴεεἴεἴε ἴεεἴεἴεἴε, ἴεεἴεἴεἴεἴε.  
 14. ἴεε ἴεεἴε ἴππ ἴεεἴε ἴεε ἴεεἴε ἴεεἴε ἴεε, ἴππ ἴεε  
 ἴεεἴεἴεἴεἴε.  
 15. ἴεεἴεἴεἴεἴε ἴεεἴεἴεἴεἴεἴε, ἴεεἴεἴε ἴππ ἴεε ἴεε  
 ἴεεἴεἴεἴεἴε ἴεε, ἴππ ἴεεἴε ἴππ ἴεεἴεἴε ἴεεἴεἴεἴε  
 ἴεε.

And the whole earth was of one language, and of one speech.

And they said,  
Go to, let us build us a city, and a  
tower, whose top may reach unto  
heaven;  
and let us make us a name, lest we  
be scattered abroad upon the face  
of the whole earth.

And the LORD said, Behold, the people is one, and they have all one language; and this they begin to do: and now nothing will be restrained from them, which they have imagined to do.

Go to, let us go down, and there  
confound their language, that they  
may not understand one another's  
speech.

So the LORD scattered them  
abroad from thence upon the face of  
all the earth: and they left off to build  
the city.



Therefore is the name of it called Babel; because the LORD did there confound the language of all the earth: and from thence did the LORD scatter them abroad upon the face of all the earth.



But the Lord came down to see the city and the tower the people were building. The Lord said, "If as one people speaking the same language they have begun to do this, then nothing they propose to do will be impossible for them."

Genesis 11: 1-4



# SNOW CRASH

NEAL  
STEPHENSON

'Fast-forward free-style mall mythology for the twenty-first century'  
William Gibson

Hiro Protagonist  
Y.T.

Enki / Asherah

Sumerian/Glossolalia

machine code for the brain



Anthony Van Dick, via  
Google Art Project

I speak Spanish to God,

I speak Spanish to God,  
Italian to Women,



I speak Spanish to God,  
Italian to Women,  
French to Men,

I speak Spanish to God,  
Italian to Women,  
French to Men,  
and German to my Horse.

This is, basically, the  
Sapir-Whorf hypothesis



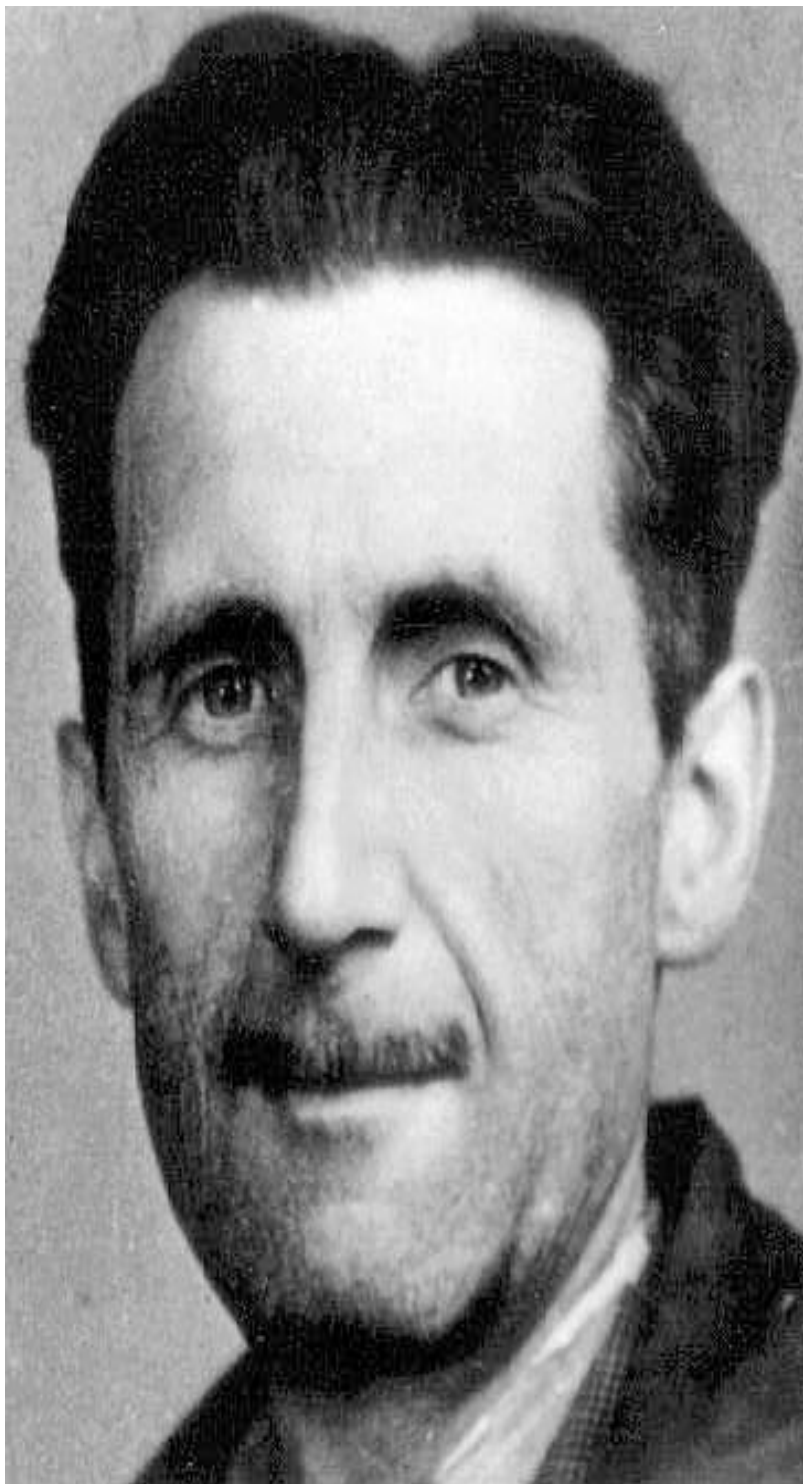
@hirojin

# Sapir-Whorf Hypothesis “Linguistic Relativity”

# Linguistic relativity

“The principle of linguistic relativity holds that **the structure of a language affects the ways in which its respective speakers conceptualize their world**, i.e. their world view, or otherwise influences their cognitive processes”

[http://en.wikipedia.org/wiki/Linguistic\\_relativity](http://en.wikipedia.org/wiki/Linguistic_relativity)



"The purpose of Newspeak was not only to provide a medium of expression for the world-view and mental habits proper to the ..., **but to make all other modes of thought impossible.** Its vocabulary was so constructed as to give exact and often very subtle expression to every meaning that a Party member could properly wish to express, while excluding all other meaning and also the possibility of arriving at them by indirect methods."

I speak Spanish to God,  
Italian to Women,  
French to Men,  
and German to my Horse.



ORLANDO LASSO FIAMINGO COMPOSIT. NASE L' ANO.  
1520. E MORI NELL 1593 FATTO CAVAGLIERE DA MASSMIL.  
IL IMPEP.



# Orlando de Lassos:

Born in Belgium

Moved to Italy aged 12

Traveled to France & England

Back to Holland

Court Composer in Bavaria

Wrote music in Italian, French, German, Dutch,  
Latin

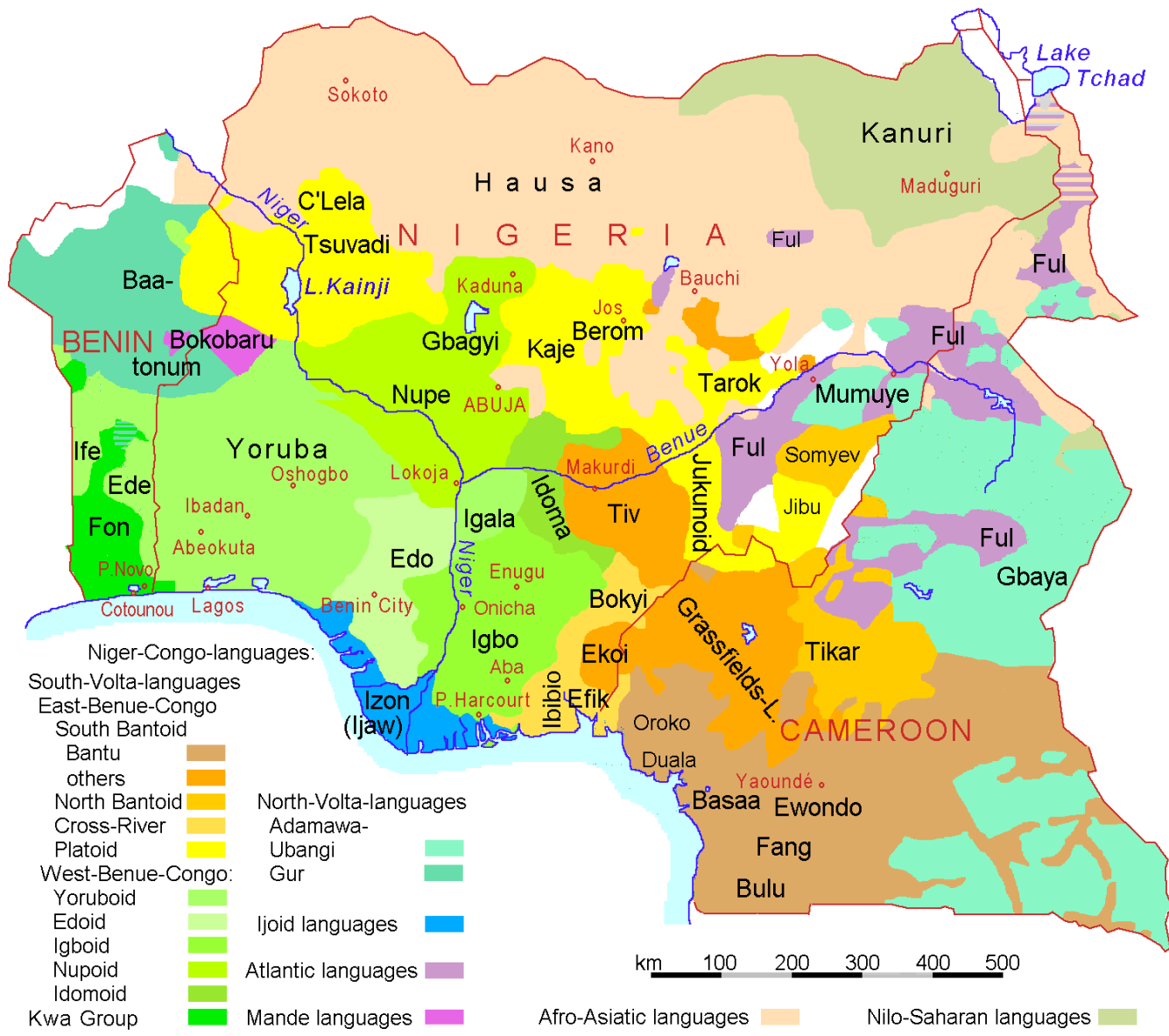
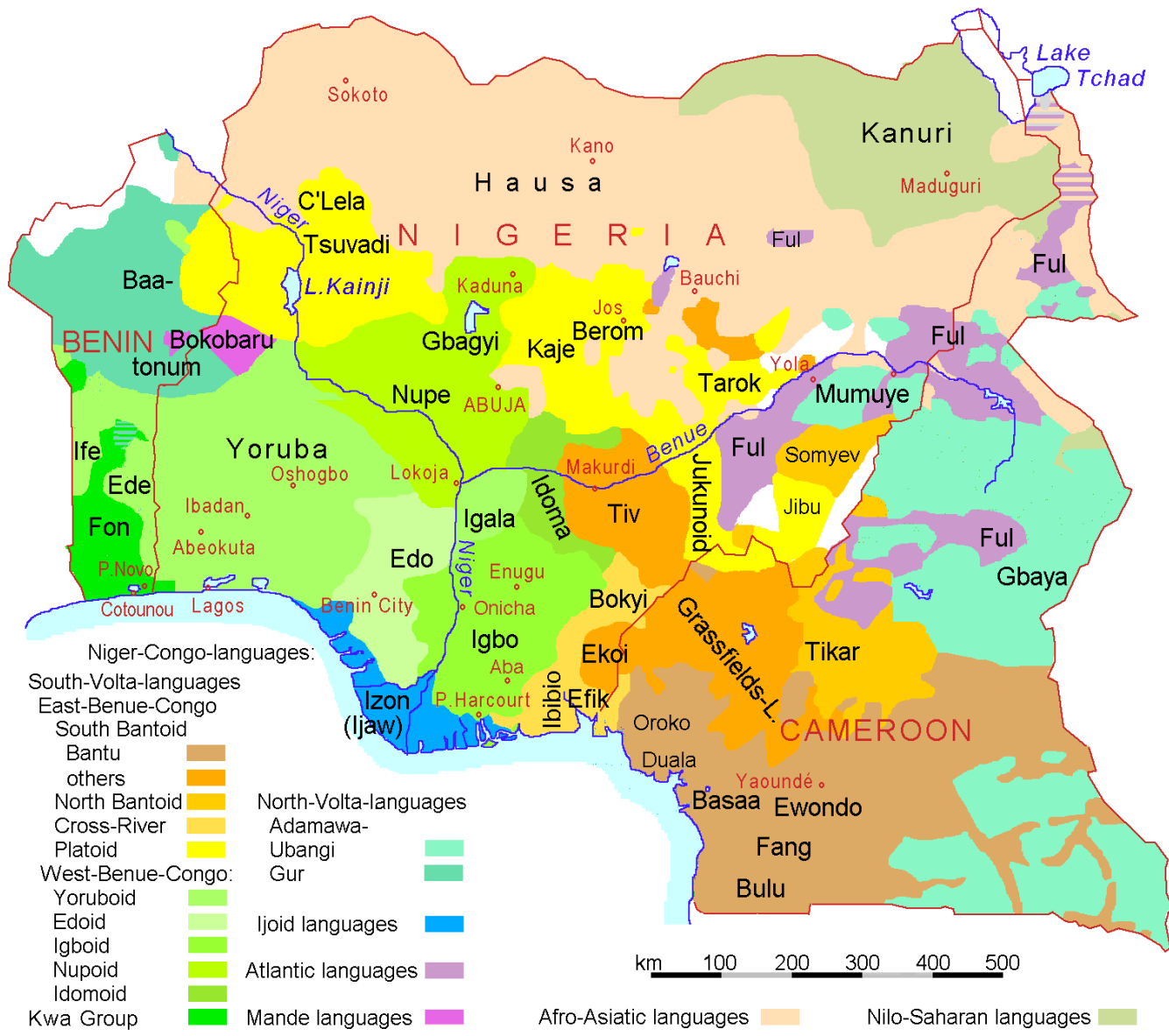
Being monolingual is  
not the norm  
in human history

Being monolingual is  
not the norm  
in modern society

[citation, please!]



174,000,000 people  
521 languages





# Benefits of multilingualism

# Delaying the onset of Alzheimer disease

## Bilingualism as a form of cognitive reserve

[Fergus I.M. Craik](#), PhD, [Ellen Bialystok](#), PhD, and [Morris Freedman](#), MD

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This article has been [cited by](#) other articles in PMC.

### Abstract

Go to:

**Objectives:** There is strong epidemiologic evidence to suggest that older adults who maintain an active lifestyle in terms of social, mental, and physical engagement are protected to some degree against the onset of dementia. Such factors are said to contribute to cognitive reserve, which acts to compensate for the accumulation of amyloid and other brain pathologies. We present evidence that lifelong bilingualism is a further factor contributing to cognitive reserve.

**Methods:** Data were collected from 211 consecutive patients diagnosed with probable Alzheimer disease

“There is strong epidemiologic evidence to suggest that older adults who maintain an active lifestyle in terms of social, mental, and physical engagement are protected to some degree against the onset of dementia. Such factors are said to contribute to cognitive reserve, which acts to compensate for the accumulation of amyloid and other brain pathologies. **We present evidence that lifelong bilingualism is a further factor contributing to cognitive reserve.**”

Learn  
More  
Languages!



It is practically impossible to teach good programming to students that have had a prior exposure to BASIC: as potential programmers they are mentally mutilated beyond hope of regeneration.

# **Languages affect cognition**

# Languages affect cognition

Across the board, object gender influenced the participants' judgments.

For example, the word “key” is masculine in German and feminine in Spanish. German speakers in the study tended to describe keys as *hard, heavy, jagged, metal, and useful*. Spanish speakers, on the other hand, used words such as *golden, intricate, little, lovely, and tiny* when describing keys.

# **Languages affect cognition**

Small, unnoticed features of language can influence our thoughts, sometimes in big ways. Knowing that, imagine how else language, culture, and society might affect our thoughts, feelings, and behaviors.





@hirojin

"A programming language is a tool that has a profound influence on our thinking habits"

- Edsger Dijkstra

```

org 100h

; set video mode
mov ax, 3      ; text mode 80x25, 16 colors, 8 pages (ah=0, al=3)
int 10h      ; do it!

; cancel blinking and enable all 16 colors:
mov ax, 1003h
mov bx, 0
int 10h

; set segment register:
mov ax, 0b800h
mov ds, ax

; print "hello world"
; first byte is ascii code, second byte is color code.

mov [02h], 'H'
mov [04h], 'e'
mov [06h], 'l'
mov [08h], 'l'
mov [0ah], 'o'
mov [0ch], ','
mov [0eh], 'W'
mov [10h], 'o'
mov [12h], 'r'
mov [14h], 'l'
mov [16h], 'd'
mov [18h], '!'

; color all characters:
mov cx, 12 ; number of characters.
mov di, 03h ; start from byte after 'h'

c: mov [di], 11101100b ; light red(1100) on yellow(1110)
   add di, 2 ; skip over next ascii code in vga memory.
   loop c

; wait for any key press:
mov ah, 0
int 16h

ret

```

```
/**
 * The HelloWorldApp class implements an application that
 * simply prints "Hello World!" to standard output.
 */
class HelloWorldApp {
    public static void main(String[] args) {
        System.out.println("Hello World!"); // Display the string.
    }
}
```

```
Python 2.7.6 (default, Mar 22 2014, 22:59:56)
```

```
Type "copyright", "credits" or "license" for more information.
```

```
IPython 1.2.1 -- An enhanced Interactive Python.
```

```
?          -> Introduction and overview of IPython's features.
```

```
%quickref -> Quick reference.
```

```
help       -> Python's own help system.
```

```
object?    -> Details about 'object', use 'object??' for extra details
```

```
In [1]: print "Hello, World!"
```

```
Hello, World!
```

You can't be a polyglot and make code that looks the same in all your languages. Approach each lang idiomatically, and embrace its strengths

Bryan Liles (@bryanl)

```
from abc import ABCMeta, abstractmethod, abstractproperty

class IWidget(object):
    __metaclass__ = ABCMeta

    @abstractproperty
    def thing(self):
        ''' get / set thing '''

    @abstractmethod
    def foobar(self):
        ''' is it better to foo, or to bar? '''

class AbstractWidgetFactoryManager(object):
    ....
```

```
from abc import ABCMeta, abstractmethod, abstractproperty

class IWidget(object):
    __metaclass__ = ABCMeta

    @abstractproperty
    def thing(self):
        ''' get / set thing '''

    @abstractmethod
    def foobar(self):
        ''' is it better to foo, or to bar? '''

class AbstractWidgetFactoryManager(object):
    ....
```



When in Rome...

Write C++ in C++,  
Java in Java,  
Python in Python.

# The Start of Polyglot Programming

(okay, Unix has always been slightly polyglot, with shells, sed, awk) – but even on Unix it didn't really kick off until Perl(yuck) came along

In the Windows World, we were stuck with C. Or C++. And huge great switch statements.

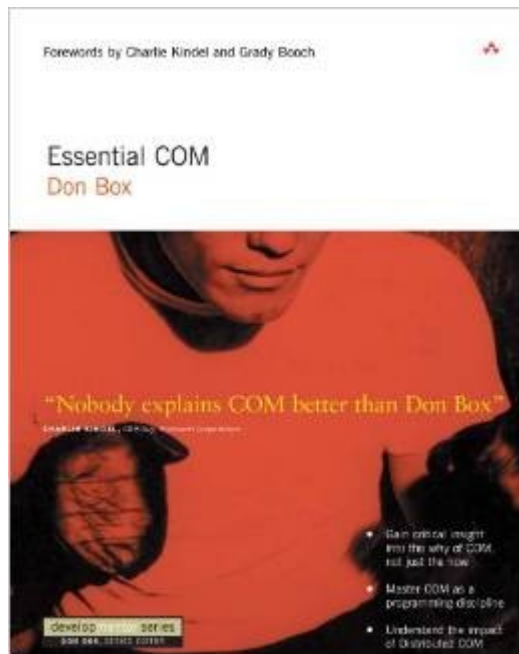
Of course, in theory, you could create dlls in  
different languages

- calling conventions
- object lifetimes

- even between compiler versions it could be  
tricky

Then came  
Visual Basic

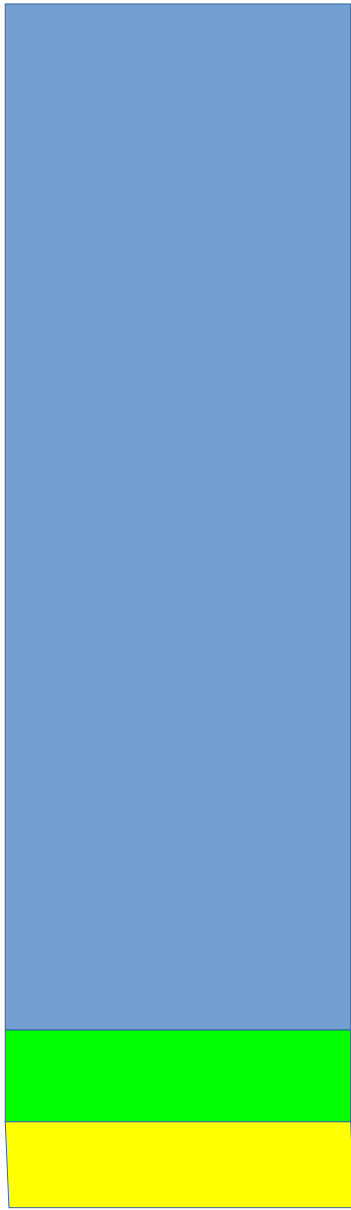
And COM, and OCXes, and Excel Addins



# Don Box Book: COM: A Really Elegant Concept

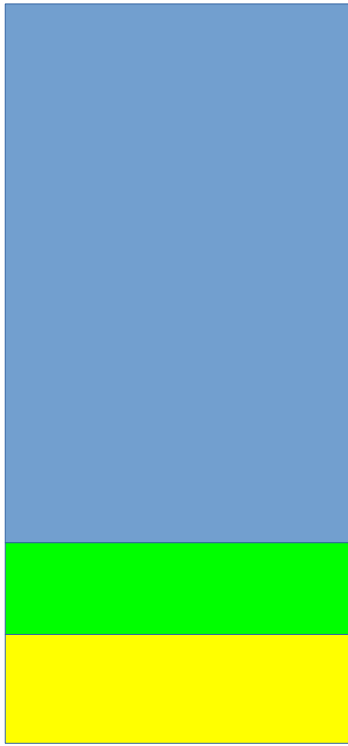


**COM: Horrid in Practice!**

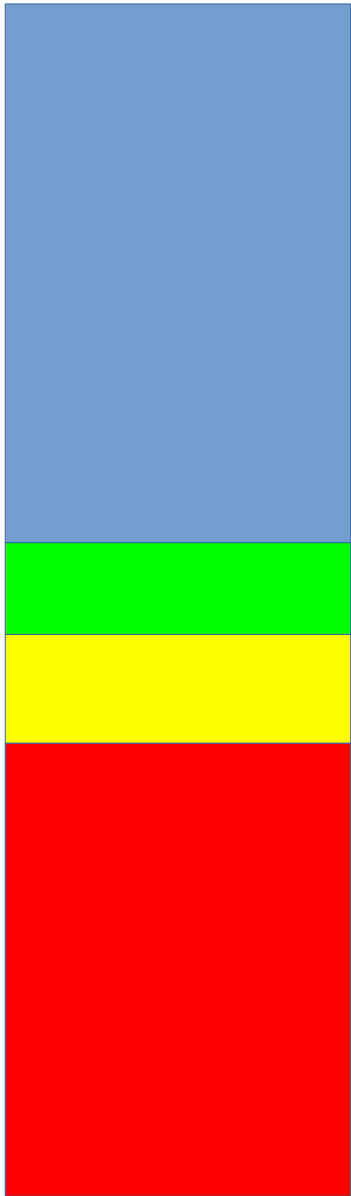


C++

SQL  
shell

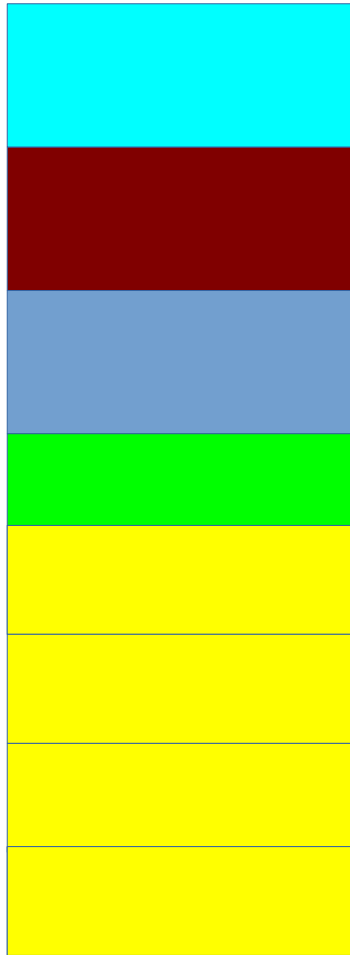


Java  
SQL  
shell



Java  
SQL  
shell

XML



HTML

CSS

JS

NOSQL

shell/docker/...

N+1

JS Frameworks

...



## Alternate Hard And Soft Layers

PatternForm Version:

**Aliases:** Scripting System, Interpreter, Extensible Middle Layer

**Problem:** The mapping between the primitives available and the driver that controls them is too static. Combinations of the primitives are

**Context:** The primitive elements of the system are used in a limited but effective way. The applications serve existing needs using well-known patterns. Integrating the new needs into the system depends in part on the changes to the work flow that supporting the new features produces.

**Forces:** A context for rapid experimentation and novel functionality requires new infrastructure. New data types must be created to accommodate the new needs, which may markedly reduce efficiency of the existing system functions.

**Solution:** Build an extensible interpreter environment that makes all the primitive elements of the existing system available via universal classes.

**Resulting Context:** A single generic driver system provides an entry point for a data type that relates the combinations and relationships of the primitives. A much larger context has been created at the same time.

Hard	Difficult to change
Soft	Flexible, but can be slow
Hard	Optimised for speed

UI	Java
Business logic	Python
Numerics	C



User Programs	Excel Functions
Excel	Excel
Business logic	Python
Numerics	C/Numpy

# Python C API example

```
#include <Python.h>  
#include <math.h>
```

# Python C API example

```
#include <Python.h>
#include <math.h>
/* mapped cosine function */
static PyObject* cos_func(PyObject* self, PyObject* args)
{
    double value;
    double answer;
```

# Python C API example

```
#include <Python.h>
#include <math.h>
/* mapped cosine function */
static PyObject* cos_func(PyObject* self, PyObject* args)
{
    double value;
    double answer;
    /* parse the input, from python float to c double */
    if (!PyArg_ParseTuple(args, "d", &value))
        return NULL;
    /* if the above function returns -1, an appropriate Python exception will
     * have been set, and the function simply returns NULL
     */
}
```

# Python C API example

```
#include <Python.h>
#include <math.h>
/* mapped cosine function */
static PyObject* cos_func(PyObject* self, PyObject* args)
{
    double value;
    double answer;
    /* parse the input, from python float to c double */
    if (!PyArg_ParseTuple(args, "d", &value))
        return NULL;
    /* if the above function returns -1, an appropriate Python exception will
     * have been set, and the function simply returns NULL
     */
    /* construct the output from cos, from c double to python float */
    return Py_BuildValue("f", answer);
}
```

# Python C API example

```
/* define functions in module */
static PyMethodDef CosMethods[] =
{
    {"cos_func", cos_func, METH_VARARGS, "evaluate the cosine"},
    {NULL, NULL, 0, NULL}
};

/* module initialization */
PyMODINIT_FUNC
initcos_module(void)
{
    (void) Py_InitModule("cos_module", CosMethods);
}
```

# Python C API example

```
#include <Python.h>
#include <math.h>
/* mapped to cos function */
static PyObject* cos_func(PyObject* self, PyObject* args)
{
    double value;
    double answer;
    /* parse the input, from python float to c double */
    if (!PyArg_ParseTuple(args, "d", &value))
        return NULL;
    /* if the above function returns -1, an appropriate Python exception will
     * have been set, and the function simply returns NULL
     */

    /* call cos from libm */
    answer = cos(value);

    /* construct the output from cos, from c double to python float */
    return Py_BuildValue("f", answer);
}
```

# Python ctypes

```
>>> from ctypes import *
>>> print windll.kernel32
<WinDLL 'kernel32', handle ... at ...>
>>> print cdll.msvcrt
<CDLL 'msvcrt', handle ... at ...>
>>> libc = cdll.msvcrt
>>>
```

```
>>> print libc.time(None)
1150640792
>>> print hex(windll.kernel32.GetModuleHandleA(None))
0x1d000000
>>>
```



# Swig python example

```
/* example.i */
%module example
%{
/* Put header files here or function declarations like below */
extern double My_variable;
extern int fact(int n);
extern int my_mod(int x, int y);
extern char *get_time();
%}

extern double My_variable;
extern int fact(int n);
extern int my_mod(int x, int y);
extern char *get_time();
```

# Swig python example

```
/* example.i */
%module example
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extern char *get_time();
%}

extern double My_variable;
extern int fact(int n);
extern int my_mod(int x, int y);
extern char *get_time();
```

# Boost python example

```
#include <iostream>

using namespace std;

void say_hello(const char* name) {
    cout << "Hello " << name << "!\n";
}

#include <boost/python/module.hpp>
#include <boost/python/def.hpp>
using namespace boost::python;

BOOST_PYTHON_MODULE(hello)
{
    def("say_hello", say_hello);
}
```

# Cython python example

```
def fibonacci(n):  
    ''' calculates the first n numbers in the fibonacci series '''  
    assert n > 0, "don't be silly, n must be > 0"  
    assert n > 2, "surely you can work out the first two yourself?"  
  
    fibo = [1, 1]  
    for _ in range(2, n):  
        fibo.append(fibo[-2] + fibo[-1])  
  
    return fibo
```

# Cython python example

```
def test_fibo_function(f):  
    def check_equal(lhs, rhs):  
        assert lhs == rhs, "%s != %s" % (lhs, rhs)  
  
    check_equal(f(3), [1, 1, 2])  
    check_equal(f(8), [1, 1, 2, 3, 5, 8, 13, 21])  
    print f.__name__, "passed"
```

# Cython python example

```
def fibonacci(n):  
    ''' calculates the first n numbers in the fibonacci series '''  
    assert n > 0, "don't be silly, n must be > 0"  
    assert n > 2, "surely you can work out the first two yourself?"  
  
    fibo = [1, 1]  
    for _ in range(2, n):  
        fibo.append(fibo[-2] + fibo[-1])  
  
    return fibo
```

# Cython python example

```
from distutils.core import setup
from Cython.Build import cythonize

setup(
    ext_modules = cythonize("cython_fibo.py")
)

python setup.py build_ext --inplace
```

# Cython python example

```
In [11]: import python_fibo, cython_fibo
```

```
In [12]: %timeit python_fibo.fibonacci(100)
10000 loops, best of 3: 23.4 µs per loop
```

```
In [13]: %timeit cython_fibo.fibonacci(100)
100000 loops, best of 3: 9.41 µs per loop
```



# Cython python example

```
/* Generated by Cython 0.20.1post0 (Debian 0.20.1+git90-g0e6e38e-1ubuntu2) on Thu Apr 16 08:30:31 2015 */
```

```
#define PY_SSIZE_T_CLEAN
#ifndef CYTHON_USE_PYLONG_INTERNALS
#ifdef PYLONG_BITS_IN_DIGIT
#define CYTHON_USE_PYLONG_INTERNALS 0
#else
#include "pyconfig.h"
#ifdef PYLONG_BITS_IN_DIGIT
#define CYTHON_USE_PYLONG_INTERNALS 1
#else
#define CYTHON_USE_PYLONG_INTERNALS 0
#endif
#endif
#endif
#include "Python.h"
#ifndef Py_PYTHON_H
    #error Python headers needed to compile C extensions, please install development version of Python.
#elif PY_VERSION_HEX < 0x02040000
    #error Cython requires Python 2.4+.
"cython_fibo.c" 3380L, 134148C
```

1,1

Top

# Cython python example

```
def fibonacci(int n):
    ''' calculates the first n numbers in the fibonacci series'''
    assert n > 0, "don't be silly, n must be > 0"
    assert n > 2, "surely you can work out the first two yourself?"

    cdef int i
    fibo = [1, 1]
    for i in range(2, n):
        fibo.append(fibo[-2] + fibo[-1])

    return fibo
```

# Cython python example

```
In [14]: import cython_fibo2
```

```
In [15]: %timeit python_fibo.fibonacci(100)
10000 loops, best of 3: 24.6 µs per loop
```

```
In [16]: %timeit cython_fibo.fibonacci(100)
100000 loops, best of 3: 8.16 µs per loop
```

```
In [17]: %timeit cython_fibo2.fibonacci(100)
100000 loops, best of 3: 6.97 µs per loop
```

Good artists copy;  
great artists steal.

**The easiest way to build an interface...**

**... is to use one that's already built.**

# numpy

```
In [12]: import numpy as np
```

```
In [13]: np.log(np.arange(1, 360, 5))
```

```
Out[13]:
```

```
array([ 0.          ,  1.79175947,  2.39789527,  2.77258872,  3.04452244,  
        3.25809654,  3.4339872  ,  3.58351894,  3.71357207,  3.8286414  ,  
        3.93182563,  4.02535169,  4.11087386,  4.18965474,  4.26267988,  
        4.33073334,  4.39444915,  4.4543473  ,  4.51085951,  4.56434819,  
        4.61512052,  4.66343909,  4.7095302  ,  4.75359019,  4.79579055,  
        4.83628191,  4.87519732,  4.91265489,  4.94875989,  4.98360662,  
        5.01727984,  5.04985601,  5.08140436,  5.11198779,  5.14166356,  
        5.170484   ,  5.19849703,  5.22574667,  5.25227343,  5.27811466,  
        5.30330491.  5.32787617.  5.35185813.  5.37527841.  5.3981627  .
```

# PyXLL example

```
from pyxll import xl_func

@xl_func("string name: string", thread_safe=True)
def hello(name):
    """return a familiar greeting"""
    return "Hello, %s" % name

@xl_func("int n: int", category="fibonacci", thread_safe=True)
def fibonacci(n):
    """naive iterative implementation of fibonacci"""
    a, b = 0, 1
    for i in xrange(n):
        a, b = b, a + b
    return a
```



# Rcpp / Rinline examples

```
#include <Rcpp.h>
using namespace Rcpp;
#include <algorithm>

// [[Rcpp::export]]
double vectorSum(NumericVector x) {
    return std::accumulate(x.begin(), x.end(), 0.0);
}
```

```
require (inline)
```

```
src <- "  
int n = as<int>(ns);  
int fact = 1;  
  for (int i = 1; i < n; ++i)  
    fact *= i;  
  return wrap(fact);  
"
```

```
fact <- cxxfunction(signature(ns = "integer"),  
                    plugin = "Rcpp",  
                    body = src)
```

Great!

# Impedance Mismatch

Another term we've stolen from engineering

Hard	Difficult to change
Soft	Flexible, but can be slow
Hard	Optimised for speed

Hard	Difficult to change
Soft	Flexible, but can be slow
Hard	Optimised for speed



# Impedance Mismatch

Different Skillsets

Different Ways of Thinking

Different Levels

Context Switching / Debugging

The logo for the Julia programming language, featuring the word "julia" in a bold, lowercase, sans-serif font. The letter 'j' has a blue dot above it. The letter 'i' has a red dot above it. The letter 'l' has a green dot above it. The letter 'i' has a purple dot above it. The letter 'a' has a purple dot above it.

**julia**

Julia is a high-level, high-performance dynamic programming language for technical computing, with syntax that is familiar to users of other technical computing environments. It provides a sophisticated compiler, distributed parallel execution, numerical accuracy, and an extensive mathematical function library. The library, largely written in Julia itself, also integrates mature, best-of-breed C and Fortran libraries for linear algebra, random number generation, signal processing, and string processing. In addition, the Julia developer community is contributing a number of external packages through Julia's built-in package manager at a rapid pace. IJulia, a collaboration between the IPython and Julia communities, provides a powerful browser-based graphical notebook interface to Julia.

```
function mandel(z)
    c = z
    maxiter = 80
    for n = 1:maxiter
        if abs(z) > 2
            return n-1
        end
        z = z^2 + c
    end
    return maxiter
end

function randmatstat(t)
    n = 5
    v = zeros(t)
    w = zeros(t)
    for i = 1:t
        a = randn(n,n)
        b = randn(n,n)
        c = randn(n,n)
        d = randn(n,n)
        P = [a b c d]
        Q = [a b; c d]
        v[i] = trace((P.'*P)^4)
        w[i] = trace((Q.'*Q)^4)
    end
    std(v)/mean(v), std(w)/mean(w)
end
```

bk@xk7.com

@georgebernhard (play)

@numericalR (work)