

# 50+ Years of Digital Transformation

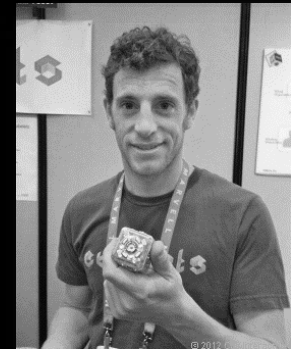
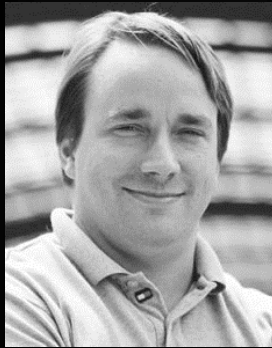
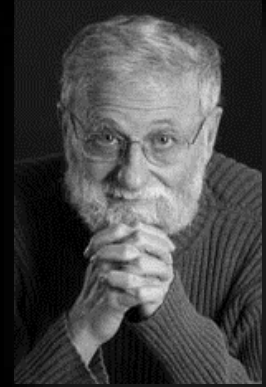
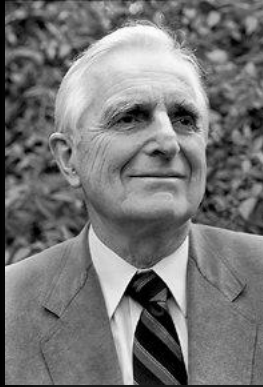
Mike Amundsen,  
API Academy at CA  
@mamund



***What concepts and ideas have influenced computing systems?***

***How have these ideas affected the way we think of the Web today?***

# There is much we can learn from our history...



# Early Concepts

# Vannevar Bush

- *Memex, 1945*
- *Key project leader on the Manhattan Project to build the first nuclear bomb.*
- *“A memex ...is an enlarged intimate supplement to ... memory.”*

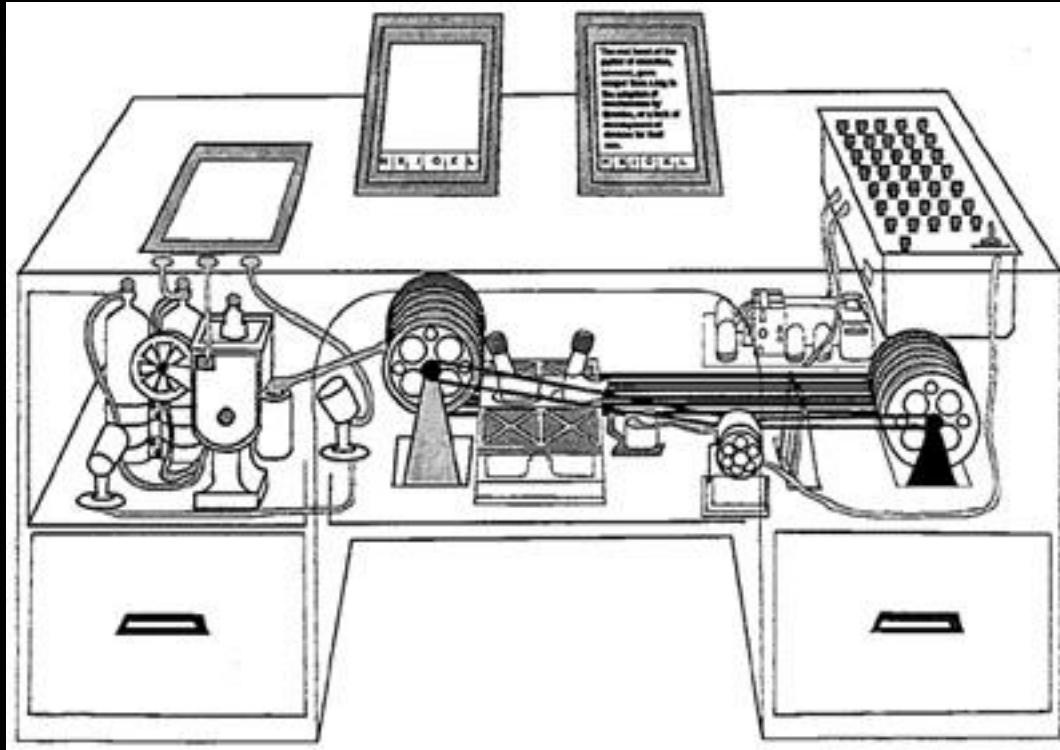


# Vannevar Bush

*“With one item in its grasp, [the mind] snaps instantly to the next that is suggested by the association of thoughts, in accordance with some intricate web of trails carried by the cells of the brain.”*

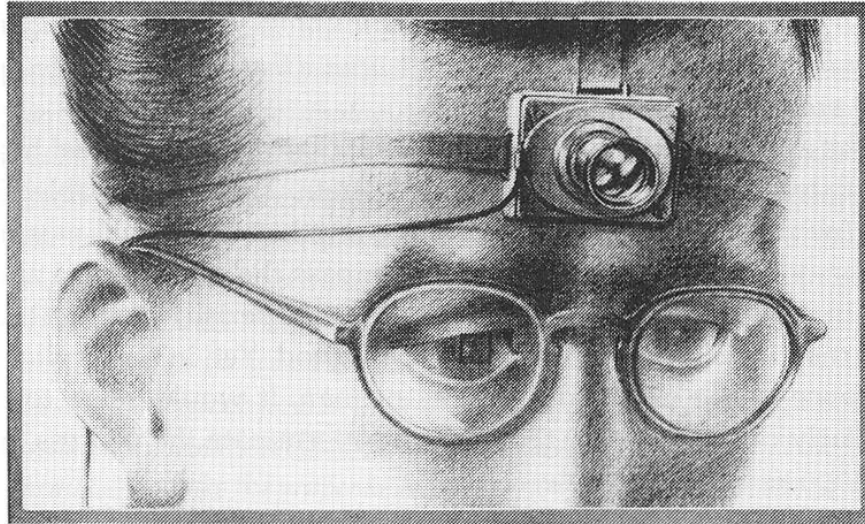


# Vannevar Bush - Memex





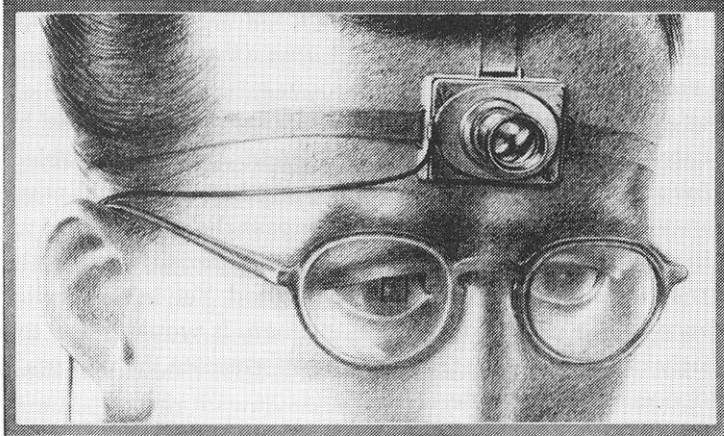
# Vannevar Bush - Memex



A scientist of the future records experiments with a tiny camera fitted with universal-focus lens. The small square in the eyeglass at the left sights the object (*LIFE* 19(11), p. 112).



# Vannevar Bush - Memex



A scientist of the future records experiments with a tiny camera fitted with universal-focus lens. The small square in the eyeglass at the left sights the object (*LIFE* 19(11), p. 112).



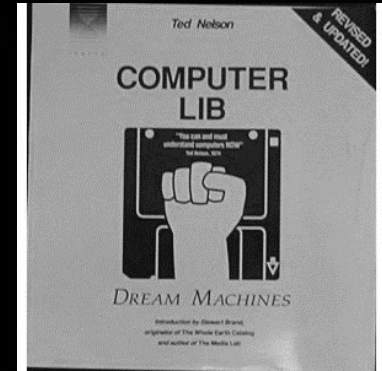
# Vannevar Bush

*Mimic human linking using a machine*



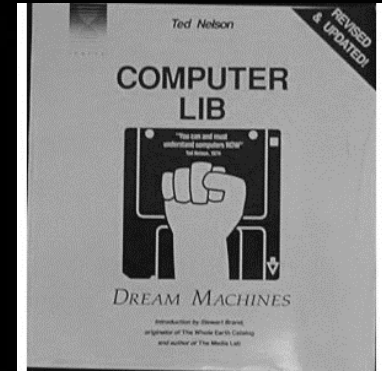
# Ted Nelson

- *Hypertext, 1963*
- *Identified and popularized early “cyber-culture” in 1979 book “Computer Lib/Machine Dreams”*

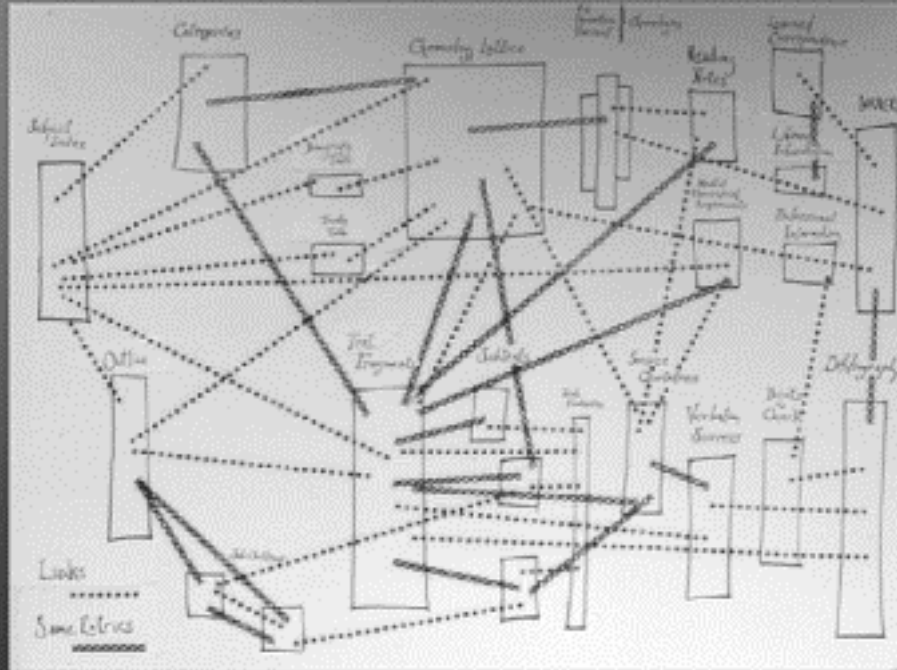


# Ted Nelson

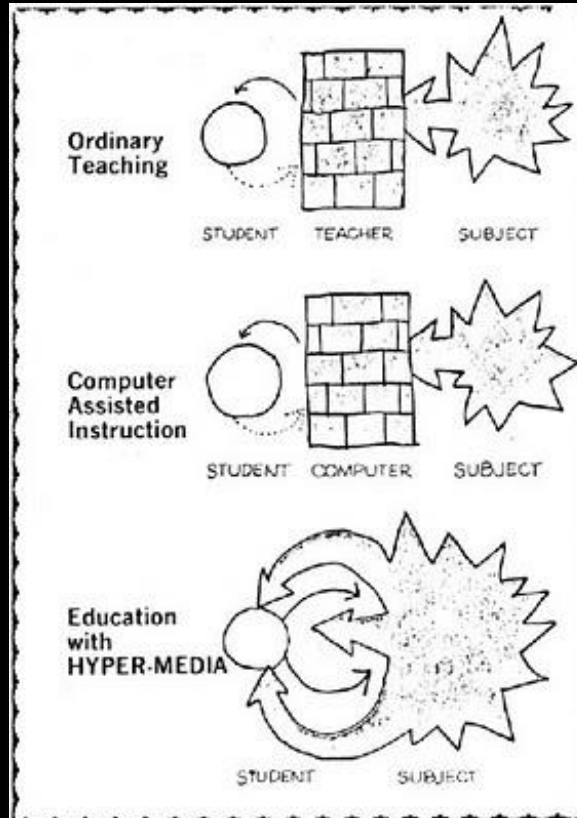
*“If computers are the wave of the future, displays are the surfboards.”*



# Ted Nelson - Hypertext



# Ted Nelson - Hypertext



# Ted Nelson - Hypertext

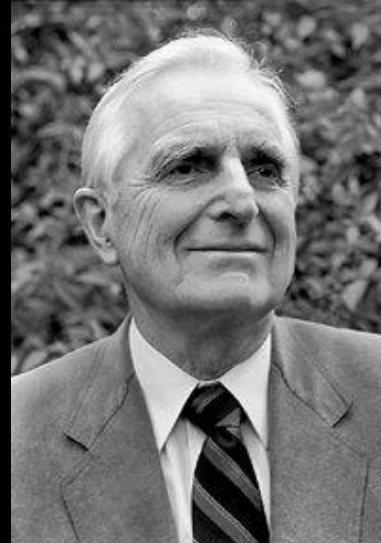
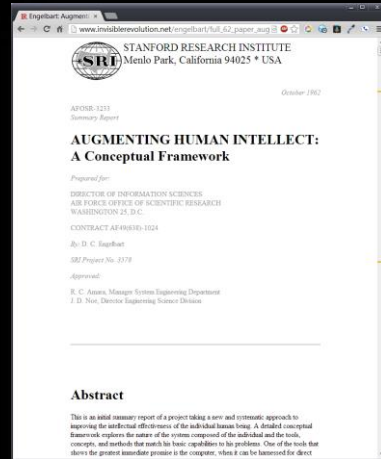
*Describe how linking works in a network.*





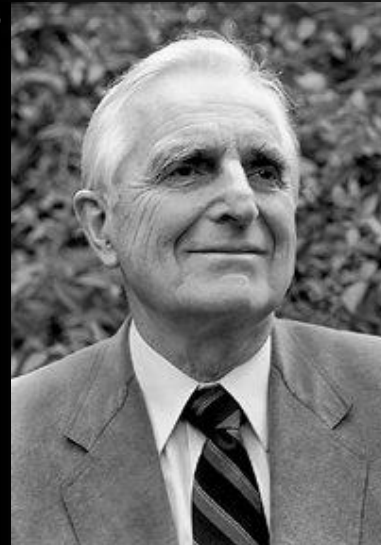
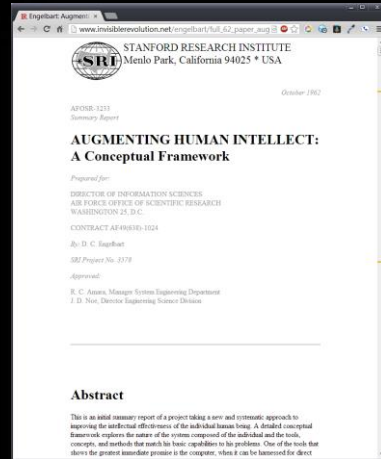
# Douglas Engelbart

- *Computer mouse, 1965*
- *Key to creating the ARPANET while at Stanford Research Institute (SRI).*
- *“Augmenting Human Intellect”, 1962*

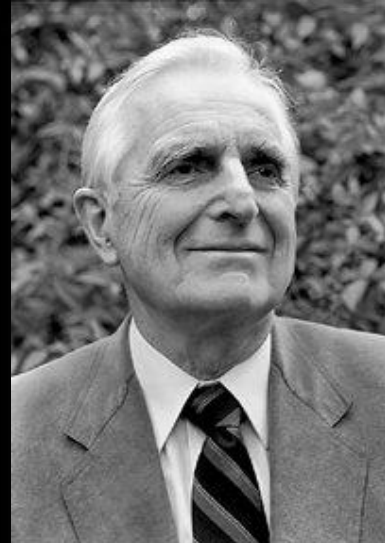
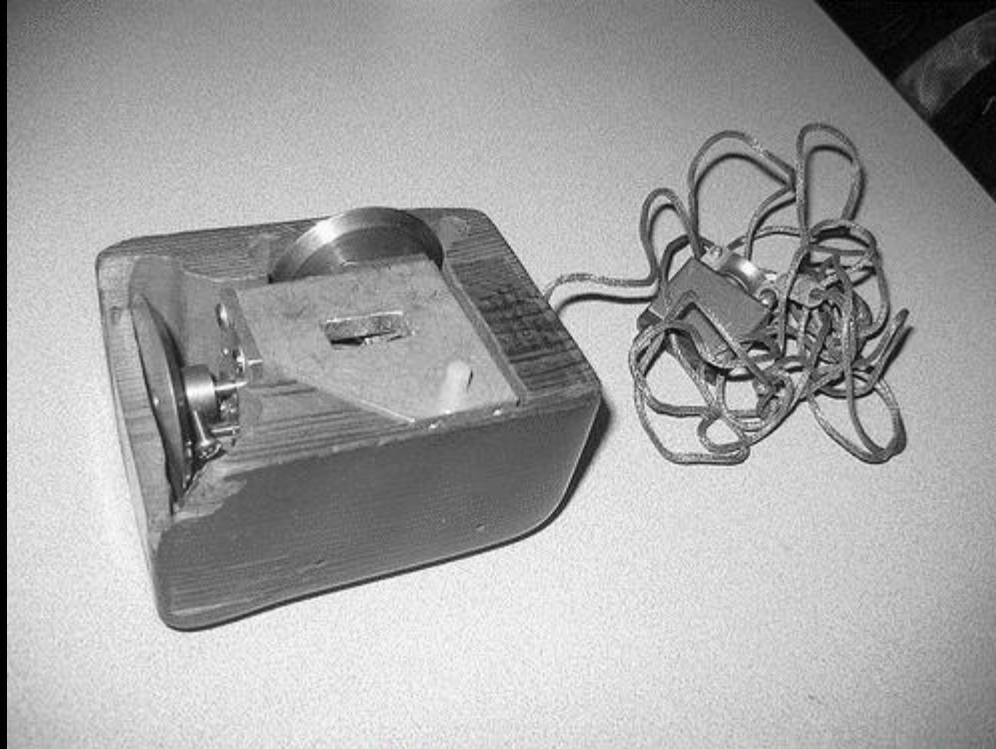


# Douglas Engelbart

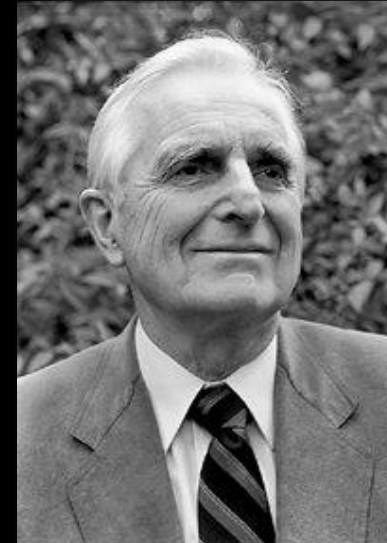
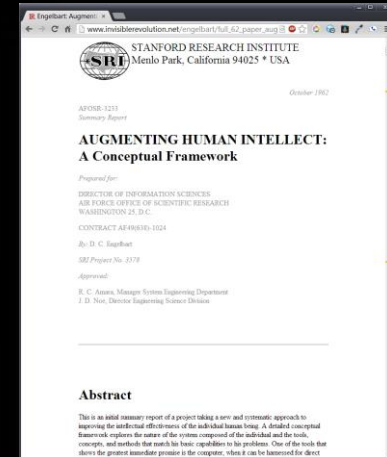
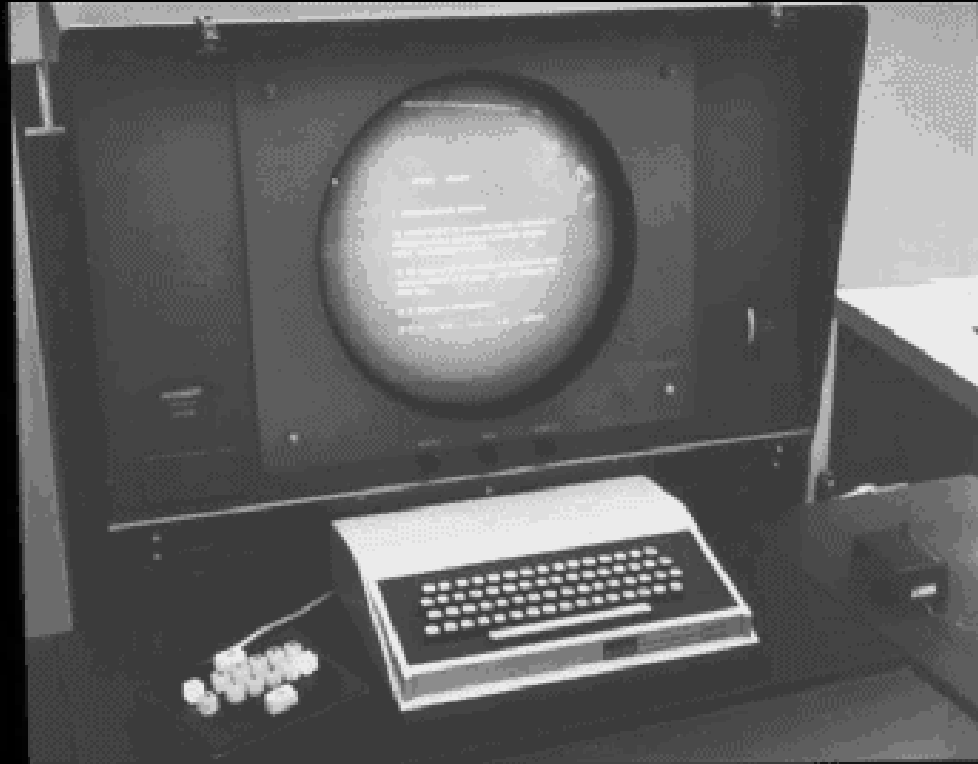
*“[A] new and systematic approach to improving the intellectual effectiveness of the individual human being ... One of the tools that shows the greatest immediate promise is the computer.”*



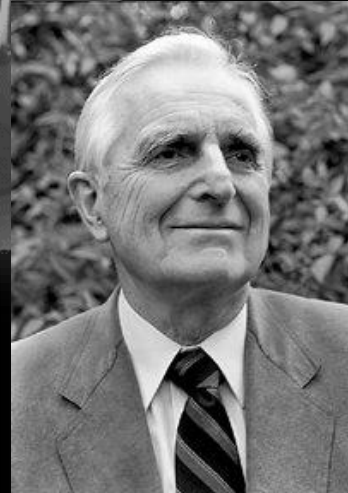
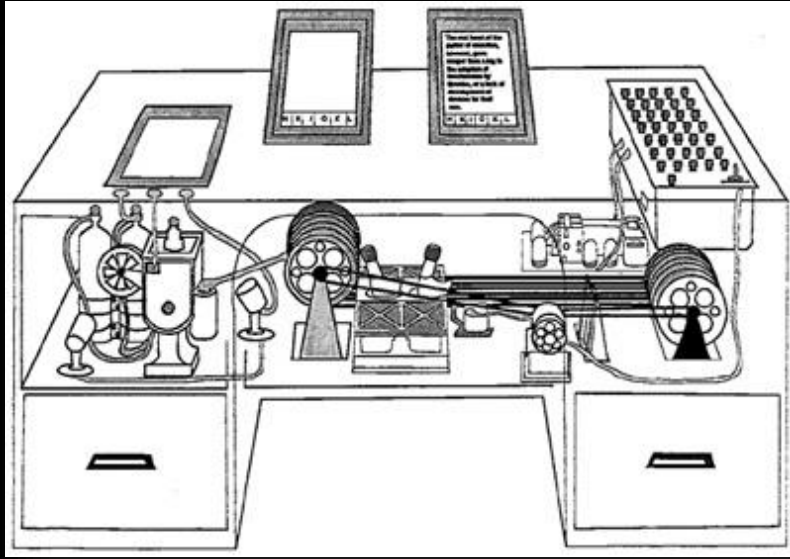
# Douglas Engelbart - Mouse



# Douglas Engelbart - Mouse

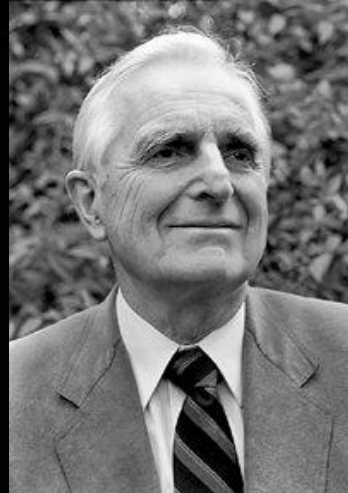


# Douglas Engelbart - Mouse



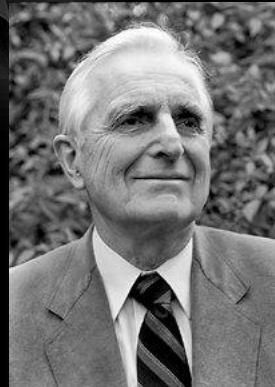
# Douglas Engelbart - Mouse

*Build the hardware that makes the linked network possible.*



# Early Concepts

- **Bush (1945)**  
*Mimic human linking using a machine*
- **Nelson (1963)**  
*Describe how linking works in a network*
- **Engelbart (1965)**  
*Build the hardware that makes the linked network possible*





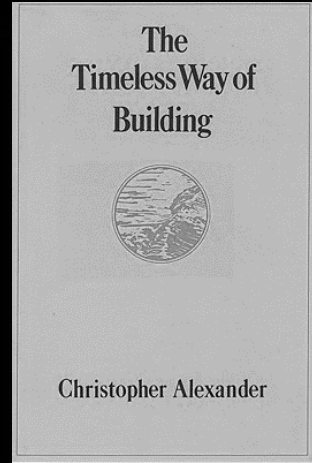
# Affected Systems





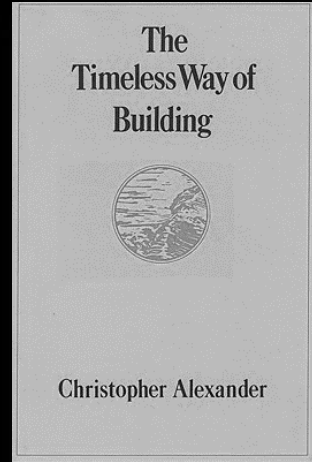
# Christopher Alexander

- *The Timeless Way of Building, 1979*
- *Father of the “patterns” movement*
- *“Complexity is one of the great problems in design.”*

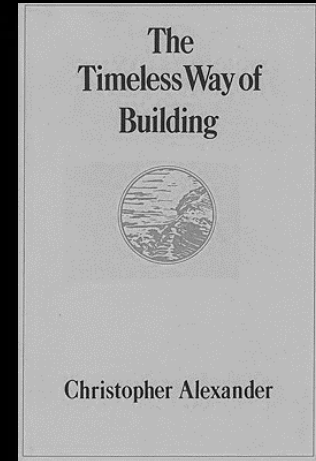
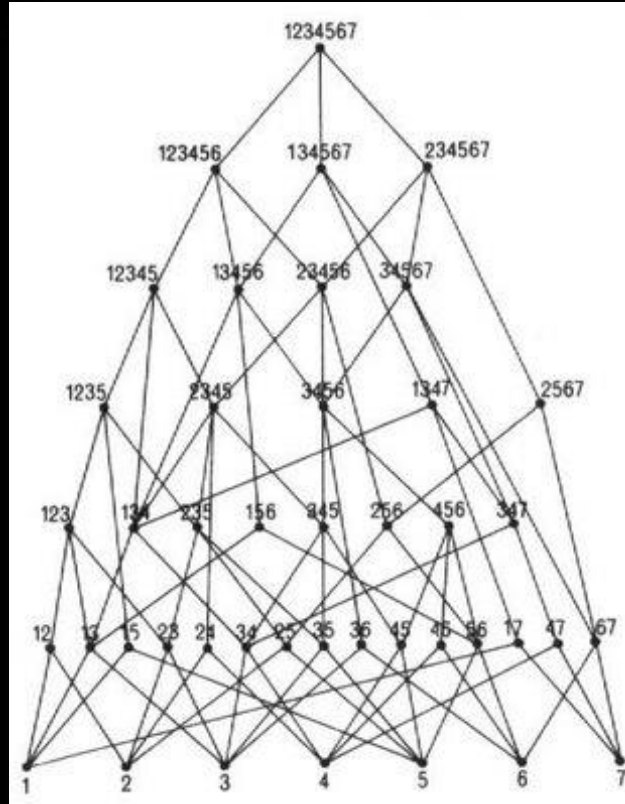


# Christopher Alexander

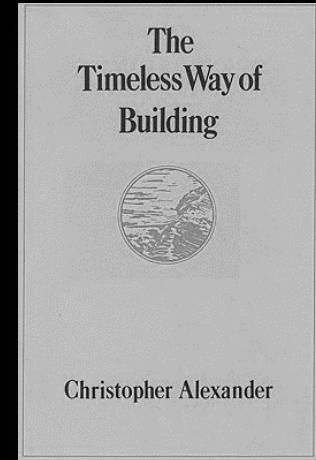
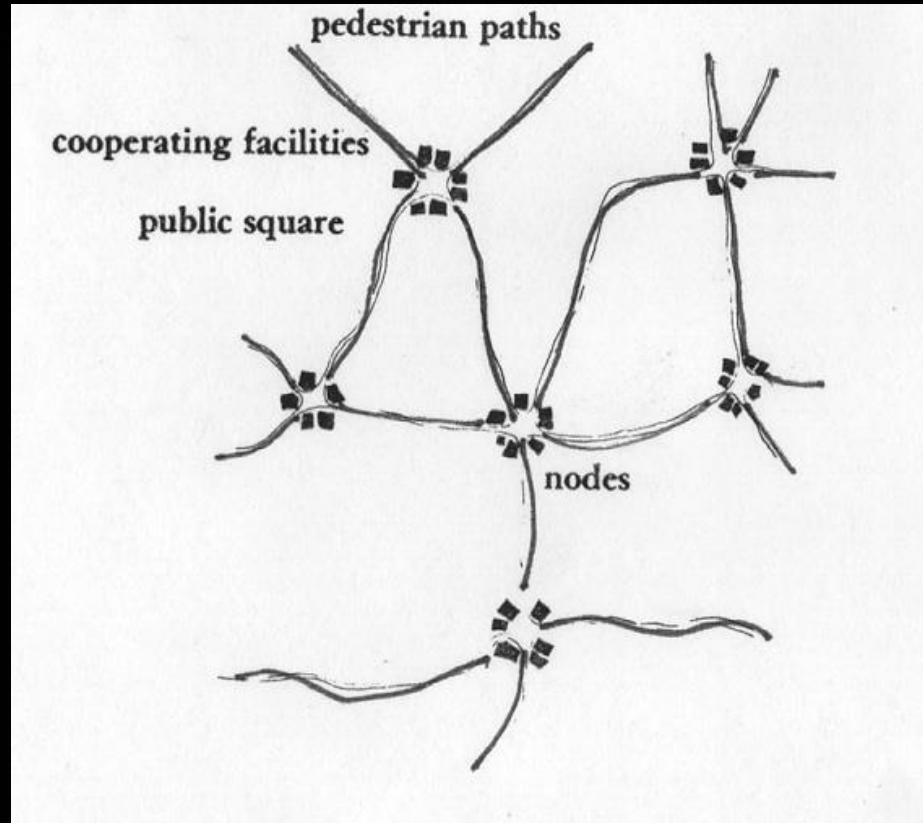
*“There is one timeless way of building. It is a thousand years old, and the same today as it has ever been. The great traditional buildings of the past, the villages and tents and temples in which man feels at home, have always been made by people who were very close to the center of this way.”*



# Christopher Alexander - Patterns



# Christopher Alexander - Patterns



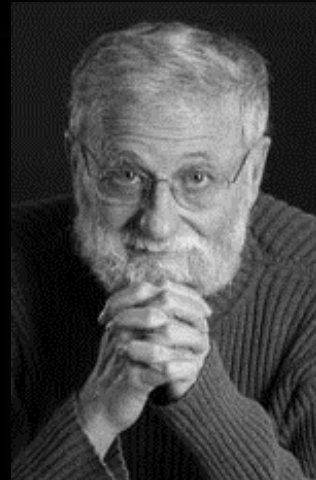
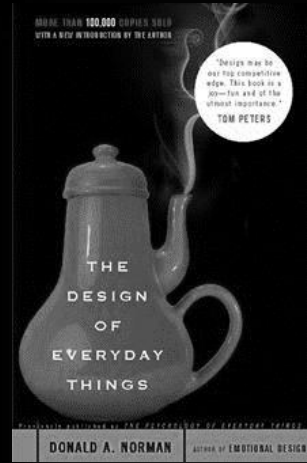
# Christopher Alexander - Patterns

*Recognize patterns for thinking and acting.*



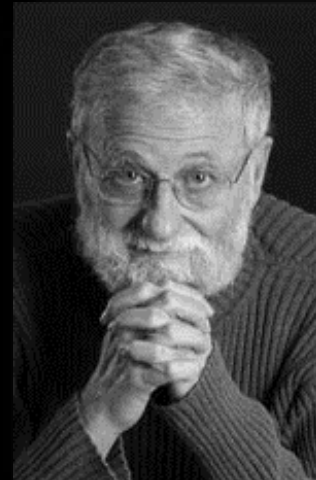
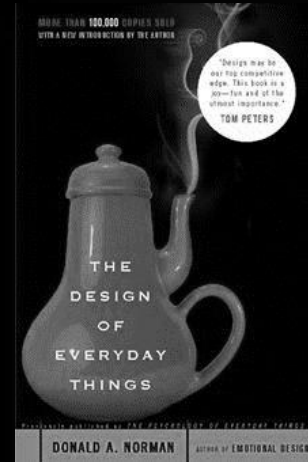
# Donald Norman

- The Design of Everyday Things, 1988
- Action Lifecycle,  
Seven Stages of Action
- “In the world” and “In the head”

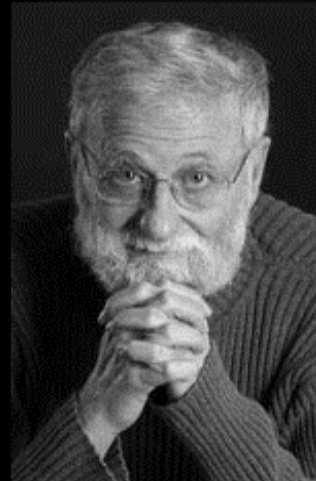
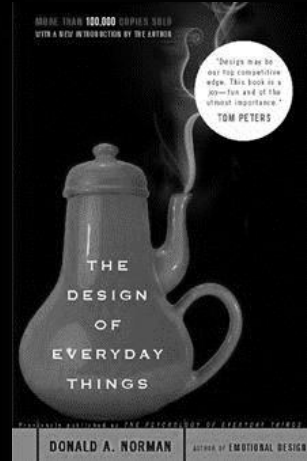


# Donald Norman

- *“Simplification is as much in the mind as it is in the device.”*
- *“Design is really an act of communication.”*
- *Human-Computer-Interaction (HCI)*

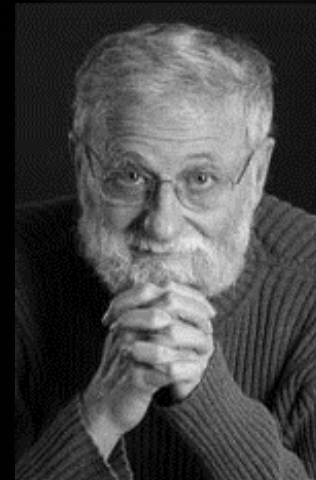
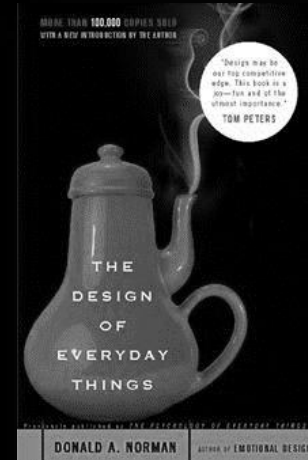
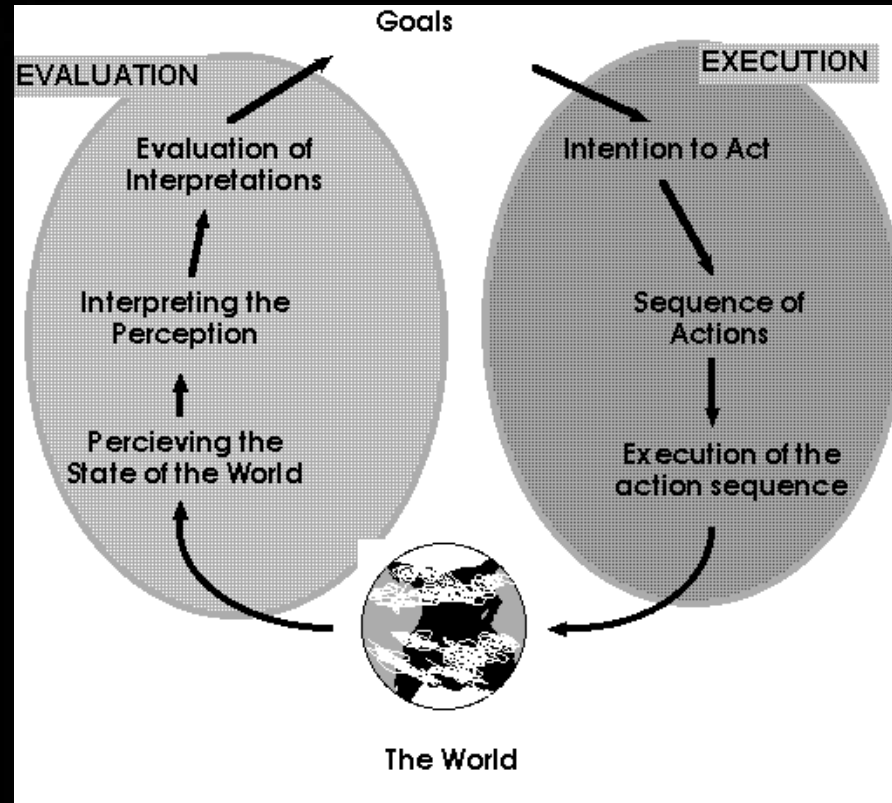


# Donald Norman - HCI





# Donald Norman - HCI

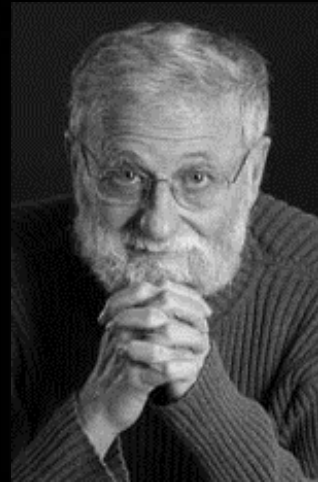


**API**  
CONNECTION



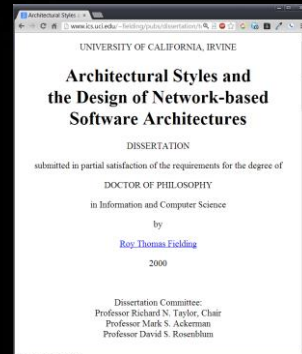
# Donald Norman - HCI

*Describe the model we all use for interaction.*



# Roy Fielding

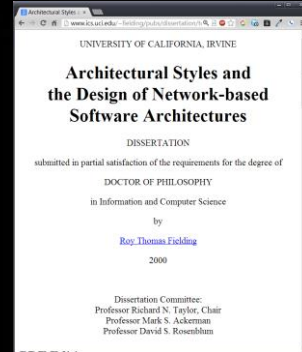
- *Architectural Styles for the Design of Networked-based Software, 2000*
- *Created “REST”*
- *Representations and Hypermedia*



# Roy Fielding

*A resource is not the thing that is transferred across the wire or picked up off the disk or seen from afar while walking your dog.*

*Each of those is only a representation. Do I think of a different identifier every time I see my dog, or do I simply think of my dog as one identity and experience many representations of that identity over time (and on into memory and imagination)?*



# Roy Fielding - REST

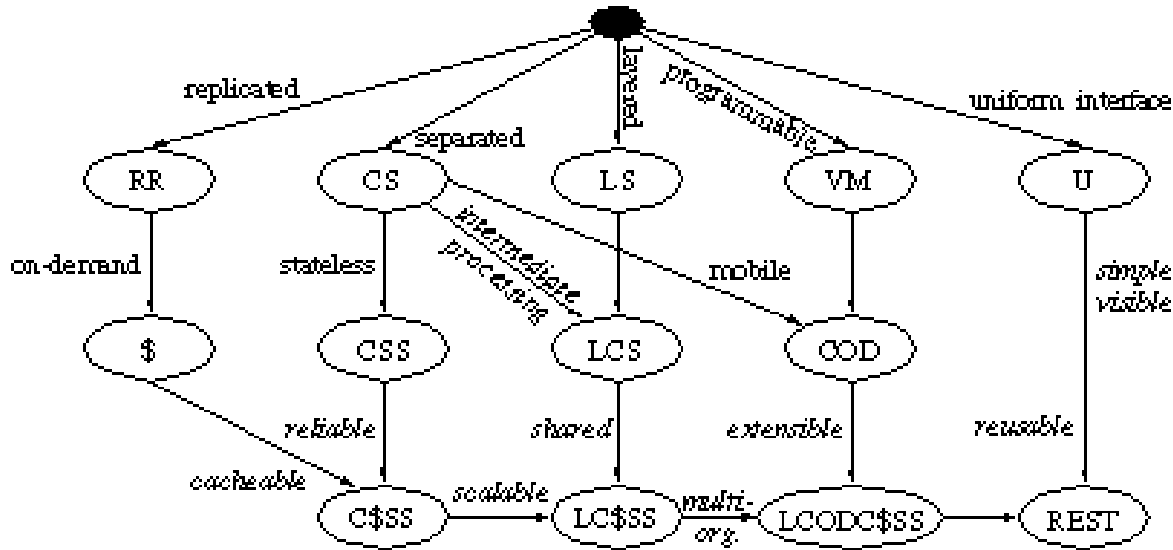
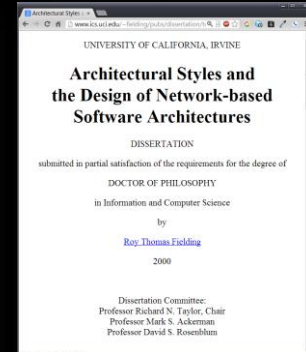


Figure 5-9. REST Derivation by Style Constraints



# Roy Fielding - REST

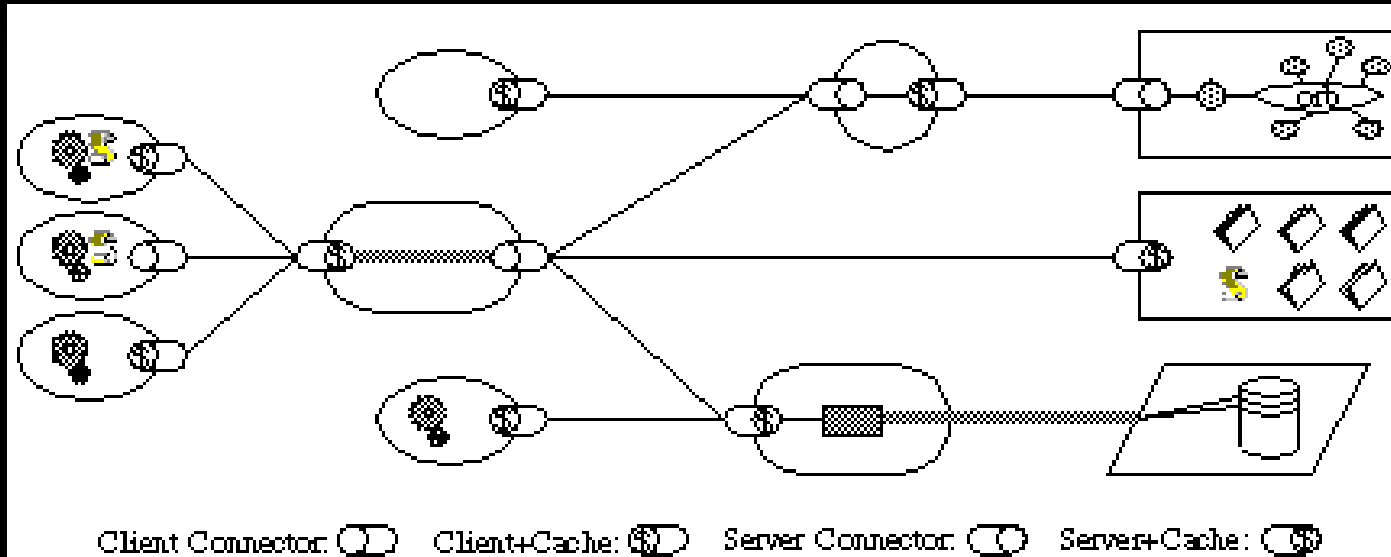
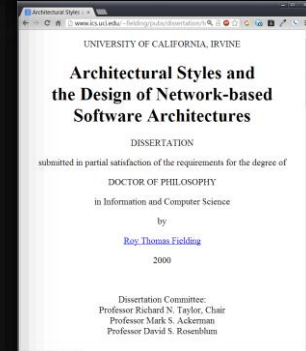
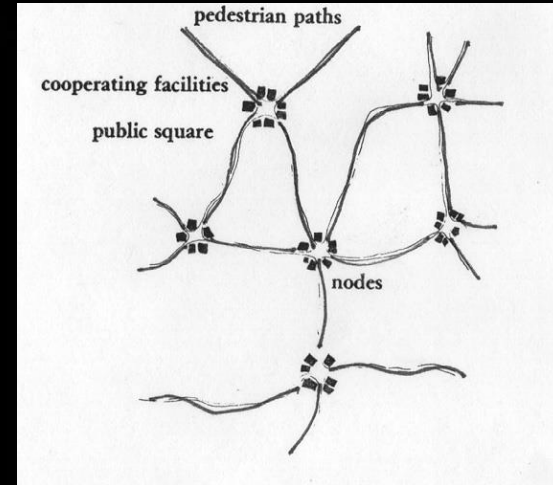
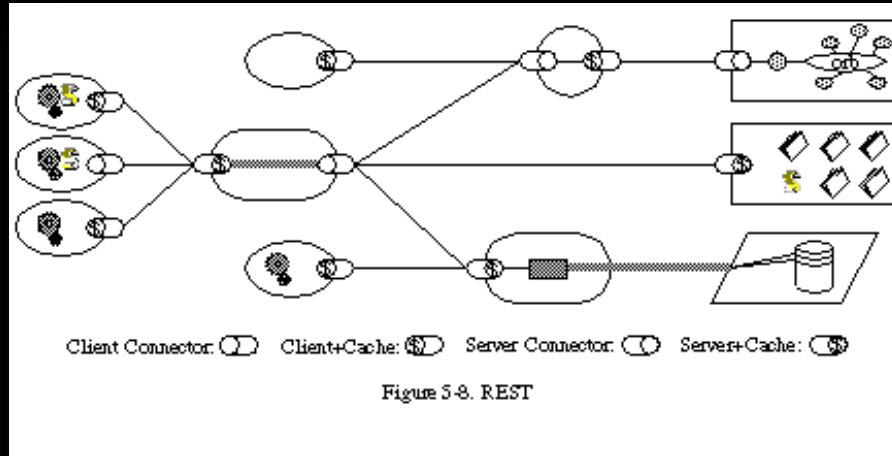


Figure 3-8. REST



# Roy Fielding - REST





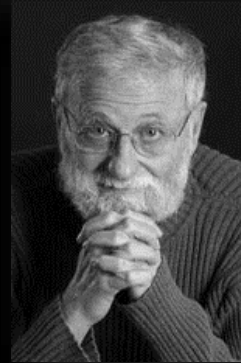
# Roy Fielding - REST

*Identify a formula for creating new systems  
at planetary scale.*



# Affected Systems

- **Christopher Alexander (1979)**  
*Recognize patterns for thinking and acting*
- **Donald Norman (1988)**  
*Describe the model we all use for interaction*
- **Roy T. Fielding (2000)**  
*Identify a formula for creating new systems at planetary scale.*



# Futures

# Linus Torvalds/Github

- *Github Launched in 2008*
- *A web-based hosting service for software development projects that use the Git revision control system.*

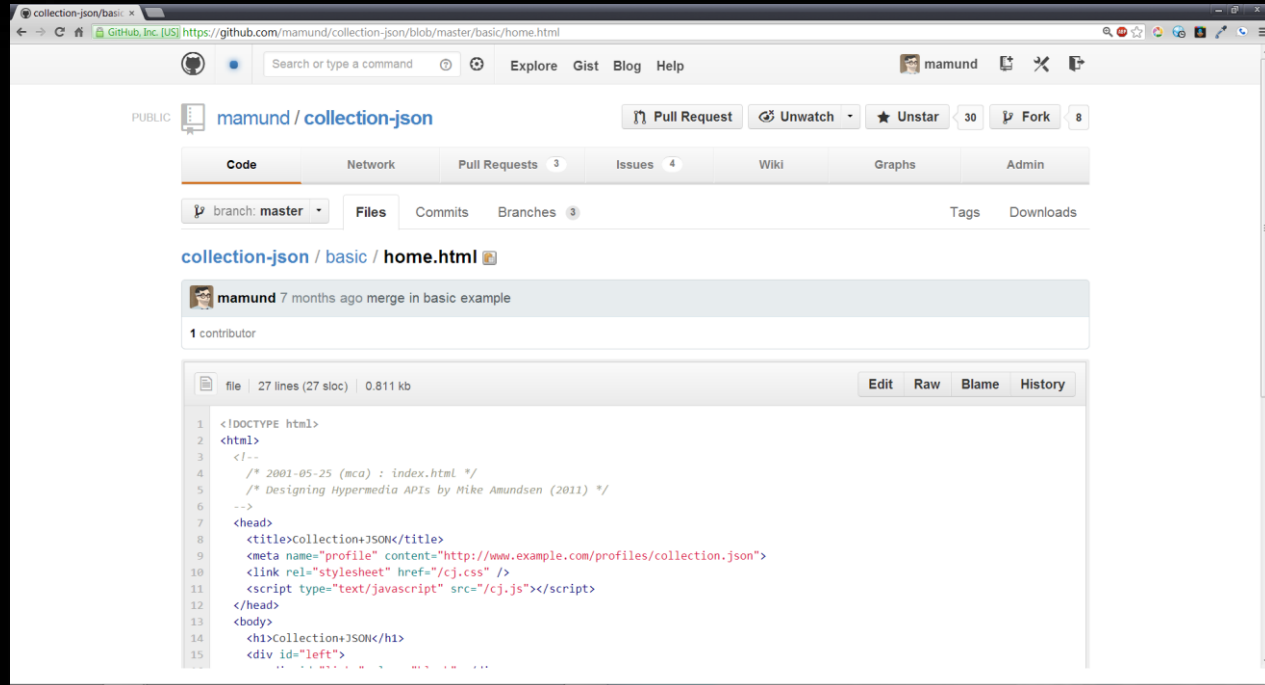


# Linus Torvalds/Github

*“Bad programmers worry about the code.  
Good programmers worry about data  
structures and their relationships.”*



# Linus Torvalds/Github – Social code



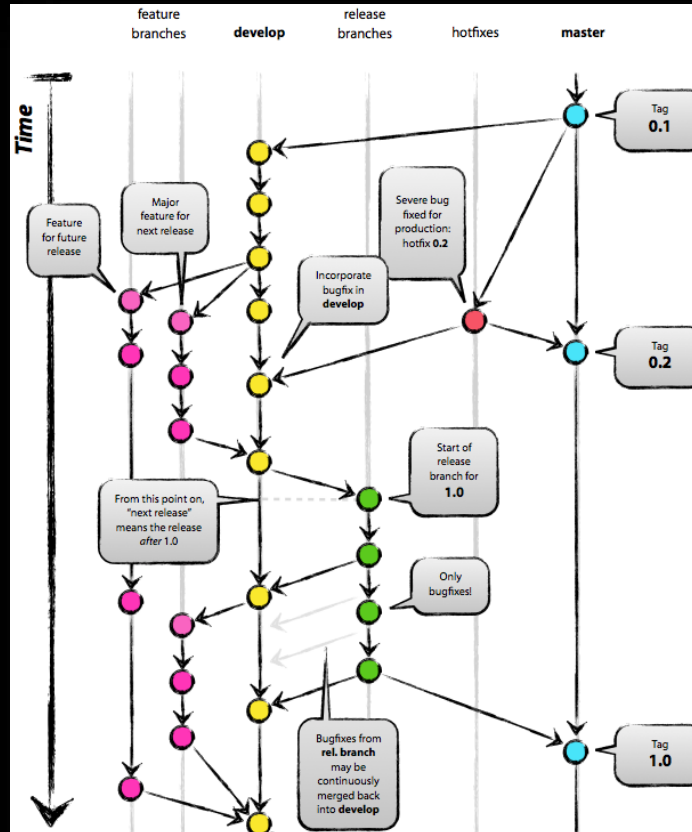
The screenshot shows a web browser displaying a GitHub repository page for 'mamund / collection-json'. The page includes a search bar, navigation links (Explore, Gist, Blog, Help), and repository statistics (30 forks, 8 stars). The 'Code' tab is selected, showing the file 'home.html' with 27 lines of code. The code is an HTML document with a title 'Collection+JSON' and a meta name 'profile'.

```
1 <!DOCTYPE html>
2 <html>
3 <!--
4 /* 2001-05-25 (mca) : index.html */
5 /* Designing Hypermedia APIs by Mike Amundsen (2011) */
6 -->
7 <head>
8 <title>Collection+JSON</title>
9 <meta name="profile" content="http://www.example.com/profiles/collection.json">
10 <link rel="stylesheet" href="/cj.css" />
11 <script type="text/javascript" src="/cj.js"></script>
12 </head>
13 <body>
14 <h1>Collection+JSON</h1>
15 <div id="left">
```

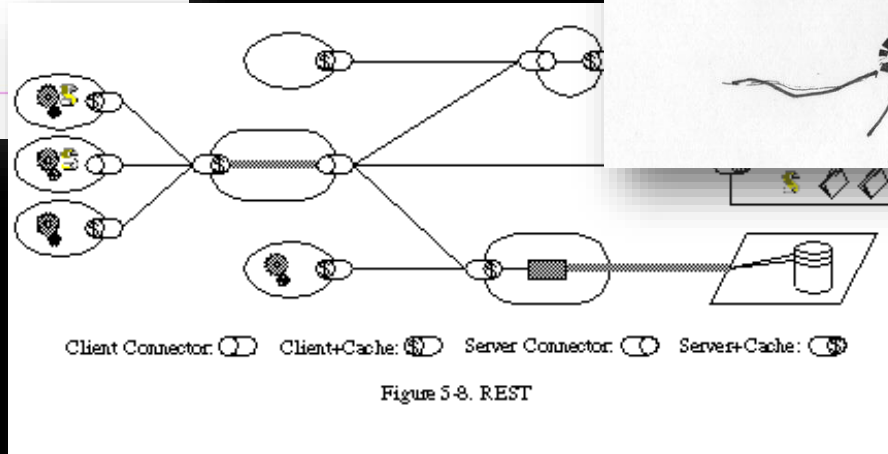
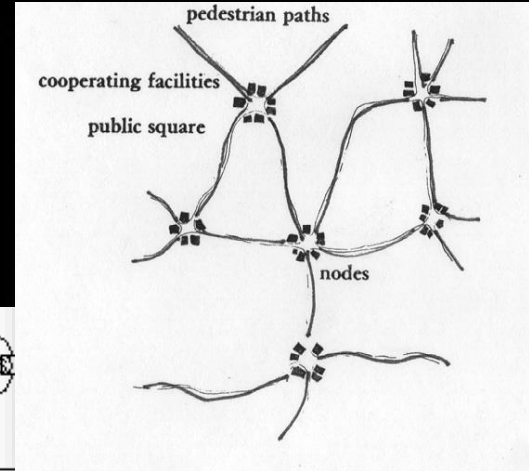
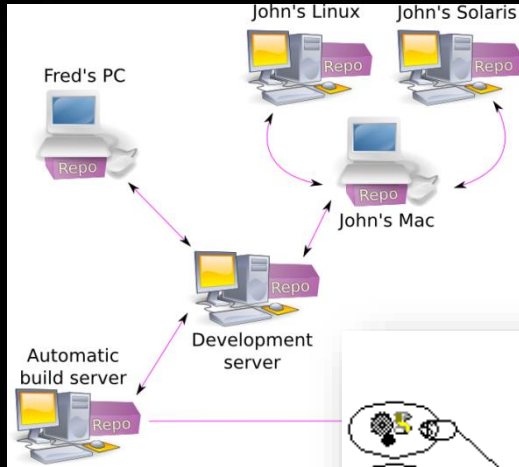




# Linus Torvalds/Github – Social code



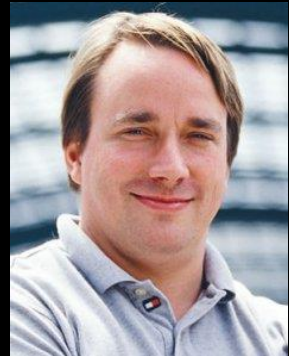
# Linux Torvalds/Github – Social code





# Linus Torvalds/Github – Social code

*Enable collaborative interaction at distances  
(of time and space)*



# Ryan Dahl

- *Node.js, 2009*
- *Makes network latency “a feature”*
- *“Node.js [is] perfect for data-intensive real-time applications that run across distributed devices.” – Ryan Dahl*

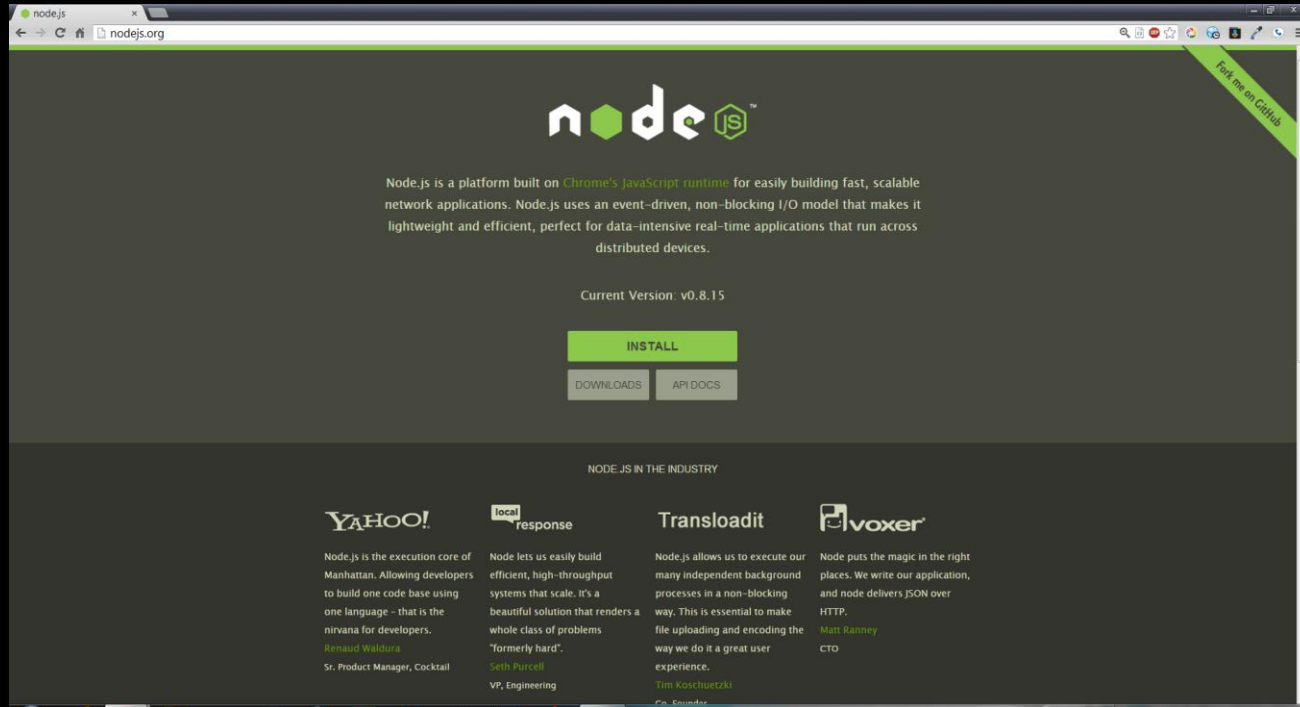


# Ryan Dahl

- *“Node is more like C than it is like Python, and that is by design.”*  
– Isaac Schlueter



# Ryan Dahl - NodeJS



# Ryan Dahl - NodeJS



IO

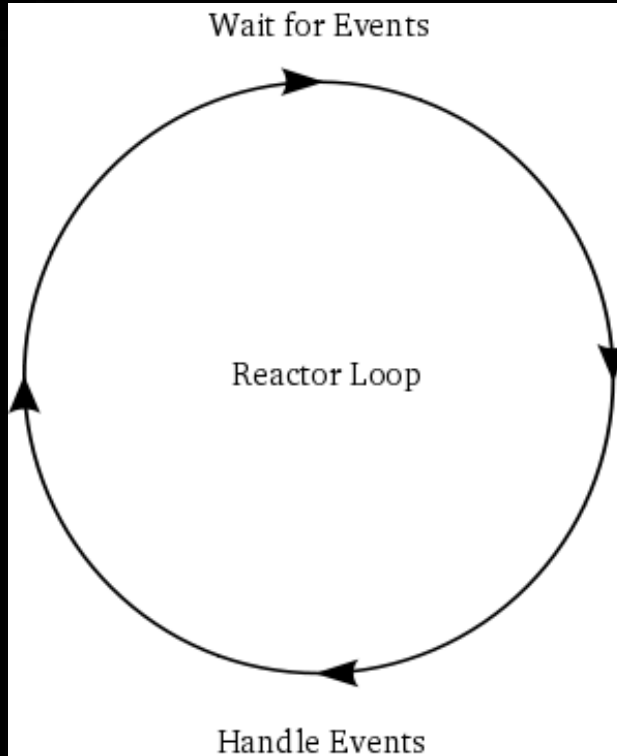
YOU'RE DOING IT WRONG



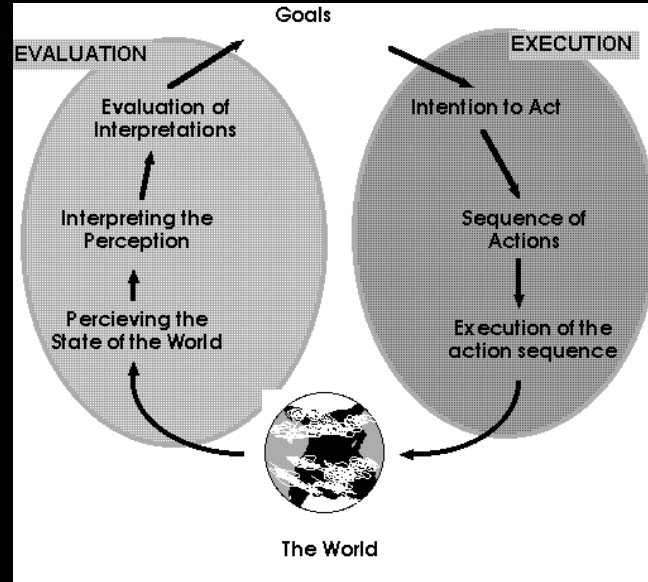
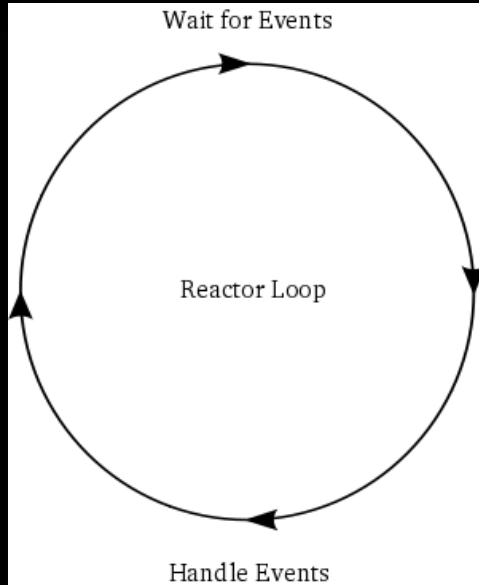
# Ryan Dahl - NodeJS



# Ryan Dahl - NodeJS



# Ryan Dahl - NodeJS





# Ryan Dahl - NodeJS

*Embrace latency as a feature of the network.*



# Rich Hickey

- *Clojure 2007, Datomic, 2010*
- “Code is data”
- “The past doesn’t change”



# Rich Hickey

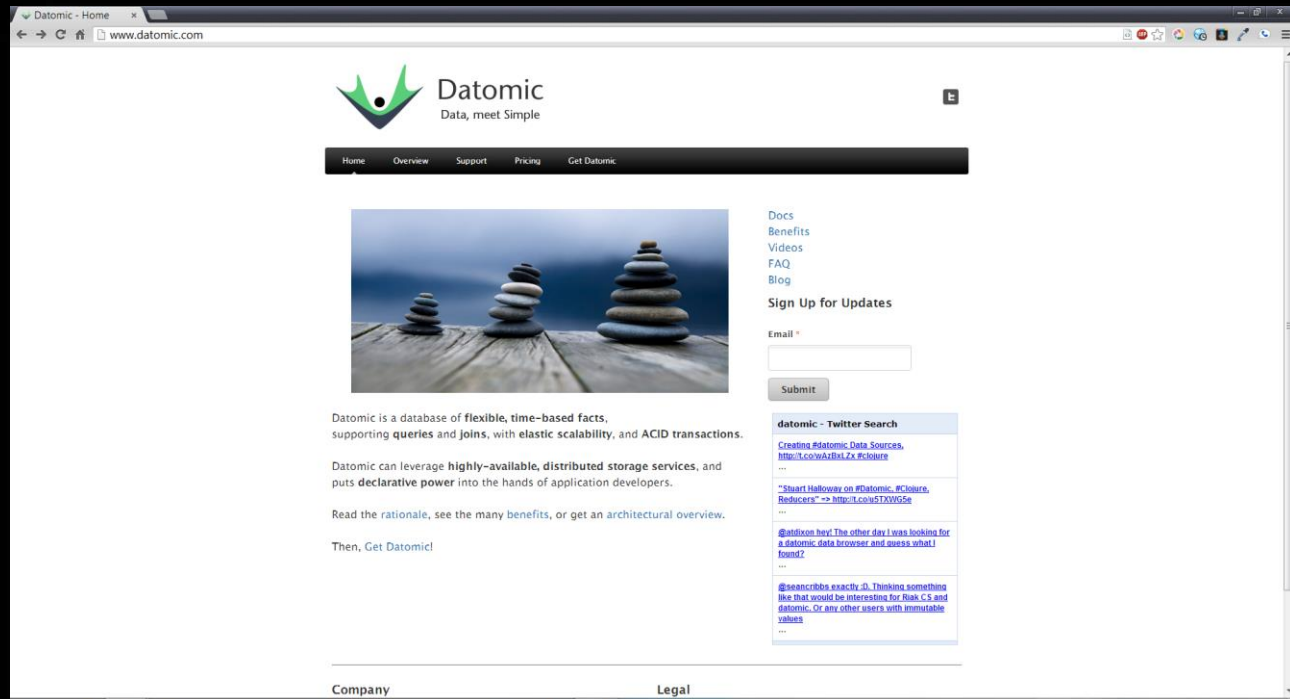
*“Clojure is a functional language that explicitly supports programs as models and provides robust and easy-to-use facilities for managing identity and state in a single process in the face of **concurrency**.”*



*“We need to move away from a notion of state as ‘the content of this memory block’ to one of ‘the **value** currently associated with this identity’”*



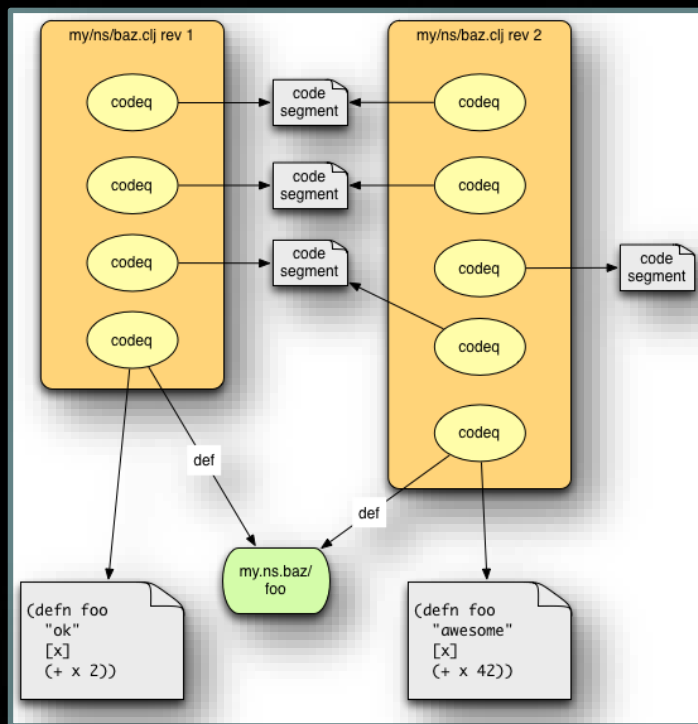
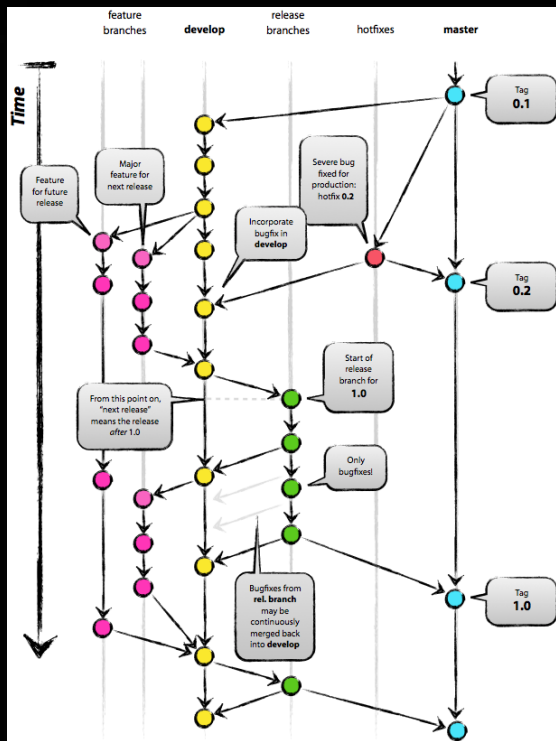
# Rich Hickey - Datomic



**API**  
CONNECTION



# Rich Hickey - Datomic



# Rich Hickey - Datomic

*Recognize that all data is **immutable**,  
we just have lots of copies w/ shared identity*



# Eric Schweikart

- *Cubelets, 2012*
- *PhD in Architecture at Carnegie Mellon University*
- *“People have a hard time thinking about complex problems.”*






# Eric Schweikart

*“Unlike contemporary robots in which a single “brain” controls the entire robot, robots formed with [Cubelets] are made up of individual parts that have different functions, yet work in unison to form the entire model.”*



# Eric Schweikart – Microbots

Modular Robotics | www.modrobotics.com



What are Cubelets?



**CUBELETS IS A ROBOT CONSTRUCTION KIT**

Watch the video!

By combining sensor, logic and actuator blocks, young kids

**News**

C & H Sugar Cubelets, 32-Ounce Boxes (Pack of 4) | Sugar Cubes  
<http://t.co/xscrEXtB>  
Sat, 1 Dec 2012 21:42:58

Want some! "@jonnywathen: Learner potential! Building blocks..."  
<http://t.co/q6ZZmUcQ>  
Fri, 30 Nov 2012 22:24:25

Learner potential! Building blocks... <http://t.co/mY21euJn>  
Fri, 30 Nov 2012 21:20:19



# Eric Schweikart - Microbots





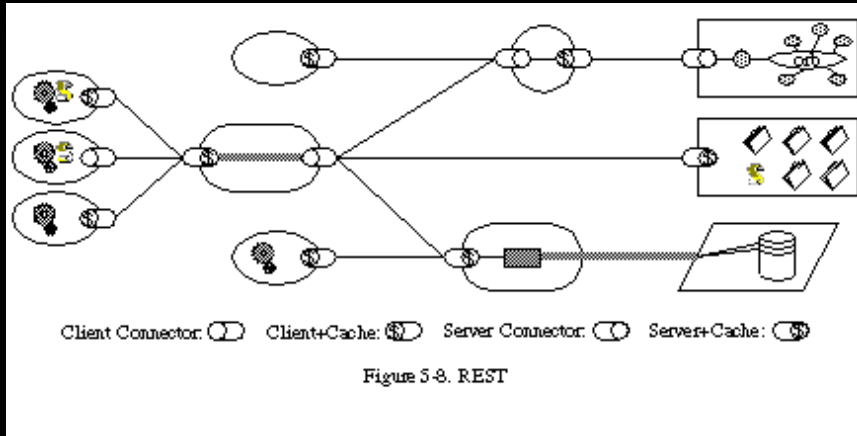
# Eric Schweikart - Microbots



# Eric Schweikart - Microbots



# Eric Schweikart - Microbots



# Eric Schweikart - Microbots

*Design systems to enable emergent behaviors.*





# Futures

- **Linus Torvalds**  
*Enable collaborative interaction at a distance*
- **Ryan Dahl**  
*Embrace latency as a feature in networks*
- **Rich Hickey**  
*Recognize that all data is immutable, we just have lots of copies with shared identity.*
- **Eric Schweikardt**  
*Design systems to enable emergent behaviors*



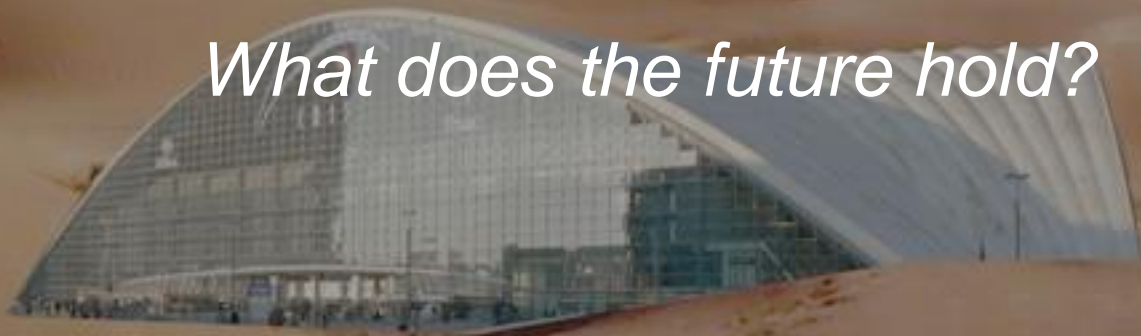


# Transformation



# Transformation

*What does the future hold?*

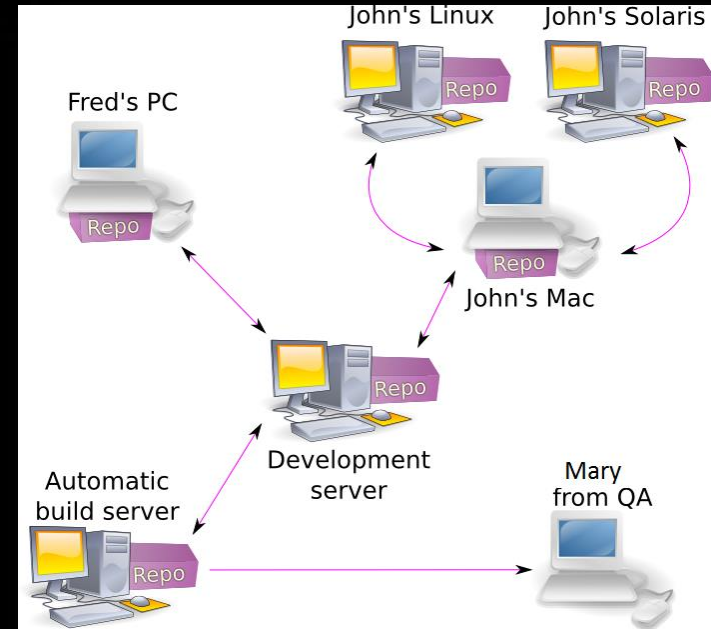
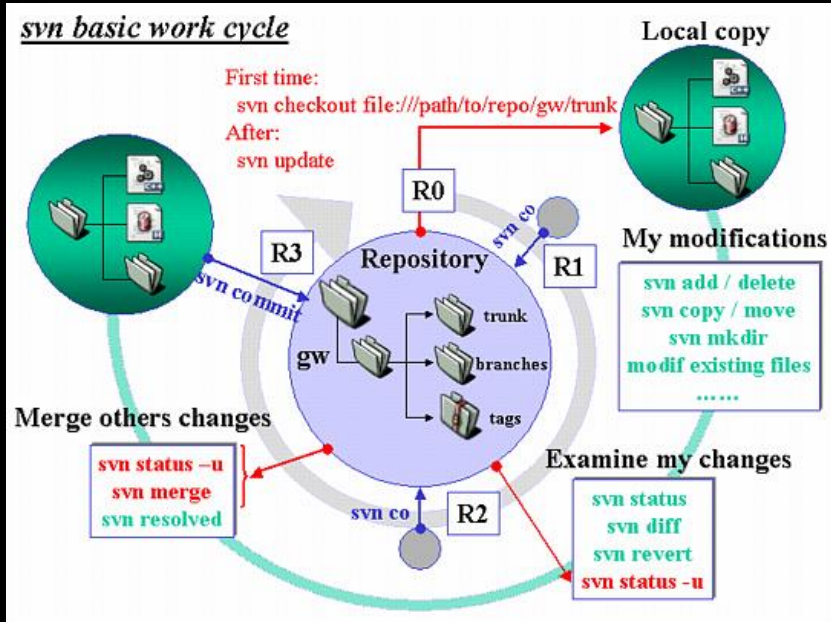


# Transformation

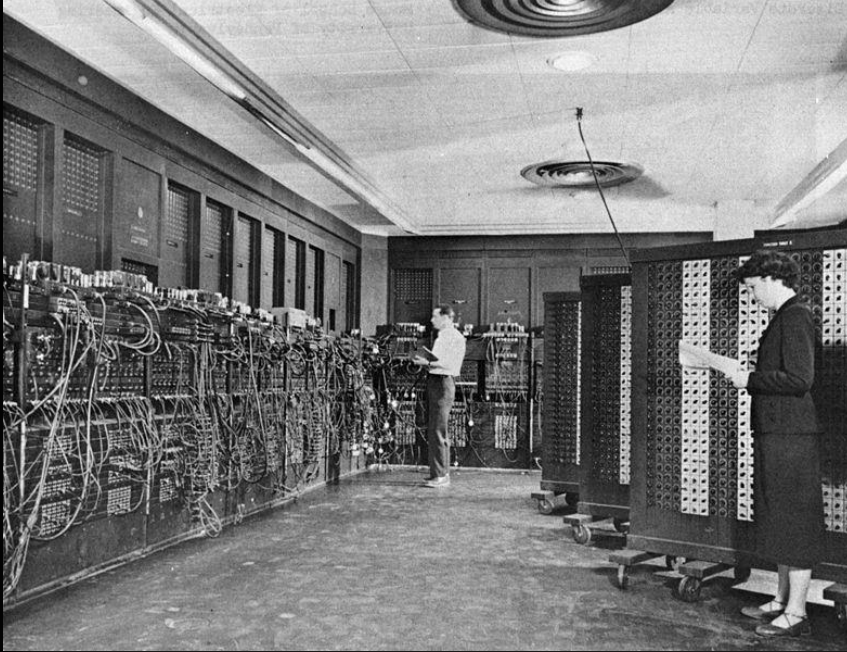
*What are the choices before us?*



# Imperative vs. Declarative



# Big (“smart”) vs. Small (“dumb”)



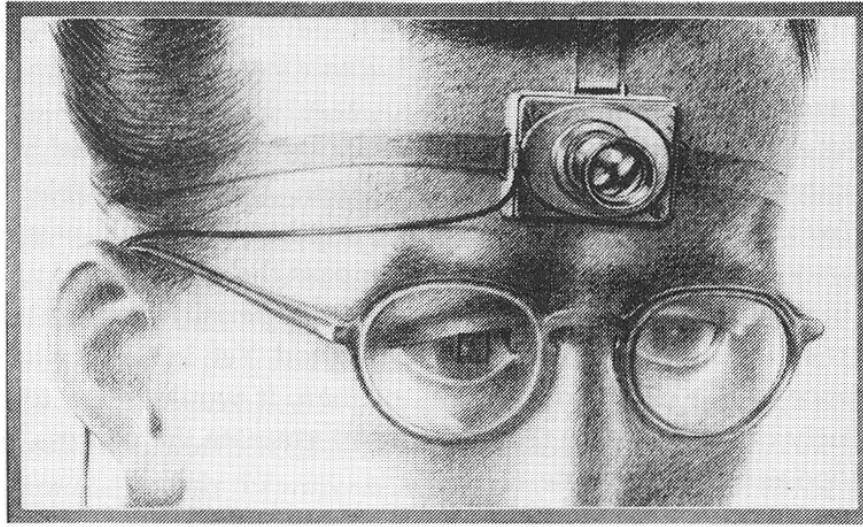


# Central control vs. Collaborative



An aerial view of a futuristic Paris. The city is densely packed with greenery and modern architecture. In the background, the Eiffel Tower stands out among other tall buildings. The foreground shows a mix of old and new structures, with a large, ornate stone sculpture on the left. The sky is blue with some light clouds and a few small, futuristic flying vehicles.

*One possible transformation...*



A scientist of the future records experiments with a tiny camera fitted with universal-focus lens. The small square in the eyeglass at the left sights the object (*LIFE* 19(11), p. 112).

***What I would hope to see in our future...***





***The kinds of systems I'd like to be using...***



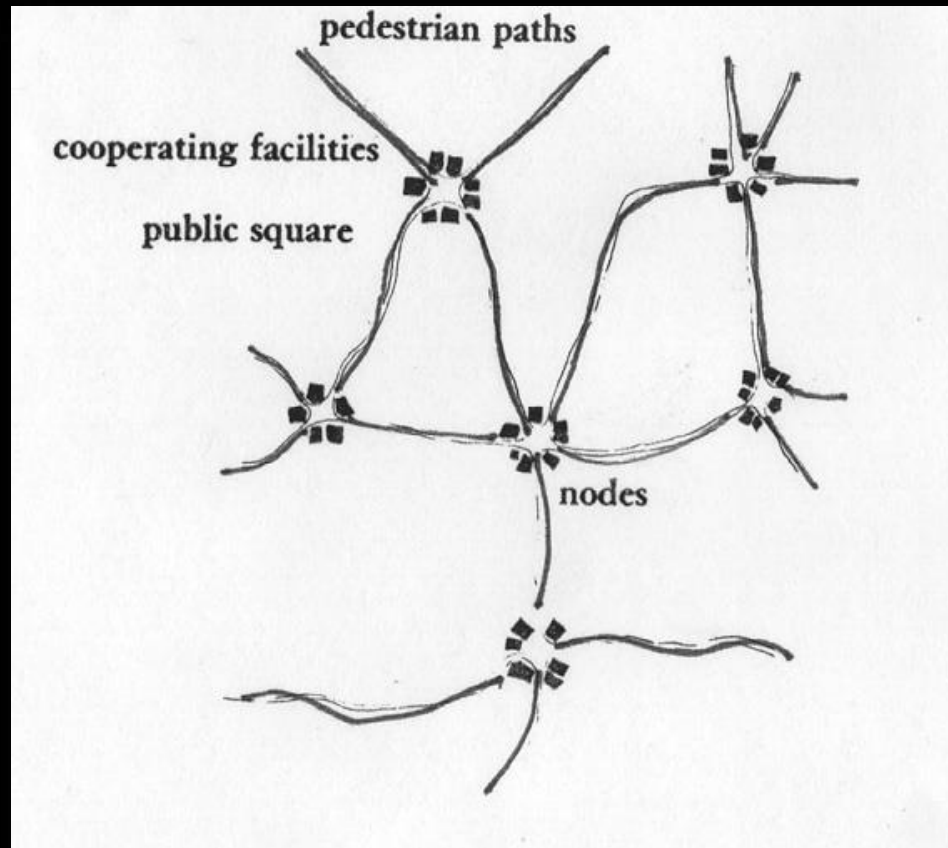
© 2012 CBS Interactive

***The future I want to help build...***

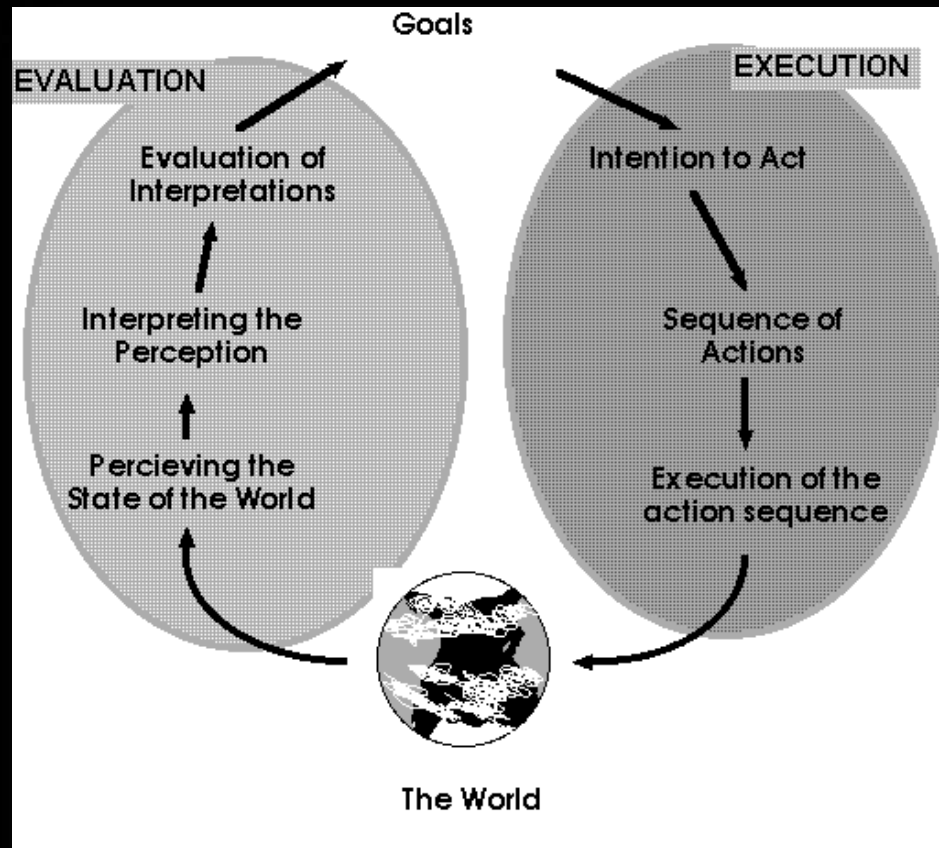
***Means transforming our  
organizations into...***



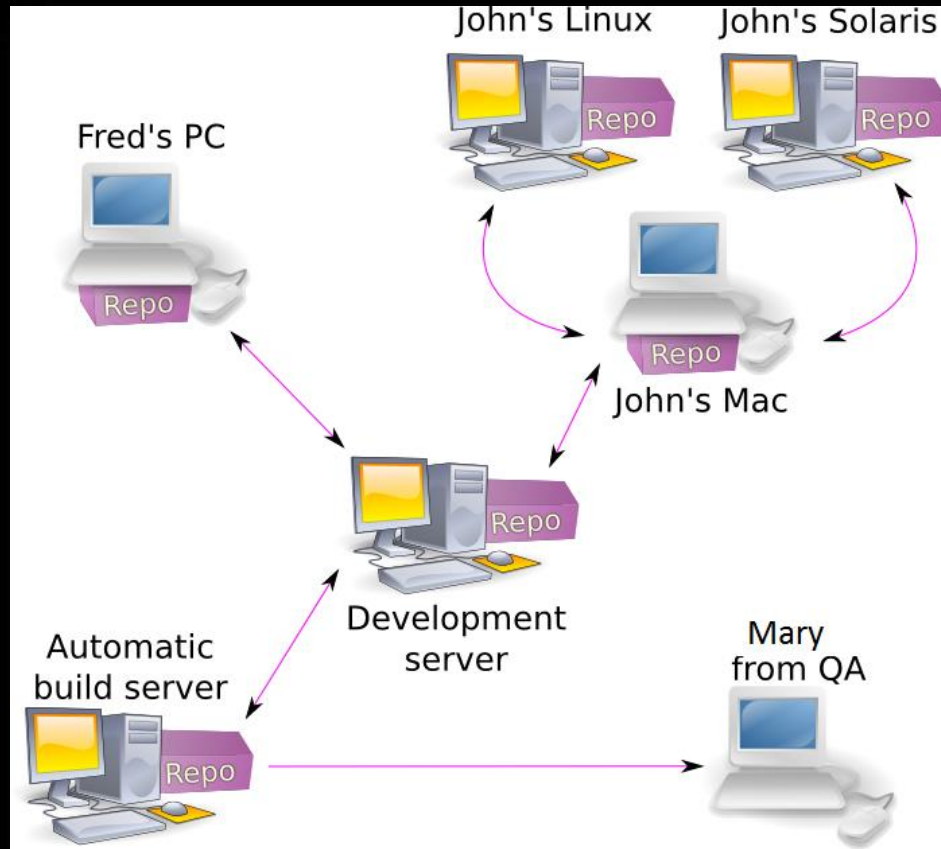
***Systems composed of small independent units..***



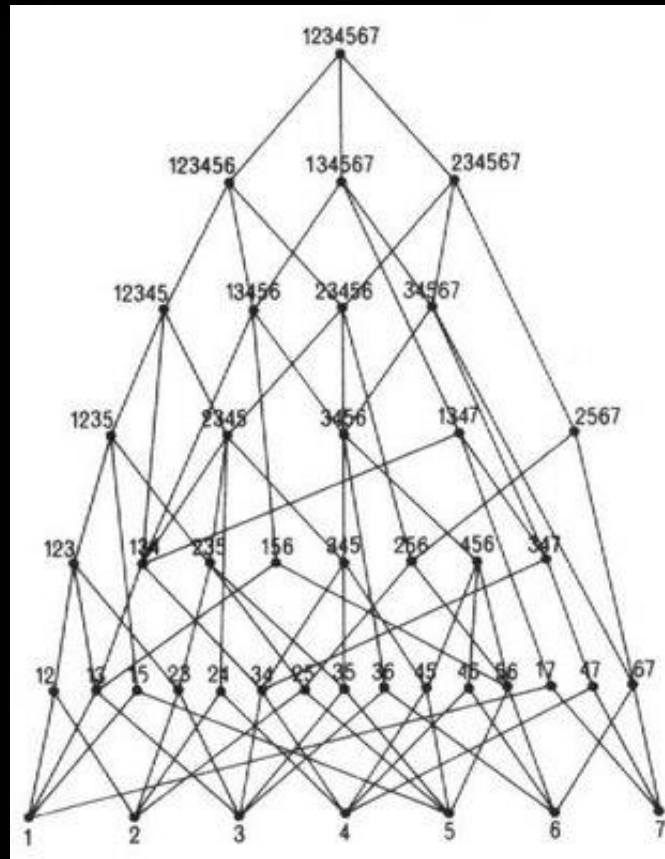
***Each unit based on timeless patterns...***



***Able to bridge the gulfs of evaluation and execution***



***All widely distributed...***



***Capable of operating as a collective...***

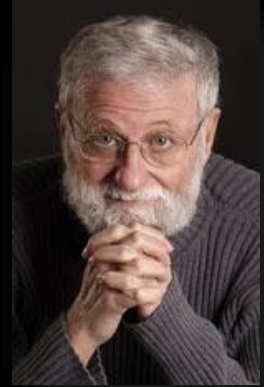
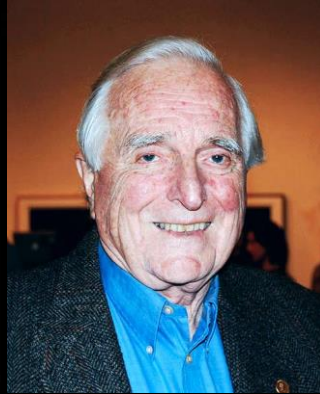
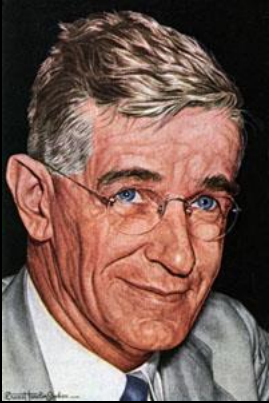




***In order to augment human intelligence.***

***There is no one, single future...***

# But we have many minds to guide us forward...



***The question we must ask is...***



***Who will we add to this list?***



# 50+ Years of Digital Transformation

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