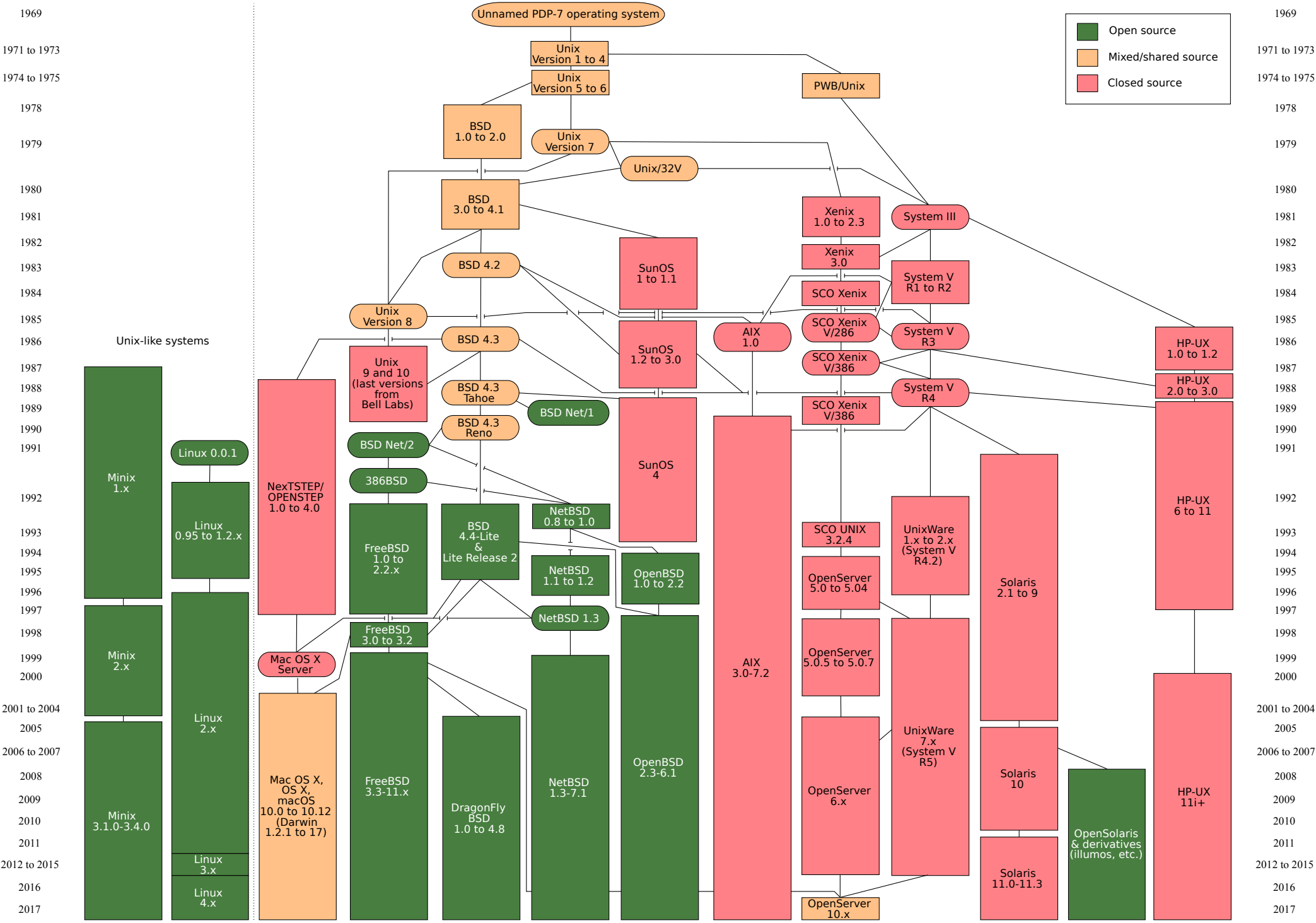


# Introduction to the UNIX Environment: Computing as Praxis

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Why does a 50 year-old  
technology dominate modern  
computing?



# Resources

- Mike Gancarz, *The UNIX Philosophy* (1995, Digital Press)
- Eric Raymond, *The Art of UNIX Programming* (2004, Addison-Wesley)
- Thomas Scoville, “UNIX as Literature” (1998, Miller Freeman)
- Richard Gabriel, “The Rise of Worse is Better” (1989)

# The UNIX Philosophy

- Assume that users are intelligent and know what they're doing.
  - “UNIX gives you just enough rope to hang yourself—and then a couple of more feet, just to be sure.”
  - “UNIX was not designed to stop you from doing stupid things, because that would also stop you from doing clever things.”
- Complexity is dangerous: privilege simplicity above correctness, consistency, and completeness.
- Nobody can predict the future; be humble and remain flexible.

# The UNIX Environment

- UNIX is not merely a platform upon which to run applications; rather, the commandline is your *primary* interface.
- A properly designed UNIX program, shell script, or shell function will *integrate* into your environment; can think of UNIX programs as “extensions” or “plugins” to the environment.
- Over the long-term, you customize your environment to your needs, preferences, and style.

# Gancarz's Tenets of UNIX

1. Small is beautiful
2. Make each program do one thing well.
3. Build a prototype as soon as possible.
4. Choose portability over efficiency
5. Store [numerical] data in flat ASCII files.
6. Use software leverage to your advantage.
7. Use shell scripts to increase leverage and portability.
8. Avoid captive user interfaces.
9. Make every program a filter.

# Small is beautiful; Make each program do one thing well

## Small programs:

- are easy to understand.
- are easy to maintain.
- consume fewer system resources.
- are easier to combine with other tools.



# Make every program a filter; Avoid captive user interfaces

- All computer programs *are* filters; UNIX makes this explicit and puts the user in control.
  - cf., GUI applications and racist machine learning algorithms
- CUIs trap data and assume that their user is human, which means that they don't interface well with other programs.

# Build a prototype as soon as possible

- Shell scripting encourages rapid, iterative test/rewrite development
  - cf., *Manifesto for Agile Software Development* (2001)
- “Worse is better”
  - Seek the 90% solution
  - “When in doubt, use brute force.”

# Choose portability over efficiency; Store [numerical] data in flat ASCII files

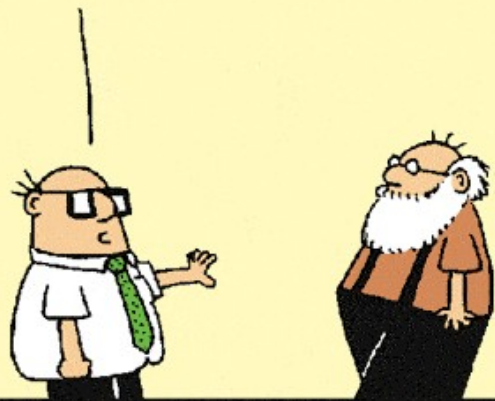
- The UNIX environment generally assumes plain text and, therefore, provides a rich set of *line-oriented* text manipulation tools (e.g., editors and version control) and languages (e.g., grep/sed/awk, sort|uniq -c, calc/bc/dc).
- stdin, stdout, and stderr don't distinguish between plain text and binary streams.

Use software leverage to your advantage; Use shell scripts to increase leverage and portability

- Shell scripts allow you to build up your analysis incrementally by piping from stdout to stdin.
- Other programs are treated as black boxes.
- Is often easier to call other programs from the shell than to shell out.
- Shell pipelines are often highly performant
- But: largely unidirectional (FIFOs and temp files can help here).

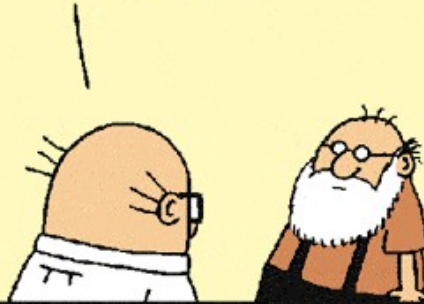
COMPUTER HOLY WARS

HOLD IT RIGHT THERE, BUDDY.



S. Adams E-mail: SCOTTADAMS@AOL.COM

THAT SCRUFFY BEARD... THOSE SUSPENDERS... THAT SMUG EXPRESSION...



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“UNIX is user-friendly. It’s just picky about who its friends are.”