



Chris Oldwood @chrisoldwood



For once @didierverna isn't the lone LISP voice at the ACCU conference. He's come to give @unclebobmartin moral support. #Clojure #accu2014.



7th European Lisp Symposium

May 5-6, 2014

IRCAM, Paris, France

SCOPE

PROGRAMME

ORGANIZATION

LOCATION

Welcome to the 7th European Lisp Symposium!

The purpose of the European Lisp Symposium is to provide a forum for the discussion and dissemination of all aspects of design, implementation and application of any of the Lisp and Lisp-inspired dialects, including Common Lisp, Scheme, Emacs Lisp, AutoLisp, ISLISP, Dylan, Clojure, ACL2, ECMAScript, Racket, SKILL, Hop and so on. We encourage everyone interested in Lisp to participate.

This year's Highlights:



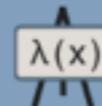
Keynote: Making Creativity: Software as Creative Partner

by Richard P. Gabriel, IBM Research, Dream Songs, Inc. [Read Bio](#)

Programming, software development, and software engineering: We are taught to solve puzzles and do what we're told. We carry these lessons into our jobs and careers without deliberation. Old fashioned software engineering aims to make no mistakes; agile aims to render programmers compliant, and commands them make money for their bosses. For the past year I've been exploring what creativity means during the act of writing, and I've been doing it by constructing a software partner that acts as a scientific engine of discovery — a partner that displays a flair for the strange that even the most daring poets can rarely match. I don't have requirements, I don't have specifications, and I normally don't have a plan much beyond a guess. If my program doesn't surprise me, I cry "failure!" and lament.

I'll explore what programming is, how software can act as a collaborator, show you how the agile practices are like training wheels, and explain how a program can astound.

All in Lisp, of course.



Keynote: Parallel Programming with Lisp for Performance

by Pascal Costanza, ExaScience Life Lab, Intel [Read Bio](#)

Pascal Costanza works as a researcher specializing on high-performance computing at the ExaScience Life Lab for Intel Belgium. He maintains Closer, an open source project that provides a compatibility layer for the CLOS MOP across multiple Common Lisp

REGISTRATION

IMPORTANT DATES

- λ Submission deadline:
****** CLOSED ******
March 23, 2014
- λ Notification of acceptance:
April 07, 2014
- λ Final papers due:
April 21, 2014
- λ Symposium:
May 5/6, 2014

INVITED SPEAKERS

- λ [Richard P. Gabriel](#) —
Making Creativity:
Software as Creative
Partner
- λ [Pascal Costanza](#) —
Parallel Programming
with Lisp for
Performance
- λ [Gábor Mellis](#) — Sending
Beams into the Parallel
Cube







7th European Lisp Virtual Symposium

May 5-6, 2014

IRCAM, Paris, France

OUT OF SCOPE

BUG

DISORGANIZATION

DISLOCATION

Welcome to the 7th European Lisp Virtual Symposium!

The purpose of the European Lisp Virtual Symposium is to provide a forum for the virtual discussion and dissemination of all aspects of design, implementation and application of any of the Lisp and Lisp-inspired dialects, including Common Lisp, Scheme, Emacs Lisp, AutoLisp, ISLISP, Dylan, Clojure, ACL2, ECMAScript, Racket, SKILL, Hop and so on. We encourage everyone interested in Lisp to virtually participate.

This year's Virtual Highlights:

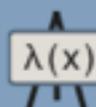


Keynote: **Making Creativity: Software as Creative Partner**
by Richard P. Gabriel, IBM Research, Dream Songs, Inc. [Read Bio](#)

Programming, software development, and software engineering: We are taught to solve puzzles and do what we're told. We carry these lessons into our jobs and careers without deliberation. Old fashioned software engineering aims to make no mistakes; agile aims to render programmers compliant, and commands them make money for their bosses. For the past year I've been exploring what creativity means during the act of writing, and I've been doing it by constructing a software partner that acts as a scientific engine of discovery — a partner that displays a flair for the strange that even the most daring poets can rarely match. I don't have requirements, I don't have specifications, and I normally don't have a plan much beyond a guess. If my program doesn't surprise me, I cry "failure!" and lament.

I'll explore what programming is, how software can act as a collaborator, show you how the agile practices are like training wheels, and explain how a program can astound.

All in Lisp, of course.



Keynote: **Parallel Programming with Lisp for Performance**
by Pascal Costanza, ExaScience Life Lab, Intel [Read Bio](#)

Pascal Costanza works as a researcher specializing on high-performance computing at the ExaScience Life Lab for Intel Belgium. He maintains Closer, an open source project that provides a compatibility layer for the CLOS MOP across multiple Common Lisp implementations. In the past, he has implemented ContextL, the first programming language extension for Context-oriented Programming based on CLOS, and aspect-oriented extensions for CLOS. More recently, he released Arrow Street, a template library for C++11 to support semi-automatic SIMD-efficient data layouts.

RESCINDRATION

VIRTUAL DATES

- λ Submission deadline:
**** VIRTUALLY CLOSED ****
March 23, 2014
- λ Notification of acceptance:
April 07, 2014
- λ Final papers due:
April 21, 2014
- λ Symposium:
May 5/6, 2014

VIRTUAL SPEAKERS

- λ [Richard P. Gabriel](#) —
Making Creativity:
Software as Creative
Partner
- λ [Pascal Costanza](#) —
Parallel Programming
with Lisp for
Performance
- λ [Gábor Melis](#) — Sending
Beams into the Parallel
Cube

