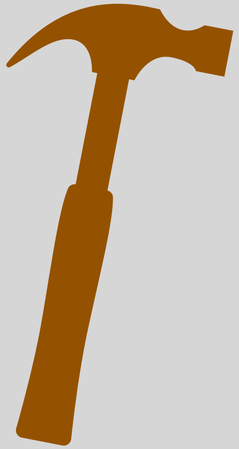
why software is hard

Daniel Jackson · Autodesk · Woodinville, WA · Dec 3-5, 2024

qualities of software: why software is so great

product design

unbounded functionality



malleability

robustness

scalability

software architecture

when software goes wrong

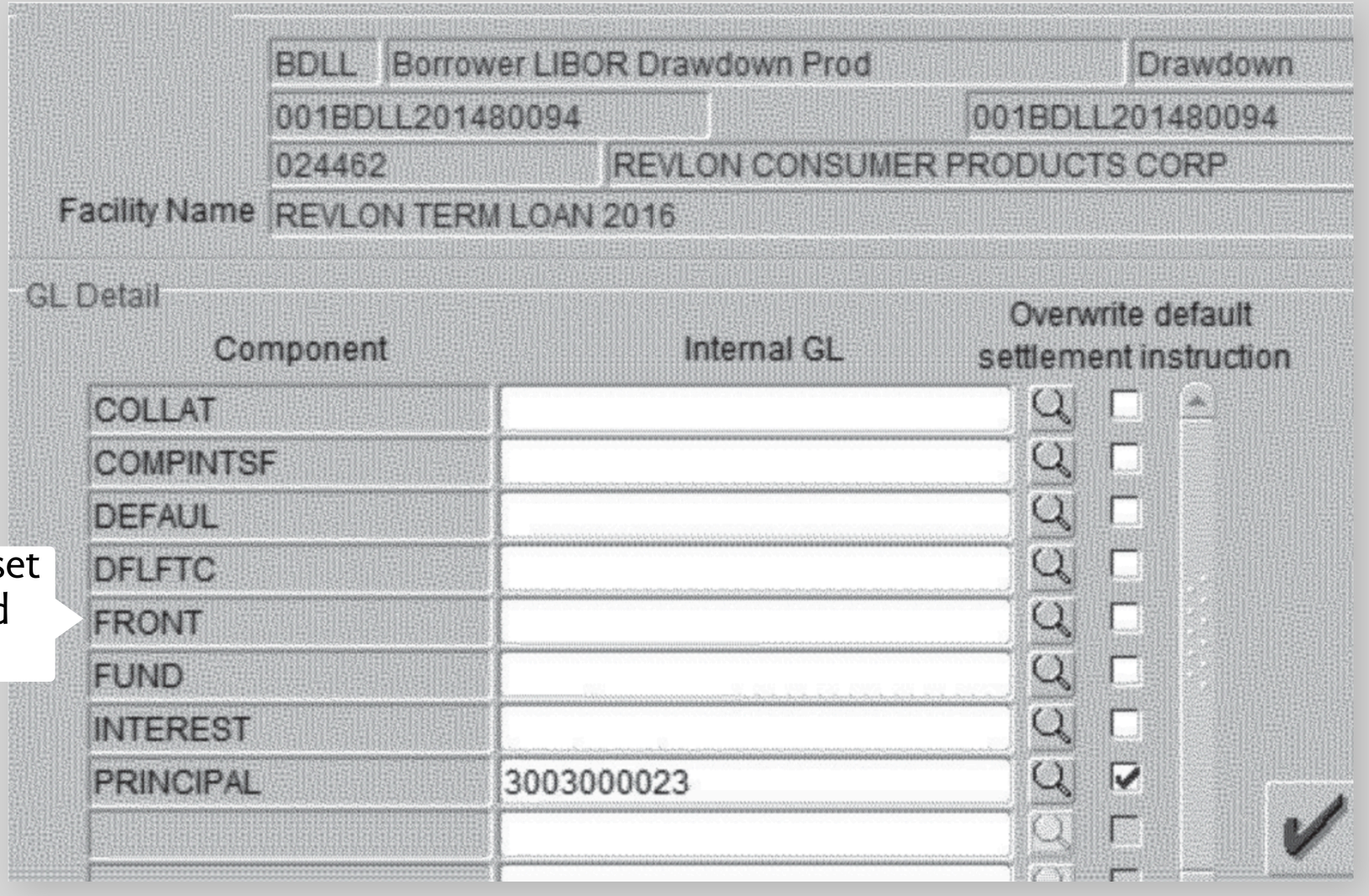
citibank flexcube

august 2020

an email exchange cited in a court docket

How was work today honey? It was ok, except I accidentally sent $900mm out to people who weren't supposed to have it

US Court of Appeals for the Second Circuit
Docket No 21-487, 2021



should have set FRONT and FUND too

Citibank's FLEXCUBE system

User meant to transfer interest to lender and principal to wash account

Accidentally sent $900m principal

baxter infusion pump, 2023

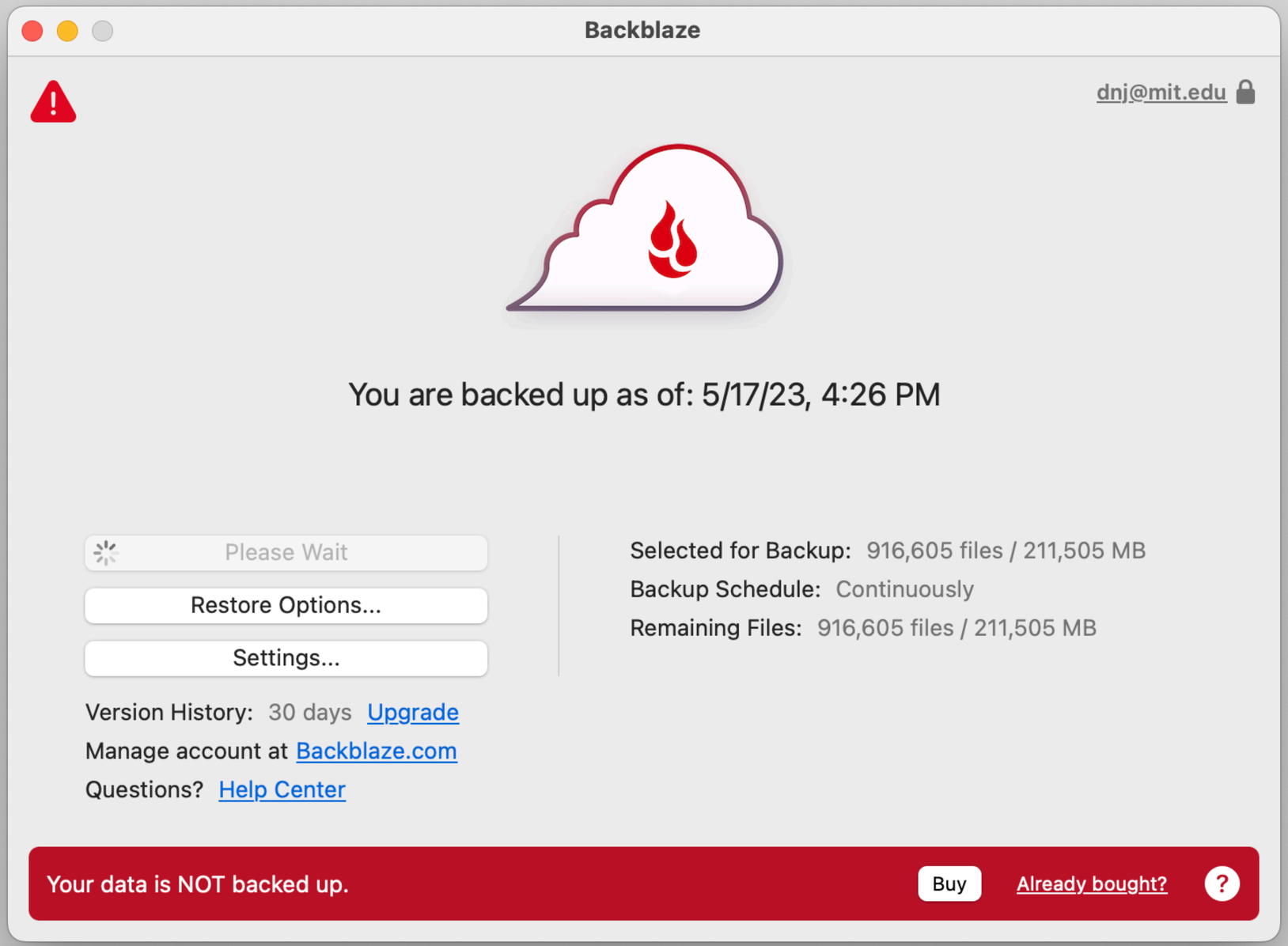
Baxter infusion pump event (FDA, May 2023)
Software upgrade: pump is stopped until alarms clear

Nurses didn't hear alarm, so drug delivery stopped

FDA reports 500 deaths in 5 years from infusion pumps

backblaze backup 2024

backing up on Backblaze



Backblaze Backup

Search

dnj@mit.edu

was modification at 10pm saved?

You are backed up as of: 6/6/22, 10:10 PM

Currently backing up newer files

is backup running or not?

Pause Backup

Restore Options...

Selected for Backup: 509,021 files / 2,379,995 MB

Backup Schedule: Continuously

Remaining Files: 0 files / 0 KB

huh?

Transferring: photo.0259-22.RAF

Settings...

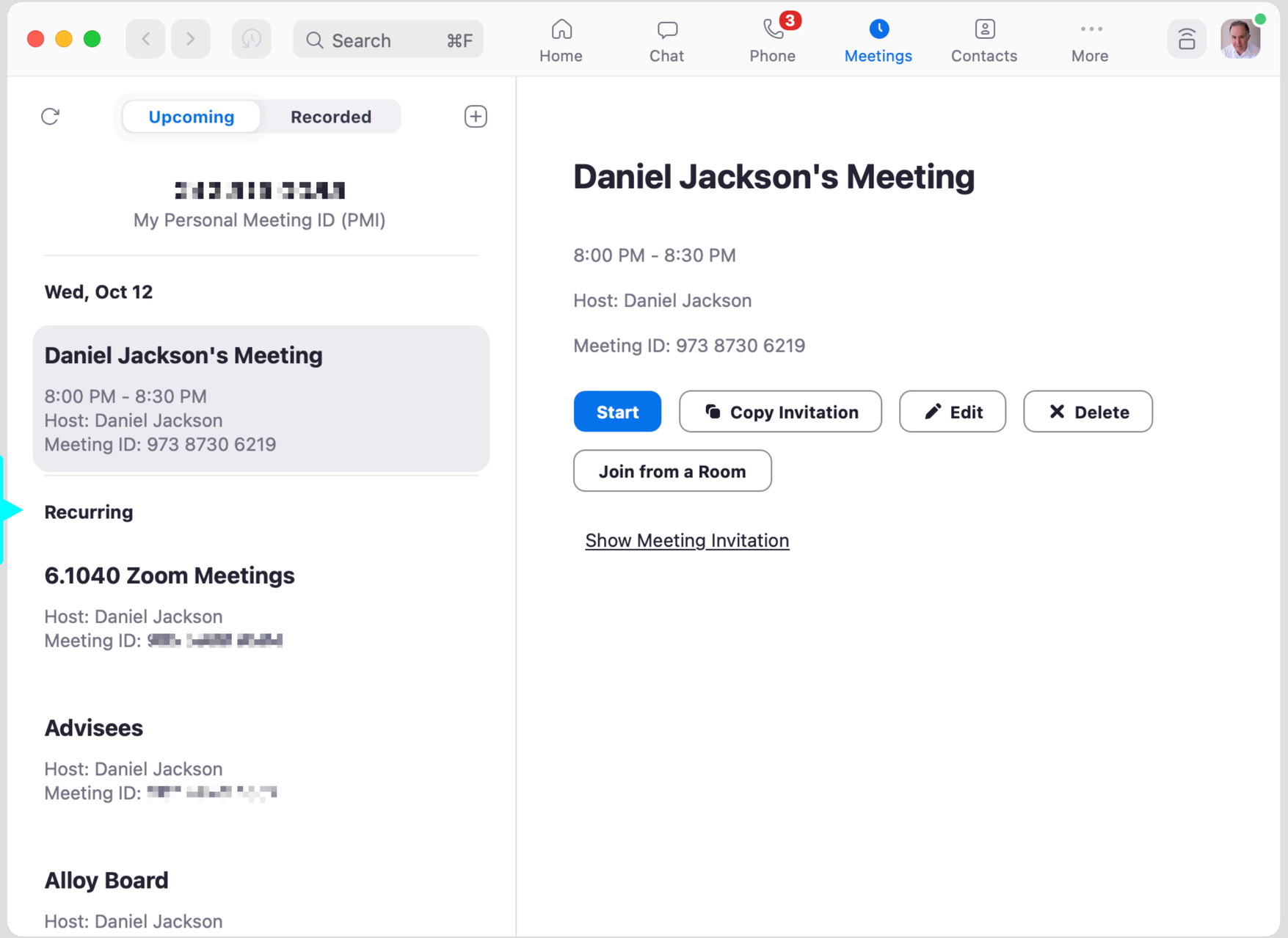
What is being backed up?

How long will my first backup take?

View files and manage account at: Backblaze.com

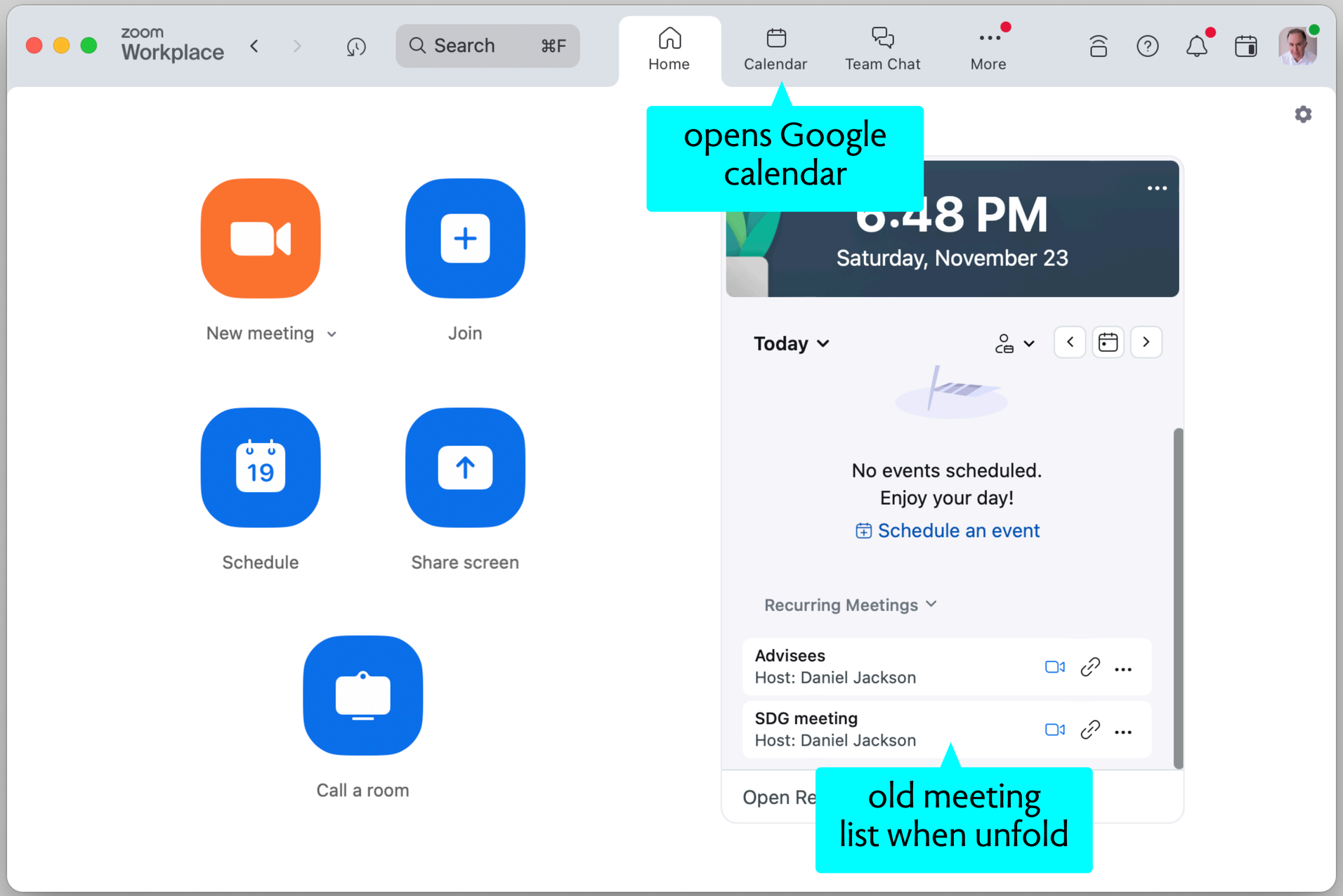
zoom meeting list, 2023

zoom's meeting list (2023)

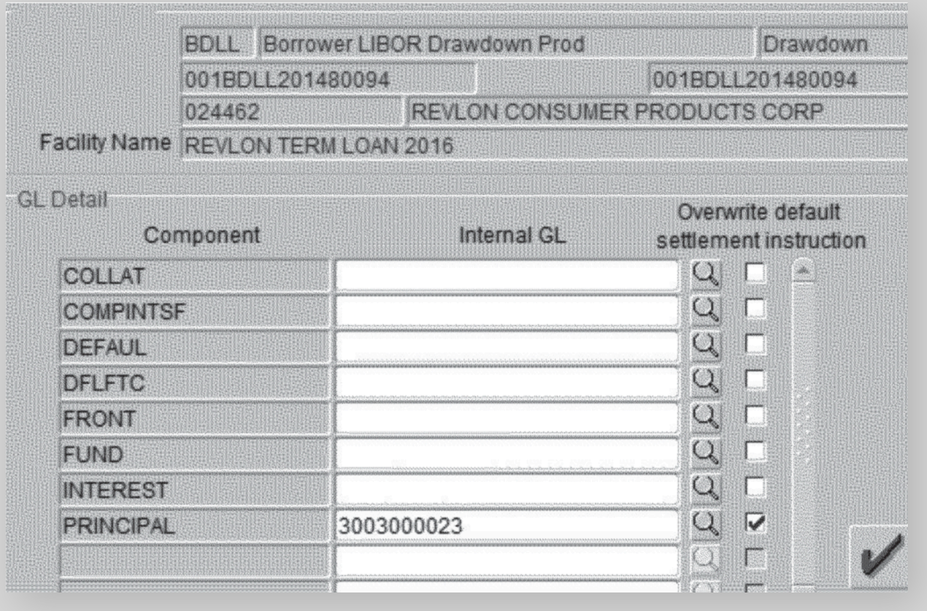


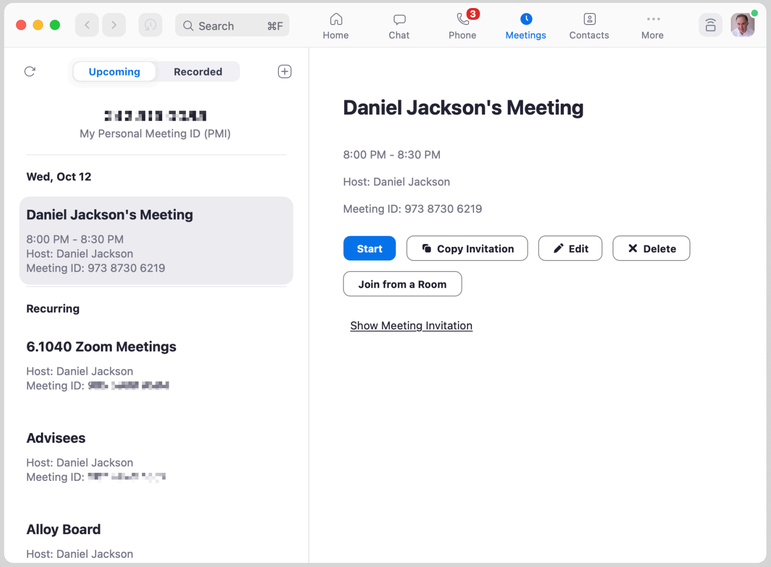
only meetings *you* scheduled

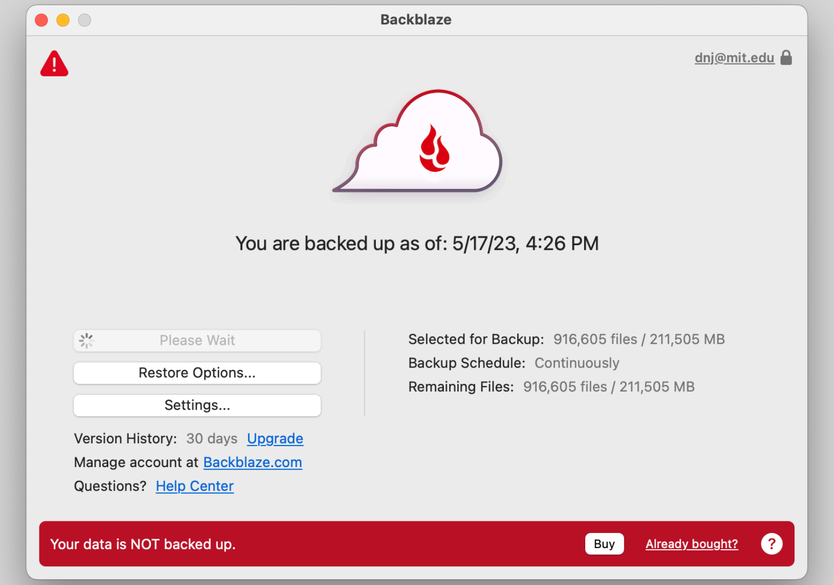
meeting list deemphasized (mid-2024?)



an exercise







first, in pairs

pick one of the examples

1. how bad is this problem?
2. what's the root cause?
3. do you have any similar experiences?

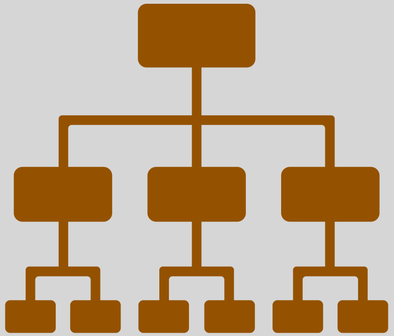
then, together

are there repeating themes here?

any relevance to your products?

a diagnosis

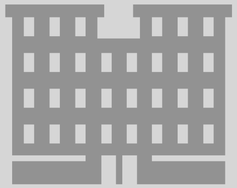
unbounded functionality



uncontrolled complexity

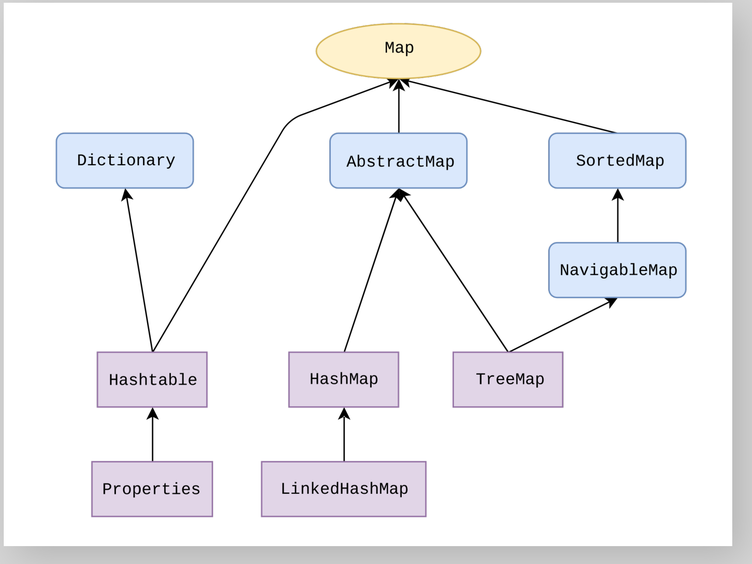
in minds of users & devs

in the product code

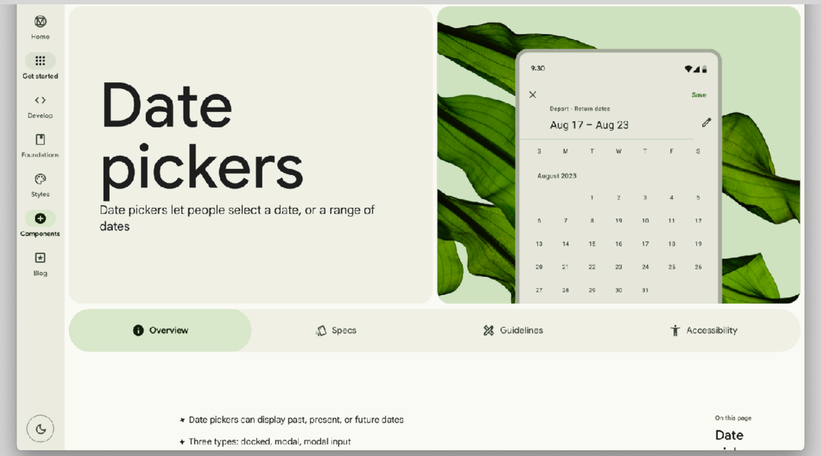


in the company culture

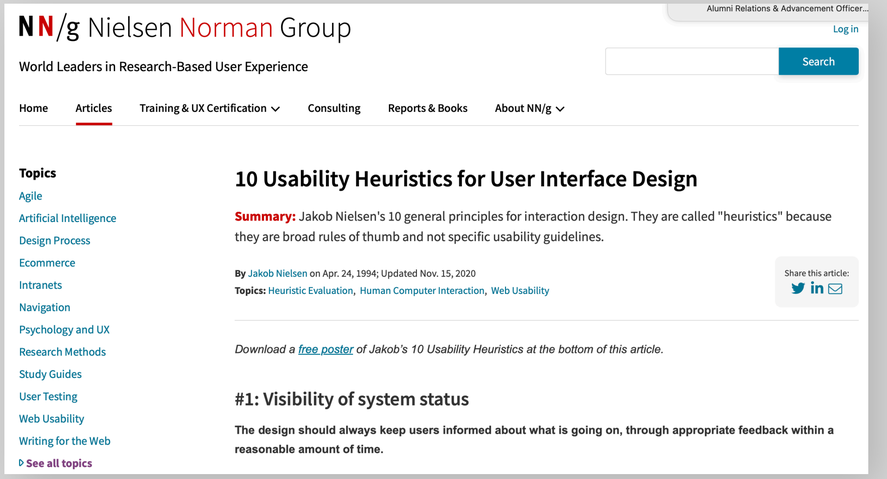
strategies for taming complexity



modularity



reuse & familiarity



focus on users

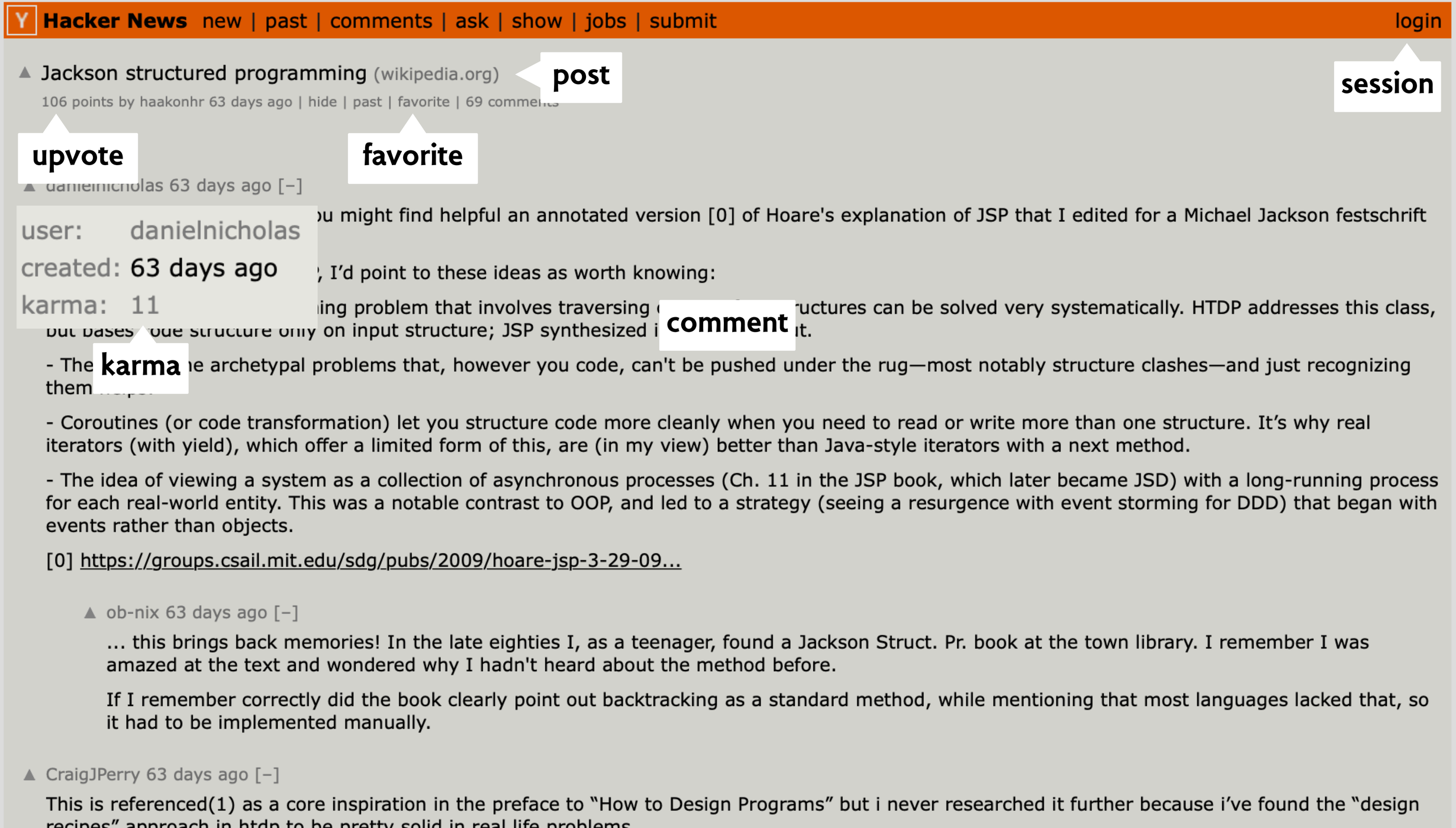
ways to structure **code**

standards for **UIs**

broad **UX** principles

needed: a framework for designing functionality that aligns modularity, reuse and user-centeredness

concepts:
modular, reusable
& user-centric
units of function


Hacker News new | past | comments | ask | show | jobs | submit
login
Jackson structured programming (wikipedia.org)
post
106 points by haakonhr 63 days ago | hide | past | favorite | 69 comments
session
upvote
favorite
danielnicholas 63 days ago [–]
user: danielnicholas
created: 63 days ago
karma: 11
u might find helpful an annotated version [0] of Hoare's explanation of JSP that I edited for a Michael Jackson festschrift
, I'd point to these ideas as worth knowing:
ing problem that involves traversing uctures can be solved very systematically. HTDP addresses this class,
comment
but bases ode structure only on input structure; JSP synthesized i t.
karma
- The e archetypal problems that, however you code, can't be pushed under the rug—most notably structure clashes—and just recognizing them
- Coroutines (or code transformation) let you structure code more cleanly when you need to read or write more than one structure. It's why real iterators (with yield), which offer a limited form of this, are (in my view) better than Java-style iterators with a next method.
- The idea of viewing a system as a collection of asynchronous processes (Ch. 11 in the JSP book, which later became JSD) with a long-running process for each real-world entity. This was a notable contrast to OOP, and led to a strategy (seeing a resurgence with event storming for DDD) that began with events rather than objects.
[0] https://groups.csail.mit.edu/sdg/pubs/2009/hoare-jsp-3-29-09...
ob-nix 63 days ago [–]
... this brings back memories! In the late eighties I, as a teenager, found a Jackson Struct. Pr. book at the town library. I remember I was amazed at the text and wondered why I hadn't heard about the method before.
If I remember correctly did the book clearly point out backtracking as a standard method, while mentioning that most languages lacked that, so it had to be implemented manually.
CraigJPerry 63 days ago [–]
This is referenced(1) as a core inspiration in the preface to "How to Design Programs" but i never researched it further because i've found the "design

concept elements: name, purpose, principle

concept Upvote

purpose rank items by popularity

principle after series of upvotes of items, the items are ranked by their number of upvotes

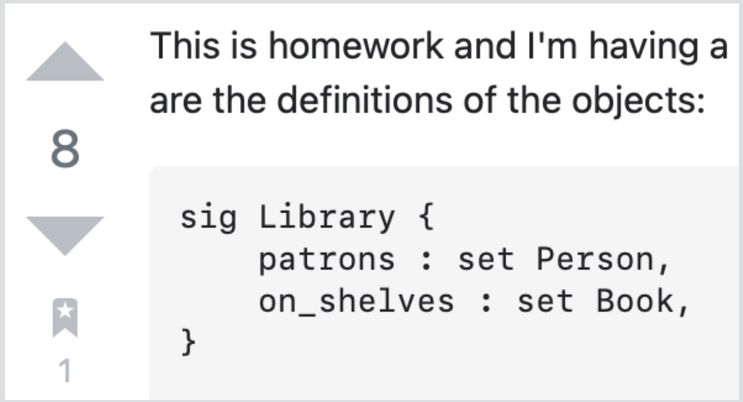
Michael Polanyi (1891-1976)

similar UIs, very different concepts

concept Upvote

purpose rank items by popularity

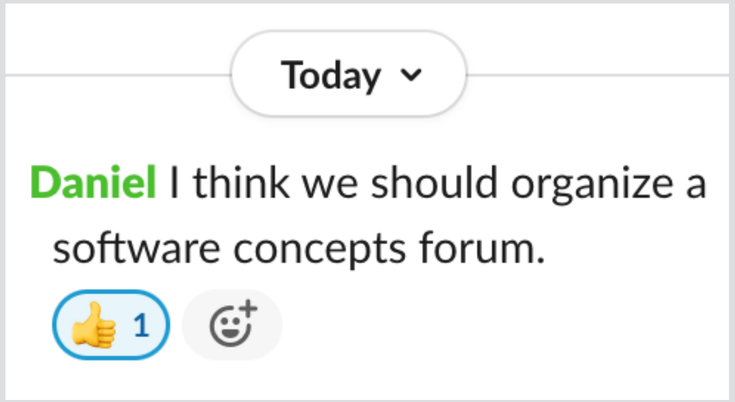
principle after series of upvotes of items, the items are ranked by their number of upvotes



concept Reaction

purpose support quick responses

principle when user selects reaction, it's shown to the author (often in aggregated form)



concept Recommendation

purpose infer user preferences

principle user likes lead to ranking of kinds of items, thus which items are recommended

defining concept behavior in detail

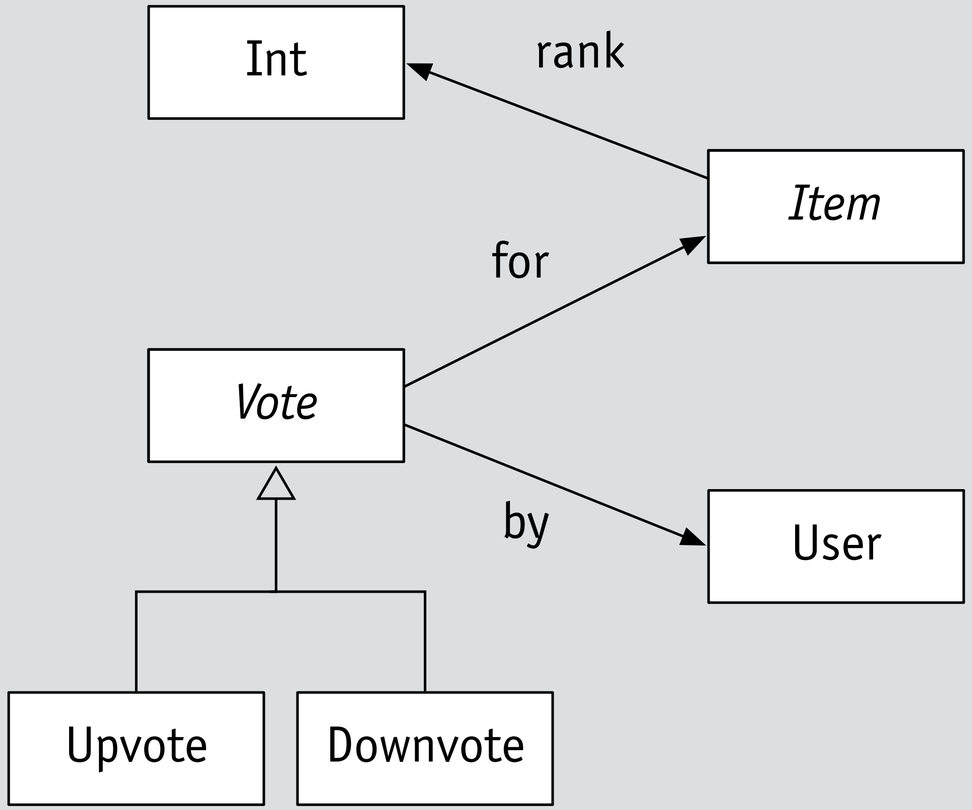
concept Upvote

purpose rank items by popularity

principle after series of upvotes of items, the items are ranked by their number of upvotes

state
by: Vote -> one User
for: Vote -> one Item
Upvote, Downvote: set Vote
rank: Item -> one Int

actions
upvote (u: User, i: Item)
downvote (u: User, i: Item)
unvote (u: User, i: Item)



downvote (i: Item, u: User)
// no v: Downvote | v.for = i and v.by = u
// remove {v: Upvote | v.for = i and v.by = u}
// add {v: Downvote | v.for = i and v.by = u}
// update i.rank ...

concepts as carriers of design knowledge

concept: Upvote

related concepts
Rating, Recommendation, Reaction, ...

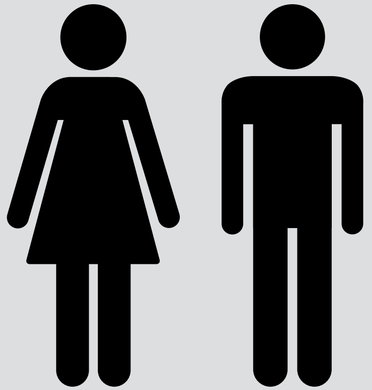
design variants
downvote as unvote
use age in ranking
weigh downvotes more
various identity tactics
freezing old posts

known issues
high votes can promote old content
feedback favors early upvotes
upvoting encourages echo chamber
preventing double votes

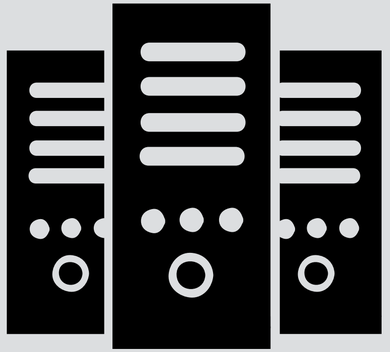
typical uses
social media posts
comments on articles
Q&A responses

often used with
Karma, Auth, ...

so what's a concept?



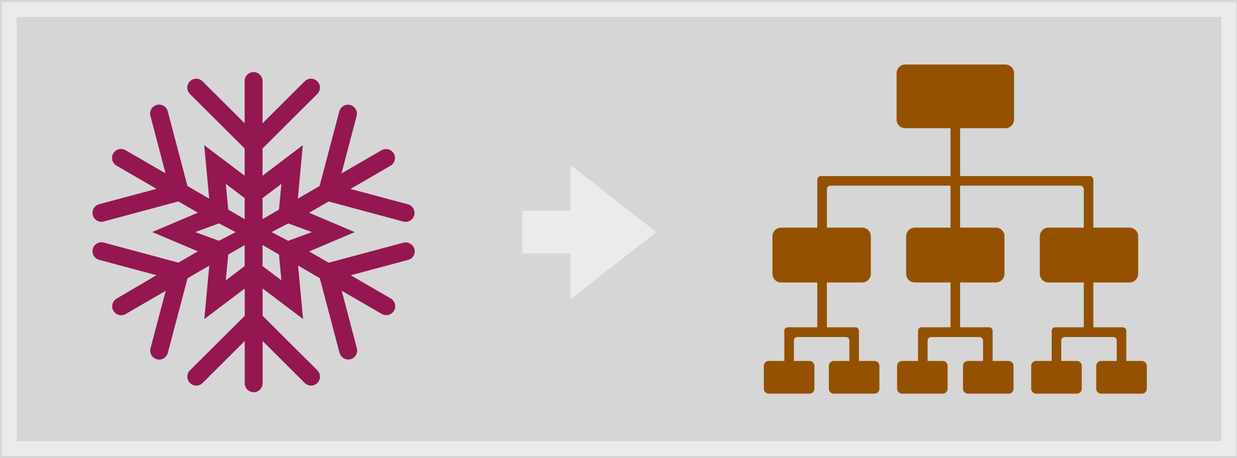
users' perspective
a behavioral protocol



software perspective
a "nanoservice"

takeaways

unbounded functionality leads to uncontrolled complexity



concepts bring modularity, reuse & user-centeredness

what next?

for any concept, we can ask:
why is it so widely used?
where did it come from?
is it just a computer concept?
how did it become so widely adopted?

the Session concept,
implemented physically?