Beyond the Known Knowns

@KevlinHenney







from the Experts

97 Things Every Programmer **Should Know**

Edited by Kevlin Henney

ABER



WILEY SERIES IN
SOFTWARE DESIGN PATTERNS

PATTERN-ORIENTED SOFTWARE ARCHITECTURE

A Pattern Language for Distributed Computing



Volume 4

Frank Buschmann Kevlin Henney Douglas C. Schmidt



WILEY SERIES IN
SOFTWARE DESIGN PATTERNS

PATTERN-ORIENTED SOFTWARE ARCHITECTURE

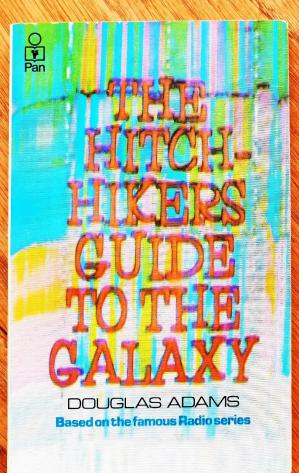
On Patterns and Pattern Languages



Volume 5

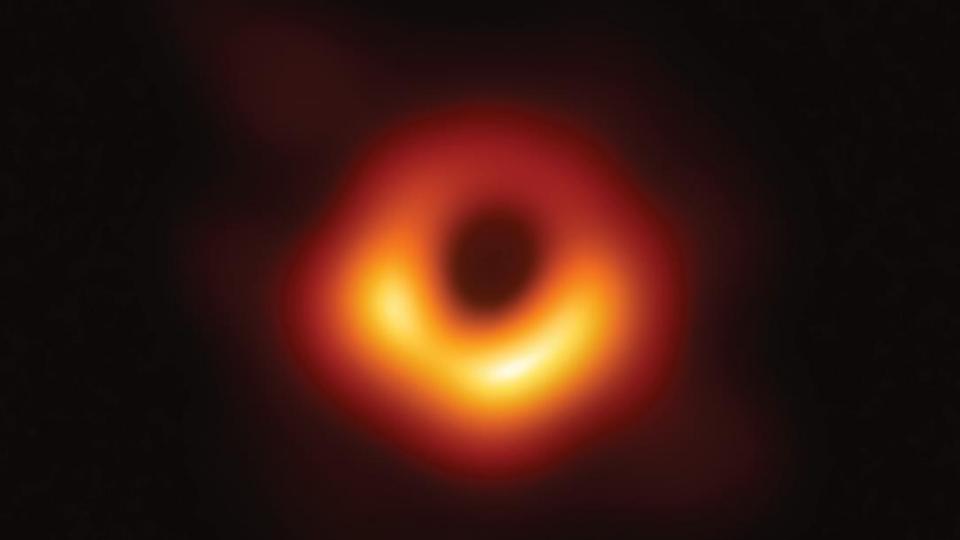
Frank Buschmann Kevlin Henney Douglas C. Schmidt To me programming is more than an important practical art. It is also a gigantic undertaking in the foundations of knowledge.

Grace Hopper



We demand rigidly defined areas of doubt and uncertainty!

$|\Delta x \Delta p| \geq \frac{\hbar}{2}$



On Formally Undecidable Propositions Of Principia Mathematica And Related Systems

KURT GÖDEL

Translated by B. MELTZER

Introduction by
R B. BRAITHWAITE

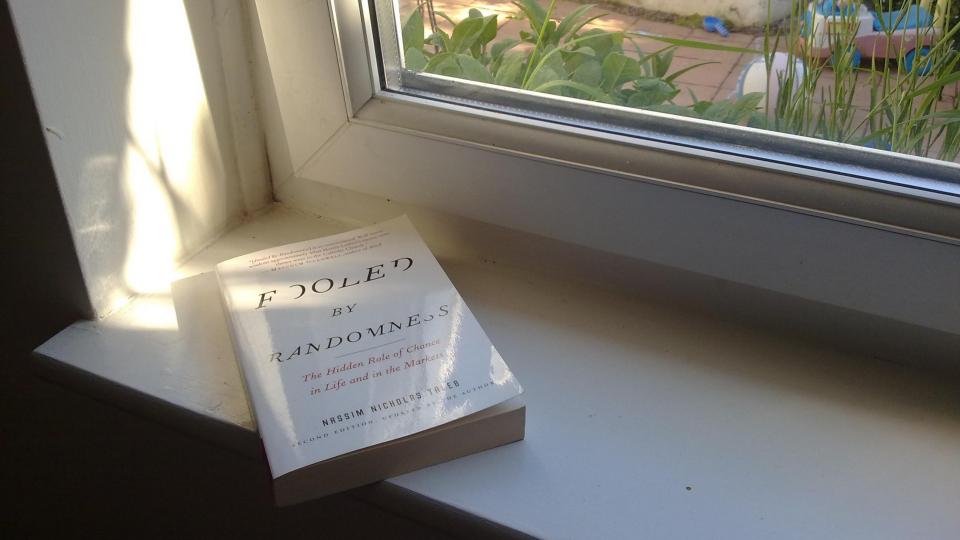


Fire in California, can't read your ebook in Pennsylvania

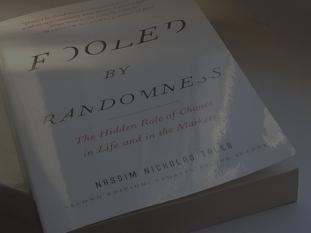


Due to the fires and power outages in California, oreilly.com is unavailable.

A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable.



People overvalue their knowledge and underestimate the probability of their being wrong.



- 0. lack of ignorance
- 1. lack of knowledge
- 2. lack of awareness
- 3. lack of process
- 4. meta-ignorance

- 0. lack of ignorance
- 1. lack of knowledge
- 2. lack of awareness
- 3. lack of process

known knowns known unknowns unknown unknowns unknowable unknowns

known knowns known unknowns unknown unknowns unknowable unknowns

I know that I know nothing.

Socrates *

known knowns known unknowns unknown unknowns unknowable unknowns The planning fallacy is a cognitive bias first proposed by Daniel Kahneman and Amos Tversky in 1979. They defined this phenomenon as "the tendency to underestimate the amount of time needed to complete a future task, due in part to the reliance on overly optimistic performance scenarios."

SOFTWARE ENGINEERING

Report on a conference sponsored by the

NATO SCIENCE COMMITTEE

Garmisch, Germany, 7th to 11th October 1968

SOFTWARE ENGINEERING

The most deadly thing in software is the concept, which almost universally seems to be followed, that you are going to specify what you are going to do, and then do it.

Garmisch, Germany, 7th to 11th ODouglas Ross

And that is where most of our troubles come from.

Report on a conference sponsored by the

NATO SCIENCE COMMITTEE

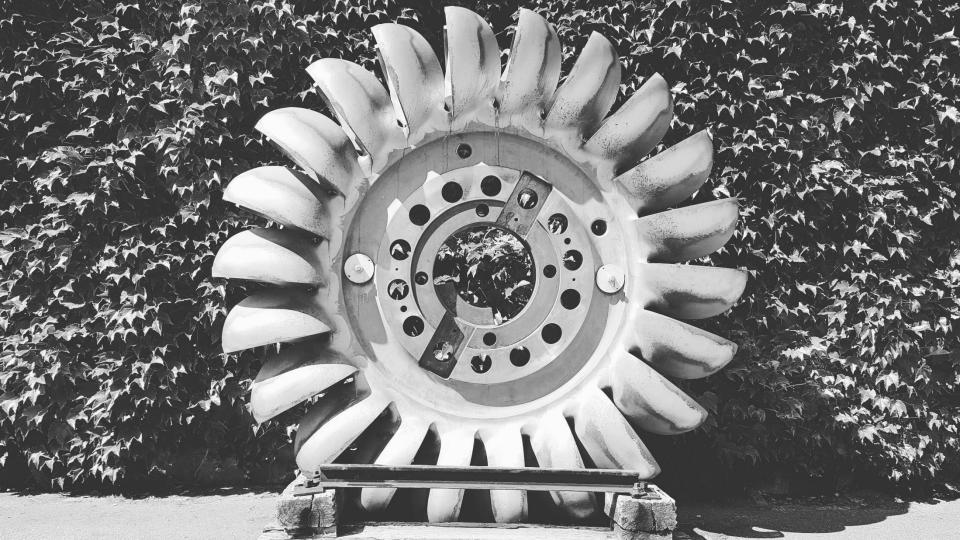
Garmisch, Germany, 7th to 11th ODouglas Ross

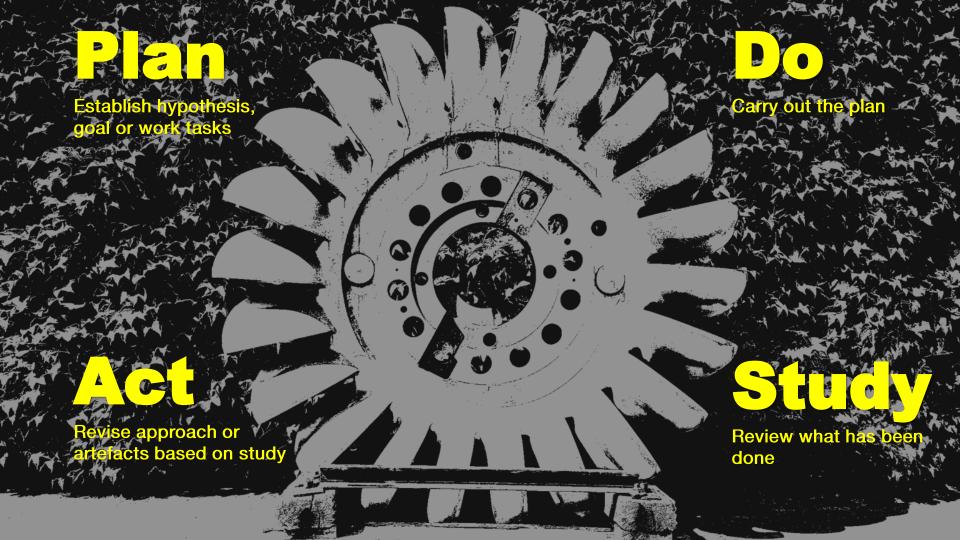
SOFTWARE ENGINEERING The design process is an iterative one.

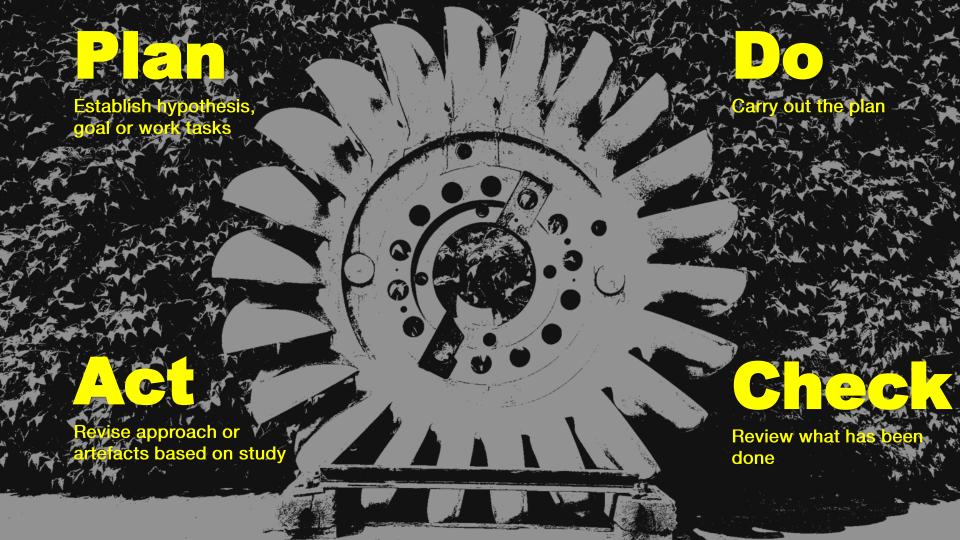
Report on a conference sponsored by the

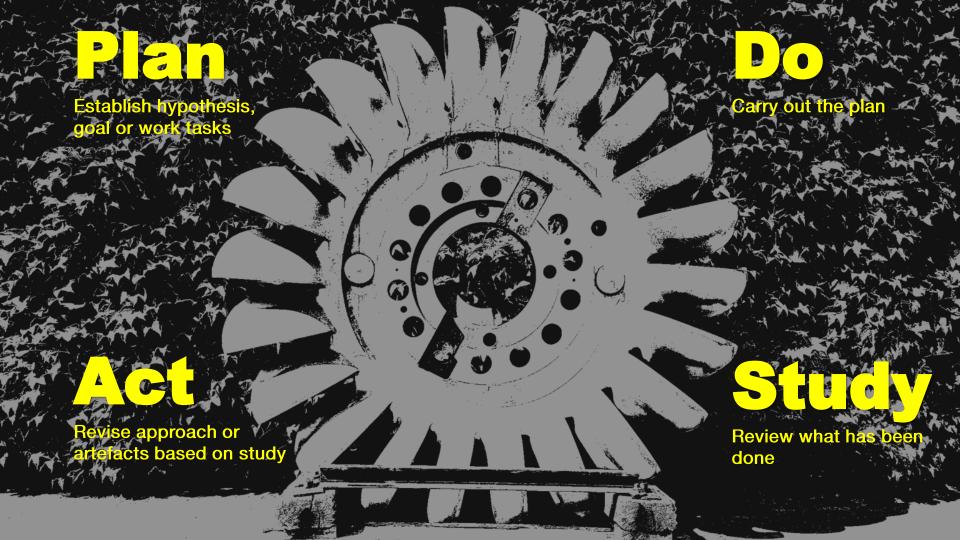
NATO SCIENCE COMMITTEE

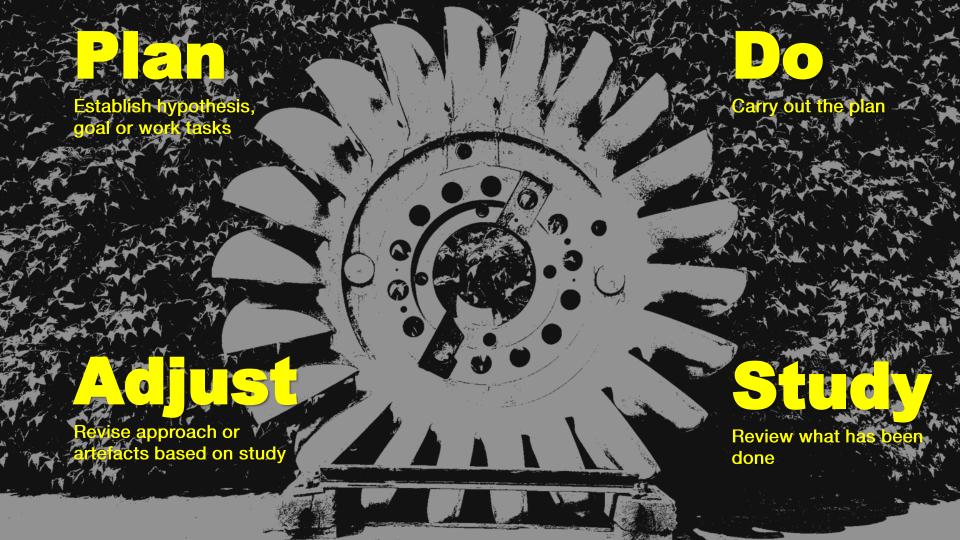
Garmisch, Germany, 7th to 11th Andy Kinslow











You have to finish things — that's what you learn from, you learn by finishing things.

Neil Gaiman

known knowns known unknowns unknown unknowns unknowable unknowns







```
G M INFO DERIVE (T ALG.E DON)
      if L M DON 32 > 32767 then
         P M DERIVE (T ALG.E DON) := 16#7FFF#;
      elsif L M DON 32 < -32768 then
         P M DERIVE (T ALG.E DON) := 16#8000#;
      else
         P M DERIVE (T ALG.E DON) := UC 16S EN 16NS (
            TDB.T ENTIER 16S(L M DON 32));
      end if;
     P M DERIVE (T ALG.E DOE) := UC 16S EN 16NS (TDB.T ENTIER 16S
                                           ((1.0/C M LSB DOE) *
                                           G M INFO DERIVE (T ALG.E DOE)
     L M BV 32 := TDB.T ENTIER 32S ((1.0/C M LSB BV) *
                                          G M INFO DERIVE (T ALG. E BV));
      if L M BV 32 > 32767 then
         P M DERIVE (T ALG.E BV) := 16#7FFF#;
      elsif L M BV 32 < -32768 then
         P M DERIVE (? ALG.E BV) := .16#8000#;
     else
         P_M_DERIVE(T_ALG.E BV) := UC 16S EN 16NS(TDB.T ENTIER 16S(L M
      end if;
     P_M_DERIVE(T_ALG.E_BH) := UC 16S EN 16NS (TDB.T_ENTIER 16S
                                          ((1.0/C M LSB BH) *
                                          G M INFO DERIVE (T ALG.E BH)))
  end LIRE DERIVE;
--$finprocedure
```



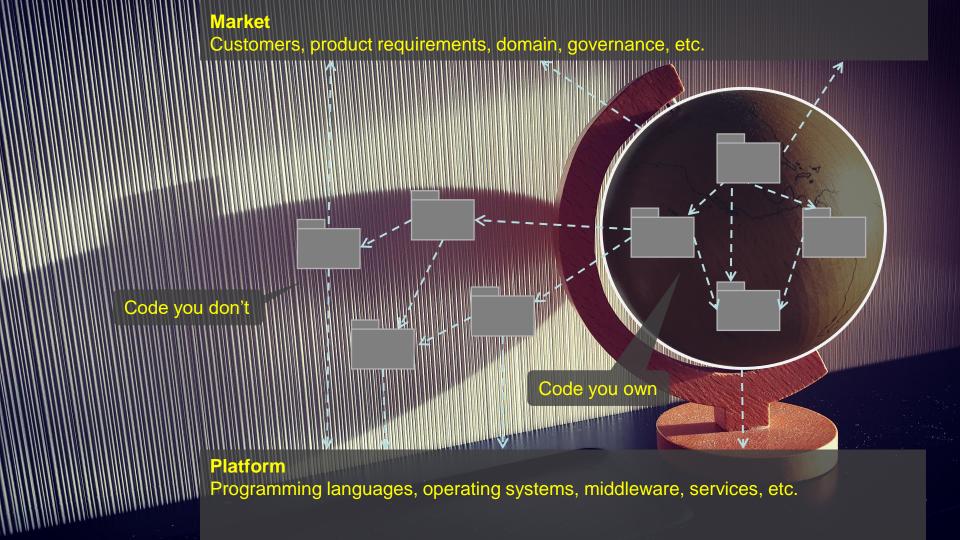
Epistemologically speaking, assumptions are the barefoottrodden Lego bricks in the dark of knowledge. You don't know they're there until you know that they're there. And even if you know there are some there, you don't know exactly where and you'll still end up stepping on some.

○ 26 2:29 PM - Apr 22, 2020

The connections between modules are the assumptions which the modules make about each other.

David Parnas

"Information Distribution Aspects of Design Methodology"



PlatformProgramming languages, operating systems, middleware, services, etc.

Programming languages, operating systems, middleware, services, etc

"Architecture" is a term that lots of people try to define, with little agreement. There are two common elements: One is the highest-level breakdown of a system into its parts; the other, decisions that are hard to change.

DESERVATORY

STUDY

Martin Fowler

Patterns of Enterprise Application Architecture

All architecture is design but not all design is architecture. Architecture represents the significant design decisions that shape a system, where significant is measured by cost of change.

DPPER and LOWER

AREA

Gracy Booch

HOW BUILDINGS LEARN

What happens after they're built

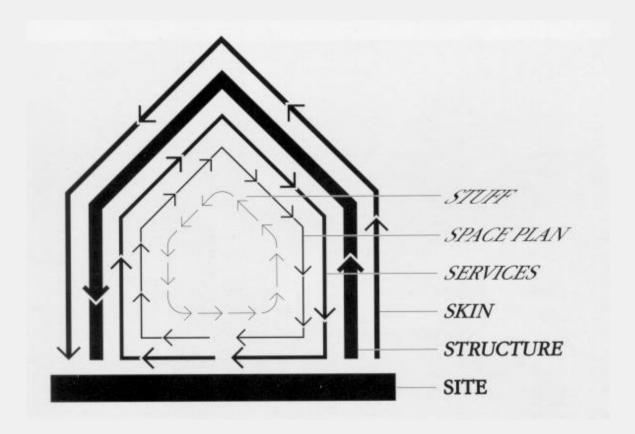


New Orleans, 1857



The same two buildings, 1993

STEWART BRAND



Shearing Layers

Different artifacts change at different rates.

Therefore, factor your system so that artifacts that change at similar rates are together.

Brian Foote & Joseph Yoder "Big Ball of Mud" laputan.org/mud/mud.html

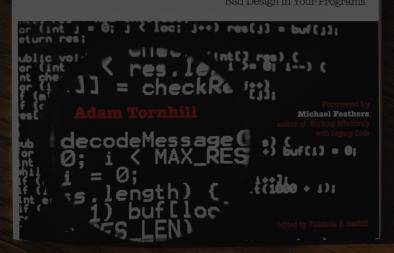


Your Code as a Crime Scene

Use Forensic Techniques to Arrest Defects, Bottlenecks, and Bad Design in Your Programs



Measuring change frequencies is based on the idea that code that has changed in the past is likely to change again.







Forewords by
Jim Highsmith
and Ken Schwaber

The Agile Software Development Series

Cockburn • Highsmith Series Editors

- Adapting agile practices to your development organization
- Uncovering and eradicating waste throughout the software development lifecycle
- Practical techniques for every development manager, project manager, and technical leader

Mary Poppendieck
Tom Poppendieck



Concurrent development makes it possible to delay commitment until the last responsible moment, that is, the moment at which failing to make a decision eliminates an important alternative.

> Mary Poppendieck Tom Poppendieck

- 1. Options have value.
- 2. Options expire.
- 3. Never commit early unless you know why.

Olav Maassen & Chris Matts

"'Real Options' Underlie Agile Practices" infoq.com/articles/real-options-enhance-agility

known knowns known unknowns unknown unknowns unknowable unknowns

Architecture is the decisions that you wish you could get right early in a project, but that you are not necessarily more likely to get them right than any other.

DPPER and LOWER

ISTUDY LAREA Ralph Johnson

If you don't end up regretting your early technology decisions, you probably overengineered.

OBSERVATORY

ARBA

Randy Shoup

That which is overdesigned, too highly specific, anticipates outcome; the anticipation guarantees, if not failure, the absence of grace.

DPPER and LOWER

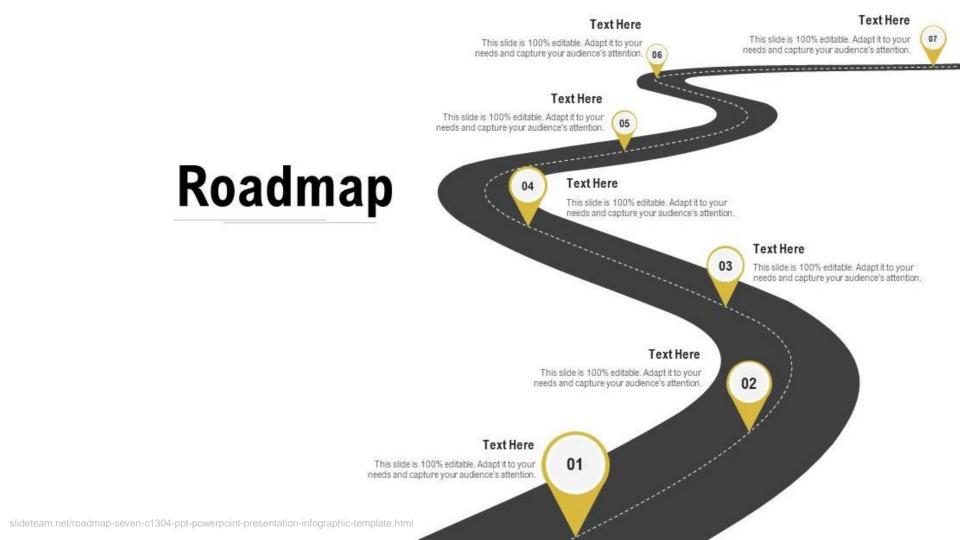
STODY

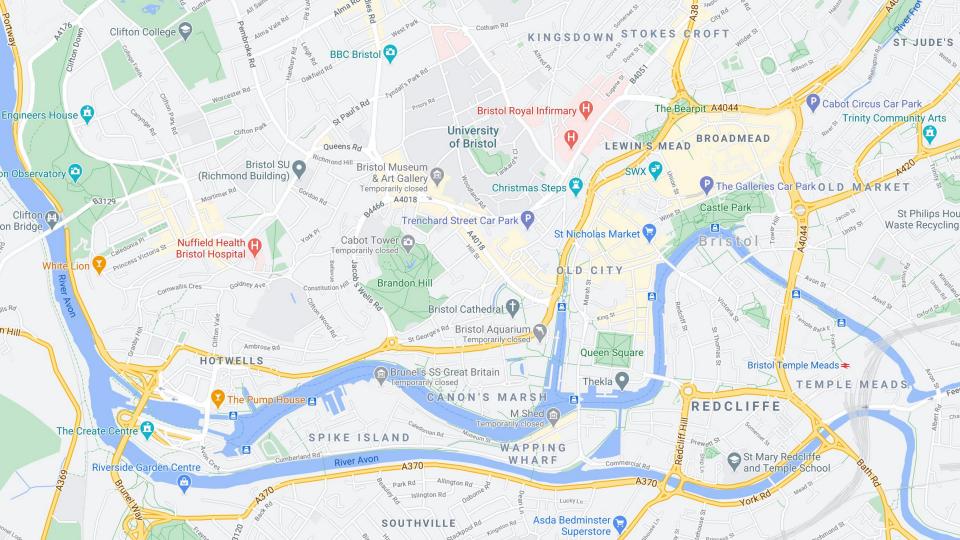
William Gibson

OFFICE All Tomorrow's Parties

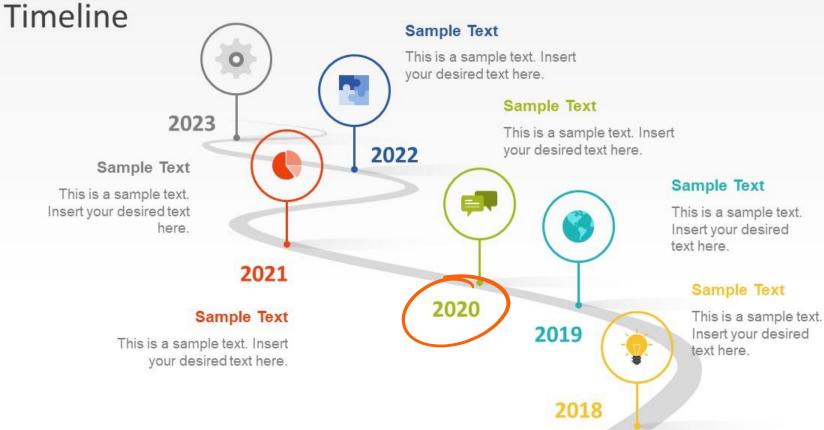
Prediction is very difficult, especially about the future.

Niels Bohr?





Curved Roadmap with Poles Milestones PowerPoint



prioritise by business value



prioritise by

estimated

business value



Properly gaining control of the design process tends to feel like one is losing control of the design procession This