

Thinking, Fast and Slow... With Software Development

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Think More Deliberately

Our decision making can be flawed...

Apply process and models (as appropriate)

Collaborate more (and better)

Plan, do, check, act...

Who Am I?



Principal Consultant at OpenCredo

- Technical/digital transformation
- Java, Golang, CI/CD, DevOps
- Microservices, cloud and containers
- PhD in Artificial Intelligence
- London Java Community Associate
- Adopt OpenJDK and JSR
- InfoQ Editor, DZone MVB, Voxxed





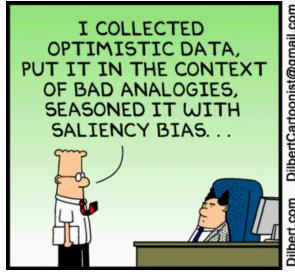








Pointy-Haired Decision Making...







dilbert.com/strip/2010-08-24



Our Thinking: A Tale of Two Systems...

System 1:

fast, instinctive, emotional, subconscious

System 2:

slower, deliberate, reasoning, conscious



$$2 + 2 = ?$$



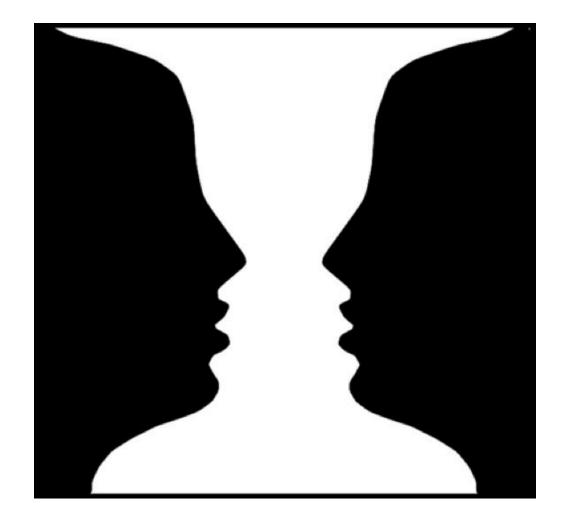
$$(24/2)*(1/3)=?$$



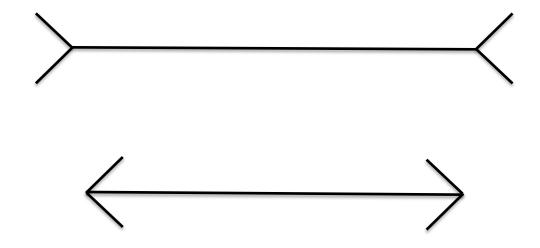
$$2 + 2 = 4$$

$$(24/2)*(1/3)=4$$

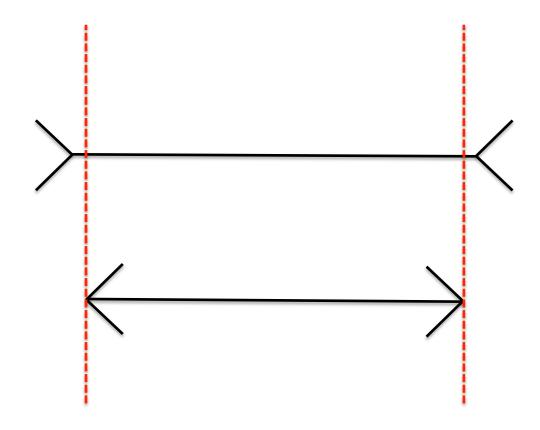














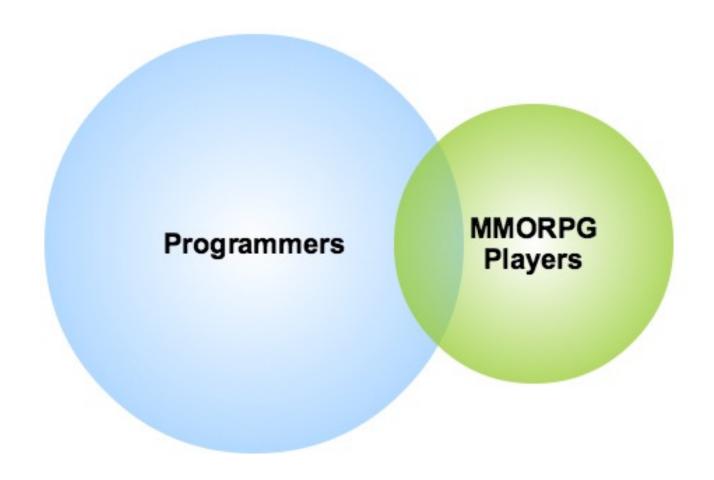
Bob is a single male in his 20's who is bright, quiet, likes science fiction and fantasy, and avoids interacting with people in the real world

Which is more probable?

- Bob is a programmer
- Bob is a programmer and plays MMORPG?



Conjunction Fallacy





Our Thinking: A Tale of Two Systems...

System 1:

fast, instinctive, emotional, subconscious Rapid, associative, and has systemic errors

System 2:

slower, deliberate, reasoning, conscious Lazy, and causal (not statistical)



Heuristics / biases affecting software delivery



Availability Heuristic

"If something can be recalled, it must be important"

'Hipster-itis'

e.g. the 'best' architectural style



Microservices

- The current flavour of the month!
 - Great ideas, but dangerously over-hyped

- Frameworks and products emerging
 - Virtuous (vicious?) circle
 - "The bandwagon effect"
 - Have we found the silver bullet?...



Whatever is Available

When all you have is a hammer...

...everything looks like a nail



When all you have is a SOA...

...everything looks like a service

(please avoid creating the toString() service)



When all you have is a Jenkins...

...everything looks like a Jenkins Job



When all you have is a Spring Framework...

...everything looks like an AbstractSingletonProxyFactoryBean



Availability: Think Professionally

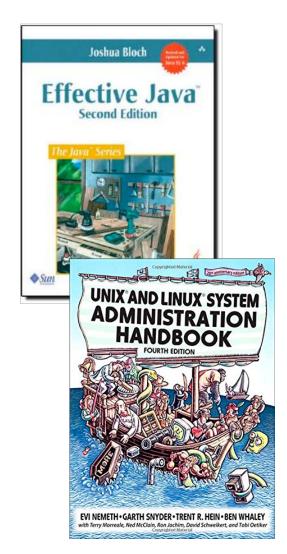
Stop... engage system 2

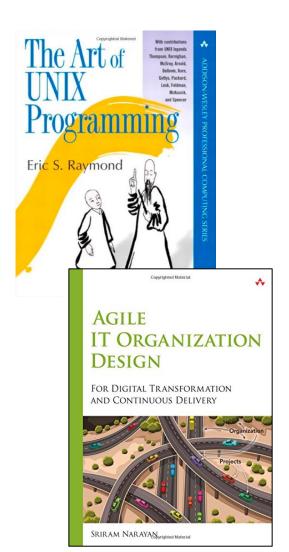
• Spike/prototype, experiment, evaluate...

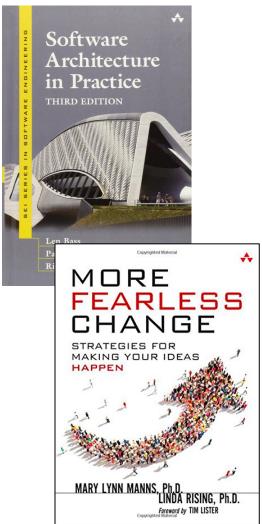
- Constant learning
 - Find trusted mentors
 - Cultivate blogs
 - Read the classics



Fundamentals









Evaluation

"I will postpone using this shiny new framework until my peers have validated the proposed benefits with rigorous scientific experiments"

- Said by no programmer ...ever



Raible's Comparison Matrix

Matt Raible comparison matrix (bit.ly/OxUzad)

| | | Spring | | | | | | | | | | | |
|---|----------|--------|--------|-------|----------|---------|------|--------|-------|------|--------|------|------|
| Criteria | Struts 2 | MVC | Wicket | JSF 2 | Tapestry | Stripes | GWT | Grails | Rails | Flex | Vaadin | Lift | Play |
| Developes Desductivity | 0.50 | 0.50 | 0.50 | 0.50 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 | 0.00 | 1.00 | 0.50 | 1.00 |
| Developer Productivity | 0.50 | 0.50 | 0.50 | 0.50 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 | 0.00 | 1.00 | 0.50 | 1.00 |
| Developer Perception | 0.50 | 1.00 | 1.00 | 0.00 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| Learning Curve | 1.00 | 1.00 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 |
| Project Health | 0.50 | 1.00 | 1.00 | 1.00 | 0.50 | 0.50 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 |
| Developer Availability | 0.50 | 1.00 | 0.50 | 1.00 | 1.00 | 0.50 | 1.00 | 0.50 | 1.00 | 1.00 | 0.50 | 0.00 | 0.50 |
| Job Trends | 1.00 | 1.00 | 0.50 | 1.00 | 0.50 | 0.00 | 1.00 | 0.50 | 1.00 | 1.00 | 0.00 | 0.00 | 0.50 |
| Templating | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 0.50 | 0.50 | 0.50 | 0.50 |
| Components | 0.00 | 0.00 | 1.00 | 1.00 | 1.00 | 0.00 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 | 0.00 | 0.00 |
| Ajax | 0.50 | 1.00 | 0.50 | 0.50 | 0.50 | 0.50 | 1.00 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 | 0.50 |
| Plugins or Add-Ons | 0.50 | 0.00 | 1.00 | 1.00 | 0.50 | 0.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 |
| Scalability | 1.00 | 1.00 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 | 0.50 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 |
| Testing | 1.00 | 1.00 | 0.50 | 0.50 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 0.00 | 0.50 | 0.50 | 1.00 |
| i18n and l10n | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 0.50 | 1.00 | 1.00 | 1.00 |
| Validation | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 0.50 |
| Multi-language Support (Groovy / Scala) | 0.50 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 0.00 | 1.00 | 0.00 | 0.00 | 1.00 | 0.00 | 0.50 |
| Quality of Documentation/Tutorials | 0.50 | 1.00 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 |
| Books Published | 1.00 | 1.00 | 0.50 | 1.00 | 0.50 | 0.50 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 0.50 | 0.00 |
| REST Support (client and server) | 0.50 | 1.00 | 0.50 | 0.00 | 0.50 | 0.50 | 0.50 | 1.00 | 1.00 | 0.50 | 0.50 | 0.50 | 0.50 |
| Mobile / iPhone Support | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 1.00 | 1.00 | 1.00 |
| Degree of Risk | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 1.00 | 0.50 | 0.50 | 0.50 |
| Totals | 14.5 | 17 | 15 | 13.5 | 15 | 14 | 17 | 17.5 | 17 | 13.5 | 15.5 | 11.5 | 14 |



Optimistic Bias

"People tend to be overconfident, believing that they have substantial control in their lives"

I know what our customers want...

...how could I possibly be wrong?



Four Factors of Optimistic Bias

- Desired end state
 - Self-enhancement, perceived control
- Cognitive mechanisms
 - Representativeness heuristic, singular target focus
- Information about self vs target
- Overall mood



Optimism: Think Professionally

• Define (and share) clear goals

• Build, measure, learn...

- Remove uncertainty early (bit.ly/1mAb6o4)
 - "Patterns of Effective Delivery" by Dan North
- Software is inherently collaborative...



The Three Amigos



www.slideshare.net/chassa/2012-1130alm-dayviennaslideshare



Pair Mob Programming

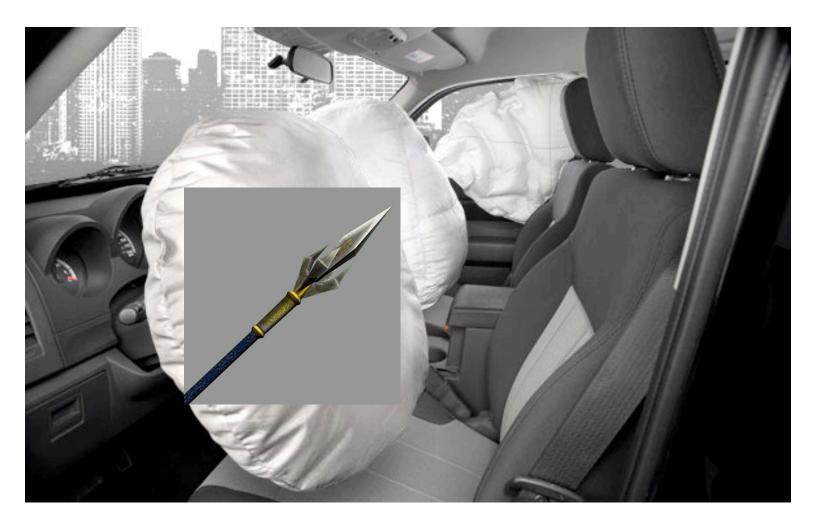


www.infoq.com/interviews/zuill-mob-programming

benjiweber.co.uk/blog/2014/11/30/the-unruly-mob/probablyfine.co.uk/papers/mob-programming.pdf



DevOps: Share the Pain...





"Dev-on-call"



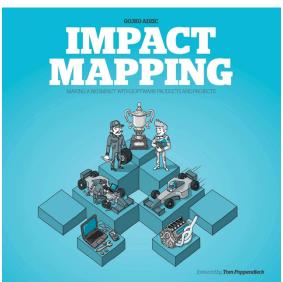
An occasional spike to the head is a good thing...

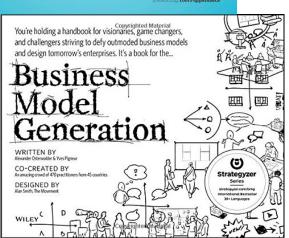
...metaphorically speaking

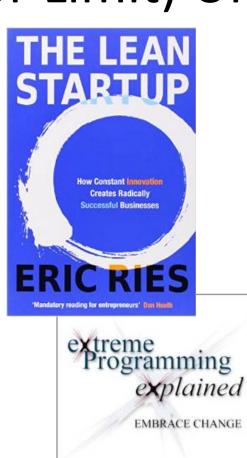
- You build it, you run it
 - Shared responsibility
 - Communication



Remove (or Limit) Uncertainty











O'REILLY"



Sunni Brown

James Macanufo

Kent Beck

Check the HiPPO





Planning Fallacy

"A phenomenon in which predictions about how much time will be needed to complete a future task display an optimistic bias."

Was your last project completed on time?

...and on budget?



IT Track Record...

- Sainsbury's Supply Chain Management System
 - \$526m bit.ly/160SnAj

- NHS patient record system
 - £10bn bit.ly/XBzFuV

- HealthCare.gov
 - onforb.es/1k7egyb



Most Common Factors for Failure

- Unrealistic or unarticulated project goals
- Inaccurate estimates of needed resources
- Badly defined system requirements
- Poor reporting of the project's status
- Unmanaged risks
- Poor communication among customers, developers, and users
- Use of immature technology
- Inability to handle the project's complexity
- Sloppy development practices
- Poor project management
- Stakeholder politics
- Commercial pressures

Source spectrum.ieee.org/computing/software/why-software-fails



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At the Start: Feedback & Federation

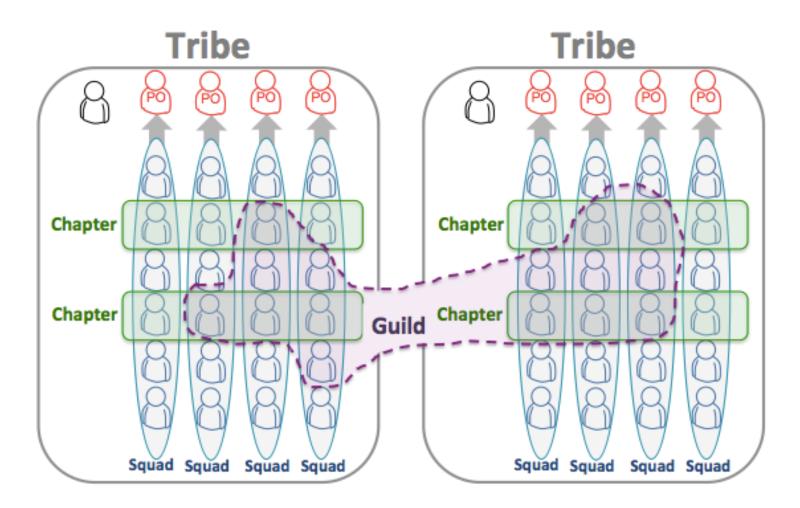
• Plan, do, check (showcase), act

Improve estimation (or #noestimates?)

- Divide and conquer
 - SOA, microservices, modules... (systems thinking)
 - Squads, guilds, chapters



Spotify





A Side Note

Even if your upfront planning is good...



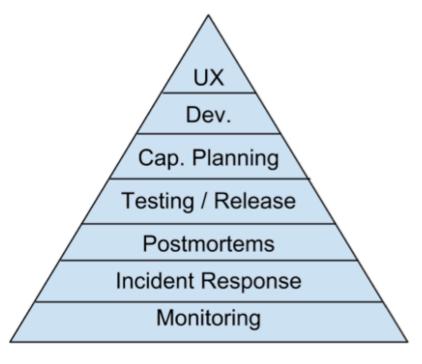
Things Inevitably Go Wrong...





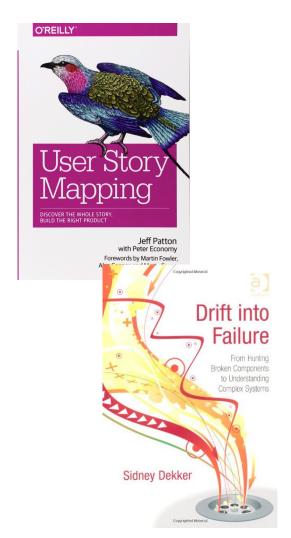
At the End: It's All About People

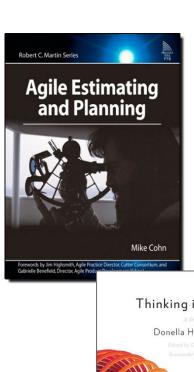


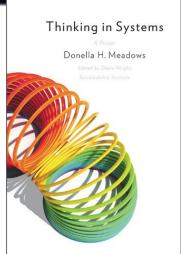




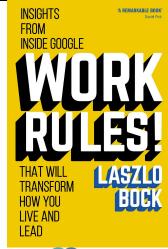
From Macro to Micro...













Accept Unknown Unknowns...



dilbert.com/strips/comic/1995-11-10/



Sunk Cost Fallacy

"Any past cost that has already been paid and cannot be recovered should not figure into the decision making process."

When did you last remove a framework?

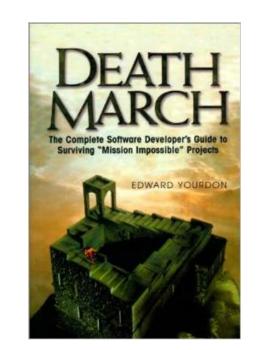
...or a library?



Why Are We Reluctant?

We don't like being wrong...

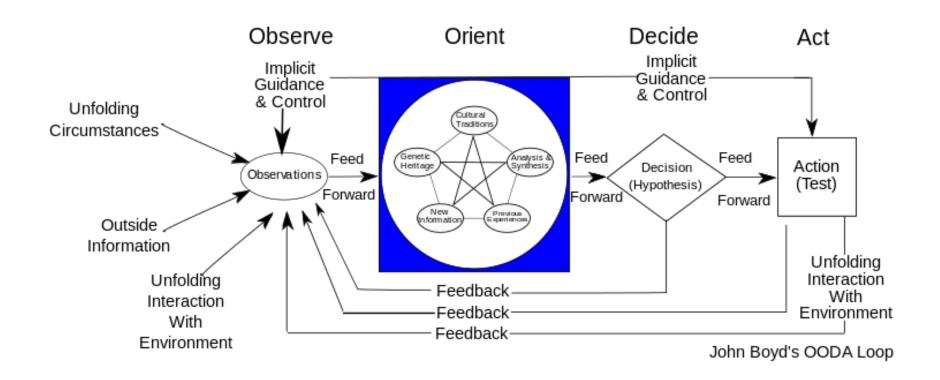
- Existing effort appears wasted
 - Endowment effect



- Loss aversion
 - Twice as powerful, psychologically, as gains?



Try Not to 'Sink Costs'





Retrospect Regularly

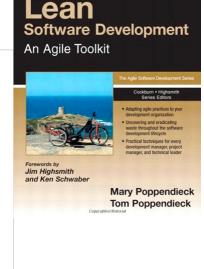
Did we make the right choice?

When was the 'last responsible moment'?

What can we learn?

How can we get better?







Anchoring Bias

"Common tendency to rely too heavily on the first piece of information offered when making decisions."

How does your manager ask for estimates?

...is it an unbiased question?







Anchoring: Learn to "Upwardly Manage"

- Learn to say no...
 - Provide explanations and alternatives

- Make sure goals/user stories are well-defined
 - Collaboration
 - Feedback

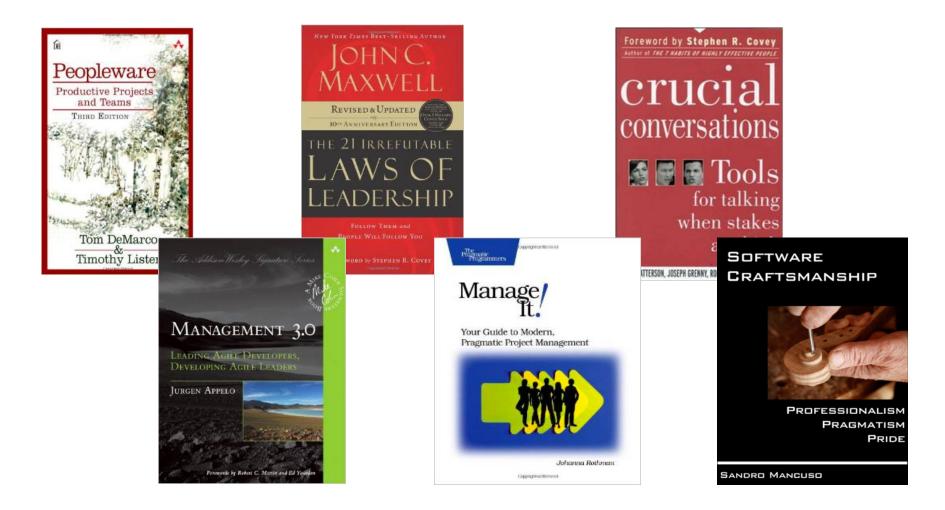
Apply PERT estimations (bit.ly/1mGzuoe)



A Little More #NoEstimates



Read Your Way to Tech Leadership (?)





Ok, lets wrap this up...

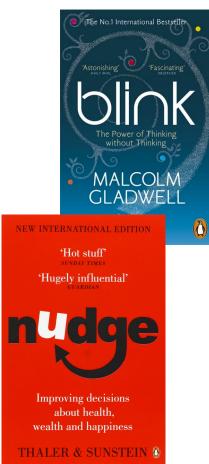


System 1 is Awesome!

It saves us from many dangers

- Very valuable in many situations
 - 'gut feel', instincts, intuition
 - Expertise plays a role
 - Can be used for good

But, I see too much System 1 in IT...





We All Make Mistakes...















Have a Little Empathy...







There's a guy in this coffee shop sitting at a table, not on his phone, not on a laptop, just drinking coffee, like a psychopath.

RETWEETS 30,457

FAVORITES 31.840

















1:35 PM - 22 Sep 2015













"You will be the same person in five years as you are today except for the people you meet and the books you read."

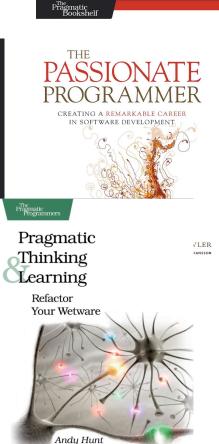
 Charlie "Tremendous" Jones (bit.ly/1LAdQkv)



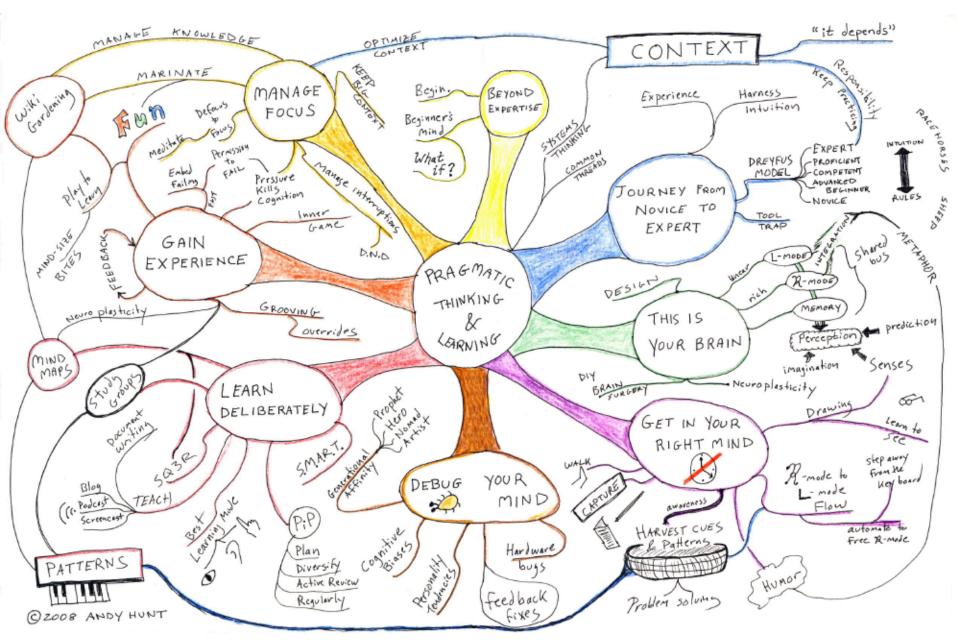
Awesome Conferences and Books













Summary

- Apply process and models (as appropriate)
 - Listen to system 1, but engage system 2...

Collaborate more (and better)

• Learn, do, retrospect, (teach,) repeat

- "Think" more deliberately -



Thanks for Listening!

Comments and feedback are welcomed...

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www.infoq.com/author/Daniel-Bryant www.parleys.com/author/daniel-bryant www.muservicesweekly.com

