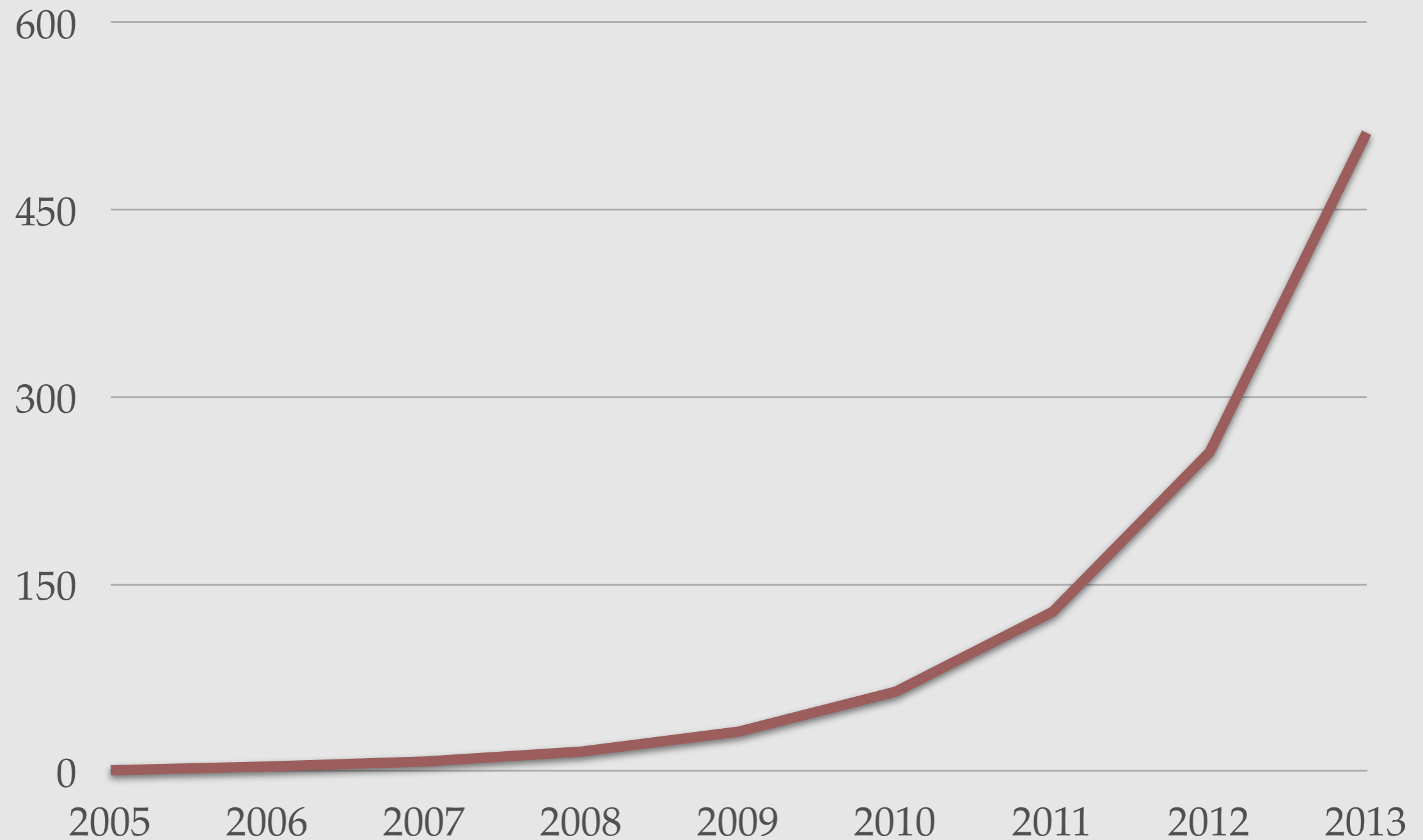




Of Heisenberg and Hawthorne -
measurements, visibility and guidance

Cons T Åhs
@lizardspace

Exponential Growth probably means Success



Success does not mean that you do not have problems

- Doing the right things doesn't mean you are doing things right
- Choosing the right technology isn't enough - you can write bad programs in any language
- Fast initial growth with
 - more merchants
 - more customers
 - expanding into new countries
 - more products
- Lots of challenges..

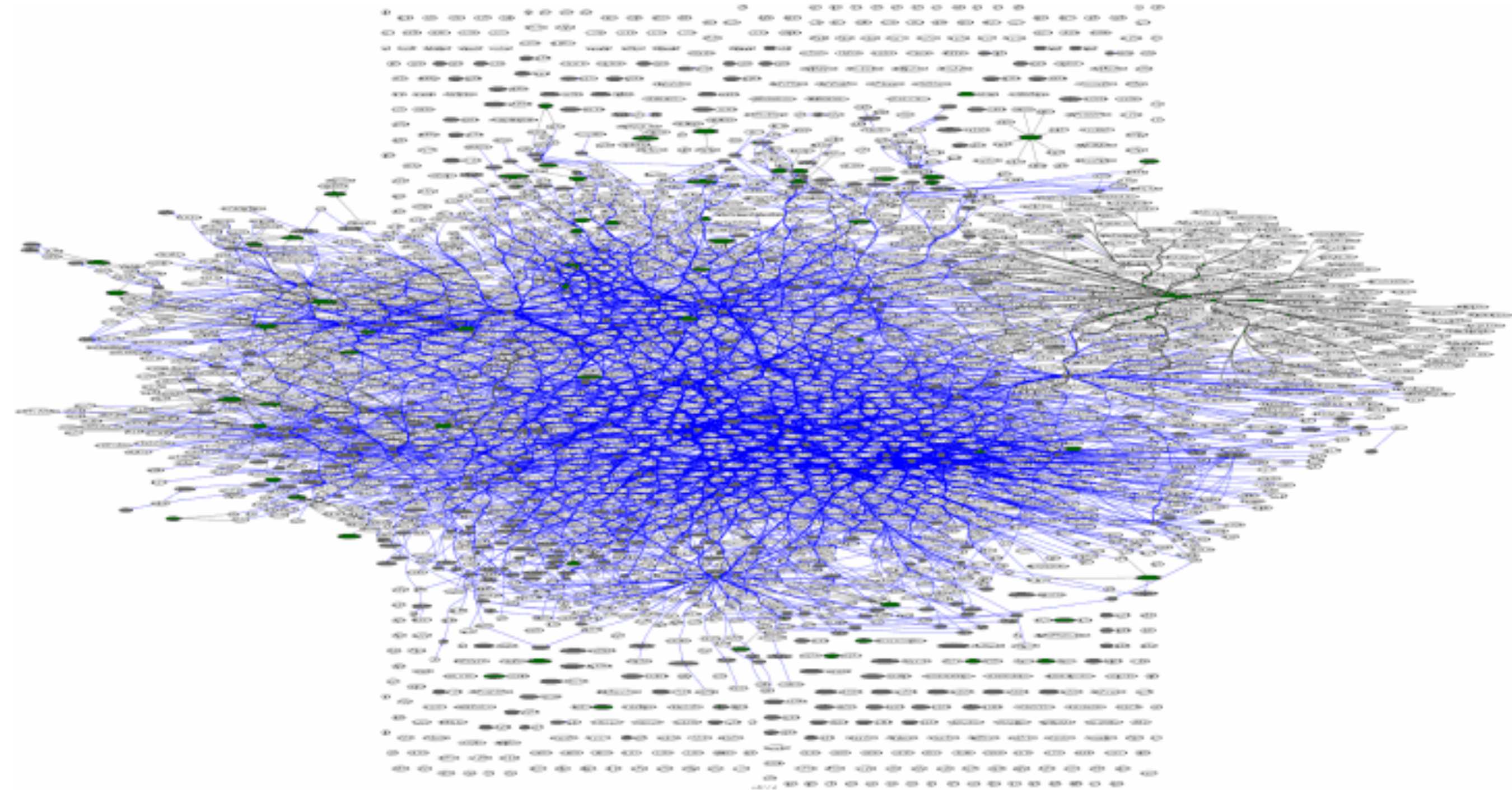
Too Agile?

- Fast pace with steady flow of new requirements
- Developers want to deliver on expectations
 - short term delivery is more important than long term
- Solve problems with available resources
 - problem: we want more productivity
 - with money available, adding more developers is easy
 - not the best idea (The Mythical Man Month, 1975)
- Long term quality and adaptability suffers
 - the slowdown is gradual
 - productivity/developer vs productivity for a growing development department

Evolution vs Design

- Evolution means adaption
- Having something to adapt to is good - it means you are successful
- Evolution leaves artifacts
 - best case is that your appendix does nothing, but it might actually kill you
- Design carries more purpose and a sense of direction
- Adaptability might suffer
- You can't design for every possible change

Evolution and Adaption gives us..



Zoom in..



Problems..

- Dependencies way too complex
- Code base shared among too many developers - everybody "owns", and changes, everything
- Development does not scale
- Testing mostly done at system level, not a unit level
 - difficult to test parts in isolation
 - turn around times are long
- Code smells
- Rigid culture of how development and testing is done
 - difficult to change, both in terms of code and behaviour

Technical Debt

- Technical Debt is like taking a loan when buying a house
 - Instead of having everything upfront, you can get what you want sooner.
 - You have to pay you mortgage
 - Be careful about taking more loans if your income does not match
- Any product will carry technical debt
 - Time to market over The Perfect Product
 - Adaption to insights gained and new directions
 - Not knowing where you are going from the start

Solving Technical Debt is Trivial..



.. if you have a time machine ..

The Turning Point

- Be open about your technical debt
 - to yourself, the team, management
 - if not, it is reasonable to assume that a solution has been made according to best practices
- Make it clear that some choices done for short term gain will increase the technical debt
- Change of directions will increase technical debt
- Increasing technical debt will slow you down
- Not decreasing technical debt will keep you slow

Measure, don't guess!

- Technical debt needs to be quantified
- Monitoring change shows if you are going in the right direction
- Know where to focus your efforts
 - bad spots
 - prepare for future change
 - be pragmatic; don't fix things that aren't touched

Observation Effects

- This is Heisenberg and Hawthorne in action
- Doing measurements will have effects on behaviour
 - you want to look good according to the metrics
 - doing good code reviews will increase quality
- Effects are not better than the measurements
 - anything can be gamed
 - trends are often more important than single values
 - secondary, long term, effects show effectiveness, e.g, does increased code coverage actually result in better quality?

Possible Metrics

- Quality
- Productivity
- Static code analysis
 - dependencies
 - access patterns
 - type checking
 - code smells
- Code coverage by unit tests

Tools

Dependencies

- Define an additional module hierarchy
 - applications are collections of module
- We measure bad call dependencies in our code
 - Allow only certain modules (the API) in an application to be called from other applications
 - Define layers in the system and define how layers are allowed to call each other
 - Compute the call graph and find violations to the rules
 - Works on beam code

Tools

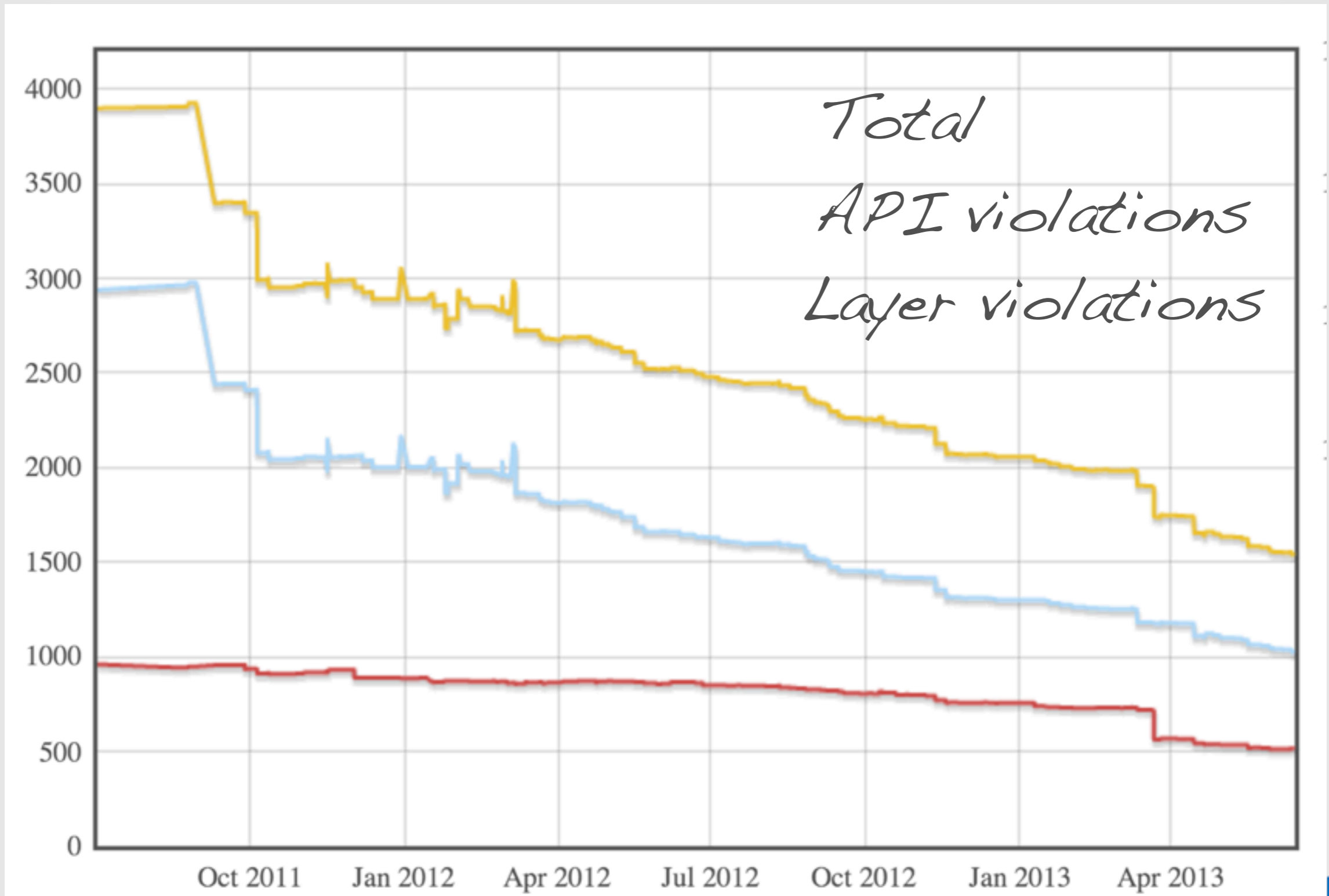
Dependencies

- Effects of measuring
 - Prevent new bad dependencies
 - Encourage active work on removing bad dependencies
 - define and use APIs
 - move and refactor code

Tools

- Find invalid record access from other modules
 - Using knowledge of actual representation is long term bad - you will change representation at some point
 - Prevents easy representation change
- Measure code coverage to encourage writing unit tests
 - currently measure coverage from eunit
 - adjust rebar for more precise measurement

Count of Bad Dependencies



Results

- Teams that actively work with increasing code coverage from unit tests have less incidents
 - secondary effect of initial effort
- Bad dependencies are decreasing
- Sense of code ownership is increasing
 - “sharing” ownership between teams is a bad idea
- Pride within teams are increasing
 - produce at good quality

Closing Remarks

- You will have technical debt - don't pretend otherwise
- Control you technical debt - or it will control you
- Measure you technical debt - don't guess
- Measurement will have effects
- Changing the culture is difficult and slow
- We are building a new architecture while running 24/7
 - This poses it's own set of challenges
 - You "legacy" system will live longer than you expect and want
 - The Second System Syndrome is real