Progress toward an *Engineering Discipline* of Software

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What does it mean to have an engineering discipline for software?

How far has software engineering progressed toward that goal?

What are the next steps?

with examples from civil engineering
and software architecture

What is “engineering"?

Definitions abound

They have in common:

Creating cost-effective solutions ...

... to practical problems ...

... by applying scientific knowledge ...

... building things ...

... in the service of mankind

Engineering enables ordinary people
to do things that formerly required virtuosos

What is “engineering"?

Definitions abound

They have in common:

Creating cost-effective solutions ...

... to practical problems ...

... by applying codified knowledge ...

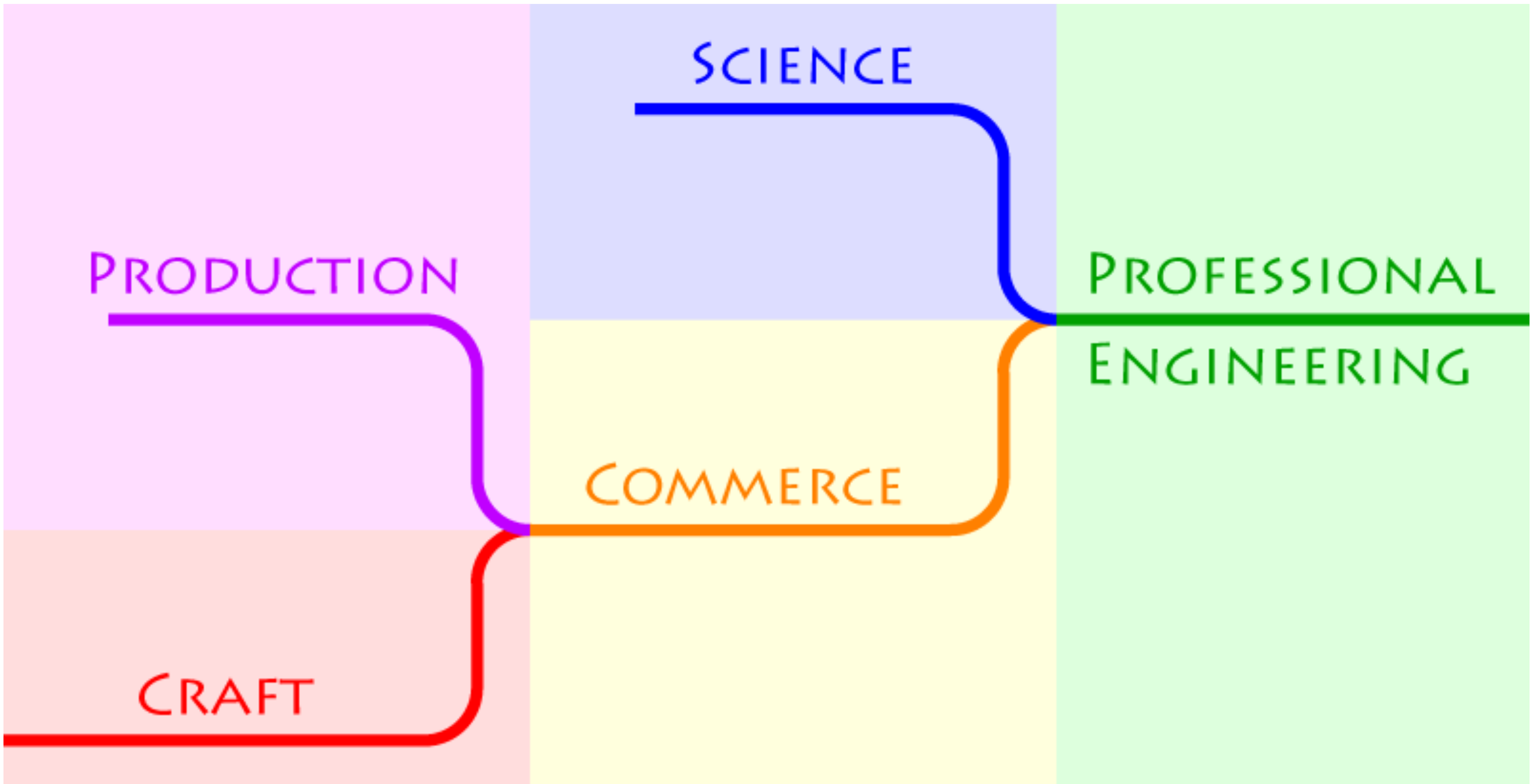
... building things ...

... in the service of mankind

Engineering enables ordinary people
to do things that formerly required virtuosos

Characteristics of engineering

- limited time, knowledge, and resources force decisions on tradeoffs
- best-codified knowledge, preferentially science, shapes design decisions
- reference materials make knowledge and experience available
- analysis of design predicts properties of implementation

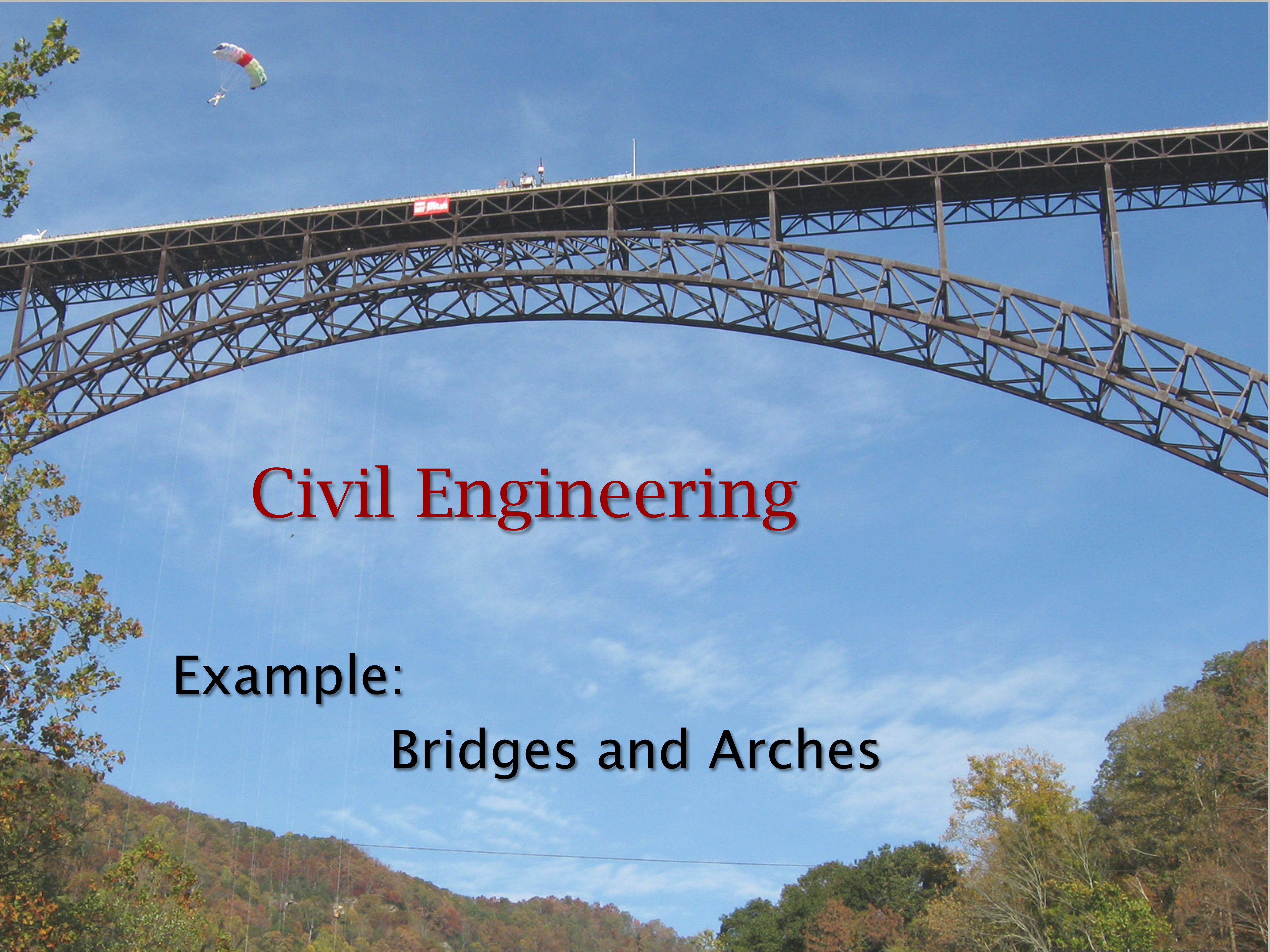

Science
Production
Professional
Engineering
Commerce
Craft

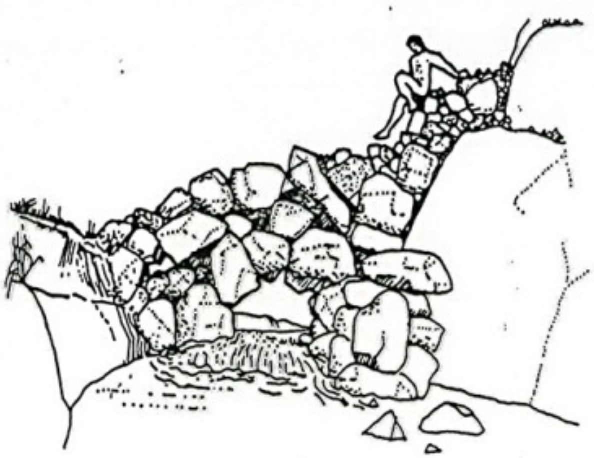
Engineering evolves from craft and commerce; it requires scientific foundations, or at least systematically codified knowledge.

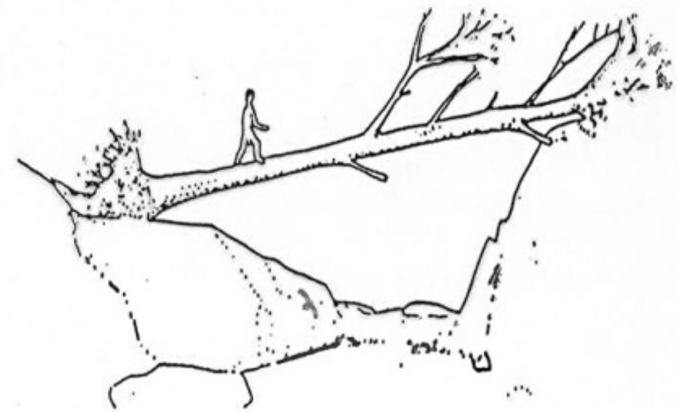
Exploiting technology requires both management and a body of codified knowledge.

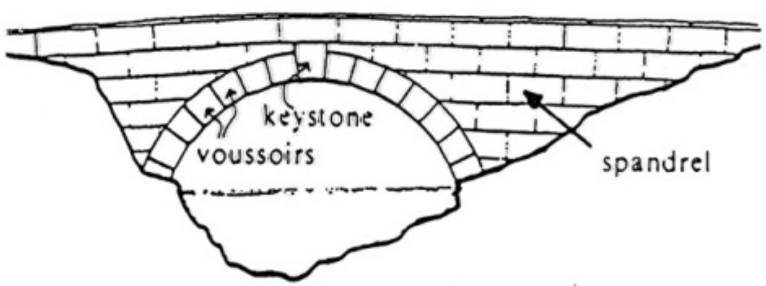
Science often arises from progressive codification of practice.

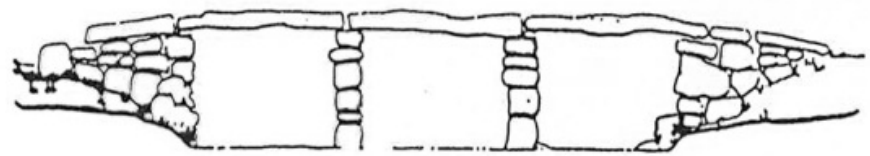
Civil Engineering as Model


Civil Engineering
Example:
Bridges and Arches









Great Buildings of the World
Bridges, Derrick Beckett,
Hamlyn Publishing Group, Ltd.,
London, England, pp 10,12,16,19

1st Century CE

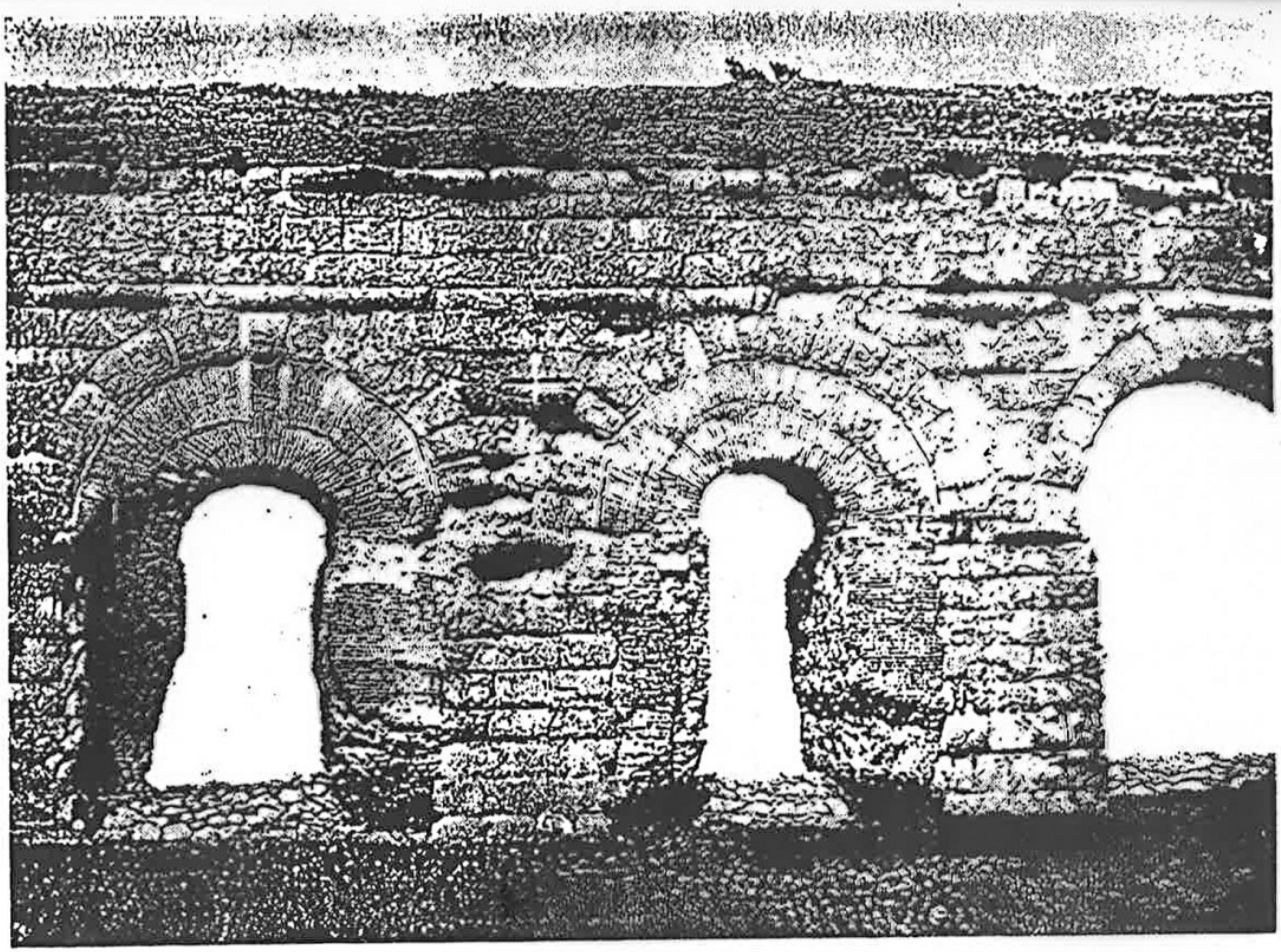


Figure 4.4 Two Roman aqueducts, Anio Novus built on Claudia (From Curt Merckel, *Die Ingenieurtechnik im Alterthum*, 1899; courtesy Julius Springer-Verlag)

Craft of bridges

Romans

Renaissance & Industrial Revolution

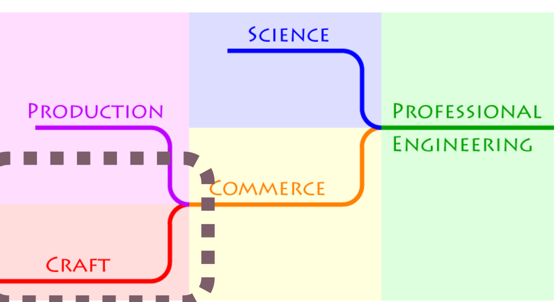
Scientific Engineering

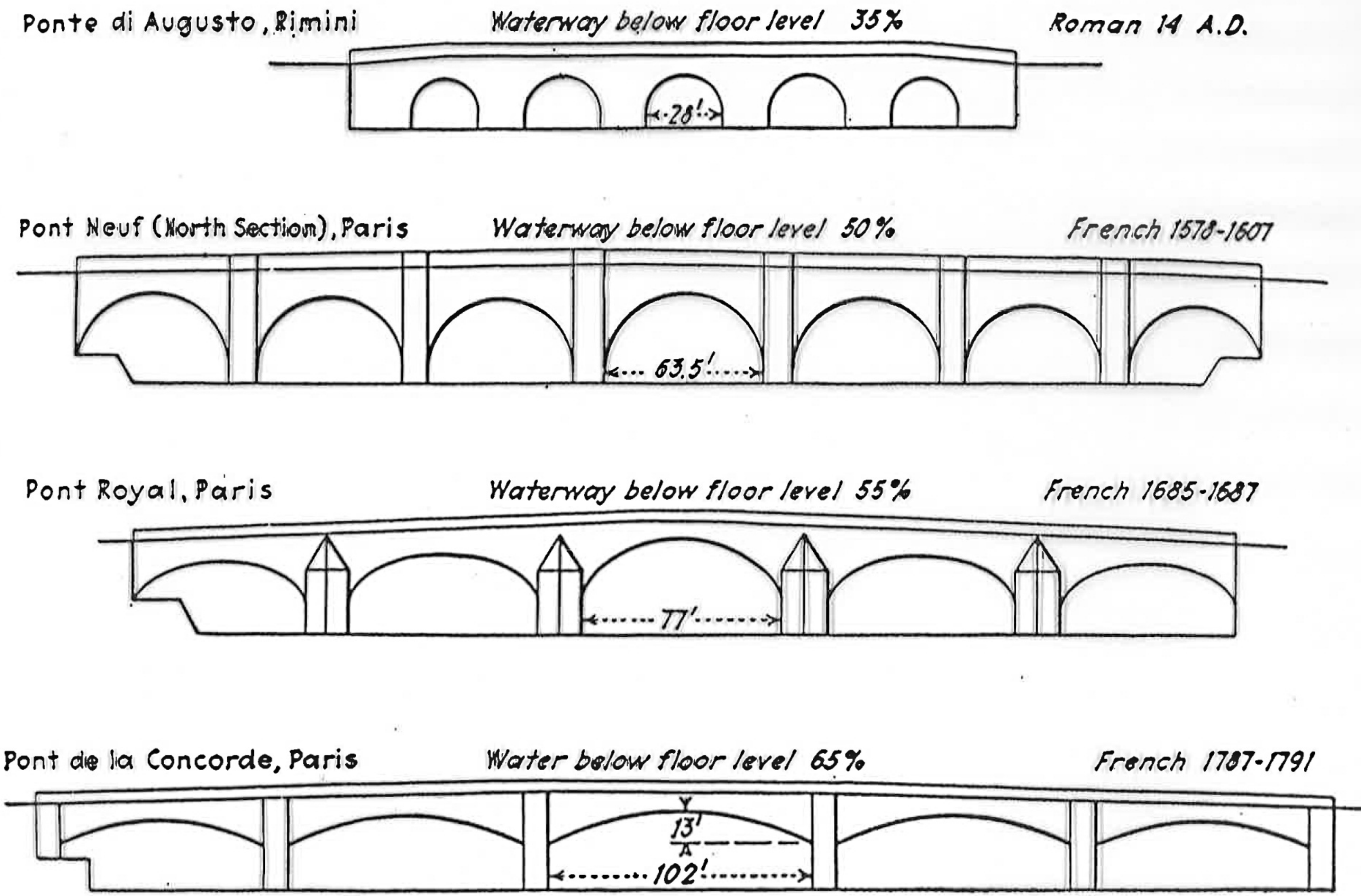
Empirical progress via failure and repair

No deliberate application of mathematics to determine size or shape

Little theory, but construction methods lasted until 19th century

Vitruvius: *De Architectura* [about 25 BC]





The Evolution of the Stone-arch Bridge

ring and Western Civilization, James Kip Finch,
Hill Book Company, Inc., New York, NY, 1951, p33

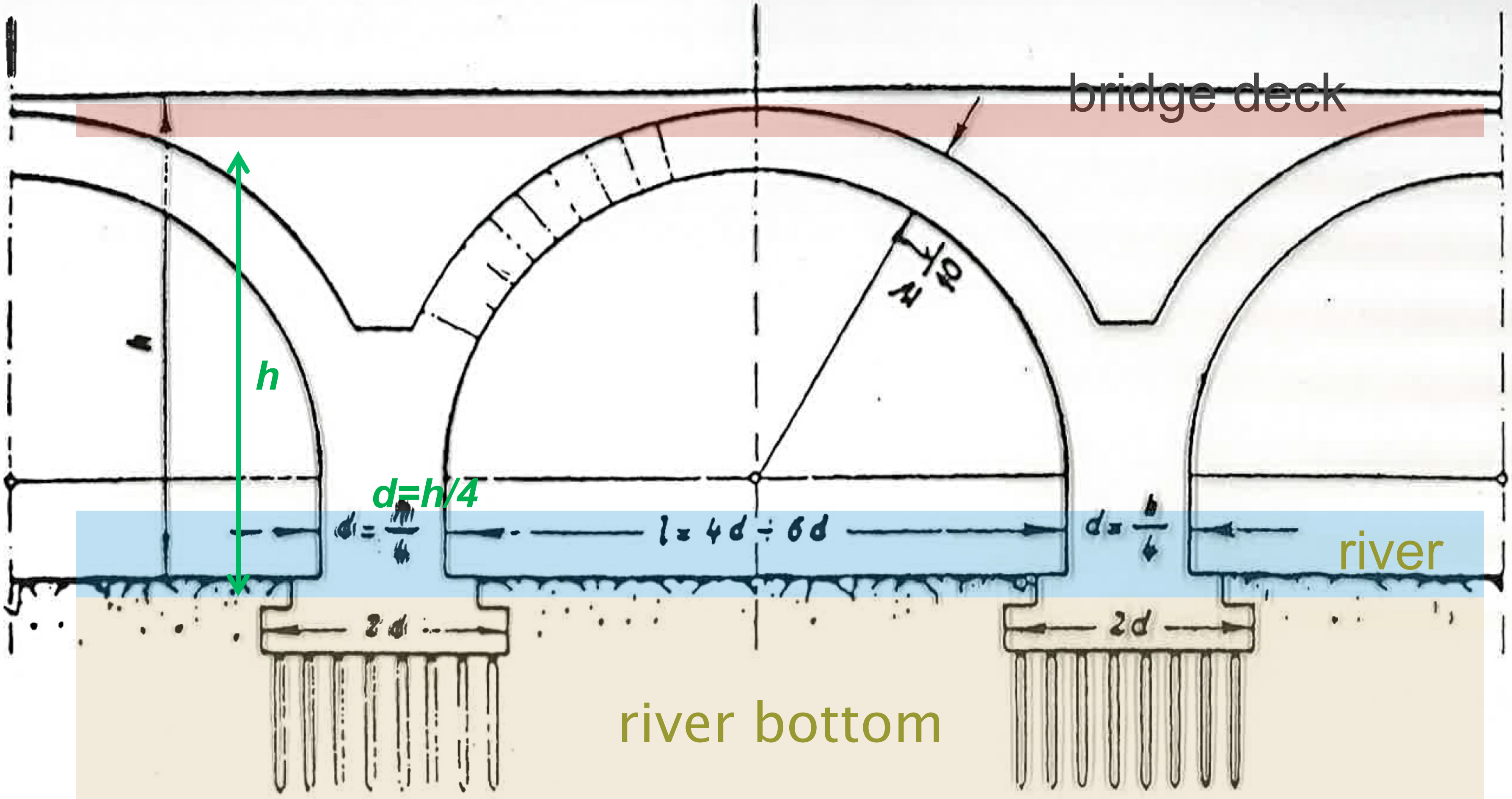
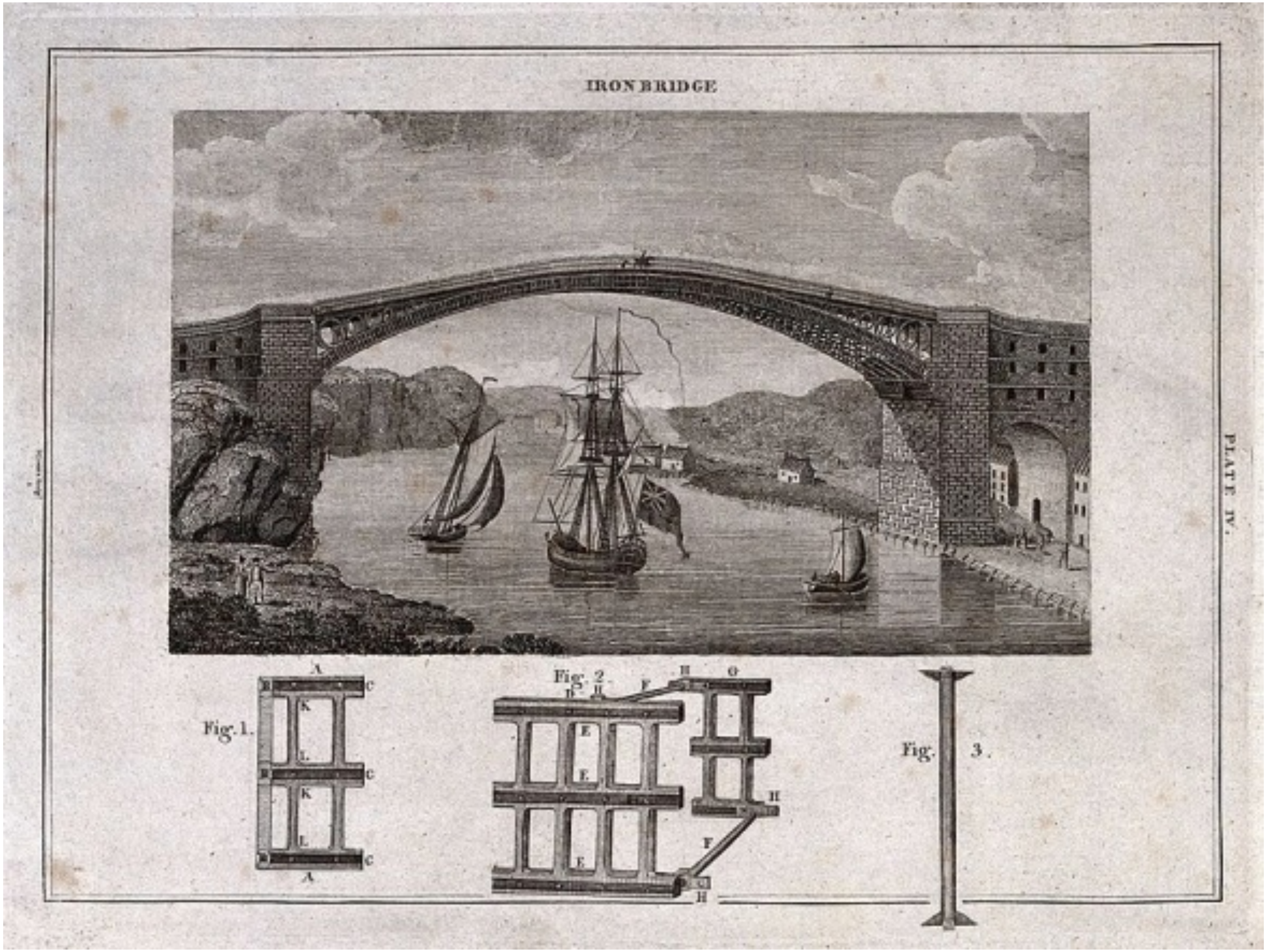


Fig. 28. Arch bridge, according to Leon Battista Alberti.

y of Civil Engineering, Hans Straub,
T. Press, Cambridge, MA, 1964, p90

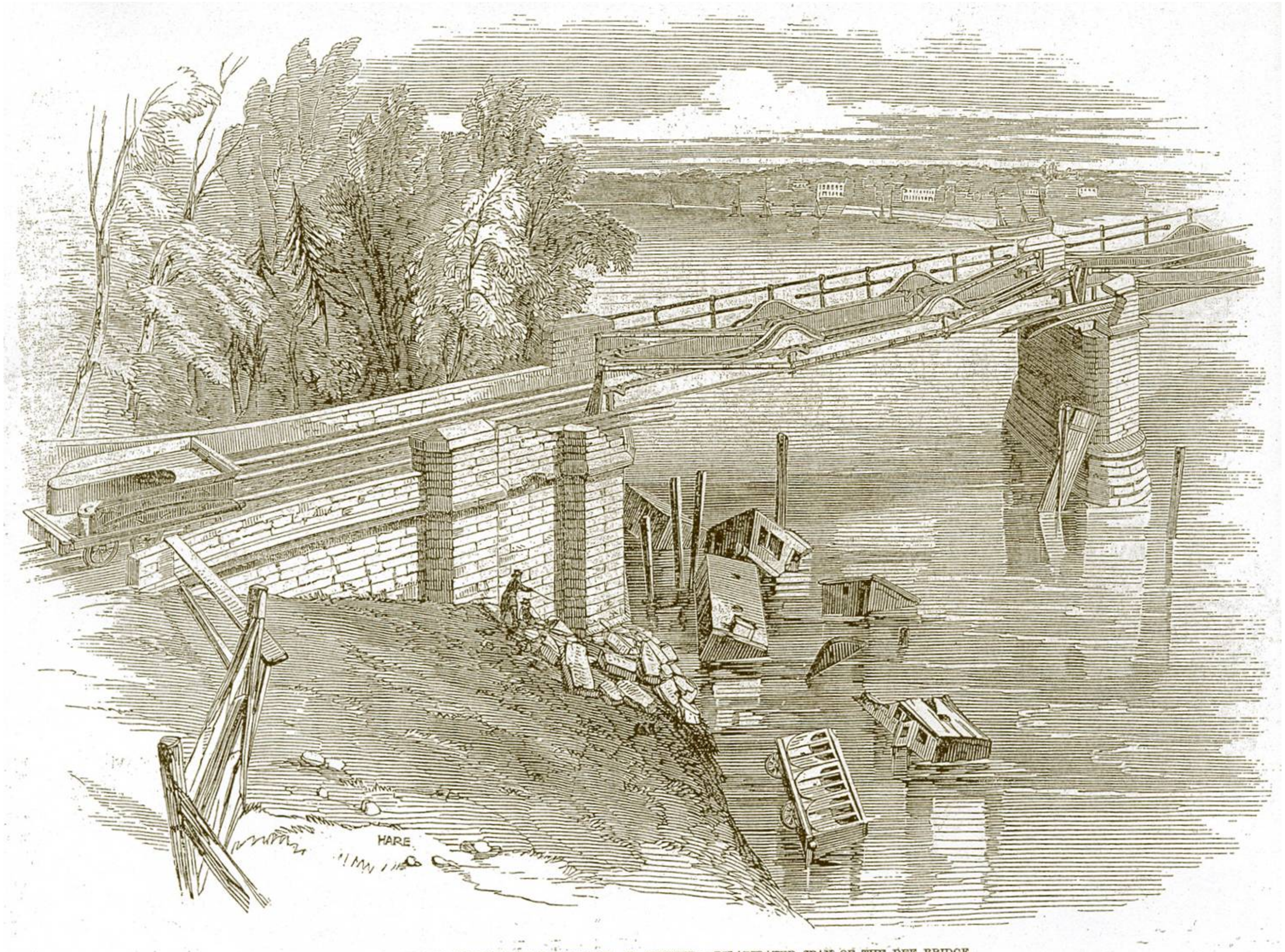
15th century

Ironbridge at Coalbrookdale, 1779



Mary Shaw

Dee Bridge disaster, 1847



SCENE OF THE LATE RAILWAY ACCIDENT, AT CHESTER.—DILAPIDATED SPAN OF THE DEE BRIDGE.

Illustrated London News, 1847

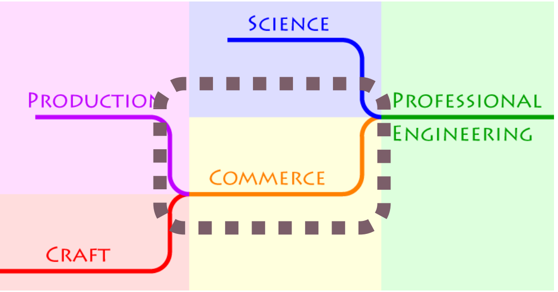
Business of bridges

Romans

Renaissance & Industrial Revolution

Scientific Engineering

- Increasingly long spans, lighter structures
- Rules of thumb about proportions
- Explanation of structures:
  - Brunelleschi on arches and domes 15th century
  - Galileo on beams 17th century
- Introduction of cast iron, wrought iron, steel, and reinforced concrete



Fundamental Problems

Composition of forces

Bending

Theories that solved these problems

Statics

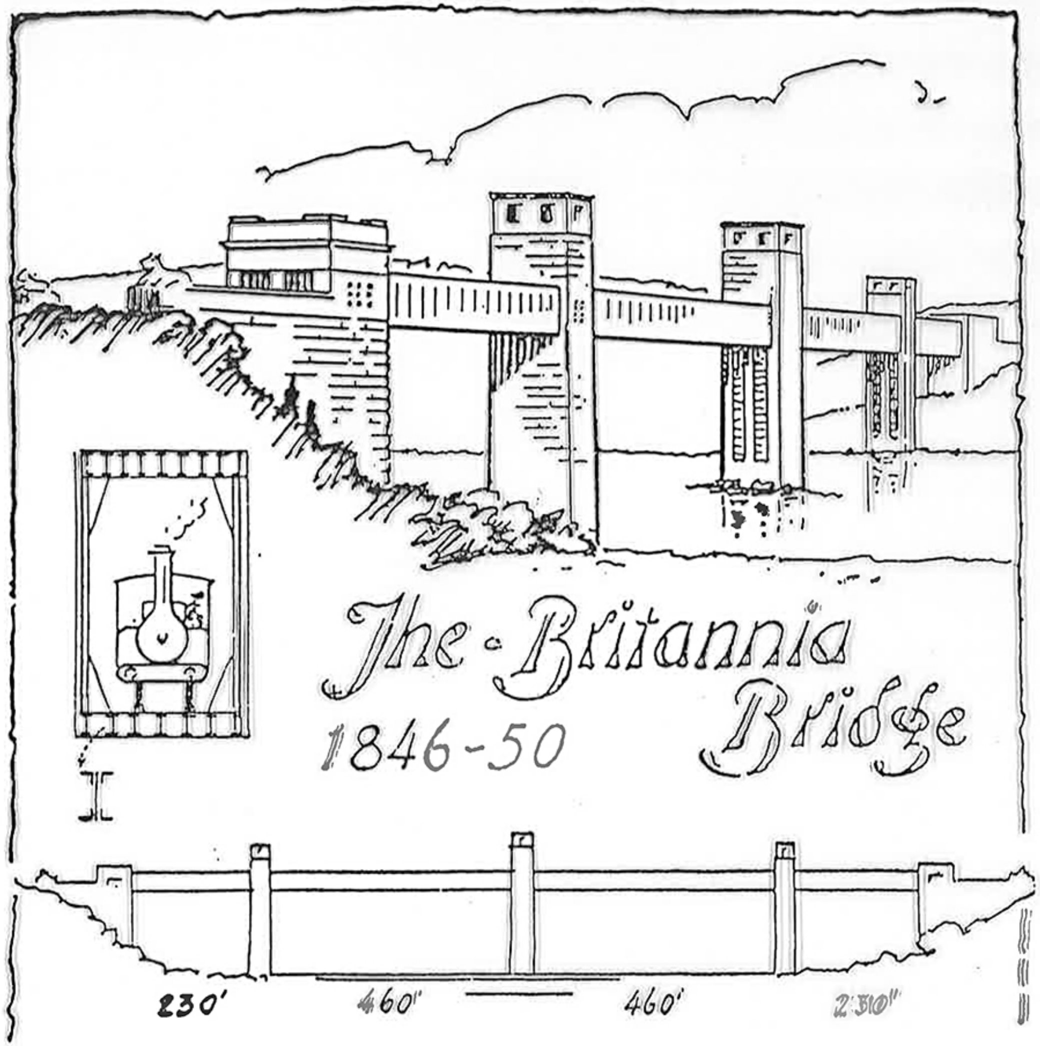
Varignon & Newton
late 17th century

Strength of materials

Coulomb & Navier
early 18th century

Hardest problem was identifying the proper basic concepts, e.g. force.

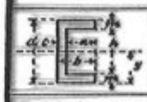
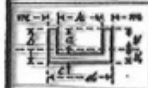
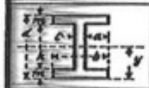
New mathematics was needed (calculus).



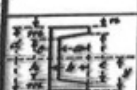
Story of Engineering, James Kip Finch
eday & Co., Inc., Garden City, NY,

Wikimedia: Velela

PROPERTIES OF VARIOUS SECTIONS

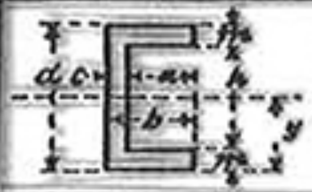
Sections	Area of Section A	Distance from Axis to Extremities of Section y and y_1	Moment of Inertia I	Section Modulus $S = \frac{I}{y}$	Radius of Gyration $r = \sqrt{\frac{I}{A}}$
	$bd - ah$	$y = \frac{d}{2}$	$\frac{1}{12}(bd^3 - ah^3)$	$\frac{bd^3 - ah^3}{6d}$	$\sqrt{\frac{bd^3 - ah^3}{12(bd - ah)}}$
	$bd - ah$	$y = b - y_1$ $y_1 = \frac{2b^2m + ht^2}{2A}$	$\frac{1}{3}(2mb^3 + ht^3) - Ay_1^2$	$\frac{I}{y}$	$\sqrt{\frac{I}{A}}$
	$bd - 2ah$	$y = \frac{d}{2}$	$\frac{1}{12}(bd^3 - 2ah^3)$	$\frac{bd^3 - 2ah^3}{6d}$	$\sqrt{\frac{I}{A}}$
	$bd - 2ah$	$y = \frac{b}{2}$	$\frac{1}{12}(2mb^3 + ht^3)$	$\frac{2mb^3 + ht^3}{6b}$	$\sqrt{\frac{I}{A}}$
	$bm + ht$	$y = d - y_1$ $y_1 = \frac{d^2t + m^2(b - t)}{2A}$	$\frac{1}{3}\left(ty^3 + by_1^3 - 2a(y_1 - m)^3\right)$	$\frac{I}{y}$	$\sqrt{\frac{I}{A}}$
	$bm + ht$	$y = \frac{b}{2}$	$\frac{1}{12}(mb^3 + ht^3)$	$\frac{mb^3 + ht^3}{6b}$	$\sqrt{\frac{I}{A}}$

PROPERTIES OF VARIOUS SECTIONS

Sections	Area of Section A	Distance from Axis to Extremities of Section y and y_1	Moment of Inertia I	Section Modulus $S = \frac{I}{y}$	Radius of Gyration $r = \sqrt{\frac{I}{A}}$
	$td + a(m + n)$	$y = \frac{d}{2}$	$\frac{1}{12}\left[bd^3 - \frac{a}{8(m - n)}(c^4 - h^4)\right]$	$\frac{2I}{d}$	$\sqrt{\frac{I}{A}}$
	$td + a(m + n)$	$y = b - y_1$ $y_1 = \frac{b^2n + \frac{dt^2}{2} + \frac{a(m - n)}{3}(b + 2t)}{A}$	$\frac{1}{3}\left[2nb^3 + ht^3 + \frac{m - n}{2a}(b^4 - t^4)\right] - Ay_1^2$	$\frac{I}{y}$	$\sqrt{\frac{I}{A}}$
	$td + 2a(m + n)$	$y = \frac{d}{2}$	$\frac{1}{12}\left[bd^3 - \frac{a}{4(m - n)}(c^4 - h^4)\right]$	$\frac{2I}{d}$	$\sqrt{\frac{I}{A}}$
	$td + 2a(m + n)$	$y = \frac{b}{2}$	$\frac{1}{12}\left[2nb^3 + ht^3 + \frac{m - n}{4a}(b^4 - t^4)\right]$	$\frac{2I}{b}$	$\sqrt{\frac{I}{A}}$
	$\frac{c(t + u)}{2} + tm + a(m + n)$	$y = h - y_1$ $y_1 = [6am^2 + 2a(m - n)(m + 2n) + 3td^2 - c(t - u)(3d - c)] \div 6A$	$\frac{1}{12}\left[c^3(3u + t) + 4bm^3 - 2a(m - n)^3\right] - A(y_1 - m)^2$	$\frac{I}{y}$	$\sqrt{\frac{I}{A}}$
	$\frac{c(t + u)}{2} + tm + a(m + n)$	$y = \frac{b}{2}$	$\frac{nb^3 + (m - n)t^3 + cu^3}{12} + \frac{a(m - n)[2a^2 + (2a + 3t)^2]}{36} + \frac{c(t - u)[(t - u)^2 + 2(t + 2u)^2]}{144}$	$\frac{2I}{b}$	$\sqrt{\frac{I}{A}}$

...el Construction, American Institute of Steel Construction, Inc., January 1990, p.76 & 77

PROPERTIES OF VARIOUS SECTIONS

Sections	Area of Section A	Distance from Axis to Extremities of Section y and y_1	Moment of Inertia I	Section Modulus $S = \frac{I}{y}$
	$bd - ah$	$y = \frac{d}{2}$	$\frac{1}{12}(bd^3 - ah^3)$	$\frac{bd^3 - ah^3}{6d}$
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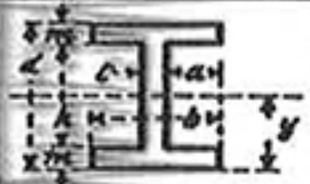	$bd - 2ah$	$y = \frac{d}{2}$	$\frac{1}{12}(bd^3 - 2ah^3)$	$\frac{bd^3 - 2ah^3}{6d}$
	$bd - 2ah$	$y = \frac{b}{2}$	$\frac{1}{12}(2mb^3 + ht^3)$	$\frac{2mb^3 + ht^3}{6b}$
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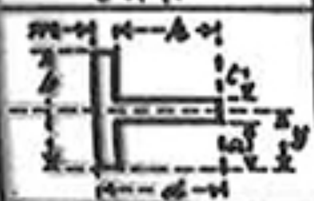
	$bm + ht$	$y = \frac{b}{2}$	$\frac{1}{12}(mb^3 + ht^3)$	$\frac{mb^3 + ht^3}{6b}$

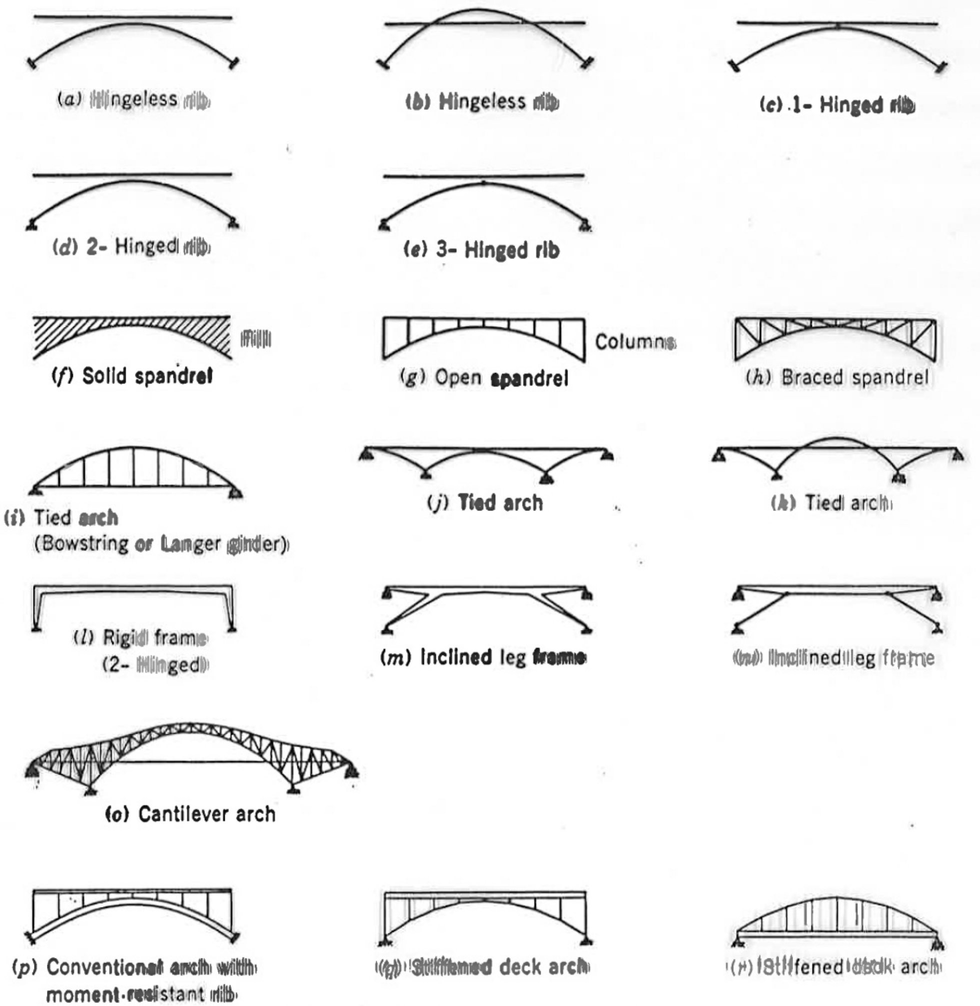


Figure 10.2 Types of arch bridge.

ign of Bridge Superstructures, Colin O'Connor,
y-Interscience, New York, NY, 1971, p. 489

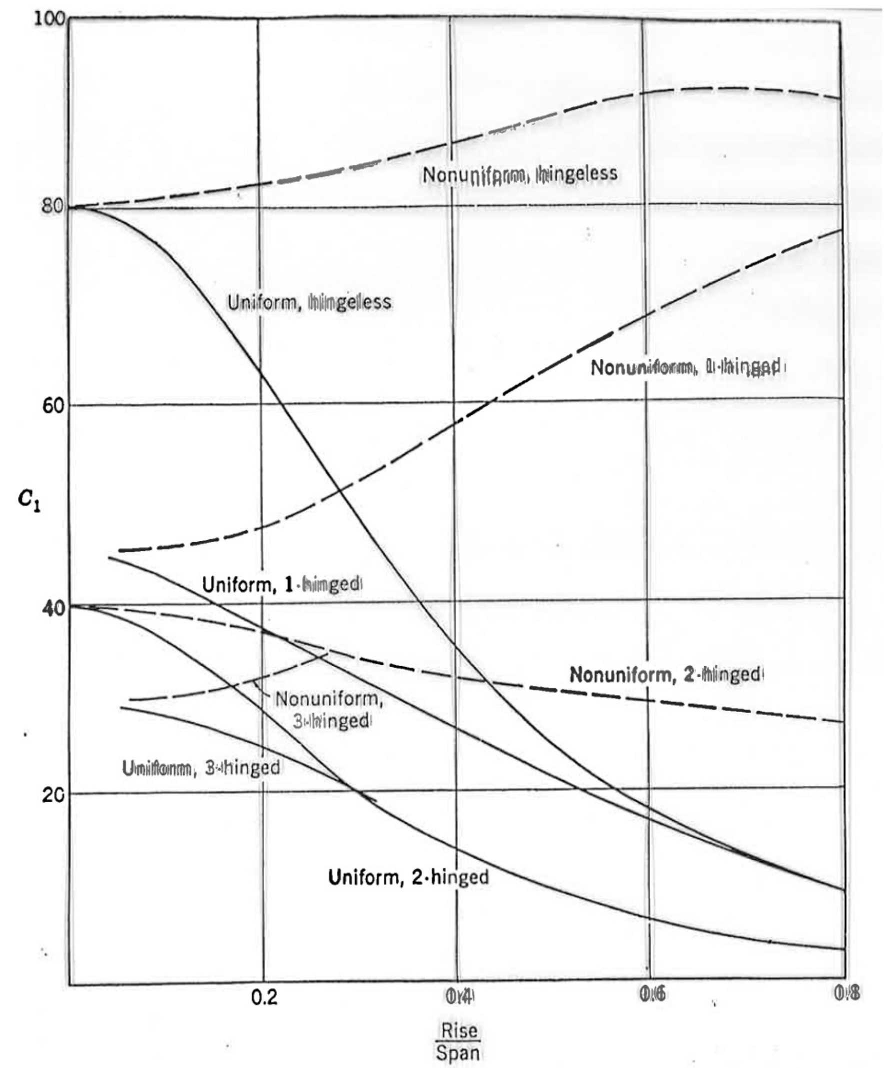


Figure 10.29 Coefficients for in-plane buckling of parabolic arch [59] $H_{cr} = C_1(EI/L^2)$.

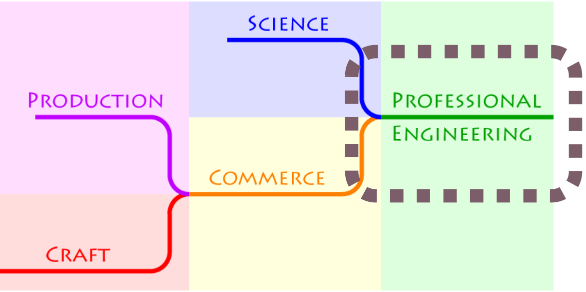
ign of Bridge Superstructures, Colin O'Connor,
y-Interscience, New York, NY, 1971,

Engineering of bridges

Romans

Renaissance & Industrial Revolution

Scientific Engineering



1700: good theories (statics, strength of materials)

1750: tabulations of properties of materials

1850: formal analysis of a bridge structure

1900: structural analysis worked out

1950: systematic theory

2000: design automaton

21st century

PennDOT now requires use of its software for automated design of simple bridges

- PennDOT’s Bridge Automated Design and Drafting Software (BRADD) automates bridge design from problem definition through CAD drawing.
- BRADD designs concrete, steel, and concrete bridges with spans of 18 feet to 200 feet.
- http://bradd.engrprograms.com/home/

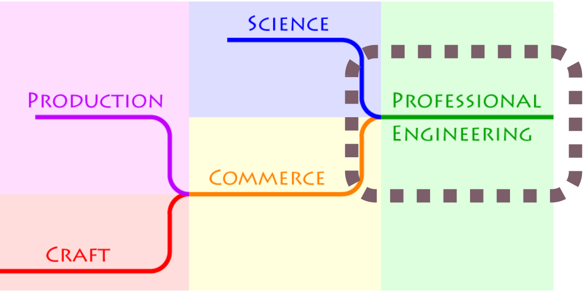
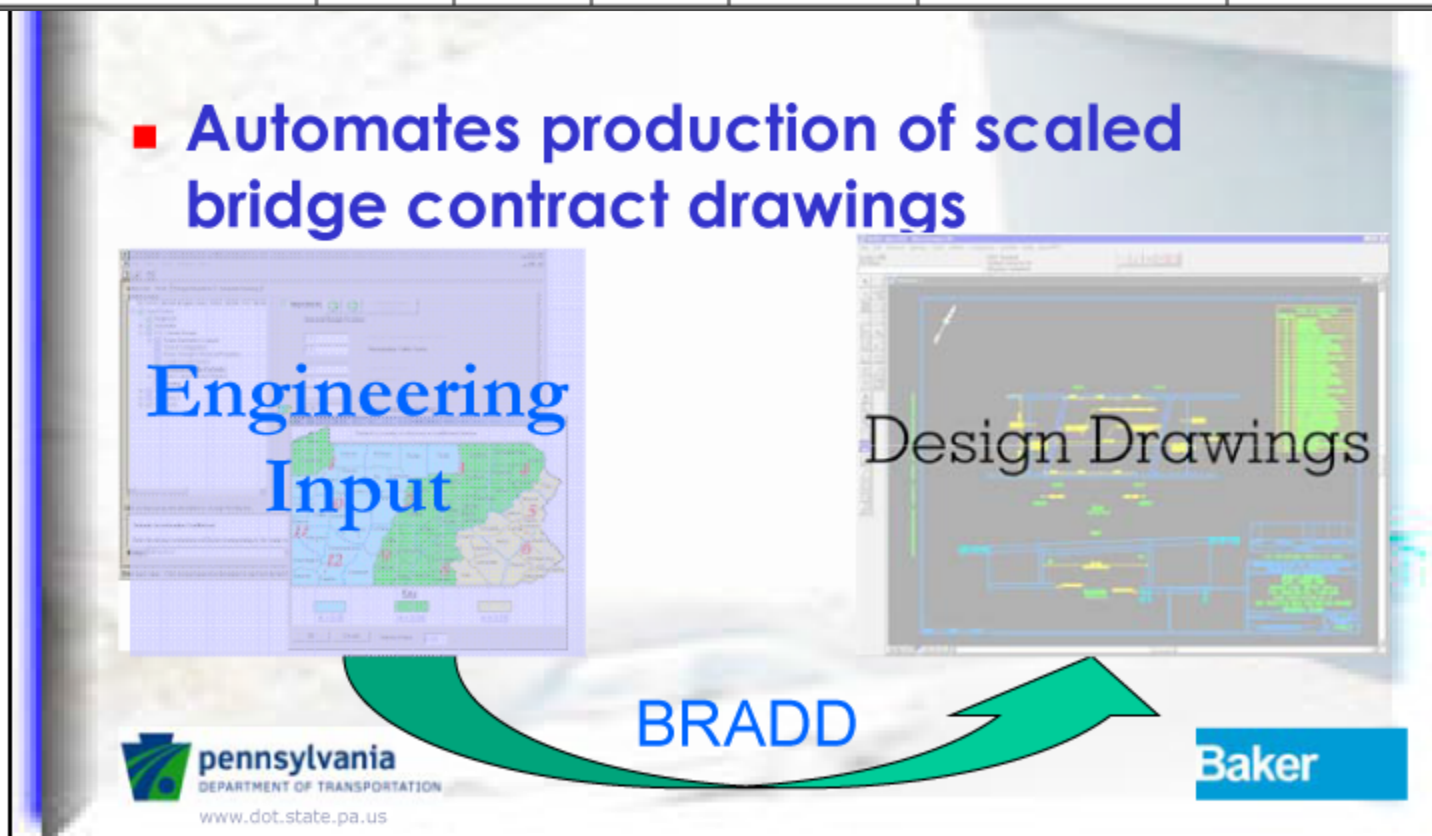
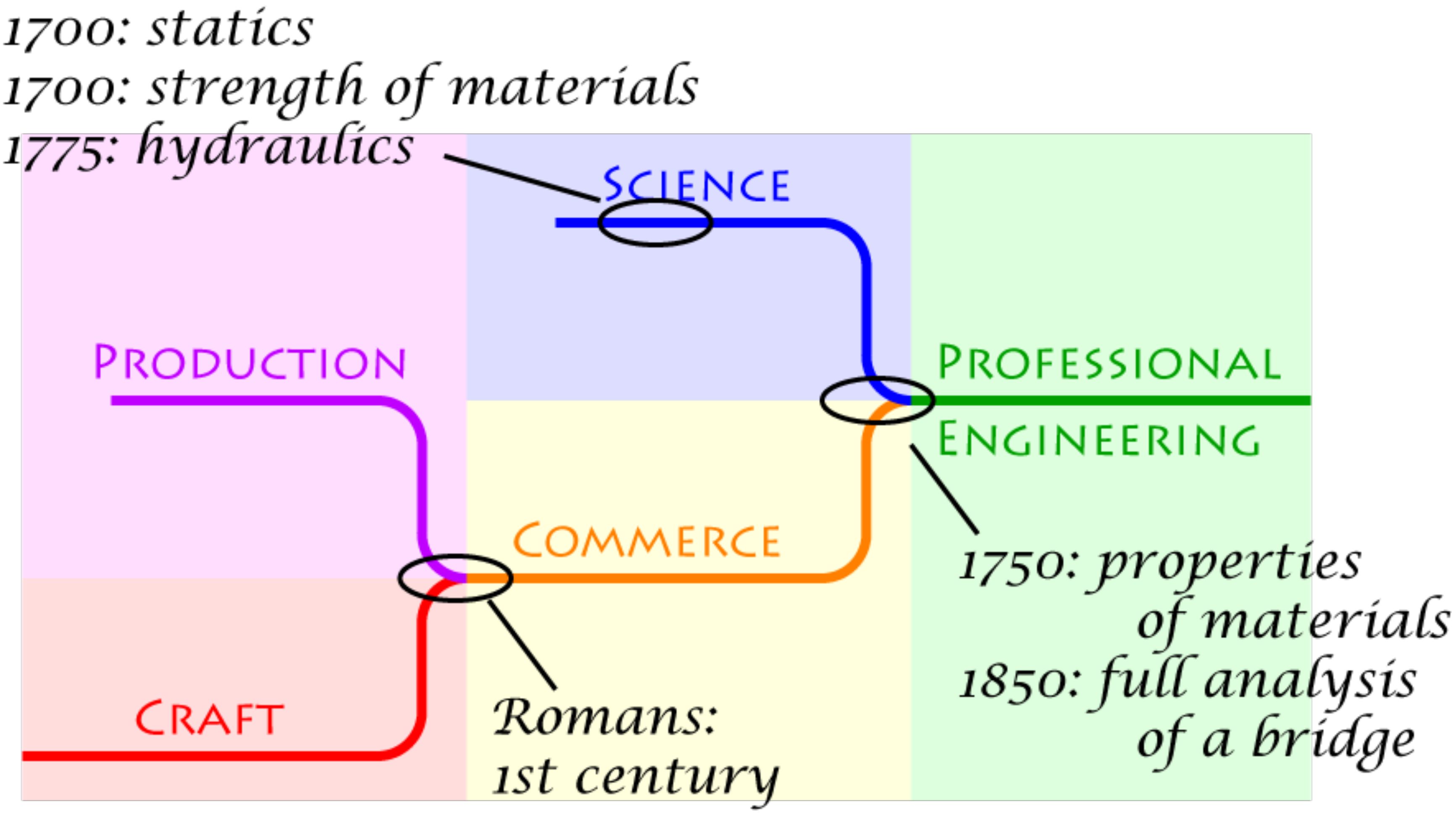


Table 2.3-2 Matrix of Abutment Types versus Superstructure Types

Superstructure Type	Abutment Type					
	Traditional			Integral	SuperOnly High/Stub/Wall	SuperOnly Integral
	High	Wall	Stub			
Prestressed Concrete Adjacent Box Beam		☒			☒	
Prestressed Concrete Spread Box Beam	☒	☒	☒	☒	☒	☒
Prestressed Concrete I-Beam	☒	☒	☒	☒	☒	☒
Steel Rolled Beam	☒	☒	☒	☒	☒	☒
Steel Plate Girder	☒	☒	☒	☒	☒	☒



Evolution of civil engineering



Software Engineering

Software engineering as engineering

From the definition of engineering:

Creating cost-effective solutions ...

... to practical problems ...

... by applying codified knowledge ...

... building things ...

... in the service of mankind

Software engineering as engineering

From the definition of engineering:

The branch of computer science that …

… creates cost-effective solutions ...

... to practical computing problems ...

... by applying codified knowledge ...

... developing software systems ...

... in the service of mankind

Software is design-intensive -- manufacturing costs are minor

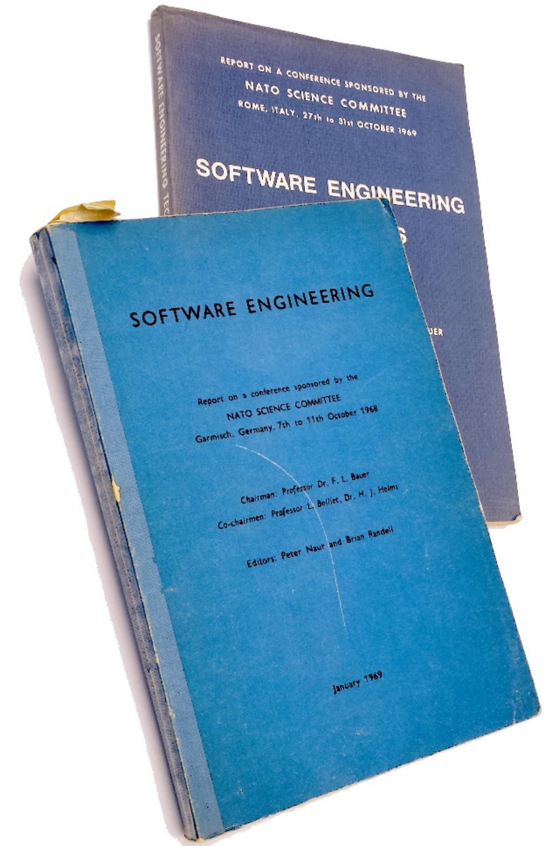
Software is symbolic, abstract, and constrained more by intellectual complexity than by fundamental physical laws

"Software Engineering"

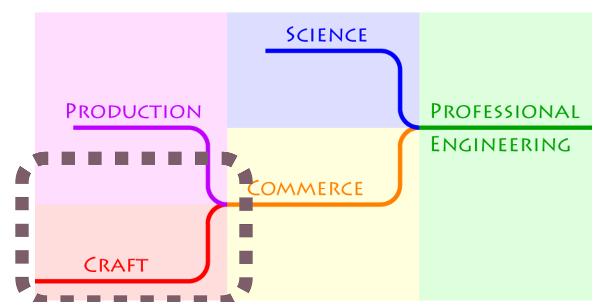
Rallying Cry

Phrase introduced 1968 to draw attention to "the software crisis"

Aspiration, not description

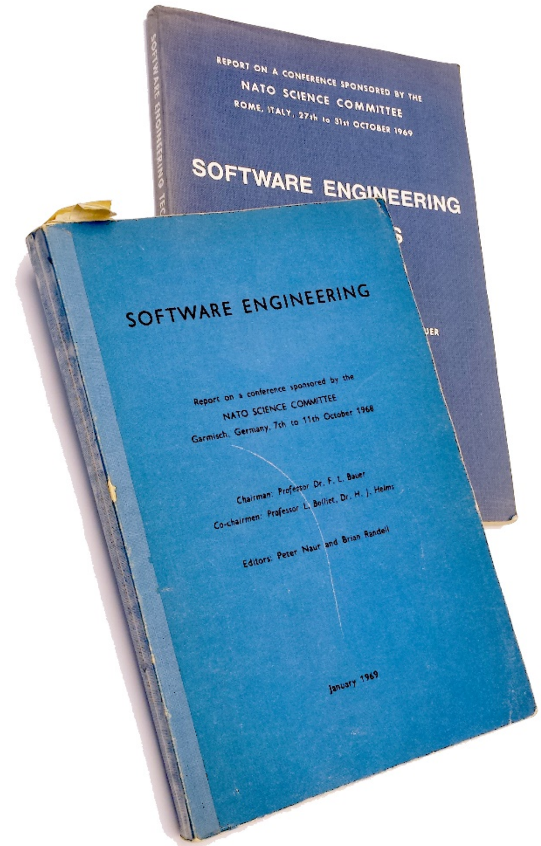


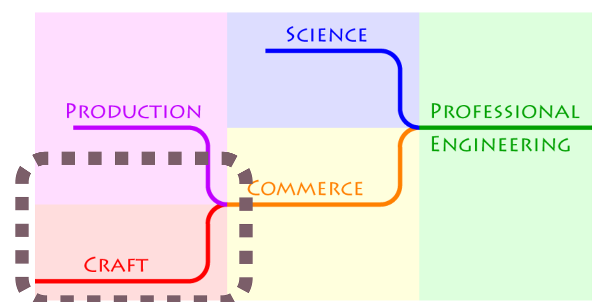
By some reports, "software engineering" was coined by Margaret Hamilton a few years earlier; the 1968 and 1969 NATO conferences brought the phrase into widespread use



Craft practice, 1968

- Monolithic development, merging research, development, production
- Software fine in many areas, but not for life-critical applications
- Widening gap between ambitions and achievement, increasing risk
- Software is late, over cost estimate, doesn't meet specifications
- Too much revolution, not enough evolution





NATO Science Committee, 1968

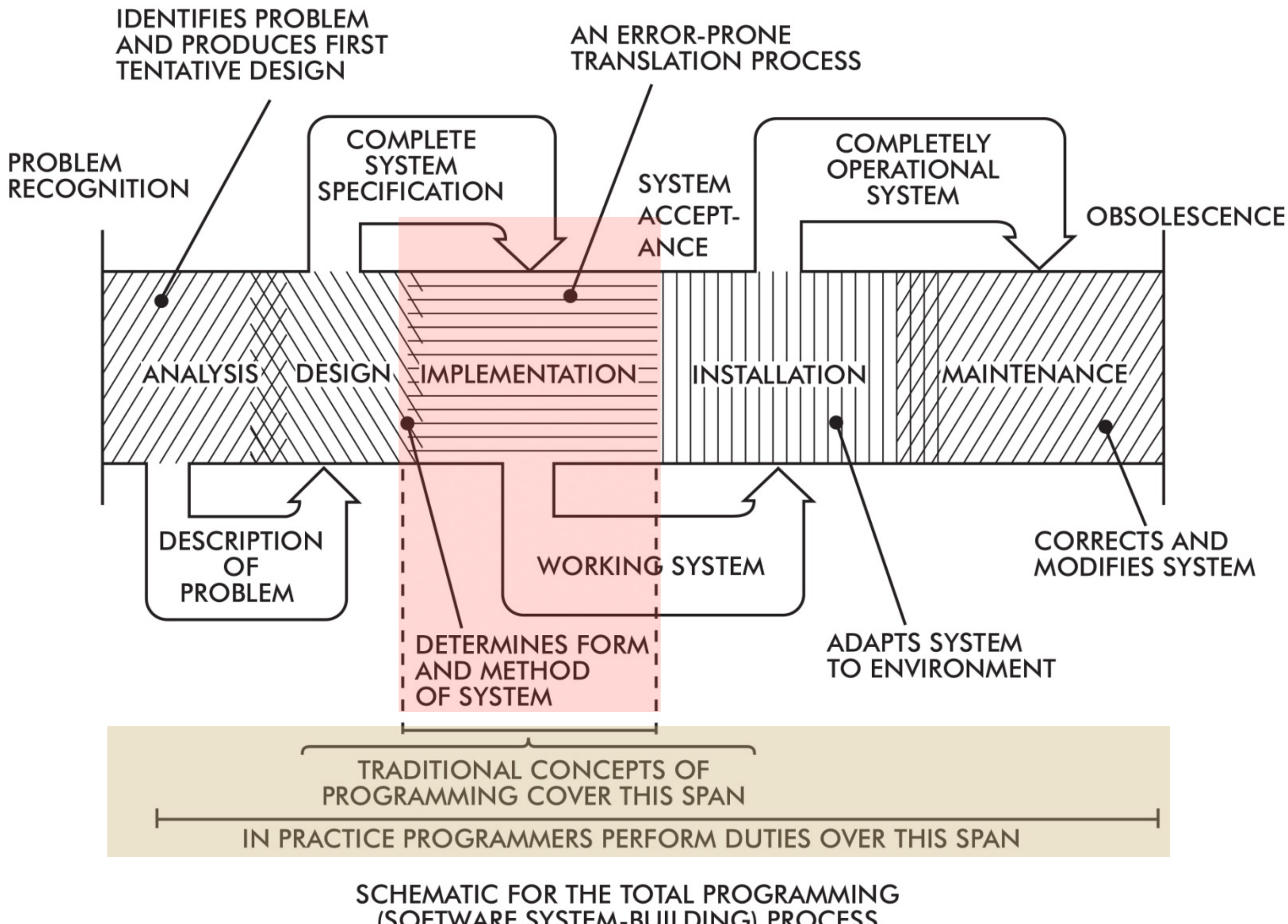
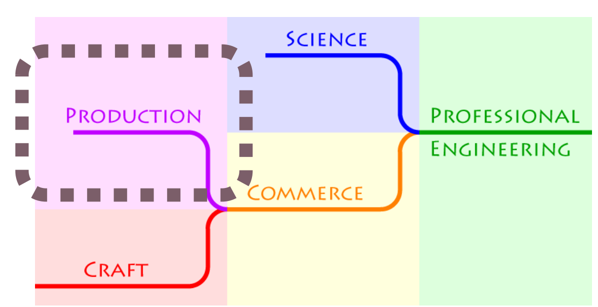


Figure 2. From Selig: Documentation for service and users. Originally due to Constantine.

Production techniques

Systematic software development methods bring order and predictability to projects via structure and project management (1970-1990s)

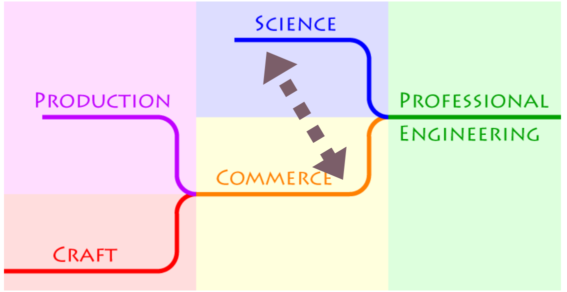
- Structured programming
- Waterfall models
- Incremental and iterative development
- Cost/schedule estimation
- Process maturity
- Extreme, agile processes



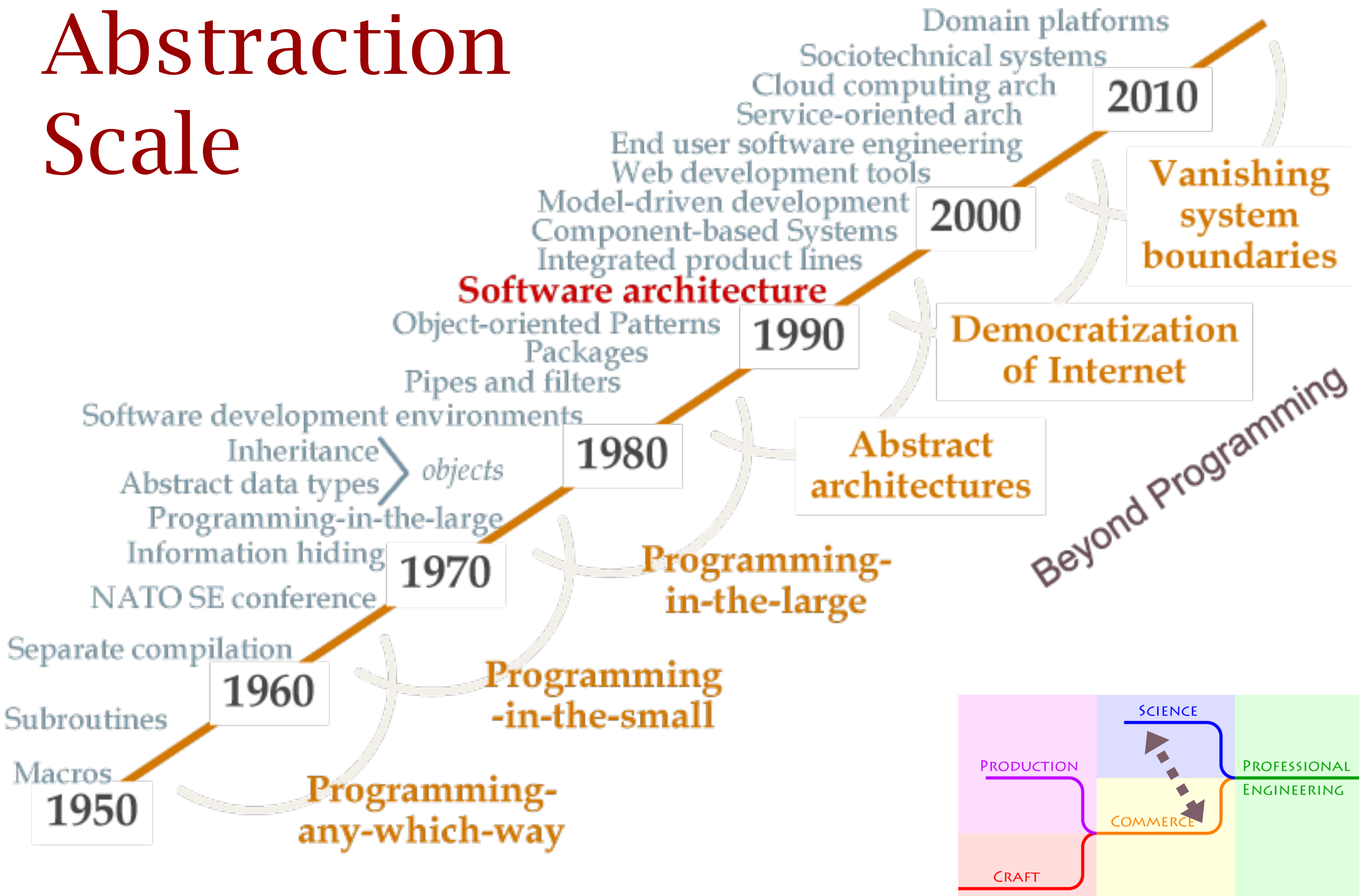
Commerce drives science

Science is often stimulated by problems in commercial practice

safety-critical tasks	→	safety analysis
large systems	→	architectural patterns
concurrency	→	parallel logics & languages
large state spaces	→	model checking
many versions	→	program families, inheritance
huge data sets	→	MapReduce scalability
adaptive systems	→	MAPE model



Increasing Abstraction Scale



Fundamental ideas

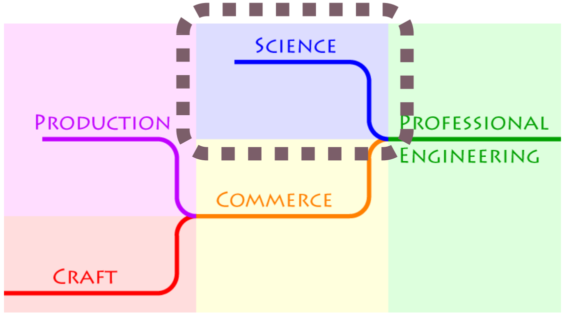
Abstraction enables control of complexity

Imposing **structure** on problems makes them more tractable; **canonical solutions** exploit the structure

Symbolic representations are necessary and sufficient for solving information-based problems

Precise models support **analysis and prediction**

Exponential growth creates opportunities and limits



Design guidance

Choosing among solutions based on the problem setting

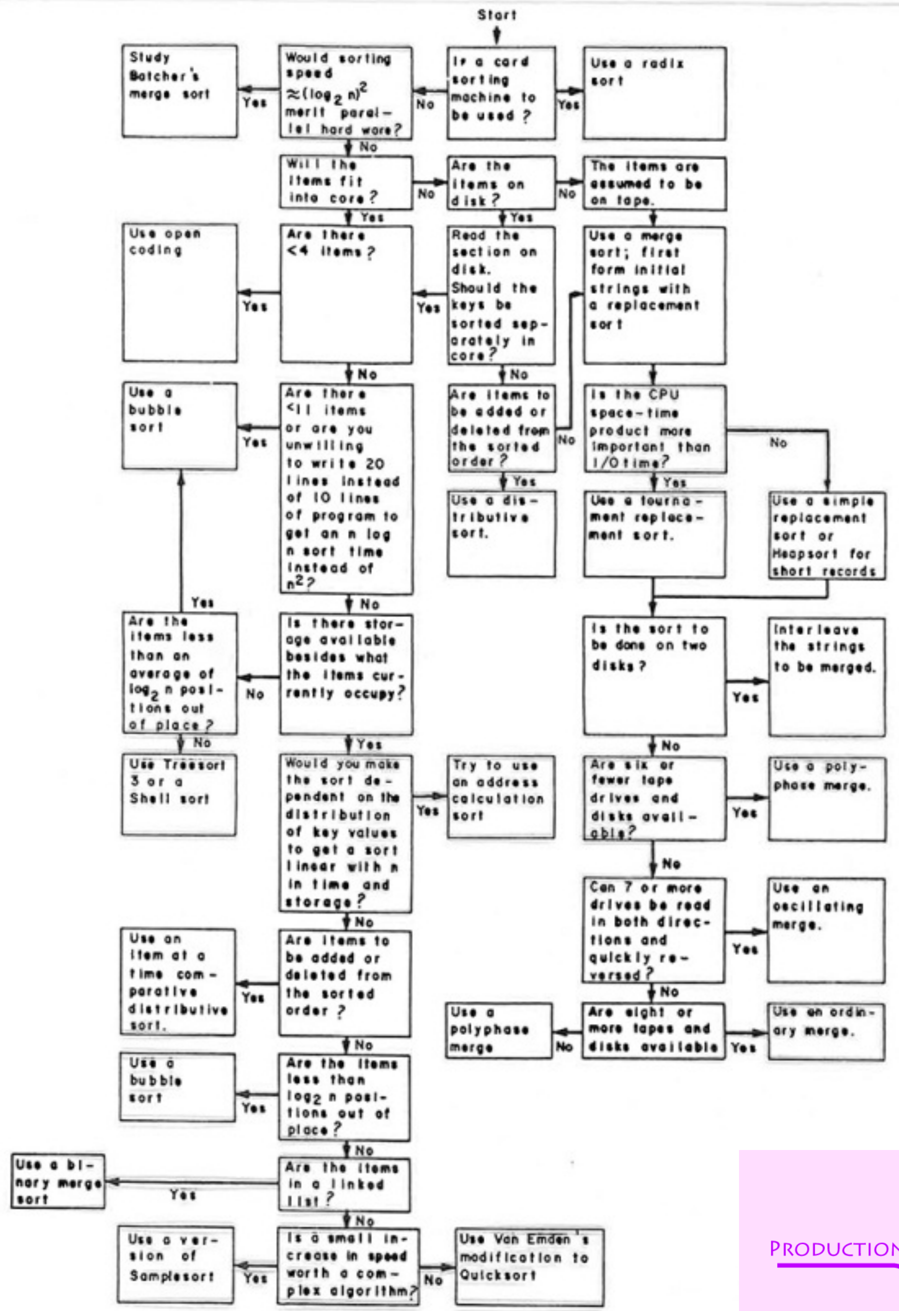
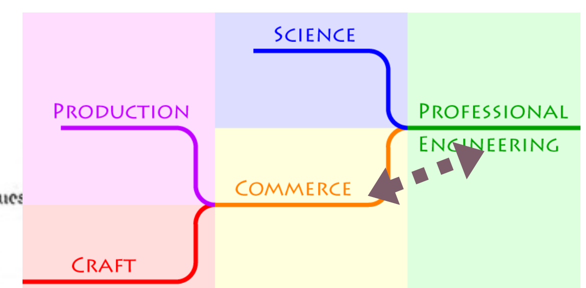
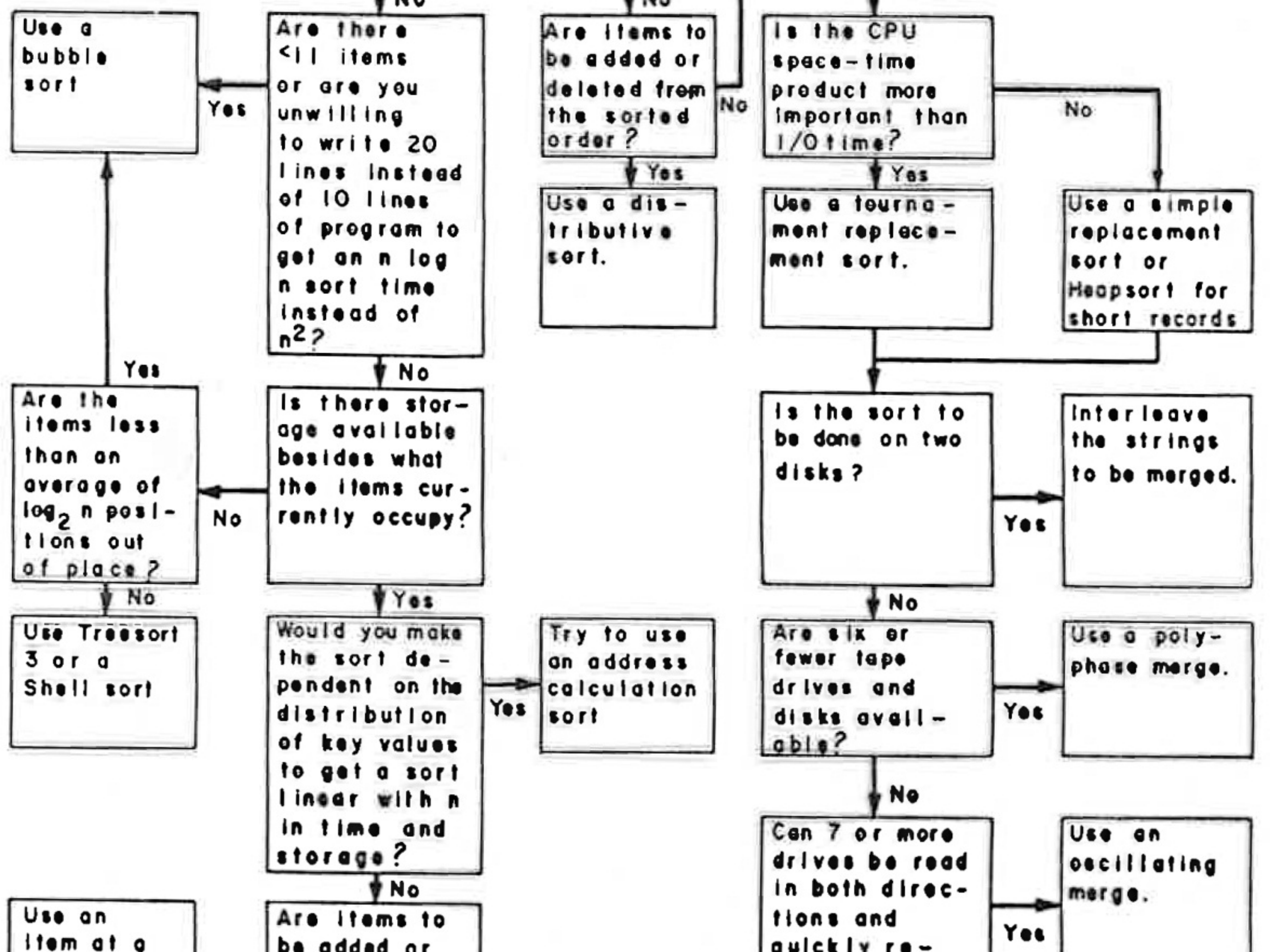


Fig. 21. Suggestions on the use of the various sorting techniques

Computing Surveys, Vol. 3, No. 4, December 1971




No
Use a bubble sort
Yes
Are there <11 items or are you unwilling to write 20 lines instead of 10 lines of program to get an n log n sort time instead of n²?
No
Are items to be added or deleted from the sorted order?
No
Yes
Use a distributive sort.
Is the CPU space-time product more important than I/O time?
No
Yes
Use a tournament replacement sort.
Use a simple replacement sort or Heapsort for short records
Yes
Are the items less than an average of log₂ n positions out of place?
No
Is there storage available besides what the items currently occupy?
No
Yes
Use Treesort 3 or a Shell sort
Would you make the sort dependent on the distribution of key values to get a sort linear with n in time and storage?
Yes
Try to use an address calculation sort
No
Use an item at a
Are items to be added or
Is the sort to be done on two disks?
Yes
Interleave the strings to be merged.
No
Are six or fewer tape drives and disks available?
Yes
Use a polyphase merge.
No
Can 7 or more drives be read in both directions and quickly re-
Yes
Use an oscillating merge.

Software Architecture

Software architecture …

- … is principled understanding of the large-scale structure of software systems as collections of elements that interact in distinct ways
- … emerged 1990s from informal roots
- … codifies a vocabulary for software system structures based on types of components and connectors
- … provides guidance for explicit design choices bridging requirements to code

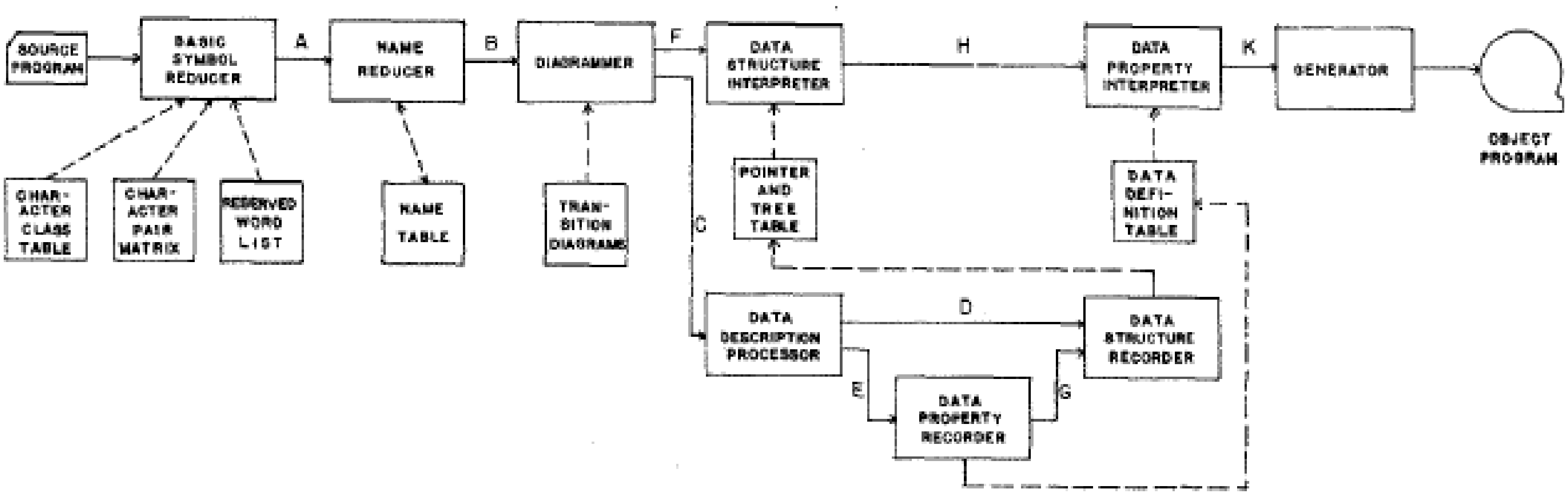


Fig. 4. COBOL Compiler Organization

with a program transformation

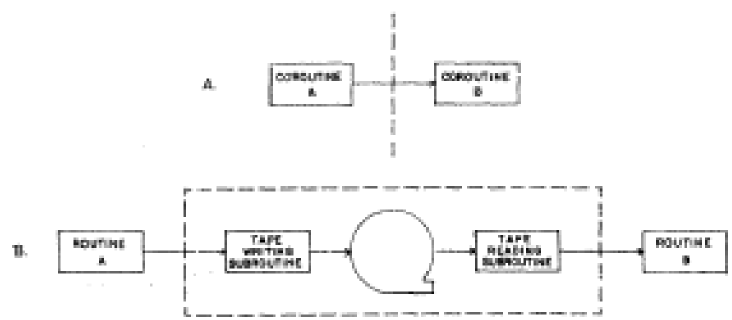
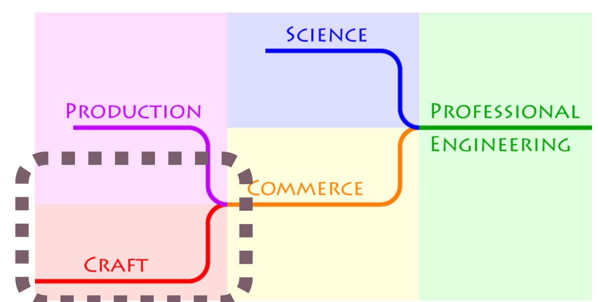
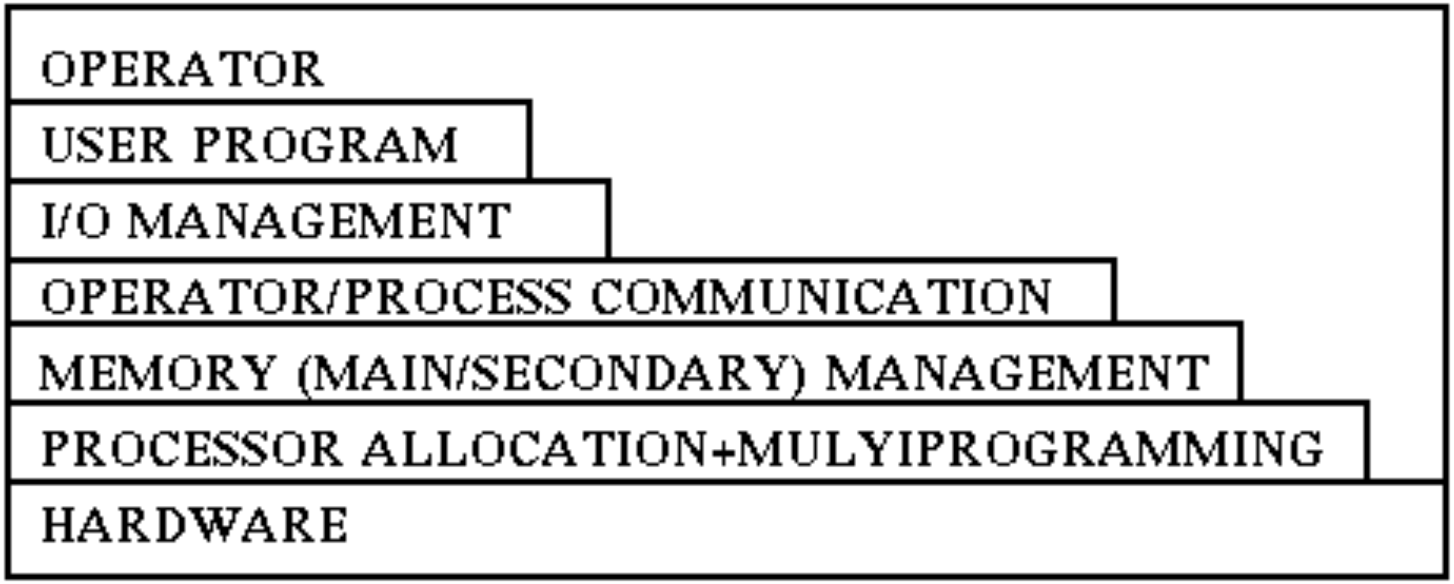


Fig. 3. Illustration of a property of separable programs.
A. A and B, linked as coroutines, communicate directly.
B. A writes its entire output before B reads anything.

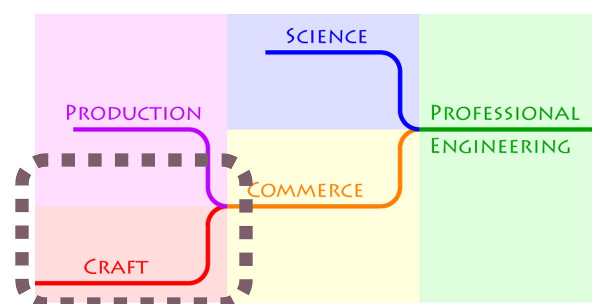


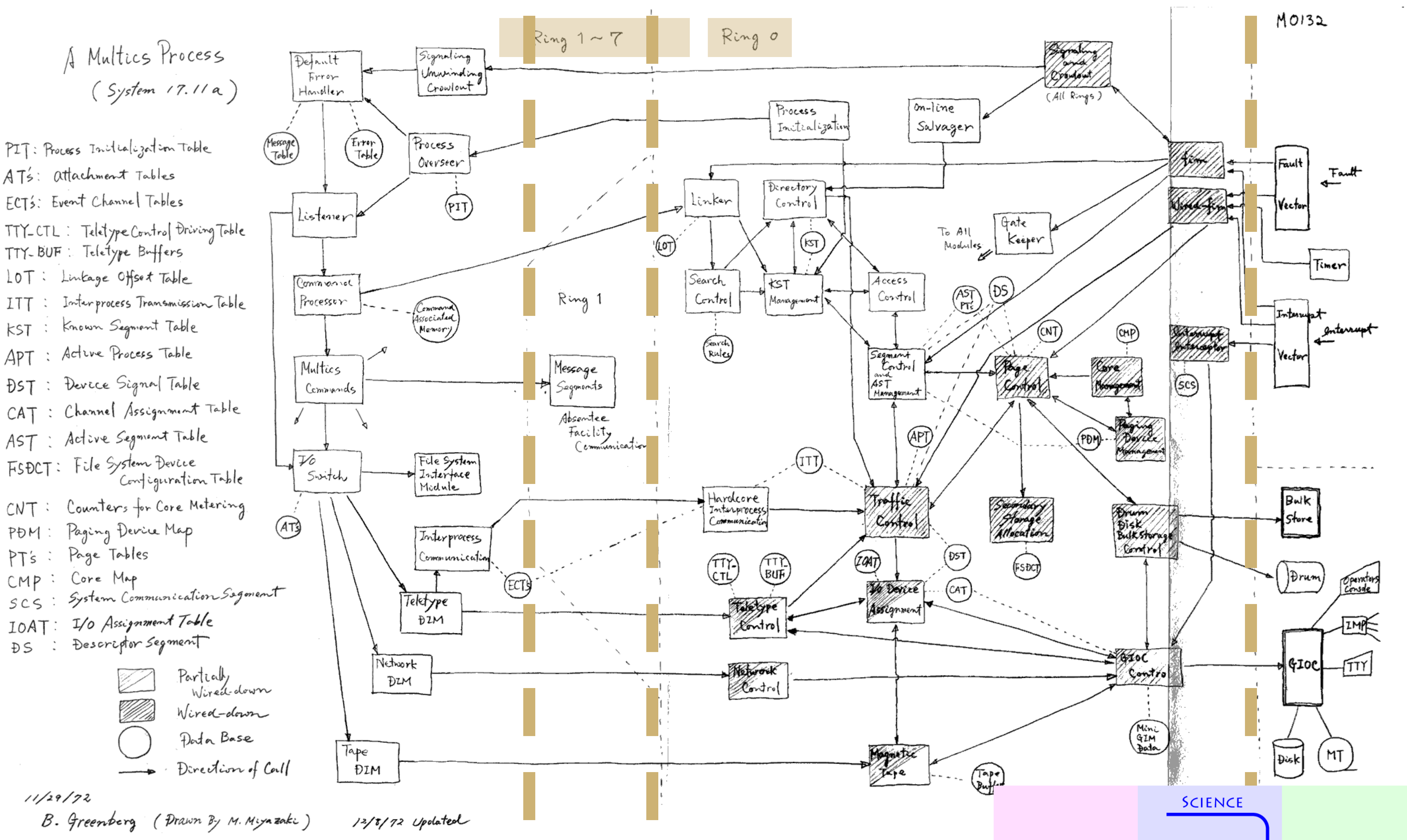
M. Conway: Design of a Separable Transition-diagram Compiler, CACM Jul 1963



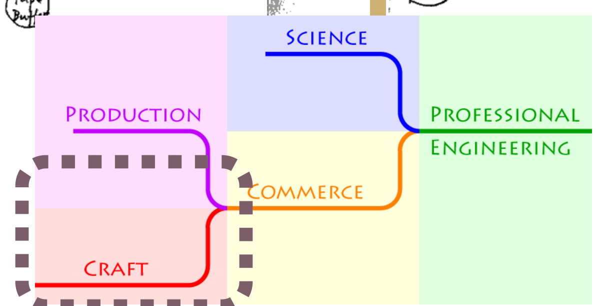
LAYERED SYSTEM (THE System, Dijkstra)

E.W. Dijkstra, The Structure of the “THE” Multiprogramming System. CACM May 1968





A layered system !!



http://www.multicians.org/architecture.html

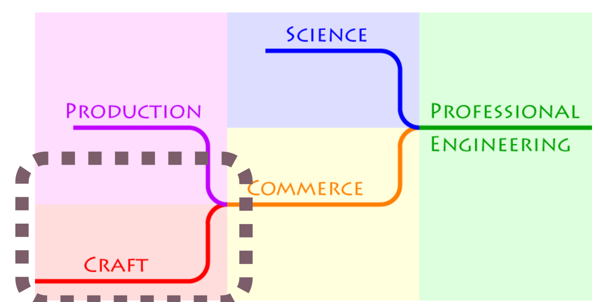
Craft practice

Software has always had structure

- Informal vocabulary
  - Objects, pipes/filters, interpreters, repositories …
- Intuitions and folklore about fitness to task

Ancient examples (since NATO69) :

- Software bundled with hardware
- Compilers, layered operating systems
- Databases for accounting



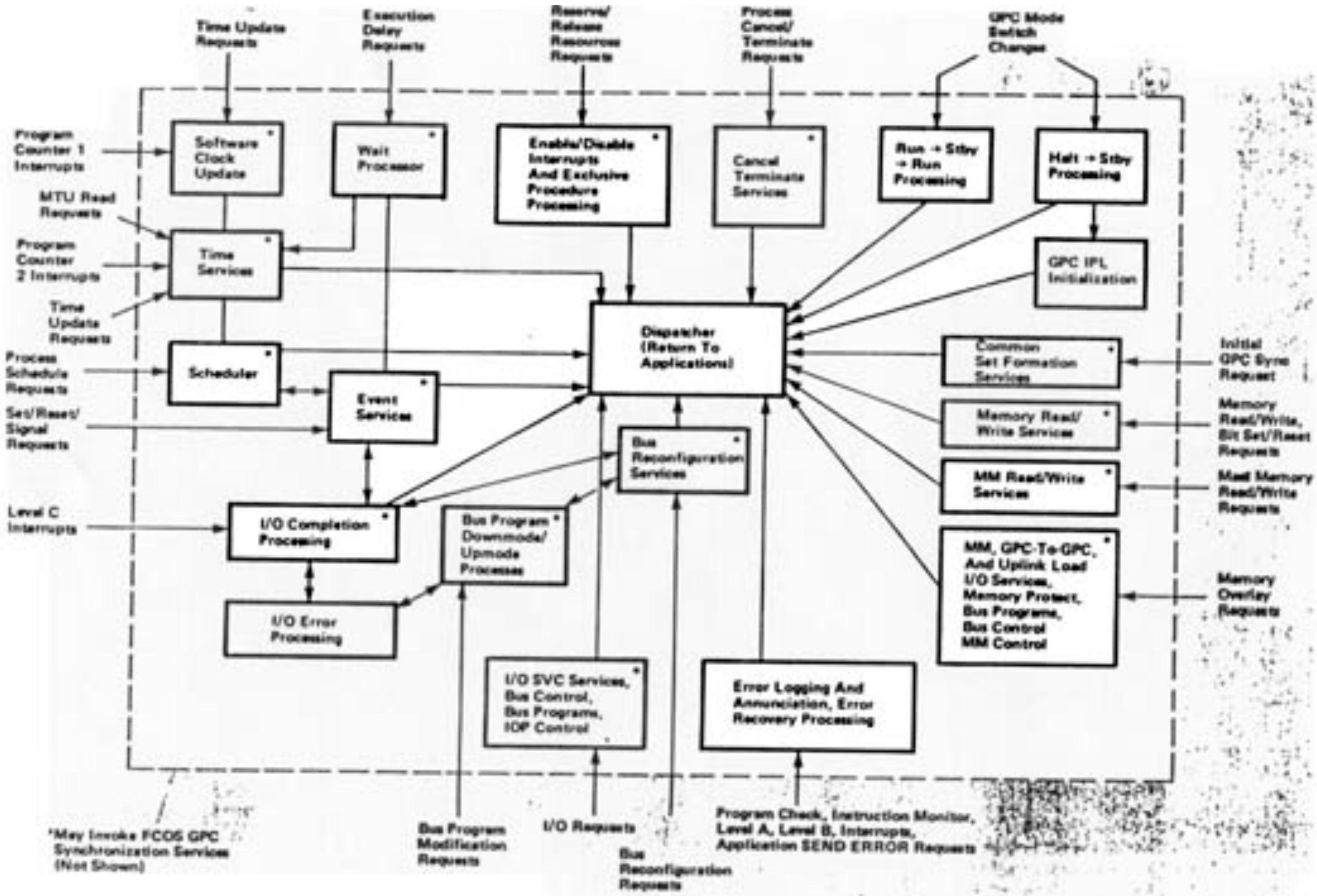
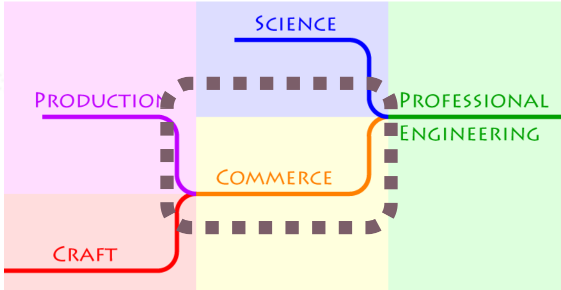


FIGURE 7. Flight Computer Operating System (The FCOS dispatcher coordinates and controls all work performed by the on-board computers.)

Communications of the ACM, "Architecture of the Space Shuttle Primary Avionics Software
September 1984, Vol. 27, No. 9, P. 933



Client Layer*

Access domain management
Buffering and record-level I/O
Transaction coordination

Agent Layer

Implementation of standard server interface
Logger, agent, and instance tasks

Helix Directories

Path name to FID mapping
Single-file (database) update by one task
Procedural interface for queries

Object (FID directory)

Identification and capability access (via FIDs)
FID to tree-root mapping; table of (FID,root,ref__count)
Existence and deletion (reference counts)
Concurrency control (file interlocking)

Secure Tree

Basic crash-resistant file structure
Conditional commit
Provision of secure array of blocks

System

Commit and restart authority
Disk space allocation
Commit domains

Cache

Caching and performance optimization
Commit support (flush)
Frame allocation (to domains)
Optional disk shadowing

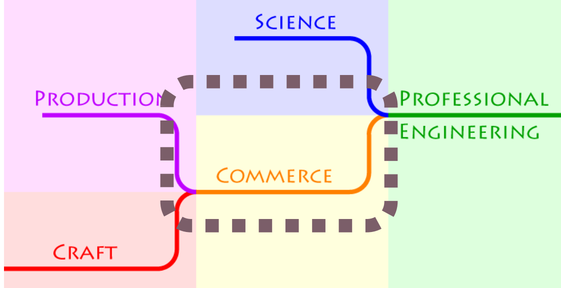
Canonical Disk

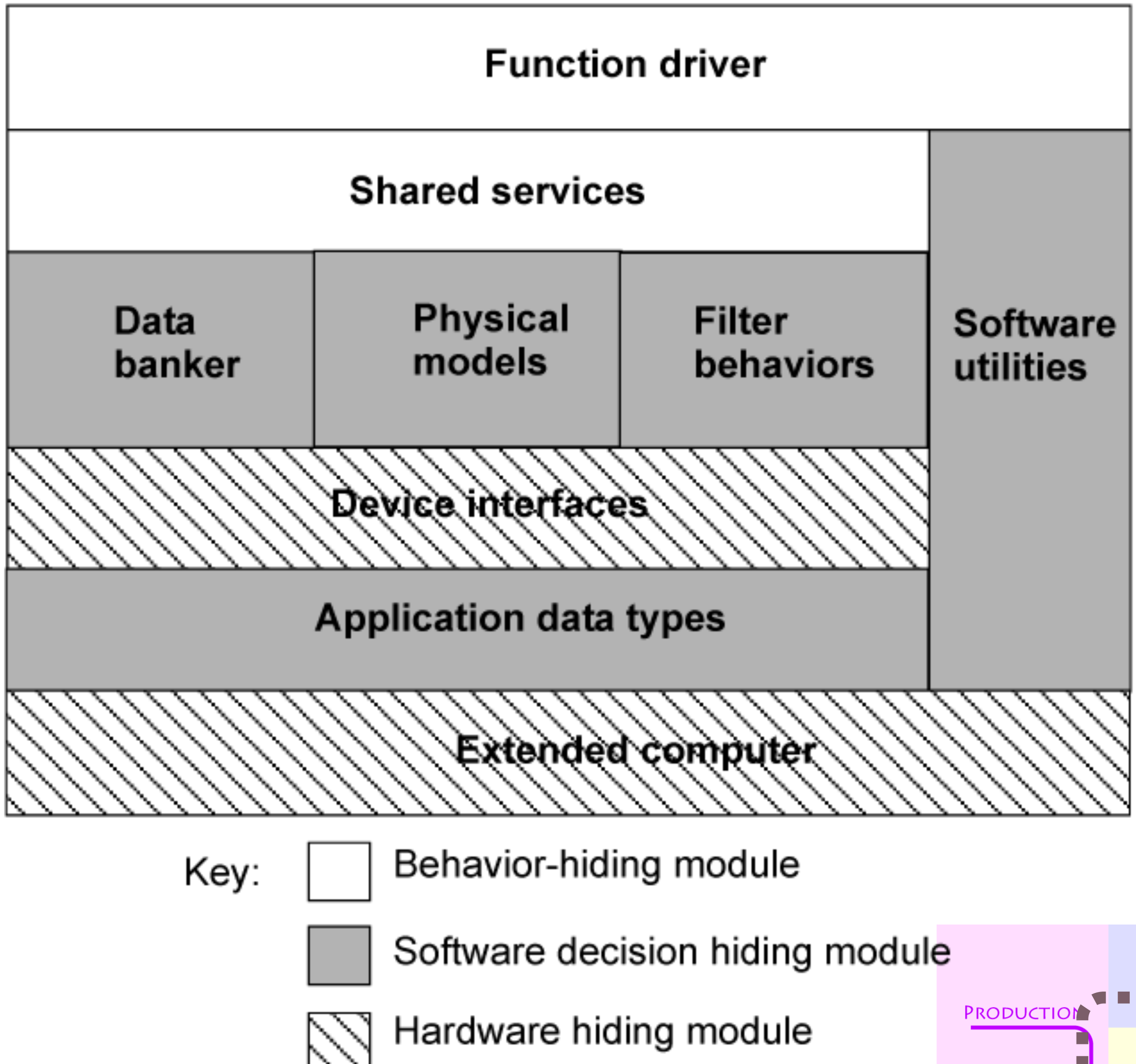
Physical disk access

*Also called client Helix.

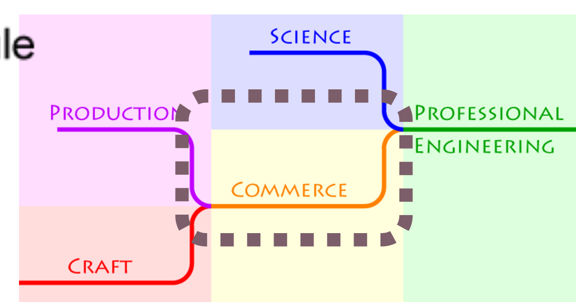
Figure 2. Abstraction layering.

IEEE Software, "Helix: The architecture of the XMS Distributed File System, Marek Fridrich and William Older, May 1985, Vol. 2, No. 3, P. 23





A7E avionics architecture, as shown in Bachman et al
Software Documentation in Practice, SEI 2000



Commercial practice

1970s: batch processing

- modules and procedure calls, Cobol

1980s: informal “architecture” in papers

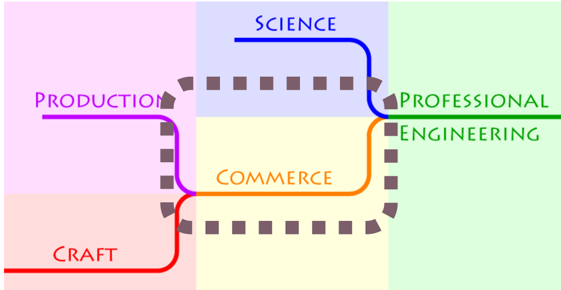
- colloquial use of architectural terms

1990s: early structure

- software product lines

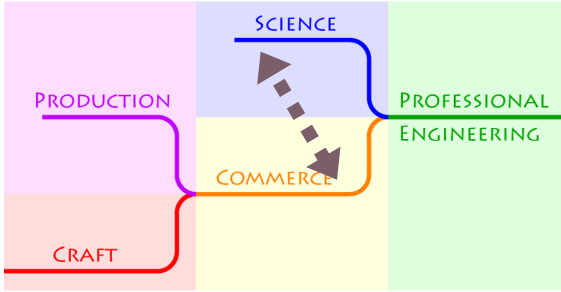
2000s: architecture research enters practice

- company-specific overall architectures
- frameworks, UML
- objects everywhere



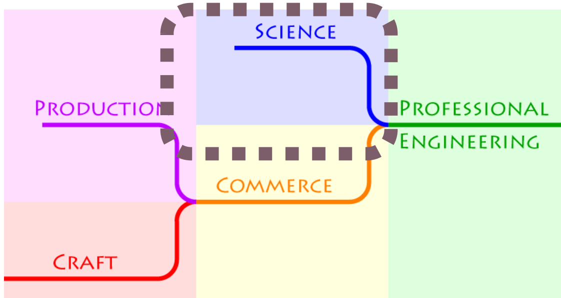
Commerce stimulates science

ad hoc structure, interoperability issues, design drift	➔	styles /patterns for software architecture
multiple versions, variants, hardware	➔	program families, inheritance
specialized application knowledge	➔	domain-specific models, languages



Sample idioms / styles / patterns

- layers
  - virtual machines <hierarchy of abstractions>
  - client-server systems <decomposition of function>
- data flow
  - batch sequential <indep. programs, batch data>
  - pipes and filters <transducers, data streams>
- interacting processes
  - communicating processes <processes, messages>
  - event systems <processes, implicit invocation>



Architectural styles and reasoning

Style class	Characteristic	Reasoning
Data flow	Styles dominated by motion of data through the system, no “upstream” content control by recipient	Functional compos-ition, latency
Closed loop control	Styles that adjust performance to achieve target	Control theory
Call-and-return	Styles dominated by order of computation, usually with single thread of control	Hierarchy (local reasoning)
Interacting processes	Styles dominated by communication patterns among independent, usually concurrent, processes	Nondeterminism
Data sharing styles	Styles dominated by direct sharing of data among components	Representation
Data-centered repositories	Styles dominated by a complex central data store, manipulated by independent computations	ACID properties, transaction rates, data integrity
Hierarchical	Styles dominated by reduced coupling, with resulting partition of the system into subsystems with limited interaction	Levels of service

Shaw, Clements. Toward Boxology. ISAW-2, 1996.

Rules of thumb on *data flow*

If your problem is decomposed into sequential stages, consider ***batch sequential*** or ***pipeline*** architectures.

- If each stage is incremental, so that later stages can begin before earlier stages finish, consider a ***pipeline*** architecture.
- But avoid if there is a lot of concurrent access to shared data.

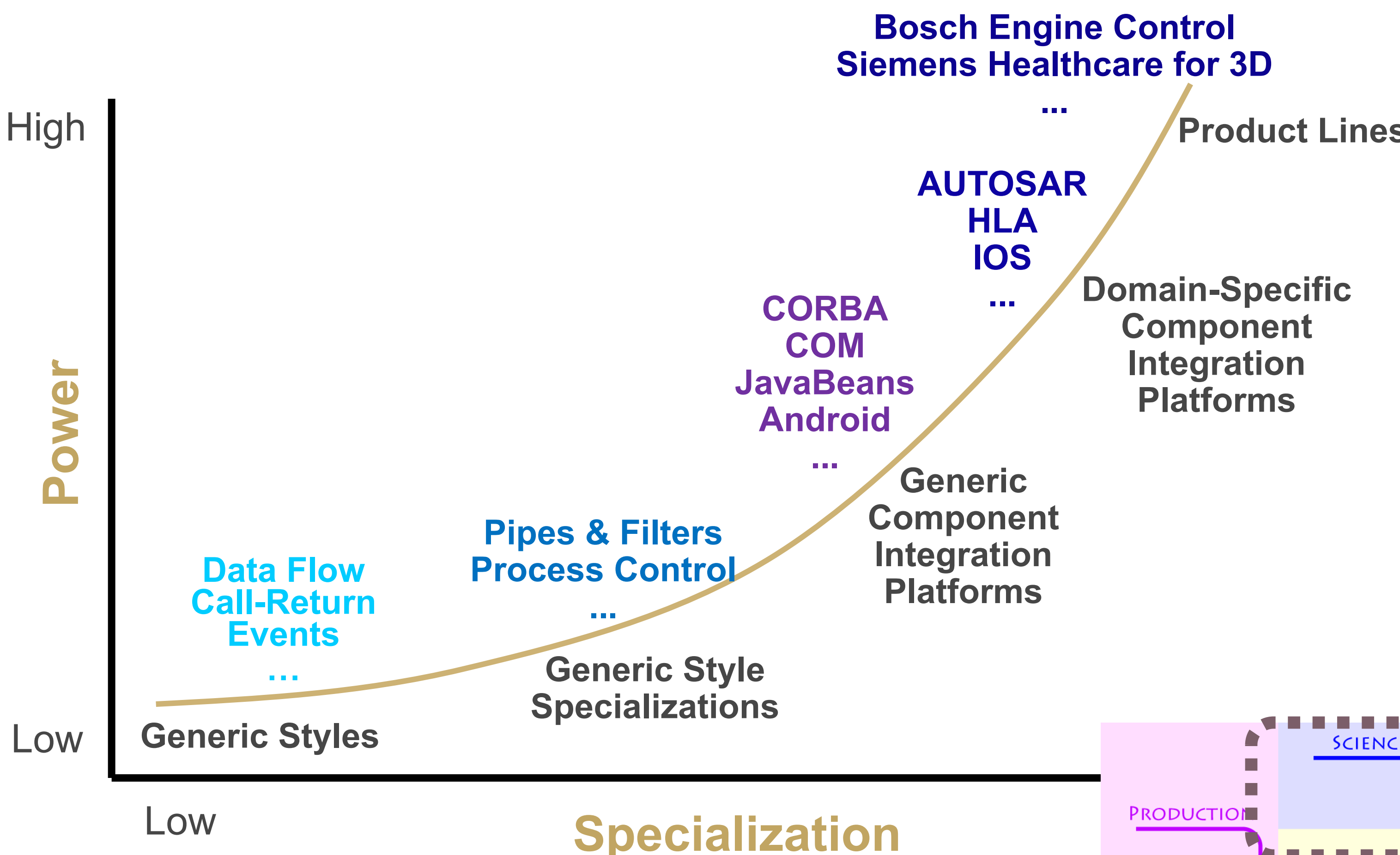
If your problem involves transformations on continuous streams of data (or on very long streams), consider a ***pipeline*** architecture.

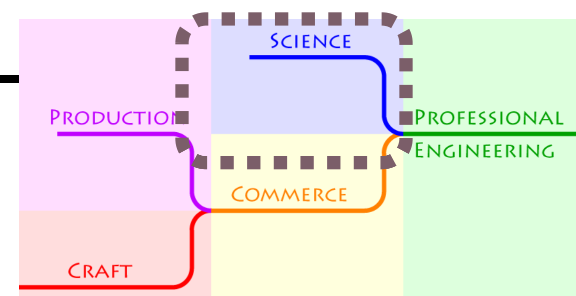
- However, if your problem involves passing rich data representations, avoid pipelines restricted to ASCII.

Shaw, Clements. Toward Boxology. ISAW-2, 1996.

Generality-power trades

Styles, Platforms, and Product Lines





Garlan. Software Architecture: A Travelogue. ICSE 2014.

Maturation of scientific ideas

Basic Research
Recognize problem, Invent ideas

Concept Formation
Refine ideas, publish solutions

Development & Extension
Try it out, clarify, refine

Internal Exploration
Stabilize, port, use for real problems

External Exploration
Broaden user group, extend

Popular-ization
Propagate through community

Key Idea

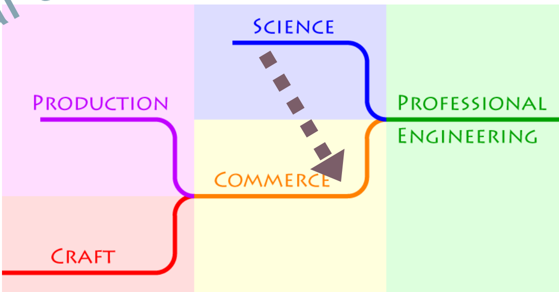
Seminal paper or system

Usable capability

Outsiders use it

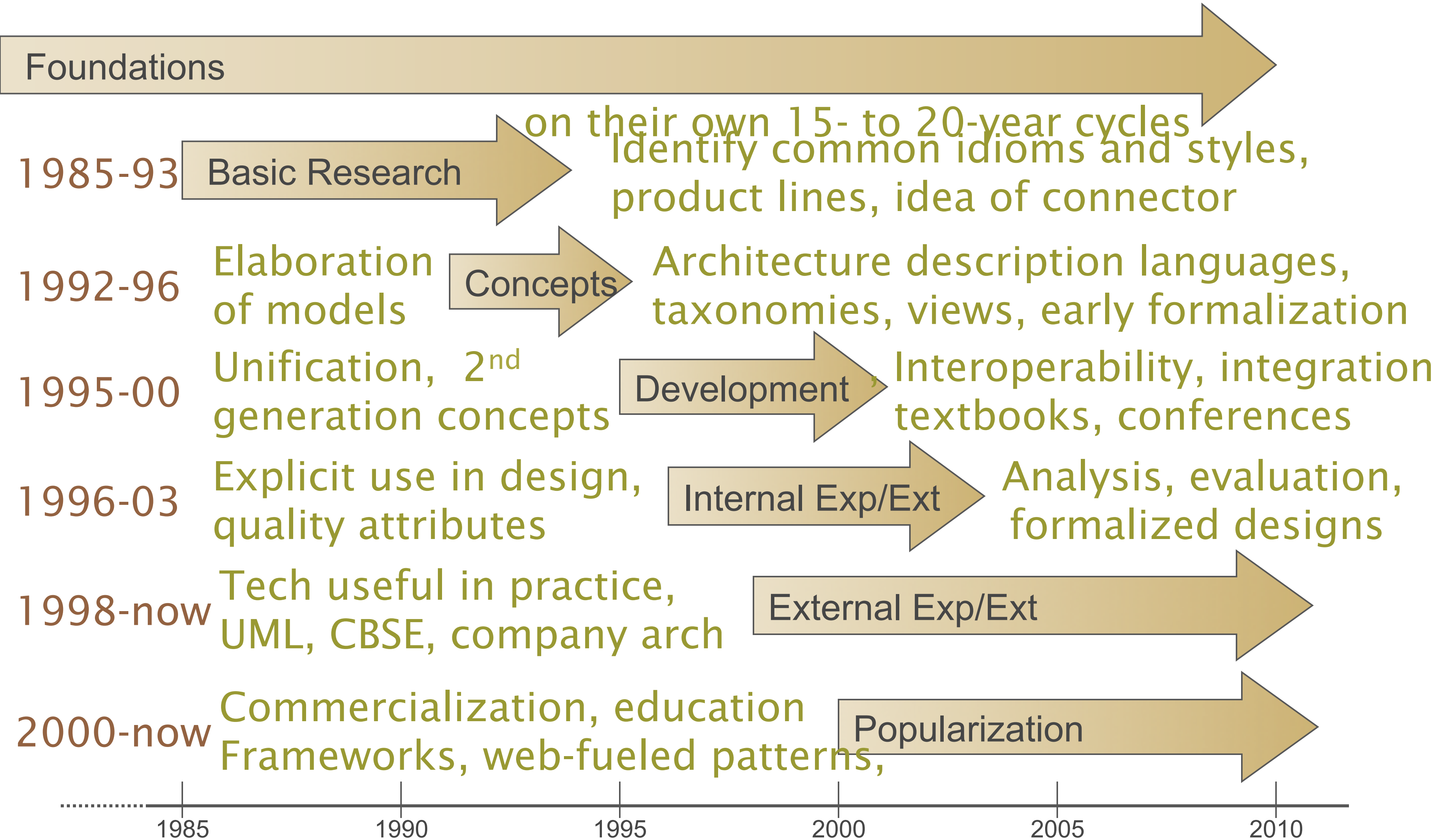
Production quality, commercial support

15-20 years



Sam Redwine, Jr. and William Riddle: *Software Technology Maturation*, Proc ICSE-8, May 1985

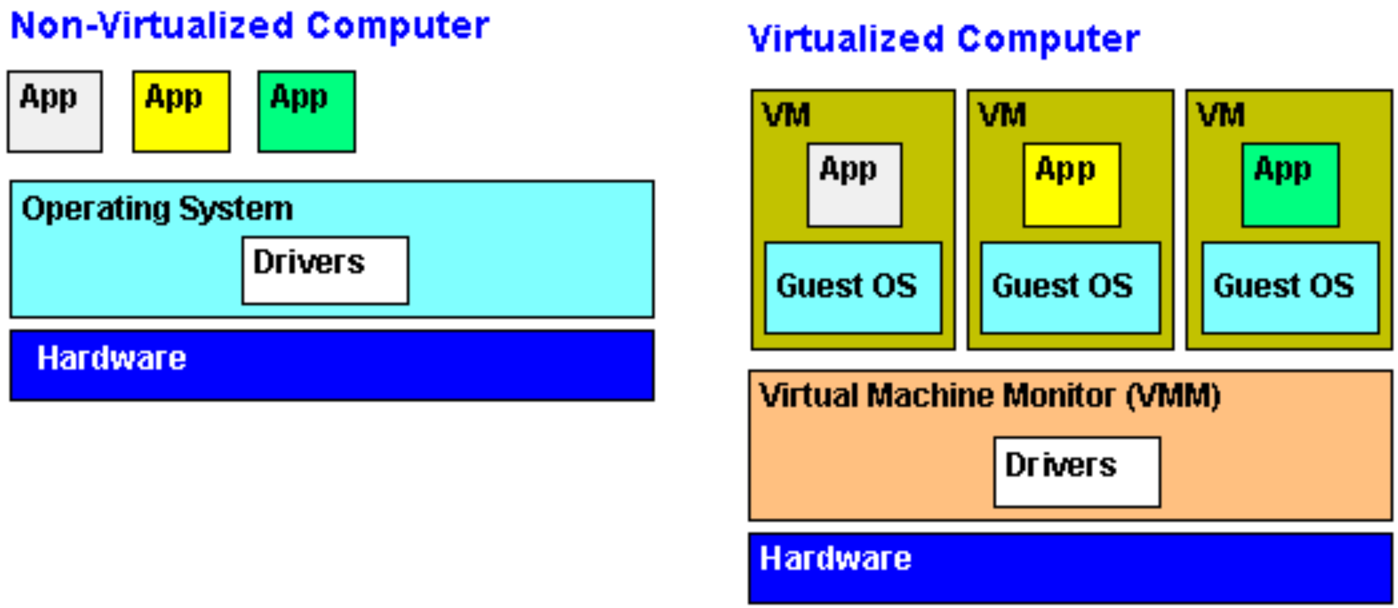
Maturation of software architecture



Garlan and Shaw. Software architecture: reflections on an evolving discipline. ESEC/FSE keynote 2011

Explanations for practitioners

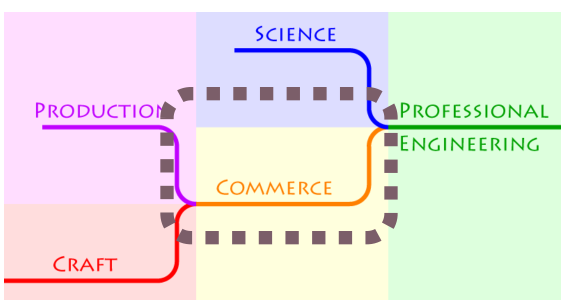
N-Tier architecture



http://www.pcmag.com/encyclopedia/term/53927/virtual-machine

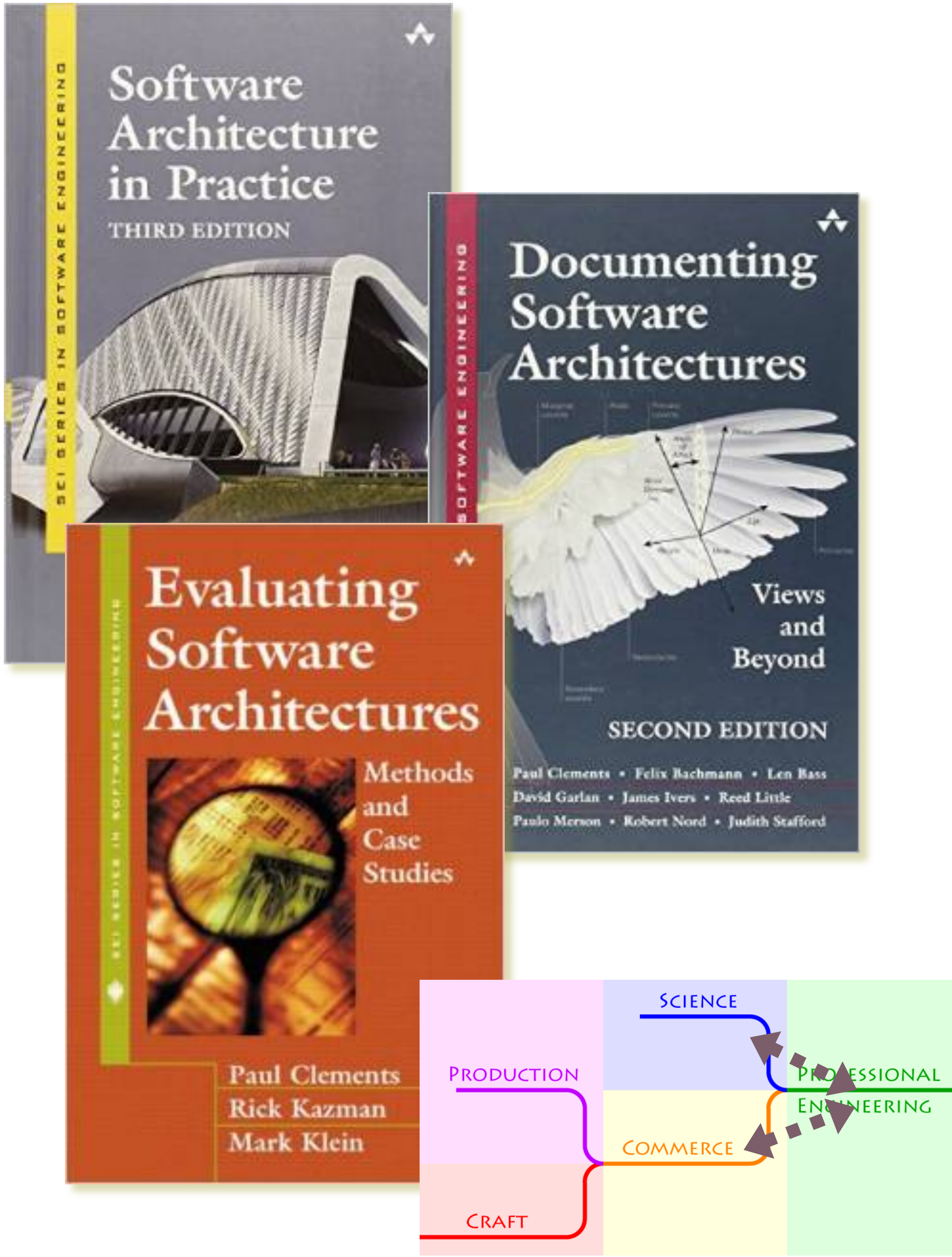
Virtual machine

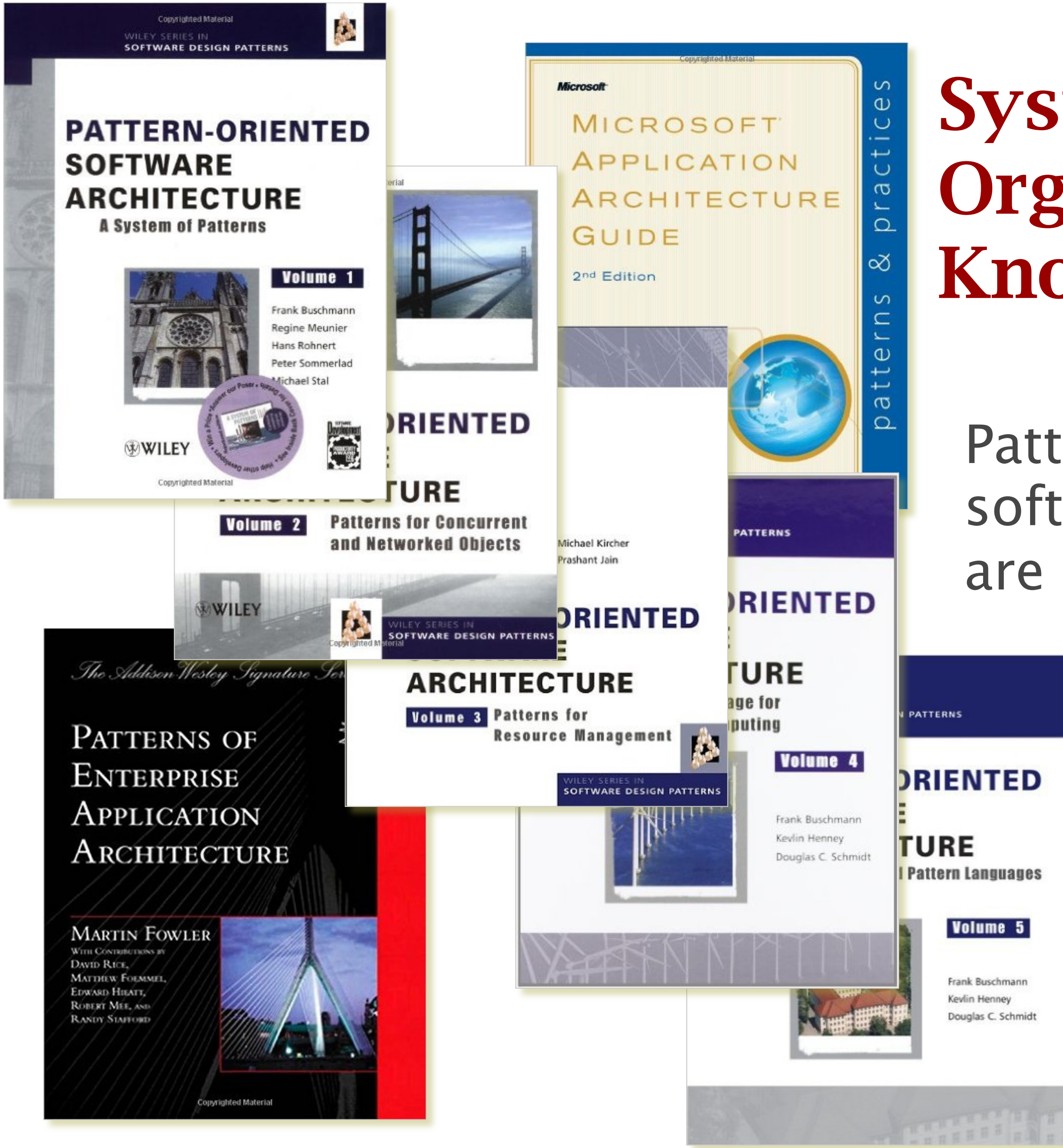
http://www.codeproject.com/Articles/430014/N-Tier-Architecture-and-Tips



Systematically Organized Knowledge

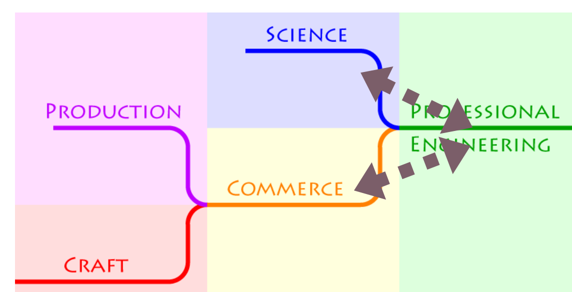
SEI Series organizes knowledge about architecture and its analysis

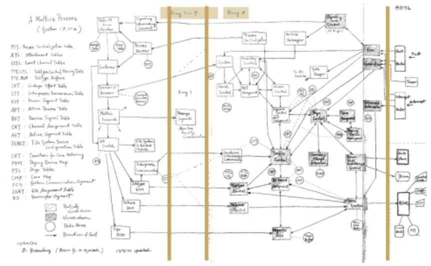




Systematically Organized Knowledge

Pattern books for software architecture are emerging





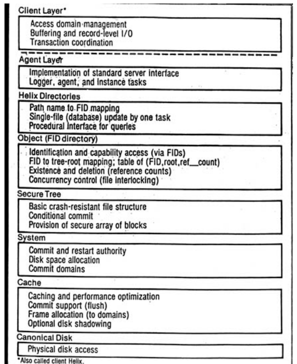
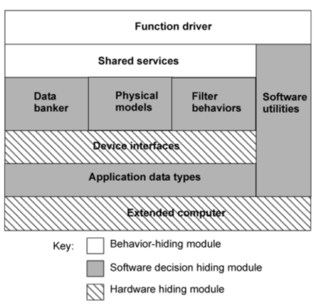
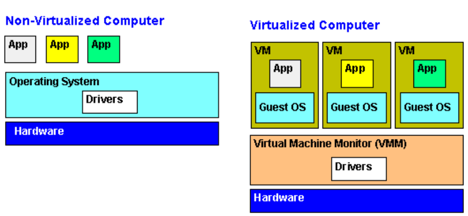


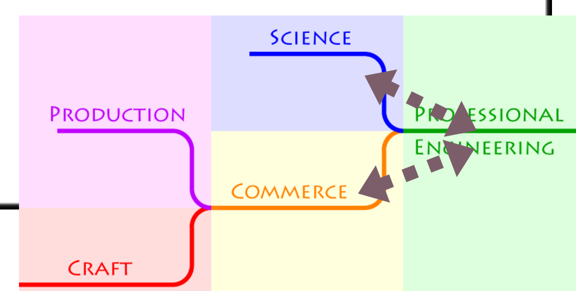
Figure 2. Abstraction layering.

IEEE Software. "Helix: The architecture of the XMS Distributed File System." Marek Fridrich and William Older, May 1985, Vol. 2, No. 3, P. 23

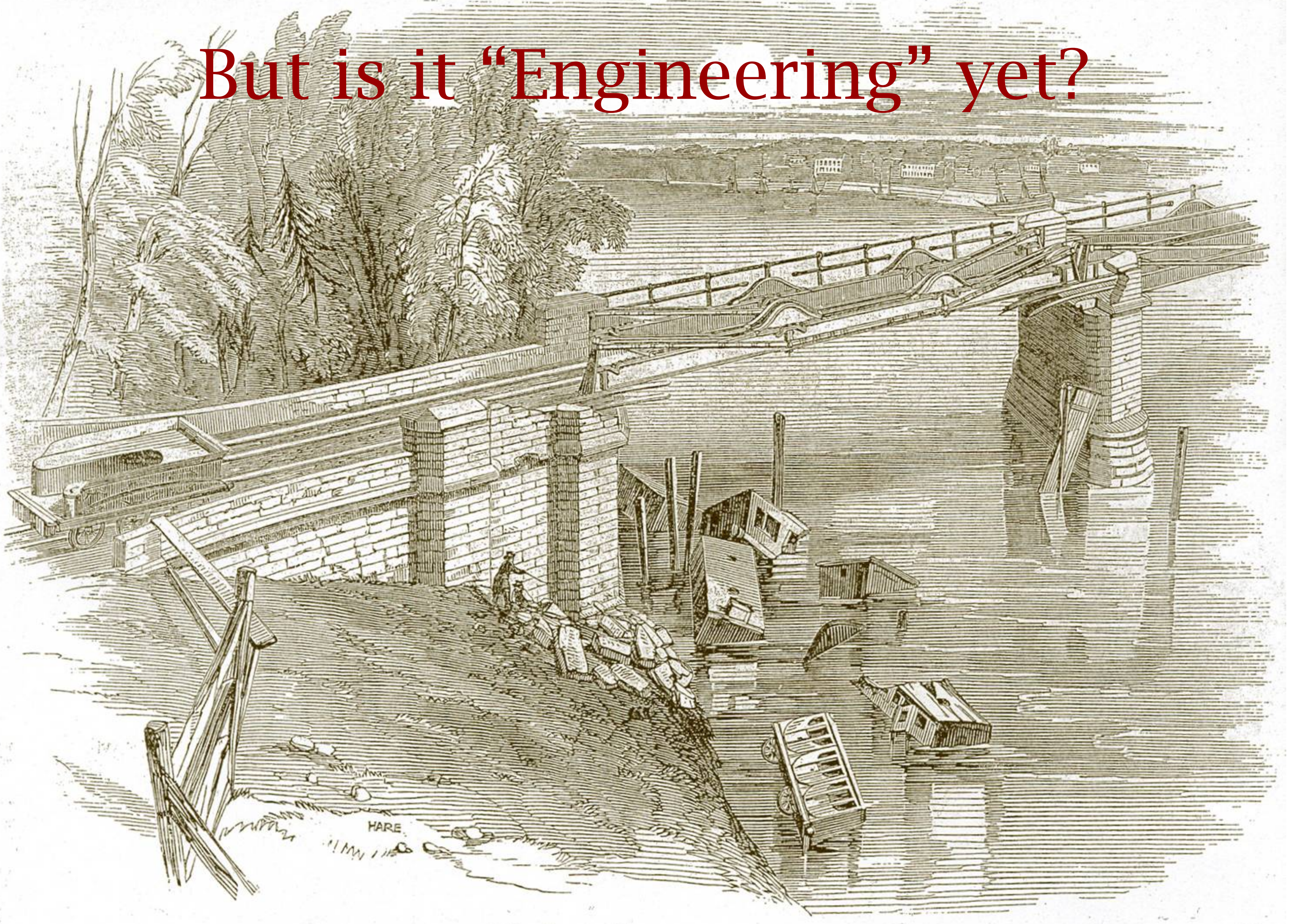




http://xkcd.com/676/



But is it “Engineering” yet?

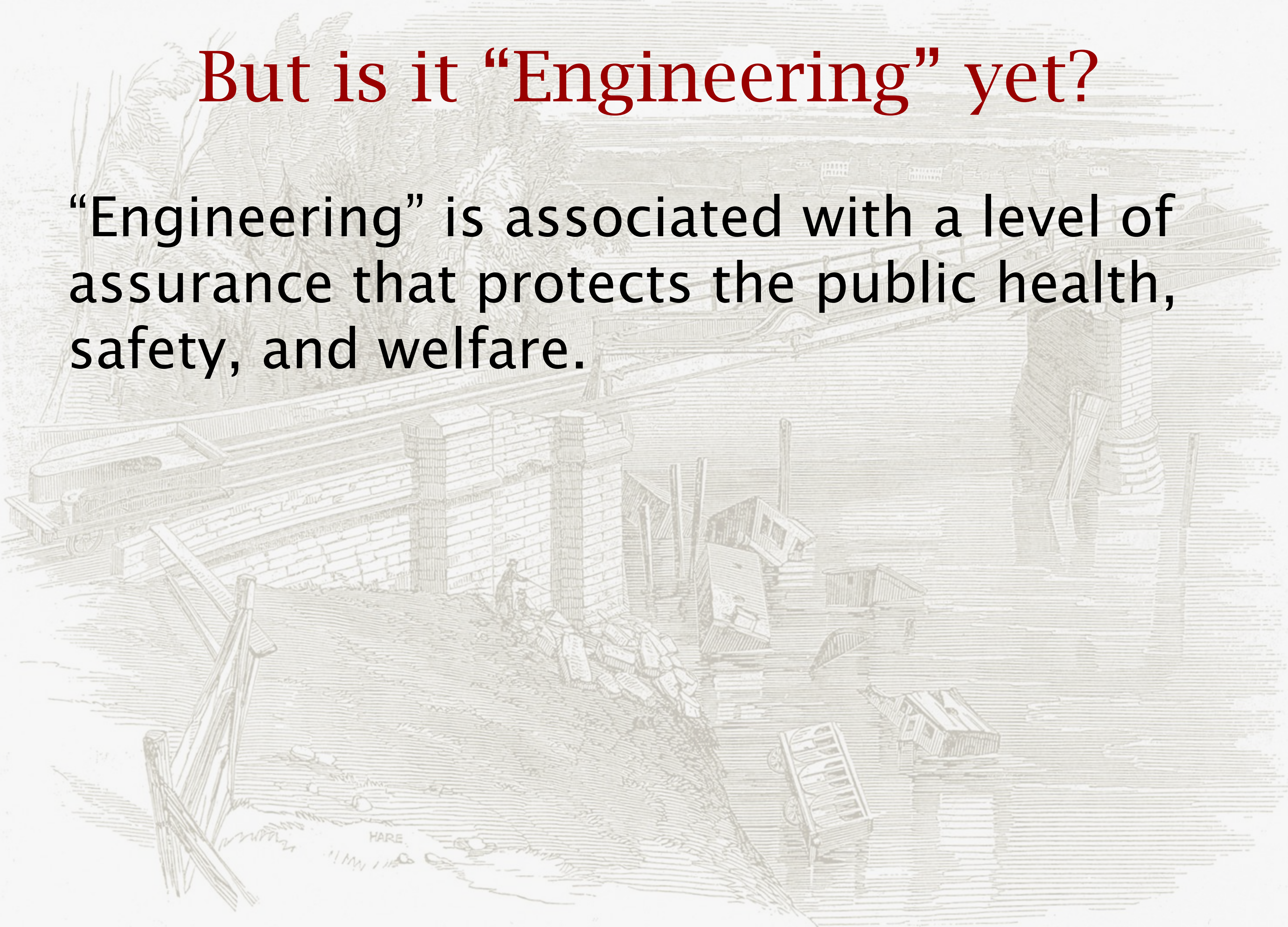


SCENE OF THE LATE RAILWAY ACCIDENT, AT CHESTER.—DILAPIDATED SPAN OF THE DEE BRIDGE.

Illustrated London News, 1847

But is it "Engineering" yet?

"Engineering" is associated with a level of assurance that protects the public health, safety, and welfare.



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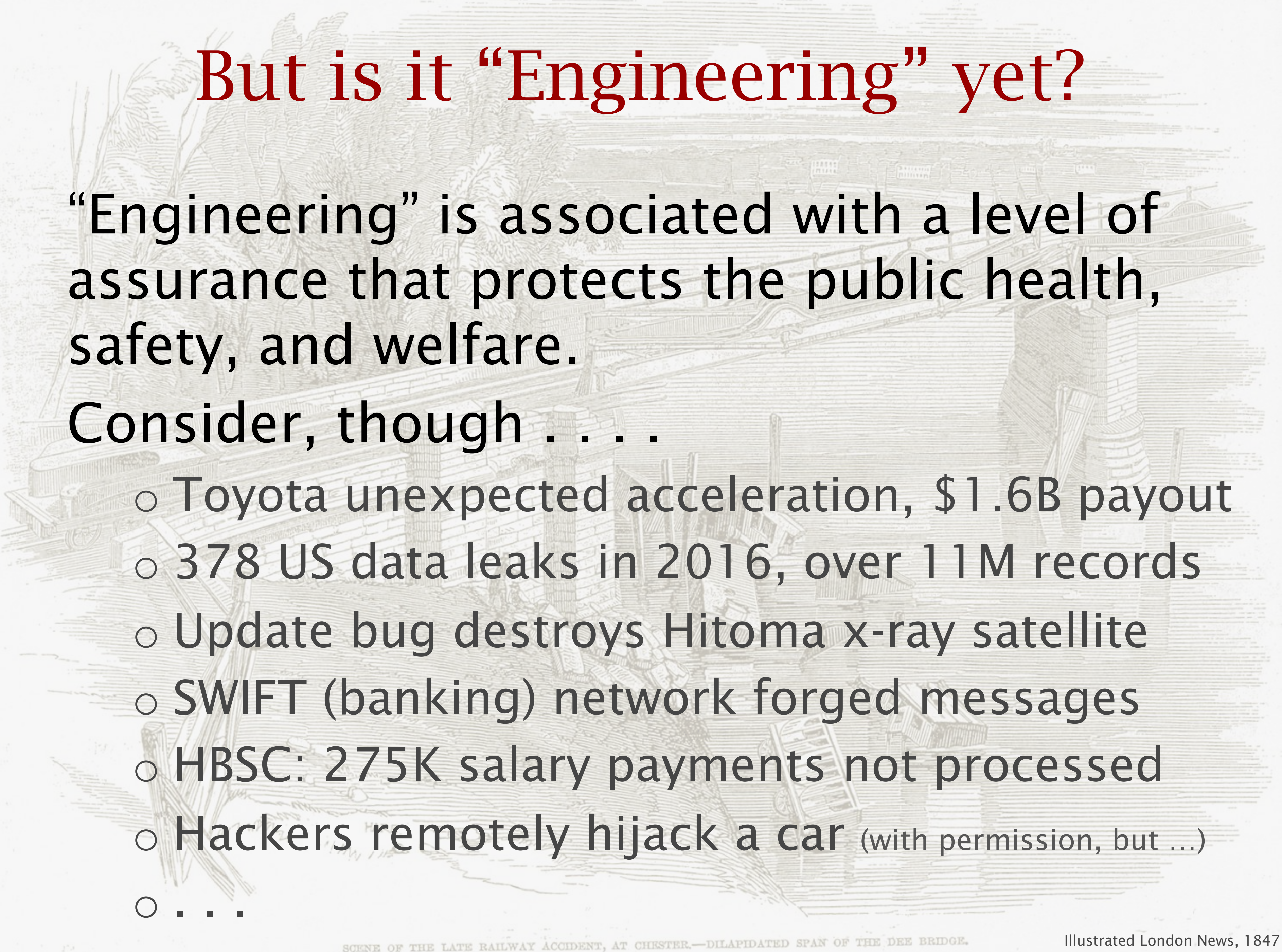
Illustrated London News, 1847

But is it "Engineering" yet?

"Engineering" is associated with a level of assurance that protects the public health, safety, and welfare.

Consider, though . . . .

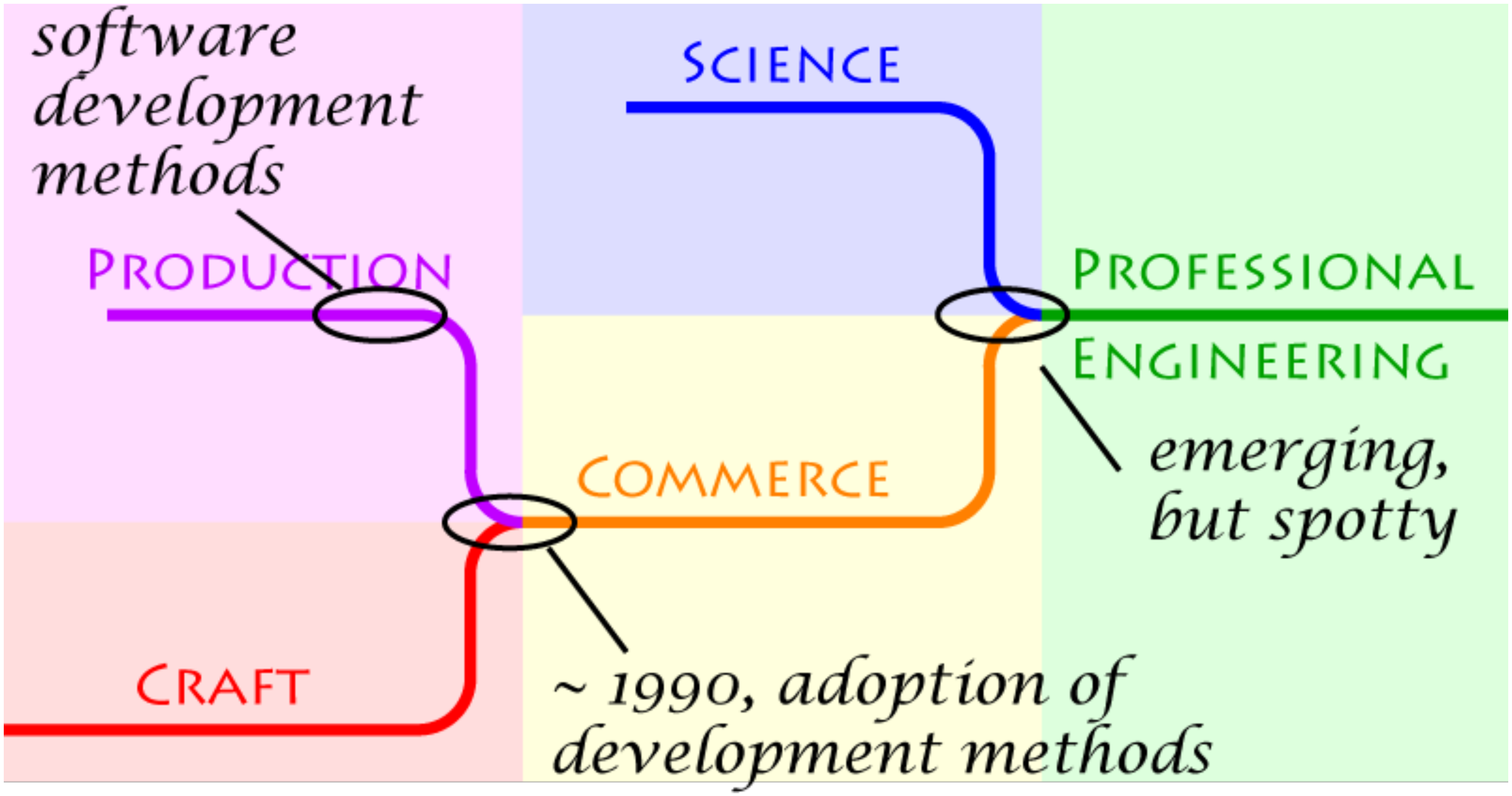
- Toyota unexpected acceleration, $1.6B payout
- 378 US data leaks in 2016, over 11M records
- Update bug destroys Hitoma x-ray satellite
- SWIFT (banking) network forged messages
- HBSC: 275K salary payments not processed
- Hackers remotely hijack a car (with permission, but …)
- . . .


SCENE OF THE LATE RAILWAY ACCIDENT, AT CHESTER.—DILAPIDATED SPAN OF THE DEE BRIDGE.

Illustrated London News, 1847

Characteristics of engineering

- limited time, knowledge, and resources force decisions on tradeoffs
- best-codified knowledge, preferentially science, shapes design decisions
- reference materials make knowledge and experience available
- analysis of design predicts properties of implementation



software development methods
Production
Science
Professional
Engineering
Commerce
emerging, but spotty
Craft
~ 1990, adoption of development methods

Want to be part of this?

isri.cmu.edu/education/

isri.cmu.edu/jobs/tenure-track-se.html

Making Progress

Structural disruptions

indexing in edited content

programming

periodic releases

pure code

professional developer

trained users

Structural disruptions

indexing in edited content >> search

programming >> composition, evolution

periodic releases >> continuous update

pure code >> cyber-social adaptive systems

professional developer >> casual developer

trained users >> naïve users

These do not change the fundamental principles, but they change the challenges and the application of the principles

Transmitting design knowledge

- Historical vehicles
  - word of mouth, rules of thumb
  - training in procedures
  - manuals
  - handbooks
  - textbooks and tutorials
  - standards
  - journals
  - tradeoff guidance

Transmitting design knowledge

Historical vehicles	Role in software design
word of mouth, rules of thumb	
training in procedures	
~~Manuals~~	formerly, still some bricks
~~handbooks~~	publication cycle too slow
textbooks and tutorials	
~~standards~~	relatively weak
journals	
~~tradeoff guidance~~	largely missing

How do we bring codified knowledge to design?
Exhortation won't work

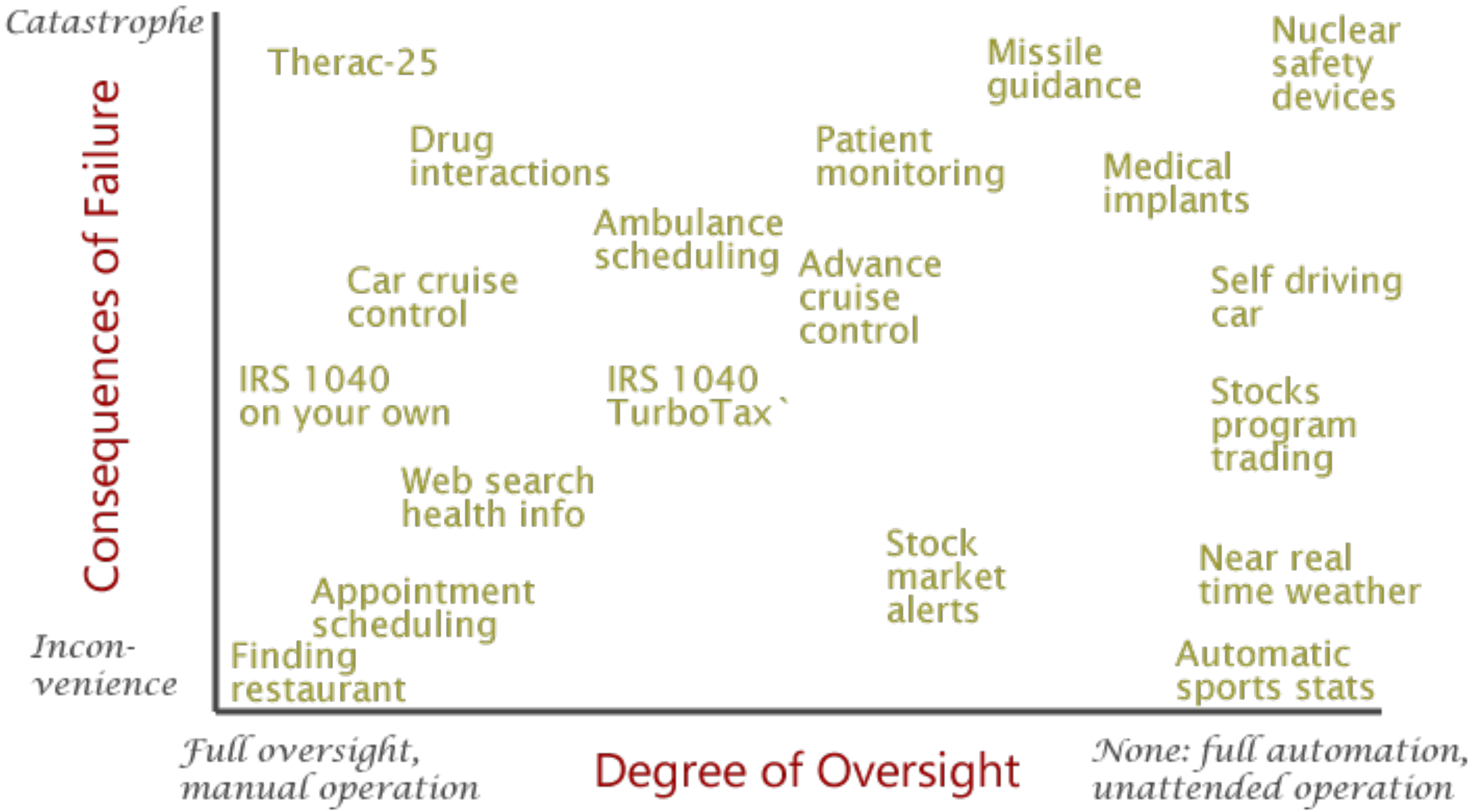
Transmitting design knowledge

- Modern software engineering vehicles
  - tools that embody knowledge
  - frameworks and skeletons
  - design patterns
  - search in self-help forums like stackoverflow
  - search in code base (doesn't help with design)
- Missing tools
  - proper documentation, specifications
  - guidance for choosing among designs

  hand-books
  - search in well-curated knowledge base
  - analog of MapReduce for software knowledge?

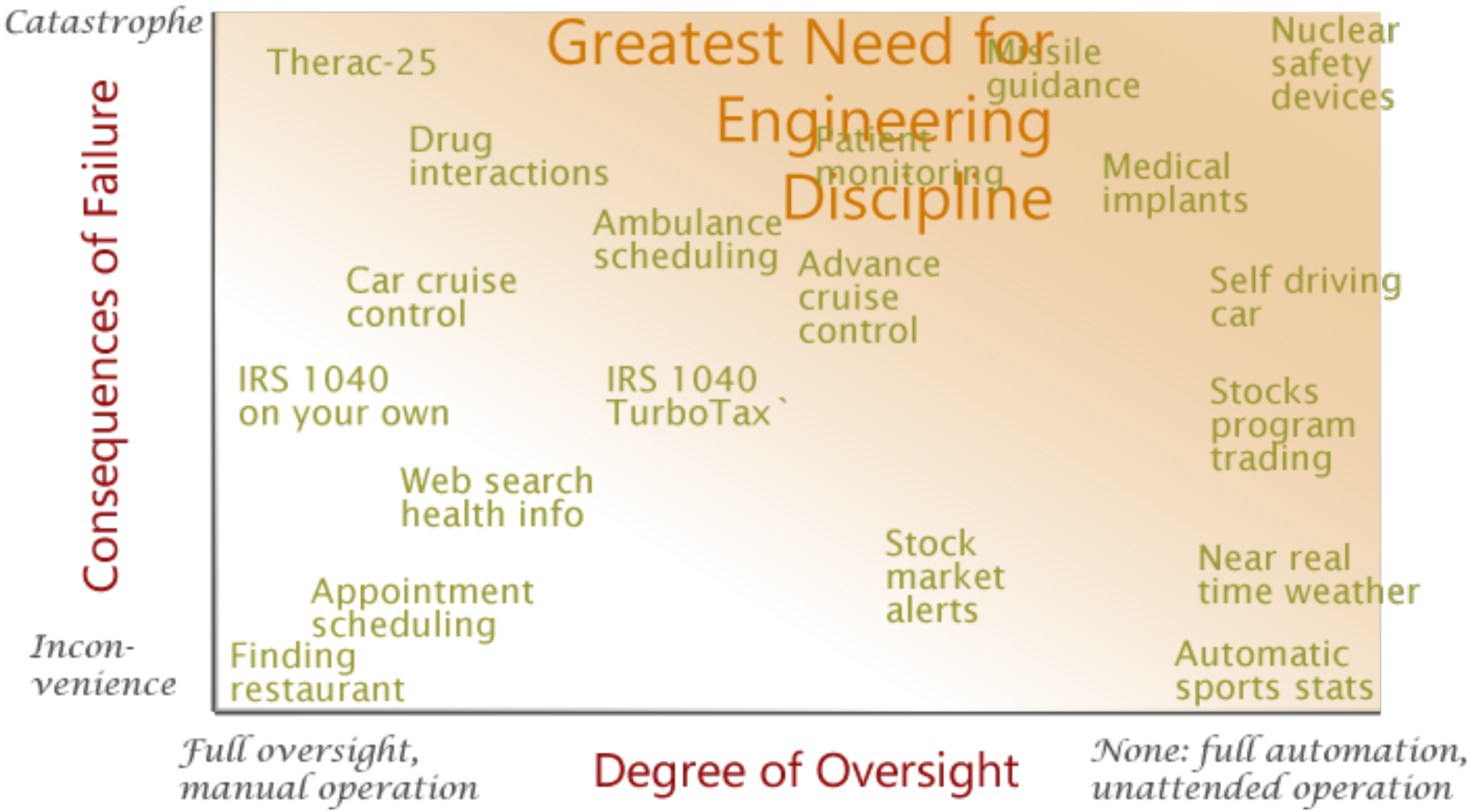
Architectures at scale

- Highly distributed, dynamically-formed task-specific coalitions of distributed autonomous resources (fix “mashups”)
- Agility, “perpetual beta”, live user testing (the cloud allows poor engineering practice)
- Pervasive cyber-physical systems: control, security, adaptation (“Internet of Things”)
- Socio-technical ecosystems: platforms, extensions, and people as part of system (“wicked” problems, end user development)



Shaw: Sufficient Correctness and Homeostasis in Open Resource Coalitions: How Much Can You Trust Your Software System? ISAW-4, 2000

Scaling cost to consequence



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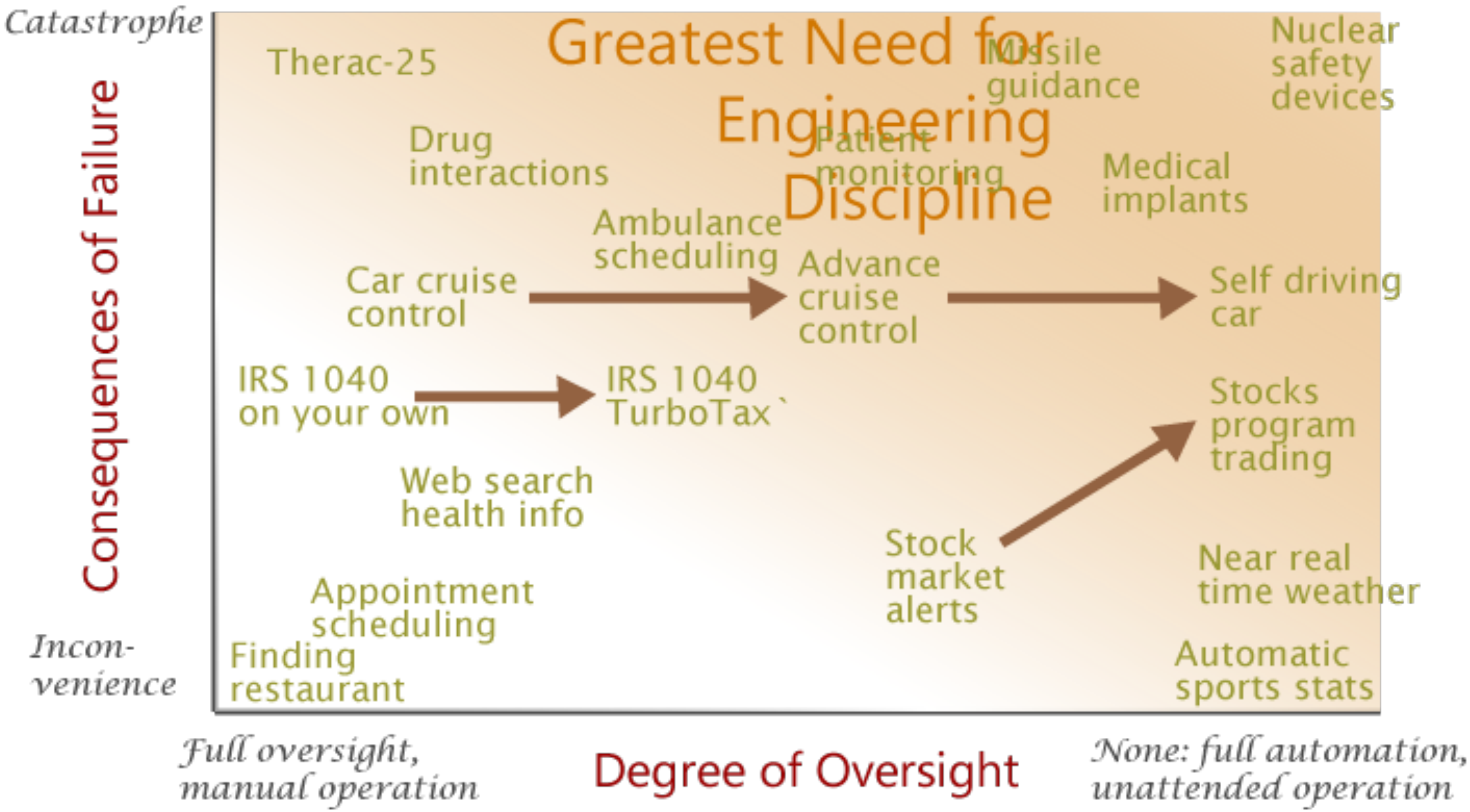
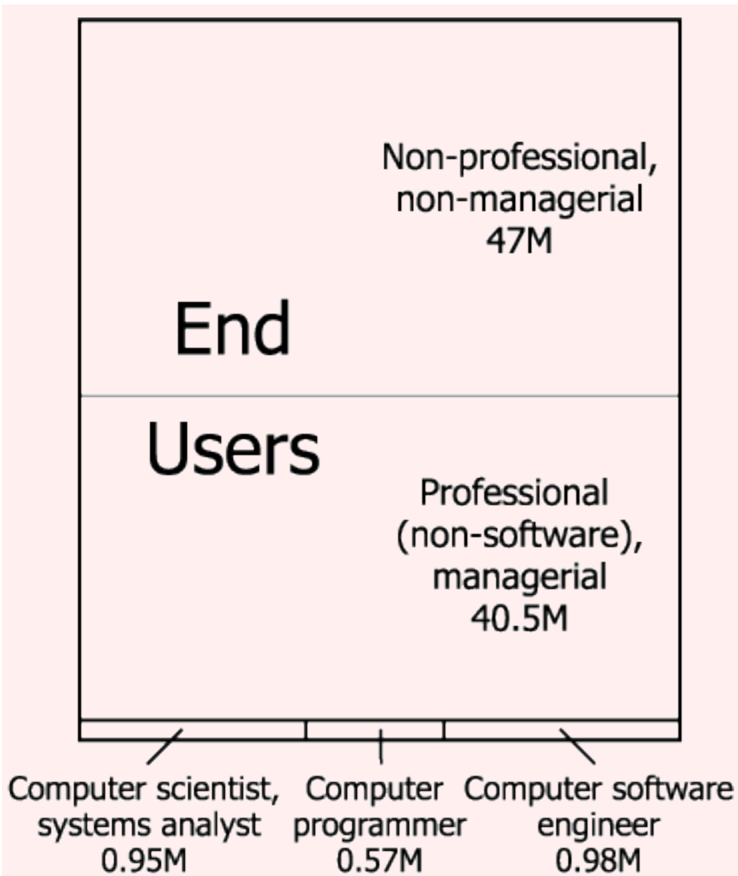
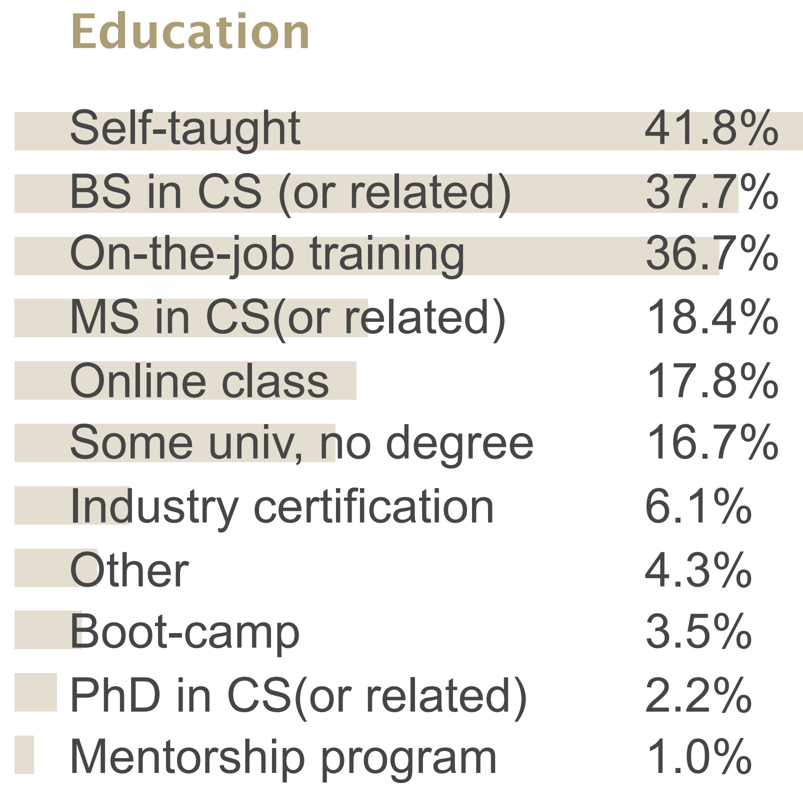


There are *lots* of casual developers



Estimated counts in American workplace



"Professional and enthusiast programmers"
(international)

C. Scaffidi, M. Shaw, and B. Myers. Estimating the Numbers of End Users and End User Programmers. *VL/HCC'05*, pp. 207-214, 2005.

http://stackoverflow.com/research/developer-survey-2015

Generations Online 2010

Millennials Ages 18-33	Gen X Ages 34-45	Younger Boomers Ages 46-55	Older Boomers Ages 56-64	Silent Generation Ages 65-73	G.I. Generation Age 74+
Email	Email	Email	Email	Email	Email
Search	Search	Search	Search	Search	Search
Health info	Health info	Health info	Health info	Health info	Health info
Social network sites	Get news	Get news	Get news	Get news	Buy a product
Watch video	Govt website	Govt website	Govt website	Travel reservations	Get news
Get news	Travel reservations	Travel reservations	Buy a product	Buy a product	Travel reservations
Buy a product	Watch video	Buy a product	Travel reservations	Govt website	Govt website
IM	Buy a product	Watch video	Bank online	Watch video	Bank online
Listen to music	Social network sites	Bank online	Watch video	Financial info	Financial info
Travel reservations	Bank online	Social network sites	Social network sites	Bank online	Religious info
Online classifieds	Online classifieds	Online classifieds	Online classifieds	Rate things	Watch video
Bank online	Listen to music	Listen to music	Financial info	Social network sites	Play games
Govt website	IM	Financial info	Rate things	Online classifieds	Online classifieds
Play games	Play games	IM	Listen to music	IM	Social network sites
Read blogs	Financial info	Religious info	Religious info	Religious info	Rate things
Financial info	Religious info	Rate things	IM	Play games	Read blogs
Rate things	Read blogs	Read blogs	Play games	Listen to music	Donate to charity
Religious info	Rate things	Play games	Read blogs	Read blogs	Listen to music
Online auction	Online auction	Online auction	Online auction	Donate to charity	Podcasts
Podcasts	Donate to charity	Donate to charity	Donate to charity	Online auction	Online auction
Donate to charity	Podcasts	Podcasts	Podcasts	Podcasts	Blog
Blog	Blog	Blog	Blog	Blog	IM
Virtual worlds	Virtual worlds	Virtual worlds	Virtual worlds	Virtual worlds	Virtual worlds

This chart shows the popularity of internet activities among internet users in each generation

90-100%	40-49%
80-89%	30-39%
70-79%	20-29%
60-69%	10-19%
50-59%	0-9%

Key: % of internet users in each generation who engage in this online activity

Pew Internet
Pew Internet & American Life Project

Source: Pew Internet surveys.

http://www.pewinternet.org/2010/12/16/generations-2010/

Email	Email	Email	Email	Email	Email
Search	Search	Search	Search	Search	Search
Health info	Health info	Health info	Health info	Health info	Health info
Social network sites	Get news	Get news	Get news	Get news	Buy a product
Watch video	Govt website	Govt website	Govt website	Travel reservations	Get news
Get news	Travel reservations	Travel reservations	Buy a product	Buy a product	Travel reservations
Buy a product	Watch video	Buy a product	Travel reservations	Govt website	Govt website
IM	Buy a product	Watch video	Bank online	Watch video	Bank online
Listen to music	Social network sites	Bank online	Watch video	Financial info	Financial info
Travel reservations	Bank online	Social network sites	Social network sites	Bank online	Religious info
Online classifieds	Online classifieds	Online classifieds	Online classifieds	Rate things	Watch video
Bank online	Listen to music	Listen to music	Financial info	Social network sites	Play games
Govt website	IM	Financial info	Rate things	Online classifieds	Online classified
Play games	Play games	IM	Listen to music	IM	Social network sites
Read blogs	Financial info	Religious info	Religious info	Religious info	Rate things
Financial info	Religious info	Rate things	IM	Play games	Read blogs
					Donate to

Civilizing the electronic frontier

Civilization means

- Infrastructure and amenities
- Civil order, shared obligations, rule of law
- Empowering citizens to manage their own affairs
- Clarity on personal security/responsibility
- Product quality warranty and liability

Civilizing the electronic frontier

This requires

- Policy informed by technology …
  - ... balancing anonymity and responsibility
  - ... balancing corporate and individual goals
- implementation informed by societal needs ...
  - ... accepting the nature of “wicked problems”
- Widespread understanding of technology …
  - … and shared expectations about its use
  - … and usable user models for systems

ChrisScaffidi
DavidGarlan
BradMyers
WmAWulf
RoyWeil
OrnaRaz
VahePoladian
RalphLondon
PaulHilfinger
JamesHerbsleb
ShawnButler
PhilipKoopman
PaulClements
RobertDeLine
PaulLi
JFTraub
JonathanRosenberg
DanielKlein
MargaretBurnett
RebeccaBuchheit
AnitaJones
HausiMüller
WilliamScherlis
PSanthanam
JamesTomayko
MichaelMauldin
AntoniaLopes
ArtPyster
VincenzoGrassi
BasilBecker
AshishArora
JonLouisBentley
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MarcDonner
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JeffKramer
JamesDriscoll
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RonDesmarais
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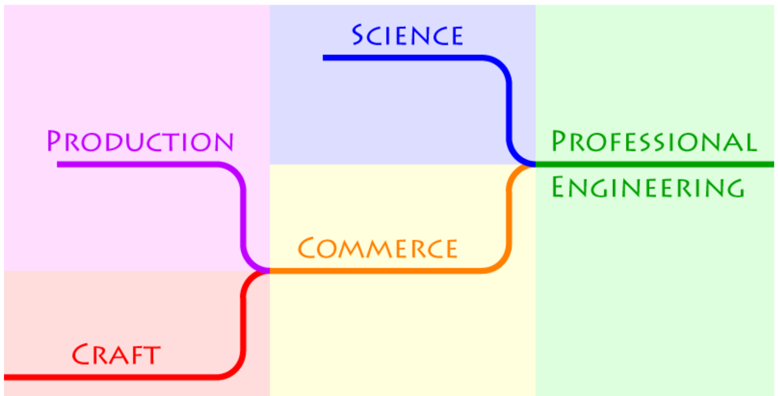
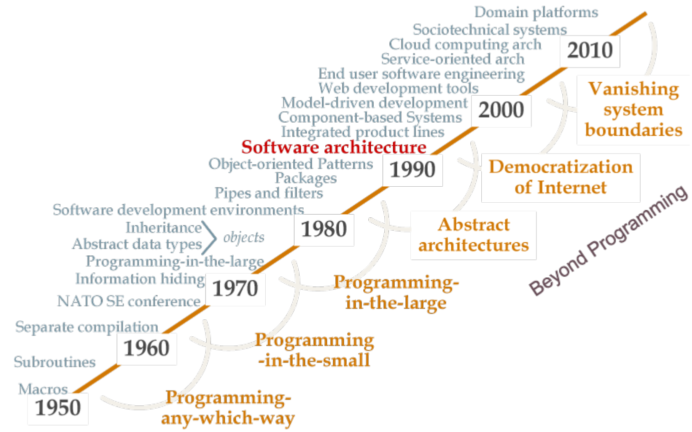
Recapitulation

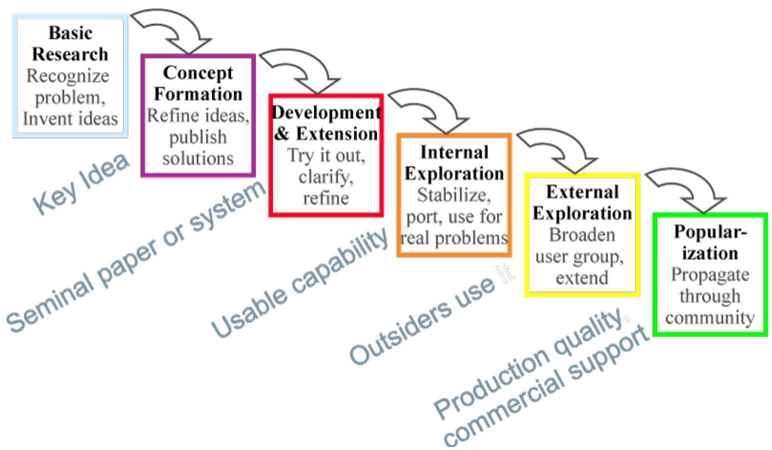
Engineering evolves from craft and commercial practice via science



Engineering basis evolves via increasingly powerful abstractions



Ideas evolve over time from pure research to practical production



The greatest need for engineering Is in the most critical applications