



Entirely Predictable Failures

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POLSAG

”Integrated IT system for police”

Project start 2006

€ 21M

Roll-out complete 2009

POLSAG

2010 Pilot-test, smallest police district

Performance problems(!)

2012 entire project abandoned

Cost: € 65M

POLSAG

Time: +100%

Budget: +200%

Quality: -100%

IC4

Contract signed 2000

All trains in traffic: 2004

Price: € 650M

IC4

Status:

Trains not approved for service
Unexplained failure to brake

Cost:

Tricky.
Much horse-trading
High cost for renting replacements

Functionality:

Hard to judge precisely
Not at all popular with travellers

IC4

Prediction:

Experimental service 2012

Trains in limited service 2013

Cost:

Parliament report 2011: € 1.2B

Functionality:

Less than expected

IC4

Time: +200%...+300%

Budget: +100%...+150%

Quality: -50%..-70%

RejseKort

€25M/y more expensive than paper tickets

...for each of the next 15 years.

Total extra cost: €365M

~= 1800 bus drivers

(Denmark has 570 bus routes)

&C

Digital Tinglysning

T:+200%, C:+200%, Q:-50%

System for "comparing high-schools"

€ 5M, 6 years, never used

DeMars (SAP/3 for military procurement)

T:+100%, C:+15%, Q:-20%

...

In the pipeline

SKAT

9000 pages of specification
– not counting laws & regulations

EPJ (Electronic healthcare system)

3rd iteration

no luck with 1st & 2nd iteration

total costs unknown but > € 1B

Competent:

Average result better than expected

Incompetent:

Average result worse than expected

Competent:

Average result better than expected

Incompetent:

Average result worse than expected

Dunning-Kruger:

The incompetent don't think so.

Inescapable Conclusion:

The Kingdom of Denmark is IT-incompetent

The mechanics of a disaster:

1. Formulate Goal
Usually: "Save money"
2. Decide how to reach goal
Usually: "Computerize"
3. Profit!
Usually: Not!

Fresh Example:

1. Formulate Goal

- Elections are too expensive
- Reduced secrecy of voting for handicapped
- Young people not interested
- Man-power not readily available
- Disqualified votes

2. Decide how to reach goal

Lets experiment with computer-voting

3. Profit!

?

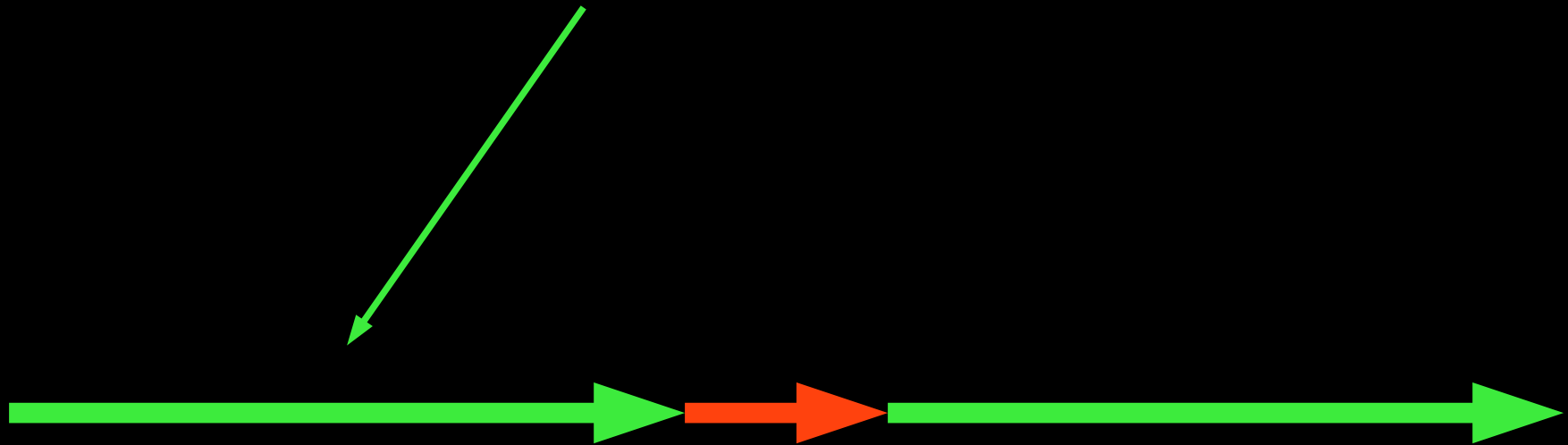
Three phases of Danish elections:

1: Totally open/transparent

Produce list of voters, ballots etc.

Mail election notice card to voters

Voter swaps notice card to ballot



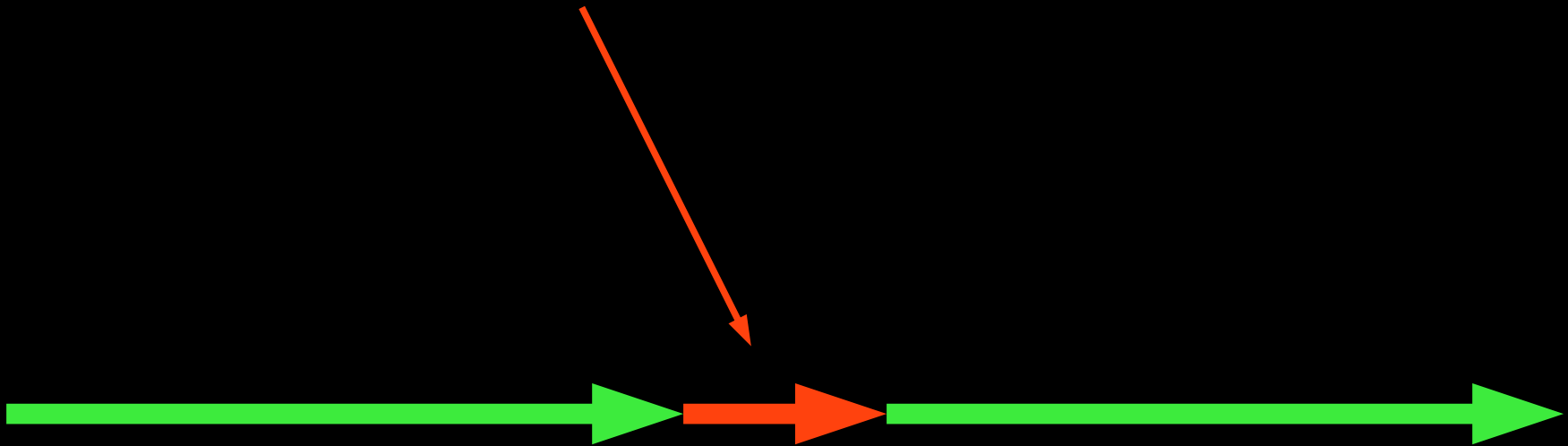
Major costs: Postage, IT-transaction fees

Three phases of Danish elections:

2: Totally secret

Voter marks ballot

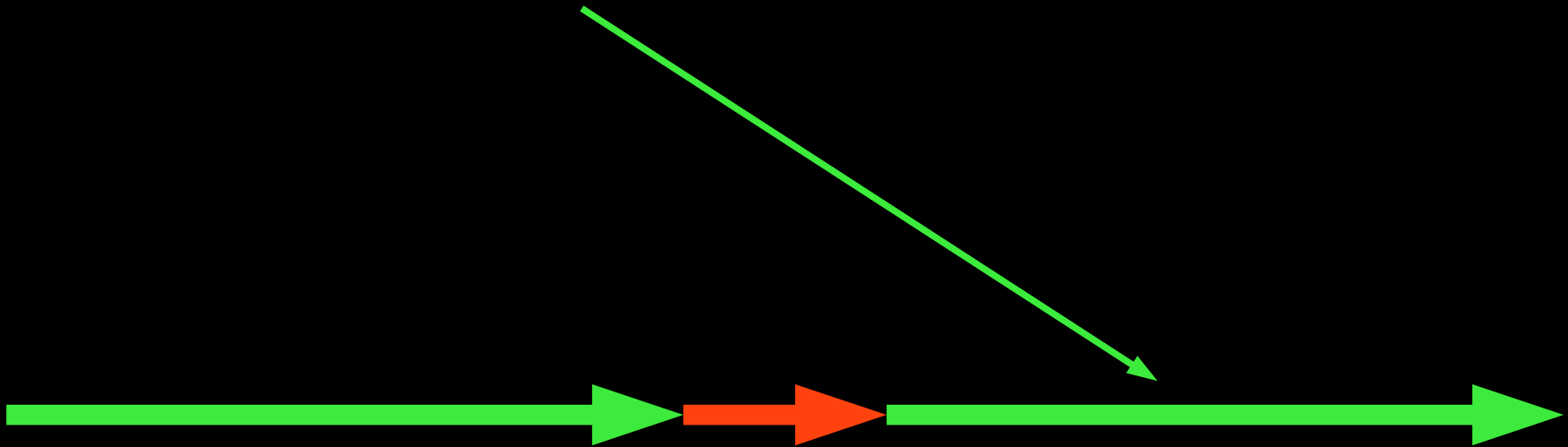
Voter drops ballot in urn



Major cost: Food & pay for supervisors

Three phases of Danish elections:

3: Totally open/transparent
Ballots counted by hand
Cross-checks



Major cost: Public employees second count.

Quality of Danish elections:

- Very high voting participation
- Very high trust in results
- Almost non-existent voting fraud
- Used as a model & exported to other countries

Cost of Danish elections:

- € 1.30 per capita per year.



Lene Hartig Danielsen Chef for Borgerservice Aarhus

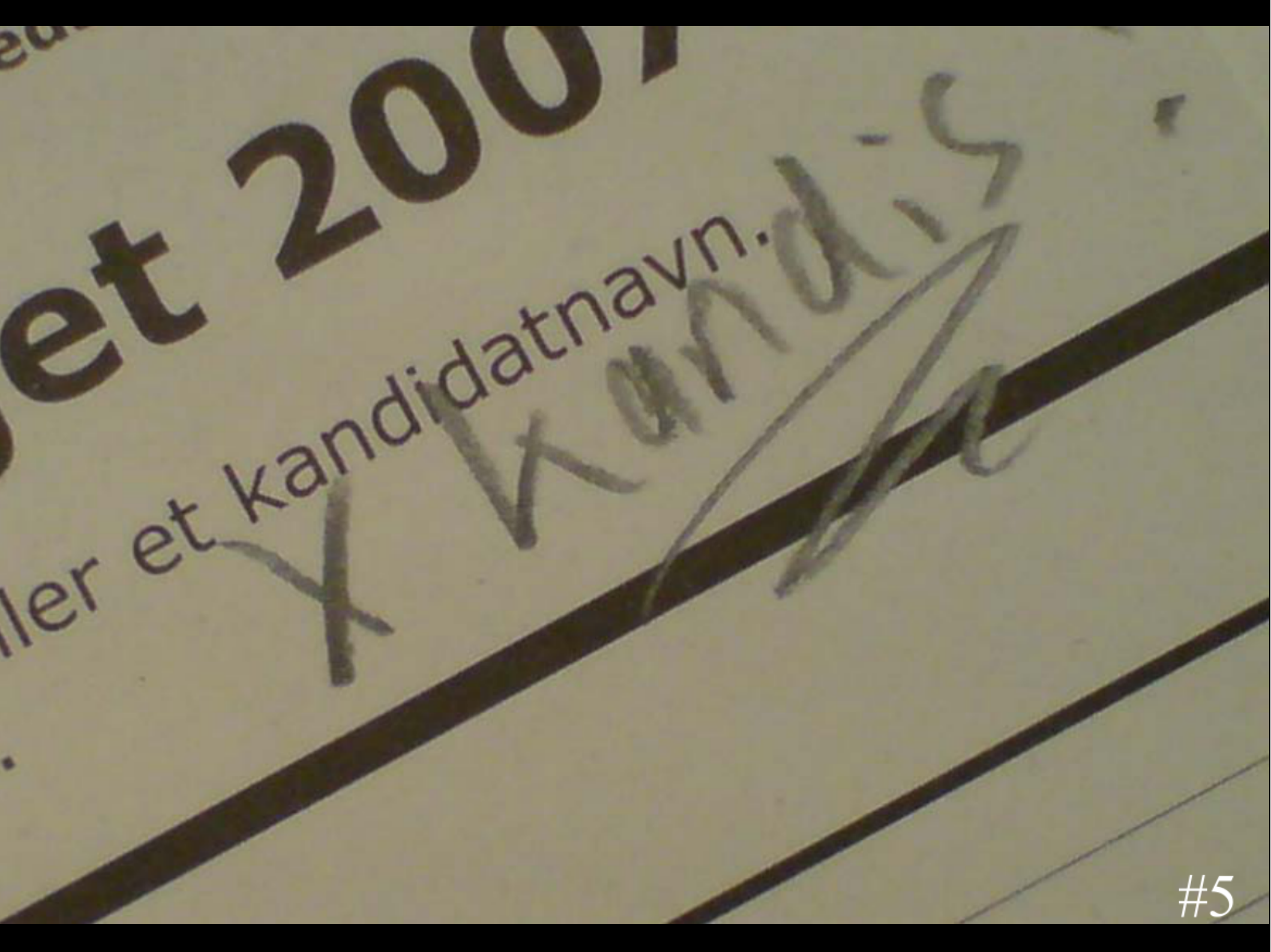
#1



Det gode valg?







et 2000

Kandidatnavn.

X Kandidat

#5







Say What ?

”We plan to use between €.13M and €13M”

”No, we don’t have a business case”

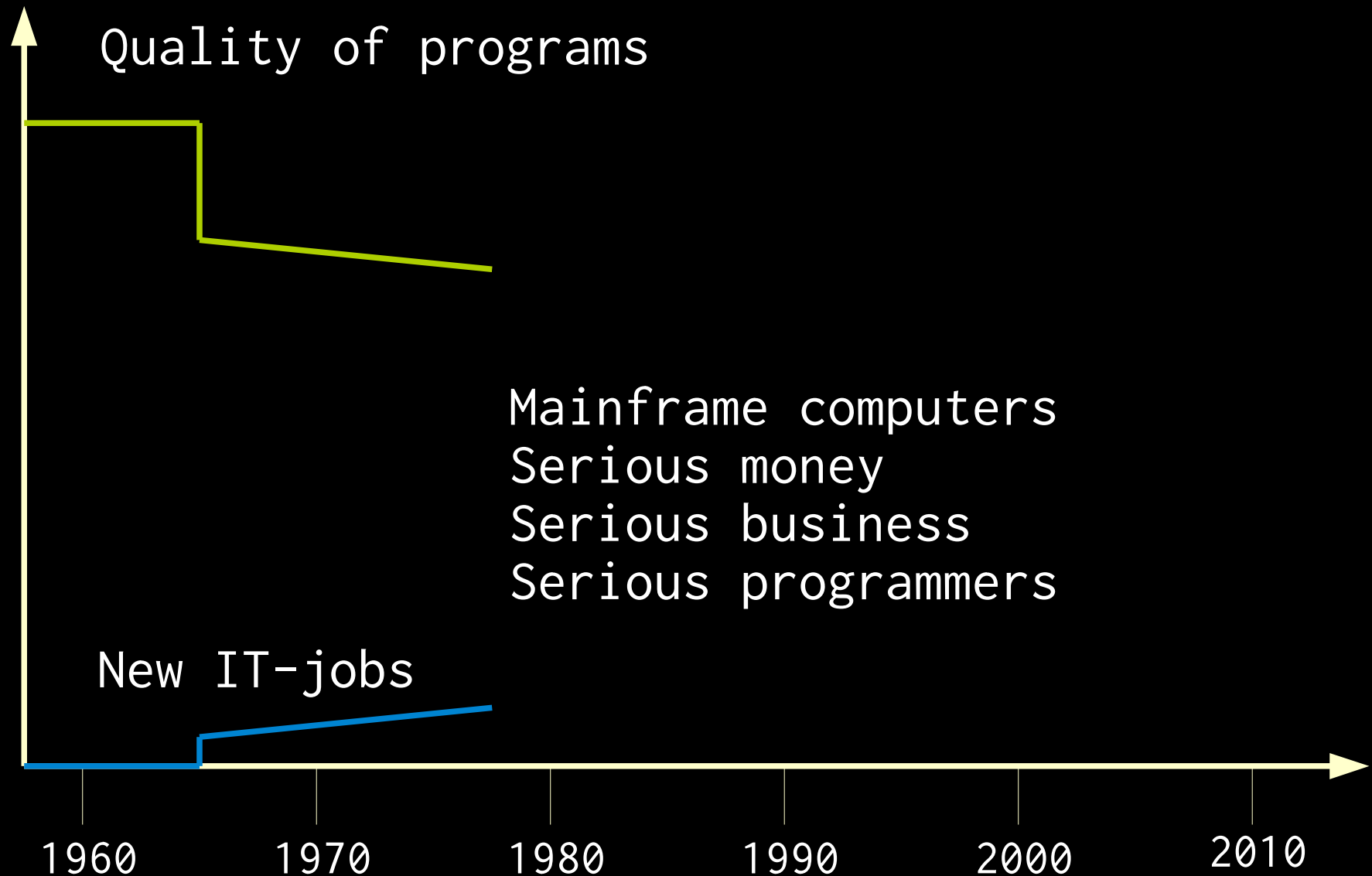
No factual/numerical basis

No credible theory that ”solution” would actually fix ”problems”

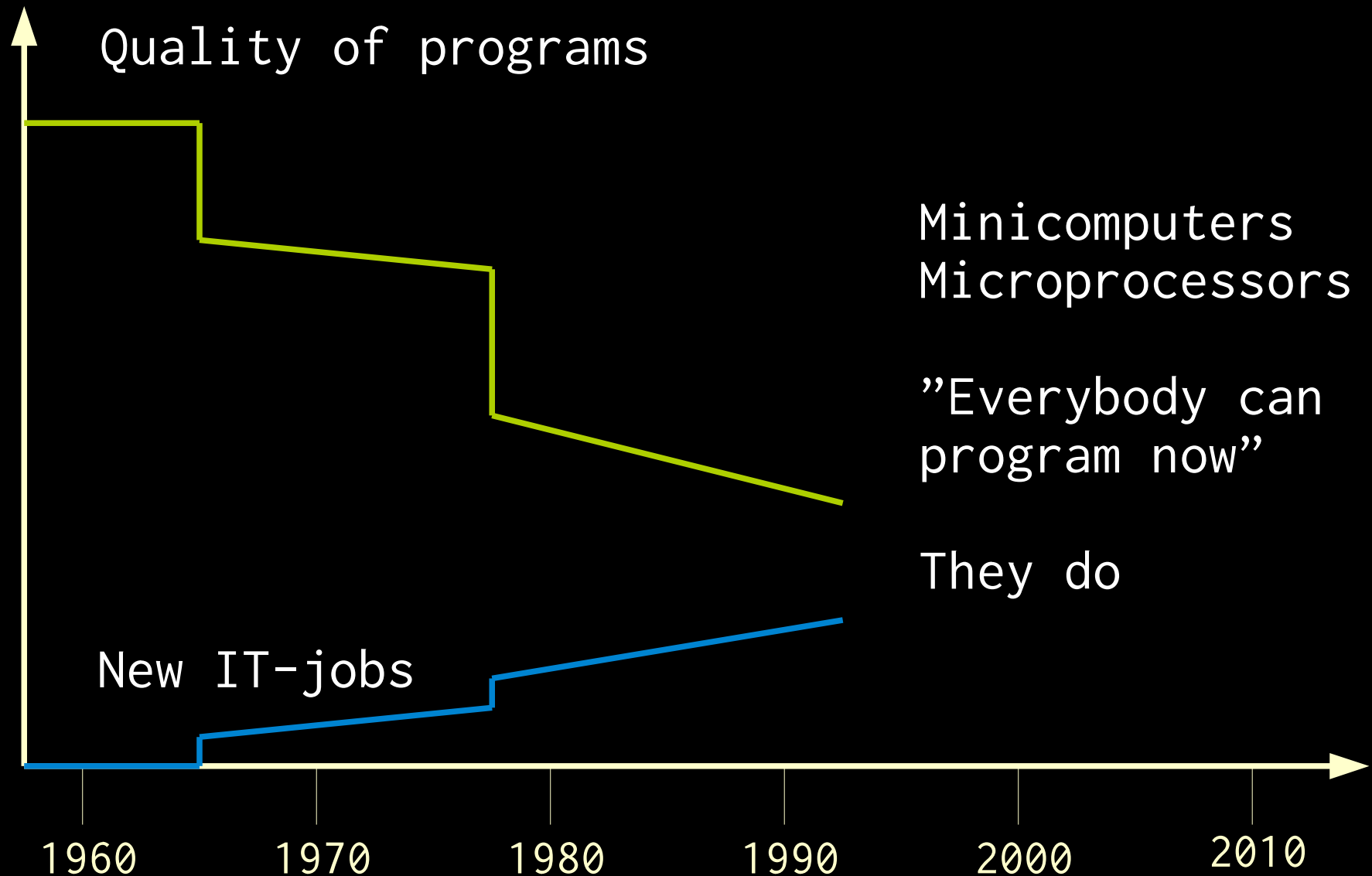
What happened ?



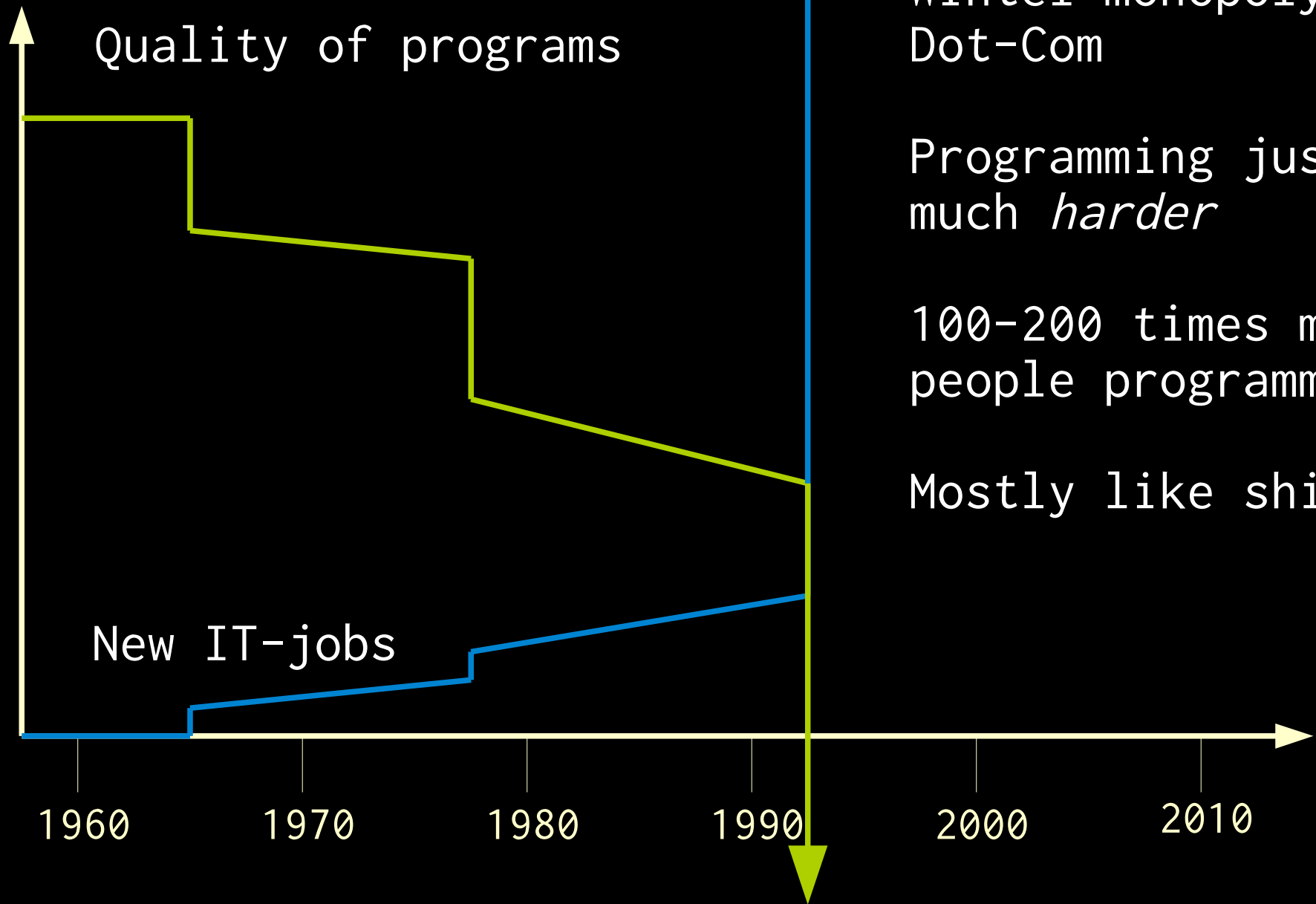
What happened ?



What happened ?



What happened ?



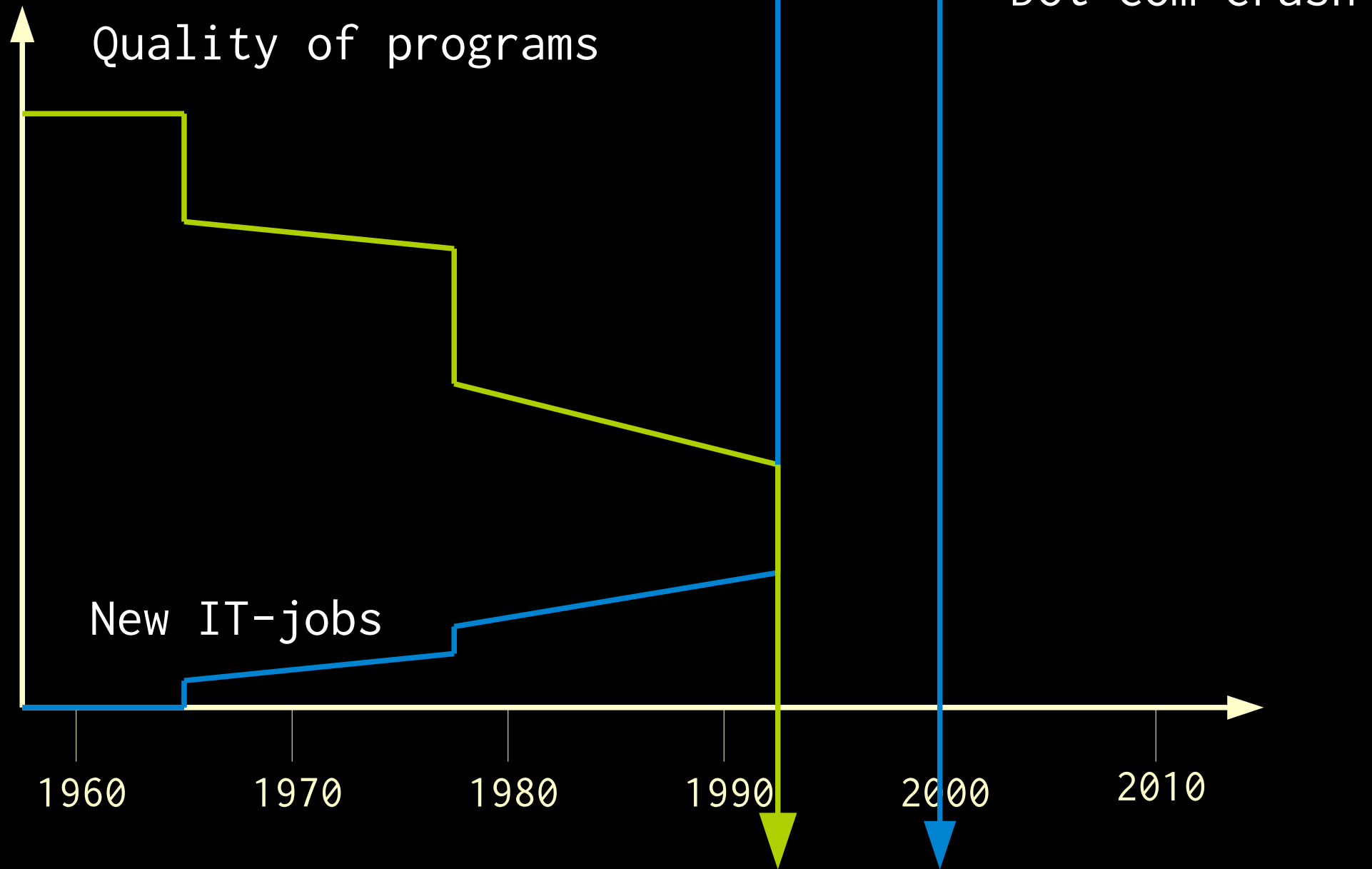
The Internet
Wintel monopoly
Dot-Com

Programming just got
much *harder*

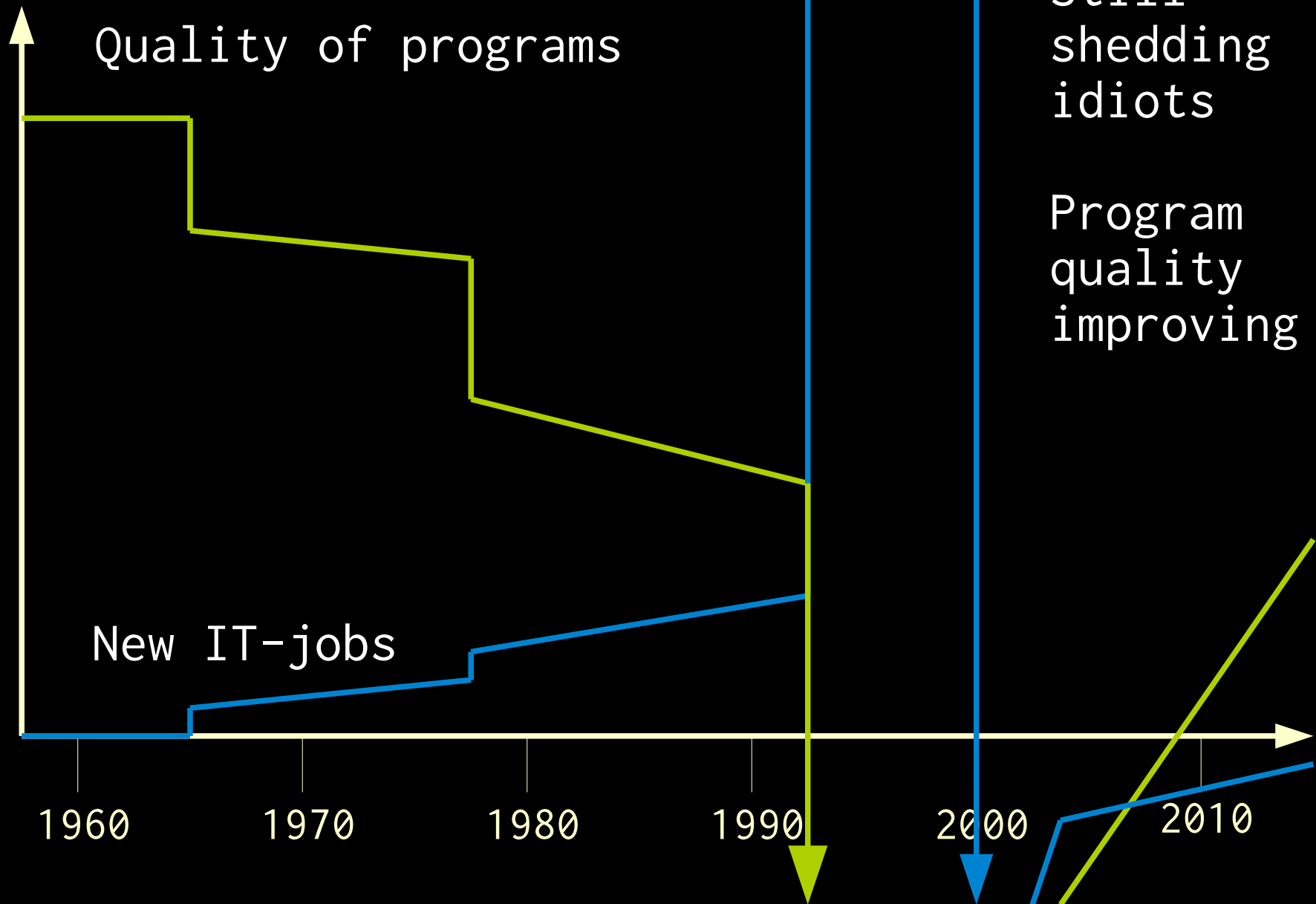
100-200 times more
people programming

Mostly like shit

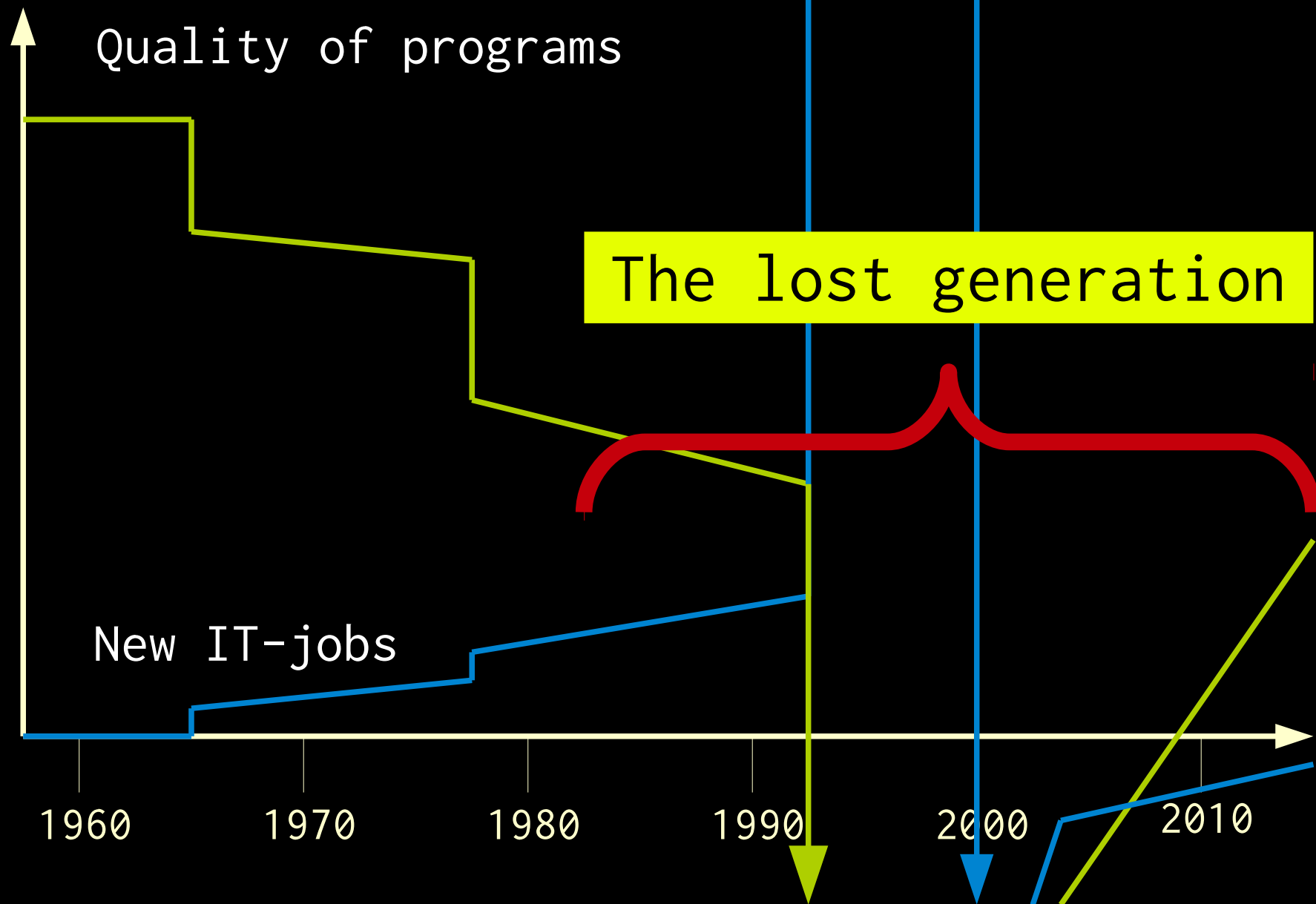
What happened ?



What happened ?



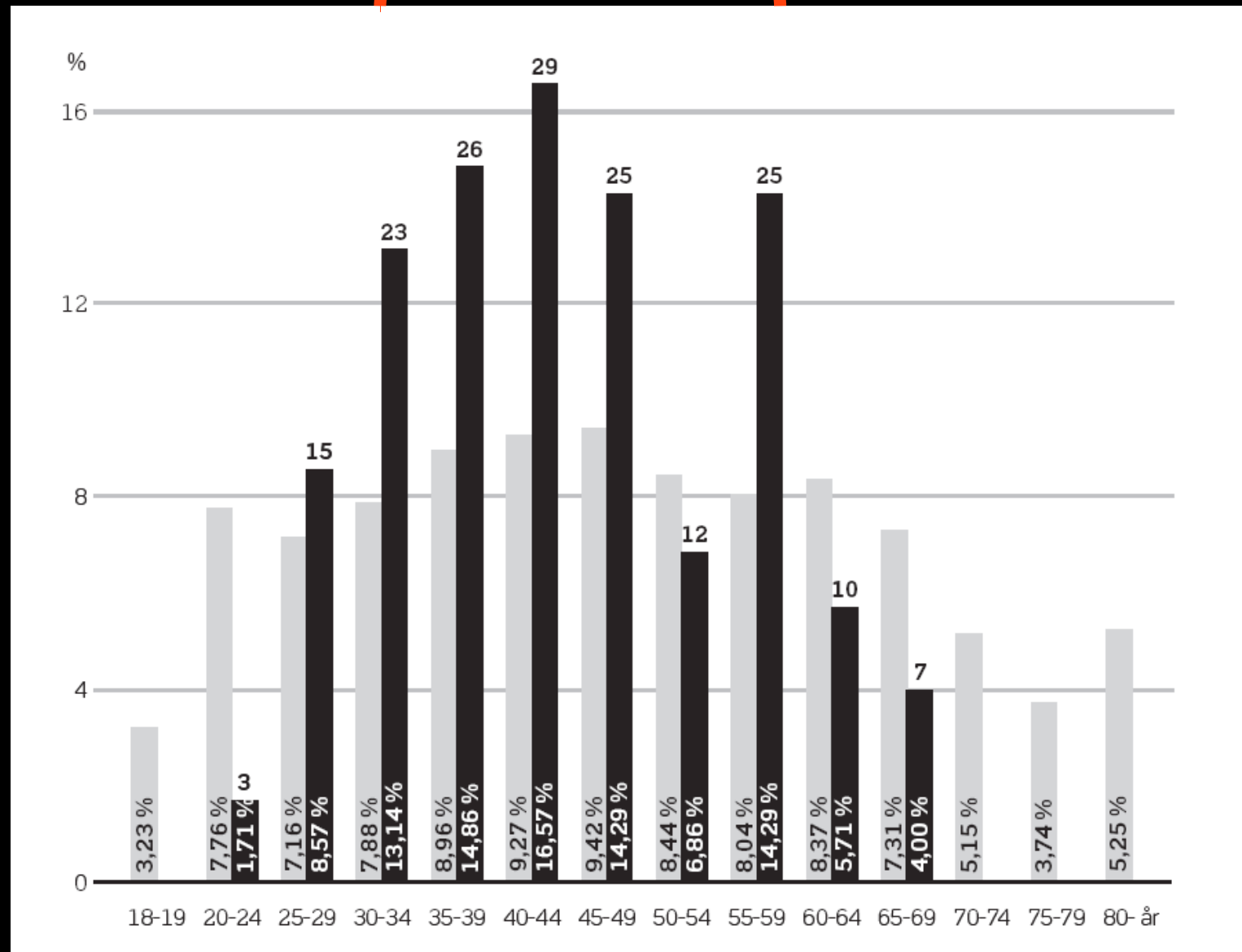
What happened ?



For the lost generation...

- "Recovery strategy" means "reboot"
- Printer drivers can crash the OS
- "Security" comes from virus-scans
- "Programming" == Visual Basic/Excel Macros
- Spreadsheets are (also) databases
- And it all works as if by magic...

Age of MP's:



For the lost generation...

```
10 DIM A$(20)
20 READ A$
30 PRINT A$,"is going to solve all our problems"
40 WAIT 63115200
50 GOTO 20
100 REM XXX: Incomplete list
110 DATA "Win95", "Win2000", "Java", ".NET", "WinXP"
120 DATA "MySQL", "PERL", "LAMP", "Scripting", "XML"
130 DATA "SAS", "C#", "UML", "Cloud", "SMP", "IPv6"
140 DATA "Prototyping", "F#", "AJAX", "Agile", "XP"
150 DATA "DevOps", "AntiPatterns", "KanBan", "NoSQL"
160 DATA "UX"
```

...hope springs eternal

```
10 DIM A$(20)
20 READ A$
30 PRINT A$,"is going to solve all our problems"
40 WAIT 63115200
50 GOTO 20
100 REM XXX: Incomplete list
110 DATA "COBOL", "FORTRAN", "ALGOL", "SIMULA"
120 DATA "BASIC", "PASCAL", "SQL", "Waterfall"
130 DATA "AI", "Yourdon", "PL/1", "RDBMS", "CASE"
140 DATA "4GL", "UNIX", "C++", "Win95", "Win2000"
150 DATA "Java", ".NET", "WinXP", "MySQL", "PERL"
160 DATA "LAMP", "Scripting", "XML", "SAS", "C#"
170 DATA "UML", "Cloud", "SMP", "IPv6", "Prototyping"
180 DATA "F#", "AJAX", "Agile", "XP", "DevOps"
190 DATA "AntiPatterns", "KanBan", "NoSQL", "UX"
```

How to start an IT-fashion

- Get random idea
- Give it a edgy & hip name
- Try it with a small group of talented people
- Write book, claim it solves all problems
- Go on speaking/course circuit to flog book
- Goto step 1 before they catch on to you.

There is no Silver Bullet

- 1987 paper by Frederic P. Brooks
- Who wrote “The Mythical Man-Month” in 1975

...Which, amongst much other wisdom, said you can arrange your dev-team any f**king way you want, as long as it has lots of talent.

Why there is no Silver Bullet:

- Dijkstra, IFIP congress 1965:

“Programming considered as a human activity”

“I have only a very small head
and must live with it.”

Computing is hard!

- Complexity 1000 times higher than stuff
- Air Craft Carrier CVN-78 “Gerald Ford”
1 mio parts, total.
- FreeBSD Kernel
1.8 mio lines of code
- F22 “The Final Fighter”
2 mio lines of code
- F35 “JSF” fighter
8 mio lines of code
(estimated, only 50% compl.)

Code is buggy

- “Space shuttle Quality”

0.1 bug per 1000 lines of code

- “High Quality”

1 bug per 1000 lines of code

- “Release quality”

15-50 bugs per 1000 lines of code

Neoclassic computing ?

We are slowly relearning what we knew pre 1990:

- Programming is complex and difficult
- Best shot: Intentional programming
- Craft & Techniques
- Think/Architect/Design before prototyping
- Always throw the prototype away
- Don't fuck with important stuff if it works

A long uphill battle:

Banish IT-homoeopathy / Cargo-Culting

Use Scientific Tools

Transparency

Accountability

Investigate & Publish "Lessons Learned"

Official "IT-disaster investigators" ?

Those¹ who don't learn from history
are doomed to repeat it

1: A.k.a: IT-professionals