Farley's Three Laws

"The World makes a lot more sense as soon as you realise that we don't know what we are doing"

Dave Farley

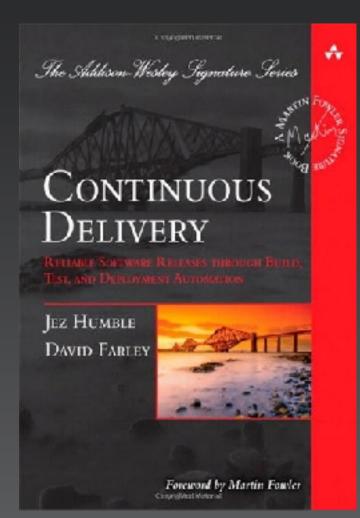
http://www.davefarley.net

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http://www.continuous-delivery.co.uk





A Long Time Ago, in A Canteen Far Away...





More Recently At a Conference Even Further Away...

"As soon as you realise that most people don't know what they are doing the world makes a lot more sense..."

- Farley's second law





LAW 1: People are Crap! **LAW 2:** Stuff is more complicated than you think LAW 3: All stuff is interesting (If you look at it in the right way)

Farley's Three Laws





1st Law - People are Crap























1st Law - People are Crap

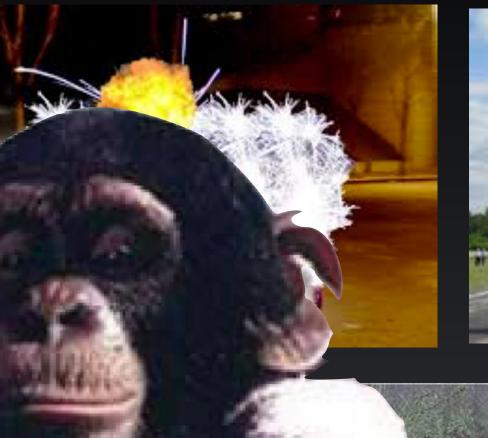






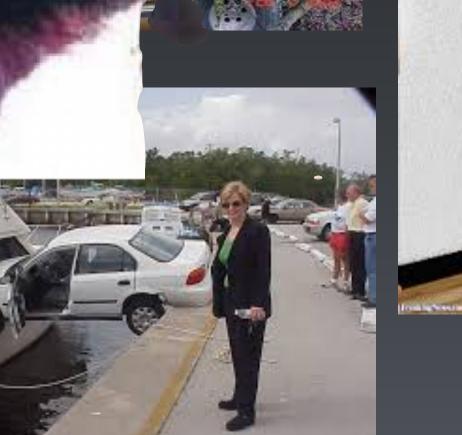


















1st Law - People are Crap!

- as smart as we think
- beings We are not!

• Not meant to be nasty, I mean we are rubbish, not

• We think of ourselves as sophisticated, Rational





1st Law - People are Crap!



What should you do if you want people to agree with you in a meeting?









Seeing is Believing...





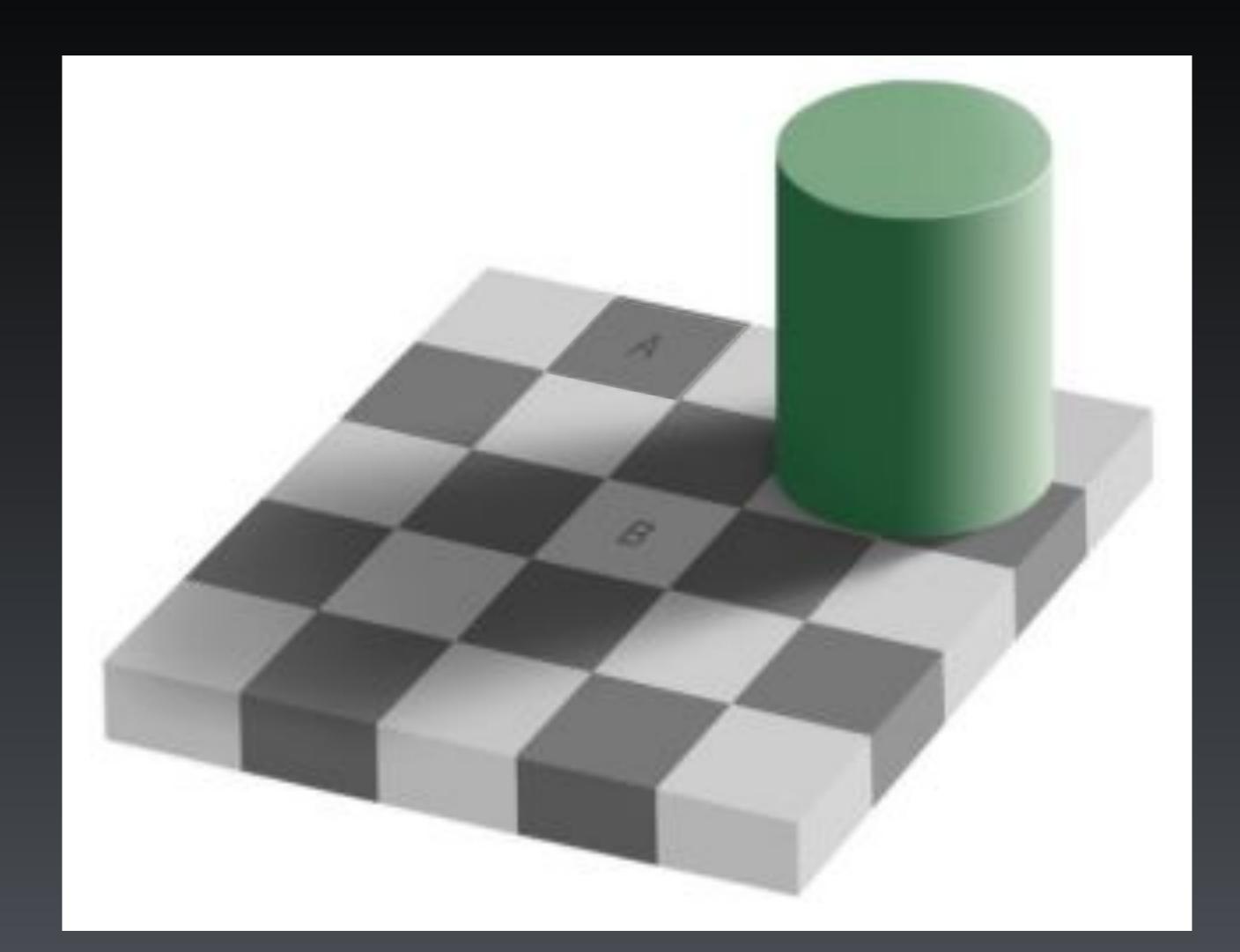
1st Law - People ar Crap! (Poor Observers)











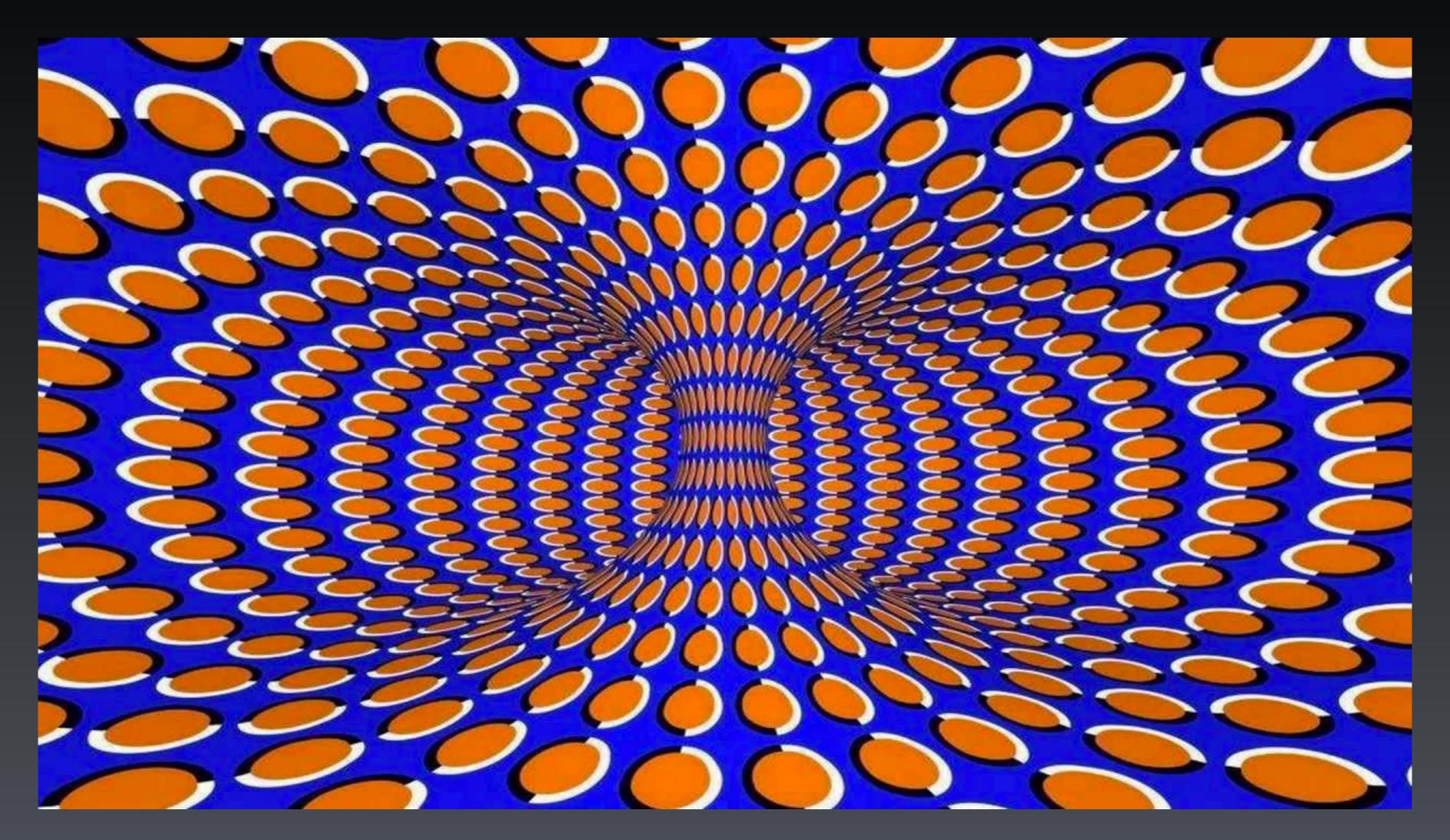


Stare at the dot for 12 seconds!

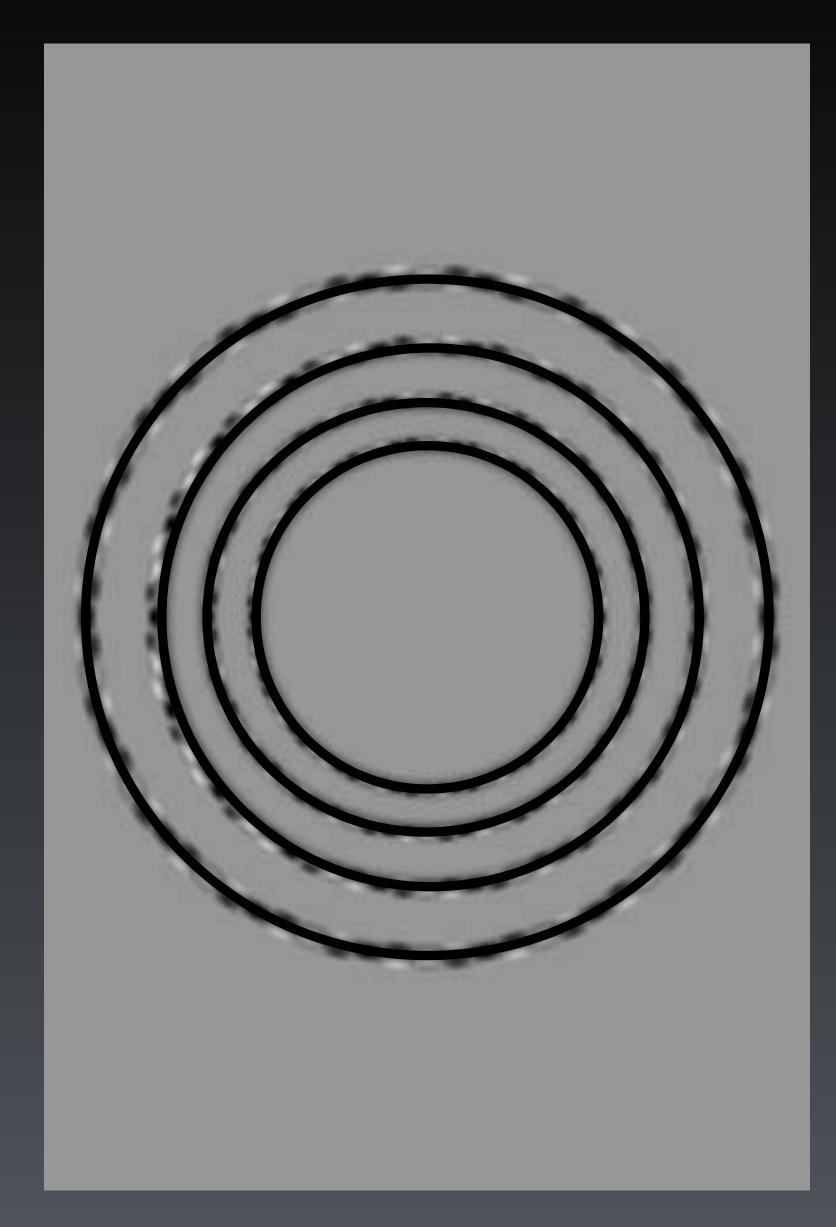








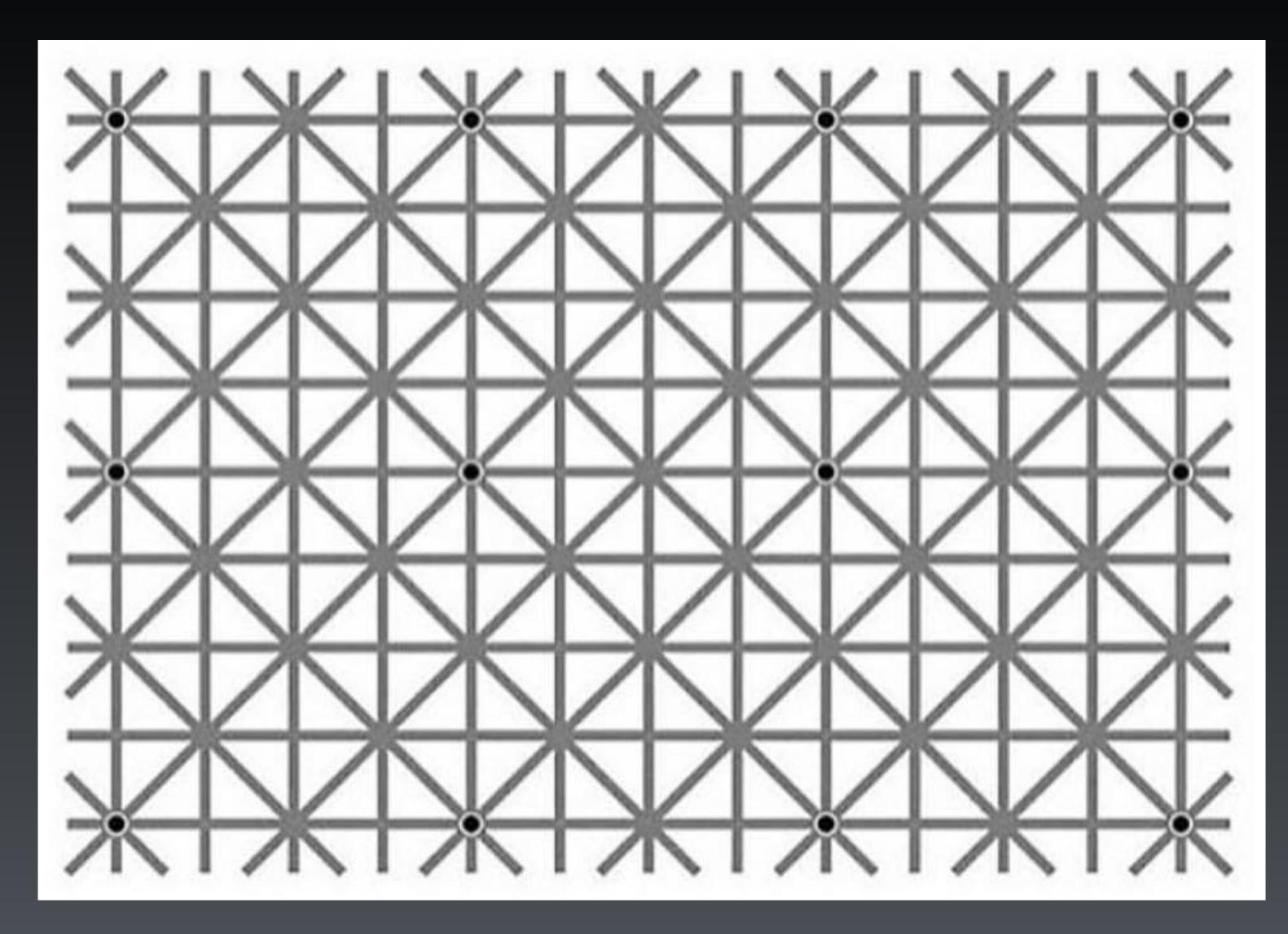




- Only Four Circles Here • They Don't Touch!
- Come on Brain, You can do this?!???!



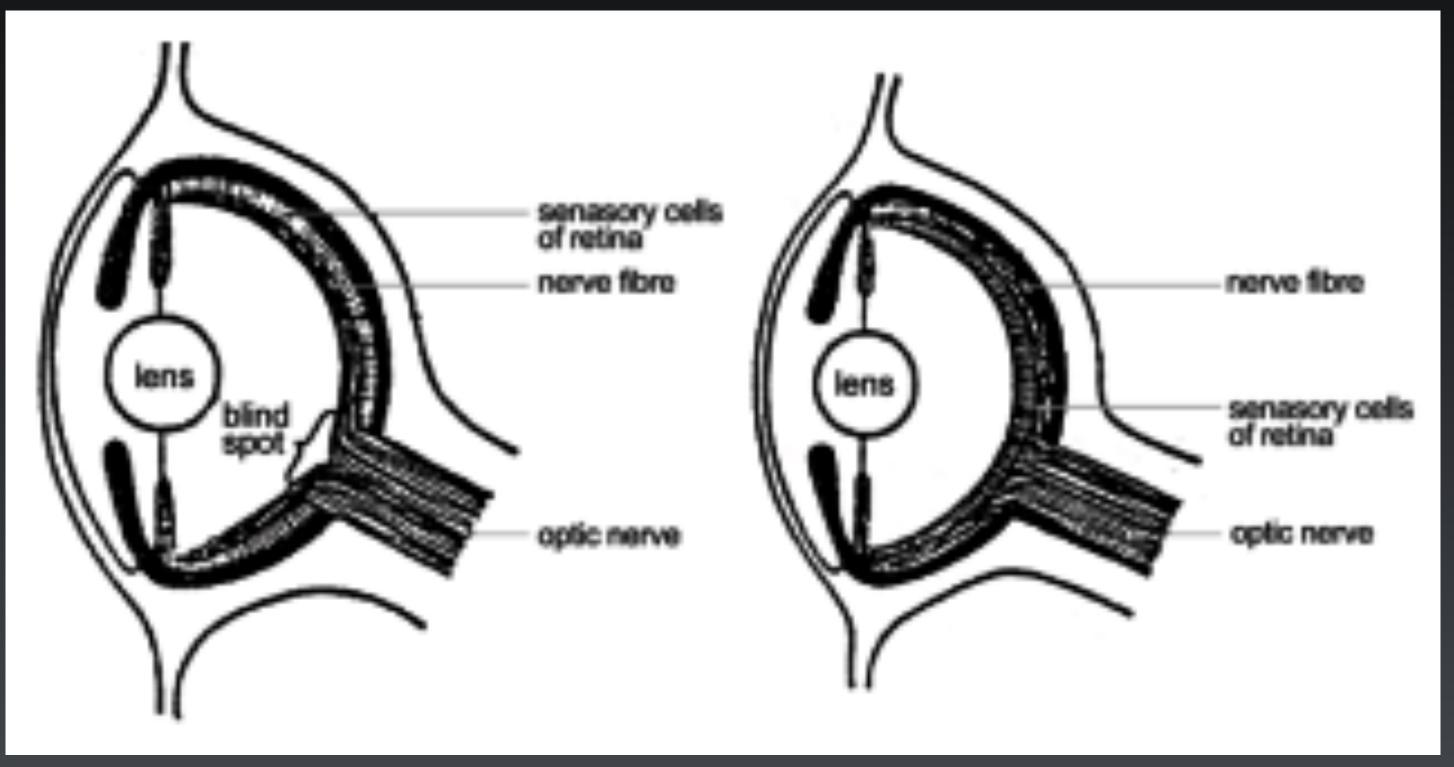












Sight





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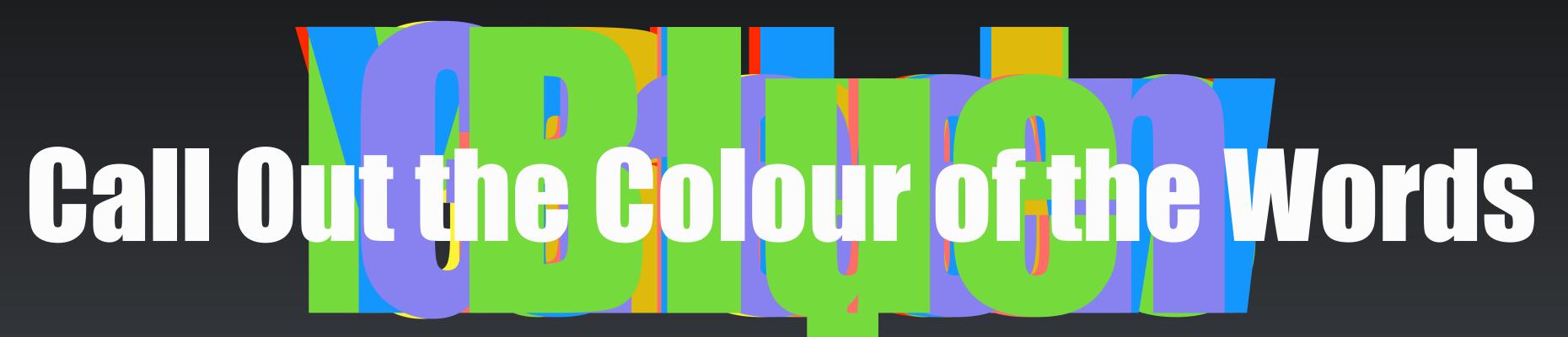








1st Law - People are Crap Cognition



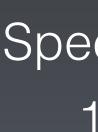




2nd Law - Stuff is More Complicated Than You Think Comprehension

Speed of Light 299,792,458 ms⁻¹

 $(\approx 1' \text{ per ns})$



100 mph \approx 45 ms⁻¹

Length of a Tennis Court 78' (≈24m)

Speed of Serve 100 mph





2nd Law - Stuff is More Complicated Than You Think Comprehension





\approx 78 ns \approx 15 ms

Time to React ≈ 315.000078 ms

Distance to React $45 \times 0.315 \approx 14m$ (46 ft)



Neurons & Thought

 \approx 300 ms



Fast & Slow Thinking

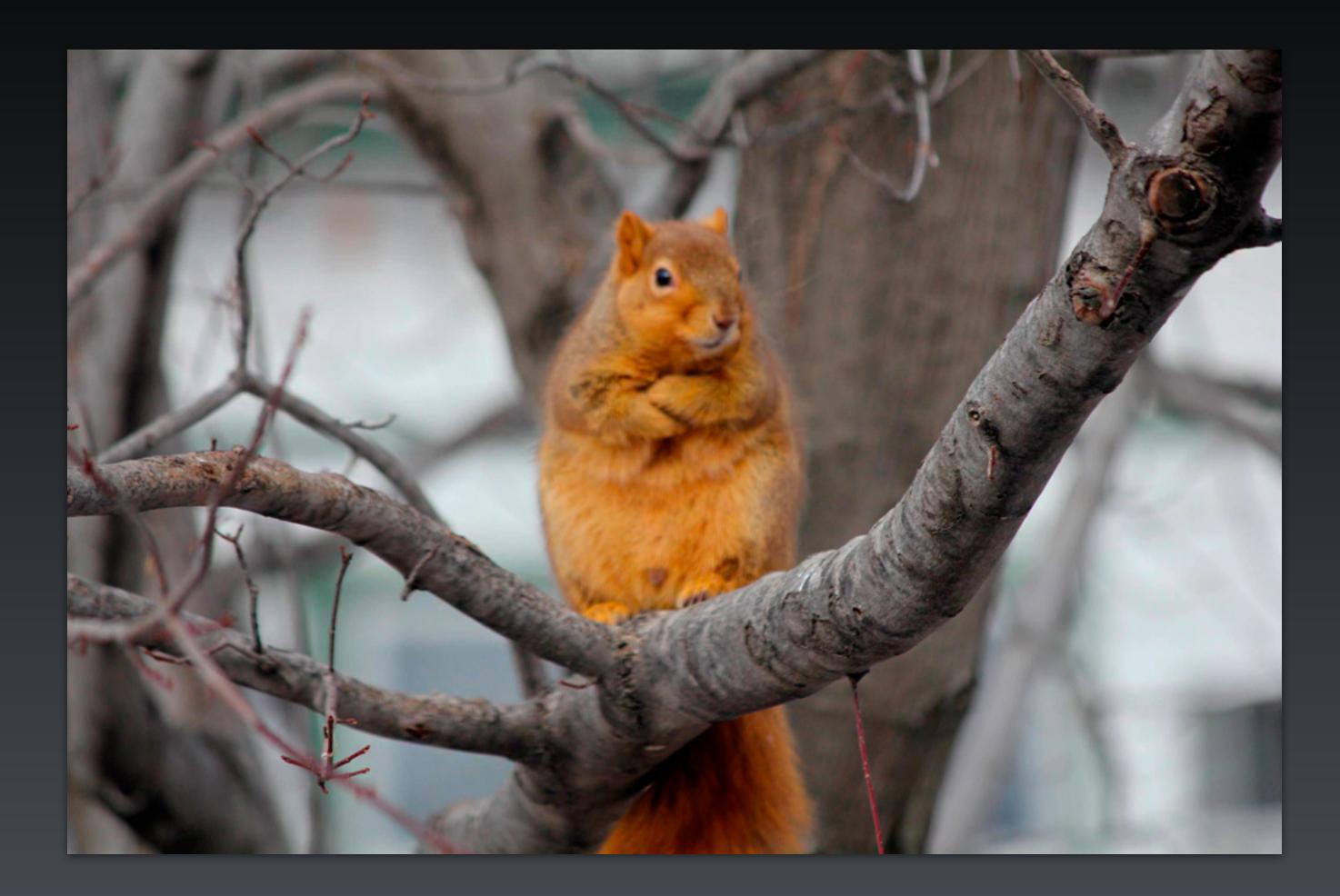








Fast & Slow Thinking





Fast & Slow Thinking



Source: fMRI Brain-scans by Dr. Gerald Huther, Presented at 'Production Systems 2009 Conference' via Mike Rother

System 1 Thinking - Fast

System 2 Thinking - Slow



- Is Hard Work Literally!
- We are Programmed to avoid it
- We Will Jump to Conclusions
- "Belief comes easily; doubt takes effort."¹
- We Can Only Combat this Through a Deliberate Act of Will and Practice

¹Graham Lawton, New Scientist 2015

Being Rational





Being Human - The Problem

- Poor Observers
- Confirmation Bias
 - **Biased Search for Information**
 - **Biased Interpretation**
 - **Biased Memory**
- Polarisation of Opinion
- Persistence of Discredited Beliefs
- Preference for Early Information
- Illusory Association Between Events
- Group Conformity





1st Law - People are Crap





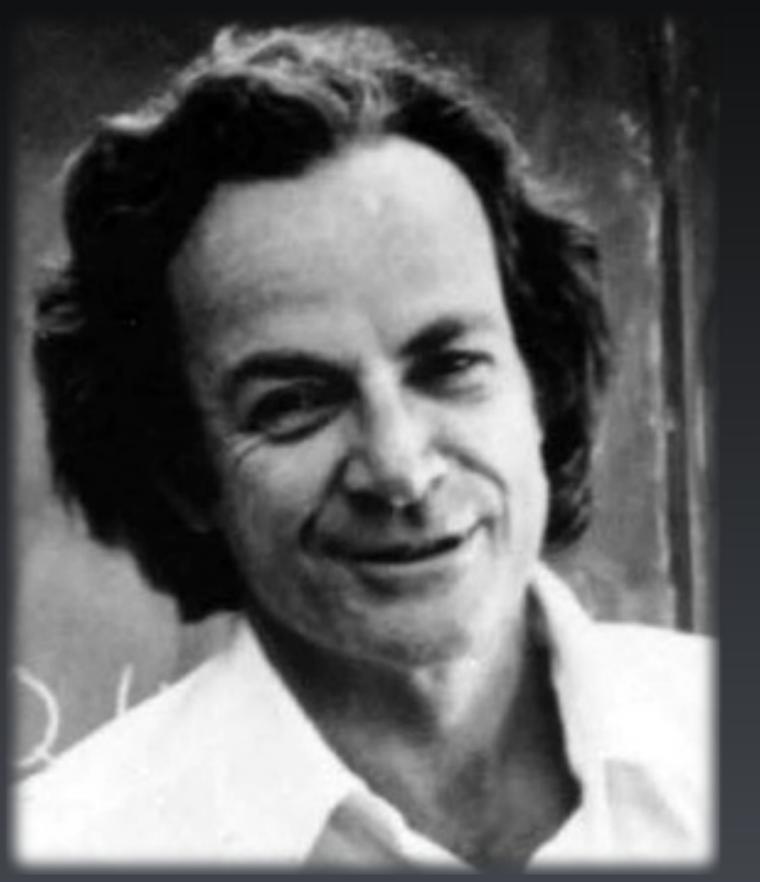








The Importance of Being Experimental



of "Ti foc pei "It are be the

Richard Feynman

"Science is the belief in the ignorance of experts."

"The first principle is that you must not fool yourself — and you are the easiest person to fool"

"It doesn't matter how intelligent you are, if you guess and that guess cannot be backed up by experimental evidence then it is still a guess."



The Scientific Method

- Characterisation
- Hypothesis
- Deduction
- Experiment

Propose an explanation. Make a prediction from the hypothesis. Test the prediction.

Repeat!

Make a guess based on experience and observation.





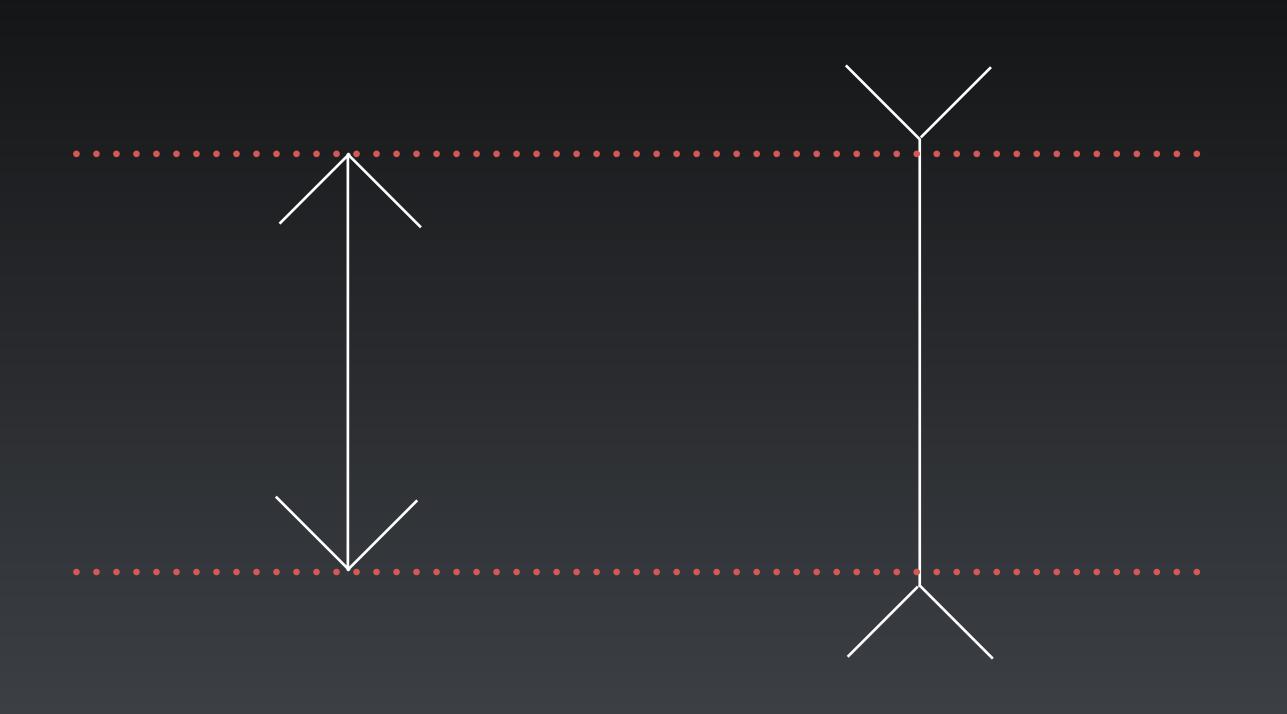
Being Experimental



. .



Being Experimental







Being Experimental - The Goal

returning him safely to the earth"

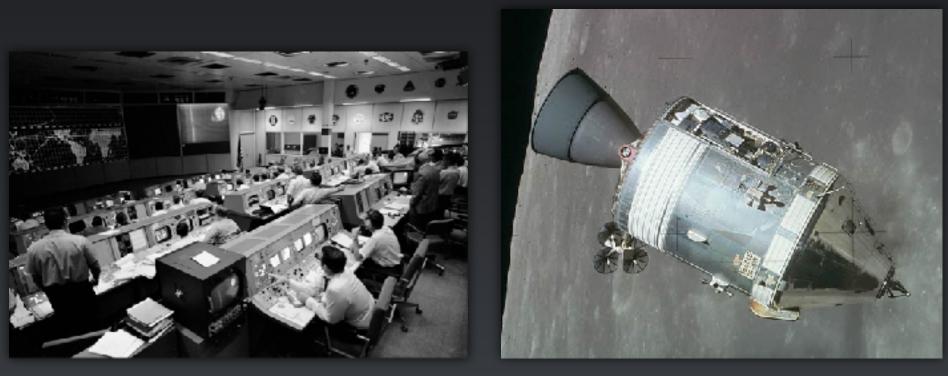
'I believe that this nation should commit itself to achieving the goal, before this decade is out, of landing a man on the moon and - John F. Kennedy (1961)



Being Experimental - The Challenge











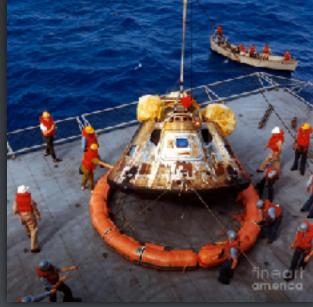












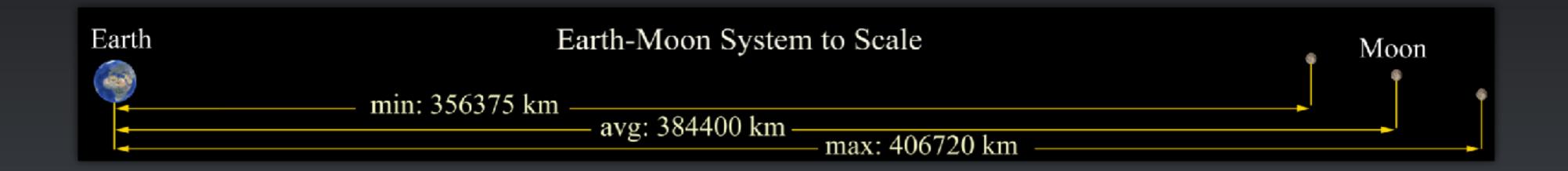


Being Experimental - Small Steps





Being Experimental - Giant Leaps







Being Experimental

The Ranger Programme

- Ranger 1 Launch Failure
 - Ranger 2 Launch Failure
- Ranger 3 Missed!
- Ranger 4 Impact, systems failed
- Ranger 5 Missed!
- Ranger 6 Impact, cameras failed
- Ranger 7 Success!
- Ranger 8 Success!
- Ranger 9 Success!





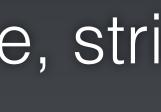
Being Experimental - Works!



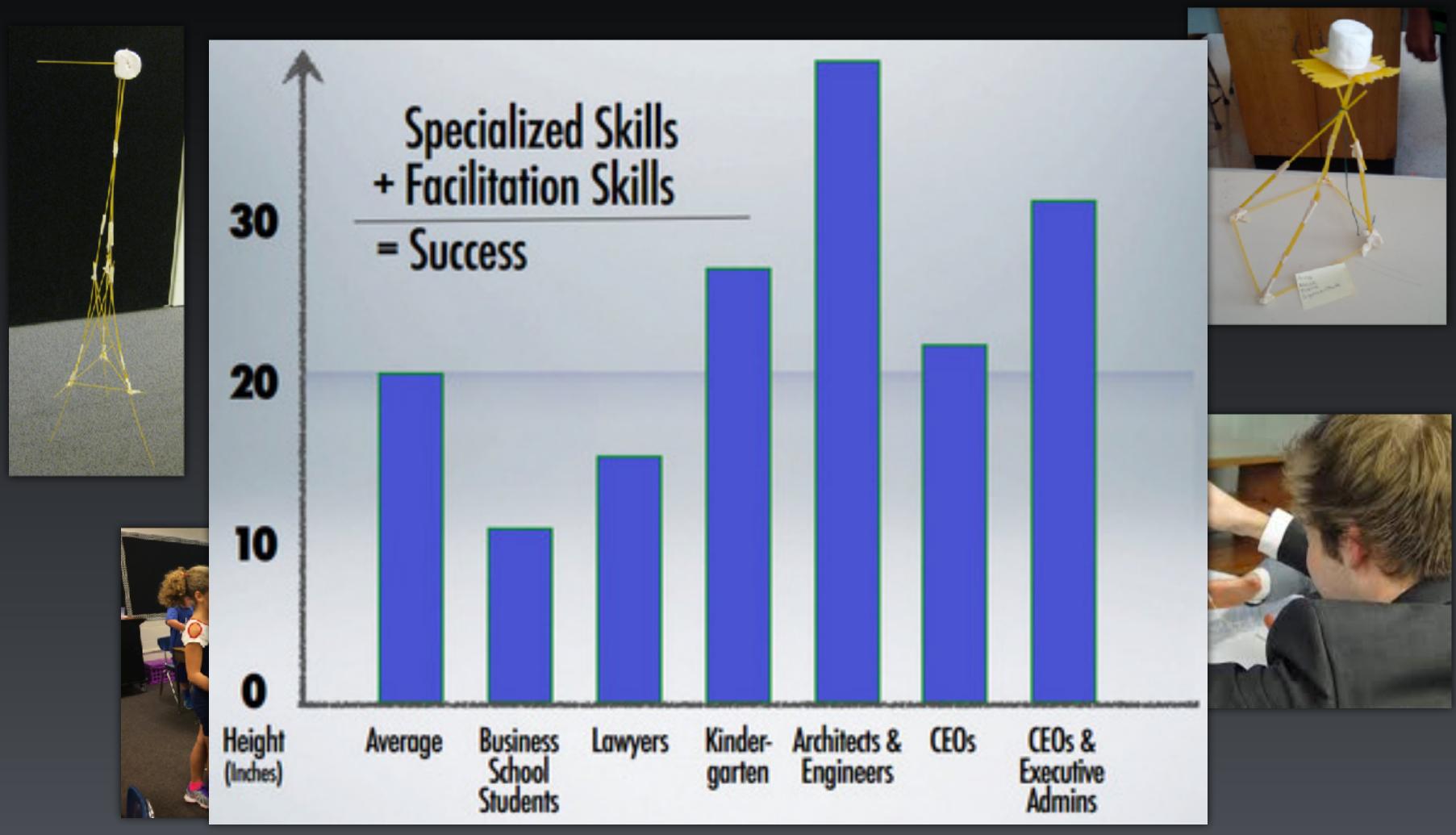
place a marshmallow on top of it?

Can you build a free-standing tower with just spaghetti sticks, tape, stri





Being Experimental - Works!



Source: Tom Wujec (<u>http://marshmallowchallenge.com</u>)



The Lean Mindset

- Deliver Fast
- Build Quality In
- Optimise The Whole
- Eliminate Waste
- Amplify Learning
- Decide Late
- Empower The Team
- Focus on Skill Development & Results

"Results are not the point" - Mary & Tom Poppendieck



- Listen to the voice of the customer
- Remove all non-value adding steps and processes
- Address bottlenecks by rebalancing resources
- Establish an organisational structure to support continuous learning

Lean Mindset





The Principles of Continuous Delivery

- Create a repeatable, reliable process for releasing software.
- Automate almost everything.
- Keep everything under version control.
- If it hurts, do it more often bring the pain forward.
- Build quality in.
- Done means released.
- Everybody is responsible for the release process.
- Improve continuously.



2nd Law - Stuff is More Complicated Than You Think

Cancer Treatment Machine **Overdoses Patients With Gamma Radiation**

Knight Capital's \$460 Million loss

NASA Mars Climate Orbiter Lost! (Orbiter talking Metric units, ground talking imperial!)

22 people wrongly arrested due to failures in courts computer system

> Cash machine bug gives customers extra money

Chinook Helicopter Crash Faulty Engine Mgmt System

> Russian Colonel Prevents Nuclear War in 1983 by Ignoring Mistaken Early Warning System

Ariane 5 Explodes 40 seconds after Launch

> NorthEast USA Blackout

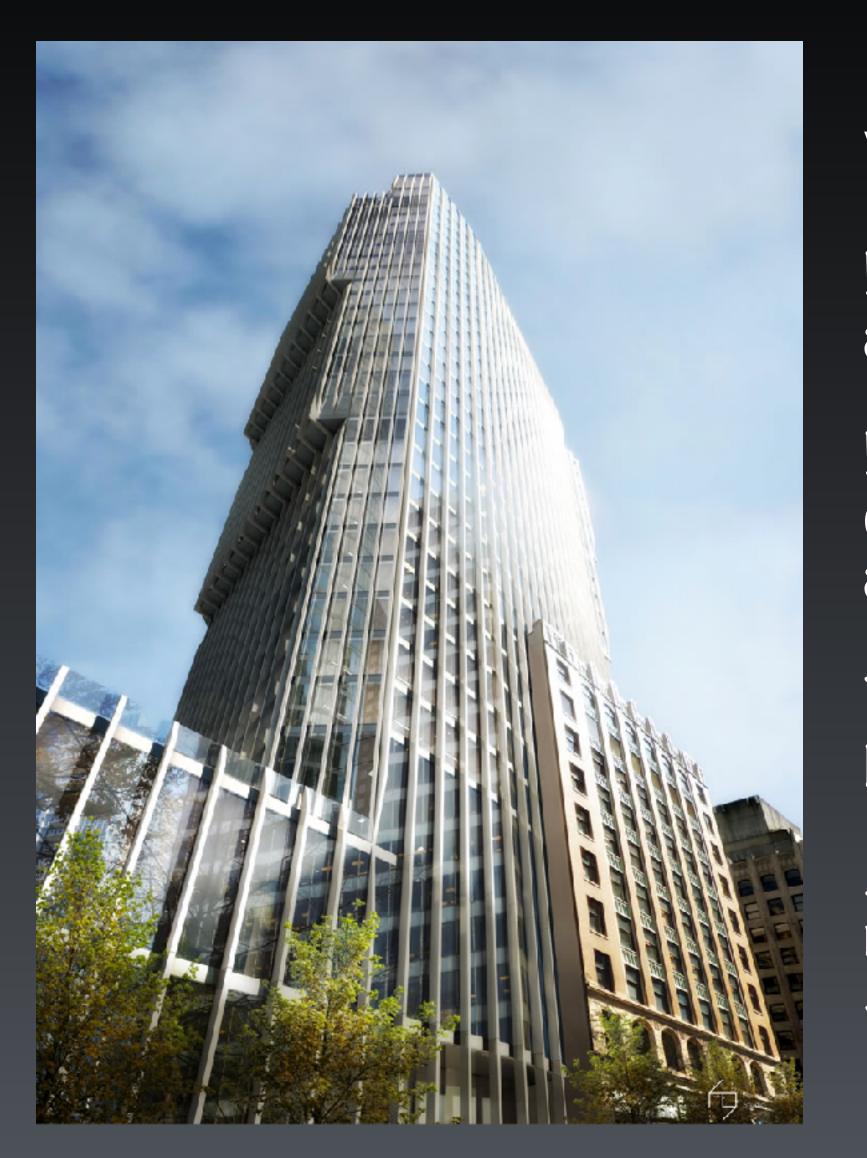
Microsoft Zune's New Year Crash

USS Yorktown (Aircraft Carrier) Lost Control of Propulsion System

> Pentium chips floating-point math error



2nd Law - Stuff is More Complicated Than You Think



Vancouver Stock Exchange

In January 1982 the index was initialised at 1000

It was then updated and truncated to three decimal places on each trade. (3000 times a day.)

The truncations led to a loss of around 25 points per month.

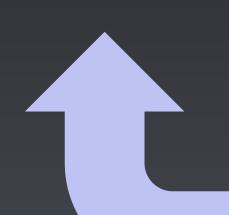
2 Years later the error was corrected, raising the value of the index from 524.811 to 1098.892



What Do We Really Want?



Quickly Cheaply Reliably

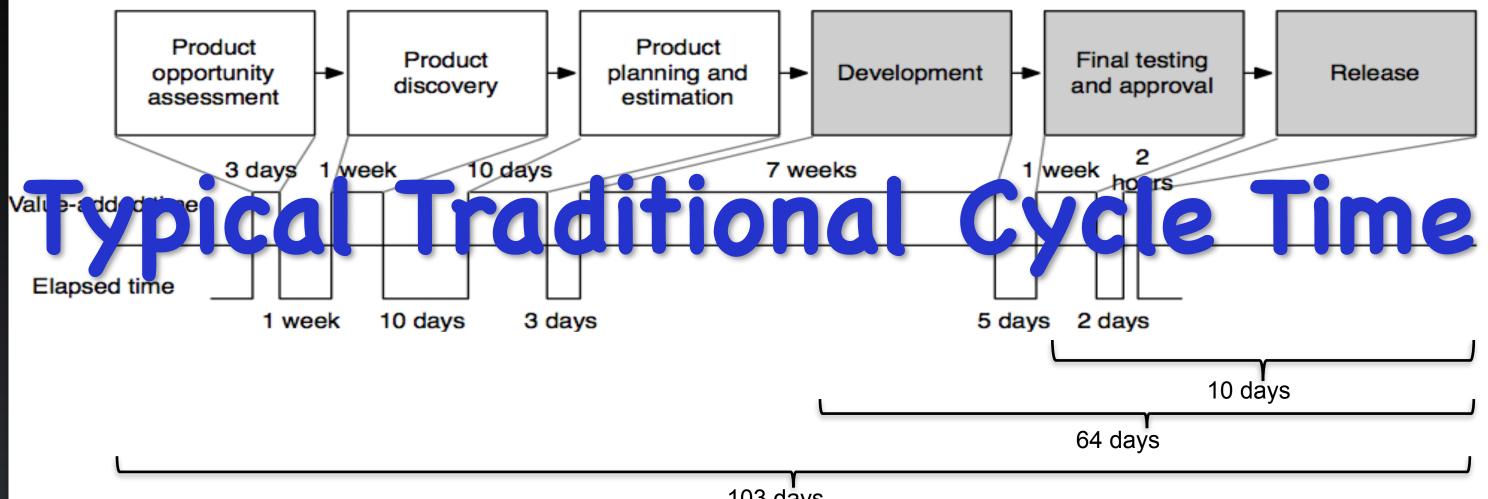


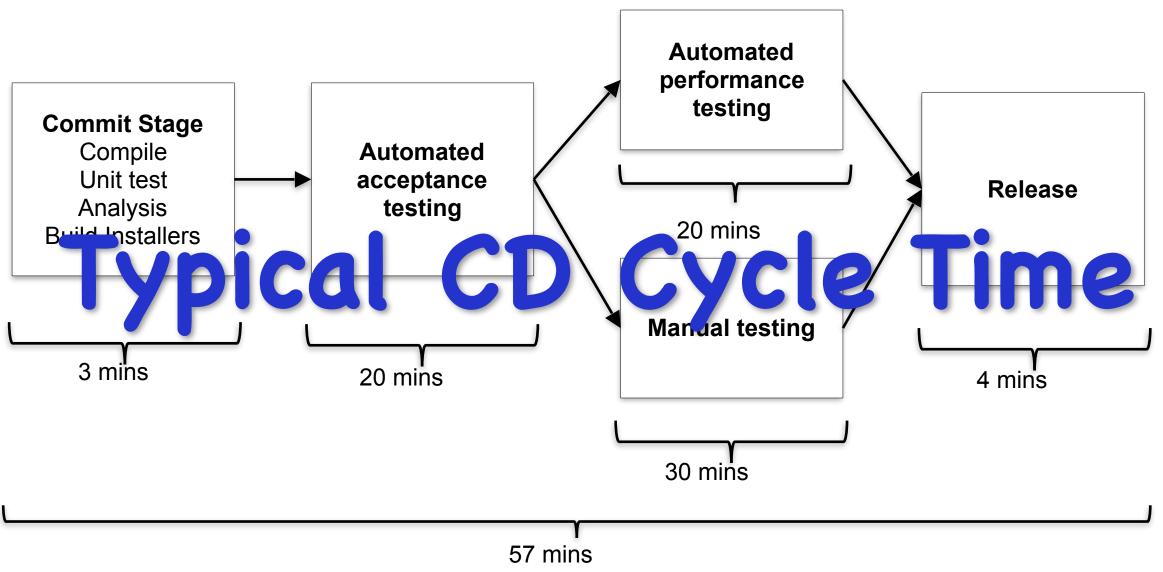
Customer

Feedback



Cycle-Time

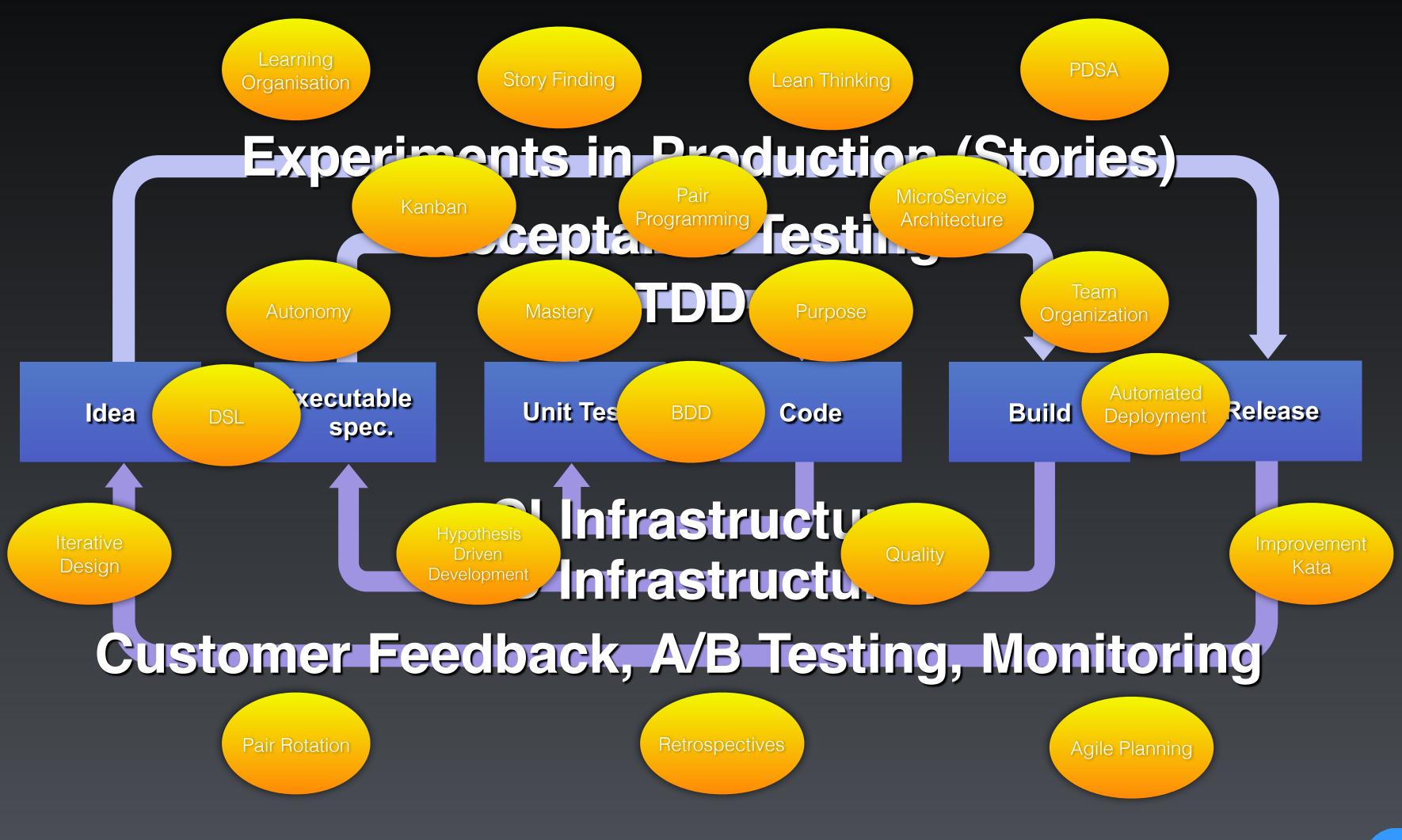




103 days



Experiments in Software Development







Experiments In Team Development





Being Experimental!

- **Don't** Jump to conclusions
- **Don't** Start work based on a guess
- **Don't** Do things because "we have always done it that way"
- **Don't** Be afraid of experiments failing, that is when you learn most!
- **Don't** Assume experts know the answer



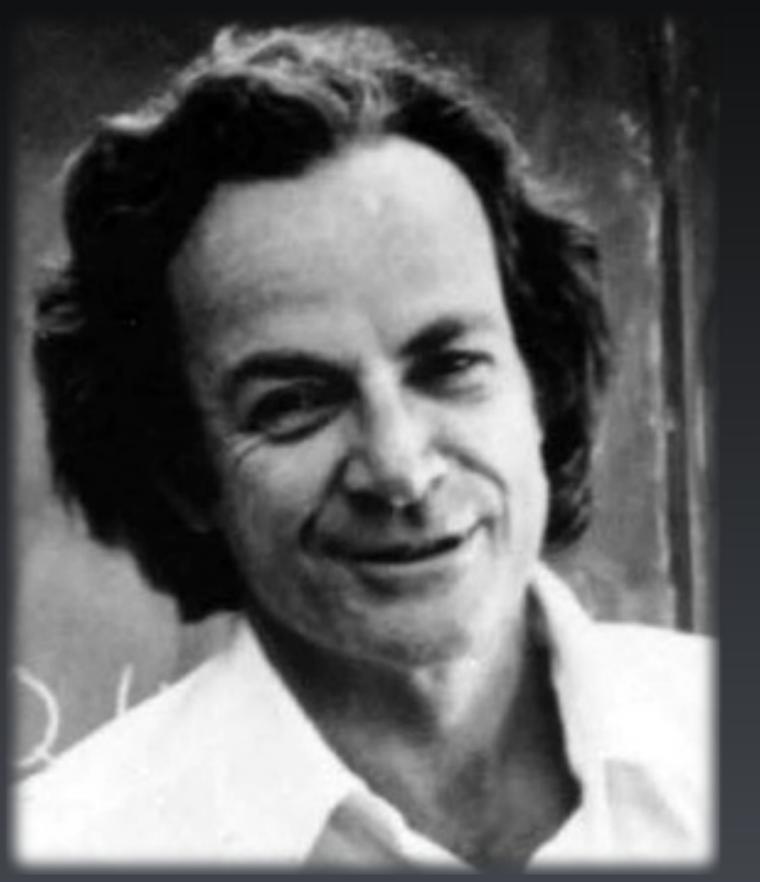


Being Experimental!

- Do Question everything
- Do Make your first response to ANY idea "How can I test this?"
- Do Work iteratively so that you can learn and adapt
- Do Think about how to apply ideas from science like:
 - "Falsify-ability", "Skeptical Mind", "Scientific Method", "Reproducibility", "Peer-Review"...



The Importance of Being Experimental



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Richard Feynman

"Science is the belief in the ignorance of experts."

"The first principle is that you must not fool yourself — and you are the easiest person to fool"

"It doesn't matter how intelligent you are, if you guess and that guess cannot be backed up by experimental evidence then it is still a guess."



"Dave said there were 3 laws, What about the 3rd law?"

hope this presentation has proven all

We are approaching the end, and I know what you are thinking...





LAW 1: PEOPLE ARE CRAP! LAW 2: STUFF IS MORE COMPLICATED THAN YOU THINK LAW 3: ALL STUFF IS INTERESTING (IF YOU LOOK AT IT IN THE RIGHT WAY)

Farley's Three Laws









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Continuous Delivery Itd

