

# Solving arbitrary problems from a standing start, or ... Real World Engineering ...

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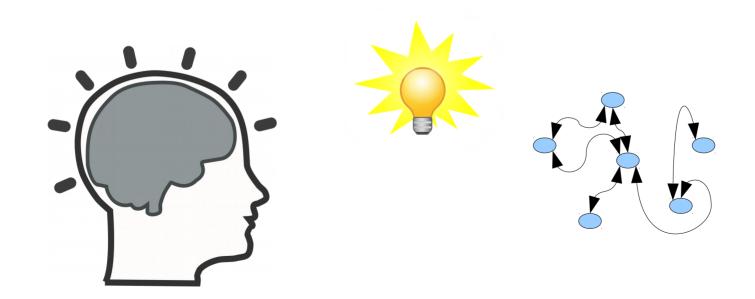
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"Stand at the crossroads and look; ask for the ancient paths, ask where the good way is, and walk in it, and you will find rest for your souls..." - Jeremiah 6:16

#### Why you need to care?

- I talk to many Computer Science Graduates
- Often they are excellent at small problems:
  - Particularly creating small, new programs
  - Or understanding small new tasks.

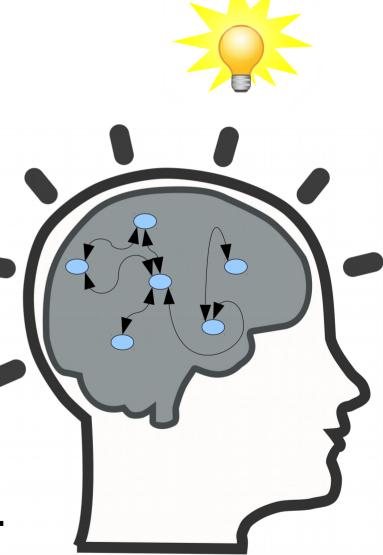


#### Why you need to care? #2

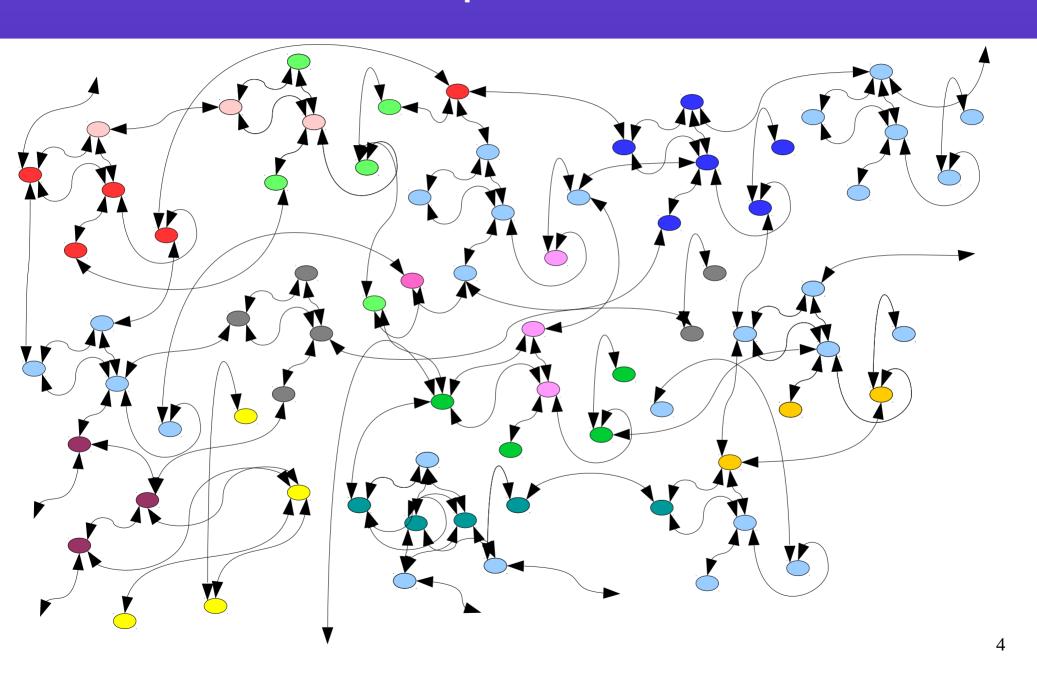
Technique tends to be either 'intuition' or understanding the whole problem:

fitting it all in your mind.

"If I have two kinds of fish, and they are in the ratio 3:2 big to small, and there are 4 small fish, how many do I have ?" "It's obvious" → solution ...



#### A LibreOffice problem looks like:



#### Why is that a problem?

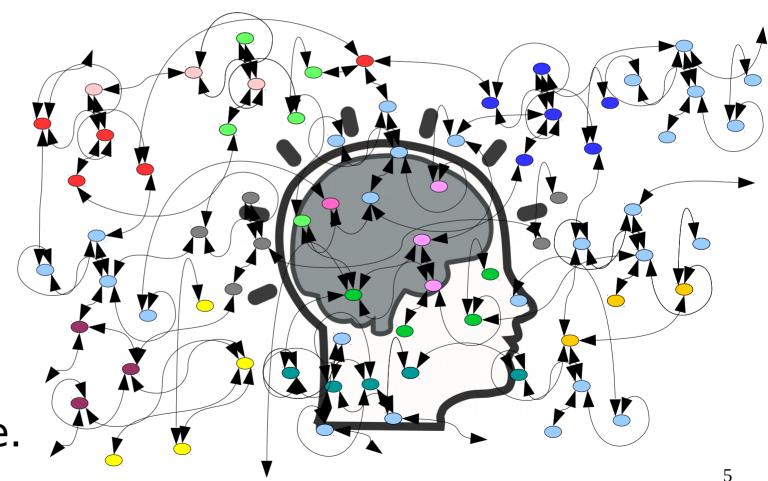
It doesn't all fit into your head

You can't hold everything you need to solve

the problem in your head.

At leastI can't ...

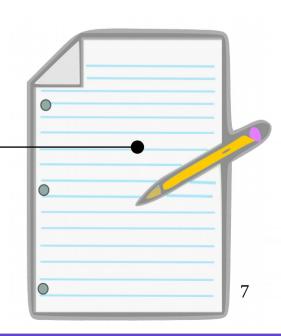
 Need a scalable technique.



## Towards scalable technique

#### Reductionism is your friend

- Give up on the initial "intuition" technique.
- "A group of footballers come from Ankara, Amasya and Aydin. Seventeen more come from Aydin than from Amasya, twice as many come from Ankara than from Amasya, there are 31 footballers from Aydin how many are there in total?"
  - A trivial problem perhaps you can do it in your head? Are you sure your answer is correct?
  - How about if I add another couple of towns & numbers ?
- The magic tool:
  - Break the problem into small steps
  - write them down
  - · check them.

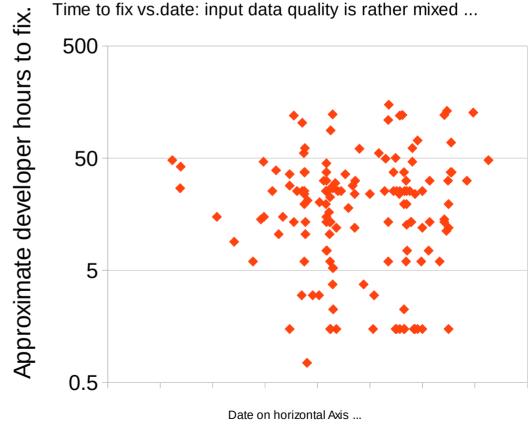


#### Why write things down?

### Some time-to fix data (by expert developers):

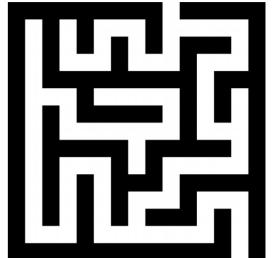
notice Log scale.

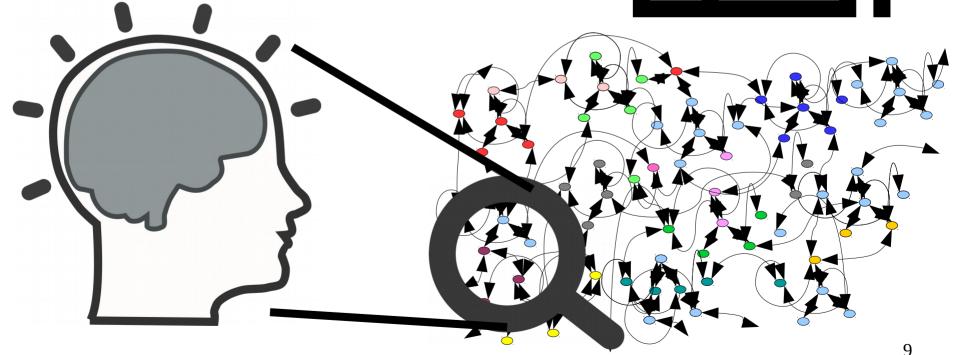
- Average one week to fix.
- Can you hold and make progress in your head for a week?



#### Hunting the code graph

 As you walk the code, in small bits – you will hit dead ends – be patient.





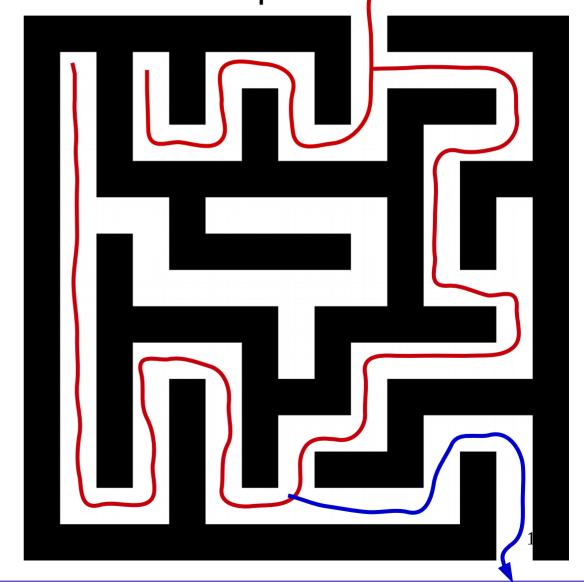
#### Why write things down?

It is normal to evaluate several possible

solutions.

 Before discarding all but one or two and proceeding with those ...

 Document your assumptions & choices so you can back-track without getting lost.



#### What I expect in your log

- Cargo cult useful looking code.
  - If you're following a stack-trace:
    - Highlight the trace with relevant code:
    - Cleanout all exceptional / non-taken paths for this case.
- Code pointers → where the relevant source code is ...
- Include printf / log output proving things
- Detail your assumptions:
  - "XYZ cannot happen → it must do ABC."
    - You can re-examine these later when you find that it does not do ABC
- Energetically Enumerate Emergent Axioms (or something)
- If you are asking a mentor for help:
  - Prove you did your leg-work by sharing your log.

#### What I don't expect in your log

- Not a neat essay ...
  - This is a collection and grab-bag of bits of code.
- Not for publication
  - I'll show you some of mine but they don't end up in slide-decks & on the web.
- Not perfect:
  - It is the scrabbly "working" in your proof.
  - Errors are expected.
- Too much work:
  - You -cannot- read all code-paths →
    - document your assumptions: eg.
    - "calling bool OUString::endsWith() cannot affect Bitmap rendering behavior"

Towards being the ideal Mentee and learning fast: Three approaches.

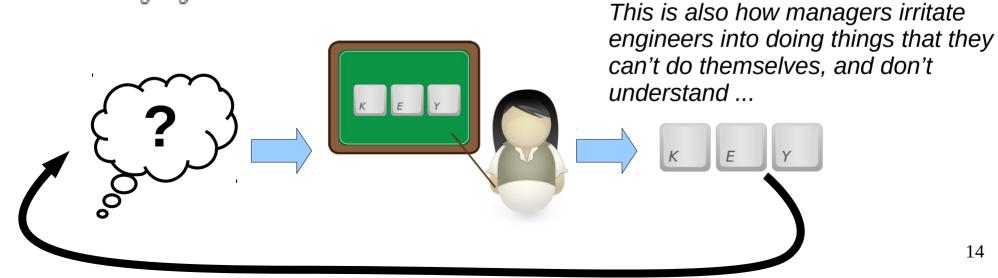


#### The Chatty Anti-Pattern

- The remote typing, mentor loop.
- For bonus points interact with several mentors ... gerrit review is an ask

#### Let me google that for you Imgtfy.com/ ▼

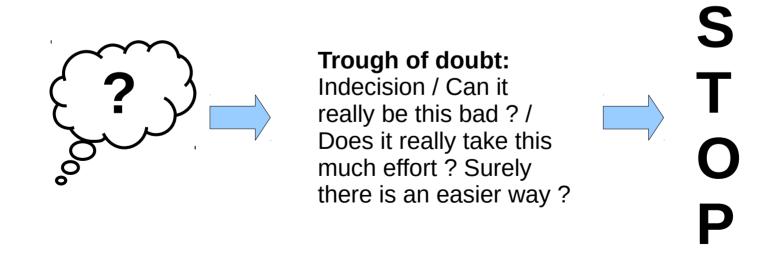
For all those people who find it more convenient to bother you with their question rather than google it for themselves.





#### The Stalling Anti-Pattern

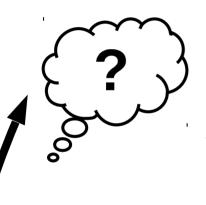
- Not a good place to end up.
- Comes to us all sometimes.
- Good to seek re-assurance
  - Best to do so with a concrete plan.



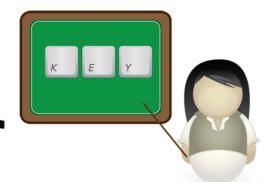


#### The competent developer

#### Ideal:



Code reading
Google
Stack Overflow
Using the
debugger
Printf logging
Trace analysis
Tweak code test
Check for antipatterns then ...

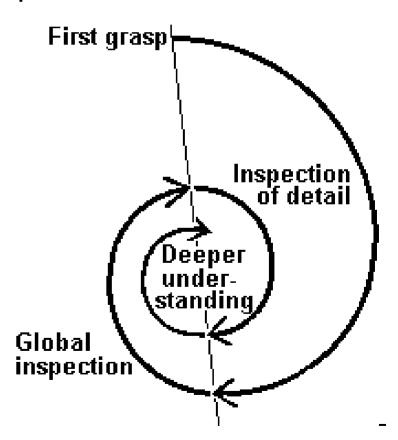


Please bear in mind: that for any non-trivial question, a mentor has no 'magic' answer — they often need to do this themselves



#### The Hermenutical Spiral

- **Hermenutics:** the Philosophy and Methodology of text (in our case code) interpretation.
- It is necessarily iterative:
  - Rinse and repeat:
    - Build referents
    - Re-apply this
- NB. Please also re-apply your new understanding to the advice and input given by a mentor
- Go back and re-read their words before asking ...



#### Questions / conclusions



- It is possible to break down arbitrarily awful problems and solve them
- If you can work on LibreOffice and defeat it you can work effectively on any large code-base
  - This is the pre-eminent engineering skill
  - It is not easy, but you can do it and well.
- Don't be overcome by evil [code], but overcome evil with good [code].
- Don't assume it is easy and cheap for your mentor to answer a question.

Oh, that my words were recorded, that they were written on a scroll, that they were inscribed with an iron tool on lead, or engraved in rock for ever! I know that my Redeemer lives, and that in the end he will stand upon the earth. And though this body has been destroyed yet in my flesh I will see God, I myself will see him, with my own eyes - I and not another. How my heart yearns within me. - Job 19: 23-27