A Software Crisis

Denver International Airport (DIA)
Construction started in 1989 • 53 sq miles • Planned: 1.7 bio USD costs, opening 1993

- Approved for construction in 1989
- First major airport to be built in the United States in over 20 years.
- Three terminals + several runways
- Built on 53 square miles of land (Twice the size of Manhattan Island!)

Everything on these slides can also be found on the Web site:
http://www.st.cs.uni-saarland.de/edu/se/2012/
BAE Contract

• Original assumption: Every company builds its own baggage transport system
• United (70% Denver traffic) was the only to begin planning; contract with BAE
• First fully automated baggage system
• Later, Denver airport extended contract to entire airport – three times original size

The Scope

• 20 miles of track
• 6 miles of conveyor belts
• 56 laser arrays that read bar coded tags
• 400 frequency readers
• 3,100 standard size baggage ‘Telecars’
• 450 6.5 ft by 4 ft oversize cars
• 55 separate computers

The System
The Timeframe

- BAE started work 17 months before scheduled opening October 31, 2003
- In Munich (similar system), engineers had spent two years just testing the system (with 24/7 operation six months before the airport opened)

More Risks

- Most of buildings were already done, so BAE had to accommodate system (sharp turns, narrow corridors…)
- BAE paid little attention to German sister project and devised system from scratch
- Little communication within BAE

Final Blunder

- The decision to broadcast the preliminary test of the “revolutionary” new baggage system on national television

While all of the previous blunders contributed to the failure of the system, the worst mistake was still yet to come. It was a decision so terrible, so foolish, so absolutely
A Disaster

- Carts jammed together
- Damaged luggage everywhere, some bags literally split in half
- Tattered remains of clothing strewn about caused subsequent carts to derail
- Half the luggage that survived the ordeal ended up at the wrong terminal

More Issues

- Carts got stuck in narrow corridors
- Wind blew light baggage from carts
- 5% of the labels were read correctly
- Normal network load was 95%

What camera crews depicted was truly a disaster; carts jammed together, damaged luggage everywhere, some bags literally split in half, and the tattered remains of clothing strewn...
Complexity: Empty Carts

- Empty carts need to go where they are needed
- Cart has to be at its “cannon” at the right moment
- Lanes have limited length → traffic jam
- All controlled by single central system

Consequences

- Airport opening delayed four times – overall, sixteen months late
- New engineering firm
- Split system in three (one per terminal)
- Implemented manual backup system
- BAE got bankrupt
- Overall damage: 1.3 bln USD

Glass’ Law

Requirement deficiencies are the prime source of project failures.

This and other laws are found in
Evidence: Denver airport case study and two more.
Chaos Report

- 31% of projects were aborted prior to completion
- in small (large) development companies, only 16% (9%) of all projects were completed within projected budget and time limits

Survey by the Standish Group, 1994 – 350 companies with >8000 software projects

Project Success

- 16% successful
- 53% operational, but less than successful
- 31% cancelled

Survey by PC week, 1995: 365 information systems professionals on success of software development projects

More Examples

- Mariner 1 (1962)
  Rockets crash due to missing dash
- Eole 1 (1971)
  72 weather balloons get wrong cmd
- Nimbus 7 (1978)
  Satellite misses ozone hole for 6 yrs
- HMS Sheffield (1982)
  Exocet rocket id'ed as “friend”
- Stanislaw Petrow (1983)
  Russia detects global nuclear attack
- Therac 25 (1985)
  Radiation overdose kills six
- Stock crash (1987)
  Dow Jones loses 22% in one day
- Vincennes (1988)
  Passenger jet mistaken to be F-14
- Patriot (1991)
  Misses to shoot down Iraqi Scud
- Climate Orbiter (1999)
  Confuses metrics and imperial
  50 mln affected for 5 days
- Social support (2004)
  No money for millions

Challenges

• Why does it take so long to get software finished?
• Why are the development costs so high?
• Why can’t we find all errors?
• Why do we spend so much time and effort maintaining existing programs?
• Why is it difficult to measure progress?

Topics

• Requirements Engineering
• Software Specification
• Software Design and Architecture
• Software Quality Assurance
• Software Maintenance and Evolution
• Software Project Management
Your Lecturers

- Andreas Zeller
- Lecture Tue/Thu 08:30–10:00 HS 002
- Irregular timing (see Web page)

Your Tutors

- Florian Gross (coordinator)
- Konrad Jamrozik (senior tutor)
- Aliaksandr Talaika
- Max-Ferdinand Suffel
- Daria Gaidar
- Mykola Havrikov
- Frederik Leonhardt
- Olga Mykytiuk
- Krishna Narasimhan
- Sabina Glowacka
- Marie-Therese Walter
- Souza N.Windiartono

Books
Exam

(+ extra exam mid September)

Projects

- SW Engineering is best learned by doing (There is no “theory of software engineering”)
- Therefore, projects make up 2/3 of course
Supervision

Honor

Project Details

- Non-trivial piece of software
- Suggested by client (a CS member)
- Client is busy (spends max 15 hrs total)
- Client is vague (on purpose)
Deliverables

- Full set of requirements
- User interface design
- Architecture design
- Project plan
- Prototype

Grading

- Need to pass both exam and project to pass
- Project grades based on group performance (with bonus for individuals)

Web Site

http://www.st.cs.uni-saarland.de/edu/se/2012/
Sign up!

Summary

- You have to sign up both in the chair's system (TBA) and in HISPOS.

Software Engineering

Project Success

- Challenges
  - Why does it take so long to get software finished?
  - Why are the development costs so high?
  - Why can't we find all errors?
  - Why do we spend so much time and effort maintaining existing programs?
  - Why is it difficult to measure progress?