

Outline A little history What is "modularity"? Why is it useful? Modularity in Software: What we've tried: the good and the bad What we still need to do



Interchangeable Parts

• 1760s: French General Jean-Baptiste Vaquette de Gribeauval



• Standardized cannon bores, shells



• Eli Whitney - early 1800s

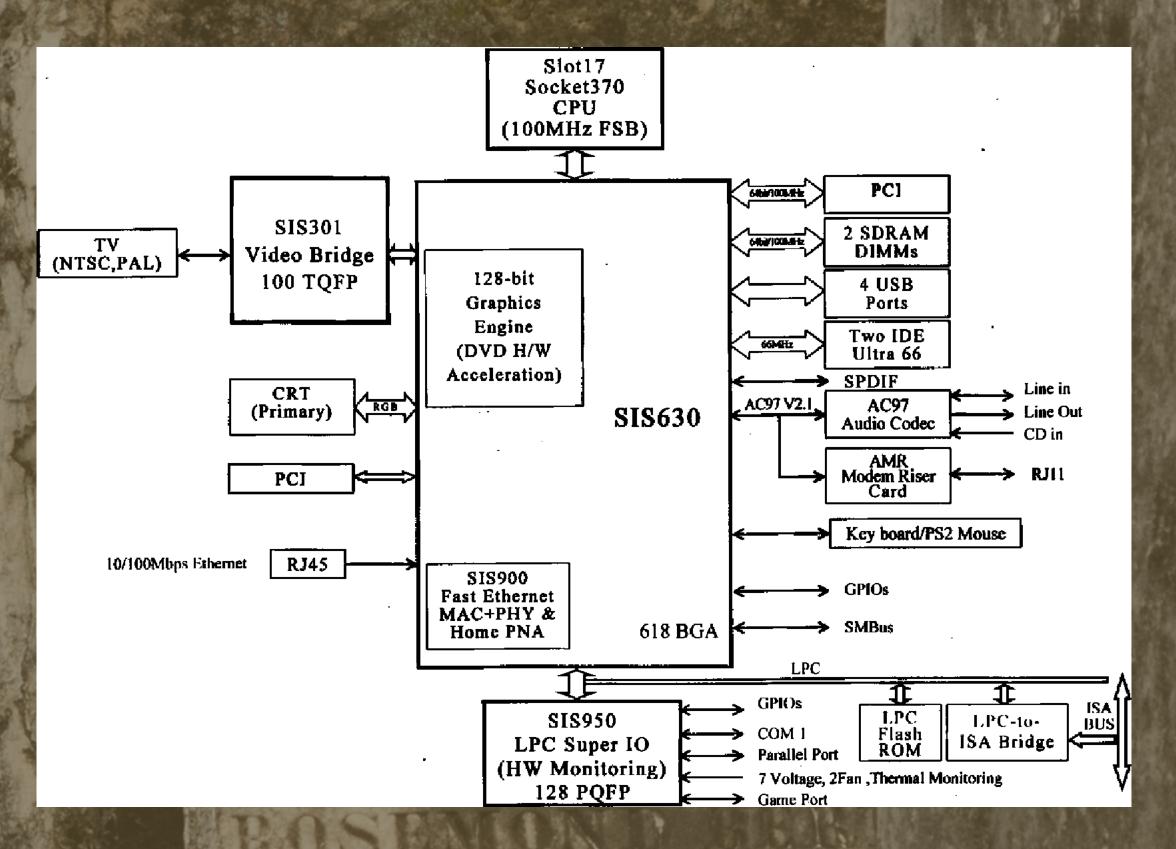
Muskets

https://en.wikipedia.org/wiki/Artillery https://en.wikipedia.org/wiki/Musket

Interchangeable Parts

- Electronics
 - $\bullet \rightarrow PCS$





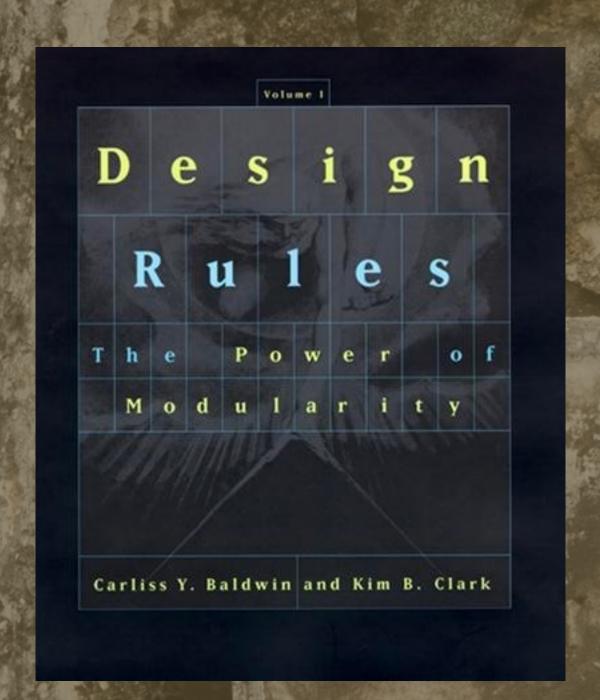
https://fccid.io/NYYTP100/Block-Diagram/BLOCK-DIAGRAM-133927

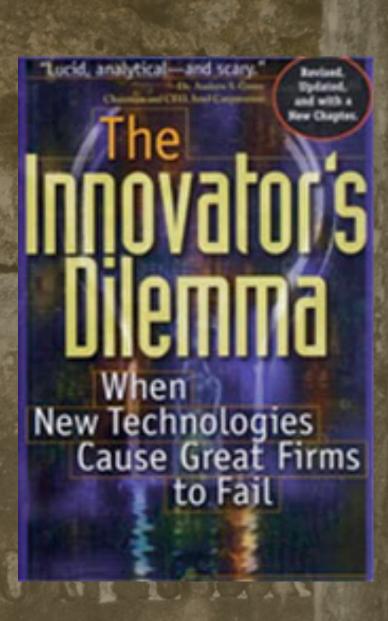
http://oldcomputers.net/ibm5150.html

Interchangeable Parts

• Electronics

 $\bullet \rightarrow PCs$





https://mitpress.mit.edu/books/design-rules-volume-1

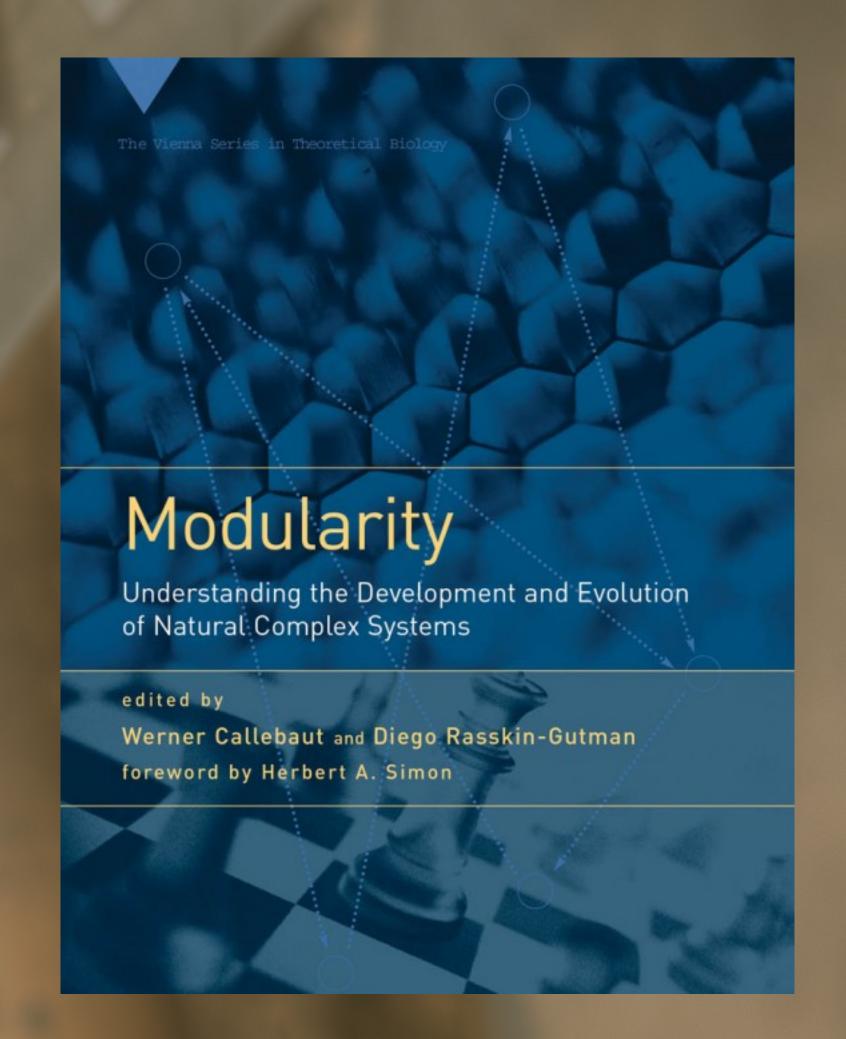
http://claytonchristensen.com/books/the-innovators-dilemma/

One Global Pattern...

Duality of "Forces"

In Biology

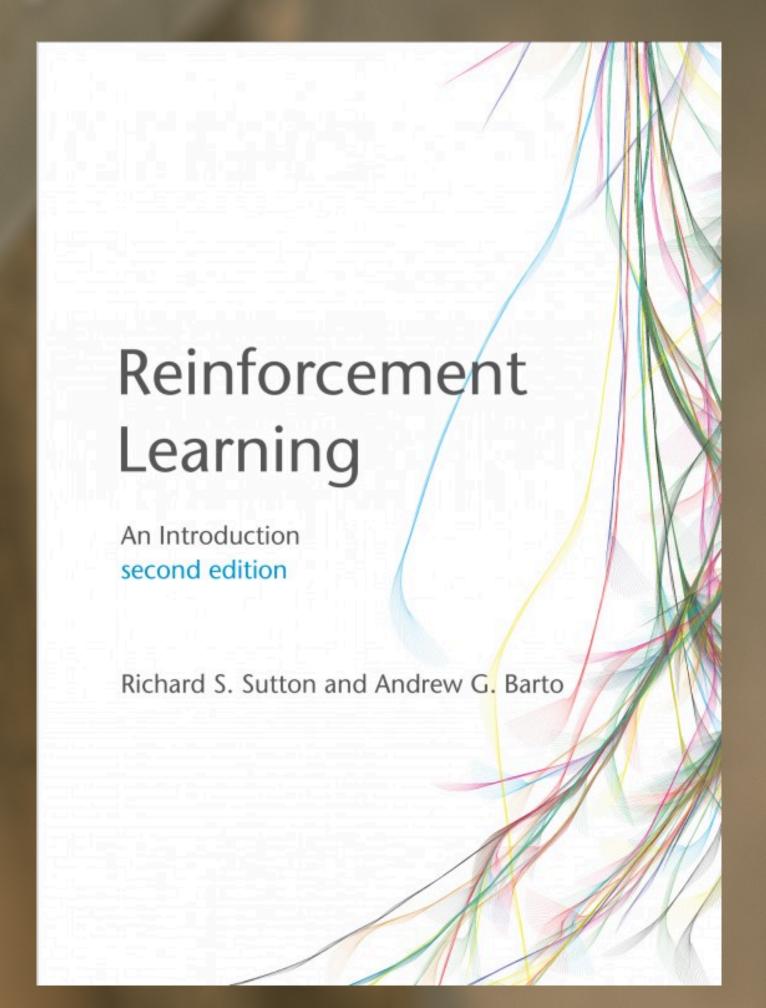
- RNA evolves energy-stable structures that resist mutation
 - But mutation still possible



https://mitpress.mit.edu/books/modularity
Chapter 6, Evolutionary Lock-in and Origin of Modularity in RNA Structure

Reinforcement Learning

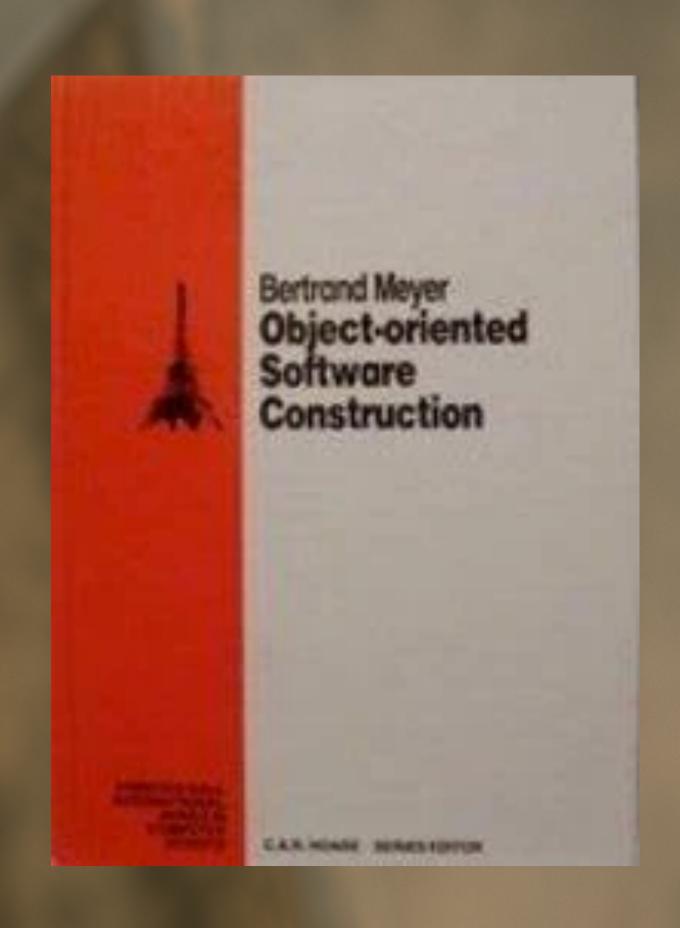
- Exploit rewarding paths
- ... but explore other paths that might be more rewarding



https://mitpress.mit.edu/books/reinforcement-learning-second-edition

Open-Closed Principle

- A module should open for extension
- ... but closed for modification



Wikipedia Page

<rant/>

- All systems have design patterns, including FP
 - Specific patterns will vary

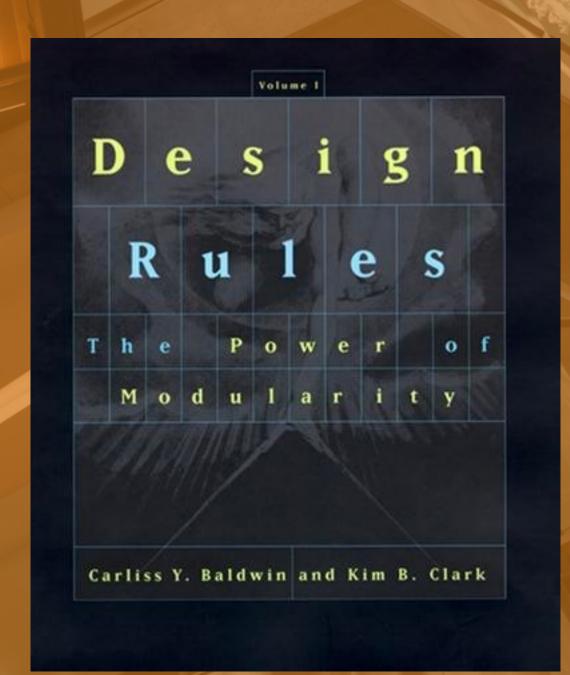
FP "patterns"? Monads, monoids, applicatives, functors, ...



Definition

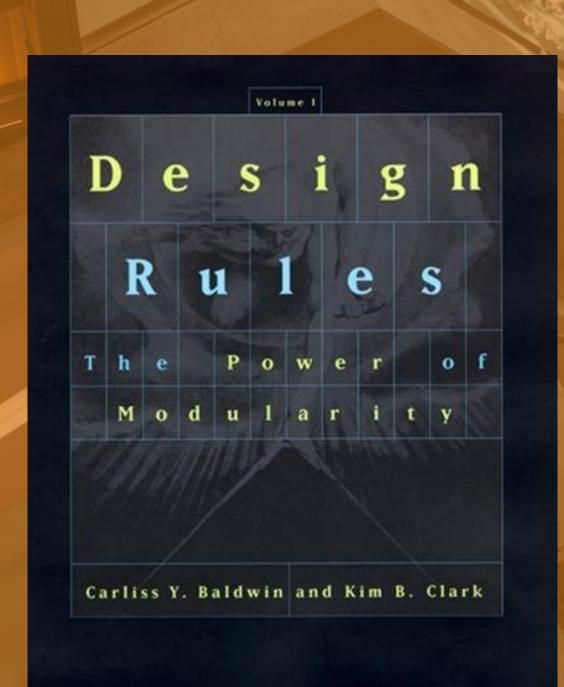
I.e., Cohesion vs. Coupling

A module is a unit whose structural elements are powerfully connected among themselves and relatively weakly connected to elements in other units.



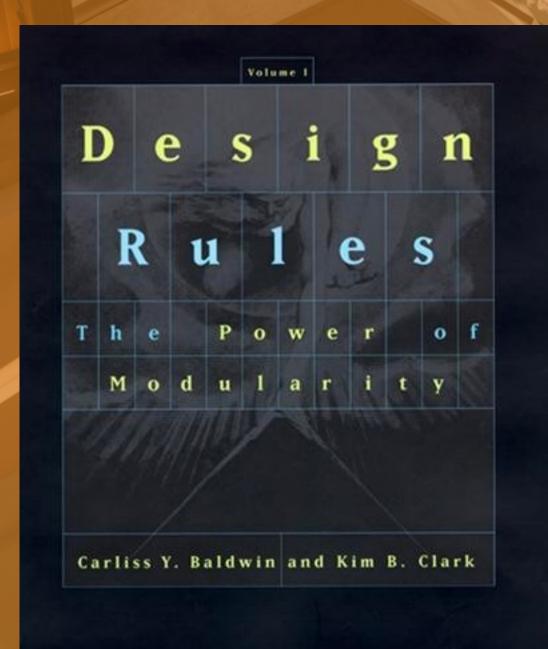
Terms

- Design Rules fixed decisions
- Architecture the pieces & how they are wired together
- Interfaces How they talk to each other



Benefits

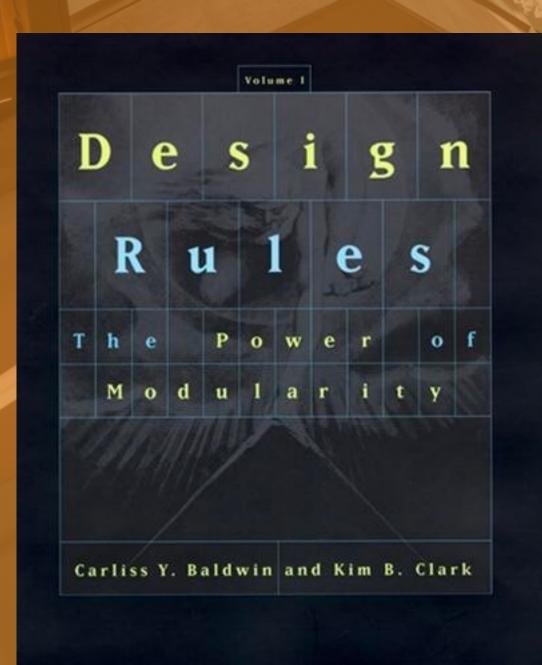
- Allows greater complexity
- Allows concurrent work
 - Embrace Conway's Law



Wikipedia Page

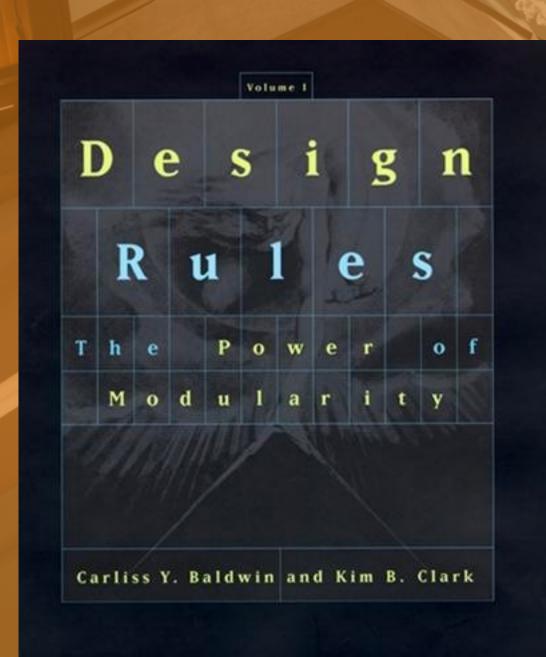
Benefits

- Accomodates uncertainty
 - the flexibility to evolve internally



Benefits

- Not stated in the book are "DevOps" concerns, e.g.,
 - Independent scalability
 - Independent replacement



Insights

- Modules can be
 - structural
 - procedural

Modularity

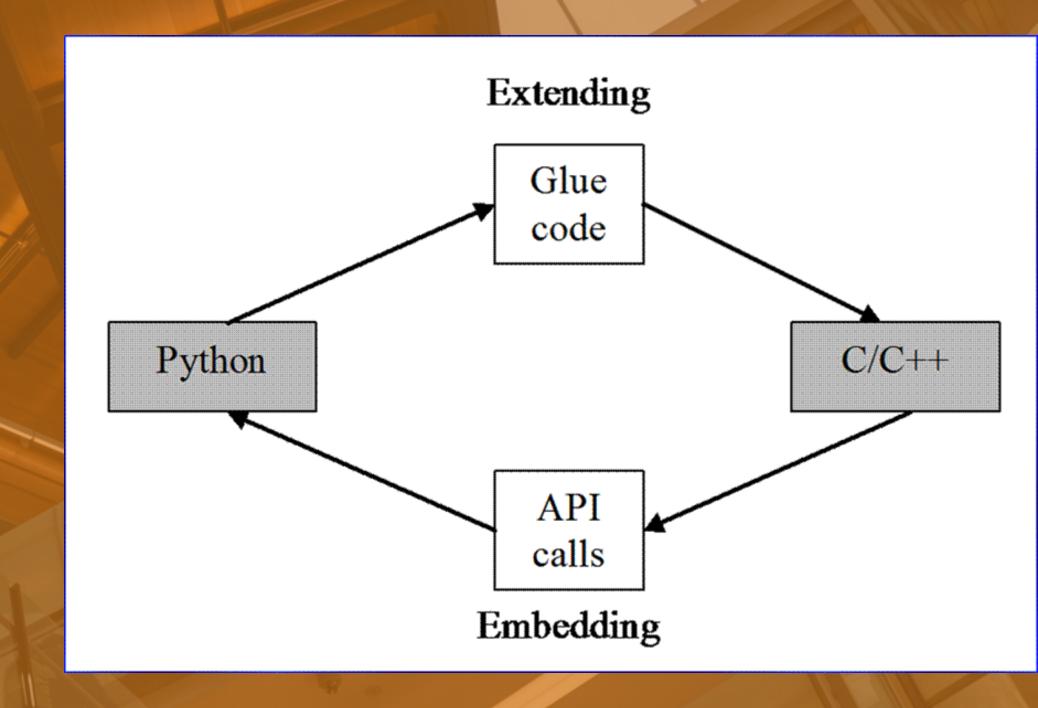
Understanding the Development and Evolution of Natural Complex Systems

edited by

Werner Callebaut and Diego Rasskin-Gutman foreword by Herbert A. Simon

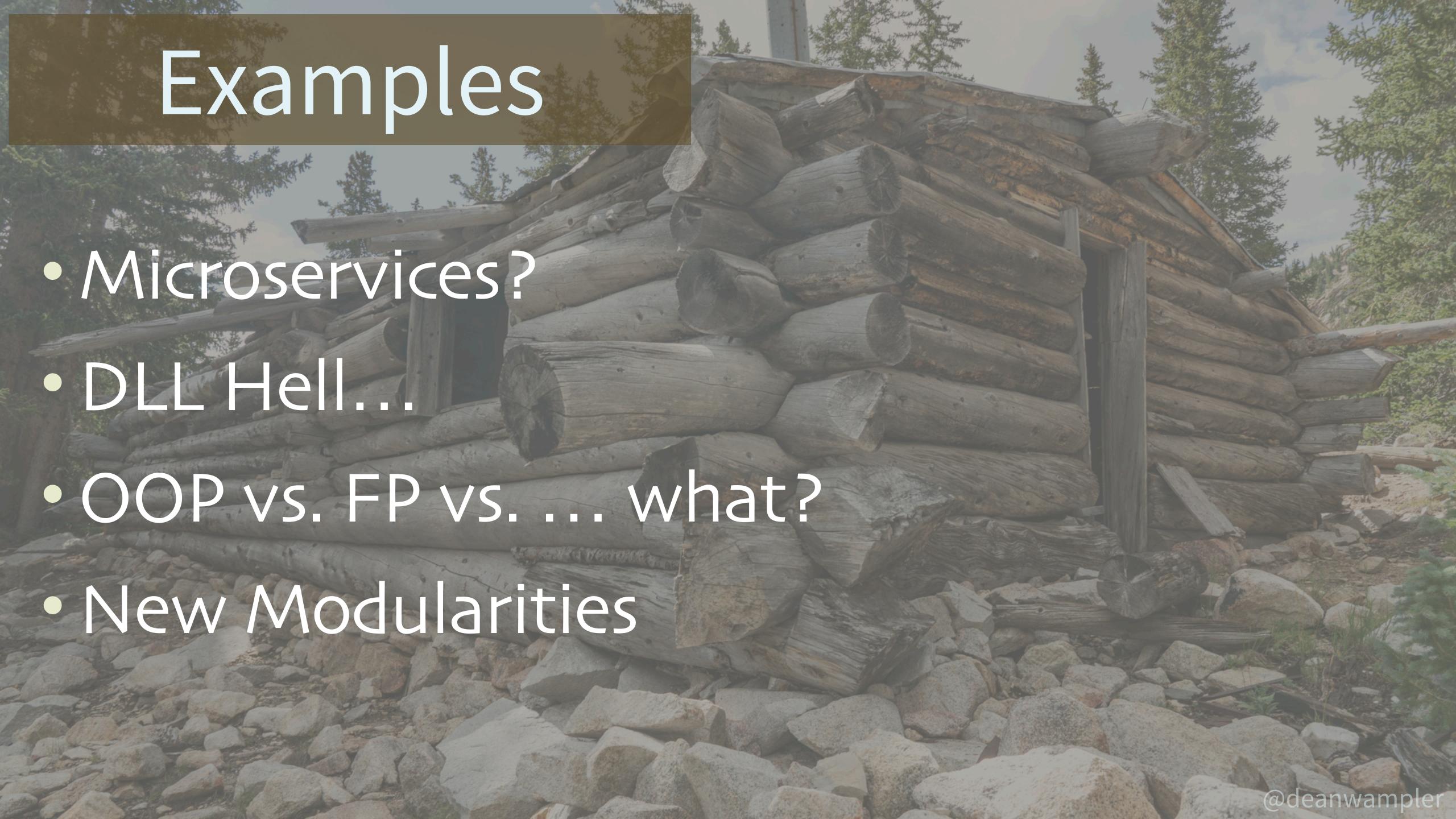
Insights

Procedures =
 Libraries of components
 + Scripts as glue for procedures

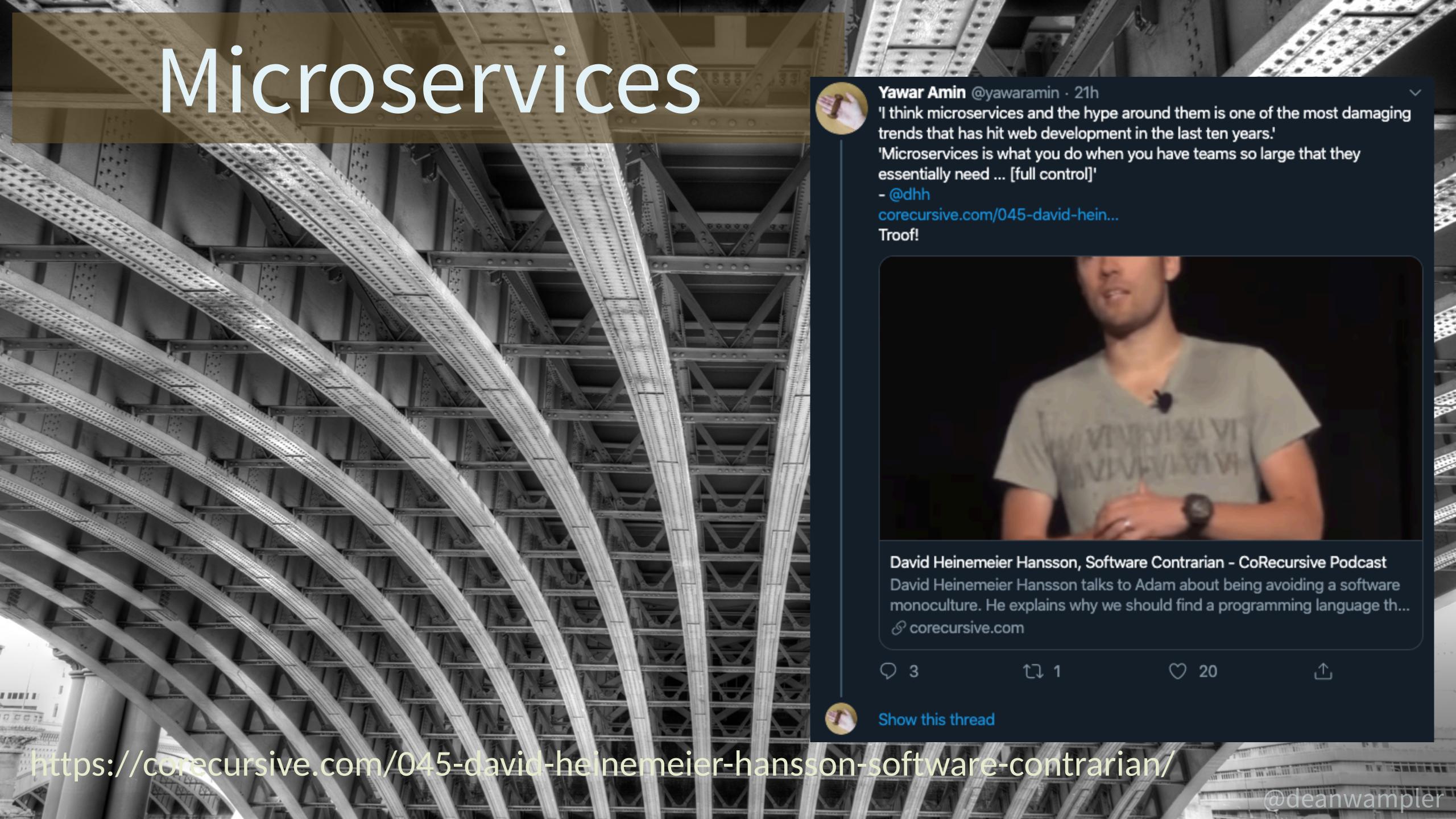


What is the type of a procedure??







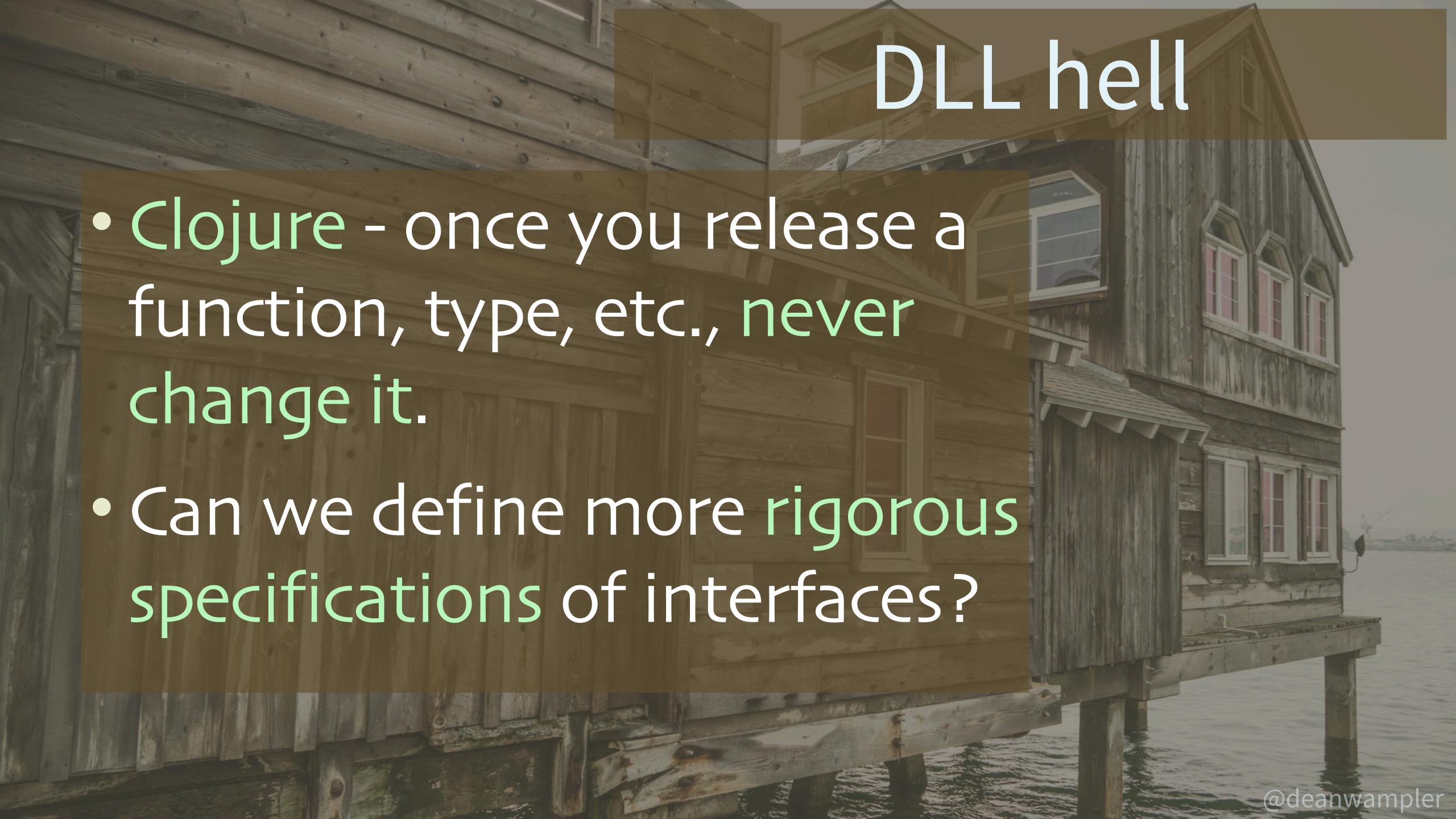


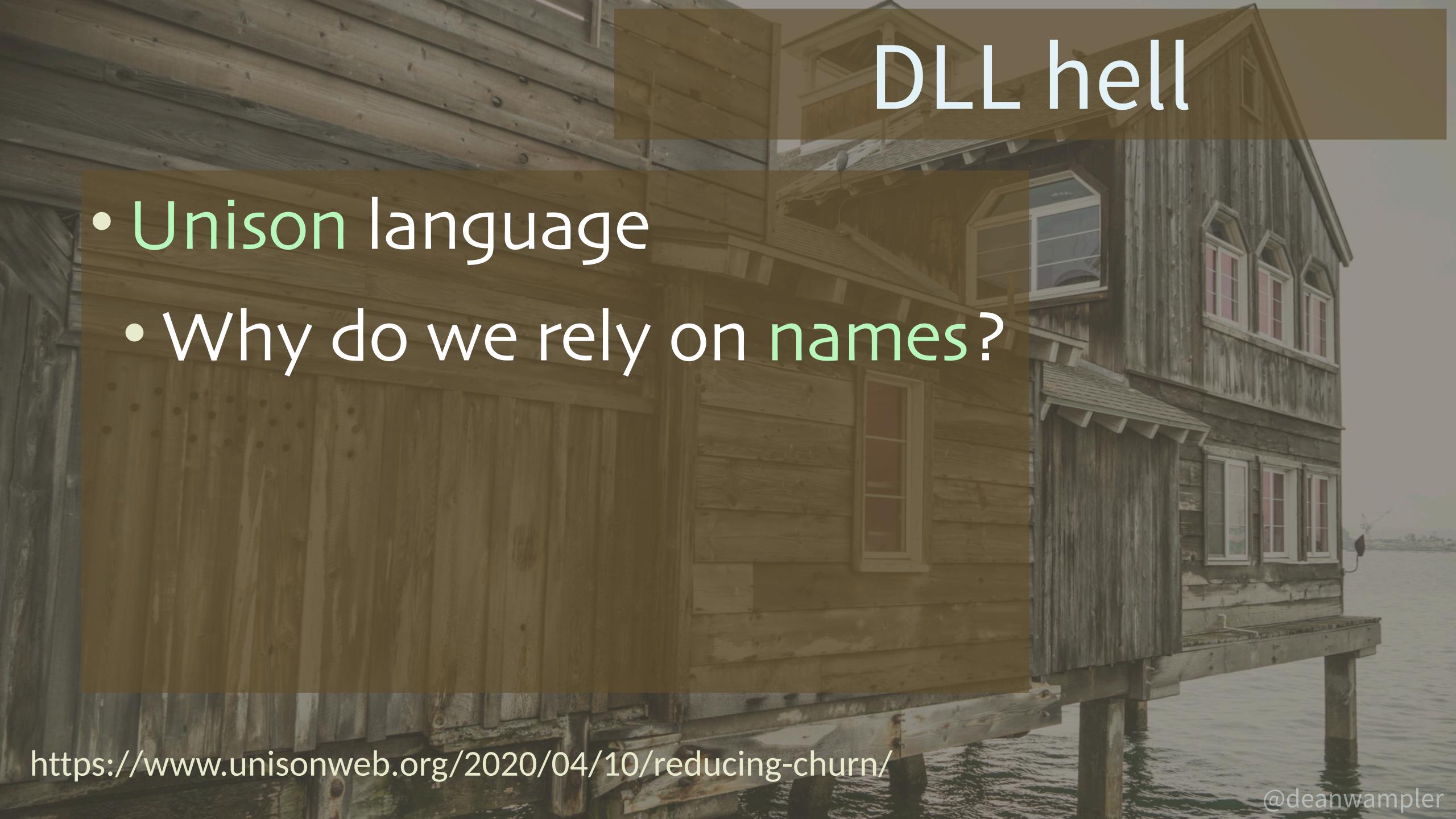




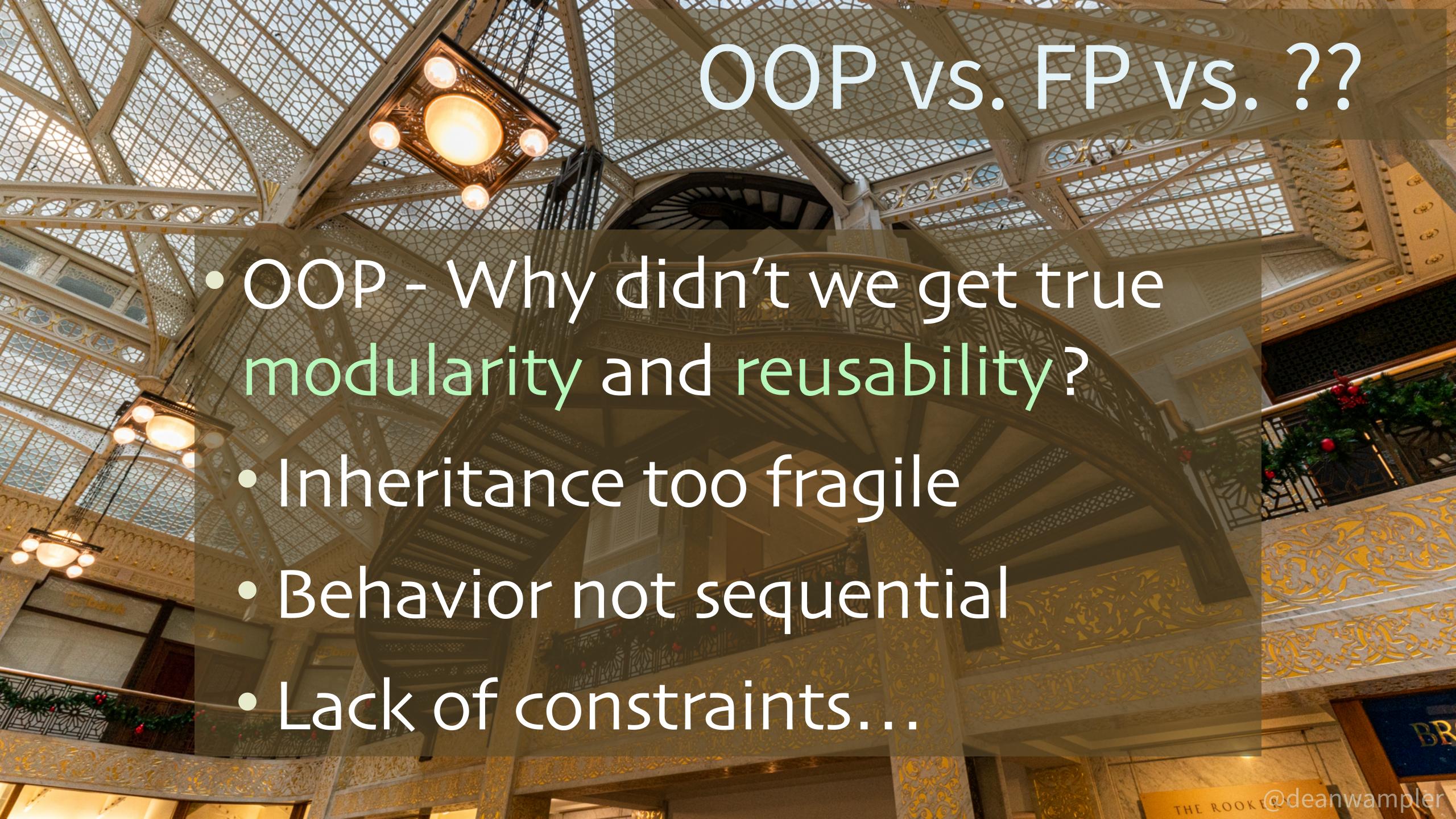






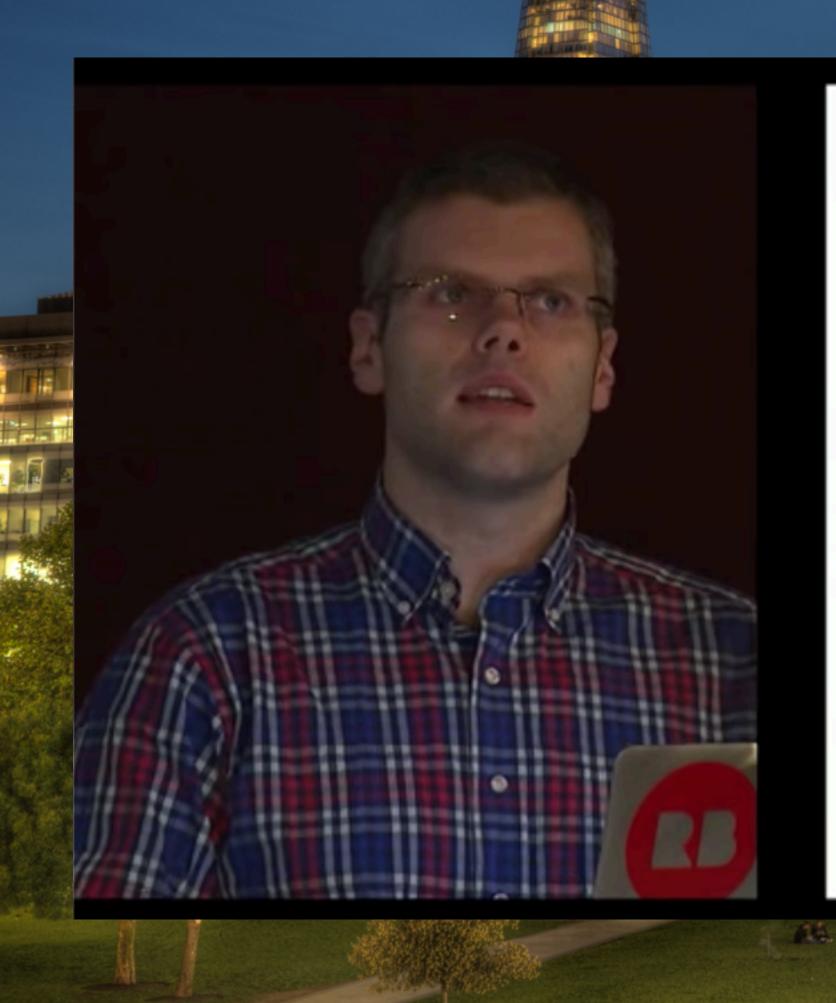








Constraints



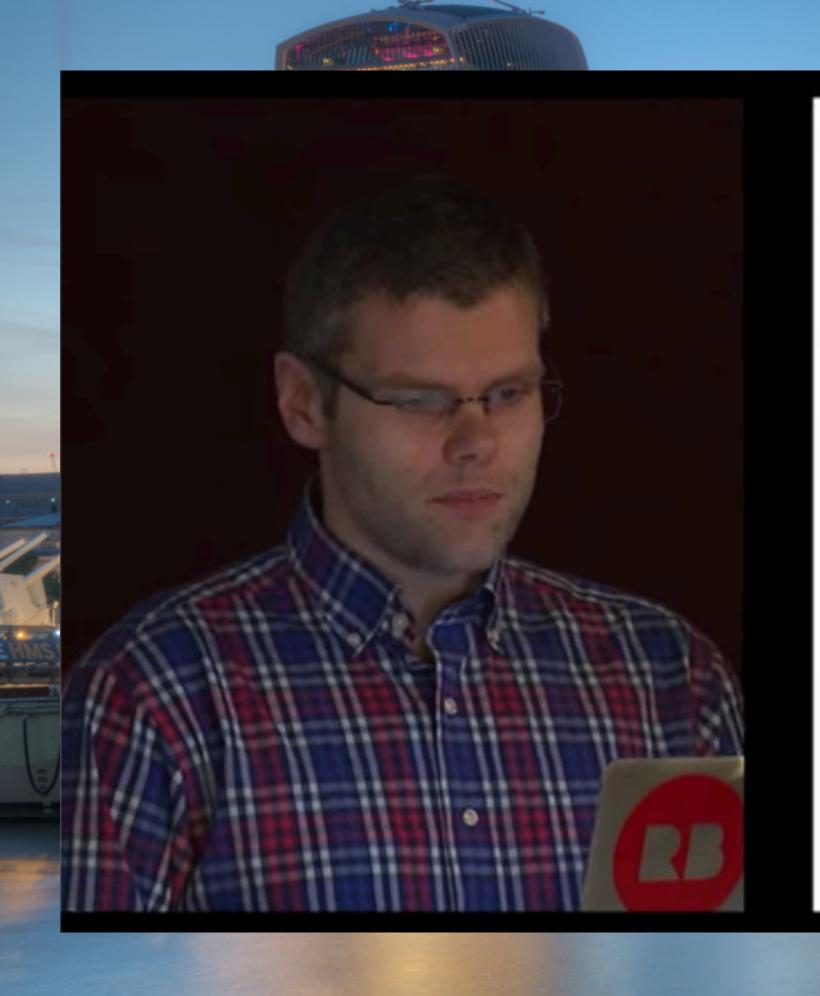
Constraints Liberate, Liberties Constrain

Rúnar Bjarnason @runarorama Scala World 2015

https://www.youtube.com/watch?y=GamsQeSzMdw

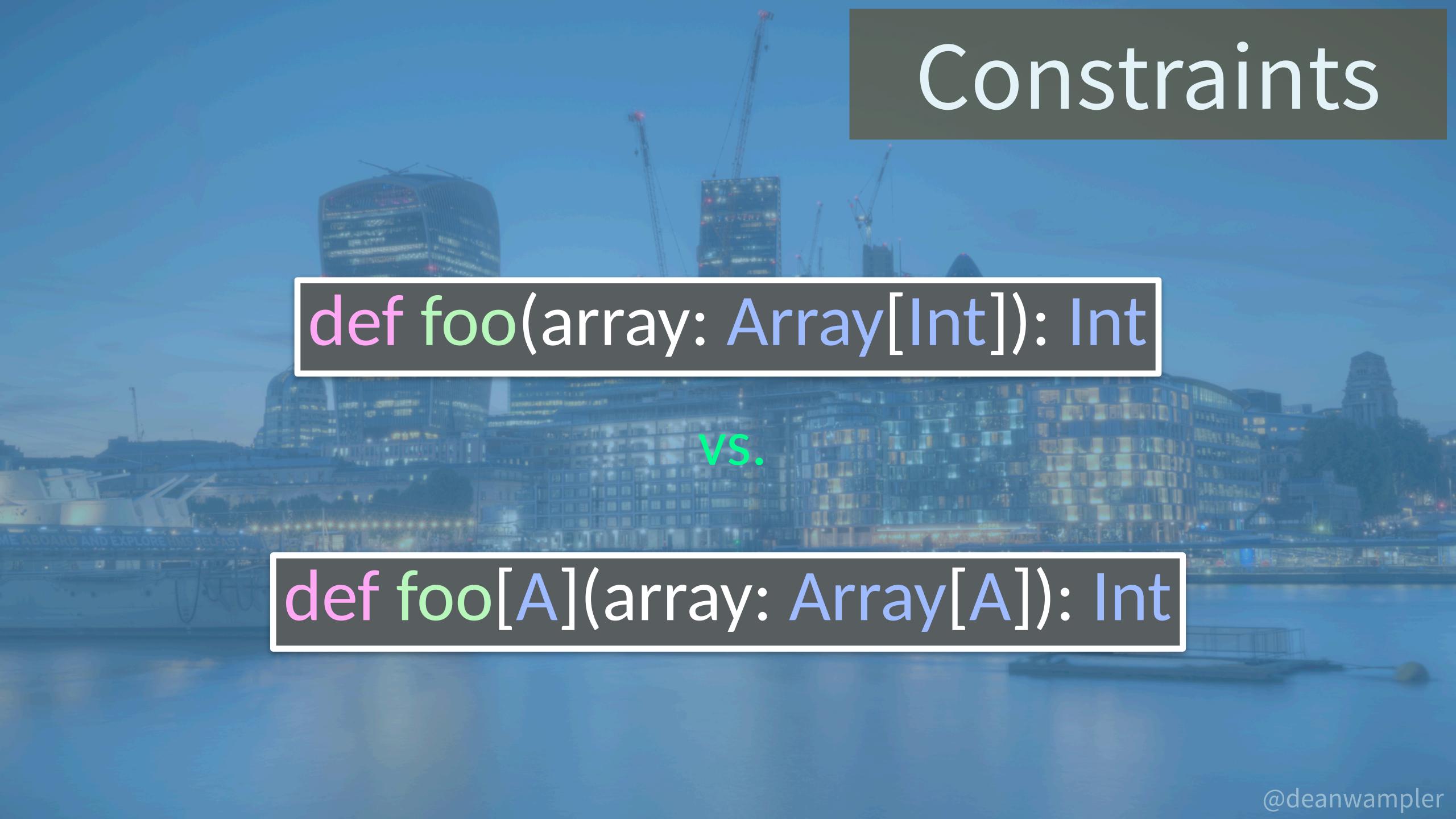


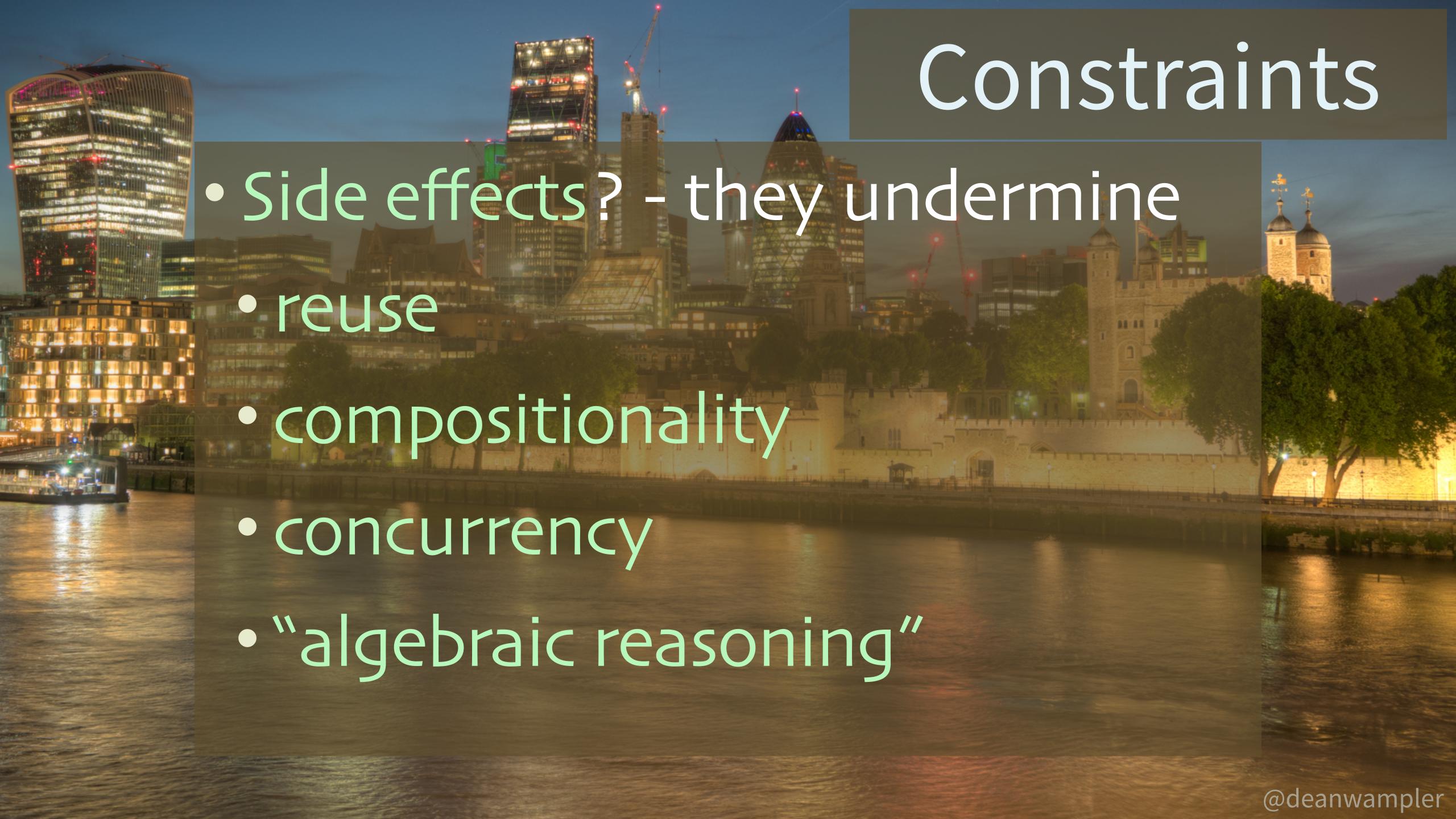
Constraints



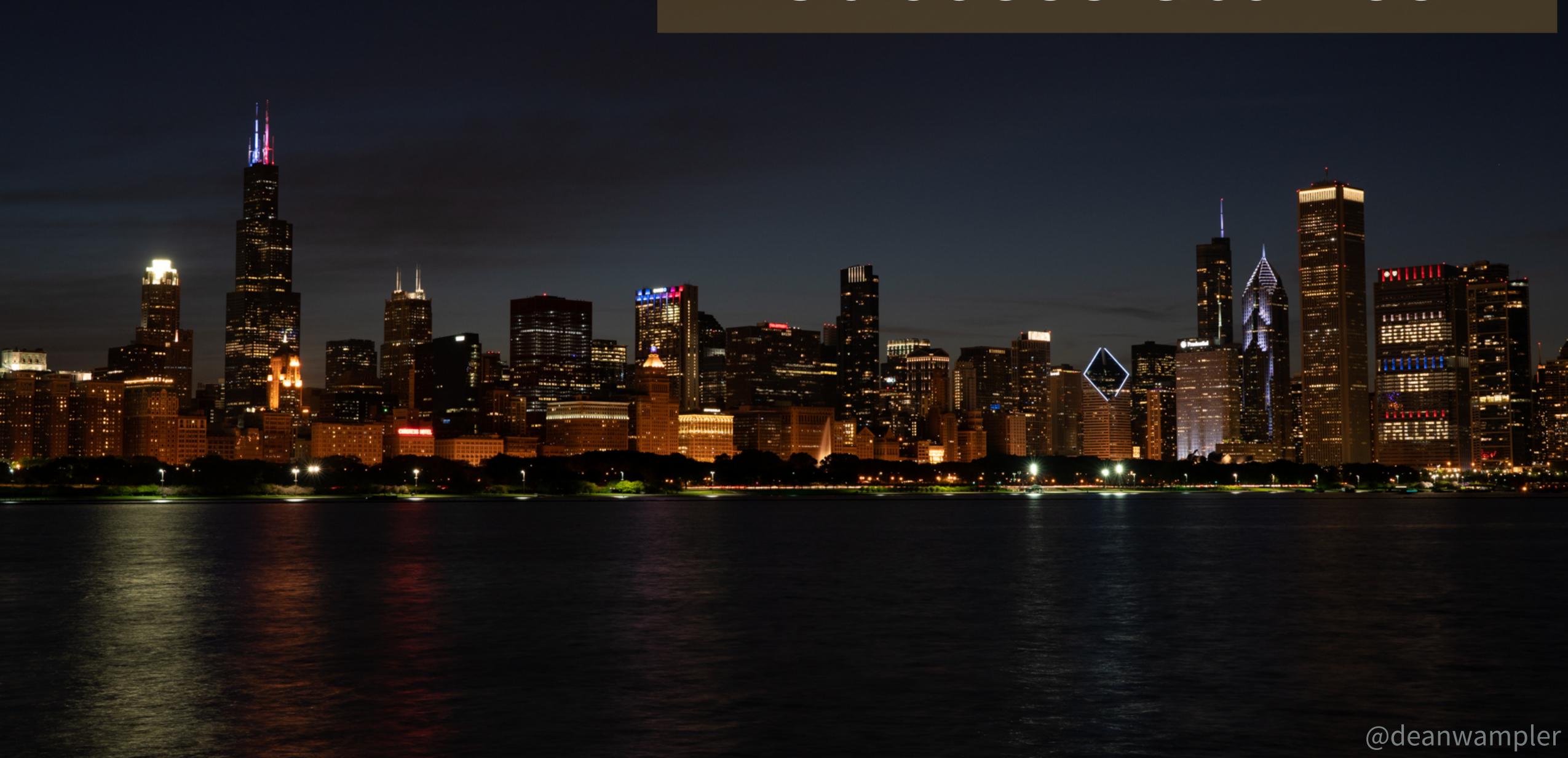
The more kinds of things something could *potentially* be,

the less we can reason about what it *actually* is.





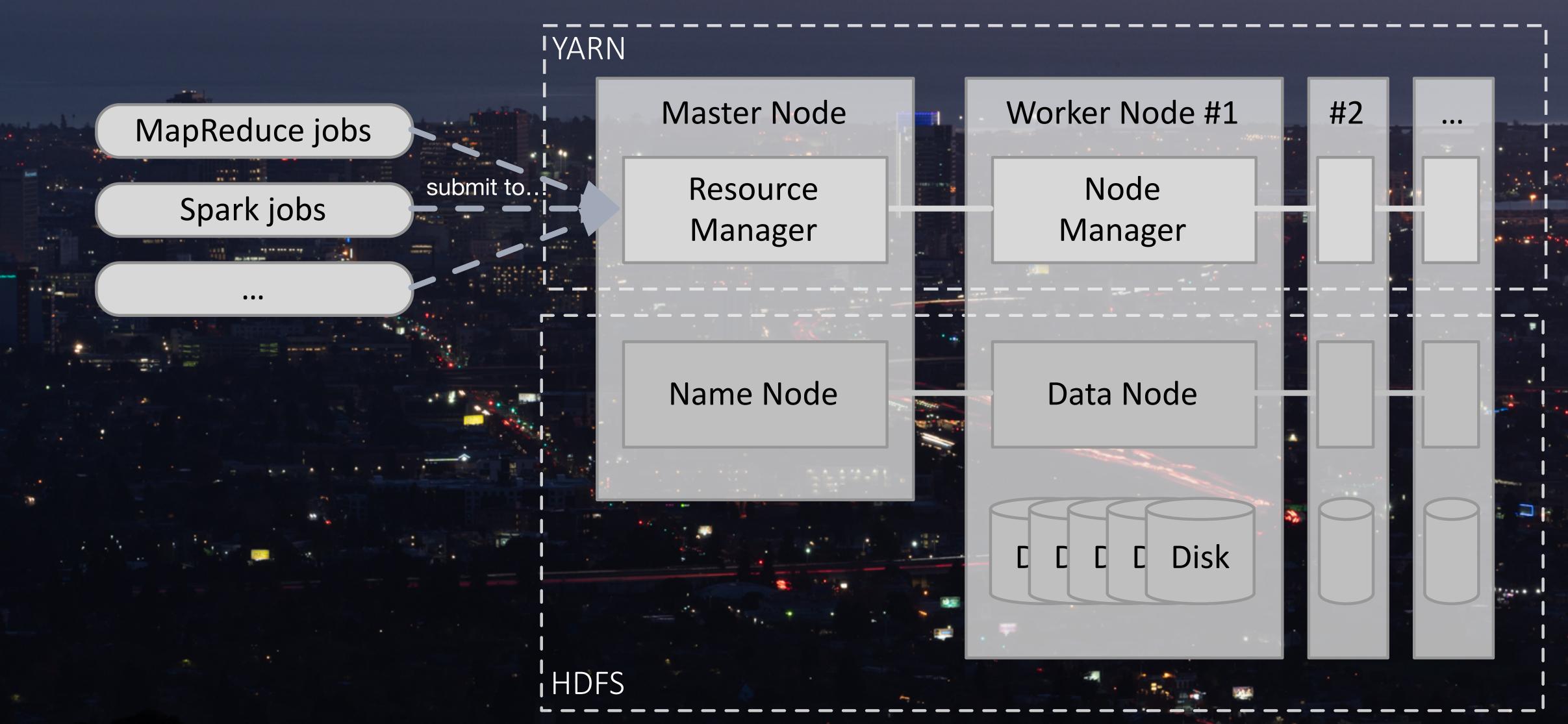
Success Stories



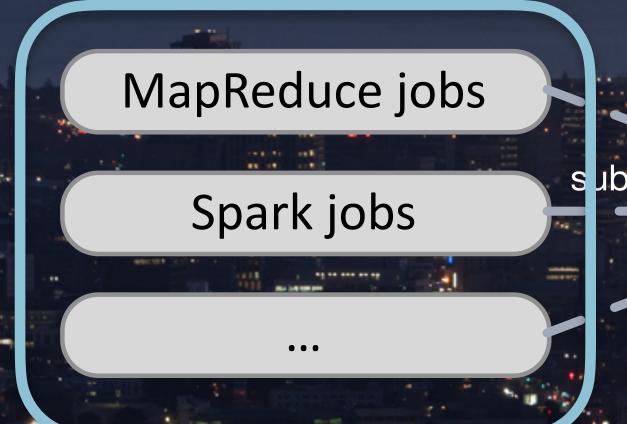
Databases vs. Hadoop



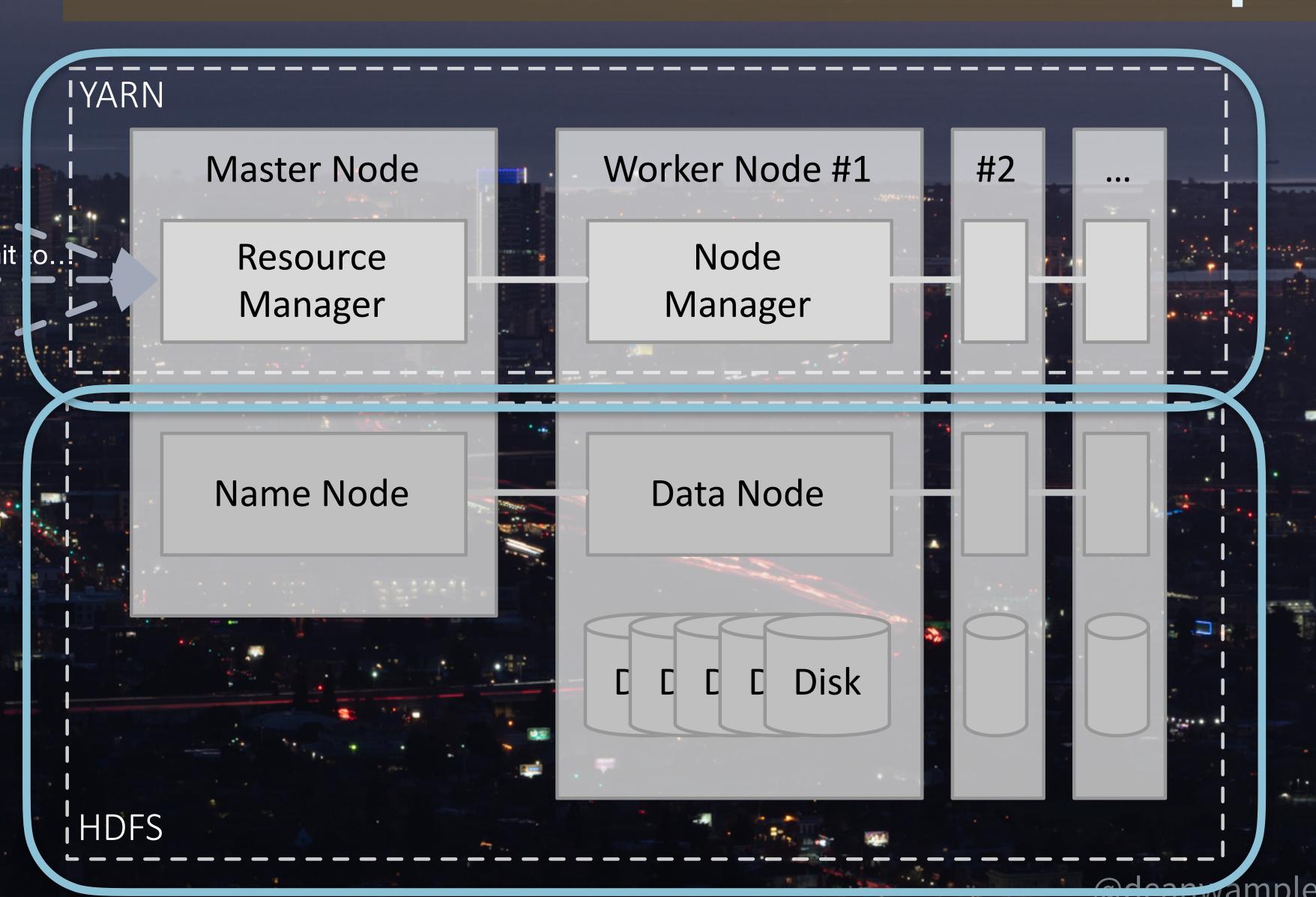
Databases vs. Hadoop



Database Deconstructed!



Databases vs. Hadoop



Ray (and systems like it...)



Microservices (again)



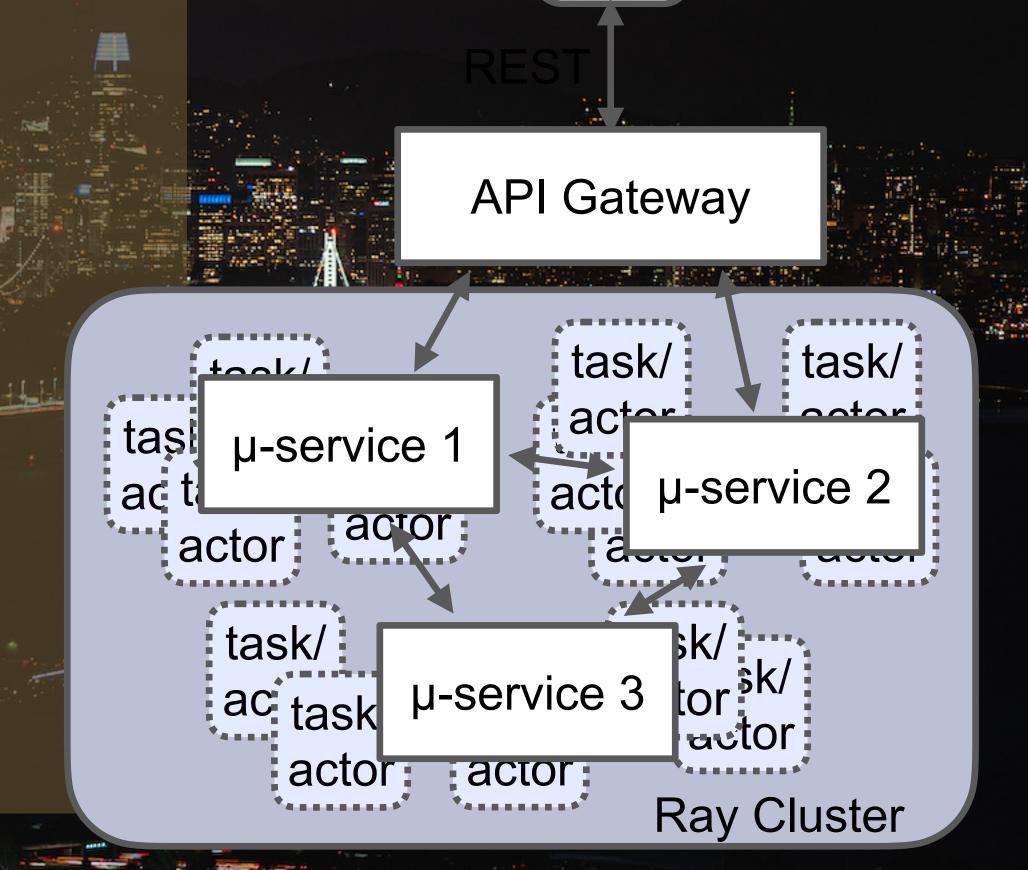
Need to Scale??

Microservices (again)



Pretend you have ONE instance of the microservice.

 Let systems like Ray manage horizontal scaling.



Apache Arrow

- Standardize in-memory data
 - Storage, schema, ...
 - Reuse across apps & libs

arrow.apache.org

