Searching for Aliens

Swiftable 2023

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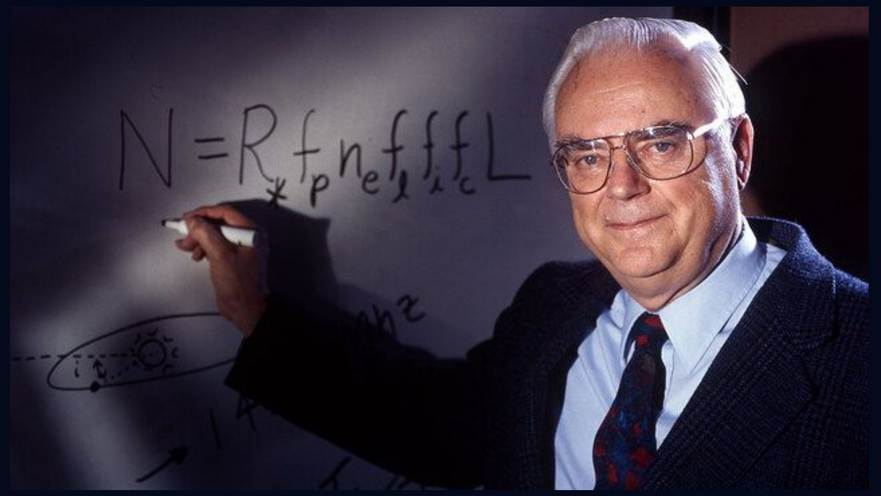
Frank Drake

- Hosted first Search for Extraterrestrial Intelligence (SETI) meeting in 1961
- How many communicative aliens are in the Milky Way?



Frank Drake and his equation

Drake Equation

Rate of star formation

$$N = \underbrace{R_* \times f_p \times n_e}_{\text{Rate of habitable planets}} \times \underbrace{f_e \times f_i \times f_c}_{\text{Fraction of planets with life}} \times L$$

Length of time they are active

N = number of planets with communicative civilizations

Drake Equation

Scaling to the universe

- “Archaeological version” proposed in 2016
- How many aliens have existed in the universe?
  - No need for “*L*” term
  - Replace rate of star formation with # of stars
  - Stars in the universe ~10^{22}

Stars in the Universe

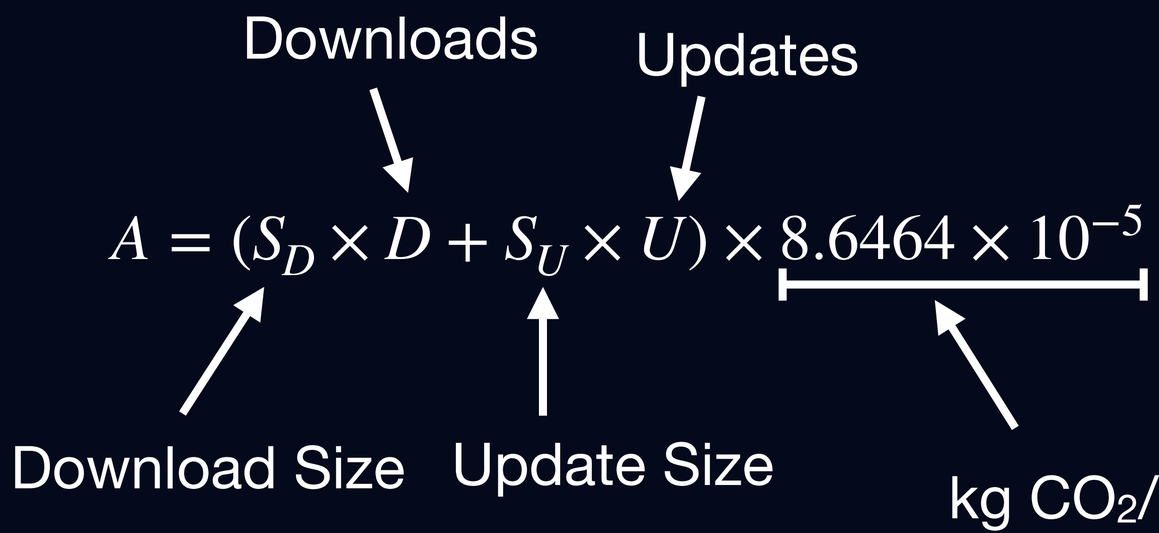
- 10 trillion billion
- This is huge
- In the equation, it dwarfs every other term
- Even very tiny odds of life developing yields thousands of alien civilizations
  - One in a billion billion gives ~4k civilizations

Why do software engineers care?

- Look for scale factors
- Ways to amplify your work to a broader audience/greater impact
- It might be number of downloads, number of users, lines of code
- Many important metrics will mimic the Drake Equation - just a few multiplying factors

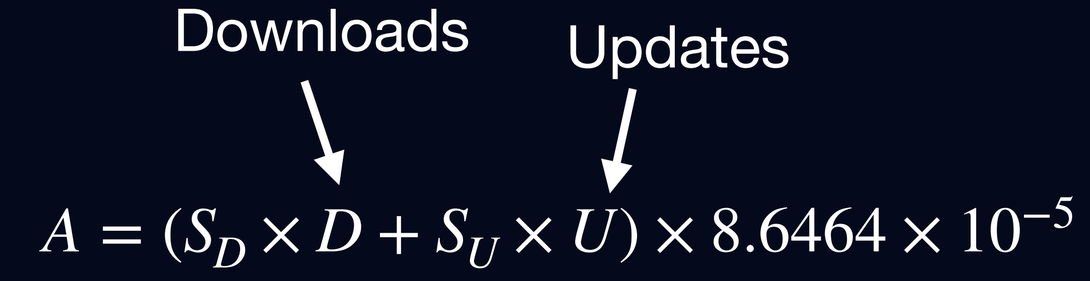
Carbon Footprint of an App

- Energy cost to download bytes to a phone
  - data centers -> routers -> phone



*Using efficiency of US power grid

Carbon Footprint of an App



- These factors can be very large
  - Over 20 billion for Spotify in 2022[1]
- Same principle as # of stars in Drake equation
- Now a small change in app size results in a big change to carbon footprint
- 1mb can be as much as 5 round trip flights Los Angeles to London

[1] https://engineering.atspotify.com/2023/11/the-what-why-and-how-of-mastering-app-size/

Going to Mars

Scale factors in app launch time

Going to Mars

App Launches **~10 billion times / day**

$$T_s = T_I \times L$$

Time Saved

162 days ($1.4x10^{10}$ms)

Time Improvement (1ms)

Lines of Code as Stars

- Uber iOS has a “couple of million” lines of code
- If you work with a codebase like this, there is a lot of potential!
- Each line 0.001ms faster: **1 second faster**

Order files reduce the time
for every instruction

The downside of scale factors

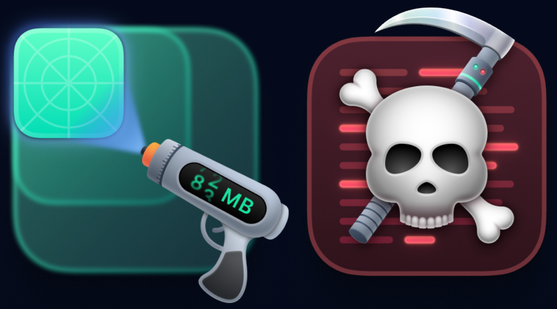
- Not always scaling something good
- How many bugs do you have per line of code?
  - 10–20 bugs per 1000 (Microsoft)
  - 0.5 bugs per 1000 (Microsoft - In release)
  - 1-25 bugs per 1000 (Industry average)
- With millions of LOC, odds are there are thousands of bugs

Write less code

- The most important change to an app is reducing the lines of code
- Drake Equation helps us realize how helpful this can be
- Good design is as little design as possible

Write less code

- The most important change to an app is reducing the lines of code
- Drake Equation helps us realize how helpful this can be
- Good **code** is as little **code** as possible
- Primary motivation behind much of what Emerge Tools creates



Write less code (continued)

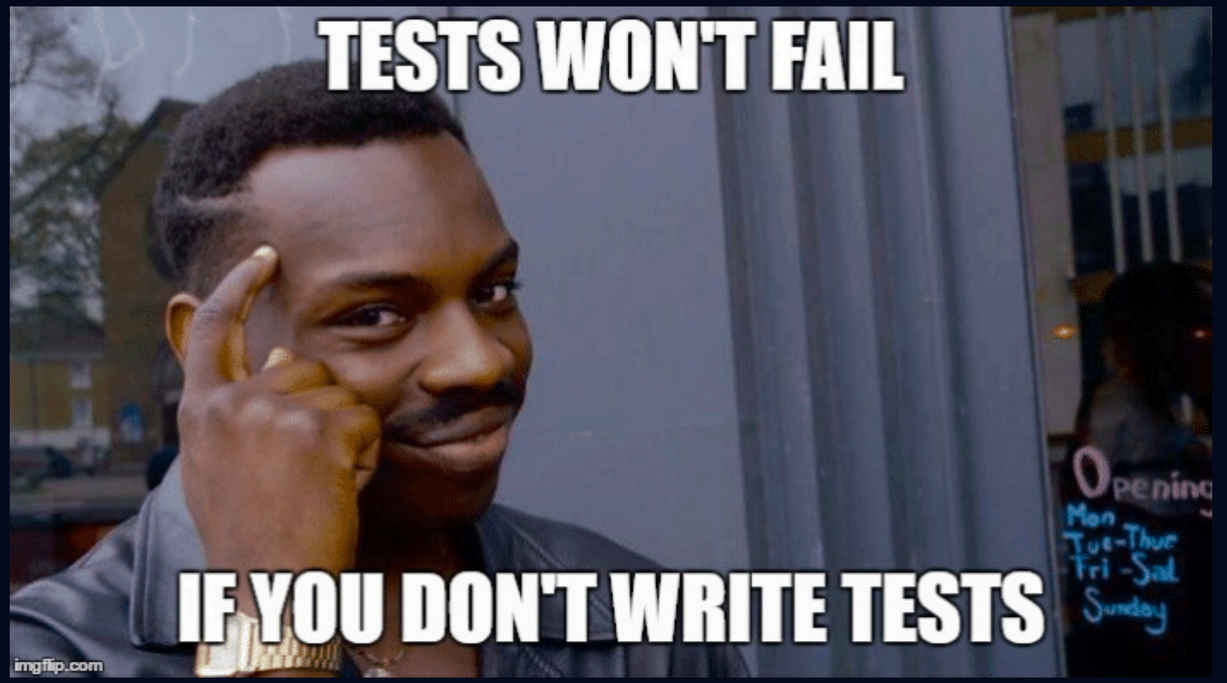
- Codegen usually isn’t the solution
- Easy to use more code as a quick way to solve a problem, but ends up hurting more than it helps
- We do snapshot testing with no-code
  - Other methods at best codegen for each snapshot

Fundamental Principles

- Do the laws of physics prevent you from doing something?
- Higher law: App Store guidelines
- Some lessons from Drake equation are unavoidable
  - Less code is better

Test Coverage

- Is this a fundamental principle: More test coverage is better
- Writing more tests might mean more code



Code coverage in beta

- Don’t need to write a test to get test coverage
- Track used code in pre-release, what isn’t used can be deleted
- Automatic tests for declarative apps

Increasing your scale factors

- How to have the biggest impact?
- Look for what is used the most
  - Build systems affect all aspects of an app
- Frameworks used by many apps
- Starting a company
  - Or a conference!

Concluding Thoughts

- Think about finding aliens the next time you plan a project
- Be careful not to introduce scale factors you don’t want
- Leverage the ones that you already have
- Find me at the Emerge Tools booth
- Get in touch @sond813

Thanks to Ken Kocienda for sparking this idea