



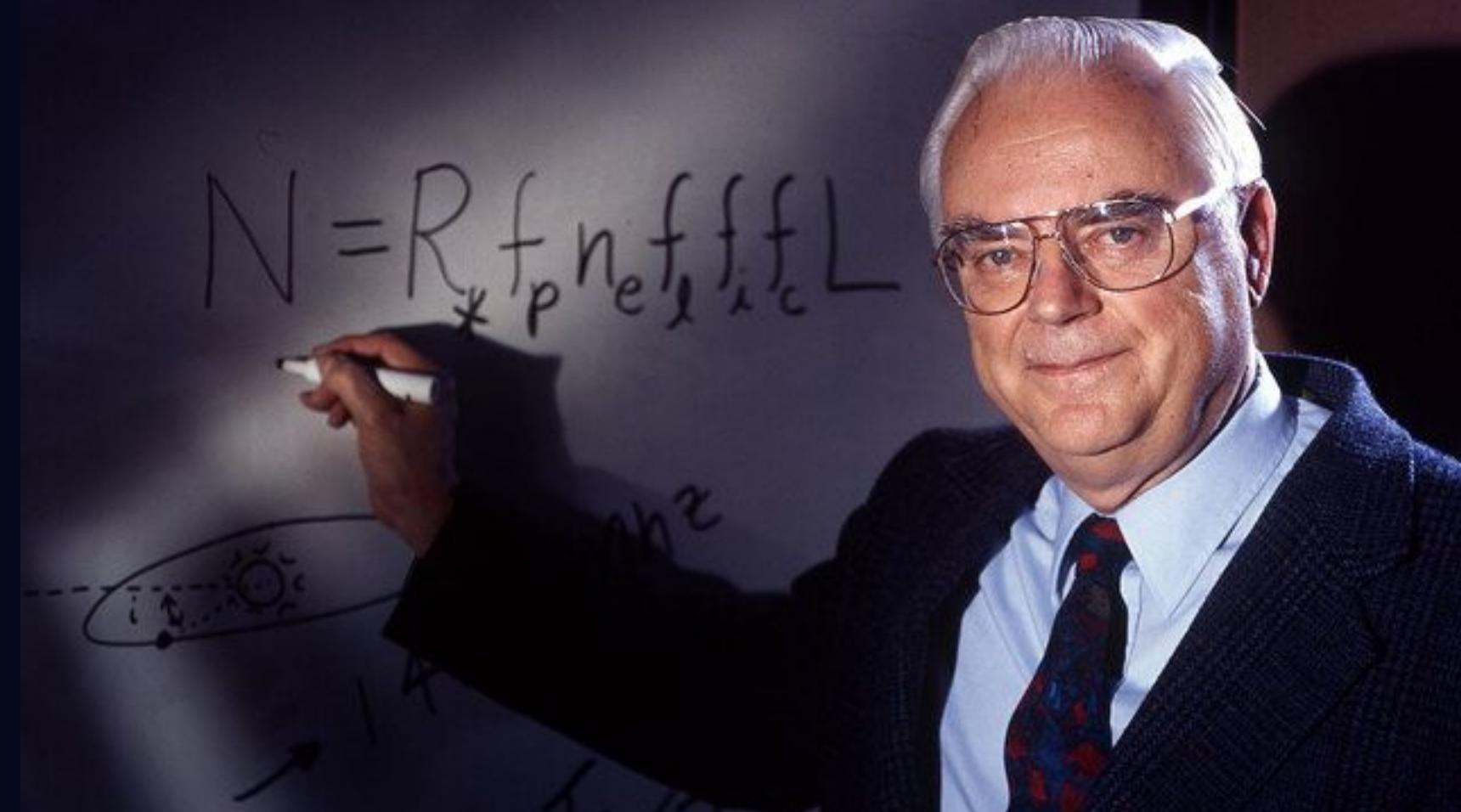
# Searching for Aliens

try! Swift 2025

Noah Martin | Co-Founder, Emerge Tools 

# 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

$$N = R_* \times f_p \times n_e \times f_e \times f_i \times f_c \times L$$

Rate of star formation

Rate of habitable planets

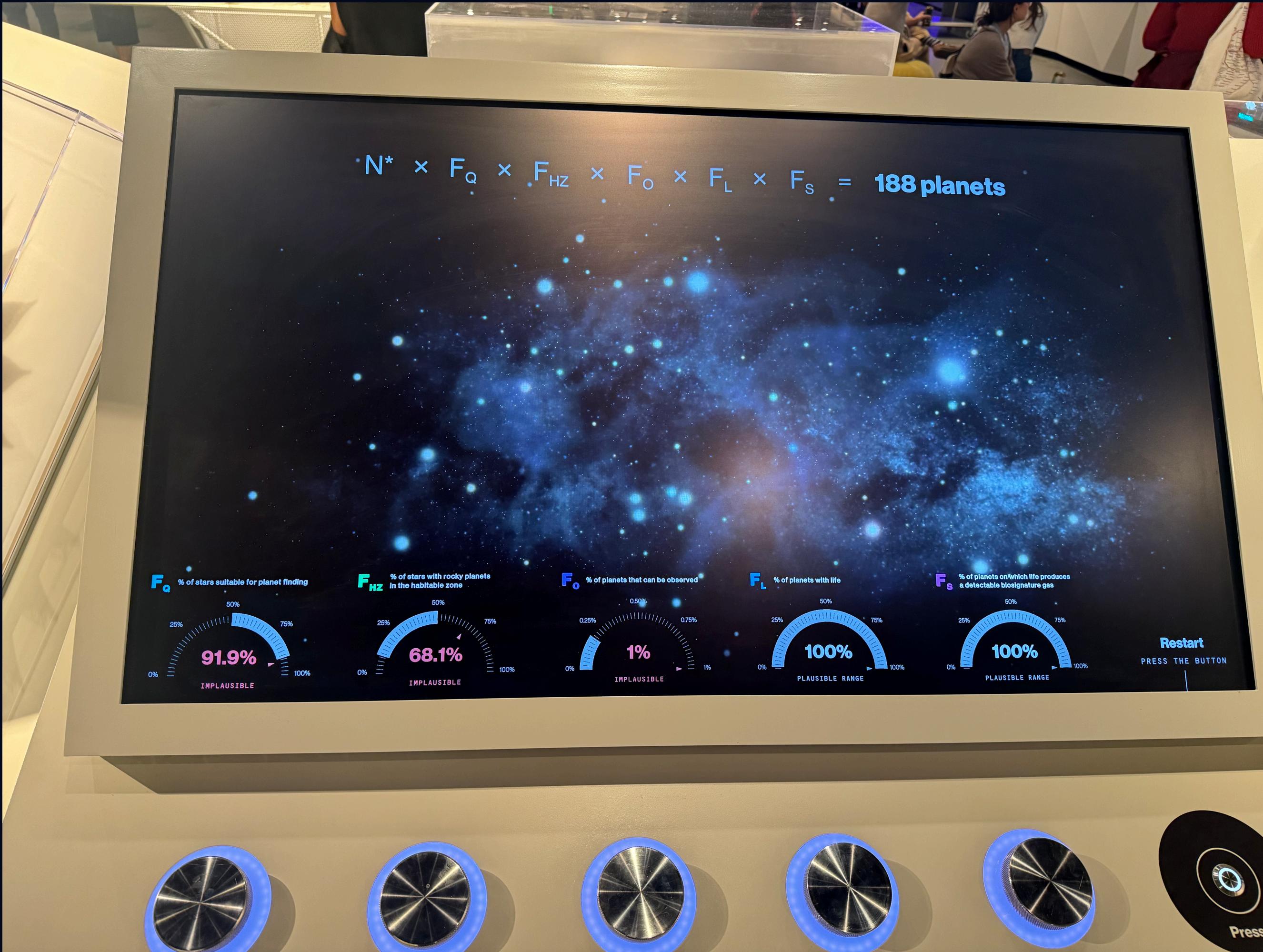
Fraction of planets with life

Length of time they are active

The diagram illustrates the Drake Equation with five factors highlighted by horizontal arrows pointing to the right. The first factor,  $R_*$ , is labeled 'Rate of star formation'. The second factor,  $f_p$ , is labeled 'Rate of habitable planets'. The third factor,  $n_e$ , is labeled 'Fraction of planets with life'. The fourth factor,  $f_c$ , is labeled 'Length of time they are active'.

$N$  = number of planets with communicative civilizations

# Drake Equation



# Scaling to the universe

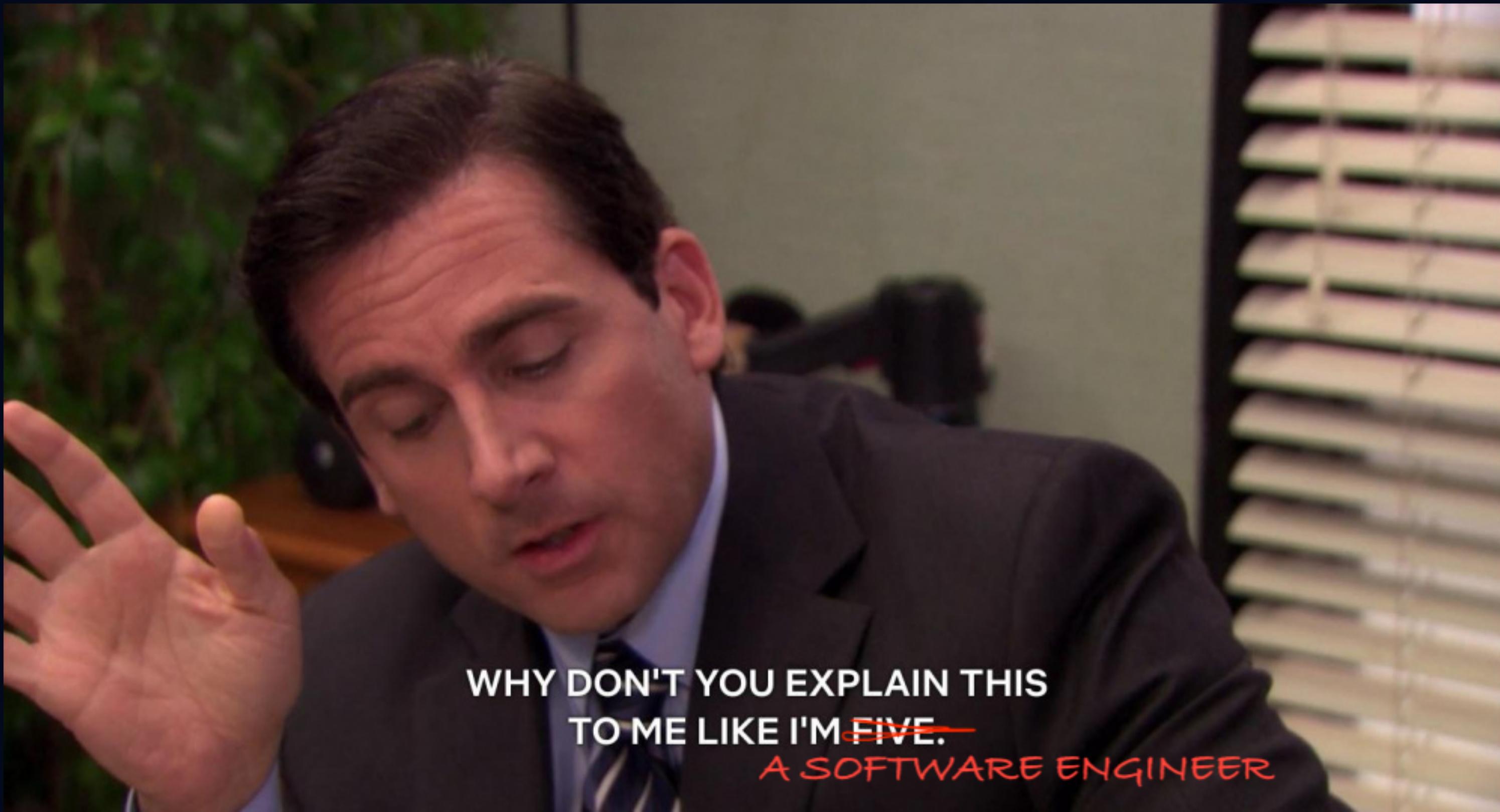
- “Archaeological version” proposed in 2016
- How many aliens have existed in the universe?
  - No need for “ $L$ ” term
  - Replace rate of star formation with # of stars
  - Stars in the universe  $\sim 10^{22}$



# 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

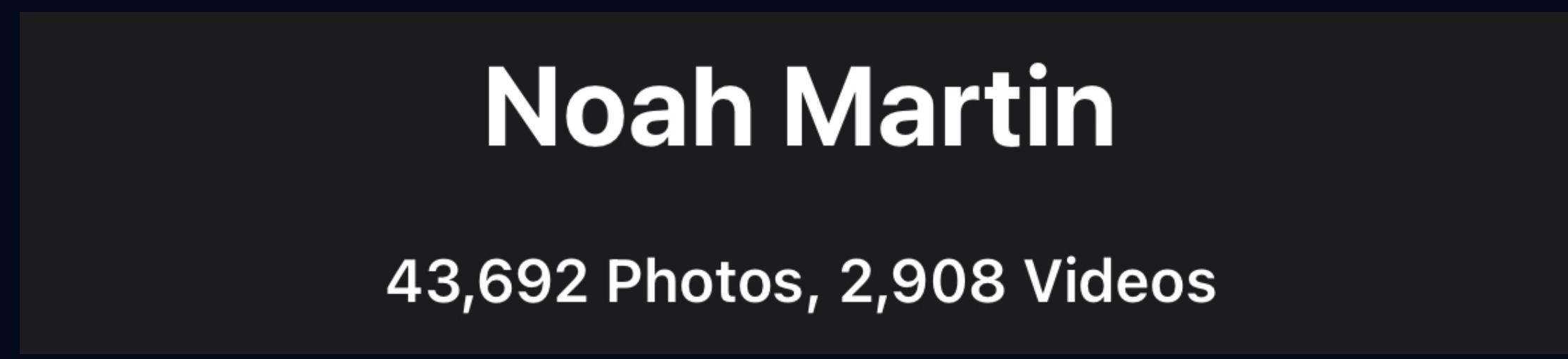




WHY DON'T YOU EXPLAIN THIS  
TO ME LIKE I'M ~~FIVE~~.  
A SOFTWARE ENGINEER

# In Software Terms

- Drake equation is linear in number of stars— $O(n)$
- In many cases  $O(n)$  is good!
- But imagine scrolling a list of  $n$  elements
  - How many photos in your library?



Noah Martin

43,692 Photos, 2,908 Videos

$O(n)$  would have terrible scroll performance

# 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

Efficiency of US power grid:  $8.6464 \times 10^{-5}$  kg CO<sub>2</sub>/MB

App download size: 110mb

One install:  $9.511 \times 10^{-3}$  kg CO<sub>2</sub>

$$F = S_D \times D \times 8.6464 \times 10^{-5}$$

Download Size      Downloads

# Carbon Footprint of an App

- Apps are also updated
  - Update size is slightly smaller, but number of updates is larger

$$F = (S_D \times D + S_U \times U) \times 8.6464 \times 10^{-5}$$

↓                    ↓  
Downloads      Updates  
↑                    ↑  
Download Size    Update Size  
kg CO<sub>2</sub>/MB

# Carbon Footprint of an App

$$A = (S_D \times D + S_U \times U) \times 8.6464 \times 10^{-5}$$

↓                    ↓  
Downloads      Updates

- 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 from Los Angeles to London

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

# Carbon Footprint of an App

$$A = (S_D \times D + S_U \times U) \times 8.6464 \times 10^{-5}$$

↓                    ↓  
Downloads      Updates

- Word of caution: Big scale factors doesn't make it the most impactful
- Embodied carbon (building a phone) is still higher than operational carbon
- Consider ways to keep old phone functioning longer
- Performance/support for old versions

# Going to Mars



Scale factors in app launch time

# Going to Mars

App Launches ~10 billion times / day

$$T_s = T_I \times L$$

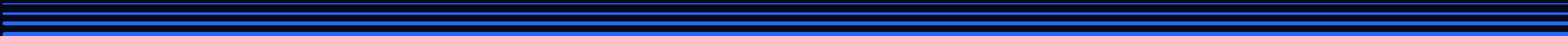
Time Saved  
162 days ( $1.4 \times 10^{10}$  ms)

Time Improvement (1ms)

```
graph TD; A[App Launches ~10 billion times / day] --> E[ ]; B[Time Saved<br/>162 days (1.4x1010 ms)] --> E; C[Time Improvement (1ms)] --> E; E[math display="block">T_s = T_I \times L
```

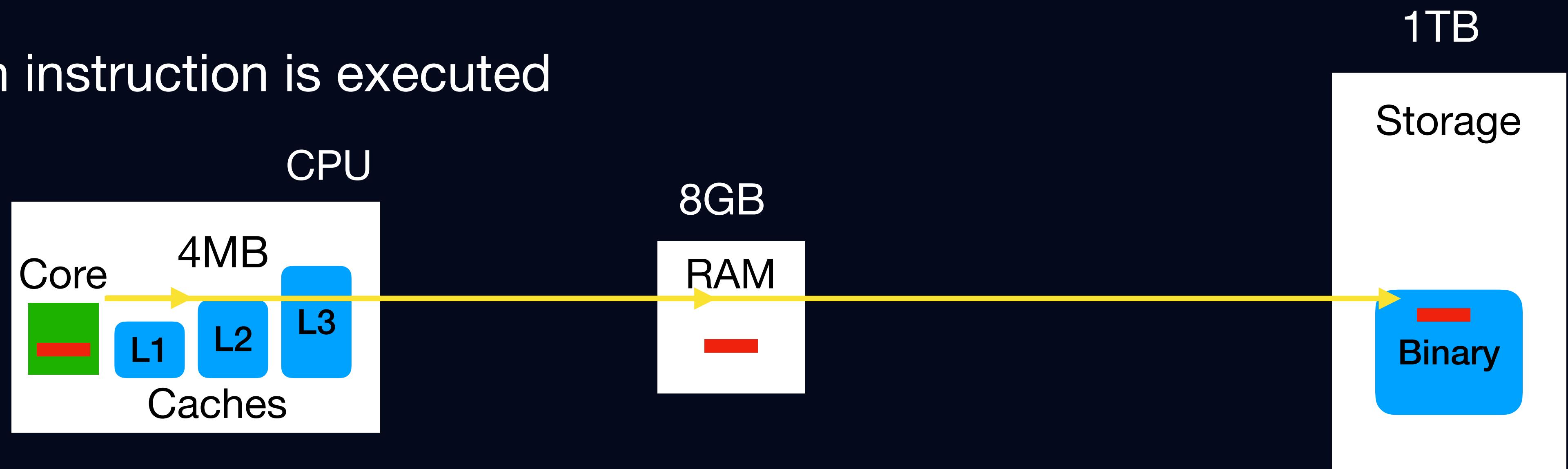
# Lines of Code as Stars

- 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**



# Lines of Code as Stars

- How an instruction is executed



With many instructions the time to read them from storage adds up

# Lines of Code as Stars



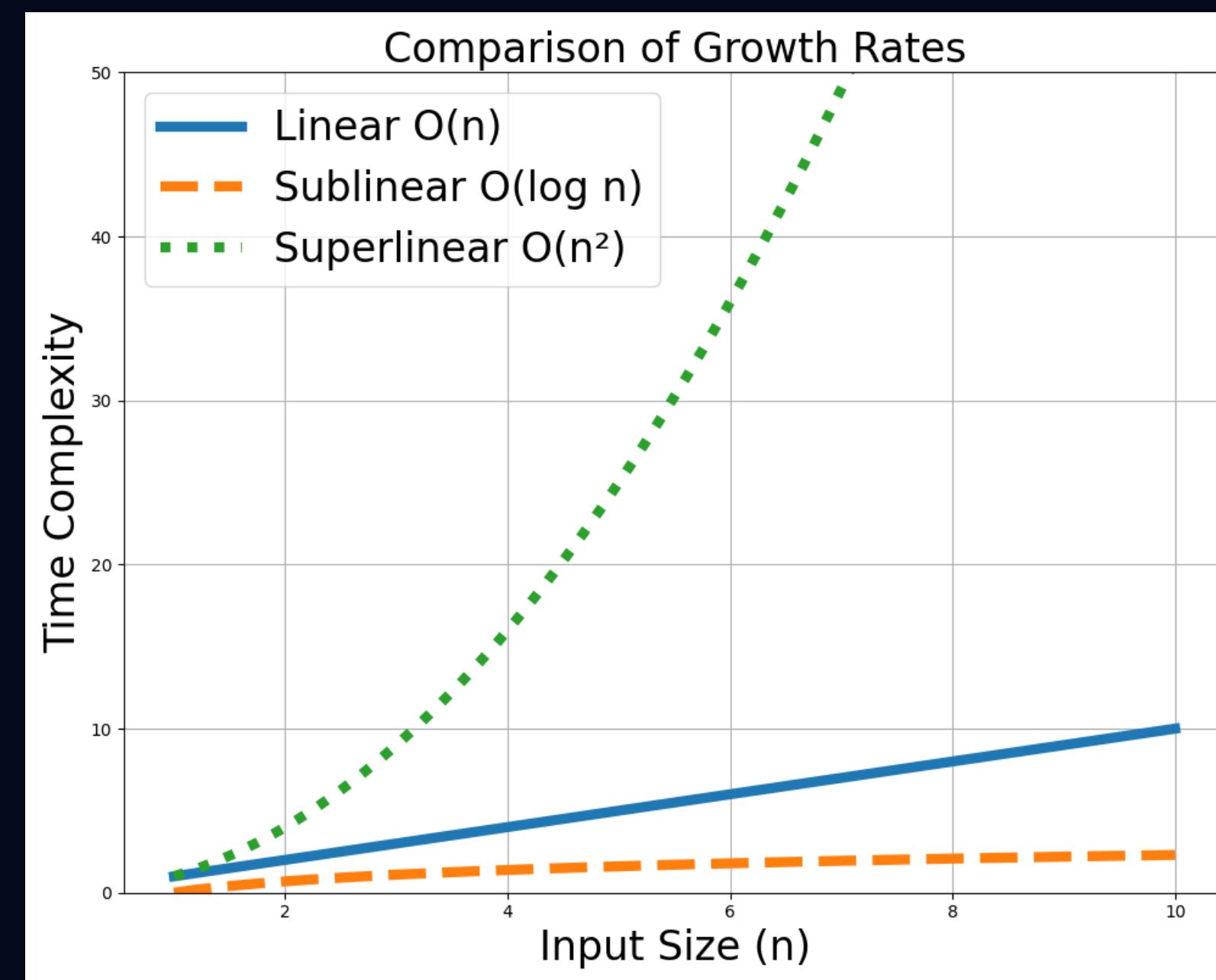
Order files reduce the time  
for every instruction

- Co-locates instructions that are frequently accessed
- Can load them in a batch
- Reduces the number of round trips to storage
- Have measured 18% improvements to app launch time



# Non-linear scaling

- You could have sublinear scaling like  $O(\log N)$
- Less fun is superlinear like  $O(N^2)$



# Non-linear scaling: Protocol Conformance

- Protocol conformance check: `myVar as? MyProtocol`
- This is a runtime operation: `cast(myVar, MyProtocol.self)`
- Records of conformances stored in pairs in the binary
  - [(MyClass, Decodable), (MyStruct, Equatable), (MyStruct, Hashable)]
- Evaluating `as?` requires iterating this list ->  $O(n)$



# Non-linear scaling: Protocol Conformance

- Each check is linear in the number of conformances your app has
- It includes all the conformances in your dependencies too
- Many top apps have >100k conformances
- Is linear too slow for this?



# Non-linear scaling: Protocol Conformance

- It turns out to be superlinear
- A single `as?` is linear
- If every protocol conformance in your app is used:

```
for conformance in conformances {  
    let _ = conformance.type as? conformance.proto  
}
```

- Overall  $O(n^2)$

Linear

Linear



# Non-linear scaling: Protocol Conformance

- Large scale factors can be performance problems
- Scaling like the Drake Equation (linear) might work
- Quadratic is worse, and that's where issues appear
- Tips
  - Avoid too many conformances
  - Reduce dynamic casts, prefer compile-time conformance checks



# 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



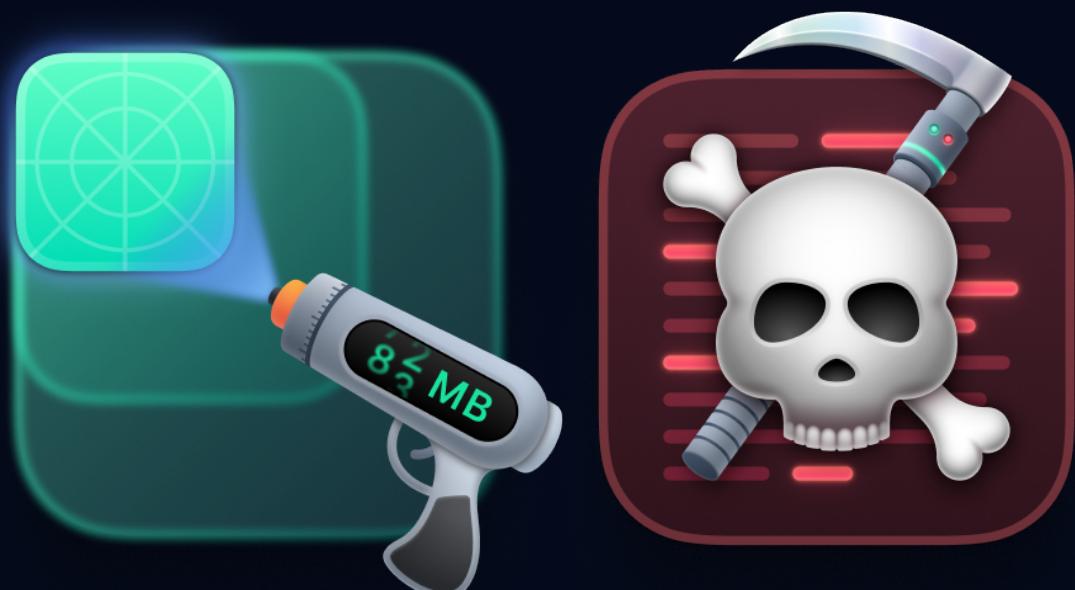
# Write less code

- 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)

- All software is buggy!
- 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



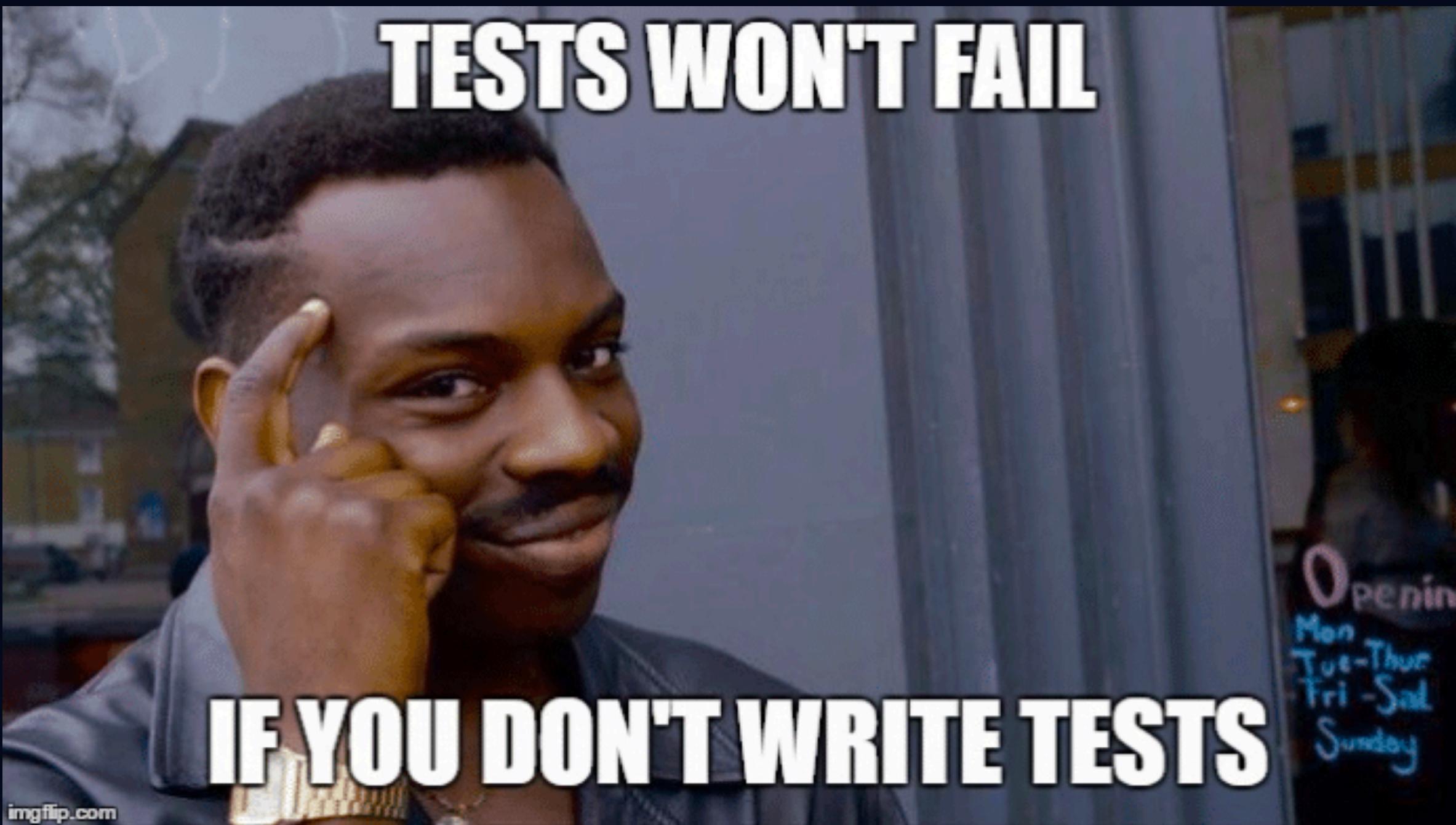
# Fundamental Principles

- 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
  - Reaper tracks code used pre-production to give coverage of beta testing
- Automatic tests for declarative UI



# 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 after the talk
- Get in touch [@sond813](https://twitter.com/sond813)



Thanks to Ken Kocienda for sparking this idea

