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System Design Reading
Worse is Better

I think doing "worse is better" has a huge advantage when it comes to the system being simpler and faster, even though if it’s not the "right thing” which sadly doing the right thing takes a longer time.

If you can somehow manage to combine these two, that would be the dream, but often times the right thing also includes finding the best solution there is to any given problem, and to over-document everything, so everyone can understand the complexity of the system and benefit from it.

With worse is better, I just write things as I "need" them. If I use something often, it gets better slowly over time. I can just keep everything as simple as possible with providing just the core functionalities. It doesn’t have to be perfect as long as it is good enough to satisfy the user. That is way easier, and takes less time, than "The Right Thing".

For core components, following worse is better can be sometimes bad though. I would much prefer using a Linux kernel that does the right thing even though the Linux kernel followed worse is better principle. I guess it was so fast that, they outworked the perfectionists. It really depends on what your system needs to be doing though. Do your needs prioritize simplicity and speed or multi functionality and complexity? That is the real question.