Workshop: How to Expedite the Commercial Use of Ada

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1. Introduction:

Two critical factors required for the commercial success of a technology are 1) the technology must have some inherent utility and 2) there must be a strong economic benefit connected with its adaptation. The relative commercial failure of Ada obviously is not the result of a lack of utility. If utility were the only criterion, there would be no need for this workshop. However, economic benefit can easily overshadow utility.

The problem to be solved is creating economic motivation for the use of Ada and concomitant good software engineering practices. The quality of the design of a programming language and of the available compilers, although of significance, is often of less significance than the quality of the programming environments and libraries. If a library does not exist, then it cannot win on quality. Therefore, the question is how to provide a strong economic incentive for the creation and use of Ada libraries. Three approaches are described below. It is hoped that proponents for each of these as well as others will attend and present their views.

2. Motivations for creation of Ada libraries:

2.1. Altruism: The creator of the library sees his or her work included in many programs and receives much acclaim and honor from his or her peers. There are very few examples of this occurring with real products and the measure of success is based on their conversion into commercial products.

The argument that the compensation for software can be based upon payments for support has an ironic flaw for Ada products. One of the great virtues of Ada source text is that usually it is readable. Both the Ada language and culture enforce this. Thus often, a user will be able do their own maintenance and make fixes or create enhancements.

2.2. Quick Buck: This approach is based on selling a limited number of copies at an exorbitant price. Defense contractors, even have the advantage of being paid prior to delivery and limiting their production to items that are funded by the purchaser. William Gates has stated that mass marketing is the correct approach. His company’s obvious commercial success proves that he is correct.

2.3. The Creation of an Ada software Development Co-Op: Treating software development as capital creation as opposed to a service does not have the inherent problems of the above two alternatives. This requires keeping the initial cost of the libraries low in return for future royalties to be derived from their actual use in commercial products. A developer by licensing Ada packages would be contributing capital to the organization that creates a product. This would result in minimizing the development costs of new Ada products. It also has the very interesting property that the financial interest of the original developer (Co-Op member) in the reuse of their software provides a strong motivation to help the user. This is a major benefit compared to the present situation for unsupported (nonpaying) users of “Free” software.

The major problem with this approach is determining the contribution of each software supplier to the final project. This measurement and the determination of the pricing of components should be objective and automated in order to avoid legal and accounting expenses.

Fortunately, Ada already includes a unique solution, which is presently unavailable in other languages. A tool based on the Ada Semantic Interface Specification, ASIS, can be created to measure the number of Function Points present in the final linked program that were provided by each package. Function points are a reasonable solution; other suggestions are welcomed. Simple linear measurements, such as the counting of semicolons from lines which are not totally comments, are completely inappropriate for Ada. Linear measurements discriminate against the major benefits of Ada which include: the reuse of structures based on object oriented, class-wide programming and Ada’s excellent facility for generics. Although the Ada package structure is excellent for creating and organizing libraries for re-use, it can result in the user being forced to acquire libraries which contain a very significant amount of extraneous material. Basing payment on the actual amount of software used is the equitable solution to the pricing of the fractional use of large libraries.

3. Publication of the Source Text:

The term source text will be used instead of the more common source code, since any product under discussion should not require cryptography skills to interpret. The subject of providing the source text of the packages was not directly discussed above, because it is not a matter of argument. The availability of source has significant advantages to both the seller (producer) and customer (user). Since the benefits to
the user are well known, this discussion will be limited to
the benefits to the seller.

3.1. Benefits to the Seller:

1. By custom, the user already has the Ada specifications,
   which often include the private section. This information
   provides significant insight into the design and organiza-
   tion of the packages.
2. Part of the vendor's responsibility for usability is trans-
   ferred to the customer.
3. The customer will review the packages, which will often
   result in a request for an explanation of part of the source,
   discovery of errors and suggestion of how to fix the prob-
   lem, or better yet, the customer supplies a patch to fix the
   problem.
4. When the compiler vendors change library formats, the
   package vendor will not have to recompile their packages.
   Most Ada packages in source can be used by any Ada
   compiler that includes the relevant annexes.
5. The difficulty of managing compiled Ada '83 libraries
   was one of the main sources of the negative image of
   Ada.
6. Source is relatively compact compared with libraries and
   can be shipped via the internet.

4. No Future:

The prevailing view in the software community and even in
the Ada community is, that the war is over and Microsoft
has won on both the operating system and the major applica-
tions. Actually, Microsoft has several significant disadvan-
tages, in spite of the obvious capabilities of its management.

Firstly, it is a very large organization. My past experience
has convinced me that the COCOMO coefficients for
projects developed at large organizations are very large. In
spite of the highly touted virtues of creating object oriented
software applications in C++, Microsoft Office does not
appear to have been assembled from common parts. Word
does not inherit its tables from Excel, etc. The use of float-
ing point numbers to represent money, at present, has no jus-
tification. Fortunately, for Microsoft and one of the major
reasons for its dominant position is the sheer technical and
commercial incompetence of its competitors.

No one has tested the market with reliable, efficient, exten-
sible, software. Dear Ada Developer you can determine the
accuracy of this statement by visiting your nearby software
store. The only extensively reused item is the operating sys-
tem. The other standard applications are all stand-alone.
They are not based on Microsoft Office applications. Cer-
tainly, many DLLs (ActivX components) are shared. How-
ever, considering the number of copies sold, the number of
add-ins or derivative applications is surprisingly small.

In short, there is money to be made with commercial, qual-
ity products written in Ada. The long term viability of the
present commercial software culture which sells “upgrades”
rather than having recalls is limited. The inherent confusion
of the present source languages, C or its derivatives, shows
through. Most of the present products are unreliable, ineffi-
cient and awkward to use. The two key definitions are user
hostile and artificial stupidity. During the nineteen fifties,
the Japanese automobile and electronics manufacturers fol-
lowed the teachings of Total Quality with devastating
effects. Ada provides software entrepreneurs with a similar
opportunity!