What *few things*

must be the SAME

So that everything else

can be

Different?

Radically Simple IT (HBR 2008-03) Shinsei Bank Case Study

- Cathedral model

- One size fits most

- Specify, then build

- $500M up-front cost

- 4 year development

- Heavy dependence on proprietary technologies

- Failure not tolerated

- Bazaar model

- Continuous improvement

- Build, then adapt

- $55M cost

- 1 year development

- Virtual no dependence on proprietary technology

- Failure expected, and tolerated

New Rules of Acquisition

- Ubiquitous commodity technologies are #1 economic driver (from desktop to Top 500)

- "Bad Software" is #1 value leak (costing world economy $1T USD per year, see http://opensource.org/node/486)

- Former DoD Deputy CIO Marv Langston urges US Navy to break free from acquisition lock-in (thereby saving $1B of a $1.7B project budget, see http://opensource.org/node/498)

- Google-scale IT is based on commodity technologies and radically simple architectures

redhat.

The giant 400-pound Resonant pendulum can only be given tiny tugs with weakly attached magnets on strings. A big swing can result if the tugs are timed with the swing of the pendulum.