

Process Improvement Lecture 21:

Basics of Process Modeling

definitions background in industrial process improvement and statistical control

Managing Process Change

Humphrey's Capability Maturity Model (CMM) The quest for continuous process improvement

Towards Zero-Defect Software

lessons from NASA's Software Engineering Lab

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University of Toronto Basic Basics of process modeling

Software Process

"the collection of related activities, events, mechanisms, tasks, and procedures seen as a coherent process for production of a software system to meet a given need"

"Software processes are software too!"

Benefits of explicitly modeling the process:

improved communication among team

process reuse: successes can be repeated

process improvement: can ensure lessons learnt are incorporated after each project

A software development project has two main outputs: a product and some experience

The experience is often thrown away

Individuals may remember and apply the lessons (but individuals move on, or don't have the authority to change things)

Underlying principle

Fix the process not the product

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Source: Adapted from Blum, 1992, p473-479. See also van Vliet, 1999, sections 6.3 and 6.6

Industrial Engineering

Background

Product Inspection (1920s)

examine intermediate and final products to detect defects

Process Control (1960s)

monitor defect rates to identify defective process elements & control the process

Design Improvement (1980s)

engineering the process and the product to minimize the potential for defects

Deming and TQM

Use statistical methods to analyze industrial production processes

Basic principles are counter-intuitive:

Identify causes of defects and eliminate them

in the event of a defect (sample product out of bounds)... ..don't adjust the controller or you'll make things worse.

Instead, analyze the process and improve it

Adapted to Software

No variability among individual product instances

All defects are design errors (no manufacturing errors)

Process improvement principles still apply (to the design process!)



Process Modeling & improvement

Process Description

understand and describe current practices

Process Definition

Prescribe a process that reflects the organization's goals

Process customization

adapt the prescribed process model for each individual project

Process enactment

Carry out the process

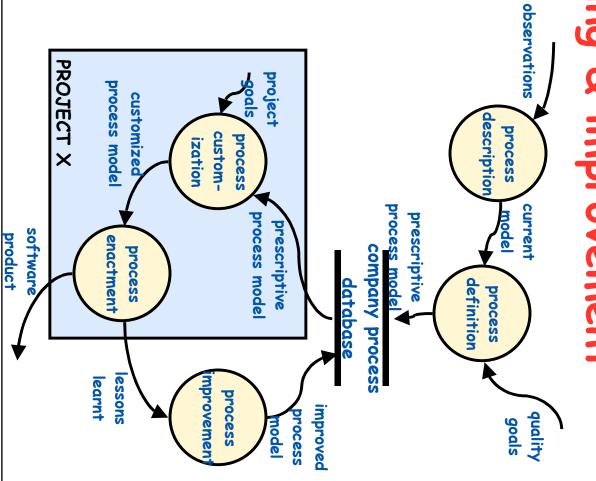
I.e. develop the software!

collect process data

Process improvement

use lessons learnt from each project to improve the prescriptive model

e.g. analyze defects to eliminate causes





Source: Adapted from Humphrey, 1989, chapter 1.

Humphrey's principles:

Major changes to software processes must start at the top ... with senior management leadership

Ultimately everyone must be involved

Effective change requires a goal and knowledge of the current process you need to know where you are on the map! you need a map

Change is continuous

process improvement is not a one-shot effort

Software process change will not be retained without conscious effort and periodic reinforcement

Software process improvement requires investment

Software Engineering Process Groups (SEPGs)

Team of people within a company responsible for process improvement identifies key problems, establishes priorities, assigns resources, tracks progress,

Needs senior management support



Capability Maturity Model Source: Adapted from Humphrey, 1989, chapter 1. See also van Vliet, 1999, section 6.6.

level	characteristic improvement fed	key challenges
5. optimized	improvement fed back into process	identify process indicators, "empower" individuals
4. managed	(quantitative) measured process	automatic collection of process data, use process data to analyze and modify the process
3. defined	(qualitative) process defined, institutionalized	process measurement, process analysis, quantitative quality plans
2. repeatable	(intuitive) process dependent on individuals	establish process group, identify a process architecture, introduce SE methods and tools
1. initial	ad hoc, chaotic, no cost estimation, planning, management	project management, project planning, configuration management, change control, software quality assurance



Towards Zero Defect Software

Cannot test-in software quality

testing or inspection cannot improve the quality of a software product (by that stage it is too late)

Defect removal

Two ways to remove defects:

fix the defects in each product (i.e patch the product) fix the process that leads to defects (i.e. prevent them occurring)

The latter is cost effective as it affects all subsequent projects

Defect prevention (from Humphrey)

Programmers must evaluate their own errors

feedback is essential for defect prevention

there is no single cure-all for defects (must eliminate causes one by one)

process improvement must be an integral part of the process process improvement takes time to learn

SEL Experience Factory
NASA Goddard's Software Engineering Lab (SEL)

Large baseline of experience accumulated 20 years of measurement and evaluation of software processes

Card's conclusions:

Software engineering without measurement is not engineering A software enterprise can collect too much data need to know why you're collecting data before you collect it data collection is expensive (e.g. 5%-10% of development cost)

Standards that arbitrarily limit module size seem to be ill-advised Software science models do not appear to have practical usefulness Productivity numbers are often crude and may be misleading Information hiding is more important than reducing 'bad' forms of coupling because they don't distinguish between necessary and unnecessary code Halstead's, McCabe's complexity models based on theory, not practical utility

Standards are often too comprehensive Delivered source lines of code is not a good measure of work output

Unique projects can still be measured against themselves measurement is for controlling and improving, not for comparing projects

Unreferenced variables are a good indicator of trouble Test coverage is a vital but seldom used measure

Measurement makes productivity and quality improvement meaningful



van Vliet, H. "Software Engineering: Principles and Practice (2nd Edition)" Wiley,

summary of quality, quoting appropriately from "Zen and the Art of Motorcycle Maintenance" (see lecture 12!). van Vliet also brief comparison with other international standards including IEEE Std 730, BOOTSTRAP, and SPICE. He also does a nice summarizes very nicely what quality process management ends up doing when applied blindly! that black cows produce more milk than white cows, and use this to conclude that we should paint all the cows black. This then segues into software measurement issues, including a cute analogy on the uses of measurement, in which we observe van Vliet gives an overview of quality management practices in chapter 6. He covers ISO 9001 as well as CMM, and has a

Humphrey, W. S. "Managing the Software Process". Addison-Wesley, 1989

course readings. Of course, Humphrey was one of the main inventors of CMM, and hence he doesn't cover any of it's capability maturity model (CMM) in detail. Chapter 1 of this book (in which the CMM is first introduced) is included in the weaknesses, but van Vliet gives a more balanced coverage. This book set out many of the central ideas of process management and process improvement. Humphrey describes the

Blum, B. "Software Engineering: A Holistic View". Oxford University Press, 1992.

by companies, and the CMM has been used as a way of assessing a company's software quality. Unfortunately, along the way, well as Blum does. much of the important insights have been lost; very few authors understand what is important about process improvement as The CMM has been elaborated with detailed "key process areas" (KPAs), which have come to be seen as attainment targets have been widely adopted across the industry, promoted by the US DoD-sponsored Software Engineering Institute (SEI). Section 6.2.5 is a very sensible overview of process improvement. Since Blum's book was written, the CMM and its variants