



**Consolidate.**

**Simplify.**

**Leverage.**

## **Product Line Engineering Comes to the Industrial Mainstream**

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**Paul Clements**  
**Vice President of Customer Success**  
**BigLever Software, Inc.**

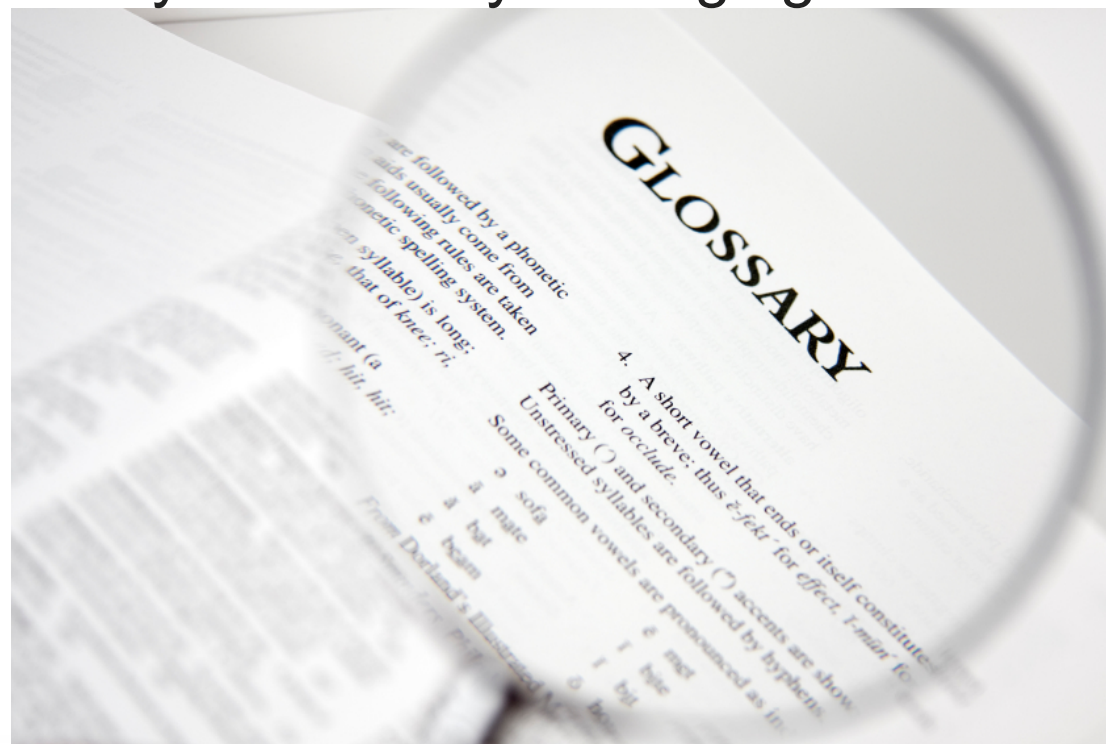
**To be competitive, most product development organizations deliver a product line – a portfolio of similar products or systems with variations in features and functions**





# Product Line Engineering (PLE) Defined

- A **Product Line** is a family of similar products with variations in features and functions
- **Product Line Engineering** is the engineering of a product line using a *shared set of engineering assets, a managed set of features, and an efficient means of production*,
  - taking advantage of the **commonality** shared across the family
  - efficiently and systematically managing the **variation** among the products



# Products

- Products can include any combination of

- software



- systems in which software runs



- non-software systems that have software-representable artifacts (such as engineering models or development plans) associated with them.





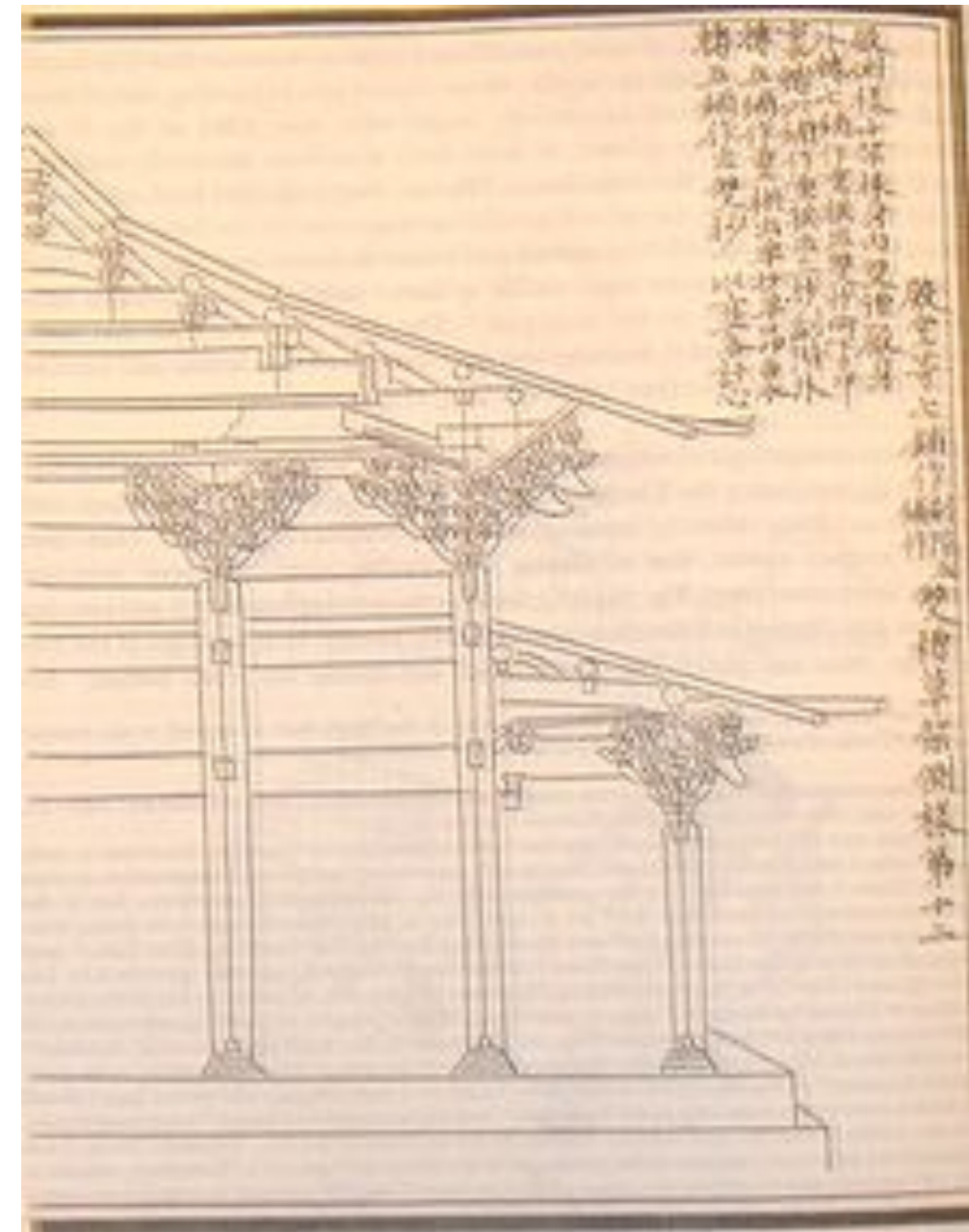
## Why is PLE Important?

- PLE is of interest because of remarkable efficiencies it has shown in the development process:
  - Large-scale productivity gains
  - Decreased time to market
  - Increased product quality
  - Decreased product risk
  - Increased market agility and presence
  - Increased customer satisfaction
  - More efficient use of human resources
  - Ability to sustain unprecedented growth



## 1103 AD: Ying tsao fa shih (營造法式)

- Written by Li Chieh, state architect of emperor Hui-tsung, published in 1103 AD
- Set of building codes for official buildings
  - Described layout, materials, and practices for designing and building
  - Listed standard parts and standard ways of connecting the parts
  - Parameterized variations of the parts
  - Allowed components based on the building's purpose
  - Gave options for various component choices
- Defined a “product line” of buildings





## 1960s: IBM 360 and OS/360

- From the *Principles of Operation*:
  - Models of System/360 differ in storage speed, storage width (the amount of data obtained in each storage access), register width, and capabilities for processing data concurrently with the operation of multiple input/output devices.
  - Several CPU's permit a wide choice in internal performance. Yet none of these differences affect the logical appearance of these models to the programmer.
  - An individual System/360 is obtained by selecting the system components most suited to the applications from a wide variety of alternatives in internal performance, functional ability, and input/output (I/O).



## 1970s-1990s

- Software reuse movement
  - Emphasized code repositories.
  - Emphasized opportunistic reuse, as opposed to planned reuse.
  - Primary contribution to PLE was to instill the notion that software systems might not (or should not) be built from scratch.
- Generative programming
  - Uses domain-specific languages to specify a product
  - Engineers work on shared assets (requirements, design, and so forth) that apply across the entire portfolio.

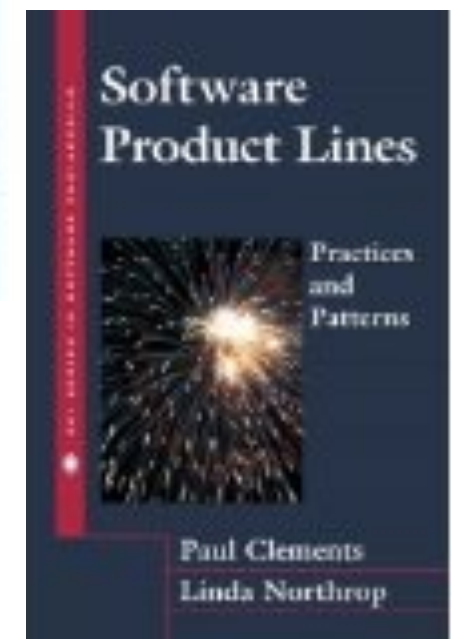
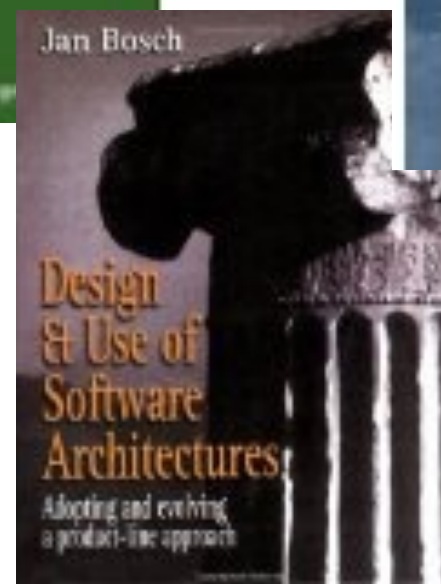
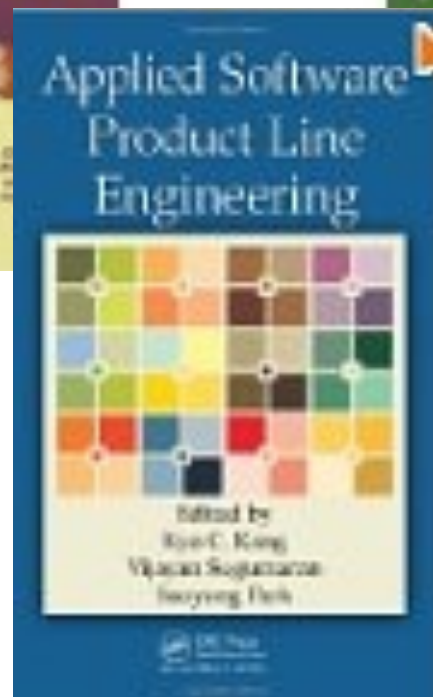
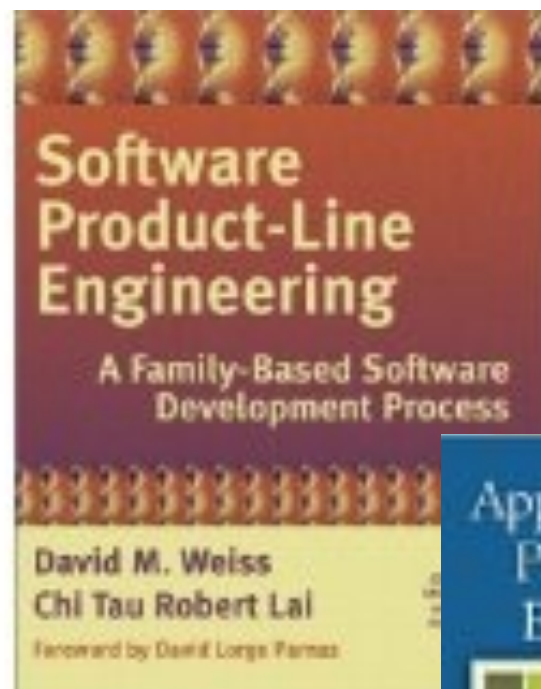


## 1980s: Boeing 757 and 767

These two very different aircraft were designed together and have about 60% of their parts in common. Parts were designed to work on *both* aircraft.



# 1990s-2000s: Software Product Line Engineering





## **Problems with early approaches**

- No clear, prescriptive, repeatable methodology
- Case studies tended to show ad hoc approaches
  - Every one is different
- Emphasis on software is a serious limitation
- Automation is welcomed, but never embraced

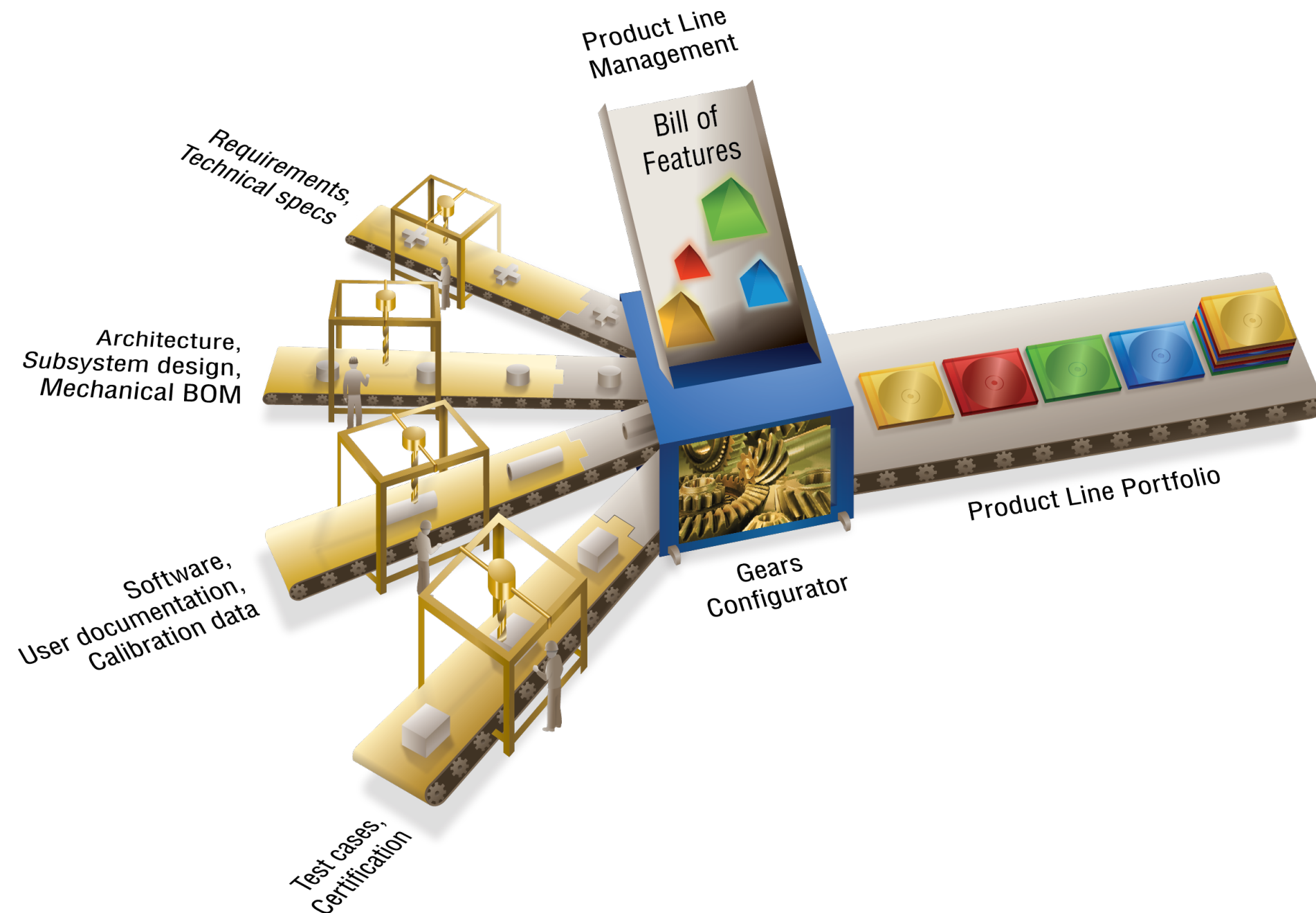
## Second Generation PLE

Second generation  
PLE strongly  
embraces the *factory*  
paradigm.

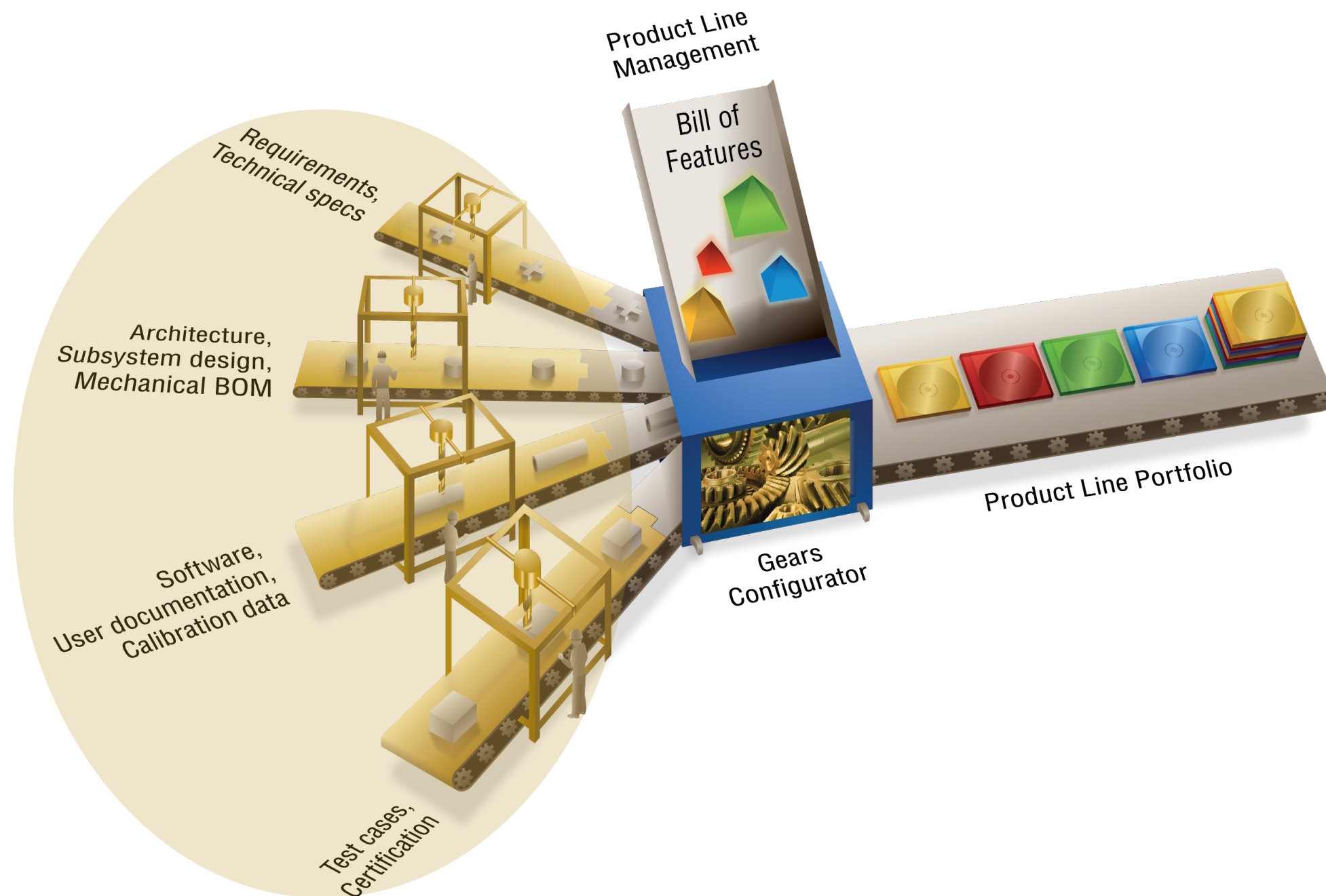




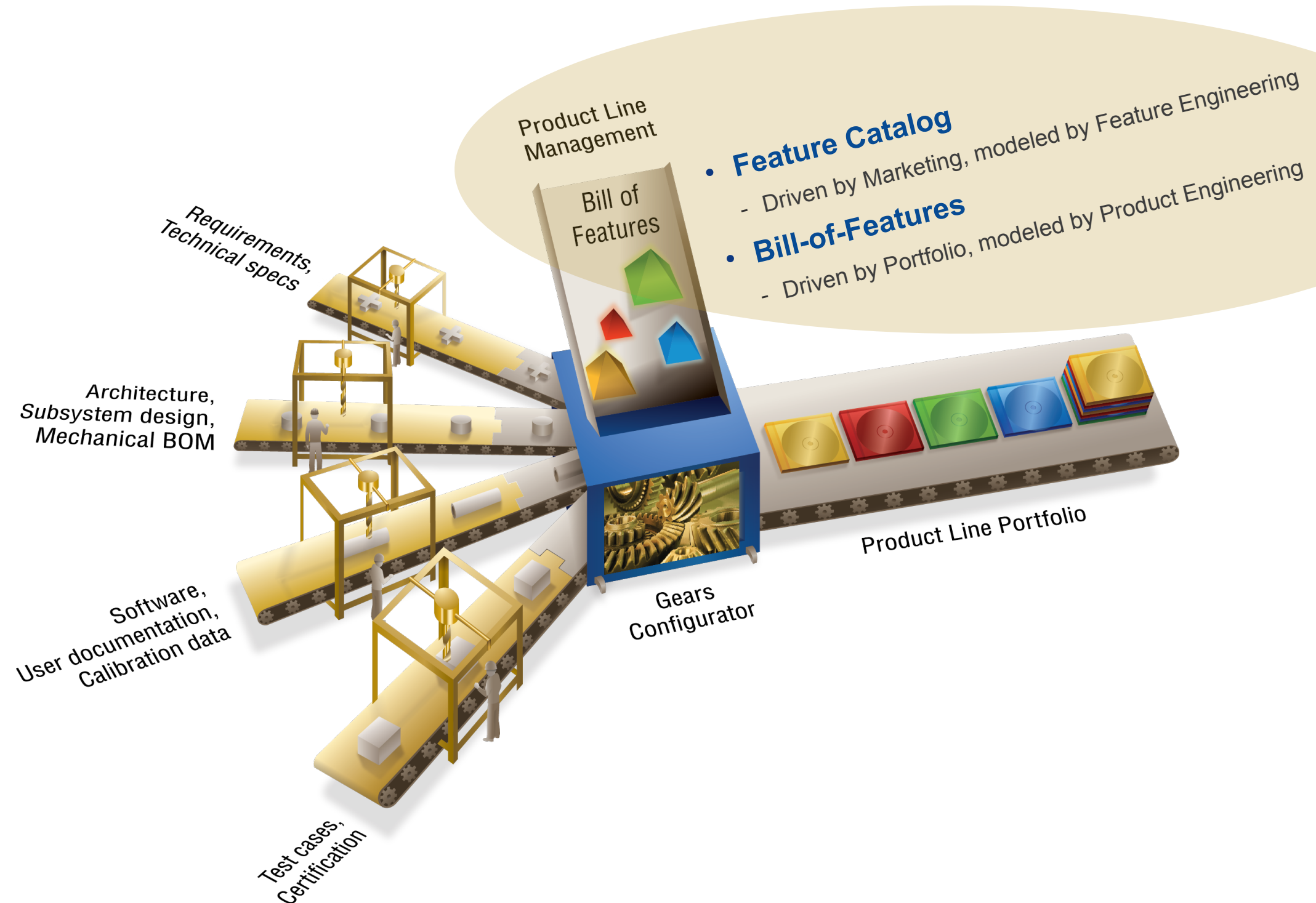
# An Efficient Means of Production for Product Lines



# Shared assets are like the factory's supply chain.

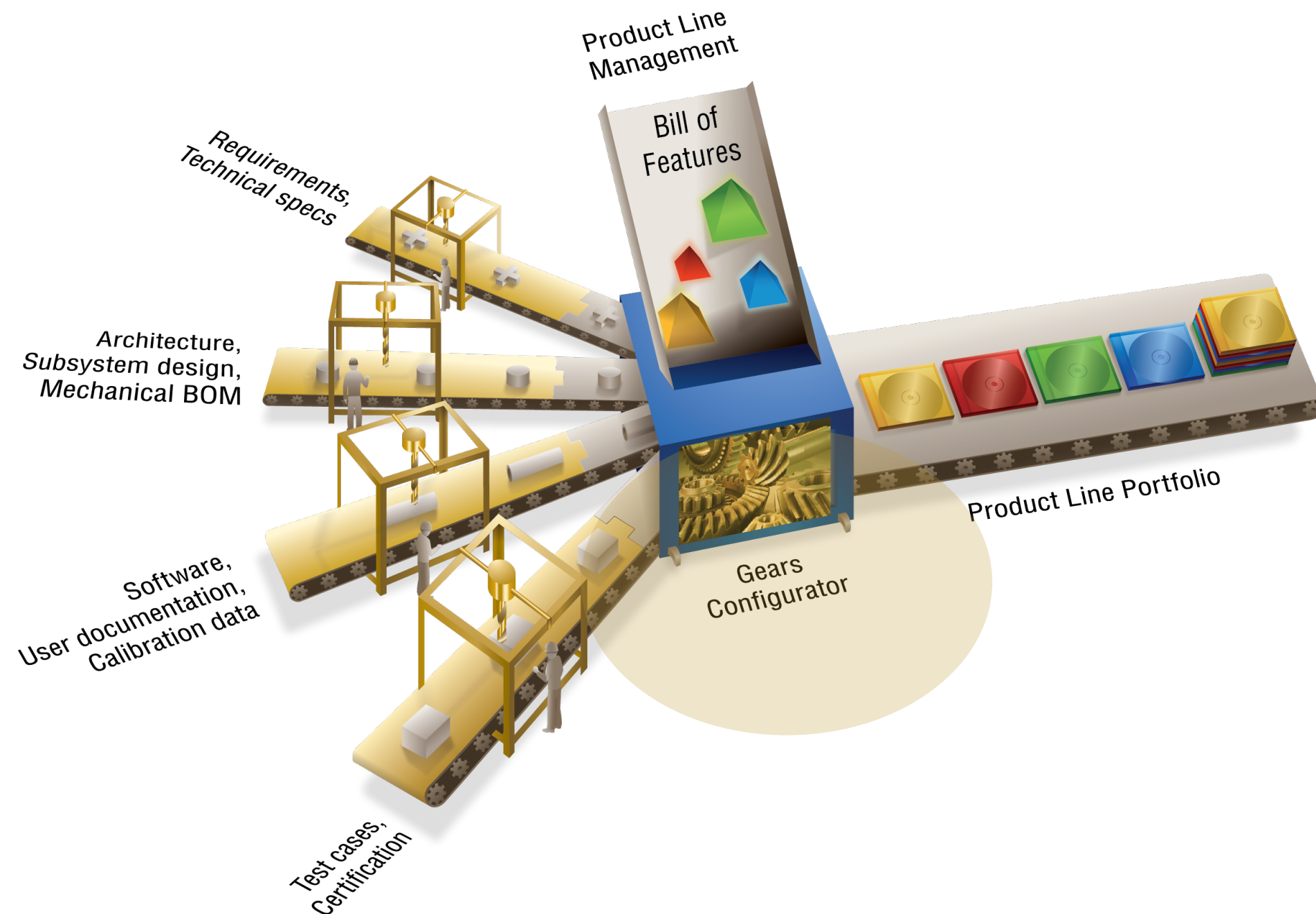


# Features describe capabilities that vary among products.

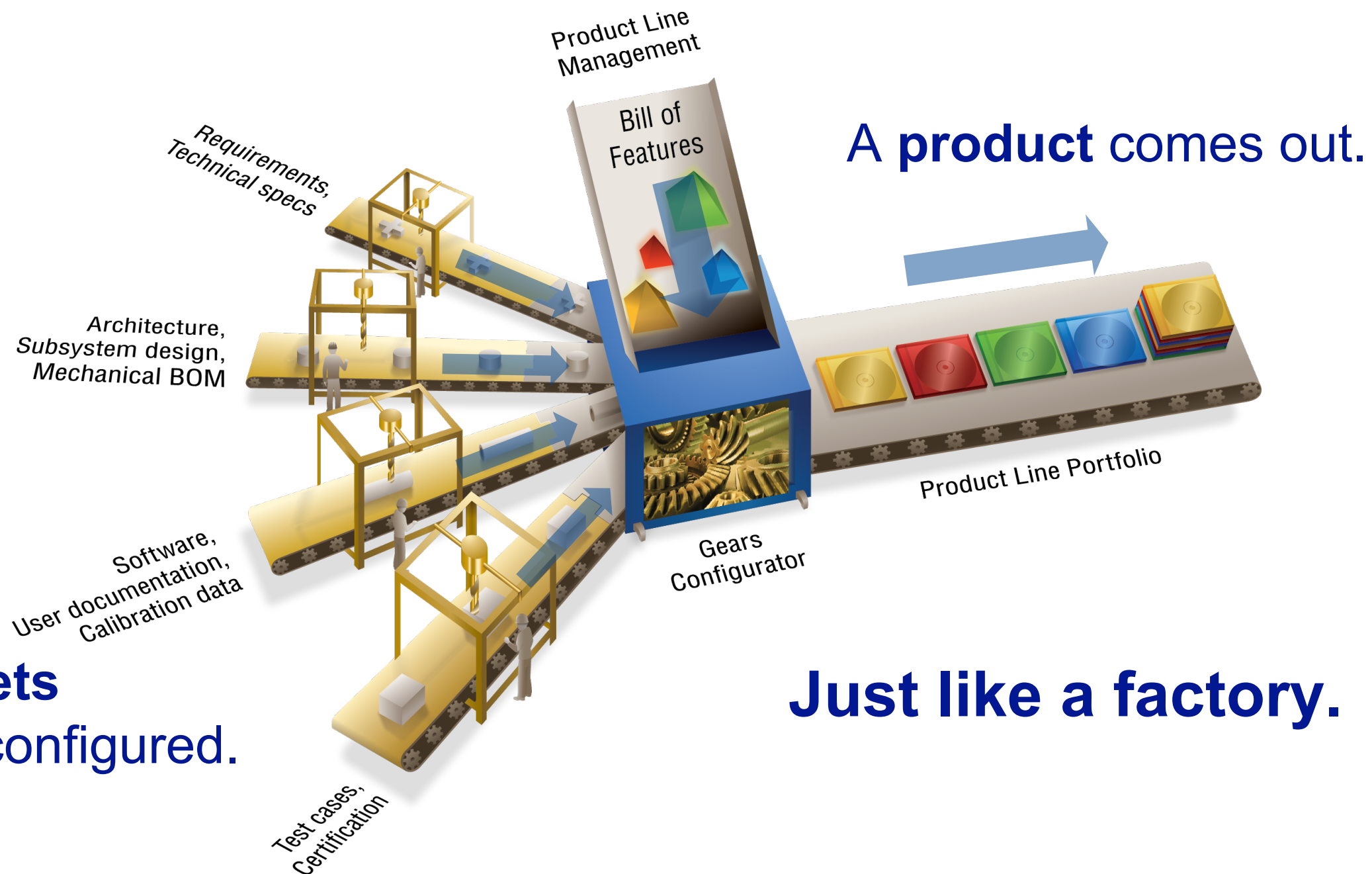




**Assets are configured according to the  
*feature profiles* of the products you want build.**



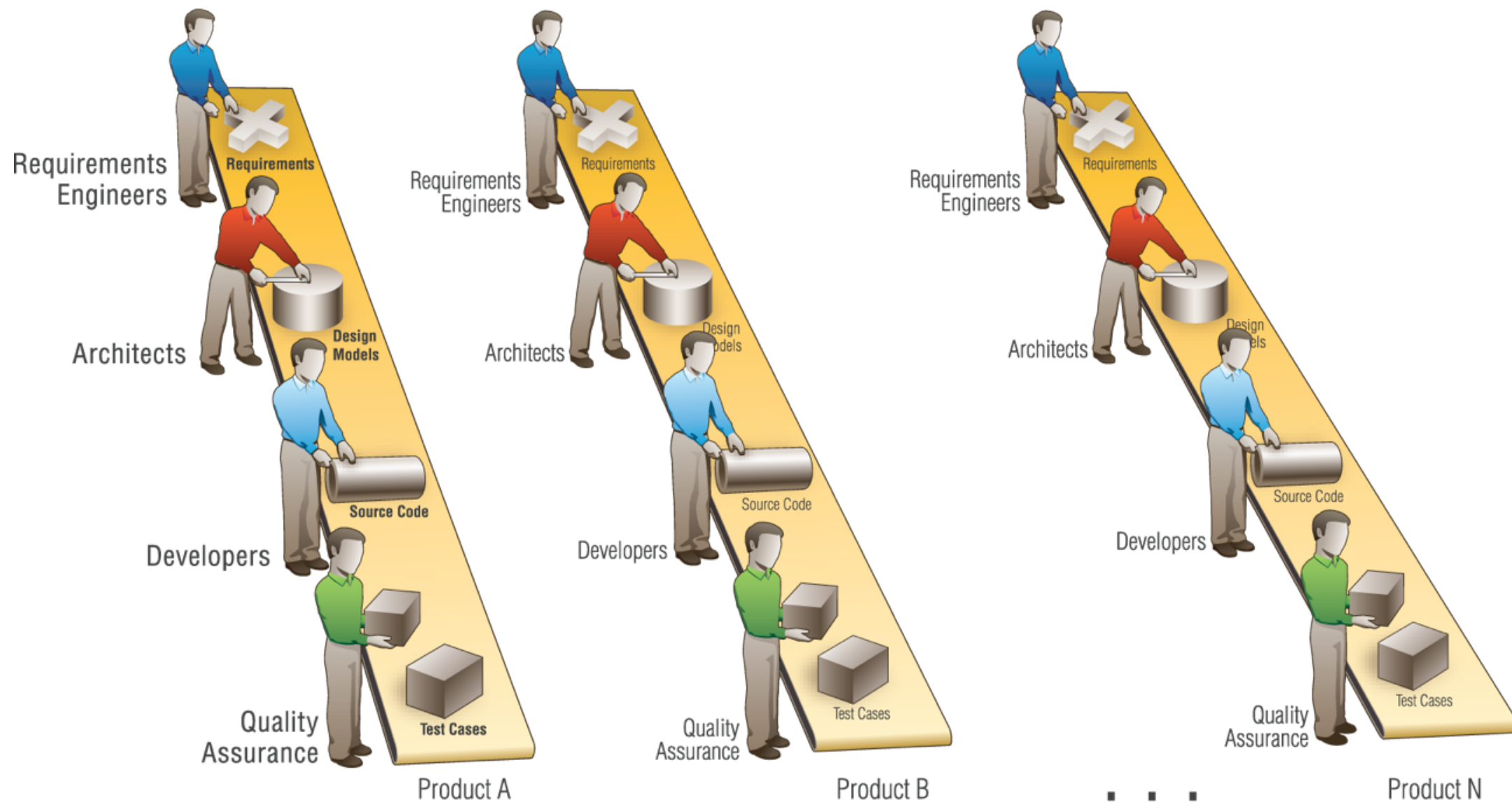
**Features come in.**



**Assets**  
are configured.

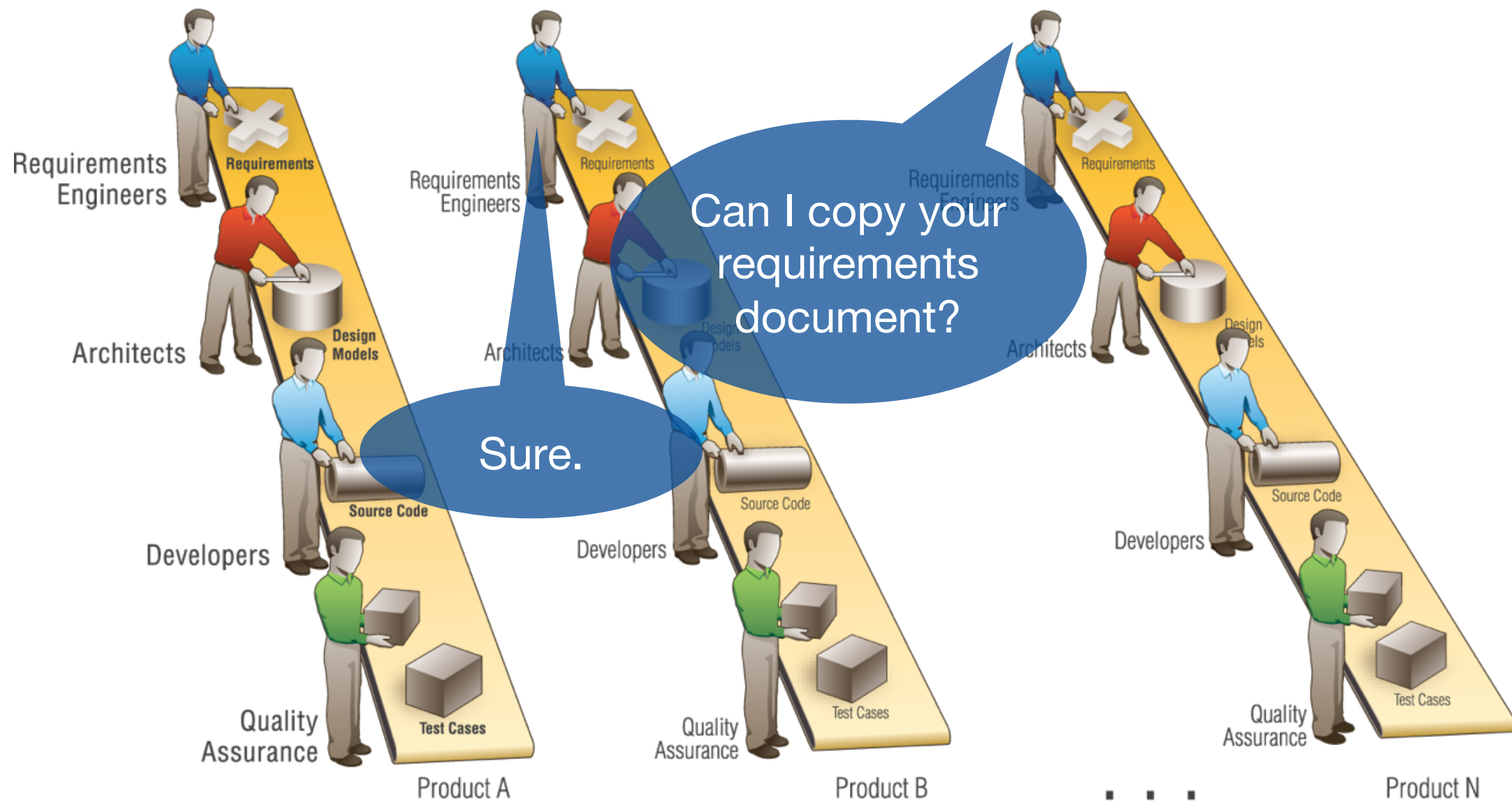
**Just like a factory.**

# This is a move away from the traditional product-centric development silos.

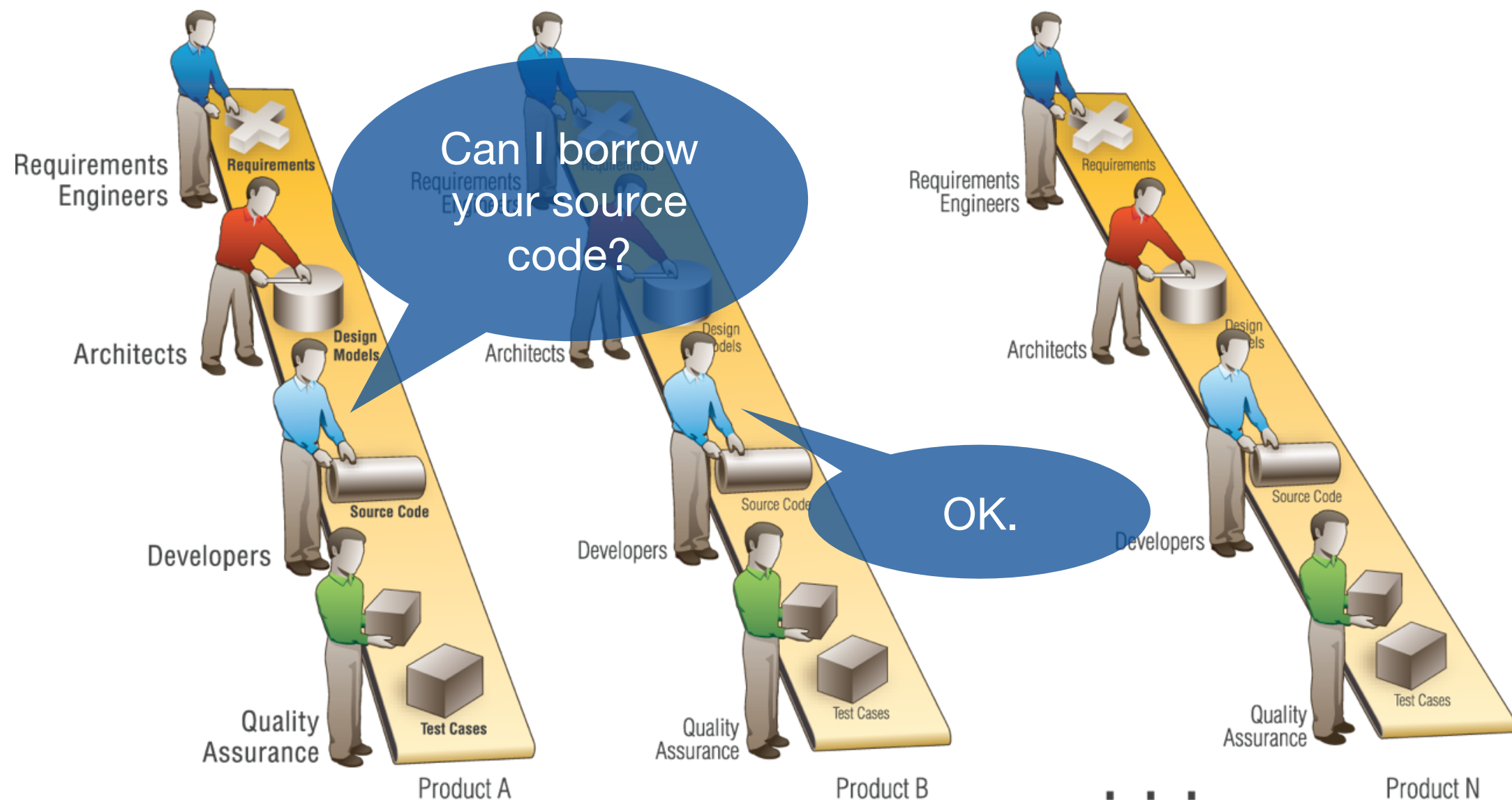




**With traditional approaches there may be some reuse among products, but it's usually not systematic.**



**With traditional approaches there may be some reuse among products, but it's usually not systematic.**

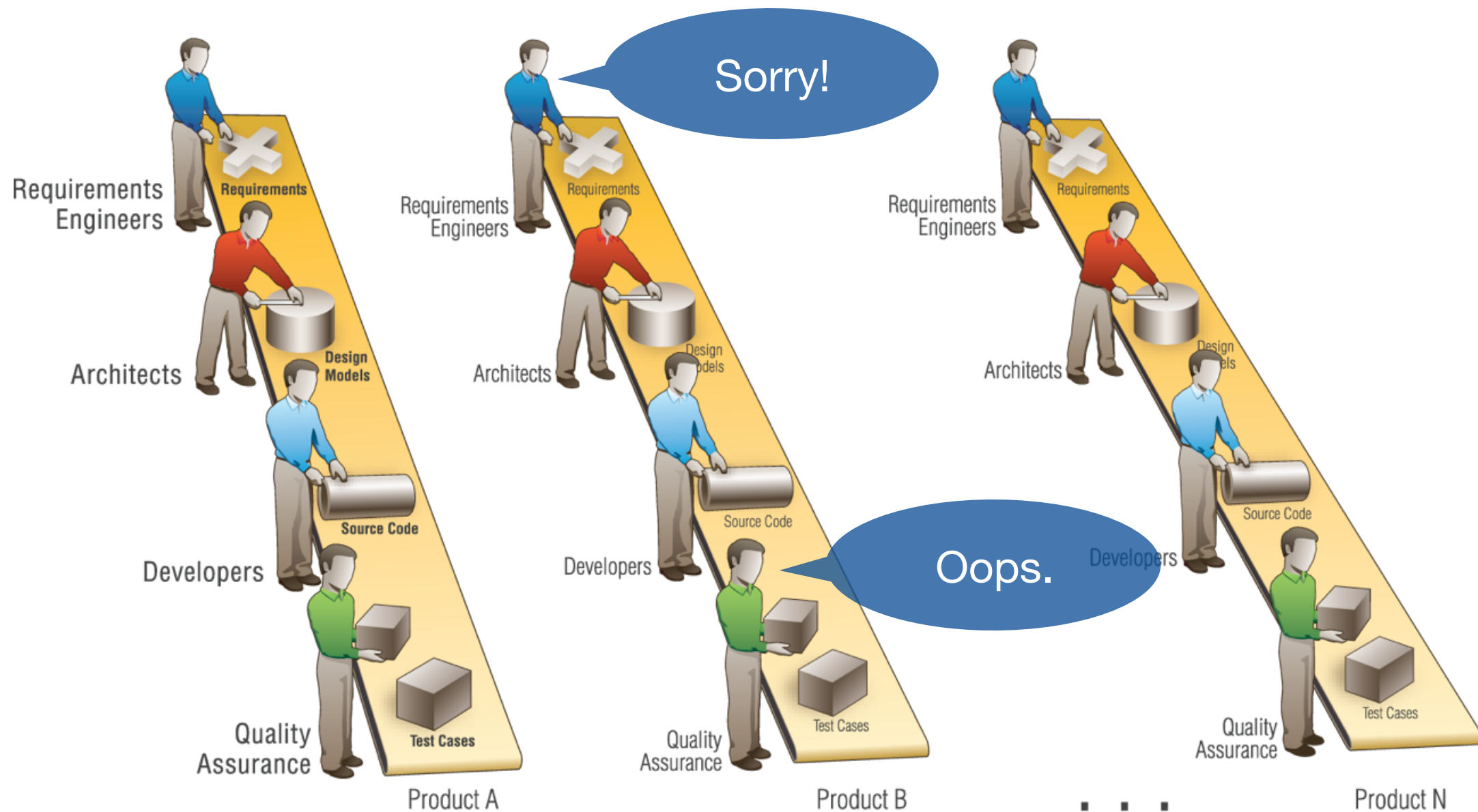


# This doesn't scale very well.

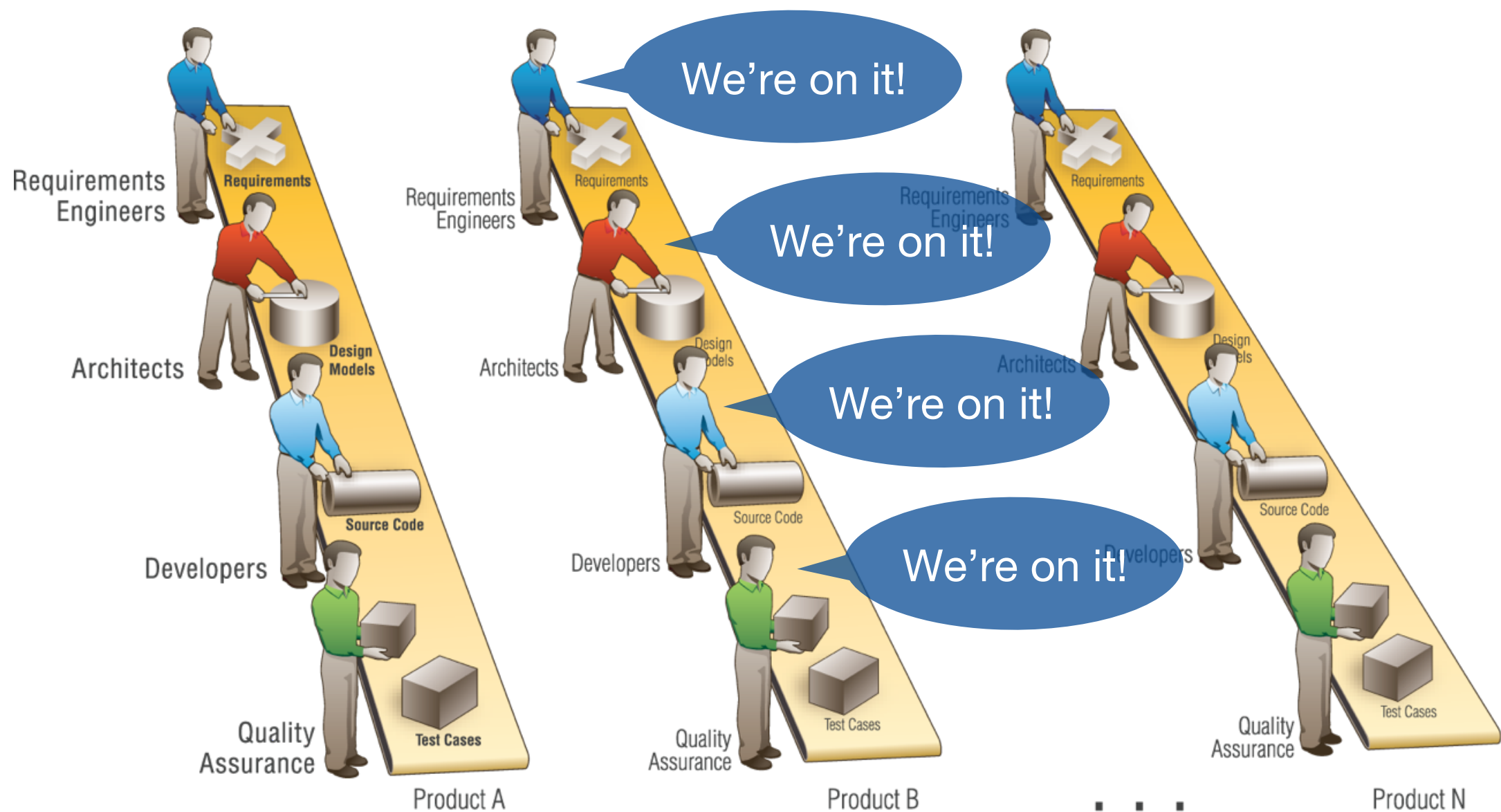




**Suppose Product B has a defect.  
Suppose it came from Product B's requirements.**

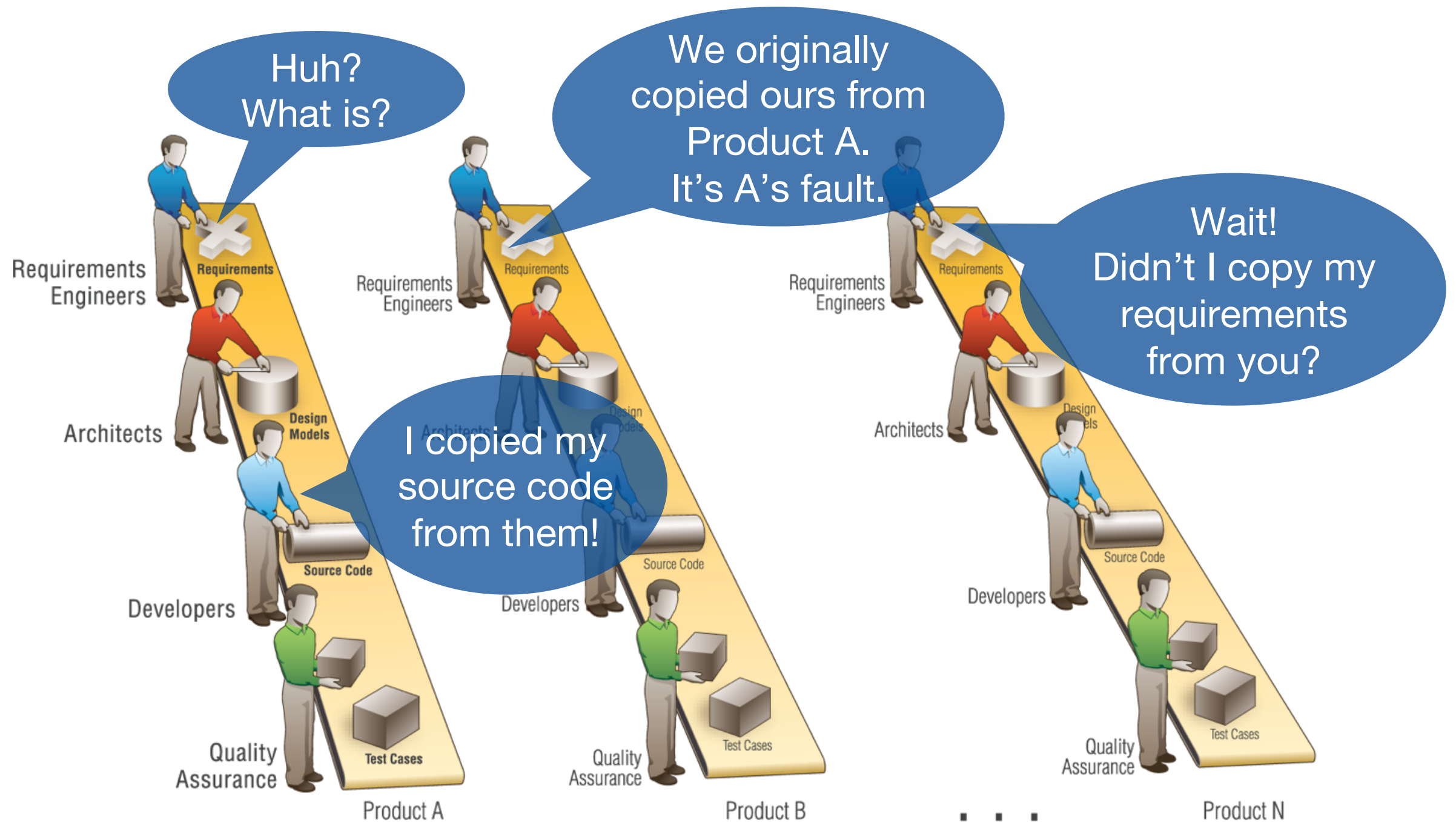


## Team B can fix Product B.

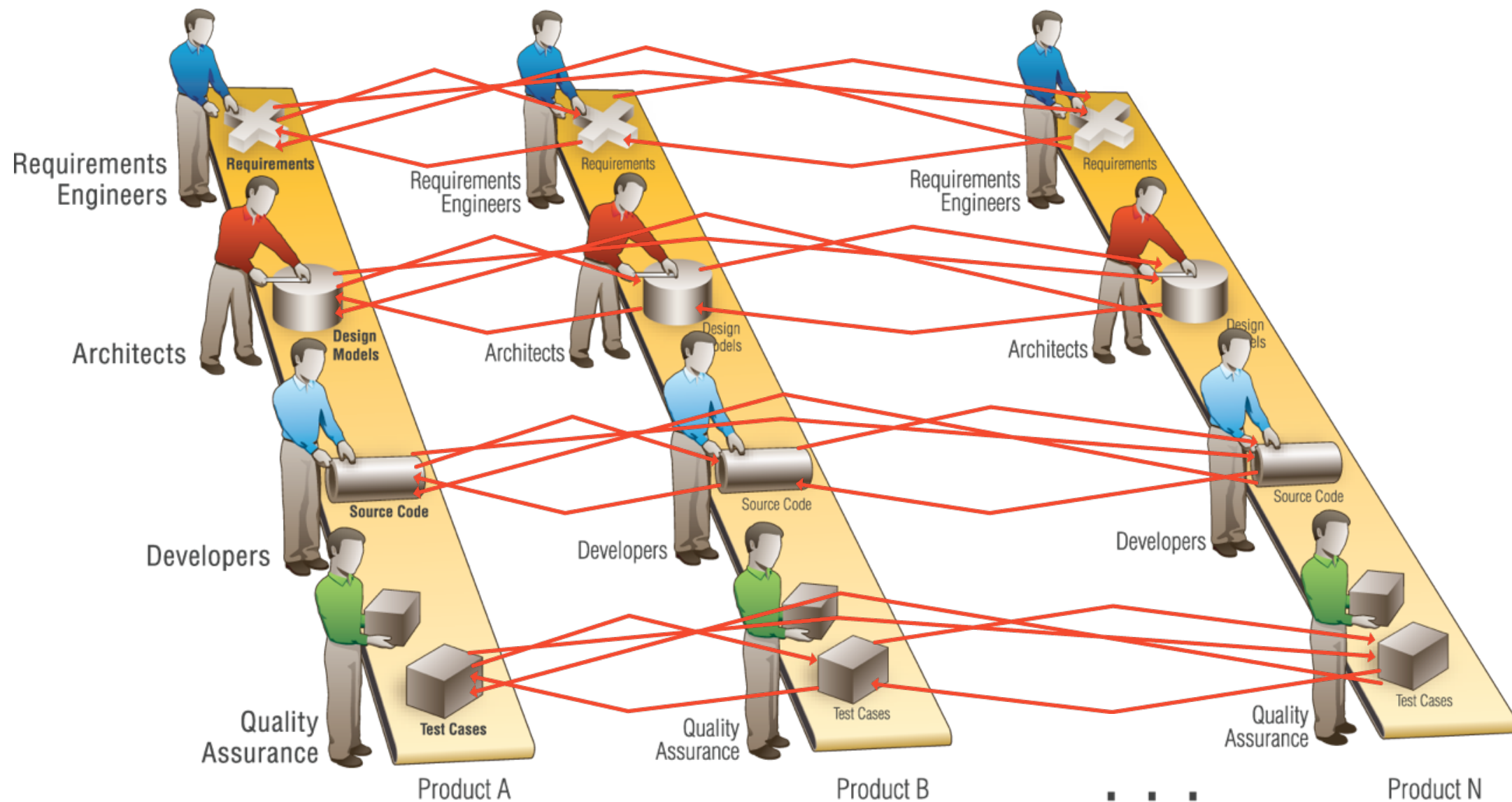




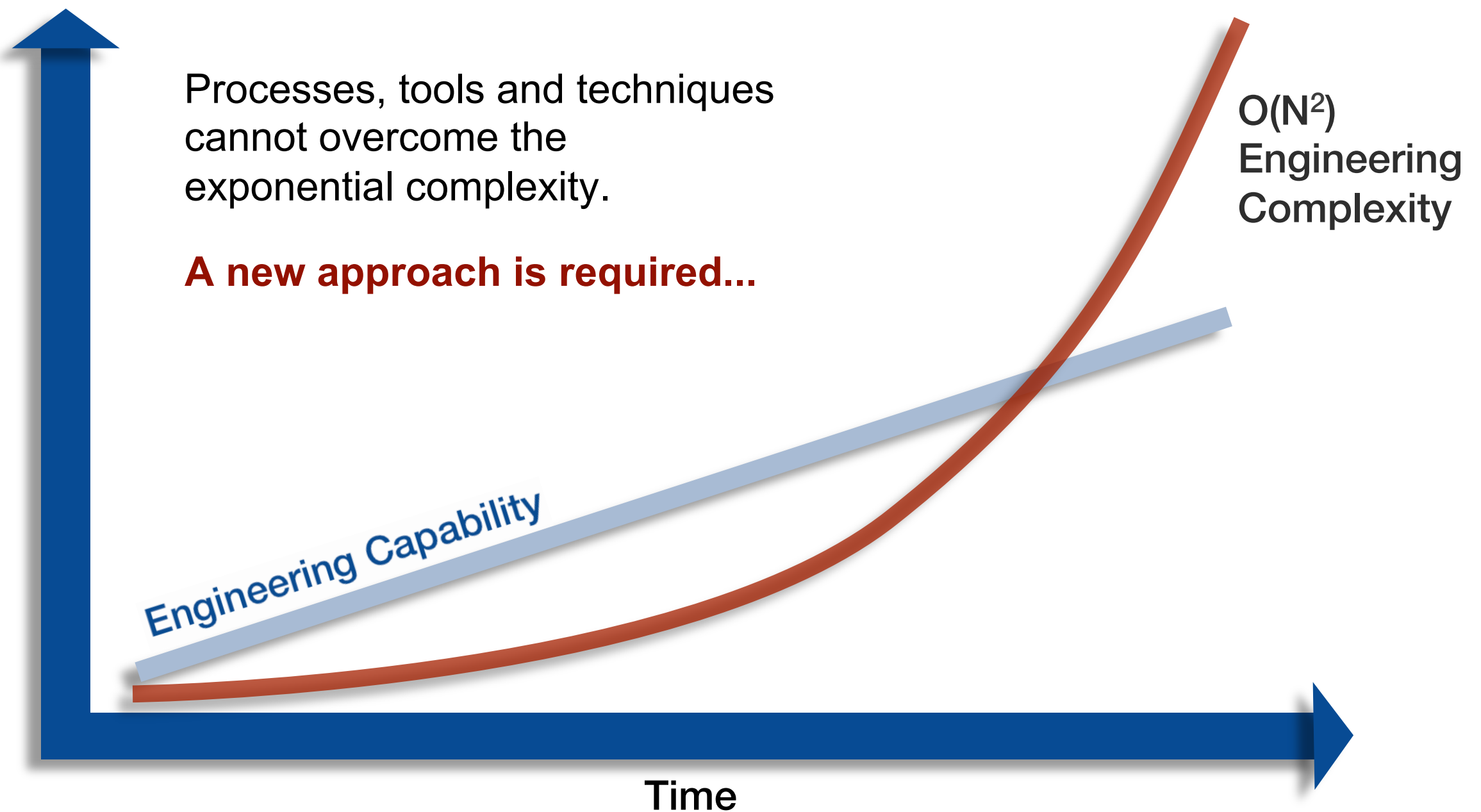
## However...



The communication and coordination that has to occur for a portfolio of **N products** is proportional to  **$N^2$**

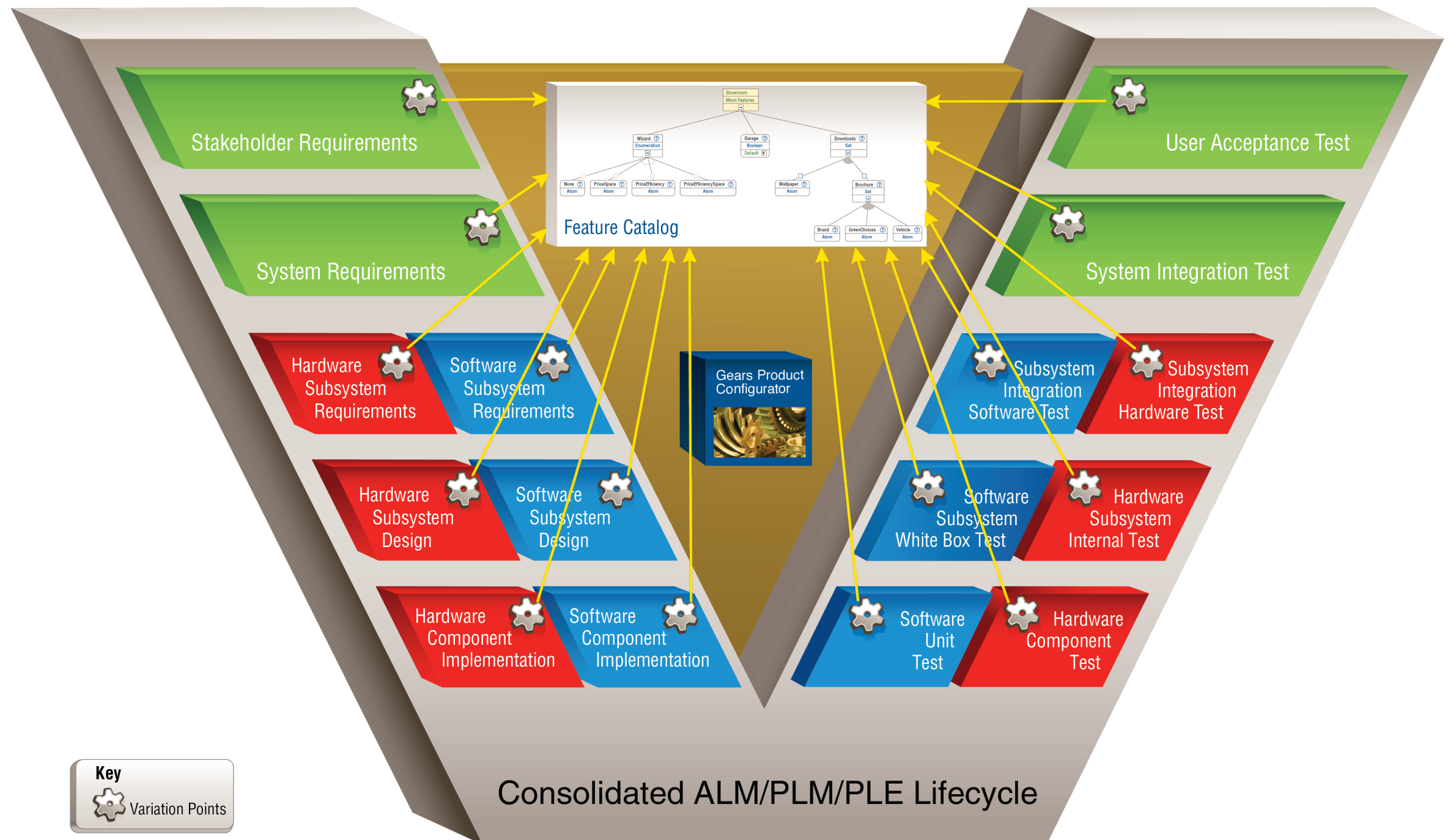


# The Challenge of Product Line Engineering: Harnessing Complexity

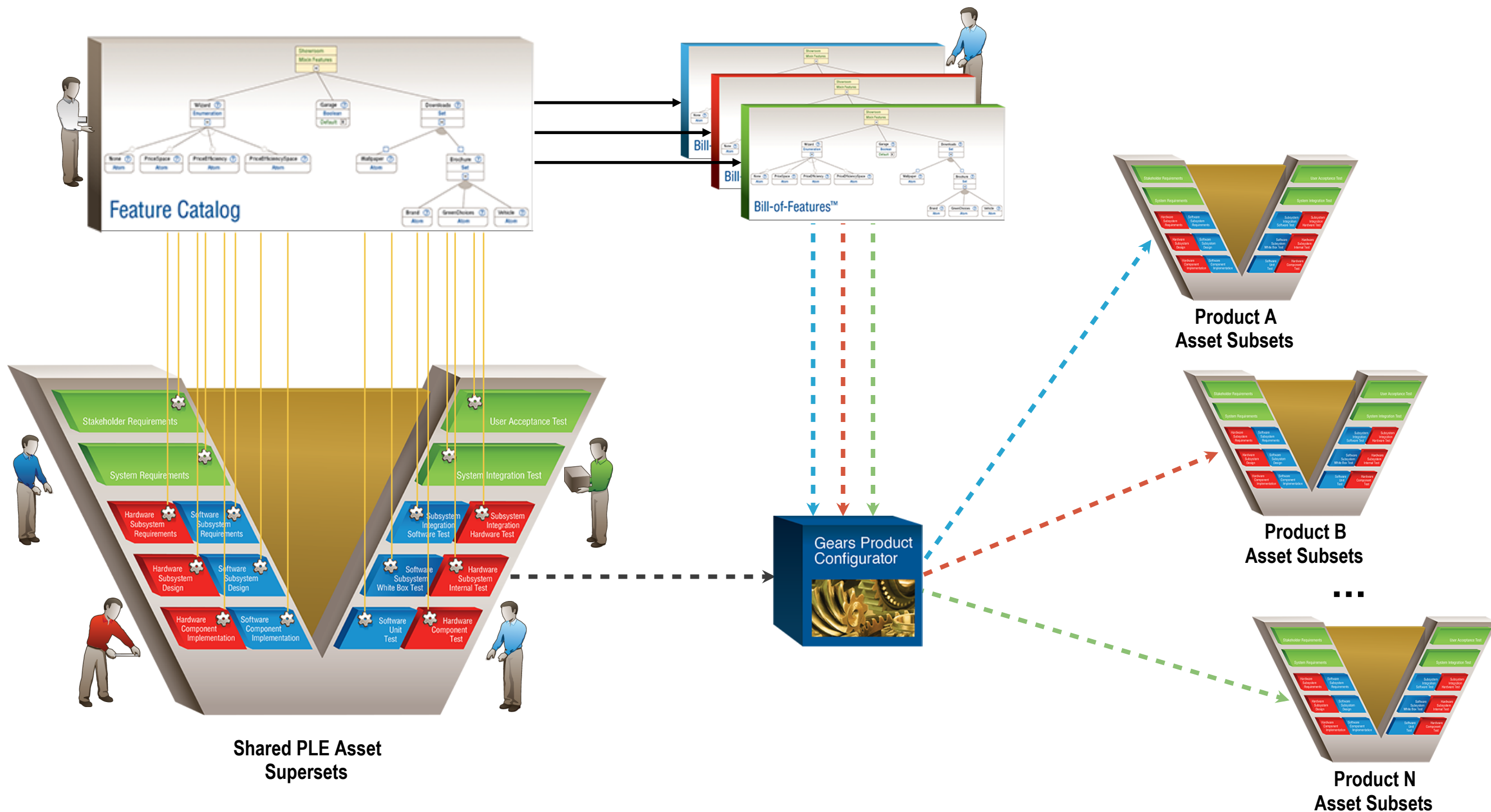




# Feature catalog is the single source of feature truth across the entire engineering lifecycle



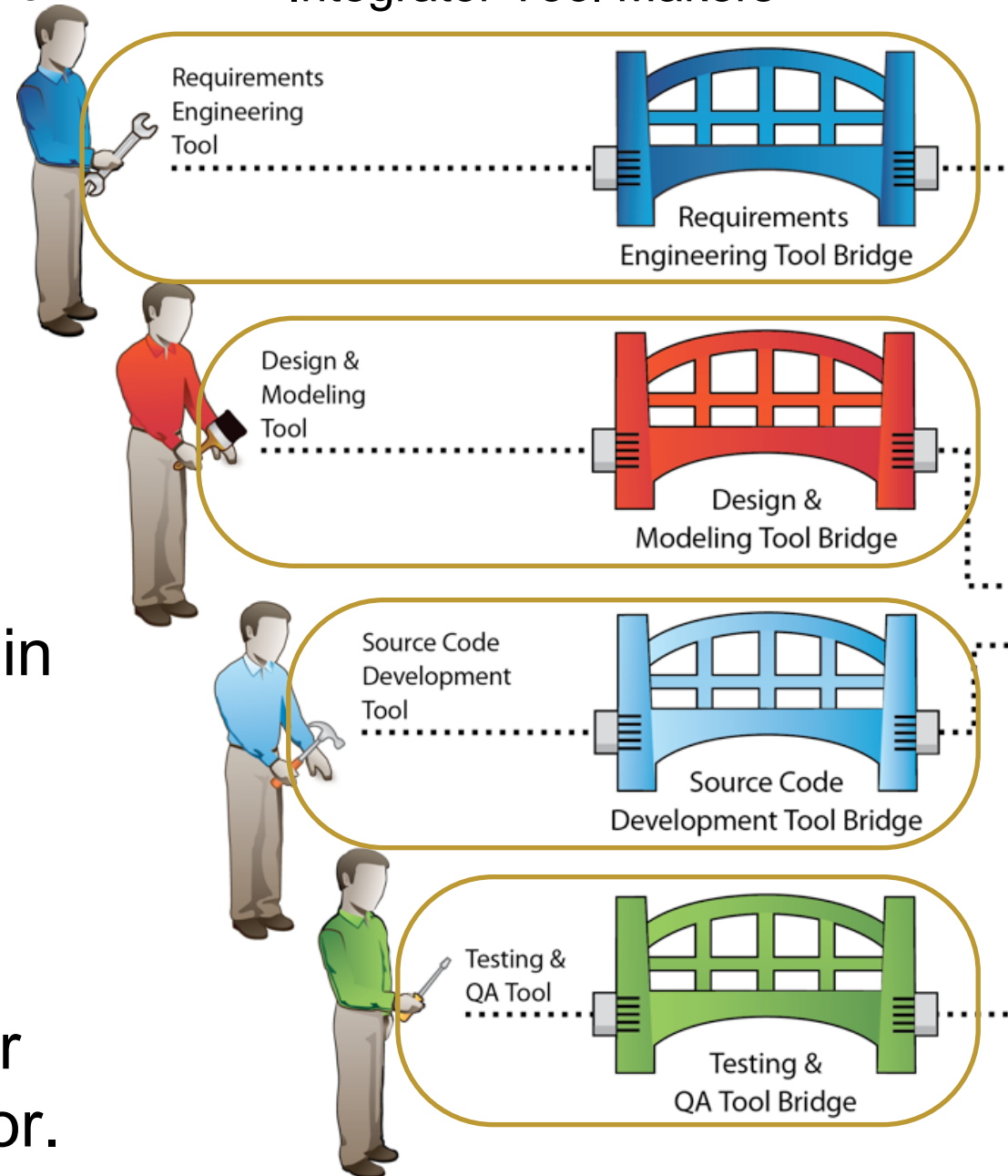
# Multi-product Automated Production Line



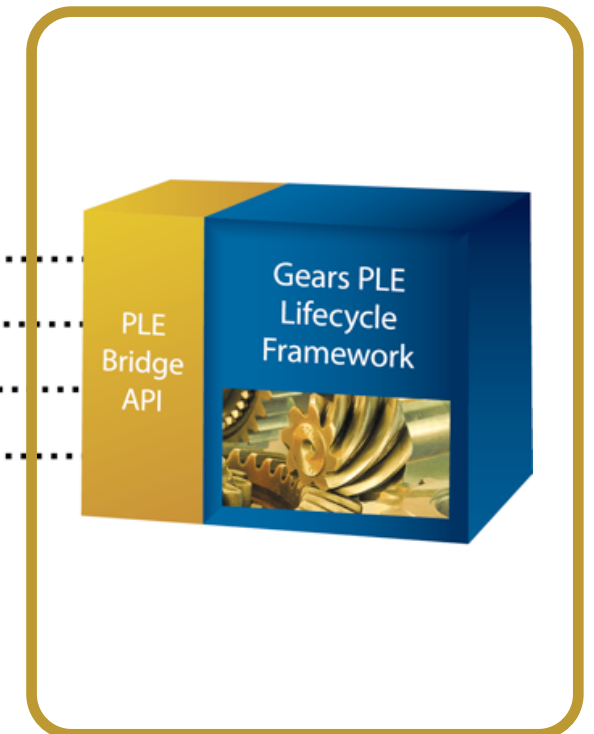
# The PLE Ecosystem

Product Line  
Tool Users

Commercial, Proprietary &  
Integrator Tool Makers



BigLever  
Industry Standard  
**PLE Bridge API**



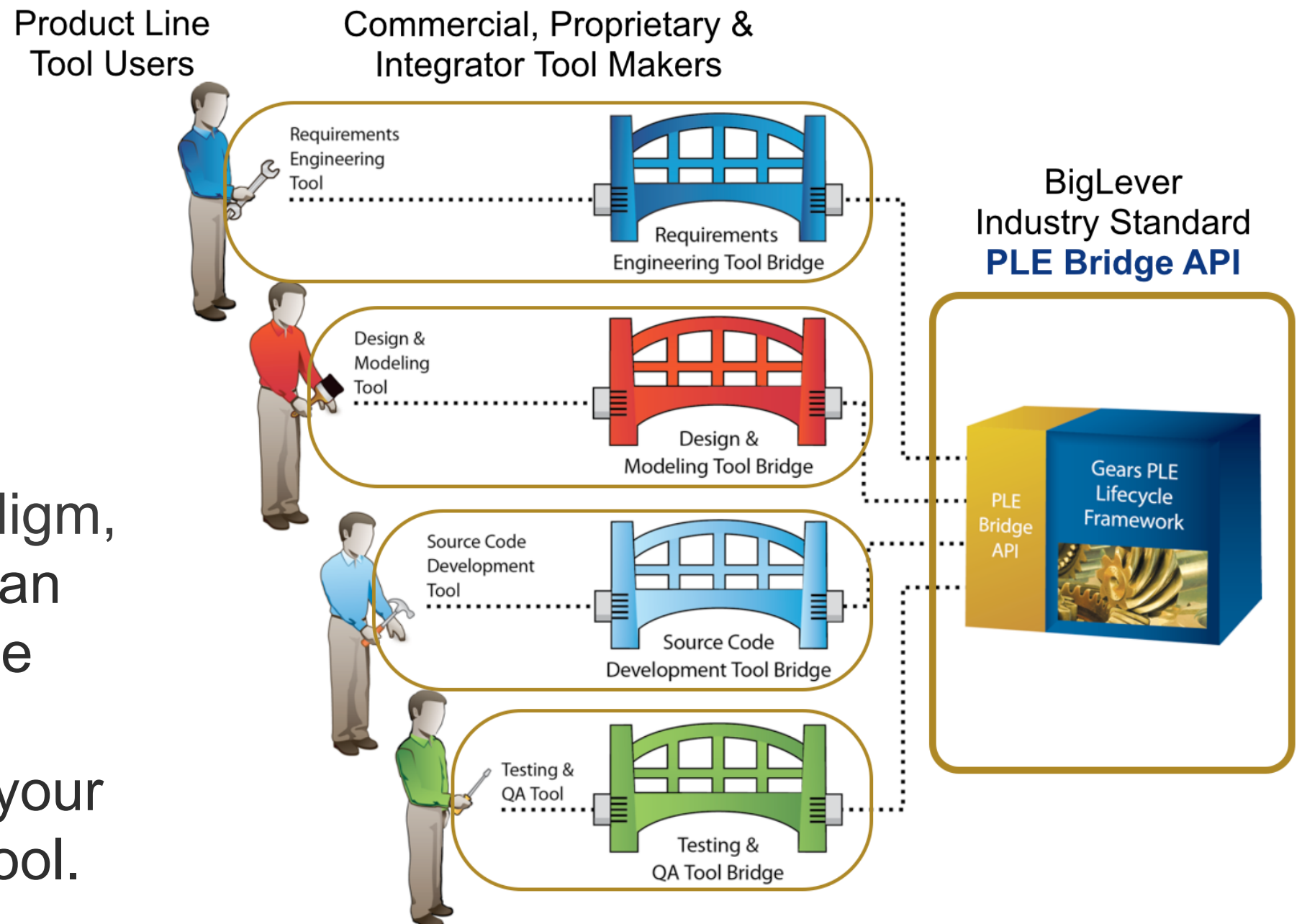
Engineers want to work in environments familiar to them.

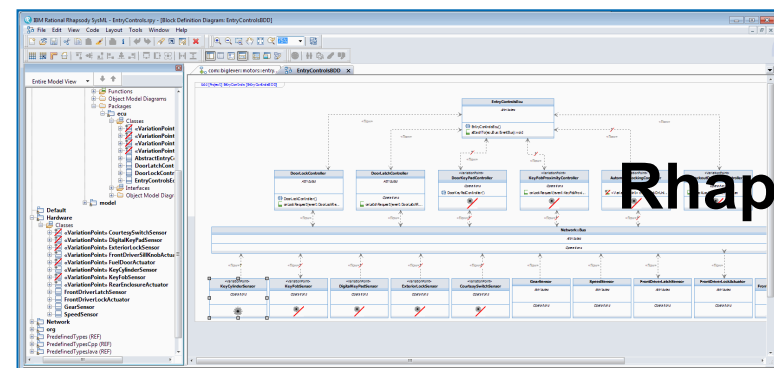
There must be an integration between their tools and the configurator.



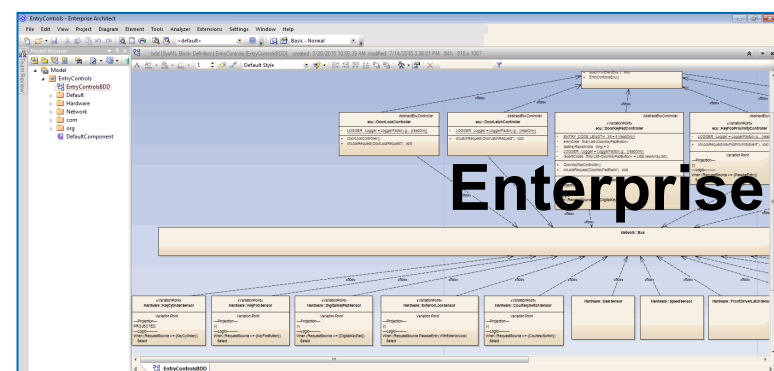
## What about Model-based PLE?

- Under this paradigm, design models can be included in the shared asset collection using your favorite design tool.

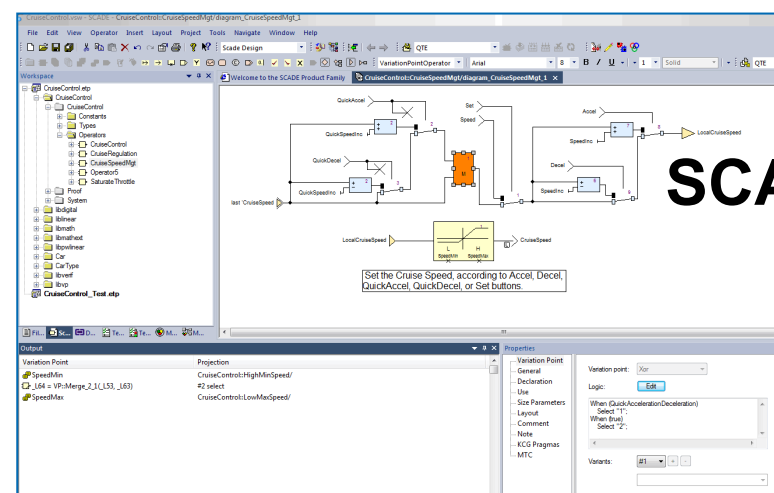




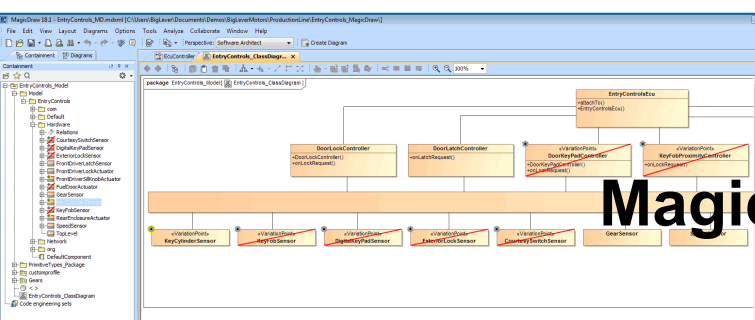
**Rhapsody**



**Enterprise Architect**



**SCADE**



**MagicDraw**

# Open Model-based PLE

Product Line  
Tool Users

Commercial, Proprietary &  
Integrator Tool Makers

Requirements  
Engineering  
Tool

Requirements  
Engineering Tool Bridge

Design &  
Modeling  
Tool

Design &  
Modeling Tool Bridge

Source Code  
Development  
Tool

Source Code  
Development Tool Bridge

Testing &  
QA Tool

Testing &  
QA Tool Bridge

BigLever  
Industry Standard  
**PLE Bridge API**

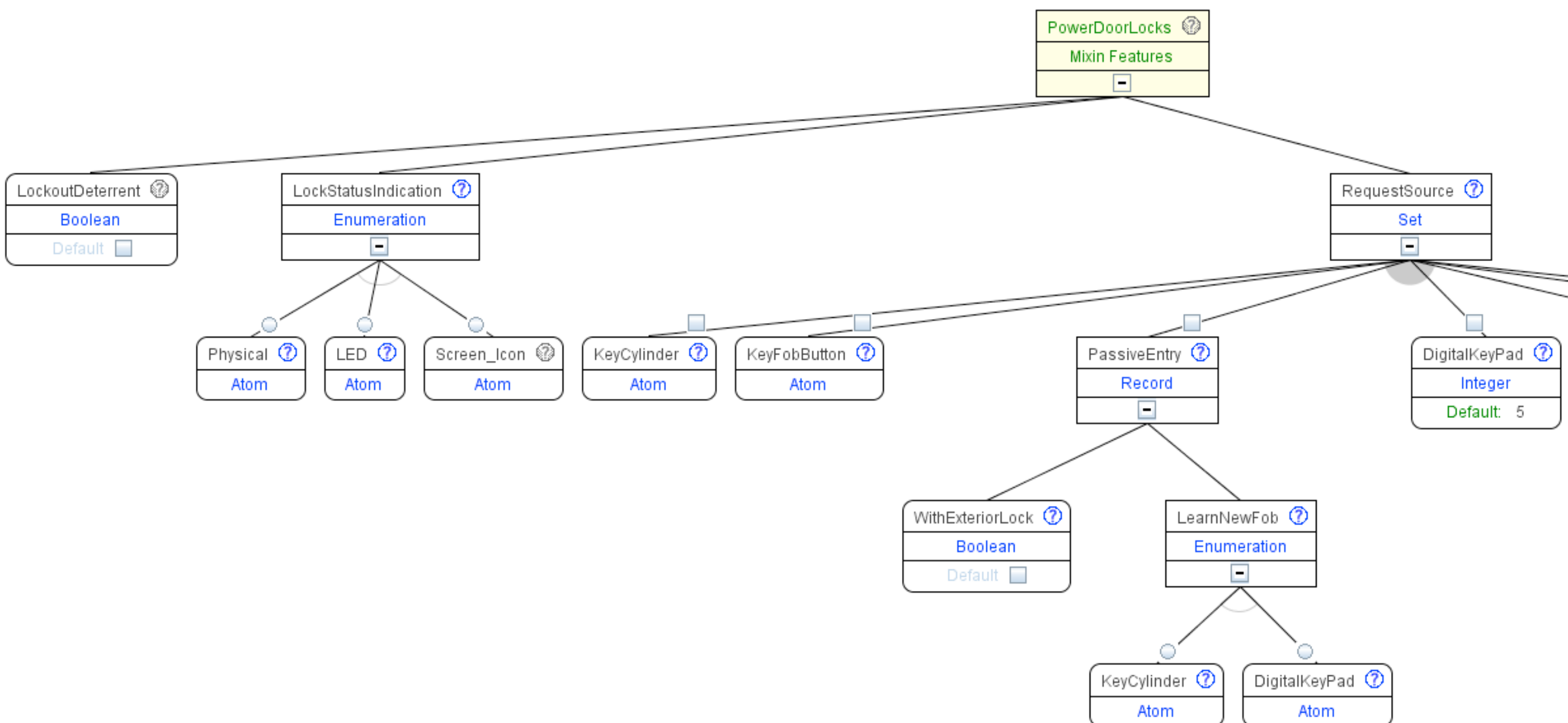







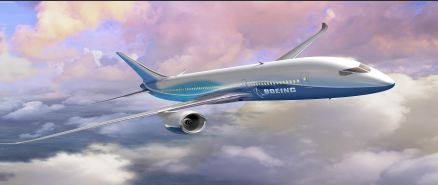
## Second Generation Approaches

1. Features serve as the *lingua franca* to express product differences and exercise the variation points in all assets.
2. Industrial-strength easy-to-use automation is employed to maintain configurations and turn out products.
3. Artifacts from all lifecycle phases are treated as first class citizens, not just the software.
4. A vastly simplified configuration management model:  
Manage the shared assets in the factory, not the products
5. Feature models with encapsulating constructs to facilitate modular and hierarchical product lines developed across organizational boundaries.



# Feature model



	Who are they?	What is their product line?	Driving problem	PLE results
	World's #1 defense contractor	AEGIS Weapon System	High cost of old approach threatened loss of entire contract	Over 100 ship deployments: \$47 million saved per year <sup>1,2,3</sup>
	World's #4 defense contractor	Live Training Transformation, family of large-scale training systems for US Army, Air Force, and Marines	Innovative low-cost solution required to win and keep major contract	Over 300 training range deployments: \$520 million saved over 12 years <sup>3,4,5</sup>
	World's #1 auto-maker	Largest, most complex product line comprising over 10,000,000 instances	Vehicles taking too long to bring to market; expensive and error-prone processes	Will save "hundreds to thousands of man/years per year, worth tens to hundreds of millions of dollars per year" for one asset type alone <sup>6,7,8</sup>
	World's #2 data storage company	High-end server storage systems	Unable to accommodate growth in market	2x-5x improvements in scalability, productivity, time-to-market, and product quality <sup>9</sup>
	World leader in on-line vacation property rental	Product line of e-commerce web sites hosted in over 200 countries worldwide	Broad variation in sites around the world; needed to go live ASAP	First product went live in 60 days <sup>10</sup>
	Leading aviation supplier	Whole-aircraft avionics product line	High cost of product certification	8:1 improvement in time to produce certification documents





## Integrated weapons system for 100 ships

### With PLE...

Entire family managed with a single set of requirements and a single set of source code.

Coast Guard produced new cutter spec in **2 weeks** compared to **3-4 months**

US Navy reports **\$40M** cost avoidance per year



US Navy Aegis  
Cruisers & Destroyers



US Navy Littoral  
Combat Ships



US Coast Guard  
Nat'l Security Cutter



Aegis Ships for  
International Navies





# NetApp

(previously LSI Logic Engenio)

- Software Product Line Hall of Fame
- 300 product line engineers
- Over 500K installed systems, worth over \$25B

**With PLE...**

**2x-5x** improvements in scalability, productivity, time-to-market, and product quality

## Engenio Storage Division:

High-end server storage OEM for IBM, Teradata, Oracle, SGI, and more





Wind turbine control systems customized to optimize performance based on wind speed, temperature and other environmental factors

**With PLE...**

**90% reduction**  
in development time

**25% reduction**  
in development costs





## Live Training Transformation (LT2) training systems for US Army



Family of training systems from single-soldier weapons trainers to brigade-level force-on-force exercises involving thousands of soldiers.

With PLE, US Army projects **\$520M** cost avoidance over 12 years and 300 training range deployments.





## Worldwide leader for online vacation home rentals

- Software Product Line Hall of Fame
- 100 million users
- 1,000,000 properties in 200 countries
- \$100B in travel bookings

200 different product instances engineered and hosted using BigLever's Gears and PLE methods. Product line was up and running **60 days** after they adopted PLE.



## General Motors: Mega-scale PLE

- GM has one of the most complex systems and software product line engineering challenges in the world
  - 3000 product line engineers
  - 300 hierarchical subsystems
  - Thousands of variant features
  - Millions of product instances
  - Tens-of-thousands of unique product variants
  - Dramatic increase in product line variation due to new propulsion systems and active safety
  - Global diversity in legislative regulations
  - Extreme economic and competitive pressures
  - Product line and feature set evolves annually
  - 15 concurrent temporal development streams





## Published References

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2. [Lessons from AEGIS – Organizational and Governance Aspects of a Major Product Line in a Multi-Program Environment \(SPLC 2014\)](#)
3. [Second Generation PLE Takes Hold in the DoD](#) (Crosstalk)
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5. [A Methodical Approach to Product Line Adoption \(SPLC 2014\)](#)
6. [Mega-Scale Product Line Engineering at General Motors](#) (Best Paper award at SPLC 2012)  
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8. [Second Generation Product Line Engineering - A Case Study at General Motors \(Chapter 15: Systems and Software Variability Management\)](#)
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10. [HomeAway's Transition to Software Product Line Practice: Engineering and Business Results in 60 Days](#)  
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