



26th annual **INCOSE**
international symposium

Edinburgh, UK
July 18 - 21, 2016

Faster is Better and Cheaper

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CGI



Introduction

- Theoretical Nuclear Physics (PhD)
- Systems Engineering in Storm Surge Barriers
- Software Reliability: TOPAAS
- Software Development Quality



Versnellertunnel HERA
Boven de protonenversneller met supergeleidende
magneten (rond), onder de elektronenversneller (rechthoekig)



Introduction



CGI: 5th largest independent IT and business process services firm in the world

A strong local presence around the world

65,000 professionals	75% shareholders	95% on-time, within budget delivery
400 locations	9/10 client satisfaction score	150+ mission-critical IP-based solutions
40 countries	\$10.3B annual revenue	\$21.5B backlog

Statistics verified as of January 27, 2016.

AMERICAS



EUROPE



ASIA PACIFIC



CGI

CGI

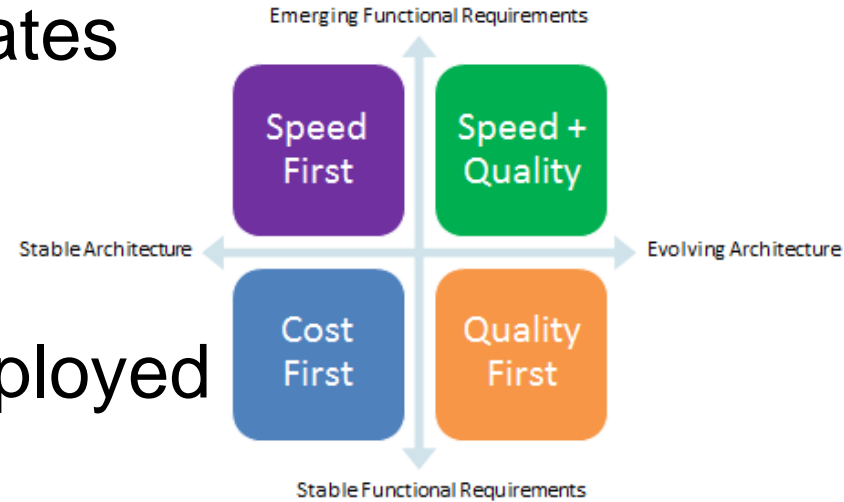
Agenda

- Need for Speed
- The nature of Software
- Enablers of speed/ Sources of Waste
- A management view
- A (systems) engineering view



Need for Speed

- Requirements
 - Competition is faster
 - End users demand updates
- Software
 - provides changeability
 - provides value when deployed



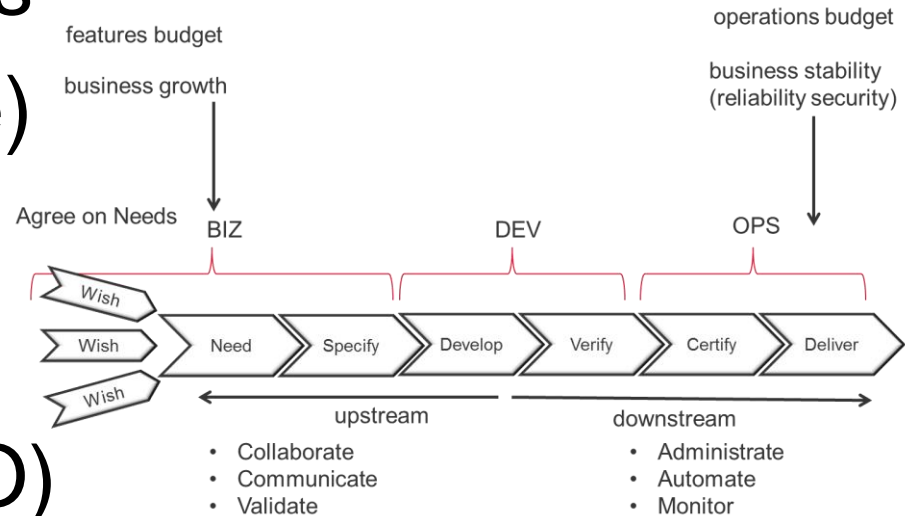
The Nature of Software



- Software itself is Worthless
 - functionality provide by platform + software
 - adaptability provided by platform, development process, software structure, team, tools
- Software Production Factory?
- Software Production Art?

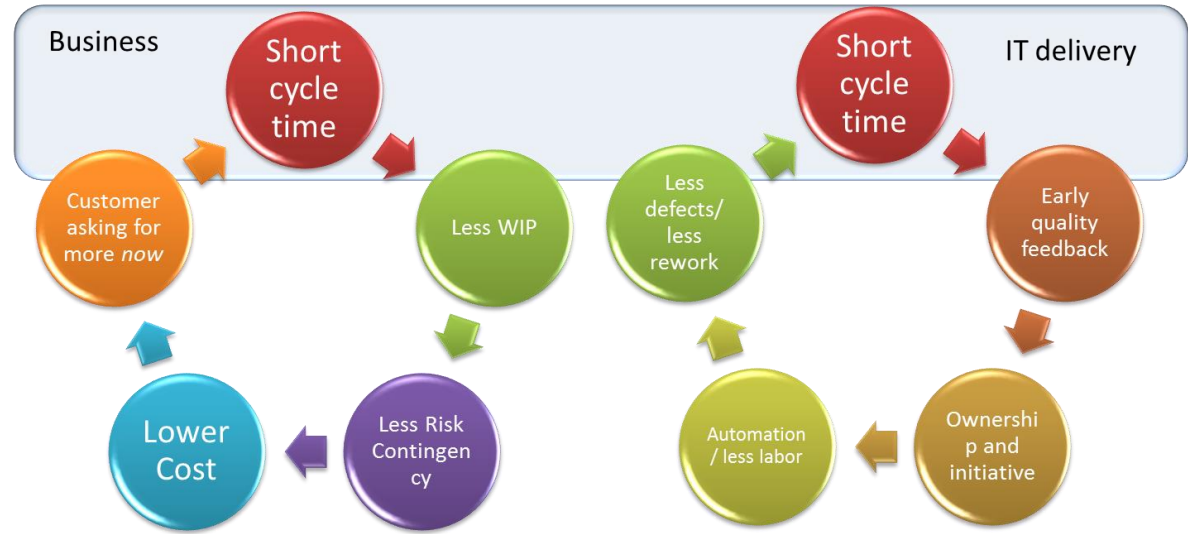
Enablers for speed

- Frequent integration
- Build in small pieces
- Collaboration (Agile)
- Automation (Tools)
- Apps/Services
- Full Life Cycle (TCO)



A management view

- Focus on Speed is sustainable
- monitor:
 - ownership
 - quality
 - cost



An Engineering View



- **Innovate** (if you do what you did)
 - balance proven methods with experiments
- **Think ahead: how far?** (You ain't gonna need it...)
 - reversible decisions
 - focus on structure and guidelines
 - architecture runway, just enough anticipation
- **Gates: Impediments or Safety measures**
 - judged by deep software craftsmanship

Software Craftman-mindset



- Software Engineer 3.0:
 - Software has effect on world via hardware (embedded sw and websites alike!)
 - Works mainly in problem domain
 - Aware of two levels
 - design of work process
 - adhere to work process

Agile/ DevOps: Practices

SE (handbook) describes processes.

Processes have implicit knowledge

Hard to extract, translate to other context

Practice = general solution to general problem, contains more explicit knowledge.



DevOps and SE: Practices



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Technical Process	Success Factor	Agile/DevOps Practice
Business or Mission analysis	Business Goals are clear and understandable	<i>Business and development work together in clarifying goals</i>
Stakeholder needs & requirements definition	Stakeholder needs and requirements are clear and understandable	<i>Face to face communication</i> combined with <i>full responsibility</i> delivers strong focus on real needs (as opposed to wishes that may not be used)
System requirements definition	System Requirements are unambiguous.	<i>Test driven development</i> ensures testable system requirements.
Architecture definition	Frame stakeholder concerns with solution options to guide the delivery	Implementation of the <i>just enough anticipation</i> principle provides the vehicle for architecture decision making.

Closing Remarks



- Business Agility asks for flexible organisation and less process rigidity
- Upfront design and quality gates need their equivalent in the fast changing world
- Store Crucial knowledge in practices for use by the next generation of engineers