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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



Introduction

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



Statistics verified as of January 27, 2016.

3

A strong local presence around the world



CGI

7

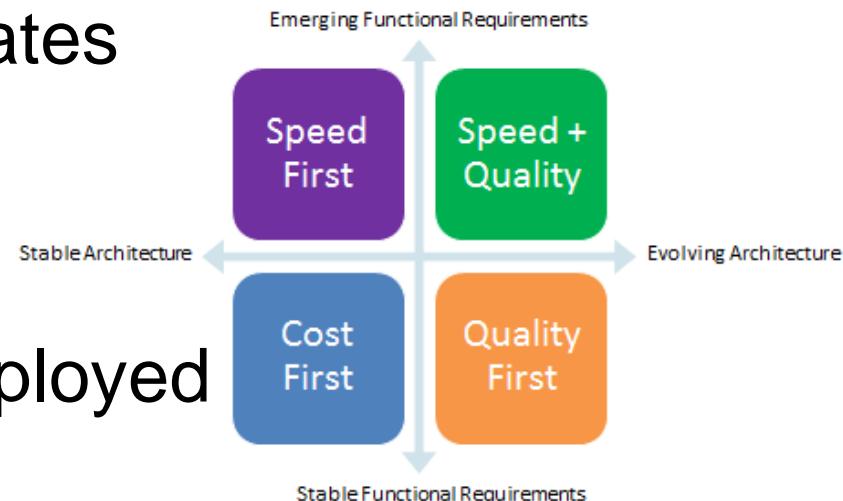
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Agenda

- 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



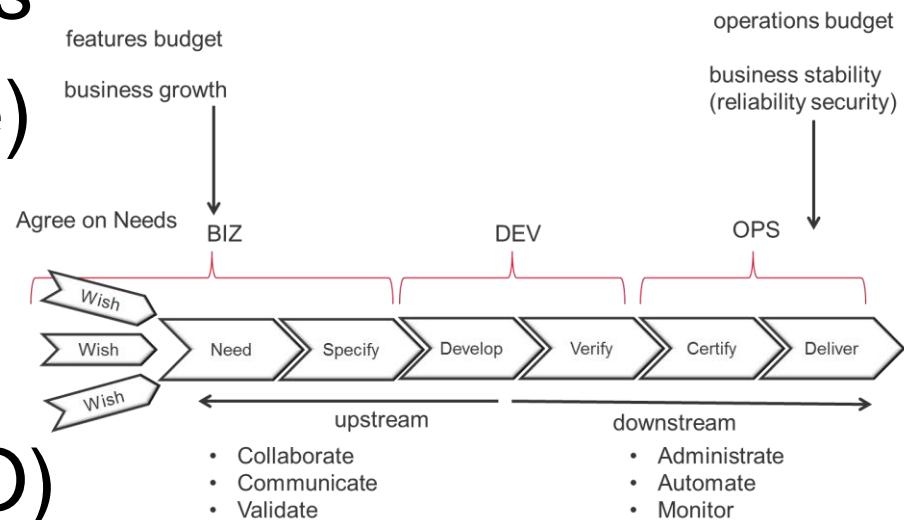
The Nature of Software



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

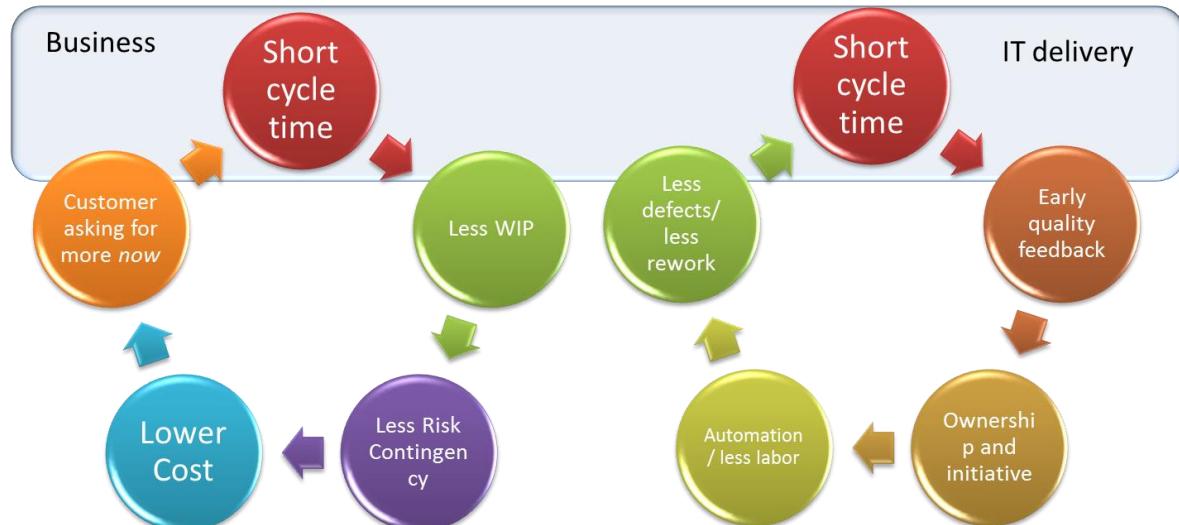
Enablers for speed

- 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



Technical Process	Success Factor	Agile/DevOps Practice
Business or Mission analysis	Business Goals are clear and understandable	<i>Business and development work together</i> in clarifying goals
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