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Synchronizing SE and Implementation in Lean-Agile Programs

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Purpose and Assumptions

- Describe a technique to better manage value delivery in Lean-Agile development programs
- Make the case that the SE community must foster better collaboration between developers and systems engineers.
- Our assumptions for this presentation:
  - You already have a basic familiarity with Lean and Agile philosophies and methods.
  - We are addressing issues that pertain to large-scale, software-intensive systems where architecture matters.

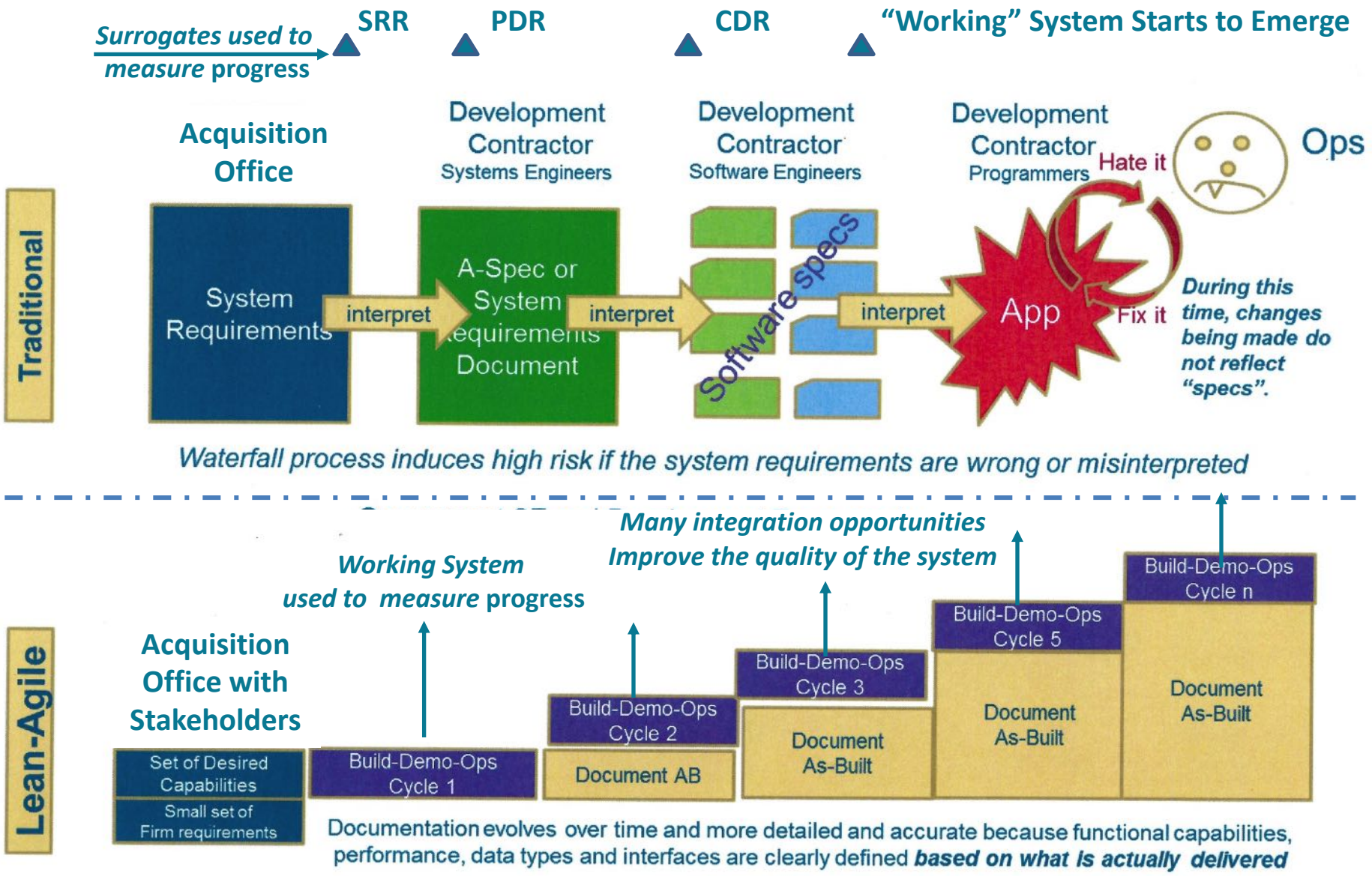
Context: Large-Scale, Software-Intensive Systems

Problems We are Trying to Solve

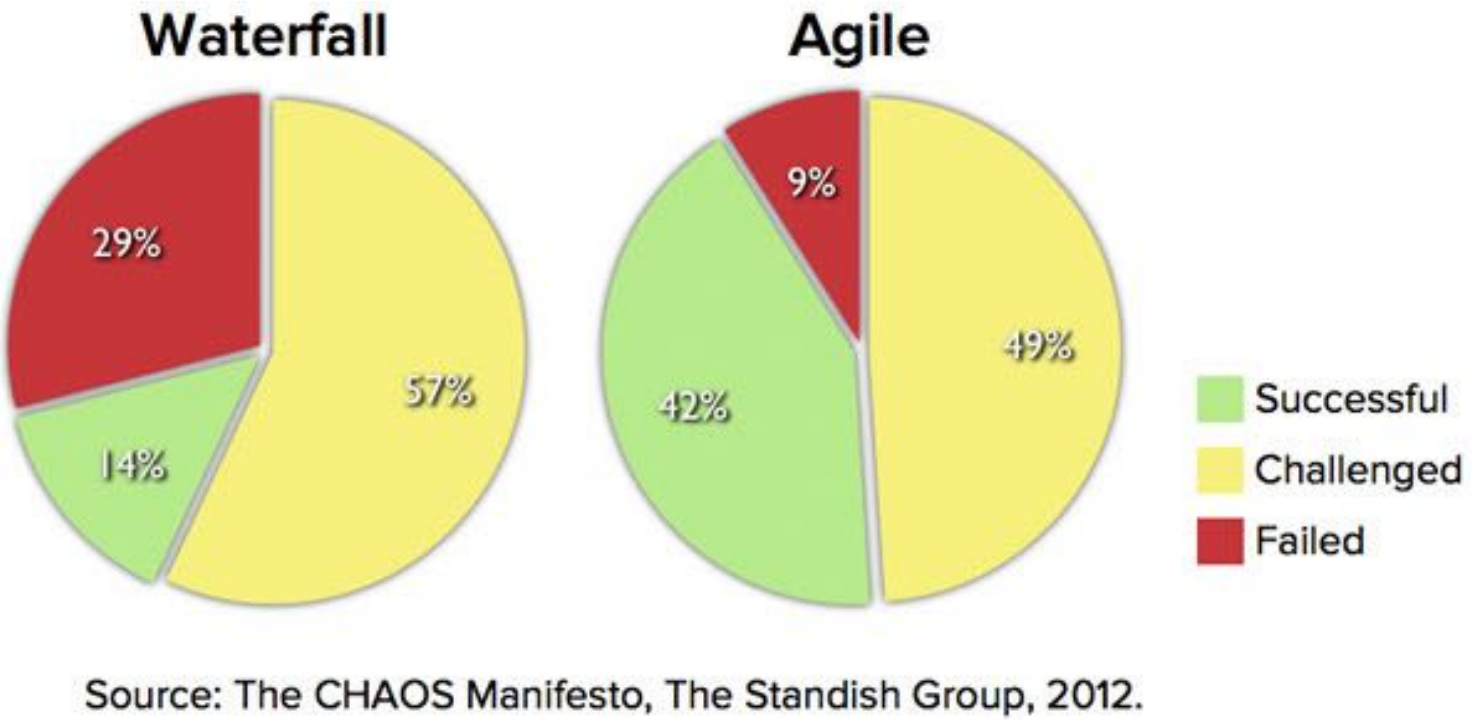
- Over 72% of U.S. Government IT projects fail to meet cost, schedule, performance objectives (Source: TechFAR Handbook)
  - Of the 28% that succeed, over 50% of the functionality is either not used or is minimally used
- Agile developers are not aligned with SE
  - Developers can code faster than SEs can ERB
- Not all SEs are embracing the Agile philosophy
  - SE role is different in Agile development projects

Is our underlying theory of program/project management trapped in the past and no longer valid?

How Many Of Us Still Use The Traditional Acquisition Model?



Agile is better than Waterfall, but..



Source: The CHAOS Manifesto, The Standish Group, 2012.

…a 42% success rate isn't exactly stellar

Where were the systems engineers on the the 58% challenged/failed projects?

What is Lean-Agile Development?

80%

How to **think**

20%

How to **do** things

Philosophy: a fundamental proposition that serves as the foundation for behavior and reasoning.

Process: steps taken to implement a set of values/principles.

4 AGILE Values
- Individuals and interactions over processes/tools
- Working software over comprehensive documentation
- Customer collaboration over contract negotiation
- Responding to change over following a plan

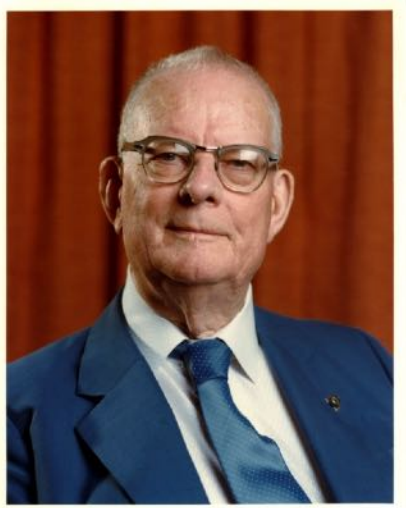
12 AGILE Principles

Specific Methods
- SCRUM
- SAFe
- XP
- FDD
- Crystal
- …

Best Practices

Unfortunately, we see more focus on the 20% than the 80%.

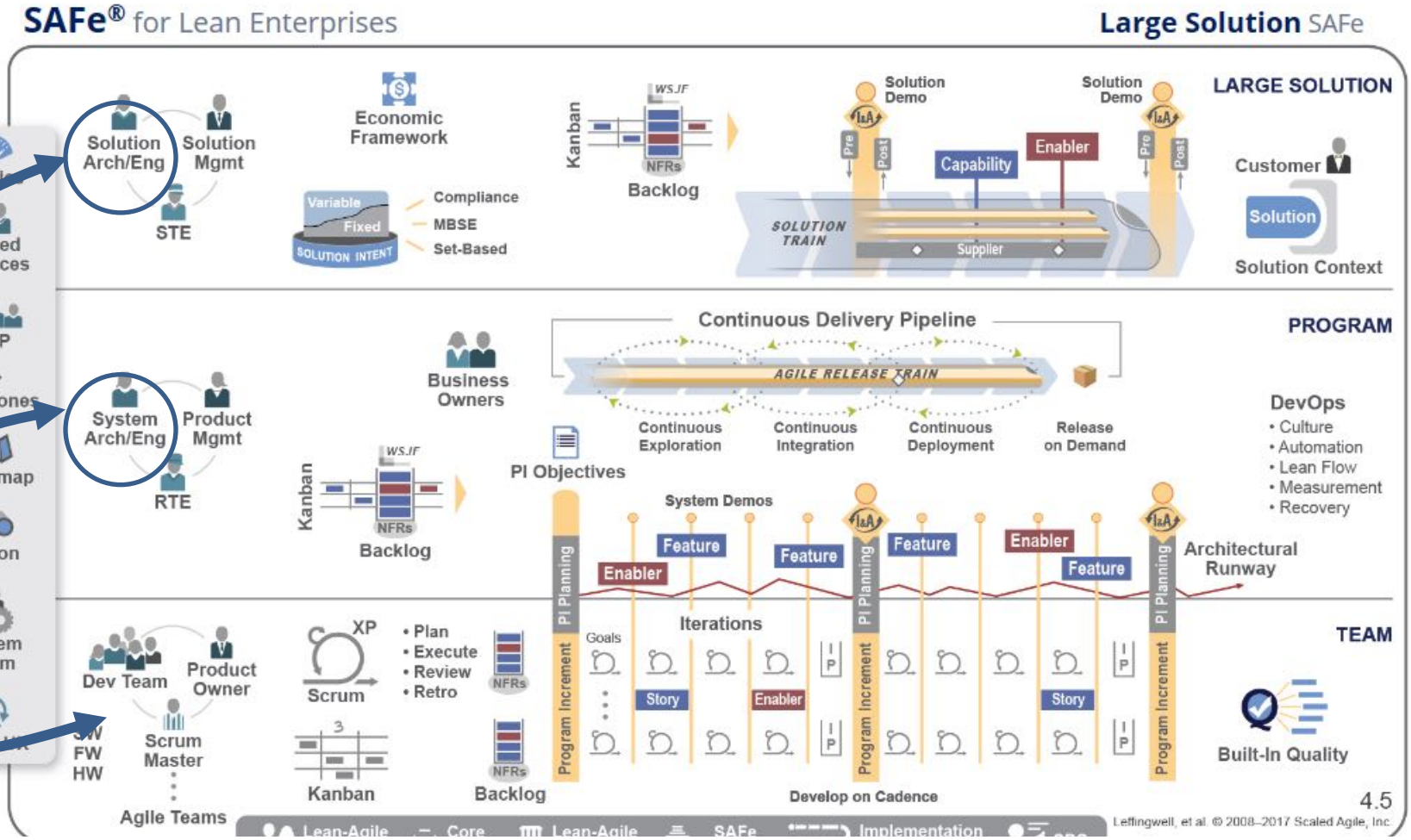
The SE Role



A system is a network of interdependent components that work together to try to accomplish the aim of the system. A system must have an aim. Without an aim, there is no system.

- W. Edwards Deming (1900-1993)

How and Where Do Systems Engineers Engage With Agile Release Trains



In large systems, SEs must interact with Agile release trains to ensure the system has an aim.

Where Do System Engineers "Plug In" to the Agile Development Cycle?

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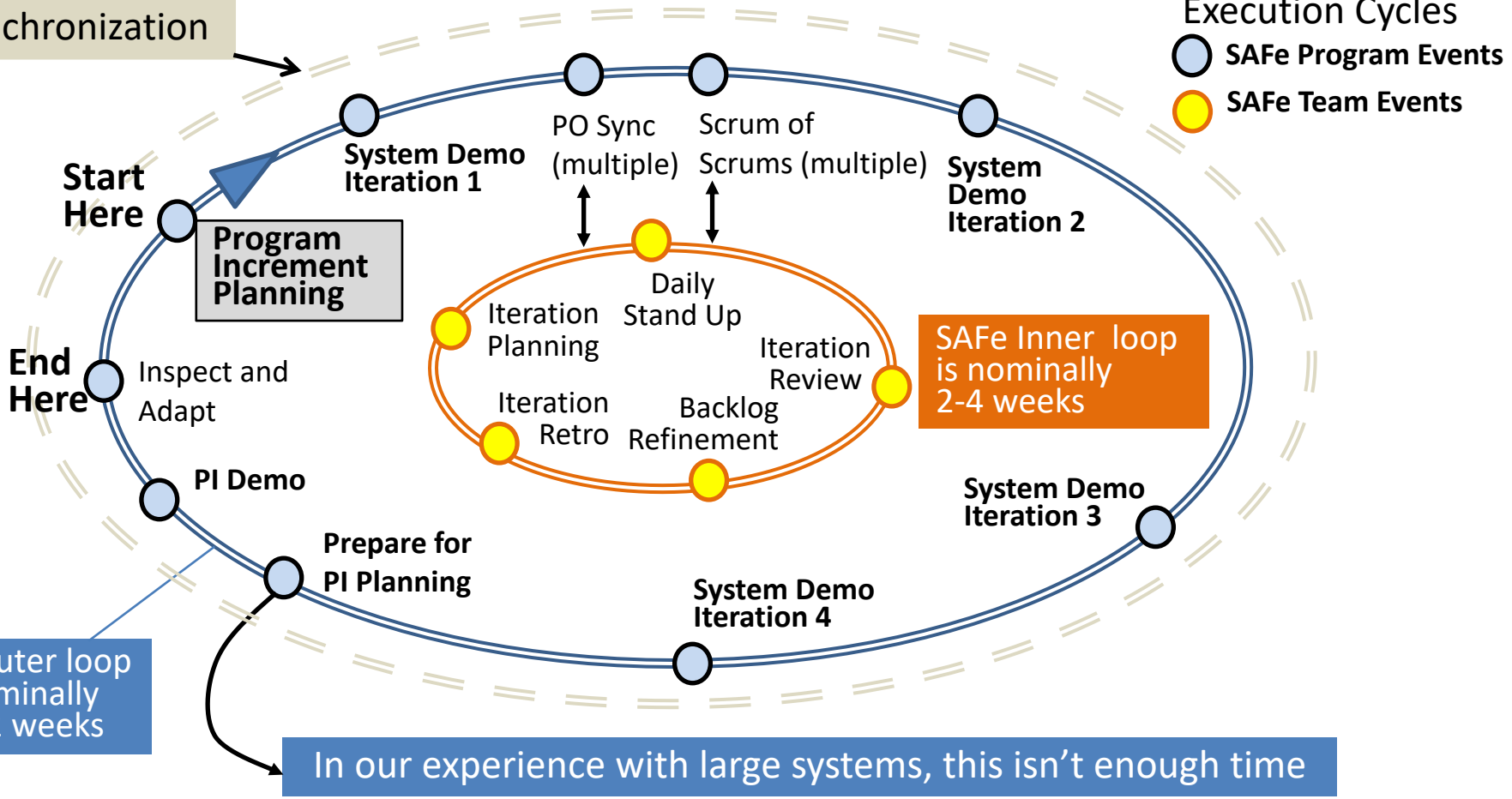
Focus of our paper:
SE Synchronization



System Architecture/Design continuously evolves. Traditional SE organizations/processes are challenged by the fast pace in Agile development.

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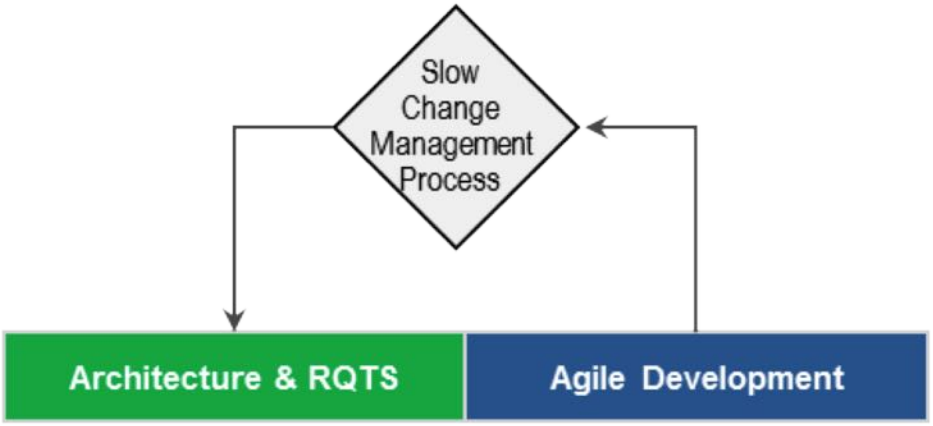
Typical SE Approaches to Agile….

Big Vee + Agile Development

Often devolves into

No or Disconnected SE



Waterfall Agile (WAGILE) Model

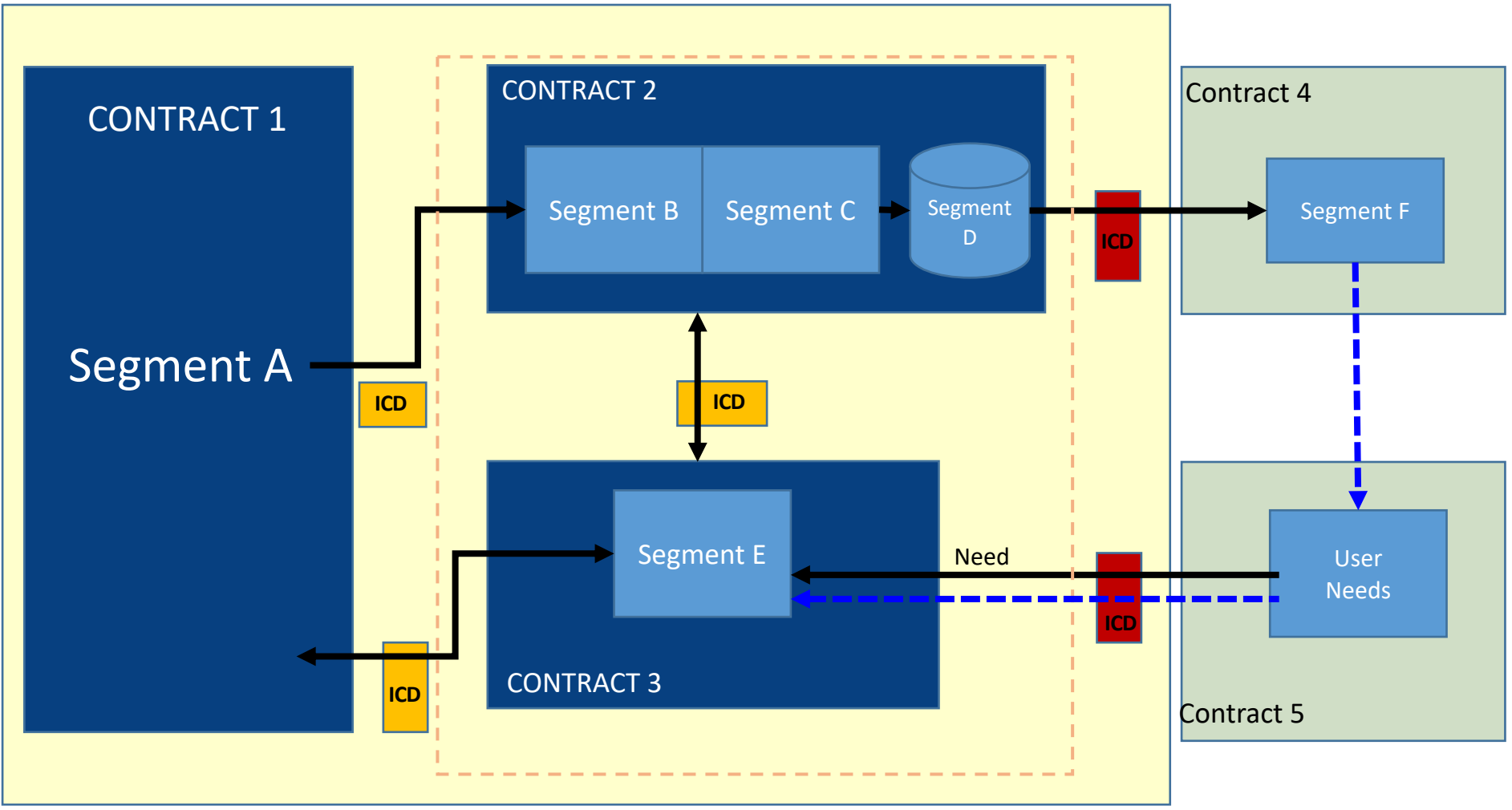
Unconstrained Agile Model

- System Engineers use the language of requirements to represent desired functionality.
- Agile developers think in terms of “backlog” and time.

The Solution?

Systems Engineering Professionals must drive the change!

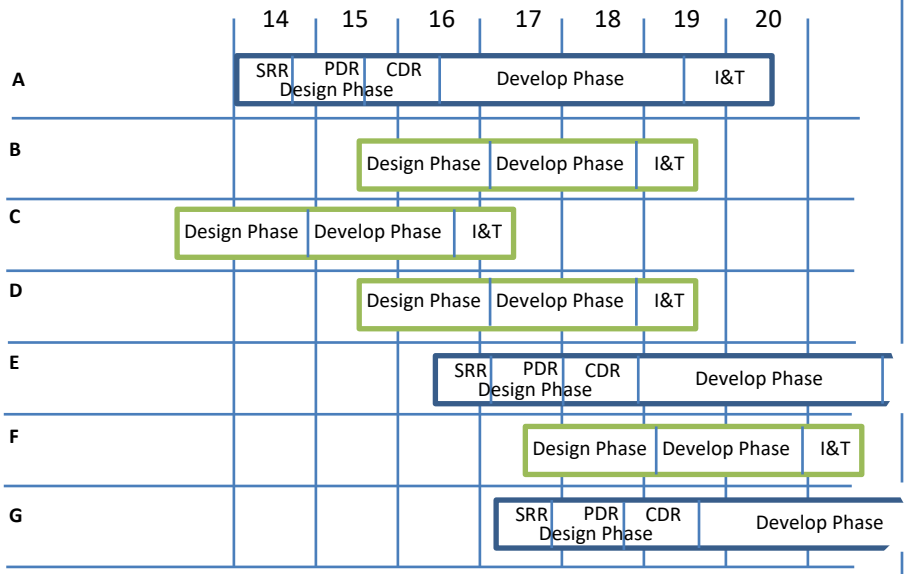
A Typical Complex System Development



- **Multiple Program Offices, multiple contracts, and many development contractors.**
  - SAFe® presumes the system is under the control of a single enterprise.

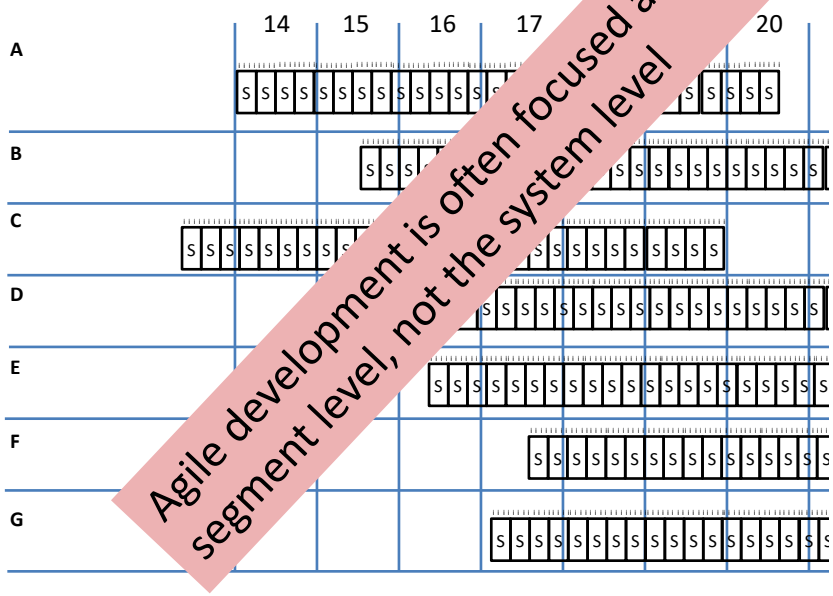
How do we develop, integrate and deploy key functions?

Waterfall Development



- Alignment of design, development and integration activities is slow but controlled
- Integration issues compound non-linearly
- Schedule impacts compound
- SE processes slow but controlled

Un-aligned Agile Develop



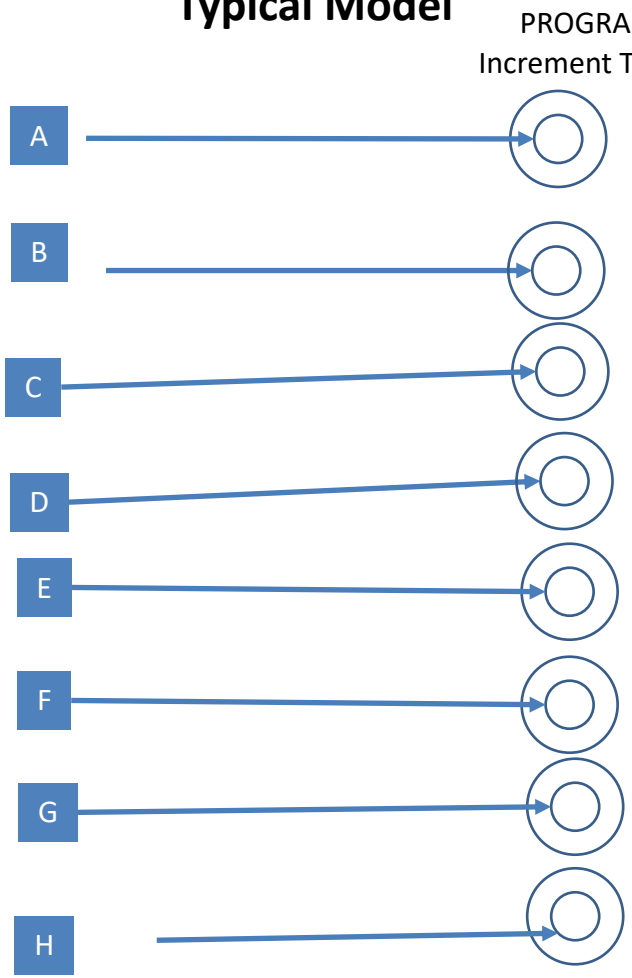
S= Software Product Increment (SPIN), quarterly deliveries
I = iteration, 3 week time boxed development

- Alignment of design, development and integration activities is not done or is disconnected
- Integration issues compound non-linearly
- More opportunities to adapt
- Limited SE rigor can lead to chaos

Both models lead to programmatic issues.

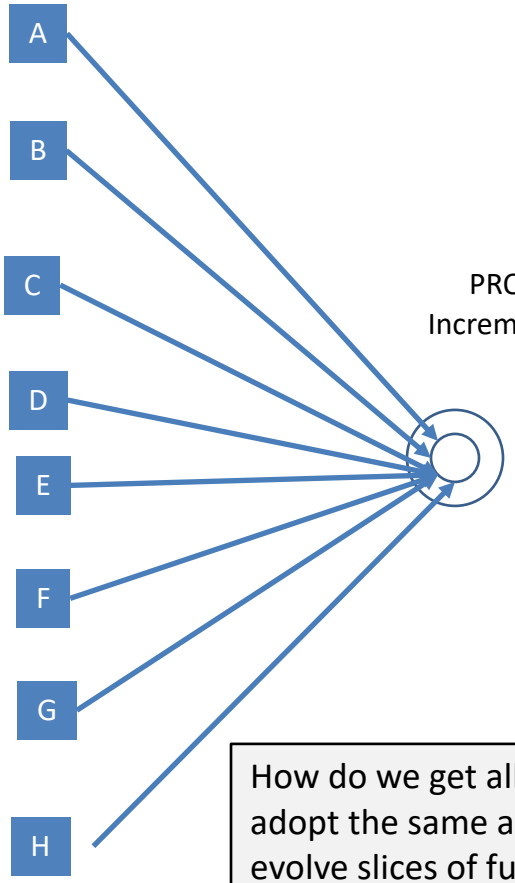
Alignment: another way to look at it

Typical Model



Still requires a waterfall integration; segments evolve independently of one another.

Where We Need to Be



How do we get all segments to adopt the same aim point and evolve slices of functionality?

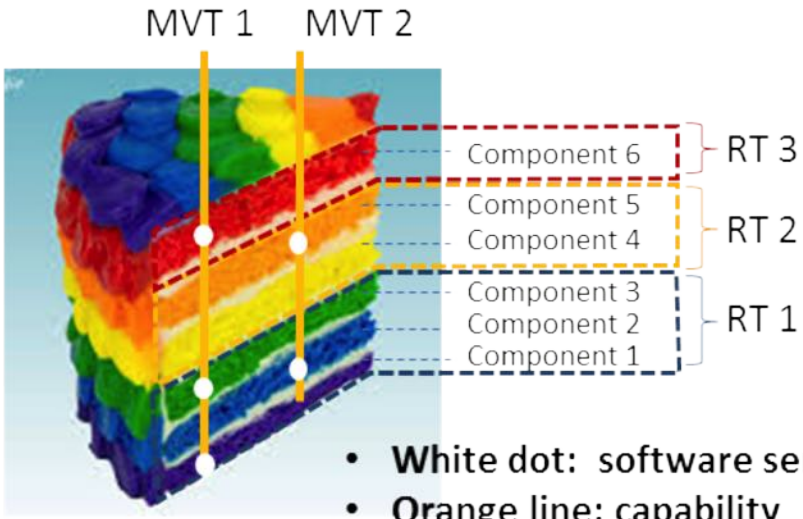
Alignment requires a systems perspective across all elements.

We Must Change The Way We Think About Realizing A System

The System is the entire cake

Each Layer of the cake is a is a System Component. The icing between layers are interfaces

Produce a fully functional "cake slice" Every Program Increment



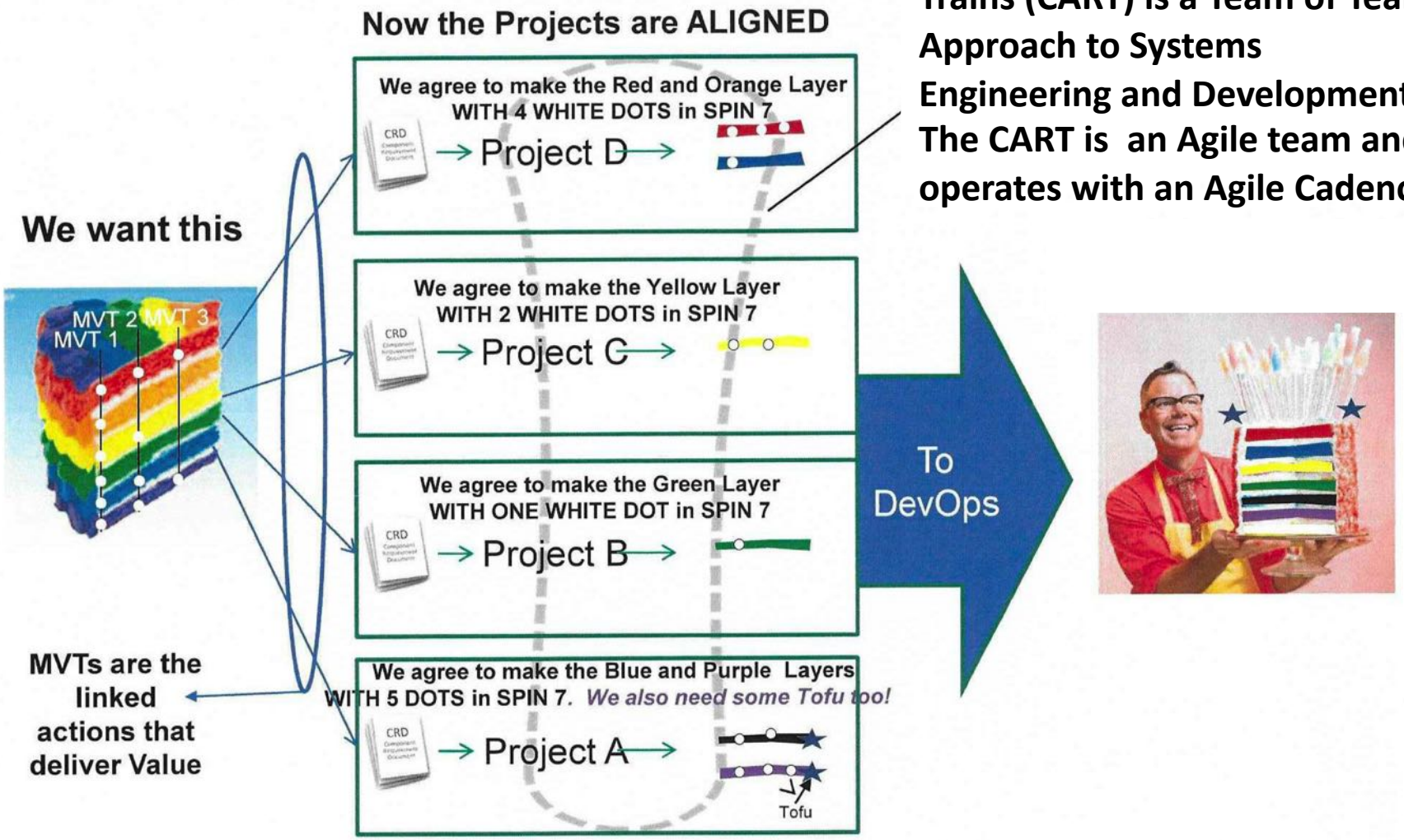
- White dot: software services
- Orange line: capability

Mission Value Threads define the end to end capability delivered in the slice

Drive as many integration opportunities and demos into the development plan as possible.

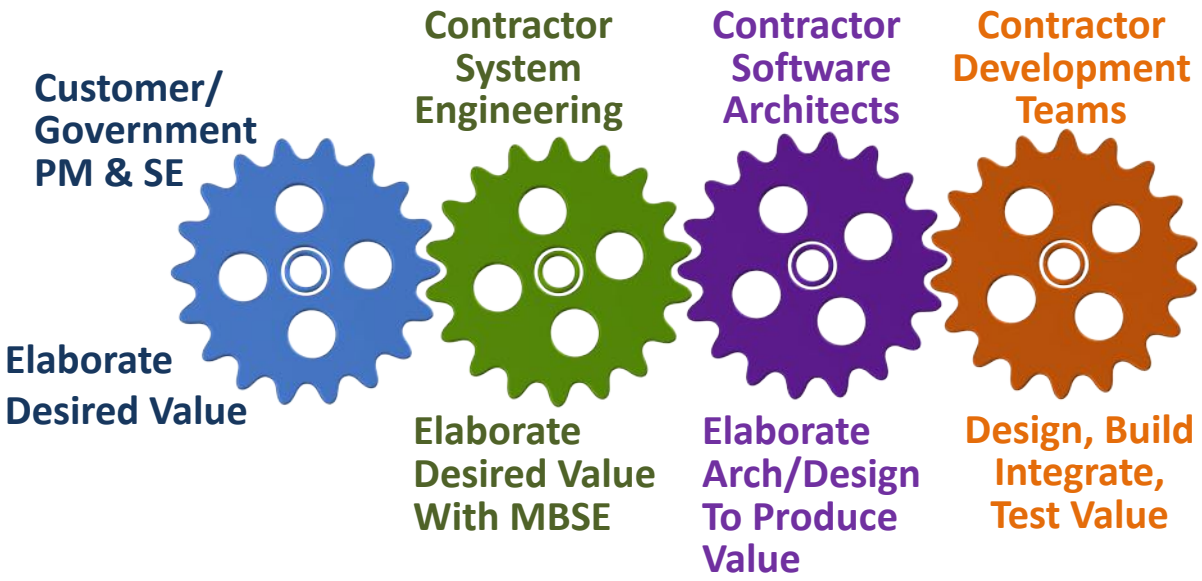
Use the CART to Drive Out Slices of Cake

Collaborate Across Release Trains (CART) is a Team of Teams Approach to Systems Engineering and Development. The CART is an Agile team and operates with an Agile Cadence



Lean SE Best Practice
Concurrent or Simultaneous Systems Engineering

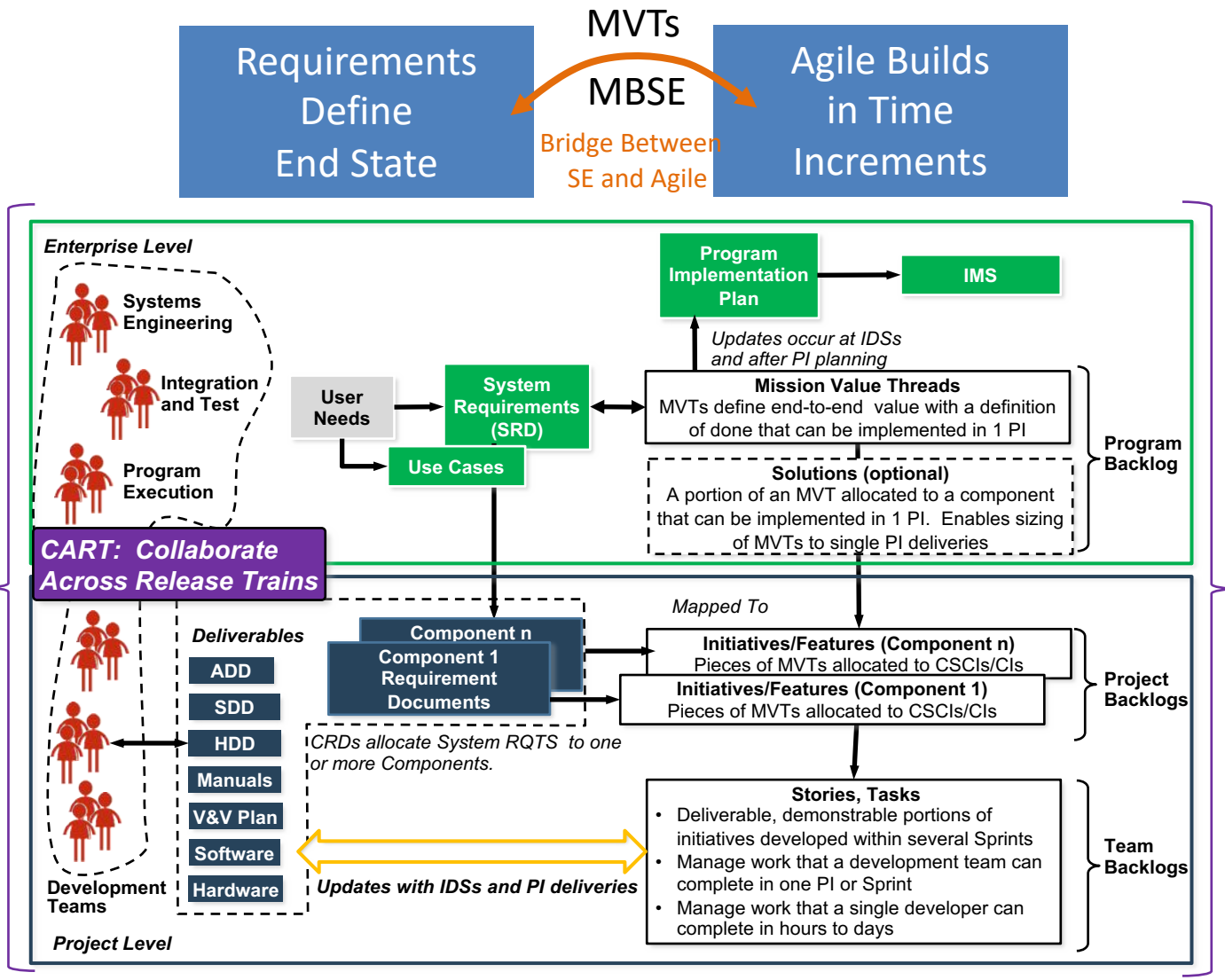
- A work methodology based on the parallelization of tasks (Small SE Batches tied to Small Development Batches)
- Integrate SE and Development engineering activities to reduce the elapsed time required to deliver value in an increment



Produce End-to-End ***Value*** Every Program Increment (nominally 12 weeks)

Systems Engineering must be synchronized and on the same cadence as agile development teams!

Next: Change The Way We Define and Use Requirements



CART is a continuous process that occurs concurrently with systems development

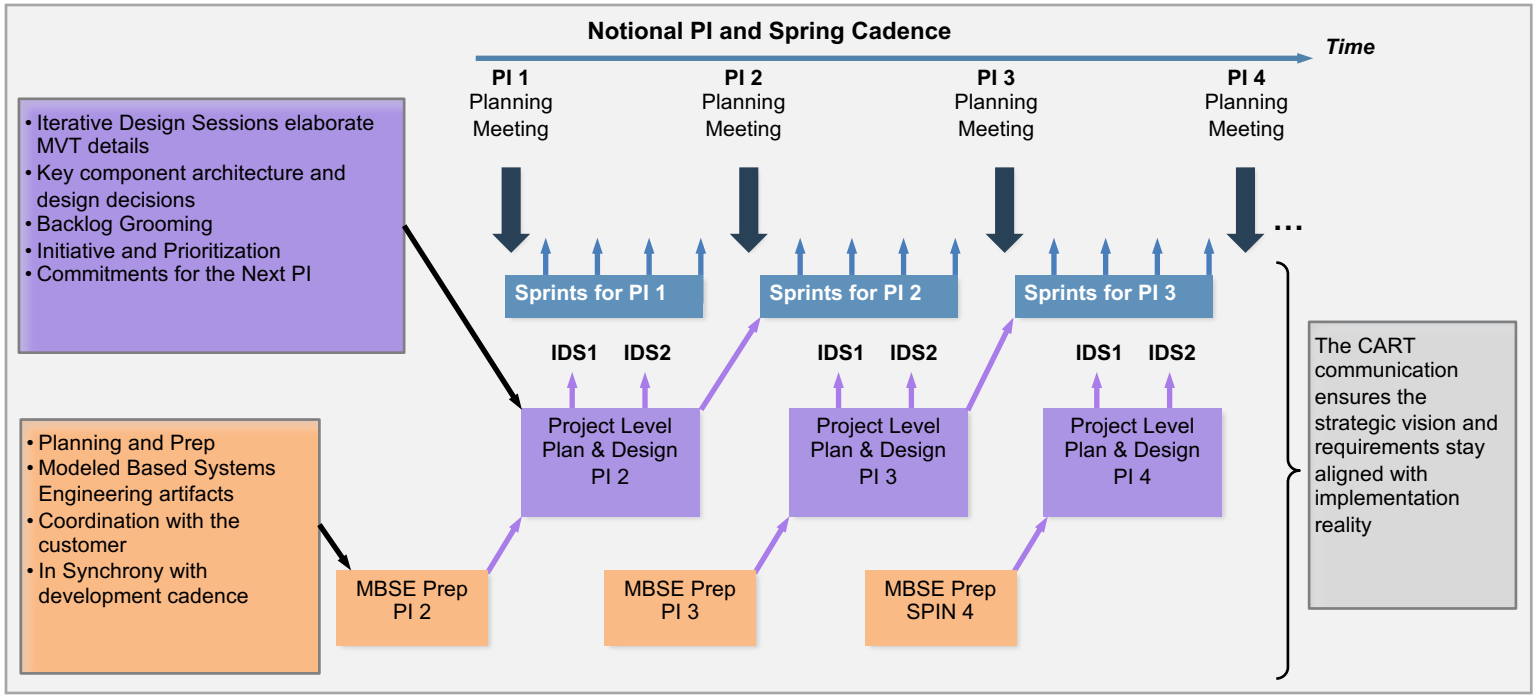
Agile Developers work off backlogs.

The CART ensures that useful SE artifacts elaborate solution intent in time for PI planning

SEs have to be on the Agile train!

A Failure to Communicate:

change the cadence and synchronization of SE processes

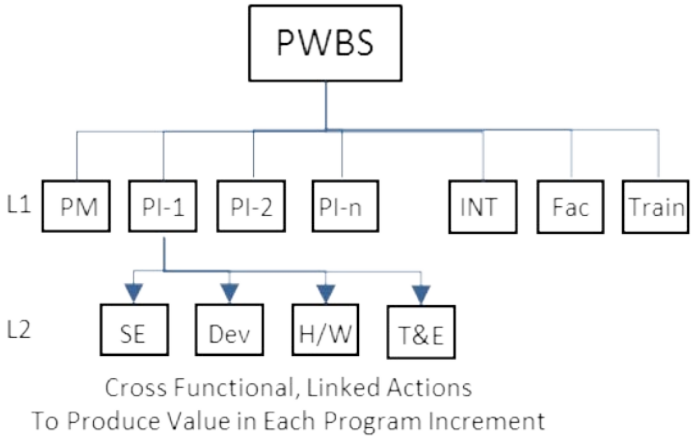


To keep SE connected to development, systems engineering must elaborate SE products in time to support Program Increments.

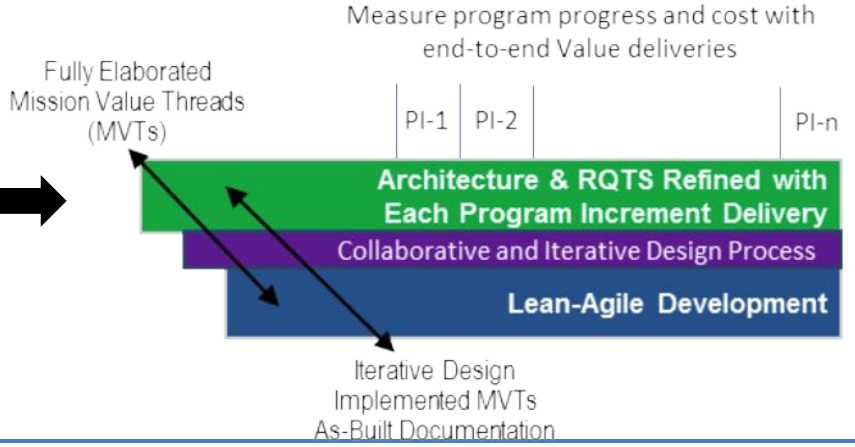
Change Contract Docs to Enable Lean-Agile Execution

Some Notable Examples

Cost Accounting and EVM



Statement of Work: Define Tasks Using LSE and Tailored Lean-Agile Development Approaches



Contract Data Requirements List (CDRLs)

- **Tailor for Lean-Agile Development**
- **Reduce the Number of Docs**

IDSs vs Formal Design Reviews

Test Driven Development with executable Docs

Value Focused Meetings

Infrastructure As Code

Systems Engineering Management Plan (SEMP)

CART (rapid) vs Traditional (slow) Change Management

Use Agile Ceremonies vs Formal Boards

Incremental OT&E vs Big Bang

Leverage Software Tool Output (e.g. JIRA, Confluence, MBSE)

Incremental Requirements Verification and Validation vs Big Bang

Contract documentation is reflective of organizational culture: BIG culture changes needed for successful Lean-Agile execution.

What Lean-Agile Development With Integrated SE (CART) Looks Like

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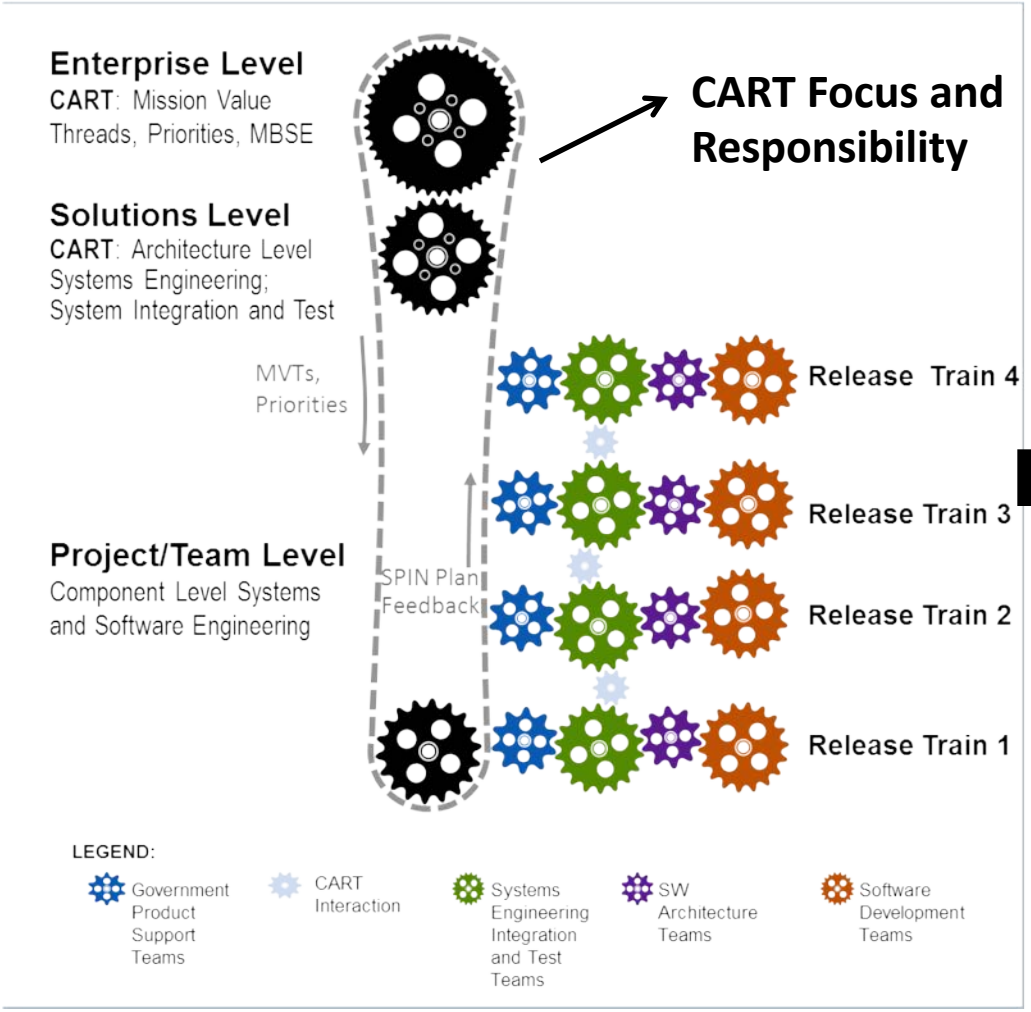
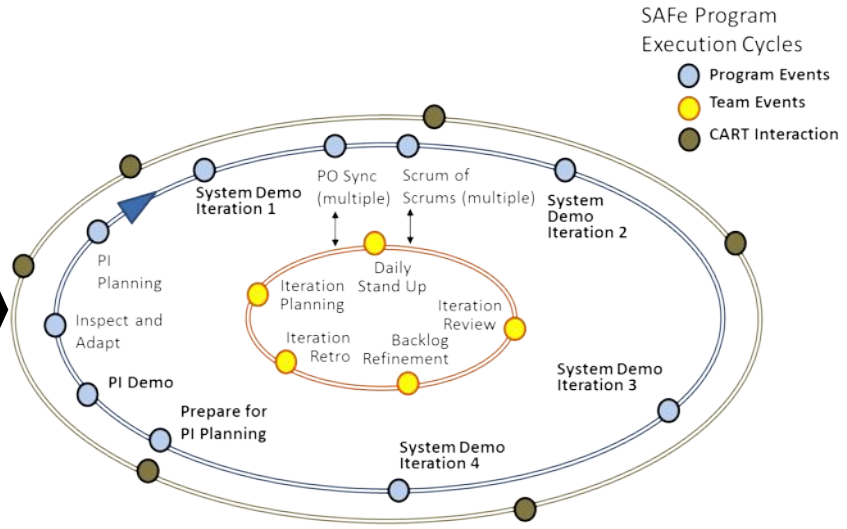


The CART Has to Cycle Fast Enough to Support PI Planning



You know you are there when SE successfully communicates PI solution intent IN TIME for PI Planning and Development COMMITS TO IT!

Final Thoughts

- Lean-Agile is a mindset has to permeate across the entire enterprise to fully realize the promise of Agile methodologies.
- Expecting "the best architectures, requirements, and designs" to emerge from self-organizing teams remains a challenge in large scale systems. *(Agile Manifesto Principle 11).*
- A successful Lean-Agile development strategy can work for large-scale systems IF systems engineering stays connected to – **and keeps pace with** – Agile development teams and activities.
- CART with Mission Value Threads (MVTs) has succeeded in synchronizing Lean-Agile activities across very large programs.
- More work is needed in formal training classes as well as in software tools to better enable CART.

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