Changing Behavior:

The key to adoption of complex process technology

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# My goals for this presentation

- 1) Present new or different approaches to technology transition
- 2) Challenge your current thinking (changing change agents is hard)
- 3) Describe what I see is working in the field (and my thoughts on why)
- 4) Focus on the potential benefits to you and your organization inherent in these approaches to change
- 5) Describe my reactions and internalization of the approaches



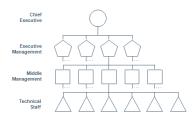
# **Topics**

- Current SEI Change Management Approach
- >What's Needed
- >A New Approach
- Bandura Social Learning
- Bayesian Belief Networks



# **Comprehensive System Change Model (IDEAL)**



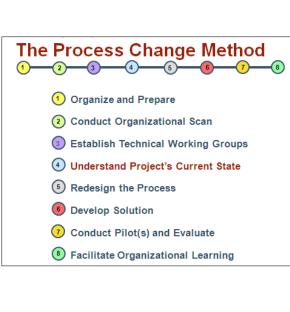


#### A Process Improvement Infrastructure

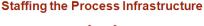
Core Teams are typically formed and given responsibilities and roles for managing, facilitating, and implementing a change effort from start to finish.



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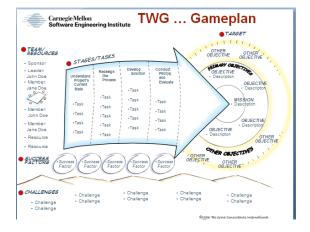


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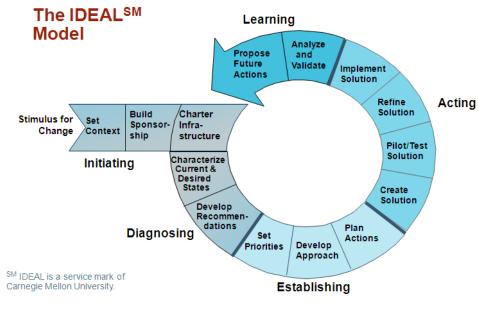




#### **Changing Behavior**

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# SEI IDEAL<sup>™</sup> Model



Based on Org Change Principles:

Action Research

Socio-tech Systems

Plan Do Check Act

**Cascading Sponsorship** 

Parallel learning Structures (SEPG)

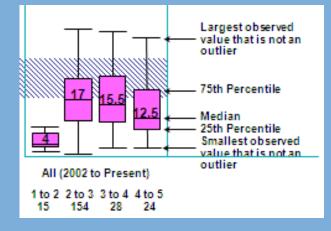
### My experience with using IDEAL:

•Takes too long (SEI time to move up)

•Costs too much

•Engineers don't embrace it

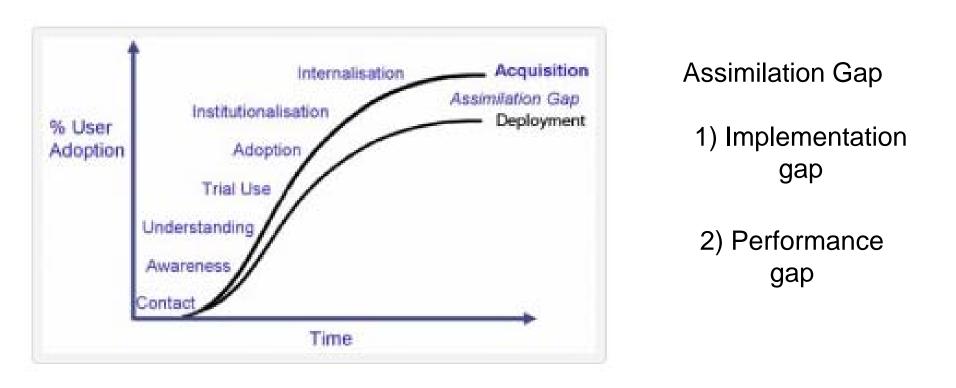
•Hard to sell Management Value Proposition





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# The assimilation gap is the gap between the objective and the deployment



Robert G. Fichman, Chris F. Kemerer, **"The Illusory Diffusion of Innovation : An Examination Of Assimilation Gaps"**, Working Paper Series No.746, Katz Graduate School of Business, University of Pittsburgh, November 1995.

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# Interested In ?

A streamlined transition approach that provides:

- Compelling Management Value Proposition
  - Predictable Costs
  - Creeping Commitment
  - Quick results with measurable ROI
- Concentrated and Focused process investments
- Accelerated Learning Environment
  - New Processes, New Experiences, New Data, New Beliefs, New Behaviors
- Rapid Predictable Organizational Adoption
- Continually Measurable Results

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# **Major Differences in Approach to Transition**

### Concentrated Process

Comprehensive Packaged Operational System of Integrated Processes

Proven Performance

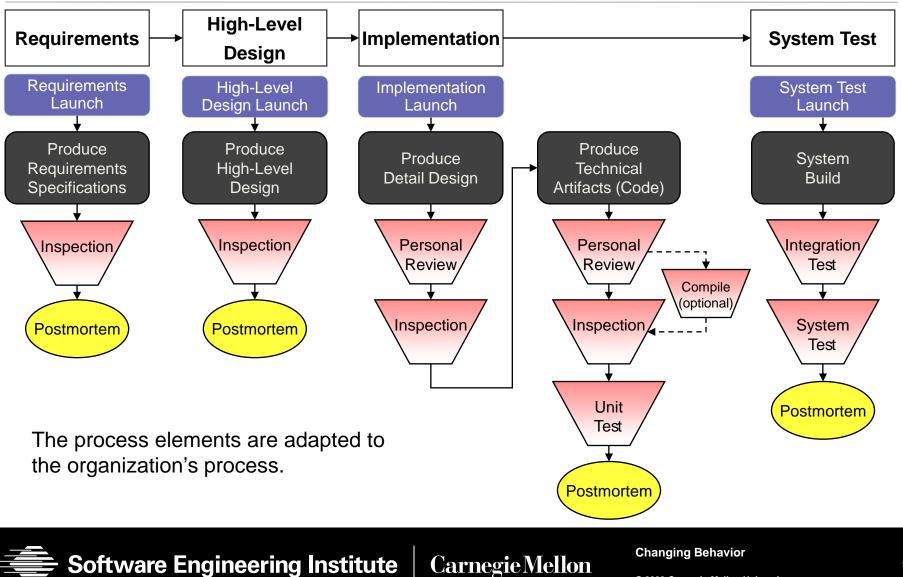
Integrated Operational Measurement System (Individual level)

### Focused Implementation Strategy

➤Unit oriented (Project/Team)

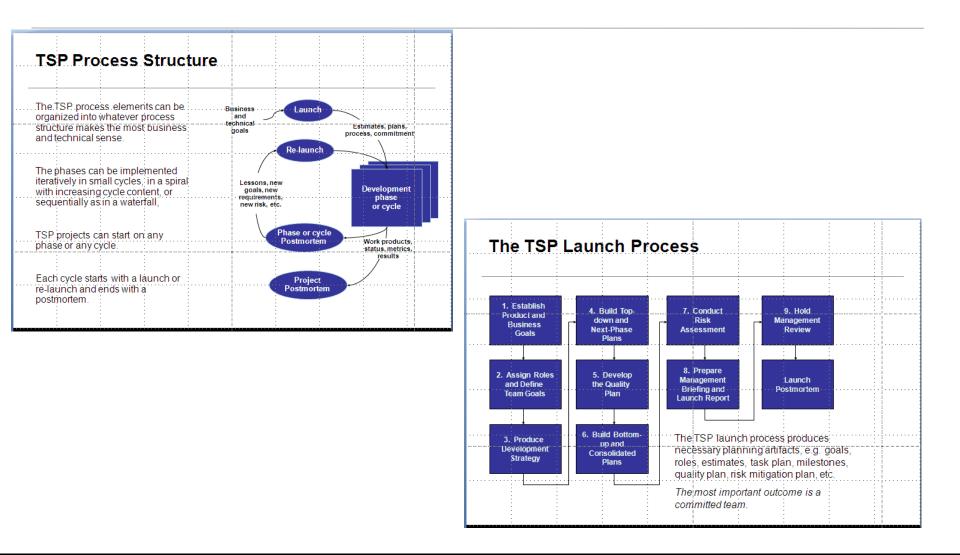
- ➢ JIT Concentrated 3 level Training
- Accelerated Learning Laboratory
- Effective Project/Team Launch Process
- Coaching and continued support

# **Comprehensive HP Development Process**



# **Effective Project/Team Launch Process**

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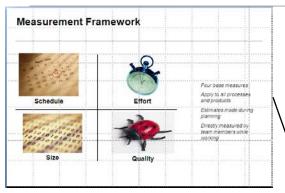
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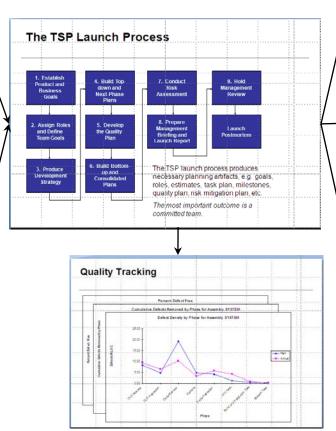
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## **Operational Plans Implemented Processes**

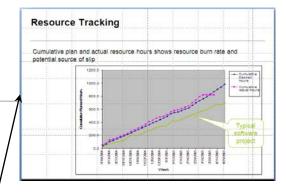
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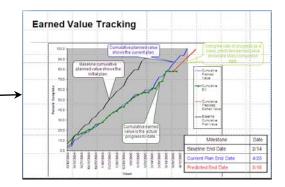


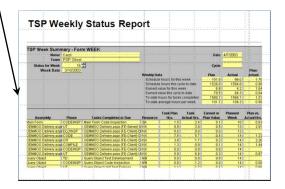
equirements –	High-Level Design	- Implementation		System Test
Launch	High-Level Design Launch	Implomentation Launch		System lest Launch
Produce lequirements Specifications	Produce High-Level Design	Produce Detail Design	Produce     Technical     Artifacts (Code)	System Build
Unspection	Inspection	Personal	Personat	Integration
Postmodem	Postmortem	Inspection		System /
ostmodem	Postmortem	Vispectión	Inspection	System Test



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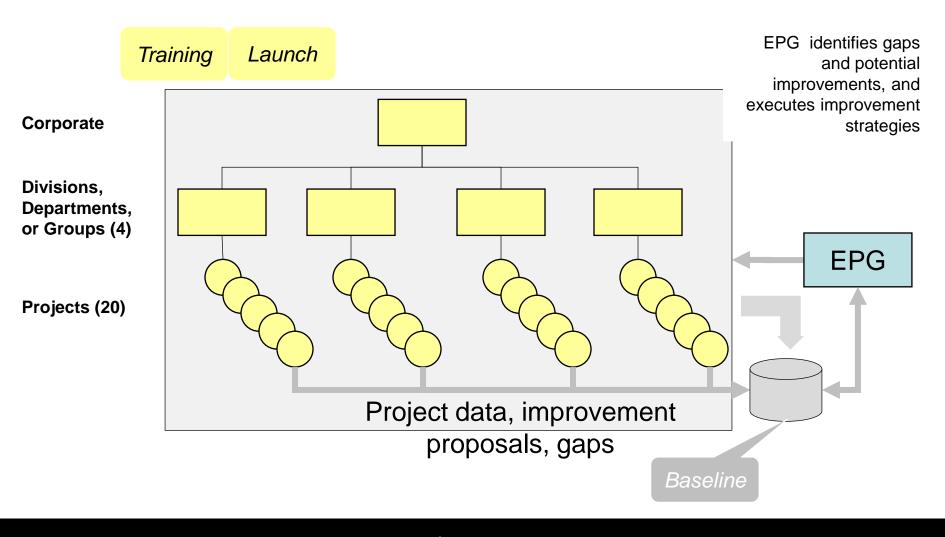






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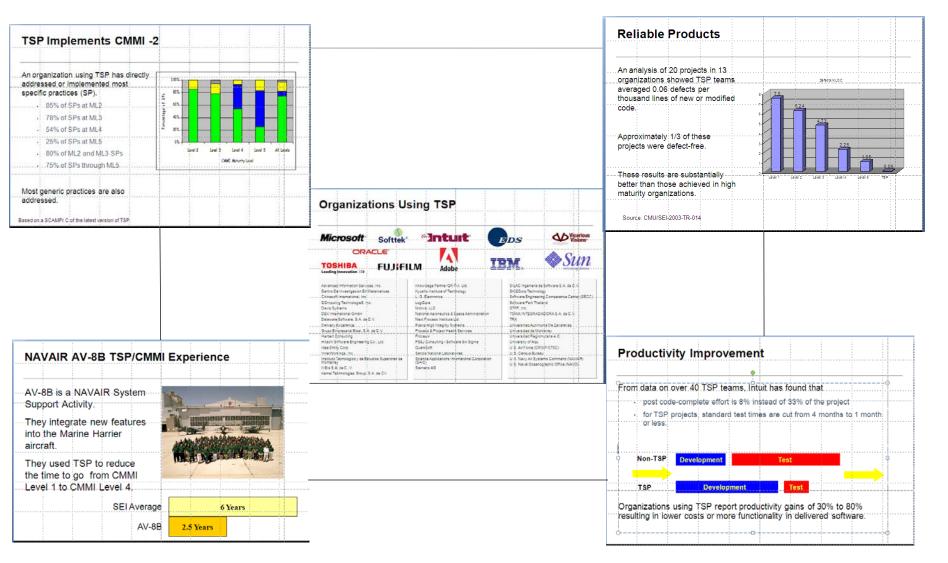
# Focused Implementation: Building Organizational Capability Project-by-Project, Team-by-Team



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## **Does it work for Organizations?**



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# Individual Transition:

Contact	Awareness	Understanding	Trial Use	Adoption
<ul><li>Conversation</li><li>Website</li><li>Article</li></ul>	<ul> <li>Conferences</li> <li>Books</li> <li>Articles</li> <li>Training</li> </ul>	<ul> <li>JIT Training Focused on the projects and units implementing the processes(two weeks)</li> <li>Three levels of training <ul> <li>Executive</li> <li>Team Leader</li> <li>Practitioner</li> </ul> </li> <li>Advanced Learning Laboratory</li> </ul>	<ul> <li>Packaged proven whole product Launch Process</li> <li>Supported by a "COACH"</li> <li>Instrumented</li> <li>Implements the Processed learned in the Learning Laboratory on the actual project</li> <li>Coach reinforces discipline throughout the project</li> </ul>	<ul> <li>Project Based Rollout Strategy</li> <li>Organizational Commitment</li> <li>Organizational Support (EPG)</li> </ul>



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# **Advanced Learning Laboratory**



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Training ++

**Process Simulation** 

Individual Instrumentation

**Immersion Therapy** 

Self Discovery

Behavioral modification Challenge current beliefs Change Behavior Change Behavior generates new results

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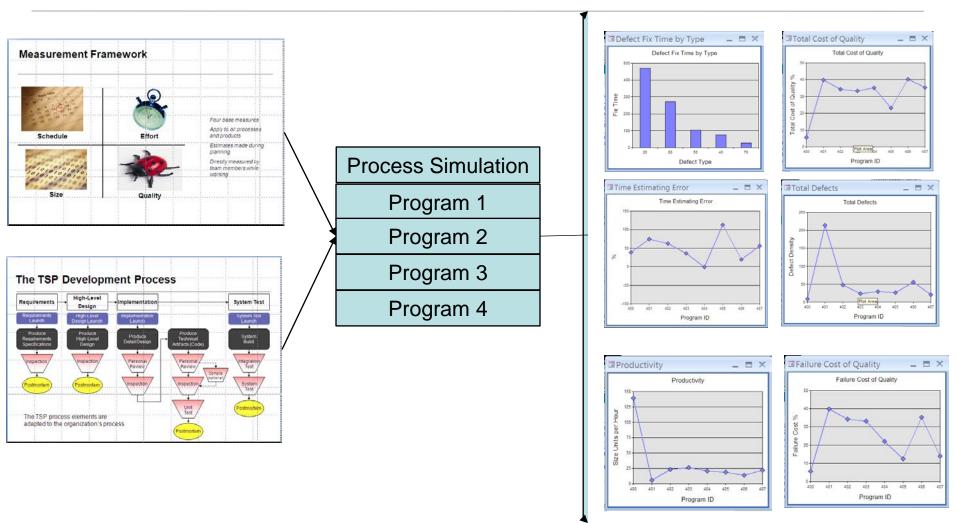
### **Process Simulation**

### Results from executing the Process

### **Executing the Processes**

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#### Product-Process-Planning Data



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# **Belief Systems and Behavior**



How to change a belief?

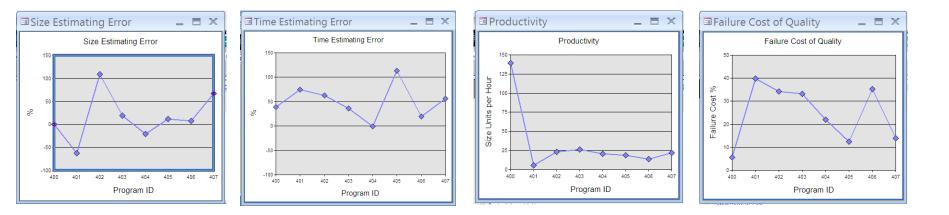
### Show results inconsistent with the belief

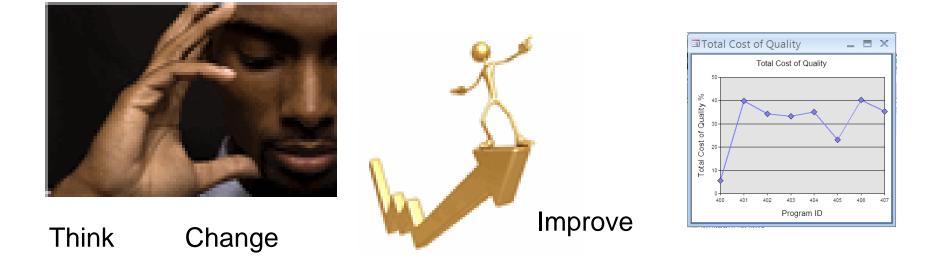


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# My Beliefs-My Data-- My Journey

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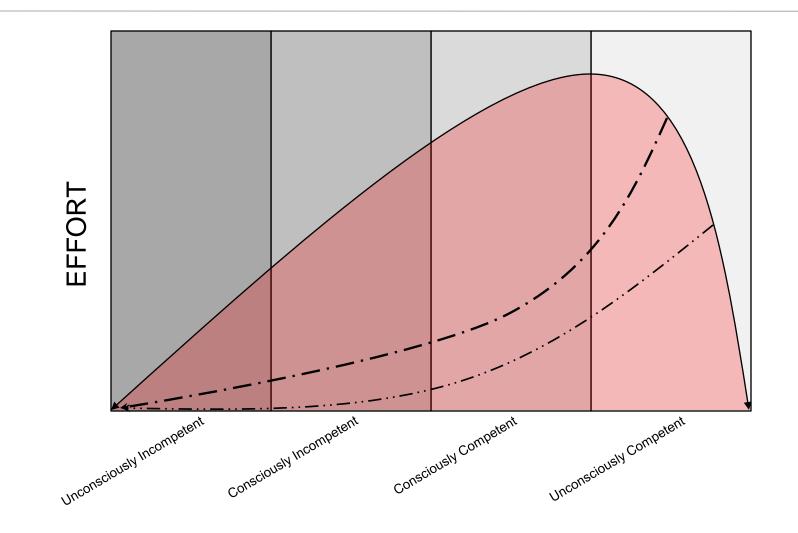




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**Consciousness Model and Bandura Social Learning** 



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Bayesian Inference Model: Allow the use of prior knowledge. Let  $P(h|\xi)$  be a degree of belief in hgiven current state of information  $\xi$ . New evidence e is presented. Update using Bayes's Theorem:

$$P(h | \tilde{e}, \xi) = \frac{P(h | \xi) P(\tilde{e} | h, \xi)}{P(\tilde{e} | \xi)}$$

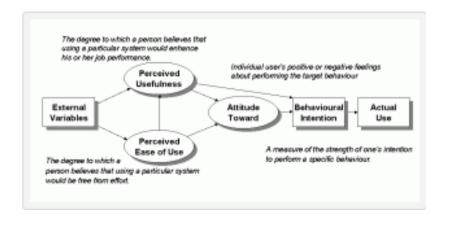
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### Predicting Behavior based on Beliefs

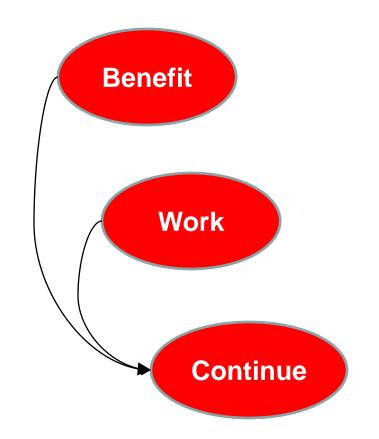
The Technology Acceptance Model is an information systems theory that models how users come to accept and use a technology



Bagozzi, R. P., Davis, F. D., & Warshaw, P. R. (1992). Development and test of a theory of technological learning and usage. Human Relations, 45(7), 660-686.

#### Simplified Acceptance Model based on Beliefs

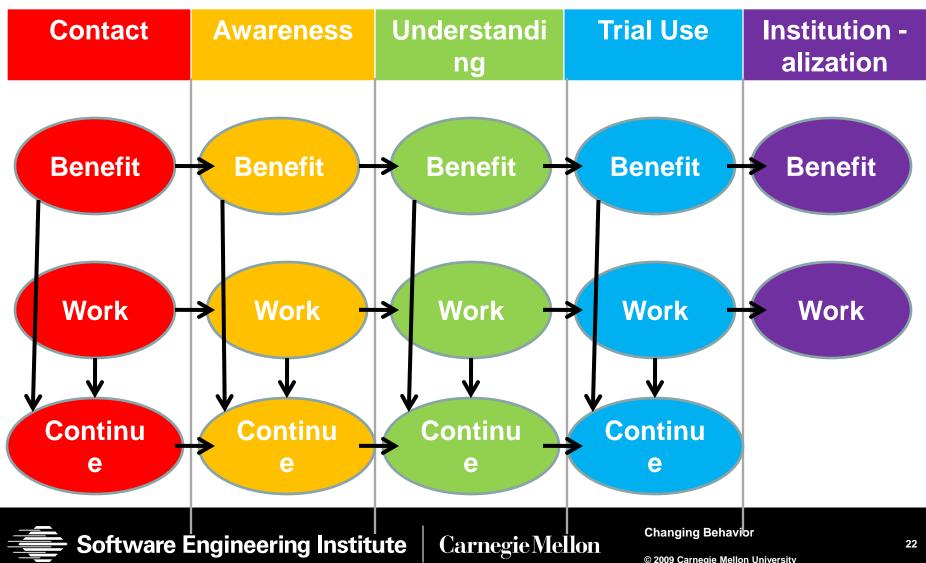
Repeated for Contact, Awareness, Understanding, Trial use and Institutionalization



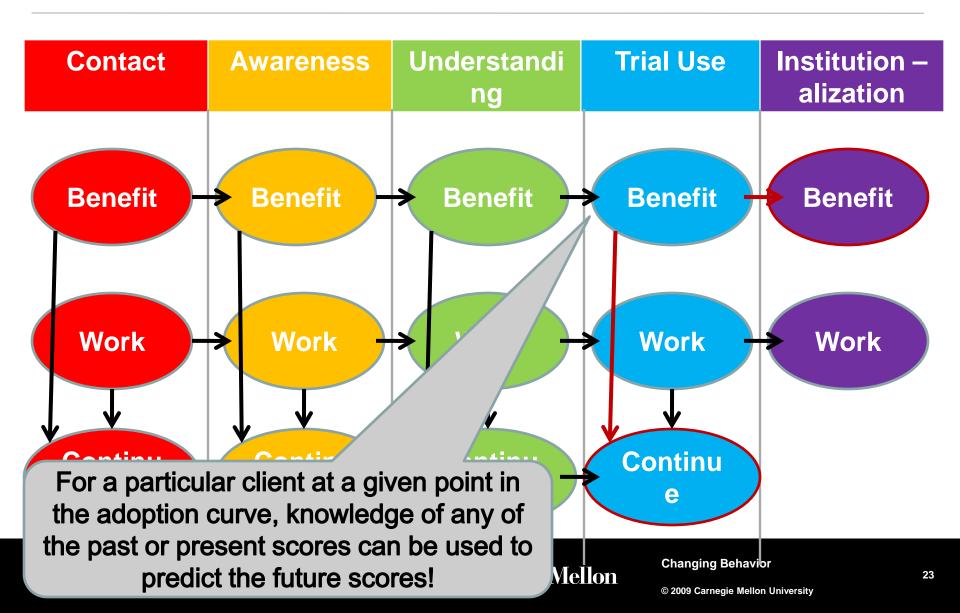
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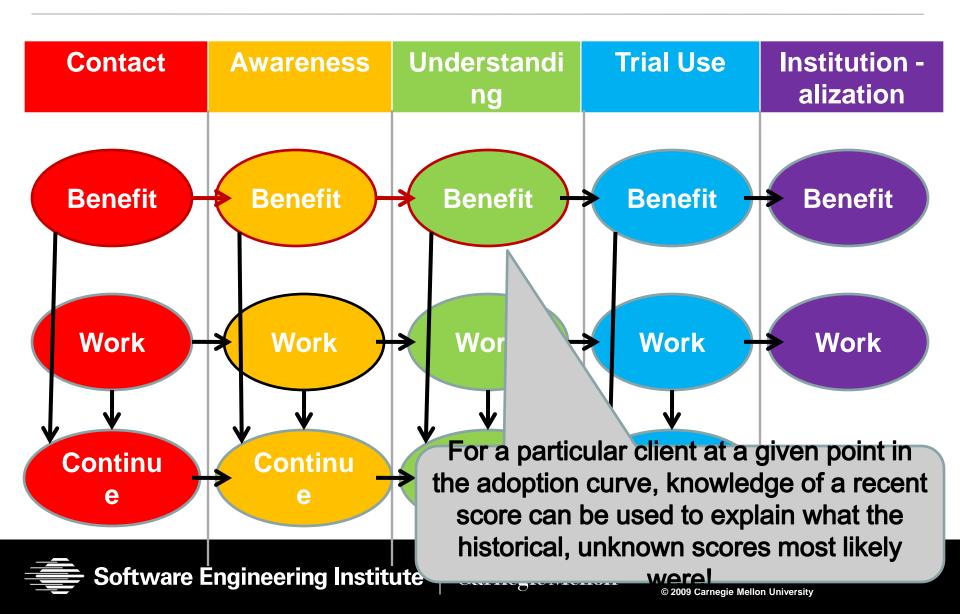
# **Concept of a BBN Model**



# **Using BBN Model to Predict Future**



# **Using BBN Model to Explain Past**



### **Transition Survey**

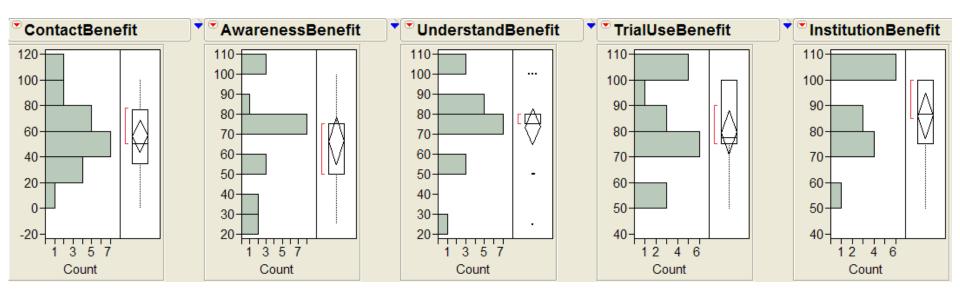


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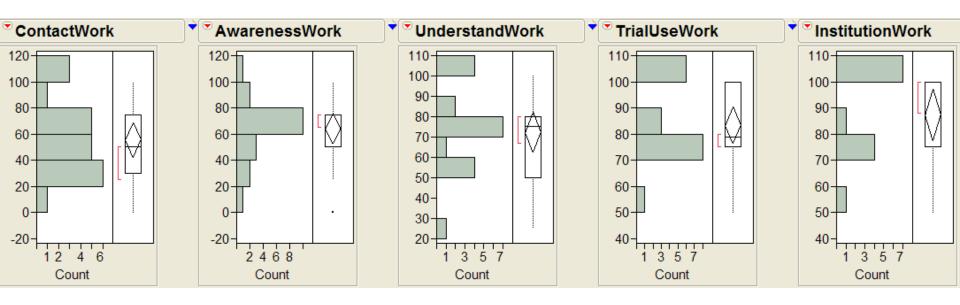
# **Changing Benefit Profile**



This distribution of the Benefit score is noticeably moving up across the adoption phases

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# **Changing Work Profile**

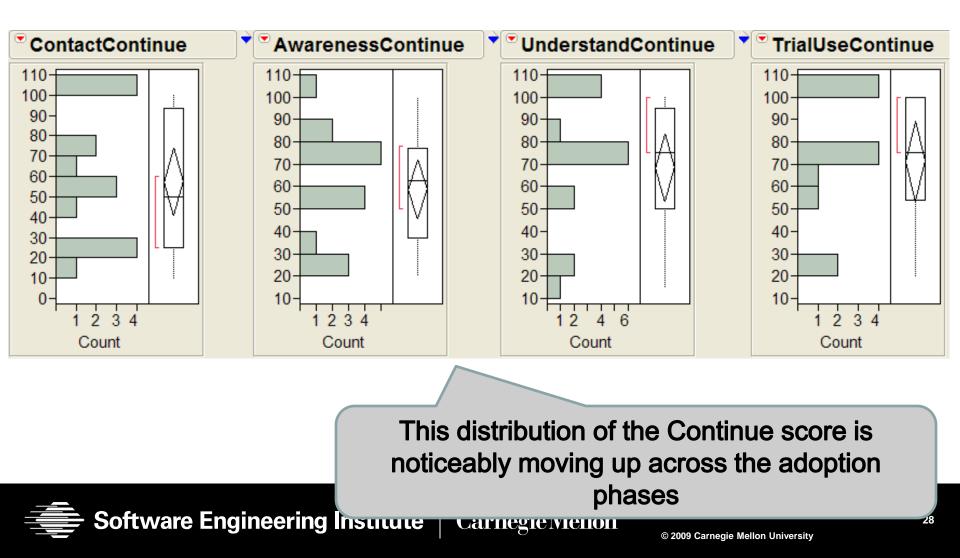


This distribution of the Work score is noticeably moving up across the adoption phases

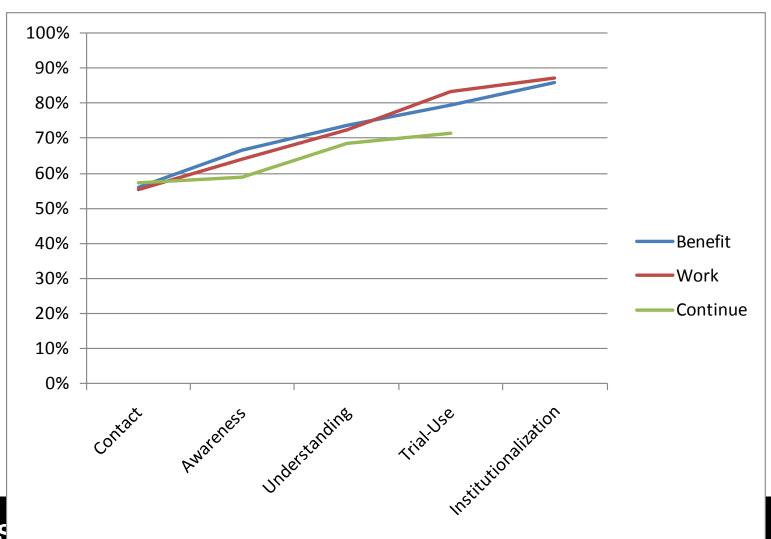
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# **Changing Continue Profile**



## **Overall Trend of Average Responses**



# **Some Initial Linear Models**

# Contact-Continue-Score = 4.3 + 0.85 \* Contact-Work-Score (Adj-Rsquare = 48%)

Understand-Be Aware

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Although we prefer adjusted Rsquare values in the 80%+ range, these single factor prediction models show promise.

Remember, Adj-Rsquare is the amount of behavior of the outcome explained by the modeling factor

# Questions?

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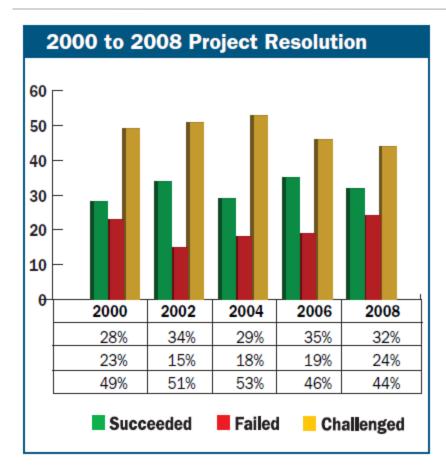
# Backup and Reference slides follow

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# **Software Industry Project Performance**



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<u>Successful</u> projects delivered on time, on budget, with required features and functions.

<u>Challenged</u> projects were late, over budget, and/or failed to deliver all of the required features and functions.

<u>Failed</u> projects were cancelled prior to completion or delivered and never used.

Source: Standish group 2009 Chaos report.

# Software Industry Quality Performance

The software industry is the only modern high-tech industry that ignores quality until test.

Most software defects are found in or after test when defect removal costs are the highest and the methods are the least effective.

This strategy results in defective products and unnecessary rework that inflates development costs by 30% to 40% or more.

This strategy is also a principal cause of unexpected delays, system failures, and software security vulnerabilities.



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# **Competitive Advantage**

As competition in the software industry increases, organizations seek:

- lower development cost
- shorter schedules
- more features per release
- predictable plans
- improved product quality
- fewer customer reported defects
- · reduced staff turnover

Team Software Process supports these objectives.

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# **Reliable Estimates**

#### From a study published in 2000

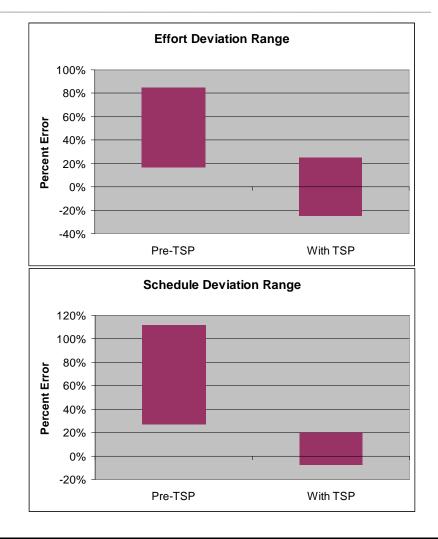
- fifteen projects in four organizations
- CMM ML1, ML2, ML3, and ML5
- TSP improved effort and schedule
   predictability at all maturity levels

Effort (Cost) Performance		
Study baseline	+17% to +85%	
TSP	-25% to +25%	

Schedule Performance				
Study baseline	+27% to +112%			
TSP	-8% to +20%			

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Source: CMU/SEI-TR-2000-015



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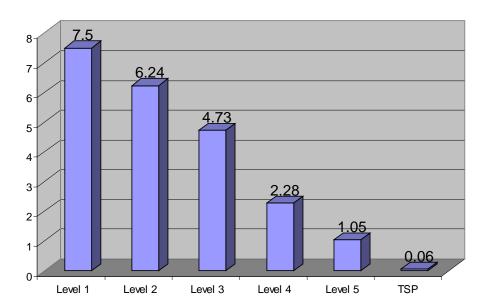
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### **Reliable Products**

An analysis of 20 projects in 13 organizations showed TSP teams averaged 0.06 defects per thousand lines of new or modified code.

Approximately 1/3 of these projects were defect-free.

These results are substantially better than those achieved in high maturity organizations.



Defects/KLOC

Source: CMU/SEI-2003-TR-014

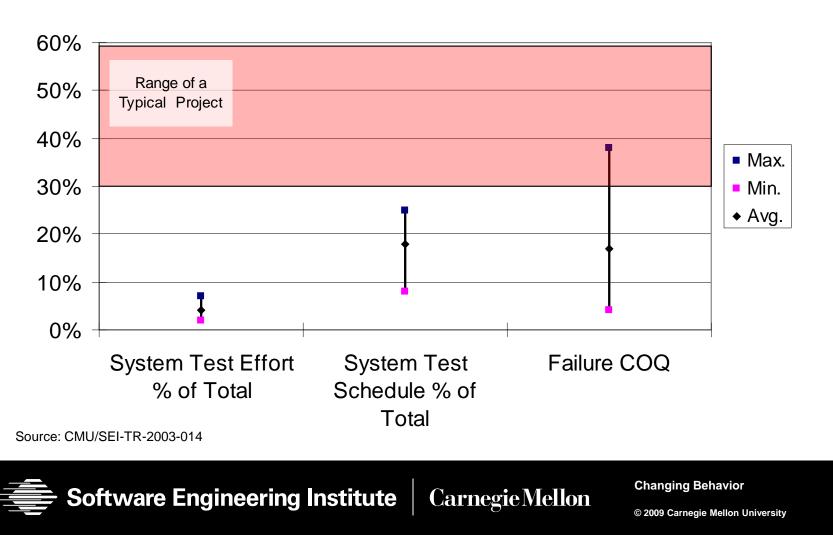
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### **Reduced Rework**

#### **TSP System Test Performance Range and Average**



# **Productivity Improvement**

From data on over 40 TSP teams, Intuit has found that

- post code-complete effort is 8% instead of 33% of the project
- for TSP projects, standard test times are cut from 4 months to 1 month or less.



Organizations using TSP report productivity gains of 30% to 80% resulting in lower costs or more functionality in delivered software.

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### **A Process for Managers and Developers**

"It was nice to be associated with a project that had few defects."

"The system test engineers became convinced that TSP was worthwhile when they realized that they were going from tracking down software bugs in the lab to just confirming functionality. Our first project: certified with ten times increase in quality with significant drop in cost to develop. Follow-on project: certified with NO software defects delivered to system test or customer."

"One of my first projects as an embedded systems programmer finished on the day we planned to finish six months earlier. I attribute the success to planning at a better granularity and making full use of the earned value tracking. The day we got 100% earned value was the day we planned to get 100% value, and we as a team celebrated like we had won a basketball game." "My first TSP-based team recently finished their system test. They had three system test defects in 7400 lines of code. No defects were code- or design-related; they were either install or documentation each of which took about five minutes to fix. System test took less than five percent of the overall project effort."

"Multiple projects in our organization have been able to keep within their time schedules (+/- three weeks) over a sixmonth span. This is something we [had] not been able to accomplish in the past. This is one of the reasons that management is very happy with the TSP process."

"Our schedule reliability is now +/- ten percent from -50/+200 percent and our defect density at the team level has been reduced by over 50 percent."

"Measuring progress helps generate progress." "...[TSP is a] transparent project management paradigm—everybody has a common understanding of the plan and everyone knows what is going on in the project and where we are in the project at any time."

"Our plans are much more detailed and all the involved developers understand them. As a consequence, we deliver what we planned, on time."

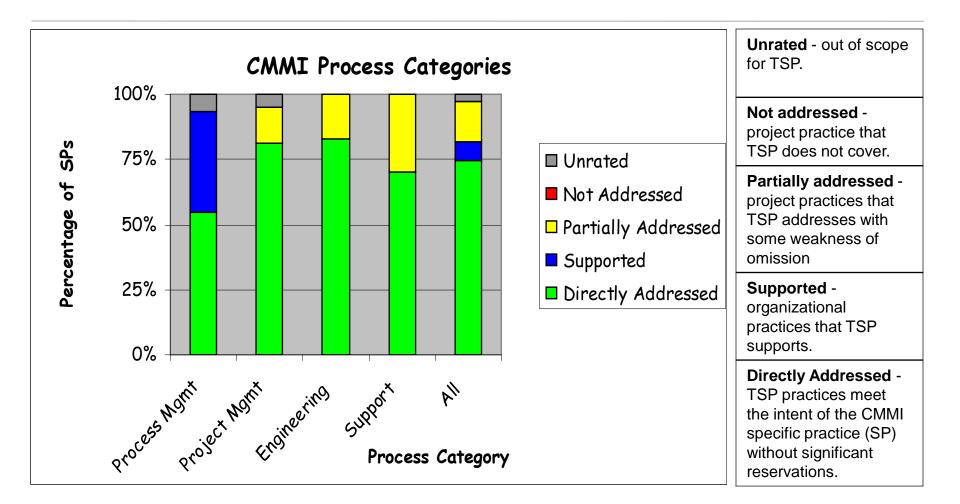
"PSP really sells you on the idea about finding defects early in the process. It really does make a difference at the end. We thought it wasn't going to work. But we all became converts. In doing the work, you are producing valuable data along the way. We improved productivity...improved it greatly. I worried because I have seen too many people more interested in the process than in the product. You are finishing smaller products at more regular intervals."

Source: CMU/SEI-TR-2003-014

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### **TSP Implements CMMI -1**



Based on a SCAMPI C of the latest version of TSP

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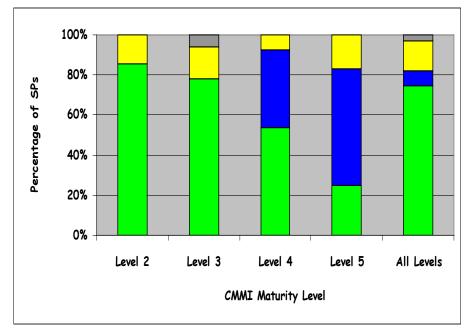
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# **TSP Implements CMMI -2**

An organization using TSP has directly addressed or implemented most specific practices (SP).

- 85% of SPs at ML2
- 78% of SPs at ML3
- 54% of SPs at ML4
- 25% of SPs at ML5
- 80% of ML2 and ML3 SPs
- 75% of SPs through ML5



Most generic practices are also addressed.

Based on a SCAMPI C of the latest version of TSP

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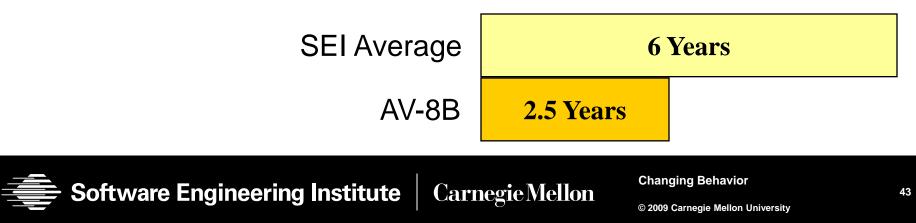
# **NAVAIR AV-8B TSP/CMMI Experience**

AV-8B is a NAVAIR System Support Activity.

They integrate new features into the Marine Harrier aircraft.

They used TSP to reduce the time to go from CMMI Level 1 to CMMI Level 4.





### **Organizations Using TSP**



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# Topics

#### Introduction

#### **TSP** concepts

- Self-directed teams and coaching
- Personal Software Process
- Process and measurement framework
- Comprehensive quality management

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- Team management with TSP
- User experience
- **Getting Started**

#### **Key Features -1**

Unlike many other software development methods TSP a uses self-directed team management style...the team owns the plan.

TSP has an operationally defined process that is also owned by the team.

The process is supported by an integrated measurement framework to help the team track their work and improve their estimating abilities.

TSP emphasizes quality with comprehensive quality management practices.

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• build the right product the right way to avoid rework

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• put quality product into test instead of trying to test-in quality

#### **Key Features -2**

Complete engineering process – system requirements through acceptance test.

Scalable – small to large organizational settings and projects.

Tailorable – TSP is tailored or is adapted to support existing processes.

Provides immediate and measurable benefits on first use.

Role specific training, documented process, and tools.



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# Topics

#### Introduction

**TSP** Concepts

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Team management with TSP

User experience

**Getting Started** 

### **Management Styles**

The principal management styles have been:





Frederick Taylor

#### **Body Management**

People as oxen that must be driven, directed, and motivated through fear.

#### Task Management

People as machines. Management knows the best way to get the work done. The workers follow.



Peter Drucker

#### Knowledge management

People as individuals. The knowledge worker knows the best way to get the work done. Management motivates, leads, and coaches.

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### Knowledge Work

"The key rule in managing knowledge work is this: managers can't manage it, the workers must manage themselves."

Software development is knowledge work.

To manage software work, developers must

- be motivated
- make accurate plans
- negotiate commitments
- track their plans
- manage quality

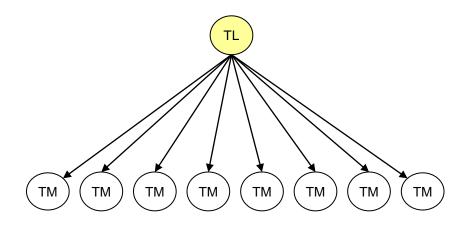
#### How is this accomplished?



Watts Humphrey, creator of TSP

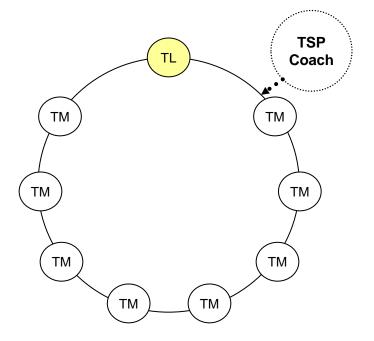
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### **TSP Self-directed Team Management Style**





The leader plans, directs, and tracks the team's work.

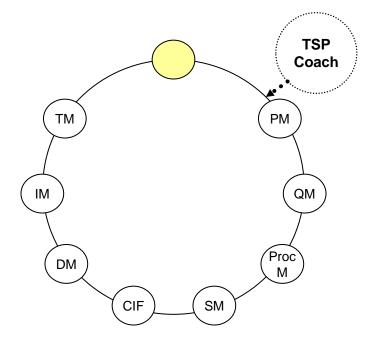


#### Self-directed team

The team members participate in planning, managing, and tracking their own work.

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# Sharing the Team Management Responsibilities



#### Self-directed team roles

Eight pre-defined roles distribute traditional project management responsibilities across the team.

All team members have traditional roles, e.g. developer, tester, etc.

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#### **Project Management Roles**

**Planning manager** – responsible for tracking the plan.

**Quality manager** – responsible for tracking the quality plan.

**Process manager** – responsible for ensuring process discipline and for process improvement.

**Support manager** – responsible for ensuring that support needs are met and for configuration management.

#### **Technical Roles**

**Customer interface manager** – responsible for the interface to the customer or customer representative.

**Design manager** – responsible for the design practices and quality.

**Implementation manager** – responsible for implementation practices and quality.

Test manager – responsible for test practices and quality.

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### The Team Leader's Role

The team leader does not typically take one of the eight team member roles.

#### The team leader's job on a TSP team is to

- guide and motivate the team in doing its work
- take the time to reach full consensus on all important issues
- ensure that the team establishes high standards for the work
- provide management support to the team
- support the team with management

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• protect the team so that it can concentrate on the project

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# The TSP Coaching Role

The coach

- trains and facilitates the adoption of TSP
- works with the team leader to build the team
- observer that guides the team



Tiger Woods and his coach Hank Haney.

#### Team Leader vs. Coach

The team leader's job is to use the team to build the product.

The coaches job is to use the project to build the team.

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#### **The Impact of Self-Directed Teams**

#### A self-directed team

- builds its own plans, negotiating trade-offs with management.
- owns its process and is committed to following it.
- measures and tracks its own work.
- knows precisely where it stands.

Because of this the team members are highly motivated to help each other meet their commitments and achieve their best performance.



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# Topics

#### Introduction

#### **TSP** Concepts

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- Team management with TSP
- User experience
- **Getting Started**

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# Learning to Develop Software

In universities,

- the emphasis is on technical knowledge and individual performance.
- evaluation emphasizes code that runs, not how the student got there.
- the prevailing ethic is to code as quickly and fix the problems in test.

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In industry, team-working skills are also needed.

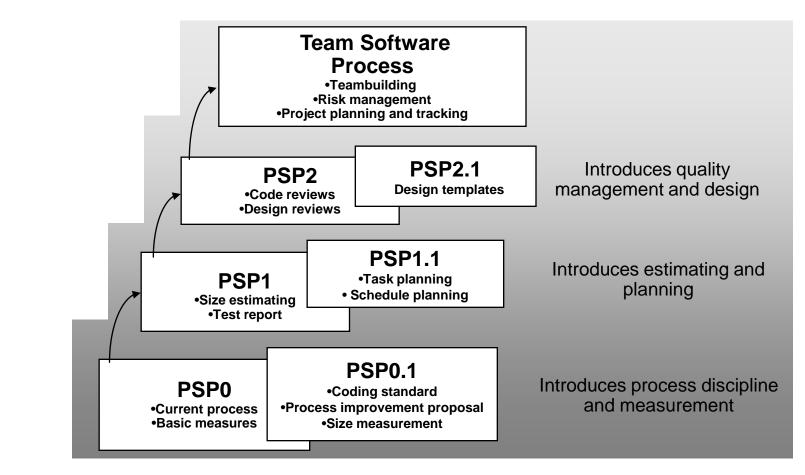
TSP uses the Personal Software Process to build these skills.

- planning and tracking the work
- measuring and managing quality

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anticipating and correcting problems

### **PSP Learning Stages**



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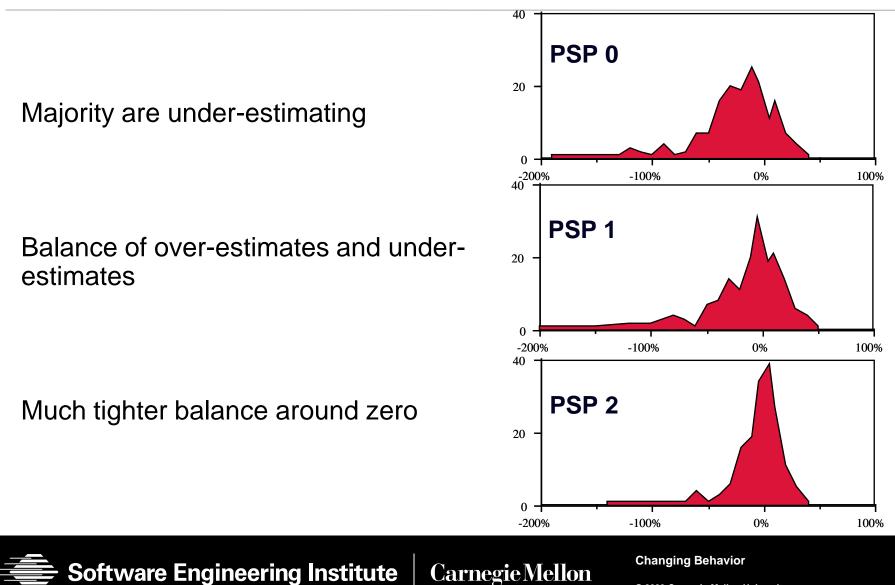
Developers write one or more programs at each PSP level

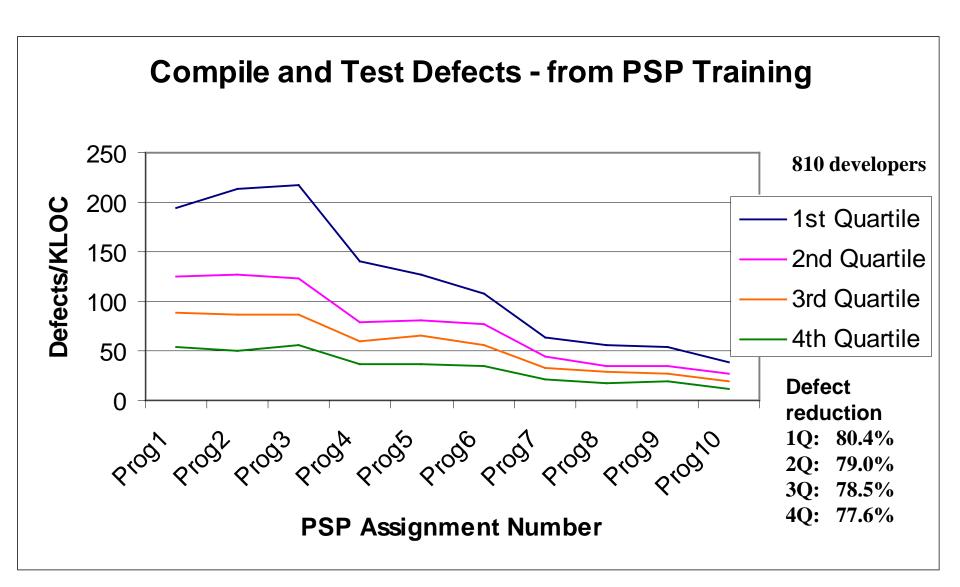
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# **PSP Estimating Accuracy**

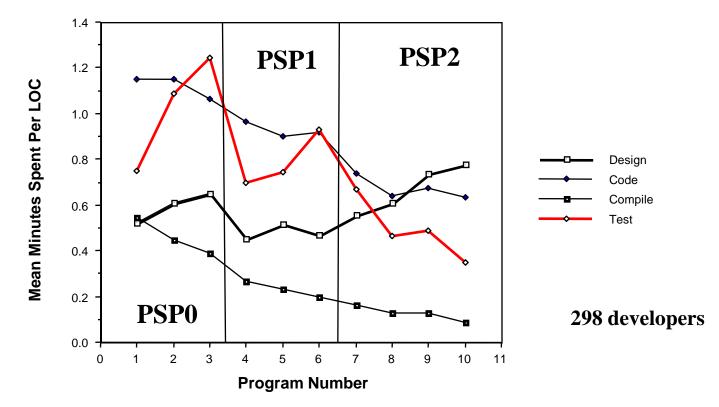




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### **PSP Design Time Results**





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# Topics

#### Introduction

#### **TSP** Concepts

- Self-directed teams and coaching
- Personal Software Process
- Process and measurement framework
- Comprehensive quality management

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- Team management with TSP
- User experience
- **Getting Started**

### **TSP Operational Processes and Measures**

TSP is defined operationally.

- The processes provide guidance without being too detailed or inflexible.
- They are easily tailored to fit existing organizational processes.
- The measurement definitions are precise but also extensible.

#### Benefits

- · Allows self-directed teams to own their processes.
- Instills *process discipline* rather than enforcing *process institutionalization* with auditing methods.

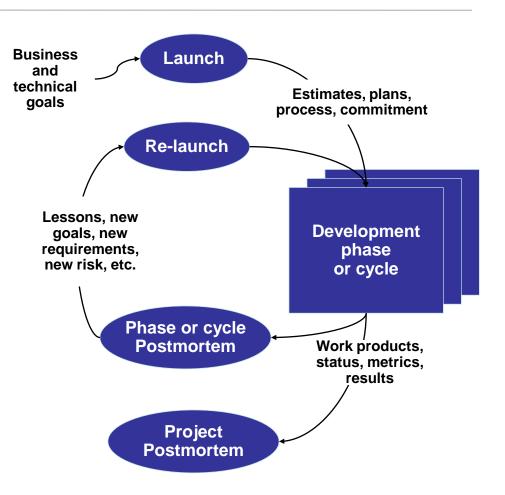
### **TSP Process Structure**

The TSP process elements can be organized into whatever process structure makes the most business and technical sense.

The phases can be implemented iteratively in small cycles, in a spiral with increasing cycle content, or sequentially as in a waterfall,

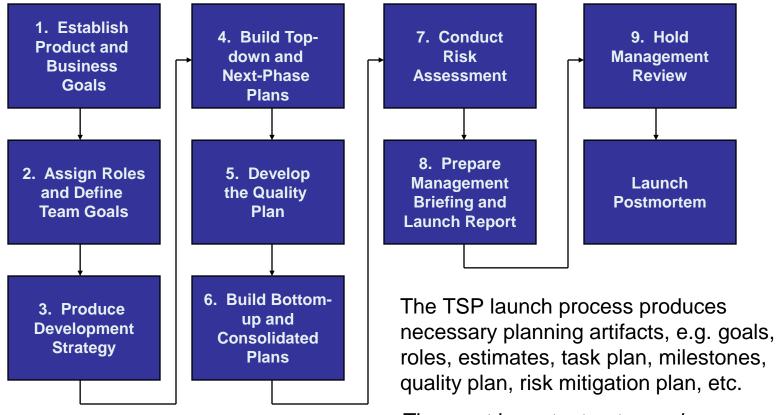
TSP projects can start on any phase or any cycle.

Each cycle starts with a launch or re-launch and ends with a postmortem.



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### **The TSP Launch Process**



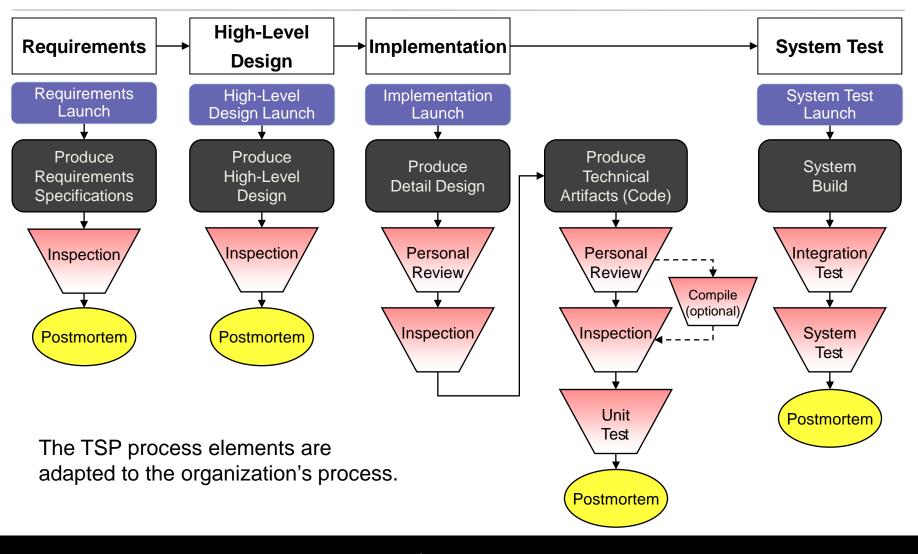
The most important outcome is a committed team.

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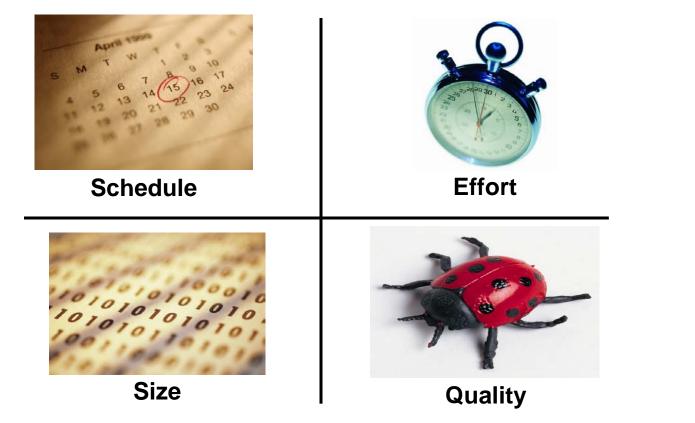
# **The TSP Development Process**



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#### **Measurement Framework**



Four base measures

Apply to all processes and products

Estimates made during planning

Directly measured by team members while working

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#### Shanging Benavior

# Schedule

Schedule is the most commonly used project measure.

Schedule accuracy depends on granularity.

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TSP schedule granularity is in hours, not days, weeks, or months.

TSP Task Pla	Total Plan Hours									Total Actua			
Name	318.9												
Team	Reminder:												
Date	Estimated Hours can be entered manually - OR - calculated based on Estimated Si:												
			If Size and Rate are present, this field will be recalculated when you Update Task										
Cycle							+						
		Generate Update Task Task List and Schedule	esonices	Estimated Size	e Measure	ate (per Hr.)	Estimated Hours	Engrs	n Hours	olan Date	in Week	Actual Hours	Actual Date
Assembly	Phase	Task	Le Le	Ш Ш	Siz	Ra	Ш	ш	Plan	Ple	Plan	AC	AC AC
Main Form	DLDINSP	Main Form DLD Inspection	SA, PP	300	LOC	200.0	1.5	1.0	1.5	3/10/2003	15	5.0	3/7/2003
Main Form	CODEINSP	Main Form Code Inspection	SA, PP	300	LOC	200.0	1.5	1.0	1.5	3/10/2003	15	4.8	3/10/2003
Filter Object	CODEINSP	Filter Object Code Inspection	SA, PP	300	LOC	200.0	1.5	1.0	1.5	3/10/2003	15	3.2	1/22/2003
Task Panel Control	DLDINSP	Task Panel Control DLD Inspection	NK, PP	250	LOC	200.0	1.3	1.0	1.3	3/10/2003	15	0.0	3/7/2003
Task Panel Control	CODEINSP	Task Panel Control Code Inspection	NK, PP	250	LOC	200.0	1.3	1.0	1.3	3/10/2003	15	0.0	3/10/2003
ProfileUserList.aspx	DLDINSP	ProfileUserList.aspx DLD Inspection	PP, VY	1010	LOC	200.0	5.1	1.0	5.1	3/17/2003	16	2.0	2/4/2003
ProfileUserList.aspx	CODEINSP	ProfileUserList.aspx Code Inspection	PP, VY	1010	LOC	200.0	5.1	1.0	5.1	3/17/2003	16	4.4	2/27/2003
0.075V	17	OVOTEN E AL LEGITE		1		1				0.117 0000	10	17.0	



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#### Time

Time is a measure of time on task.

The TSP time measure is task hours, i.e. the time spent on a project task, minus interruption time.

TSP team members record their time as they work, not at the end of the day, week, or month.

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TSP Time Recording Log - Form LOGT									
Name	Prasad Pe	erini							
Team	PSP Ghos	t							
				Cycle					
				Hours	321.2				
Assembly	Phase	Task	Date	Start	Int.	Stop	Delta		
OEM-ChangeR	PLAN	OEM-ChangeRequest-7 PLAN	03/13/03	15:45:10		16:22:43	37.6		
OEM-ChangeR	HLD	OEM-ChangeRequest-7 HLD	03/13/03	16:53:08		17:30:40	37.5		
OEM-ChangeR	DLD	OEM-ChangeRequest-7 DLD	03/13/03	17:30:49		18:02:59	32.2		
OEM-ChangeR	DLD	OEM-ChangeRequest-7 DLD	03/13/03	18:55:20		19:54:35	59.3		
OEM-ChangeR	DLDR	OEM-ChangeRequest-7 DLDR	03/14/03	10:00:43		10:31:59	31.3		
OEM-ChangeR	DLDINSP	OEM-ChangeRequest-7 DLDINSP	03/17/03	14:37:36		15:13:56	36.3		
OEM-ChangeR	DLD	OEM-ChangeRequest-7 DLD	03/17/03	15:46:18		16:00:51	14.6		
OEM-ChangeR	DLD	OEM-ChangeRequest-7 DLD	03/17/03	16:11:56		16:33:34	21.6		
OEM-ChangeR	DLDR	OEM-ChangeRequest-7 DLDR	03/17/03	16:46:49		17:04:20	17.5		
OEM-ChangeR	CODE	OEM-ChangeRequest-7 CODE	03/17/03	17:45:47		18:47:23	61.6		
OEM-ChangeR	CODE	OEM-ChangeRequest-7 CODE	03/17/03	18:50:51		19:01:18	10.5		
OEM-ChangeR	CODE	OEM-ChangeRequest-7 CODE	03/18/03	09:38:54		10:10:35	31.7		
OEM-ChangeR	CR	OEM-ChangeRequest-7 CR	03/18/03	11:50:46		12:04:33	13.8		
OEM-ChangeR	CR	OEM-ChangeRequest-7 CR	03/18/03	12:53:56		13:29:14	35.3		

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#### Size

Size is a measure of the magnitude of the deliverable, e.g. lines of code or function points, pages.

TSP size measures are selected based on their correlation with time.

#### TSP also uses size data to

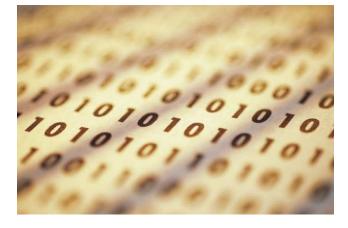
• normalize other measures

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track progress

	TSP Size Summary	/ - Fe	orm SUMS									
	Name											
	Team											
	Date											
					-							
	Cycle				-	Actual	Size					
D	Assembly, Sub-Assembly, or Part Name	(A)ssembly or (P)art	Parent Assembly Name		Size Measure	Base	Deleted	Modified	Added	Reused	Newand Changed	Total
25	DeliveryOEMPartValidate-Files	Α	OEM MOO Integration RSM	PP	LOC	0	0	0	489	0	489	489
26	DeliveryOEMPartList(SQL)	A	OEM MOO Integration RSM	PP	LOC	0	0	0	613	0	613	613
27	AppDataExchangeCreate(SQI	A	OEM MOO Integration RSM	PP	LOC	0	0	0	178	0	178	178
28	AppDataExchangeGet(SQL)	A	OEM MOO Integration RSM	PP	LOC	0	0	0	153	0	153	153
29	OEM MOO Integration RSM	А	SYSTEM	NK	Text Pages	0	0	0	4	0	4	4
30	Build Doc for OEM MOO Team	A	OEM MOO Integration RSM	NK	Text Pages	0	0	0	0	0	0	0
- 24	play class success more than the	٥	OPHINOO HARMANA DOM	KUZ.	1.00	0	0	0	0	0	0	0]

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#### Defects

Defects are the measure of quality in the TSP.

Any change to an interim or final work product, made to ensure proper design, implementation, test, use, or maintenance, is a defect in the TSP.



Defects are logged as they are found and fixed.

Defect tracking takes place throughout the process.

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TSP Defect Recording Log - Form LOGD									
Name Prasad Perini			Date	2/3/2004					
Team	PSP (	Ghost							
				Cycle					
						-			
						Fix	Fix		
Date	Num	Туре	Assembly	Injected	Removed	Time	Ref.	Description	
1/16/2003	66	20	OEM User Groups	CODE	CR	5.0		Missing ',' between parameters	
1/16/2003	67	70	OEM User Groups	CODE	CR	5.0		Permissions don't match for objects and its attribut	
1/23/2003	68	70	OEM User Groups	DLD	CODEINSP	5.0		SRFile, SRProperty objects need create permission	
1/23/2003	69	70	OEM User Groups	DLD	CODEINSP	10.0		Permissions don't match for objects and its attribut	
1/23/2003	70	70	OEM User Groups	CODE	CODEINSP	2.0		211-212 Wrong Sproc (iGrpApp should be iCode)	
1/24/2003	71	70	OEM User Groups	CODE	UT	25.0		Wrong Database Name for UserAccount Object	
1/24/2003	72	70	OEM User Groups	DLD	UT	3.0		Extra Attribute name in UserAccount ObjectAttribu	
1/24/2003	73	90	AppDataExchangeG	DLD	DLDR	1.0		Granted permissions to OEMUsers instead of Phoe	
1/24/2003	74	40	AppDataExchangeG	DLD	DLDR	5.0		Step names in Logic don't match with error table	
1/24/2003	75	40	AppDataExchangeG	DLD	DLDR	1.0		Change record to IsActive in step 2	
1/24/2003	76	70	AppDataExchangeG	DLD	DLDR	1.0		Column names were not specified in step 4	
4 04 0000	77		0	NIN	DI DD	4.0		F	

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#### What the Base Measures Provide

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Management measures derived from the base measures are used by the team to manage the project and manage quality.

**Project management measures**: earned value, productivity, estimation accuracy, estimation size and effort prediction intervals, cost performance index, time in phase distributions, ...

**Quality management measures**: defects injected and removed in each process phase, defect density, defect injection and removal rates, process yield, phase yield, review and inspection rates, cost of quality, percent defect free, quality profiles, quality profile index, ...

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## Topics

#### Introduction

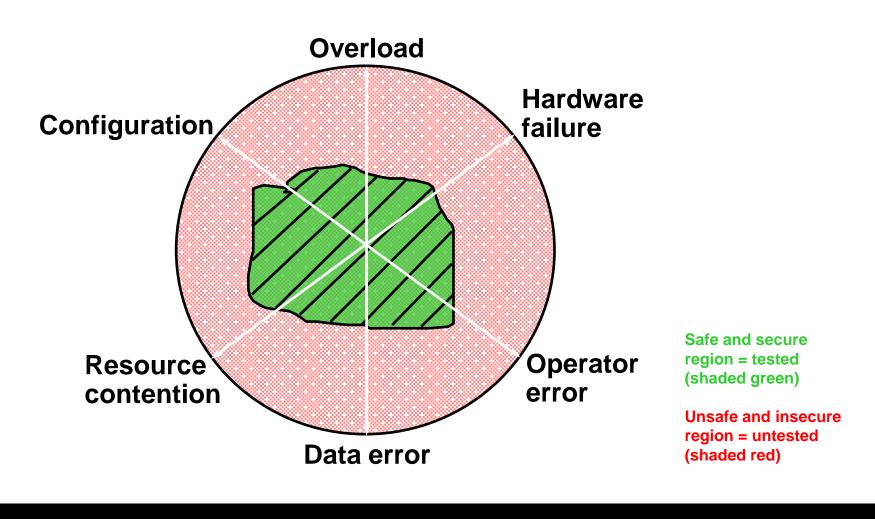
#### **TSP** Concepts

- Self-directed teams and coaching
- Personal Software Process
- Process and measurement framework
- Comprehensive quality management

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- Team management with TSP
- User experience
- **Getting Started**

#### **Testing Coverage**



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### **Put a Quality Product into Test**

IBM's Dr. Harlan Mills asked: "How do you know that you've found the last defect in system test?"

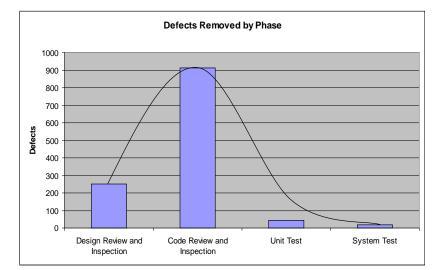
"You never find the first one."

If you want a quality product out of test, you must put a quality product into test.

How do you put a quality product into test?

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#### **Quality Management!**



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### **TSP Quality Management Practices -1**

#### Planning for quality

- TSP quality planning estimates the number of defects injected and removed at each phase based on historical injection rates and phase yields.
- Removal rates, review rates, phase time ratios, defect densities, and other quality indicators are then calculated by the tools.

#### Measuring and tracking quality

- Developers track every defect found and fixed.
- Quality is reviewed weekly by the quality manager and the team.

## **TSP Quality Management Practices -2**

#### Defect removal filters

- Every activity that finds and removes defects can be thought of as a defect removal filter, e.g. reviews, inspections, compilers, static analyzers, etc.
- TSP has many such filters.

#### Capture/Recapture

• TSP uses capture/recapture to estimate the defects missed in inspections.

#### **Defect prevention**

• Every defect found in system test or later is analyzed to prevent future escapes.

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• Every defective module is re-inspected.

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### **Quality and the Team**

High quality can only be achieved by the development team.

To manage quality they must

- have control of their process
- have the proper data to track quality
- be properly trained and motivated

The self-directed team management style empowers the team to manage quality.

The integrated measurement framework provides the data.

PSP provides the training, motivation, and commitment.

## Topics

Introduction

**TSP** Concepts

- Self-directed teams and coaching
- Personal Software Process
- Process and measurement framework
- Comprehensive quality management

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Team management with TSP

User experience

**Getting Started** 

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## **Team Management with TSP**

With the TSP measurement framework, teams know exactly where they stand in several dimensions.

- Schedule
- Resources
- Product quality

#### Teams use the data to

- manage their work
- anticipate and address problems early
- improve cost, schedule, and quality

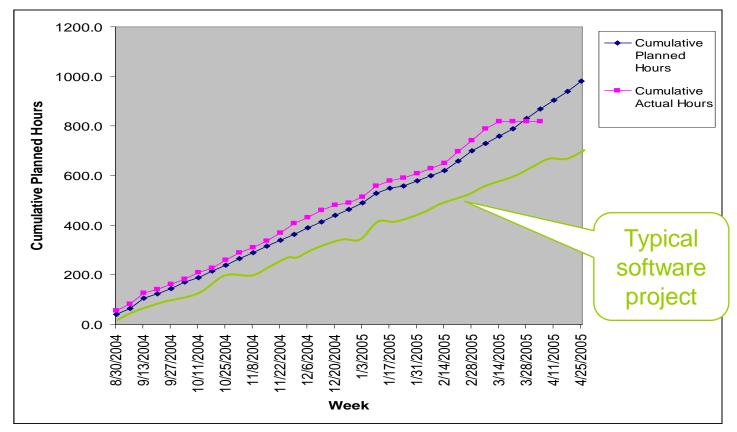
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The teams and their managers use the same data to manage the project as illustrated in the following sample of TSP charts and forms.

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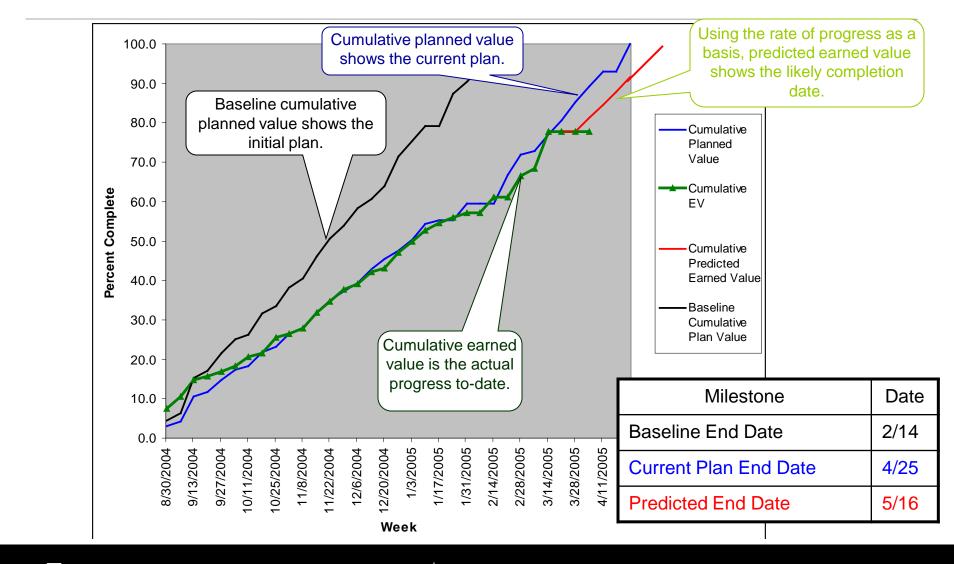
#### **Resource Tracking**

Cumulative plan and actual resource hours shows resource burn rate and potential source of slip



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#### **Earned Value Tracking**



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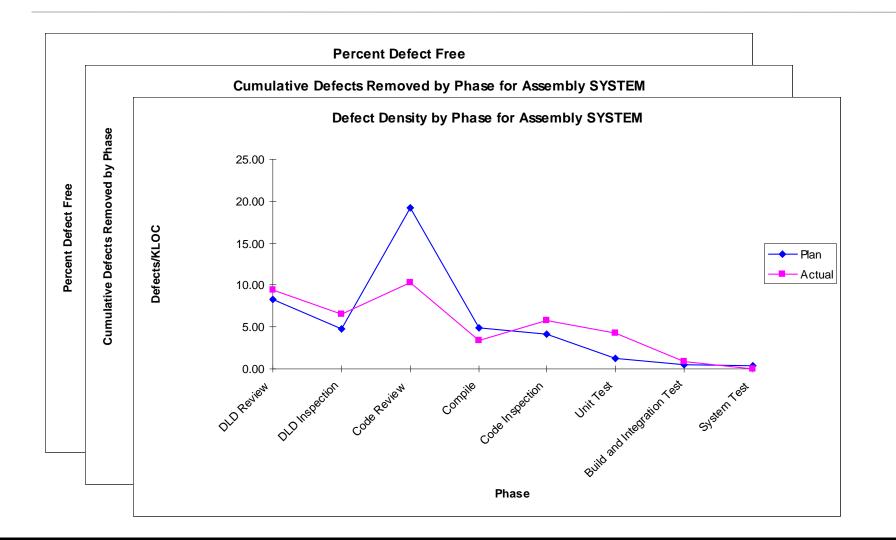
#### **TSP Weekly Status Report**

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TSP Week Summary - Form WEEK								
Name	Carol					Date	4/7/2003	
Team	PSP Ghost							
Status for Week	15	-				Cycle		
Week Date	3/10/2003					-,		Plan/
			Weekly Dat	ta		Plan	Actual	Actual
			-	e hours for this	s week	151.0	86.0	1.76
			Schedule	e hours this cy	/cle to date	1526.0	1594.8	0.96
			Earned v	alue for this w	/eek	6.9	4.2	1.64
			Earned v	alue this cycle	e to date	79.5	84.3	0.94
			To-date ł	hours for task	s completed	1580.7	1568.1	1.01
			To-date a	average hours	; per week	101.7	106.3	0.96
				Task Plan	Task	Earned or	Planned	Plan vs.
Assembly	Phase	Tasks Completed or Due	Resource	Task Plan Hrs.	Task Actual Hrs.	Earned or Plan Value	Planned Week	Plan vs. Actual Hrs.
Assembly Main Form	Phase CODEINSP	Tasks Completed or Due Main Form Code Inspection	Resource					
	CODEINSP		SA	Hrs.	Actual Hrs.	Plan Value	Week	Actual Hrs.
Main Form	CODEINSP ×UT	Main Form Code Inspection	SA JINK	Hrs.	Actual Hrs.	Plan Value 0.1	Week 10	Actual Hrs.
Main Form OEMMOO Delivery.asp	CODEINSP » UT » DLDINSP	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server)	SA JINK JINK	Hrs. 1.5 8.9	Actual Hrs. 2.4 3.0	Plan Value 0.1 0.5	Week 10 13	Actual Hrs.
Main Form OEMMOO Delivery.asp OEMMOO Delivery.asp	CODEINSP × UT × DLDINSP × CODE	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server) U OEMMOO Delivery.aspx (FE-Client) E	SA JNK INK NK	Hrs. 1.5 8.9 0.0	Actual Hrs. 2.4 3.0 0.0	Plan Value 0.1 0.5 0.0	Week 10 13 13	Actual Hrs. 0.63 2.91
Main Form OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp	CODEINSP × UT × DLDINSP × CODE × CR	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server) OEMMOO Delivery.aspx (FE-Client) D OEMMOO Delivery.aspx (FE-Client) O	SA JNK INK NK NK	Hrs. 1.5 8.9 0.0 7.5	Actual Hrs. 2.4 3.0 0.0 5.7	Plan Value 0.1 0.5 0.0 0.0	Week 10 13 13 13 14	Actual Hrs. 0.63 2.91 
Main Form OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp	CODEINSP × UT × DLDINSP × CODE × CR × COMPILE	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server) ( OEMMOO Delivery.aspx (FE-Client) ( OEMMOO Delivery.aspx (FE-Client) ( OEMMOO Delivery.aspx (FE-Client) (	SA UNK UNK NK NK NK	Hrs. 1.5 8.9 0.0 7.5 3.8 1.3 0.0	Actual Hrs. 2.4 3.0 0.0 5.7 1.7 0.9 0.9	Plan Value 0.1 0.5 0.0 0.4 0.2 0.1 0.1	Week 10 13 13 13 14 14	Actual Hrs. 0.63 2.91 1.32 2.26 1.44
Main Form OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp	CODEINSP × UT × DLDINSP × CODE × CR × COMPILE × CODEINSP × UT	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server) ( OEMMOO Delivery.aspx (FE-Client) (	SA JNK NK NK NK NK NK NK	Hrs. 1.5 8.9 0.0 7.5 3.8 1.3 0.0 5.9	Actual Hrs. 2.4 3.0 0.0 5.7 1.7 0.9 0.0 6.8	Plan Value 0.1 0.5 0.0 0.4 0.2 0.1 0.1 0.0 0.3	Week 10 13 13 14 14 14 14 14 14	Actual Hrs. 0.63 2.91 1.32 2.26
Main Form OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp	CODEINSP × UT × DLDINSP × CODE × CR × COMPILE × CODEINSP	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server) ( OEMMOO Delivery.aspx (FE-Client) D OEMMOO Delivery.aspx (FE-Client) O OEMMOO Delivery.aspx (FE-Client) O OEMMOO Delivery.aspx (FE-Client) O	SA UNK NK NK NK NK NK	Hrs. 1.5 8.9 0.0 7.5 3.8 1.3 0.0	Actual Hrs. 2.4 3.0 0.0 5.7 1.7 0.9 0.0 6.8 0.0	Plan Value 0.1 0.5 0.0 0.4 0.2 0.1 0.1	Week 10 13 13 14 14 14 14 14	Actual Hrs. 0.63 2.91 1.32 2.26 1.44
Main Form OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp OEMMOO Delivery.asp Query Object Query Object	CODEINSP × UT × DLDINSP × CODE × CR × COMPILE × CODEINSP × UT	Main Form Code Inspection OEMMOO Delivery.aspx (FE-Server) ( OEMMOO Delivery.aspx (FE-Client) D OEMMOO Delivery.aspx (FE-Client) O OEMMOO Delivery.aspx (FE-Client) O OEMMOO Delivery.aspx (FE-Client) O OEMMOO Delivery.aspx (FE-Client) O OEMMOO Delivery.aspx (FE-Client) U Query Object Test Development Query Object Code Inspection	SA JNK NK NK NK NK NK NK	Hrs. 1.5 8.9 0.0 7.5 3.8 1.3 0.0 5.9	Actual Hrs. 2.4 3.0 0.0 5.7 1.7 0.9 0.0 6.8	Plan Value 0.1 0.5 0.0 0.4 0.2 0.1 0.1 0.0 0.3	Week 10 13 13 14 14 14 14 14 14	Actual Hrs. 0.63 2.91 1.32 2.26 1.44

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## **Quality Tracking**



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## **Quality Profile**

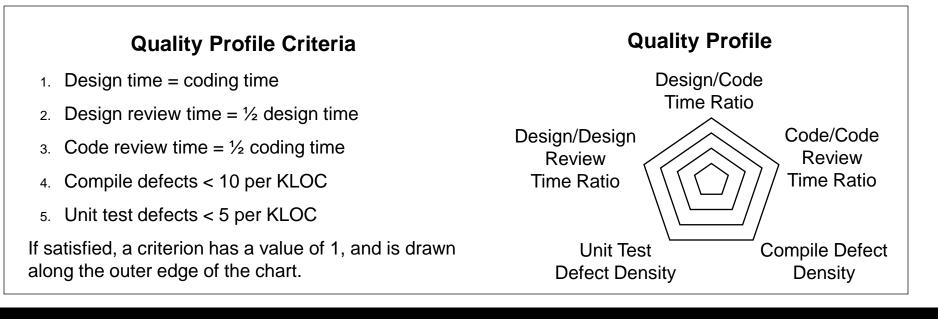
The TSP Quality Profile is a quality early warning indicator.

It examines criteria that are effective predictors of system test and post-release quality, and produces a graph of the result.

It supports drill down to any level for further analysis, e.g. in software:

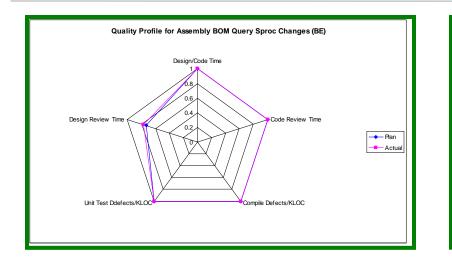
system  $\rightarrow$  component  $\rightarrow$  module  $\rightarrow$  class.

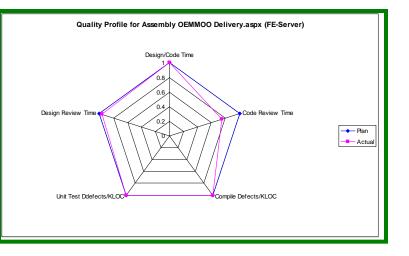
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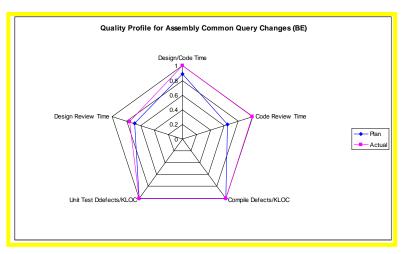


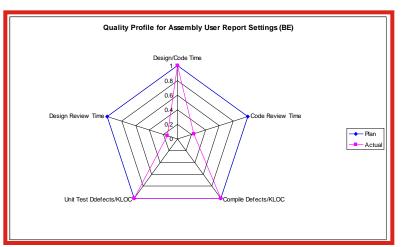
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#### **Using the Quality Profile**











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## Topics

Introduction

**TSP** Concepts

Team management with TSP

User experience

**Getting Started** 

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#### The Business Case for TSP

The principal cost of introducing TSP are training costs and lost opportunity cost resulting from time spent in training.

The principal benefits are

- lower development costs and shorter schedules
- more functionality per release and improved productivity
- lower defect density in both system test and in the delivered product
- improved work-life balance for the developers
- improved customer satisfaction

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#### **Schedule Management**

First-time TSP projects at Microsoft had a 10 times better mean schedule error than non-TSP projects at Microsoft as reflected in the following table.

Microsoft Schedule Results	Non-TSP Projects	TSP Projects
Released on Time	42%	66%
Average Days Late	25	6
Mean Schedule Error	10%	1%
Sample Size	80	15



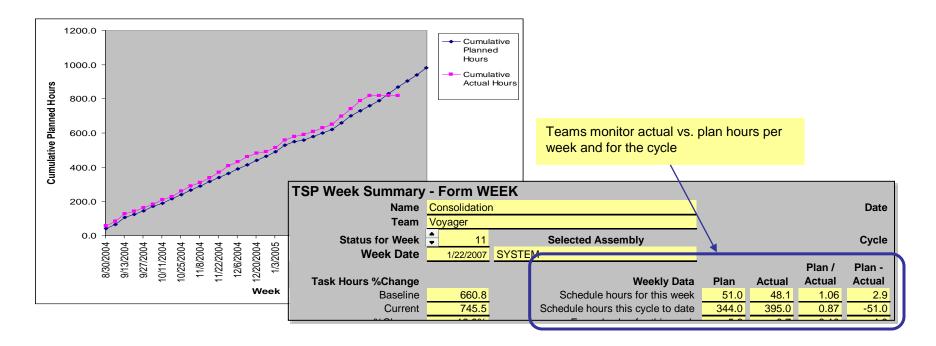
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## **Managing Task Hours**

Task hours are the hours that teams spend on planned tasks and do not include unplanned but necessary tasks like meetings, courses, coordination, handling mail, etc.

When measured, tracked, and managed, the team can usually improve task hours, but management can't. *Why?* 

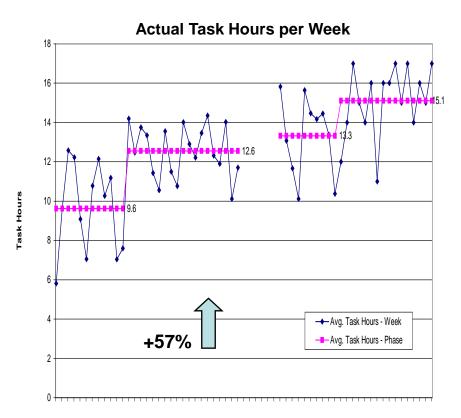


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## **Improving Task Hours**

At Allied Signal average task hours per developer per week were improved from 9.6 hours to 15.1 hours through quiet time, process documentation, more efficient meetings, etc.

This is equivalent to a 57% increase in productivity.



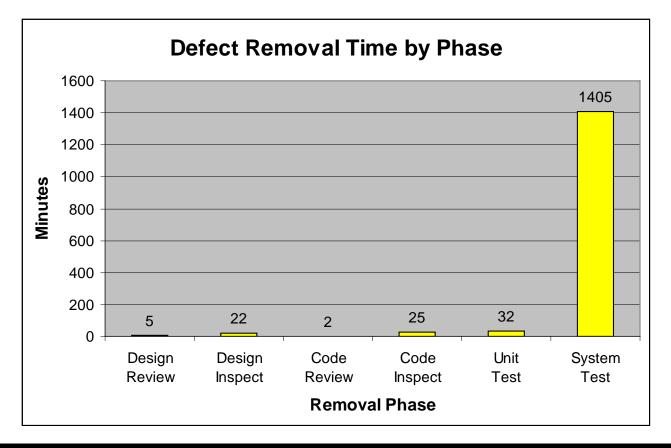
Source: Allied Signal

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**Changing Behavior** 

#### **Reviews and Inspections Save Time**

Xerox found that TSP quality management practices reduced the cost of poor quality by finding and removing defects earlier when costs are lower.



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### **Intuit Productivity Improvement**

By putting a quality product into system test Intuit improved productivity and reduced cost while delivering 33% more functionality than planned.

#### **Results at Intuit: Productivity**

- During 2007 over 60% of Intuit's Small Business Division used TSP
- TSP was a major contributor to the QuickBooks 2007 release
- It was the smoothest release anyone can remember:
  - On time delivery of all planned scope
  - 13 new features were added during the cycle(33% of initial scope)
  - Saved \$700K in temporary testing staff expenses
  - Level of automated testing coverage was doubled compared to previous year

Focused improvements helped deliver a great release

Source: Intuit



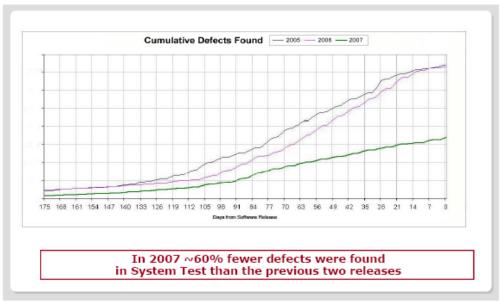
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## **Intuit Quality Improvement**

TSP reduced defects found in system test by 60% over the previous two releases of QuickBooks 2007 release.

Intuit has also recently reported a savings of \$20M from a reduction in customer support calls on QuickBooks 2007.

#### **Results at Intuit: Improved Quality**



Source: Intuit

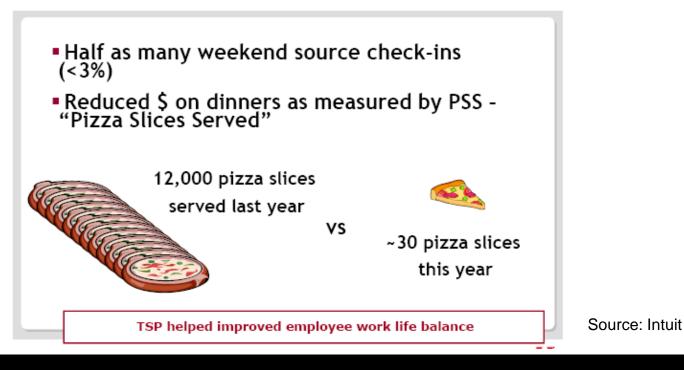
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#### **Work-Life Balance**

Finding and retaining good people is critical to long-term success.

Intuit found that TSP improved work-life balance, a key factor in job satisfaction.

#### **Results at Intuit: Improved Work-Life Balance**



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## Topics

Introduction

**TSP** Concepts

Team management with TSP

User experience

**Getting Started** 

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#### **TSP Product Suite: Process, Training, Tools**

#### **Process Notebook**

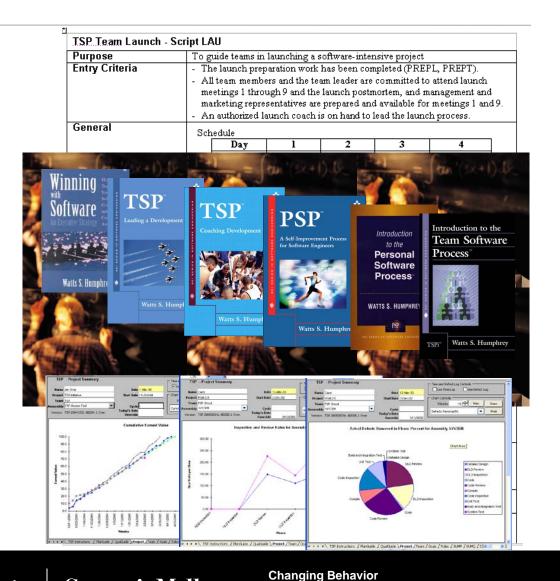
- Process scripts
- Forms
- Guidelines and standards
- Role descriptions

#### Training and Textbooks

- Executives
- Project Managers
- Engineering
- TSP Coach
- TSP Trainer

#### Tools

- TSP Workbook
- PSP Workbook
- Coach/Trainer Workbook





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## **TSP Implementation Strategy**

TSP is implemented on a project-by-project or team-by-team basis

Start with two or three teams.

- train the team members and their managers
- launch these teams with TSP
- evaluate and fine tune the approach

This cycle is then repeated, increasing scope at a sustainable pace.

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## **Deployment Timeline**

Task	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
TSP Executive Strategy Seminar	٠											
Leading Development Teams												
PSP Fundamentals		٠										
Launch Initial Teams		٠										
Cycle Postmortem for Initial Teams				٠								
Re-launch Initial Teams				٠								
Train instructors and coaches												
Project Postmortem for Initial Teams						٠						
Train and launch remaining projects and teams at a sustainable pace.												

The training schedule can be compressed to as short as one month for a faster start.

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The gating factor for most organizations is the availability of projects.

SEI recommends training internal coaches as soon as possible.

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## **Selecting Pilot Projects**

#### Pick 2 to 3 pilot projects.

- 3 to 15 team members
- 4 to 18 month schedule
- · software-intensive new development or enhancement
- representative of the organization's work
- important projects

Select teams with members and managers who are willing to participate.

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Consider the group relationships.

- contractors
- organizational boundaries

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• internal conflicts

## **Build Internal Capability**

Organizations should develop internal capability to support TSP.

- SEI-certified TSP coaches are essential
- SEI-authorized trainers are optional as training can be outsourced

The initial pilot projects provide the "hands-on" experience.

- first SEI leads the effort and internal staff observe
- then internal staff lead and SEI mentors

Training and authorization requirements

- Coach one week training course, exam, and a launch observation
- Instructor one week training course and an exam

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## **Training for Participants**

Participant	CBT Option	Course	Notes
Executives and senior management	No	TSP Executive Strategy Seminar	1 day + optional $\frac{1}{2}$ day strategic planning session.
Middle and first-line managers	No	Leading Development Teams	3 days
Software developers	Yes	PSP Fundamentals	5 days
		PSP Advanced	5 days (optional)
Team members other than software developers		TSP Team Member Training	2.5 days (will replace Introduction to Personal Process in 2009)
Instructors	No	PSP Instructor Training	5 days
			Pre-requisite training: PSP Fundamentals and PSP Advanced or PSP I and PSP II
Coaches	No	TSP Coach Training	5 days
			Pre-requisite training: PSP Fundamentals and PSP Advanced or PSP I and PSP II

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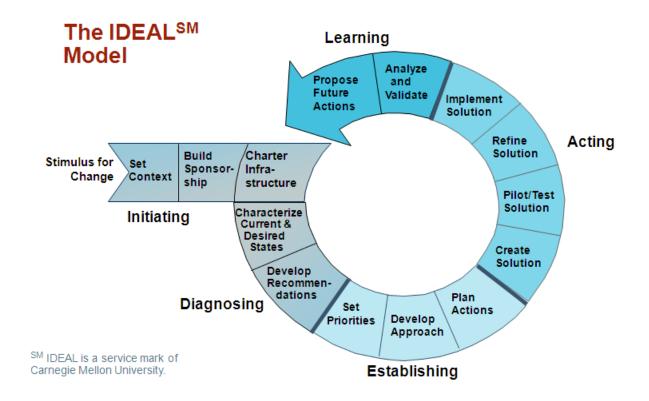
# Questions?

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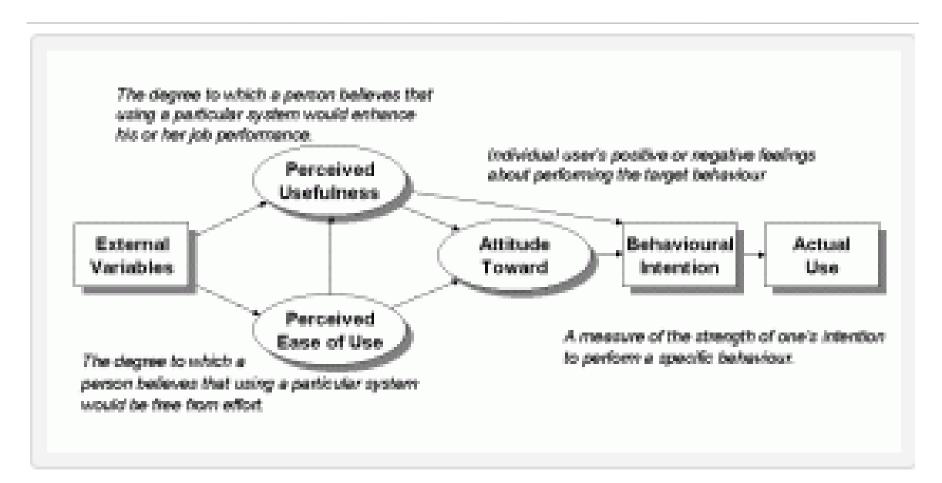
Contact	Awareness	Understanding	Trial Use	Adoption
<ul><li>Conversation</li><li>Website</li><li>Article</li></ul>	<ul> <li>Conferences</li> <li>Books</li> <li>Articles</li> <li>Training</li> </ul>	<ul> <li>Books</li> <li>Classes</li> <li>Conferences</li> <li>Consultants</li> </ul>	<ul> <li>Org Sponsorship (MSG)</li> <li>Change Agency (EPG)</li> <li>Action Teams (PATS)</li> <li>New Organizational Processes/Innovation</li> <li>Pilot Projects</li> </ul>	<ul> <li>Rollout Strategy</li> <li>Training</li> <li>Support</li> </ul>



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The Technology Acceptance Model is an information systems theory that models how users come to accept and use a technology.



Bagozzi, R. P., Davis, F. D., & Warshaw, P. R. (1992). Development and test of a theory of technological learning and usage. Human Relations, 45(7), 660-686.

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