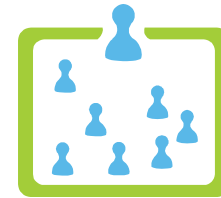


Enabling Success in IT-Intensive Acquisitions

Bootstrapping Grass-Roots Success



George Rebovich, Jr.
Dr. Joseph K. DeRosa

October 2011

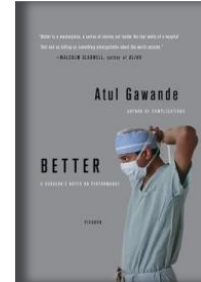
Introduction

- **SE & acquisition of IT-intensive systems resistant to improvement despite numerous attempts at reform**
 - Both more & less oversight have produced unsatisfactory results
 - Better requirements gathering, evolutionary development, etc. seem not to produce lasting results
- **Common approach is to spotlight recent high-profile failures and posit fixes**
 - Adaptations of commercial sector or skunk works practices
- **Transplanted solution approaches often fail [1]**
 - Which practices should be copied intact, which modified (and how), & which ignored to duplicate success in the new environment?
 - Interactions among multiple practices not always fully understood
- **Premise**
 - Good acquisition & SE is possible in complex environments
 - Instances of success already exist in our programs
 - Best way to improve – bootstrap grass-roots success
- **Goal**
 - Find & package existing patterns of SE success in complex environments
 - Use method of positive deviance

Positive Deviance

■ Short history

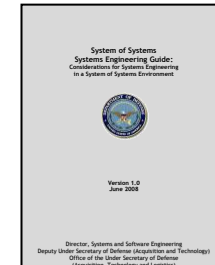
- Pioneered by the Sternins in fighting malnutrition [2]
- Later applied to management problems by Seidman & McCauley [3]
- Popularized by Gawande in best selling book *Better* [4]



■ Every community performing an activity has individuals or teams whose attitudes, practices, strategies or behaviors enable them to function more effectively than others with the same resources & environmental conditions

■ Examples

- *Save the Children* Anti-Starvation program [4]
- Hand washing & hospital infections [4]
- AT&L System of System Engineering Guide [5, 6]



■ Find and package patterns of success; spread across your enterprise

- Attribution of credit problems less severe
- “Inside” solutions more likely to achieve acceptance



Positive Deviance: An Evolutionary Approach to Improvement

■ Variation

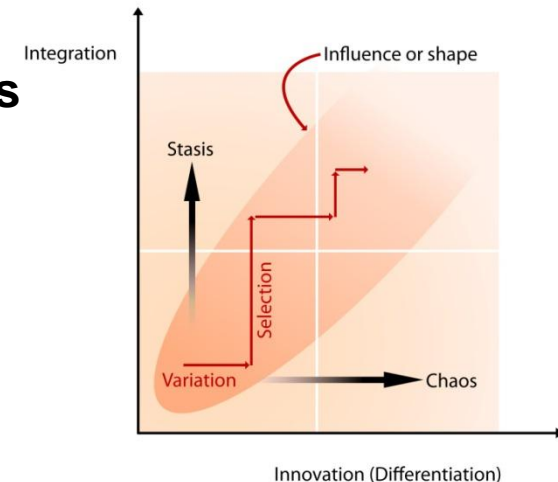
- Occurs in government department or agency SE/acquisition practices, processes & procedures
- Misunderstanding of inexperienced team
- Shortcuts to meet deadlines or other pressures
- Deliberate attempts to innovate

■ Selection

- Identify the few who have succeeded
- Determine how they do what they do
- Synthesize and package their ideas

■ Amplification

- Communicate the ideas across the enterprise
- Set expectations that the ideas will be considered by the rest of the enterprise
- Measure and reward change in outcomes and communicate the results across the enterprise



Note: The effort reported in this briefing addressed variation and selection activities.

Patterns

■ Short history

- Introduced by architect C. Alexander in building & city design [7]
- Used in software design, systems architecture, more recently in SE [8-13]

■ Examples

- Construction – housing arrangement in development; electrical & plumbing distribution; wall design
- Object-oriented programming – delegation; aggregation; model-view-controller
- WWW – hypertext linking; browser rendering of web pages

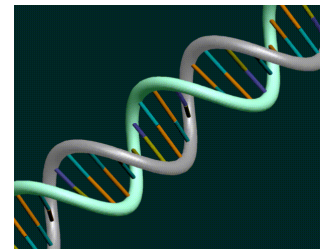
■ Key pattern principles

- Provide tested methods – incorporates past experience
- Latitude for innovation – to tailor to situation at hand
- Improvement via adaptation – communicability enables evolution [14]

■ Patterns capture essential nature of a design, are re-usable

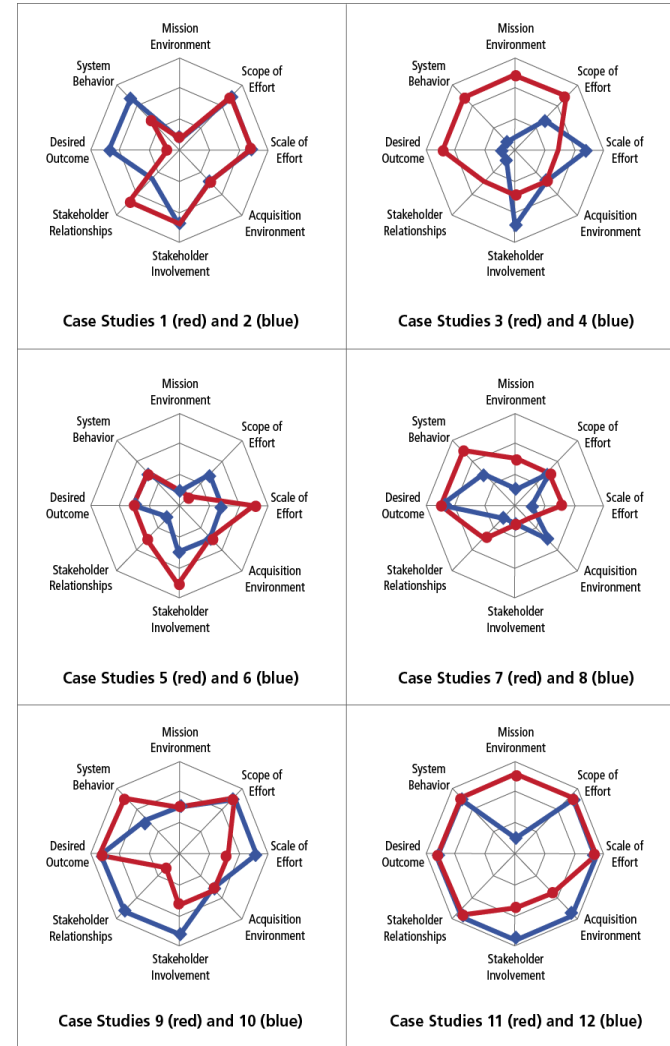
- Context – defines larger system that contains & constrains design
- Forces at work – expresses relationships among elements in a context
- Solution – presents a design that resolves the forces

■ Used in this work to communicate positive deviance in SE & acquisition



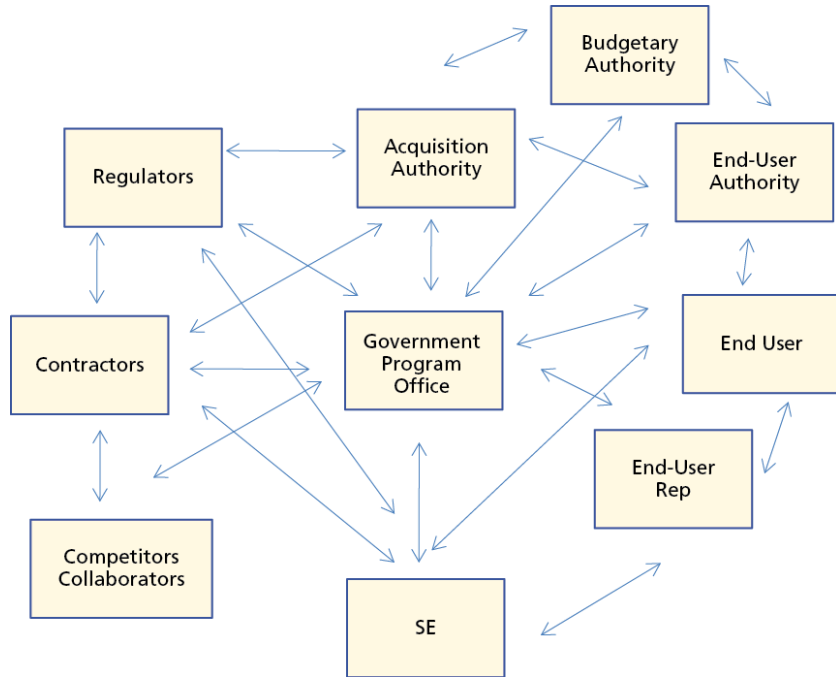
Anatomy of Programs Analyzed

- Identified 30 successful IT-intensive programs across government
 - Program capabilities to be embedded in larger information enterprise
 - Some notable program success
 - Ability to deal with uncertainty and conflict
 - Success ≠ just project or program survival
- 12 selected for detailed analysis
 - US-only developments
 - 4 had coalition or international partners
 - 6 had multi-organization users
- Moderate to high complexity (see adjacent panel) [15]
- Extensive interviews with front-line SEs who create or observe positive deviance in practice
- Asked what they did & how they did it
 - No leading questions
 - No shaping of discussion unless it strayed off topic or towards hypotheticals



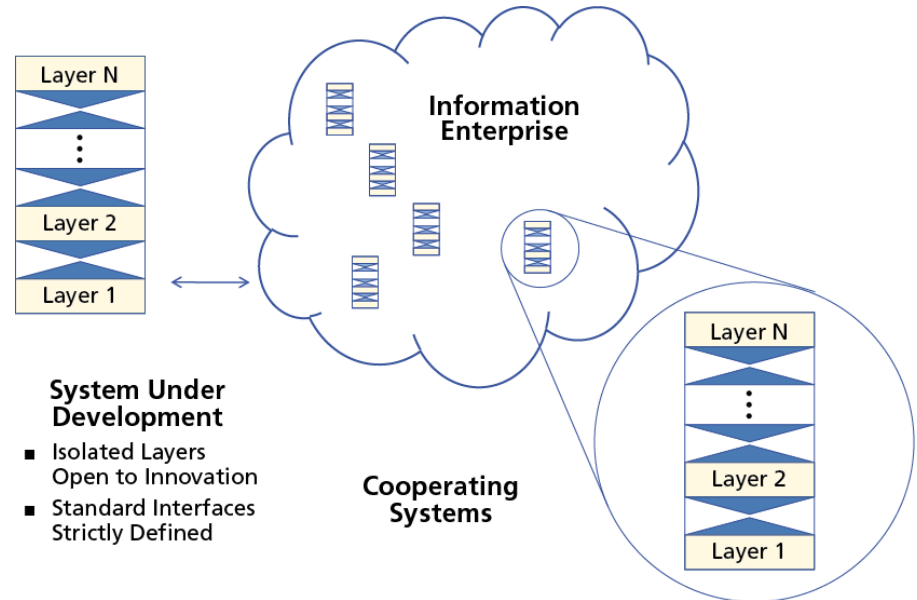
Large-Scale Patterns of Success

Balancing the Supply Web



Addresses “social” interdependencies among enterprise stakeholders with different equities in capability under development

Harnessing Technical Complexity



Addresses technical interdependencies among system components that together deliver an operational enterprise capability....

Balancing the Supply Web Sub-Patterns

Sub Pattern	Description
<i>Up Close and Personal</i>	Establishes strong and intimate ties with end users to ensure satisfying a high-priority, pressing need
<i>Close, But Not Too Close</i>	Concentrates on getting a large number of end users to accept a standard set of capabilities and compensating them with rapid deliveries of their most valued capability
<i>Divide and Conquer</i>	Deals decisively with all stakeholders by dividing them into groups and satisfying each group's interests separately
<i>Circle of Trust</i>	Fosters positive social interactions among stakeholders to improve the willingness of opposing factions to compromise
<i>Role and Responsibility Subnets</i>	Clearly defines subnets within the stakeholder community for each decision or product to be supplied
<i>Seek Secondary Sources</i>	Seeks small flows of resources from secondary sources that have large impact on robustness of program and capability delivered
<i>Network Beats the Node</i>	Deliberately takes advantage of relationships in the network of stakeholders to create a resource greater than the sum of the parts
<i>Top Cover</i>	Uses informed acquisition authorities to shape the stakeholder environment

Harnessing Technical Complexity Sub-Patterns

Sub Pattern	Description
<i>Seeing Is Believing</i>	builds a capability reference implementation for the enterprise that shows what can be done, how it works, and what it should do when done
<i>Riding on the Infrastructure</i>	Builds new capabilities on top of the existing infrastructure
<i>Loose Couplers</i>	Establishes isolation between layers and integration across the enterprise
<i>Social and Technical Alignment</i>	Aligns people, processes, and technologies to match development and acquisition to the enterprise structure.
<i>Plan to Re-plan</i>	Stimulates desired behavior through feedback and incentives, and then learns from results what behavior is desired next
<i>Technology Surfing</i>	Uses an ongoing process of identifying new and emerging technologies, experimenting with them, and integrating what works into the evolving enterprise—“catch the next technology wave” rather than “create or wait for the big one”
<i>Architect.org</i>	Government program office team assumes full responsibility for architecting and overseeing development of the system capability

Summary

- **Complex IT acquisitions continue to stubbornly resist improvements**
 - In spite of substantial progress in technology, processes and efficiencies
- **A positive deviance-inspired approach has potential for reversing this trend**
 - Based on an evolutionary improvement strategy
 - Focuses on identifying and amplifying success in an environment instead of solving failures

References

1. Axelrod, R. and M. Cohen. *Harnessing Complexity: Organizational Implications of a Scientific Frontier*. New York: Basic Books, pp. 135-144. 2000.
2. Pascale, R., J. Sternin and M. Sternin. *The Power of Positive Deviance: How Unlikely Innovators Solve the World's Toughest Problems*. Harvard Business Press, 2010.
3. Seidman, W. and M. McCauley. *Harvesting the Experts' "Secret Sauce" To Close the Performance Gap*. Performance Improvement Journal, vol. 42, no. 1, pp. 32-39. 2003.
4. Gawande, A. *Better: A Surgeons Notes on Performance*, New York: Henry Holt, 2007.
5. OUSD AT&L. *Systems Engineering Guide for Systems of Systems*. Washington, D.C.: Pentagon, 2008.
6. Dahmann, J., G. Rebovich and J. Lane. *Systems Engineering for Capabilities*. CrossTalk: The Journal of Defense Software Engineering, vol. 21, no. 11, pp. 4-9. 2008.
7. Alexander, C. *The Timeless Way of Building*, Oxford Press, 1979.
8. Gamma, E., R. Helm, R. Johnson, and J. M. Vlissides, *Design Patterns: Elements of Reusable Object-Oriented Software*. New York: Addison Wesley, 1994.
9. Fowler, M. *Patterns of Enterprise Application Architecture* New York: Addison Wesley, 2002.
10. Barter, R. *A Systems Engineering Pattern Language*. Proceedings of the 8th Annual International Symposium of the International Council on Systems Engineering Vancouver, BC: July, 1998.
11. Haskins, C. *Using Patterns to Transition Systems Engineering from a Technological to Social Context*. Systems Engineering, Volume 11 Issue 2, Summer 2008, pp. 147 – 155.
12. Simpson, J. and M. Simpson. *Foundational Systems Engineering Patterns for a SE Pattern Language*. Proc. 16th Annual INCOSE Symposium, Orlando, FL July, 2006
13. Cloutier, R. and D. Verma. *Applying Pattern Concepts to Enterprise Architecture*. Journal of Enterprise Architecture. May 2006, pp. 34–50.
14. Holland, J. *Hidden Order: How Adaptation Builds Complexity*. Cambridge, MA: Helix Books, 1996.
15. Stevens, R. *Engineering Mega-Systems: The Challenge of Systems Engineering in the Information Age*. Boca Raton, FL: Auerbach/Taylor & Francis, pp. 118-120, 2011.

Contact Information

George Rebovich, Jr.
The MITRE Corporation
M/S M370
202 Burlington Road
Bedford, MA 01730-1420

Tel: +1 (781) 271-8503

Email: grebovic@mitre.org