

21st Annual National Defense Industrial Association Systems and Mission Engineering Conference

Software Acquisition: Facing the Challenge, Valuing Velocity!

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Office of the Under Secretary of Defense for Research and Engineering

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Classical Engineering/Project Management



Code of Hammurabi (~1754 BC)

If a builder build a house for some one, and does not construct it properly, and the house which he built fall in and kill its owner, then that builder shall be put to death.

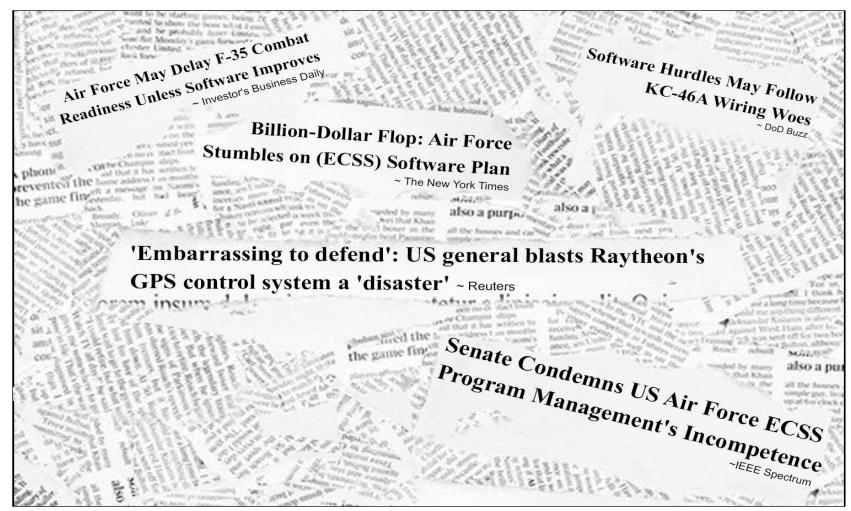
Code of Hammurabi, 229, http://avalon.law.yale.edu/ancient/hamframe.asp Accessed Sept 17 2017

De Architectura on Cost/Schedule Overruns (~15 BC)

- [...] When an architect [in Ephesus] was entrusted with the execution of a public work, an estimate thereof being lodged in the hands of a magistrate, his property was held, as security, until the work was finished. [...] <u>But when more than one-fourth of the estimate was exceeded, he was required to pay the excess out of his own pocket</u>. [...]
- Would to God that such a law existed among the Roman people, not only in respect of their public, but also of their private buildings, for then the unskillful could not commit their depredations with impunity, and those who were the most skillful in the intricacies of the art would follow the profession. Proprietors would not be led into an extravagant expenditure so as to cause ruin; architects themselves, from the dread of punishment, would be more careful in their calculations, and the proprietor would complete his building for that sum [...]

DoD Software Failures in the Press





Also, many successful software programs

Software Is Everywhere



- DoD relies on software to provide decisive advantages to our forces
- The complexity required to achieve this advantage demands specific capabilities and tight coupling
- Partial solutions are inadequate
- We can't omit requirements
 - Because they don't fit the schedule
 - Because it simplifies refactoring



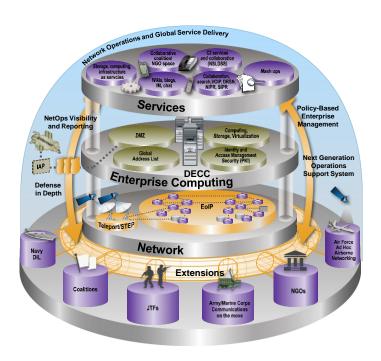


image credit DISA.mil

Software Risk Assessed by DoD Program Offices

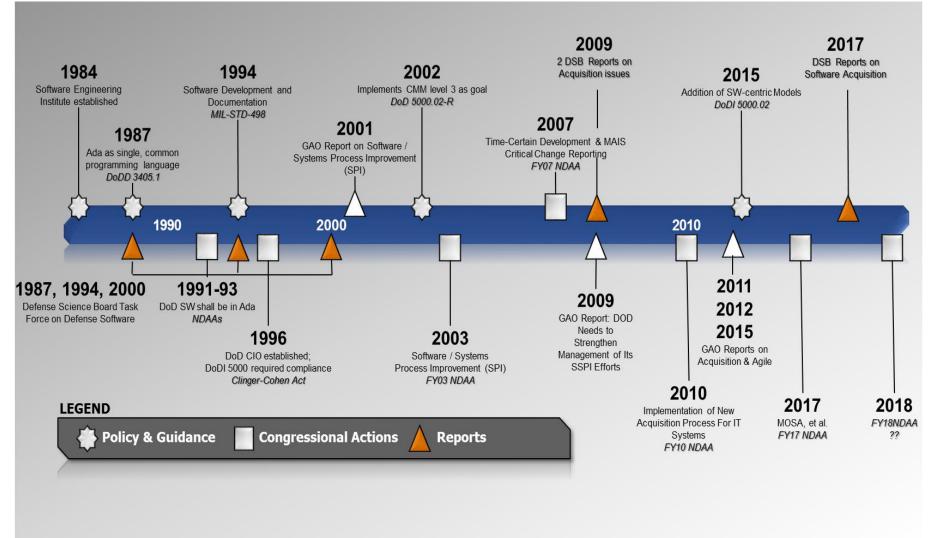




Software among most frequent and most critical challenges, driving program risk on ~ 60% of acquisition programs

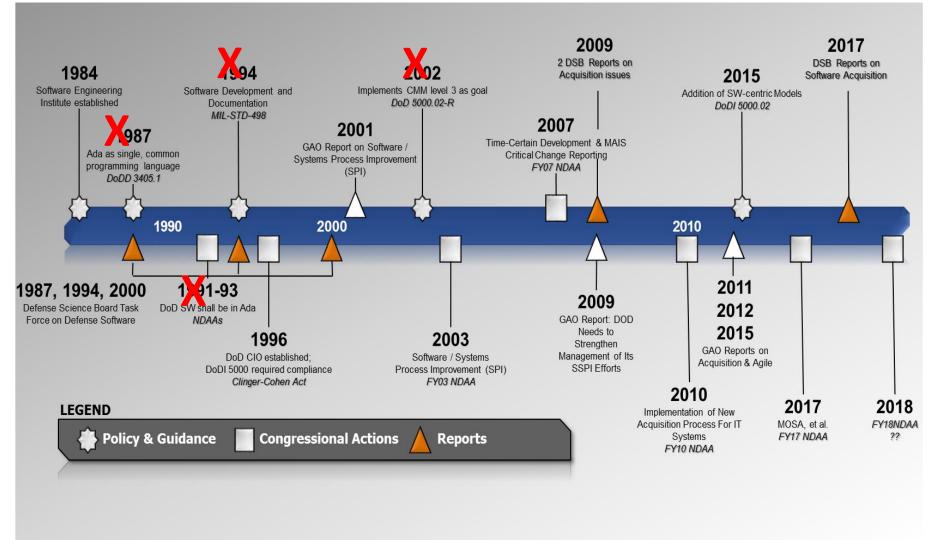
Historical Approaches to Address DoD's Software Challenges





Historical Approaches to Address DoD's Software Challenges





Defense Science Board Report on Software Acquisition



DEPARTMENT OF DEFENSE DEFENSE SCIENCE BOARD

DESIGN AND ACQUISITION OF SOFTWARE FOR DEFENSE SYSTEMS

February 2018



OFFICE OF THE UNDER SECRETARY OF DEFENSE FOR RESEARCH AND ENGINEERING
WASHINGTON, D.C. 20301-3140

- "Software Factory"
- Continuous Iterative Development
 - Requirements/MVP
- Risk Reduction & Metrics
 - Competition
 - Cost/schedule scoping estimation techniques
 - Execution metrics framework
- Transition to Current and Legacy Programs
- Workforce improvement
- Software is Immortal Sustainment
- Machine Learning IV&V, Cyber

https://www.acq.osd.mil/dsb/reports/2010s/DSB_SWA_Report_FINALdelivered2-21-2018.pdf

Addressing the Challenge!



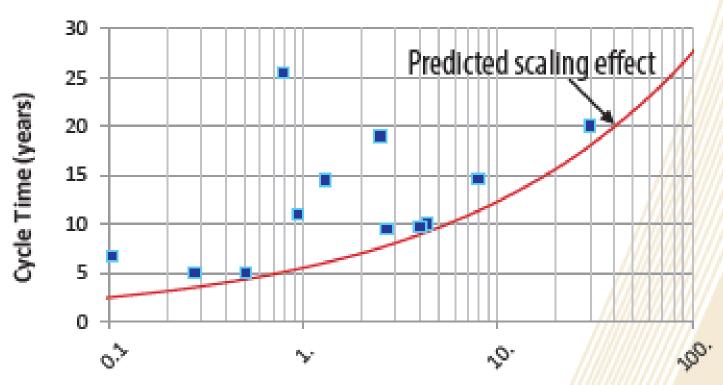
Valuing Velocity

Challenge/Opportunity	Approach	
Software/data are critical assets, software/related fields are critical skills	 Cultivate workforce, centers of excellence, capabilities, base Software Factory, repository Outreach to industry, academia 	
Software has become rate controlling step in acquisition	 Credibility in planning & execution – improve scoping & metrics framework Establish/demonstrate Software Factory early (TMRR), use in evaluations Common production/mission representative development and test environments Harness technology (e.g., automation (build, test), machine learning, etc.)) 	
Grand scales and unified architectures are challenging	 Modify requirements process - "Big R" - enable MVP / P3I Modify acquisition processes - right-size programs and approaches Value modularity, consider decoupling/loosening integration Reduce customization (enterprise optimization) Promote multi-functionality 	
Software enables opportunity for continuous capability delivery	•Software is immortal •Iterative development – initial development and sustainment	
Hardware limitations are barriers	•Hardware abundance (cpu, bandwidth, etc.) supporting iterative acquisition •Promote hardware/software independence	
Cyber/program protection / resilience add layers to challenge	 Build in capability Refresh opportunity Manage risk "Software by the pound" 	

Implement on current and legacy programs





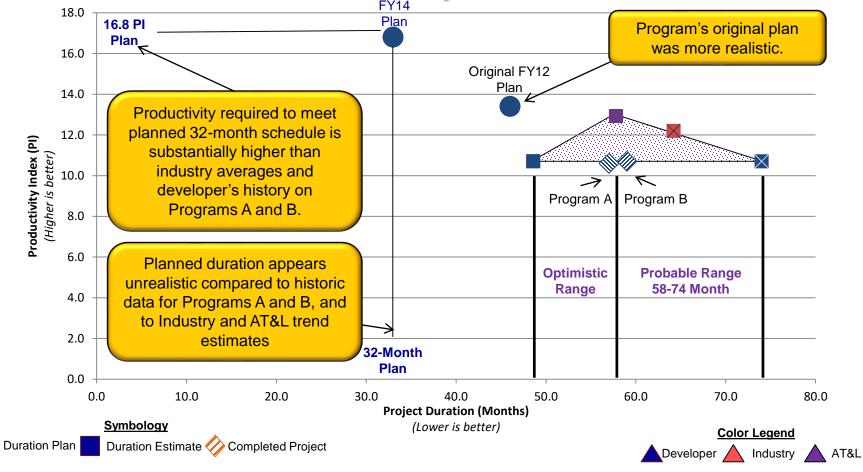


Millions of Source Lines of Code
Software size & cycle time for recent programs

David M. Tate, Software Development May Drive Future Acquisition Cycle Times, (Revised)IDA Document NS D-8053 (Revised) October 2016. Log: H 16-000790 - Approved for public release; distribution is unlimited.

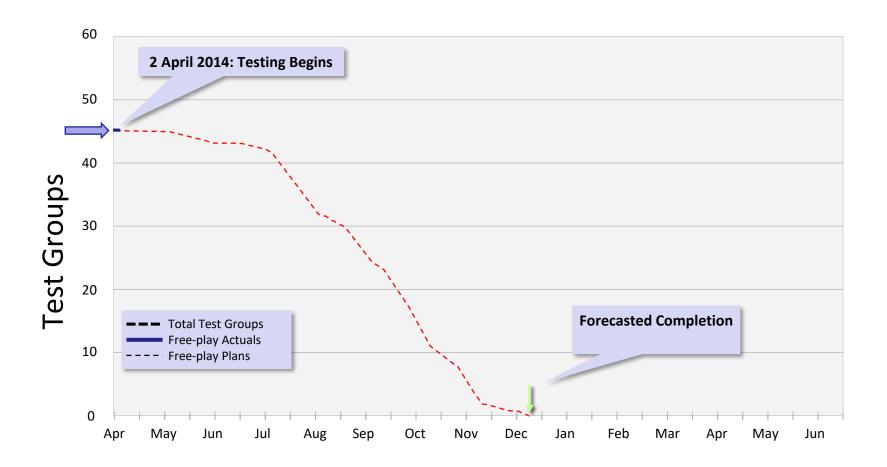
Estimated Schedule Durations for a Software Development Effort





Software benchmarks promote credibility in scoping, enable data-driven decisions









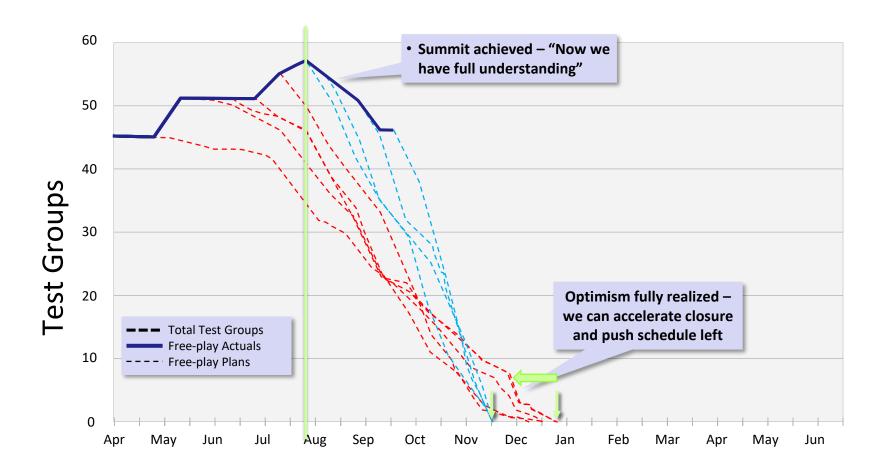




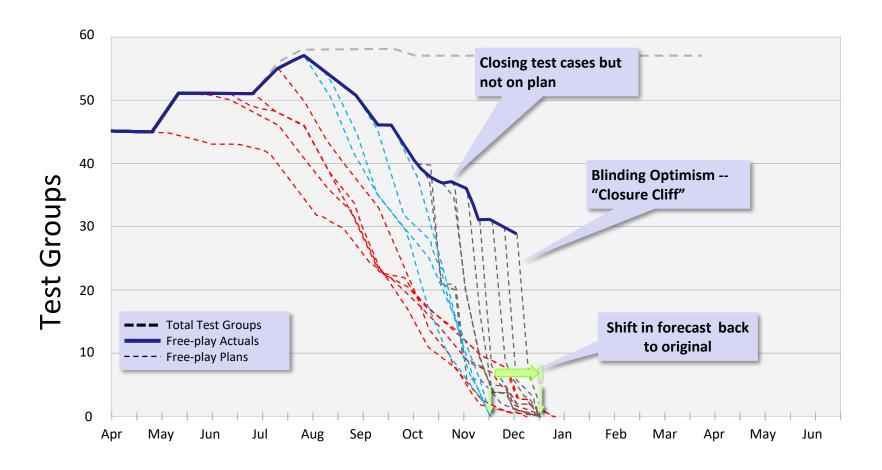




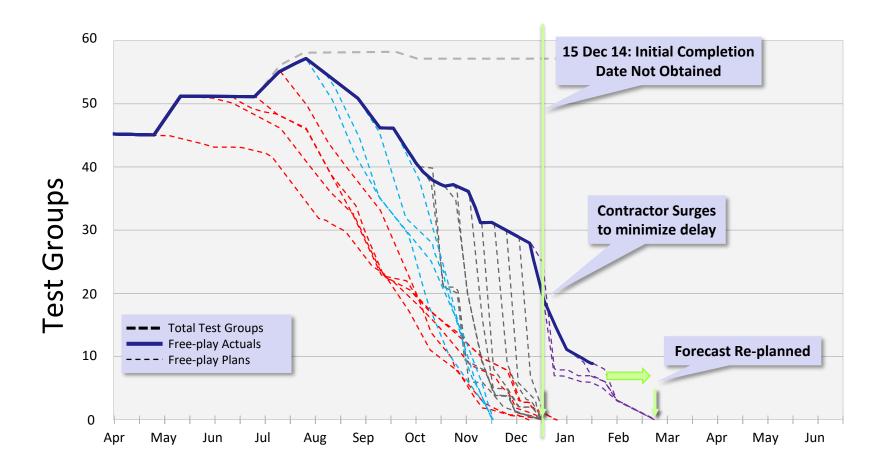




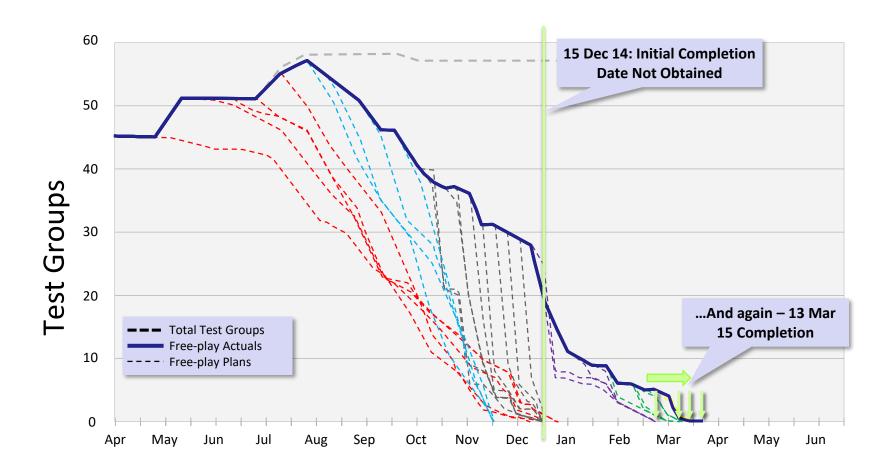




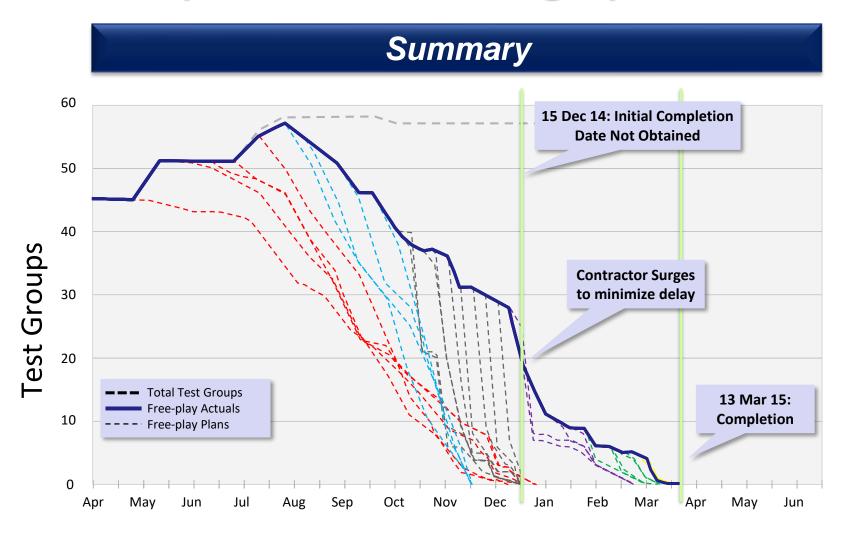












Opportunities





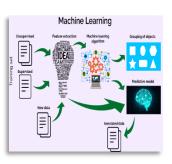
AUTONOMY

- DSB: Autonomous solutions mitigate mission challenges
 - Enable rapid decision making
 - Manage a high volume of data
 - Coordinate complex actions
 - Ensure persistence and endurance



ARTIFICIAL INTELLIGENCE

- Improve on-board sensing
- Exploit time-critical intelligence from seized media
- Manage a dynamic spectrum for protection missions



MACHINE LEARNING

- Adapt acquisition and sustainment to rapid deployment
- Attain predictive logistics and adaptive planning



CONTINUOUS CAPABILITY DELIVERY

- Software "immortality"
- Iterative development and sustainment
 - Agile

Opportunities





MODELING & SIMULATION

- Enable warfighting capability and acquisition
 - Reduce risk
 - Accelerate programs
 - Save lives and \$



MODEL-BASED SYSTEMS ENGINEERING AND TEST

- System requirements, design, analysis, verification and validation across the life cycle
 - Improve communication
 - Manage increased complexity
 - Improve quality



EXPANDING SOURCES

- National software resources and capabilities
 - Embrace U.S. leadership in SW
 - Utilize Silicon Valley

Challenges



Cyber-attack

 Increased SW provides a vulnerability path to a master OFF switch

Need to protect key mission components from

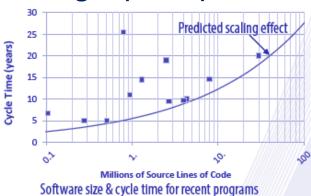
malicious activity

- As SW increase the potential for vulnerabilities increases exponentially
- Ensure key data is protected from adversary collection
- Strengthen Supply Chain Activities



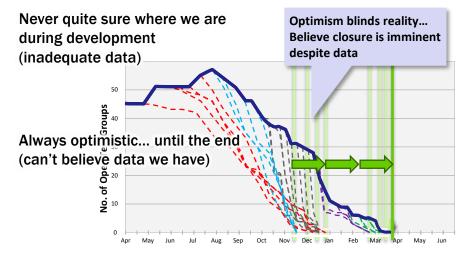
SW is rate controlling step in acquisition

DoD
acquisition
program cycle
time is
dictated by
amount of SW



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Inadequate insight – performance to plan



Challenges



Defects / unintended consequences

Impossible to exhaustively

test systems

How do we establish and maintain trust in SW systems?



Historic cost of

computer storage

Grand architectures

Grand scales and unified architectures hamper timely solutions

Need to modify acquisition processes for "Minimal Viable Product"



SW – HW coupling

Current: HW is static in a system;

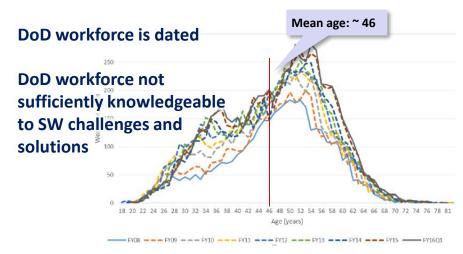
SW evolution is limited by installed HW



Value modularity, consider decoupling/loosening integration

 HW abundance (cpu, bandwidth, etc.) needs to be factored into iterative acquisition

Software / data / skills are critical resources



What About Agile?



- Can Agile address the complexity of DoD systems?
 - Can we decompose tightly-coupled technical requirements into Agile user stories and controlled interfaces?
 - Can we identify authoritative customers among many diverse stakeholders, including the Adversary - for feedback and iteration?
 - Can we learn from small, agile teams and scale to complex projects?
 - Can we support formal, independent testing over long test cycles?
 - Can we deliver capabilities?
- Can Agile address regulatory challenges?
 - Can we provide enough "up-front" cost, schedule, and risk analysis to satisfy DoD regulatory and statutory requirements?
 - Can we support the persistent oversight and management requirements of DoD acquisitions?
 - Can we mix contractual negotiation with customer collaboration?

DoD Systems tend to be complex, with independently developed, highly-coupled components

Agile/Classic Concepts



Conditions	Agile	Classic DoD
Customer Involvement	Stakeholder Involvement	Integrated Product Teams
Approach	 Continuous Iterative Development 	 Build a little, test a little, learn a lot
		 Pre-Planned Product Improvement
Modularity	 Incremental, "vertical slice" products Incremental developments have value, and customers can use them. Work can be broken into parts and conducted in rapid, iterative cycles. Late changes are manageable. 	 Chunk the problem Customers cannot start testing parts of the product until everything is complete. Late changes are expensive or impossible MOSA
		 In-phase defect containment
		 Total Quality Management

Incomplete data on agile at scale, with some exaggeration; however... empirical data and strong industry movement to agile development across all domains strongly motivates DoD to move to agile development

Addressing the Challenge!



Valuing Velocity

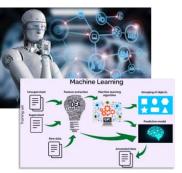
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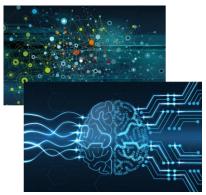
Implement on current and legacy programs

Conclusion











- Unrelenting demand for SW in DoD
- SW is the fuel for innovation and future capabilities
- Need action to meet challenges
 - Diversify the Department's approach and sources
 - Embrace opportunity in a changerich environment (threats, technology, process improvements)

Shift to threat-based acquisition demands enhanced velocity Shift SW acquisition to an enabler of speeding capability



Fearless workers who stood with their back to a TANK roaring toward them to prove its stopping power



Link: http://video.dailymail.co.uk/video/1418450360/2014/01/1418450360_3121005887001_tank-brake-test.mp4

DoD Research and Engineering Enterprise Solving Problems Today – Designing Solutions for Tomorrow





















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For Additional Information



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