

# DOING THE MATH



## How to Estimate and Manage Results

Presented to the Silicon Valley SPIN

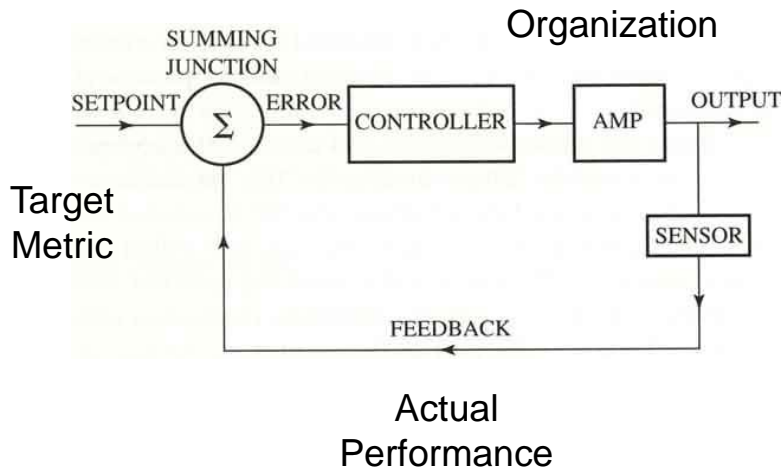
John Carter

January 27, 2010

- The limits of planning
- Identification of key initiatives
  - Analysis of a process
  - Selection of an Improvement Initiative
- Inch Wide, Mile Deep: Minimizing Technical & Organizational Complexity
  - Predictive Metrics
- Estimation and management for change initiatives
  - Field analysis of improvement programs
  - Creation of the “Half Life” Concept
  - Example for an MRD (Marketing Requirements Document Initiative)
- Case Study: Tracking Progress over Time
- Bonus: Estimation based on no information
  - Copernican Principle

# The Limits of Planning

- Even the slightest change in one attribute can cause uncertainly large changes in any other attribute
- You get more control over estimation by learning from evolution early and frequent result deliveries, than you will if you try to estimate in advance for a whole large project
- Any method which gives you early feedback and correction of reality is more likely to give you control over the final result than big bang methods
- Data from past projects might be useful, but it can never be as useful to you as current data from your present project

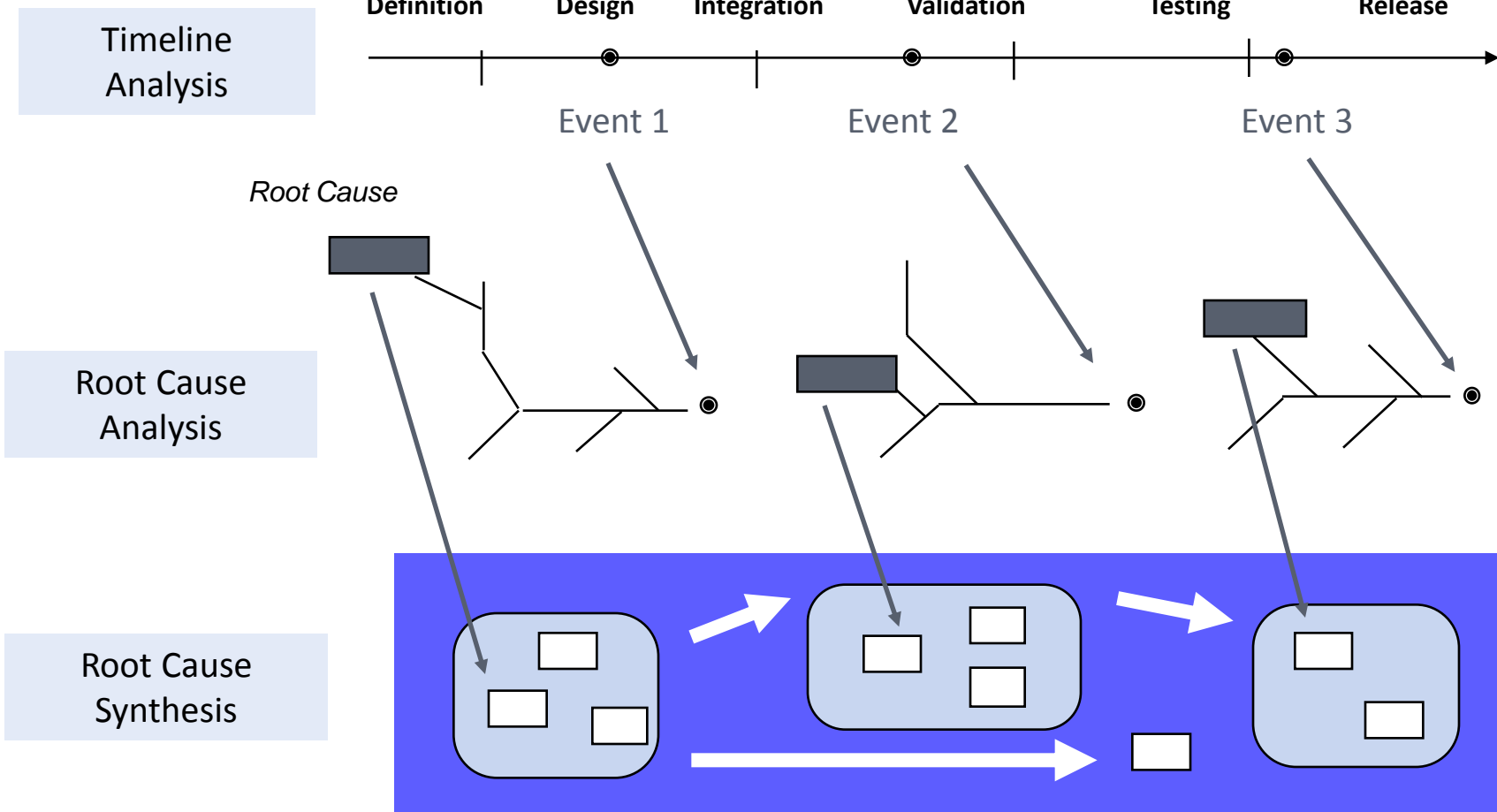


*Estimation methods alone will not change a result which is off the track. Active correction must be a part of your methodology*

Reference: "Principles of Software Engineering Management", Tom Gilb, Addison Wesley

# Overview: How to Determine Root Causes

WHAT ARE THE ISSUES IMPACTING RELEASE TIME AND QUALITY FOR THE PROJECT?



*Identify root causes with short half life and high impact to avoid boiling ocean*

# Example Project History Synthesis

WHAT ARE THE ISSUES IMPACTING RELEASE TIME AND QUALITY FOR THE PROJECT?

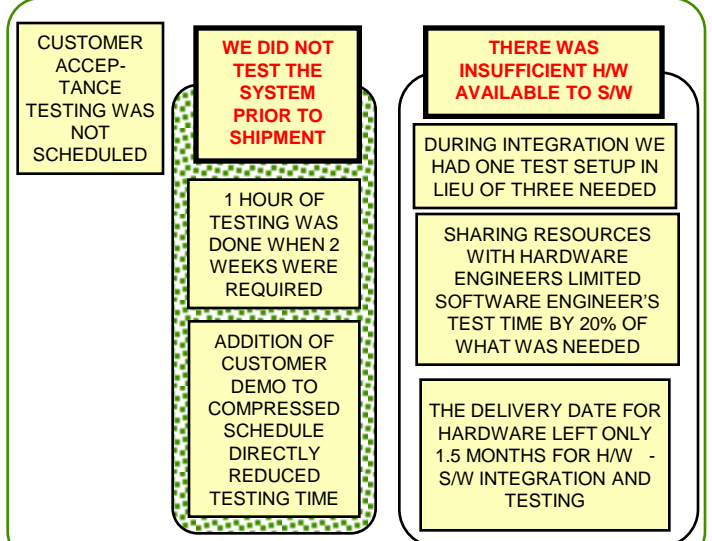
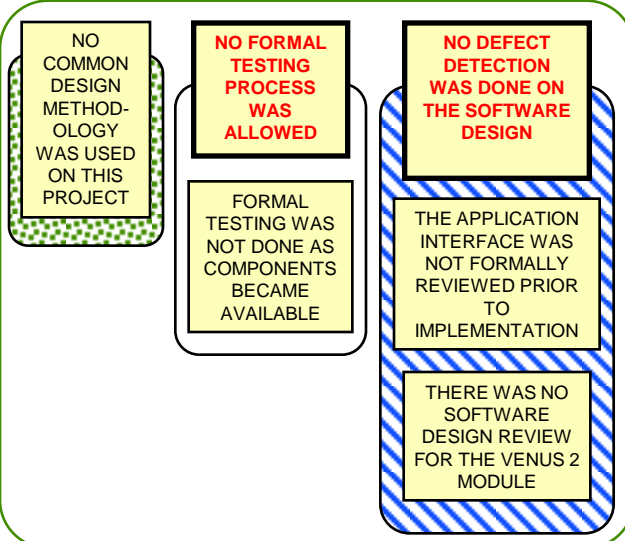
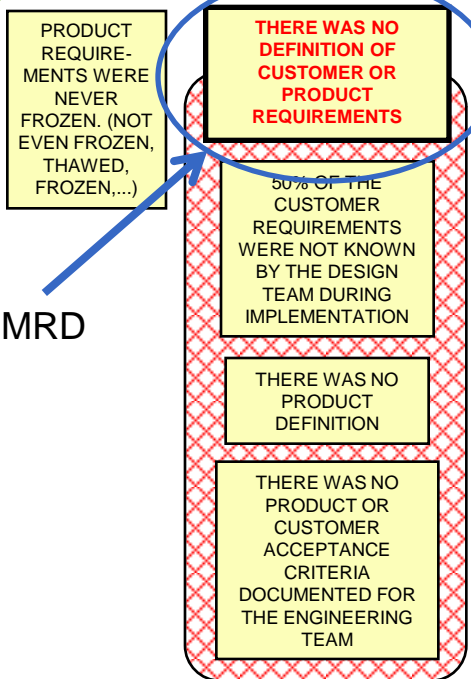
A PROJECT WITHOUT A ROAD MAP AND A DESTINATION GETS YOU TO AN UNKNOWN PLACE AT AN UNKNOWN TIME.

THERE IS NO COMMITMENT TO FOLLOW A PRODUCT DEVELOPMENT PROCESS

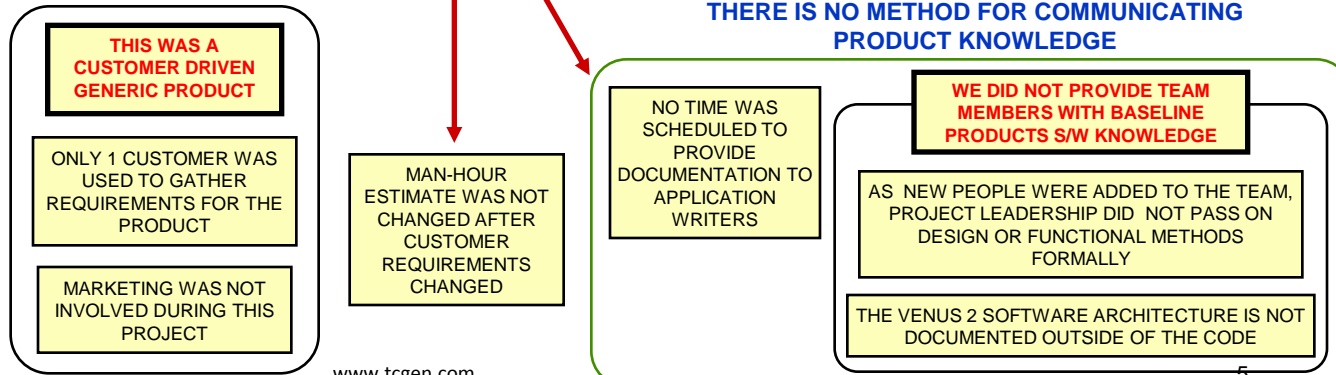
## NO COMMON SOFTWARE DEVELOPMENT PROCESS WAS USED

## THERE WAS A LACK OF COMMITMENT TO TESTING

## PRODUCT REQUIREMENTS WERE NOT CLEARLY DEFINED



## THERE IS NO METHOD FOR COMMUNICATING PRODUCT KNOWLEDGE



- = Top Vote Getter
  - = Second Vote Getter
  - = Third Vote Getter
- January 27, 2010

# What are “Predictive Metrics”?

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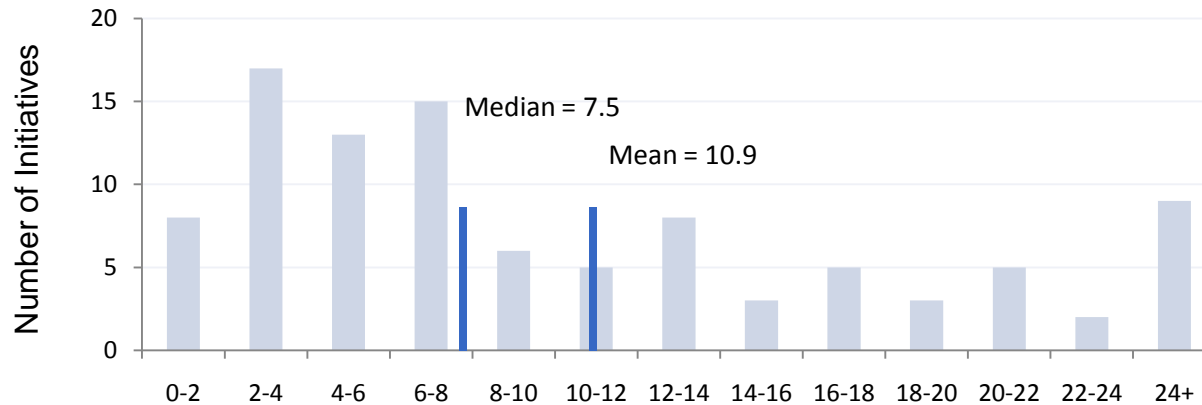
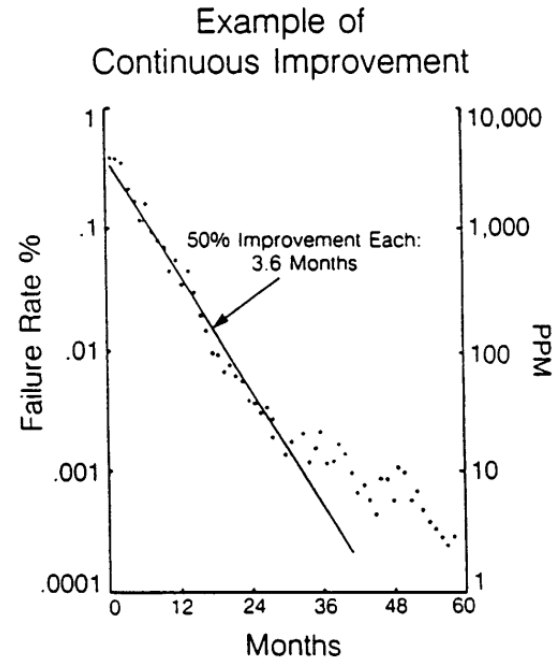
***Definition: The measurement of a key driver or initiative, which if executed correctly, will lead to the achievement of overall goals***

- Track Progress to plan
- Key Drivers and Milestones – Not just \$
- Indicators of the outcome
- Simple, lightweight and easy to deploy
- Benefits are...
  - **Prevents** bad outcomes
  - **Focuses management** on key drivers
  - **Saves time** in preparation for project reviews
  - **Higher quality meetings** as a result of capturing history



# Half Life Principles

- How fast does one expect to change?
- It depends on many factors including urgency, simplicity, number of dependencies (people, process, or technology) and the organizational scope
- Art Schneiderman, VP of Quality at Analog Devices performed a survey of nearly 100 improvement initiatives

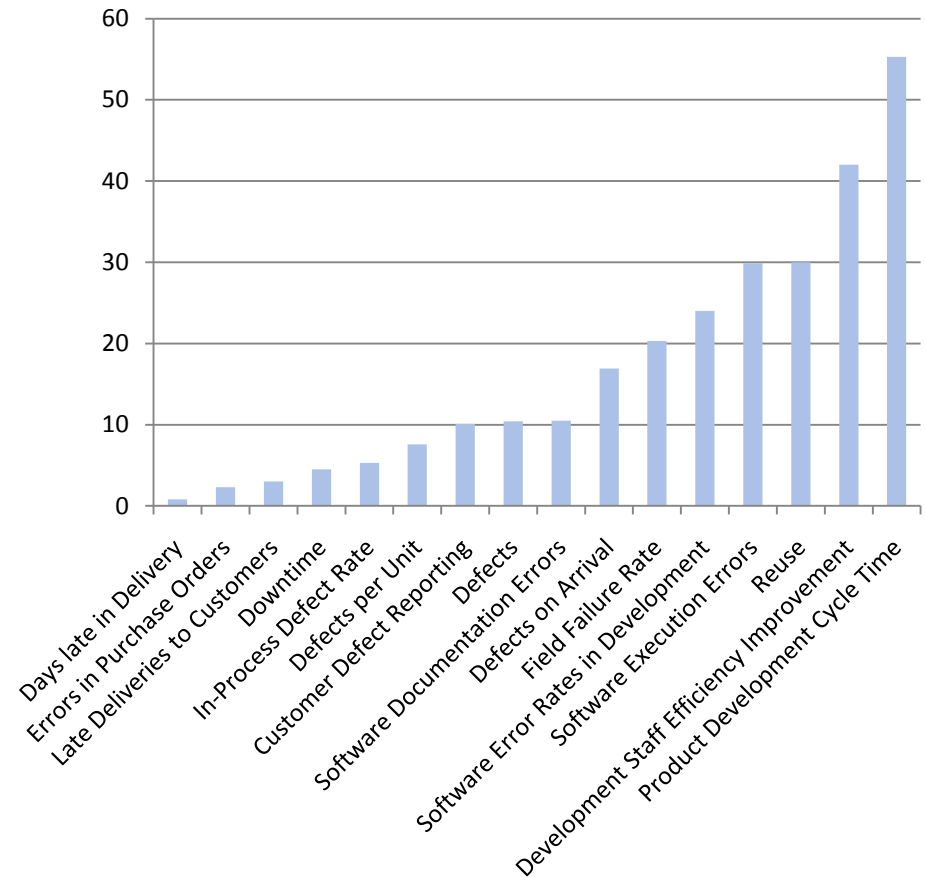


Reference: "Setting Quality Goals" Quality Progress, Arthur Schneiderman

# Example Workflow Improvement Initiative Half Lives

Area	Half Life	Cycles
Days late in Delivery	0.8	7.6
Errors in Purchase Orders	2.3	1.5
Late Deliveries to Customers	3	2.7
Downtime	4.5	1.3
In-Process Defect Rate	5.3	1.1
Defects per Unit	7.6	4.6
Customer Defect Reporting	10.1	7.1
Defects	10.4	5.2
Software Documentation Errors	10.5	1.2
Defects on Arrival	16.9	2
Field Failure Rate	20.3	1.3
Software Error Rates in Development	24	2
Software Execution Errors	29.9	0.4
Reuse	30	1.6
Development Staff Efficiency Improvement	42	1.1
Product Development Cycle Time	55.3	1.1
Average	17.1	2.6

Reference: Analog Devices: The Half Life System,  
HBS Case 9-190-061



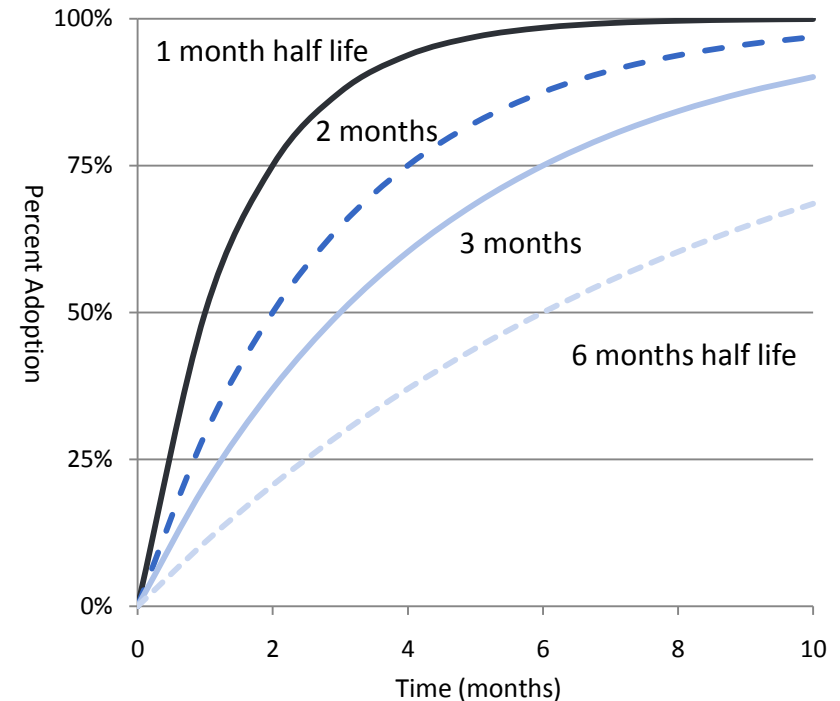
- Half Life is shown in months, and these examples are from reports from industry and from Analog Devices study (subset from prior chart)
- Chart is a graphical representation from table

# Rule Of Thumb For Improvement Goals

- Use the chart below to estimate how many months it will take to increase the frequency of use by a factor of two from the current level – this is “half life”
- Use guidelines when no other means exists to determine rate of improvement

Project Type	Examples	Typical Half Life	Minimum Half Life	Maximum Half Life
Uni-Functional	Marketing Requirements Document	3	0-1	6
Cross-Functional	New Product Cycle Time	9	6-18	12-48
Multi-Entity	Vendor Quality	18	12-18	24-48

Examples of Predictive Metrics	Half Life Estimate	Examples of Predictive Metrics	Half Life Estimate
Phase Review Nomenclature	1	Software Adoption	3
MRD	2	Unit Testing Adoption	3
Programs with Program Plans	2	Formal Inspections	6
Teams with Charters	2	Process rollout to divisions	6



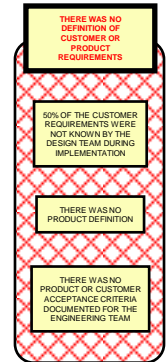
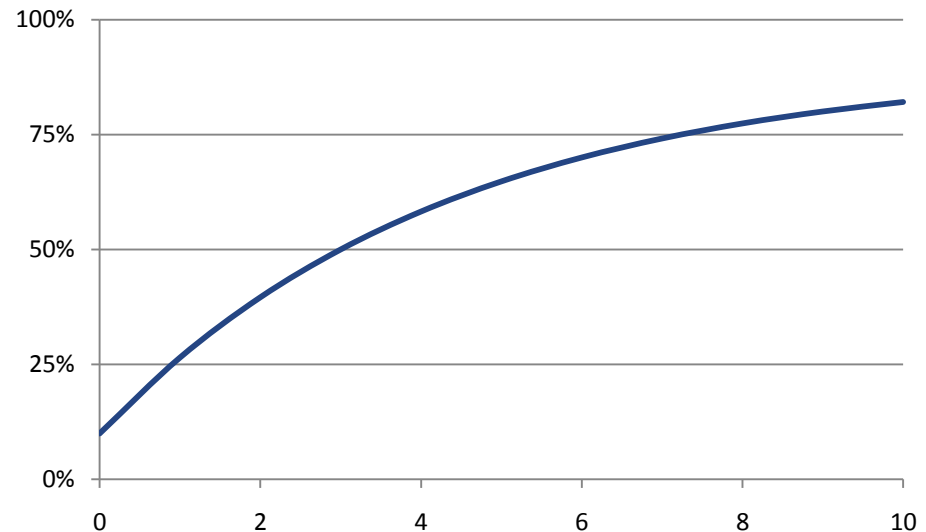
$$y = 1 - e^{-\ln(2)t/T}$$

# Half-life Plot For Marketing Requirement Documents (MRDs)

- **Precise Definition**
  - Out of the total projects listed as being in investigation phase in the weekly/monthly updates, how many (%) have an MRD. A project is considered to have an MRD if the team identifies a specific document as fulfilling that function, regardless of its title.
- **Sample Baseline**
  - Unmeasured, and difficult to measure without identifying project phases. Based on the sampling from “slotting exercises,” roughly 10% of the projects are likely to have MRDs at the start. The goal is 90%
- **Half life**
  - 3 months (Example: Time to go from initial value of 10% to 1/2 the gap of 90% that value, or 50%)
- **Baseline value**
  - 10% of projects have MRDs currently

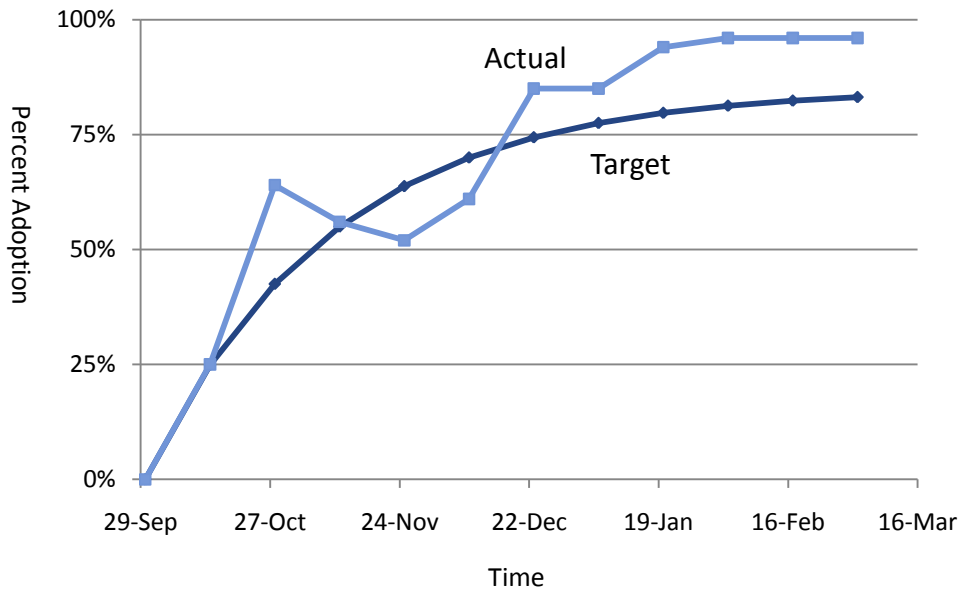
$$y = 1 - \left( (y_o - y_{min}) e^{-\frac{\ln(2)t}{T_{1/2}}} + y_{min} \right)$$

$y_o = .9, \quad y_{min} = .1$



=1-((Yo-Ymin)\*EXP(-1\*a\*E37/T2)+Ymin) [From Excel where a=ln(2) and E37 is a cell reference for time]

*Graph and Table of Percent Adoption – which is easier to read and understand trends?*



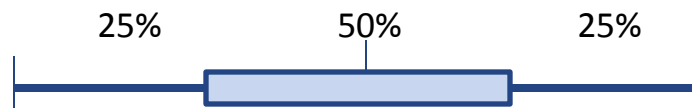
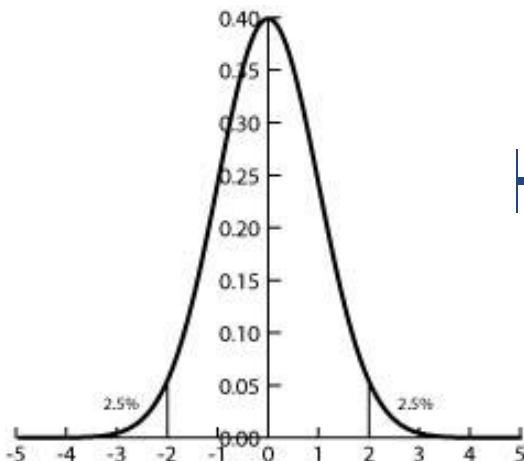
Date	Target	Actual
30-Sep	0%	0%
14-Oct	25%	25%
28-Oct	43%	64%
11-Nov	55%	56%
25-Nov	64%	52%
9-Dec	70%	61%
23-Dec	74%	85%
6-Jan	77%	85%
20-Jan	80%	94%
3-Feb	81%	96%
17-Feb	82%	96%
3-Mar	83%	96%

*Any method which gives you early feedback and correction of reality is more likely to give you control over the final result than big bang methods*

For Background see: "New Product Development: PM Network, March 1994"

## Estimation based on little (or no) information

- In Cosmology the Copernican Principle, named after Nicolas Copernicus, states the Earth is not located at the center of the universe
- The time analog to the center of the solar system, is we are not observing a phenomenon at a special time
- There is a 50% chance you are observing sometime during the middle two quarters of its existence
- There is a 95% chance you are not making your observation during the short end (2.5%) or the long end (2.5%)
- To get the 95% confidence range of existence, divide and multiply current life by 39



Where 'point estimates' have been useful

- Lifetime of partner relationship
- Lifetime of a startup
- Lifetime of a vendor
- Lifetime of a business

For Background see: "A Survival Imperative for Space Colonization" John Tierney, NYT July 17, 2007