



**Carnegie Mellon  
Software Engineering Institute**

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# First TSP Symposium 2006

## **Impact of Individual Performance to Organization**

### **A Strategic Integration of PSP, TSP, and CMMI**

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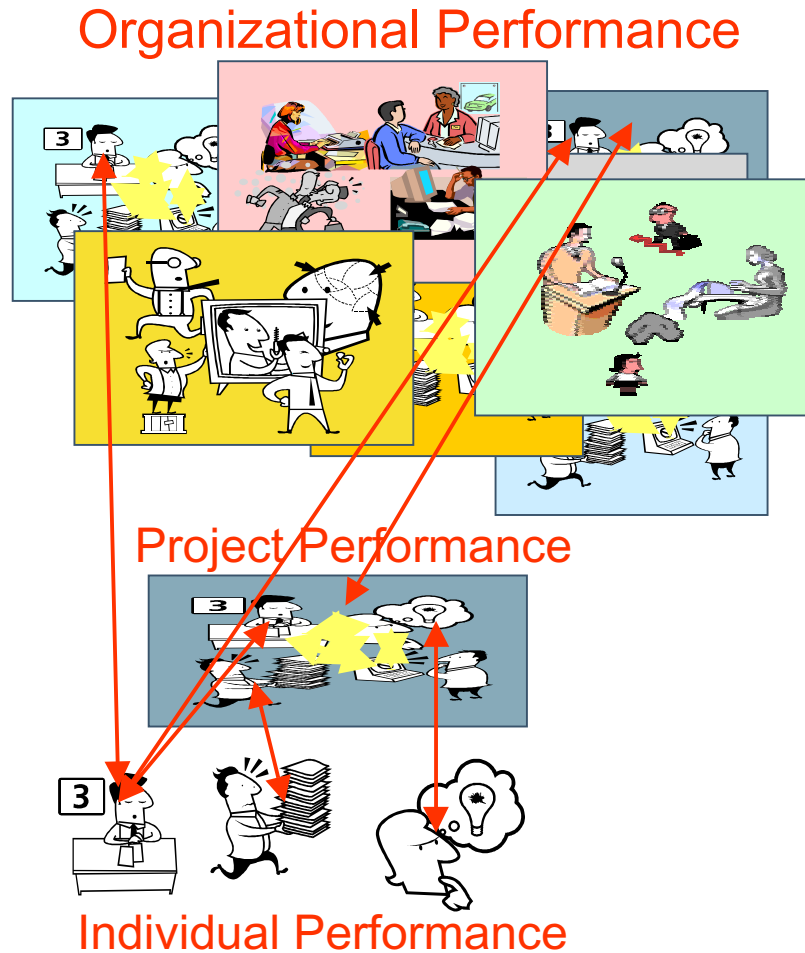


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# What is difficult at Organization Level



Direct measures associated with individual and project are not linked to define and control its quality and process performance objectives.

How do you ensure that organizational performance is managed?



# Purpose of this presentation

Based on the PSP and TSP process,

- Show an example of how process performance is influenced (linked) by individual to project and organization, where the strategic integration is desired,
- Find a promising approach to improve organizational performance.

NOTE: Toward CMMI



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Person-3 indicates the performance of one person (Person-3) half of the lower yield or rate.

# Input to Simulation

Input/assumption:

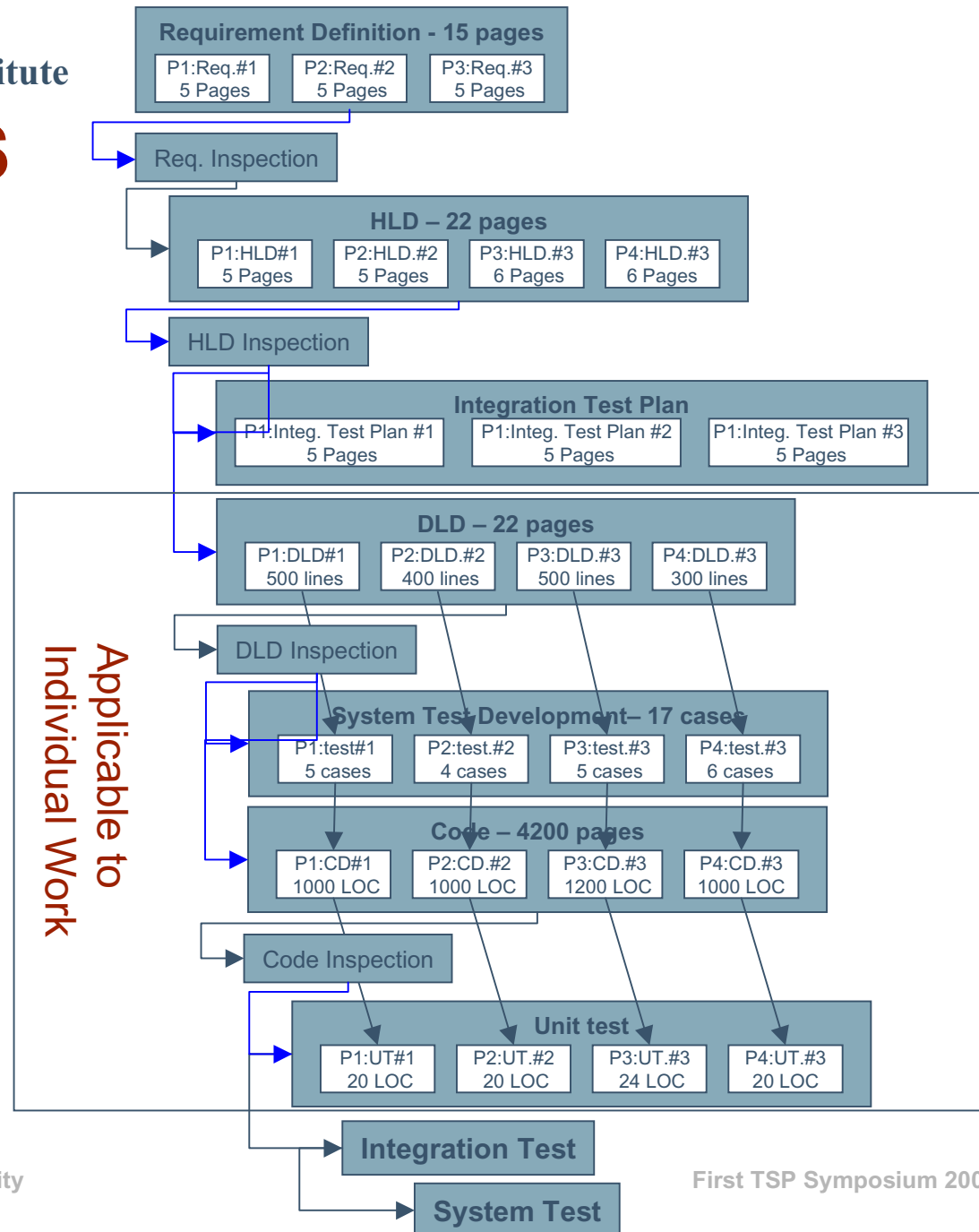
- PSP and TSP processes are used,
- TSP development life cycle is followed.
- Need statements results in 15 pages of requirements,
- Team size is four engineers:
  - Person 1 - 3: assigned fully for full life cycle,
  - Person 4: assigned from REQ inspection phase.



# Project WBS Simplified Example

## Activities included

- Launch session
- Weekly meetings
- Documentation
- Postmortem

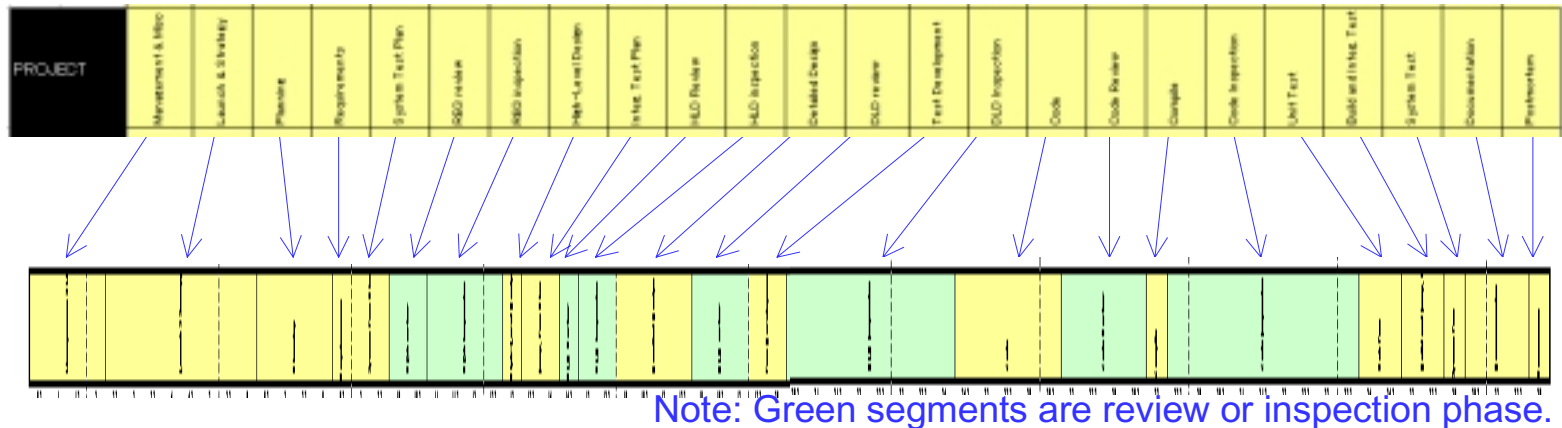




# Project Life Cycle

The TSP phase definition is used for practical project life cycle.

## Linear Life Cycle Definition



## Life Cycle Definition with phase time duration

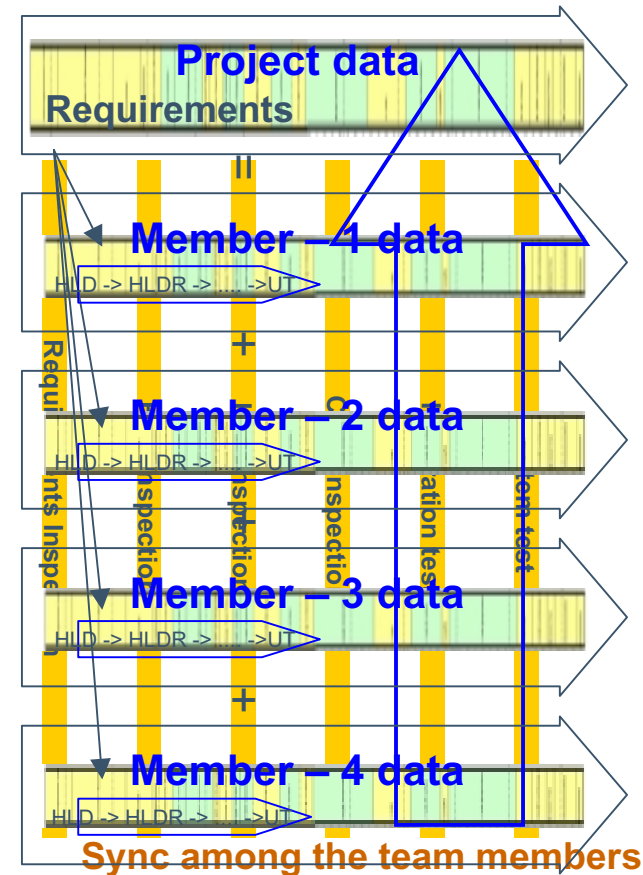


# Simulation Definition: Individual to Project

Individual's process data are mostly defined by PSP and TSP workbook.

Project data is mostly defined by TSP workbook.

Project assumes four-day launch.







# Team Measures related to Individual (1)

## QualGuide (TSP Support Tool)

| Measure   | Goal     | Comments                            |
|---|----------|-------------------------------------|
| Percent Defect Free (PDF)                           |          |                                     |
| Compile   | > 10%    |                                     |
| Unit Test   | > 50%    |                                     |
| Integration Test                                    | > 70%    |                                     |
| System Test   | > 90%    |                                     |
| Defects/KLOC:                                       |          |                                     |
| Total defects injected                              | 75 - 150 | If not PSP trained, use 100 to 200. |
| Compile   | < 10     | All defects                         |
| Unit Test   | < 5      | All major defects (in source LOC)   |
| Integration Test                                    | < 0.5    | All major defects (in source LOC)   |
| System Test   | < 0.2    | All major defects (in source LOC)   |
| Defect Ratios                                       |          |                                     |
| Detailed design review defects/unit test defects    | > 2.0    | All major defects (in source LOC)   |
| Code review defects/compile defects                 | > 2.0    | All major defects (in source LOC)   |
| Development Time Ratios                             |          |                                     |
| Requirements inspection/requirements time           | > 0.25   | Elicitation in requirements time    |
| High-level design inspection/high-level design time | > 0.5    | Design work only, not studies       |
| Detailed design/coding time                         | > 1.00   |                                     |
| Detailed design review/detailed design time         | > 0.5    |                                     |
| Code review/code time                               | > 0.5    |                                     |
| Review and Inspection Rates                         |          |                                     |
| Requirements pages/hour                             | < 2      | Single-spaced text pages            |
| High-level design pages/hour                        | < 5      | Formatted design logic              |
| Detailed design text lines/hour                     | < 100    | Pseudocode ~ equal to 3 LOC         |
| Code LOC/hour                                       | < 200    | Logical LOC                         |
| Defect Injection and Removal Rates                  |          |                                     |
| Requirements defects injected/hour                  | 0.25     | Only major defects                  |
| Requirements inspection defects removed/hour        | 0.5      | Only major defects                  |
| High-level design defects injected/hour             | 0.25     | Only major defects                  |
| High-level design inspection defects removed/hour   | 0.5      | Only major defects                  |
| Detailed design defects injected/hour               | 0.75     | Only design defects                 |
| Detailed design review defects removed/hour         | 1.5      | Only design defects                 |
| Detailed design inspection defects removed/hour     | 0.5      | Only design defects                 |
| Code defects injected/hour                          | 2        | All defects                         |
| Code review defects removed/hour                    | 4        | All defects in source LOC           |
| Compile defects injected/hour                       | 0.3      | Any defects                         |
| Code inspection defects removed/hour                | 1        | All defects in source LOC           |
| Unit test defects injected/hour                     | 0.067    | Any defects                         |
| Phase Yields  |          |                                     |
| Team requirements inspections                       | ~ 70%    | Not counting editorial comments     |
| Design reviews and inspections                      | ~ 70%    | Using state analysis, trace tables  |
| Code reviews and inspections                        | ~ 70%    | Using personal checklists           |
| Compiling   | ~ 50%    | 90+ % of syntax defects             |
| Unit test - at 5 or less defects/KLOC               | ~ 90%    | For high defects/KLOC - 50-75%      |
| Integration and system test - at < 1.0 defects/KLOC | ~ 80%    | For high defects/KLOC - 30-65%      |
| Acceptance test - at < 1.0 defects/KLOC             | ~ 65%    | For high defects/KLOC - 30%         |
| Before compile                                      | > 75%    | Assuming sound design methods       |
| Before unit test                                    | > 85%    | Assuming logic checks in reviews    |
| Before integration test                             | > 97.5%  | For small products, 1 defect max.   |
| Before system test                                  | > 99%    | For small products, 1 defect max.   |



# Project Characterization - Measures (1)

Ref. TSP QualGuide

| Measure Analysis: Constraints on allocated times |                                    | min  | max | Min  | max |                     |  |
|--|------------------------------------|------|-----|------|-----|---------------------|--|
| <b>Defects/KLOC</b>                              |                                    |      |     |      |     |                     |  |
| <b>Defect Ratio</b>                              |                                    |      |     |      |     |                     |  |
| <b>Development Time Ratios</b>                   |                                    |      |     |      |     |                     |  |
| <b>Review and Inspection Ratios</b>              |                                    |      |     |      |     |                     |  |
|  | Req. pages/Hour                    | 2    |     |      |     |                     |  |
|  | HLD pages/Hour                     | 5    |     |      |     |                     |  |
|  | DLD review text lines/Hr           | 100  |     | 110  |     |                     |  |
|  | Code Review LOC/Hour               | 200  |     | 220  |     |                     |  |
| <b>Defect injection and Removal Rates</b>        |                                    |      |     |      |     |                     |  |
|  | Req. defects injected/Hour         | 0.25 |     | 0.33 | 1.3 | Rate 30% high       |  |
|  | Req. defects insp. remvd/Hour      | 0.5  |     | 0.35 | 0.7 | Rate 30% low        |  |
|  | HLD defects injected/Hour          | 0.25 |     | 0.33 | 1.3 | Inject defects more |  |
|  | HLD defects insp. remvd/Hour       | 0.5  |     | 0.35 | 0.7 | Remove defects less |  |
|  | DLD defects injected/Hour          | 0.75 |     | 0.98 | 1.3 | Inject defects more |  |
|  | DLD review defects remvd/Hour      | 1.5  |     | 1.05 | 0.7 | Remove defects less |  |
|  | DLD defects insp. remvd/Hour       | 0.5  |     | 0.35 | 0.7 | Inject defects more |  |
|  | Code defects injected/Hour         | 2    |     | 2.60 | 1.3 | Inject defects more |  |
|  | Code review defects remvd/Hour     | 4    |     | 1.60 | 0.4 | Remove defects less |  |
|  | Compile defect injected/Hour       | 0.3  |     | 0.39 | 1.3 | Inject defects more |  |
|  | Compile defect removed/Hour        | 10   |     | 7.00 | 0.7 | Inject defects more |  |
|  | Code Inspection defects rmvd/Hour  | 1    |     | 0.70 | 0.7 | Remove defects less |  |
|  | Unit Test defects injected/Hour    | 0.07 |     | 0.09 | 1.3 | Inject defects more |  |
|  | Unit Test defects removed/Hour     | 2    |     | 2.00 | 1   | Inject defects less |  |
| <b>Phase Yields</b>                              |                                    |      |     |      |     |                     |  |
|  | Team req. inspection               | 0.7  |     |      |     |                     |  |
|  | Design Reviews and inspections     | 0.7  |     | 0.35 | 0.5 | 20% lower yield     |  |
|  | Code review and inspections        | 0.7  |     | 0.35 | 0.5 | 20% lower yield     |  |
|  | Compiling                          | 0.5  |     | 0.35 | 0.5 | 50% lower yield     |  |
|  | UT - at 5 or less defects/KLOC     | 0.9  |     | 0.25 | 0.5 | 50% lower yield     |  |
|  | IT and ST - at <1.0 defects/KLOC   | 0.8  |     | 0.45 | 0.5 | 60% lower yield     |  |
|  | Acceptance test - at 1.0 def./KLOC | 0.85 |     |      |     |                     |  |
|  | Before compilation                 |      |     |      |     |                     |  |
|  | Before unit test                   |      |     |      |     |                     |  |
|  | Before IT                          | 0.98 |     |      |     |                     |  |
|  | Before ST                          | 0.99 |     |      |     |                     |  |

Process management activities

Quality management activities

SR

LR

SY

LY



## Project Type

- Characterized by process disciplines, where we use TSP and PSP process disciplines.

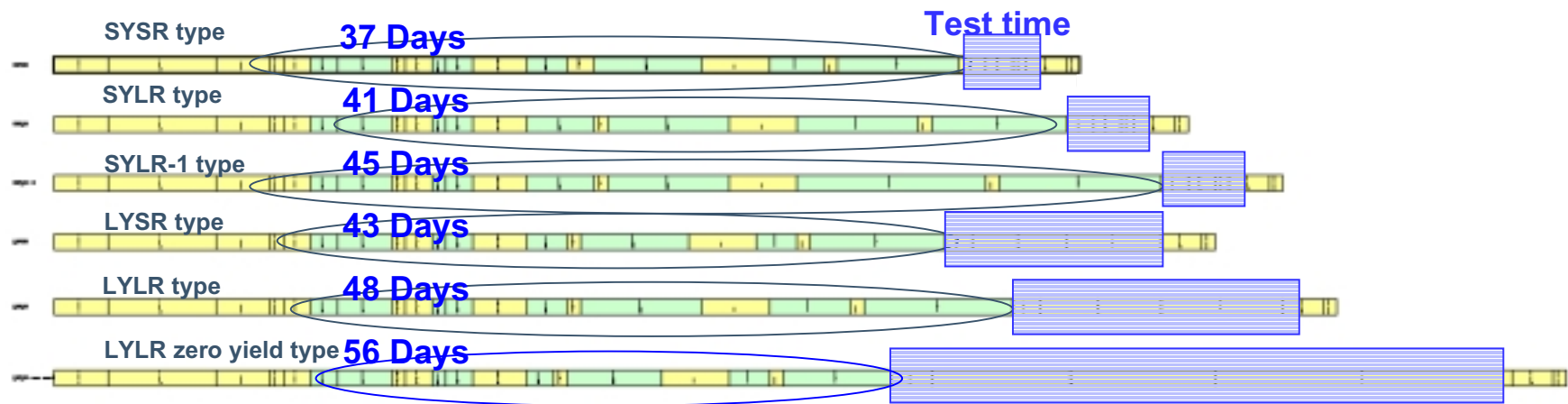
| Project Type             | Description  |
|--------------------------|--|
| SYSR                     | PSP/TSP disciplines followed. Project focuses the yield (quality) and the activity rates are appropriate, e.g., not too fast and not too slow, according to the TSP process parameters |
| SYLR                     | The quality is focused but the activity rates are not appropriate. Consistent engineering activity is recognized but not much on the work rates.                                       |
| SYLR-1                   | Same as SYLR but the third member spends two times longer to remove one defect, compared to the other members.   |
| LYSR                     | Less focus on the quality but the activity rates are focused.  |
| LYLR                     | Less focus on the quality and also the activity rates are not appropriate.   |
| LYLR-zero yield until CI | Zero yield is assigned from HLD review through code inspection to LY-LR  |



# Findings – Project Management Tradeoff

**Green** segments show review and inspection.

**Blue** box show the time duration from the unit test through the system test.

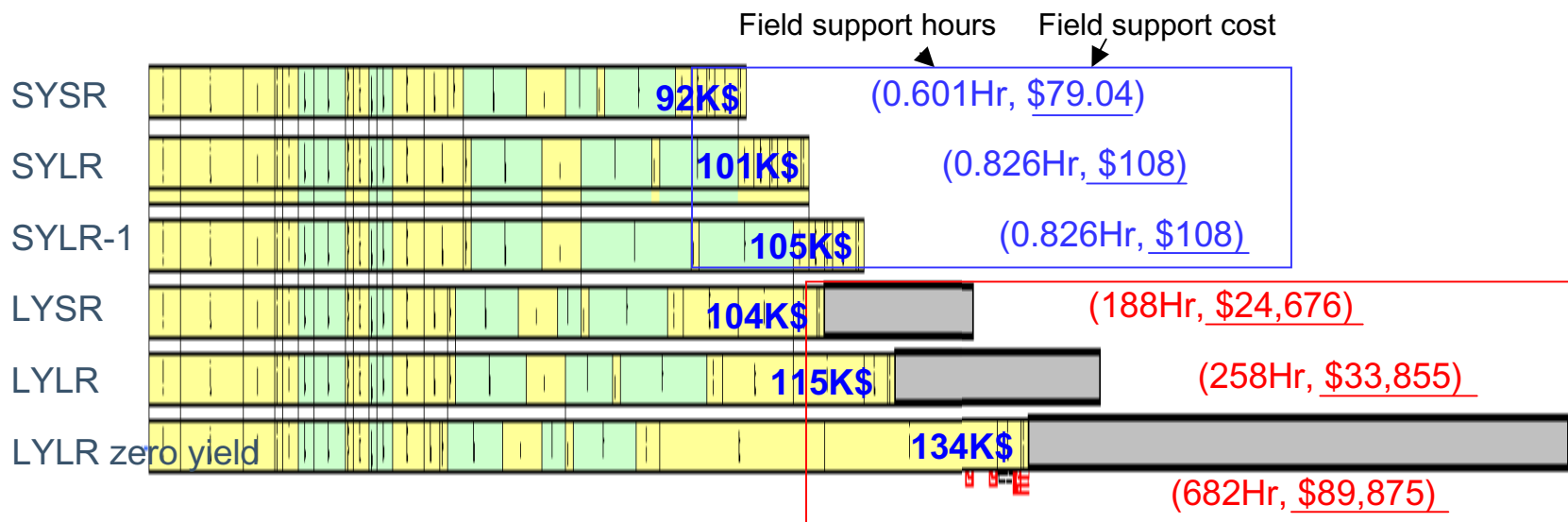


- If the review & inspection time is longer, the test time becomes shorter.
- The lifecycle time of a SYLR type project is longer than that of a LYSR type project.



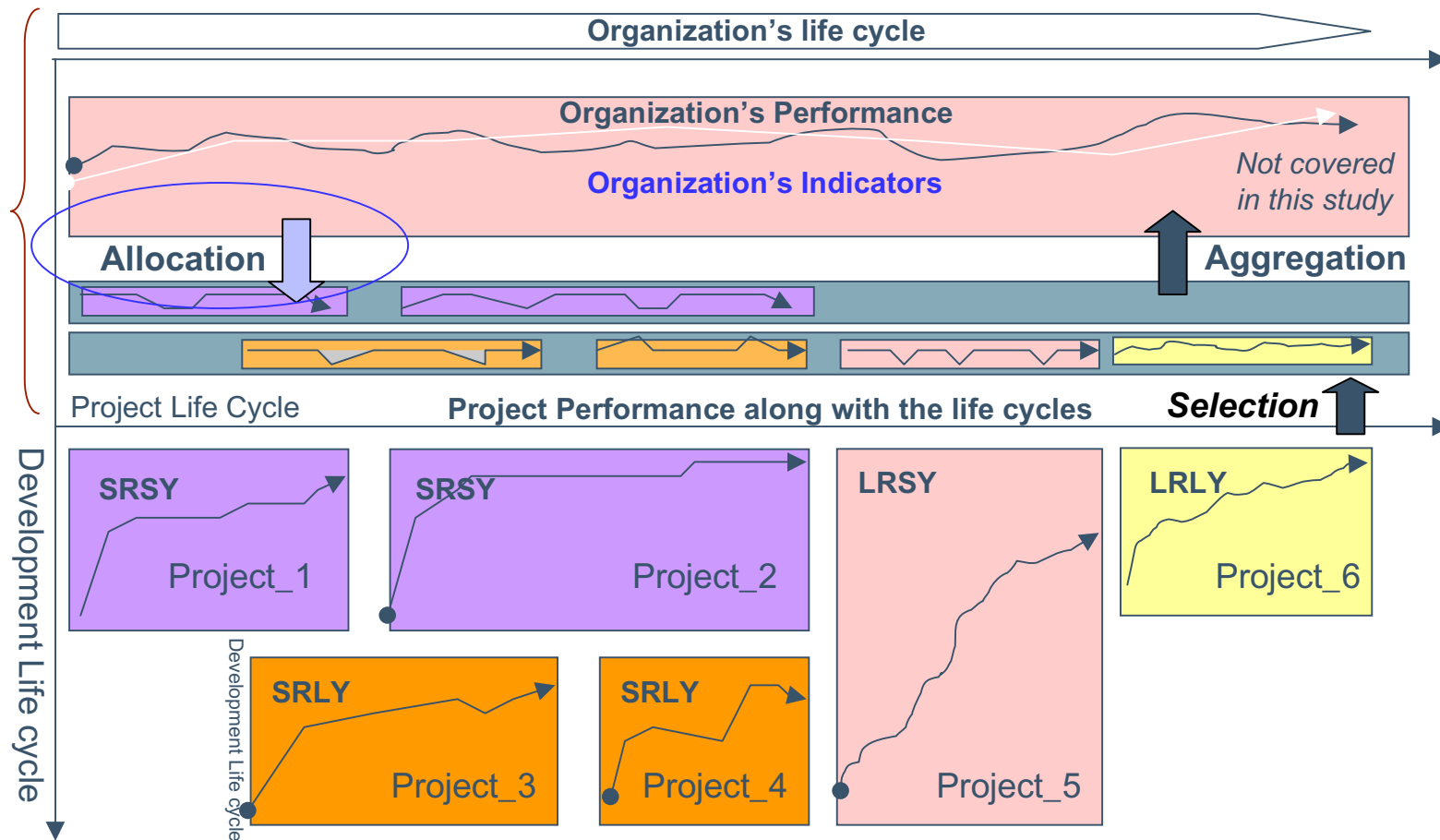
# Findings – Project TCO including Field Support

Grey boxes show the cost needed to fix field defects.



- 1) Field support cost of the SY\* type project is negligible, i.e., very small.
- 2) Field support cost of the LY\* type project is not negligible, i.e., not small.

# Simulation Definition: Project to Organization





# Spectrum of Organization Type

| Organization Type                        | Description  | Amplification of (Yield, activity rates) to the SY-SR data |
|--|--|--|
| <b>SY-SR</b>                             | Organization with projects of fully TSP/PSP trained teams  | (1.0, 1.0)   |
| <b>SY-LR</b>                             | Organization of projects with the same yield level but 30% lower or higher activity rates to SY-SR (e.g., higher defect injection rates or lower defect removal rates)                 | (1, 1.3 or 0.7)  |
| <b>LY-SR</b>                             | Organization of projects with lower yield level but the same activity rates  | (0.5, 1.0)   |
| <b>LY-LR</b>                             | Lower yields and lower rates (e.g., amplified 30% higher or lower to the TSP parameters)   | (0.5, 1.3 Or 0.7)  |
| <b>SY-LR-1</b>                           | Same yield level and lower rates (e.g., higher injection rates or lower removal rates) + one person has one half of the yields for code review, unit test, integ. test and system test | (1.0/one half for one person, 0.5)                         |
| <b>LY-LR zero yield up to code insp.</b> | <u>Zero</u> yield is assigned from HLD review through code inspection to LY-LR   | (0.5/0.0 for HLD review - code inspection, 0.5)            |



# Findings – Organization's Performance

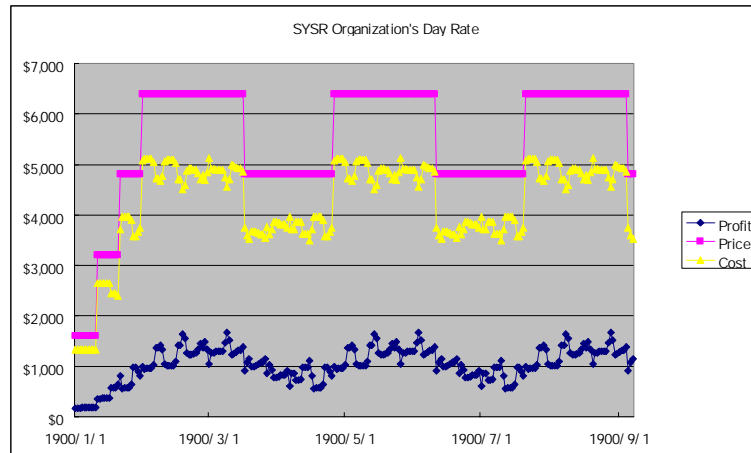
## Assumptions:

- The work product sizes are same across projects examined.
- The project price is same to all projects and given such that the LYSR type project has the profit of about 9% of the price.
- The project price does not include the field support.
- The cost rate of the project members are equally given.
- The project price is spread over the project life cycle.
- The organization's performance is calculated for nine month long.

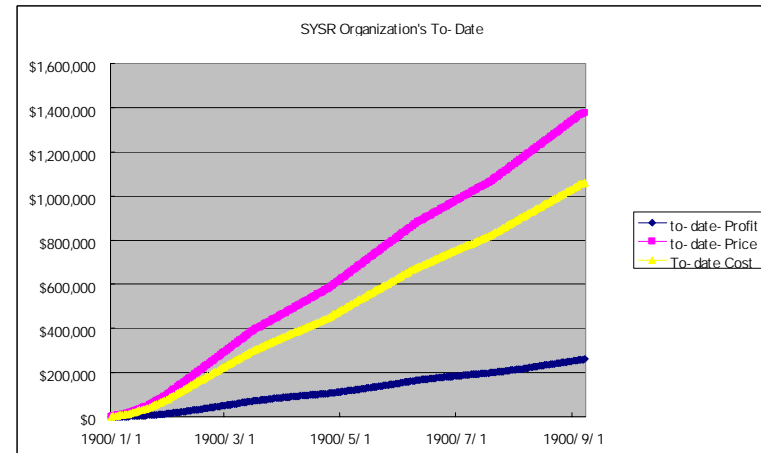




# Findings – SYSR Organization



Day Rates

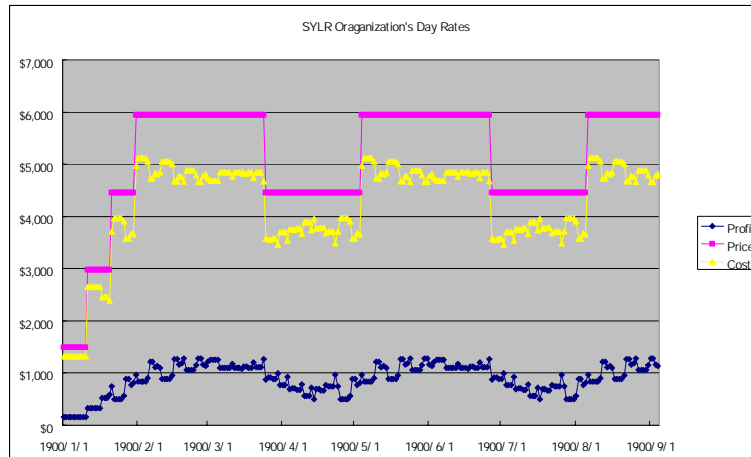


To Dates

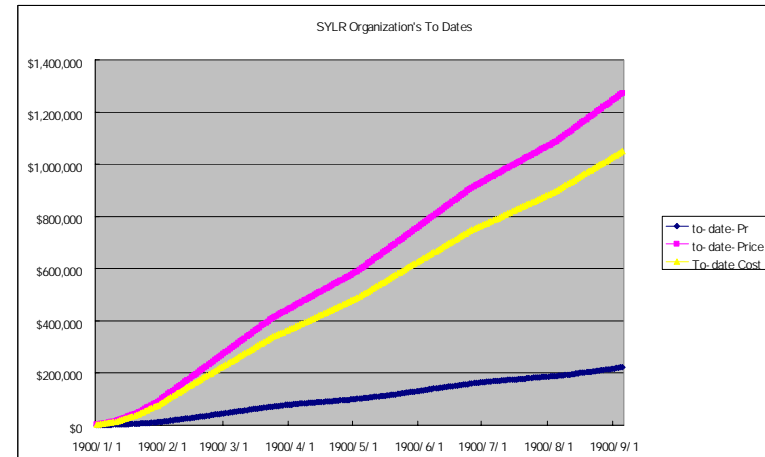
- The profit is steadily increasing
- Day rate of profit shows stable and large smooth variations on when projects start or phase out.
- About 23% of profit is expected steadily



# Findings – SYLR Organization



Day Rates

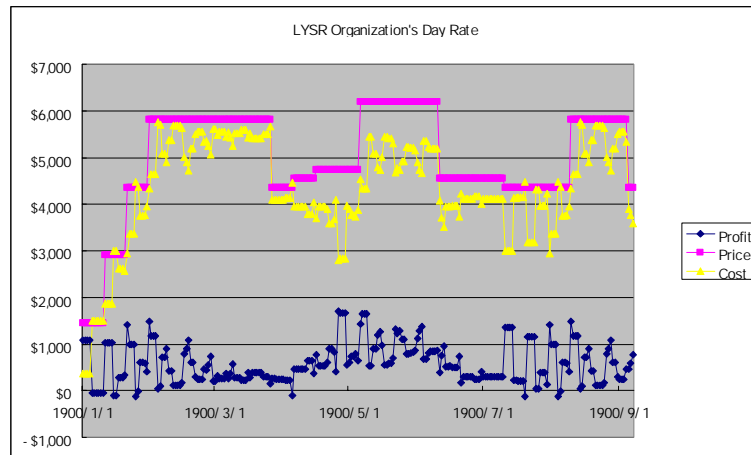


To Dates

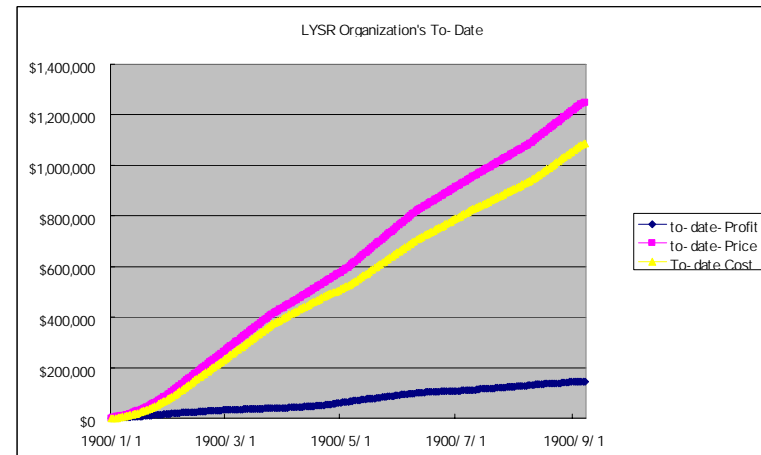
- The patterns of the day rates and to-dates are similar to SYSR.
- About 17% profit is expected steadily.



# Findings – LYSR Organization



Day Rates

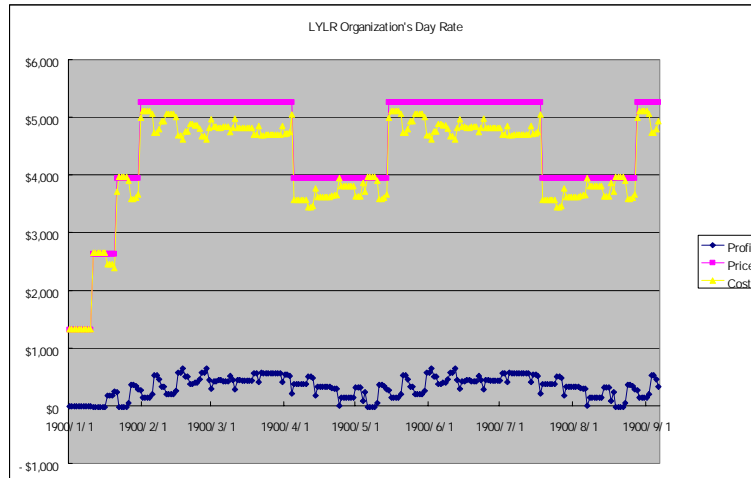


To Dates

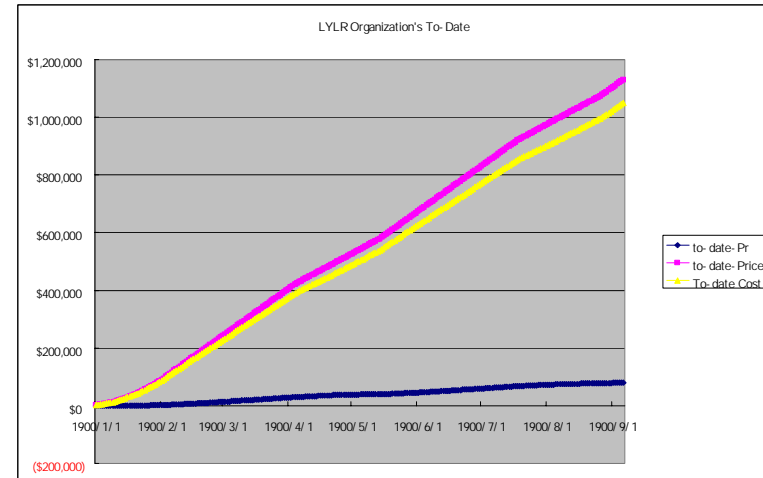
- Variation on the rates of the cost, therefore, the profit is larger.
- About 9% profit is achieved but the variation is significant.
- The organization has risk on making profit (9%.)
- The TCO becomes negative.



# Findings – LYLR Organization



Day Rates

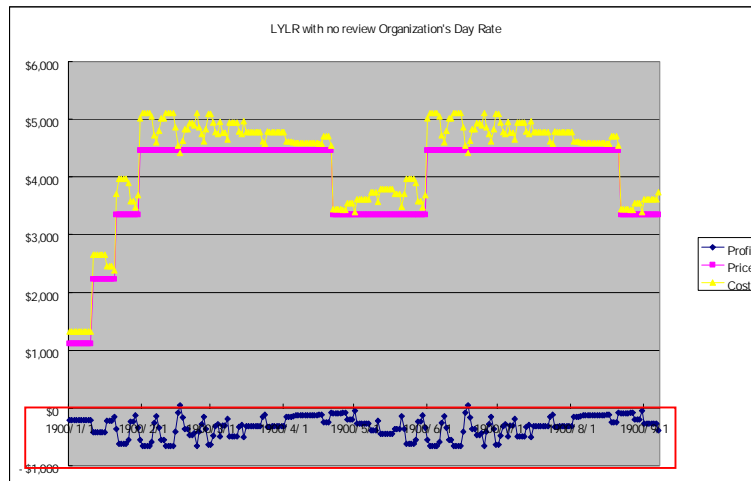


To Dates

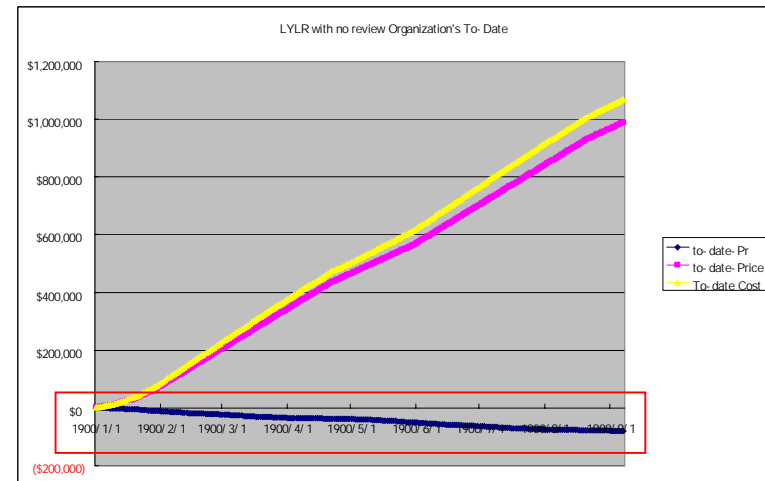
- The day rate of the profit is lower than the profit of SYSR projects.
- About 7.6% profit of project is achieved.
- The TCO becomes negative.



# Findings – LYLR zero yield Organization



Day Rates



To Dates

- The Day Rate Profit is *negative value*, e.g., the cost is higher than the price.
- To Date profit increases negatively larger but not visible because of no review or inspection activities are missing.



## Findings – Total Cost of Ownership

Below is the table showing the TCO information of the organization:

|                                   | Price     | Cost      | Profit    | Field Support | TCO       | Net Results |
|-----------------------------------|-----------|-----------|-----------|---------------|-----------|-------------|
| SYSR                              | \$124,842 | \$93,613  | \$31,228  | \$79          | \$93,691  | \$31,149    |
| SYLR                              | \$124,842 | \$102,700 | \$22,141  | \$108         | \$102,808 | \$22,033    |
| LYSR                              | \$124,842 | \$113,492 | \$11,349  | \$113,492     | \$138,168 | -\$13,327   |
| LYLR                              | \$124,842 | \$115,386 | \$9,455   | \$115,386     | \$149,241 | -\$24,400   |
| LY-LR zero yield up to code insp. | \$124,842 | \$134,871 | -\$10,030 | \$89,875      | \$224,746 | -\$99,905   |

- SYSR and SYLR organization can only make TCO **profit**.
- LYSR and LYLR organization may make profit at the project completion, however, the TCO will eventually be in **red**.
- If you don't identify and fix defects before compile, such a project might be classified as the "LYLR – zero yield up to code inspection" type.



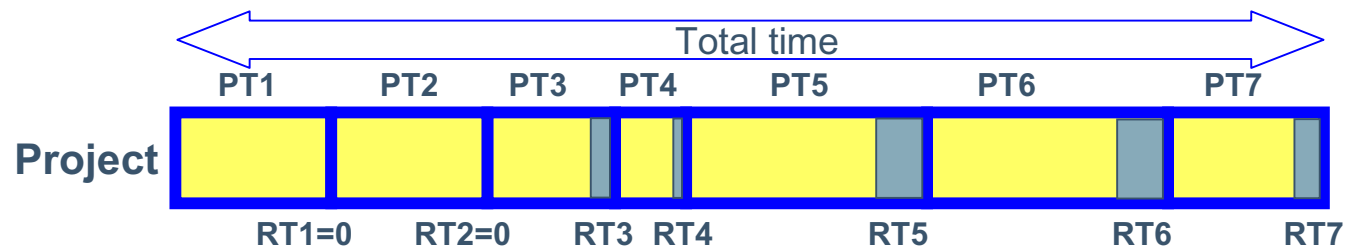
# Finding - Why high quality project finishes earlier (1)

Pure work time (PT)



$$\text{(Schedule) Elasticity} = \text{Total time} / \text{PT} = 1 + \text{RT} / \text{PT}$$

Rework time (RT)



$$\text{Total pure time} = \text{PT1} + \text{PT2} + \dots + \text{PT7}$$

$$\text{Total rework time} = \text{RT1} + \text{RT2} + \dots + \text{RT7}$$

$$\text{Max elasticity} = 1 + \text{Max} \{ \text{RT3}/\text{PT3}, \text{RT4}/\text{PT4}, \text{RT5}/\text{PT5}, \text{RT6}/\text{PT6}, \text{RT7}/\text{PT7} \}$$

$$\text{Average elasticity} = \text{Total time} / \text{Total pure time}$$



## Finding - Why high quality project finishes earlier (2)

The yield management is the key for SY type organization.

High yield (70% or higher) is achieved if

- the max elasticity is in the range 1.0 – 1.5, and,
- the average elasticity is in the range 1.0 – 1.2

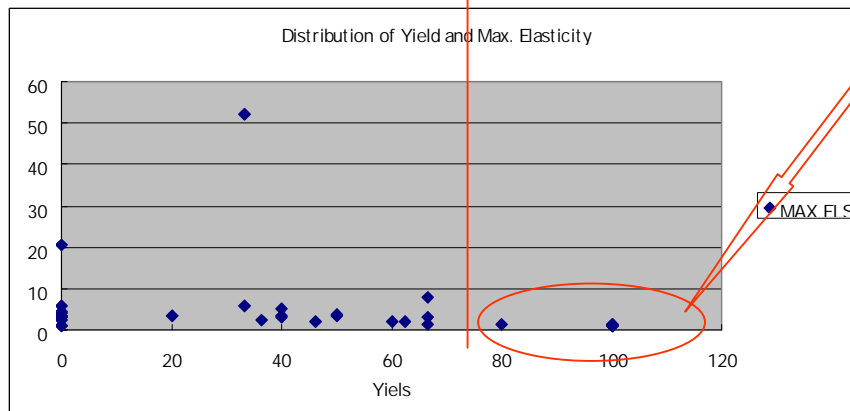
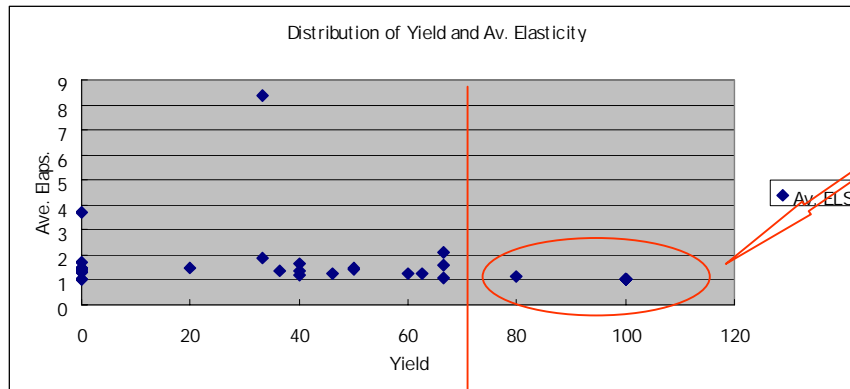
Respectively.

We call this as the *yield-elasticity rule* and the next slide supports the rule:





# Observation of the Elasticity - - PSP Data



Max elasticity < 1.5 and Average elasticity < 1.2 should give high yield performance to be credited.

| PGM | Yield   | MAX ELS | AV ELS  |
|-----|---------|---------|---------|
| 1   | 100     | 1       | 1       |
| 2   | 100     | 1       | 1       |
| 3   | 100     | 1       | 1       |
| 4   | 0       | 1.13333 | 1.01905 |
| 5   | 0       | 1.14286 | 1.02793 |
| 6   | 100     | 1.15385 | 1.02198 |
| 7   | 100     | 1.2     | 1.02857 |
| 8   | 100     | 1.21739 | 1.03106 |
| 9   | 100     | 1.22222 | 1.04015 |
| 10  | 66.6667 | 1.5     | 1.09048 |
| 11  | 80      | 1.5     | 1.16753 |
| 12  | 60      | 1.9     | 1.27143 |
| 13  | 62.5    | 2       | 1.25283 |
| 14  | 46.1538 | 2       | 1.26967 |
| 15  | 0       | 2.25    | 1.30556 |
| 16  | 36.3636 | 2.5     | 1.36786 |
| 17  | 66.6667 | 3       | 1.60484 |
| 18  | 0       | 3.14286 | 1.30612 |
| 19  | 0       | 3.17391 | 1.43888 |
| 20  | 40      | 3.21951 | 1.35279 |
| 21  | 40      | 3.28571 | 1.17294 |
| 22  | 50      | 3.33333 | 1.48889 |
| 23  | 0       | 3.5     | 1.35714 |
| 24  | 20      | 3.5     | 1.49433 |
| 25  | 50      | 3.66667 | 1.40136 |
| 26  | 0       | 4.28571 | 1.46939 |
| 27  | 0       | 4.47619 | 1.50534 |
| 28  | 40      | 5       | 1.65714 |
| 29  | 0       | 6       | 1.71429 |
| 30  | 33.3333 | 6       | 1.8617  |
| 31  | 66.6667 | 8       | 2.10431 |
| 32  | 0       | 20.6667 | 3.68637 |
| 33  | 33.3333 | 52      | 8.37415 |



# What is the promising improvement approach for organization

From the study so far:

- The project cost is not much different across the SY and LY type organizations.
- The TCO measure must be picked up regardless the field cost is paid by project organization or customer.
- The key parameter for low TCO is the yield that can be applied to project and project members (individuals.)

A promising approach for organizational improvement is to establish the SY nature of every project it manages and therefore of every individuals to be capable to produce work product at high quality. Neither SR nor LR nature is critical.



# Overall Picture: Individual, Project, and Organization

| Unit                | Activities   | Character.                              | Process or Process Model                        | Measurement                              | Measures  |
|---------------------|--|---|---|--|---|
| <b>Organization</b> | Profit,<br>Managing Cost /<br>Resources etc            | Manage Cost,<br>Resource, and<br>Profit | <b>CMMI</b><br><i>Process Performance Model</i> | <b>Goal Driven SW<br/>Measurement</b>    | Profit<br>Summed<br>Cost<br>Resource                      |
| <b>Project Team</b> | Managing<br>Cust./Sponsor<br>and team<br>Team Building | Team Level<br>PQM and<br>Communication  | <b>TSP</b>                                      | <b>TSP<br/>Measurement<br/>Framework</b> | Summed<br>Sizes<br>Workloads<br>Ranges<br>Cost<br>Quality |
| <b>Individual</b>   | Activity Manage.<br>Small tasks<br>And PQM             | Individual Level<br>PQM                 | <b>PSP</b>                                      | <b>PSP<br/>Measurement<br/>Framework</b> | Size<br>Workload<br>Range<br>Cost<br>Quality              |

PQM = Productivity and Quality Management.  
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Process Performance Model Applies.....  
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# Summary

Direct measures of individual process such as the pure work time and rework time or defects injected and removed, are essentially linked to the quality performance of the project and organization.

Organizational performance is consistently improved by the SY nature, where every individual of the organization manages high yields or the adequate elasticity.

TCO problem will be resolved to result in the win-win situation for project and its customer.