

# What Works Best with TSPi for Small Team Productivity and Quality

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# TSPi Effectiveness with Small Teams



- TSPi impact on software teams
  - 23 teams of 7 to 12 graduate students on real world developments
  - Software process awareness and impact
    - Productivity coupled with quality
    - Result of planning and analysis
    - Extensive data collection
- Bringing real world software experience to the classroom
  - R&D leadership in communications companies
  - Land line, wireless, satellite, private and public networks
    - Voice, data, land line, mobile, satellite, network management



# What Results?

- **Data Summary – Productivity**
  - Source Lines of Code (LOC) per Person Hour
    - High 47.4
    - Average 13.5
    - Low 1.8
  - (complete Cycle 2 development, including reuse – all phases)
- **Data Summary – Quality**
  - Defects Injected per Total KLOC
    - Low 2.8
    - Average 24.1
    - High 86.3

# How do the teams work?



- Team composition
  - **Students assigned to Team**
    - » **Based on From INFO**
  - **Roles matched to background**
  - **Demographic mixture**
  - **Well trained individual programmers**
- Learning environment
  - **14 to 17 weeks of class**
  - **Strict enforcement of team discipline**
  - **Face to face team meetings required**
  - **Students ? Employees, but can be “fired”**



Team Phoenix  
Fall 2001

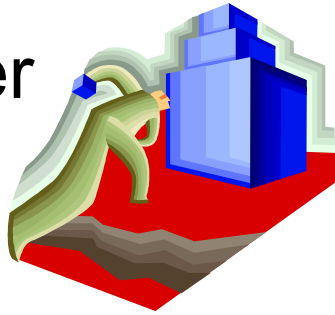


# Team Roles at a Glance

(Five Specialized Roles)



- Support Manager



- Quality/Process Manager



- Development Manager



- Planning Manager

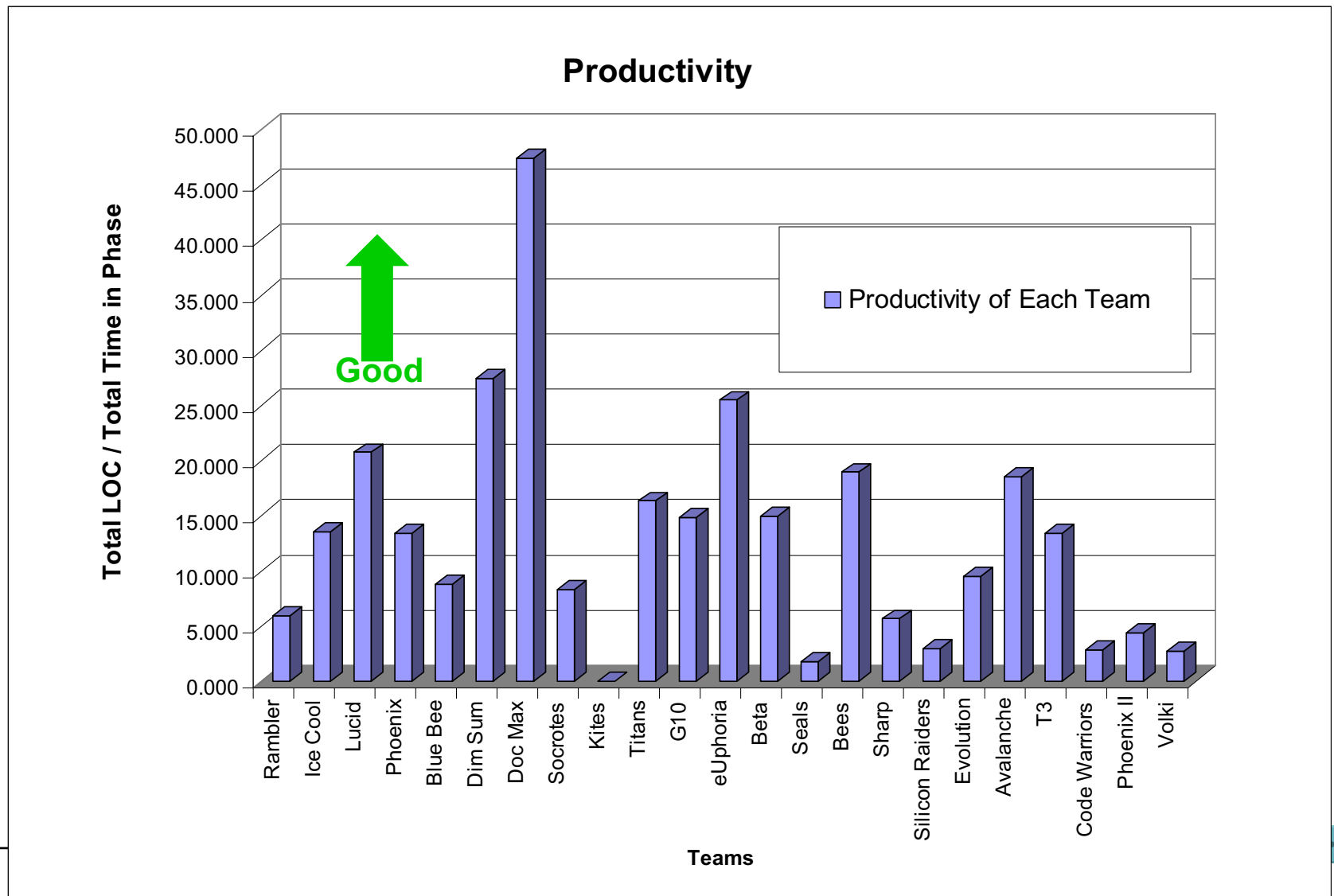


- Team Leader



# Team Productivity – Cycle 2

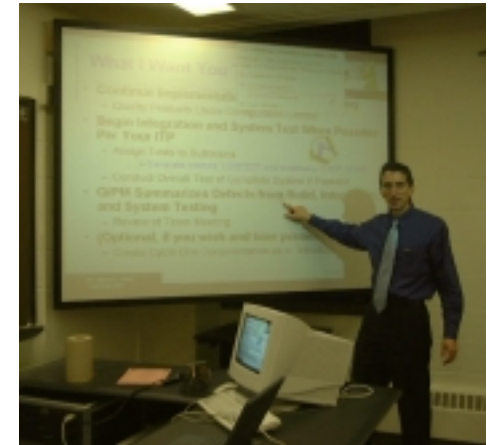
## Source Lines Of Code (LOC) per Hour



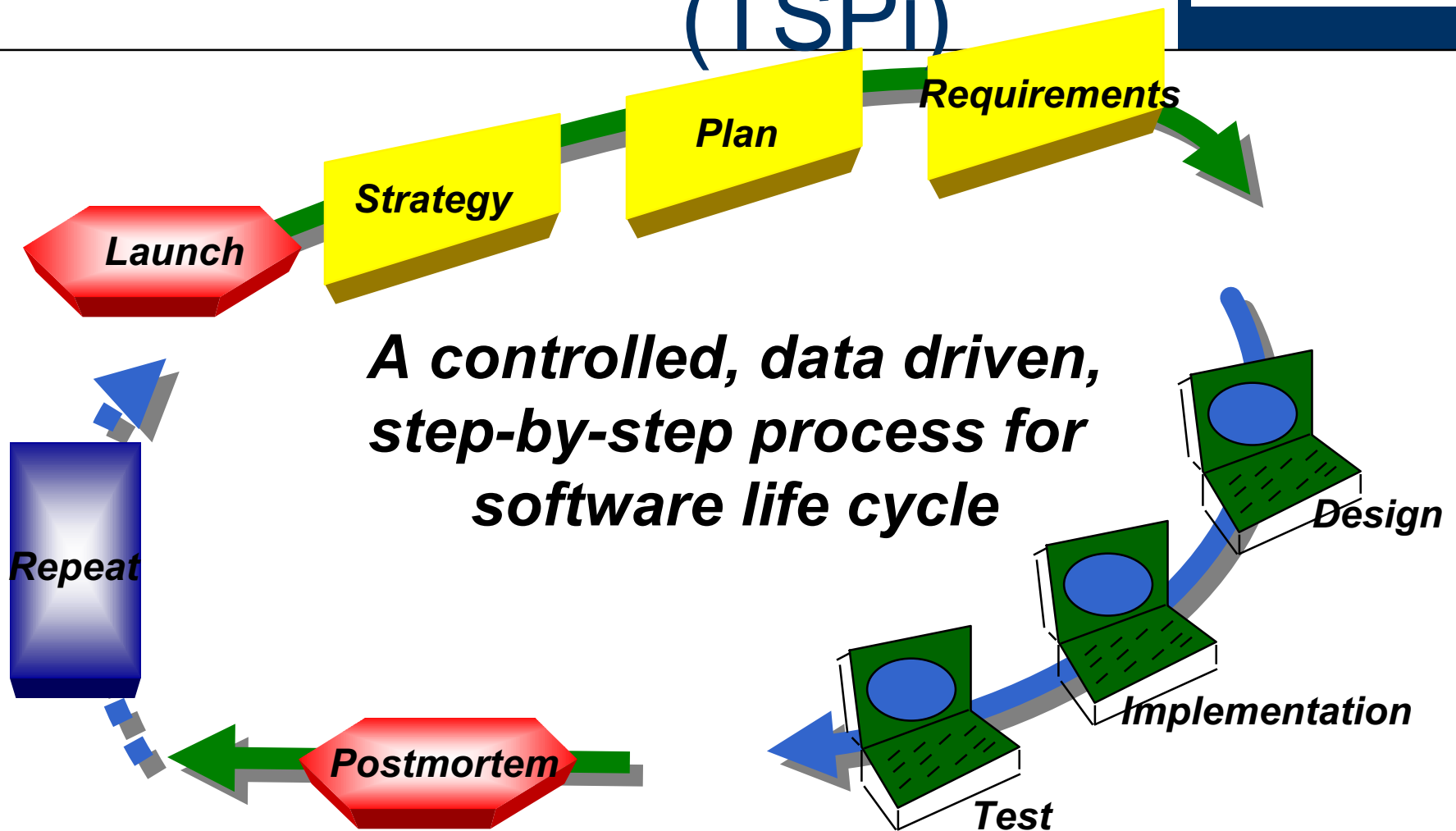
# How is TSPi used in the classroom?



- Student teams complete two cycles of development
  - Same team assignment for both cycles
  - Some switch roles for cycle two
- “Customer” provides starting point
  - Product Needs Statement (not full requirements)
  - 2 to 4 meetings with customer to clarify needs and review requirements and plans
- Teams present key milestones and demonstrate product to faculty, research assistants, customer



# The Process at a Glance (TSPi)

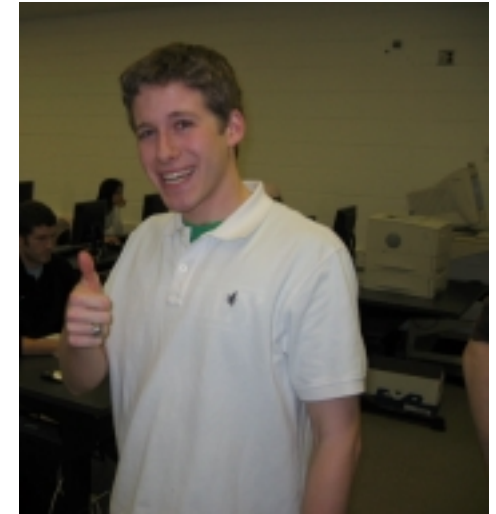




# How do students learn PSP first?



- Personal Software Process (PSP)
  - Required for individuals
  - Prerequisite for TSPi
- PSP trial introduction
  - Undergraduate programming course
  - Plan (estimate time), track defects, record time spend
- Only some TSPi student teams have this experience before TSPi begin
  - Quick two day introduction
  - One programming project



# Development Projects



- “Real World” Development
  - University staff groups as customers
    - working system or,
    - prototype or,
    - requirements clarification,...
- Wide range of applications
  - Prospect tracking for Graduate School
  - Summer visit registration for College of Arts and Sciences
  - Student Portal for Information Technology
  - Grant Approval and Tracking for VP Research
- Many technologies
  - C++, Java, XML, ColdFusion, ...



Titans  
Fall 2002



# How are data collected?



- Textbook: Watts S. Humphrey, *Introduction to the Team Software Process*<sup>sm</sup>
- Key data entered weekly into 21 forms:
  - Product Summary (SUMP)
  - Quality Summary (SUMQ)
  - Work Tasks/Effort (TASK)
  - Schedule and Earned Value (SCHEDULE)
  - Defect Identification and Correction (LOG)
  - Inspection Reports (INS)
  - Time Recording Log (LOGT)



Phoenix  
Fall 2001



## TSPi Plan Summary: Form SUMP



Name _____	Date _____	
Team _____	Instructor _____	
Part/Level _____	Cycle _____	

Product Size	Plan	Actual
Requirements pages (SRS)	_____	_____
Other text pages	_____	_____
High-level design pages (SDS)	_____	_____
Detailed design lines	_____	_____
Base LOC (B) (measured)	_____	_____
Deleted LOC (D)	_____	_____
	(Estimated)	(Counted)
Modified LOC (M)	_____	_____
	(Estimated)	(Counted)
Added LOC (A)	_____	_____
	(N-M)	(T-B+D-R)
Reused LOC (R)	_____	_____
	(Estimated)	(Counted)
Total New and Changed LOC (N)	_____	_____
	(Estimated)	(A+M)
Total LOC (T)	_____	_____
	(N+B-M-D+R)	(Measured)
Total New Reuse LOC	_____	_____
Estimated Object LOC (E)	_____	_____
Upper Prediction Interval (70%)	_____	_____
Lower Prediction Interval (70%)	_____	_____

Time in Phase (hours)	Plan	Actual	Actual %
Management and miscellaneous	_____	_____	_____
Launch	_____	_____	_____
Strategy and planning	_____	_____	_____
Requirements	_____	_____	_____
System test plan	_____	_____	_____
Requirements inspection	_____	_____	_____
High-level design	_____	_____	_____
Integration test plan	_____	_____	_____
High-level design inspection	_____	_____	_____
Implementation planning	_____	_____	_____
Detailed design	_____	_____	_____
Detailed design review	_____	_____	_____
Test development	_____	_____	_____
Detailed design inspection	_____	_____	_____

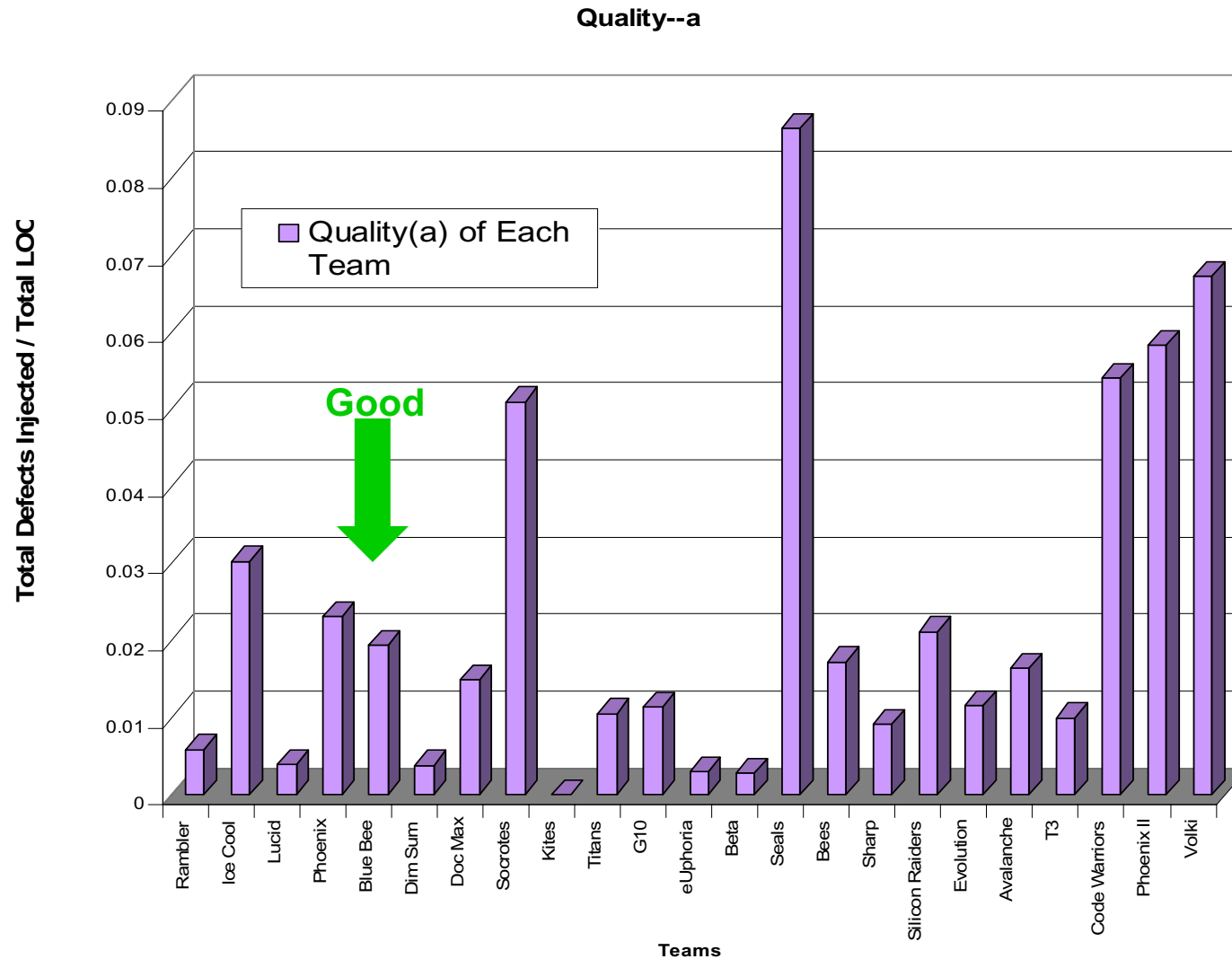
If it's not documented, it's not there...

If you can't measure it, it's not there...

Initial Findings, FEB 2002

# What Results?

## Defects Injected per LOC



# Quality Results from Cycle Testing ONLY



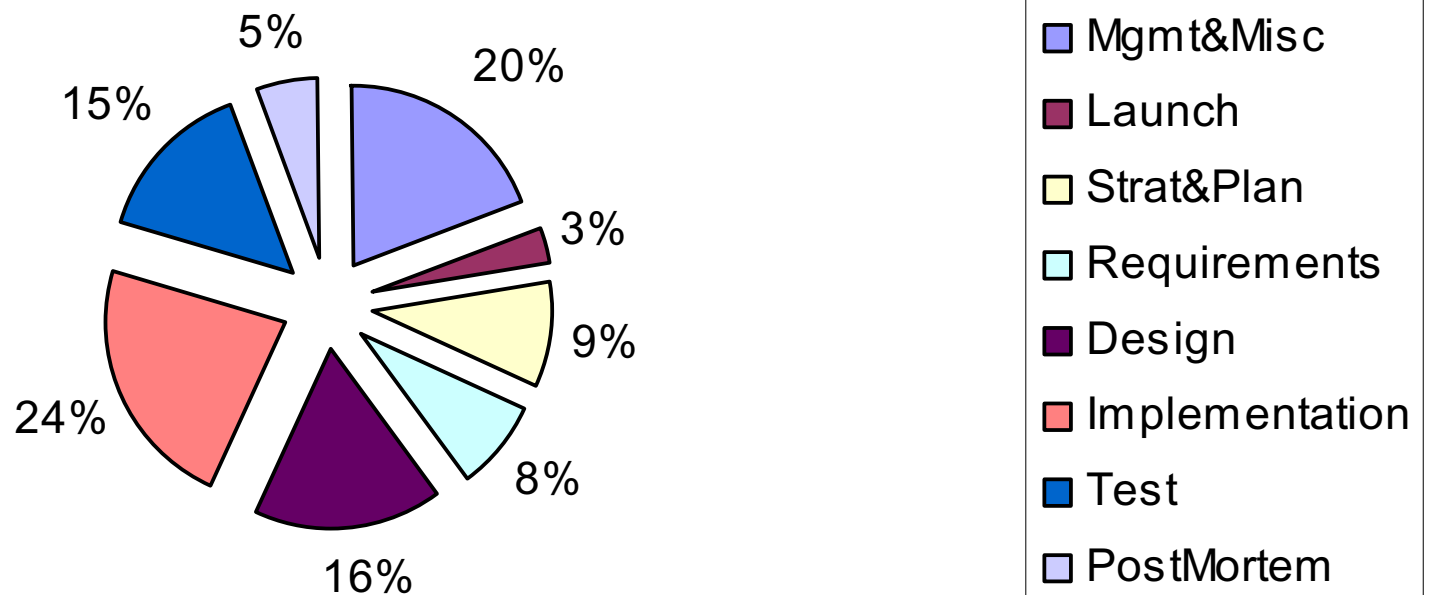
- In Cycle Testing determines the quality numbers
  - No “production” use recorded
- “Testing can only show the presence of bugs, not their absence”
  - Fault Seeding
  - Bug Density / Arrival Rate Analysis



# Where are the Hours Used? Total Time by Phase



## Total Cycle 2 Hours by Phase



6396 Total Hours to Date



# Student Outcomes



LOYOLA  
UNIVERSITY  
CHICAGO

- Student Perceptions – Popular Course
  - Team work experiences very positive learning
  - Understand process – appreciation varies
  - Data collection a struggle
    - Volume of data needed
    - Needed for timely team cooperation



- My Viewpoint

- Students well equipped to join industrial teams; larger team sizes work well
- TSPi textbook is great on metrics and quality, limited on coverage of design, testing,...
- Volume of “paper work” can lead to cybercrud

Volki  
Spring 2005  
Pot Luck



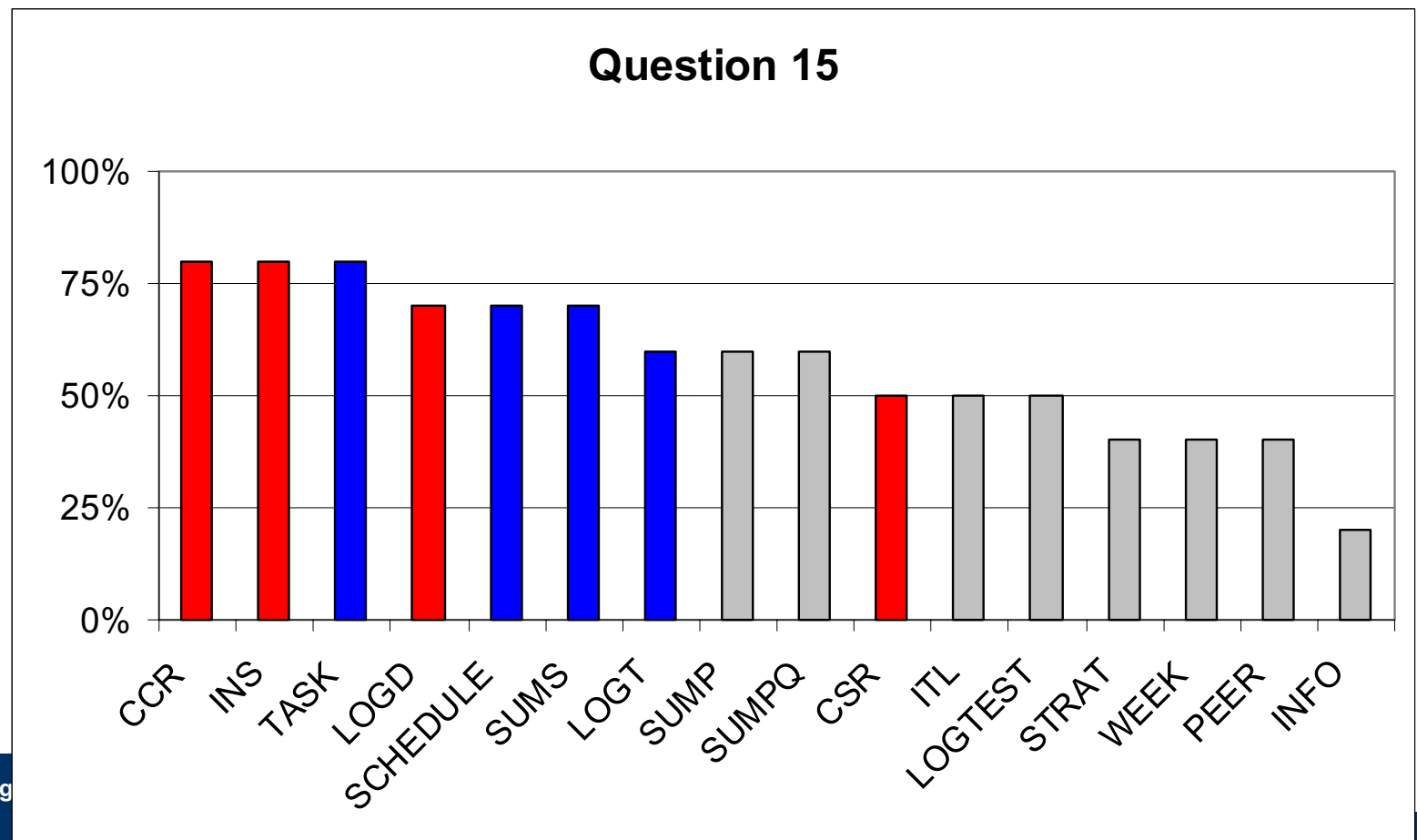


# Students “Value” Forms



**Greatest perceived value in forms that manage change and defects (red) and project plan creation and tracking (blue)**

**Student Survey:**  
Choose the forms useful to your team.



# How do these findings apply to industry?



- Student teams approximate small industry task teams / development groups
  - **Importance of (self) policing team behavior**
  - **Specialized roles help (in addition to developer role)**
- Training / Coach / Observer role is critical to rapid introduction of process such as TSPi
  - **Get through one cycle quickly to speed learning**
  - **Need Process Coach / Facilitator**
- Face to face regular meetings
  - **Weekly cycle of data, analysis, action**
  - **Emphasis on analysis and quality is key**
    - **Lead teams to analysis (not just data generation)**
- Historical data a real help for getting started
  - **If none, BEGIN NOW!**



# What about TSPi and Small Teams?



- Team data for 23 student teams show industry level productivity early in learning TSPi
  - Quality \*always\* needs focus
- TSPi can be learned efficiently and applied rapidly
  - Team composition and coaching
- The “academic” learning approach likely applicable to other types of organizations
  - Value of discipline, data collection, metrics

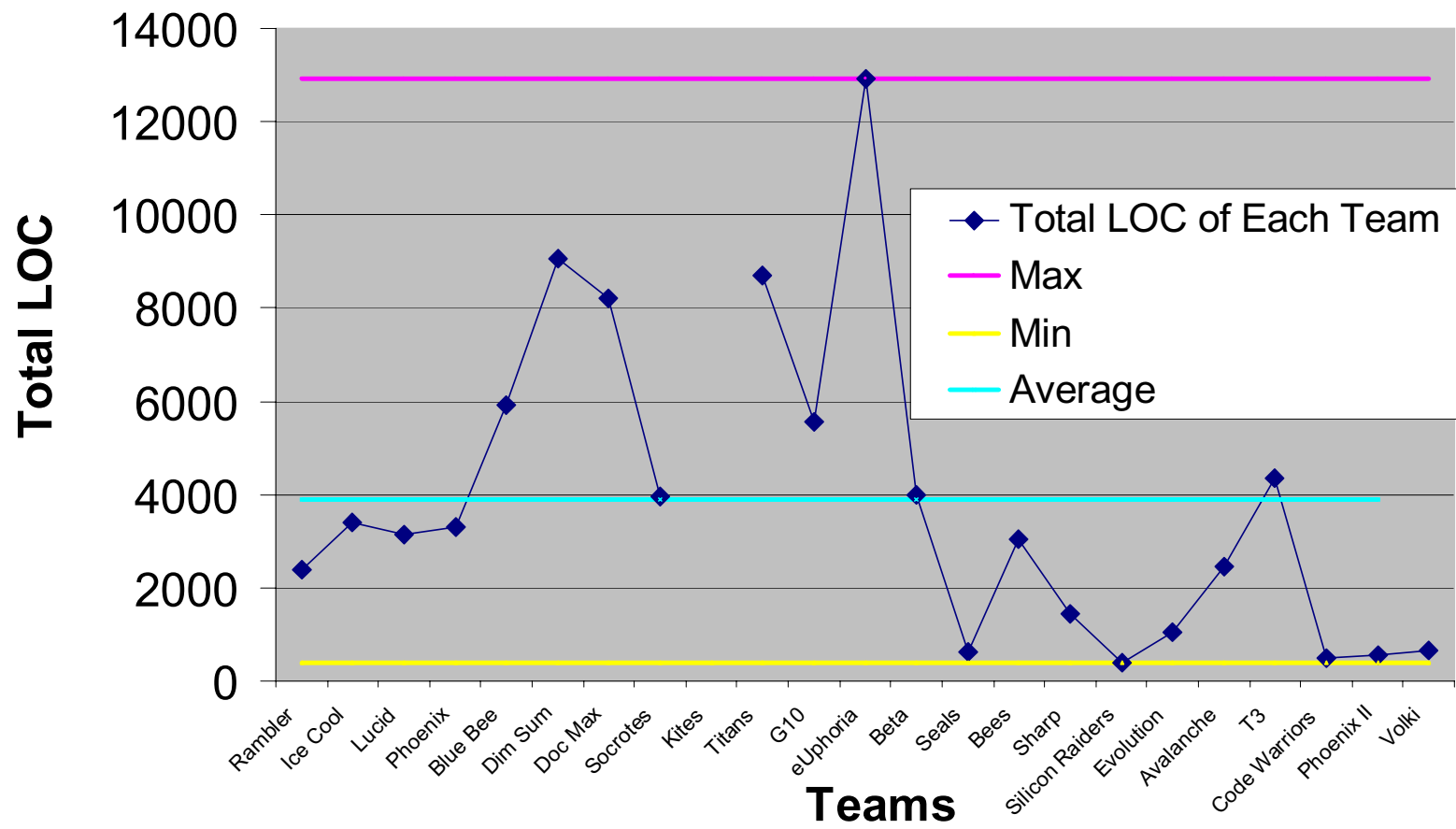


G10  
Fall 2002

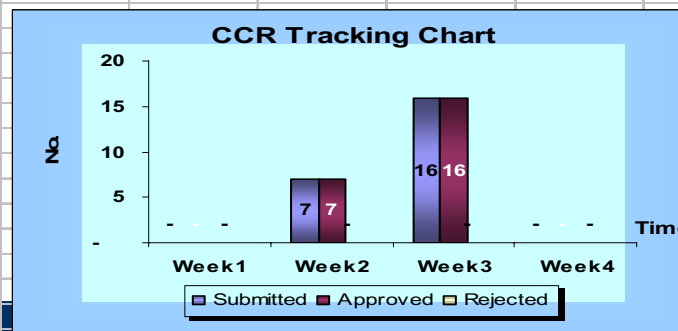
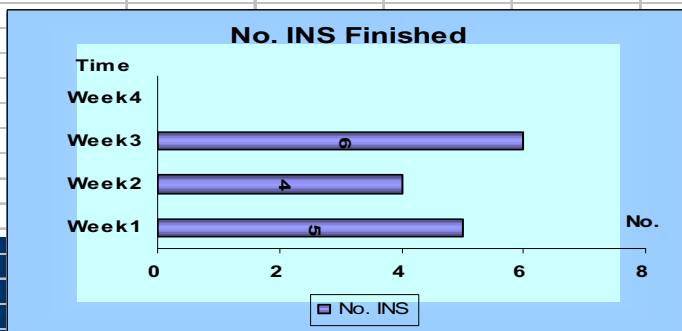
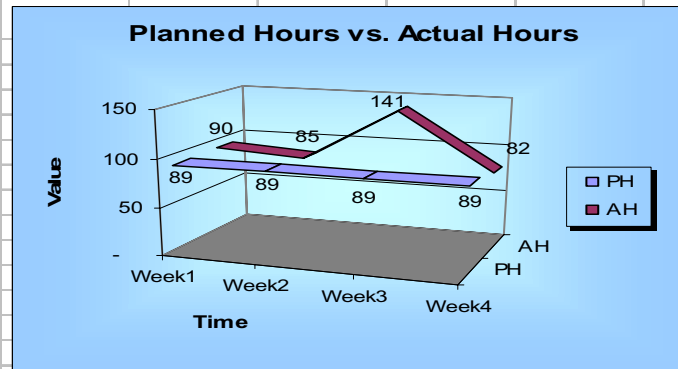
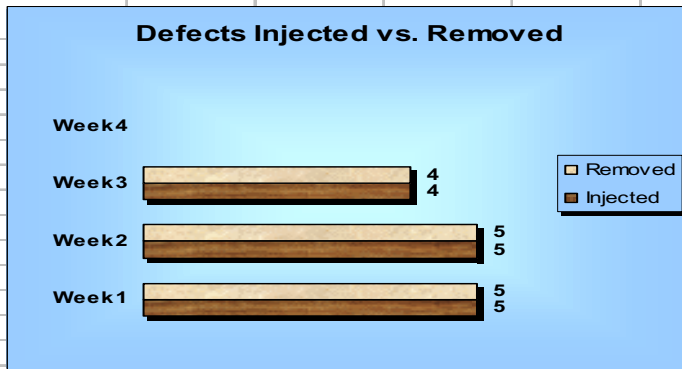
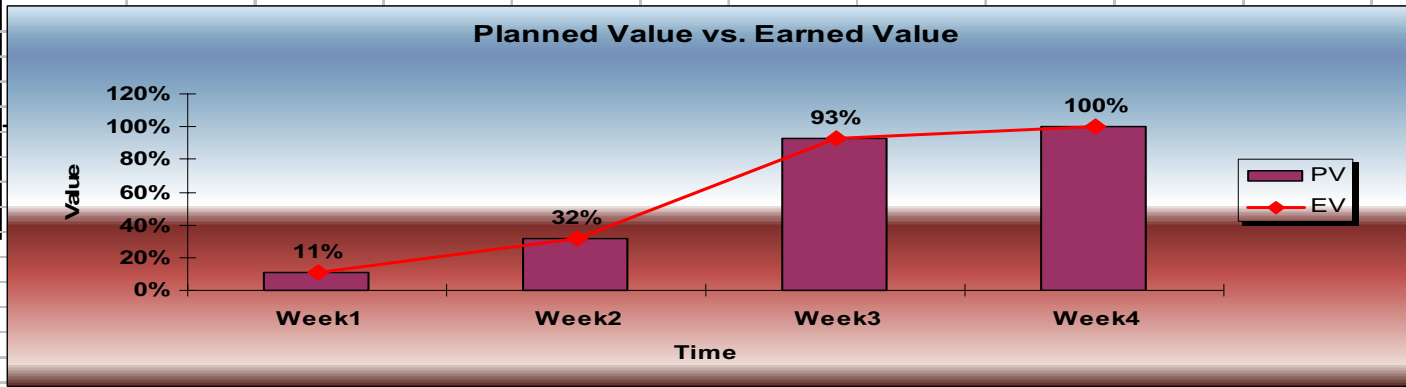
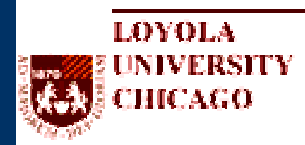


# LOC Vary Greatly

## Total LOC and Its Max. Min. and Avg.

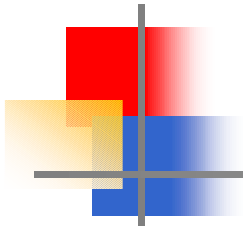


# Ramblers Team Metric Chart

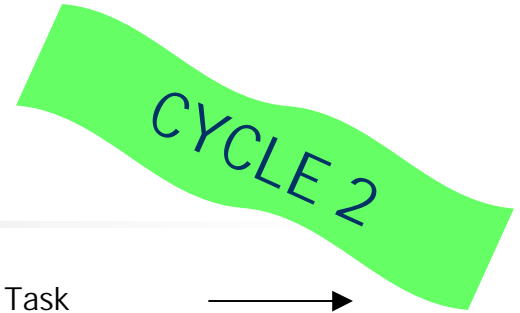


## 5-Up Chart

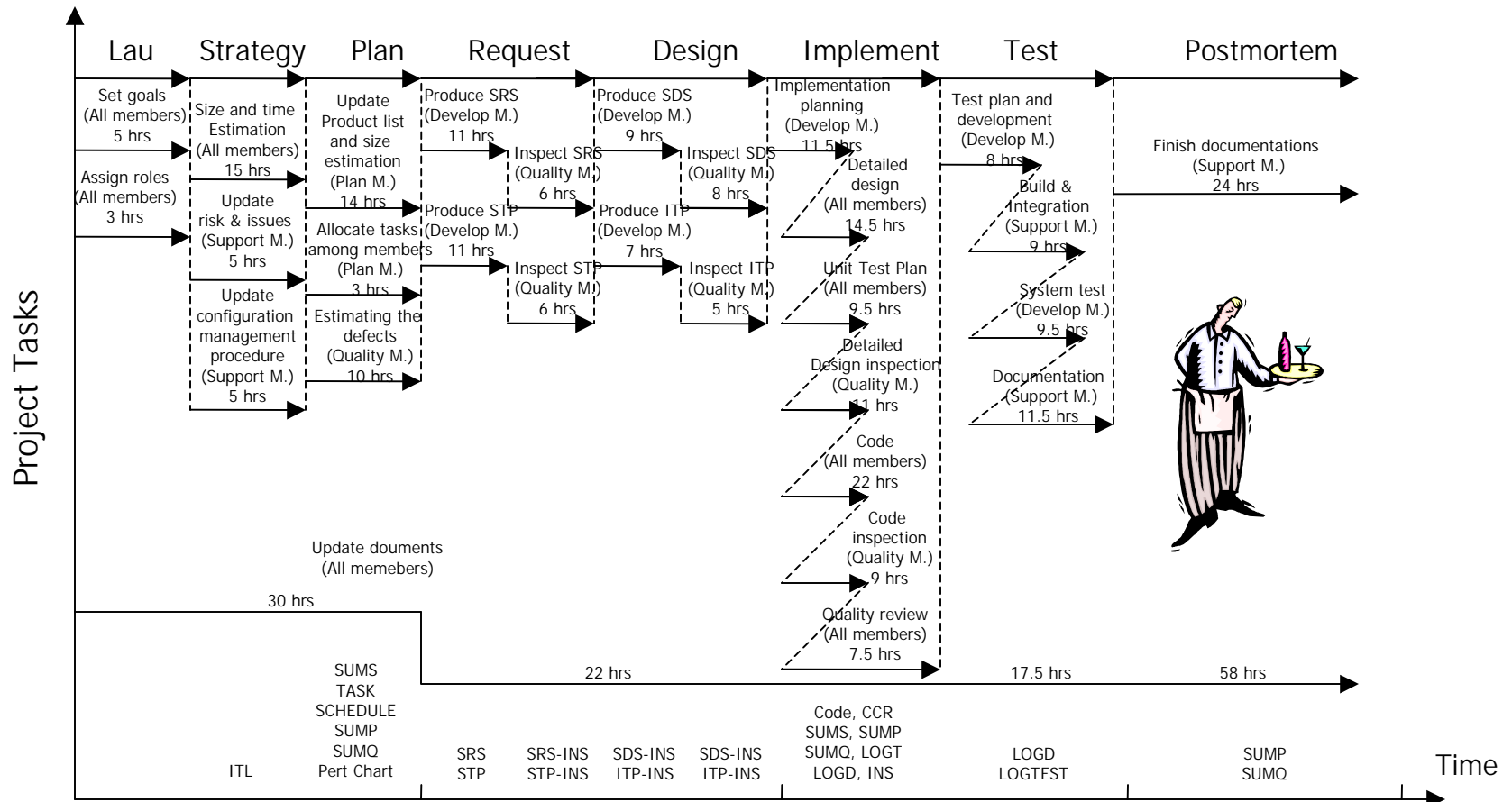
Findings, FEB 2002



# Pert Chart



Task →  
Dependency - - - - -



Week 1

Week 2

Week 3

Week 4

# Larger Team Size Works



- Flexibility in Roles:
  - Some ability to switch roles
  - Easier to recover from “drop outs”
- Student Feedback:
  - Students identified the problems their team encountered
  - 20% felt a smaller team size of 5 would lessen the problems

# What are some next steps?



**Expand Focus on Analysis Metrics for In cycle Quality Improvement**

**Ease Data Gathering Travail Mobile Tool**

**Incorporate Teaching Materials on Technique Best Practices**

**Effectiveness of TSPi to Accelerate Transition to CMMI**

**Questions, follow-ups, ideas.... contact**

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