Scaling Lean & Agile: Large, Multisite or Offshore Delivery

Craig Larman

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background...



- Modern 45,000 sq ft. (4,200 sq.m.) facility in Bangalore, India
- Round-the-clock operations supporting worldwide Agile development projects
- 500 full-time Valtech employees
- 24/7 physical security and access control
- . Virtual project rooms with complete development & test facilities
- Cutting-edge voice, data and power distribution networks.

Valtech Global Delivery Center

Global Delivery Center

certification in July 2005.

Founded in 2004 following the acquisition of Majoris by Valtech, the Valtech Global Delivery Center was awarded SEI-CMM Level 5



served as chief scientist @ Valtech helped create "agile offshore" lived in Bangalore (Bengaluru)

SIEMENS

LOCKHEED MARTIN

Nokia Siemens Networks











single-product size? 150-1500 people 3-10 sites 5-50 MSLOC

average?
800? 4 sítes?

The earliest large-scale software-intensive product development was the Semi-Automatic Ground Environment (SAGE) system; created in the 1950s, it involved hundreds of people. In retrospect, what did a senior manager think of the development strategy?

One of the directors of SAGE was discussing why the programming had gotten out of hand. He was then asked, "If you had it to do all over again, what would you do differently?" His answer was to "find the ten best people and write the entire thing themselves." [Horowitz74] (emphasis added)



curitiba, brazil



helsinki, finland



wroclaw, poland



bengaluru, india



antwerp, belgium



hangzhou, china

got tired of answering the same questions, so wrote...

Scaling Lean & Agile Development

Thinking and Organizational Tools for Large-Scale Scrum

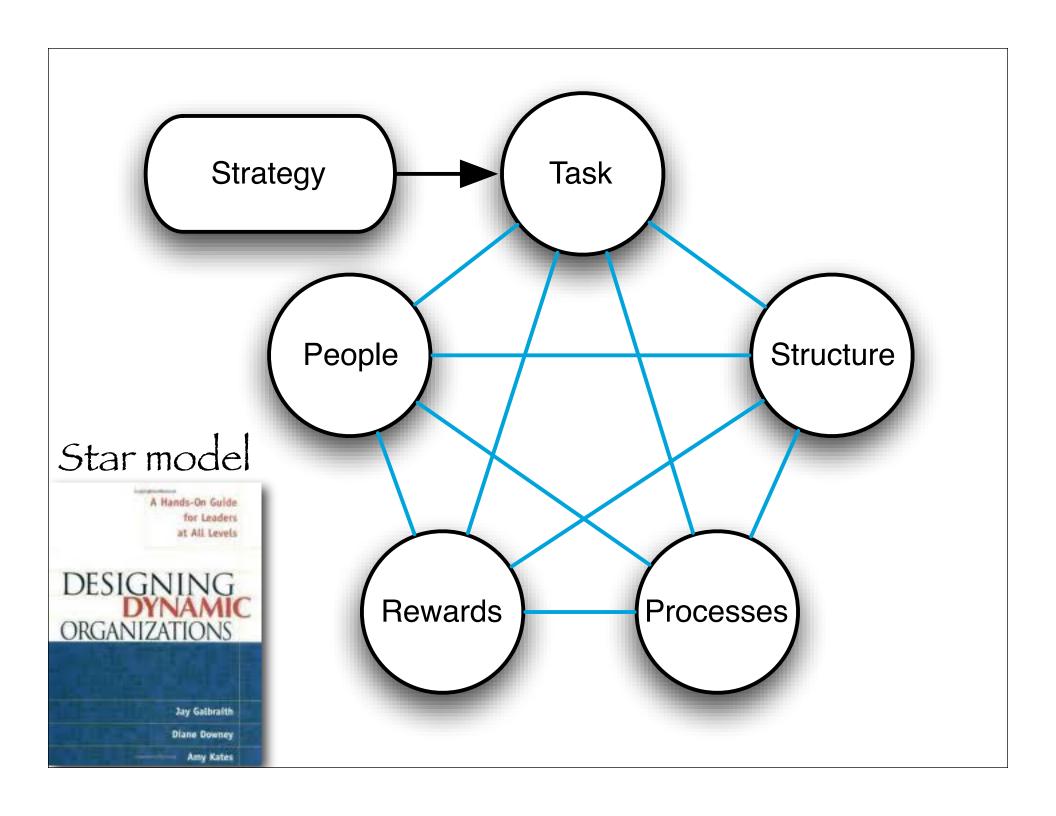
Craig Larman Bas Vodde

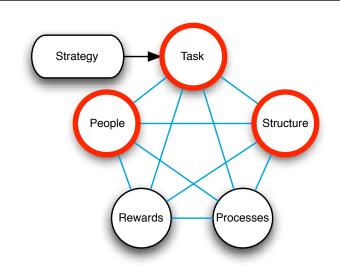
Practices for Scaling Lean & Agile Development

Large, Multisite, and Offshore Product Development with Large-Scale Scrum

Craig Larman Bas Vodde

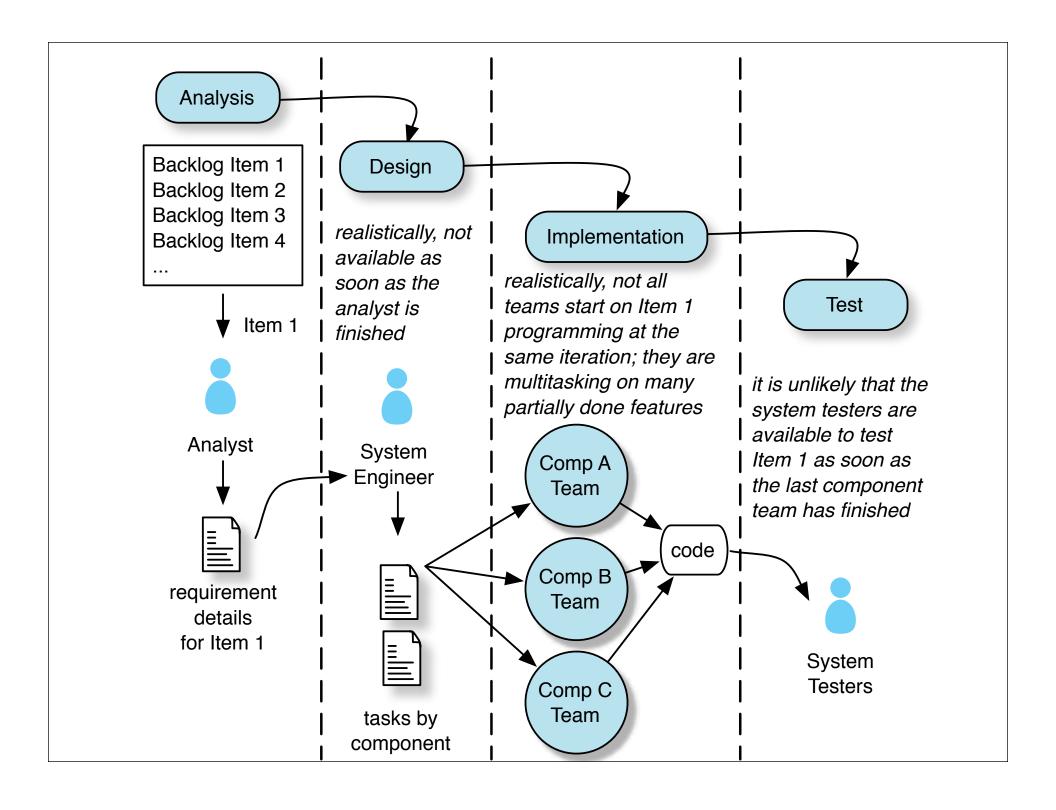




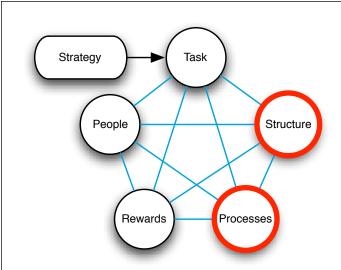


cross-functional, multi-learning, cross-component feature teams, with no single-specialists (i.e., normal Scrum Teams) not single-function groups





note how <u>organizational</u> structure inhibits change in <u>architectural</u> structure (Conway's observation)



requirement areas...

Product Backlog

Backlog Item	Requirement Area
IPv6 performance 10x HSDPA performance stats configuration of cells new NMS solution speed-up of build improved upgrading support stability to 99.999%	protocols performance management protocols management continuous integration upgrades management reliability

Product Backlog

IPv6
performance 10x
HSDPA
performance stats
configuration of cells
new NMS solution
speed-up of build
improved upgrading support
stability to 99.999%

Performance Area Backlog

performance 10x performance 10x

switch hardware optimize DSP

. . .



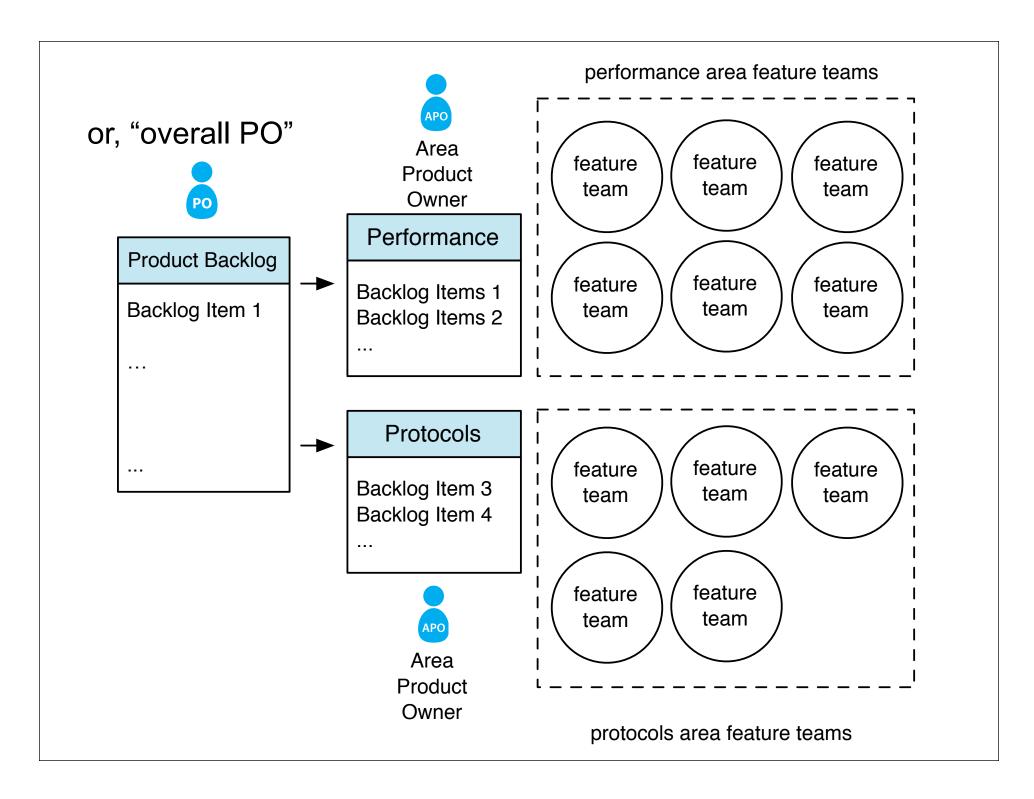
IPv6 IPv6

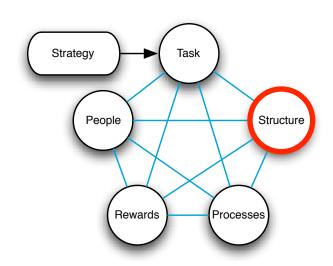
HSDPA

. . .

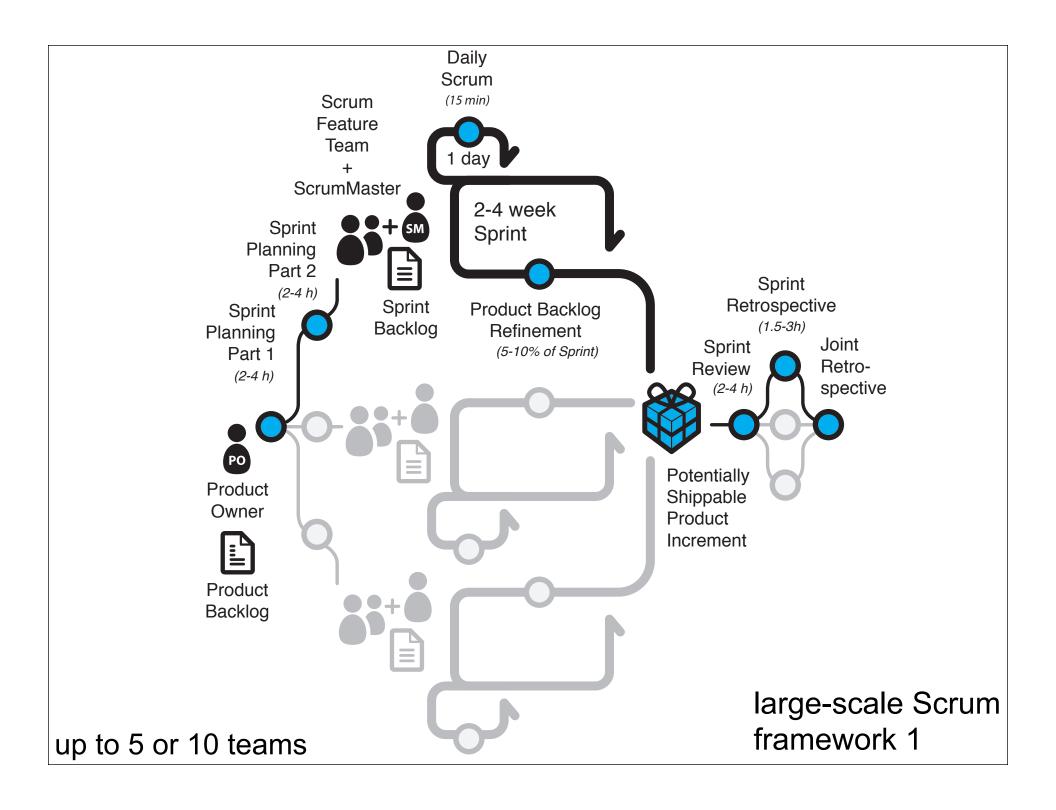
simple connect data sending failed call

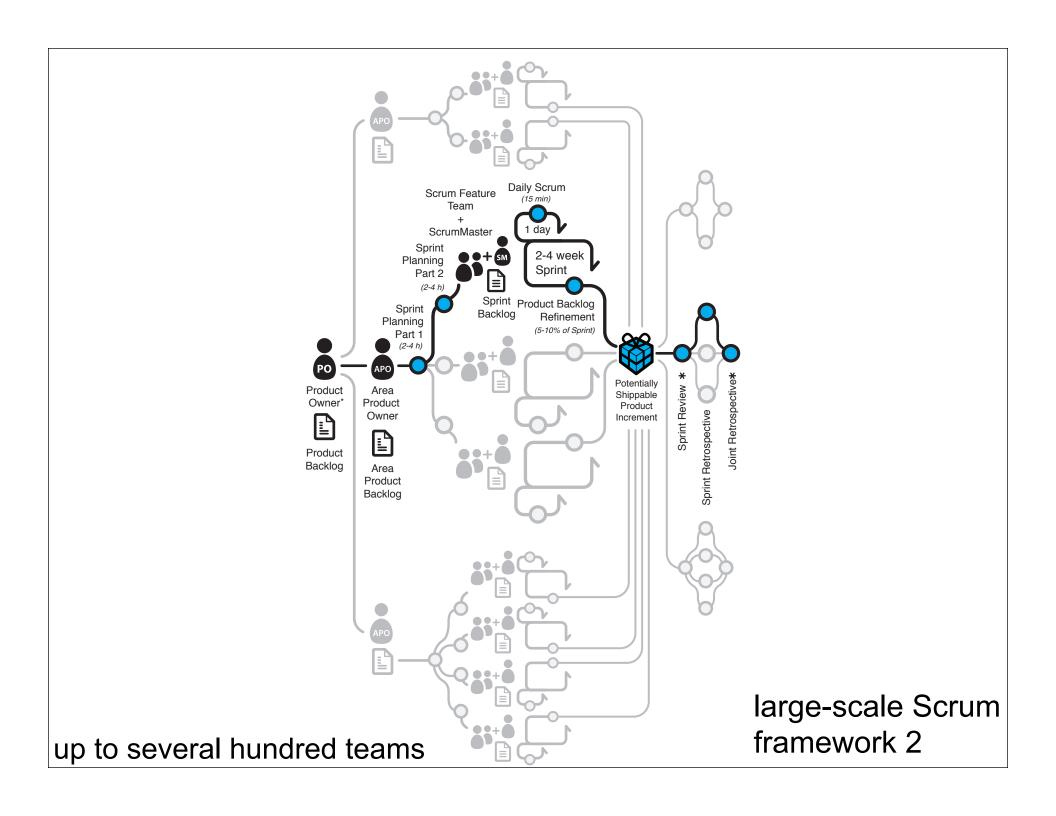
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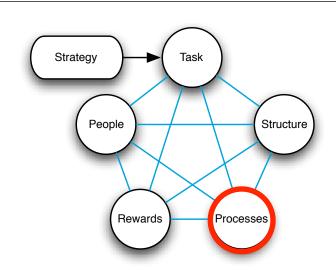




large-scale Scrum frameworks...

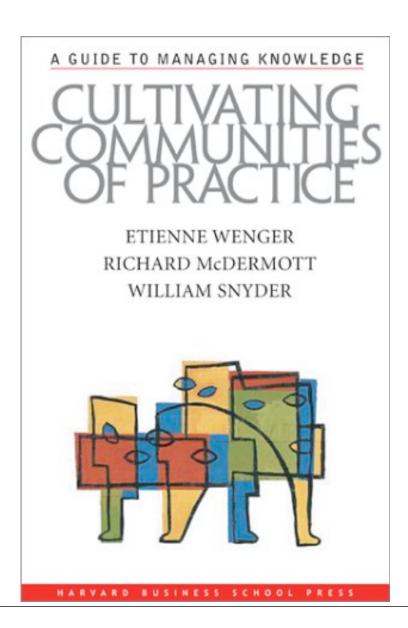






design...

CoPs for all cross-discipline concerns



design workshops & joint design workshops





programming good; modeling bad

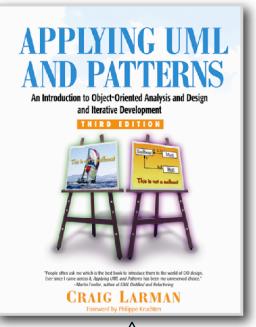
modeling good; programming false dichotomies

multisite video meetings with diverge-merge cycles



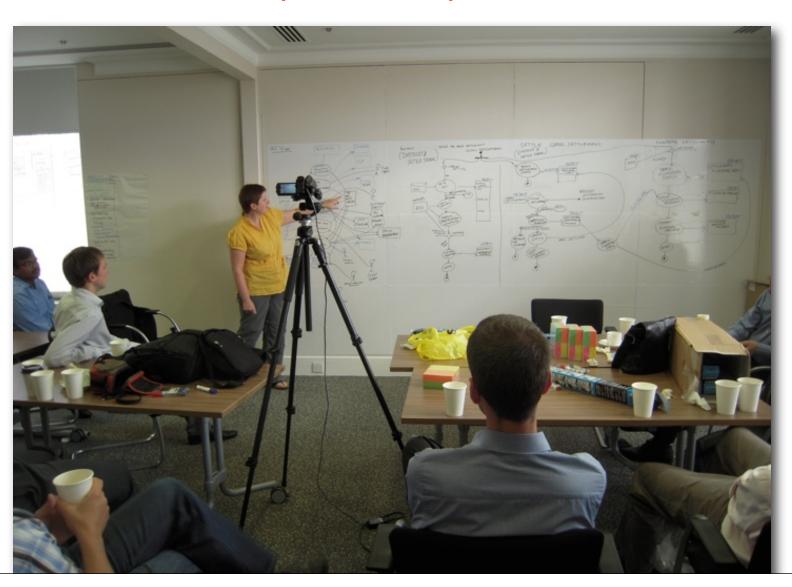
agile documentation workshop: N+1 View Model, Videos, Technical Memos





Chapter 39: Documenting Architecture

agile documentation workshop: N+1 View Model, Videos, Technical Memos



"PowerPoint" architects

culture of master-programmers

culture of gardening, not "building"

system-engineering group

architecture group

• • •

branching for eustomization

configuration for customization (metadata, ...)

our code, subsystem, custom tool, framework (not yours)

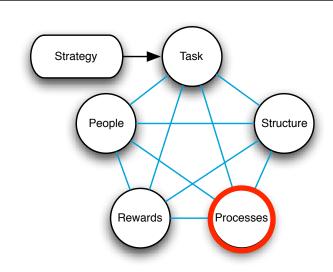
internal open source



start with weakly-typed interfaces across major systems

do(aMap);

HALs & OS-ALs (e.g., boost, apache portable runtime)



requirements...

smaller-requirement splitting (not by tasks)...

- use cases
 - CRUD use cases
- scenarios of a use case
- data parts
- "type" specialization (e.g., different types of trades)
- scenarío steps
- integration with external with stubs elements

- configurations
- I/O channels (e.g., via GUI and non-GUI)
- data formats
- role or persona
- "non-functional" requirements
- operation (e.g., HTTP GET, PUT)

dhcp. As a Network User, I want DHCP server support so that I can easily get a viable IP address and then use the network

dhcp.request. As a Network User, I want the server to handle requesting an IP address so that I can easily get a viable IP address and then use the network

dhcp.renew. As a Network User, I want the server to handle renewing an IP address so that I can easily keep using my current IP address when its lease expires

dhcp.full-support. As a Network User, I want full DHCP support

dhcp.request. As a Network User, I want the server to handle requesting an IP address so that I can easily get a viable IP address and then use the network

dhcp.request.success.main. ... I want a viable IP address when requesting an IP address and free ones are available...

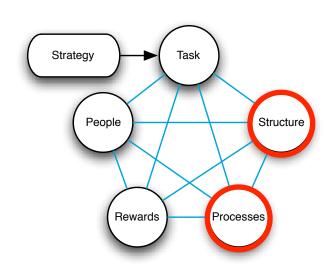
...I want any viable IP address when requesting an IP address and free ones are available...

dhcp.request.fail.none free. ... I want to receive an error message when requesting an IP address and none are free...

dhcp.request.other. Everything else.

major feature goal: HSDPA calls

first split child (use-case scenario splitting): Support for a properly failing HSDPA call



multisite...

terminology:

dispersed team

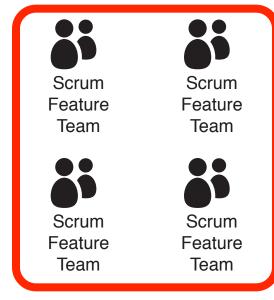
(avoid them; they don't scale for 500-person groups)

large-scale multisite development does not require dispersed teams

Sprint N

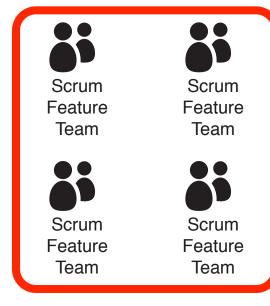
Sprint N+1

London



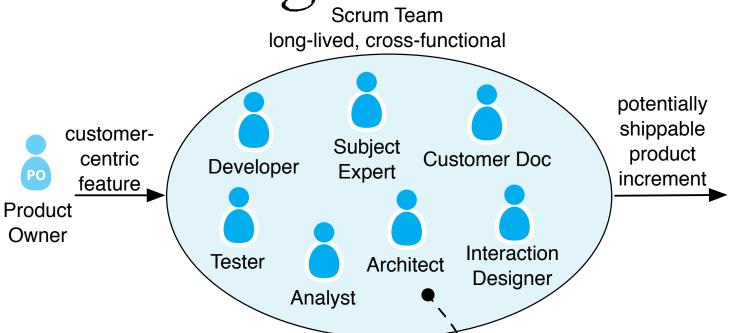
1 Sprint per product, not per site

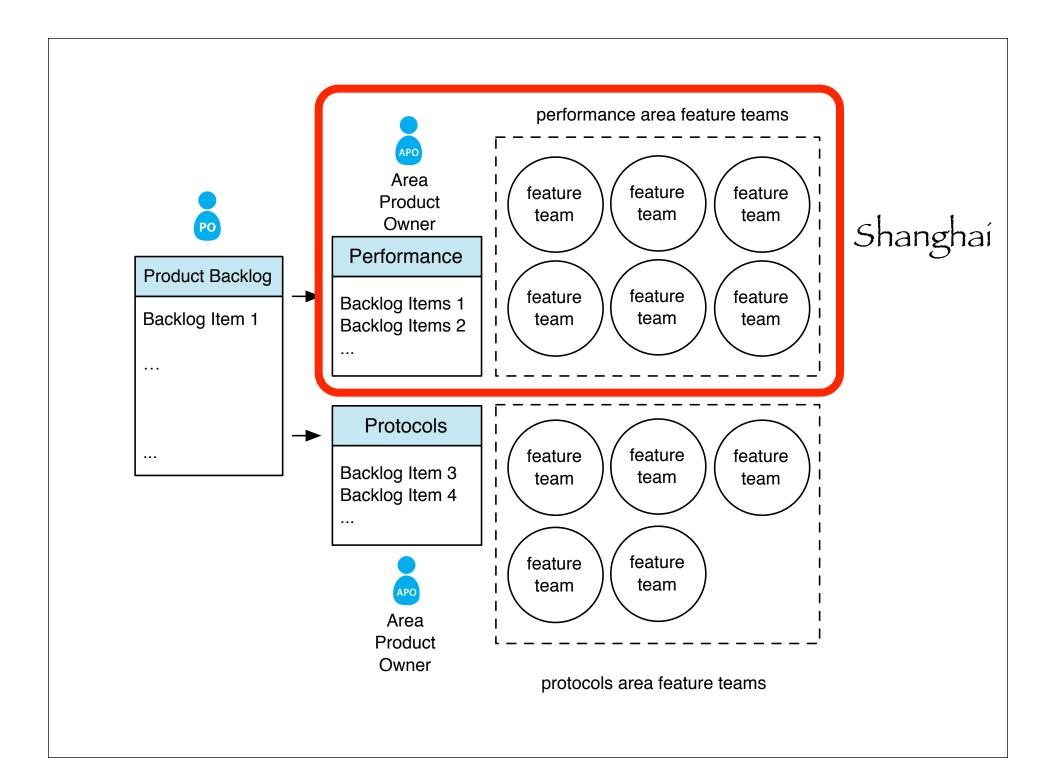
Shanghai



whole feature to co-located nondispersed Scrum Team

Shanghaí Team Blue Scrum Team

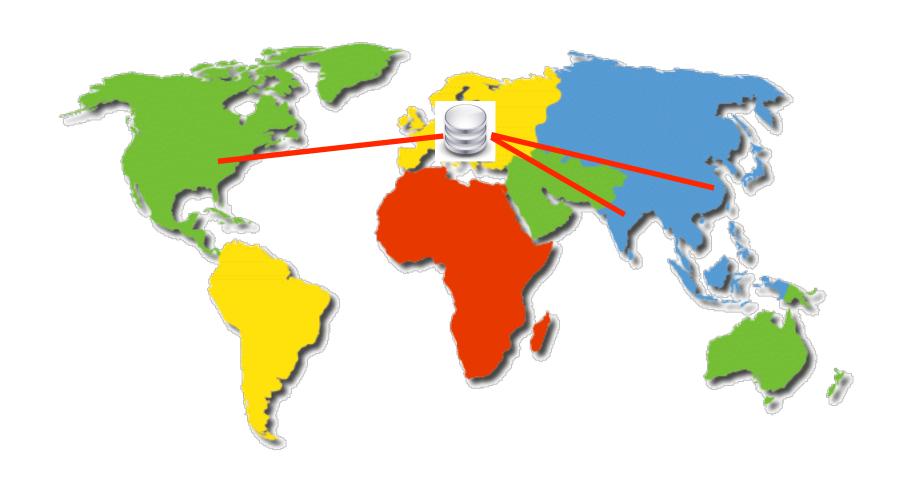


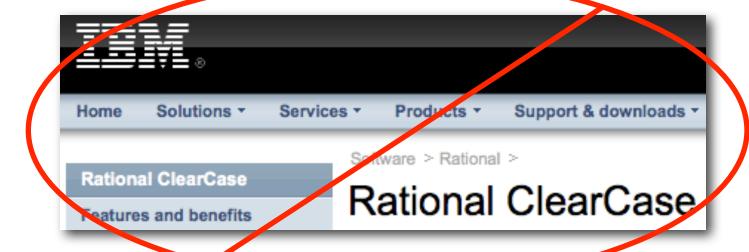


sites are equal partners



continuous integration, across all sites worldwide





seeing is believing... ubiquitous cheap video technology in team rooms



multisite video meetings with diverge-merge cycles

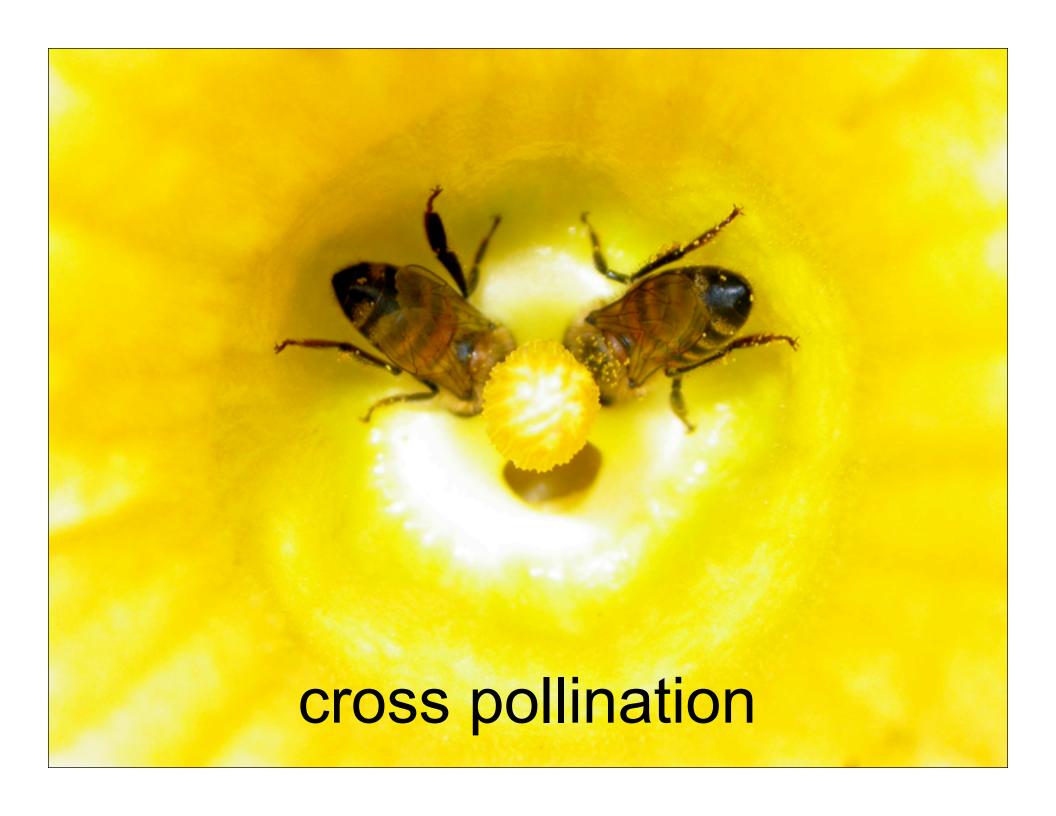


multisite Sprint Planning Part 1 in Large-Scale Scrum FW 1 or 2?

multisite Sprint Review in Large-Scale Scrum FW 1 or 2?



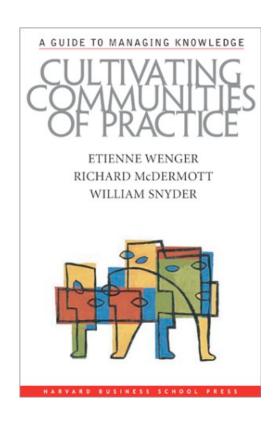
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10	Craig (ro	ome)				3									
11	Bas (sin	gapore)				2									
12	Pete (lor	ndon)				3									
13	Jill (new	york)				5									
14	Kumar (b'lore)				2									
15	Prasad ((chennai)				5									
16	Yao (sha	anghai)				3									



multisite matchmakers, not intermediaries



multisite communications CoP



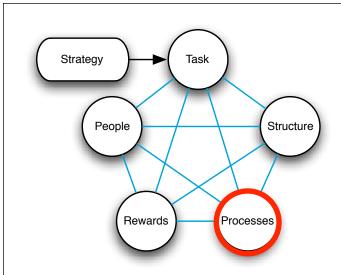








documents (Word, SharePoint...)



inspect & adapt...

Sprint N

Sprint N+1

Team-level Sprint Review

Joint Review

Joint Retrospective

Team-level Sprint Retrospectives



Impediments Backlog; Impediments Service

Transformation

Backlog;

Transformation

Project



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