



Quality Cost Tradeoff Model Calibrated with TSP Data

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Document Markings

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Quality Cost Tradeoff Model Calibrated with TSP Data

The Problem

Managing Software Project Cost, Schedule, Scope, and Quality Outcomes



TSP Defect Model

Is similar to COQUALMO in some key ways, but also has differences

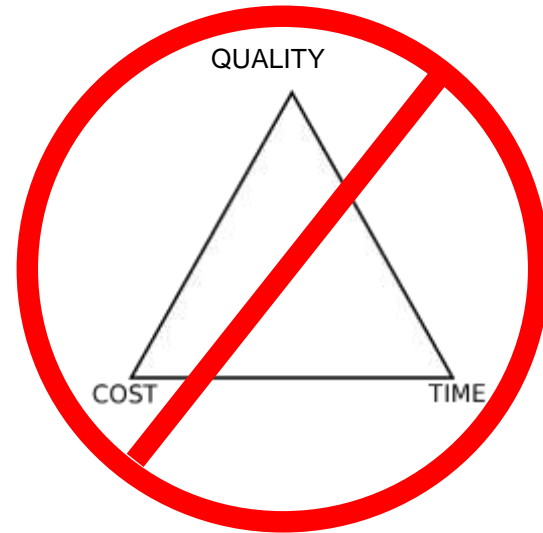
- 1) Defect fix effort is explicitly quantified,
- 2) We calibrate with local TSP measurement (using TSP parameters)

As with COQUALMO, the assumption is that there is an underlying causal mechanism in software development. This leads us to the SCOPE project.

The Iron Triangle, (Quality and Beyond)

Fix two factors to determine the third

The Role of quality is misunderstood



The Iron Triangle represents the relationship among three interrelated variables, cost, schedule, and scope.

Quality is not included because it is not a simple trade-off. But,

- How does quality affect cost, schedule, and scope? (COQUALMO?)
- What factors determine quality? (SCOPE)

Defect Reduction Top 10 List

Boehm and Basili, IEEE Computer
2001

Expert option suggests mechanisms, some of which are *causal*.

*Finding and fixing a software problem **after** delivery is often 100 times **more expensive** than finding and fixing it during the requirements and design phase. 💰🕒 (find defects sooner may save money)*

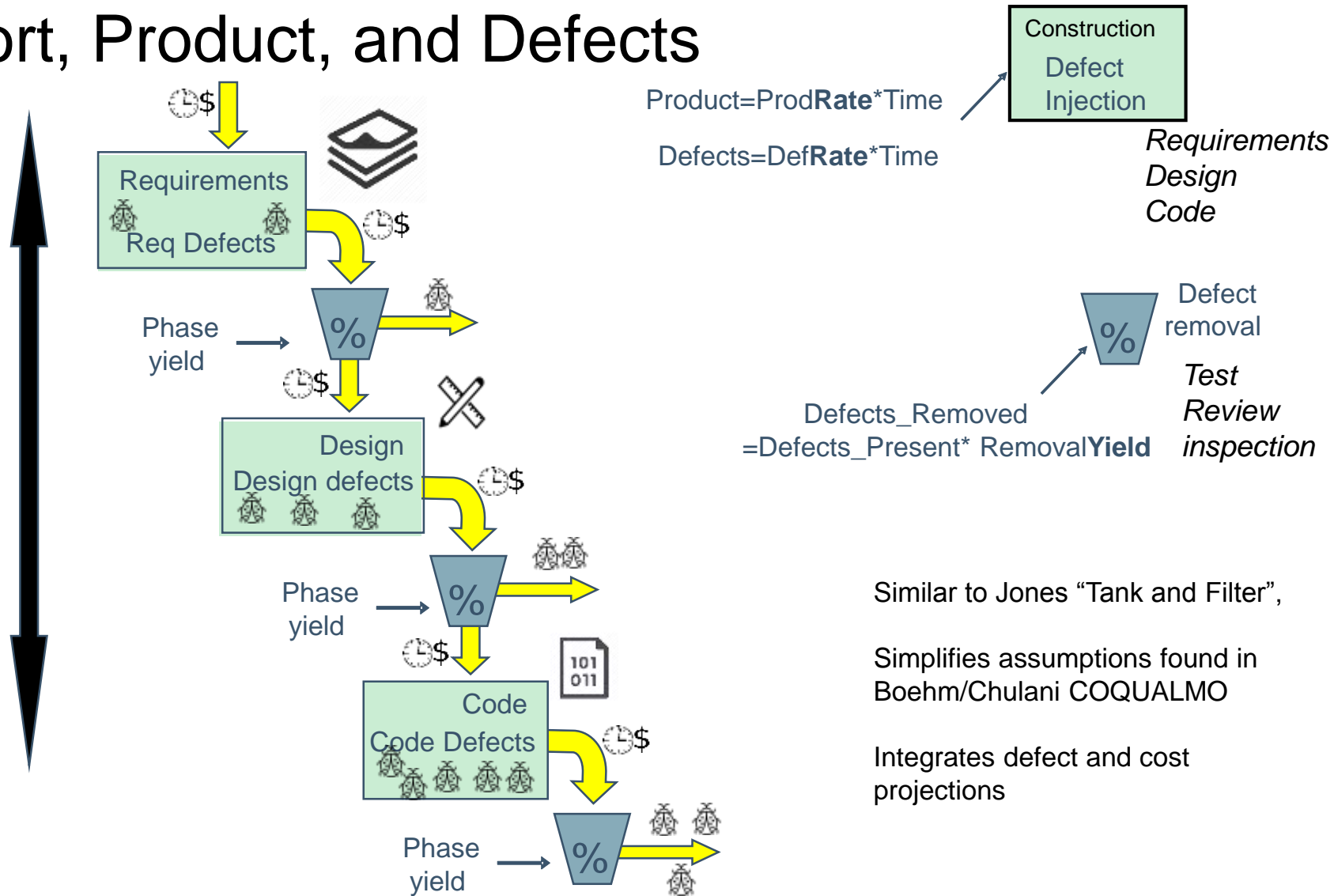
*About 80 percent of **avoidable rework** comes from 20 percent of the defects. 🕒 -> \$ (the vital few, but which ones are they?)*

***Peer reviews** catch 60 percent of the defects. 🔍🕒 (do we do enough?)*

***Disciplined** personal **practices** can **reduce** defect introduction rates by up to 75 percent. (prevention pays, but what does it cost?)*

*All other things being equal, it costs 50 percent more per source instruction to develop high-dependability software products than to develop low-dependability software products. **However, the investment is more than worth it if the project involves significant operations and maintenance costs.** (<🕒 <\$ (where is the payoff tipping point?))*

A Mechanistic Model relates Effort, Product, and Defects



Nichols, W. R. Plan for Success , Model the Cost of Quality. (2012). *Software Quality Professional*, 14(2), 4–11.

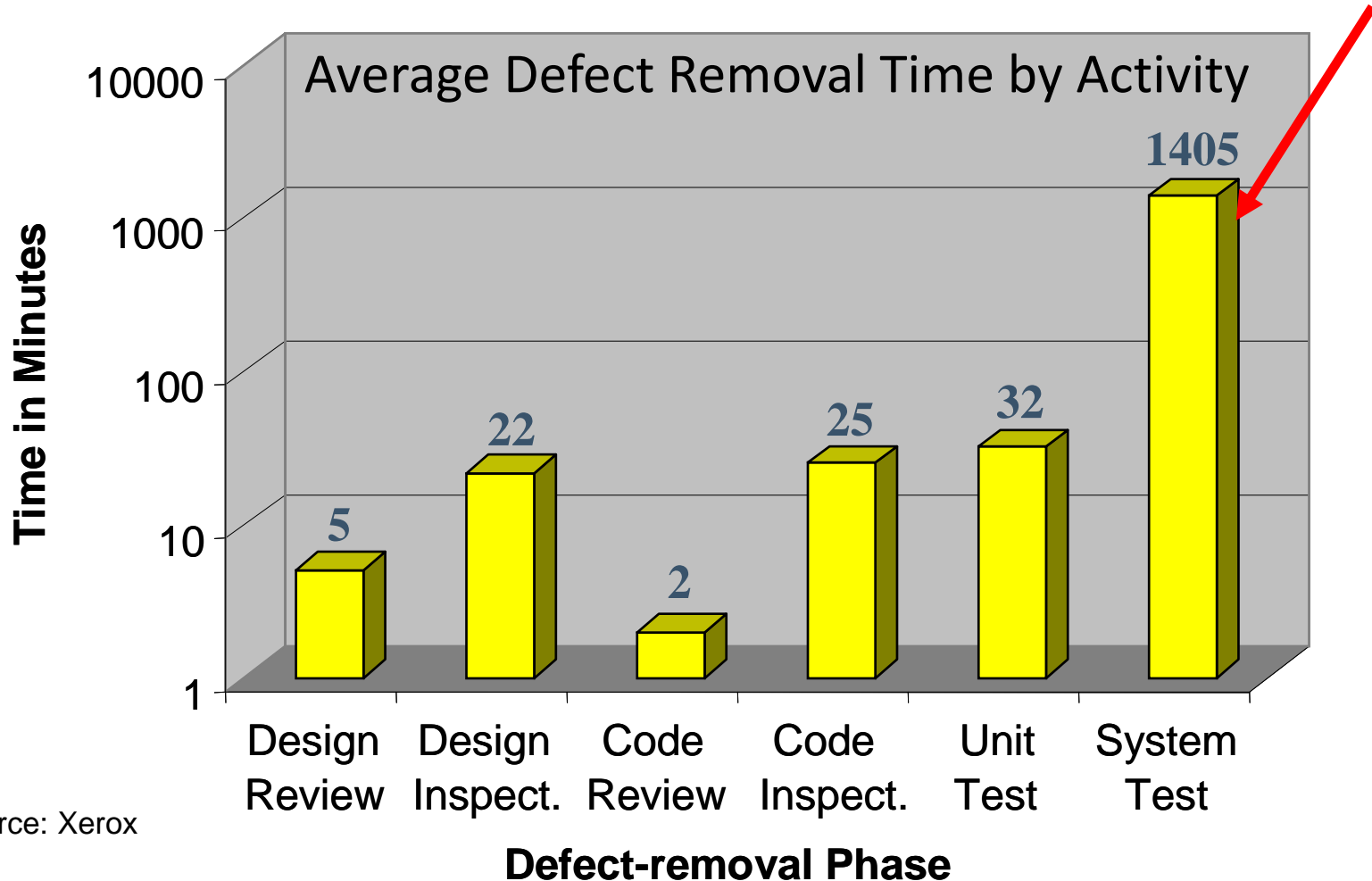
Quality Cost Tradeoff Model Calibrated with TSP Data
Calibrate the Model Locally
With TSP Data



Close the “Cost Loop” with Rework Effort

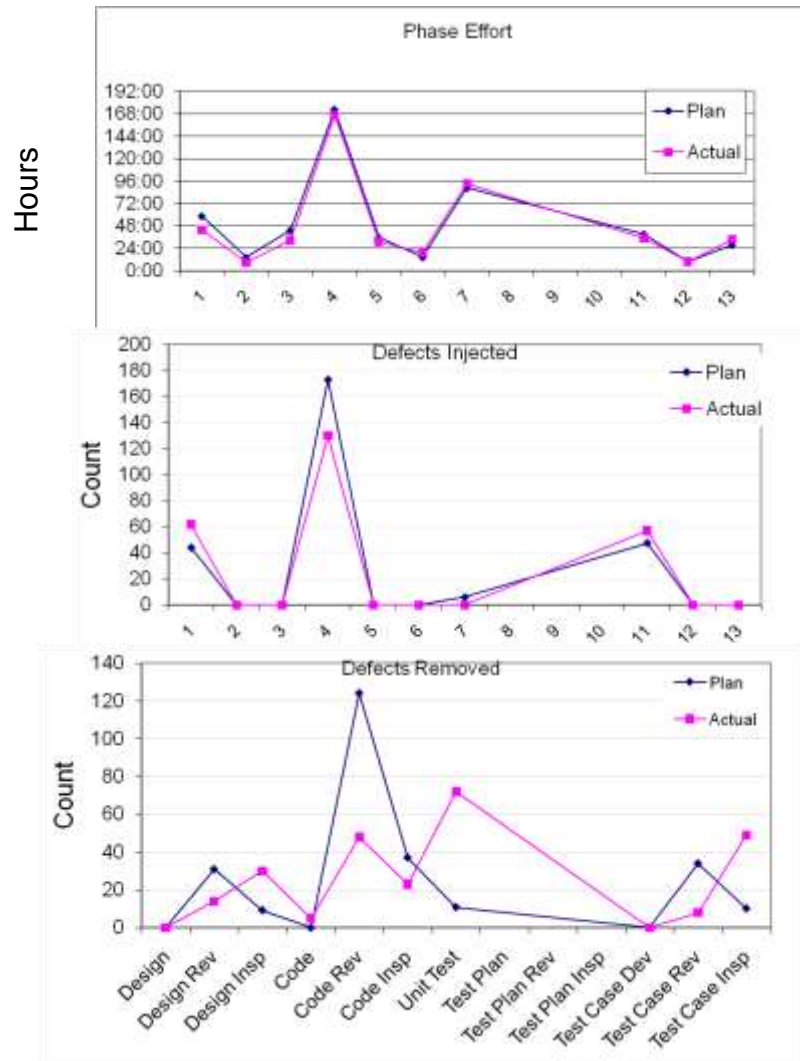
Model how defects get into the system,
And how they are removed

This is what we want to avoid.
What are the control points?



Source: Xerox

Collect Project Level Data for Effort and Defects



Plan/Actual

Phase Effort

Defects Injected

is predictable

Defects Removed

is optional and variable

Calibrate with local data

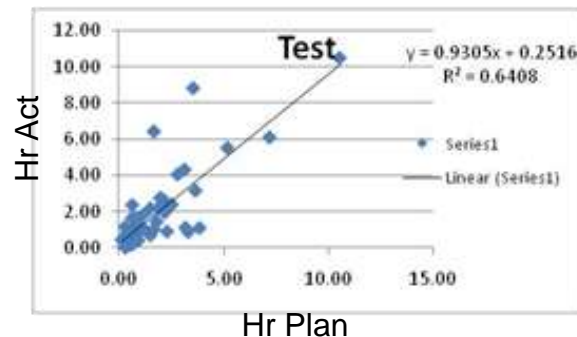
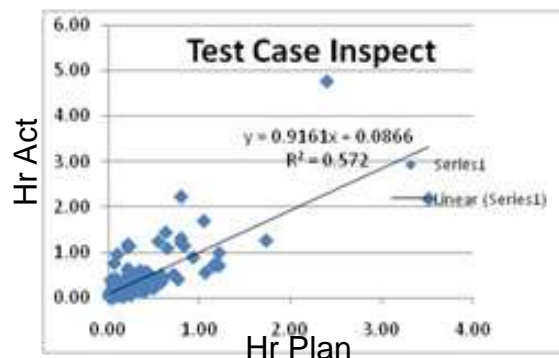
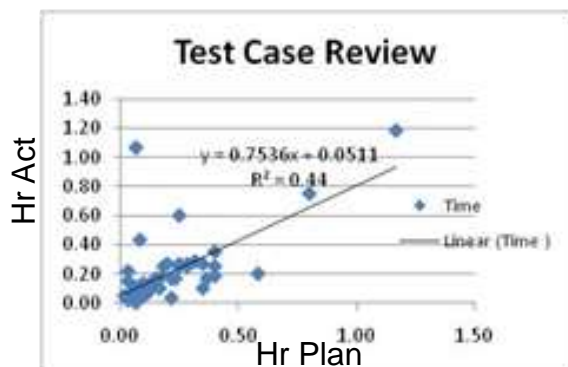
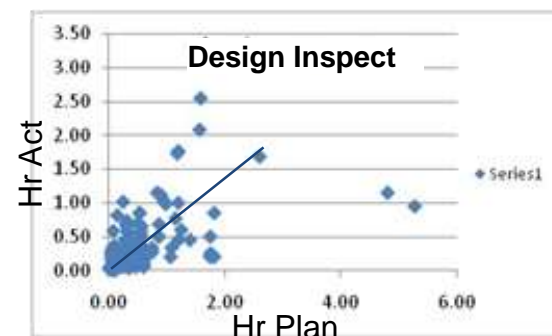
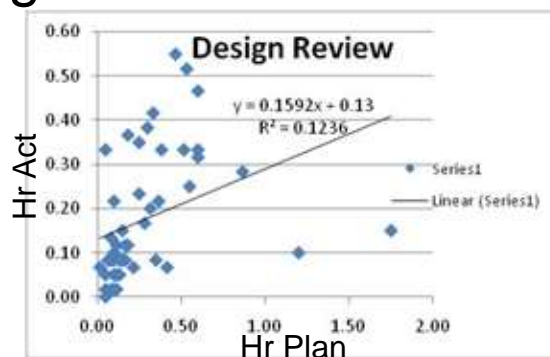
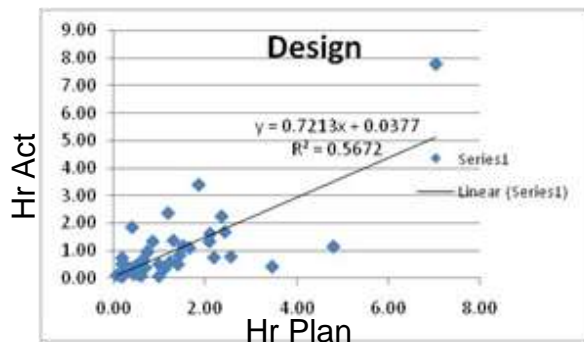
Below are scatterplots of predicted and actual hours of effort found in individual components for a single project.

Similar data is available for defects injected and removed.

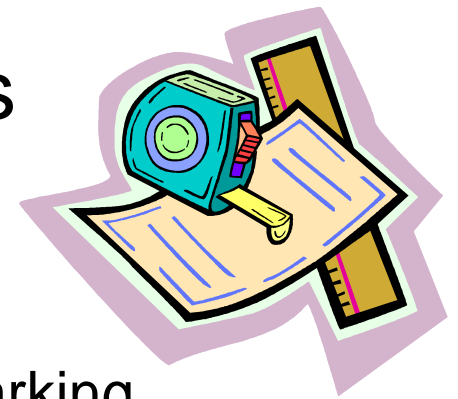
The data is variable, but predictable.

Repeatable is one indication of an underlying causal structure,

We will take advantage of this in SCOPE.



TSP Measures-> Model Parameters



Where does the data come from?

>900 projects planning cycles of data for benchmarking

(Bring your own data!) Projects bootstrap by collecting local data to update the models.

Defect injection rates and removal yields	Code Rate [LOC/Hr]
Defect density (defects and size)	Phase Removal Yield [% removed]
Review rates	Zero Defect Test time [Hr]
Phase Injection Rate [defects/Hr]	Phase “Find and Fix” time [Hr/defect]
Phase Effort Distribution [%] total time	Review/Inspection Rate
Size [LOC]	

Quality Cost Tradeoff Model Calibrated with TSP Data
Model Demonstration
Using the Model



Using the Model

Will you achieve your goals?

- How much do you want to deliver?
- What is your desired schedule?
- How many defects do you expect the user to find?

What do you know? Do you have relevant historical data?

What decisions can you make?

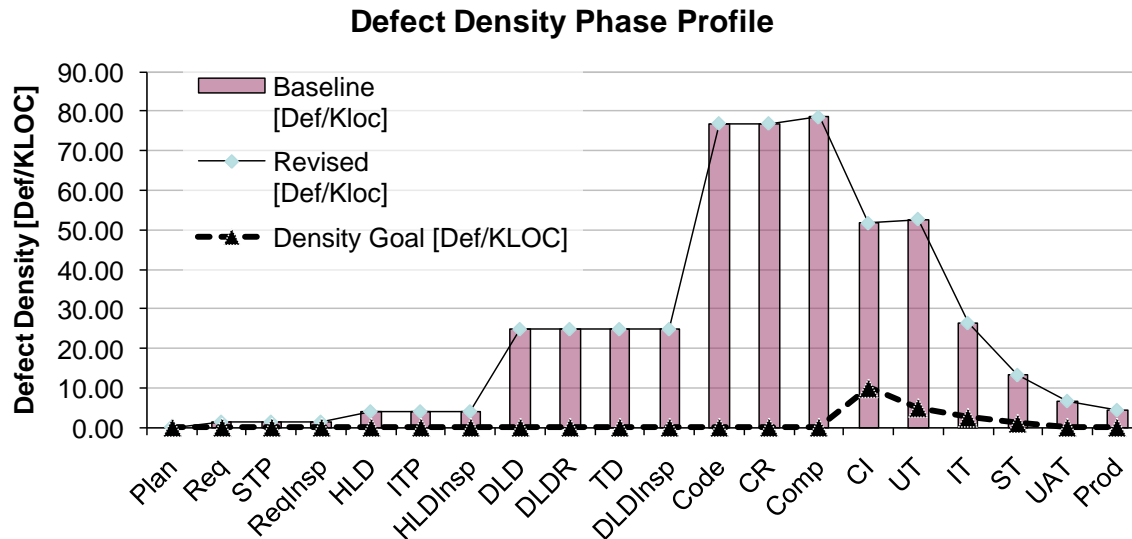
- Do you have enough staff?
- Do the staff have the right skills?
- How will you allocate the effort?

Control Panel	Rate	Yield	# Insp
	[LOC/hr]	(per insp)	
Design Review	200	50.0%	0
Design Inspection	200	50.0%	0
Code Review	200	50.0%	0
Code Inspection	200	50.0%	0

Baseline
Adjustable
Parameters



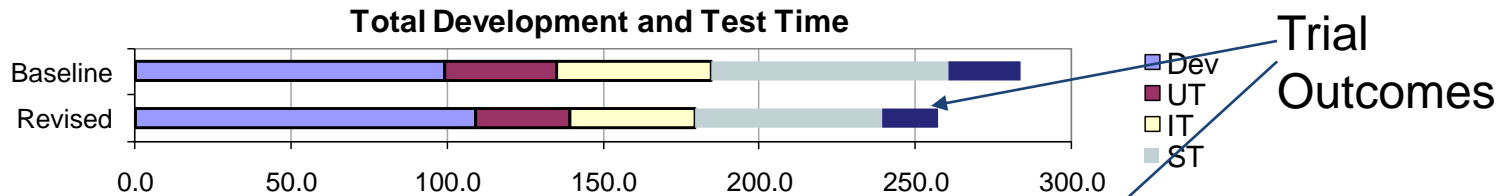
Baseline
Outcomes



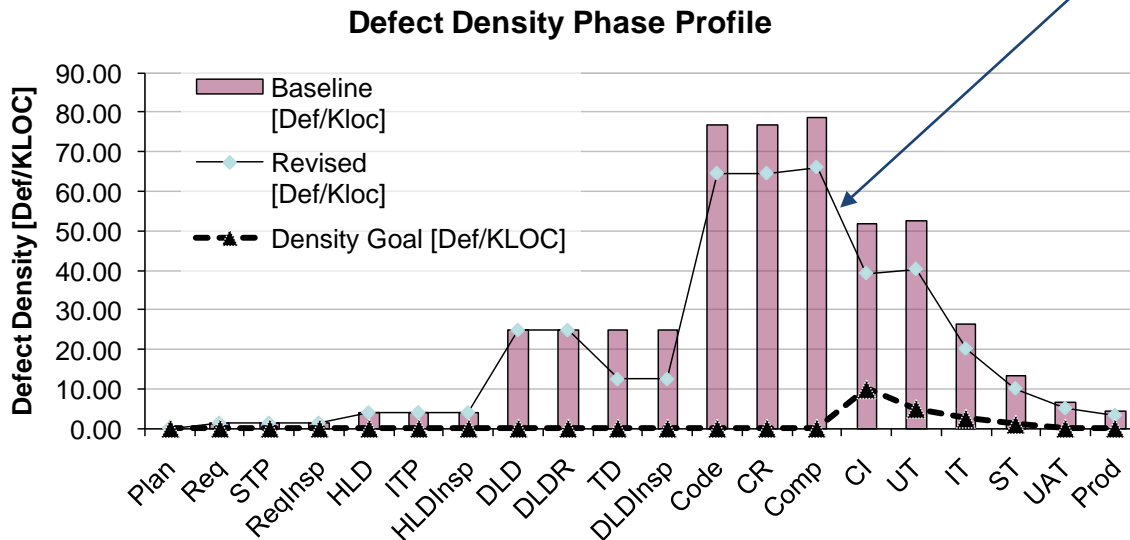
Compare our performance to a baseline

Control Panel	Rate	Yield	# Insp
	[LOC/hr]	(per insp)	
Design Review	200	50.0%	1
Design Inspection	200	50.0%	0
Code Review	200	50.0%	0
Code Inspection	200	50.0%	0

Trial Parameter

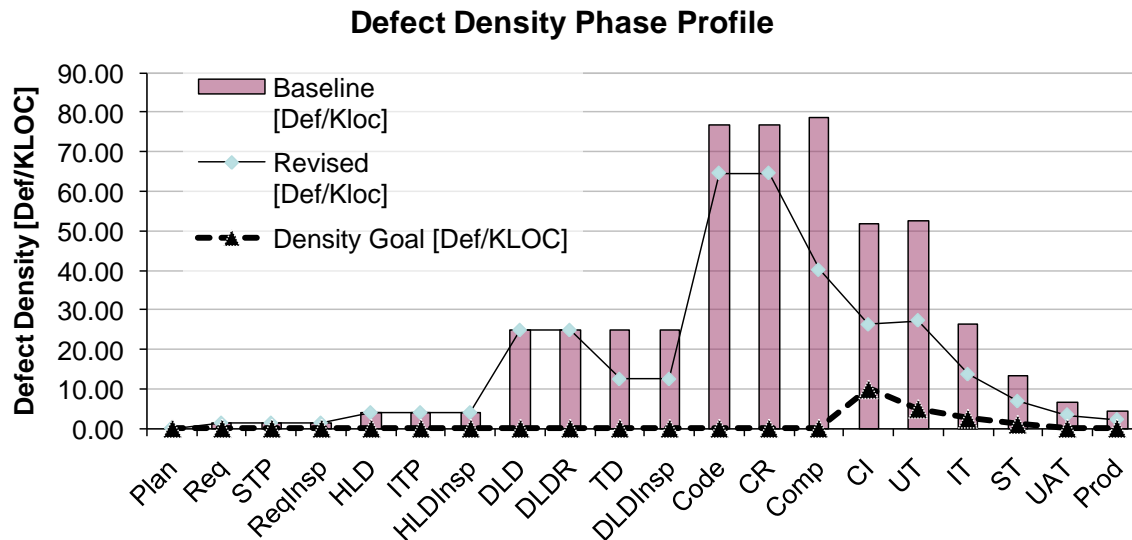
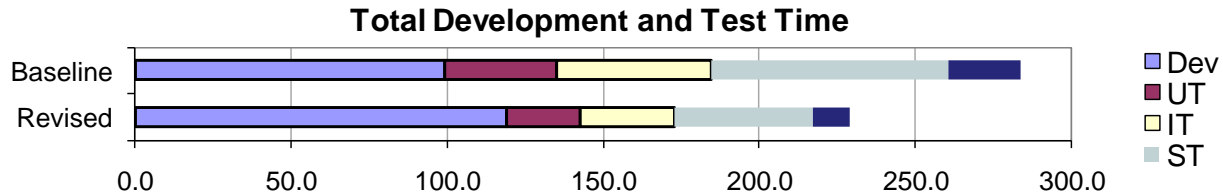


Trial Outcomes



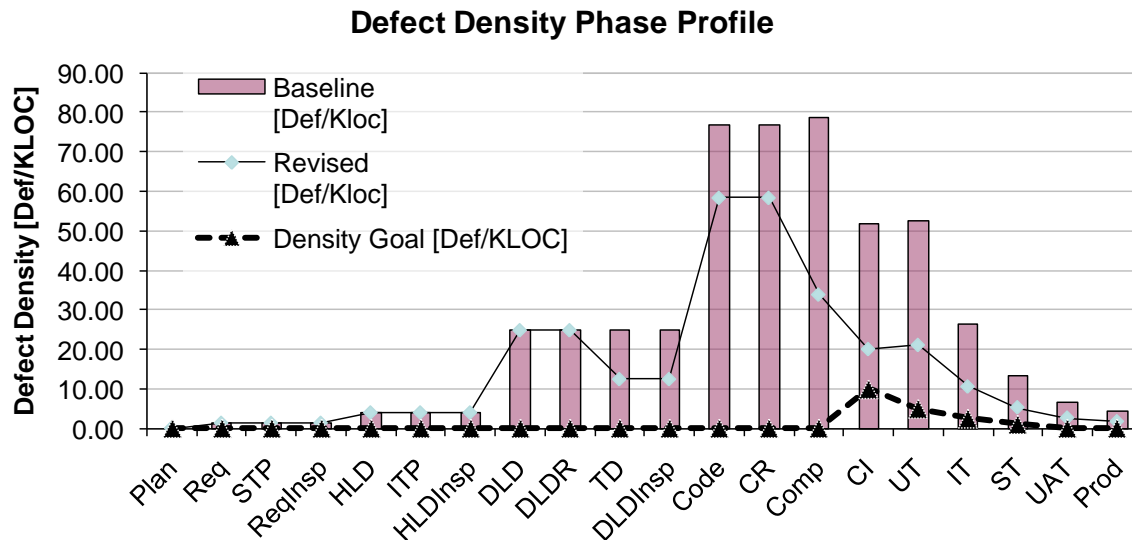
Perform a personal design review

Control Panel	Rate	Yield	# Insp	
	[LOC/hr]	(per insp)		
Design Review	200	50.0%	1	
Design Inspection	200	50.0%	0	
Code Review	200	50.0%	1	
Code Inspection	200	50.0%	0	



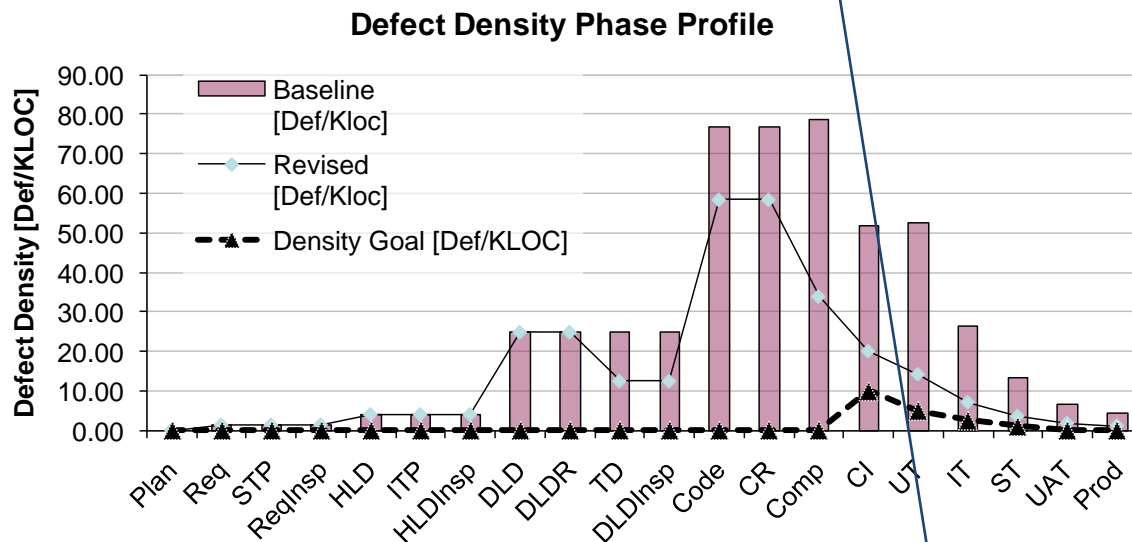
Include a peer design review

Control Panel	Rate	Yield	# Insp
	[LOC/hr]	(per insp)	
Design Review	200	50.0%	1
Design Inspection	200	50.0%	1
Code Review	200	50.0%	1
Code Inspection	200	50.0%	0



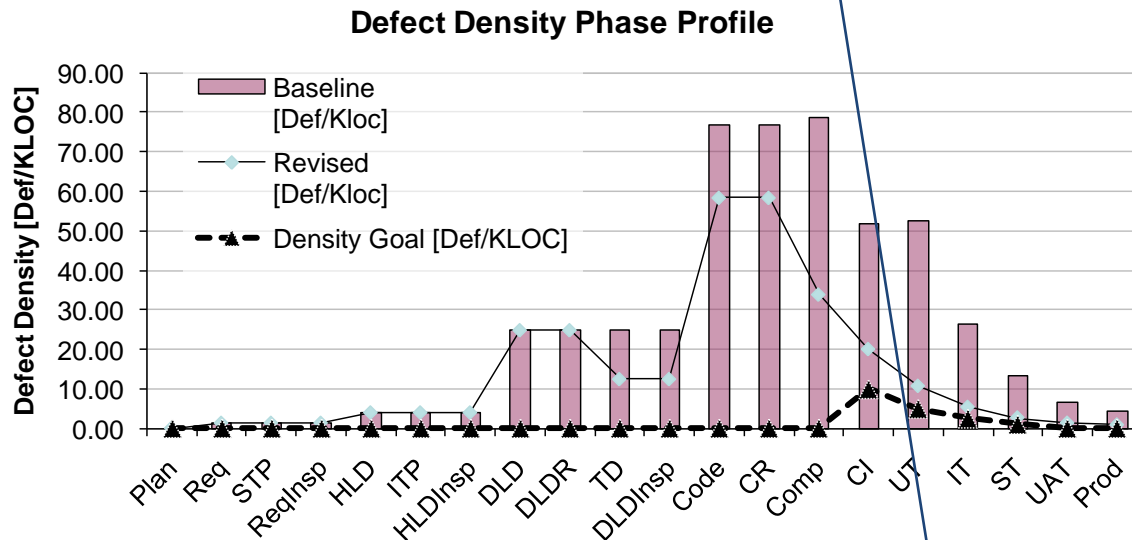
Have a peer inspect the code

Control Panel	Rate	Yield	# Insp
	[LOC/hr]	(per insp)	
Design Review	200	50.0%	1
Design Inspection	200	50.0%	1
Code Review	200	50.0%	1
Code Inspection	200	50.0%	1



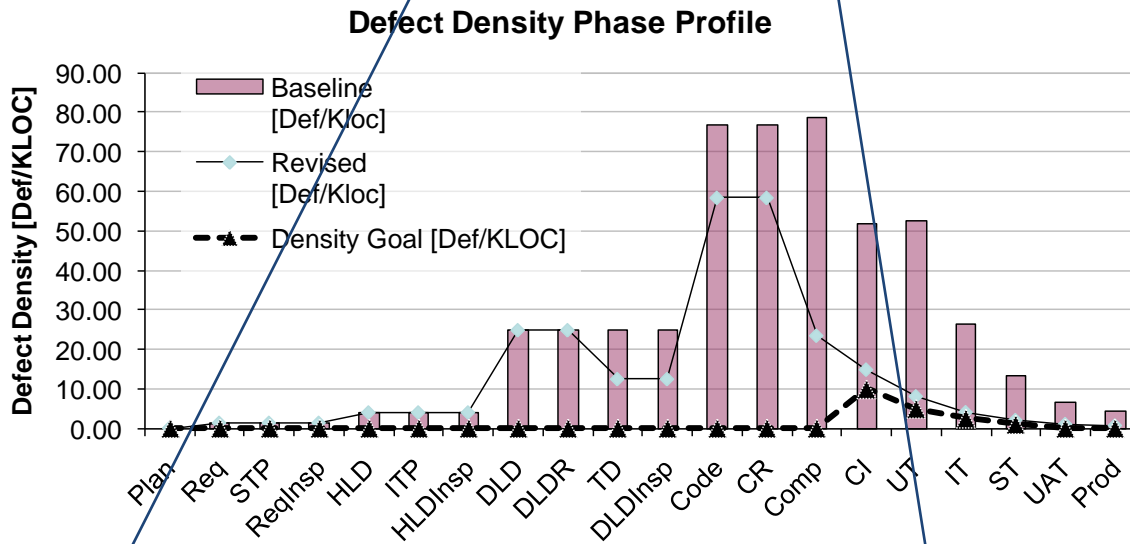
At some point we cross the “quality is free” Boundry!

Control Panel	Rate	Yield	# Insp
	[LOC/hr]	(per insp)	
Design Review	200	50.0%	1
Design Inspection	200	50.0%	1
Code Review	200	50.0%	1
Code Inspection	200	50.0%	2



Crossing the “quality is free” point!

Control Panel	Rate	Yield	# Insp
	[LOC/hr]	(per insp)	
Design Review	200	50.0%	1
Design Inspection	200	50.0%	1
Code Review	200	70.0%	1
Code Inspection	200	70.0%	2



Local parameters move the “quality is free” Boundary

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Conclusion

Implications and Future Work



Implications

Defect reduction improves project performance. (quality is free?)

By modeling the *causal* structural mechanisms

- Test the sensitivity and limits of *controllable factors*
- Examine “what-if” scenarios before work

What other factors for control should be included in cost models?

- Inspection effectiveness varies widely but is a teachable Rombach, D., Münch, J., Ocampo, A., Humphrey, W. S., & Burton, D. Teaching disciplined software development. (2008). *Journal of Systems and Software*, 81(5), 747–763. <https://doi.org/10.1016/j.jss.2007.06.004>
- Training to affect developer performance ranges
- Design techniques, effort, documentation, quality
- Programming language or technology stack
- Effort allocation (*balance effectiveness with resource expenditure*)

Only matter if the relationship is **causal**.

SCOPE studies the causal nature and structural relationship of factors

Call for Data

SCOPE studies Causal Analysis with observational data from real projects.

If you have data you can share, or

If you want to learn more about Causal Analysis and structural modeling

Contact

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Mike Konrad mdk@sei.cmu.edu

Quality Cost Tradeoff Model Calibrated with TSP Data

Section Title

Backup

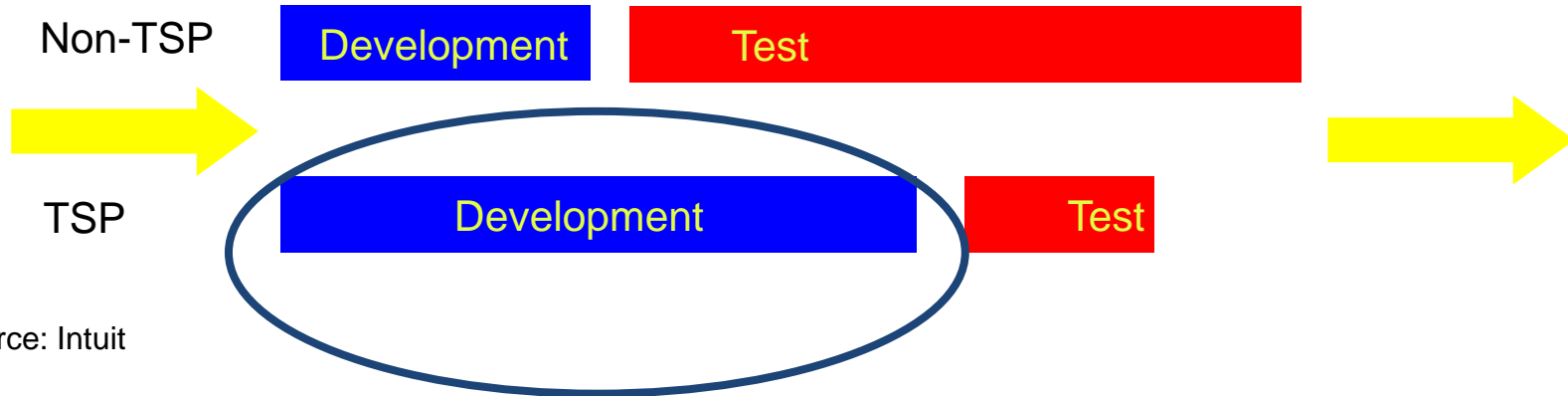


Intuit Productivity Improvement

Faster, better, cheaper (reduced rework)

From data on over 40 TSP teams, Intuit has found that

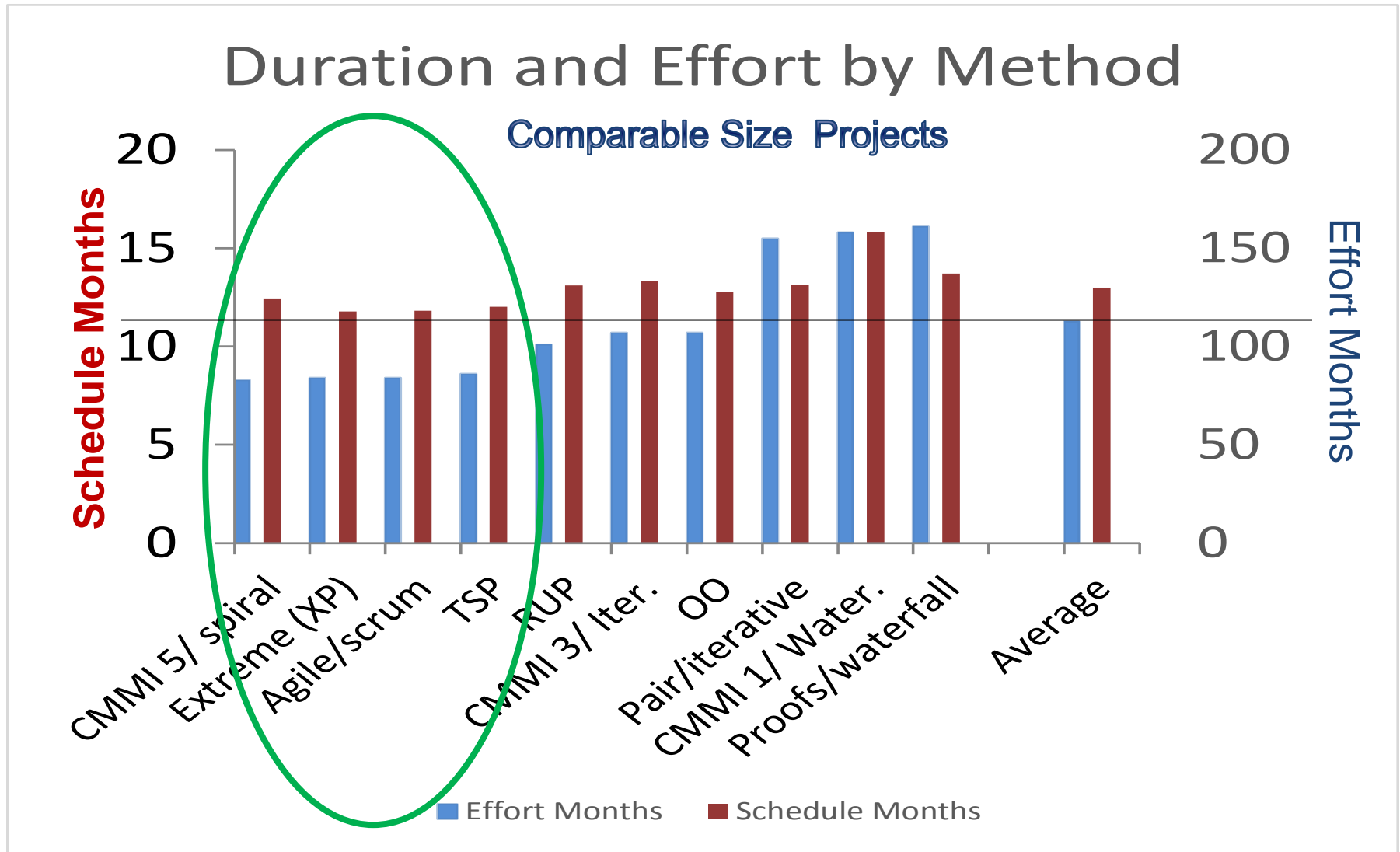
- post code-complete effort is **8%** instead of **33%** of the project
- Standard test times were cut from 4 months to 1 month or less.



Source: Intuit

Organizations using TSP report productivity gains of 30% or more resulting in lower costs or more functionality in delivered software.

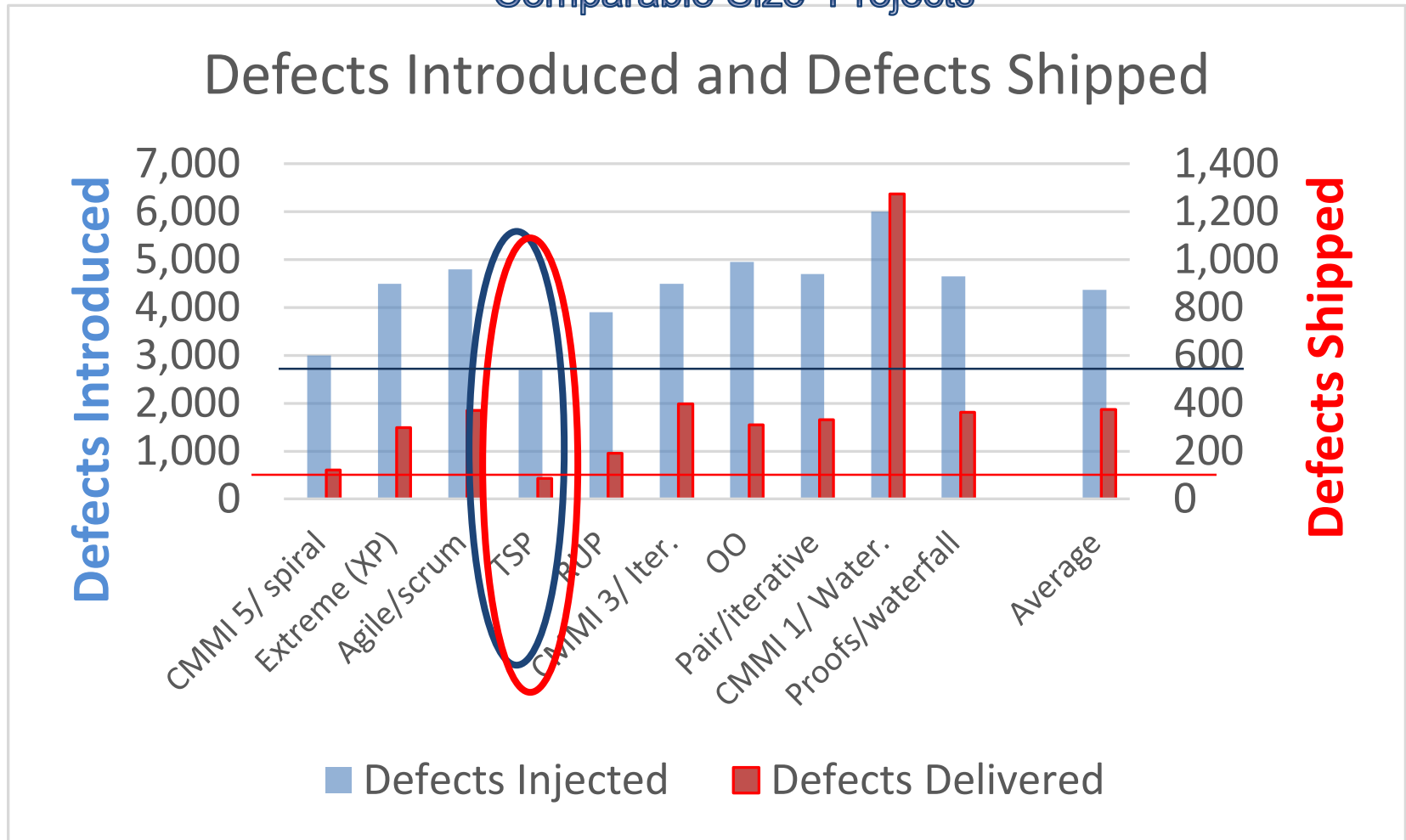
, Duration/Effort to “project completion”



Source: C. Jones <http://www.infoq.com/articles/evaluating-agile-software-methodologies>

Defect Levels for various development methods

Comparable Size Projects

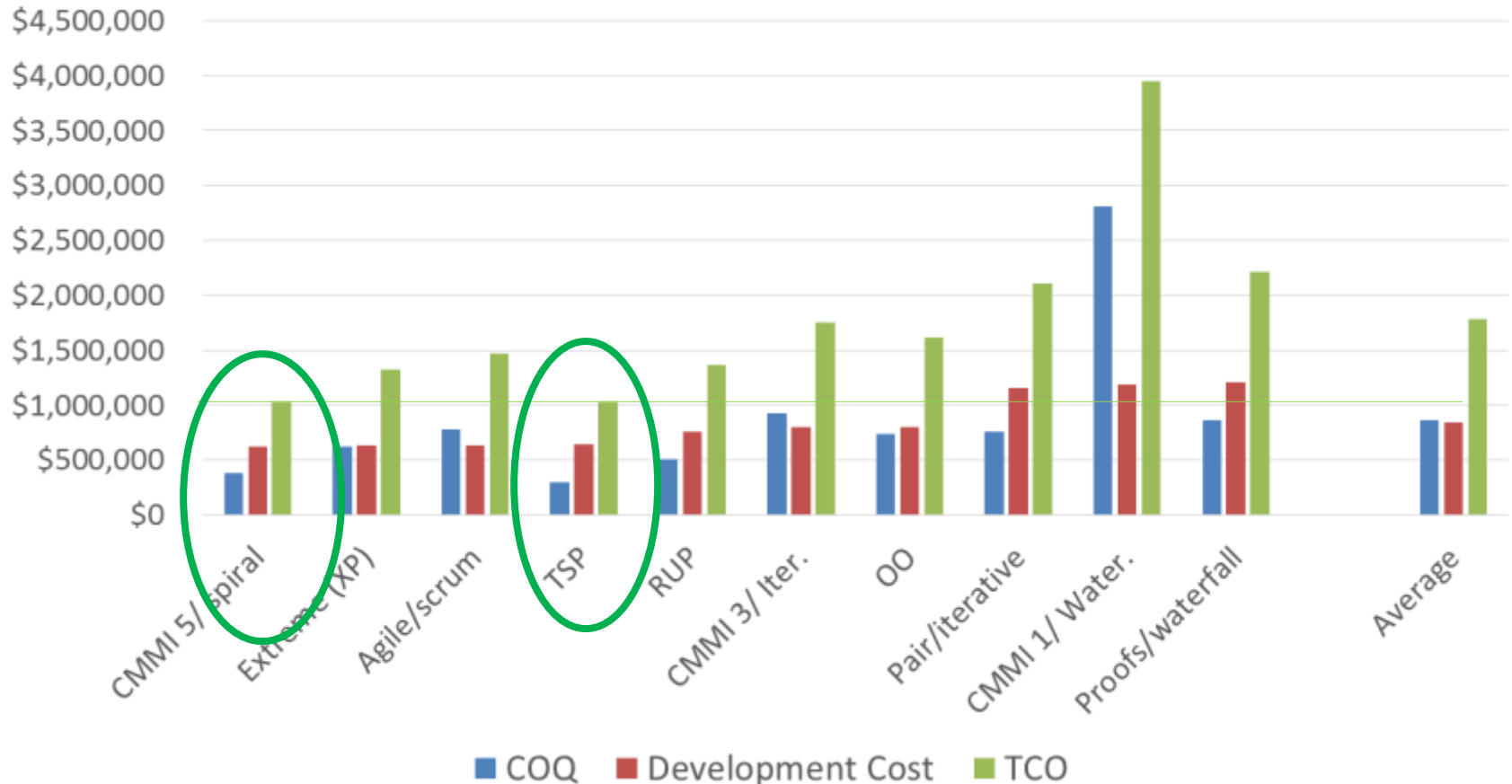


Source: C. Jones <http://www.infoq.com/articles/evaluating-agile-software-methodologies>

Total Cost of Ownership

Comparable Size Projects

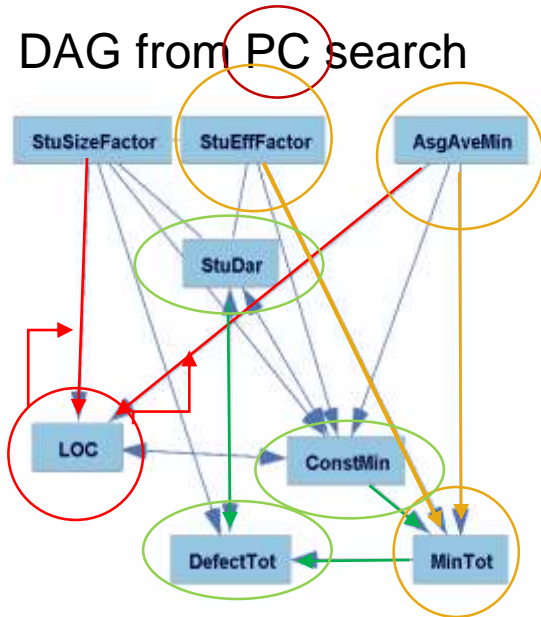
Cost by Method (comparable projects)



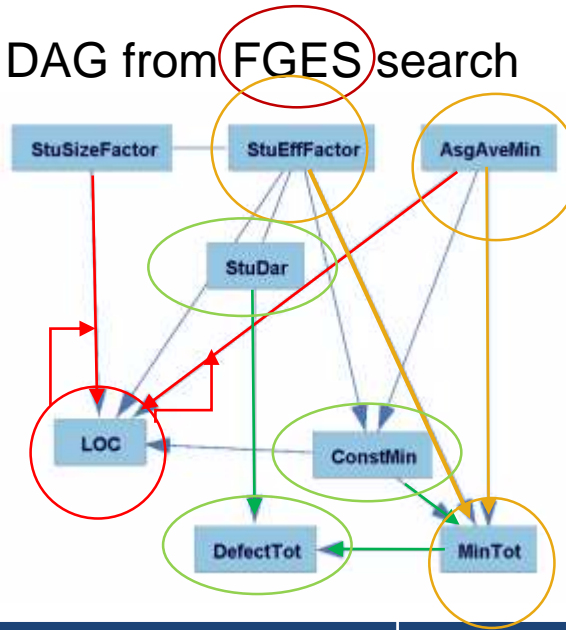
Source: C. Jones <http://www.infoq.com/articles/evaluating-agile-software-methodologies>

Application of Causal Analysis of PSP

DAG from PC search



DAG from FGES search



Common Direct Causal Edges

1. AsgAveMin → ConstMin
2. StuEffFactor → ConstMin
3. AsgAveMin → MinTot
4. StuEffFactor → MinTot
5. ConstMin → MinTot
6. MinTot → DefectTot
7. AsgAveMin → LOC
8. StuSizeFactor → LOC

Expected Relation (log transformed for linear effects)	Edges found	PC	FGEs
$\ln(LOC_{ij}) = \ln(ReqSize_i) + \ln(SSF_j)$	StuSizeFactor → LOC AsgAveMin → LOC	Y Y	Y Y
$\ln(MinTot_{ij}) = (ReqSize_i) + \ln(SEF_j)$	AsgAveMin → MinTot StuEffFactor → MinTot	Y Y	Y Y
$\ln(DefTot_{ij}) = \ln(ConstMin_{ij}) + \ln(StuDAR_j)$	StuDAR → DefectTot Const → DefTot	Bi I	Y I