

Systematic Software Improvement



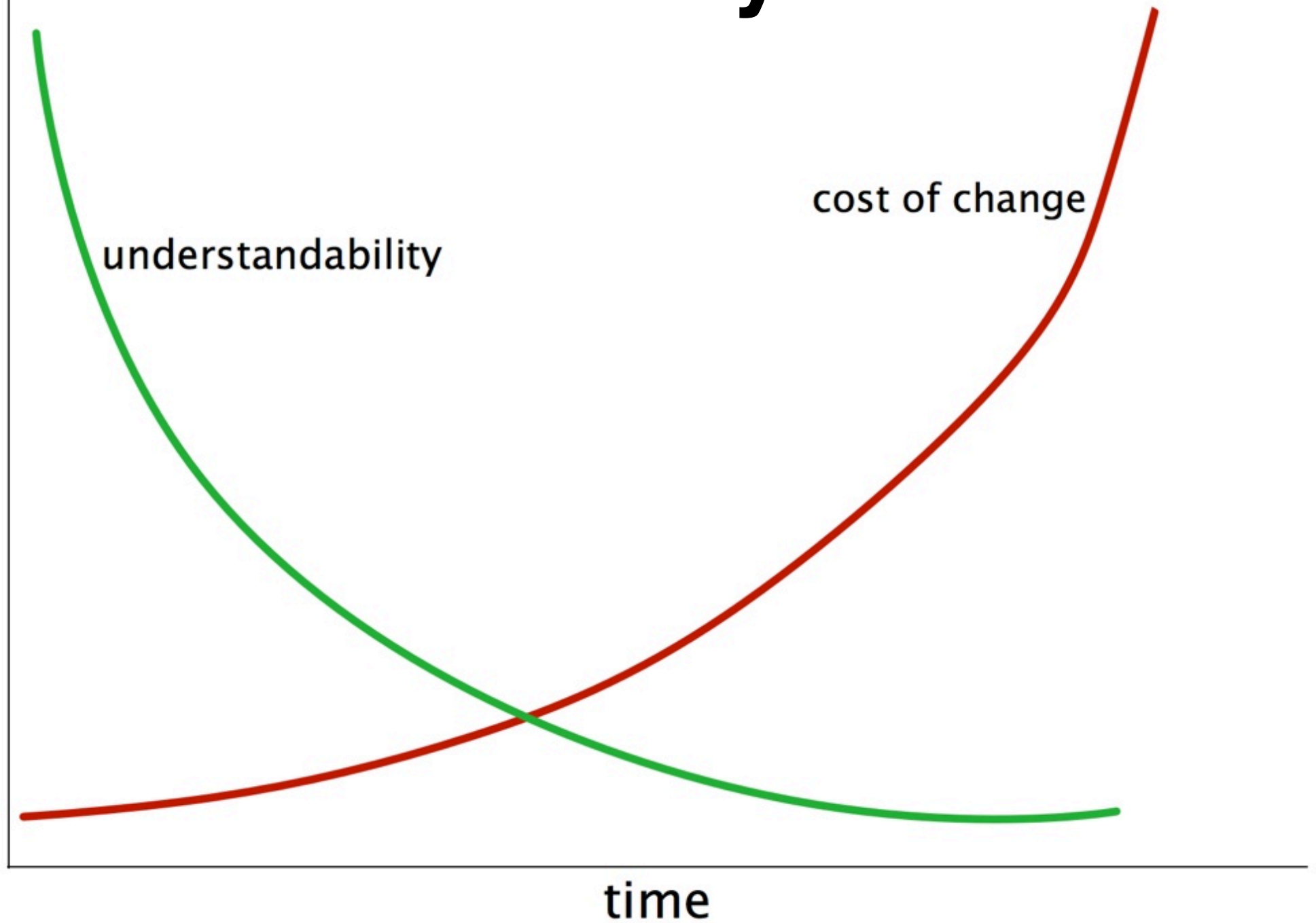
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innoQ



Reality



Goal

understandability

cost of change

time



Thesis:

Software

Education focused
on „build-from-scratch“
of systems

Thesis:

**Business requires more
maintenance
competence**

Thesis:

Improvement
of Systems
is more than Refactoring
of single classes

These:

Verbesserung
ist mehr als Refactoring

„Große“ Umbauten bedeuten (oft):

- Umbau DB-Struktur, Datenmigration
- Austausch von Software-Infrastruktur
(z.B. Frameworks)
- umfangreiche Änderung interner Abläufe
- massive Änderung interner Schnittstellen

Thesis:

**Management
responsible for budget
ignores
architecture principles**



Architecture Improvement Method



- architecture
- code
- runtime
- organization



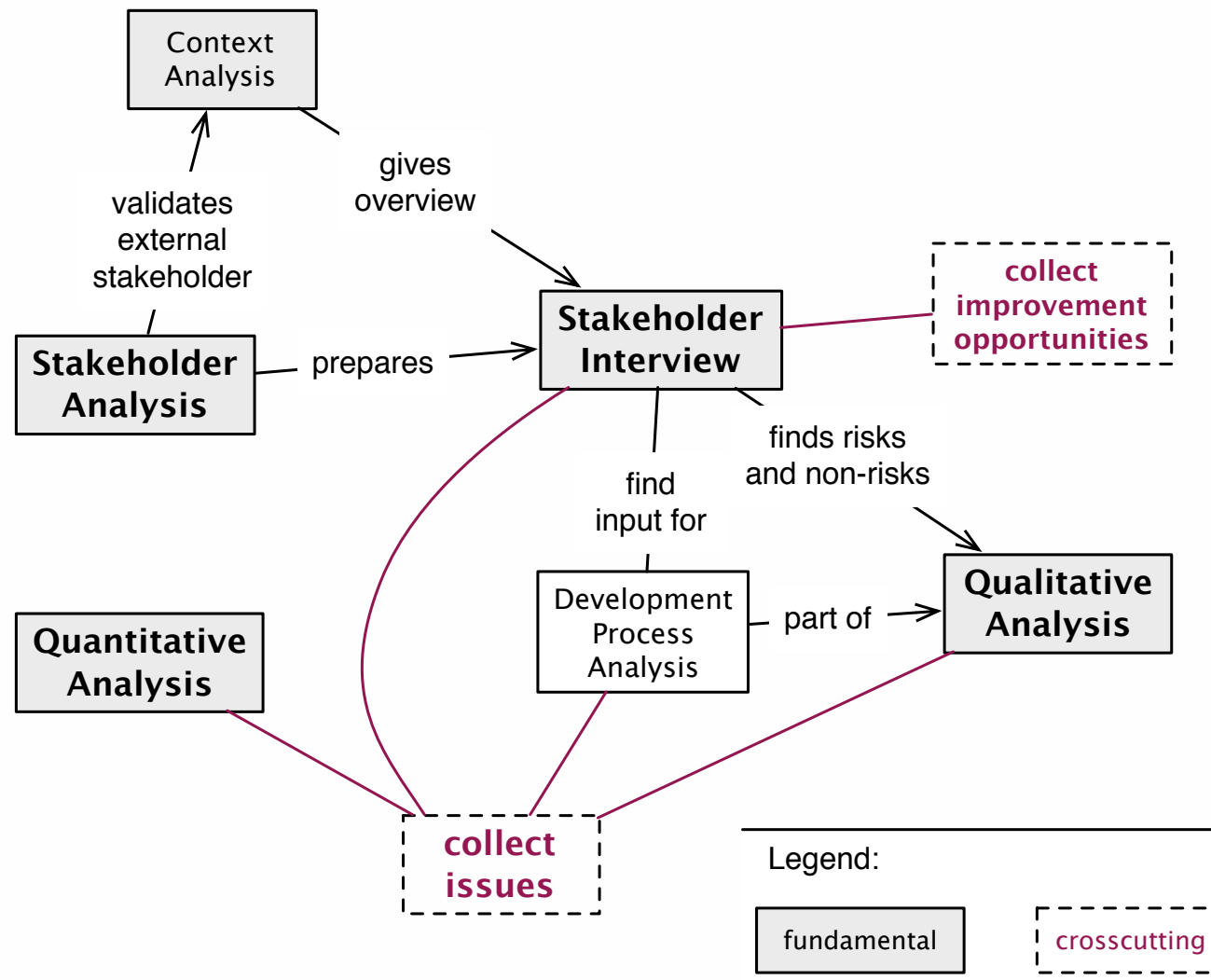
determine „value“ of
problems / risks /
issues and
their remedies



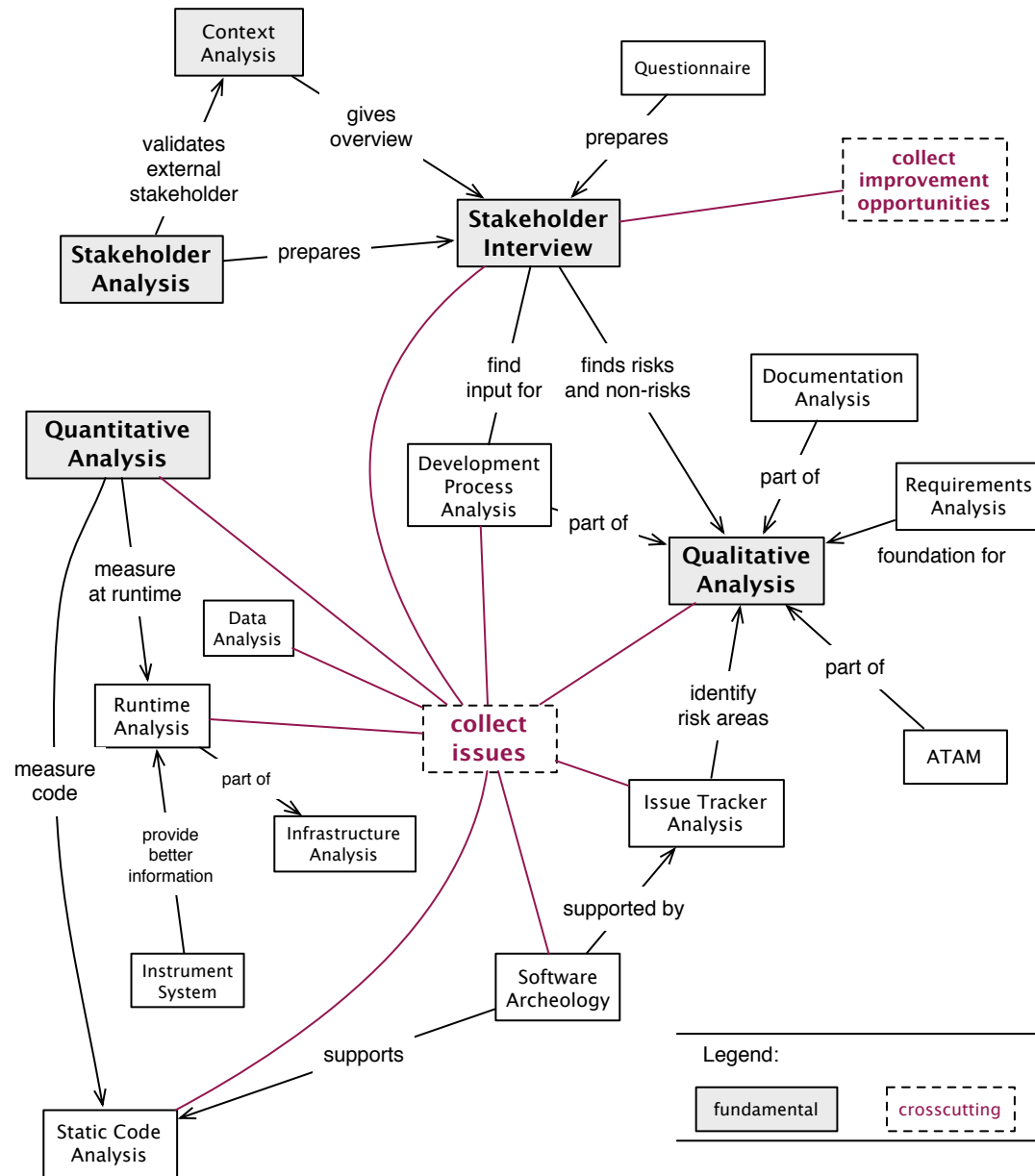


- define improvement strategy
- refactor
- re-architect
- re-organize
- remove debt

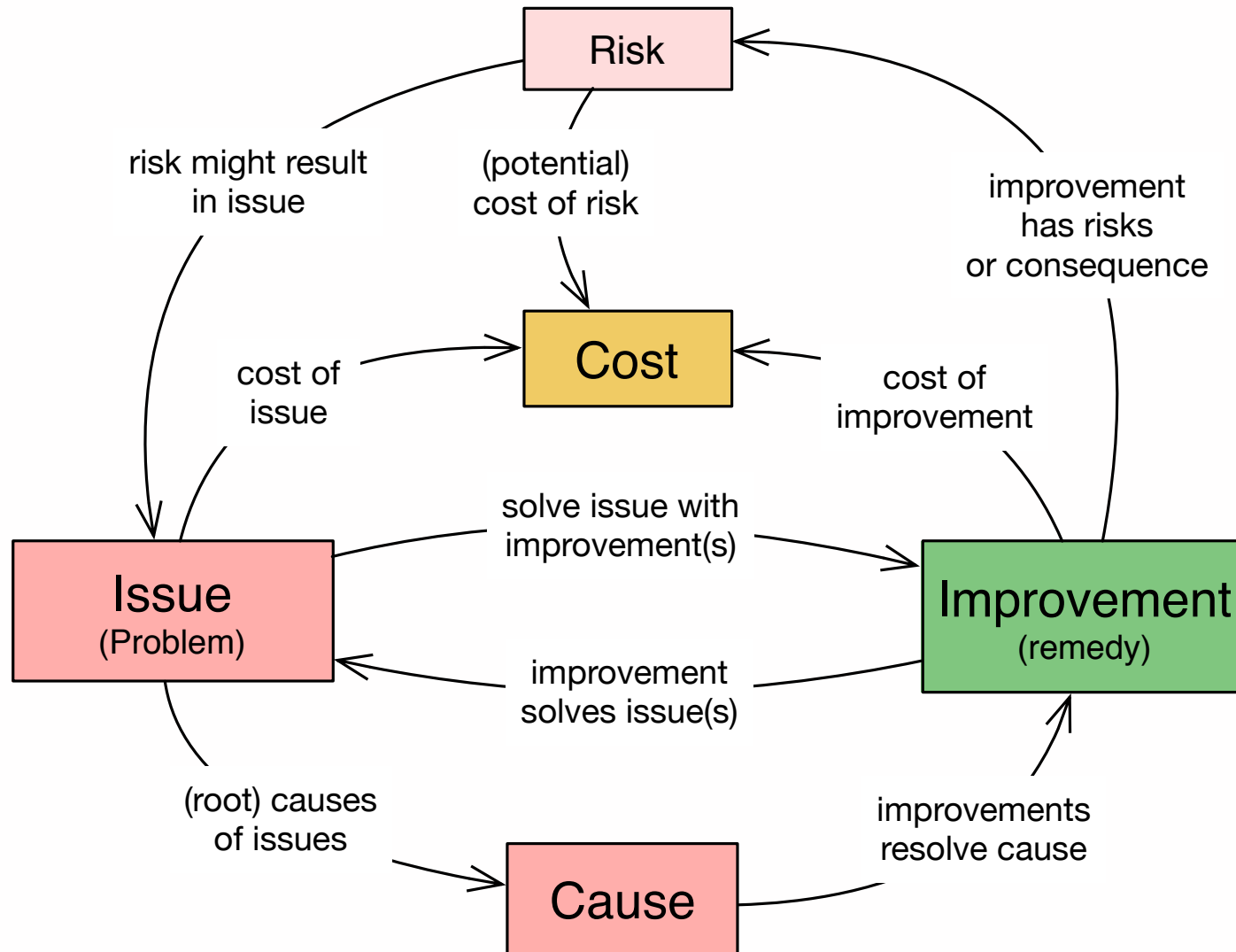
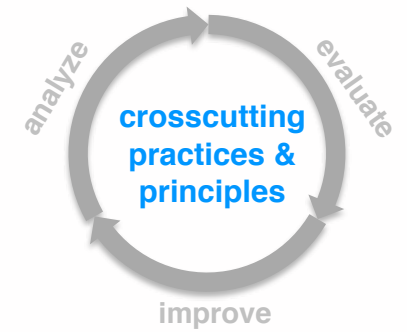
„Analysis“ Overview



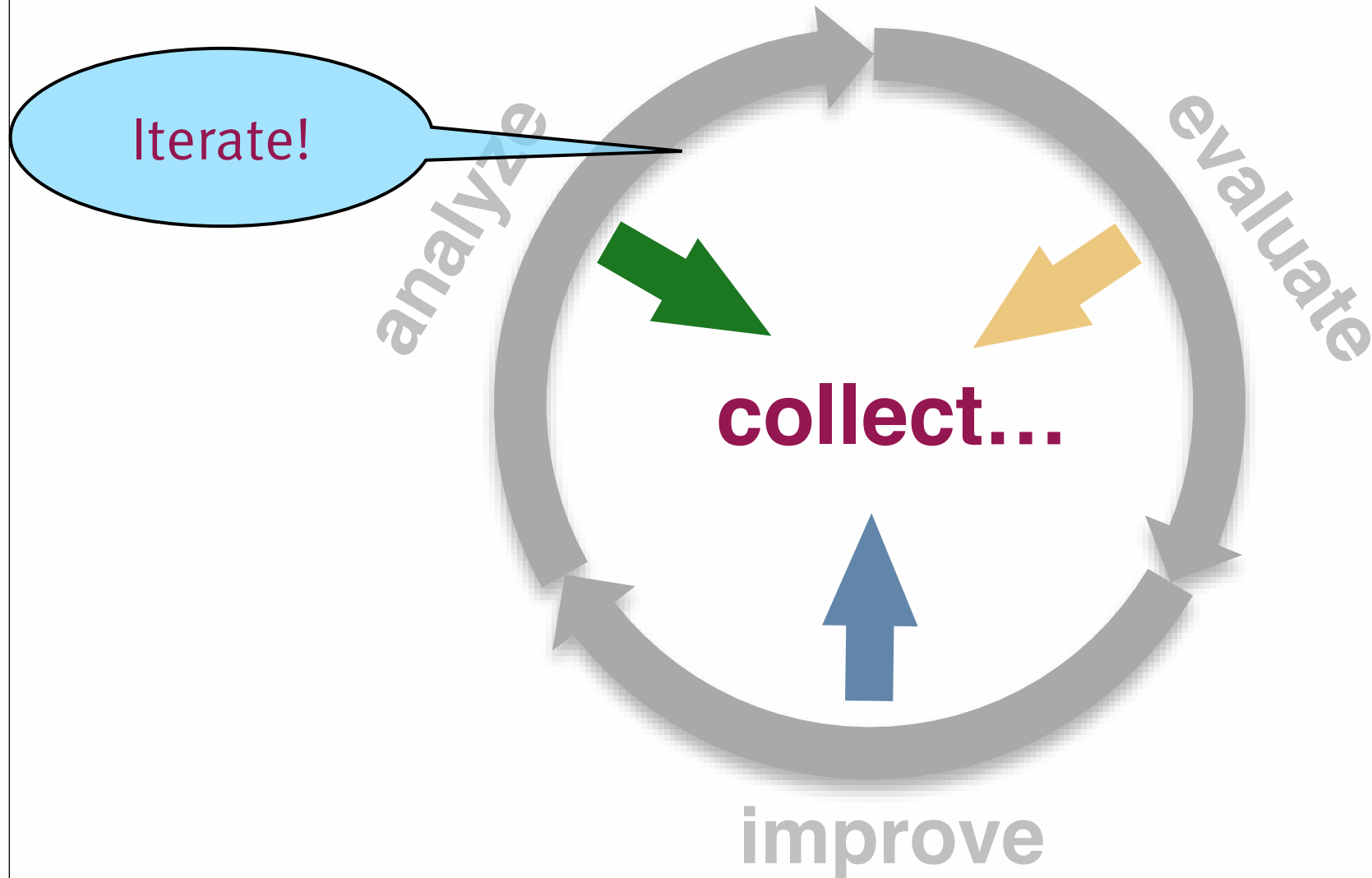
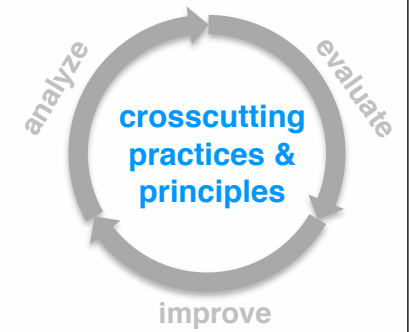
„Analysis“ Details



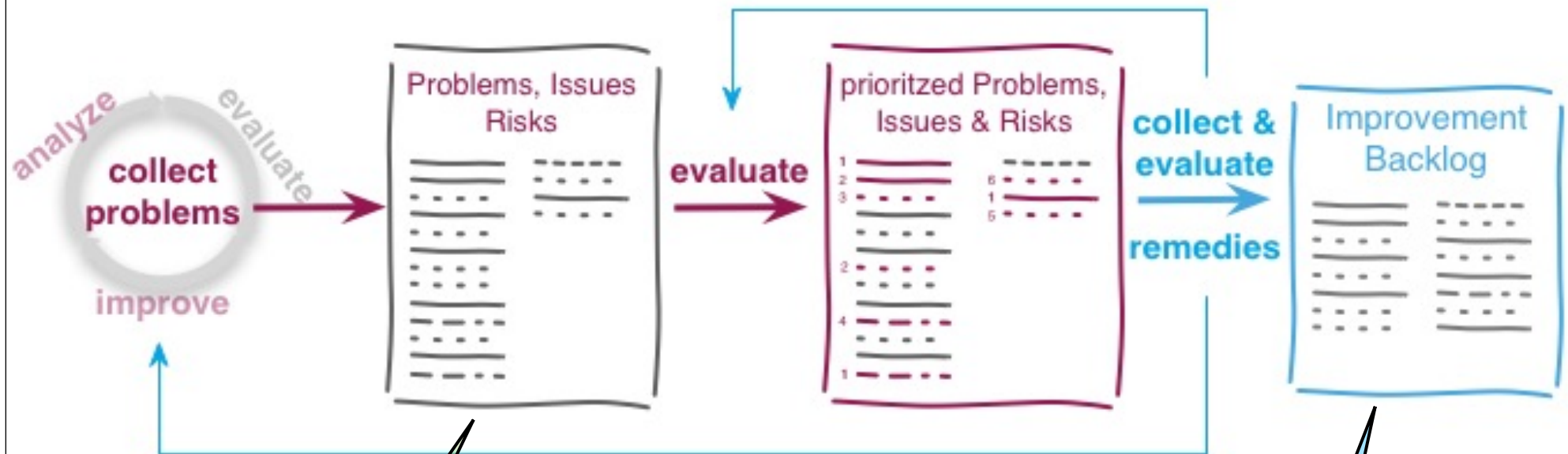
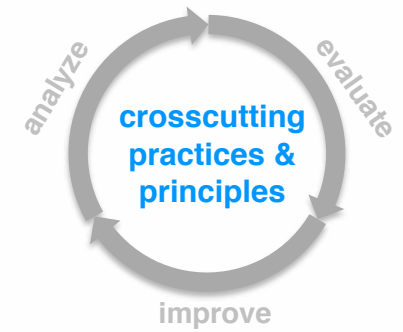
Common Wording



Groundwork (1)



Groundwork (2)

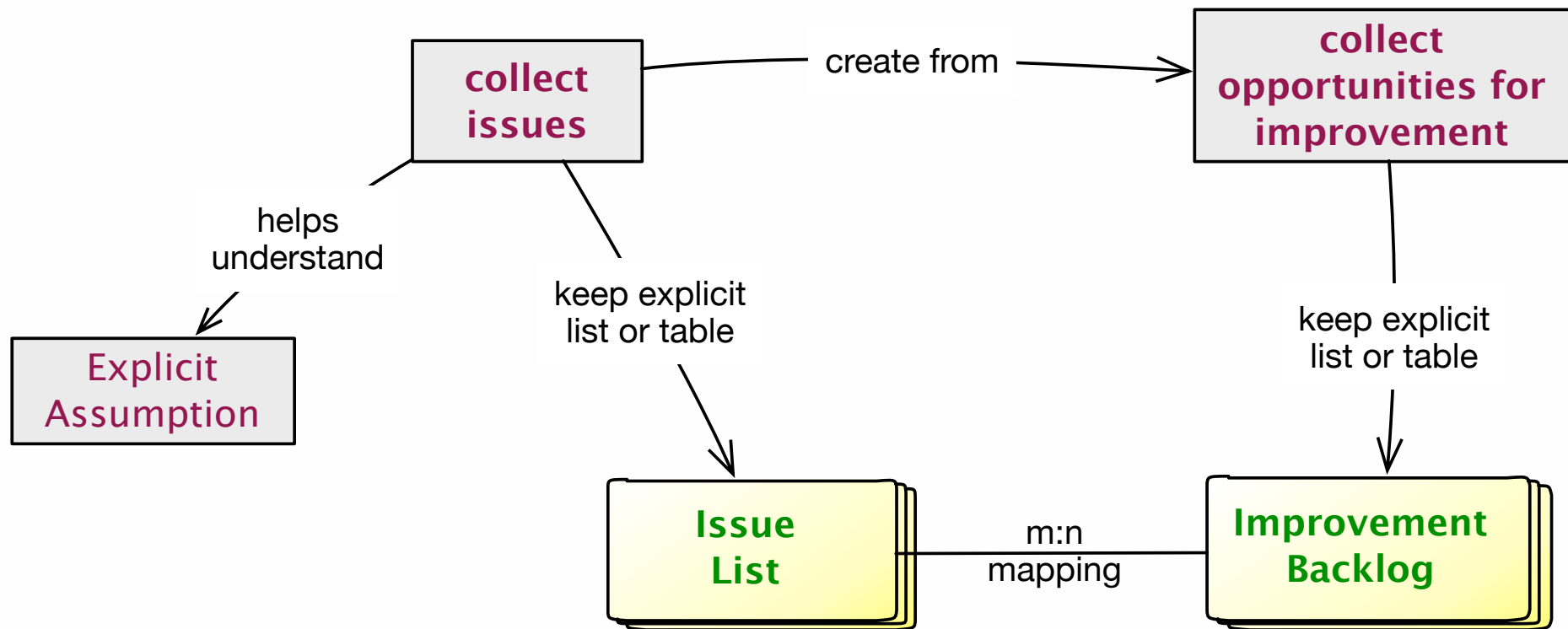
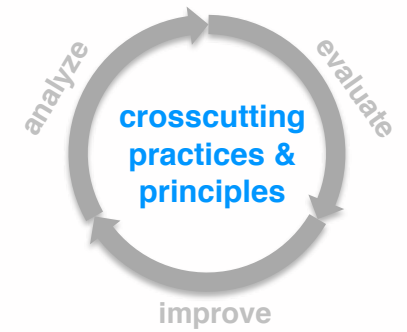


collect
issues!

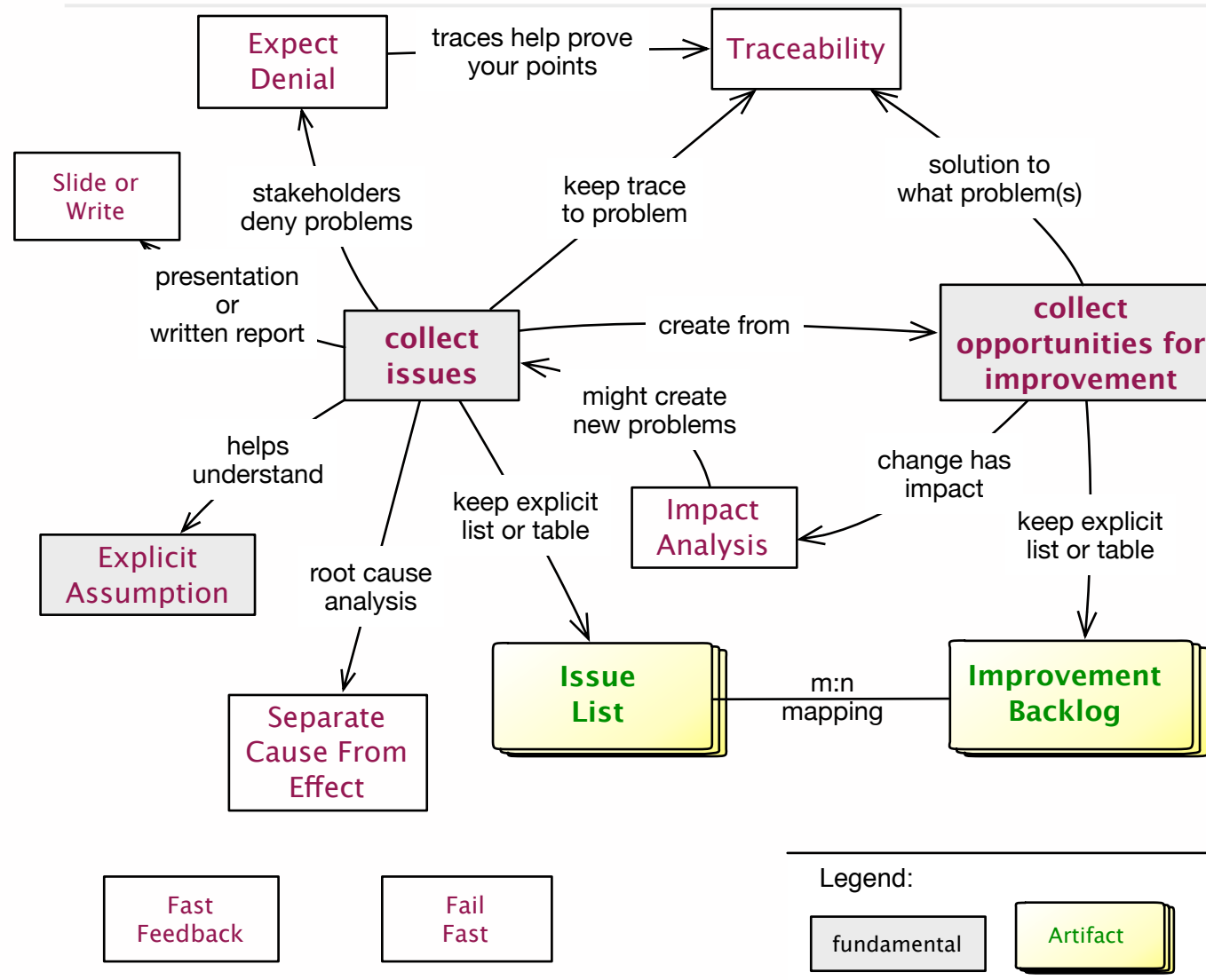
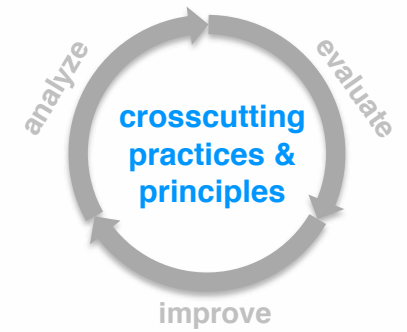
m:n

collect
improvements!

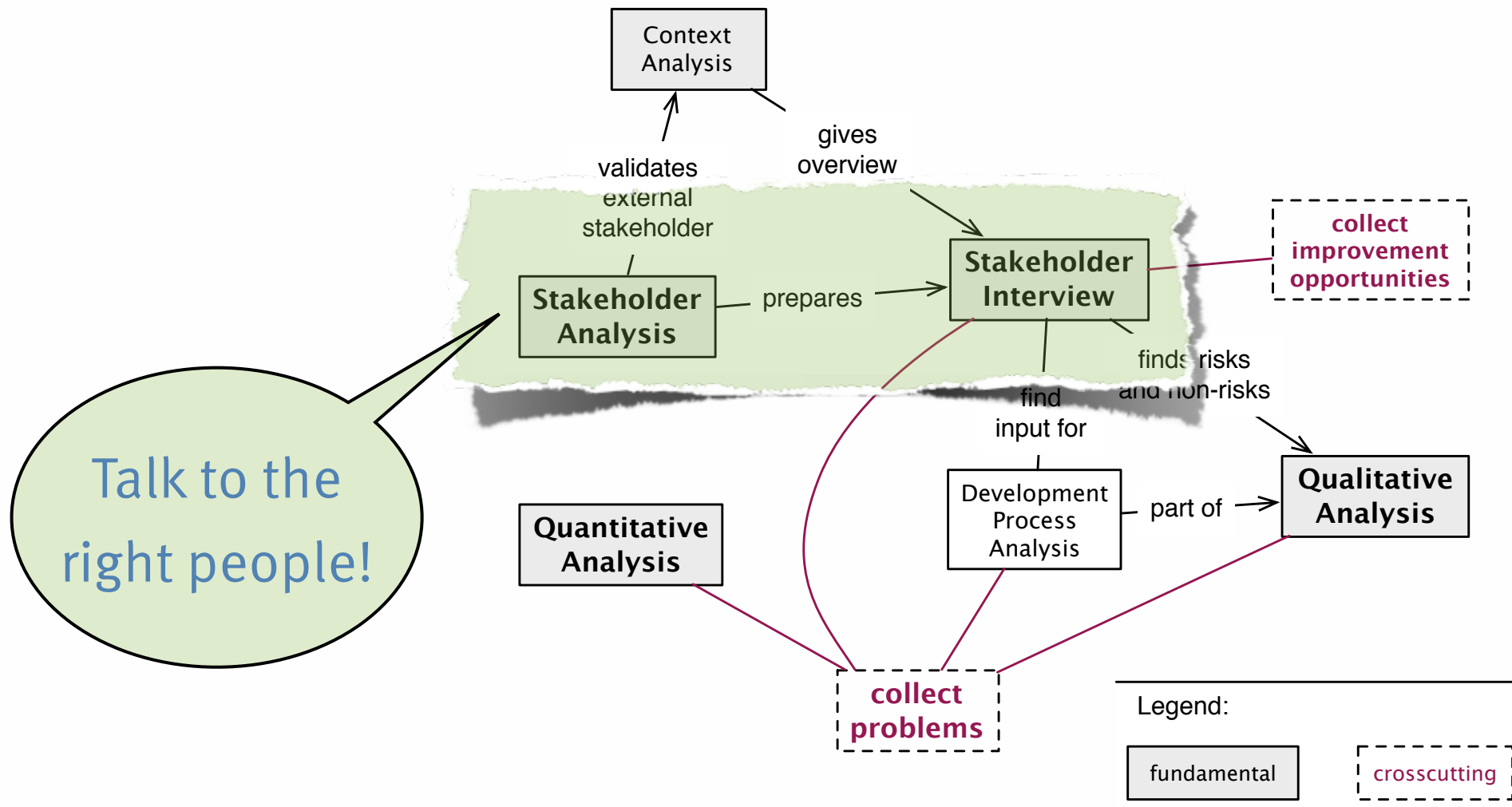
Groundwork (3)



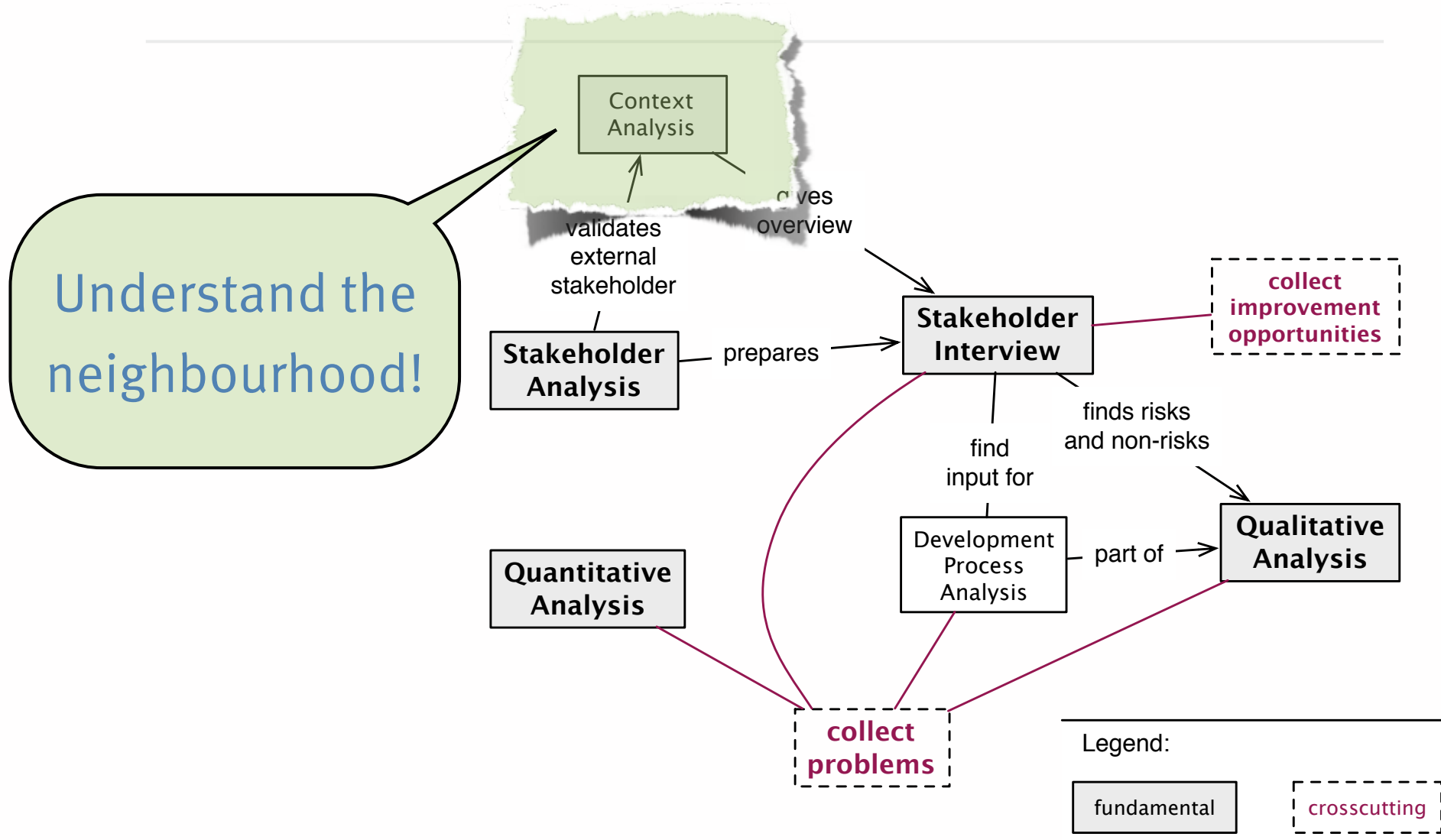
Groundwork (4)



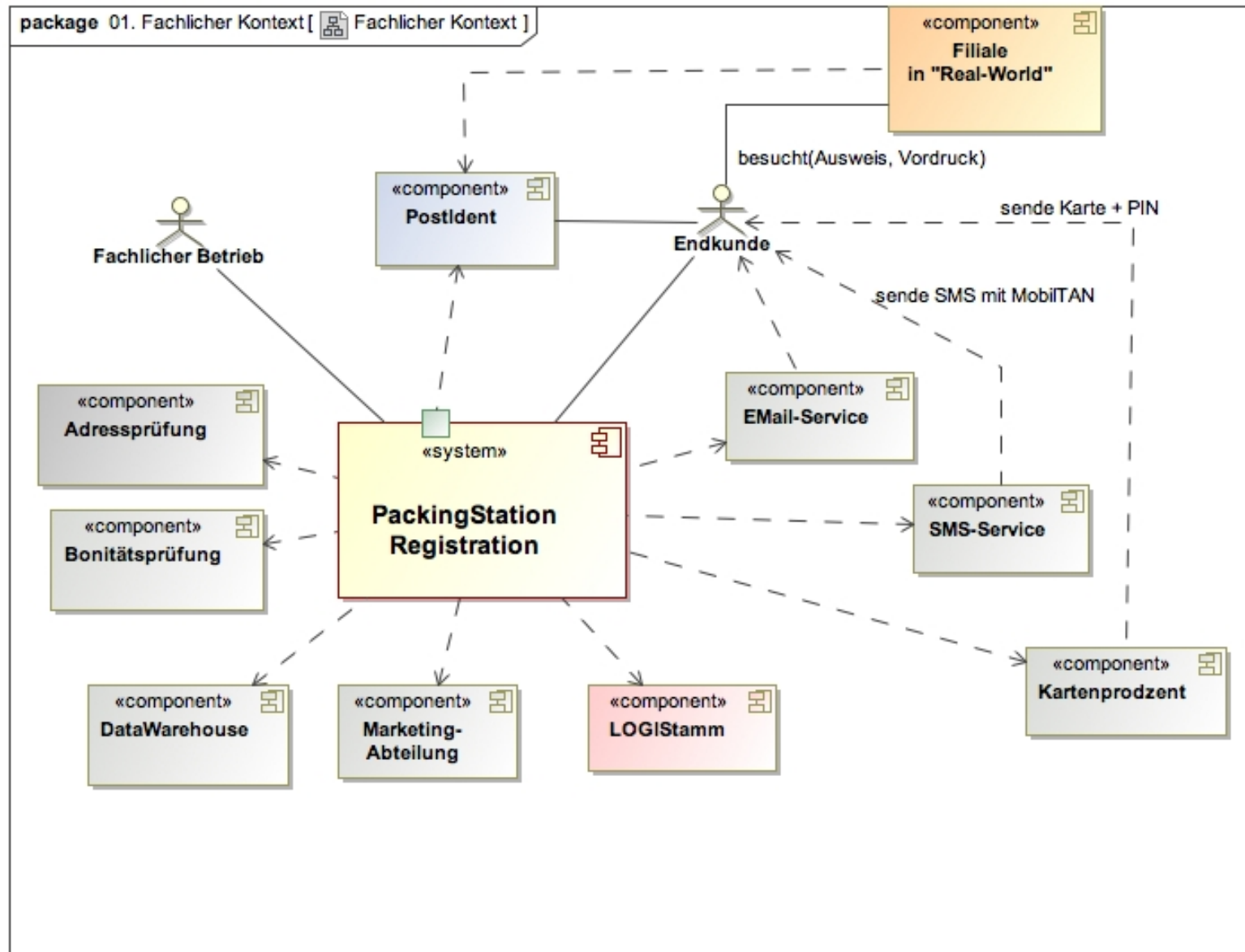
„Analysis“ Overview



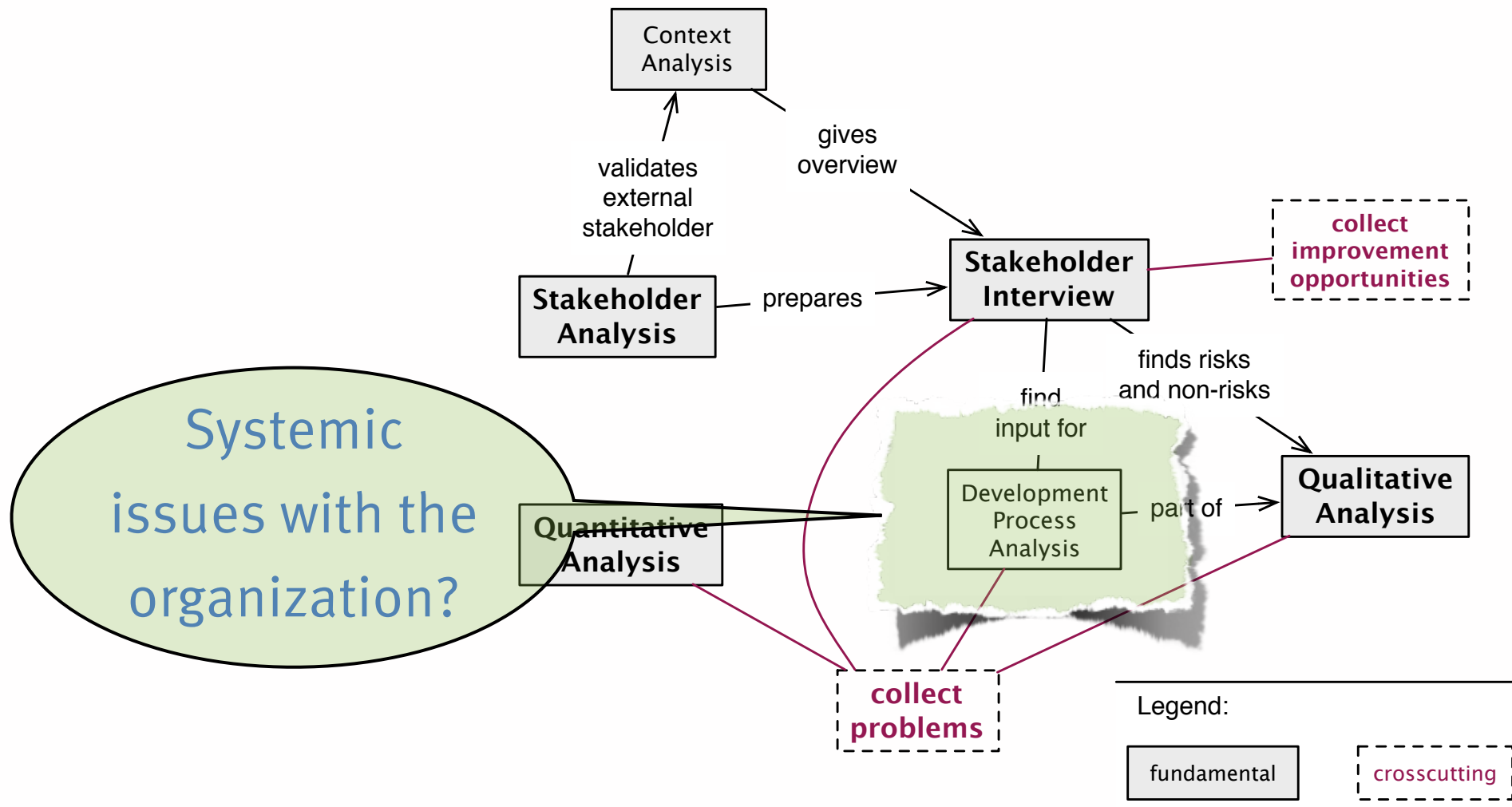
„Analysis“ Overview



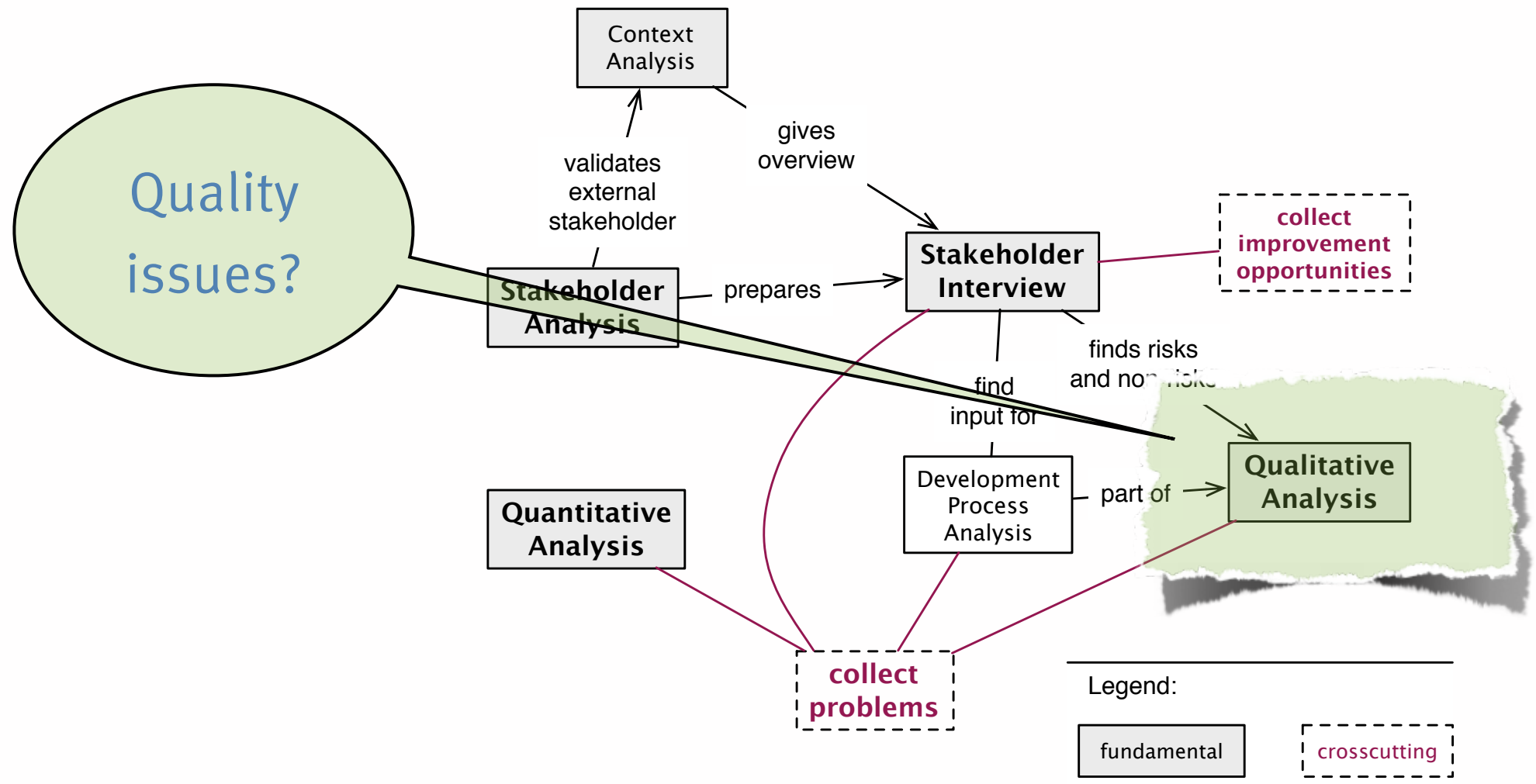
Context Example



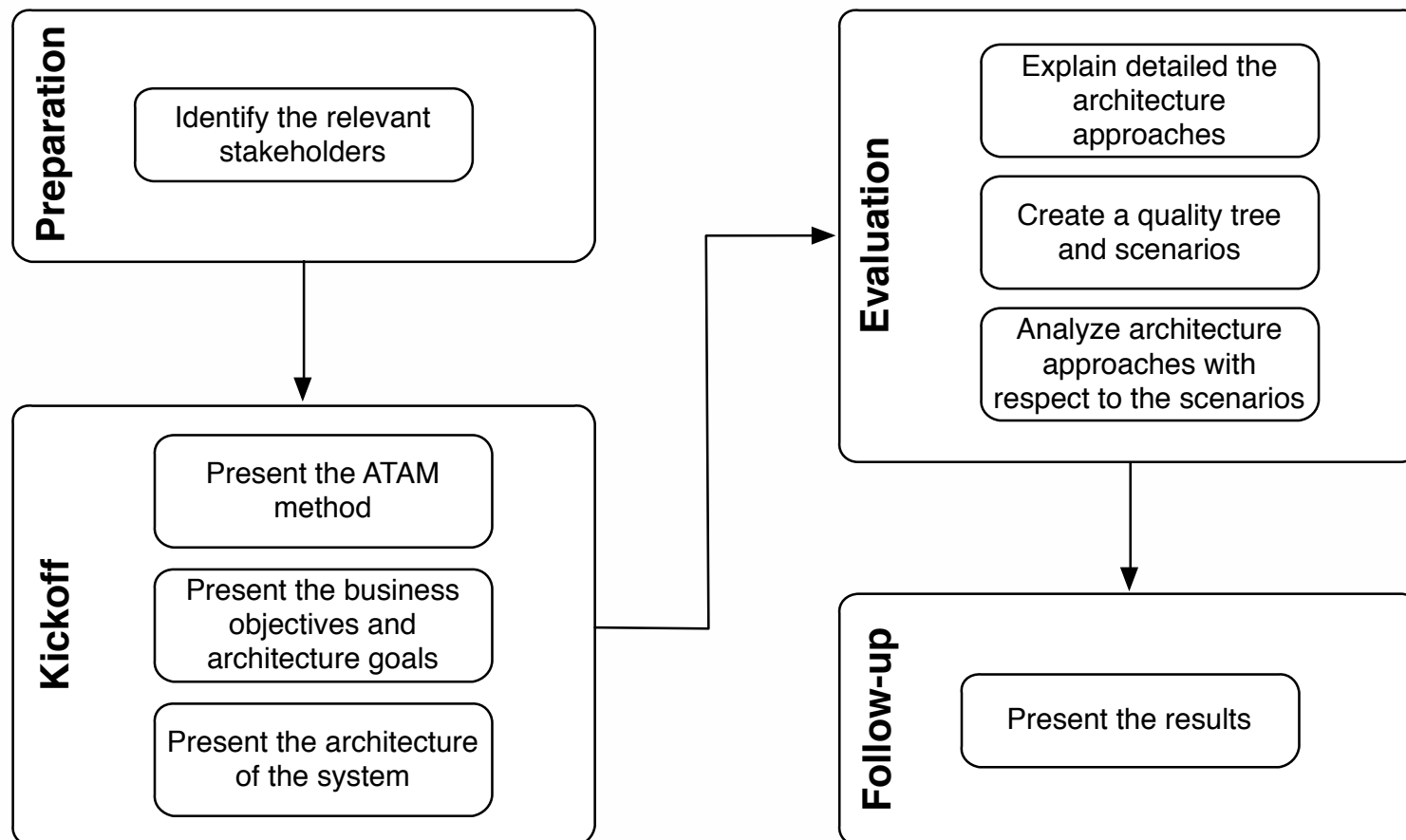
„Analysis“ Overview



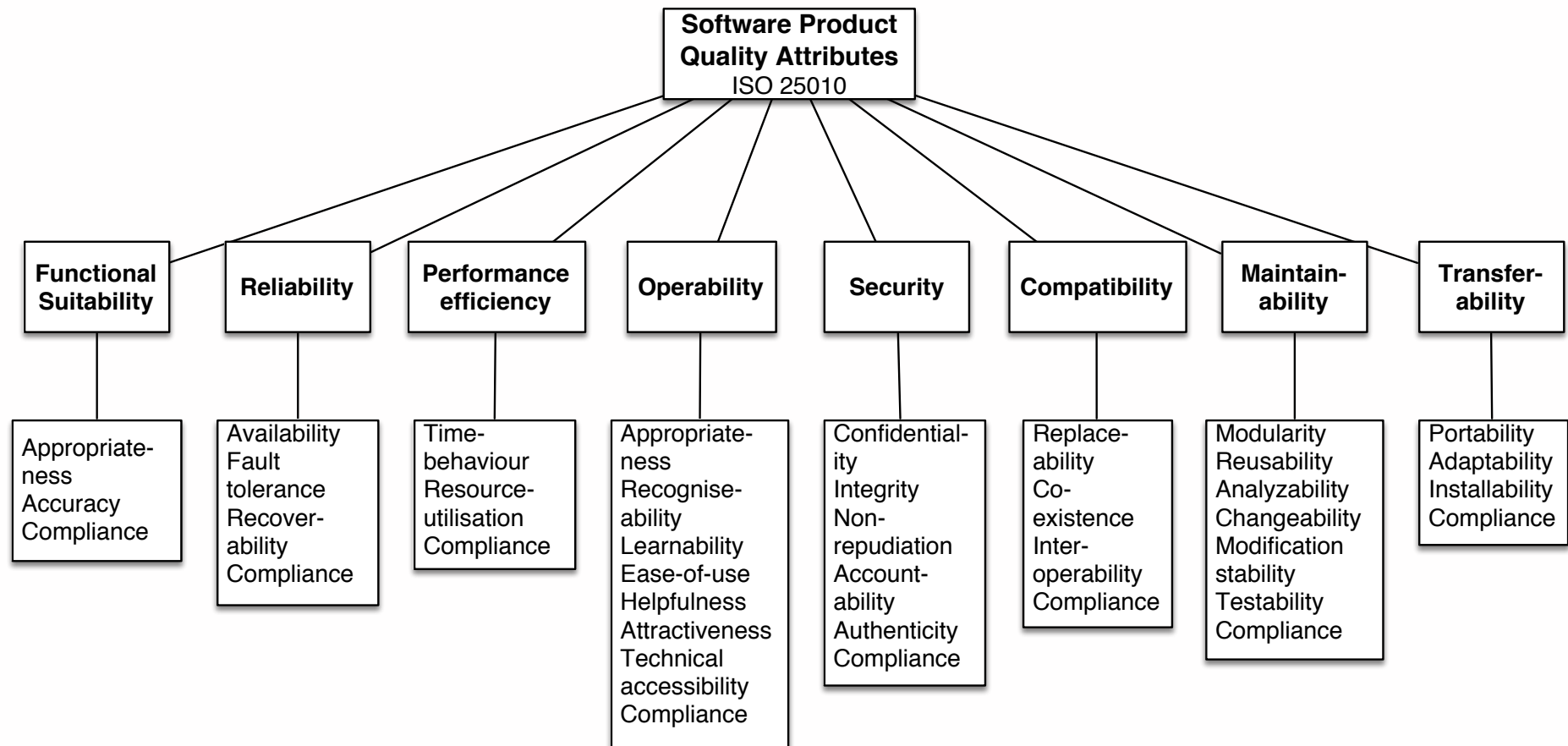
„Analysis“ Overview



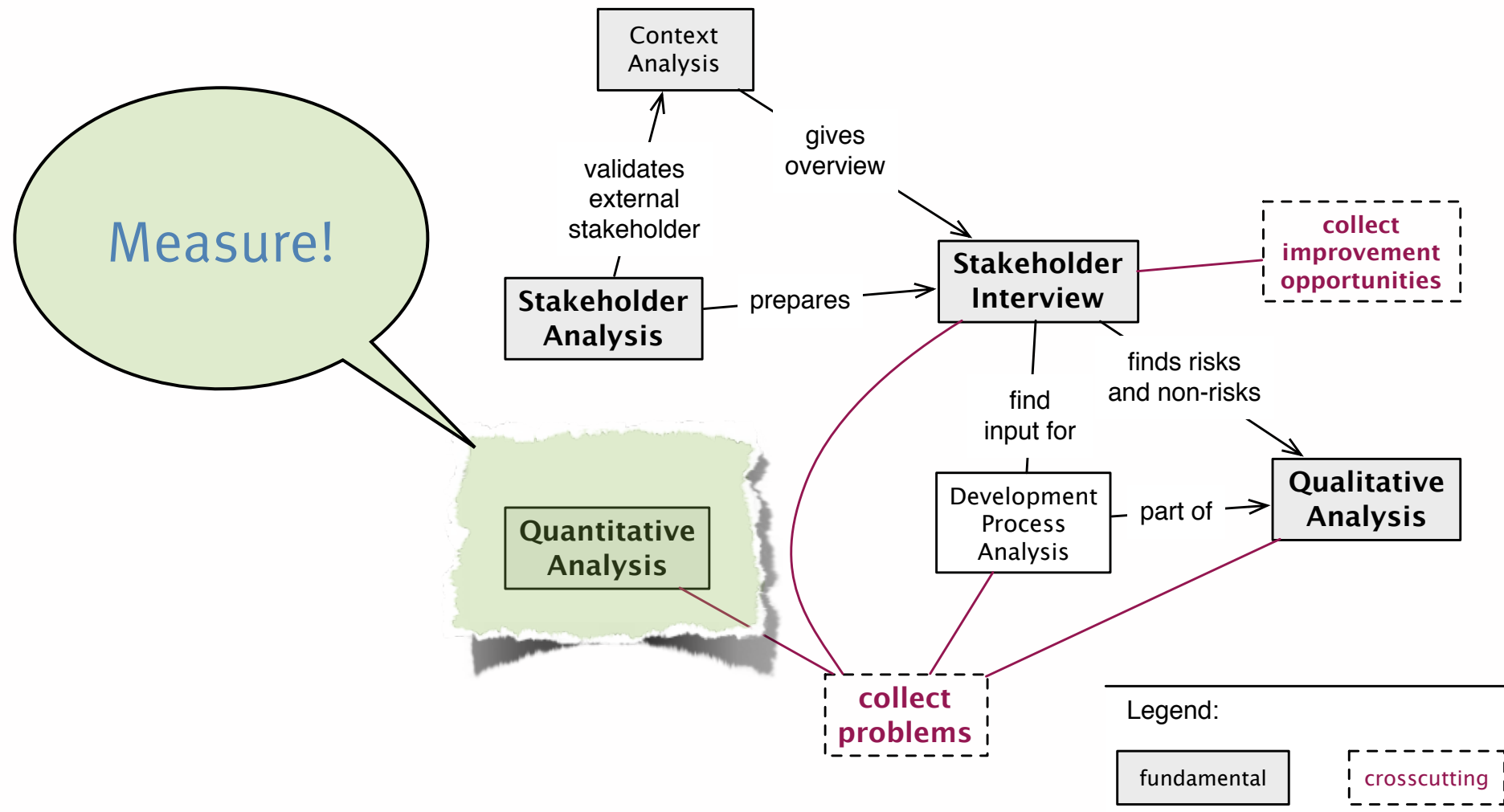
Qualitative Analysis



Qualitative Analysis



„Analysis“ Overview



Stakeholder Analysis



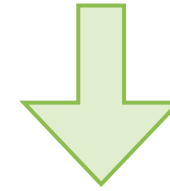
Identify the
right people!

top-management, business-management, project-management, product-management, process-management, client, subject-matter-expert, business-experts, business-development, enterprise-architect, IT-strategy, lead-architect, developer, tester, qa-representative, configuration-manager, release-manager, maintenance-team, external service provider, hardware-designer, rollout-manager, infrastructure-planner, infrastructure-provider, IT-administrator, DB-administrator, system-administrator, security- or safety-representative, end-user, hotline, service-technician, scrum-master, product-owner, business-controller, marketing, related-projects, public or government agency, authorities, standard-bodies, external service- or interface providers, industry- or business associations, trade-groups, competitors

Role / Name	Description	Intention	Contribution	Contact



Stakeholder Analysis (II)

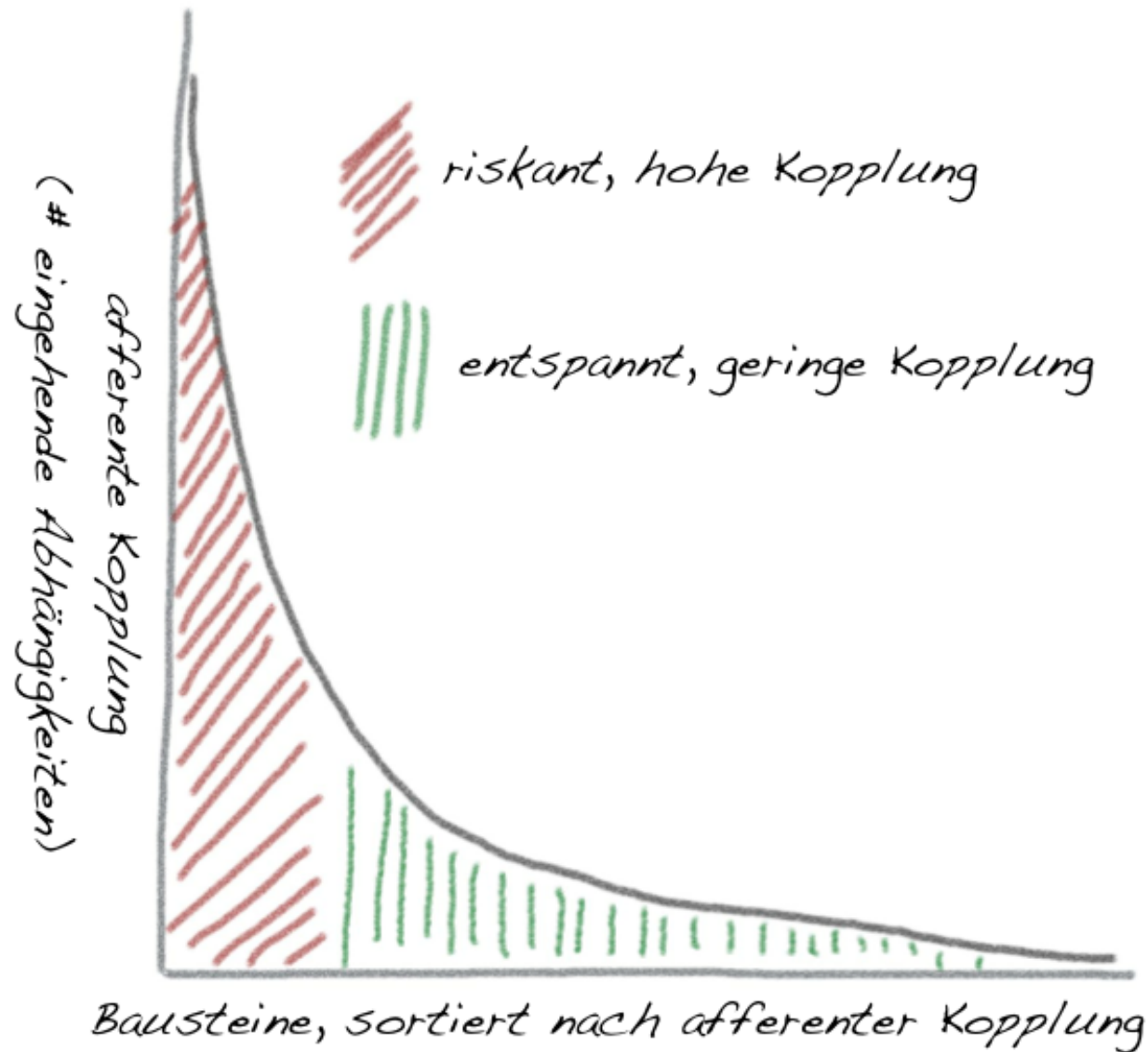


who MIGHT have problems
or know things...

- use (pre-interview) questionnaire
- conduct personal interviews:
 - e.g. what are your top-3 issues with...
 - 1. the system
 - 2. the development / maintenance process
 - 3. operation / infrastructure of the system
 - 4. ...



Static Code Analysis (here: afferent coupling)



Perishable Food Packaging



- › Embedded software + information systems
- › Regulated domain -> safety critical
- › Goal: Decrease SW development cost

Food: Analysis



-
- › Stakeholder analysis and -interviews
 - › Development Process Analysis
 - › Qualitative Analysis + View-Based-Understanding
 - › Quantitative Analysis, Static Code Analysis
-
- › Central problem areas:
 - › Lack of overview („knowledge islands“)
 - › Low code quality
 - › ad-hoc development: No systematic processes

Food: Root-Cause Analysis



- › Company focus primarily on hardware
- › Software development scattered in various departments
- › No (planned) software architecture

Food: Analysis (excerpt)

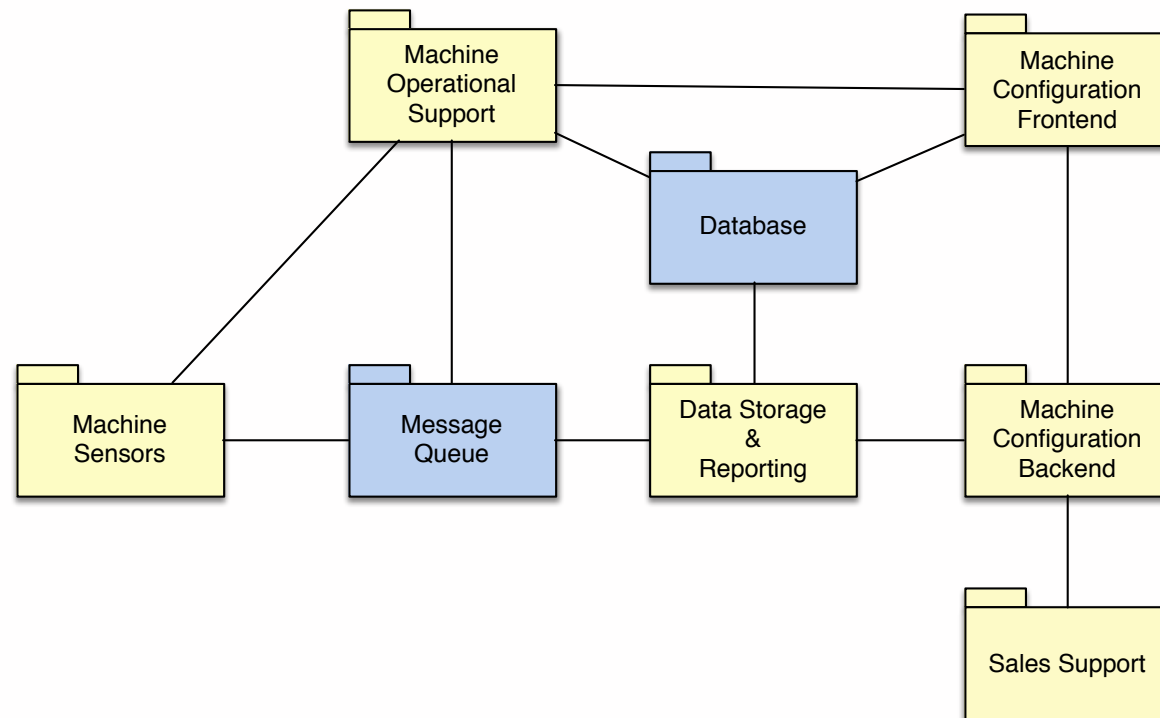


issue (problem)	description	problem-cost
time-to-market	> 6 month (!) from business or government requirement to production	sales loss might be > 1M\$
production log data loss	architecture does not ensure complete production logs - data records might get lost! Large volumes of perishable food could be at risk	> 10-100k \$ per incident
scattered knowledge + low code quality	no synergy effects, no conceptual integrity, no re-use between departments, ...	>5-50k \$ per maintenance update
self-developed OR-mapper	expensive maintenance, high know-how requirements, high deviation in performance	5-10k \$ per maintenance update

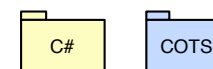
Food: System Overview



- > C# / .NET as development & production platform



Legend:

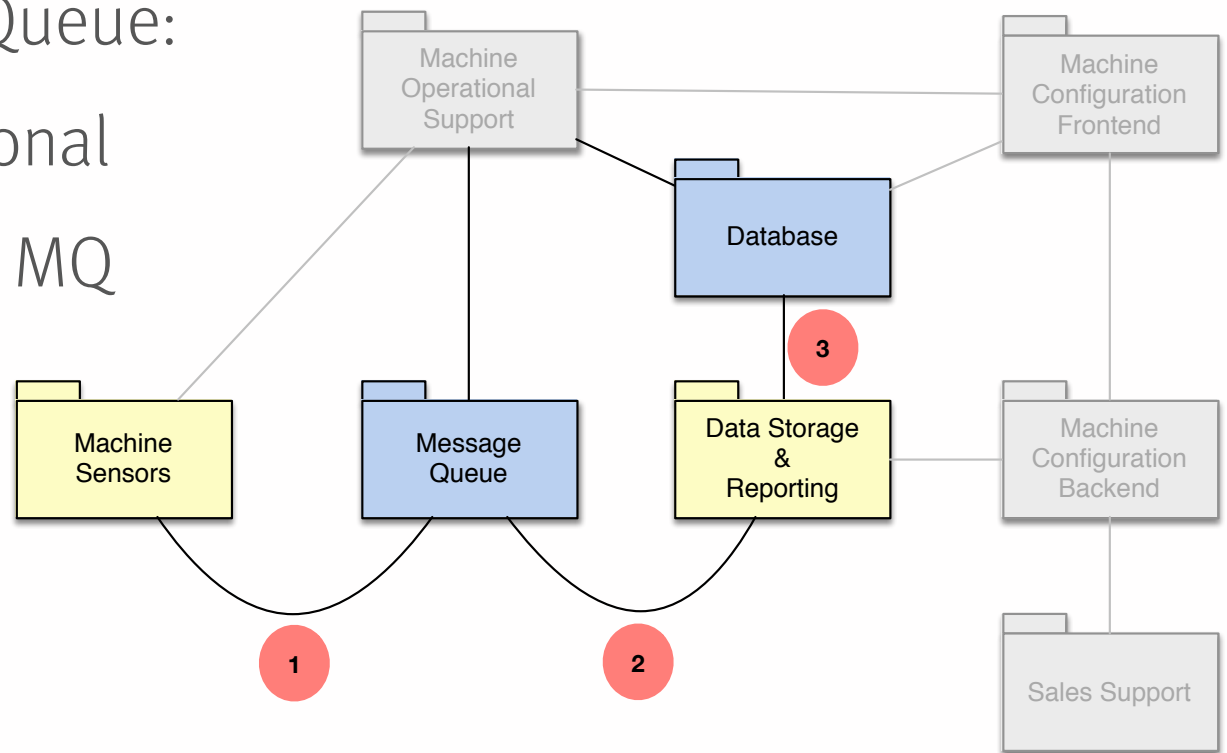


Food: Safety Risk

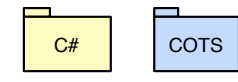


Wrong usage of Message Queue:

- › 1.-3. has to be transactional
- › Reporting „commits“ to MQ after 2! (too early!)
- › Problem in reporting leads to lost data!



Legend:



EU Telecom Provider



- › Business Intelligence Portfolio to support Marketing & Sales

Telco: Analysis



-
- › View-Based-Understanding
 - › Data Analysis
 - › (few) stakeholder interviews

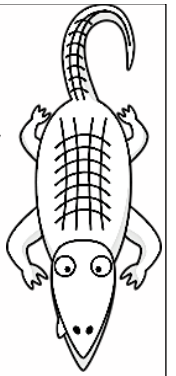
 - › Central problem areas:
 - › BI Reporting highly fragmented & diverse
 - › Report implementation details driven by business experts
(provided data models + SQL query details as „requirements“)
 - › Implementation partially based upon proprietary meta-model



Telco: Analysis (excerpt)

problem / risk	description	problem-cost
high development cost	business benchmarks showed development to be overly expensive (and slow)	per report-type 50-200%
non-transparent software and data architecture	of >50 developers and BI experts, only very few understood whole DWH	
vendor-lock-in	proprietary tools implemented to process (proprietary) meta-model, high yearly license cost,	50 k€ license fee / yr, O(1000) dev-hrs wasted
developer exodus	core developers upset as company announced large outsourcing deal, (nearly) annihilating internal development	6-18 month without new business features

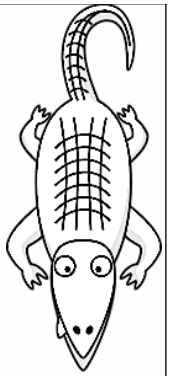
Croc: Sales & ERP Provider



Company name changed due
to anonymity requirements!

- › Niche provider for sales & ERP „standard“ solution
- › Origin in „perishable“ market - but growing
 - › 80% of clients: low-margin-high-volume
 - › 20% of clients: low-volume-very-high-margin
- › Original idea: Universal-Core + Configuration
- › Starting point:
low (dev + runtime) performance

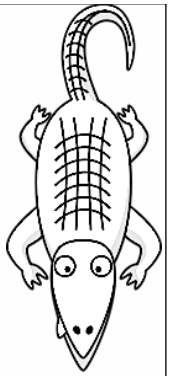
Croc: Analysis



-
- › Brief stakeholder analysis and -interviews
 - › Static Code Analysis
 - › Runtime Analysis
 - › Data Analysis (including data model)

 - › Central problem areas:
 - › Excellent code quality („clean code“) - but very few unit tests
 - › Extremely high configurability of everything
 - › >150 developers with extremely different options

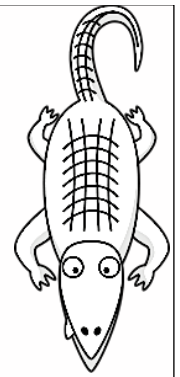
Croc: Analysis (2)



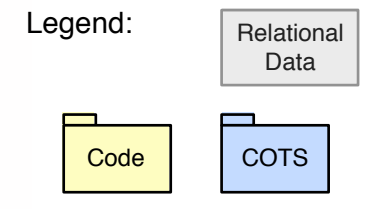
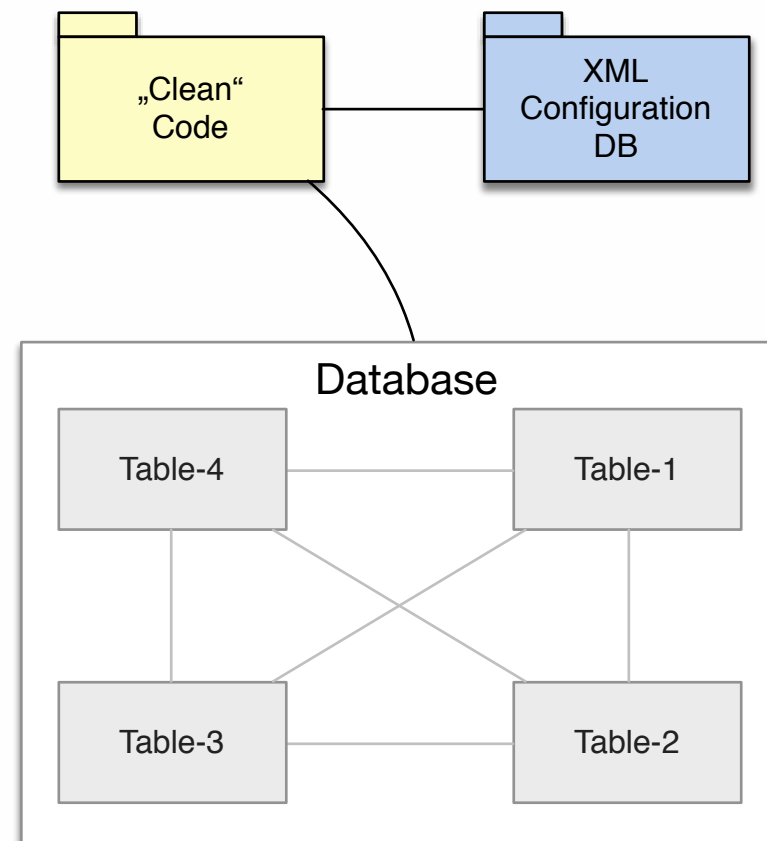
**„Configuration is the sequel to programming,
with unsuitable means“**

- › Configuring UI structure, UI behavior, workflows, business and validation rules, reports and interfaces
- › Horrible persistent data structures for both runtime and configuration data
- › Some configuration stored in various XML formats

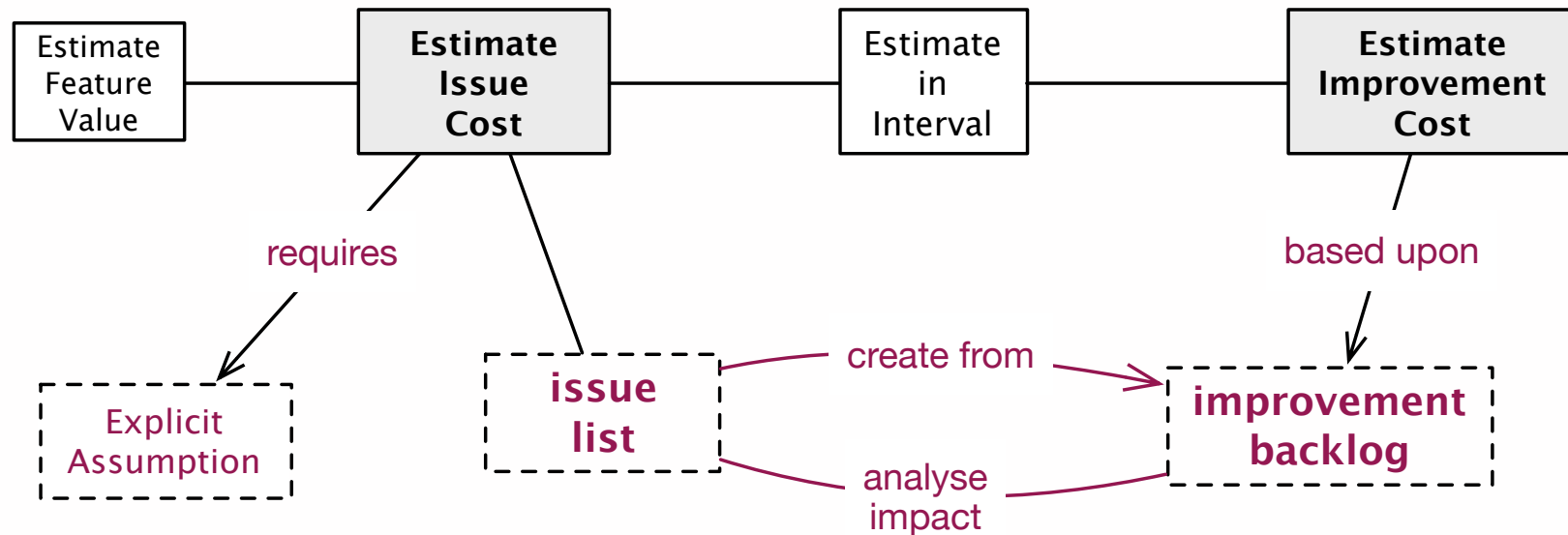
Croc: Analysis (3)



- › Few key tables with 500-700 columns (!!) each.
- › Stores complete application state - including cursor position.



„Evaluate“ Overview

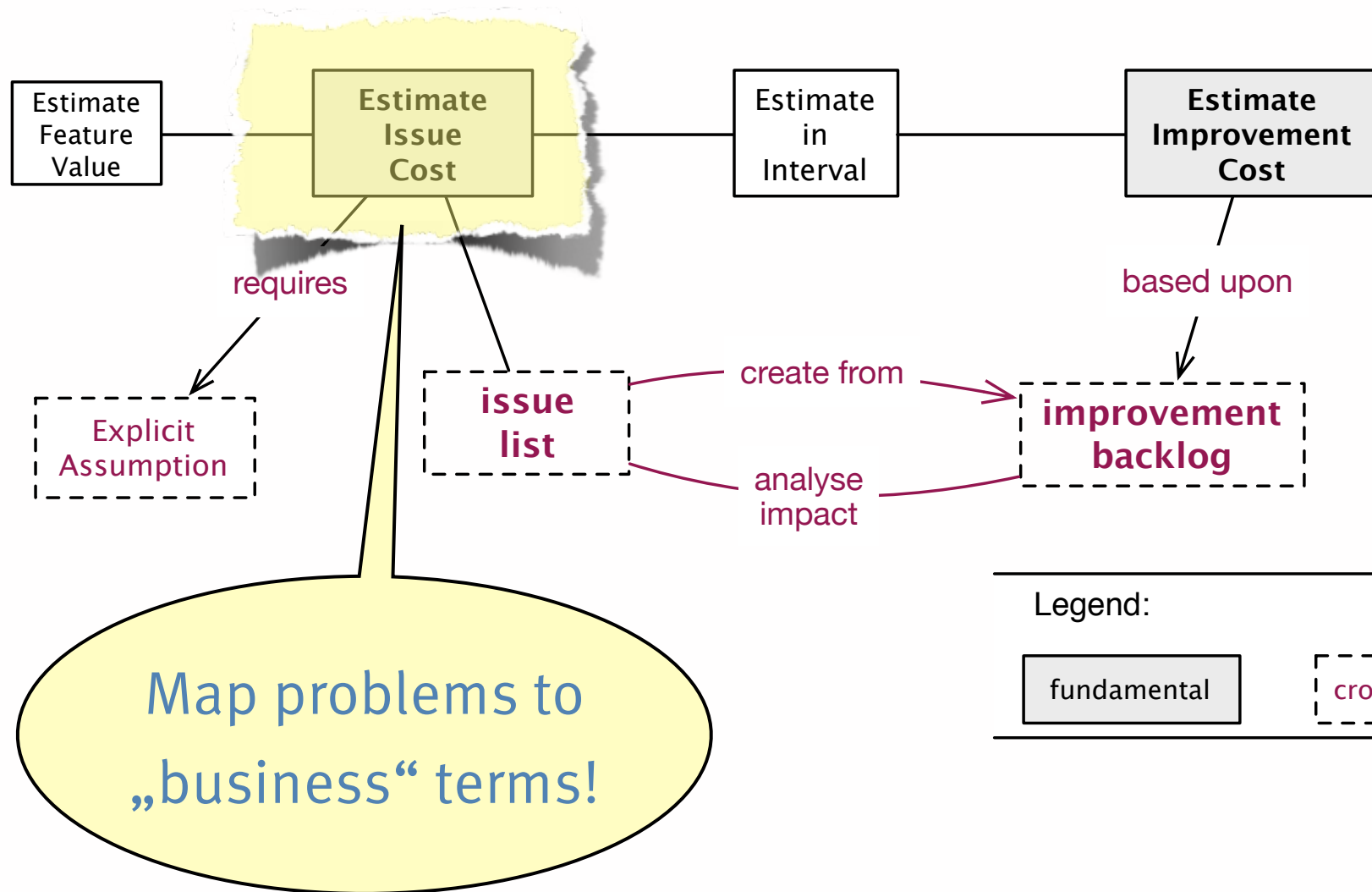


Legend:

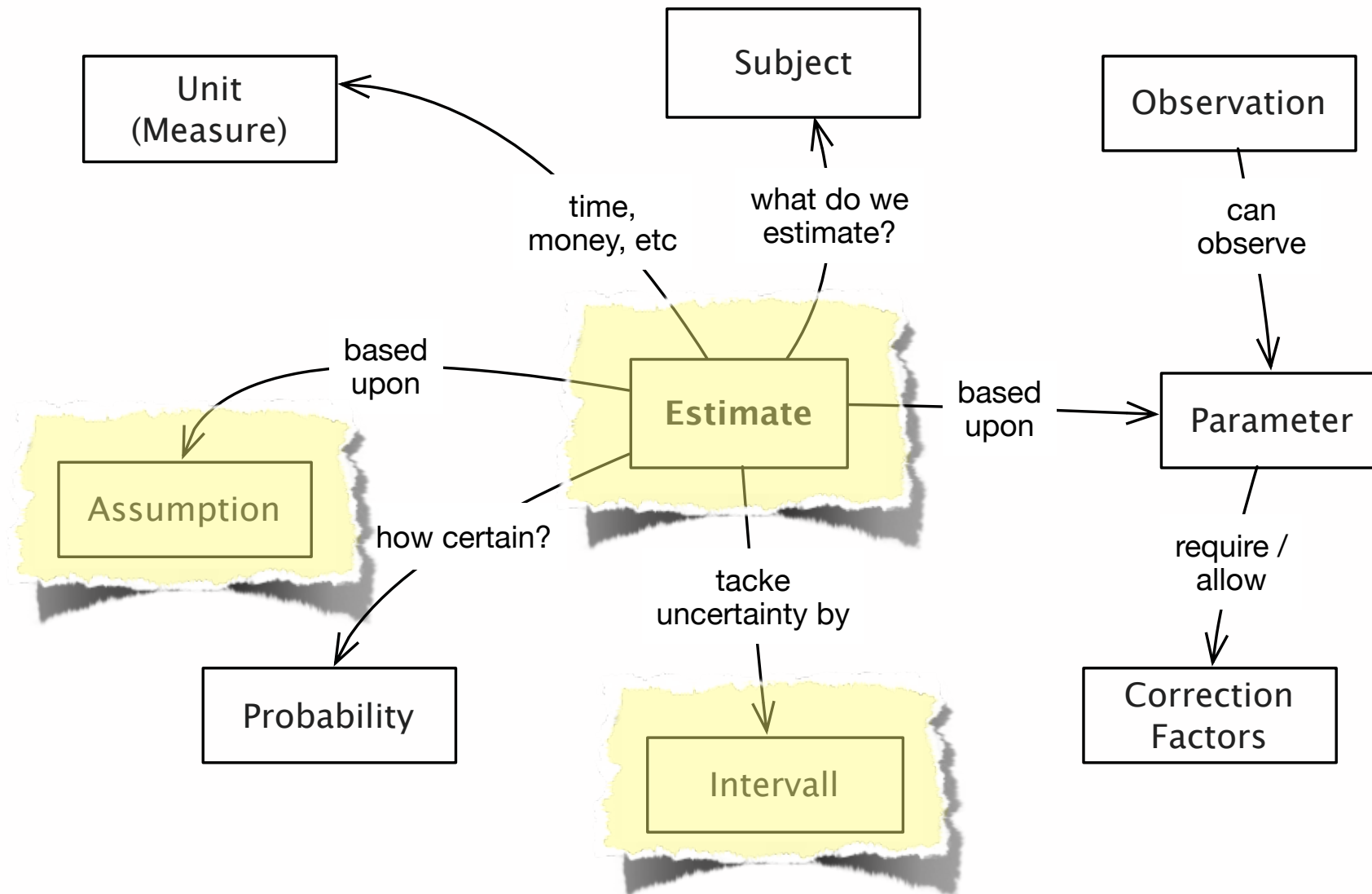
fundamental

crosscutting

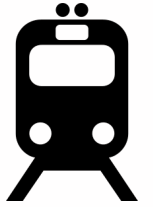
„Evaluate“ Overview



„Evaluate“ Concepts

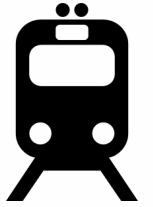


Rail Transport Provider



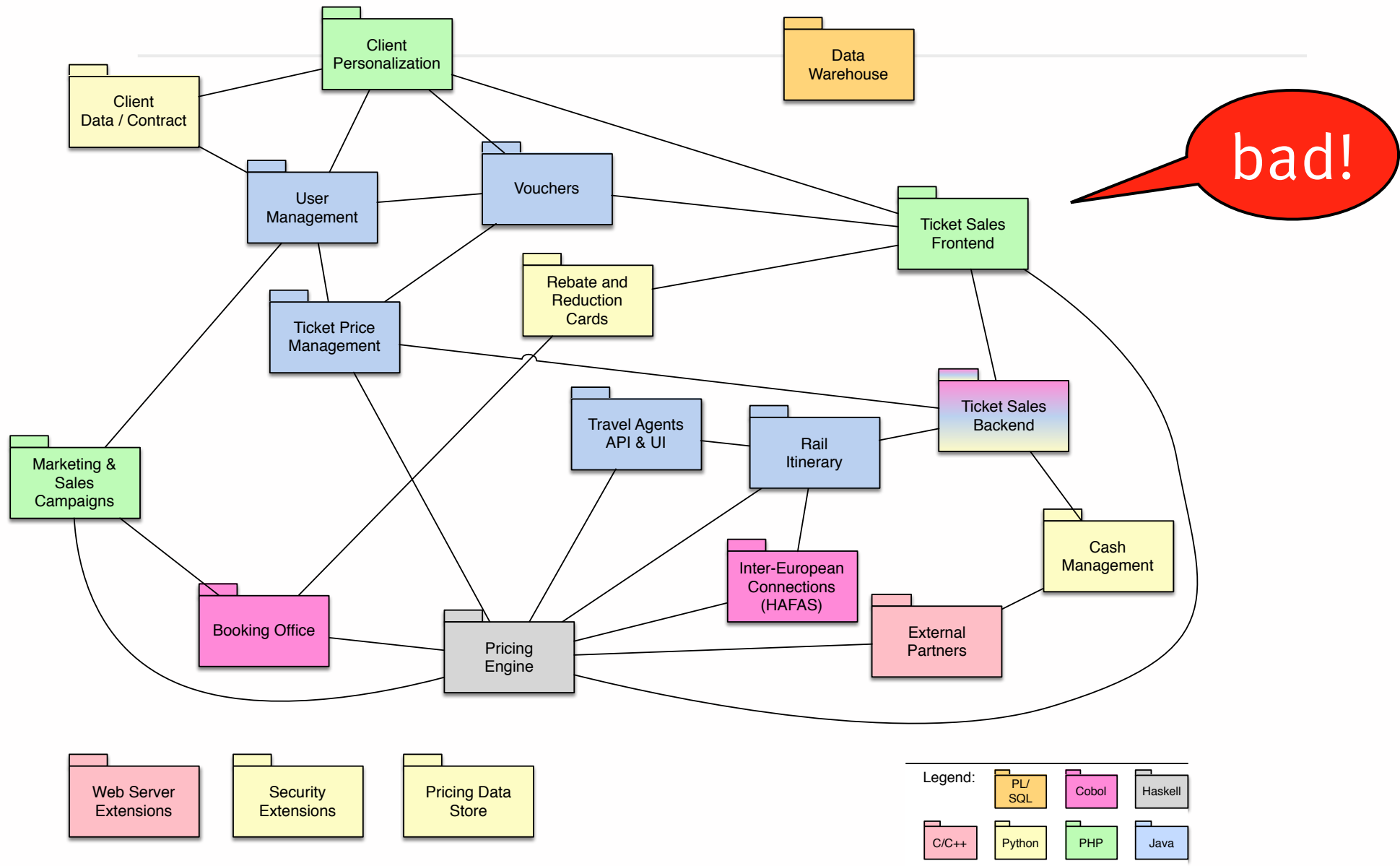
- › Heterogeneous IT landscape
- › Problem areas:
 - › 6-12 month from initial business requirement to production („time-to-market“)
 - › Stability, reliability
 - › Performance

Rail - aim42 Analysis

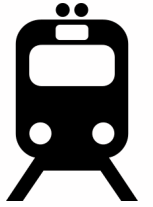


- › Stakeholder Analysis + -Interviews
 - › yielded several problems + problem-areas
 - › Issue Tracker Analysis + Software Archeology
- › Qualitative (ATAM-like) Analysis
- › Static Code Analysis
- › Development Process Analysis

Rail (1): Overview



Rail (2): Challenges



- › Embrace new sales channels (mobile)
 - › requires (much) higher availability
- › Marketing demands rapid price adjustments

Rail (4): Analysis (excerpt)



issue (problem)	description	problem-cost
time-to-market	6-12 month (!) from business requirement to production	
configuration of certain ticket types crashes backend	when either end-users or sales-clerks configure specific ticket-types (groups > 5 persons, more than one rebate reason, border crossing or >2 train changes), several backend processes crash	
know-how drain in development	many dissatisfied developers and business experts leave (development) organization, migration from internal to external development, fix-price projects	

Rail (5): Evaluation (excerpt)

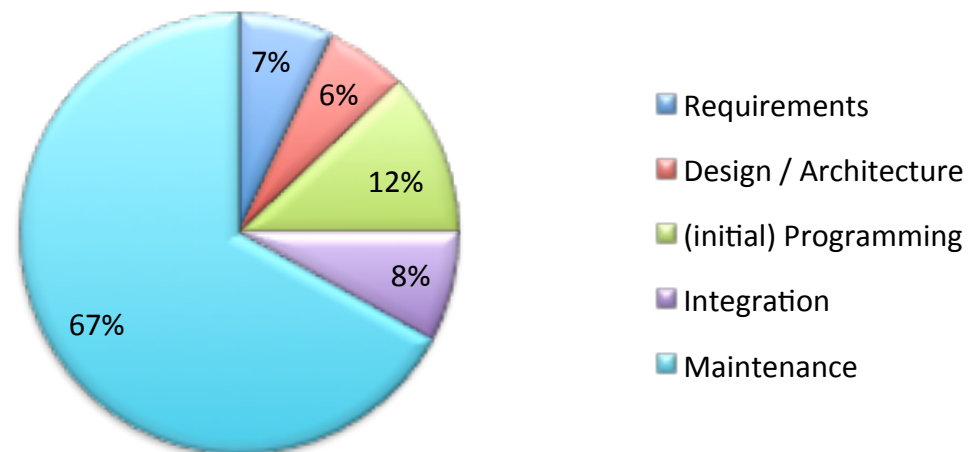


What's the (additional) cost of „heterogeneity“?

1. Explicit assumptions

- Heterogeneity „costs“ in all phases
- Phase effort is known

Cost Distribution for Software



Rail (6)...



Collected tasks in which
additional effort might occur..

	A	B	C	D	E	F	G	H	I	
1			Proportion	added effort			1.000 €	min	max	
2				min	max			1.017,78 €	1.204,56 €	
3										
4	Requirements		7%				70 €	70,00 €	70,00 €	
5										
6	Design/Architecture		6%				60 €	60,42 €	61,20 €	
7	10%	Additional effort at interfaces		5%	15%			0,30	0,90	
8	10%	decisions across technologies		2%	5%			0,12	0,30	
9	80%	Others								
10										
11	Programming		12%				120 €	122,40 €	145,68 €	
12	2%	Setup, updates of environments		5%	100%			0,12	2,40	
13	2%	Research, Setup		5%	20%			0,12	0,48	
14	10%	searching bugs, testing		3%	100%			0,36	12,00	
15	5%	Efficient solution of detailed problems		-10%	-40%		-	0,60	- 2,40	
16	10%	Solution of standard problems		10%	50%			1,20	6,00	
17	20%	Team-internal coordination		5%	30%			1,20	7,20	
18	51%	Others								
19										
20	Integration / Test		8%				80 €	83,40 €	113,80 €	
21	5%	integrate Components		5%	100%			0,20	4,00	
22	30%	perform integration tests		5%	50%			1,20	12,00	
23	20%	evaluate integration tests		10%	50%			1,60	8,00	
24	10%	create/maintain test infrastructure		5%	80%			0,40	6,40	
25	35%	Others								
26										
27	Maintenance / Operations		67%				670 €	681,56 €	813,88 €	
28	3%	keep developer reserve		5%	20%			1,01	4,02	
29	5%	find and incorporate developers		10%	30%			3,35	10,05	
30	1%	Versions- and Security-Updates		3%	10%			0,20	0,67	
31	1%	selection & maintenance of runtime environme		10%	100%			0,67	6,70	
32	3%	Configuration, Installation		5%	70%			1,01	14,07	
33	0,50%	Monitoring, Logging		5%	10%			0,17	0,34	
34	5%	Identify and solve issues		1%	100%			0,34	33,50	
35	2%	Skaling/Clustering		5%	15%			0,67	2,01	
36	1%	Packaging, Deployment-preparation		2%	10%			0,13	0,67	
37	30%	Enhancements, Modifications		2%	30%			4,02	60,30	
38	49%	Others								

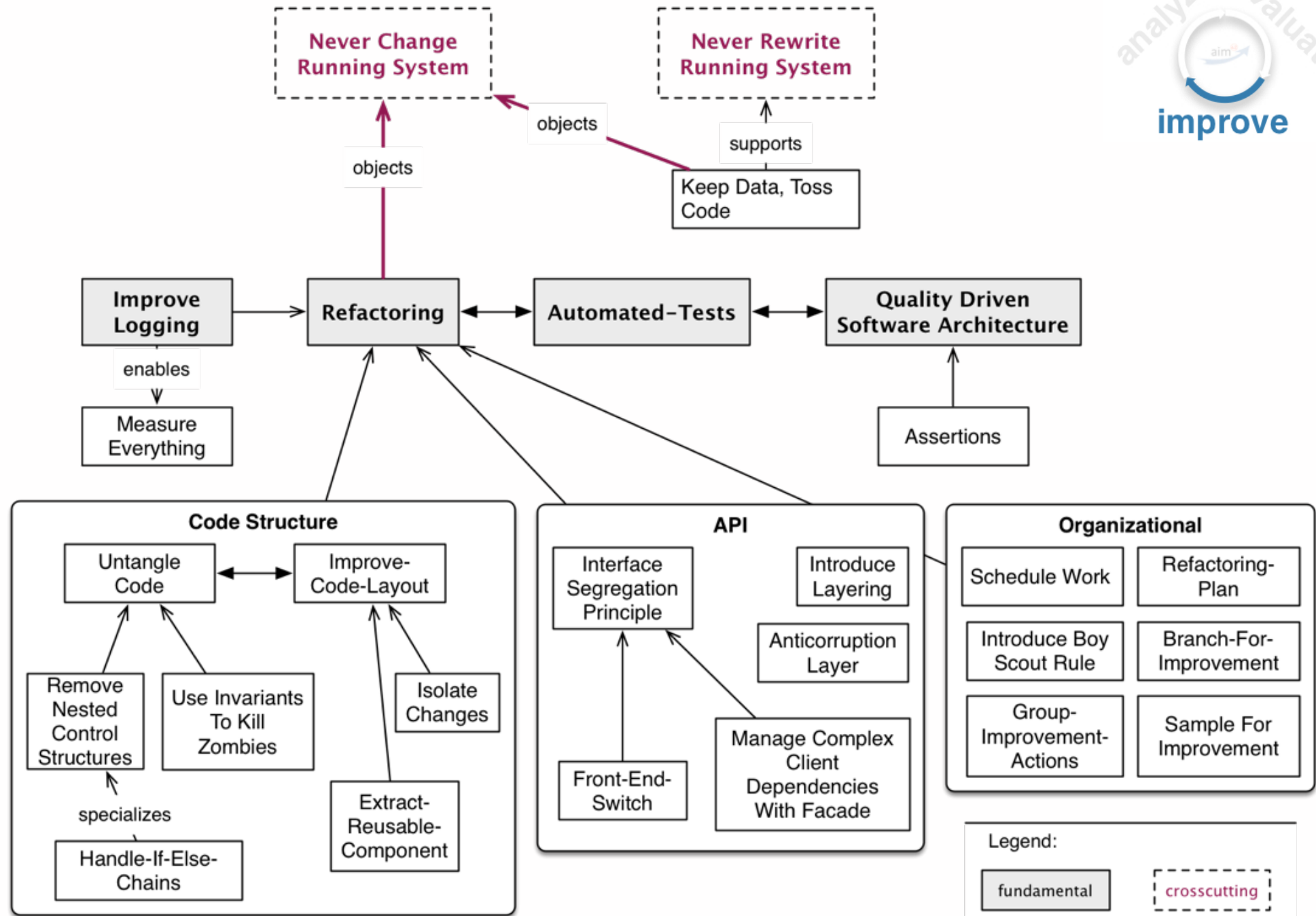
„Improve“ Overview

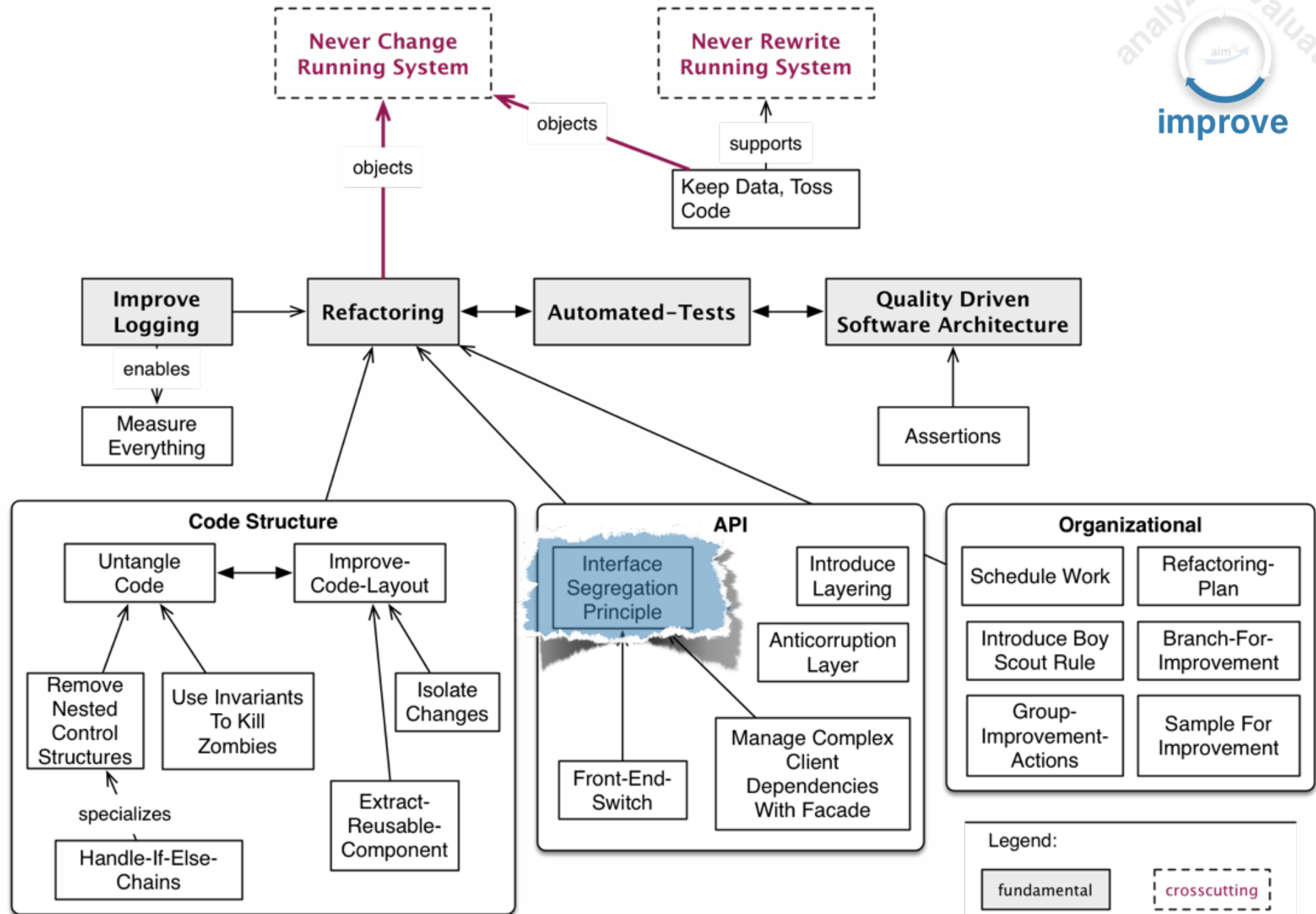


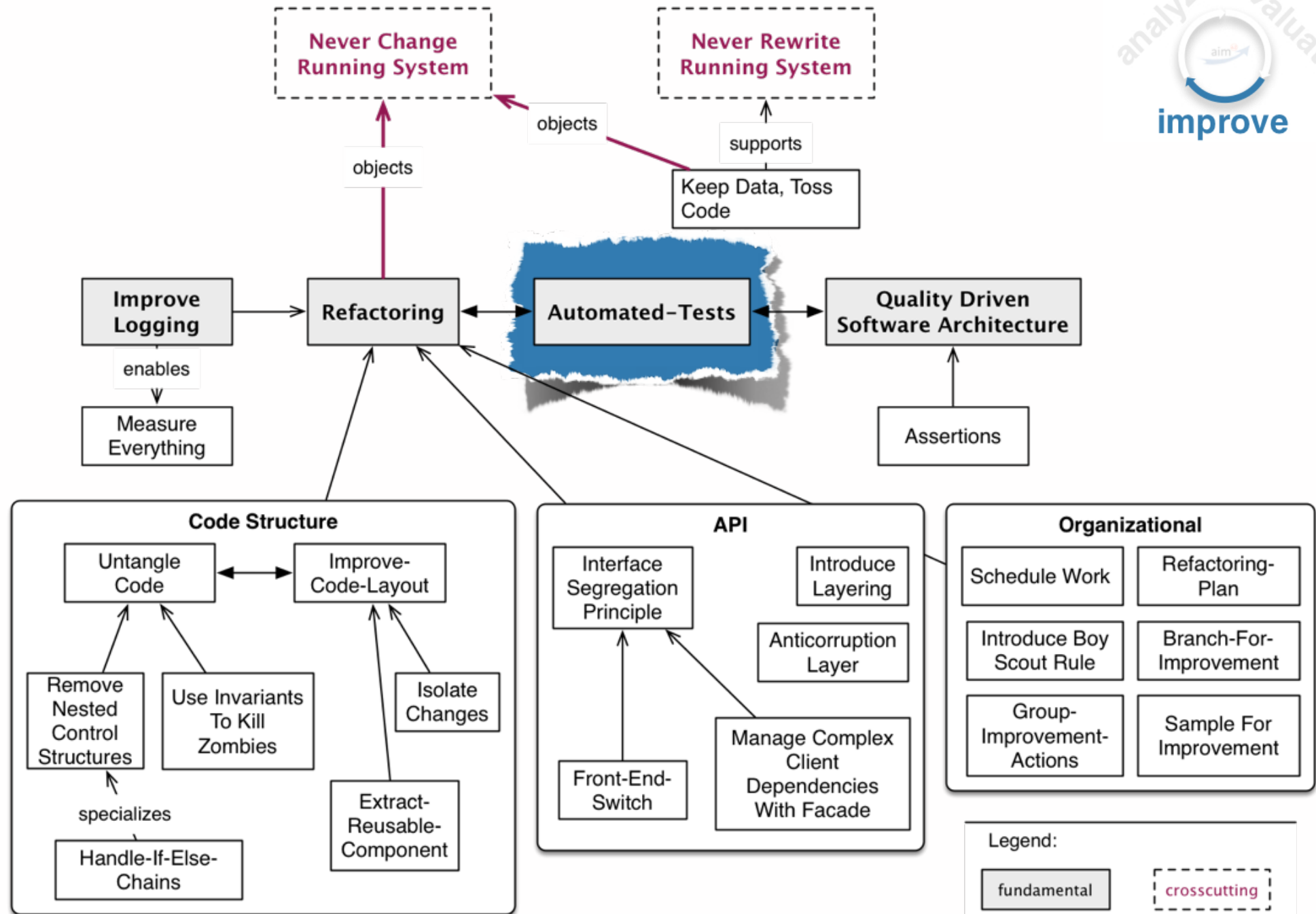
„Improve“ Practices



- › Anticorruption Layer
- › Assertions
- › Automated-Tests
- › Branch-For-Improvement
- › Extract-Reusable-Component
- › Front-End-Switch
- › Group-Improvement-Actions
- › Handle-If-Else-Chains
- › Improve-Code-Layout
- › Improve Logging
- › Interface Segregation Principle
- › Introduce Boy Scout Rule
- › Introduce-Layering
- › Isolate-Changes
- › Keep-Data-Toss-Code
- › Manage Complex Client Dependencies With Facade
- › Measure-Everything
- › Never-Change-Running-System
- › Never-Rewrite-Running-System
- › Quality-Driven-Software-Architecture
- › Refactoring
- › Refactoring-Plan
- › Remove-Nested-Control-Structures
- › Sample-For-Improvement
- › Schedule-Work
- › Untangle-Code
- › Use Invariants To Kill Zombies







Automated Tests



- › **Risk:** Changes fail existing processes in prod
- › Put this into numbers:
 - › Which processes are impacted by the new feature's code changes?
 - › Estimate the hourly cost of those processes failing in production
 - › Estimate the probability of each process's failure

Unit Tests

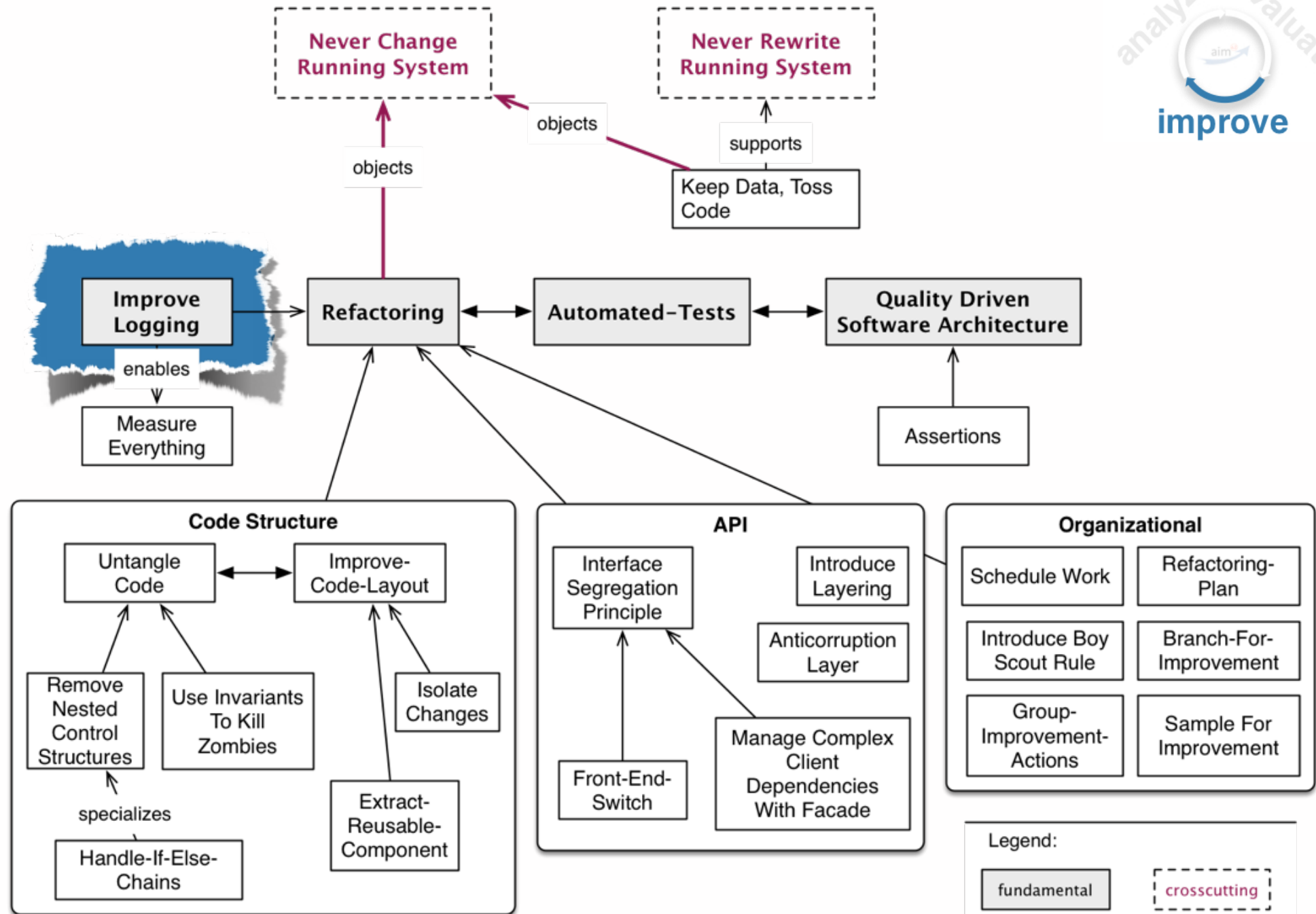


- › If you don't have any, start with new features
- › Reproduce each bug as a unit test
- › Write small tests
- › Use self-explaining test case names

Integration Tests



- › Priority: **Test your API!**
 - › cheaper than UI testing
 - › usually not acceptance tested
- › **Don't use mocks** if you're not forced to!
 - › only if 3rd-party regularly blocks you





Thesis:

Logging is the most
underestimated task in IT

State of Logging



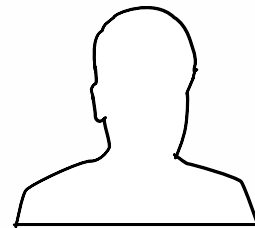
- › Growing number of user transactions
- › much larger log files
- › log files distributed across multiple systems
- › Increasing demand for real-time analysis

Information Types



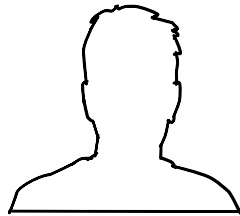
- › Operational data
- › Actions or state of the application
- › User interaction

Stakeholders



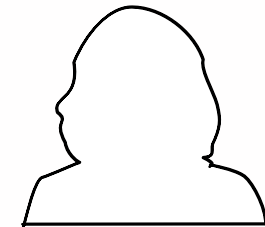
Operations

real-time health information



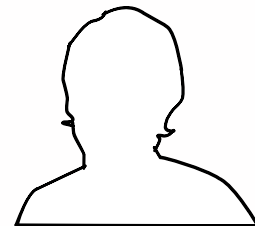
Developer

failure analysis after weeks



Product Owner

weekly usage reports



???

some complex daily report?

Improve Logging



- › Diagnostic contexts
- › Filters
- › Defined log format
- › Log aggregation
- › CorrelationID



Customer Story



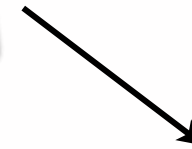
- › A well-known German bank
- › Web application for customer self-service
- › Customers call support hotline for failures
- › Hotline shall track state of transactions



Customer Story



Customer

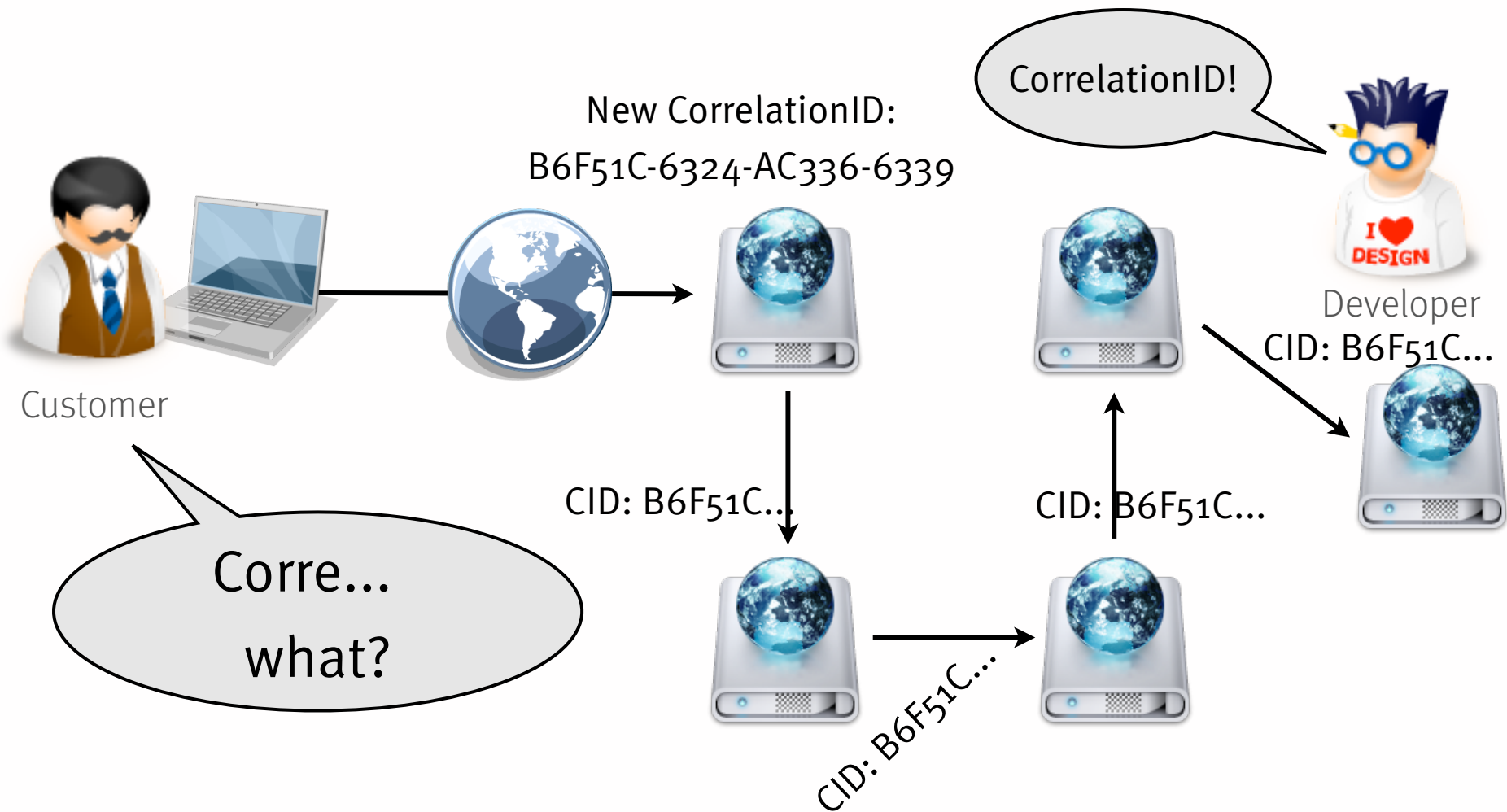


Developer

Support???



Customer Story





Customer Story



Customer

Action failed

Sorry, your action failed. Please contact support at
0800-33 66 99! You're reference is ADD132.
(11.08.2013)



Thesis:

Each piece of relevant
information is actually an event



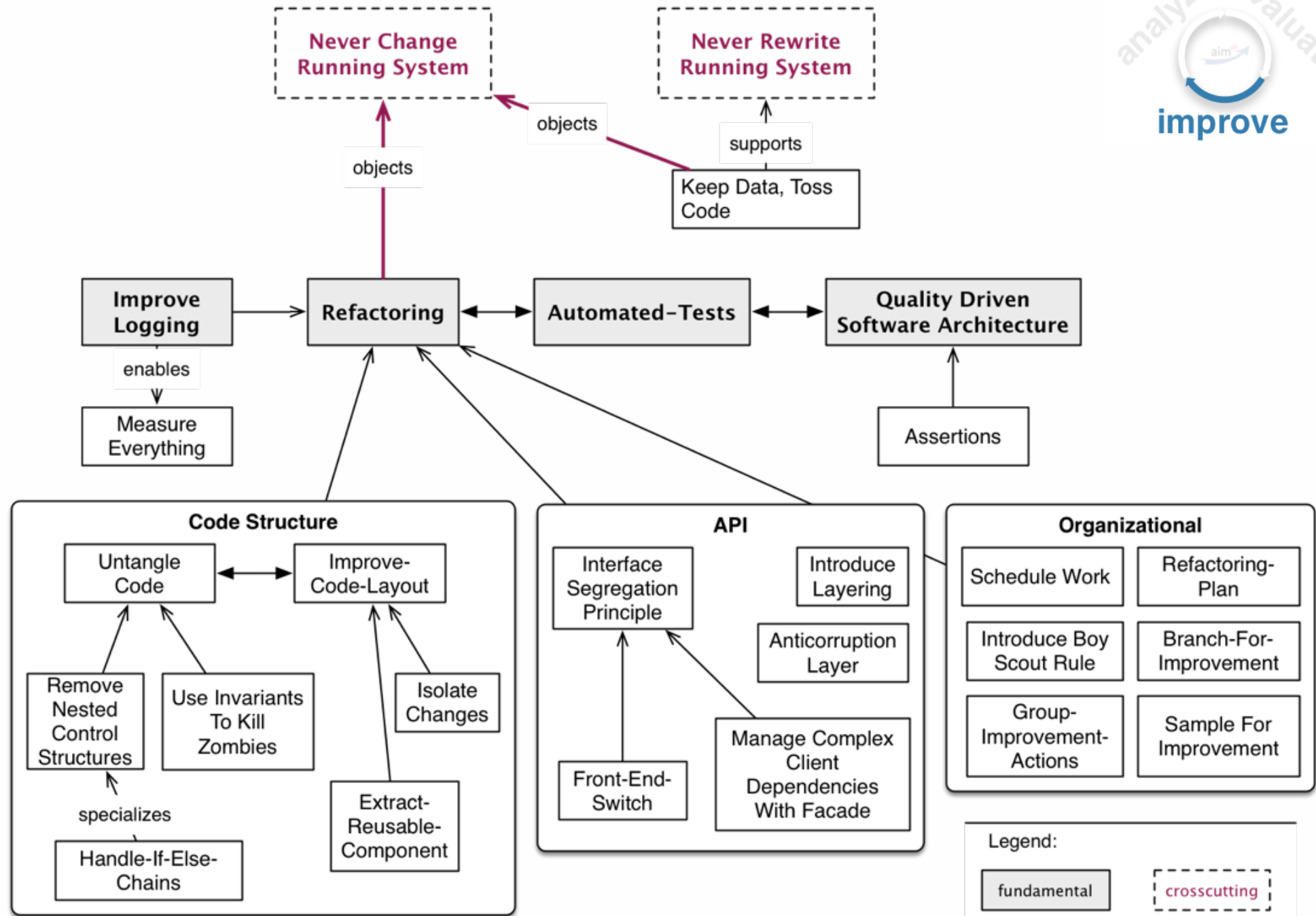
“An event is anything that we can observe occurring at a particular point in time.”

— Alexander Dean, Unified Log Processing, Manning



Event Streams

Taking the next step to continuous reporting



Questions? Comments?

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