

# *Business Value of* **Lean & Agile Methods**

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## **Using Return on Investment (ROI) and Real Options Analysis**

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LinkedIn: <http://www.linkedin.com/in/davidfrico>

Agile Capabilities: <http://davidfrico.com/rico-capability-agile.pdf>

Agile Cost of Quality: <http://www.davidfrico.com/agile-vs-trad-coq.pdf>

DevOps Return on Investment (ROI): <http://davidfrico.com/rico-devops-roi.pdf>

Dave's **NEW** Leadership Video: <http://www.youtube.com/watch?v=70LRzOk9VGY>

Dave's **NEW** Business Agility Video: <http://www.youtube.com/watch?v=hTvtsAkL8xU>

Dave's **NEWER** Scaled Agile Framework **SAFe 4.5** Video: <http://youtu.be/1TAuCRq5a34>

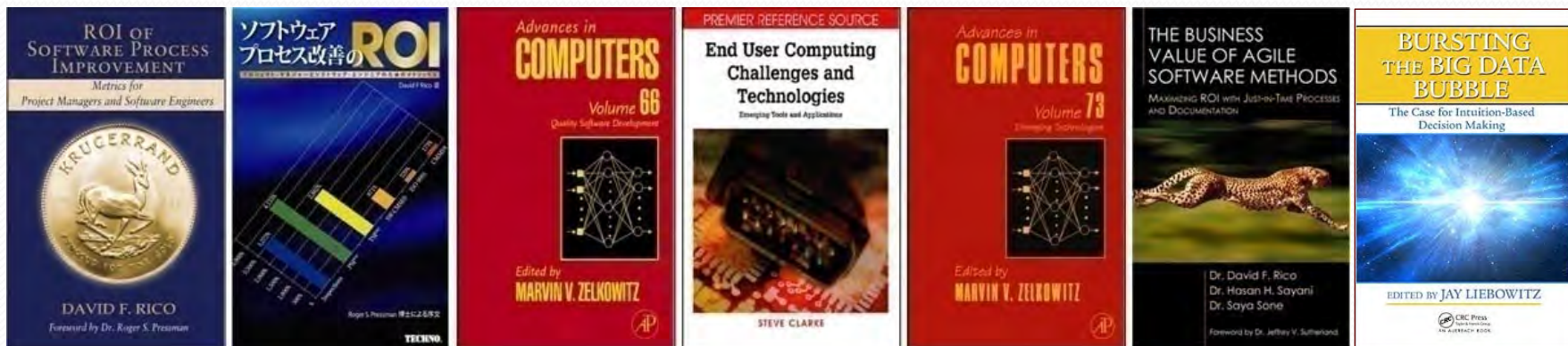
Dave's **NEWEST** Development Operations **Security** Video: <http://youtu.be/X22kJAvx44A>

DoD Fighter Jets **versus** Amazon Web Services: <http://davidfrico.com/dod-agile-principles.pdf>



# Author Background

- Gov't contractor with 35+ years of IT experience
- B.S. Comp. Sci., M.S. Soft. Eng., & D.M. Info. Sys.
- ☞ □ Large gov't projects in U.S., Far/Mid-East, & Europe



- Career systems & software engineering methodologist
- Lean-Agile, Six Sigma, CMMI, ISO 9001, DoD 5000
- NASA, USAF, Navy, Army, DISA, & DARPA projects
- Published seven books & numerous journal articles
- Intn'l keynote speaker, 200+ talks to 14,500 people
- Specializes in metrics, models, & cost engineering
- Cloud Computing, SOA, Web Services, FOSS, etc.
- Professor at 7 Washington, DC-area universities



# Internet of Things—Dinosaur Killer

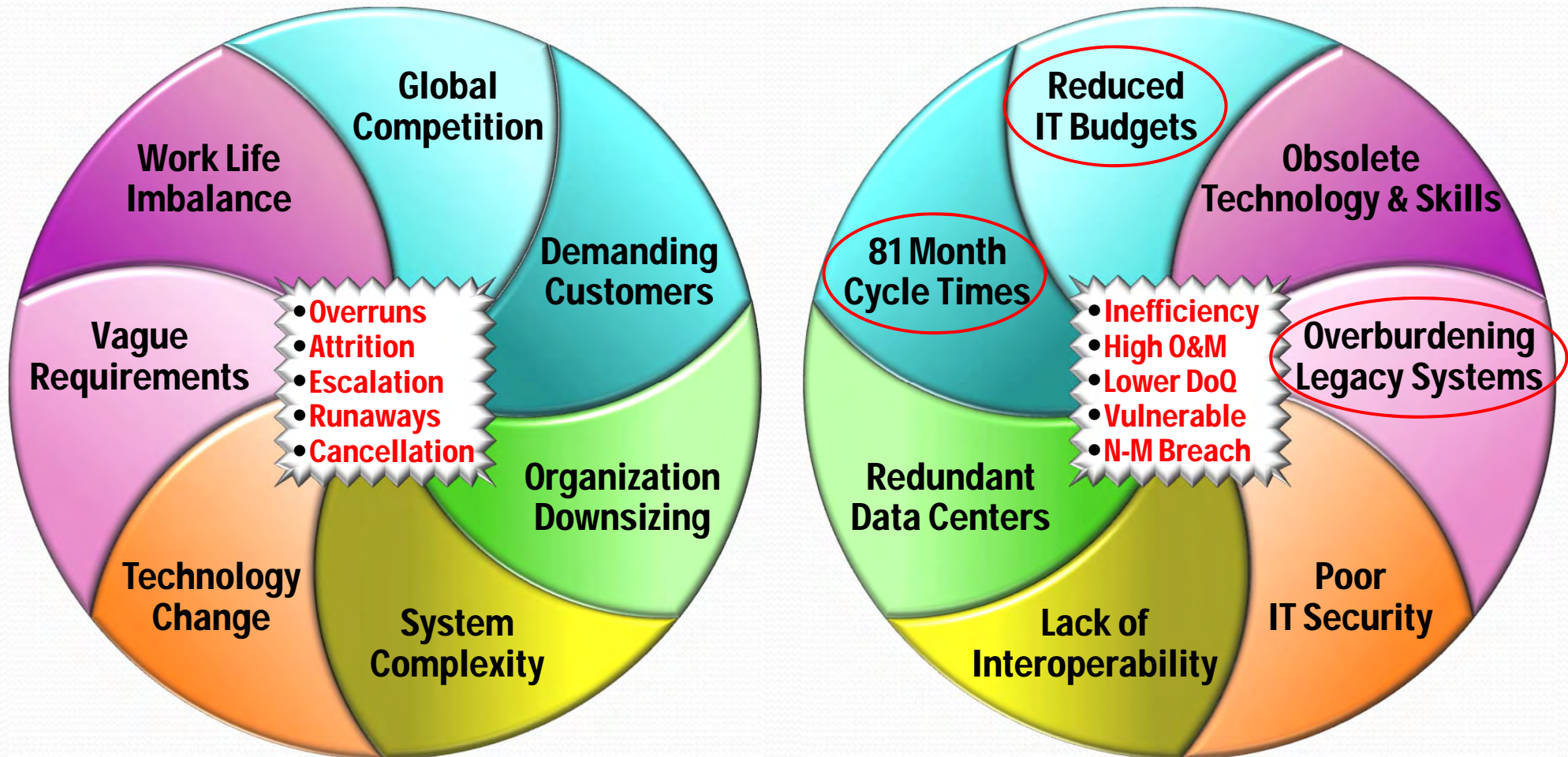
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## **IoT is an Extinction Level Event**

- **25-50B Devices on IOT**
- **5-10B Internet Hosts**
- **4-8B Mobile Phones**
- **2-3B End User Sys**
- **Mass Business Failure**



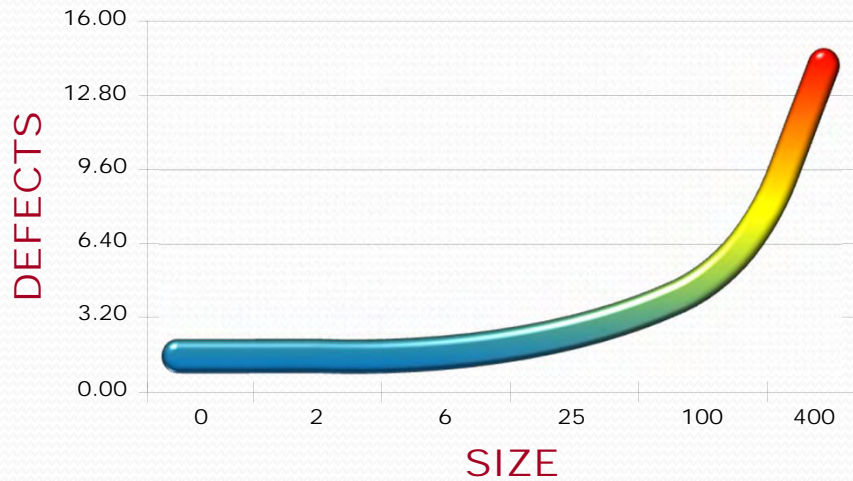
# Today's WHIRLWIND ENVIRONMENT



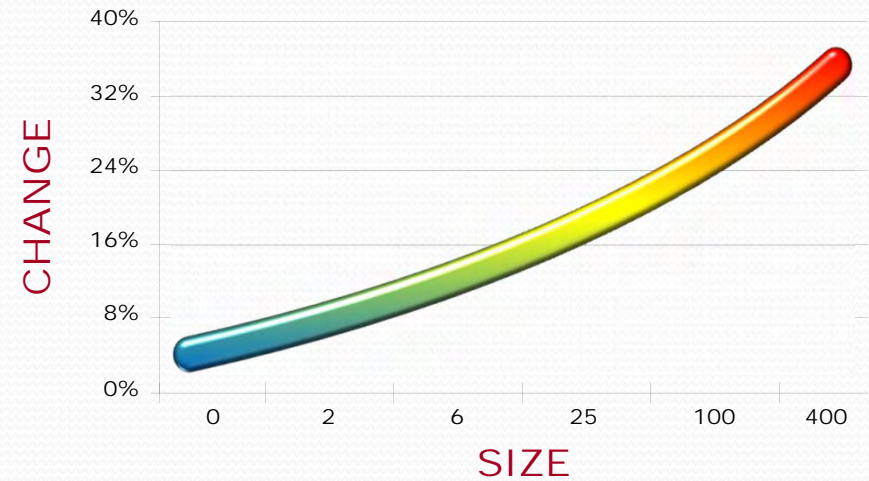


# Large TRADITIONAL Projects

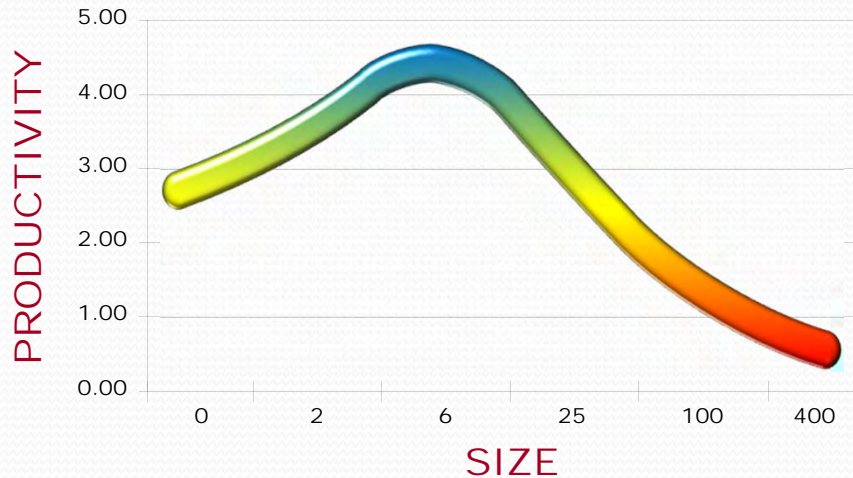
### Size vs. Quality



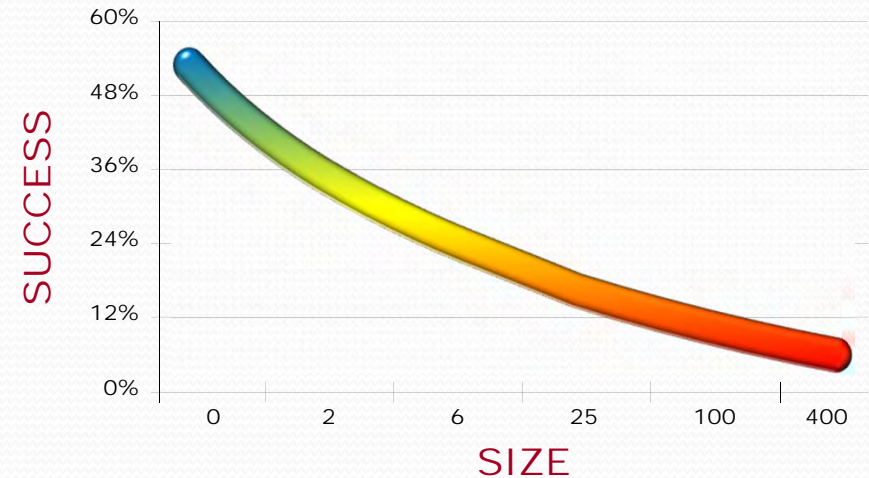
### Size vs. Change



### Size vs. Productivity



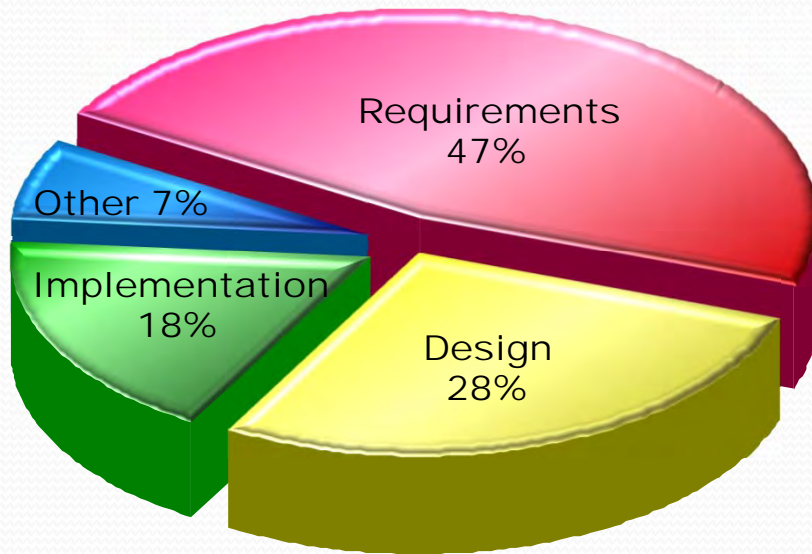
### Size vs. Success



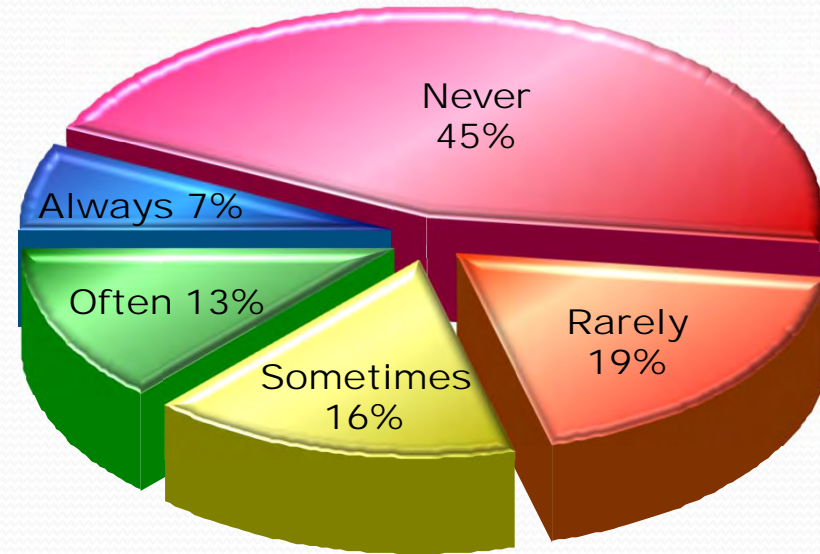


# Large TRADITIONAL Projects—Cont'd

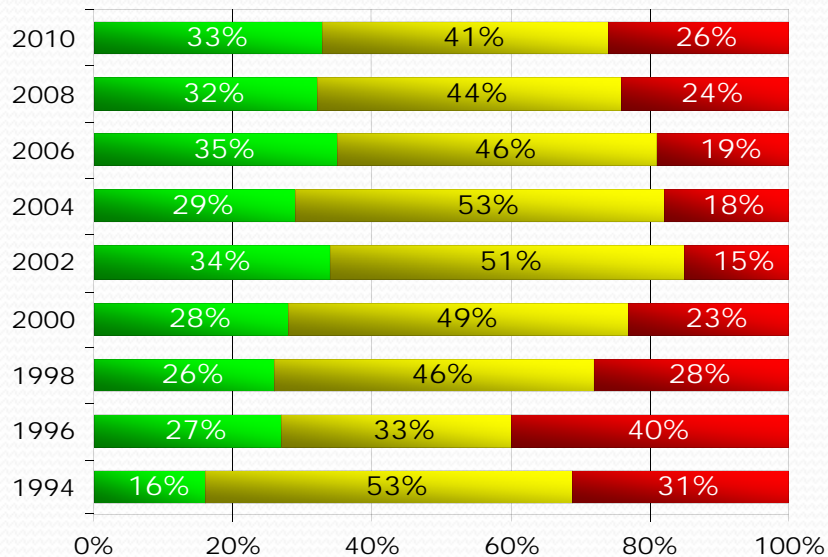
## DEFECTS



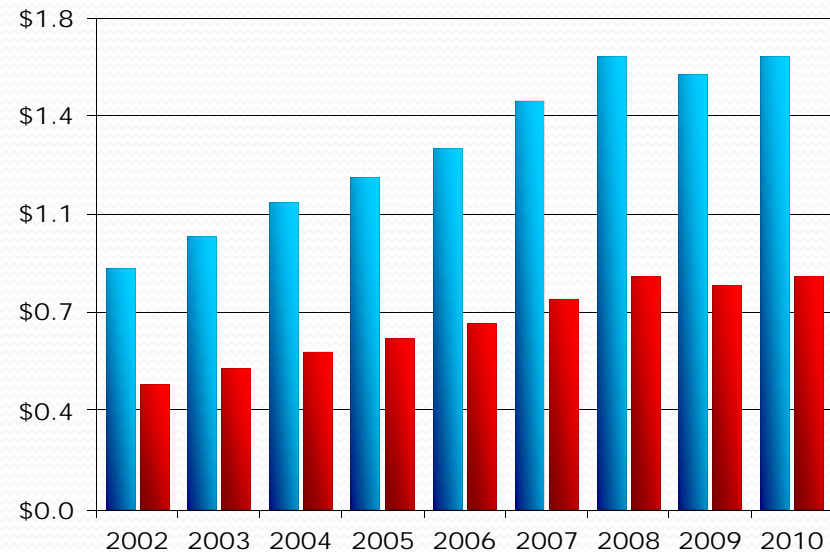
## WASTE



## IT PROJECT FAILURES



## GLOBAL IT PROJECT FAILURES





# What is Agility?

- A-gil-i-ty (ə-'ji-lə-tē) Property consisting of quickness, lightness, and ease of movement; To be very nimble
  - *The ability to create and respond to change in order to profit in a turbulent global business environment*
  - *The ability to quickly reprioritize use of resources when requirements, technology, and knowledge shift*
  - *A very fast response to sudden market changes and emerging threats by intensive customer interaction*
  - *Use of evolutionary, incremental, and iterative delivery to converge on an optimal customer solution*
  - *Maximizing **BUSINESS VALUE** with right sized, just-enough, and just-in-time processes and documentation*

# What are Agile Values?

- People-centric way to create innovative solutions
- Product-centric alternative to documents/process
- ☞ □ Market-centric model to maximize business value

**CUSTOMER  
COLLABORATION**

VS CONTRACT  
NEGOTIATION

**INDIVIDUALS &  
INTERACTIONS**

VS PROCESSES  
AND TOOLS

**WORKING  
PRODUCTS**

VS COMPREHENSIVE  
DOCUMENTATION

**RESPONDING  
TO CHANGE**

VS FOLLOWING  
A PLAN



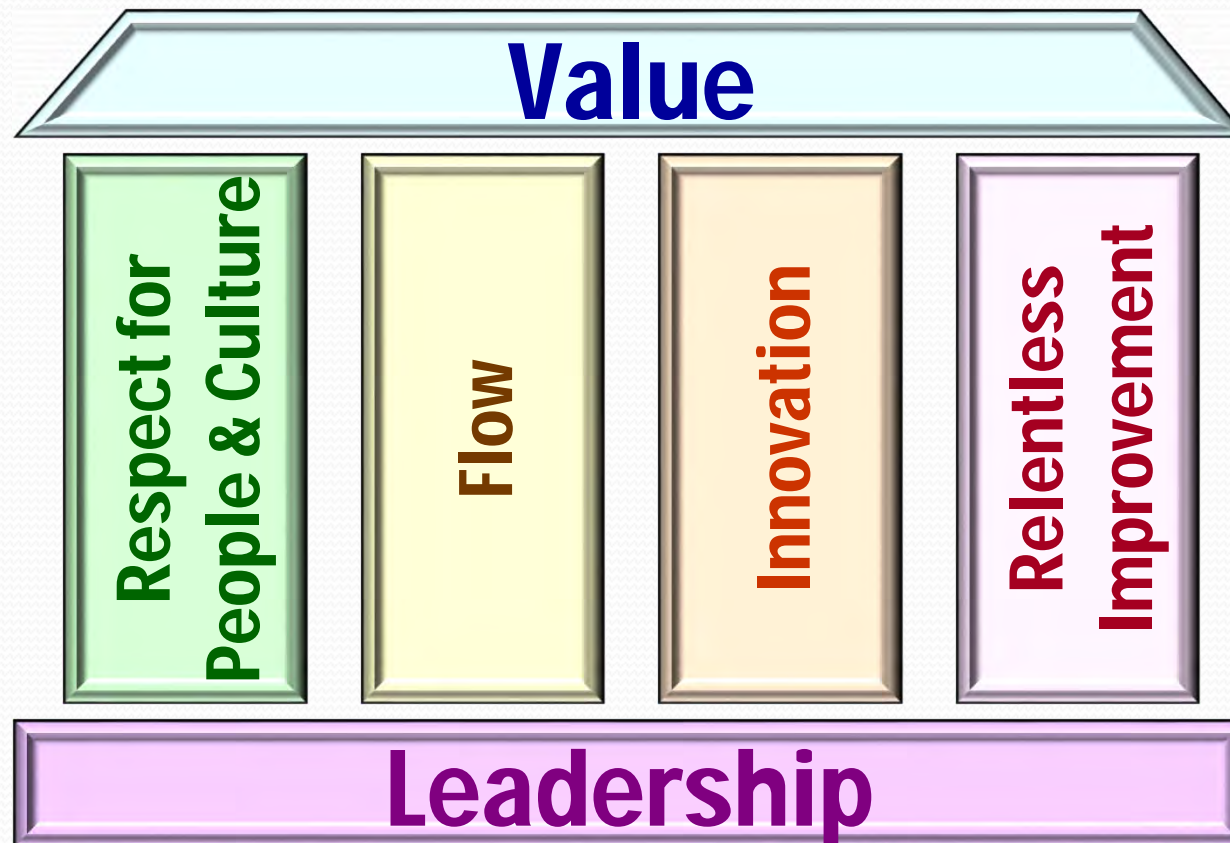
# What is Lean?

- Lean (lēn): Property consisting of being **thinness**, **slimness**, and **skinniness**; To be extremely slender
  - A **customer-driven** *product development process that delivers the maximum amount of business value*
  - An economical way of **planning and managing the development of complex new products and services**
  - A product development process that is **free of excess waste, capacity, and non-value adding activities**
  - **Just-enough, just-in-time, and right-sized product development processes, documentation, and tools**
  - A product development approach that is **ADAPTABLE TO CHANGE** in customer needs and market conditions



# What are Lean Values?

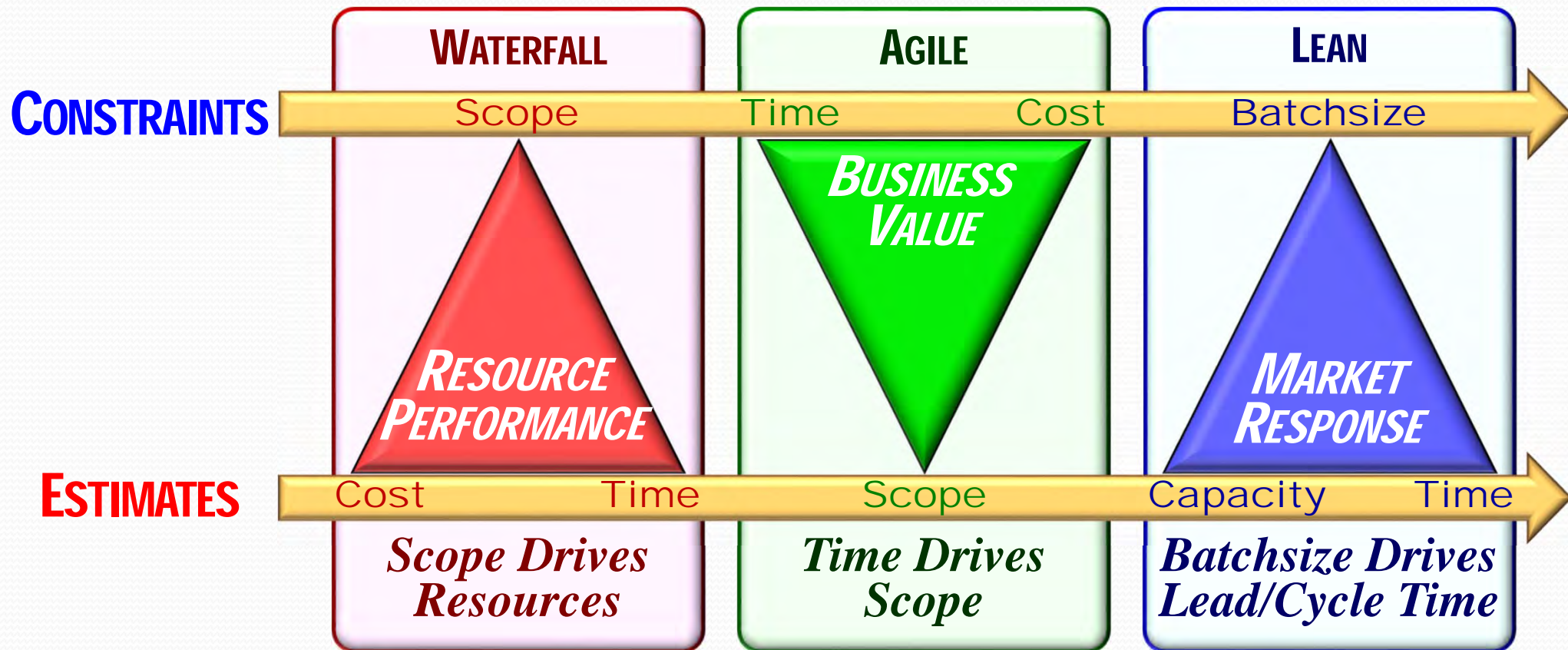
- Time-centric way to compete on speed & time
- Customer-centric model to optimize cost & quality
- ☞ □ Pull-centric alternative to wasteful mass production





# Lean & Agile **GOLDBLOCKS** Zone

- Traditional project management is scope-based
- Agile project management is primarily time-based
- ☞ □ Batchsize, capacity, & time key to market response



Rico, D. F. (2017). *Lean triangle: Triple constraints*. Retrieved December 17, 2017, from <http://davidfrico.com/lean-triangle.pdf>

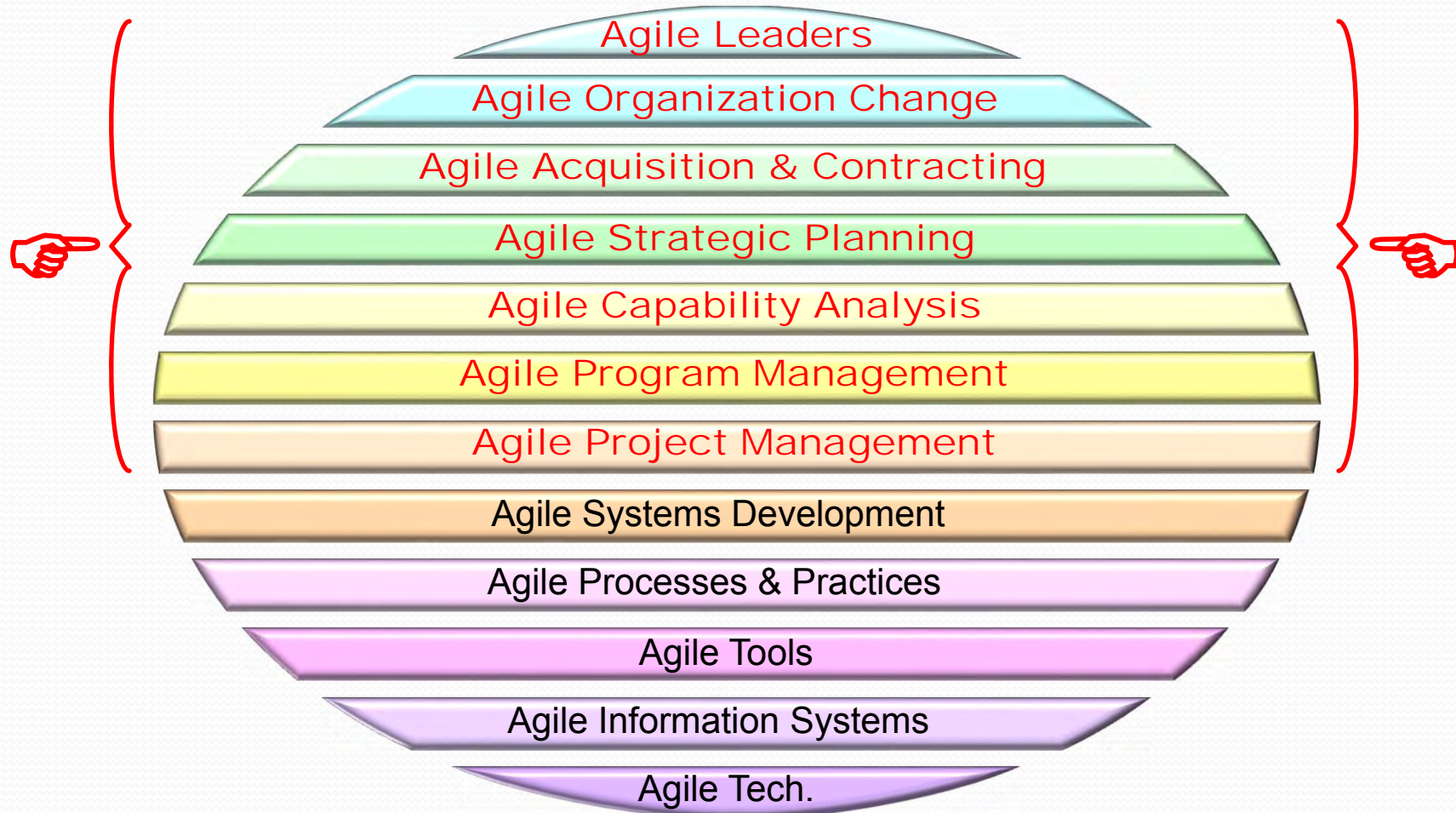
Sylvester, T. (2013). *Waterfall, agile, and the triple constraint*. Retrieved December 16, 2017, from <http://tom-sylvester.com/lean-agile/waterfall-agile-the-triple-constraint>

Pound, E. S., Bell, J. H., Spearman, M. L. (2014). *Factory physics: How leaders improve performance in a post-lean six sigma world*. New York, NY: McGraw-Hill Education.



# Agile World View

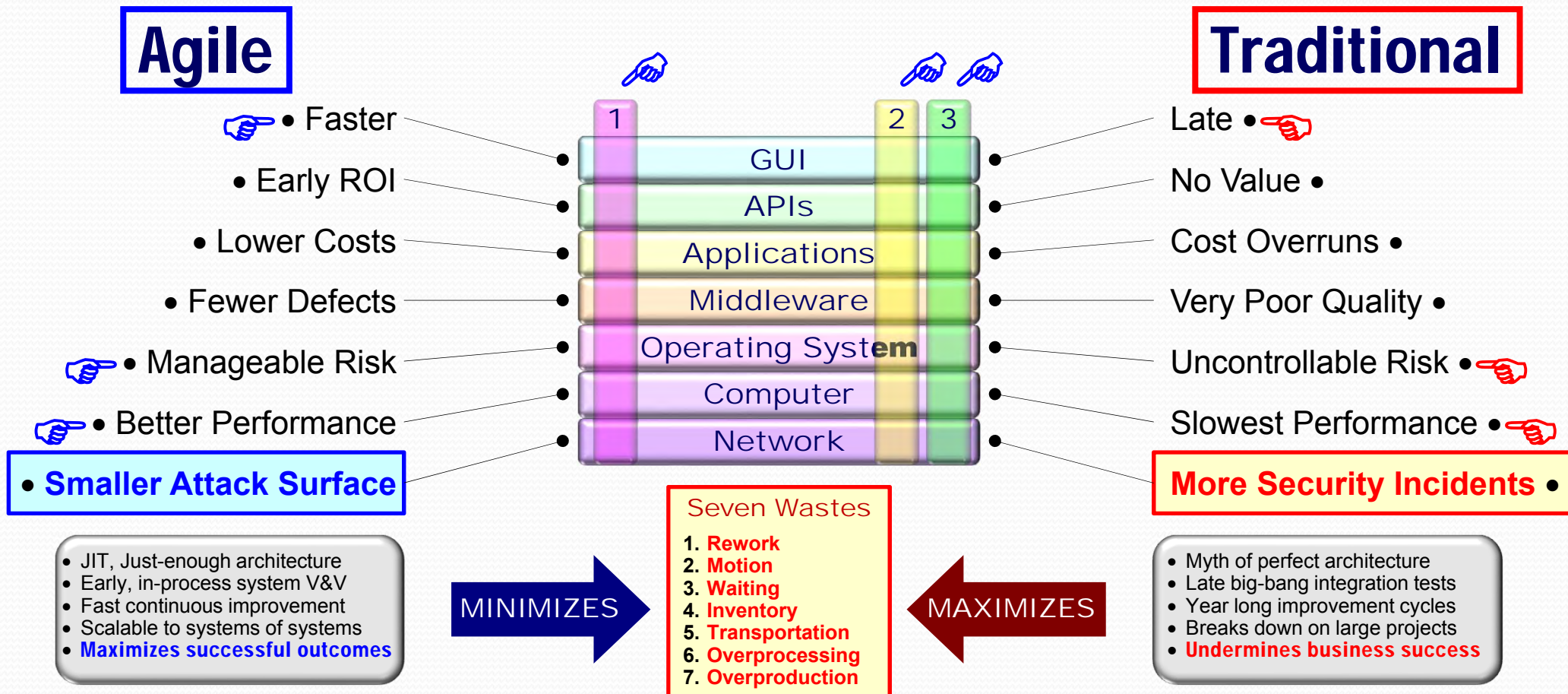
- “Agility” has many **dimensions** other than IT
- It ranges from **leadership** to **technological** agility
- ☞ □ Today’s focus is on **organizational & enterprise** agility





# Agile Methods—How they work?

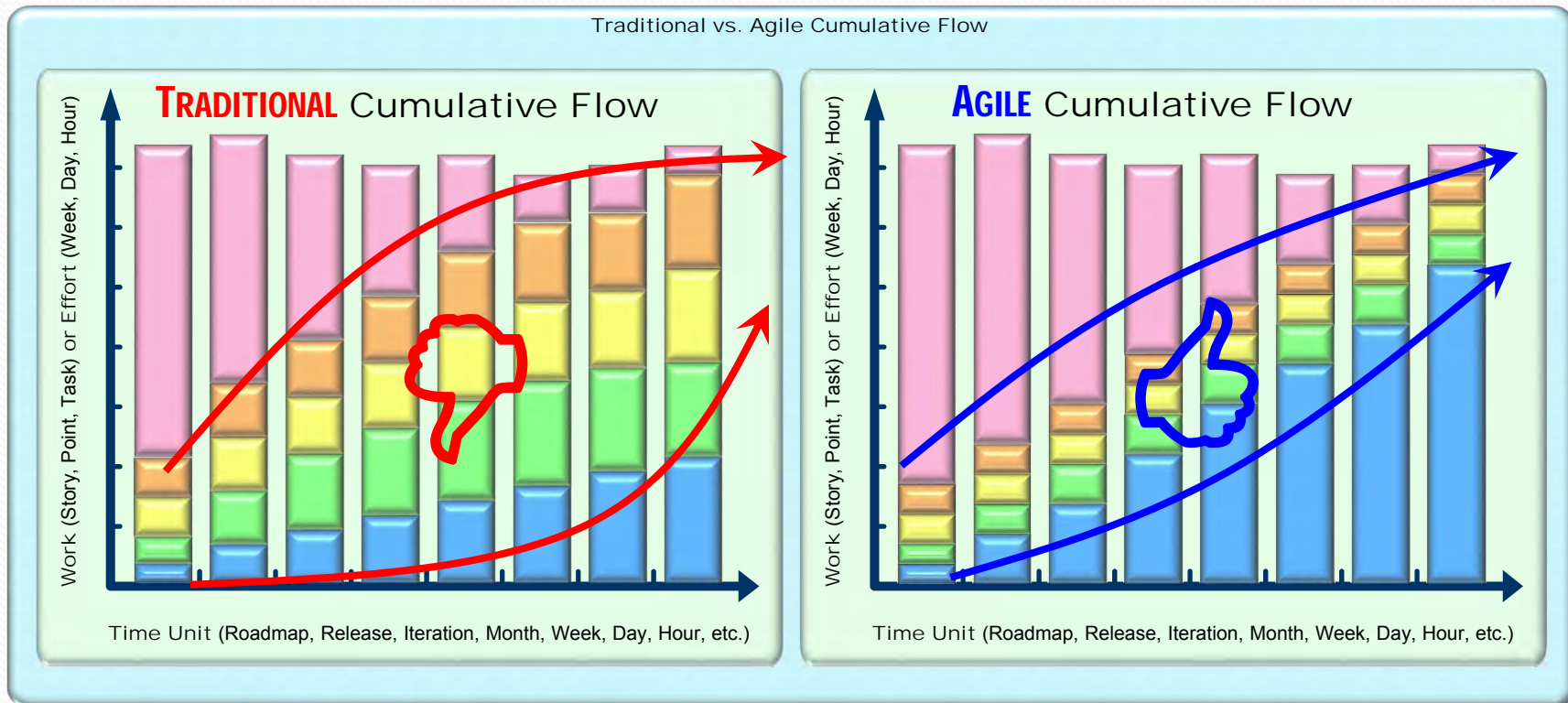
- Agile requirements implemented in slices vs. layers
- User needs with higher business value are done first
- ☞ □ Reduces cost & risk while increasing business success





# Agile Methods—Workflow Results

- ❑ Late big bang integration increases WIP backlog
- ❑ Agile testing early and often reduces WIP backlog
- ☞ Improves workflow and reduces WIP & lead times



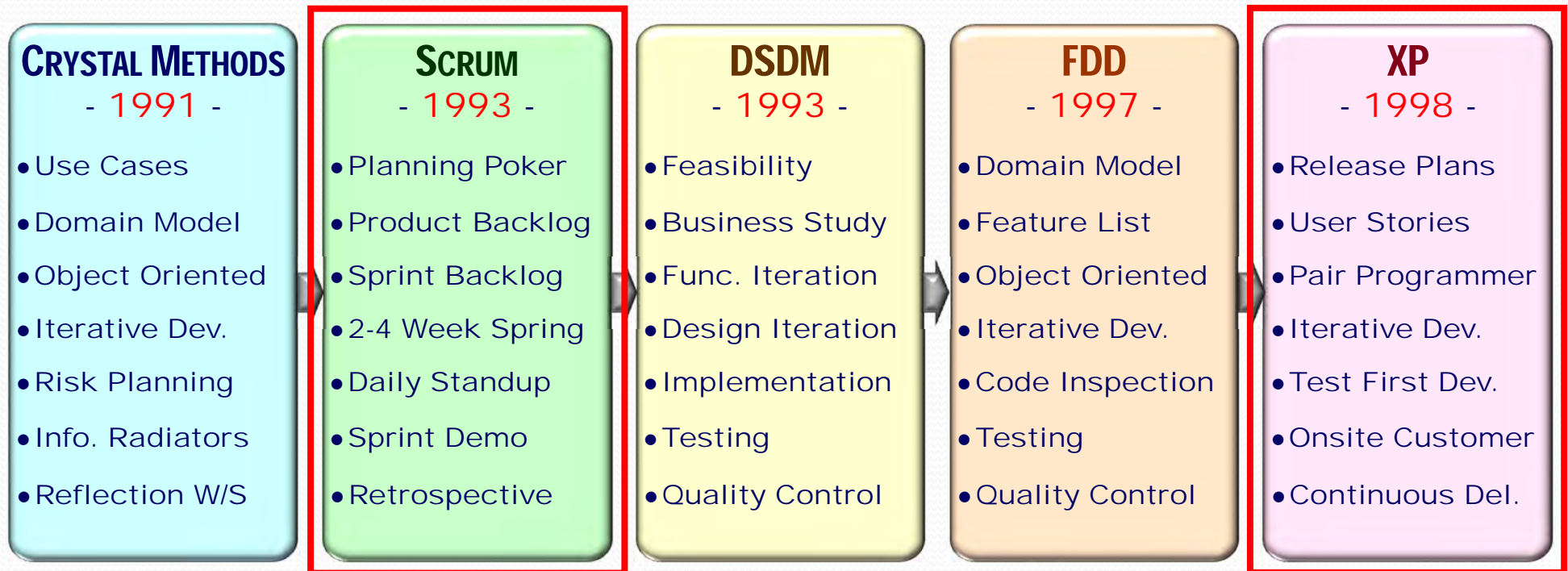
Anderson, D. J. (2004). *Agile management for software engineering*. Upper Saddle River, NJ: Pearson Education.

Anderson, D. J. (2010). *Kanban: Successful evolutionary change for your technology business*. Sequim, WA: Blue Hole Press.



# Models of AGILE DEVELOPMENT

- Agile methods spunoff flexible manufacturing 1990s
- Extreme Programming (XP) swept the globe by 2002
- ☞ □ Today, over 90% of IT projects use Scrum/XP hybrid



Cockburn, A. (2002). *Agile software development*. Boston, MA: Addison-Wesley.

Schwaber, K., & Beedle, M. (2001). *Agile software development with scrum*. Upper Saddle River, NJ: Prentice-Hall.

Stapleton, J. (1997). *DSDM: A framework for business centered development*. Harlow, England: Addison-Wesley.

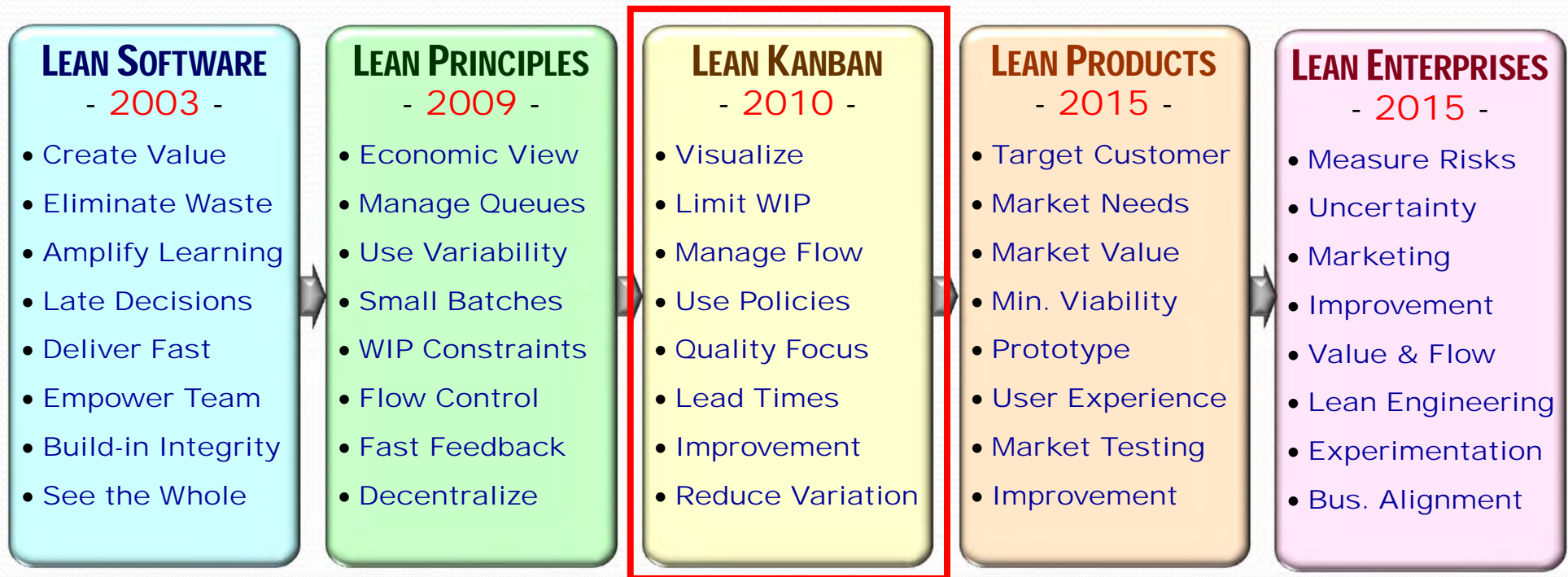
Palmer, S. R., & Felsing, J. M. (2002). *A practical guide to feature driven development*. Upper Saddle River, NJ: Prentice-Hall.

Beck, K. (2000). *Extreme programming explained: Embrace change*. Reading, MA: Addison-Wesley.



# Models of LEAN DEVELOPMENT

- Numerous models of lean development emerging
- Based on principles of lean thinking & just-in-time
- ☞ □ Include software, project, & product management

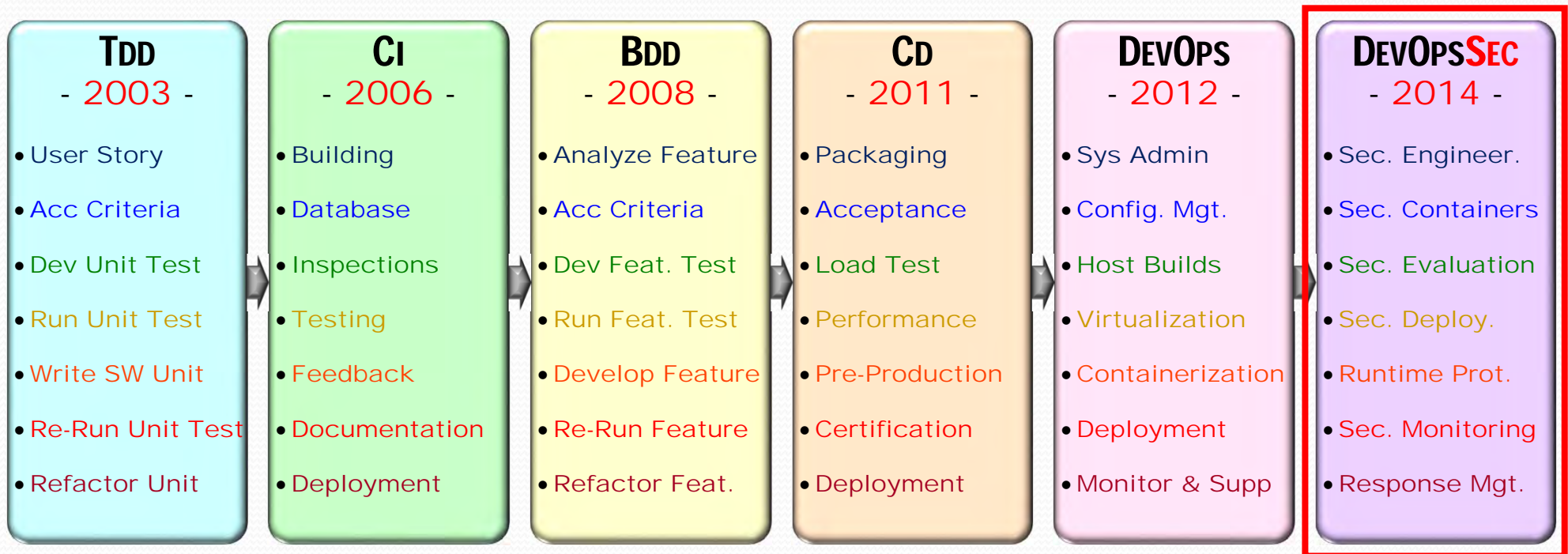


Poppendieck, M., & Poppendieck, T. (2003). *Lean software development: An agile toolkit for software development managers*. Boston, MA: Addison Wesley.  
Reinertsen, D. G. (2009). *The principles of product development flow: Second generation lean product development*. New York, NY: Celeritas.  
Anderson, D. J. (2010). *Kanban: Successful evolutionary change for your technology business*. Sequim, WA: Blue Hole Press.  
Olsen, D. (2015). *The lean product playbook: How to innovate with minimum viable products and rapid customer feedback*. Hoboken, NJ: John Wiley & Sons.  
Humble, J., Molesky, J., & O'Reilly, B. (2015). *Lean enterprise: How high performance organizations innovate at scale*. Sebastopol, CA: O'Reilly Media.



# Models of **AGILE DELIVERY**

- Numerous models of lean-agile testing emerging
- Based on principles of lean & agile one piece flow
- ☞ □ Include software, hardware, system, & port. testing

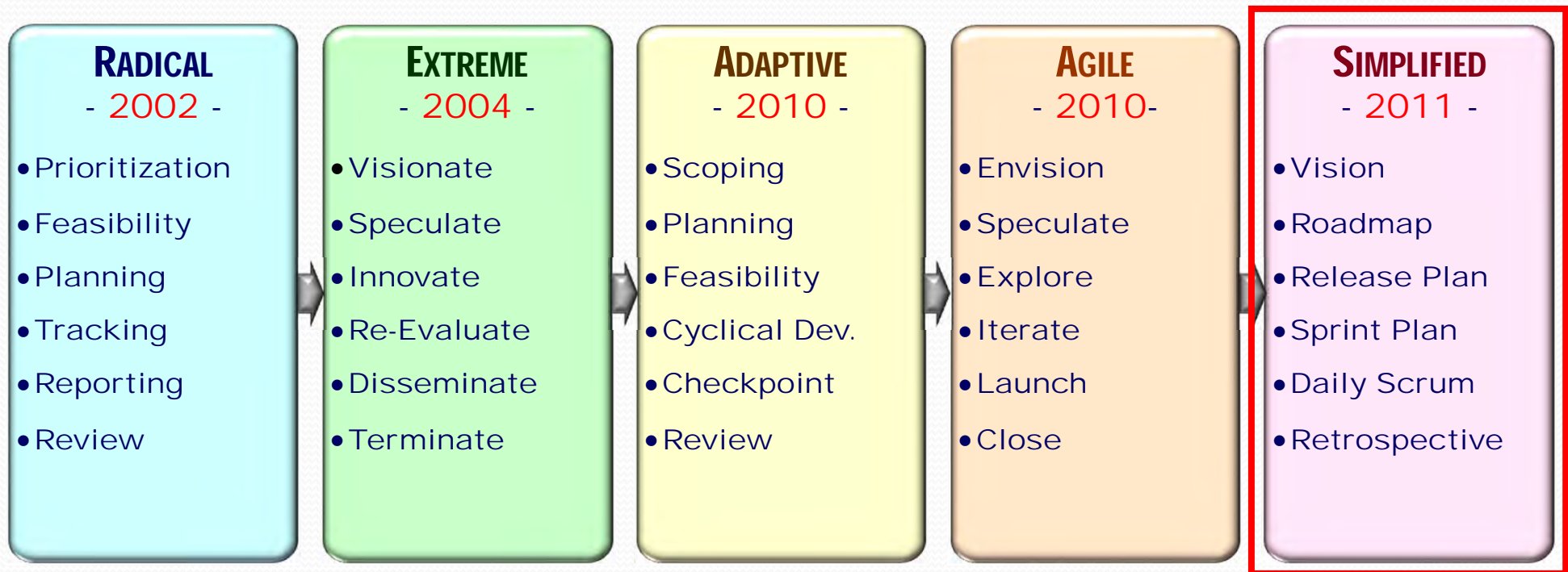


Beck, K. (2003). *Test-driven development: By example*. Boston, MA: Addison-Wesley.  
Duvall, P., Matyas, S., & Glover, A. (2006). *Continuous integration*. Boston, MA: Addison-Wesley.  
Barker, K., & Humphries, C. (2008). *Foundations of rspec: Behavior driven development with ruby and rails*. New York, NY: Apress.  
Humble, J., & Farley, D. (2011). *Continuous delivery*. Boston, MA: Pearson Education.  
Huttermann, M. (2012). *Devops for developers: Integrate development and operations the agile way*. New York, NY: Apress.  
Bird, J. (2016). *Devopsec: Delivering secure software through continuous delivery*. Sebastopol, CA: O'Reilly Media.



# Models of **AGILE PROJECT MGT.**

- Dozens of Agile project management models emerged
- Many stem from principles of Extreme Programming
- ☞ □ Vision, releases, & iterative development common



Thomsett, R. (2002). *Radical project management*. Upper Saddle River, NJ: Prentice-Hall.

DeCarlo, D. (2004). *Extreme project management: Using leadership, principles, and tools to deliver value in the face of volatility*. San Francisco, CA: Jossey-Bass.

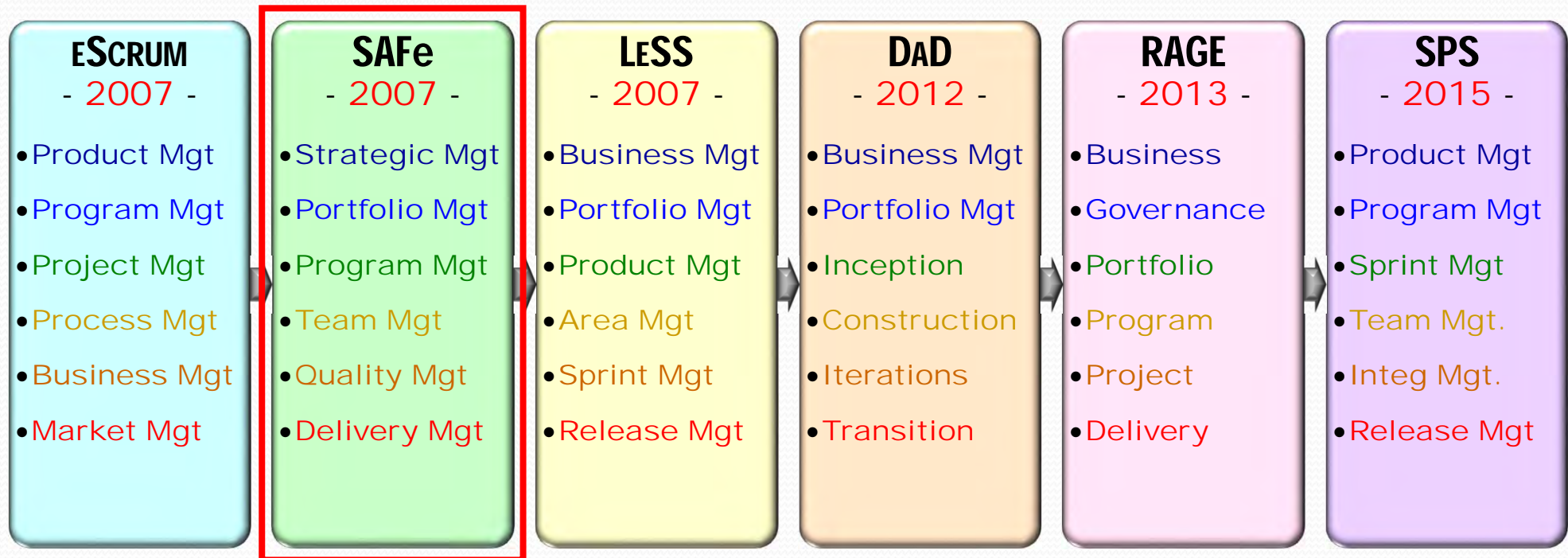
Wysocki, R.F. (2010). *Adaptive project framework: Managing complexity in the face of uncertainty*. Boston, MA: Pearson Education.

Highsmith, J. A. (2010). *Agile project management: Creating innovative products*. Boston, MA: Pearson Education.

Layton, M. C., & Maurer, R. (2011). *Agile project management for dummies*. Hoboken, NJ: Wiley Publishing.

# Models of AGILE PORTFOLIO MGT.

- Numerous models of agile portfolio mgt. emerging
- Based on lean-kanban, release planning, and Scrum
- ☞ □ Include **organization**, **program**, & **project** management



Schwaber, K. (2007). *The enterprise and scrum*. Redmond, WA: Microsoft Press.

Leffingwell, D. (2007). *Scaling software agility: Best practices for large enterprises*. Boston, MA: Pearson Education.

Larman, C., & Vodde, B. (2008). *Scaling lean and agile development: Thinking and organizational tools for large-scale scrum*. Boston, MA: Addison-Wesley.

Ambler, S. W., & Lines, M. (2012). *Disciplined agile delivery: A practitioner's guide to agile software delivery in the enterprise*. Boston, MA: Pearson Education.

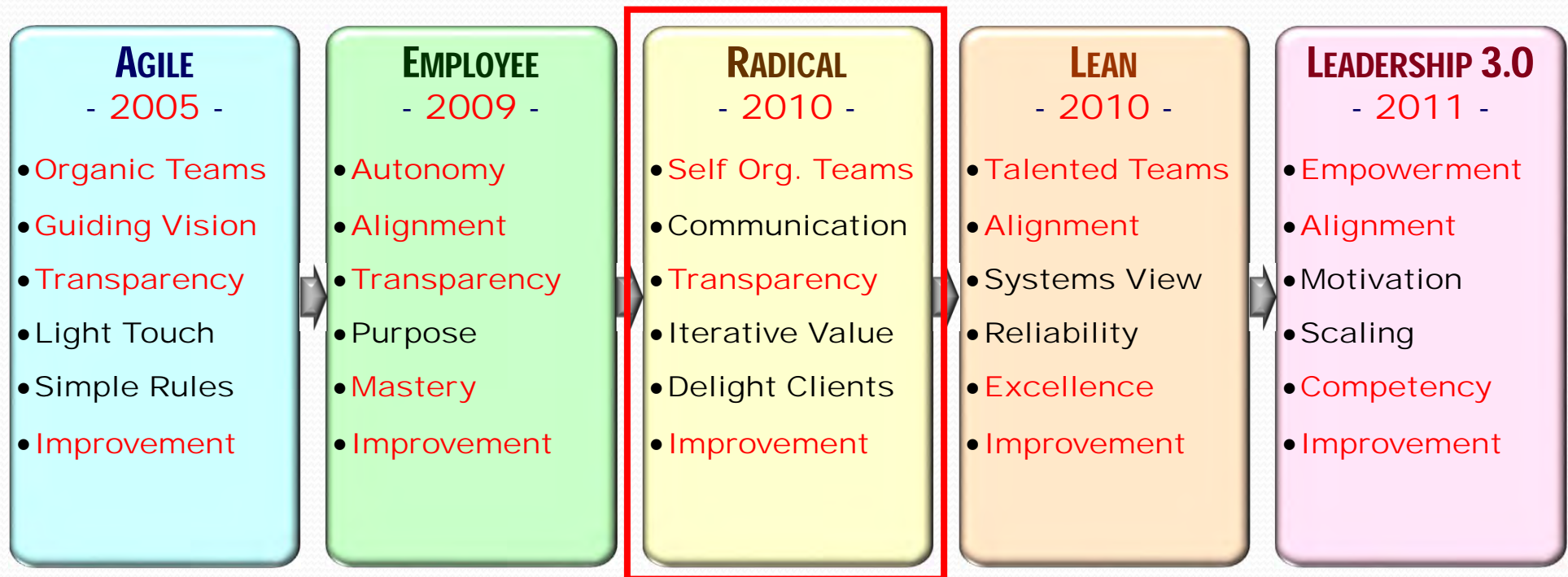
Thompson, K. (2013). *cPrime's R.A.G.E. is unleashed: Agile leaders rejoice!* Retrieved March 28, 2014, from <http://www.cprime.com/tag/agile-governance>

Schwaber, K. (2015). *The definitive guide to nexus: The exoskeleton of scaled scrum development*. Lexington, MA: Scrum.Org



# Models of AGILE LEADERSHIP

- Numerous theories of agile leadership have emerged
- Many have to do with delegation and empowerment
- ☞ □ Leaders have major roles in **visioning** and **enabling**



Augustine, S. (2005). *Managing agile projects*. Upper Saddle River, NJ: Pearson Education.

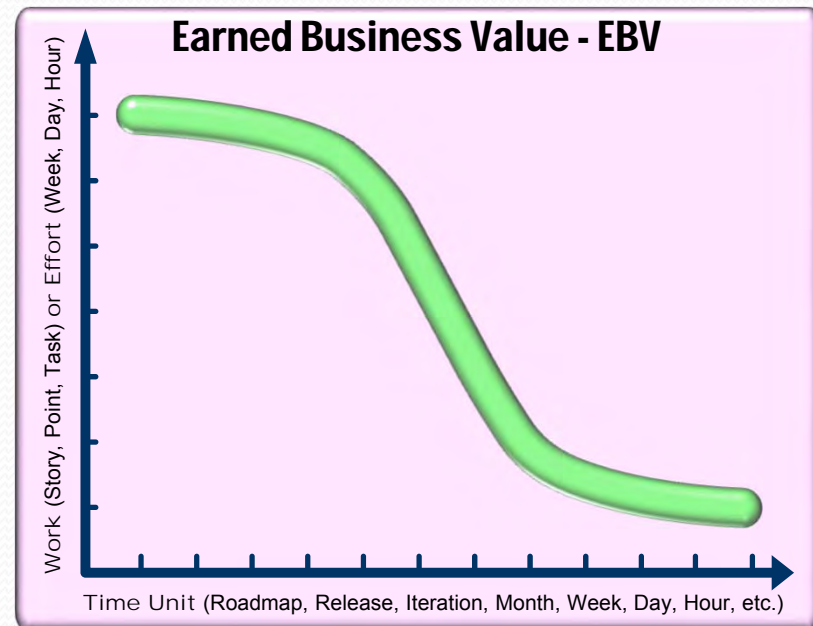
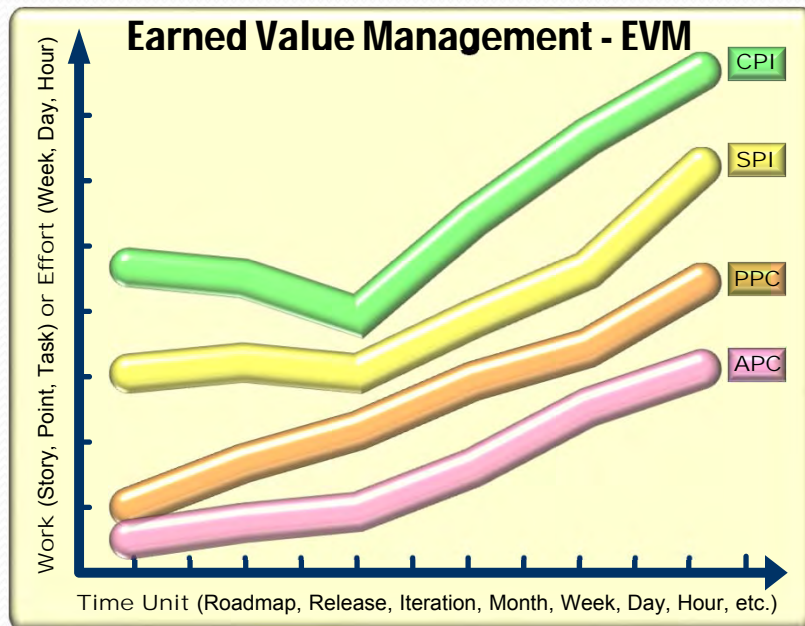
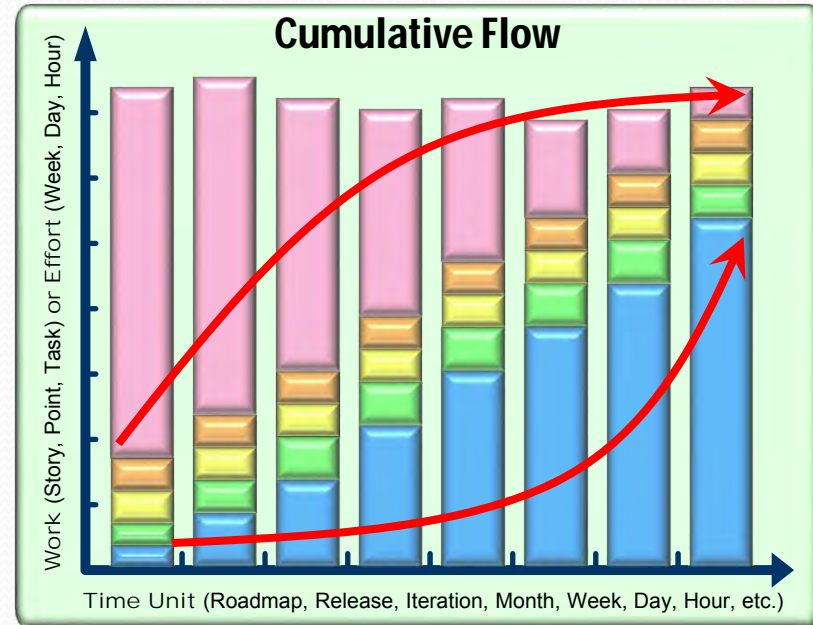
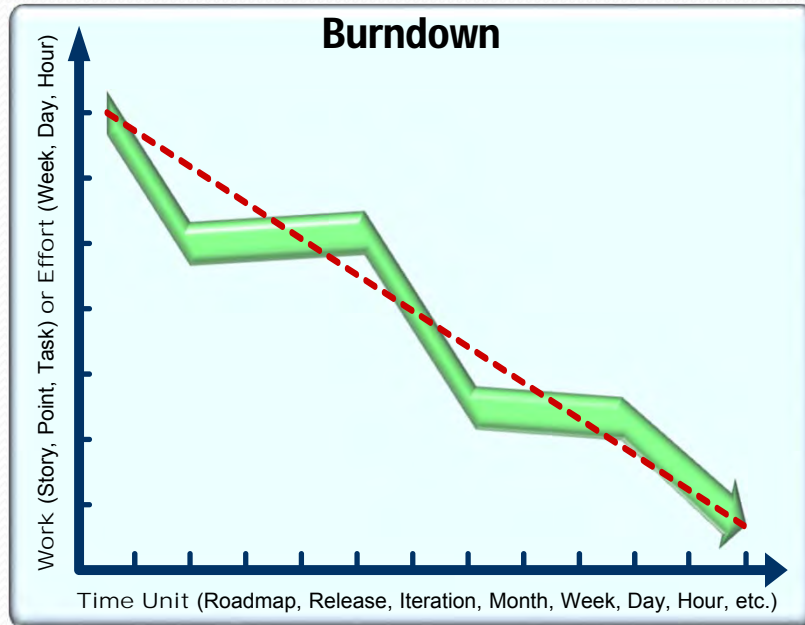
Pink, D. H. (2009). *Drive: The surprising truth about what motivates us*. New York, NY: Penguin Books.

Denning, S. (2010). *The leader's guide to radical management: Reinventing the workplace for the 21st century*. San Francisco, CA: John Wiley & Sons.

Poppendieck, M., & Poppendieck, T. (2010). *Leading lean software development: Results are not the point*. Boston, MA: Pearson Education.

Appelo, J. (2011). *Management 3.0: Leading agile developers and developing agile leaders*. Boston, MA: Pearson Education.

# Agile Methods—Basic Metrics

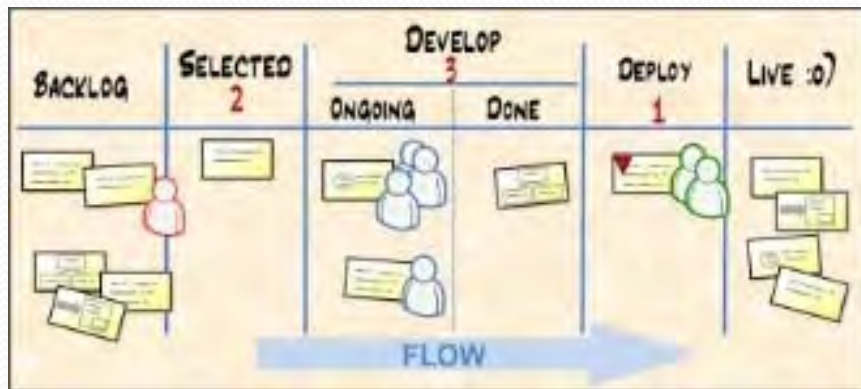




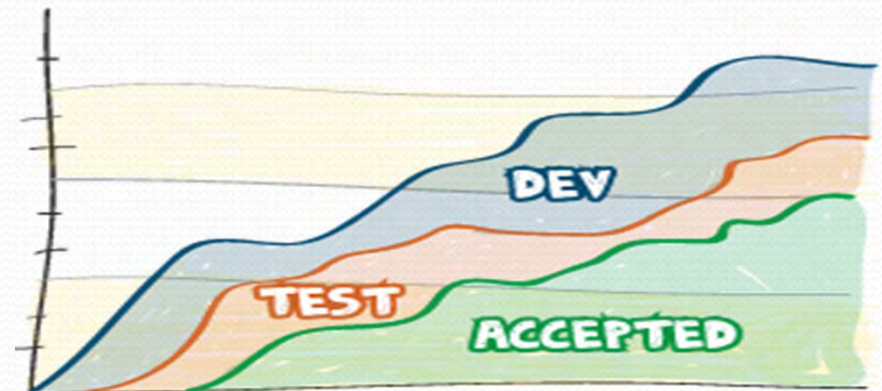
# Lean Methods—Basic Metrics

- ❑ Late big bang integration increases WIP backlog
- ❑ Agile testing early and often reduces WIP backlog
- ☞ CI/CD/DevOps lower WIP, Cycle Time, & Lead Time

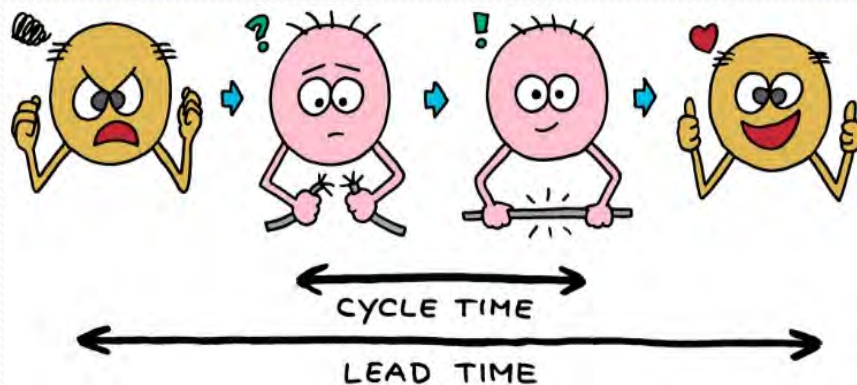
KANBAN BOARD



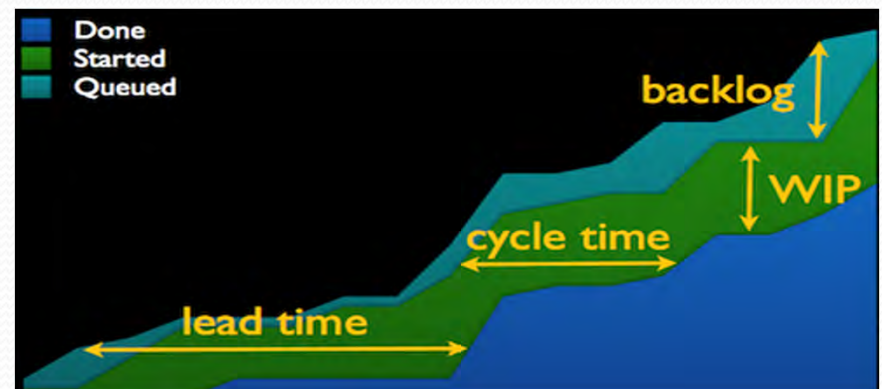
CUMULATIVE FLOW DIAGRAM



LEAD TIME & CYCLE TIME



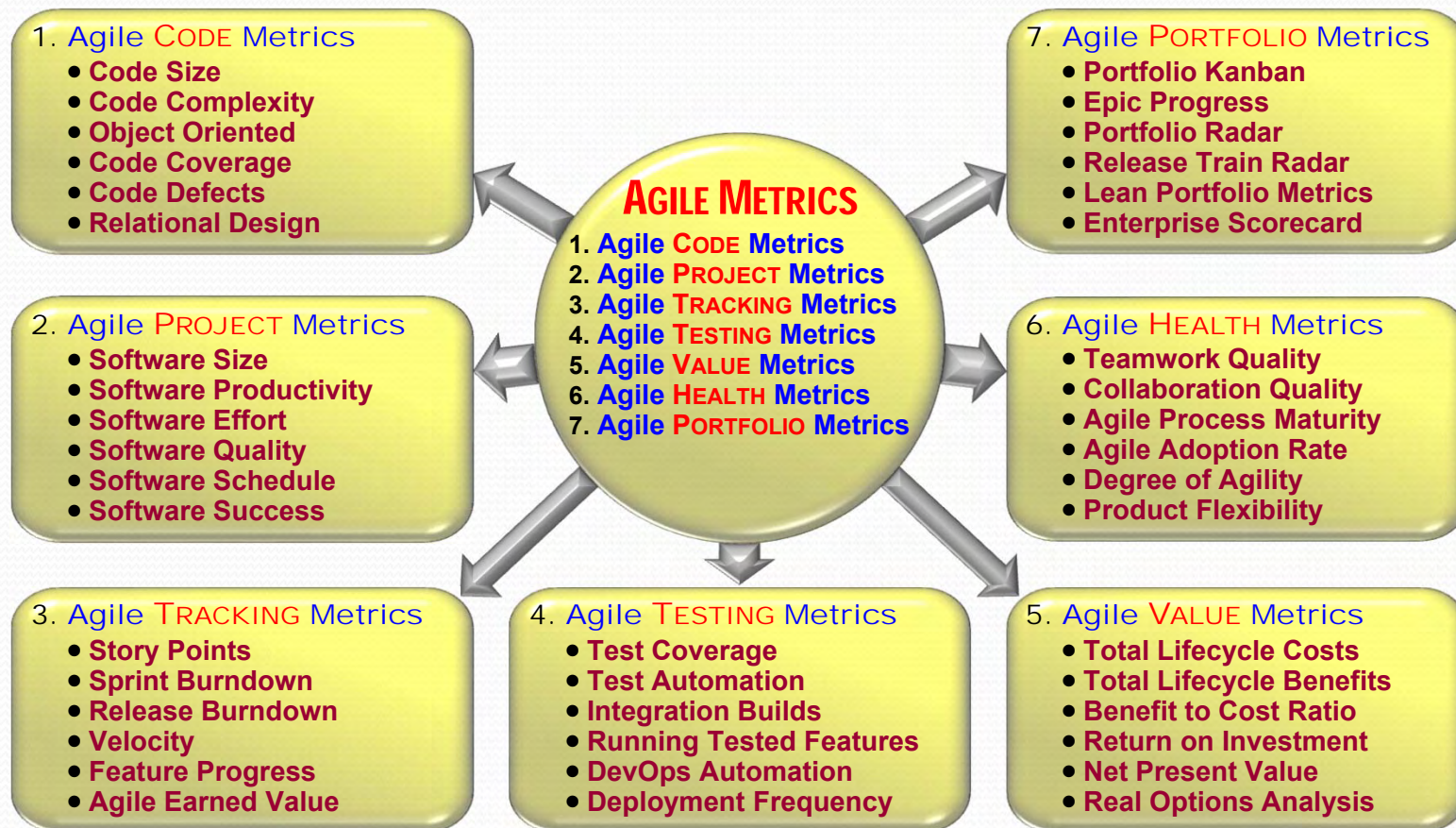
PUTTING IT ALL TOGETHER





# Agile Methods—Metrics Taxonomy

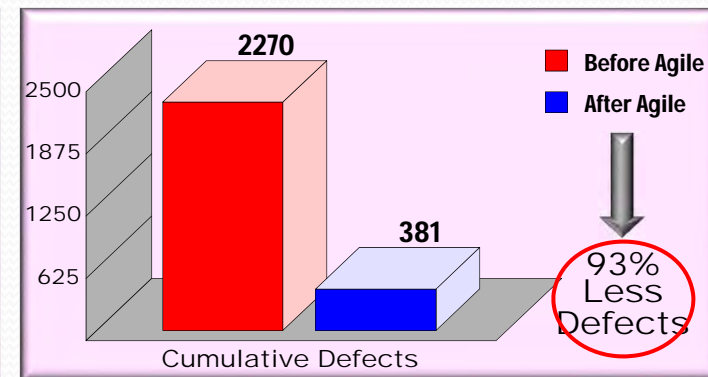
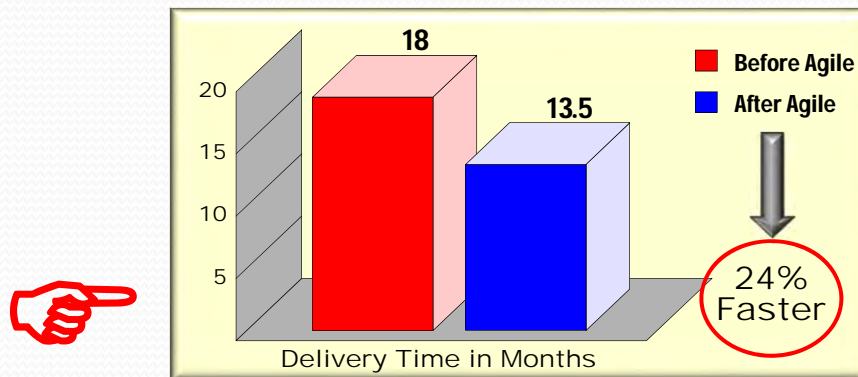
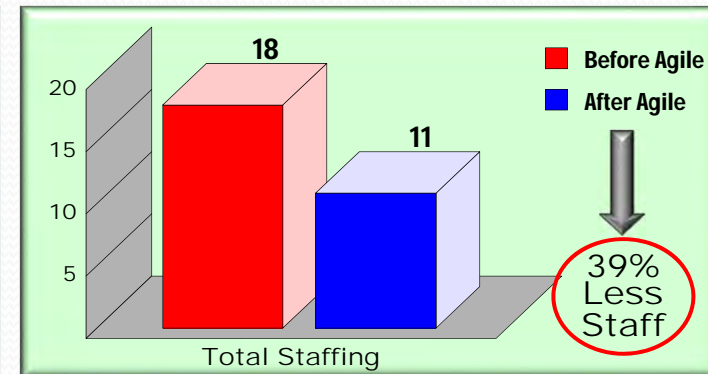
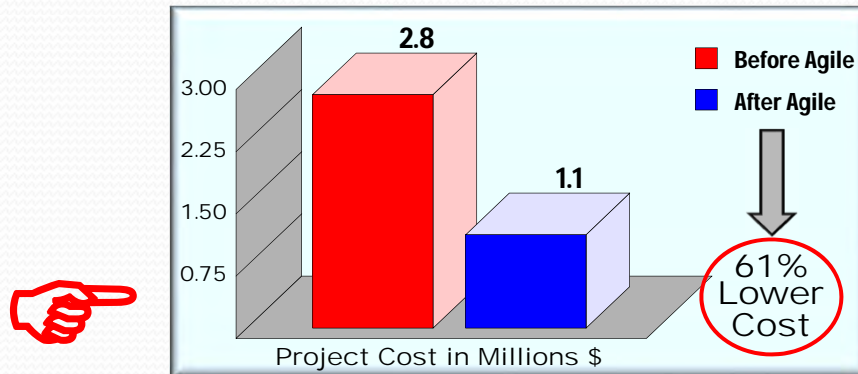
- Agile methods are based on traditional measures
- Story points, velocity, and burndown basic metrics
- Experts use Agile EVM, test, ROI & portfolio metrics





# Agile Methods—Costs & Benefits

- Analysis of 23 agile vs. 7,500 traditional projects
- Agile projects are 54% better than traditional ones
- ☞ □ Agile has **lower costs (61%)** and **fewer defects (93%)**



# Agile Methods—Return on Invest.

- Costs based on avg. productivity and quality
- Productivity ranged from 4.7 to 5.9 LOC an hour
- ☞ □ Costs were \$588,202 and benefits were \$3,930,631

Metric	Formula	Trad. Testing	Agile Testing
Costs	$(10,000 \div 5.4436 + 3.945 \times 10 \times 100) \times 100$	\$588,202	\$233,152
Benefits	$(10,000 \times 10.51 - 6,666.67 \times 9) \times 100 - \$588,202$	\$3,930,631	\$4,275,681
B/CR	$\$3,930,631 \div \$588,202$	7:1	18:1
ROI	$(\$3,930,631 - \$588,202) \div \$588,202 \times 100\%$	567%	1,734%
NPV	$(\sum_{i=1}^5 (\$3,930,631 \div 5) \div 1.05^i) - \$588,202$	\$2,806,654	\$3,469,140
BEP	$\$588,202 \div (\$4,509,997 \div \$588,202 - 1)$	\$88,220	\$12,710
ROA	$\text{NORMSDIST}(2.24) \times \$3,930,631 - \text{NORMSDIST}(0.85) \times \$588,202 \times \text{EXP}(-5\% \times 5)$	\$3,504,292	\$4,098,159

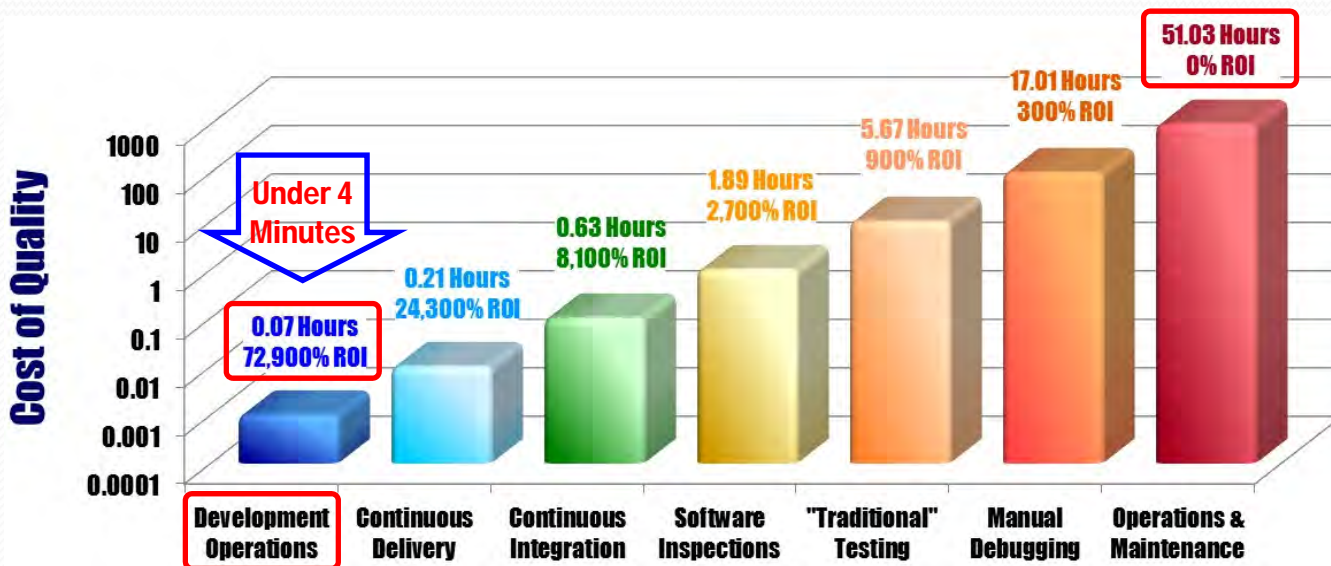
$$d1 = [\ln(\text{Benefits} \div \text{Costs}) + (\text{Rate} + 0.5 \times \text{Risk}^2) \times \text{Years}] \div \text{Risk} \times \sqrt{\text{Years}}, \quad d2 = d1 - \text{Risk} \times \sqrt{\text{Years}}$$



# Agile Methods—Cost of Quality

- Agile testing is orders-of-magnitude more efficient
- Based on millions of automated tests run in seconds
- One-touch **auto-delivery** to **billions** of **global** end-users

Activity	Def	CoQ	DevOps Economics	Hours	ROI
Development Operations	100	0.001	100 Defects x 70% Efficiency x 0.001 Hours	0.070	72,900%
Continuous Delivery	30	0.01	30 Defects x 70% Efficiency x 0.01 Hours	0.210	24,300%
Continuous Integration	9	0.1	9 Defects x 70% Efficiency x 0.1 Hours	0.630	8,100%
Software Inspections	3	1	2.7 Defects x 70% Efficiency x 1 Hours	1.890	2,700%
"Traditional" Testing	0.81	10	0.81 Defects x 70% Efficiency x 10 Hours	5.670	900%
Manual Debugging	0.243	100	0.243 Defects x 70% Efficiency x 100 Hours	17.010	300%
Operations & Maintenance	0.073	1,000	0.0729 Defects x 70% Efficiency x 1,000 Hours	51.030	n/a



**4,500 x Faster than Code Inspections**

# Agile Methods—HP Case Study

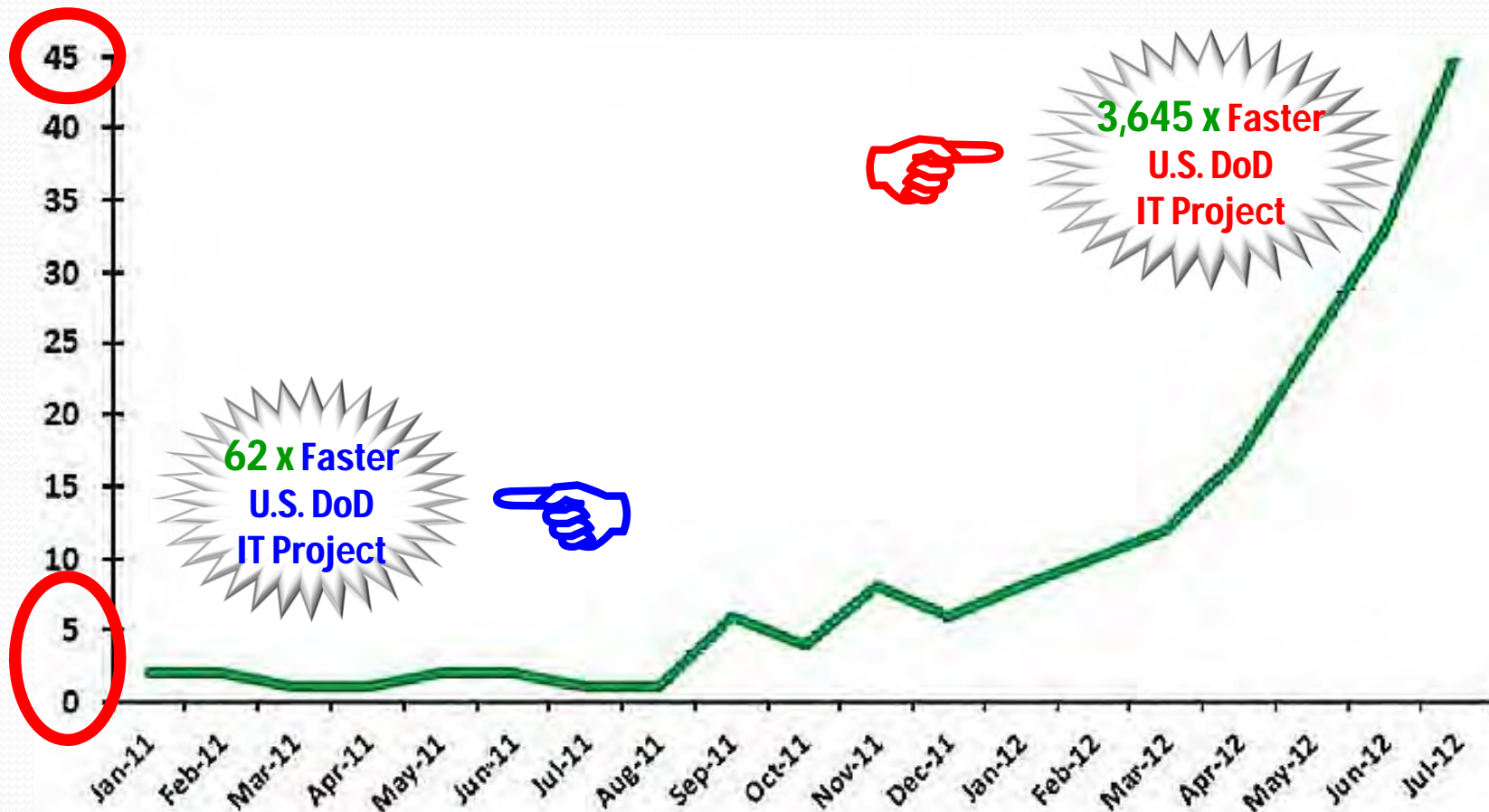
- Hewlett-Packard is a major user of CI, CD, & DevOps
- 400 engineers developed 10 million LOC in 4 years
- ☞ □ Major gains in testing, deployment, & innovation

TYPE	METRIC	MANUAL	DEVOPS	MAJOR GAINS
CYCLE TIME IMPROVEMENTS	Build Time	40 Hours	3 Hours	13 x
	No. Builds	1-2 per Day	10-15 per Day	8 x
	Feedback	1 per Day	100 per Day	100 x
	Regression Testing	240 Hours	24 Hours	10 x
DEVELOPMENT COST EFFORT DISTRIBUTION	Integration	10%	2%	5 x
	Planning	20%	5%	4 x
	Porting	25%	15%	2 x
	Support	25%	5%	5 x
	Testing	15%	5%	3 x
	Innovation	5%	40%	8 x



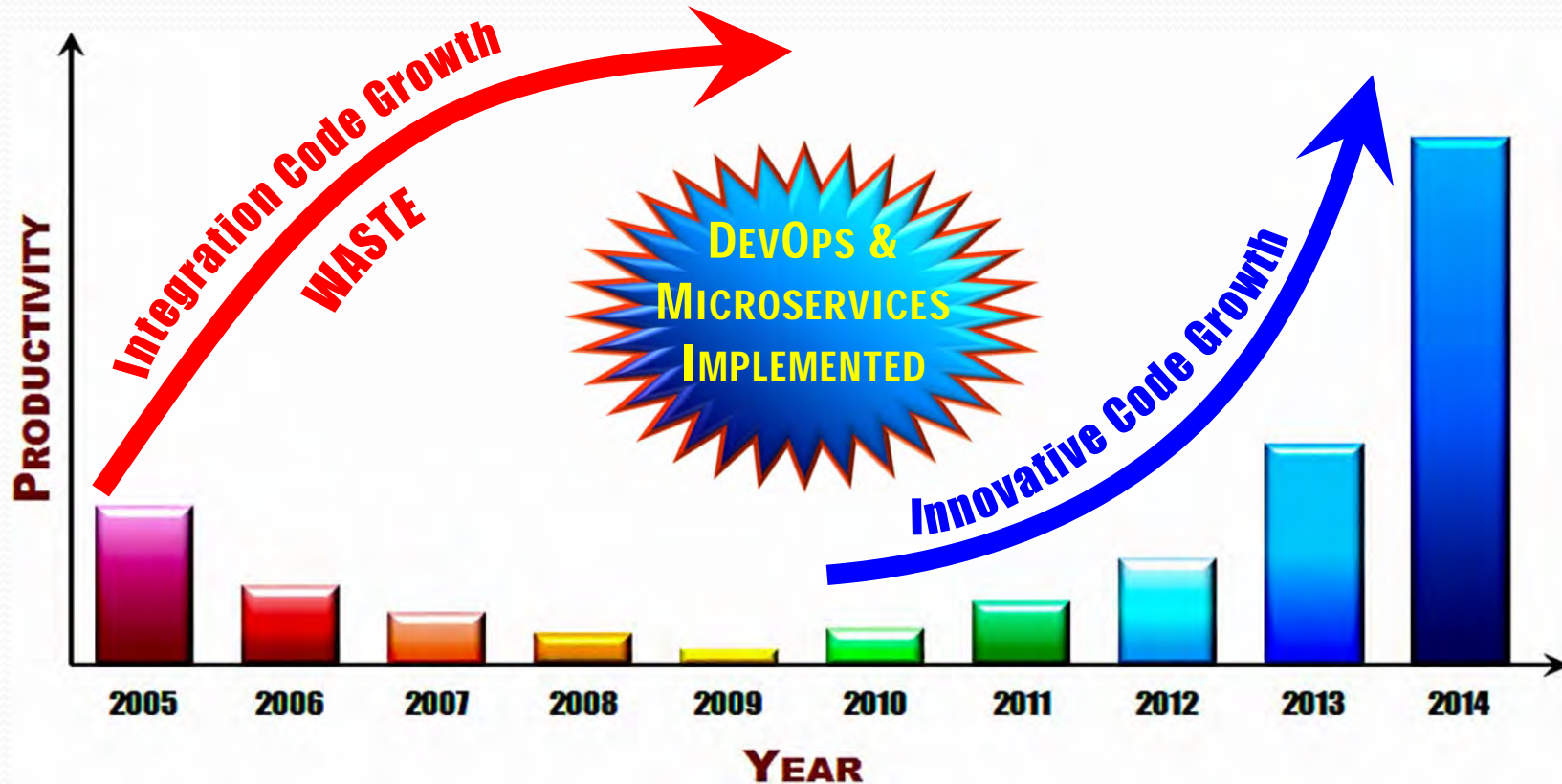
# Agile Methods—Dot Com Cases

- Assembla went from 2 to 45 releases every month
- 15K Google developers run 120 million tests per day
- ☞ □ 30K+ Amazon developers deliver 136K releases a day



# Agile Methods—Blackboard Case

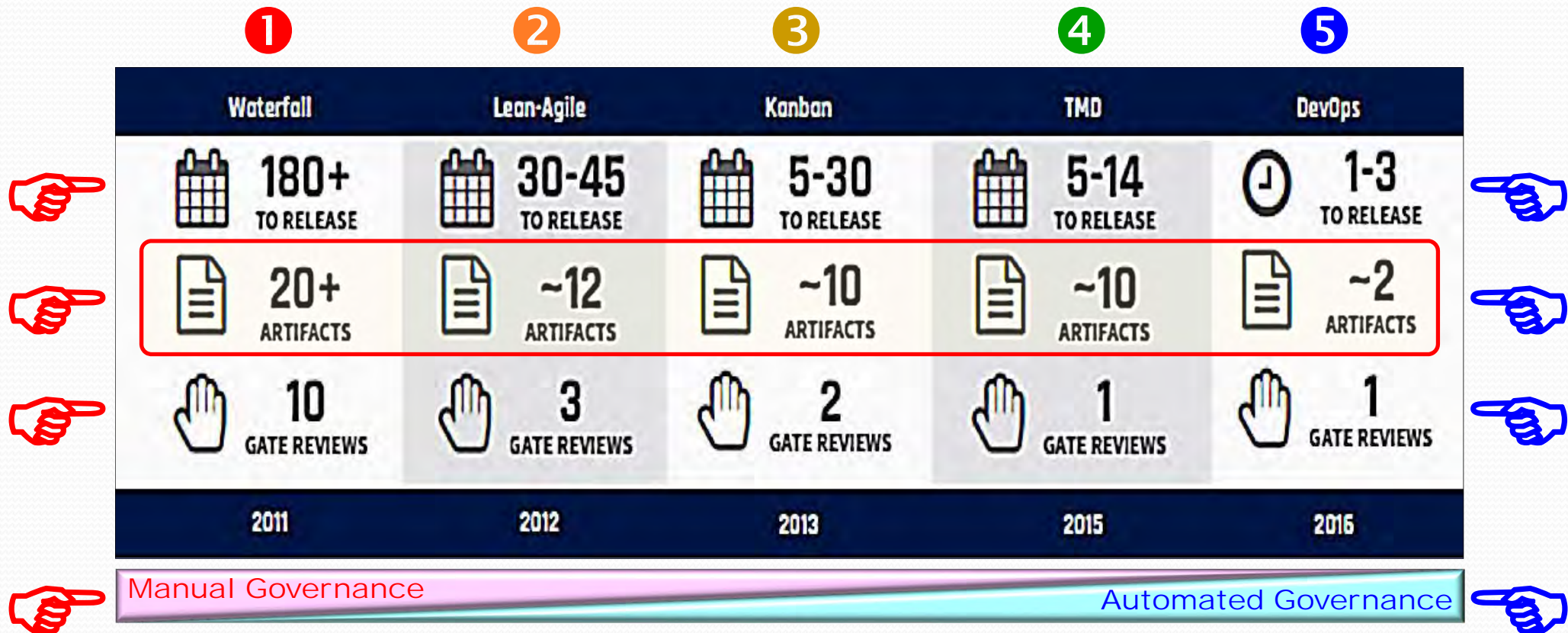
- Productivity **STOPS** due to excessive integration
- Implements **DevOps & Microservices** around 2010
- ☞ □ Waste elimination, productivity & innovation skyrocket





# Agile Methods—U.S. DHS Case

- 1st gen replete with large portfolios & governance
- 2nd-3rd gen yield minor incremental improvements
- ☞ □ 4th-5th gen enables big order-of-magnitude impacts





# Agile Methods—Enterprise ROI

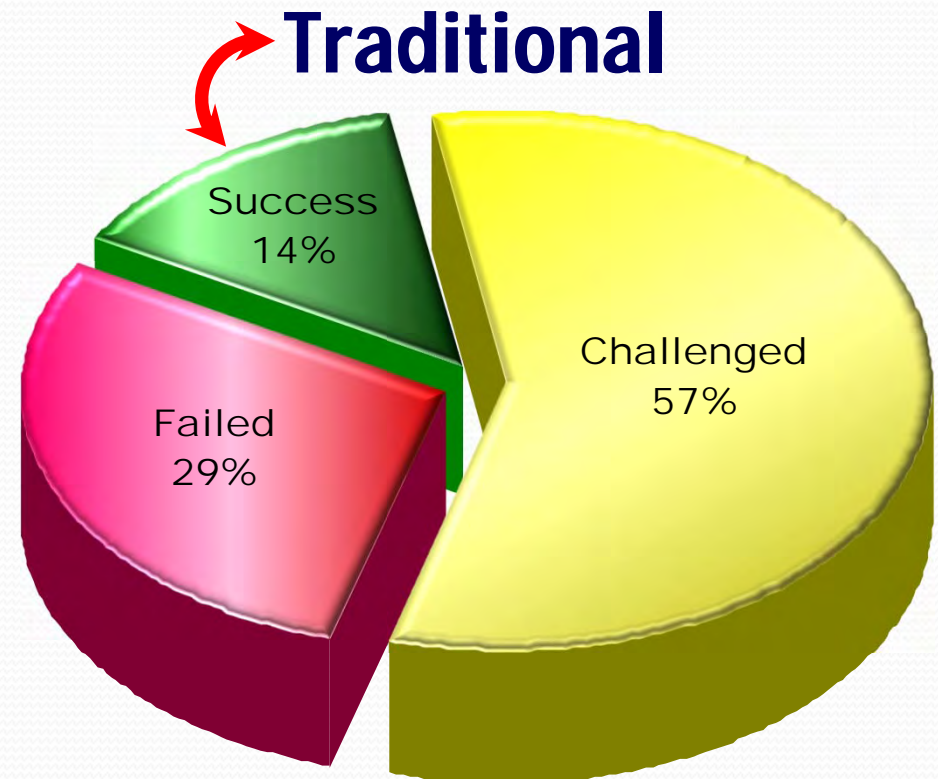
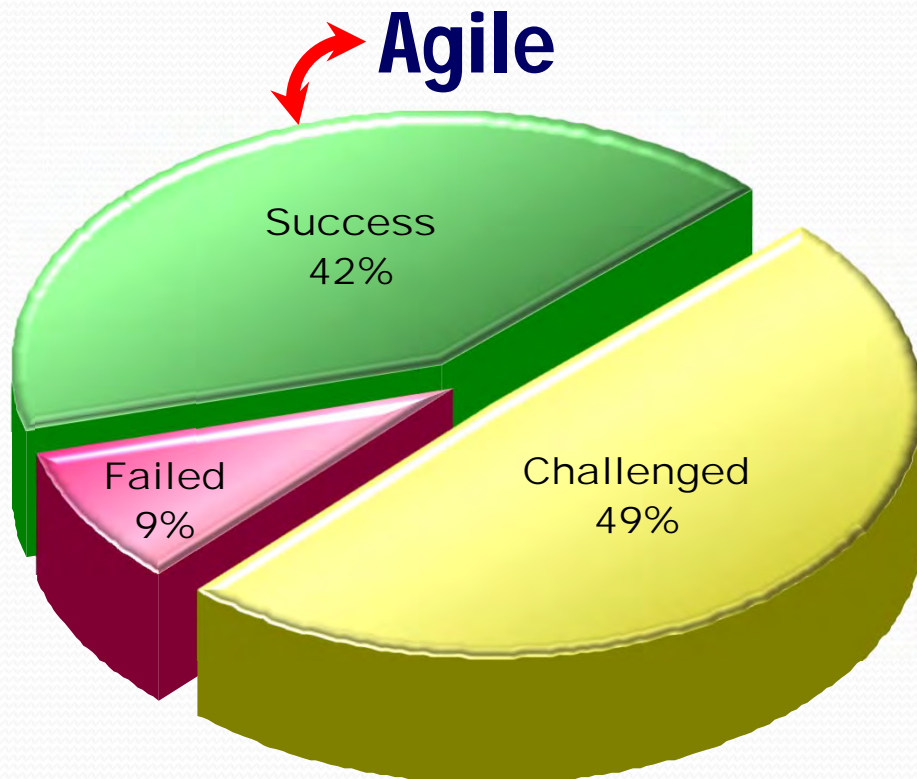
- Detailed DevOps economics starting to emerge
- ROI ranges from \$17M to \$195M *with minor costs*
- ☞ □ Benefits from cost savings, revenue, and availability

Org	Low Perf	Med Perf	High Perf
<b>Small</b> - 250 -	\$23M Benefits	\$29M Benefits	\$17M Benefits
	\$0.2M Costs	\$0.2M Costs	\$0.2M Costs
	<b>13,589% ROI</b>	<b>17,799% ROI</b>	<b>9,932% ROI</b>
	<i>3 Day Payback</i>	<i>2 Day Payback</i>	<i>4 Day Payback</i>
<b>Medium</b> - 2,000 -	\$42M Benefits	\$66M Benefits	\$36M Benefits
	\$1.3M Costs	\$1.3M Costs	\$1.3M Costs
	<b>3,101% ROI</b>	<b>4,901% ROI</b>	<b>2,663% ROI</b>
	<i>11 Day Payback</i>	<i>7 Day Payback</i>	<i>13 Day Payback</i>
<b>Large</b> - 8,500 -	\$114M Benefits	\$195M Benefits	\$76M Benefits
	\$5.6M Costs	\$5.6M Costs	\$5.6M Costs
	<b>1,942% ROI</b>	<b>3,375% ROI</b>	<b>1,254% ROI</b>
	<i>18 Day Payback</i>	<i>11 Day Payback</i>	<i>27 Day Payback</i>



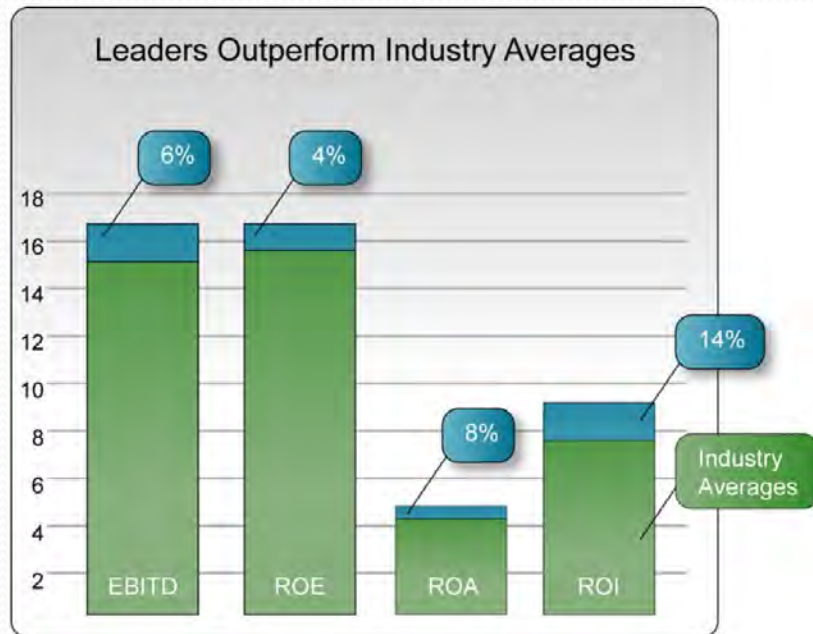
# Agile Methods—Success Rate

- Traditional projects succeed at 50% industry avg.
- Traditional projects are challenged 20% more often
- ☞ □ Agile projects succeed 3x more and fail 3x less often



# Agile Methods—Business Benefits

- Study of 15 agile vs. non-agile Fortune 500 firms
- Based on models to measure organizational agility
- ☞ □ Agile firms out perform non agile firms by up to 36%

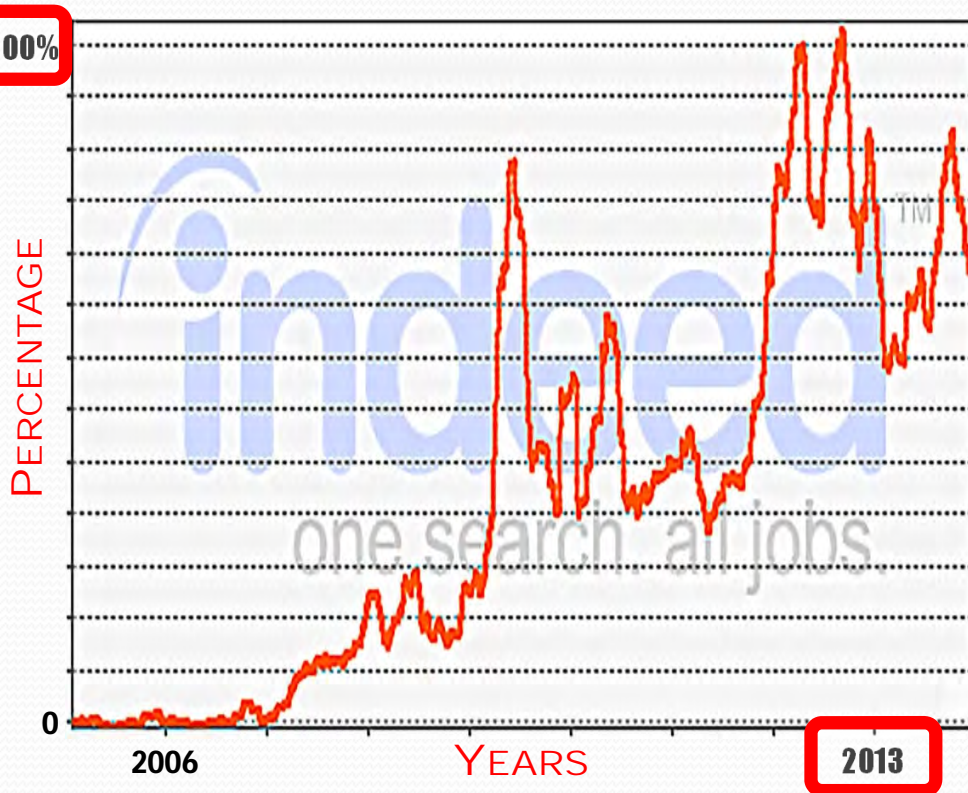




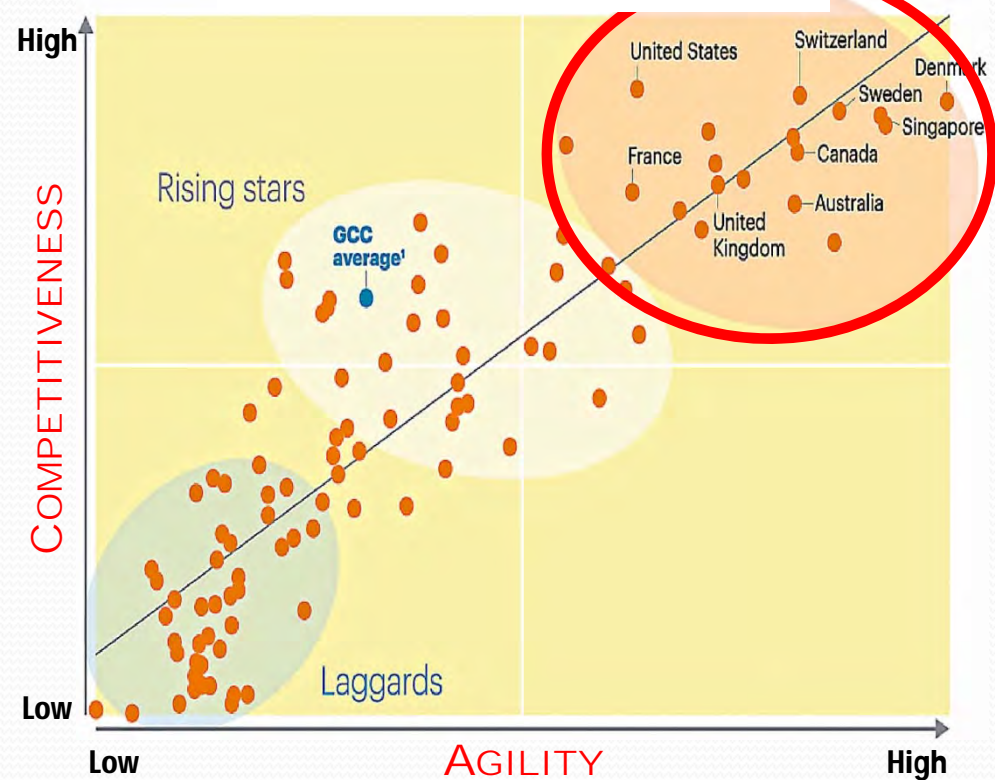
# Agile Methods—National Benefits

- U.S. gov't agile jobs grew by 13,000% from 2006-2013
- Adoption is higher in U.S. DoD than Civilian Agencies
- ☞ □ GDP of countries with high adoption rates is greater

## GOVERNMENT AGILE JOB GROWTH



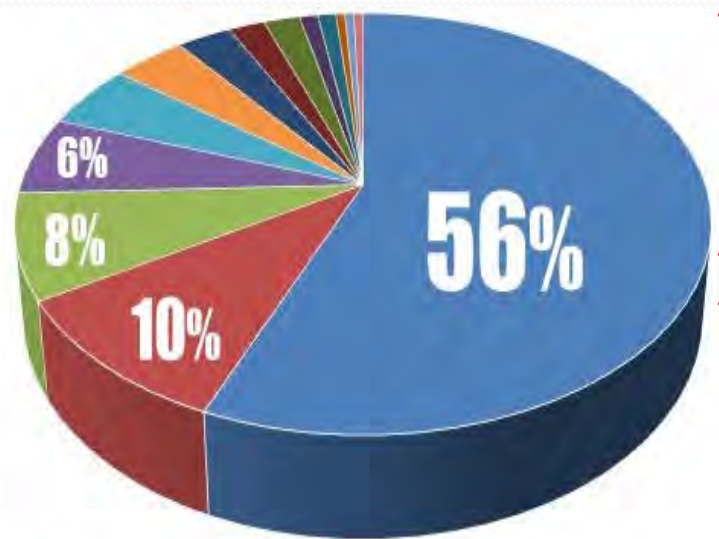
## GOVERNMENT COMPETITIVENESS



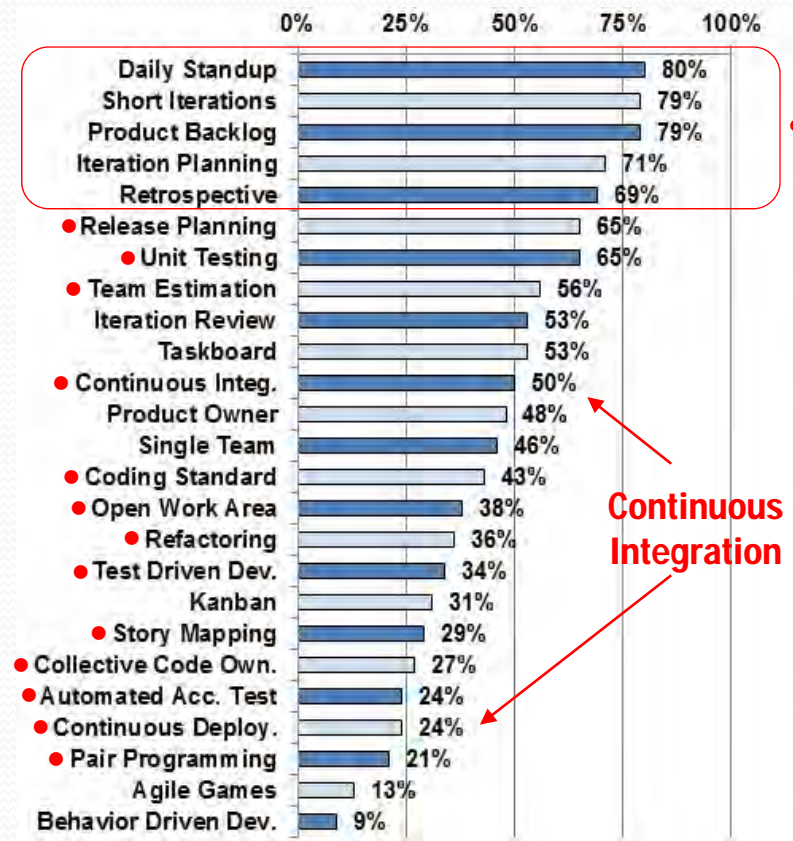


# Agile Methods—Adoption Statistics

- VersionOne found 94% using agile methods today
- Most are using Scrum with several key XP practices
- ☞ □ Lean-Kanban is a rising practice with a 31% adoption



- Scrum
- Custom Hybrid
- Kanban
- Don't Know
- Other
- Feature Driven Development
- DSDM
- Scrum/XP Hybrid
- Scrumban
- Iterative Development
- Lean Development
- Agile Modeling
- Agile Unified Process
- XP

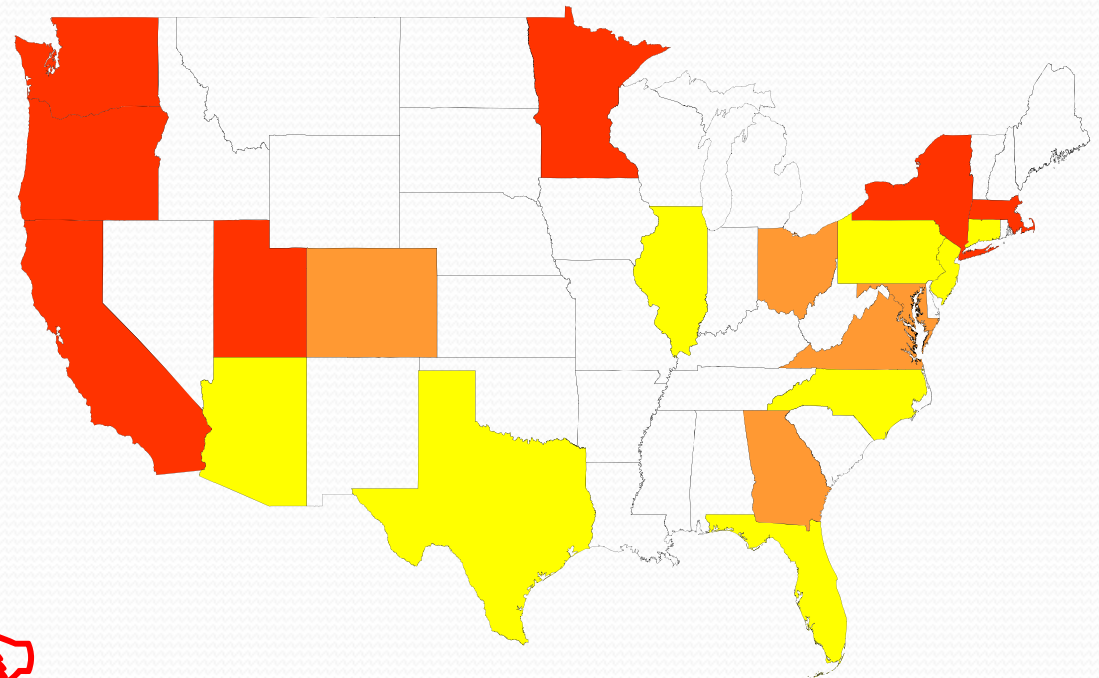
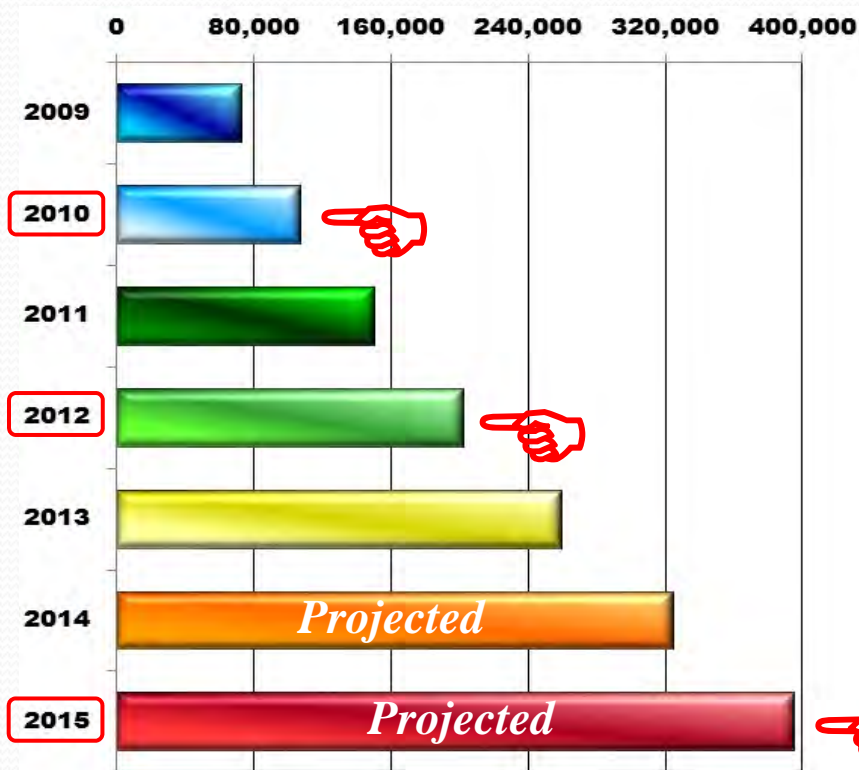


Continuous Integration



# Agile Methods—National Adoption

- Number of CSMs have **doubled** to **400,000** in 4 years
- **558,918** agile jobs for only **121,876** qualified people
- ☞ □ **4.59** jobs available for **every** agile candidate (5:1)



\* PMI-PMPs grew from 552,977 to 625,346 in 2014 (i.e., added 72,369)

# Agile Methods—Summary

- Agile methods **DON'T** mean deliver it now & fix it later
- Lightweight, yet disciplined approach to development
- ☞ □ Reduced cost, risk, & waste while improving quality

What	How	Result
Flexibility	Use lightweight, yet disciplined processes and artifacts	Low work-in-process
☞ Customer	<b>Involve customers early and often throughout development</b>	<b>Early feedback</b>
☞ Prioritize	<b>Identify highest-priority, value-adding business needs</b>	<b>Focus resources</b>
☞ Descope	<b>Descope complex programs by an order of magnitude</b>	<b>Simplify problem</b>
☞ Decompose	<b>Divide the remaining scope into smaller batches</b>	<b>Manageable pieces</b>
Iterate	Implement pieces one at a time over long periods of time	<b>Diffuse risk</b>
Leanness	Architect and design the system one iteration at a time	<b>JIT waste-free design</b>
☞ Swarm	<b>Implement each component in small cross-functional teams</b>	<b>Knowledge transfer</b>
☞ Collaborate	<b>Use frequent informal communications as often as possible</b>	<b>Efficient data transfer</b>
☞ Test Early	<b>Incrementally test each component as it is developed</b>	<b>Early verification</b>
☞ Test Often	<b>Perform system-level regression testing every few minutes</b>	<b>Early validation</b>
Adapt	Frequently identify optimal process and product solutions	<b>Improve performance</b>

Rico, D. F. (2012). *What's really happening in agile methods: Its principles revisited?* Retrieved June 6, 2012, from <http://davidfrico.com/agile-principles.pdf>

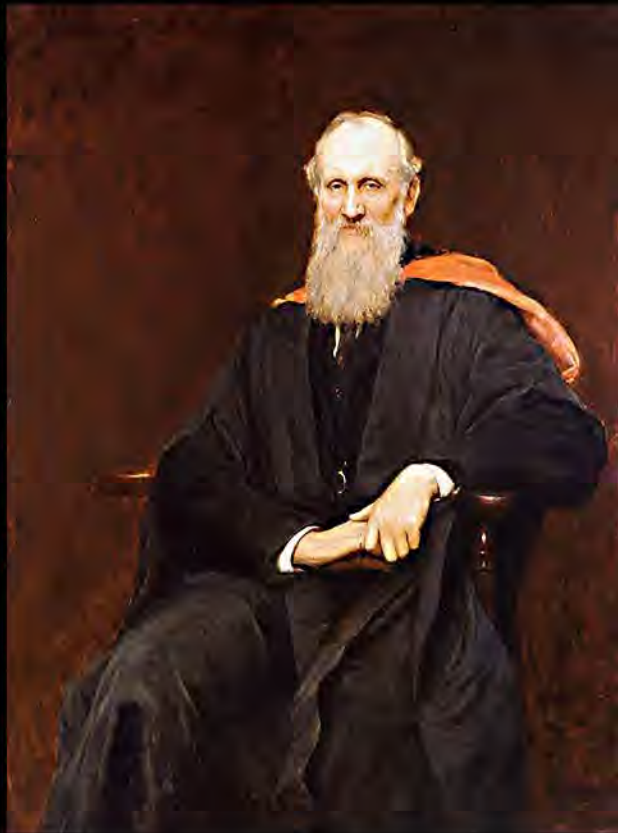
Rico, D. F. (2012). *The promises and pitfalls of agile methods.* Retrieved February 6, 2013 from, <http://davidfrico.com/agile-pros-cons.pdf>

Rico, D. F. (2012). *How do lean & agile intersect?* Retrieved February 6, 2013, from <http://davidfrico.com/agile-concept-model-3.pdf>



# On Measurement—Lord Kelvin

## Lord Kelvin on quantification and scientific knowledge



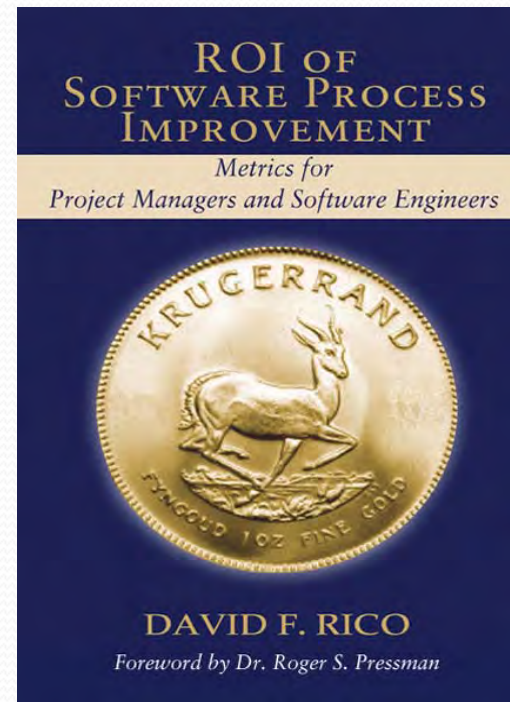
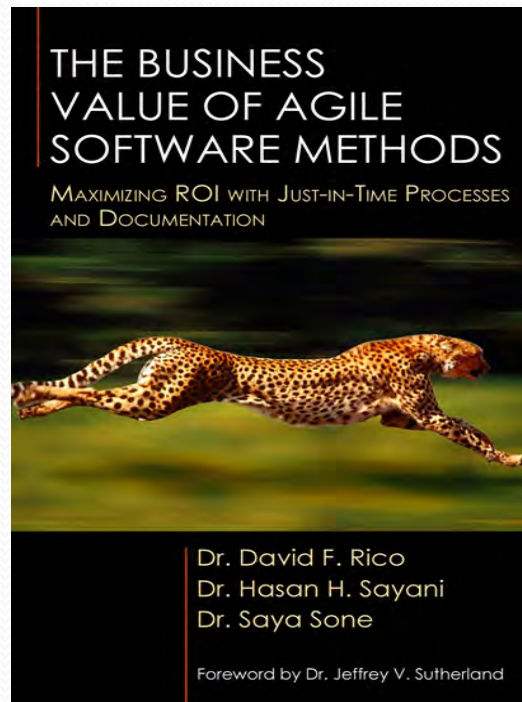
I often say that when you can measure what you are speaking about, and express it in numbers, you know something about it; but when you cannot measure it, when you cannot express it in numbers, your knowledge is of a meagre and unsatisfactory kind; it may be the beginning of knowledge, but you have scarcely, in your thoughts, advanced to the stage of science, whatever the matter may be.

*Lecture on "Electrical Units of Measurement" (3 May 1883), published in Popular Lectures*



# Agile Methods—ROI Resources

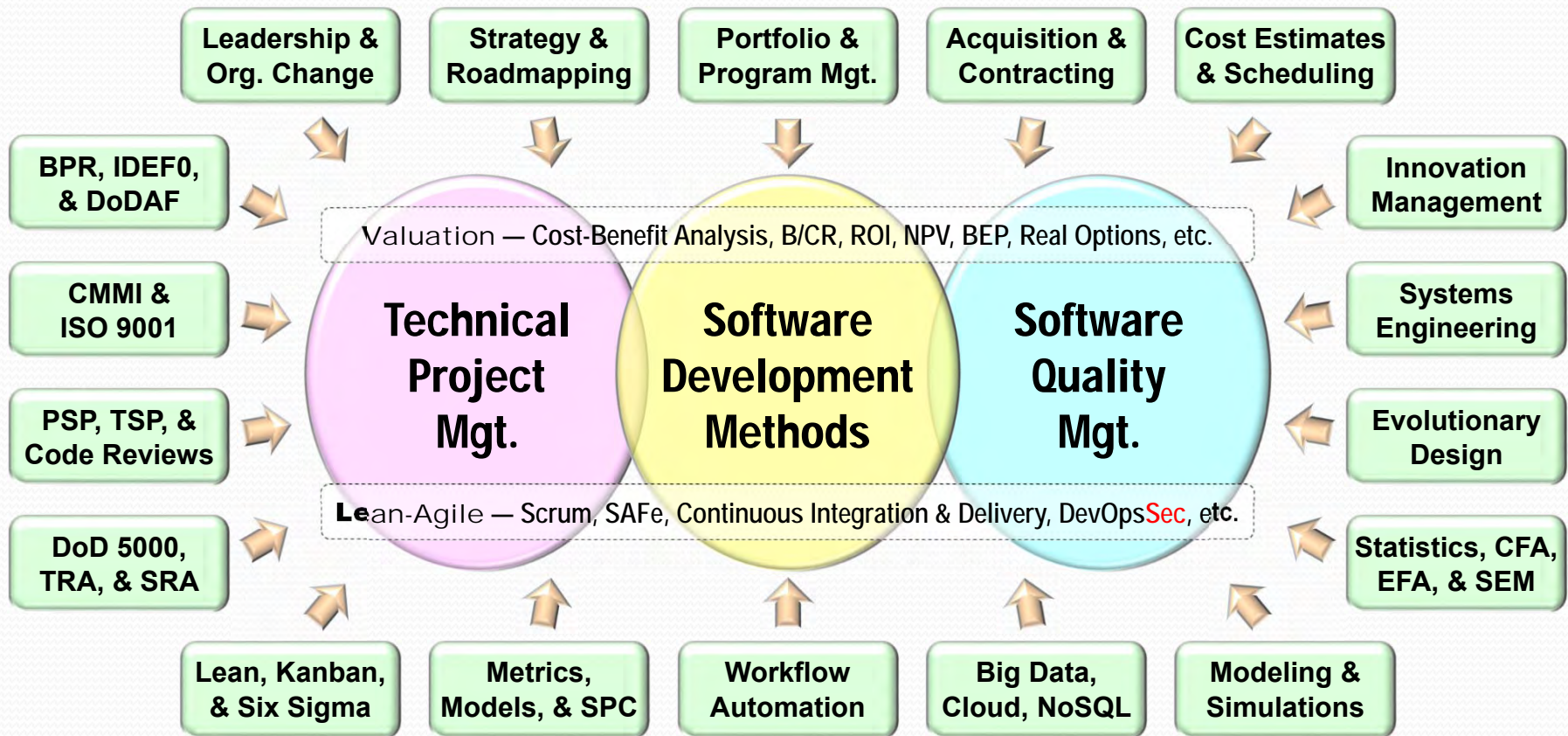
- Guides to software methods for business leaders
- Communicates the business value of IT approaches
- ☞ □ Rosetta stones to unlocking ROI of software methods



- <http://davidfrico.com/agile-book.htm> (*Description*)
- <http://davidfrico.com/roi-book.htm> (*Description*)



# Dave's PROFESSIONAL CAPABILITIES



**STRENGTHS** – Communicating Complex Ideas • Brownbags & Webinars • Datasheets & Whitepapers • Reviews & Audits • Comparisons & Tradeoffs • Brainstorming & Ideation • Data Mining & Business Cases • Metrics & Models • Tiger Teams & Shortfuse Tasks • Strategy, Roadmaps, & Plans • Concept Frameworks & Multi-Attribute Models • Etc.



- **Data mining.** Metrics, benchmarks, & performance.
- **Simplification.** Refactoring, refinement, & streamlining.
- **Assessments.** Audits, reviews, appraisals, & risk analysis.
- **Coaching.** Diagnosing, debugging, & restarting stalled projects.
- **Business cases.** Cost, benefit, & return-on-investment (ROI) analysis.
- **Communications.** Executive summaries, white papers, & lightning talks.
- **Strategy & tactics.** Program, project, task, & activity scoping, charters, & plans.

