



## *Project Management Indicators for the New COTS Component System Development Paradigm*

Michael Looney  
DSTL ISS  
DERA Land Based Test Site  
Southwick Road  
Portsmouth, PO6 3RU, UK  
Tel: +44 (0)23 92 312 650

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## *Presentation*

- ➔ Background
- Paradigm Shift
- Basic Process
- Project Management Issues
- Summary

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## *Combat Management System (CMS)*

- CMS real time knowledge-based applications
  - Integrated Support Environment
  - Situation Assessment
  - Resource Allocation



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## *Software Problems*

- Intangible
  - invisible,
  - flexible 'easy to change,
- Discontinuous Failure Modes
  - single error can cause system failure
  - 100% correctness required
- Complex
  - many levels
  - many modules
  - millions of lines of code
- Hardware first
  - traditional systems started with hardware first
  - software was expected to take up the slack

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## *Traditional Project Cycle*

Project Initiation  
Requirements  
System Design  
Software Development  
Integration & Testing  
Fielding

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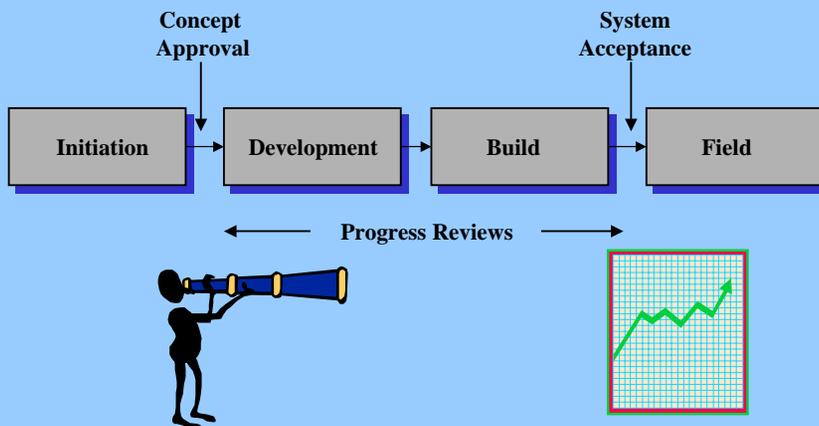
## *Traditional Approaches*

- Design Methods
  - Top down
  - Bottom up
  - Evolutionary
- Approaches
  - Functional decomposition
  - Data Flow
  - Structure Charts
- Programming
  - Procedural
  - Functional
  - Logical
  - Object Oriented

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## *Traditional Review Process*



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## *Total Through Life Costs*

### Contributory Stages

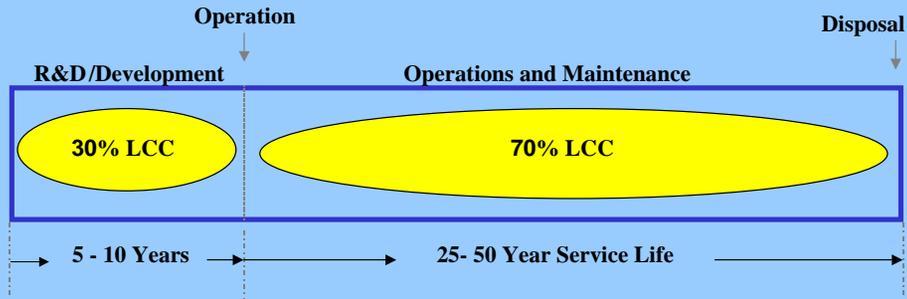
- Demonstration
- Manufacture
- In Service Support
- Disposal



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## Lifecycle Timeline



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## New Paradigm



Move to Component Based Development has introduced new problems with increased risk

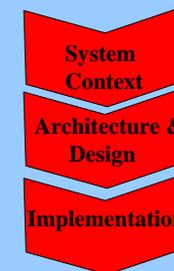
- Process is less well understood
- More need for 'trade offs'
- Commercial market influences
- Product v Project lifecycles

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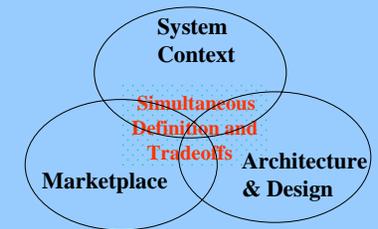


## A Necessary New Way of Doing Business

Traditional Development Approach



Required Approach for COTS Based Systems



Adapted from Oberndorf & Foreman, SEI, 1999

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## Scene Setting



■ A process has principles that contribute to an objective. It should not be followed blindly but the principles should be used as guidance in achieving the objective

■ Processes → Activities → Tasks

■ Project Core Constraints

• Schedule

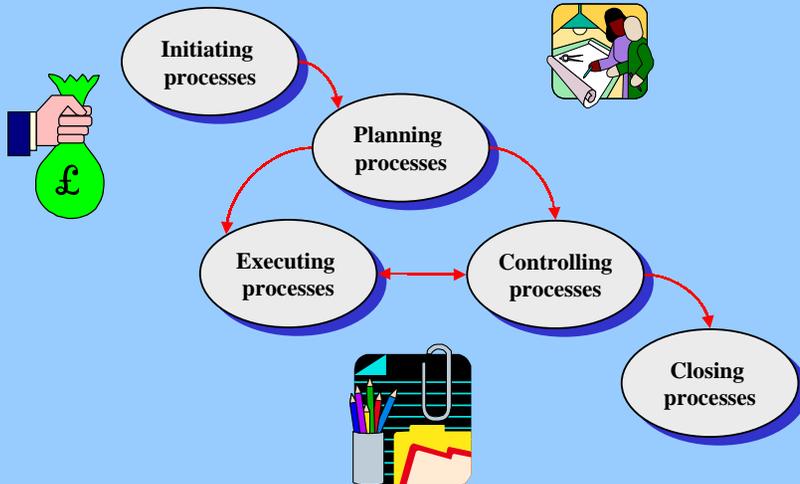
• Performance

• Budget

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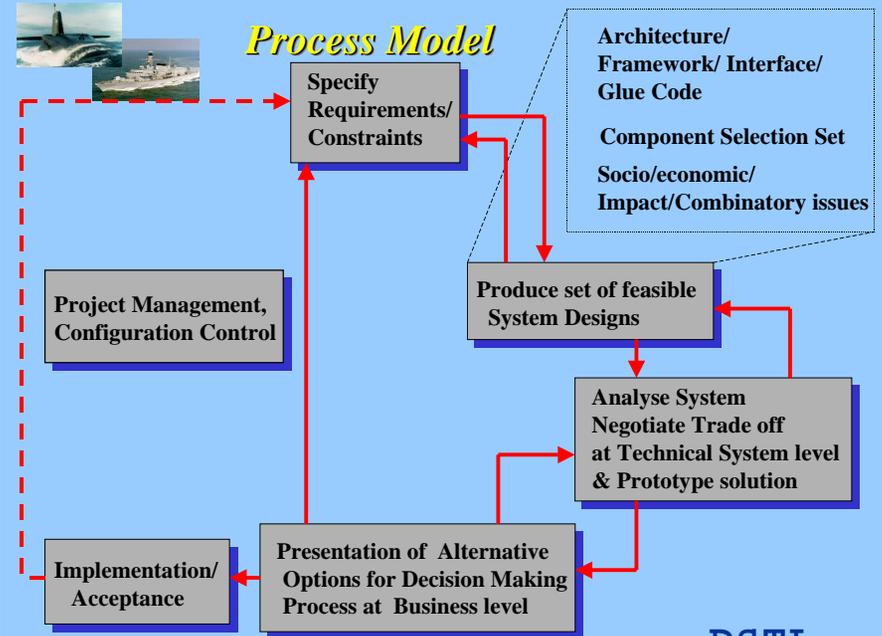
## Management Process



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## Process Model

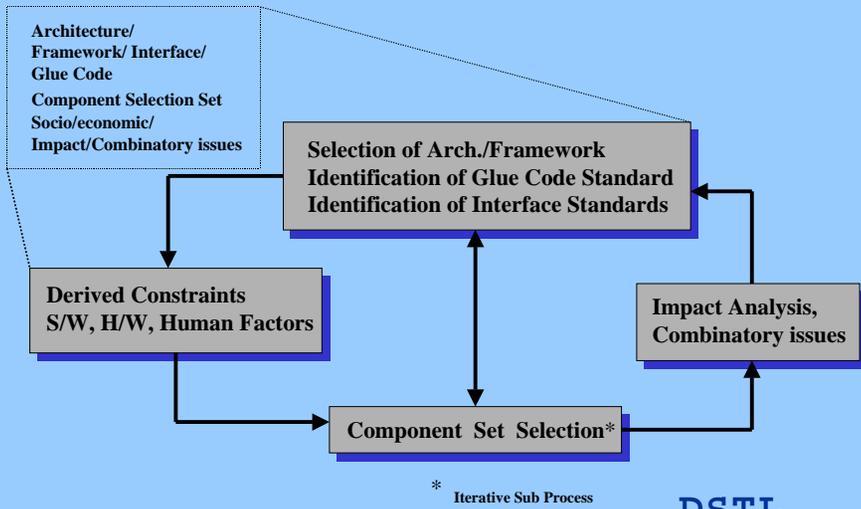


ICSE 2000 COTS Workshop

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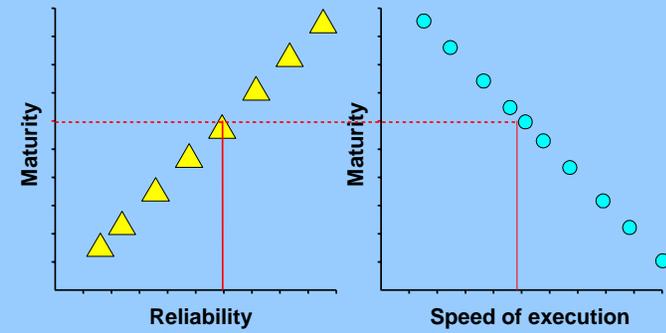
## Sub Process Model



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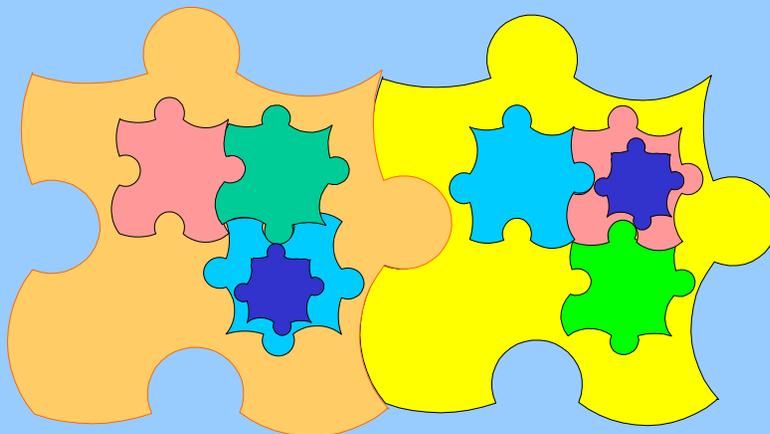
## Component Selection



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## Systems Integration of Components

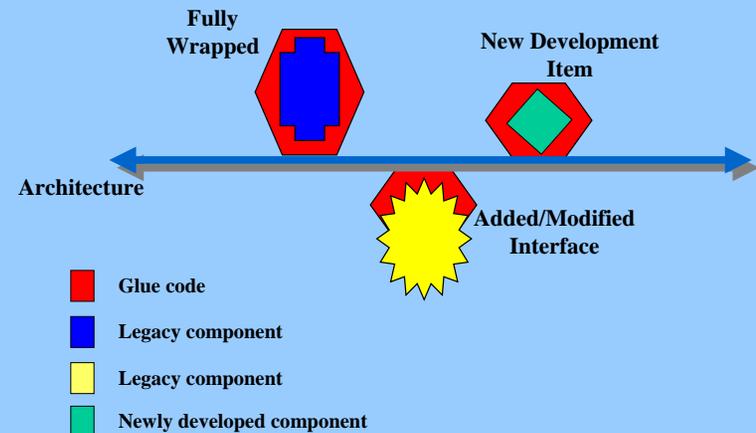


Real World Systems of Systems

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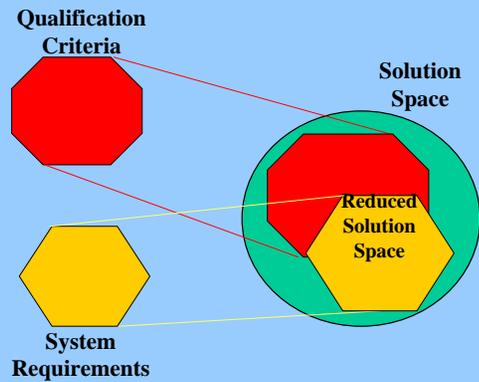
## Architecture/Interface/Glue Code



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## *Component Based Development*



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## *Presentation*

Background

Paradigm Shift

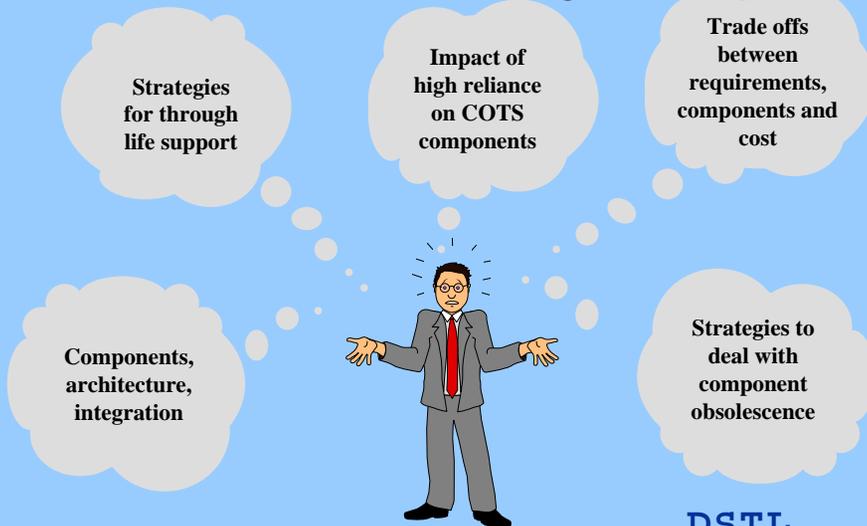
Basic Process

➔ Project Management Issues  
Summary

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## *Software Project Managers' Balancing Act*



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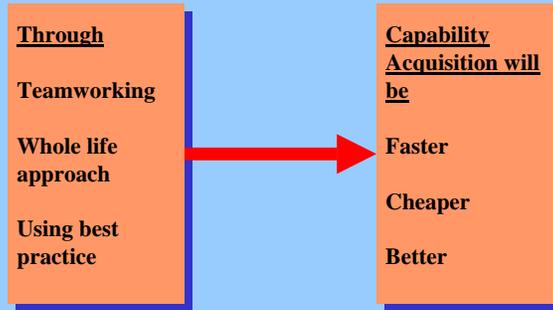
## *Procurement*

Acquisition is a whole life process, covering requirements setting, initial procurement, in-service support and disposal

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## Smart Procurement

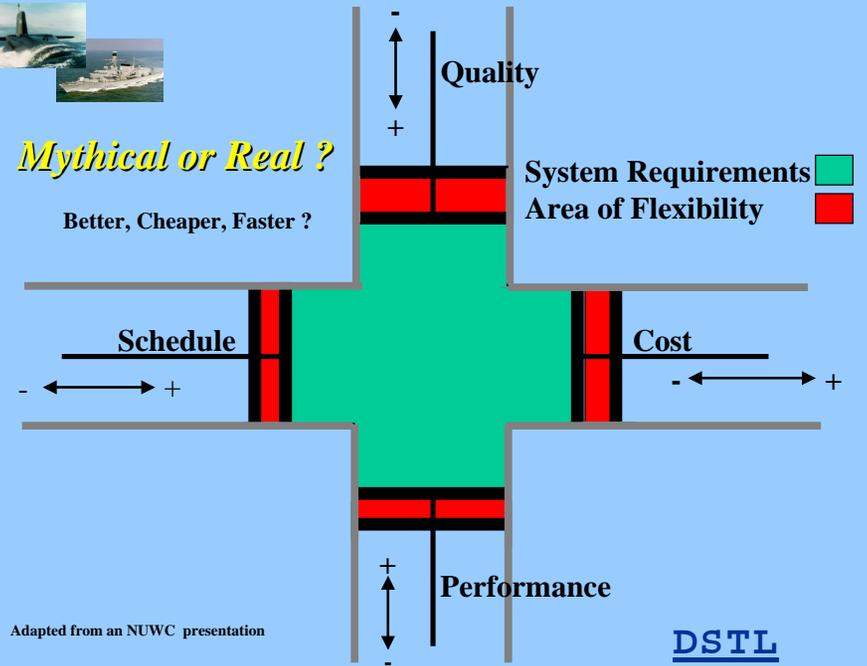


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## Mythical or Real ?

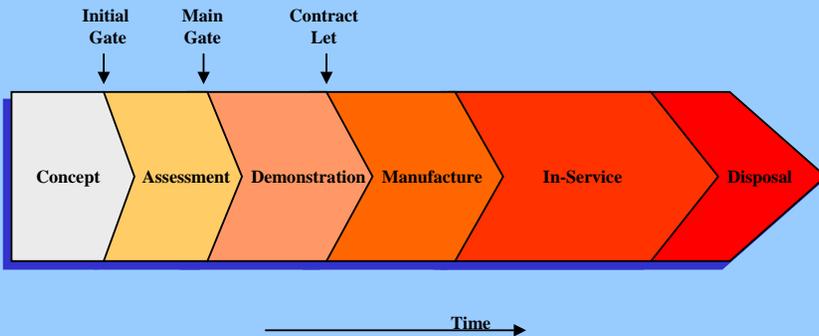
Better, Cheaper, Faster ?



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## Smart Procurement



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## Smart Procurement Stages

- Concept Stage : First stage which forms the integrated team and produces the user requirements. The business case is assembled for Initial Gate approval.
- Assessment Stage : Begins after Initial Gate, risk is reduced to a level consistent with delivering an acceptable level of performance to a controlled time and cost. The business case is assembled for Main Gate approval.
- Demonstration Stage : During this stage the ability to produce an integrated capability is demonstrated. The prime is selected and a contract based on the system requirements placed.
- Manufacture Stage : The integrated team deliver the solution to the military requirement, completing system development and production. System acceptance is conducted.
- In-Service Stage : The line management provide effective front line support and carries out approved upgrades or improvements, refits and acquisition increments
- Disposal Stage : Efficient, effective and safe disposal of the system

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## Smart Procurement

### Progressive Acceptance

User and System requirements



Design Certification



System Acceptance



In-Service Date



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## Smart Procurement Definitions

### Initial Gate

- A relatively low approval hurdle, between Concept and Assessment, intended to encourage early and full exploration of a wide range of options for meeting a particular capability.



### Main Gate

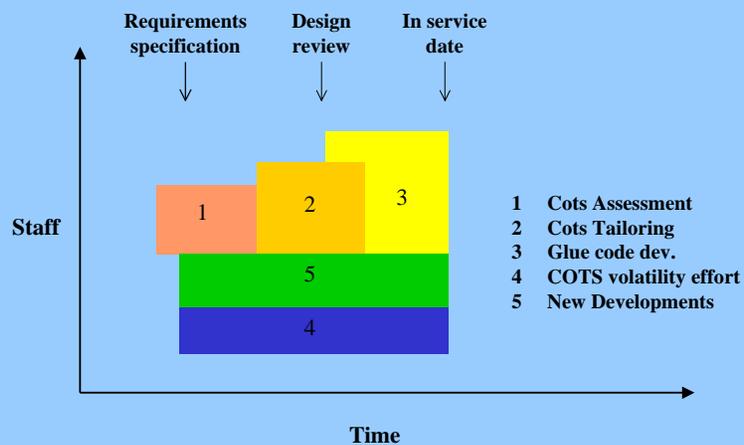
- An exacting approval hurdle, between Assessment and Demonstration. A business case case at Main Gate should recommend a single technology and procurement option.



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## Development Cost Model

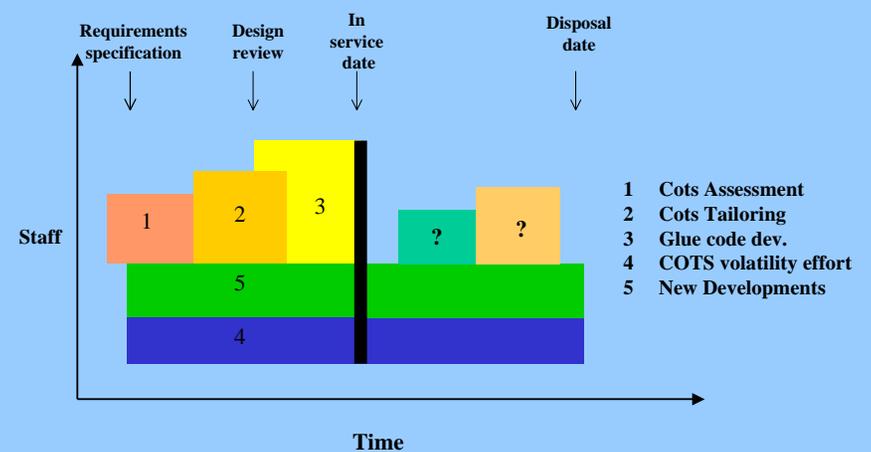


USC Report for ONR Sept 2000

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## Through Life Cost Model



USC Report for ONR Sept 2000

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## *Risk Situation*

- All projects have risks.
- A risk is anything which might impact the cost, schedule or quality of the result of a project.
- No matter how hard we try they can not all be eliminated.
- The solution is to manage the risk.

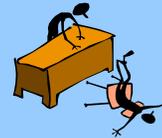


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## *Risks Areas*

- Rapid changes in the market place
- Change of technology direction
- Limited visibility of components
- No control over products
- No common architectural paradigm
- Interdependencies
- Oversight on 'business issues'
- Long term support
- .....



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## *Activities Involved*

- Identification
- Categorisation/prioritisation
- Quantification/evaluation
- Documentation
- Management



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## *Identification*

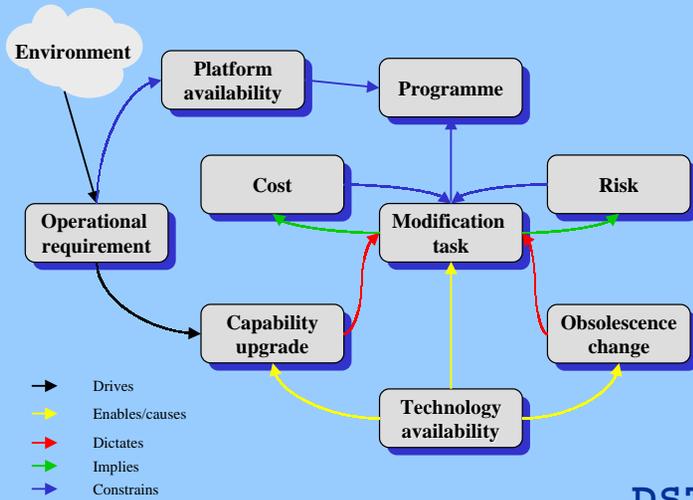
- External factors
- Undocumented assumptions
- Loss of resources
- Estimates of time and cost
- New technology
- Assessment of the 'unknown'



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## Maintenance/Upgrade Issues



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## Change Drives/Rates



Package	Change	Rate
Application	Operational requirements	4/5 years
Operating Systems (1)	Upgrade release	6 months
Operating systems (2)	New version	2/3 years
Graphics package	New version	2 years
Data Base package	New version	2 years
Communications package	New version	18 months
Middleware	New version	12 months
Device drivers	New versions	18 months

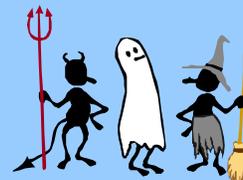
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## Support Paradigms

### Solution Routes

- COTS
- Bespoke
- Modified COTS



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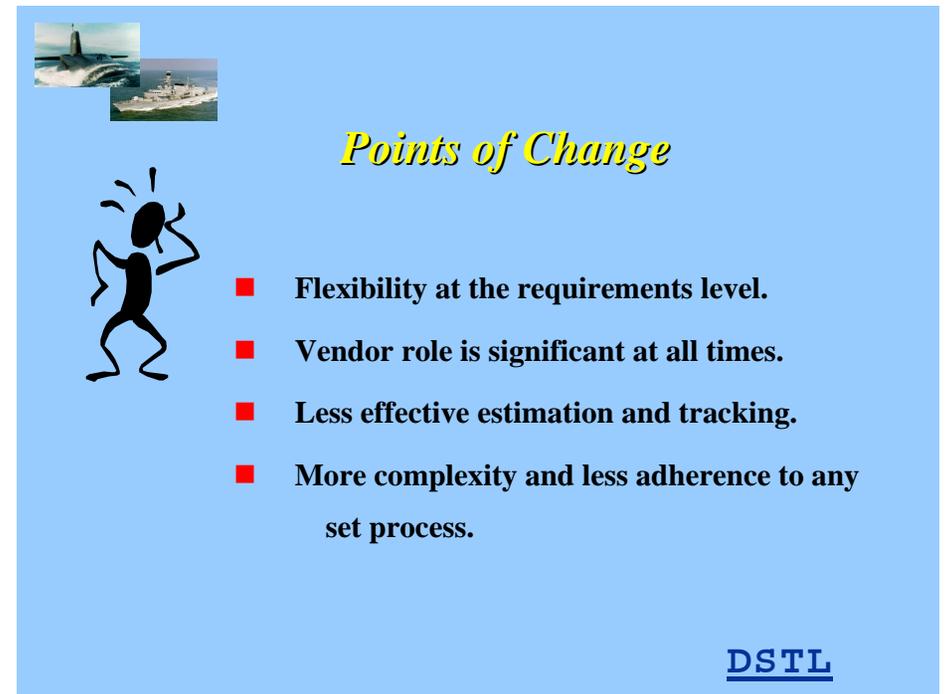
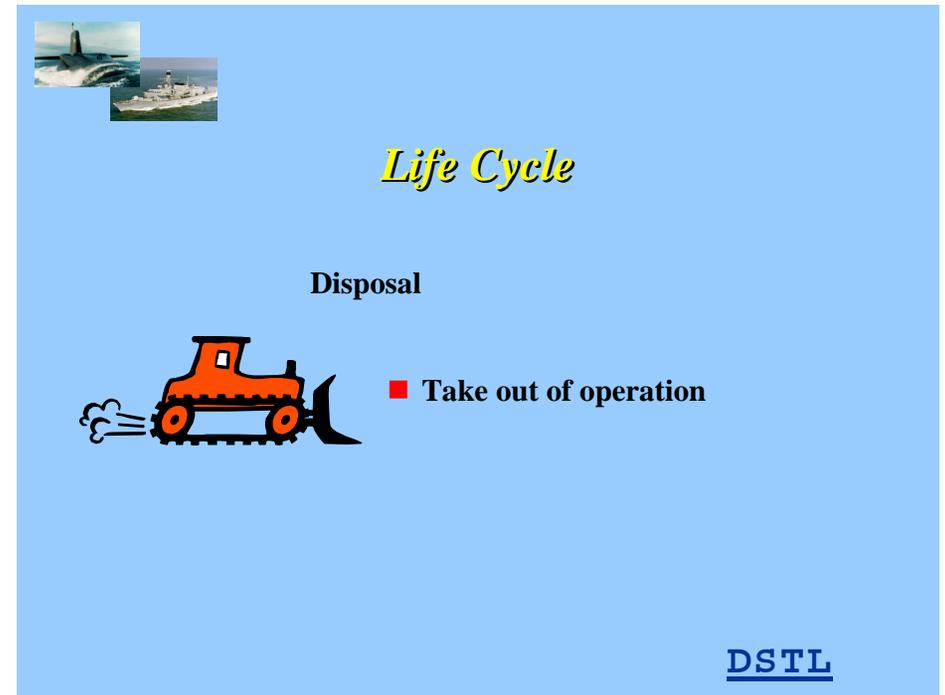
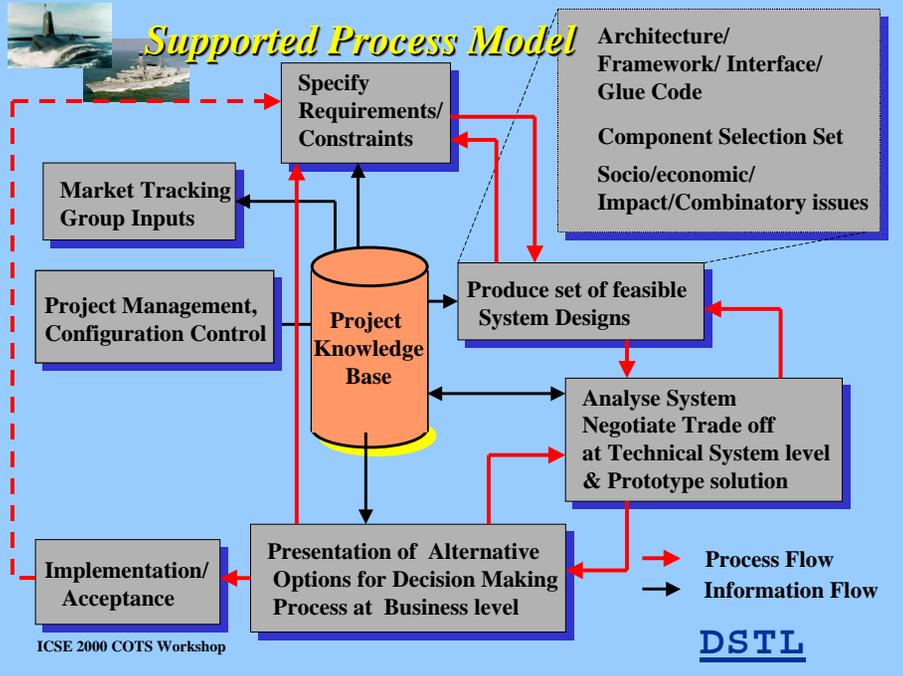
## Support Paradigms

### Test & Integration Options

- Concept Demonstrator
- Technology Demonstrator
- Conformance Testing
- Shore Based Trials
- Ship Based Trials



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## *Critical Identifiers*

- Component selection criteria
- Architecture, standards, & interfaces.
- Short or long term support
- Support paradigm



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## *Comments*

In a dynamic environment following a fixed plan can produce the system intended but not necessarily the system needed



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## *Comments*

‘Do it right first time’

- No uncertainty
- No experimentation
- No deviation from the plan



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## *Conclusions*

- Development and support are very similar but not necessarily the same.
- Frequency of change is significant
- Understanding the market is essential
- Fielding and acceptance could be main cost driver
- Risks are different
- Project management is different



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