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# Agile and software architecture

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# About Anton Jansen



- A system/software architecture consultant at Philips Innovation Service Industry Consulting.
- Lived and worked for 6 years in Sweden working for ABB Corporate Research as a senior scientist software architecture.
- Holds a PhD in software engineering from the University of Groningen on the topic of architectural design decisions
- Written over 20 peer reviewed articles on the topic of architecture.
- Wrote the most influential paper on software architecture in the last 10 years.



# About Klaas Wijbrans

- Senior consultant architecture at Philips Innovation Service Industry Consulting.
- Master's degree in Electrical Engineering and Doctorate in the Technical Sciences from the University of Twente
- > 25 years experience in systems architecture, process improvement and technology management

# Agenda

- Context
- Agile Software development
- Software Architecture & Agile
- Scaled Agile Framework (SAFe)
- SAFe Challenges
- Open questions
- Recommendations / take aways
- Questions?

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# Context



Software Only Products

# Manifesto for Agile Software Development (2001)

We are uncovering better ways of developing software by doing it and helping others do it.  
Through this work we have come to value:

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- Individuals and interactions** over processes and tools
- Working software** over comprehensive documentation
- Customer collaboration** over contract negotiation
- Responding to change** over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

# Fundamental underpinnings

- Software is unique in several ways;
  - Production/manufacturing is trivial, i.e. copy!
  - Carefully following a process has does not guarantee the quality of the resulting software.

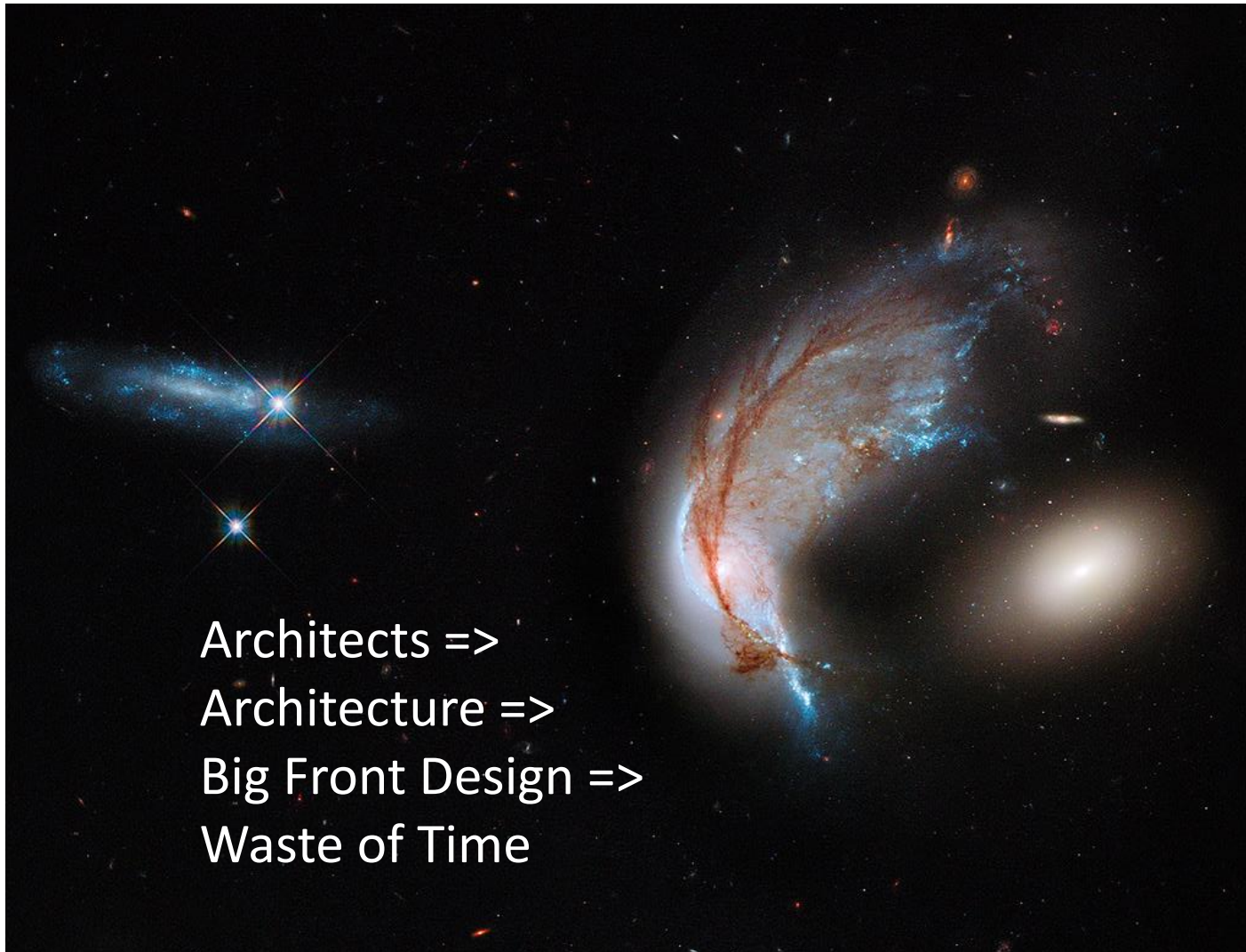
⇒ A purely process oriented organization cannot create/manage software
- Making software, including coding, is a collaborative **design** activity  
⇒ Maximize communication bandwidth among relevant actors
- Nobody knows the real requirements, not the developers, not product management, not the customer.
  - *"It's really hard to design products by focus groups. A lot of times, people don't know what they want until you show it to them"* – Steve Jobs

⇒ Get customer feedback often

  - Release often!
  - Can you release your software now?

⇒ Making software is a journey of exploration!

# Software Architecture & Agile



Architects =>  
Architecture =>  
Big Front Design =>  
Waste of Time





Do you need an architect to create software?

# It depends.....

- How complex is your system and it's surrounding?
- How big is the part that you need to develop?
  - Can you re-use an architecture, e.g. a technology stack, and just add the “small” missing parts?
  - How many people would you need to develop the software on time?
- What is the cost to society if things go wrong?

=> Most software does not need an architect

⇒ Most software is written by people who never received formal education for it

# Software Architecture

Software Architecture = {Architectural design decisions}

Architectural design decision = Those decisions that are costly to change later

# When traditional agile approaches hit the wall



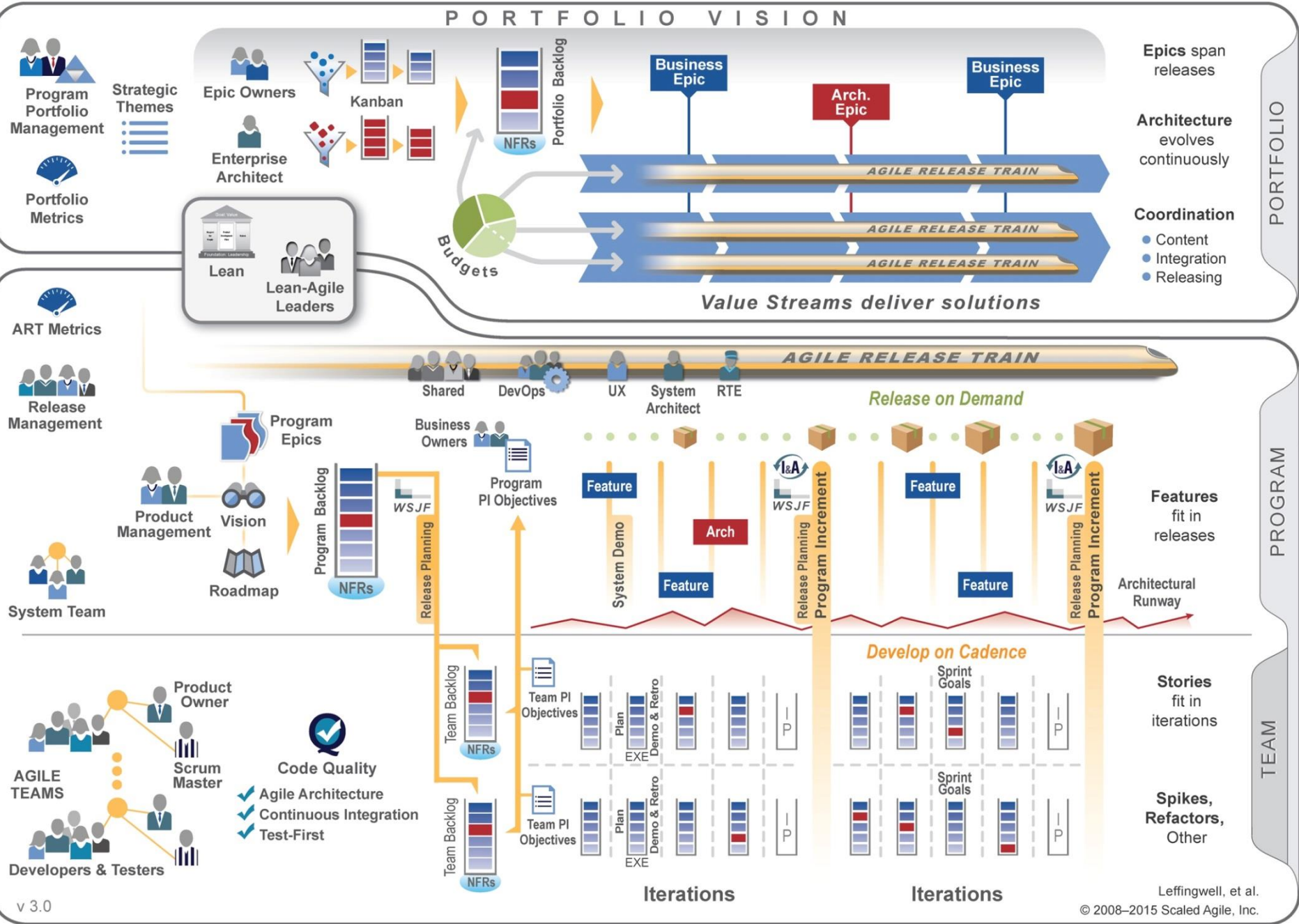
People's communication bandwidth does not scale!

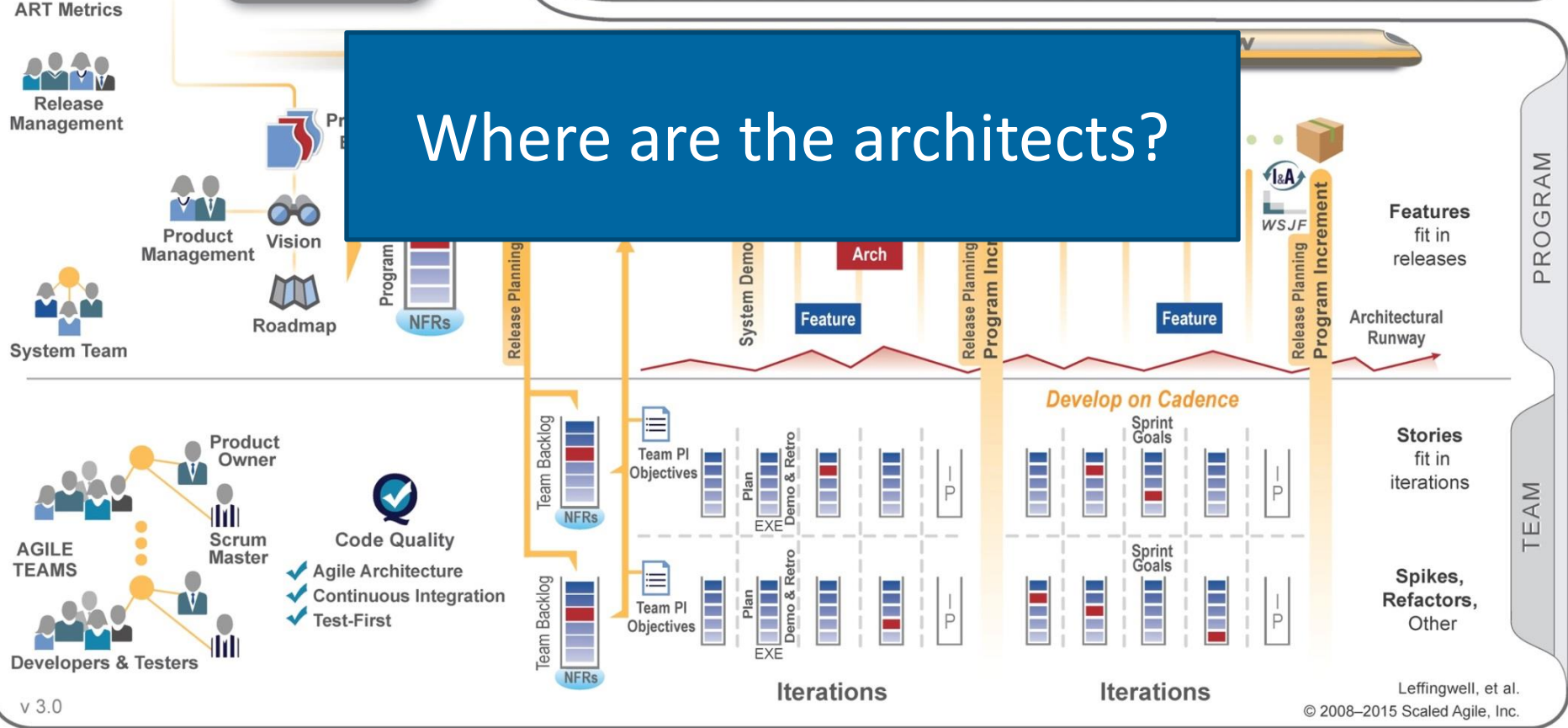
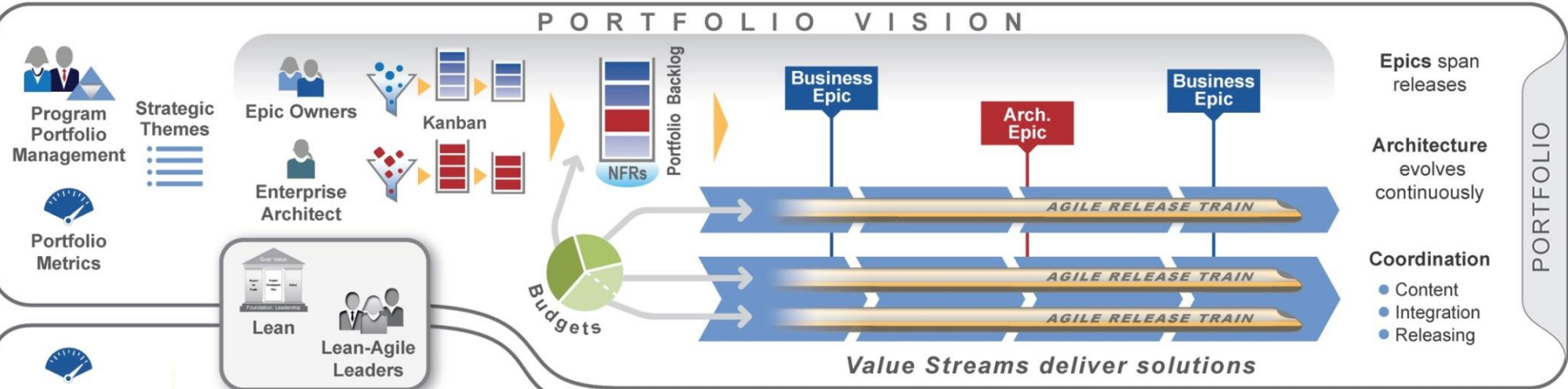


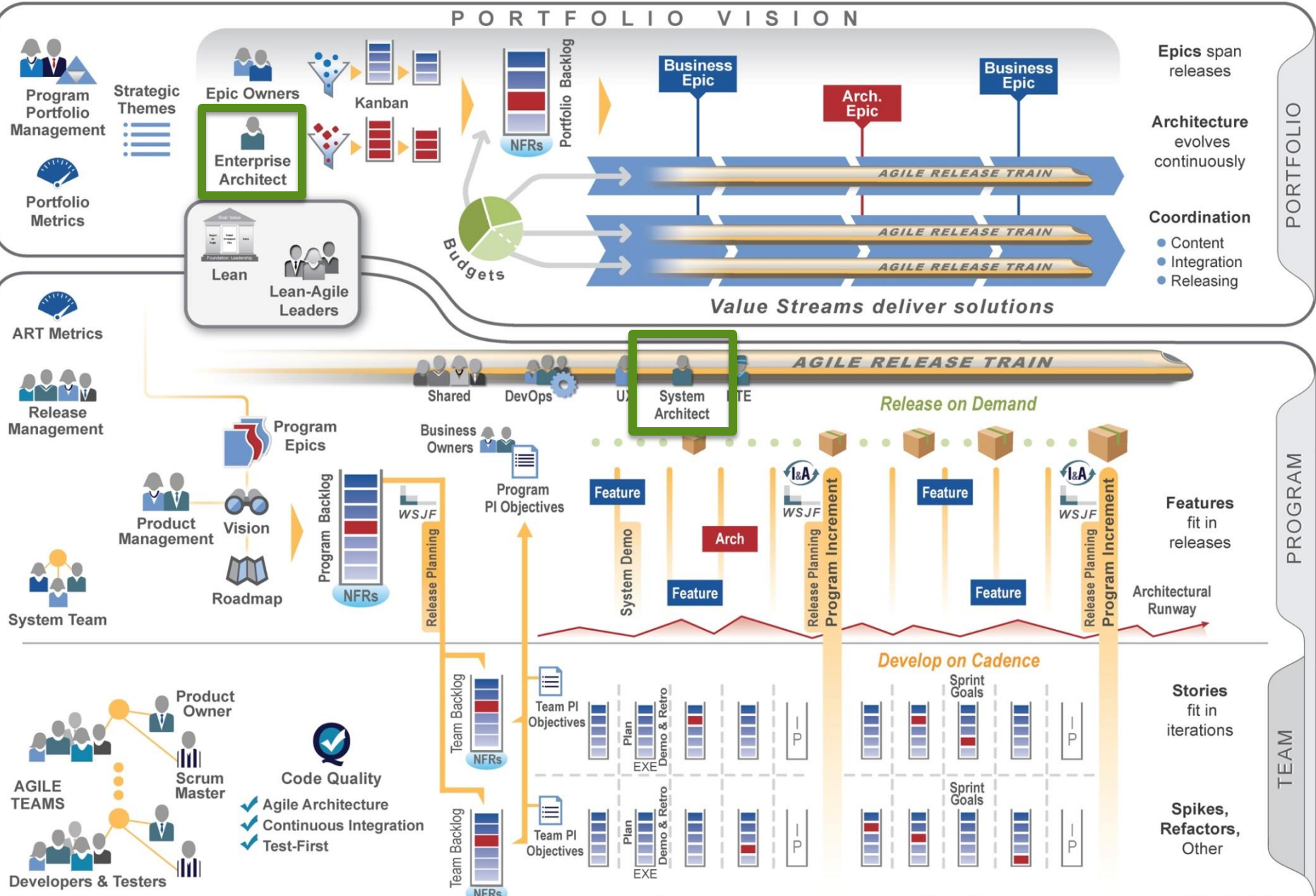
# Scaled Agile Framework (SAFe)

- Background
    - Created by Dean Leffingwell (Rational Unified Process (RUP), ClearQuest, RequisitePro )
    - One of several attempts (e.g. DAD, LeSS, Nexus) to scale up agile methods.
    - Combines ideas from lean and agile
  - Philosophy
    - Push decision making down as much as possible
    - Steer on scope, budget/time and quality fixed.
    - Develop on a fixed cadence
    - Sharing knowledge is primarily done through socialization
- ⇒No more project leaders
- ⇒Requires deep and full engagement of product management
- ⇒Management has to give up on large parts of (illusionary) control



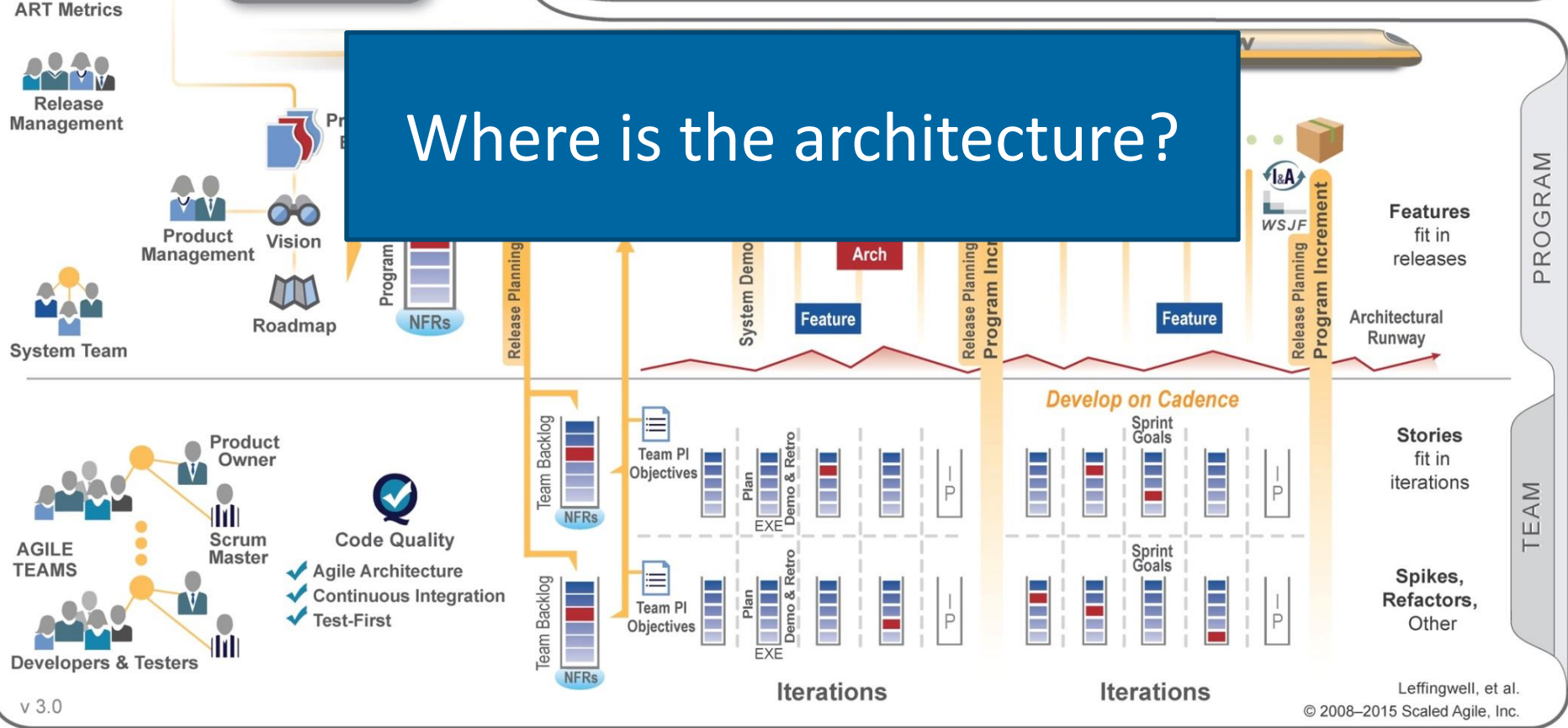
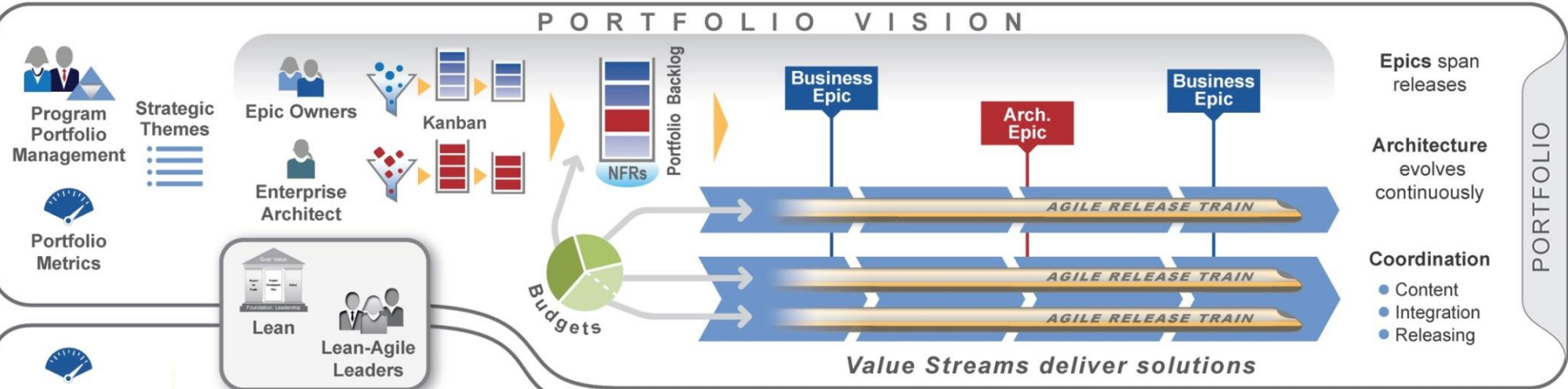




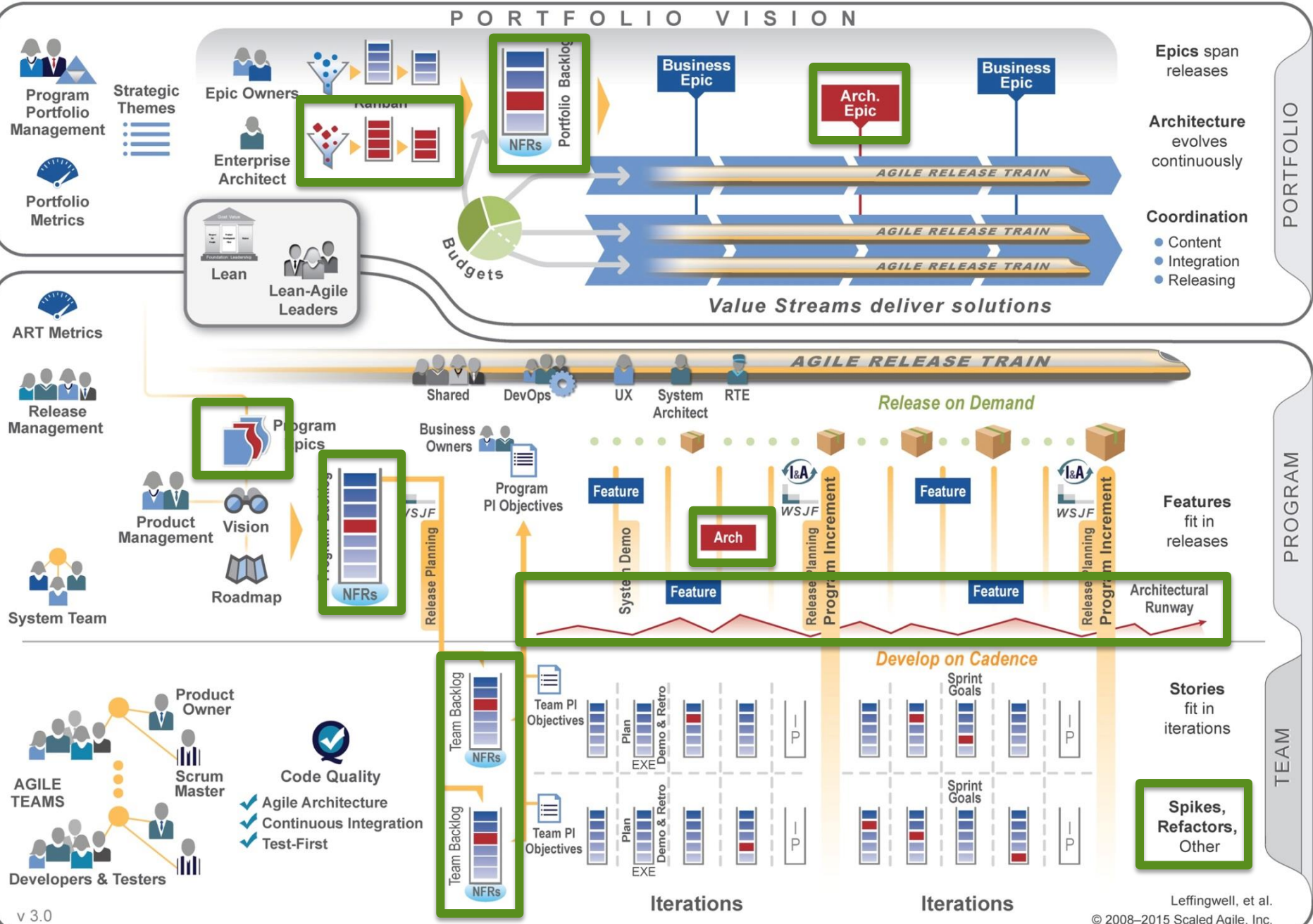




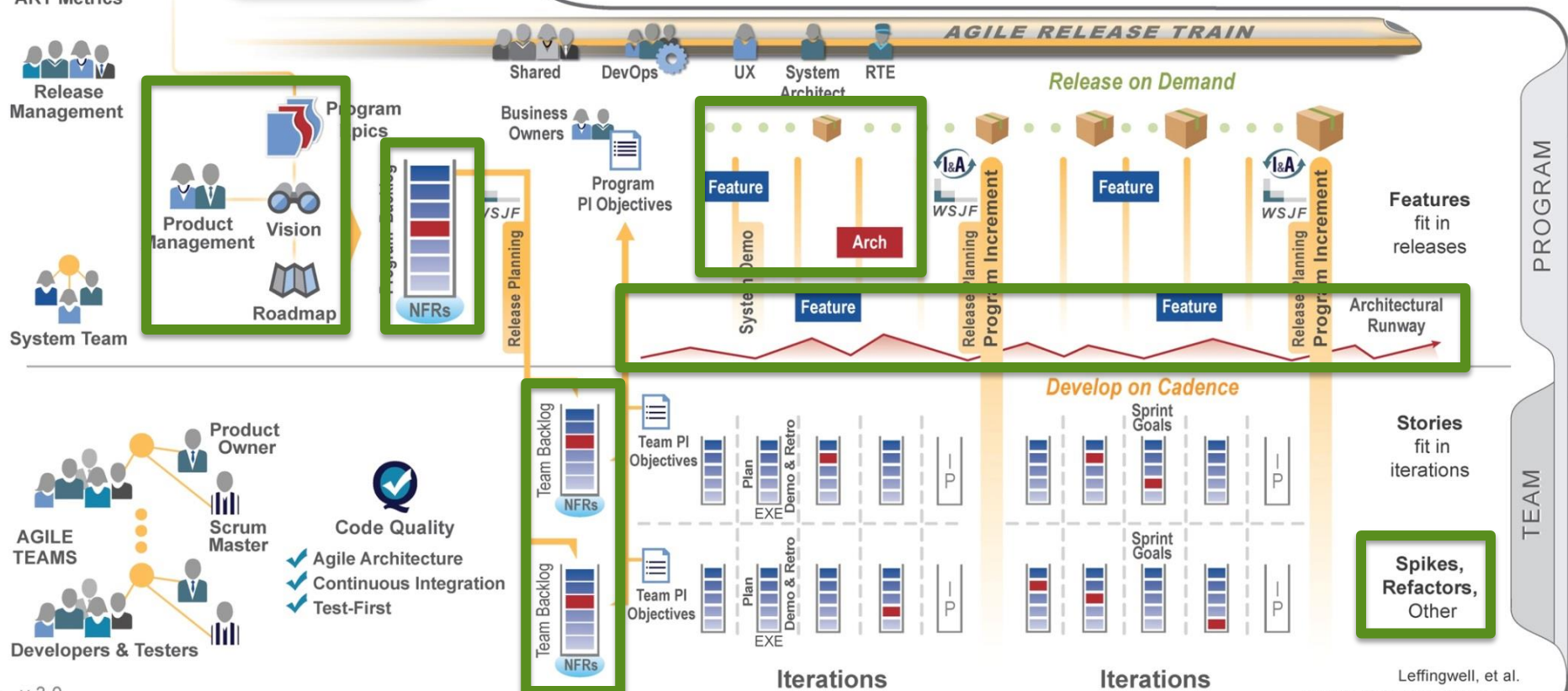
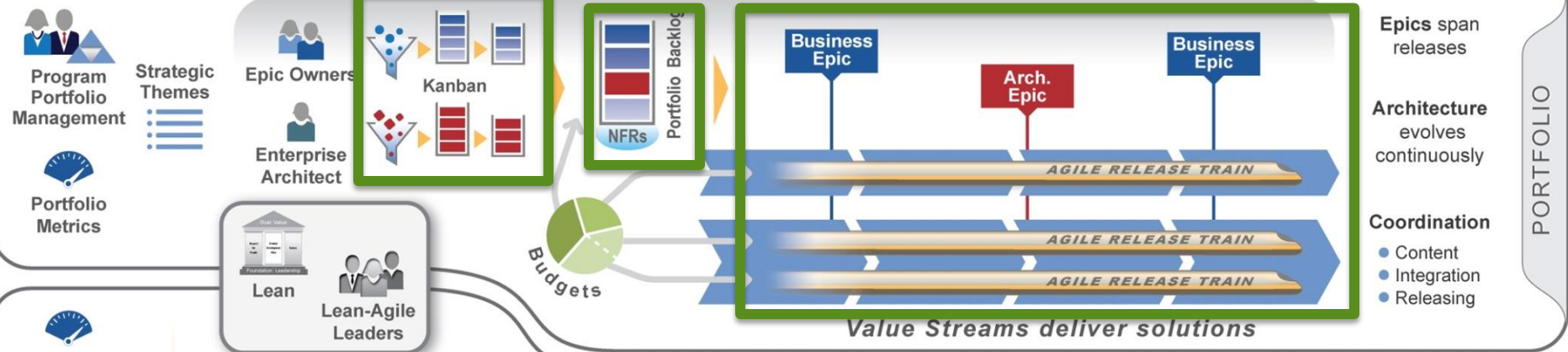








## PORTFOLIO VISION



# SAFe Challenges (1/2)



- Assumes a brown-field situation
  - Misses the ramp-up curve needed for green field
- The enterprise architect has it's own Kanban, with budget
  - Drive architectural run-way
  - Manage technical debt
- NFRs are seen as constraints on the contents of the different backlogs
  - Architecture trade-offs left implicit
- Architecture is incrementally and piecemeal defined.
  - Epic/Features/User stories contain delta's to architecture and requirements
  - Architecture Exploration performed through “spikes”, which are triggered at portfolio level

# SAFe Challenges (2/2)



- Base for delta is implicit!
  - Consolidation of delta's not defined
  - SAFe tool support only focusses on delta's
  - Consolidation can be hooked to definition of “done”
- Implicitly assumes agile teams are interchangeable
  - Deep domain knowledge ignored
  - Teams can be aligned with components → allocation of domain knowledge to the right components becomes key!
- Implicit Transformation of Epics to Program Epics
  - Need solid architecture foundation to spread work among the ARTs
- SAFe is more a framework than a methodology -> consultancy friendly 😊

# Open Questions

- Would an approach like SAFe also work for software intensive / hardware based products/systems/services?
- Using SAFe in a platform environment
  - How can we speed up the customer feedback loop?







# Establish backlogs to introduce product features into portfolio and groom to project, releases and iterative implementation

