



Practical Process Improvement

The Story of the SP5 Testing Process Improvement Project

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- Company Overview
- Process Improvement @ Ulticom
- SP5 Improvement Project
- Summary and Learnings

Company Overview

The Company

- Leading provider of communication signaling components and systems enabling value-added services
- Current head count 270
- Sales, development, and support in North America, Europe, and Asia
- TL 9000 Certified

History

- 30-year history of innovating products and services for the communications market
- Public company since 2000

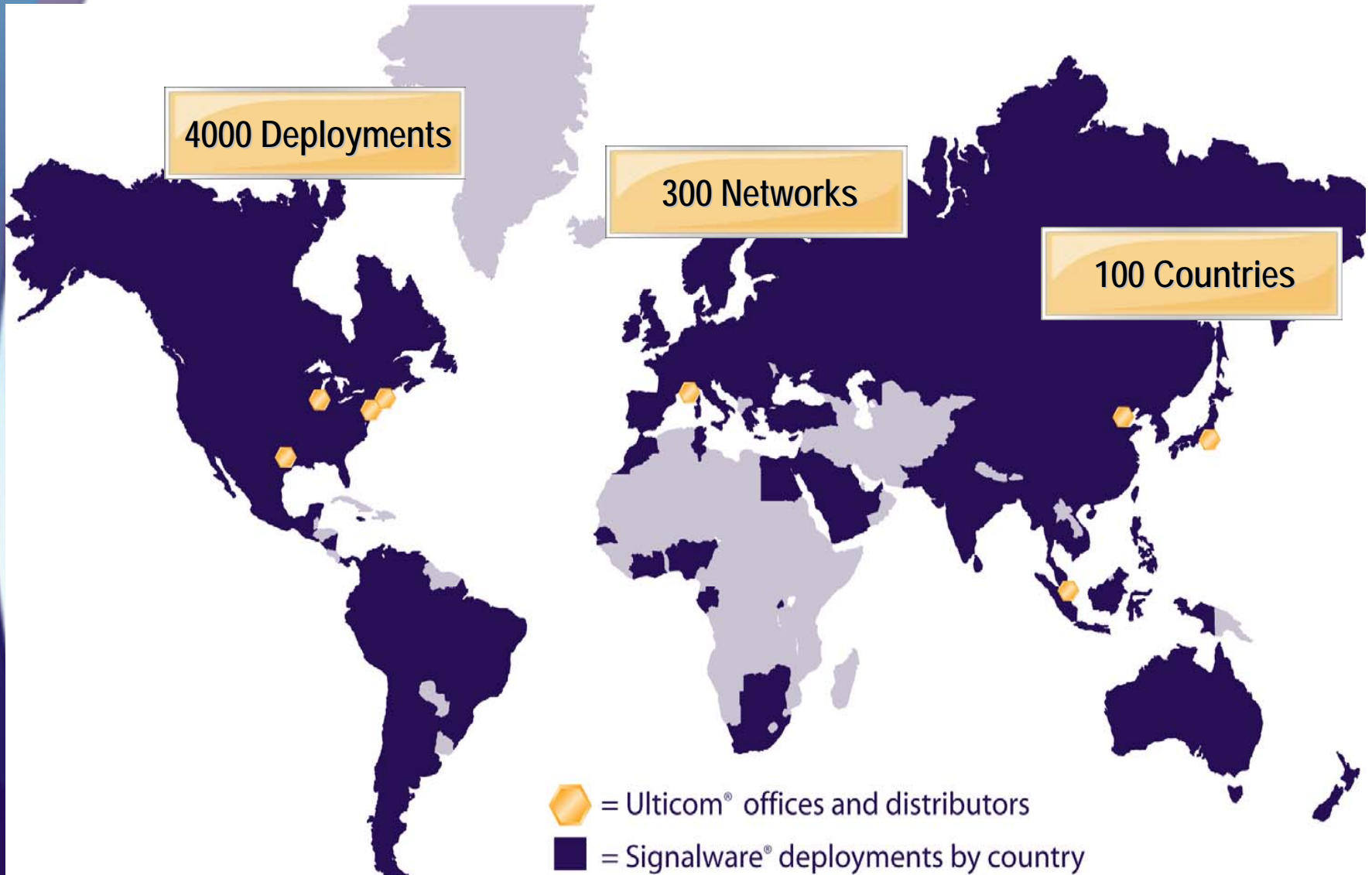
Markets

- Markets : Switching, Mobility, Payment, Messaging, and Location services in wireline and wireless networks
- Customers: Over 55 active system and service provider customers deployed in Over 4,000 deployments in 300 networks and 100 countries
- Growth driven by increasing subscribers and wireless service usage

Products

- Signalware – Multiprotocol signaling platform to develop and deploy applications
- nSignia – Signaling gateway to cost-effectively bridge SS7 and IP signaling networks
- Signalcare - high-value service and support programs to customers deliver on the next generation of communications services





Process Improvement @ Ulticom

FY07 Objective: Establish the data and methodology needed to drive coordinated improvement projects across the organization resulting in quantifiable improvements in quality or productivity

- Develop a process improvement process which incorporates
 - Six Sigma Principles
 - Lean Principles
 - Cost of Quality Model
 - Agile Principles
- Provide advanced quality training for Process Improvement
 - Hired Process-Fusion for training and consulting on Lean Six Sigma for small companies
 - Develop In-house training on data analysis
- Prove the value
 - SP5 Testing Project
- Quantify and Track Improvement Successes
 - Established Quality web-site and communication plans

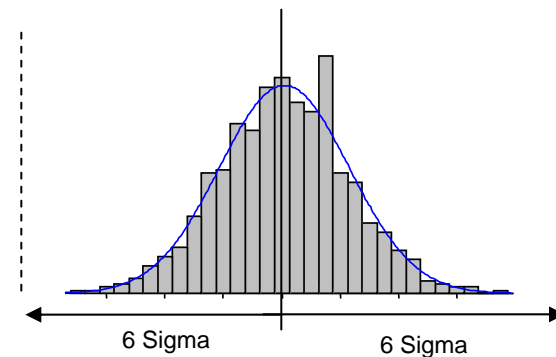
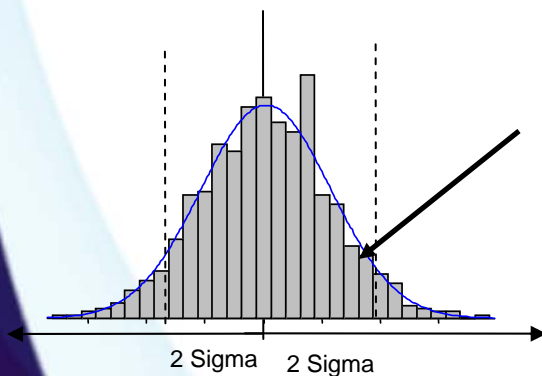
Work Smarter NOT Harder!

- Agile is a set of principles and values that promote a collaborative adaptable development process which frequently delivers value add products to customers.
 - Agile Practices and methods (Scrum, Extreme Programming, etc) are the means to an end to instill these principles and values into a company
- Agile is a company wide change
 - Customer involvement
 - Collaboration
 - Continuous testing and product delivery
- Agile is not a prescriptive process
 - Set of principles to be applied with common sense to Ulticom's environment
- Agile promotes team empowerment
 - Own the quality of the product
 - Own how they work (processes)
 - Own when and how much they deliver

- A systematic approach to quantifiably solve problems and optimize critical business processes through both information and statistical analysis.
 - Methodology to drive ROI driven improvements (DMAIC)
 - Tools to improve process performance
- Successful adaptation of Six Sigma can lead to dramatically improved business performance, profitability, and substantial increases in overall customer satisfaction.

- Achieving a sigma level means that out of every 1,000,000 things you make, process, etc., the following number will be defective:

- 2 Sigma = 308,538 defects
- 3 Sigma = 66,807 defects
- 4 Sigma = 6,210 defects
- 5 Sigma = 233 defects
- **6 Sigma = 3.4 defects**



- **Lean** is a generic process management philosophy derived mostly from the [Toyota Production System](#) (TPS)[1] but also from other sources. It is renowned for its focus on reduction of the original Toyota 'seven wastes' in order to improve overall customer value. Lean is often linked with [Six Sigma](#) because of that methodology's emphasis on reduction of process variation (or its converse smoothness). Toyota's steady growth from a small player to the most valuable and the biggest car company in the world has focused attention upon how it has achieved this, making "Lean" a hot topic in management science in the first decade of the 21st century.
 - **Production Capacity = Work + Waste (Muda)**
 - **Goal is complete elimination of waste**
 - Waste is defined as anything that does not directly add to the production of something that the customer will pay for
 - Seven Examples of waste
 - Defects
 - Overproduction
 - Inventory
 - Extra processing
 - Unnecessary motion
 - Transportation
 - Waiting

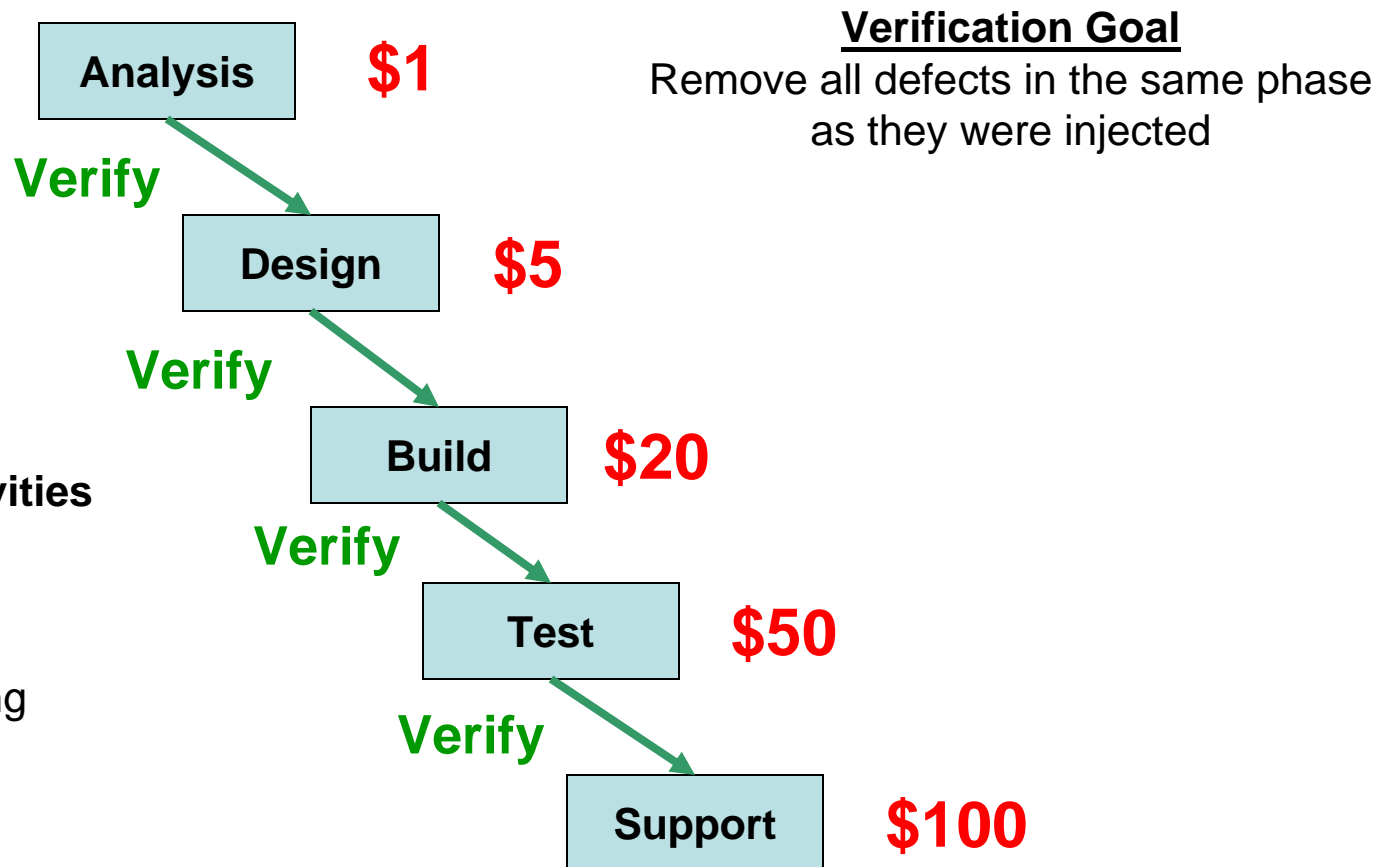
[1] Womack, James P., Jones, Daniel T., and Roos, Daniel (1991), The Machine That Changed the World

- Dealing with nonconformances (Internal and External).
 - Quality problems detected prior to product shipment.
 - Quality problems detected after product delivery.
- Appraising the level of quality.
 - Discovering the level of nonconformances.
 - Quality control gating.
- **Preventing poor quality from occurring.**
 - Efforts to define quality, set quality goals, standards, and thresholds. Quality trade-off analysis.
 - Efforts to prevent poor product quality or improve process quality.

An ounce of prevention can go a long, long way!

Source: **Using the Cost of Quality Approach for Software** by **Herb Krasner**

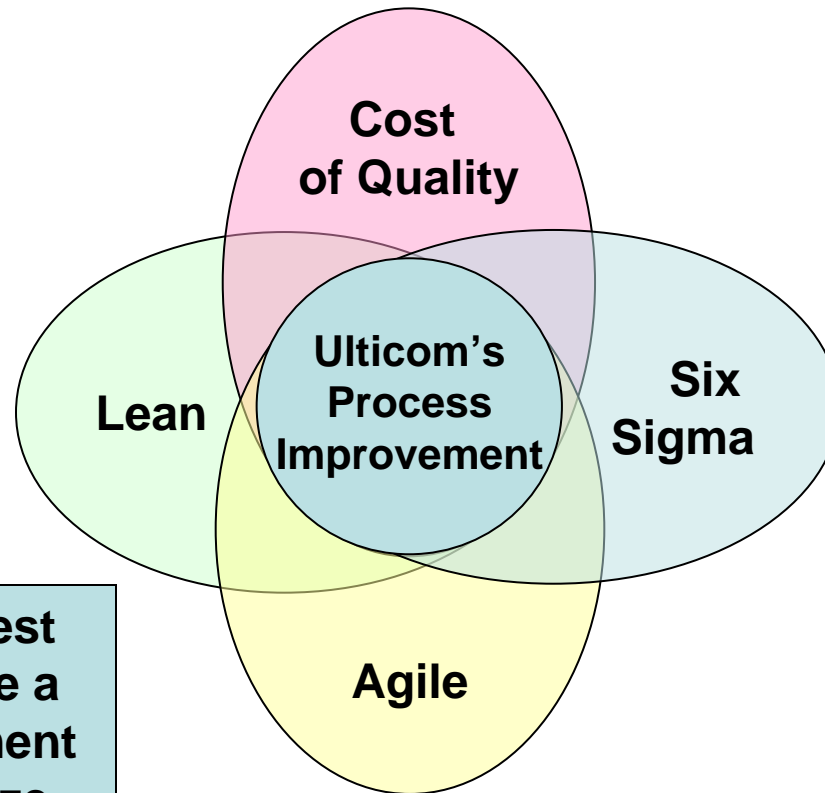
The later a defect is found in the process,
the most costly it is to fix!



Source: Boehm, B., Software Engineering Economics

Ulticom's Process Improvement

Measurement of
Quality and
Productivity



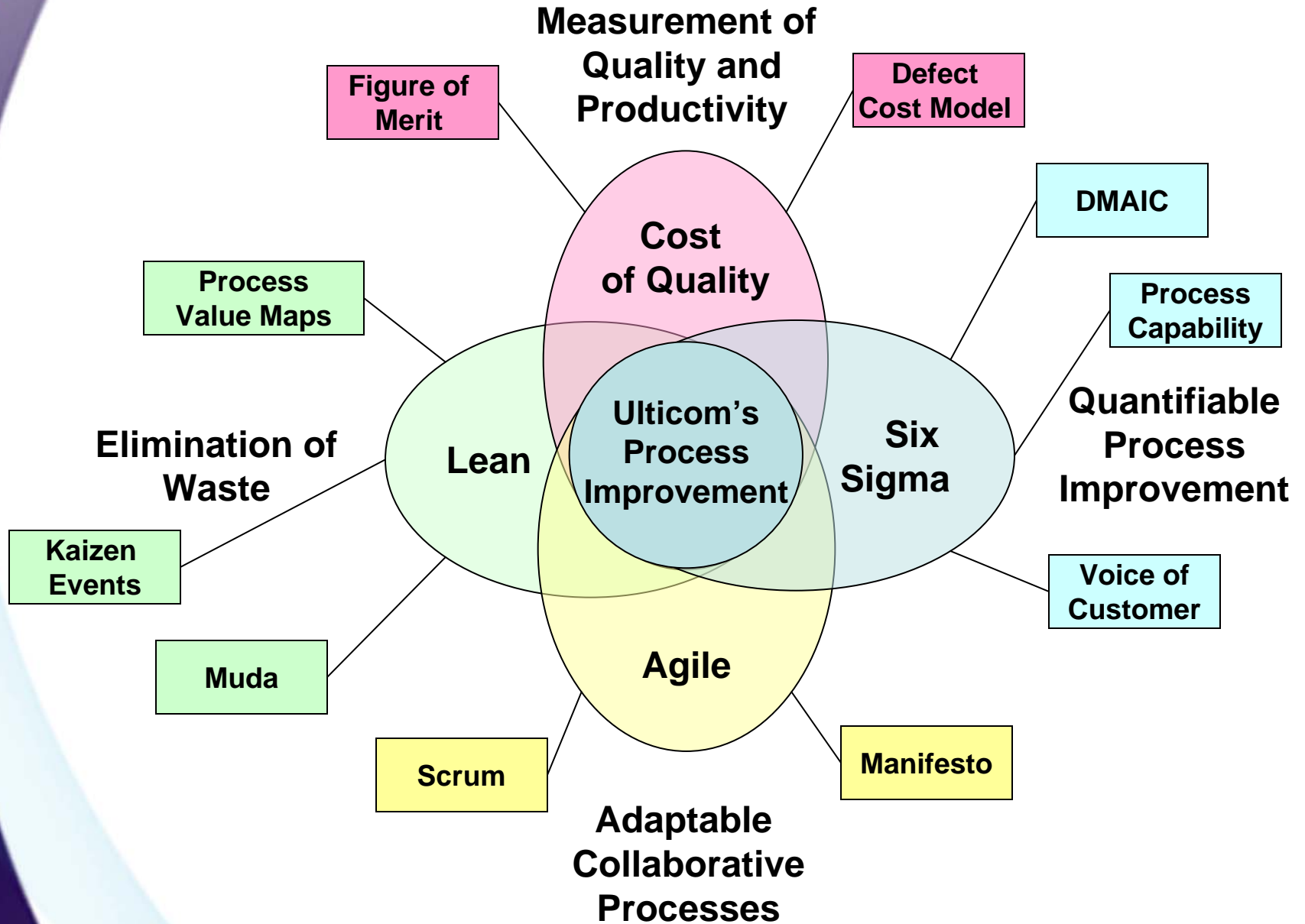
Elimination of
Waste

Quantifiable
Process
Improvement

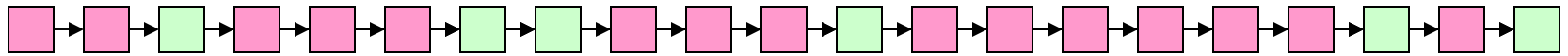
Utilize industry best practices to define a process improvement process for our size, environment, and culture

Adaptable
Collaborative
Processes

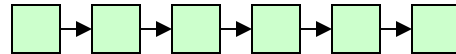
Ulticom's Process Improvement Tool Box



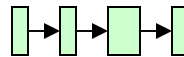
Improving a process...



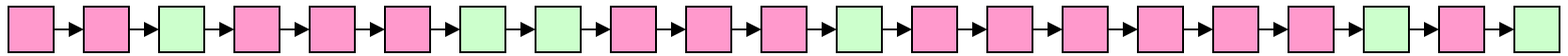
Lean tools eliminate the waste....



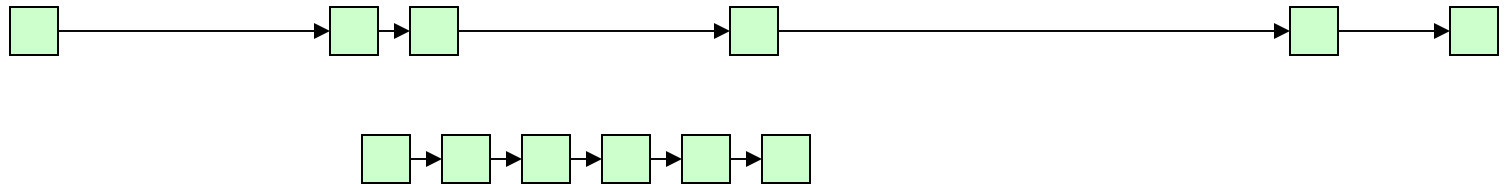
Six Sigma tools Improve the process....



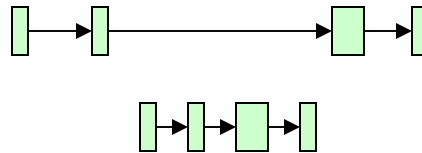
Improving a process...



Lean tools eliminate the waste....



Six Sigma tools Improve the process....



- **Lean**
 - Principles and tools to eliminate waste
- **Six Sigma**
 - Methodology to drive ROI driven improvements (DMAIC)
 - Tools to improve process performance
- **Cost of Quality**
 - Models and framework to capture re-work costs and impacts
- **Agile**
 - Principles for improvement efficiencies for product development **AND** Process Improvement

SP5 Improvement Project

Behind the scenes process improvement

The SP5 Improvement Project Story...

- Define Goals and Objectives
- Measure and Analyze the problem
- Determine and Implementation the solution
- Measure the results
- Opportunities going forward

S Six Sigma Principle

L Lean Principle

A Agile Principle

Q Cost of Quality

- **The Problem**

- Signalware SP5 release
 - 15 different Operating Systems
 - 8 different protocols
 - 37 new features
 - Various defects fixes
- Time and effort was becoming the critical factor jeopardizing the release date.

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- **The Goal**

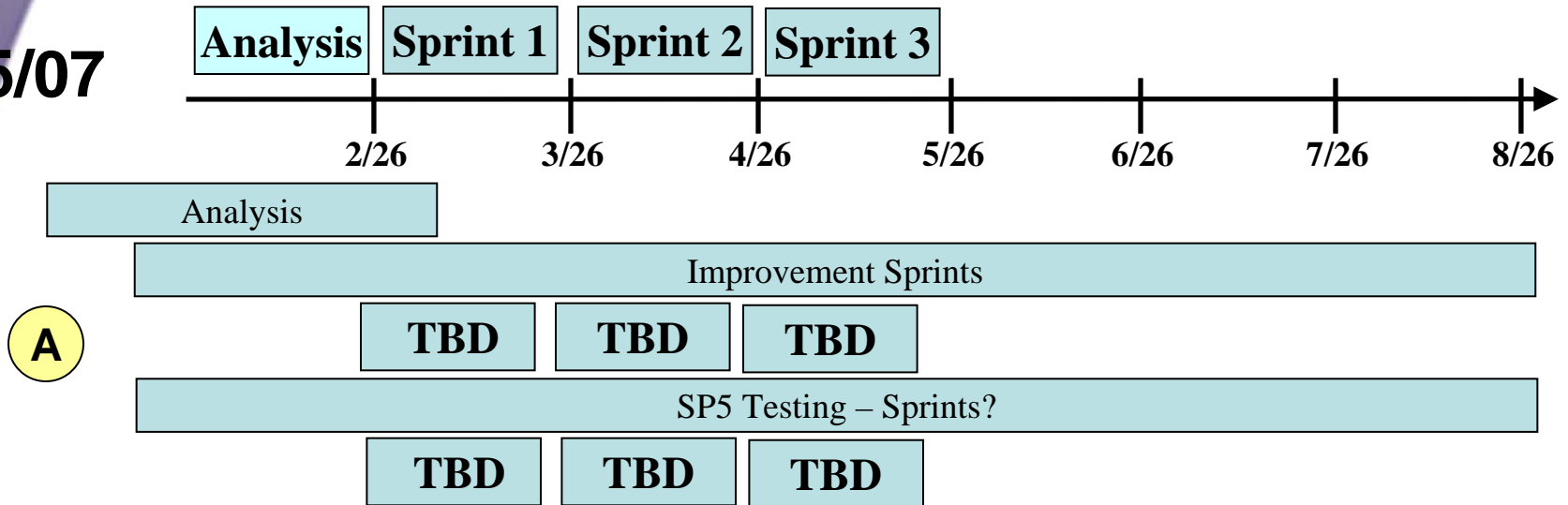
- Dramatically reduce the SP5 testing effort by improving our test plans, processes, automated tests, and regression strategies, while maintaining or improving the product quality.
 - This will be accomplished by an initial Analysis and identification of improvements, and the use of Scrum to implement the improvements.

1. Determine the test case(s) that require the highest amount of efforts in order to select and prioritize candidates for automation.
2. Determine a general feel for the effort of all the testing.
3. Analyze current CR list broken down by category and severity – what does our current regression testing cover?
4. Define the criteria for when we need to specifically test a CR
5. Analyze current test cases, what is the overlap? (Regression vs. Functional)
6. Analyze different protocol testing to determine redundancies
7. Review OS specific test cases to determine overlap
8. Identify hardware resources needed\available
9. How will we capture\document analysis
10. Risk assessment of test cases to determine which one generates the most bugs and run them first.
11. Determine which test cases can be automated
12. Brainstorm ideas for making the test/bug fix process more efficient

- Product Owner: System Test Manager
- Scrum Master: Project Manager
- Scrum Team:
 - 5 Developers
 - 5 Testers
 - 2 Development Manager
 - 1 Quality and Process

High level Implementation Timeline

2/15/07



- Every defect is explicitly tested
 - Defect verified with Baseline, Fix Installed, Defect Fix verified

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- Do we need to explicitly test every defect?

- What defect need explicit testing?
- What defects can be verified by a current regression test?
- What defects can be verified by unit testing?

- Split the defects into two categories

- Cat 1 – All Criticals, All Majors, and Minors found by the Customer
- Cat 2 – Minors found internally.

- Validate our data is accurate

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- Used random sampling to validate our severity and type defects
- Looked at re-work of minor defects to determine defect fix failure rate

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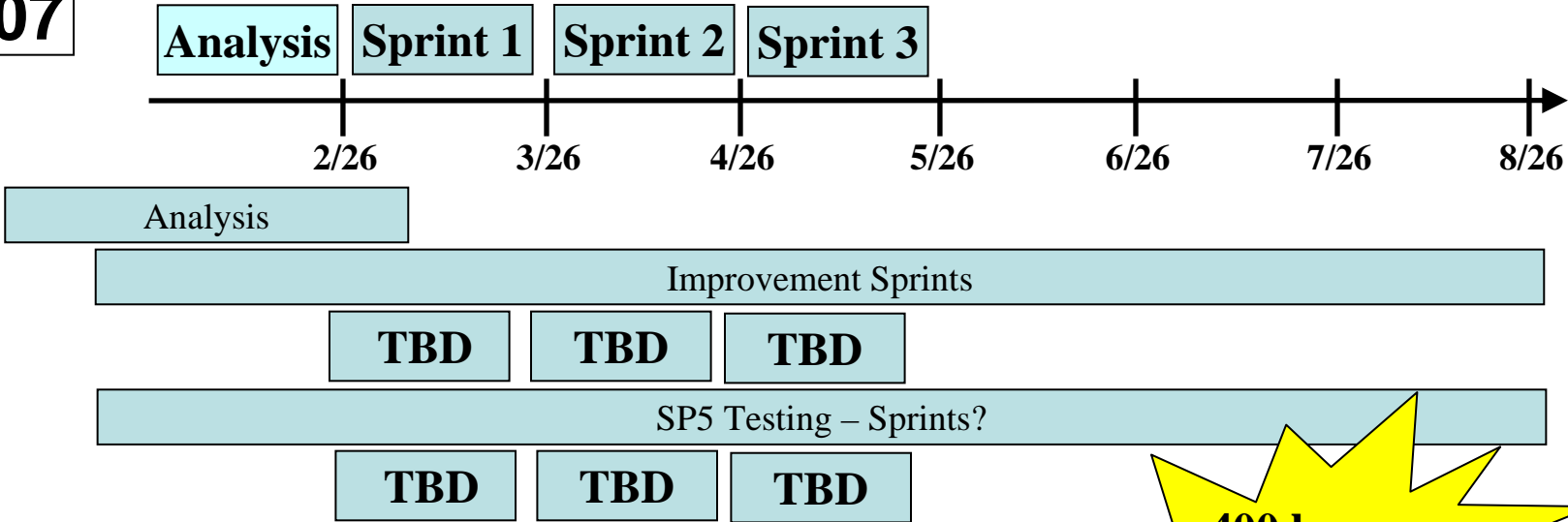
- All Cat 1 defects were reviewed by developer/tester pairs to identify the defects that could be verified by a current regression test.
- All Cat 2 defects were verified via unit testing and a formal sign-off by the developers who fixed the defect.
- In the example illustrates how we determined the effort savings
 - 14 Cat 1 defects were verified during regression testing
 - 47 Cat 2 defects were verified during unit testing
 - Saving the effort of testing 61 defect explicitly

CAT	Defect Type	Count	Testing		
			Explicit	Regression	Unit
1	Critical	2	1	1	0
1	Major	34	23	11	0
1	Minor with Sr	17	15	2	0
2	Minor with No SR	47	0	0	47
	Total	100	39	14	47

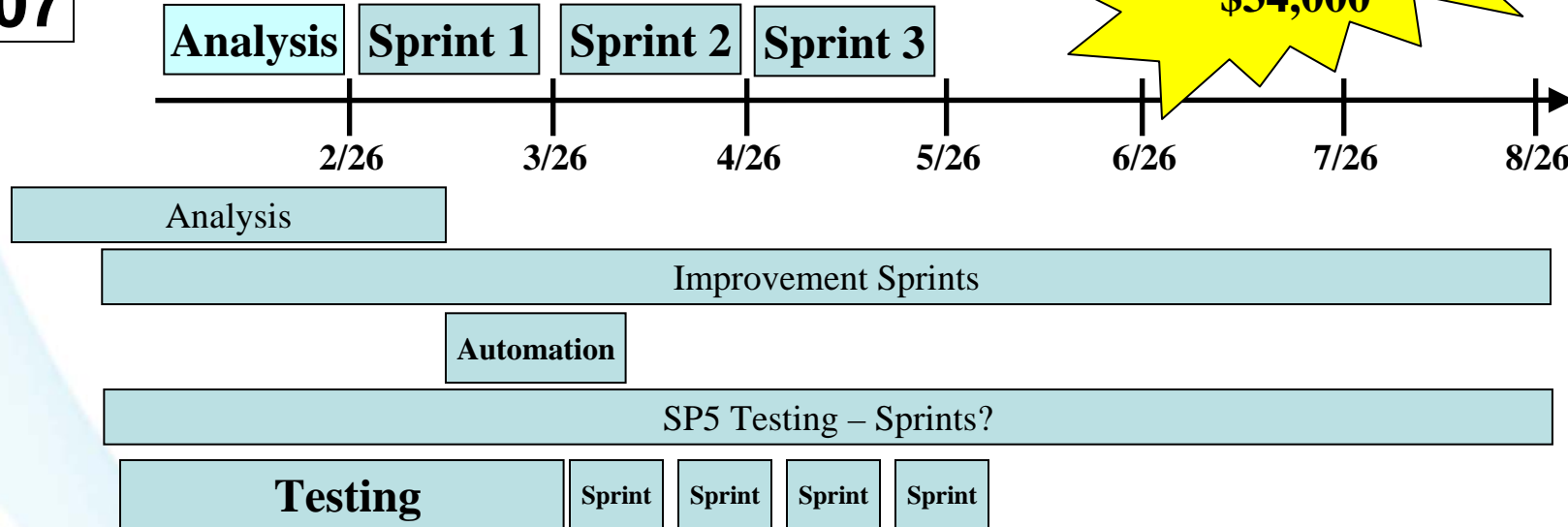
- ◆ **War Room Established**
 - ◆ Meeting and collaboration
 - ◆ **Daily Stand-up Meetings were held**
 - ◆ Review progress and resolve issues
1. **Hardware Team 1 (9:00)**
 2. **Performance Team (9:15)**
 3. **Feature Team 1 (9:30)**
 4. **Install and Upgrade Team (9:45)**
 5. **Feature Team 2(10:00)**
 6. **Test Automation Team(10:15)**
 7. **Scrum of Scrums (10:30)**

- Formal builds occurred every 2 to 4 weeks
 - Defect Fix process cycle time is 4 to 6 weeks
 - Defect Opened, Approved, Fixed, Formally Built, Retested
- How do we reduce the cycle time and complete testing backlog items (finish what we started)?
- Collaborative Testing teams (Testers and Developers)
- More frequent builds
 - Formal Builds
 - Weekly builds (up to 16 OS builds)
 - Master schedule will determine the OS by week.
 - Informal Builds
 - Daily builds (on demand as needed)
 - Teams request build to correct defects and retest.

2/15/07



3/20/07



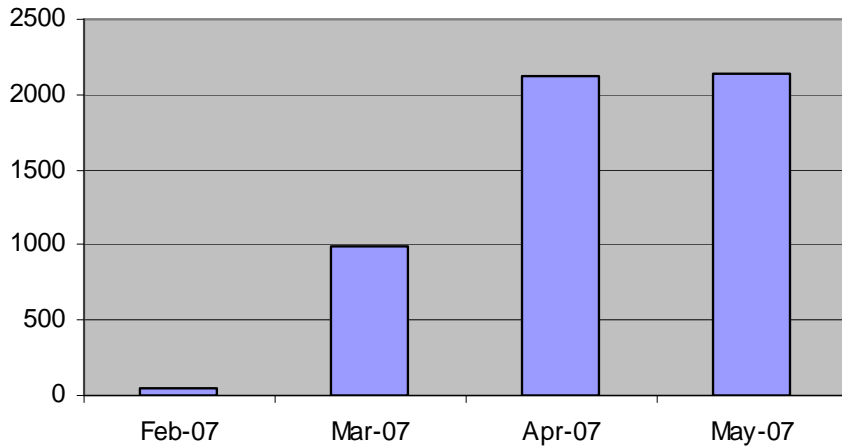
1. Eliminated 18% test cases
 - 20% reduction in testing effort.
2. Identified test cases to be automated
3. Eliminated explicit testing of 25% CRs
 - Analysis and development of a CR test strategy (do not test internal minor CRs)
 - Identification of CR that can be verified by regression testing
4. Development of a stream lined CR approval process with changes to our defect tracking tool
5. Development of a stream lined build process.
 - Weekly formal builds and on-demand informal builds
6. Implementation of Agile/Scrum principles
 - 5 Testing Scrum Team.

1. Reduction of Testing Effort
 - Test cases and CR verification
2. Process Efficiencies (Productivity)
 - Stream lined CR and Build Process
 - Collaborative focused Scrum Teams
3. Cost of Delay Savings
 - What if it was delayed?



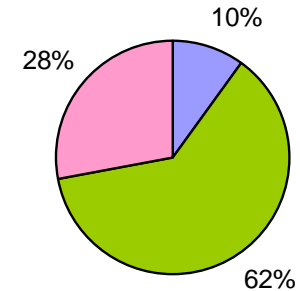
SP5 Testing Performance – Test Case and CR Reduction

SP5 Test Hours by Month



SP5 Testing Effort by Activity

■ Scripting ■ Testing ■ CR Verifying



Based on April and May Data

Activity	Effort (Hrs)	Test points/ Defects	Hours Per	Eliminated Points/Defects	Hours Saved
Scripting	429	13265	0.03	5781	186.8
CR Verifying	1190	389	3.06	256	783.4
Test Execution	2641	13265	0.20	5781	1151.1
				Savings (Hrs)	2121.4
Loaded HourlyRate \$85.00				Savings (\$)	\$180,317.51



1. Reduction of Testing Effort

- Test cases and CR verification

2. Process Efficiencies (Productivity)

- Stream lined CR and Build Process
- Collaborative Focused Scrum Teams

3. Cost of Delay Savings

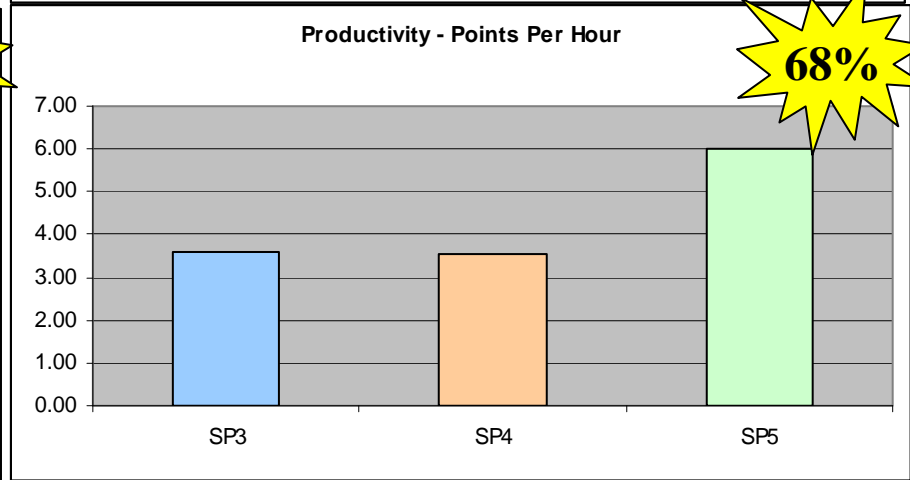
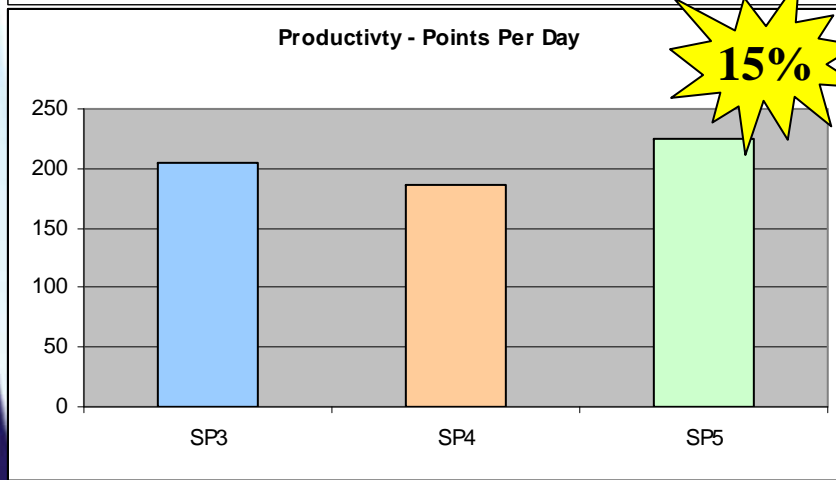
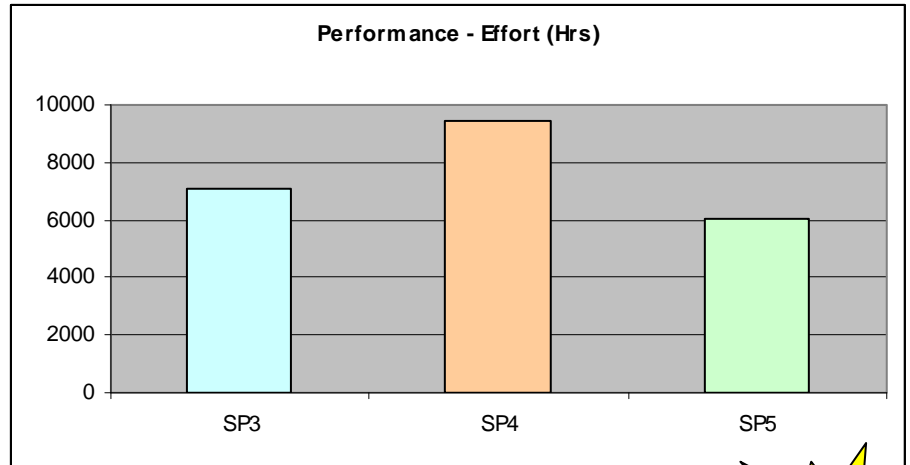
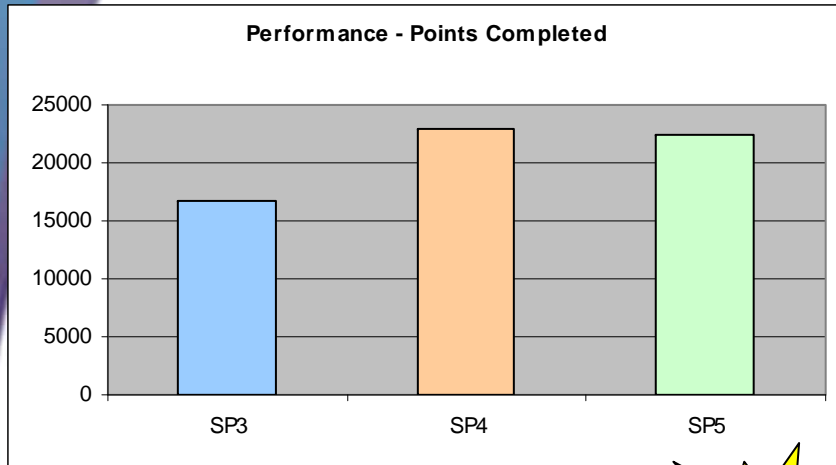
- SP5 Released on 6/11/07



\$180,317

4 week delay

SP Test Performance Comparisons



Release	Start Date	End Date	Days	Points Completed	Point Per Day	Effort (Hrs)	Percent Scripting	Percent Testing	Percent CR Verifying	Testing Effort	Point Per Hour
SP3	Apr-05	Jul-05	81	16650	205	7092.8	16.53%	65.59%	17.87%	4652.5	3.57875
SP4	Aug-05	Dec-05	123	23017	187	9425.55	5.96%	68.43%	25.62%	6449.5	3.56878
SP5	Feb-07	May-07	100	22470	225	6019.25	10.1%	62.0%	27.9%	3731.7	6.02139

1. Reduction of Testing Effort → **\$180,317**
4 week delay
 - Test cases and CR verification
2. Process Efficiencies (Productivity) → **15% - 68 %**
2 – 5 week delay
\$90,158 - \$225,397
 - Stream lined CR and Build Process
 - Collaborative Focused Scrum Teams
3. Cost of Delay Savings → **6 – 9 week delay**
 - SP5 Released on 6/11/07

- What if SP5 was delay 6-9 weeks
 - What are the revenue impacts to SP5?
 - What are the cost and revenue impacts to our SP5 customers?
 - What are the revenue impacts to all other projects that would have been delayed?
 - What other impacts.....

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1. Reduction of Testing Effort

- Test cases and CR verification



\$180,317
4 week delay

2. Process Efficiencies (Productivity)

- Stream lined CR and Build Process
- Collaborative Focused Scrum Teams



15% - 68 %
2 – 5 week delay
\$90,158 - \$225,397

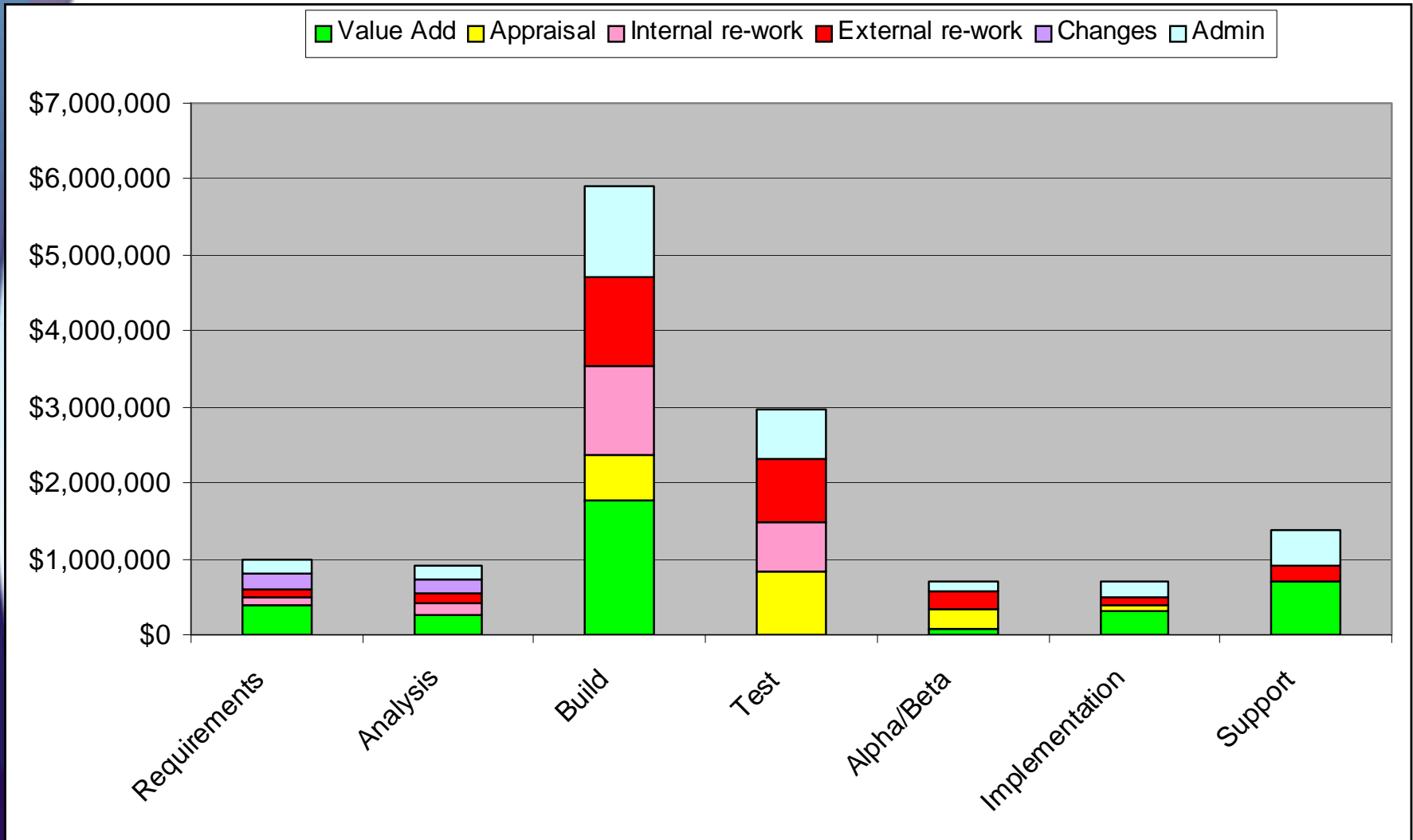
3. Cost of Delay Savings

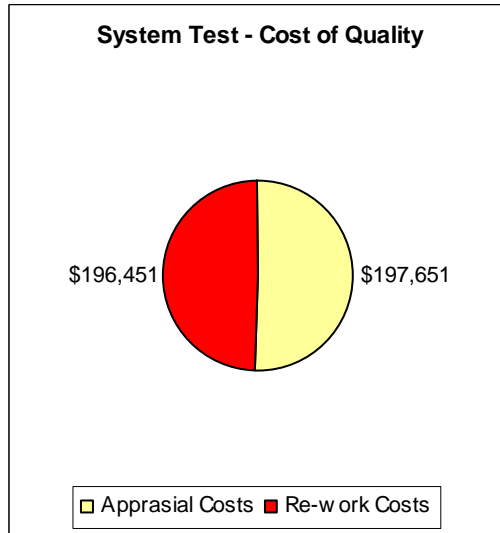
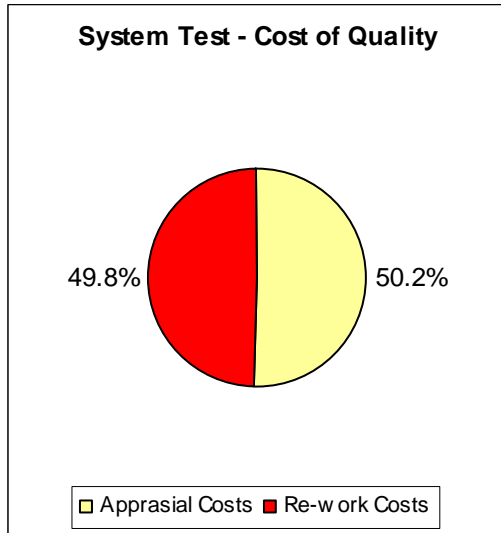
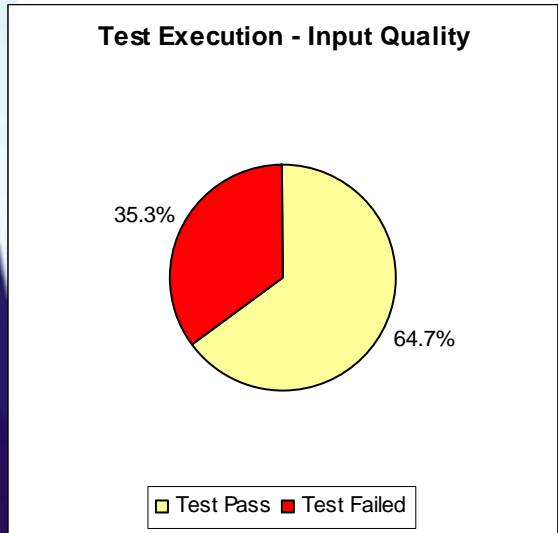
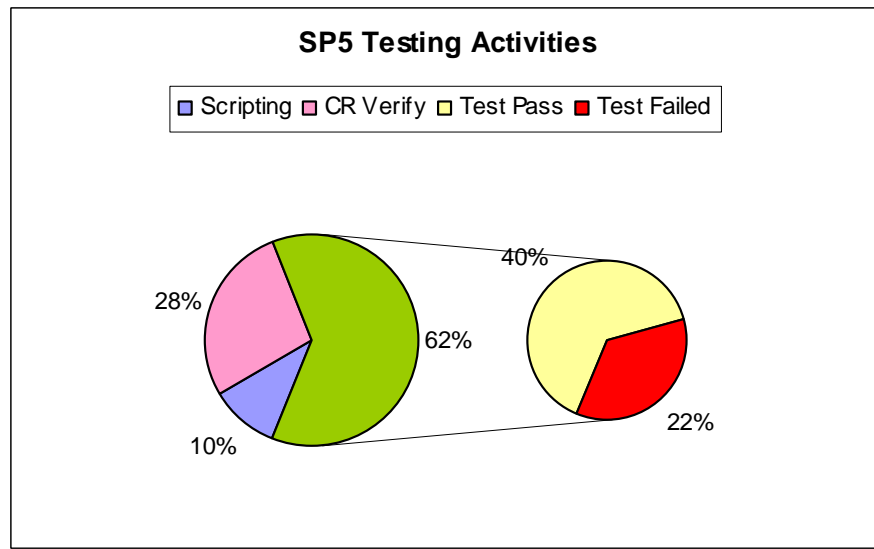
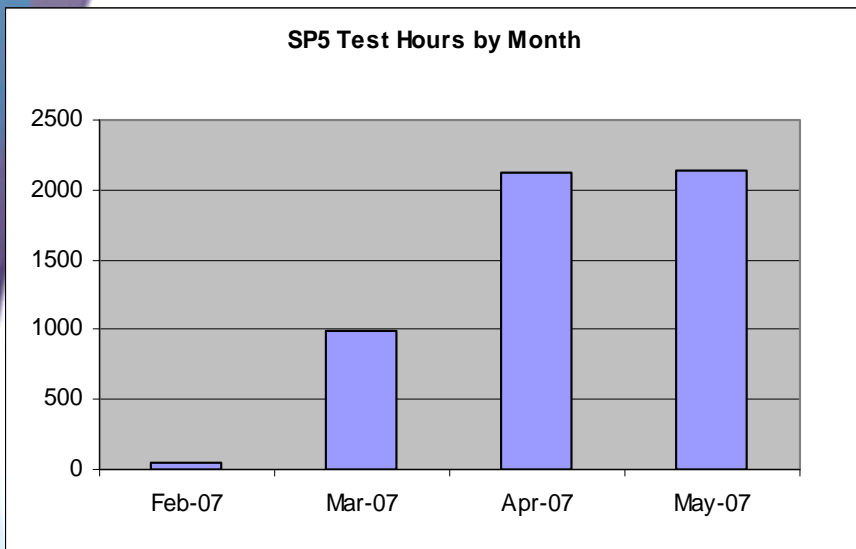
- SP5 Released on 6/11/07



6 – 9 week delay
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	Low	High
Improvement Costs	\$34,000	
Improvement Savings (minimum)	\$270,476	\$405,714
Net Savings	\$236,476	\$371,714
ROI	8:1	11:1





Summary and Learnings

- A successful collaborative improvement project with quantifiable savings
 - 236,476 to \$371,714 with a 8:1 to 11:1 ROI
 - Repeatable Savings for Future Releases
 - A 6-9 week project delay avoided
- Use of Six Sigma, Agile and Cost of Quality principles and tools
- Identification of future opportunities for improvement.