Prof. Philip Koopman

Carnegie Mellon University

Electrical & Computer ENGINEERING

Key Development Metrics

"If you torture the data long enough, it will confess to anything."

– Ronald Coase

Key Embedded Software Metrics

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- Anti-Patterns:
  - Development effort > validation effort
  - Too many lines of code per hour
  - Peer review finds <50% of all bugs

- Healthy project metrics:
  - About 2-3 hours of validation effort per hour development
    - Tester:Developer head count ratio is about 1 to 1
  - Productivity of 1-2 lines of code per hour for solid software
    - This includes entire process (requirements through acceptance test)
  - Peer review should be finding >50% of all defects

Software = Design + Testing

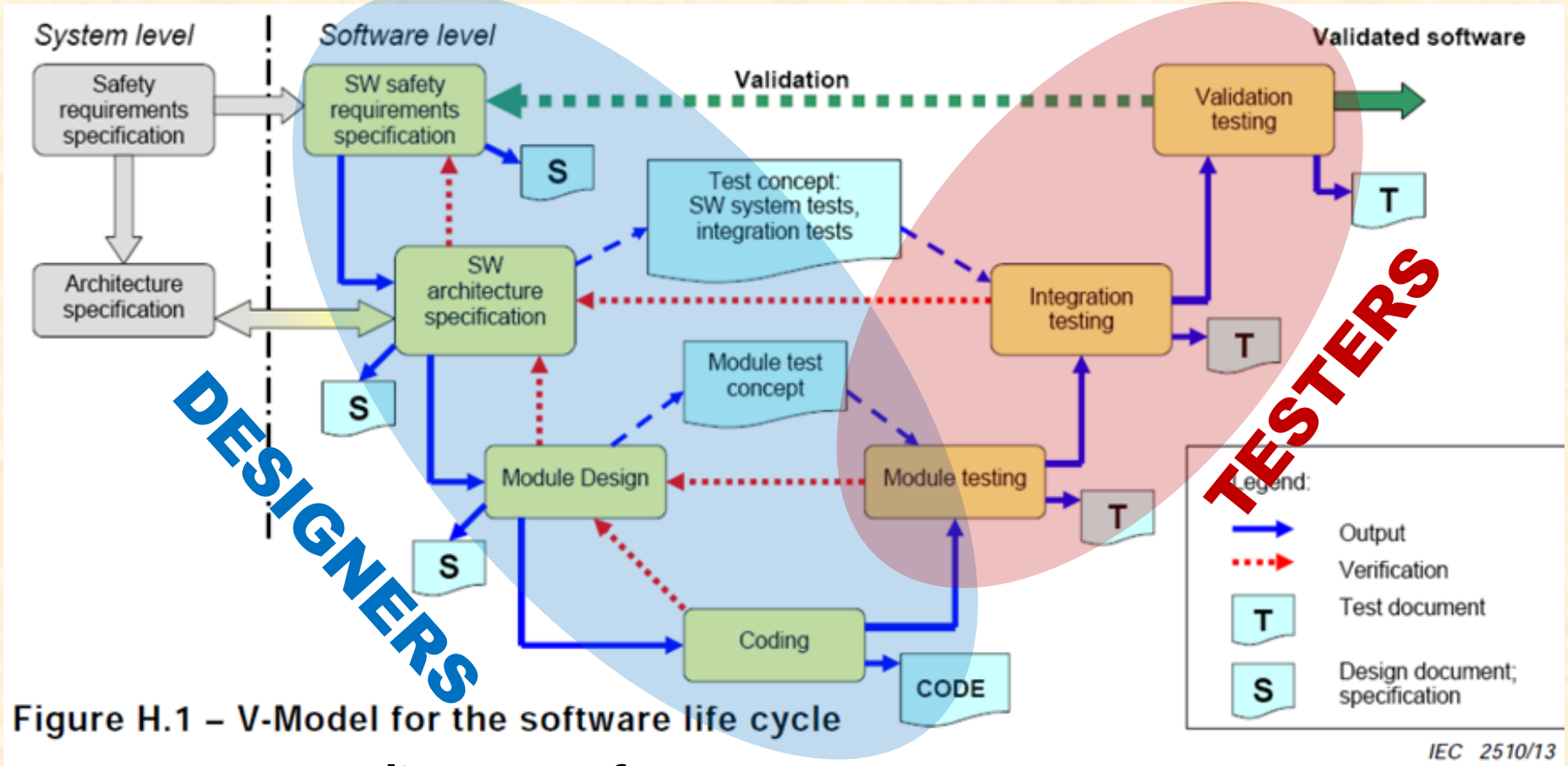

Figure H.1 – V-Model for the software life cycle

IEC 60730 Appliance Safety

[IEC 60730]

Typical Effort Distribution

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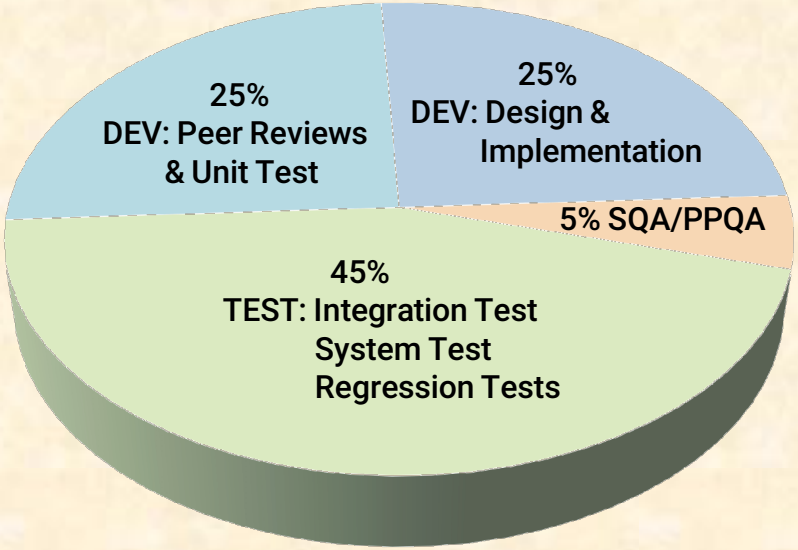
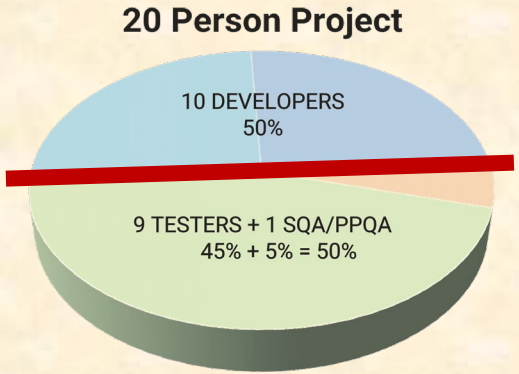
- Tester to Developer ratio varies depending on situation
  - Web development: 1 tester per 5-10 developers
  - Microsoft: 1 tester per 1 developer
  - Aircraft controls: ~5 testers per 1 developer

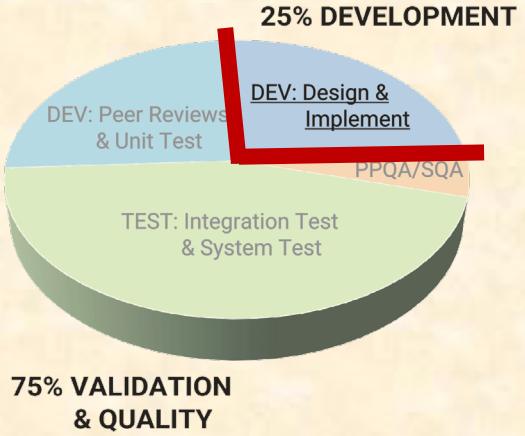
EMBEDDED SW PROJECT EFFORT



50%/50% Head Count



25%/75% Effort



Code Productivity

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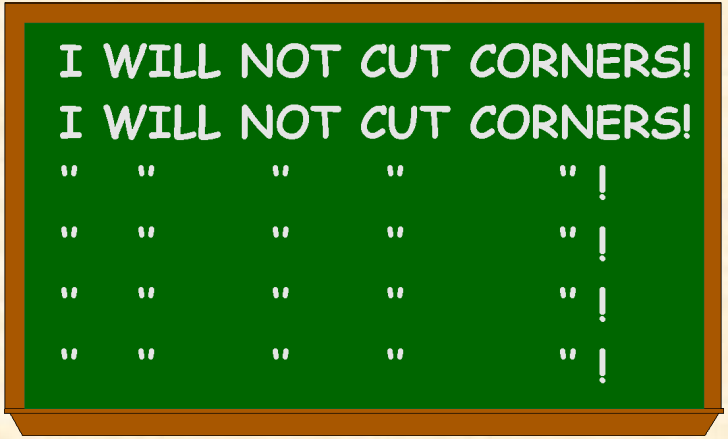
- Productivity 1-2 lines of code/hr (including testers)
  - Perhaps 3 lines/hr with Agile, but that speed increases quality risk
- High lines of code/hr ➔ cutting corners
  - Partial requirements, no design?
  - No peer reviews?
  - Only system level testing?



[Simpsons 7F11]

- $25-$75 / line of source code
  - All-in cost, including entire V process, until field testing
  - "Maintenance" can cost more, but might count as new project

Peer Review Effectiveness

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- Good peer reviews find 50%-70% of the defects
  - Fewer than 40%-50% of defects found in peer reviews mean they are BROKEN
- Peer Reviews cost perhaps 5%-10% of total project cost
  - Let's do the math:
    - Peer reviews process about 100 lines of code per hour total
    - Three reviewers ➔ 33 lines of code per person-hr
      = 0.033 hours per line of code reviewed (2 minutes)
    - 0.033 hours review / .5 hours per LOC total = 6.7% for code review
    - Plus review requirements & design … but still a great ROI

- Are peer reviews finding half your bugs?
  - Are you spreading them out or bunching them together?
  - If they're not finding bugs, consider improving review culture

Best Practices For Key Software Metrics

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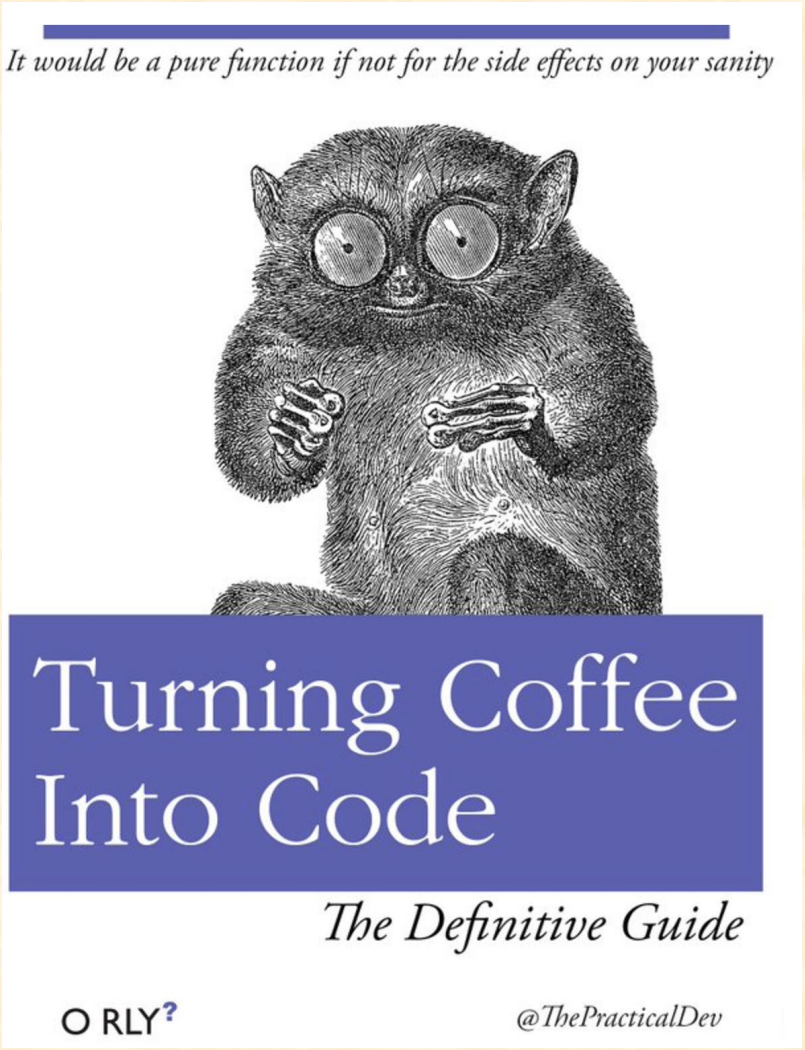
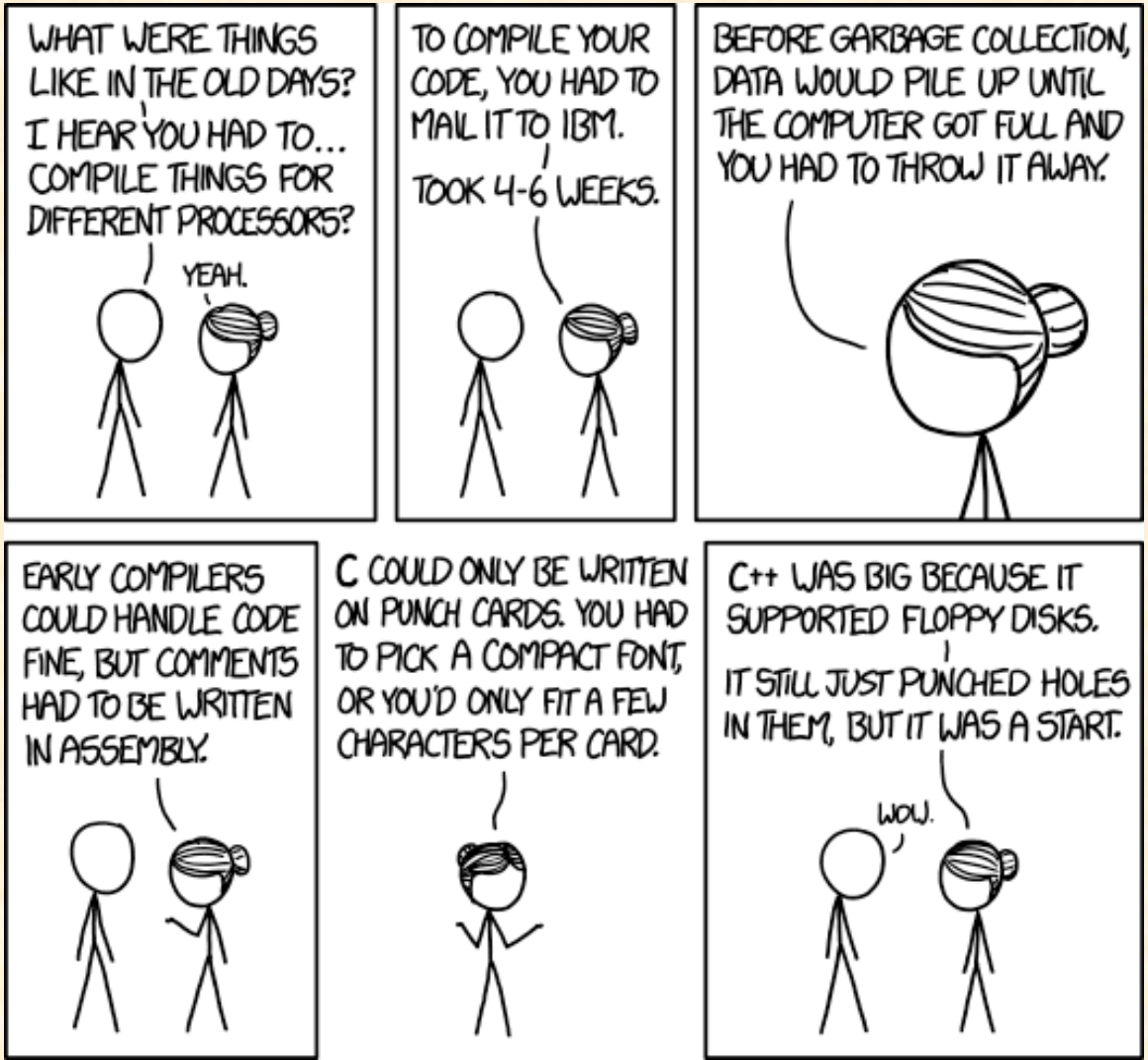
- 2-3 hours of validation for each 1 hour of development
  - Head count ratio generally 1 Tester to 1 Developer
  - About 5% of effort for SQA
- Code productivity of about 1 to 3 lines per hour
  - At or above 3 lines/hr, you probably are cutting corners
- Peer reviews should find 50% (or more) of defects
  - At about 5%-10% of total project cost
- Metric Pitfalls
  - Use only metrics that provide value – don't go crazy with metrics!
  - Gaming the metric doesn't improve software quality
  - Reward/punish based on metric values will render metric useless



GOOD FAST CHEAP

(Pick Any Two)



https://m.xkcd.com/1755/

