slide version 30 May 2018

## Scalability Metrics: An Engineering Structure, and

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### Principles, for an Agile World

for

Smidig skalerbarhet Nettverksmøte 5. juni 2018 i Oslo Et seminar om håndtering av skalerbarhet i smidig utvikling

> 15 minutters innlegg presentert av <u>tom@Gilb.com</u>



Some of the required attribute types which can potentially be impacted by scaling a system

Planguage Concept Glossary 401



Figure G20

Requirement Concepts.



'Performance' attributes, a Generic set; to which infinite tailored definitions of attributes can be added for a given system

### Adaptability <---Metrics



Suggested scales of measure for all Performance attributes in this diagram, are provided in Chapter 5 of 'Competitive Engineering' book

#### Figure 5.3

One decomposition possibility for performance attributes with emphasis on the detail of the quality attributes.

## **Scalability Principles**

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- MEASURABLE: Scalability is a *measurable and observable* quality attribute, or set of scalability attributes, of any system
- DESIGNABLE: Scalability can be designed (engineered, architected) into a system
- SCALE-FREE: If all required system attributes are maintained or improved, at *any* degree or type of scale, then the system is '100% scalable', or the system is 'scale free'
- DEGRADATION: Scalability is related to the 'defined set of system attributes which are potentially degraded by scaling', at a defined set of scale change degrees\*:
  - *low attribute degradation = high scalability*
- SIDE-EFFECTS: We might specify 'fragile attributes , which we worry will be negatively
  impacted by scaling', in our scalability evaluations, but this does not limit our professional
  responsibility, for areas of concern, which might also be impacted, aka 'scalability sideeffects', by scale changes.
- UNCERTAINTY: Uncertainty of future needs and changes, implies that Scaling strategies should be 'open-ended' (low cost modular options) rather than 'built-in up-front costs'

### **Scalability Definition**

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- Scalability is a 'system quality',
  - which includes different *types*\*\* of scaling
  - and different *degrees* of scaling
  - for defined stakeholders
  - using a defined set of scaling strategies

\*\* types of scaling include, but are not limited to: volume, speed, backup activity, diagnosis activity, security activity. See next slide for bigger list of types.

• Defined by Tom Gilb 29 May 2018

## Types of 'Scaling'

- 1. transaction volume,
- 2. database size
- 3. throughput speed,
- 4. responsiveness
- 5. backup activity,
- 6. diagnosis activity,
- 7. security activity
- 8. auditing activity
- 9. self test activity
- 10. concurrent partner system activity or scaling
- 11. etc.



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example of defining a scaling measure



A systematic generic structure of some of the quality variables we might consider when modelling a scalability problem

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Estimation Tables Paper http://concepts.gilb.com/dl906 A Scalability Architecture Table:

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what is the values-to-costs ratio for each Scalability strategy



# Smidig Utvikling: 'Scalering' Agile Systems Development Scaling

### SCALE-FREE: Practical Scaling Methods for Industrial Systems Engineering

### These slides are at https://tinyurl.com/GilbUnicomScale

Tom Gilb LECTURE 30 MINUTES FOR UNICOM DEVOPS 31 OCT 2017 15:20 TO 15:50, LONDON HEATHROW, RADISSON BLU

Based on a paper:

#### "Some Advanced Tools and Principles for Scaling Agile Projects - Agile Engineering.

#### 40 practical Engineering ideas for scaling agile development successfully all the time."

A very short pdf paper, supported by references to necessary detail. Not least the The new LeanPub.com/ ValuePlanning book

http://www.gilb.com/dl865

The paper

And based on detailed methods in Value Planning book

http://gilb.com/dl853

(free digital copy, for YOU) 'Value Planning' book

Commercially available Leanpub.com/ValuePlanning

http://concepts.gilb.com/dl892 These slides

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## Beyond Scaling: Scale-free Principles for Agile Value Delivery - Agile Engineering.

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http://www.gilb.com//dl865

Version March 14 2016, Modified April 11 2016 (XP)

#### Summary

There is widespread interest in how to make Agile (including Scrum) methods, work better, on a large scale.

Mike Beedle's paper [1] gives a good *overview (references to much of the agile scaling literature) of many different proposed methods*. I am not going to argue whether these methods are good or bad. No doubt most of the techniques have some value in some circumstances. My concern is *not* this set of 'conventional agile scaling' ideas'. My concern is the large collection of

### The Principle that Principles beat methods

- "As to methods, there may be a million and then some, but principles are few.
- The man who grasps principles can successfully select his own methods".



R. W. Emerson

Book Cover

Harrington Emerson

- - Emerson, Harrington
- (Not as thought, R W E)

# Scale-free Agile Principles



http://gilb.com/dl853 (free digital copy, for YOU) 'Value Planning' book the VP ref. below

- 1.Keep focus on measurable delivery of critical values and their costs. [3, 4, 5, 6, 9, 10, 12, VP (20) Part 1, VP 10.6 ]
- 2.Deliver value early, quickly and regularly: in roughly 2% increments. [14, 11, VP Ch.4, 2, 5]
- 3.Do NOT focus on code delivery; focus on overall system value and costs. [VP Ch.4, 10D, 10F, 13, VP 3.4, VP 2.10, VP 9.8, 4, 12]
- 4.Focus on quantified *critical stakeholder* values. [19, VP 3.4, VP 3.7, VP 3.9, VP 3.10 VP 4.2, 10]
- 5.Synchronize all teams in terms of measurable value delivery. [VP 3.3, VP 3.4, VP Part 1, VP 3.6, VP 3.8, VP 8.4, 11, 12, 13]
- 6.Solve big problems through ingenious architecture; not through coding faster. [VP 4.5, VP 5.1, VP 5.3, VP 7.2, 15 ]
- 7.Decompose the large problems by incremental value deliveries: not code deliveries. [7, VP Ch. 5, VP 5.1, VP 5.6, 10, 11, 13, 15]
- 8. The software component needs to be integrated into the total system of hardware, data, people, culture. [VP 5.2, 10]
- 9.If your team cannot deliver small increments of real value early, frequently, and predictably; they are incompetent and need to be abandoned for those who can deliver. [7, VP 2.8, 10]
- 10.Never commit to contracts for *work done* or *code delivered* alone: there must always be a sufficiently large contractual protection, of paying for measurable value delivered. [12, 15].

# Talk Summary

- 'Scaling' can be modelled in realistic and 'tailored' detail
- Scaling can be engineered in
- Scaling's aspects and attributes can be *quantified*
- Scale-Free design is a possibility
- Scaling is a very multidimensional problem area

#### The One-Page 'Value Planning' Book.

Why? I believe your time is valuable. I believe that if someone is an expert or master of a subject, they can write it down in one page or less. So, to potentially save you the time, of reading the rest of the book, I'll try to do a 1-page version right here and now. If you need more detail later, you know where to find it.

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Practical Tools