CSC 5524: Software quality, metrics, tests, processes

J Paul Gibson, D311

paul.gibson@telecom-sudparis.eu

http://www-public.telecom-sudparis.eu/~gibson/Teaching/CSC5524/

Personal Software Process

http://www-public.telecom-sudparis.eu/~gibson/Teaching/CSC5524/CSC5524-PSP.pdf
PSP - Just another self-improvement *scam*?

Analogical Reasoning
World = Software Development Project
Birth = Me joining the development team
The Personal Software Process (PSP)

The **software process** is about making software engineering groups/teams work to the best of their abilities.

The **personal software process** is about making individual engineers work to the best of their abilities.

Central to both is feedback ---

*through analysis of practical application of the process, the process should be changed for the better*

Software engineers should accept responsibility for the quality of their work.

Software engineers can do this only if they have a way of evaluating quality and improving quality (through experience).

The software process improves individual engineers to some extent, but it is possible for a project to succeed even when an individual participant has not!

The PSP is individual oriented: it is possible for an individual to succeed within a project that fails.
The Personal Software Process (PSP)

PSP is a structured software development process that is intended to help software engineers understand and improve their performance, by using a "disciplined, data-driven procedure“:

• Improve their estimating and planning skills.
• Make commitments they can keep.
• Manage the quality of their projects.
• Reduce the number of defects in their work.

The PSP was created by Watts Humphrey to apply the underlying principles of the Software Engineering Institute’s (SEI) Capability Maturity Model (CMM) to the software development practices of a single developer.

Criticism of the PSP

The PSP is not universally accepted:

• some think it is a good idea in theory but not in practice
• some think that it is not flexible enough
• some think that it is too time consuming
• some think it should be up to individuals to find their own way of working

In fact, the PSP is only a framework of common sense ideas and suggestions which engineers are encouraged to think about as they learn from experience.

The PSP fails, IMHO, when it is used by the team to criticise individuals. This risk occurs when the PSP is used, rightly, to give feedback to the team-wide process.

… make up your own minds …

Overview of PSP

There are four main areas to examine:

• assumptions
• process stages
• measures: basic and derived
• results: training and industry

In the case study after this set of lectures you will be asked to run your own PSP while developing a small piece of code.

This alone is not enough to let you judge the merits of PSP.

It is enough to give you an idea of how to carry out the process.
PSP Assumptions

- Software engineers currently learn software development by developing toy programs.

- They develop their own process since process is not taught in introductory classes.

- These toy processes do not provide a suitable foundation for large-scale software development.

- To use effective methods consistently, engineers must believe that they are effective.

- To believe that they are effective, they must use them.

- To teach effective system processes we need to start with large system practices, select those that are suitable for individuals and introduce them incrementally.

There is, IMHO, a degree of truth to each of these.
PSP Process Stages

These are similar to the CMM for development processes.

PSP3 cyclic development

PSP2 code reviews, design reviews

PSP1 size estimating, test report

\[ \text{PSP0 current process, basic measures} \]

Scaling Up

PSP2.1 design templates

PSP1.1 task planning, schedule planning

PSP0.1 coding standard, process improvement proposal, size measurement

Personal Quality

Personal Planning

Personal Measurement
PSP0: Personal Measurement

Engineers gather data on the time they spend by phase and the defects they find.

Generates real, personal data and provides the base benchmark for measuring progress.

3 phases: planning, development and postmortem.

PSP0 adds a coding standard, size measurement and a process improvement proposal.
PSP1: Personal Planning

This step must introduce some method for estimating sizes and development times for new programs based on personal data.

The methods employed are usually (should be) based on linear regression with prediction intervals to indicate size and estimate quality.

*PSP1.1 adds schedule and task planning*
PSP2: Personal Quality

This step introduces defect management

Using data from PSP exercises, engineers construct and use checklists for design and code review

From their own data, they see how checklists help personal reviews

PSP2.1 adds design specification and analysis techniques along with defect prevention, process analyses and process benchmarks
PSP3: Scaling Up

The final step shows how engineers can couple multiple processes in a cyclic fashion to scale up to developing systems with many thousands of lines of code (LOC).

It uses an iterative enhancement approach.

*A team software process should be developed as the next step for systems larger than 10K LOC*
PSP Programming Exercises

The following exercises are widely used and accepted as providing a good case set on which to start developing a PSP:

- calculate mean and standard deviation of numbers in a linked list
- count LOC in a source program
  - enhance to count total and function LOC
- calculate linear regression parameters
- perform numerical integration
  - enhance to calculate prediction interval
- calculate correlation of 2 lists
- chi-squared tests for normal distribution
- calculate multiple regression parameters
PSP Basic Measures

**Development Time:** measured in minutes (!) using a *time recording log* designed to account for interruptions

**Defects:** any change to the design or code to get the program to compile or test correctly; recorded in a *defect recording log*

**Size:** lines of code, used primarily for estimating development time; new, modified and re-used code is distinguished.
PSP Derived Measures

Estimating accuracy --- time and size

Test defects/KLOC

Compile defects/KLOC

yield: % of defects injected before 1st compile that are removed before 1st compile

appraisal time --- time in review

failure time --- time in compile and test

cost of quality --- appraisal time + failure time

appraisal/failure ratio
PSP Quality Strategy

Defects are basic quality measure

Engineers should:

• remove them
• determine their cause (type)
• learn to prevent them

PSP uses private review with the goal of finding all defects before 1st compile and test
PSP Training Data

Each programming assignment results in approx. 70 pieces of data being collected by each engineer.

It is collected and collated by instructors to provide feedback during training.

There is a well cited study based on 23 PSP classes consisting of 298 engineers, over 300,000 LOC during >15,000 hours, about 22,000 defects were found and removed.

Each analysis is based on at least 170 cases where complete data was available.
PSP Statistical Analysis

Large individual differences are expected when measuring software engineering performance.

Consequently, rather than studying changes in group averages, the study focuses on the average change in engineers.

The repeated measures of variance method analyses the differences across multiple trials to uncover trends.
PSP Encouraging Results ---

The following claims for CSC5524/PSP have been made and accepted (?) ---

Size estimation usually improves by a factor of >2.5
Defect density reduces at each level
  • median reduction in compile defects is 3.7
  • median reduction in test defects is 2.5
  • median improvement in number of defects removed before compile > 50%

Productivity (measured in LOC/hour):
  • Between PSP0 and PSP1 there is a decrease (1 LOC/hour)
  • between PSP1 and PSP2 there is an increase (2 LOC/hour)

**Question:** what are your feelings about PSP?
PSP: Sample Exercise (spiral walker)

You are to implement a function, f, in Java that takes as input the:

• size of a square grid

Calculates the x,y co-ordinates of the robot after it has walked half way around the grid following a spiral walk, starting at 0,0 and moving clockwise.

In the example the function
Calculates
f(6) = (2,0)
PSP: Sample Exercise (spiral walker)

Estimate: time of development, LOC

Note/Count/Measure (for every version, i.e. every time you compile and run):

• Compile defects - syntax/semantic errors
• Test defects - code is wrong, design is wrong, test is wrong?
• LOC – implementation/tests
• Comments/Code ratio
• Time spent on each task between versions - testing, coding, designing, commenting
• The reason for the compile/run - expected outcome versus actual outcome

NOTE: After all of you have solved the problem we will analyze the PSP ‘results’