

# Why Agile?

The Economics, Psychology, and Science  
of Agile's Success

@MatthewRenze

#PrairieCode

# Purpose

Explain why Agile practices are so successful

Insights from Economics, Psychology, and Science

Top 7 most important ideas

Ideas that are not typically covered

# Overview

1. The World after Midnight
2. Inverted Constraints
3. Prioritizing Value
4. Embracing Change
5. Self-Organization
6. Effective Communication
7. Feedback

# About Me

Independent software consultant

## Education

B.S. in Computer Science

B.A. in Philosophy

## Community

Public Speaker

Pluralsight Author

Microsoft MVP

ASPInsider

Open-Source Software

IOWA STATE  
UNIVERSITY



PLURALSIGHT



# A Brief Review of Agile

# What is Agile?

## Agile Manifesto

4 value propositions

12 principles

## Common practices



Source: Wikipedia

# What is Agile?

Agile is *not*:

A methodology itself

A magic silver bullet



Source: <http://www.best-story.net/userfiles/silver-bullets.jpg>

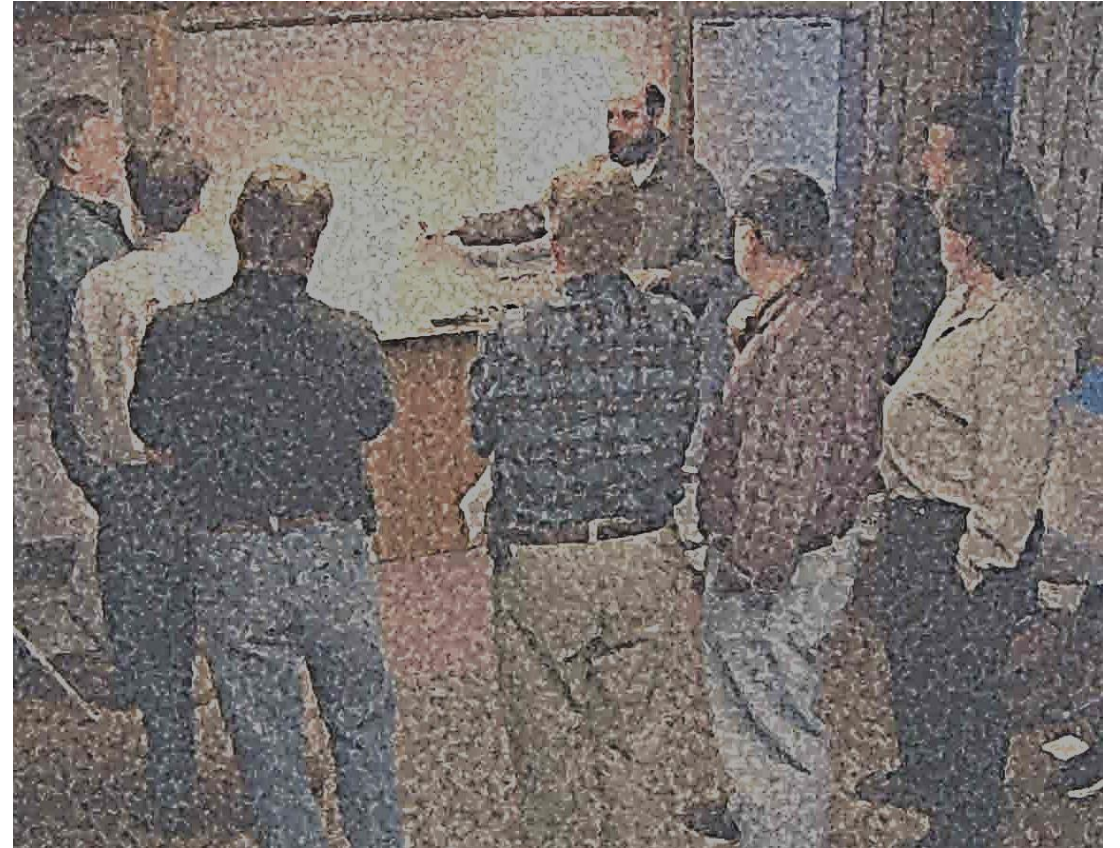
# Agile Values

Individuals and interactions  
over processes and tools

Working software  
over comprehensive  
documentation

Customer collaboration  
over contract negotiation

Responding to change  
over following a plan



Source: <http://agilemanifesto.org/>



# 12 Principles of Agile

1. Continuous delivery of value
2. Embrace changing requirements
3. Frequent deployment
4. Customer collaboration
5. Motivated individuals
6. Face-to-face conversation

# 12 Principles of Agile

- 7. Working software as measure of progress
- 8. Sustainable development
- 9. Technical excellence
- 10. Simplicity
- 11. Self-organization
- 12. Continuous improvement

# Agile Methodologies

Scrum

XP

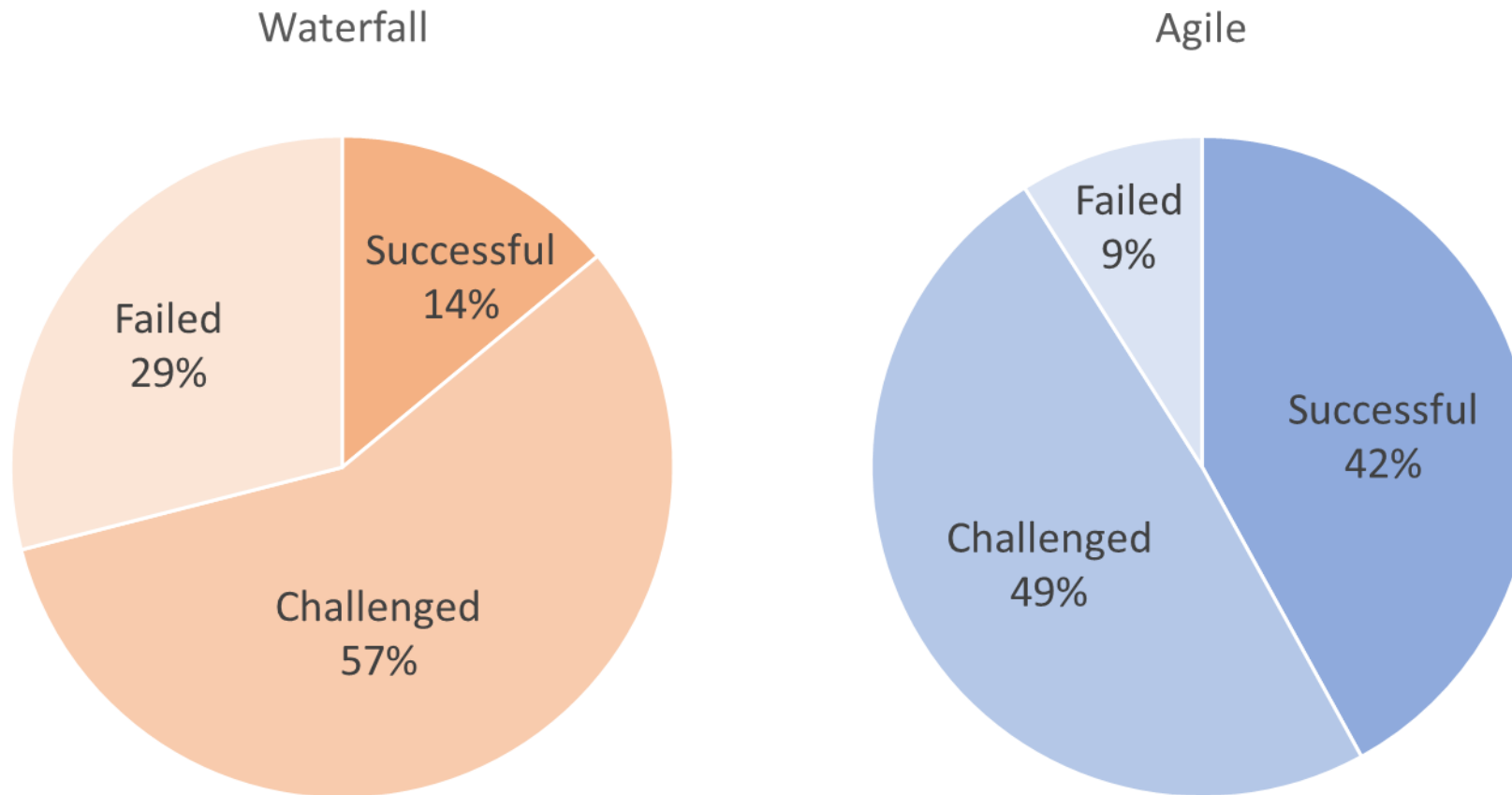
Kanban

Lean



Source: <http://parkertoddloesch.files.wordpress.com/2011/09/umbrella.jpg>

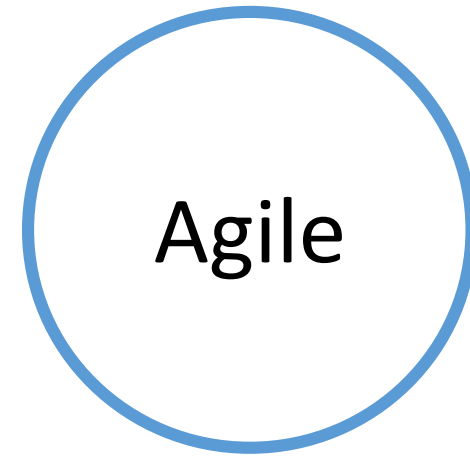
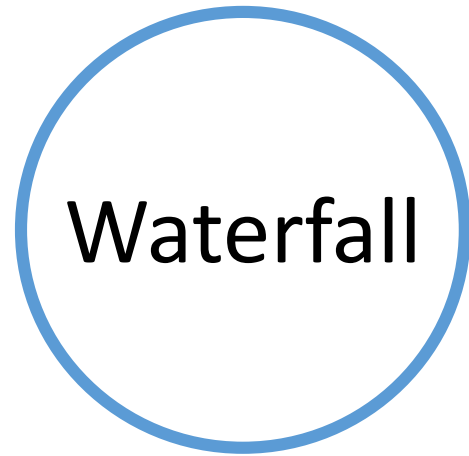
# Is Agile More Successful?

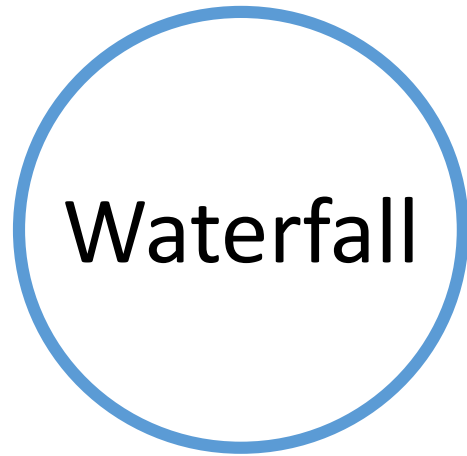


Original Source: The Standish Group, The CHAOS Report 2012

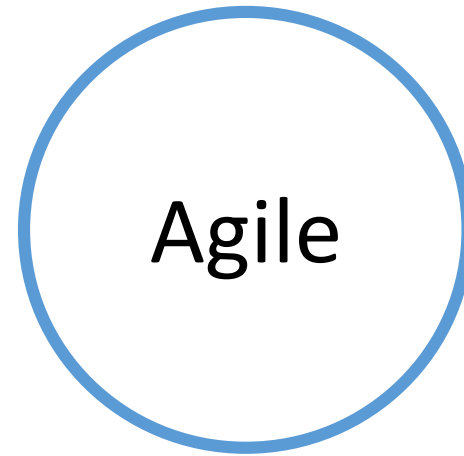


Agile = Good  
Waterfall = Bad





VS



# 1. The World after Midnight



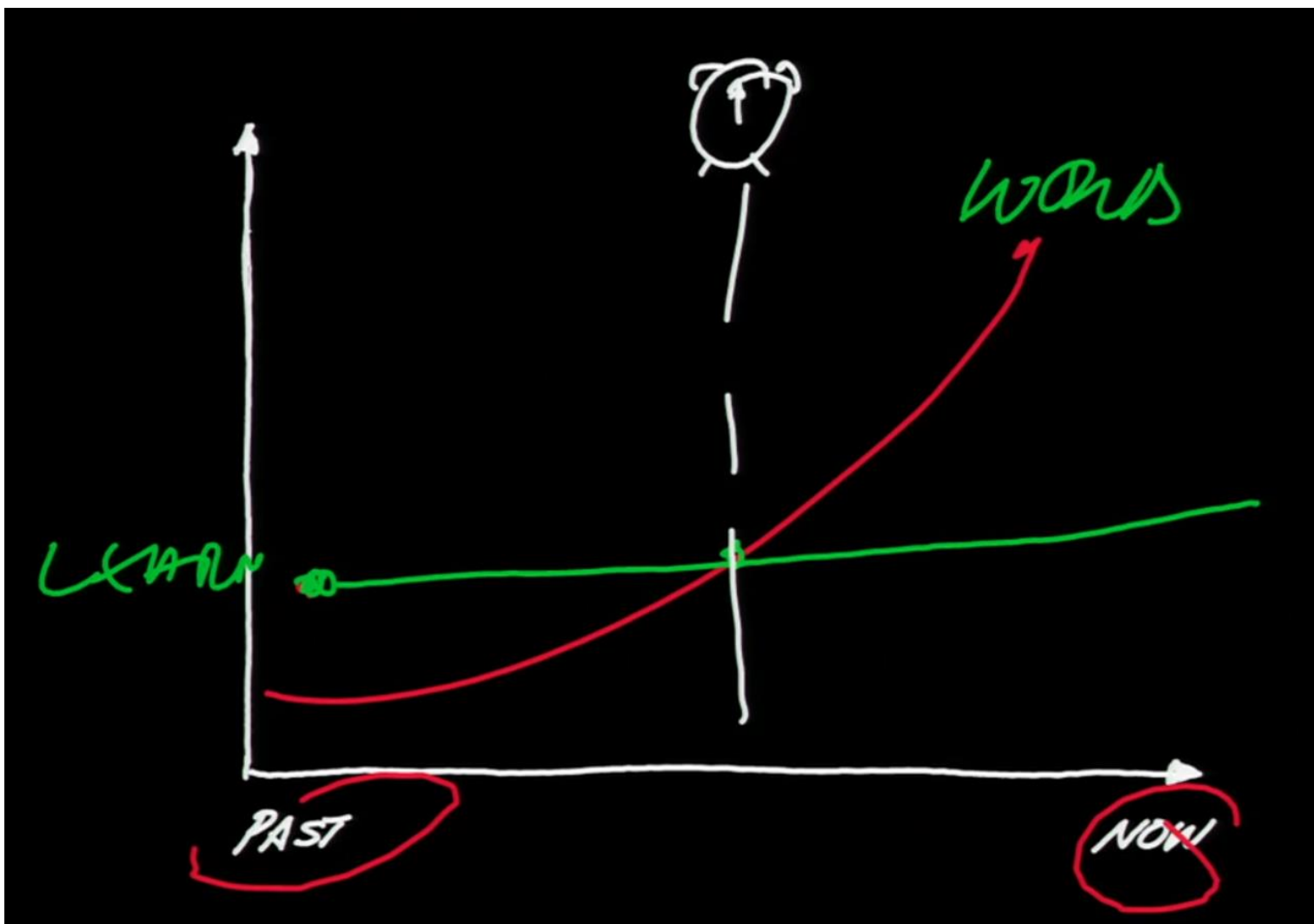


Source: [www.ted.com](http://www.ted.com)

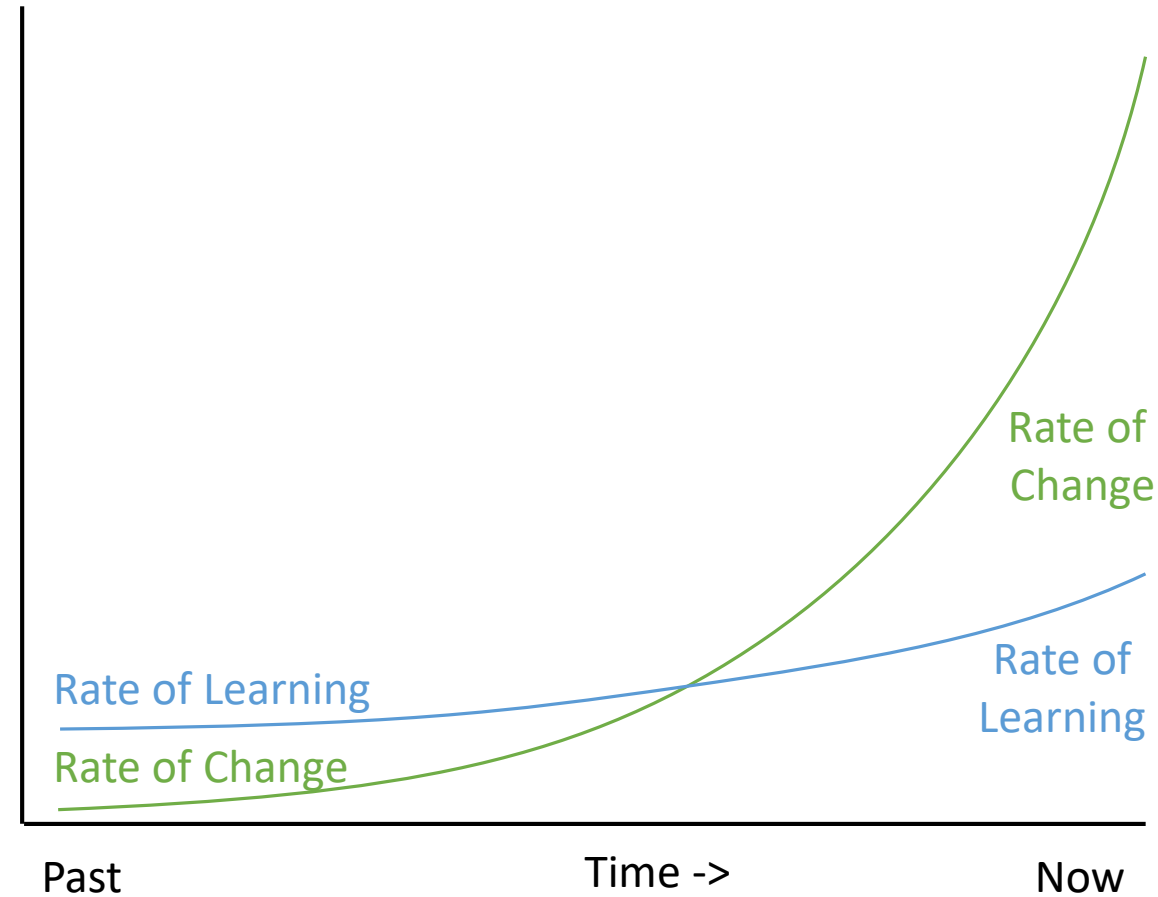
# The World After Midnight

*About fifteen years ago all the 'Rules' about how to run a business, organization, or government successfully, were changed or deleted and a completely new set of 'Rules' has been in operation ever since, which means that **we keep acting rationally in response to a world we recognize and understand... but which no longer exists!***

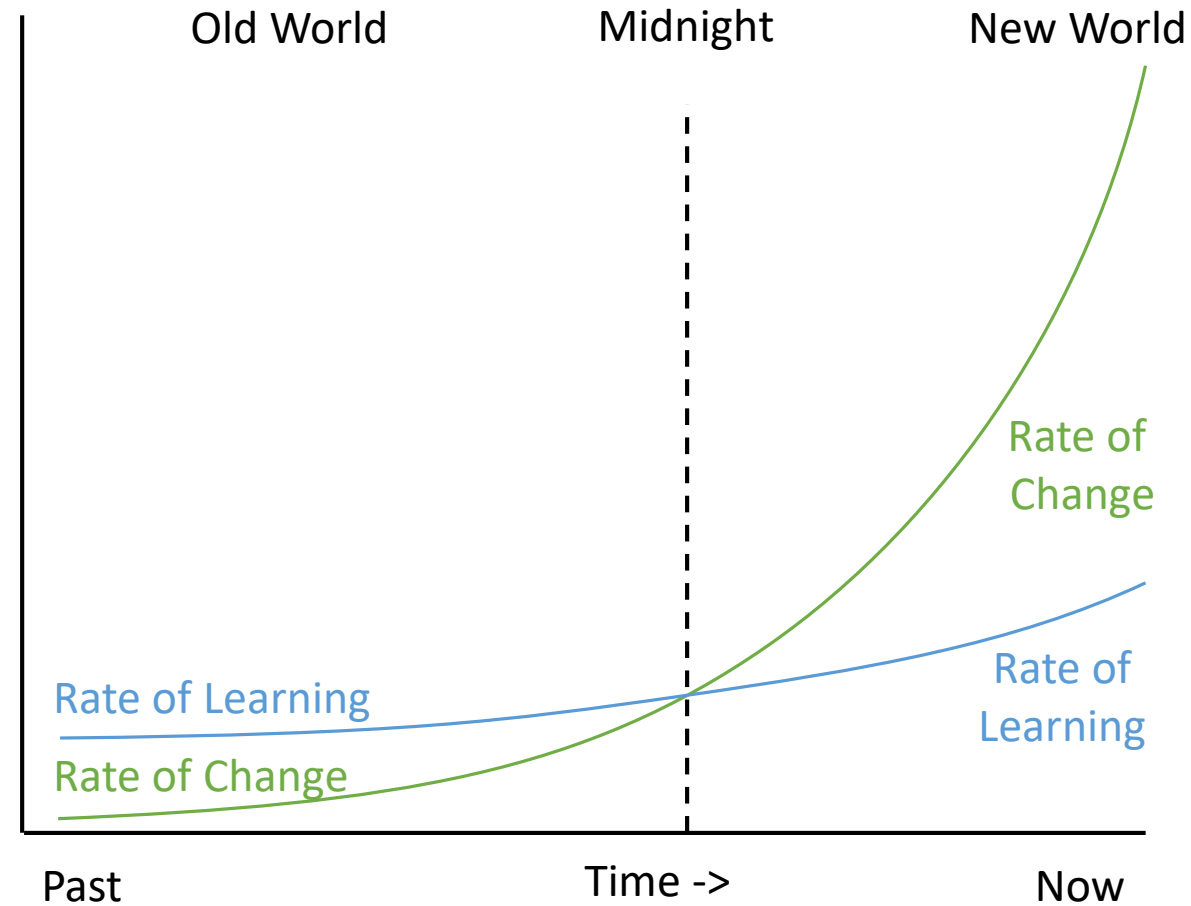
*- Eddie Obeng*



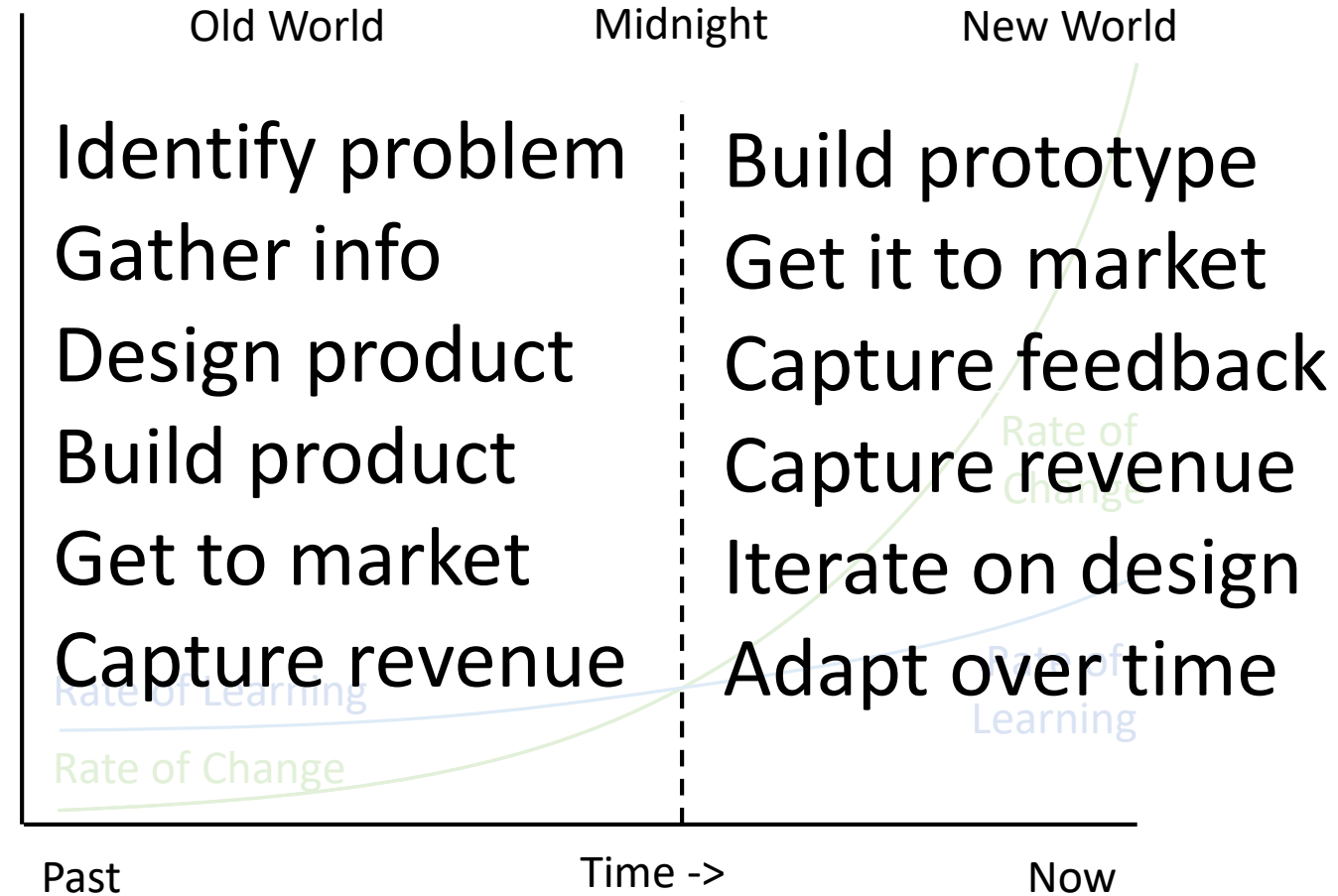
# The World after Midnight



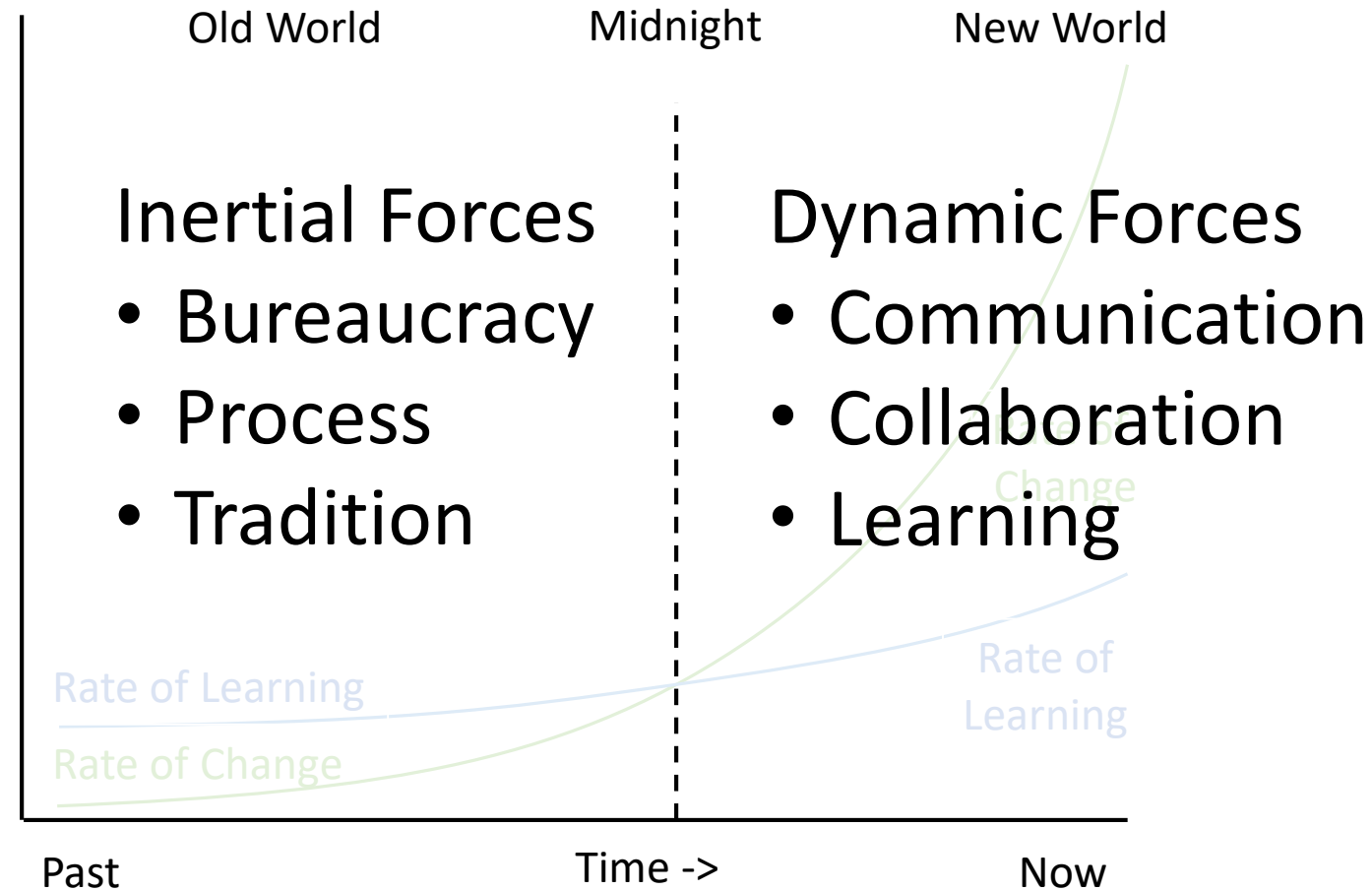
# The World after Midnight



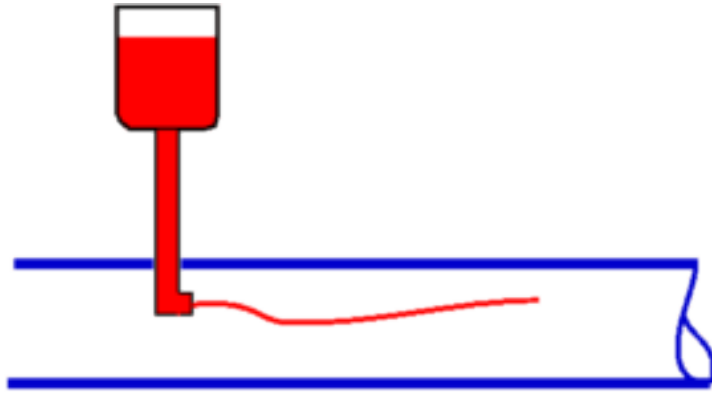
# The World after Midnight



# The World after Midnight

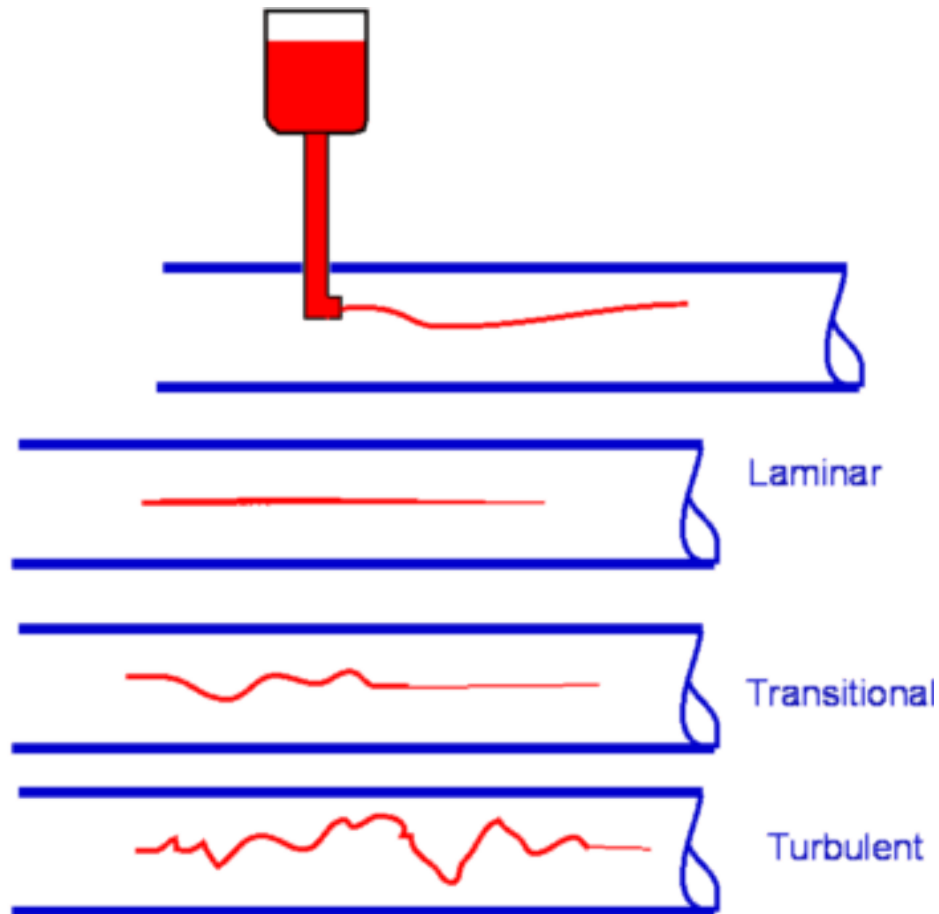


# Laminar Flow vs. Turbulent Flow



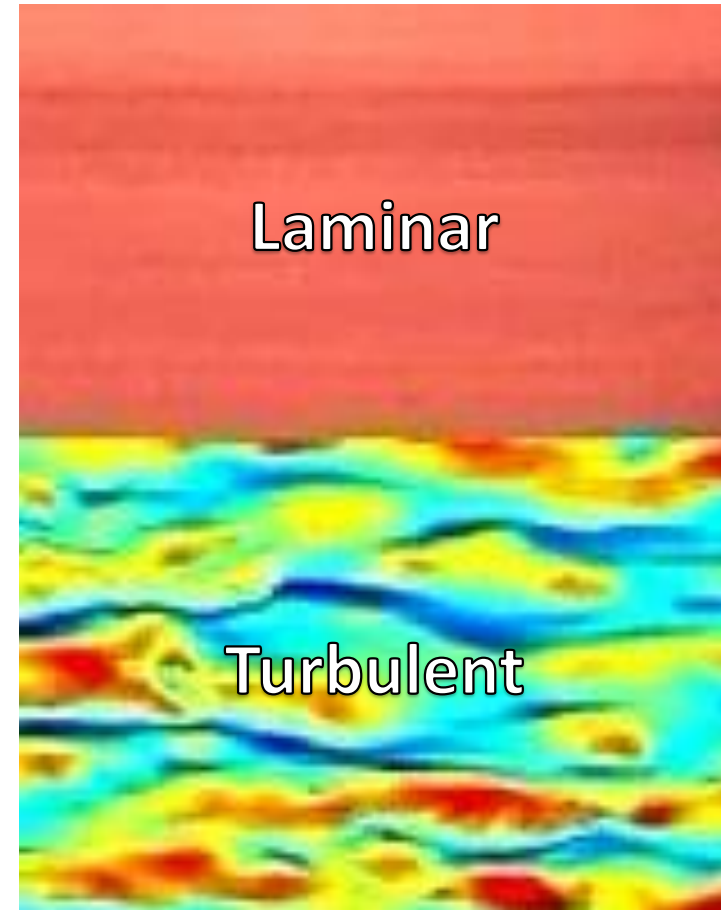
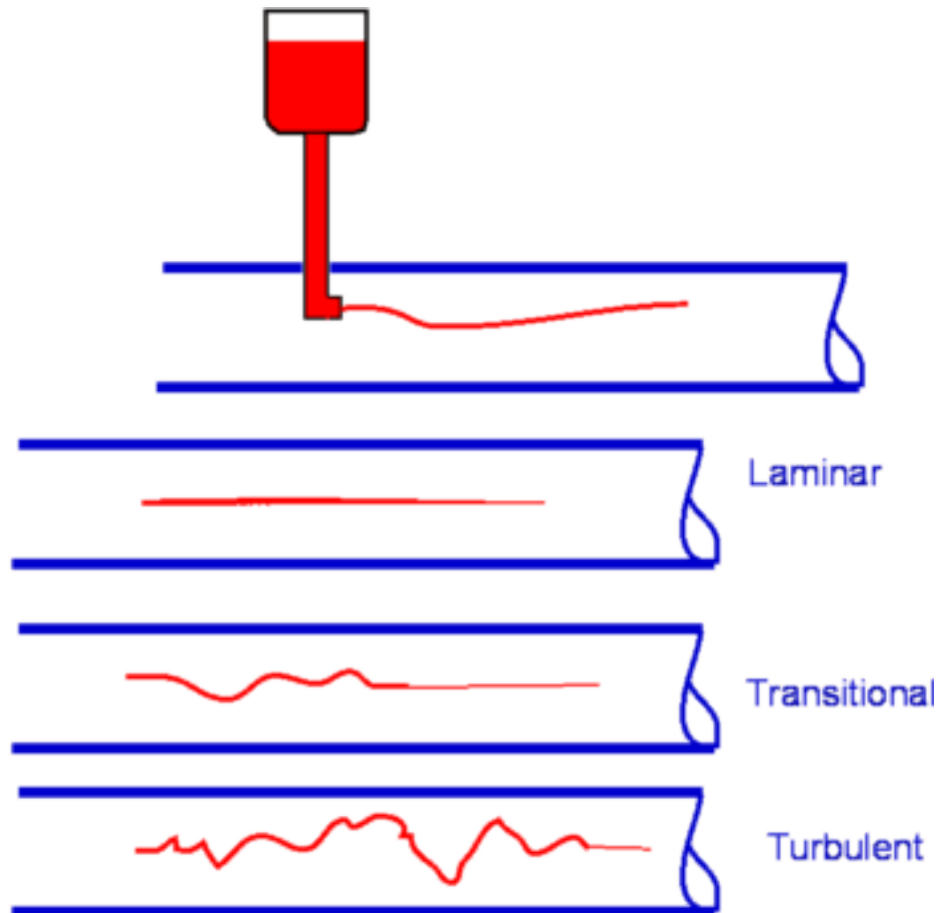


# Laminar Flow vs. Turbulent Flow



Source: [http://www-mdp.eng.cam.ac.uk/web/library/enginfo/aerothermal\\_dvd\\_only/aero/fprops/pipeflow/node8.html](http://www-mdp.eng.cam.ac.uk/web/library/enginfo/aerothermal_dvd_only/aero/fprops/pipeflow/node8.html)

# Laminar Flow vs. Turbulent Flow



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# Why is this important?

## **Problem**

World has changed

Markets change rapidly

Requirements change rapidly

High degree of uncertainty

## **Solution**

Adapt to new physics

Faster time-to-market

Better response to change

Continuous and rapid feedback

Agile is very well suited to operate  
in the physics of this new world!

## 2. Inverted Constraints

# Four Levers of Software Development

Scope

Resources

Schedule

Quality



Source: [http://farm6.staticflickr.com/5300/5521479079\\_36815225e4\\_z.jpg](http://farm6.staticflickr.com/5300/5521479079_36815225e4_z.jpg)

# Four Levers of Software Development

Working software

Max value

Min cost



Source: [http://farm6.staticflickr.com/5300/5521479079\\_36815225e4\\_z.jpg](http://farm6.staticflickr.com/5300/5521479079_36815225e4_z.jpg)



# Constraints

Restriction on freedom  
Prevents achieving goal

## Examples

Time

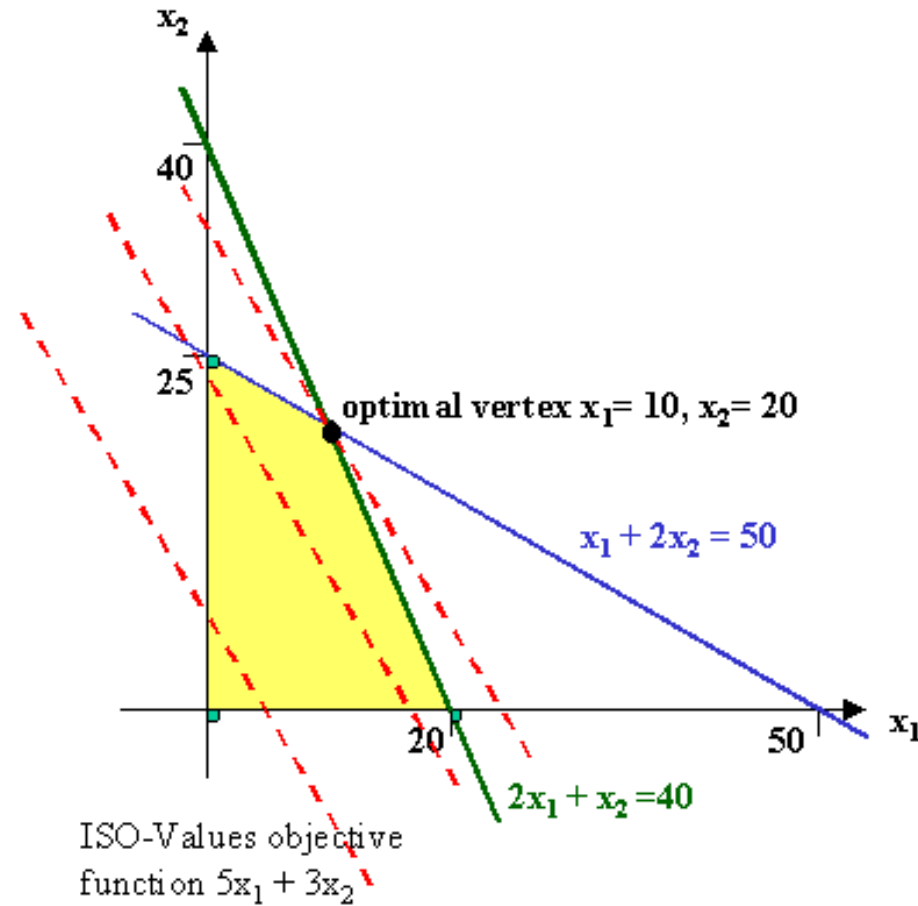
Money

Talent



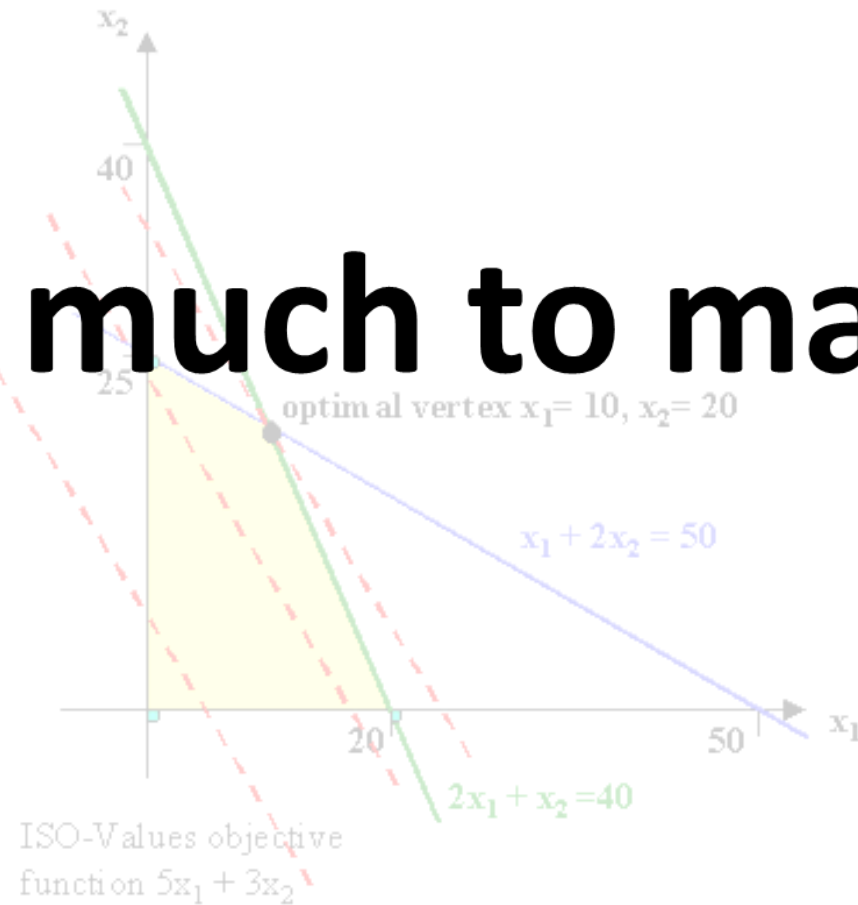
Source: <http://www.myspaceantics.com>

# Constrained Optimization

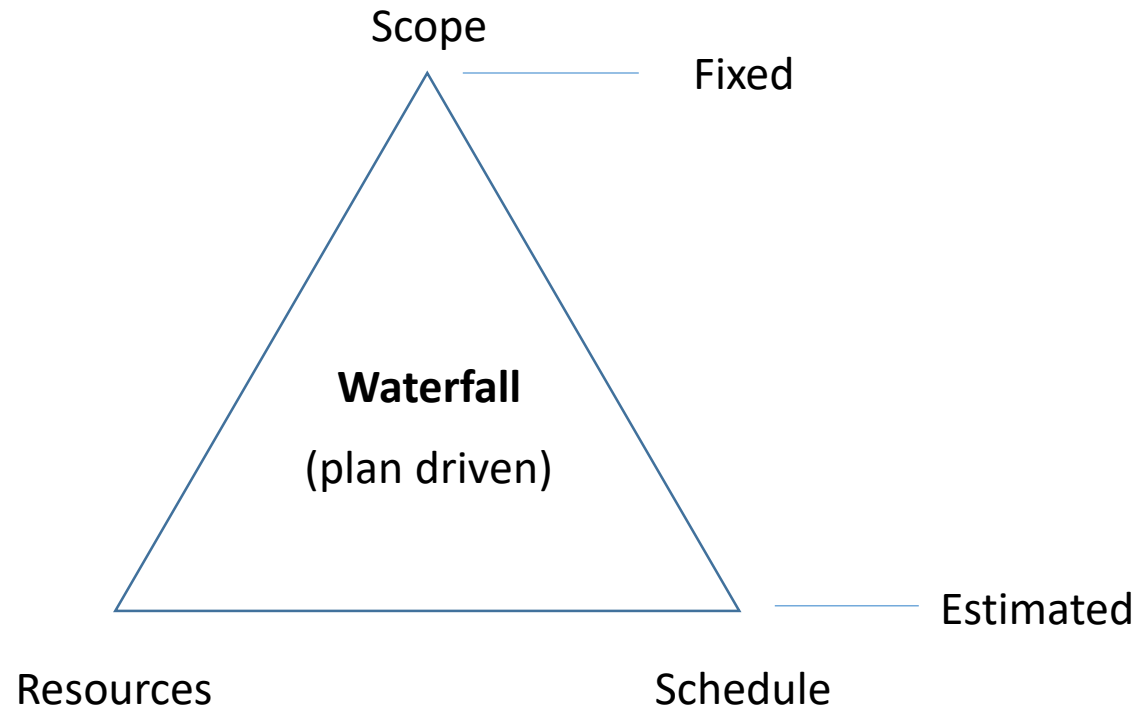


# Constrained Optimization

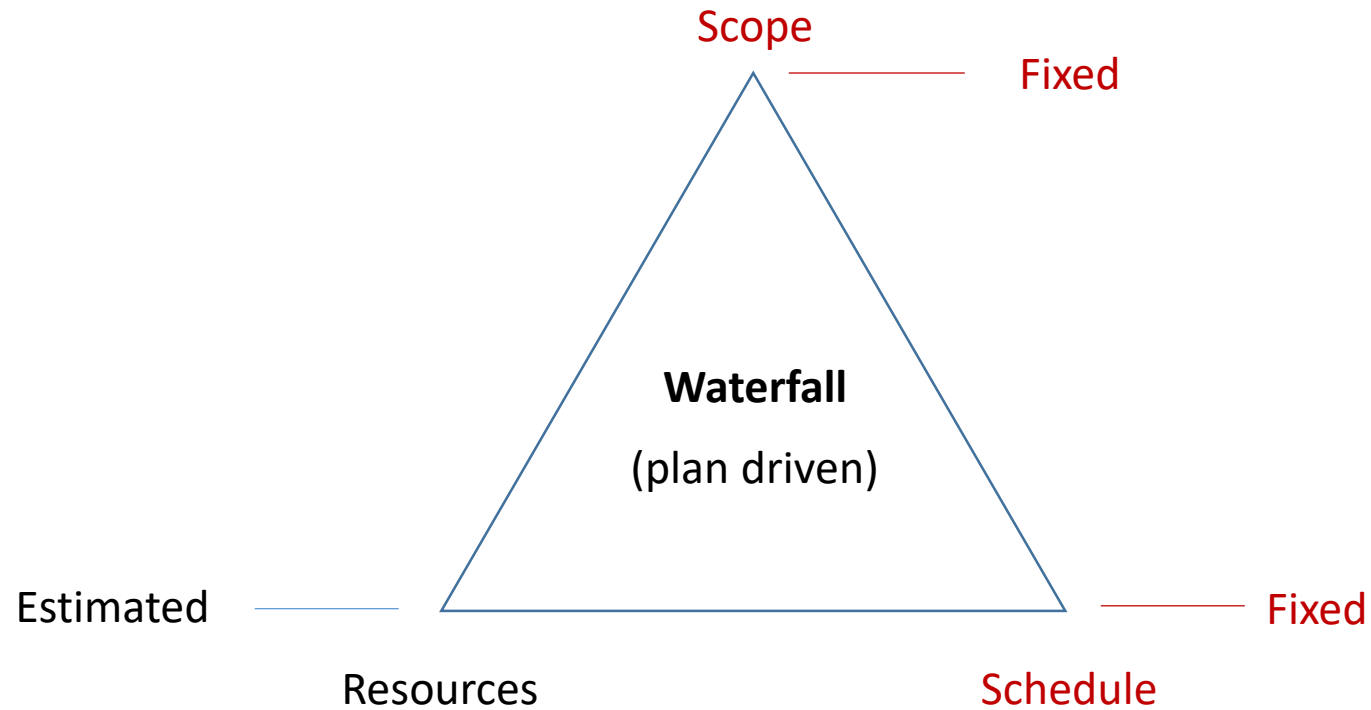
# Too much to math!



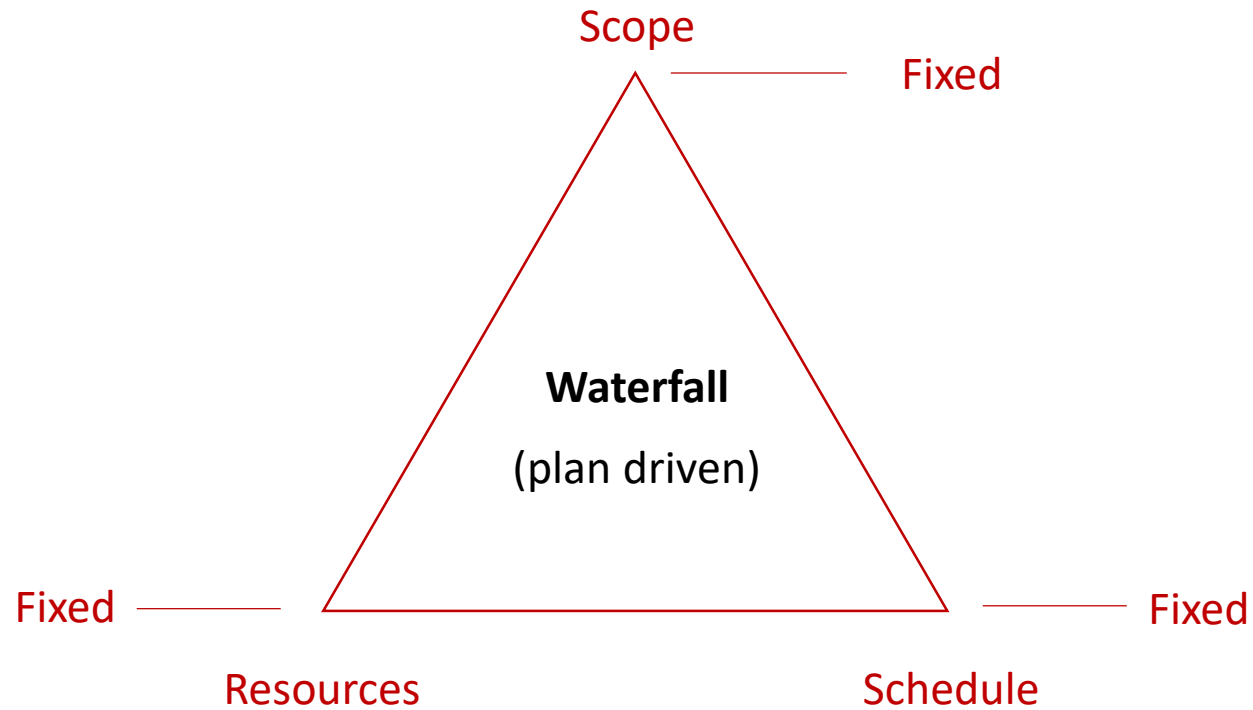
# Waterfall Constraints



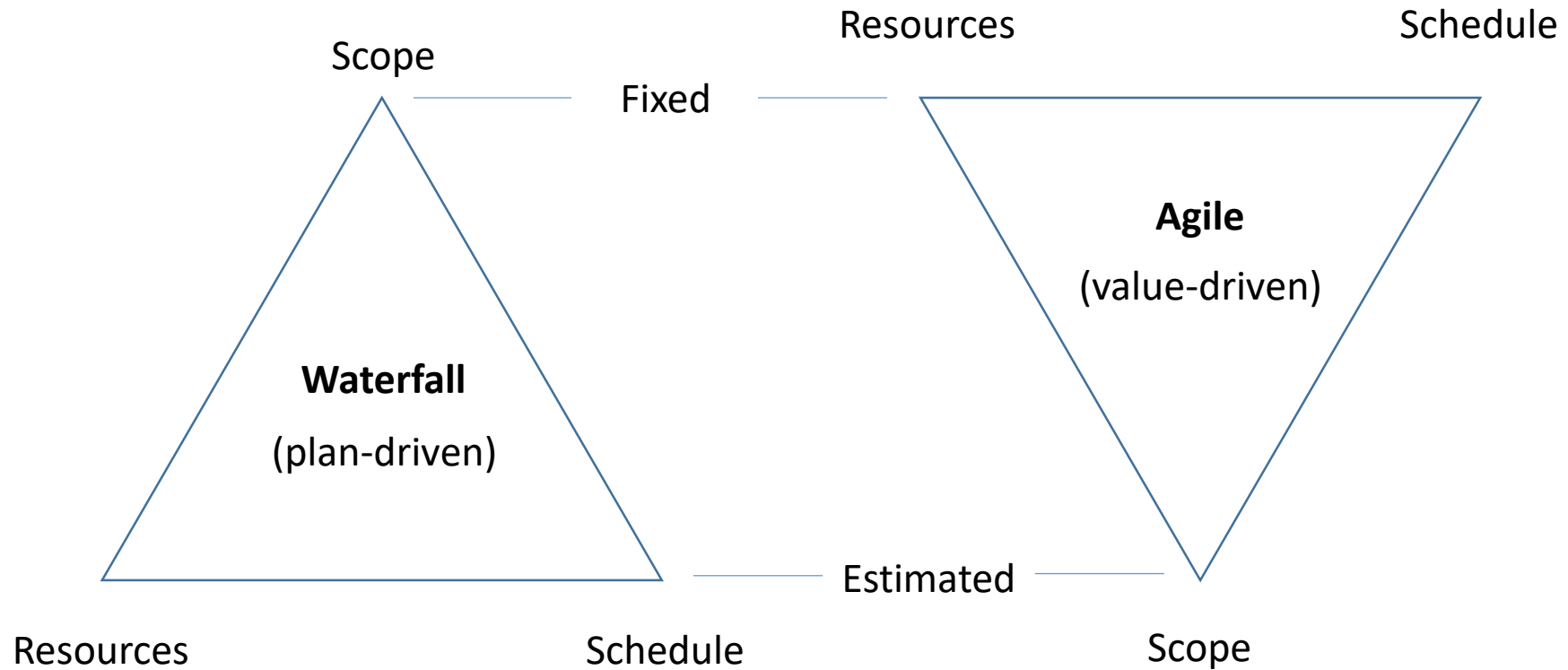
# Waterfall Constraints



# Waterfall Constraints



# Agile Constraints



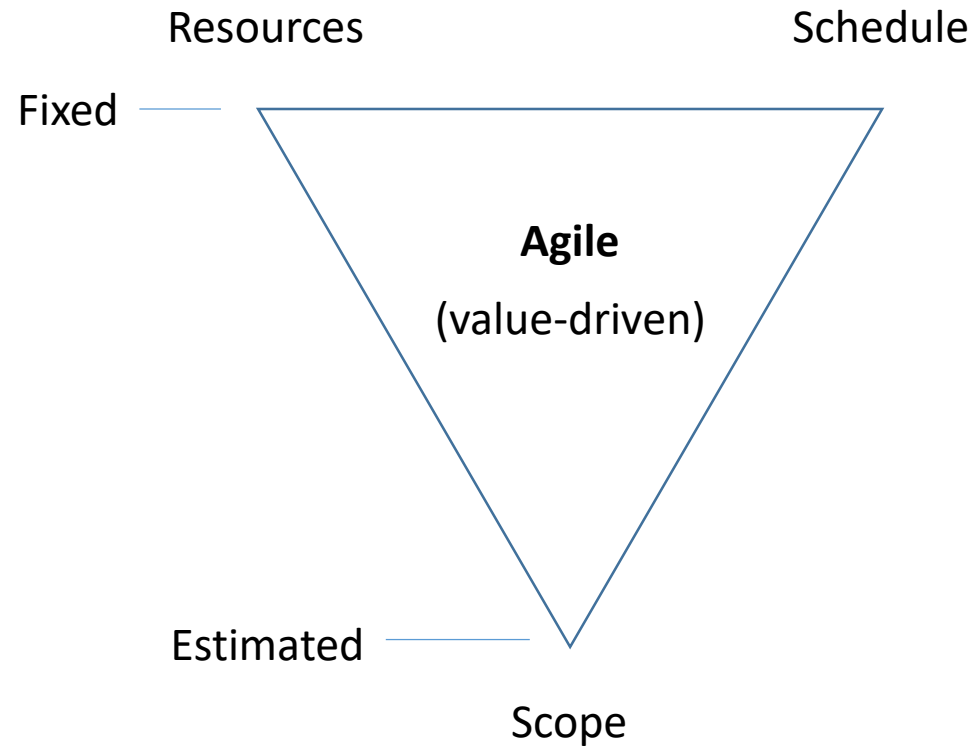
# Agile Constraints

Fixed team size

Fixed releases

Estimated features

Team controls quality





# Why is This Important?

## **Problem**

Mythical man-month  
Slipping release dates  
Scope creep  
Technical debt

## **Solution**

Limit team size  
Fix schedule  
Estimate scope  
Protect quality

Agile is more flexible

### 3. Prioritizing Value

# Quick Lesson in Economics

1. Return on Investment
2. Pareto Principle
3. Opportunity Cost



Source: <http://myhomeworkhelp.com/economics-homework-help/>

# Return on Investment

$$ROI = \frac{Value - Cost}{Cost}$$

High ROI => lots of value

Low ROI => some value

Neg. ROI => lost value

# Return on Investment

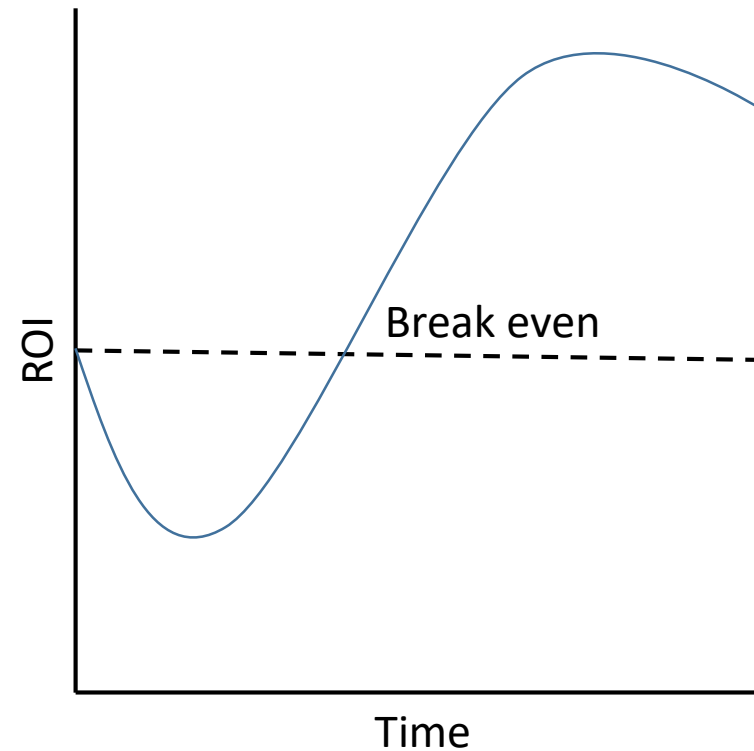
$$ROI = \frac{Value - Cost}{Cost}$$

High ROI => lots of value

Low ROI => some value

Neg. ROI => lost value

ROI Curve for an Investment



# Return on Investment

Each feature has ROI

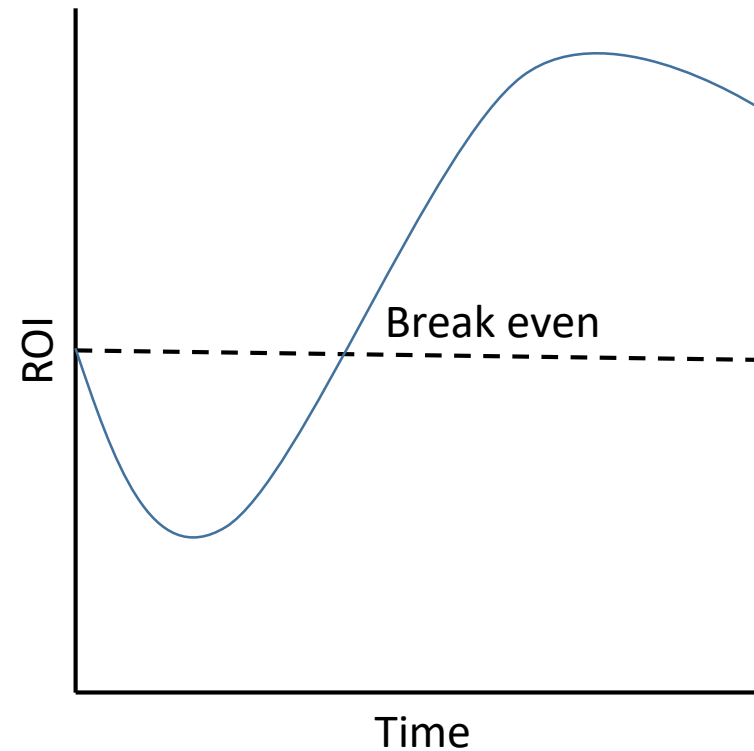
Cost to develop

Value to business

Project ROI is sum of feature ROIs

Goal is to maximize ROI

ROI Curve for an Investment

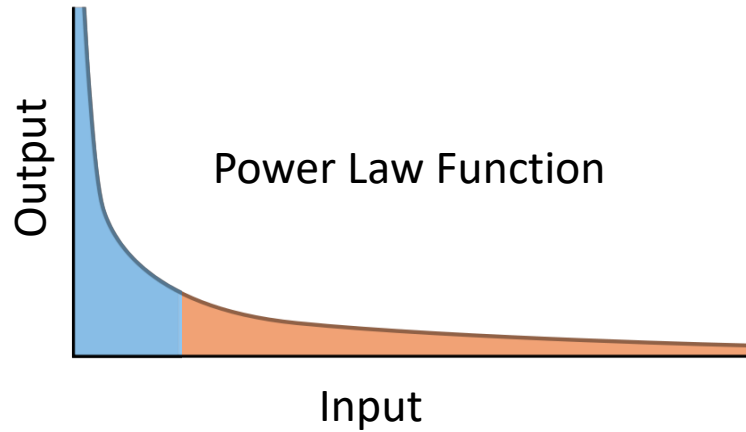


# Pareto Principle

80/20 rule

Power law function

Diminishing marginal returns



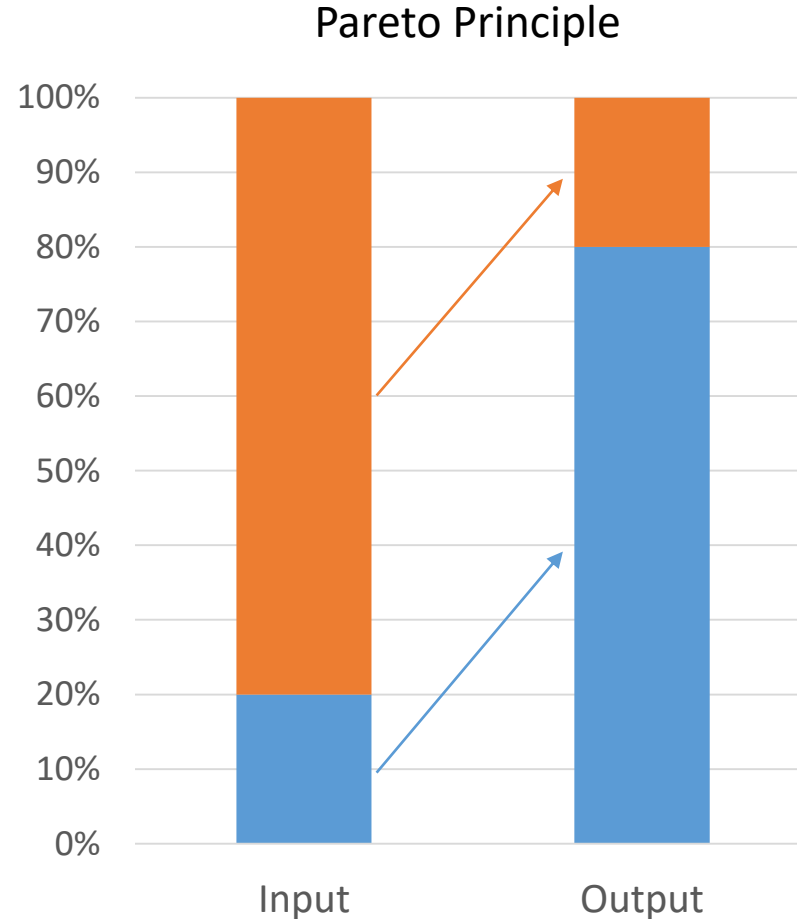
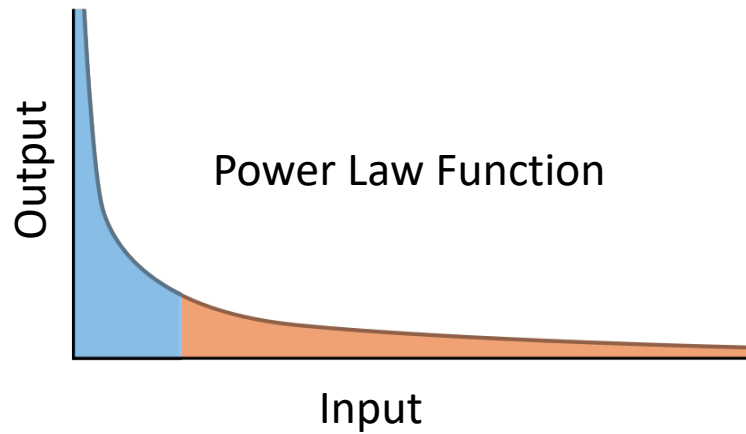


# Pareto Principle

80/20 rule

Power law function

Diminishing marginal returns



# Pareto Principle of Software Feature Usage

## Features

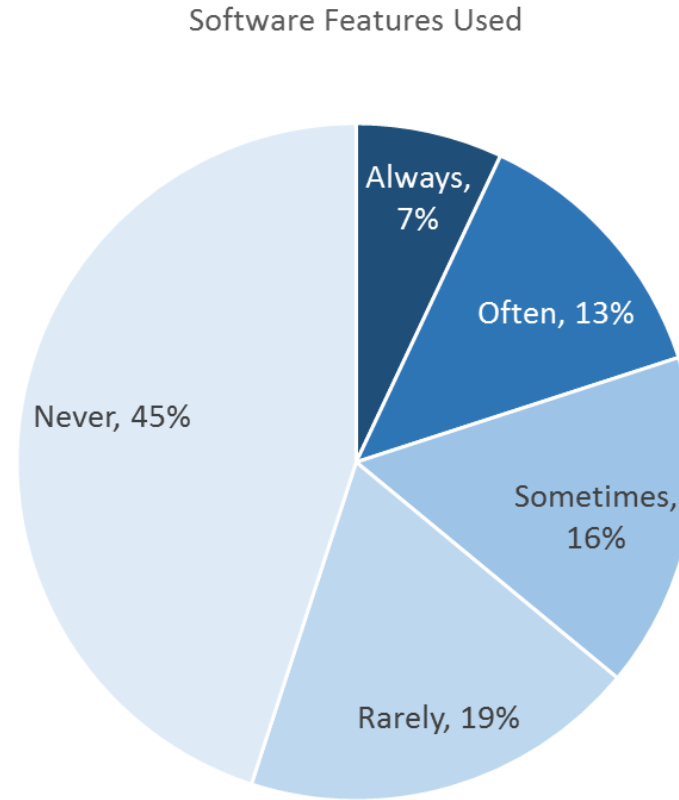
20% of features

80% of value

## Traditional software is

20% high-value features

80% low-value features



Source: Standish Group

# Opportunity Cost



Source: <http://www.ethicurean.com/2009/03/03/free-lunch-program-in-new-england/>

# Opportunity Cost

Cost of foregone alternative options

True cost = explicit cost + implicit cost

Must be included in cost-benefit analysis



Source: <http://www.stus.com/>

# Prioritizing Features by Business Value

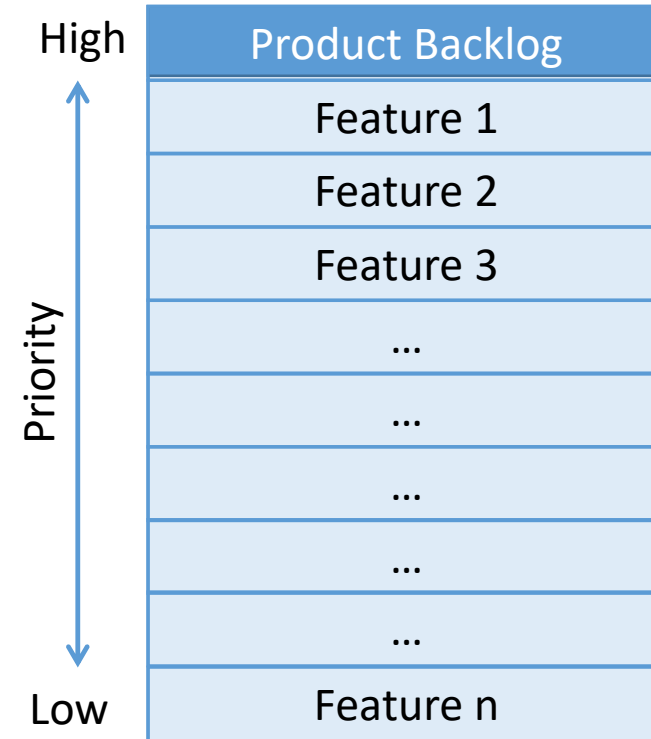
# Product backlog

## List of features

## Ordered by business value

## Highest priority on top

## Create and deliver in order



# Why is This Important?

## **Problem**

Need to maximize ROI

Low-value features

Opportunity cost

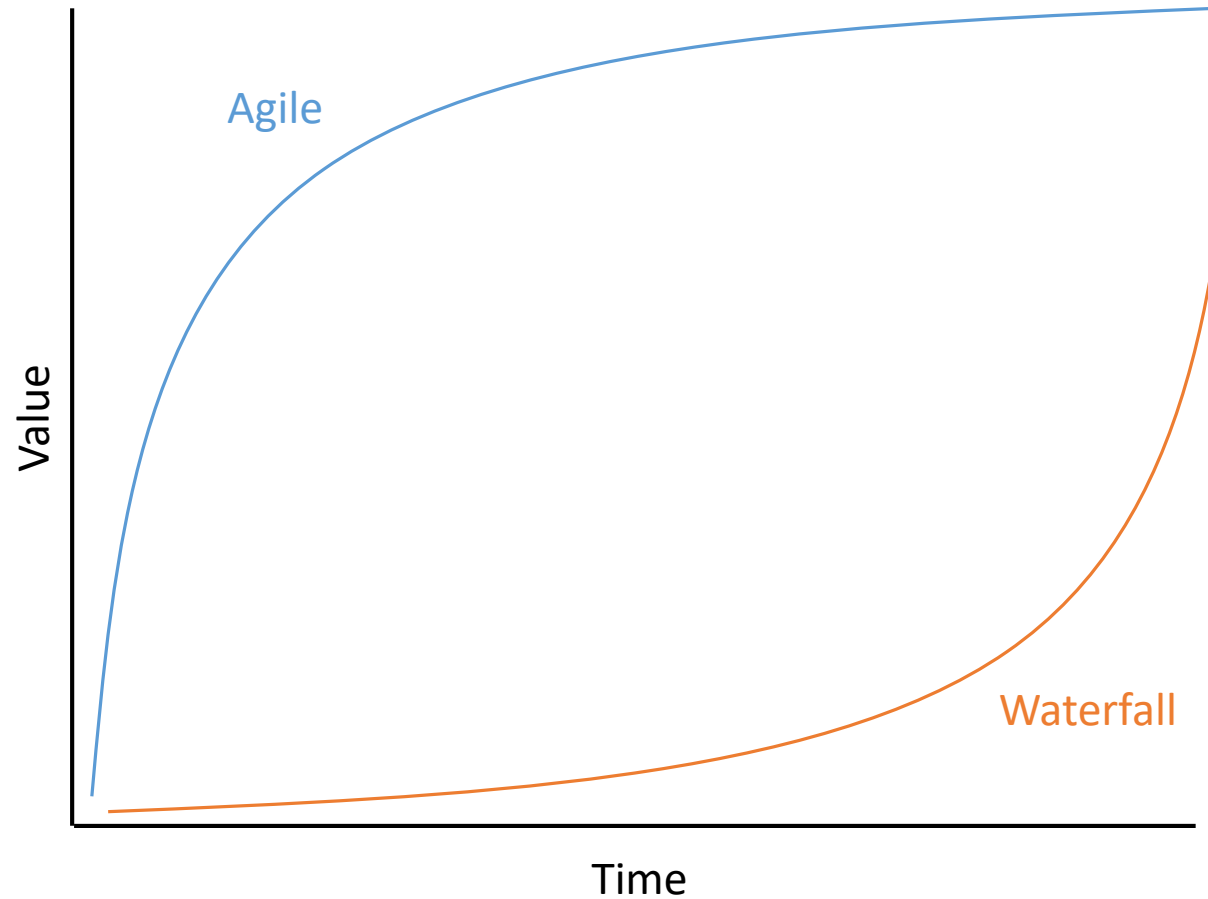
## **Solution**

Prioritize features by ROI

Deliver highest-value first

Prioritize features relative

# Agile Produces More Value



## 4. Embracing Change



# Waterfall's Key Assumption

**Plan:**

**Start** —————→ **Finish**

# Waterfall's Key Assumption

**Plan:**

**Start** —————→ **Finish**

**Actual:**

**Start**  **Finish**

# Waterfall Assumptions

Users actually know what they want

Markets will not change during development

There is nothing new or unknown

Technology is stable and mature

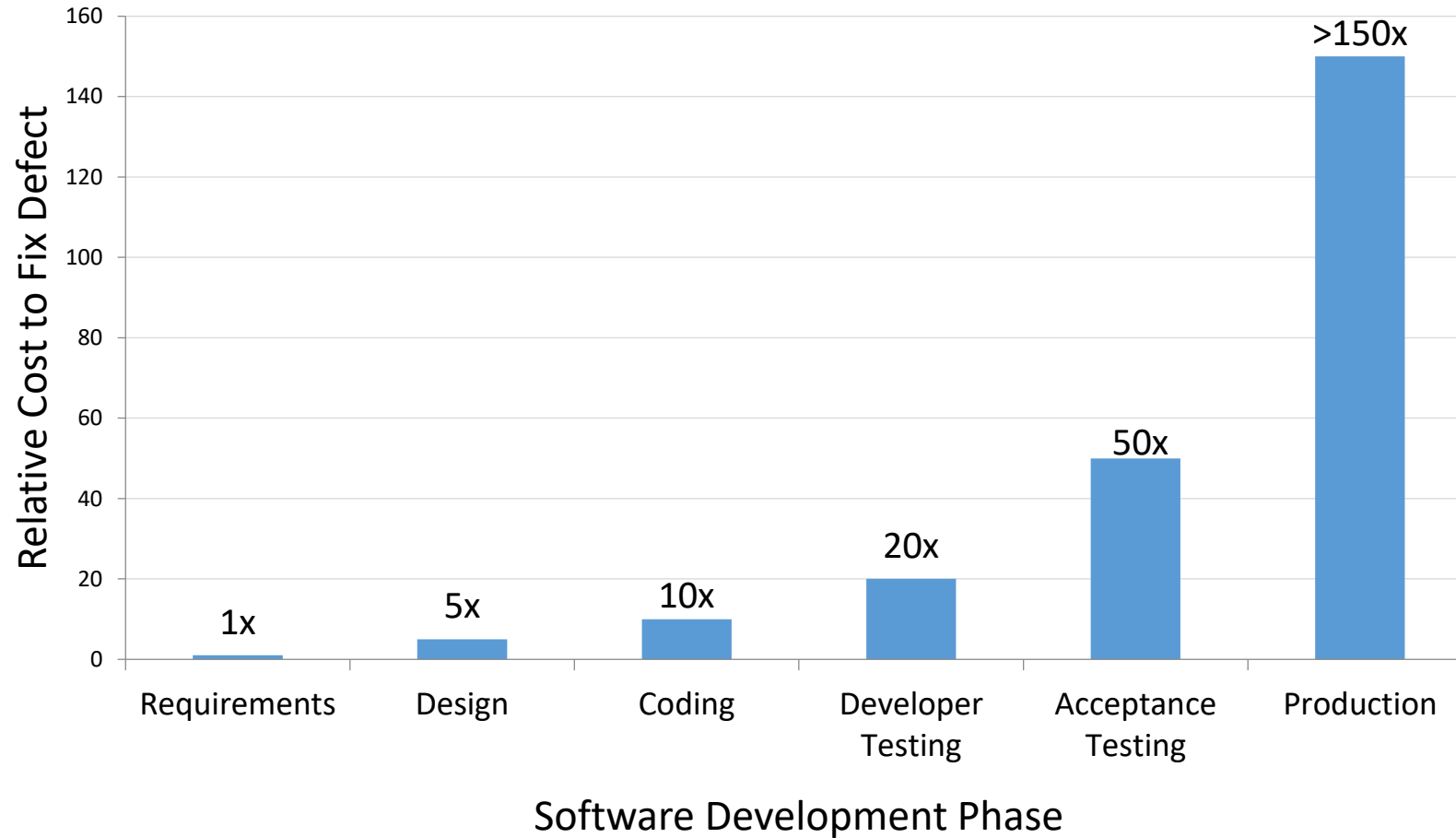
All of the pieces will fit together in the end

# Waterfall Reality

Requirements are not stable

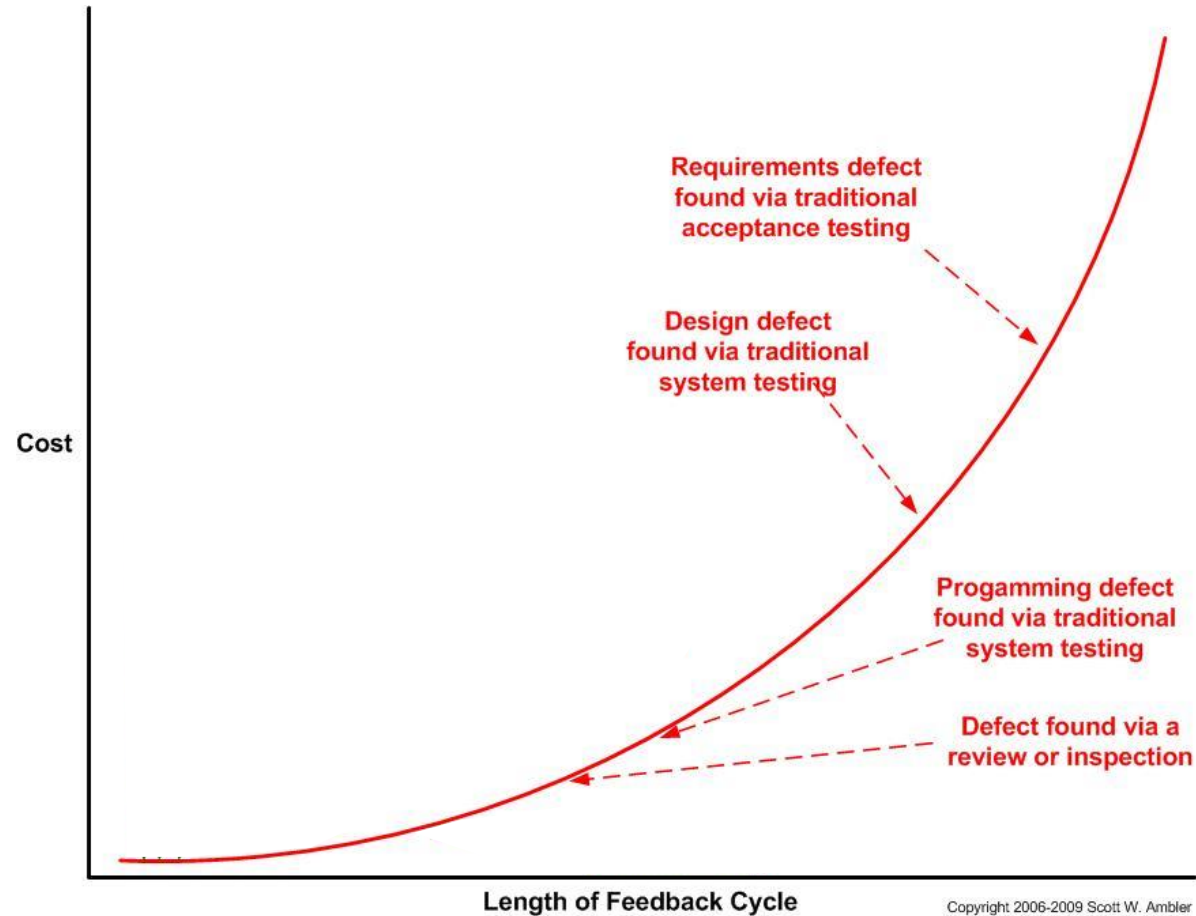
Requirements are just assumptions

# Cost of Fixing Defects in Waterfall

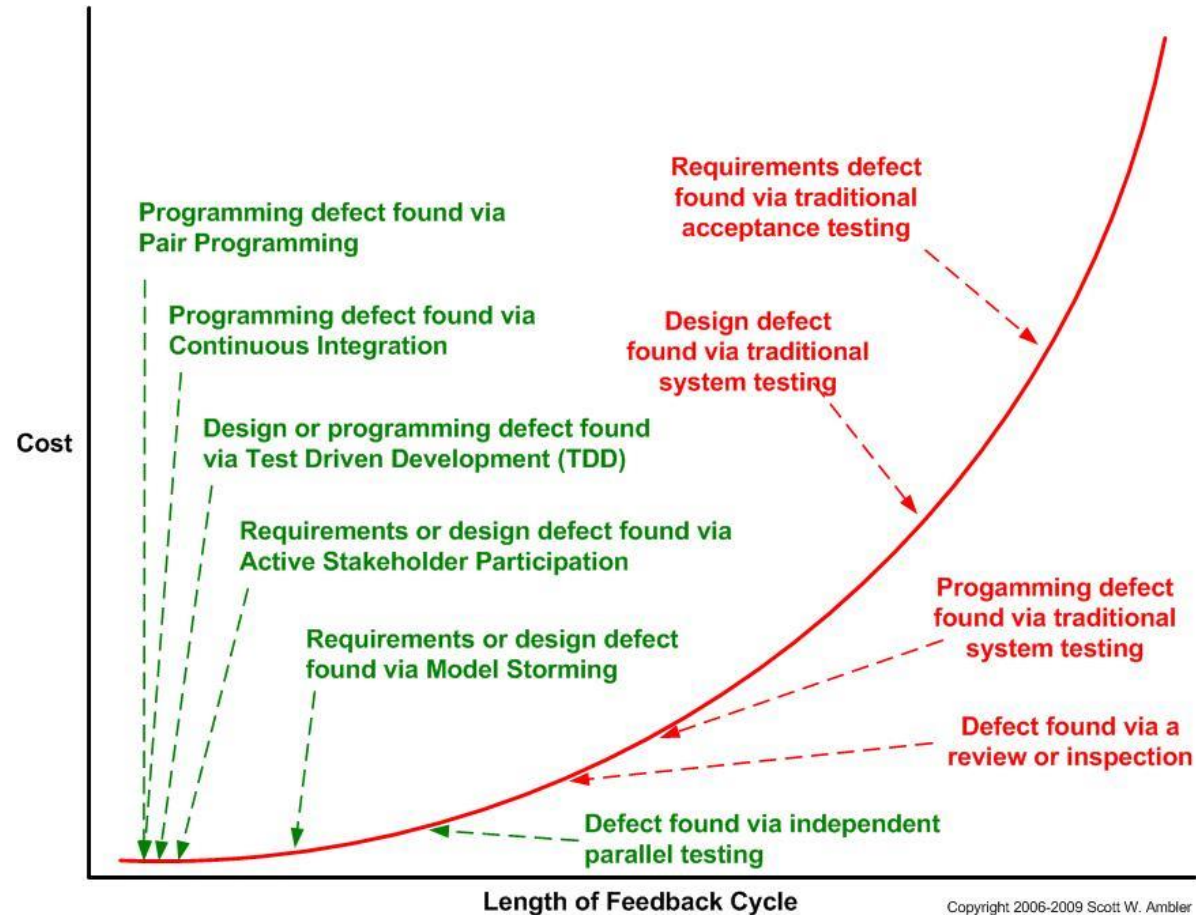


Original Source: Barry Boehm, "Equity Keynote Address" March 19, 2007

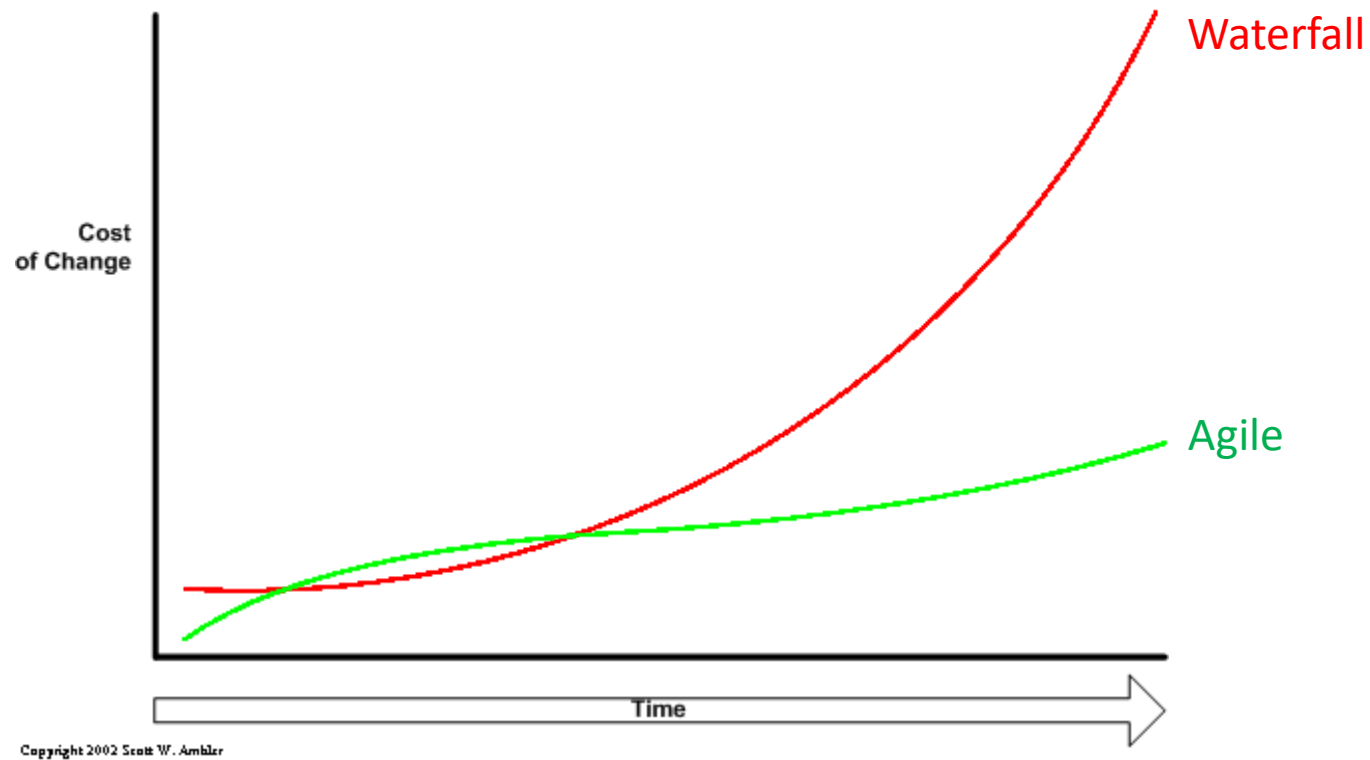
# Finding Defects in Waterfall



# Finding Defects in Agile



# Cost of Change in Agile



Source: <http://www.agilemodeling.com/essays/costOfChange.htm>



# Why is This Important?

## **Problem**

Requirements change

Fixing defects late is costly

Late changes are costly

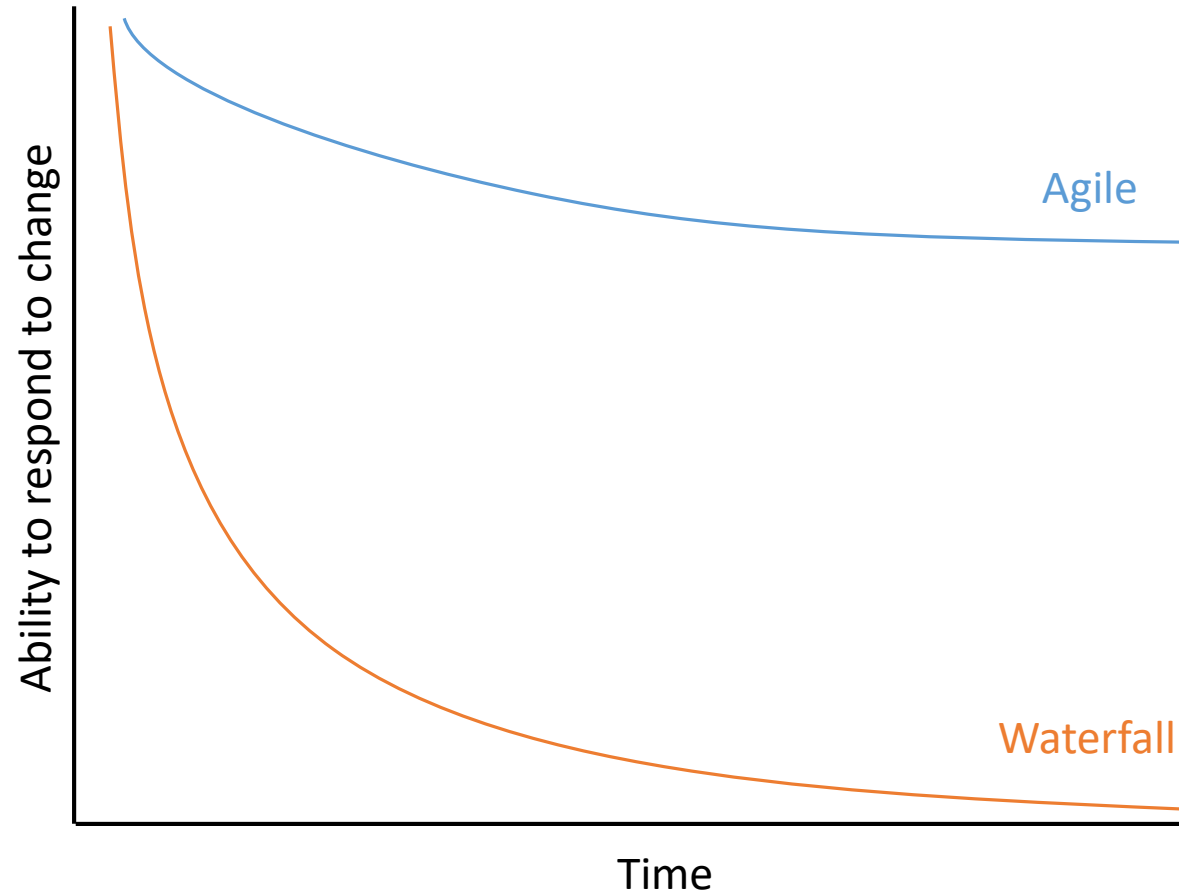
## **Solution**

Embrace change

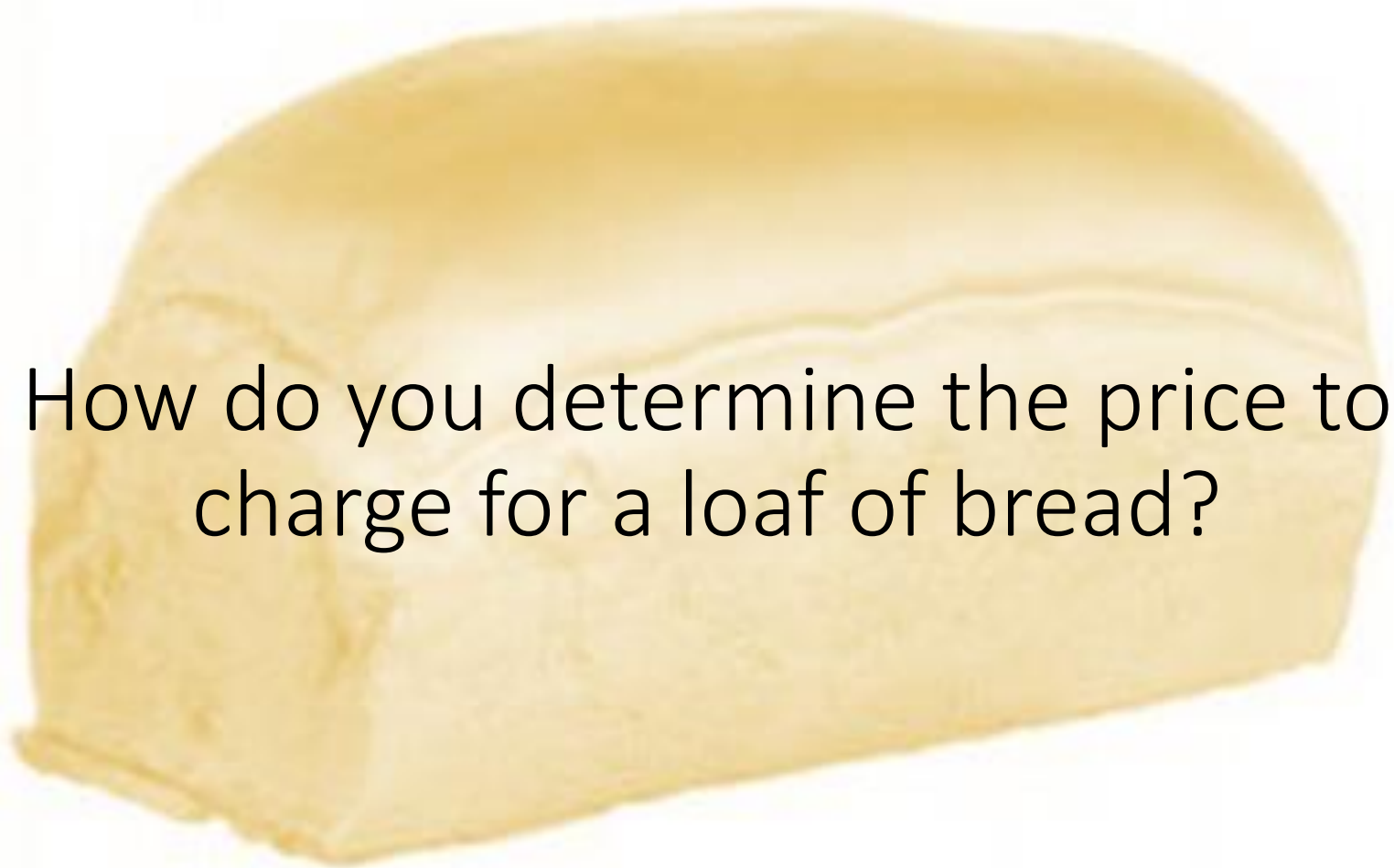
Fix defects early

Build in flexibility

# Agile is More Adaptable



## 5. Self-Organization



How do you determine the price to charge for a loaf of bread?

# Market Economy

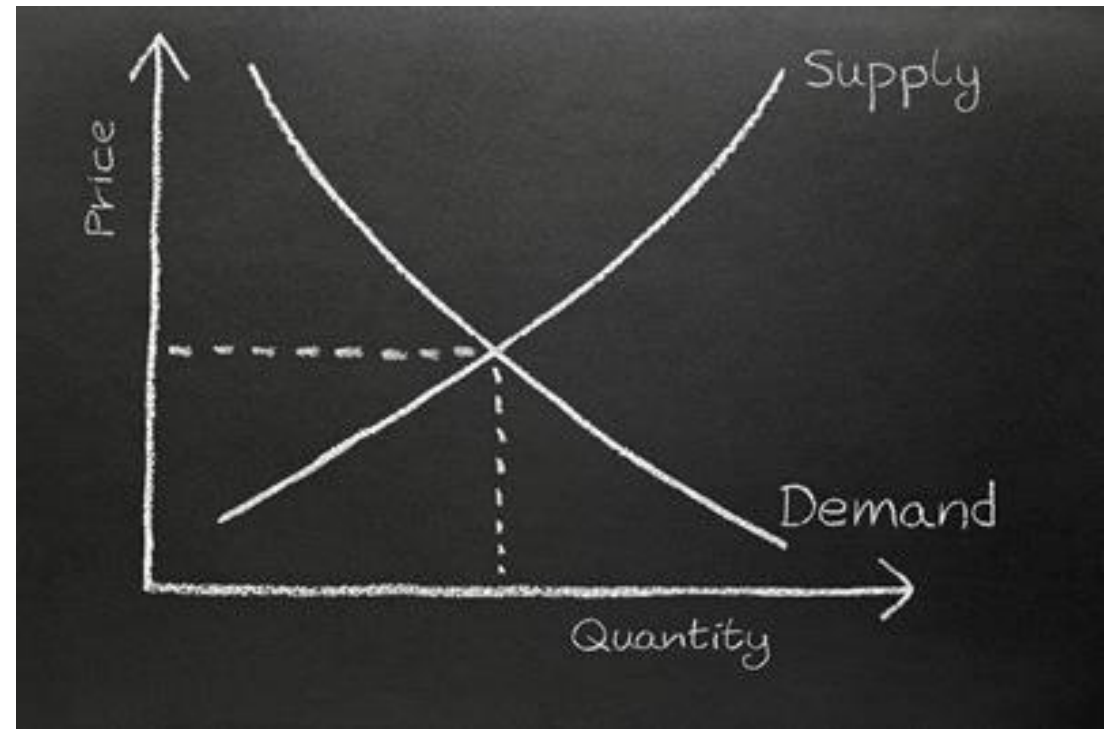
Market makes decisions  
Producers and consumers  
Supply and demand  
Millions of decisions



Source: Britannica

# Market Economy

Goal: Maximize social welfare  
Competitive market equilibrium  
Extremely efficient  
“Chaotic success”



Source: [https://content.dodea.edu/VS/HS/DVHS\\_Courses/Economics/syllabus.html](https://content.dodea.edu/VS/HS/DVHS_Courses/Economics/syllabus.html)

# Complex Adaptive Systems

## System

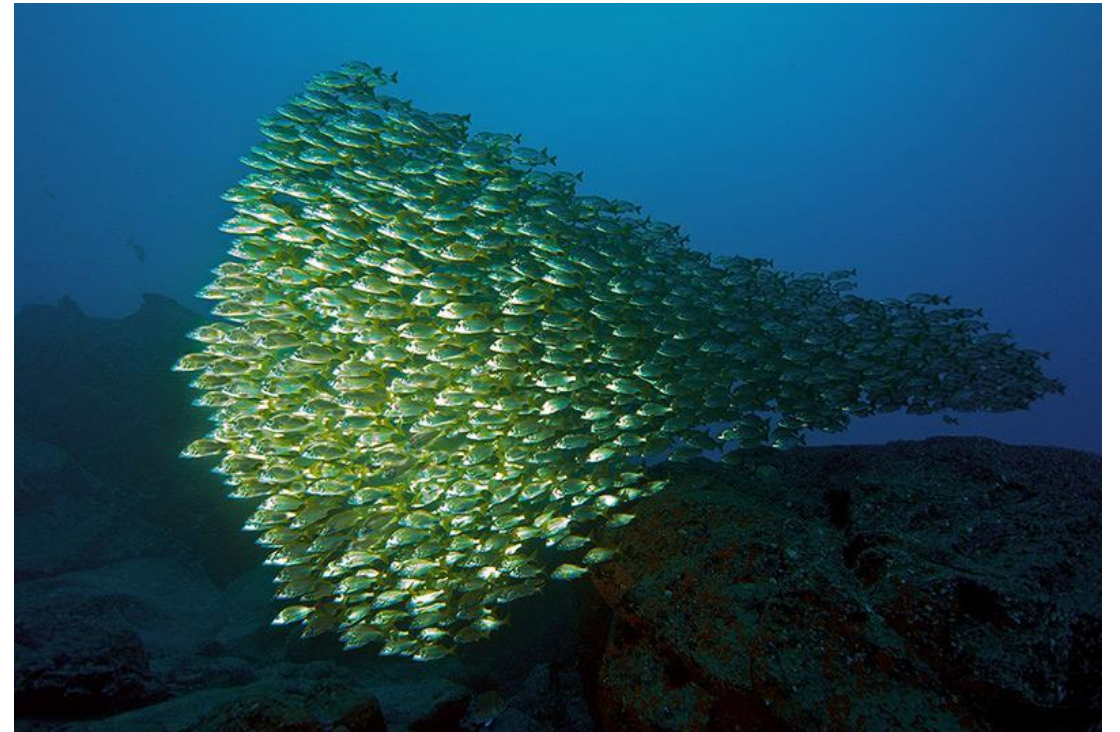
collection of interconnected things

## Complex

dynamic network of interactions

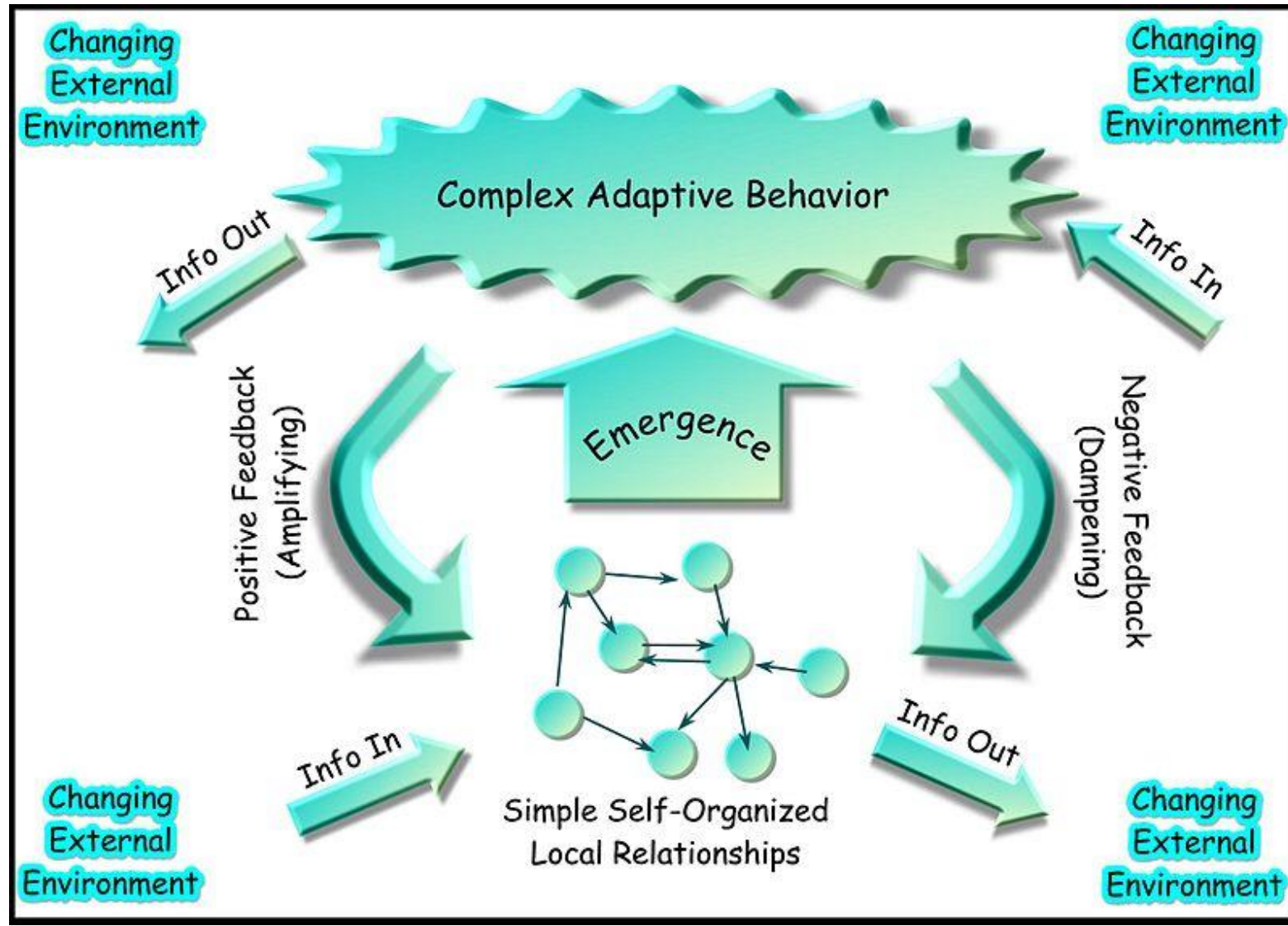
## Adaptive

changes in response to environment  
to increase survivability



Source: <http://integral-options.blogspot.com/2013/03/peter-fryer-brief-description-of.html>







# Inversion of Control

Top-down

Command and Control

Bureaucracy



Source: Wikipedia

# Inversion of Control

Top-down  
Command and Control  
Bureaucracy  
vs.  
Bottom-up  
Self-organization  
Adhocracy



Source: <http://funnyasduck.net/post/10458>

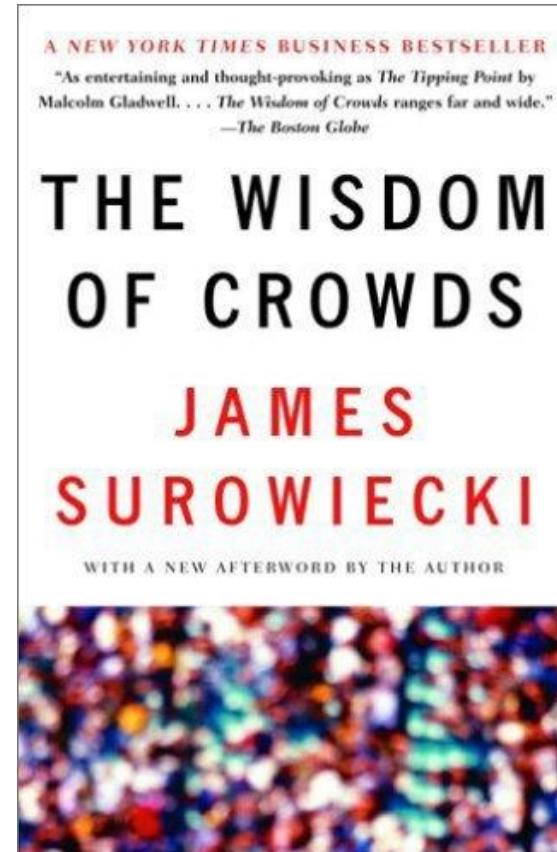
# Wisdom of the Crowd

Collective guesses of crowd

Aggregate better than expert

Only some types of knowledge

Not all crowds are wise!



# Why is This Important?

## **Problem**

Top-down is inefficient

Poor information flow

Ineffective decisions

## **Solution**

Self-organizing teams

Invert control to bottom-up

Wisdom of the Crowds

Self-organizing Agile teams  
are more efficient

## 6. Effective Communication

# Cost of Poor Communication

Cost is enormous  
Hard to quantify  
Hidden cost  
Expense is real



Source: <http://www.cathy.willman.com/2012/06/what-boys-need.html>

# Cost of Poor Communication

17.5 hrs / person / week

Top 5 issues identified:

1. Waiting for information
2. Unwanted communication
3. Inefficient coordination
4. Barriers to collaboration
5. Customer complaints





Total estimated annual cost of poor  
communication per enterprise  
knowledge worker: **\$50,562**

Source: <http://thoughtleadership.sismarketresearch.com/industrial-b2b-journal/2009/3/10/smb-communications-pain-study-white-paper-uncovering-the-hid.html>

# Communication Structures

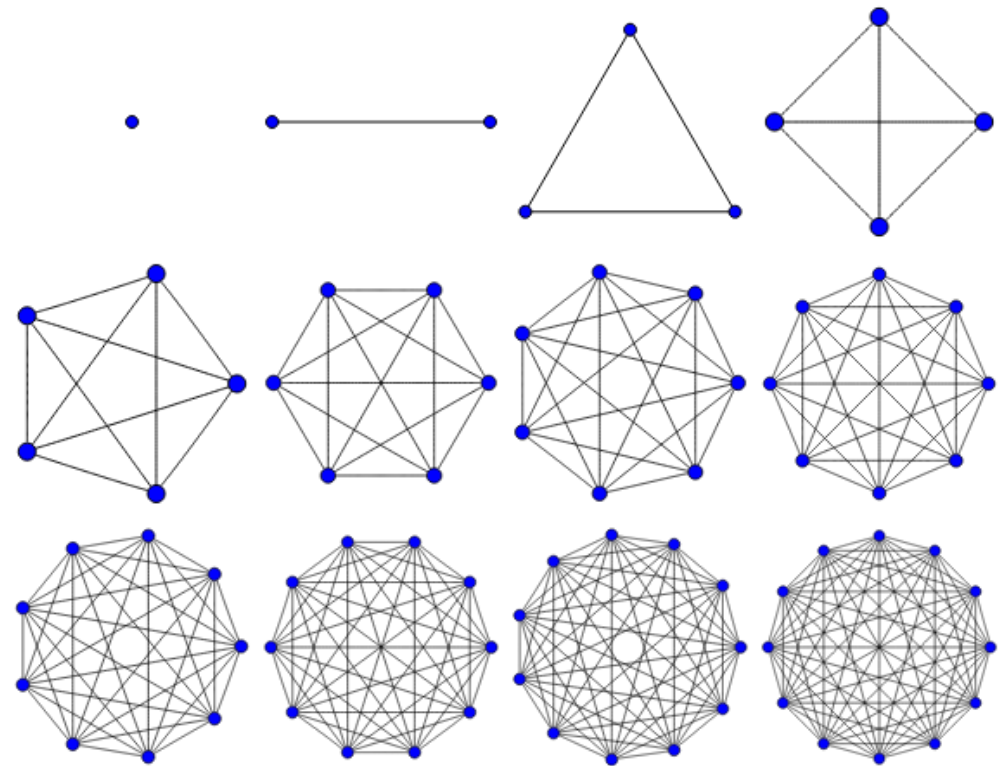
Fully-connected graph

Nodes = people

Edges = channels

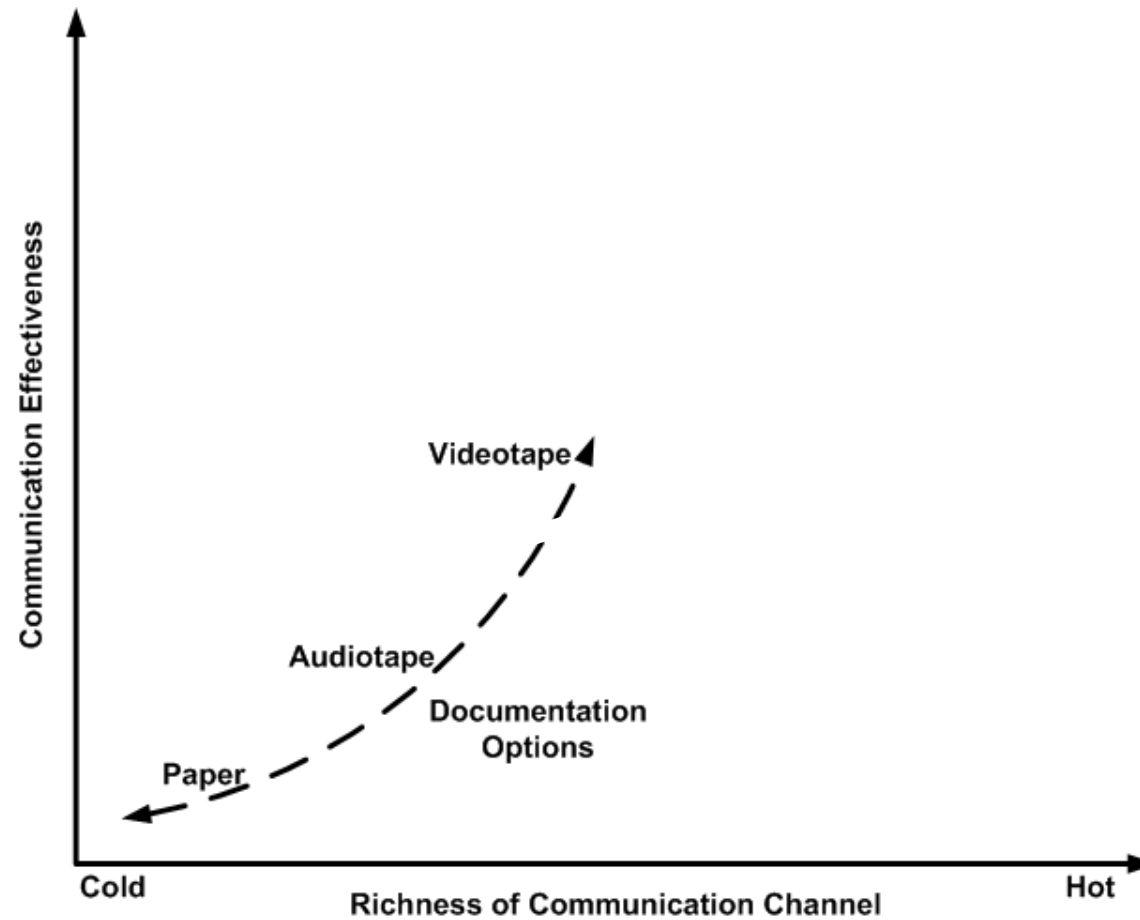
Edges increase by  $O(n^2)$

Becomes inefficient very fast



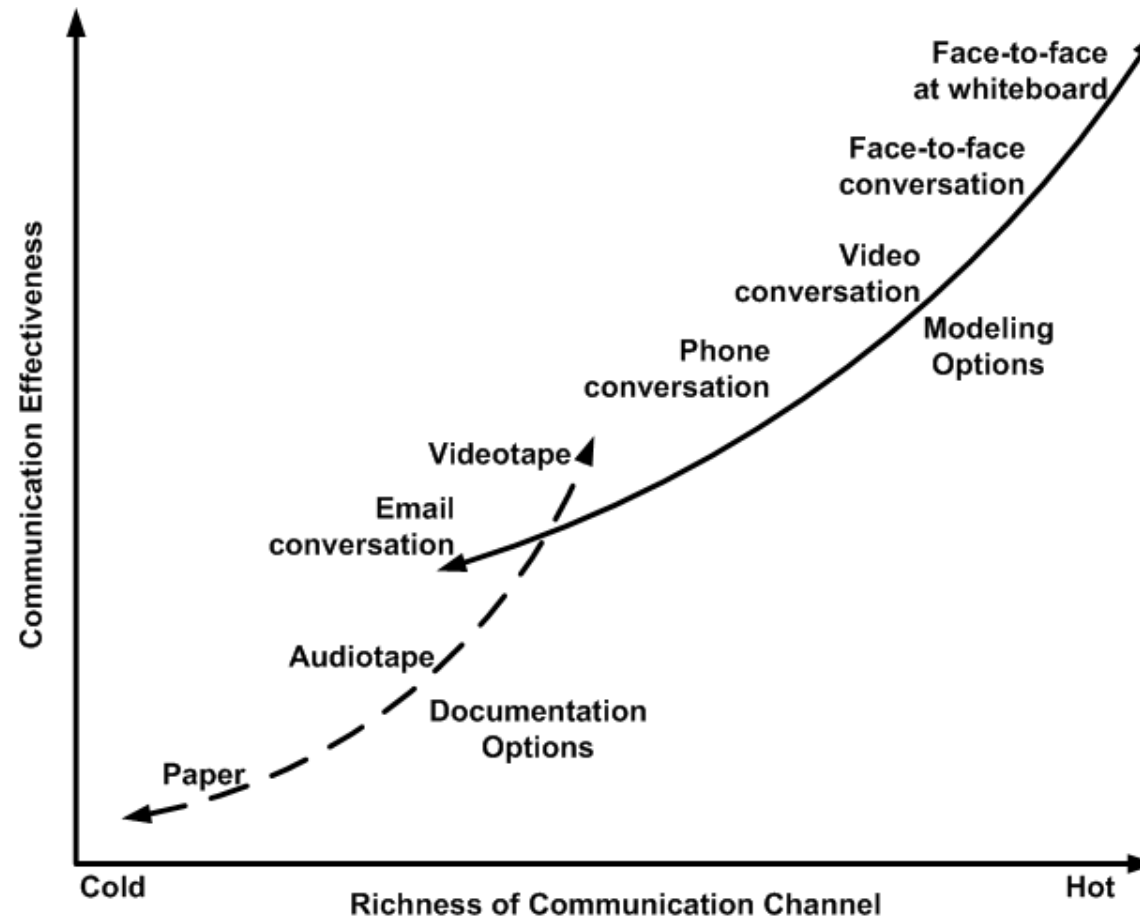
Source: Wikipedia

# Effectiveness of Communication



Copyright 2002-2005 Scott W. Ambler  
Original Diagram Copyright 2002 Alistair Cockburn

# Effectiveness of Communication



Copyright 2002-2005 Scott W. Ambler  
Original Diagram Copyright 2002 Alistair Cockburn

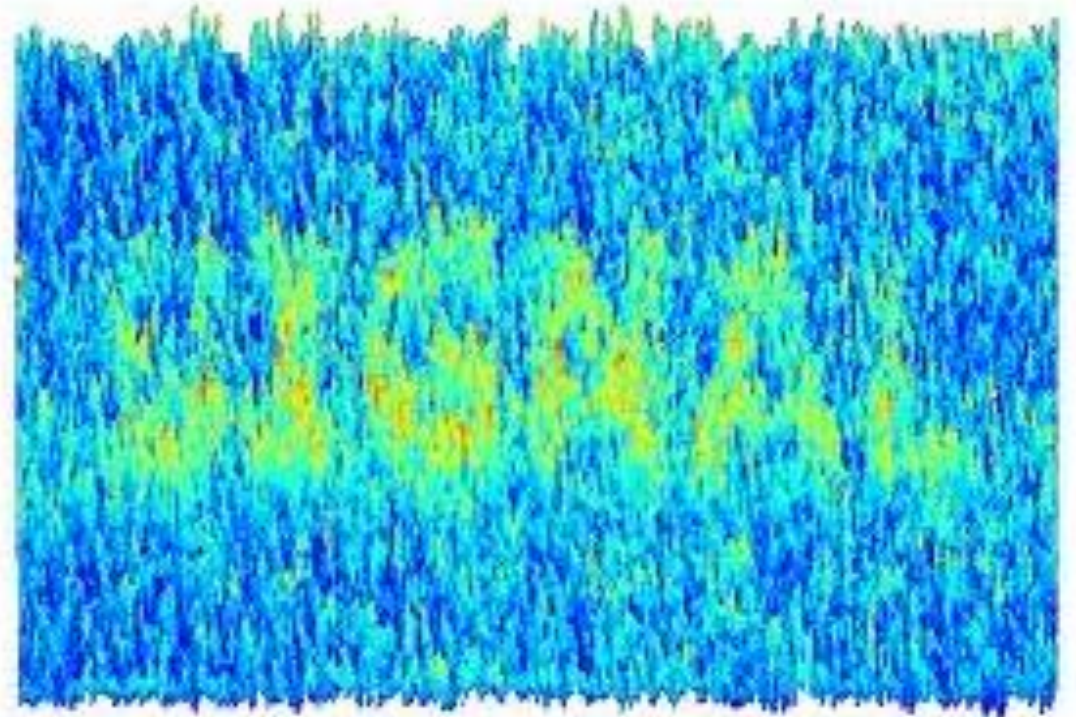
# Signal-to-Noise Ratio

$$\text{SNR} = P(\text{signal}) / P(\text{noise})$$

Signal = message

Noise = everything else

Goal is to maximize SNR



Source: <http://uber.la/2012/05/signal-to-noise/>

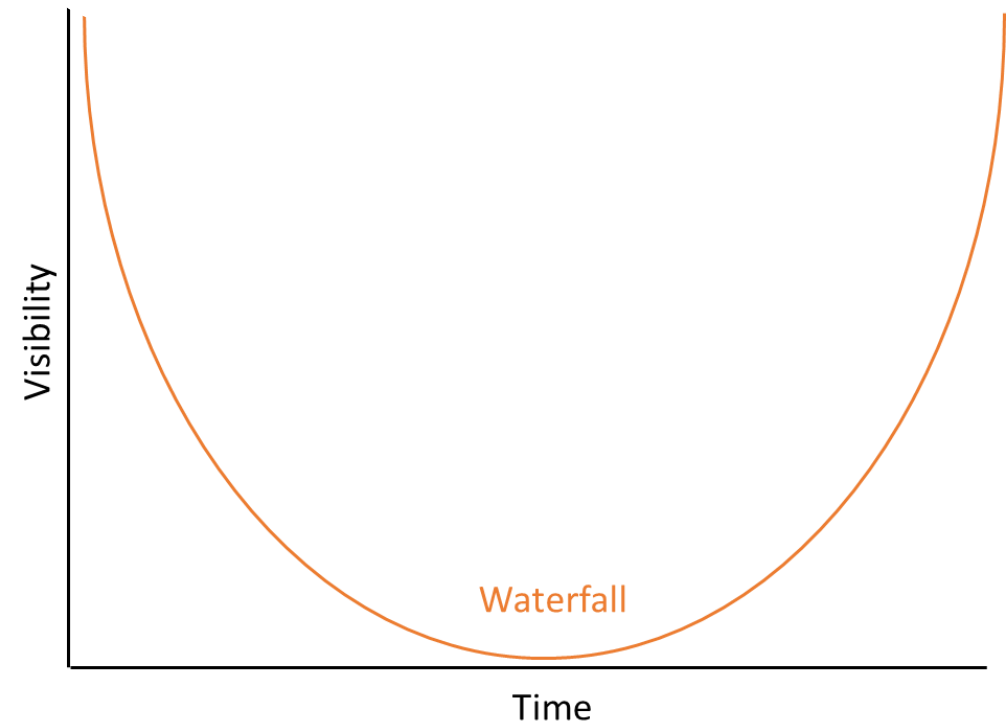
# Visibility

Waterfall hides problems

High visibility at start

Low visibility at middle

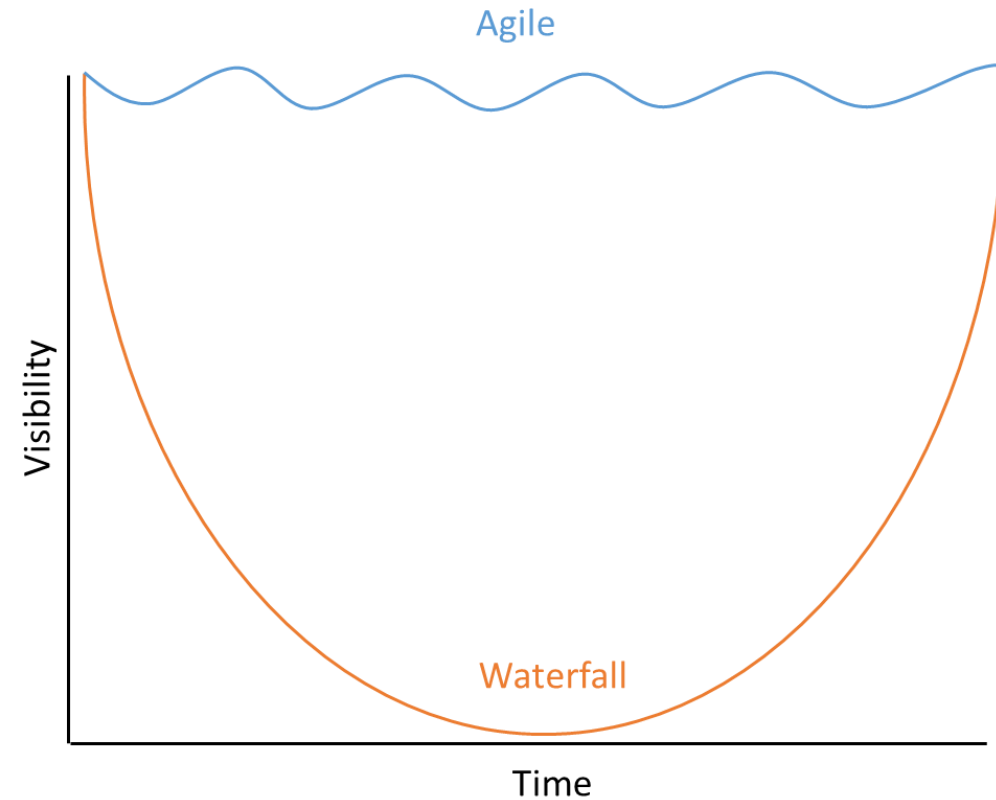
High visibility at end



Original source: <http://www.versionone.com/Agile101/Agile-Software-Development-Benefits/>

# Visibility

Agile provides visibility  
On the surface with visibility  
Problems have no where to hide



Original source: <http://www.versionone.com/Agile101/Agile-Software-Development-Benefits/>

# Why is This Important?

## **Problem**

Communication overload

Cost of poor communication

Lack of transparency

## **Solution**

Small teams

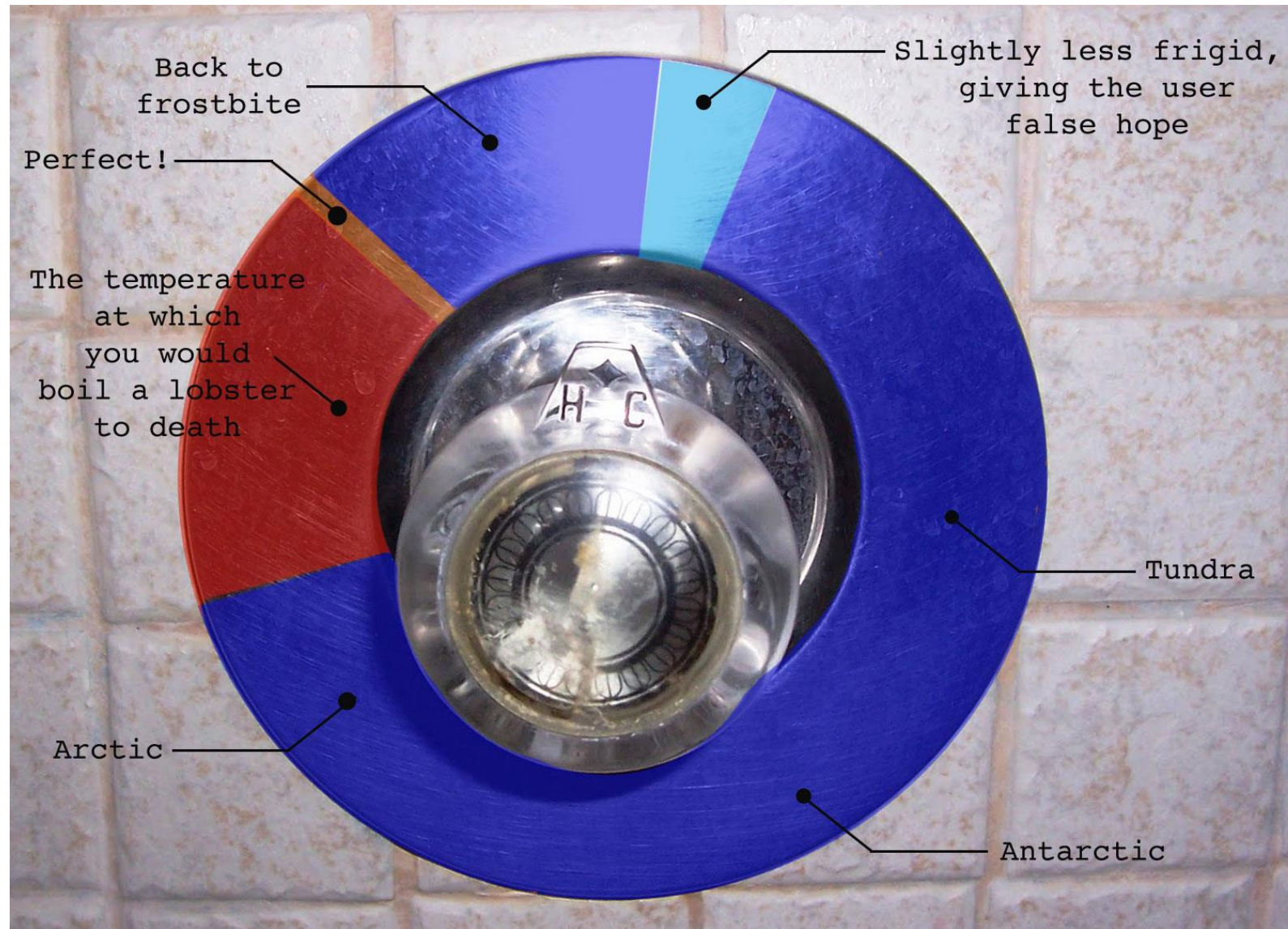
Maximize signal-to-noise ratio

Increase visibility



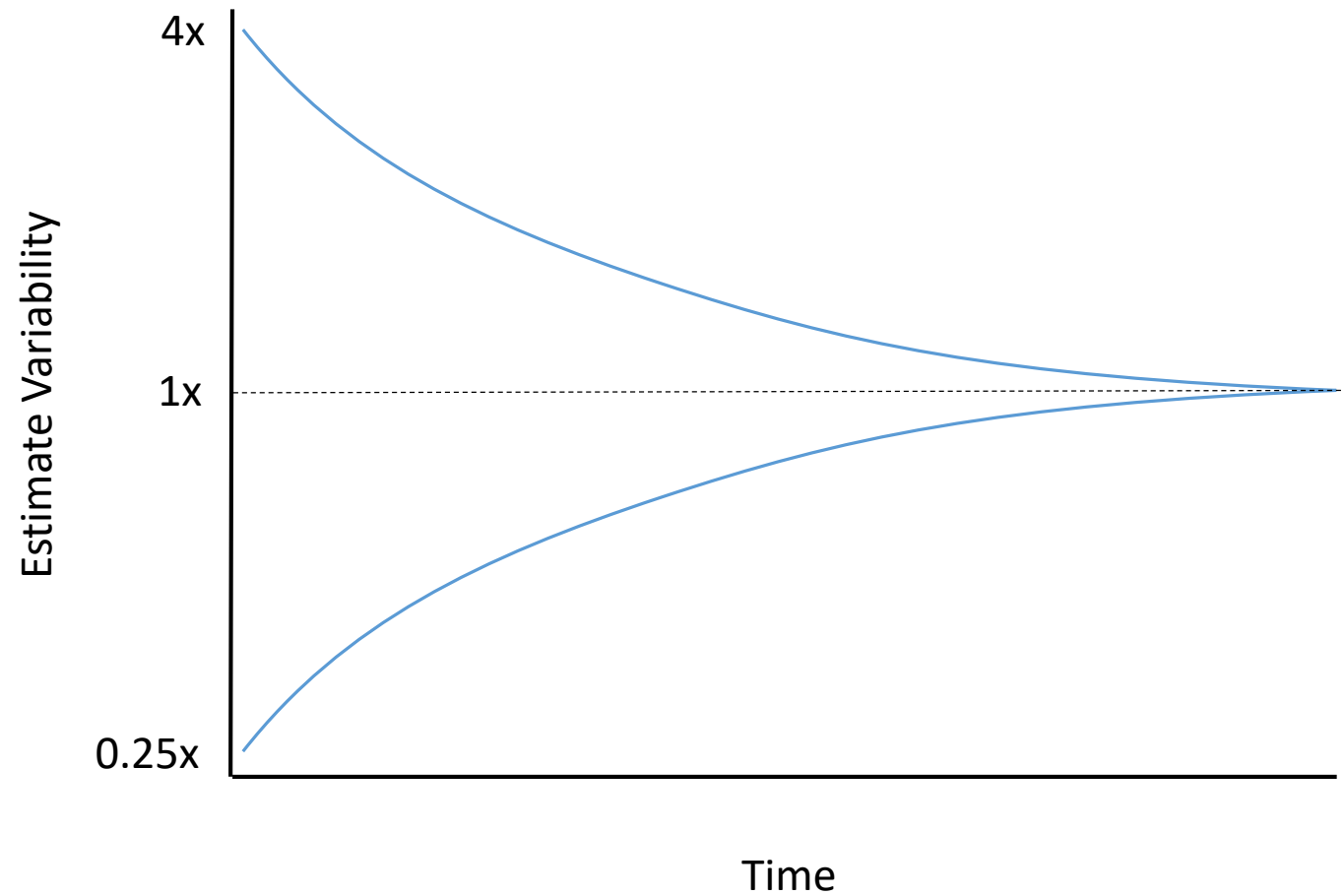
Agile teams communicate  
more effectively

## 7. Feedback



Source: <http://www.letterstobuffoons.com/wp-content/uploads/2012/09/ShowerHandle.jpg>

# Cone of Uncertainty



Original Source: Barry Boehm, Software Engineering Economics (1981)

# Feedback and Learning

Learning reduces uncertainty

Feedback is necessary

Continuous and rapid feedback



Source: <http://www.icanhascheezburger.com>

# Agile Feedback

Continuous and rapid feedback

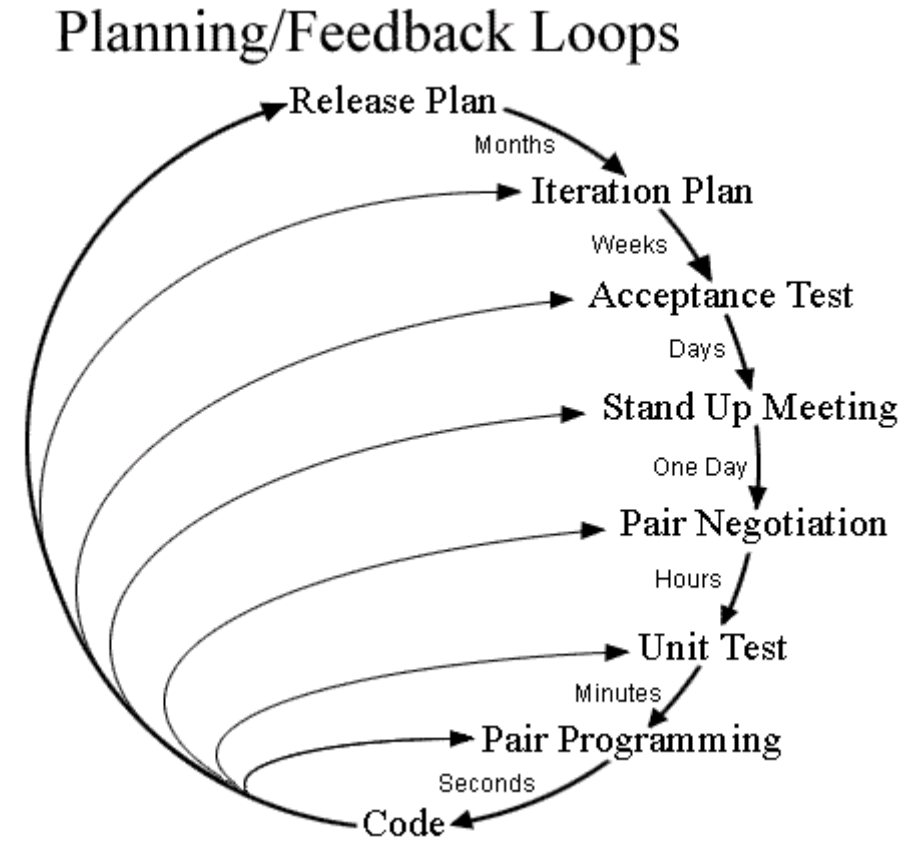
Multiple timescales

Powerful for:

- Learning

- Reducing risk

- Eliminating Uncertainty





# Smart Failure

Short and frequent experiments

Low cost and high value

Old world vs. new world

Requires mindset change



Source: <http://craftfail.com/2011/08/cookie-monster-cupcake-fail/>

# It's Not OK to Fail BIG!



## EPIC FAIL

Source: <http://t4toby.files.wordpress.com/2008/07/epicfail1.jpg/>



# Know When to Pivot

Pivot = change direction

Assumptions incorrect => pivot

Pivot early, not late

Minimize cost to pivot



Source: <http://thesalespivot.com/wp-content/uploads/2011/07/left-turn-sign.jpg>

# Why is This Important?

## **Problem**

Cone of uncertainty

Avoid epic failure

Difficulty changing course late

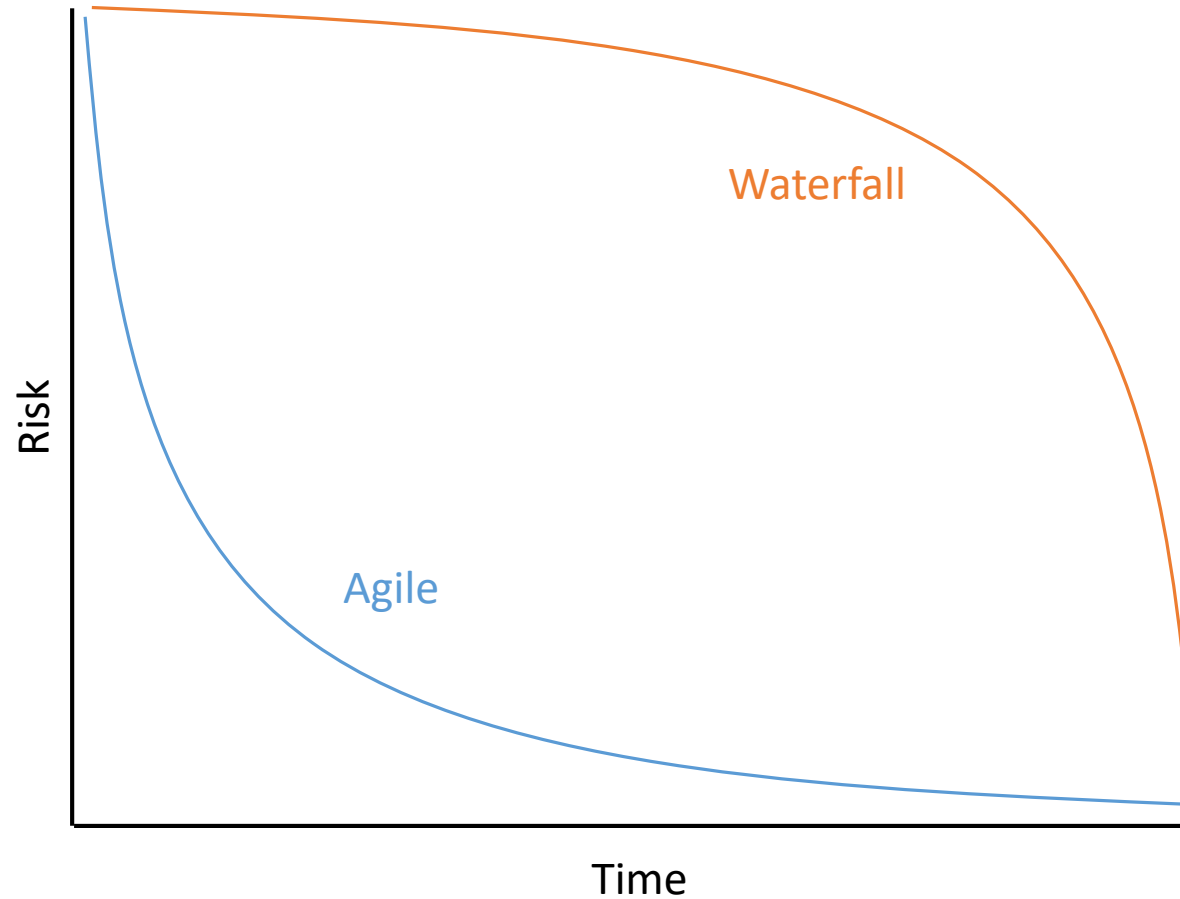
## **Solution**

Feedback

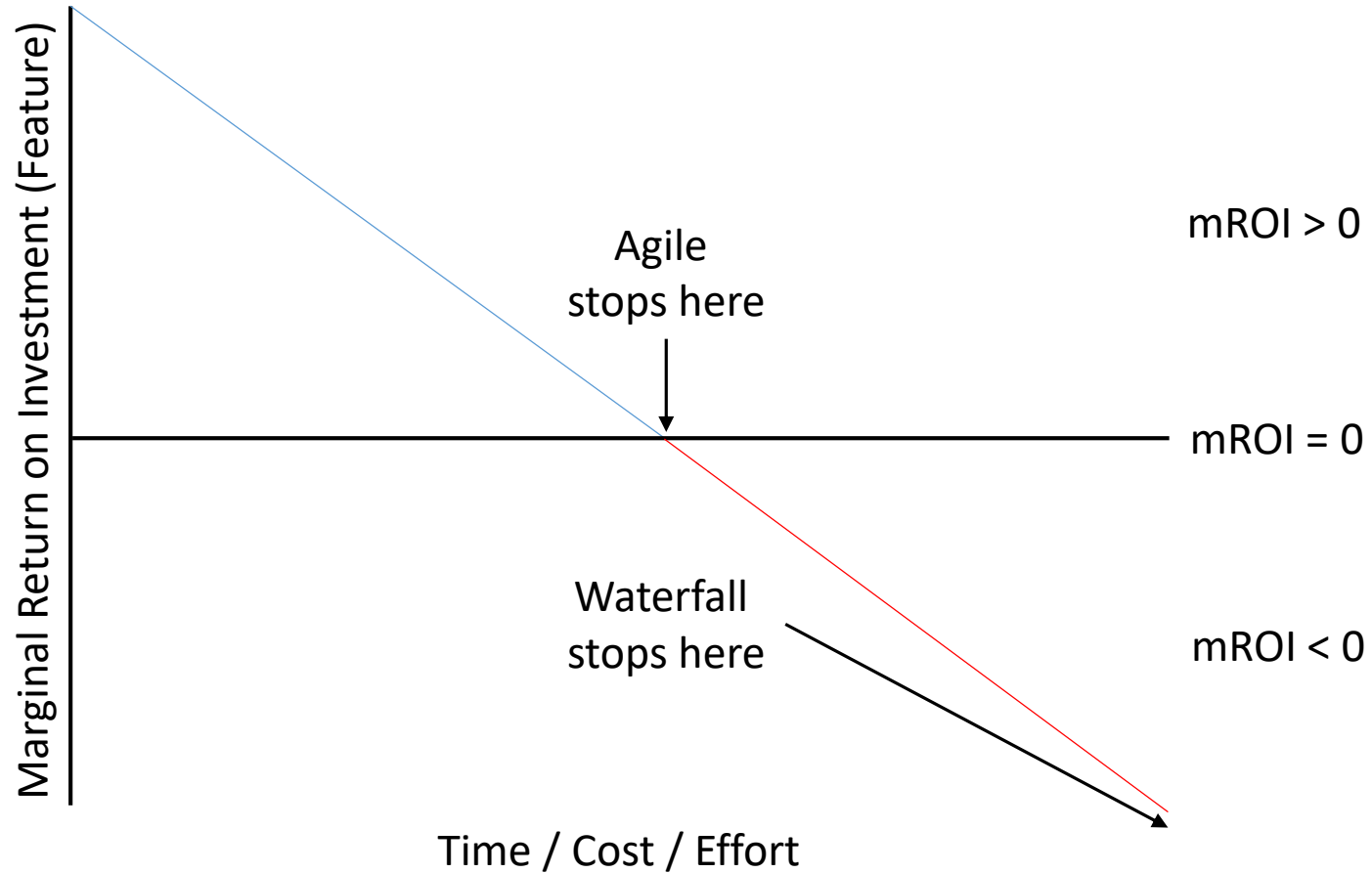
Embrace smart failure

Minimize cost to learn

# Agile Teams Use Feedback to Reduce Risk



# Know When to Stop



# Know When to Stop

- Everything else:
  - The Cost of Complexity
  - Eliminating Waste
  - Inventory Hides Problems
  - Metrics Have Consequences
  - Embracing Human Factors
  - Information Gain / Entropy
  - Embedded Documentation
  - Kanban and Queuing Theory
  - TDD, Dopamine, and Crack
  - Sustainable Development
  - Agile is an Emergent Property
  - and much more...



Source: <http://www.rounds.com/blog/wp-content/uploads/2010/11/stop-hammertime.png>

# Conclusion

# Why is Agile so Successful?

1. It is well adapted to the world after midnight.
2. It inverts its constraints to be more flexible.
3. It maximizes ROI by prioritizing features by value.
4. It is more adaptable by embracing change
5. It utilizes the efficiencies of self-organization.
6. It produces more effective communication.
7. It reduces risk by continuous and rapid feedback.

# My Website

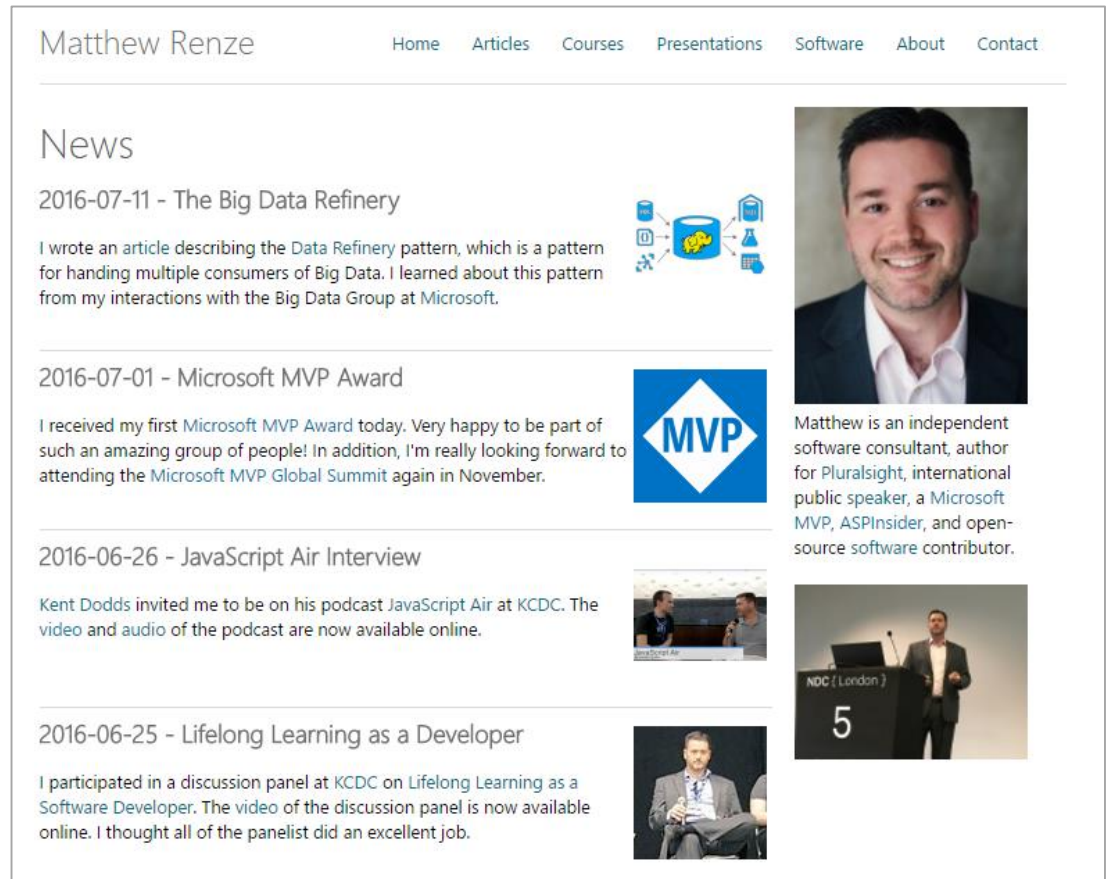
Articles

Courses

Presentations

Source Code

Videos



www.matthewrenze.com



# Feedback

Feedback is very important to me!

One thing you liked?

One thing I could improve?



# Contact Info

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Thank You! : )