Experimentation pipeline

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Abstract—There is a need in many software-based companies to evolve their software development practices towards continuous deployment and continuous experimentation. This allows a company to frequently integrate and deploy their work and in consequence also opens opportunities for getting feedback from customers on a regular basis. Ideally, this feedback is used to support design decisions early, e.g., to determine which features should be maintained over time and which features should be skipped. In more general terms, the entire RD system of an organization should be in a state where it is able to respond and act quickly based in instant customer feedback and where actual deployment of software functionality is seen as a way of fast experimenting and testing what customers needs [2]. Experimentation refers here to fast validation a hypothesis or assumption. Reaching such a state of continuous experimentation implies a lot of challenges for organizations.

I. INTRODUCTION

This demo file is intended to serve as a "starter file" for IEEE conference papers produced under LaTeX using IEEEtran.cls version 1.7 and later. I wish you the best of success.

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II. CONCLUSION

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REFERENCES

[1] H. Kopka and P. W. Daly, *A Guide to LaTeX*, 3rd ed. Harlow, England: Addison-Wesley, 1999.