Software Metrics

A software metric is a quantitative measure of an attribute of a software development project. Two types of software metrics can be captured: process metrics and product metrics. Process metrics measure attributes of the development process and the environment, for example, the experience of the programmers. Product metrics measure attributes of the intermediate or final software product, for example, the number of requirements in the system.



| Process Metrics | Product Metrics | |
|---|---|--|
| Measures Quantifiable Attributes of the Development Process and Environment | Measures Quantifiable Attributes of the Software Products (Intermediate or Final) | |
| Experience of programmers | Size (function points, LOC, displays, etc.) | |
| Cost of development and maintenance | Number of classes, objects, etc. | |
| Development time (by phase and activity) | Number of requirements (specified and derived) | |
| Development techniques | Logic structure complexity (flow of control, depth of nesting) | |
| Process model | Data structure complexity (number of variables) | |
| CASE tools | | |

Dr. Scott Knight and Major Greg Phillips from the Royal Military College of Canada, Department of Electrical and Computer Engineering stated the six principles of good engineering as:

- 1. A successful software development project meets its cost, schedule, and quality goals.
- 2. Development plans should set quantitative goals so you can tell if you are meeting them.
- 3. Plans should be compared with actual performance throughout development to detect potential problems early.
- 4. Data trends collected over time are often better indicators of potential problems than actual values as they show when deviations from the plans are temporary, fluctuating, growing, or diminishing.
- 5. There are many explanations, both good and bad, for the same set of data. Metrics do not indicate problems, but where data values should be investigated.
- 6. Be aware that how metrics are presented can obscure or clarify the message.



These principles strongly suggest creating and incorporating a solid metrics program.

A corporate metrics program is an approach to software metrics collection and assessment institutionalized across the company or corporation. Data from projects is used to establish, validate, and refine the corporate metrics database which provides an empirical foundation for future project estimations, analysis, and prediction.

The Importance of Collecting Metrics

Measurement is the collection of metrics. It is important to measure as:

Measurement provides visibility into your project's status. The only thing worse than being late is not knowing that you are late. Measuring your progress can help you know exactly what your project's status is

Measurement focuses people's activities. People respond to objectives; when you measure a characteristic of the development process and feed it back to those involved, they naturally work to improve their performance against that characteristic.

Measurement improves morale. Properly implemented, a measurement program can improve morale by bringing attention to chronic problems and their resolution.

Measurement is an essential element of software process improvement. Metric data is used to assess the organization's process improvement initiatives at the department, division, or corporate level. Using data to assess process effectiveness and provide the basis for process improvement is an essential element of total quality management (TQM) and is referred to as statistical process control. One of the requirements

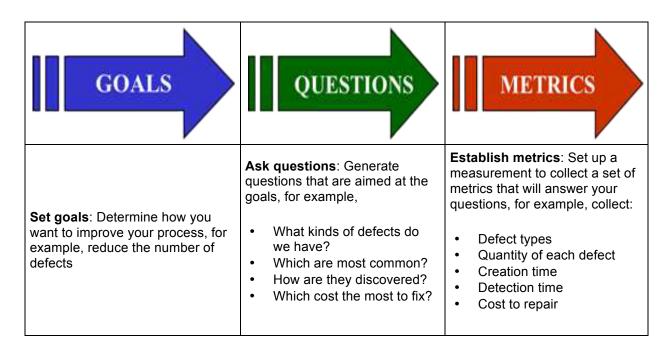
for achieving Capability Maturity Model Integration® (CMMI®) Level 2, measurement and analysis activities must be evident and management control is based on collecting and assessing metrics.

How Many Metrics to Collect

While collecting metrics is important, some organizations waste time and money collecting more data than they need. Be sure you are collecting data for a reason. The University of Maryland's Professor Victor Basili and David Weiss PhD in conjunction with NASA Goddard Space Flight Center developed an approach to software metrics that follows a Goal, Question, Metrics (GQM) process:

- 1. Define the goals at a conceptual level. The goals can be at the project, department, division, or corporate level that can be measured for productivity and quality.
- 2. Ask questions at the operational level. The questions should define the goals quantifiably.
- Establish a set of quantitative metrics. Determine the measures that need to be collected and tracked.
- 4. Determine how to collect the data.
- 5. Gather, confirm, and evaluate the data and **provide feedback to the source**. This step is most important. If feedback is not rendered, the source will continue to perform the activities as they have in the past and suggested improvements will be lost.

Independently analyze the data to judge conformance to the goals and to make recommendations to improve the process.



The Software Engineering Institute (SEI) introduced the Capability Maturity Model, which is now replaced by the Capability Maturity Model Integration® (CMMI®), which requires metrics at every process improvement level. The bottom line is as productivity and quality increase, risk decreases.

| | Level | Characteristic | Key Challenges | Result |
|--------------------|-----------------|---|---|--------------|
| | 5 Optimizing | Improvement fed back into process | Still a human intensive process Maintaining organization at optimizing level | Productivity |
| Process Metrics | 4 Managed | Measured process (quantitative) | Changing technology Problem analysis Problem prevention | and Quality |
| | 3 Defined | Process defined and institutionalized (qualitative) | Process measurement Process analysis Quantitative quality plans | |
| | | Process dependent on individuals (intuitive) | Training Technical practices (e.g., reviews, testing) Process focus (e.g., standards, process groups) | Risk |
| Few Metrics | 1 Initial | Ad hoc, chaotic | Project management Project planning Configuration Management and Quality Assurance | |

Who Collects Metrics



Effective m easurement requires a specialized set of skills and knowledge of the following:

- Statistics and multivariate analysis
- Software engineering processes
- Software project management
- Software planning and estimating tools
- Design of data collection forms
- Survey design
- Quality control methods including reviews
- · Inspections and standard form of testing
- Accounting principles

What Metrics to Collect

In 1988, The MITRE Corporation conducted a study and developed a set of ten Software Management Metrics based on three years of Government and Industry experience for the Electronics Systems Division of the Air Force Systems Command (AFSC). The study team collected and reported data at monthly intervals, plotted the planned and actual data from the previous 12 months and the planned data for the next 5 months. It established that revised plans may be added to the graphs, but previous plans may not be removed. This study was based on review milestones from the MIL STD 498 process. An overview of these metrics that are still in use today, their descriptions, and how to interpret the metrics are:

| | MITRE Metric | Description | Interpret the Metric |
|----|-----------------------|---|---|
| 1. | Software Size | The planned size and current estimated size or actual size, measured in lines of code. Used to measure total effort and schedule and productivity. | Initially an estimate which becomes more accurate until it represents actual data Increases may indicate additional requirements, better understanding of requirements, optimistic original estimate Decreases usually result from overestimate at program startup |
| 2. | Software Personnel | The number of staff members planned and number of actual staff members currently doing development and documentation. Used to measure productivity and predict schedule delays or cost overruns due to understaffing or overstaffing. | Total software staff profile should grow through the design phases, peak through the coding and testing phases, and gradually taper off as integration tests are successfully completed Experienced staff profile should be high during the initial stages, dip slightly during code and unit test, grow again for integration and test Ratio of total to experienced staff should typically be near 3:1, and should never exceed 6:1 Understaffing results in schedule slips Adding inexperienced staff late in the project will seldom improve schedule Adding experienced staff may improve schedule but will affect cost High personnel loss may indicate morale problems, will cause cost and schedule slips |
| 3. | Software | The number of specified | Requirements changes are |

| M | IITRE Metric | Description | Interpret the Metric |
|----|-------------------------------------|---|--|
| | Volatility | functional requirements and unresolved requirements issues. Used as an indication of unstable requirements that may cause rework. | expected early in the program, as details of the system are being defined and understood. At some point the software requirement must be frozen. The later this happens, the greater the impact on cost and schedule. • Requirements changes after Critical Design Review (CDR) have significant schedule impact, even if the change is a requirement deletion |
| | Computer Resource Utilization | The estimated and actual percentage of the target systems hardware CPU, storage, and communications capacity being used. | Most projects experience an upward creep in resource utilization Little change occurs prior to CDR when estimates are based on modeling and simulation Target computer performance deteriorates quickly when CPU and I/O channel utilization exceeds 70% for real-time applications Software development cost and schedule increase rapidly when last minute code and design changes are employed to avoid exceeding resource utilization limits |
| | Design Complexity | Uses McCabe's method to measure the designs complexity. Used to determine parts of the design that may be error prone and hard to maintain. | Modules with high cyclomatic complexity are considered more prone to defects, more difficult to test, and more difficult to maintain Upper limits between 10 and 14 are proposed in the literature Exceptions are made when a high rating results from the use of case and exception statements Complexity is reduced by dividing an overly complex module into multiple modules; this may increase the complexity of the unit or component which contains the module |
| 6. | Schedule | Ratio of total schedule to the | It is not unusual for a project |

| | MITRE Metric | Description | Interpret the Metric |
|-----|---|---|---|
| | Progress | ratio of the budget spent. | to fall behind early due to difficulty in staffing up, requirements volatility, or insufficient time allocated to design • An upward trend in the estimated schedule to complete should level off as the design is implemented • If the upward trend continues, this may be due to an increase in project size or complexity • An upward trend during system testing may indicate poor code quality or inadequate testing at the unit and component levels |
| 7. | Design Progress | The number of requirements that have been scheduled to be documented and actually number documented. | Increase in software requirements from system design documents allocated to software requirements and design documents indicates poorly defined system requirements or inadequate system design |
| 8. | Computer Software Unit (CSU) Development Progress | The planned versus actual units designed, tested, and integrated. Used to measure work planned and done in terms of products that complete some phase of development. | in unit development can be caused by growth in the |
| 9. | Testing Progress | The planned and actual configuration items and system tests completed, number of new problem reports, and open or unresolved problem reports. Used to measure progress in completing testing, number of potential defects found, and efficiency in resolving them. Can be used to estimate quality and time needed to complete tests. | (SP) and Change Reports (CR) may indicate poor code quality or inadequate testing at the unit and component levels • Problems in unit integration |
| 10. | Incremental Release Content | The estimated and actual release date and the estimated and actual components in each | Plots of units integrated into each build thread should rise |

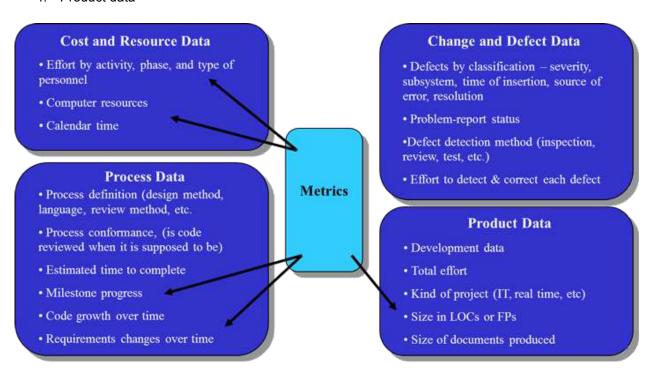
| MITRE Metric | Description | Interpret the Metric |
|--------------|--|--|
| | release. Used to measure progress and requirement changes used to meet schedule. | with a fairly constant slope Constant continuous slippage in unite integration can be caused by unexpected personnel losses, underexperienced personnel, or late requirements changes |

The most frequently used metrics are:

- Size
- Personnel
- Computer Use
- Unit Progress
- Testing Progress

The bottom line is your metrics program should collect four types of data:

- 1. Cost and resource data
- 2. Process data
- 3. Change and defect data, and
- 4. Product data



Analyzing Metrics

A single metric rarely gives enough information to understand the trend, so it is important to analyze and cross-correlate metric results to help understand trends. You should use both raw data and combinations of data that you collect. Raw data includes requirements changes. Combination data includes the average time to fix defects, by severity, by subsystem, by time of defect insertion (to help define defect correction activity).

Analysis tools such as Pareto Analysis help determine root causes. A common practice to get to the root cause is to ask "why" five times.

Be sure to provide feedback to management and developers.

The software project manager has primary responsibility to:

- Develop plans for metrics collection and analysis,
- Document these plans in the software development plan, and
- Ensure that project metric data is consolidated and analyzed, and metrics reports are prepared.

The software project manager may designate a project metrics coordinator responsible for collecting, analyzing, and reporting metrics. This is not generally a full-time position and requires an engineer who is well-versed in the process model. He/she should consider using a member of the Software Engineering Process Group (SEPG) on several projects as the metrics coordinator.

Other involved project personnel are development and test engineers who update estimates, report when tasks are complete, and generate Software Problem Reports (SP) and Change Reports (CR); inspection moderators who report data from inspections; and Configuration Management (CM) personnel who manage the SP/CR system.

Implementing a Metrics Program

When implementing a metrics program, it is important to define the link between the project and the metrics that will be collected. There are five parts to ensuring a successful link:

- Project Identification
- Software Development Process
- Software Application Description
- Software Management Process
- Software Development Environment

- Project identification
- · Project name
- · Software project manager
- · Procuring agency
- · Contract type (e.g., CPFF, FFP)
- · Contract start date
- · Contract scheduled & actual completion date

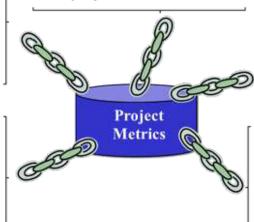
Software Development Process

- · Extent of software engineering participation in systems analysis & design
- · Methods/tools used for requirements analysis
- · Methods/tools used for design
- · Methods/tools used for testing

- · Development type (new system, enhancement, etc.)
- · Expected complexity

Software Application Description

- · Architecture
- · Application type (Real-time, embedded, Web I/F)
- · Security requirements



Software Management Process

- · Extent of software manager participation in proposal
- · Percent of subcontracted software
- · Methods/tools for size estimation
- · Methods/tools for cost estimation

Software Development Environment

- · Development HW/OS
- · Training provided
- · Team co-located?
- · Performance characteristics of computers and networks