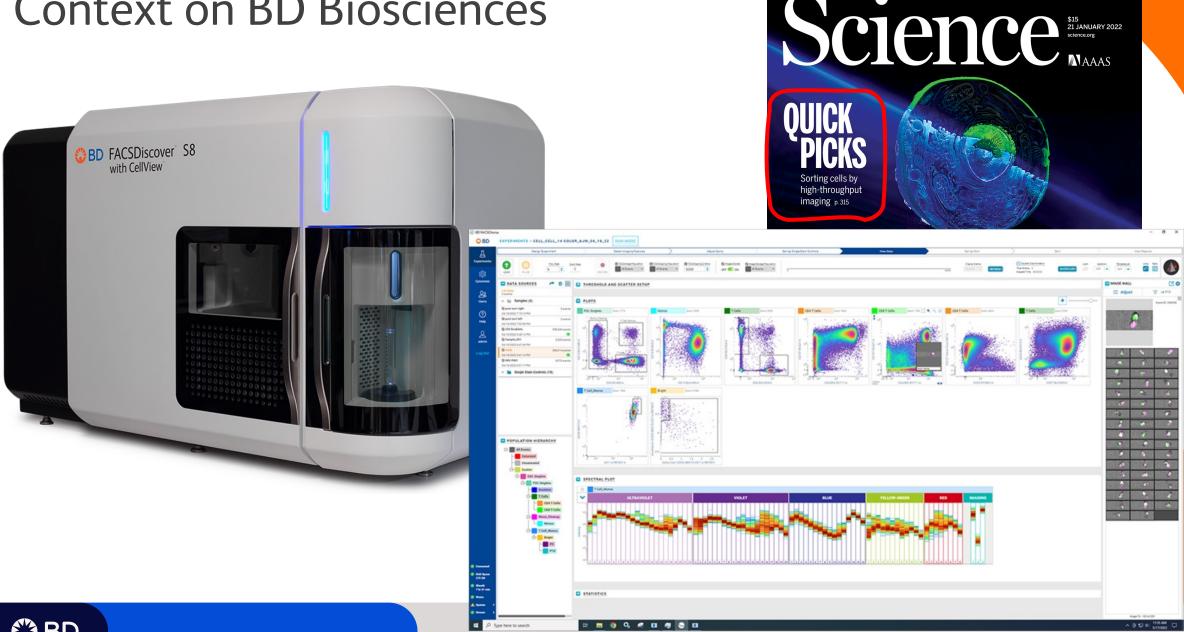
Context on BD Biosciences





Saliva sharing indicates close

Experienced Symptoms and Root Causes

Symptoms

- Slow, incompatibilities, inconsistencies, duplication
- Long front and tail end for releases, most defects found just before release, late (customer) feedback
- High accidental complexity
- Software organization not scalable
- Complacency

Root Causes

- Siloed and hardware-centric program view of software
- Large batch processing for releases
- Highly coupled software/point solutions
- Focus on short-term features only

Strategic Partners to Accelerate Change:

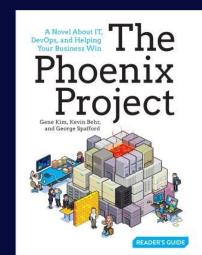






Digital Transformation "Phoenix" style

- Need to innovate faster
- Do more with less
- Lean and Agile execution
- Comply with regulatory requirements



Practical Software Factories in .NET

Gunther Lenz and Christoph Wienands
with contributions by Jack Greenfield and Wojtek Kozaczynsk
formand in Devoter C. Schmidt - Jack Greenfield - Jimpe Kampeier and Francis Days

apress*



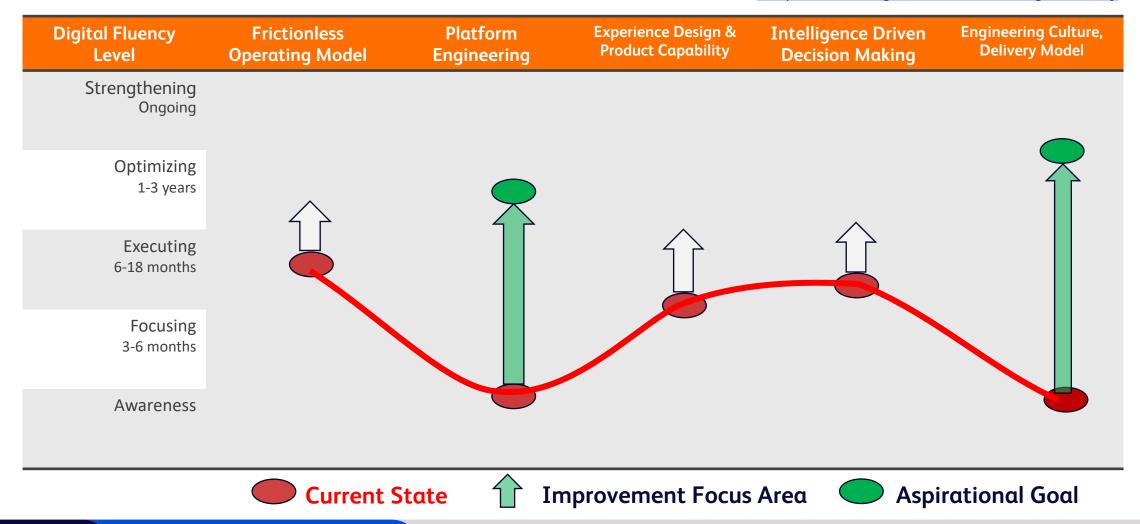
The First Way: Flow/Systems Thinking

- Define current status and areas of improvement
- Lightweight value stream mapping for new product development
- Add the software portfolio view



The First Way: Flow/Systems Thinking (1/4) Digital Fluency Model of the Organization*

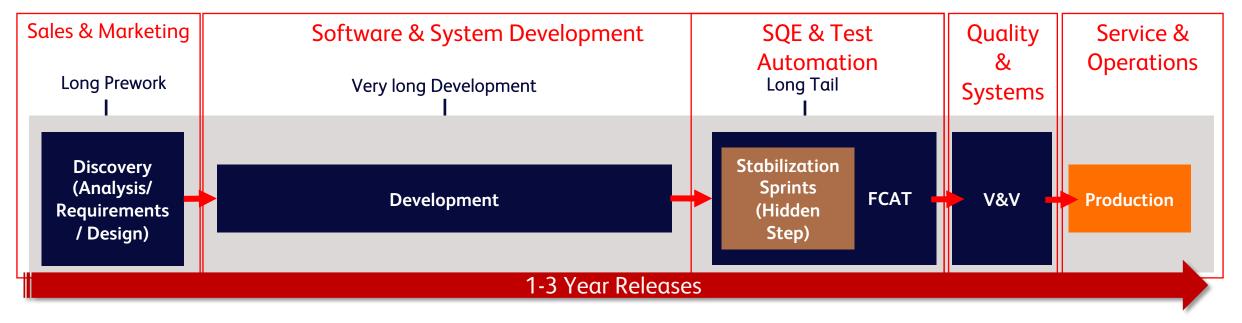
* https://www.thoughtworks.com/en-us/digital-fluency





The First Way: Flow/Systems Thinking (2/4)

Lightweight Value Stream Mapping for New Product Development



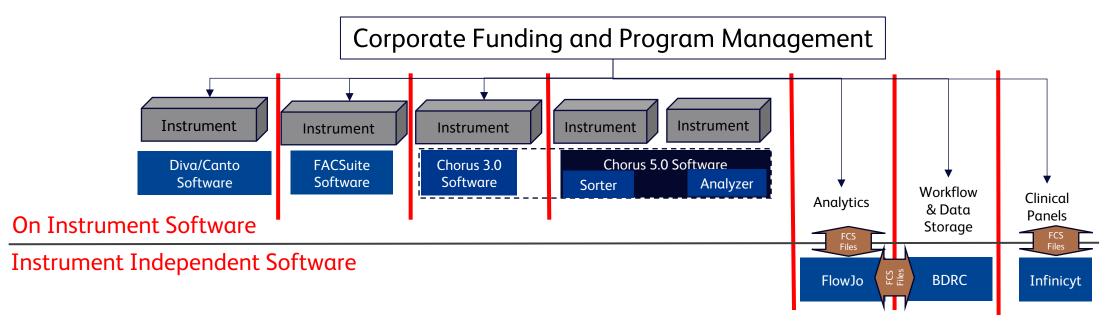
Root Causes:

- Large batch processing and long Scrumerfall release cycles
- Many hand-offs
- Attributes of "Dark Agile" https://bit.ly/3F5bDAE





The First Way: Flow/Systems Thinking (3/4) Software Portfolio Analysis



Root Causes:

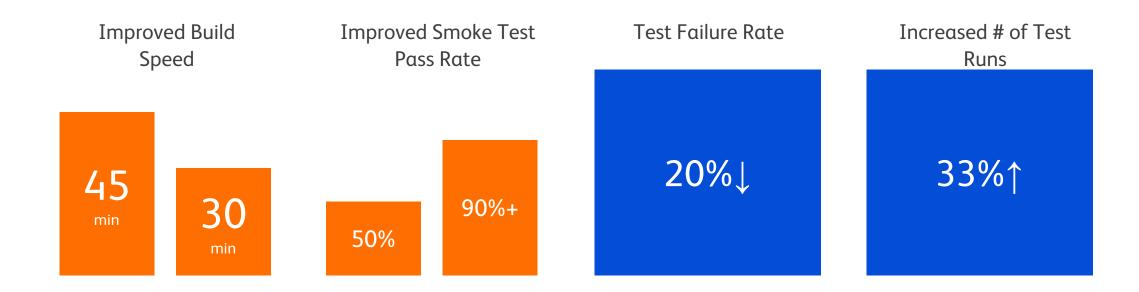
- Siloed and hardware-centric program view of software
- Conway's law is real! https://martinfowler.com/bliki/ConwaysLaw.html
- Lack of Platform Engineering https://bit.ly/3Vrg2mE



The First Way: Flow/Systems Thinking (4/4)

Improvement Examples to Reduce Defect Leakage

- Revamped test strategy and roadmap https://martinfowler.com/articles/practical-test-pyramid.html
- Focus on test automation https://github.com/robotframework/
- More stringent Definition of Done and hard gates for check-ins





The Second Way: Amplify Feedback Loops

- Inverse Conway Maneuver
- Reduce Batch Sizes and Increase Feedback
- Shift Left

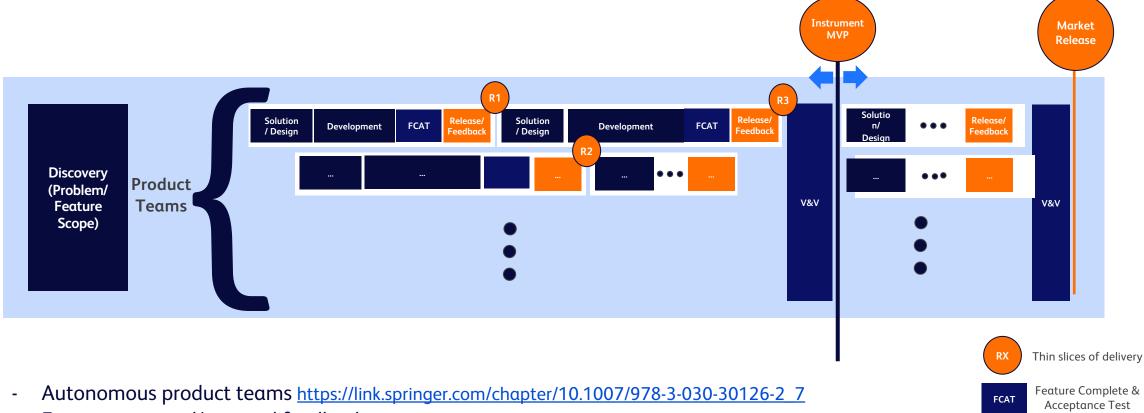


The Second Way: Amplify Feedback Loops (1/3)

Inverse Conway Maneuver

Functional M	aunugers —					
Business/ Market	Core Team	UX	Scrum Team	DevOps	FCAT	V&V
						Product Team
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				ÎÎ		

The Second Way: Amplify Feedback Loops (2/3) Accelerate Feedback Cycle

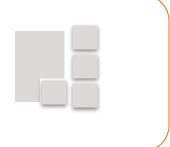


- Frequent internal/external feedback
- Increase software delivery and process automation



The Second Way: Amplify Feedback Loops (3/3) Shift Left

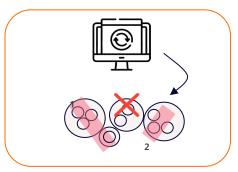
Modularize



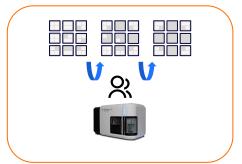
Empower



Enable



Iterate



Create scalable organization

Modularized,
evolutionary
architecture
https://evolutionarya
rchitecture.com/

Loosely coupled highly aligned product teams

https://hbr.org/2018/0 5/aaile-at-scale

Alignment via Lean Value Tree https://thght.works/3F Decoupling software from instrument release cycle to enable small MVP

DevOps
Improvements
ttps://bit.lv/3VvS21W

Frequent software delivery release cycle

Increase quality by reducing batch size

Faster customer feedback



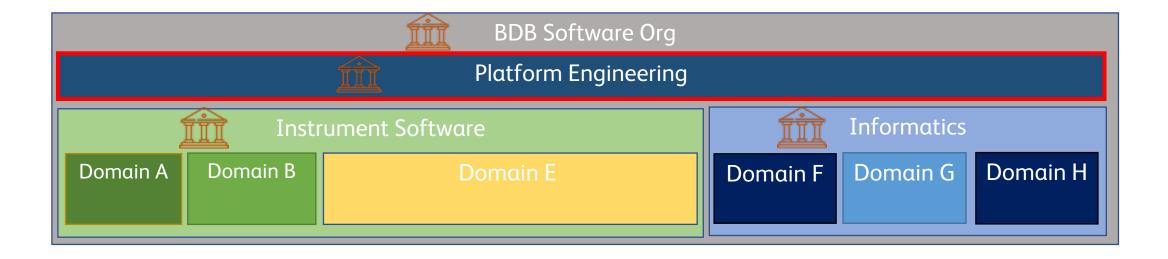
The Third Way: Experimentation and Learning

- Enable Software Developers and Improve Customer Experience
- Create Scalable Software Organization
- Define Governance Model



The Third Way: Experimentation and Learning (1/3)

Enable Software Developers and Improve Customer Experience



The creation of a Platform Engineering Team with two main goals:

- 1. Explore and deliver on the value of additional Customer Experience across domains and products
- 2. Create efficiencies in Software Delivery to decrease Time to Market by
 - a) Emergent reuse http://engineering-principles.onejl.uk/architecture/Design for Emergent Reuse.html
 - b) Additional process automation
 - c) Developer enablement



The Third Way: Experimentation and Learning (2/3)

Create Scalable Software Organization

Defined by Leadership Team

- North Star
- Organizational Goals
- Organizational Structure
 - S/W Core Teams
 - Scrum Team(s)
- Governance Principles
- Stakeholder map/ Communication plan
- Reporting internal/external

Defined by Autonomous Teams

- Goals/Objectives that align with North Star <u>https://openpracticelibrary.com/practice/lean-value-tree/</u>
- Measures of Success
- Roadmap/ Timeline
- Stakeholder map/ Communication plan
- Dependencies on other teams
- Customer Success (Product)
- Architecture (S/W, DevOps, SQE)
- Tech Debt and quality goals



Sponsor:

Engineering Lead:

Architect:

PO/UX Lead:

PM Lead:

Quality Lead:

Charter

- Planning and Coordinating dependencies
- Plan scrum team distribution
- Ensure and report on measurable progress and blockers toward organizational Goals
- Alignment with organizational goals/ objectives

f ti vities

- Every 6 vi nths
 - Aligh on goals/bjectives with Software LT team
 - Align on the add ap timeline with the LT team and publish at (TBD)
- Every 3 Months:
 - Release deliverables
- Every Month:
 - Monthly check-in with Software LT team (er od) review cycle)
 - Roadmap/timeline review
 - Goal/ objective review
 - Risks / Blockers

2022 Cumulative Results



80%

Improve smoke test pass rate

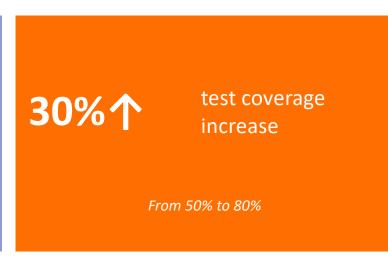
20% test failure rate

33% Improved build speed

100% pre-prod environment availability

2022 H2 Achievements (Pilot Team)





Successfully onboarded Pilot team for Software Dev methodology

Thank You



Links for Reference

- The First Way
 - Digital Fluency Model: https://www.thoughtworks.com/en-us/digital-fluency
 - The Practical Test Pyramid: https://martinfowler.com/articles/practical-test-pyramid.html
 - Robot framework: https://github.com/robotframework/
 - Conway's Law: https://martinfowler.com/bliki/ConwaysLaw.html
 - Dark Agile: https://bit.ly/3F5bDAE
 - DevOps vs. SRE vs. Platform Engineering: https://bit.ly/3VvS21W
- The Second Way
 - Team Autonomy: https://link.springer.com/chapter/10.1007/978-3-030-30126-2 7
 - Autonomous Product Teams https://link.springer.com/chapter/10.1007/978-3-030-30126-2 7
 - Evolutionary Architecture Architecture: https://evolutionaryarchitecture.com/
 - Architecture Domain Decomposition: https://bit.ly/3AMvUII
- The Third Way
 - Loosely coupled highly aligned product teams: https://hbr.org/2018/05/agile-at-scale
 - Lean Value Tree: https://openpracticelibrary.com/practice/lean-value-tree/
 - Alignment via Lean Value Tree: https://thght.works/3F85raM
 - Emergent reuse http://engineering-principles.onejl.uk/architecture/Design for Emergent Reuse.html

