

Coordination in Global Development

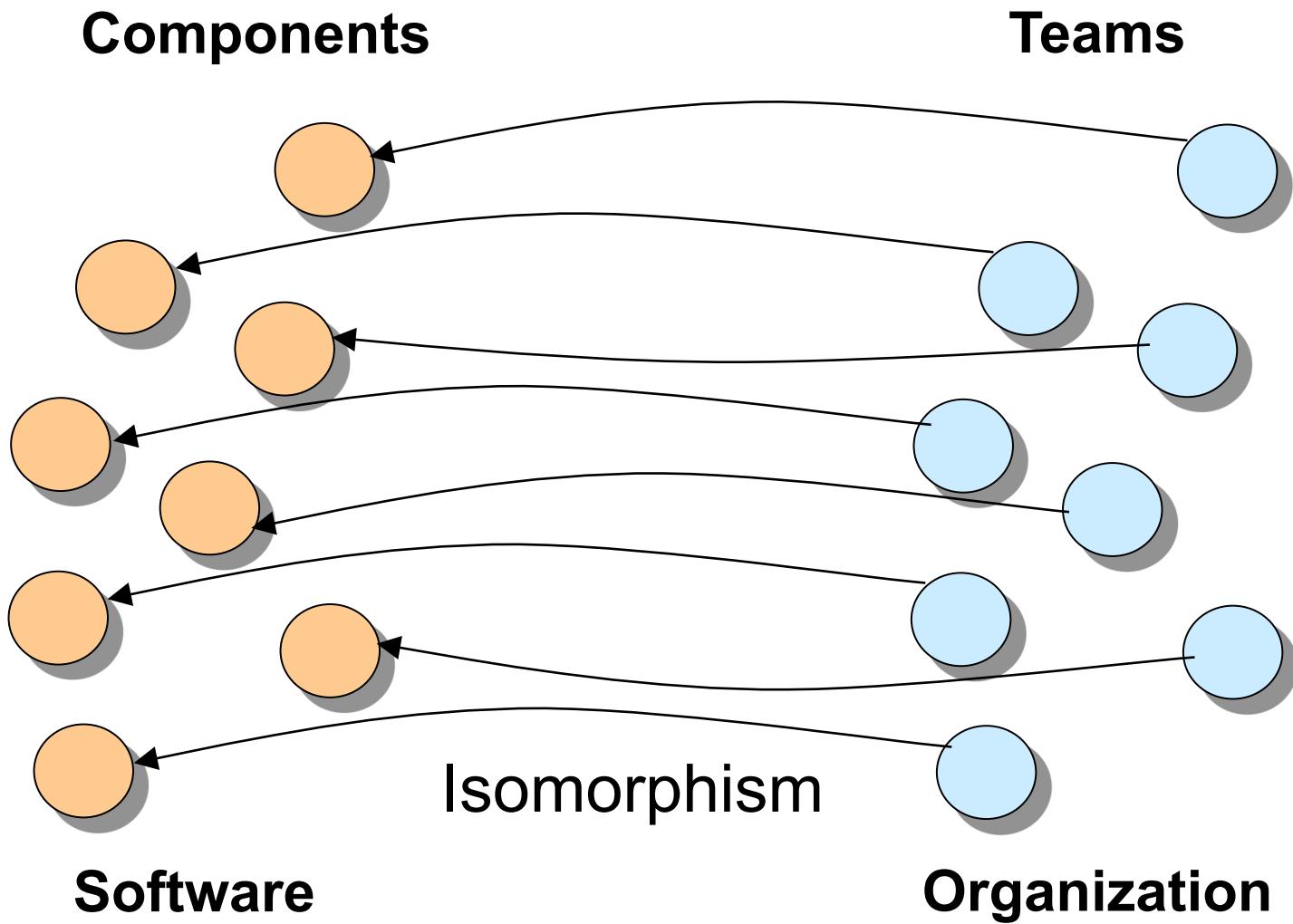
James D. Herbsleb
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Conway's Law

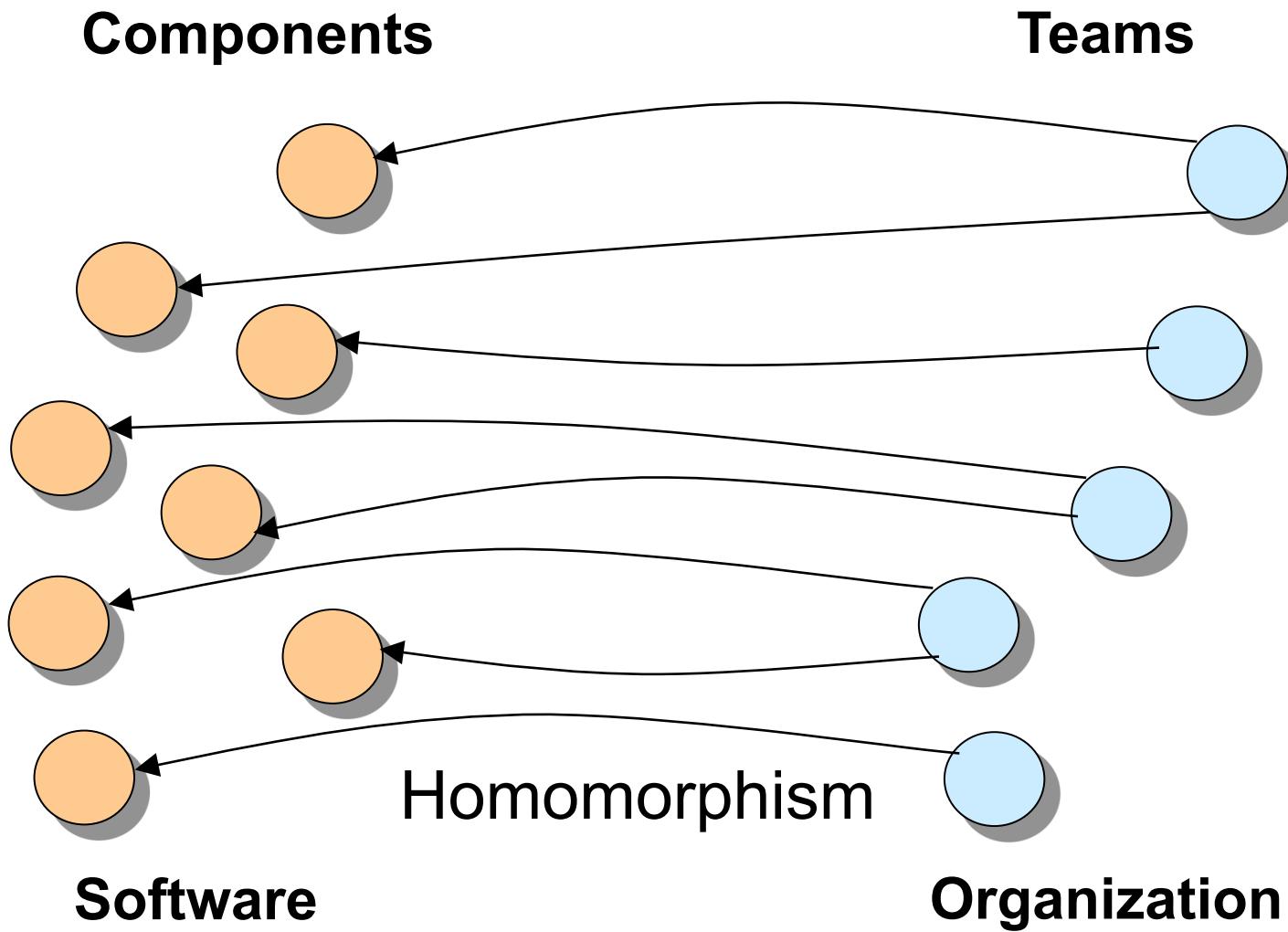
- “Any organization that designs a system will inevitably produce a design whose structure is a copy of the organization's communication structure.”

M.E. Conway, “How Do Committees Invent?” *Datamation*, Vol. 14, No. 4, Apr. 1968, pp. 28–31.

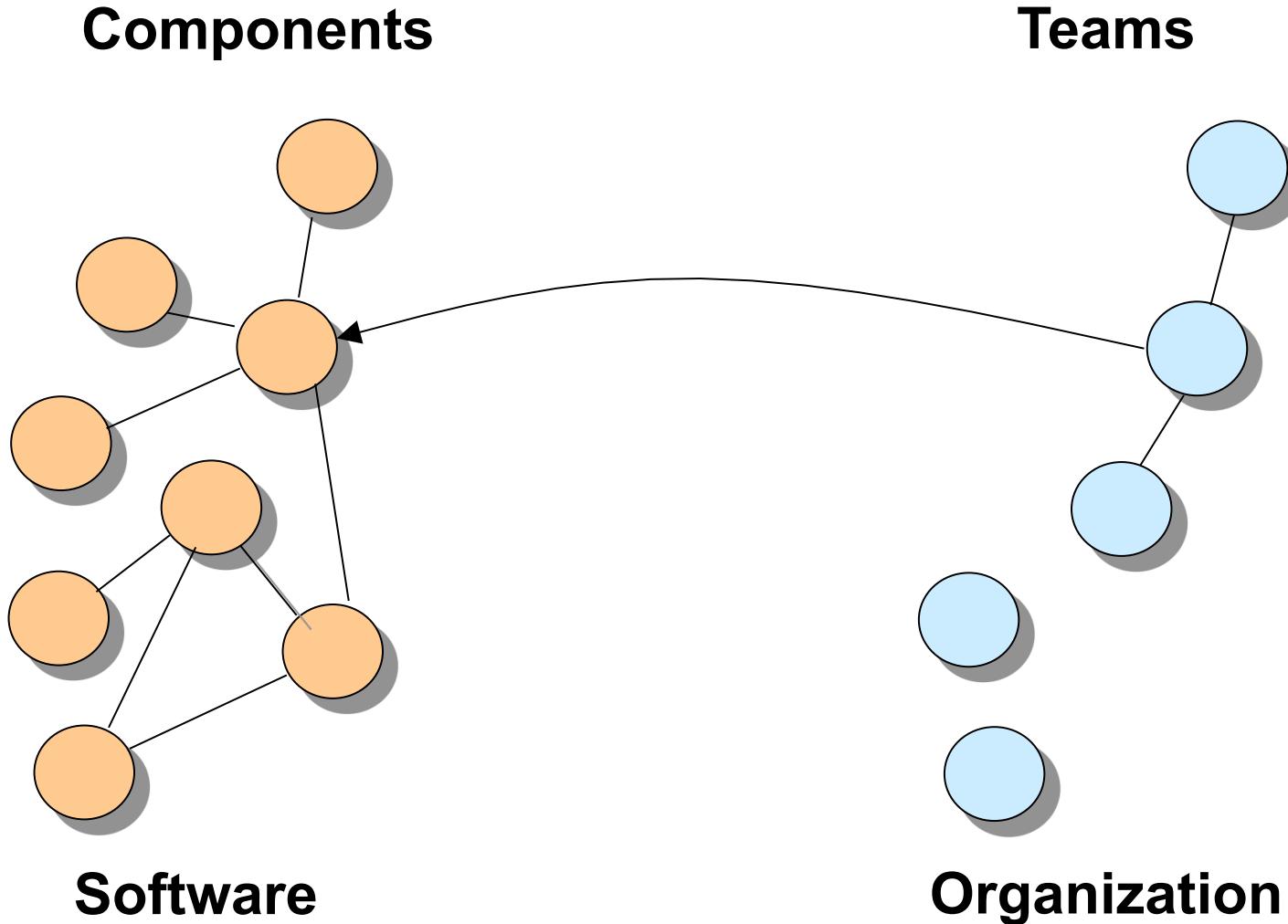
Conway's Law



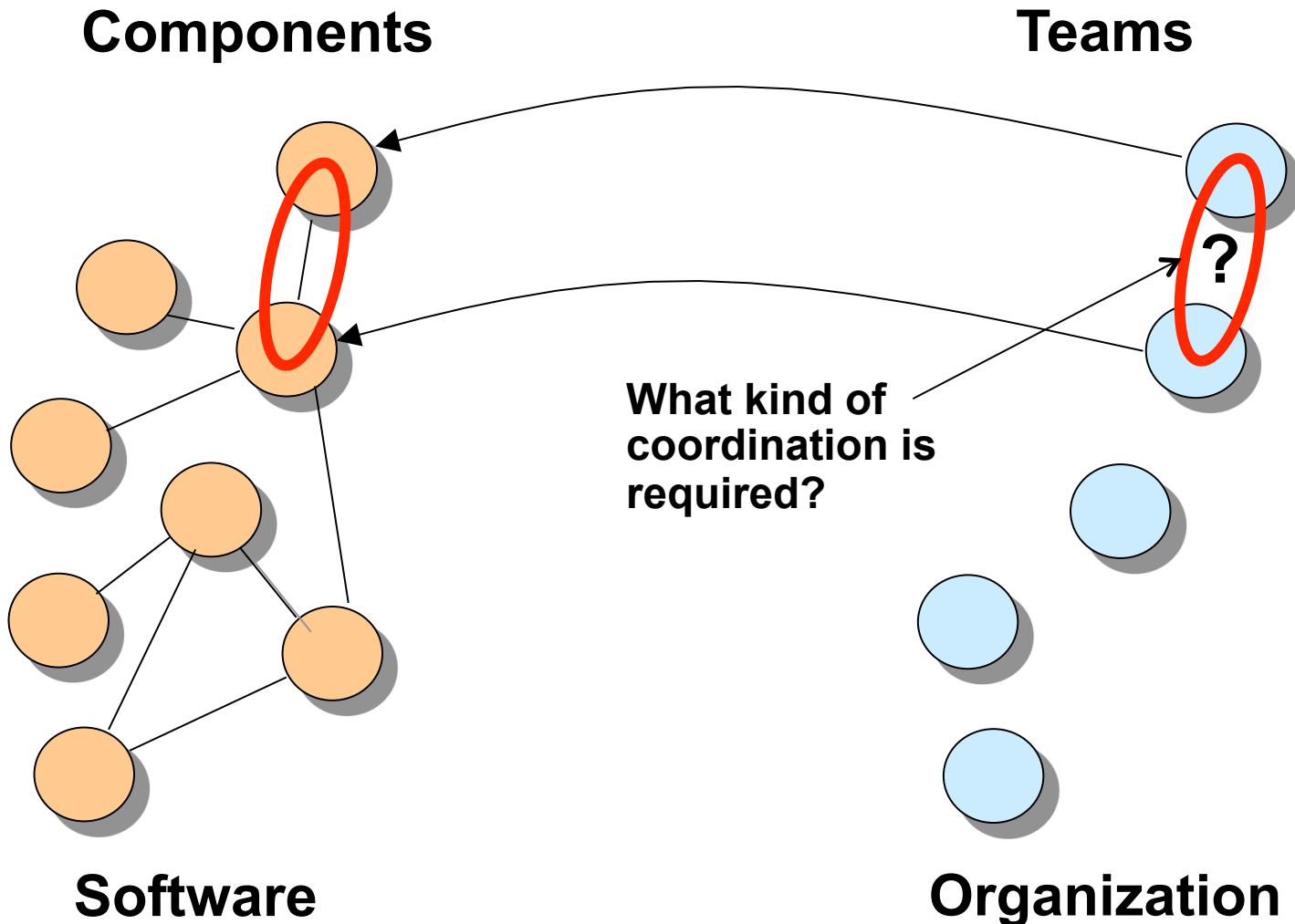
Conway's Law



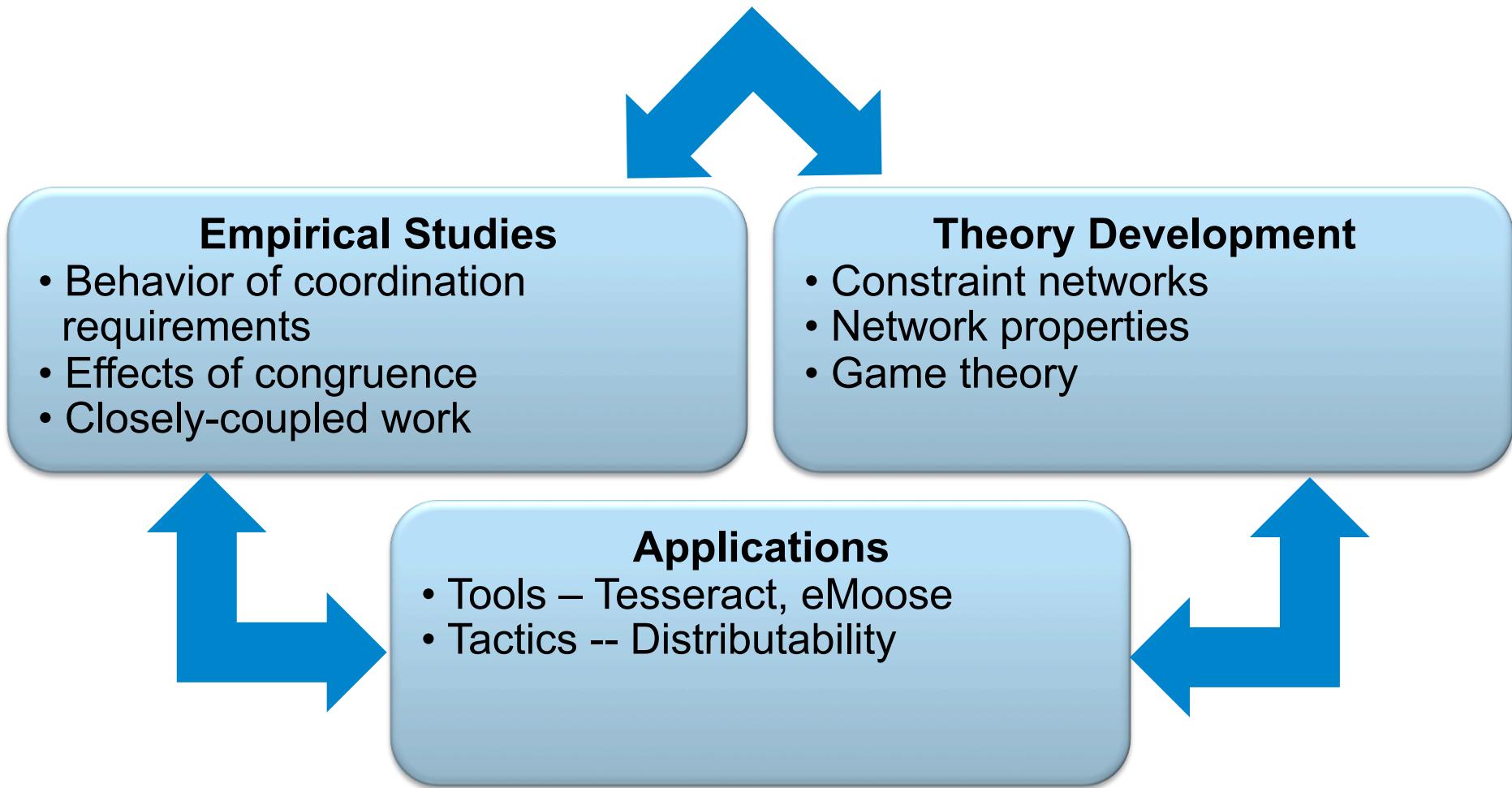
What about the Connectors?



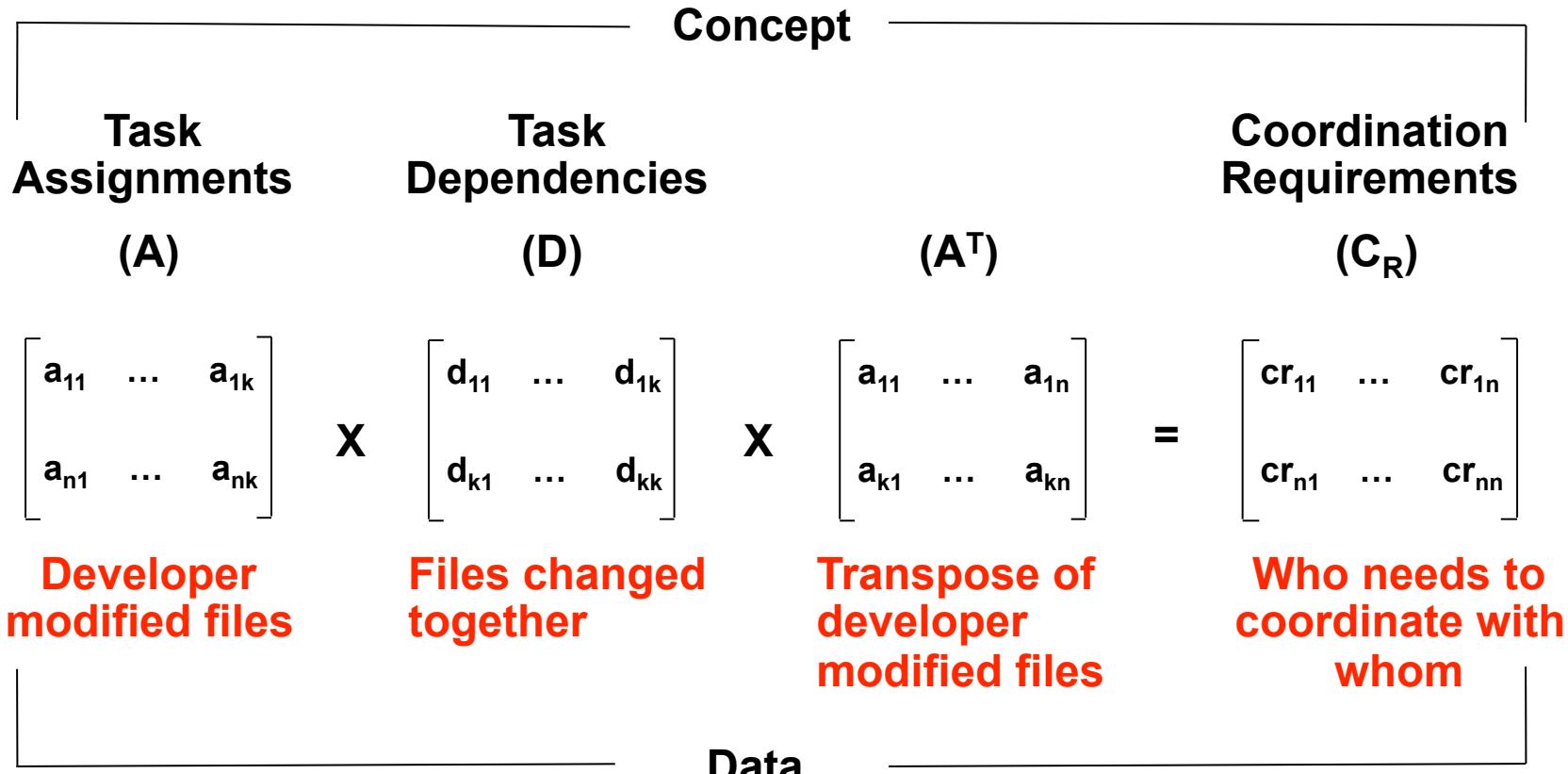
Architectural Decisions + Task Assignment → Required Coordination



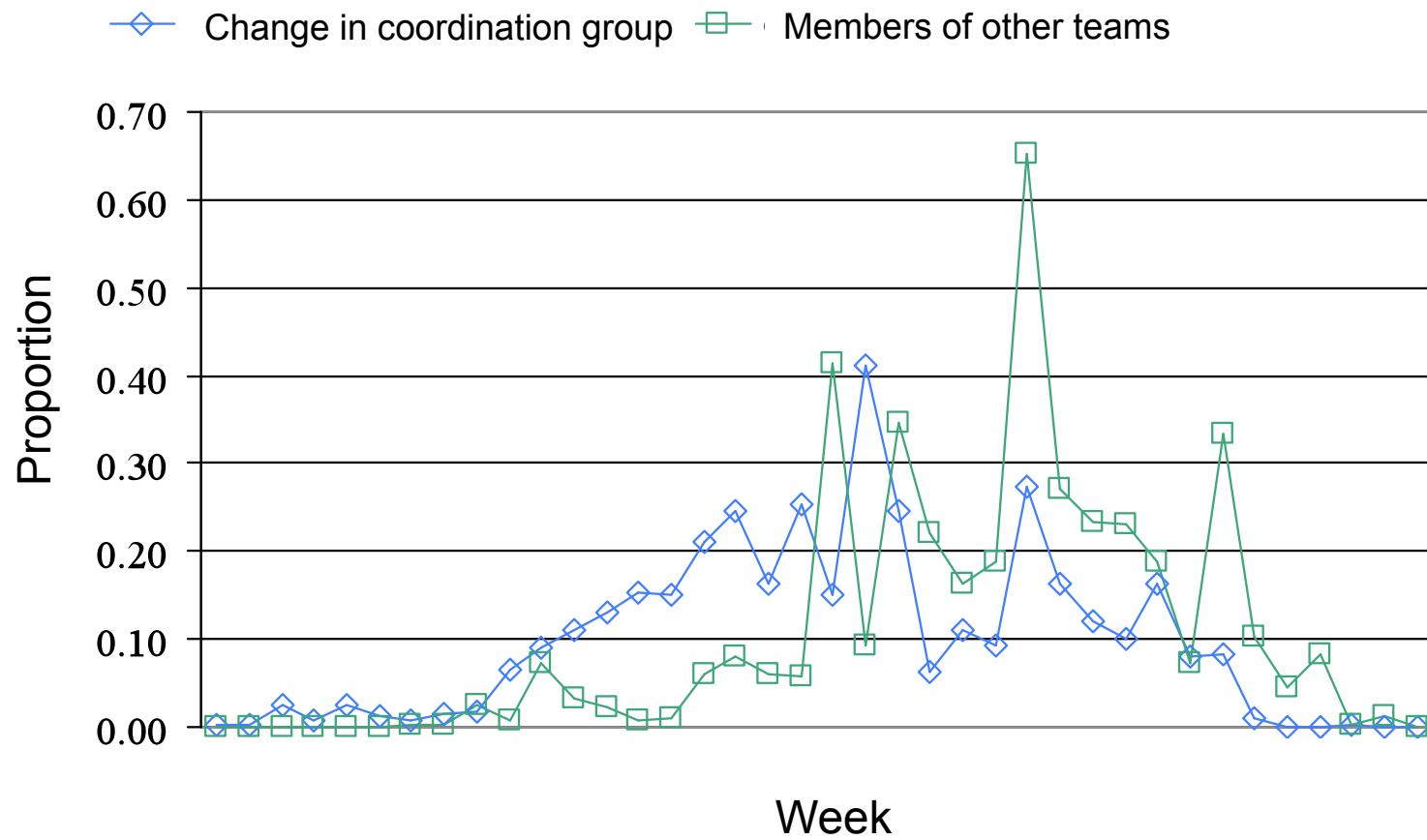
Research Program



Measuring Coordination Requirements (C_R)



Volatility in Coordination Requirements



Measuring Congruence

Coordination Requirements
(C_R)

$$\begin{bmatrix} cr_{11} & \dots \\ cr_{1n} & \\ cr_{n1} & \dots \\ cr_{nn} & \end{bmatrix}$$

Actual Coordination
(C_A)

$$\begin{bmatrix} ca_{11} & \dots \\ ca_{1n} & \\ ca_{n1} & \dots \\ ca_{nn} & \end{bmatrix}$$



- Team structure
• Geographic location
• Use of chat
• On-line discussion

$$Diff(C_R, C_A) = card \{ diff_{ij} \mid cr_{ij} > 0 \text{ & } ca_{ij} > 0 \}$$

$$Congruence(C_R, C_A) = Diff(C_R, C_A) / |C_R|$$

Results

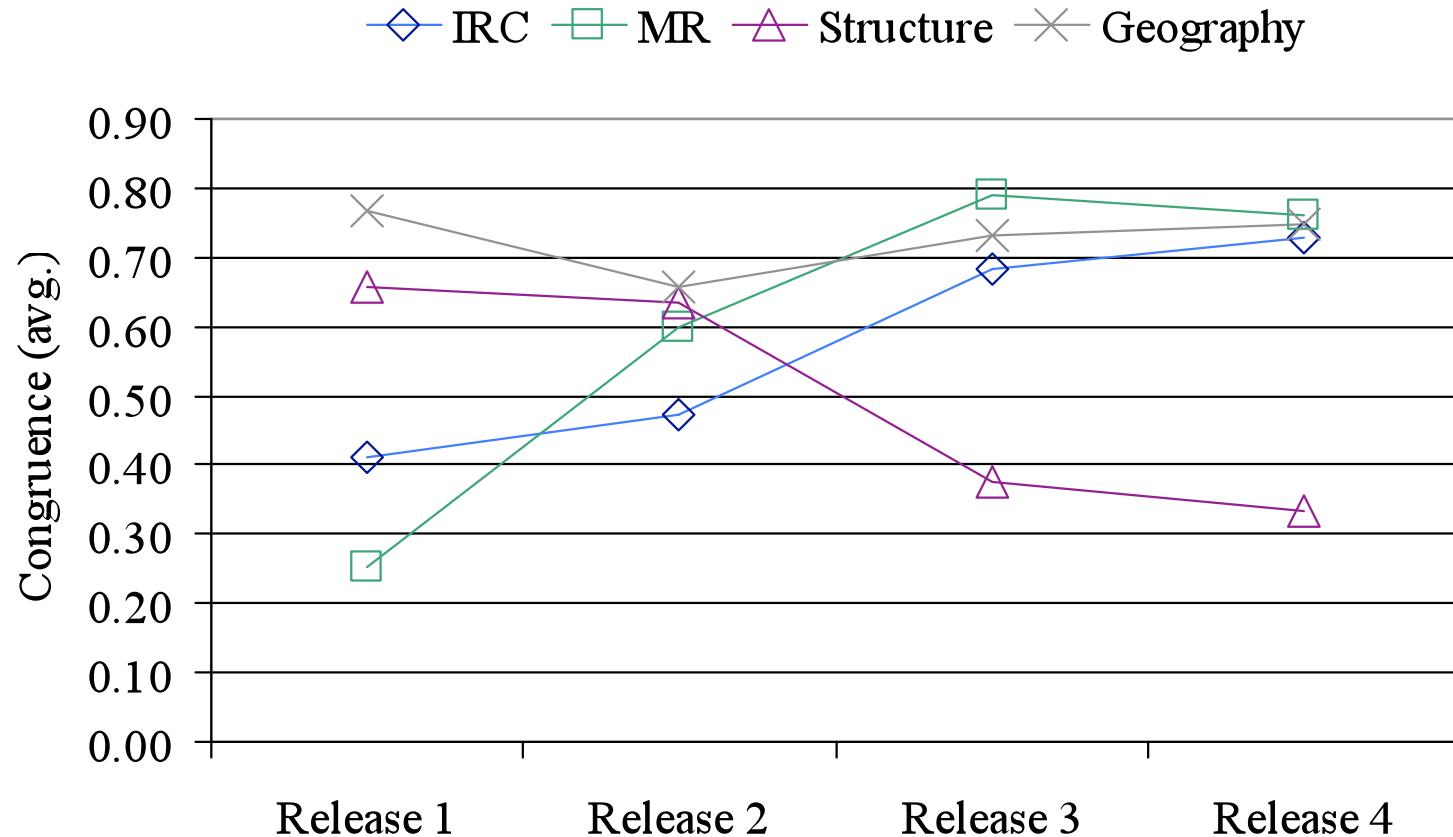
Table 2: Results from OLS Regression of Effects on Task Performance (+ p < 0.10, * p < 0.05, ** p < 0.01).

	Model I	Model II	Model III	Model IV
(Intercept)	2.987**	3.631**	1.572*	1.751*
<i>Dependency</i>	0.897*	0.653*	0.784*	0.712*
<i>Priority</i>	-0.741*	-0.681*	-0.702*	-0.712*
<i>Re-assignment</i>	0.423*	0.487*	0.304*	0.324*
<i>Customer MR</i>	-0.730	-0.821	-0.932	-0.903
<i>Release</i>	-0.154*	-0.137*	-0.109*	-0.098*
<i>Change Size (log)</i>	1.542*	1.591*	1.428*	1.692*
<i>Team Load</i>	0.307*	0.317*	0.356*	0.374*
<i>Programming Experience</i>	-0.062*	-0.162*	-0.117*	-0.103*
<i>Tenure</i>	-0.269*	-0.265*	-0.239*	-0.248*
<i>Component Experience (log)</i>	-0.143*	-0.143*	-0.195*	-0.213*
<i>Structural Congruence</i>	-0.526*			-0.483*
<i>Geographical Congruence</i>	-0.317*			-0.312*
<i>MR Congruence</i>	-0.189*			-0.129*
<i>IRC Congruence</i>	-0.196*			--
<i>Interaction: Release X Structural Congruence</i>	0.007			0.009
<i>Interaction: Release X Geographical Congruence</i>	-0.013			-0.017
<i>Interaction: Release X MR Congruence</i>	-0.009+			-0.011+
<i>Interaction: Release X IRC Congruence</i>	-0.017*			--
N	809	809	1983	1983
Adjusted R ²	0.787	0.872	0.756	0.854

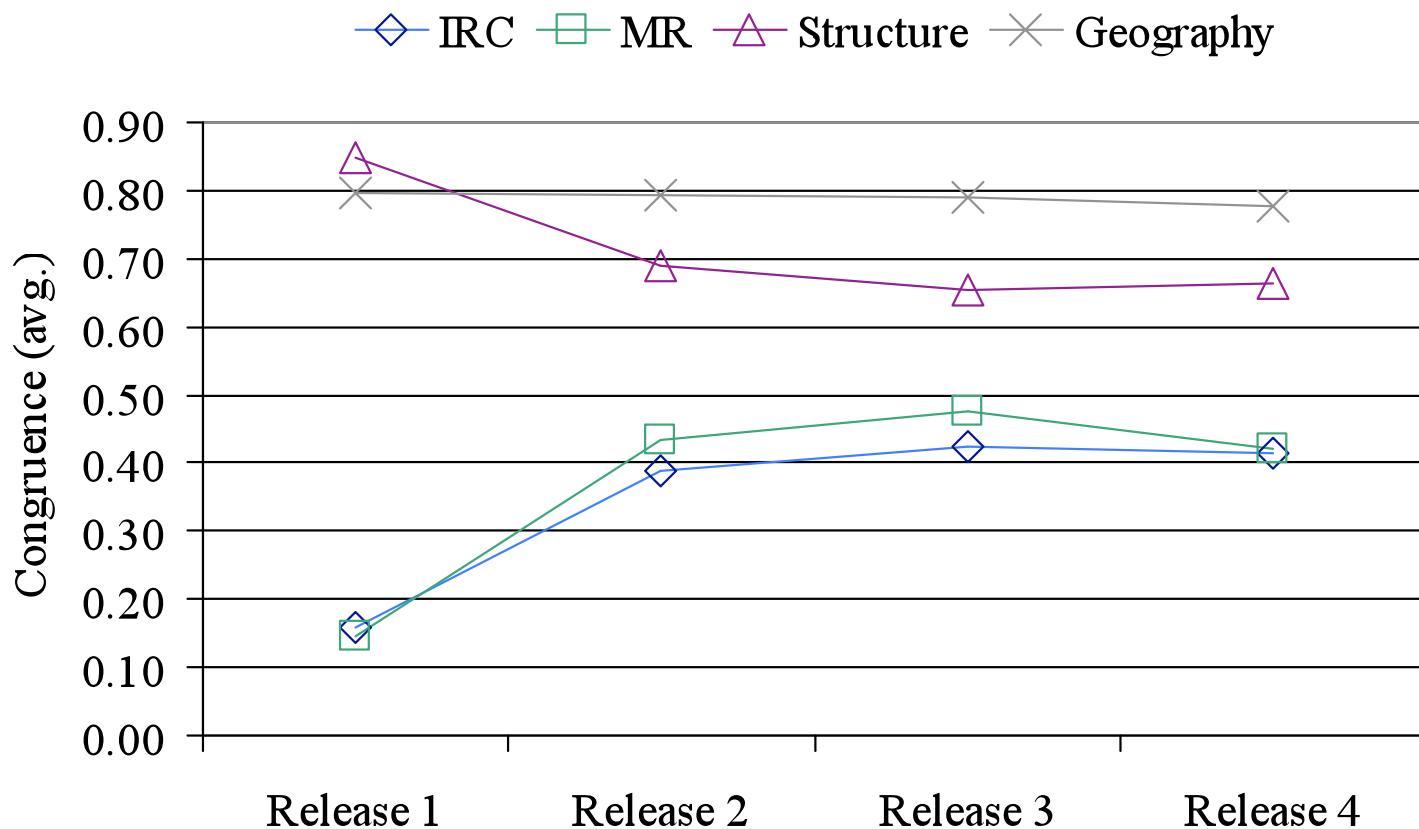
Effects of Congruence

- Time to complete a work item is reduced by *each* of the types of congruence
 - Team structure congruence
 - Geographic location congruence
 - Chat congruence
 - On-line discussion congruence

Average Level of Congruence for Top 18 Contributors



Average Level of Congruence for the Other 94 Developers



Research Program

Empirical Studies

- Behavior of coordination requirements
- Effects of congruence
- Closely-coupled work

Theory Development

- Constraint networks
- Network properties
- Game theory

Applications

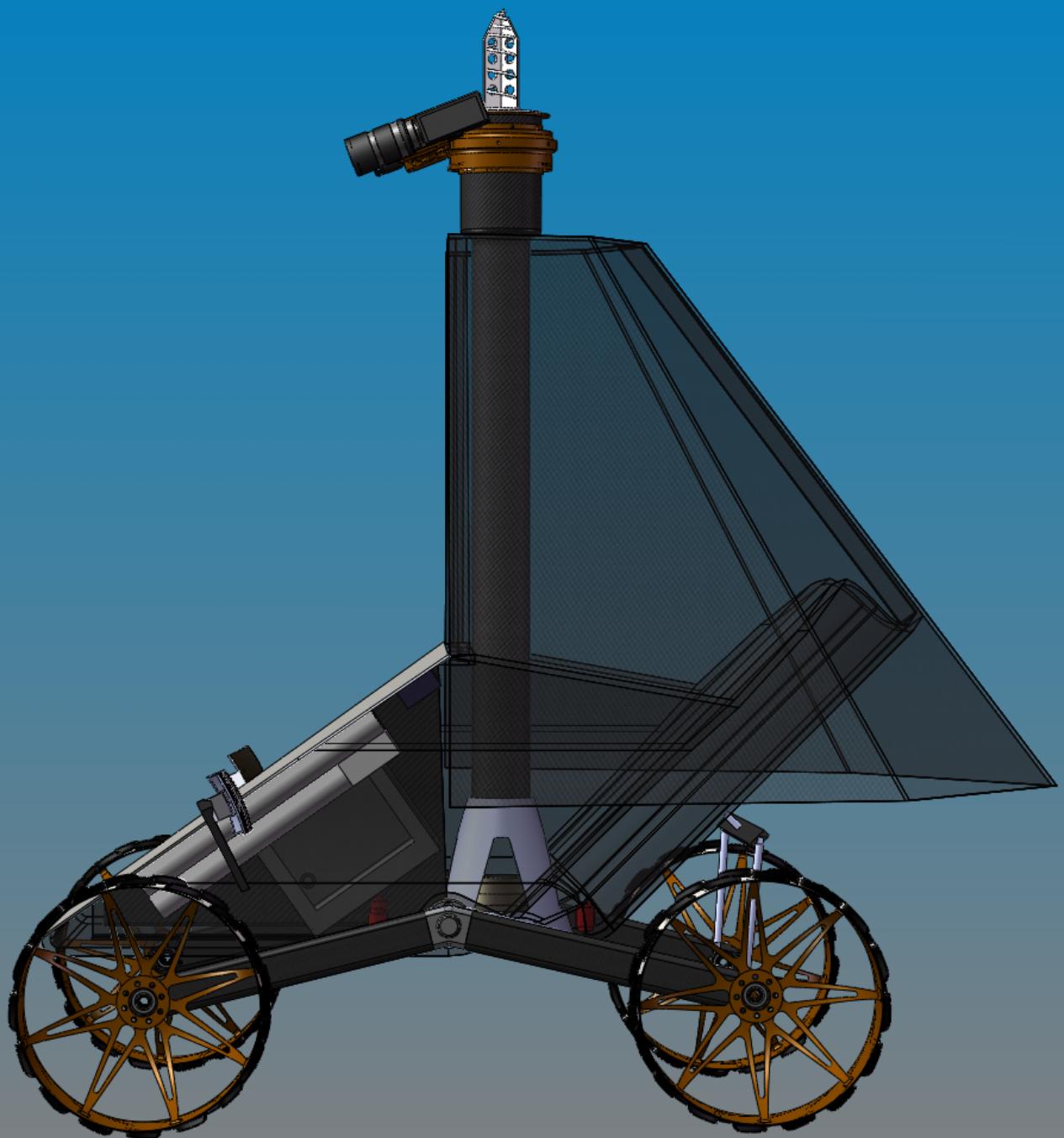
- Tools – Tesseract, eMoose
- Tactics -- Distributability

Theoretical Views of Coordination

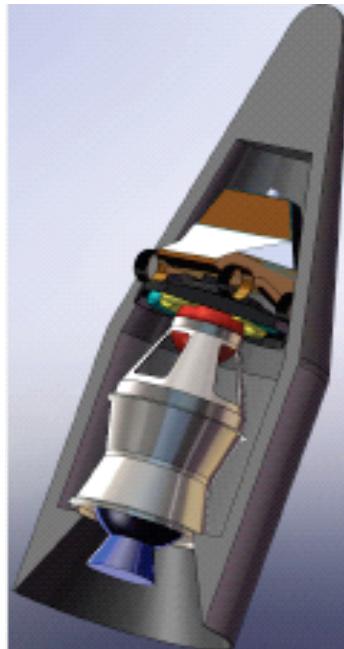
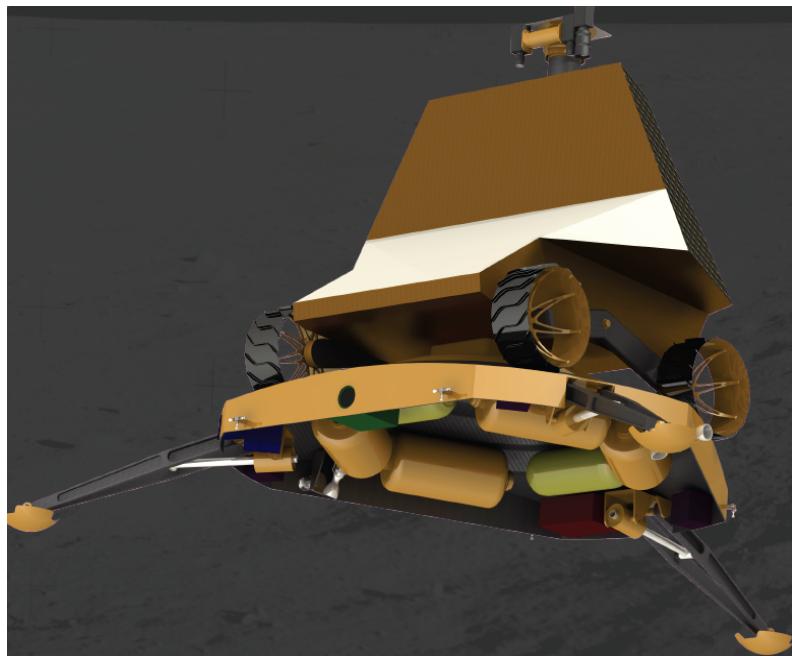
- Coordination theory (Malone & Crowston)
 - Match coordination problems to mechanisms
 - E.g., resource conflict and scheduling
- Distributed Cognition (Hutchins, Hollan)
 - Computational process distributed over artifacts and people
- Distributed AI (Durfee, Lesser)
 - Partial global planning
 - Communication regimens
- Organizational behavior
 - Stylized dependency types, e.g., sequential, pooled
 - Coordination regimens that address each type

Three Propositions

- P1: Artifact design is a process of making decisions, and these decisions are linked by constraints in a potentially large and complex network (which we call the “constraint network”).
- P2: The need for coordination among individuals and teams arises from the constraints on the decisions they are making.
- P3: What we call task coupling between individuals and between teams is simply the result of the properties of the constraint network and the assignment of decisions to people.

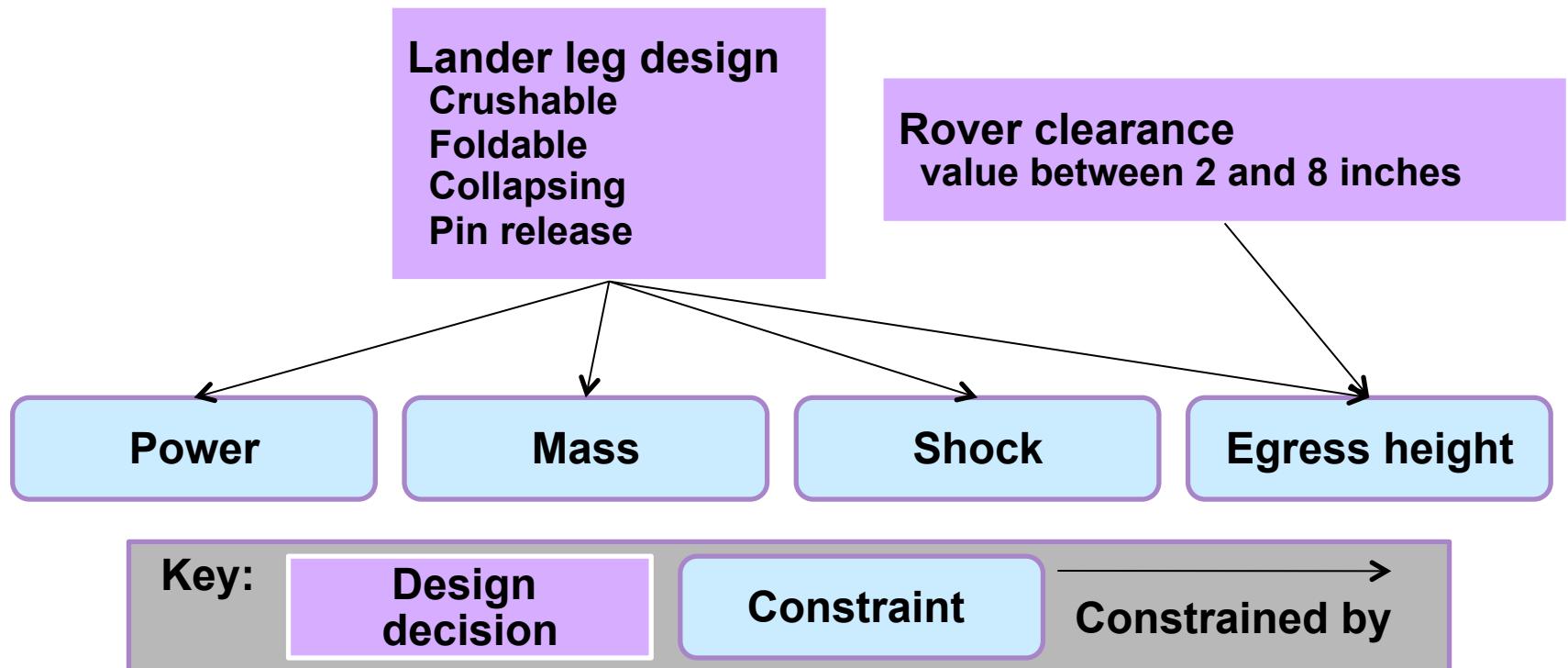


Google Lunar X Prize



Carnegie Mellon
School of Computer Science

Observed Constraint Networks



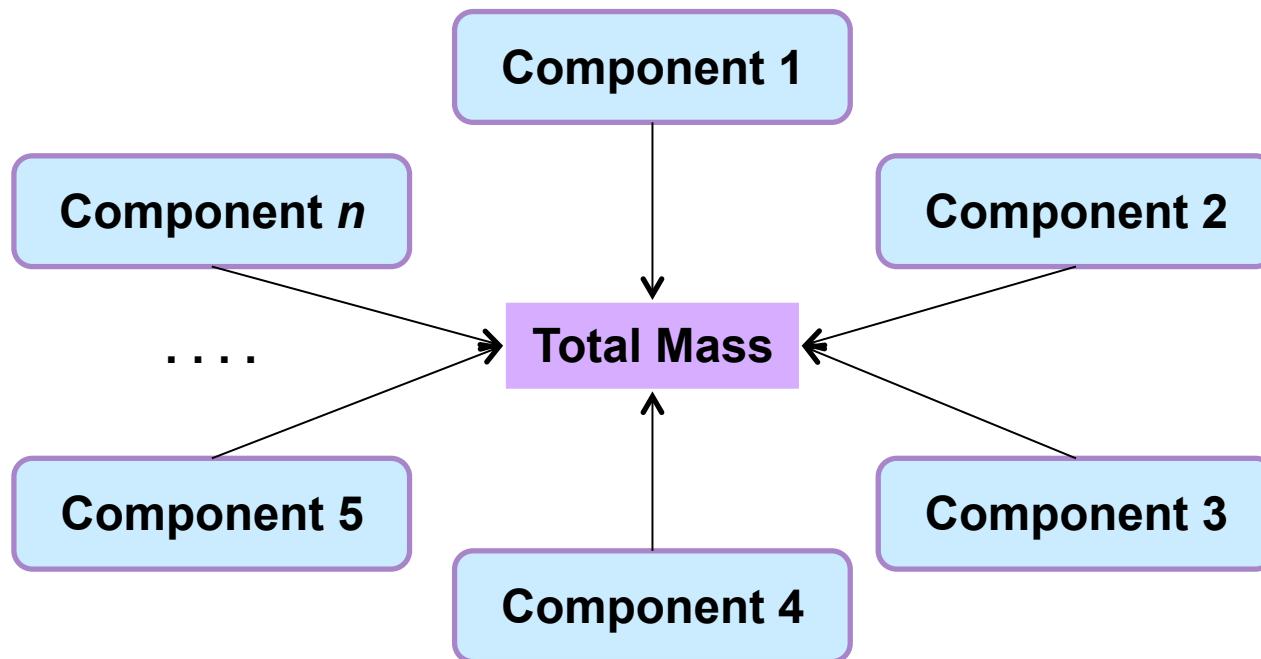
Properties of Constraint Networks

- **Constraint Diffusion**
 - Touches many components
 - Influences many decisions
- **Constraint Violation Detection**
 - When considering a choice, determining if it will violate a constraint
- **Decision Constraint Diversity**
 - Decision is influenced by many different types of constraints

Example:

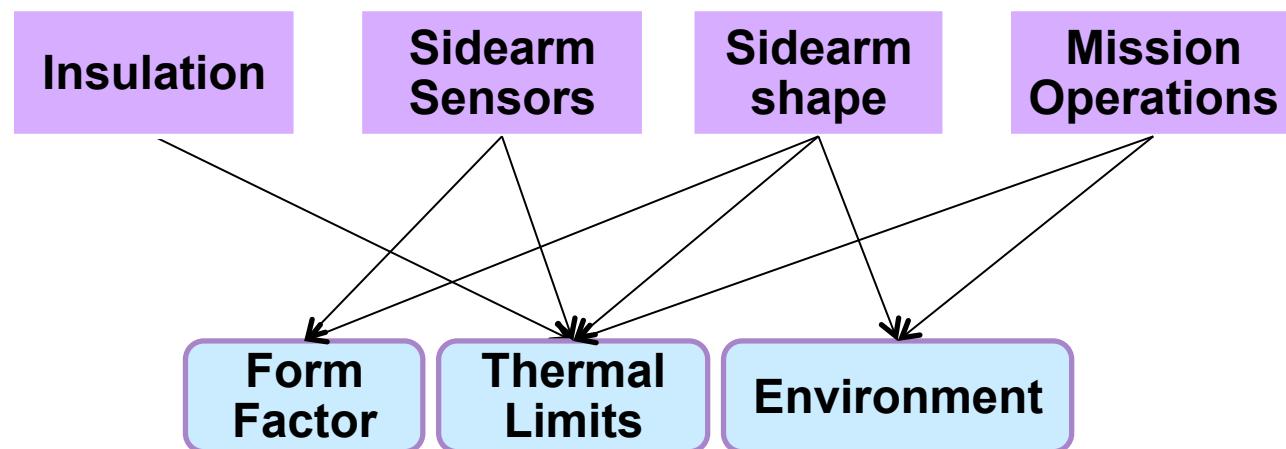
Total Mass

- High diffusion
- Easy violation detection



Example: Sidearm Design

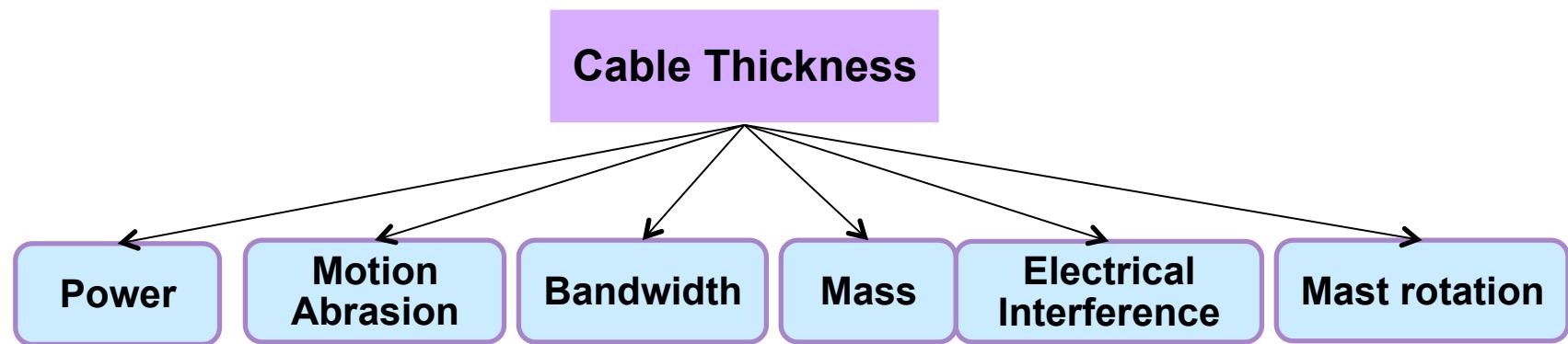
- Low constraint diffusion
- Difficult violation detection



Example:

Antenna Cable

- High decision constraint diversity



Constraint Network Analysis

- Goal
 - Understand how constraint network properties generate detailed coordination requirements
 - Lead to novel ways to support distributed work
- Current activities
 - Aggregate constraint networks
 - Observe evolution over time
 - See how network properties influence speed and errors

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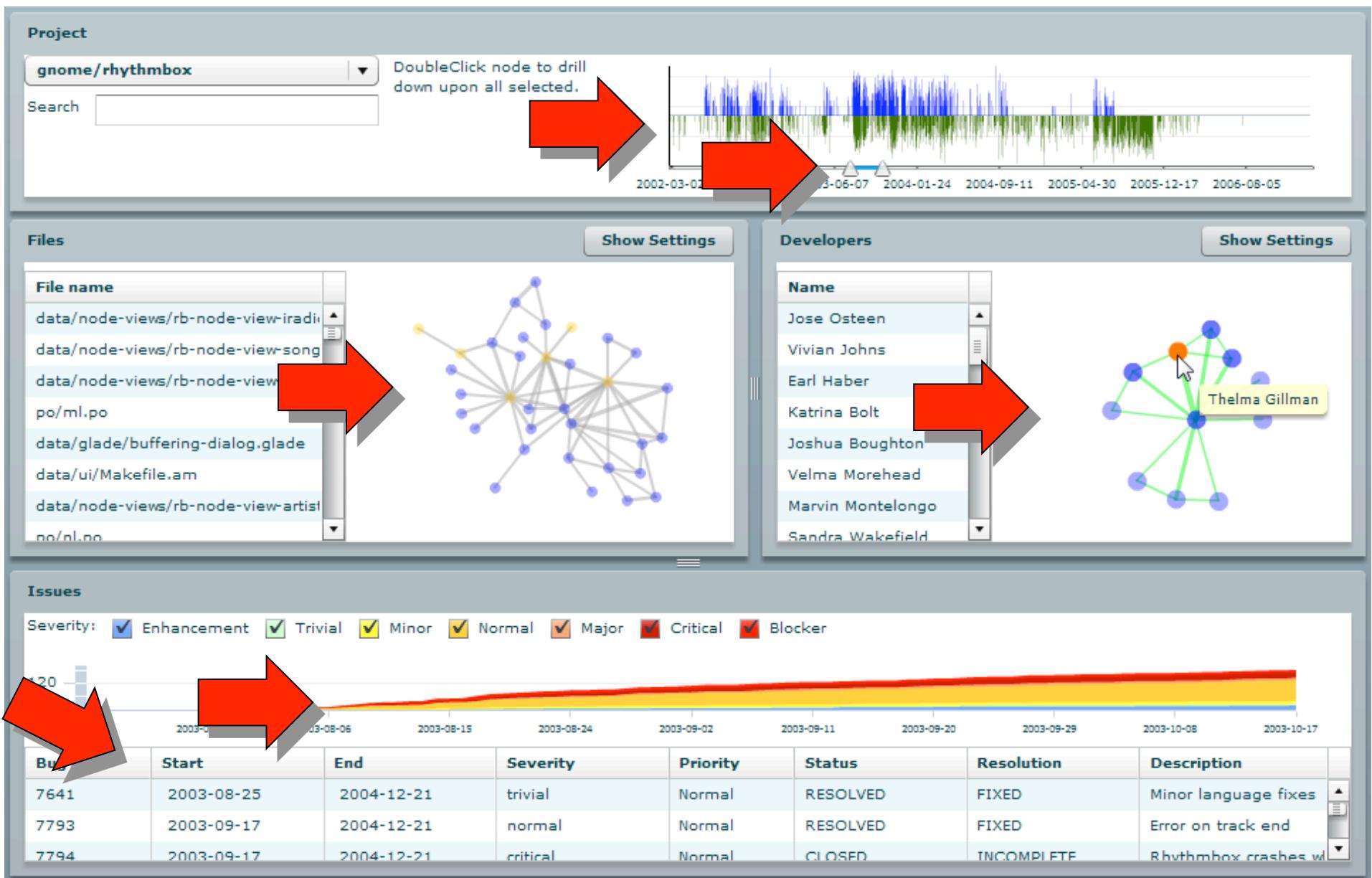
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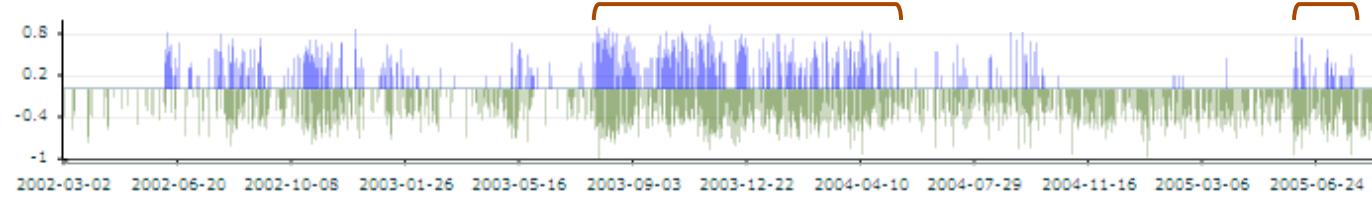
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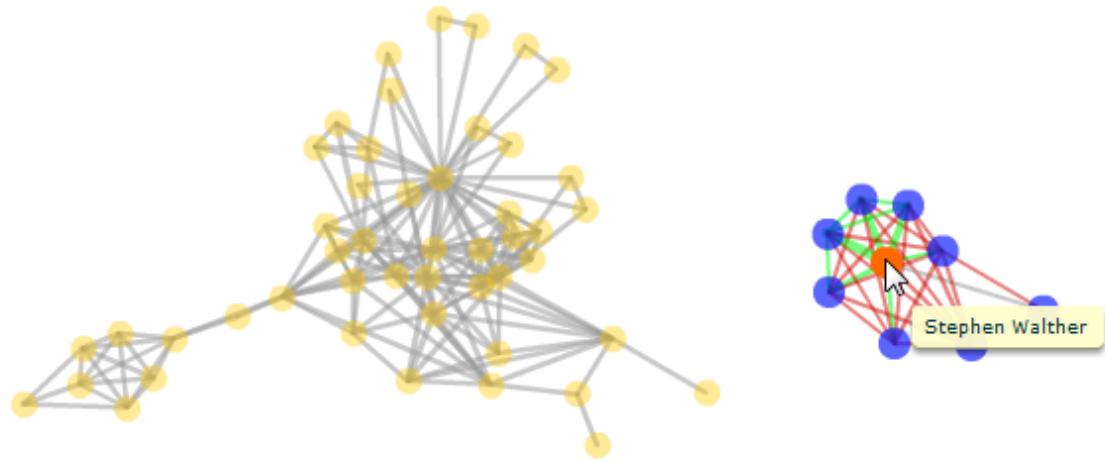
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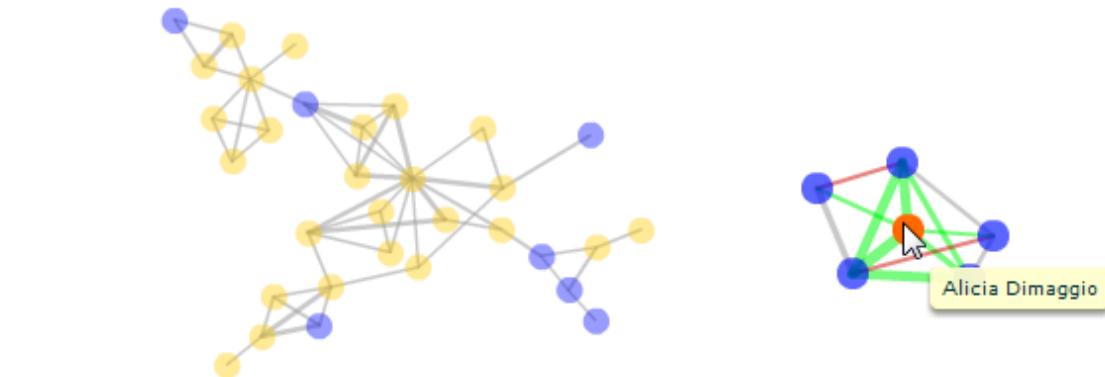
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Severity: Enhancement Trivial Minor Normal Major Critical Blocker



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