# Software Risk Management

Lecturer: Ngo Huy Bien Software Engineering Department Faculty of Information Technology VNUHCM - University of Science Ho Chi Minh City, Vietnam nhbien@fit.hcmus.edu.vn

## Objectives

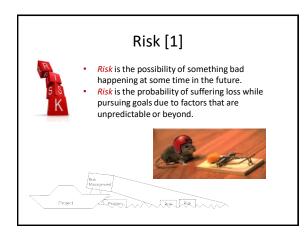
- ➤ To *identify* project risks
- > To analyze project risks
- To propose risk response
- > To create risk management plan
- > To monitor and track project risks

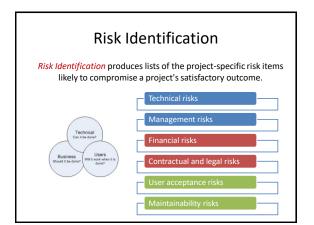
### References

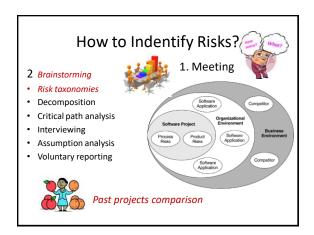
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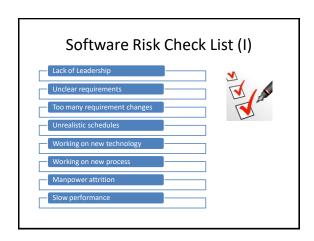


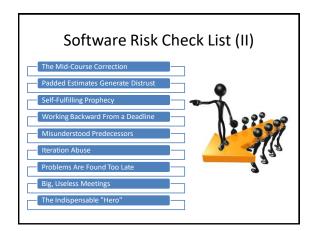
### Why Projects Failed? 2012 CHAOS Report standishgroup.com Project resolution from 2012 CHAOS research. final project cost, performance, and schedule known All software projects unknowns are unique undertakings

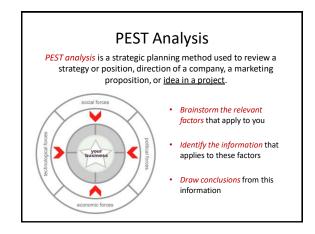


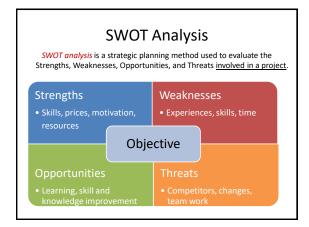


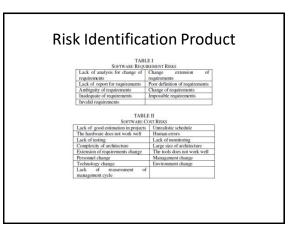


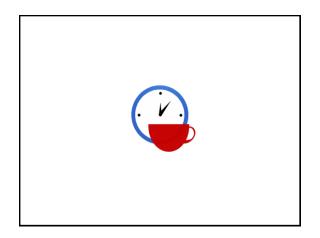


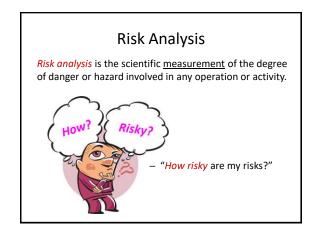


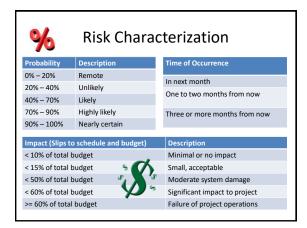


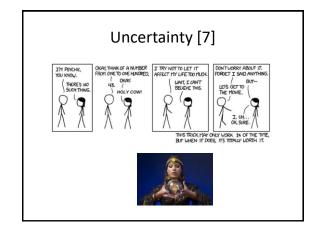


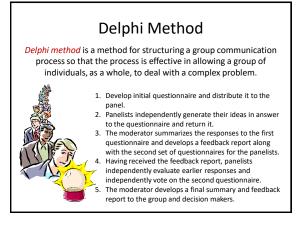


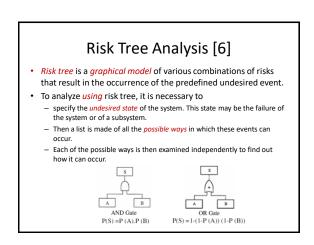


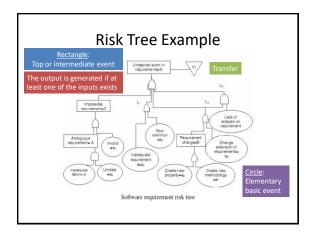


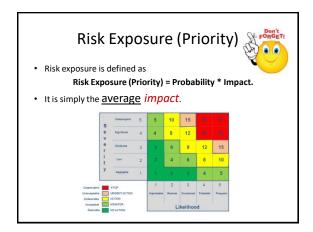


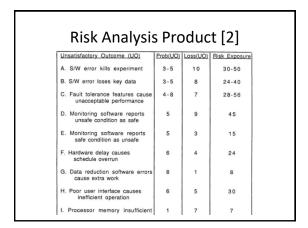


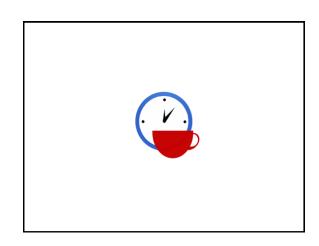


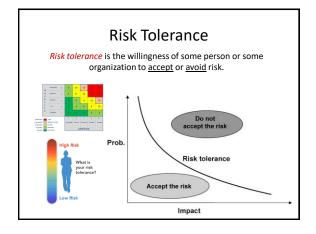












# Risk Response Acceptance: To acknowledge the risk's existence, but to take no preemptive action to resolve it, except for the possible development of contingency plans should the risk event come to pass. Avoidance: To eliminate the conditions that allow the risk to be present at all, most frequently by dropping the project or the task. Deflection: To transfer the risk (in whole or part) to another organization, individual, or entity. Mitigation: To minimize the probability of a risk's occurrence or the impact of the risk should it occur.

### Example of Risk Mitigation (I)

- Inexperience with project process/technology
  - Make estimates with a buffer for initial learning time
  - Maintain buffers of extra resources
  - Define a project-specific training program
  - Conduct cross-training sections
- · Unclear requirements and/or acceptance criteria
  - Use experience and logic to make some assumptions and keep the client informed; obtain sign-off
  - Develop a prototype and have the requirements reviewed by the client.

### Example of Risk Mitigation (II)

- Too many requirement changes
  - Obtain sign-off for the initial requirements specification from the customer.
  - Convince the customer that changes in requirements will affect the schedule
    - If the requirements are changing rapidly we should RE-ESTIMATE the final delivery date and NOTIFY the manger about the new schedule AS SOON AS we receive a change request.
    - . We should NOT let the manager know the effect on the last day.
  - Define a procedure to handle requirement changes
  - Negotiate payment on actual effort
- Unrealistic schedules
  - Negotiate for a better schedule.
  - Identify parallel tasks.
  - Have resources ready early
  - Identify areas that can be automated, COTS components
  - If the critical path is not within the schedule, negotiate with the client
  - Negotiate payment on actual effort.

### Example of Risk Mitigation (III)

- · Team spirit and attitude
  - Ensure that multiple resources are assigned on key project areas.
  - Have team-building sessions.
  - Rotate jobs among team members
  - Keep extra resources in the project as backup.
  - Maintain proper documentation of each individual's work.
  - Follow the configuration management process and guidelines strictly.
- Not meeting performance requirements
  - Define the performance criteria clearly and have them reviewed by the client.
  - Define standards to be followed to meet the performance criteria
  - Prepare the design to meet performance criteria and review it.
  - Simulate or prototype performance of critical transactions.
  - Test with a representative volume of data where possible.
  - Conduct stress tests where possible.

### Example of Risk Mitigation (IV) [2]

1	Personnel shortfalls	Staffing with top talent; job matching (matching the right people with the right je teambuilding; morale building; cross-training; prescheduling key people			
2	Unrealistic schedules and budgets	Detailed multisource costs & schedule estimation; design to cost; incremental development; software reuse; requirements scrubbing			
3	Developing the wrong software functions	Organization analysis; mission analysis; ops-concept formulation; user survey; prototyping; early users' manuals			
4	Developing the wrong user interfacing	Prototyping; scenarios; task analysis			
5	Gold plating	Requirements scrubbing; prototyping; cost-benefit analysis; design to cost			
6	Continuing stream of requirements changes	High change threshold; information hiding; incremental development (defer change to later increments)			
7	Shortfalls in externally furnished components	Benchmarking; inspections; reference checking; compatibility analysis			
8	Shortfalls in externally performed tasks				
9	Real-time performance shortfalls	Simulation; benchmarking; modeling; prototyping; instrumentation; tuning			
10	Straining computer science capabilities	Technical analysis; cost-benefit analysis; prototyping; reference checking.			

### **Buying Information**

- · Scenarios
- Modeling
- Prototyping
- Task analysis Software reuse





Some risk is necessary for potential reward. You can avoid risks by investing your money in a bank savings account, but you won't get rich that way.



### Which Response to Choose? [2]

- Unclear requirements (70%, \$3000)
  - Use experience and logic to make some assumptions and keep the client informed (40%, \$3000, \$400).
  - Develop a prototype and have the requirements reviewed by the client (5%, \$3000, \$1000).

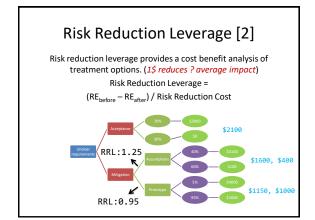


# Pecision Tree [3] A decision tree is a chronological representation of the decision process. It utilizes a network of two types of nodes: - decision (choice) nodes (represented by square shapes), and - states of nature (chance) nodes (represented by circles).

### How to *Use* a Decision Tree?

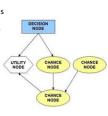
- Draw the decision tree using squares to represent decisions and circles to represent uncertainty,
- · Evaluate the decision tree to make sure all possible outcomes are included,
- · Calculate the tree values working from the right side back to the left,
- Calculate the values of uncertain outcome nodes by multiplying the value of the
  outcomes by their probability (i.e., expected values or average impact).

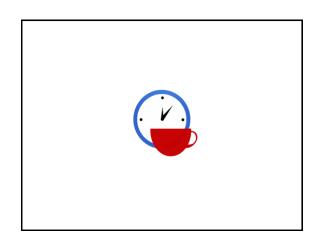




## Influence Diagram [4]

- An influence diagram is a graphical structure for modeling uncertain variables and decisions and explicitly revealing probabilistic dependence and the flow of information.
- Influence diagram consists of nodes or variables connected by directed arrows.
   There are three kinds of nodes:
  - (1) decision nodes representing alternative actions that can be taken by decision makers;
  - (2) chance nodes representing events or system variables that are outcomes of the decision or other chance variables;
  - (3) value or utility nodes, variables that summarize the final outcome of a decision.





### Risk Management Planning

Risk management planning produces plans for addressing each risk item (e.g., via risk avoidance, risk transfer, risk reduction, or buying information), including the coordination of the individual risk-item plans with each other and with the overall project plan.

- · The plan is organized around a standard format for software plans, oriented around answering the standard questions of "why, what, when, who, where, how, and how much."
- This plan organization allows the plans to be concise (e.g., fitting on one page), actionoriented, easy to understand, and easy to monitor.

[IEEE Std 1540-2001]

# Risk Management Plan Example (I)

1. Objectives (The "Why")

- $\mathbf{r}_{\mathrm{c}}$  ,  $\mathbf{r}_{\mathrm{c}}$  , between, enduce level of risk of the software fault tolerance features causing unacceptable performance
  - Create a description of and a development plan for a set of low-risk fault tolerance features

### 2. Deliverables and Milestones (The "What" and "When") - By week 3

- Evaluation of fault tolerance option
   Assessment of reusable components
- 3 Draft workload characterization
- 4. Evaluation plan for prototype exercise 5. Description of prototype

- 6. Operational prototype with key fault tolerance features
- 7. Workload simulation
- 8. Instrumentation and data reduction capabilities
- 9. Draft Description, plan for fault tolerance features -By week 10

### 10. Evaluation and iteration of prototype

11. Revised description, plan for fault tolerance features

### Risk Management Plan Example (II)

3. Responsibilities (The "Who" and "Where")

- System Engineer: G. Smith

Tasks 1, 3, 4, 9, 11, support of tasks 5, 10 - Lead Programmer: C. Lee

Tasks 5, 6, 7, 10 support of tasks 1, 3

- Programmer: J. Wilson Tasks 2, 8, support of tasks 5, 6, 7, 10

- Design-to-Schedule prototyping effort
- Driven by hypotheses about fault tolerance-performance effects
- Use real-time OS, add prototype fault tolerance features
- Evaluate performance with respect to representative workload
- Refine Prototype based on results observed

### 5. Resources (The "How Much")

\$60K - Full-time system engineer, lead programmer, programmer (10weeks)\*(3 staff)\*(\$2K/staff-week) \$0K - 3 Dedicated workstations (from project pool)\$0K - 2 Target processors (from project pool)

\$0K - 1 Test co-processor (from project pool)

\$10K – Contingencies

\$70K - Total

### **Risk Monitoring**

Risk monitoring involves tracking the project's progress towards resolving its risk items and taking corrective action where appropriate.

RISK ITEM		. RANKI	NG	
		LAST	/ MD.	RISK RESOLUTION PROGRESS
REPLACING SENSOR-CONTROL SOFTWARE DEVELOPER	,	4	2	TOP REPLACEMENT CANDIDATE UNAVAILABLE
TARGET HARDWARE DELIVERY DELAYS	2	5	2	PROCUREMENT PROCEDURAL DELAYS
SENSOR DATA FORMATS UNDEFINED		3	3	ACTION ITEMS TO SOFTWARE, SENSOR TEAMS DUE NEXT MONTH
STAFFING OF DESIGN V&V TEAM	4	2	3	KEY REVIEWERS COMMITTED; NEED FAULT-TOLERANCE REVIEWER
SOFTWARE FAULT-TOLERANCE MAY COM- PROMISE PERFORMANCE	5	1	3	FAULT TOLERANCE PROTOTYPE SUCCESSFUL
ACCOMMODATE CHANGES IN DATA BUS DESIGN		5	1	MEETING SCHEDULED WITH DATA BUS DESIGNERS
TESTBED INTERFACE DEFINITIONS	7	8	3	SOME DELAYS IN ACTION ITEMS; REVIEW MEETING SCHEDULED
USER INTERFACE UNCERTAINTIES	8	6	3	USER INTERFACE PROTOTYPE SUCCESSFUL
TBD. IN EXPERIMENT OPERATIONAL CONCEPT	-	7	3	TBDs RESOLVED
UNCERTAINTIES IN REUSABLE MONITORING SOFTWARE	-	9	3	REQUIRED DESIGN CHANGES SMALL, SUCCESSFULLY MADE

# Risk Management Risk management is a systematic approach to reducing the harm due to risks, making the project less vulnerable and the product more robust.



