

Driving Efficiencies into the Software Life Cycle for Army Systems

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Where behavior counts most...



...much is required of software

The Army's software challenges are many



Huge system/software engineering endeavors in weapon systems, command and control systems, enterprise systems, simulators, even ammunition

- Several million SLOC programs; hybrid systems combining legacy re-use, COTS, new development
- Multi-contractor teams using different processes; dispersed engineering, development & operational locations
- New technologies creating opportunities/challenges; products change/evolve, corporations mutate
- Business/operational needs change - often faster than full system capability can be implemented
- Skillset shortfalls; cost and schedule constraints
- Increased demands for integration, info/cyber-security, interoperability, system of system capabilities
- Software increasingly connects other systems (manned/unmanned teaming, swarming, etc.)
- Enterprise perspectives/requirements
- Growing (but late) concerns about sustainment

We tend to make the same mistakes...

Requirements

- Undocumented assumptions
- Creep, instability
- Functionality – System Qualities = Incomplete Specs

Architecture – for software???

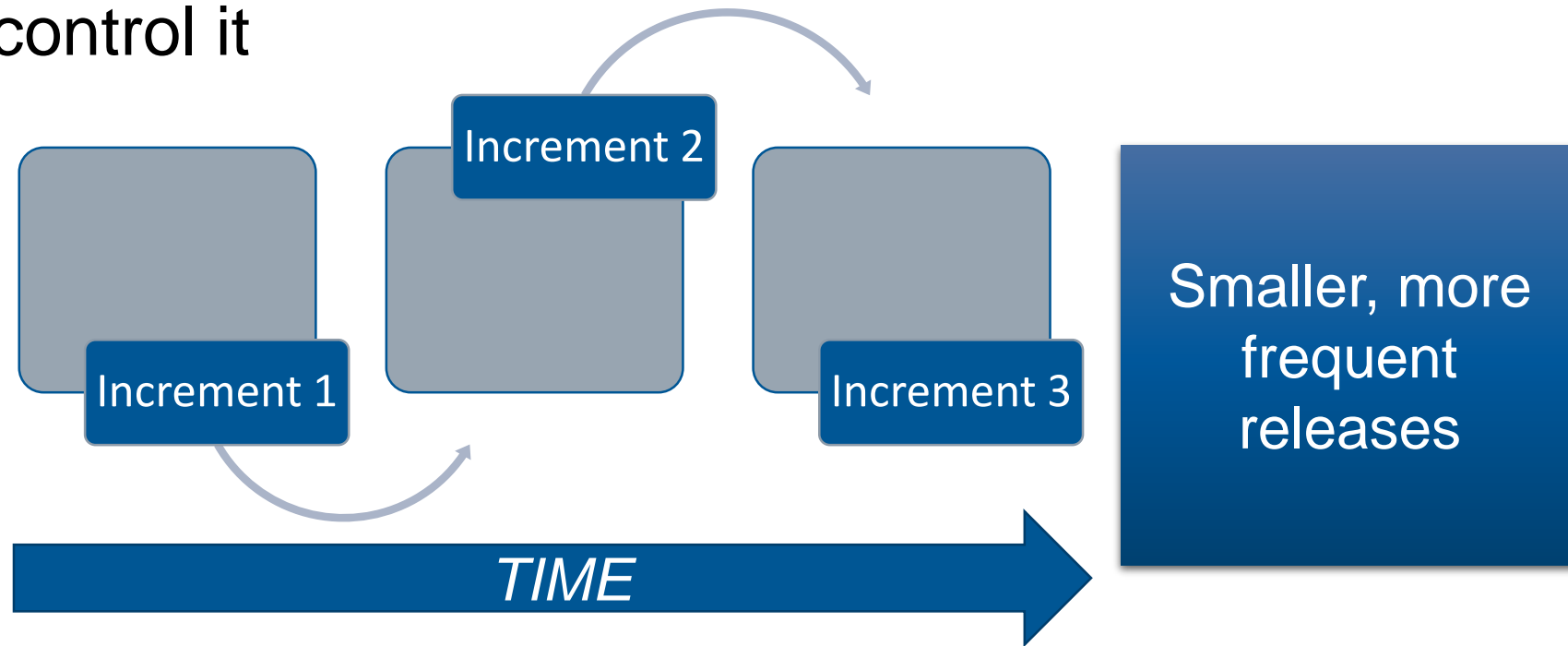
Assume testing yields quality

➔ Ignoring and/or marginalizing the role of software from program outset

We can do better!

We can use incremental methods to embrace change...

...but also control it

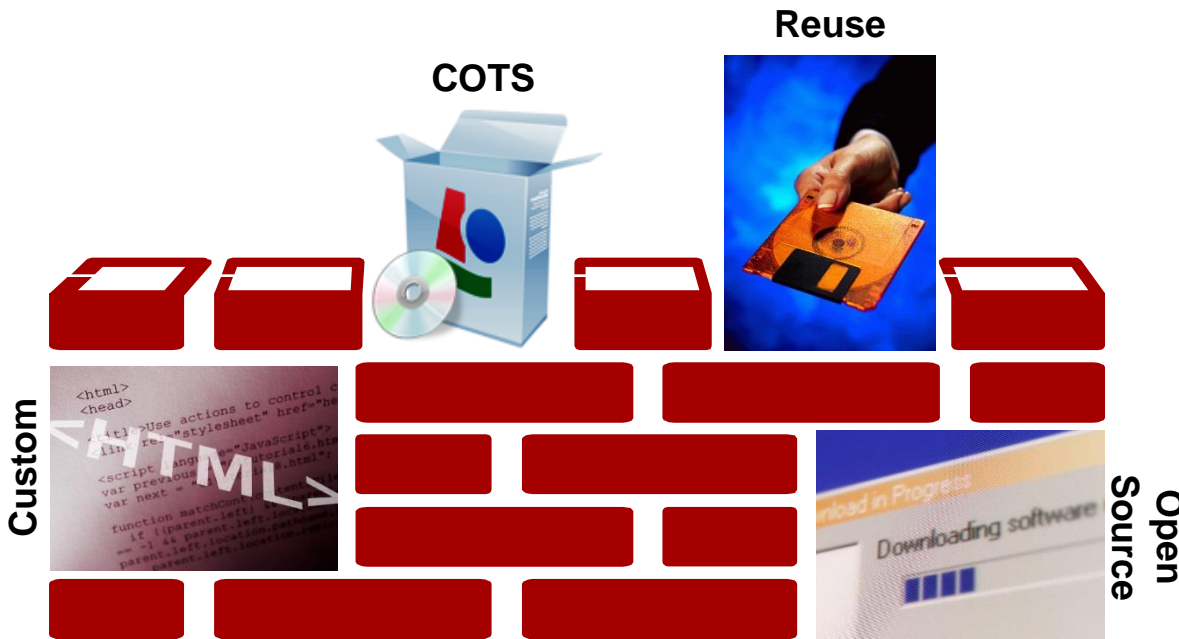


Examples include Spiral development, Incremental Commitment Model, Agile methods such as Scrum and XP, etc.

We can employ software architecture to provide a foundation 1 of 2

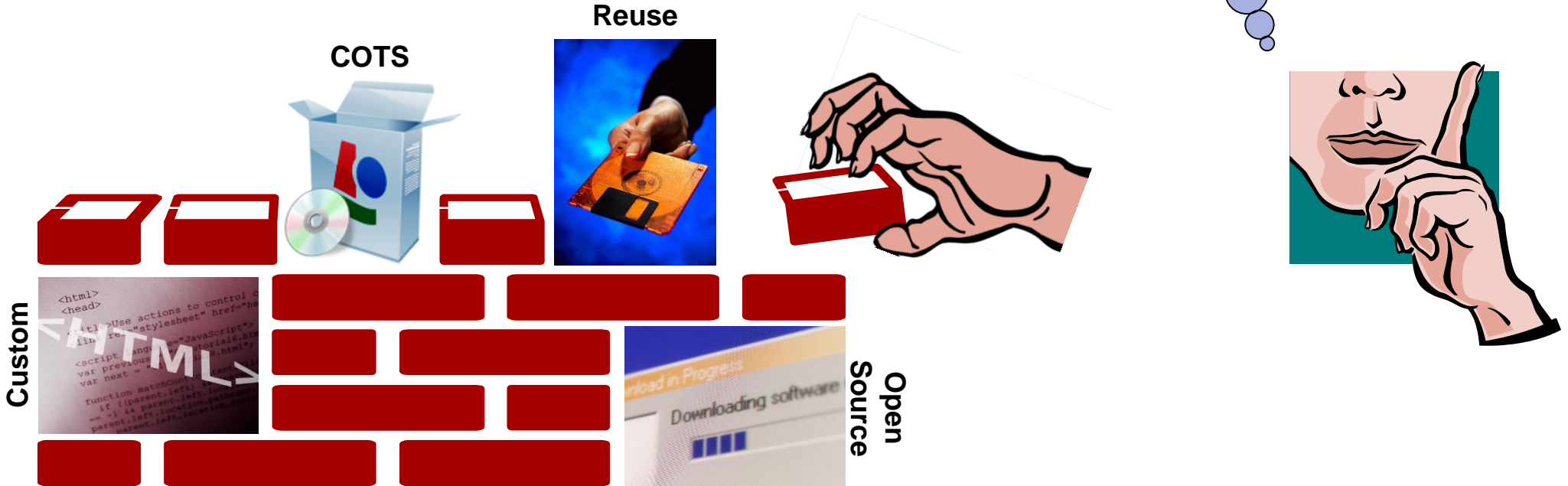
To help plan out how the pieces go together...

Most modern systems are hybrids

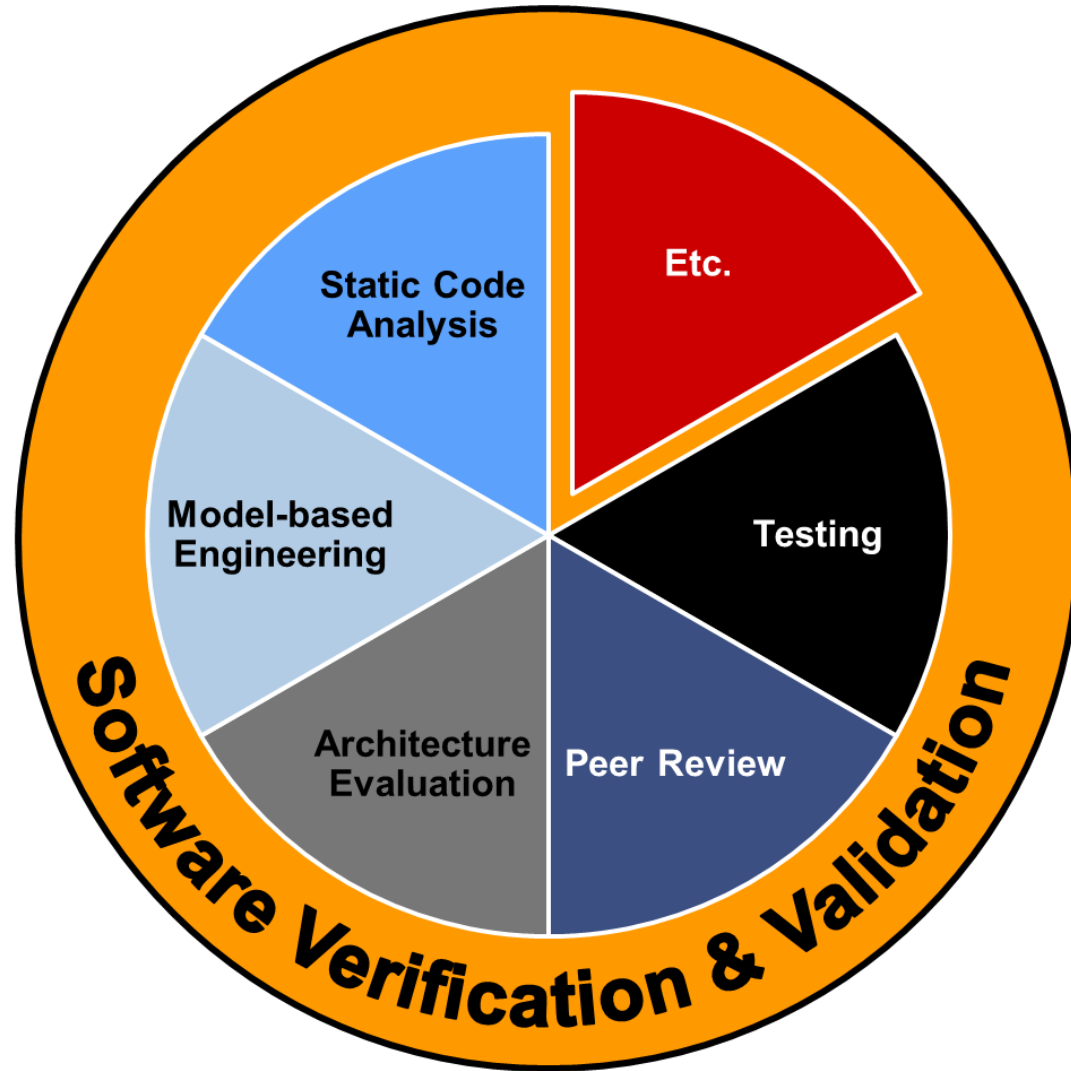


We can employ software architecture to provide a foundation 2 of 2

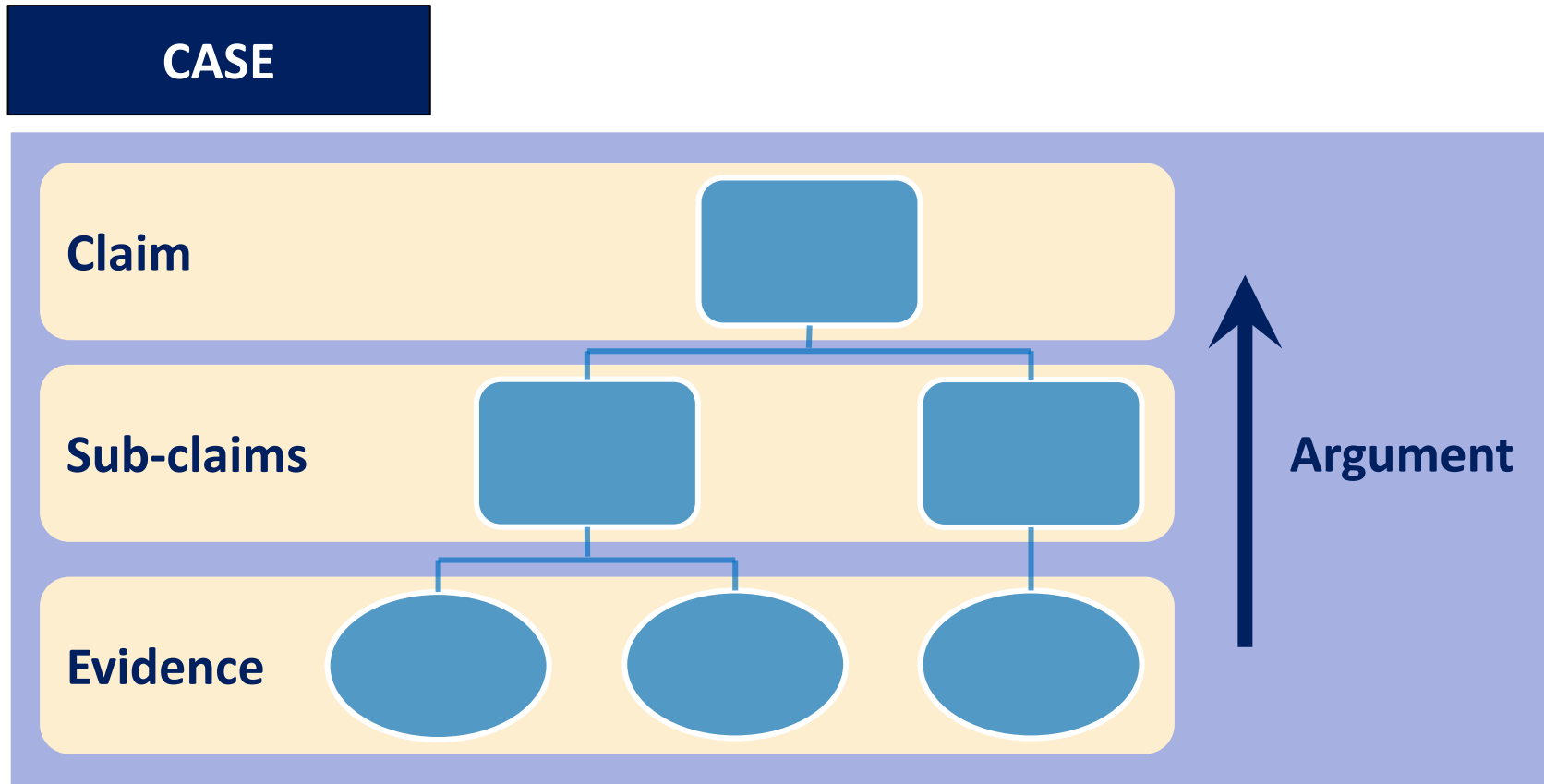
...and to reason about changes



We can take a more holistic view of V&V 1 of 2



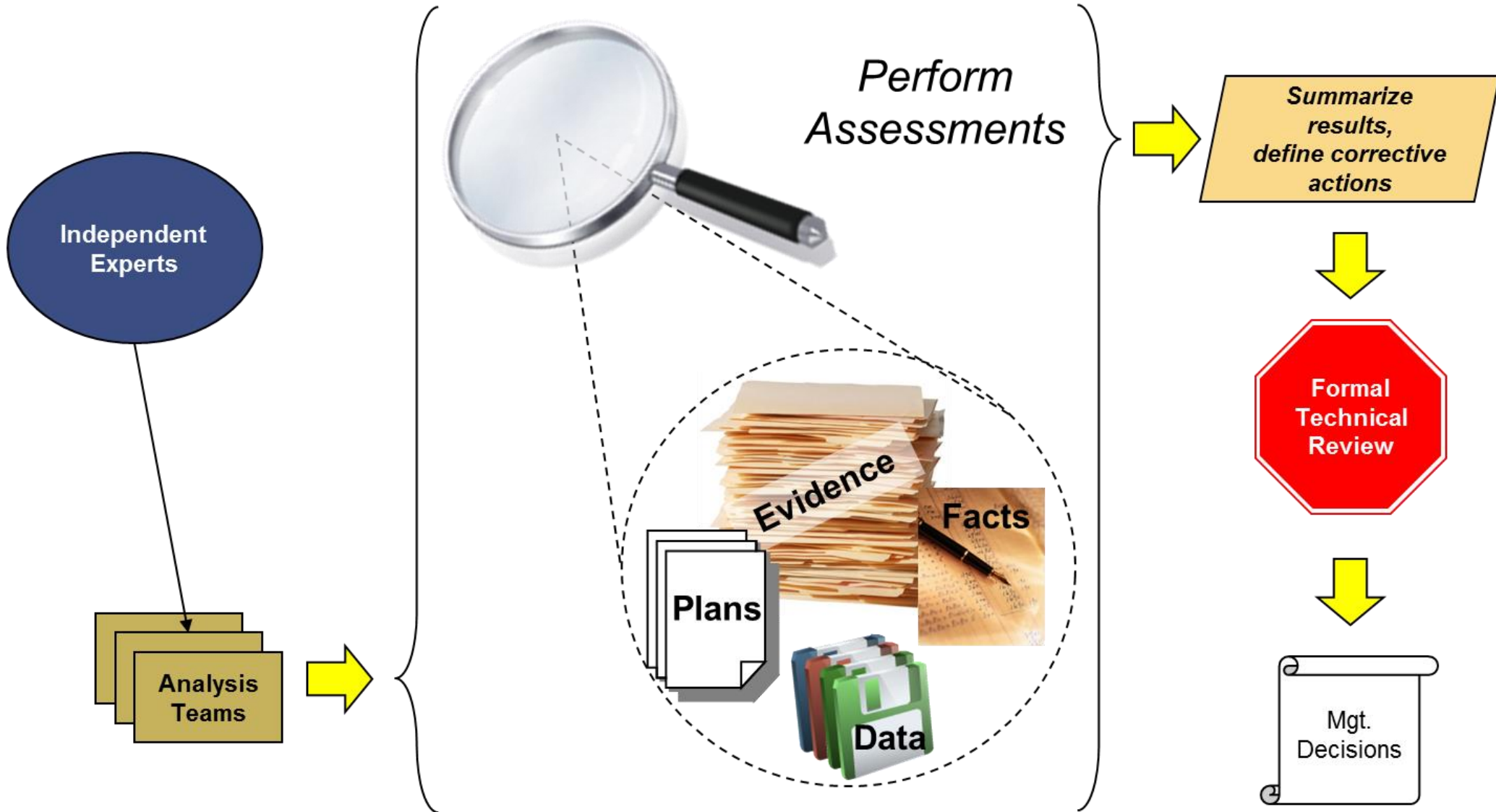
We can take a more holistic view of V&V 2 of 2



We can employ *evidence-based* reviews



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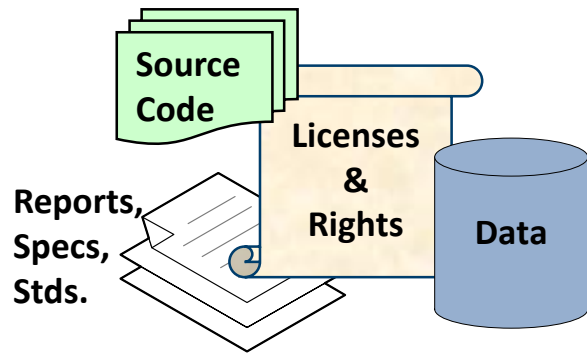


Most important – we need to start making changes!



Stop pretending software doesn't matter!

- Include software experts in project planning



Pay attention to long-term sustainment drivers

- Plan for licensing and data rights
- Buy the work products necessary for owning the technical baseline

Stop being afraid of software

- We know there are challenges, so let's face them head on!



**Reduced complexity is not in the cards;
we need to be better engineers & managers**



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