



Lean Software & Kanban

Software Engineering II
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Enterprise Platform and Integration Concepts

Lean Software's Main Idea



Reduce Waste

Waste

- Anything not delivered to the customer
- Artifacts that do not deliver a business value

Lean software inspired by

- Toyota's "lean manufacturing" industrial production
- Just-in-time production

Lean Software's Principles



1. Eliminate Waste

- Anything not delivering business value
- E.g. requirements documents, partially done work, rarely used features (bloat), bugs, task switching, waiting

2. Amplify learning

- “Try-it, test-it, fix-it” rather than “do it right the first time”
- Short iteration cycles

3. Decide as late as possible

- Avoid up front design decisions, make choices when information is available

4. Deliver as fast as possible

- Working system at every iteration, fast feedback cycle

Lean Software's Principles



5. Empower the team

- Motivate the team, self-organization
- “Find good people and let them do their own job”

6. Build integrity in

- Maintain the consistency of a system's design
- E.g. through refactoring, automated tests, complete build system

7. See the whole

- Focus on overall progress of the project
- Strong common sense

Lean Software Summary

- **Idea:** Software development can benefit from industrial production recipes
- However, software has no production, only design
- “Lean” can be seen as more philosophy than method
- Reminder to look out for waste of any kind

A yellow sticky note with two red pushpins at the top left corner. The text on the note is written in a black, sans-serif font.

“Lean” is applicable in many sectors, e.g. lean startups

Kanban

(看板)

For
Chepstow M48
follow
M4 S. WALES

At full capacity, there is little throughput
(flow is constricted by bottlenecks)

Kanban's Main Idea



Minimize Work In Progress

- Kanban: literally “signboard” or “billboard” in Japanese
- Inspired by Toyota
- Visual process-management approach (“Kanban boards”)

- “Stop Starting, Start Finishing”
- Ensure just-in-time production

Core Kanban Practices

1. Limit work in progress (Kanban Limits)

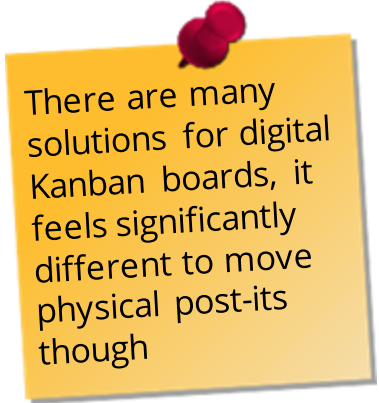
- Limit amount of tickets per column
- Focus on most productive task for the project
- Pull work from previous columns
- Reduce context switching (waste)

2. Visualize

- Shared Kanban-Board with process steps as columns
- Requirements (tasks, user stories,...) travel as notes from left to right.

3. Manage flow

- Measure length of queue, average cycle time and throughput
- Identify bottlenecks and allow planning



There are many solutions for digital Kanban boards, it feels significantly different to move physical post-its though

Core Kanban Practices



4. Make policies explicit

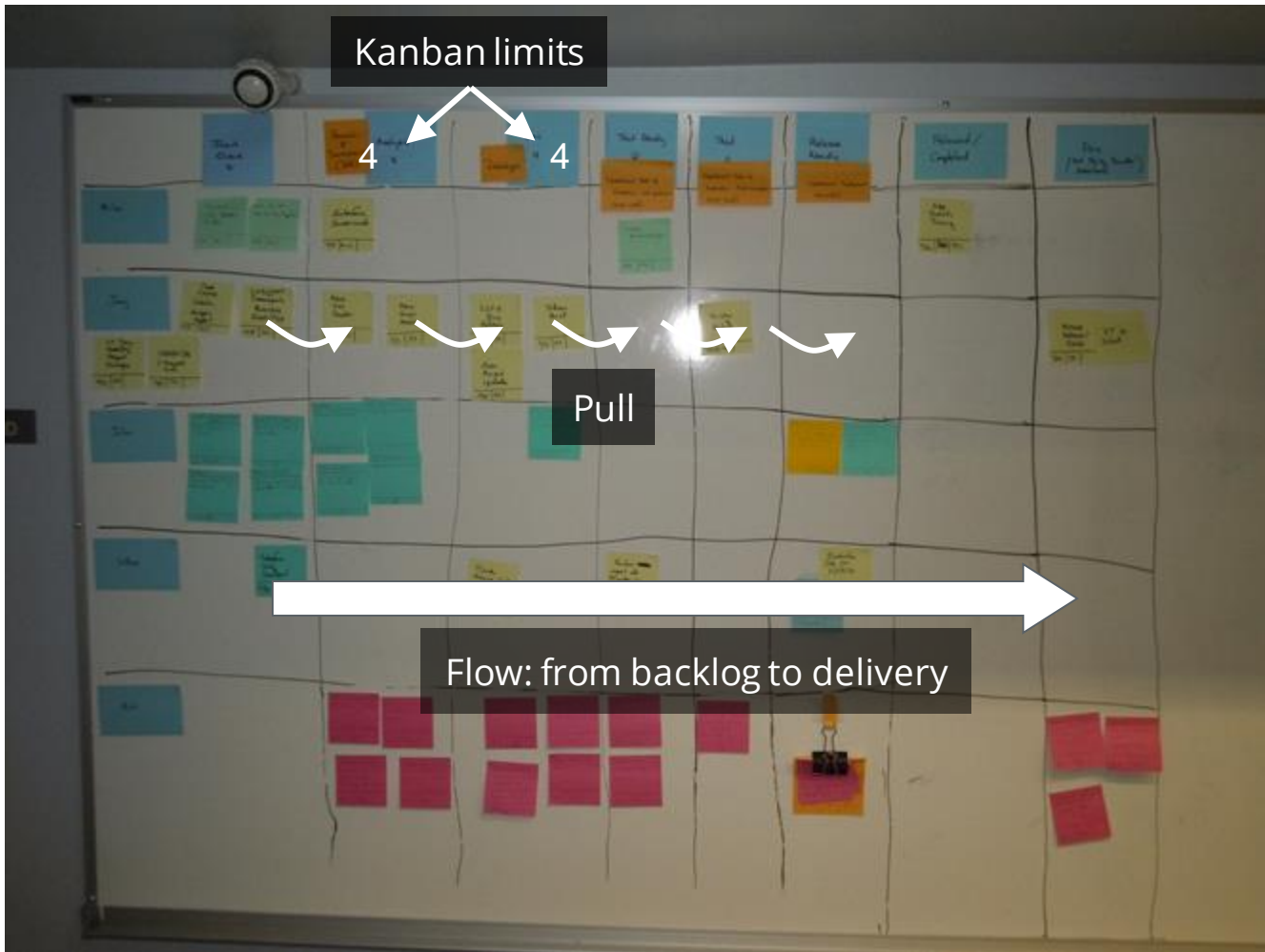
- Create explicit shared understanding of rules and assumptions
- E.g. what columns mean, Definition of Done, which ticket to pull next

5. Implement feedback loops

- Process of continuous improvement (“kaizen” in Japanese)
- Don’t wait for feedback, build it into the process

6. Improve collaboratively, evolve experimentally

- Try things out, evaluate



Push vs. Pull Systems

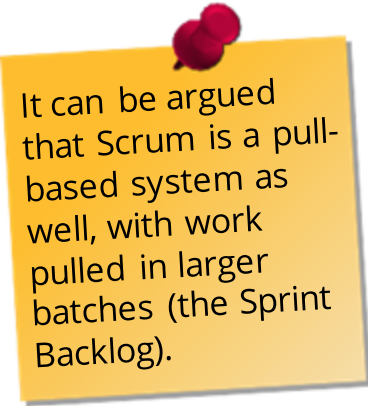
- How a team handles the inventory & scheduling of work items
- **Push production:** based on forecasted demand, schedule
- **Pull production:** based on consumed products, take only what is needed, process immediately

Scrum Sprint Planning: **Push**

- Forecasted demand (business needs)
- Estimated capacity of team

Kanban: **Pull**

- No need for planning, no queue to push into
- Stories worked on based on actual demand and actual capacity



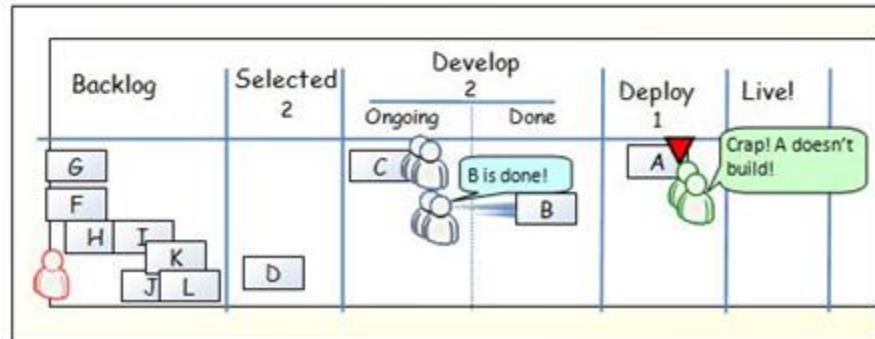
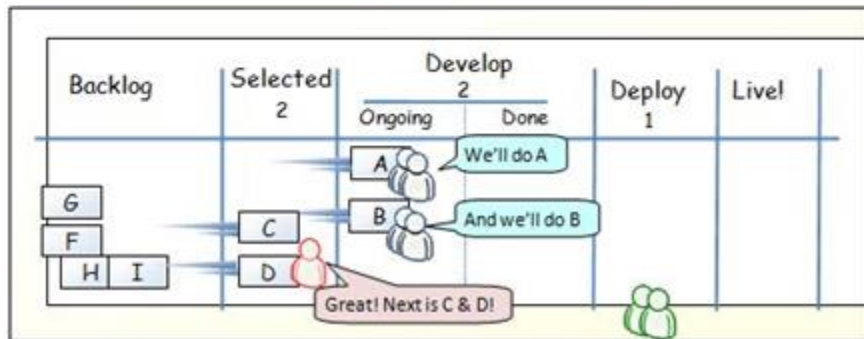
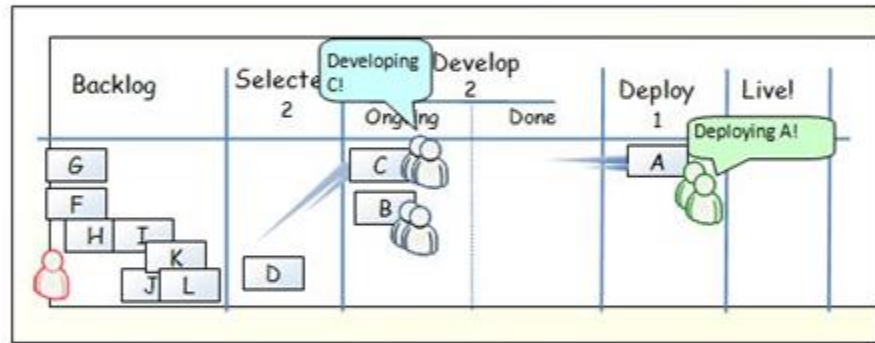
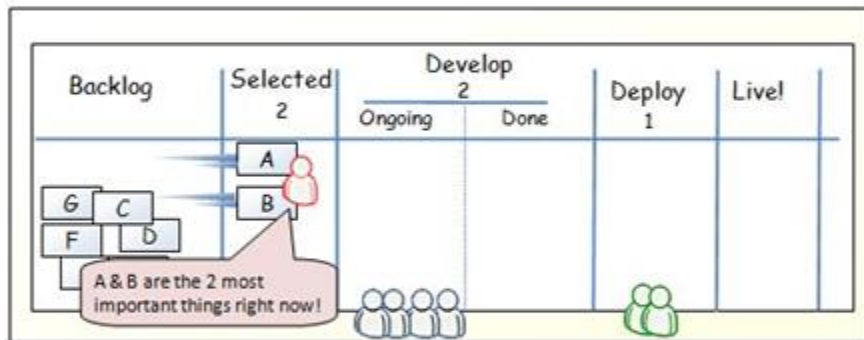
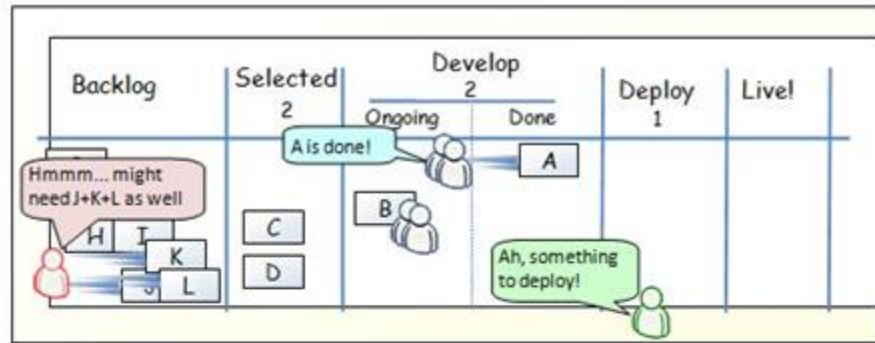
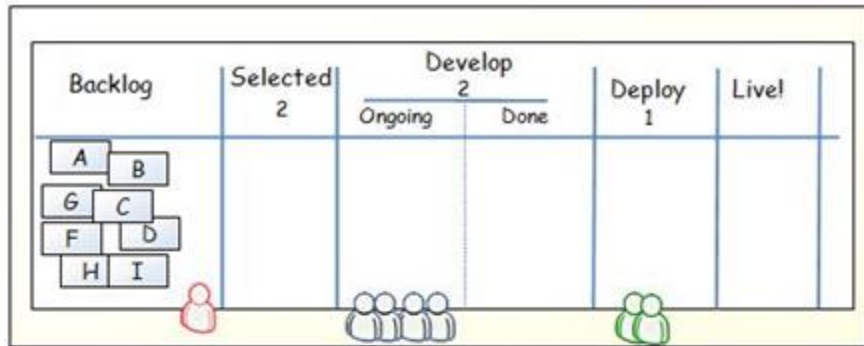
It can be argued that Scrum is a pull-based system as well, with work pulled in larger batches (the Sprint Backlog).

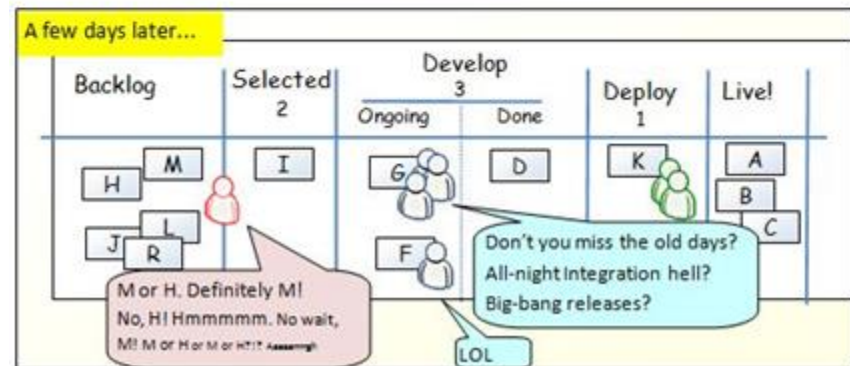
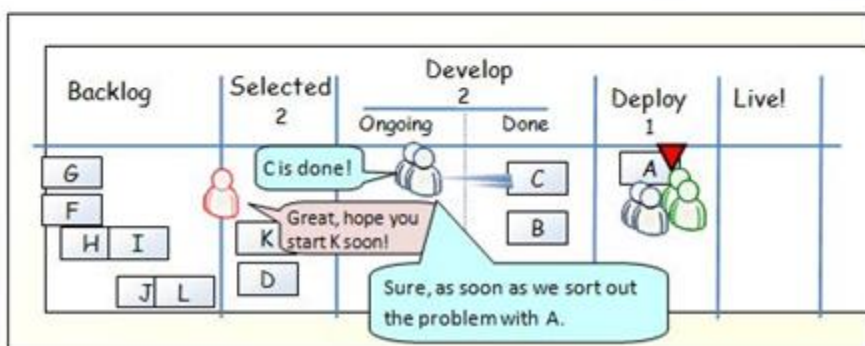
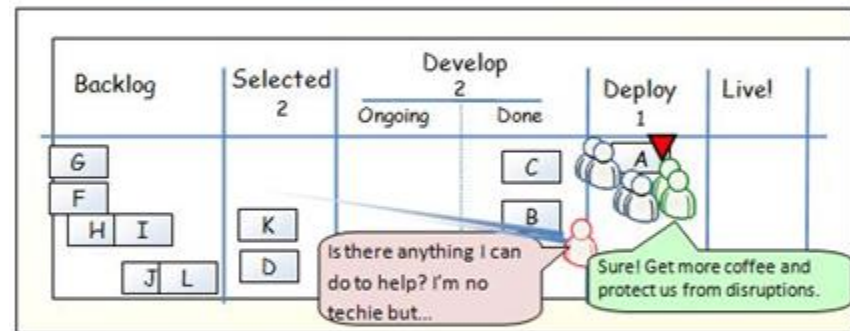
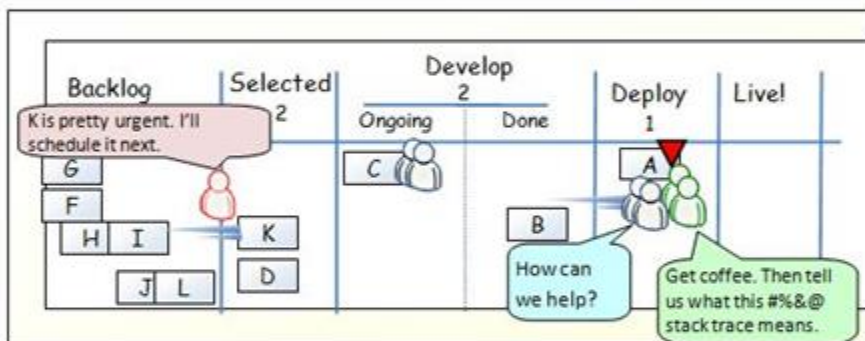
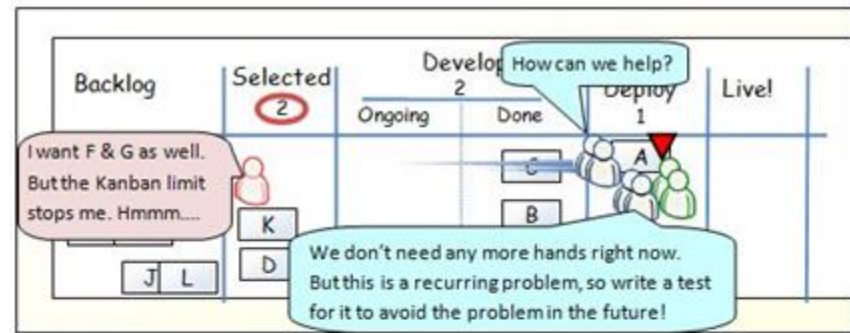
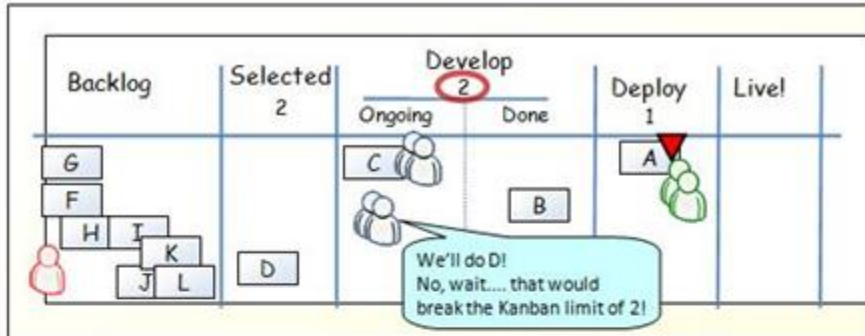


Subdivisions by subject / swim lanes

One day in Kanban Land

(A comic by Henrik Kniberg)





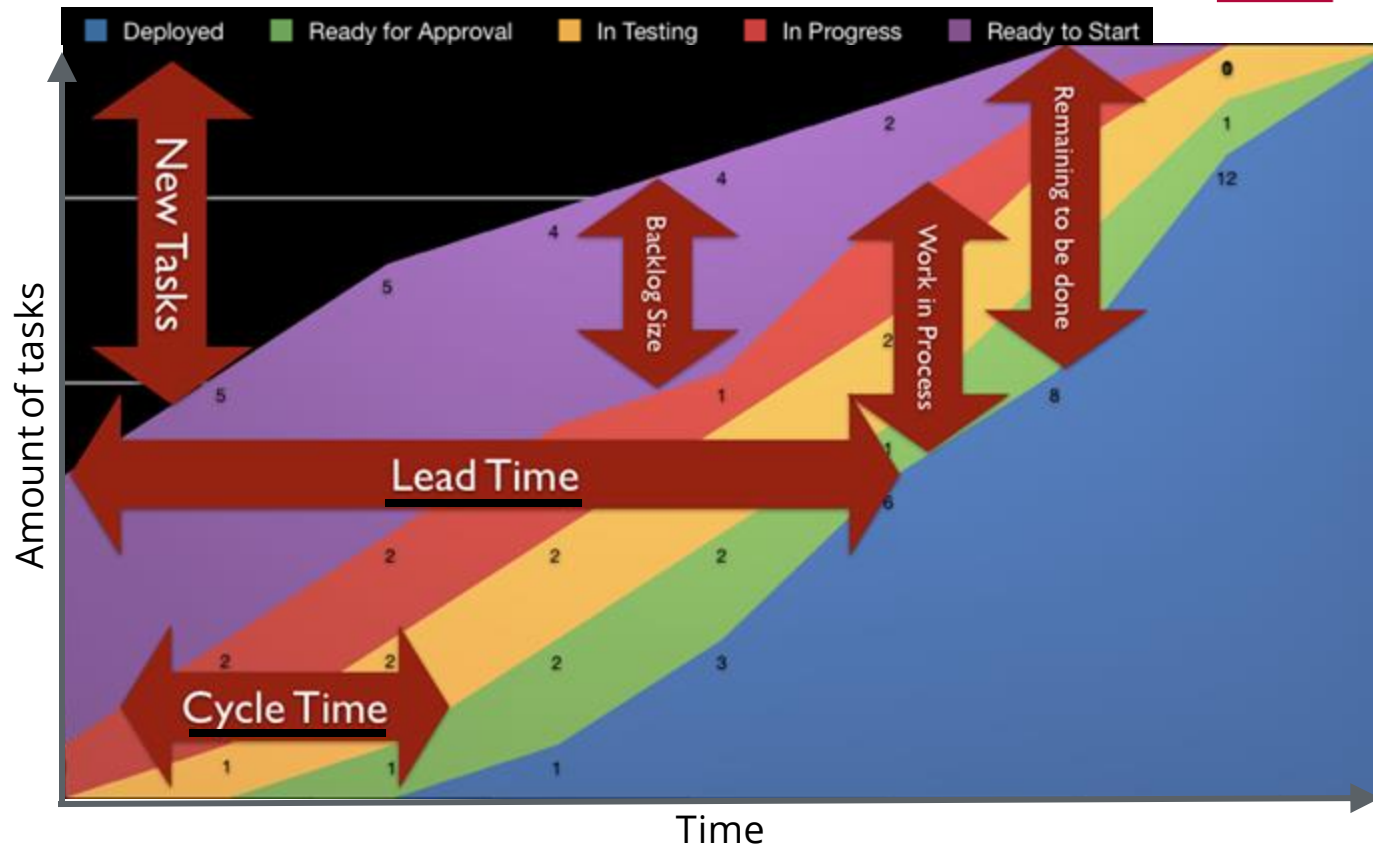
Metrics — Cumulative Flow Diagram

Lead Time:

Time from ticket being placed on board to ticket delivered

Cycle Time:

Time from starting work on ticket to finishing



Discussion



- Main differences between Scrum and Kanban?
- What could be the biggest challenges when employing Kanban?
- What would be a "Kanban Master's" tasks?
Is this a necessary role?
- What domains/contexts is...
 - Kanban better suited for?
 - Scrum better suited for?

References



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- *“Kanban: Successful Evolutionary Change for Your Technology Business”*. David J. Anderson. Blue Hole Press, 2010. ISBN 0984521402.
- *“Disciplined Agile Delivery: A Practitioner's Guide to Agile Software Delivery in the Enterprise”*. Mark Lines, Scott W. Ambler. IBM Press, 2012. ISBN 978-0-13-281013-5.