

# Jump out of the Waterfall:

Applying Lean Development Principles in Medical  
Device Software Development

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# Thesis

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Applying lean principles to software development, done properly, leads to higher productivity with far lower defect rates than traditional "linear" models, without loss of rigor or documentation.





# Key Concepts

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- Design vs. Production
- Lean principles applied to development
- Agile practices: iteration, feedback, cumulative testing, tracking
- Types of risk: project (technical, planning) vs. product (hazards)
- Hazard Analysis: FTA, FMECA
- Software development lifecycle





# Nancy's Background

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- 15 years safety-critical systems experience
- 10 years agile team coaching
- 3 years agile enterprise coaching
- Industries: Aerospace, Medical Devices, Sonar Weaponry, Scientific Instruments, Financial Services
- Electrical Engineering and Software Engineering, embedded systems





# Brian's Background

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- Originally an analytical chemist
- 15 y in clinical diagnostics (immunoassay):  
analytical support → assay development → instrument software validation
- 6 y as SW quality manager (5 in clinical trial related SW)
- 4 y as independent validation consultant to FDA-regulated companies – mostly medical device
- Active in: software validation, Part 11 evaluation, software quality systems, auditing, training

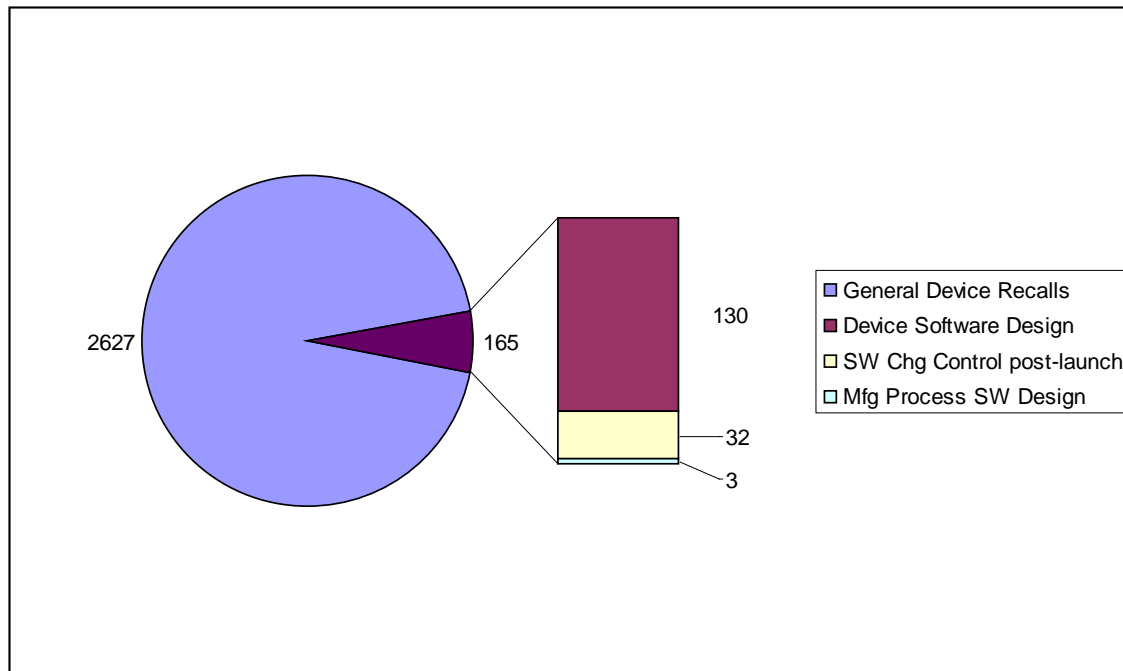


# Jump out of the Waterfall: Lean Principles in Med Device SW Development

- **Why a new lifecycle?**
- What are the roots of this new lifecycle?
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- How can hazard management fit into the new lifecycle?
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# Consider FDA software recall data

CDRH study: 2792 total medical device recalls,  
1983-1991



- 165 recalls (6% of total) software-related

Of the 165:

- 133 (81%) Inadequate software design
- 32 (19%) Post-launch software change control

Source: FDA CDRH, 1992.



# Right problem, wrong solution

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- Software issues prompt significant number of recalls
- Many still claim solution lies in rigorous, stepwise development
- Our position is that a different development lifecycle is needed
- But we still arrive at same goal!
- GPSV, IEC 62304 talk about *outputs* but do not dictate a specific *process*



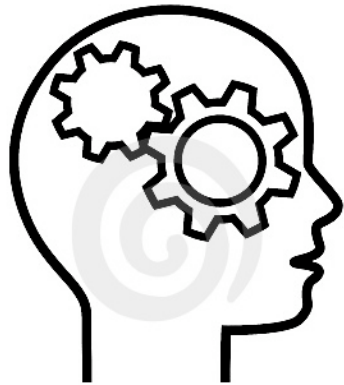


# Why the wrong solution?

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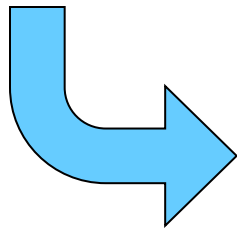
- Fallacy: coding software = production
- If all design was complete when spec was written then we need only to conform to spec
- But does that happen for software?
- Software is a *complexity magnet* -
  - For things expensive to do in hardware
  - When it can compensate for h/w issues
  - For complex user configurations
  - Capturing business rules

# Design work or Production work?



- Writing a book is Design

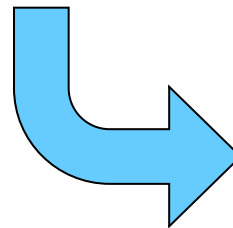
- Requires creativity
- Expected to try multiple times before its right
- Test is whether it satisfies customers



English

- Translate to German is Production

- Should get it right the first time
- Test is whether meaning conforms to original book's text (i.e. as spec)



German



# Design or Production?

- “Real” engineering:
  - Output, e.g. circuit boards ready to ship
  - Build, done by factory workers; big % of costs
  - Design spec = circuit layouts, fabrication notes...
  - Design is all the activities that create correct inputs to the build (fabrication) work
- Software engineering:
  - Output, executable image ready for download
  - Build, done by linker & compiler; almost free
  - Design spec = software listings (the final version of the listings)
  - Design therefore is what precedes the correct, final software listings: coding, architecture, analysis, reqmts.

Ref. ‘What is Software Design?’ article by Jack W. Reeves for C++ Journal, 1992.



# Questions?

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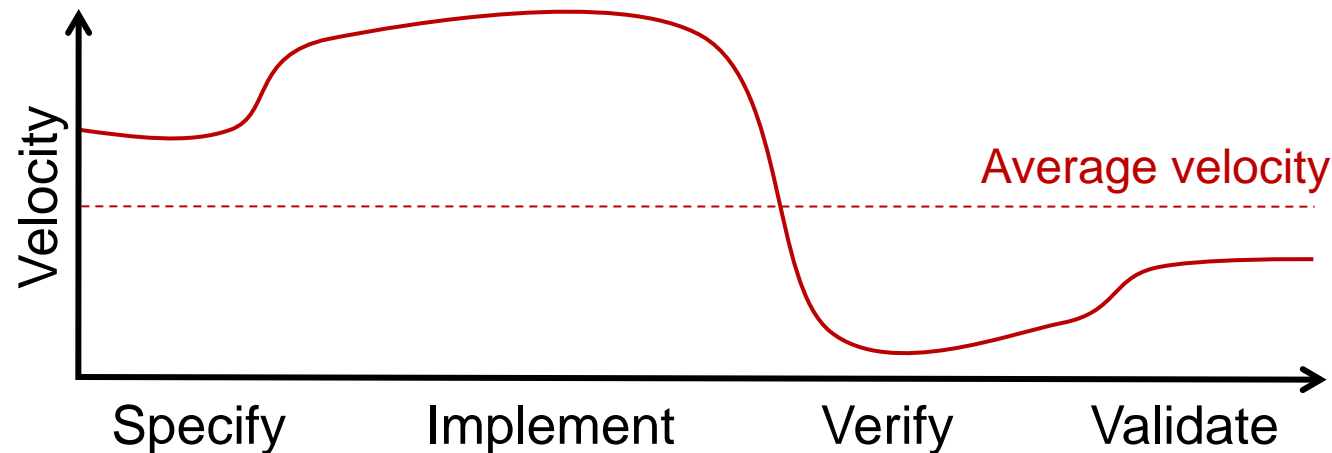
# Jump out of the Waterfall: Lean Principles in Med Device SW Development

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- *Why a new lifecycle?*
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# Common scenario...

- Project velocity varies greatly
- Much slower at integration time



*Solution: Pace yourself! It's a marathon, not a sprint*

# Lean Thinking

**Lean Principles:**  
Zero Defects  
Minimize Work In Progress  
Continuous Improvement

Lean Thinking

Lean Manufacturing  
(All kinds)



Lean Development  
(S/W, H/W, Services, other)

*"Agile" gives practices that implement lean principles for s/w development -*

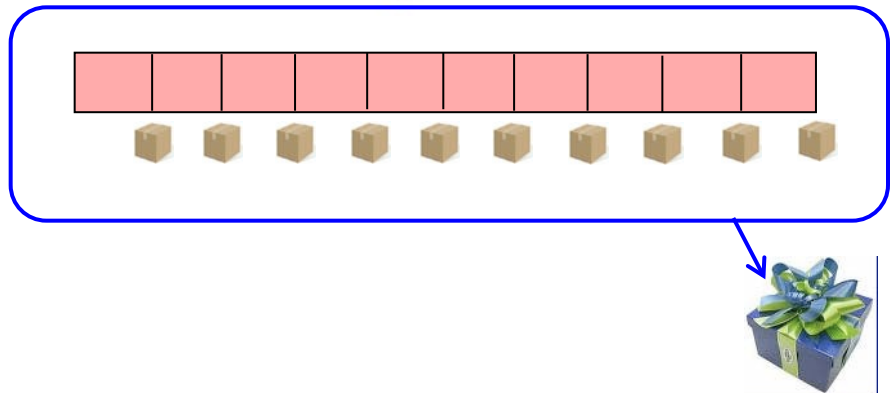
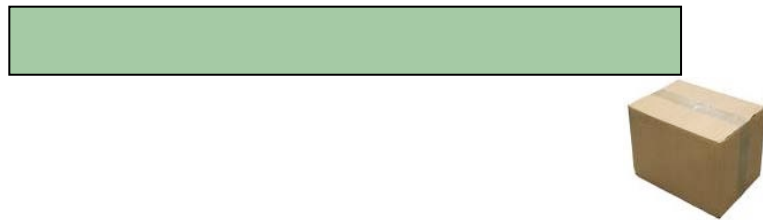
*There are practices to apply it to h/w dev too!*

Classic "best practices"  
Agile practices:

- Continuous Integration
- Automated unit tests
- Small co-located teams

# Avoid late integration

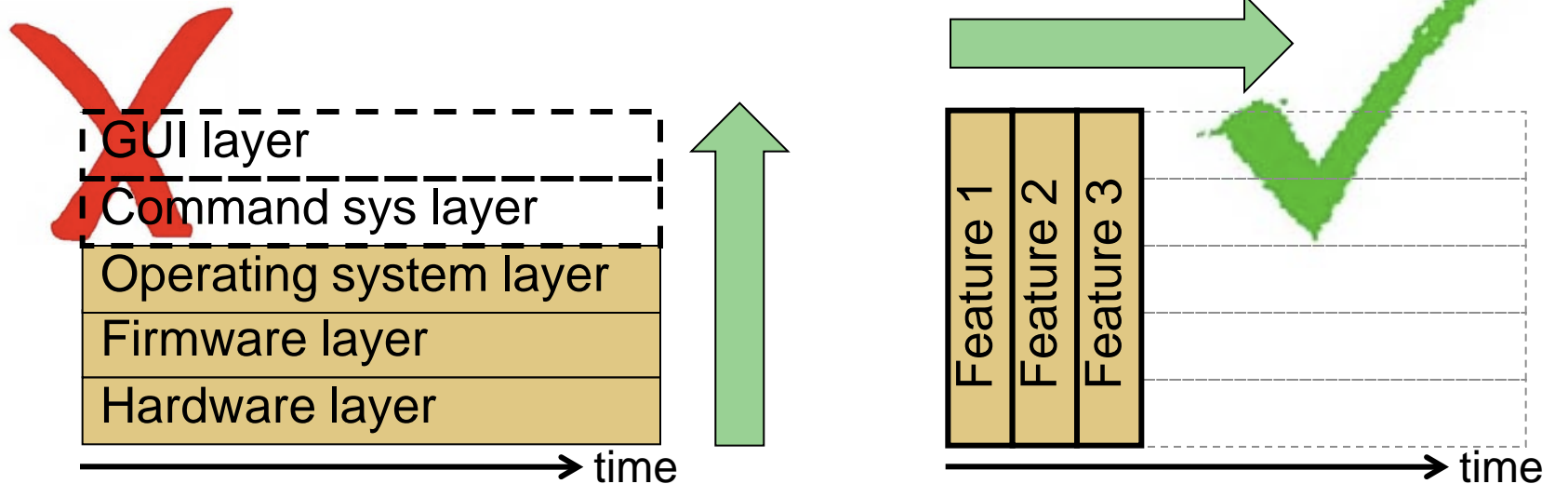
- Integrate new work as you go
- Incremental deliveries early & often





# Deliver incrementally

- To deliver incrementally you must:
  - Carve the work into functional pieces
  - Each piece must be small
  - Each piece must be testable





# Example user story

- Story – Card, Conversation, Confirmation –  
*headline, narrative, test*

## Story

*Cards have  
the headline*

System can read a single  
HART value at a fixed  
address

*Narrative details  
captured in documents*

## Conditions of Satisfaction

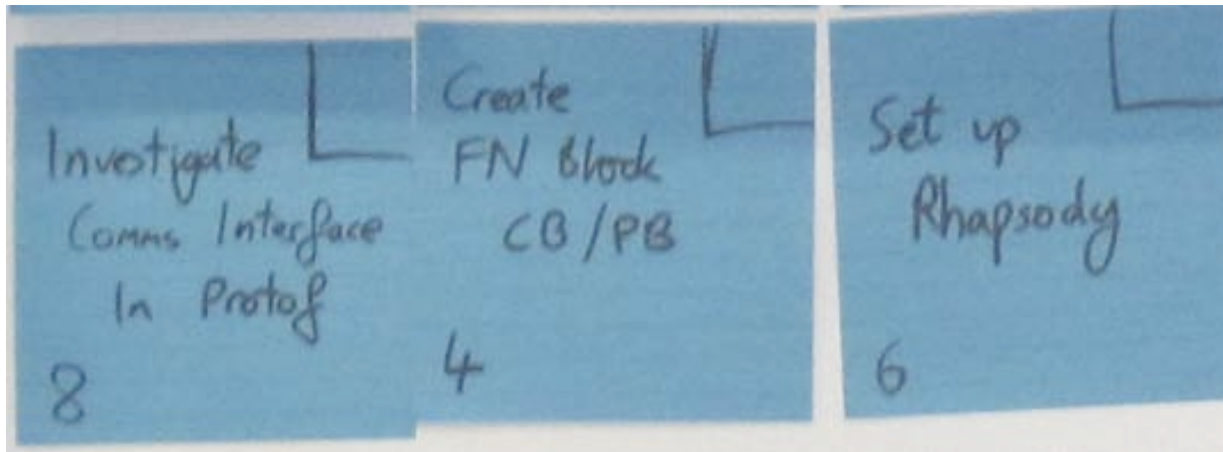
Get expected response to  
Cmd #1 with

- Single master
- Using present hardware
- Update < 1 second

*CoS becomes the root of  
story acceptance test*

An old idea: If you have a clear goal, you are much more likely to achieve it.

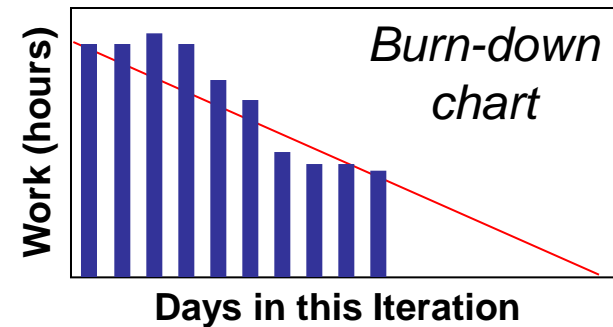
# Tasks within the user story



- Tasks are estimated in hours
- Tasks are not assigned to people in advance
- Estimates are team-owned, assume avg. performer
- At end of each day, all future work hours are summed

# Total transparency

- Status reporting is not separate from team's own way of tracking their work

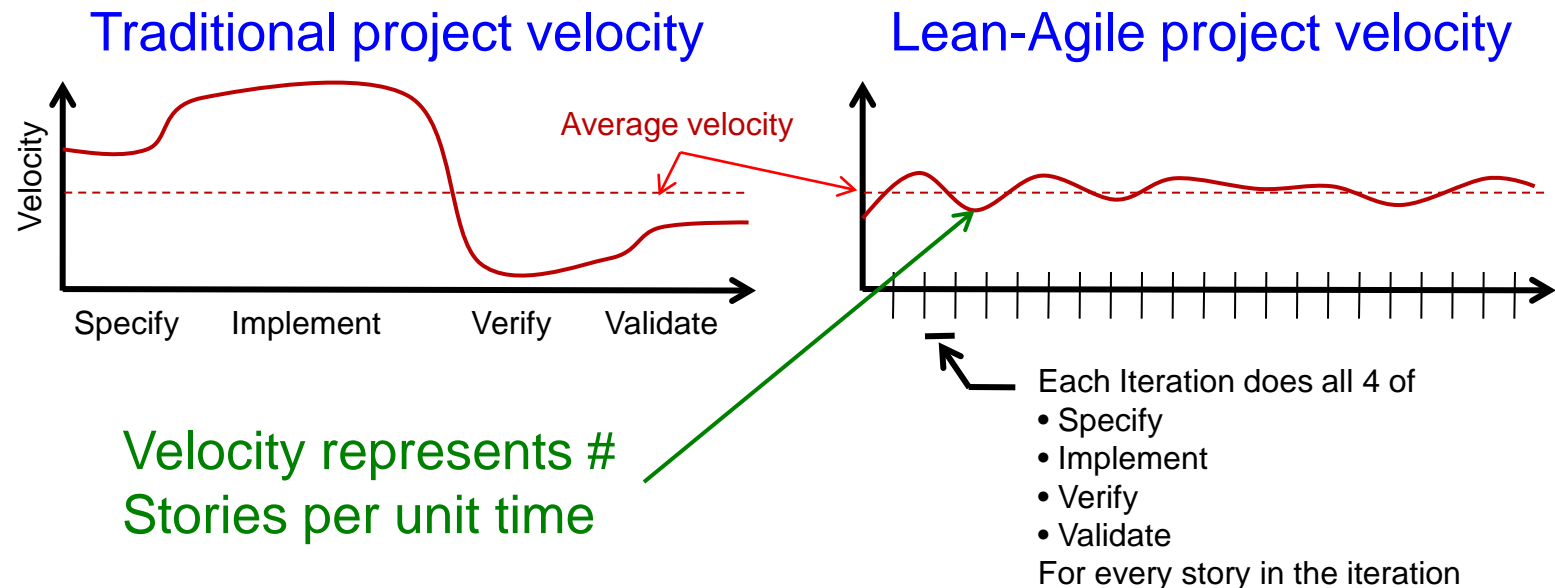


## Each day:

- Team estimates hours remaining for each task
- All remaining hours are summed
- That total is today's data point on burn-down chart

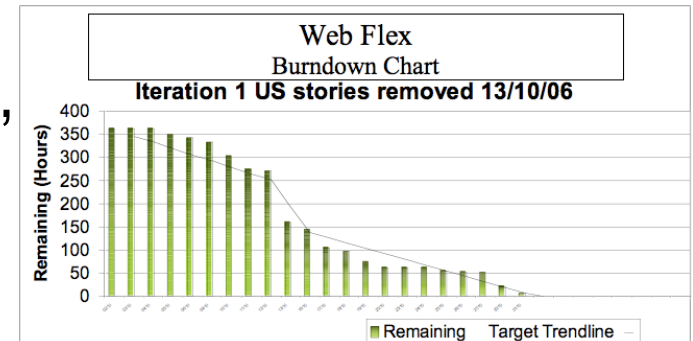
# How we avoid bad news late

- Traditional project has varying speeds
- Lean-Agile project's control mechanisms keep it close to its average velocity (in story points)



# When things go wrong

- Renegotiating iteration goal
- De-scoping stories from iteration
- “Could we have anticipated this?”
  - Consider root causes of issues
  - Then do continuous improvement
- End of iteration - “Yes or No: Did you build trust with your product owner?”





# Questions?

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# Jump out of the Waterfall: Lean Principles in Med Device SW Development

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# Exercise: Thermostat function

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- Thought experiment: You have no thermostat for your home's furnace, and it's winter
  - You must use a switch to turn the furnace on or off
  - It's either all the way on, or it's off
  - This is called "open loop" control
- Question: What percent of the time will you probably be uncomfortable?



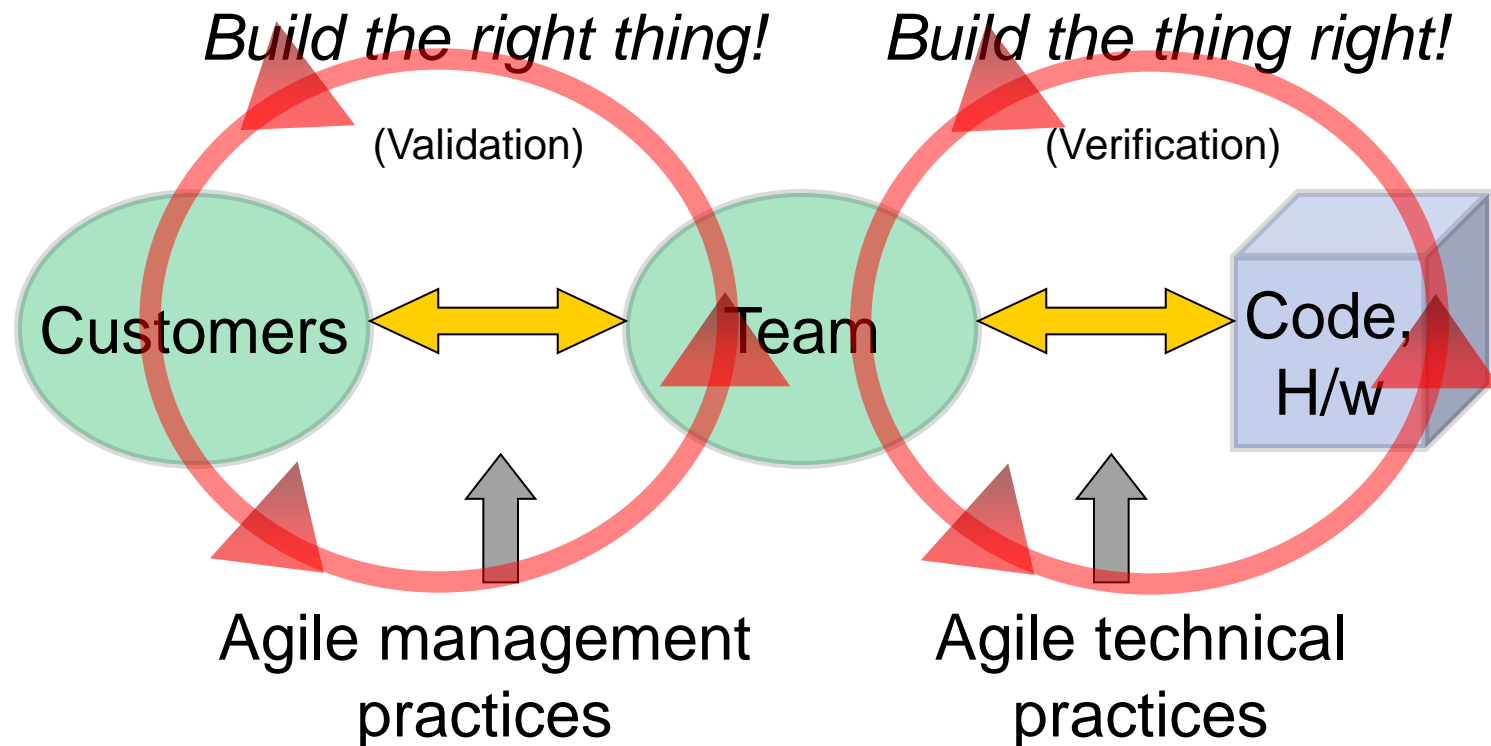


# Process risk

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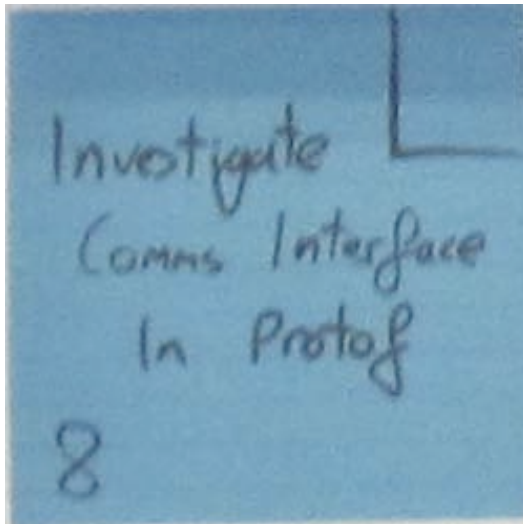
- Furnace with no thermostat ensures house nearly always too cold or too hot
  - Because you're an active control element
  - Analogous to managers who must stomp out "brushfires" all the time
- With thermostat back – comfortable all the time
  - *Because you're no longer an active control element – you're freed to do more important things*
- Engineering solution to poor control: Closed Loop
  - Adds feedback: Agile process has 2 primary feedback loops

# Partnership: Business - Technical



# Technical risk: estimation

- Story: “Read a single HART bus value”



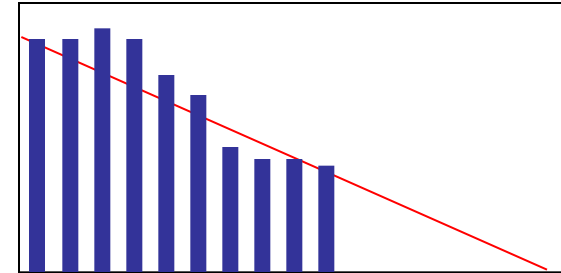
- If your estimate will really be only a *guess*, you have an **R&D task**

- 8 hours????
- Don't know what the investigation will uncover!

# Tracking R&D tasks

Regular task in a Story

~~10~~ 8



10 hrs estimated. 6 hrs worked. But 8 hrs remaining. 8 summed into burn down chart to compute the remaining work.

R&D task in a Story

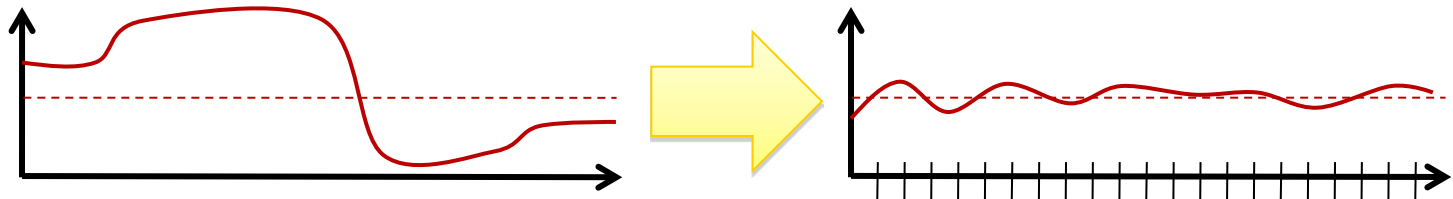
~~10~~ 4

**Time-boxed**

~~10 hrs estimated~~. 6 hrs worked. *Subtract* to get 4 hrs remaining. 4 summed into burn down chart to compute the remaining work.

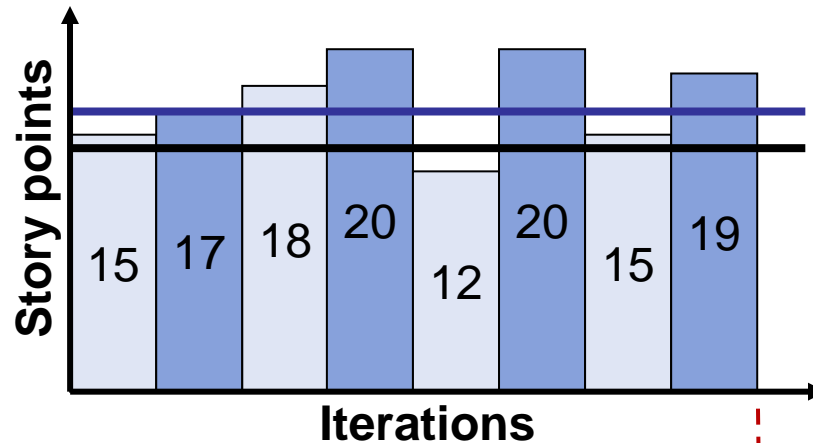
# Addressing the ‘planning risk’

- Incorporate new knowledge at each iteration
- Teams pace themselves: no “integration traffic jam”



- **Project Managers can cover more** projects for same effort –
  - No need to ‘fight fires’ late in their projects; no need to be the *active control element*

# Predictable project speed

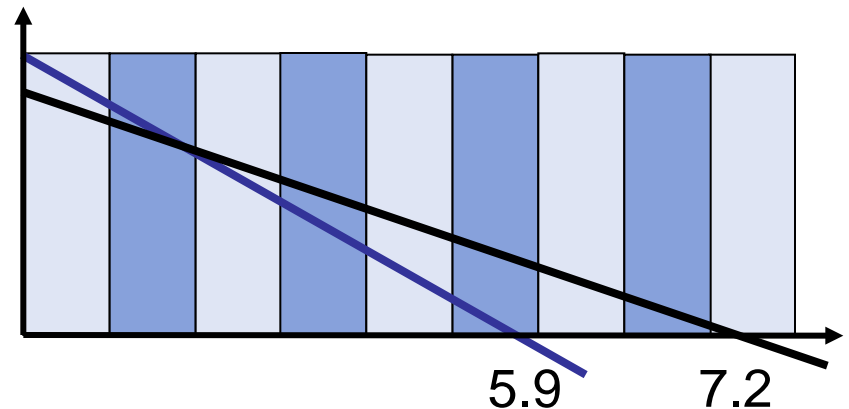


Mean (Last 8) = 17

Mean (Worst 3) = 14

Q. How long to finish project if 100 story points of work remains in product backlog?

A. If it's 14 points/iter, then it takes 7.2 iterations. If it's 17 points/iter, then it will take 5.9 iterations. You can be conservative or not, as appropriate.





# Questions?

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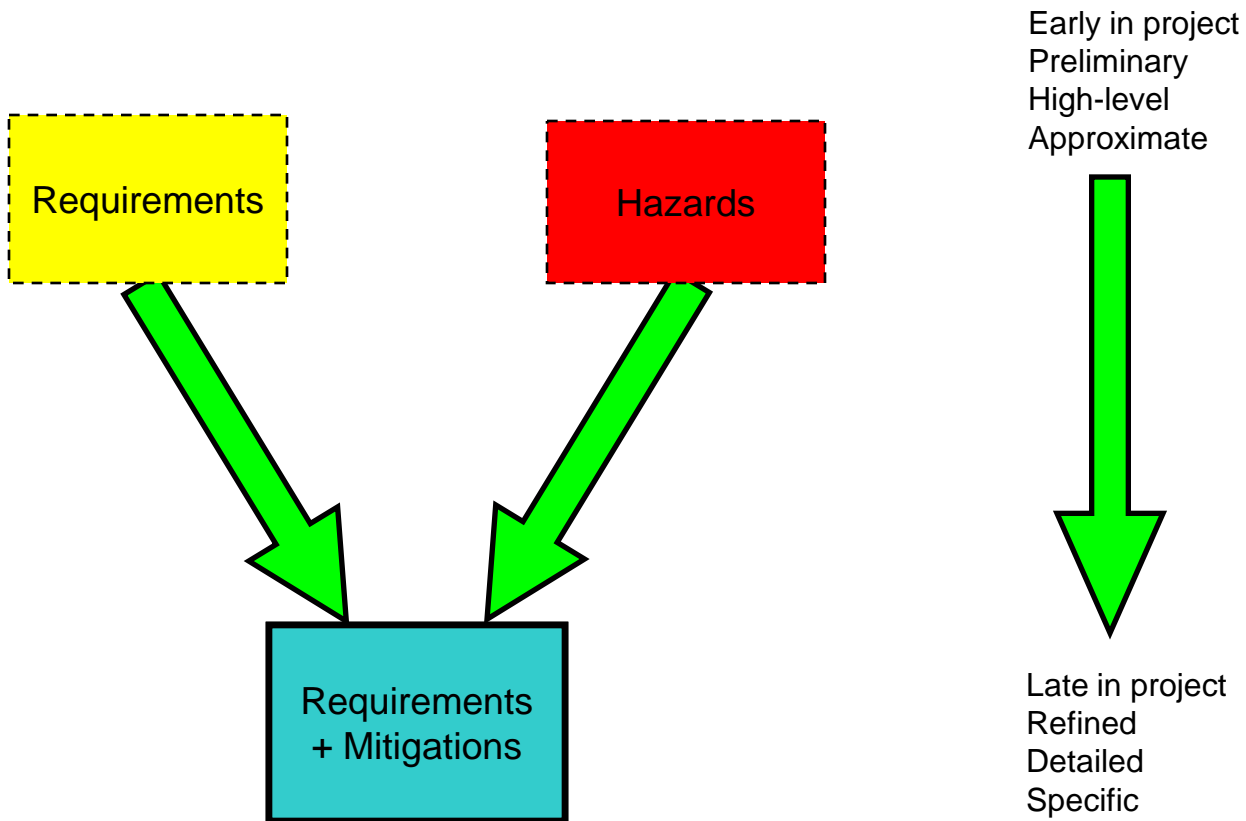


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# Requirements / Hazards: Converging Analyses



# Review: rank hazards by impact

Severity:	Probability:			
	High	Occasional	Low	Remote
Major	U	U	U	A
Moderate	U	A	A	N
Minor	A	A	N	N

Acceptability is ranked as follows:

U = unacceptable – mitigation required

A = ALARP (as low as reasonably practicable) – mitigate as reasonable; risk decision must be documented and reviewed

N = negligible – acceptable without review

*However, for software the probability axis disappears.*

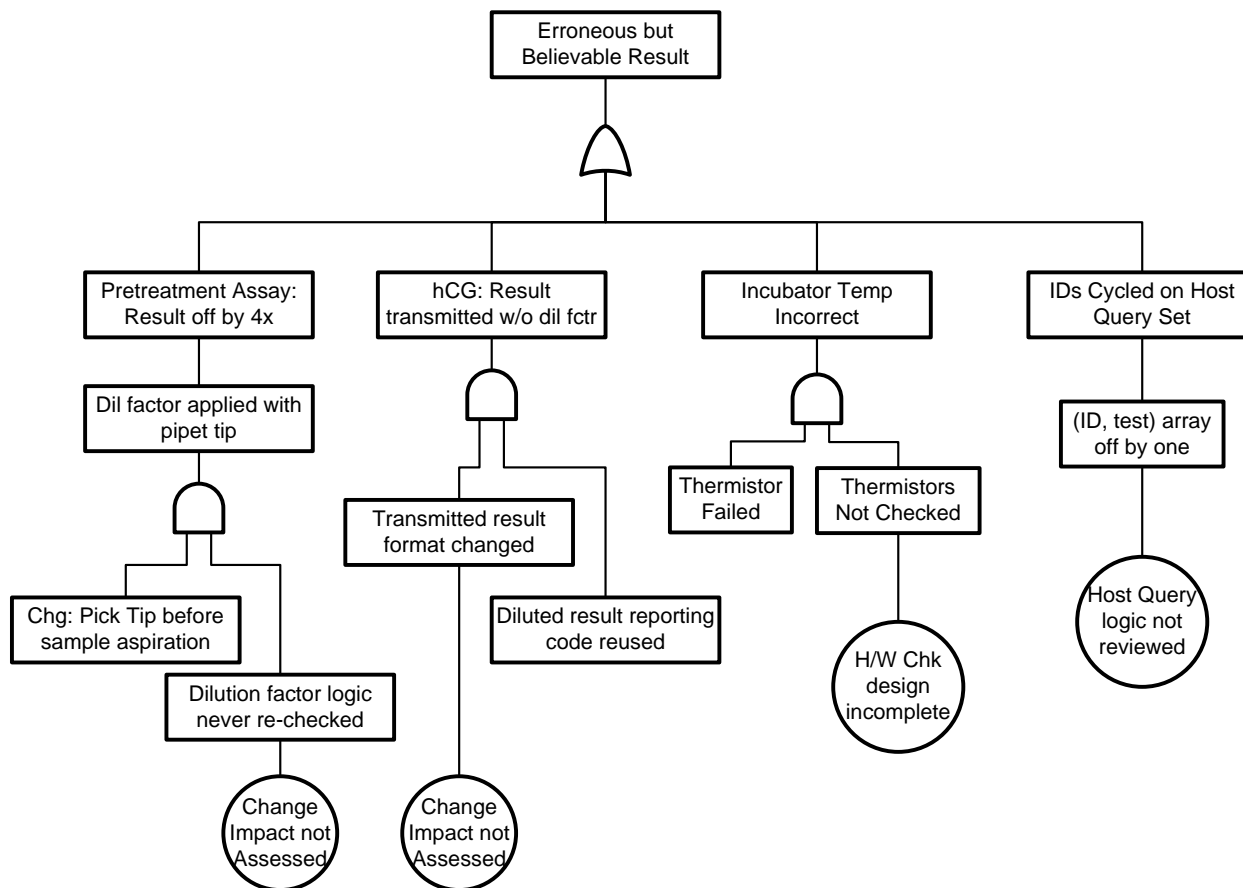


# Hazards: analyze early and often

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- Systematic methods (FMEA / FMECA, FTA) help analyze potential hazards
- Evaluate hazards repeatedly throughout project
- Just as requirements (aka User Stories) become more refined as design evolves -
- So identifying hazard mitigations is changing or adding to requirements
- Think of a hazard as a negative user story

# FTA: Work Back from Potential Hazards



# FMEA: Build Up from Component Failures

Failure Mode	Effect	Causes	S1	Mitigation	S2
Sample ID / results array off by one	Wrong results reported	Inconsistent array logic; incorrect initialization	5	Optional – operator approve results before saving	2
Initialization fails to warm up lamp	Can't perform analyses	Startup logic can be set to skip steps and left that way	4	Reset all startup parameters on initialization	1
Dilution factor associated with pipet tip, picked in advance	Wrong result reported (dilution applied to wrong sample)	Counting logic not rechecked when pick-in-advance process introduced	5	(a) Track dilution and pipet tip separately; (b) show dilution with reported result	1

S1 = Severity rating before mitigation; S2 = severity rating after mitigation

Severity (sample values only): 5 = critical; 1 = nuisance

Note this analysis does not include two of the standard engineering estimates: occurrence (probability) or detection.



# Hazards: Often Caught in Context

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- **Direct failure**

Software flaw in normal, correct use of system causes or permits incorrect dosage or energy to be delivered to patient.

- **Permitted misuse**

Software does not reject or prevent entry of data in a way that (a) is incorrect according to user instructions, and (b) can result in incorrect calculation or logic, and consequent life-threatening or damaging therapeutic action.

- **User Complacency**

Although software or system clearly notes that users must verify results, common use leads to over-reliance on software output and failure to cross-check calculations or results.



# Hazards: Often Caught in Context

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- **User Interface confusion**

Software instructions, prompts, input labels, or other information is frequently confusing or misleading, and can result in incorrect user actions with potentially harmful or fatal outcome.

- **Security vulnerability**

Attack by malicious code causes device to transmit incorrect information, control therapy incorrectly, or cease operating. No examples in medical-device software known at this time, but experience in personal computers and "smart" cellular phones suggests this is a serious possibility.





# Lean-Agile adapts well to hazard mitigation

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- Early analysis not static – review & revise as iterations proceed
- Users / product owner have multiple chances to uncover hazard situations
- Hazards can be simulated via “mock objects” in test suite
- Flexible, adaptive method can react to hazards learned during development (considered “negative user stories”)



# Questions?

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# Jump out of the Waterfall: Lean Principles in Med Device SW Development

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# Know the objections & benefits

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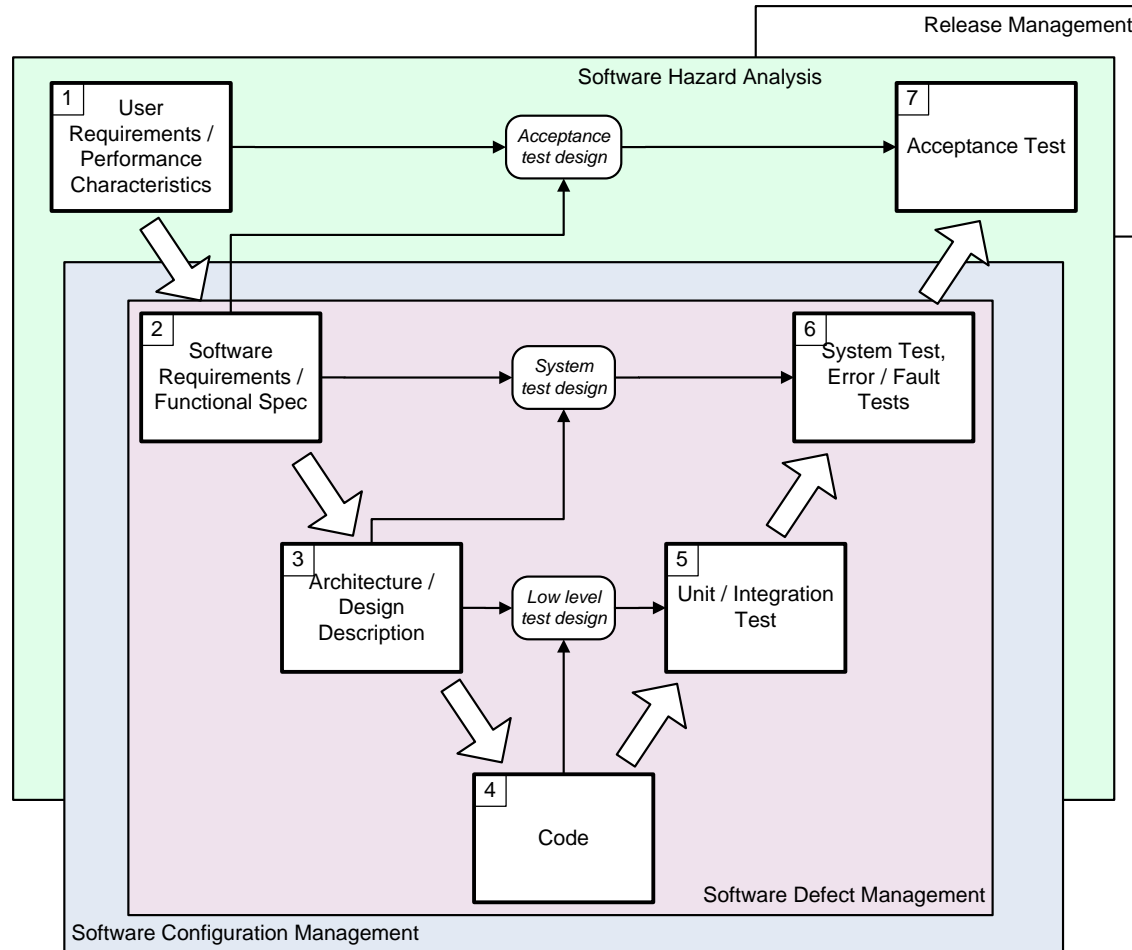
## Points to counter:

- Lack of defined requirements
- Lack of structured review/release cycles
- Lack of documentation

## Advantages to offer:

- Ability to resolve incomplete / conflicting requirements
- Ability to reprioritize requirements (mitigations) as system takes shape
- Many chances to identify hazards (controls not frozen too soon)

# Know your SW lifecycle



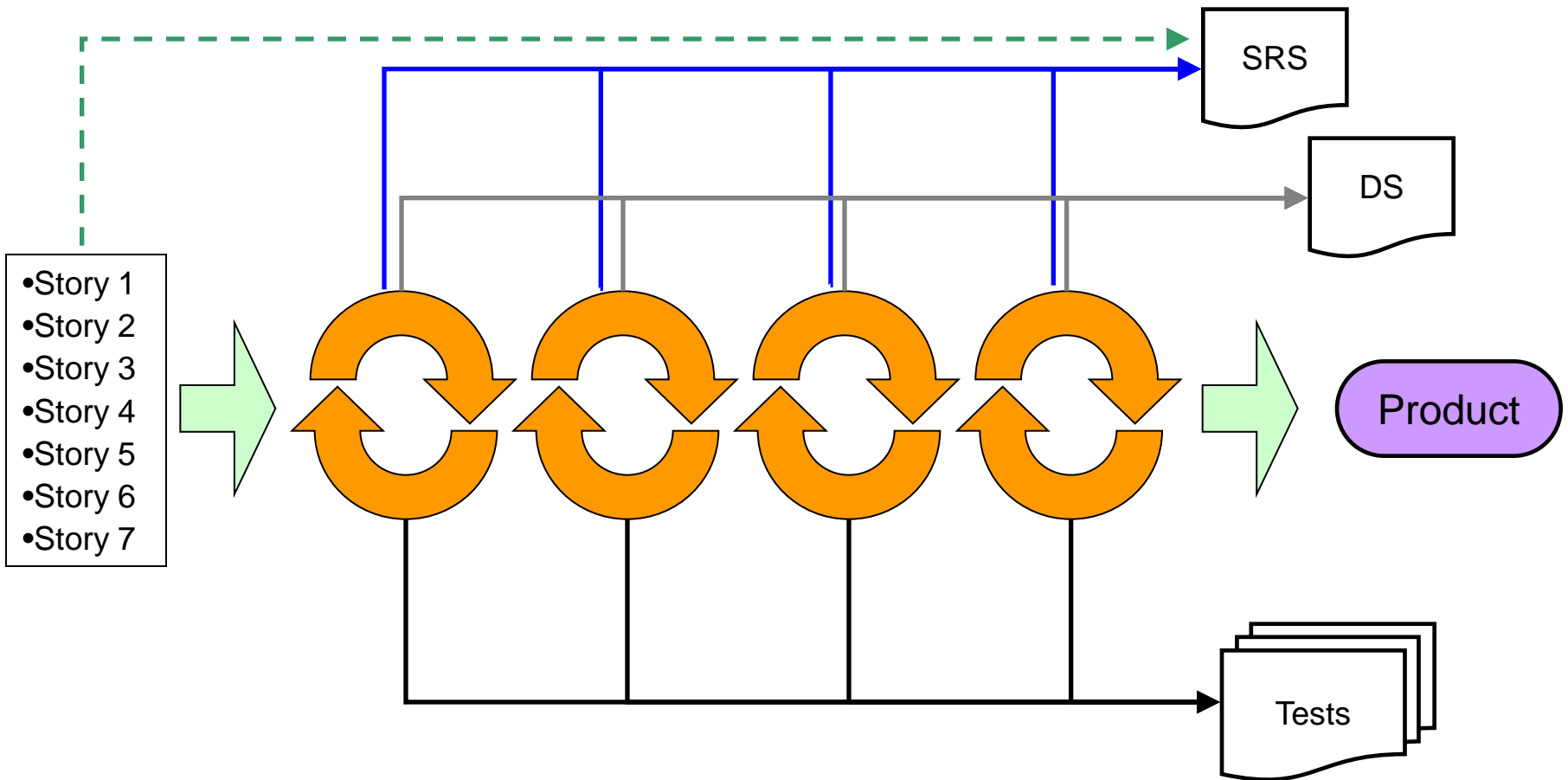


# Document Effectively but Flexibly

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- SOPs: focus on deliverables
  - Cover all required areas
  - Specify outputs, not strict order of completion
- Development outputs: focus on information
  - Requirements, architecture/design, hazard analysis
  - View as deliverables rather than process support
  - Consider nontraditional form if this makes information capture easier or more automatic

# Capture knowledge as work proceeds





# Use appropriate tools

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- Initial user stories – may simply be index cards
- Requirements manager as they're elaborated
- Unit test harness
- Code-comment document extraction
- User-focused functional / system test engine – best if tied to requirements, e.g. FitNesse





# Don't forget communication

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- With customer / product owner – for input and ongoing feedback
  - Iter. end Demo; discussions during iteration
- Among team members – frequent but brief, to build team dynamics
  - Daily stand-up meeting; team room conversations
- With management – to show progress and build trust
  - Information radiators; Iter. end Demo



# Questions?

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# Jump out of the Waterfall: Lean Principles in Med Device SW Development

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# What Do Defect Outcomes Suggest?

Team	Defects/Function Point	
Follett Software <sup>1</sup>	0.0128	agile
BMC Software <sup>1</sup>	0.048	agile
GMS <sup>2</sup>	0.22	agile
Industry Best <sup>3</sup>	2.0	traditional
Industry average <sup>3</sup>	4.5	traditional

1 Computed from data reported in Cutter IT Journal, Vol. 9, No. 9 (Sept 2008), page 10

2 “Newbies” paper presented at Agile 2006. See “References” slide for full citation.

3 Capers Jones presentation for Boston SPIN, Oct., 2002



# Case 1: Clinical Trial Tool

- Presented at Drug Information Assn annual mtg, June 09
- Collaborative development of data system for use in clinical trial
- Initial requirements written for RFP; project began ~11 months later (changed!)
- Initial goals (user stories) elaborated into lightweight form of Use Cases
- Elaborating also created RBE (requirements by example) which resulted in a form of system test script
- Design frozen only just before final iteration;  
Requirements frozen only after final iteration

Source: Vogel, DIA 2009.



# CT Tool Approaches

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- Each feature in an iteration designed/built based on one or more RBE
- Feature “Done” includes automated unit & system tests – no Big Bang testing at the end
- RBE is directly automated; all automated unit / system tests run regularly
- By start of UAT, had generated documentation equivalent to a traditional waterfall project – finalizing was relatively quick because of interim reviews
- Virtually no defects in UAT because of ongoing testing and review

Source: Vogel, DIA 2009.



# CT Tool Lessons Learned

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- Design changes even more than requirements and tests, so agility is key
- Create just enough design to *responsibly* start coding
- The more test driven, the less design documentation needed. Test driven = extensive unit test automation
- Active collaboration (biz analysts, testers, developers, and compliance) to create & automate RBE was powerful
- Automated, comprehensive system test freed test & compliance staff to focus on higher value activities

Source: Vogel, DIA 2009.





## Case 2: Device Software

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- Authors compared two projects (one Agile, one not): found that Agile gave lower cost, shorter development time, better accommodation of change, better test cases, and higher quality
- Used FDA's concept of "least burdensome approach" as part of their justification for using the Agile method
- Considered risk as integral part of development
- Iterative approach helped manage scope and limit feature creep

Source: Jenks & Rasmussen, Agile 2009.





## Case 2: Comments

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### Developer:

“Control what you know, don’t let it control you.”

### Client:

“At time of commercial launch, a number of features, once thought to be essential, were not included. Some were deferred as long as three years. Nonetheless, the product was considered highly successful and trading off nice to have features for three years of sales is an easy choice.”

Source: Jenks & Rasmussen, Agile 2009.



# Case 2: Reported Results

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- High visibility – few surprises, able to manage and control
- Cost / duration: Agile project required 20-30% smaller team **and** shorter time, saved 35-50% cost, vs. non-Agile project
- Agile project gave higher quality – fewer overall defects, especially at end of project
- Agile project involved far better work-life balance and team morale (issues surfaced and managed in course of project, not saved for the end)

Source: Jenks & Rasmussen, Agile 2009.





# Questions?

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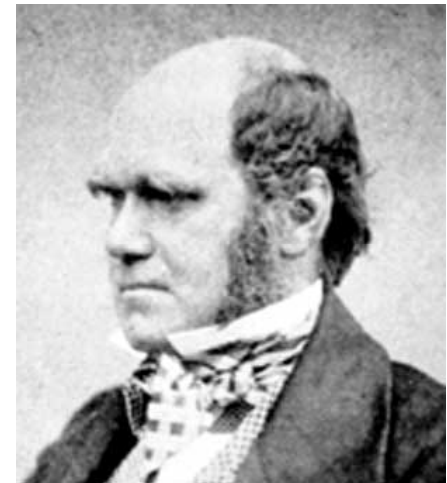


# Quote for the Day

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*“It is not the strongest of the species that survive, not the most intelligent, but the one most responsive to change.”*

- Charles Darwin





# References

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- FDA, CDRH “Software Related Recalls for Fiscal Years 1983-1991” (May 1992)
- Vogel, M. (EMC Consulting), “What it takes to support a Validated Agile Project,” presented at 45th annual meeting of Drug Information Association, San Diego CA, June 2009.
- Jenks, J.R. (AgileTek), and R. Rasmussen (Abbott), “Moving to Agile in an FDA Environment: An Experience Report,” presented at Agile 2009, Chicago IL, August 2009.
- Reeves, Jack W. “What is Software Design?” C++ Journal, 1992. <http://www.bleading-edge.com/Publications/C++Journal/Cpjour2.htm>
- “Newbies” paper full citation: Nancy Van Schooenderwoert, “Embedded Agile Project By the Numbers with Newbies” presented at Agile 2006, Minneapolis MN, July 2006
- Michael Mah “How Agile Projects Measure Up, and What This Means to You”, Cutter IT Journal, Vol. 9, No. 9 (Sept 2008), for data on BMC and Follett Software projects.
- Capers Jones, “Software Quality in 2002” presentation for Boston SPIN, Oct 2002. See <http://www.boston-spin.org/talks.html#yr2001>



# Recommended Reading

---

- *Implementing Lean Software Development* by Mary & Tom Poppendieck
- *Leading Lean Software Development* by Mary & Tom Poppendieck
- *Release It!* By Michael Nygard
- Weyrauch, Kelly, “Safety-Critical. XP Rules.”, *Better Software*, July/August 2004.
- *The Elegant Solution* by Matthew May
- *The Goal* by Eliyahu Goldratt



# FDA Safety References

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- FDA: Design Control, Medical Devices (March 11, 1997)  
<http://www.fda.gov/cdrh/comp/designgd.html>
- FDA: General Principles of Software Validation (Jan 11, 2002)  
<http://www.fda.gov/cdrh/comp/guidance/938.html>
- FDA: Premarket Submissions, Software Contained in Medical Devices (May 11, 2005)  
<http://www.fda.gov/cdrh/ode/guidance/337.html>
- FDA: Off-The-Shelf Software Use in Medical Devices (Sep 9, 1999)  
<http://www.fda.gov/cdrh/ode/guidance/585.html>
- FDA: Cybersecurity for Networked Medical Devices, OTS Software (Jan 14, 2005)  
<http://www.fda.gov/cdrh/comp/guidance/1553.html>
- FDA draft guidance: Radio-Frequency Wireless Technology in Medical Devices (Jan 3, 2007)  
<http://www.fda.gov/cdrh/osel/guidance/1618.html>



# Other Safety / Quality References

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- AAMI TIR32:2004 Medical device software risk management
- IEC 60812:2006 (2<sup>nd</sup> ed) Analysis techniques for system reliability – Procedure for failure mode and effects analysis (FMEA)
- IEC 60601-1: 2005 (3<sup>rd</sup> ed) Medical electrical equipment – Part 1: General requirements for basic safety and essential performance  
*(60601-1-4 “Programmable Electrical Medical Systems” is available standalone, but will not be in the future)*
- IEC 62304:2006 Medical Device Software – Software Life Cycle Processes
- ISO 13485:2003 (2<sup>nd</sup> ed) Medical devices – Quality management systems – Requirements for regulatory purposes
- ISO 14971:2007 (2<sup>nd</sup> ed) Medical devices – Application of risk management to medical devices





# Contact Information

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<http://www.shoobarassoc.com>



# Advanced Topics

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- Creative work on a deadline!?!
  - Tue 10:30-11:00 AM
- What about documentation?
- Why we measure in “story points”
- Using “planning poker” for estimating
- “Epic points” for quick forecasting in large projects (>2 y)
  - Tue 4:45-5:00 PM
- Specific practices for lean H/W development
- Job roles in a lean-agile team