Lecture 7: Risk and Mistakes

17-313 Fall 2022

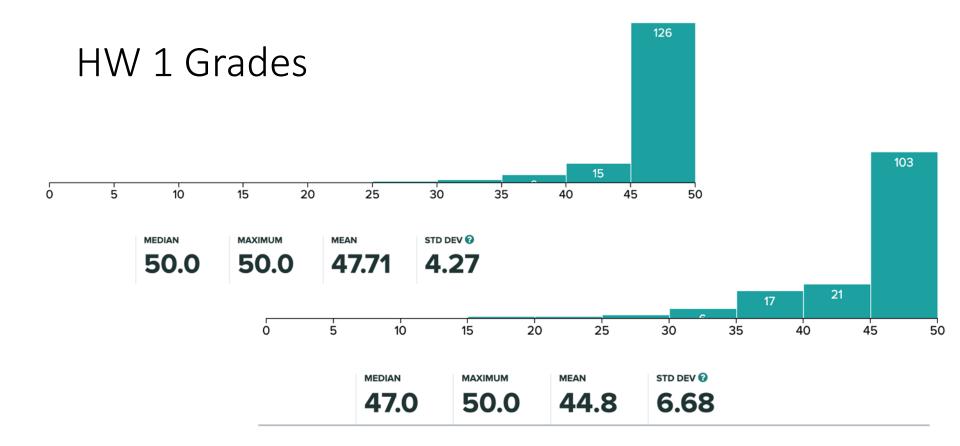


Learning Goals

- Learn to discuss risk in a project
- Strategize about ways to mitigate risk
- Learn to get early feedback to reduce risk
- Find ways to catch our technical errors

Administrivia

- Reminder: HW2 get feedback from TAs
- Participation activity: teamwork survey due Friday
- Repos will be public for HW 3
- HW 1 Grades Posted
- Statue of limitations for HW regrades is 1 week
- Participation activity to prepare for Class Thursday. Bring your laptop on Thursday.





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RESEARCH

Risk



Risk



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Definition: Risk

Risk is a measure of the potential inability to achieve overall program objectives within defined cost, schedule, and technical constraints.



institute for SOFTWARE nrow, E. 2003, REffective Risk Management-sonne Reys of Success, 2nd ear, Reston, SA, USA, American Institute of Aeronautics and Astronautics (AIAA).

Risk is defined by two key components





The probability (or likelihood) of failing to achieve a particular outcome

The consequences (or impact) of failing to achieve that outcomes

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Internal vs. External Risk



Risks that we can control



Risks that we cannot control



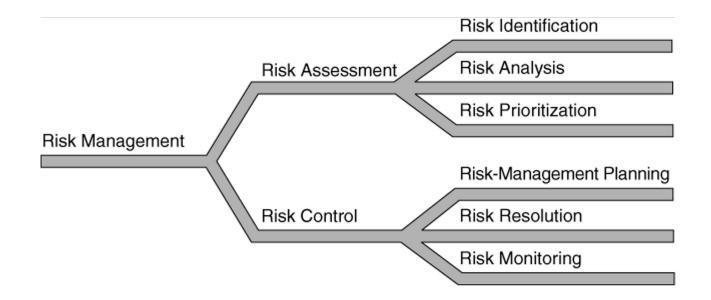
Levels of Risk Management

- 1. Crisis management: Fire fighting; address risks only after they have become problems.
- 2. Fix on failure: Detect and react to risks quickly, but only after they have occurred.
- **3. Risk mitigation:** Plan ahead of time to provide resources to cover risks if they occur, but do nothing to eliminate them in the first place.
- **4. Prevention:** Implement and execute a plan as part of the software project to identify risks and prevent them from becoming problems.
- 5. Elimination of root causes: Identify and eliminate factors that make it possible for risks to exist at all.

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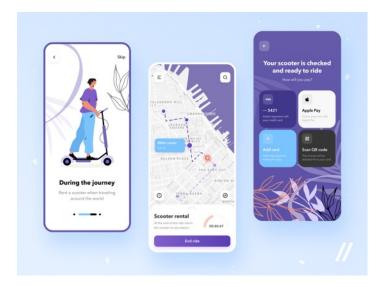
Risk Management





Team Exercise: Risk Identification

• What risks exist for your scooter app?



Risk assessment matrix



TABLE III. Risk assessment matrix

	RISK	ASSESSMENT M	ATRIX	
SEVERITY	Catastrophic (1)	Critical (2)	Marginal (3)	Negligible (4)
Frequent (A)	High	High	Serious	Medium
Probable (B)	High	High	Serious	Medium
Occasional (C)	High	Serious	Medium	Low
Remote (D)	Serious	Medium	Medium	Low
Improbable (E)	Medium	Medium	Medium	Low
Eliminated (F)	Eliminated			



Carnegie Mellon University School of Computer Science MIL-STD-882E
https://www.system-safety.org/Documents/MIL-STD-882E

Aviation failure impact categories

- **No effect** failure has no impact on safety, aircraft operation, or crew workload
- **Minor** failure is noticeable, causing passenger inconvenience or flight plan change
- **Major** failure is significant, causing passenger discomfort and slight workload increase
- **Hazardous** high workload, serious or fatal injuries
- **Catastrophic** loss of critical function to safely fly and land

Risk Analysis

Risk	Probability (%)	Size of Loss (weeks)	Risk Exposure (weeks)
Overly optimistic schedule	50%	5	2.5
Additional features added by marketing (specific features unknown)	35%	8	2.8
Project approval takes longer than expected	25%	4	1.0
Management-level progress reporting takes more developer time than expected	10%	1	0.1
New programming tools do not produce the promised savings	30%	5	1.5
Total			12

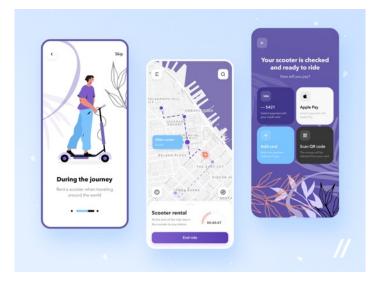


Risk Analysis Estimations

- Size of Loss
 - Use consensus-based approaches that we discussed in previous lecture
- Probability
 - This is much harder to estimate!
 - Use a group-consensus approach (e.g., Planning Poker)
 - Use adjective calibration: Label each risk as "Very likely", "Likely", "Somewhat likely", "Unlikely", then convert labels into approximate quantitative values.

Exercise: Risk Analysis

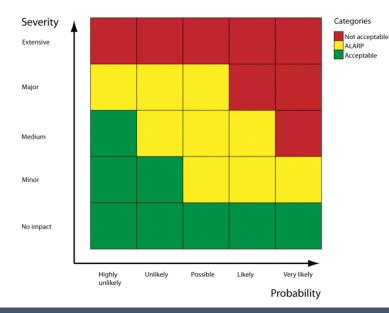
• What is the risk severity for your scooter app?



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Risk Prioritization Focus on risks with the highest exposure





Risk Control

- What steps can be taken to avoid or mitigate the risk?
- Can you better understand and forecast the risk?
- Who will be responsible for monitoring and addressing the risk?
- Have risks evolved over time?
- Bake risks into your schedule
 - Don't assume that nothing will go wrong between now and the end of the semester!

DECIDE Model

ACTION OF THE STREET OF THE ST

Estimate the significance of the action

Detect that the action necessary

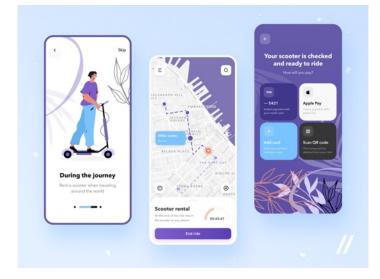
Choose a desirable outcome

dentify actions needed in order to achieve the chosen optionDo the necessary action to achieve changeEvaluate the effects of the action

https://www.faa.gov/regulations_policies/handbooks_manuals/aviation/media/FAA-H-8083-

Discussion: Risk Elimination and Mitigation

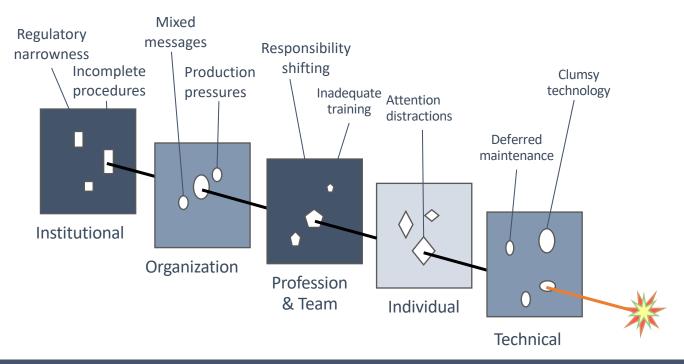
• How can you eliminate/mitigate risk for your scooter app?



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The Swiss cheese model

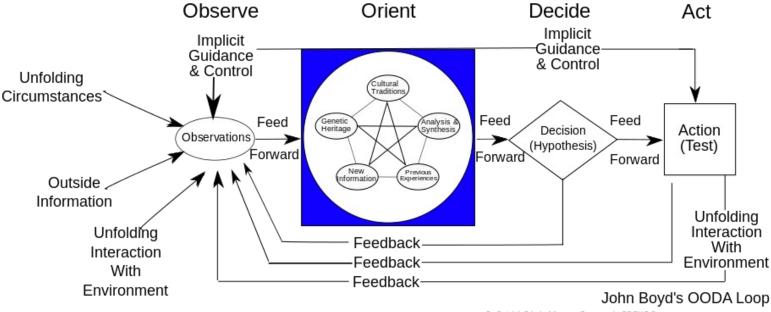




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Modified from Reason, 1999, by R.I. Crool

OODA Loop



By Patrick Edwin Moran - Own work, CC BY 3.0, https://commons.wikimedia.org/w/index.php?curid=3904554



No matter what you do

• Some idiots won't follow your rules S



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Pre-mortems

 "unlike a typical critiquing session, in which project team members are asked what *might* go wrong, the premortem operates on the assumption that the 'patient' has died, and so asks what *did* go wrong."

Performing a Project Premortem

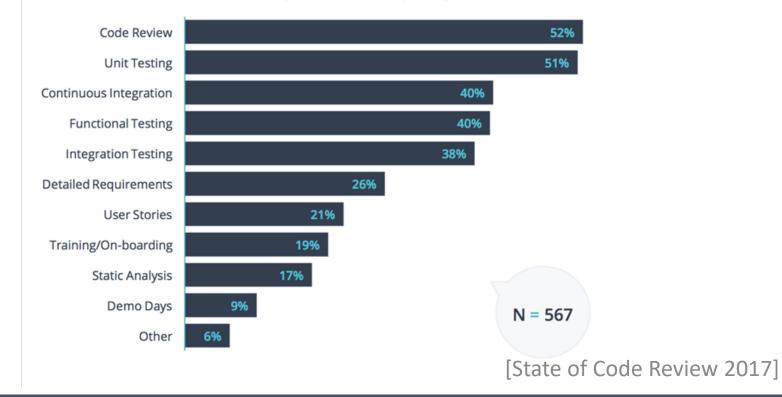
by Gary Klein From the Magazine (September 2007) f in C E G Tweet Post Share Save Buy Copies Print

Summary. Reprint: F0709A In a premortem, team members assume that the project they are planning has just failed—as so many do—and then generate plausible reasons for its demise. Those with reservations may speak freely at the outset, so that the project can be... **more**

What are things that can go wrong?

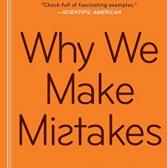


What do you believe is the number one thing a company can do to improve code quality?





Why do we make misakes?



HOW WE LOOK WITHOUT SEEING, FORGET THINGS IN SECONDS, AND ARE ALL PRETTY SURE WE ARE WAY ABOVE AVERAGE

JOSEPH T. HALLINAN



Generalization

 ...in the words of psychologist Tom Stafford, we can't find our typos because we're engaging in a high-level task in writing. Our brains generalize simple, component parts to focus on complex tasks, so essentially we can't catch the small details because we're focused on a large task.

https://medium.com/swlh/why-we-miss-our-own-typos-96ab2f06afb7



Boredom can give rise to errors, adverse patient events, and decreased productivity—costly and unnecessary outcomes for consumers, employees, and organizations alike. As a function of boredom, individuals may feel over-worked or under-employed, and become distracted, stressed, or disillusioned. Staff who are bored also are less likely to engage with or focus on their work.

Original Articles Boredom in the Workplace: Reasons, Impact, and Solutions

Michelle Cleary 🐱 , PhD, RN, Jan Sayers , PhD, RN, Violeta Lopez , PhD, RN & Catherine Hungerford , PhD, RN Pages 83-89 | Received 24 Jun 2015, Accepted 13 Aug 2015, Published online: 10 Feb 2016

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66 Download citation 2 https://doi.org/10.3109/01612840.2015.1084554

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Abstract

Boredom in the workplace is not uncommon, and has been discussed widely in the academic literature in relation to the associated costs to individuals and organizations. Boredom can give rise to errors, adverse patient events, and decreased productivity—costly and unnecessary outcomes for consumers, employees, and organizations alike. As a function of boredom, individuals may

Related rese



Boredom at work spillover model of work motivation boredom >



Cognitive Load

 ..." students who switch back and forth between attending to a classroom lecture and checking e-mail, Facebook, and IMing with friends"



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	^{b,c} , Nicholas J. Cepeda ^{b,c,*}	

ARTICLE INFO

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BSTRACT

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Can we remove human error?



catch Can we remove human error?

Can we catch human error before we ship our code?

Can we automate tasks to prevent problems?

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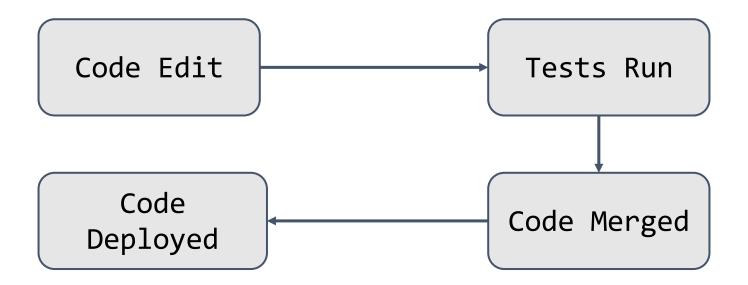
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CI/CD Pipeline overview





Continuous Integration:

Catch mistakes before you push your code!



History of Cl





(2000) Martin Fowler posts "Continuous Integration" blog

©cruisecontrol. (2001) First CI tool





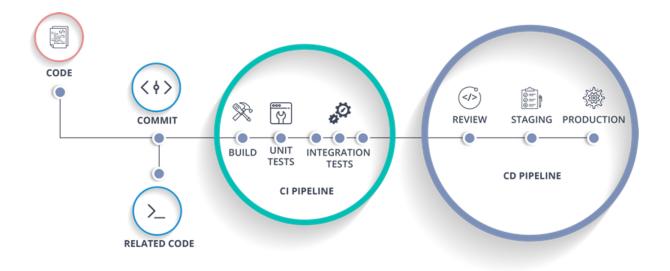
(2019) GitHub Actions



Sample CI Workflow

- Create Pull Request
- GitHub tells Travis CI build is mergeable
- It builds and passes tests
- Travis updates PR
- PR is merged

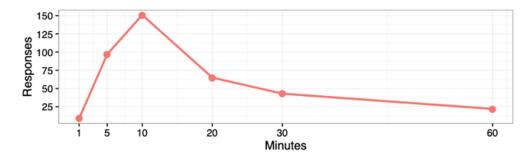
Example CI/CD Pipeline







"My favorite way of thinking about build time is basically, you have tea time, lunch time, or bedtime..."





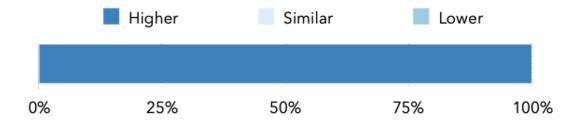
Developers say:

CI helps us catch bugs earlier CI makes us less worried about breaking our builds CI lets us spend less time debugging

"[CI] does have a pretty big impact on [catching bugs]. It allows us to find issues even before they get into our main repo, ... rather than letting bugs go unnoticed, for months, and letting users catch them."



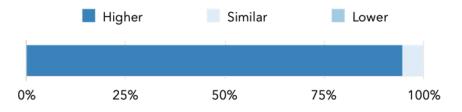
Do developers on projects with CI give (more/similar/less) value to automated tests?





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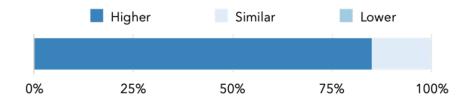
Do projects with CI have (higher/similar/lower) test quality?





Do developers on projects with CI give (more/similar/less) value to automated tests?

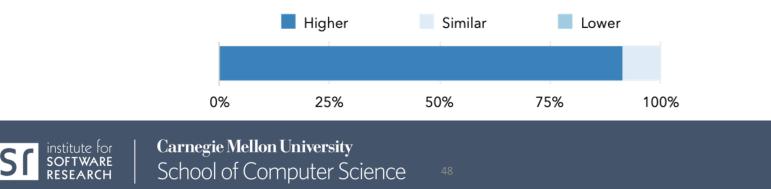
Do projects with CI have (higher/similar/lower) test quality? Do projects with CI have (higher/similar/lower) code quality?



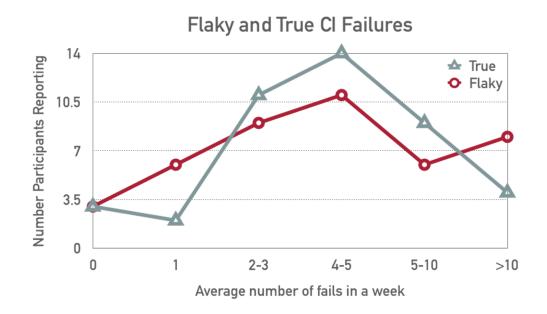


Do developers on projects with CI give (more/similar/less) value to automated tests?

Do projects with CI have (higher/similar/lower) test quality? Do projects with CI have (higher/similar/lower) code quality? Are developers on projects with CI (more/similar/less) productive?



Challenge: Flaky Tests



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Observation

CI helps us catch errors before others see them



Risk Analysis:

- Probability a human makes a mistake: Very Likely
- Severity: ranges, but could be extensive

Solution:

Use CI to catch your mistakes, make you look better, and mitigate your risks!

