
OSCAR IPT/Bold Stroke Open Systems Lessons Learned

Prepared by the OSCAR IPT for:

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Open Systems Joint Task Force

Lessons Learned Agenda

0900-0915 Welcome (D. Weissgerber/J. Wojciehowski)

0915-1045 OSCAR Program (D. Weissgerber)

Early Expectations & Assumptions

Actual Experiences

1045-1100 Break

1100-1130 OSCAR Hardware (B. Abendroth)

1130-1145 Tools (C. Hibler)

1145-1200 Summary (D. Weissgerber)

1200-1300 Lunch

Lessons Learned Agenda

- 1300-1400** ***Bold Stroke***
- OASIS (D. Seal)***
- Cost Performance & Metrics (E. Beckles)***
- 1400-1500** ***Open Discussions***
- 1500** ***Closing Remarks (D. Weissgerber/J. Wojciehowski)***

Boeing Open Systems Status

Products

- OC1.1 and OC1.2 OFPs

Status

- I-6 Flight Test

COTS

- DY-4 PowerPC Processor

OFP Architecture

- OOD / C++



Products

- H1, H2 and H3 OFPs

Status

- H1 Build 2 flight test - Aug. '00

COTS

- DY-4 PowerPC Processor
- HI Image Processing
- Fibre Channel Network

OFP Architecture

- OOD / C++



Common Products

- HOL OFPs
- DOORS
- ROSE
- TORNADO (WindRiver)
- Gen Purpose Processor
- Image Proc. Module

Products

- COSSI AMC variant H/W
- Stage 1 functionality OFP

Status

- CDR upcoming

COTS

- DY-4 PowerPC Processor
- HI Image Processor

OFP Architecture

- OOD / C++



Products

- EMD OFP
- Suite 5 OFP

Status

- EMD Go-Ahead - May '00

COTS

- DY-4 PowerPC Processor
- HI Image Processor

OFP Architecture

- Ada / C++ / C



Boeing's Previous System Arch Lesson Learned Case Studies

- ***Software Modification/Maintenance Costs Are a Significant Recurring Investment***
- ***Must Break the Block Upgrade Paradigm Made Necessary by the Tight Coupling Between OFPs and Specific H/W Configurations***
- ***Assembly Language OFPs Have Become Increasingly Unstructured Through Many Upgrade Iterations***

OSCAR IPT Open System Lesson Learned Analysis

- ***Represents a Snapshot-In-Time***
 - *Where We've Been*
 - *Where We Are*
 - *Where We're Going*
- ***Compiled by the Engineers Working the Issues***
 - *Analysis of Key Impact Areas*
- ***Identifies Current Top 10 OSCAR Lessons Learned***
- ***Provides a Basis for Future Lessons Learned Comparisons/Analysis***

AV-8B OSCAR Principles

- ***Follow US DoD Directive For Acquisition Reform***
 - *Apply Revised DoD Directive 5000 (dated 15 Mar 96)*
 - *Commercial Business Philosophy*
 - *Performance Based Specs vs Procurement Specs*
- ***Insert Commercial Technologies***
 - *COTS Hardware*
 - *COTS Software Development Environment*
- ***Reduce Life Cycle Cost***
- ***Apply Open System Architecture***
 - *Emphasis on Non-Proprietary Hardware and Software*
 - *Object Oriented Design and High Order Language*
 - *Software Independent of Hardware*
- ***Increase Allied Software Development Workshare***

Review of Early Expectations

- ***OSCAR's Goals***
 - ***Reduce Life Cycle Support Cost of Software Upgrades
(Cost Savings to be Realized during 3rd Block Upgrade)***
 - *Shortened OFP Development Cycle*
 - *Reduce Rework in Dev Cycle & DT/OT*
 - *Reduce Regression Testing in OC1.2
(OC1.1 set baseline)*
 - ***Leverage Commercial Technology***
 - ***Incorporate an Open Architecture Concept***
 - ***No Reduction in System Performance***

Review of OSCAR Open System Assumptions

- ***Implementation of Open Systems H/W and S/W Requires Up-Front Investment***
 - *Recoupment Within 2-3 Updates to the S/W*
- ***Open System Computing H/W is Based on Commercial Standards***
 - *Promotes Competition*
 - *Takes Advantage of Commercially Driven Requirements for Technology Insertion*
- ***LCC Analysis Shows a 30-40% Cost Reduction in Core Computing H/W and S/W Development but not necessarily applicable to System Integration/Test of Multi-Sys Block Upgrades***

Review of OSCAR Open System Assumptions (cont.)

- ***OSCAR and Open Systems Computing Does Not Affect Tasks Associated with the Airframe or Flight Qualification of New Weapons/Capabilities***
- ***Two-Level Maintenance Concept Philosophy Will Reduce LCC and Increase Operational Availability***
- ***OSA provides Arch for a Plug-and-Play Trainer Concept***
- ***With OSCAR as First Large Scale Implementation of Open Systems and Object Oriented S/W:***
 - ***Reluctance to Fully Realize the Cost Benefits Until OSCAR is Fielded and all the Data Collected and Analyzed***

Review of OSCAR's Open System Assumptions (cont.)

- ***OSCAR's Open System Architecture Will Make Incremental Upgrades Possible by Decoupling H/W and S/W (I.e., MSC-750-G4)***
- ***Commercial Off-The-Shelf Products can be Directly Incorporated with Minimal Development Costs***
 - *Multi-Vendor Support Ensures Competitive Procurement Costs*
- ***Software LCC Savings are Derived from the High Degree of Modularity Envisioned***
 - *Less Than Half the Regression Test and Re-Qual Effort of Today*

Data & Metrics Currently Collected

- ***SPI***
- ***CPI***
- ***Requirements -- System & software levels, stability index***
- ***SLOC -- Estimates vs. actuals, productivity factor***
- ***Classes***
- ***Peer Review***
- ***TWD -- Development & ground test execution***
- ***Flight Test -- flights, test points, analysis***
- ***Problem Reports - various flavors***
- ***Throughput & Memory Spare***
- ***Hardware Performance***
- ***Risk***

Initial Expectations for Metrics

- ***SPI -- Identify an immediate schedule problem***
- ***CPI -- Control overspending, identify underruns***
- ***System & Software Requirements -- Track the development to plan and identify any Growth***
- ***Requirements Stability -- Control requirements growth***
- ***SLOC Actuals vs. Estimated -- Control growth and 'gold-plating'***
- ***Software productivity (Manhrs/SLOC) -- Improve efficiency within which software is produced***
- ***Classes Actuals vs. Planned To Date -- Indication of performance to schedule***
- ***Peer Review -- Capture errors before the product is delivered***

Initial Expectations of Metrics

- ***TWD Development & Ground Test -- Readiness of test team to support system level test phase***
- ***Problem Reports -- Quality of the software & where are problems found***
- ***Throughput/Memory -- Keep software within the bounds of hardware performance***
- ***Risk -- Control risks & be prepared to act quickly if they materialize***

What Metrics Actually Provided

- CPI -- New functionality Costs More Than Legacy

New Functionality

OSCAR OC1.1 PERFORMANCE STOP LIGHT CHART

REV ENGNG ZPTERM	TEAM	TEAM LEADER	SVdelta	CVdelta	SV	CV	SQI	SCI	AGI	BAC	EAC
GRAND TOTAL			348	554	17,859	12,361	99.2	0			
TOTAL CONVERSION (TCLBS)	H00						0	0			
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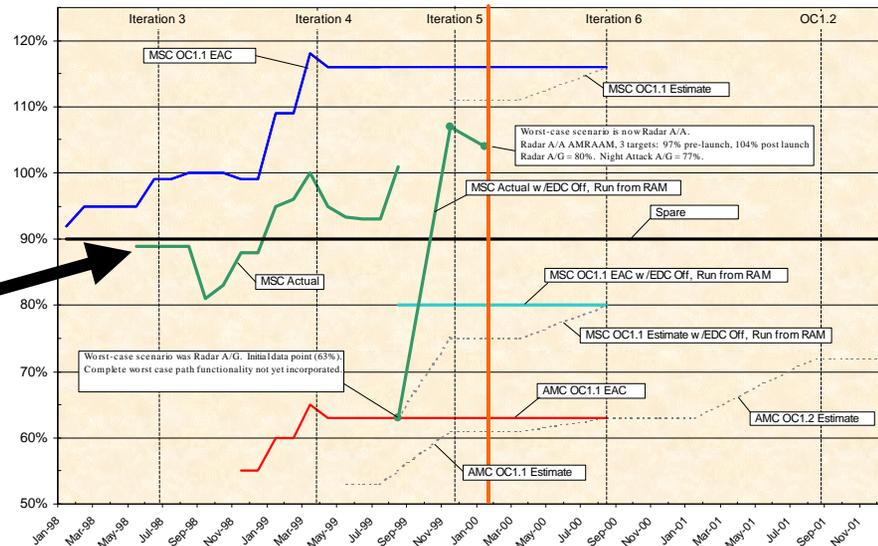
What Metrics Actually Provided

- ***System Requirements - No Changes Resulting From OO/C++ Development***
 - *Level Of Detail & Complexity Commensurate With Assembly*
 - *OO Makes Traceability To Code Is Difficult (see other chart)*
- ***Requirements Stability -- good to show what's moving through the system, but don't really know how many requirements and corresponding code/tests are affected (traceability)***
- ***Risks -- hard to maintain a monthly review juggling schedules, but good tool to keep on top of issues, when High risks are identified - resources are focused on them***
 - *Engineers tend to set risks at HW/SW detail level and not see the top level System Functionality High Risks*

What Metrics Actually Provided

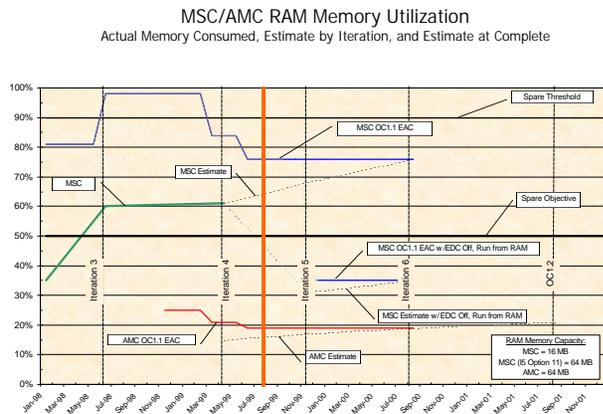
- **Throughput Usage**
 - OO, COTS OS makes throughput consumption difficult to predict

MSC/AMC Throughput Utilization
Actual Throughput Consumed, Estimate by Iteration, and Estimate at Complete

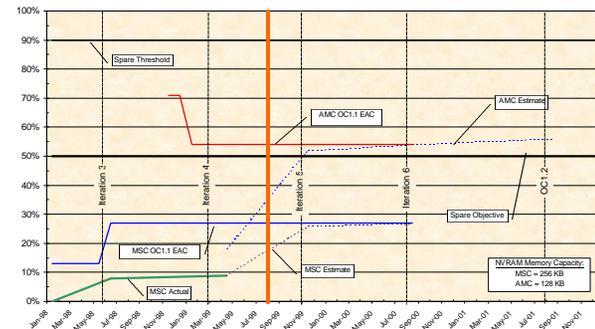


Predicted Usage

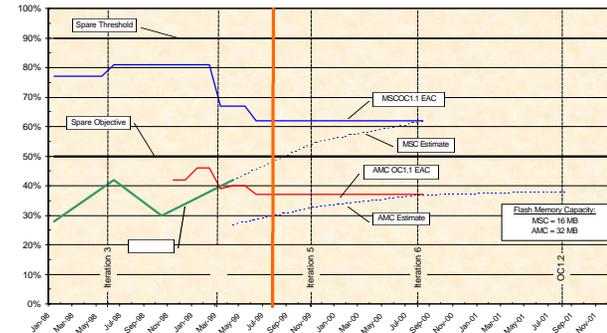
What Metrics Actually Provided



MSC/AMC NVRAM Memory Utilization
Actual Memory Consumed, Estimate by Iteration, and Estimate at Complete



MSC/AMC Flash Memory Utilization
Actual Memory Consumed, Estimate by Iteration, and Estimate at Complete

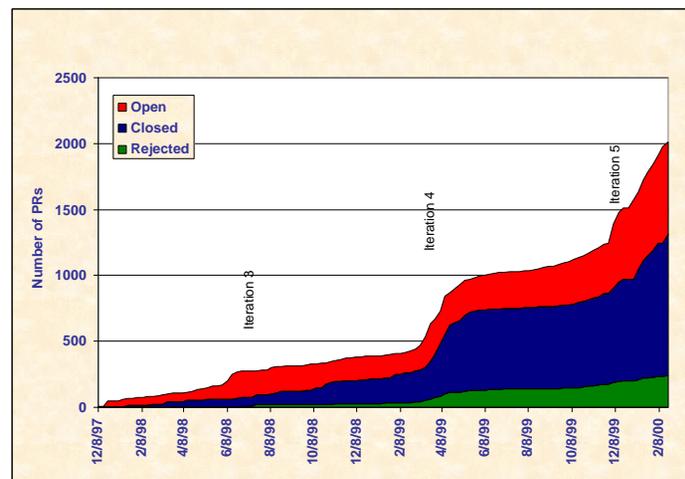


- **Memory Usage**
 - Consumption can be predictably scaled from assembly language implementation

What Metrics Actually Provided

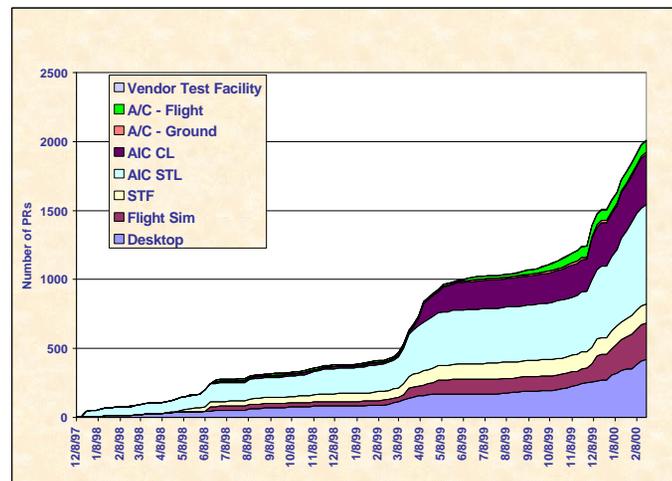
Problem Reports -- Open/Closed/Rejected

- OO/C++ enables trained developers with Tools to rapidly diagnose and correct anomalies.



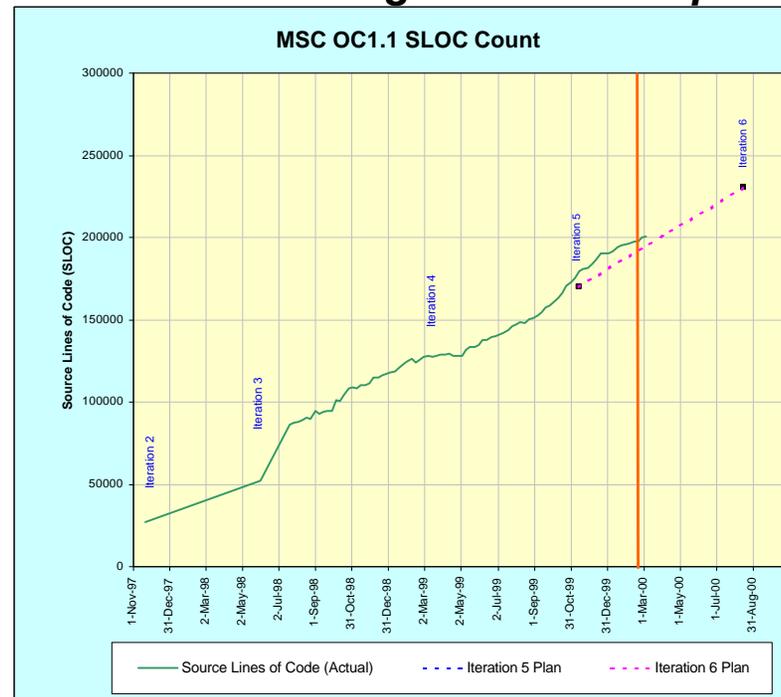
What Metrics Actually Provided

- **Problem Reports - Where Found**
 - **DTE Saves Time & Money**
 - **Provides a “Software Test Facility” on every desktop**
 - **Less problems found in flight than Legacy OFP**



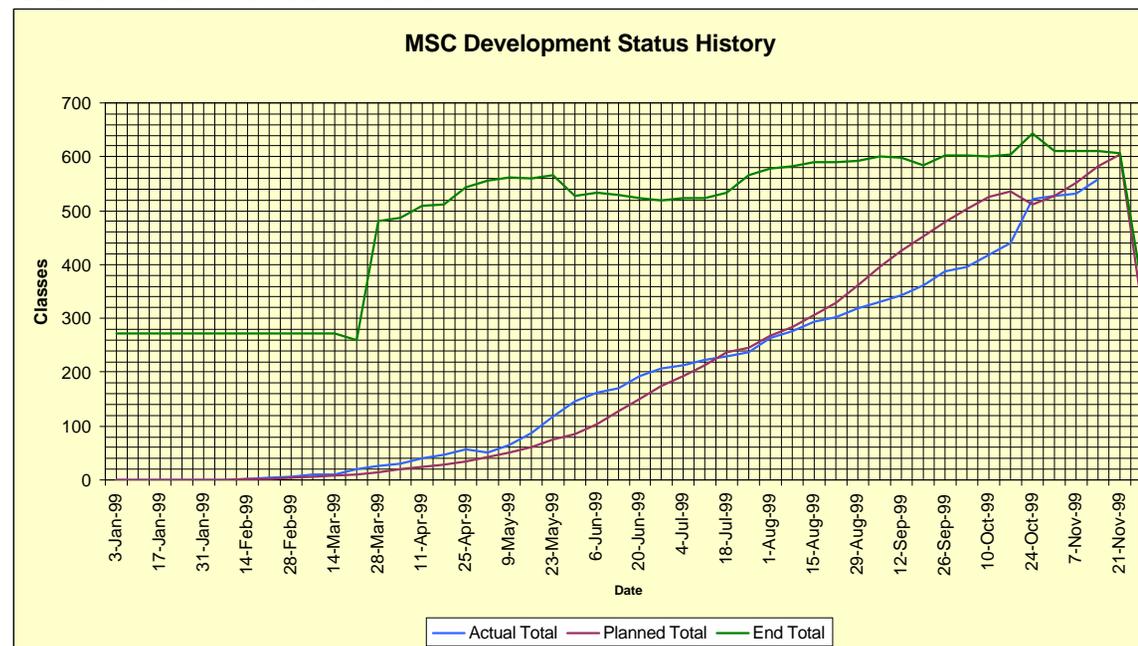
What Metrics Actually Provided

- **SLOC**
 - Not very useful
 - Some code “auto”-generated by 4th generation tools
 - Poor unit for estimating resources required



What Metrics Actually Provided

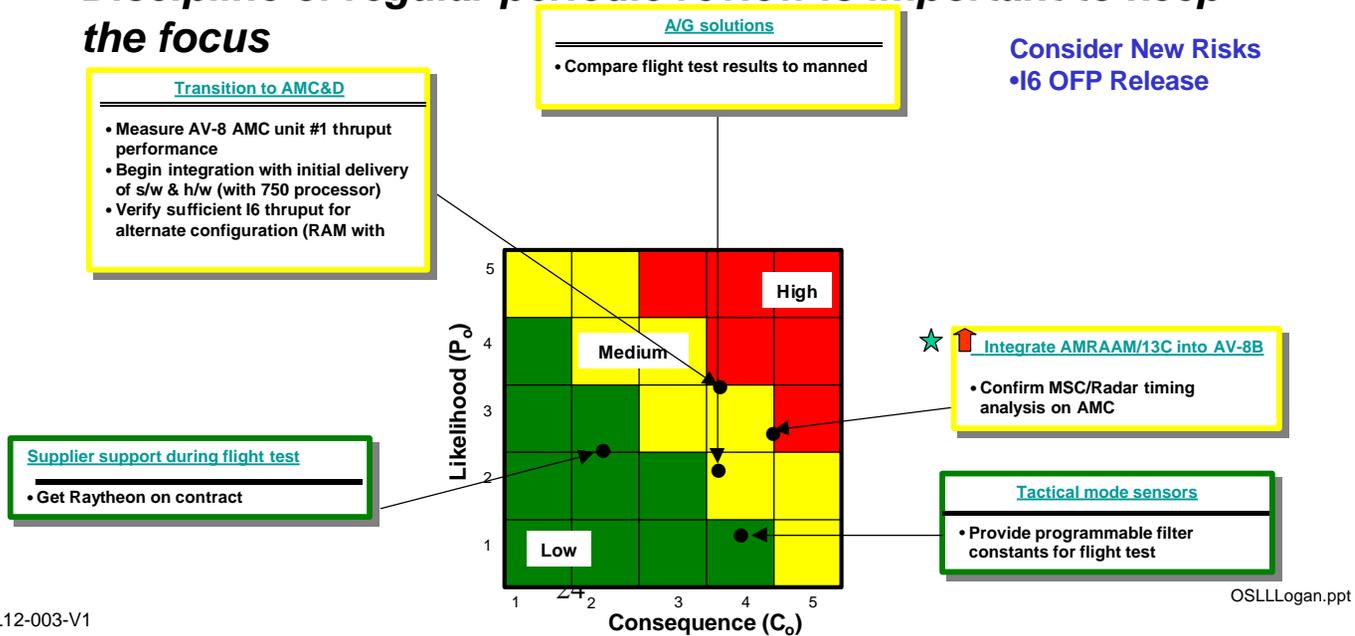
- **Classes**
 - **Best measure of development progress**
 - *Similar to function points*
 - *SLOC difficult to estimate*



What Metrics Actually Provided

- **Risk**

- Good tool to keep on top of issues but can bring too much Political help
 - When high risks are identified -- resources are focused on them
- Discipline of regular periodic review is important to keep the focus



Summary of OS Lessons Learned For Currently Collected Metrics

- ***SPI -- Watch The Details***
- ***CPI -- New functionality Costs More Than Legacy***
- ***System Requirements - No Changes For Assembly
– Traceability To Code Is Difficult***
- ***TWD Development -- Same as in Traditional
Development***
- ***SLOC count -- Not as Useful for OO/C++
Development Tracking***
- ***Classes -- Good Indicator of Development Progress***

Summary of OS Lessons Learned For Currently Collected Metrics

- ***Problem Reports - Total -- OO/C++ a Benefit to Problem Resolution***
- ***Problem Reports - Where found -- DTE Saves Time & Money***
- ***Throughput Usage - OO, COTS Makes Prediction Difficult***
- ***Memory Usage - Scaleable from Legacy Development***
- ***Risk - Good Tool to Focus Attention & Resources, if Risk Identification doesn't get too Political***

Technology Challenges

COTS supports the code/debug/unit test stages of development well but many Voids still exist:

- *“Front end” of process*
 - *Model-based tools for requirements/design capture*
 - *Automated configuration and integration of components*
- *“Back end” of process*
 - *Simulation-based testing*
- *Support for hard real-time embedded systems is limited*
 - *Quality-of-service requirements expression/guarantees*
- *Legacy system constraints*
 - *Infusing new technology into resource-limited, “closed” systems*
- *High Integrity System development technologies*

Cultural Challenges

- **Acquisition culture presents impediments as well**
 - **“Silo” approach to planning/funding system modernization**
 - **“Wasn’t invented here” mindset in programs**
 - **Inability to trade front-end investment for life-cycle returns, even when business case is compelling**
 - **Synergy with COTS industry will always be limited without cultural transformation**
 - **Support structure based on single fielded configuration**
 - **T&E community resistance to tailored re-qualification**

No incentive for multi-platform development

OSA Lessons Learned - Standards

Goal: Use Widely Accepted Commercial Standards

- **Standardize Module Form, Fit, Function and Interface (F³I) to Allow Functional Performance Upgrades**
- **USE COTS Standards for Networks, Processors, Memory, and Operating System**

Reality: Existing Commercial Standards Do Not Typically Accommodate Aerospace Requirements

- **Real Time Operation - Flight Dynamics**
- **Memory Partitioning for Fault Containment**
- **Built-In-Test**

Solution: Modify Commercial Standards Through Active Participation in Standards Bodies

- **ANSI Fibre Channel Avionics Environment (FC-AE)**
- **Modify Commercial STD Common Object Request Broker Architecture (CORBA) for Real-Time Operation**
- **Add Service Layers on Top of Commercial Software Infrastructure**

OSA Lessons Learned - Specifications

Goal: Focus on Specifying Functional/Performance Requirements versus “How To”

- Use Commercial Specs Wherever Possible
- Use Tailored Mil-Specs
- Eliminate Unnecessary “How To” specs

Reality: It is Difficult to Prevent Engineers (Boeing, Customer, and Supplier) From Diving Down Into Too Much Detail

- Commercial Specifications may not match Aerospace requirements
- Additional effort needed to ensure Performance Levels and interoperability Are Achievable

Solution: Need to get a Better Handle on the High Level Performance Requirements

- Develop benchmark application program to validate memory and throughput for COTS processors
- Using a “Performance Prediction Team” to Conduct Simulation and Modeling of Key System Attributes.
- Evaluate Lab Prototype H/W to Gather Data.

COTS Lessons Learned

- ***COTS May Not Work As Well For Your Application As The Application For Which It Was Developed***
- ***COTS Frequently Has Surprises, Especially With Little Used Features***
- ***COTS Documentation May Be Lacking, Or Will Not Tell You How It Will Work In Your System***

Lessons Learned - Diagnostics

- ***Diagnostics Processes/Tools must better address False Alarm Rate***
- ***Supplier must better understand Total Diagnostics Requirements***
 - ***Fault Coverage***
 - ***Fault Isolation***
 - ***False Alarms***
 - ***Failure Reporting & Recording***
- ***Diagnostic System must have integrated on-board and off-board capability that can be updated in a timely manner***

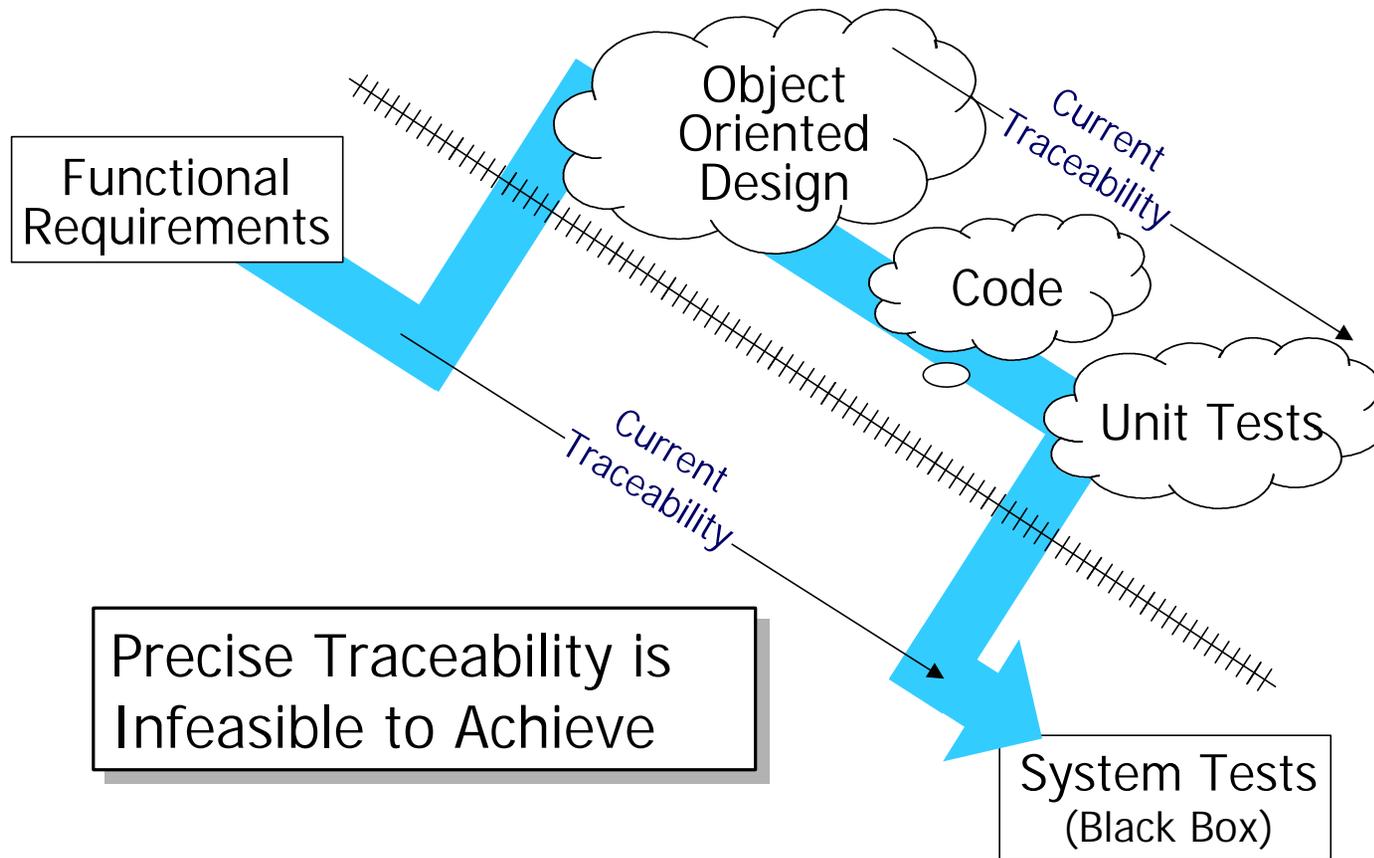
Total System Diagnostics Architecture Must Minimize NFF Occurrences

Lessons Learned - Prototyping

- **Early And Frequent Prototyping Required Throughout The Program**
- **Develop Software Incrementally Utilizing Daily Builds**
- **Complex Functionality needs to be partitioned and implemented early**
- **Verify Design And Ensure API's Meet Needs Of User**
- **Verify Software And Hardware Performing As Expected**

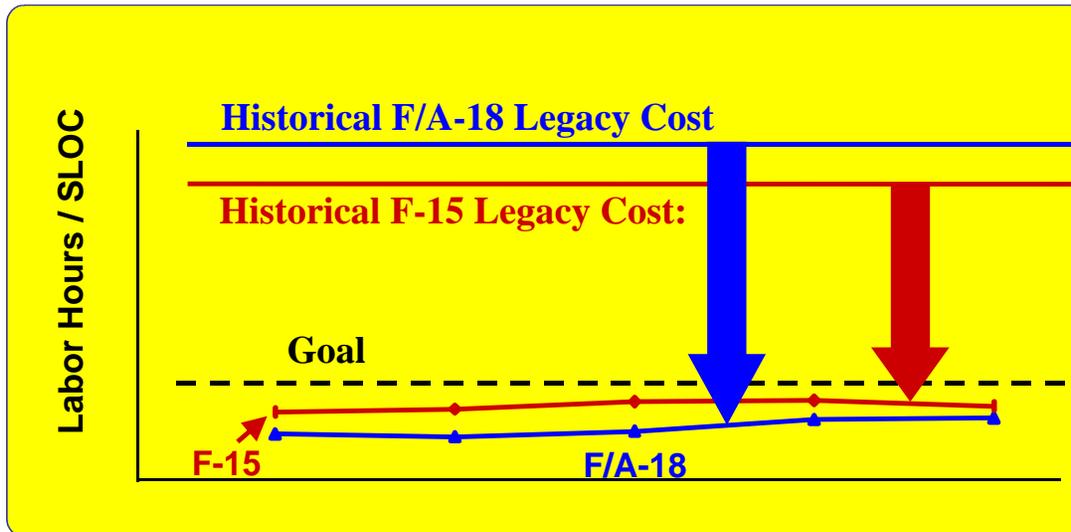
No New Lessons from Legacy Developments

Object Oriented Design in a Functional Decomposition World



Early Returns - Measured Benefit

Cumulative Software Development Productivity

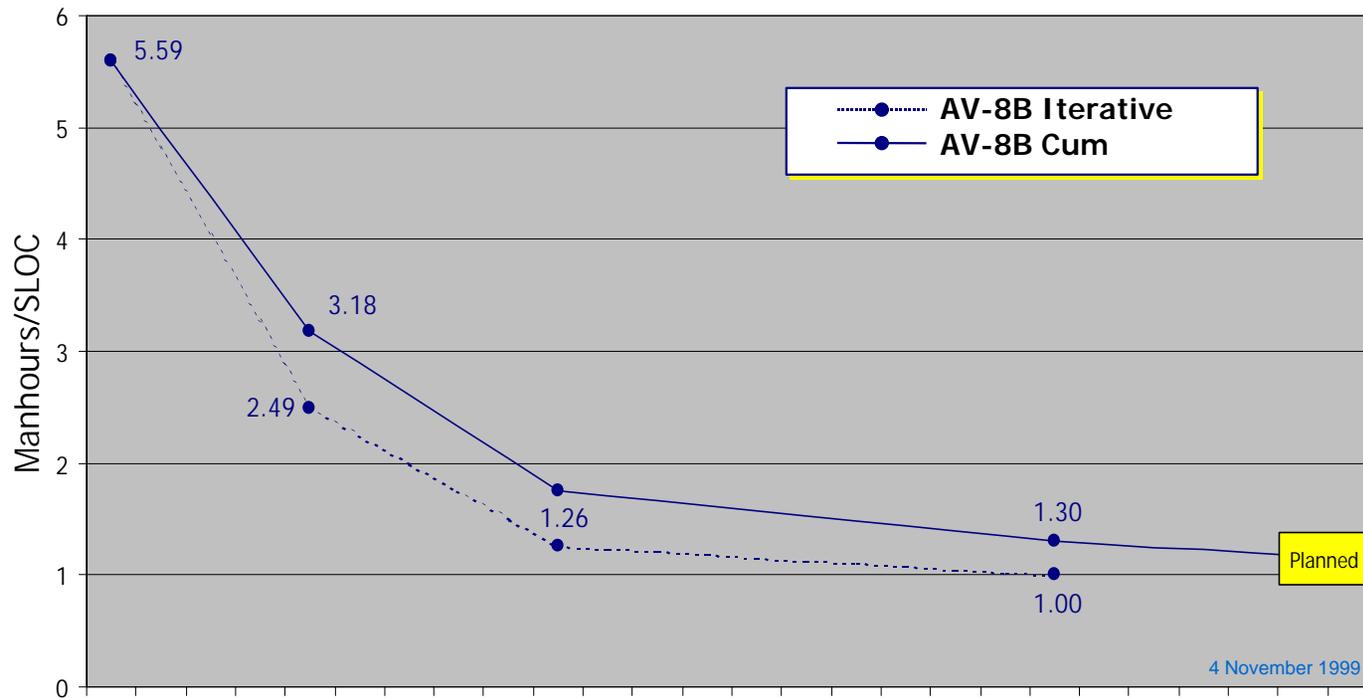


Key Sources of Gain:

- Reuse (of all types)
- COTS Tools
- Change Containment
- Desktop Testing
- High Order Language

Measured Software Development Affordability Improvement

S/W Development Productivity (Hand plus Rose Generated Code)



Lesson Learned - OSCAR Hardware

Qual Test

- ***The following environmental qual tests have been completed :***

MSC & WMC

- **Temp-Alt**
- **Vibration**
- **EMIC**
- **Acoustic Noise**
- **Loads**
- **Shock**
- **Humidity**
- **Salt**
- **Exp Atmosphere**
- **Sand & Dust**

Qual Test Cont'd

- ***COTS hardware did Well.***
 - *No problems with off-the-shelf DY-4 Processor board (one capacitor failure in RDT.*

- ***No problems with plastic parts (PEMS)***
 - *Hardware with plastic parts were exposed to MIL-STD-810 Humidity and Salt-Fog environments in two WRA's with no failures.*
 - *Was a major concern of some people early in the program.*

Reliability

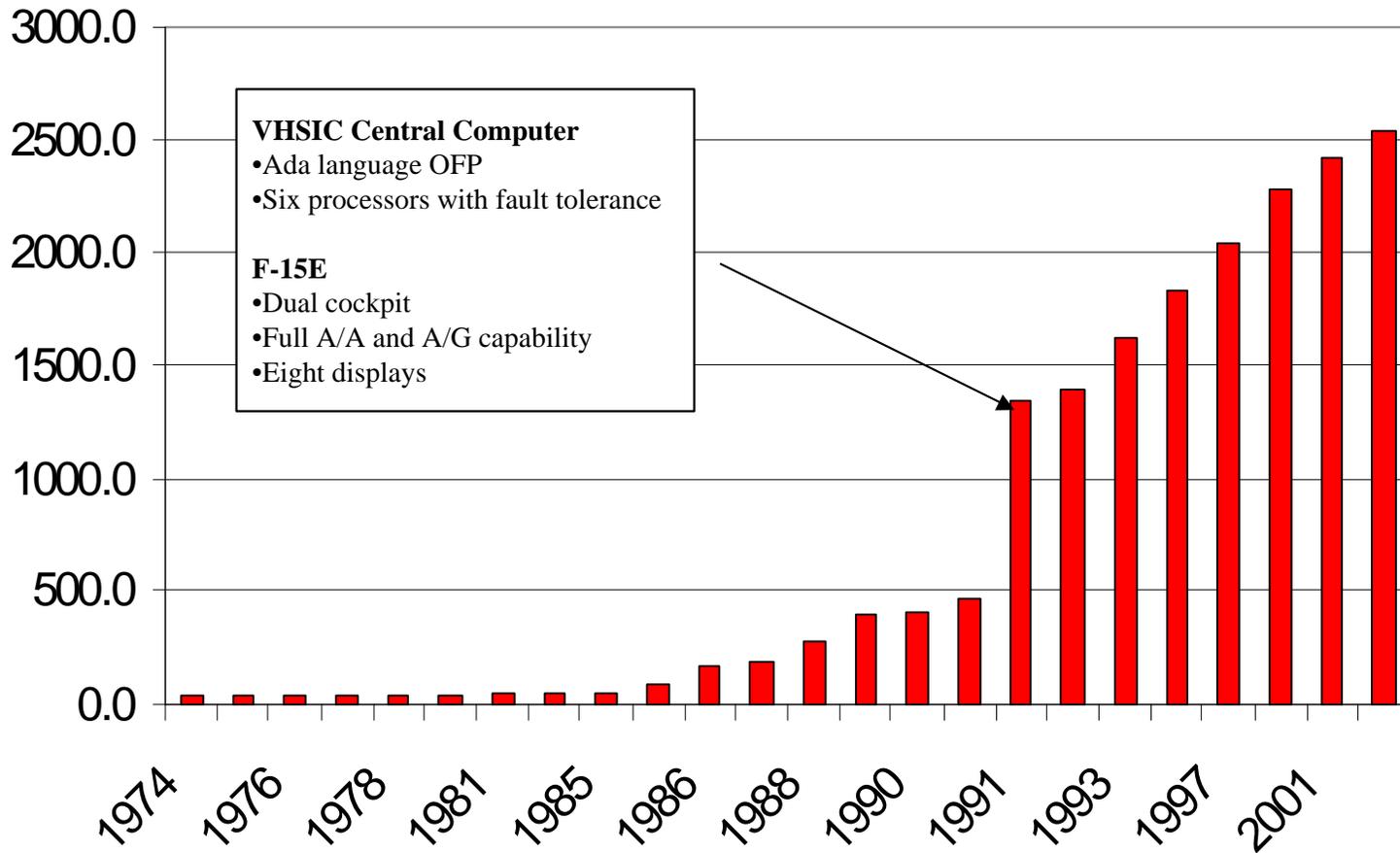
- ***Reliability experience to date with COTS hardware has been good.***
- ***Reliability Development Testing (RDT) done on three WRAs.***
 - ***WMC - 1,000+ hours***
 - ***MSC #1- 1,000+ hours***
 - ***MSC #2 - 1,000+ hours***
- ***One capacitor failure on COTS board, Root cause unknown.***
- ***One commercial grade capacitor failed on another SRA. Switching to a MIL-SPEC capacitor.***
- ***Other failures occurred, but unrelated to COTS hardware.***

Memory and Throughput

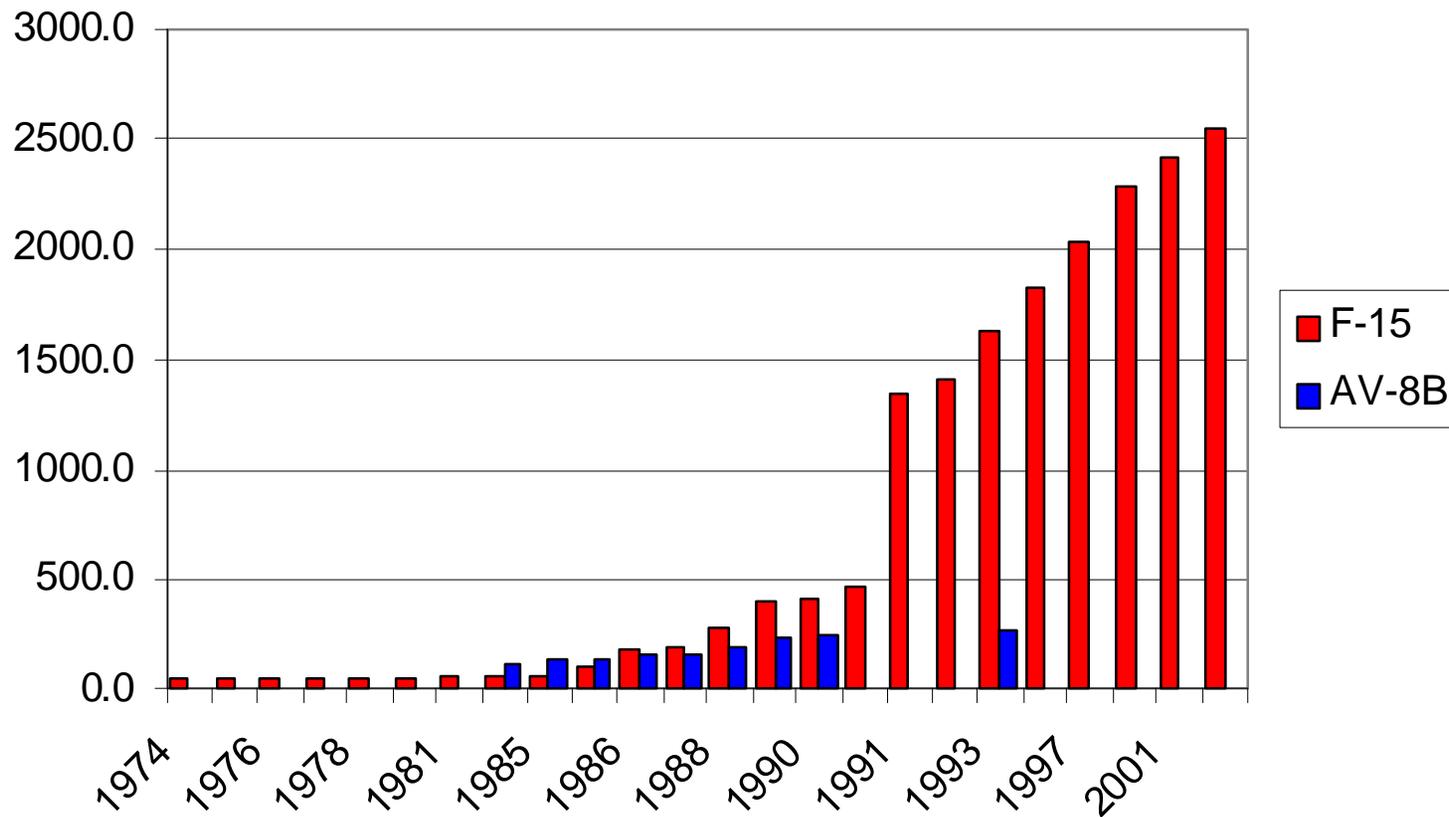
- ***OOD is a big resource consumer.***
- ***The F-15 Central Computer OFP had already been converted from an assembly language to a HOL (Ada) in the early 1990's.***
- ***Felt comfortable with initial OSCAR estimates based on complexity of the F-15 aircraft versus the AV-8B, a six processor solution (on the F-15) versus a single processor, and the continued growth in available throughput in commercial processors.***

However, a 4x estimate turned into a 40x reality

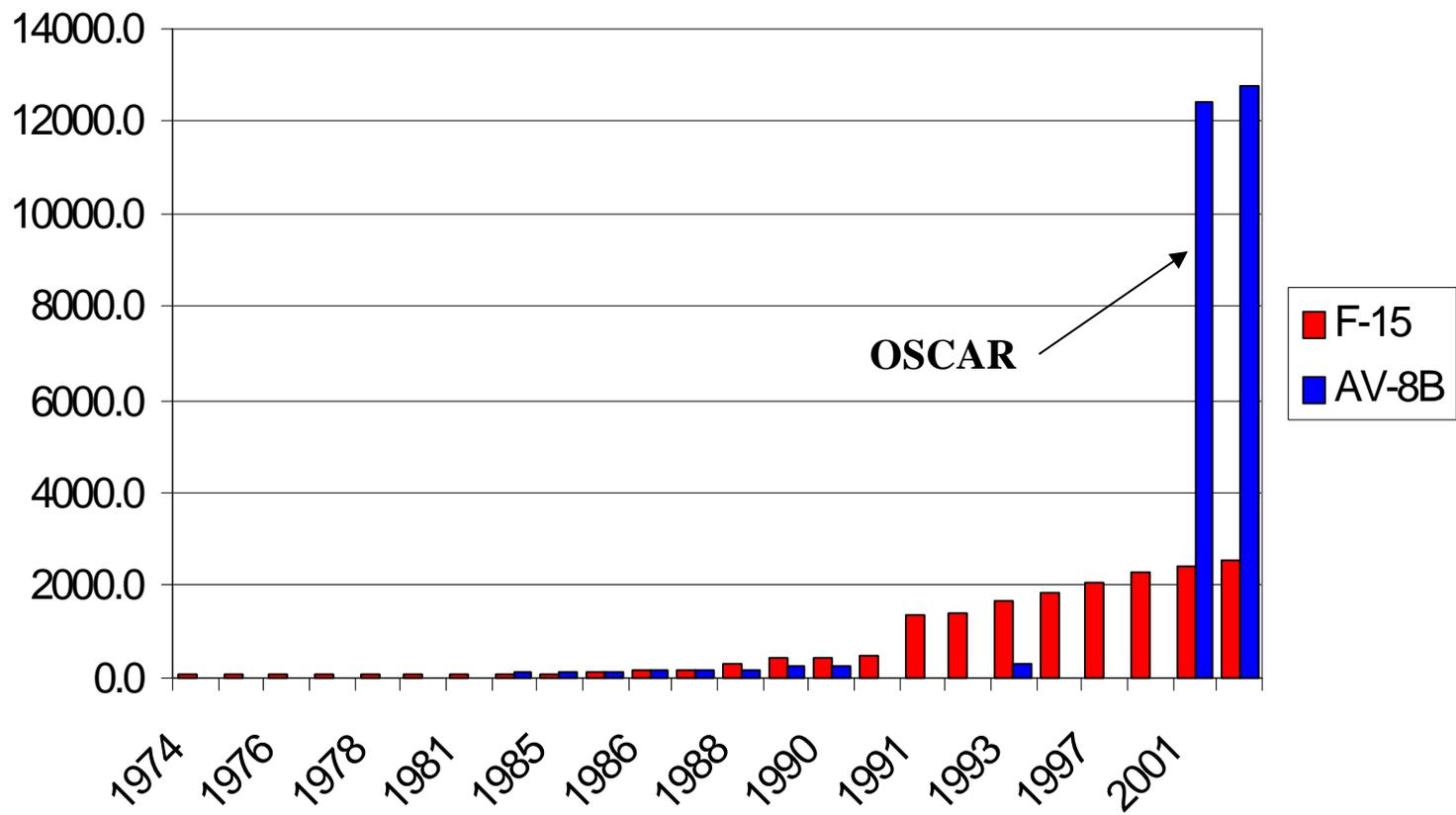
F-15 Mission Computer Memory Utilization



F-15 and AV-8B Mission Computer (pre-OSCAR) Memory Utilization



F-15 and AV-8B Mission Computer memory Utilization



Memory and Throughput Conclusions

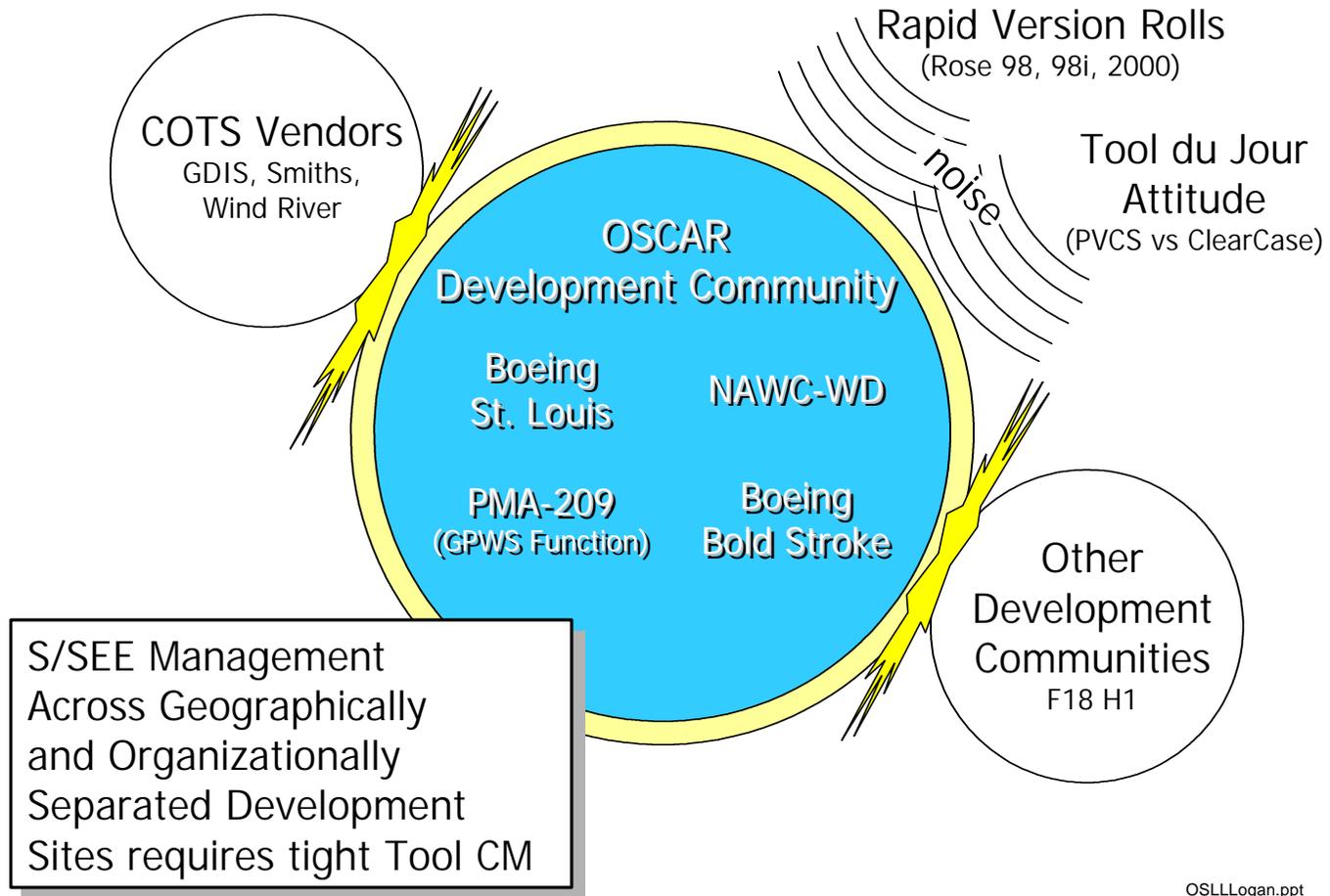
- ***Use of OOD has a tremendous impact on Memory usage.***
- ***Believe throughput impact is even greater, although more difficult to compare.***
- ***Lesson Learned - Use of OOD adds an order of magnitude (or more) to memory and throughput requirements.***

Tools Lessons

OSA Lessons Learned - Tools

- ***Not All Commercial Tools Scale To Large Development Programs***
- ***Interoperability Of Commercial Tools Must Be Evaluated Prior To Selection***
- ***Keep Up With New Tool Versions To Maintain Vendor Support***
- ***Plan Tool Transitions***
- ***Utilize Dedicated Tool Engineers***

Tool Compatibility



Desktop Test Environment

The screenshot displays a desktop environment with several windows. At the top left is the 'Common Test Language System' window, showing test file details and a command prompt. To its right is the 'FA18_CautionsAndWarnings - Microsoft Developer Studio' window, displaying a C++ source file with code snippets like '#include "UIO_Data"' and 'void main()'. Below these is a 'temp' window with a table of variables. In the foreground, there is a 'Throttle' control panel with various buttons and sliders, and a 'DTE' window. The taskbar at the bottom shows multiple instances of the 'DTE' application.

Rapidly design once

- Autogenerated code
- COTS processors & tools
- Developers run OFF at their desk
- Reduces time and cost
- Enabled by hardware and O/S change containment

Transitioned to multiple programs

Summary

Lessons Learned Summary **(Most Critical)**

- **COTS**
 - **Use Existing Products**
 - Don't Push Technology, Follow It (Cost/Schedule/Risk)
 - Use Technology Rolls To Satisfy Growth, Not Baseline Requirements
 - **DOD Programs Have Limited Influence On Commercial Developments**
 - Very-Very-Small Quantities Compared to Industry
 - COTS Does Well In Qualification Testing

- **Open Systems Design**
 - Cultivate/Develop Multiple Production Sources Up Front
 - **Partition Software Workpackages Along Functional Lines (Self Contained Packages)**

Lessons Learned Summary (Cont.) (Most Critical)

- **C++ / OO Design**
 - Throughput Is Difficult To Estimate
 - Scale The Software To the EXISTING Computer Resources:
 - Memory, Throughput, I/O
 - In Order To Reuse Functional Software The Top Level Requirements **MUST** Be The Same
 - Reused Software Will Require Significant Rework
 - Process & Procedures Are No Substitute For A Stable, Well-Trained Workforce
 - Troubleshooting Transient Problems Is More Difficult in COTS Environment
 - Turnaround On Fixes Is Much Quicker
- **Functionality**
 - Document And Bound All Requirements
 - Limit New Functionality Until After Legacy Is Complete
 - Be Selective in Legacy Problem Fixing During Conversion
- **Use Multiple Metrics To Identify Problems**

Priority Order of the Top 10 OSCAR Lessons Learned

- 1 -- Document And Bound All Requirements**
- 2 -- Reused Software Will Require Significant Rework**
- 3 -- Process & Procedures Are No Substitute For A Stable Well Trained Workforce**
- 4 -- Throughput Is Difficult To Estimate (OO)**
- 5 -- Use Existing Products (COTS)**
- 6 -- Use Multiple Metrics To Identify Problems**
- 7 -- DOD Programs Have Limited Influence On Commercial Developments**
- 8 -- Troubleshooting Transient Problems Is More Difficult**
- 9 -- In Order To Reuse Functional Software The Top Level Requirements **MUST** Be The Same**
- 10-- Partition Software Workpackages Along Functional Lines - (Self Contained Packages)**

Summary

- **How Are We Doing with Respect to Earlier Expectations?**
 - *LCC savings and schedule improvements will not be realized until 2nd and 3rd upgrades*
 - *Thruput estimates were off by an order of magnitude*
- **Where Are We Going with the Open Systems Approach?**
 - *Boeing Company roadmap for all legacy and future A/C system upgrades*
- **Where Are We Going with Metrics Collection?**
 - *Classes planned-vs-actuals is the best metric for program progress indicator*
 - *Will continue to collect thru OC1.3 to set baseline*
- **What Are We Going to “Do” with Lessons Learned Metrics?**
 - *Compare to legacy systems metrics(where available) and produce / quantify data to establish baseline for F/A-18 & JSF systems development*
 - *Incorporate lessons learned into Boeing-wide training programs*

The Next Step

Answer 5 Questions (Based On OSCAR Experiences)

- 1 -- How Fast Can The Investment Costs Be Recaptured?***
- 2 -- Is OO/C++ Software Transparent To Hardware?***
- 3 -- What is the Ratio Of New Functionality Development
Costs Of OO/C++ vs. Assembly***
- 4 -- Does OO/C++ Software Reduce Retest?***
- 5 -- Is COTS Less Expensive?***

The Next Steps - Develop A Plan

Develop A Plan/Process to Collect/Generate Data* that will Support the Determination of:

1 -- Actual Cost Of OSCAR Software Conversion

- Use As Basis For Determining Investment Cost
- Factor Out New Functionality
- Requirements through Fleet Release
- Compare Against Original Estimates
 - If Different, Why?

2 -- Actual Cost Of New Hardware (WMC / AMC)

- Development Of Boxes
 - Use As Basis For Determining Investment Cost
- Unit Production Costs
- Compare Against Predictions
- Compare Against Dedicated Mil Spec. Box (Non-COTS)

3 -- Was COTS Less Expensive?

- Why or Why Not?

The Next Steps - Develop A Plan

Develop A Plan/Process to Collect/Generate Data* that will Support the Determination of:

4 -- Actual Costs Of new Functionality

- AMRAAM/13C (OC1.1)
- JDAM, HQ/SG (OC1.2)

5 -- Comparison With Assembly Language Version

- Was It Cheaper to Develop? To Test?
 - Why?

6 -- “Will OO & C++ Cause Less Retest In Subsequent OFPs?”

- How?
 - Generate An OC1.2 Metric To Measure **Unplanned** Fixes To Legacy Caused By New Functionality

7 -- Costs Associated With Migrating OSCAR OFP To New Processors

- 603e to 750
- 750 to G4
- Was Hardware Transparent to Applications OFP?
 - If Not then Why?
 - Identify Issues

The Next Steps - Determine the Pay Back

- ***Using***
 - ***The Initial Investment Costs***
 - ***Follow On New Development Costs***
- ***Determine***
 - ***How Much Software Must Be Written To Pay Back Initial Investment***

Bold Stroke Open Systems Lessons Learned