

# Lightning Fast Learning ....using simulations

# Pieter Rijken



## Job

Agile Coach / Trainer

## Clients

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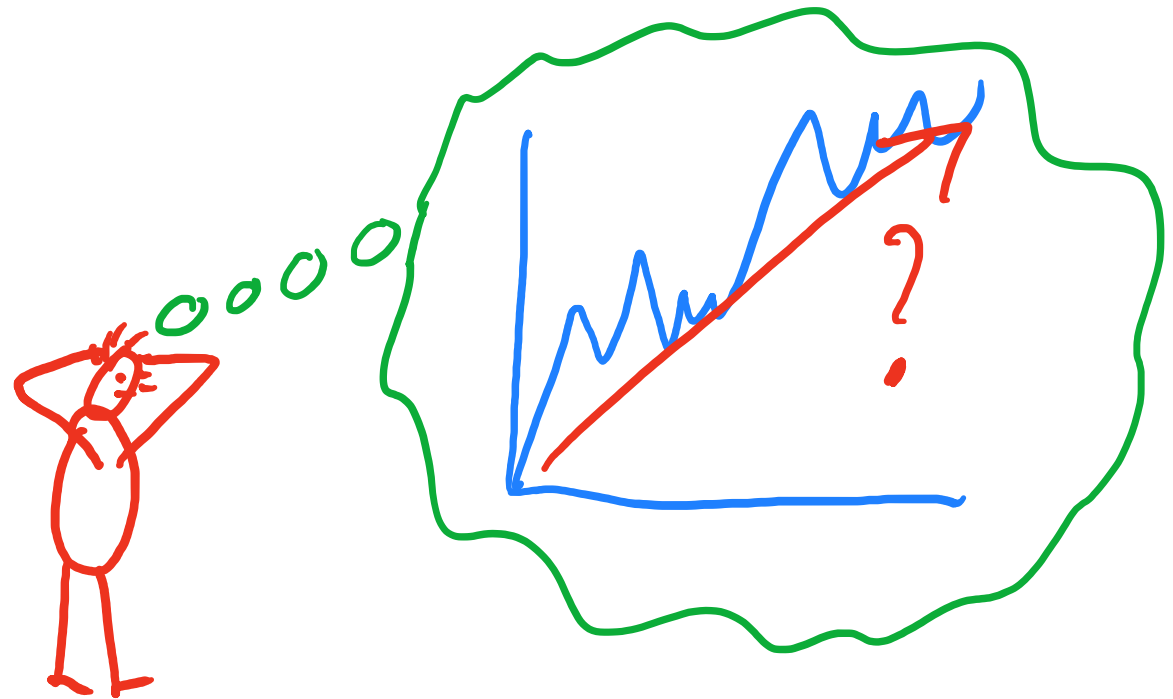
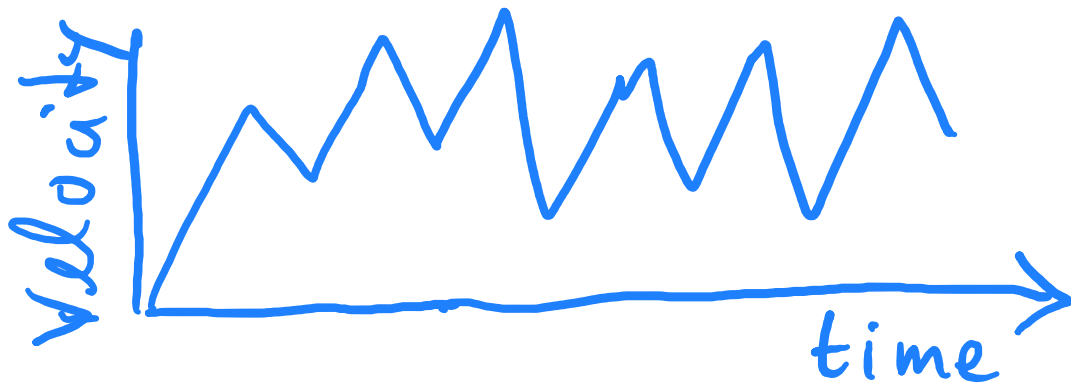


# Case: introduction

- Large telecoms company
- Scrum team
- Complex IT landscape
- Team distributed over The Netherlands and Romania
- Develops application to support internal business units
- Dependencies with other teams

# After a couple of sprints

€?  
Lead time?

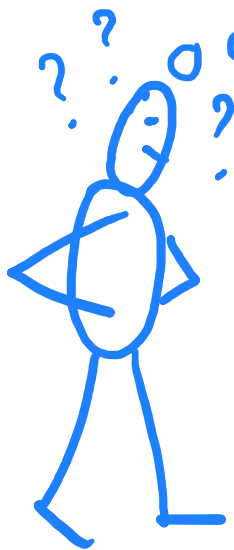




We are doing  
retrospectives!!

Why don't we improve?

- At the start of sprint the board is reset
- Improvement action result is known
- ....or not?



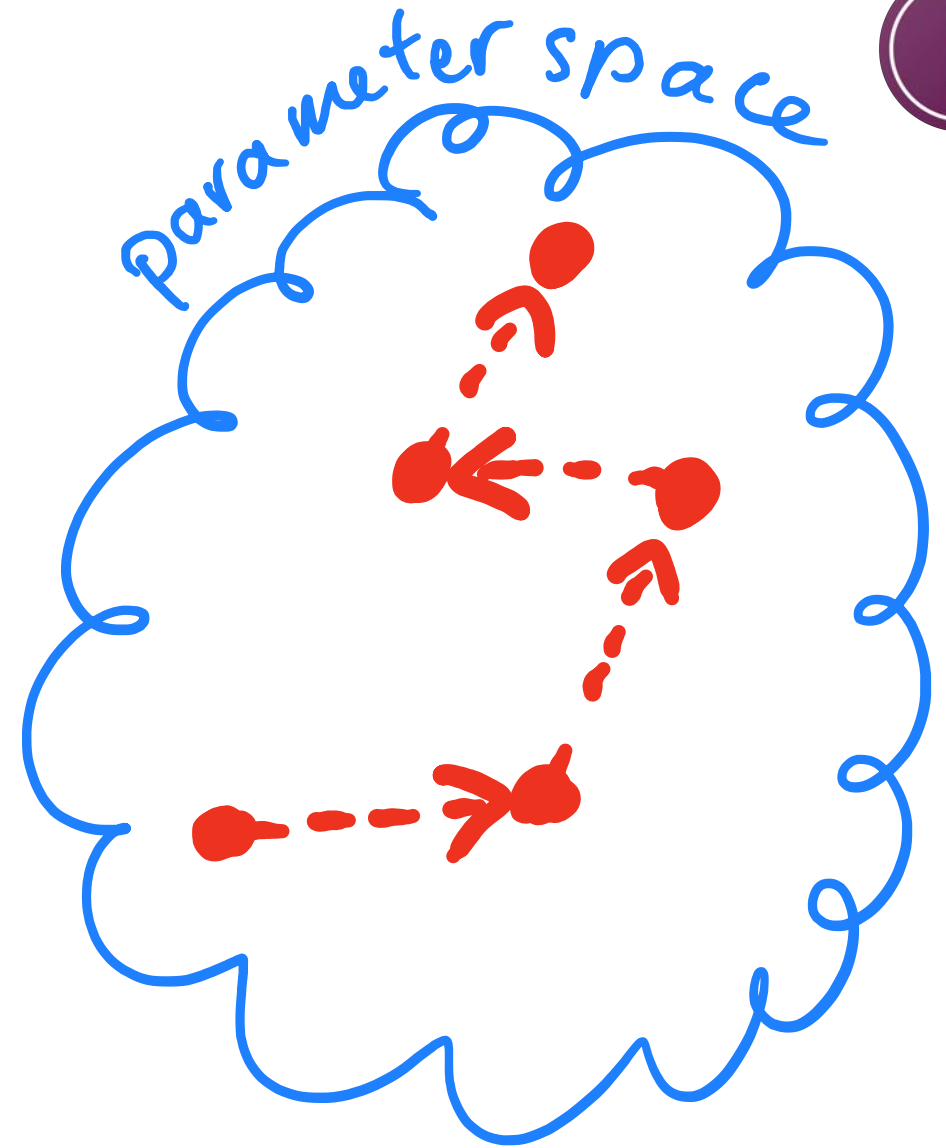


There is more!!



# Learning

- Every sprint (2 week cycle)
- Sequential
- Using partial information



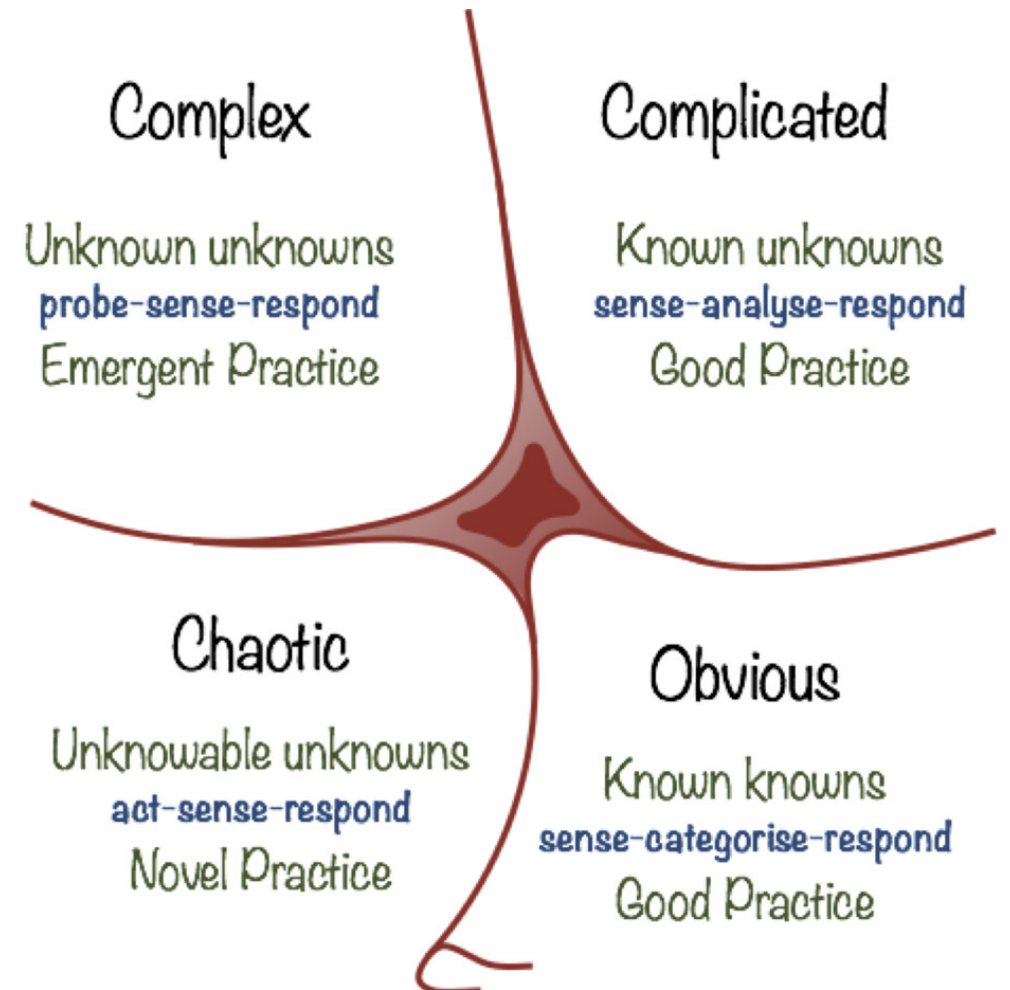
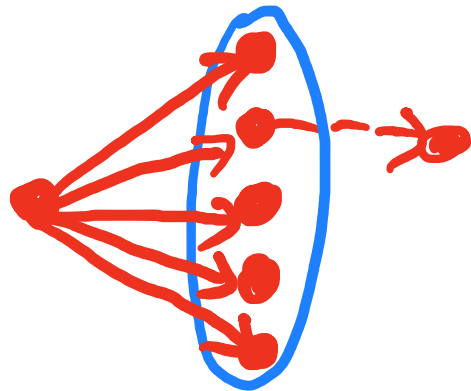
# Cynefin framework

- Obvious & complicated
  - Sequential



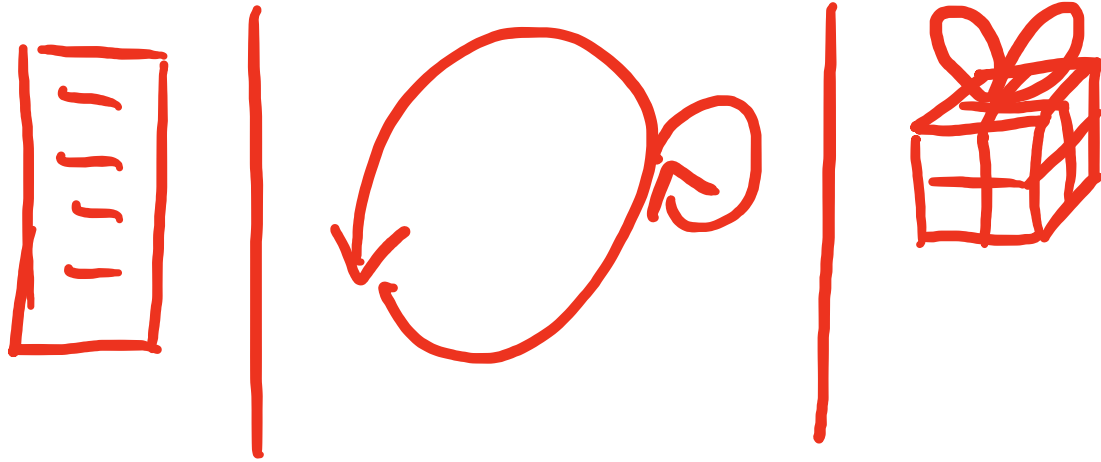
- Complex
  - Selectionism

Parallel experiments



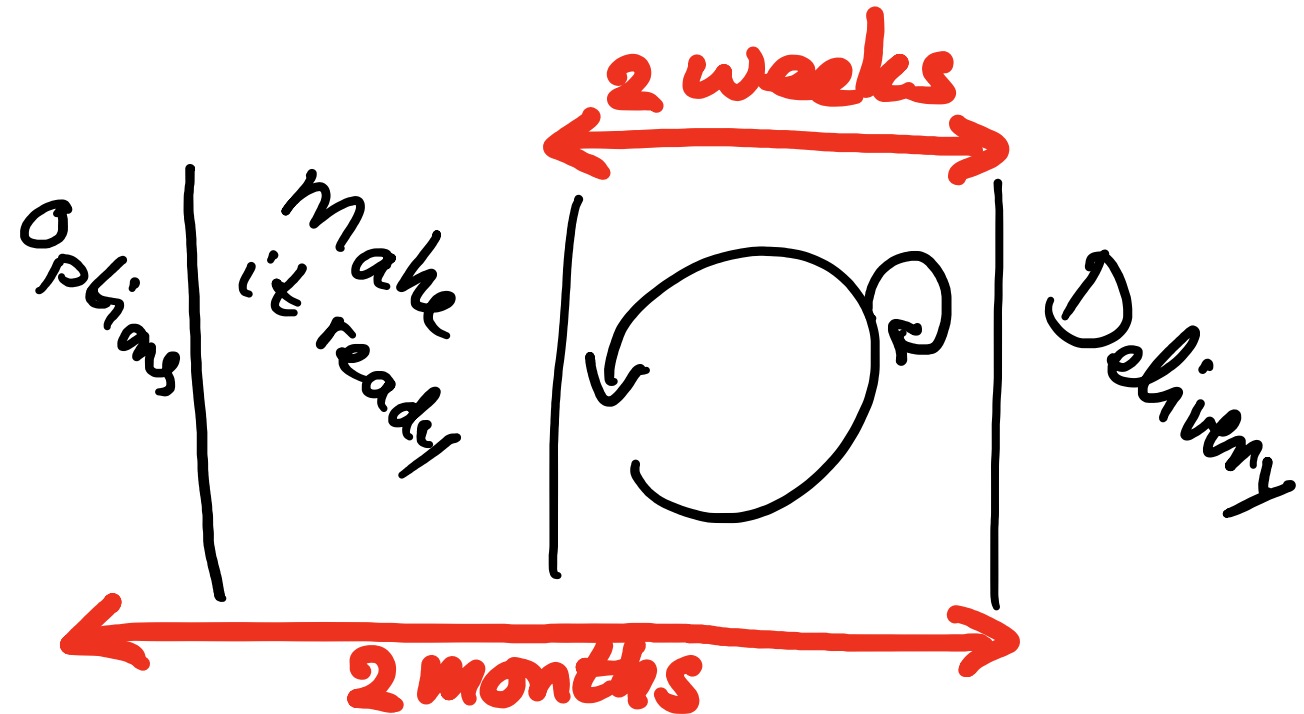


# Partial information



Simple: Effect of improvement is known at the end of the sprint

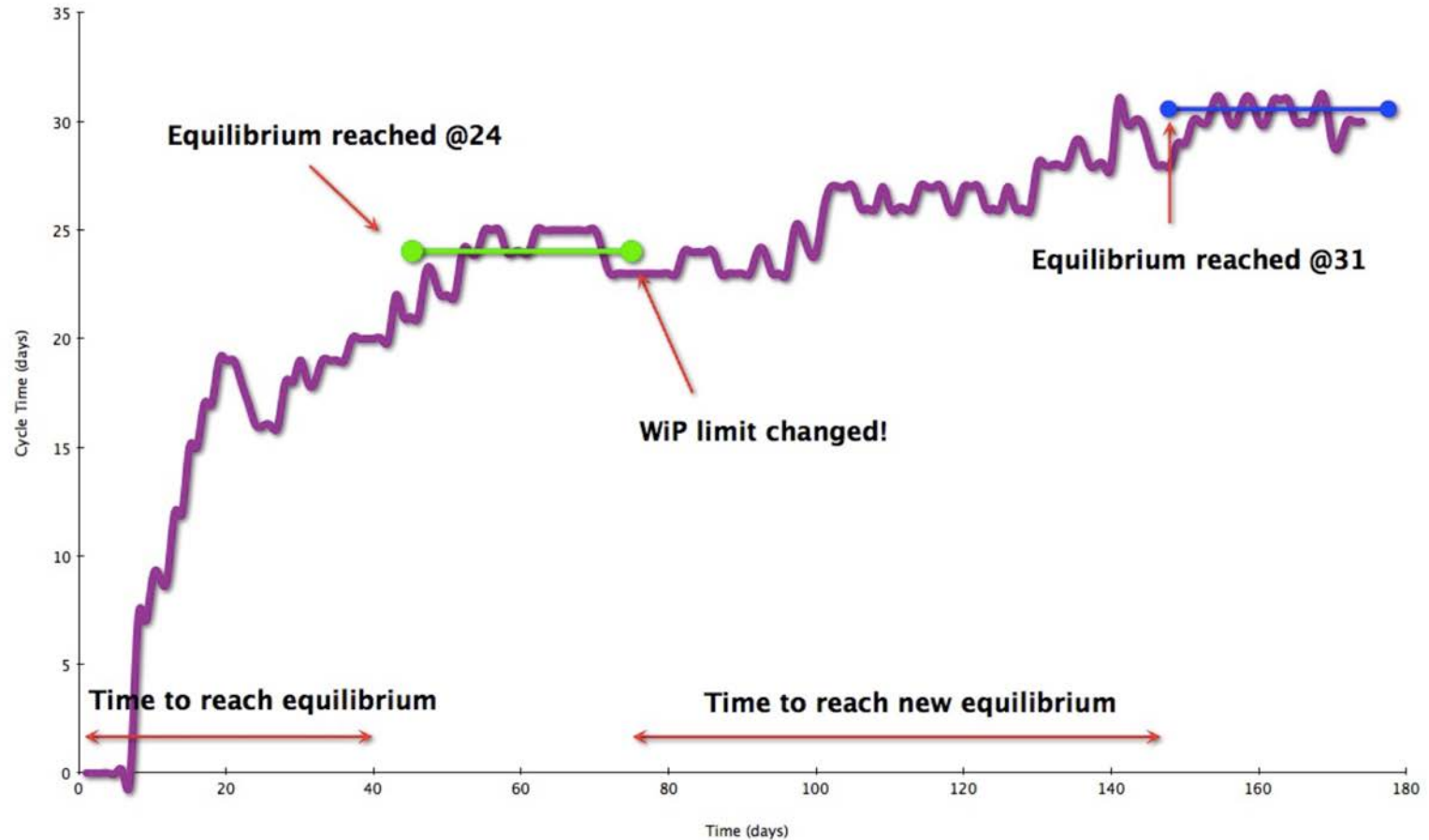
Complex: Actual situation is more complicated and effect is known much later



# How much later?

Second and parallel experiments give unreliable results and based on partial understanding of the system

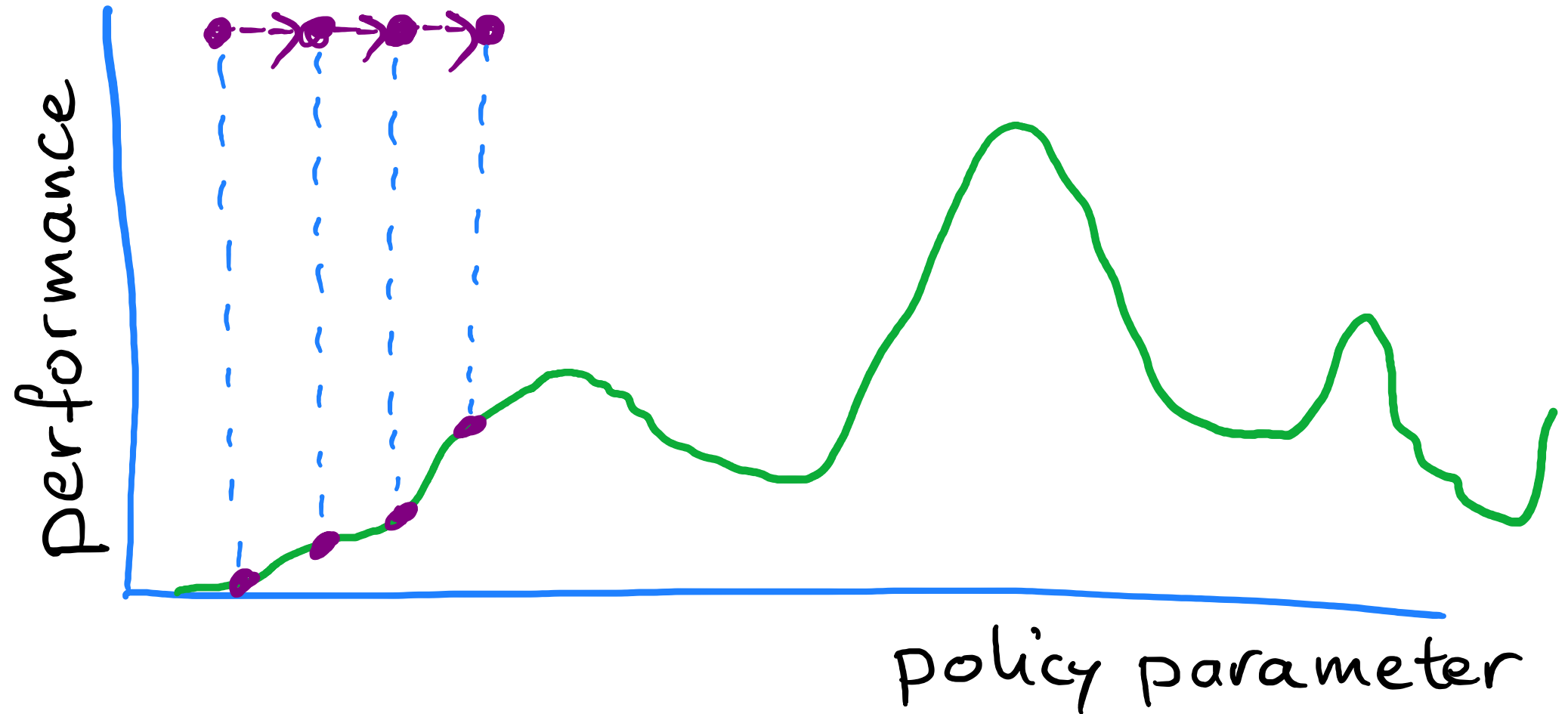
Limited number of learnings and improvements



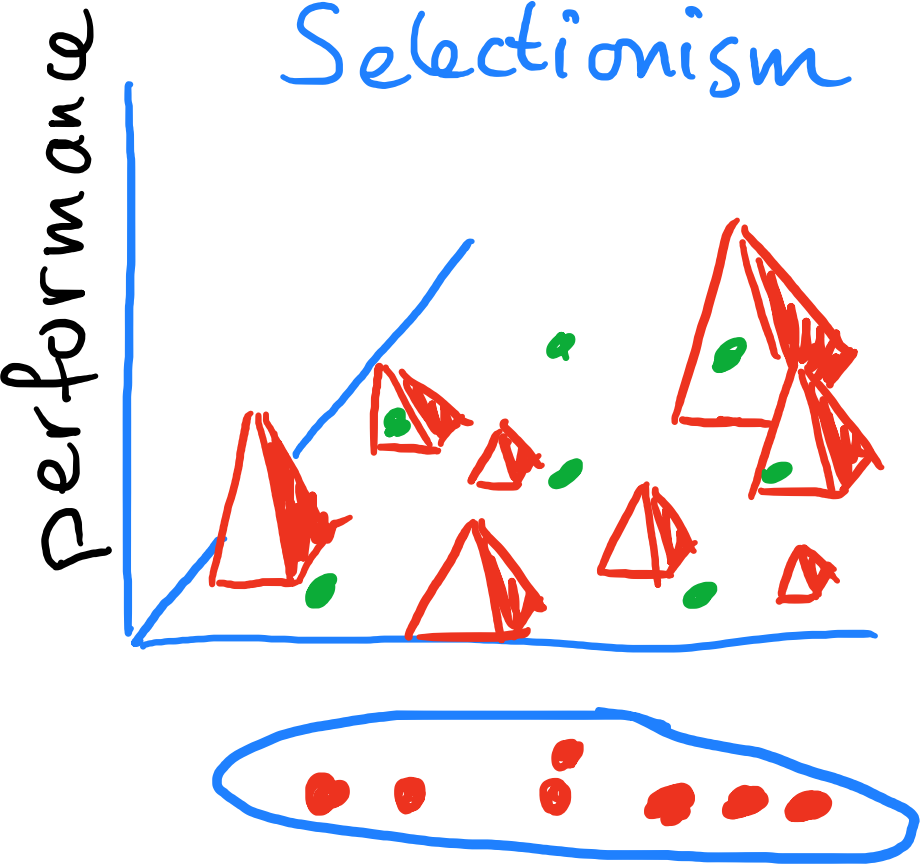
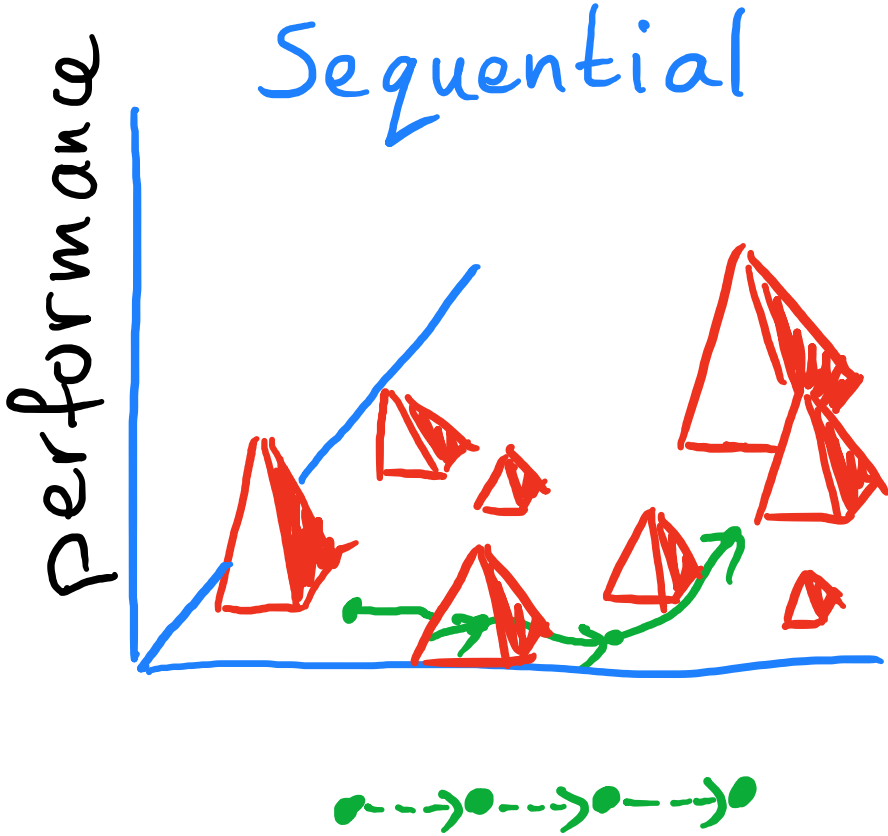
So, why should we care?

Walking the fitness landscape 

# Fitness landscape

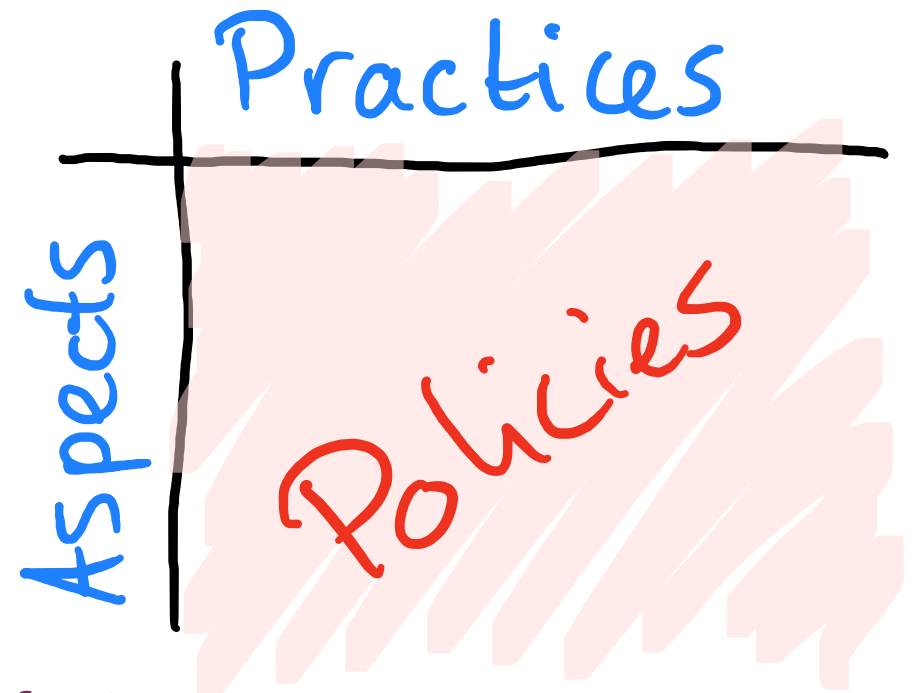


# Fitness landscape: more policies



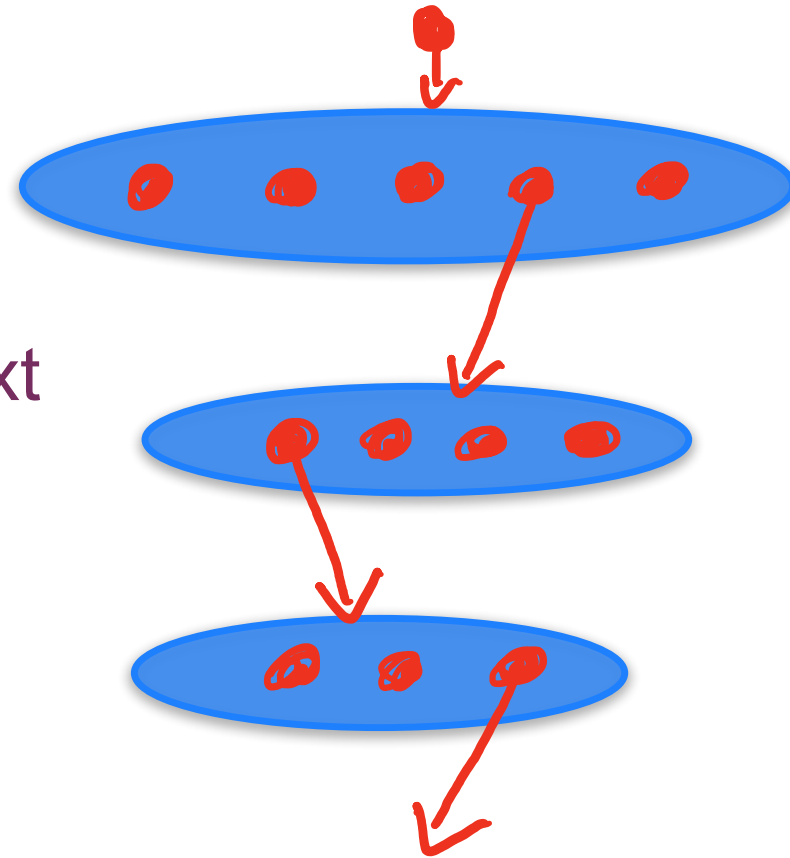
# More complicated

- Aspects
  - Up & downstream
  - More services & dependencies
  - Types of work
  - Scaling work item, eg tasks, stories, features
- 6 Practices of the Kanban Method
  - Visualize
  - Limit wip
  - Manage flow
  - Make policies explicit
  - Implement feedback loops & improve collaboratively



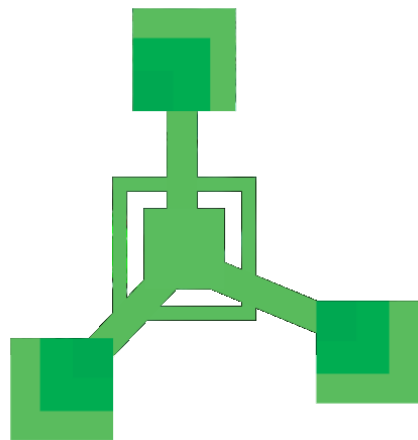
# Learning in complex environments

- We need a combination of sequential and selectionism
- Run parallel experiments
- Choose the best outcome
- ...as starting point for the next



# Learn faster

- Use simulations! Especially Monte Carlo based methods
- Examples



**Enterprise  
Services  
Planning**

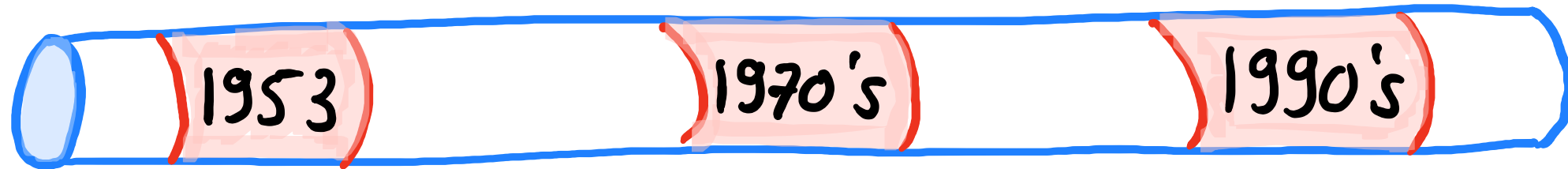




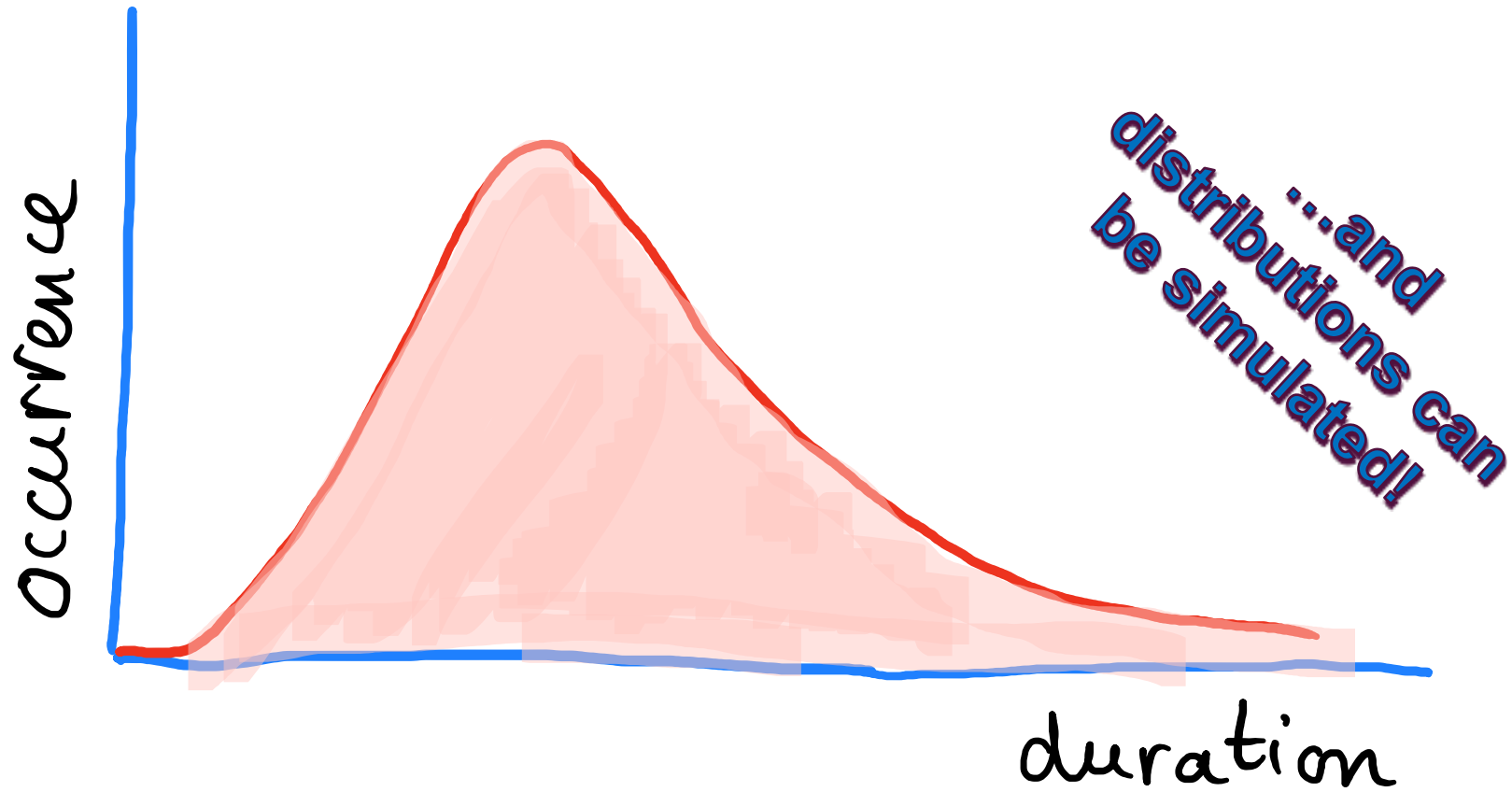
# Monte Carlo Methods



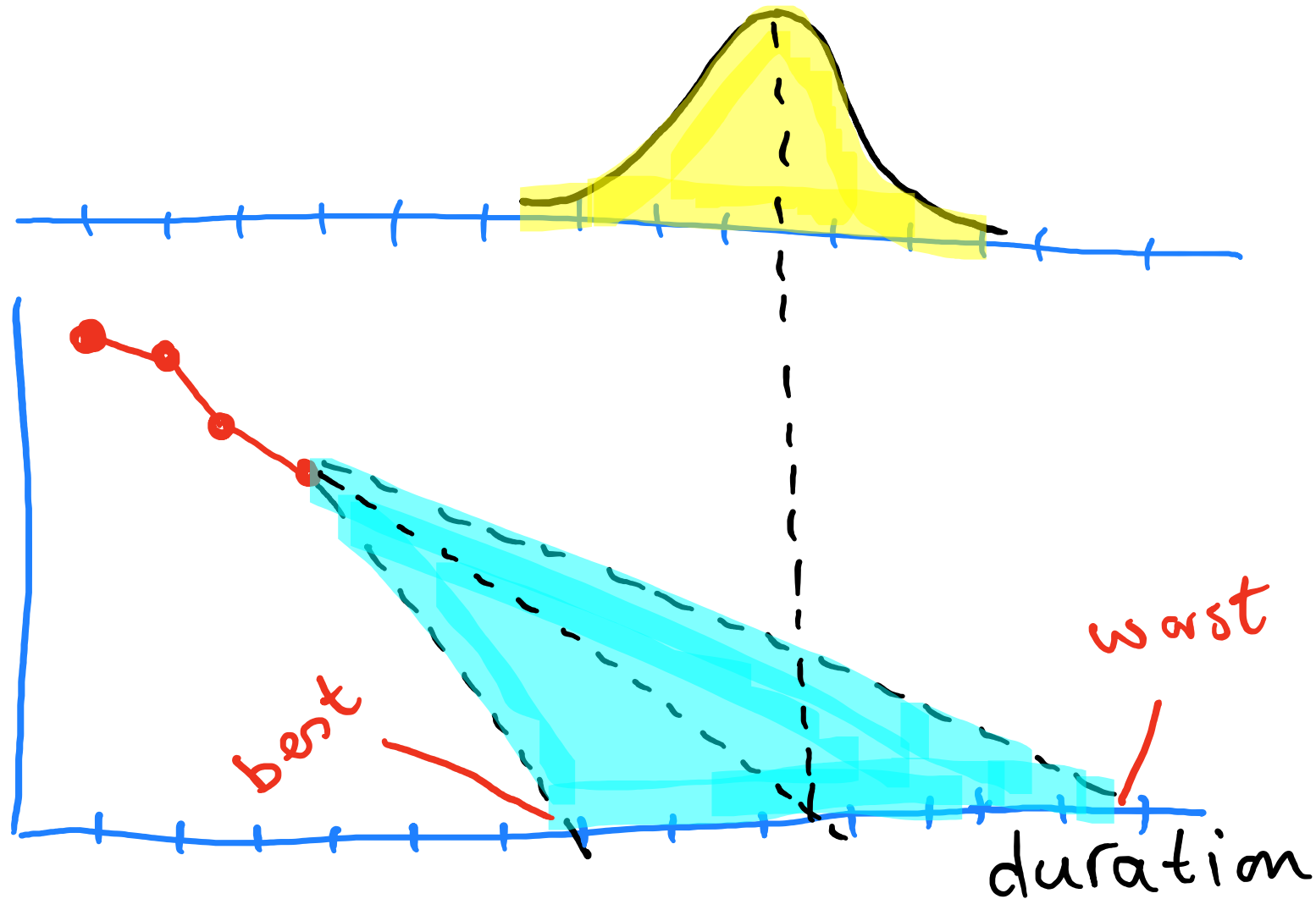
# History



# Tasks are distributions



# Forecast project duration



# What are we trying to optimize?

Project duration

Value  
Cost of delay

Throughput

Lead time

Let's do some simulations

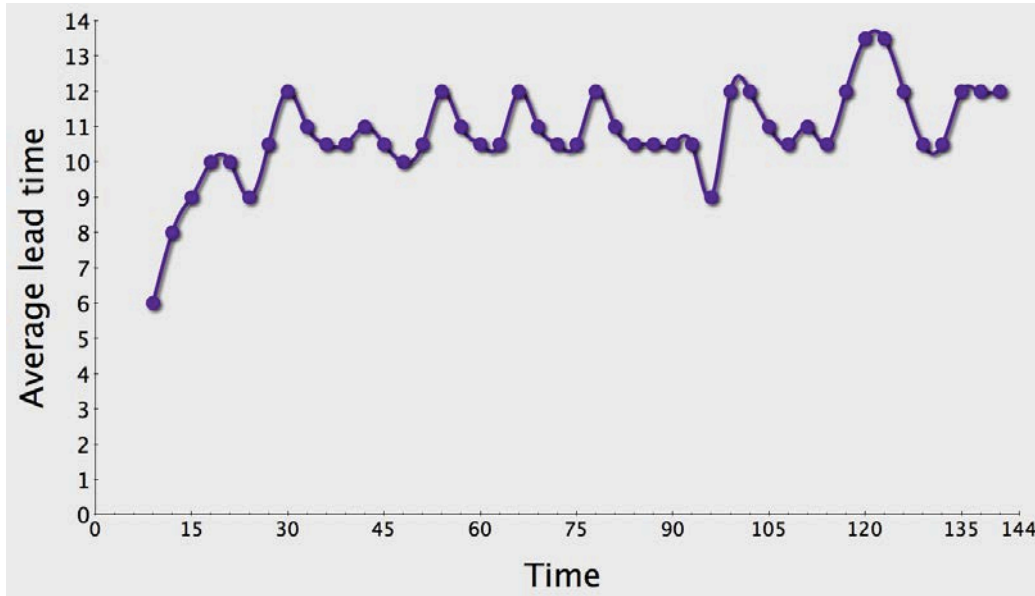


# Fun with policies! GetKanban



Wip: 4 2 4 3

# Policies: wip limits

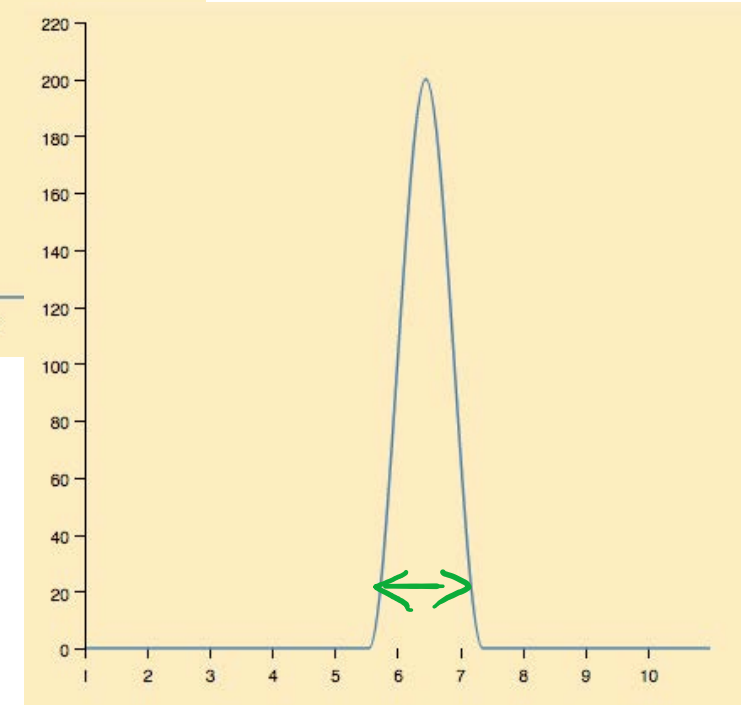
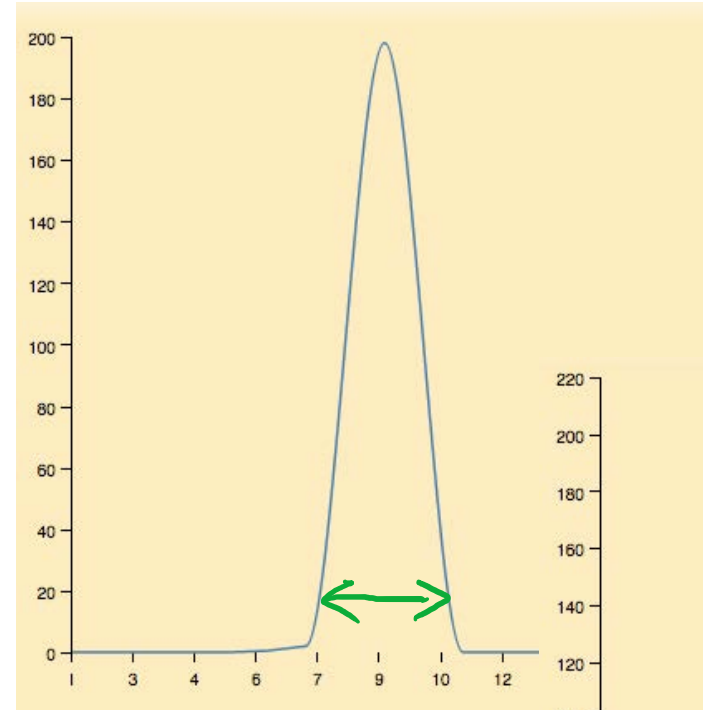


One of many possible runs

wip : 4-2-4-3

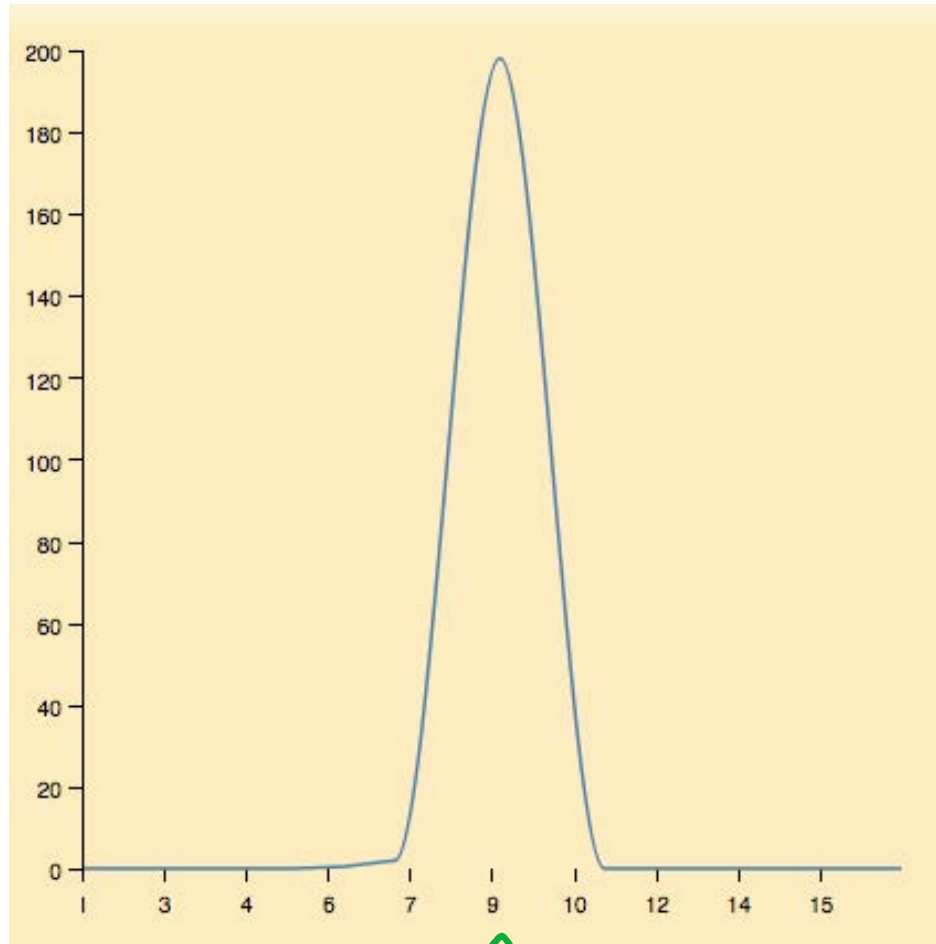
Monte Carlo  
simulation  
200 runs

3-2-2-3

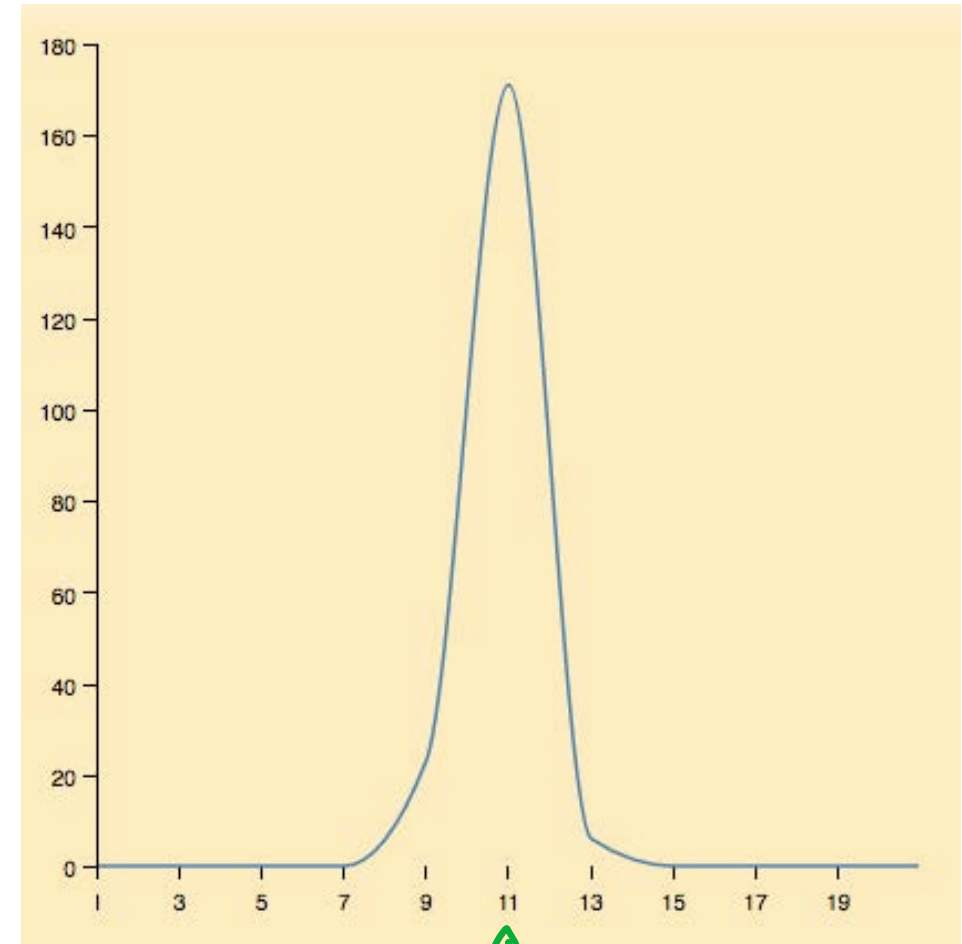




# Policies: Carlos



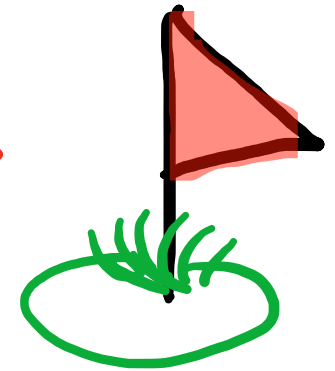
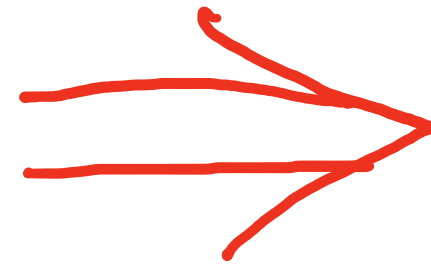
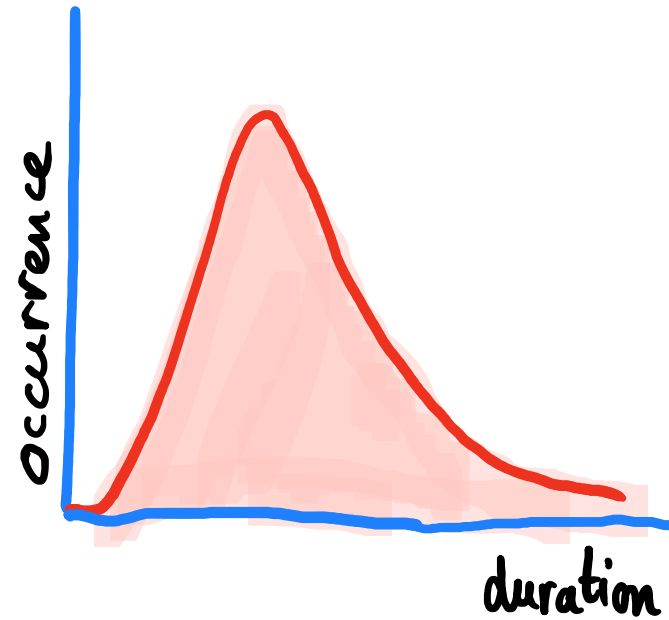
Carlos



# Benefits of Monte Carlo



+



performance

# Monte Carlo: errors caused by

## ➤ Lack of understanding

- Unknown policies
- Policies wrongly modeled
- Policies not correctly followed in practices (lack of discipline)
- Changing environment

## ➤ Monte Carlo

- Statistical, outliers
- Artifacts from the used algorithm/method
- Random number generators

# Understanding the system

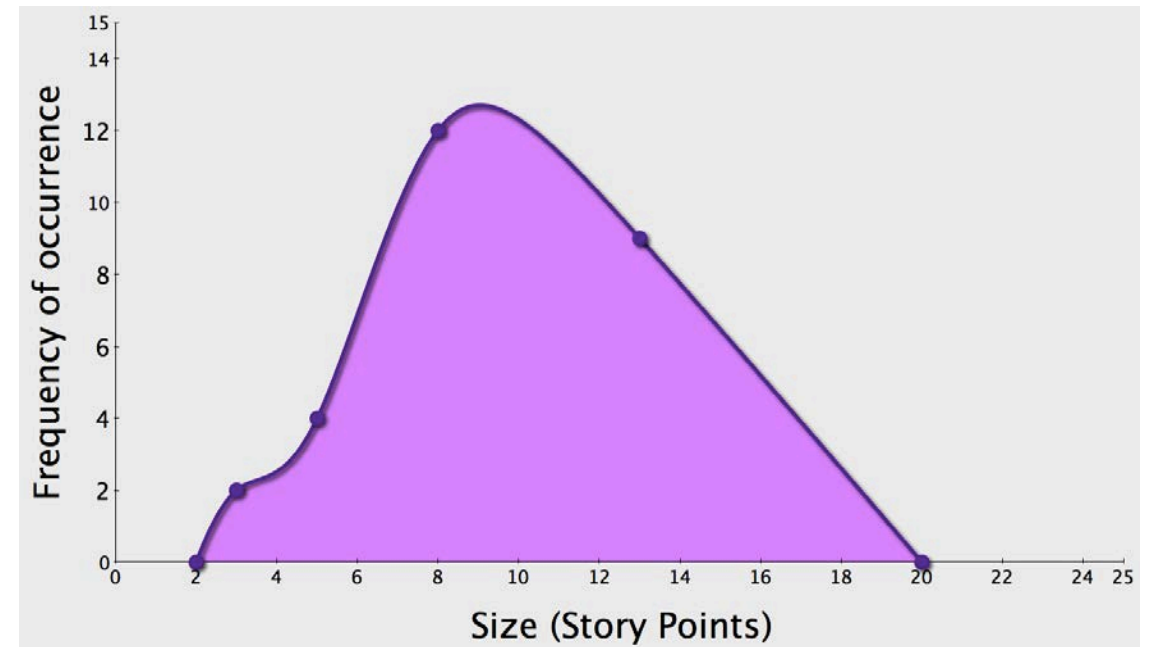
Relevant policies >

# Case: project duration

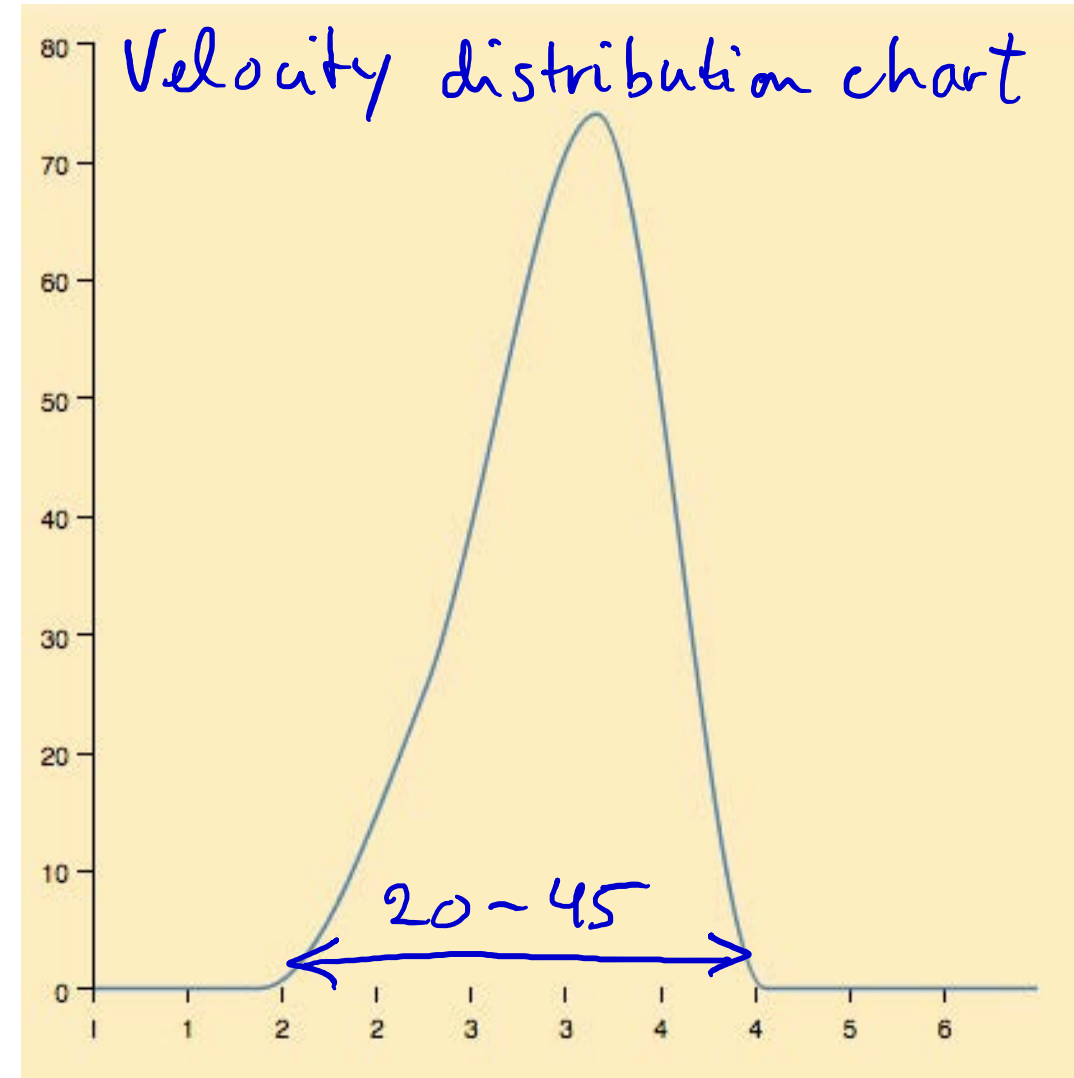
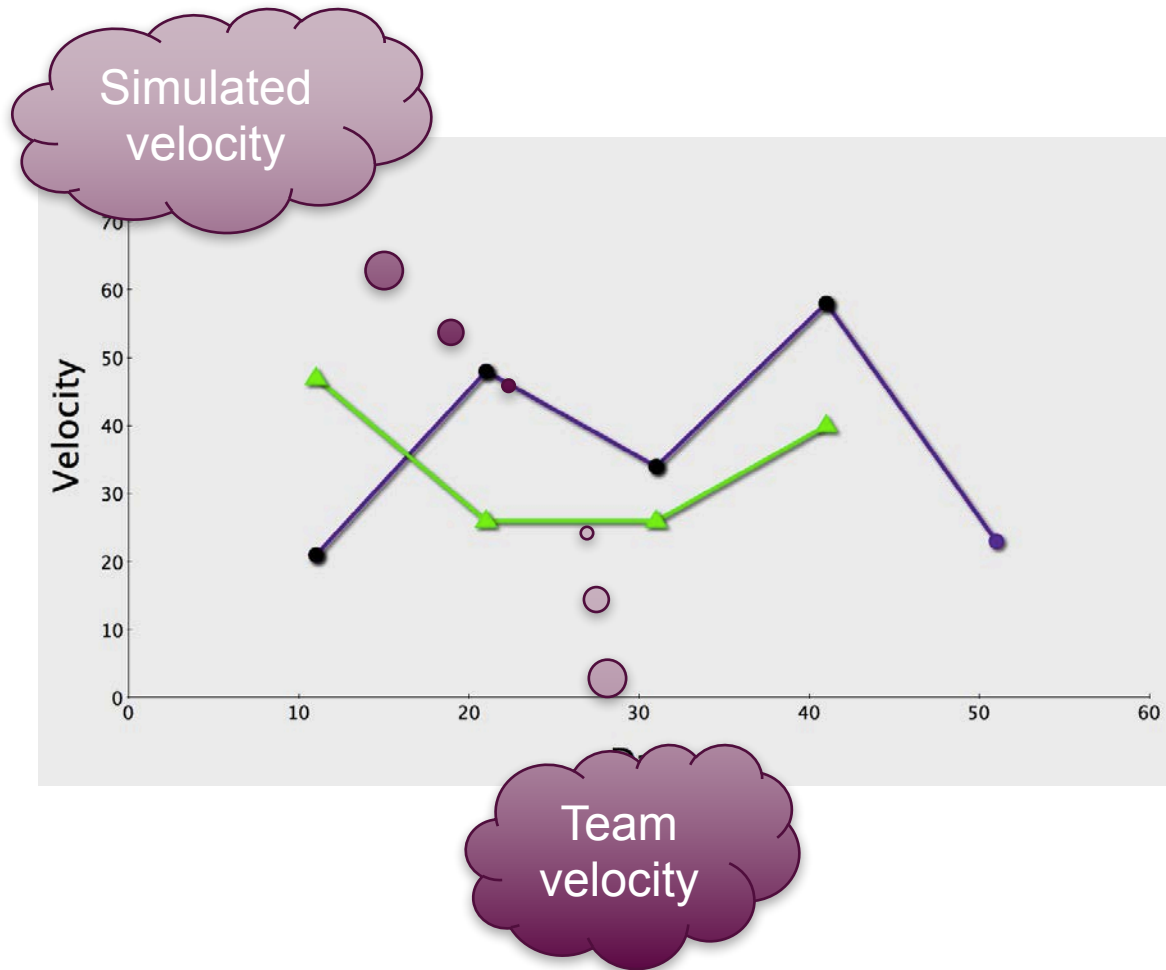
\* Velocity: 47, 26, 26, 40 SP

\* Sprint = 2 weeks

\* Sprint backlog  
size = 60 SP



# Case: understanding velocity



# Relevant policies

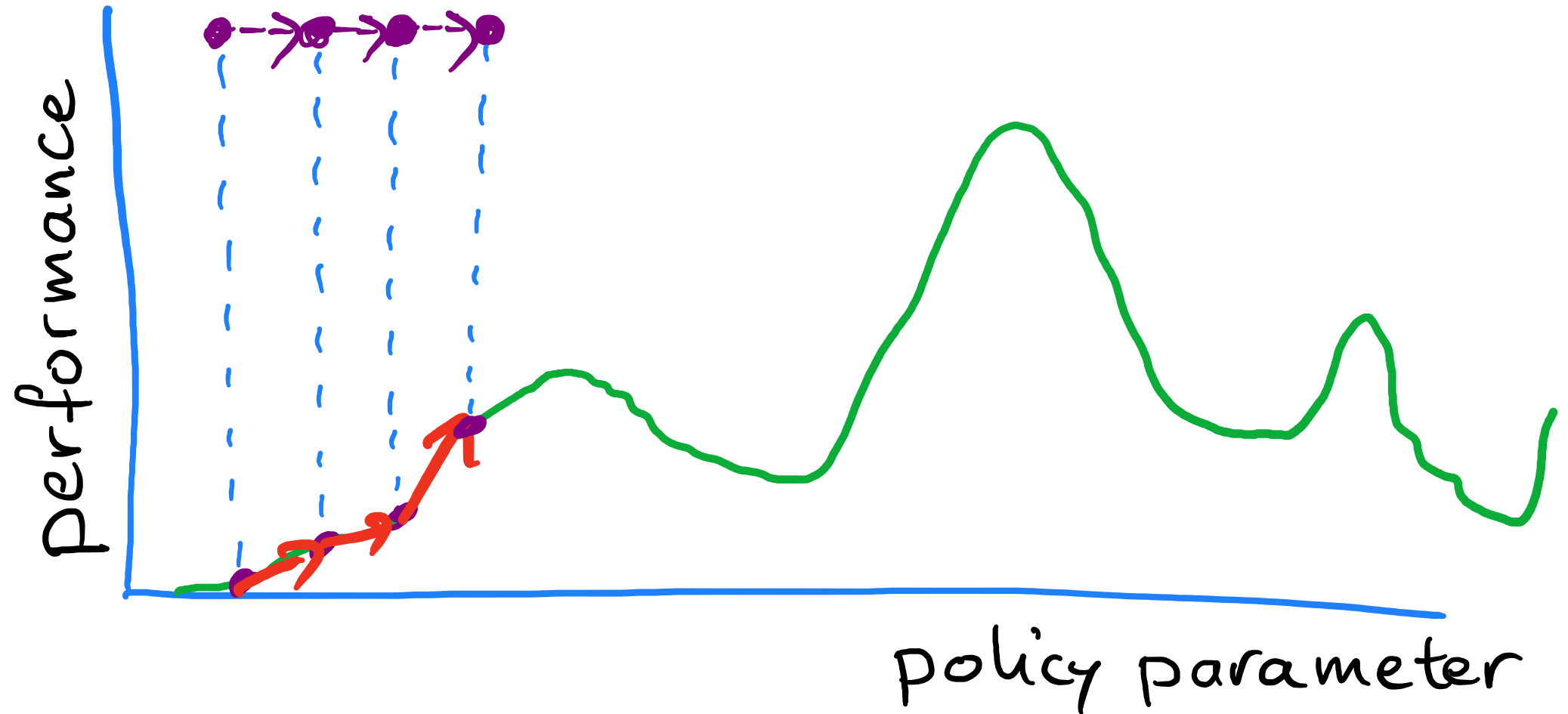
- Distribution of story sizes
- Distribution of work accomplished every day
- Sprint length, replenishment, and delivery frequencies
- Capability of the team (velocity)
- Dealing with unfinished stories
- Taking up additional work during sprint (replenishment)
- .....

# Optimal policies?

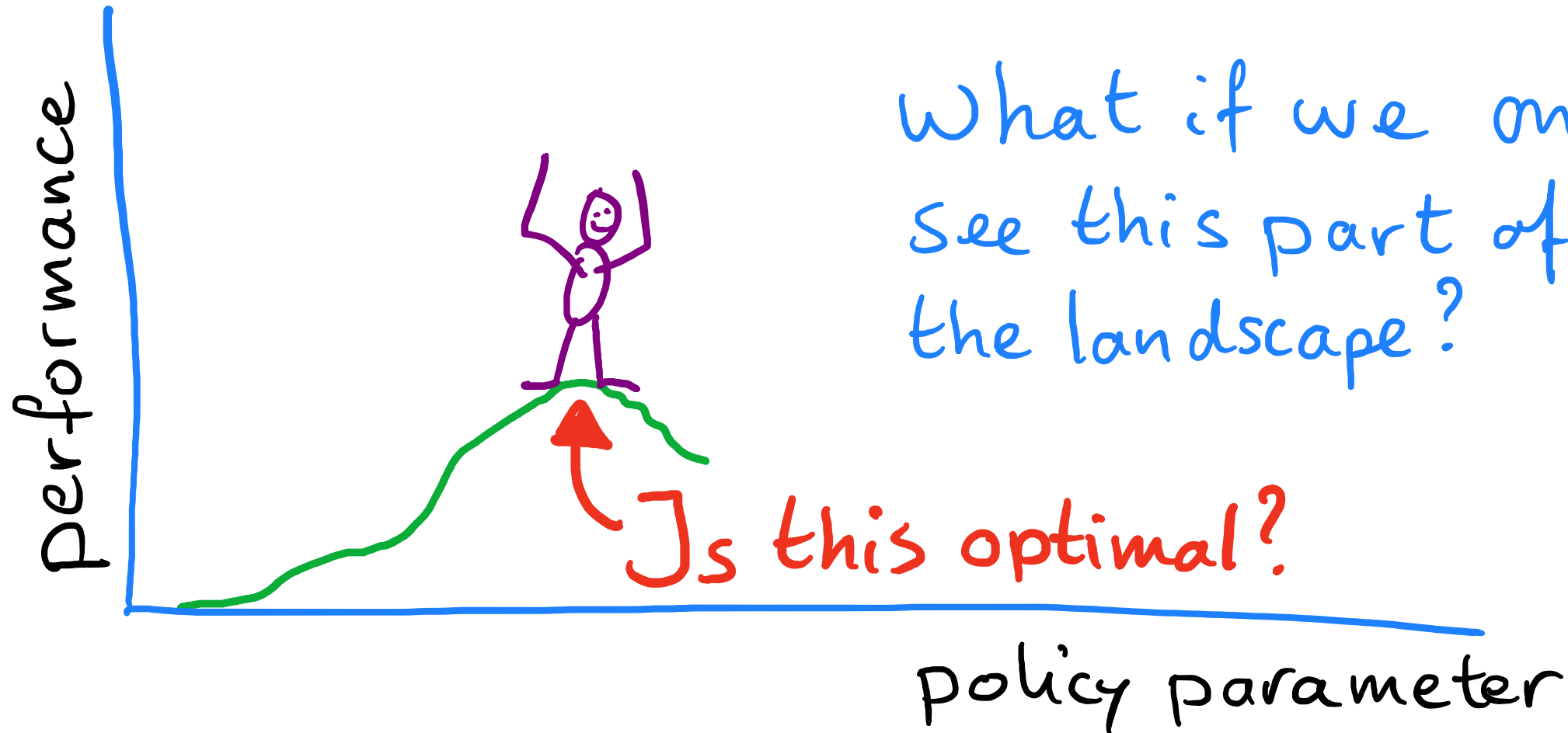
Walking the fitness landscape 



# Fitness landscape

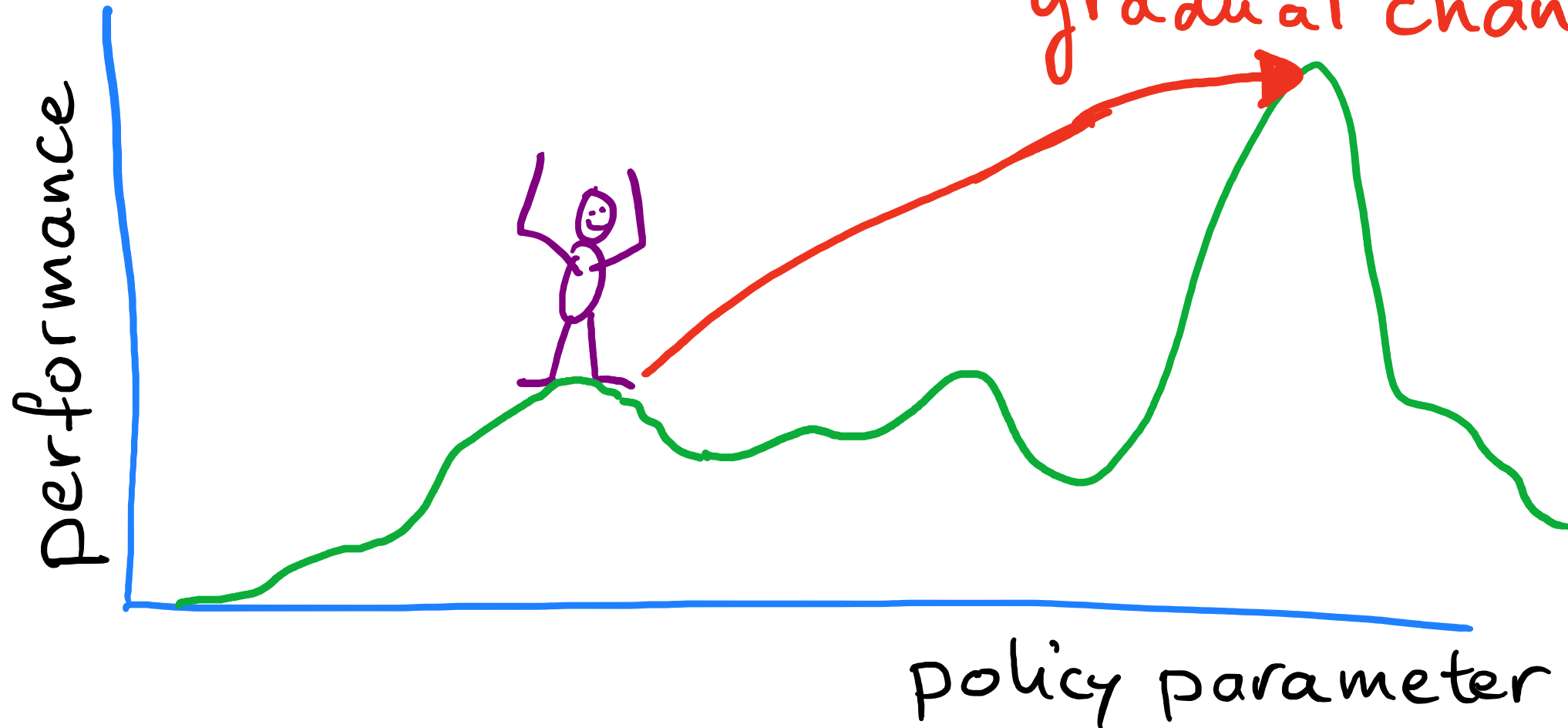


# Finding the optimum

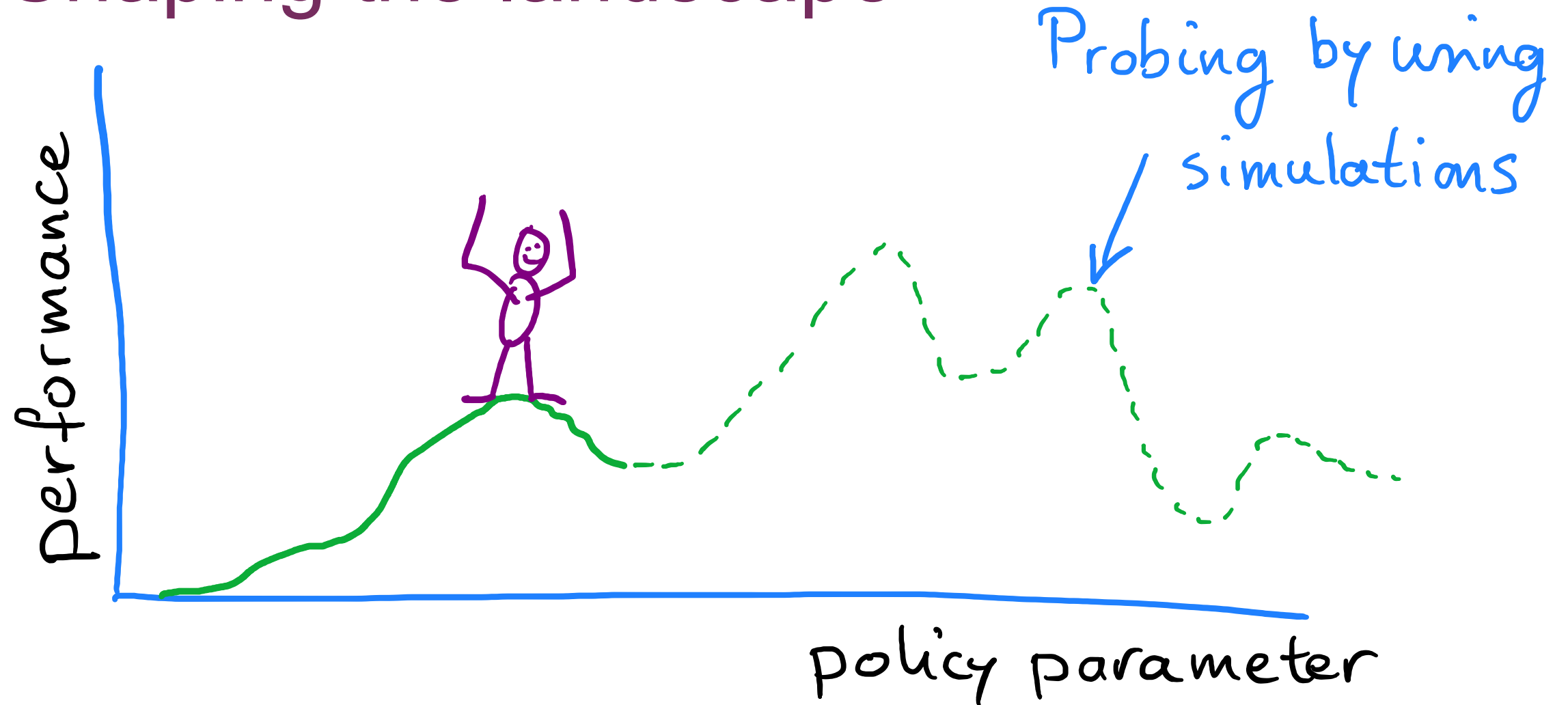


# Finding the optimum

How do we get here by doing gradual changes?



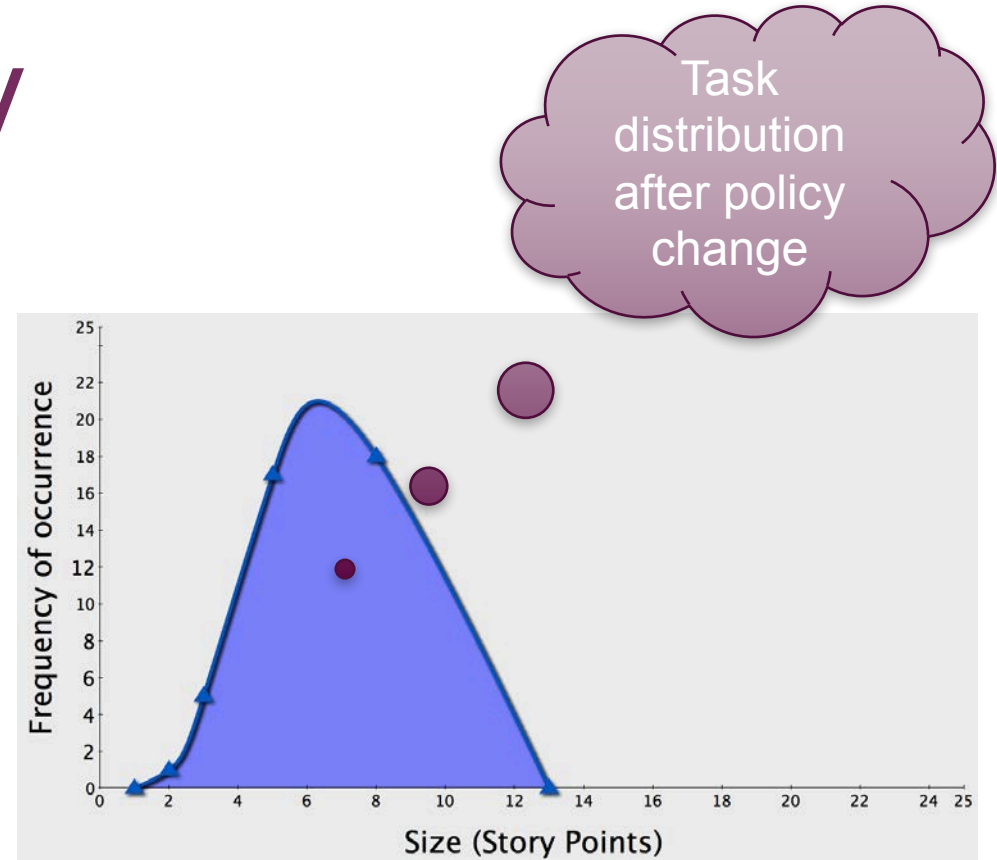
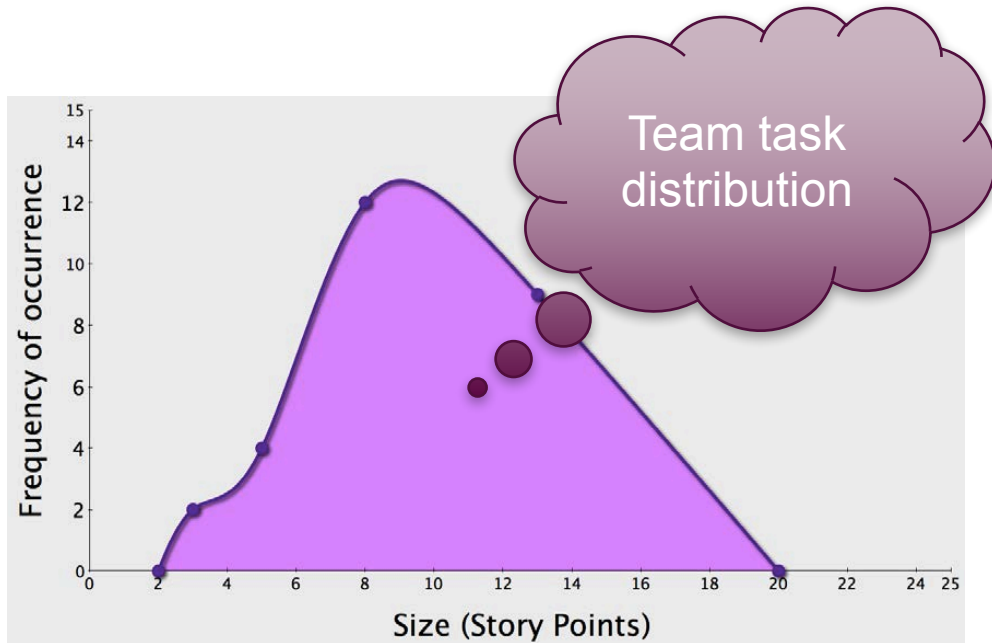
# Shaping the landscape



# Fitness landscape

- Issue of local optimum
  - How do you know whether you're in local optimum only?
  - How to get to the global optimum?
- With gradual steps, first results get worse, before they improve
- Use simulations to guide what will work
  - Reinforcement learning techniques, or
  - Monte Carlo methods

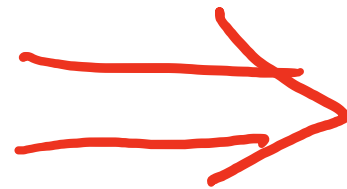
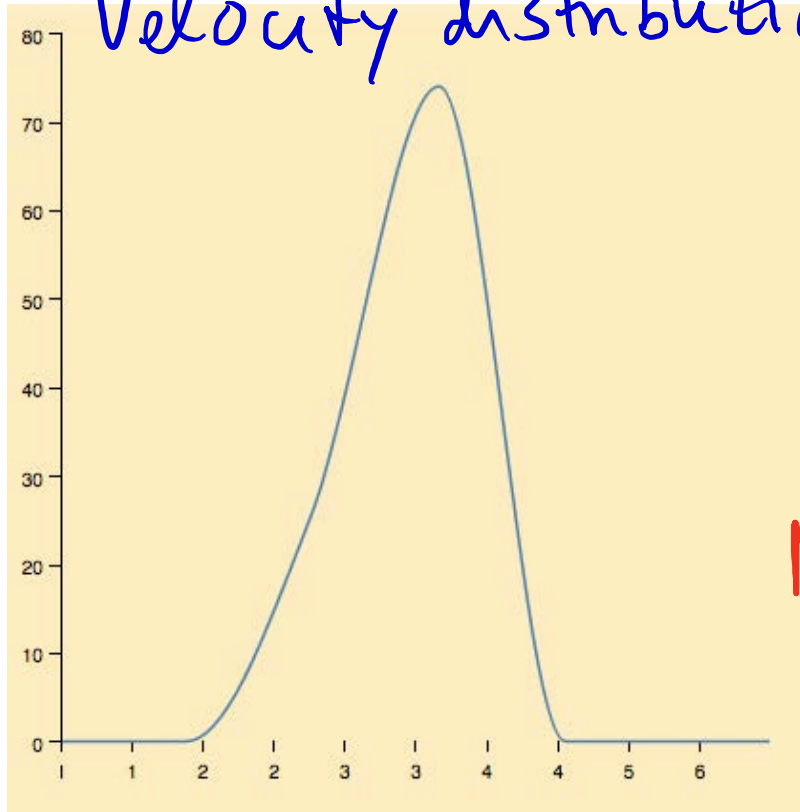
# Case: story size policy



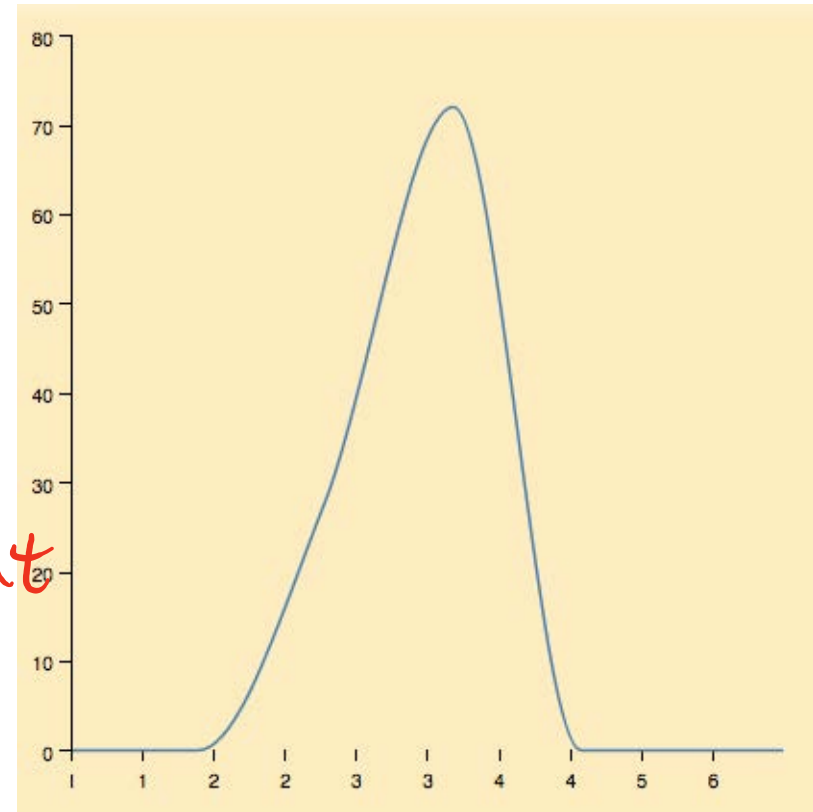
Policy : no more 13!!

# Case: 'story size < 13SP' policy

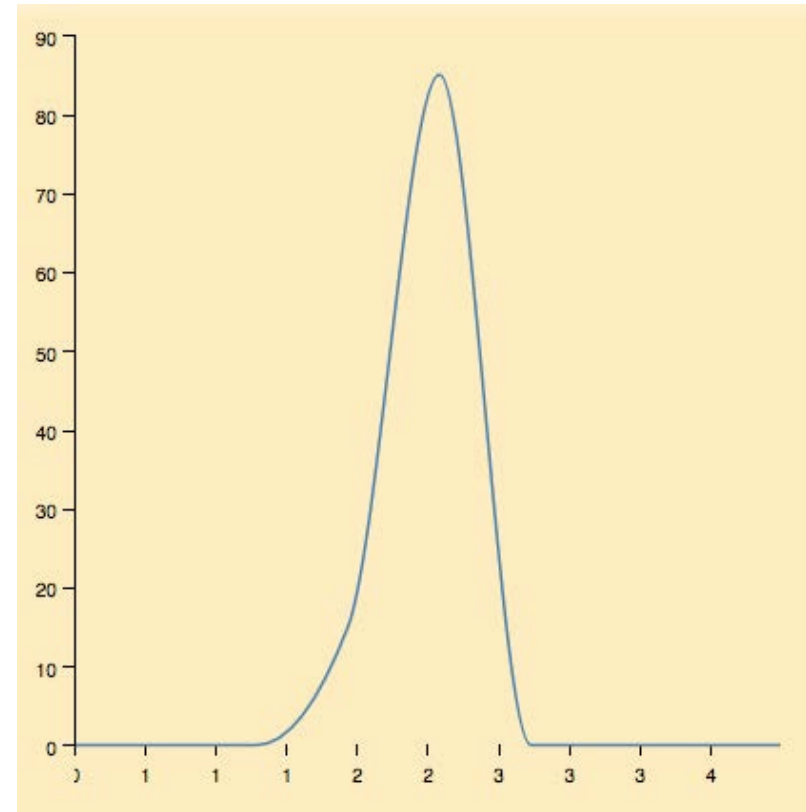
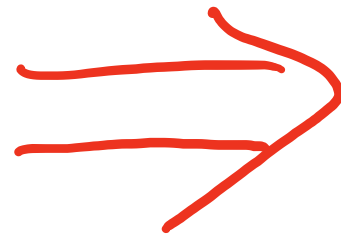
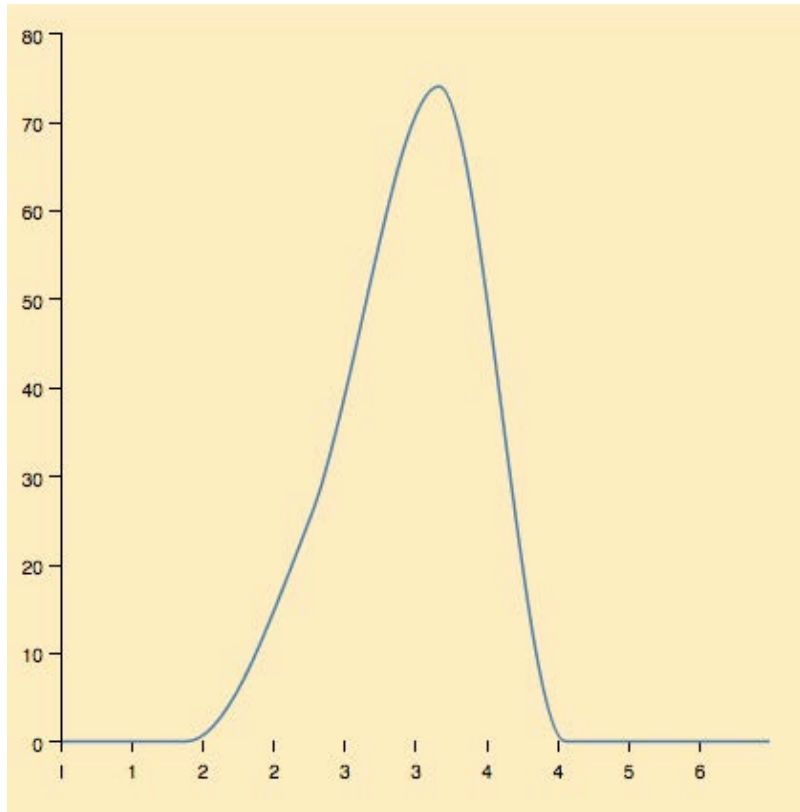
Velocity distribution chart



No significant improvement



# Case: 'no more than 4 stories' policy



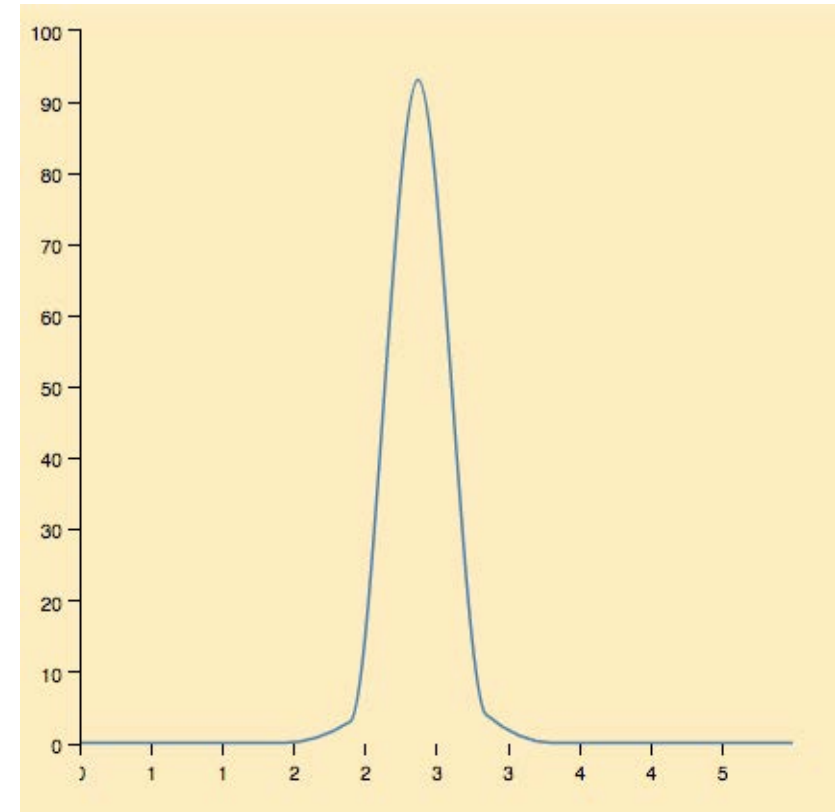
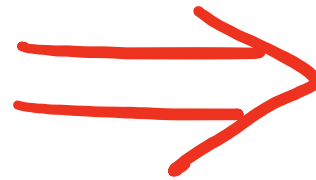
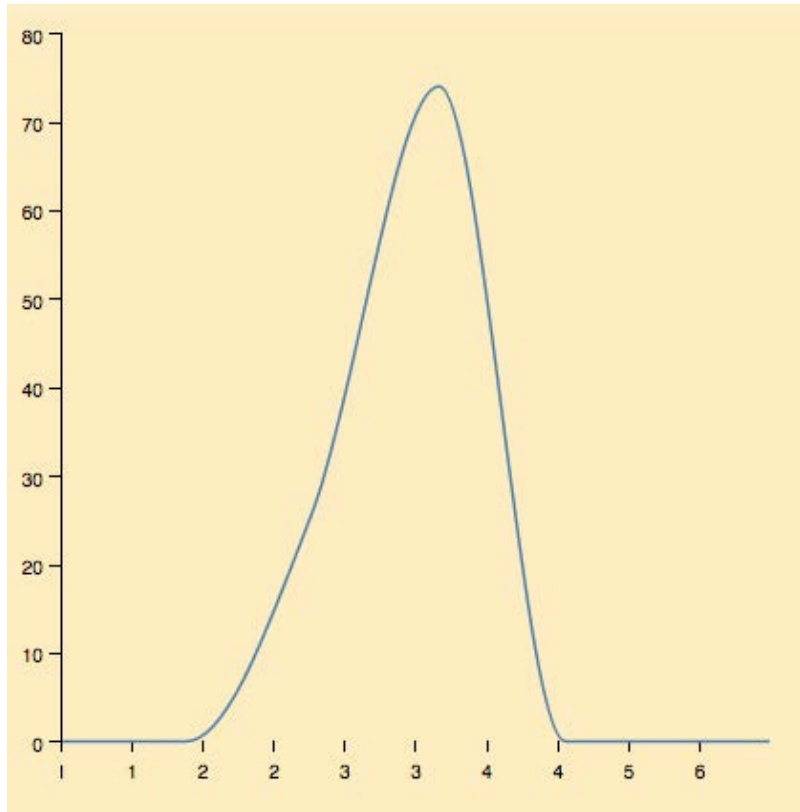
**Xebia**

velocity: 20-45

velocity: 15-30



# Case: 'take up only 35 SP' policy



←→  
velocity: 20 - 45

←→  
velocity: 25 - 35

# Summary



# Summary

- Learning takes time for complex problems
- Speed up by running simulated experiments
- Benefits:
  - From months to seconds
  - Helps to understand the system
  - Helps to explore the fitness landscape
  - Helps to choose most promising change
- Beware of systematic errors and interpretation of results