



Software Center



The Future is Already Here – It's Just Not Distributed Evenly

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**“The Future is Already Here –
It’s Just Not Distributed Evenly”**

William Gibson
(author of Neuromancer)

Three Key Take-Aways

- There is a major misconception in society concerning the role of research: knowledge does **NOT** flow from universities to industry, but rather it is a circular process ***starting in industry***
- Both universities and companies are in trouble and **risk being disrupted** in the coming decade
- Novel industry/academia **collaborative engagement models** are required for both to survive the accelerating rate of innovation

Overview

- Vem är jag? Wie ben ik? Who am I?
- Trends in Software: Need for Speed
- Common Misconceptions about Research
- Challenges for Academia and Industry
- Software Center: A Novel Engagement Model
- Conclusion



Academic Research

10X

Software Center



Software Center



Consultancy



Entrepreneur

fidesmo



Remente

Industry Innovation



Industry Operations



AUQTUS
Automated Quality Testing of User Scenarios

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Software Changes Everything

Air Pollution

Control of CO₂ emissions of factories, pollution emitted by cars and toxic gases generated in farms.

Forest

Monitoring of fire conditions.

Wine C

Monitoring in vineyards grapes and

Offspri

Control of g animal farm

Sports

Vital signs centers and

Struct

Monitoring of in buildings,

Smartphones Detection

Detect iPhone and Android devices and in general any device which works with Wifi or Bluetooth interfaces.

Perimeter Access Control

Electromagnetic Levels

Measurement of the energy radiated by cell stations and WiFi routers.

Traffic

Monitor affluence routes.

Smart Roads

Warning messages and diversions according to climate conditions and unexpected events like accidents or traffic jams.

Smart Lighting

Intelligent and weather adaptive lighting in street lights.

Shopping

Point of sale, preferences, recommendations for them

Maps

Map areas and



Self-D

Robots

Gripen Drone

Quality of Shipment Conditions

Monitoring of vibrations, strokes, container openings or cold chain maintenance for insurance purposes.

Water Quality

Study of water suitability in rivers and the sea for fauna and eligibility for drinkable use.

Golf Courses

Selective irrigation in dry zones to reduce the water resources required in the green.

Waste Management

Detection of rubbish levels in containers to optimize the trash collection routes.

Smart Parking

Monitoring of parking spaces availability in the city.

Water Leakages

Detection of liquid presence outside tanks and pressure variations along pipes.

Vehicle Auto-diagnosis

Information collection from CanBus to send real time alarms to emergencies or provide advice to drivers.

Item Location

Search of individual items in big surfaces like warehouses or harbours.

Nature of Product Innovation is Shifting

- More than 80% of R&D is related to software according to Ericsson
 - The world's 5th largest software company
- 70% of all innovation is related to software according to AB Volvo
- 80-90% of all innovation in a car is related to electronics (HW & SW) according to Volvo Cars

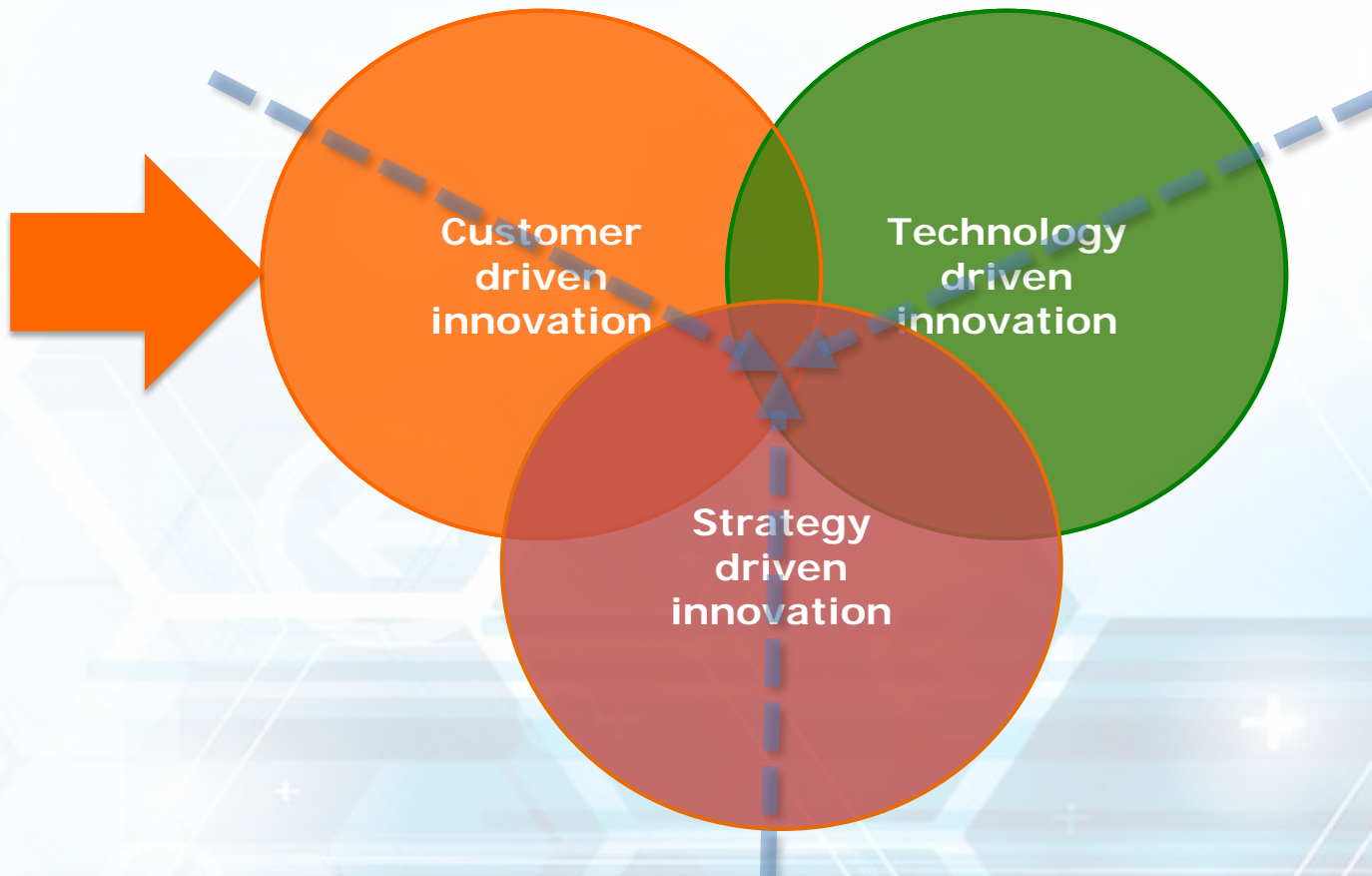


Towards Products As Services

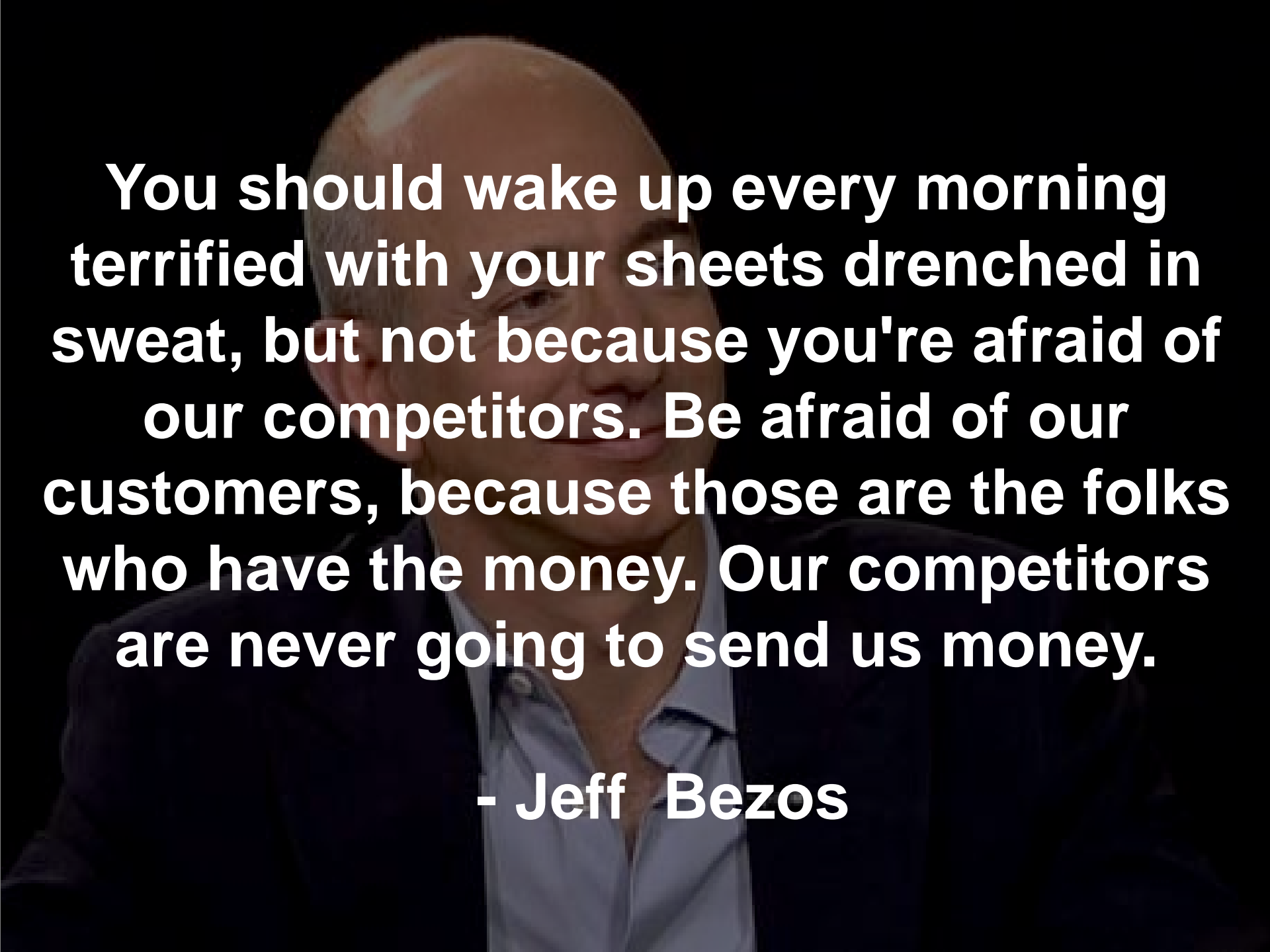


This requires continuous deployment throughout the lifetime of the product

Innovation Approaches

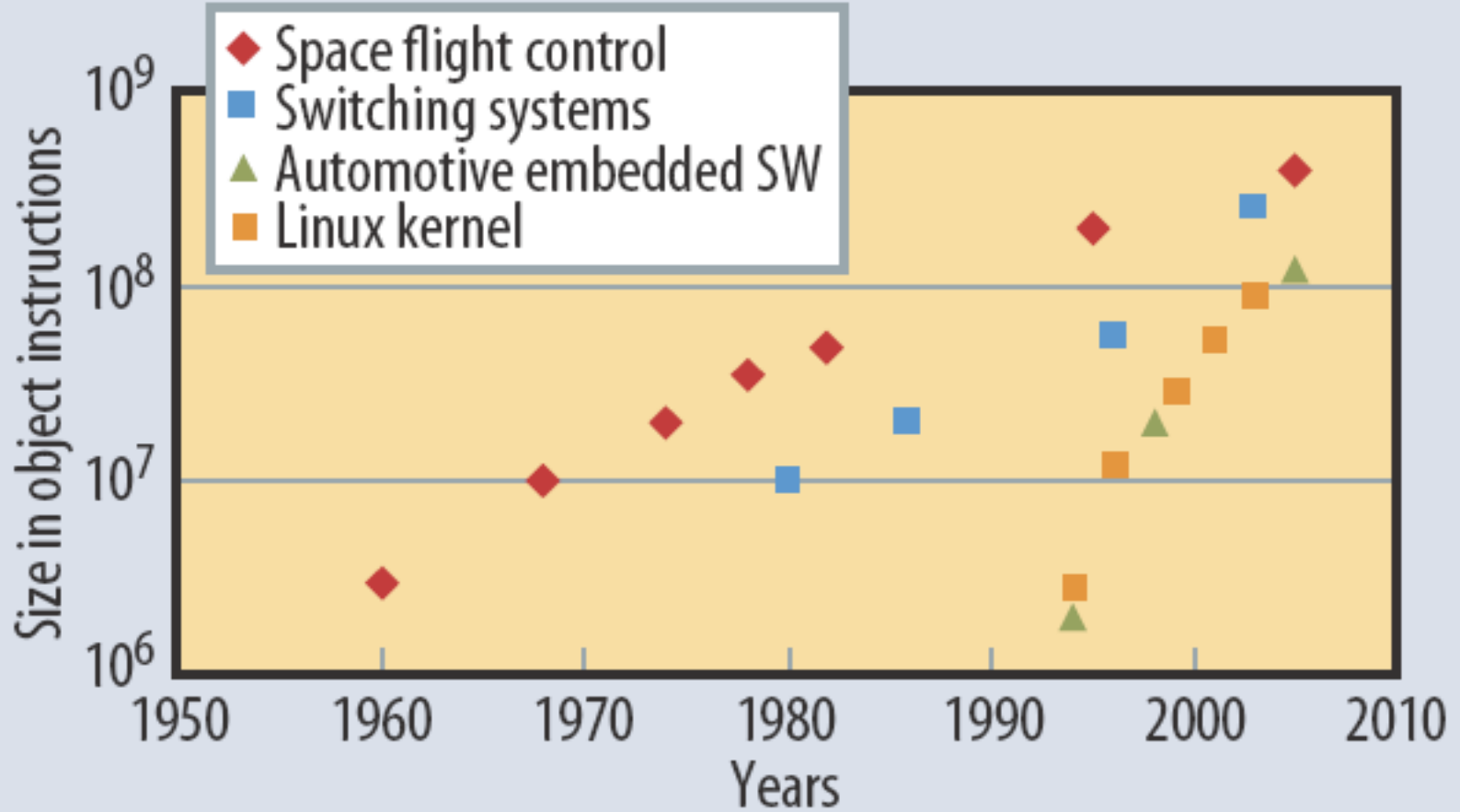


This requires continuous experimentation with customers



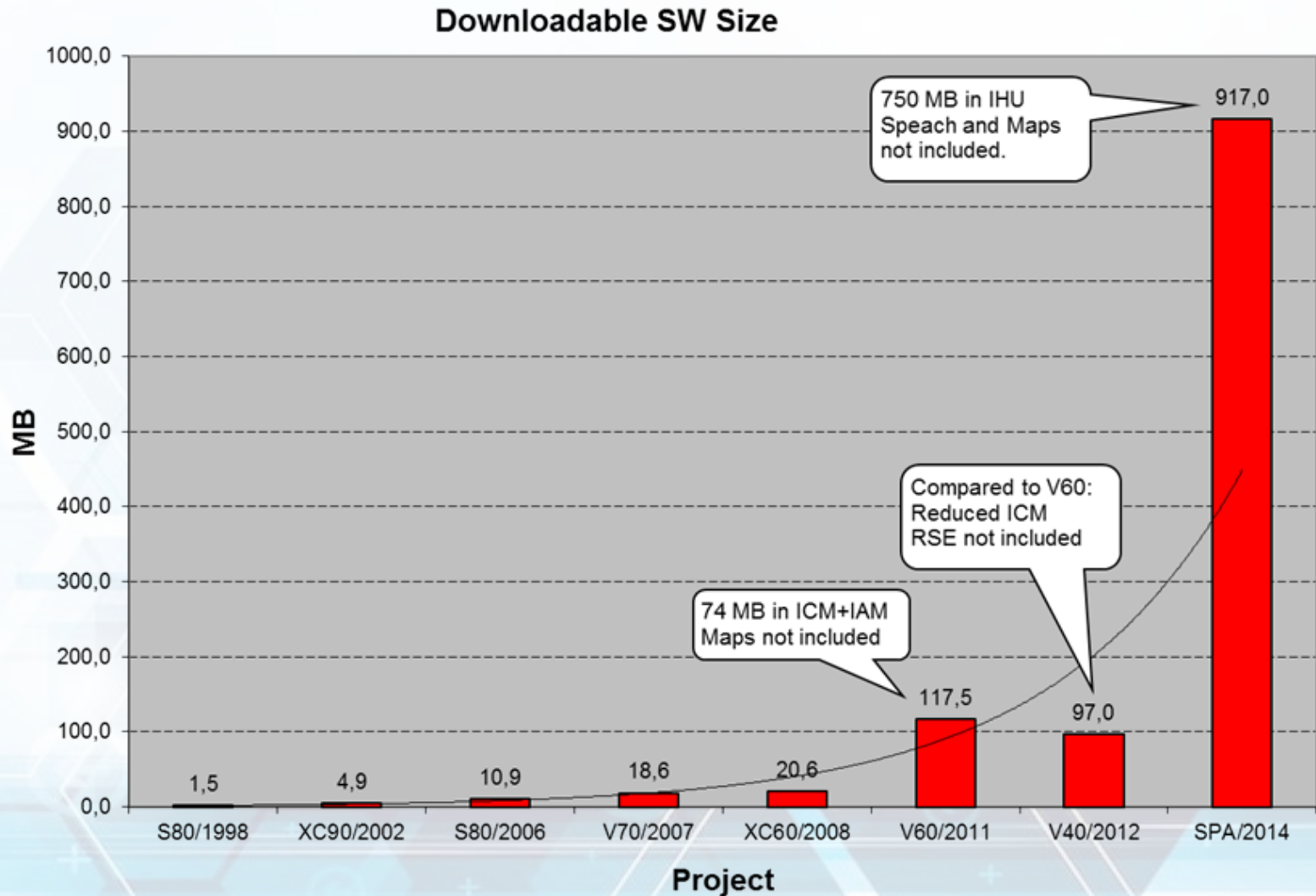
You should wake up every morning terrified with your sheets drenched in sweat, but not because you're afraid of our competitors. Be afraid of our customers, because those are the folks who have the money. Our competitors are never going to send us money.

- Jeff Bezos



10x every ~7 years

Volvo XC 90



Data Generated in the World

 **65 billion**
Location-tagged payments
made in the U.S. annually

154 billion

E-mails sent per day

 **87%**
U.S. adults whose location is
known via their mobile phone

Digital Information Created Each Year, Globally

2,000 BILLION GIGABYTES

1,800
1,600
1,400
1,200
1,000
800
600
400

2,000%

Expected increase in
global data by 2020

**III
Megabytes**

Video and photos stored
by Facebook, per user

75%

50 Terabytes of data are created every second

Trend: Need for Speed

Value Creation Shifts

Emerging companies highlight importance of user contribution and social connectedness



Level of User Contribution

Founded	1984	1995	2004	2009
1M users	~6 years	30 months	10 months	?
50M users	N/A	~80 months	~44 months	~ 1 month

Need for Speed in R&D – An Example

- Company X: R&D is **10%** of revenue, e.g. 100M\$ for a 1B\$ product
- New product development cycle: **12 months**
- Alternative 1: improve efficiency of development with 10%
 - **10 M\$** reduction in development cost
- Alternative 2: reduce development cycle with 10%
 - **100M\$** add to top line revenue (product starts to sell 1.2 months earlier)

No efficiency improvement will outperform cycle time reduction

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It Starts With Basic Research?

- **Belief:** New knowledge is created in basic research. Then it moves to applied research, advanced engineering and engineering.
- **Reality:** New knowledge is created in innovative companies. Research generalizes the knowledge and creates accessibility.
- **Examples:**
 - Agile development practices
 - Hadoop data processing and NoSQL databases
 - All new programming languages in the last 20 years

Our Research is Mono-Disciplinary?

- **Belief:** New innovations originate from within the research community. We lead the community and know best.
- **Reality:** Ideas and innovations almost always originate from outside the research community.
- **Examples:**
 - A/B testing originates in marketing
 - Technical debt metaphor is taken from economics
 - State diagrams originate in communications theory

Work With Government; Stay Away From Industry

- **Belief:** Governments have the long-term perspective and will offer academic freedom. Industry is short-term focused and just wants free/cheap labor.
- **Reality:** With proper governance, industry will set medium & long term direction for research. Governments are always behind.
- **Examples:**
 - Over the last 20 years ALL major innovations in software originated in industry
 - Silicon Valley and US west coast companies are way ahead of academic research in key areas such as big data, deep learning, VR and AR, etc.
 - Swedish companies are ahead in areas such as safety, security, systems integration, etc.

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On Education ...

When you think education is so expensive, delete
we make it a required course

Peter D. Boker
(former president of Harvard University)
(the man who invented management)

Universities Are Disrupted

UPDATED AND EXPANDED NEW EDITION

Disrupting Class

*How Disruptive Innovation Will
Change the Way the World Learns*



Clayton M. Christensen

BESTSELLING AUTHOR OF *THE INNOVATOR'S DILEMMA*

Michael B. Horn & Curtis W. Johnson

Research

More than 1.500.000 papers in 2013!

Wanna stay on top of things?

Read more than 4000 papers PER DAY

365 days per year!!!

<http://www.quora.com/How-many-academic-papers-are-published-each-year>

Research Results

- Over the last 20 years, **ALL** major innovations in software originated in industry
 - Programming languages, operating systems, web technology, mobile technology, etc.
- Innovation happens when you are trying to solve a really hard, real problem
- Academics tend to be the “chickens” and not the “pigs”

Industry

52% of the Fortune 500 firms since 2000 are gone



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Software Center

Mission: Improve the software engineering capability of the Nordic Software-Intensive industry with an order of magnitude

Theme: Fast, continuous deployment of customer value

Success: Academic excellence

Success: Industrial impact



CHALMERS



MALMÖ UNIVERSITY



MÄLARDALEN UNIVERSITY SWEDEN

Some Online Companies



A New Collaboration Model

Software Center aims to develop a
strategic partnership
with partner companies to
significantly accelerate their adoption
of novel approaches to software engineering

- Research is performed in 6-month sprints
- Long term goal; short term value
- System-level, holistic perspective, including business, architecture, ways of working and organizational aspects

Theme Structure

Application Domain Themes

Shared
public/partner
funding

Autonomous
Systems

WASP

Internet
of
Things

IOTAP

System
of
Systems

Predominantly
partner
funding

Continuous
Delivery

Continuous
Architecture

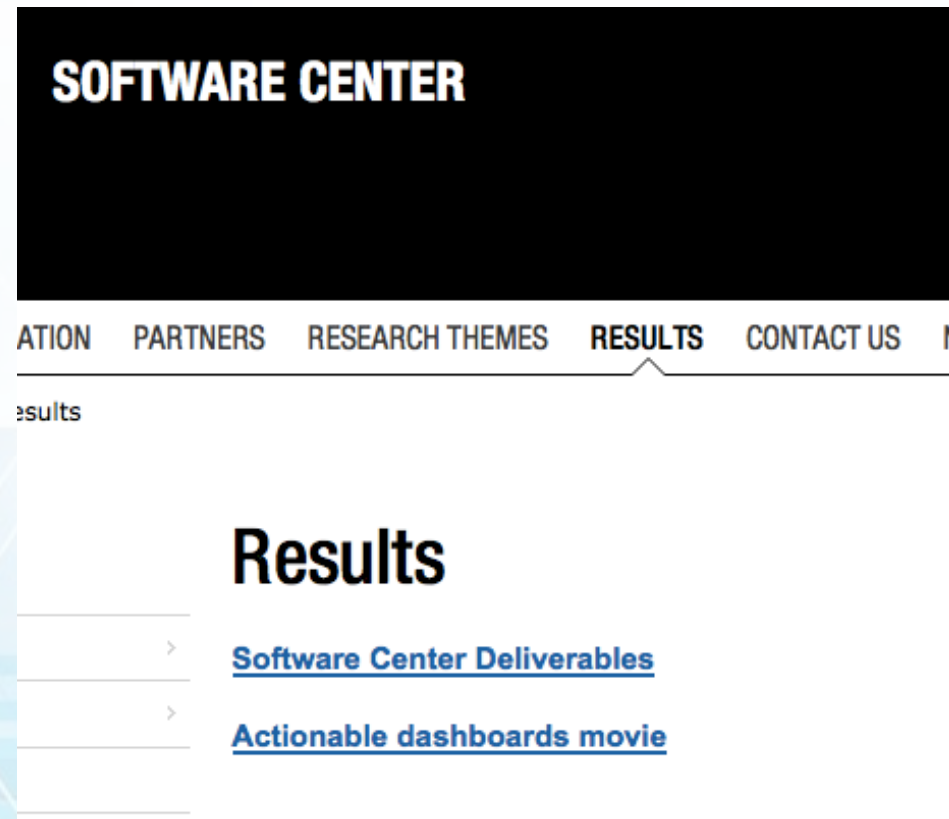
Metrics

Customer
Data and
Ecosystems

Technology Themes

How are we doing?

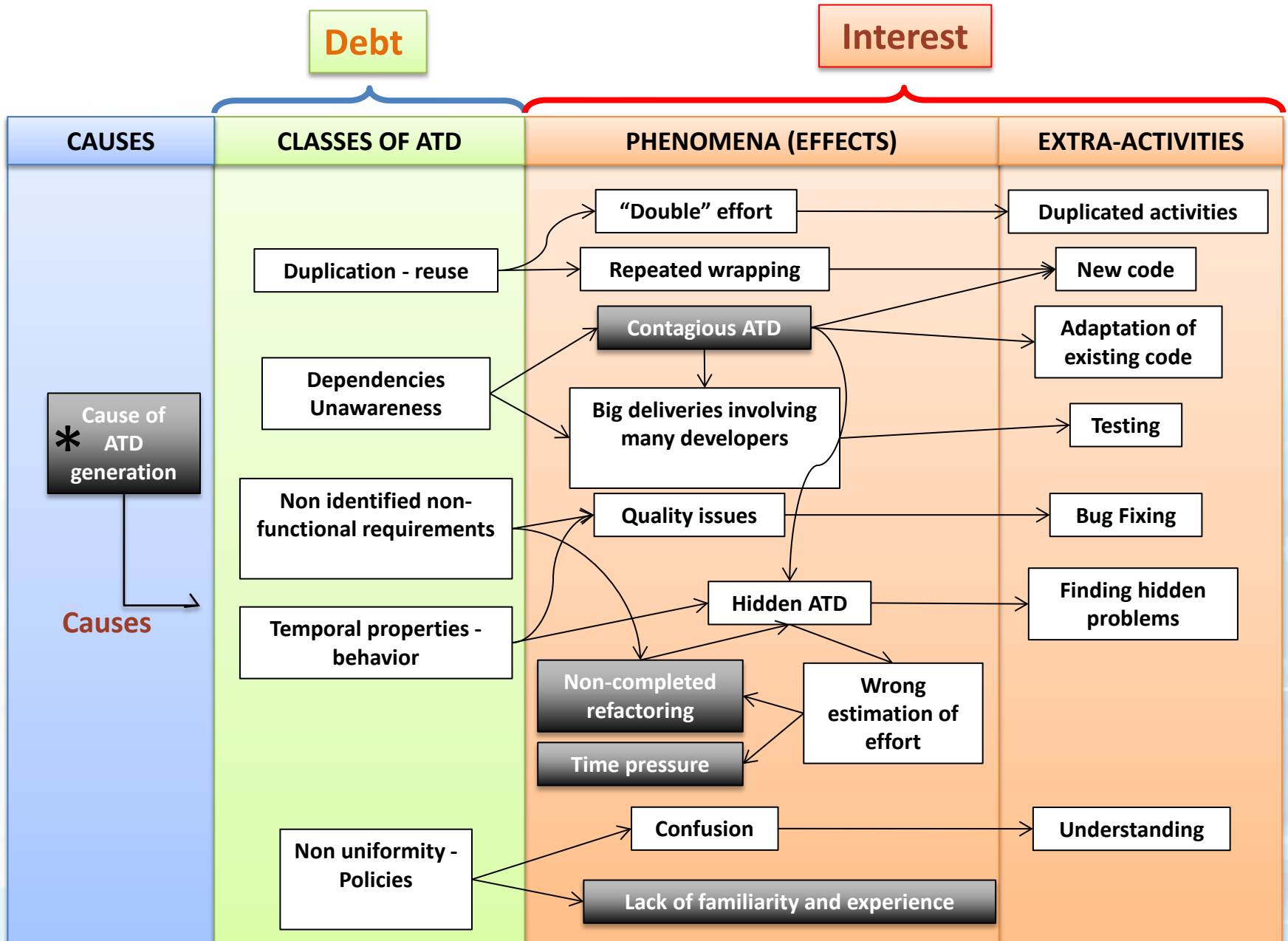
- Stairway to Heaven
- CIVIT model
- CAFFEA model
- HYPEX model
- Metrics-based visualization
- Etc.



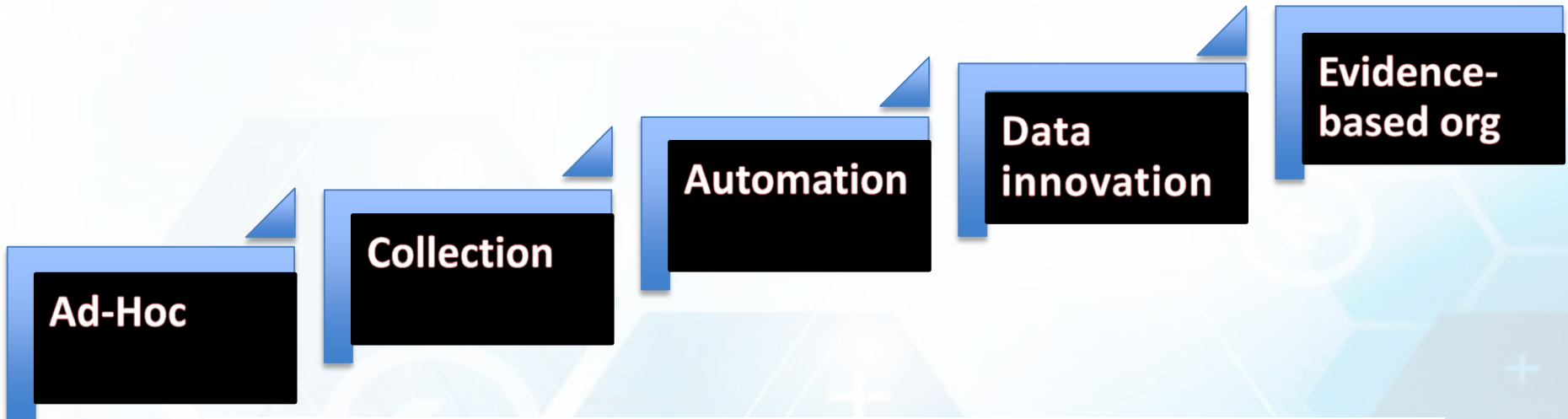
Active use by the Software Center companies!

Stairway to Heaven: Speed





Stairway to Heaven: Data



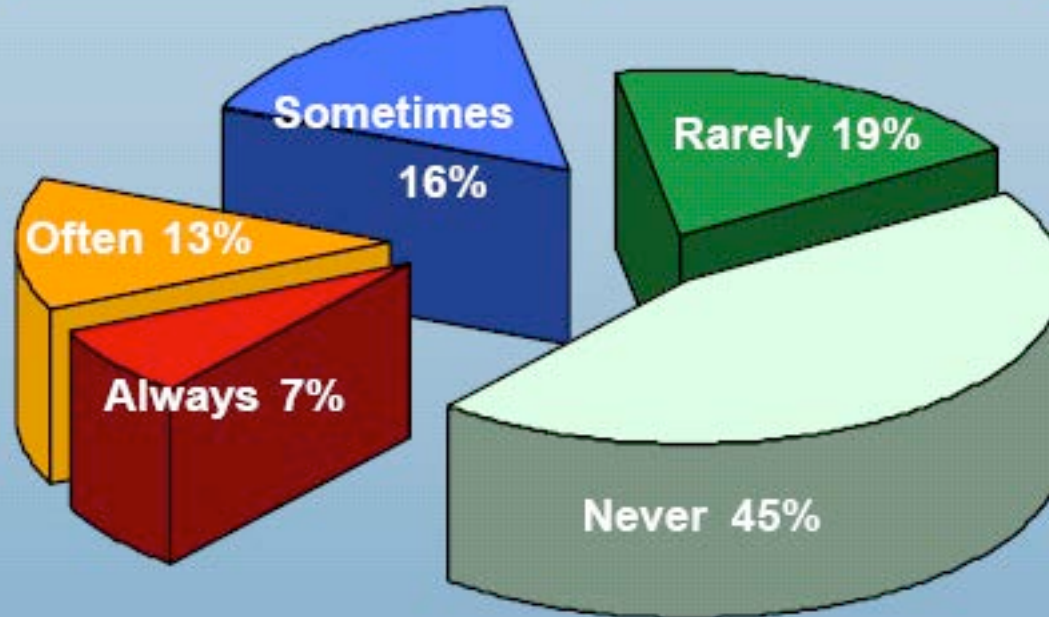
	Collection	Analysis	Reporting	Decision making
Ad-hoc	manual	manual	manual	manual
Collection	automated	manual	manual	manual
Automation	automated	automated	automated	supported
Data innovation	dynamic	dynamic	dynamic	supported
Evidence-based company	dynamic	dynamic	dynamic	automated

“Featuritis”

Features / Functions Used in a Typical System

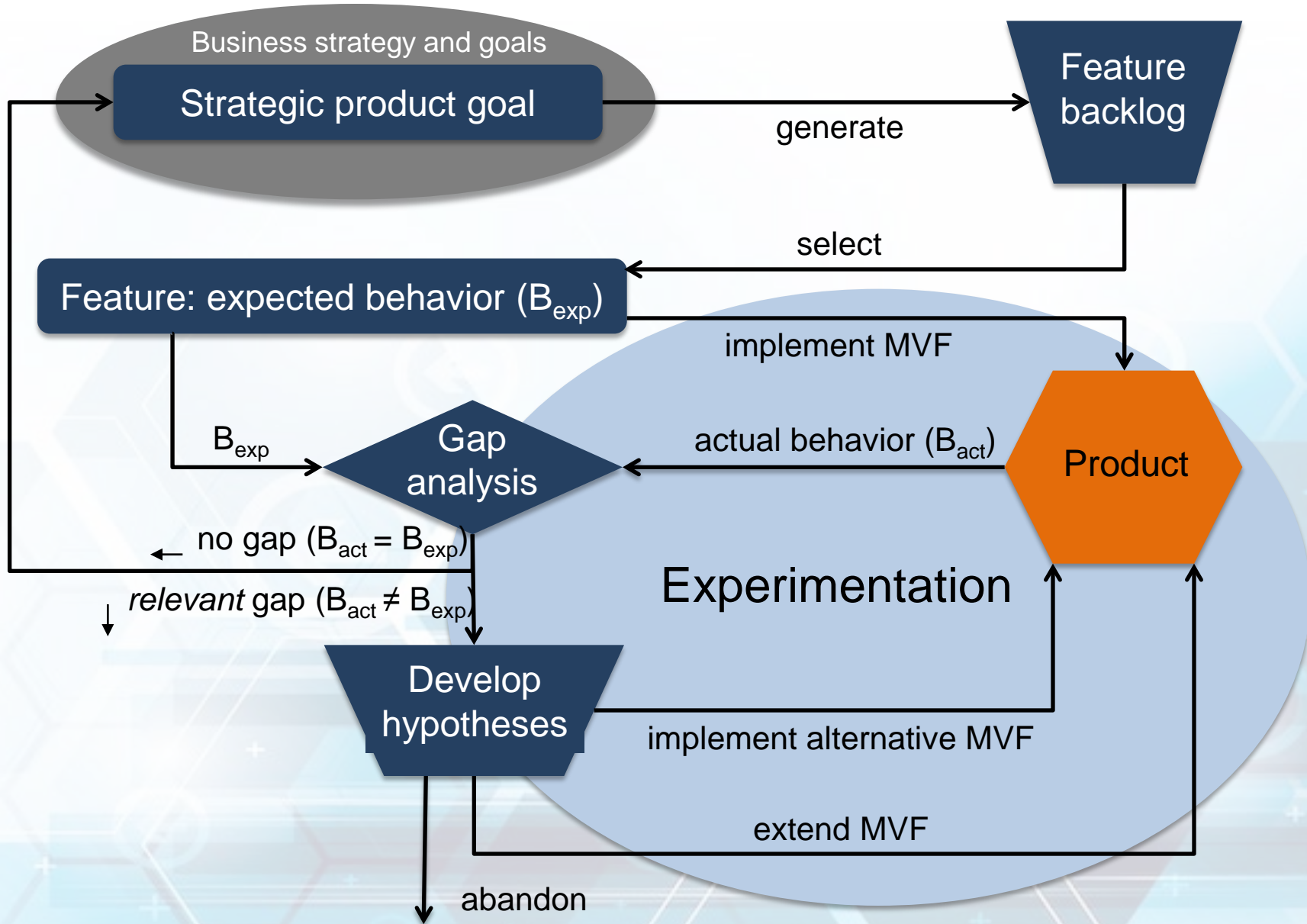
**Often / Always
Used: 20%**

**Rarely / Never
Used: 64%**

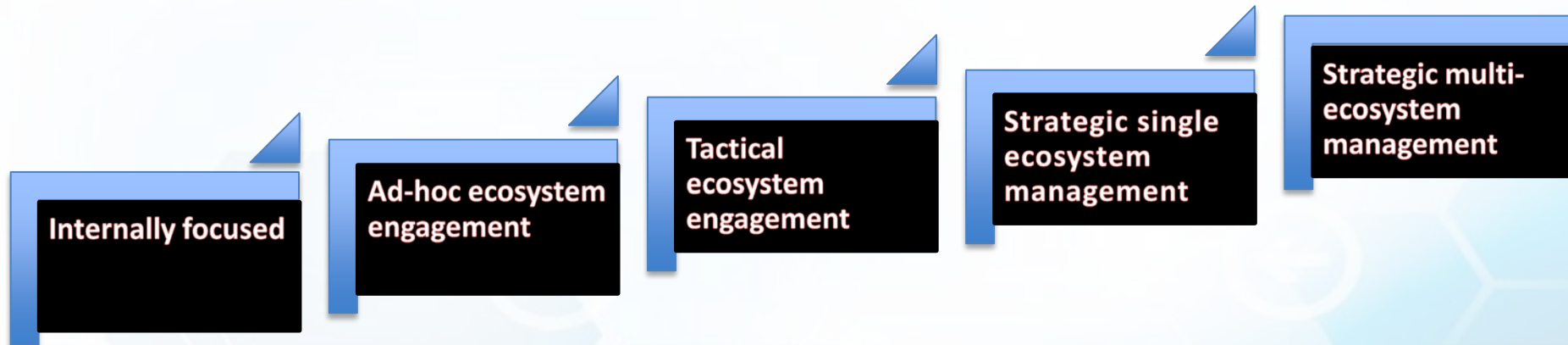


Standish Group Study Reported at XP2002 by Jim Johnson, Chairman

The HYPEX Model

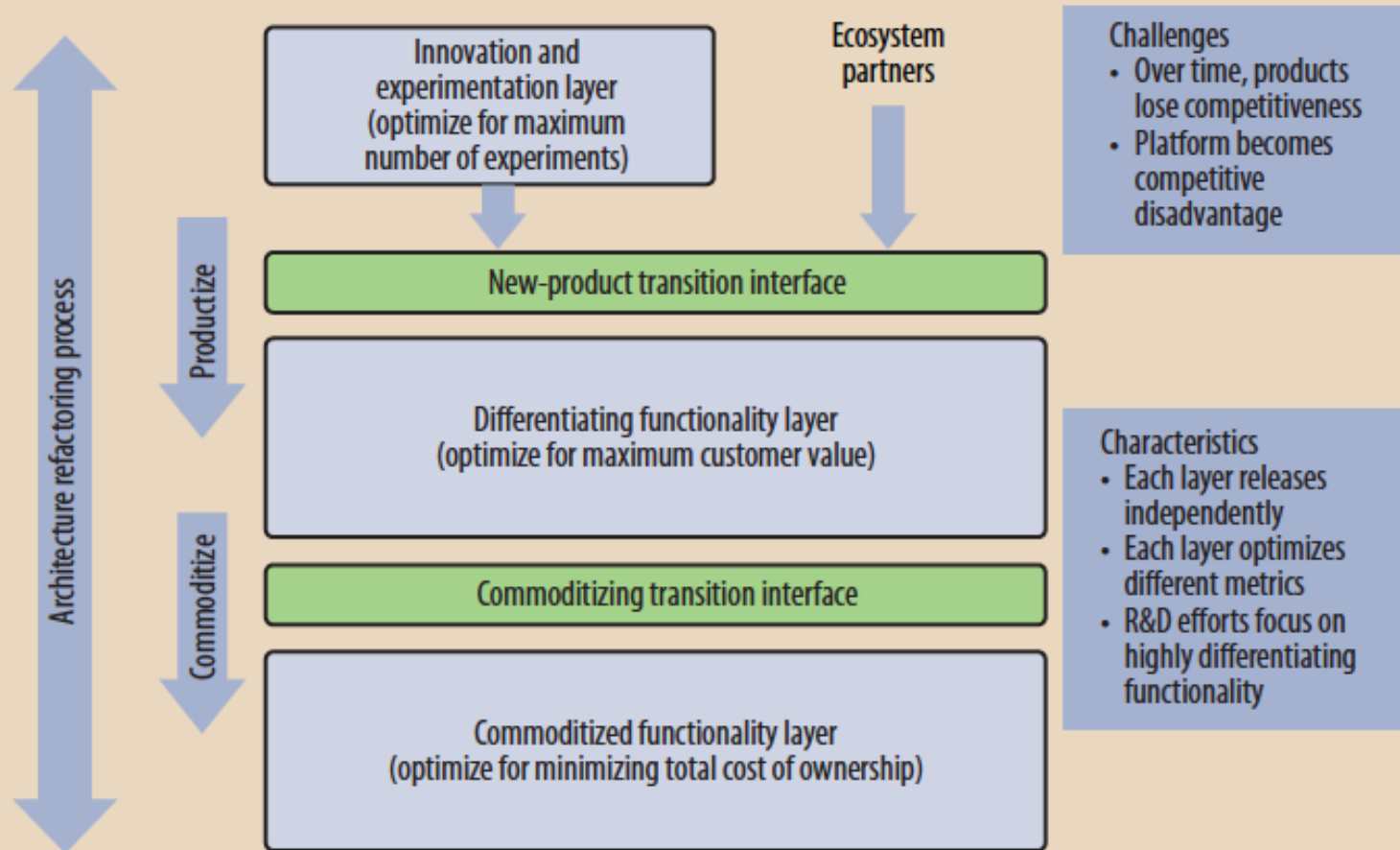


Stairway to Heaven: Ecosystems



Levels	
Internally focused	do everything in-house unless it is really impossible
Ad-hoc ecosystem engagement	individuals take ad-hoc decisions to engage with ecosystem partners, but local optimization
Tactical ecosystem engagement	ecosystem engagement is centralized, but driven by tactical (rather than strategic) considerations
Strategic single ecosystem management	one of the ecosystem types is managed strategically
Strategic multi-ecosystem management	all three types (I, D, C) are managed strategically

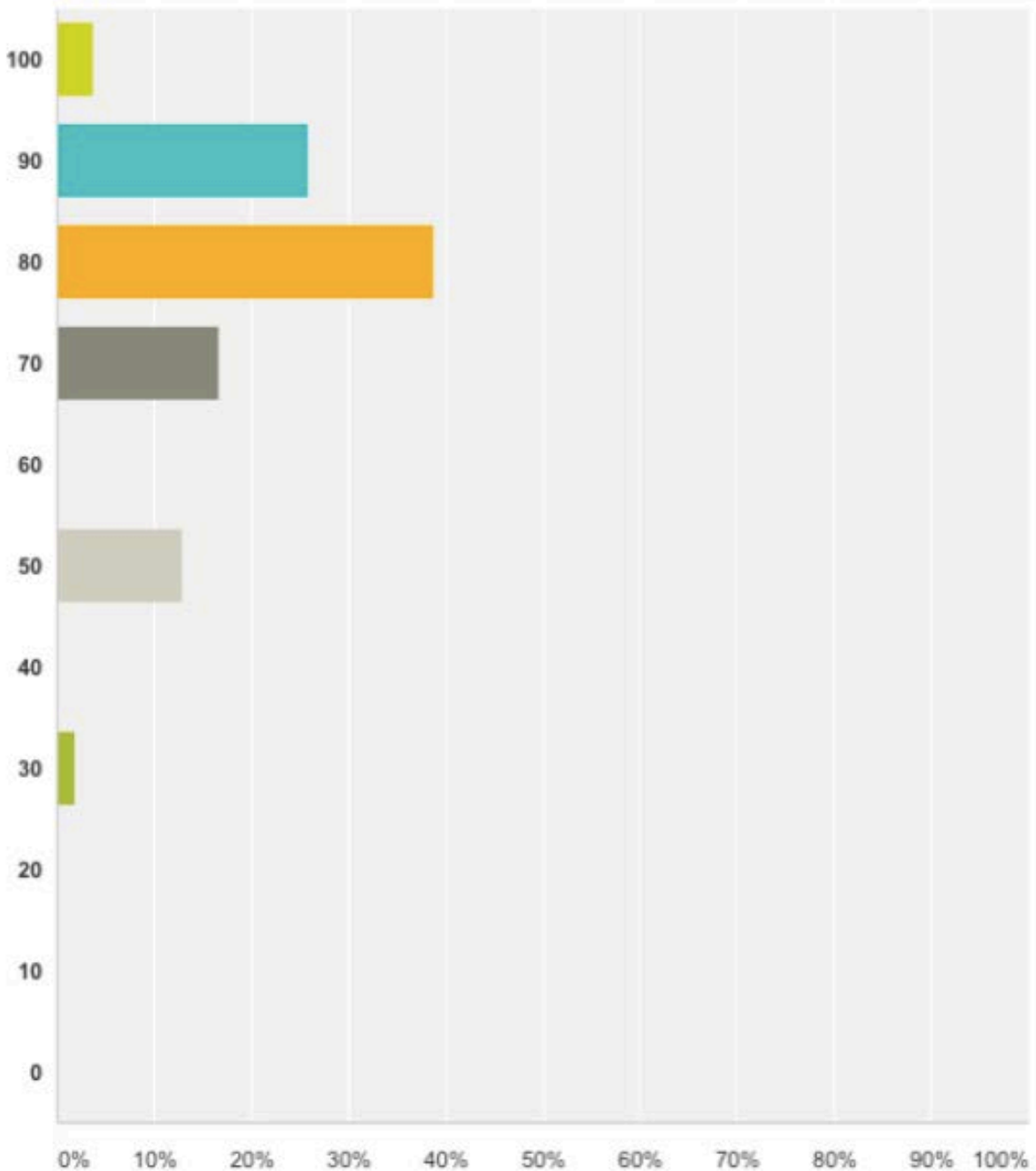
3LPM: Three Layer Product Model



Bosch, J. (2013). Achieving Simplicity with the Three-Layer Product Model, *IEEE Computer*, Vol. 46 (11), pp. 34-39.

What % of R&D for Commodity?

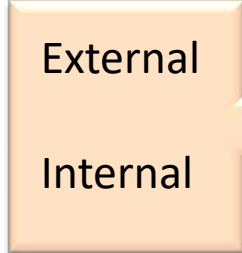
Answered: 54 Skipped: 6



Ecosystem Drivers

Ecosystem Type

Ecosystem Characteristics



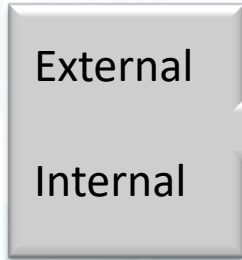
Innovation ecosystem

- **Who:** Customers, 3rd party developers, suppliers
- **What:** Development of new functionality
- **Why:** Share/minimize innovation costs/risks
- **When:** High market uncertainty
- **How:** Open innovation, co-opetition, partnerships
- **Mechanisms:** Product platforming, idea competitions, customer involvement, collaborative design, innovation networks etc.



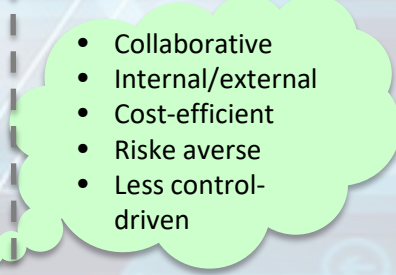
Differentiating ecosystem

- **Who:** Keystone player
- **What:** Optimization and extension of existing functionality
- **Why:** Turn innovations into core product offerings, keep internal control over value-adding functionality, optimize for maximum customer value
- **When:** When innovative functionality have proven valuable for customers
- **How:** Innovation transfer, R&D management, monetizing strategies
- **Mechanisms:** Data-driven development, patents, contracts, licenses etc.



Commoditizing ecosystem

- **Who:** Suppliers, competitors, developers
- **What:** Reduce efforts related to old, non value-adding functionality
- **Why:** Share/minimize maintenance costs
- **When:** Functionality that has become so integral to the product that it no longer offers customer value
- **How:** OSS, COTS, inner source, standardization, shared supplier
- **Mechanisms:** Open platforms and API's, connecting services etc.



Functionality transfer

Functionality transfer

TeLESM: Three Layer Ecosystem Strategy Model

Innovation ecosystem

internal ←

- Me-Myself-I Strategy
- Be-My-Friend Strategy

← **collaborative** →

- Customer Co-Creation Strategy
- Supplier Co-Creation Strategy
- Peer Co-Creation Strategy
- Expert Co-Creation Strategy

→ **external**

- Copy-Cat Strategy
- Cherry-Picking Strategy
- Orchestration Strategy
- Supplier Strategy
- Preferred Partner Strategy
- Aquisition Strategy



Differentiating ecosystem

internal ←

- Increase Control Strategy
- Incremental Change Strategy
- Radical Change Strategy

← **collaborative** →

→ **external**



Commoditizing ecosystem

internal ←

- Rationalized in-sourcing
- Push-Out Strategy

← **collaborative** →

- OSS Creation Strategy
- Partnership Strategy
- OEM partnerships

→ **external**

- COTS Adoption Strategy
- OSS Integration Strategy
- Outsourcing

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