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What is the biggest issue?

Topics that have been discussed this week:

- Well Java, yes
- Software complexity?
- Agile?
- Distributed development?
- Developer productivity?
- Time to market pressure?

- Software quality?
- Outsourcing?
- Centralization?
- Control?
- Compliance?
- Visibility?

Underutilization of hardware?



Answer: All of the Above

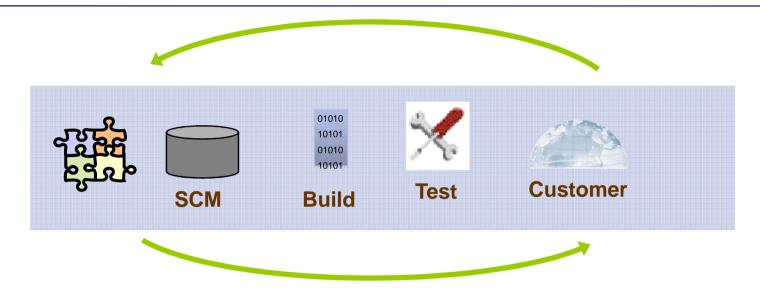
- The stakes have never been higher...
- So, how do you measure the health of your software projects?
 - Number of check-ins?
 - Bugs fixed? Bugs outstanding?
 - Specs completed? On-schedule? On-budget?
- The clearest indicator of project health = <u>Working Software</u>

Without built software, there's no way to test to see what is done.

- Carey Schwaber, Senior Analyst, Forrester Research



The goal is fast, high quality development



- Each cycle round this loop can take DAYS/WEEKS
- Reduce iterations to reduce "time to market"
- High speed builds
- More right-first-time builds
- Automation (Build, Test, Deployment)

- Reduce "bad code" checkins
- Test early (by developers)

Slide 4

Slide 4



Move problem detection upstream

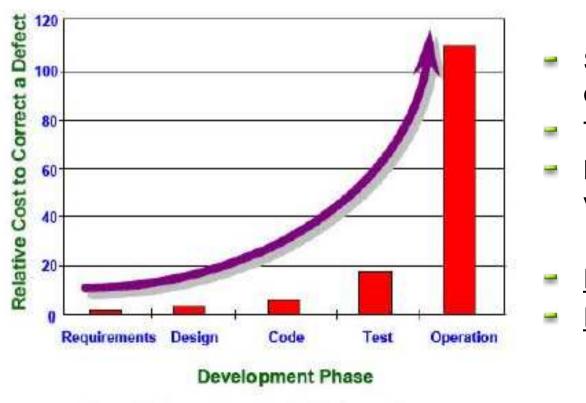
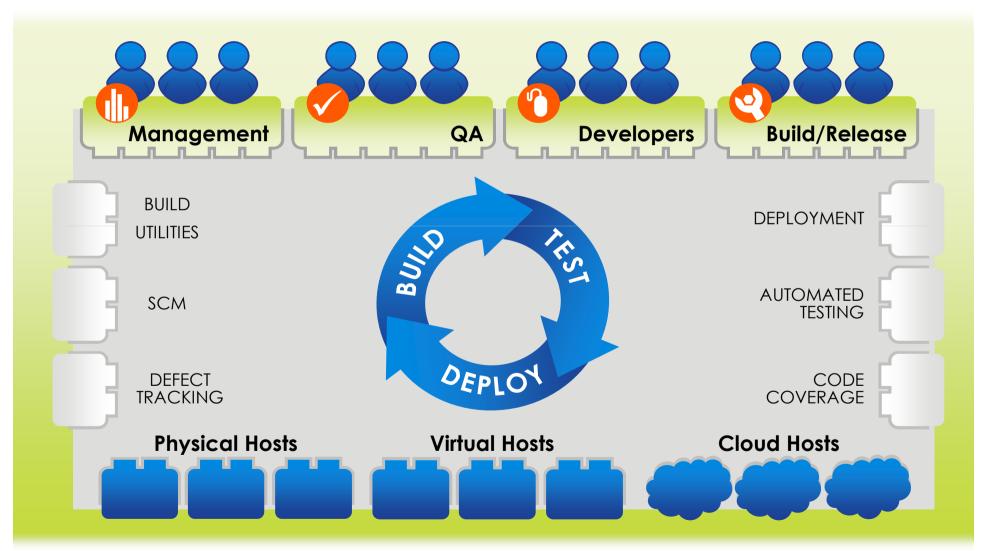


Figure 1 - Increasing cost of defect correction

- Software Build "early and often"
- Test earlier in lifecycle
- More upstream code validation
- Improve Code Quality
- Reduce Project Times



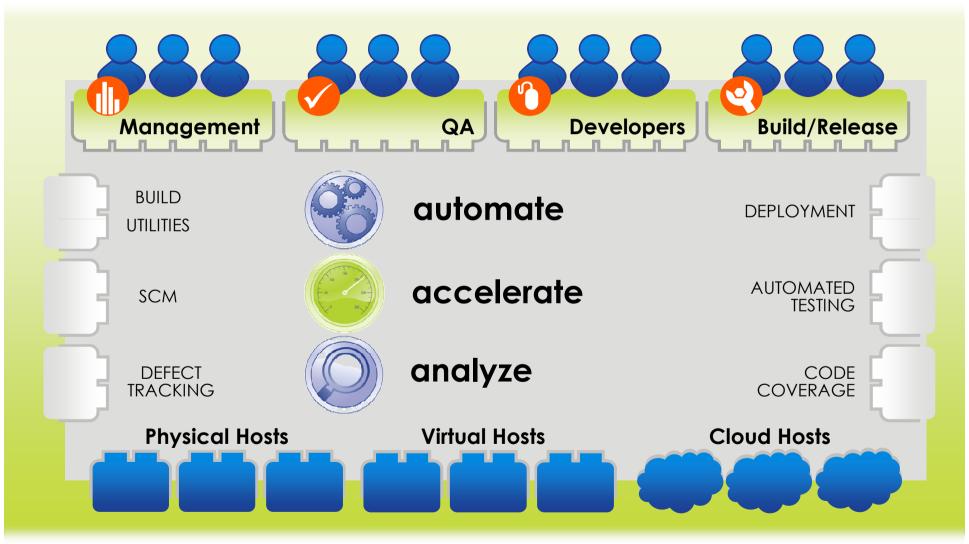
Software Production Management



October 7, 2009 Subte 28009



Where Electric Cloud Helps



October 7, 2009 **\$10.076**/2009



Electric Cloud Solutions

- Build Management
- Build Acceleration
- Geographically Distributed Development
- Agile Development / Continuous Integration
- Virtualization
- Software Quality
- Centralization and Control
- Compliance



Build Management

Challenges with Today's Systems:

Script-based systems work, but they are hard to maintain

- Scaling to multiple platforms, multiple targets, multiple teams is complex
- Only the experts who built them can run and modify them
- They are slow and not designed to run tasks in parallel

Solution Requirements:

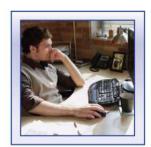
- Flexible, easy to use framework for software production
- Re-use of processes and components
- Parallel execution of build and test tasks to reduce cycle time
- Scalability to handle a large number of projects, builds, tests



Managing Global Teams



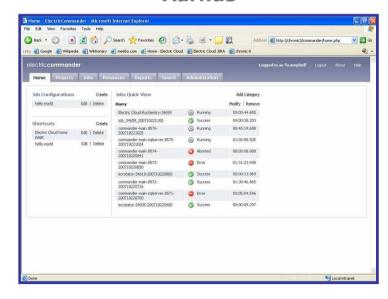
SW DEVELOPERS
Copenhagen



SW DEVELOPERS
San Francisco

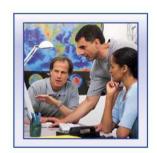


ENGINEERING MGR
Aarhus





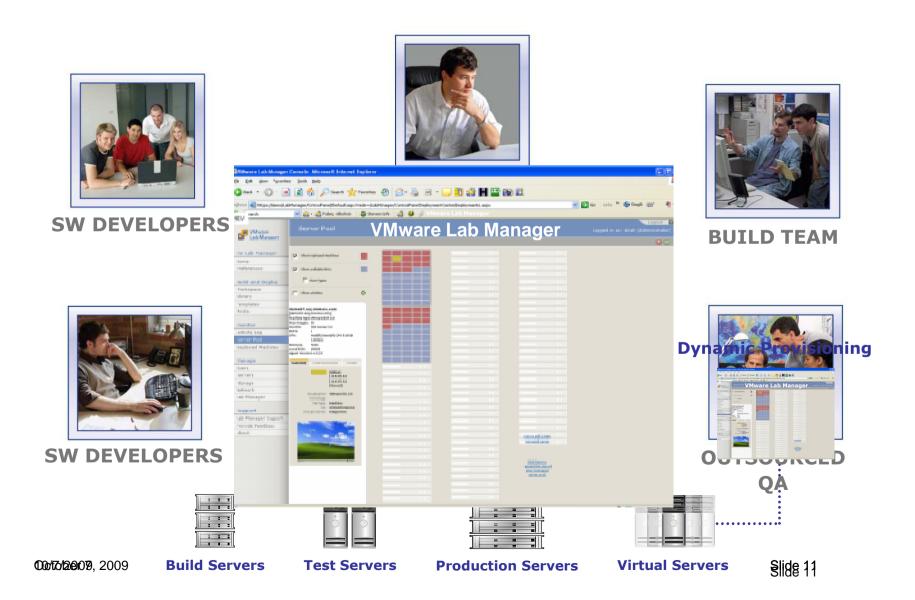
BUILD TEAM San Francisco



OUTSOURCED QA Bangalore

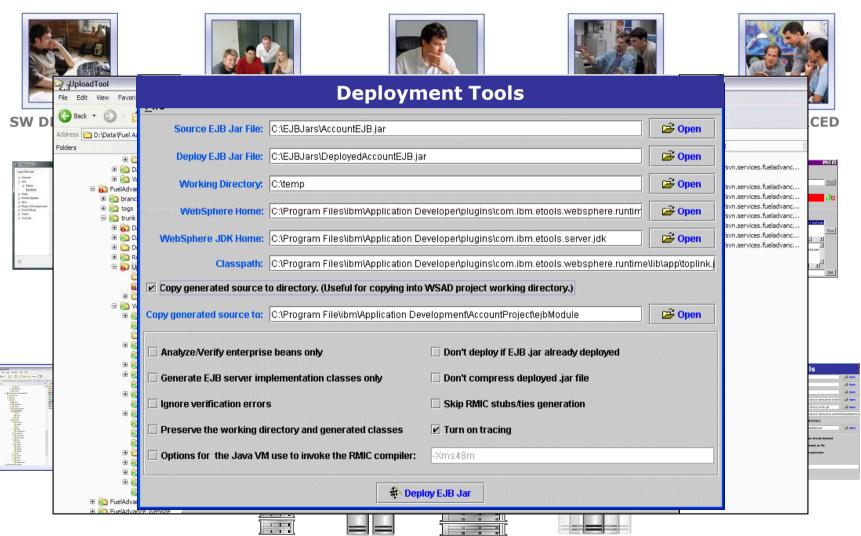


Managing Resources





Integrate Tools and Processes

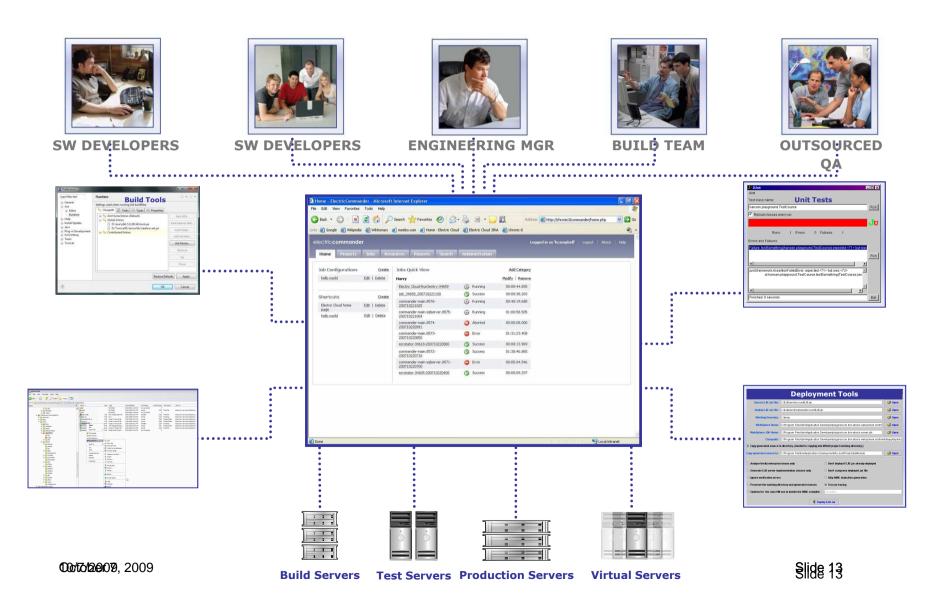


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ervers Test Servers Production Servers Virtual Servers

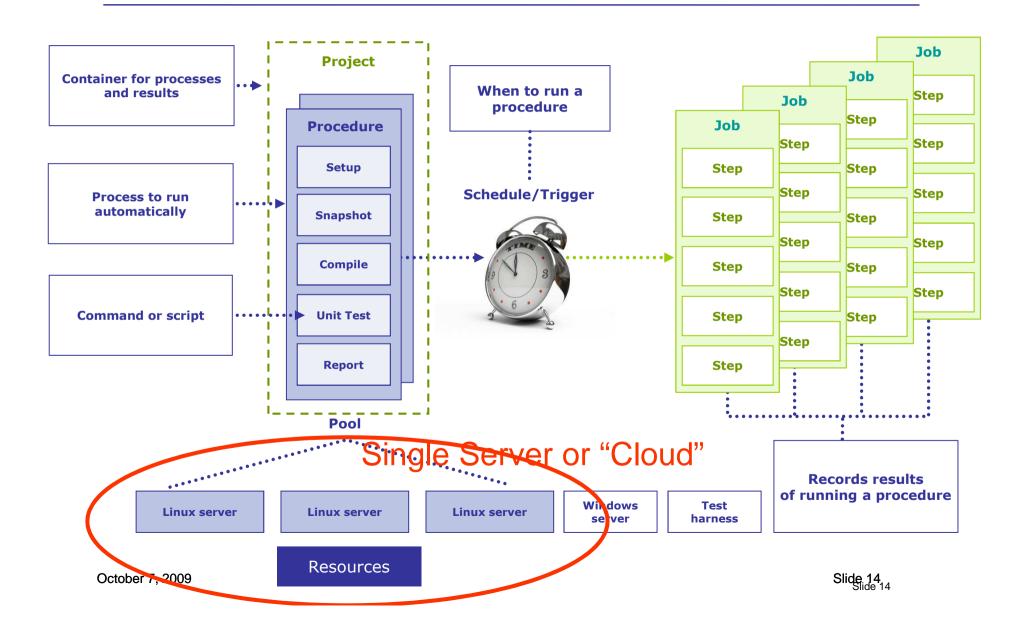


Tie it all Together



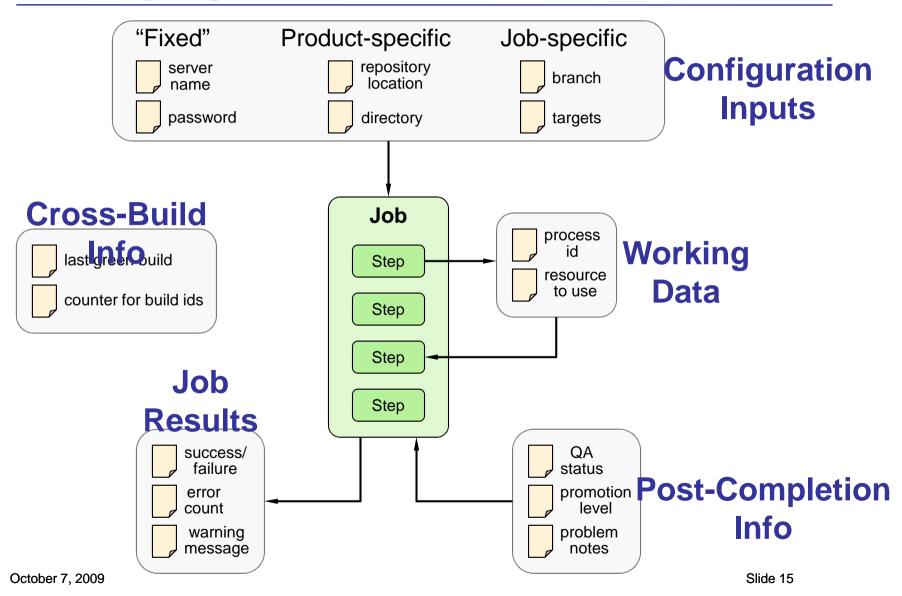


ElectricCommander Architecture



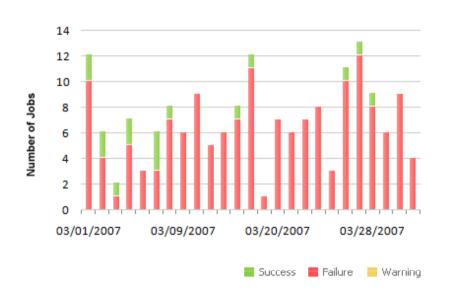


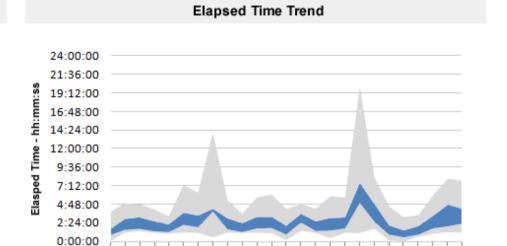
Managing Build and Test Data



Variant Trend - McKinley 3/1/2007 ~ 3/31/2007

Outcome Trend





03/20/2007

03/28/2007

Range Std Dev

03/09/2007

| Date | Job | Schedule | Status | Elapsed Time | Start Time |
|------------|----------------------------------|----------------|---------|--------------|-------------------------|
| 03/01/2007 | mckinley-main.13190-200703010103 | sentry_ea_main | error | 3:20 | 2007-03-01T01:03:18.519 |
| 03/01/2007 | mckinley-main.13192-200703010112 | sentry_ea_main | error | 3:37:04 | 2007-03-01T01:12:18.500 |
| 03/01/2007 | mckinley-main.13195-200703010451 | sentry_ea_main | error | 2:29:42 | 2007-03-01T04:51:19.889 |
| 03/01/2007 | mckinley-main.13196-200703010936 | sentry_ea_main | error | 1:53:34 | 2007-03-01T09:36:19.60 |
| 03/01/2007 | mckinley-main.13197-200703011130 | sentry_ea_main | error | 45:58 | 2007-03-01T11:30:19.963 |
| 03/01/2007 | mckinley-main.13198-200703011221 | sentry_ea_main | error | 33:47 | 2007-03-01T12:21:24.439 |
| 03/01/2007 | mckinley-main.13199-200703011327 | sentry_ea_main | success | 1:43:18 | 2007-03-01T13:27:18.764 |

03/01/2007

| | | Resou | rce Summ | ary - 1 Day | 3/25/2007 |
|----------------|----------------|--------------------------------------|-------------|--------------------|------------|
| Host | Resource | Concurrent Steps Running as % of Day | Total Steps | Load Factor | Total Time |
| jotest | jotest | | 21 | 0.02 | 22:31 |
| jo-linux | jo-linux | | 5 | 0.01 | 9:11 |
| installer-win2 | installer-win2 | | 9 | 0.02 | 28:31 |
| installer-win1 | installer-win1 | | 39 | 0.08 | 2:00:54 |
| eng | eng | | 170 | 0.05 | 71:55 |
| ecbulid-win2 | ecbulid-win2 | | 260 | 0.52 | 12:21:58 |
| ecbuild-win1 | ecbuild-win1 | | 243 | 0.46 | 10:63:11 |
| ecbuild-sol2 | ecbuild-sol2 | | 144 | 0.18 | 4:20:55 |
| ecbuild-sol1 | ecbuild-sol1 | | 145 | 0.19 | 4:38:50 |
| ecbuild-lin2 | ecbuild-lin2 | | 209 | 0.35 | 8:18:59 |
| ecbuild-lin1 | ecbuild-lin1 | | 209 | 0.33 | 8:01:17 |
| chronic3 | chronic3 | | 0 | 0.00 | 0 |
| | | ■ 1 Step ■ 2 Steps ■ >3 Steps | | | |

Reported on March 26, 2007



Customer Spotlight: Build Management

Intuit Software

Problem:

- Building 1200 product variants (SKUs) on existing build system was unmanageable
 - Large matrix of product versions X platforms X tax jurisdictions
- Small process changes resulted in hundreds of manual changes to the individual procedures for each variant
- Needed to integrate with existing tools

Solution: ElectricCommander

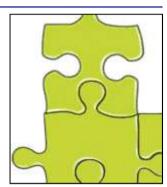
- Scalable, high-performance build automation
- Property mechanism allows process changes to be immediately inherited across a large number of product variants
- Complete API eased integration with existing tools
- Initially deploying for production builds, plan to expand to developer "pre-flight" builds



Agile Development/Continuous Integration

Challenges:

Build process often requires manual intervention (setting parameters, copying files, etc.)



- Failures due to build infrastructure prevent regular, reliable builds
- Build and test cycle time is too long to build frequently

Solution Requirements:

- SCM integration
- Automated, reliable build and test execution upon developer check-in
- Fast build and test cycles to allow frequent integration



Virtualized Build and Test

Challenges:

Software development infrastructure is underutilized and costly to manage

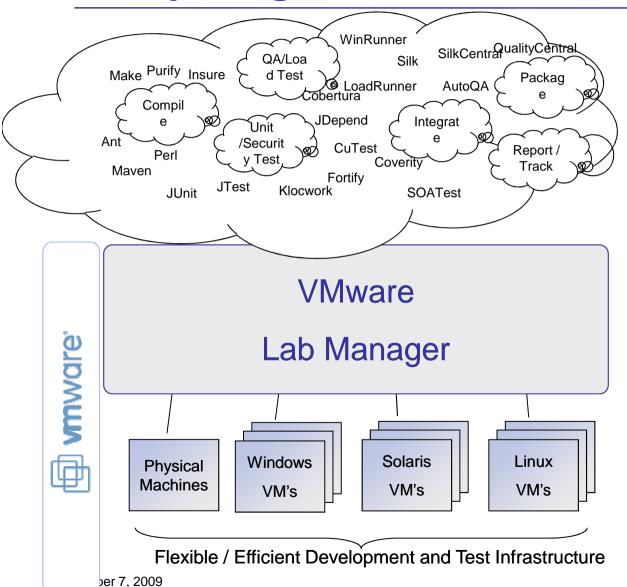
- Hours or days to set up each new environment
- Difficult to run frequent testing on all target architectures

Solution Requirements:

- Rapid, self-service provisioning of virtual environments
- Ability to support new/changing test configurations quickly
- Leverage library of pre-built configurations
- Flexible, adaptable process engine that can take advantage of a flexible, adaptable virtual infrastructure



Completing The Solution



Remaining Problem:

- Can't quickly build up/tear down process / application
- Scripts not fast, flexible, automated or self-service
- · Disparate tools not integrated

.ab Management:

Automation helps organizations get the most out of a virtualized

- development
- infrastructure
- Simplify IT Management

Slide 21

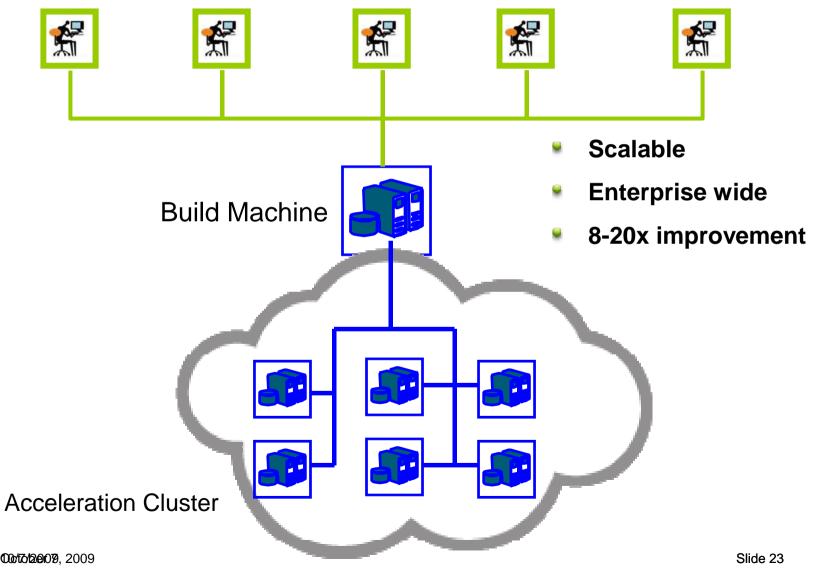
Acceleration of Builds



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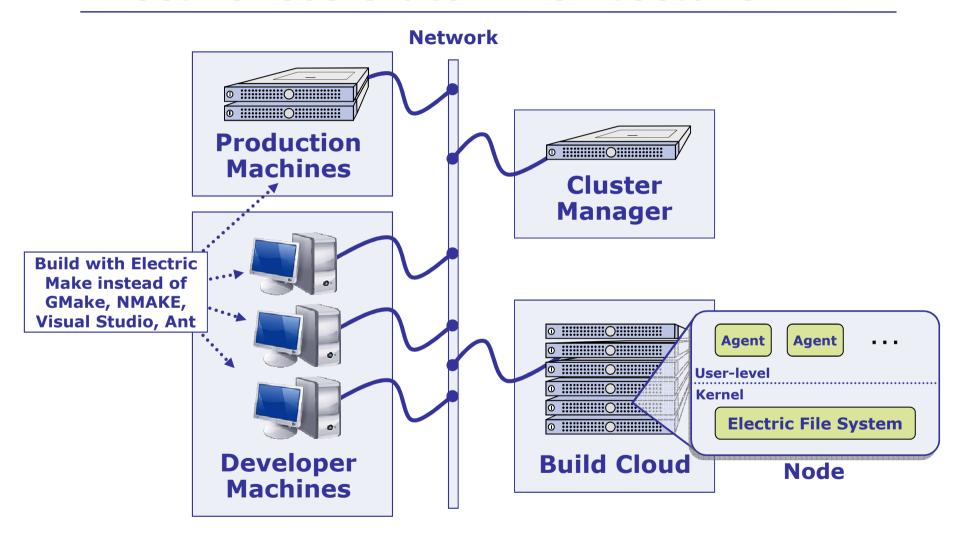
Electric Accelerator: Centralized Cluster



000/17/12(9)079, 2009



ElectricAccelerator Architecture



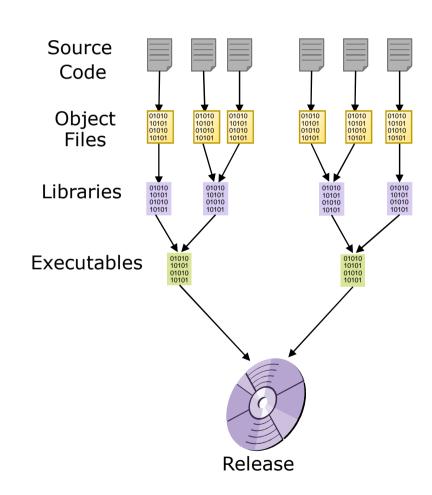
Developer builds, production builds leverage the same cluster

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Managing Dependencies for Parallel Builds

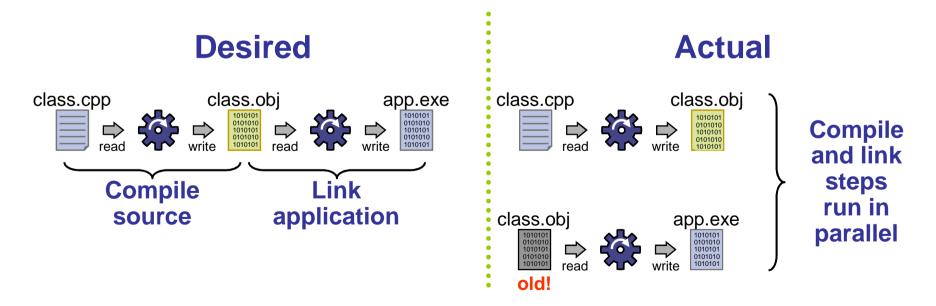
- Builds have inherent parallelism
- Simple to run in parallel
 - Large SMP Machines (gmake –j)
 - Distributed builds (distcc)
- Traditionally yield small results due to dependencies:
 - Incomplete or unknown
 - Implicit dependencies
 - Only understand compiler dependencies
- Result: broken builds





Solution for Fast, Accurate Builds

- In-Flight Dependency Management
 - Watch all file accesses: these indicate dependencies
 - Automatically detect and correct out-of-order steps



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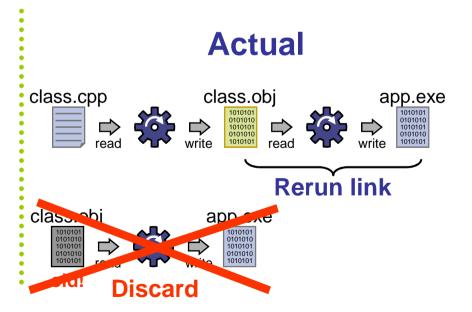


Solution for Fast, Accurate Builds

In-Flight Dependency Management

- Watch all file accesses: these indicate dependencies
- Automatically detect and correct out-of-order steps
- Save discovered dependencies for future builds
- Result: safely unlock high concurrency

class.cpp class.obj app.exe | Compile | Compile | Class | Compile | Compile



Slide 27



Works Seamlessly in Environment

- Works seamlessly with existing infrastructure
 - GNU Make, NMAKE, Visual Studio, Ant, and more
 - No learning a new interface/tool
 - Use existing build files and scripts
 - Identical log files
- Works with grid and high performance computing environments
 - Fully integrated with the Platform LSF grid computing solution
 - Optimized for Microsoft High Performance Computing servers





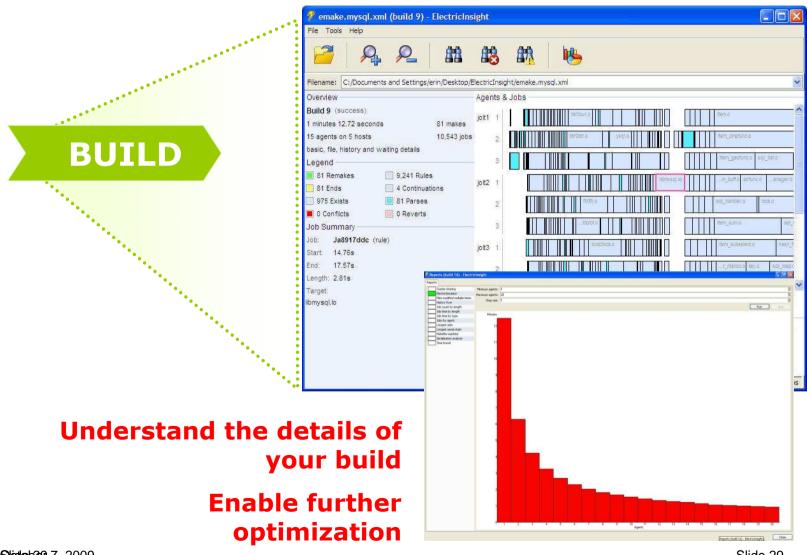








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Impact of Faster Builds: Productivity

| Build Time | Production Builds | Developer Builds |
|---------------|-----------------------------------|---------------------------------------|
| 14 hours | Build doesn't finish overnight | Impractical to rebuild before checkin |
| 6 hours | Overnight build | Impractical to rebuild before checkin |
| 2 hours | Same-day fix for a broken build | Less likely to rebuild before checkin |
| 30 min. | Continuous integration | Full rebuild before checkin |
| 5 min. | Continuous integration | Little need to switch context |
| 1 min. | Continuous integration | No need to switch context |

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Customer Spotlight: Build Acceleration

Global Semiconductor Company

Problem:

- Trying to implement continuous integration
 - Dozens of builds per day, 250+ tests each

| | Before | After |
|-------|---------|---------|
| Build | 3 hours | 25 mins |
| Test | 18 hrs | 2.5 hrs |
| Total | 21 hrs | < 3 hrs |

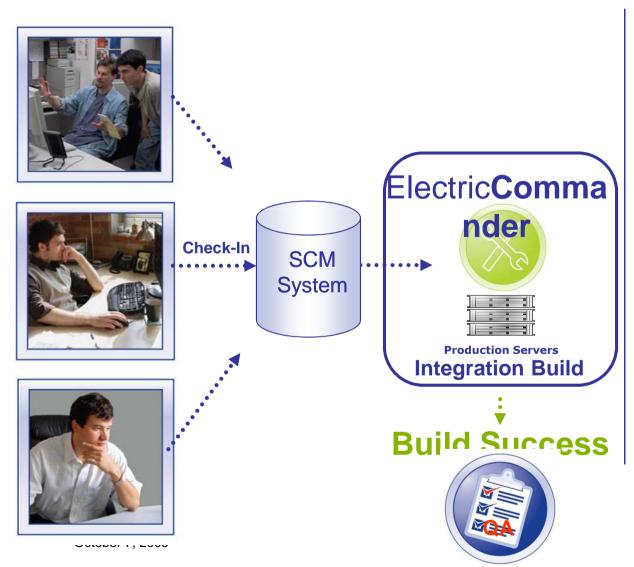
Length of cycle and broken builds led to delays in getting features and fixes to customers

Solution: ElectricAccelerator + ElectricCommander

- Parallel builds significantly reduced build times
- Parallel test execution dramatically reduced test cycle time
- Continuous integration improved customer turnaround on features and fixes
- Payback measured in millions of dollars per year



Continuous Integration Theory

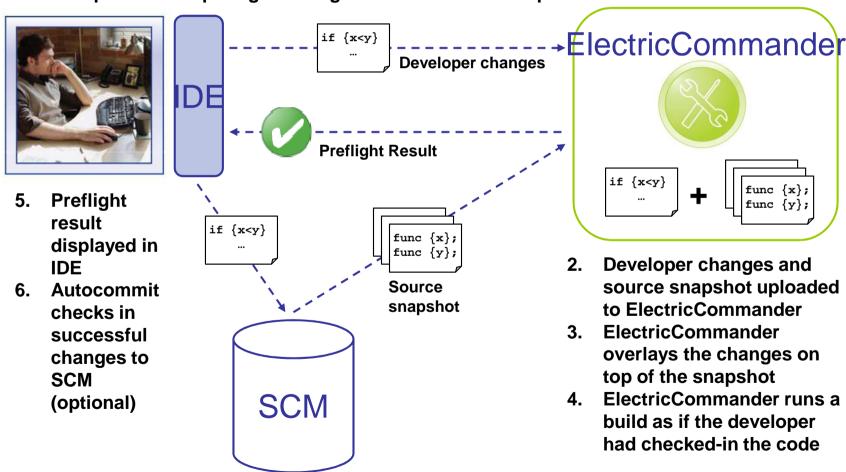


- Developer runs local build and automated tests
- Developer checks tested code into SCM system
- Integration build run at frequent intervals or upon check-in



Preflight Workflow

1. Developer invokes preflight through Visual Studio or Eclipse





About Electric Cloud

- Founded 2002, California HQ, strong presence in EMEA
- Market Leader in Software Production Automation
- 100% year-over-year revenue growth 4 straight years
- Several hundred customer sites across 15 countries
 - More than 3+ million builds per day
- Deep customer penetration:
 - 8 of the top10 mobile phone/PDA providers
 - > 50% of the Fortune 500 network and communications equipment providers
 - >50% of the Fortune 500 ISVs
 - >50% of the top 10 semiconductor companies
- Strong financials
 - Top tier backing- USVP & Mayfield
- EMEA: Ericsson, Motorola, SonyEricsson, Nokia, Siemens,

CONTRIBUTE 200 200 200 200 4 200 5 200 6 200 7 SIGNOS



Sample Customers

Networking

SemiconductorCellular

•ISV

Other

alialia CISCO

















































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Thank You



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