

Software development for automotive embedded non volatile memories testing

Ing. A. De Poli, Ing. M. Coppetta

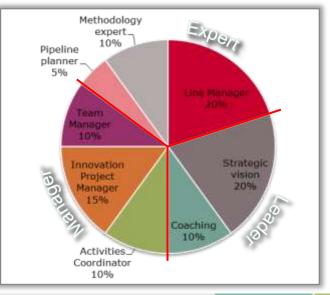
Ferrara, December 2017



Self introduction – Angelo De Poli



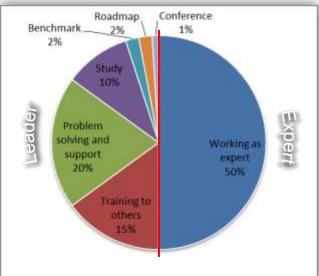
- > Angelo De Poli Rovigo, 1977
 - Master degree in Electronic Engineering at Ferrara University (2003)
 - Internship in Ericsson AG, Aachen (Germany) with specialization in telecommunication
 - Master in Business Administration, Bologna University (2009)
 - 2003: Telecommunication Researcher at Ferrara University
 - 2004: Application Product Engineer at Brahma, Legnago
 - 2005: TAV System Engineer at Alstom, Bologna
 - 2005: Infineon Technologies Italia, into Microcontroller team:
 - 2005: eFlash Product Engineer
 - 2006: **Methodology Manager** for activities support
 - 2010: eFlash Test Engineering Team Manager



Self introduction - Matteo Coppetta



- > Matteo Coppetta Rome, 1981
 - Master Degree in Microelectronics and Electronic Engineering at Università degli Studi di Roma Sapienza in 2006.
- Working @Infineon Technologies Italia since Jan 2006, into Embedded Flash Microcontroller team.
 - In 2006: Master thesis "Flash Fault modelling"
 - Since Sept 2006 Product and Test Engineer on 32bits and 8bits microcontrollers on eFlash customer validation, test flows and test software
 - Since June 2013 Technical Leader responsible for eFlash test flow and test software (TestWare)
 - Since Jan 2015 member of PTE eFLASH Champions Team
 - Since Jan 2016 Senior Staff Engineer
 - In 12/2013 and 12/2014 seminars @University of Rome "La Sapienza" about eFlash testing with sponsorship of IEEE Electron Device Society
 - In 12/2013 seminar @University of Ferrara about
 Software development and test
 - In 01/2017 seminar @Politecnico of Torino about eFlash testing



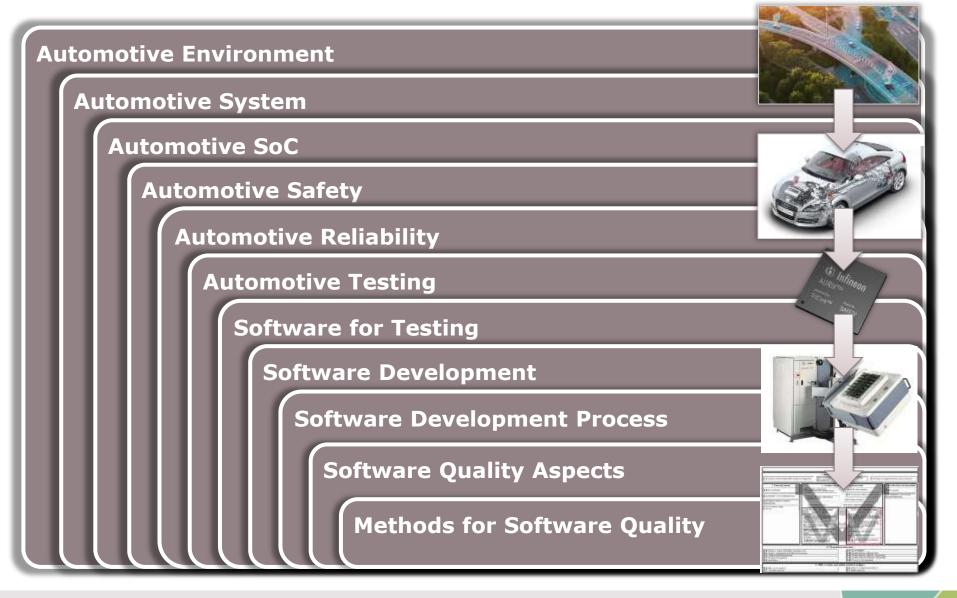
Software development for automotive embedded non volatile memories testing $\ensuremath{\texttt{Agenda}}$



1	Infineon MicroController: a SoC for automotive
2	SoC Quality and Testing
3	Software for Testing: Complexity
4	Software for Testing Development: why a process
5	Software for Testing: Strategies for Quality assurance
6	Software for Testing Development: phases
7	Conclusions and Questions



Presentation Roadmap



Software development for automotive embedded non volatile memories testing Agenda

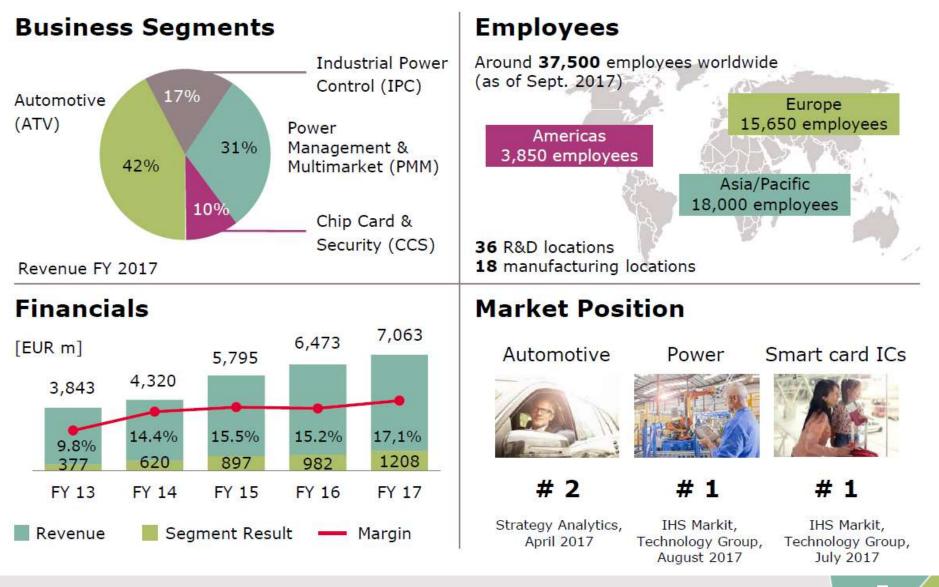




* Spin off from Siemens in 1999

Infineon* at a glance



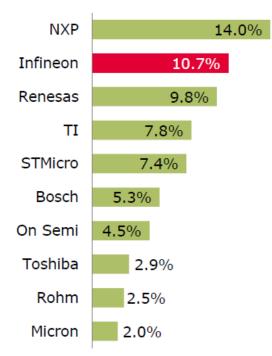




Top positions in all major product categories

Automotive semiconductors

total market in CY 2016: \$30.2bn

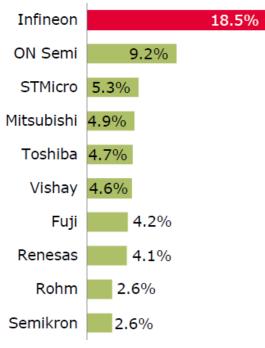


Automotive semiconductors incl. semiconductor sensors

Source: Strategy Analytics, "2016 Automotive Semiconductor Vendor Share", April 2017

Power semiconductors

total market in CY 2016: \$15.9bn

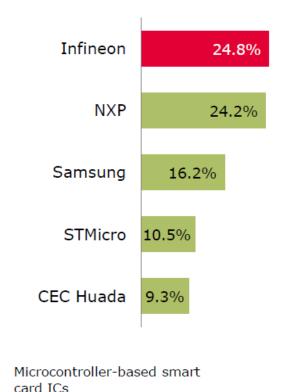


Discrete power semiconductors and power modules

Source: IHS Markit, Technology Group, "Power Semiconductor Annual Market Share Report", August 2017

Smart card ICs

total market in CY 2016: \$2.79bn



Source: IHS Markit, Technology Group, "Smart Cards Semiconductors Report", July 2017

Infineon Development Centre Padova

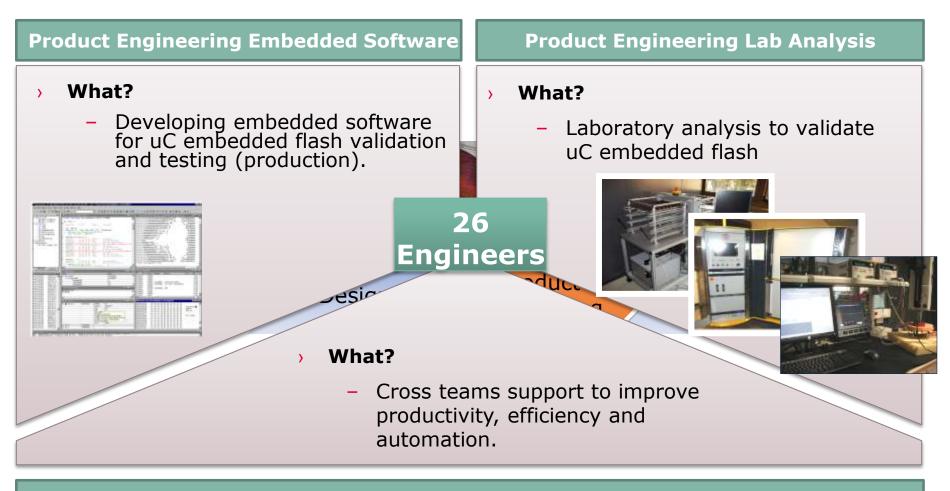


- > founded in 2001 by 12 design engineers
- > located close to Padova city centre and University
- > more than **150 employees**, mostly electronic engineers
- > in these 16 years, active on development of
 - automotive power electronics
 - automotive microcontrollers (eFlash, PRE)
 - industrial drives
 - supply systems for CPU in desktop and notebook
- > more than **199 patents** proposals filed



Automotive Microcontrollers Padua Team Focus



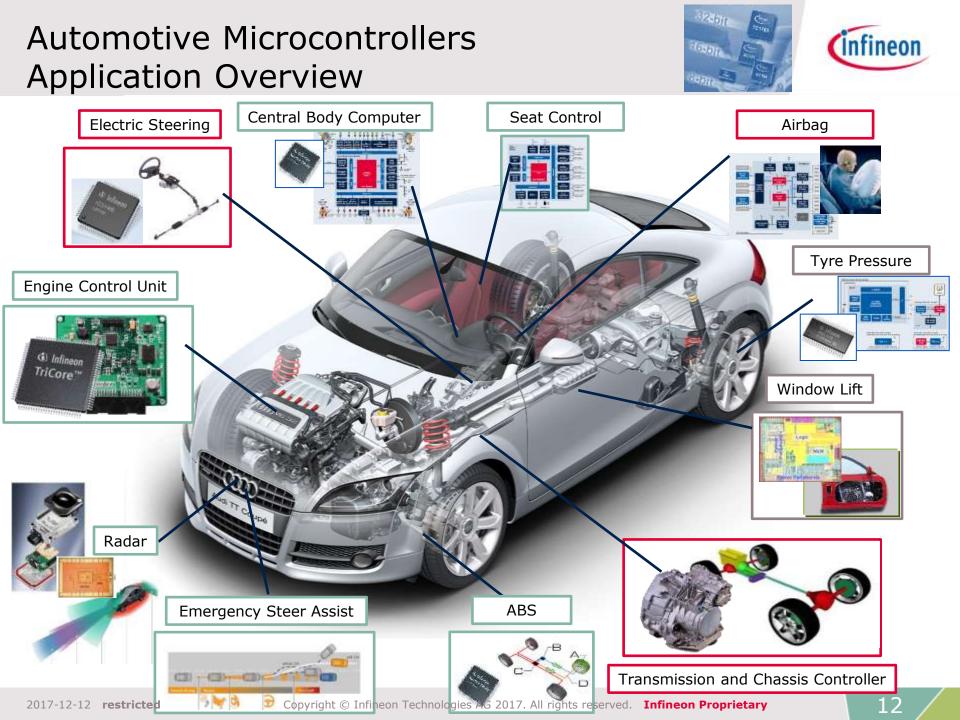


Product Engineering Methodology

Software development for automotive embedded non volatile memories testing Agenda







Automotive Application Overview Yesterday and today

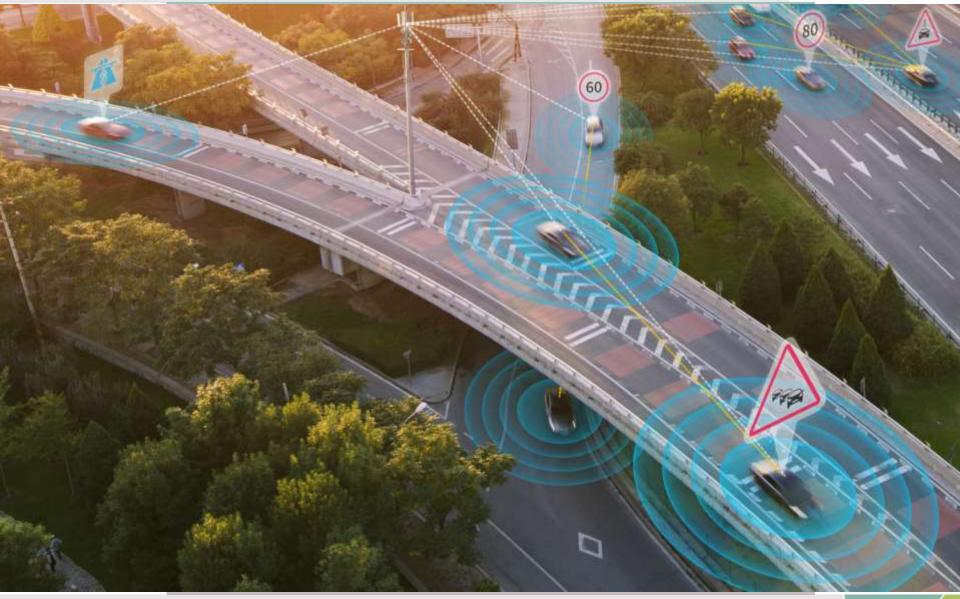




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Automotive Application Overview Tomorrow



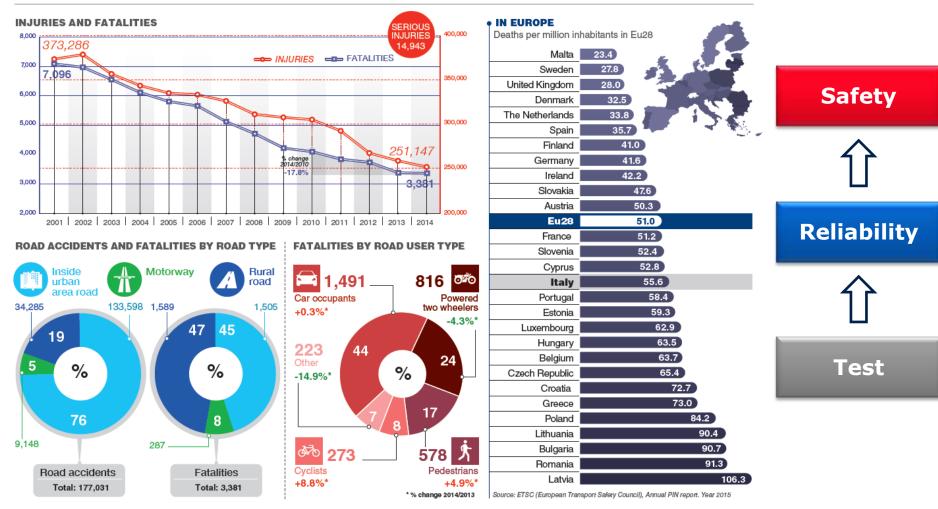




IIstat

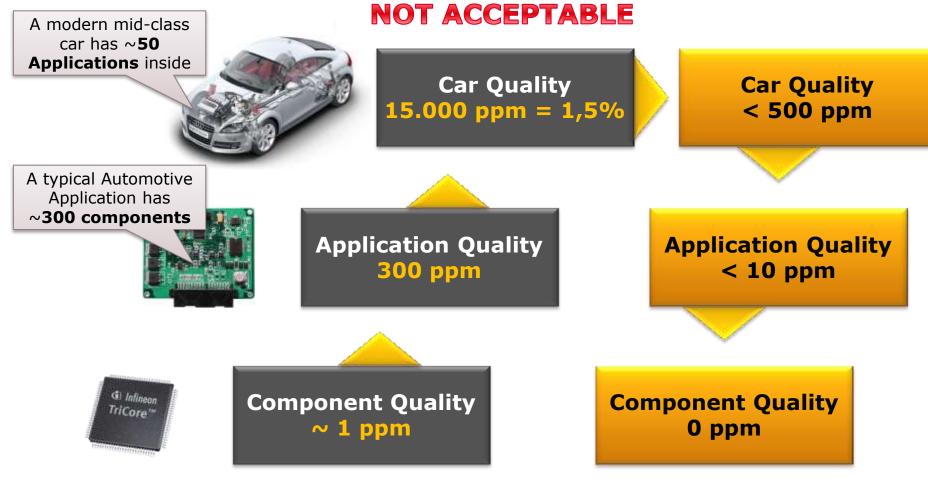
Why testing SoC

Road accidents in Italy in 2014





Quality requirement: Why Zero PPM?



ZERO DEFECT is MANDATORY

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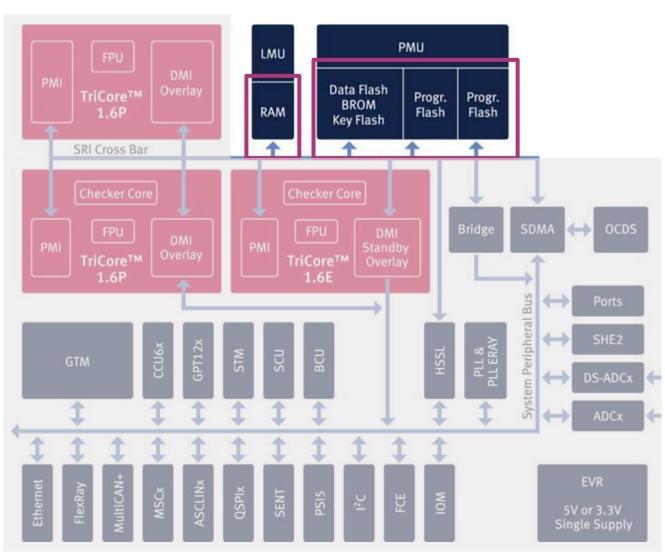






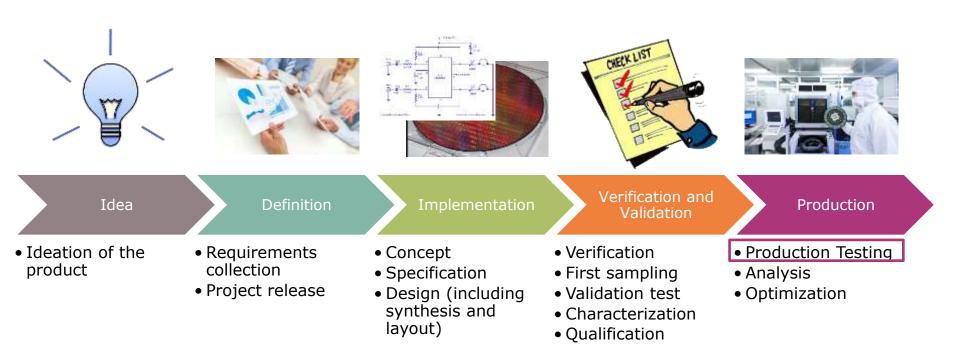
A SoC for automotive market

- > Harvard architecture
- > TriCore[™] CPUs:
 - RISC Load/store core machine
 - Dual MAC (Multiply Accumulate Module)
 - ALU (Arithmetic Logic Unit)
 - Floating point Unit
- Program and Data Flash memory embedded
- Communication buses
- > I/O peripherals
- Analogue/digital modules



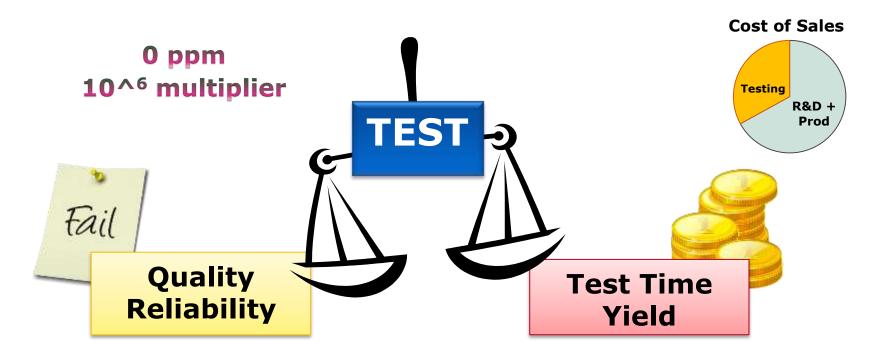
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Product design and production





Software for Testing Scenario 1/3

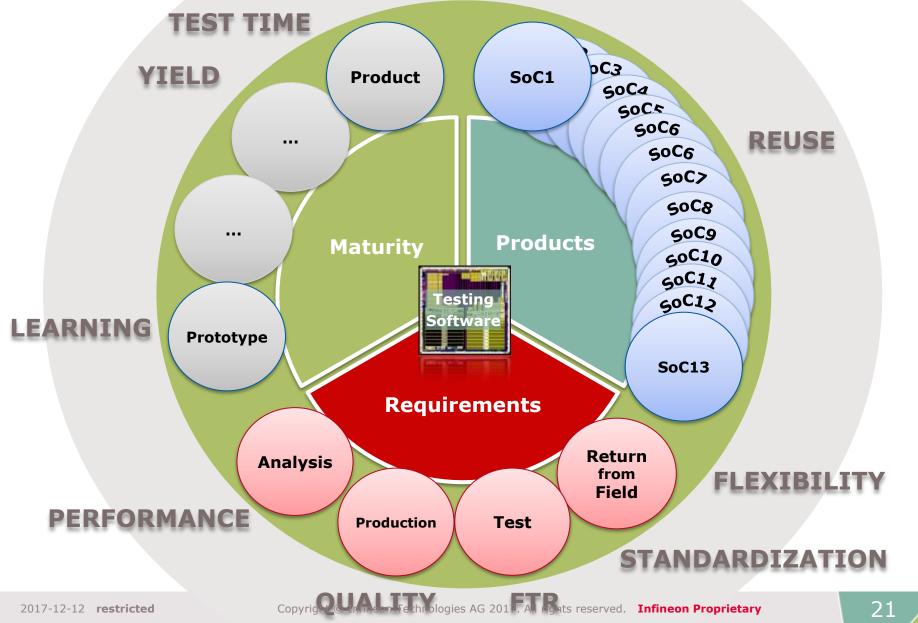


 eFlash product engineering has the aim to find the better compromise between quality of delivery and Test Time / Yield aspects

> New test **algorithms** studying eFlash fault models New test **solution** to optimize costs and test times



Software for Testing Scenario 2/3



Software for Testing Scenario 3/3

- > Further constraints:
 - Embedded software
 - HW dedicated (based on Data Sheets and schematics)
 - Bit Manipulation (usage of Hex numbers, C language)
 - In-circuit debug (JTAG no GUI)
 - Limited SRAM (10 .. 100KB)
 - Limited calculation capabilities (8MHz → 300MHz)

- Team work:

15 engineers working simultaneously on same code

– Tight deadline:

- few weeks to deliver *«First Time Right»* releases

- Traceability:

- all activities must be traced so to understand after years what happened in case of troubles at customer (FAR)
- there must be a bilateral linking between requirements and delivery for validation





Software development for automotive embedded non volatile memories testing Agenda







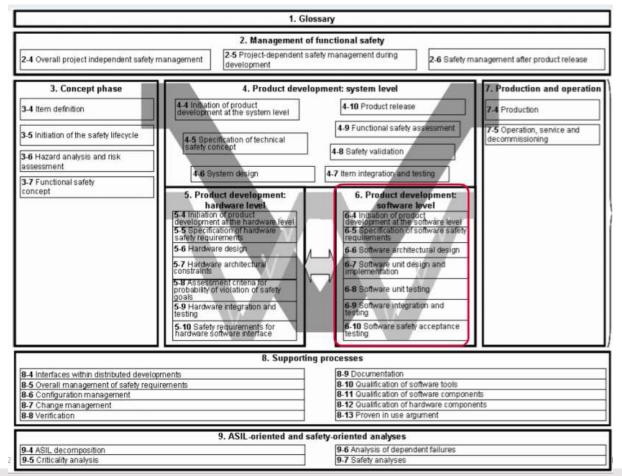
Software quality

- > What does "software quality" mean?
 - The level with which a system, component or process satisfies user requirements and expectations
 - Conformity with functional and non functional requirements, development standard and internal characteristics of a professional developed software.
- Definition of software quality based on international standards and models
 - ISO/IEC 9126: defines software product quality according to a wide range of parameters and it is designed for users, developers, system administrators and customers.
 - Automotive SPICE (ASPICE): defines technical standards documents for the software development in automotive applications
- > Software quality includes **product**, **process** and **producer** quality

ISO 26262



- ISO 26262 is a standard focused on Automotive Electrical/Electronic Systems for Functional Safety (adapted from IEC 61508).
 - A part is dedicated to Product Development at Software Level





Why a process: cost of not using a process

WITHOUT Professional SW Dev. Model

Cost of SW Bugs:

- > **Spills** (huge cost "x100k€")
- > **FARs** (sizable cost "x10k€")
- > **SARs** (image loss at customer side)
- > Increased test **costs** (can be sizeable for high volume products)
- > Increased cost of **yield** (can be big for huge volume products)



Why a process: Benefits on projects

WITH Professional SW Dev. Model

Better **estimates**

- > Identify **pitfalls** earlier
 - > Backup developer approach





- **"Cooking** recipe" approach
 - > Identify **pitfalls** earlier
 - > Easy and reliable **pipeline**

- > Traceability
 - > Continuous Learning
 - > Stable systems
 - > Customer informed
- Focus less on human mistakes, more on process weakness



Definitions: Software fault, error and failure

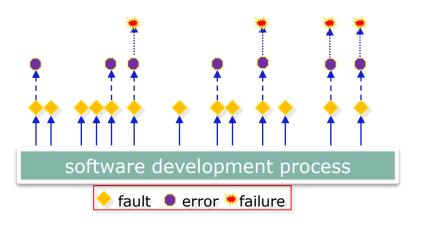
- > Definitions:
 - **FAULT:** physical difference between the "good" system and the current one
 - ERROR: an error is the state of the system differs from the state in which it should be.
 - FAILURE: a Failure is a deviation of a system from its specified behaviour. It occurs when the system fails to do what it should do.
- Human errors lead the faults (encoding errors) which cause the processing (executing) errors and result in software failures
- Failure are detectable but it's the fault that must be removed (fault is the cause and failure is the result).





Why a Process: Software error sources

- > Where errors come from?
 - Bad requirements (with mistakes or incomplete)
 - Design error
 - Encoding error
 - Fast testing process
 - Documentation error
- > Not all faults become errors and not all errors become failures



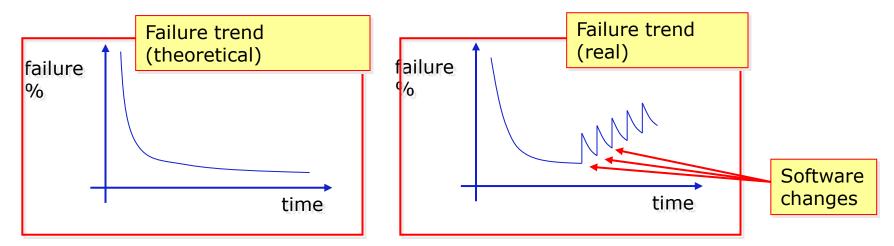
Note: A failure can appear after year of software use (e.g. Y2K bug).



Why a Process: Software failure reasons

1. Software failure trend

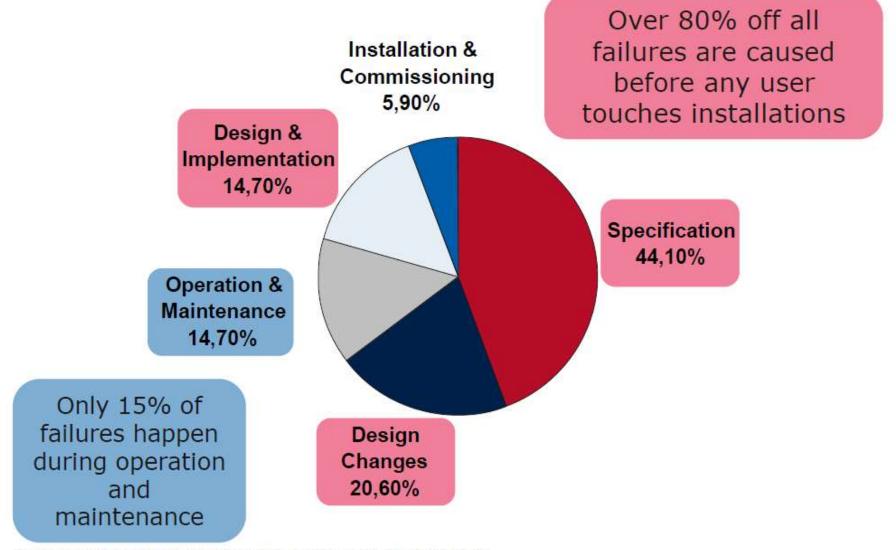
- The theoretical behaviour follows a hyperbolic shape
- The actual behaviour includes new failures due to software changes and update



- **2. Conflicts** of sharing same code/functionalities
- **3. Redundant code functionalities**: doubled solutions not aligned
- 4. Cross functionality bugs (based on same code library)
- 5. Cross applications bugs (based on same code library)



Primary causes of failure in industry

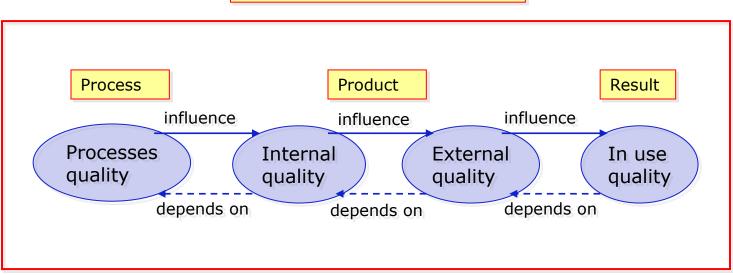


Source: HSE UK report 1999, based on industrial accidents based on 34 incidents

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ISO/IEC 9126 quality relationship

- > The ISO/IEC 9126 defines 4 typologies of software quality:
 - 1. process: focus on the development process
 - **2. internal**: focus on software internal attributes and it's independent from user and operative environment (static measurements)
 - **3.** external: focus on software performance and functionality (running)
 - **4. in use**: focus on efficiency and efficacy with which software satisfies user requirements (execution in real conditions)



ISO/IEC 9126 quality relationship



Software design: life cycle model

- A software development process may follow different life cycle models. The quality evaluation could also depend on that.
- There're many software design processes suitable for different contest
 - Waterfall model
 - V-Model
 - Prototyping model
 - Spiral model
 - **RAD** (Rapid Application Development)
 - Agile (Incremental) model
 - **XP** (Extreme Programming)

Waterfall model 1960s - 1970s



Non-iterative development approach:

- 1. Requirements specification
- 2. Design
- 3. Construction (aka: implementation or coding)
- 4. Integration
- 5. Testing and debugging (aka: verification)
- 6. Installation
- 7. Maintenance

Requirements Design Implementation Vertication Meintenance

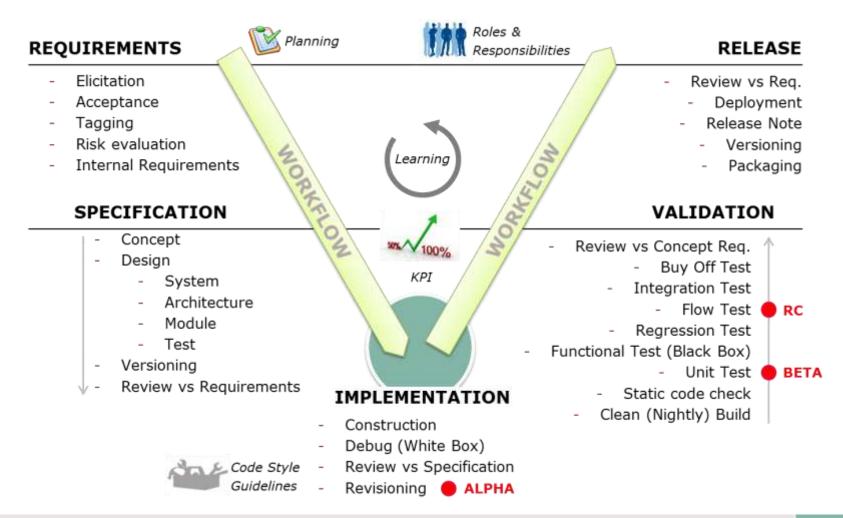
> PROs:

- time spent early on making sure that requirements and design are absolutely correct is very useful in economic terms
- it places emphasis on documentation (such as requirements documents and design documents) as well as source code
- > CONs:
 - a bad idea in practice, mainly because it is impossible to get one phase of a software product's lifecycle "perfected" before moving on to the next phases and learning from them ("time spent in reconnaissance is seldom wasted").

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V-Model

- > V-Model is a software development process extension of Waterfall model.
 - each phase of the development life cycle is associated to a related phase of testing.



Overall Process

- **Description**: (glossary link) >
 - It's a set of **interrelated** means and activities that interact to achieve a result.

Process

ENG.1

FNG.2

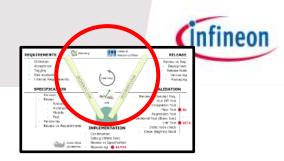
Identification

- **ASPICE** reference:
 - Aspice Standard

Benefits: >

- Reduce development-caused quality problems
- Improve efficiency
- Improve know-how transfer between staff m
- Versatile staffing of people
- Performance less dependent from each indivi
- No improvisation
- Clear insight on project status
- No/Less "firefighting" \rightarrow Time for improveme

ns	ENG.3	System architectural design
	ENG.4	Software requirements analysis
nembers	ENG.5	Software design
	ENG.6	Software construction
/idual	ENG.7	Software integration test
	ENG.8	Software testing
	ENG.9	System integration test
ent	ENG.10	System testing



Process name

Requirements elicitation

System requirements analysis

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Test SW Development Means 1/3

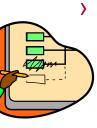


- **Documentation** (Wer Schreibt Der Bleibet Scripta Manent)
 - Each Process phase is described in details into dedicated handbooks or wiki
 - Benefits:
 - Team work support (reference & training)
 - AUDIT
 - Avoid process exceptions



Organization

- Resource Manager, Technical Leader, Engineers, ...



Workflow manager

- All change requests are traced
- Benefits:
 - Team work support (documents sharing)
 - Traceability (for history reference and activities monitoring)



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Test SW Development Means 2/3

Versioning System

- Source code is stored and handled into Versioning System
- **Benefits:**
 - To keep trace of versioning (revisions)
 - To manage collaboration conflicts (Team work)
 - To permit prototype development (branching)

Development tools >

- IDE (Eclipse)
- Compiler (Tasking)
- Debugger (UDE/PLS)
- Debug Platform (board + SoC)

Source code documentation and analysis

- Doxygen
- Static analysis (MisraC compliance, Sonar)















Means 3/3

- > Verification tools
 - Automatic Nightly build (Jenkins)
 - (Automatic nightly) **uTest** execution
 - (Automatic nightly) **Regression** execution
 - Atlassian Crucible





Release Tool

- Each release is done automatically with a dedicated tool
- Benefits:
 - Package build from clean code (downloaded from versioning)
 - **Configurable** to keep consistent contents
 - Aligned with last working and verified build
 - Automatic **version tagging**
 - Automatic release note definition



Software development for automotive embedded non volatile memories testing Agenda





Implementation: how to guarantee Quality Software



> Quality Software implementation methodology can focus on Robustness or delay to Verification avoiding that **BUGS** will go outside within releases.

Robustness





Trade-off

Verification



- > Clean Code
- MisraC rules
- Implementation
 Specification
- > Developers training
- > Documentation
- Syntax check



- Map file checker
- > Debug on SoC
- > Unit Test
- Regression Test



Robustness: The "Clean Code" philosophy

 "Clean Code" is a coding style that consists in a set of standard rules and best practices which drives the developer through a more reliable, maintainable and readable software coding

Grady Booch: "Clean code is simple and direct. It reads like a well-written prose. Clean code never obscures the designer's intent." Bjarne Stroustrup (inventor of C++): "I like my code to be elegant and efficient. The logic should be straightforward to make it hard for bugs to hide... Clean code does one thing well"



Ward Cunningham: (inventor of Wiki): "You know you are working when each routine you read turns out to be pretty much what you expect"

The "Clean Code" basic principle

"Use meaningful names" Intention revealing names Pronounceable names Searchable names

"Functions"

Small!! Do one thing Reading code from top to bottom Function arguments Have no side effects

"Comments" Explain yourself in code Good Vs. Bad comments **"Formatting"** Vertical formatting rules Horizontal formatting rules Team rules

""Clean Code: A Handbook of Agile Software Craftsmanship (R. Martin)" → http://books.google.it/books?id=_i6bDeoCQzsC&printsec=frontcover&dq=clean+code+online+book&hl=it&sa=X&ei=-WICUYfDBcbzsgb7sIDIBw&ved=0CDgQ6AEwAA#v=onepage&q&f=false

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The "Clean Code"



- What is good for?
 - Write a easily readable source code
 - without clean code the ratio between code understanding and code writing is 10:1
 - Get a really maintainable and debuggable source code.
 - Produce performing and reliable source code.
 - Obtain **modular** and scalable functions.

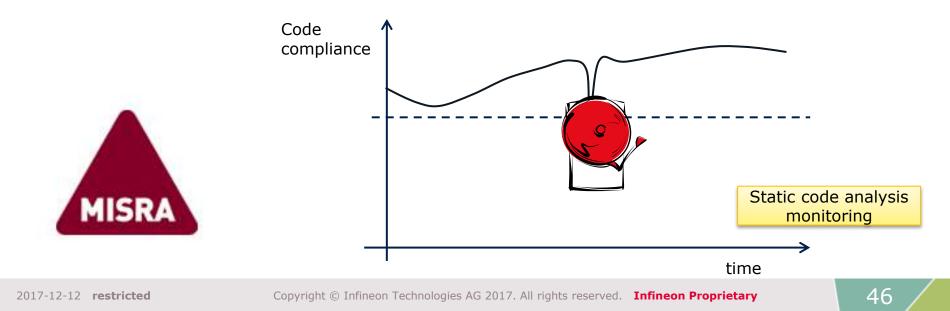
Why to use it?

- Produce long-term
 supportable and
 expandable software.
- Reduce the working time needed to **refactoring**, maintain and debug software source code.
- Easily reuse functions and algorithm in place.
- Easily introduce **new people** to code already in place (e.g. Libraries, OS, etc...).

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MISRA-C

- > MISRA-C is a software development standard for the C programming language developed by MISRA (*Motor Industry Software Reliability Association*). Its aims are to facilitate code safety, portability and reliability in the context of embedded systems.
- MISRA has evolved as a widely accepted model for best practices by leading developers in sectors including aerospace, telecom, medical devices, defence, railway, and others





Sonar: rules compliance monitoring



ojects		
<u>Alert</u>	Name A	Version
	The FLIB	1.0.0
	TTLIB	1.0.0
	TTLIB_Gcov	1.0.0
	TTOS	1.0.0
	TTOSX	1.0.0
	The FTUM	1.0.0
	TUR FTUR	1.0.0
	TUUR	1.0.0
	My Simple C project	1.0
	The second secon	1.0.0
	TA_Consumption_Proteus	1.0.0
	TA_Performance_Proteus	1.0.0
	TEST0	1.0.0
	TLIB	1.0.0
	TLIB_AST	1.0.0
	TLIB_Proteus	1.0.0
	TLIBX	1.0.0

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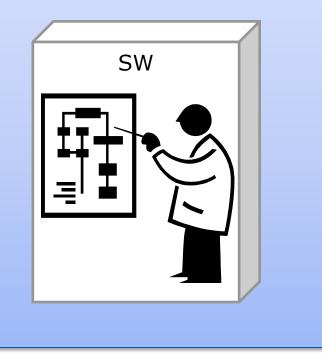
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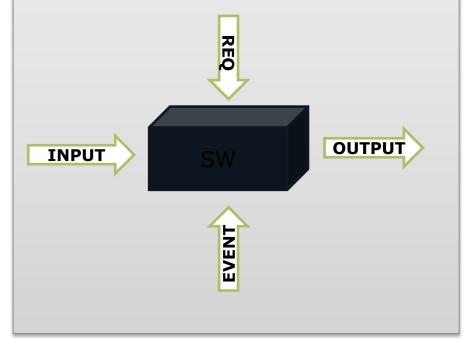
White box test

White-box testing (also known as clear box testing, glass box testing, transparent box testing and structural testing) tests internal structures or workings of a program



Back box test

Black-box testing treats the software as a "black box", examining functionality without any knowledge of internal implementation. The tester is only aware of what the software is supposed to do, not how it does it



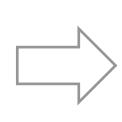


White box test: dual targeting

- > Embedded Code is designed to run at least two platforms:
 - the final target hardware
 - the development system
- > Executing some tests already before real hardware integration:
 - It's a practical way to completely isolate the software under test to avoid debugging hardware and software simultaneously.
 - It allows to test code before hardware is ready, designs with hardware independence.

Unit Test





Final target debug





- Unit Testing is a method by which individual units of source code are tested to determine if they are fit for use
- A **Unit** is the smallest testable part of an application
 - In procedural programming a unit may be an individual Function or Procedure
- Unit tests are created by **Programmers** or occasionally by **White Box Testers** during the development process
- > Ideally, each **Test Case** is independent from the others
- > Substitutes can be used to assist testing a module in isolation
 - Method Stubs
 - Mock Objects
 - Fakes
 - Test Harnesses



Unit test: Pro and Cons

> Benefits

- Allows the programmer to **Refactor** code at a later date, and make sure the module still works correctly
- May reduce uncertainty in the units themselves and can be used in a Bottom-Up testing style approach. By testing the parts of a program first and then testing the sum of its parts, Integration testing becomes much easier
- Provides a sort of living **Documentation** of the system
- May take the place of Formal Design

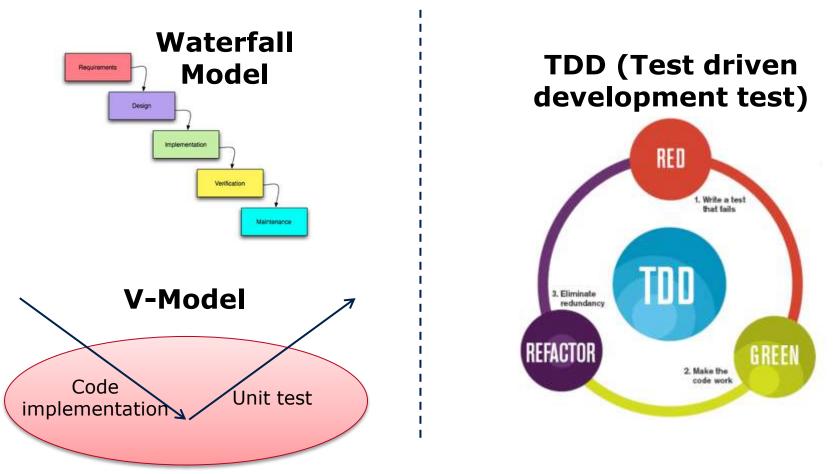
> Constrains

- Not catch **Integration** errors or **Broader System-Level** errors
 - functions performed across multiple units
 - non-functional test areas such as performance



Unit test integration

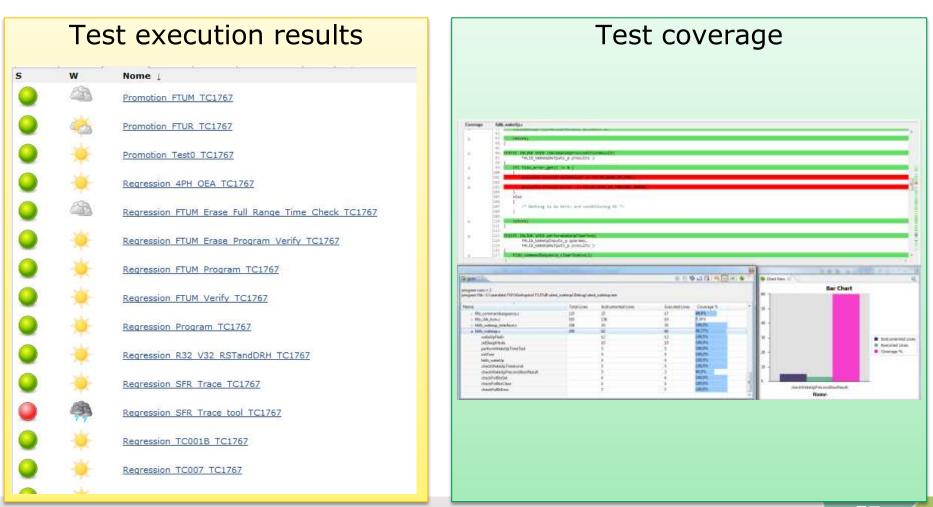
 Depending on the development process, unit test can be developed before or after the code implementation





Unit test monitoring

 In order to benefit from unit test power, it is needed to constantly monitor unit test outputs



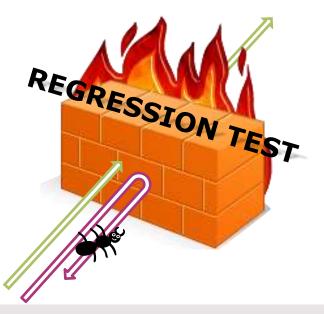
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Black box test: Regression



- Regression testing is any type of software testing that seeks to uncover new software bugs, or *regressions*, in existing functional and non-functional areas of a system after changes such as enhancements, patches or configuration changes, have been made to them
- The intent of regression testing is to ensure that a change such as those mentioned above has not introduced new faults



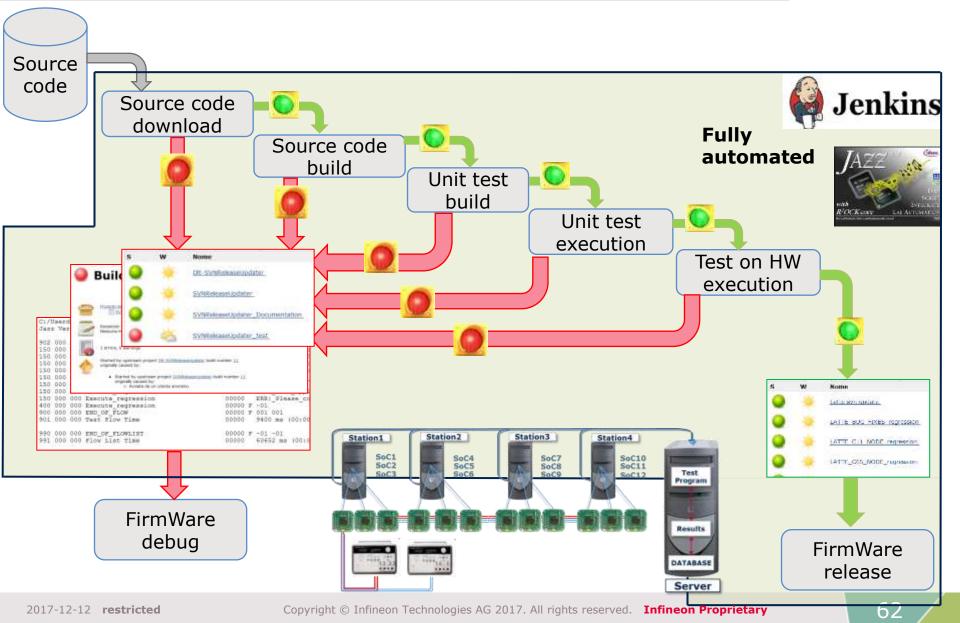


How to build a good regression?

- > A good regression test
 - ... has to look at **PASS** conditions
 - ... has to look at FAIL conditions
 - ... can be **automatically** executed
 - ... is **independent** from previous executed test
 - ... should return **pass or fail**
 - ... should monitor the software execution time



Testing flow environment





Jenkins regression output

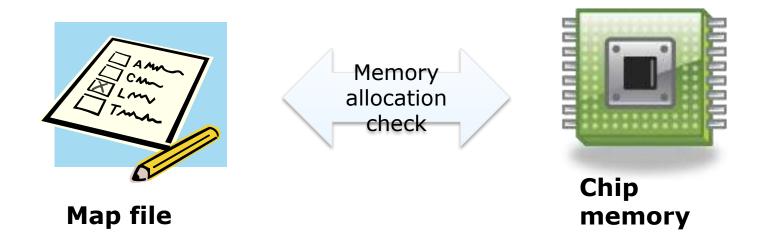
- Jenkins provides a graphical interface to monitor the status of the regression environment divided by product in a set of regression flow lists.
- > For each flow list there are:
 - a green/red ball depending on last execution is PASS or FAIL
 - a "weather" situation that monitors the last 5 executions
 - time of last PASS and last FAIL
 - duration of execution
 - a button to execute manually the build

TC172	8 TC12	784 TC1798 Tutto +				
s	w	Nome	Ultimo successo †	Ultimo fallimento	Durata ultimo	
0	*	Regression Zero Range Analysis Selector TC1728	4 hr 29 min (<u>#22</u>)	5 days 19 hr (<u>#15</u>)	26 sec	\bigotimes
0	*	Regression TC019 TC1728	4 hr 30 min (<u>#51</u>)	24 days (<u>#43</u>)	1 min 27 sec	\bigotimes
	*	Regression FTUM ATP53 TC1728	4 hr 32 min (<u>#43</u>)	24 days (<u>#35</u>)	1 min 34 sec	\bigotimes

Functional check: Linker output file checker



- During embedded software development it is important to check that code is allocated in the proper area to guarantee:
 - Code execution performance
 - Resource conflicts
 - Proper interface with production test machine)



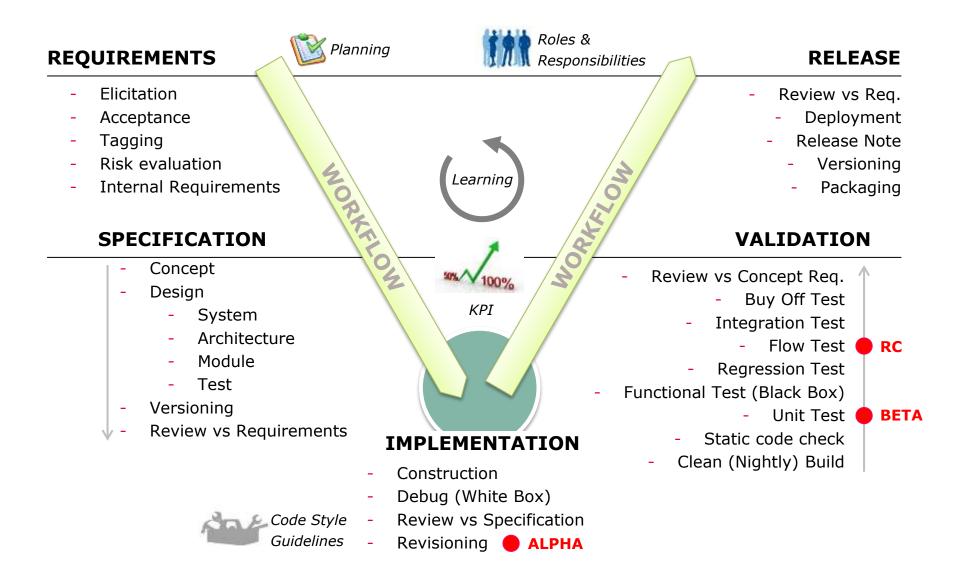
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SW Development Model



Phase: Requirements

- > Description: (glossary link)
 - Establishing the **needs** of stakeholders that are **to be solved** by software.

> ASPICE reference:

- ENG.1 Requirements elicitation: The purpose of the Requirements elicitation process is to gather, process, and track evolving customer needs and requirements throughout the life of the product and/or service so as to establish a requirements baseline that serves as the basis for defining the needed work products.
- ENG.2 System requirements analysis
- ENG.4 Software requirements analysis

> Benefits:

- Continuing communication with the customer;
- Continuous **monitoring** of customer needs;
- Customers can easily determine the **status** and disposition of their requests;
- Associated **risks** assessed and their **impact** managed.



Output Work Products
13-00 Record [Outcomes: 4, 5]
13-04 Communication record [Outcomes: 1, 4]
13-21 Change control record [Outcomes: 3, 4]
15-01 Analysis report [Outcomes: 2, 3, 6]
08-19 Risk management plan [Outcome 6]
08-20 Risk mitigation plan [Outcome 6]
17-03 Customer Requirements [Outcomes: 1, 2]

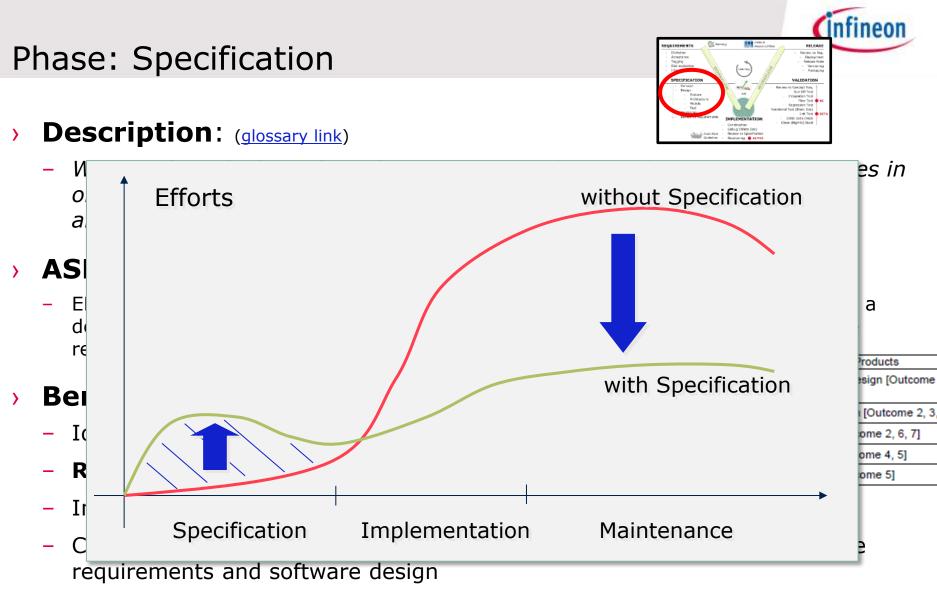


Phase: Requirements – Example

> Requirements are:

- > Taken from **JIRA** tickets or collected from **Stakeholders**
- > Frozen and Stored
- > Accepted formally by engineer
- > Tagged

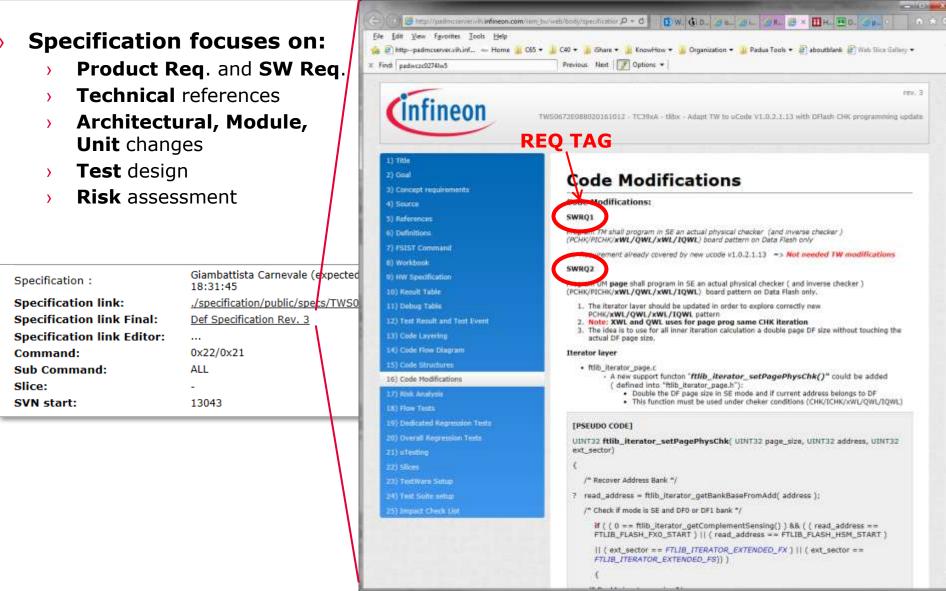
Version 0.1 Version 0.0)		
Task back from "Implementation" # Motivation: <u>respec #1</u>	0.0		
Requirement Acceptance :	Giambattista Ca	rnevale (e	xpected: Giambattista Carnevale) -
File link:	<u>TC39xA - tlibx -</u> programming up	Adapt TW pdate.msg	CEPTANCE TW-REQ TWS0672E088020161012 - to uCode V1 0 2 1 13 with DFlash CHK update requirements.pdf
Comment :			n concept of Coppetta, Rogl, Kux.
Participants:	Carnevale, Copp	oetta	
Effort:	3.0	ID	Description
		SWRQ1	Program TM shall program in SE an actual physical checker (and inverse checker) (PCHK) board pa
	\backslash	SWRQ2	Program UM page shall program in SE an actual physical checker (and inverse checker) (PCHK) boa only



Design of each SW unit and related test is defined



Phase: Specification – Example



Phase: Implementation

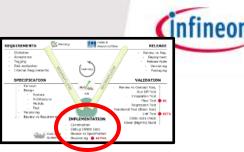
- > **Description**: (glossary link)
 - It is the detailed **creation** of working meaningful software through a combination of **coding**, **verification**, **unit testing**, **integration testing**, and **debugging**.

> ASPICE reference:

 ENG.6 Software construction: The purpose of the Software construction process is to produce verified software units that properly reflect the software design.

> Benefits:

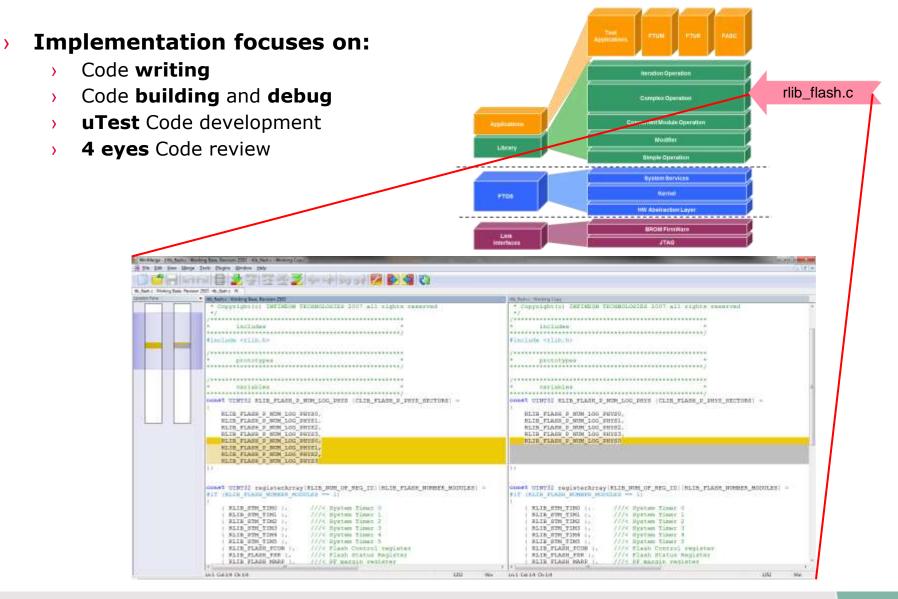
- SW units **analyzed** for correctness and testability
- SW units are **verified** according to verification strategy
- Results of unit verification are recorded
- Consistency and **bilateral** traceability are established between software detailed design and software units



Output Work Products
08-52 Test plan [Outcome 1]
08-50 Test Specification [Outcome 1, 4]
13-50 Test Result [Outcome 4, 5]
11-05 Software unit [Outcome 3]
13-22 Traceability record [Outcome 6]
13-25 Verification results [Outcome 4, 5]
17-50 Verification criteria [Outcome 3]



Phase: Implementation – Example



Phase: Validation

- > Description: (glossary link)
 - The process of evaluating software during or at the end of the development process to determine whether it satisfies specified requirements. [IEEE-STD-610].

> ASPICE reference:

 ENG.8 Software testing: The purpose of the Software testing process is to confirm that the integrated software meets the defined software requirements.

> Benefits:

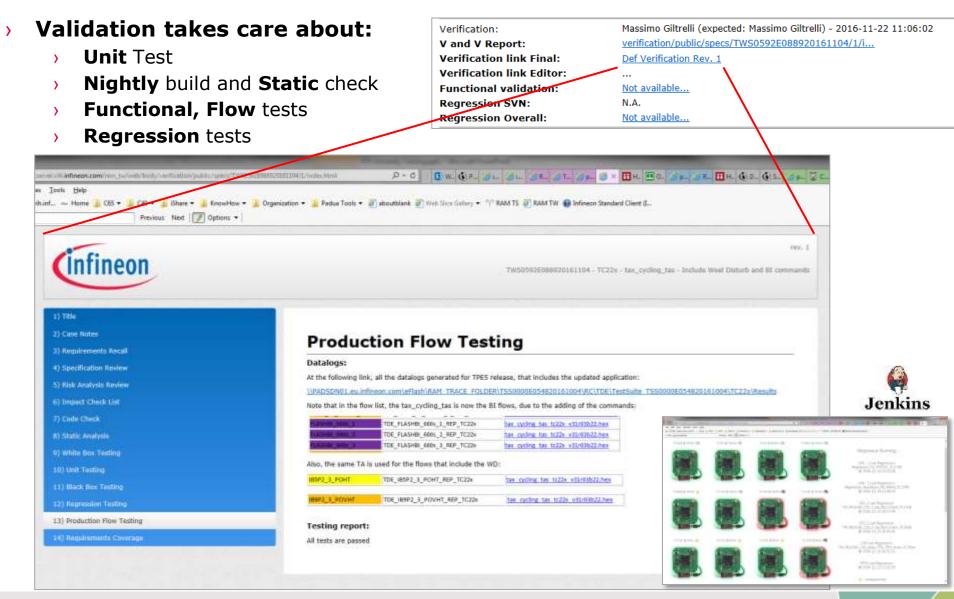
- Tests are based on a strategy and on specifications
- Results of software testing are recorded
- Consistency and **bilateral traceability** are established between software requirements and software test specification including test cases
- A regression test strategy is applied for re-testing the integrated software when a change in software items occur



Output Work Products				
08-52 Test plan [Outcome 1, 2, 6]				
08-50 Test specification [Outcome 2]				
13-50 Test result [Outcome 3, 4]				
13-22 Traceability record [Outcome 5]				



Phase: Validation – Example



Phase: Release

> **Description**: (<u>glossary link</u>)

 All of the activities that make a software system **available** for use such as Release, Install, Activation, Update, Version tracking, Retire.

> ASPICE reference:

SPL.2 Product release: The purpose of Product release process is to **control** the release of a product to the intended **customer**.

Benefits:

- Determined **contents** of the product release
- Easy release **documentation** production
- Release can be **approved** by process
- Approval by customer is obtained

	Output Work Products
0	06-01 Customer manual [Outcome 3]
0	08-16 Release plan [Outcome 1, 3]
1	1-03 Product release information [Outcome 1, 3, 4, 6]
1	1-04 Product release package [Outcome 2, 3, 6]
1	1-07 Temporary solution [Outcome 6]
1	3-06 Delivery record [Outcome 6,7]
1	3-13 Product release approval record [Outcome 5]
1	5-03 Configuration status report [Outcome 2]
1	8-06 Product release criteria [Outcome 5, 7]





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Phase: Release – Example

Release provides: >

- TW **application** binary >
- **Documentation** >
- Release notes >

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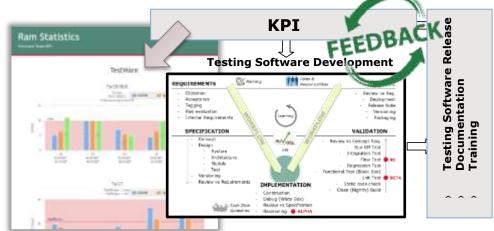
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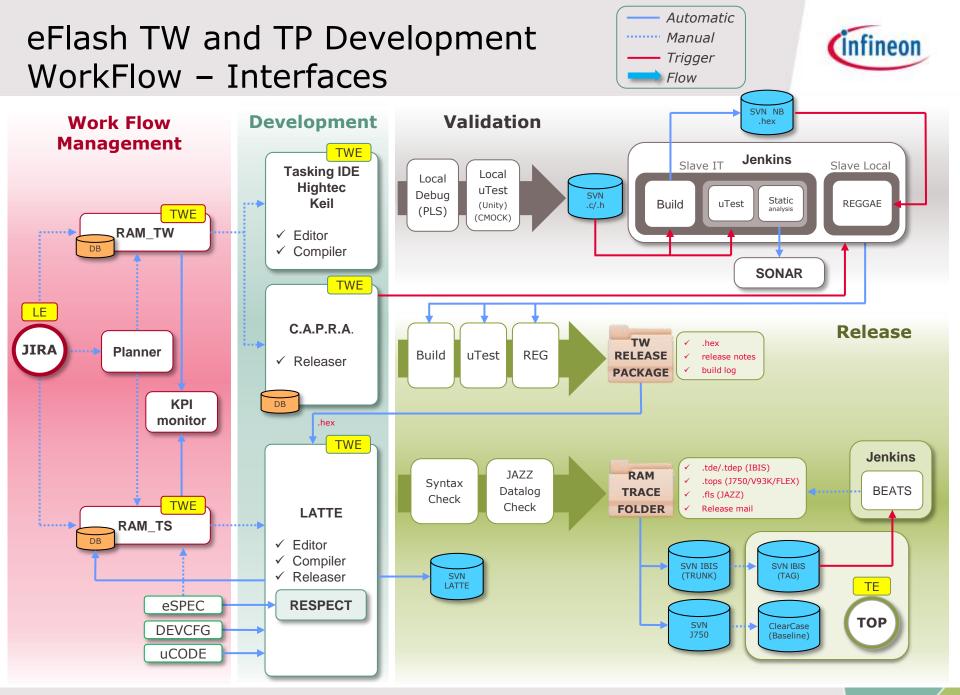


Close the loop: KPI and Feedback

- > To keep quality in focus some **KPI** must be monitored.
 - For Example:
 - BUG over Change Requests
 - Total Cycle Time
 - Cycle Time by Phase
 - Rework rate

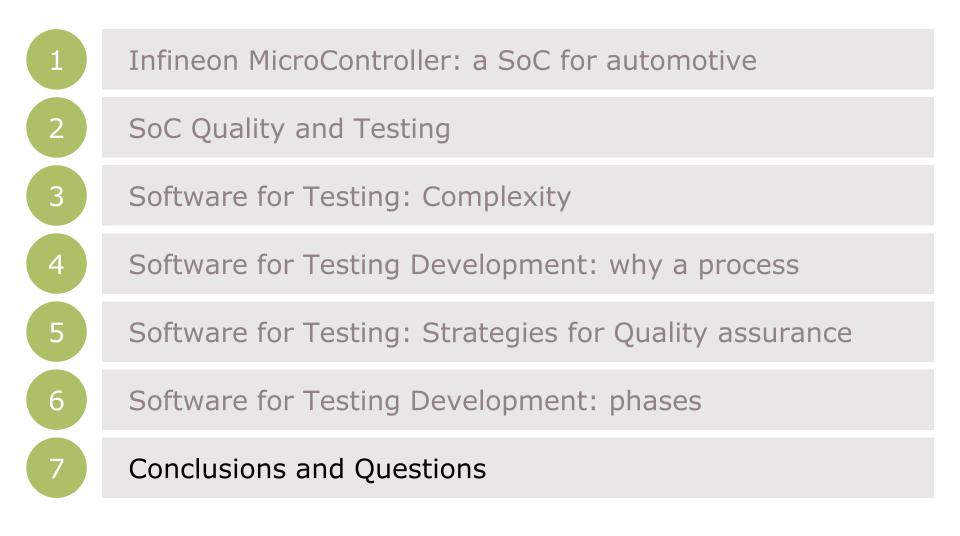


- Action Items must be triggered when trends are going over specified limits
- > Further feedbacks loops can come with activities like:
 - 5 Why
 - Lesson Learned



Software development for automotive embedded non volatile memories testing Agenda







Conclusions

- > From statistics:
 - Code Quality without uTest: 1 bug every 20 LoC
 - Code Quality with uTest: 1 bug every 1000 LoC / 5 KB

Application	Microcontroller Type	Code Size	Statistics	Commercial OS	Source Lines of Code	Code Size	Statistics
Steering Angle Sensor	8 Bit	32KB	7 Bugs	Windows 2000	29 Million	650 MB	<130,000 Bugs
Low-end Sensor Cluster	16 Bit	128KB	26 Bugs	Windows XP	40 Million	1.5 GB	< 310,000 Bugs
Airbag Controller	16/32 Bit	256KB	52 Bugs	MAC OS X 10.3	86 Million	3 GB	< 620,000 Bugs
EPS Controller	16/32 Bit	512KB	104 Bugs	Linux Kernel 2.6.29	11 Million	100 MB	20,000 Bugs
Central Chassis Controller	32 Bit	1.5MB	308 Bugs		Cara Contract	1.222.146	and the or set of the

- > Our experience :
 - **Quality** (bugged Change Requests):
 - Without Clean Code/uTest/Regression: 60%
 - With Regression: 3%
 - With Clean Code & uTest: 0,4%
 - Expected With Clean Code + uTest + Regression: 0,2%
 - Effort:
 - With Regression: +30%
 - With Clean Code + uTest: +20%



But...

* PADUA experience

- > How long does it take?
 - ~7 years* to define a process
 - ~5 years* to refine to an audit compliant level
 - 3 years for establishing engineers mindset
- > What **competences** are needed?
 - NOT pure HW. Not pure SW. But **HW+SW** competence mix required at each engineer.

> Is it for **everyone**?

 Right people and ecosystem are mandatory: ad-hoc HW+SW competences mix combined to integrated toolchain (RDDF, workflow manager, Continuous Delivery and Integration and in-system nightly regression.





Part of your life. Part of tomorrow.



Software Development Methodology Benefits for Engineers

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FAQ:



- *Is the workflow wasting my time with bureaucracy?*
- No, Workflow in the **mid/long term saves time**:
 - information is always available for researches
 - it's easier to **share information** with engineers, even newbies
 - tasks can be **shared within team** quickly (cooperative activity)

 What happen if I don't follow the workflow?

- Which information should I put?

 I don't see any advantage, why should I follow the process?

- By **not following the workflow** engineers lose:
 - KPI indication to improve working performance and quality
 - Traceability of what has been done
 - Information sharing with newbies and colleagues
- > By using a "**Poka Yoke**" concept information set is predefined and proposed/requested to engineers. It should be not possible to miss some information.
- Many advantages for engineers are coming with a process:
 - They can go to vacation without worries since tasks can handover to team members
 - They are **not guilty**, is the process that's weak
 - They **don't** have to **improvise**
 - Their work is **predictable**: less surprises, less worries

Software Development Methodology Benefits for Managers







 Is the workflow wasting my team's time? How much does it cost?

- How can I trace who's not following the workflow?

- Which information could I get from workflow?

- How can I convince the team to use the workflow? How long do I need?

- > No, Workflow in the **mid/long term saves time**:
 - In case of trouble, **data** are easily **available** for learning loops
 - Easier to introduce newbies
 - Project can be supported with faster handover, more flexibility
 - When engineers don't follow the workflow:
 - Dashboards are showing empty tasks queues
 - No KPI updates
 - Missing cross links between CR and Deliverables
 - Several **KPI** can be **monitored**:
 - CT

>

- FTR (respins)
- Quality rate (Bugs over CR)
- Team must be introduced **step by step** to process:
- Use a **tailoring** approach
- Provide **automation** to avoid "no brain" activities
- Monitor execution together