



Software Center

# Architectural Technical Debt

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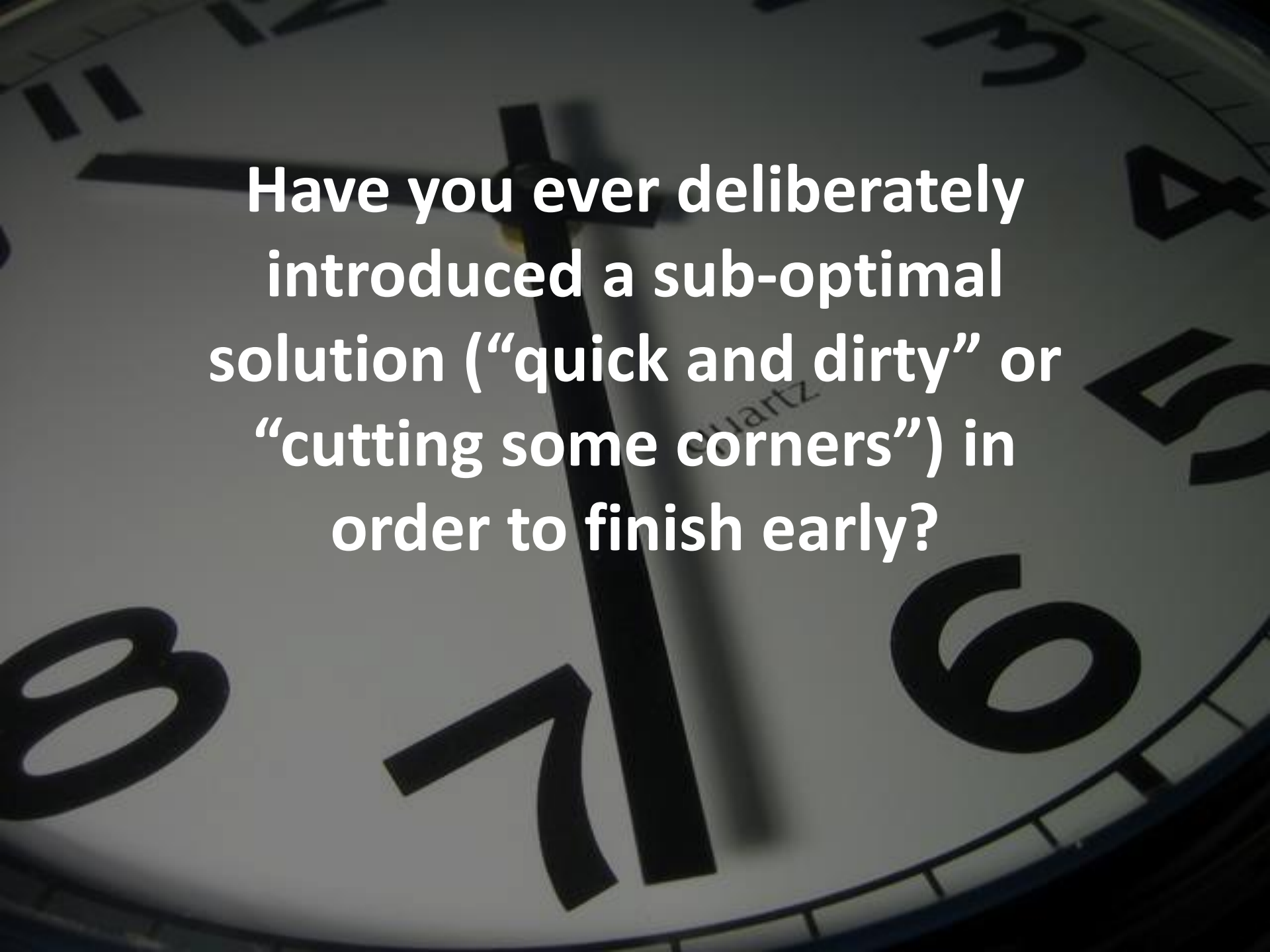
# Today's excursion

- Cleaning in general
- Who am I?
- What is debt?
- What is Technical Debt?
- Solutions
- Prioritization
- Prevention mechanisms
- Regulations
- The costly Bill of Technical Debt
- Architectural Technical Debt
- Always a bad thing?
- A balancing act



**Have you ever.....?**





**Have you ever deliberately  
introduced a sub-optimal  
solution (“quick and dirty” or  
“cutting some corners”) in  
order to finish early?**

**....or maybe you have introduced a sub-optimal solution *unconsciously* at some point?**

**Because you didn't know any better way of doing it or...  
it was the most optimal solution at that specific time**





# The final question:

## Did you ever go back and fixed it?



# **CLEAN UP AFTER YOURSELF**

# 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

# A Debt Background

## Financial debt:

- Loan
- Debt
- Interest

HOME LOAN



EDUCATION LOAN



PERSONAL LOAN



MORTGAGE LOAN



CAR LOAN



BUSINESS LOAN





**Basically a Debt is....**

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**Borrowing against  
our capacity of  
tomorrow to make  
more progress today**





# What is *Technical Debt*?

# A ordinary day at the software development office

## Software Companies need to do:

### Customer value

Software companies need to deliver customer value continuously, both from a *short- and long-term perspective*

### Tradeoffs

Software companies need to consider the tradeoffs between the *overall quality* of the software, and the costs of the software development process in terms of the required *time and resources*

### Efficiency

Software companies need to balance the quality of the software with the ambition of *increasing the efficiency* and *decreasing the costs* in each lifecycle phase

# And what do we do?

Implement sub-optimal solutions

*Deliberately*

*Deliberately* implement sub-optimal solutions in order to shorten the time-to-market or when resources are limited in practice, by implementing “quick fixes” or “cutting corners” during the software development process

Postponed refactoring tasks

Even if the best intention is to go back and refactor the sub-optimal solution immediately afterward, there is a tendency that these refactoring tasks will be postponed since, commonly, there are *other important deadlines in the near future*, where these refactoring tasks are often down-prioritized

Implement sub-optimal solutions

*Unintentionally*

There is also the scenario where sub-optimal solutions are implemented *unintentionally*, due to a lack of knowledge, guidelines or best practices.

# Eavesdropping at the office

Let's finish the testing in the next release\*


Let's just copy and paste this part\*

We don't have time to reconcile these two databases right now, let's use some glue code and we can fix it later

Lets do a quick and dirty solution now, and we can have a look at this in next sprint(s)





A photograph of Ward Cunningham, an older man with a grey beard and glasses, smiling and gesturing with his hands. The image is overlaid with three semi-transparent colored boxes containing text.

*"Shipping first time code is like going into debt"*

*"A little debt speeds development so long as it is paid back promptly with a rewrite..."*

*"Every minute spent on not-quite-right code counts as interest on that debt"*

Ward Cunningham

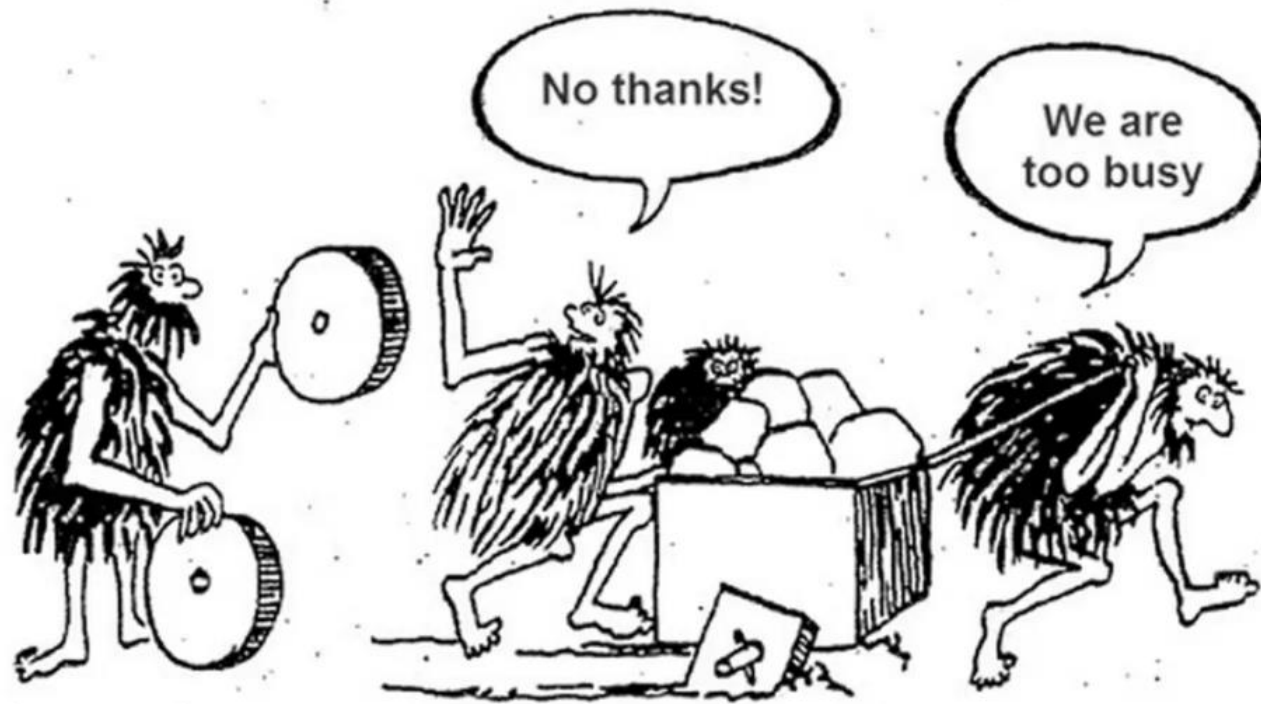
# Why the Technical Debt metaphor?



**Helps business staff to understand  
and make technical decisions**



**Helps technical staff to understand  
financial consequences of technical  
decisions, and argue for e.g. the  
need for refactoring**



**Technical Debt is sub-optimal solutions, not bugs, and not yet implemented features**

# Technical Debt



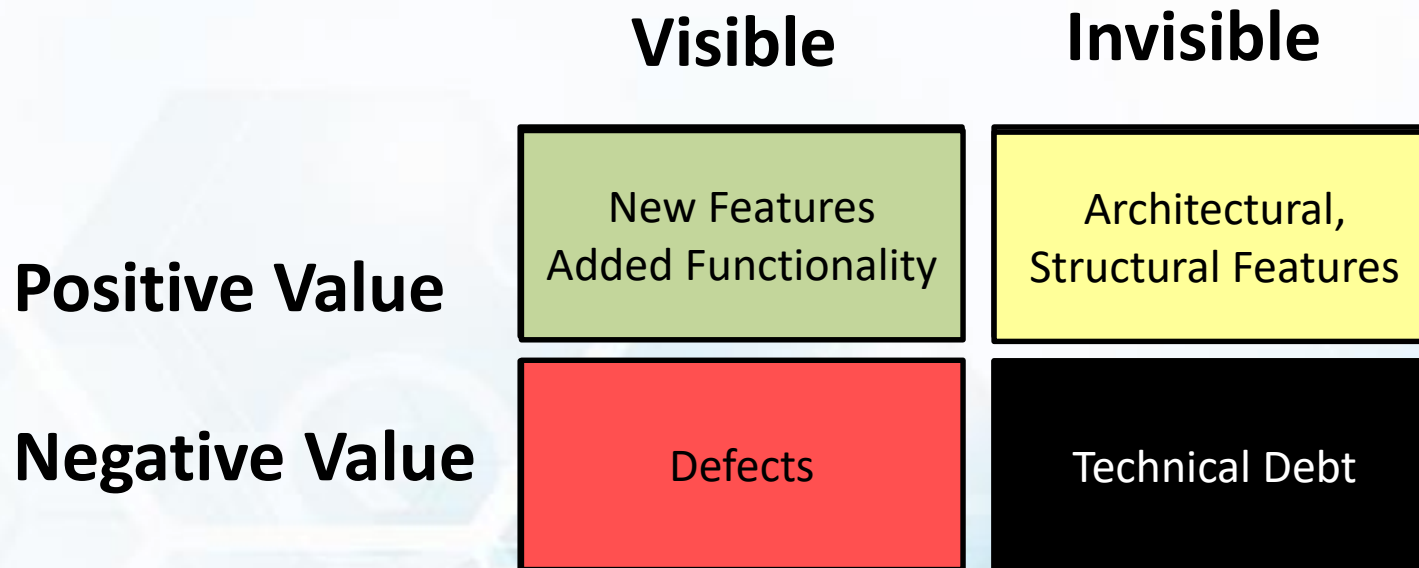
**Customer's view**



**Developer's view**



# Technical Debt, Features, Defects, etc.





# Examples of Technical Debt

---

```
11)
m':
"SELECT team FROM text"
= mysql_query($query);
w = mysql_fetch_object
$row->team;
```

```
':
SELECT news, contribu
ent = mysql_query($qu
$row = mysql_fetch_o
```

```
d="news">
id="title">'; echo
id="content">'; ech
id="contributor">';
```

```
a href="index.php?m
```

```
':
ECT news, contribu
= mysql_query($qu
ow = mysql_fetch_c
```

```
'news">
="title">'; echo
="content">'; ech
="contributor">';
```

```
:
T projects FROM
mysql_query($q
= mysql_fetch_
```

- Poor code quality
- Poor or inappropriate Architecture of the software
- Lack of following guidelines
- Lack of documentation
- Lack of testing
- ... and so on

## **The Bill: Software related Interest**

**- it is not technical debt if you don't pay any interest**



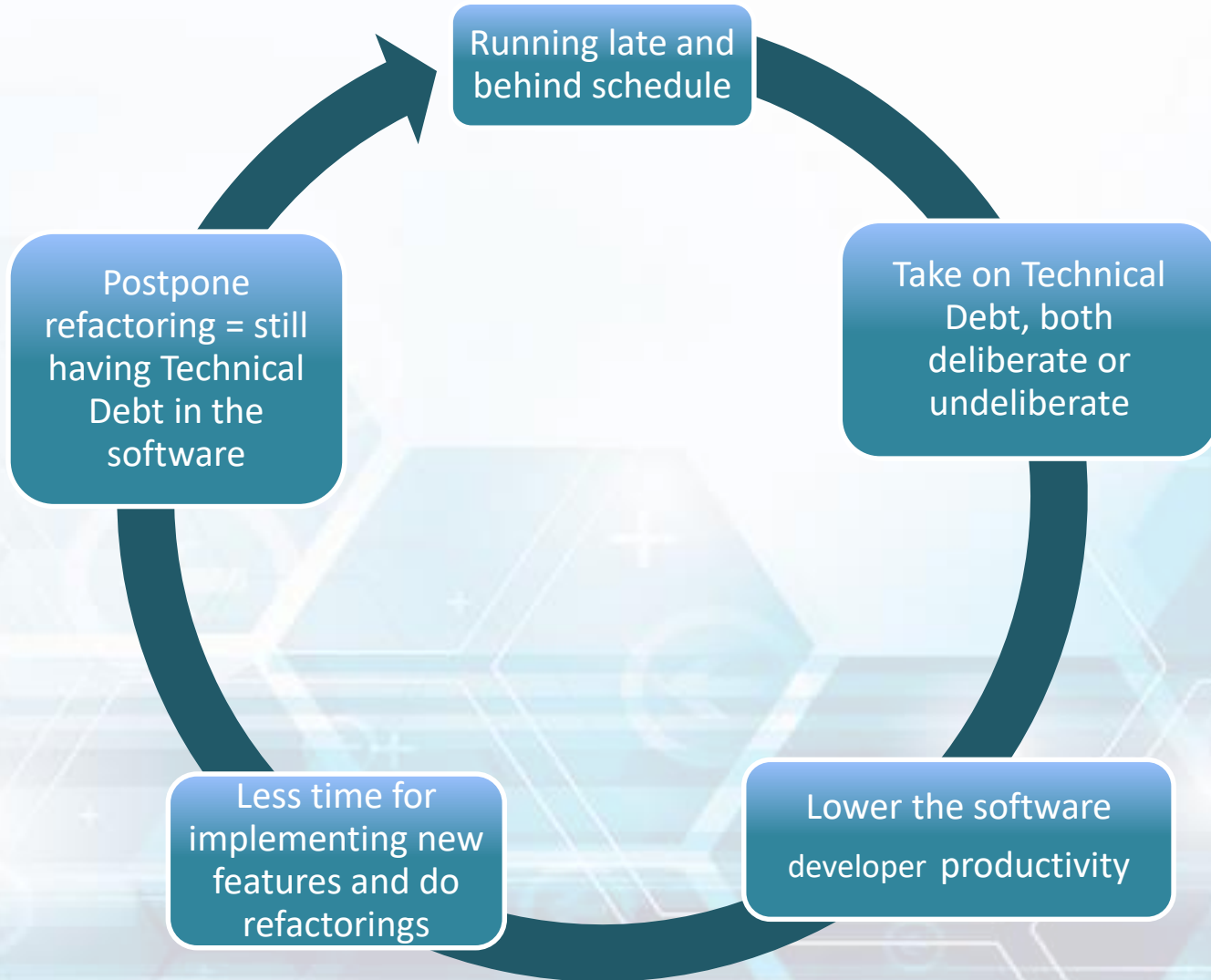
- **Working around or fixing existing errors**
- **Extra effort spent on understanding complex code**
- **Baby-sitting tasks that could be automated**

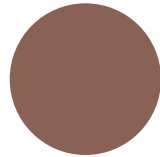
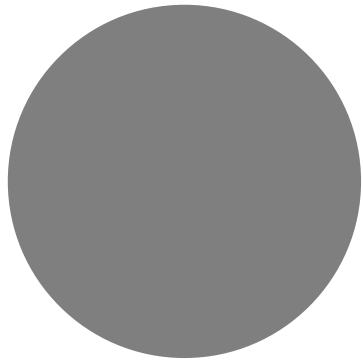
# Worst case scenarios

- Impede innovation and expansion of your software systems
- Stifle an whole organization's ability to innovate
- Negative effect on available resources to implement new technology
- Time consuming maintenance
- Lower the productivity
- Lower the morale
- In the long run, it can **lead to a system crisis**



# Examples of Vicious circles





Suddenly, you reach a point when you  
have to take a step back and reflect on  
where you are going





# Solutions...

- **Refactoring** – to optimize (and clean) the software without impacting the user experience or functionality
- **Continuous process** of refactoring initiatives
- Refactoring is crucial to prevent spiraling technical debt



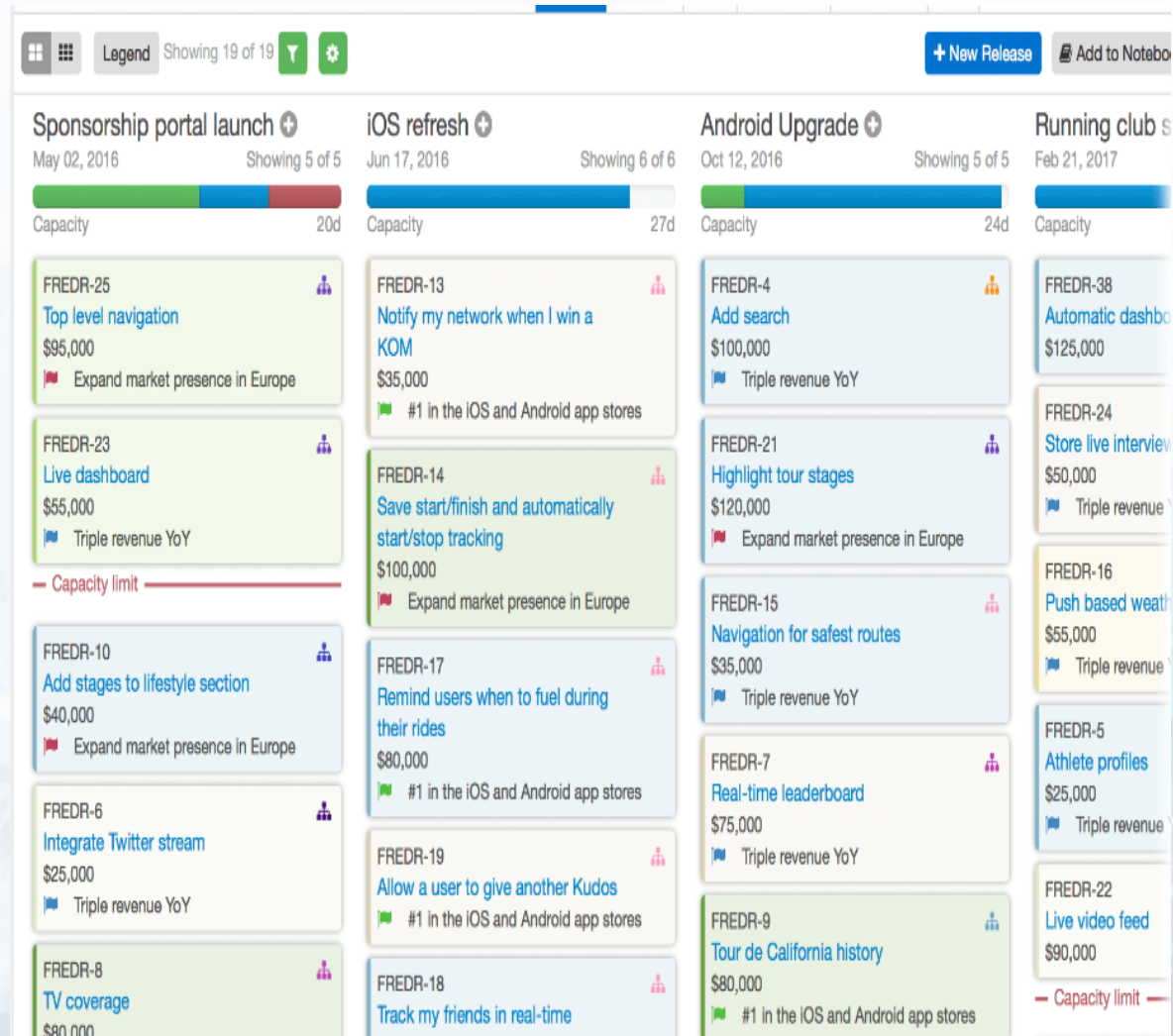
# Remediation of Technical Debt

- The only significantly effective way of reducing TD, is to *refactor* it
- Refactoring activities of the identified TD items needs to be *prioritized*
- *Competing* with for example implementation of new features

Besker, T., et al. (2019). Technical debt triage in backlog management. Proceedings of the Second International Conference on Technical Debt. Montreal, Quebec, Canada, IEEE Press: 13-22.



# The Agile Backlog



# The presence of Technical Debt items in backlogs?

Does the Prioritization process of the backlog also include the prioritization of Technical Debt?

Technical Debt issues – not in same Backlog as Features and Bug fixes

Technical Debt issues – in a “*shadow*” backlog

**Fixed** amount of time in each sprint allocated for improvement, which includes TD, however no follow-up on time spent

# Supporting frameworks or Gut Feelings?

Company commonly does not use any guiding Decision Making Frameworks

“In my experience, it’s usually the most experienced guy that has the biggest impact [when prioritizing TD]. We don’t actually need a big consensus among the participants.”

Gut feeling is not an add-hoc approach:

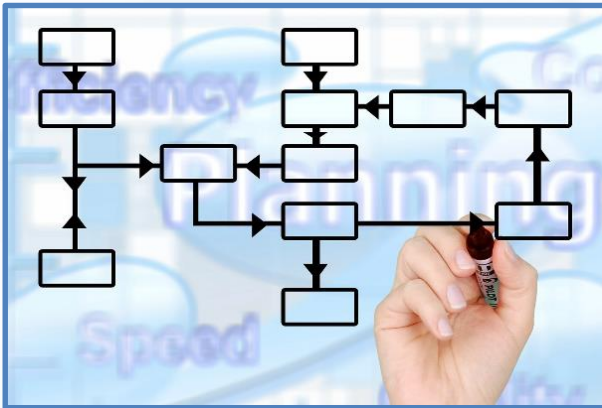
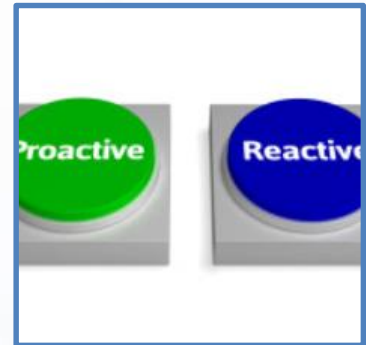
- Prior experience
- Acquired knowledge
- Instinct or emotion
- Roadmap of future features
- .....





# A reactive or proactive approach

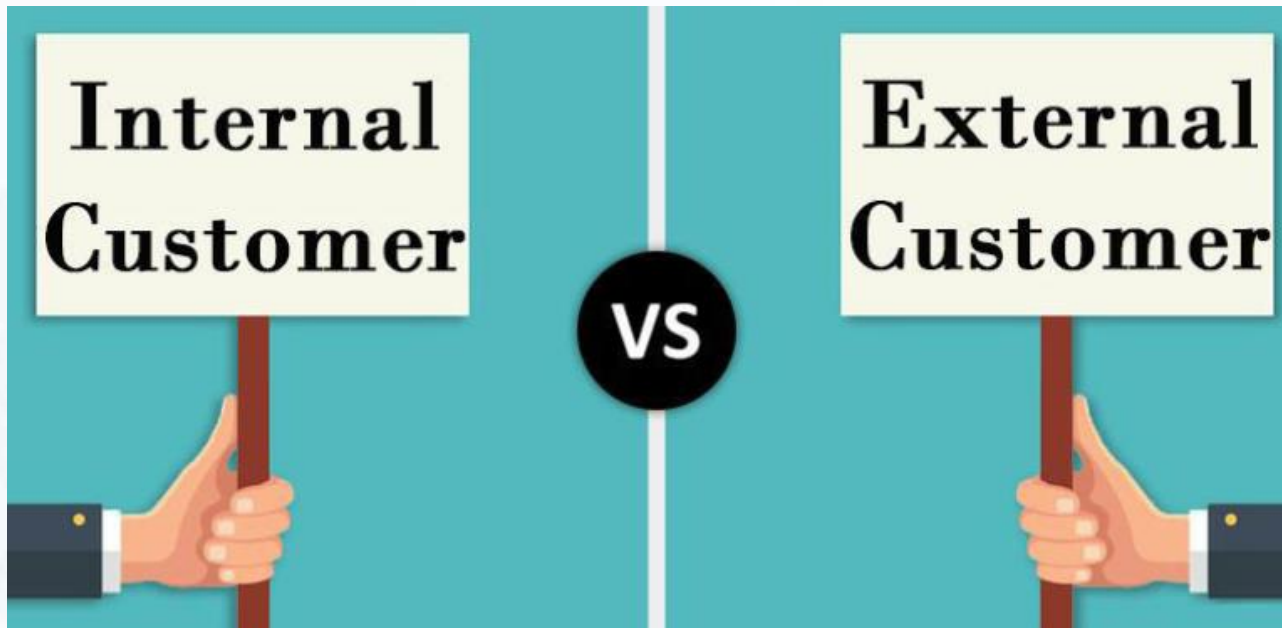
The prioritization of TD in the backlog is much more of a **reactive** than a proactive approach



Estimating the value of doing refactoring of Technical Debt, is considered to be difficult

**92 % states that the Technical Debt's negative effects could be reduced, if they did the prioritization of their Backlog differently**

# TD refactoring competition with customer requirements



**92 % states that the Technical Debt's negative effects could be reduced, if they did the prioritization of their Backlog differently**

# **Refactoring contra Prevention**

**Besides continuously refactoring  
activities we also need to  
prevent introducing Technical  
Debt from the very beginning**





TD prevention.....prevents potential TD from being incurred, in the first place

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- Commonly TD Prevention is "cheaper" than TD repayment
- There is no tool for TD prevention - > **Development Process Improvement**



# TD prevention –

from a Change Management perspective



# TD prevention (1/2)



**Identify what need to be improved**

coding standards  
code reviews  
definition of done  
architectural structure (e.g. Monolithic or Micro Services)



**Explain the cost and nature of debt to developers architect, PO, PM etc.**

**Debt awareness** is best among the methods of debt prevention

**Harmfulness today and in future** (predicting growth of interest costs)

**Productivity increase**

**Feel more confident (developers pride) and attract the “best” developers**



**Set the Targets (clear steps with measurable targets e.g. wasted time)**



**Provide Resources (tools such as AnaConDebt, SonarQube, Arcan, education etc. )**



# TD prevention (2/2)



**Communication**



**Change in  
mindset**

Manage  
resistance and  
cultivate a  
culture



**Celebrate  
Success**

Recognizing  
milestone  
achievements  
Encouragement



**Review, Revise  
and  
Continuously  
Improve**

# Can regulations stop us from introducing TD in the first place?

**The relationship between safety-critical software (SCS) regulations and the management of TD**



# Examples of regulatory certification processes



**SCS are heavily regulated**



**SCS require certification against industry standards**



**Recertified to ensure compliance with the present safety standards.**



**E.g. after a refactoring activity of software:**

**retested  
revalidated  
reverified**



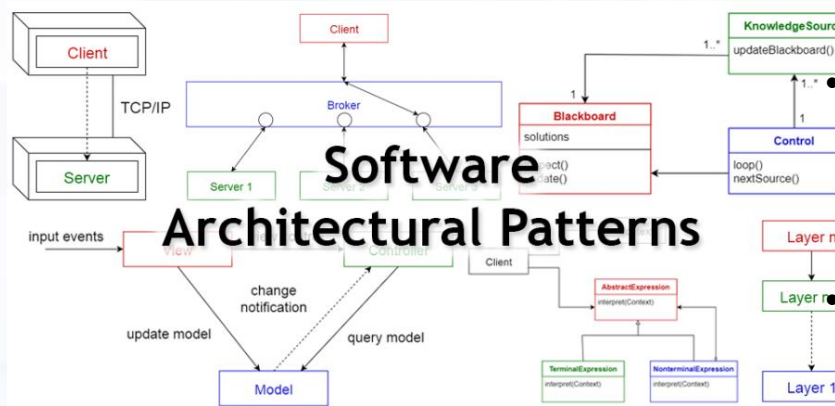
**Cost and time-consuming – risk of being down-prioritized or avoided -> more TD**

# Consequences and Effects of SCS Regulations when Conducting or Planning for TD Refactoring Activities



**TD refactoring activities are commonly deliberately avoided**

# Software Architectural Structures Contributing to TD Refactoring



- Components can have different levels of safety regulations, which defines the refactoring scope

**The importance of a software architecture that facilitates refactoring with as little effort and cost as possible**

**Examples of different architectural structures; component-based, pipes and filters, monolithic, and layered structures**



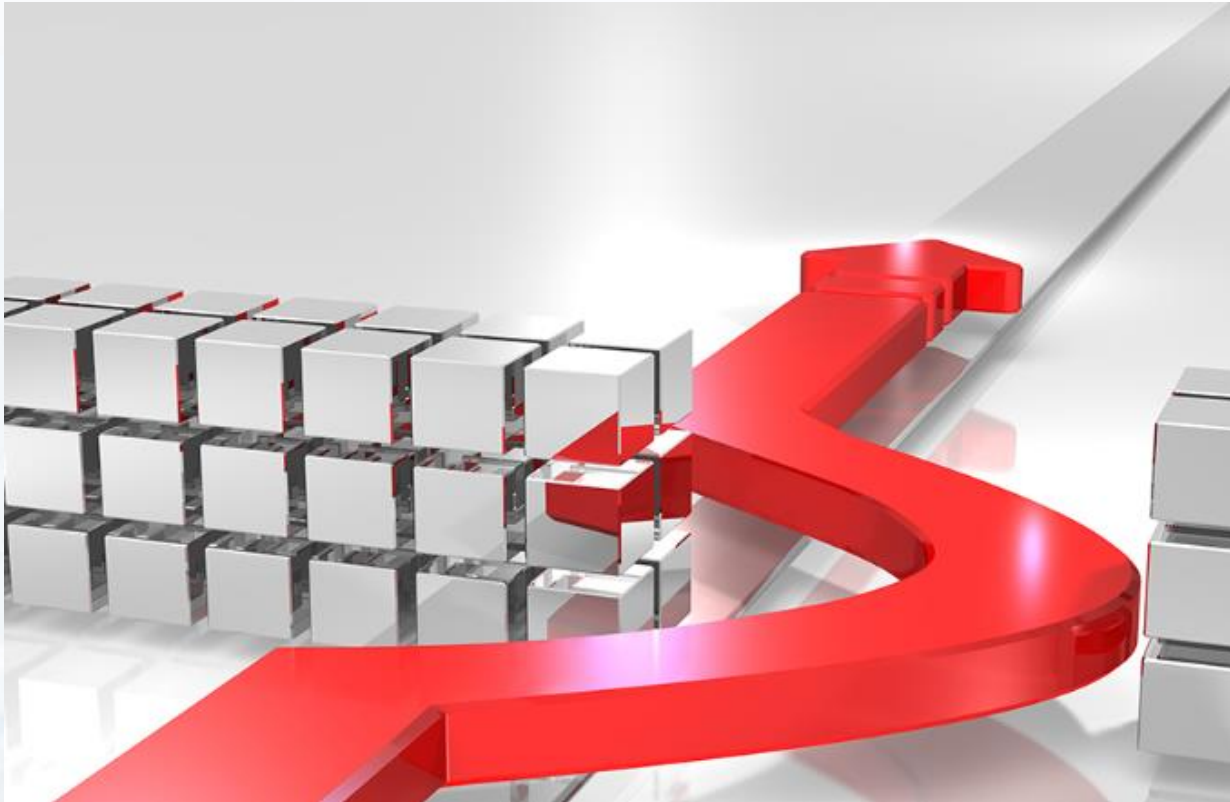
# Software Architectural Structures Contributing to TD Refactoring

- **Monolithic architecture** = major hindrance for TD refactoring tasks in SCS
- **Modular SCS architecture** (component-based or loosely coupled units or layer-based structures) = **increase likelihood of TD Refactoring tasks**

“Our middle layer in the architecture would have looked different [if it was not SCS] since the intention of the decision level is actually to abstract and isolate different ASIL levels because it would be quite hard and expensive to maintain these dependencies otherwise.”

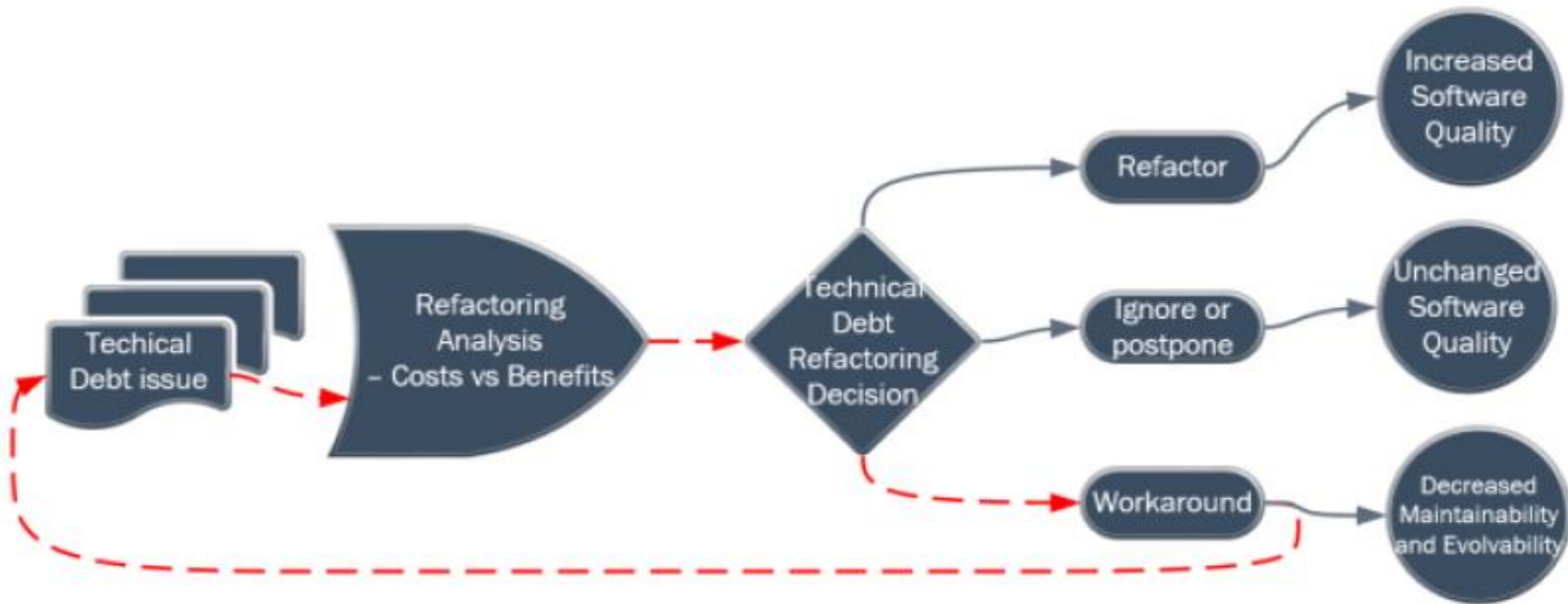


## **Consequences and Effects of SCS Regulations when Conducting or Planning for TD Refactoring Activities**



**Work-around solutions to avoid the additional activities and costs**

# The Counterproductiveness of the SCS Regulations



Even if the SCS regulations have the best intention to produce a high-quality software product, the findings demonstrate that these heavy regulations are conceivably counterproductive since they potentially can constrain the possibility of performing optimal TD refactoring activities efficiently

**Opposite effect : the regulations contribute to the further introduction of TD and thereby potentially decrease both the maintainability and evolvability of the software.**

# How expensive is Technical Debt? – from a productivity perspective



- Technical Debt cause developers to **waste working time**, since they have to perform extra activities due to the present Technical Debt.
- **How much time?**

# Technical Debt contra Productivity

**24 % of all development time is  
wasted by developers, due to  
Technical Debt**





# Technical Debt contra Productivity

In a quarter of all occasions of encountering TD, developers were **forced to introduce additional TD** due to already existing TD



## Additional activities:

performing additional  
**testing**

additional source  
**code analysis**

performing additional  
**refactoring**

# Technical Debt and Morale

- TD can reduce developers' morale; the presence of TD hinders developers from performing their tasks and achieving their goals
- A proper management of TD increases developers' morale



# What about the Software Quality due to having Technical Debt?



# Compromised quality attributes due to Technical Debt

- *Maintainability*
- *Reliability*
- *Performance*
- *Reusability*
- *Ability to add new features*

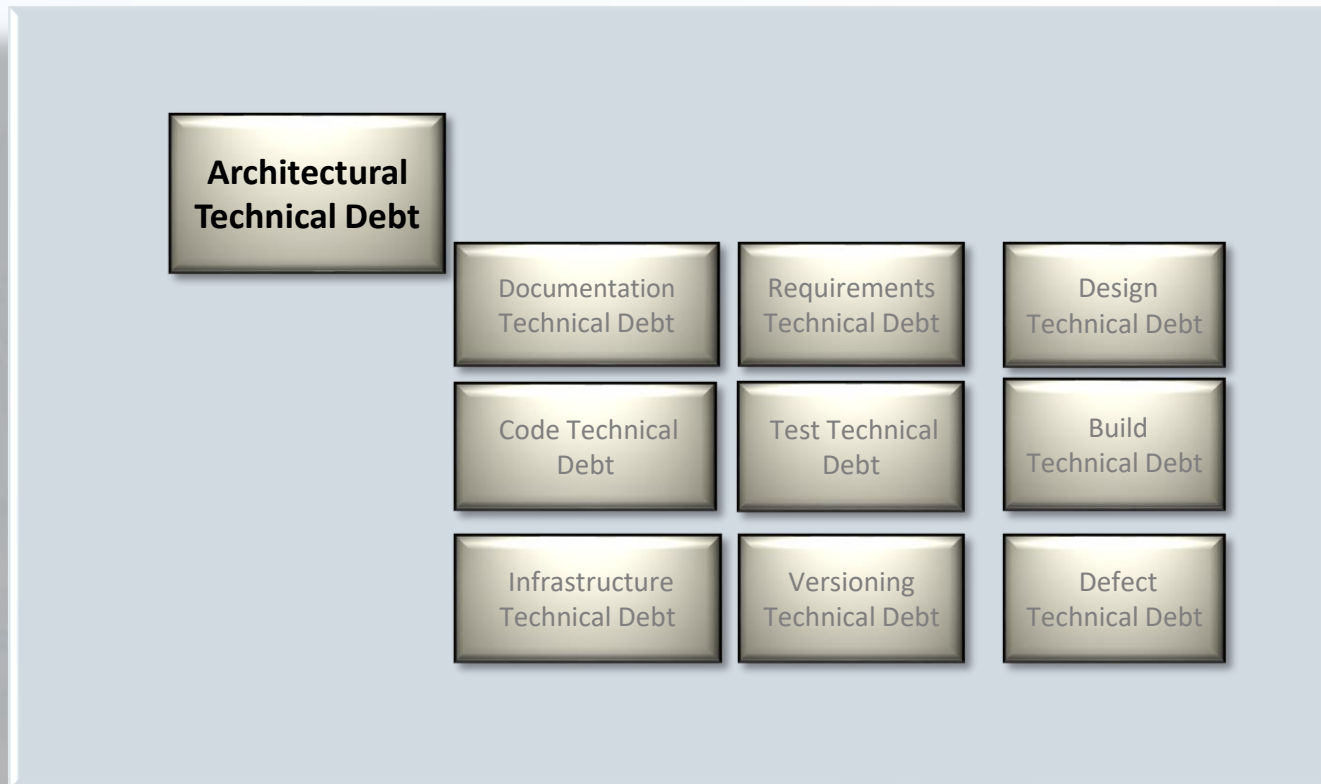
## Product quality model

The product quality model categorizes product quality properties into eight characteristics (functionality, usability, security, compatibility, maintainability and portability). Each characteristic is further divided into sub-characteristics (Figure 4 and Table 4).

(Sub)Characteristic
<b>Functional suitability</b>
Functional completeness
Functional correctness
Functional appropriateness
<b>Performance efficiency</b>
Time behaviour
Resource utilization
Capacity
<b>Compatibility</b>
Co-existence
Interoperability
<b>Usability</b>
Appropriateness recognizability
Learnability
Operability
User error protection
User interface aesthetics
Accessibility

<b>Reliability</b>
Maturity
Availability
Fault tolerance
Recoverability
<b>Security</b>
Confidentiality
Integrity
Non-repudiation
Accountability
Authenticity
<b>Maintainability</b>
Modularity
Reusability
Analysability
Modifiability
Testability
<b>Portability</b>
Adaptability
Installability
Replaceability

# Different types of Technical Debt\*



\* E. Tom, A. Aurum, and R. Vidgen, "An exploration of technical debt," Journal of Systems and Software, vol. 86, no. 6, 2013, pp. 1498-1516.



**"Today we're going to add  
a third floor to our house!"**

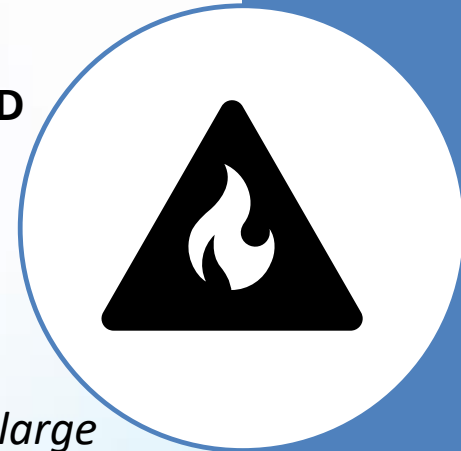




# Architectural Technical Debt – ATD

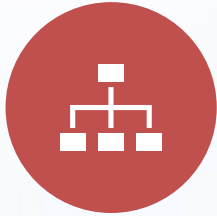
# The importance of ATD

- ATD is the **most commonly encountered** instances of TD and are caused by architectural inadequacies
- Architectural decisions are the **most important source of TD**
- ATD has a **huge impact and leverage** within the overall development lifecycle
- *“Architecture plays a significant role in the development of large systems, together with other development activities, such as documentation and testing (which are often lacking). These activities can add significantly to the debt and thus are part of the technical debt landscape”. \*\**





# Categories related to ATD



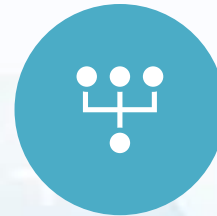
**Dependencies violations**, including module dependencies, external dependencies, and external team dependencies



**Non-uniformity of patterns and policies** where, for example, a violation of naming conventions and non-uniform design or architectural patterns are implemented



Code-related issues such as code **duplication** and overly **complex code**



Non-uniform management of **integration with subsystems** and resources



Conflicting QA synergies

# Challenges related to ATD

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- **Detection, no available tools supporting the detection of ATD**
- **ATD seldom yield observable behaviors to end users**
- **ATD evolves over time**



# Negative effects caused by ATD

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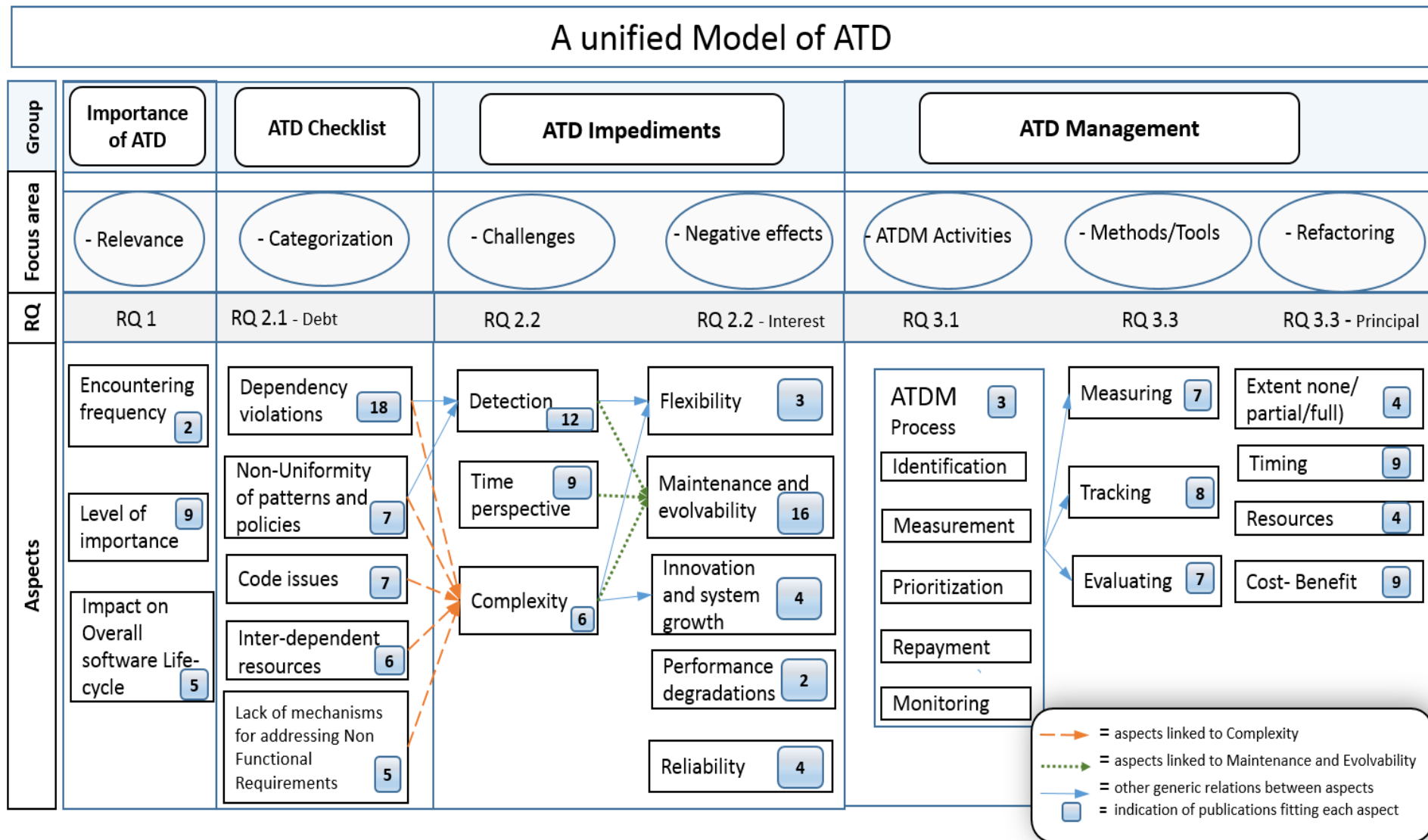
- **Reduced flexibility – need for a proactive thinking**
- **Maintenance complications and penalties**
- **Stifling the organization's ability to introduce new features**
- **Imped innovation and system growth (evolvability, extendability)**
- **Understandability, testability, extensibility, reusability performance and reliability**





# Architectural Technical Debt

## A unified Model of ATD





**Technical Debt:  
always negative?**



# Technical Debt – so far

**Technical Debt**

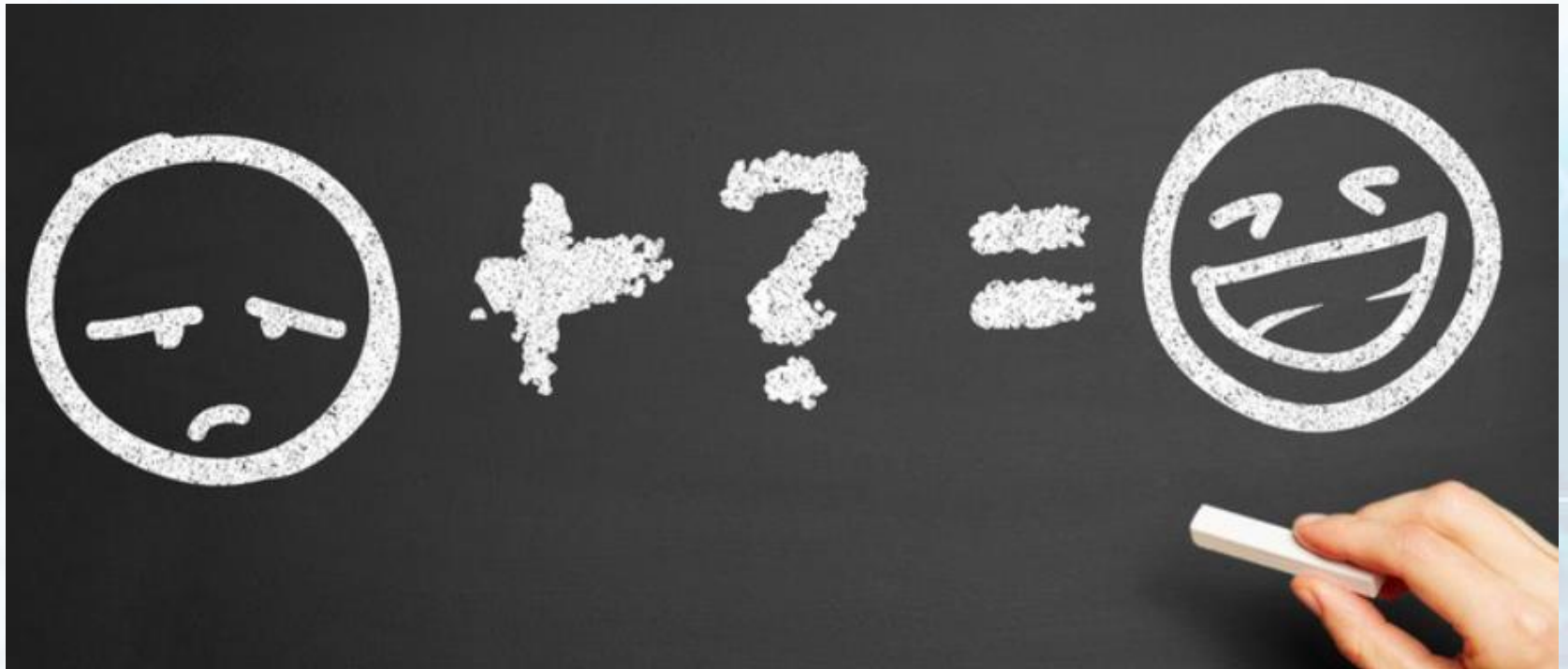
**Negative  
impact**

**Software Quality,  
Maintainability,  
Evolvability etc.**

**Developer  
productivity**

**Developer  
Morale**

Any suggestions when taking on  
TD can be beneficial?



# Is it always a bad thing to take on Technical Debt?

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- It's about making informed decisions and be aware of the consequences
- Depends on the amount of the interest cost
- Depends on the variance on the interest (growing or stable)
- Possible spending the money and time on new features that can generate even more value to the company instead of paying back the debt (called refactoring)





# Software Startups

# Startups contra Mature Software companies

## Startup Companies

Software development in **Startups**:

- Freshly created company, no history
- Main goal is to grow their business  
Extreme pressure to get to the market quickly
- Limited resources and limited budget
- High uncertainty
- Need early feedback from customers

## Mature Software developing companies

Software development in **Mature** companies:

- Less pressure to get to the market quickly
- More resources
- Less uncertainty

# Startups and Technical Debt

- Taking on Technical Debt can be **beneficial** for Startups:
- Speed up time-to-market
- Allowing them to release their product to end-users faster
- Get feedback
- Evolve the software
- Preserve capital



# Technical Debt must be managed

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**Unmanaged TD can have negative consequences, such as the death of the startup itself!**



# A balance between Benefits and Challenges

**Good Enough Level**  
balance benefits and challenges

## **Benefits**

- Shorter development time
  - faster feedback
  - increased revenue
- Preserved resources
- Decreased risk (current)
- More objective decisions

## **Challenges**

- Product failure
- Business disruption
- Reduced Scalability
- Compounding effects
- Increased risk (future)
- Loss of Productivity





Thank you!

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