

Intro to Kanban

by Craig L. Jones

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30 Years Software Development

12 Years Agile
(mostly XP, Scrum, & Kanban)

CSM & Scrum Coach

Recovering Over-engineer-er



www.ChiefSimplicityOfficer.com

Your Expectations for Tonight?

As a _____(role)_____

I want Kanban in my tool box

So that _____(expectation)_____

Lean

Kaizen

Scrum

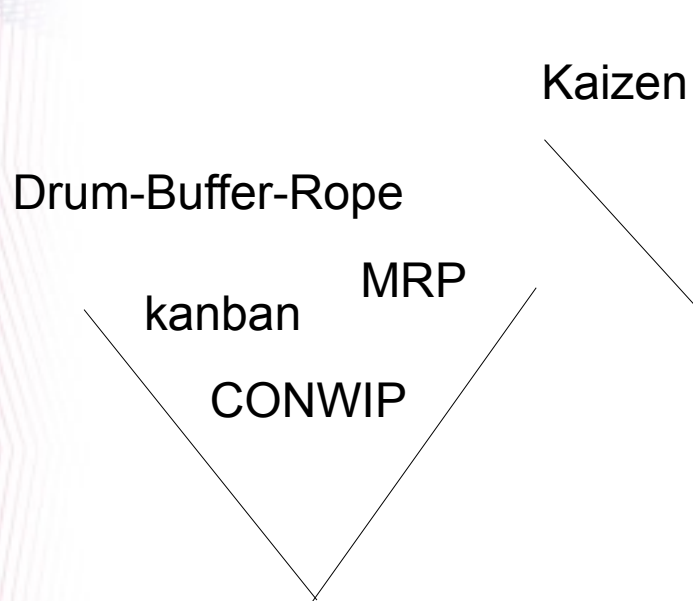
AGILE

XP

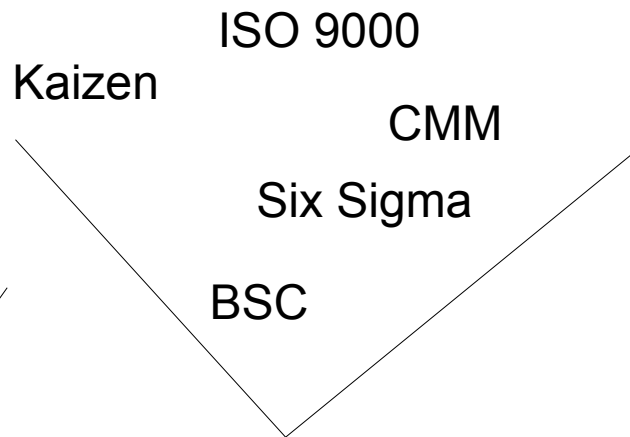
Kanban

Scrumban

Late 40's (Japan & Europe)

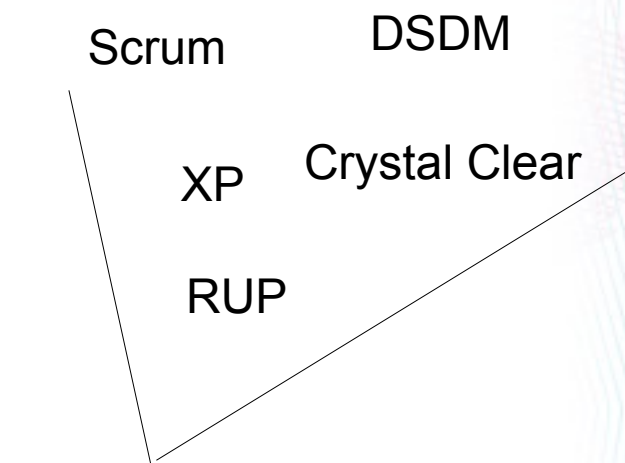


Lean



TQM

Late '90's (Global)



Agile

Kanban

Kanban means “Sign Board”

Kanban is an element of just-in-time (JIT) production, as invented by Taiichi Ohno for Toyota in the late 1940's – based on studies of inventory systems used in supermarkets at the time.

kanban card = “signal card”



“kanban” with a lower-case “k”

J85500K1	
L10 BB000E	J85801A L2,L31,LPLWA UNIT CODE
601420706 COMCODE (BULD & RECO)	

Part Description				Part Number	
Smoke-shifter, left handed.				14613	
Qty	20	Lead Time	1 week	Order Date	9/3
Supplier		Acme Smoke-Shifter, LLC		Due	9/10
Planner		John R.		Location	

Lieferant: Drehmaschine TNA 300	Verbraucher: Produktion
Lieferanten-Nr: 48611	Lagerplatz: 13.07.02.00 Fertigungsinsel Glas
Kanbanereinheiten: 3 / 4	Inhalt: 48
Anlage: 25.03.2009 11:05:00 Gedruckt: 08.06.2009 11:25:05	Bezeichnung: Welle ITD 2. A 4 Y21 InLine/GI
Artikelnummer: 41630-12	Kanban ID: 1034
* 4 1 6 3 0 - 1 2 *	* 1 0 3 4 *

Von	7883	An
Spritz- maschine 23 KSt 2008	Dachleiste Teil 82.786.7883	Heizung A18 KSt 3265
Stellplatz: A38	Inhalt:	Stellplatz: C83
	56 Stück	
Behälter: TH23 (blau/rot/grün)		
KanBan 3 von 6	Erstell 20.September 2008	Aussteller: Thomson

Max. Bestand: 6 KanBan *56 Stck. = 336 Stck.

kanban card = “signal card”

U.S. Bank Premier Line

REORDER FORM

IF YOU HAVE MOVED - PLEASE INDICATE

NAME

STREET

CITY

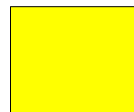
STATE/ZIP

SIGNATURE

0793 00265

“Kanban” System

“Kanban” with a Capital “K” refers to a system (framework) for tracking work in progress.



“Signal” Cards → Work Cards

Kanban & Scrum Share...

- Easy to Learn the Basics
- Big, Visible Charts
- Regular Cadence
- Retrospectives (“Inspect & Adapt”)
- Cross-Functional Collaboration
- Maximizing Value (by Eliminating Waste)
- Early Feedback
- Formal Definitions of Ready/Done

Kanban vs. Scrum

- It's all just “Work”
- Steady “Flow” by Limiting Work in Progress (“WIP”)
- Measure Cycle Time & Throughput
- “Pull” System
- Stories, Epics & Tasks
- Incremental Delivery via (2 week) Sprints
- Measure Velocity
- Sprint Planning/
Negotiating

How to Choose?

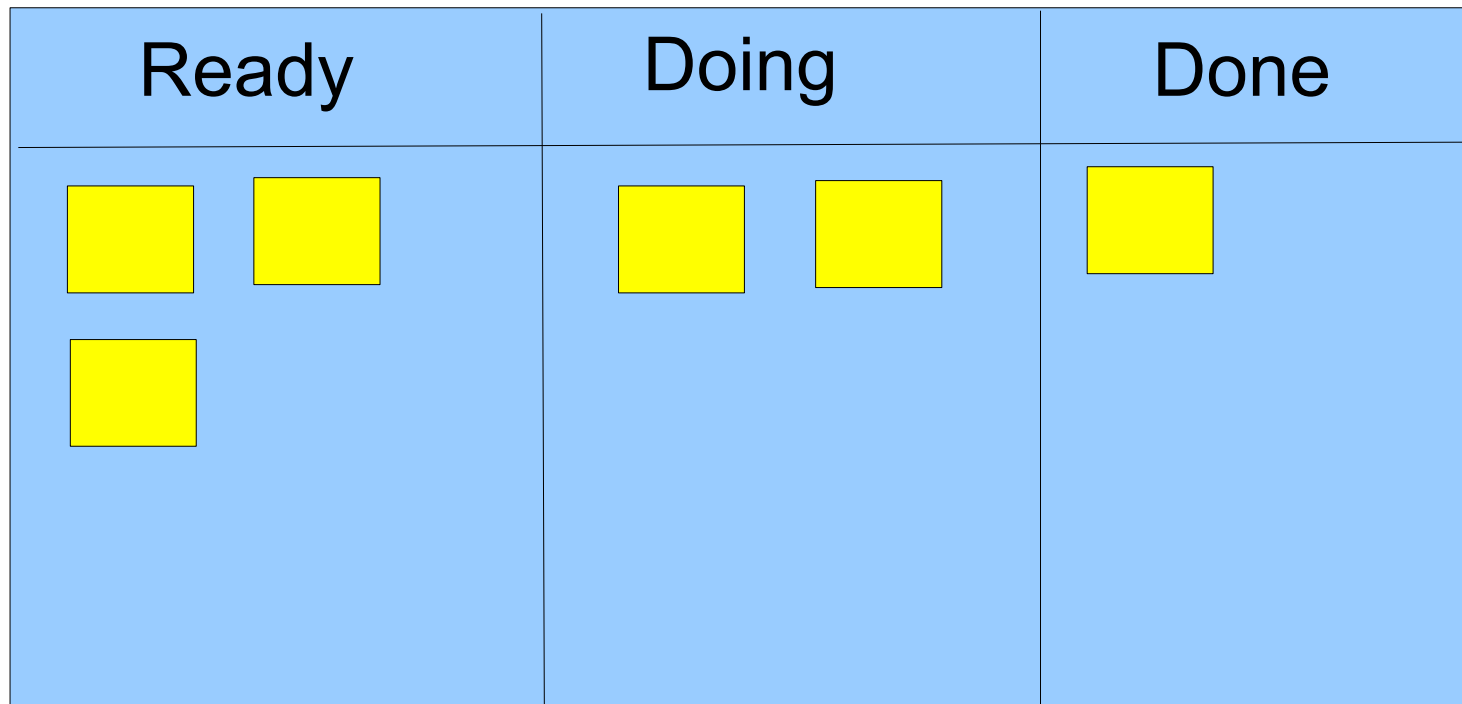
Kanban:

- Operations Work
- Software Maintenance Work
- Coming from Rigid Legacy Methods (Waterfall)
- Compartmentalized, Siloed Teams

Scrum:

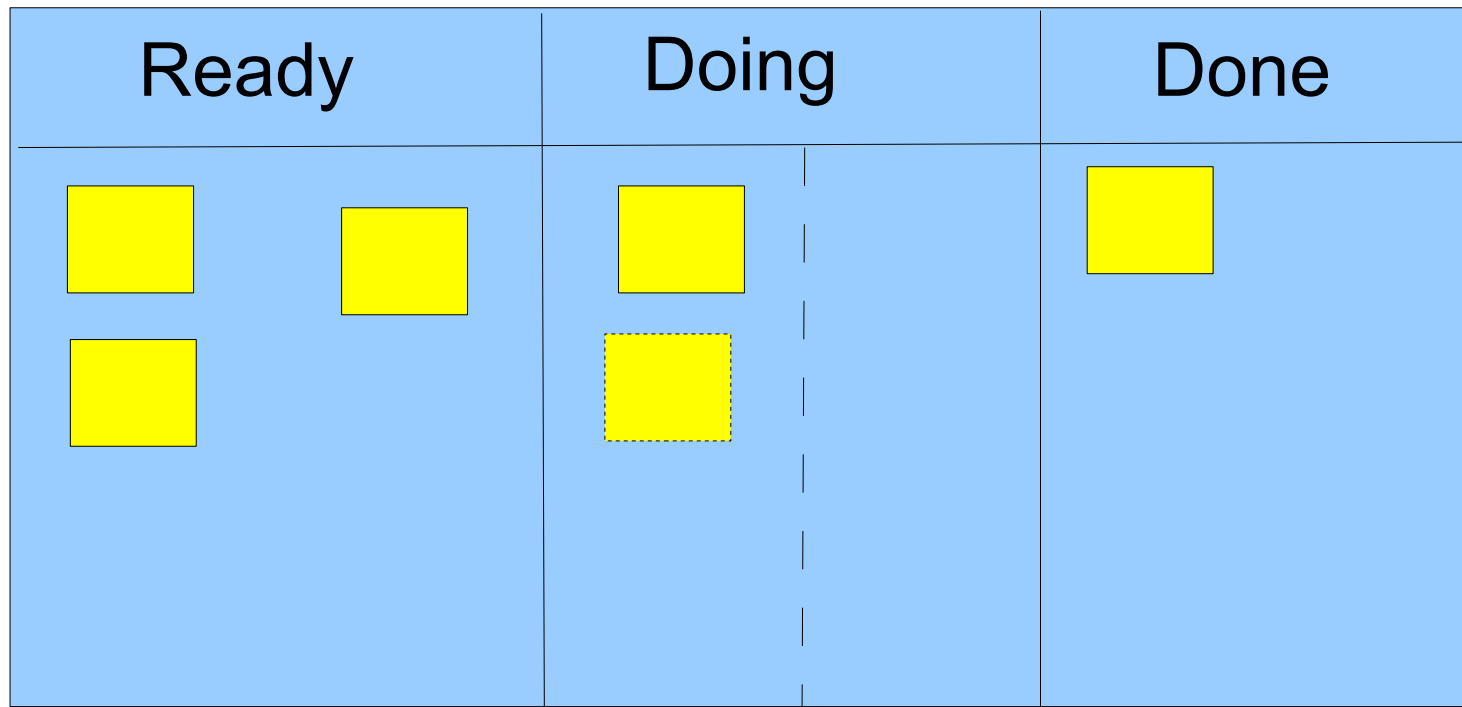
- Greenfield Project
- Many Stakeholders
- Must Coordinate Around a “Roadmap”
- Lots of Epic Stories

A Simple Kanban Board



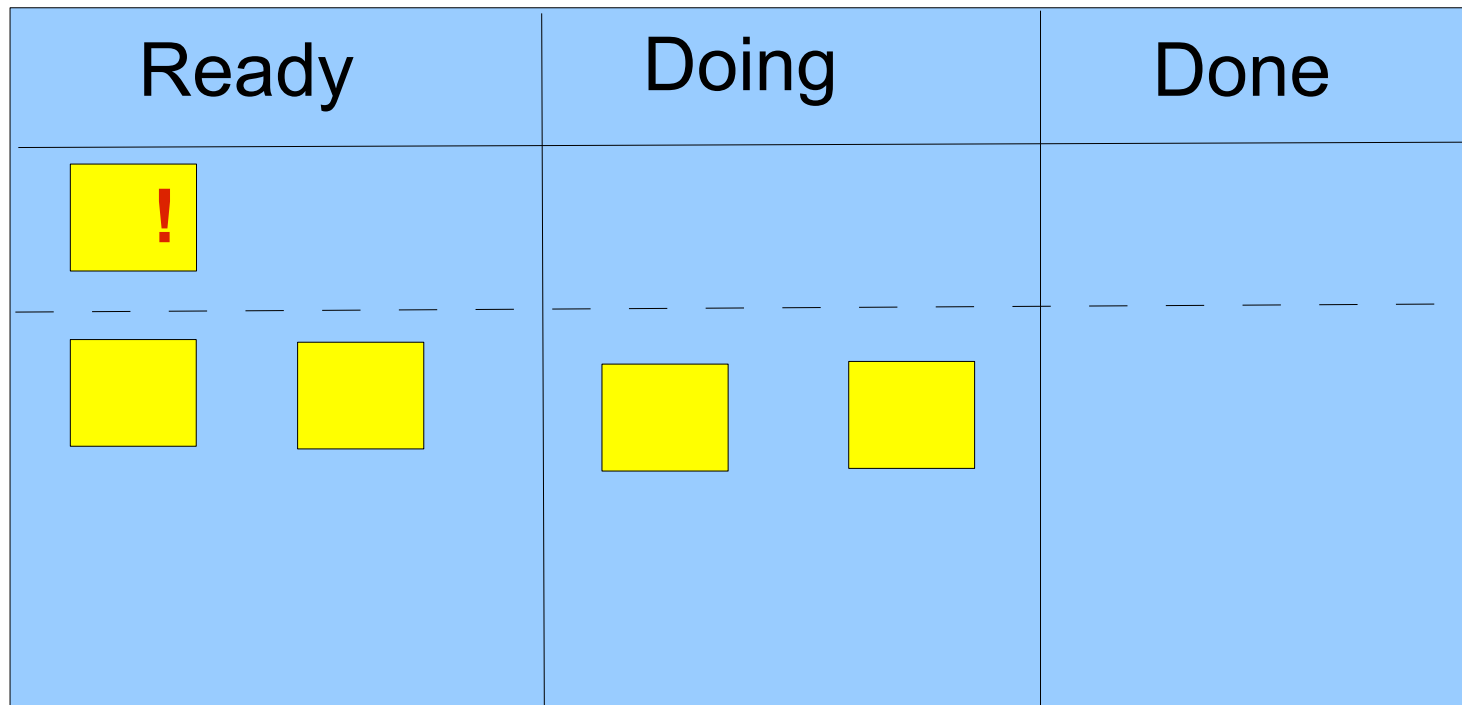
Vertical “Lanes”

A Simple Kanban Board




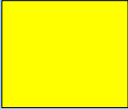


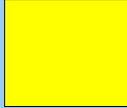

“Sub Lanes”

A Simple Kanban Board



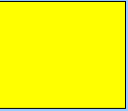




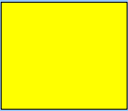





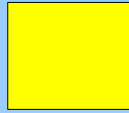





Horizontal “Swim Lanes”

A Simple Kanban Board

Ready (3)	Doing (3)	Done
  	 	







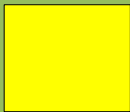










“WIP Limits”

A Software Dev Kanban Board

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
 			 	
 				
 				


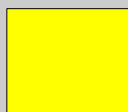


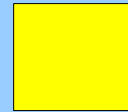


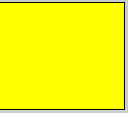





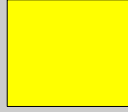



Example of a team workflow with progressive steps (by different handlers)

An Event-Planning Kanban Board

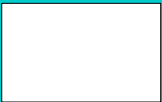
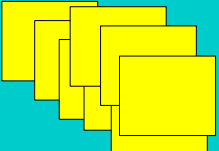
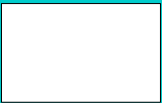
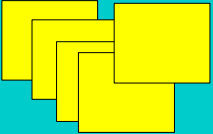
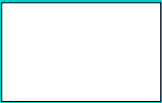
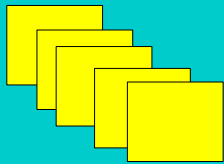
Ready (6)	Research (3)	Short List (3)	Finalize (5)	Done
     	  	 	   	 

Example of a (one-person) workflow
with phases

The Broader Picture

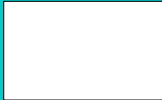
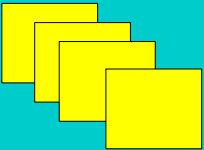
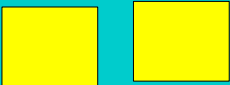


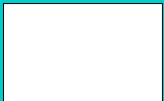
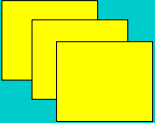


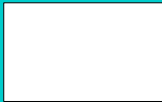
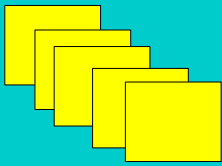
Backlog	Ready (3)	Doing (3)	Done	Reflect
 		 		
 				
 				
 				

A Scrum Board

Story	Ready	Design	Dev	Test	Done
					
					
					

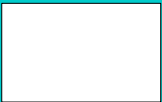








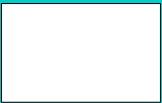











For work with progressive steps

A Scrum Board

Story	Ready	Design	Dev	Test	Done
					
					
					

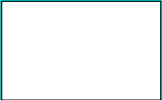






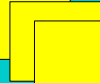

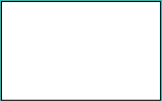



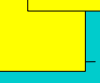
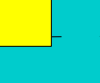
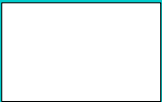





Distinguishes stories (here in white) from tasks (in yellow)

A Scrum Board

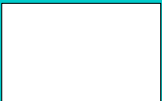












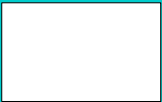





Story	Ready	Design	Dev	Test	Done
			 		   
					   
				 	

Stories stay in the left column
while tasks progress to the right

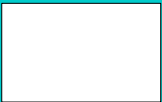








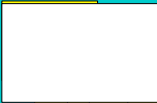

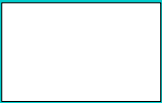





A Scrum Board

Story	Ready	Design	Dev	Test	Done
			 		   
					    
				 	

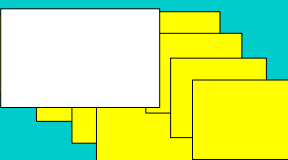
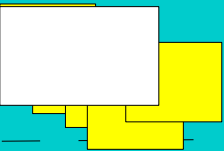
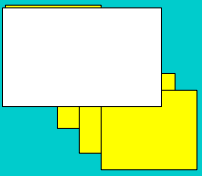
A Scrum Board

Story	Ready	Design	Dev	Test	Done
			 		   
					   
				 	

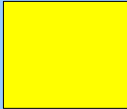







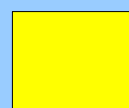


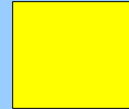


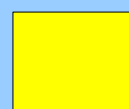


A Scrum Board

Story	Ready	Design	Dev	Test	Done
				 	   
					 
				 	  

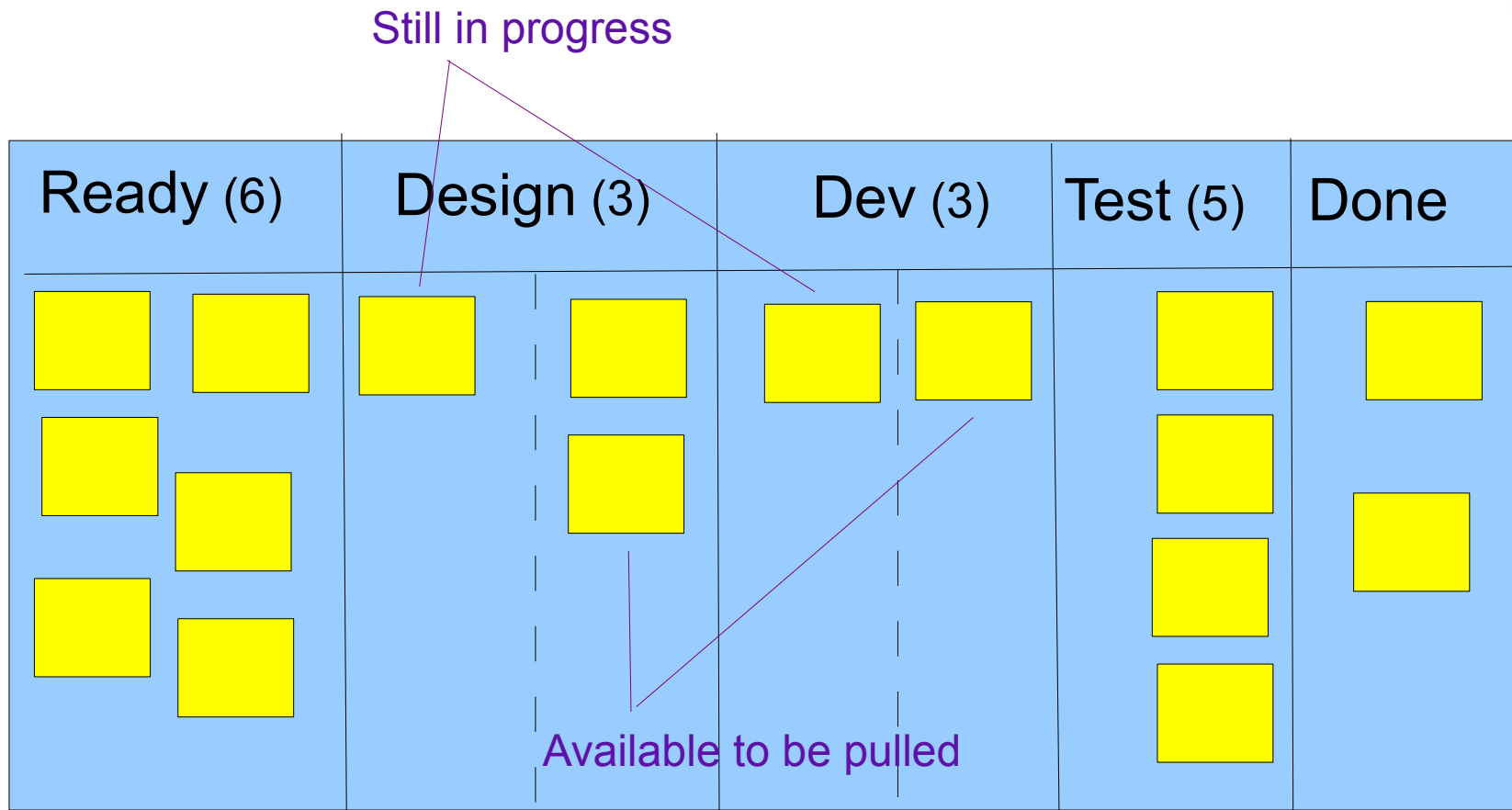
A Scrum Board

Story	Ready	Design	Dev	Test	Done
					
					
					

Now, Back to our Kanban Board...

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
     	  	 	   	 

“Pulling” Kanban Cards



Sub-lanes show when steps are completed (ready to be pulled)

Why Limit Ready Column?


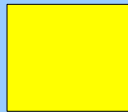
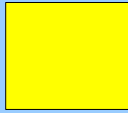








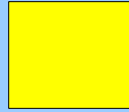
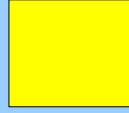




- Enforces delaying decisions until last responsible moment
- It's how the Product Owner “negotiates” with the team – PO (representing stakeholders) decides what, Team decides in what order (by pull)
- Work is tracked according to the time it enters the Ready column until it lands in the Done column (“lead time”). A ready limit makes that meaningful.

Highlighting Priorities

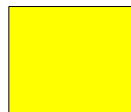
Ready (6)		Design (3)		Dev (3)		Test (5)	Done
B	A						
	!						
	!						

Some options: Notation symbols on the cards, color coding of the cards, sub-lanes, or a combination thereof.

Differentiating Work

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
     	  	 	   	 

For example...


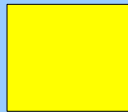
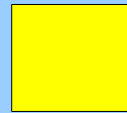


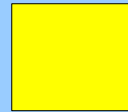





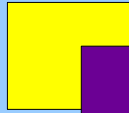

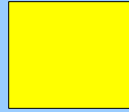
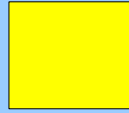

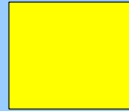




Feature (value to customer)








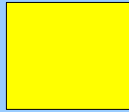




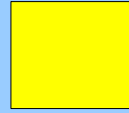
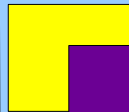


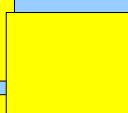
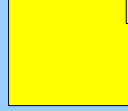




Infrastructure (value to team)

Flagging Impediments

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
     	  	   	   	 

 Impeded

Flagging Impediments

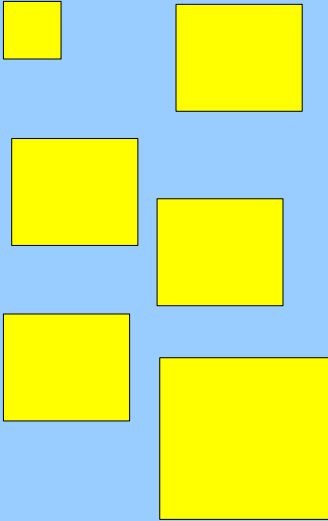
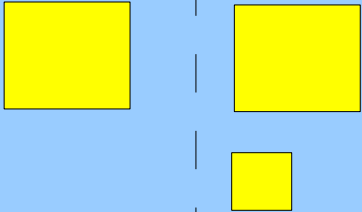
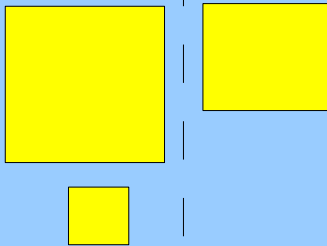
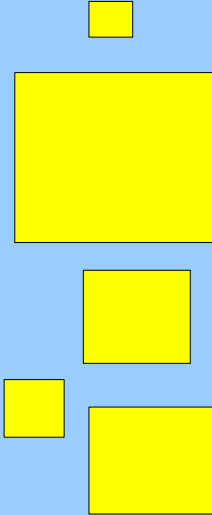
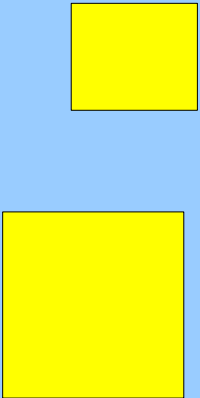
Ready (6)	Design (3)	Dev (3)	Test (5)	Done
     	  	   	    	 

 Impeded

Impeded work is still WIP-limited

What About Story Size?

Adjust them? Denote them? Track them?

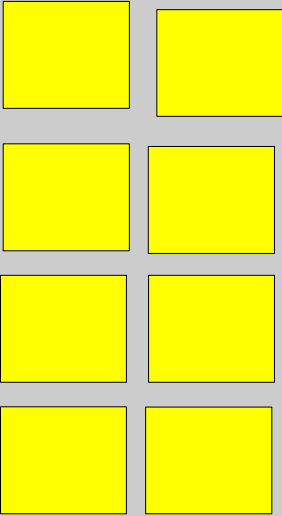
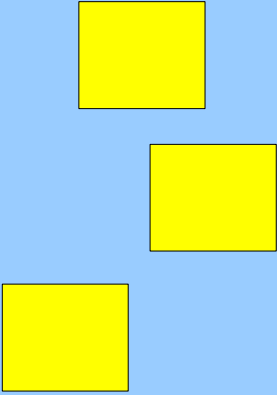
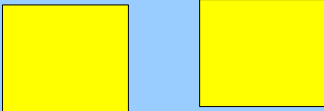
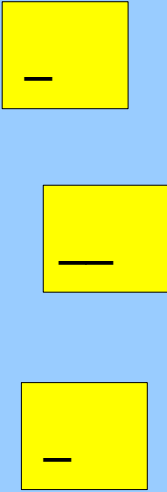
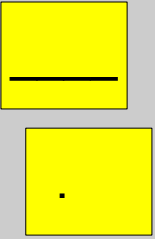
Ready (6)	Design (3)	Dev (3)	Test (5)	Done
				

It doesn't seem to matter. Kanban case studies, so far, indicate that it's much more lucrative to be concerned with idle time between activity than the activity time itself.

Kanban Analysis Types


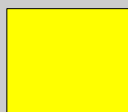


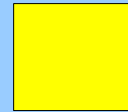
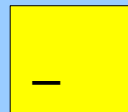


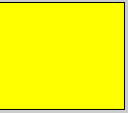

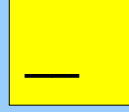







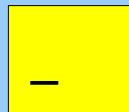

- By reflecting on outlier stories
- By looking for patterns on the Kanban Board
- By tracking cycle time
- By tracking flow

Reflecting on Outlier Stories

Backlog	Ready (3)	Doing (3)	Done	Reflect
				

Outlier: Work with Extra-Long, or Extra-Short Cycle Time

Reflecting on Outlier Stories

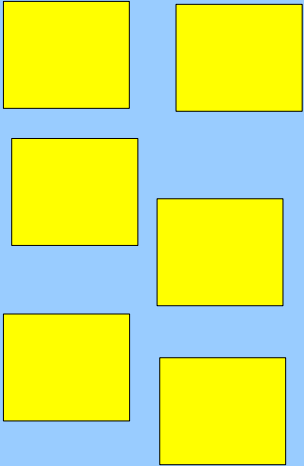
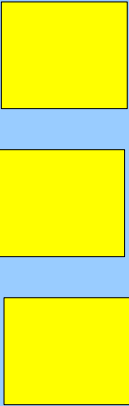
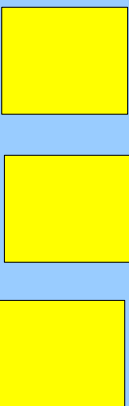
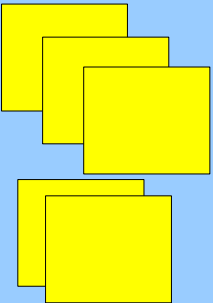
Backlog	Ready (3)	Doing (3)	Done	Reflect
 		 		
 				
 				
 				

Outlier: Work that was Particularly Pleasant or Unpleasant

Possible Actions: Outliers


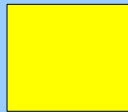
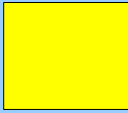










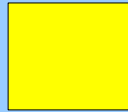



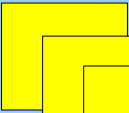
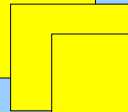

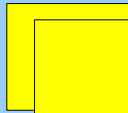

- Is it a problem/opportunity?
- Dig deep (“5 Whys?”) to get from the proximate cause to the root cause
- How might the delay have been mitigated?
- Retool &/or Retrain
- Definition of Ready issue?
Definition of Done issue?

Development Bottleneck

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
				


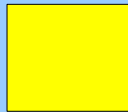
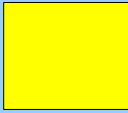






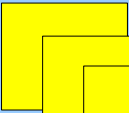
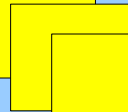
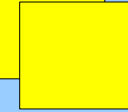
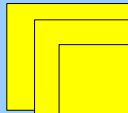
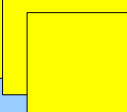

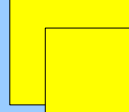

Step-completed still counts in WIP Limit

Testing Bottleneck

Ready (6)	Design (3)		Dev (3)		Test (5)	Done
     		 		  	    	    

Step-completed still counts in WIP Limit

Design Bottleneck

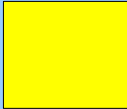




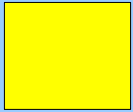











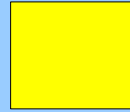
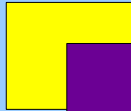

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
     	  			       

Possible Actions: Bottlenecks

Note: Occasional bottlenecks are good. They interject welcomed slack time. What you want is a roughly even distribution of slack time across the functions. If not, then ...

- Cross-functional “swarming”
- Add manpower
- Retool &/or Retrain
- (DO NOT just increase WIP Limits)

Recurring Impediments

Ready (6)	Design (3)	Dev (3)	Test (5)	Done
     	  	 	    	 
		 		

 Impeded

Possible Actions: Impediments

- Revise the Definition of Ready – Don't start the work until you know it won't be impeded that way
- Reassign responsibility for impediment-causing work to the Team (i.e. make the external resource join the team)
- (Rarely) revise the Definition of Done to exclude the impeded work (i.e. pushing responsibility for that part off the Team)


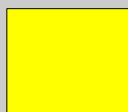


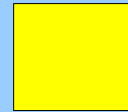



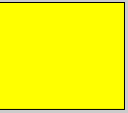








Tracking Cycle Times

Born

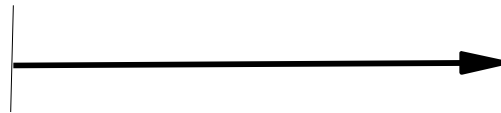
Begin

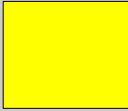
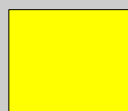
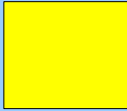

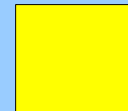



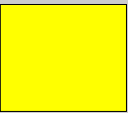







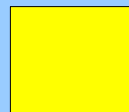
WIP

Done

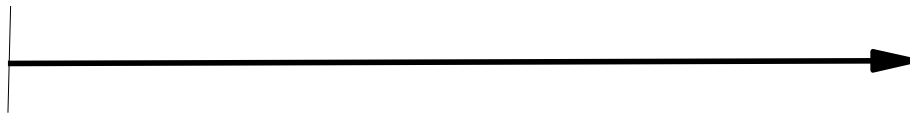
Backlog	Ready (3)	Doing (3)	Done	Reflect
 		 		
 				
 				
 				


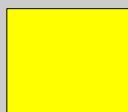


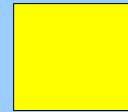



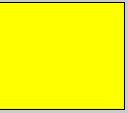








Cycle Time



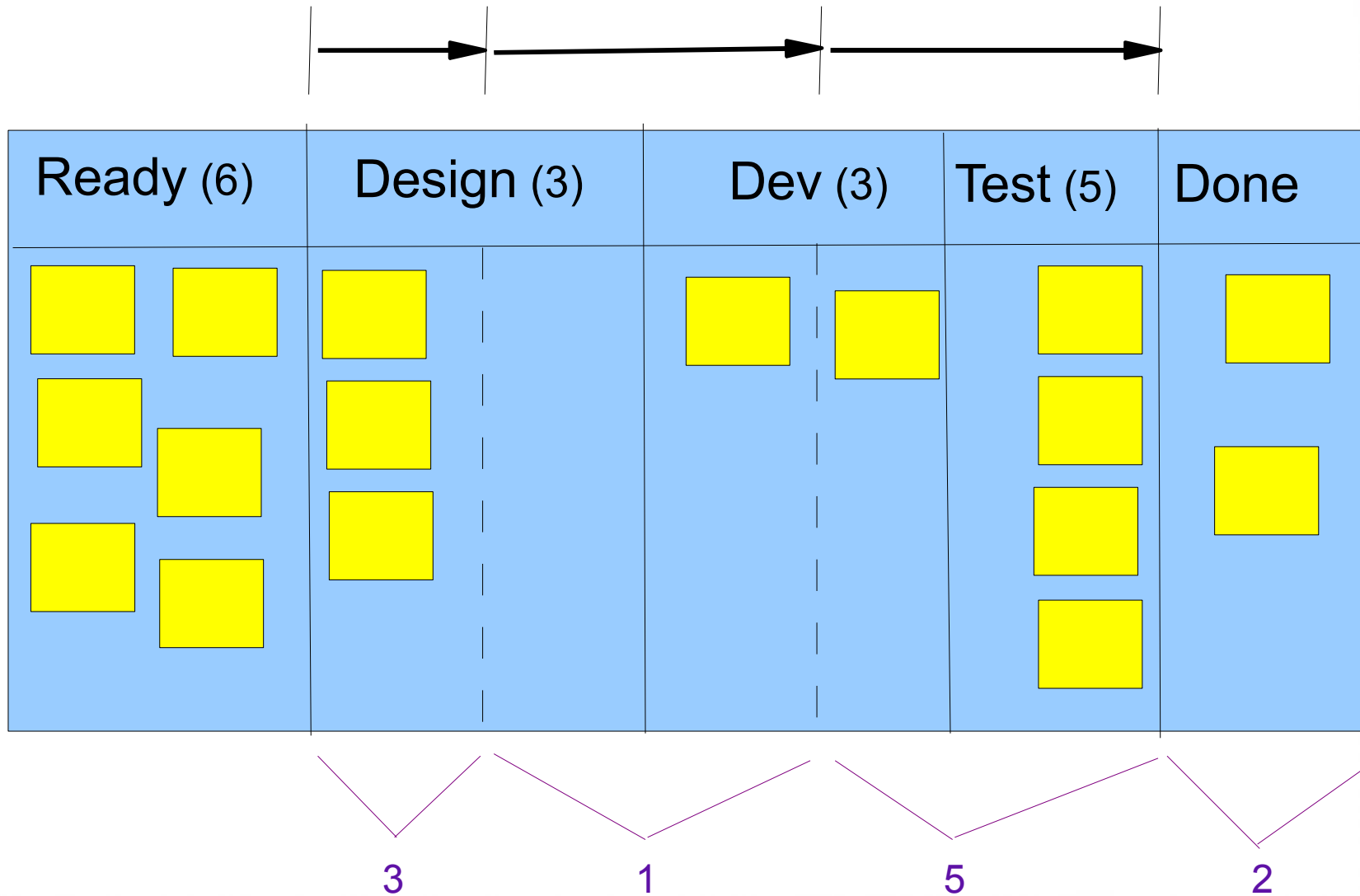
Backlog	Ready (3)	Doing (3)	Done	Reflect
 		 		
 				
 				
 				

Lead Time



Backlog	Ready (3)	Doing (3)	Done	Reflect
 		 		
 				
 				
 				

Counting Flow



Cumulative Flow Diagram

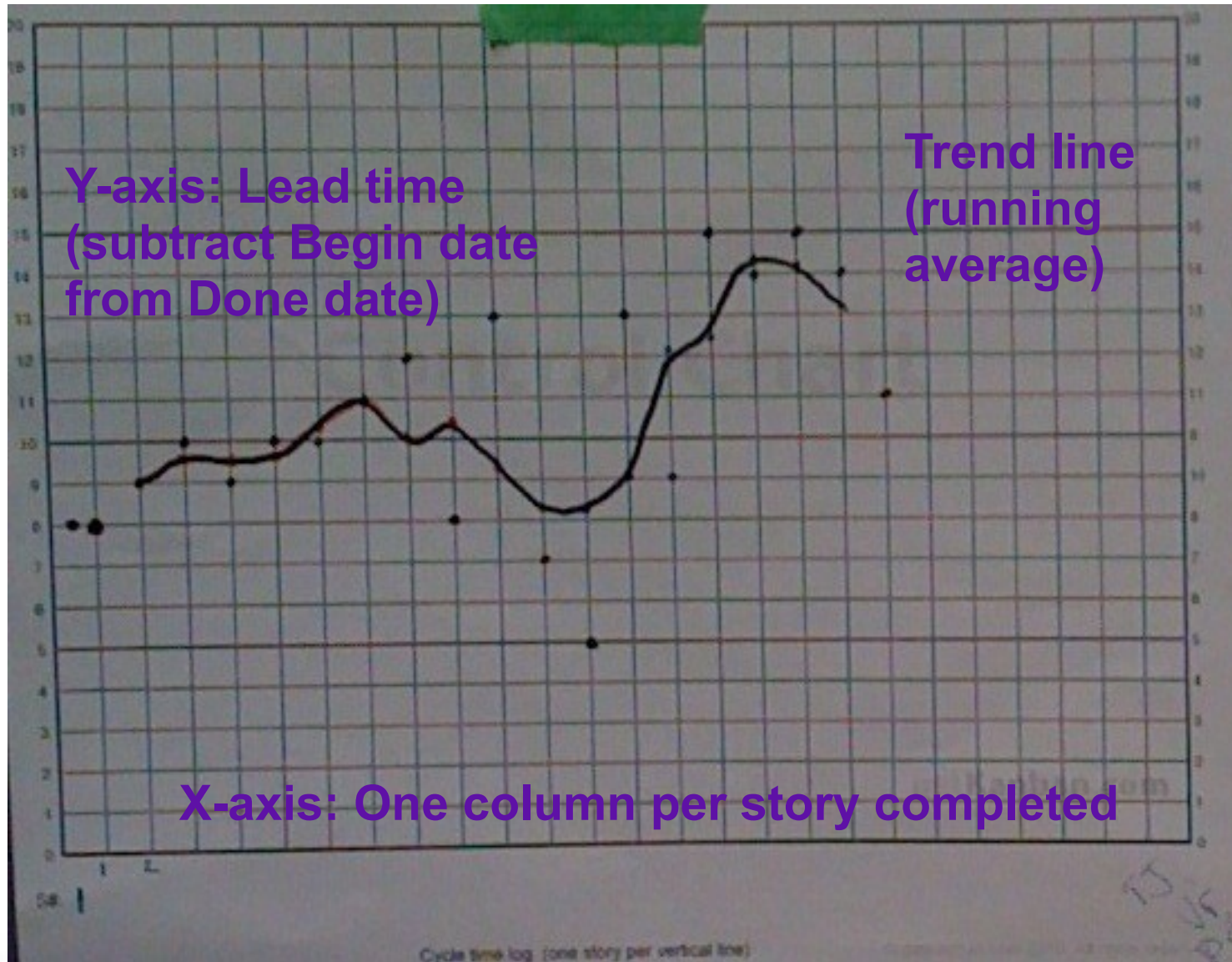


Actions: Encroaching Channels

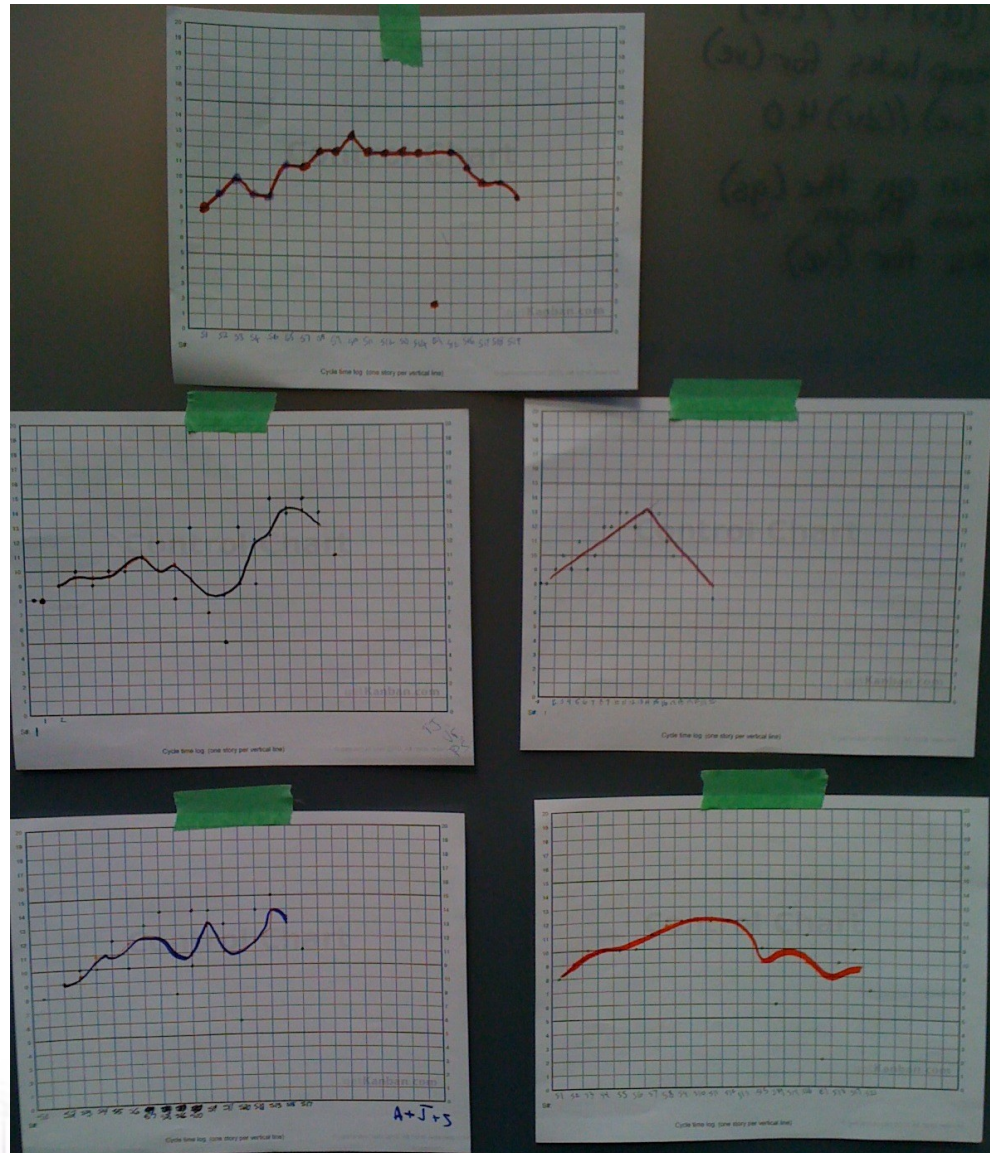
This is basically early detection for bottlenecks, so...

- (Same actions as Bottlenecks)

Control Chart



Control Charts Compared



Possible Actions: Wavy Trendline

Can the hiccups be explained? If not, then...

- Smaller stories
- Reduce the WIP limits (yes, reduce)
- Attend to impediments
- Remove distractions

INVEST = Well-Written Stories

- **I**ndependent
- **N**egotiable
- **V**aluable
- **E**stimable
- **S**mall
- **T**estable

INVEST = Well-Written Stories

Small vs. Independent

As small as possible, yet still has
intrinsic value

How'd I do?

As a _____(role)_____

I want Kanban in my tool box

So that _____(expectation)_____

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