



**Improve**  
QUALITY SERVICES

## Lean principles for medical devices

April 2019  
Johan van Berkel & Patrick Duisters



adviseren.



leren.



doen.

# Agenda

- Introduction
- Background
- Determine topics
- Cover first topic
- Break
- Cover second topic
- (Optional) third topic or free discussion / questions
- QBM feedback

# About Improve Quality Services



Consult



Train



Execute



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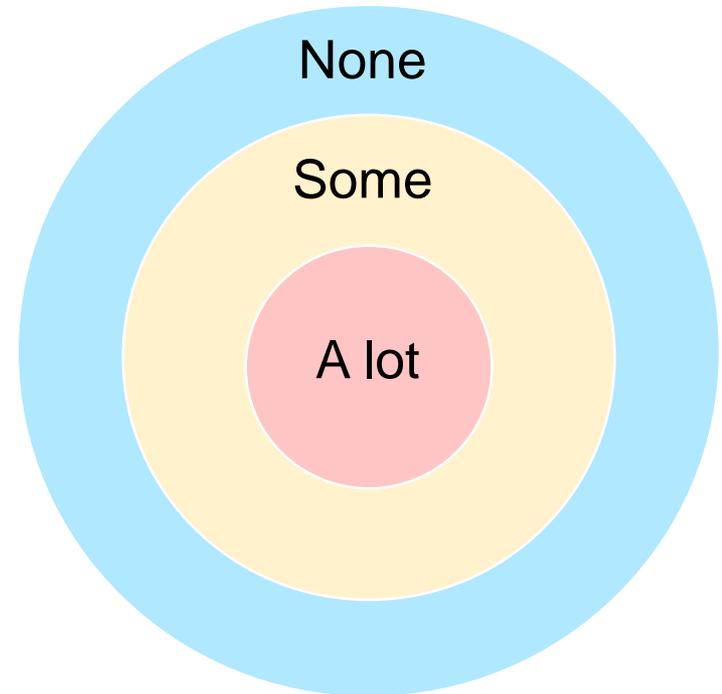
# Who are you?

- Name, current position
- What do you hope to learn here?

# Who are you?

- Circle exercise

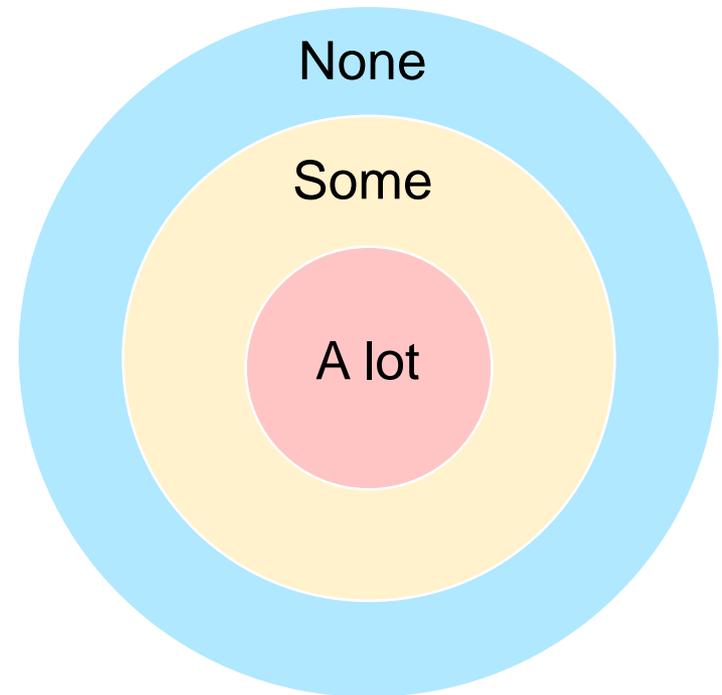
Experience with medical development?



# Who are you?

- Circle exercise

Experience with LEAN principles?



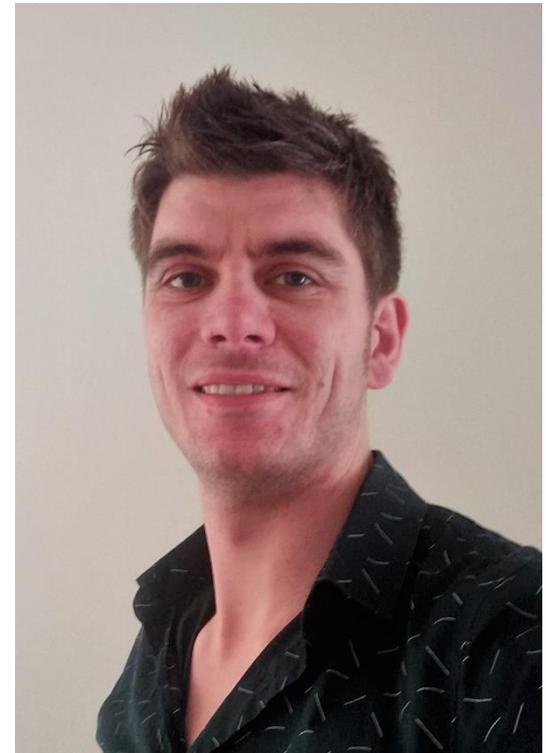
# About Patrick Duisters CTEL

- Over 20 years experience
  - Software Testing & Quality Assurance
  - Administrative, Technical, Medical, Financial, Governmental, Automotive
- Medical experience:
  - Interventional X-Ray (tester & process mgt)
  - Refurbished Systems (tool validation)
  - Philips Innovation Services (test architect)
  - Biocartis (test architect & usability)
  - Image Guide Therapy: Business Incubation (test architect & usability)
- Test Consultant & Trainer



# About Johan van Berkel

- 13 years experience
  - Software and Hardware Testing
  - Embedded and Medical domain
- Medical experience
  - Image Guided Therapy Philips
    - Test Designer Geometric domain
  - Digital Computational Pathology
    - Verification Lead ART Scanner
    - Coaching of requirements engineers
- Test Consultant



# Background



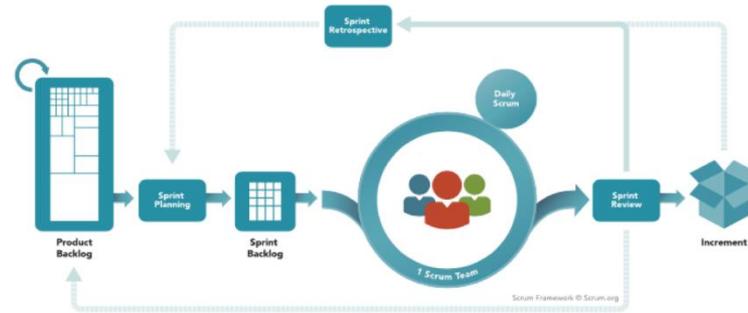
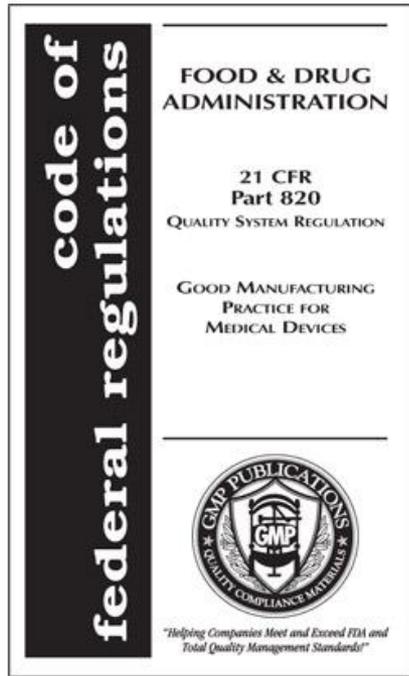


# Background

Times change



# NETFLIX



# Background

Sequential development:



Iterative development:

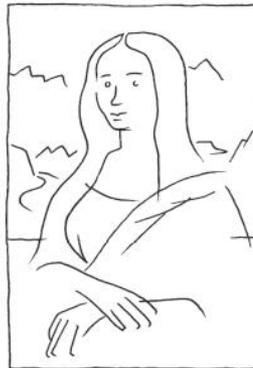


# Background

Incremental

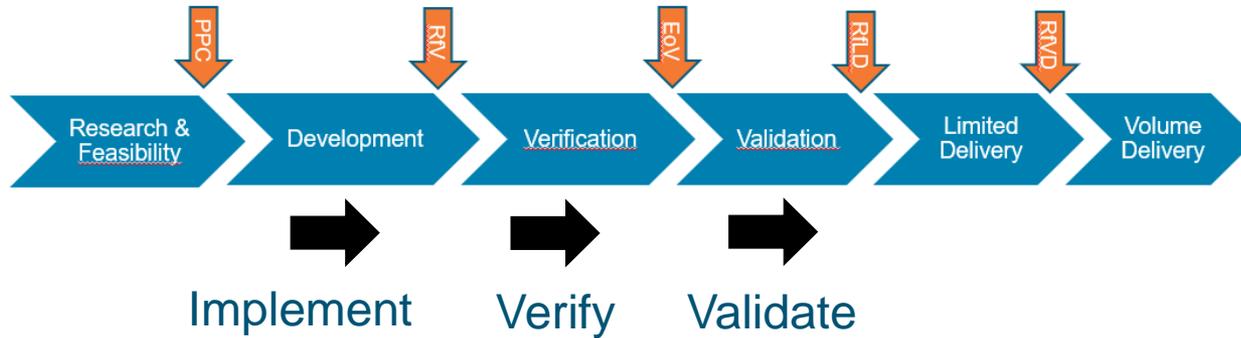


Iterative

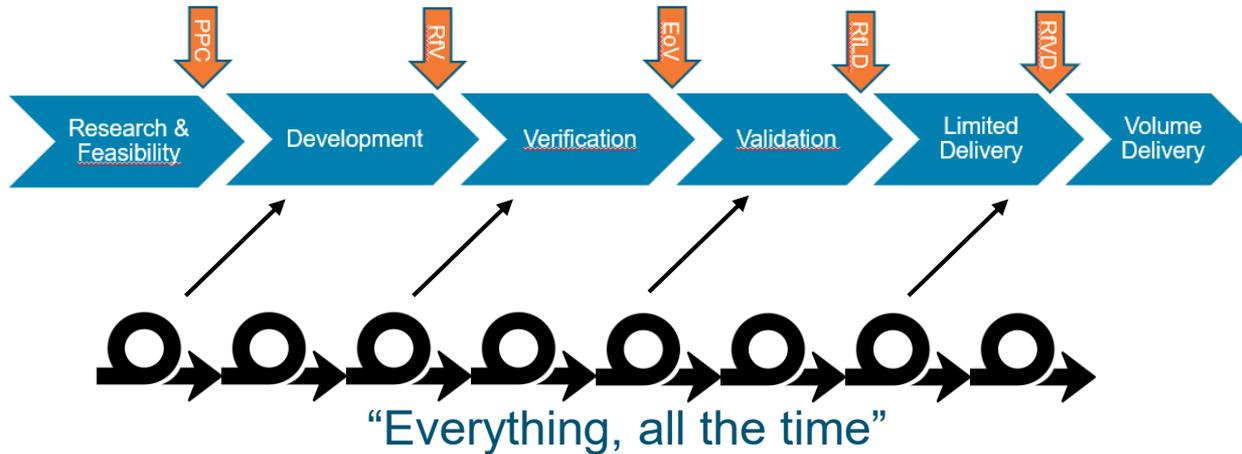


# Background

Sequential development:



Iterative development:



# Determine topics

## Brainstorm (20 min)

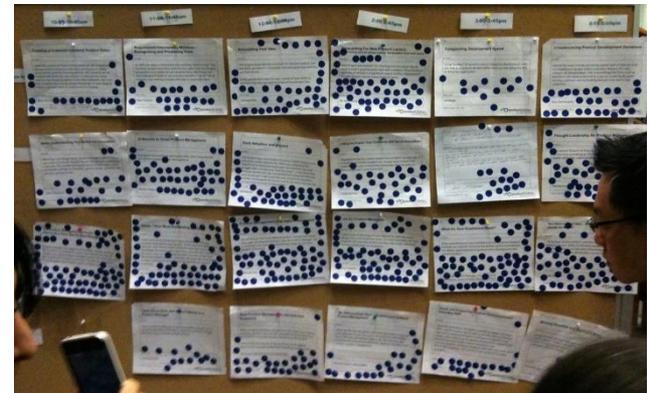
*What related problems have you seen?*

- Split up group (3-4 persons per team)
- Select top three most interesting topics
- Stick them on the board



## Voting (5 min)

- Group similar topics
- Split in / out of scope of presentation
- Vote on the topics you like to discuss



*Out of scope topics can be discussed ad-hoc at the end of this session*

# Shifting perspective

*Lean principles for software development*

-  01 Eliminate Waste
-  02 Create Knowledge
-  03 Decide As Late As Possible
-  04 Deliver Fast
-  05 Empower The Team
-  06 Build Integrity In
-  07 See The Whole

*Principles are goals that are considered worth pursuing, without describing how they should be pursued.*

# Shifting perspective

*Limited number of principles covered in this context*



# Definition:



## 01 Eliminate Waste

Source of confusion...

Lean as a whole

### Dictionary

Search for a word



### waste

/weɪst/

verb

1. use or expend carelessly, extravagantly, or to no purpose.  
"we can't afford to waste electricity"  
*synonyms:* squander, fritter away, mispend, misuse, spend recklessly, throw away, lavish, be wasteful with, dissipate, spend like water, throw around like confetti; [More](#)
2. (of a person or a part of the body) become progressively weaker and more emaciated.  
"she was visibly wasting away"  
*synonyms:* grow weak, wither, atrophy, become emaciated, shrivel up, shrink, decay; [More](#)

adjective

1. (of a material, substance, or by-product) eliminated or discarded as no longer useful or required after the completion of a process.  
"ensure that waste materials are disposed of responsibly"  
*synonyms:* unwanted, excess, superfluous, left over, scrap, extra, unused, useless, worthless; [More](#)
2. (of an area of land, typically an urban one) not used, cultivated, or built on.  
"a patch of waste ground"  
*synonyms:* uncultivated, barren, desert, unproductive, infertile, unfruitful, arid, bare; [More](#)

noun

1. an act or instance of using or expending something carelessly, extravagantly, or to no purpose.  
"it's a waste of time trying to argue with him"  
*synonyms:* squandering, dissipation, frittering away, misspending, misuse, misapplication, misemployment, abuse; [More](#)
2. unwanted or unusable material, substances, or by-products.  
"nuclear waste"  
*synonyms:* rubbish, refuse, litter, debris, dross, junk, detritus, scrap; [More](#)

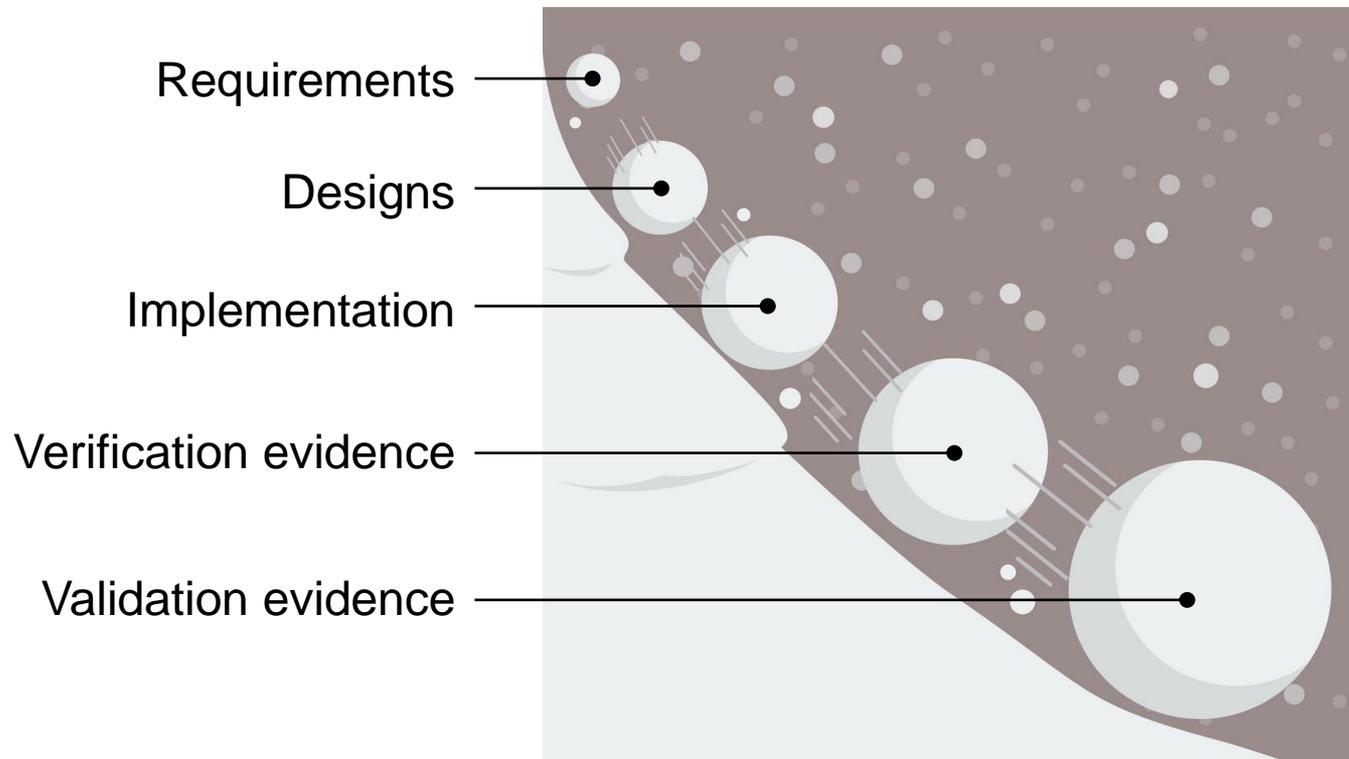
This principle

# Symptoms:



## 01 Eliminate Waste

Requirements are most impactful:



# Symptoms:



## 01 Eliminate Waste

### **Waste in requirements results in**

- Test coverage too high (unneeded effort)
- Test coverage too low (requires refactoring across entire DHF)
- Cumbersome submission (difficulty answering questions)
- Endless discussions

### **Plethora of causes:**

- Incorrectly purposed
- Missing/Redundant
- Superfluous/Deficient

# Solutions:



## 01 Eliminate Waste

### Incorrectly purposed

Not all requirements are created for the same purpose  
Different purpose → Different process



# Solutions:



## 01 Eliminate Waste

### Incorrectly purposed

Why do we create requirements:



Business requirements

Process requirements

What auditors need

What customer wants

Product requirements

# Solutions:



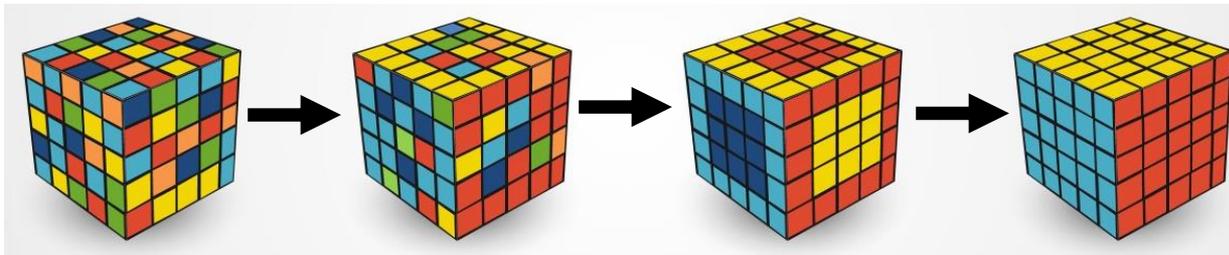
## 01 Eliminate Waste

### Redundant / Missing

Combing the desert?



Do it systematically...



# Solutions:

## 01 Eliminate Waste

### Redundant / Missing

Mutually Exclusive, Collectively Exhaustive



High level goal or characteristic of the product

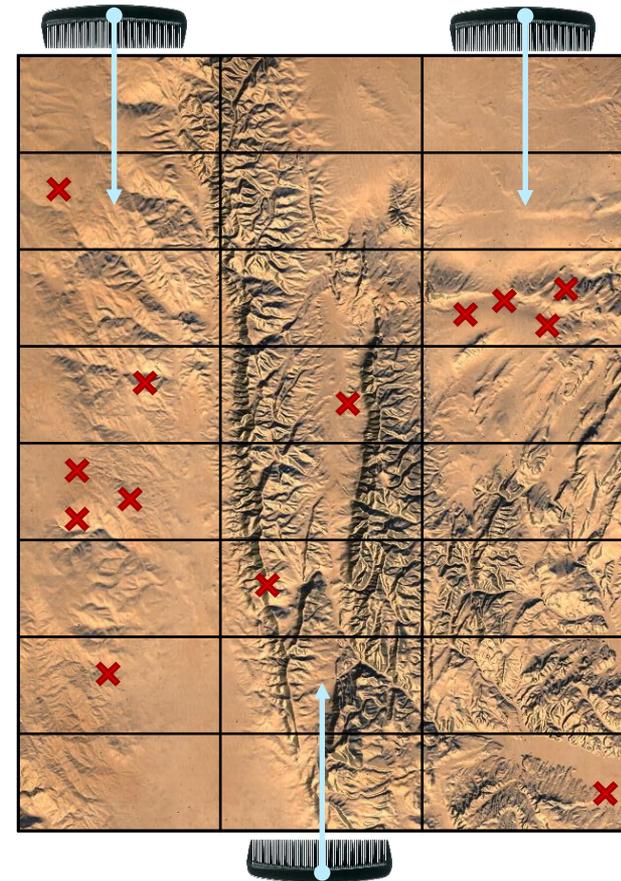


Capability supporting the intended use



(Non-)functional requirement

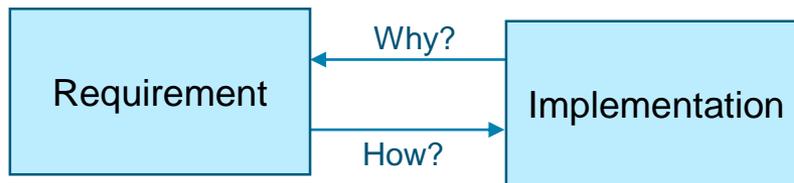
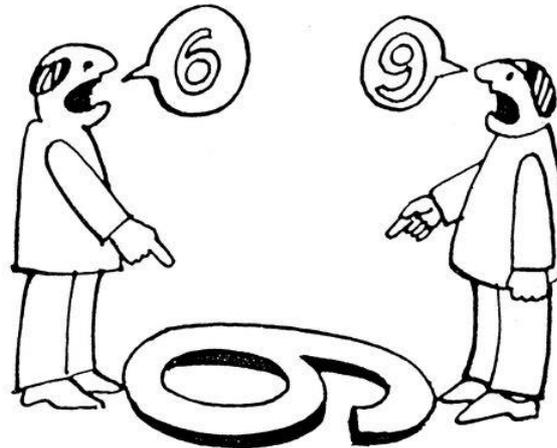
- Use characteristics that are useful for you
- Define capabilities at high level
- Use customer/user terminology
- Allow requirements to emerge ad-hoc
- Requirement doesn't fit? Tweak the model!



# Solutions:

## Superfluous / Deficient

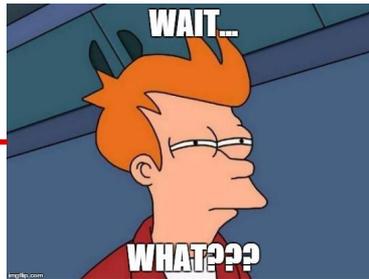
The how/what paradigm trap:



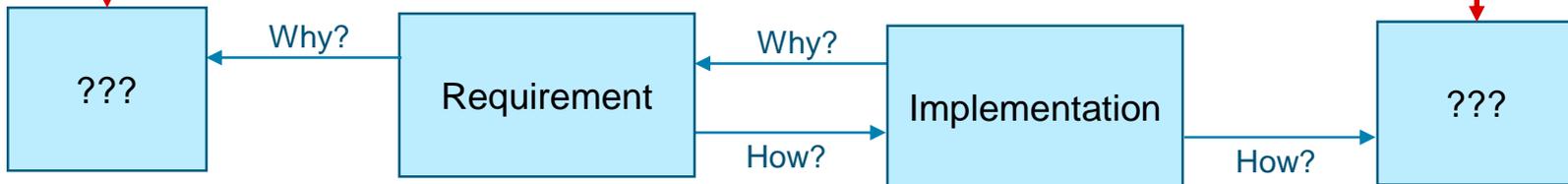
# Solutions:

## Superfluous / Deficient

The how/what paradigm trap:



*Requirements are expected to contain "some degree of implementation"*



# Solutions:

## Superfluous / Deficient



### 01 Eliminate Waste

“Just use designs to figure out the details...”

Component behavior

Component behavior

Component behavior

Component behavior

Component behavior



... System behavior?



DHF

# Solutions:

## Superfluous / Deficient



## 01 Eliminate Waste

Define what constitutes as a requirement:

- Serves a purpose (product, process, business)
- Executable or observable by its user(s)
- Detailed at the level it is expected to be verified
- Coverable by approx. 1-3 test cases

Maintenance costs are determined by level of regression

Stable definition → Less discussion → Less changes → Less regression

Also helps with change management

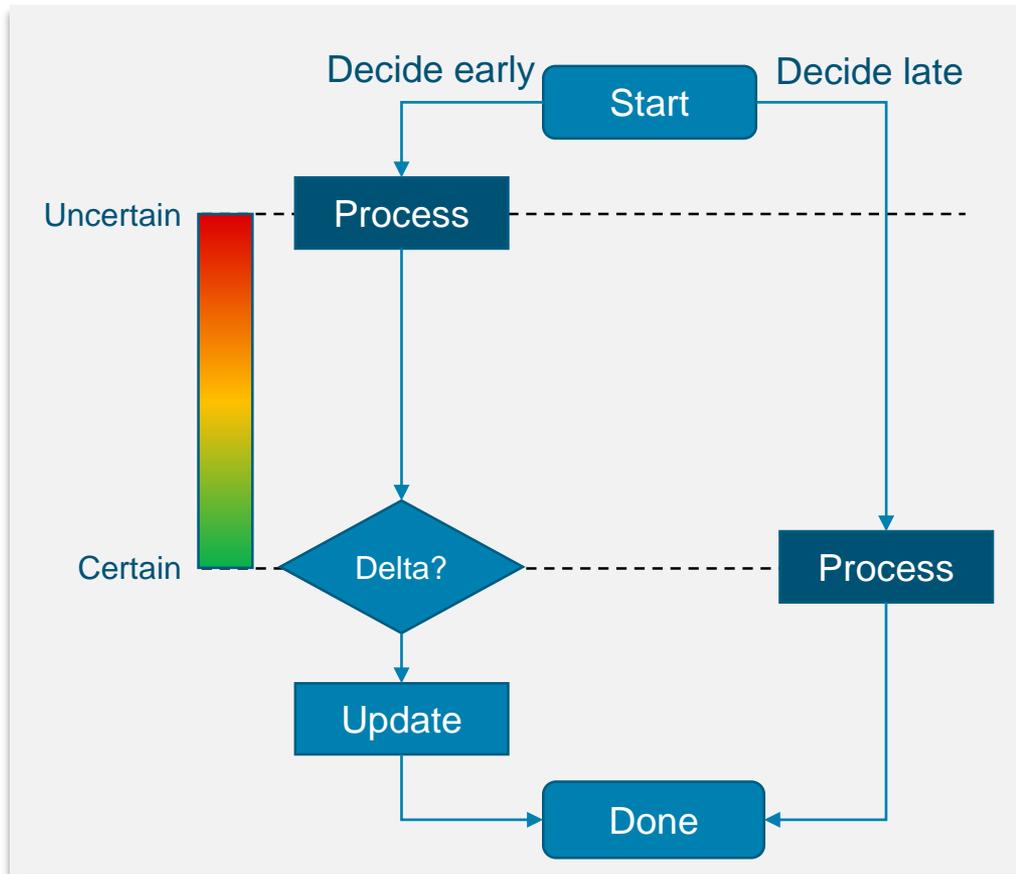
What is changed → update requirements → update / execute related tests

# Definition:



## 03 Decide As Late As Possible

Avoiding decisions for as long as possible in order to save rework:



$$\text{Process} + \text{Update} > \text{Process}$$

# Symptoms:

Focusing on the wrong thing...

## 03 Decide As Late As Possible

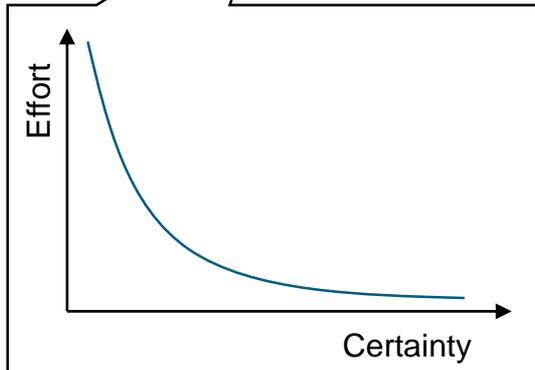


Risks

DHF

..Causes heavy refactoring...

$$\text{Process} + \text{Update} > \text{Process}$$

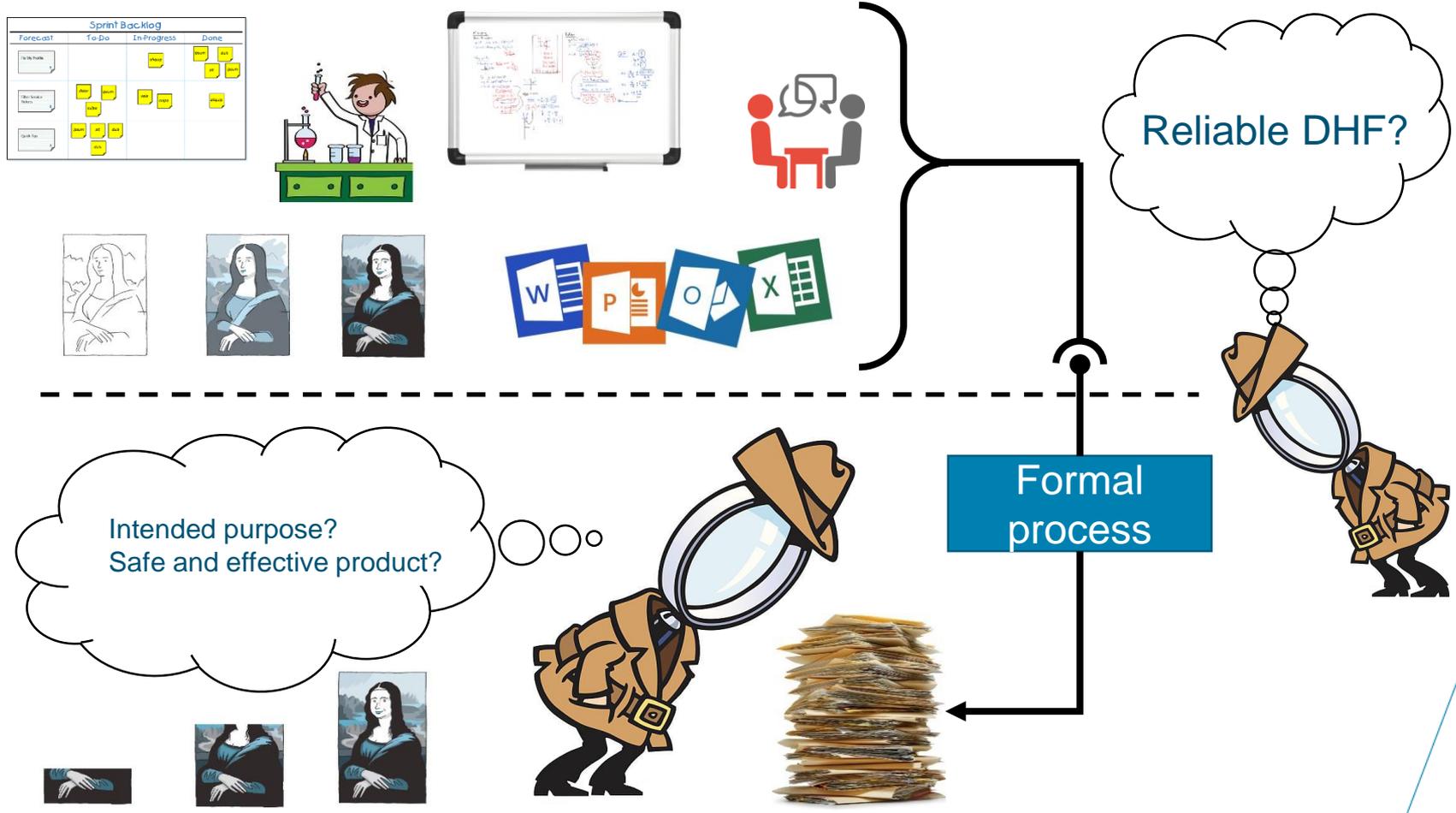


...Or worse...



# Solutions:

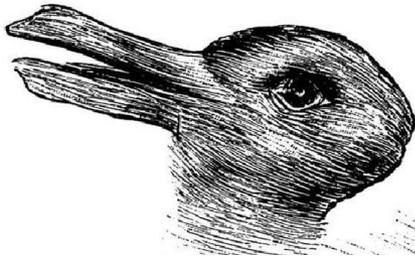
Differentiate between formal and informal processes and documentation



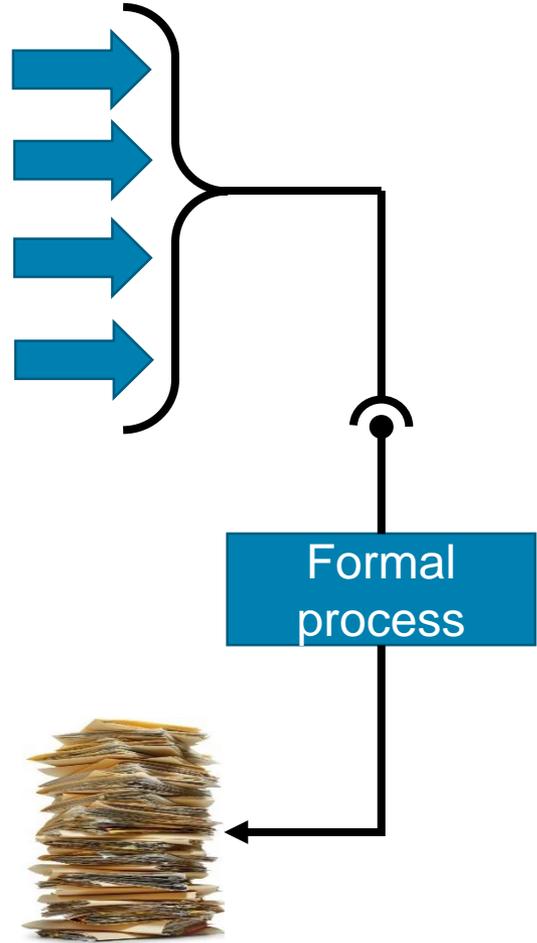
# Solutions:

Differentiate between formal and informal processes and documentation

*Milestones don't trigger formal processes...*



*...But updates to the DHF do!*

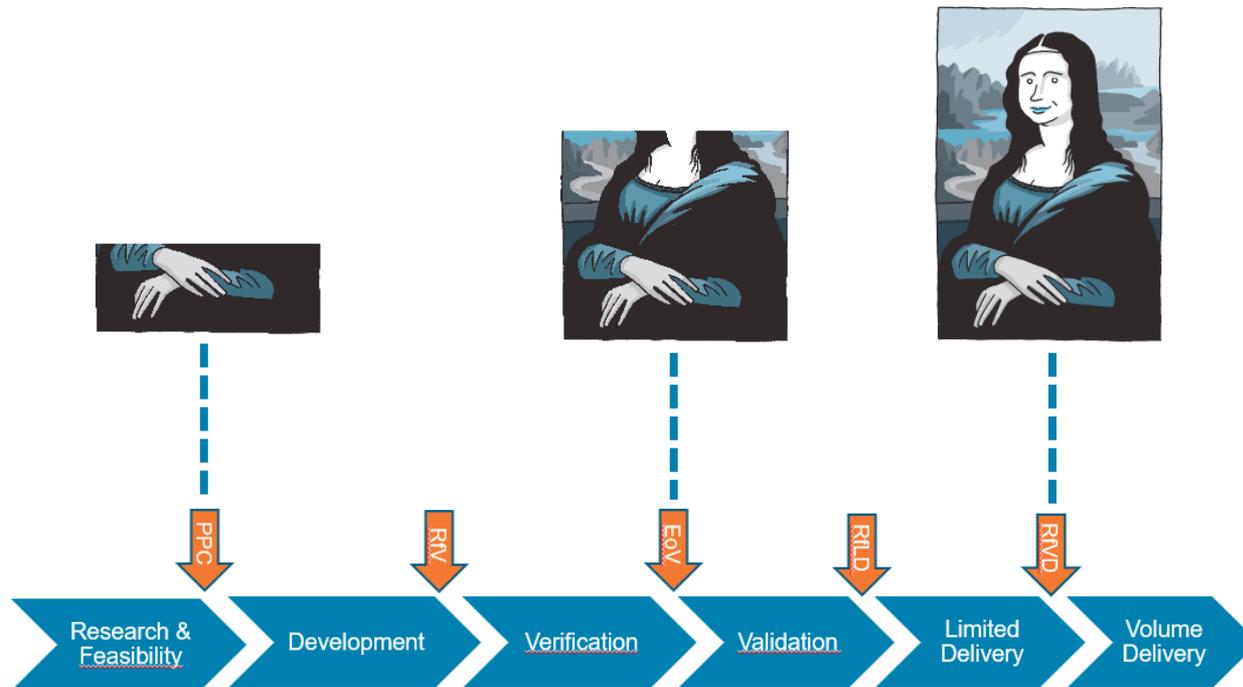


# Solutions:

## 03 Decide As Late As Possible

Only update parts of the DHF that:

- Are needed for milestone progression
- Are properly understood (low risk of change)



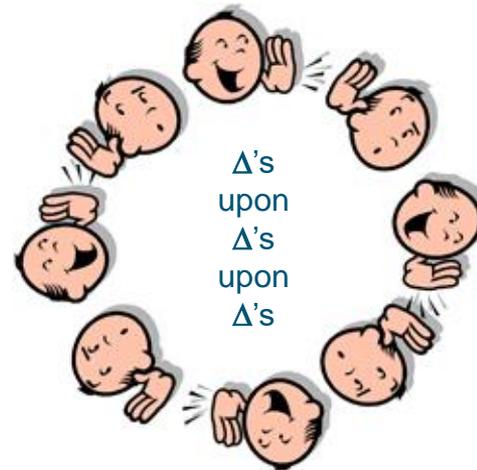
# Solutions:

Introduce an informal “End Of Development” milestone



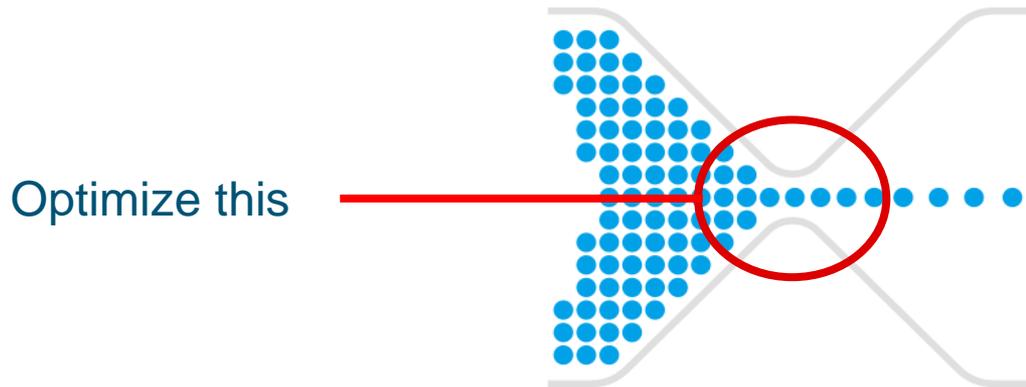
- Mitigates the risks of iterative development:

Narrow view during sprints



# Definition:

Optimizing processes and actions, based on the impact it has on the entire chain:



To avoid doing this →



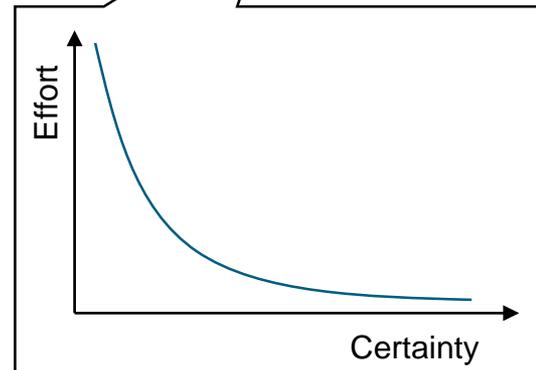
# Symptoms:

Assumptions in requirements & too detailed test cases

Inefficient test execution



Refactoring due to assumptions:

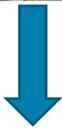


# Solutions:

- Learn and adapt
- Write requirements / tests conform their maturity



- Exploratory modeling
- Exploratory testing



- Create test design
- Define traceability



- Create test cases

High effort

Informal

Formal

Low effort

# Symptoms:

Overzealous prioritizing of product implementation over maturity

Increases test execution time



Obstructs drawing conclusions

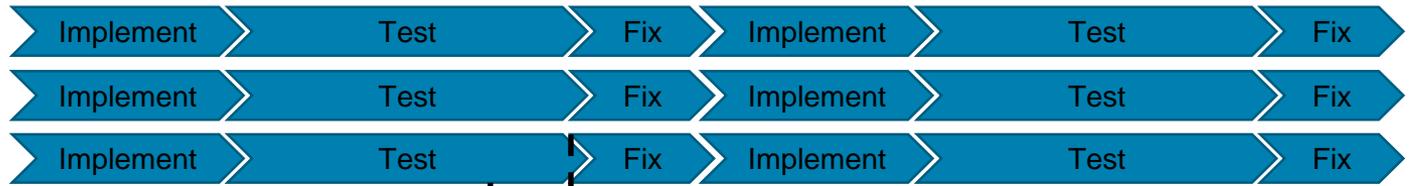


# Solution:

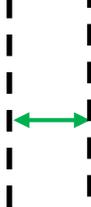


Prioritize test lead time over new implementation

Leave in

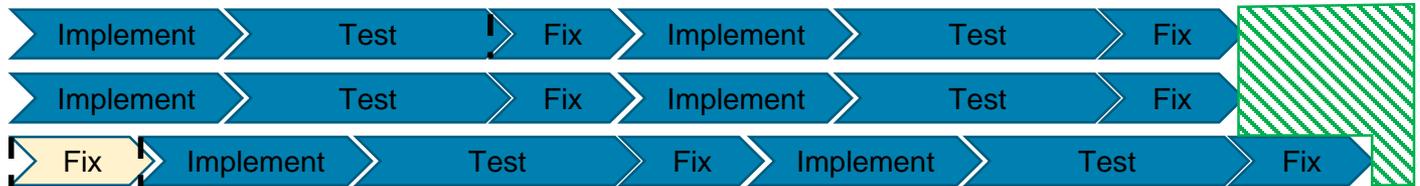


Decreased time needed to test



Increased velocity

Fix



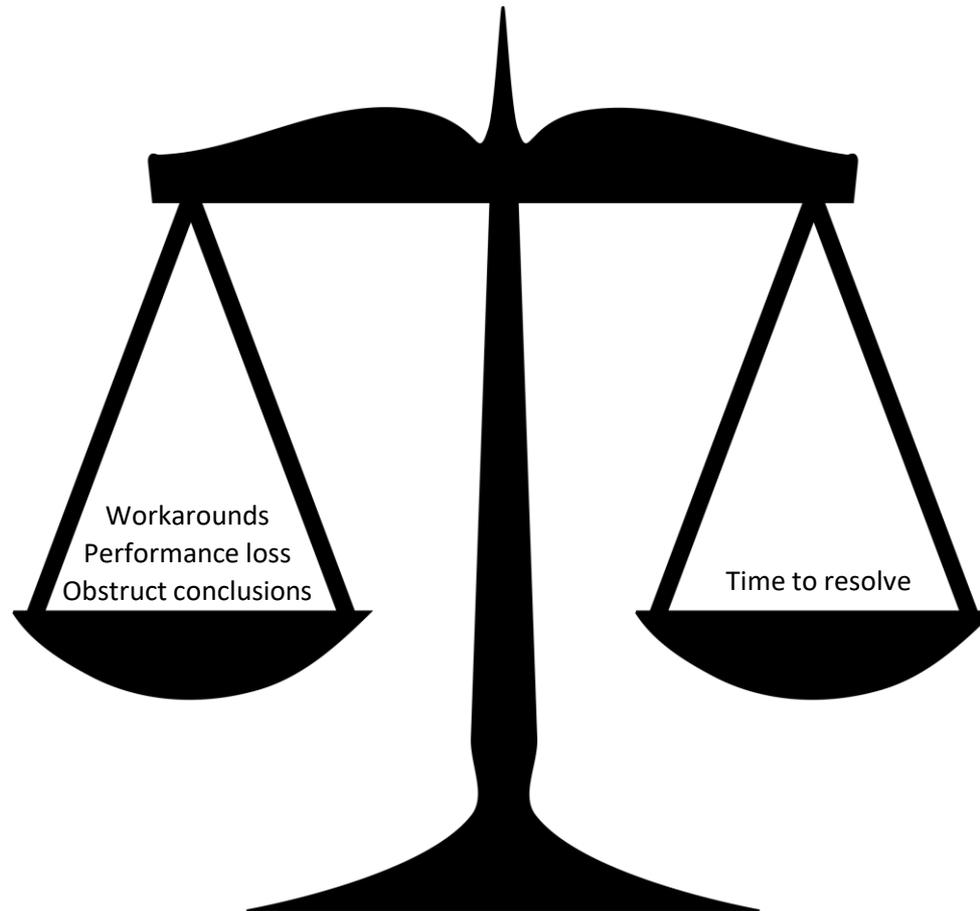
Cost

# Solution:



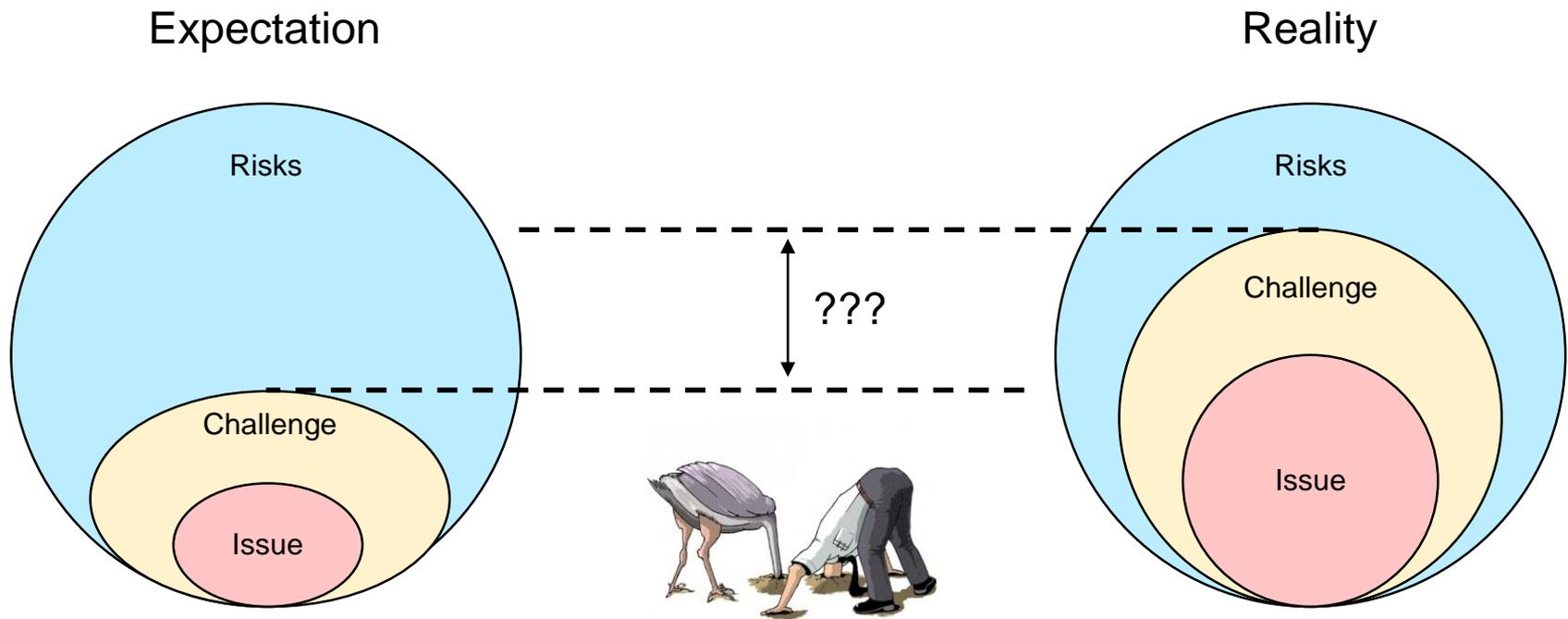
07 See The Whole

Prioritize test lead time over new implementation



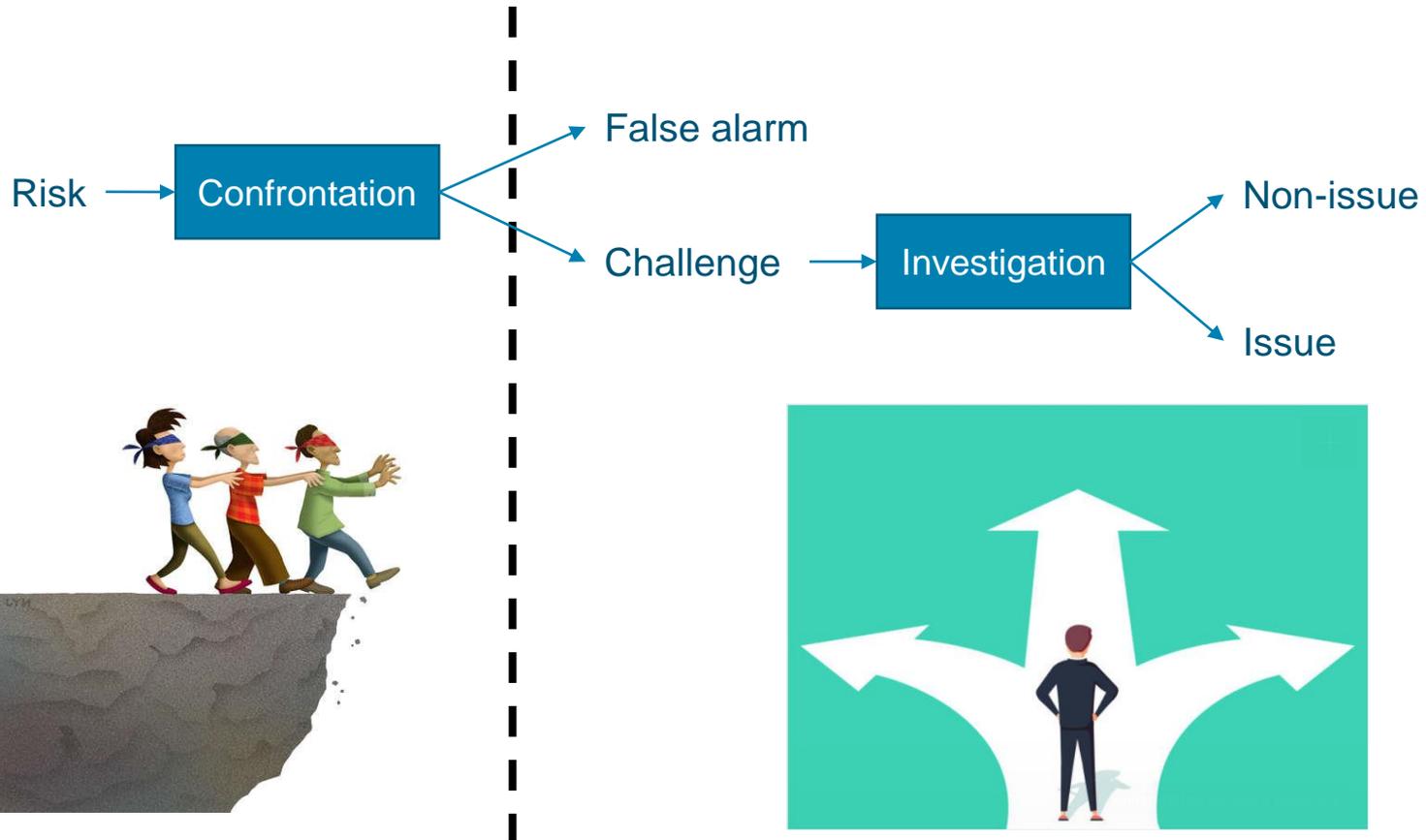
# Symptoms:

Risks related to later phases are missed or downplayed



# Solution:

Involve stakeholders as earlier as possible



# Ad-hoc discussion



# QBM feedback

