Limiting WIP

Slowing down to go faster

A problematic situation



What happened?

WIP: why limiting work in progress makes sense

by David Lowe

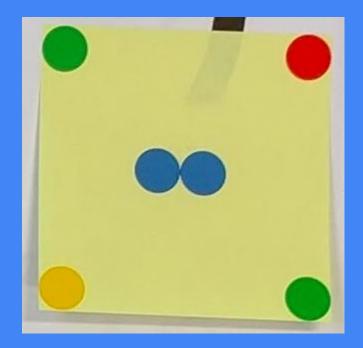
ScrumAndKanban.co.uk

What happened?

Now it's your turn

The game

What we'll be making

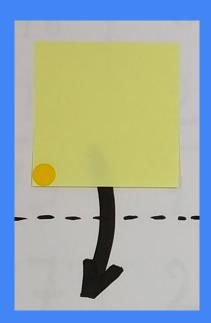


Meet the participants

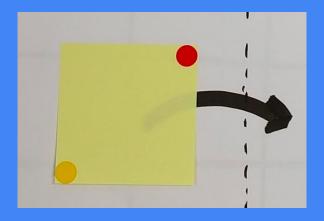
The business analyst



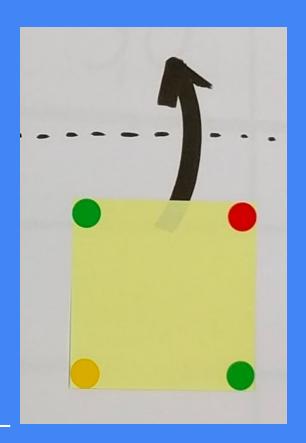
The functional analyst



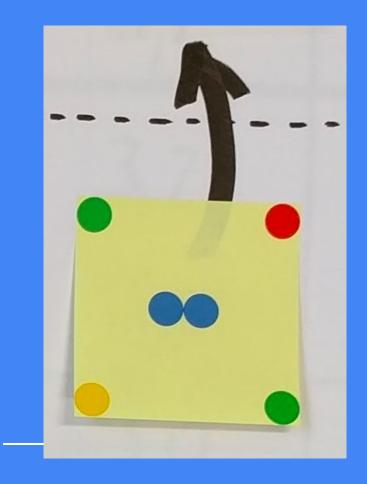
The designer



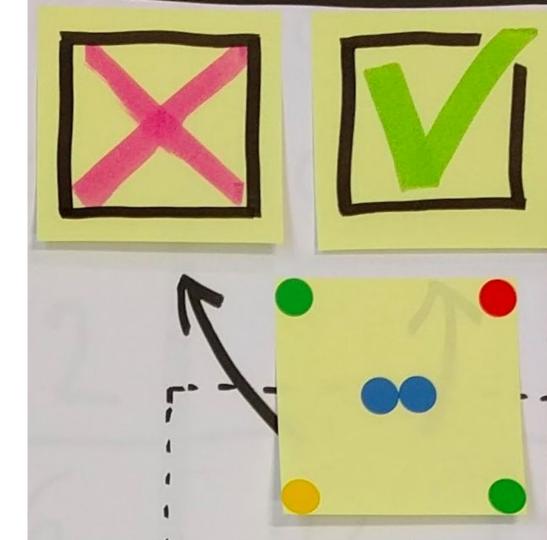
The UX designer



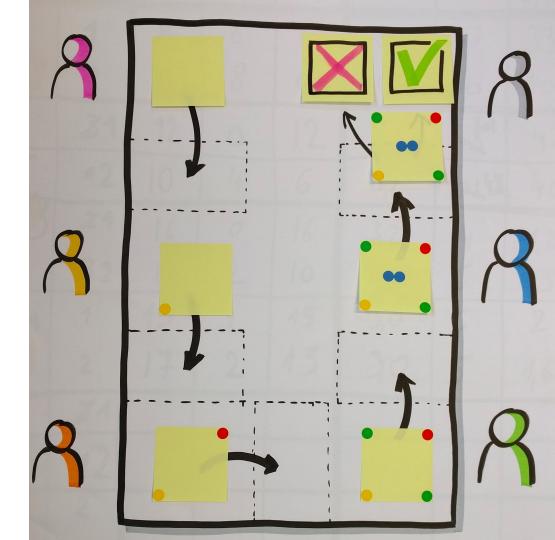
The developer

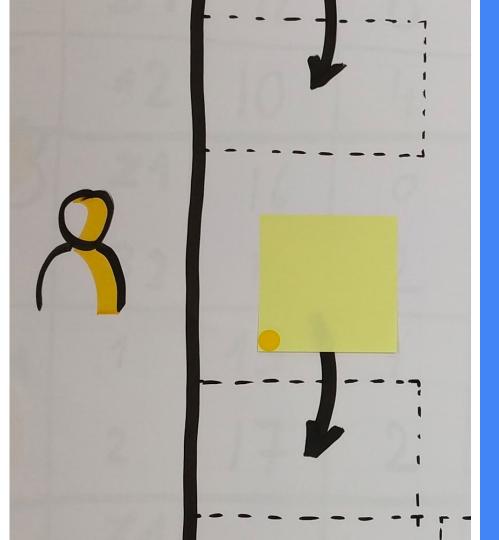


The tester



The whole process



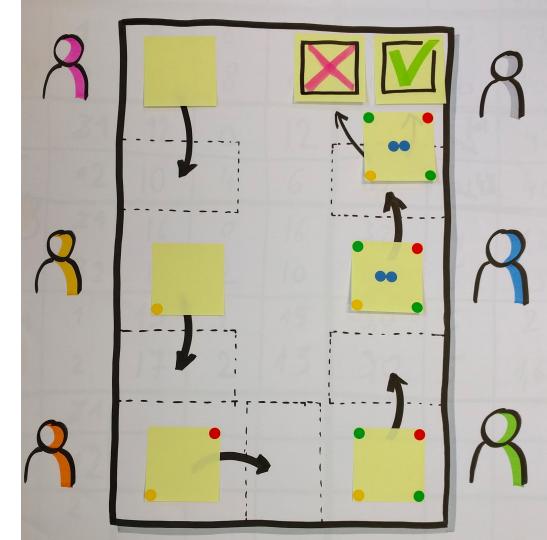


Your task:

- Take ONE batch from your IN box to your WORK area
- 2) Finish the batch
- 3) Put it in your OUT box
- 4) Go to 1)

Batches of 6

Round #1



Results please

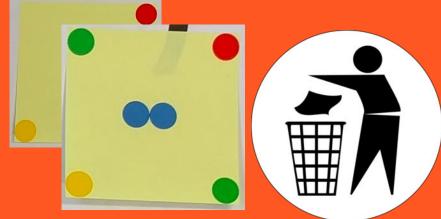
Queve To decrease Wait time Processing rate

Little's

law

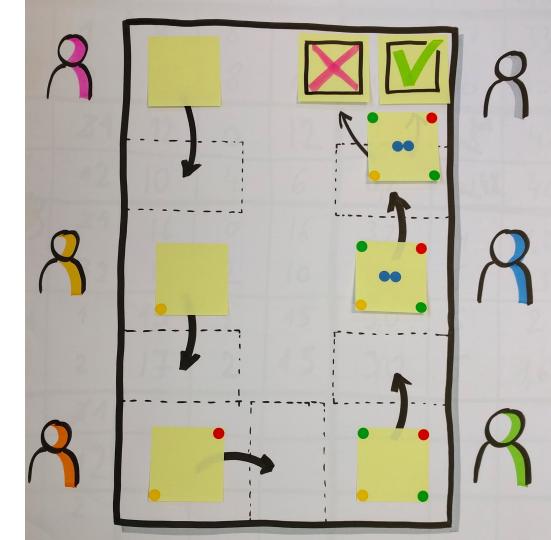


Please cleanup the previous round



Batches of 2

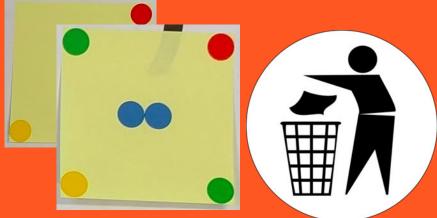
Round #2



Results please

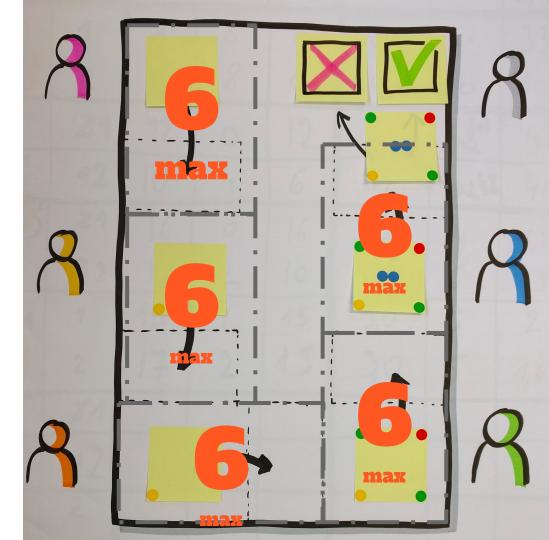


Please cleanup the previous round



No batches, WIP of 6

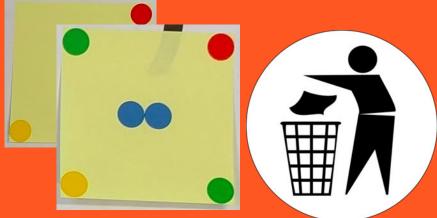
Round #3



Results please

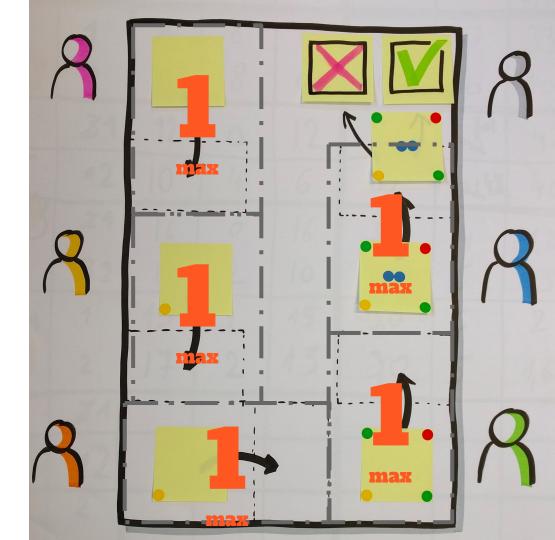


Please cleanup the previous round



WIP of 1

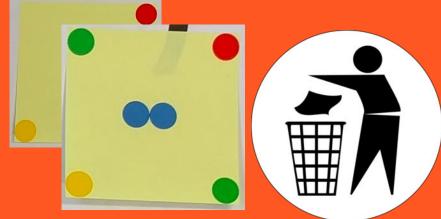
Round #4



Results please



Please cleanup the previous round



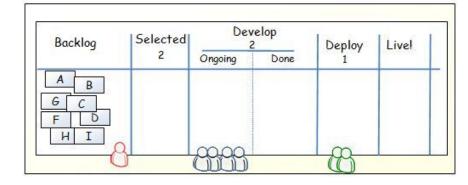
Choose your own strategy

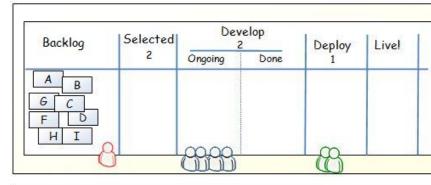
Change the batch size
Change the WIP limit
Overall WIP limit
In-place testing
Help bottlenecks (with 2x penalty)
WIP only upstream of bottleneck

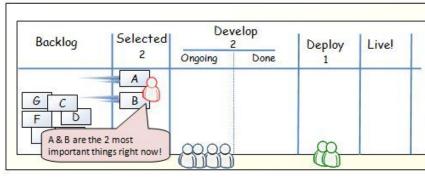
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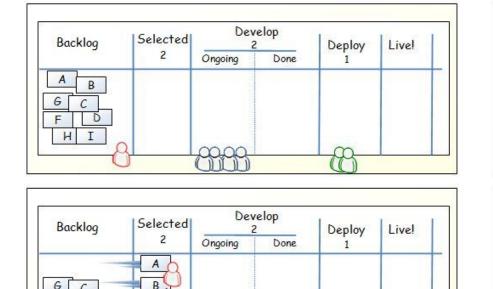
Results please

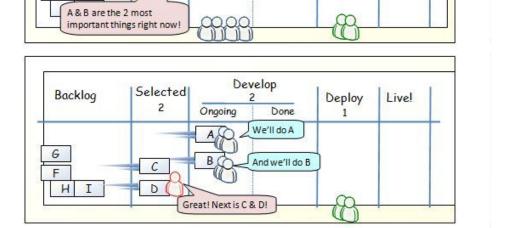
Henrik Kniberg's kanban land

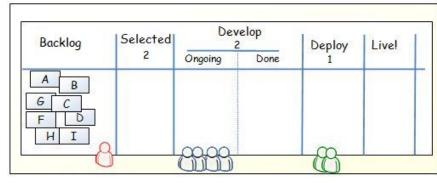


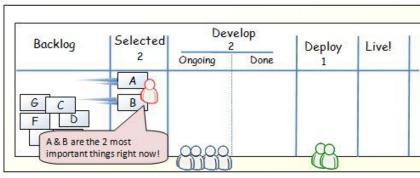


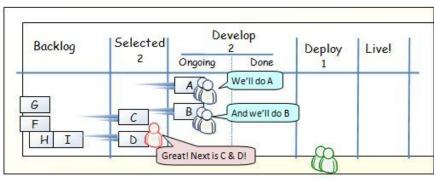


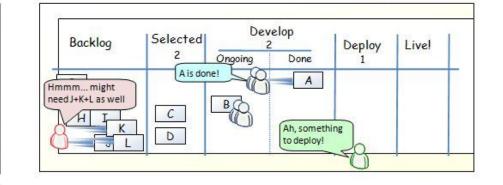


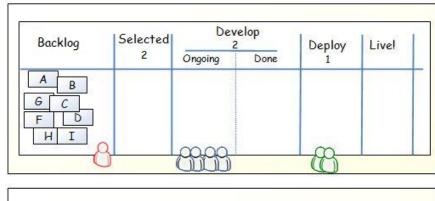


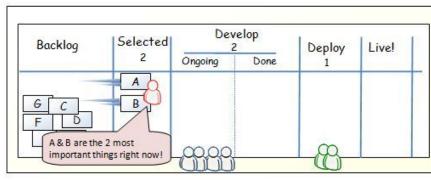


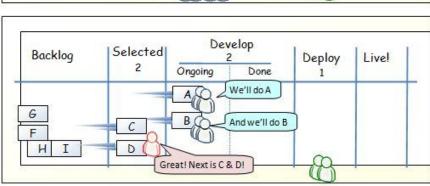


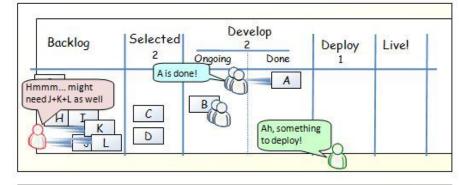


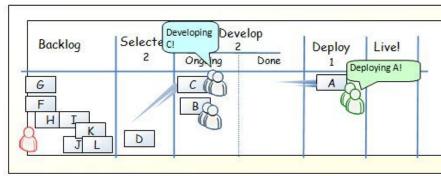


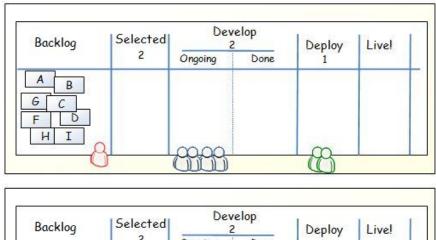


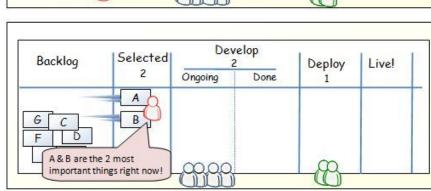


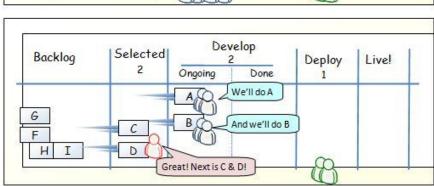


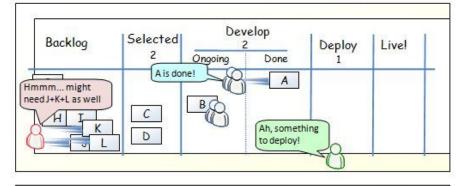


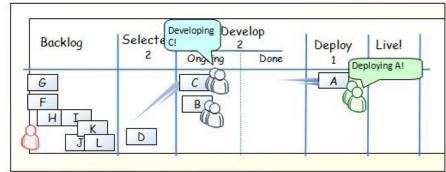


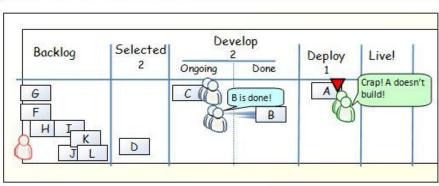


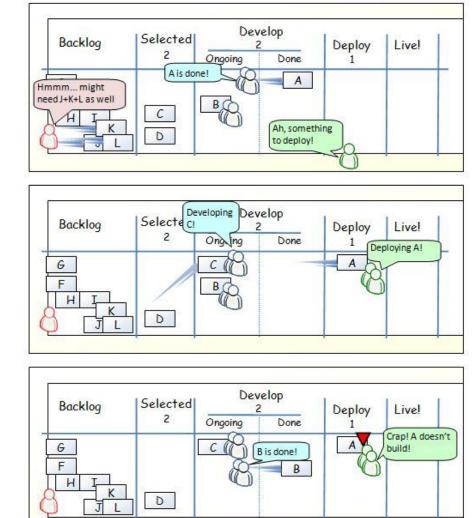


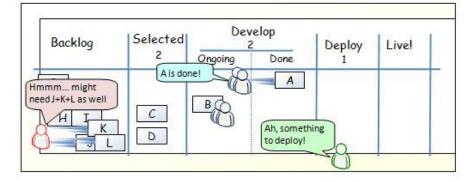


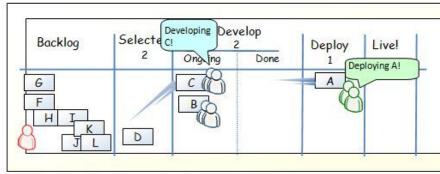


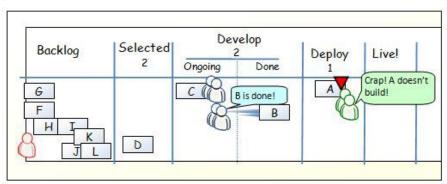


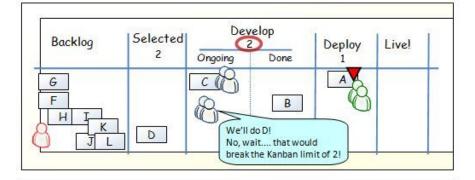


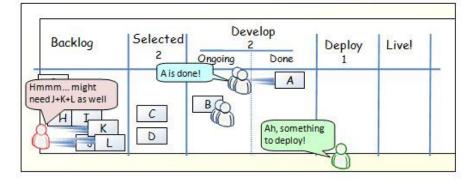


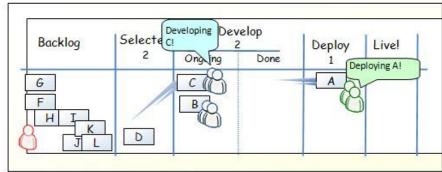


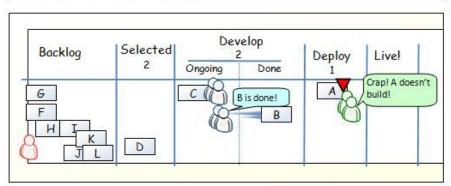


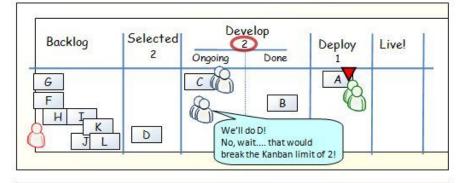


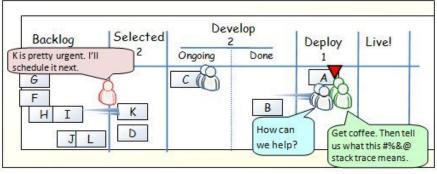


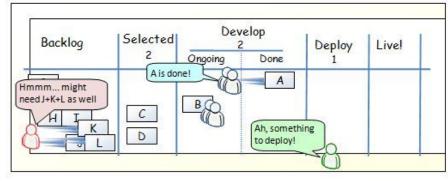


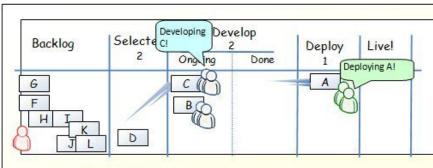


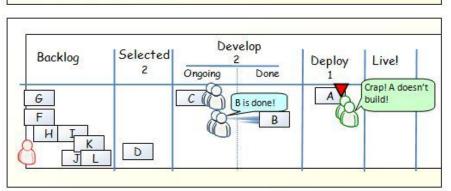


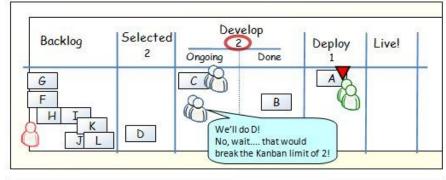


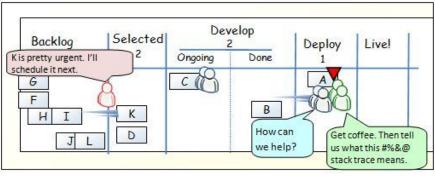


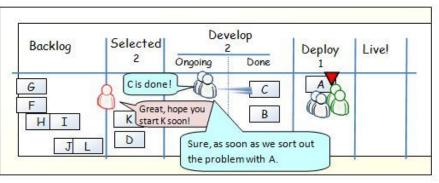


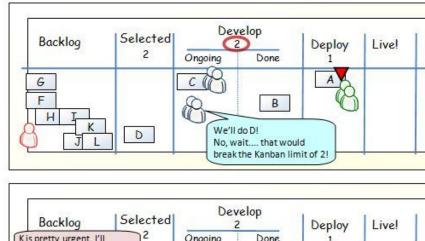


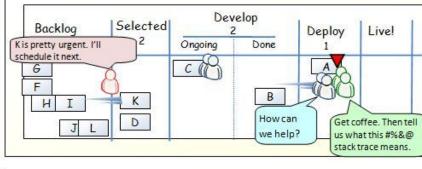


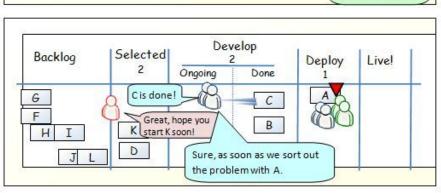


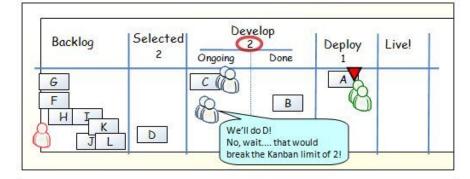


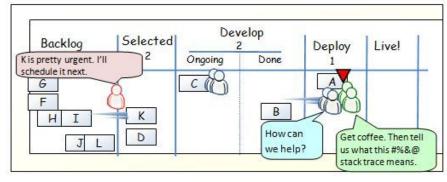


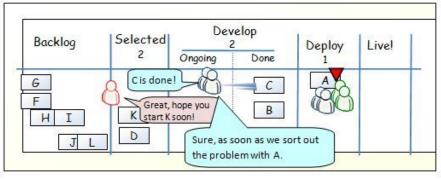


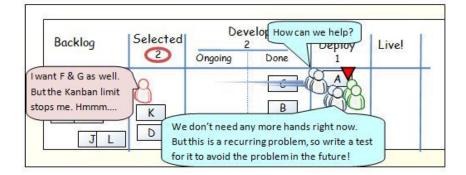


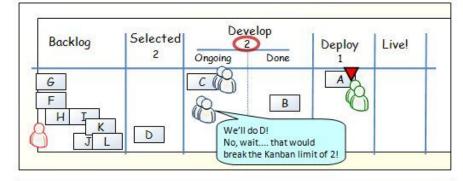


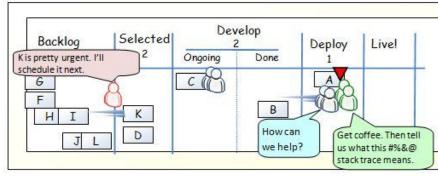


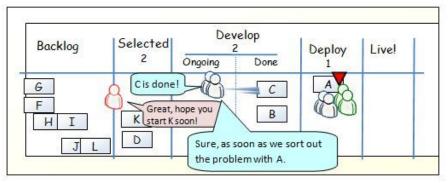


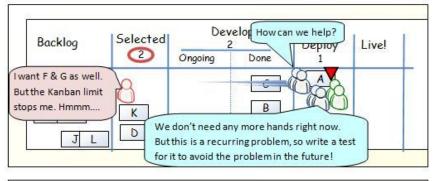


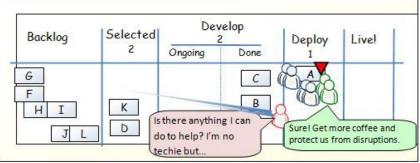


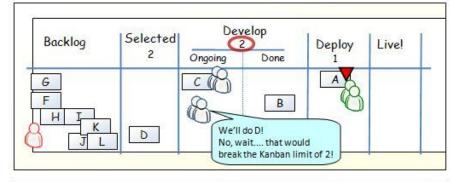


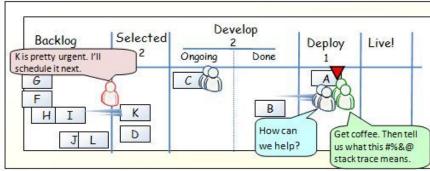


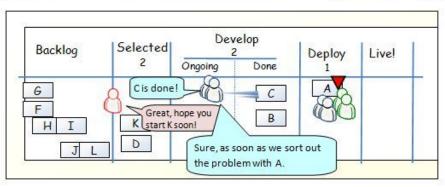


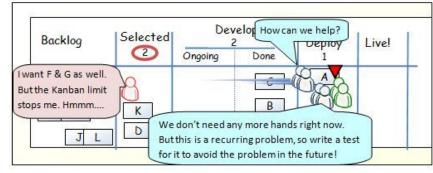


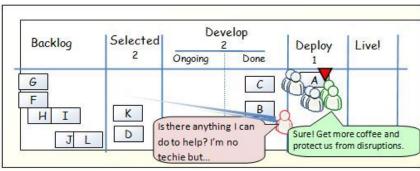


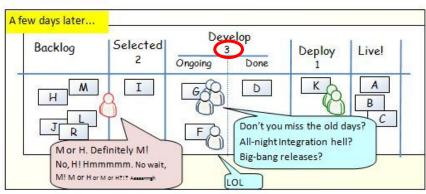




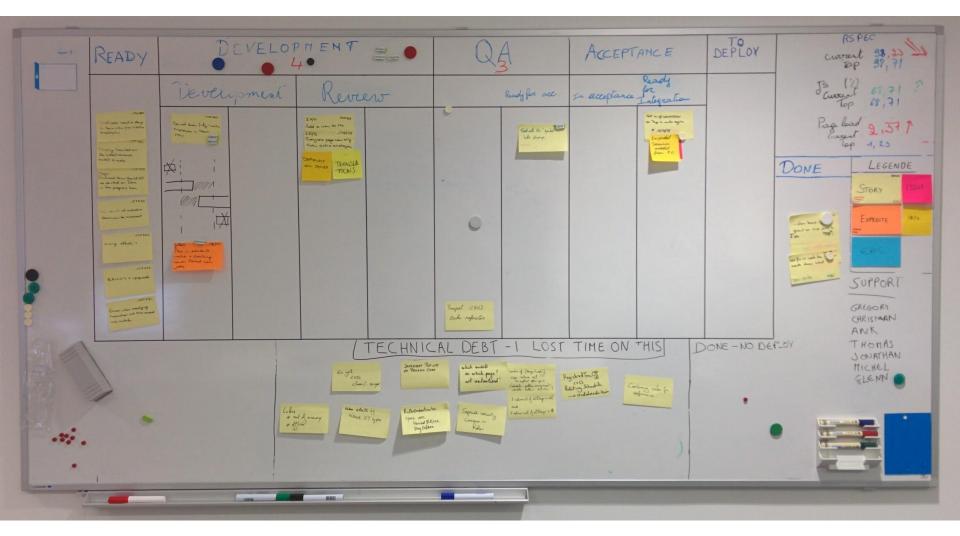


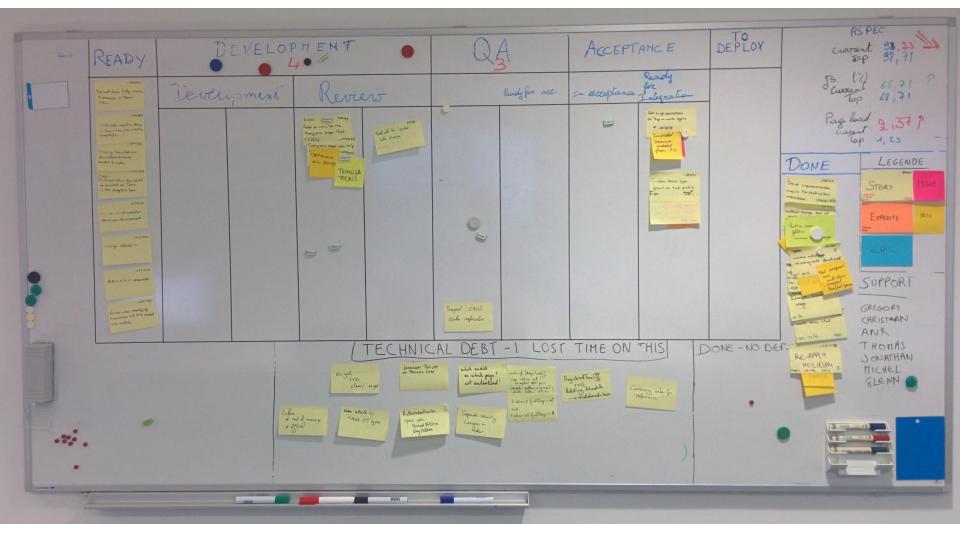






How we work



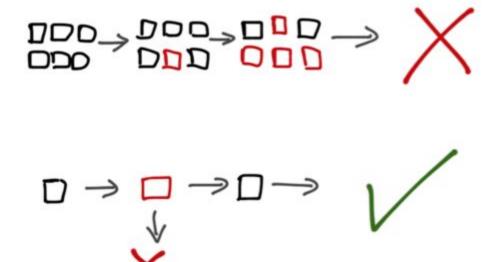


LT: 10 days 91% TP: 4,7/week

Other effects of limiting WIP

Reduced accumulation of errors

It's a lot easier to fix code you just wrote, than to fix code you wrote a week ago



Improved focus









(Focussed expression)

But ... it's a balancing act

Too low WIP limit creates unnecessary bottlenecks

Too high WIP limit encourages multitasking and/or longer lead times

The process changes over time, so should the WIP limits

Thank you...

