



# Software Licenses: A Bill You Can't Pay?

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Cheryl Jones

Brad Clark

Presented to ICEAA Workshop

May 2022

# Problem Statement

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- The Army budget decision makers have been reviewing the projected budget requests for licenses for software maintenance
- The budget for license costs for software maintenance is increasing exponentially - it is becoming an ever increasing percentage of the Army operational budget
  - We do not have solid data today to defend budgets
- The Army is considering different approaches to:
  - Better manage software licenses
  - Share the responsibility for these costs, and
  - Reduce the growth in these costs



# Topics

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- Objectives, Strategy, and Analysis Approach
- Software License Analysis
  - Data collection
  - Challenges
  - Demographics
  - Results
  - Observations
- Conclusions



# Objectives, Strategy, and Analysis Approach

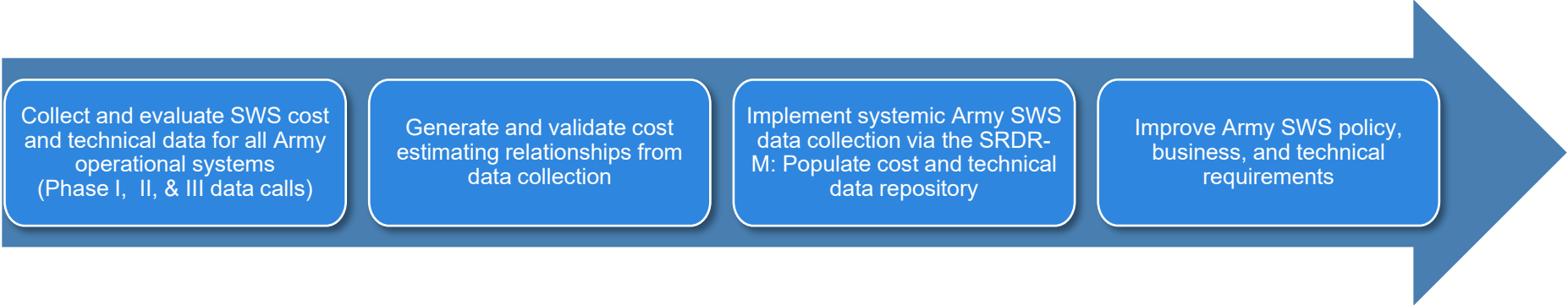
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# SWS Initiative Objective and Strategy

Accurately estimate Army system Software Sustainment (SWS) costs to:

- Effectively estimate and justify software and system life cycle costs
- Objectively evaluate Army system software sustainment execution costs
- Inform and optimize the allocation of available sustainment resources across the Army



Collect and evaluate SWS cost and technical data for all Army operational systems (Phase I, II, & III data calls)

Generate and validate cost estimating relationships from data collection

Implement systemic Army SWS data collection via the SRDR-M: Populate cost and technical data repository

Improve Army SWS policy, business, and technical requirements

*Effective software sustainment cost estimation is the basis for Army system software life cycle cost management*

# Data Collected During Initiative

## System Context

- System name and description
- Services involved
- ACAT level
- Current phase/milestone
- MS C date
- Number of software baselines
- Number of hardware platforms/number of users
- C&A types and frequency
- Release and IAVA rhythm
- Data rights
- Pertinent WBS elements
- Analogous systems
- Sustainment organization

## Annual Funding

- Annual effort/cost data (total annual plus by WBS elements) broken out by government and contractor
- Labor rates
- Hourly basis for FTEs
- Total cost for software licenses
- For phase 3, LCMC programs requested to provide funding from all sources (not just OMA)

## Release Level Capabilities

- Release context information
- Application domain
- Operating environment
- Schedule - start and end dates
- Release effort / cost
- Size data (those that apply)
  - Software requirements
  - External requirements
  - Source Lines of Code (SLOC)
  - Non-SLOC based size (e.g. RICE-FW, use cases, story points)
- Software changes counts by priority (e.g. change requests, problem reports, defects)
- IAVAs

## Software Licenses

- License name and version
- License class
- Company
- Usage
- Quantity
- IAVAs
- Coverage
- Cost (if program funded)
- Type
- Duration of license

## Release Level IAVAs

- Release context information
- Application domain
- Operating environment
- Schedule - start and end dates
- Release effort / cost
- Size - IAVAs

Definitions of data elements available in data collection questionnaire



# Initiative Phases

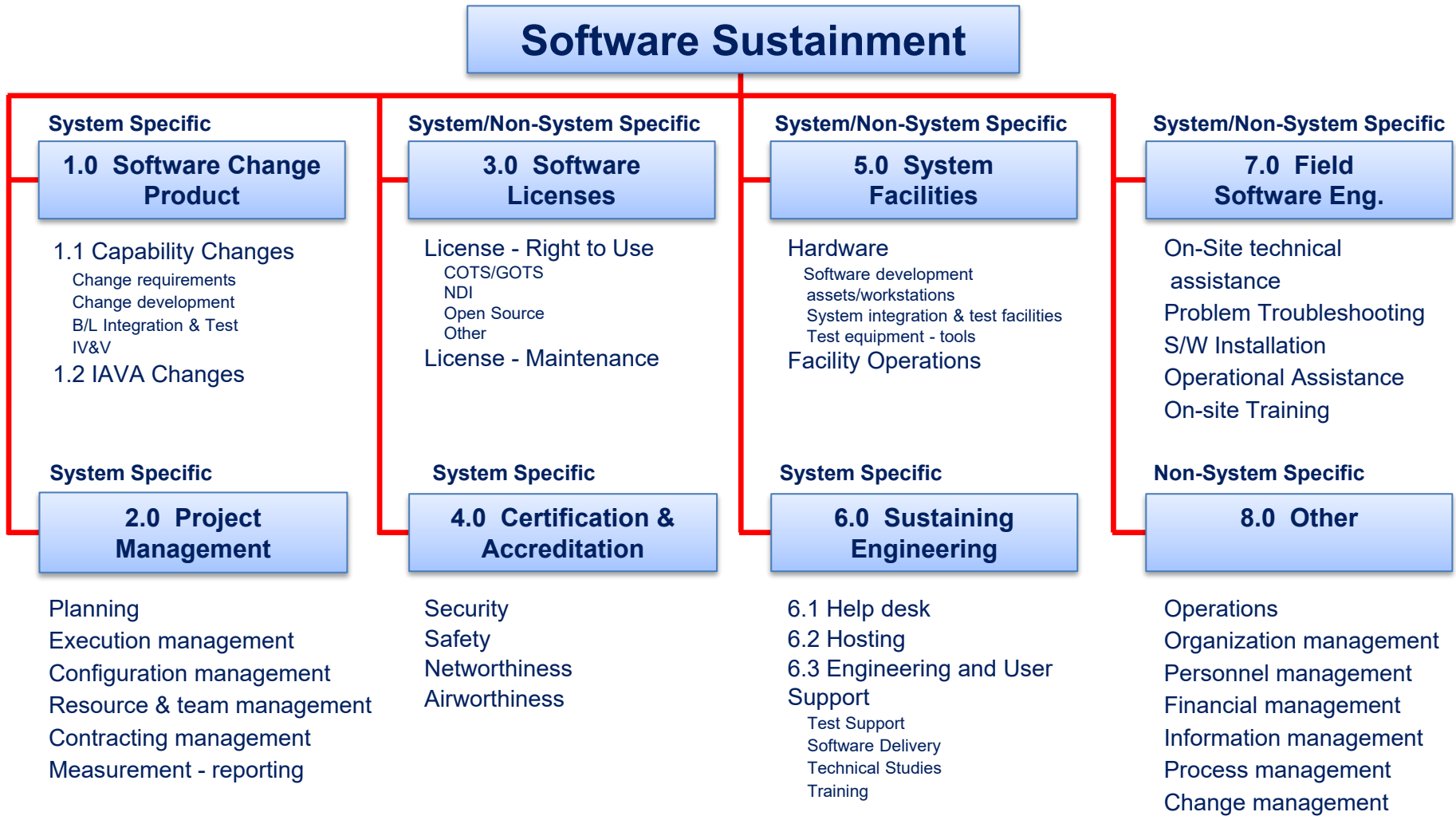
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- Phase 0 - 1 year of data
  - Selected data from volunteer systems
  - 33 systems (updated in later collection phases)
- Phase 1 - 3 years of data
  - SES level coordination with G-4, ASAALT, G-6, G-8 and DASA-CE
  - 5 systems from each LCMC and PEO
  - 41 systems
- Phase 2 - 3 years of data
  - SES level coordination with G-4, ASAALT, G-6, G-8 and DASA-CE
  - Remaining systems from each LCMC and PEO
  - 151 systems
- Phase 3 - FY18 data - 1 year of data
  - 115 systems
- Phase 4 - FY21 data
  - License data from ASA/ALT (PEO) programs
  - 70 systems

Some systems provided updated data in later phases



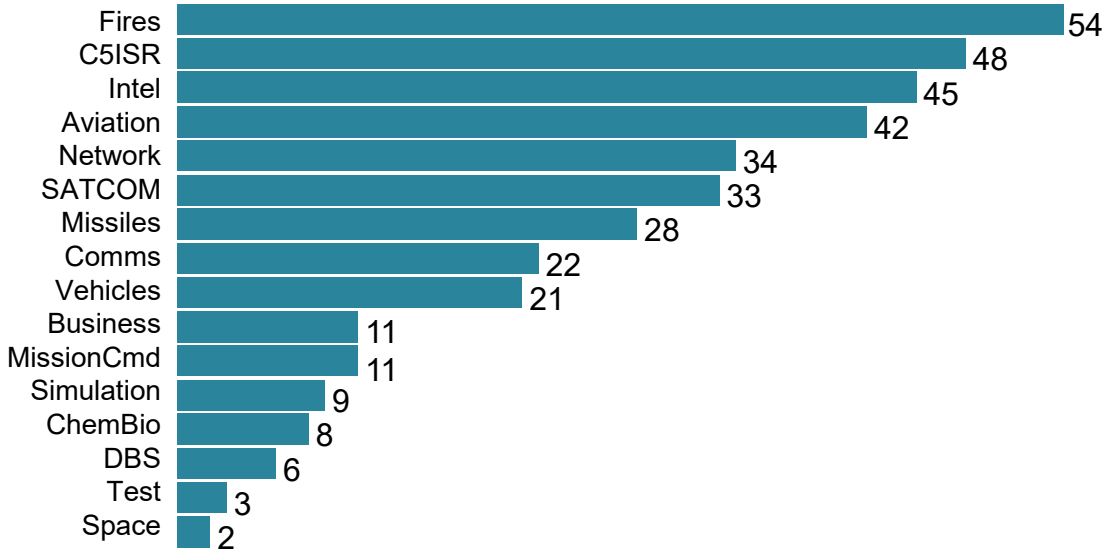
# DASA-CE SWS WBS





# System Demographics

Number of Systems by Commodity



**377**

Unique Systems

**41: PDSS-26; PPSS-15**  
Phase 1 Systems

**151: PDSS-56; PPSS-95**  
Phase 2 Systems

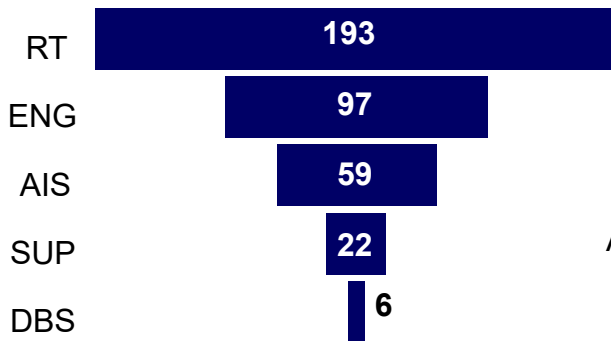
**115: PDSS-10; PPSS-105**  
Phase 3 Systems

**70: PDSS-27; PPSS-43**  
Phase 4 Systems

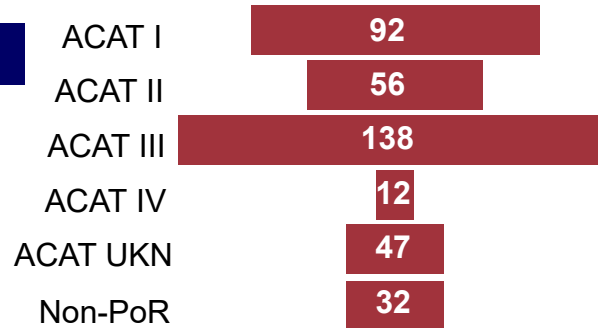
**3,835**

Data Fields

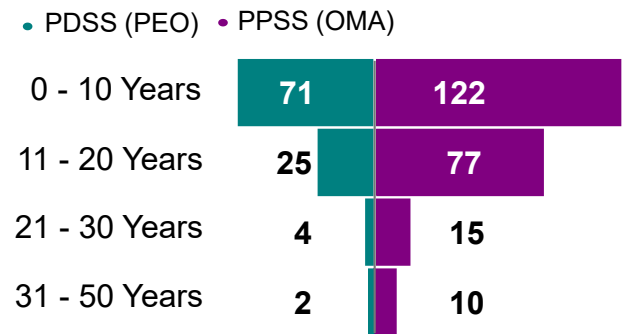
Systems by Super Domain



Systems by ACAT Level



Distribution of System Age



\*51 systems do not have age data



# Software License Analysis

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# Information Needs

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- License data collection provides:
  - Annual license cost expenditures
  - Change in license costs (with multi-year data)
  - Factors influencing the change in license costs, e.g., license coverage & type
  - Sources of license costs, e.g., vendors
- Context data for drill-down, e.g.,
  - License cost by system
  - License cost by super-domain
  - License cost by commodity
  - ‘Development’ versus ‘End-User’ license cost



# License Data Fields\*

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- Maintenance Organization
- System Name (if only one)
- Commodity
- Super Domain
- PDSS/PPSS Phase
- License Name
- Class (COTS, OSS, etc)
- Version
- Vendor Company
- Usage (Dev., Ops., Both)
- Quantity
- IAVAs
- Coverage (Single, Site-Wide)
- Total Cost
- Cost per License
- Type (End-User, Tech Support)
- Duration
- License Purchaser
- Purchase Date
- Purchase FY
- Comments

\*First five data fields provide contextual data for drill-down analysis



# License Data Challenges - Government

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- Programs do not always track purchases, support, and service costs
  - About half of the license data had associated cost data
- Variety of license strategies: enterprise, site, program, supplier purchases
  - Many licenses do not have system costs if they are enterprise or site licenses, or if they are purchased by the supplier
- Inconsistent information on license purchase approaches
  - The word “Maintenance” could mean maintenance, support, or services
  - Inconsistent knowledge of whether a license is single-use, site-use, or enterprise-use
  - A license that is purchased annually may or may-not be a subscription
- Inconsistent data / data requires normalization
  - License and Vendor names are reported differently for the same license
  - Use (Development Environment, Operations, Both) not identified
  - Need data for both maintenance environment/facilities (including software factory) and operations
  - Quantity not always known
  - Coverage (Single, Enterprise) not always identified
  - Cost and date formats vary
  - Sometimes people write explanations in the data fields



# License Data Challenges - Vendor

- License vendors change sales strategies and costs over time that dramatically increases license costs (purchases to annual subscriptions)
  - Hard to change vendors once committed
- License vendors update and sunset licenses frequently, driving changes to operational software
  - New products, merge products, repackage products
- License data changes frequently:
  - Company names (as companies are sold or merged)
  - License names and versions (variations reported and replacement names)
- Inconsistent data – data requires normalization
- The word “Enterprise” in a license name is misleading as it could refer to the number of features in a product and not the license coverage

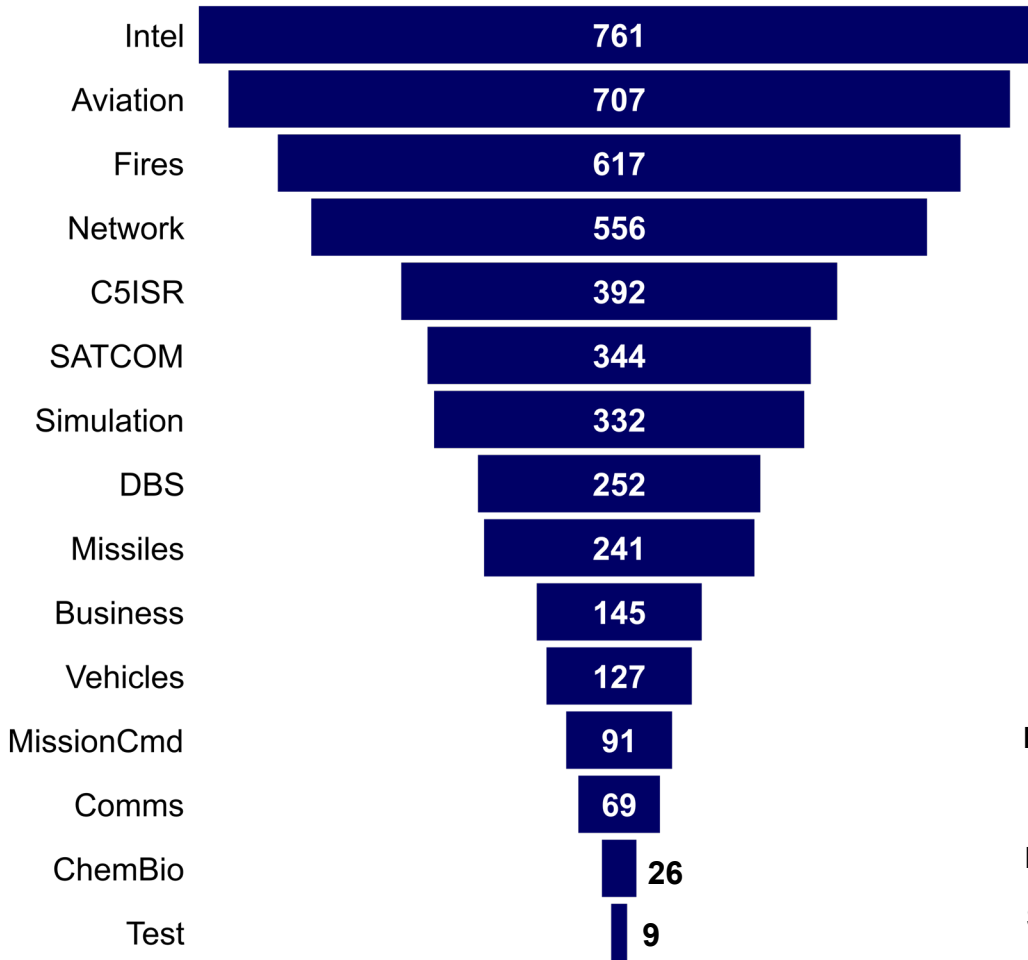
		Users / Seats / Computers / Processors			
		1	~2+	~20+	~100+
Features	Standard	\$	\$\$	\$\$\$	\$\$\$\$
	Professional	\$\$	\$\$\$	\$\$\$\$	\$\$\$\$\$
	Premier	\$\$\$	\$\$\$\$	\$\$\$\$\$	\$\$\$\$\$\$
	Enterprise	\$\$\$\$	\$\$\$\$\$	\$\$\$\$\$\$	\$\$\$\$\$\$\$

- Normalization is very time-consuming

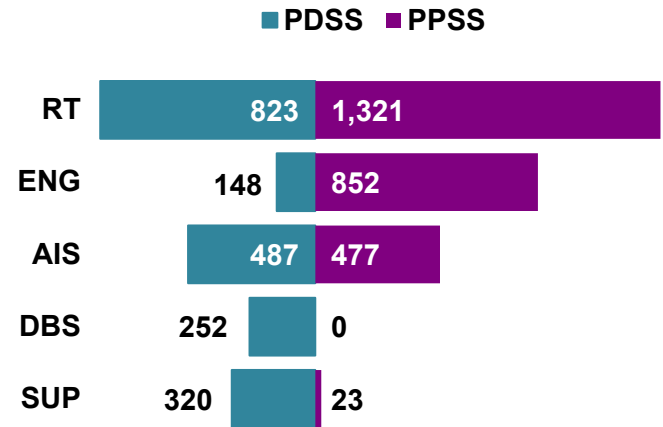


# Software License Demographics

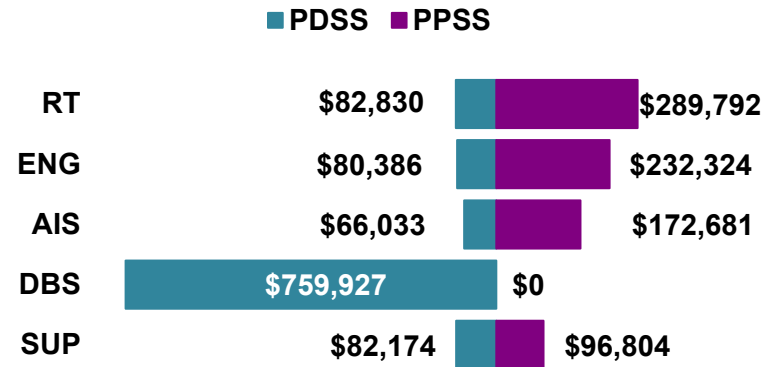
Licenses by Commodity



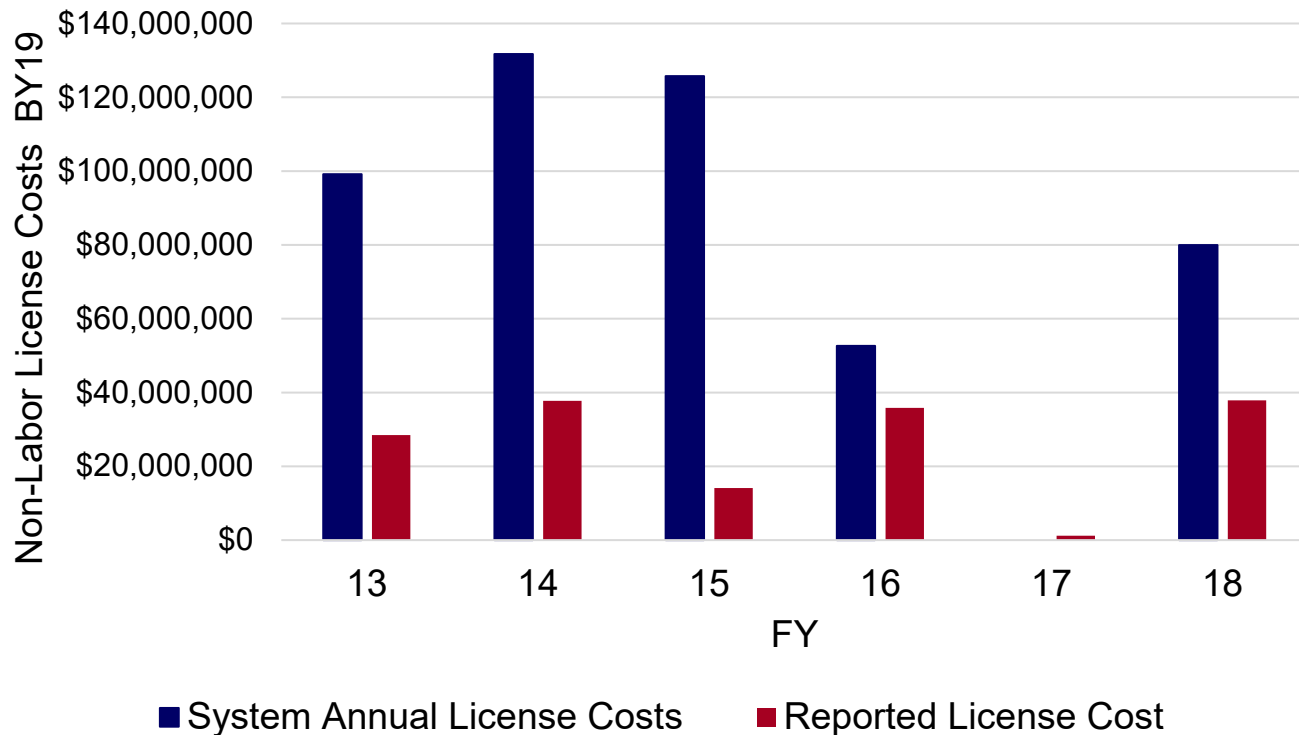
Number of Licenses by Super Domain



Average License Cost by Super Domain



# Annual License Costs

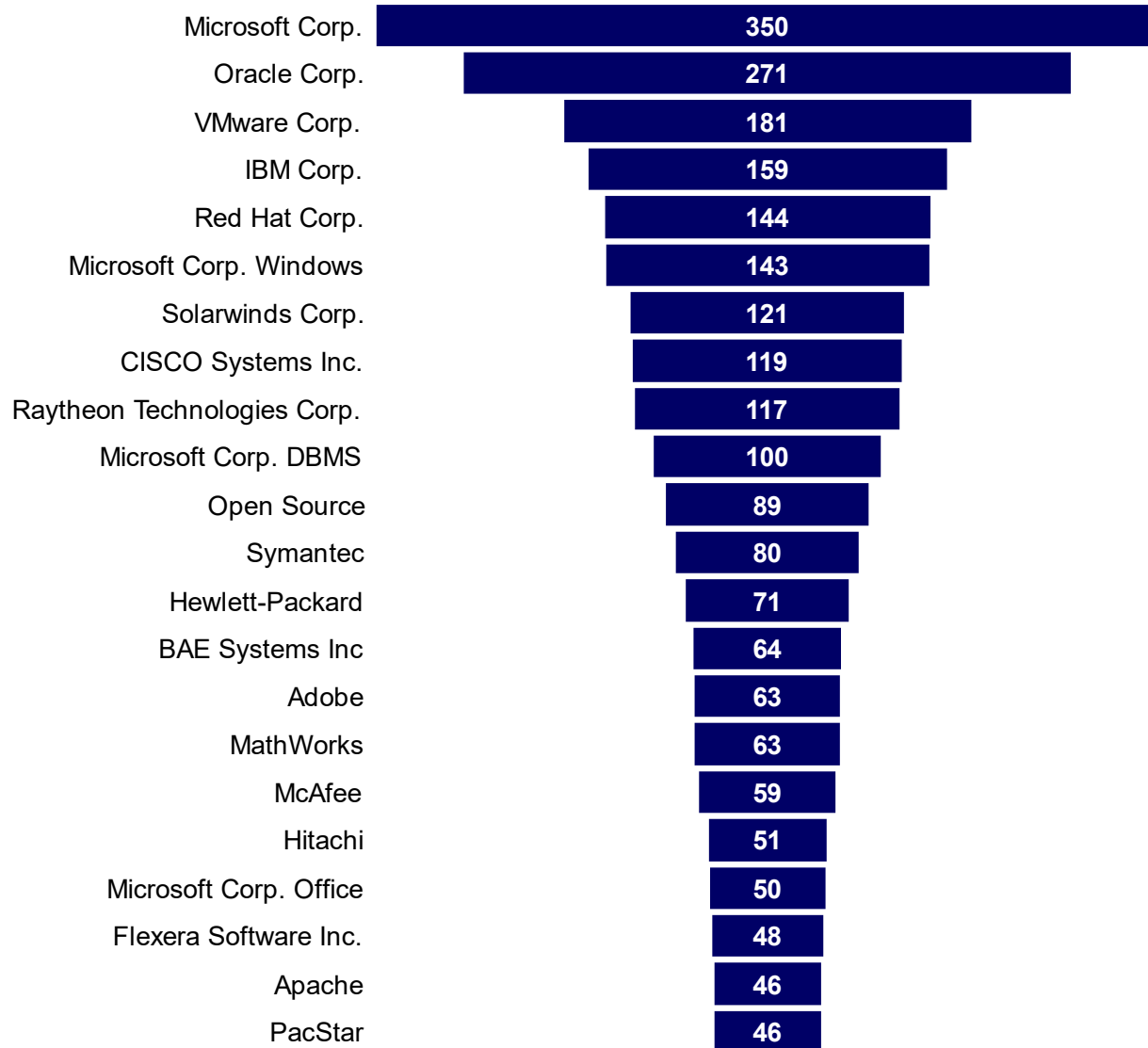


- System Annual License Costs are the total cost for licenses in a year
- Reported License Costs are the sum costs for each license some of which were missing cost data
- The disparity between System Annual Costs and Reported Costs is due to licenses being purchased by other Organizations.
- No System Annual License cost data was collected for FY17

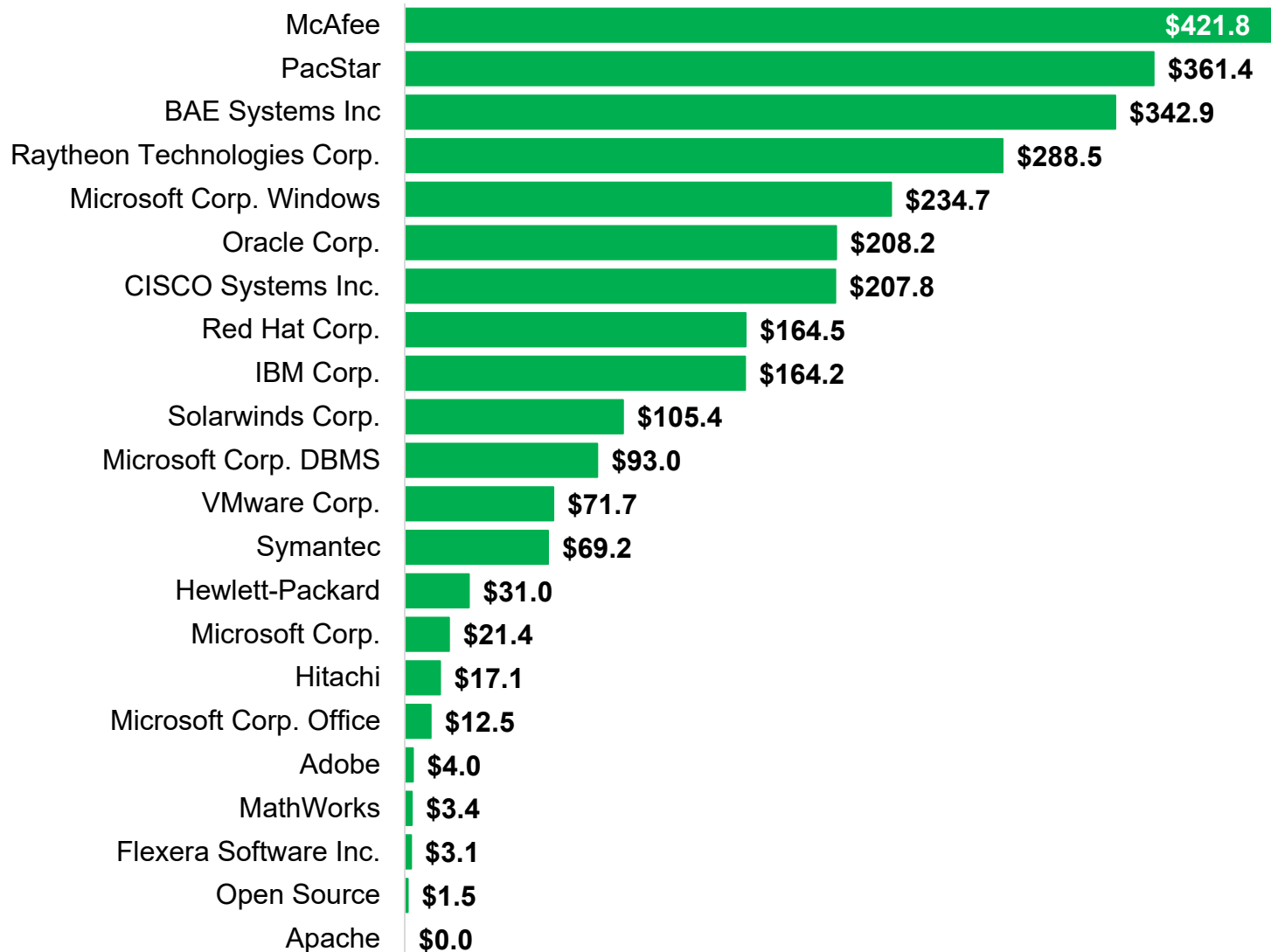




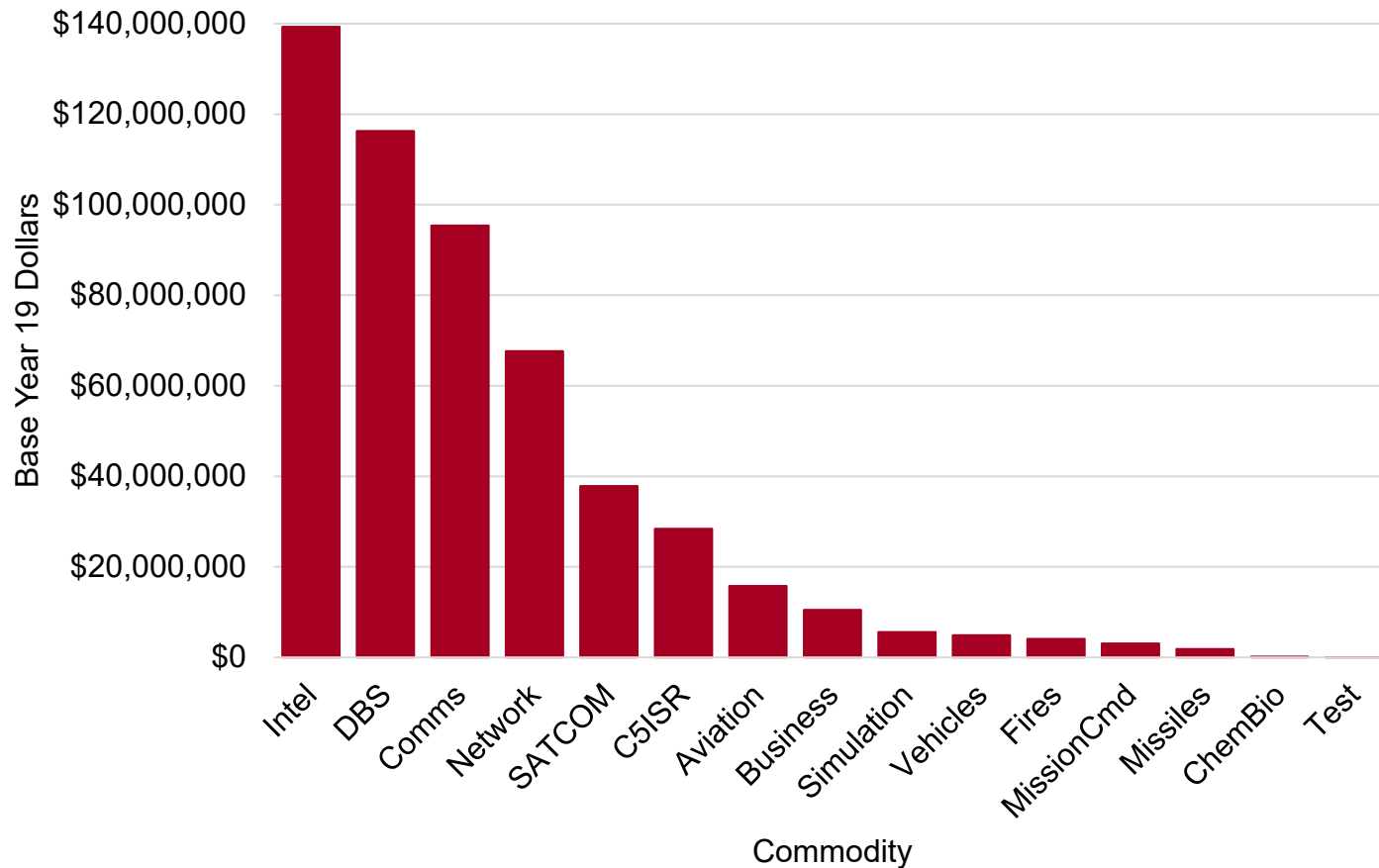
# License Quantity for Top 22 License Vendors



# Avg License Costs for Top 22 Vendors (\$K)



# License Total Costs by Commodity



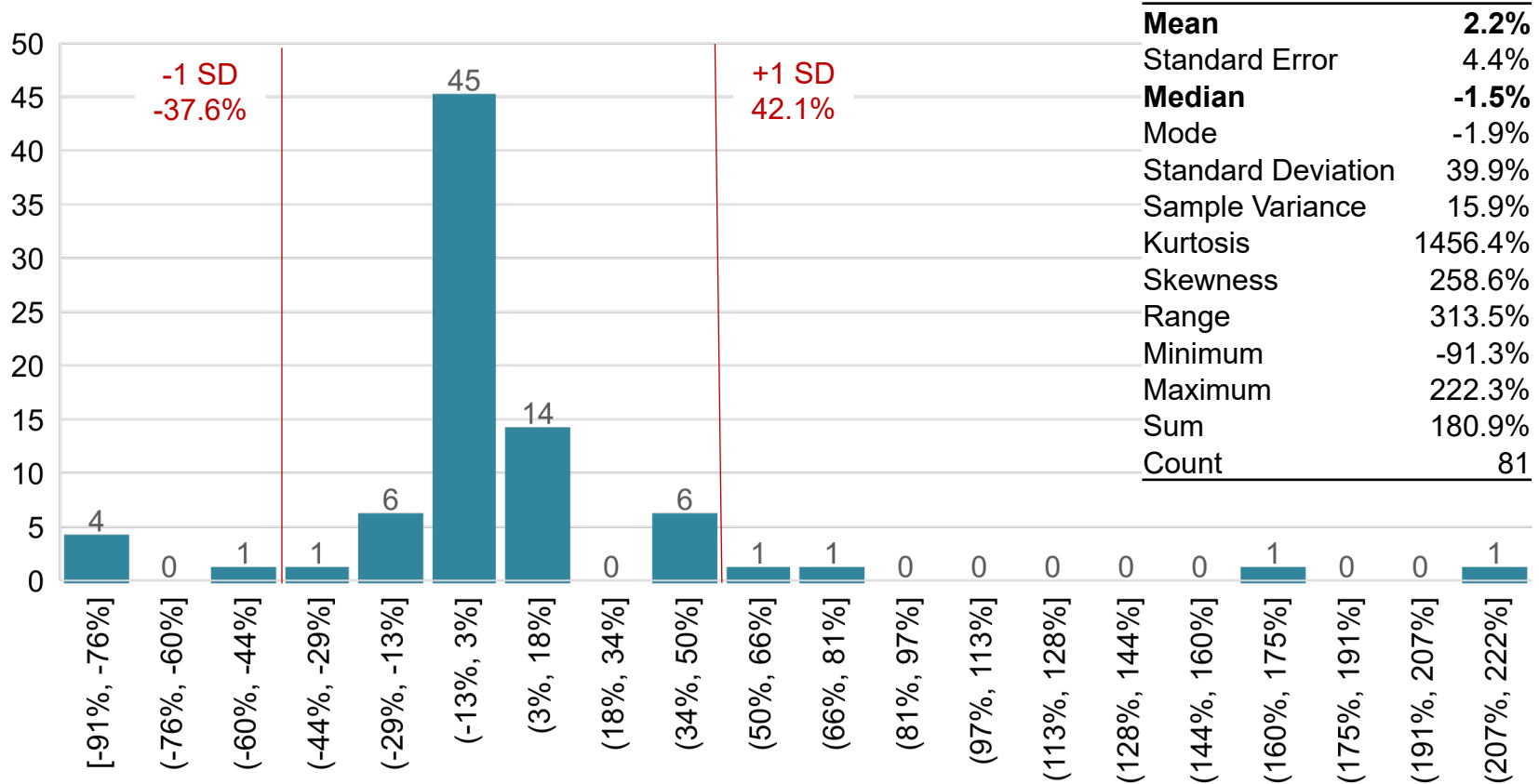
# License Cost Analysis Approach

- All costs were normalized to Base Year 2019 (BY19)
- Only “Single” or “Site” license coverages that had LIC\_Qty were analyzed (BY19 license cost per quantity per year: **annual unit cost**)
- Licenses were selected by System with more than 1-year of cost data for a single license
- License cost change was determined by comparing the unit cost for one year to the unit cost of the next year
- Analysis depended on *normalization* of License names – provided data grouping
  - However, full license name revealed differences in licenses and pricing, e.g. Comm Manager versus Comm Manager 2nd Generation
  - Both data fields are needed for analysis
- After roll-up of same year data, 210 records yielded 81 annual unit cost pairs



# %Unit Cost Change per Year\*

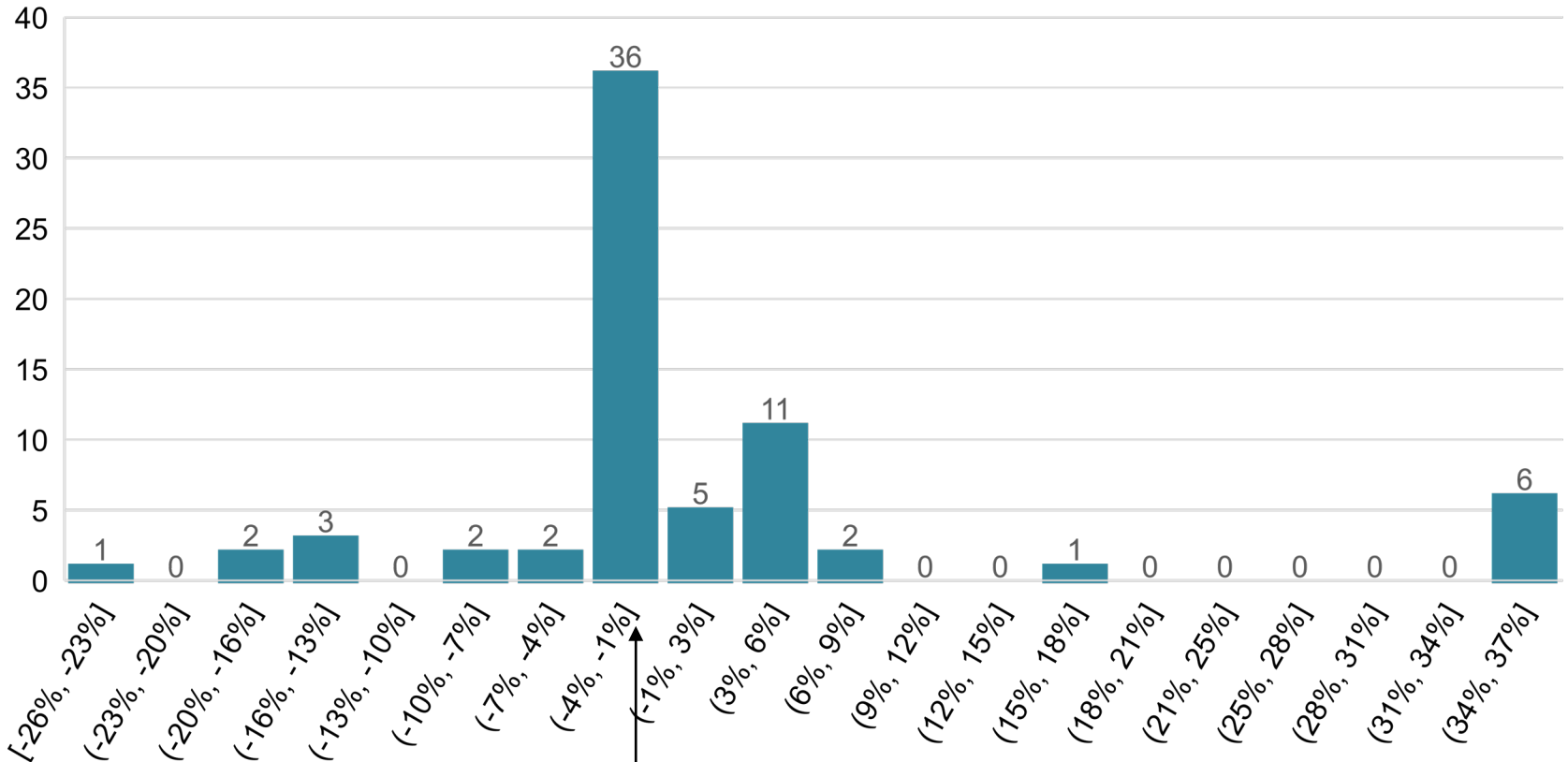
A negative cost change means the price went down from one year to the next



\*Cost changes in BY19 dollars are based on a single license change per year, i.e. total cost / quantity / yr



# ±1 Std Dev Unit Cost Change per Year\*



35 records had -1.11% to -1.97% cost change due to inflation adjustment to BY19 dollars when the product had the same price in succeeding years.

\*Cost changes in BY19 dollars are based on a single license change per year, i.e. total cost / quantity / yr



# License Cost Change Categories

Overall, license costs increase **annually**

Cost Change Category	% Change*	Count	
Cost increase-major	Over 18.14%	11	} 29 / Median increase <b>5%</b>
Cost increase-minor	0.77 to 7.8%	18	
Inflation adjustment	-1.11% to -1.97%	35	} 17 / Median decrease -16.6%
Cost decrease-minor	-3.12% to -9.57%	5	
Cost decrease-major	Over -14.49%	12	

## Reasons for Major Cost Increases

- Custom proprietary products
- Specialty products, e.g. rule-based logic, imaging, mapping, data comparison, computer memory analysis
- Vendor price increase

## Reasons for Major Cost Decreases

- Initial purchase of a perpetual license w/maintenance followed by lower annual maintenance
- Change from perpetual to an annual subscription license
- License vendor purchased by another company
- Large license quantity increase
- Vendor price decrease

\*Changes boundaries are based on increments in the data



# Implications

Avg Number of Users	
<b>Mean</b>	<b>951</b>
<b>Median</b>	<b>14</b>
Standard Deviation	3,140
Minimum	1
Maximum	23,999
Count	81

License Unit Cost	
Mean	\$34,787
<b>Median</b>	<b>\$842</b>
Standard Deviation	\$195,210
Minimum	\$1
Maximum	\$1,913,693
Count	209

- For cost risk, a median 5% increase in annual license cost should be assumed
  - It should not be assumed there will be a cost decrease even though there were cases of cost decreases in the data
- If a product license is used in a development environment by 14 people and the cost is \$842 per license, the total cost for licenses is \$11,788. A median 5% increase means next year's cost is \$12,377, roughly a \$589 increase.
- However, if a product license is used in an Army operational environment by 951 soldiers, a median 5% increase means cost increases from \$800,742 to \$840,779, roughly a \$40,000 increase





# Observations

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- There are multiple license types for a single product and it is important to keep track of the different types, e.g.
  - Professional versus Standard
  - Analysis versus eXtreme Analysis
  - Advanced Enterprise Linux versus Advanced Enterprise Windows
  - Locked versus Floating license
- Some costs “appeared” to decreased in succeeding years due to inflation adjustment to BY19 dollars
  - The unadjusted costs were the same in succeeding years
  - Represents a savings to the Army
- Year 1 was the product purchase but succeeding years were a smaller maintenance fee (looked like a price drop)
- A Best Practice:
  - *Procurement License Tracking System (PLTS) Spreadsheet from the Software License Acquisition Branch* – evidence of tracking license cost
  - Identifies Opportunity Costs and possible savings



# Conclusions

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# License Data Conclusions

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- Costs cannot be controlled until there is a good understanding of the total ownership costs (TOC) of licenses
- Products will be merged or dropped thus forcing changes to the operational software and impacting TOC
- The Government needs a method to allocate the license costs down to individual systems to prepare and defend budgets
  - Especially for those paid for by other-than project funds
- Initial data shows software applications relying on COTS products will experience a rise in cost over the life of the system
- License costs need to capture complete and standardized descriptive information
- Associated work in studies, integrated product reports, and working teams show that there is an interest in the Army for a cost factor by which to estimate and manage software license costs, e.g., +5% per year
- We need broad executive-level sponsorship to require programs and organizations to regularly collect this data in a consistent manner



# Contributors

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**Cheryl Jones**

Measurement Analyst  
US Army AFC  
973-724-2644

**Dr. Bradford Clark**

Vice President  
Software Metrics, Inc.  
(703) 402-3576

**James Judy**

NISEC Division Chief  
ODASA-CE  
703-697-1612

**Ryan Farrell**

Analyst  
Galorath Federal  
443-758-4837

