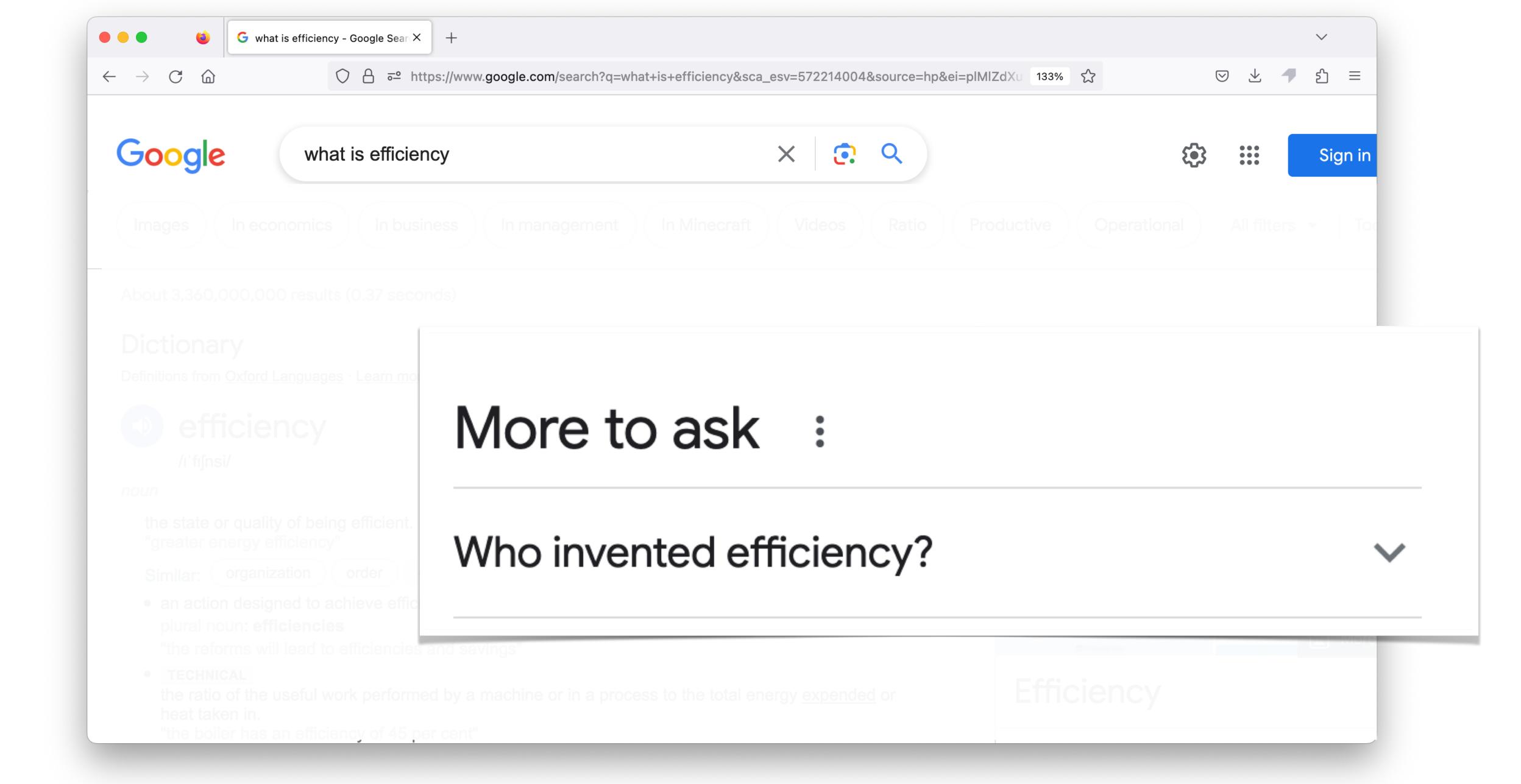
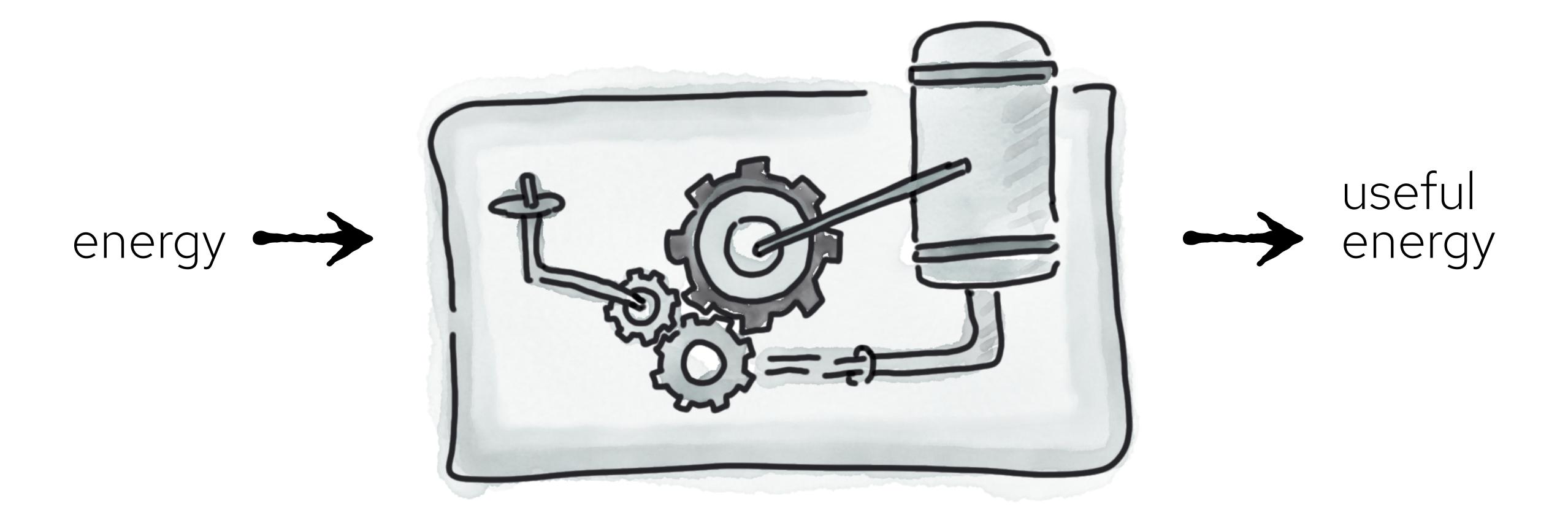


"I'd like to be more inefficient."

none us of us say this



@holly_cummins#RedHat

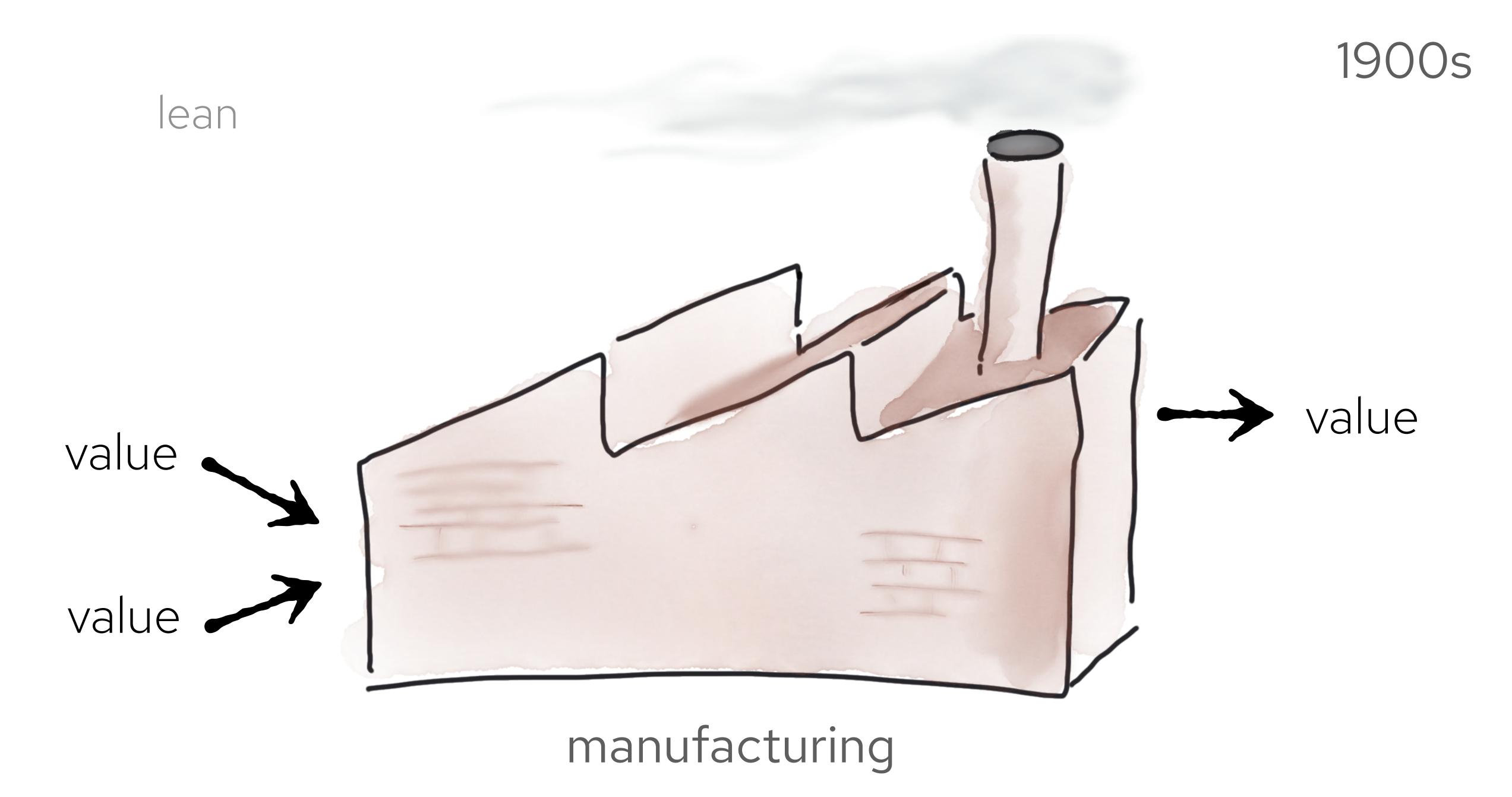


machine

"interaction at scale"

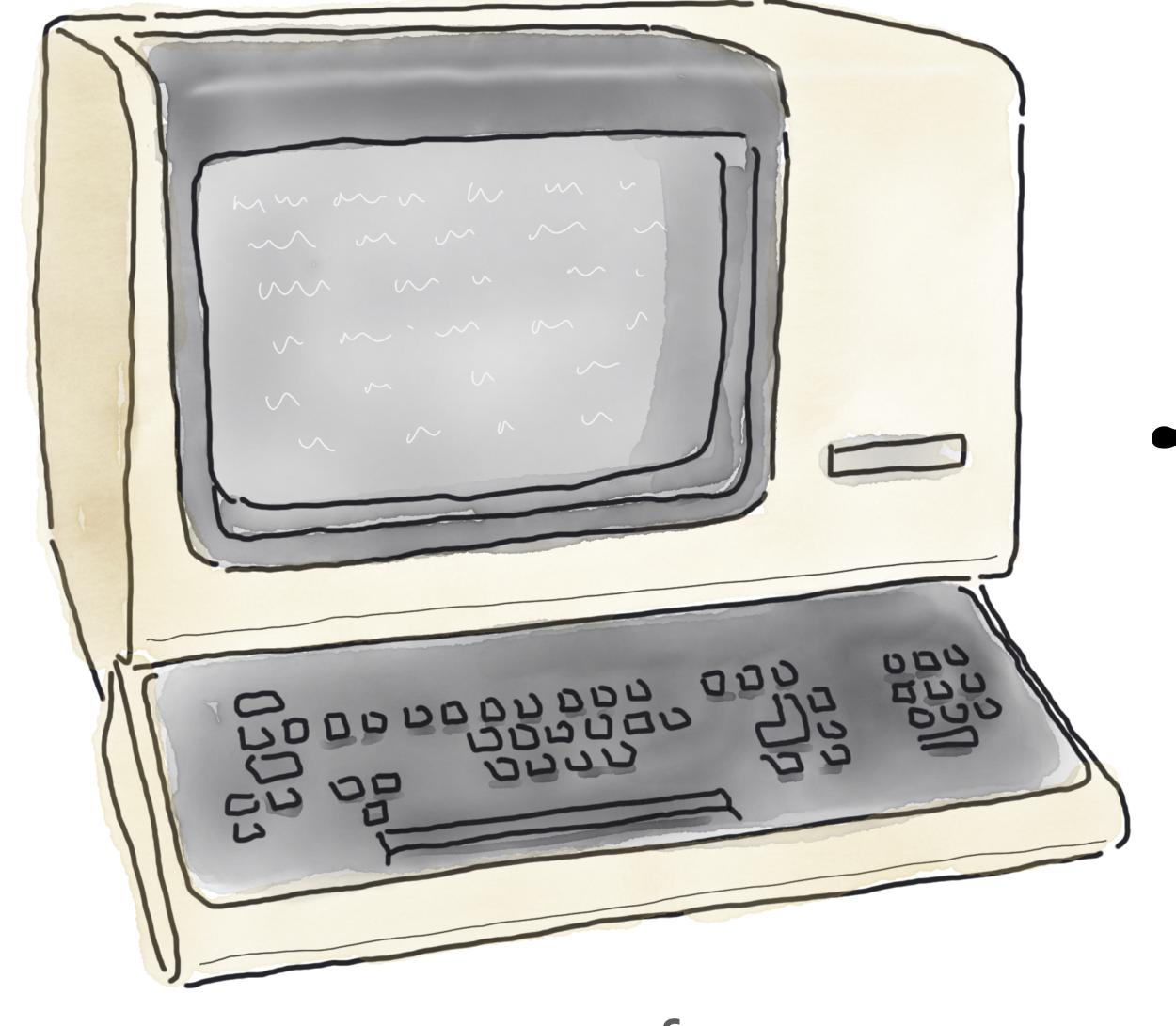


processes



1960s

time electricity ->
hardware



answers

software

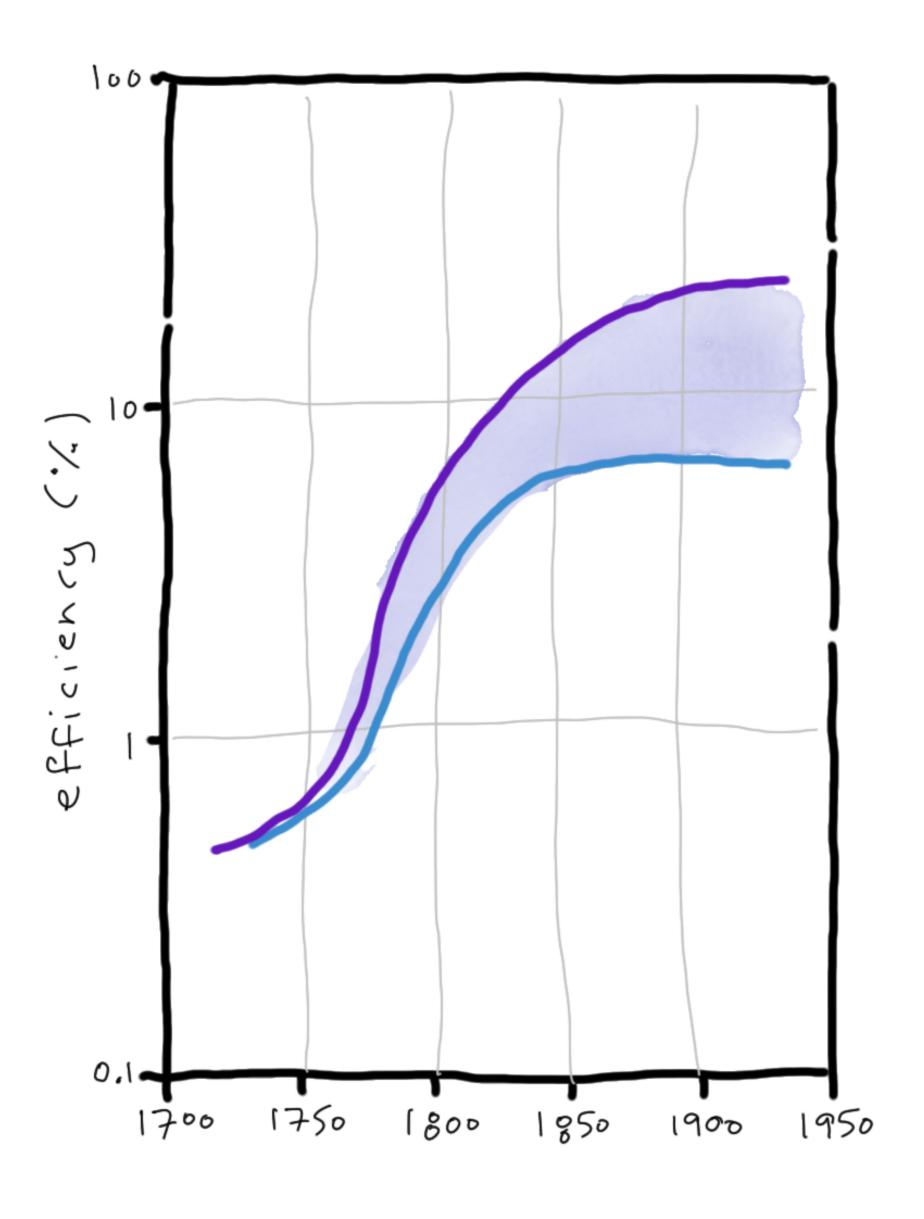
consider all kinds of efficiency

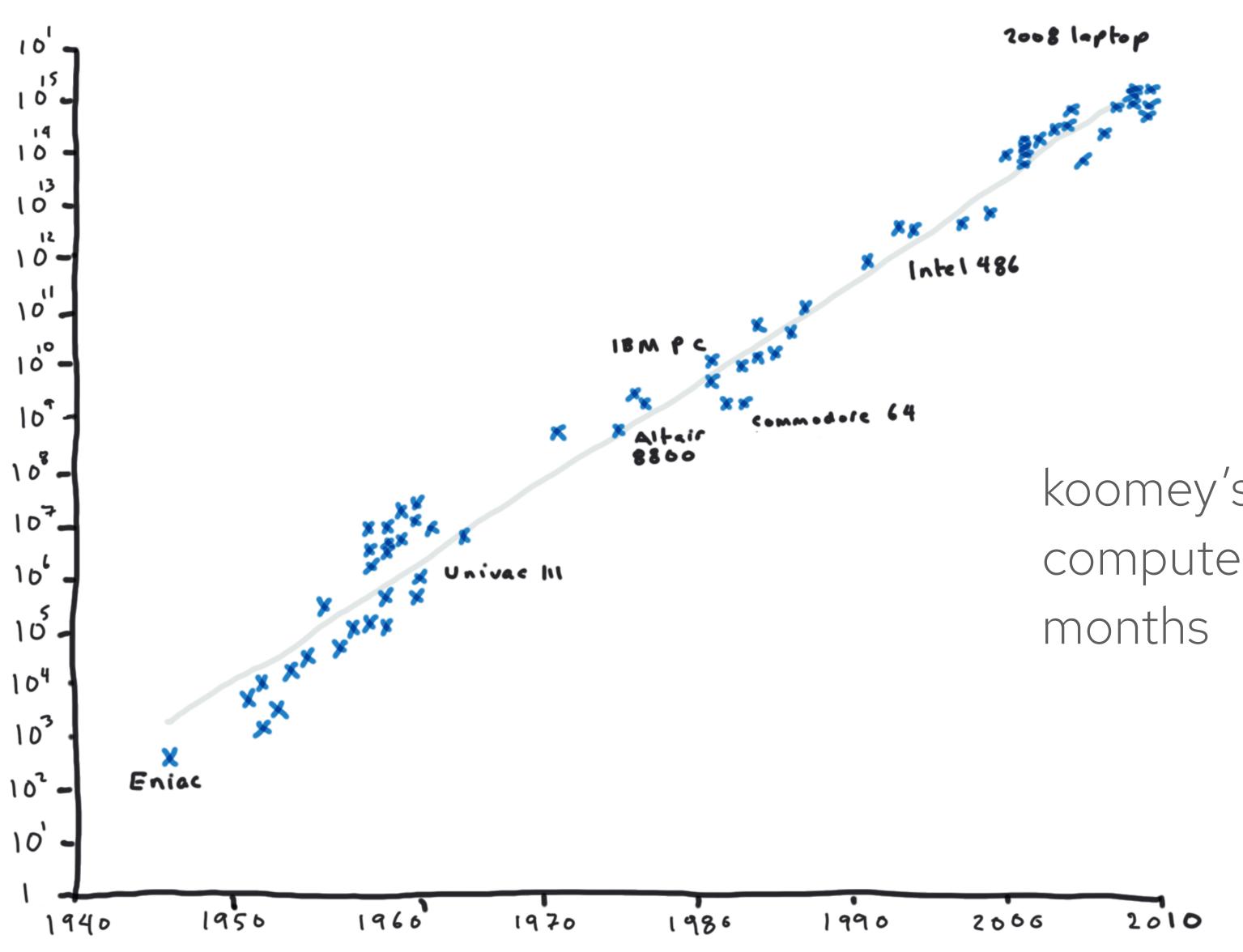
- processes
- production
- software



after 200 years, we're getting good at efficiency

steam engine efficiency

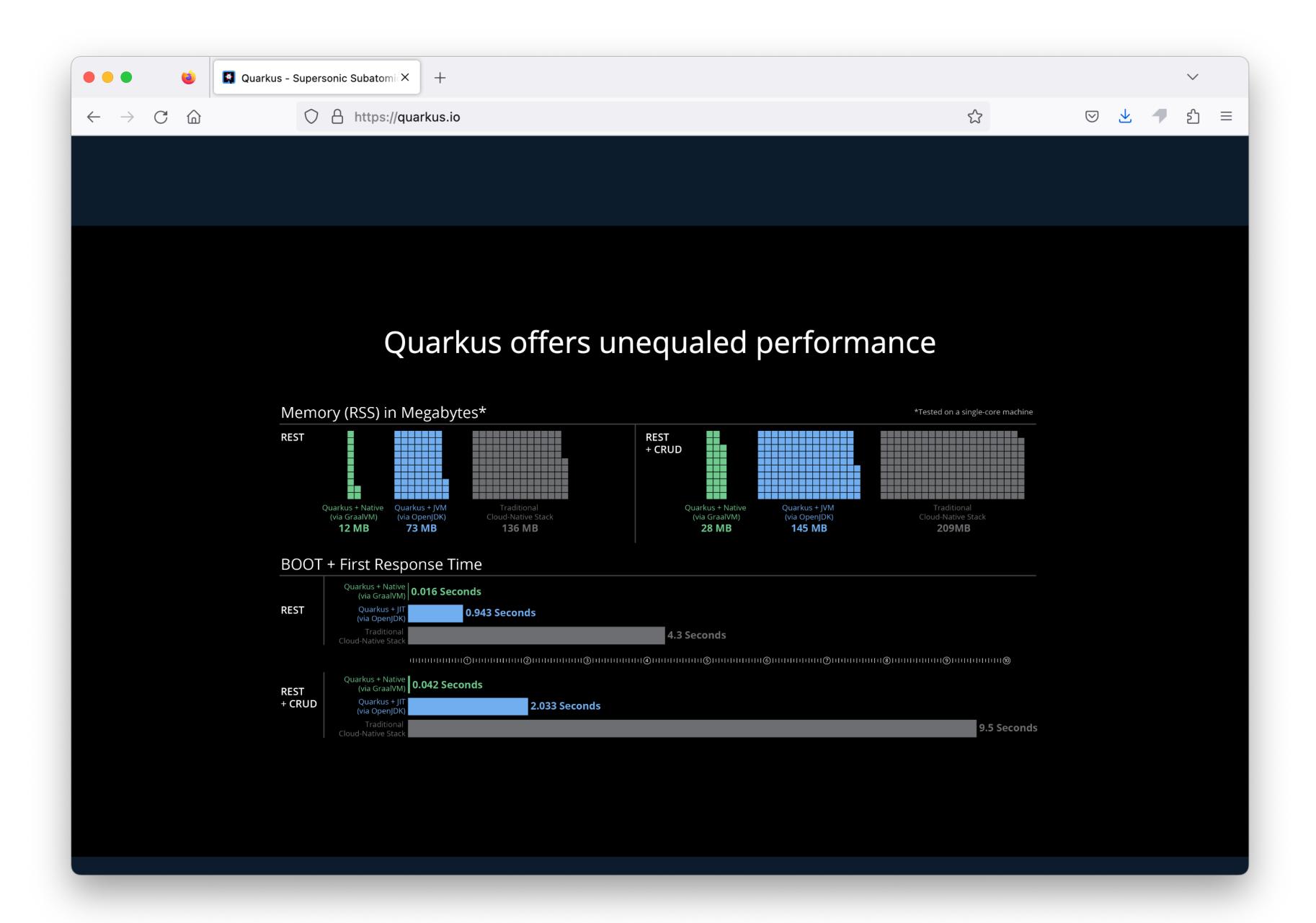




computer efficiency

koomey's law: the energy efficiency of computers doubles roughly every 18 months

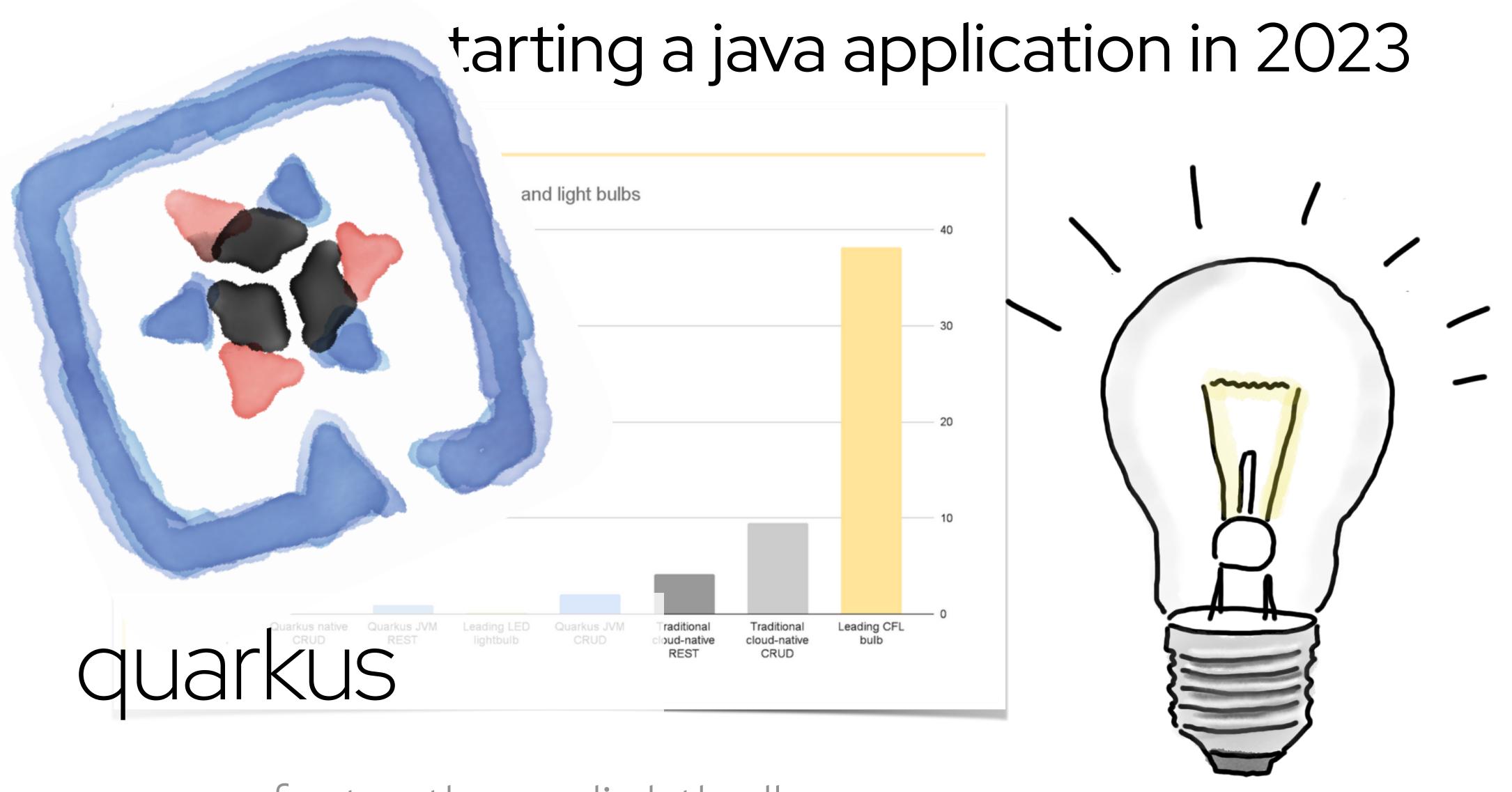
software efficiency



starting a java application in 2010



slower than making tea

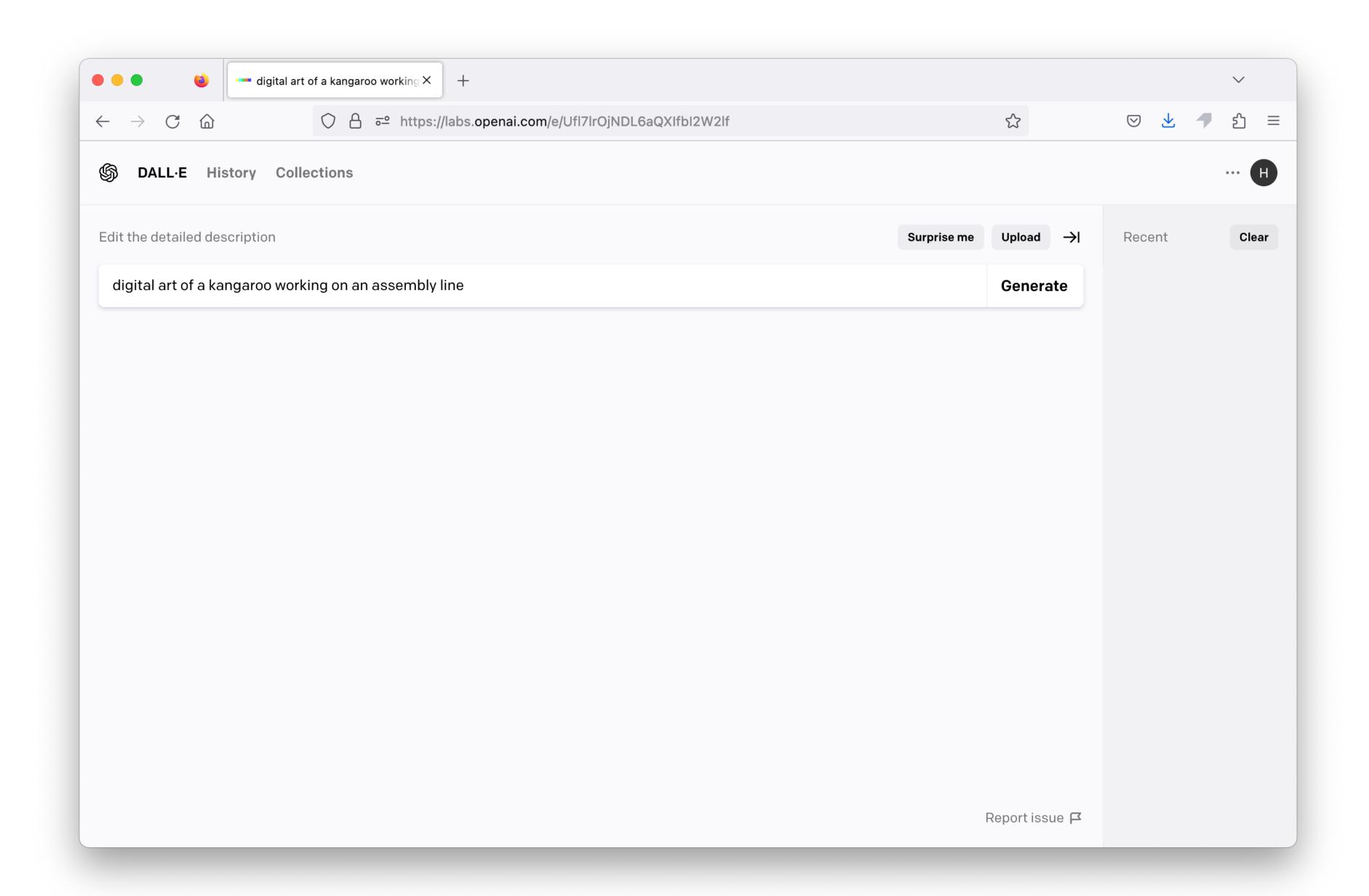


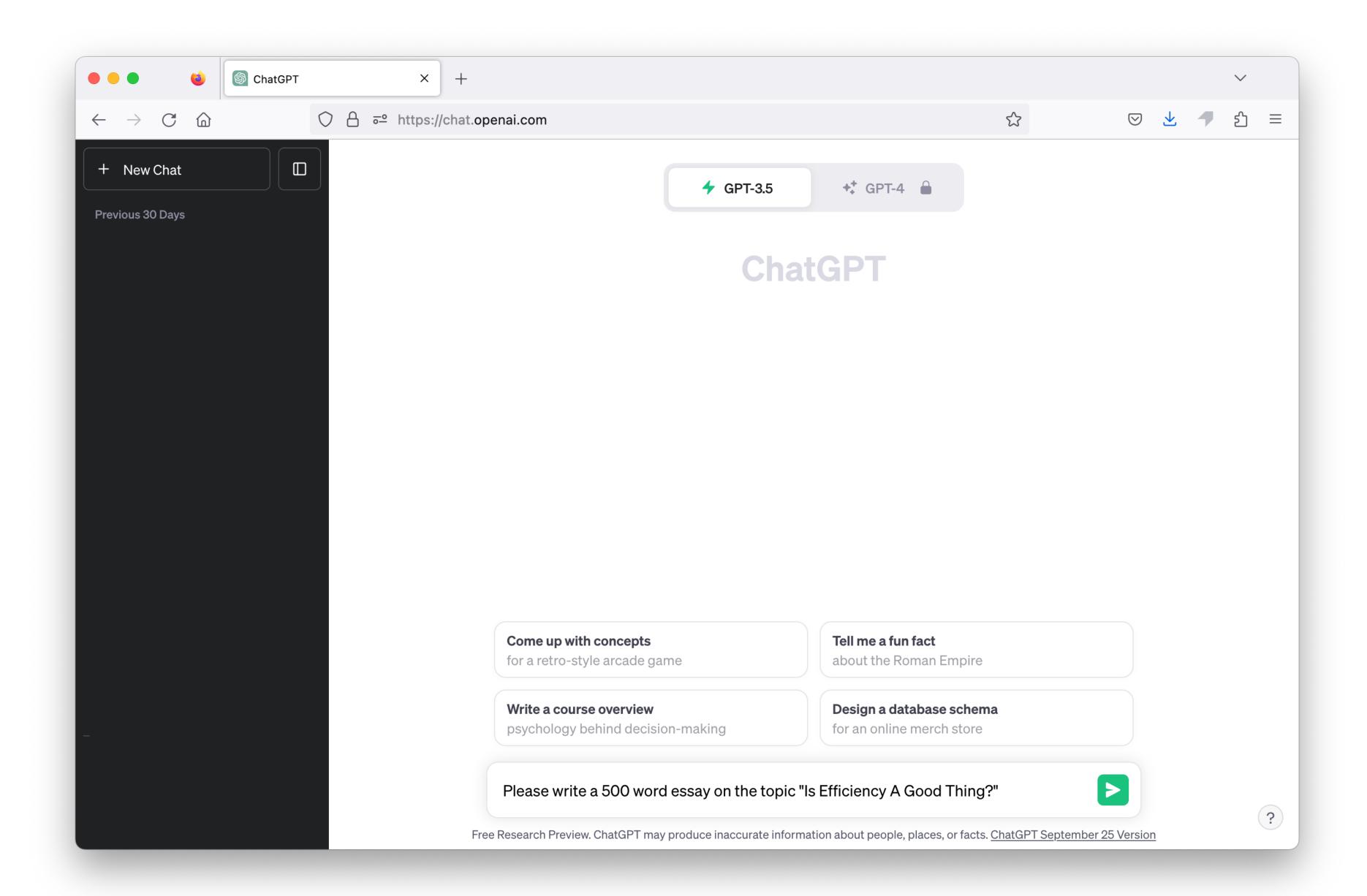
faster than a lightbulb

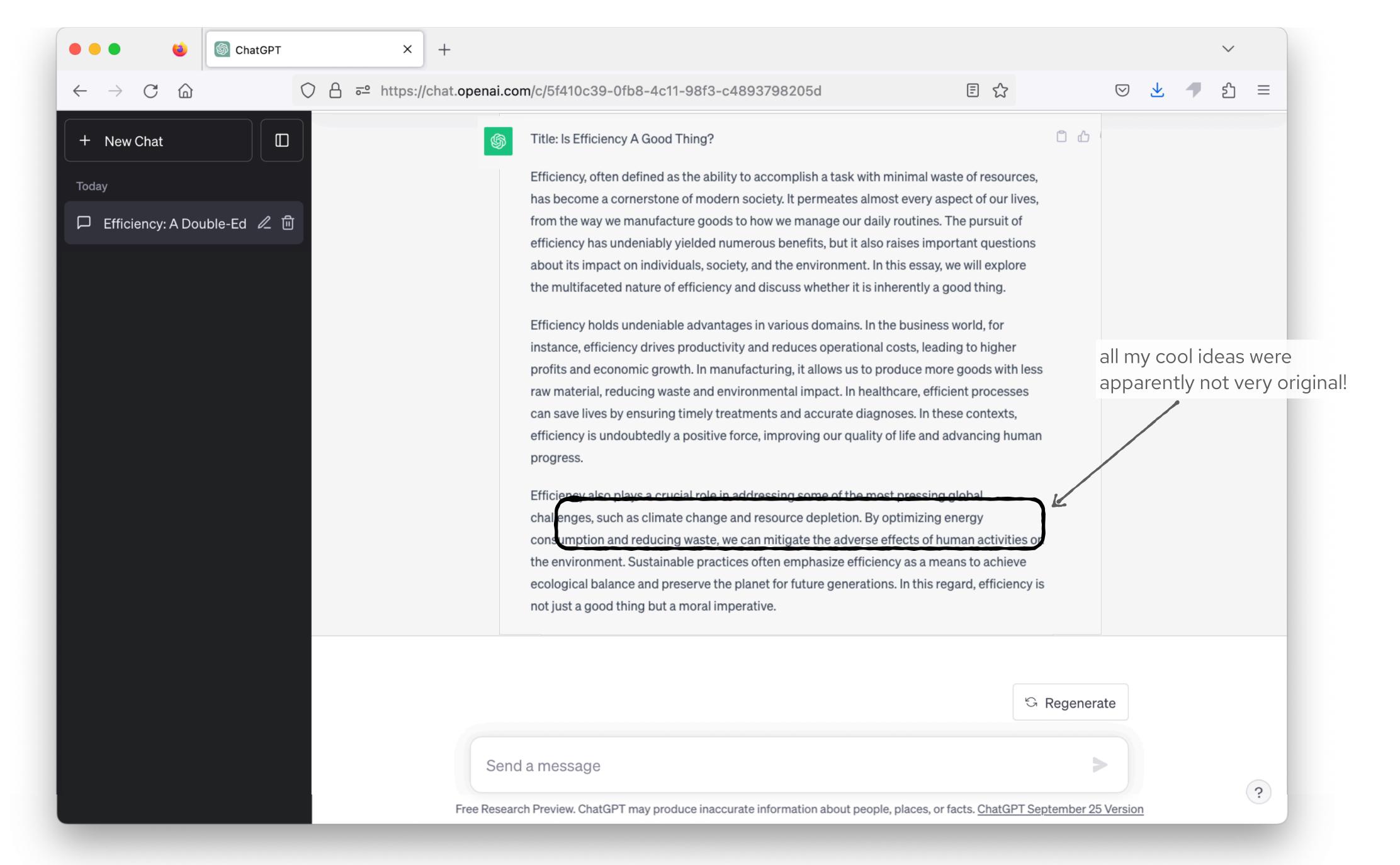
we have automated all the things

infrastructure as code

... **us** as code





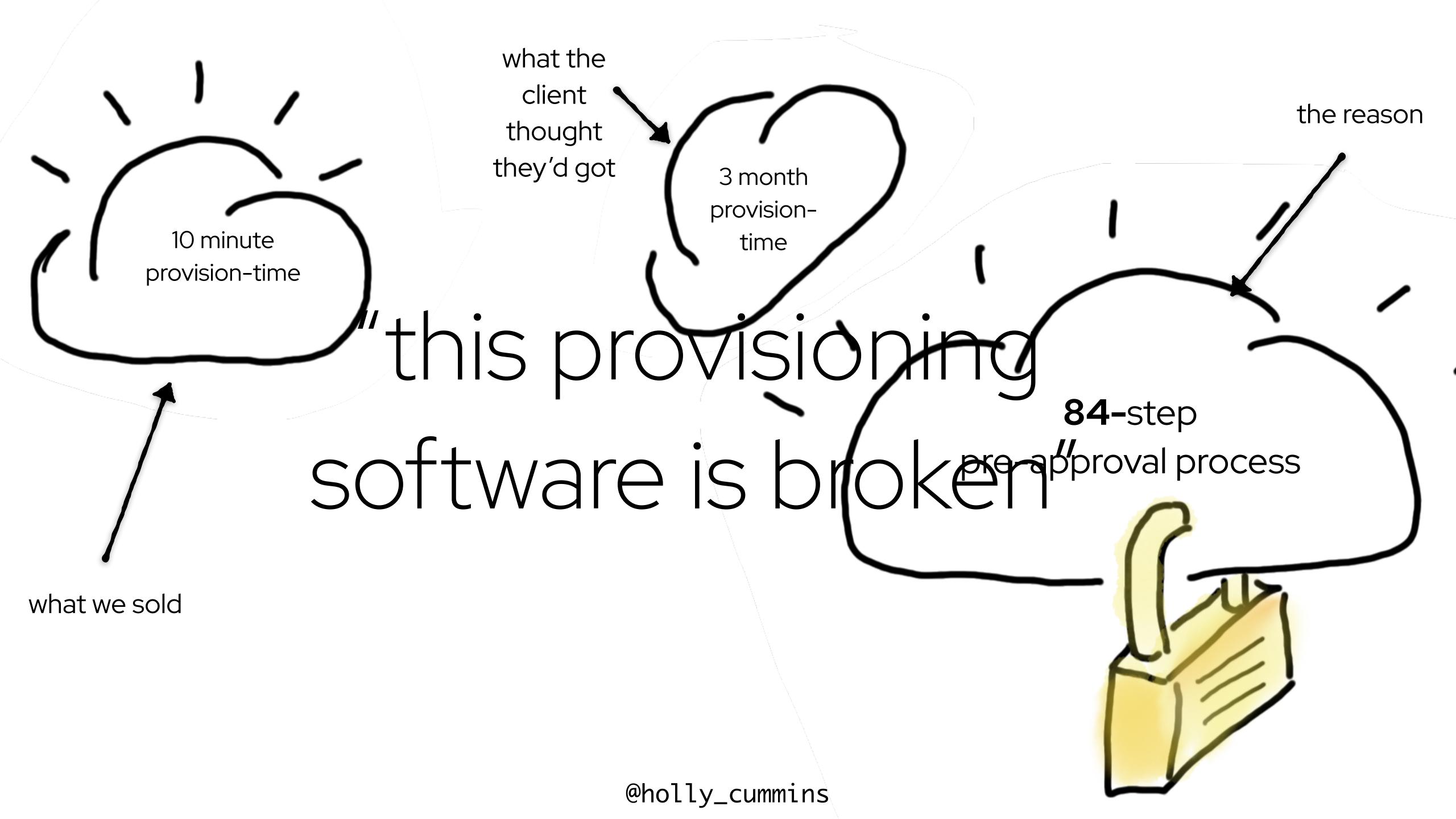


but.

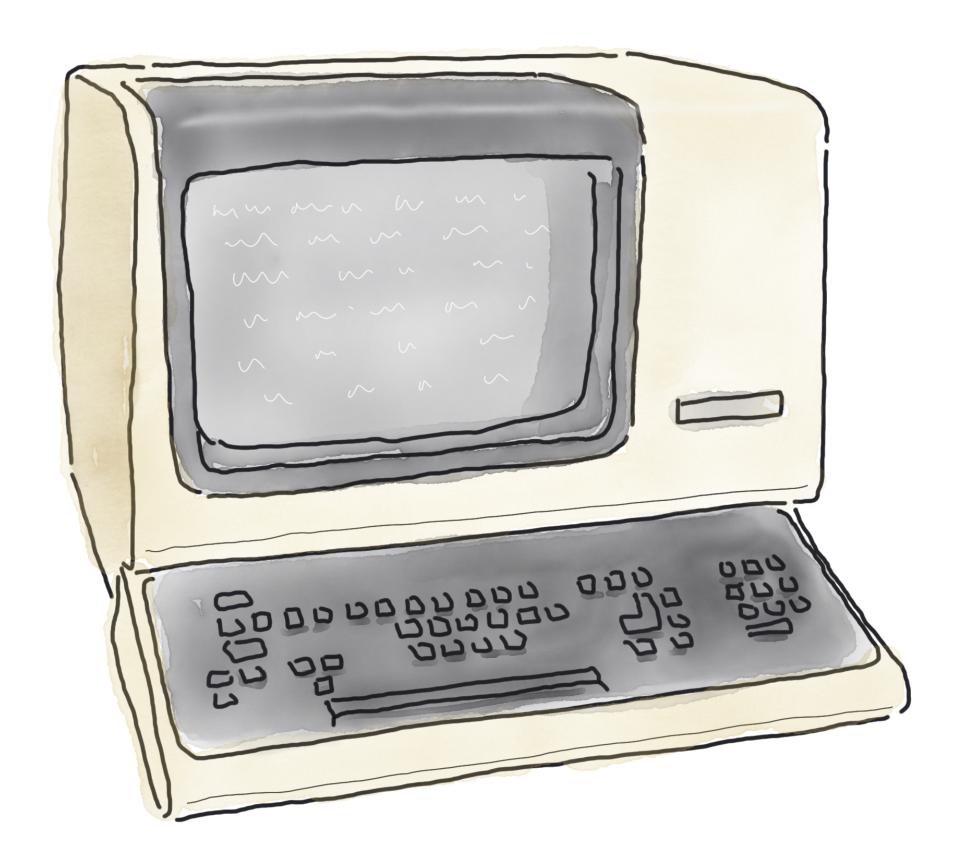
even after 200 years, we are not always very good at efficiency

process inefficiency

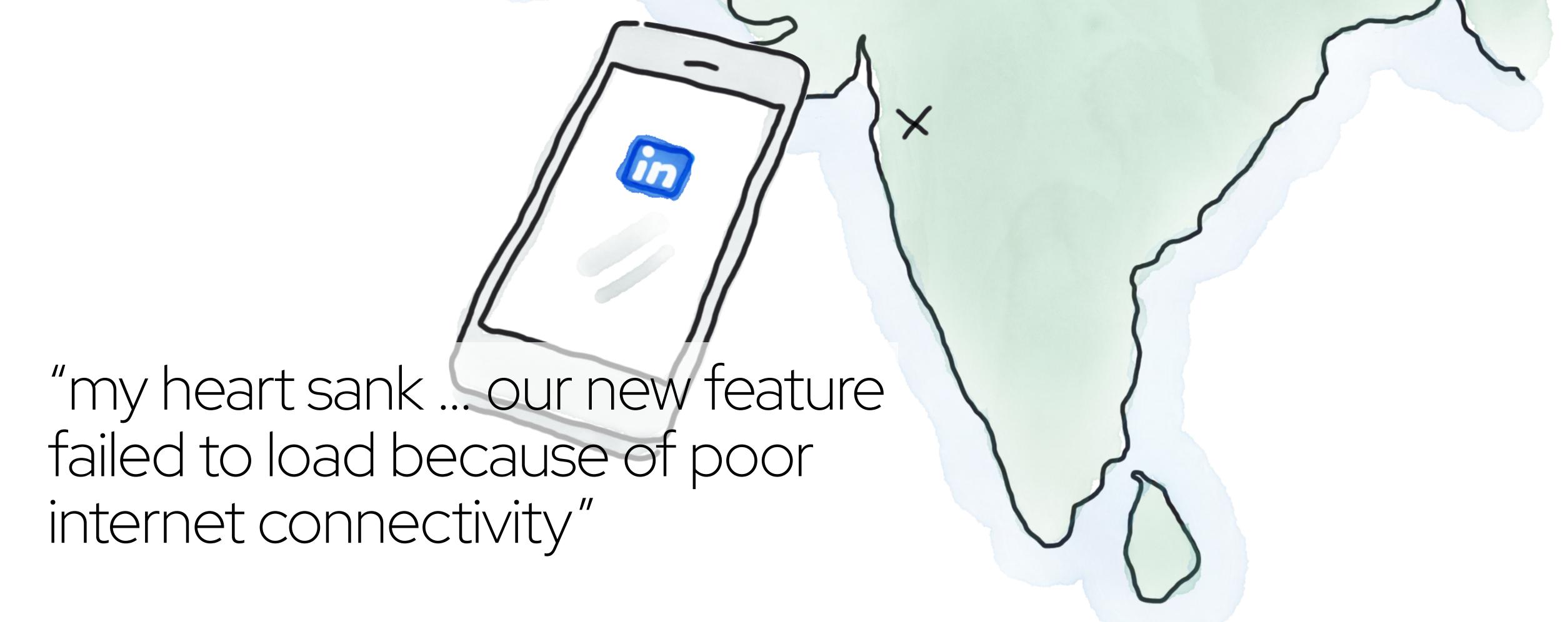




software inefficiency



modern web is so inefficient it is **useless** for part of its audience



waste everywhere

zombie servers

25%

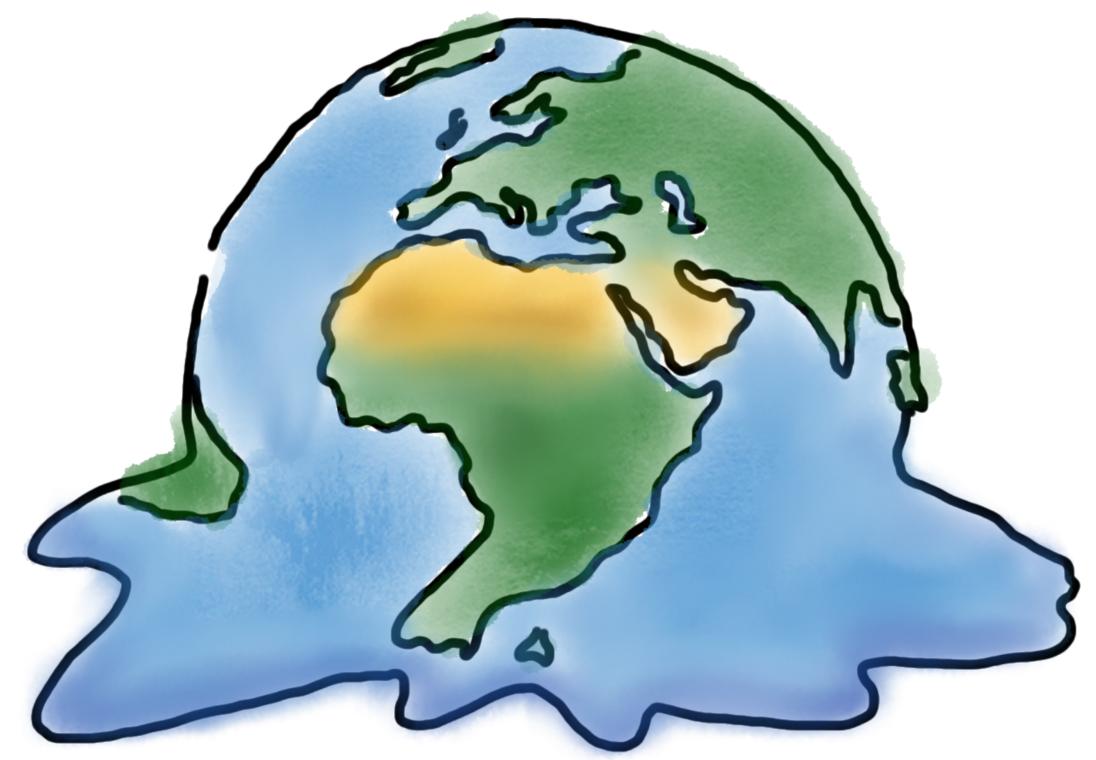
of 16,000 servers doing **no** useful work



the average server:

12 - 18%

of capacity



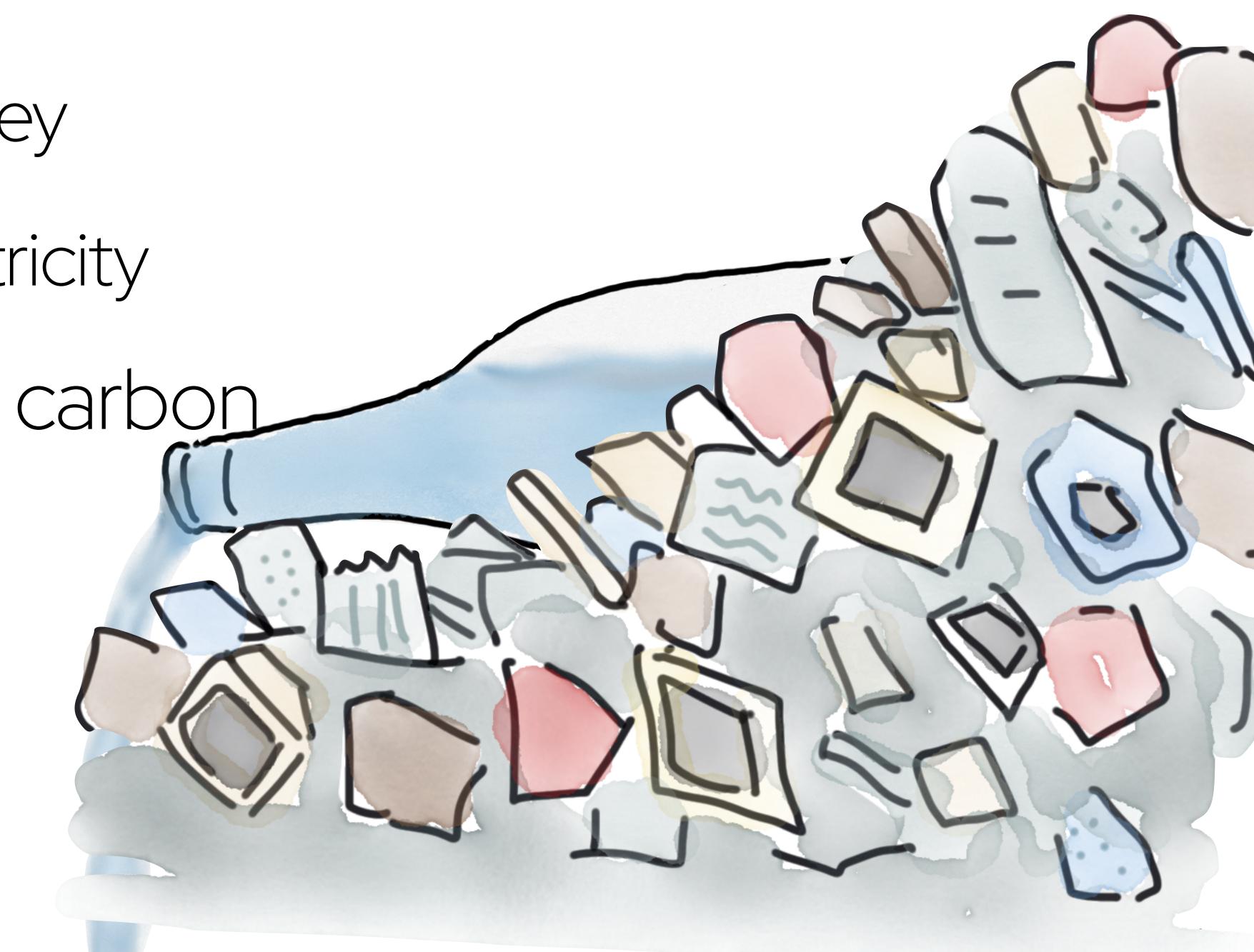
it's not just money

it's not just electricity

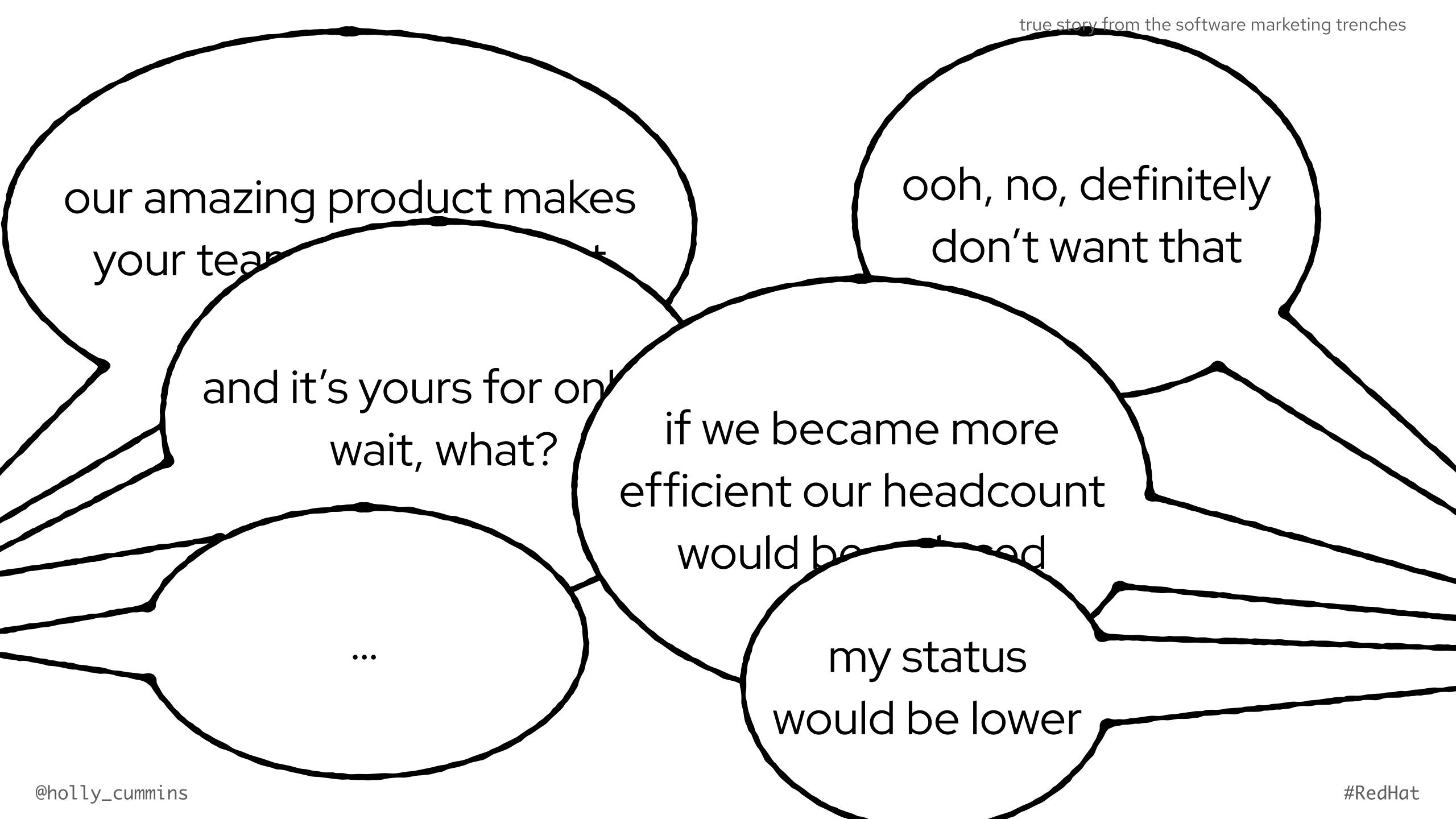
it's embodied carbon

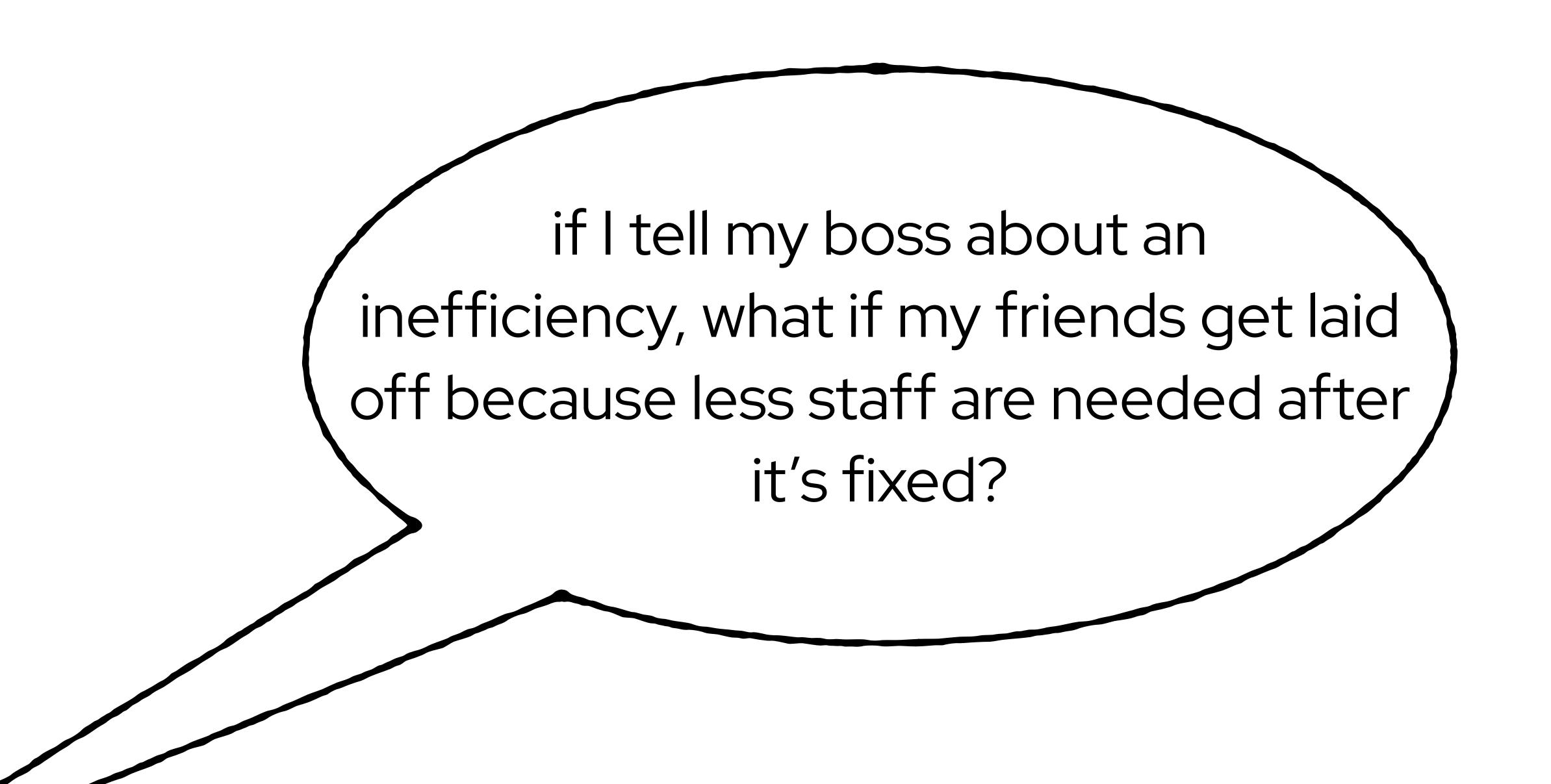
it's water

it's e-waste



we cling on to inefficiency





drive out inefficiency

- stupid processes
- bloated software
- terrible resource utilisation

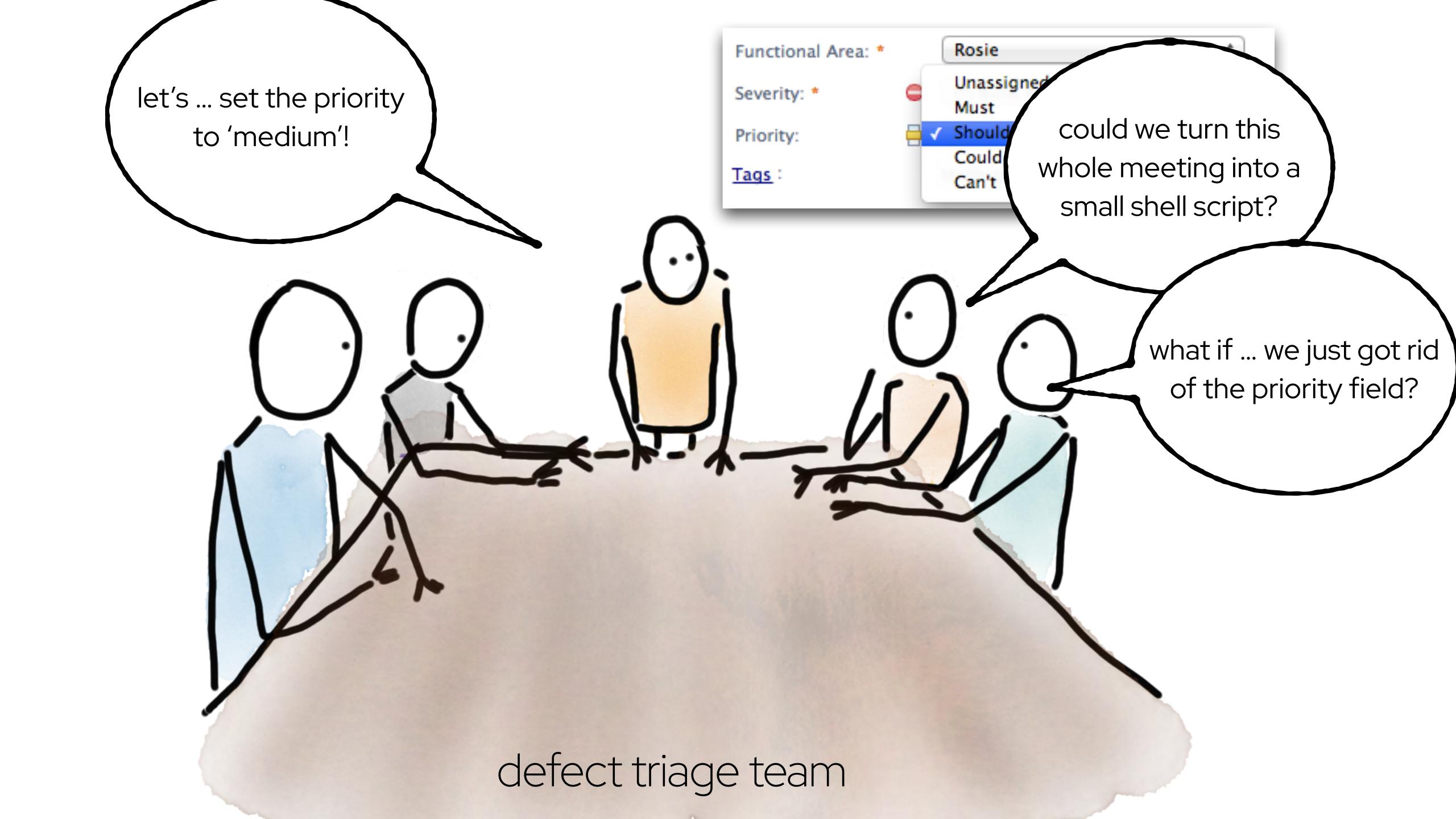


make sure incentive structures do not reward inefficiency

once you've eliminated the obvious waste ... go further

"There is nothing so useless as doing efficiently that which should not be done at all."

Peter Drucker



instead of using ai to fill in boilerplate, could we just ... get rid of the boilerplate?

example: logging with quarkus

```
package com.example;
import io.quarkus.logging.Log;
public class MyService {
    private static final Logger log = Logger.getLogger(MyService.class);
    public void doSomething() {
        Log.info("It works!");
```

- think different
- go for radical waste reduction

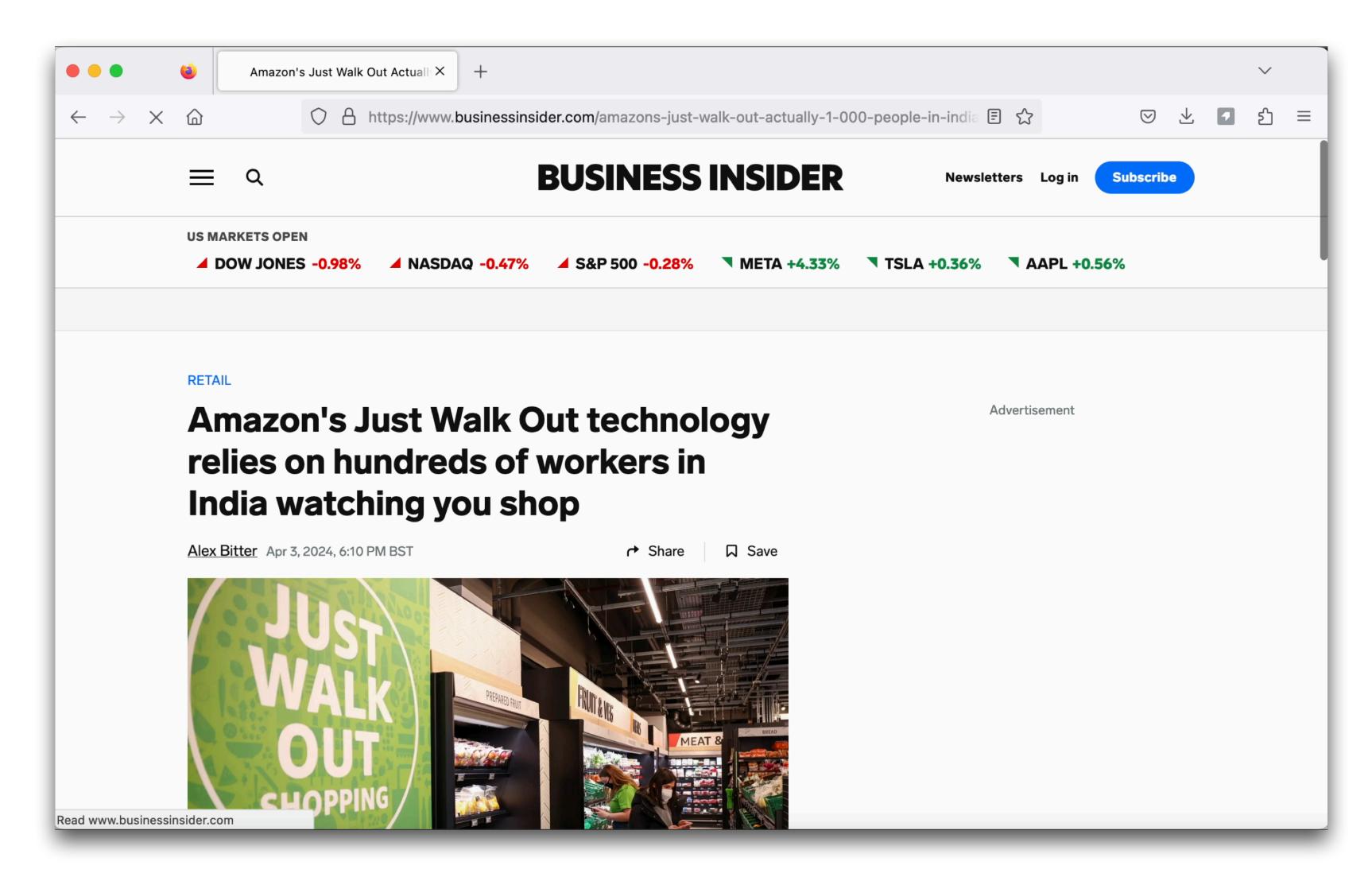


trade-offs

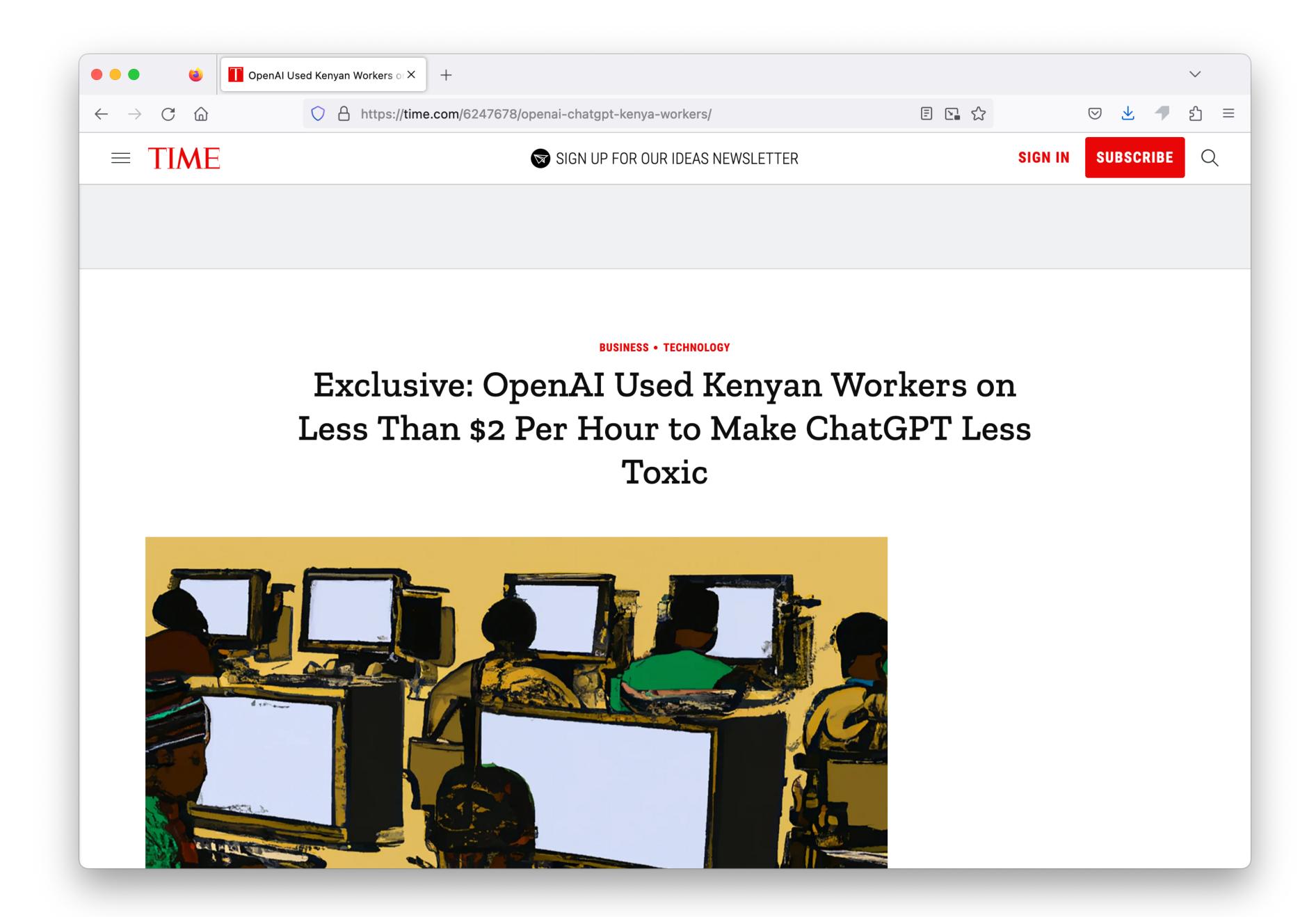
when efficiency isn't efficient

automation may not save as much time as you think

sometimes, "Al" is just shifting who is doing the work



@holly_cummins #RedHat

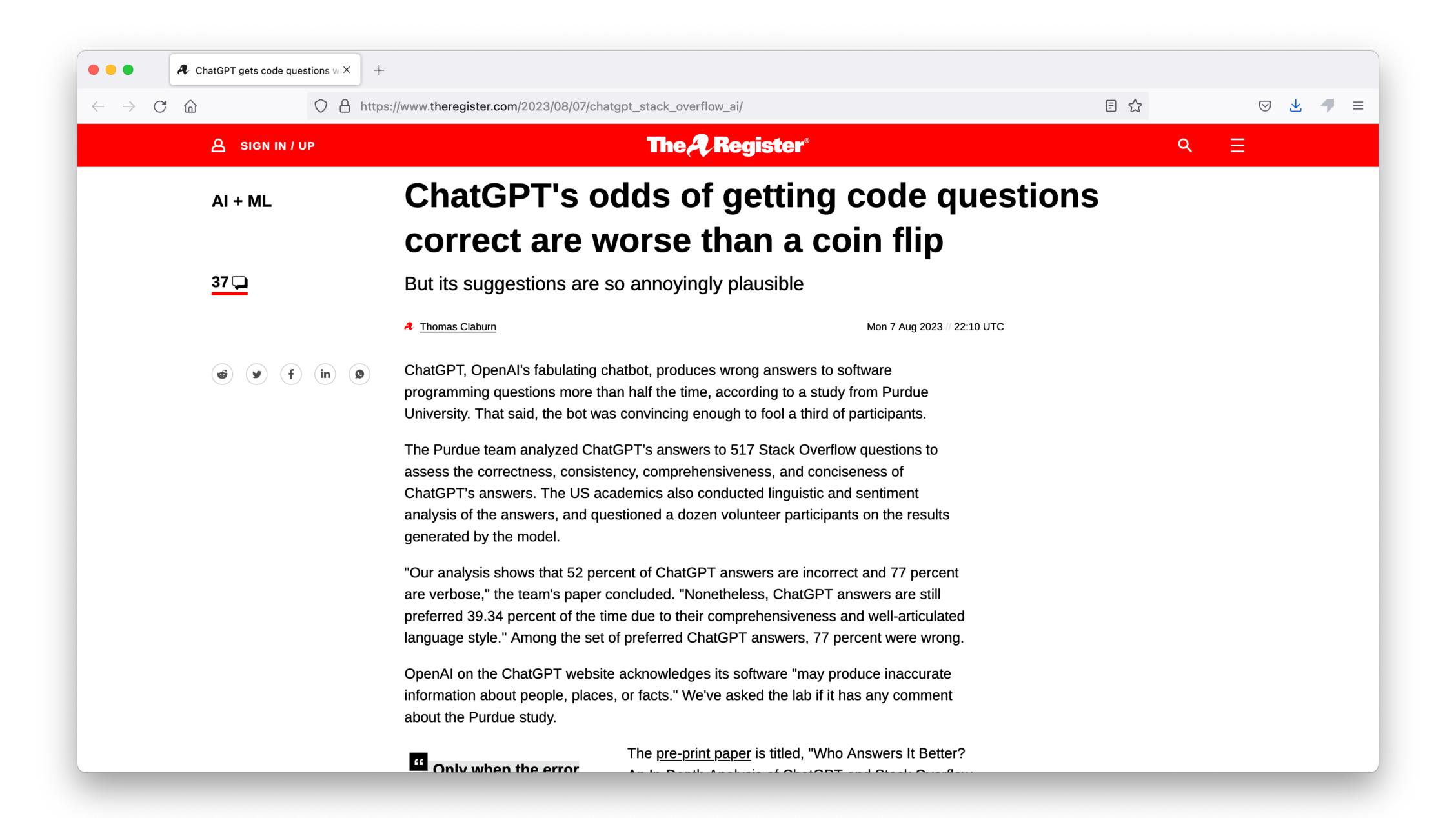


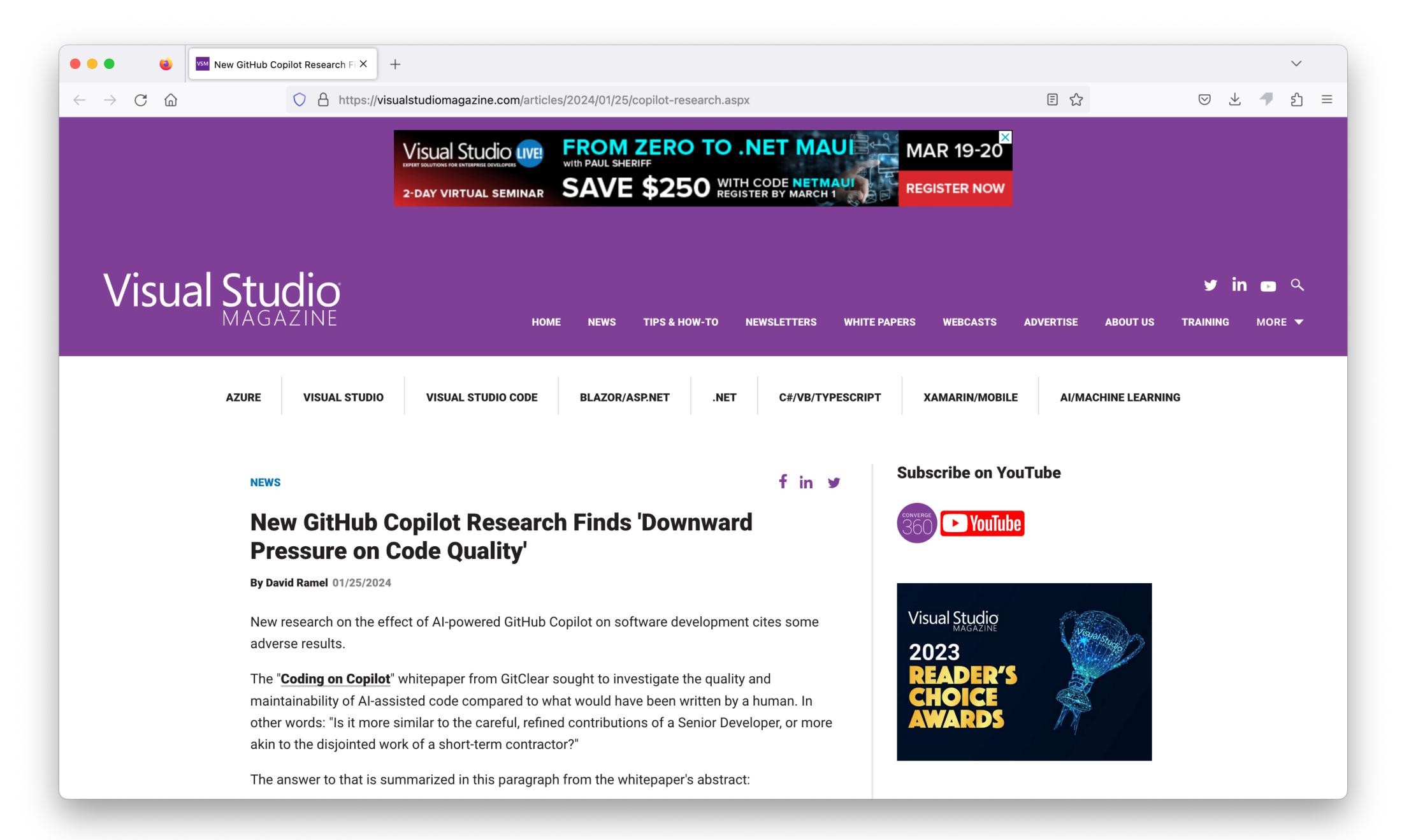
sometimes, the person they're shifting the work to is **you**

- writing natural language specifications (ie "prompts")
- validation
- debugging
- maintenance

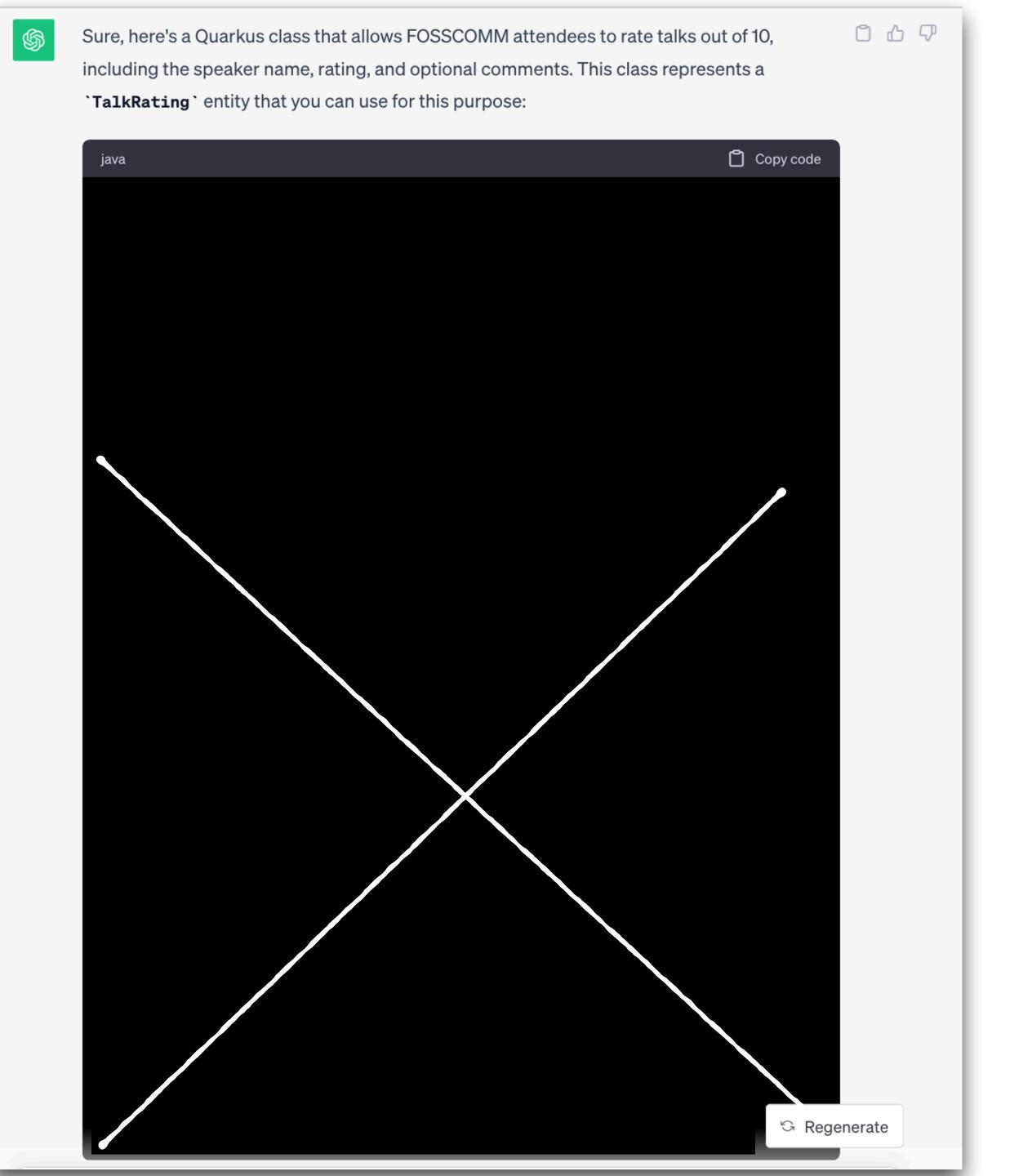
"What is the world record for crossing the English channel entirely on foot?"

"The w bullshit as a service English Lancure held by Christof Wand who completed the croand 51 minutes on A





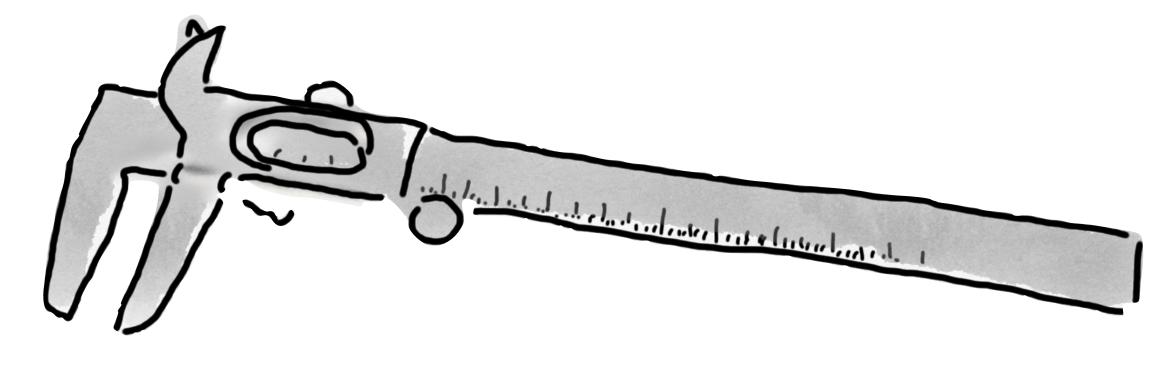
70% unnecessary code



"illusion of efficiency"

"data-driven"

measuring the efficiency of people

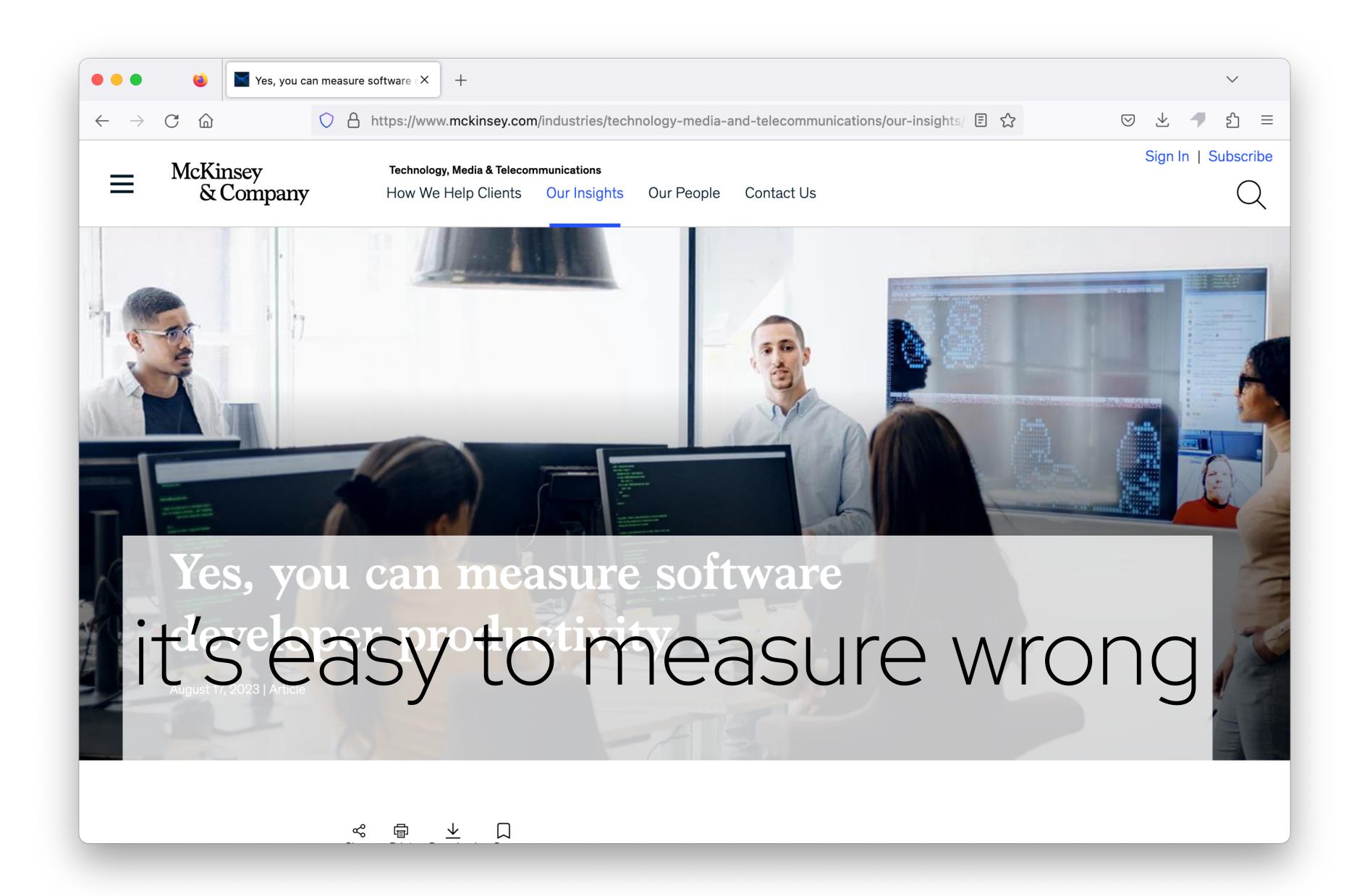


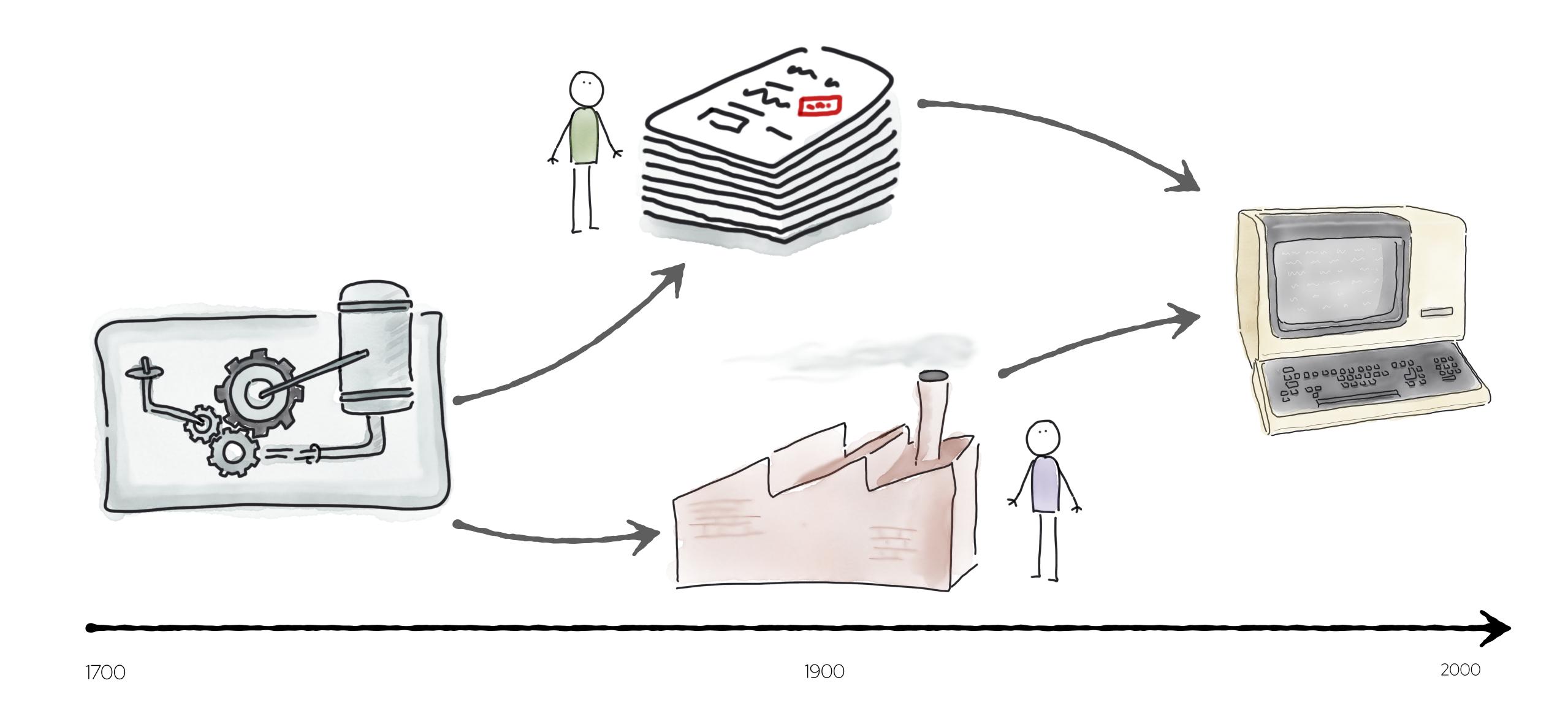
@holly_cummins

#RedHat

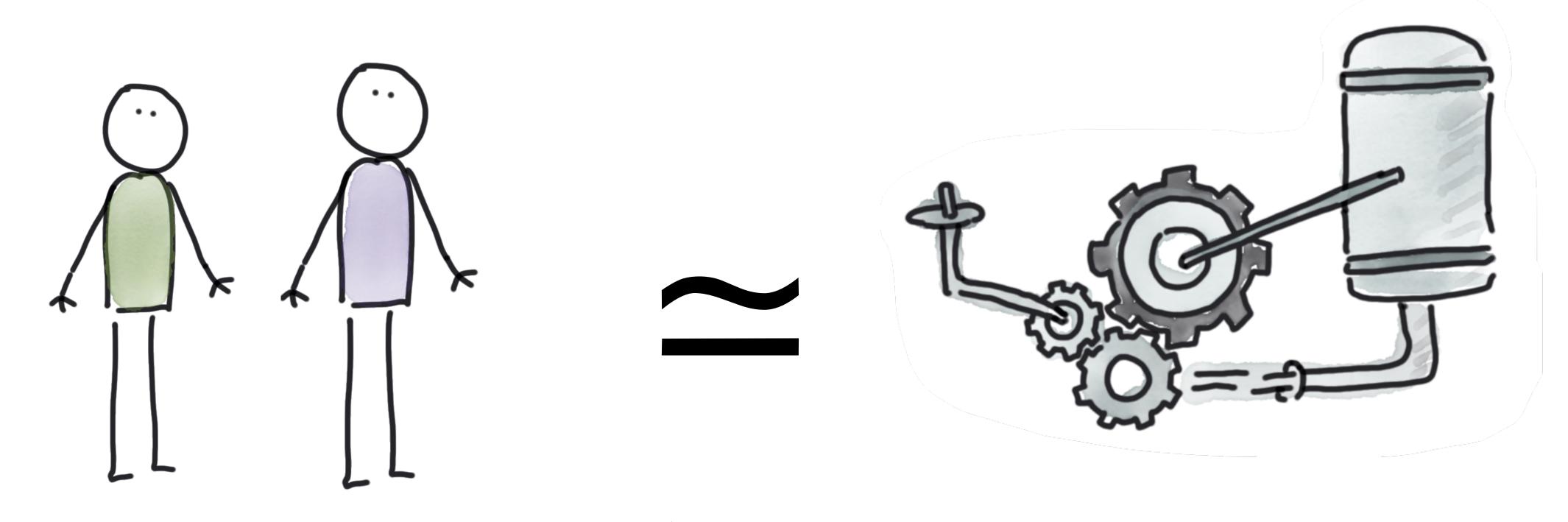
you get what you measure

are you measuring what you actually want?





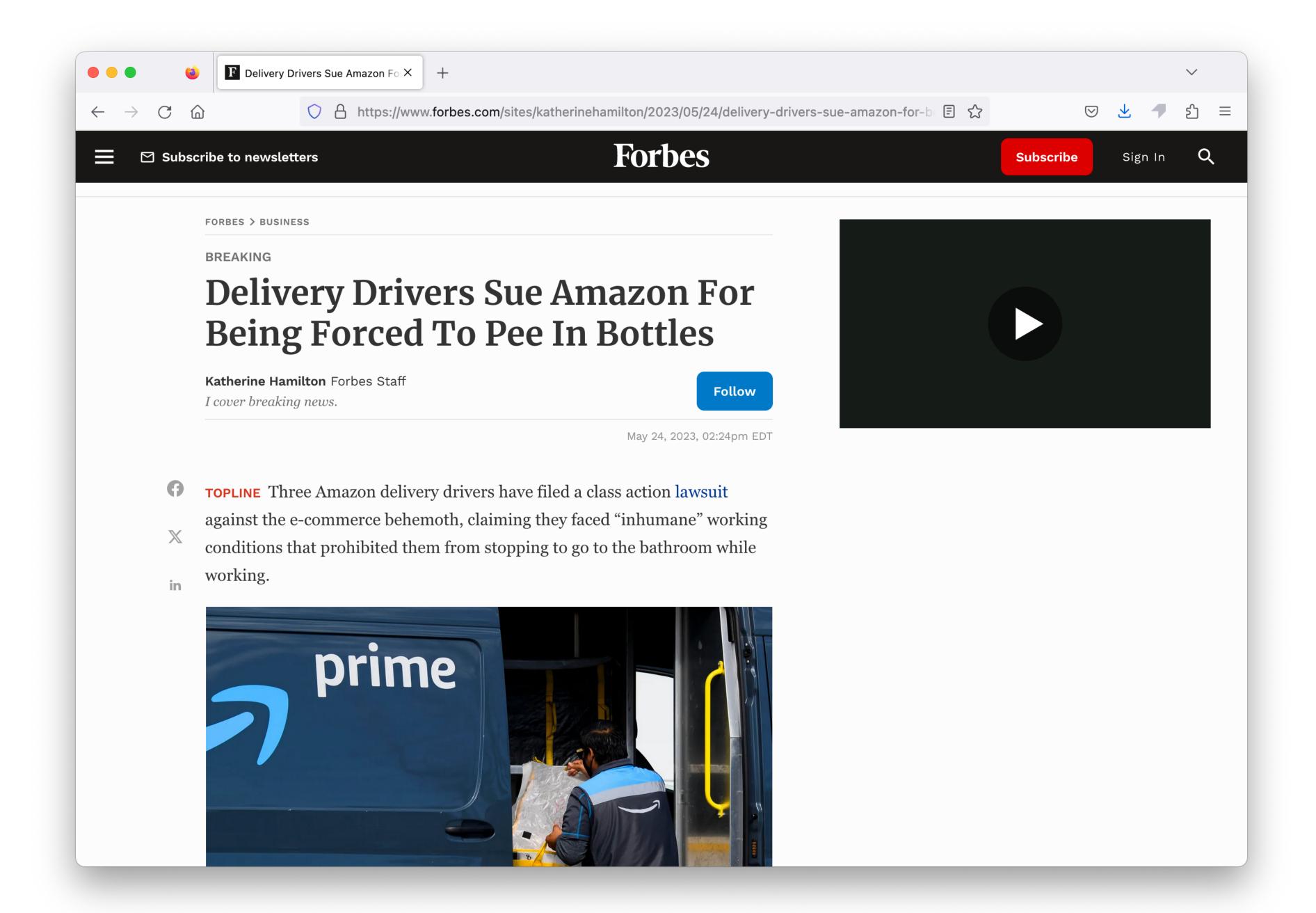
@holly_cummins #RedHat



taylorism

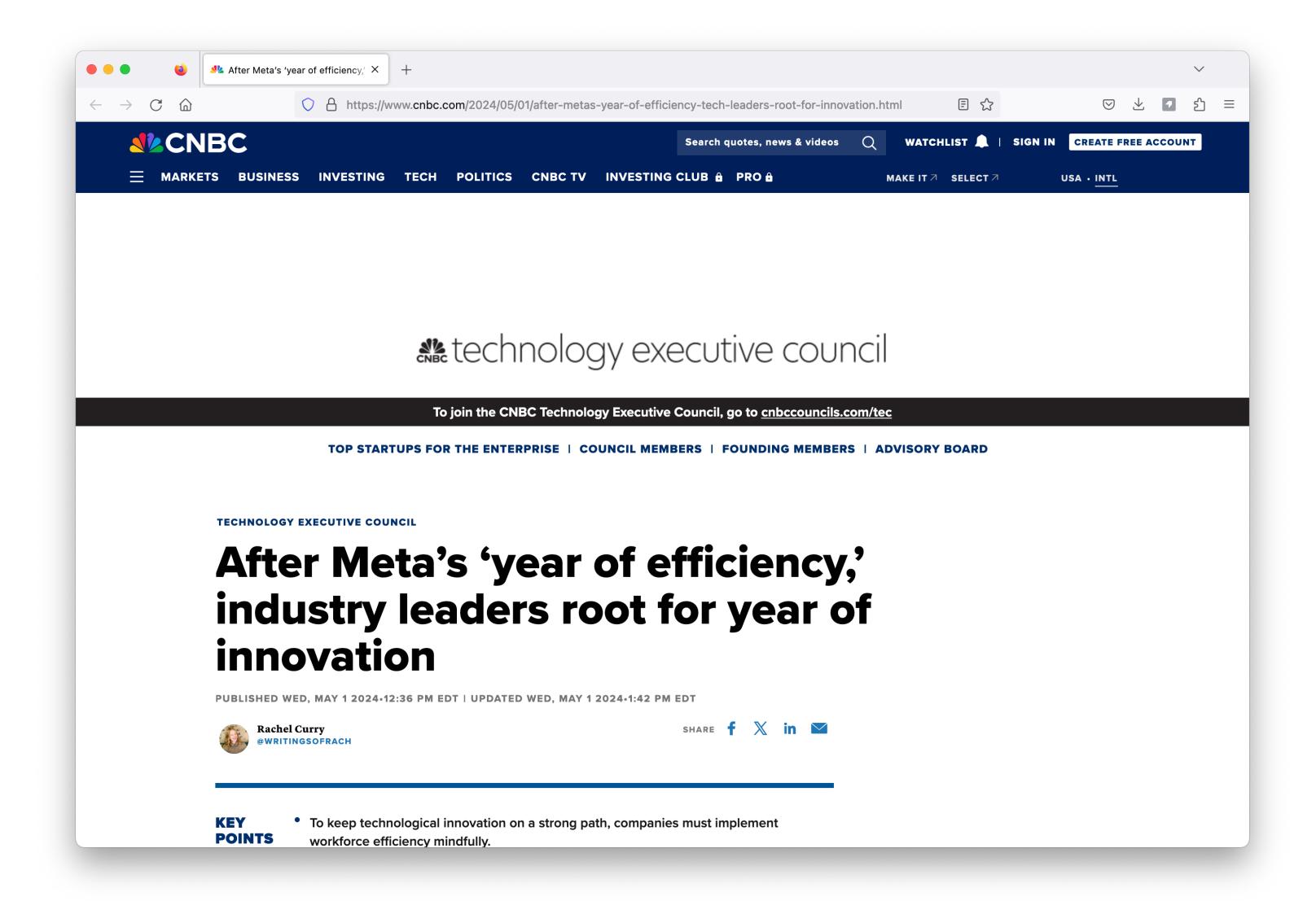
@holly_cummins

#RedHat

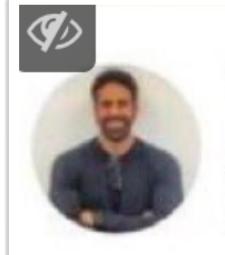


@holly_cummins #RedHat

reduce waste, not humanity



"efficiency" as a synonym for layoffs

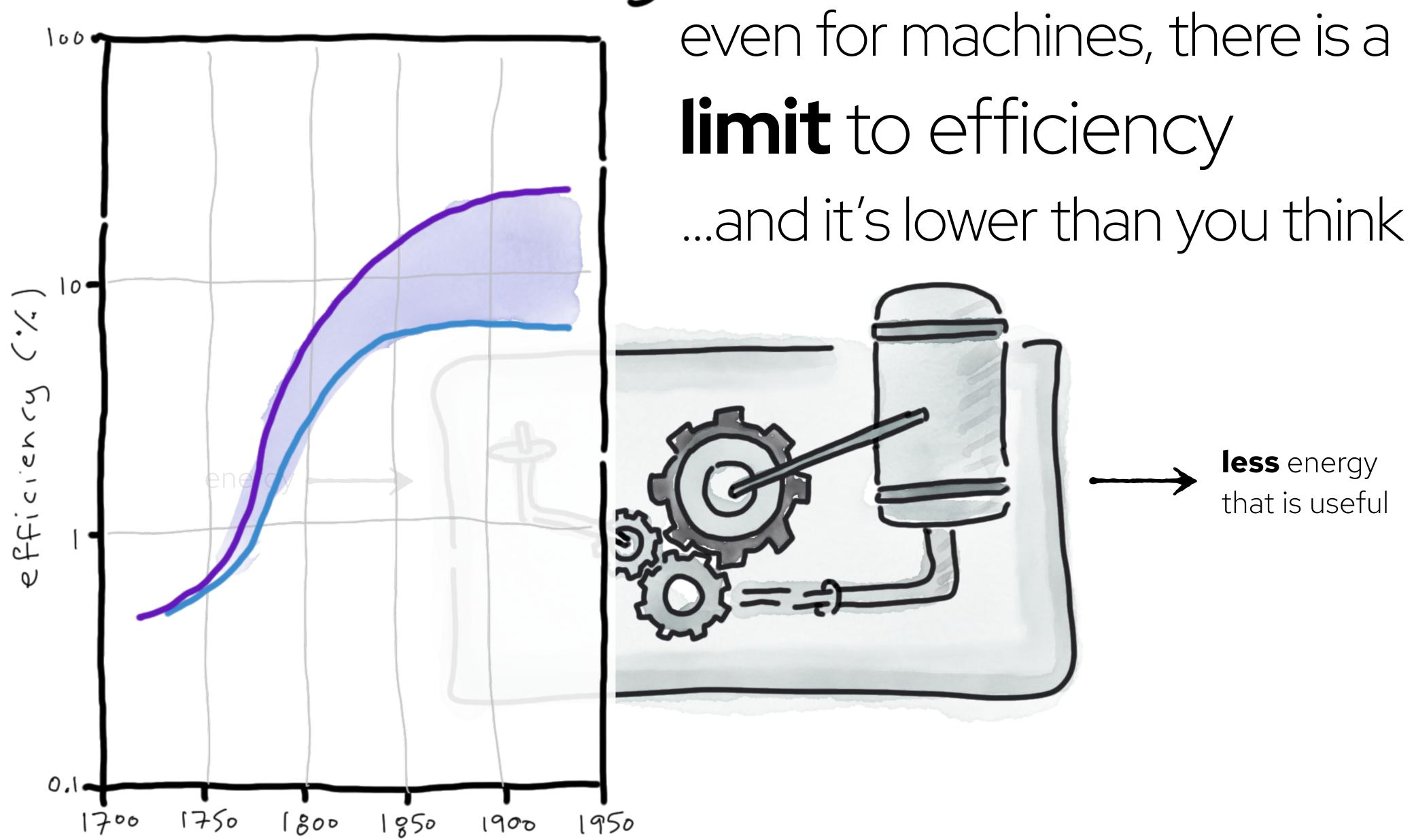


Yash Zaveri · 1st

Partner & Managing Director at Flash Ventures 11m

I just heard of a founder who monitors his co-founder's and employee's productivity via a Whoop group. The team is collectively averaging 5.5 hours of sleep per night.

steam engine efficiency



consider other requirements, such as resiliency

less efficient

(more legs than needed)

highly efficient

(optimum number of legs)



resilient

no resiliency



all work and no play is ... not efficient

research shows: fun is good for business.

Effects of Workplace Fun on Employee Behaviors: Focused on Generation Y in the Hospitality Industry

Young Gin Choi Hospitality Management and Dietetics Kansas State University, USA

Junehee Kwon Hospitality Management and Dietetics Kansas State University, USA

and

Wansoo Kim
Tourism Management
Dong-A University, Korea

ABSTRACT

The conceptual model of this study was tested based on responses from 234 hospitality students in the US who are Generation Yers and had worked in the hospitality industry for more than 3 months. This study revealed that Generation Y employees' attitude toward workplace fun positively affects their experienced workplace fun. In turn, Generation Yers' experienced workplace fun showed direct effects on their job satisfaction, task performance, and interpersonal citizenship behaviors. Affected by experienced workplace fun, job satisfaction significantly enhanced employees' task performance and interpersonal job satisfaction. In essence, for Generation Y employees in hospitality businesses, workplace fun is a significant factor in their job satisfaction, task performance, and interpersonal citizenship behavior. These findings provide a significant insight to hospitality employers who typically have a hard time to attract best young talents and motivate them mainly due to low-paying, low-status nature of hospitality jobs.

Keywords: workplace fun, Generation Y, hospitality business, job satisfaction, task performance, interpersonal citizenship behavior.

INTRODUCTION

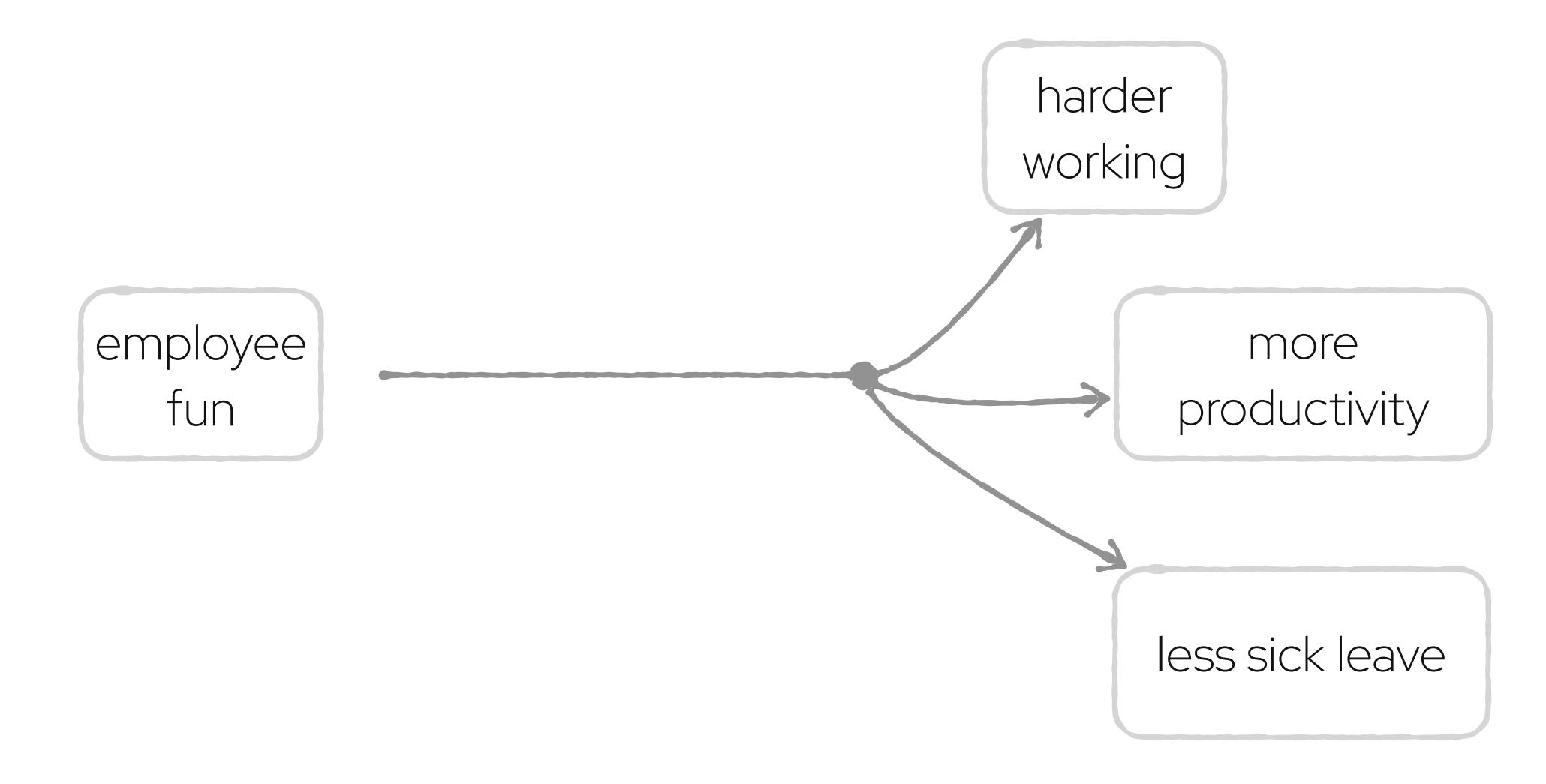
A growing number of business writers and consultants maintain that fun at work is essential for enhancing employee motivation and productivity, reducing stress (Karl, Peluchette, Hall, & Harland, 2005). According to Glasser (1994), having fun is the highest level of need of workers and often unmet at work while the lower levels of needs are mostly met at work. Bolton and Houlihan (2009) even articulated that fun at work seems become an established and accepted contributor to advisable people management and thus the bottom line. Indeed, previous academic studies have linked workplace fun with job satisfaction (Karl & Peluchette, 2006) and with task performance and organizational citizenship behavior (Fluegge, 2008).

n Job

e fun and otional of e workers' orkers in s, their

nsultants and aul, & 102). In w that a s from ophy be us and/or

studies show...



PRODUCTIVITY

Positive Intelligence

by Shawn Achor

"Your brain at positive is 31%

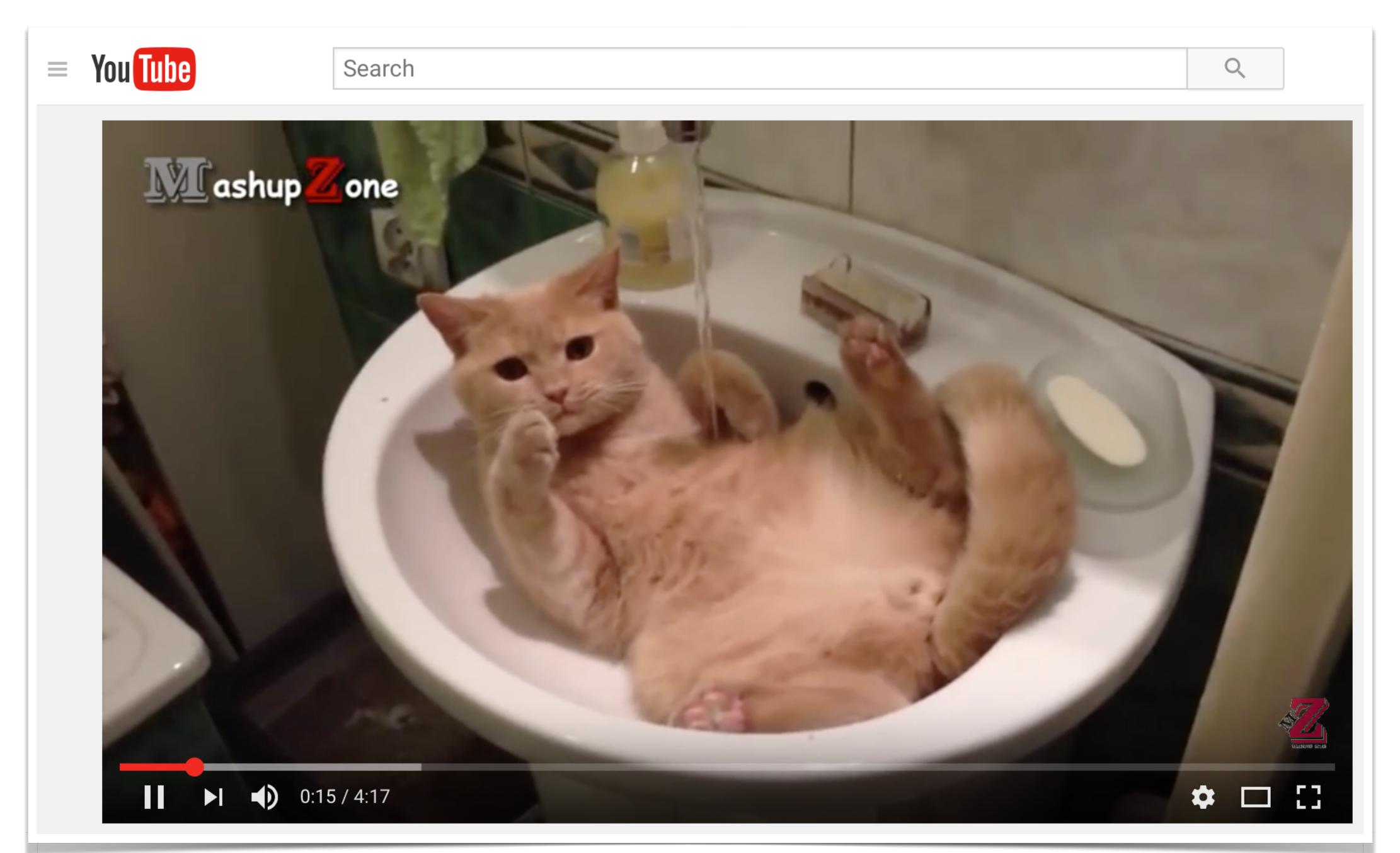
more productive than your

brain at negative, neutral or

stressed."

n July 2010 Burt's Bees, a personal-care products company, was undergoing enormous change as it began a global expansion into 19 new countries. In this kind of high-pressure situation, many leaders pester their deputies with frequent meetings or flood their in-boxes with urgent demands. In doing so, managers jack up everyone's anxiety level, which activates the portion of the brain that processes threats—the amygdala-and steals resources from the prefrontal cortex, which is responsible for

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Happiness and Productivity

Andrew J. Oswald*, Eugenio Proto**, and Daniel Sgroi**

*University of Warwick, UK, and IZA Bonn, Germany
**University of Warwick, UK

JOLE 3rd Version: 10 February 2014

Emails: andrew.oswald@warwick.ac.uk; e.proto@warwick.ac.uk; daniel.sgroi@warwick.ac.ul

JEL Classification: D03, J24, C91

Keywords: Well-being; productivity; happiness; personnel economics.

Address: Department of Economics, University of Warwick, Coventry CV4 7AL, United Kingdom. Telephone: (+44) 02476 523510

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"Individuals [who just watched a comedy video] have approximately

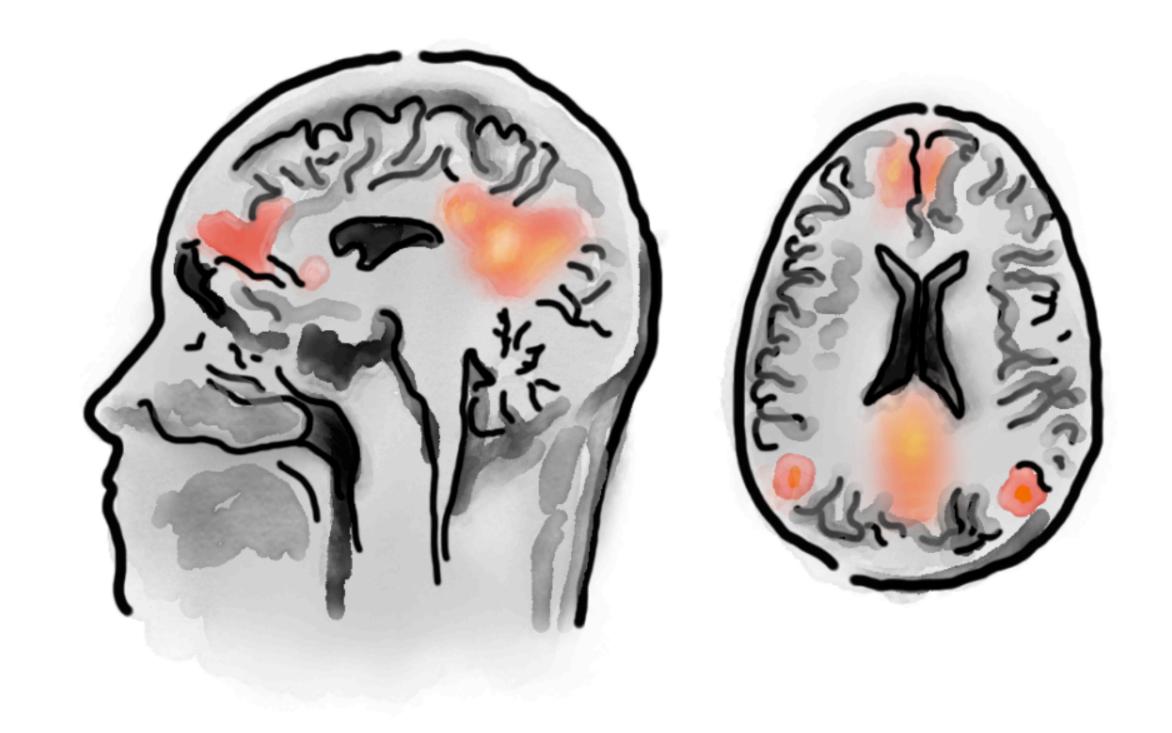
greater productivity."

https://wrap.warwick.ac.uk/63228/7/WRAP_Oswald_681096.pdf

play helps creativity

we work in a creative industry

doing nothing helps creativity



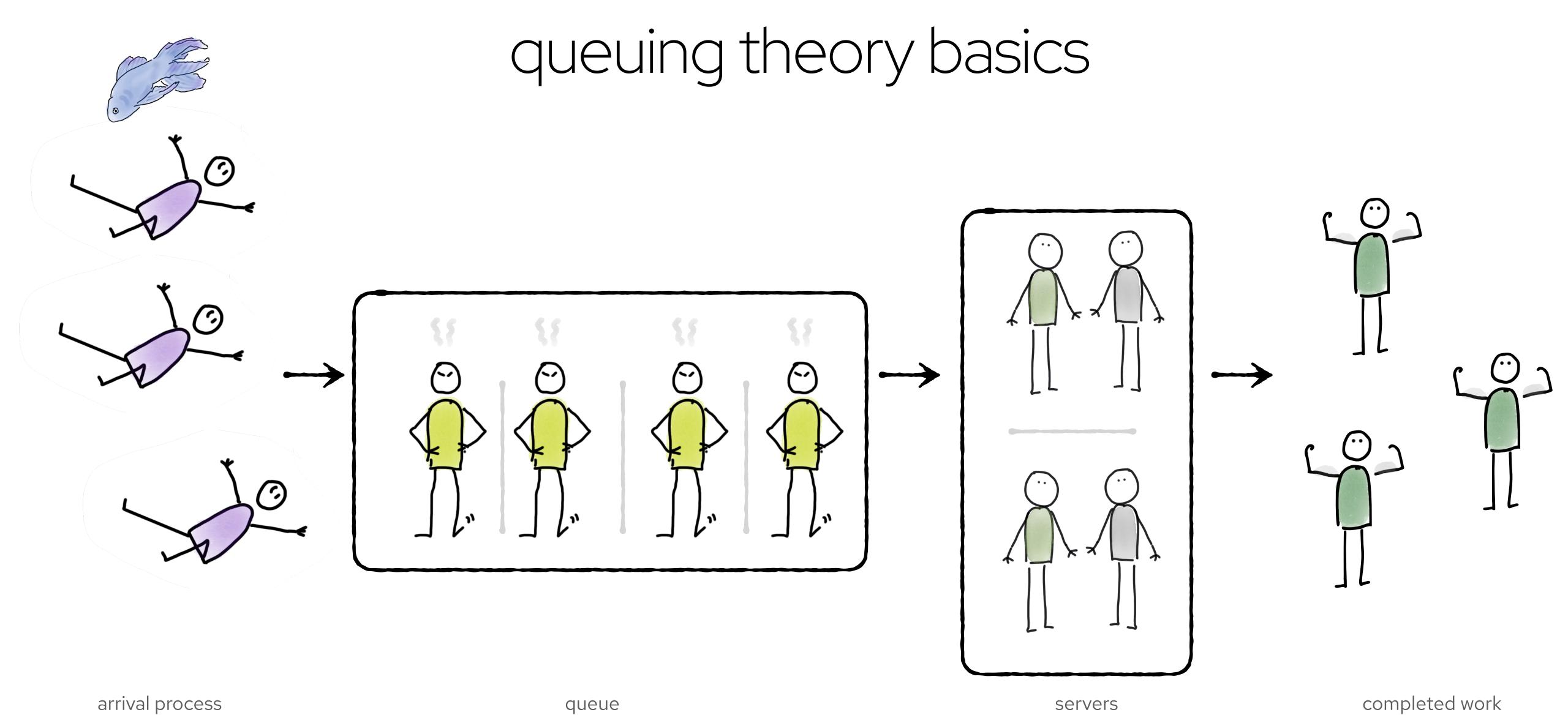
the default mode network idle minds can solve hard problems

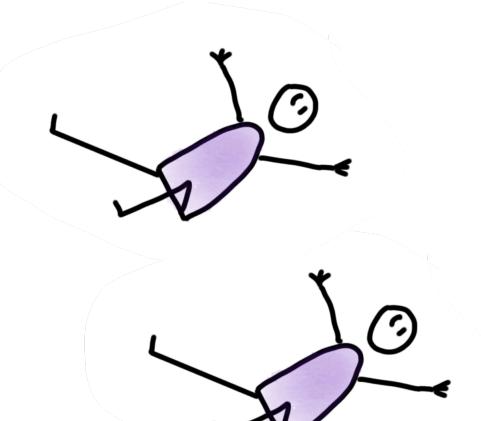
@holly_cummins#RedHat

psychology says we need idle time; maths agrees

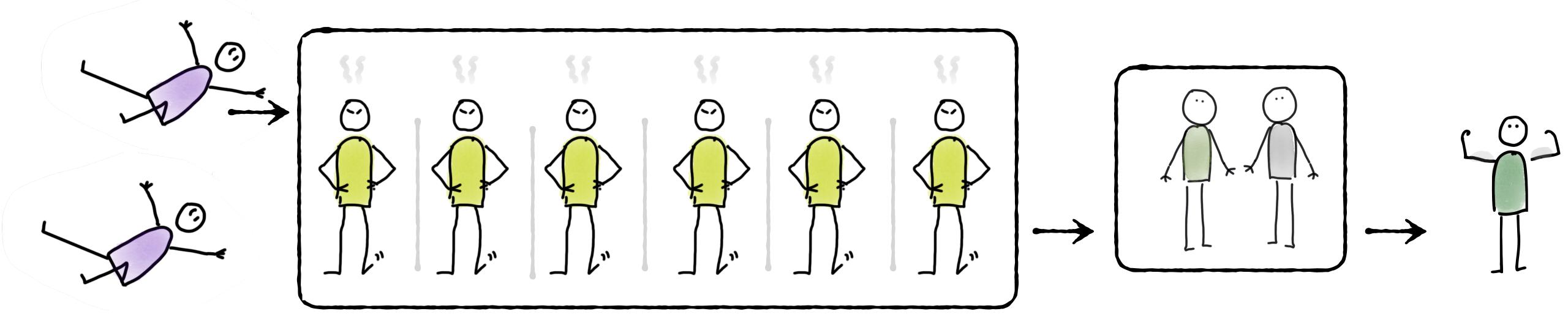
queueing theory says systems need to run under-capacity to cope





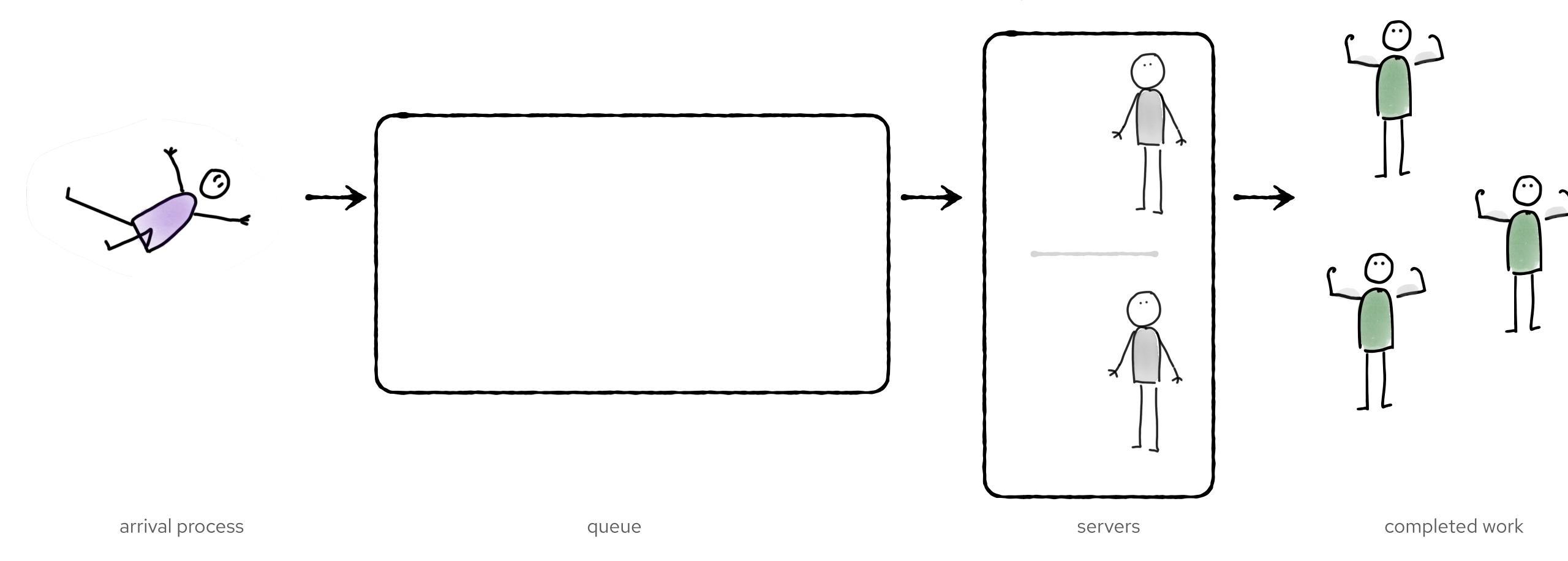


if server capacity is too low, wait times are high



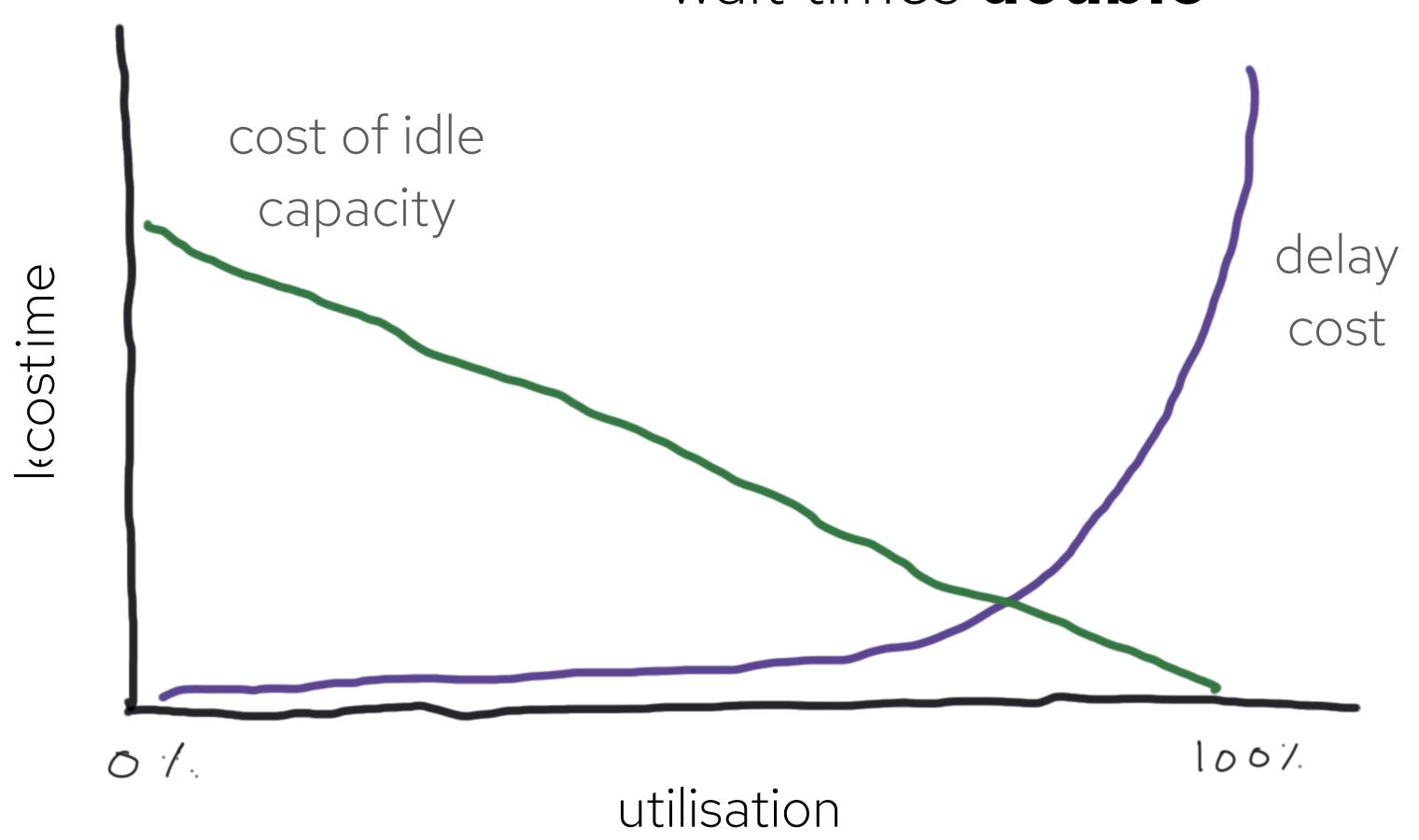
arrival process queue servers completed work

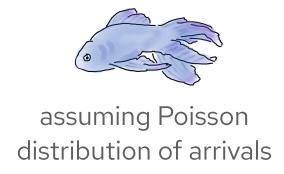
if arrival rates are low, servers will be idle

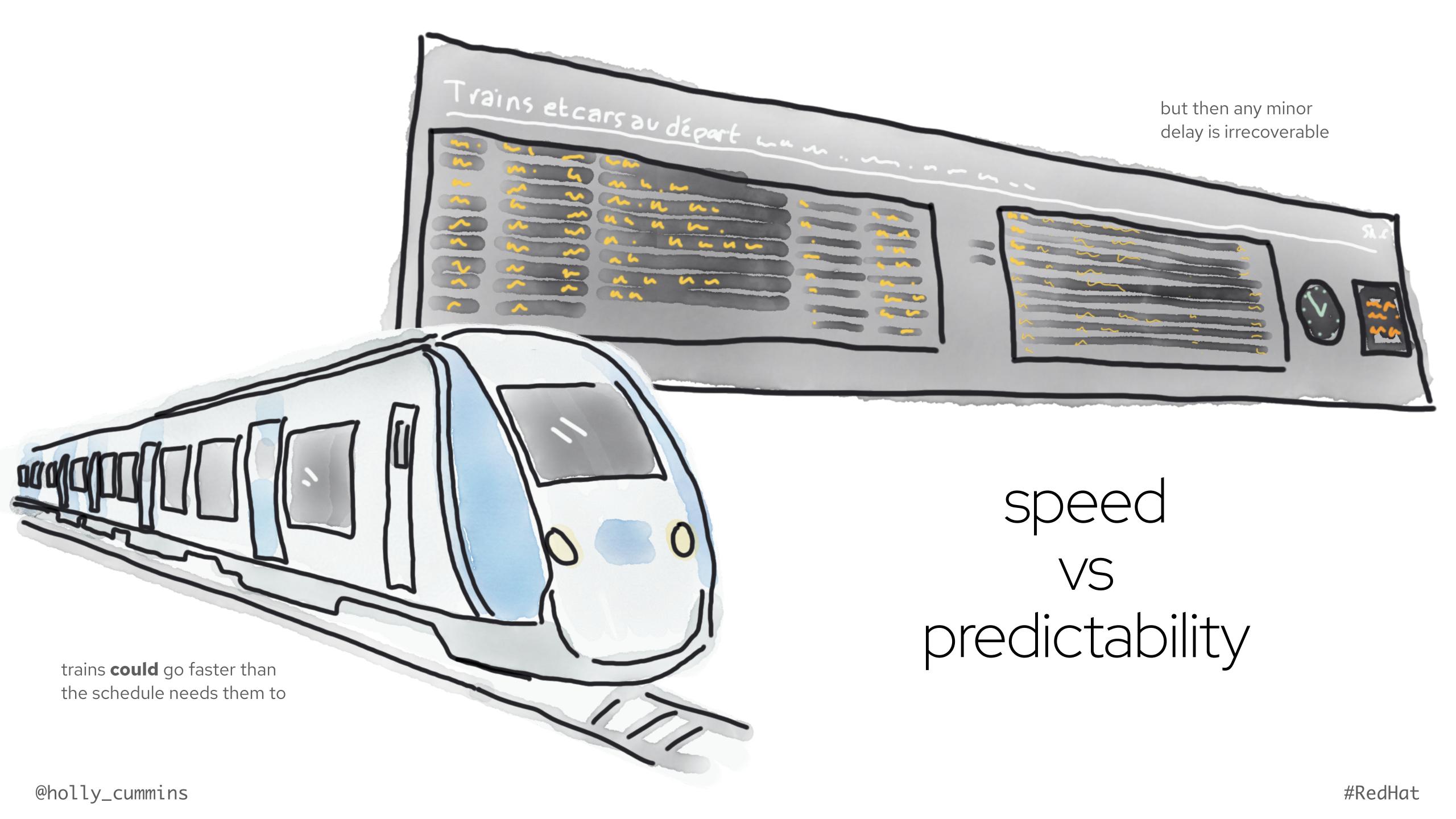


80% utilisation → 90% utilisation:

wait times double







this is great news

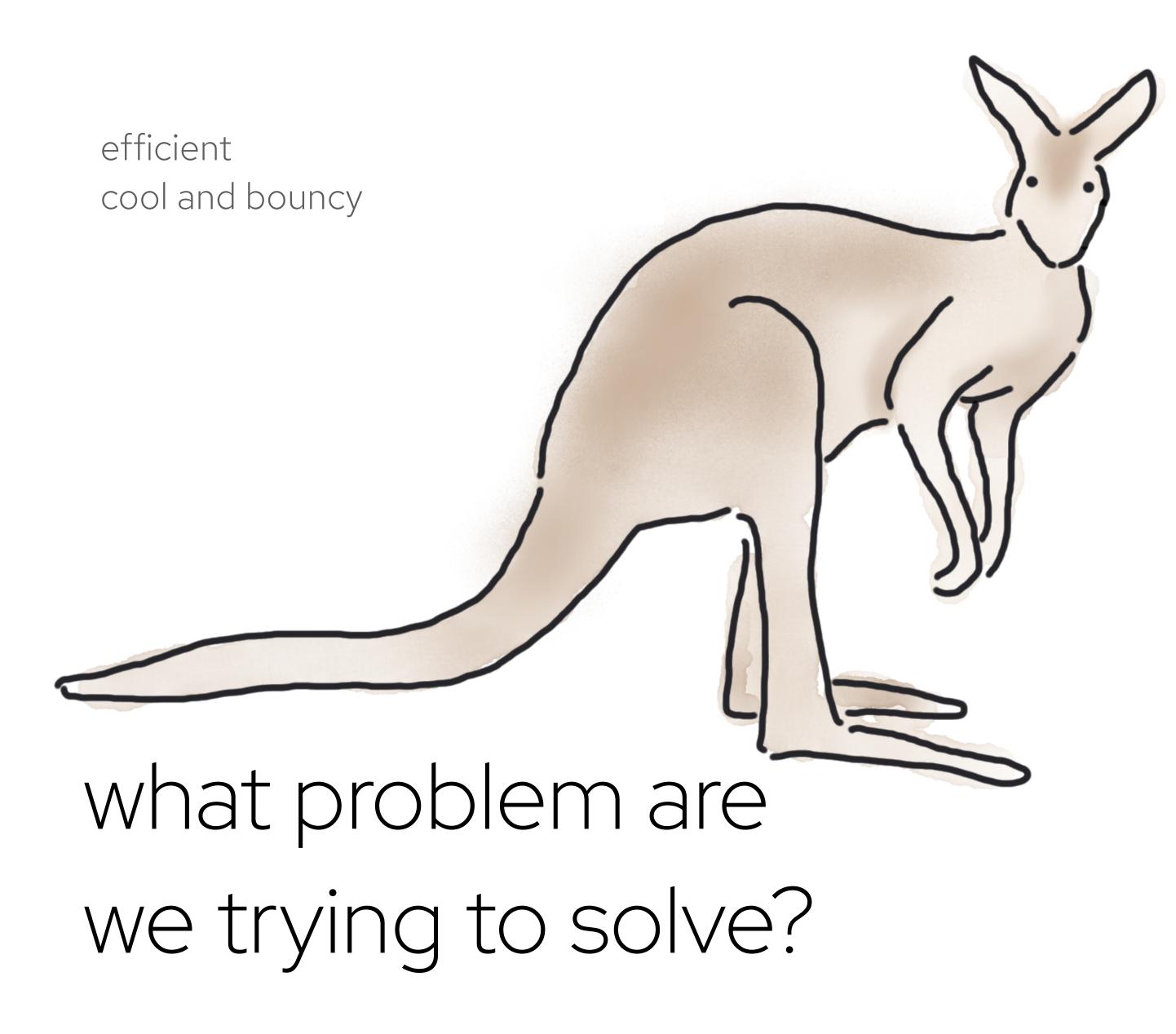
relaxing has business value

- measure thoughtfully; you **will** get what you measure
- remember the paradoxes:
 - efficiency is **not** always efficient
 - fun and idleness improves efficiency



are you optimising the right thing?

efficiency can take unexpected forms





too long; didn't pay attention)



- do look for waste, and get rid of it
- measure carefully, and **beware** the illusion of efficiency
- remember that people and systems function better with some idle time





https://hollycummins.com/efficiency-staffplus/

thank you

@holly_cummins

#RedHat