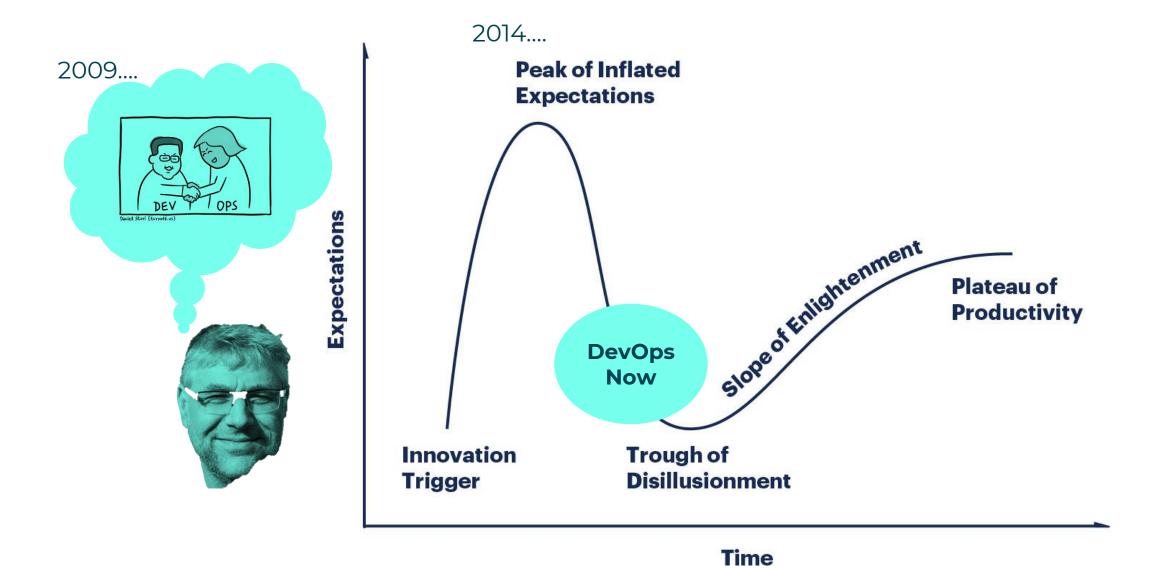


# On the Mechanics of Goof

→ A Simulation Of the DevOps Value Proposition



## QA Happy Birthday, DevOps



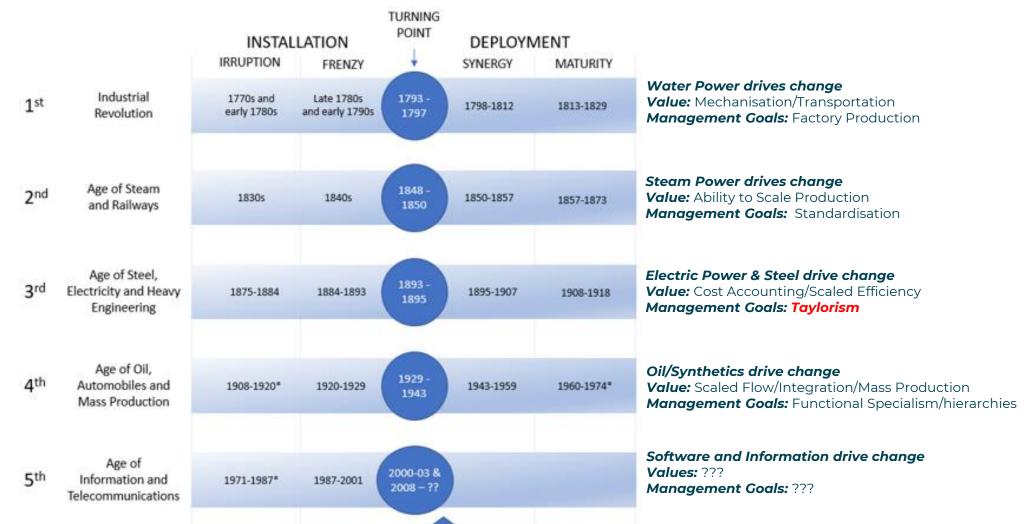


### "Why Can't DevOps Just Work?!" Says Oil

→ Carlota Perez: "You were the same way when you were a kid!"

We are here

Source: https://www.osam.com/Commentary/value-is-dead-long-live-value?source=techstories.org



#### Q٨

#### Wait... Where Are You Taking Us?

→ Explore How Different DevOps Transformation Approaches Lead to Different Results



Spoiler Alert! You may want to close your eyes and ears!

The greatest value of DevOps is not found in the technologies or even practices, but through it's ability to unleash the power of your people.



#### Lets Do A Simulation

#### → Introducing Health Life ...

North American Healthcare Provider Looking To Further its Performance Lead with its new Digital Capabilities

#### **Business Lines**

- Heath Care Facilities
- Assisted Living Services
- Physical Therapy Service
- Specialist Services

#### **Digital Capabilities**

- Al Analysis Capabilities
- Mobile Framework
- IoT Systems Framework
- Content Management
   System

#### **Annual IT Financials**

- \$100M/yr "Change" spend
- **\$265M/yr** "Run" spend
- Forecast \$125M return

| 2019 Metric        | Health Life   | Industry Average |
|--------------------|---------------|------------------|
| Revenue            | \$5.5B        | \$2.3B           |
| Operating Expenses | \$5.2B        | \$2.2B           |
| Operating Income   | \$300M        | \$85.2M          |
| Operating Margin   | <b>5.45</b> % | 4%               |



#### QA Simulation: Begin

#### → No IT Transformation Approach

First Simulations features no IT changes and portfolio is delivered as expected...

| Financial Metric                | 2019    | After<br>Portfolio |
|---------------------------------|---------|--------------------|
| IT Transformation Program Spend | \$0     | \$0                |
| Net Revenue                     | \$ 5.5B | \$ 5.625B          |
| Operating Expenses              | \$ 5.2B | \$ 5.2B            |
| Operating Income                | \$ 300M | \$ 425.3M          |
| Operating Margin                | 5.45%   | 7.56%              |
| Increase in Operating<br>Margin | N/A     | 39%                |
| IT Spending/Budget              | \$ 370M | \$ 370M            |

Job Done?



#### QA The Law of Goof

- > Given an instance where work is being done "W"...
- Comprised by a specific team "T"
- Working on solving problems for a specific set of markets or people "P"
- > At a specific time "t"...
- > That system will exhibit a **non-zero goofiness**.
- ightharpoonup This goofiness can be expressed as the ratio between failed work and successful work, or the **Goof Quotient**  $Q_{goof}$

$$Q_{goof} = rac{Number\ Of\ Ideas\ that\ Don't\ Work}{Total\ Number\ of\ Ideas} > 0\ pprox 75\%$$



### Simulation: Begin (Again)

#### → No IT Transformation Approach

Apply a 75% failure rate for portfolio delivery

| Financial Metric                | 2019    | After<br>Portfolio |
|---------------------------------|---------|--------------------|
| IT Transformation Program Spend | \$0     | \$0                |
| Net Revenue                     | \$ 5.5B | \$ 5.531B          |
| Operating Expenses              | \$ 5.2B | \$ 5.2B            |
| Operating Income                | \$ 300M | \$ 331.3M          |
| Operating Margin                | 5.45%   | 5.99%              |
| Increase in Operating<br>Margin | N/A     | 10%                |
| IT Spending/Budget              | \$ 370M | \$ 370M            |

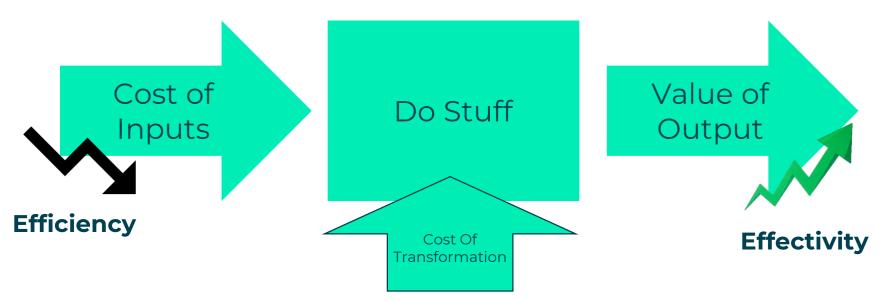
Industry average > 10%



## QA How can we get more?

The ROI can be modelled as the "Increase In Operating Income" you get for the price of your transformation....







## Simulation: Begin (Again)

#### → Automation for Cost Savings

Cut 25% costs via DevOps automation

| Financial Metric                | 2019    | "Goofy"<br>Portfolio | "Goofy" Cost<br>Transformation |
|---------------------------------|---------|----------------------|--------------------------------|
| IT Transformation Program Spend | \$0     | \$0                  | <b>\$7.</b> 5M                 |
| Net Revenue                     | \$ 5.5B | \$ 5.531B            | \$ 5.512B                      |
| Operating Expenses              | \$ 5.2B | \$ 5.2B              | \$ 5.133B                      |
| Operating Income                | \$ 300M | \$ 331.3M            | \$ 379.1M                      |
| Operating Margin                | 5.45%   | 5.99%                | 6.88%                          |
| Increase in Operating<br>Margin | N/A     | 10%                  | 26%                            |
| IT Spending/Budget              | \$ 370M | \$ 370M              | \$ 303M                        |

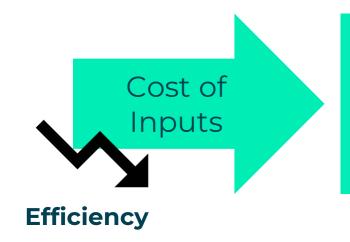
2015 Harvard Business Review Article Cites a Study finding disengaged employees have:

- 37% higher absenteeism
- 49% more accidents
- 60% more errors and defects.

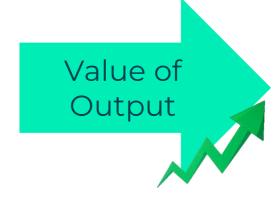
#### Q٨

## There's Nothing Wrong With Efficiency

→ But Disruption Comes from Increasing Effectivity and Innovation



Do Stuff



... So How Do We Increase Effectivity In Disruptive Markets?

**Effectivity** 

Trying to Drive Cost Savings Via DevOps May Not Work

- Cost Of Transformation hard to manage
- Long Term Costs Creep back

Efficiency Transformation Can Damage Effectiveness

- Engagement and motivation goes down
- · Innovation goes down
- Knowledge is lost

Efficiency Shapes Transformation Incorrectly

 Disruption Doesn't come from Cost Savings, It Comes from Innovation

#### QA

## **Managing Uncertainty Through Experiment**



Variation!

Survivability!

Selection!

The more experiments, the better

The smaller, then better

The more feedback, the better

Entrepreneurial Culture!

Minimum viable product!

Validated Learning!



**Peter Akimovich Palchinsky** 1875-1929

**Eric Reis** Founder of Lean Startup



| Product 1  | 10M USD |
|------------|---------|
| Product 2  | 10M USD |
| Product 3  | 10M USD |
| Product 4  | 10M USD |
| Product 5  | 10M USD |
| Product 6  | 10M USD |
| Product 7  | 10M USD |
| Product 8  | 10M USD |
| Product 9  | 10M USD |
| Product 10 | 10M USD |

Potential: 100M USD



| Product 1  | 10M USD |
|------------|---------|
| Product 2  | 10M USD |
| Product 3  | 10M USD |
| Product 4  | 10M USD |
| Product 5  | 10M USD |
| Product 6  | 10M USD |
| Product 7  | 10M USD |
| Product 8  | 10M USD |
| Product 9  | 10M USD |
| Product 10 | 10M USD |

Potential: 100M USD

Realised: **30M USD** 



| Product 1  | 5M USD | 5M USD |
|------------|--------|--------|
| Product 2  | 5M USD | 5M USD |
| Product 3  | 5M USD | 5M USD |
| Product 4  | 5M USD | 5M USD |
| Product 5  | 5M USD | 5M USD |
| Product 6  | 5M USD | 5M USD |
| Product 7  | 5M USD | 5M USD |
| Product 8  | 5M USD | 5M USD |
| Product 9  | 5M USD | 5M USD |
| Product 10 | 5M USD | 5M USD |

Potential: 100M USD

Realised: **40M USD** 



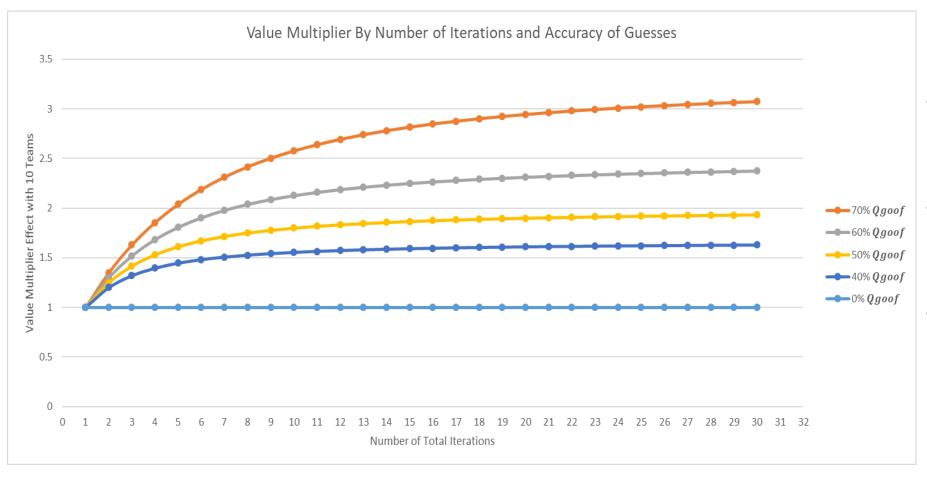
| Product 1  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
|------------|-----------|-----------|-----------|-----------|
| Product 2  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 3  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 4  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 5  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 6  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 7  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 8  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 9  | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |
| Product 10 | 2.5 M USD | 2.5 M USD | 2.5 M USD | 2.5 M USD |

Potential: 100M USD

Realised: **55M USD** 



## Exponential Decay Of Goofs (EDG) and the Goof Quotient ( $Q_{goof}$ )



- Experimentation
  Makes Bad Ideas Go
  Away
  Logarithmically
- After 14 Iterations,
   All Goof Level
   Impacts are reduced
   by over 90%
- Multiplying Effect Increases With The Goof Quotient



#### QA Continue Simulation... Goof Decay

#### → Process & Culture Transformation

Increase transformation investment to reward fast iteration, small batch sizes, and fast failure so organisations can achieve 4 iterations per cycle

| Financial Metric                | 2019    | "Goofy"<br>Portfolio | "Goofy" Cost<br>Reduction | Basic Goof<br>Reduction |
|---------------------------------|---------|----------------------|---------------------------|-------------------------|
| IT Transformation Program Spend | \$0     | \$0                  | \$7.5M                    | \$10M                   |
| Net Revenue                     | \$ 5.5B | \$ 5.531B            | \$ 5.512B                 | \$ 5.561B               |
| Operating Expenses              | \$ 5.2B | \$ 5.2B              | \$ 5.133B                 | \$ 5.133B               |
| Operating Income                | \$ 300M | \$ 331.3M            | \$ 379M                   | \$ 427M                 |
| Operating Margin                | 5.45%   | 5.99%                | 6.88%                     | 7.69%                   |
| Increase in Operating<br>Margin | N/A     | 10%                  | 26%                       | 41%                     |
| IT Spending/Budget              | \$ 370M | \$ 370M              | \$ 303M                   | \$303M                  |

#### QA

#### The True Transformation

→ People Transformation

Transform
Technology to
Automating
Commoditised
Tasks

Transform
Processes by
Introducing
Experimentation

Transform
People Into
Differentiating
Product Teams

- Introduce Opportunities for People to Upskill and Advance
- Amplify Differentiation Increasing Number of Product Teams



#### Final Simulation... Amp Up the Change

#### → Process & Culture Transformation

Target >50% of displaced IT team members to join product teams

#### ROI for the Transformation = 1172%

| Financial Metric                | 2019    | "Goofy"<br>Portfolio | "Goofy" Cost<br>Reduction | Basic Goof<br>Reduction | Transform the Team |
|---------------------------------|---------|----------------------|---------------------------|-------------------------|--------------------|
| IT Transformation Program Spend | \$0     | \$0                  | \$7.5M                    | \$10M                   | \$15M              |
| Net Revenue                     | \$ 5.5B | \$ 5.531B            | \$ 5.512B                 | \$ 5.561B               | \$ 5.67B           |
| Operating Expenses              | \$ 5.2B | \$ 5.2B              | \$ 5.133B                 | \$ 5.133B               | \$ 5.166B          |
| Operating Income                | \$ 300M | \$ 331.3M            | \$ 379M                   | \$ 427M                 | \$ 507M            |
| Operating Margin                | 5.45%   | 5.99%                | 6.88%                     | 7.69%                   | 8.94%              |
| Increase in Operating<br>Margin | N/A     | 10%                  | 26%                       | 41%                     | 64%                |
| IT Spending/Budget              | \$ 370M | \$ 370M              | \$ 303M                   | \$303M                  | \$303M             |



#### Summary: Your People Are Your Differentiator



## Unleash their potential with DevOps

- ✓ Focus on Efficiency over Effectivity Leads to Missed Expectations
- ✓ Goof Is Real, Experimentation Decays it
- ✓ Transform our people and they will transform you



#### Thanks!

