



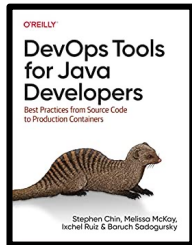
***CODING FAST
AND SLOW***



***APPLYING KAHNEMAN'S
INSIGHTS TO IMPROVE
DEVELOPMENT PRACTICES
AND EFFICIENCY***

BARUCH SADOGURSKY - @JBARUCH

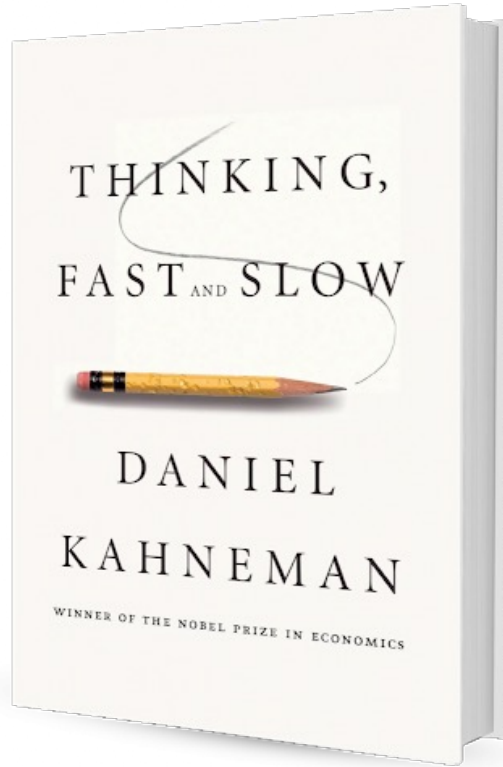
- × Developer Productivity Advocate
- × Gradle Inc
- × Development → DevOps → #DPE



SHOWNOTES

- × speaking.jbaru.ch
- × Slides
- × Video
- × All the links!





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A BAT AND A BALL COST \$1.10 IN TOTAL.

THE BAT COSTS \$1 MORE THAN THE BALL.

HOW MUCH DOES THE BALL COST?



HOW MUCH DOES THE BALL COST?

$$C10 + \$1.10 = \$1.20$$

$$C5 + \$1.5 = \$1.10$$



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TWO SYSTEMS

SYSTEM ONE

- x Fast
- x Intuitive
- x Automatic
- x Emotional
- x Cheap and eager

SYSTEM TWO

- x Slow
- x Analytical
- x Controlled
- x Logical
- x Expensive and lazy



REMEMBER THE FOLLOWING NUMBERS:

× 34687

× 56820

× 76378

× 90824

× 11247



RED



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GREEN



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YELLOW



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BROWN



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ORANGE



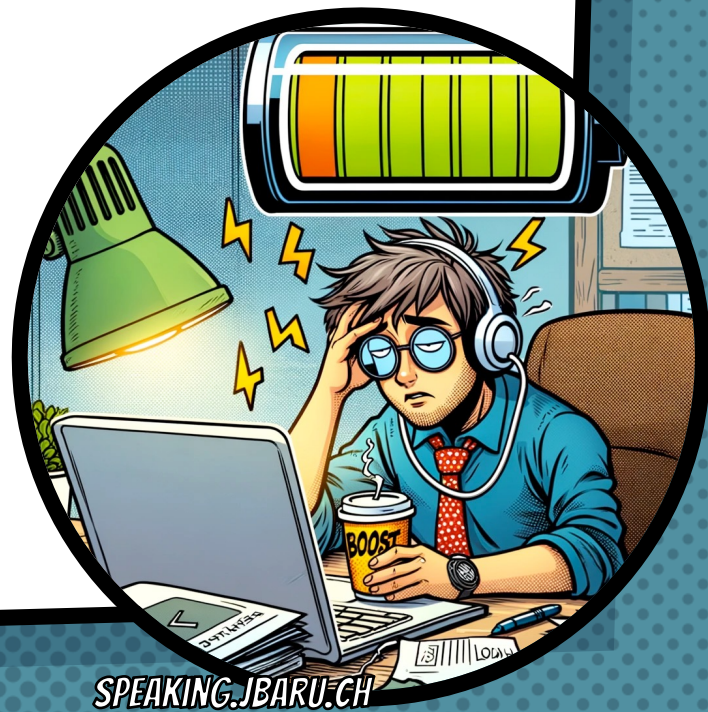
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YOU HAVE "MENTAL FUEL"



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The Journal of Neuroscience, August 26, 2020 • 40(35):6801–6811 • 6801

Behavioral/Cognitive

Attention and Capacity Limits in Perception: A Cellular Metabolism Account

 Merit Bruckmaier,¹ Ilias Tachtsidis,² Phong Phan,² and  Nilli Lavie¹

¹Institute of Cognitive Neuroscience, University College London, London WC1N 3AZ, United Kingdom, and ²Department of Medical Physics and Biomedical Engineering, University College London, London WC1E 7JE, United Kingdom



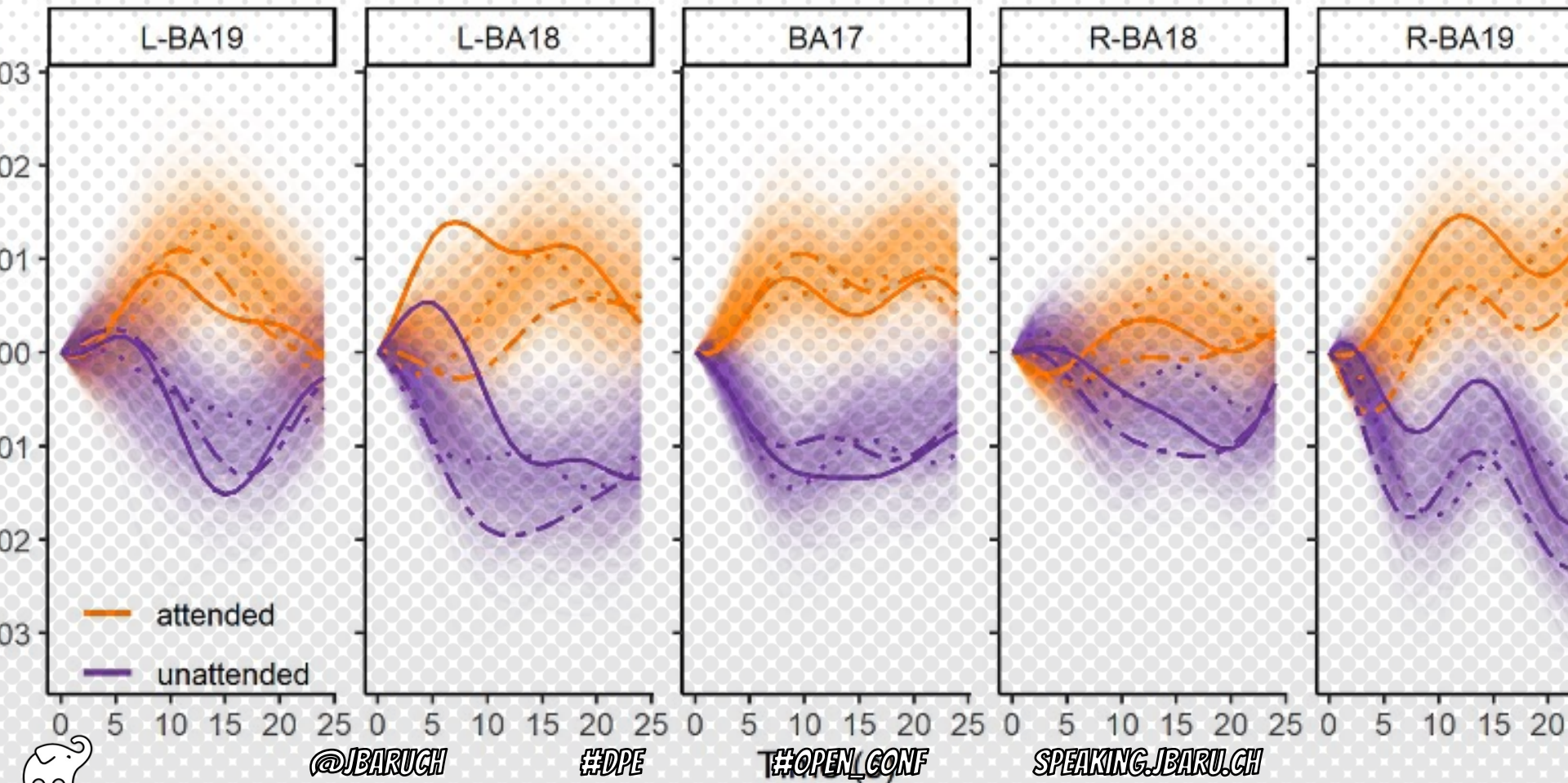
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oxCCO Time Series of Load Effects for Attended and Unattended Stimuli



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Explain the paper "Attention and Capacity Limits in Perception: A Cellular Metabolism Account" to me Barney-style in one paragraph or less.



Alright, imagine your brain is like a smartphone battery that drains as you use apps. The paper says our brain has a fixed amount of energy for tasks, like the phone battery has limited juice. When you do something that needs a lot of focus, it's like running a power-hungry app; it uses more of your brain's energy. And just like closing apps to save battery, your brain tries to save energy by paying less attention to less important stuff.



ATTENTION AND CAPACITY LIMITS IN PERCEPTION: A CELLULAR METABOLISM ACCOUNT

- × BNIRS and oxCCO
- × Cellular Metabolism as Mental Fuel
- × Finite Energy Supply
- × High Load Mode vs Low Load Mode



WHICH SYSTEM DO WE USE FOR CODING?

SYSTEM ONE

- x Fast
- x Intuitive
- x Automatic
- x Emotional
- x Cheap and Eager

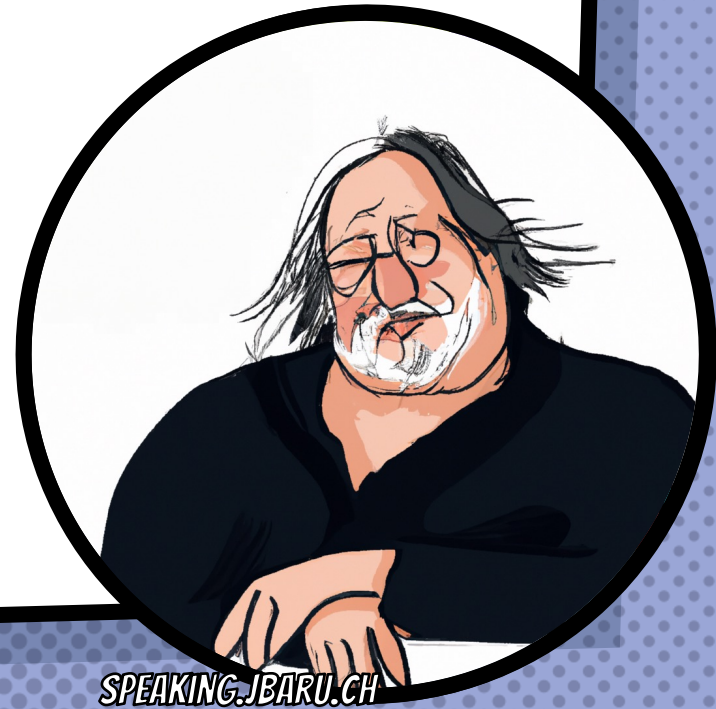
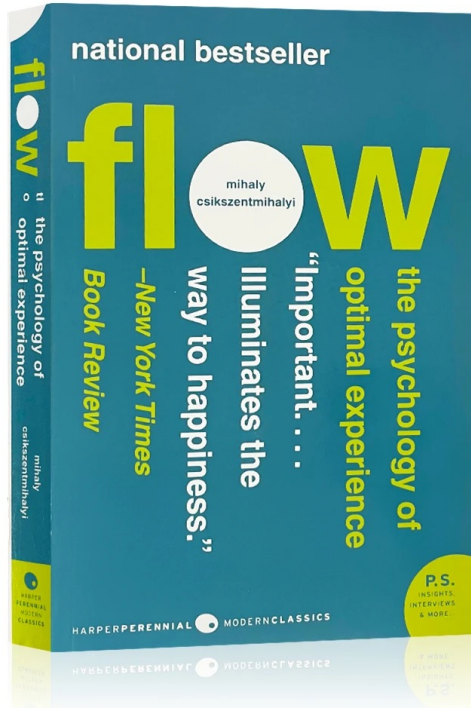
SYSTEM TWO

- x Slow
- x Analytical
- x Controlled
- x Logical
- x Expensive and Lazy

SOFTWARE

ENGINEERING





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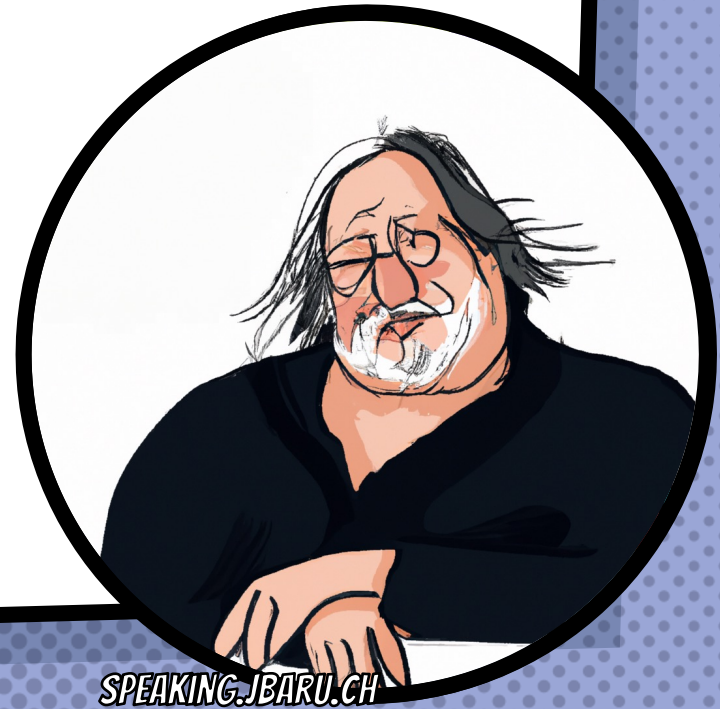
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*"STATE OF EFFORTLESS
CONCENTRATION SO DEEP THAT
PEOPLE LOSE THEIR SENSE OF TIME,
THEMSELVES, AND THEIR
PROBLEMS"*



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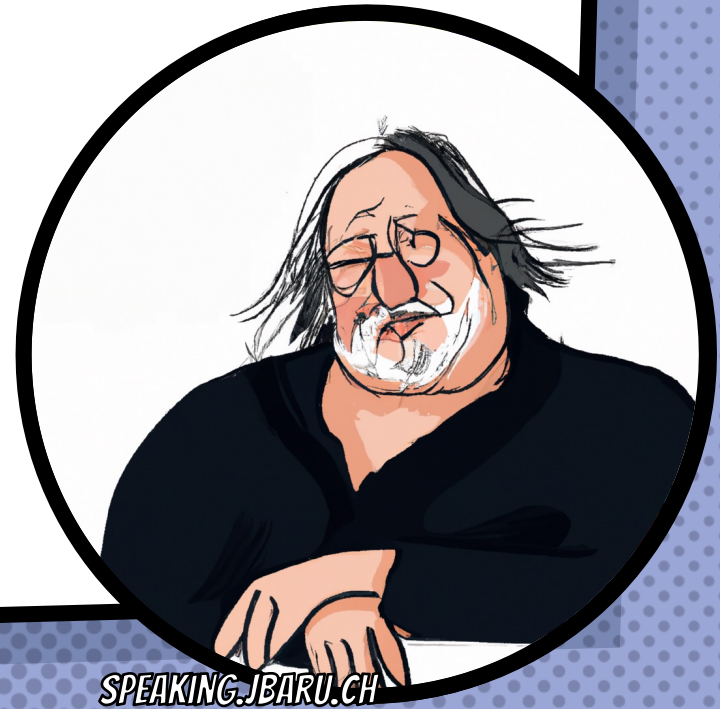
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"STATE OF **EFFORTLESS**
CONCENTRATION SO DEEP THAT
PEOPLE LOSE THEIR SENSE OF TIME,
THEMSELVES, AND THEIR
PROBLEMS"



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**ATTENTION
CONTROL IS
EXPENSIVE**

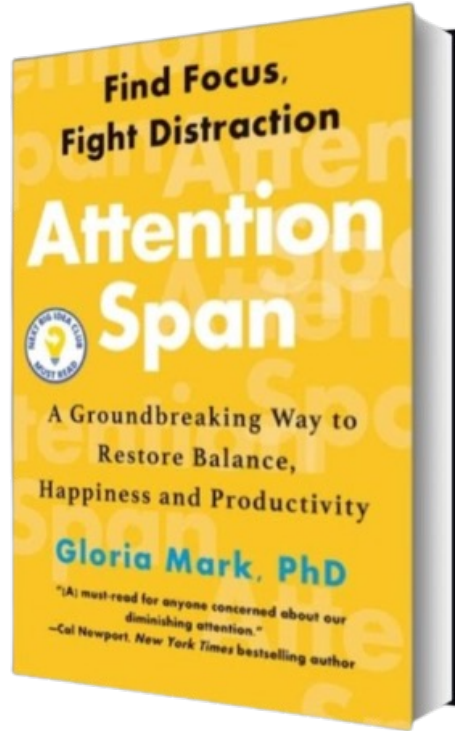


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Is **email** stealing your focus?
The average person checks their email
77 times a day.

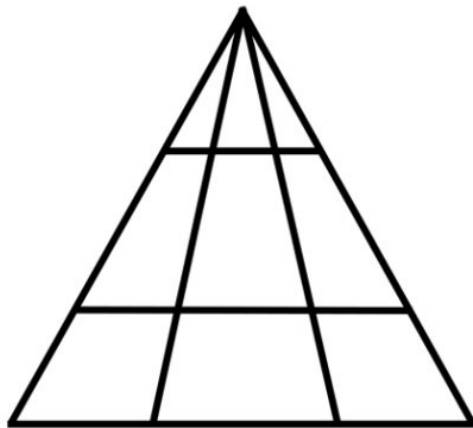
Our attention span has dwindled
to about **47 SECONDS**
on any screen.

It takes **25 minutes** to return focus
to a task after interruption.



```
def calculate_discount(price, discount):  
    # Calculate the final price after discount  
    final_price = price - (price * discount / 100)  
    print(f"The final price after a {discount}% discount is:  
{final_price}")  
    return final_price  
  
# Example usage  
calculate_discount(100, 10)
```





HOW MANY TRIANGLES?



```
def calculate_tax(amount, tax_rate):  
    # Calculate the total amount after tax  
    total_amount = amount + (amount * tax_rate)  
    print(f"The total amount with tax is: {total_amount}")  
    return total_amount  
  
# Example usage  
calculate_tax(100, 5)
```



THE PROBLEM:

- × You deplete your fuel by context-switching
- × You're not in the flow because of context-switching
- × Loose-loose: you need more fuel needed, but you have less fuel



2017 IEEE/ACM 2nd International Workshop on Emotion Awareness in Software Engineering (SEmotion)

Characterizing and Predicting Mental Fatigue during Programming Tasks

Saurabh Sarkar
Microsoft
Redmond, WA, USA
Email: saurabsa@microsoft.com

Chris Parnin
North Carolina State University
Department of Computer Science Raleigh, NC, USA
Email: cjparnin@ncsu.edu



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WHEN WE ARE TIRED, WE PRODUCE WORSE CODE

- × "Developers are cutting corners on quality when fatigued."

(DUH)



EXPECTED OUTCOME: WE'RE TIRED AND STOP



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BUT WE DON'T KNOW WHEN TO QUIT

- × Parole Judges issued fewer paroles when tired and/or hungry
- × Granting parole requires System 2
- × The Judges didn't realize they had switched to System 1



REAL-LIFE OUTCOME: YOU RUN ON SYSTEM ONE

SYSTEM ONE

- x Fast
- x Intuitive
- x Automatic
- x Emotional
- x Cheap and Eager

"OK CODE"

SYSTEM TWO

- x Slow
- x Analytical
- x Controlled
- x Logical
- x Expensive and Lazy





NOT GREAT, NOT TERRIBLE.

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WHICH SUCKS LESS?

BAD CODE

"OK" CODE



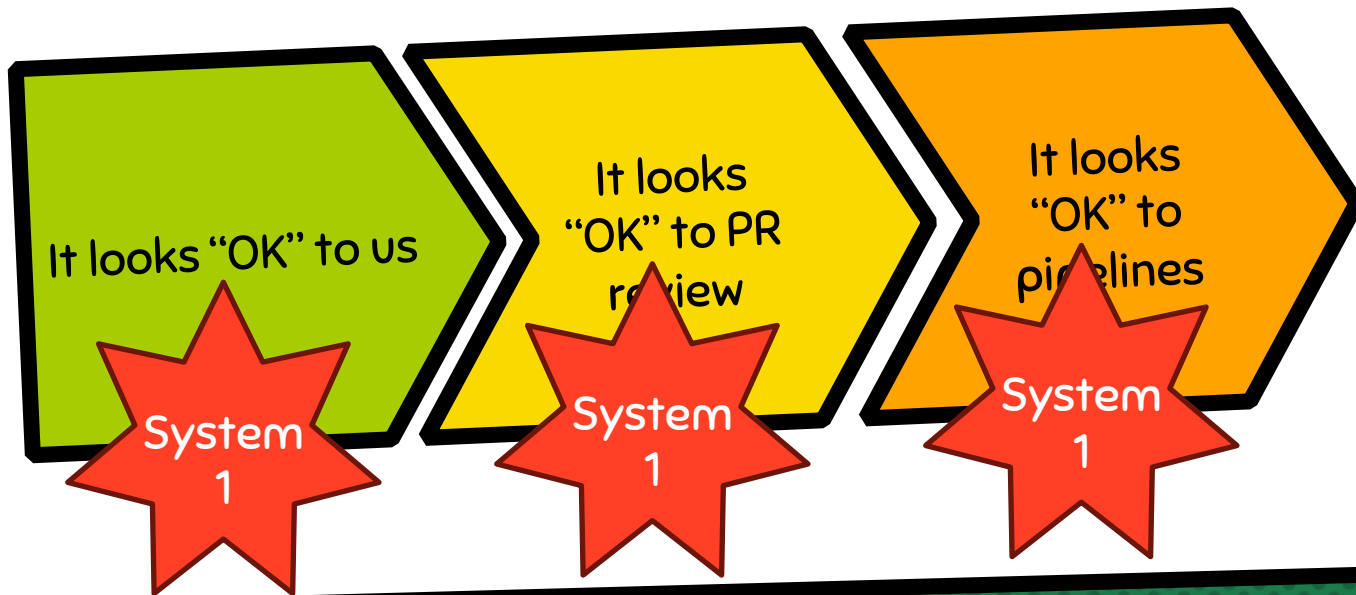
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THE PROBLEM OF "OK CODE"



***NEXT THING
YOU KNOW:
YOU HAVE AN
"OK" PRODUCT***



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INVEST IN **FUEL SAVING TECHNIQUES**

The goal: Running on System 2 all-day



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TIME MANAGEMENT STRATEGIES

- × Time Blocking
- × Pomodoro Technique
- × Task Batching



MINDFULNESS AND COGNITIVE PRACTICES

- × Mindfulness and Meditation
- × Reflective Practices
- × Single-tasking



WORKSPACE AND INTERRUPTION MANAGEMENT

- × Workspace Organization
- × Notification Management
- × Prioritization Techniques

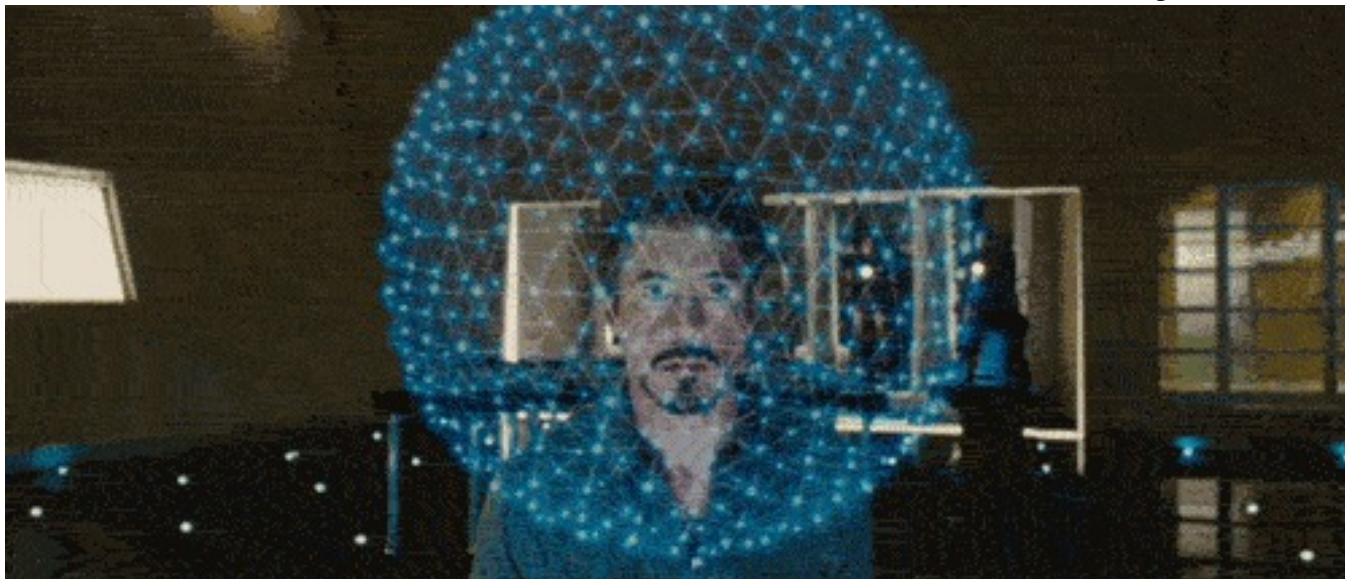


PHYSICAL AND MENTAL WELL-BEING

- × Physical Exercise
- × Breaks and Downtime



AND... DEVELOPER PRODUCTIVITY ENGINEERING!



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DEVELOPER PRODUCTIVITY ENGINEERING

Foster Faster Feedback

Collaborate through
Effective Tooling

Embrace Rigorous
Observability for
Proactive Improvement

Eliminate Toil for
Developers

Prioritize Automation
and Eliminate
Bottlenecks

Dedicated
Organizational Mindset

Outcomes Over Output

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"FASTER FOSTER FEEDBACK" SAVES MENTAL FUEL

Speeding up local
build minimizes
context switch

Less
context
switch
saves
mental fuel

Run on
System 2
all-day



HOW CAN WE ENGINEER LESS CONTEXT SWITCHES?

- × Measure local build times!
- × Caching, local and remote
- × Parallel testing, local and remote
- × Predictive test selection
- × Fight evil flaky tests!
- × Watch your build like a hawk for degradations



WHAT YOU CAN DO TODAY (FOR FREE)

- × Parallel local
- × Local caching
- × Remote caching*
- × Build Scans
- × Win Prizes (a.k.a. speed challenge)



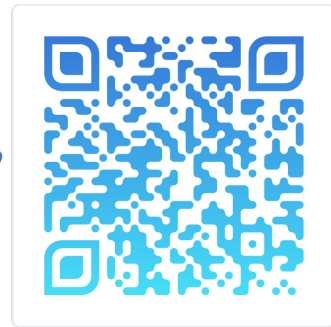
WHAT YOUR COMPANY SHOULD PAY FOR

- × Top development hardware
- × Develocity (or similar)



LEARN MORE AND TRY IT TODAY!

- × Take the Gradle/Maven Speed Challenge
- × Be DPE Agent of Change!
- × Read the DPE Handbook
- × Watch the DPE Summit videos (published soon!)



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Q&A AND SOCIAL ADS



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