

Elastic IT ☺

Elastic

IT 2

Elastic

An Essay on

FRAGILITY!

T ☺

~~shit!~~

In the beginning Turing said:

"Let there be tape!"

And he saw it was good!

Then he said:

"Give me a head!"

And so be it!

He let there be even some more
stuffie z...

So there was a

SIMPLE MACHINE!

That can carry out
ALGORITHMS.

And he saw that it was good!

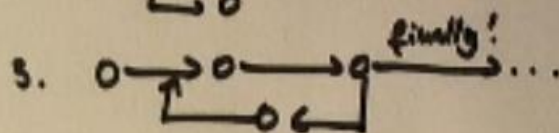
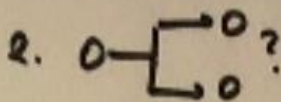
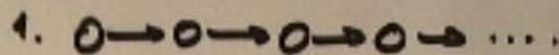
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q1

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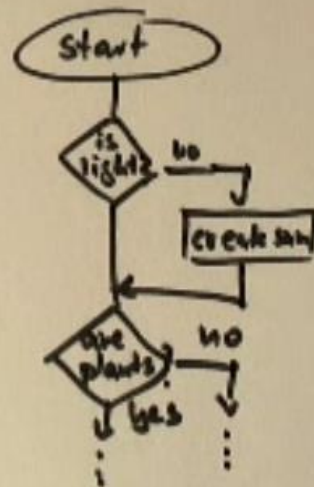
With algorithms came
control structures.

1. sequence
2. selection
3. iteration



Algorithms were visualized
in flowcharts.

And the gods of computer
Science saw that it was good!

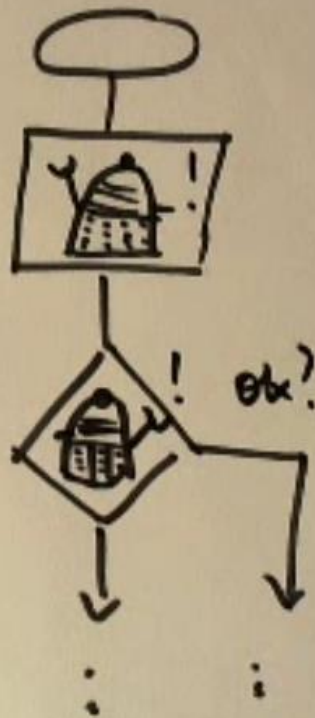


To be crystal clear:

The Gods wanted algorithms
to be carried out by
SIMPLE MACHINES!

3 sillyass stupid ops.
Sometimes combined to:
Complicated stuffies.

And the complex minds
of their creators saw it
was good!



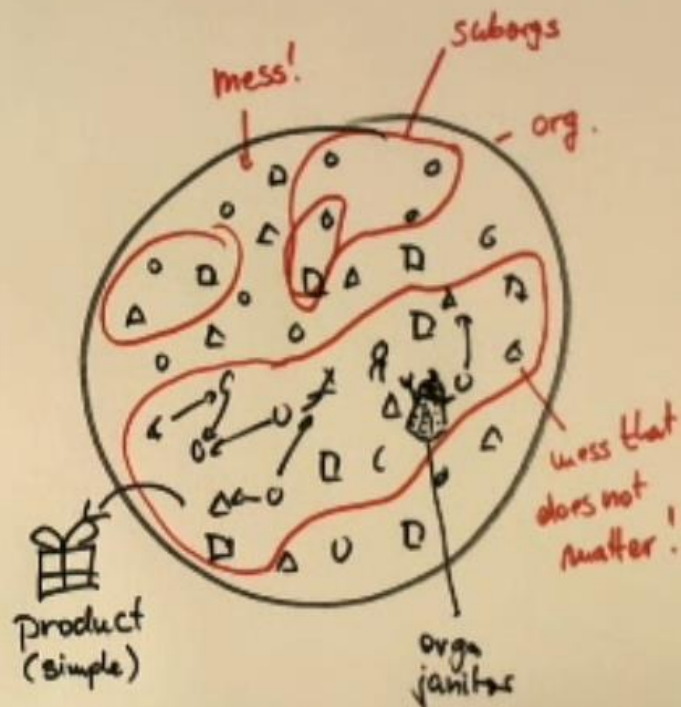
With better automation

(→ computers!)

We can handle even more
complicatedness.

Even organizations can be
run in more complicated
units, as stuff can be done
by these machines.

Simple ones might add!



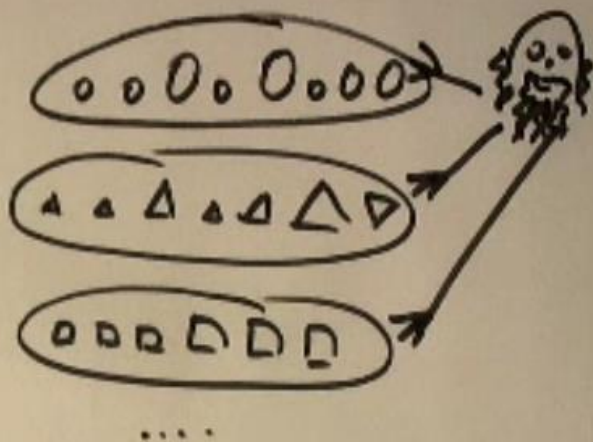
computers bathe in complicatedness.
That's what they were made for.

With complicated infrastructure
Came good practice.

We learned about the similarity
of phenomena
and the sameness of
appropriate procedures.

And their creators steadily
refined and standardized them.

And we all saw that
it was good practice!



At the very end of this
simplification (!)

best practice
was born.

The procedure which empirically
(it worked for me, I swear!)
has proven most suitable was
recorded in a book library...

After some minor prayers

Service was born.

And they valued its Quality.

book that claims to
be a library.



A long time ago
in a discipline
far, far away

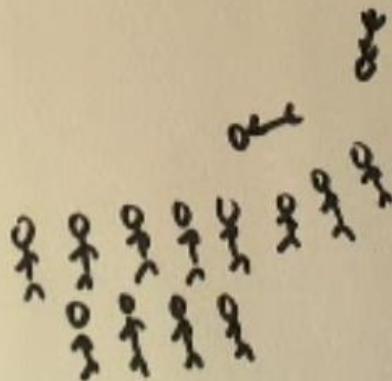
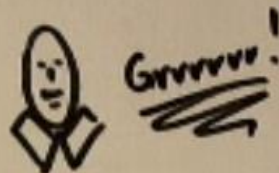
. . . - . .

Organizations became increasingly complex.

That's because bigger orgs tend to accumulate more and more people.

And people, due to the workings of their minds are complex beings.

Darth Fred did not like this!

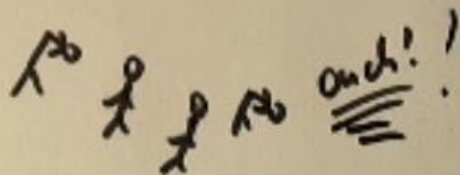
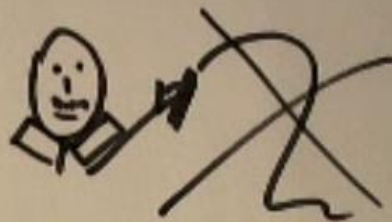


So Darth Fred used The Force
to Taylor their behaviours.

To beat ~~the~~ their
complexity out of them
and form a legion of
dumb, willing worker drones.

Of course he did not really
beat them ...

But it hurt anyway!



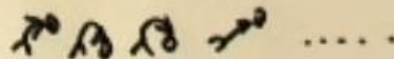
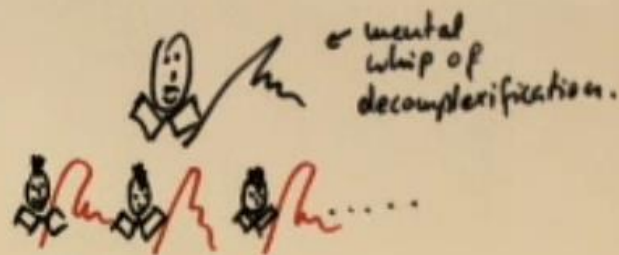
of course: Goes Complexity,
Goes Creativity.

So Dorbly Fred had to establish
elite of Grand decentral's Executives
to rule them all.

And since Officers tend to copy
the behavior of the big boss
they delegate the job to a staff
of drill sergeants.

And in one self fulfilling
vicious circle

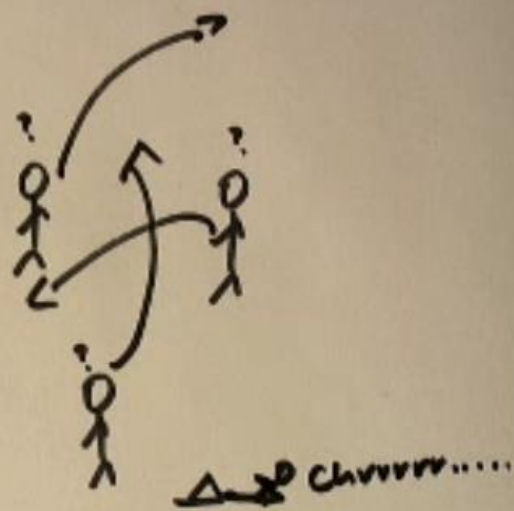
Goes Motivation
Goes Willingness
Grows the impression that
everybody is
DUMB + LAZYASS!



Alas, stressed out, demotivated
yet supervised worker drones
hardly behave any better.

Their playful minds are not
made for uniformity of
imagination.

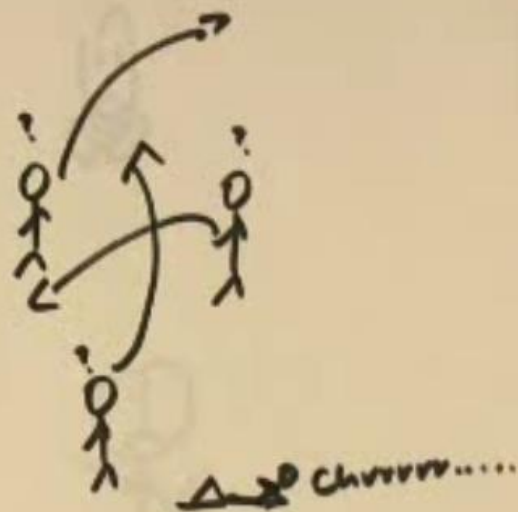
So behavior stays just
as unpredictable!



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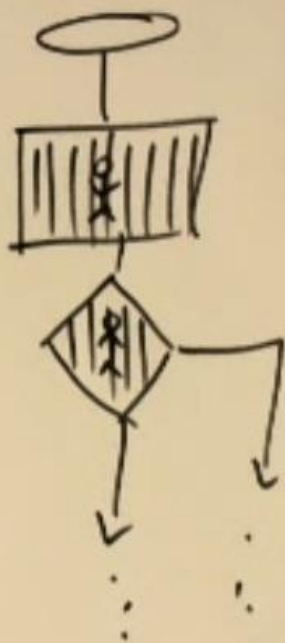


Only now it is confined to the constraints of
SIMPLISTIC BOREDOM, where all that happens
is that every once in a while things get
COMPLICATED.

During the following 100 years
darkness fell upon organizations.

And complex human beings
were trapped in prison cells
of Turing cages.

Forced to carry out the same
trivial, basic operations
day in + day out.....



People were very unhappy!

Their complex nature
Simply does not fit
Simplistic routine.

So as much as they can
they try to avoid the procedure
to stay sane.

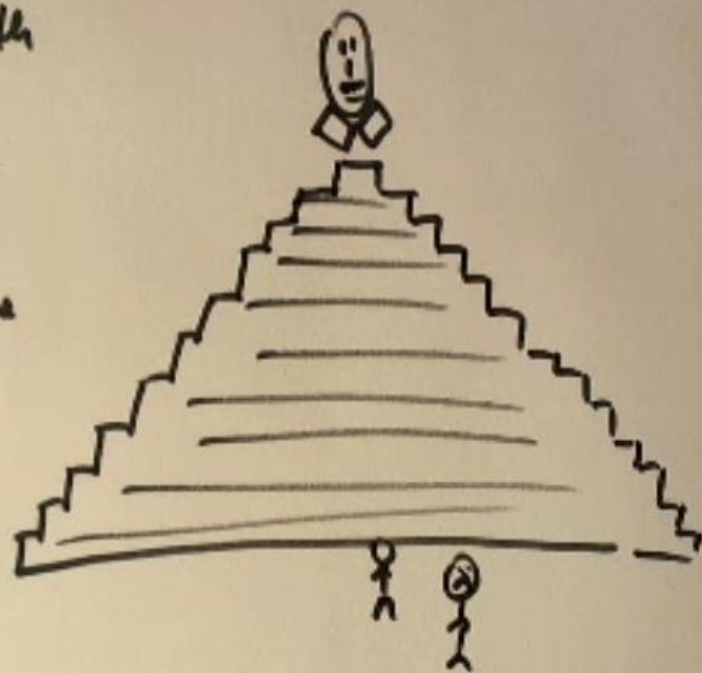
Remember:

The gods wanted flow charts
algorithms to be executed
by simple machines.

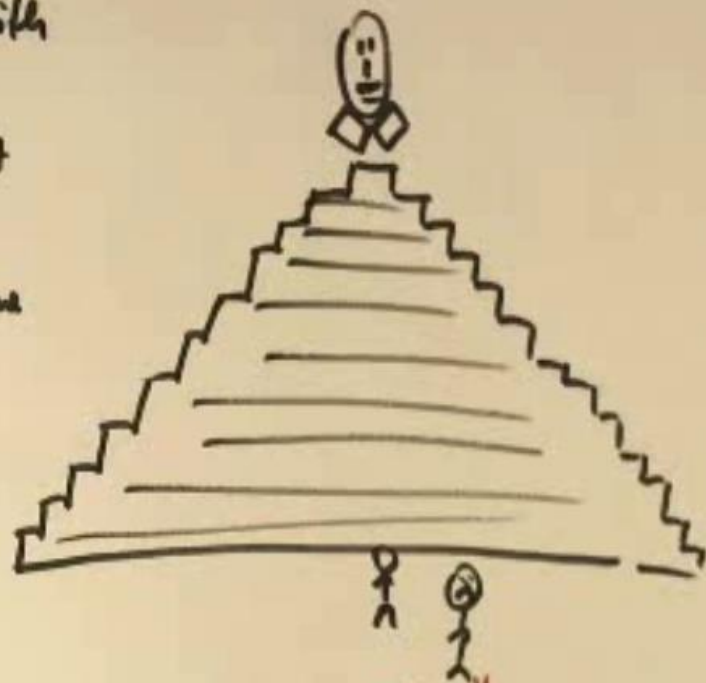


A process is something
somebody may do
some day
some place
if they want to
or nothing.....

So Darth Fred met with
his fellow Sith Lords
to create an environment
that forced people
to spend more + more time
in their pyramids
to be able to afford
their living.



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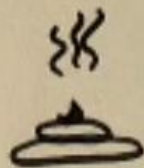
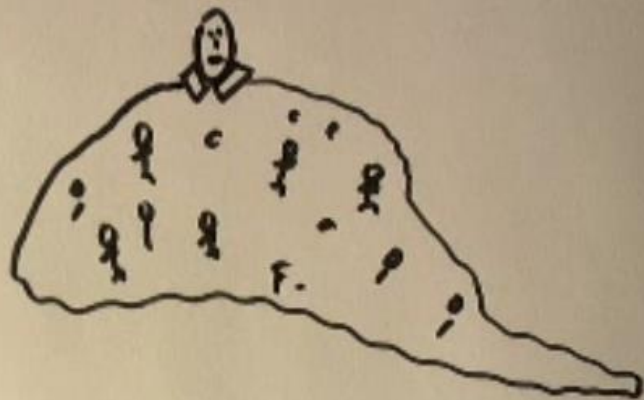


The cake is a lie!!

Over decades some
enterprises turned into
~~but~~ hideous creatures.
They could barely move.

Neither were they able
to create new ideas.

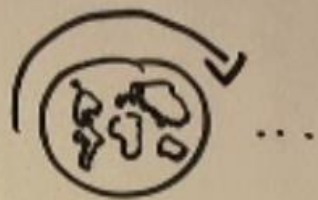
So they kept replicating the old,
tweaked it a tad
and sold it as "new".



But the wheel of the
World kept spinning.

So many productive net(els)
could no longer survive
in their habitat fast
paced environment.

They were victims of
their self made hunger
for optimization.



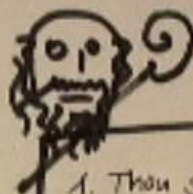
To get along in rapidly
changing environments

to boldly go where no
droid has gone before ...

the playful creativity of
complex beings is necessary.

No algorithm can ever achieve
that!

Darth Fred had misunder-
stood the basic laws of
Quality of Service!



1. Thou shalt never feed algorithms to complex beings.
2. Thou shalt never feed complex beings to algorithms.

Understood?

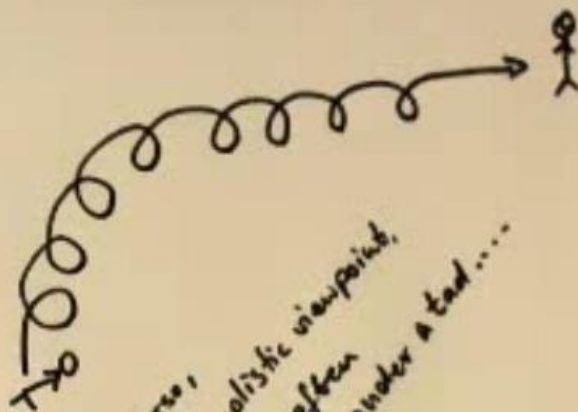
Got it?

But the world demanded
innovation.

So a small group of rebels
pondered how to bring
complex human beings
back in order, so

- they could stay happy + sane
 - " " " playful
 - " " " be creative
- and thus innovate.

And lead their fragile,
~~lazy~~ bodies back
into agility.

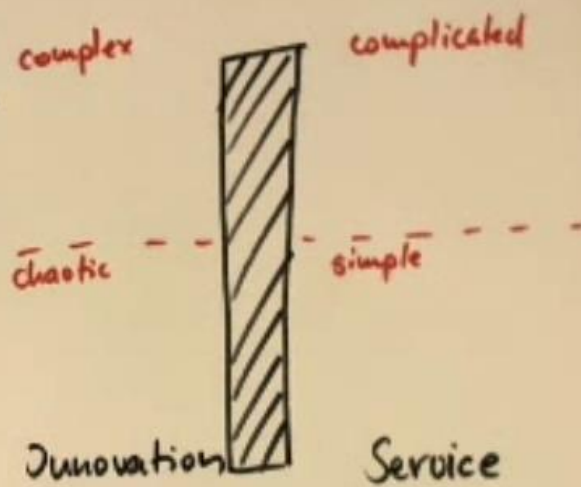


of course,
from a simplistic viewpoint,
agile paths often
seem to... meander a tad....

Thus a huge wall was established
between the empire of Service
and the New Republic of Innovation.

Even people from companies
as evil as big as blue
joined the movement.

*But why the
heck did he have to
name the model
Welsh???*



"Cynefin" - Model

... this Cynefin-Cross was the sign of their new covenant

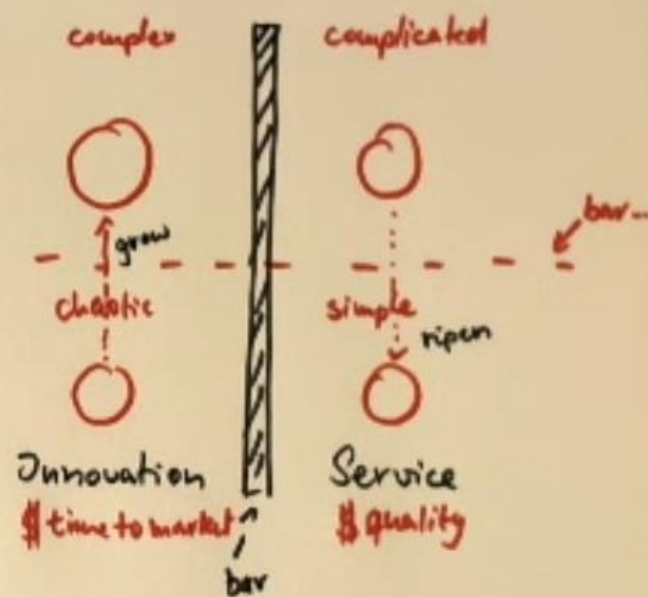
A cross with one bar to separate the innovative + complex world of chaos from the ordered realm of simple + complicated service

And another bar, to grow and ripen within.

And for a while people could live happily with each other + exchange their products + services.

In the new republic of innovation they learned to value time to market.

In the empire of service they learned to value quality.

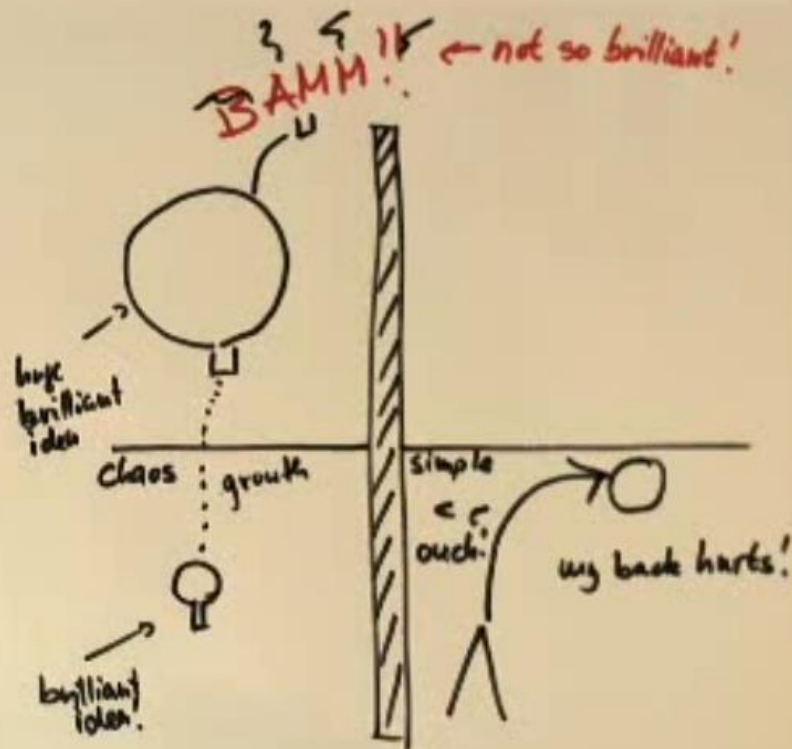


To be honest ...

there were "issues"

As things grow bigger,
even in the world of
simplicity, things are
not always as simple
anymore.

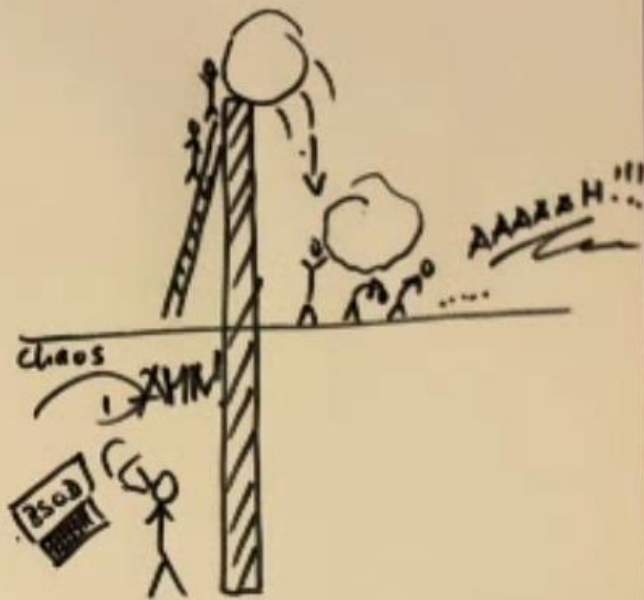
Also, every new + brilliant
idea emerging from chaos
tends to become fragile
at a point.



In addition, even the anti-fragile ideas born in the innovative rebellion need to rely on technology that needs Service.

(yes, computers (complicated) can help create complexity. They only cannot handle complexity very well)

Even more, not every "present" given into the realm of complicatedness is easy to take...

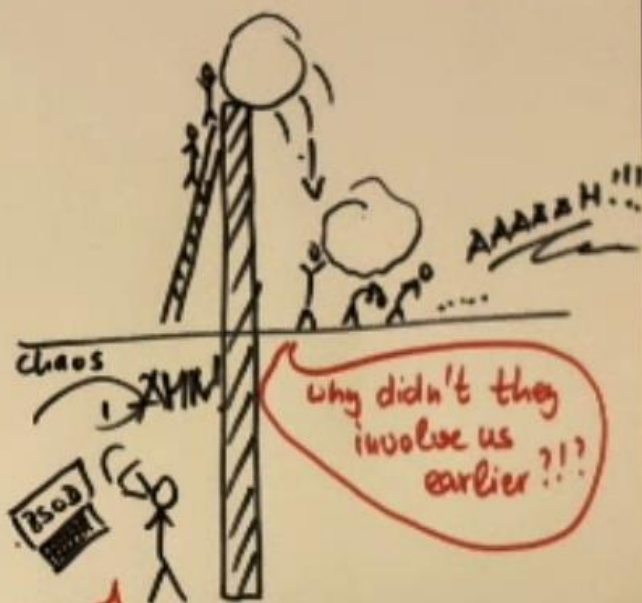


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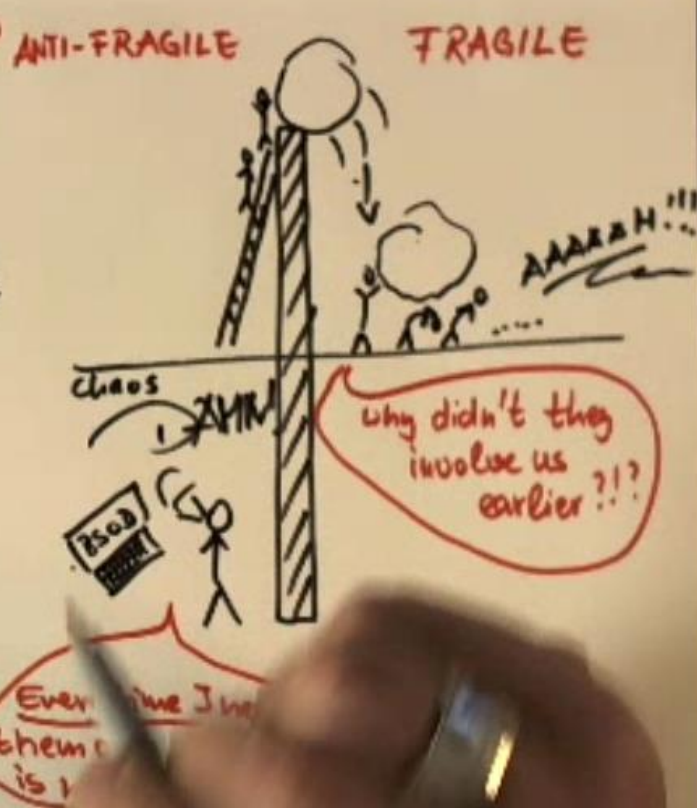
Every time I need them once now there is no Sarbanan there!

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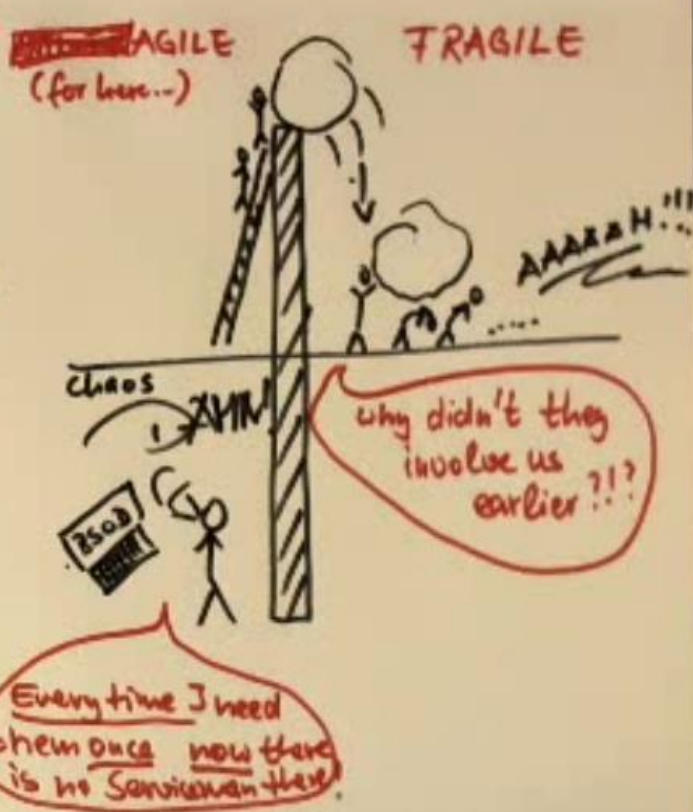


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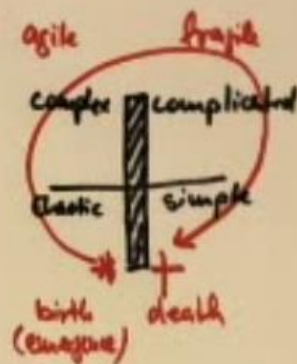
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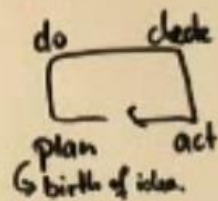
So the Gods reminded people
of the neverending cycle of

- emergence
- agility
- fragility
- and death ...

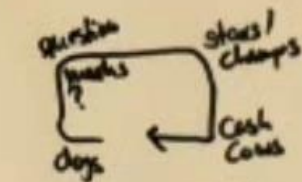
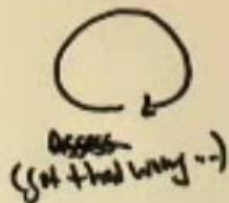


All phenomena in this world
have to undo it.

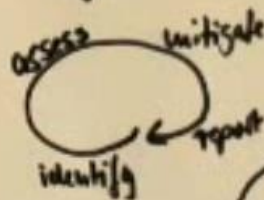
For some reasons, this cycle ends
with many faces ...



↳ birth of idea.

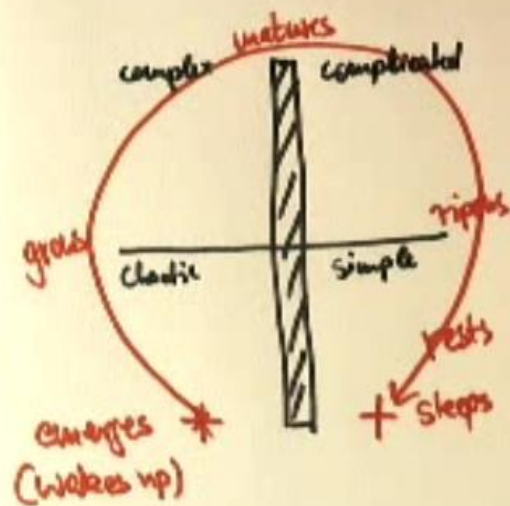


↳ ...

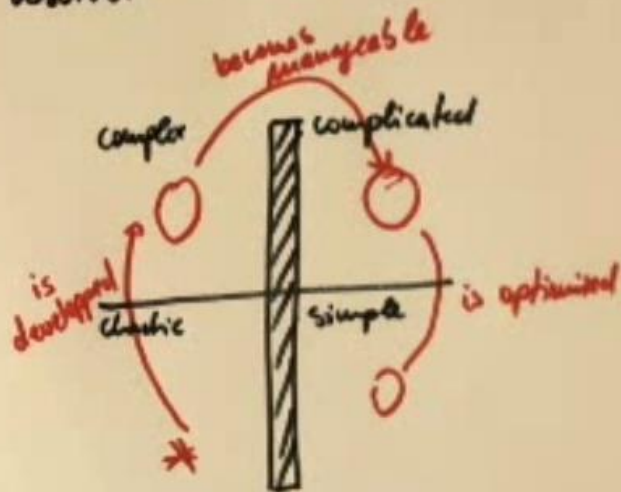


So there is a need for some clarifying terms.

From the perspective of the thing:

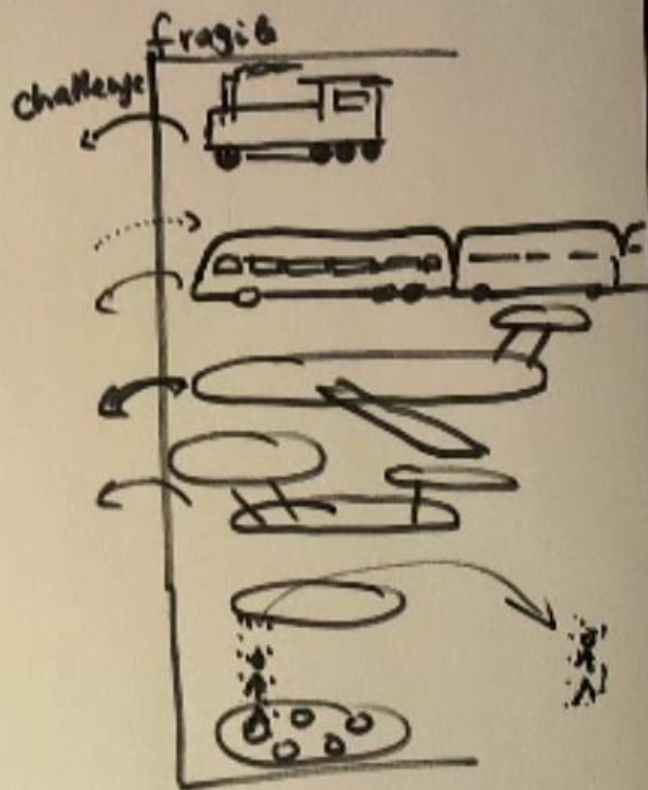


From the perspective of the observer



On a neverending quest
Seeking eternal life
even beings residing in
the fragile world
need to be challenged
to reinvent themselves.

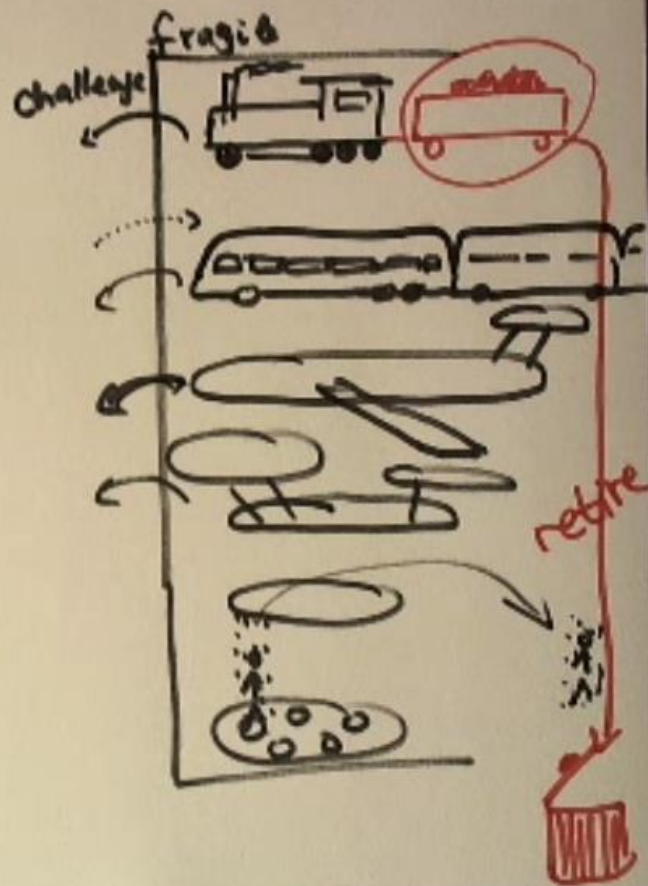
However it does not
have to happen too
frequently...



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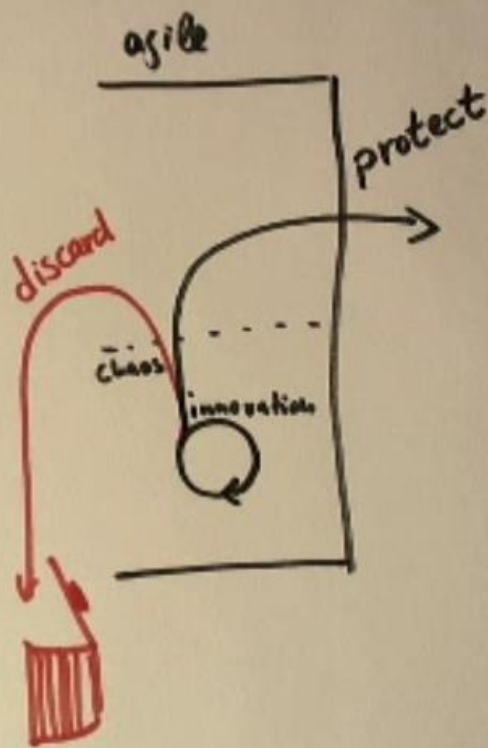
Sometimes a phenomenon
escapes the cycle of rebirth
and rests in eternal retirement.



In the realm of innovation ideas are constantly bootstrapped out of chaos.

As they mature, they will either:

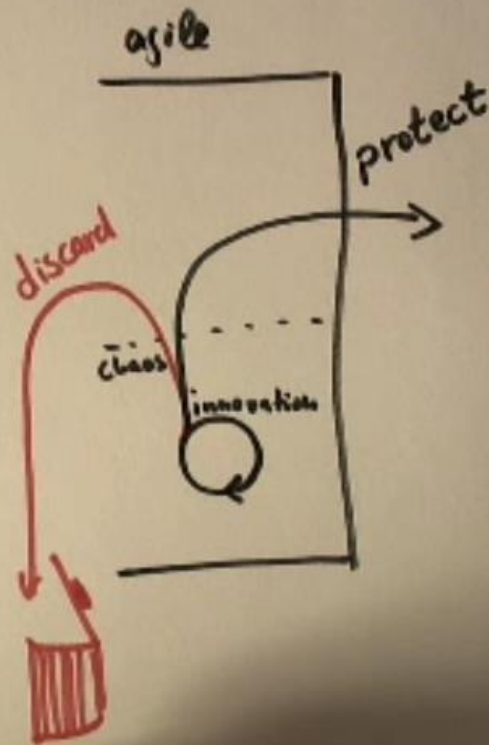
1. have to be protected by the laws of ROS as they become fragile
2. be discarded altogether due to broken genetics



In the realm of innovation ideas are constantly bootstrapped out of chaos.

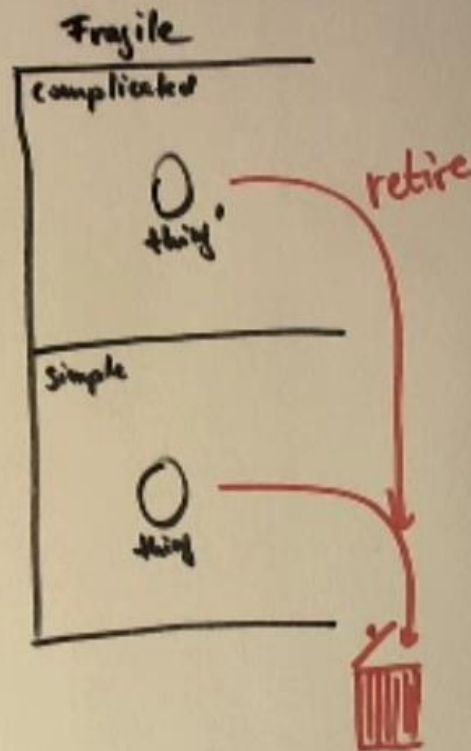
As they mature, they will either:

1. have to be protected by the laws of QoS as they become fragile
2. be discarded altogether due to broken genetics
 - Every chaotic idea that doesn't make it into complexity (cannot grow)
 - Every complex idea that cannot be converted into simplicity (cannot be managed)



But what has to be
retired?

1. Any simple thing that can
no longer be challenged
(cannot rejuvenate) → will die
if habits change.
2. Any complicated thing
that cannot be turned into
a simple one (cannot be optimized) → costs too
much!



A brief yet important excursion

agile

here, control is an illusion.
That's because things are
driven by themselves.
All you can do is set
constraints.



Put stuff there
Apply some
energy...
And wait
till things
find their
way on
their own.

You open chances here, many.

fragile

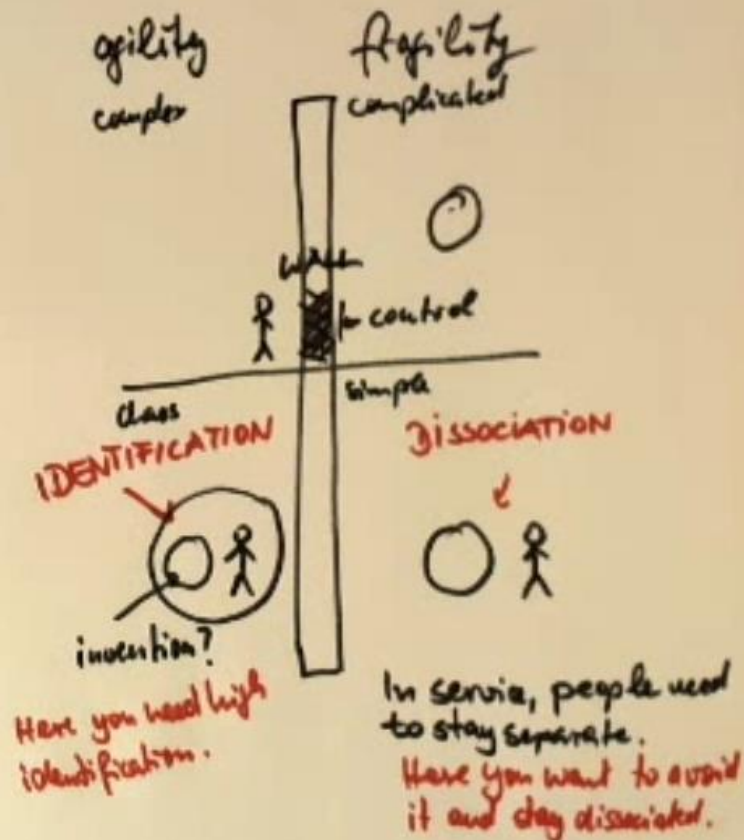
cause \rightarrow effect exist only in
complicated
settings.
• mechanistⁿ battlefield.

You can steer + control here.
But only here.

You apply techniques here.

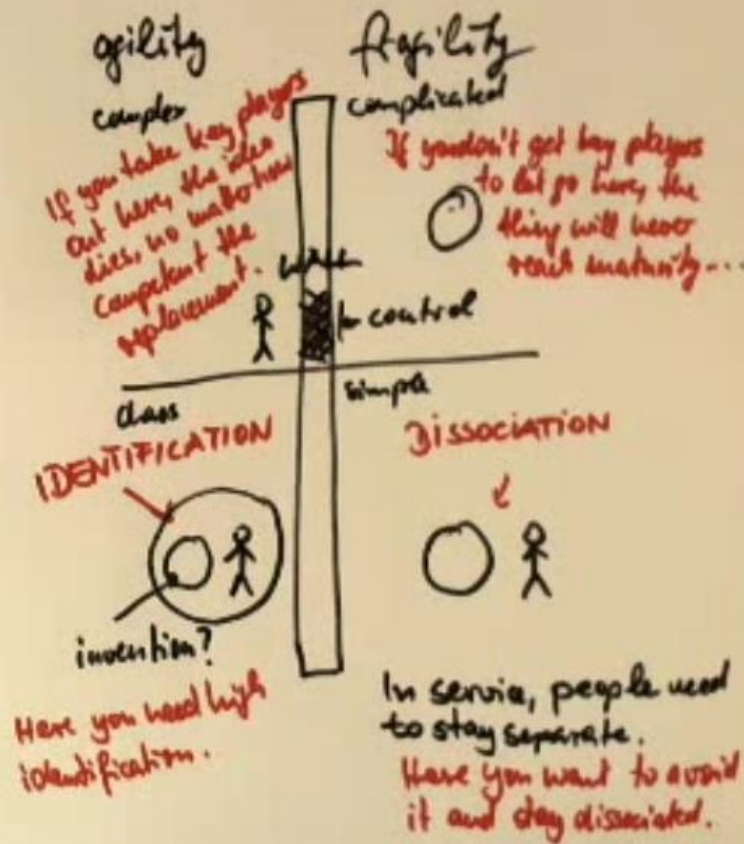
Another important side note:

1. People are always complex.
Therefore it is never a good idea to try to control them.
It does not work!
2. Things are always fragile.
They cannot get better on their own. You need to handle them.
3. Therefore, inventions never exist on their own.
In the realm of agility, people are always part of the invention, of the new baby.



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Normally, this happens naturally.

Because some people perform and feel good in agility.

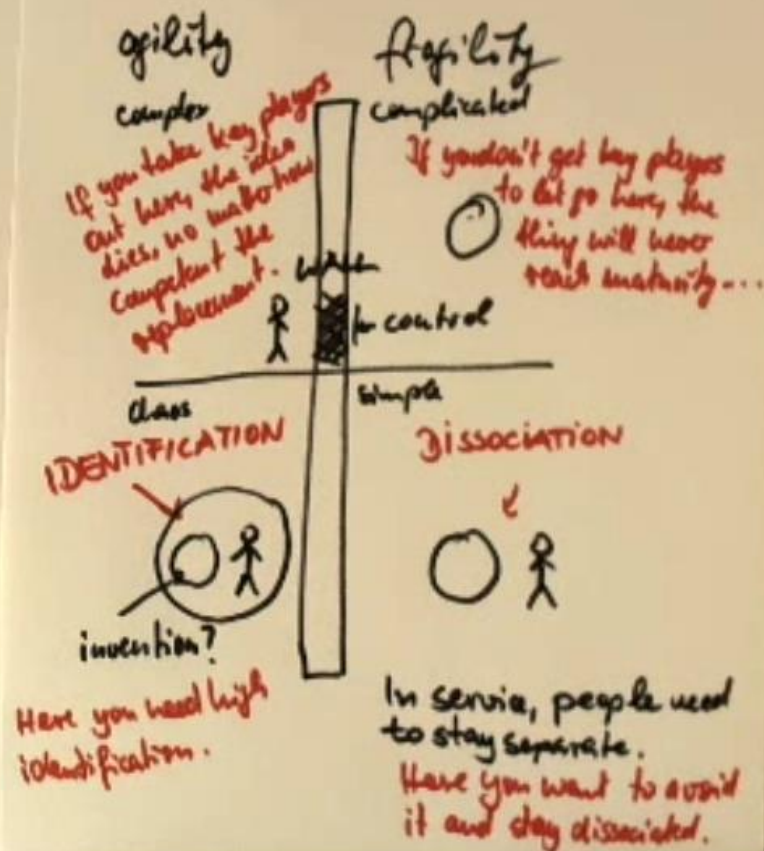
Some others feel good when handling fragility.

There are rarely people who are good at both.

If you want to do that, you need to be able to identify and dissociate at your free will.

That's an almost yogic quality.

There are a few.....



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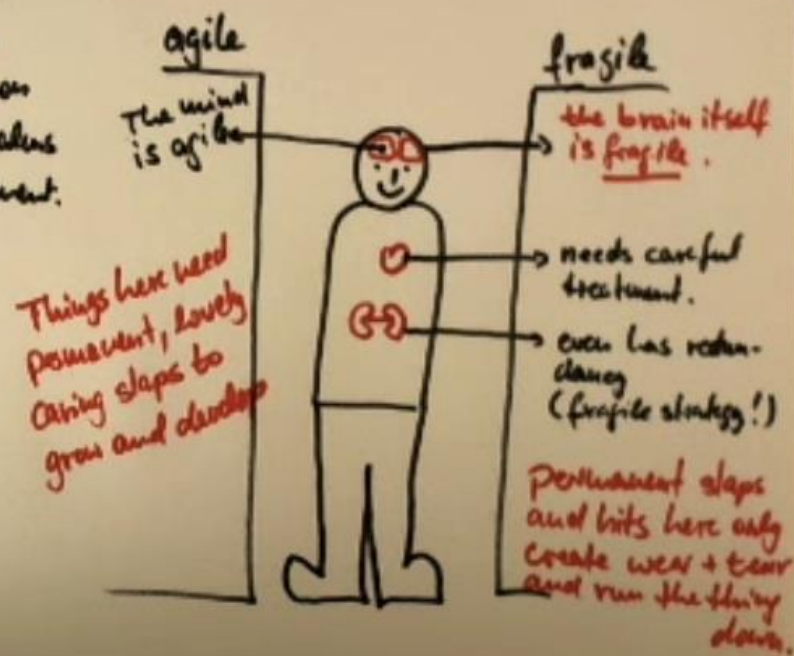
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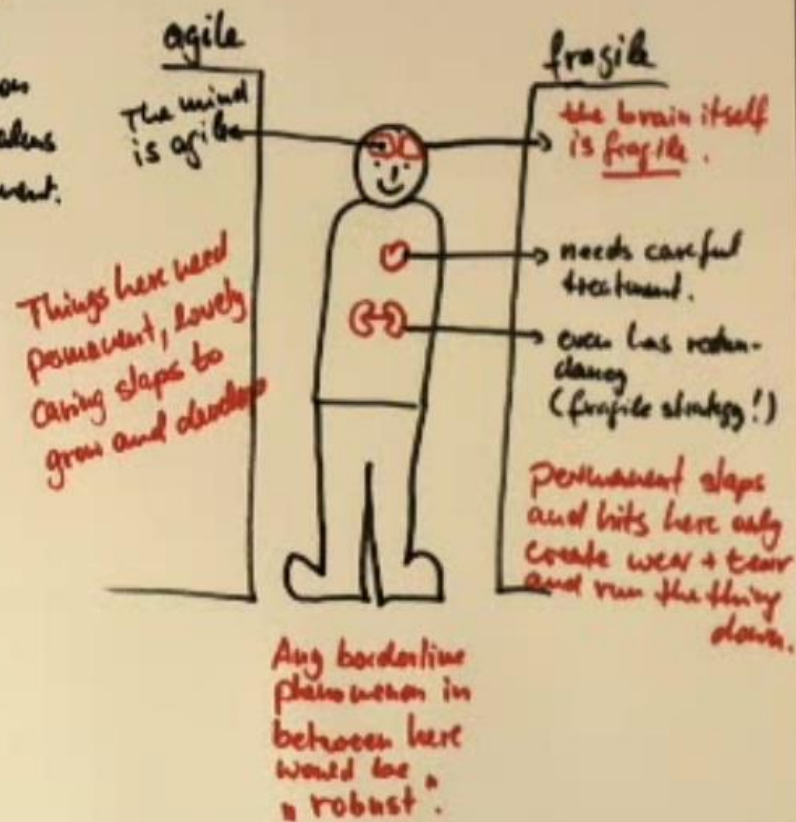
There are a few.....

But I will shortly propose
a better business opportunity
for those. 😊

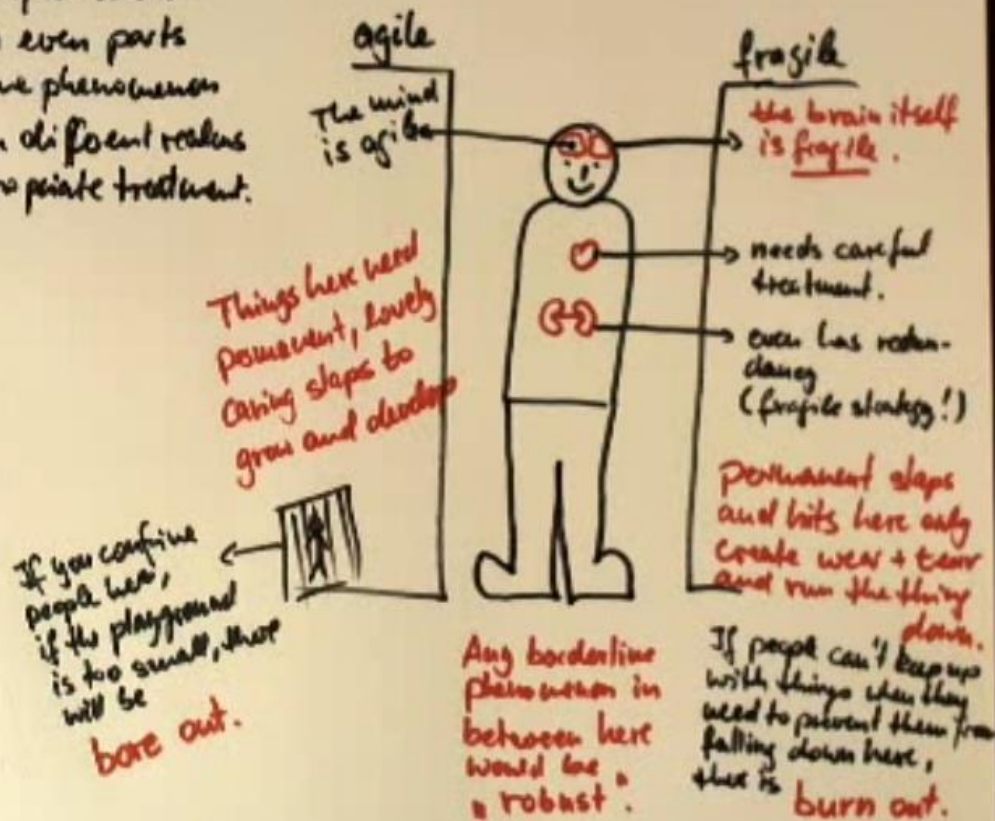
Owing to the complex nature of phenomena even parts of the very same phenomenon can reside in different realms and need appropriate treatment.



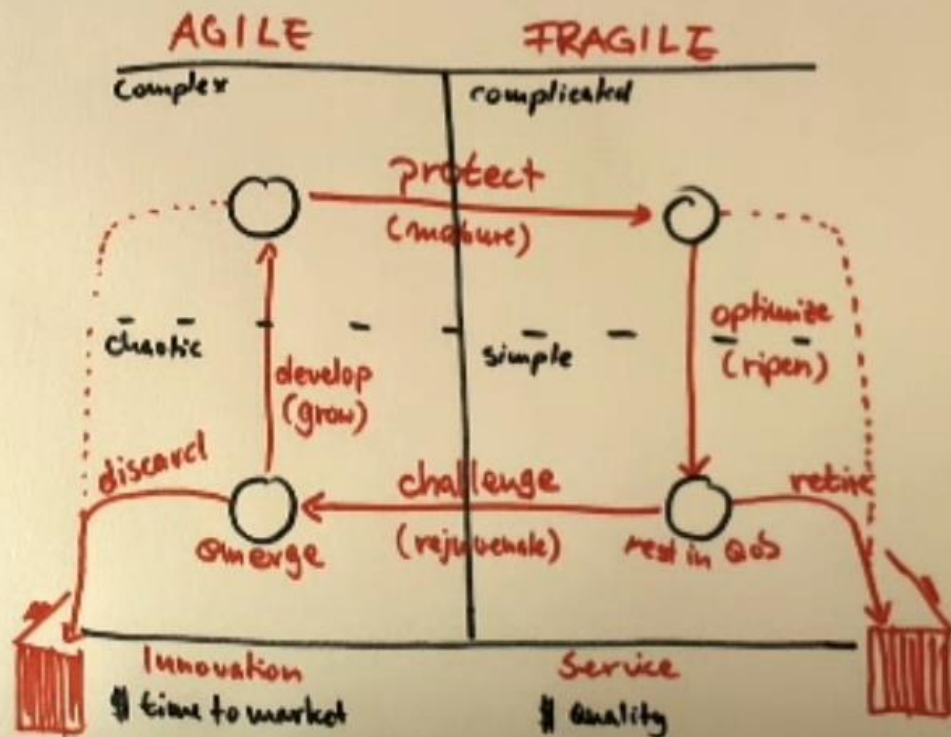
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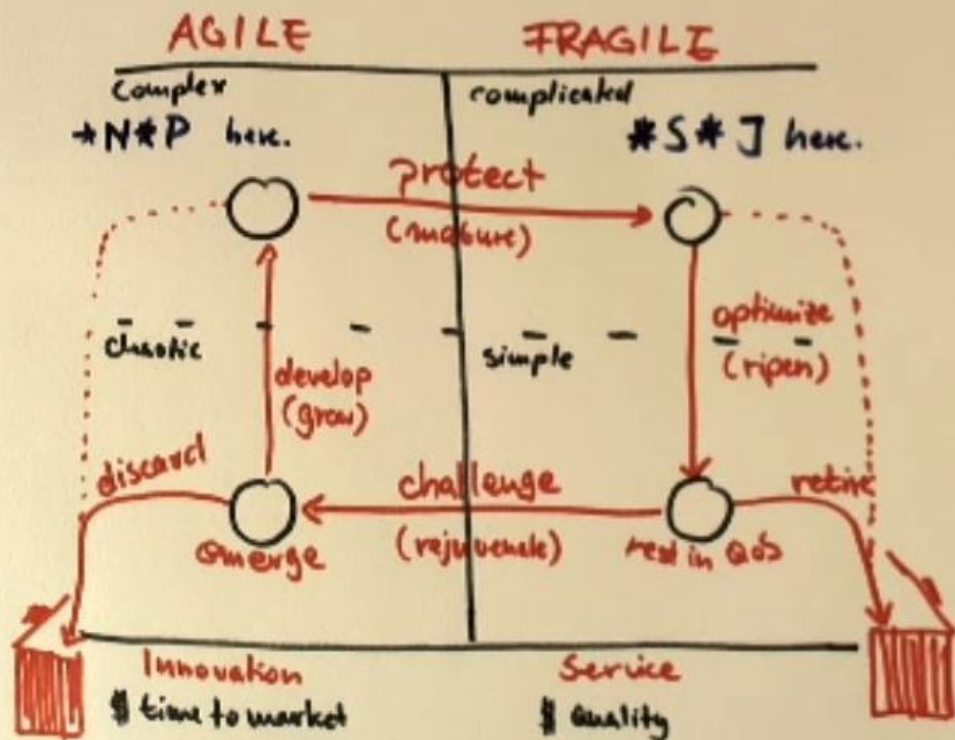


So the world can be described
as a whole:



So the world can be described
as a whole:

side note for
psychologists:



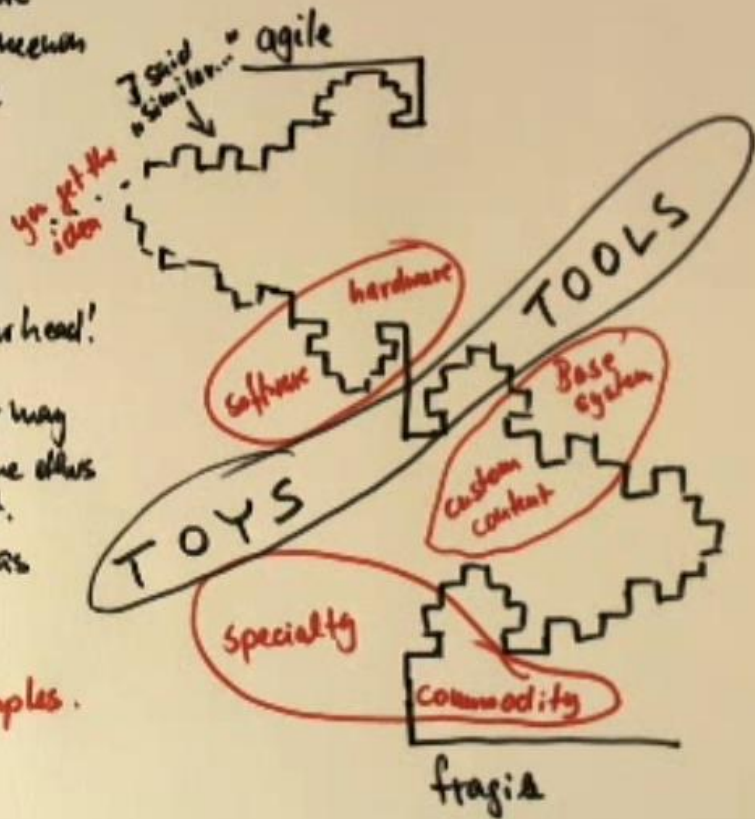
Due to the complex nature
of every emerging phenomenon
the transition from agile
to fragile is...

... fractal!

Means: The wall is all in your head!

Parts of a certain thing may
require agile, while some others
require fragile treatment.
There is self-similarity, as
you scale.

There are many examples.



But as you scale, even this separation may be fractal in nature...

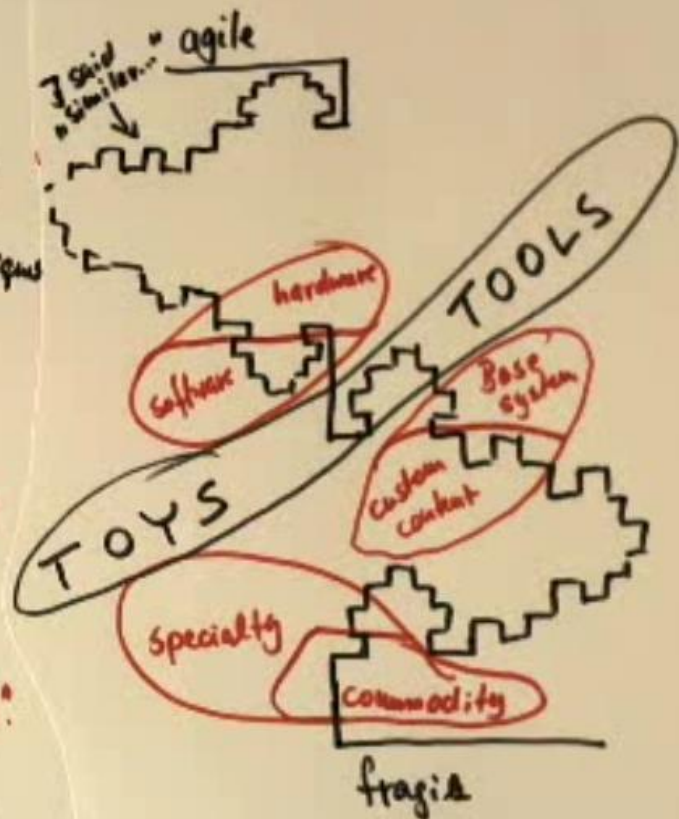
However many times you will find an appropriate criterion whether to apply agile or fragile techniques

They are also called "novel practice" and "best practice".

But fractal means: Every item or aspect you select is either agile or fragile. It is never both (as a whole).

There is not "a little bit pregnant".

However, agile things may have fragile parts, or vice versa.



So a new guild of IT-Jedi
needs to form.

To watch over the threshold of
asile + fragile.

To protect those that need
protection. And lead them out
of complexity.

To challenge those that need
rejuvenation. And throw them
back into chaos.

And watch over innovation so
good ideas don't turn manic.

And watch over service, so
quality life does not become depressive.

Truly, they need to be able to understand
and embrace both worlds.

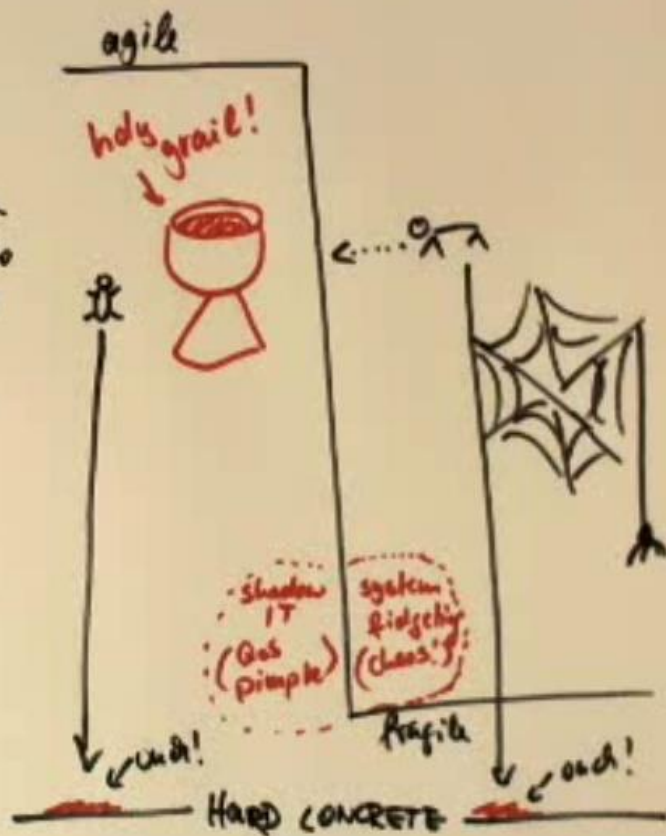


Politically
Correct!

(There are not too many of them.
Grab them, if you can get them
before I do.....)

So ...

- no shadow IT may ever emerge in the realm of agility
- so constant urge for rejuvenation may never break running OS systems.
- systems will no longer be thrown into the realm of OS in one huge piece when it is way too late
- and so babies aren't dead before they reach the protecting hands of Service
- and so aged systems will not die before they reach the rejuvenating pond of reinvention.



Just because it is fun,
a couple of symbols:

inside | outside
(a distinction) *

thing | a thing.

thing] something agile

[things something fragile

] the realm of agility

[the realm of fragility

|| the distinction between
agile and fragile

(|) alternate version...

⊥ protect

⊥ challenge

⊥ discard

⊥ revise

⊥ innovate / emerge

⊥ operate / run with best practice

⊥ grow / develop

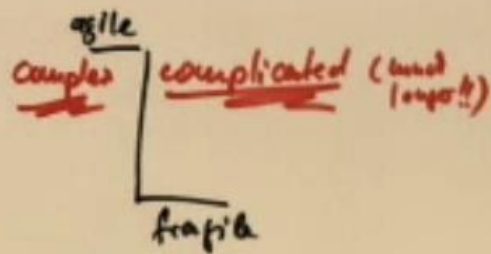
⊥ ripen / optimize

* read: George Spencer Brown,
the laws of form.

This story has been recorded
So you may never ever
mix up complex and complicated
again! no "x"! no "x"!

Or apply best practice methods
to complex things and lead them
into fragility. ----- > no wack

Or drive fragile items with
methods of agility and turn
them into chaos. ----- no waste
either!



agile

complex

complicated (and long!)

fragile

agile

thing

this procedure attempt
is out side the agile
realm. But the thing
is in.

thing

fragile

this procedure attempt
is just as nonsense.
catch me, if you can...

IDEA + PRODUCTION

Gwenn Dana

<http://dana-stoll.com/>