



ONE METRIC TO RULE THEM ALL CYCLE TIME



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LinearB Software Delivery Intelligence

<https://linearb.io>



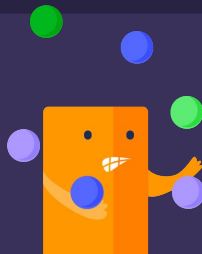
Measuring ~~Artists~~ The Engineering Process

How to measure dev work without killing the Muse

➡ Focus on the team, the process, and the top productivity killers:



Context
Switching



WIP
Culture



Dead
Value

Cycle Time - the One Metric



Coding



Pickup



Review



Deploy

Time To Deliver A Standalone Piece of Work



Cycle Time - How to Win



Coding

Better requirements
Chop down work
Refactor hairy code



Pickup

Coordination
Deliberate Context
Switching



Review

Done >> started
More reviewers
Better tech design



Deploy

CI/CD
Reliable tests
Small work items



Cycle Time - Elite Team Benefits



Kaizen

Teamwork: coordination
& communication

Team & Process

Small Chunks
of Work

Predictability

Short Learning Cycle

Low WIP

Reduced
Context Switch

Delivery Risk



Coding



Pickup

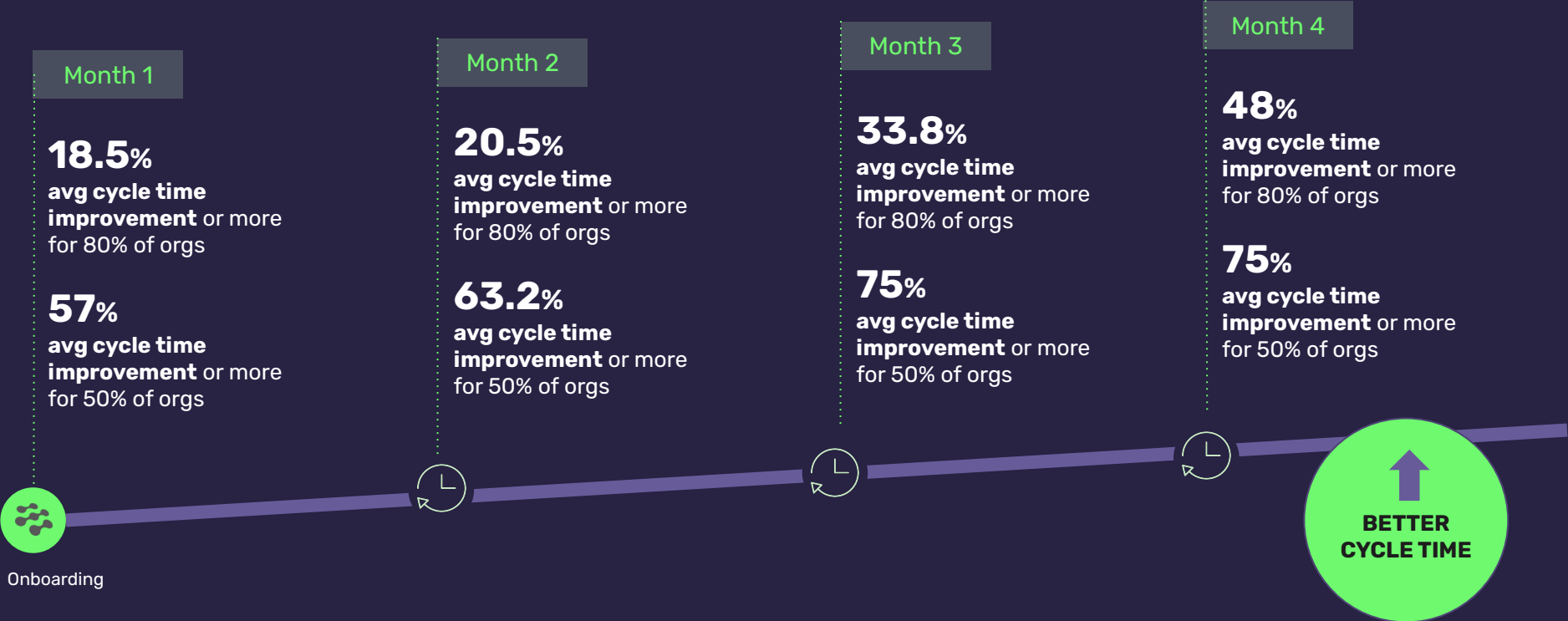


Review



Deploy

Benefits of Paying Attention

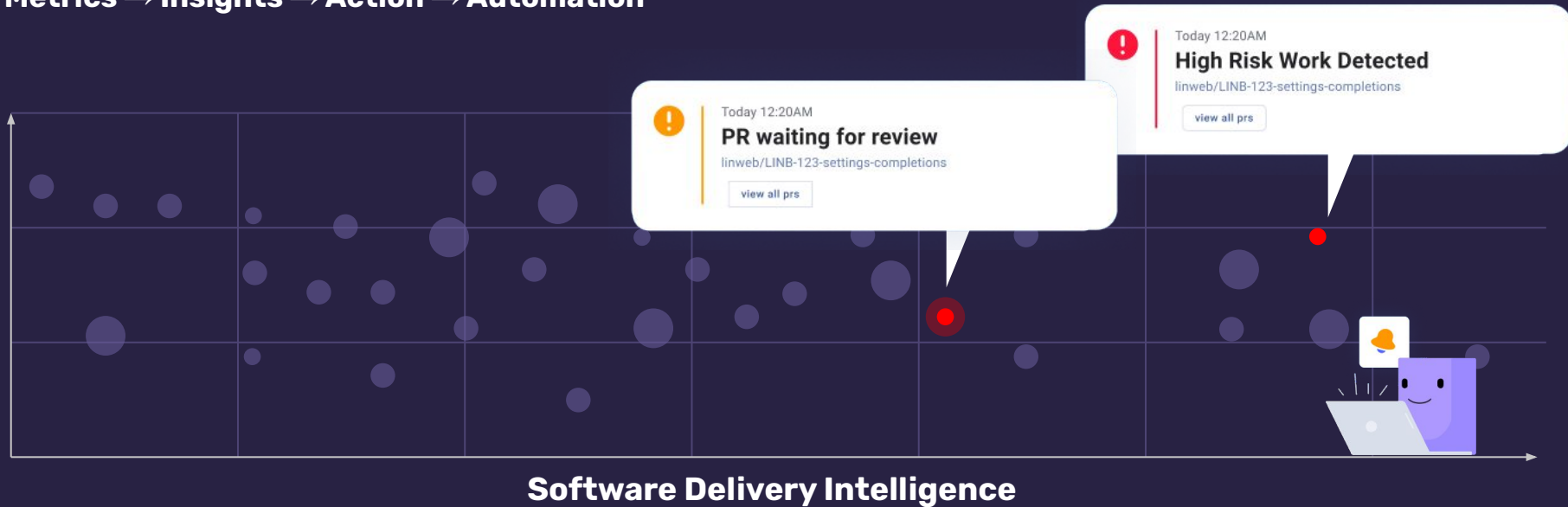


Beyond Metrics

Measuring is a great first step ... but it's not enough

It's a (yet another) case of 80/20 ... know where your problems are

Metrics → Insights → Action → Automation



Dev interrupted



Our community for dev leaders



Join us on Discord

WE'RE HIRING!

<https://boards.greenhouse.io/linearb>

CYCLE TIME

🕒 3 days 6 hours avg cycle time

STAGE	TIME
CODING	16h
PICKUP	2h
REVIEW	37h
DEPLOY	90m

Start Measuring Your
Cycle Time

Free for Dev Teams

<https://app.linearb.io/register>