

Technology Isn't The Hard Part

Can bioinfo cores and research computing/software/data teams learn from each other?



ISMB 2022
Bioinfo-Core Workshop

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Congratulations!

Research deserves the best support we can offer

Where I'm Coming From

- Working in the “supporting research with computing and data” mines for a long time
 - Astrophysics
 - HPC center
 - Coordinating HPC centres
 - Genomics (*along*, but not *in*, bioinformatics core facilities)
 - Building a national data sharing platform
- Have talked with and helped a number of other teams over the years



It's A Hard, Weird Job

- Salaries, processes make hiring hard
- Things move slowly
- Working with trainees and staff
- Long term products, programmes, cobbled together with short term project funding
- Technology changes quickly
- Needs change quickly
- Lack of external clarity on priorities
- Presenting problem not real problem
- Difficulty explaining team's value to senior leadership



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It's A Hard, Weird Job - But Can Learn From Others

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Academic & Government support teams

Academia & Nonprofits

Tech Startups

Consultancies

We have a huge advantage!

Goal for teams is the same — advance science as far as we can

Our scientific training gives us superpowers as managers —
if we choose to use them

Strongest teams have learned to apply that scientific mindset to
how they work as managers,
not just the stuff they work on

The Juggling Act

- People
 - Processes
 - Products
 - Potentialities
- | | |
|---|-----------------------------|
| — | Internal, Present |
| — | Interface, Present & Future |
| — | External, Future |



The Juggling Act

- People
- Processes
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Bad(?) Things Happen

Focus only on the present work: sucker punch

- Key staff member hands in two week's notice
- Biggest client starts taking work elsewhere
- Discover an error in a workflow; a client just published results using old version
- Data you were processing is found somewhere public it shouldn't be
- Funders announce key funding source for clients is ending
- Boss announces departure; replacement has always been skeptical of your group
- Ex-client starts publicly trashing quality of your work

Good(?) Things Happen

Focus only on the present work: unprepared

- Single large new client comes in, would take 50% of your current capacity
- New large funding opportunity in area sort-of adjacent to your core work
- Well timed success on high-profile project: increase for demand for a service quickly doubles, mostly from people with no previous experience with it
- You don't have any reqs open, but a fantastic possible hire just came on the job market
- Another service provider providing similar services just closed their door

The Juggling Act

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All four are essential



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The Juggling Act

- People - Science taught us advanced skills; just need to learn the basics
- Processes - Protocols for all the things!
- Products - Bundle expertise like papers; experiment and gather data
- Potentialities - PI-like focus: how to have the biggest impact

The Juggling Act

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People

Google Oxygen, 2009: People Managers Matter!

Things Great Managers Do

1. Good coaches.
2. Empower their team, not micro-manage.
3. Express interest in their team members' success and personal well-being.
4. Productive and results-oriented.
5. Good communicators and they listen to the team.
6. Help employees with career development.
7. Have a clear vision and strategy for the team.
8. Have key technical skills that help them advise the team

Key Shortcomings of Poor Managers

1. Have trouble making a transition to manager
2. Lack a consistent approach to performance management and career development
3. Spend too little time managing and communicating

People

Well understood, time-tested, people management practices

- **Weekly one-on-ones** with team members
- **Frequent, specific, feedback** - positive and negative - to team members
- **Judiciously and increasingly delegate responsibility** to team members



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People

Good Teams Avoid Common Pitfalls of Poor People Managers

- | | |
|--|---------------|
| 1. Having trouble making a transition to manager | ✓ Delegation |
| 2. Lacking a consistent approach to performance management | ✓ Feedback |
| 3. Spending too little time managing and communicating | ✓ One-on-ones |

The Juggling Act

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Processes

Good teams ensure reproducible protocols

- People and task processes are important
- Like protocols, they're only valuable when written down
 - Can verify results
 - Can improve them - changes are experiments
 - Can hand them off - with one-on-ones (who?) and feedback (how?)
 - Can automate parts
- *Really* good teams start documenting processes early on

Processes

To Make It Hurt Less, Do It More Often

- Important processes that don't happen very often - periodic dumpster fires
- Lose “muscle memory”
- Good teams try to find a way to do important things more often:
 - Hiring: frequently hire interns & students?
 - New offerings: pilot programs?
 - Performance reviews: quarterly? (Plus frequent feedback, of course)
 - Software releases: CI/CD?



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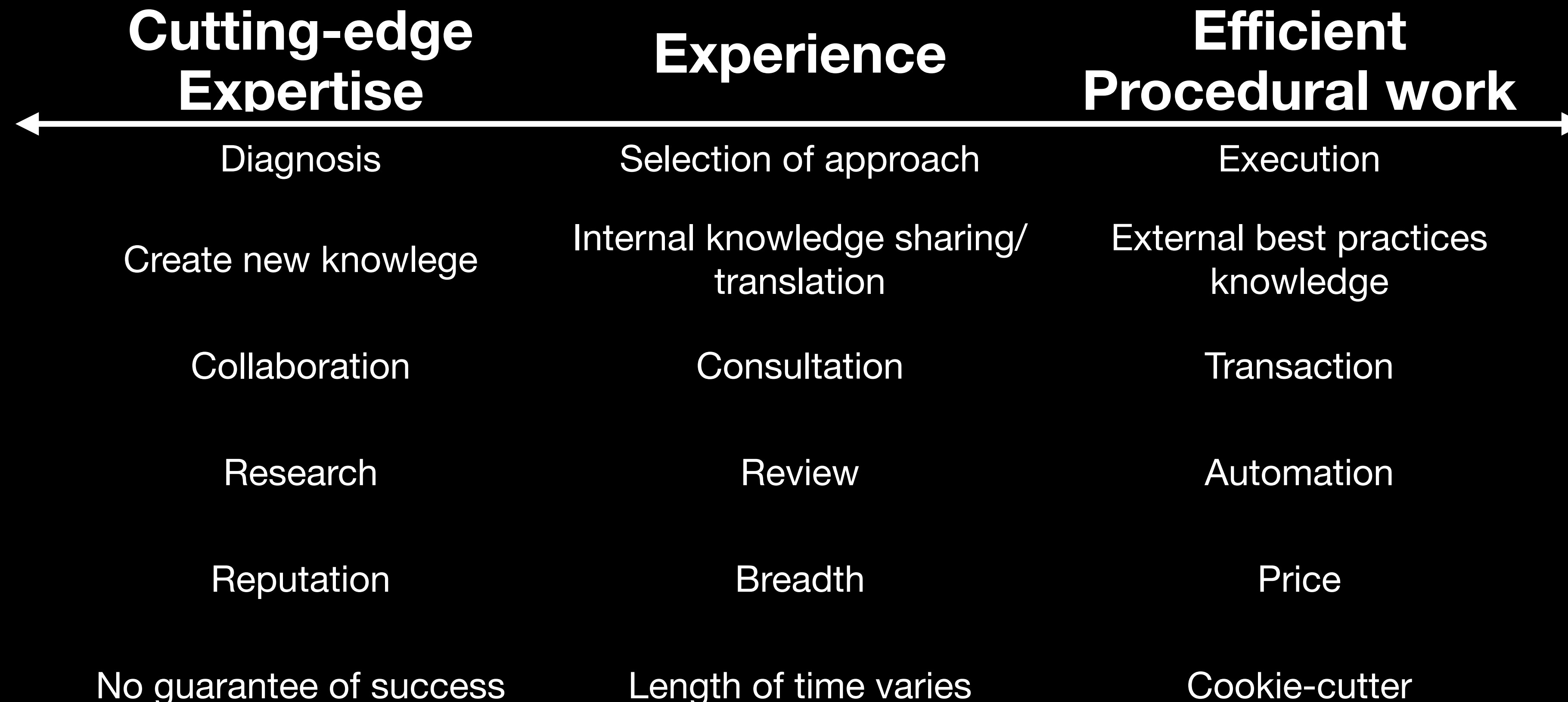
The Juggling Act

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Products

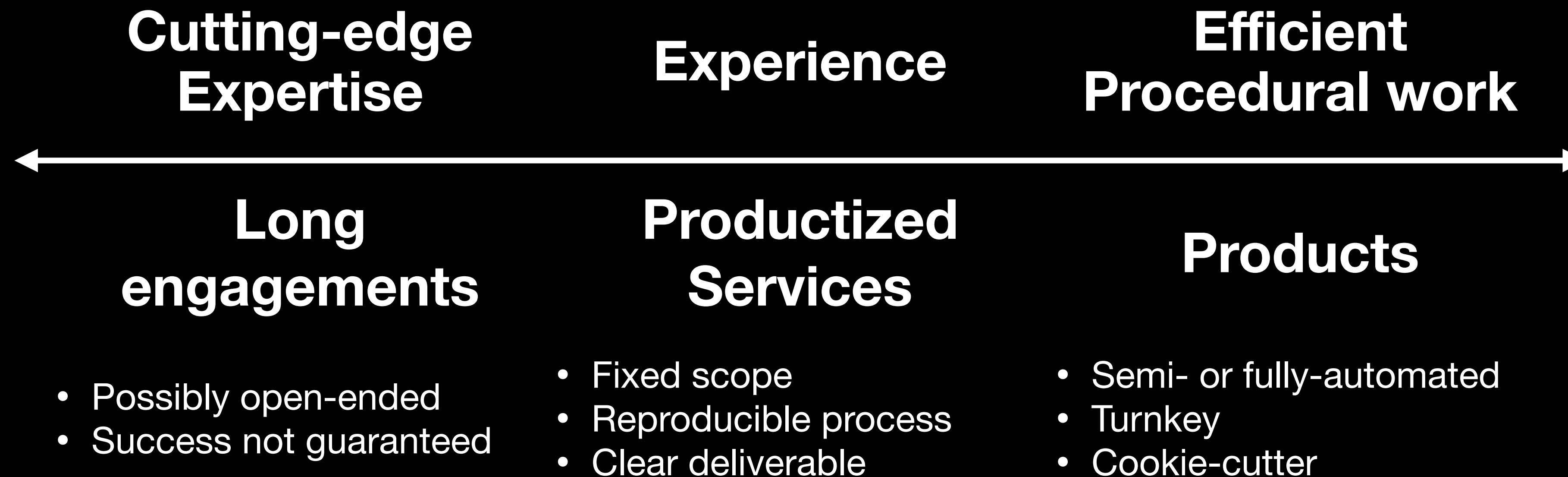
Spectrum of what we do for/with our researcher clients



Adapted from “Managing the Professional Services Firm”, David H. Maister

Products

Spectrum of what we do for/with our researcher clients



Products

Spectrum of what we do for/with our researcher clients

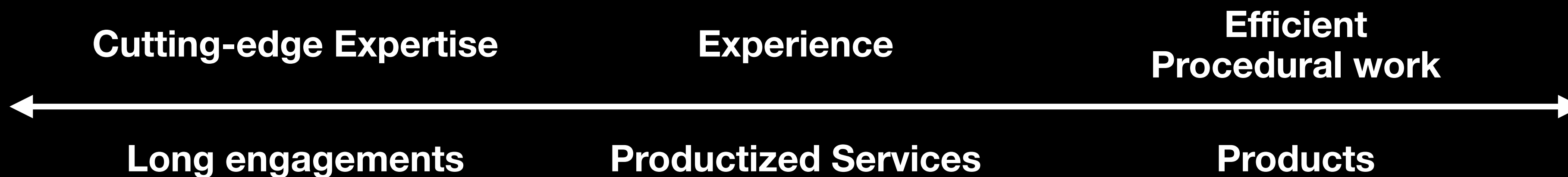
This is a hard place to live

Pros:

- Lots of steady business

Cons:

- Boring work, not much room for skills growth
- Race to bottom with pricing
- Scientific contributions minimized
- Inflexible



Products

Spectrum of what we do for/with our researcher clients

This is also a hard place to live

Pros:

- Challenging work with high, obvious, scientific impact
- Lots of opportunities for skills growth

Cons:

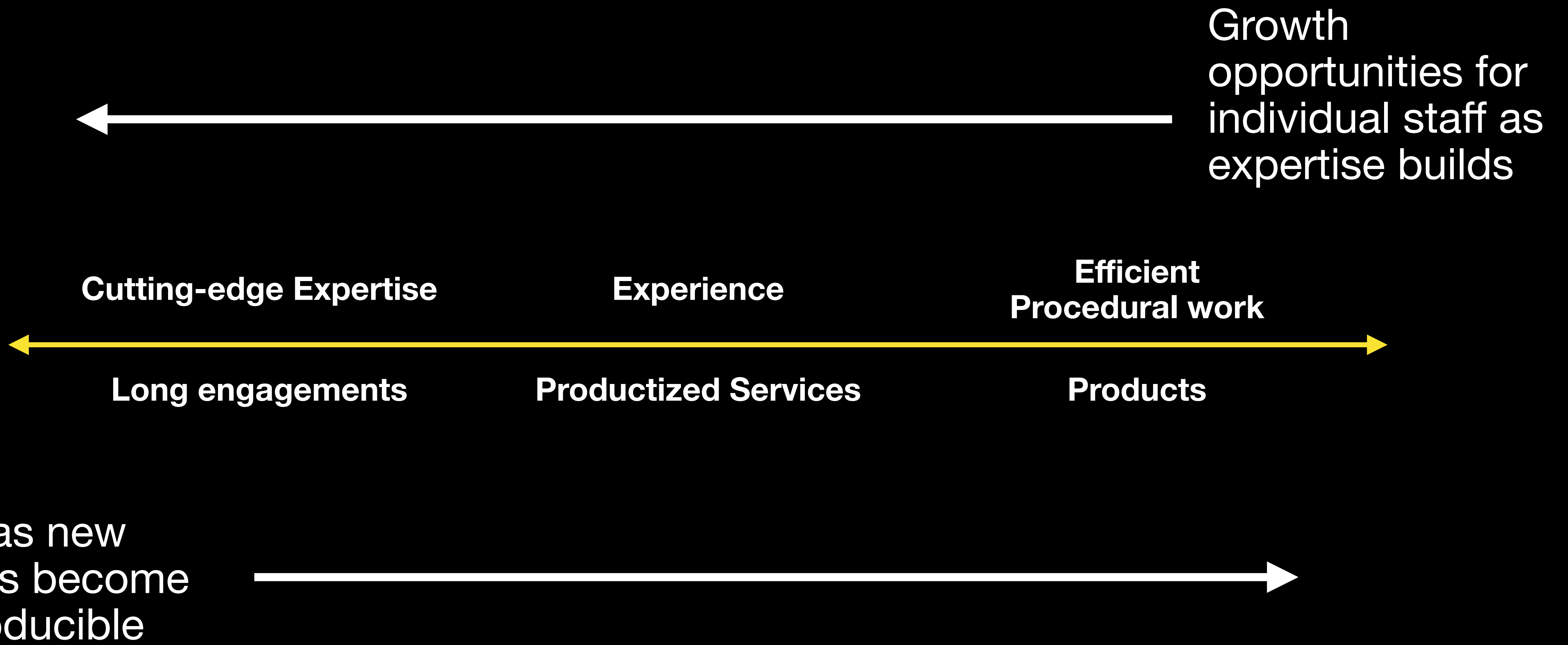
- Work is intermittent
- Hard to explain value to people not already collaborating with you



Products

Spectrum of what we do for/with our researcher clients

Ideally a team will have a portfolio of ways to engage along spectrum



Products

How to bundle expertise into products?

- Science to the rescue - experiment! (And talk to people - qualitative research)
- Try to make as reproducible as possible as early on as possible
 - Then can move down the expertise ladder
- Bundle deliverables/outcomes into the smallest chunks feasible for reproducibility



Products

What New Products/Services Should We Offer?

Bad ways I've often seen this question answered

- “What we’ve always done”
- “Whatever researchers ask for”
- “What the other centres are doing”

The Juggling Act

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Potentialities

Look for focused way of applying strengths to gaps

- Technology changes ✓
- Science changes and needs ✓
- Funding changes ✓
- Priority areas for our clients/institution ~
- Where the team fits in ✗

Potentialities

Look for focused way of applying strengths to gaps

Goal: Advance high-priority science as much as possible

Method: Matching research needs to applications of team's expertise

Fact: We have finite resources

⇒ *Can not do everything*

⇒ *Worthwhile things will be left undone (by us)*

Potentialities

Choosing Between *Good* Options

Help many researchers
with basic support



Help few researchers with
extensive support

Experts on problem area



Experts on methods

Very Inexpensive

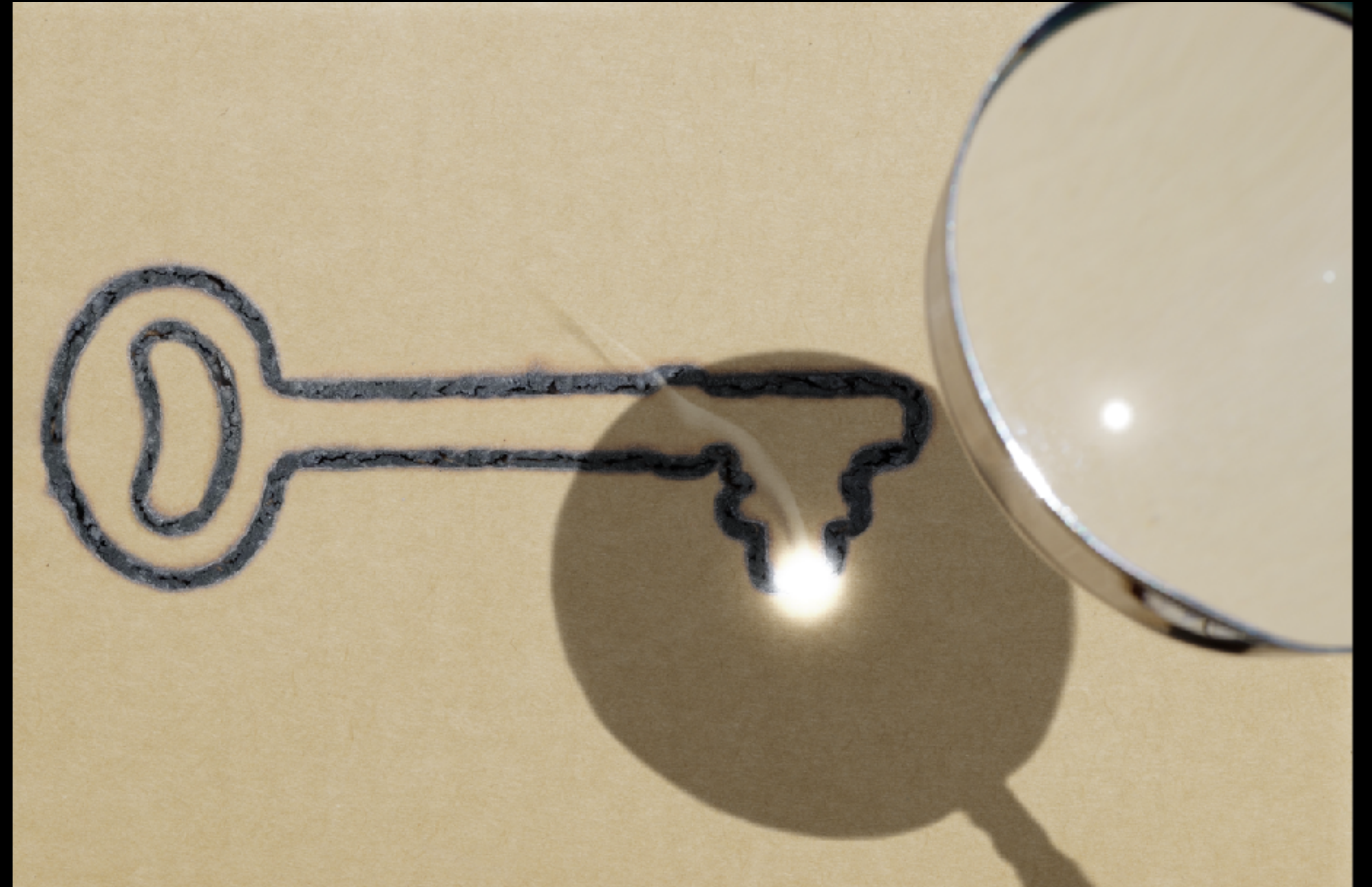


Very fast

Potentialities

How to find a focus

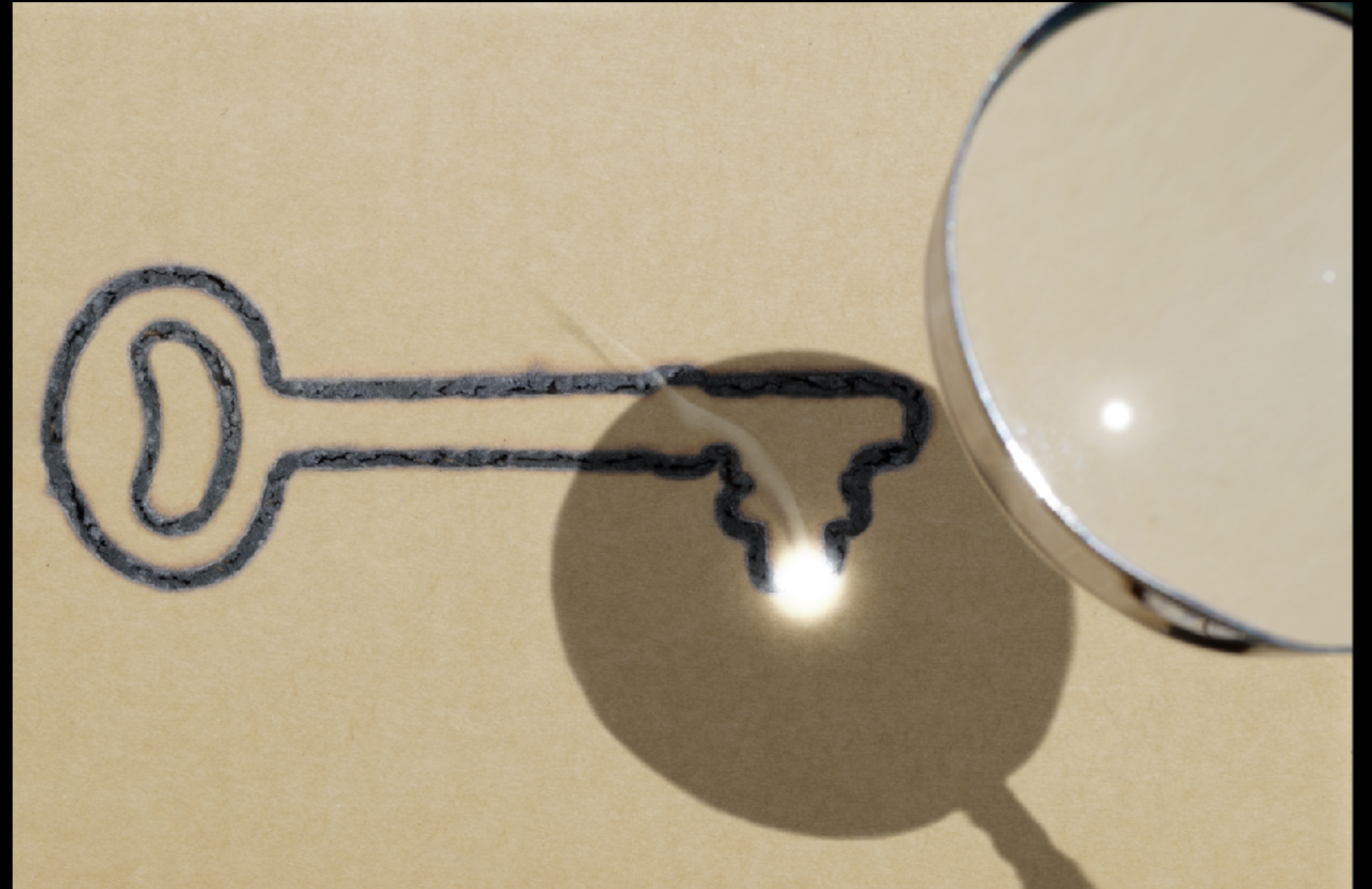
- What is standing in the way of the science for our population of clients/institution?
- What are we really good at?
- What “unfair advantages” do we have?
- What other teams can we collaborate with/outsource to?



Potentialities

Benefits of a focus

- Team members build skill much faster when there's a focus
- Vastly easier to communicate what you do to researchers, institutions, funders
- Have a framework to make decisions about handling new opportunities, setbacks
- Informs products, processes, people



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Our Job is to Advance Science As Best We Can

We Can Learn From, Work With, Each Other

There's Common Failure Modes

There's Existing Practices That Can Help

It's Still A Hard Job

We can do this



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People

Resources

- The Effective Manager, or Manager Tools Basics (a very opinionated guide to the basics of management, with step-by-step and reasons why)
- The Leader Lab: Tania Luna & LeeAnn Renninger (more fundamental soft skills/habits)



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Processes

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Products

Resources

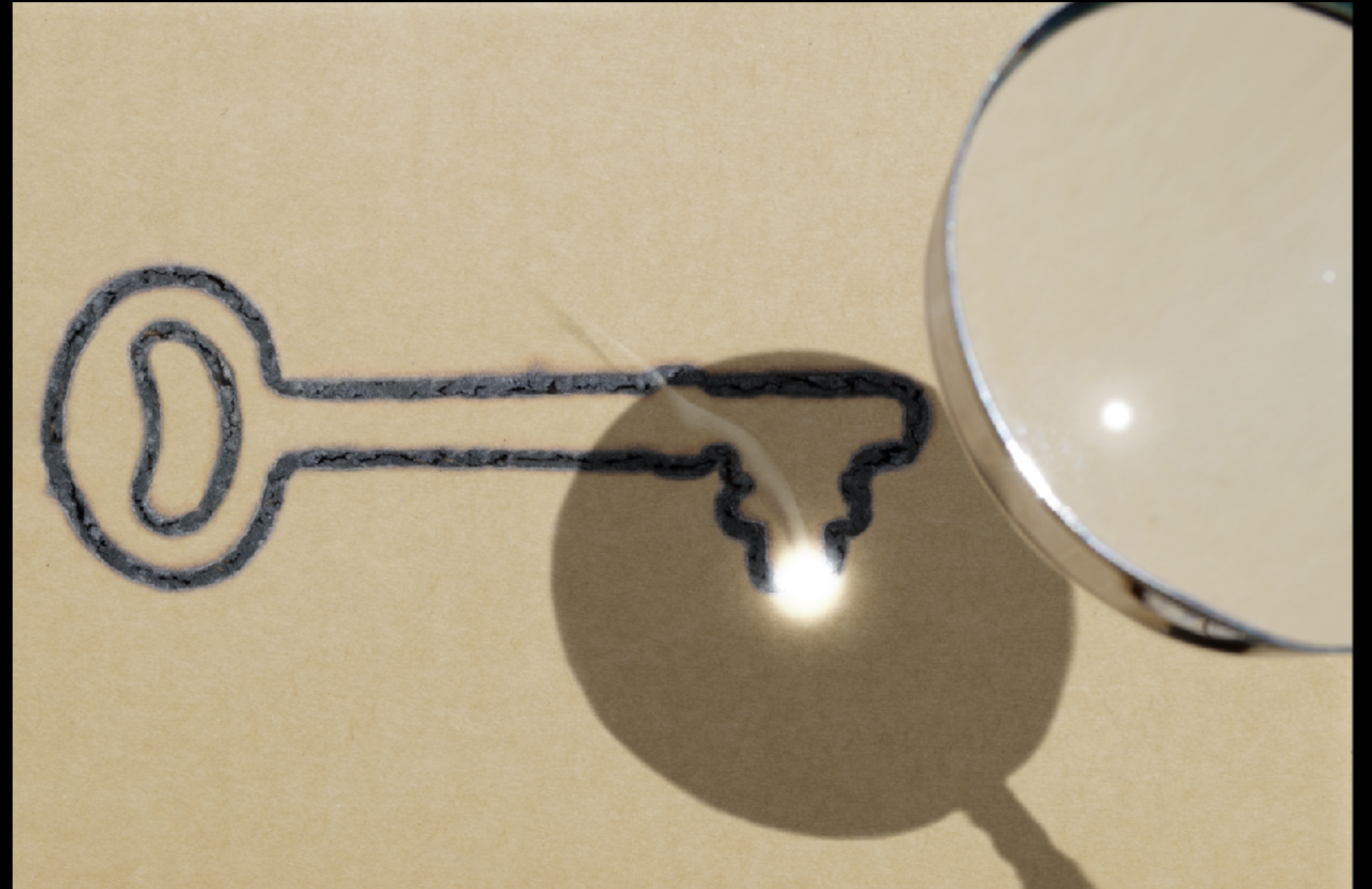
- Managing the Professional Services Firm: David H. Maister (s/profits/sustainability/, and skip partner governance sections)
- Hourly Billing Is Nuts: Jonathan Stark



Potentialities

Resources

- Good Strategy/Bad Strategy:
Richard Rumelt
- Any of a number of nonprofit leadership books, esp. on working with boards or setting direction



Becoming a Manager

Resources

- The Manager's Path: Camille Fournier
- Rands (tech) leadership slack
- I have a weekly link roundup newsletter on the topic of managing research computing and data teams



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Slides & Resources: www.ResearchComputingTeams.org/Bioinfo22