





DevOps, but Why?

DevOps for Network Engineers

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@AppDynamics

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DEVLIT-4007



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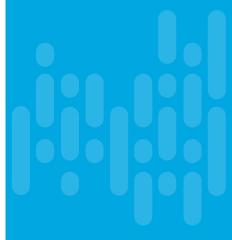
How

- 1 Find this session in the Cisco Events Mobile App
- 2 Click "Join the Discussion"
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- 4 Enter messages/questions in the team space



Agenda

- Introduction
- What is DevOps
 - Philosophy
 - · How it is Implemented
- Implications of DevOps for Network Engineers
- Conclusion



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"The cornerstone of DevOps is its philosophy: to create an agile and scalable system by involving both operational and development engineers in all stages of product creation, from idea to release."

DjangoStars Team



"To integrate this philosophy into the workflow, you use certain practices -CI/CD, automation, infrastructure as code, microservice architecture, etc."

DiangoStars Team



"And, finally, there is a bunch of tools to implement those practices: Docker, Jenkins, CircleCl and much, much more."

DjangoStars Team



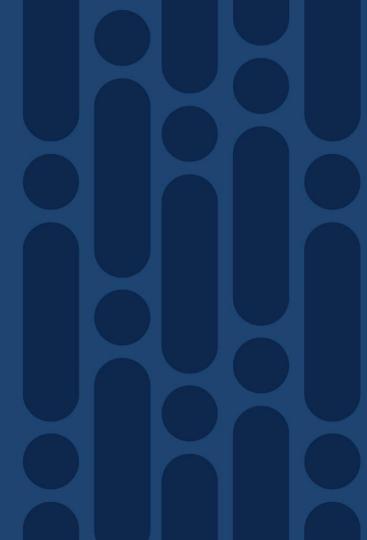
That's great, but what does that mean?



By Way of Example, a DevOps Tale



Our Characters



Let's talk about Jayne (Cobb)



- Software Developer
- Responsible for writing and maintaining only The Coolest Things
- Needs to work quickly so his employer can keep up with the competition

And (George) Parley



- Operations / IT specialist
- Responsible for maintaining the infrastructure that runs The Coolest Things
- (Not so secretly thinks that this is the coolest thing.)
- Also needs to work quickly so her employer can keep up with the competition.

And Theo Putnam



- Network Engineer
- Makes sure that Jayne's "Coolest Things" and George's "Coolest Things" can actually communicate
- Knows that there's no point in Being Cool if you can't communicate ...
 - ... and that the same goes for software and infrastructure
- Also, you guessed it, needs to work quickly so his employer can keep up with the competition

Jayne: Let's deploy some software.



Parley:



Theo: 🕤



And so it begins...

Request for sandbox

Parley receives
Jayne's request for services.



Deployment Request

Jayne finished the feature, sends to Parley for deploy



Errors in Prod

Problems appear in prod that were not in the sandbox(es).





Dev Requests

Jayne organizes and starts work on features and bugs.





Services Approved

Services approved and live, Parley notifies Jayne



Deployment Day!

Parley deploys all dev features and bug fixes – including Jayne's.



Rinse, repeat

Jayne and Parley are looking forward to next month...

Why does it look like this?



1. Jayne is not the only developer, Parley has other requests from that team.



2. Parley also has other teams sending requests besides dev.



3. Both Jayne and Parley are doing things manually; therefore...



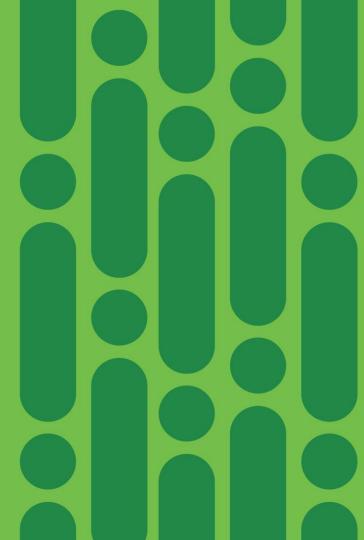
4. ...both Jayne and Parley are blocking each other and...



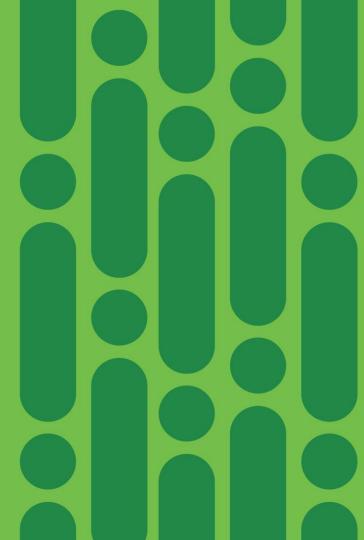
5. ...both are causing delays / bottlenecks.



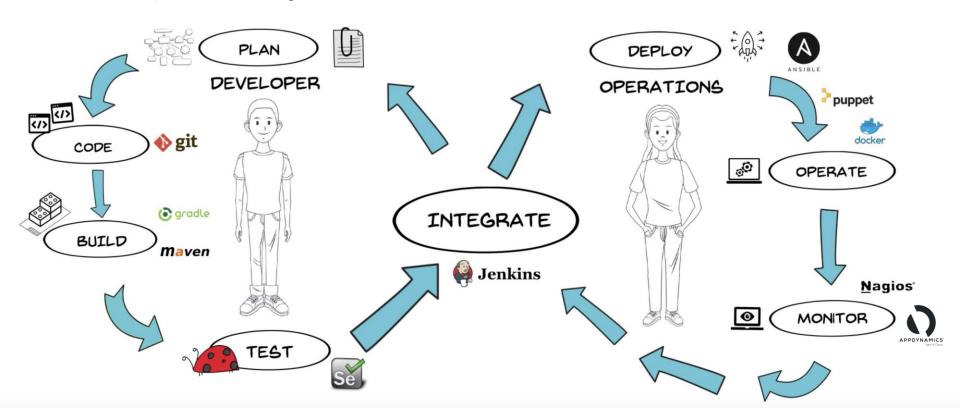
There must be a better way.



DevOps = Dev + Ops

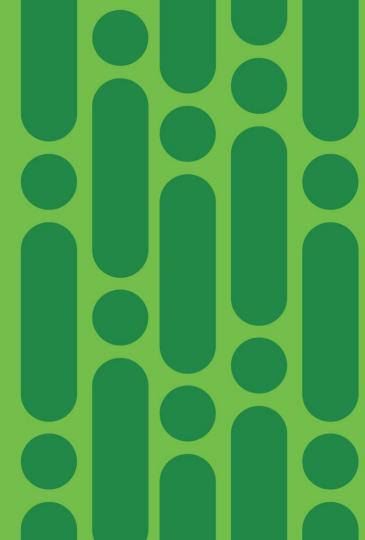


DevOps Lifecycle

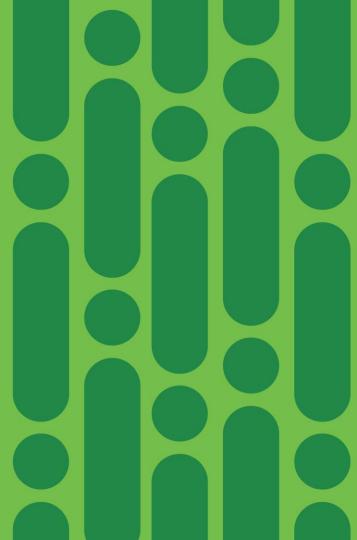




DevOps Allows Teams To ...

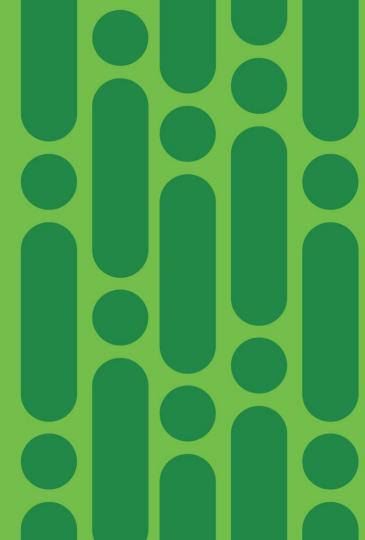


#1 Get Feedback Faster

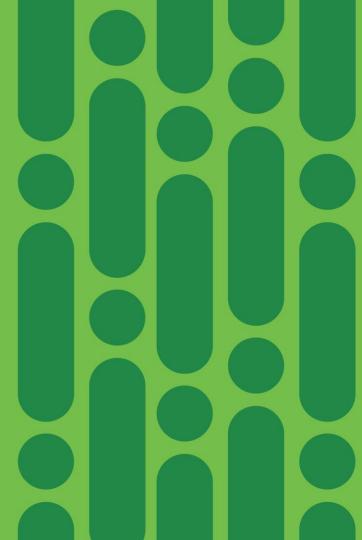


cisco live

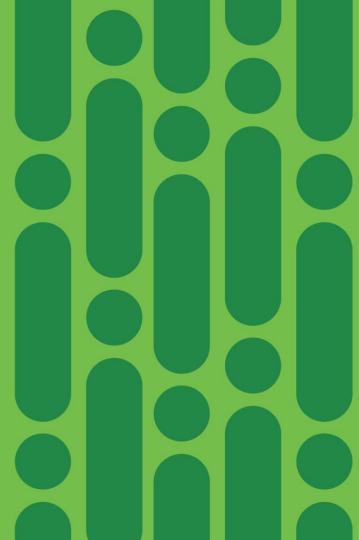
#2 Respond to That Feedback Faster



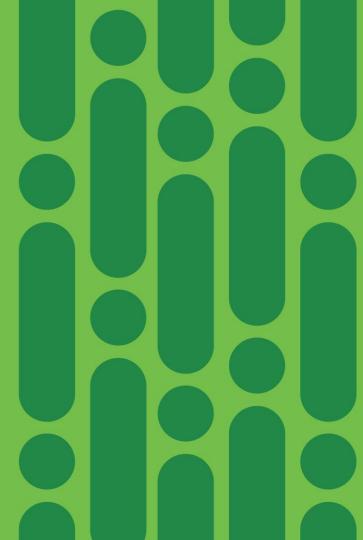
#3 Reduce Risk



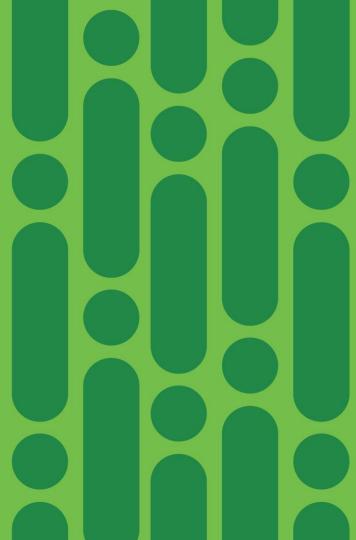
#4 Improve Communication



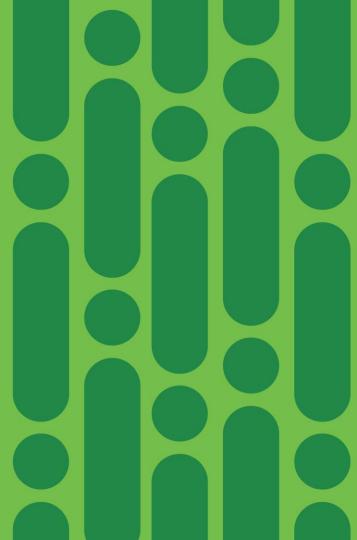
#5 Adapt to Scale



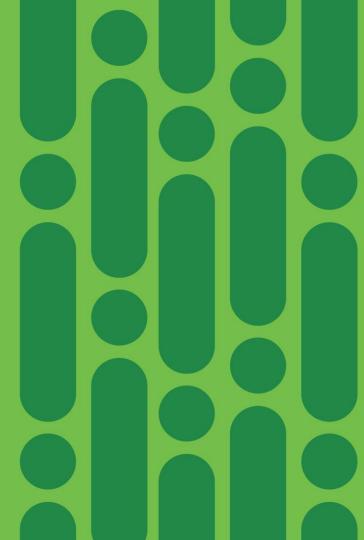
All of which yields ...



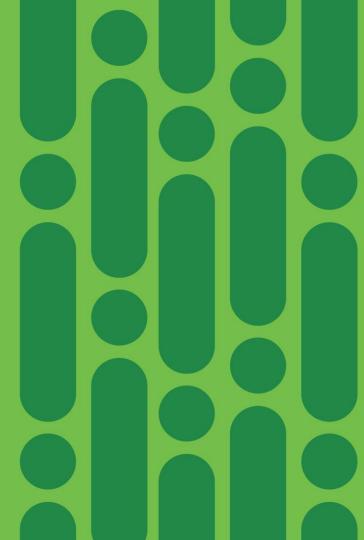
... faster release cycles



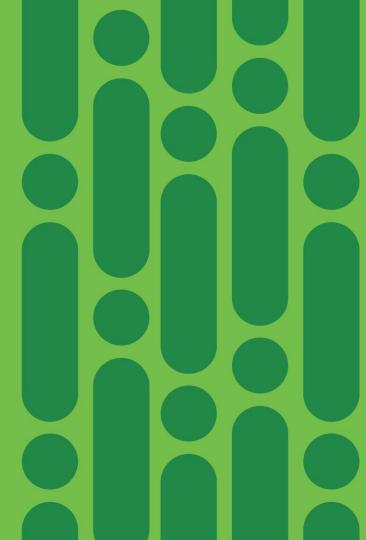
... faster detection of issues (MTTD)



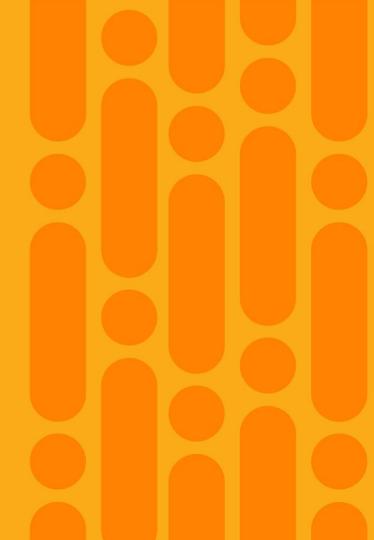
... faster resolution of issues (MTTR)



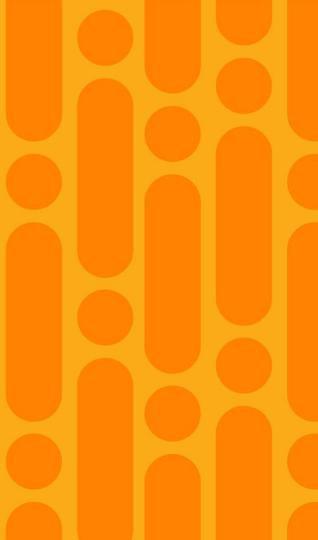
... and improved service level agreements and objectives (SLA, SLO)



And now for Theo



(Did you think I forgot Theo?)



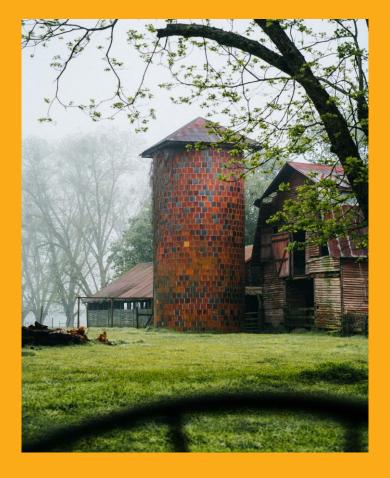
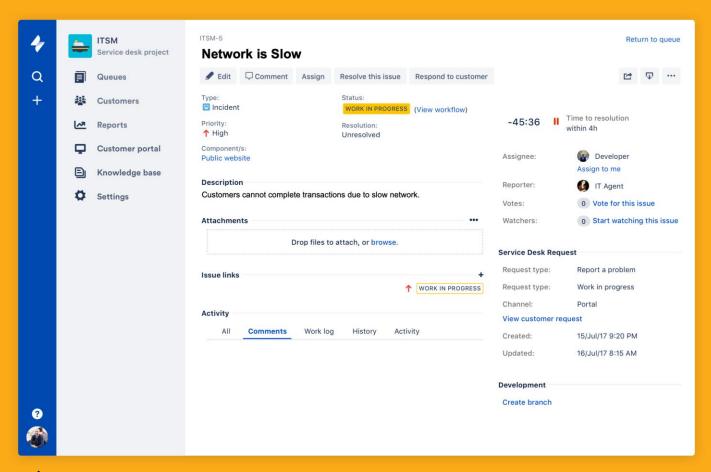
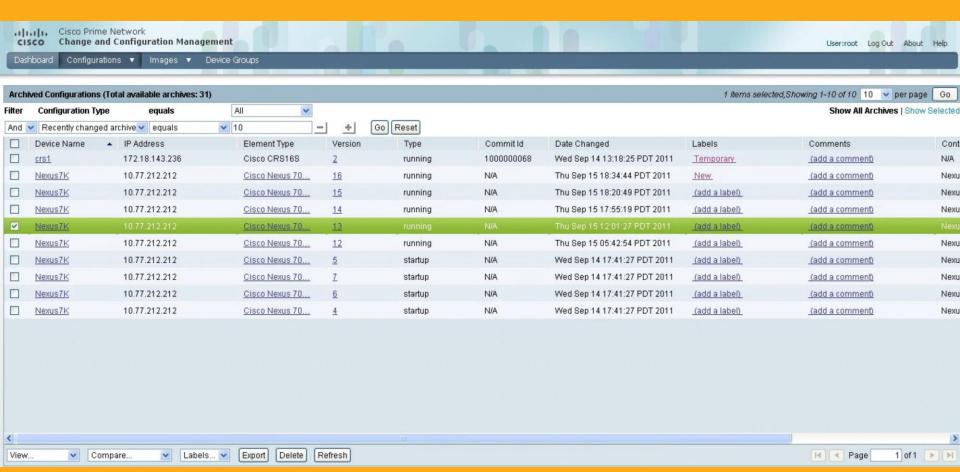


Photo by Jordan Whitfield on Unsplash





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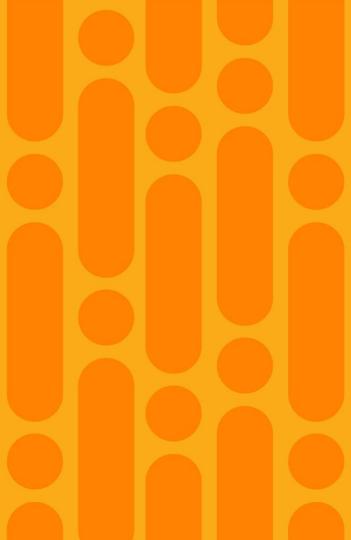




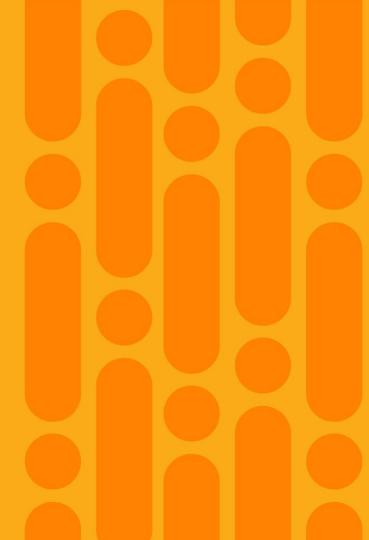
All of which leads to ...



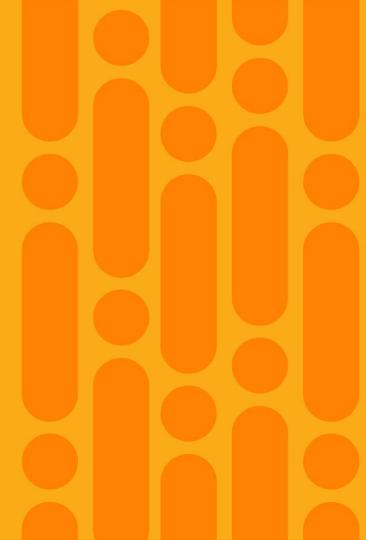
... slower resolution times



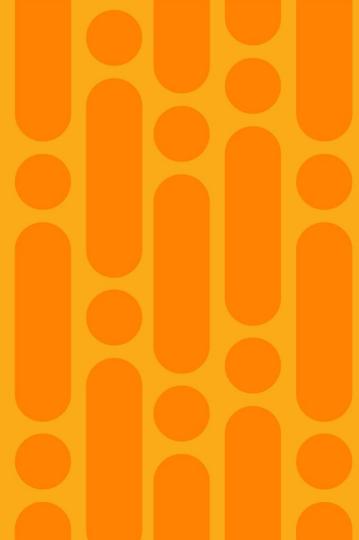
... slower deploy times



... manual errors



Essentially

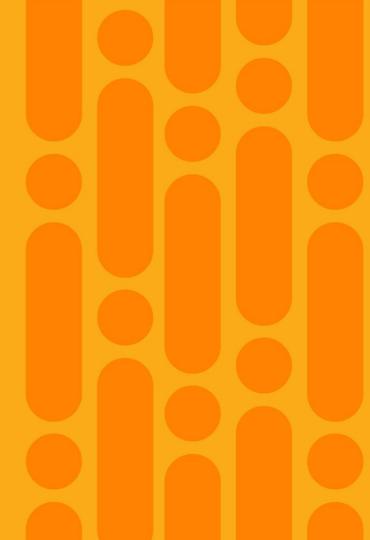


"If a team is not operating in the same way as the rest of the business, then all other departments will be slowed down as the siloed department is not agile enough."

-- Steven Armstrong, Bringing DevOps to Network Operations (Packt)



So what can Theo do?



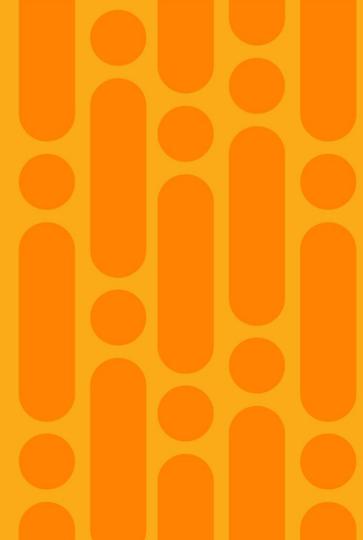
Bring DevOps to Networking!

(NetOps? DevNetOps?) 🚱





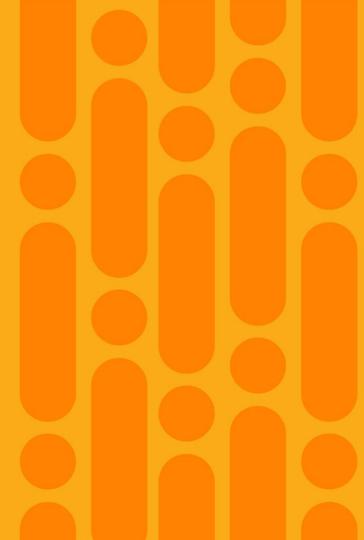
Clarification!



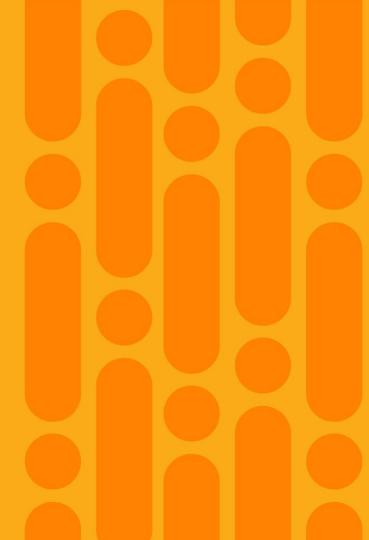
This does not mean "just switch to public cloud".



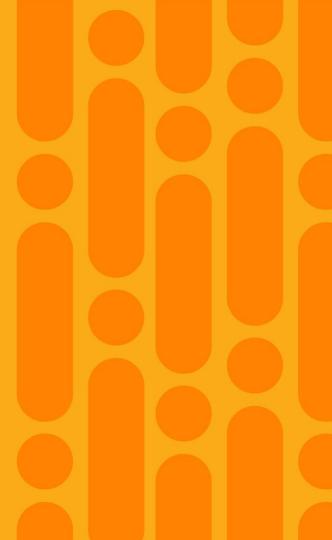
That will hide problems, not fix them.



Onward to change!



Automate where possible



(e.g. Did you know you can use Ansible with Cisco IOS?)*

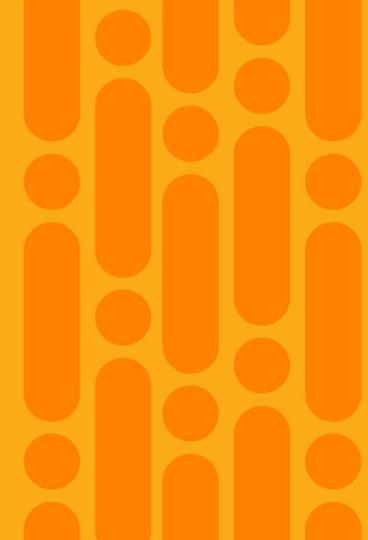
* Link in resources



Improve measurements



And Monitor!



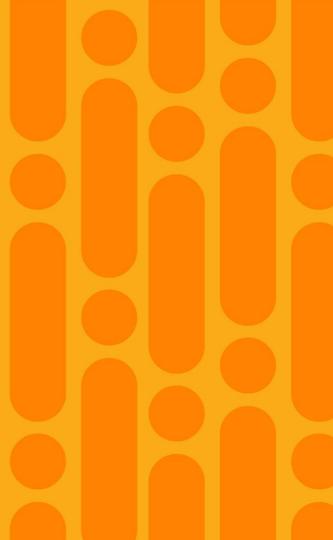


What are the results of change?

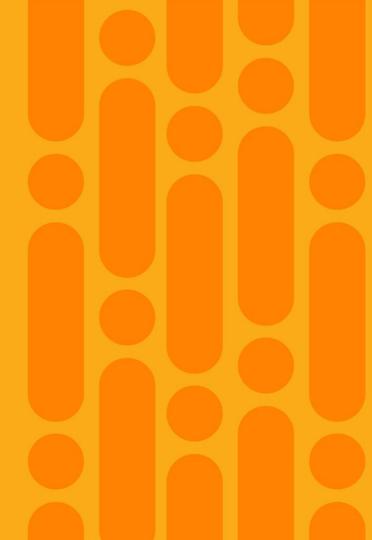
Faster response to changes



Lower mean time to resolve (MTTR)



Increased uptime

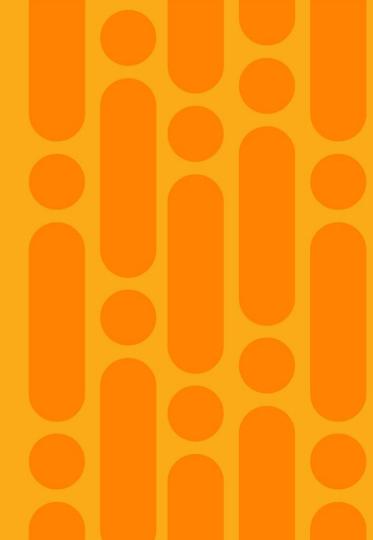


(and) Higher number of deployments



(Note that these are 4 of the DevOps KPIs





For even more info about how you too can DevOps, please take a look at my Resources.



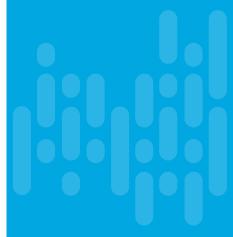
Before you go...

- DevOps is a philosophy that helps traditional "dev" and "ops" teams work together
- DevOps practices can also be applied to other areas, like networking
- Applying DevOps practices will yield improvements in response time, reduced errors, and reduced risk.



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- Applying DevOps practices will yield improvements in response time, reduced errors, and reduced risk.
- For more questions: please join the WebEx room DEVLIT-4007
- Help me iterate complete the survey and tell me your thoughts!



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Slides, Live Streaming, and Recordings Available on Cisco Live

References & Reading Available on Notist https://noti.st/quintessence

https://www.ciscolive.com/online





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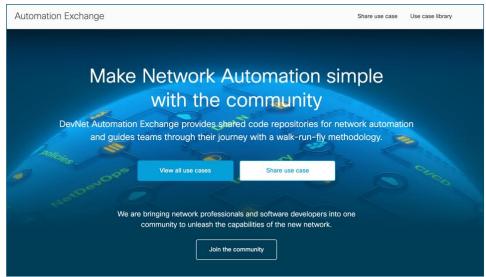
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