

Thomas George Talk

DEVOPS

- On the system engineering team at clearwater
- **What is DevOps**
 - Development Operations
 - Some say it's tools, culture, or philosophy.
 - Process that emphasises communication. (see Wikipedia for definition)
- **Culture Conflict**
 - Developers want change [think Montagues]
 - Operations wants stability [think Capulets]
 - Old rivalry, DevOps is like mediator [think the love between Romeo and Juliette]
- **DevOps tool chain**
 - Planning
 - DevOps and Developers get together and figure out what the change is.
 - Plan what is needed, who the audience is, and the requirements for project.
 - Create
 - This is the Developer's job
 - Verify
 - Verify that the requirements are met
 - Package it up
 - Getting the app packaged into something that can be easily deployed.
 - Release
 - Getting the app out so that it's useable
 - Release tends to happen in stages
 - Testing
 - Staging
 - Production (users are here)
 - Configuration
 - Tied heavily to release.

- Monitoring
 - Monitoring of the app/host that the app is on
 - The goal is to be aware when something goes wrong
 - Host stuff is DevOps's Bread and Butter
 - In order to properly monitor, need to PLAN how to do that.
- REPEAT
- **Developer Highlights**
 - RAM
 - Reliability, Availability, and Maintainability
 - These are what we want.
 - Want to promote change, but make sure that it's RAM.
 - DevOps look for this when promoting a new app
- HA
 - High Availability
 - How much the app is up (uptime) but also how useable.
 - Could be up but the customer doesn't see it
 - Want customers to be able to access AND use app
 - Five nines
 - 99.999%
 - extremely difficult to hit
 - downtime is 5.26 minutes per year.
 - RED FLAGS
 - SPoF
 - Single Point of Failure
 - System Bottlenecks
 - User unable to use system.
 - User should be your bottleneck
 - Load Balancing
 - Multiple hosts
 - Load Balancer
 - Point of failure point
 - Have 2 load balancers
 - One active
 - One passive

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- Two load balancers that know each other's health.
 - Load balancer with the healthy state gets the IP address
- HA- Additional layers
 - Clusters for days.
 - Hypervisor layer (ESXi, Xen, VMWare)
 - Routing/Switching
 - Data Center
 - Region
- Want it to be present in two locations
- Downsides of HA
 - Increases Complexity
 - More Resources
 - Higher Cost
 - User session management
 - When you switch over, users might lose data (ie need to log back in)
 - Higher HA needs to be more aware of this.
- Prioritise your HA. Internal might not need as much HA for example.
- Cattle vs Pets
 - It's easy to treat our servers like pets
 - DevOps treat servers like cattle
 - Configuration Management is what allows DevOps to treat servers like cattle
 - Making sure new thing is identical to the old thing
 - Ensures that the current design and build state of the system is known, good, & trusted; and doesn't rely on the tacit knowledge of the Development team
 - *[Insert some services that do this]*
 - Ansible is good for small config management
 - Puppet used by Clearwater
- Microservices
 - In the past, it was easier to make HUGE applications because you had baremetal servers.
 - Made it difficult to find failures
 - Build lots of little apps that communicate with each other.
 - Makes it easier to identify when things go kaput.
 - Limits scope.
 - Only have to worry about my piece.
 - Made feasible by virtualisation.
 - Virtualisation is software based hardware.
 - Uses a hypervisor.
 - Simulates the hardware of another operating system.
 - Helps if you want to test different configurations, but don't want to configure your computer every time
 - Vagrant.up = local virtualisation
 - Containers [**BIG** in the industry. **HOT HOT HOT**]
 - New way of thinking about things with virtualisation
 - Instead of having a whole OS on your virtual machine, have little packages.
 - Lightweight, stand-alone, executable package of a piece of software that includes everything you need to run.
 - Newer, better, less resource intensive.
 - Can share libraries and configurations.
 - Can run containers locally
 - Orchestrators are managers of containers [look it up if you're interested.]
 - Monitoring
 - Why? It's not helping the app.
 - Catch problems before the end users do.
 - Host (things to monitor) [DevOps Team Ownership]
 - Disk
 - RAM
 - CPU
 - Load
 - General metric for how busy the network is
 - Temperature
 - etc...

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- Services [DevOps and Developers Co-Ownership]
 - Status
 - Check the status of the app AND what it is dependent on.
 - Dependency Status
 - See the status of app's dependency
 - Response Time
 - Why does the response time change? Things like that.
- If interested in DevOps read:
 - The Phoenix Project
 - Fiction but good
 - Good to see from DevOps point of view
 - The DevOps Handbook
 - Less exciting, but if you're into it.

Q&A

- Q: Tooling and DevOps
 - It's a way of facilitating developers to make sure they get what they need to get done.
 - DevOps is herding developer-cats.
- Q: What are your specific focuses?
 - Focuses on Configuration
 - Puppet configurations
 - Maintain the configuration management.
 - Another half of team focuses on tools.
- Q: How do you apply cattle vs pets to configuration management?
 - *//I don't understand the answer.*
 - Puppet configuration is kind of like his pet
 - PXEboot
 - configuration is in the boot up process of the server.
- Q: The box?
 - = Host or Node
 - virtualised host that is running the application.
 - Not referred to baremetal anymore because of virtualisation
 - Everything that's a host is also a box.

[Nilab is mean here]

- Q: What do you use in your DevOps
 - use uBuntu. Python backend.
 - Angular or Polymer as front end.
- Q: How many virtual servers can be on a real server?
 - Depends on the server.
 - Also depends on the size of the virtual machine.
 - With virtualised machine, you get a reduced rate of return.
 - If you have an app that need a TON of CPU power, virtualisation may not be the way to go.
- Q: How do you like digital watch
 - Moto 360
 - He likes it.
- Q: How long have you been there
 - Been at clearwater
- Q: How many system engineers at clearwater
 - 8 or 9 people on system engineering team
 - Have 3 data centres.