

# Culture Shift

## How DevOps changed the way we think about IT

I like to read Wikipedia for fun (joke)

Favorite articles are the "lists of things"—  
cognitive biases; latin phrases; global  
metropolitan areas by population

Found a new favorite: Culture-bound  
syndromes



Defined as—a combination of psychiatric and somatic symptoms that are considered to be a recognizable disease only within a specific society or culture.

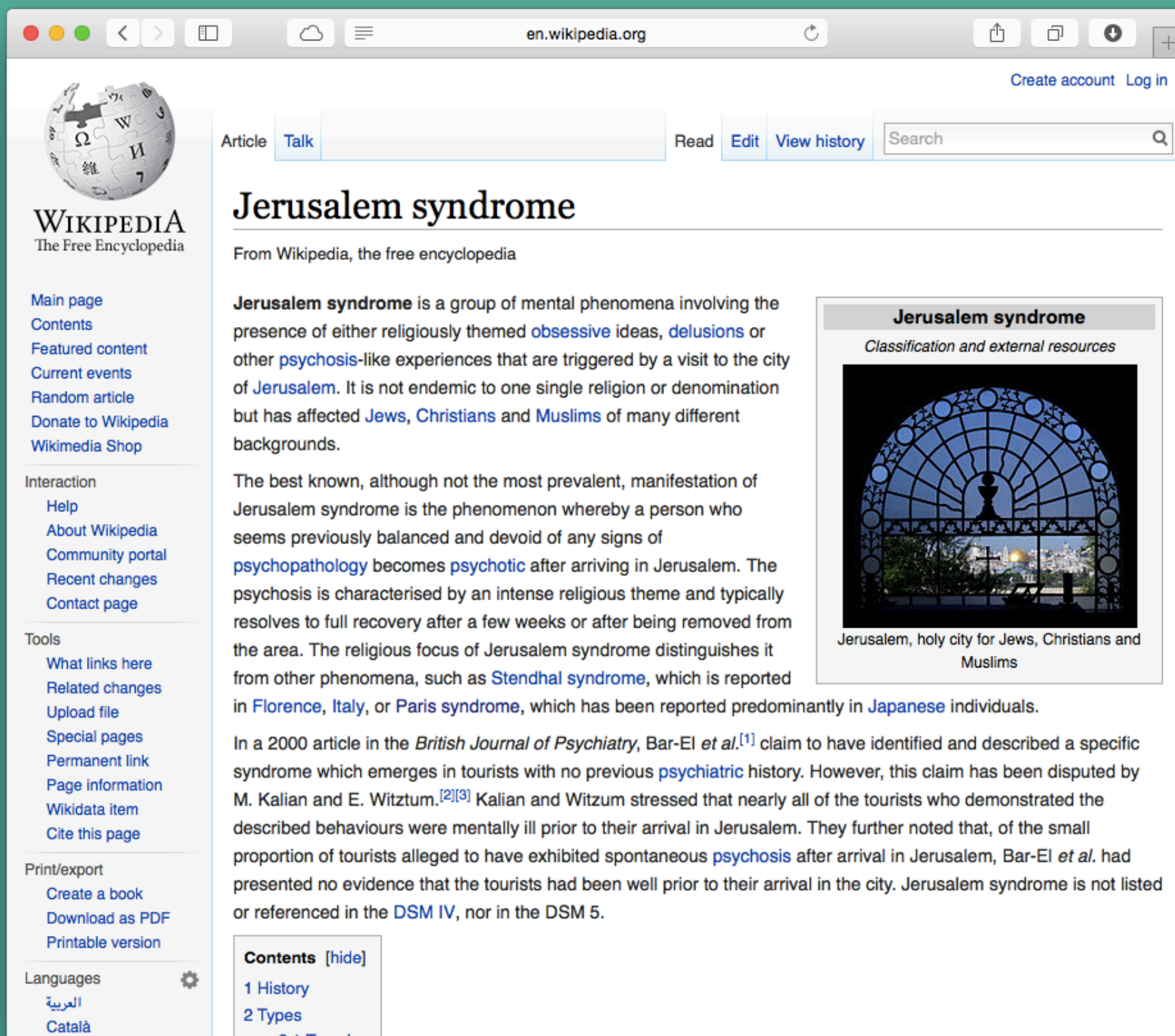
Think about that for a minute



Paris syndrome: a transient psychological disorder encountered by some individuals visiting or vacationing in Paris. It is characterized by a number of psychiatric symptoms such as acute delusional states, hallucinations, feelings of persecution...

According to several medical journals, Japanese visitors are observed to be especially susceptible.





My favorite: Jerusalem Syndrome—phenomenon whereby a person who seems previously balanced and devoid of any signs of psychopathology becomes psychotic after arriving in Jerusalem.

Types (types!)

Type I—affected person believes themselves to be a Messiah

Type III—variety of behaviors, including the preparation—often with the aid of hotel bed-linen—of a long, ankle-length, toga-like gown, which is always white

# Culture Shift

## How DevOps ~~changed~~ changes the way we think about IT

Brings us back to our topic today—essentially the story of our journey at the College of Architecture over the past year or so CHANGED implies finality—we are certainly not finished our journey. We are still learning how to apply these ideas and improve

# Roadmap

- 1. Why Culture?**
- 2. Some Context**
- 3. Meet DevOps**
- 4. DevOps, meet Academia**
- 5. Open Discussion**

# Culture

**The outlook, attitudes, values, morals, goals, and customs shared by a group.**

We've all seen this definition before

# Culture (more simply)

**Culture is the way you think, act, and interact**

IMPORTANT: much of culture is invisible  
—assumptions—background process  
*"Culture eats strategy for lunch"*

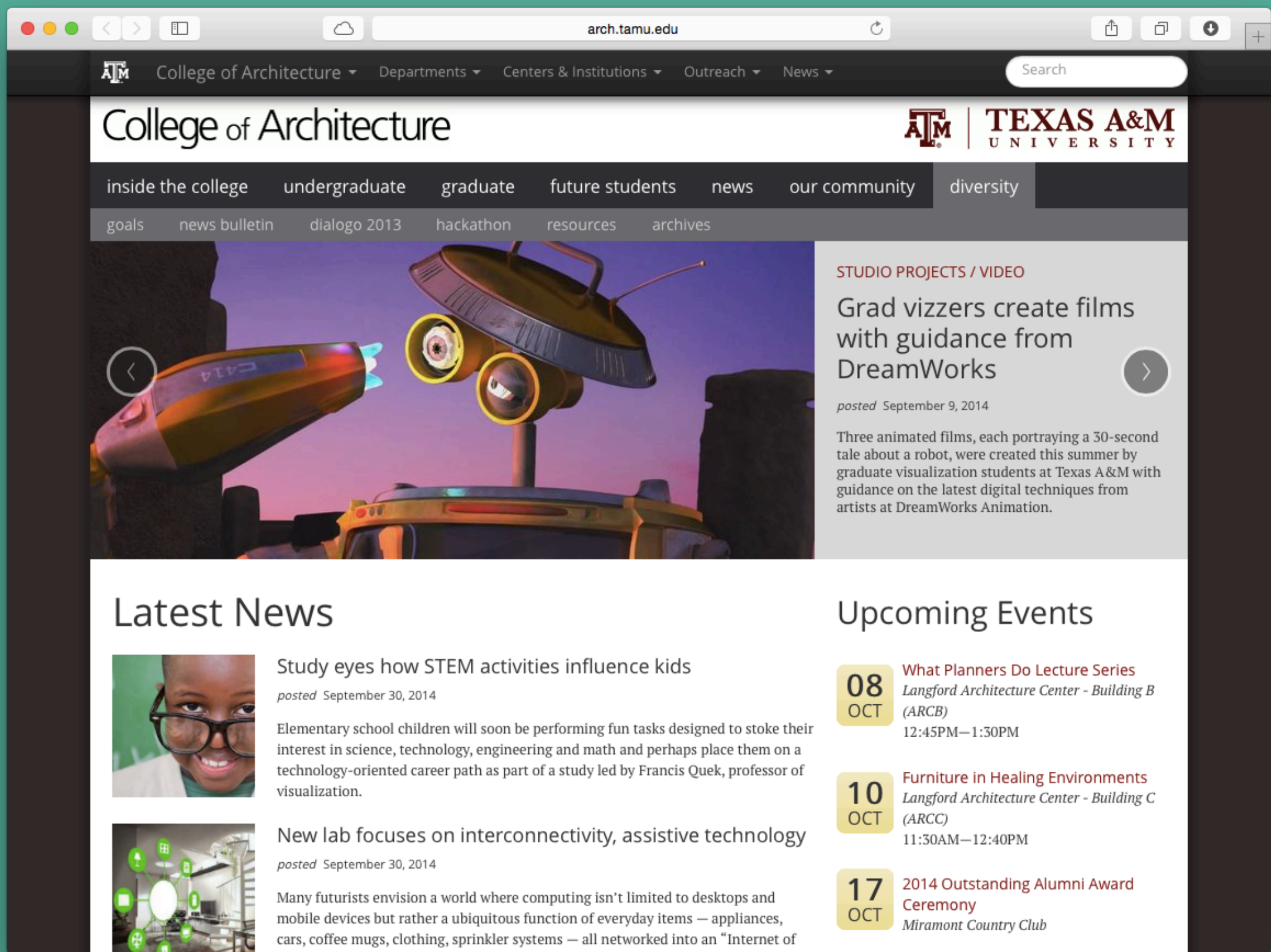


# The Context

## The College of Architecture at Texas A&M

# College of Architecture

- 4 departments
- 8 research centers and institutes
- 500 employees
- 10,000 (3,000) students
- locations across Texas and the globe



Work we do: web; infrastructure; business applications; automated tools to manage student accounts and data (!!); classroom technology; rendering pipeline and infrastructure; research computing services (laas, Paas)

# The Problem

**Do we have a problem?**

**IT has always been like this**

No dramatic stories of epic failure, just regular IT woes—fighting fires, can't seem to get ahead, can't seem to effectively coordinate operations and development; no clear picture of work capacity

~3 years ago, one of my employees (UNIX admin) started looking at automating parts of his job

Several attempts, some false starts, then he came into my office one day and said --

# The Solution



"Dude—you HAVE to read this book"  
So I did—in one sitting. It just clicked.  
Then I bought copies for all my team,  
and made them read it too (Really. I  
assigned it.)



# The Phoenix Project

**A management fable in the style of E. Goldratt's *The Goal*.**

**Theory of Constraints — Systems management**

The Goal was a book published in 1984 about systems management and his Theory of Constraints.

The surprise is that a 30-y-o business theory about manufacturing has so many things to teach us about IT.

Summarize TPP—Bill takes over failing project, cast of characters (archetypes); you'll all recognize at least a few

Meets a mentor that helps him understand why his inherited IT project is failing and how to fix it—DevOps

# What is DevOps?

**DevOps is a service delivery concept that stresses communication, collaboration, and integration between software developers and IT professionals.**

**DevOps, from Wikipedia**

# What is DevOps (alternative edition):

**Developers need to understand infrastructure. Operations people need to understand code. People need to f\*\*king work with each other and not just occupy space next to each other.**  
**— John Vincent**

DevOps - the Title Match from blog dot luis

John Vincent is a systems engineer who worked for Dell (currently with MailChimp)

# DevOps : Operations :: Agile : Development

In fact, someone reminded me that early on DevOps was even called *Agile operations*

# DevOps seeks to maximize:

- **predictability**
- **efficiency**
- **security**
- **maintainability**

PRED: you want to be sure that every time a system is changed you know what state it is in

EFF: dev cycles are faster and faster—very long build times are no longer reasonable

SEC: if you have no control over the changes, you have lack security

MAIN: 80% of a system's lifecycle is in maint., not dev—any model that doesn't address this FAILS



# DevOps emphasizes:

- automation whenever possible
- infrastructure as code
- continuous integration / delivery
- collaborative teams with shared responsibility

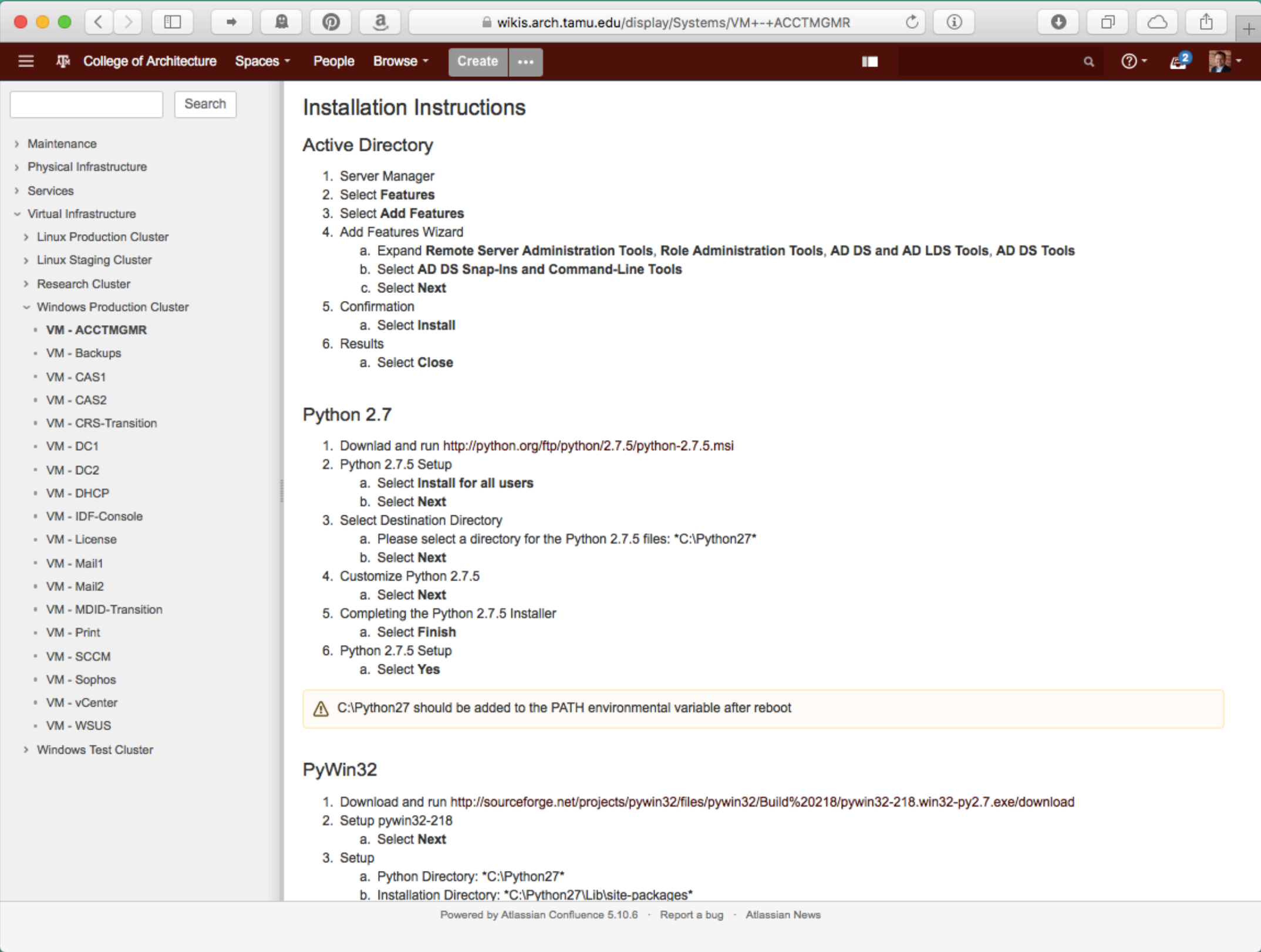
A fundamental tenet of the DevOps way is *automation*—automation is always preferable, no matter how small

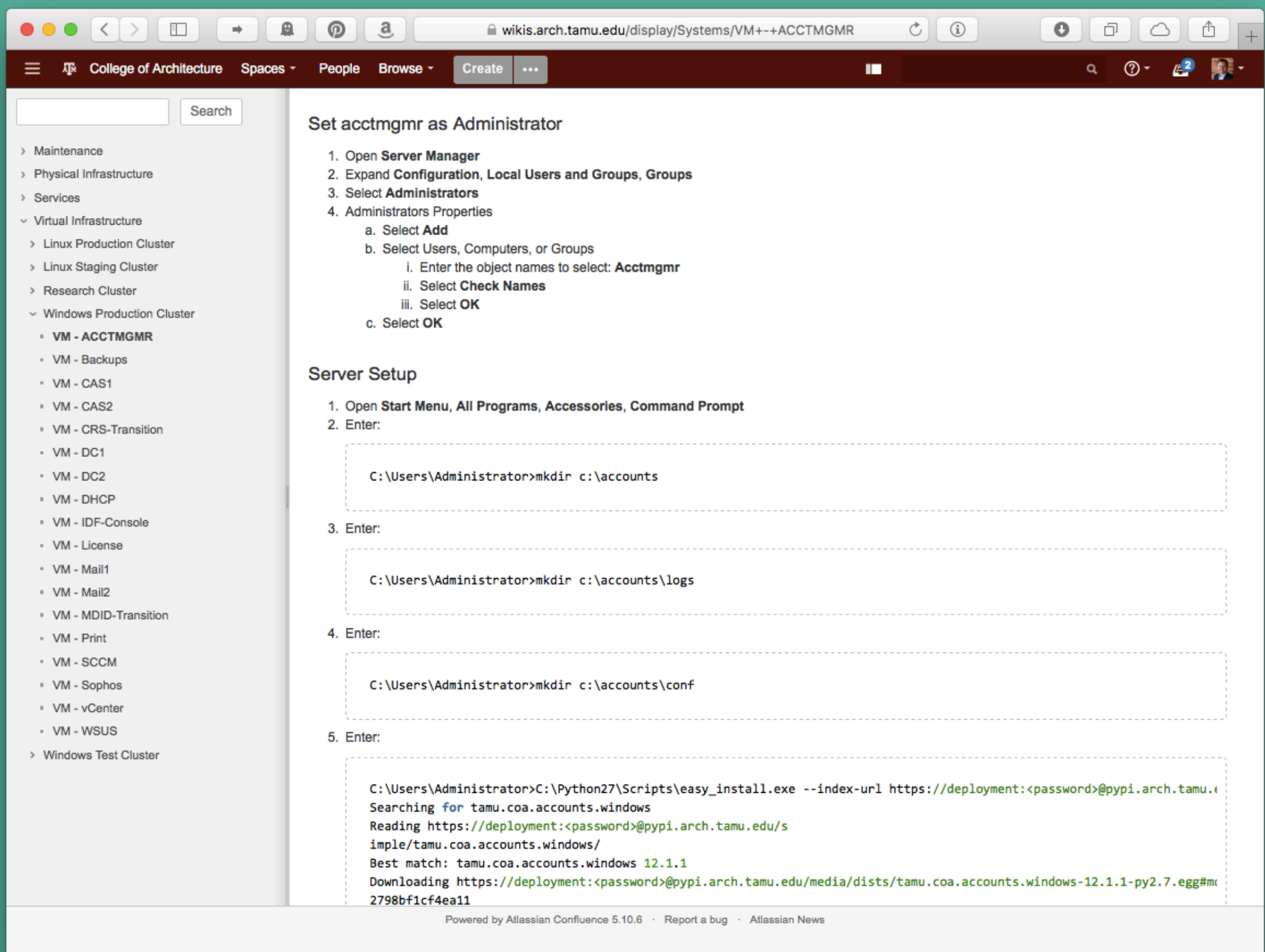
*Automate all the things! ;-)*

One result of automation and IaC is that we think less about disaster *recovery* and more about disaster *indifference*

# Infrastructure as Code

**So our systems are not defined like this—**





We've all seen this—we've probably asked for documentation like this to be created before. But (almost) no one likes to do this—almost impossible.

And no one reads it. And it doesn't stay in sync with reality—configuration drift

# But rather, like this—

```
include_recipe 'nginx'
include_recipe 'git'

directory '/var/www' do
  action :create
  owner  'www-data'
  group  'www-data'
end

git node['magic']['directory'] do
  user  'www-data'
  group 'www-data'
  reference 'master'
  repo  'git://github.com/TAMUArch/magic'
end

...
```

If the only way to build this server is to run this code, then you are guaranteed that the documentation (the CODE) is in sync with the running service



# Main lessons from The Phoenix Project

**There are 4 types of work**

**Work-in-progress is the silent killer**

**Unplanned work accrues technical debt**

**Bottlenecks constrain work**

After I "assigned" the book to my staff, we held a 1-day retreat—left the office, and spent all day working through the book.

We'll look at the 4 types in a moment

What is WIP? Current work in the pipeline—backlog is committed work

Technical debt should be avoided whenever possible, but certainly managed

*Any improvement that is not at the constraint is illusory*

# Four types of work

- 1. Business projects**
- 2. Infrastructure projects**
- 3. Changes**
- 4. Unplanned work**

Explain the 4 types

We then spent almost another day in a "war room" with stacks of colored index cards

Trying to get a handle on the amount of work we had in progress

# The Three Ways

- 1. Systems thinking**
- 2. Amplify feedback loops**
- 3. Culture of continual experimentation and learning**

The "ways" were the lessons imparted to the main character in the book by the mentor

1st way emphasizes the performance of the entire system—everyone must be concerned with the final product, and take ownership (no throw over)

2nd way talks about feedback from ops back to dev so that improvements can be made

3rd way is about creating a CULTURE of continual experimentation and improvement

# Related emphases

## Business value

## Collaboration requires empathy and trust

## Blame-free thinking

This relates back to "Systems thinking"—the actual value to the customer is always the ultimate focus

There is a strong emphasis in the DevOps movement on building strong teams with affinity—no collaboration without trust

Extending the emphasis on teams and improvement—growth of the team is more important than temporary catharsis of assigning blame

# Back to Culture

## Changes we made in Architecture were mostly about culture

Better communication—Got people talking  
Weekly change management meeting so any changes to systems were broadcast to all members of the team

Better team organization—We've experimented with various Kanban software tools—still learning here

Better handle on work capacity than ever before

DevOps syncs well with a framework like ITIL  
because DevOps is primarily a way to get your team thinking about the final **service** that is delivered, and not just the narrow slice they see from their desk.



# Caveats

**No silver bullet**

**Staying the course is hard**

**Need commitment from the *whole* team**

There are no "tools" that will magically give you DevOps—if a salesmans offers *DevOps in a box*, run away

Many of us have been doing IT the same way for a long time—easy to slip back into old ways of thinking

If the engineers aren't invested, the collaboration will not happen

If the manager is not convinced, the team will struggle to align priorities

# More reading

## On DevOps and organizational culture:

Empathy: The Essence of DevOps

<http://blog.engineering.it/post/72964480807/empathy-the-essence-of-devops>

DevOps Culture (Part 1)

<http://itrevolution.com/devops-culture-part-1/>

Continuously Deploying Culture: Scaling Culture at Etsy

<http://www.slideshare.net/mcdonnps/continuously-deploying-culture-scaling-culture-at-etsy-14588485>

# More reading

## On DevOps methodologies:

The Phoenix Project: A novel about IT, DevOps, and helping your business win (IT Revolution Press)

<http://itrevolution.com/books/>

Where To Learn More About Concepts In "The Phoenix Project" (Part 1)

<http://itrevolution.com/learn-more-about-concepts-in-phoenix-project/>

# About me

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# Open discussion

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