



**DevOps** 

Module 1: Introduction to DevOps

# **Course Topics**



#### Module 1

Introduction to DevOps and its Importance

#### Module 2

Chef

#### Module 3

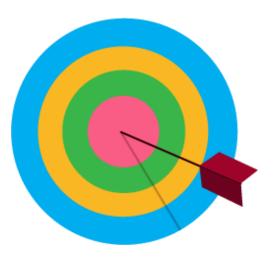
DevOps Ecosystem

## **Session Objectives**



This session will help you to understand:

- ▶ What is Devops?
- DevOps Adoption Process
- DevOps VS Agile
- ▶ DevOps Building blocks
- DevOps Case Study



## **Introduction to DevOps**





DevOps is the bridge between the development and operations excellence

It is an extension of the lean and Agile principles, which streamlines and helps rapid deployments

## **Meet Mark and Linda**



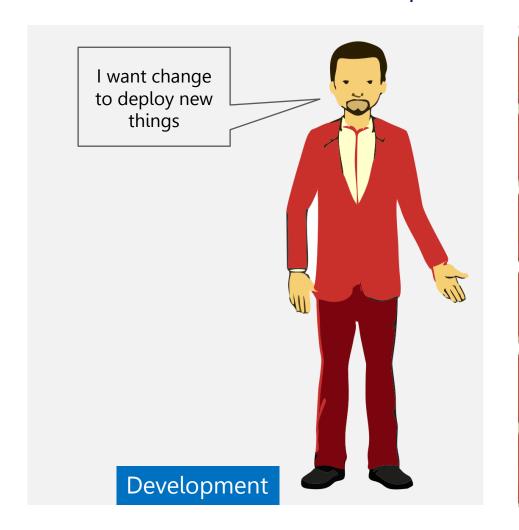




### The Wall of Confusion



#### Development and Operations in Conflict!!







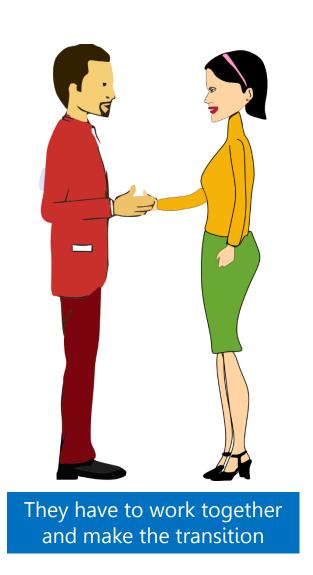
## **DevOps Adoption**





There are two opposite camps: Developers and Operations





#### Important thing is the mindset!!

Senior management needs to push for the integration of the various silos like developments, QA, testers and Operations into one role

Things you needs for DevOps adoption:

- Mindset
- Right Tools
- Roadmap for the change

## **DevOps Adoption**



In organizations, many different settings may be in place like different tools for developers and operation teams, different working models and objectives

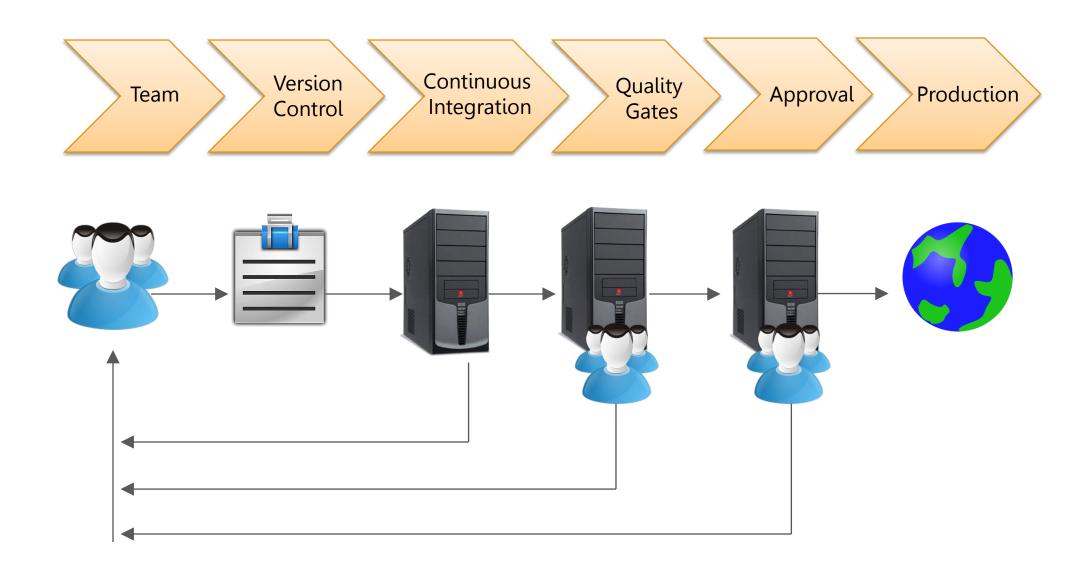
"DevOps defines the process which streamlines software development with feedback from production, thus improving the product life cycle"

#### DevOps Aspects and Inspirations:

- Culture: Get rid of cultural barriers
- ▶ Automation: Reduce the mundane tasks and automate
- Measurements: There must be well defined metrics with incentives
- ▶ Sharing: There must be a culture to share ideas, tools

# **DevOps Adoption Process**

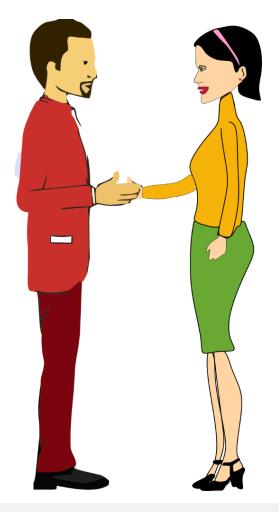




## Rule for DevOps Success



Have the "We" culture, rather than "They" culture



Do not play the blame game, take ownership and share resources

DevOps is to improve communication between developers and operations to solve critical problems like fear of change and risky deployments





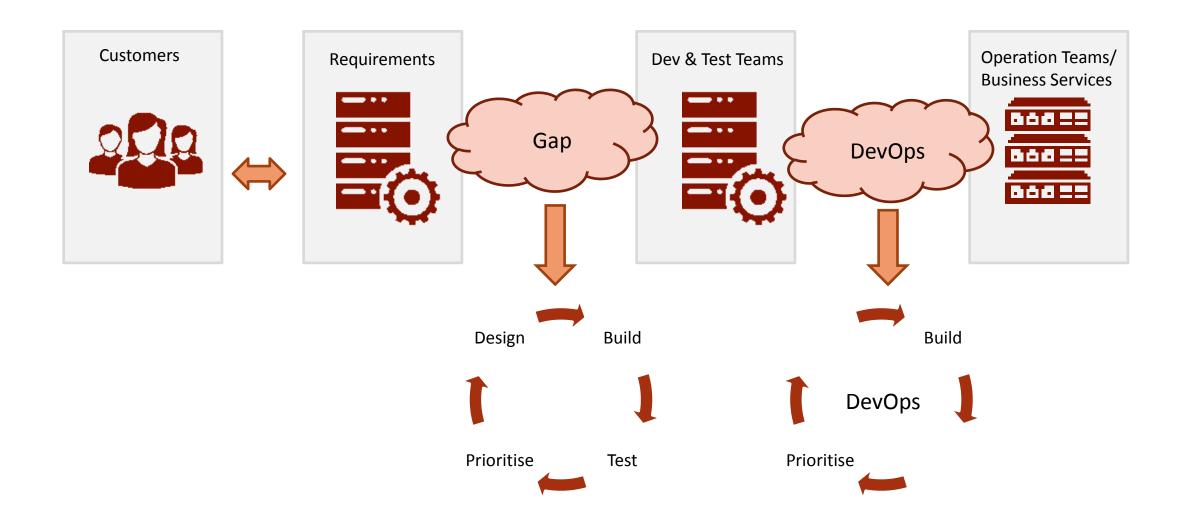
In traditional projects, software is specified and then programmed in stages and not in iterations. Very often the specifications change, bugs filed and it becomes difficult to align with the original project outline

For software, it's a long journey to the production

With Agile, programmers and testers became Developers and with DevOps, developers and operations became DevOps

# Agile VS DevOps





## **DevOps Building Blocks**



DevOps is about constant feedback and reducing the risk of release through improvement in flow of features from inception to their availability

This can be achieved by reducing the batch size of releases. Instead of deploying ten features every 3 months, better deploy 1 every few weeks

This will introduce new feature sooner in the market and also ease out the deployment in production with lesser chance of critical issues

## **DevOps Skills**



DevOps is a bridge between the Operations and Development. The DevOps team needs the knowledge about both the environments

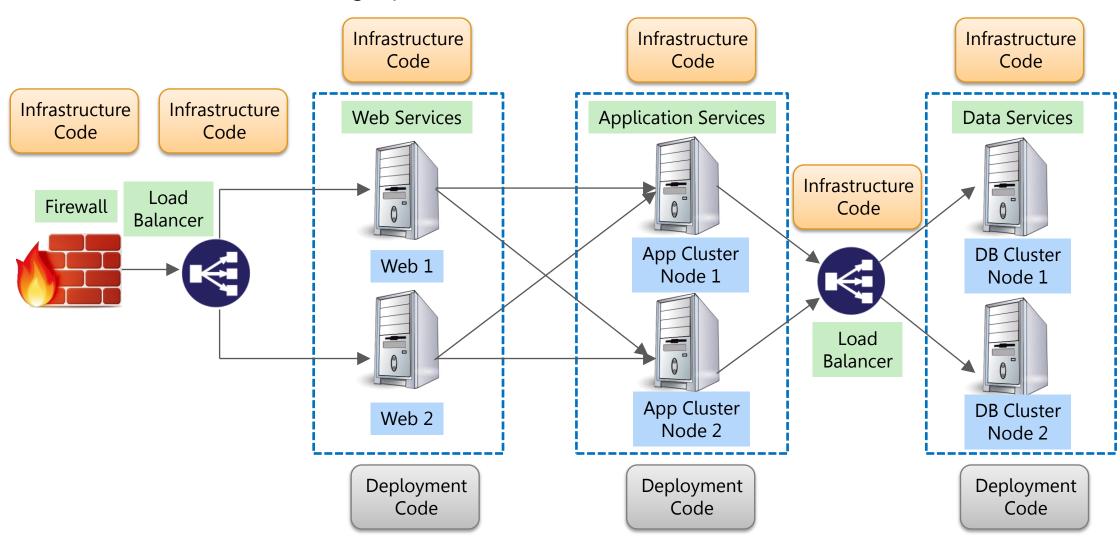
The team should understand the complexities of Enterprise setups including server farms, network devices and layouts, storage and BCP plans

It is also about development life cycle of a product, code reviews, deployment complexities and release changes

### Scale of Infrastructure



"Understand the scale at which things operate"



## Case Study – Scenario 1



StackOverflow: With just 25 Servers, 4 million users, 40 million answers and 600 million page views

"That is high availability, load balancing, caching, databases"!!



# Case Study – Scenario 2





Instagram: 20 million users, 250 million photo "Managed by just 3 people"

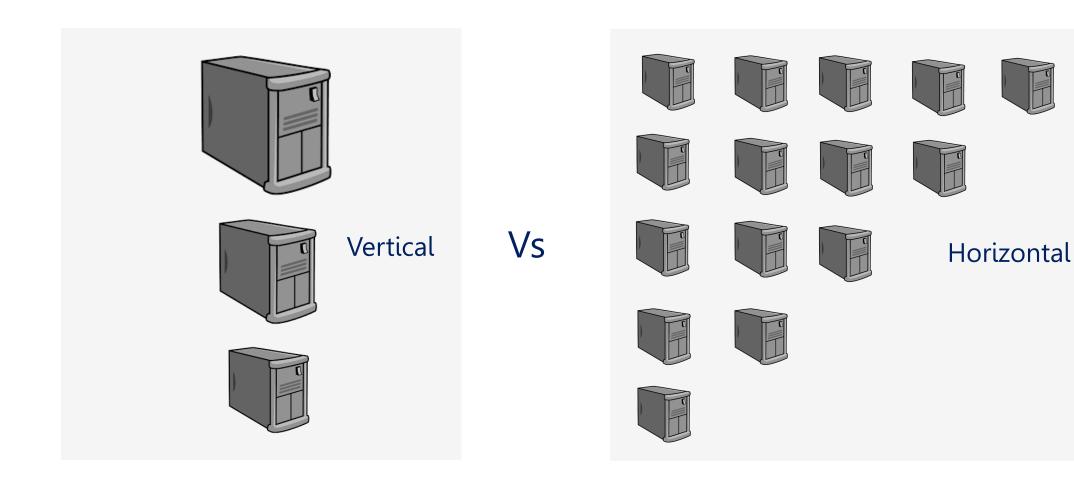


- ▶ Keep it simple and don't re-invent the wheel
- ▶ Go for stable, well known products
- ▶ 120 Ubuntu Servers on AWS
- ▶ AWS CDN

## Scalability



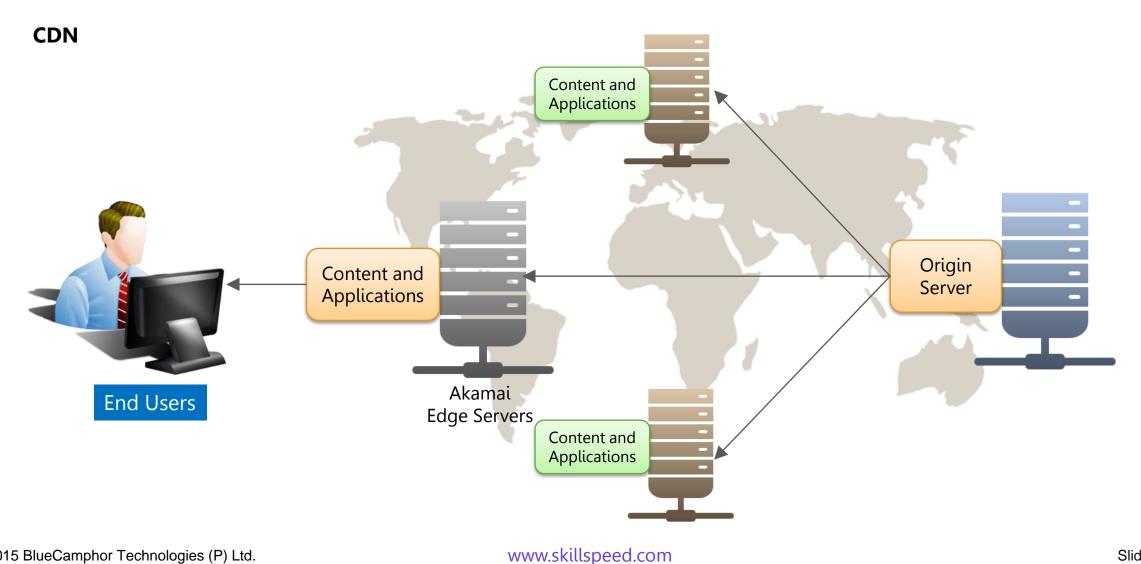
Scalability is not just about adding resources to a single server, it can be as simple as adding more servers



## Scalability



Scalability is also about off loading the contents from servers to some edge locations. Example: Akamai



## **Availability**



Availability is about keeping the lights on. It is more important than scalability, as it is better to have degraded performance than a complete outage

