

# Not dead, just resting!

## How to win at **maintenance mode**

**Steve Smith**

Head of Scale

**DEVOPS  
ENTERPRISE  
SUMMIT**



**EQUAL  
EXPERTS**

# Hello!

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## Head of Scale service at Equal Experts

Helping organisations to scale up, scale steady, or scale down at pace to achieve business agility

Solving scaling problems for many teams, many services

## Experiences

- 5 teams/20  $\mu$ liths -> 8 teams/70  $\mu$ liths in 3 years
- 10 teams/50  $\mu$ services -> 60 teams/600  $\mu$ services in 2 years
- 1 team/1  $\mu$ service -> 40 teams, 120  $\mu$ services in 2.5 years

## Books

'Measuring Continuous Delivery' and 'Build Quality In'



**Steve Smith**





What is the maintenance  
mode problem

# The maintenance mode problem

The Leftovers - How to Approach Common Functions When Shifting to Product-aligned Teams

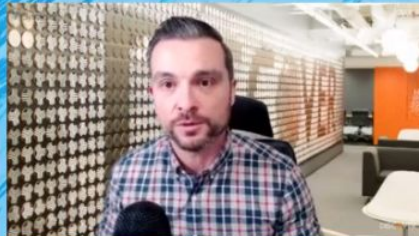
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DISCOVER

Over **50%** of applications were managed  
by technology without a defined  
business owner

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Virtual-US | DECEMBER 6-8, 2022  
#ITREVOLUTION #DOES22 @ITREVDOS



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# The maintenance mode problem

## Understand the background

You've got many teams, many services. Non-differentiators have zero change demand after live launch. Maintenance tasks are the norm

## Recognise the symptoms

- *"We need capacity for more services"*
- *"We need to reduce costs"*
- Unplanned Work Rate is increasing

## Solve the problem

Find a zero demand service ownership model that:

- enables teams to be reassigned / resized / retired
- protects live services reliability
- protects job satisfaction
- protects feature delivery

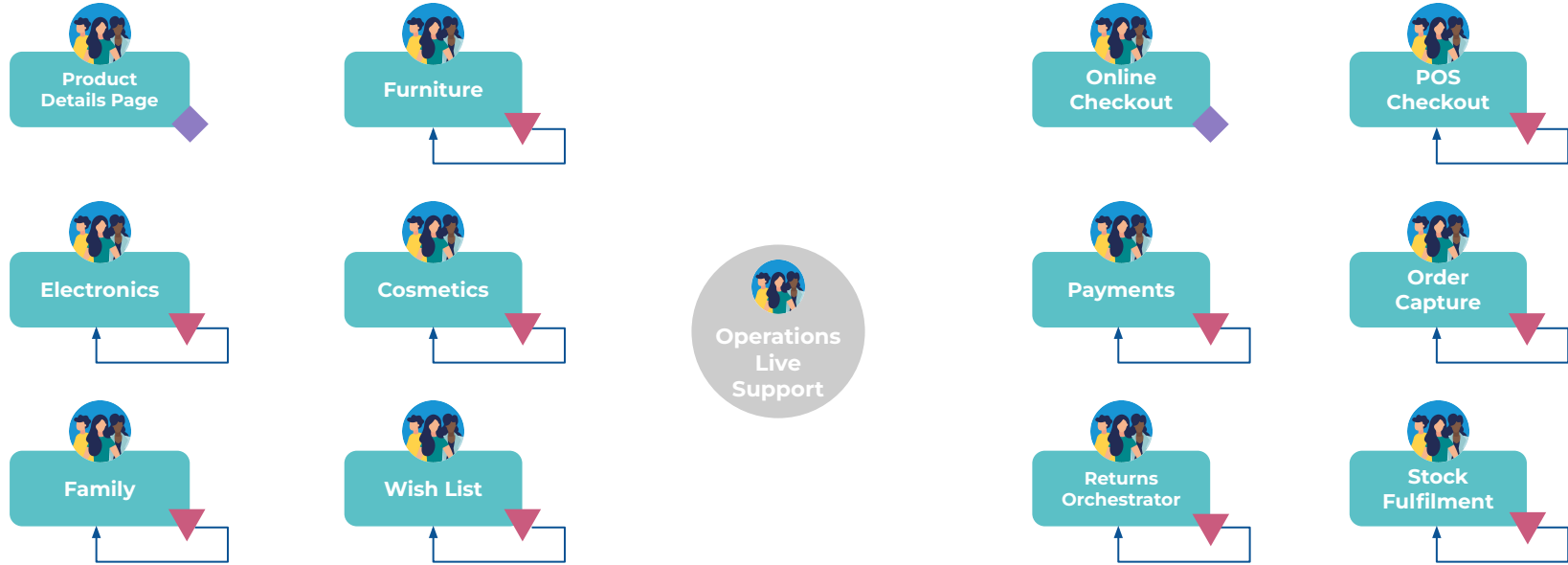




# Solution #1

## Delivery teams

# Solution #1 - delivery teams



# Solution #1 - delivery teams





# Solution #1 - delivery teams

Teams maintain zero demand services in background, and build new services in foreground. Ops team continues on live support

## Benefits






- capacity to build more services
- low cognitive load across many teams
- technical skills and domain knowledge for maintenance tasks

## Drawbacks






- slow priorities due to multiple business owners for delivery teams
- no intrinsic motivation for teams
- no ability to resize or retire teams



## Solution #1 - delivery teams

Maintenance mode solution	Increase capacity	Reduce costs	Protect services reliability	Protect feature delivery	Protect job satisfaction
<b>Delivery teams</b> X delivery teams					

# Solution #1 survey - delivery teams

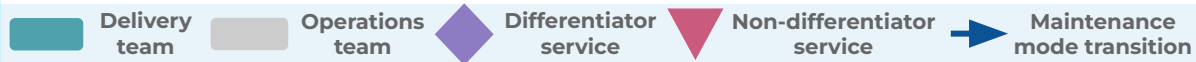
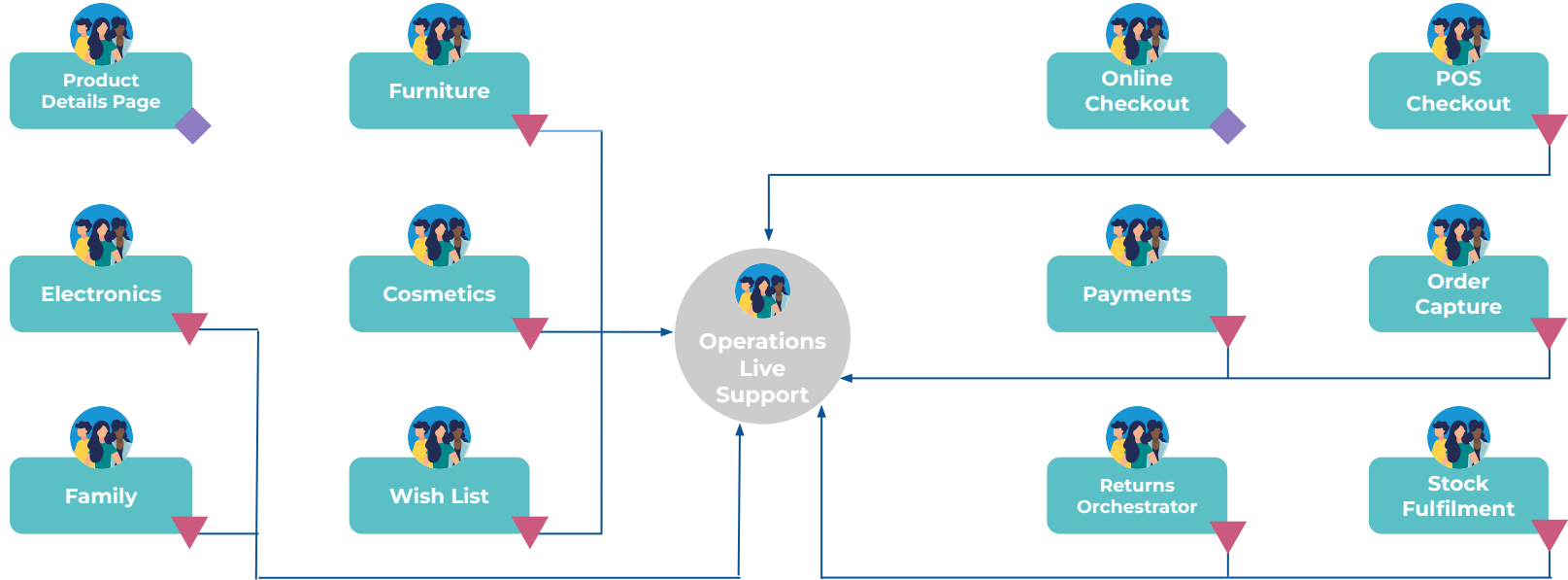
Maintenance mode solution	Increase capacity	Reduce costs	Protect services reliability	Protect feature delivery	Protect job satisfaction
<div>Delivery teams</div> <div>X delivery teams</div>	<div>58%</div> <div></div>	<div>100%</div> <div></div>	<div>75%</div> <div></div>	<div>52%</div> <div></div>	<div>33%</div> <div></div>



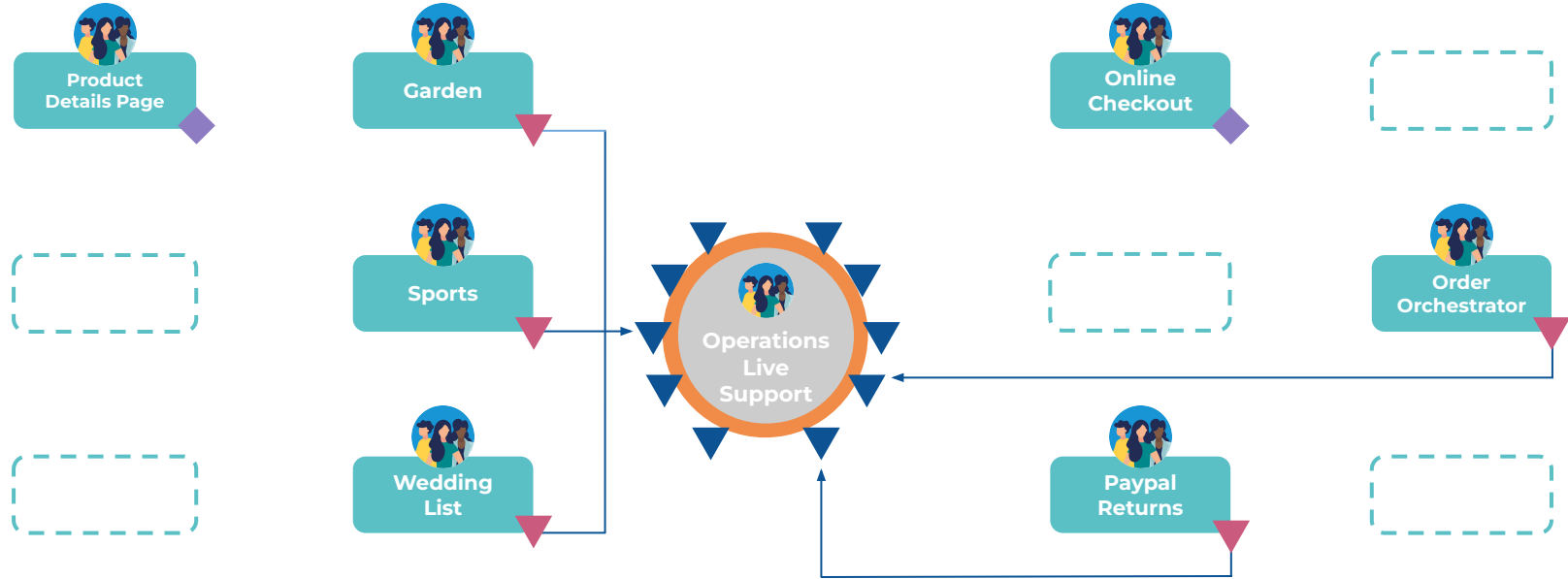
Solution #2

Operations team

## Solution #2 - operations team



## Solution #2 - operations team



## Solution #2 - operations team

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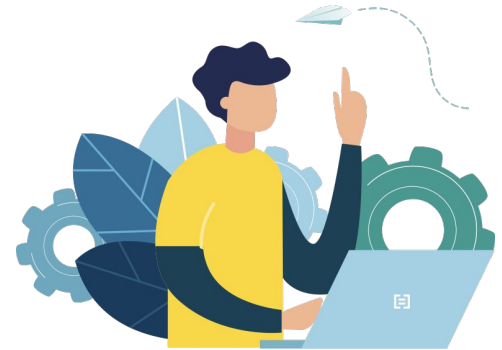
Teams hand over zero demand services to the operations team, who do all the maintenance tasks and live support

### Benefits

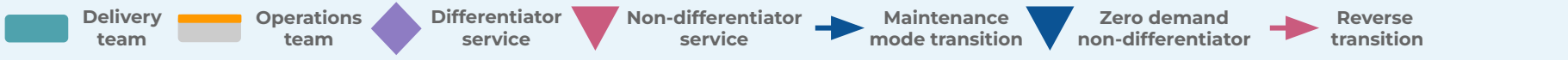
- capacity to build more services
- ability to resize or retire teams

### Drawbacks

- high cognitive load, missing skills and knowledge for ops team
- slow priorities due to zero/multiple business owners for ops team
- no intrinsic motivation for teams








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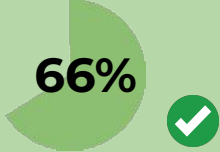


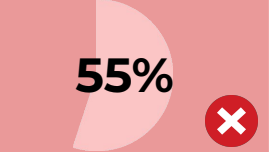
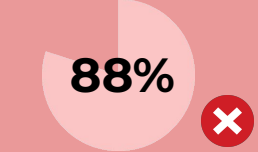




## Solution #2 - operations team

Maintenance mode solution	Increase capacity	Reduced costs	Protect services reliability	Protect feature delivery	Protect job satisfaction
<b>Delivery teams</b> X delivery teams					
<b>Operations team</b> 1 central team					

## Solution #2 survey - operations team

Maintenance mode solution	Increase capacity	Reduced costs	Protect services reliability	Protect feature delivery	Protect job satisfaction
<b>Delivery teams</b> X delivery teams					
<b>Operations team</b> 1 central team	 66% ✓	 55% ✓	 55% ✗	 55% ✗	 88% ✗



Solution #3

Multi-product teams

# You Build It You Run It

Operability and You Build It You Run It at John Lewis & Partners

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AN IT REVOLUTION EVENT

## Operability & You Build It You Run It at John Lewis & Partners

**JOHN LEWIS & PARTNERS**




**Simon Skelton**  
*Platform & Operations Manager*  
John Lewis & Partners

**Steve Smith**  
*Principal Consultant*  
Equal Experts

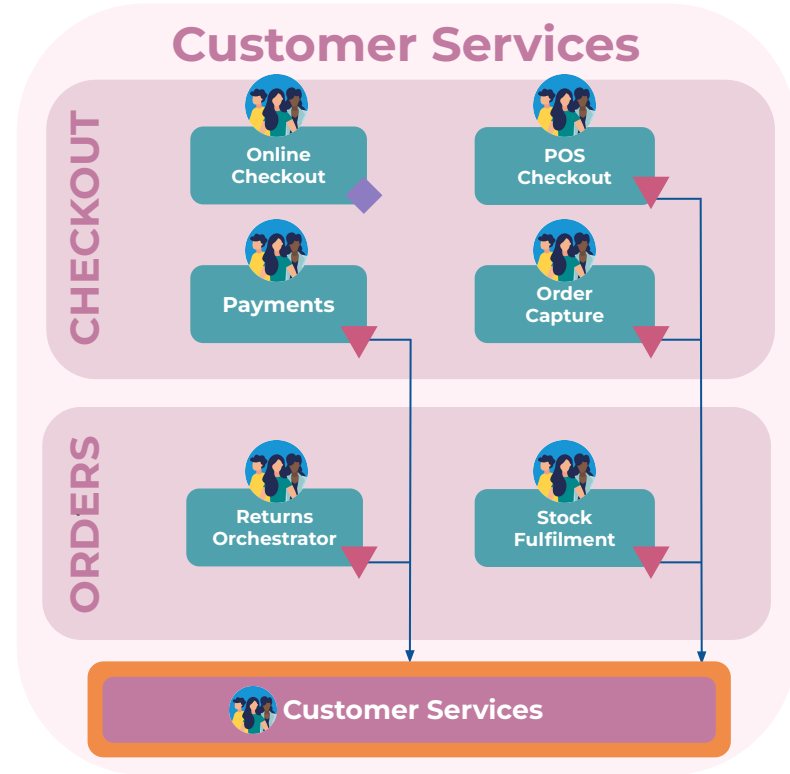
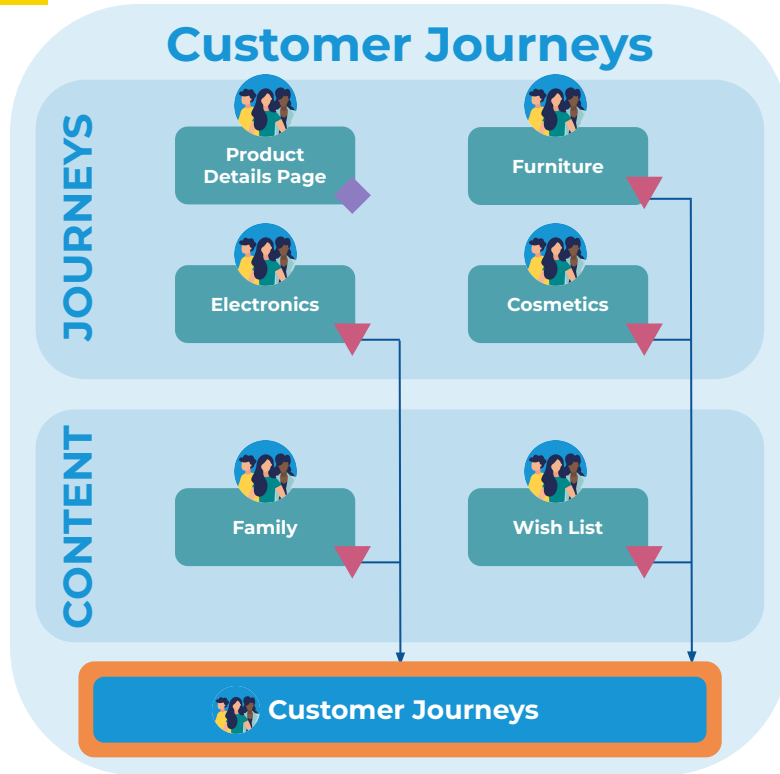
**GET TOGETHER  
GO FASTER**

**DEVOPS ENTERPRISE SUMMIT**  
AN IT REVOLUTION EVENT

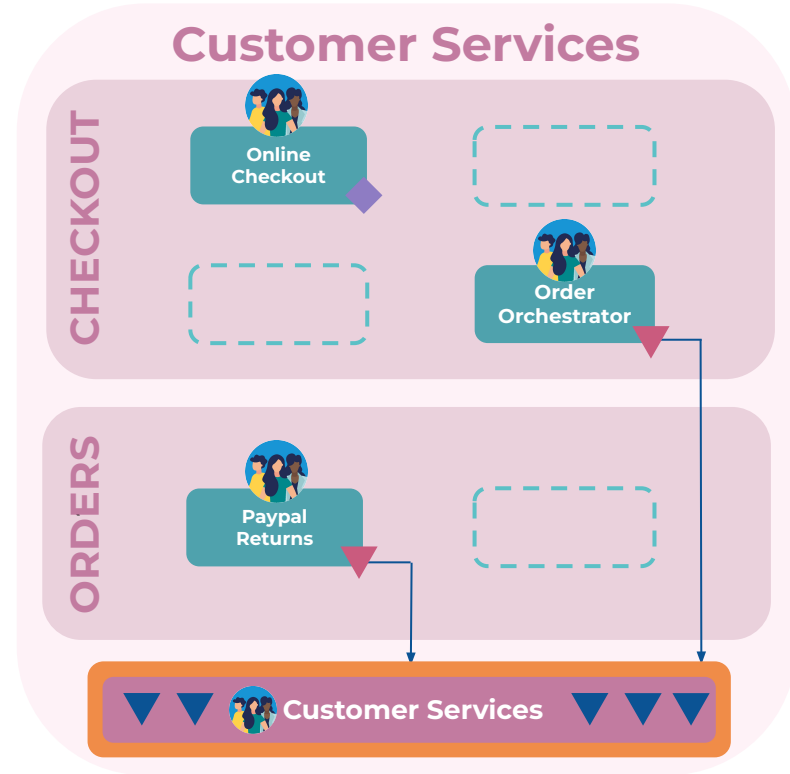
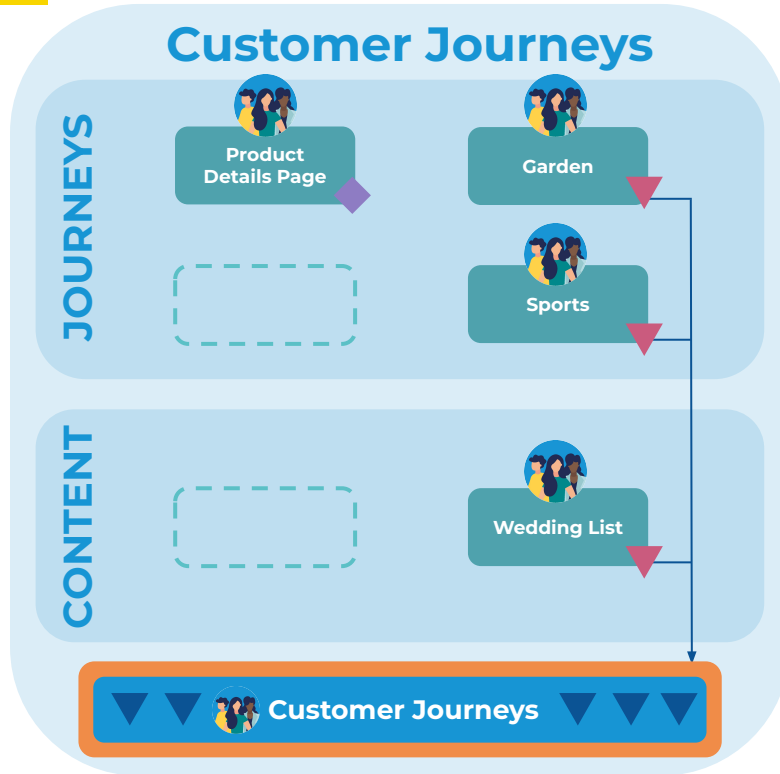
VIRTUAL-EUROPE | 18-20 MAY 2021  
#DOES21 @ITREYDOES



## Solution #3 - multi-product teams



## Solution #3 - multi-product teams



## Solution #3 - multi-product teams

Teams hand over zero demand services in a product family to its multi-product team, who do all the maintenance tasks and live support

### Benefits






- capacity to build more services
- ability to resize or retire product teams
- skills and knowledge can be readily shared between developers
- manageable cognitive load for multi-product teams
- clear ownership of cross-service priorities in a product family
- sense of purpose for multi-product teams

### Drawbacks

- strong guardrails are needed on zero demand, team identity, product families, and service transfers
- funding multi-product teams needs to be value based



## Solution #3 - multi-product teams

Maintenance mode solution	Increase capacity	Reduced costs	Protect services reliability	Protect feature delivery	Protect job satisfaction
<b>Delivery teams</b> X delivery teams					
<b>Operations team</b> 1 central team					
<b>Multi-product teams</b> Z family teams					





# Takeaways

# Takeaways

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## Anticipate the maintenance mode problem

Recognise that budget holders are right to worry about the expense of dedicated delivery teams for maintenance mode

## Leave your operations team alone

Understand there are other maintenance mode solutions, that don't sacrifice services reliability, future feature delivery, and staff retention

## Adopt You Build It You Run It and multi-product teams

Create outcome-oriented, empowered product teams, and do the same thing in maintenance mode - with some guardrails



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Head of Scale



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