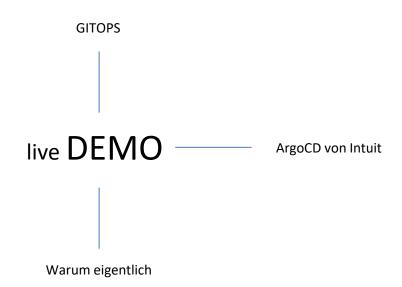
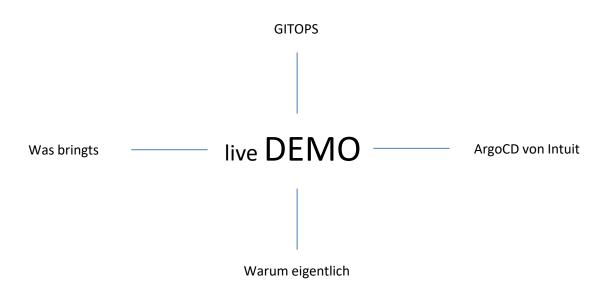
"in a nutshell"

live DEMO









Warum darf ich hier stehen?



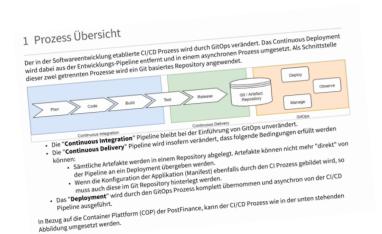
×huma





×huma

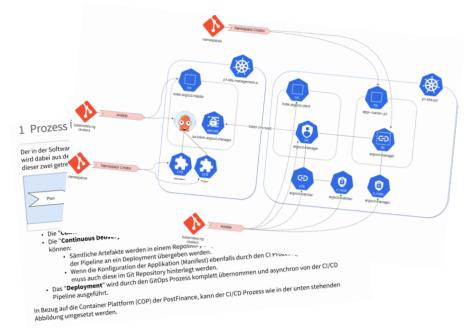






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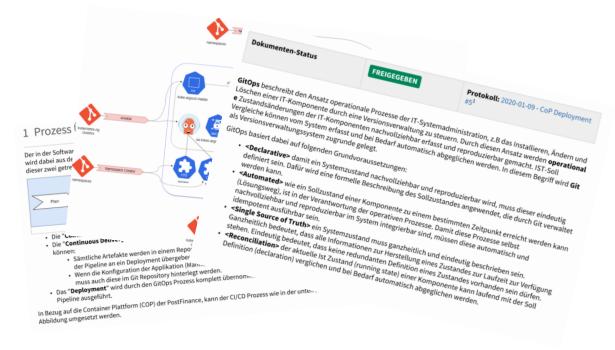






×huma





Ok, und was ist GitOps?

Git Ops





Git







Git



SOLL Zustand des Services

Laufzeitumgebung



IST Zustand des Services

Git Agent Laufzeitumgebung

SOLL Zustand des Services

IST Zustand des Services

Git Agent Laufzeitumgebung

SOLL Zustand des Services

Abgleich Soll/Ist

IST Zustand des Services

Git Agent Laufzeitumgebung **SOLL** Zustand des Services **Abgleich** Soll/Ist **IST** Zustand des Services

Deploy

Run

Single Source of Truth

Git

Agent

Laufzeitumgebung









SOLL Zustand des Services

Abgleich Soll/Ist

IST Zustand des Services

Single Source of Truth
Declarative

Deploy

Run Observe

Git

Agent

Laufzeitumgebung









SOLL Zustand des Services

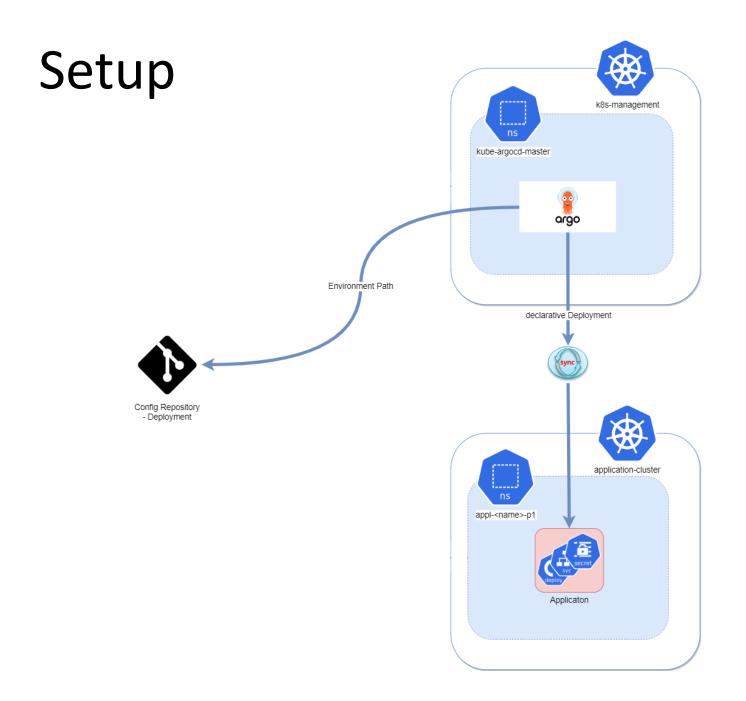
Abgleich Soll/Ist

IST Zustand des Services

Single Source of Truth Declarative

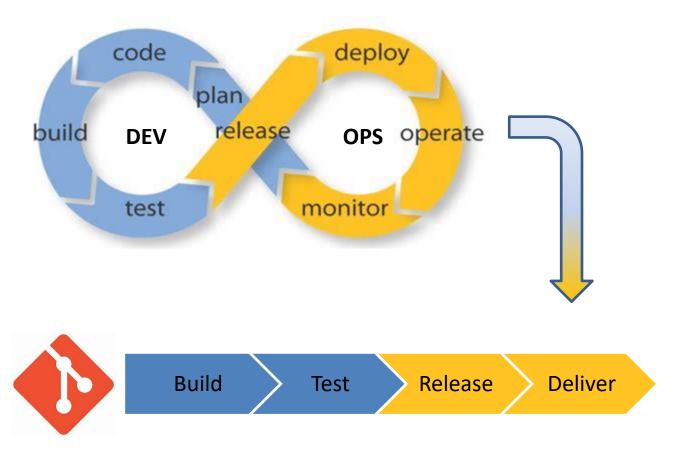
Deploy Converge / Reconcile Run Observe

Und wann kommt die LIVE Demo?



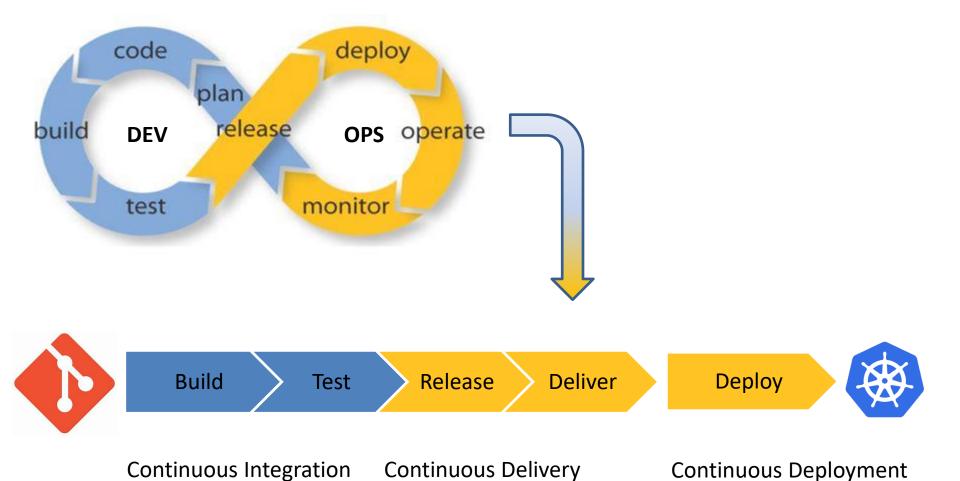
Warum eigentlich GitOps?

Von DevOps zu CI/CD



Continuous Integration Continuous Delivery

Von DevOps zu CI/CD



Von CI/CD Pipelines zu CI-OPS

(Alexis Richardson)

Deploy



Build Test Release Deliver

eliver



CI-OPS

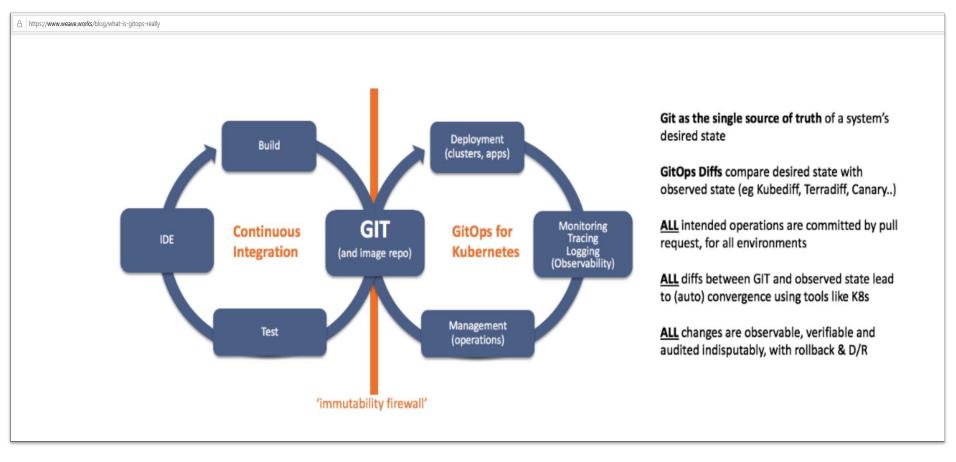
Es funktioniert, kann aber schwierig sein

weil

die Hardware häufig am falschen Ort ist die Verfügbarkeit teils nicht stimmt die "Segregation of duty" schwierig ist die Nachvollziehbarkeit teils nicht gegeben ist

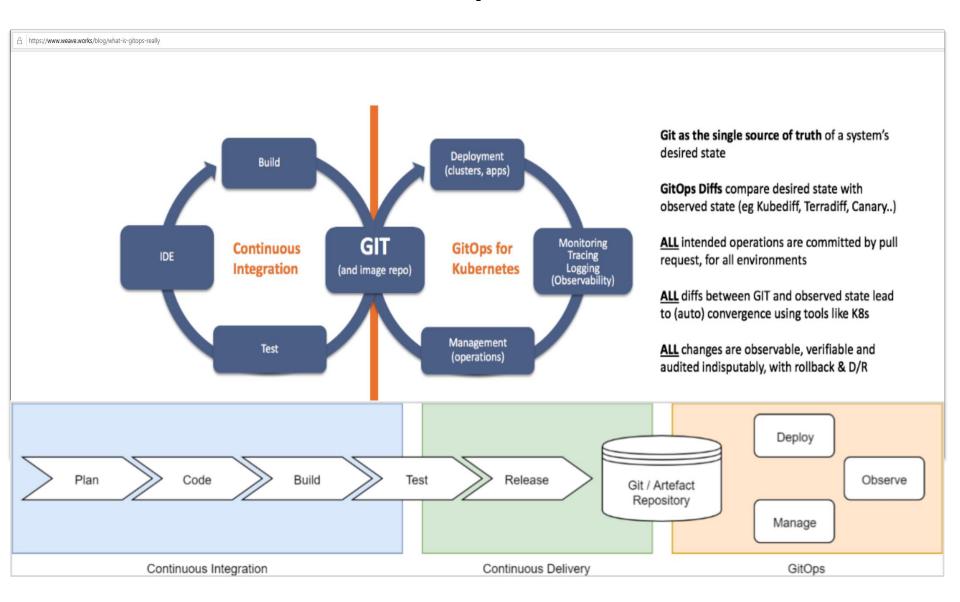
und es oft nur scheinbar "Infrastructure as Code" ist

Der GitOps Ansatz





Der GitOps Ansatz



Und noch ein paar Statements

GitOps baut auf DEVOPS auf

Git ist "single source of truth" und deklarativ

Der "running State" ist "observable" und kann "reconciled" werden

Alles ist unter Versionskontrolle,
Nachvollziehbar,
"Rollback"-bar
und "Restore"-bar

Das Modell ist "nice and easy"

"Compliance" kommt in vielen Bereichen einfach so mit

"Collaboration" ist jetzt auch für OPS

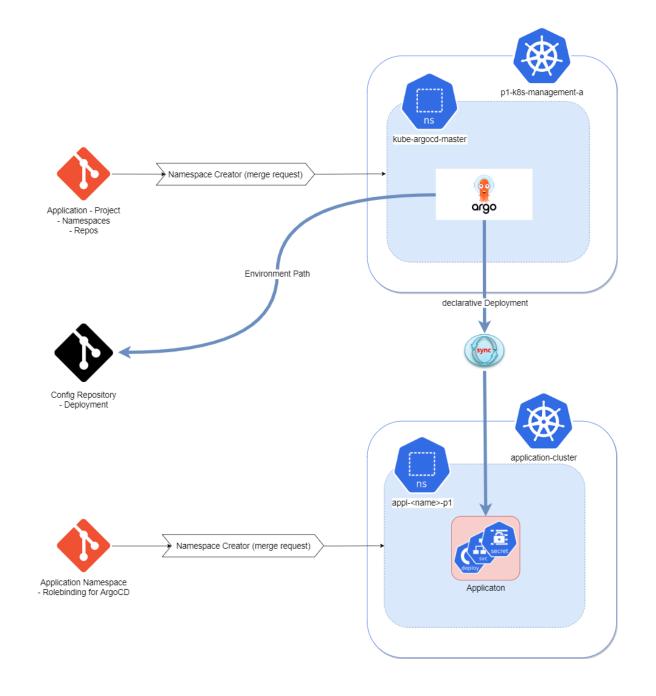
zum Schluss...

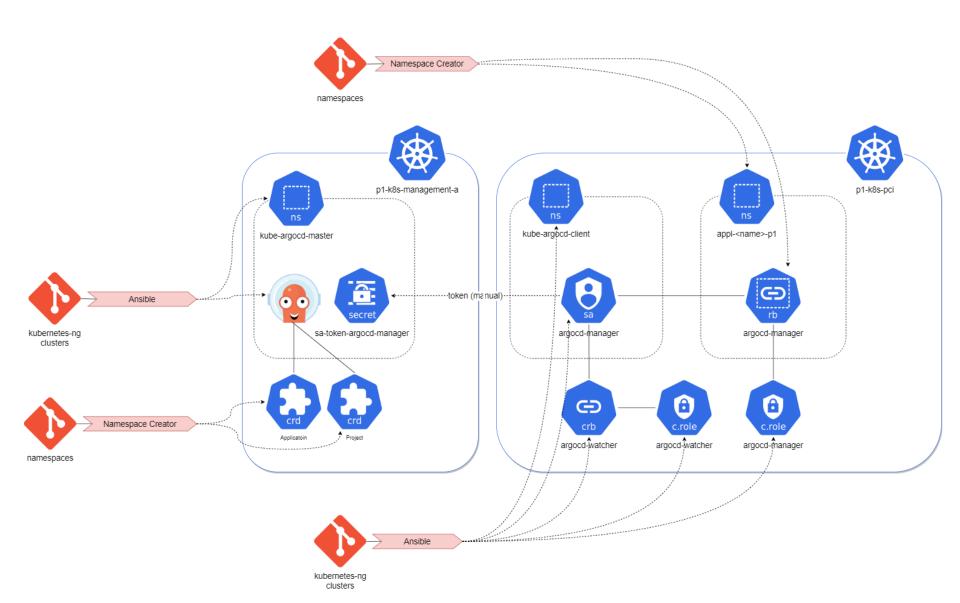
Es hilft die "Security" und "Velocity" zu erhöhen

zum Schluss...

Es hilft die "Security" und "Velocity" zu erhöhen

...vielen Dank!





DEVOPS Topologies

DevOps Topologies

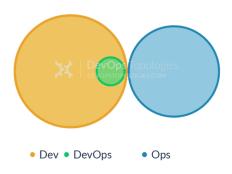
Anti-Types Team Topologies

Type 3: Ops as Infrastructure-as-a-Service (Platform)

For organisations with a fairly traditional IT Operations department which cannot or will not change rapidly [enough], and for organisations who run all their applications in the public cloud (Amazon EC2, Rackspace, Azure, etc.), it probably helps to treat Operations as a team who simply provides the elastic infrastructure on which applications are deployed and run; the internal Ops team is thus directly equivalent to Amazon EC2, or Infrastructure-as-a-Service.

A team (perhaps a virtual team) within Dev then acts as a source of expertise about operational features, metrics, monitoring, server provisioning, etc., and probably does most of the communication with the laaS team. This team is still a Dev team, however, following standard practices like TDD, CI, iterative development, coaching, etc.

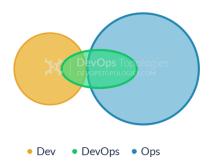
The laaS topology trades some potential effectiveness (losing direct collaboration with Ops people) for easier implementation, possibly deriving value more quickly than by trying for Type 1 (Dev and Ops Collaboration) which could be attempted at a later date.





Type 3 suitability: organisations with several different products and services, with a traditional Ops department, or whose applications run entirely in the public cloud.

Potential effectiveness: MEDIUM



Type 4: DevOps as an External Service

Some organisations, particularly smaller ones, might not have the finances, experience, or staff to take a lead on the operational aspects of the software they produce. The Dev team might then reach out to a service provider like Rackspace to help them build test environments and automate their infrastructure and monitoring, and advise them on the kinds of operational features to implement during the software development cycles.

DEVOPS Anti-Types

DevOps Topologies

Anti-Types Team Topologies



Anti-Type B: DevOps Team Silo

The DevOps Team Silo (Anti-Type B) typically results from a manager or exec deciding that they "need a bit of this DevOps thing" and starting a 'DevOps team' (probably full of people known as 'a DevOp'). The members of the DevOps team quickly form another silo, keeping Dev and Ops further apart than ever as they defend their corner, skills, and toolset from the 'clueless Devs' and 'dinosaur Ops' people.

The only situation where a separate DevOps silo really makes sense is when the team is temporary, lasting less than (say) 12 or 18 months, with the express purpose of bringing Dev and Ops closer together, and with a clear mandate to make the DevOps team superfluous after that time; this becomes what I have called a Type 5 DevOps Topology.

Anti-Type C: Dev Don't Need Ops

This topology is borne of a combination of naivety and arrogance from developers and development managers, particularly when starting on new projects or systems. Assuming that Ops is now a thing of the past ("we have the Cloud now, right?"), the developers wildly underestimate the complexity and importance of operational skills and activities, and believe that they can do without them, or just cover them in spare hours.

