

# DLC — DEVOPS

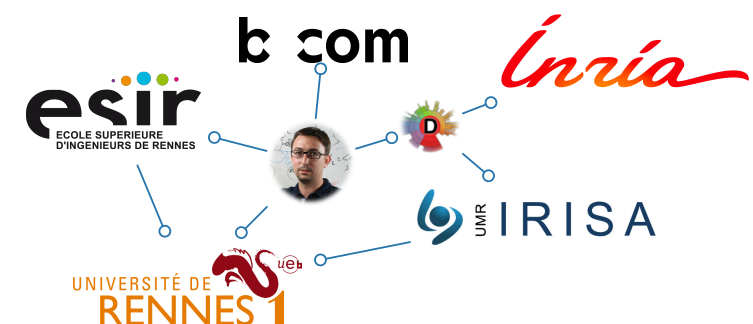
*OR HOW TO BRING YOUR SOFTWARE INTO THE WILD!*


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ESIR3 SI, 2020-2021

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A topographic map with various geographical features, including roads, rivers, and elevation contours. Overlaid on the map is the text "MAKE YOUR OWN PATH." in large, bold, red capital letters. The text is arranged in four lines: "MAKE", "YOUR", "OWN", and "PATH.". The map background shows a network of roads and some labeled points like "Pugna Point" and "HOLLYWOOD STATION".

**MAKE  
YOUR  
OWN  
PATH.**

**DLC: In  
Practice!**

**Make your own  
*engineering* work!**

# Motivation

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- ▶ DevOps is large and continuously involving
- ▶ Different, complementary, topics
- ▶ Number of tools ever increasing
- ▶ Different practices for different contexts, environments, purposes...

# Objective

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- ▶ Technical skills
  - ▶ Apply DevOps practices through available tools
  - ▶ Apply some tools on your own application
- ▶ Soft skills
  - ▶ Explore new tools and frameworks
  - ▶ Report and synthesize on engineering practices

# Organization

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- ▶ Make a group of 3 and choose a topic
- ▶ Install and understand the common application (Doodle)
- ▶ Iterate
  - ▶ Explore some tools, experiment some available tutorials
  - ▶ Apply the tools on the common application
  - ▶ Document your use of the tool
- ▶ Document a synthesis of the pros and cons of the tools
- ▶ Prepare a tutorial based on the common application
- ▶ Important notes:
  - ▶ you must be proactive and autonomous (this is part of the expected skills). Communication in the team and with the teachers on Github/Teams.
  - ▶ Google, Microsoft, Amazon and GitHub offer you free stuffs.



# Timeline

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- ▶ Mon. Nov. 23<sup>rd</sup>: install and understanding of the common application
- ▶ Office hours
  - ⇒ You may validate your tools and the scenario of the final tutorial during the open hours
  - ⇒ You may also use office hours to get help on the application
- ▶ Thu. Dec. 10<sup>th</sup> (midnight, CET): push your tutorial, docs and sources as a PR on the Github repo.

# Expected outcome

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- ▶ A recorded tutorial that illustrate how to apply the DevOps tools on the common application (in between 10 and 20min): screencast, possibly with some additional slides.
  - ▶ *Any documents* you created to archive what you did, you experiment, etc.
  - ▶ *Any source codes* you created (especially all materials presented in the tutorial)
  - ▶ A documented Pull Request!
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- ▶ Note: speech can be in French but everything written should be in English

# Topics

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- ▶ Cloud-native applications, microservice architecture and orchestration frameworks
- ▶ Continuous integration, static analysis, test automation
- ▶ Software bots in software engineering
- ▶ Configuration Management Tools and Infrastructure as Code
- ▶ DevOps and Security
- ▶ Monitoring, tracing and observability
- ▶ Fuzzing, A/B and Canary Testing



A map background with the text "MAKE YOUR OWN PATH." overlaid in large, bold, red letters. The map shows various geographical features, roads, and place names, including "Appleton", "Dodge", "Holly", and "Hudson". The text is arranged in four lines: "MAKE", "YOUR", "OWN", and "PATH." The letters are a vibrant red color and have a slightly distressed or textured appearance. The map itself is a light beige or cream color with various lines and text in small print, typical of a vintage or topographical map.

# DLC: Looking Ahead!

# Make your own *research* work!

# Motivation

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- ▶ Academia and Industry are not in silo!
- ▶ Most of software paradigms come from academia
- ▶ Most of software experiences are reported to academia
- ▶ The scientific rigor is expected/appreciated by both academia and industry
  - ▶ Side note: PhD is increasingly recognized in France (and since a long time abroad)
- ▶ A software engineer must build her own, sound and strong vision

# Objective

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- ▶ Technical skills

- ▶ Learn some software foundations and industrial practices
- ▶ Step back on software technologies and build your own vision
  - ▶ *Think outside the box!*

- ▶ Soft skills

- ▶ Discover scientific literature
  - ▶ *A first date with scientific literature?*
- ▶ Report and synthesize a state of the art/practice

# Organization

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- ▶ Make a group of 3 (same than tuto) and choose an article
- ▶ Iterate
  - ▶ Read the reference(s), and make your own path from related work
  - ▶ Brainstorm with your colleagues to confront your vision on the contribution
  - ▶ Extract the essence of the contribution and make your own (group) analysis
  - ▶ Define pro and cons, expected and concrete impact, and perspectives
- ▶ Important note: Let Me Google(*scholar*) It For You 😊
  - ▶ <https://scholar.google.fr>
  - ▶ But also: <https://arxiv.org>, <https://hal.inria.fr>, website of researchers and labs...
  - ▶ If eventually you have trouble to get a scientific paper, send me the DOI (or link of the paywall)



# Timeline

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- ▶ Mon. Nov. 23<sup>rd</sup>: choice of the article
- ▶ Office hours
  - ⇒ You may validate your presentation outline during the open hours
  - ⇒ You may also use open hours to discuss your key findings
- ▶ Thu. Dec. 10<sup>th</sup> (16h-18h): presentation (and will serve for the evaluation)

# Presentation / Evaluation

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- ▶ A presentation of 8min (+2min discussion) per group, reporting on the topic addressed
  - ▶ Speech can be in French but the slides must be in English
  - ▶ All members of the group may present a part of the presentation, but no more than 1 switch per person
- ▶ Tentative outline in 5 main parts:
  - ▶ **Context:** set the ground of the scientific/technological/industrial field
  - ▶ **Problem:** explain the problem, and position the proposed contribution
  - ▶ **Contribution:** may be a general approach, an architecture overview...
  - ▶ **Results:** may include an evaluation, discussion about pros and cons, reported impact...
  - ▶ **Conclusion and Perspectives:** give your own summary of the contribution, and give (your own) perspective



# Articles

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- ▶ [Software Engineering at Google](#), by Fergus Henderson, 2019.
- ▶ [How We Build Code at Netflix](#). M. McGarr, E. Bukoski, and B. Moyles. 2016.
- ▶ [Why are many business instilling a DevOps culture into their organization?](#), by Diaz, J., López-Fernández, D., Perez, J., and González-Prieto, Á., 2020.
- ▶ [A Large-Scale Study of Programming Languages and Code Quality in GitHub](#), by Baishakhi Ray, Daryl Posnett, Premkumar Devanbu, Vladimir Filkov. In Communications of the ACM, Vol. 60 No. 10, Pages 91-100, Oct. 2017.
- ▶ [State of Mutation Testing at Google](#), by Goran Petrovic and Marko Ivankovic. In Proceedings of the 40th International Conference on Software Engineering 2018 (SEIP).
- ▶ [Understanding flaky tests: the developer's perspective](#). Moritz Eck, Fabio Palomba, Marco Castelluccio, and Alberto Bacchelli. 2019. In ESEC/FSE 2019.
- ▶ [Surviving Software Dependencies](#), by Russ Cox, Communications of the ACM, September 2019.
- ▶ [Chaos Engineering](#), by Ali Basiri, Niosha Behnam, Ruud de Rooij, Lorin Hochstein, Luke Kosewski, Justin Reynolds, Casey Rosenthal. In IEEE Software vol. 33 no. 3, p. 35-41, 2016.
- ▶ [A survey of techniques for approximate computing](#), by Mittal, S. ACM Computing Surveys (CSUR), 48(4), 62 (2016).

- ▶ Groups: <https://forms.gle/L2bzTgBKzTeZG44t9>
- ▶ Github repo: <https://github.com/selabs-ur1/devops>
- ▶ Retrieve the introduction: <http://combemale.fr/course/esir/esir3/>
- ▶ Common application: <https://github.com/barais/doodlestudent>
  - ▶ Checkout also <https://hackmd.diverse-team.fr/s/SJqu5DjSD> :)