# History of DevOps

## Introduction

The history of DevOps can be traced back to the late 2000s. In 07, there was a call to adhere to a different module. One that didn’t rely on the traditional software development model. This was due to the issues that arose. Developers had competing objectives, different leadership goals, and various key performance indicators that were judged in many different ways. In short, software development became siloed leaving many teams and customers frustrated with software releases.

## Body

DevOps is derived from such process improvements as Lean, the Theory of Constraints, and the continuation of the Agile Software movement. It is used to make software deployment on a continuous basis possible. Before DevOps, software releases were tested and developed for months on end. Once the stakeholders set a deadline, it became nearly impossible to push the release date back even if a critical error was found. Once released, the product would go through various hotfixes and rolling restarts to minimize impacts. This cycle will continue for the next big release. DevOps fixes this issue by using a combination of tools and practices to increase an organization’s ability to deliver applications faster than the previous do or die cycle of big releases.

In 2009 at an O’Reilly Velocity Conference, John Allspaw and Paul Hammond gave a presentation about Development and Operations titled “10+ Deploys per Day: Dev and Ops Cooperation at Flickr”. At this conference they identified that communication and collaboration between development and operations are vital to run an efficient software development shop. Instead of developers and operation engineers adversely competing with one another, they would collaborate to get software releases out quicker.

As mentioned above, Lean Manufacturing influenced DevOps by focusing on process optimization and continuous improvement. In these methodologies, minimizing queues and maximizing efficiency were king to the manufacturer process. DevOps opted to do something similar where software is delivered at a fast speed without compromising quality. This led to the Agile method that we know today.

DevOps aims to maximize predictability, efficiency, security, and maintainability of operational processes. The goal is to lower failure rates for new releases, have a faster mean time to recovery, and shorter lead time between fixes. Doing these things will improve deployment frequency.

Conclusion

DevOps is intended to maintain a cooperative relationship between developers and operators. The goal is to deliver software rapidly with minimal errors and bugs. The need was derived from miscommunications between stakeholders and developers and refined from processes such as the Theory of Constraints and other popular manufacturing methods. What started as a presentation given in 2009 turned in a software improvement process that spawned processes such as the Agile method. In short, DevOps will continue to improve the industry and provide a blueprint for quick, accurate releases in an organization.

References

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