

Taking the 3 Ways on the Road

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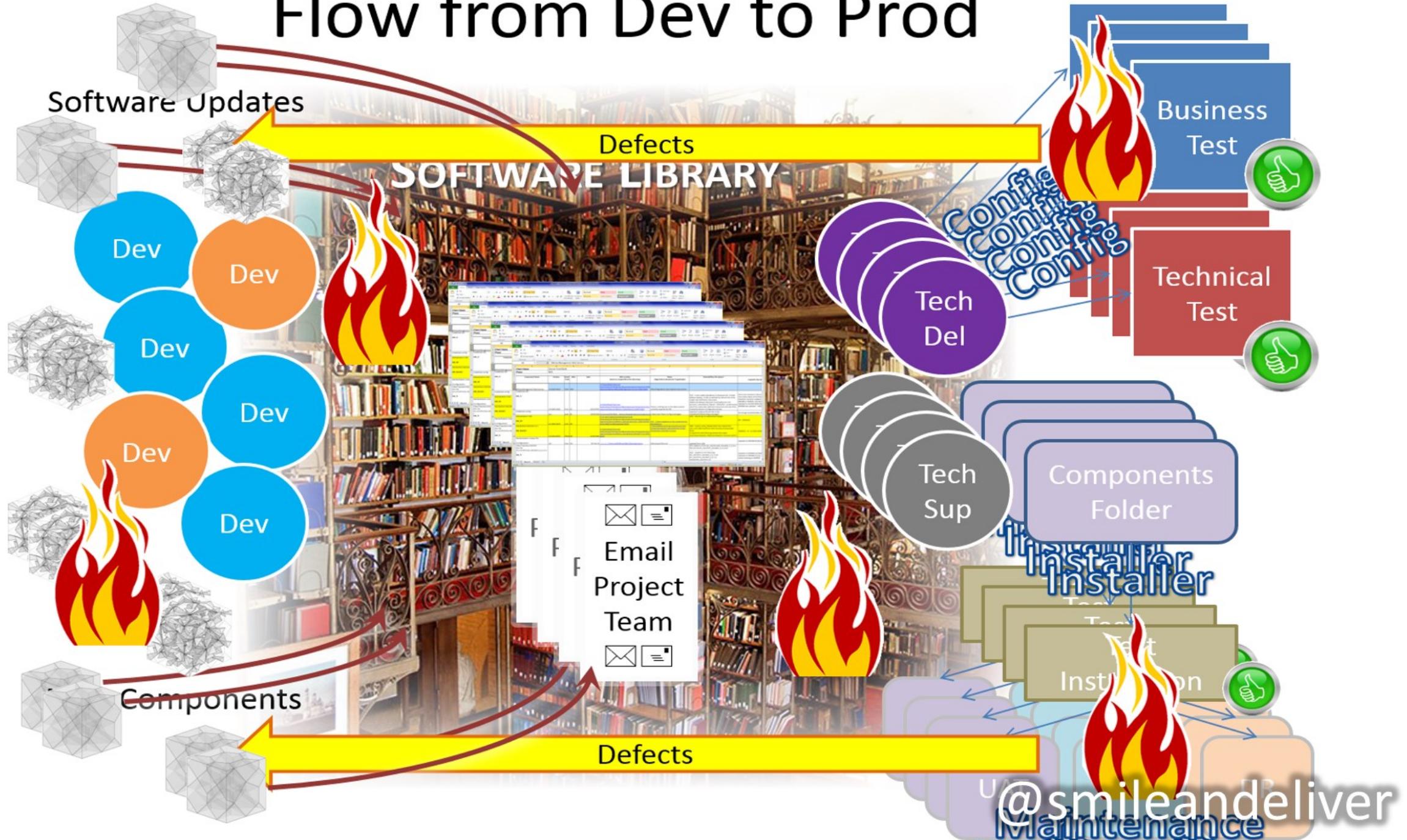
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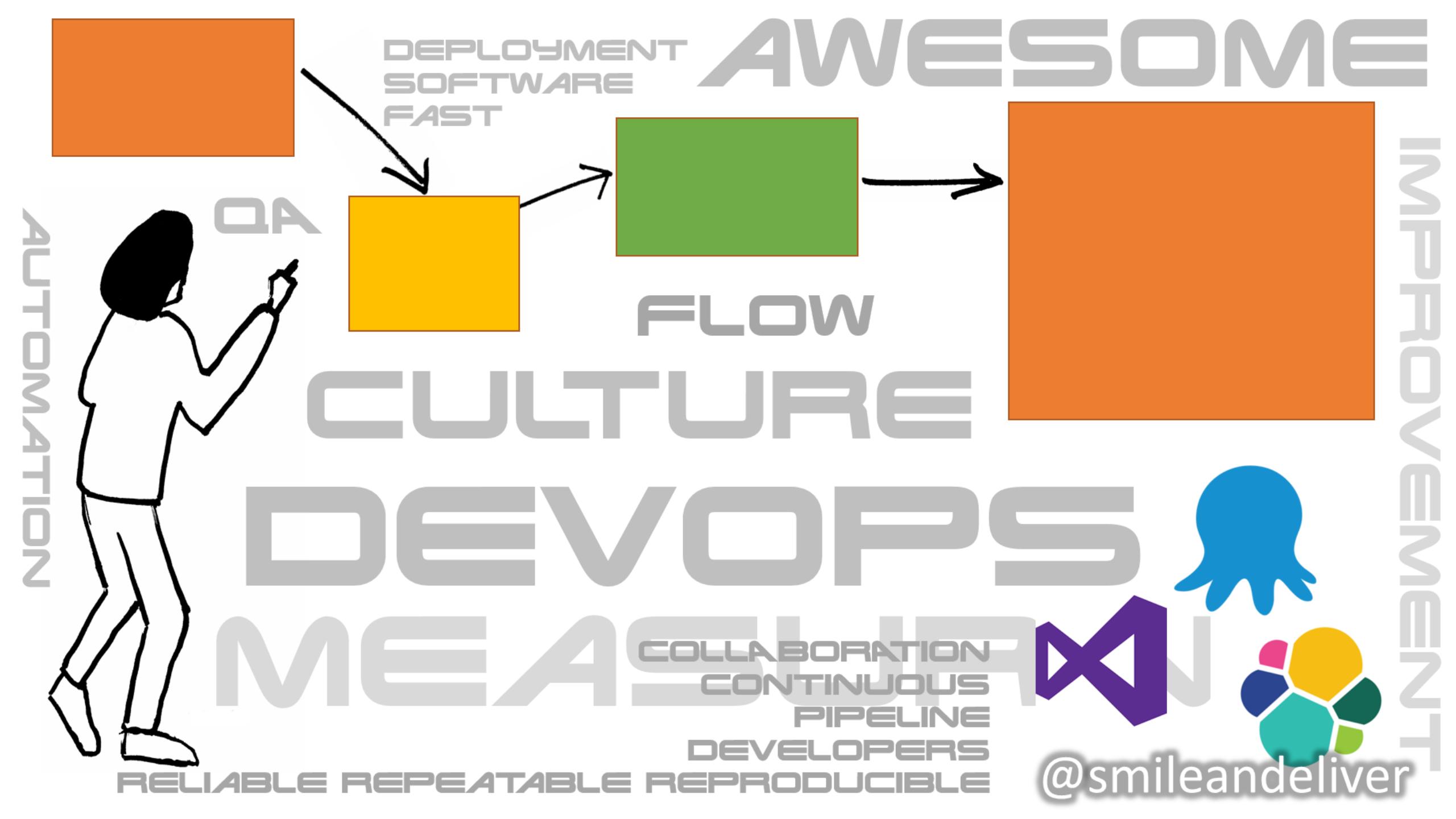
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Flow from Dev to Prod

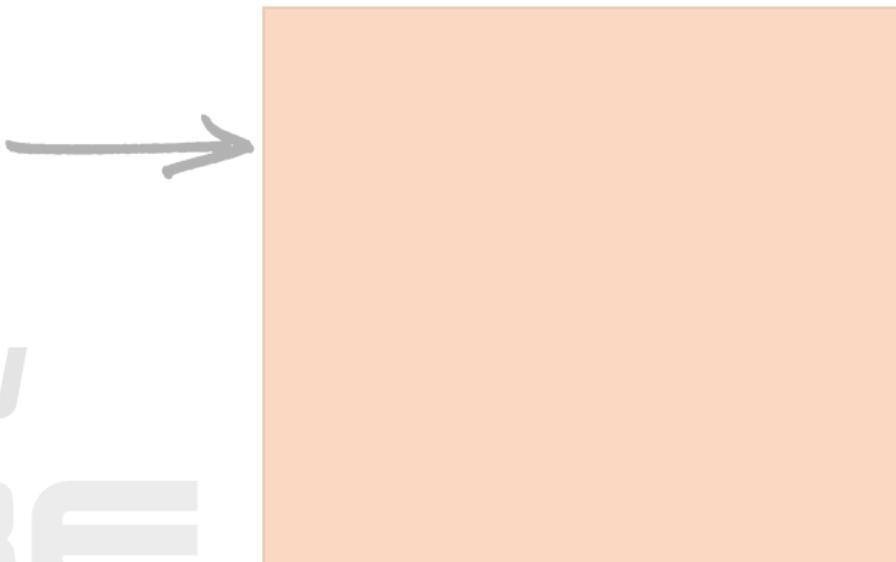
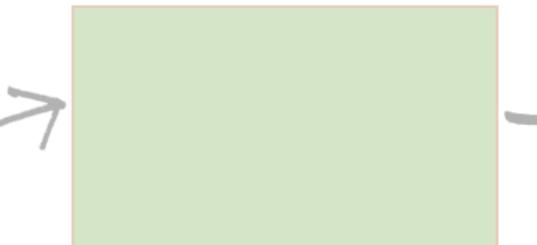
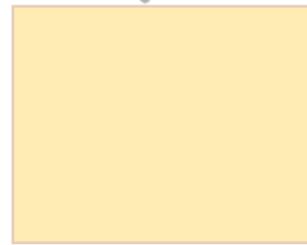




AWESOME

DEPLOYMENT
SOFTWARE
FAST

AUTOMATION



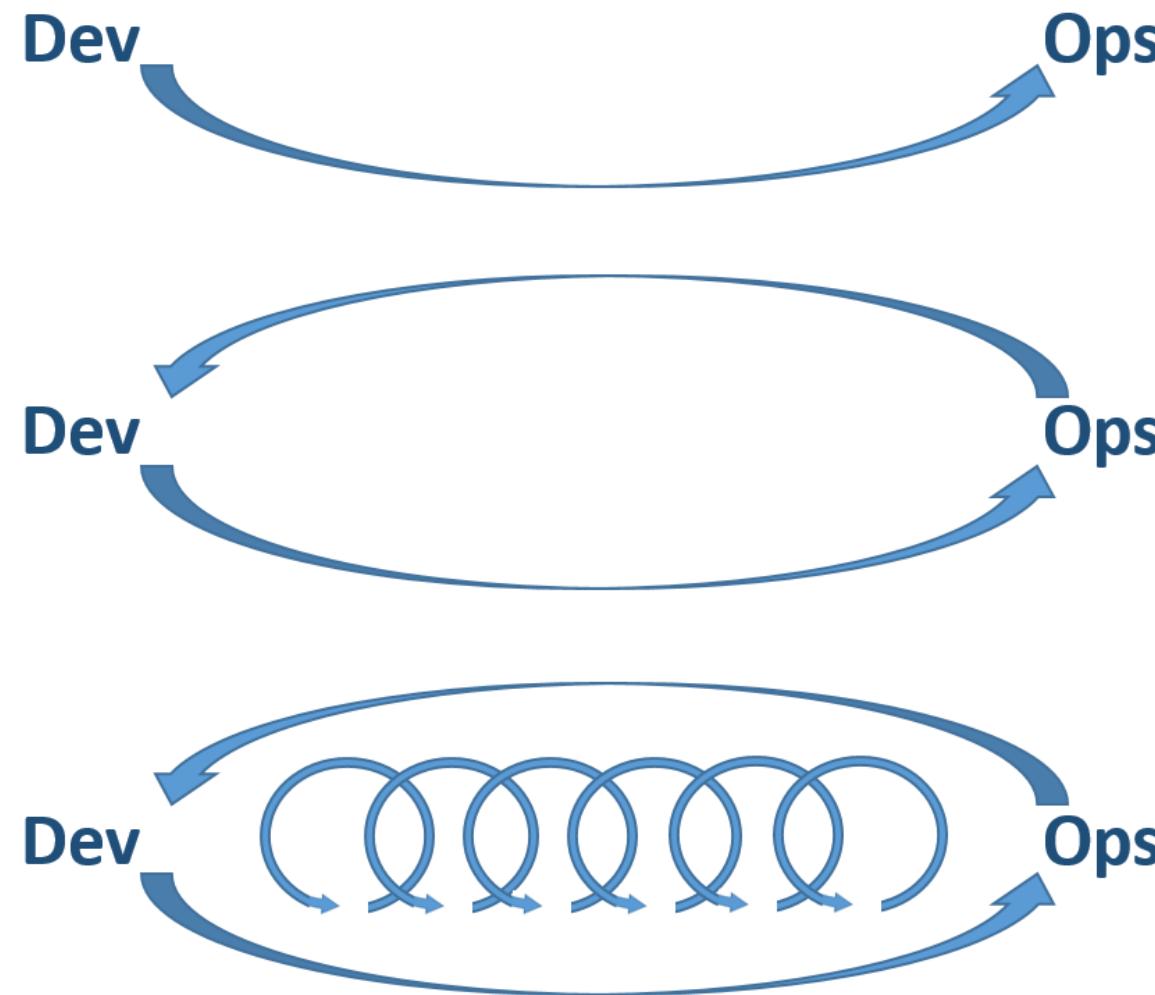
FLOW
CULTURE

DEVOPS

MEASURE
COLLABORATION
CONTINUOUS
PIPELINE
DEVELOPERS
RELIABLE REPEATABLE REPRODUCIBLE



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CULTURE

LEEDS DEVOPS

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“All the Gear and No Idea”

-Are we too obsessed with tools?

LEEDS DEVOPS

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“Testing Is DevOps”



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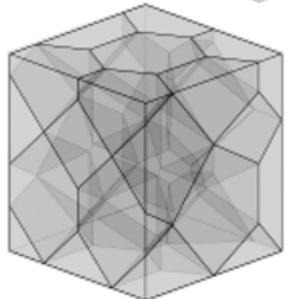
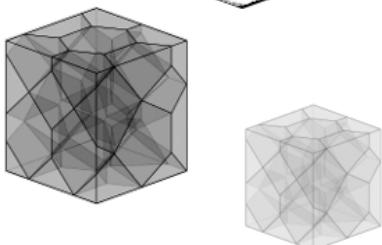
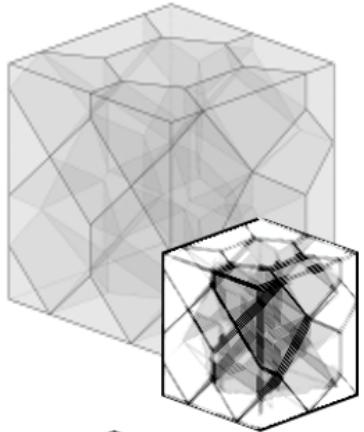


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Culture

Lean

Metrics



Automation

Sharing

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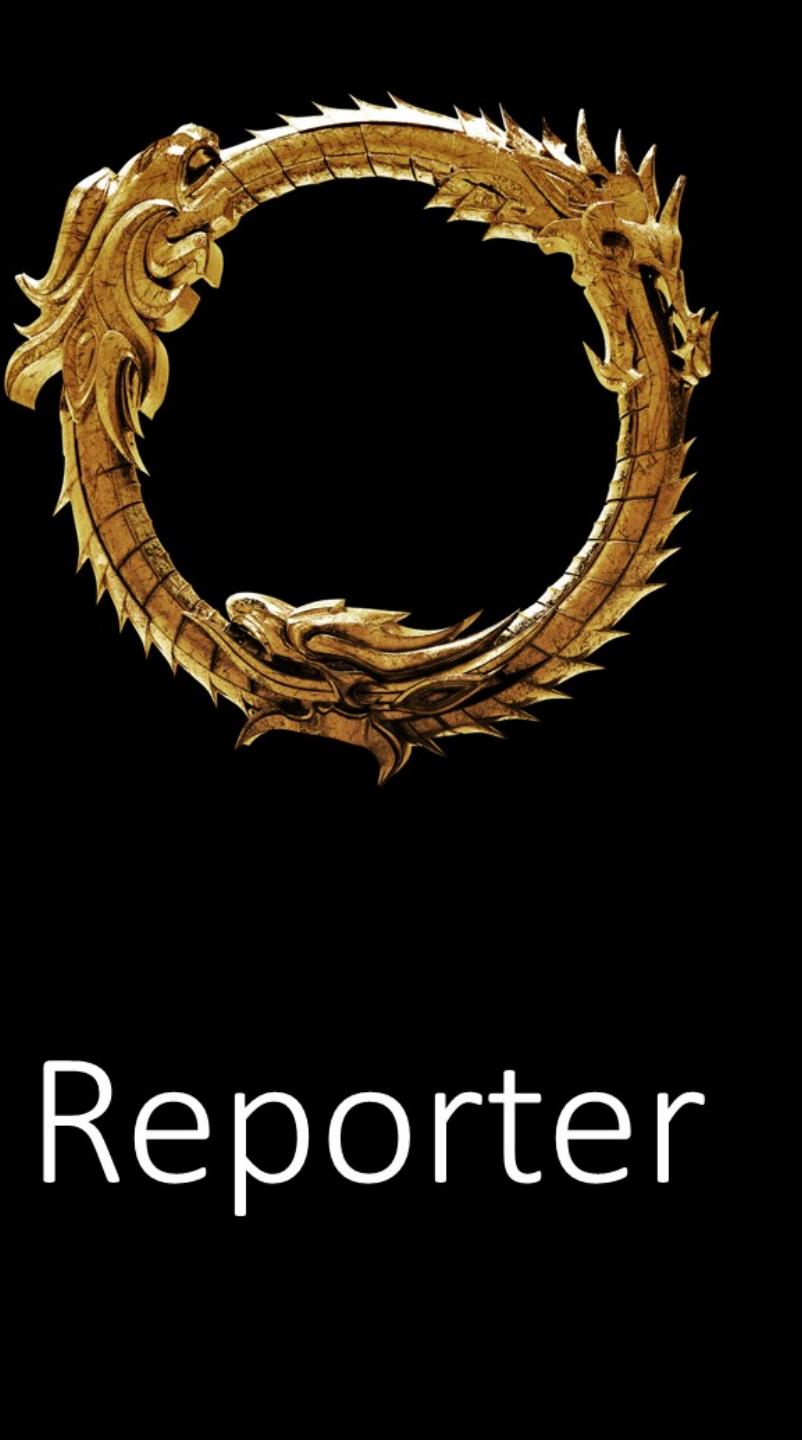
Three Ways of DevOps



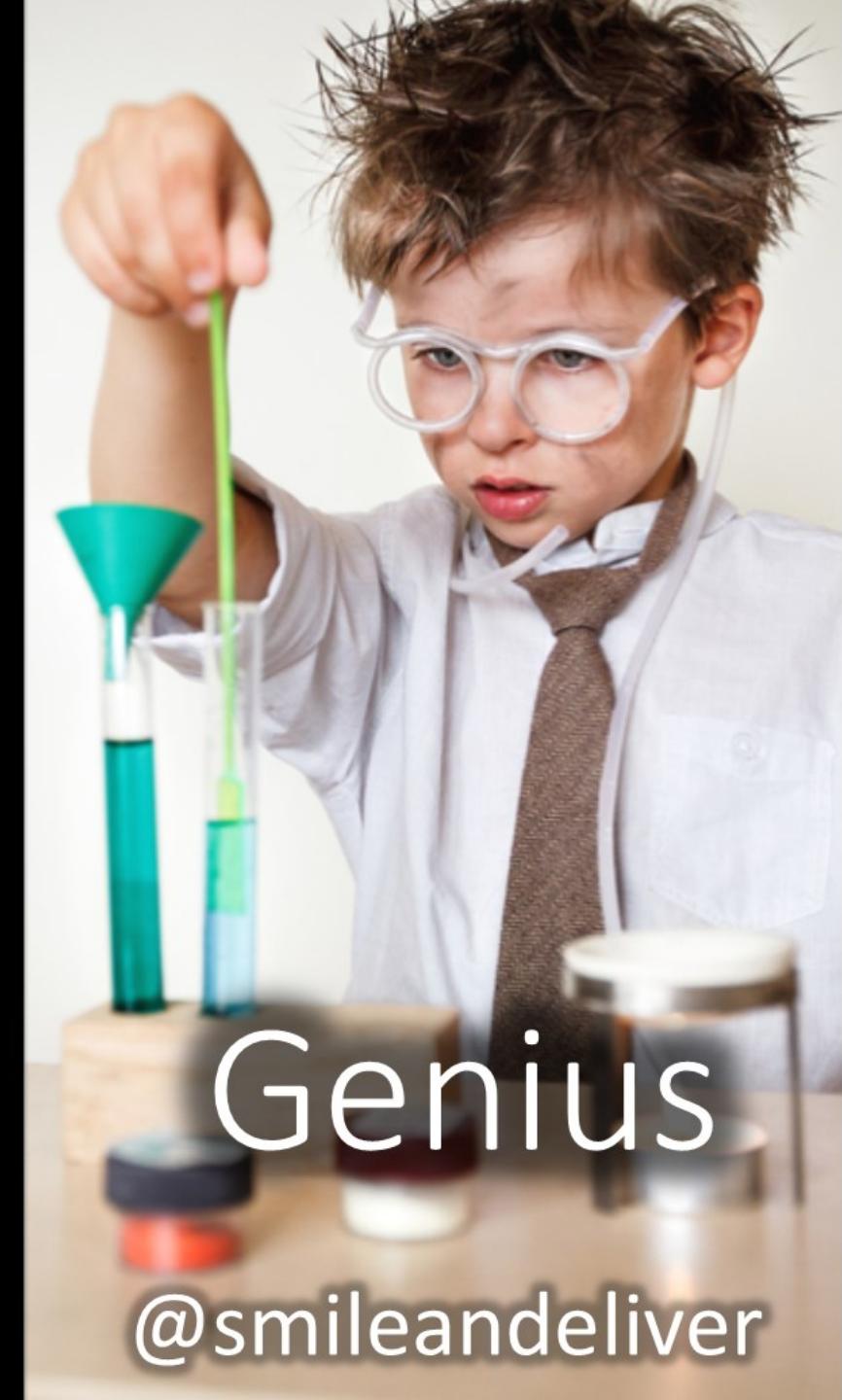
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God



Reporter



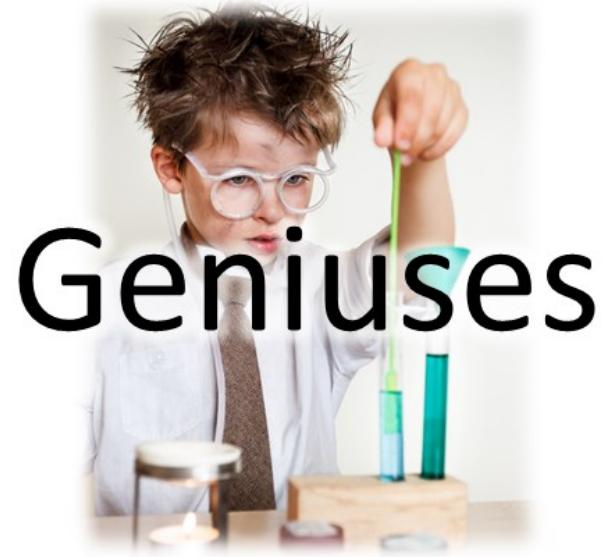
Genius

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Gods

The First Way
Systems Thinking



The Second Way
Amplify Feedback Loops

The Third Way
Culture of continual
experimentation and learning



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DevOps

#TEAMS



Development

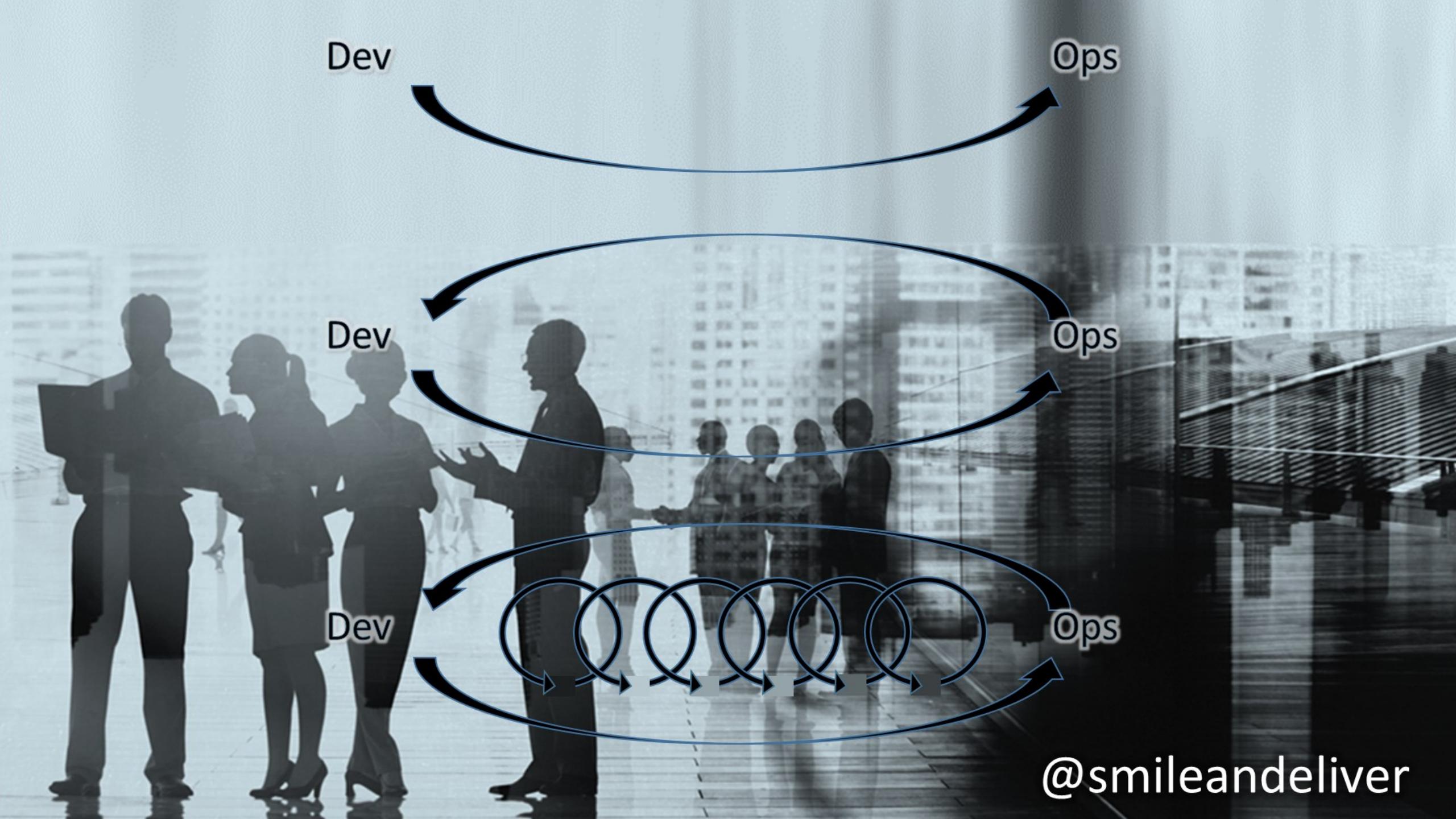
Wall of Confusion

Operations

Operations

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THE FIRST WAY

SYSTEMS THINKING.

- Flow • UNDERSTANDING • SYSTEM PERFORMANCE.



Testing as a culture throughout the system

Testing holistically

Act as a communication bridge

Testing mindset

Using a variety of tools + techniques

Monitoring == Testing

Making sure architecture of systems promotes testability

Non-deterministic testing
↳ include the unknown unknowns



Bureaucracy

Conflict of interest

Testing as a service

Testing silos

Understanding difficult systems

THE SECOND WAY

SHORTENING / AMPLIFYING FEEDBACK LOOPS.

- KNOWLEDGE • METRICS • STAKEHOLDERS • SHARING •



AUTOMATED REPORTING

DIFF LEVELS OF TEST

DEMONSTRATION / SPRINT DEMOS - INCLUDE OPS. CROSS FUNCTIONALS.

DEMO STORIES

AUTO BUILDS - ALERTS FOR ERRORS

COMMUNICATE RISKS

USE CLOUD TOOLS

DEFINE SUCCESS

VISUALISE SUCCESS + MONITOR

HYPOTHESIS DRIVEN TESTING

A - B TESTING

3 AMIGOS (WHERE THE OPS?)

INVITE OPS TO RETROS / STAND UPS

FEATURE SWITCHES

DISPLAY LIVE METRICS ON SCREENS AROUND THE OFFICE

SHARE MONITORING RESULTS PRODUCTION / TEST

USE RESULTS OF LOSING EFFECTIVELY

USE SHARING TOOLS

SHARE O'CLOCK



THE THIRD WAY

CULTURE OF EXPERIMENTATION & LEARNING

- TIME FOR IMPROVEMENT • REWARD RISK-TAKING
- WHOLE TEAM "SIGN OFF" - REDUCE BLAME GAME
- LESSONS LEARNED < FAILURE'S SUCCESS
- AREAS OF RISK

↳ MORE EXPLORATORIC
↳ LESS DETERMINISTIC

REPORTING & LOGGING - MONITORING

STING MEASUREMENT

EVERYWHERE!

RUGGED REGRESSION PACK

GIVES CONFIDENCE we're not breaking anything!

TESTER INVOLVED AT EARLY STAGE

IN DECISIONS & THROUGHOUT

PAIR TESTING

INTO C.I. & PIPELINE!

NEED BUY-IN!

EVERYONE INVOLVED AND TESTING?

CLIENT / USER / BUSINESS REPRESENTATIVES

BETA TESTING?

TEST CULTURE

CELEBRATE FAILURE!!

CELEBRATE SUCCESS!

EXPLORE - EXTERNAL CULTURE NO KIDDING

AVOID SAFETY FIRST

DECISION POINTS

GOALS Y/N

ESTABLISH CHECK POINTS

TESTERS ACTIVE IN THE COMMUNITY

TESTING

INVESTIGATIVE JOURNALISTS

- * AWARENESS / COMMS OF WORK DONE / PROBLEMS EXPERIENCED - INTERNALLY
- * COMMS OF WORK DONE - EXTERNALLY

- * KNOWLEDGE OF HOW "WHAT WE'VE DONE" IS USED

MAPS & ANSWERS OF "WHAT WE ARE DOING"

1st Way "Gods" "Visionaries"

PERFECTONIST - NO FAIL, DUE DILIGENCE
COMMUNICATION → HIGHLIGHT FAILURES

"PRODUCT APPROACH"

PEER REVIEW - TEAM DOCUMENTATION
↳ INTERNAL KNOWLEDGE
UNDERSTANDING → GOOD ENOUGH →
IDENTIFY CONSTRAINTS → WORK TO CONTINUOUS
FEEDBACK FROM DOWNSTREAM IMPROVEMENT

NON SILO

"SQUADS"

TRANS/INTERRUPTS

STEP BACK - I

ELEMENTS

MOVEMENTS

ORTS

Pipeline

WHAT'S THE DESTINATION? EVERYONE TO BE GOING
THE SAME WAY

• CONFIG OF PIPELINE

GODS

- UNDERSTAND DEPLOYMENT PROCESS
IDENTIFY ↗
- INTEGRATION PROCESS
- COMMUNITIES (SPOTIFY MODEL)
- TRANSPARENT SHARED DOCUMENTATION
- BETTER UNDERSTANDING OF UPSTREAM + DOWNSTREAM STAKES
- PROCESS MAPPING
- ROUTE TO LIFE
- IDENTIFY BOTTLENECKS

• DIFF H/W
↳ EX

3rd Way "Genius / SCIENTIST"

- Rewards & Incentives for taking risks/experimenting.
- Culture of accepting failure / being allowed to fail.
- Feedback loops
- Egoless.
- Sharing of knowledge / being open.
- Cross silos.
- Culture yes/no

INVESTIGATIVE REPORTER "2nd Way"

- Compromise of feature over performance
- Discrepancy between Dev + Prod
- End delivery of customer expectations
- Transparency of Objectives (moving goalposts)
- Customer access circumvention

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A wide-angle photograph of a rural landscape. In the foreground, there's a dry-stacked stone wall running across the frame. Beyond it is a lush green field. A small, shallow stream or path leads from the bottom left towards the center of the image, eventually disappearing into a cluster of buildings. The background features more fields and rolling hills under a sky filled with large, white and grey clouds.

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<https://github.com/smileanddeliver/>