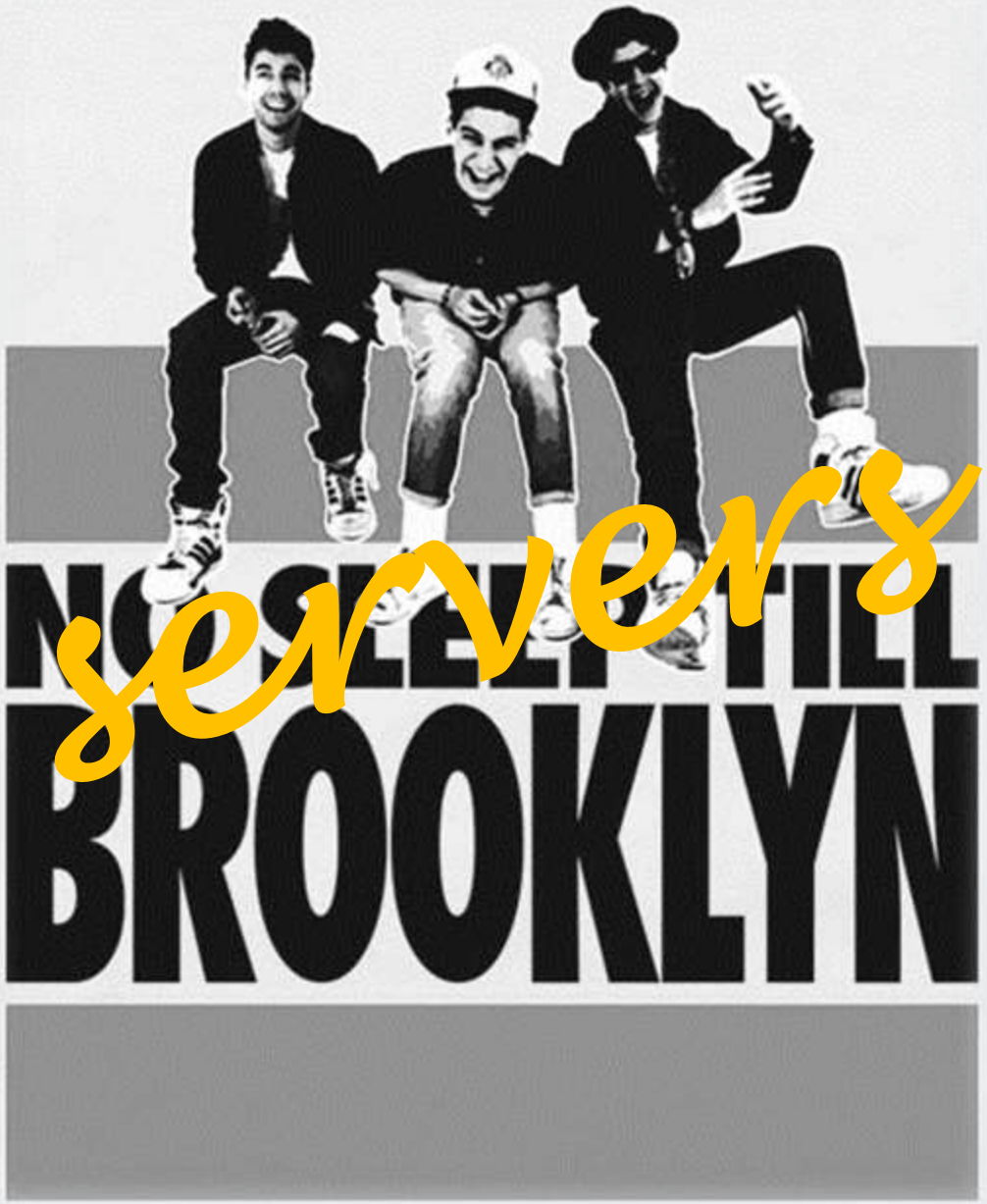
servers
BROOKLYN

Your business doesn't have technology problems

PARIVEDA SOLUTIONS

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PARIVEDA SOLUTIONS

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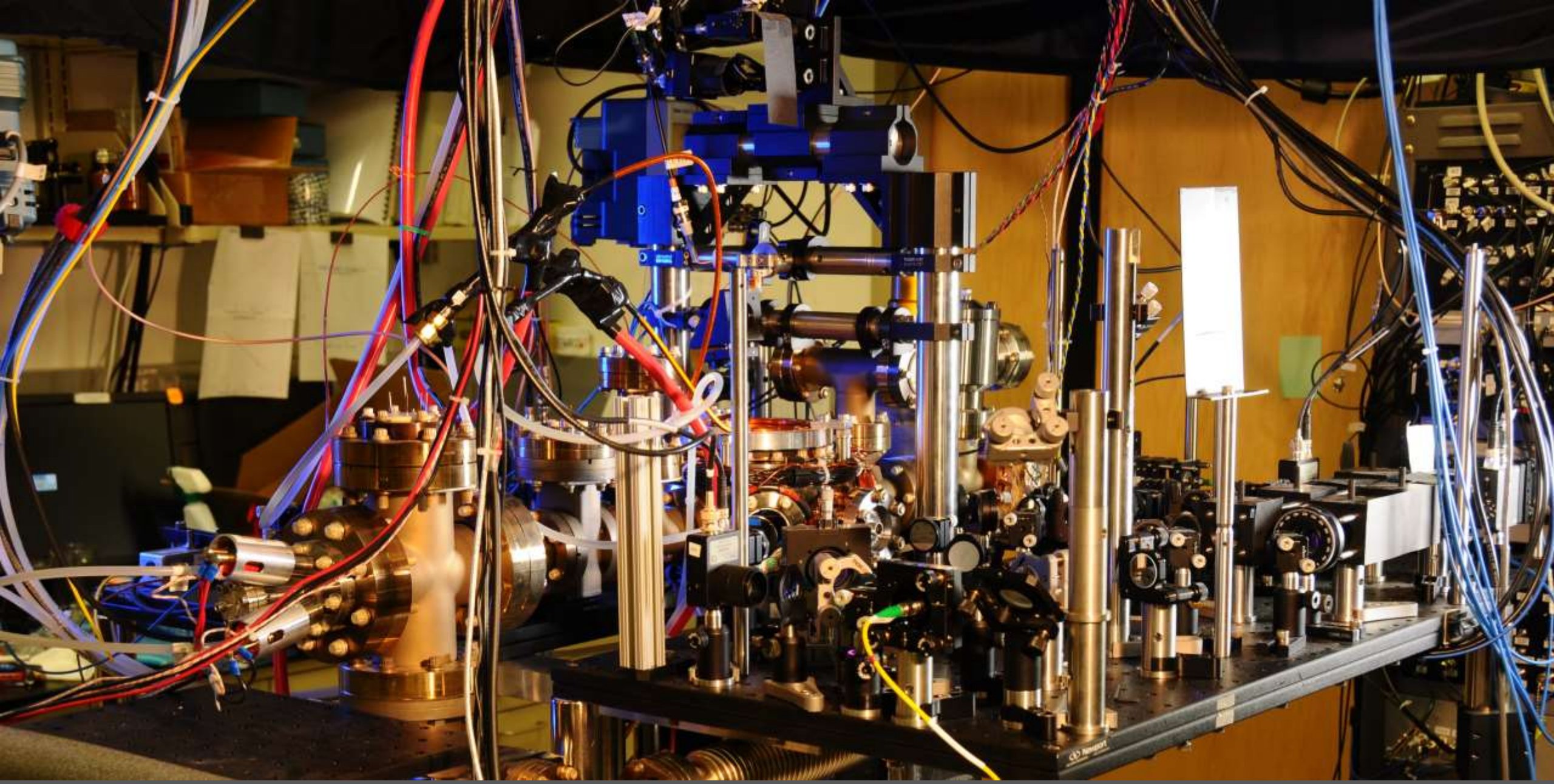

You still have problems


The New York Times
NEW YORK, WEDNESDAY, JULY 23, 2008

PARIVEDA SOLUTIONS

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PARIVEDA SOLUTIONS

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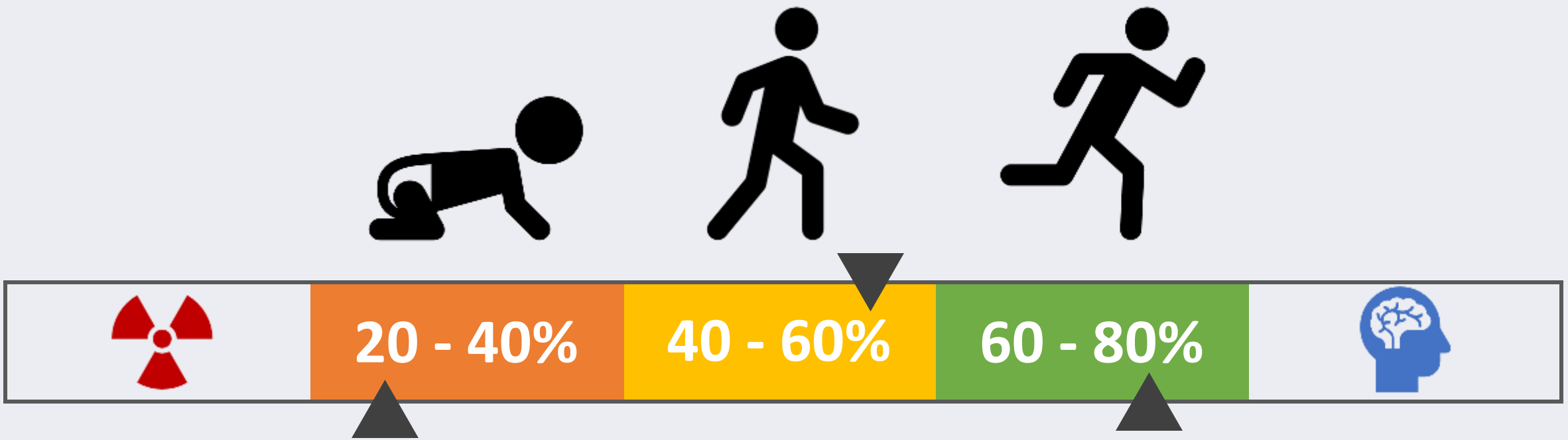
Solving technology problems isn't your business

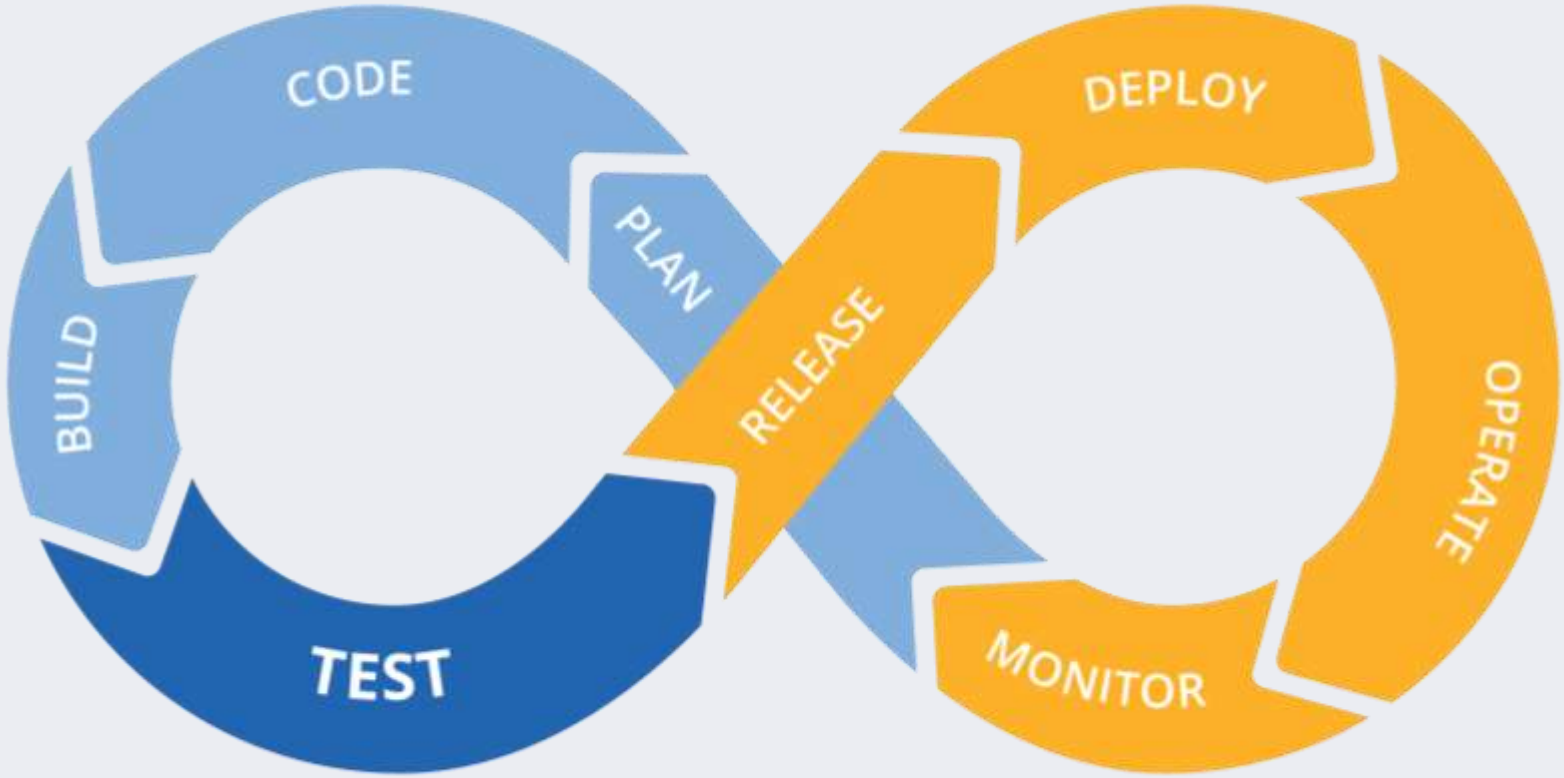
You don't have technology problems

How much time does IT spend on solving business problems?

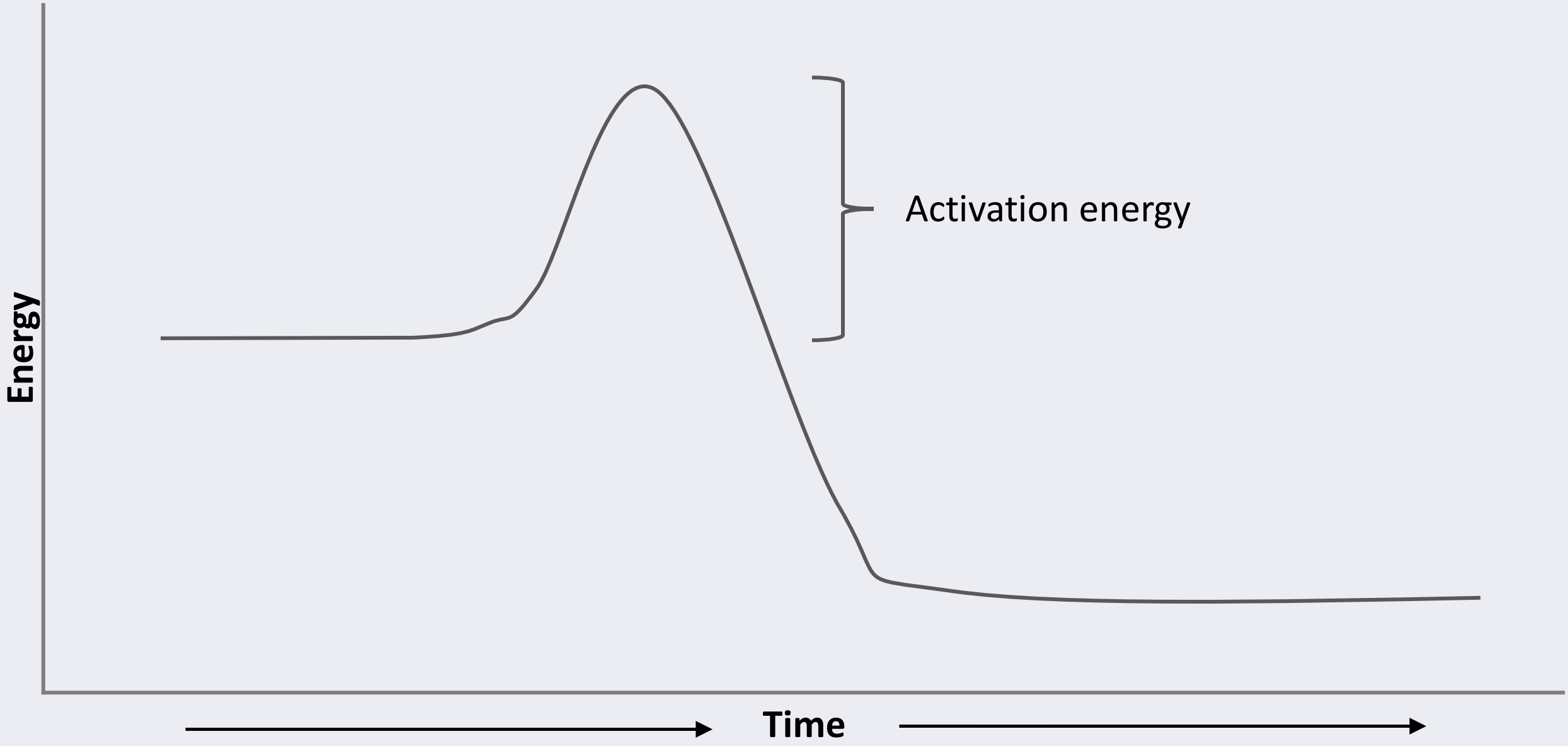

20 - 40%
40 - 60%
60 - 80%

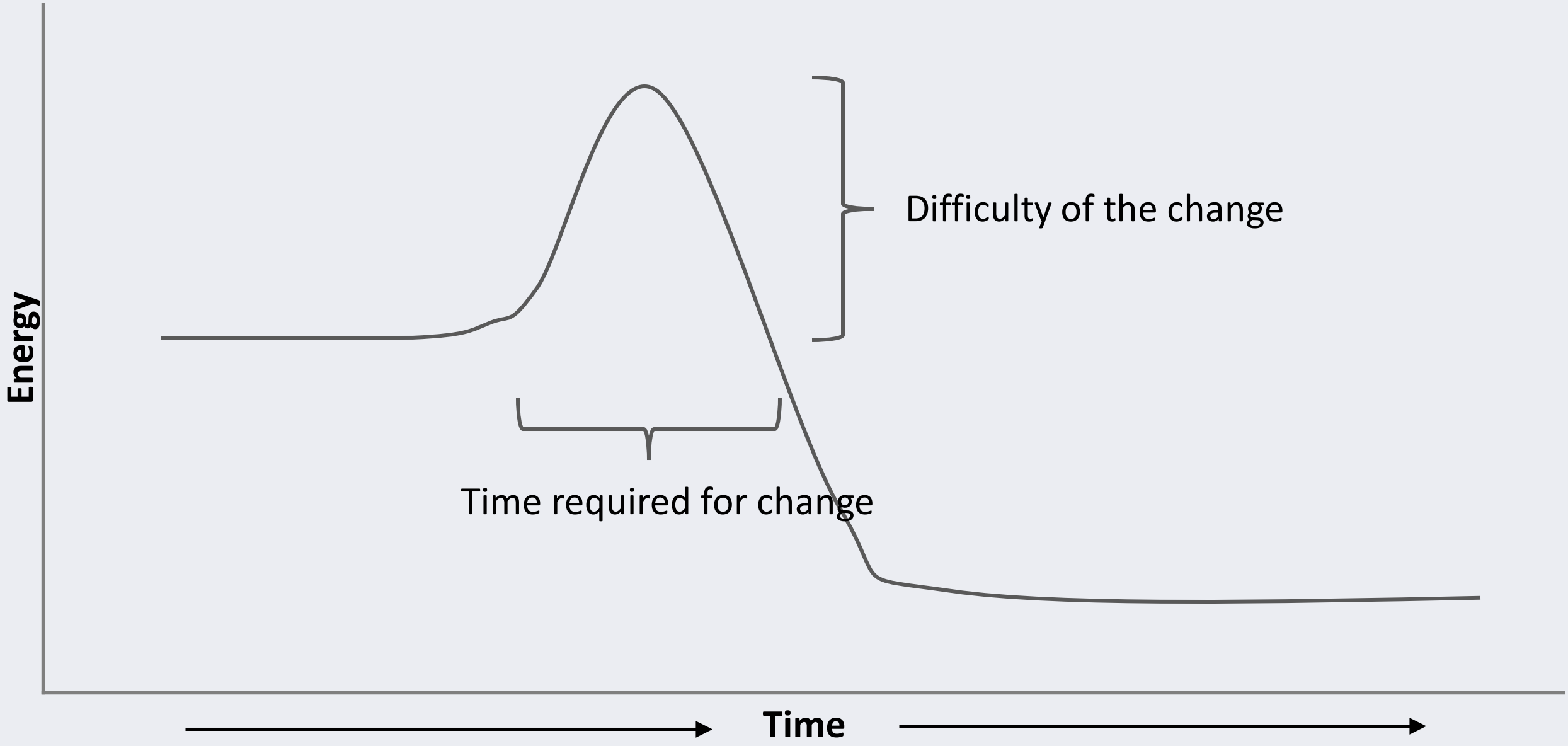
You already know what you should be doing to improve this

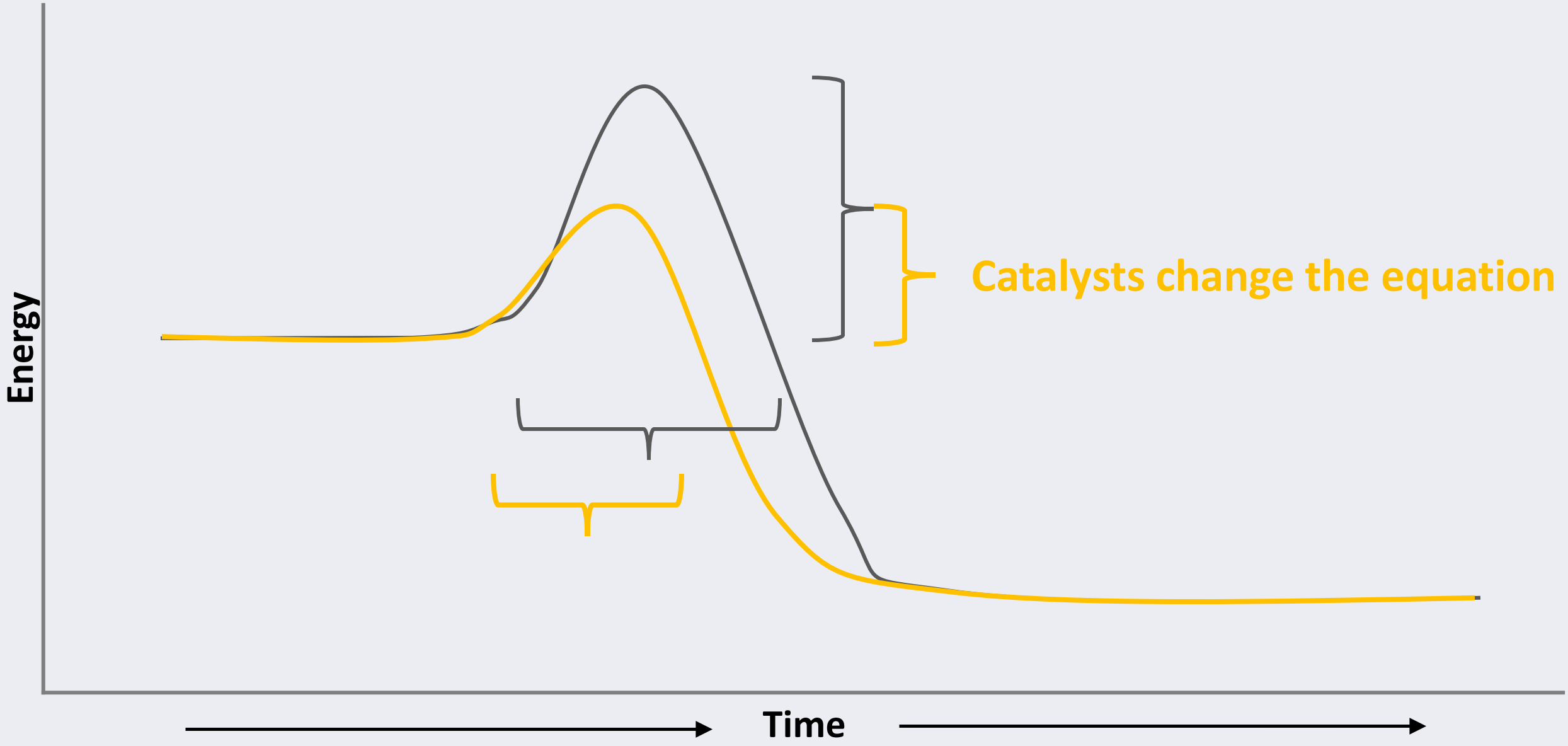
We have nothing new to say about what you should be doing

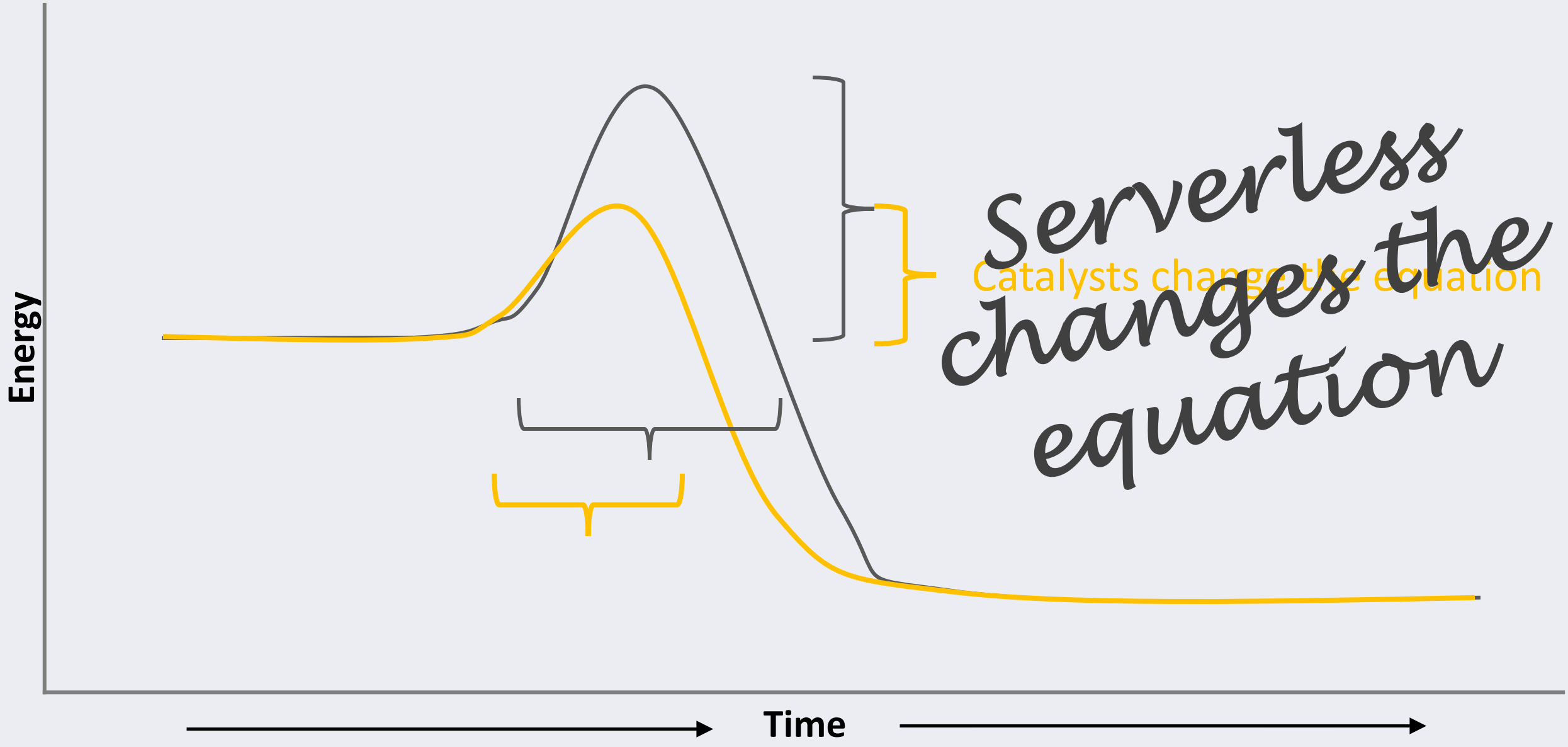

CODE
PLAN
BUILD
TEST
RELEASE
DEPLOY
OPERATE
MONITOR

Why have so few done it?


Energy
Activation energy
Time

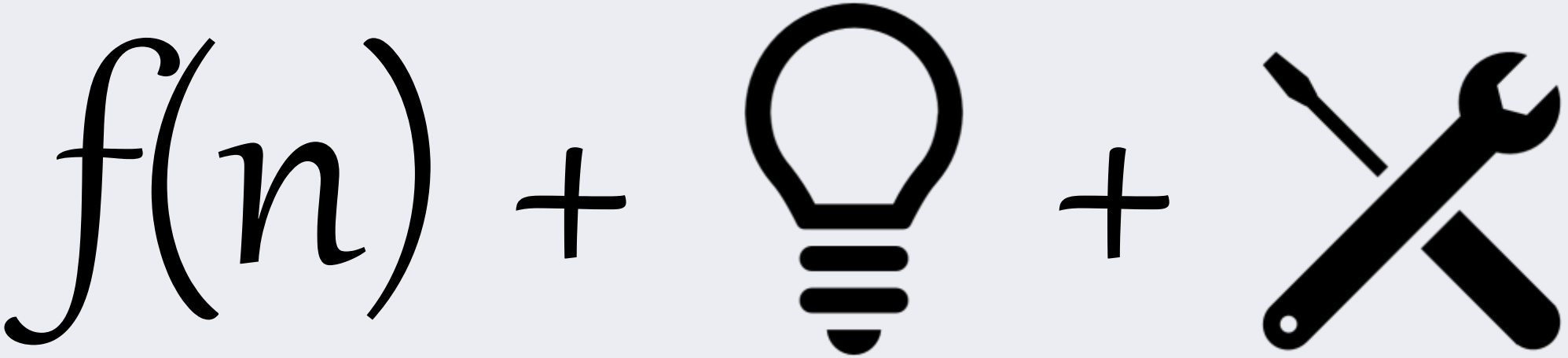

Energy
Difficulty of the change
Time required for change
Time


Energy
Catalysts change the equation
Time


Energy
Time
Catalysts change the equation
Serverless changes the equation

What is serverless?

$$f(n) + \text{  } + \text{  }$$


f(n)

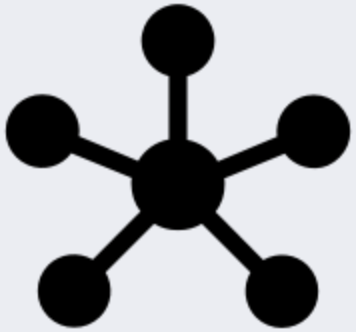

amazon
web services

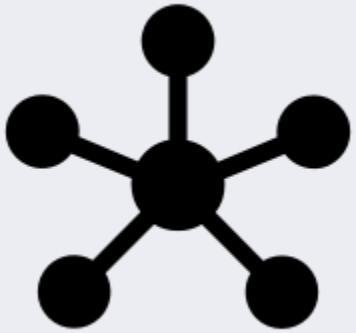

Microsoft
Azure


SERVERLESS

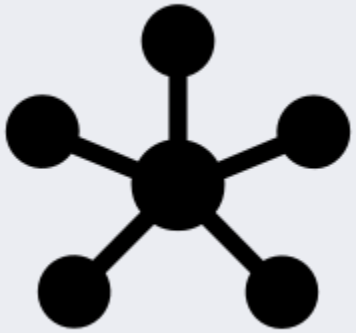
Serverless as catalyst

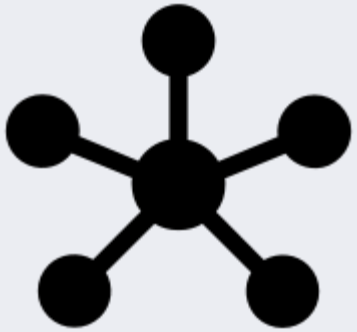
Data driven decision making

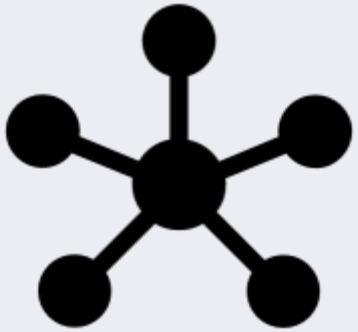




Small, product focused teams







Cloud adoption & automation


Discovery through
experimentation

Unique value proposition to DevOps laggards


The Realm of Middle Earth
Miles
50
100
150
200
Forlindon
Forlond
Gulf of Lhûn
Mithlond (Grey Havens)
Tower Hills
Harlond
Blue Mountains
Harlindon
Baranduin (Brandywine)
Minhiriath
Tharbad
Eryn Vorn
Gwathló (Greyflood)
Enedwaith
Lond Daer
Dunland
Isengard
North-South Road
Fords of Isen
Angren (Isen)
Adorn
Westfold
Helms Deep
West Emnet
Rohan
Fangorn
The Wold
East Emnet
Sarn Gebir
Eastfold
Edoras
Ered Nimrais
Erech
Gondor
Pinnath Gelin
Anfalas (Langstrand)
Andrast (Ras Morthil)
Edhellond
Dor-en-Ernil
Belfalas
Tolfalas
Lebennin
Anórien
Minas Tirith
Osgiliath
Emyn Arnen
Ithilien
Crossings of Poros
South
Mordor
Nurn
Sea of Núrnen
Ephel Dúath
Plateau of Gorgoroth
Orodruin
Barad-dûr
Isenmouthe
Ered Lithui (Ash Mountains)
Dagorlad
The Brown Lands
Sea of Rhûn
Rhûn
Rhovanion
Mirkwood
East Bight
Dol Guldur
Celduin (River Running)
Carnen (Redwater)
Long Lake
Mountains of Mirkwood
Old Forest Road
Old Ford
Carrock
High Pass
Misty Mountains
Rivendell
Last Bridge
Rhudaur
Weathertop
Weather Hills
Fornost
Brandywine Bridge
Old Forest
Nîn-in-Eilph (Swanfleet)
Glanduin
Dimrill Dale
Anduin
Gladden Fields
Limlight
Cardolan

Challenges

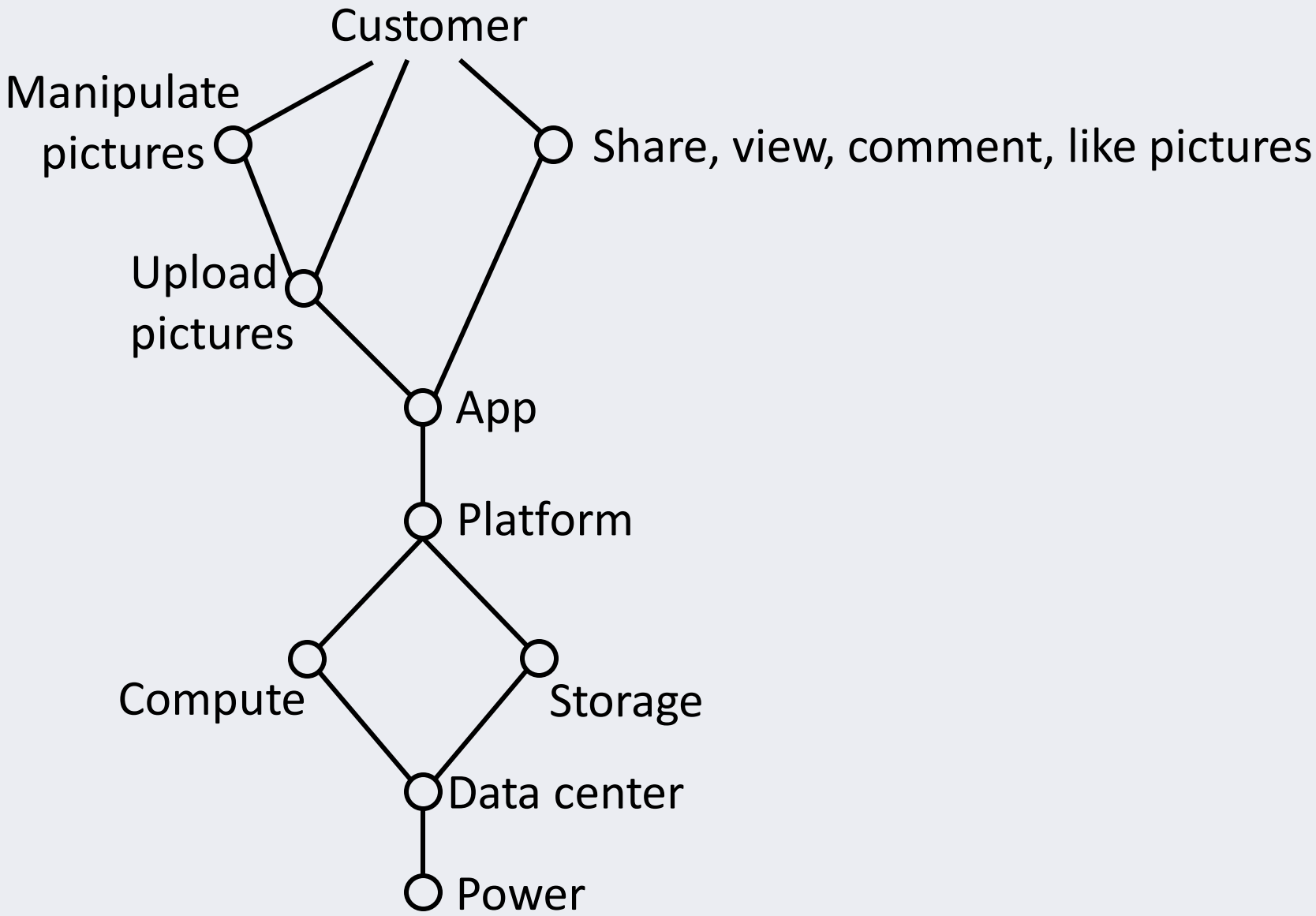
Where it's already started

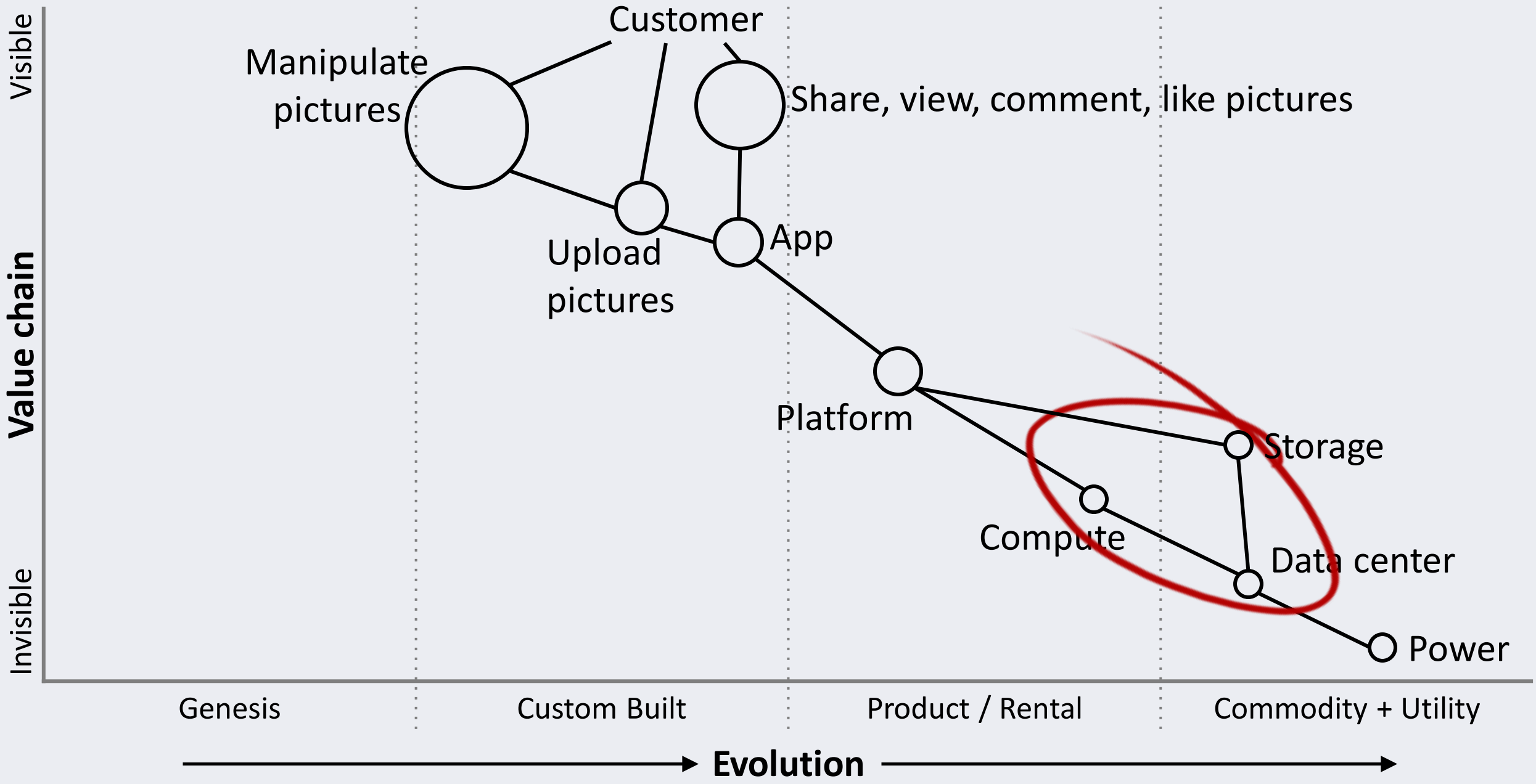

GameStop®
POWER TO THE PLAYERS®

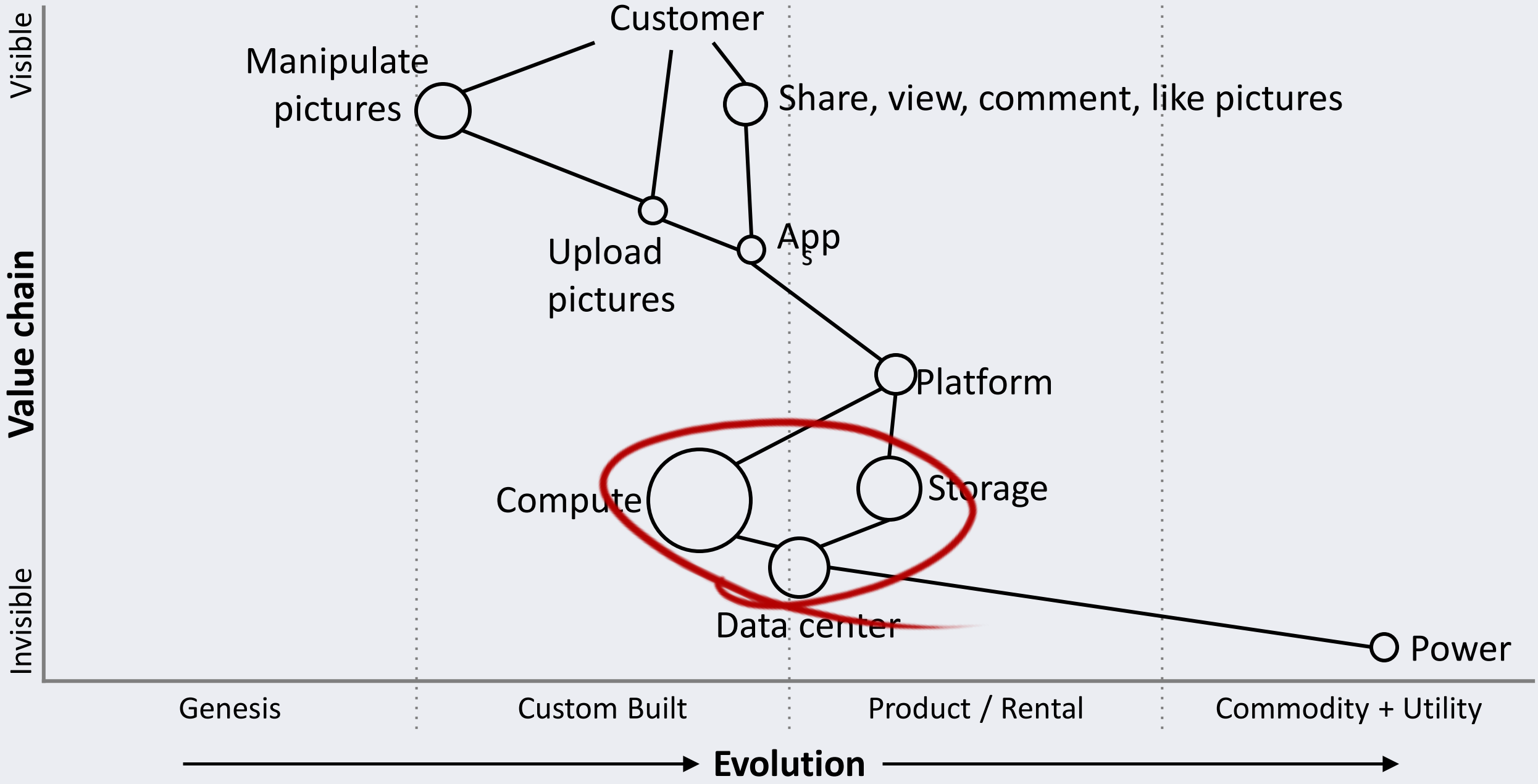
Visible

Value chain

Invisible




Visible
Value chain
Invisible
Customer
Manipulate pictures
Share, view, comment, like pictures
Upload pictures
App
Platform
Storage
Compute
Data center
Power
Genesis
Custom Built
Product / Rental
Commodity + Utility
Evolution


Visible
Value chain
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Manipulate pictures
Share, view, comment, like pictures
Upload pictures
Apps
Platform
Compute
Storage
Data center
Power
Genesis
Custom Built
Product / Rental
Commodity + Utility
Evolution

What does it mean for my people?

Solutions Architect
(Bit blueprint creator)

Data Architect
(Stores bits, manages access)

Developer
(Describes how to move bits)

Team Lead
(Keeps bit machine well-oiled)

Product owner
(Talks to customer, attempts to talk to bit-team)

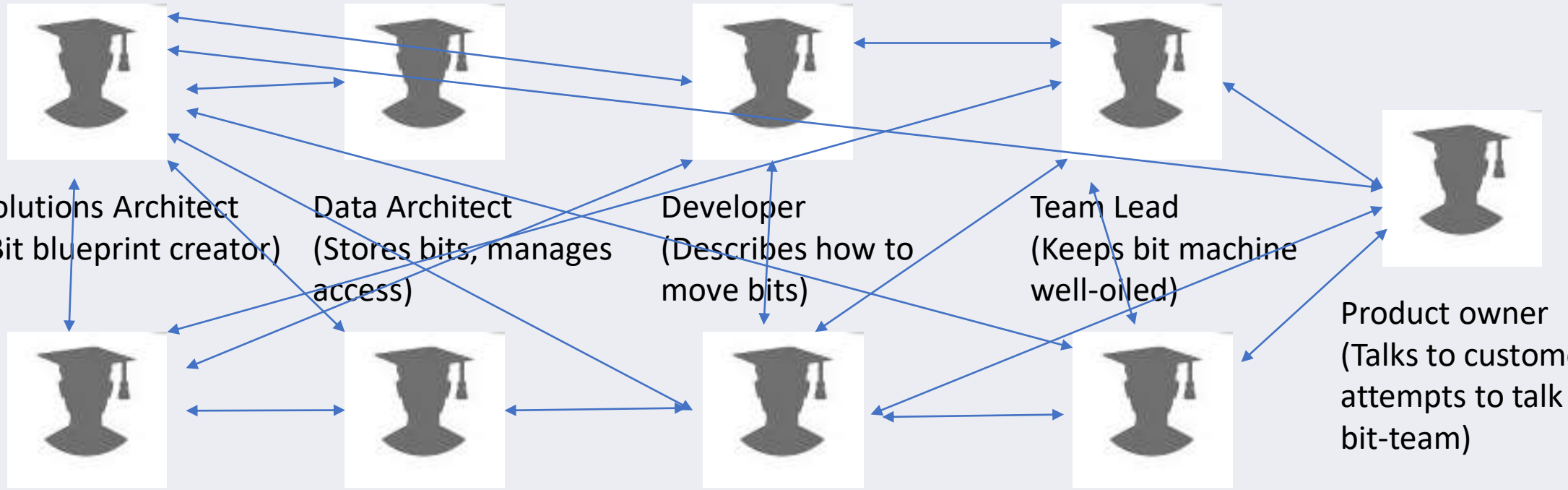
Release Engineer
(Moves bits)

Ops Engineer
(Watches bits)

Security Engineer
(Describes how bits are allowed to move)

Manager
(Fits bits on calendar)

And how the communicate?



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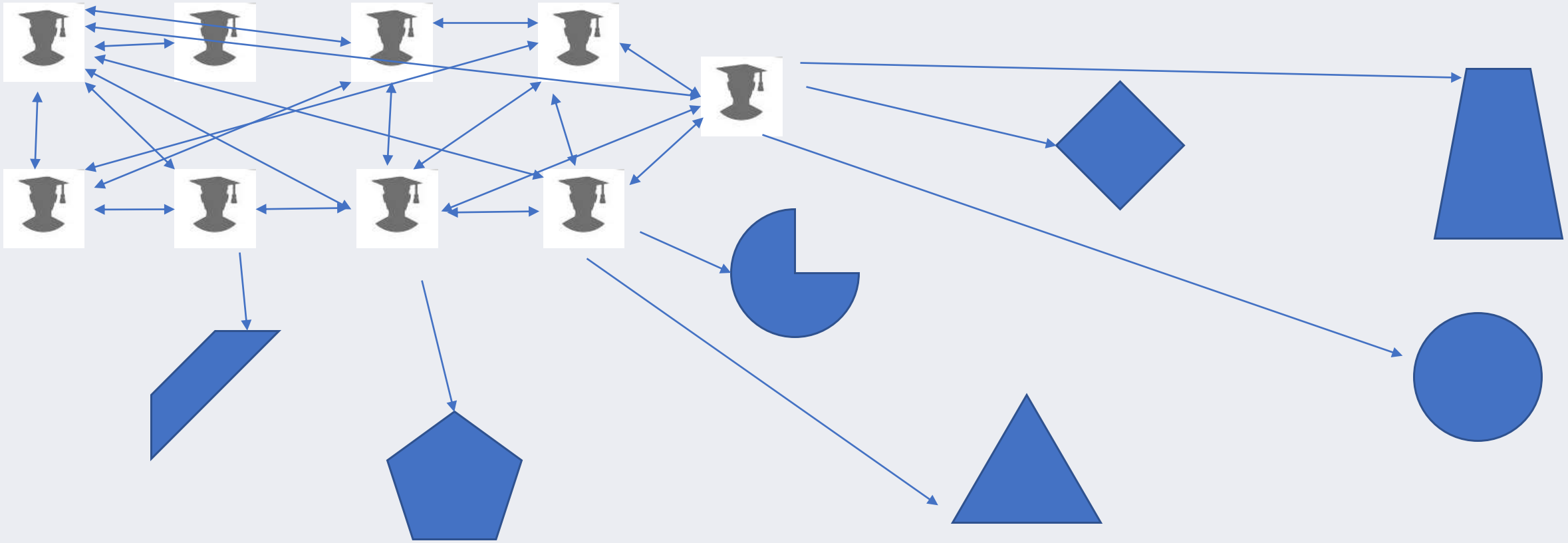
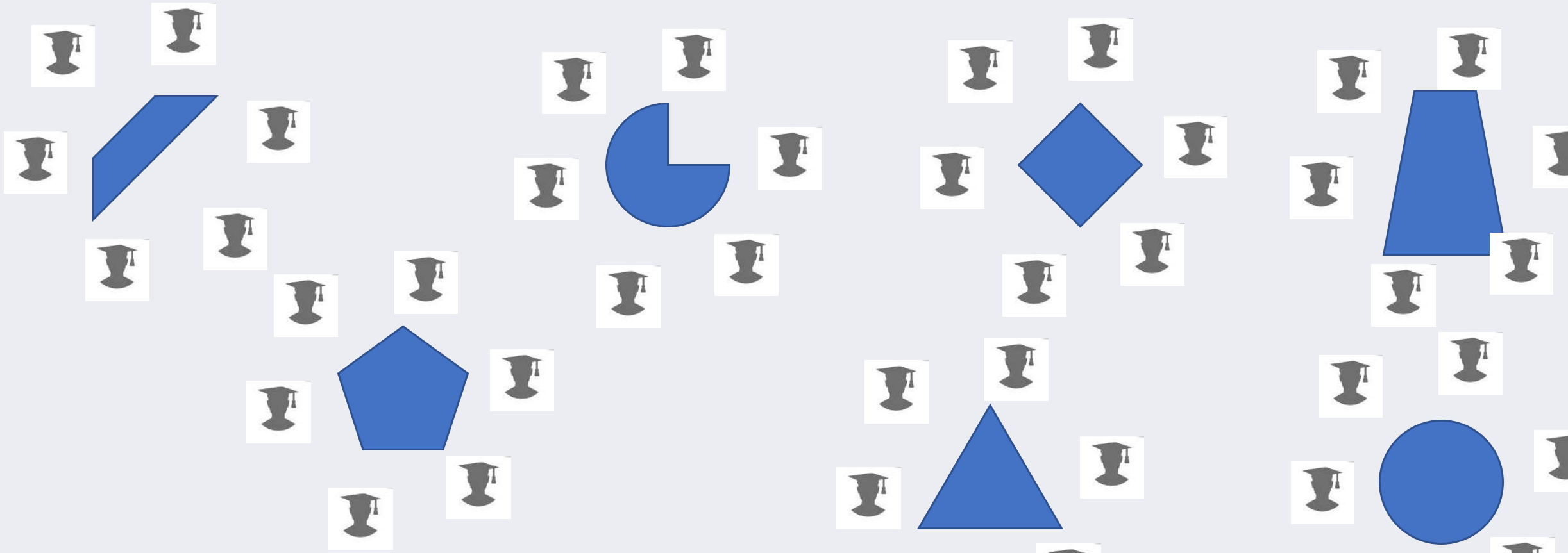
And what products do they support?



Is this customer-centric?

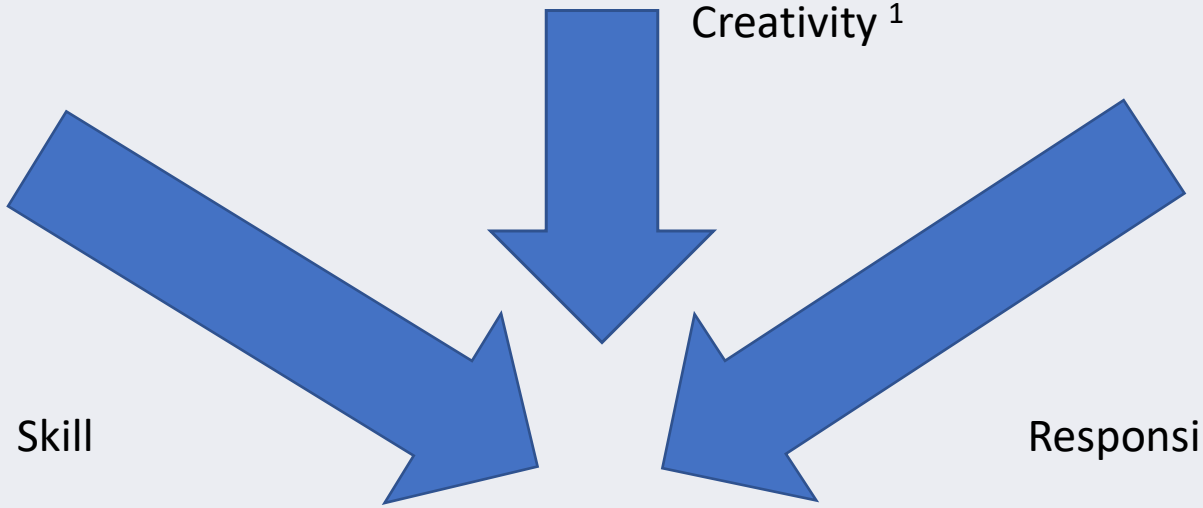
Product Teams



More customer-centric, means ☺’er customers

Don’t fire your way to innovation

- Instead, seek to merge skill with responsibility
- Your people, instead of being glorified bit managers, can do what they are good at – injecting creativity



[1] what people are still better at than computers, for the time being

But what about governance?

- “We standardized on Java!”
- “We only run [insert OS here]!”
- “We only use [insert framework here]!”

- The above are the result of trying to solve the Principal-agent problem: “the agent knows some things that the principal does not, and it is too costly for the principal to monitor every action that the agent take” (“Misbehaving: The Making of Behavioral Economics.”)
- So instead of monitoring every action, the principal (IT Governance) reduces the jurisdiction(?), and thus cost, to govern.

The dark underbelly of limiting choice

- By being prescriptive about standards, you've succeeded in reducing the governance cost
- (Applause!)
- But you've prohibitively raised the cost of experimentation.
- Your talented high-dollar developers can only use the hammer you've provided.
- (Insert Hammer/Nail)
- Don't be surprised if your talent leaves
- Or worse, you talent only starts to see nails.

So you are proposing the wild west, except with modern weapons?

- No.
- With evolutionary architectures, strict data access policies, serverless technologies, and infrastructure-as-code, you can simultaneously allow variation and have cheaper, more reliable IT governance that you ever imagined possible.
- The tools aren't here yet, but they’re coming quick.

Adoption Paths

- Build vs Buy equation begins to change
  - If you have to customize *anything*, you may want to build
- Come back to activation energy
  - Experiment with internal tools
  - Greenfield “Shining City on the Hill” model
  - Skunkworks
  - Others?