

Taking the 3 Ways on the Road

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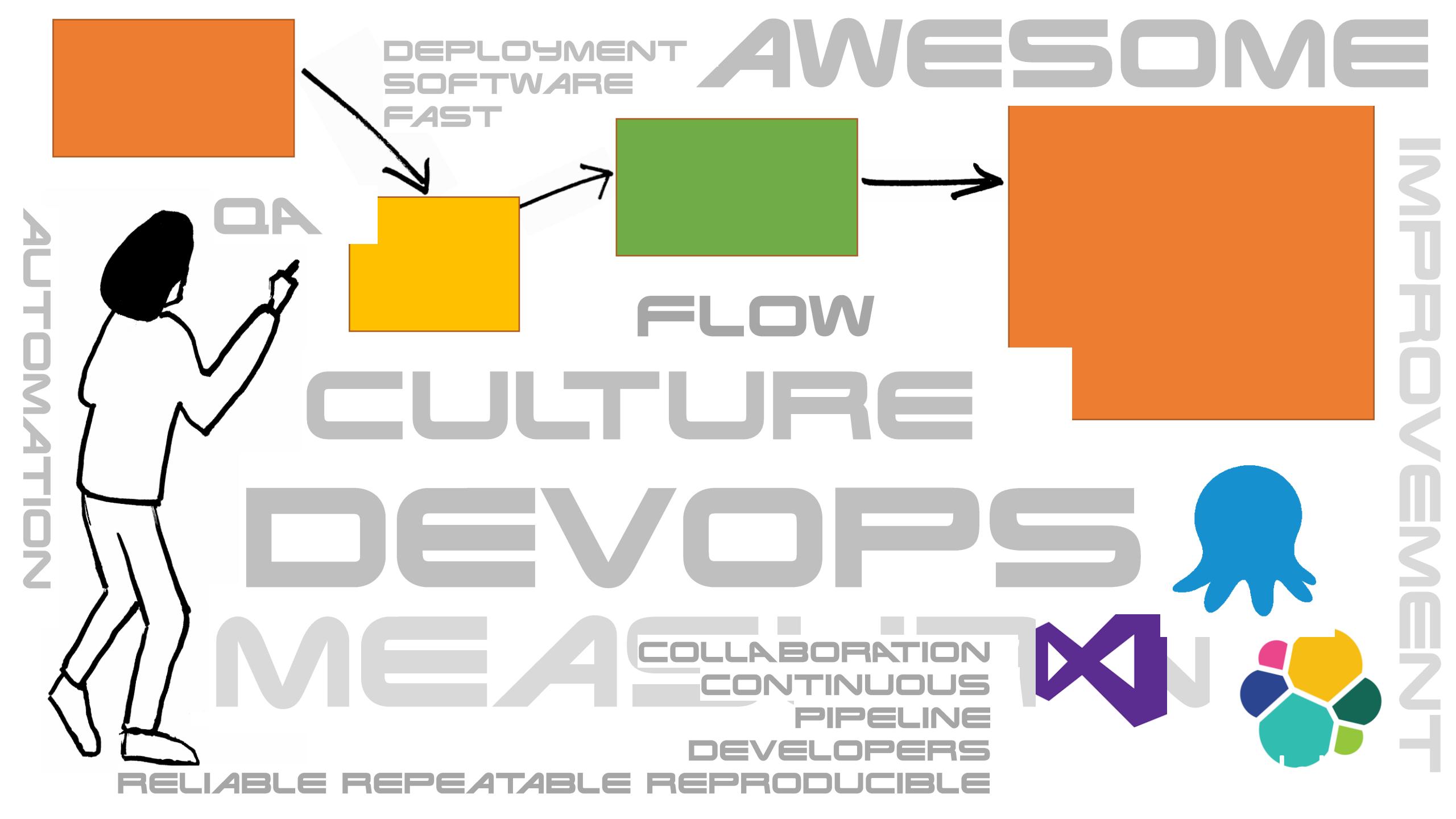
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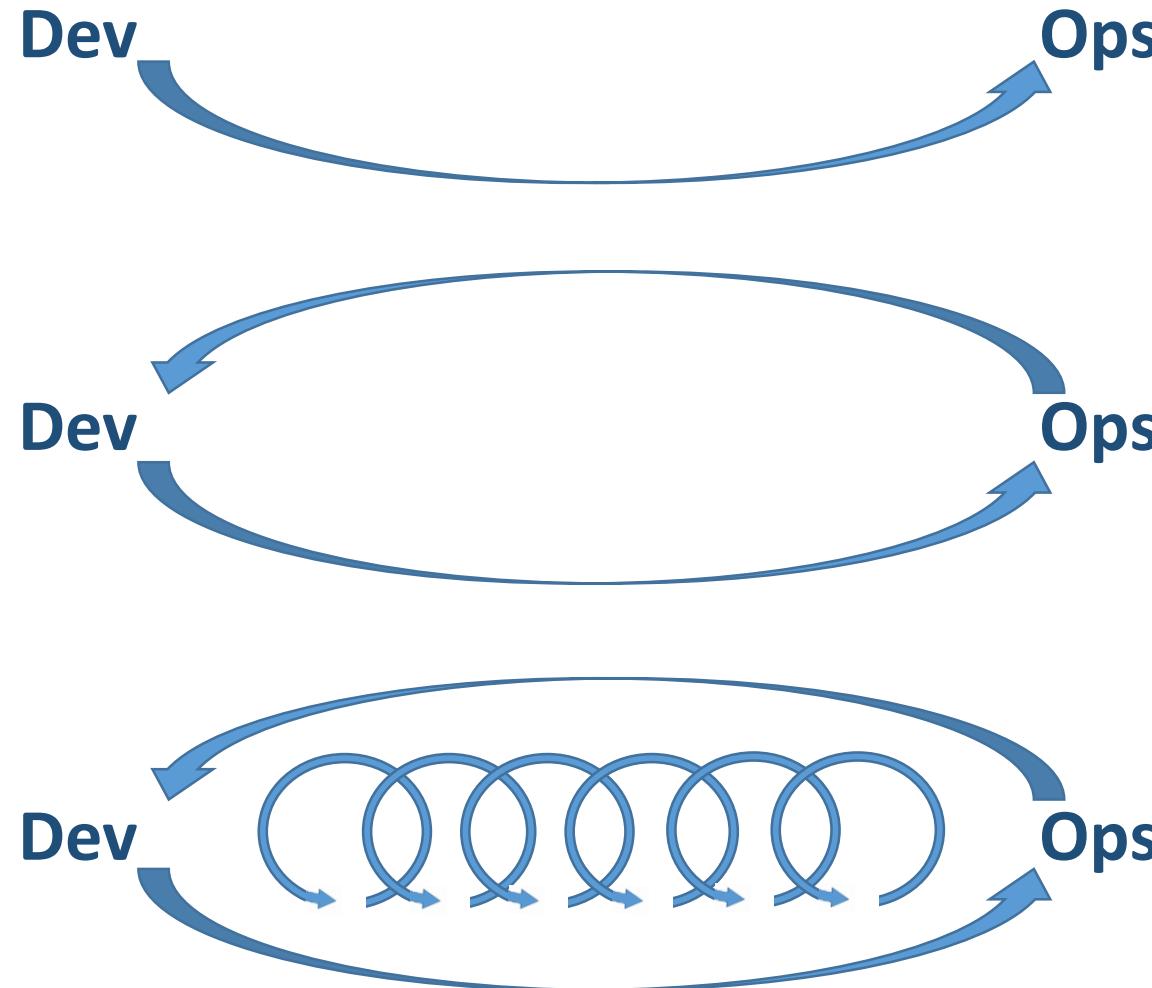
Flow from Dev to Prod





AWESOME

DEVOPS



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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Culture

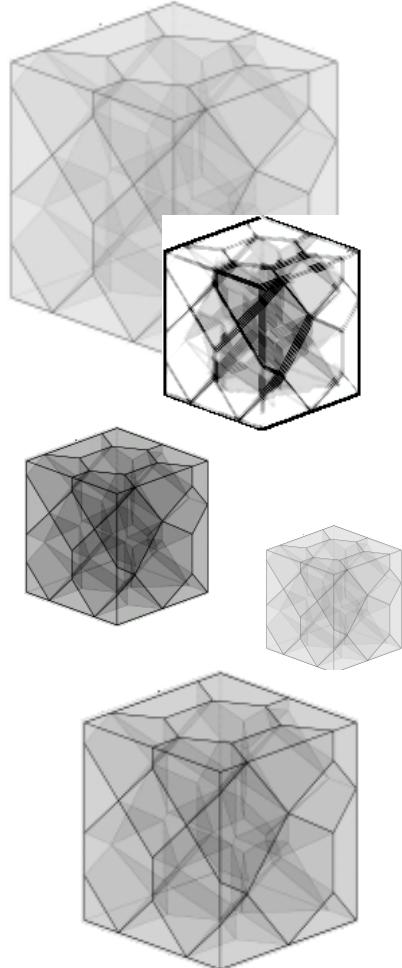
Lean

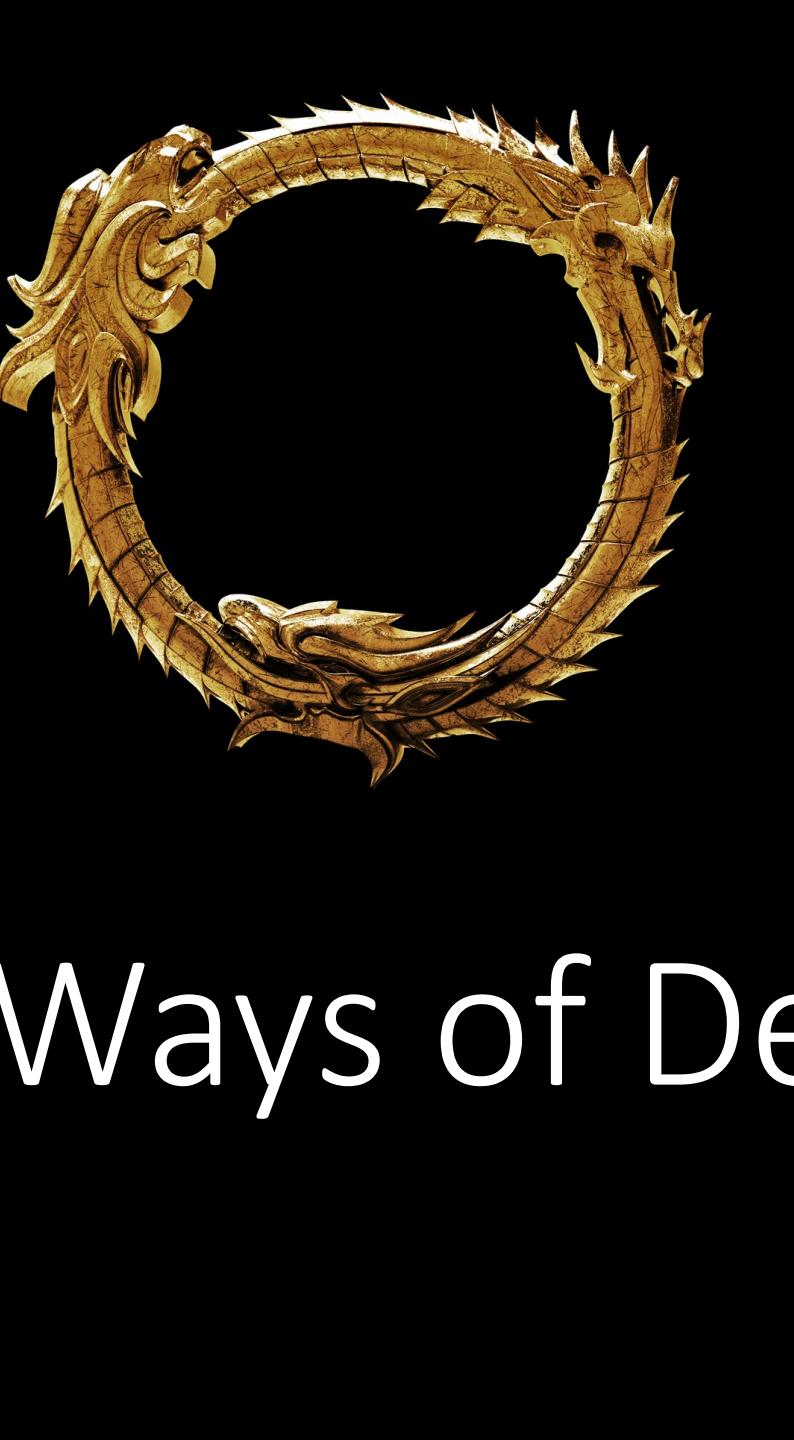
Metrics



Automation

Sharing





Three Ways of DevOps

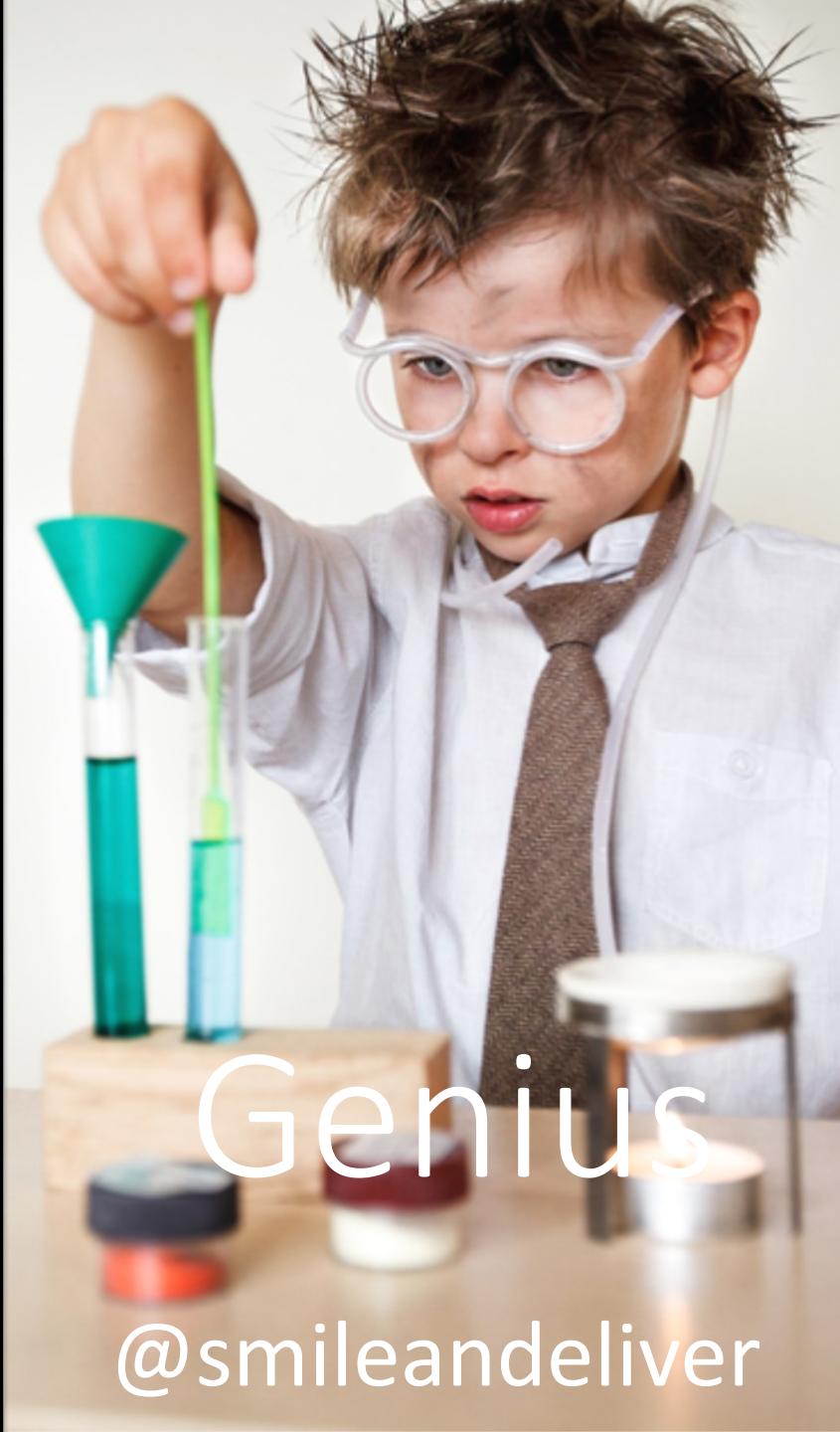
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God

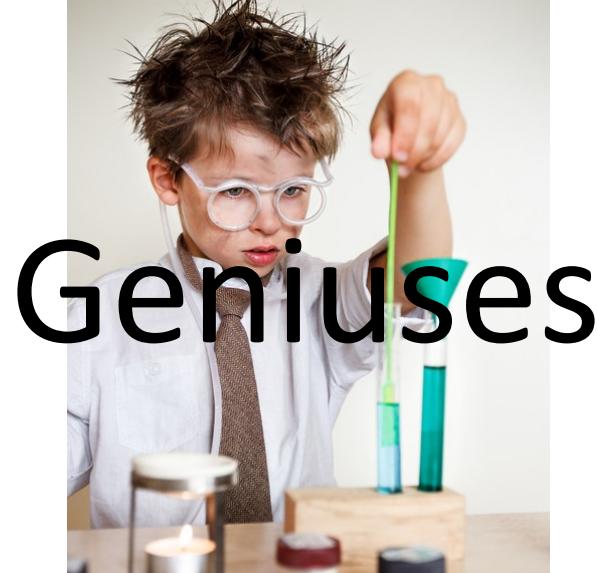


Reporter



Genius

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Gods

The First Way
Systems Thinking

The Second Way
Amplify Feedback Loops

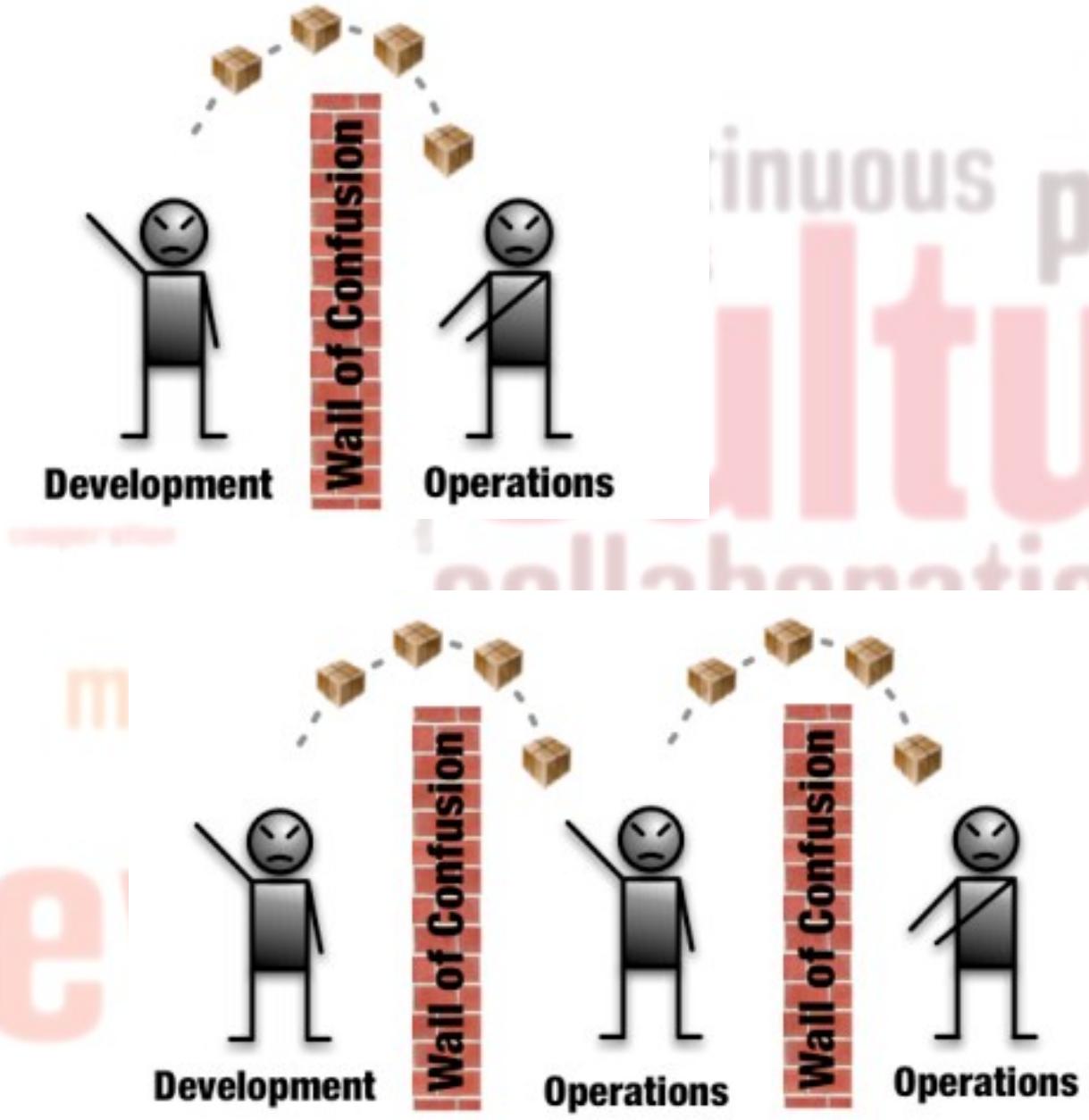
The Third Way
Culture of continual
experimentation and learning





De

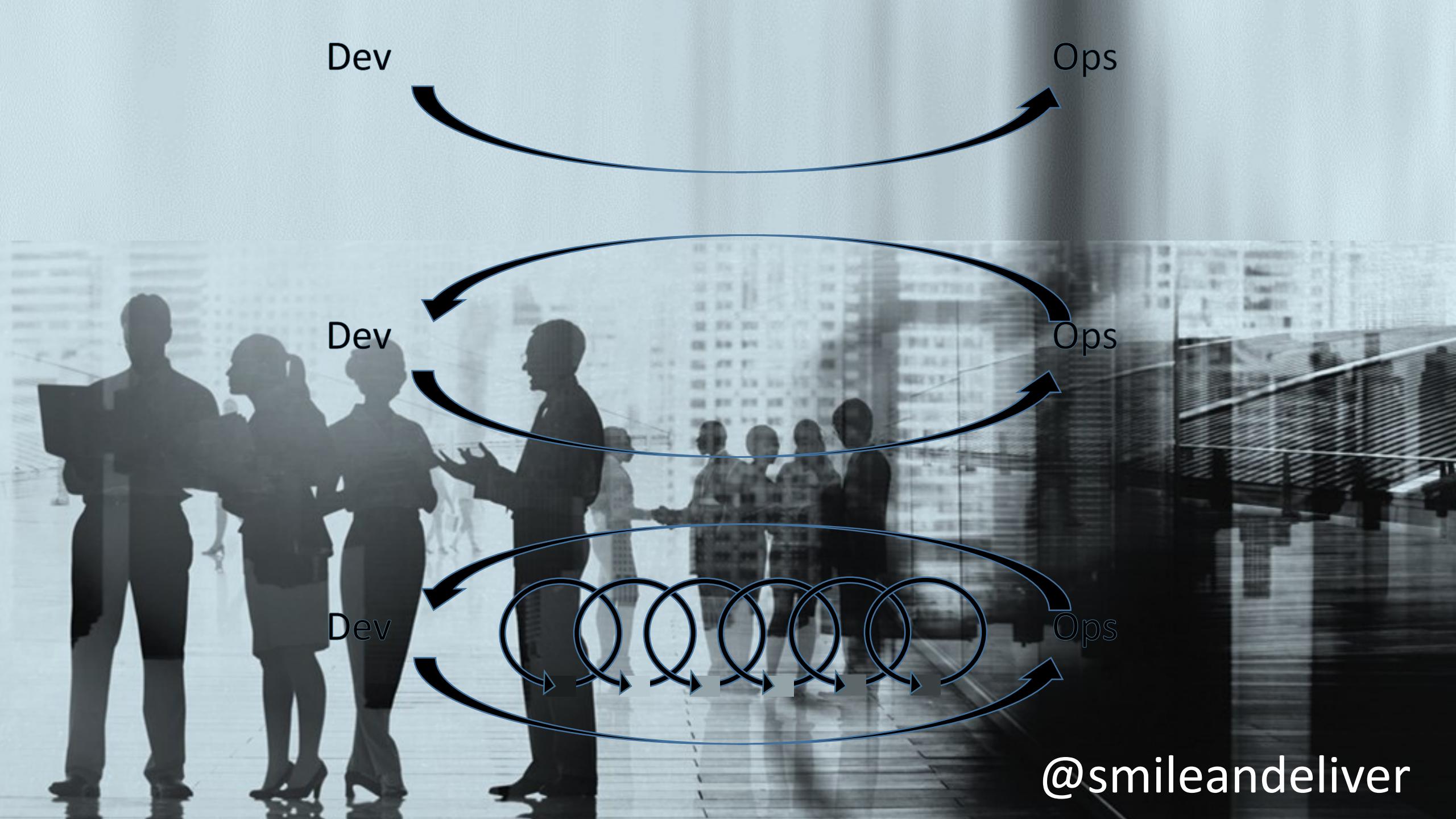
#TEAMS



inuous pipeline
lture



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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

PAINING



THE THIRD WAY

CULTURE OF EXPERIMENTATION & LEARNING

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

AVOID SAFETY FIRST
MORE EXPLORATORI^{STING} STING
LESS DETERMINISTIC
MEASUREMENT
EVERY WHERE!

RIBUT REGRESSION PACK
GIVES CONFIDENCE we're not breaking anything!
TESTER INVOLVED AT EARLY STAGE
IN DECISIONS AND THROUGHOUT!
PAIR TESTING
INTO CI & PIPELINE!
NEED BUY-IN & PIPELINE!

EVERYONE INVOLVED AND TESTING?
INCLUDES DEV'S!
CLIENT / USER / BUSINESS REPRESENTATIVES
BETA TESTING?
TEST CULTURE

TESTERS ACTIVE IN THE COMMUNITY
ESTABLISH CHECK POINTS

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INVESTIGATIVE JOURNALISTS

- * AWARENESS / COMM'S OF WORK DONE / PROBLEMS EXPERIENCED - INTERNALLY
- * COMM'S OF WORK DONE - EXTERNALLY

* KNOWLEDGE OF HOW "WHAT WE'VE DONE" IS USE

* MAPS & ANSWERS OF "WHAT WE ARE DOING"

1st Way "Gods" "Visionaries"

PERFECTONIST - NO FAIL, DUE DIL
COMMUNICATION → HIGHLIGHT FAILURES

"PRODUCT APPROACH"

PEER REVIEW - TEAM DOCUMENTATION
↳ INTERNAL KNOWLEDGE
UNDERSTANDING → NO SINGLE POINT OF FAILURE
IDENTIFY CONSTRAINTS → GOOD ENOUGH →
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 STAK
- 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: cross silos
- Culture yes/no...
Aw.

INVESTIGATIVE REPORTER "2nd Way"

- Compromise of feature over performance
- Discrepancy between Dev + Prod
- End Delivery of customer expectations
- Transparency of Objectives
(moving goalpost)
- Customer access circumventing Dev

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