Initial FINN meeting notes January 21 2016

People to talk to & follow-up questions

- Stig Kleppe-Jørgensen: Team Lead for Team Reise

    - 16-man team split into four teams with four developers

        * Each team must be able to solve all problems, even with one person missing.
        * "Two-pizza teams": why, and how did it work?

    - Commits to master; code review retroactively (boy scout rule).
    - Completely automated deployment: no manual verify step, and no test environments.
    - Unit tests **and module tests**: automated tests act as test environment.
    - Rough architecture to handle scalability issues.
    - Only deploys Java WARs.

- Audun Fauchald Strand: Lead Developer for Infrastructure

    - Which problems do you solve with containers?
    - How much time was (roughly) spent evaluating alternatives?
    - How much will be developed in-house?

        * Linux distro
        * Pipeline (finnbuild.json)
        * Deis vs. FIaaS (in-house solution with Kubernetes) vs. OpenShift

    - What kind of monitoring must the stack allow?

- Morten: Pipeline <3 FIaaS

Important factors (for framework)

- Money/budget/contracts/support.
- Number of developers: FINN has 120, YMMV.
- Number of deployments per x time.
- Data within country borders.
- Platform switch with no downtime (migrate to new infrastructure)
- Politics: try to avoid the "not invented here" principle

Implementation

- 12-factor deployment: make it easy to do the right thing

  - Environment variables instead of `.ini` file.
  - Logging to stdout instead of knowing where (and if) the log file is.

- See Twitter's strategy: fat JAR with everything directly on Linux.
- See Netflix talk on how to make people use the infrastructure.

Check later

- Cisco Mantl
- DigitalOcean and Google Compute Engine for my own implementation work
- Unikernel
- Unleash (was on Docker for a bit, then faced problems)
- Consul (service discovery)