



DevOps mindset essentials

Willy-Peter Schaub

willy-peter.schaub@hotmail.com
@wpschaub





I work
here

I was born here

I grew up here



Aliwal Shoal



Truk Lagoon



Wondergat



Semiahmoo Bay



Truk Lagoon



Hawaii

DevOps is the union of
people, process, and
products to enable
continuous delivery of
value to our end users.

Donovan Brown
Microsoft
@donovanbrown

<http://donovanbrown.com/post/what-is-devops>



Definition of Done (DoD)

Live in production,
collecting telemetry
that examines the
hypothesis which
motivated the
deployment.

From the Microsoft DevOps Story

<https://aka.ms/devops>



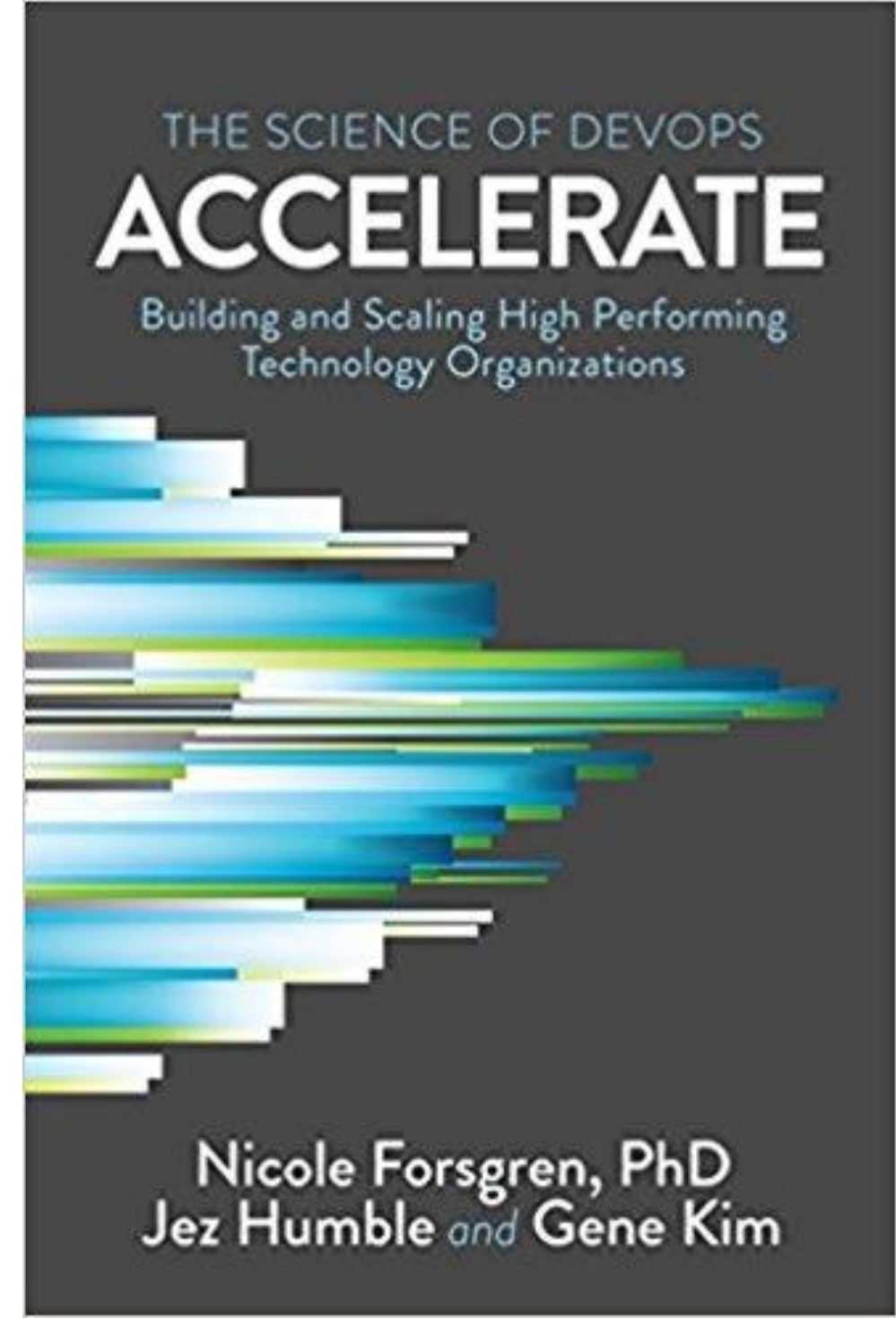
Improvement Is Possible
for Everyone!

If leadership provides
consistent support.

+

Team members commit
themselves to the work.

ACCELERATE book
<https://t.co/smb82Y4i0M>



DevOps Practices

Monitoring of running applications in production environments enables a DevOps team to detect issues as they occur, to mitigate the impact, and to understand the application health. Further monitoring of customer usage helps organizations form hypotheses and quickly validate or disprove experiments.

Top performers:

- Foster a growth mindset.
- Reward innovation
- Create a learning climate
- Collaborate and experiment
- User empathy

Top performers:

- Track live site incidents
- Remediate at root cause level
- Frequent deployments
- Low change failure rate
- Minimal time to recover

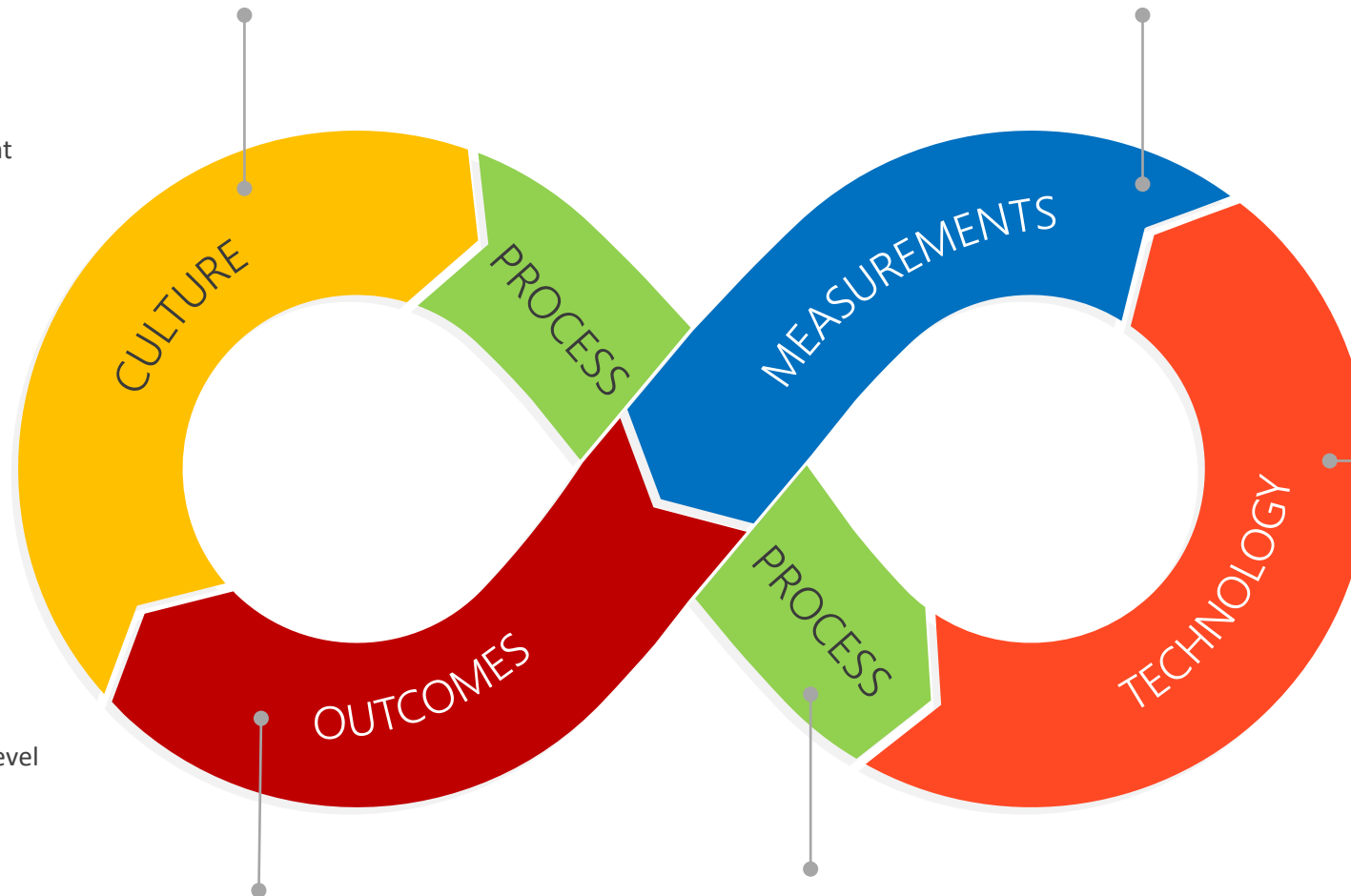
The point of DevOps is to achieve better outcomes. More frequent deployments allow you introduce new value more quickly. Higher deployment velocity gives you faster feedback on every change. Faster time to mitigate failures gives your users higher availability. More successful changes eliminate rework and let you go faster. All of these lead to more satisfied customers and more motivated employees.

Measurement is key to being able to assess performance and target improvement. Measurement allows you to see the state of the app in production, the flow from idea to code to delivery, and the actual usage of the features you produce.

Key performance indicators:

- Deployment frequency
- Lead time for changes
- Change failure rate
- Time to recover

Products and technology are enablers, allowing teams and architects to focus on outcomes.



The goal for modern application delivery is responsiveness, which relies on flexible scheduling, limiting work in process in favor of iterative experiments, and close team collaboration to facilitate real-time communication and eliminate wasteful handoffs.

Top performers:

- Go beyond cross-functional
- Create multi-disciplinary teams
- Allow autonomous teams to go fast
- Align teams with enterprise objectives
- Common product backlog
- Minimize work in progress
- Nimble and rigorous quality practices

DevOps Technology

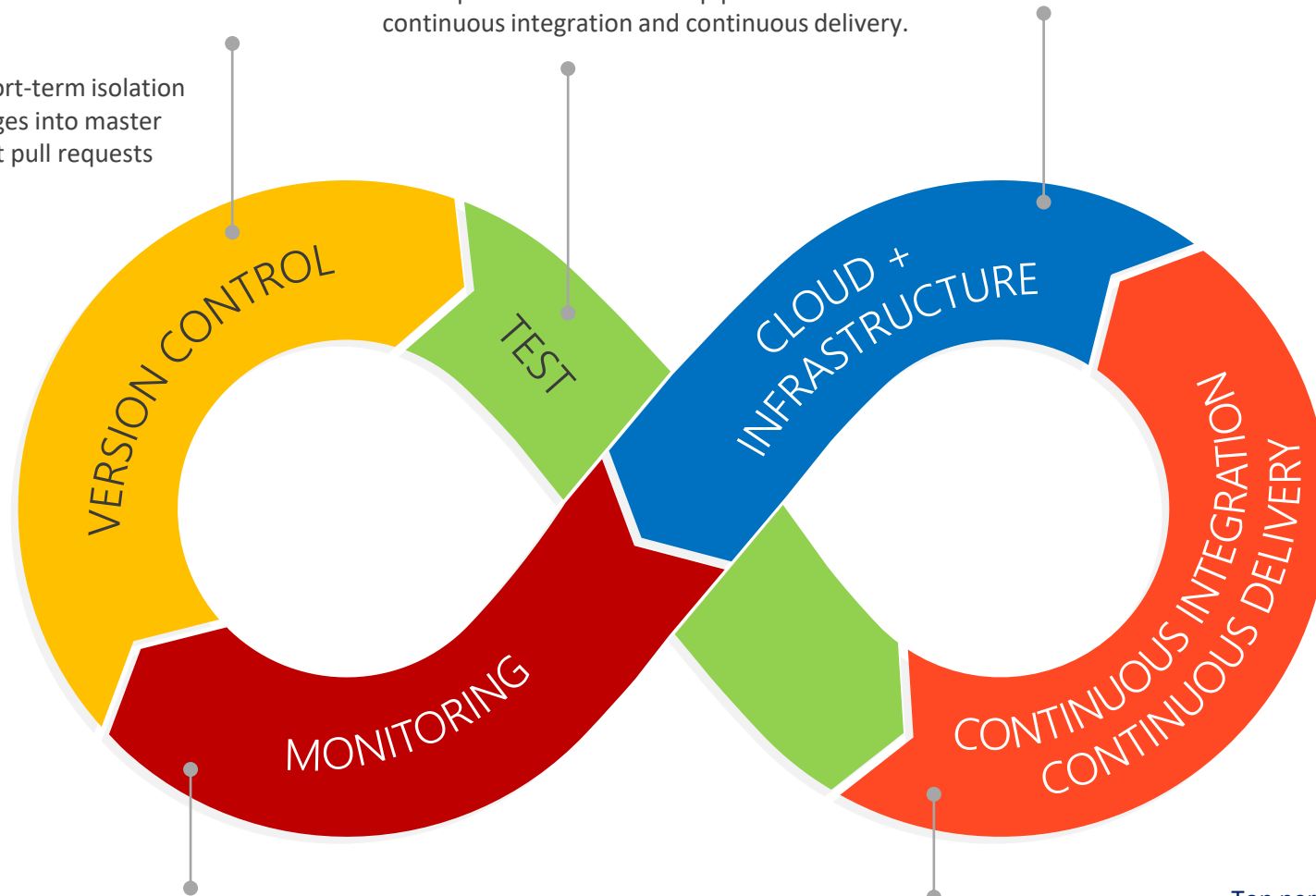
Version control enables teams located anywhere in the world to communicate effectively during daily development activities as well as to integrate with software development tools for monitoring activities such as deployments.

Top performers:

- Use topic branches for short-term isolation
- Continuously merge changes into master
- Review and audit using Git pull requests
- Version everything

Testing used to be a slow, infrequent activity. So slow, that testing cadence would determine a team's ability to release. DevOps strives for testing as a continuous activity, embedded into both the developer workflow and the pipeline used for continuous integration and continuous delivery.

Teams can use the Public and Hybrid Clouds to gain capacity on demand. With a well-managed cloud, your teams can provision resources as needed and move as fast as they need.



PRODUCTS

ALM

Jira, Mingle, Trello, VSTS

ARTIFACT MNGT.

Azure, Bower, DockerHub, Nexus, npm, nuget, VSTS

CI

Bamboo, circlci, Jenkins, TeamCity, Travis CI, VSTS

CLOUD

AWS, Azure, Google Cloud

CONFIG MNGT.

Ansible, Chef, PowerShell DSC, puppet, Terraform, Vagrant

DATABASE

DBDeploy, DBmaestro, Redgate

DEPLOY

ElasticBox, Juju, Octopus, Spinnaker, VSTS

FEATURE FLAGS

Feature Switcher, Feature Toggle, FlipIt, LaunchDarkly, NFeature

KNOWLEDGE SHARE

Confluence, Markdown, Reddit, VSTS

MONITORING

Azure AI, elasticsearch, Nagios, splunk, ZABBIX

ORCHESTRATION

Docker Swarm, kubernetes, Mesosphere, Mesos

SECURITY

Whitesource

TESTING

Jasmine, JUnit, Karma, QUnit, Selenium, specflow, xUnit

VERSION CONTROL

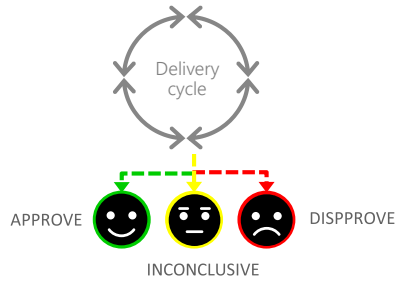
BitBucket, git, GitHub, GitLab, TFVC

DevOps Habits

- Listen to your users
- Measure key performance indicators (KPI)
- Progressively enable and disable features
- Experiment to maximize learning and influence value

HYPOTHESIS

We believe {customer/**business** segment}
wants {product/feature/**service**}
because {**value** prop}



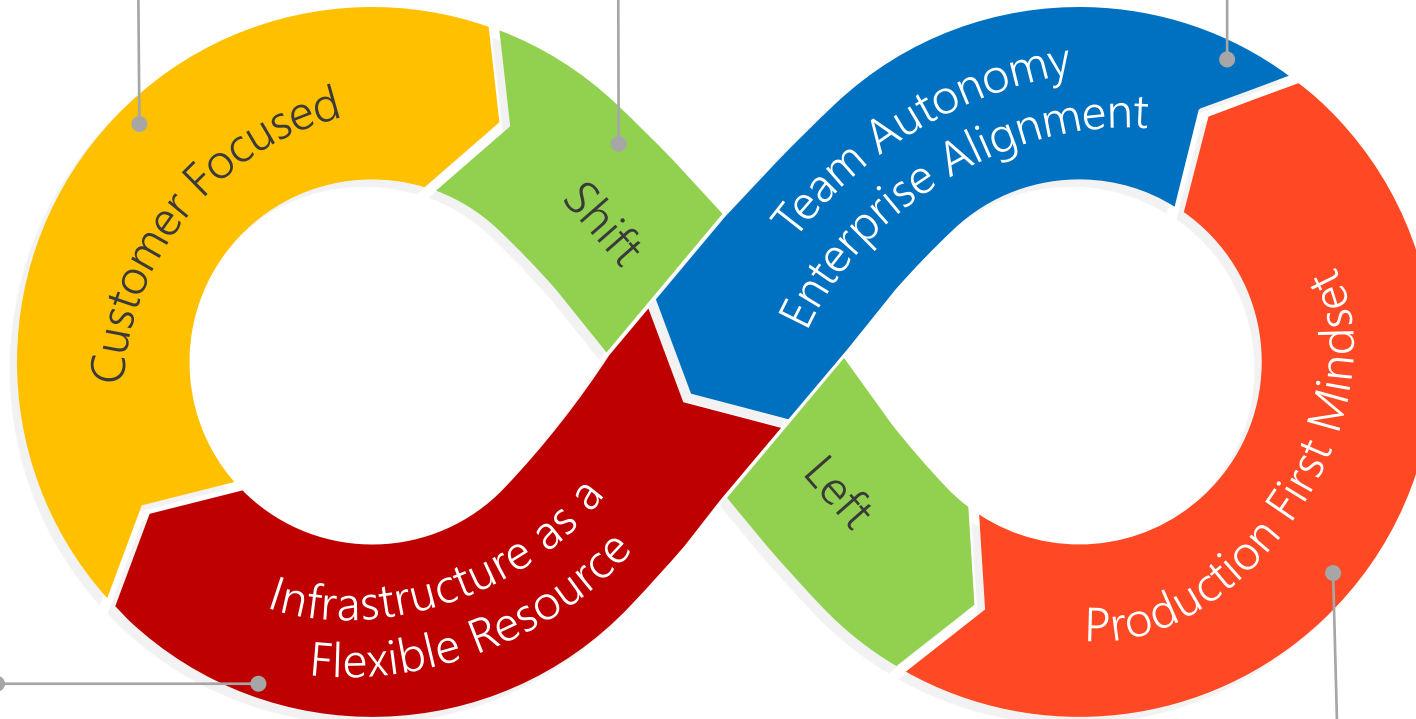
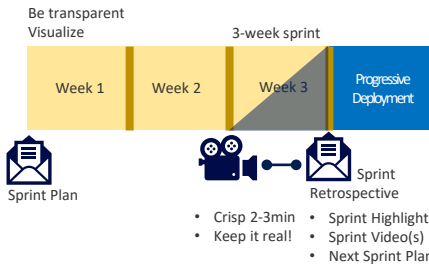
- Shift left on testing and security
- Fast and reliable tests that run anywhere, by anyone, even in production
- Enforce reviews, validation scanning, and approvals with git Pull Requests.
- Stop feature work if team exceeds BUG CAP

CAP = engineers on team x 5

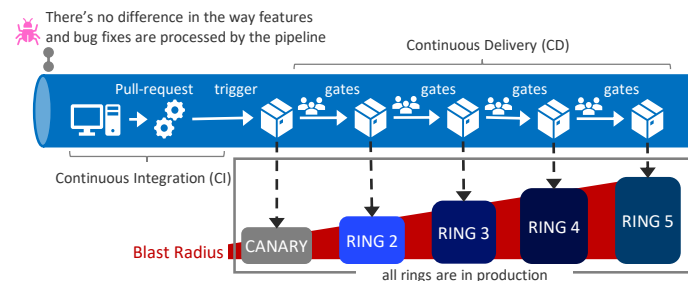
- Common cadence – heartbeat
- Feature team owns feature from idea into production
- Management owns WHAT + WHY we're building
- Engineering owns HOW we're building features
- Transparent collaboration



STAY IN SYNC



- Cloud and micro-services
- Containerization to raise redundant and scalability, and lower cost



- Remediate at root cause level with designated response individuals (DRI)
- Be transparent about issues, root cause, and resolution
- Fine tune alerts to be actionable
- No one-time fixes or commands – automate and version everything!
- Rings to limit blast radius and deploy releases progressively

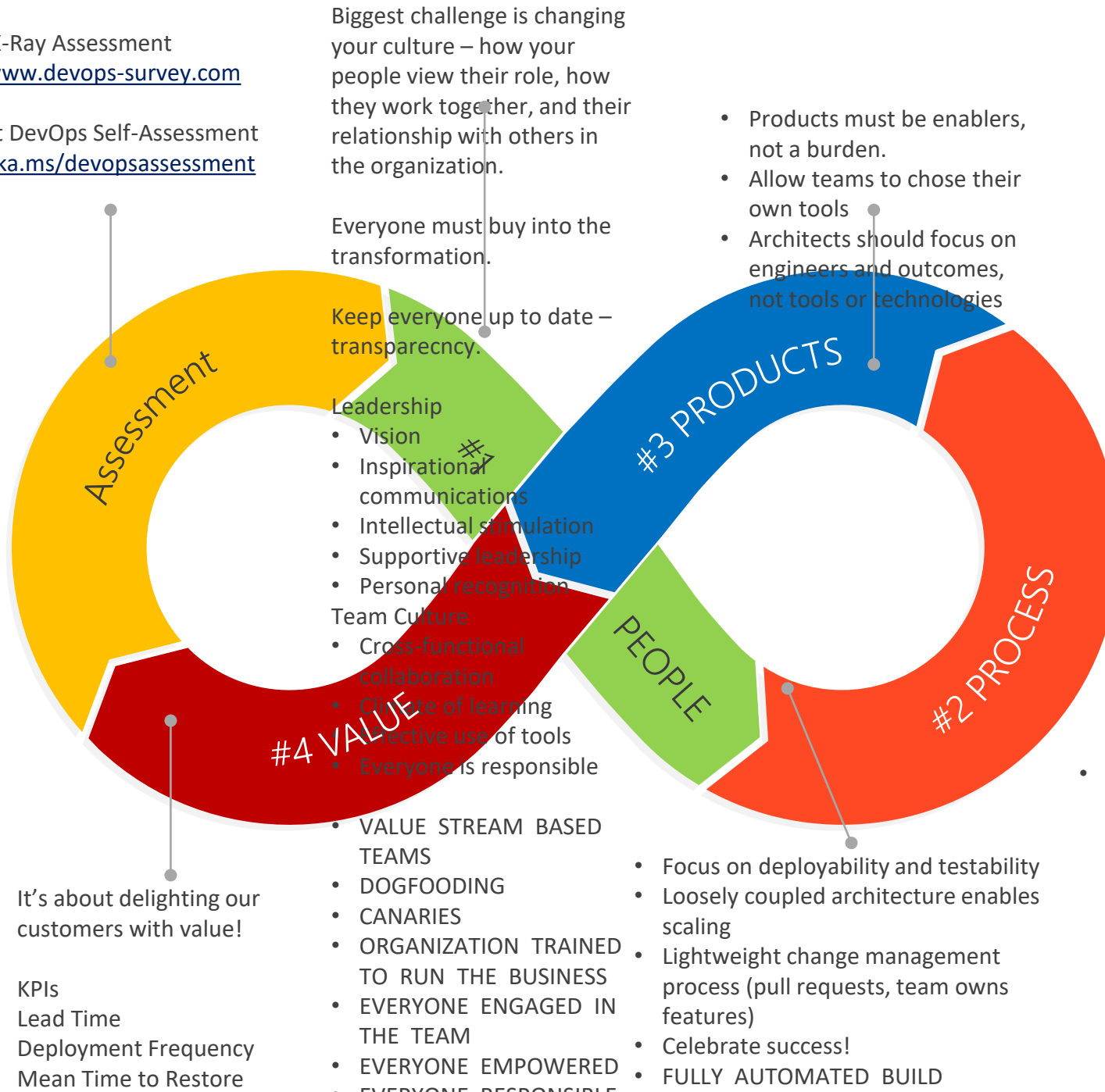
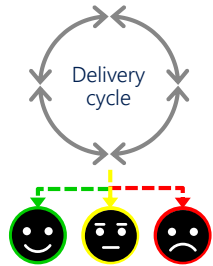
DevOps Getting Started

DevOps X-Ray Assessment
<https://www.devops-survey.com>

Microsoft DevOps Self-Assessment
<https://aka.ms/devopsassessment>

HYPOTHESIS

We believe {customer/**business** segment}
 wants {product/feature/**service**}
 because {**value** prop}



Sample Survey Questions

Kikert-type questions (scale strongly disagree (1) – strongly agree (7))

- Information is actively sought
- Messengers are not punished when they deliver news of failures or other bad news
- Repositories are shared
- Cross-functional collaboration is encouraged and rewarded
- Failure causes injury
- New ideas are welcome
- Failures are treated primarily as opportunities to improve the system

Free-style questions

- How painful are your deployments

NPS-type questions (1-10)

- Would you recommend your ORGANIZATION as a place to work for a friend or colleague?
- Would you recommend your TEAM as a place to work for a friend or colleague?

Where are you?

2017 SURVEY	HIGH performers	MEDIUM performers	LOW performers
Deployment Frequency	On demand, multiple per day	Between once per week and once per month	Between once per week and once per month
Lead Time for Changes	< one hour	Between one week and one month	Between one week and one month
MTTR	< one hour	< one day	Between one day and one week
Change Failure Rate	0 - 15%	0 – 15%	31 – 45%

Compared to low-, high performers deliver

5 x **lower** change failure rate

46 x **more** frequent code deployments

170 x **faster** mean time to recover (MTTR) from downtime

440 x **faster** lead time from commit to deploy

Microsoft DevOps Transformation Story

Before

- 4-6 month milestones
- Horizontal teams
- Personal offices
- Long planning cycles
- PM, Dev, Test
- Yearly customer engagement
- Feature branches
- 20+ person teams
- Secret roadmap
- Bug debt
- 100 page spec documents
- Private repositories
- Deep organizational hierarchy
- Success is a measure of install numbers
- Features shipped once a year

After

- 3-week sprints
- Vertical teams
- Team rooms
- Continual Planning & Learning
- PM & Engineering
- Continual customer engagement
- Everyone in master
- 8-12 person teams
- Publicly shared roadmap
- Zero debt
- Mockups in PPT
- Inner source
- Flattened organization hierarchy
- User satisfaction determines success
- Features shipped every sprint

ALM | DevOps Ranger Transformation Story

Before

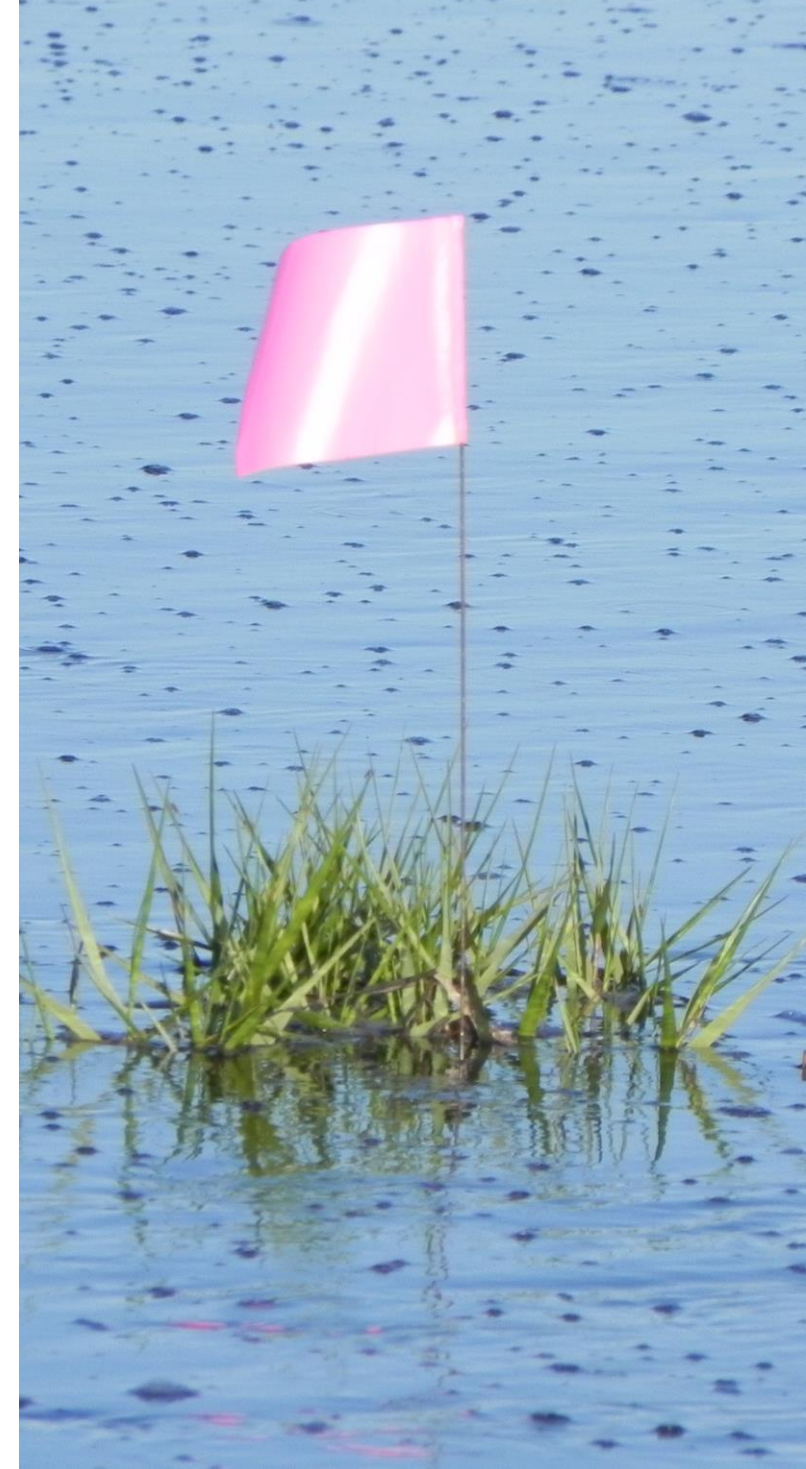
- 10-15 person teams
- 2 program managers
- Manual and error prone builds
- Manual and error probe releases
- 6-12 sprint cadence
- 1 month sprints
- Issues detected by users
- Days to weeks to resolve issues
- Hours to build
- Days to release

After

- 2-5 person teams
- 0.25 program managers
- Automated CI
- Automated CD
- 3-5 sprints cadence
- 3-week sprints
- Proactive telemetry
- Minutes to days to resolve issues
- Minutes to build
- Minutes to release

Contribute to deck and posters

[https://github.com/wpschaub/
DevOps-mindset-essentials](https://github.com/wpschaub/DevOps-mindset-essentials)



References

aka.ms/devops

DevOps @ Microsoft story

aka.ms/vsar-rings

Ring article

aka.ms/vsar-flags

Feature flag article

aka.ms/vsar-rings-flags

Rings or flags article

aka.ms/vsar-pipes

ALM | DevOps Rangers CI/CD Pipelines

Thank you!

Willy-Peter Schaub

willy-peter.schaub@hotmail.com
@wpschaub