DevOps & Software Delivery in a Global Pandemic

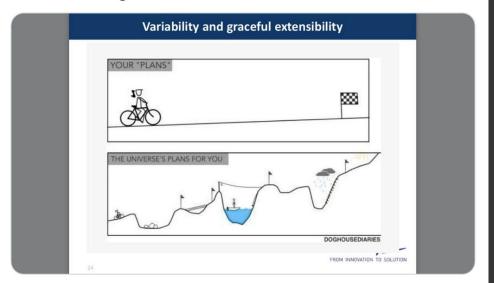








Work-as-imagined versus work-as-done



3:00 AM \cdot Apr 28, 2016 \cdot Twitter for iPhone



performance described vs performance derived





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Director, DevRel & Community
Circleci





2+ million

jobs/day

43,000+

orgs

* 40k in 2019

290,000+

projects

* 150k in 2019

1,000x

Larger than surveys



Four classic metrics

Deployment frequency

Lead time to change

Change failure rate

Recovery from failure time



CI/CD Benchmarks for high performance







Duration



Success Rate



Mean Time to Recovery

<1 hour



<10 minutes

es > 90%

У @IAmJerdog

The Data





Throughput

Percentile	2020 Value	2019 Value
5p	0.03	0.03
50p	0.70	0.80
90p	16.03	13.00
95p	32.125	25.47
Mean	8.22	5.76



Most teams are not deploying dozens of times per day





Duration

Percentile	2020 Value	2019 Value
5p	12 sec	10 sec
50p	3.96 min	3.38 min
90p	21.35 min	19.18 min
95p	34.01 min	31.73 min
Mean	24.6 min	26.76 min





Success Rate

Percentile	2020 Value	2019 Value
	2020 70.00	
5p	0%	0%
50p	61%	60%
90p	100%	100%
95p	100%	100%
Mean	54%	54%





Photo by Brett Sayles from Pexels

Percentile	2020 Value	2019 Value
5p	2.06 min	2.83 min
50p	55.11 min	52.5 min
90p	39 hours	47 hours
95p	3.4 days	3.93 days
Mean	14.85 hours	16.61 hours



Percentile	2020 Value	2019 Value
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50p	55.11 min	52.5 min
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The Insight





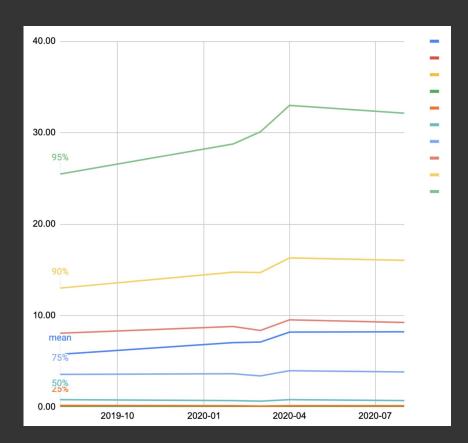
2020/21 was quite a timeline.



Throughput



Throughput in a global pandemic





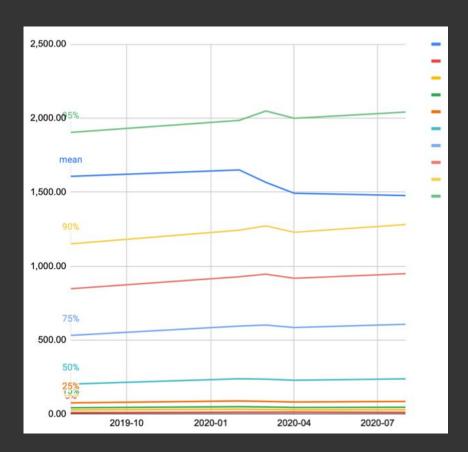
Peak Throughput was in April 2020



Duration



Duration in a global pandemic





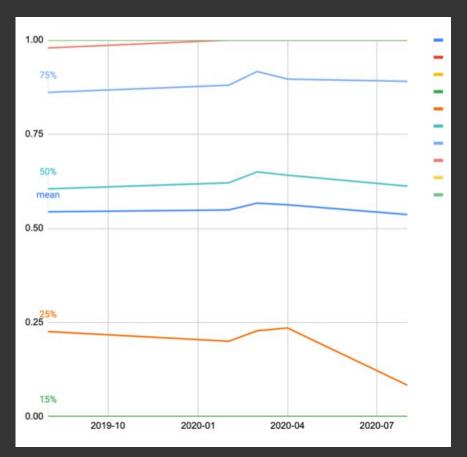
Hypothesis: more tests written in March, driving up Duration. In April, a concerted effort on optimization



Success rate

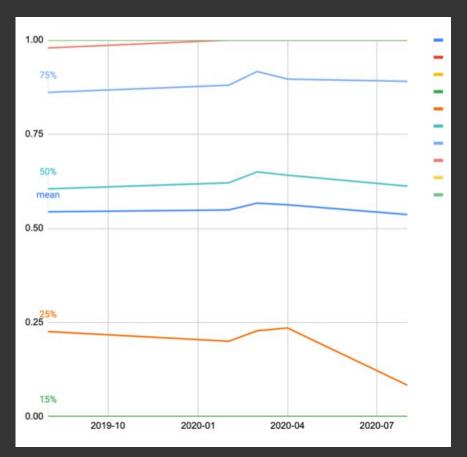


Success rate in a global pandemic



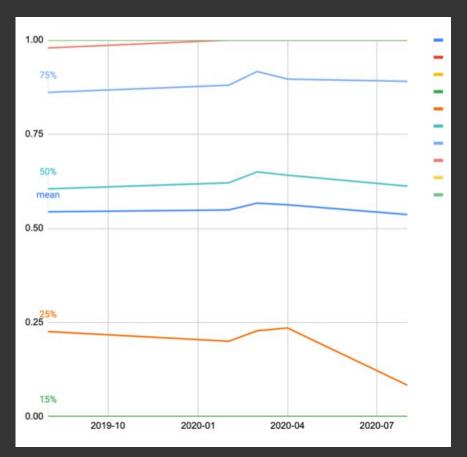


Success rate in a global pandemic





Success rate in a global pandemic



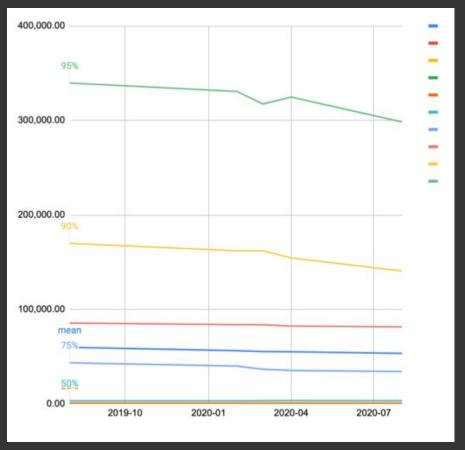


Hypothesis: people working hard on core business stability





Recovery time in a global pandemic





Hypothesis: few distractions* working at home



Important to set targets

	Median CircleCl Developer	Suggested Benchmarks
Throughput The average number of workflow runs per day	0.7 times/day	Merge on any pull request
Duration The average length of time for a workflow to run	< 4 minutes	5-10 minutes
Mean time to recovery The average time between failures & their next success	< 56 minutes	Under 1 hour
Success rate The number of successful runs / the total number of runs over a period of time	80% for default branch	90% or better on default branch



Things that make you go 🤔





Success Rate on default branch higher than on non-default



Duration on default branches *faster* at every percentile



Recovery Time lower on default branches at every percentile



What development practices definitively work?



Success Rate does not correlate with company size



Duration is longest for teams of one



Recovery Time decreases with increased team size (up to 200)



Performance is better with >1 contributor



Software is collaborative



Language by Throughput

1. Ruby

11. PHP

TypeScript

12. Java

3. Go

13. C#

4. Python

14. Jupyter Notebook

5. Kotlin

15. Shell

6. Elixir

16. Vue

7. Swift

17. C++

8. HCL

18. HTML

JavaScript

19. CSS

10. TSQL

20. Dockerfile



Language by Success Rate

1. Vue 11. Elixir

CSS
 12. PHP

3. Shell 13. Jupyter Notebook

4. Dockerfile 14. Python

TSQL 15. Ruby

6. HTML 16. Java

7. HCL 17. Kotlin

Go 18. C#

. TypeScript 19. C++

10. JavaScript 20. Swift



Language by fastest MTTR

1. Go

11. Vue

2. JavaScript

12. Jupyter Notebook

3. Elicir

13. Kotlin

4. HCL

14. Java

5. Shell

15. Scala

6. Python

16. Ruby

7. TypeScript

17. PHP

8. CSS

18. TSQL

9. C#

19. Swift

10. HTML

20. C++



Language by shortest duration

1. Shell 11. PHP

2. HCL 12. TypeScript

3. CSS 13. Java

4. HTML 14. Elixir

5. Gherkin 15. TSQL

5. JavaScript 16. Kotlin

7. Vue 17. Scala

Go 18. Ruby

9. Jupyter Notebook 19. C++

10. Python 20. Swift



"Don't deploy on Friday" is not a thing.

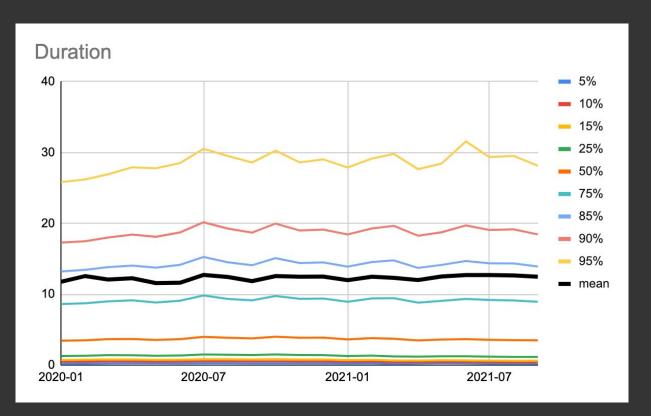
"Don't Deploy on Friday" is not a thing

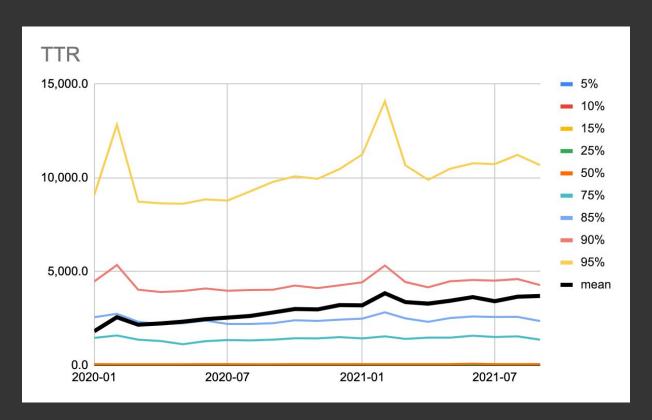
- 70% less Throughput on weekends
- 11% less Throughput on Friday (UTC)
- 9% less Throughput on Monday (UTC)

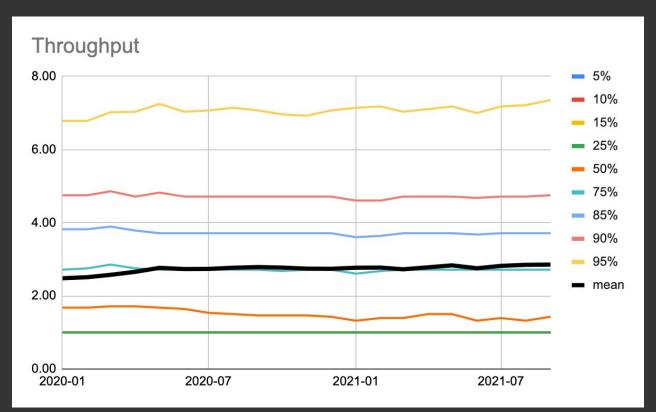


- 1. Workflows with 0 tests increase YoY, but decrease as total of all workflows
- 2. More deployments YoY
- 3. Change validation









2021/22 Sneak Peek Top Languages by # of workflows

	Language	Workflows			
	TypeScript	2,141,524	14	Elixir	133,194
2	JavaScript	1,989,404	15	Jupyter Notebook	130,424
3	Ruby	1,712,578	16	Vue	125,126
	Python	1,610,022	17	C#	88,364
5	Go	684,239	18	C++	80,022
6	Java	568,671	19	Gherkin	53,844
	PHP	475,190	20	CSS	48,955
8	Kotlin	293,032	21	Clojure	47,281
9	HCL	260,143	22	Apex	32,073
10	HTML	256,976	23	Rust	28,144
	Shell	221,042	24	С	26,607
12	Swift	206,635	25	Dart	23,604
13	Scala	152,340			



2021/22 Sneak Peek Shortest Duration by Language

	Language		
1	Batchfile	14	Lua
2	SaltStack	15	Liquid
3	Makefile	16	VCL
4	Smarty	17	Open Policy Agent
5	Jsonnet	18	Groovy
6	Shell	19	Go
7	Mustache	20	Starlark
8	HCL	21	API Blueprint
9	FreeMarker	22	Roff
10	Dockerfile	23	HTML
11	PLSQL	24	R
12	Jinja	25	Python
13	Elm		



2021/22 Sneak Peek Shortest MTTR by Language

	Language		
1	Gherkin	14	Kotlin
2	HCL	15	Elixir
3	JavaScript	16	HTML
4	Go	17	Scala
5	Clojure	18	Jupyter Notebook
6	C#	19	Java
7	Vue	20	Swift
8	TypeScript	21	Apex
9	Ruby	22	CSS
10	Python	23	C++
11	PHP	24	Rust
12	Perl	25	С
13	Shell		



2021/22 Sneak Peek Throughput by Language

	Language		
1	Hack	14	Dart
2	Slim	15	Elixir
3	Elm	16	Go
4	Mustache	17	C#
5	Haskell	18	Kotlin
6	Jinja	19	Blade
7	Gherkin	20	Scala
8	Jsonnet	21	Python
9	Jupyter Notebook	22	LookML
10	Apex	23	Lua
11	TypeScript	24	CoffeeScript
12	Swift	25	Clojure
13	Ruby		



2021/22 Sneak Peek Success Rate by Language

Language

- 1 Dockerfile 14 Clojure
- Vue
 15 Jupyter Notebook
- 3 Shell 16 Java
- 4 Go 17 Scala
- SCSS 18 CSS
- 6 HTML 19 PLpgSQL
- 7 TypeScript 20 Kotlin
- 8 PHP 21 Ruby
- 9 Python 22 Makefile
- **10** C# **23** Groovy
- 11 HCL 24 TSQL
- 12 JavaScript 25 Gherkin
- 13 Elixir



Software delivery performance metric	Elite	High	Medium	Low
© Deployment frequency For the primary application or service you work on, how often does your organization deploy code to production or release it to end users?	On-demand (multiple deploys per day)	Between once per week and once per month	Between once per month and once every 6 months	Fewer than once per six months
☐ Lead time for changes For the primary application or service you work on, what is your lead time for changes (i.e., how long does it take to go from code committed to code successfully running in production)?	Less than one hour	Between one day and one week	Between one month and six months	More than six months
© Time to restore service For the primary application or service you work on, how long does it generally take to restore service when a service incident or a defect that impacts users occurs (e.g., unplanned outage or service impairment)?	Less than one hour	Less than one day	Between one day and one week	More than six months
⚠ Change failure rate For the primary application or service you work on, what percentage of changes to production or released to users result in degraded service (e.g., lead to service impairment or service outage) and subsequently require remediation (e.g., require a hotfix, rollback, fix forward, patch)?	0%-15%	16%-30%	16%-30%	16%-30%

50th percentile on CircleCI fit into the "Elite performer" category on the 2021 State of DevOps report



Full Report



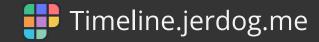
https://circle.ci/ssd2020



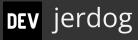


Thank you.

For feedback and swag: circle.ci/jeremy







in /in/jeremymeiss



