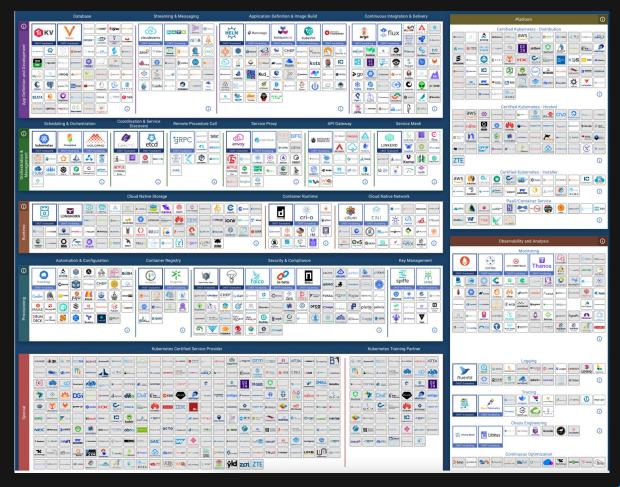
Learnings on Better Software Delivery Principles Through a Panini





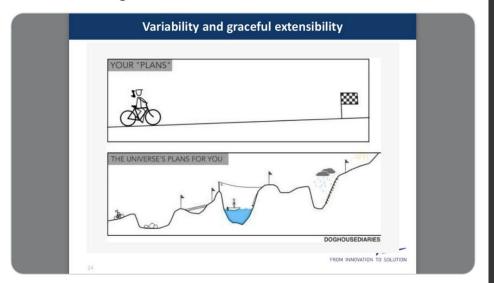








Work-as-imagined versus work-as-done



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



performance described vs performance derived





Jeremy Meiss
Director, DevRel & Community

circleci







Dataset

257 mil+

workflows

44,000+

orgs

290,000+

projects

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 teams

		Suggested Benchmarks
X	Throughput The average number of workflow runs per day	Merge on any pull request
	Duration The average length of time for a workflow to run	10 minutes
kini,	Mean time to recovery The average time between failures & their next success	Under 1 hour
	Success rate The number of successful runs / the total number of runs over a period of time	90% or better on default branch





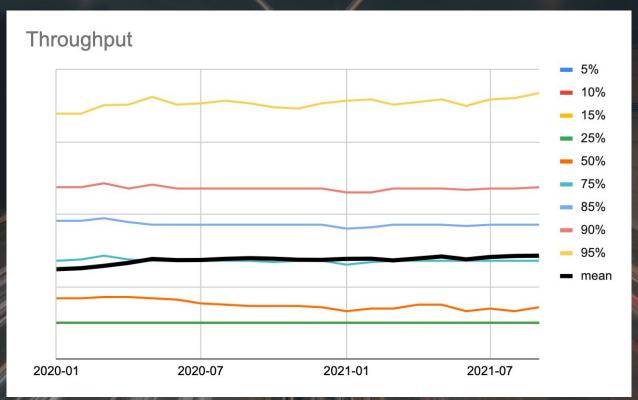
The Data

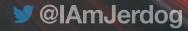




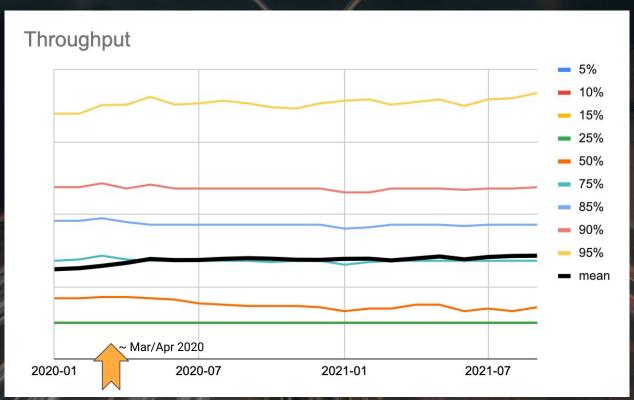


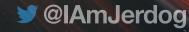
Throughput



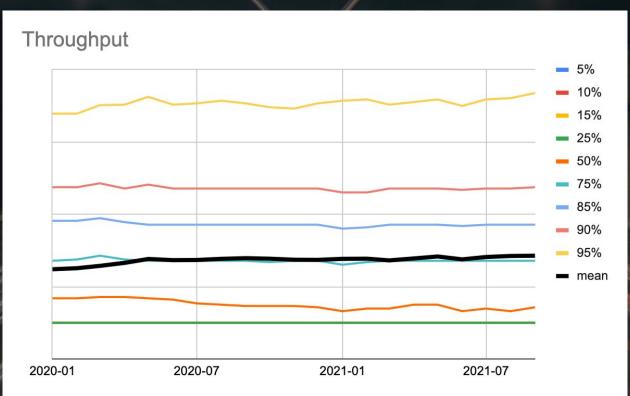


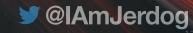
Throughput





Throughput





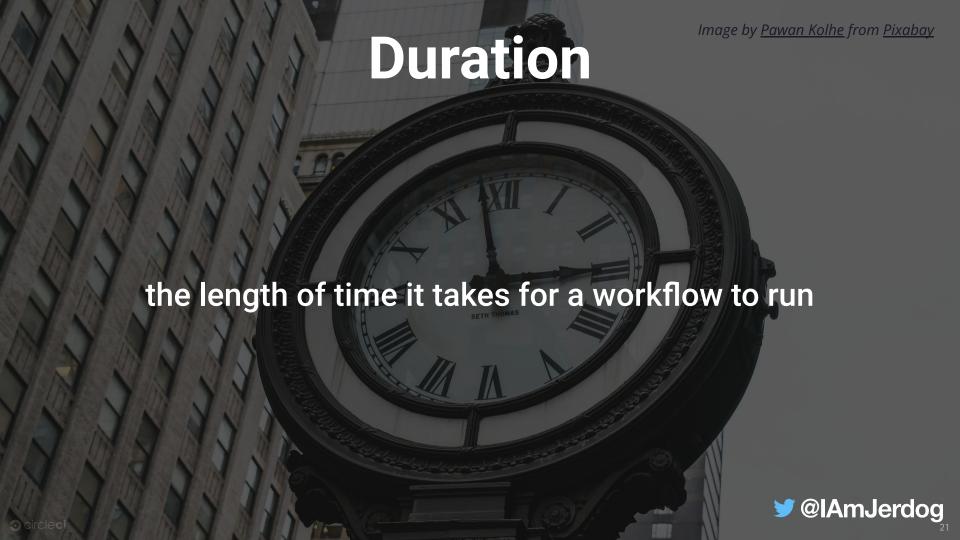
Most teams are not deploying dozens of times per day



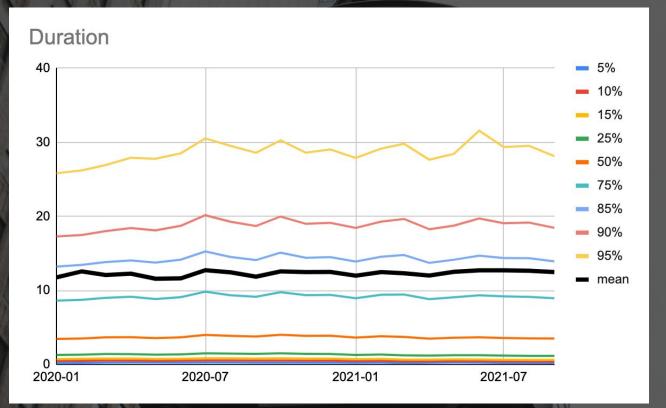
Goal: Continuous validation of your codebase via your pipeline



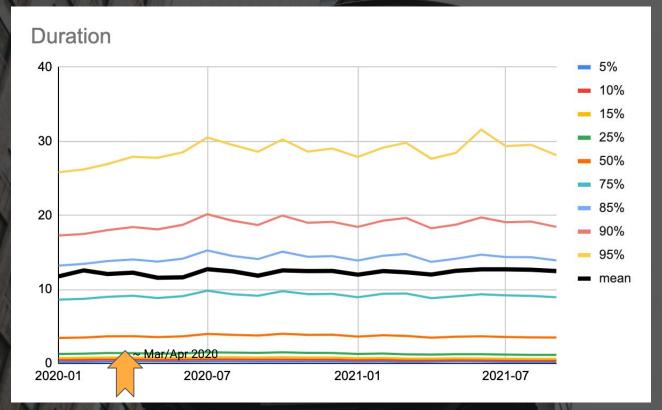




Duration



Duration



Duration

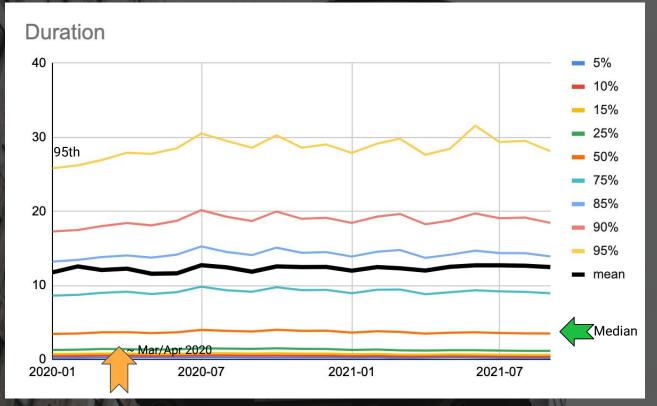




Photo by Brett Sayles from Pexels

Mean time to recovery

average time between a pipeline's failure and its next success

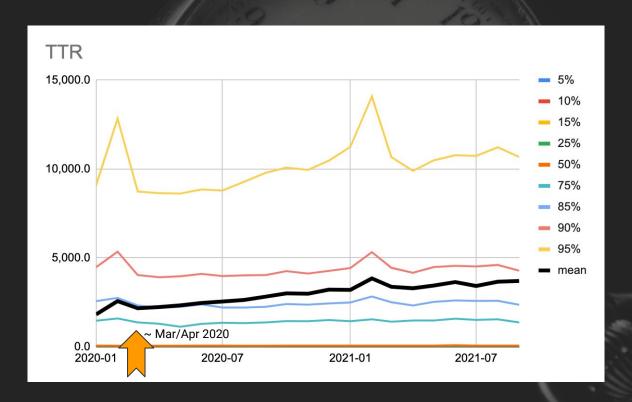


Mean time to recovery

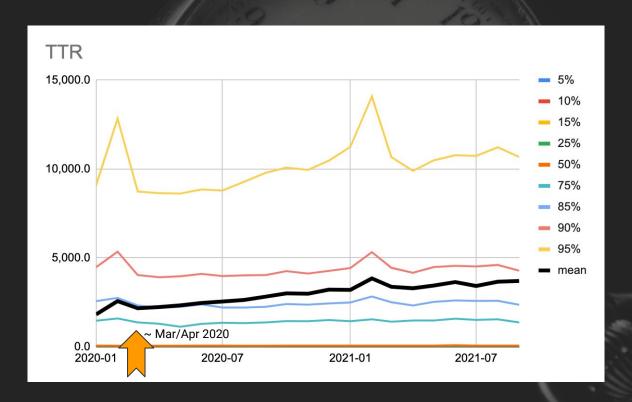
shortest MTTR CC Duration



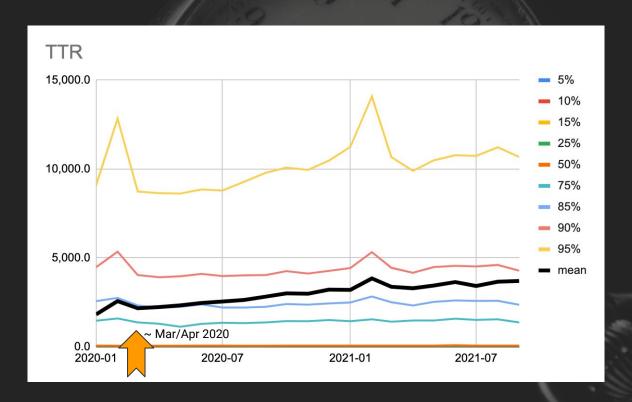
"...the most robust — and certainly the fastest — solution to a broken build is to simply revert the offending commit, allowing troubleshooting to happen in a way that doesn't interfere with the rest of the team. You can't know whether a new build works or not unless you're starting from a known good position, which means you should never allow a new build to start on a red build unless it's explicitly designed to fix it, and it's hard to imagine a commit more likely to fix a broken build than simply reverting the one that broke it to begin with." - Brandon Byers, Head of Technology, NA @ Thoughtworks



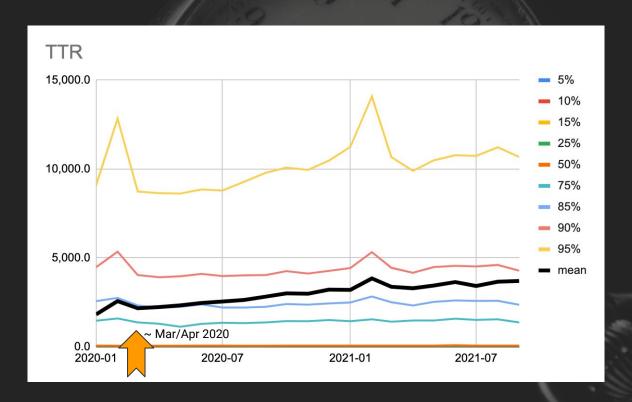














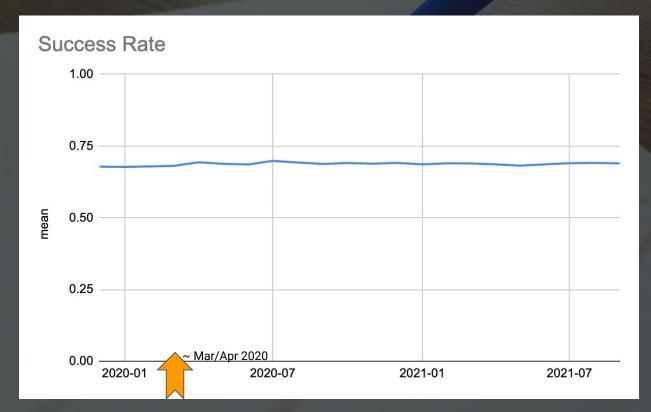


Success rate

The number of passing runs ÷ total number of runs over a period of time



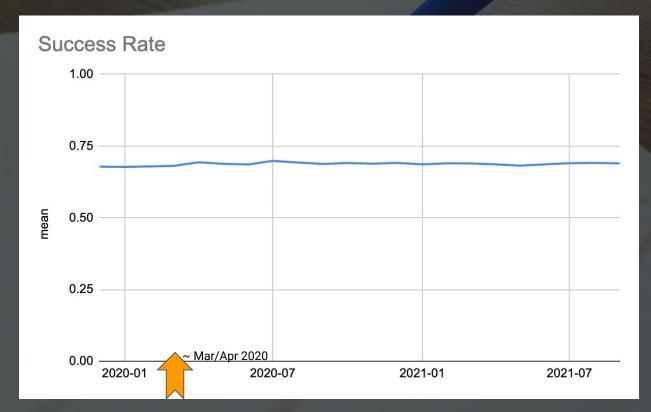
Success rate







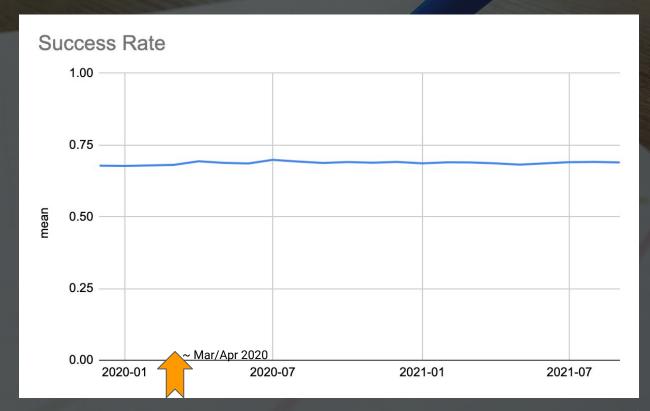
Success rate







Success rate







	2019 (median)	2020 (median)	This Year (median)	Benchmark
Duration The average length of time for a workflow to run	3.38 min	3.96 min	3.7 min	5-10 minutes
TTR The average time between failures & their next success	52.5	55.11	73.6 min	< 60 minutes
Success rate The number of successful runs / the total number of runs over a period of time	60%	61%	77%	Average should be +90% on default branch
Throughput The average number of workflow runs per day	0.80/day	0.70/day	1.43/day	As often as your business requires - not a function of your tooling



Extra Insights





202x has been a year.



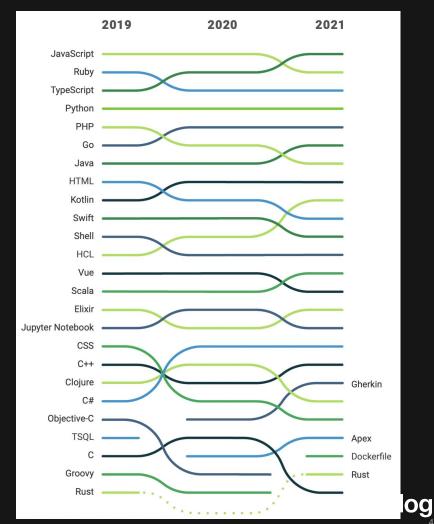
"Don't deploy on Friday" is not a thing.

"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)



Language shifts over the last few years



Duration

Batchfile	10. Dockerfile	19.Go

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





MTTR

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



Success Rate

1. Dockerfile		10. C #		19. PLpgS
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2. **Vue** 11. HCL 20. **Kotlin**

3. Shell 12. JavaScript 21. Ruby

4. Go 13. Elixir 22. Makefile

5. SCSS 14. Clojure 23. Groovy

6. HTML 15. Jupyter Notebook 24. TSQL

7. TypeScript 16. Java 25. Gherkin

8. PHP 17. Scala

9. Python 18.CSS





Throughput

19. Blade

1. Hack 10. Apex

2. Slim 11. TypeScript 20. Scala

3. Elm 12. Swift 21. Python

4. Mustache 13. Ruby 22. LookML

5. Haskell 14. Dart 23. Lua

6. Jinja 15. Elixir 24. CoffeeScript

7. Gherkin 16. Go 25. Clojure

8. Jsonnet 17.C#

9. Jupyter Notebook 18. Kotlin



Vertical splits

Duration in minutes			
Industry	50th percentile		
Health Care Providers & Services	4.46		
Hotels, Restaurants & Leisure	3.96		
Professional Services	3.88		
Internet Software & Services	3.80		
Real Estate	3.72		
Consumer Discretionary	3.66		
Diversified Financial Services	3.55		
Media	3.21		

Industry	50th percentile	
Hotels, Restaurants & Leisure	60.4	
Internet Software & Services	72.1	
Diversified Financial Services	73.2	
Media	84.0	
Professional Services	85.0	
Health Care Providers & Services	99.5	
Consumer Discretionary	273	
Real Estate	318	

Throughput				
Industry	50th percentile			
Health Care Providers & Services	1.68			
Hotels, Restaurants & Leisure	1.68			
Real Estate	1.68			
Consumer Discretionary	1.61			
Diversified Financial Services	1.61			
Internet Software & Services	1.46			
Professional Services	1.04			
Media	1.00			

Success Rate				
Industry	Average			
Media	71.9%			
Consumer Discretionary	70.1%			
Real Estate	69.9%			
Internet Software & Services	69.0%			
Professional Services	68.5%			
Diversified Financial Services	68.0%			
Health Care Providers & Services	66.5%			
Hotels, Restaurants & Leisure	61.1%			

Elite Performer validation

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



2020 Report



Full 2022 Report



https://circle.ci/ssd2020

https://circle.ci/ssd2022



Thank you.

For feedback and swag: circle.ci/jeremy





