The future of DevOps



Sasha Rosenbaum @DivineOps



Sasha Rosenbaum Red Hat Israeli Air Force Defense Industry R&D **Cloud Consulting** Microsoft GitHub DevOpsDays Chicago since 2014

@DivineOps

How about you?



• • • • • • • • • • •

The Past

Technology

1990s:

Getting a new server for an application: 2-3 months



Backup





William Herold @willigula

Replying to @DivineOps

I don't know, but I have misguided nostalgia for getting a page & driving to our data center to physically restart a server in the middle of the night.

Date	Release name
1990	SQL Server 1.1 (16-bit)
1992	SQL Server 4.2A
1993	SQL Server 4.21a
1995	SQL Server 6.0
1996	SQL Server 6.5
1998	SQL Server 7.0
2000	SQL Server 2000
2003	SQL Server 2000 64-bit
2005	SQL Server 2005
2008	SQL Server 2008
2010	Azure SQL database

Software release cadence: 2-3-year cycle

Merge hell

Merging the development branches and completing the test procedures could take months

Maintenance windows



System Downtime

Saturday, June 4 -Sunday, June 5

Expected Availability



3.65 days / year

Unavailable systems were estimated to have cost American businesses \$4.54 billion in 1996.

Source: IBM Global Services, Improving systems availability, 1998.

Culture



I just didn't think they'd be so heavily defended!"

Traditional IT







dev

ops

wall of confusion

Speed

Reliability

The problem isn't technical.

The problem isn't people.

The problem is socio-technical.



Darmok and Jalad at Tanagra



Patrick and Andrew at Agile TO 2008

10 deploys per day: Dev and Ops collaboration at Flickr



Velocity 09: John Allspaw and Paul Hammond

Agile Infrastructure



Velocity 09: Andrew Clay Shafer



Andrew Clay Shafer 雷启理 @littleidea

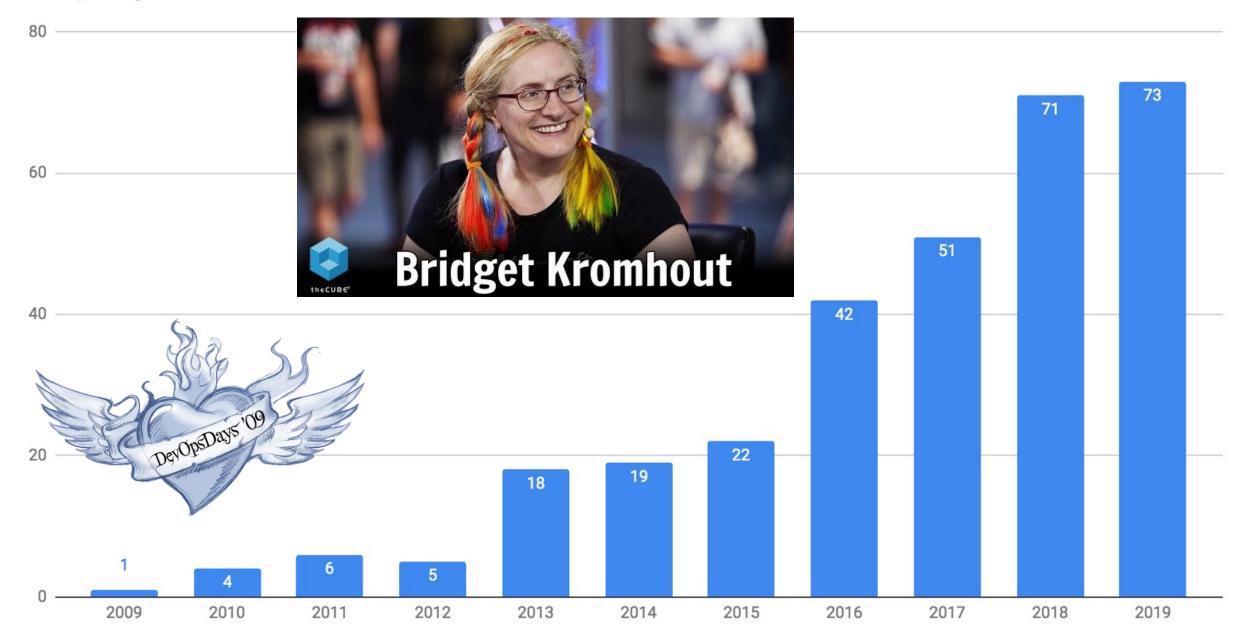
Don't just say 'no', you aren't respecting other people's problems... **#velocityconf #devops #workingtogether**





DevOpsDays Ghent 2009: Patrick Debois

devopsdays events



Speed

Reliability



Charity Majors @mipsytipsy · Mar 12

It is a deep seated biological impulse to slow down when we feel cautious. For humans, slow is safety.

Problem is, software physics are different. Speed is safety. It's more like ice skating, or riding a bicycle: the slower you go the more dangerously you wobble.

Charity Majors, CEO of Honeycomb



ELITE PERFORMERS

Comparing the elite group against the low performers, we find that elite performers have...



Throughput

Stability

208 TIMES MORE frequent code deployments





2.604TIMES FASTER time to recover from incidents





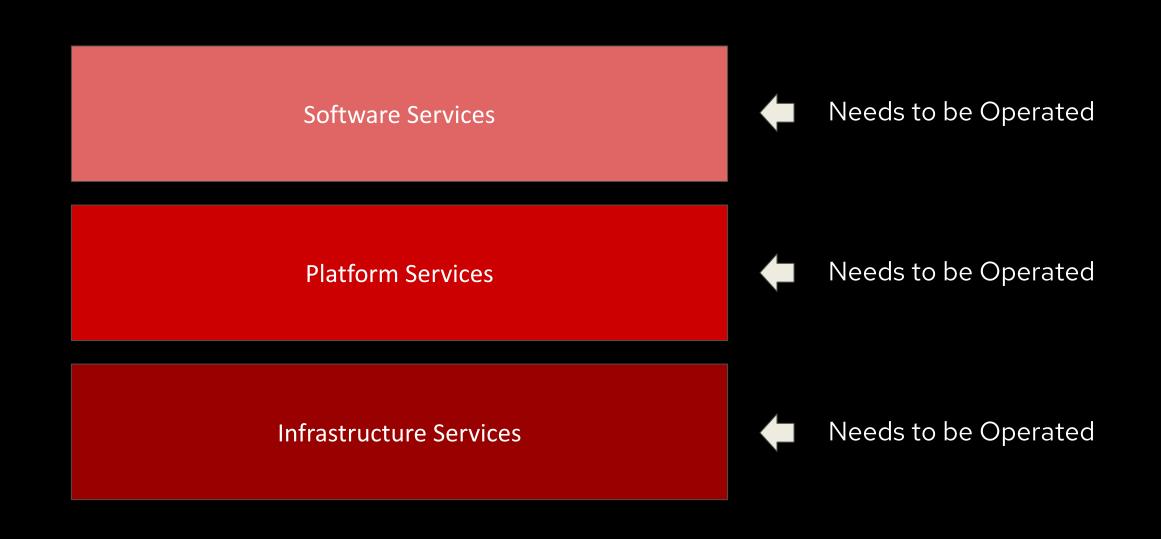


Nicole Forsgren. State of DevOps Report 2019



Software delivery is like a muscle.

The more you use it, the stronger it gets.



In the beginning...

Deployment Checklists

Deployment Plan Template: Blue Theme

FILE

PAGE 1

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				combination of olient representatives and members of the system integrator's team. Sample	
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S3 Software				applied to all the equipment, subsystem, and software installations.	
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1.2 Objectives are Liggrans and reference to feature and the relevant approach the leasure of the deal where the last and the relevant approach the leasure of the deal where the last approach the deal where the deal where the last approach the deal where		#1 Describe the Issue	Discuss its effect on the deployment plan	Robe the deployment site in context by describing how the target system will reside in the	
dooumentation can be referenced in this section.	1.2 Objectives	#2 Describe the issue	Discuss its effect on the deployment plan	deployed site Diagrams and reference to technical specifications and other relevant documentation can be referenced in this section.	
Identify the primary drivers that were used to create the deployment approach and the key R3 Batte hone'if appropriate 2.1 Site Diracram	Identify the primary drivers that were used to create the deployment approach and the key	#3 State 'none' if appropriate		2.1 Site Diagram	



OS-level APIs



PowerShell

(Windows) configuration management framework and scripting language



Jeffrey Snover, 2006

Source Control for Ops

GitHub launch: 2008

Distributed version control + Pull Request system = Global collaboration

Infrastructure-level APIs

Amazon Web Services: 2002

Amazon Cloud Computing: 2006

The new models evolved due to pressure to deliver adaptable services at scale.

Netflix, Amazon, Google, and every 'cloud native' company built a platform

Because they had to...

'Cloud' evolved from lessons learned building and operating these internal services





Infrastructure as code



Configuration management minimizes manual toil and infrastructure configuration drift "The traditional model is that you take your software to the wall that separates development and operations, and throw it over and then forget about it. Not at Amazon. You build it, you run it.

This brings developers into contact with the day-to-day operation of their software. It also brings them into day-to-day contact with the customer. This customer feedback loop is essential for improving the quality of the service."

-Werner Vogels, CTO Amazon



Continuous Delivery

Reliable Software Releases through Built Test, and Deployment Automation

Jez Humble David Far<u>ley</u>



*

Foreword by Martin Fowler



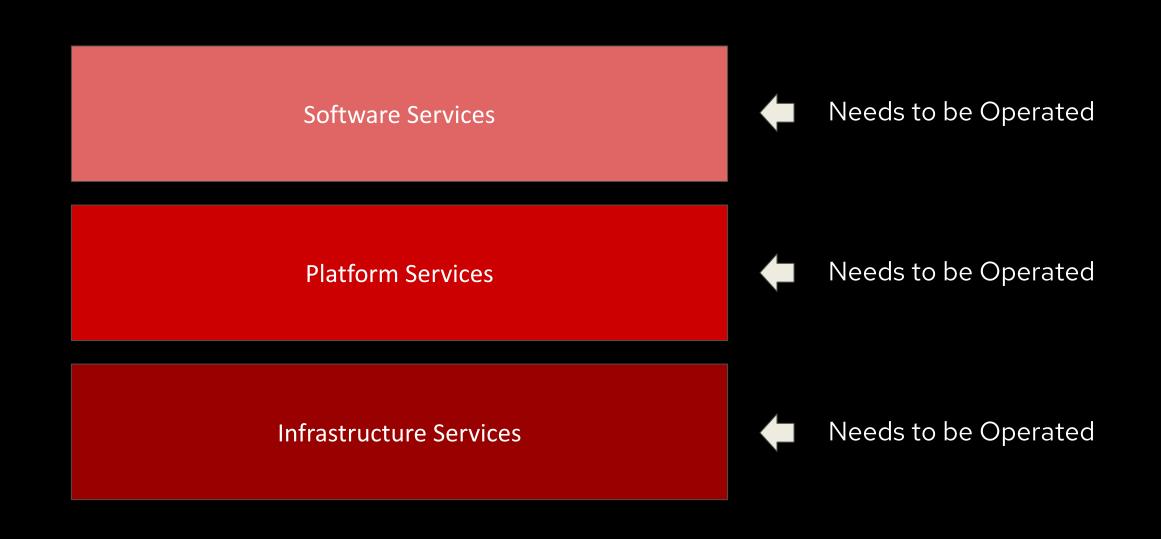
Jez Humble and Dave Farley: 2010

Continuous Integration (CI)

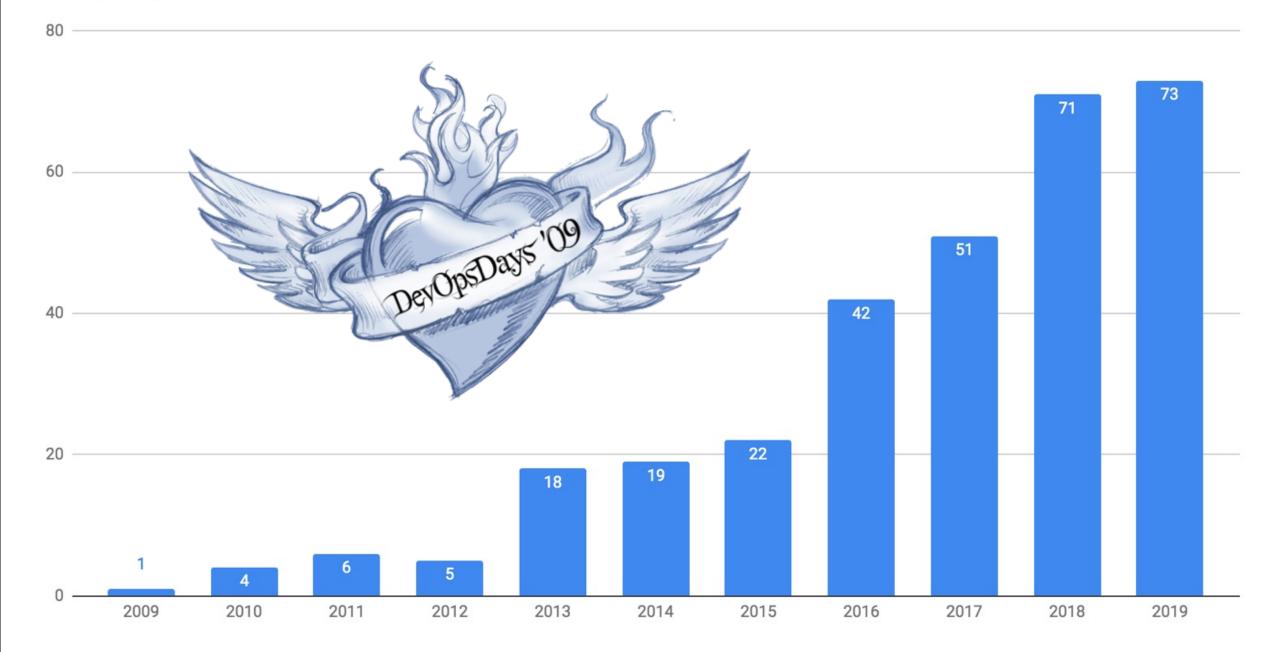
The process of automating the build and testing of code every time a team member commits changes to version control.

Continuous Delivery (CD)

The approach in which teams produce software in short cycles, ensuring that the software can be reliably released at any time.



devopsdays events



You will automate me out of a job!



Toil is the kind of work that tends to be manual, repetitive, automatable, tactical, devoid of enduring value, and that scales linearly as a service grows.

We would not be able to achieve the availability, reliability and speed we have today without automation



Senior Oops Engineer @ReinH · Jul 8, 2020

1] 138

I mean yes automation eliminates human errors in the sense that those errors will now be performed by machines

559



Niels Albers @nralbers

20

Replying to @ReinH

Automation: How to make mistakes consistently, repeatably and really fast.



...

<u>,</u>↑,

The problem isn't technical.

The problem isn't people.

The problem is socio-technical.

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The Present

The future is already here. It's just not evenly distributed

~ William Gibson





Shared with permission from Microsoft. Internal data snapshot some time in 2019



bob @rjw1 · May 10, 2018

Repeat after me, **DevOps is a** culture **not a** team or **a job title**.

...

DigitalOcean 🤣 @digitalocean · May 8, 2018

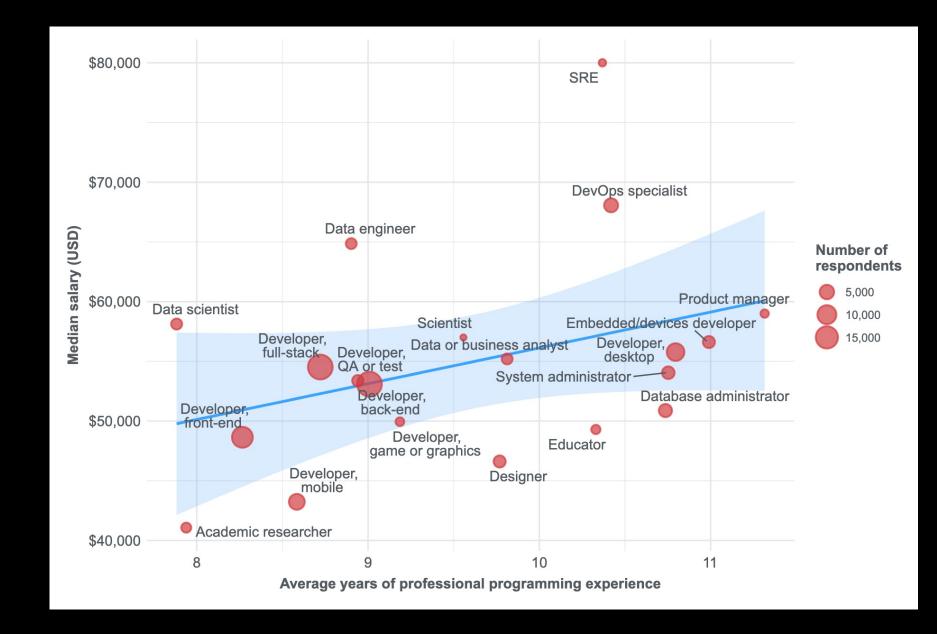
"Despite not having a dedicated DevOps team, our engineers developed an auto-devops workflow"



Open Space talk on *#talkpay* at *#devopsdays #Austin*



DevOps and SRE engineers command a higher salary



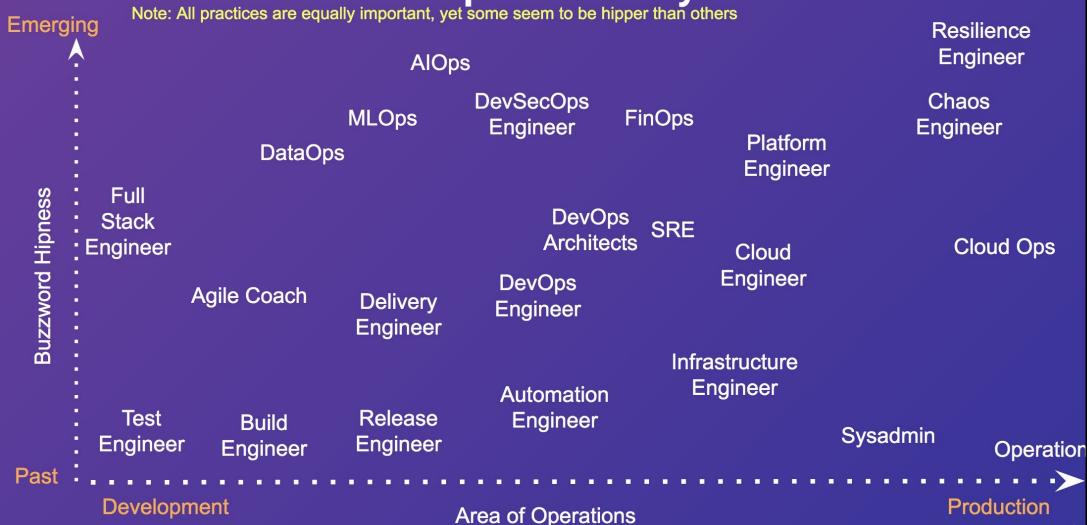
Source: Stack Overflow Developer Survey, 2020

We've created new jobs

The new jobs got people higher salaries and more interesting work!



Shades of DevOps Industry Terms



Patrick Debois, 2021

We've created new disciplines!



SRE \simeq Google's DevOps implementation

100% reliability is unattainable



99.999%

5.26 mins / year

How much does that cost?

Risk and Error Budgets

Error Budgets

An acceptable level of unreliability

It's a **budget**. It can be **allocated**.

SLI, SLO, and SLA

Service Level Terminology

Describe the metrics that matter, the values we want, and how we will react



Indicators

Defined measurement of an aspect of a service.



Objectives

Target value (or range of values) as measured by an SLI

Agreements

Explicit or implicit contract with users or customers, with consequences of meeting or missing objectives

Monitoring

"Monitoring is how you manage your knownunknowns, which involves checking values for predefined thresholds, creating actionable alerts and runbooks and so forth."



Charity Majors, CEO, Honeycomb

Without monitoring, you have no way to tell whether the service is even working

Observability

"Observability is how you handle unknown-unknowns, by instrumenting your code and capturing the right level of detail that lets you answer any question ..."



Charity Majors, CEO, Honeycomb

All of this requires collecting and analyzing massive amounts of data

"If we have data, let's look at data. If all we have are opinions, let's go with mine"

- Jim Barksdale







Infrastructure as code







MLOps

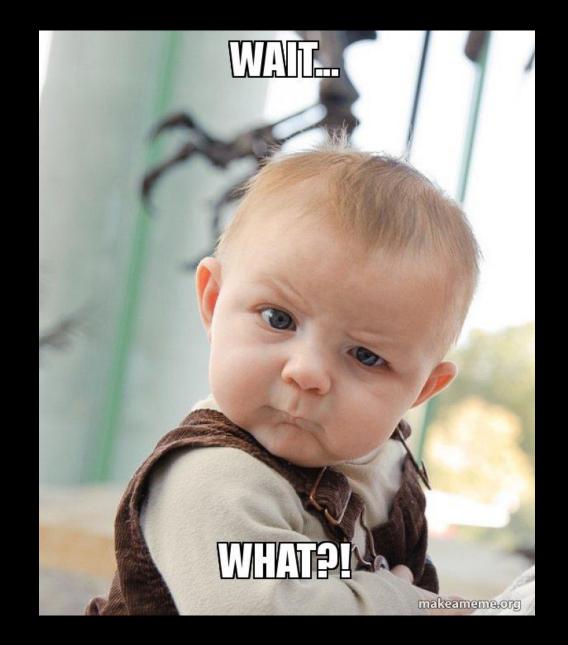
MLOps

 Massive amounts of data Data model versioning Model re-use Model decay over time Compliance considerations Chaos Engineering

Chaos engineering

The discipline of experimenting on a software system in production in order to build confidence in the system's capability to withstand turbulent and unexpected conditions.





Everybody tests in production

Incident Response

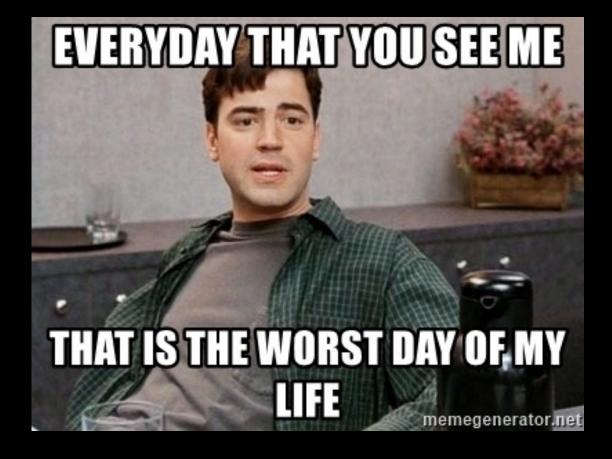
Blameless postmortems

There is no root cause



More code = more problems

Cyber attacks are at all time high



Security must be an integral part of the software development lifecycle

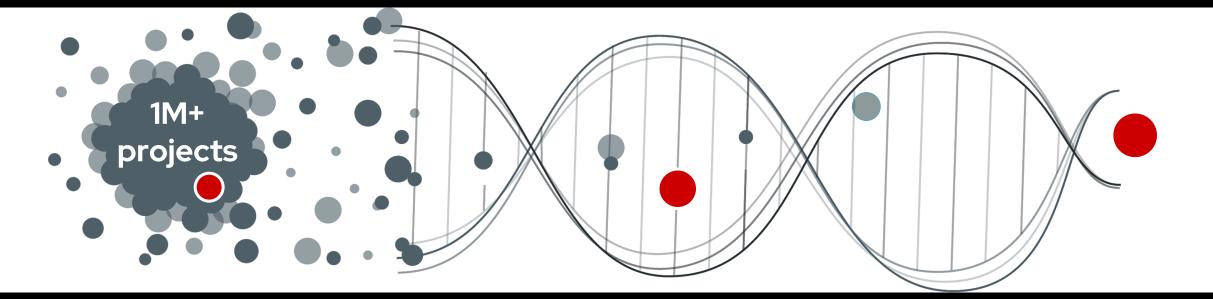
There is so much more...

The industry has evolved

Open Source



Open source is defining the new industry standards

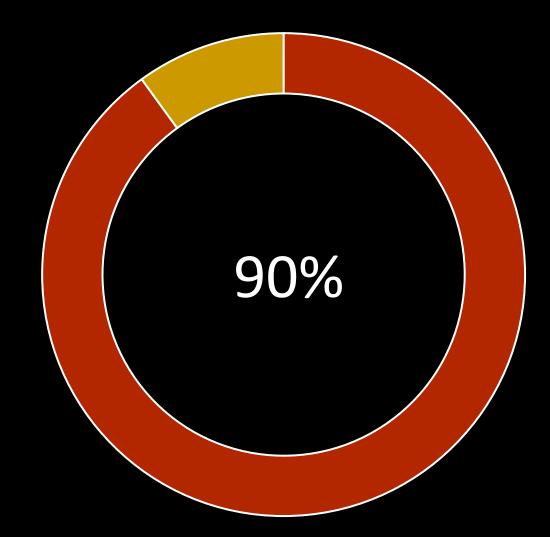


100M+ repositories

40M developers 2.1M businesses

Source: https://github.com. August, 2019.

90% of IT leaders are using enterprise open source.

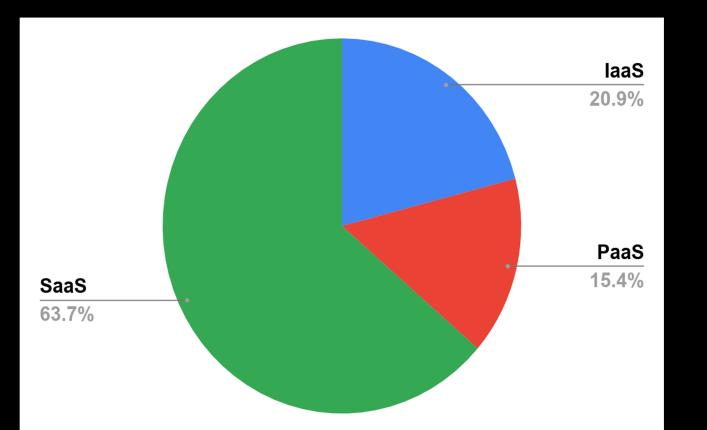


Source: Red Hat State of Open Source Report 2021

Cloud



Cloud Numbers



2020 Worldwide Public Cloud Revenues ~\$235B USD 2020 Worldwide Data Center Revenues \$2-4T USD

Public Cloud

- IaaS Dominated by 6-8 Clouds
- PaaS Dominated by 50-100 Clouds
- SaaS Over 4000 SaaS offerings

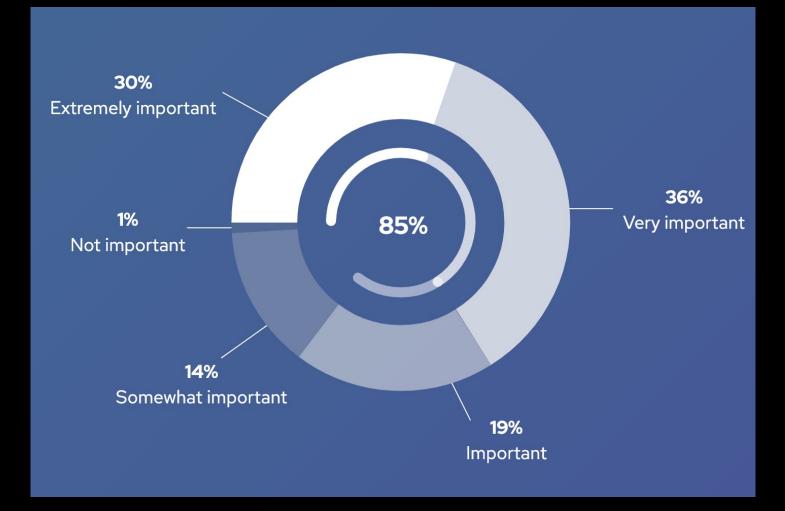
Data Center | Private Cloud

- "Only 20% is in the Public Cloud" IBM
- "Only 5% is in the Public Cloud " AWS

Kubernetes



85% of global IT leaders agree that Kubernetes is key to cloud-native application strategies



Source: Red Hat State of Open Source Report 2021

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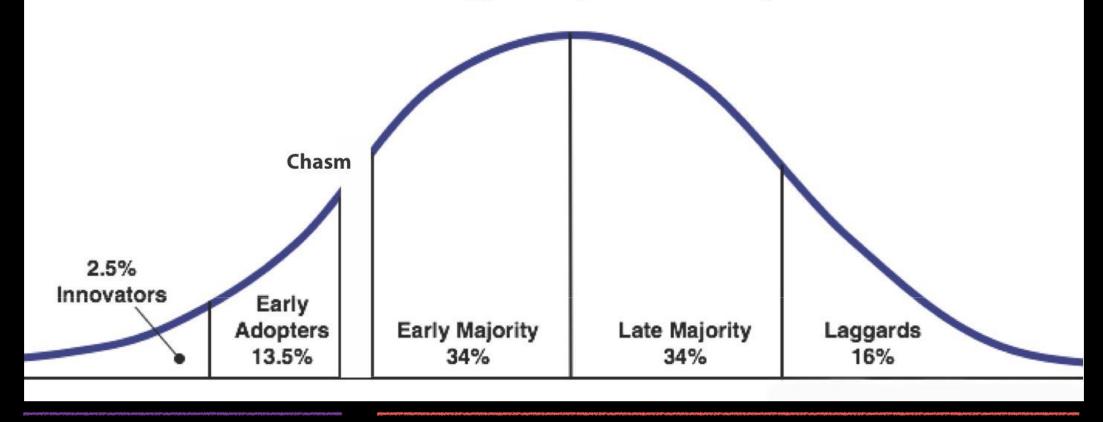
The Future



The future is already here. It's just not evenly distributed

~ William Gibson

Technology Adoption Life Cycle



seeking advantage

seeking legitimacy

Agile

DevOps

SRE

"DevOps is a solved problem"

- Someone from Google, 2019

Version Control

All Respondents	Professional Developers	
	Git	87.2%
	Subversion	16.1%
Team Foundation Version Control		10.9%
Zip file back-ups		7.9%
Copying and pasting files to network shares		7.9%
I don't use version control		4.8%
Mercurial		3.6%

Source: StackOverflow Developer Survey, 2018

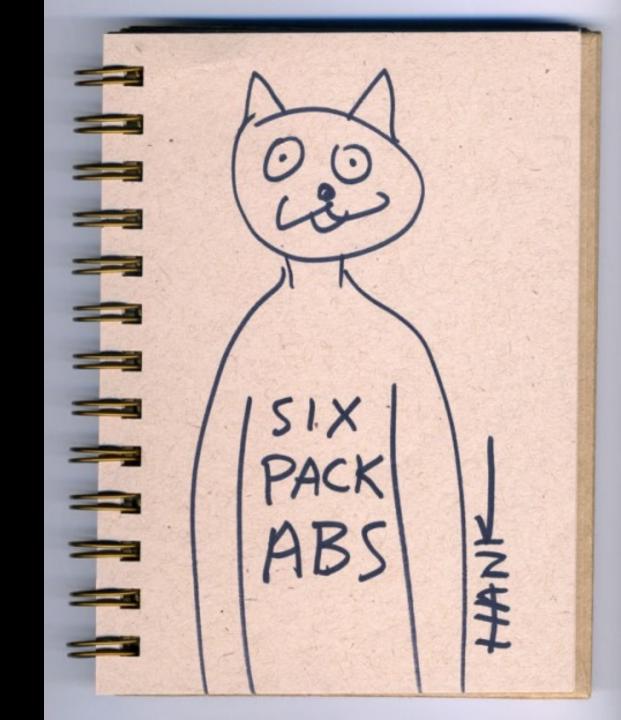
How Often Do Developers Check In Code?

All Respondents	Professional	al Developers	
Multipl	e times per day	60.2%	
A few times per week		19.1%	
Once a day		9.1%	
Weekly or a few times per month		6.9%	
Less than o	once per month	3.2%	
	Never	1.5%	

Source: StackOverflow Developer Survey, 2018

If knowledge was all it took,

we'd all have six pack abs.



We must spend time on making sure that the "standard of living" improves for everyone

Companies,

just like people,

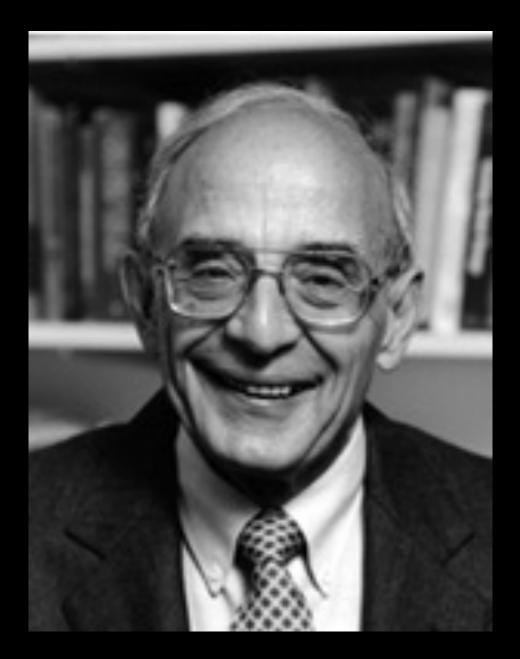
don't like to change

"Smart people don't learn ...

because they have too much invested in proving what they know

and avoiding being seen as not knowing."

- Chris Argyris



Learning requires vulnerability

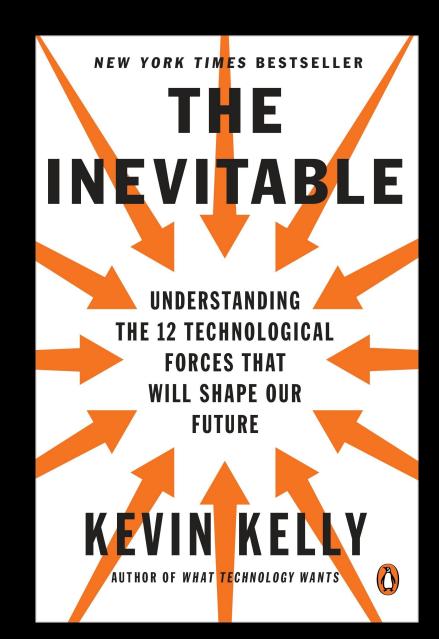
The age of continuous updates

Upgrading Windows



"In this era of becoming, everyone becomes a newbie. Worse, we will be newbies forever."

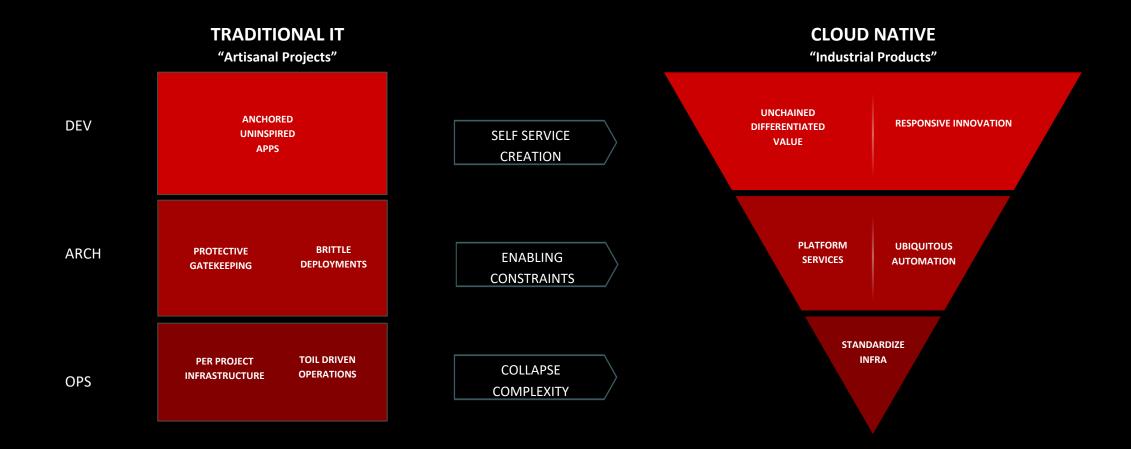
- Kevin Kelly



More innovation in the new DevOps disciplines

Managed Services

The Cloud Native Organization



"The most influential business thinker on Earth." — The New Yorker

HARVARD BUSINESS REVIEW PRESS

THE INNOVATOR'S DILEMIMA

GREAT FIRMS TO FAIL //

CLAYTON M. CHRISTENSEN "This is one of the innovator's dilemmas: Blindly following the maxim that good managers should keep close to their customers can sometimes be a fatal mistake."

- Clayton Christensen

The DevOps evolution continues, as we solve new problems every day

Good DevOps copy

Great DevOps steal



Thank you!

@DivineOps