ADDO ALL DAY DEVOPS

OCTOBER 28, 2021

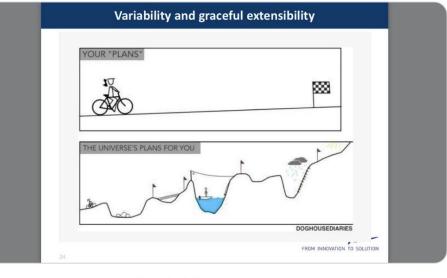
Jeremy Meiss What a global pandemic can tell you about better DevOps practices







#### Work-as-imagined versus work-as-done



3:00 AM · Apr 28, 2016 · Twitter for iPhone



...

### performance described vs performance derived

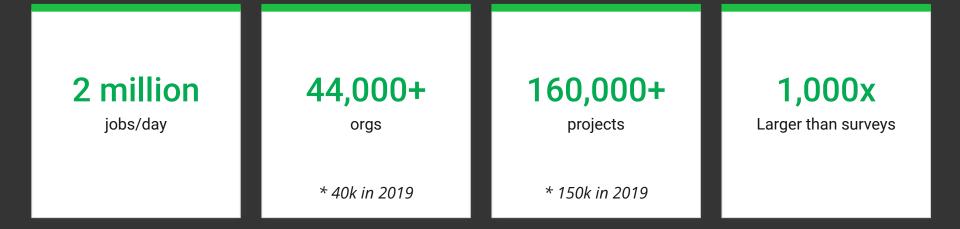




#### Jeremy Meiss Director, DevRel & Community O CirCleci









#### **Four classic metrics**

Deployment frequency

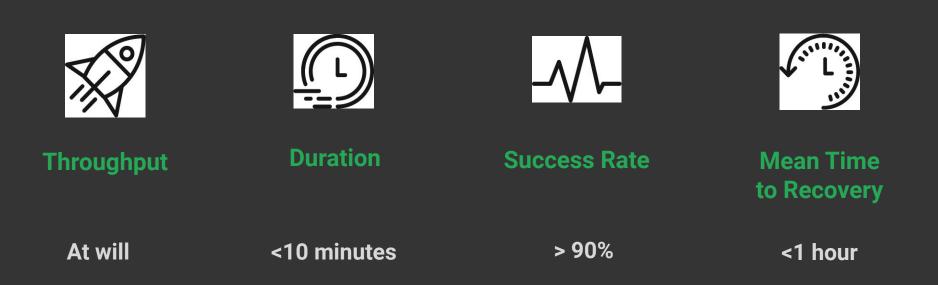
#### Lead time to change

Change failure rate

Recovery from failure time



CI/CD Benchmarks for high performance





**The Data** 



Photo by: <u>Matthew Henry</u>

#### Throughput

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



# **У @IAmJerdog**

### Most teams are not deploying dozens of times per day





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

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#### **Success Rate**

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





Percentile	2020 Value	2019 Value
5р	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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The Insight





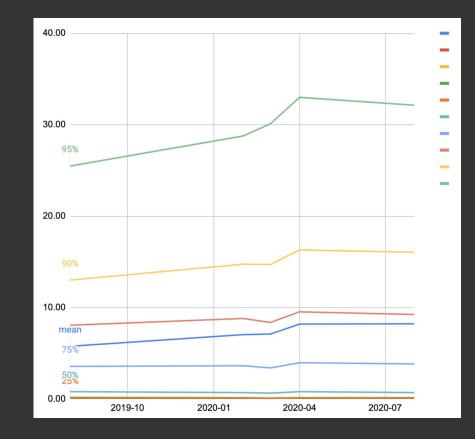
### 2020 has been a year.



Throughput



## Throughput in a global pandemic





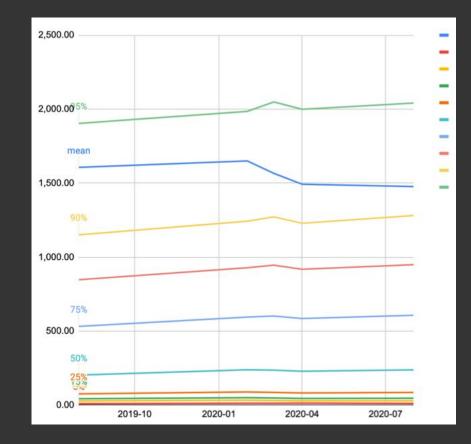
### Peak Throughput was in April 2020



**Duration** 



### Duration in a global pandemic





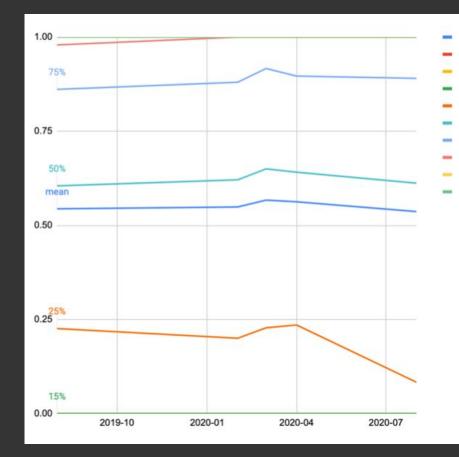
### Hypothesis: more tests written in March, driving up Duration. In April, a concerted effort on optimization



### **Success rate**

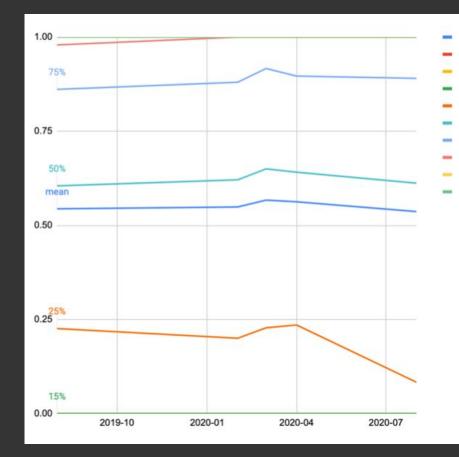


## Success rate in a global pandemic



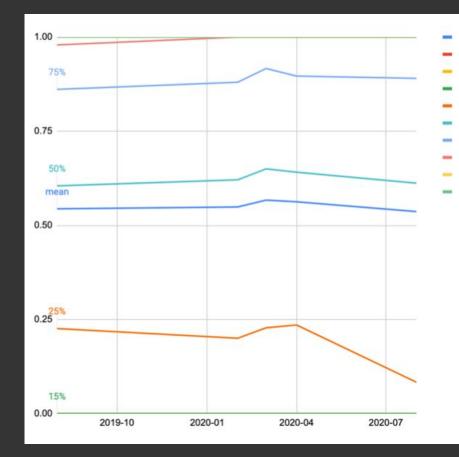


## Success rate in a global pandemic





## Success rate in a global pandemic



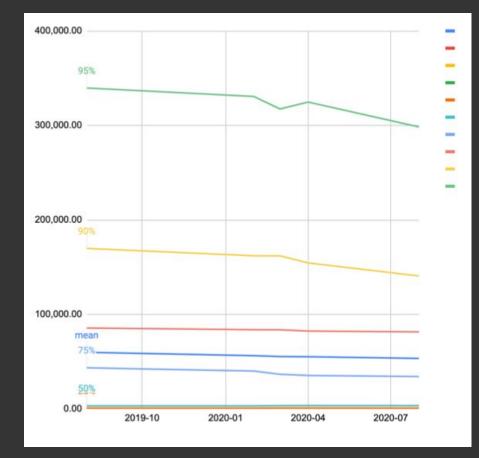


### Hypothesis: people working hard on core business stability





## Recovery time in a global pandemic





### Hypothesis: few distractions\* working at home



### Things that make you go 🤔



#### **Branch information**



## No significant change in default branch from **master**... yet.



## 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
2. TypeScript	12. Java
3. Go	13. <b>C#</b>
4. Python	14. Jupyter Notebook
5. Kotlin	15. Shell
6. Elixir	16. Vue
7. Swift	17. C++
8. HCL	18. HTML
9. JavaScript	19. CSS
10. TSQL	20. Dockerfile



#### Language by Success Rate

1. Vue	11. Elixir			
2. CSS	12. PHP			
3. Shell	13. Jupyter Notebook			
4. Dockerfile	14. Python			
5. TSQL	15. Ruby			
6. HTML	16. Java			
7. HCL	17. Kotlin			
8. Go	18.C#			
9. TypeScript	19. C++			
10. JavaScript	20. Swift			



#### Language by fastest TTR

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
6. JavaScript	16. Kotlin
7. Vue	17. Scala
8. Go	18. Ruby
9. Jupyter Notebook	19. <b>C++</b>
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)



#### 2021/22 Sneak Peek

- 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

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



#### 2021/22 Sneak Peek

#### Kubernetes usage with CI/CD has increased YoY



#### **Full Report**



#### https://circle.ci/ssd2020





### Thank you.

For feedback and swag: circle.ci/jeremy

Timeline.jerdog.me



**DEV** jerdog

in /in/jeremymeiss



