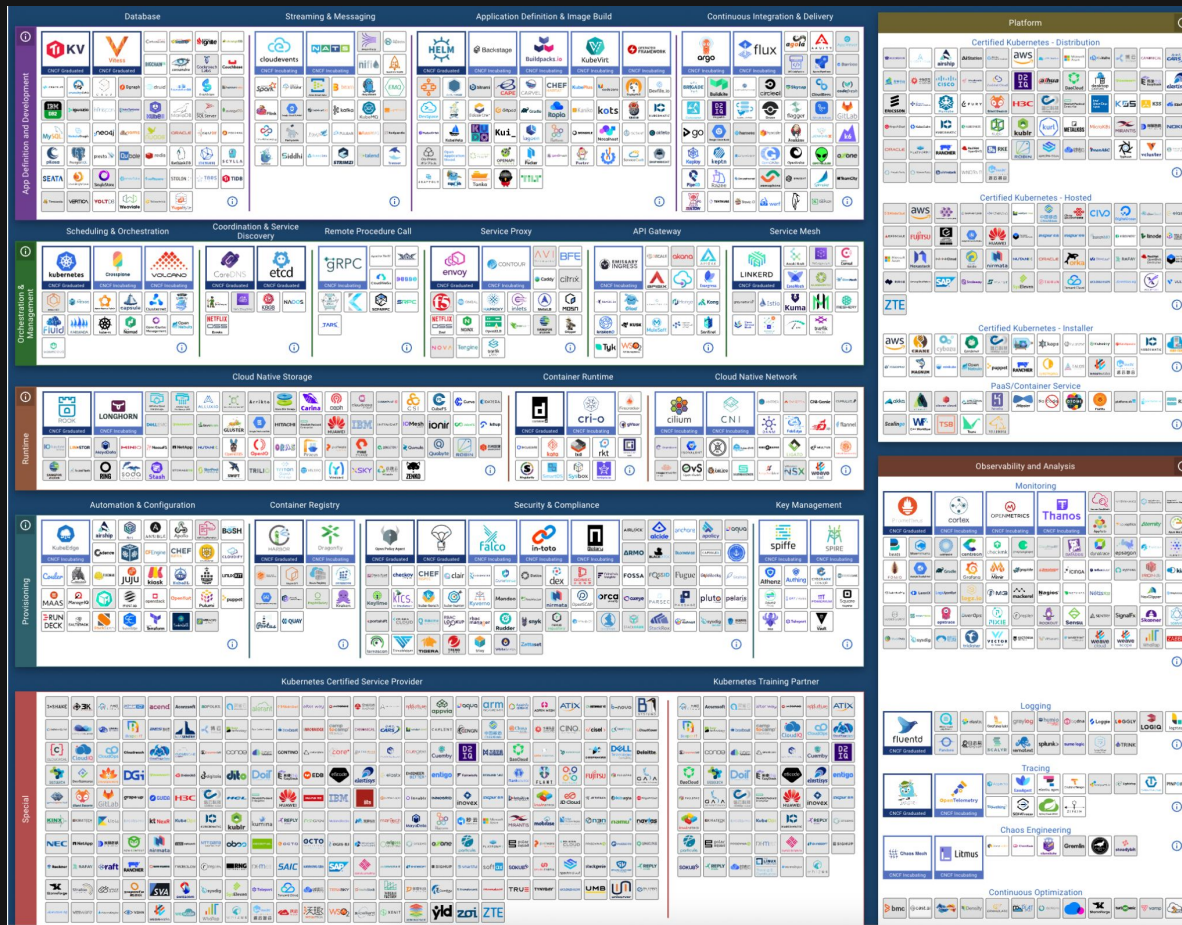


# Learnings on Better Software Delivery Principles Through a Panini







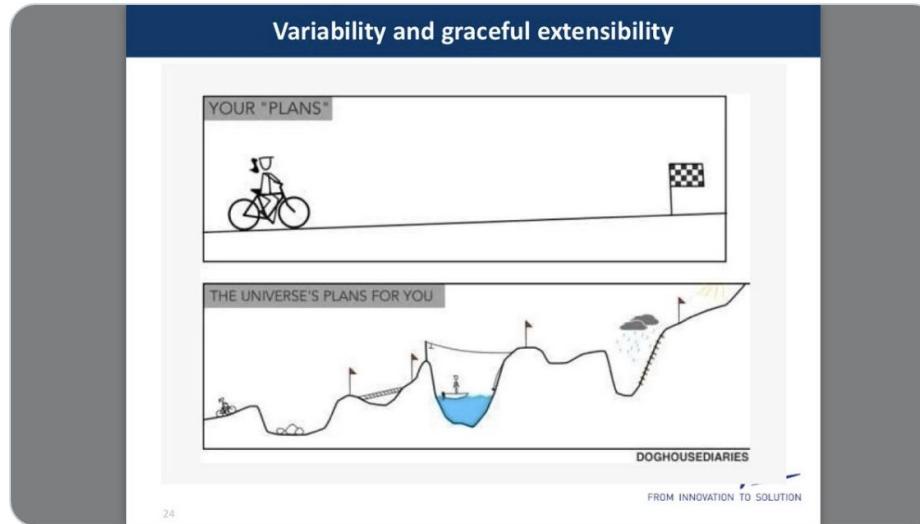
**John Allspaw**

@allspaw

Normal 0%



## 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





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



# The Data

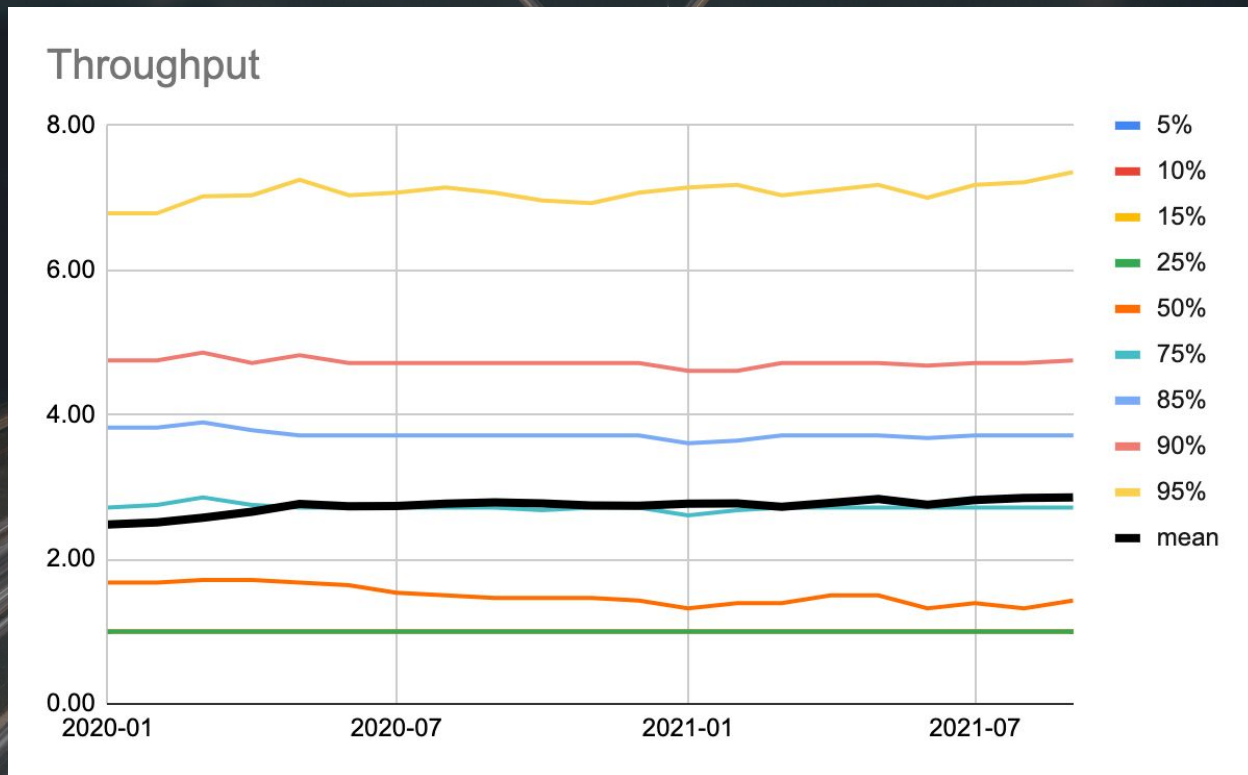


Photo by: Matthew Henry

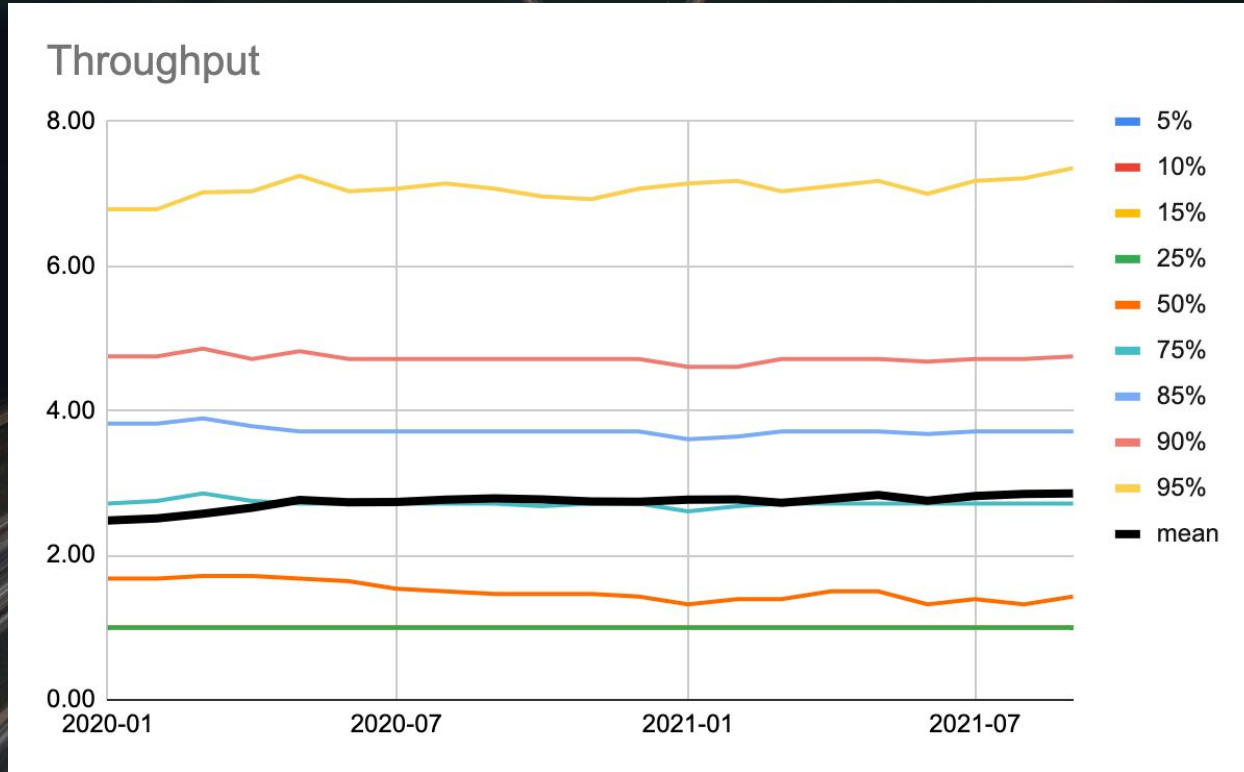
# Throughput

the average number of workflow runs per day

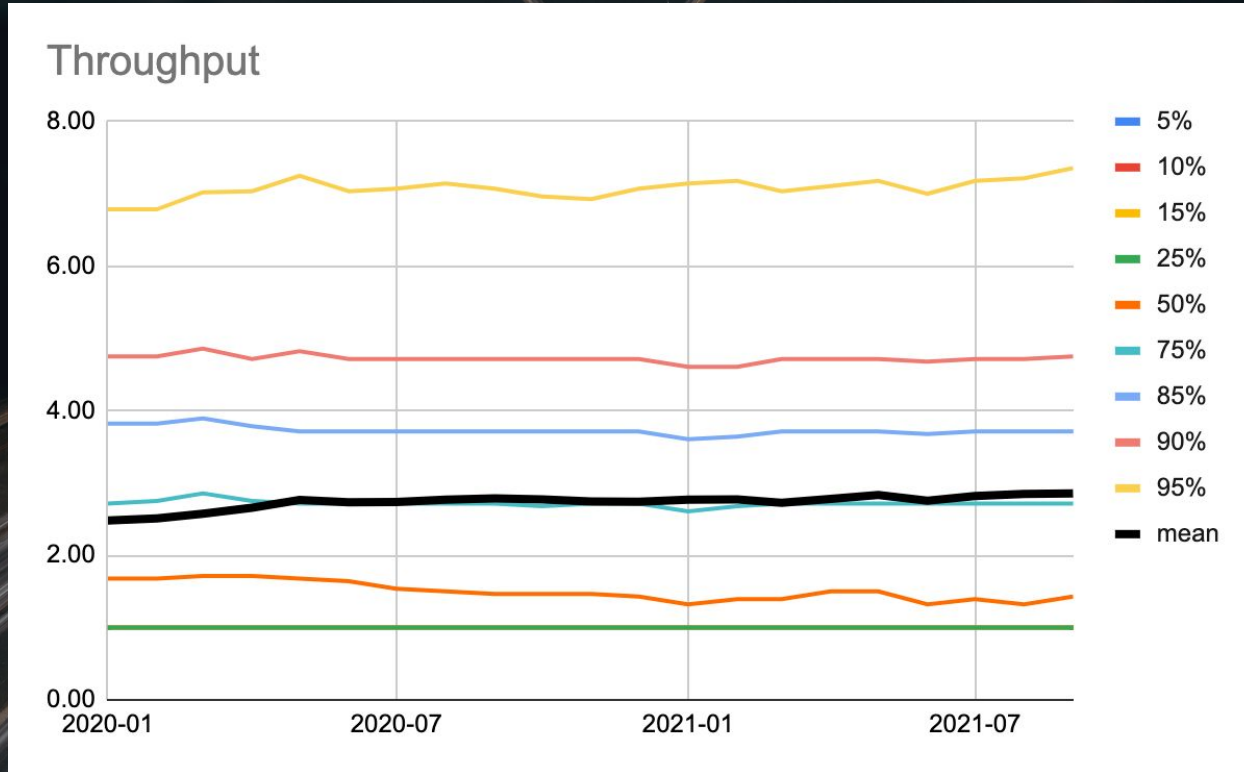
# Throughput



# Throughput



# Throughput



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

Image by Pawan Kolhe from Pixabay



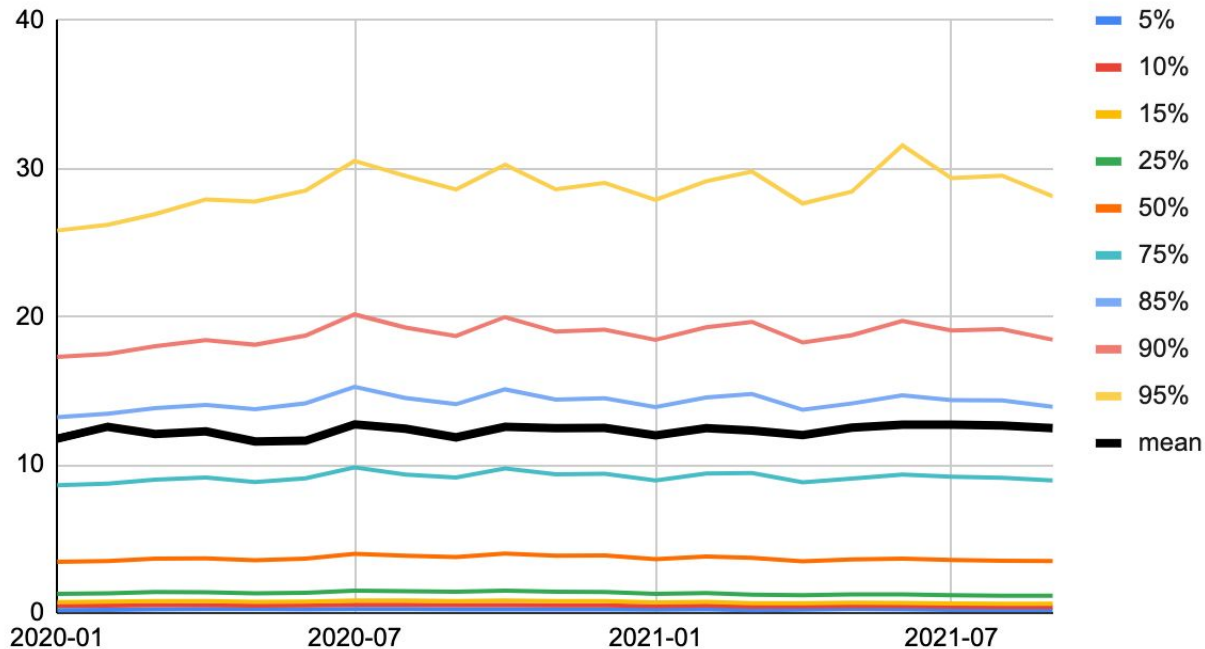
# Duration

the length of time it takes for a workflow to run

# Duration

Image by [Pawan Kolhe](#) from [Pixabay](#)

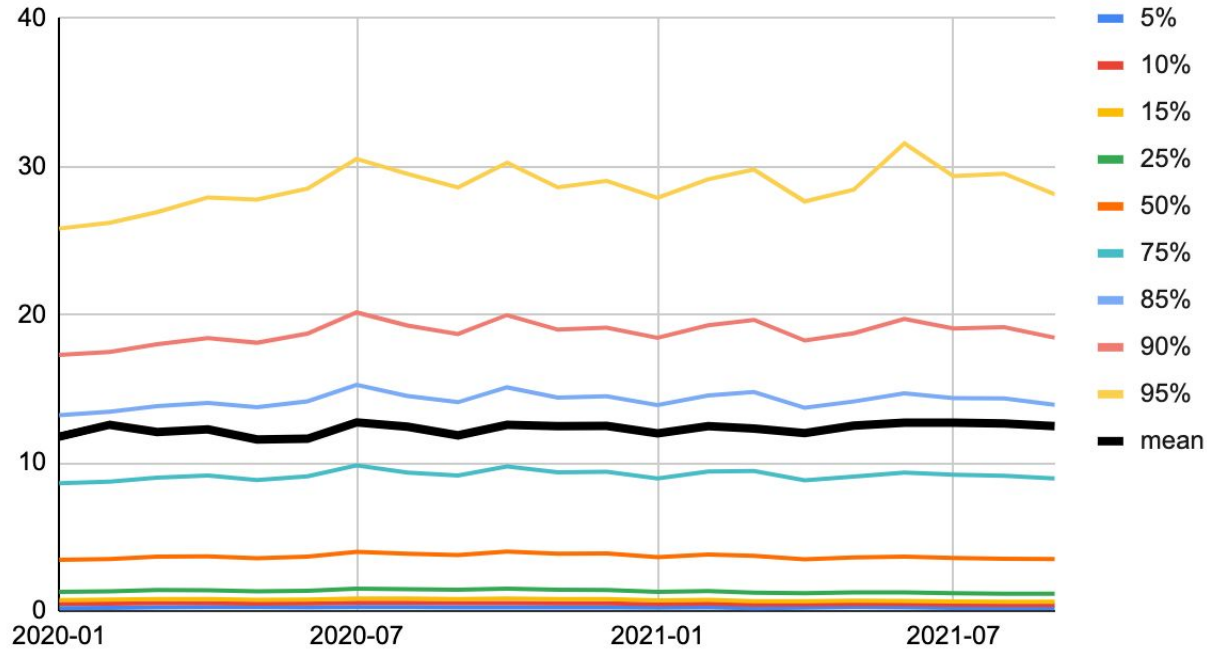
Duration



# Duration

Image by [Pawan Kolhe](#) from [Pixabay](#)

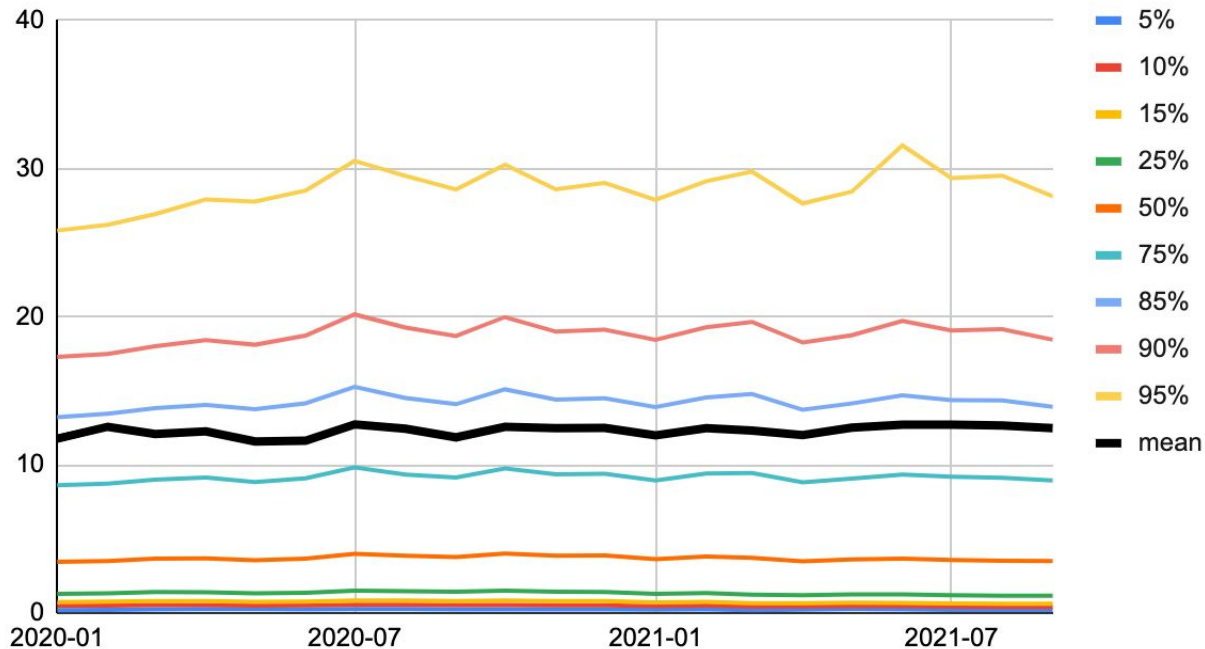
Duration



# Duration

Image by [Pawan Kolhe](#) from [Pixabay](#)

Duration





*Photo by Brett Sayles from Pexels*

# Mean time to recovery

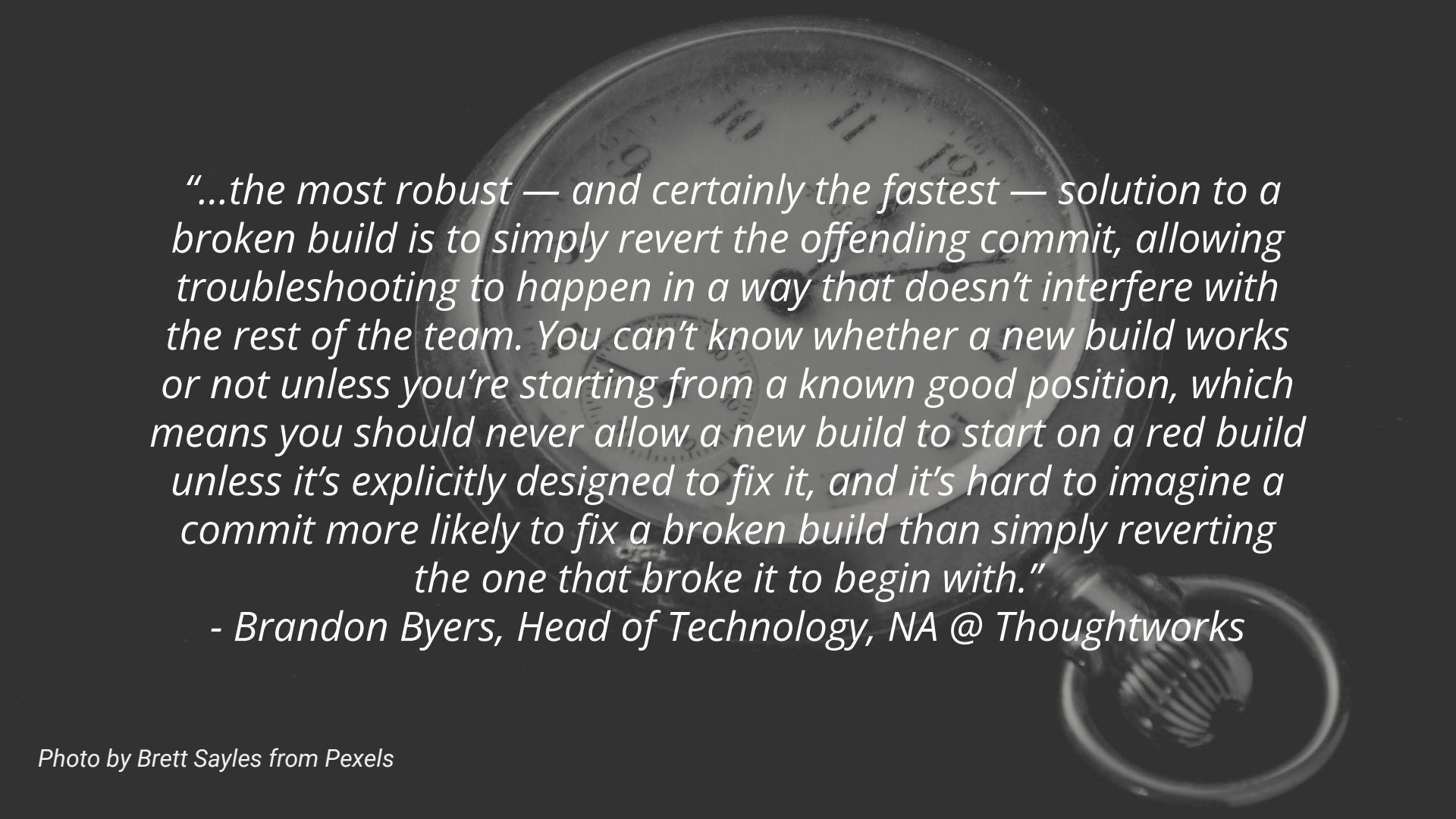


average time between a pipeline's failure and its next success

# Mean time to recovery



shortest MTTR  $\infty$  Duration

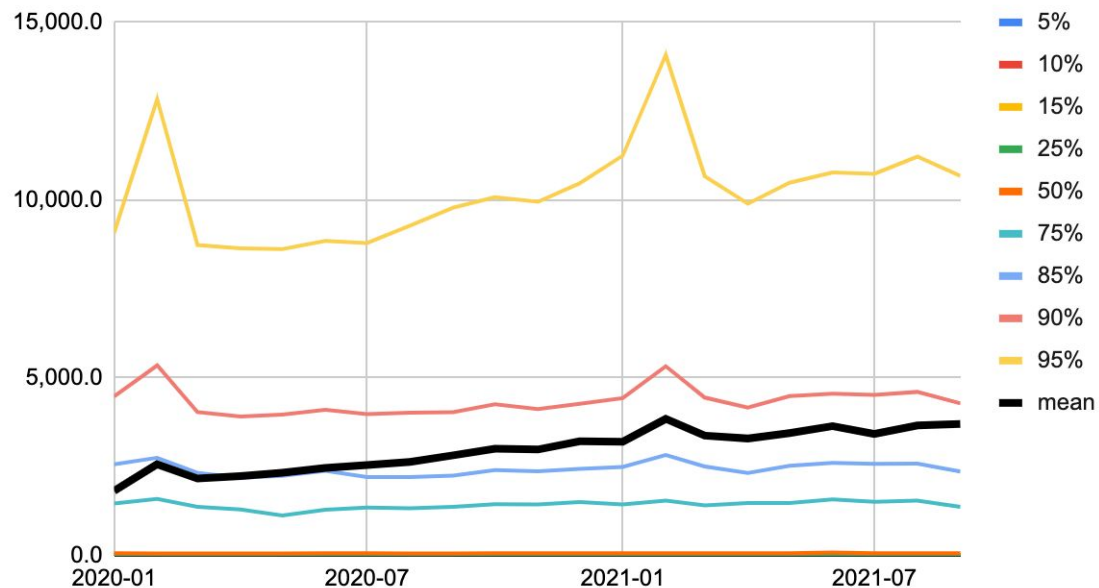


*"...the most robust — and certainly the fastest — solution to a broken build is to simply revert the offending commit, allowing troubleshooting to happen in a way that doesn't interfere with the rest of the team. You can't know whether a new build works or not unless you're starting from a known good 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*

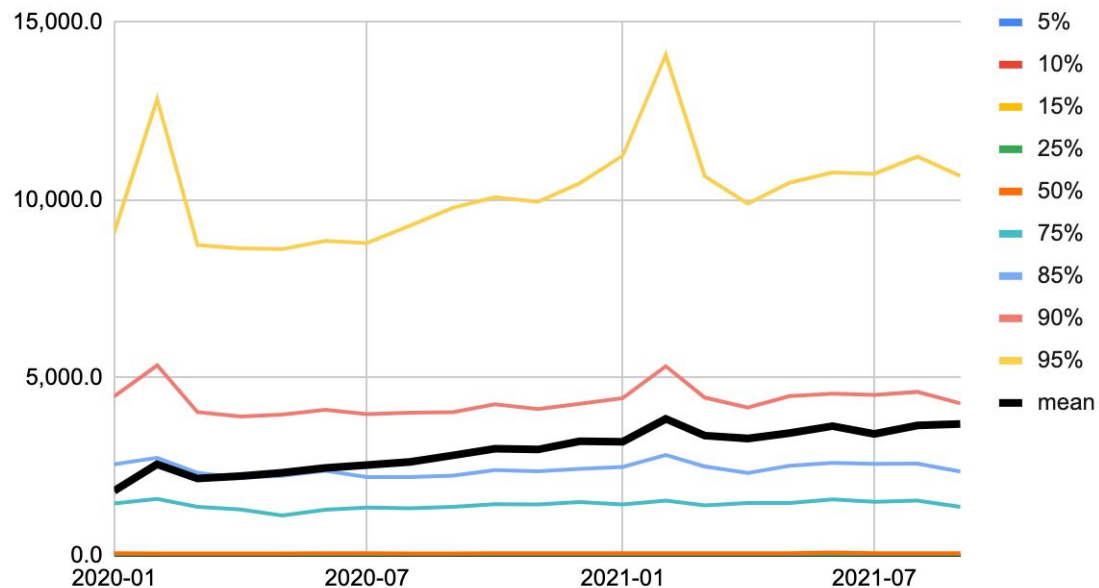
# Recovery Time

TTR



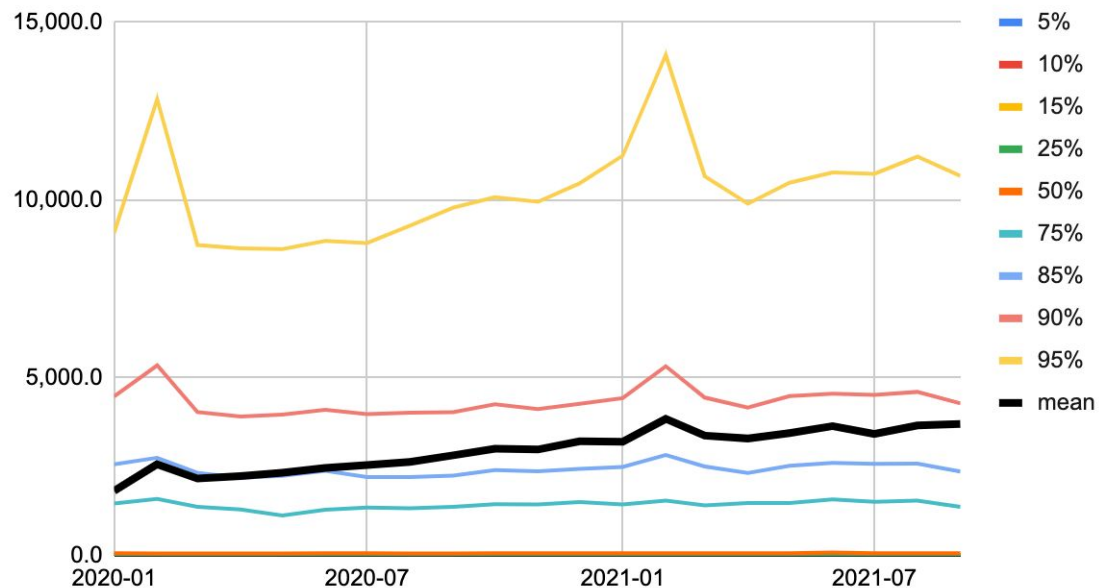
# Recovery Time

TTR



# Recovery Time

TTR



# Recovery Time

TTR

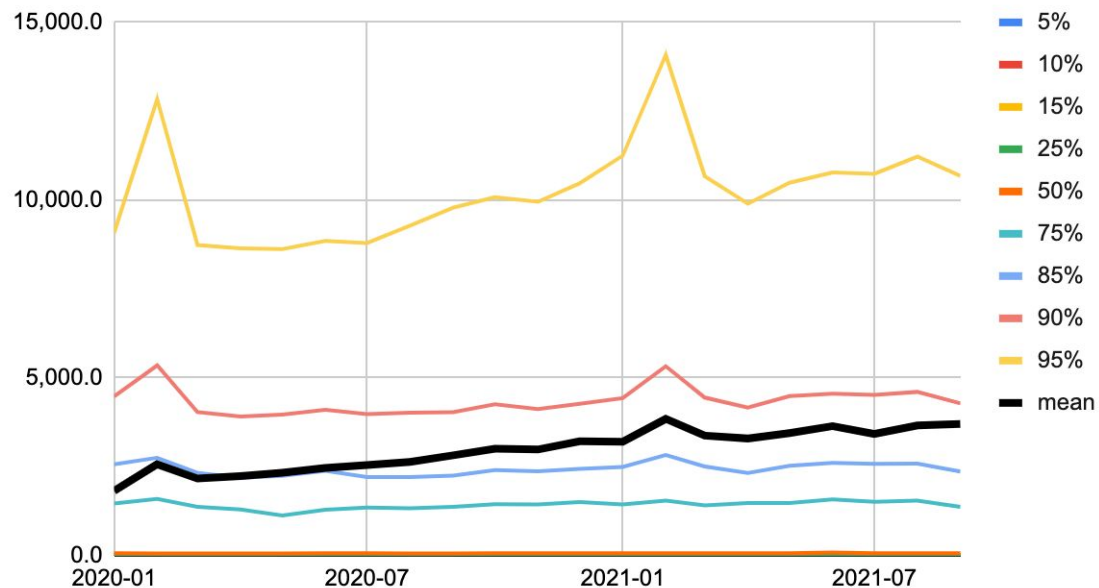


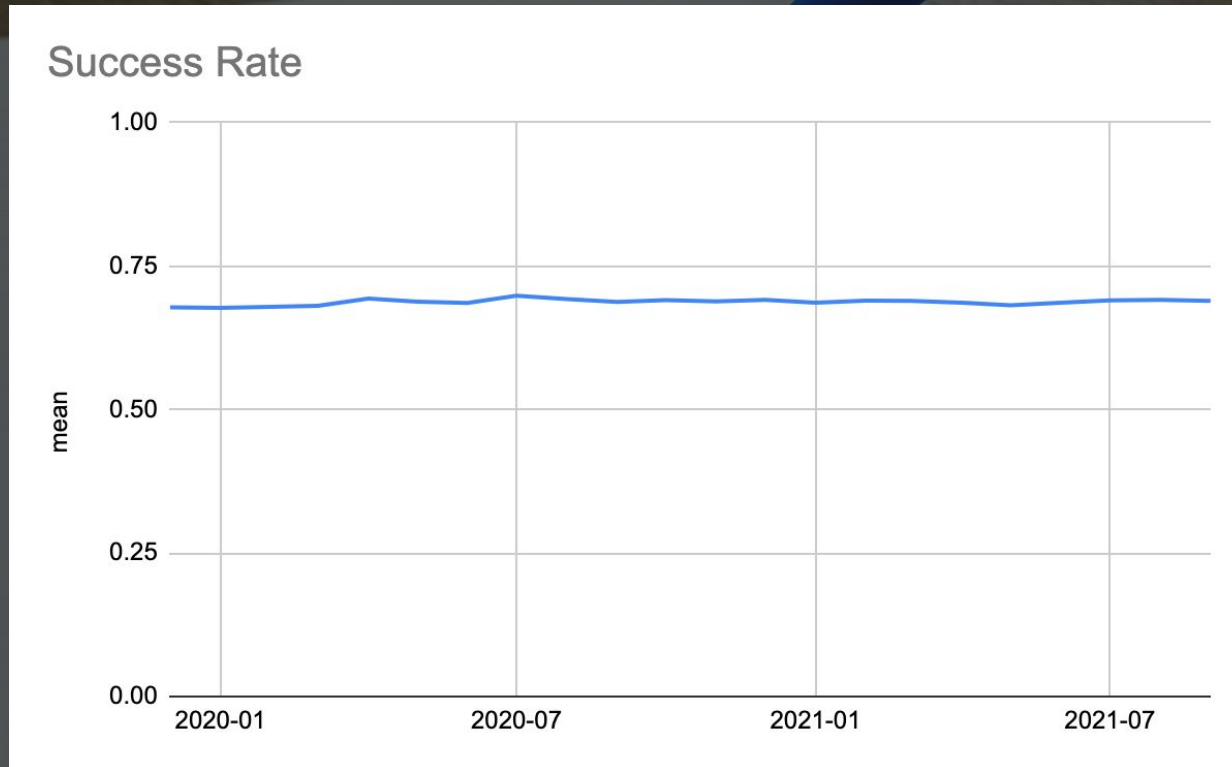


Photo by Lukas from Pexels

# Success rate

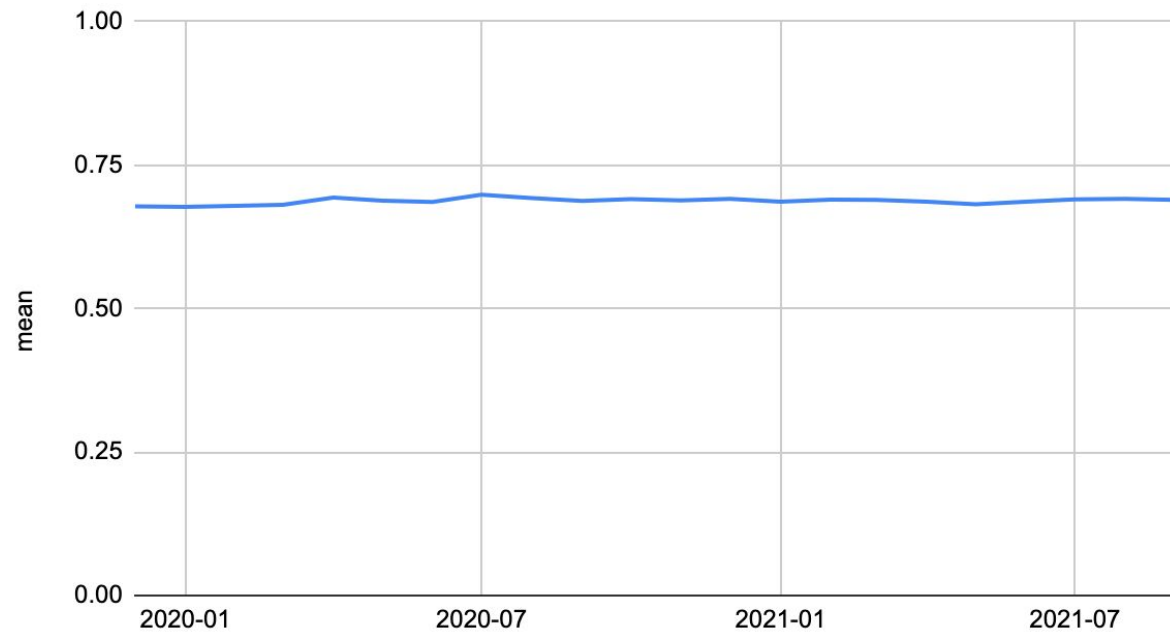
The number of passing runs  $\div$  total number of runs  
over a period of time

# Success rate



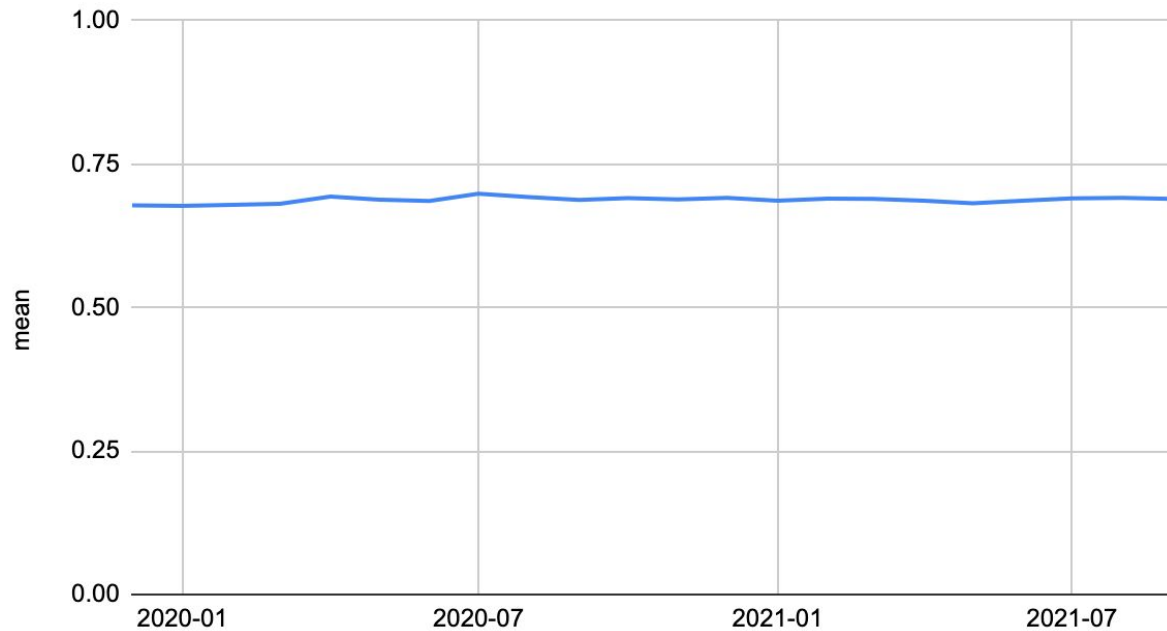
# Success rate

Success Rate



# Success rate

Success Rate



	2019 (median)	2020 (median)	This Year (median)	Benchmark
<b>Duration</b> The average length of time for a workflow to run	3.38 min	3.96 min	3.7 min	5-10 minutes
<b>TTR</b> The average time between failures & their next success	52.5	55.11	73.6 min	< 60 minutes
<b>Success rate</b> 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
<b>Throughput</b> 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



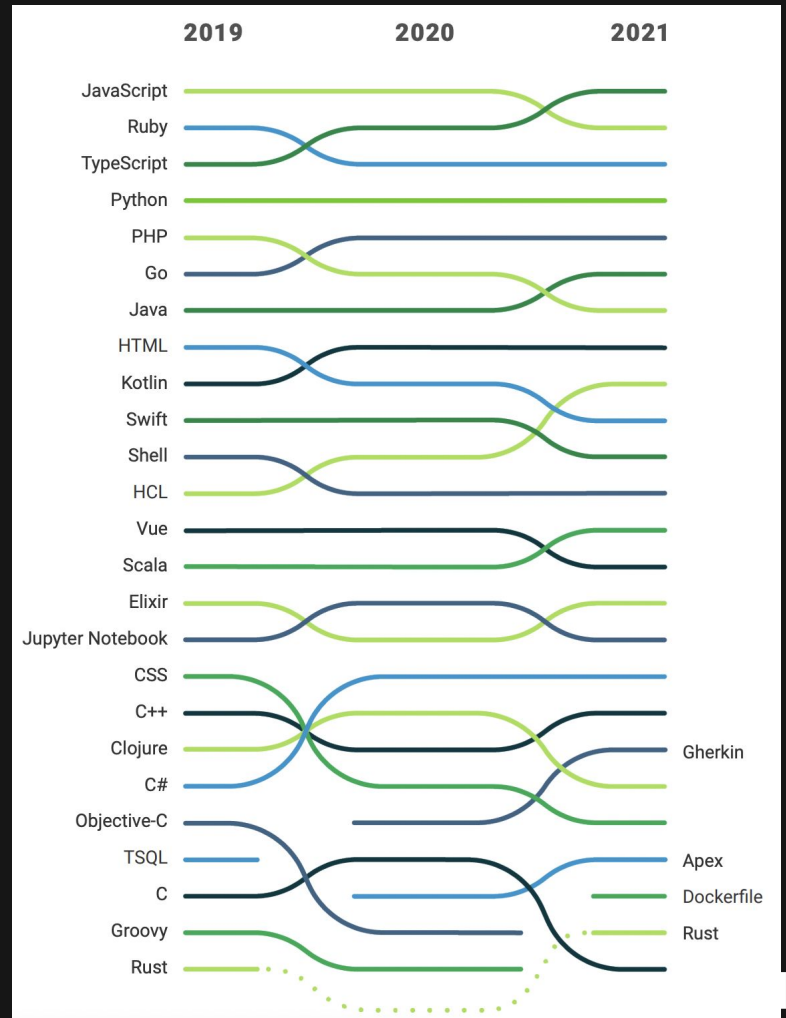
202x has been  
a year.

**“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

---

- |               |                       |                   |
|---------------|-----------------------|-------------------|
| 1. 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. Gherkin    | 10. Python           | 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. PLpgSQL  |
| 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

- |                     |                |                  |
|---------------------|----------------|------------------|
| 1. Hack             | 10. Apex       | 19. Blade        |
| 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		MTTR in minutes		Throughput		Success Rate	
Industry	50th percentile	Industry	50th percentile	Industry	50th percentile	Industry	Average
Health Care Providers & Services	4.46	Hotels, Restaurants & Leisure	60.4	Health Care Providers & Services	1.68	Media	71.9%
Hotels, Restaurants & Leisure	3.96	Internet Software & Services	72.1	Hotels, Restaurants & Leisure	1.68	Consumer Discretionary	70.1%
Professional Services	3.88	Diversified Financial Services	73.2	Real Estate	1.68	Real Estate	69.9%
Internet Software & Services	3.80	Media	84.0	Consumer Discretionary	1.61	Internet Software & Services	69.0%
Real Estate	3.72	Professional Services	85.0	Diversified Financial Services	1.61	Professional Services	68.5%
Consumer Discretionary	3.66	Health Care Providers & Services	99.5	Internet Software & Services	1.46	Diversified Financial Services	68.0%
Diversified Financial Services	3.55	Consumer Discretionary	273	Professional Services	1.04	Health Care Providers & Services	66.5%
Media	3.21	Real Estate	318	Media	1.00	Hotels, Restaurants & Leisure	61.1%

# Elite Performer validation

Software delivery performance metric	Elite	High	Medium	Low
 <b>Deployment frequency</b> 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
 <b>Lead time for changes</b> 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
 <b>Time to restore service</b> 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
 <b>Change failure rate</b> 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



<https://circle.ci/ssd2020>

## Full 2022 Report



<https://circle.ci/ssd2022>

# Thank you.

For feedback and swag: [circle.ci/jeremy](https://circle.ci/jeremy)



Timeline.jerdog.me



IAmJerdog



jerdog



/in/jeremymeiss