

# High-performing engineering teams and the Holy Grail







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So back to the tech industry....



A scene from the movie 'The Holy Grail' showing a group of knights in white surcoats and a black horse in a rocky landscape. The knights are standing in a line, and a black horse is visible on the left. The background features a large, dark, rocky mountain under a blue sky with some clouds. The text 'YOU SEEK THE HOLY GRAIL.' is overlaid at the bottom in white, bold, capital letters.

**YOU SEEK THE HOLY GRAIL.**

# Forrester 2021 Total Economic Impact study

**Using best-in-class CI/CD platforms can provide:**

- \$7.8 million saved from shorter software development cycles.
- \$4.3 million recuperated in lost developer productivity.
- 50% decrease in annual infrastructure spend.
- \$1.7 million estimated value of improved code quality.





## 2016 State of DevOps Report

Presented by



## 2017 State of DevOps Report

Presented by:



puppet



DEVOPS RESEARCH & ASSESSMENT

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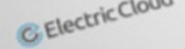
amazon



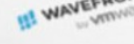
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Deloitte



Electric Cloud

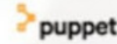


WAVEFRONT

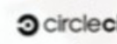
by VIMVOVO

## 2019 State of DevOps Report

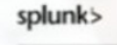
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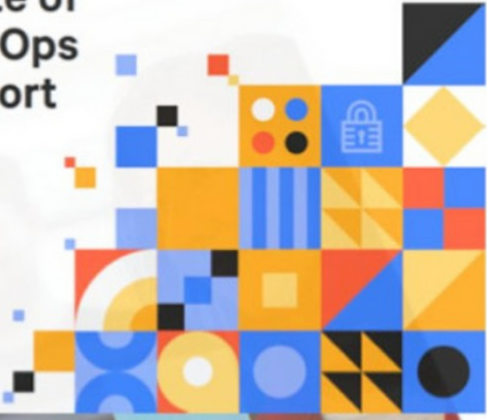


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A white rectangular card is placed on a teal, textured background that resembles denim. The card is slightly tilted and contains the text "ONE SIZE DOESN'T FIT ALL". The words "ONE SIZE" and "FIT ALL" are in black, while "DOESN'T" is in red.

**ONE SIZE  
DOESN'T  
FIT ALL**

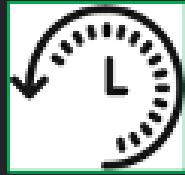


**THE HOLY HAND GRENADE FOR  
HIGH-PERFORMING ENGINEERING TEAMS**

# CI/CD Benchmarks for high-performing teams



Duration



Mean time  
to recovery



Success  
rate



Throughput











So what does the  
data say?

# Duration

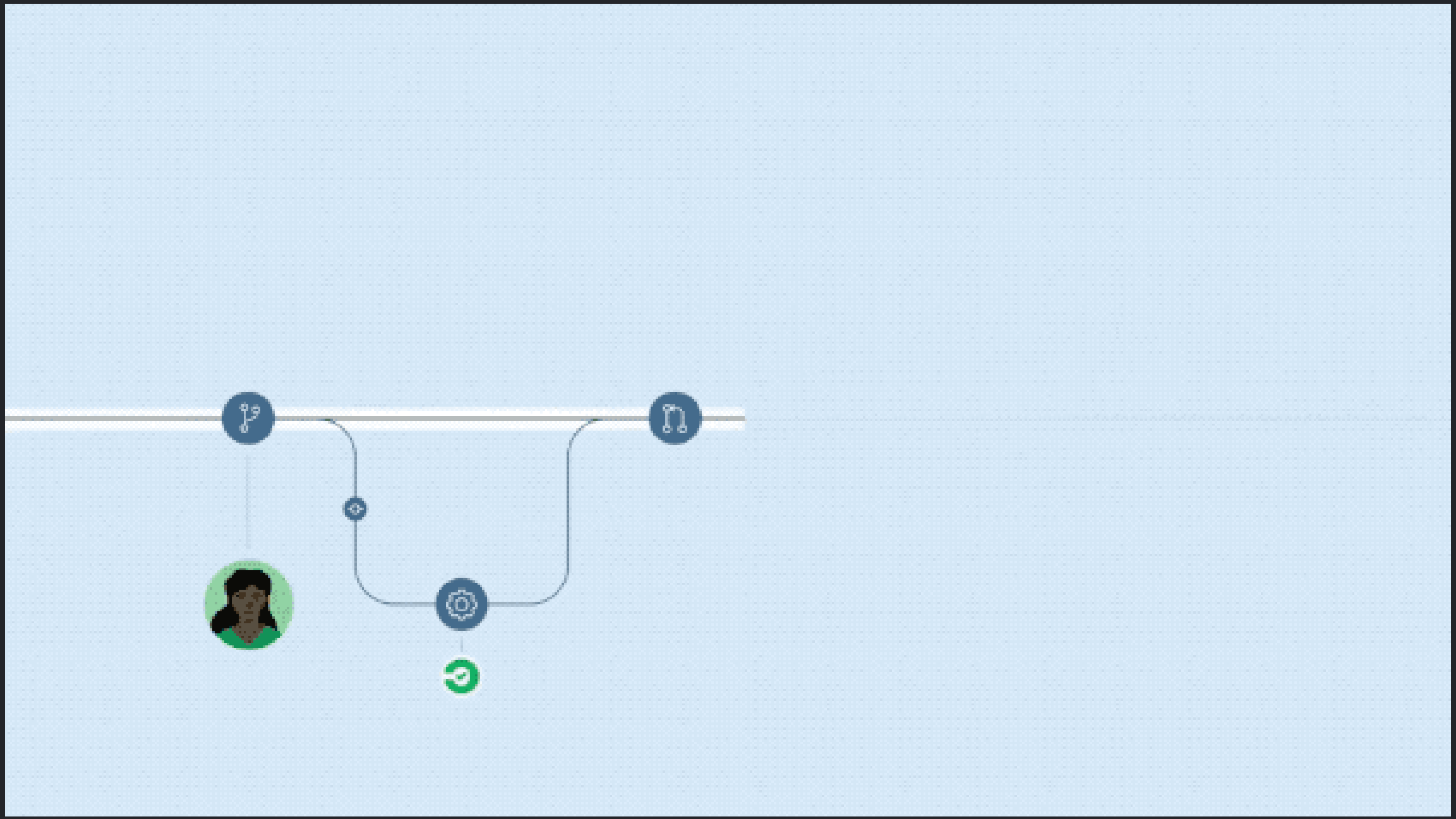
*the foundation of software engineering velocity, measures the average time in minutes required to move a unit of work through your pipeline*



**And There Was Much Rejoicing**







So what is an ideal Duration?

# $\leq 10$ minute builds

*"a good rule of thumb is to keep your builds to no more than ten minutes. Many developers who use CI follow the practice of not moving on to the next task until their most recent checkin integrates successfully. Therefore, builds taking longer than ten minutes can interrupt their flow."*

*-- Paul M. Duvall (2007). Continuous Integration: Improving Software Quality and Reducing Risk*

# Duration: What the data shows

Workflows	Duration
50%	$\leq 3.3$ mins
75%	$< 9$ mins
Avg	$\sim 11$ mins
95th percentile	$\geq 27$ mins

Benchmark: 5-10mins

”Why so much lower than  
the Duration benchmark?”



# Improving test coverage

- Add unit, integration, UI, and end-to-end testing across all app layers
- Incorporate code coverage tools into pipelines to identify inadequate testing
- Include static and dynamic security scans to catch vulnerabilities
- Incorporate TDD practices by writing tests during design phase



# Optimizing your pipelines

- Use **test splitting** and **parallelism** to execute multiple tests simultaneously
- Cache dependencies and other data to avoid rebuilding unchanged portions
- Use Docker images custom made for CI environments
- Choose the right machine size for your needs



# Duration and the Platform Team

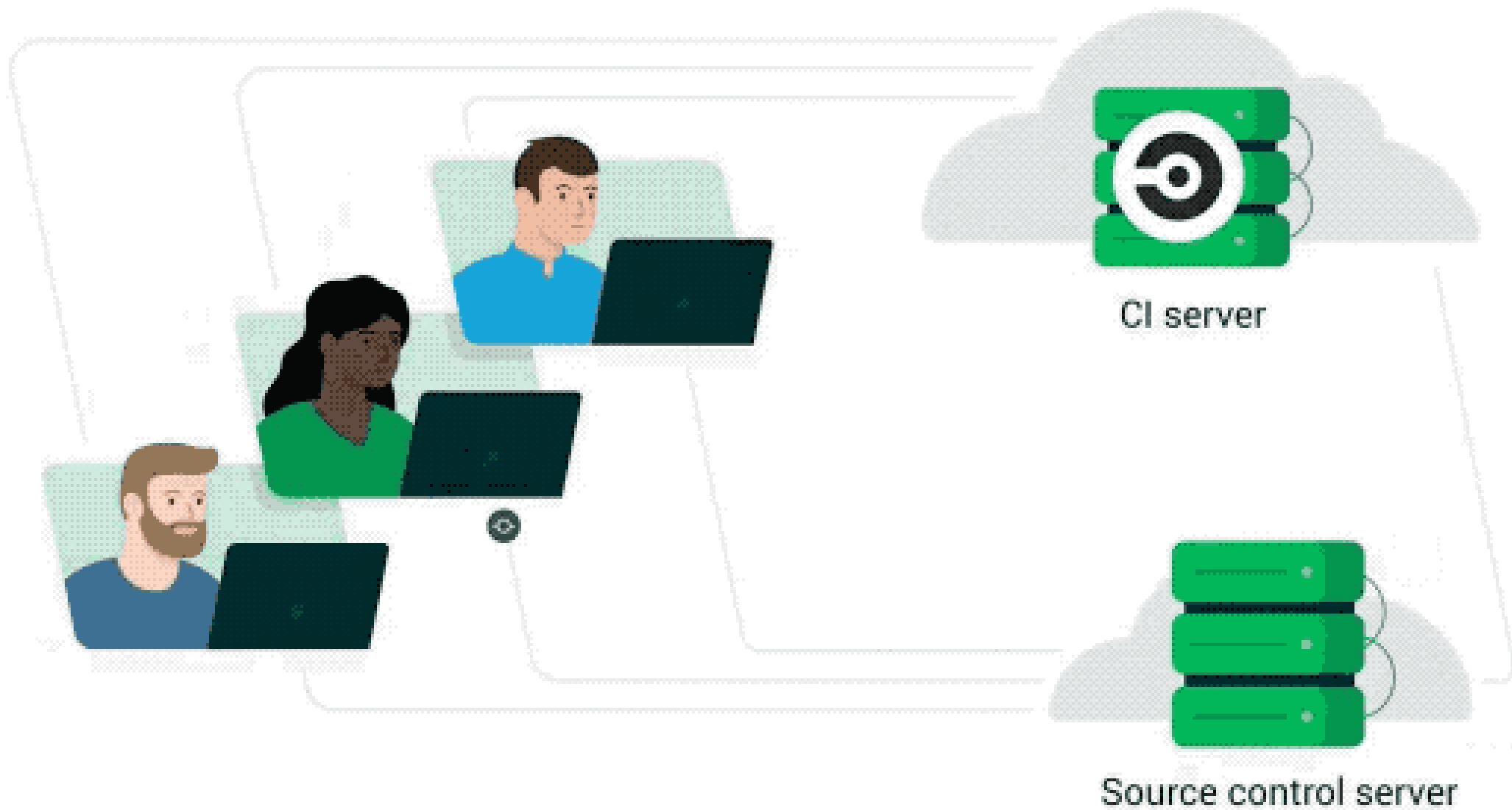
- Identify and eliminate impediments to developer velocity
- Set guardrails and enforce quality standards across projects
- Standardize test suites and CI pipeline configs, i.e. shareable config templates and policies
- Welcome failed pipelines, i.e. fast failure
- Actively monitor, streamline, and parallelize pipelines across the org



# Mean time to Recovery

*the average time required to go from a failed build  
signal to a successful pipeline run*

Mean time to recovery is  
indicative of resilience



*"A key part of doing a continuous build is that if the mainline build fails, it needs to be fixed right away. The whole point of working with CI is that you're always developing on a known stable base."*

-- Fowler, Martin. "Continuous Integration." Web blog post. [MartinFowler.com](http://MartinFowler.com). 1 May 2006. Web.



So what MTTR is ideal?

$\leq 60$ min MTTR on  
default branches



# MTTR: What the data shows

Workflows	TTR
50%	<=64 mins
top 25%	<=15 mins
top 5%	<=5 mins
75th percentile	<=22 hrs

Benchmark: 60mins

“10 minutes is a striking  
improvement - what happened?”

# Two factors impacting reduced MTTR

- Economic pressures in the macro environment + rising competition in the micro environment, forcing teams to prioritize product stability and reliability over growth
- High performers increasingly rely on platform teams to achieve steadier and more resilient development pipelines with built-in recovery mechanisms.

Treat your default branch as the  
lifeblood of your project



# Getting to faster recovery times

- Set up instant alerts for failed builds using services like Slack, Twilio, or Pagerduty.
- Write clear, informative error messages for your tests that allow you to quickly diagnose the problem and focus your efforts in the right place.
- SSH into the failed build machine to debug in the remote test environment. Doing so gives you access to valuable troubleshooting resources, including log files, running processes, and directory paths.

# MTTR and the Platform Team

- Emphasise the value of deploy-ready, default branches, with clear processes & expectations for failure recovery across all projects
- Set up effective monitoring and alerting systems, and track recovery time
- Limit frequency and severity of broken builds with role-based AC and config policies
- Config- and Infrastructure-as-Code tools limit potential for misconfig errors
- Actively monitor, streamline, and parallelize pipelines across the org

# Success Rate

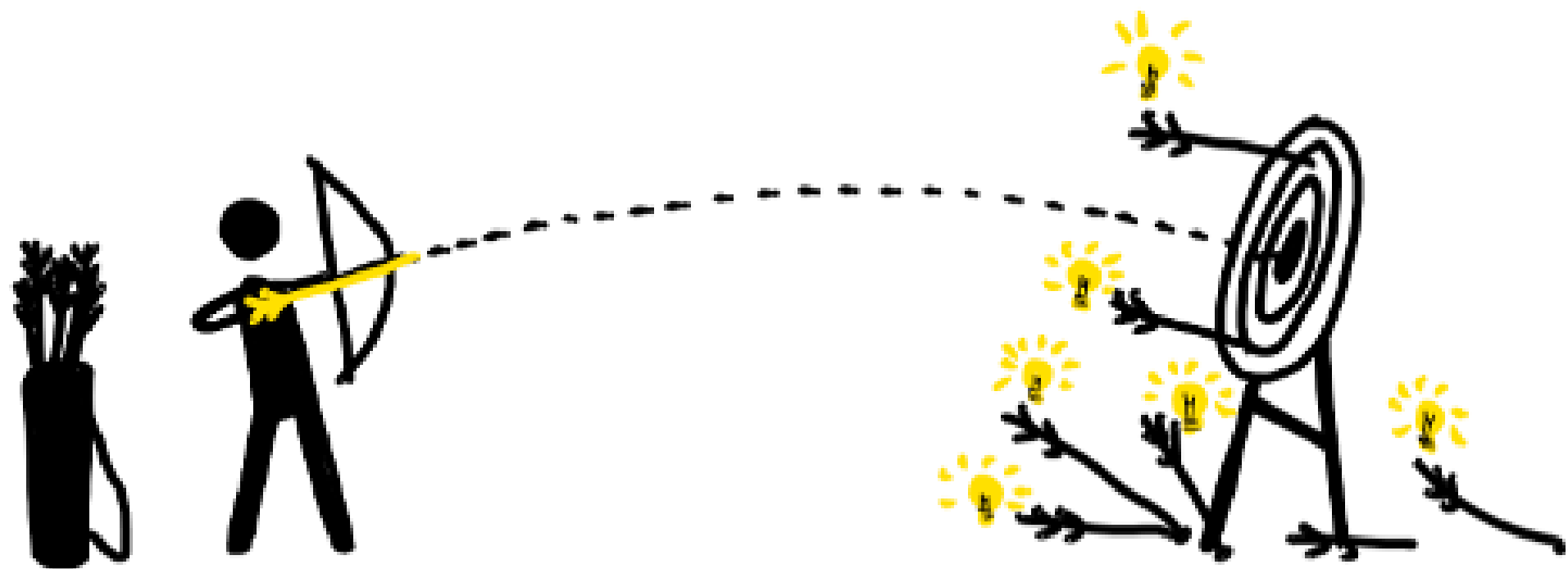
*number of passing runs divided by the total  
number of runs over a period of time*



now go away...



...or i will  
taunt you a  
second time!



So what Success rate is ideal?

90%+ Success rate on  
default branches

# Success rate: What the data shows

Workflows	Success rate
avg on default	77%
avg on non-default	67%

Benchmark: 90%+ on default



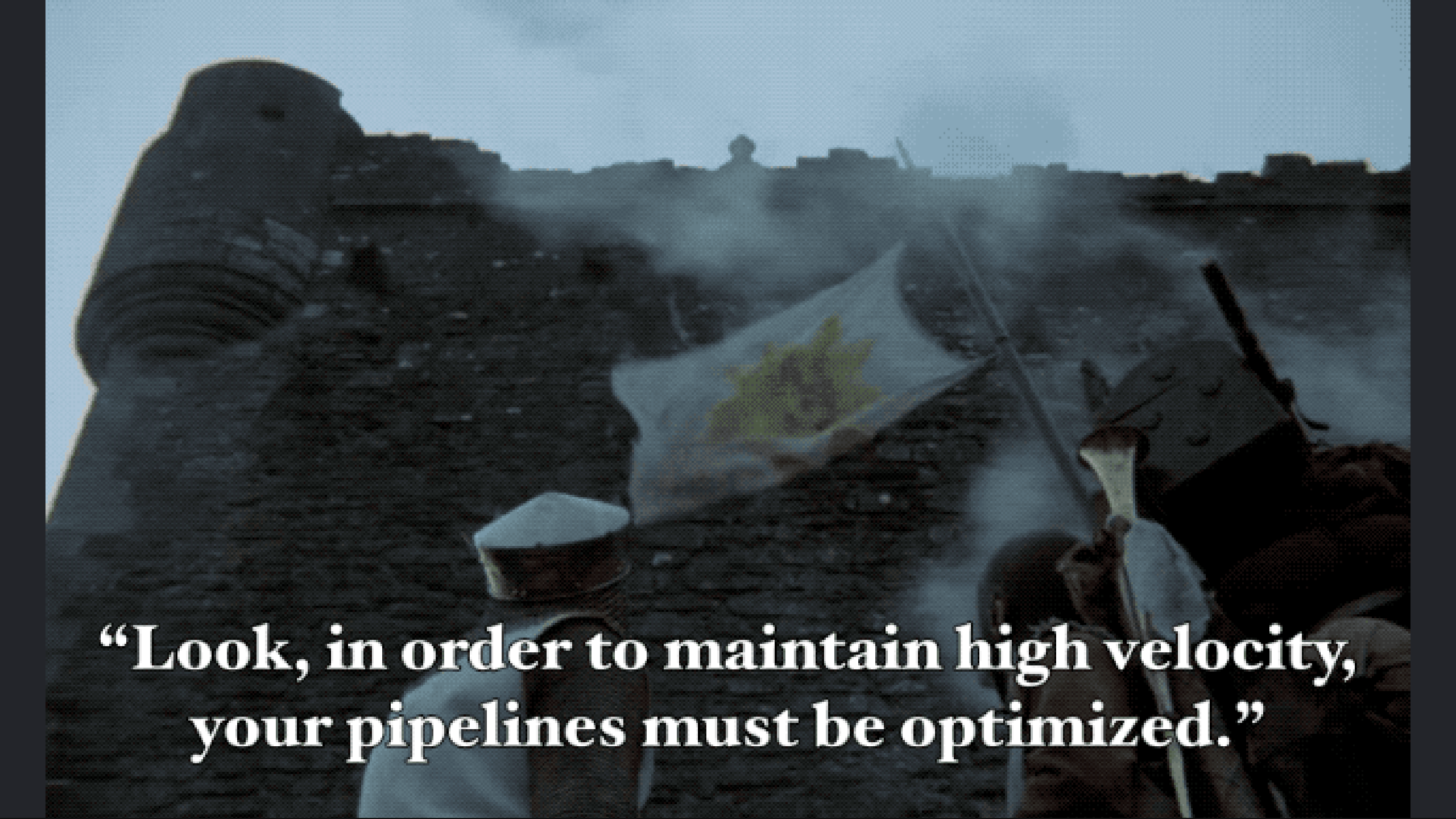
# Success rate and the Platform Team

- With low success rates, look at your MTTR and shorten recovery time first
- Set a baseline success rate, then aim for continuous improvement, looking for flaky tests or gaps in test coverage
- Be mindful of patterns and influence of external factors, i.e. decline on Fridays, holidays, etc.



# Throughput

*average number of workflow runs that an organization  
completes on a given project per day*

A historical, sepia-toned photograph of a battle scene. In the foreground, a Canadian flag with a red maple leaf is flying from a pole. To the left, a soldier's white-topped campaign hat sits on a surface. The background shows a cityscape with smoke rising from the buildings, suggesting a recent battle. The overall tone is somber and historical.

**“Look, in order to maintain high velocity,  
your pipelines must be optimized.”**



*It's only a model.*

So what Throughput is ideal?

It depends.

# Throughput: What the data shows

Workflows	Throughput
median	1.54/day
top 5%	7/day
average	2.93/day

Benchmark: at the speed of your business







# Throughput and the Platform Team

- Map goals to reality of internal and external business situations, i.e. customer expectations, competitive landscape, codebase complexity, etc.
- Capture a baseline, monitor for deviations
- Alleviate as much developer cognitive load from day-to-day work

# High-Performing Teams in 2023

Metric	2020	2022	2023	Benchmark
Duration	4.0 minutes	3.7 minutes	3.3 minutes	10 minutes
TTR	72.9 minutes	73.6 minutes	64.3 minutes	<60 minutes
Success Rate	Avg 78% on default	Avg 77% on default	Avg 77% on default	Average >90% on default
Throughput	1.46 times per day	1.43 times per day	1.52 times per day	As often as your business requires - not a function of your tooling

*"Surely <insert programming language>  
helps me achieve the "Holy Grail"!?"*

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

Top Language by Duration	
1	Makefile
2	LookML
3	Shell
4	HCL
5	Mustache
6	Nix
7	SaltStack
8	Open Policy Agent
9	Smarty
10	Dockerfile
11	Jsonnet
12	Batchfile
13	Liquid
14	VCL
15	EJS
16	Jinja
17	PLSQL
18	PowerShell
19	SCSS
20	Haml
21	R
22	CSS
23	Python
24	C#
25	Vue

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

Top Language by Success Rate	
1	Mustache
2	Perl
3	Smarty
4	Go
5	PLpgSQL
6	HCL
7	Vue
8	Scala
9	Makefile
10	Elixir
11	Shell
12	HTML
13	Jupyter Notebook
14	Rust
15	RobotFramework
16	C#
17	Python
18	Clojure
19	TypeScript
20	Ruby
21	Jinja
22	C
23	PHP
24	Kotlin
25	Dockerfile



Top Language by Throughput	
1	Hack
2	Jsonnet
3	Dart
4	Swift
5	Elixir
6	Ruby
7	Mustache
8	Jupyter Notebook
9	TypeScript
10	Python
11	Elm
12	Liquid
13	Haskell
14	Starlark
15	PLpgSQL
16	Jinja
17	Lua
18	HTML
19	Clojure
20	Apex
21	XSLT
22	Perl
23	C++
24	PureScript
25	Gherkin

## 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)



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