



DevOps: Bringing Development and Operations Together for Better Everything

Bryant Durrell



My DevOps Journey

- Ten years in Silicon Valley
- Ten years in MMOs
- And I'm finally figuring out how to do this job...

What's DevOps?

- Hot cliche of the moment!
- Job title!
- Just a way of thinking

OCTOBER 9-11, 2012

Mind the Gap

- Tech Ops: those guys in the data center
 - Obstacles
- Engineers: those guys who write broken code
 - Problem causers

Sysadmins as Engineers

- Because infrastructure is code
 - (This is a lie, but it's a useful lie, so let's roll with it)
- Because configurations can be tested
- Because it brings us closer as a team

Bridging Cultural Gaps



Ancient History

- Altavista: 30 people on my team
 - 8 of them were the NOC
- Lots of problems with resentment
- So everyone got to take a NOC shift
- Later, engineers

Here and Now

- Scrum!
- Multi-disciplinary project-oriented teams
- Puts faces to names
- Brings everyone's concerns to the forefront

The Tech Ops Scrum

- That's not agile!
- Scrums are project-oriented, not group-oriented
- Technical Operations projects are no different

Tech Ops Project Scrums

- Datacenter Buildout
- Security
- Infrastructure Design

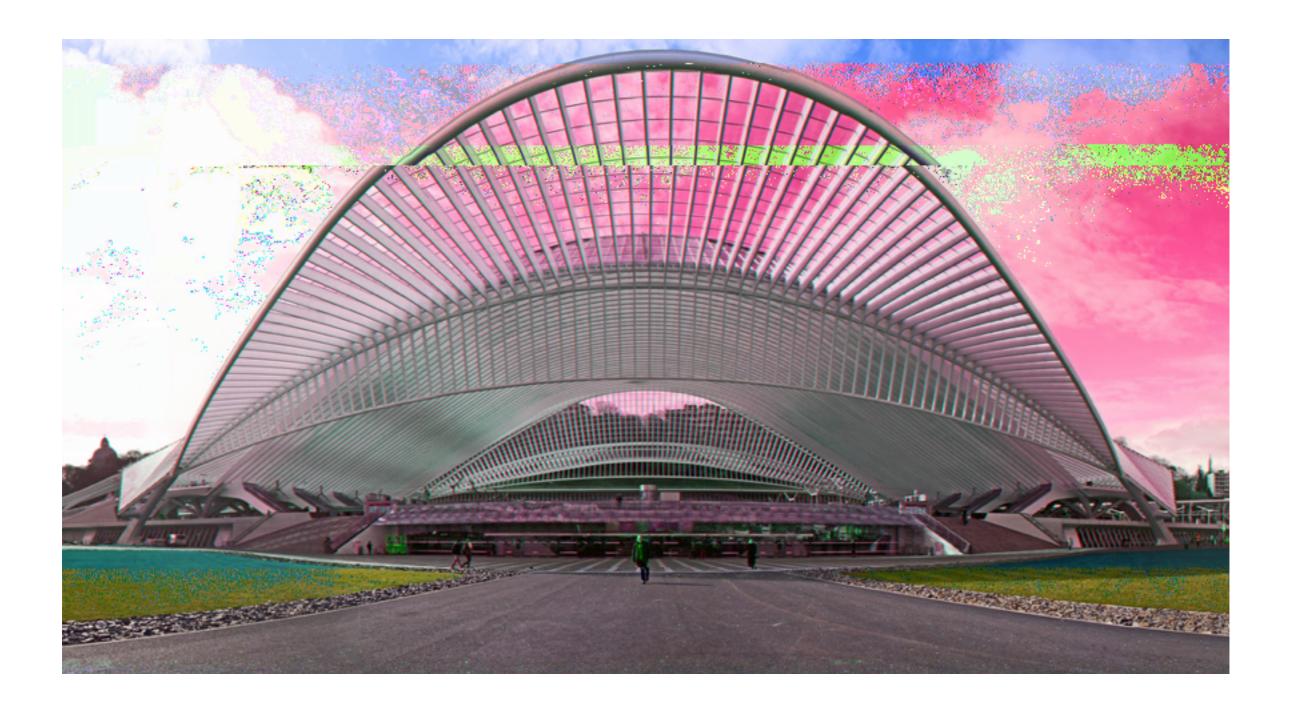
Tech Ops In Your Scrum

- Huge benefits even if your tech ops guys are just observers
- Even better if they're pigs
- Tech Ops Scrum of Scrums
- Is this your final answer? Nah.

That's Not a Project

- Troubleshooting, scheduled maintenance, on-call issues
- Block off time during sprint planning
- Refine the model over time
- Log the work

Configuration as Code



Configuration Management

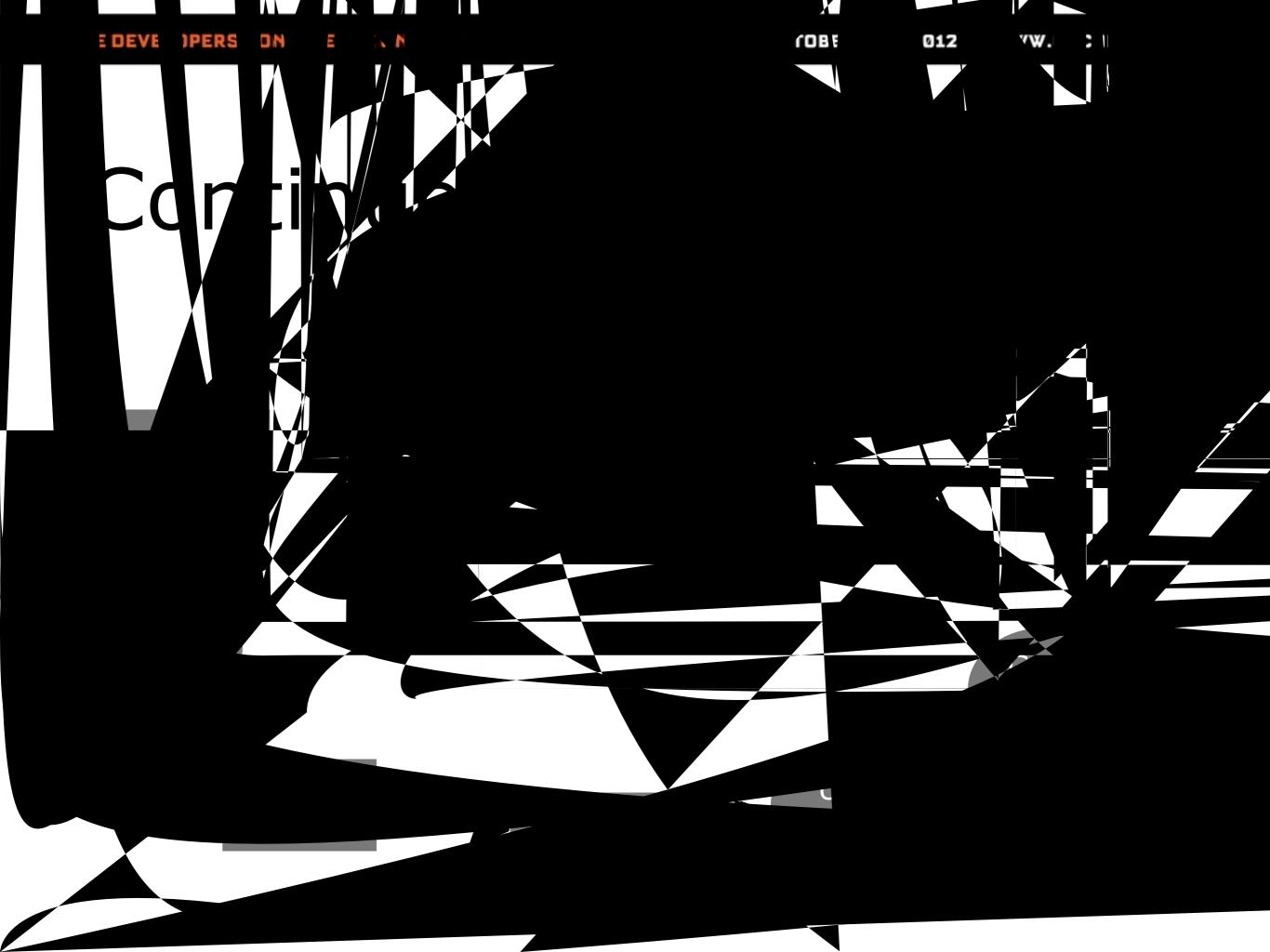
- Puppet, Chef, CFEngine, KACE, Tivoli, etc.
- Define configuration once, apply automatically
- Physical hardware, VMs, cloud

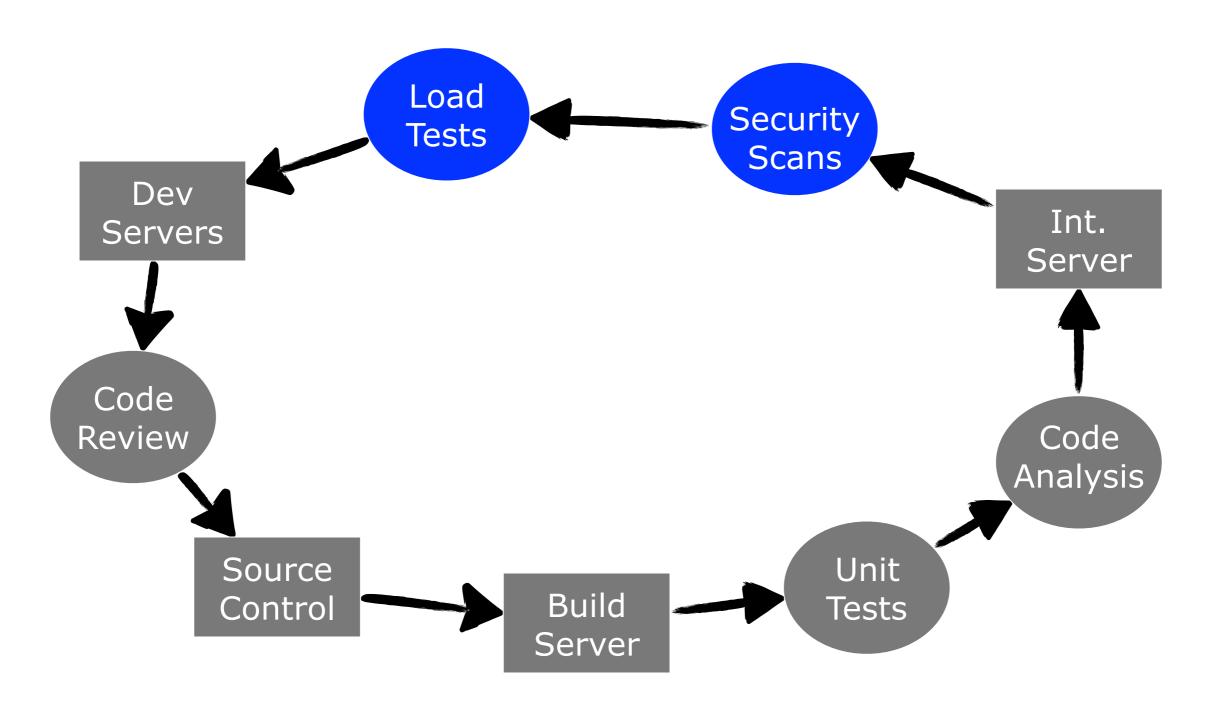
So What?

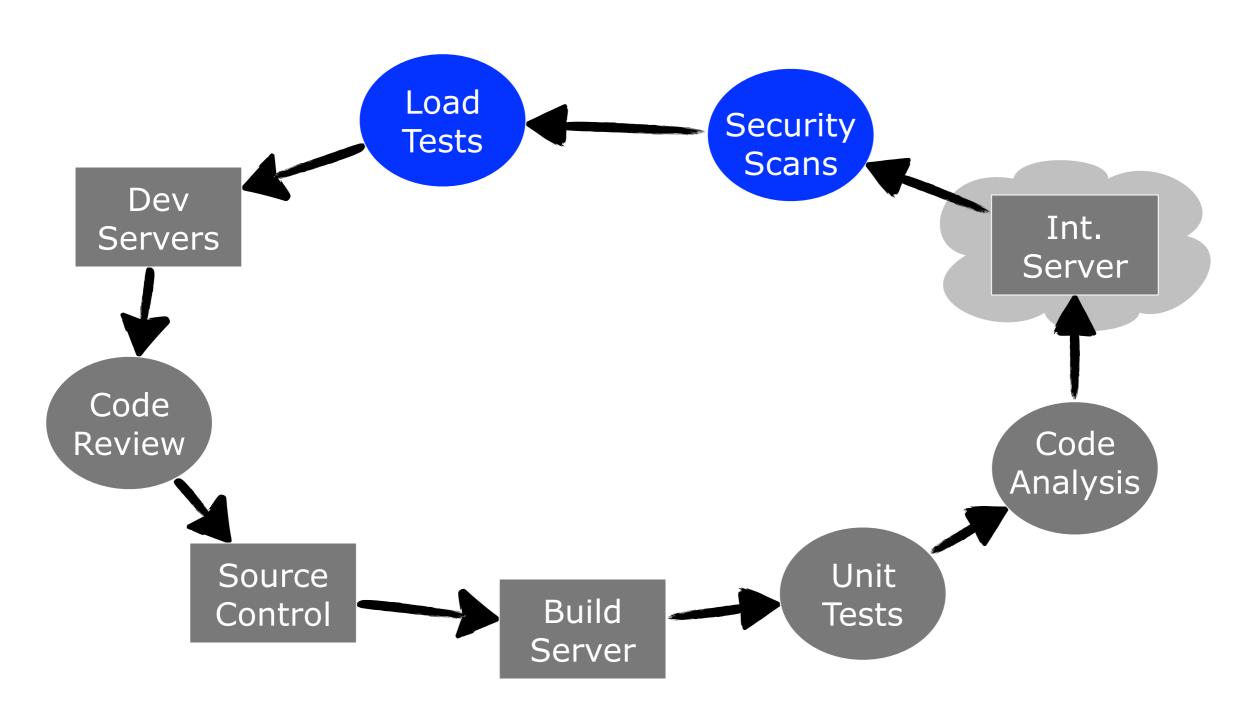
- Your automated OS installs run puppet at the end of the install
- Press a button, come back in ten minutes, enjoy your new system
- This works in clouds, on VMs, and on physical servers

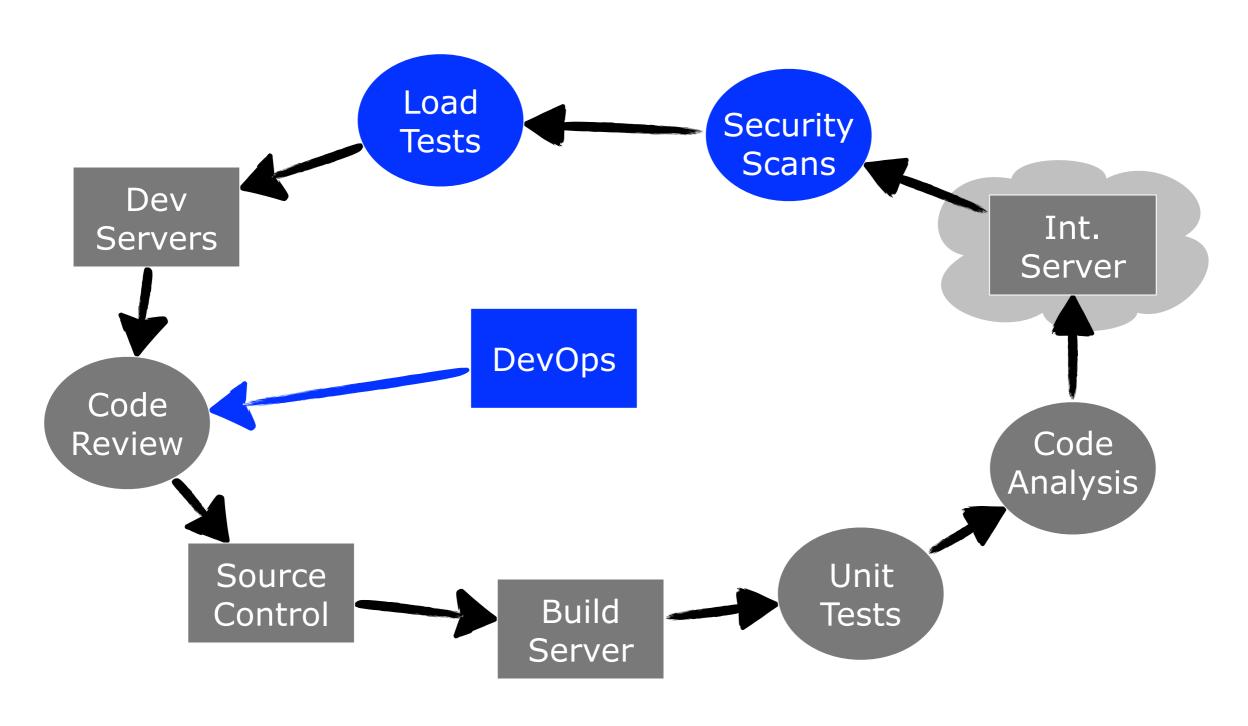
So What, DevOps?

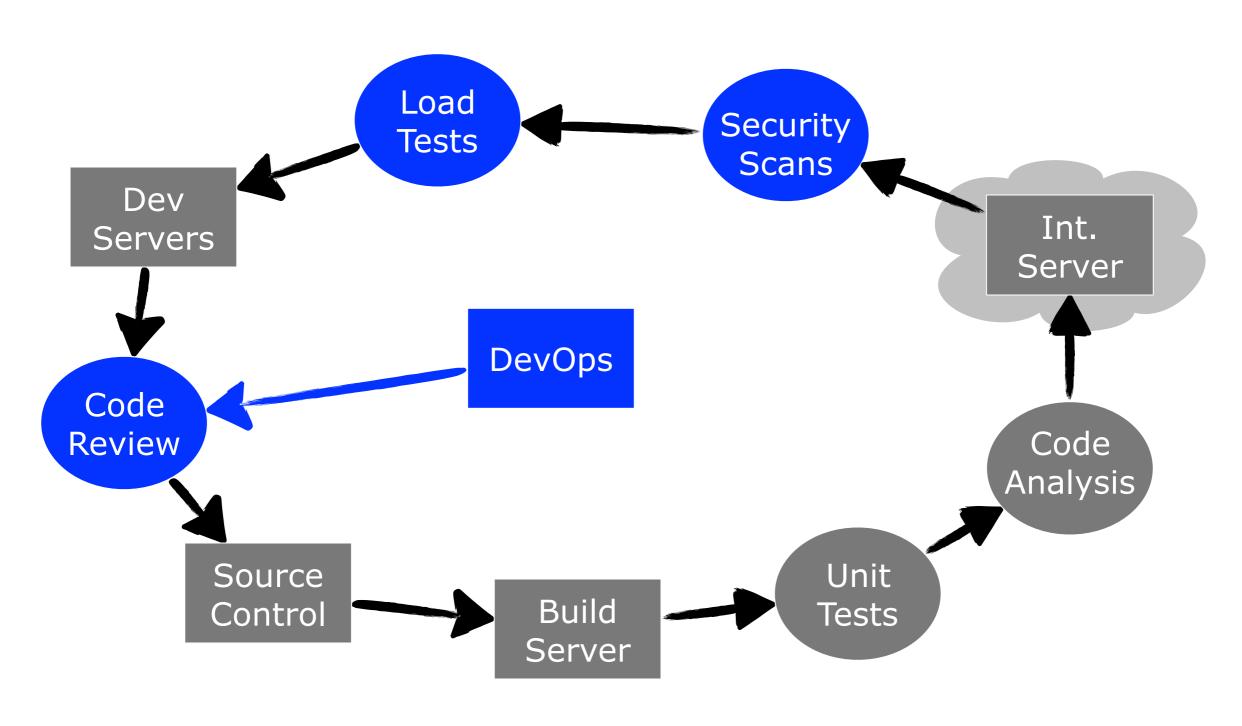
- Configuration is code
- Everything lives in source control
- Everything goes through continuous integration
- Hand-rolled changes will get reverted
- Programmatic scaling

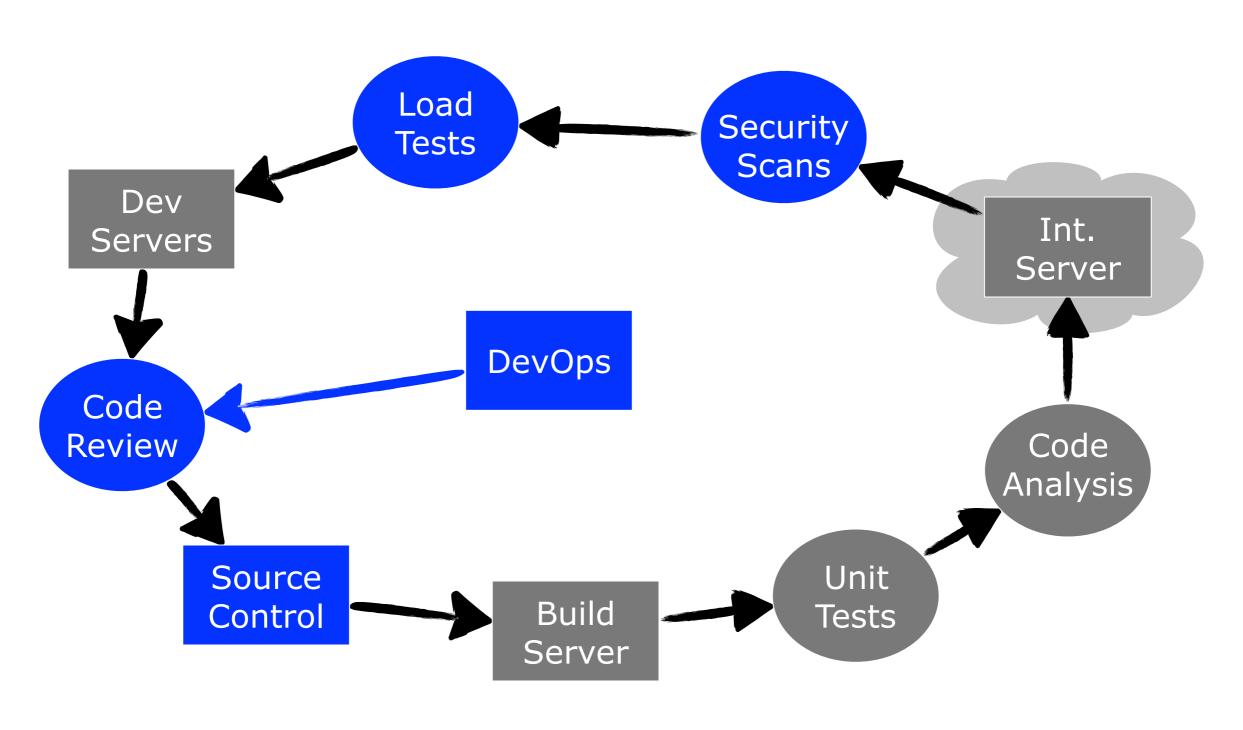


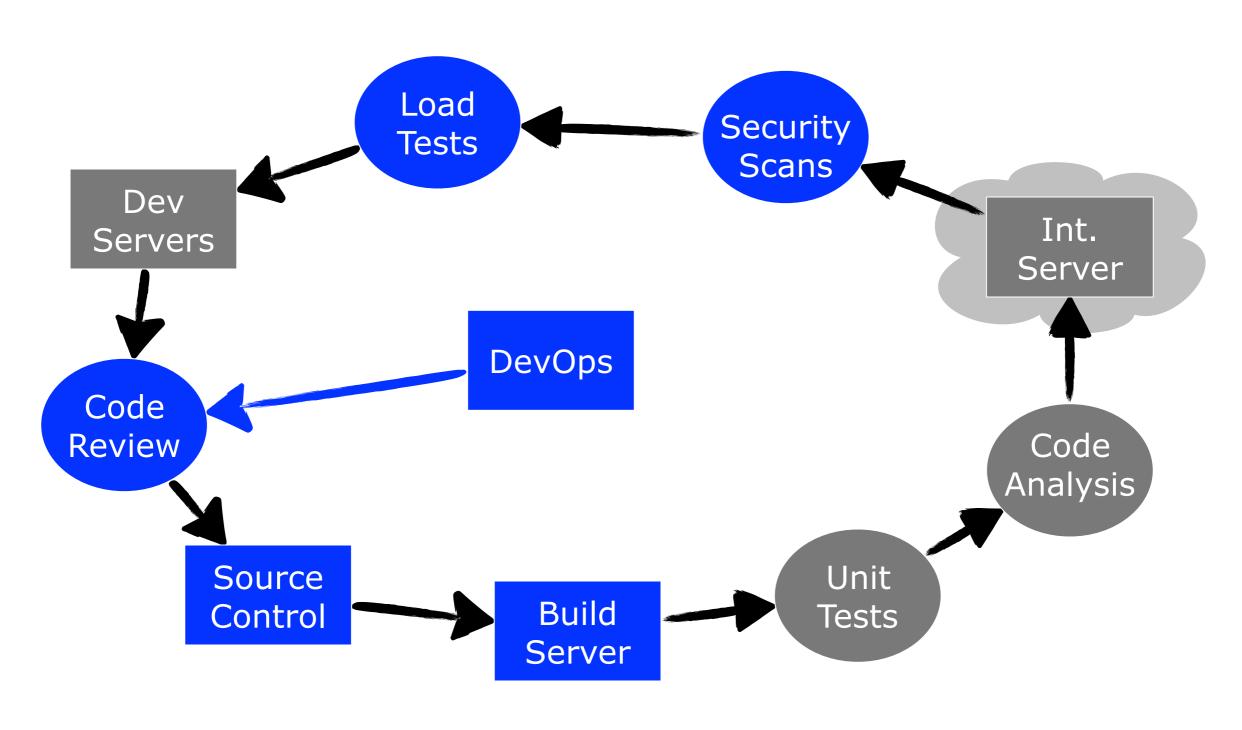


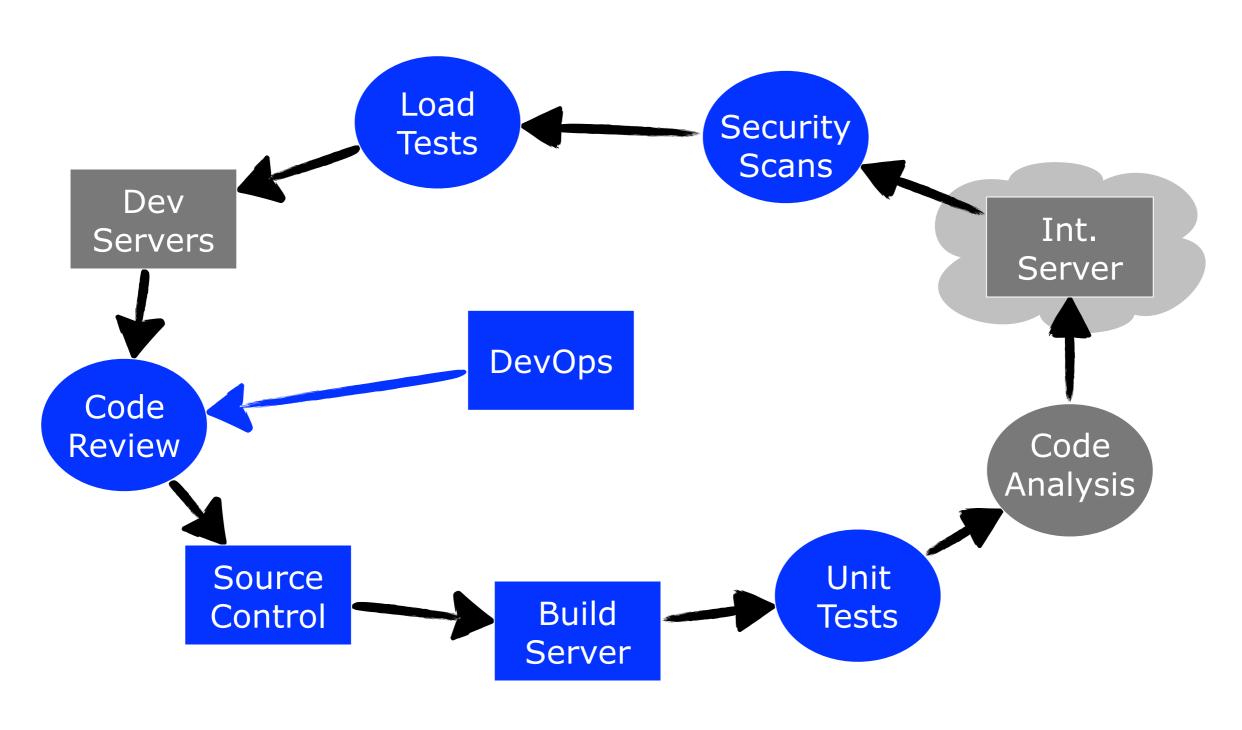












Desktops and Vagrant

- Julien Hamaide, Fishing Cactus
- Thursday, 11:30, Room 15

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Change Management



Types of Change

- Scheduled changes
- Urgent changes
- Routine changes

Change Advisory Board

- Goal: understand the changes you're making
- Members: everyone!
- Frequency: weekly (Friday afternoon, Monday morning)

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CAB Agenda

- Review last week's urgent changes
- Review last week's scheduled changes
- Discuss next week's scheduled changes
- Discuss new routine changes

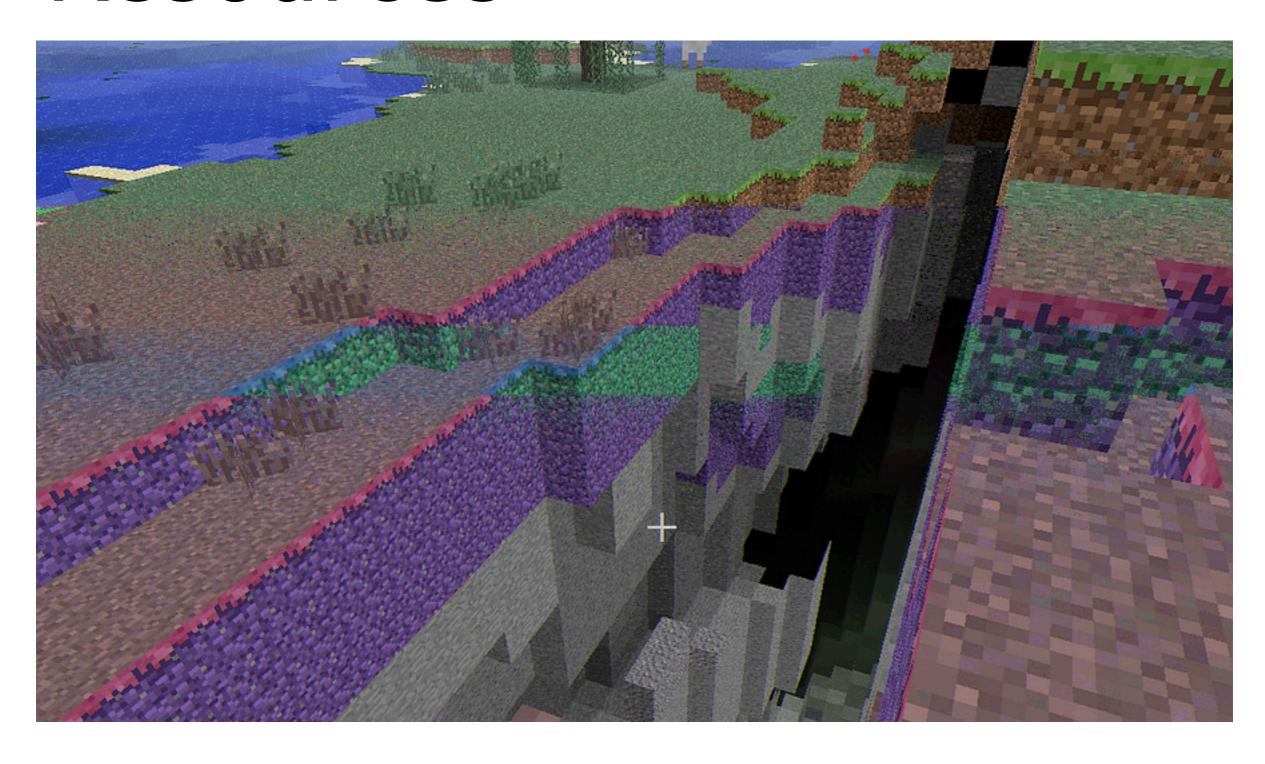
Three Factor Rating

- Risk: how dangerous is this change?
- Rollback: how bad is it to roll back?
- Reward: how much do we want to make this change?
- Risk + Rollback < Reward x 2

Handling Urgent Changes

- If there's time, get the CAB in a room and go through the three factor rating
- If there's not time, talk about it on a conference call
- If there's really not time, do it
- Notify the CAB immediately in any case

Resources



Books

- Web Operations: Keeping the Data on Time (Allspaw and Robbins)
- The Visible Ops Handbook (Beher, Kim, and Spafford)

Blogs

- Planet Devops (<u>http://www.planetdevops.net</u>)
- High Scalability (http://
 highscalability.com/)
- Code as Craft (http://codeascraft.etsy.com/)

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Mailing Lists

- Devops Weekly (http://devopsweekly.com/)
- Devops Toolchain (<u>devops-</u> toolchain@groups.google.com)

Events

- devopsdays (http://

 devopsdays.org/): worldwide
- Surge (<u>http://omniti.com/</u> surge/): Baltimore
- Velocity (http://
 velocityconf.com/): Santa Clara,
 Europe, China
- Look for local user groups

Questions?

- durrell@innocence.com
- http://cogs.innocence.com/ 2012/10/gdc-online-2012

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