

# Software and Cyber Solutions Symposium 2018

## Oh No, DevOps is Tough to Implement!

Hasan Yasar

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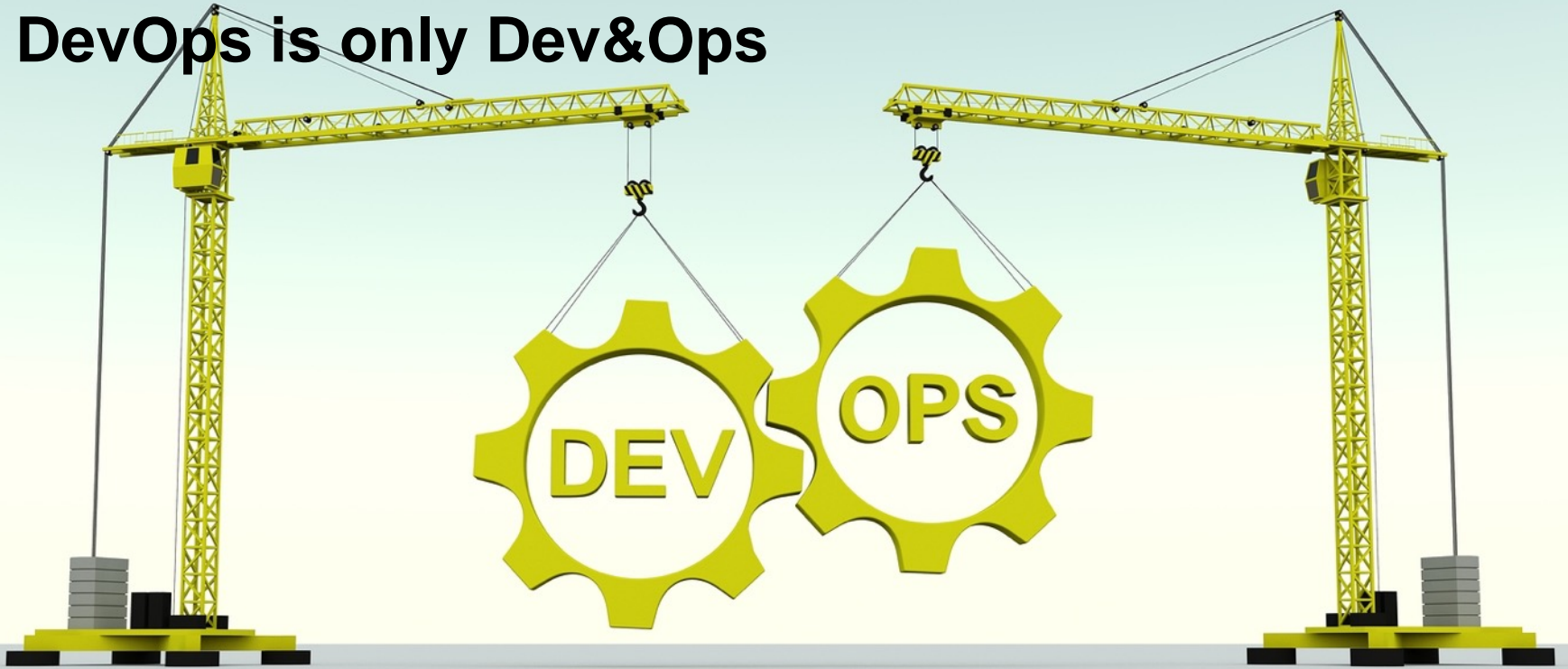
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Oh No, DevOps is Tough to Implement!

## Misconceptions



# 1. DevOps is only Dev&Ops



# Dev

&

# Ops



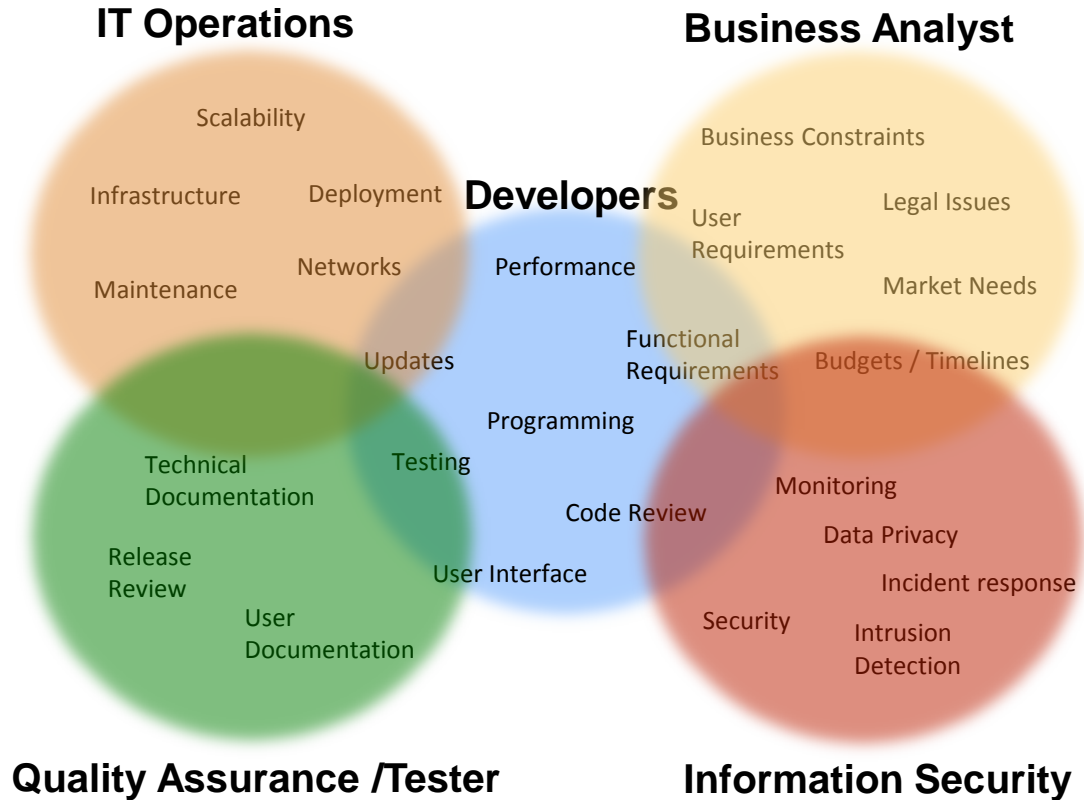
- Follow Agile methodologies
  - Using Scrum, Kanban and modern development approaches
  - Self directing, self managed, self organized
- Using any new technology
  - Each Dev has own development strategy
  - OpenSource,

- Operations
  - Runs the application
  - Manages the infrastructure
  - Support the applications
- Operations provides
  - Service Strategy, Design, Operations
  - Secure Systems

*Dev wants to deliver software faster with new requirements...*

*Ops wants to maintain stability, operations up-time...*

# It is more than Dev and Ops



## 2. DevOps is FAD



| <b>IT performance metrics</b>      | <b>2016</b>              | <b>2017</b>              |
|------------------------------------|--------------------------|--------------------------|
| <b>Deployment frequency</b>        | 200x more frequent       | 46x more frequent        |
| <b>Lead time for changes</b>       | 2,555x faster            | 440x faster              |
| <b>Mean time to recover (MTTR)</b> | 24x faster               | 96x faster               |
| <b>Change failure rate</b>         | 3x lower (1/3 as likely) | 5x lower (1/5 as likely) |

\* 2017 state of DevOps report by puppet and DORA



### 3. DevOps is all about tools



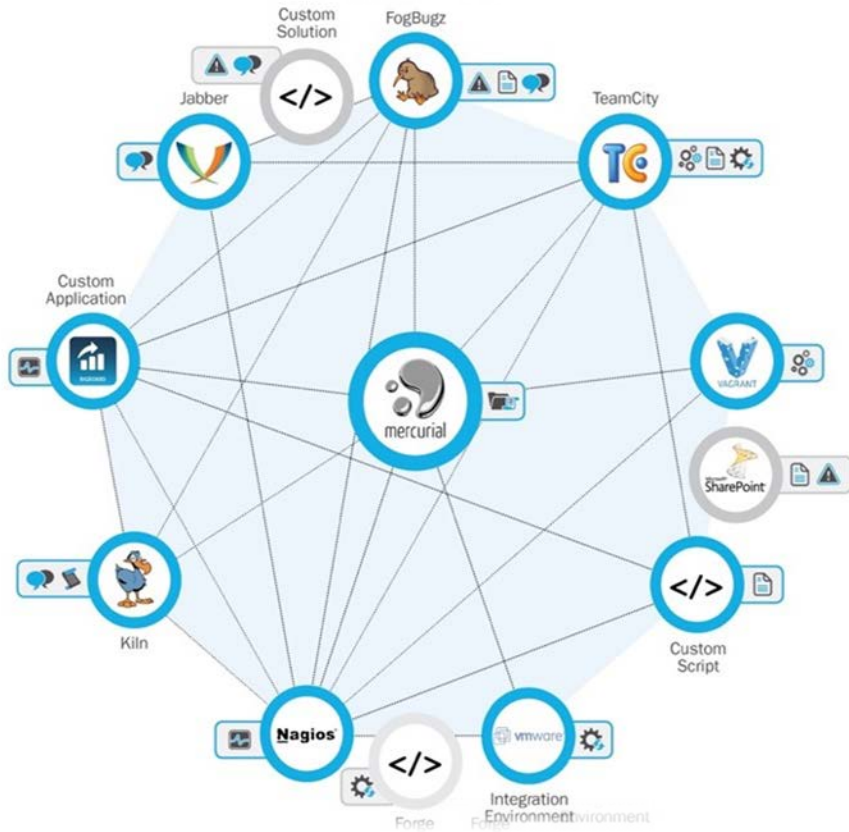
# DevOps



Business Needs

Shared Goals

Collaboration



- Many tools can help you achieve your DevOps goals...
- But **don't get distracted!**
- **Integration and communication**, even among tools, is key.
- Redundant tooling is worse than no tooling at all.

# 4. DevOps is Product!

# DevOps is About Culture and Quality

- Early involvement of experts
  - Ops = experts in maintainability and deployability
  
- Complete engagement
  - Don't bring Ops Engineers in as consultants – make them first-class team members with same success criteria as devs
  
- Break down organizational silos
  - Enable and require constant communication

# Without a Collaborative Culture, You Don't Have DevOps

Ask yourself:

- Do your Devs know **exactly** what **actual** production looks like?
- Does Ops know how Devs package a build?
- Is it **consistent**?
- Can both Dev and Ops collaborate on server configuration and apply it automatically to both **development and production environments**?
- Do business analysts **know the cost** of feature addition or modification?
- Can project managers measure project status **at any point in time**?
- Can the customer measure project status **at any point in time**?

# 5. DevOps is same for all : One Size Fits all



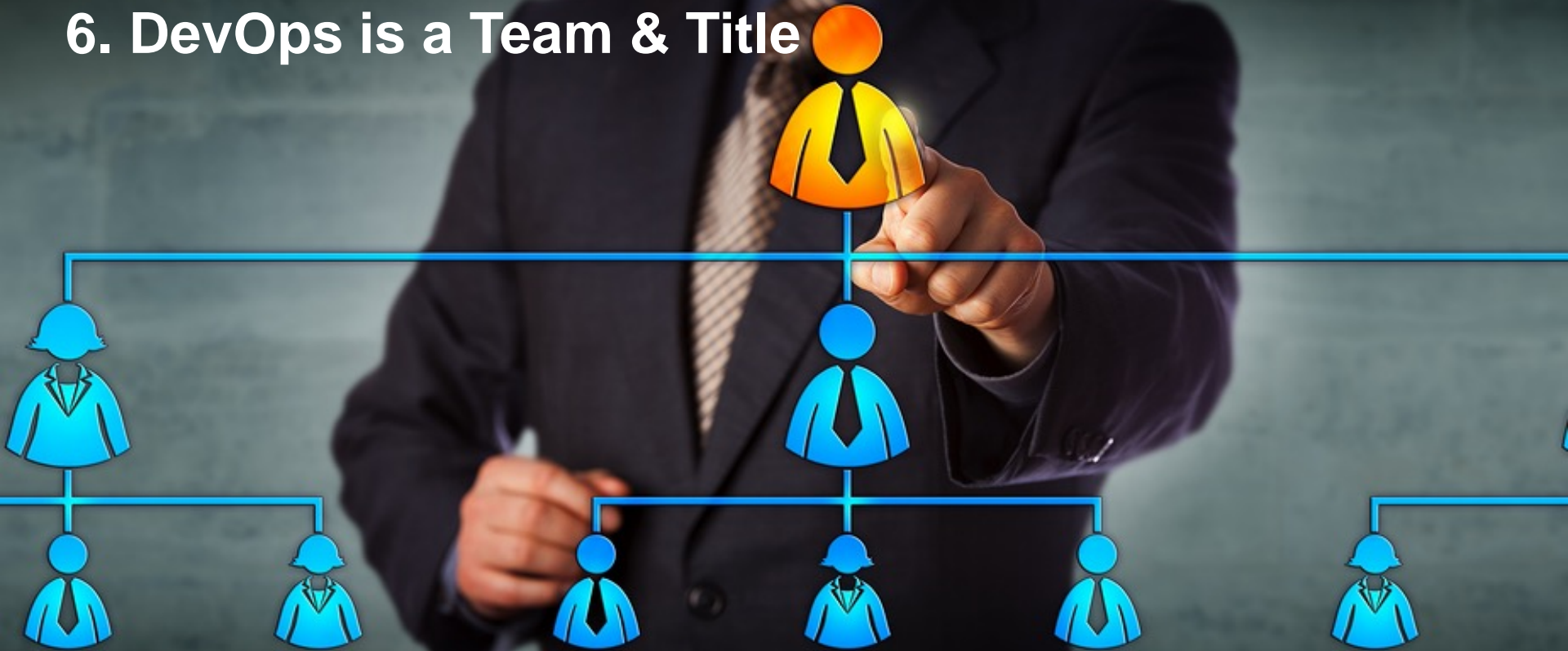
# DevOps Requires Customization to Meet Your Unique Needs

Example: How should I configure my CI server?

- What is your project technical requirements ?
- Want 90% test coverage?
  - **Fail the build if code base is < 90% covered**
- Want all DB queries < 2sec?
  - **Test them, and fail the build otherwise**
- What does **quality** mean to your organization?

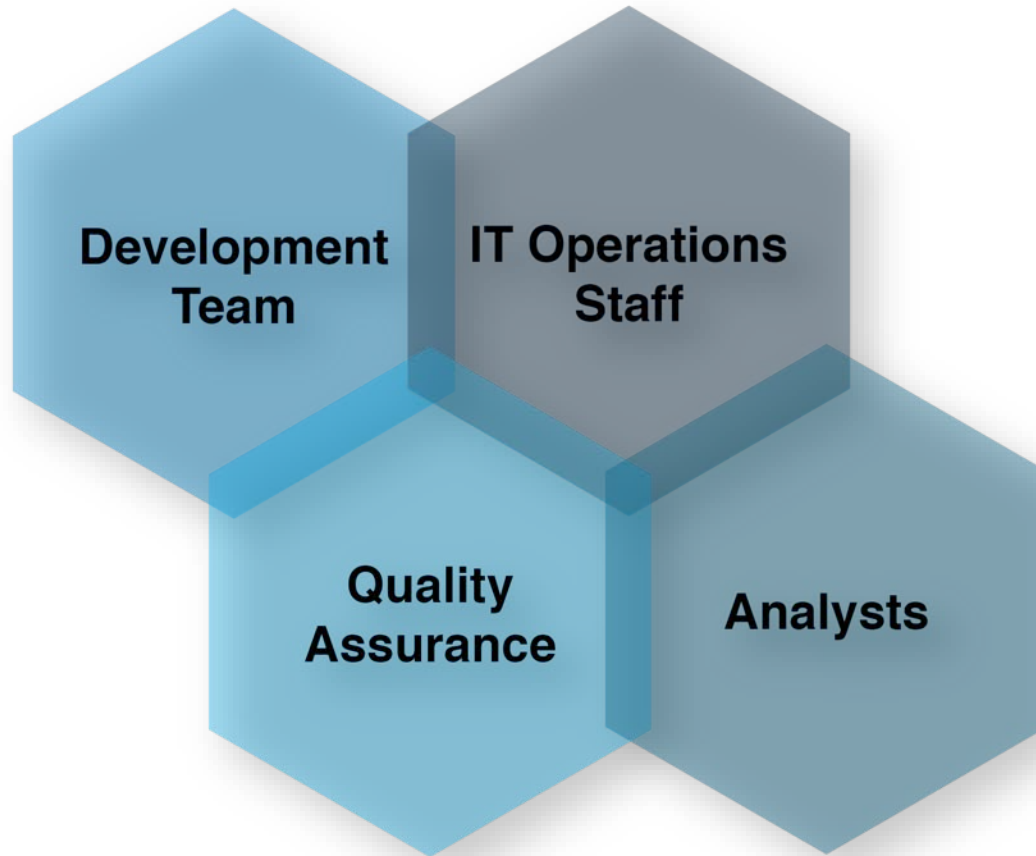


## 6. DevOps is a Team & Title





# DevOps Breaks Down Silos



# 7. DevOps replaces Ops (No Ops!)

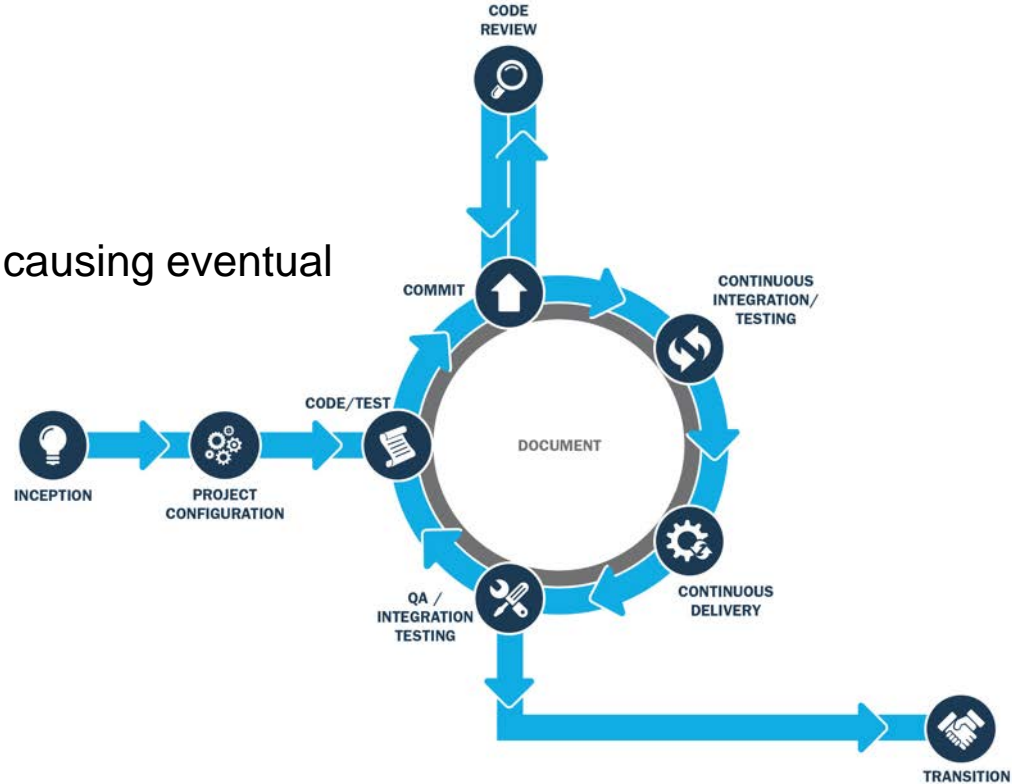


# Effective Teams Need Dedicated Experts

- Primary attributes of your system require
  - **dedicated expert team members**
    - Security, Usability, Deployability
  
- DevOps does **not** mean telling developers to learn / automate operations tasks

# The SDLC is Full of Decision Points

Without Ops knowledge,  
developers continually  
make uninformed decisions, causing eventual  
**risk** or **inefficiency**



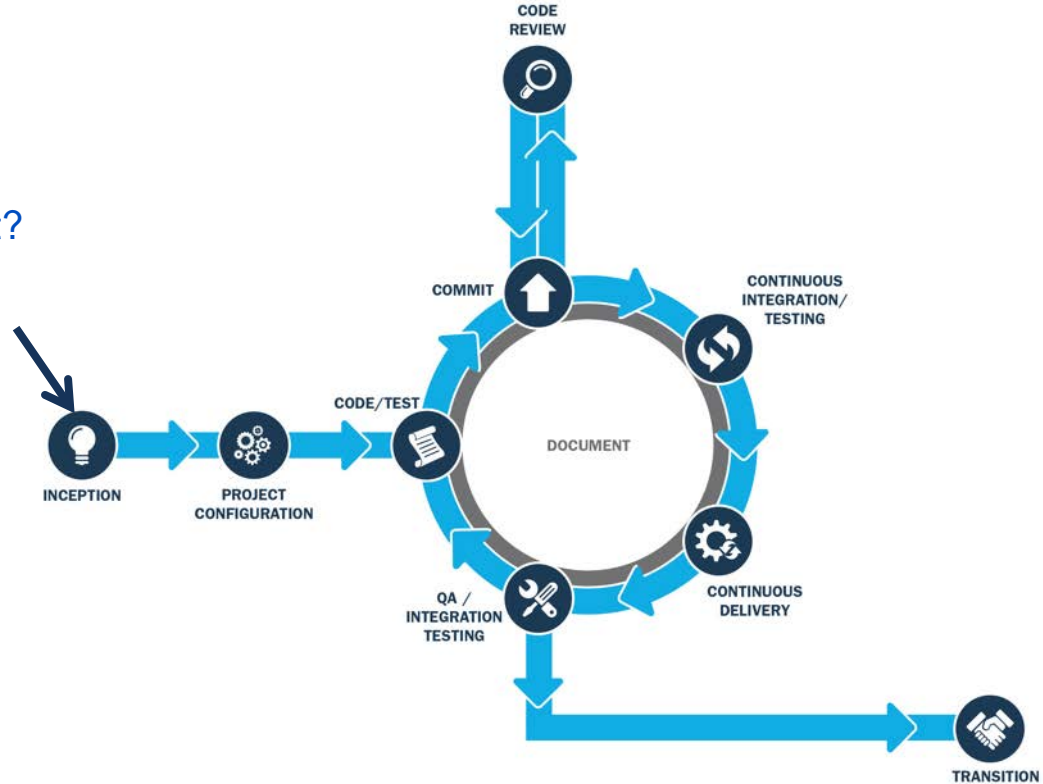
# The SDLC is Full of Decision Points

How many users?

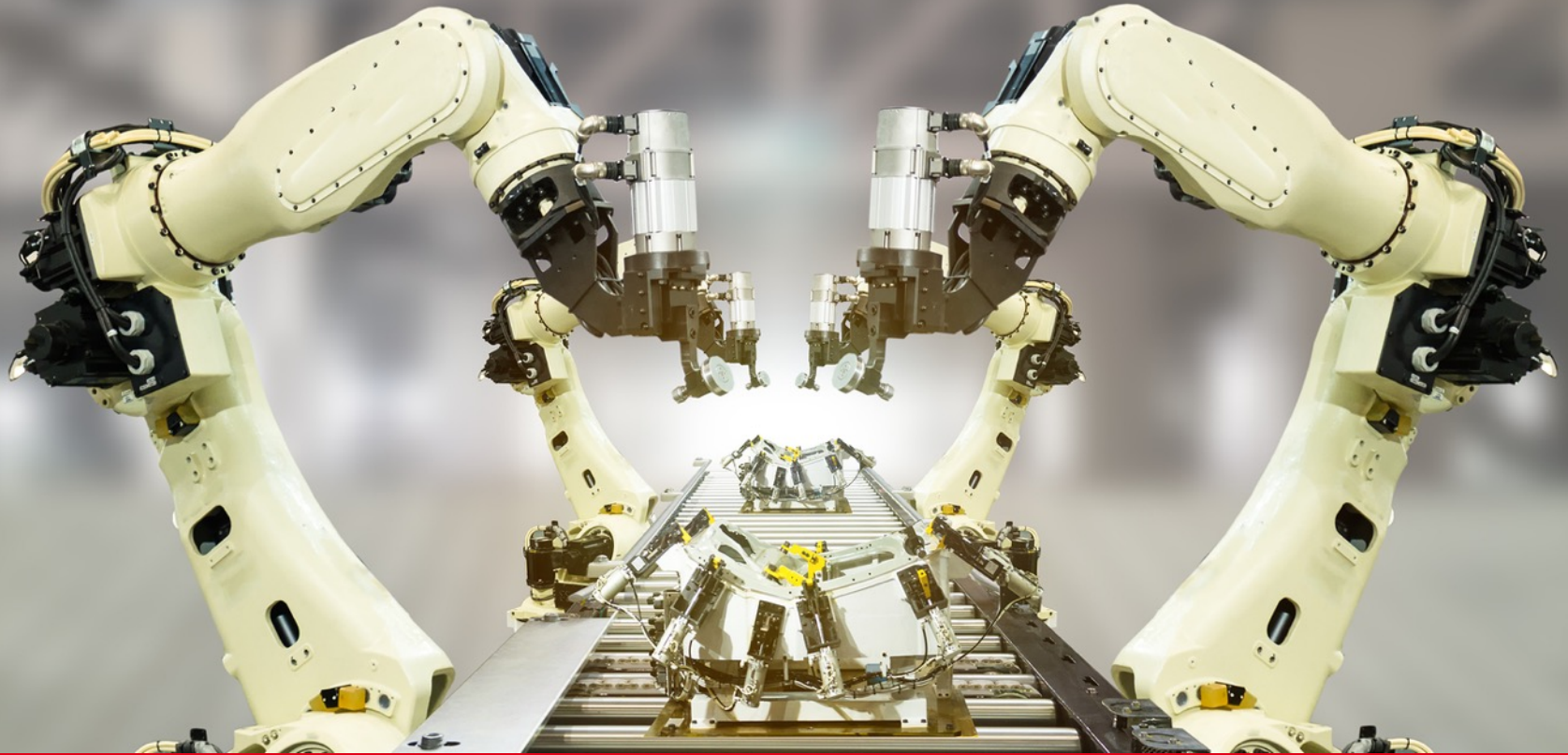
Payment model?

Who is the Target Market?

Which regions?



# 8. DevOps is only Automation (CI & CD)





# Not Everyone Needs to Achieve Continuous Deployment

- Your DevOps goals should be designed around business needs
  - Deployment frequency?
  - Production environment.
- Do frequent deployments give you a competitive edge?
- Establish traceability, visibility and collaborative environment

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## So DevOps is...



# DevOps and How it started

**DevOps** is a set of principles and practices emphasizing collaboration and communication between software development teams and IT operations staff along with acquirers, suppliers and other stakeholders in the life cycle of a software system <sup>[1]</sup>

- Patrick Debois “Agile infrastructure and operations: how infra-gile are you?”, Agile 2008 Conference
- John Allspaw “ 10+Deploys per Day: Dev and Ops Cooperation”, Velocity 2009
- DevOpsDays, October 30<sup>th</sup> 2009, #DevOps term born

[1] IEEE P2675 DevOps Standard for Building Reliable and Secure Systems Including Application Build, Package and Deployment

# DevOps has four Fundamental Principles

**Collaboration:** between project team roles

**Infrastructure as Code:** all assets are versioned, scripted, and shared where possible

**Automation:** deployment, testing, provisioning, any manual or human-error-prone process

**Monitoring:** any metric in the development or operational spaces that can inform priorities, direction, and policy

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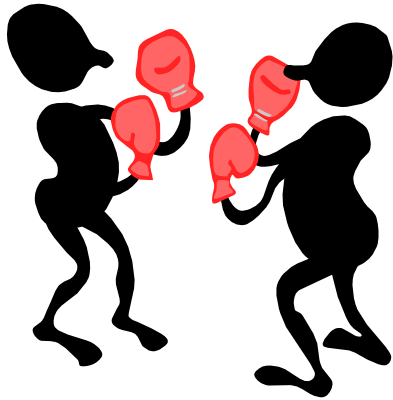
## Challenges



# 1. Culture



# Incentivizing Behaviors



- Blame-Free Culture
  - No Hiding of Problems
  - Culture of shared responsibility
  - Collective decision and continuous learning
- Cross-Silo Goals
  - Incentivize Collaboration
  - Reduce “Not My Job”
  - Increase Sense of Purpose
- Optimize Ease-of-Use
  - Tools: Chat, ChatOps, Wiki
  - Integrated Pipelines

## 2. Organizational Structure





# Conway's Law:

“ How to organize our teams affects how we perform our work”

- Share common goals from top to bottom
- Enable business value oriented team
- Functional Team
- Share responsibilities (like Security is everyone's job)
- Keep team size small

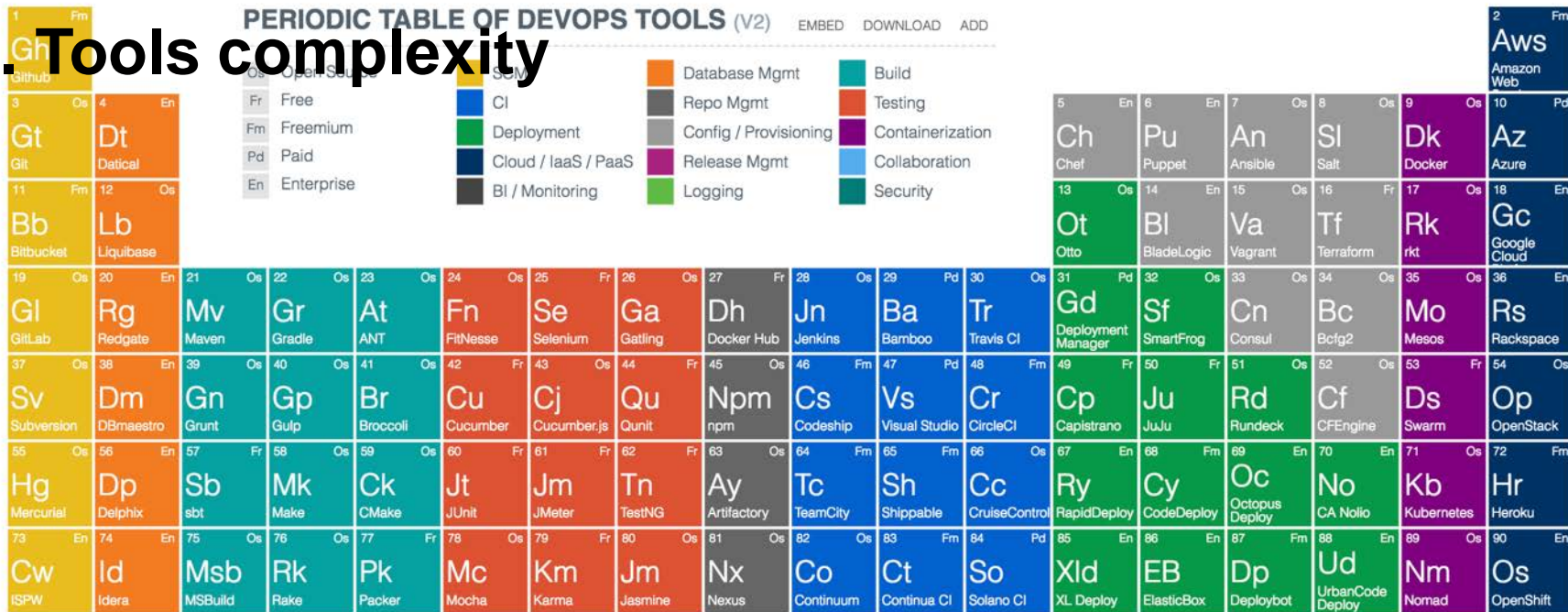
# 3. Legacy Systems



# Apply DevOps to migrate Legacy Systems

- Ancient systems should be replaced.
- Installing new systems to fit in
- Build a new version instead of maintaining
- Re-architect to support incremental and iterative development
- Enable dynamic integration of systems

# 4. Tools complexity



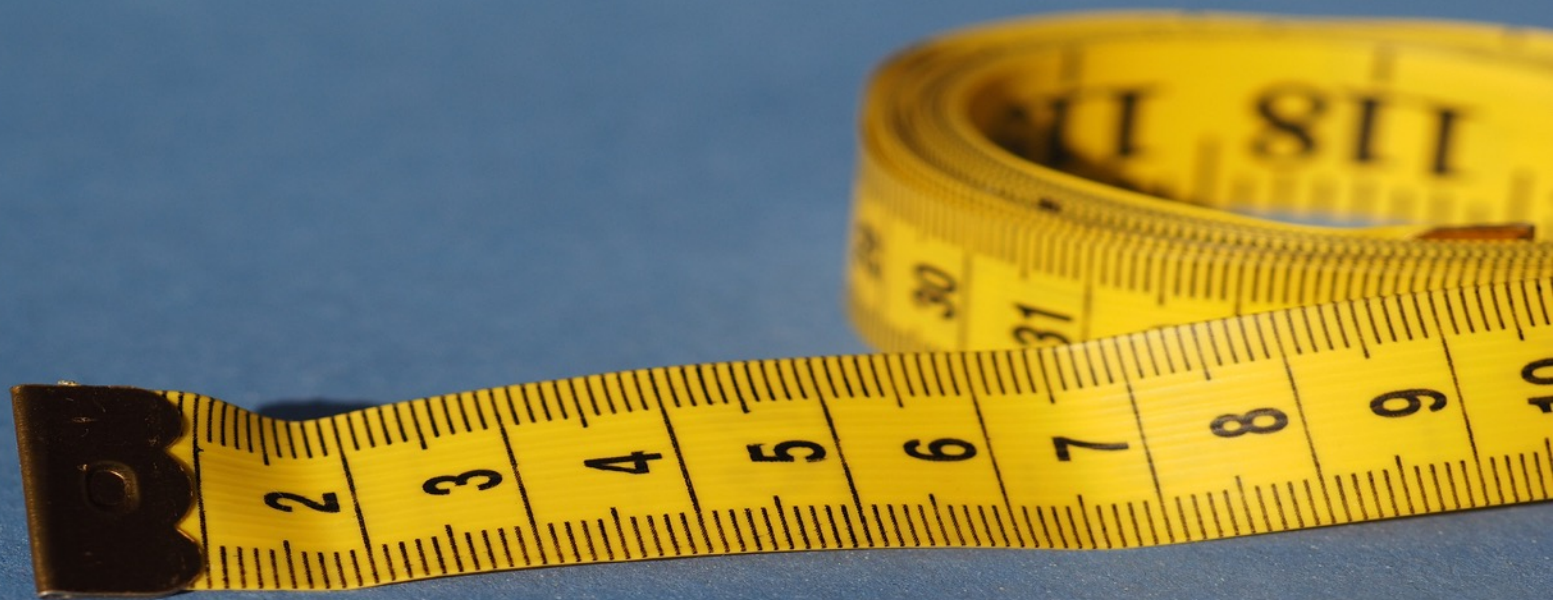
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# Tools Quality Attributes

- Integrate-ability
- Interoperability
- Usability
- Portability
- Resilience
- Security/Permissions
- Availability (Error handling)
- Scalability
- Performance
- Modifiability
- Configurability
- “Automate-ability” (of manual tasks)
- “Approvability” (allows for manual approval)
- Measurability?
- Other?

## 4. Lack of Metrics and Measurements



# Decide what to measure

- Deployment frequency
- Lead time
- # of work items (tickets)
- Defect escape rate
- Mean time to detection (MTTD)
- Mean time to recovery (MTTR)
- Application performance

# 5. Process Challenges





# DevOps Enabler..

Establish a process to enable people to succeed using the platform to develop Secure application

Such that;

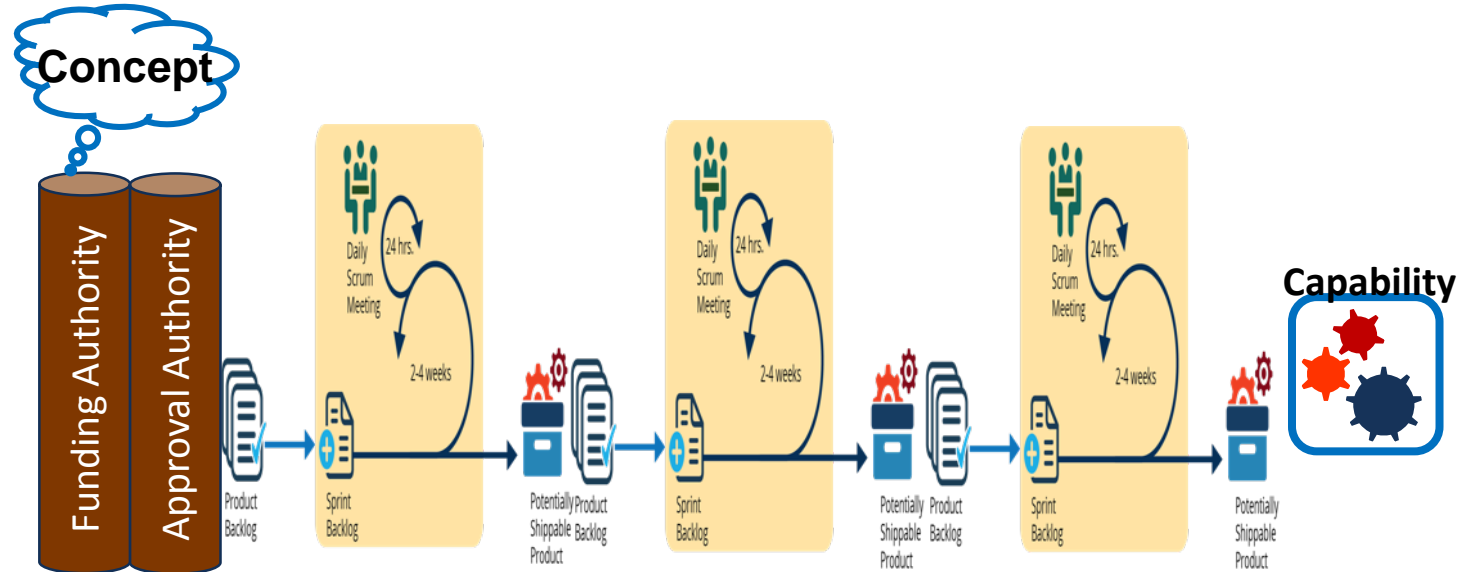
- Constant communication and visible to all
- Ensures that tasks are testable and repeatable
- Frees up human experts to do challenging, creative work
- Allows tasks to be performed with minimal effort or cost
- Creates confidence in task success, after past repetitions
- Faster deployment , frequent quality release

# 6. DevOps and Acquisition



# Apply DevOps Mindset

Understand many portfolios of work as a continuous flow of smaller efforts



Expand the collaboration, iteration, distributed (automated) governance constructs of Agile and DevOps to acquisition, needs analysis, certification, etc...

# 7. DevOps and Governance



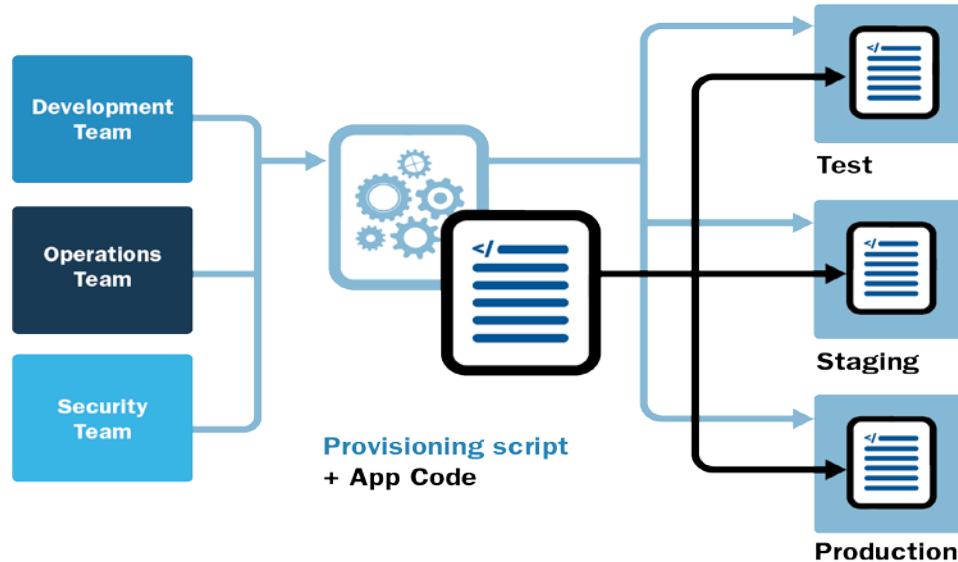
# Compliance as Code

- Plan from beginning and carry-out throughout the lifecycle
- Enable audit log
- Design DevOps pipeline to comply with governance
- Make policy available to all stakeholders
- Implement configuration management and keep track every changes.

# 7. Inconsistent environments



# Use Infrastructure as Code (IaC)



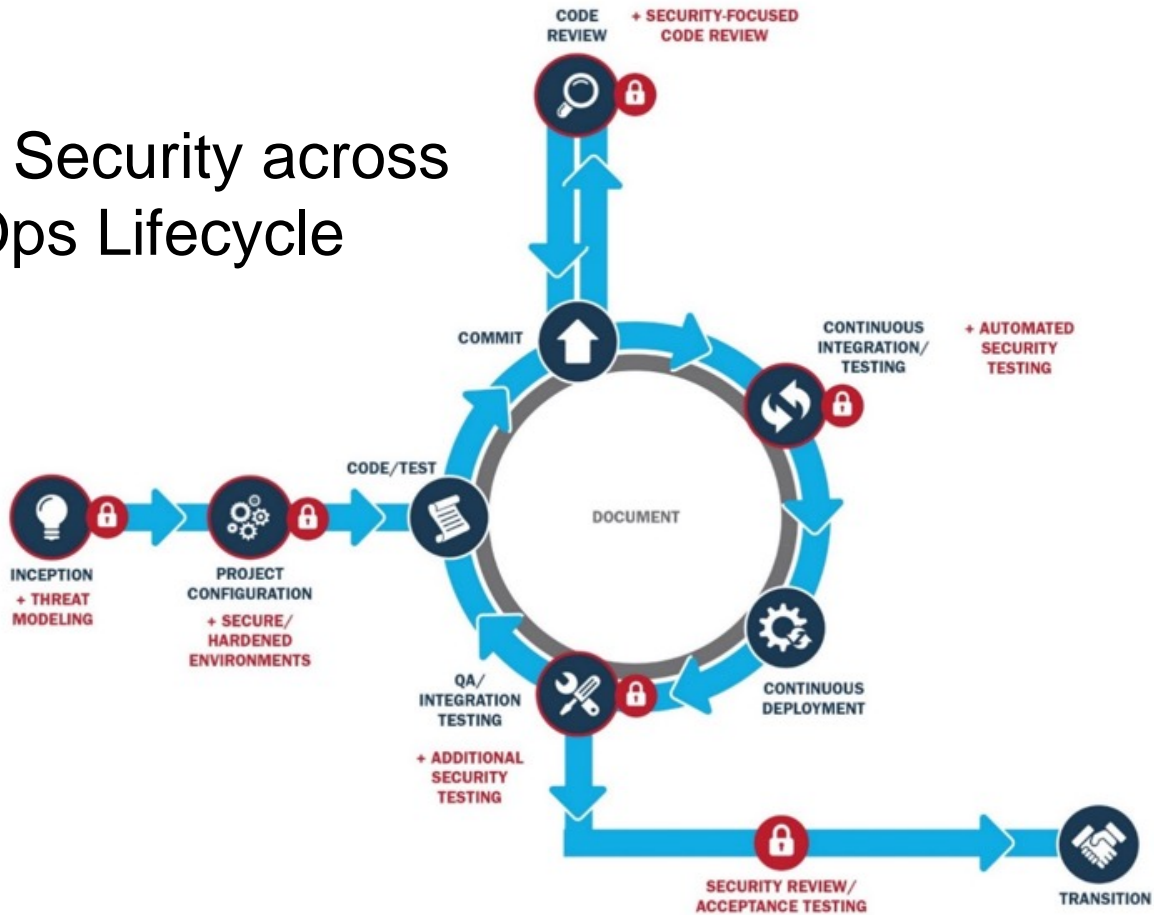
- Environment parity throughout the development pipeline
- Develop and treat provisioning scripts as part of code repository
- Share IaC amongst the developer and IT operational teams

# 8. Security (RMF, ATO)





# Integrate Security across DevOps Lifecycle



# SLS team GitHub Projects

- Once Click DevOps deployment  
<https://github.com/SLS-ALL/devops-microcosm>
- Sample app with DevOps Process  
[https://github.com/SLS-ALL/flask\\_api\\_sample](https://github.com/SLS-ALL/flask_api_sample)
  - Tagged checkpoints
    - v0.1.0: base Flask project
    - v0.2.0: Vagrant development configuration
    - v0.3.0: Test environment and Fabric deployment
    - v0.4.0: Upstart services, external configuration files
    - v0.5.0: Production environment
- On YouTube:  
<https://www.youtube.com/watch?v=5nQIJ-FWA5A>

# For more information...

DevOps Blog: <https://insights.sei.cmu.edu/devops>

Webinar : <https://www.sei.cmu.edu/publications/webinars/index.cfm>

Podcast : <https://www.sei.cmu.edu/publications/podcasts/index.cfm>

# Any Questions?

## Hasan Yasar

Technical Manager,  
Secure Lifecycle Solutions

[hyasar@sei.cmu.edu](mailto:hyasar@sei.cmu.edu)

[@securelifecycle](https://twitter.com/securelifecycle)

