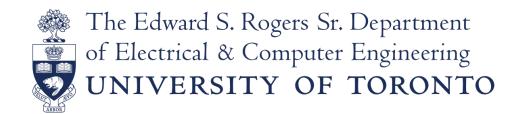
ECE444: Software Engineering

DevOps

Shurui Zhou



Administrivia

```
    About CoFM

    Updated: 7.5 pt
      (5) Group presentation
    (1.5) Individual Peer evaluation
      (1) Presentation Feedback
    Milestone 4.5: (2pt) 2-week report (Individual)
    Milestone 5: (35.5pt) [see rubrics in Files/Project1/Milestone5]
    Group report 8pt
       (4) final delivery
       (4) Architecture report [rubric is coming soon]
    Individual 27.5pt
           (2.5) Peer evaluation
     (8) Architecture report (individual)
      (7) Reflection report
    (10) Code Quality, process, practices
```

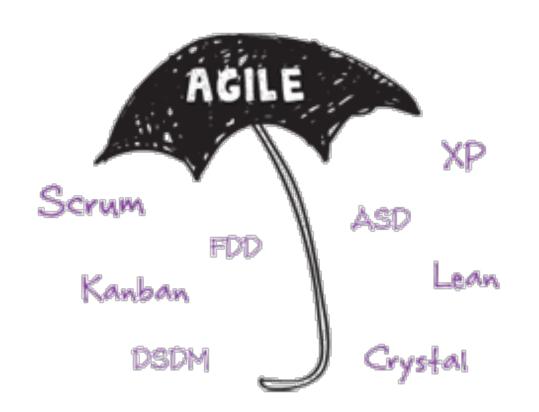
Administrivia

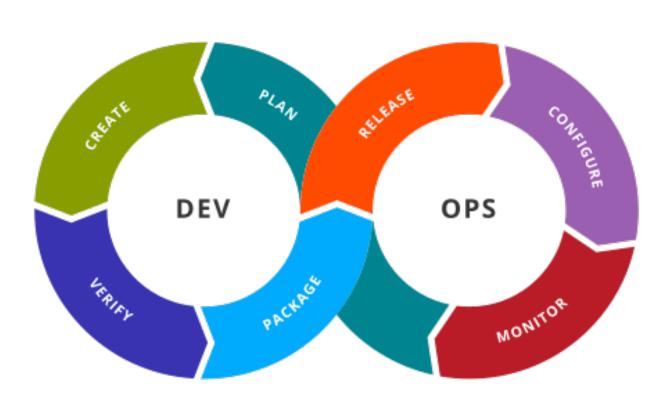
- Lab this week
 - Deploy your Chef Co-Pilot app on Heroku (follow up on Lab 6&7)
- Deadline for the Milestone 5
 - to adhere to the CoFM guidelines by having a final assessment for ECE444,
 we move the final delivery deadline to the exam period assigned (Dec 19)
 - No need to keep updating your project after 11/18 11:59pm EST. We don't evaluate your code/report changed after 11/18

Learning Goals

- Understand DevOps
- Understand CI/CD
- Integrate DevOps into your web application

Developers + Operators = DevOps





What Are the Challenges DevOps Solves?

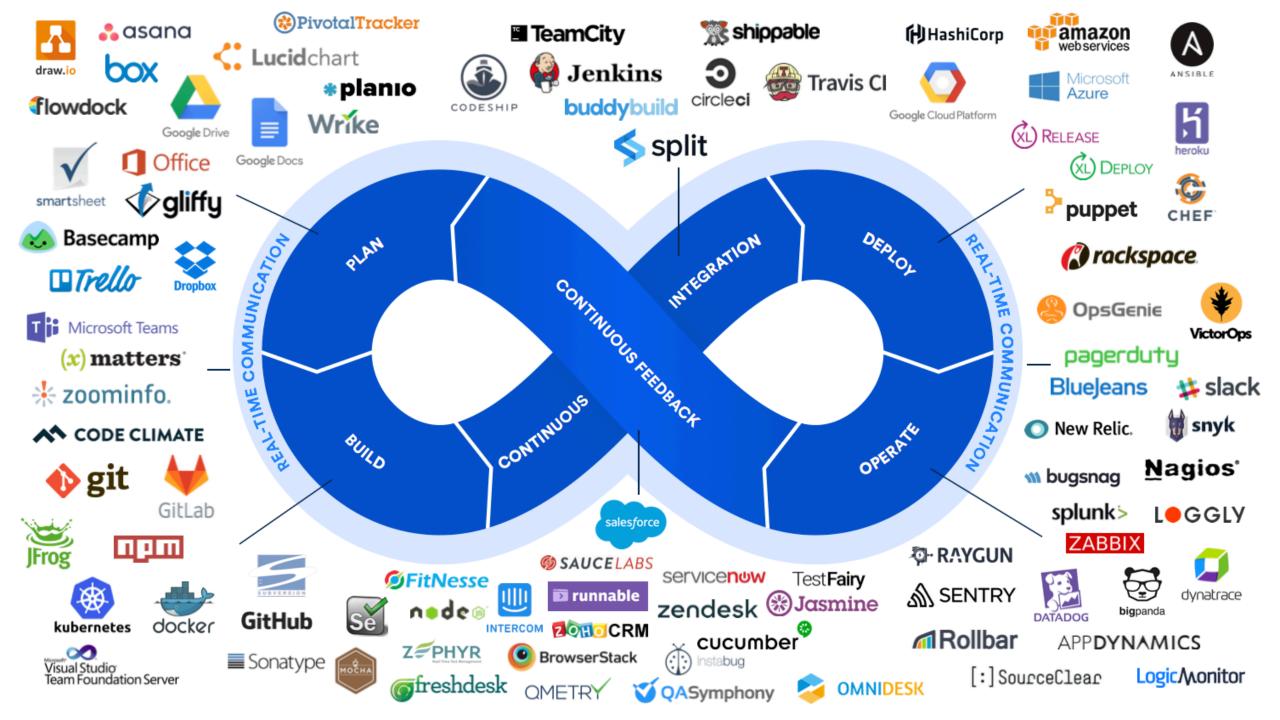
- Dev is often unaware of QA and Ops roadblocks that prevent the program from working as anticipated.
- QA and Ops are typically working across many features and have little context of the business purpose and value of the software.
- Each group has opposing goals that can lead to inefficiency and finger pointing when something goes wrong.

How often different companies deploy to the release environment

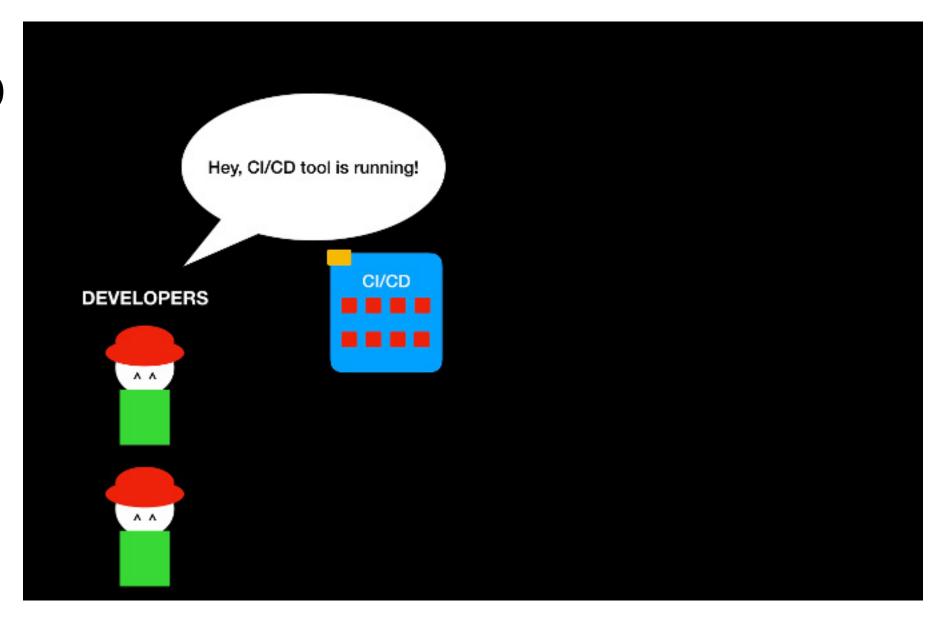
Company	Deployment Frequency
Amazon	23,000 per day
Google	5,500 per day
Netflix	500 per day
Facebook	1 per day
Twitter	3 per week
Typical enterprise	1 every 9 months

Goal of DevOps

- Improve deployment frequency
- Achieve faster time to market
- Lower failure rate of new releases
- Shorten lead time between fixes
- Improve mean time to recovery



CI/CD

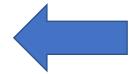


Continuous Integration

Merging in small code changes frequently



Continuous Delivery



 Add additional automation and testing, get the code nearly ready to deploy with almost no human intervention

Continuous Deployment

Deploying all the way into production without any human intervention.

Continuous Integration

 Quickly integrating newly developed code with the main body of code that is to be released

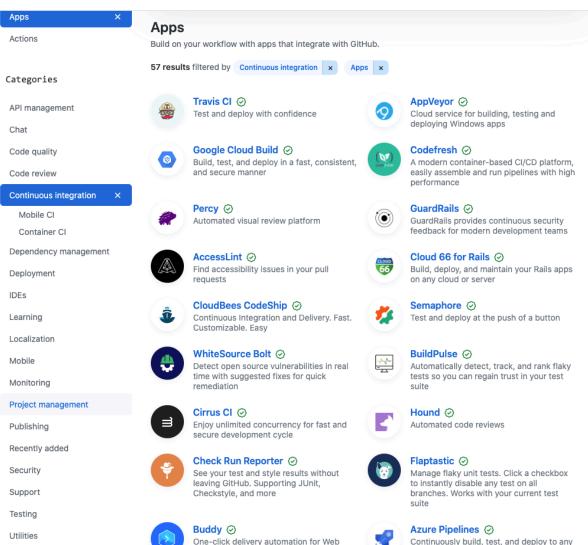


Continuous Integration



https://martinfowler.com/articles/continuousIntegration.html





platform and cloud

Developers

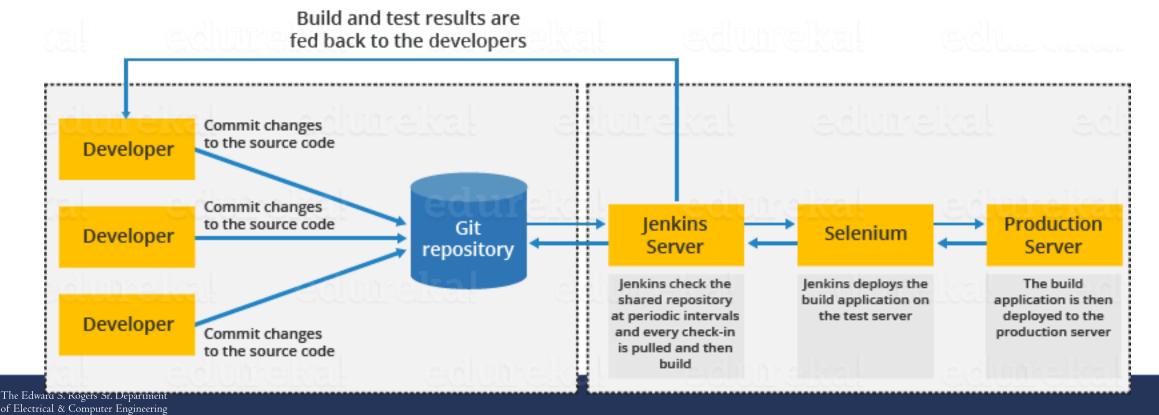
Tools - Continuous Integration

UNIVERSITY OF TORONTO



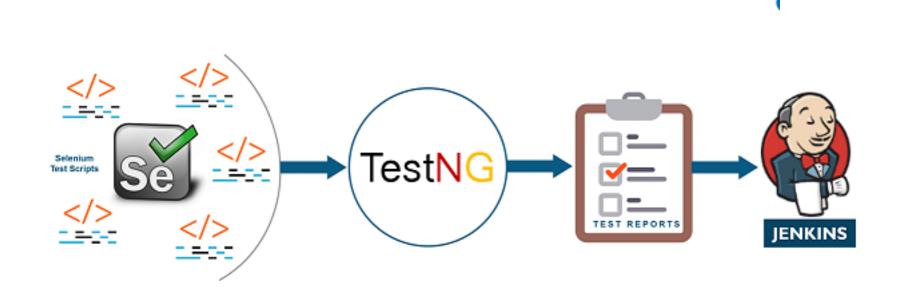
Hudson Jenkins

 Quickly integrating newly developed code with the main body of code that is to be released

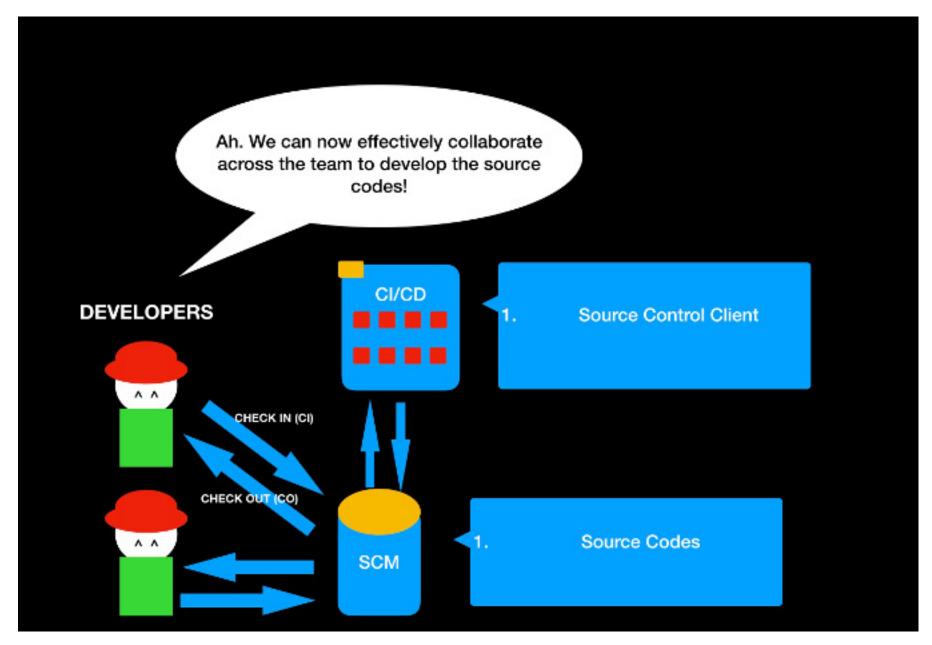


Continuous Testing

• Selenium



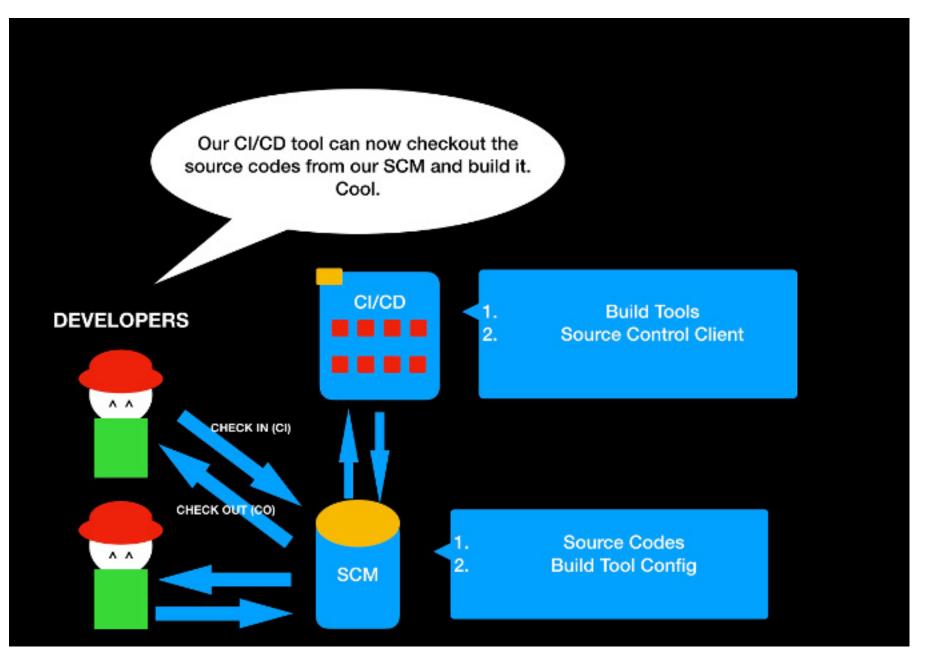
Version Control

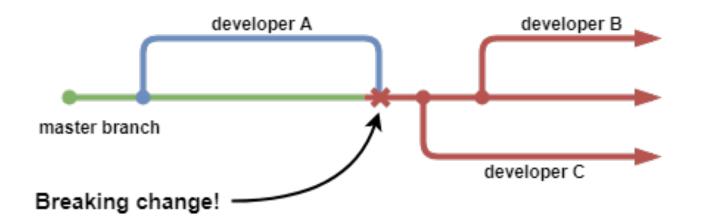


SCM-Source Control Mgmt

Build







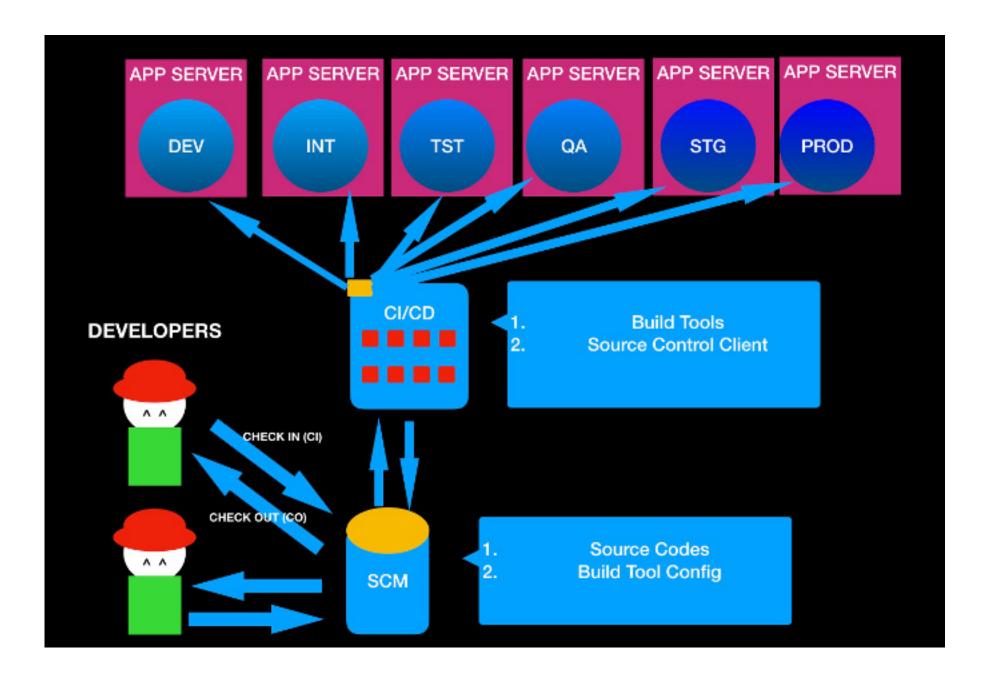


I will not break the build.

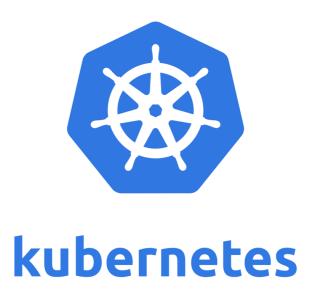
Brian the Build Bunny



Web app server

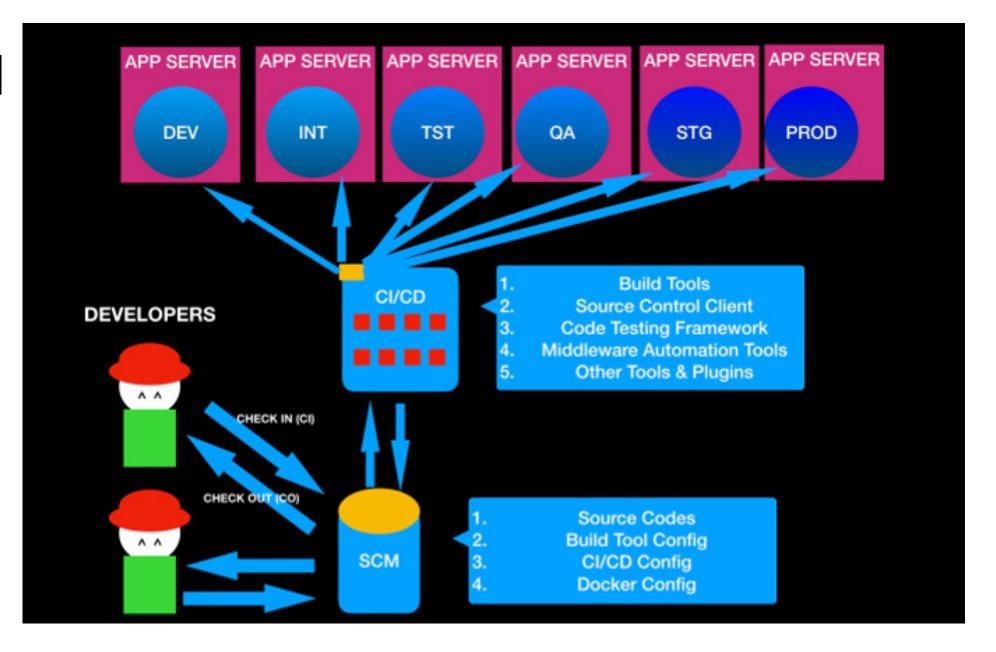






- Lightweight virtualization
- Separate docker images for separate services (web server, business logic, database, ...)

Automated Testing



Infrastructure/Configuration as Code (IAC/CAC)

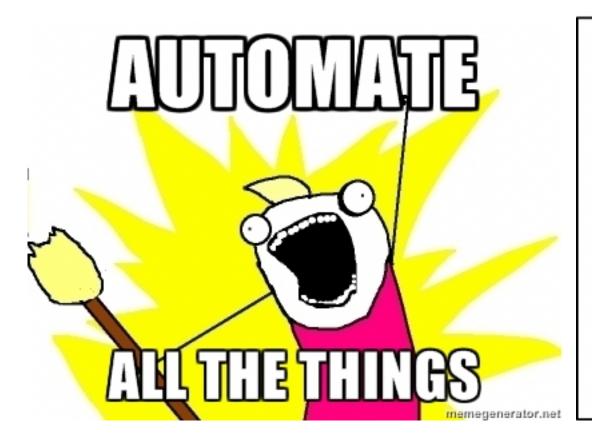
- Manage configuration files in version control system
- Consistent infrastructure setup for testing, development, and deployment
- Configuration includes ports, target servers and routing, ...



Jenkins Configuration as Code

The 'as code' paradigm is about being able to reproduce and/or restore a full environment within minutes based on recipes and automation, managed as code.

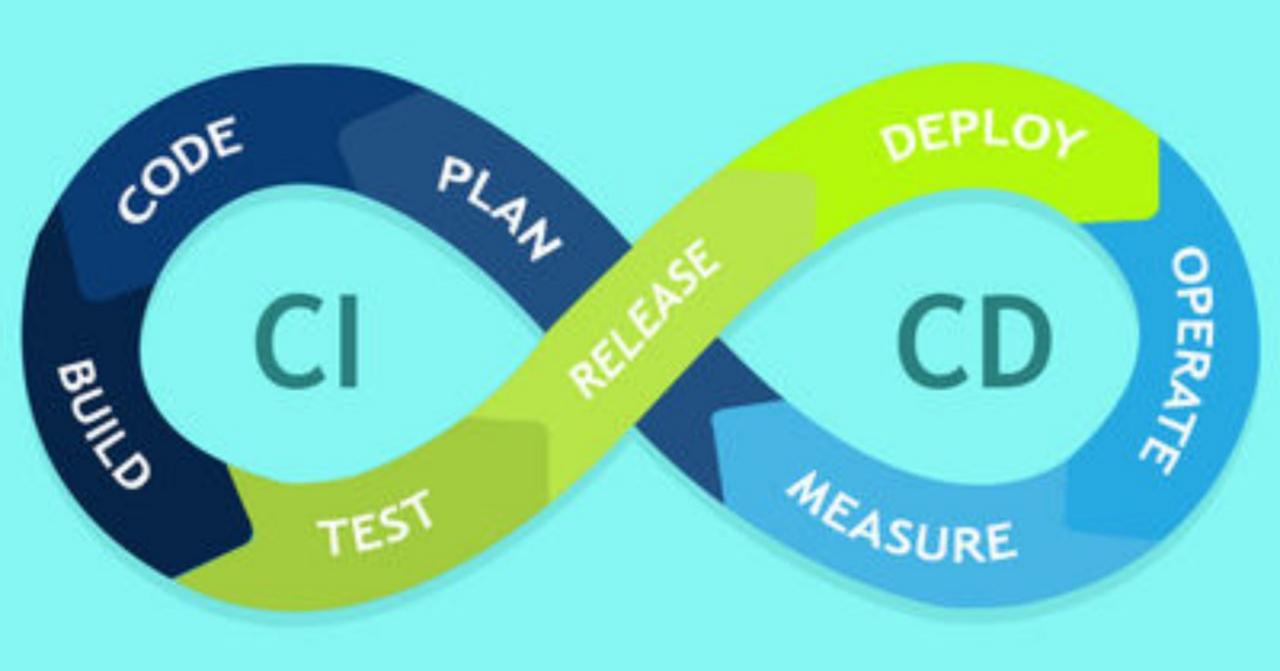
Automate all the things

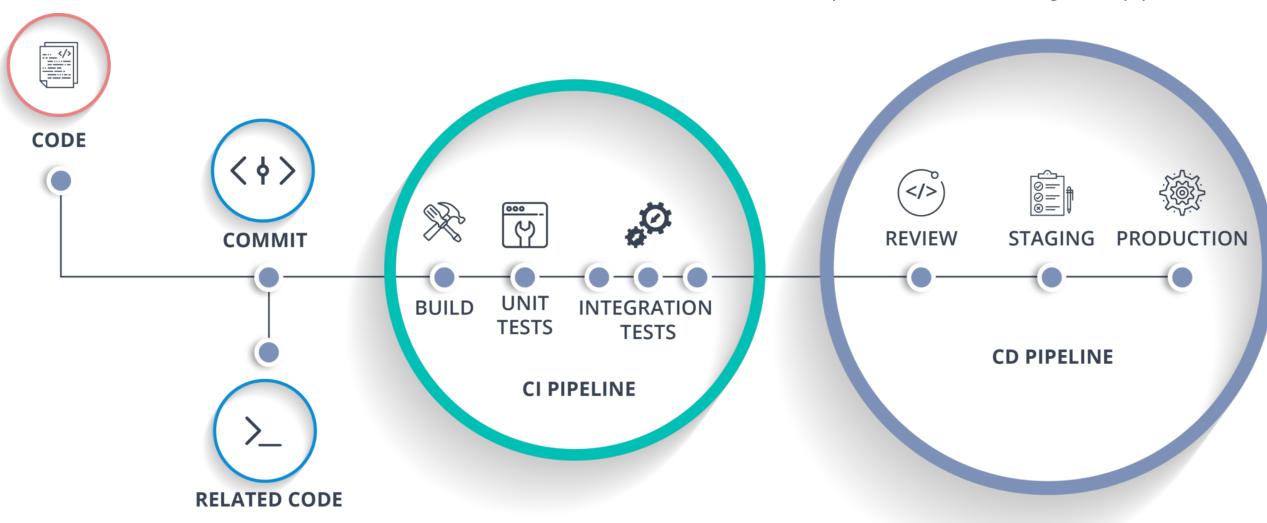


INSTALL.SH

#!/bin/bash

pip install "\$1" &
easy_install "\$1" &
brew install "\$1" &
npm install "\$1" &
yum install "\$1" & docker run "\$1" &
docker run "\$1" &
pkg install "\$1" &
apt-get install "\$1" &
sudo apt-get install "\$1" &
steamcmd +app_update "\$1" validate &
git clone https://github.com/"\$1"/"\$1" &
cd "\$1";./configure; make; make install &
curl "\$1" | bash &





CONTINUOUS DELIVERY



CONTINUOUS DEPLOYMENT



https://blog.crisp.se/2013/02/05/yassalsundman/continuous-delivery-vs-continuous-deployment

Continuous Deployment













Two sides to DevOps

Operation-centric:

- Manage inventory of servers automatically
- Provisioned, configured automatically Monitoring, analysis, automation of operations

• Developer centric:

- Continuous deployment
- Push code to production through pipeline

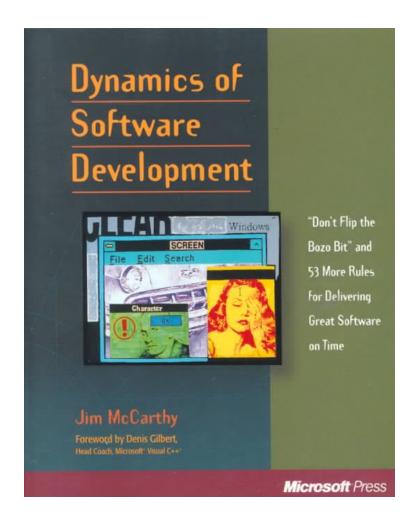
PRINCIPLES, WITH A LITTLE BIT OF HISTORY...



Nightly Build

Build code and run smoke test (Microsoft 1995)

- Benefits
 - it minimizes integration risk.
 - It reduces the risk of low quality
 - It supports easier defect diagnosis
 - It improves morale



Continuous Deployment of Mobile Software at Facebook (Showcase)

Chuck Rossi
Facebook Inc.
1 Hacker Way
Menlo Park, CA USA 94025
chuckr@fb.com

Kent Beck
Facebook Inc.
1 Hacker Way
Menlo Park, CA USA 94025
kbeck@fb.com

Elisa Shibley

University of Michigan 2260 Hayward Street Ann Arbor, MI USA 48109 eshibley@umich.edu

Tony Savor
Facebook Inc.
1 Hacker Way
Menlo Park, CA USA 94025
tsavor@fb.com

Shi Su

Carnegie Mellon University PO Box 1 Moffett Field, CA USA 94035 shis@andrew.cmu.edu

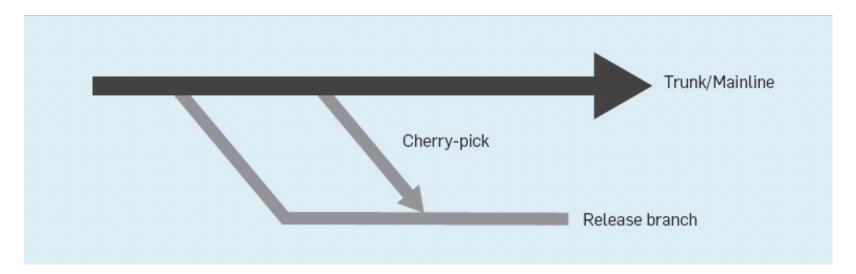
Michael Stumm
University of Toronto
10 Kings College Rd
Toronto, Canada M8X 2A6
stumm@eecg.toronto.edu

Release engineering and push karma: Chuck Rossi



Facebook process (until 2016)

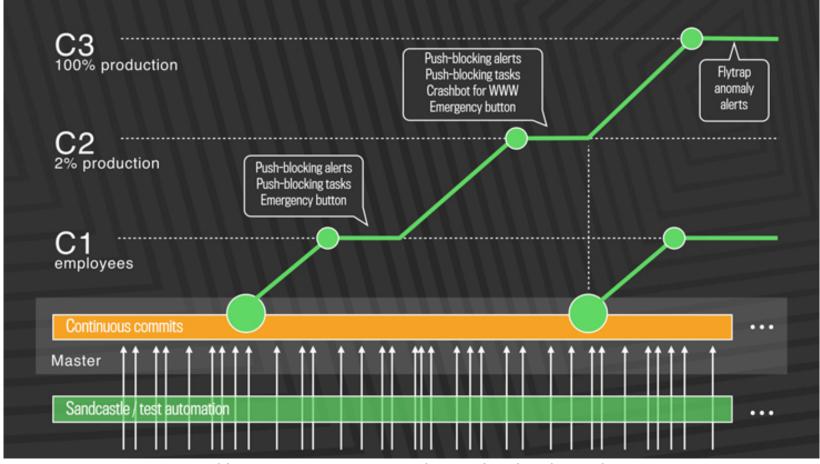




- Release is cut Sunday 6pm
- Stabilize until Tuesday, canaries, release. Tuesday push is 12,000 diffs.
- Cherry pick: Push 3 times a day (Wed-Fri) 300-700 cherry picks / day.

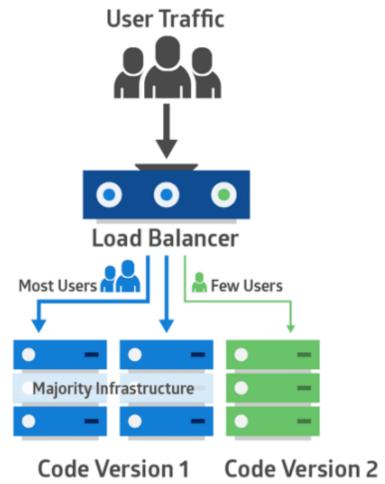
Facebook quasi-continuous release

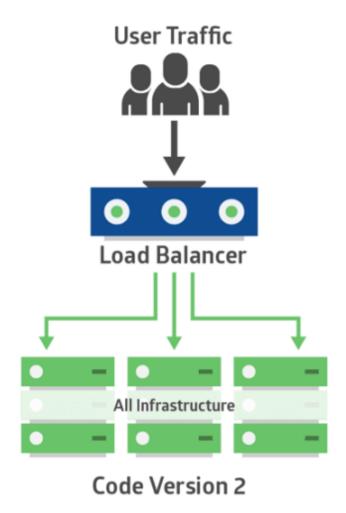




https://engineering.fb.com/2017/08/31/web/rapid-release-at-massive-scale/

Canary Deployment





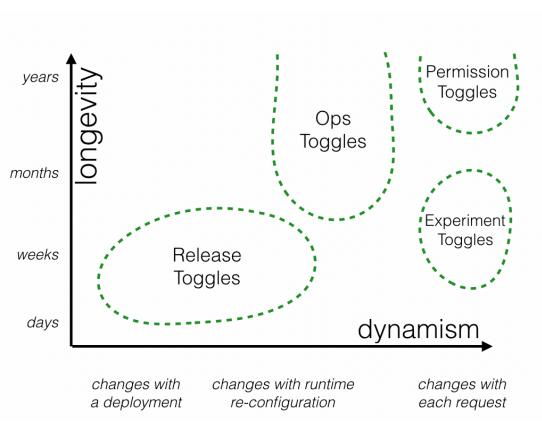


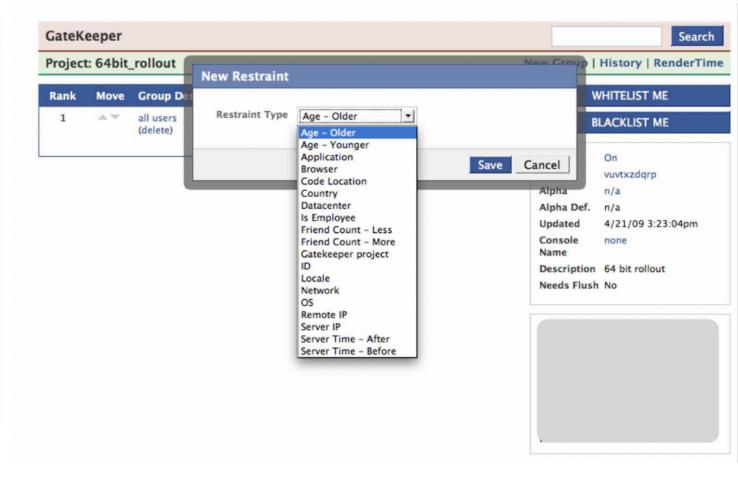


Dark Launches at Instagram

- Early: Integrate as soon as possible. Find bugs early. Code can run in production about 6 months before being publicly announced.
- Often: Reduce friction. Try things out. See what works. Push small changes just to gather metrics, feasibility testing. Large changes just slow down the team. Do dark launches, to see what performance is in production, can scale up and down. "Shadow infrastructure" is too expensive, just do in production.
- Incremental: Deploy in increments. Contain risk. Pinpoint issues.

Controlling feature flags





PRINCIPLE: EVERY FEATURE IS AN EXPERIMENT



NETFLIX

"Our journey to the cloud at Netflix began in August of 2008, when we experienced a major database corruption and for three days could not ship DVDs to our members. That is when we realised that we had to move away from vertically-scaled single points of failure, like relational databases in our datacenter, towards highly reliable, horizontally-scalable, distributed systems in the cloud."

Yury Izrailevsky, VP, Cloud Computing and Platform Engineering, Netflix.

NETFLIX

- 60,000 configuration changes a day. 4000 commits a day.
- Every commit creates an Amazon Machine Imagine (AMI).
- AMI is automated deployed to a new RED/BLACK cluster.
- Have automated canary analysis, if okay, switch to now in, if not,
 rollback commit

How Netflix Supports DevOps at Scale

22 Jan 2018 1:30pm, by Swapnil Bhattos://thenewstack.io/netflix-devops-scale/



Who Does Operations?

Full Responsibility

Partial Responsibility

So

