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Mar·tin Hin·shel·wood

Scrum.org

Microsoft MVP Most Valuable Professional

Training Speaking Consulting

evolution

An Enterprise transformation that shows that you can too

1

Martin Hinshelwood - Personal

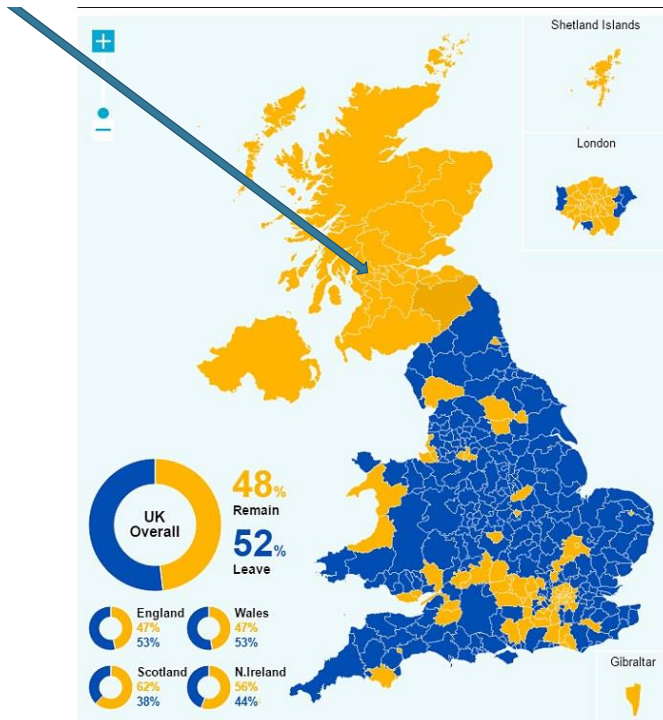


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MVP Microsoft® Most Valuable Professional

Training Speaking Consulting



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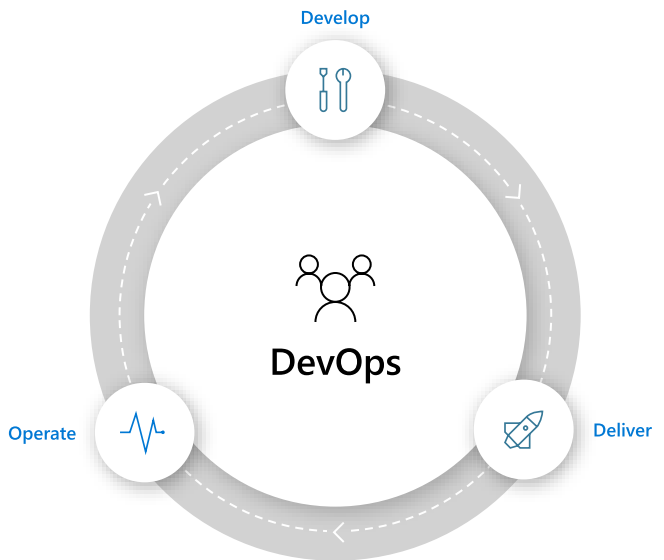
@MrHinsh

5

What is DevOps



DevOps is the union of **people**, **process**, and **products** to enable continuous delivery of value to your end users.



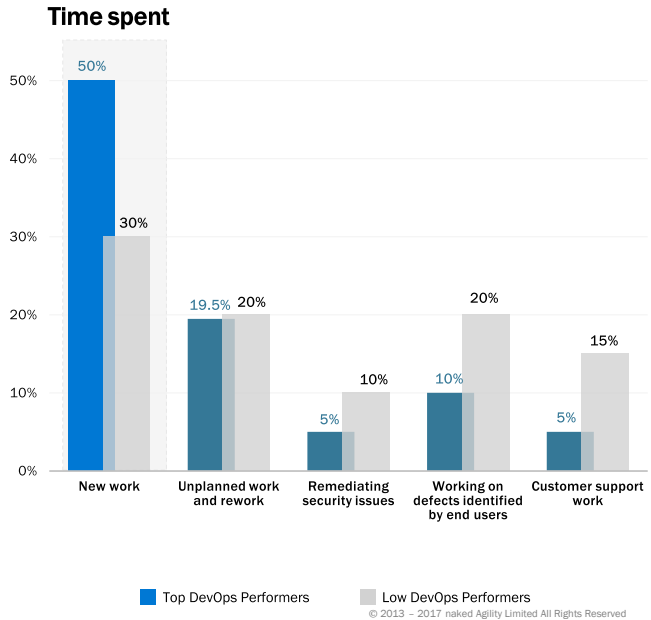
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Innovation with oversight

Top performing DevOps companies spend more time innovating and less time “keeping the lights on”.

The result: better products, delivered faster, to happier customers by more engaged teams



Times have changed!

“Firms today experience a much higher velocity of business change. Market opportunities appear or dissolve in months or weeks instead of years.”

Diego Lo Giudice and Dave West, Forrester
 February 2011
 Transforming Application Delivery

Can you think of any epic failures?

Poor Quality

Mismatch to customer desires



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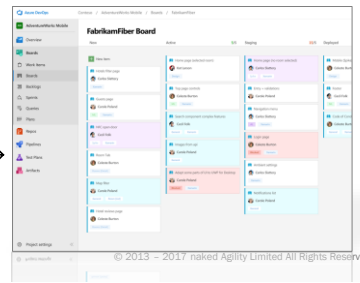
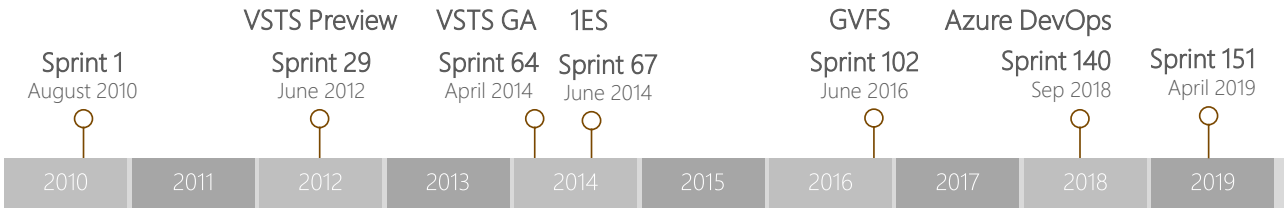
This is the story of:



Microsoft

10

Journey to DevOps



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One Engineering System using Azure DevOps

There cannot be a more important thing for an engineer, for a product team, than to work on the systems that drive our productivity.

So I would, any day of the week, trade off features for our own productivity.

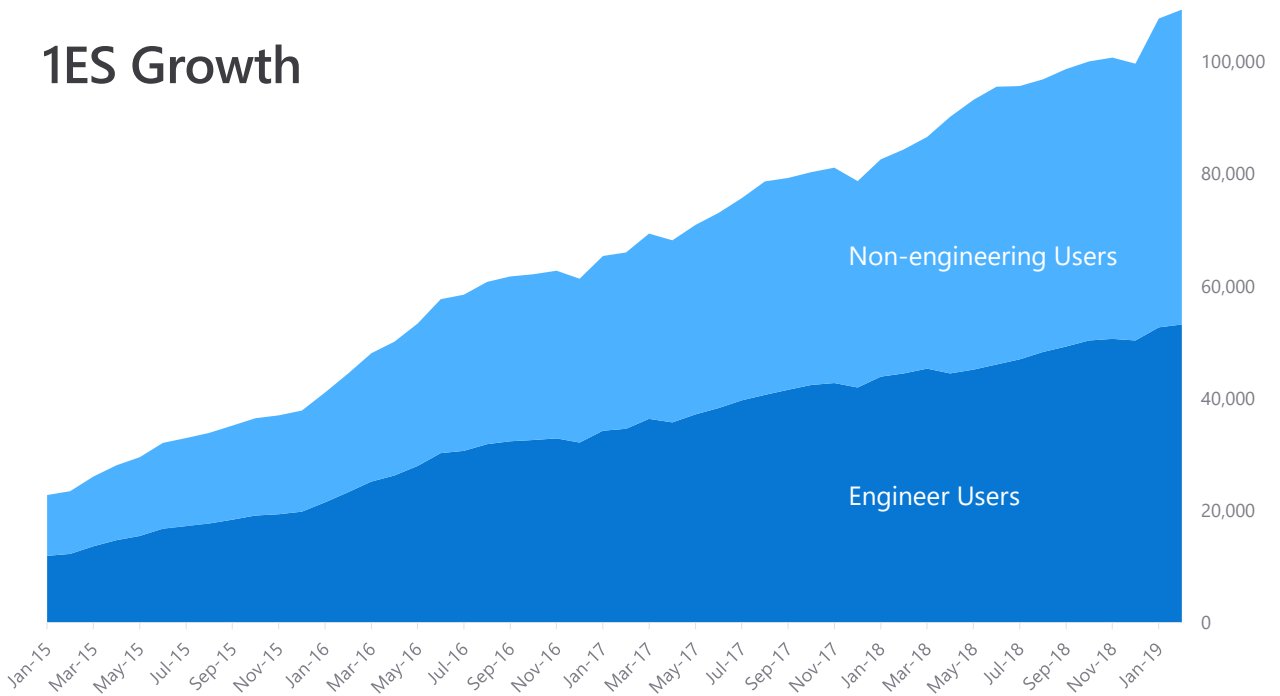
I want our best engineers to work on our engineering systems, so that we can later on come back and build all of the new concepts we want.

- Satya Nadella



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1ES Growth

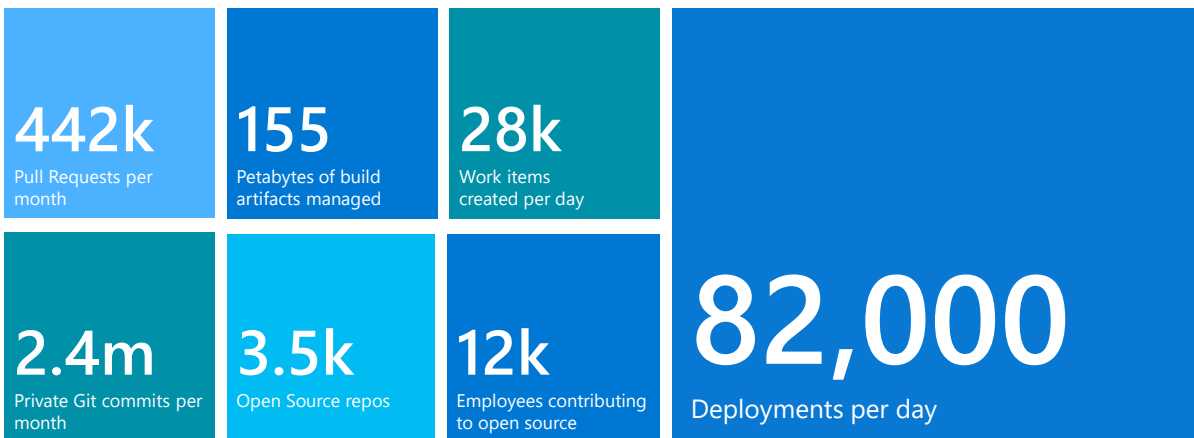


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DevOps at Microsoft

Azure DevOps is the toolchain of choice for Microsoft engineering with over 100,000 internal users

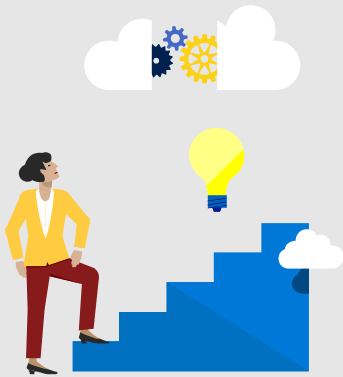
<https://aka.ms/DevOpsAtMicrosoft>










Data: Internal Microsoft engineering system activity, March 2019

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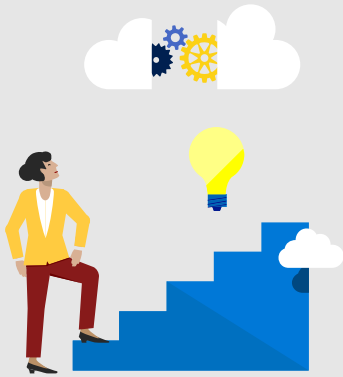
Habits they have learned so far at Microsoft










-  Be Customer Obsessed
-  Iterate over Pain
-  Production First Mindset
-  Team Autonomy + Enterprise Alignment
-  Shift Left Quality
-  Infrastructure as Flexible Resource
-  Don't over-think, learn how to fail fast

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Habits we've learned so far at Microsoft



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Listen to their customers

Quantitatively & Qualitatively

Microsoft | Visual Studio | Learn about Feedback | Downloads | Support | Subscriber Access

Developer Community

Get help from our community supported forum

Search here first for problems, suggestions, answers, topics, and users

stackoverflow [azure-devops]

Questions tagged [azure-devops]

Sponsored links for this tag

- Create a free Azure DevOps account today
- Learn more about Azure DevOps
- What is DevOps?
- Free webinars for open source projects on Linux, Mac or Windows
- Migrate from TFS to Azure DevOps

Azure DevOps is a suite of services you use together or independently. For example, Azure Pipelines provides build services (CI), that are free for open source projects and available in the GitHub marketplace. Azure Pipelines also provides release management for continuous delivery (CD) to any.

Learn more... Top users Synonyms (7)

7,330 questions

Info | Newest | Featured | Frequent | Video | Active | Unanswered

3 Create remote GIT branch with Azure Repos

1 I am implementing a GIT repository in Visual Studio Online (and VS 2015 pro) and I am trying to implement a branching strategy that requires multiple remote branches. Is given that I start with "..."

1 Modify Azure AppService ipsecuity during release from Azure Pipelines

1 I am trying to add new ip addresses to the whitelst of Azure AppService. I am unable to use XML Transformation or simply replace tokens as the needed for new entries will be obtained in the...

1 Build sdqpr on Azure DevOps

I'm trying to use Azure DevOps Pipelines to build my .NET Core 2.1 solution from GitHub. It includes a SQL...

Summary - Overview

http://dev.azure.com/mising/AzureDevOps

Azure DevOps

About this project

Azure DevOps helps you plan smarter, collaborate better, and ship faster with a modern set of developers services. It includes Azure Pipelines, Azure Boards, Azure Repos, Azure Artifacts, and Azure Test Plans. Azure DevOps was formerly branded as Visual Studio Team Services (VSTS) and Team Foundation Server (TFS).

We want your feedback!

How likely are you to recommend Visual Studio Team Services to a friend or colleague?

Location	Business	Engaged Users	Azure C...
Dublin, Ireland	Professional services	aaronha	459
London, England	Professional services	midenn	1,152
New York, NY	Professional services	trevorc	5,205
Norway/NL/Houston	Oilfield services	samgu	4,914
Amsterdam, NL	Oil & gas	jeffbe	4,591
New York, NY	Financial information / analytics	arnitgup	3,905
London, UK	Professional services	jahama	3,331
London, England	Oil & gas	rajr	3,116
Peoria, IL	Heavy equipment manufacturing	dahellem	3,096
San Ramon, CA	Oil & gas	puagarw	2,981
Medellin, Colombia	Commercial banking	mariarod	2,854
Louisville, KY	Health Insurance	chandru	2,720
Eindhoven, NL	Healthcare solutions	smalband	2,146
Gothenburg, Sweden	Automotive	vlhojqs	1,976
Amsterdam, NL	Financial services	shash	1,920
Princeton, NJ	Reinsurance	atulmal	1,800
Seattle, WA	IT Consulting	aaronha	1,729
Madison, WI	Credit Union financial services	dahellem	1,715
Lowell, AR	Trucking & transport	gauravsi	1,603
Utrecht, NL	Insurance	saumyav	1,602
Palo Alto, CA	Computer hardware & software	mariarod	1,513
Raleigh, NC	Computer assisted legal research	roferog	1,475
Zurich, CH	Electrical Equipment	divais	1,423
Seattle, WA	Freight forwarding service	midenn	1,420
Auckland, NZ	Telecommunications	atinb	1,410

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Their Definition of Done

Live in production, collecting telemetry supporting or diminishing the starting hypothesis.



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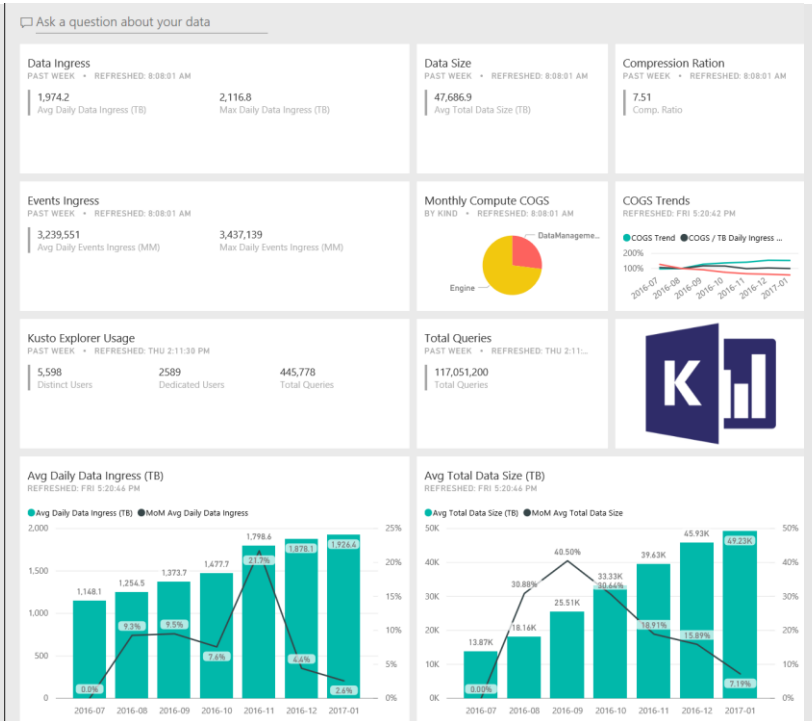


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Collect data broadly (but carefully)

Application Insights Analytics (Project Kusto) for

- text search and queries over structured and semi-structured data
- high volume ingestion
- fast queries over very large data sets



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But measure what's important (KPI's)

Usage

- Acquisition
- Engagement
- Satisfaction
- Churn
- Feature Usage

Velocity

- Time to Build
- Time to Self Test
- Time to Deploy
- Time to Learn

Live Site Health

- Time to Detect
- Time to Communicate
- Time to Mitigate
- Customer Impact
- Incident Prevention Items
- Aging Live Site Problems
- SLA per Customer
- Customer Support Metrics

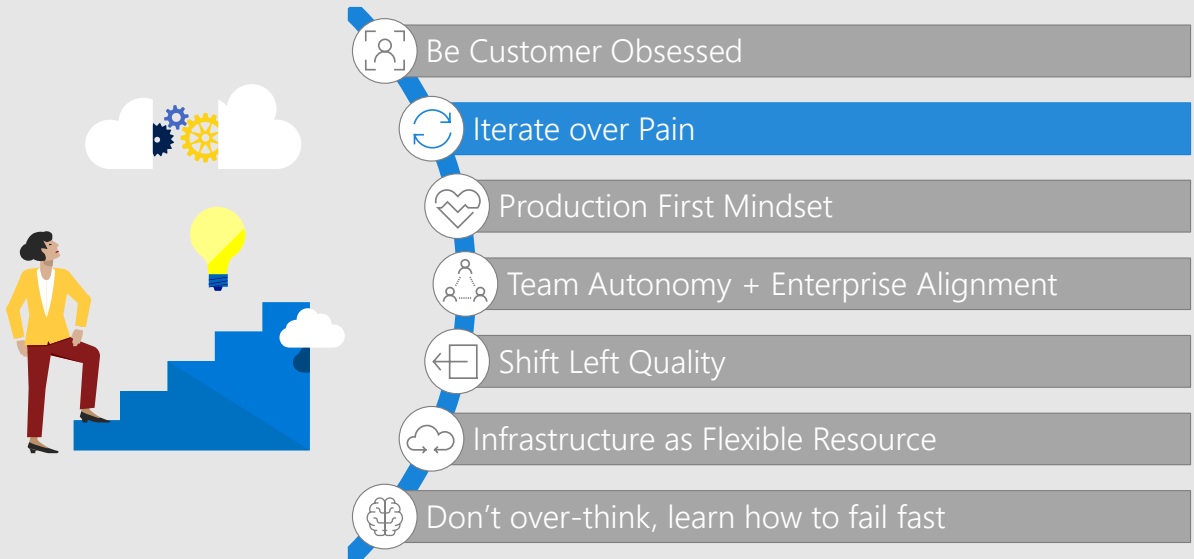
Engineering Scorecard - Sprint 124

Things we don't watch

- Original estimate
- Completed hours
- Lines of Code
- Team capacity
- Team burndown
- Team velocity
- # of bugs found

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Habits they have learned so far at Microsoft



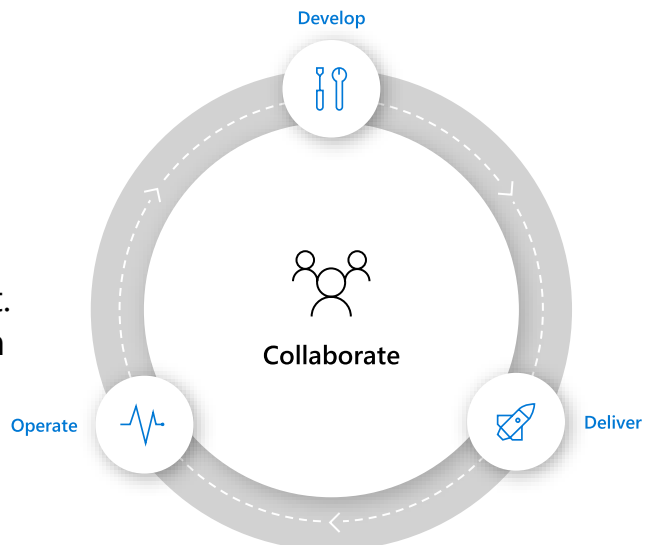
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Iterate over Pain

Find what hurts and keep doing it a bit better

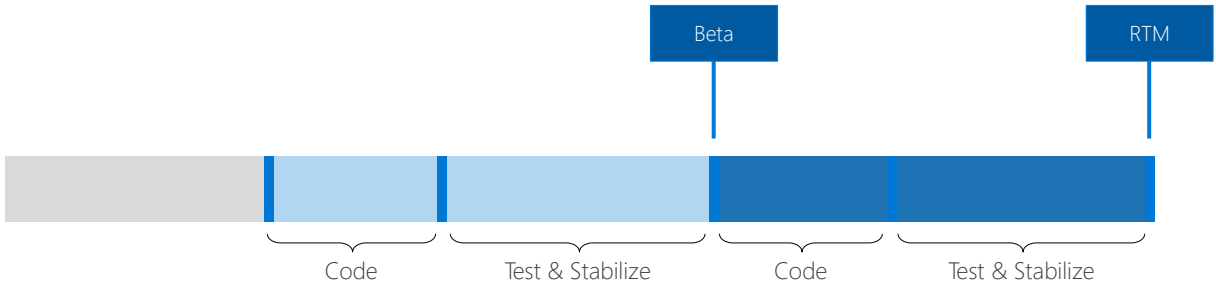


Find the part of your process in **getting value to customers** that slows you down or hurts the most. Make it **incrementally better** each sprint. Re-evaluate and improve the next most painful. ”

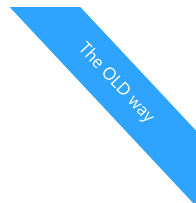


22

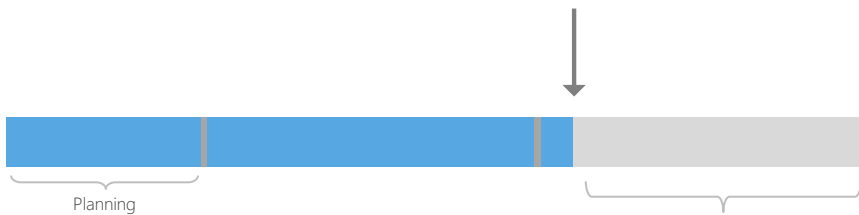
Schedule



Feedback

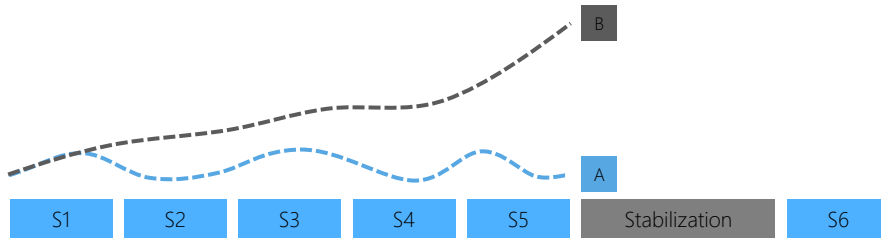
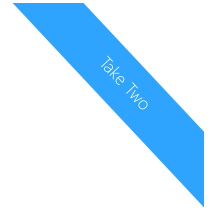


Customer feedback – we should change the way a feature works.
We didn't get it *quite* right...



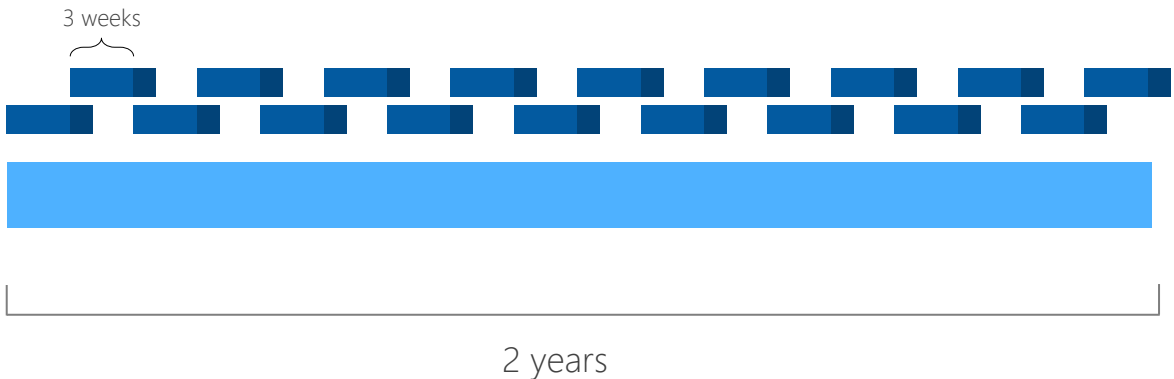
... but we're booked solid already.

Story: Sprint 1-5



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Now



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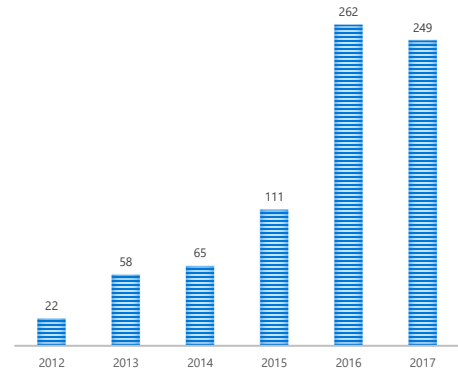
Features Delivered per Year

Deliver more value to customers

Faster responses to customers and market changes

Improved engineering satisfaction

2x productivity increase



<https://www.visualstudio.com/en-us/articles/news/features-timeline>

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Maintaining enterprise rigor

Everyone is on
ONE main master
branch

Git helps with
lightweight topic
branching

Tiny, continuous
merging

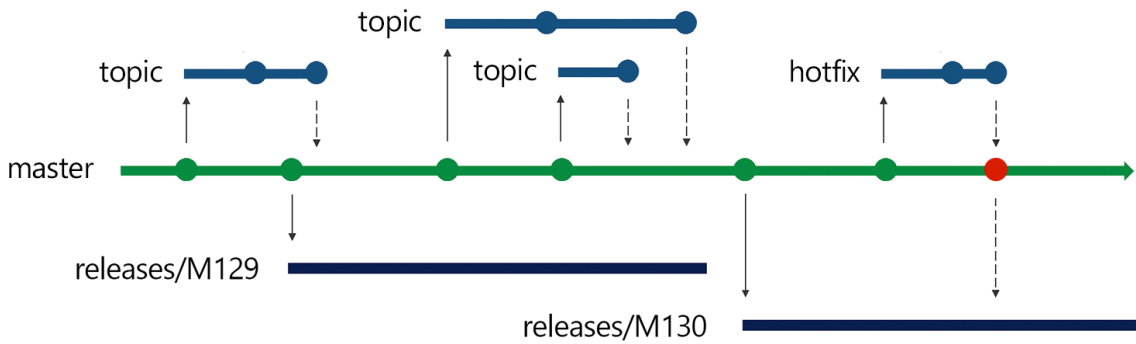
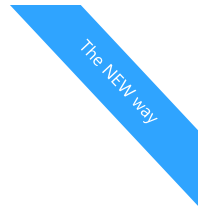
Code is fresh in
your mind



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Release Flow

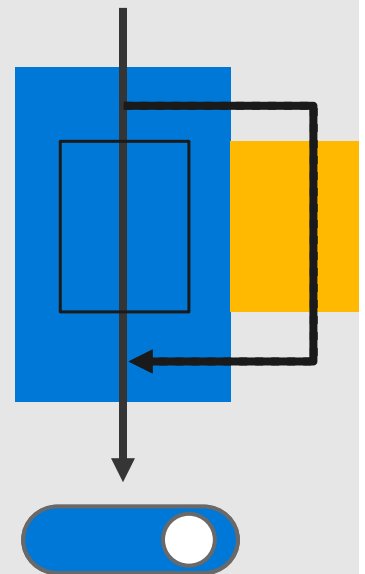
Using Trunk Based Development to avoid Merge Hell



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Feature Flags

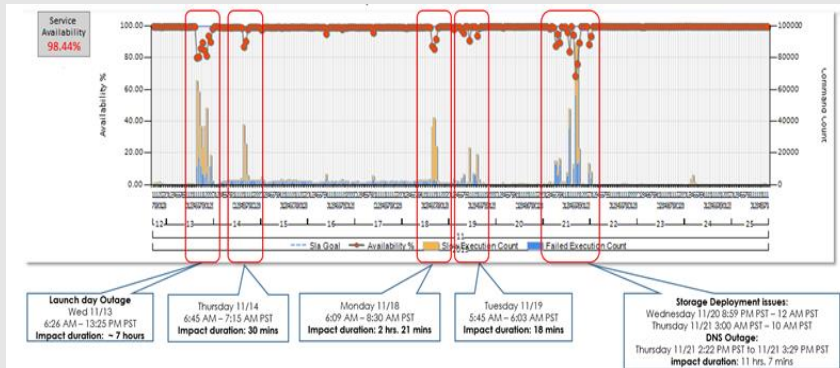
- All code is deployed, but feature flags control exposure
- Reduces integration debt
- Flags provide runtime control down to individual user
- Users can be added or removed with no redeployment
- Mechanism for progressive experimentation & refinement
- Enables dark launch



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Awesome! What could go wrong?

- Features to be revealed at big event
- We turned features on globally just before the keynote...
- It didn't go well.



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Habits we've learned so far at Microsoft



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Live Site Incidents

- LSI conference bridge created
- DRI's brought in to call
- Communication externally and internally
- Gather data for root cause & mitigate for customers
- Every action recorded
- Plan to rotate people during long running LSI's
- Create & track Repair Items to prevent reoccurrence and improve detection time

The screenshot shows a Jira incident page for 'Severity 2 TFS-WEU-2: Perf issues due to high CPU utilization by SSH service'. It includes a timeline from 06/30 10:25 to 06/30 13:04, an impact section with a graph showing CPU usage, a root cause section identifying 'MethodCpuCycler in VisualStudio consumes too much CPU', and a table of repair items with columns for Source, Bug ID, Type, Delivery, Title, Owner, and State.

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Be Transparent

A Rough Patch
Brian Harty MS, 25 Nov 2013 3:05 PM

Either I'm going to get increasingly good at apologizing to fewer and fewer people or we're going to get better at this. I vote for the latter.

We've had some issues with the service over the past week and a half. I feel terrible about it and I can't apologize enough. It's the biggest incident we've had since the instability created by our service refactoring in the March/April timeframe. I know it's not much consolation but I can assure you that we have taken the issue very seriously and there are a fair number of people on my team who haven't gotten much sleep recently.

The incident started the morning of the Visual Studio 2013 launch when we introduced some significant performance issues with the changes we made. You may not have noticed it by my presentation but for the couple of hours before I was frantically working with the team to restore the service.

At launch, we introduced the commercial terms for the service and enabled people to start paying for usage over the free level. To follow that with a couple of rough weeks is leaving a bad taste in my mouth (and yours too, I'm sure). Although the service is still officially in preview, I think it's reasonable to expect us to do better. So, rather than start off on such a sour note, we are going to extend the "early adopter" program for 1 month giving all existing early adopters an extra month at no charge. We will also add all new paying customers to the early adopter program for the month of December - giving them a full month of use at no charge. Meanwhile we'll be working hard to ensure things run more smoothly.

Hopefully that, at least, demonstrates that we're committed to offering a very reliable service. For the rest of this post, I'm going to walk through all the things that happened and what we learned from them. It's a long read and it's up to you how much of it you want to know.

Here's a picture of our availability graph to save 1,000 words:

Explanation of July 18th outage
Brian Harty MS, 31 Jul 2014 5:58 AM

Sorry it took me a week and a half to get to this.

We had the most significant VC Online outage we've had in a while on Friday July 18th. The entire service was unavailable for about 90 minutes. Fortunately it happened during non-peak hours so the number of affected customers was fewer than it might have been but I know that small consolation to those who were affected.

My main goal from any outage that we have to learn from. With that learning I want to make our service better and also share it so maybe other people can avoid similar errors.

What happened?

The root cause was that a single database in SQL Azure became very slow. I actually don't know why, but I guess it's not really the root cause but, for my purposes, it's close enough. I trust the SQL Azure team because that part of the root cause - certainly did loop them in on the incident. Database was, from time to time, get slow and SQL Azure has been pretty good about that over the past year or so.

The scenario was that Visual Studio (the IDE) was calling our "Shared Platform Services" a common service instance managing things like identity, user profiles, licensing, etc. To establish a connection to get notified about updates to licensing settings. The Shared Platform Services were calling Azure Service Bus and it was calling the ailing SQL Azure database.

The slow Azure database caused calls to the Shared Platform Services (SPS) to pile up until all threads in the SPS thread pool were consumed, at which point, all calls to TFS eventually got blocked due to dependence on SPS. The ultimate result was VS Online being down until we manually disabled our connection to Azure Service Bus on the log jam cleared itself up.

There was a lot to learn from this. Some of it I already knew, some I hadn't thought about but, regardless of which category it was in, it was a damn interesting/interesting failure.

"UPDATE" Within the first 10 minutes I've been pinged by a couple of people on my team pointing out that people may interpret this as saying the root cause was Azure DB. Actually, the point of my post is that it doesn't matter what the root cause was. Transient failure will happen in a complex service. The interesting thing is that you react to them appropriately. So regardless of what the trigger was, the "root cause" of the outage was that we did not handle a transient failure in a secondary service properly and allowed it to cascade into a total service outage. I'm also told that may be wrong about what happened in @Azure DB. I try to stay away from saying too much about what happens in other services because it's a dangerous thing to do from afar. I'm not going to take the time to do double check and correct any error because, again, it's not relevant to the discussion. The point isn't about the "trigger". The point is about how we reacted to the trigger and what we are going to do to handle such situations better in the future.

Don't let a "nice to have" feature take down your mission critical ones

I'd say the first and foremost lesson is "Don't let a nice to have" feature take down your mission critical ones." There's a notion in services that all services should be loosely coupled and failure tolerant. One service going down should not cause a cascading failure, causing other services to fail better only the portion of functionality that absolutely depends on the failing component is unavailable. Services like Google and Bing are great at this. They are composed of dozens or hundreds of services and any single service might be down and you never even notice because most of the experience looks like it always does.

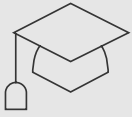
Visual Studio Team Services is up and running
Everything is looking good
View all Team Services support options | Visit our service blog for details and history

A bit more on the Feb 3 and 4 incidents
02/06/2015 by Brian Harty MS, 15 Comments

Drilling further by looking at what spots are waiting on RESOURCE_SEMAPHORE, we see that pvc_updateidentities dominates. Guess what. That's the spike that caused this incident.

And now, let's look at a time chart of memory grant requests for this spike. The huge spikes begin the moment we introduced the change to SQL compact level. This is a fantastic opportunity for automated anomaly detection. There's no reason we can't find this kind of thing long before it creates any actual incident. Getting all of the technology hooked up to make this possible and know which KPIs to watch isn't easy and will take some boring but all the data is here.

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No such thing as 'partial automation'

"One time" deployment commands in OneNote, email

```
Set-Options "p 0"
```

Imagine a dozen more steps like that...

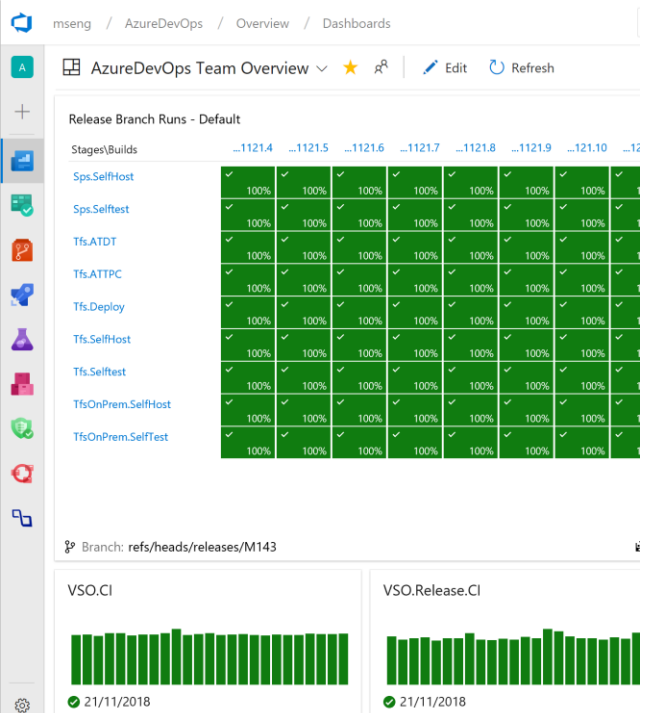
And then...someone misses a step half way through

We once broke pre-production for a day

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Automate completely

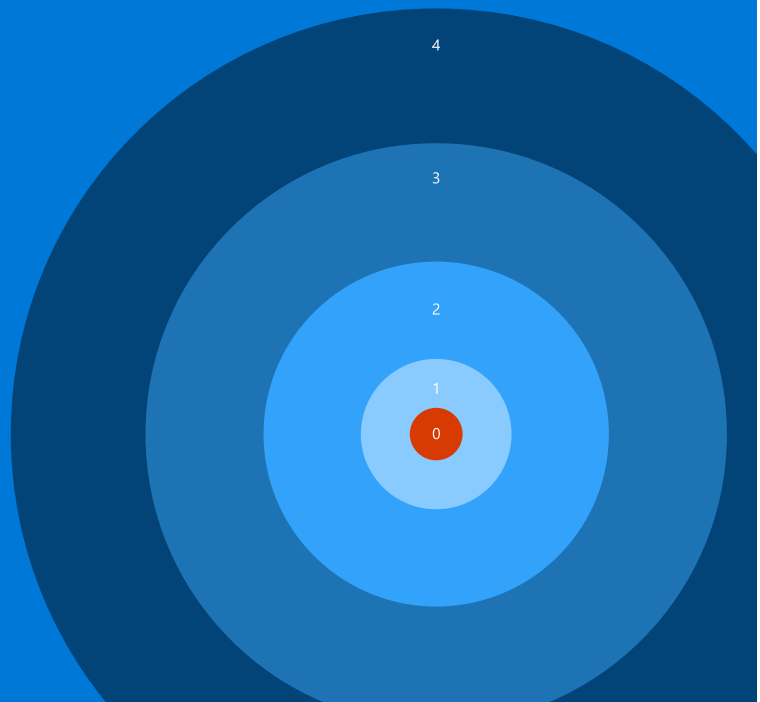
- No more "one time" commands run manually
- Every command goes in PowerShell scripts that are checked in
- Deployment to pre-production & canary is the same as deployment to production every time
- All orchestrated with Azure Pipelines



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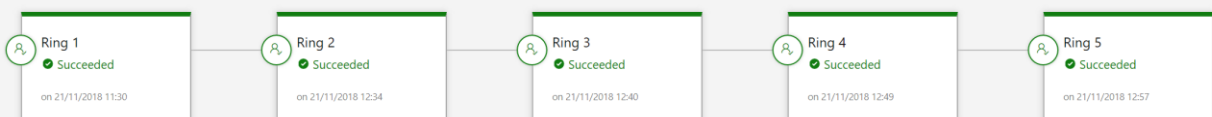
Your aim won't
be perfect.

Control the
blast radius.



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Tracking Deployments to Production (5 Rings)



1. Canary (internal users)
2. Smallest external data center
3. Largest external data center
4. International data centers
5. All the rest

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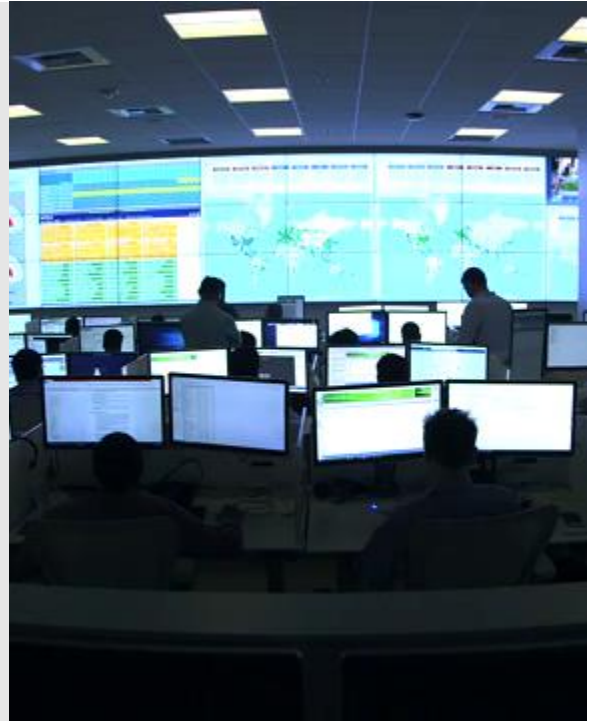


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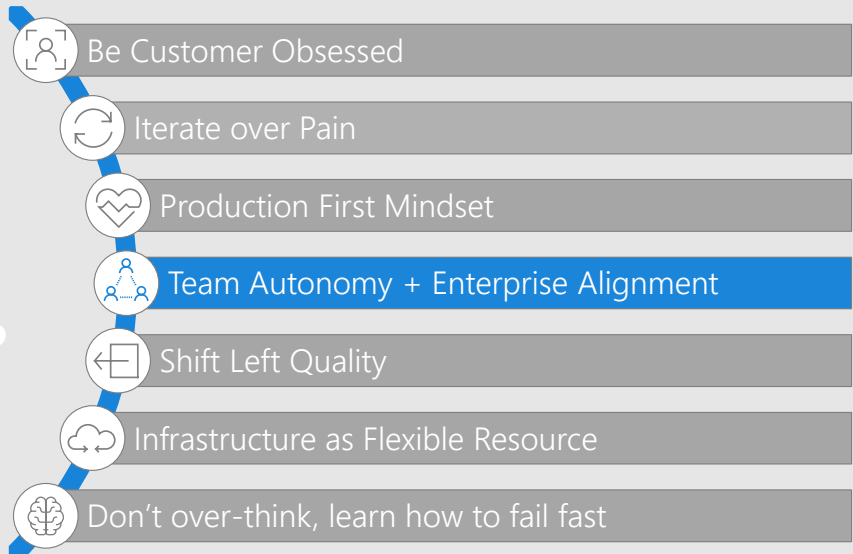
Live Site Culture

- Live site status is always the top priority
- Weekly live site review
- Root cause everything
- LSI fixes go into backlog (2 sprint rule)
- Actionable alerts
- Monthly service review
- On-call Designated Responsible Individual (DRI)
- Customer Focused Availability model (SLA)
- Per team / service health reports



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Habits we've learned so far at Microsoft



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Software delivery paradox

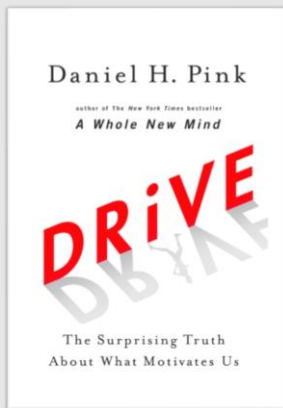
Speed vs. control



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Agile at Scale with Aligned Autonomy

*"Let's try to give our teams three things...
 Autonomy, Mastery, Purpose"*



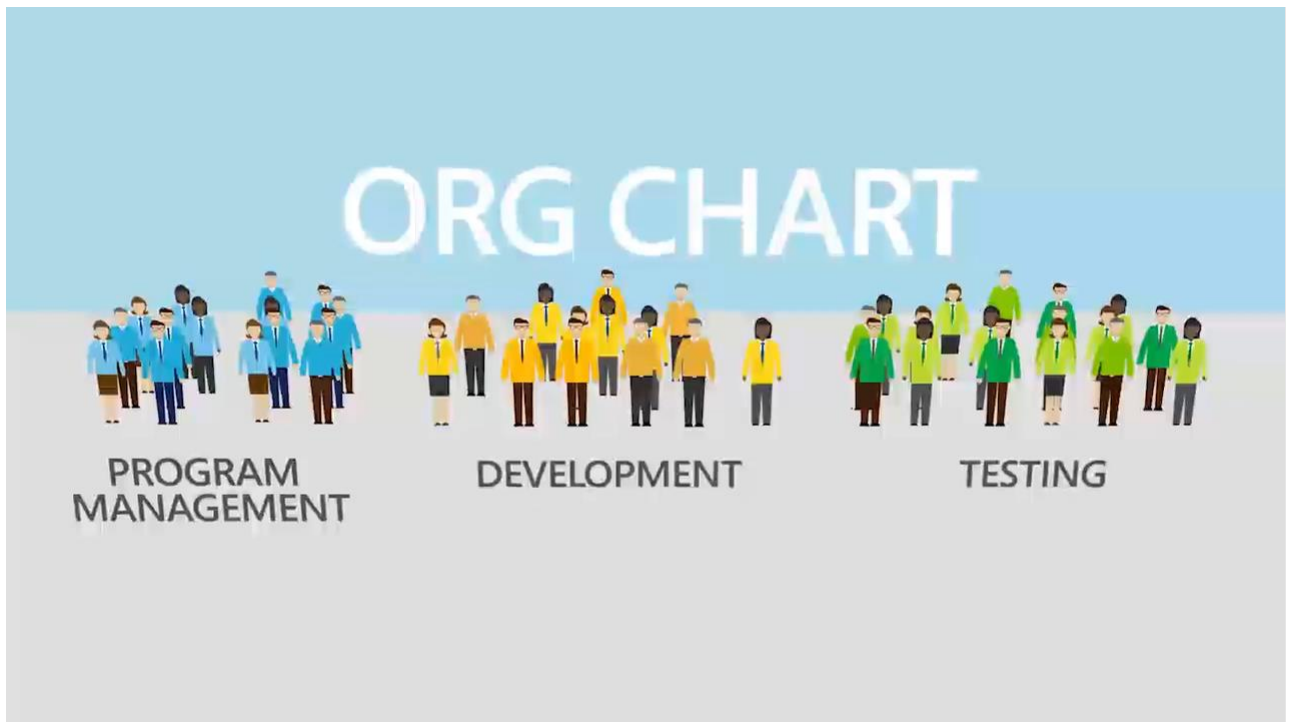
- Plan
 - Practices
 -
 - Organization
 - Roles
 - Teams
 - Cadence
 - Taxonomy
- } Autonomy
- } Alignment

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Team Structure



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ORG CHART



PROGRAM
MANAGEMENT



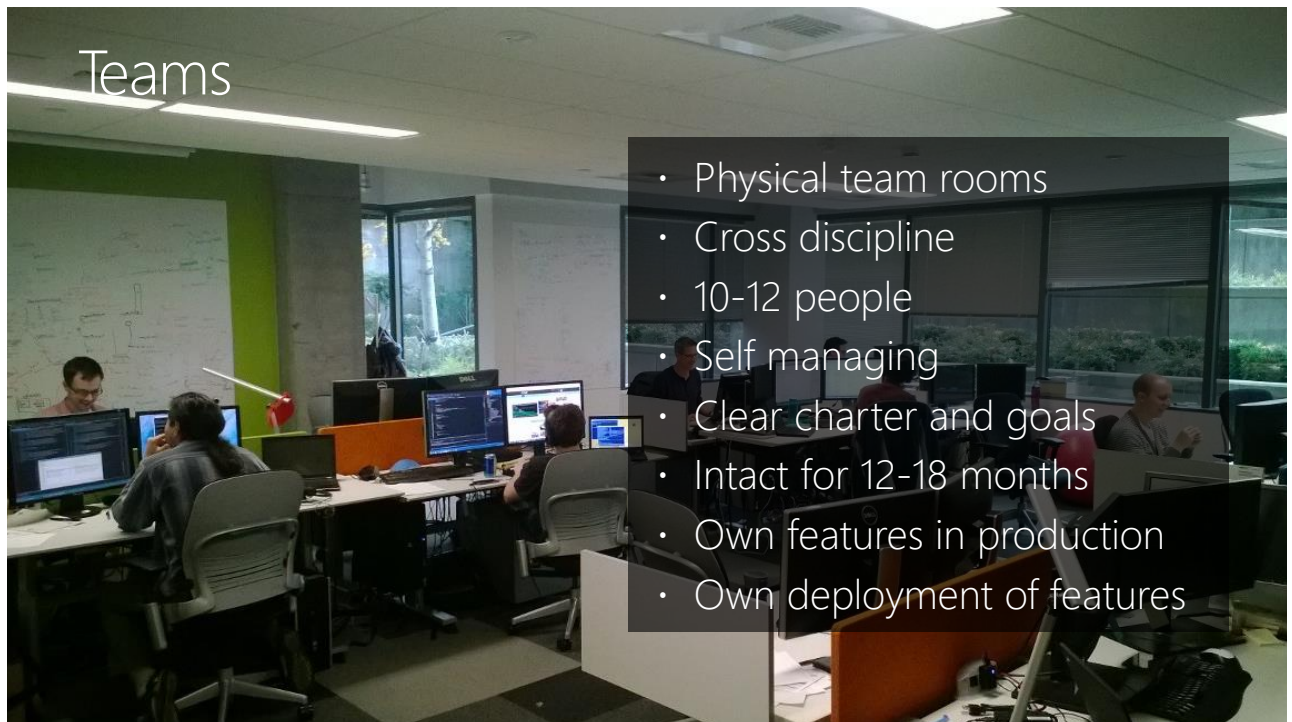
ENGINEERING



OPs

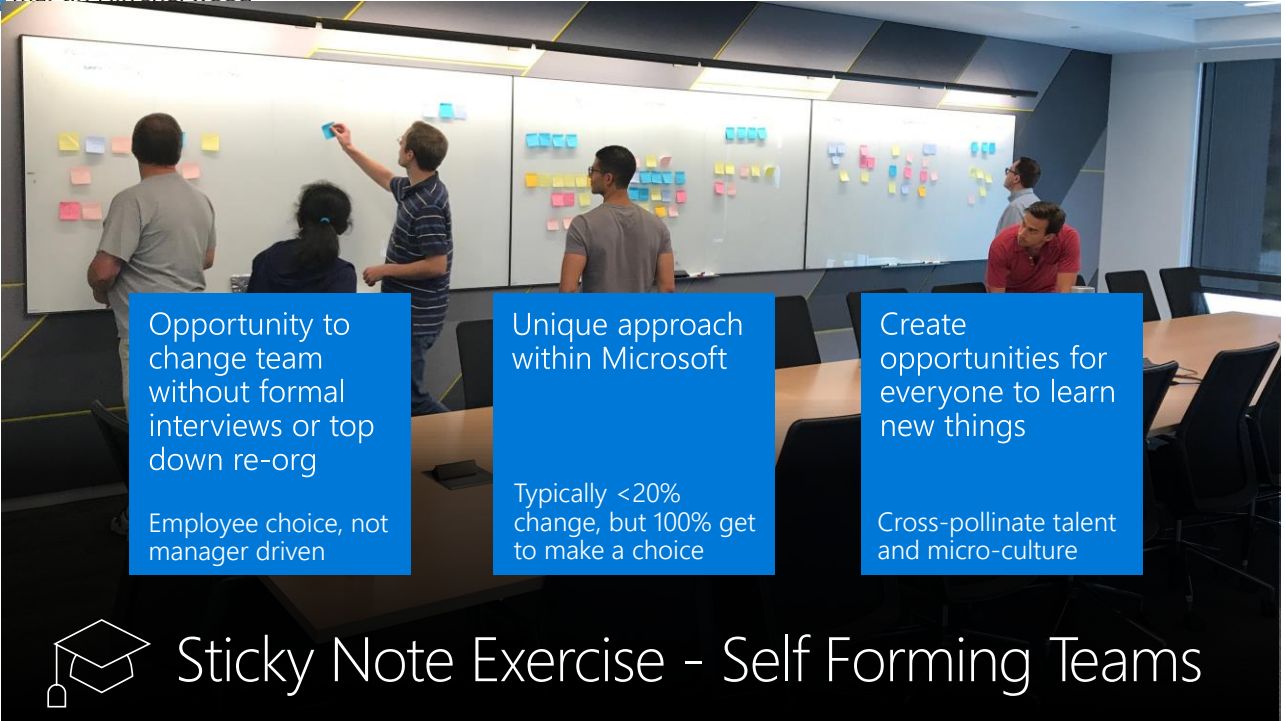
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Teams



- Physical team rooms
- Cross discipline
- 10-12 people
- Self managing
- Clear charter and goals
- Intact for 12-18 months
- Own features in production
- Own deployment of features

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Opportunity to change team without formal interviews or top down re-org

Employee choice, not manager driven

Unique approach within Microsoft

Typically <20% change, but 100% get to make a choice

Create opportunities for everyone to learn new things

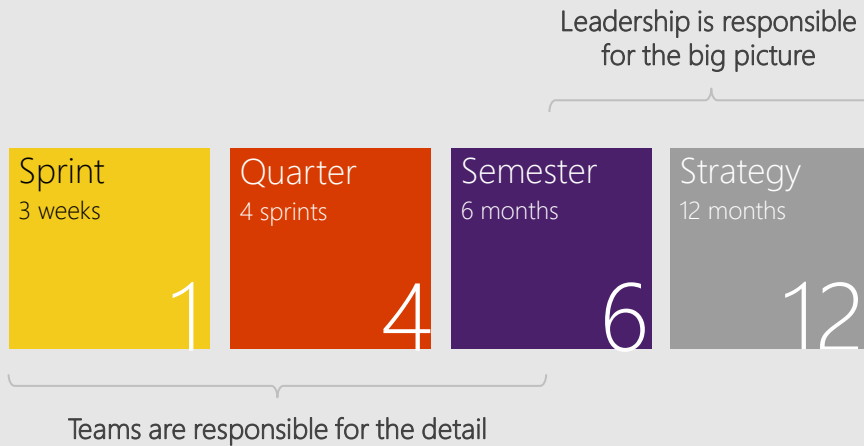
Cross-pollinate talent and micro-culture



Sticky Note Exercise - Self Forming Teams

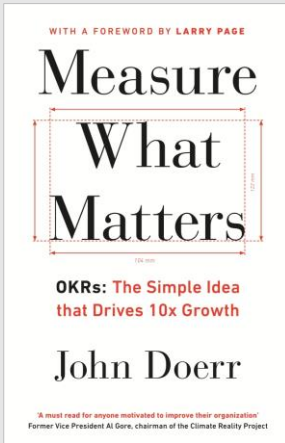
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Planning



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Measure Outcomes not Outputs



OKR: Objective→Key Results

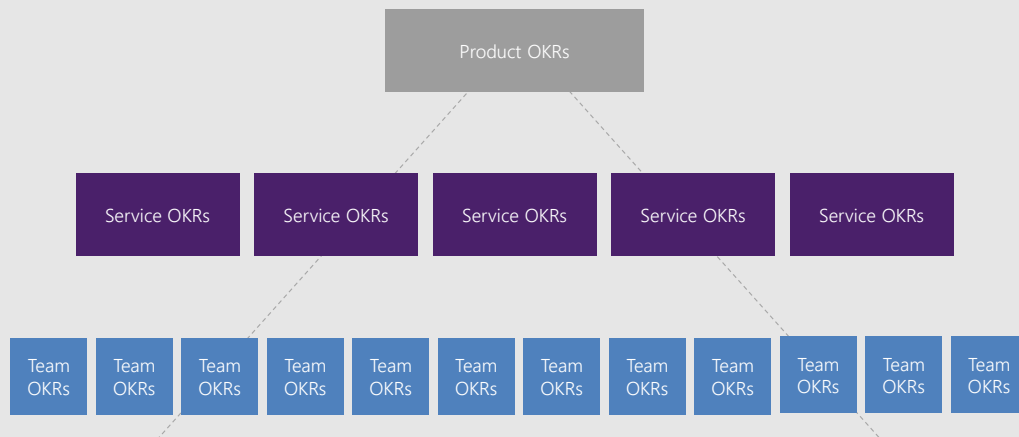
1. Objective: Grow a strong and happy customer base
 - 1.1 Increase external NPS from 21 to 35
 - 1.2 Increase docs SAT from 55 to 65
 - 1.3 New pipeline flow has an Apdex score of 0.9
 - 1.4 Queue time for jobs is 5 seconds or less

KRs are measures for the *quarter*

Encourage ambitious KRs:
70% of the improvement target scores green

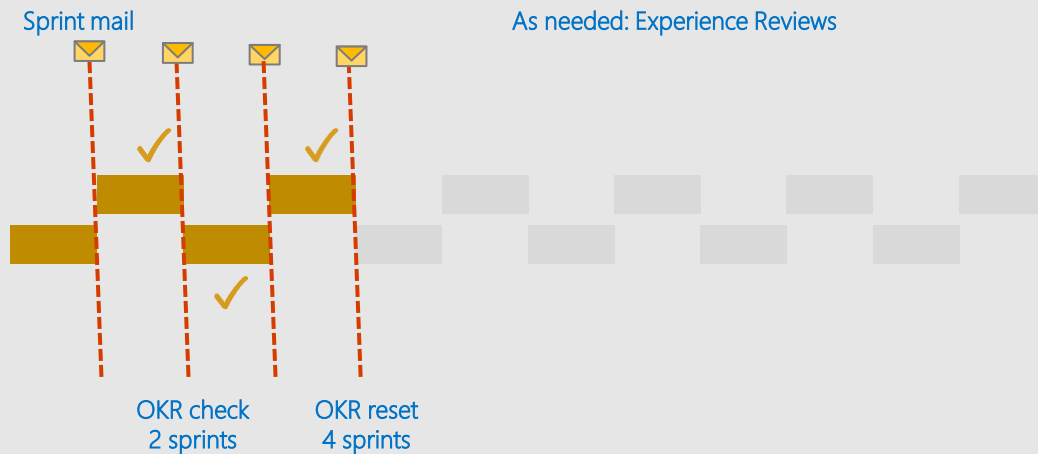
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Alignment



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How do you stay in sync?



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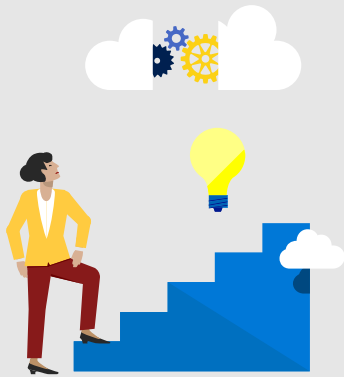
Transformation Benefits

- Teams feel that they own the customer experience & are responsible for improving it
- Teams are continually planning
- Planning is driven by continual learning
 - Telemetry on usage
 - Customer feedback
 - "Failing fast" through incremental execution and delivery
- Opportunities to continually evaluate progress
- We can react... *if & when* we need to change course



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Habits we've learned so far at Microsoft



- Be Customer Obsessed
- Iterate over Pain
- Production First Mindset
- Team Autonomy + Enterprise Alignment
- Shift Left Quality**
- Infrastructure as Flexible Resource
- Don't over-think, learn how to fail fast

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Testing: Shift Left from Integration to Unit

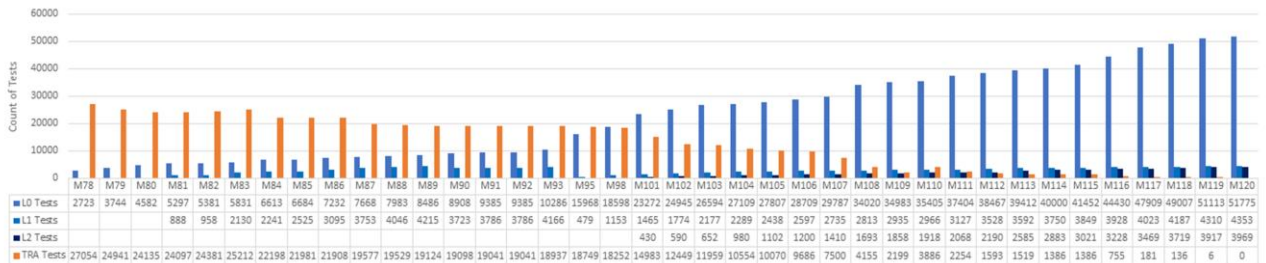
L0 – Requires only built binaries, no dependencies

L1 – Adds ability to use SQL and file system
 Run L0 & L1 in the pull request builds

L2 – Test a service via REST APIs

L3 – Full environment to test end to end

VSTS Test Portfolio Balance



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na-ked agil-i-ty
Mar-tin Hin-shel-wood

Pull Requests

PR's are point of code review

L0+L1 Tests performed before merge

Additional automated validation (compliance scanning etc)

Specific AD groups configured to require approval before merge

Result:

- Shift-left testing to pre-merge
- Makes CI build failures rare
- Accelerates the inner loop

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Tests Against the Pull Request

Feedback in minutes, before acceptance of PR

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Green Means Green, Red Means Red

Master Branch Runs

Environments\Builds	...516.12	...516.13	...516.14	...516.15	...516.16	...516.17	...516.18	...516.19	...516.20	...516.21	...516.22	...516.23	...516.24	...516.25	...516.26
Sps.SelfHost.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.SelfHost.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.Selftest.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Sps.Selftest.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Deploy	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 50%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 50%	✓ 100%	✓ 100%	✓ 100%	✗ 50%
Tfs.SelfHost.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.SelfHost.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✗ 99.62%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Selftest.CodeDev	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
Tfs.Selftest.VSTS	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
TfsOnPrem.SelfHost	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%
TfsOnPrem.SelfTest	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%	✓ 100%

Only all-green builds get to release

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Habits we've learned so far at Microsoft



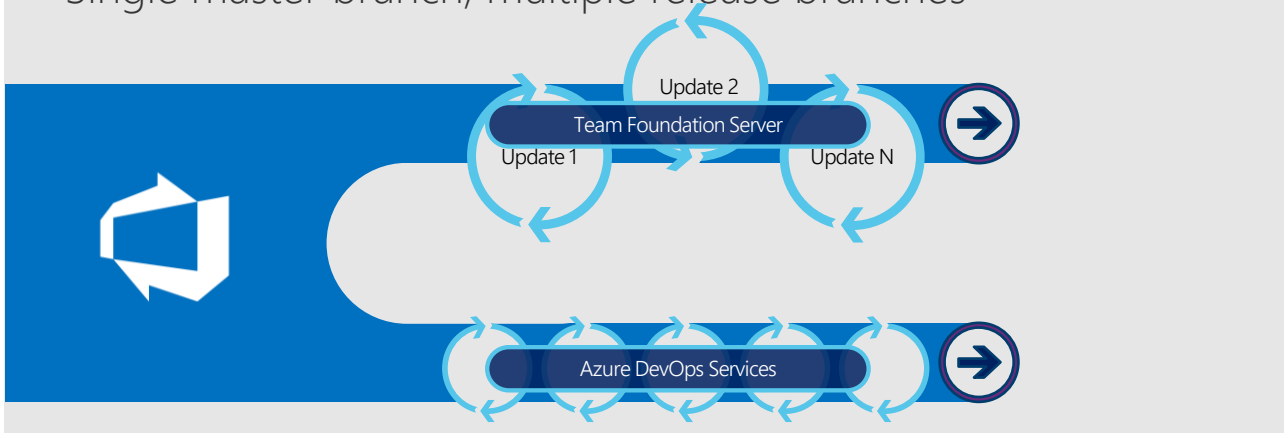
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Code: Cloud first, then move on-premises

One code base with multiple delivery streams

Shared abstraction layer

Single master branch, multiple release branches

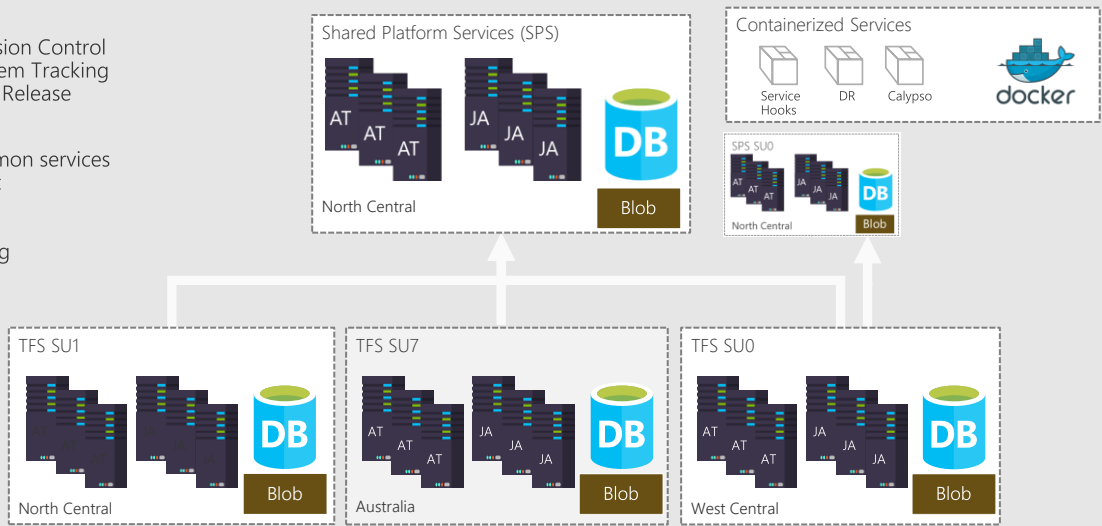


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Multiple Data Centers with incremental roll out

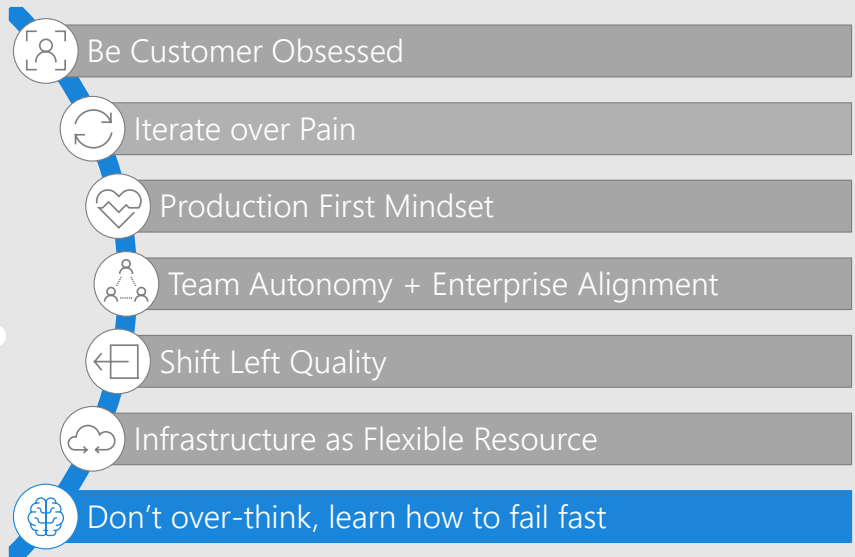
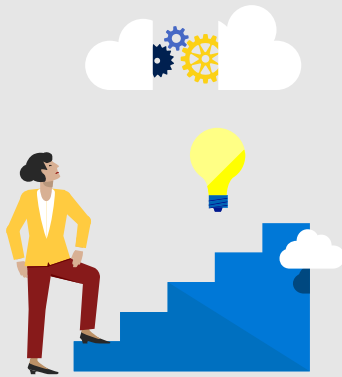
- TFS
- Git/Version Control
 - Work Item Tracking
 - Build & Release
 - Test

- SPS: common services
- Account
 - Identity
 - Profile
 - Licensing



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Habits we've learned so far at Microsoft

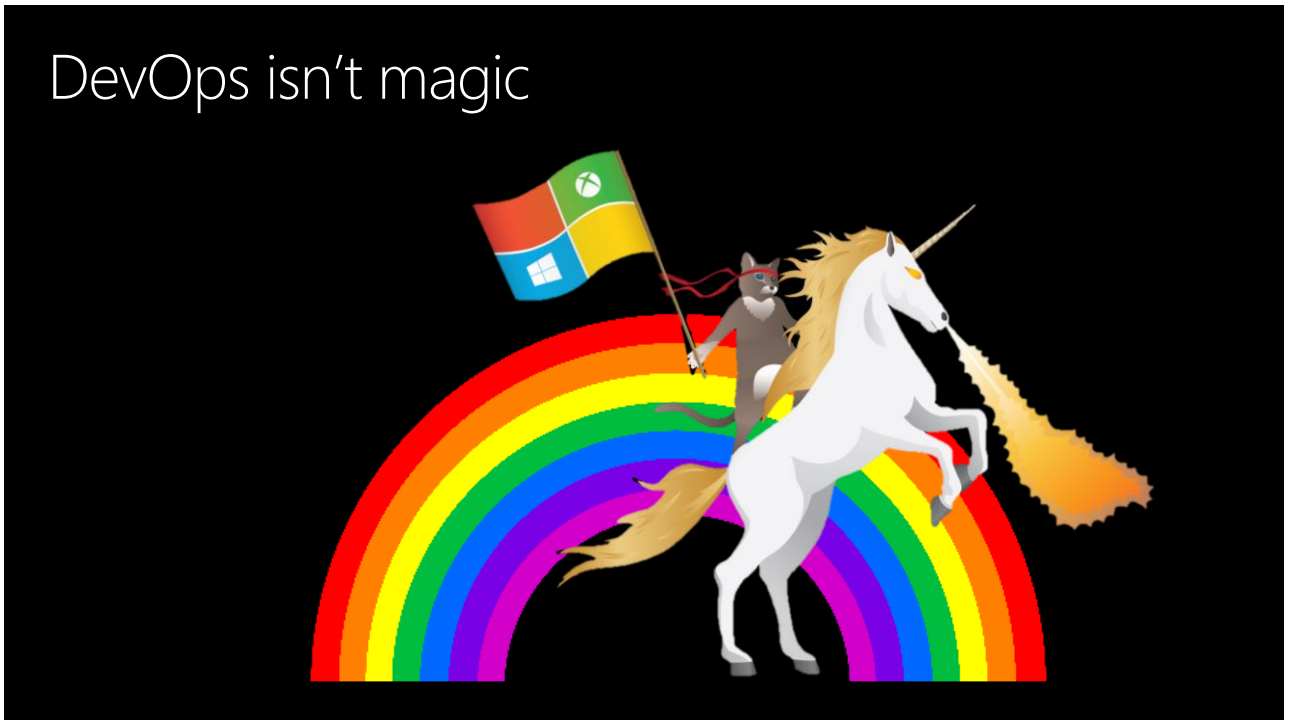
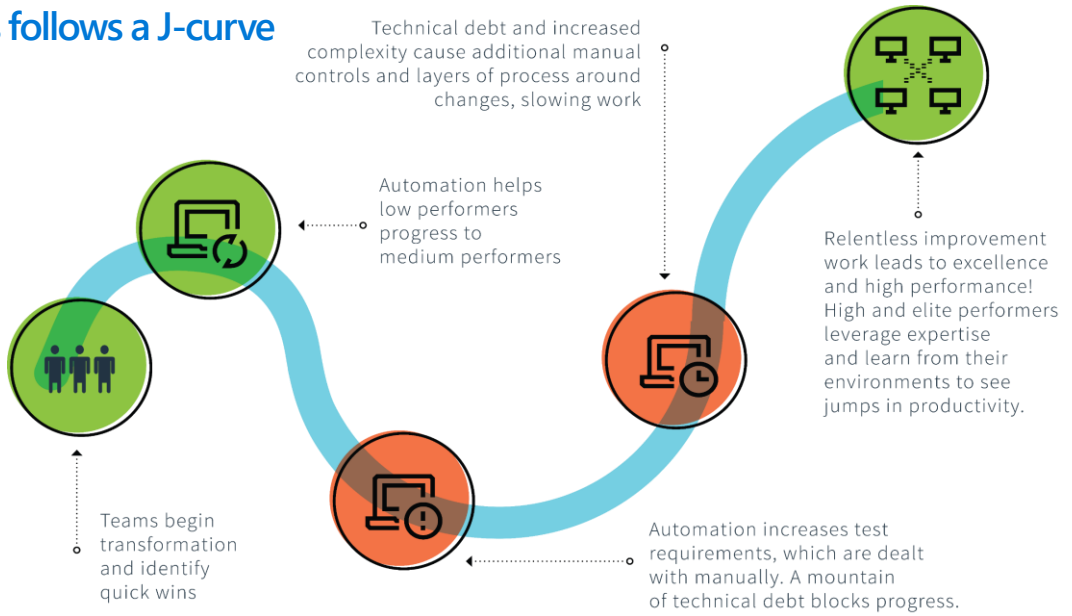


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**A journey of a thousand miles
begins with a single sprint**

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Progress follows a J-curve



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Thanks!

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