

Sharing our journey
Microsoft's DevOps Transformation

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Microsoft MVP in Dev Tools - 11 years Microsoft Certified Professional - since '93

Microsoft Certified Trainer - since '96

Professional Scrum Master

Professional Scrum Developer

Australia's first Professional Scrum Developer Trainer



Monitor + Learn splunk> ZABBIX **Nagios**[®] Azure DevOps **Application Insights** Feedback • · · · · · · Any language, Any Platform **HockeyApp** ····· Monitor Integration testing Staging environment environment Manage work **Project starts** Release Pre-production Automated functional Plan work Track progress environment testing environment ····· Write Code redgate TERRAFORM Unit Testing • · · · · · **WhiteSource** JUnit WVAGRANT ····· Version Control sonarqube puppet Build • · · · · · Visual Studio Build Verification Jenkins Gradle Visual Studio Code Develop + Test

DevOps at Microsoft

Azure DevOps is the toolchain of choice for Microsoft engineering with over 90,000 internal users



https://aka.ms/DevOpsAtMicrosoft

372k

Pull Requests per month

4.4m

Builds per month

5_m

Work items viewed per day

2m

Git commits per month

500m

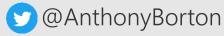
Test executions per day

500k

Work items updated per day

78,000

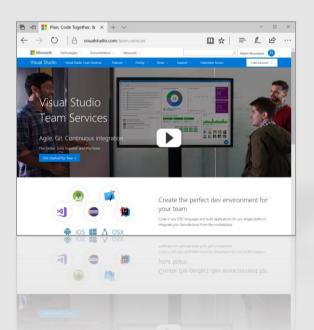
Deployments per day

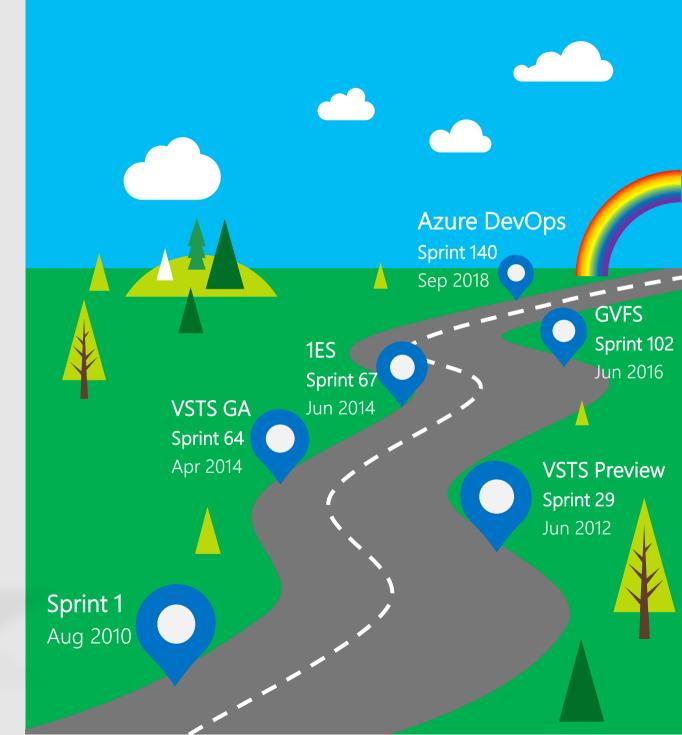


The Journey to DevOps

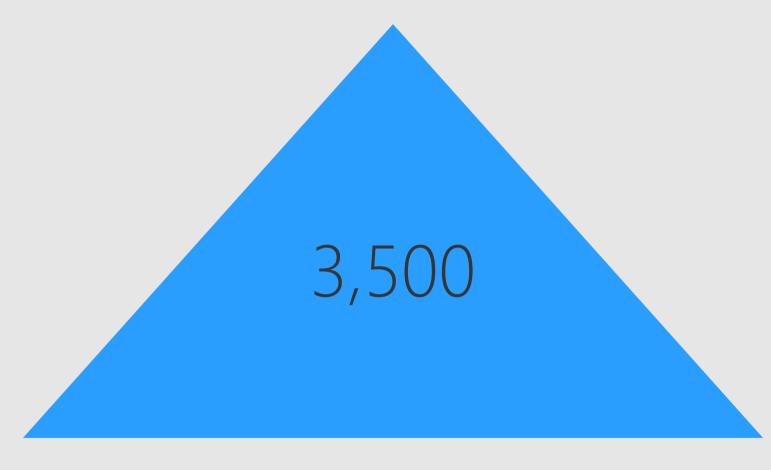




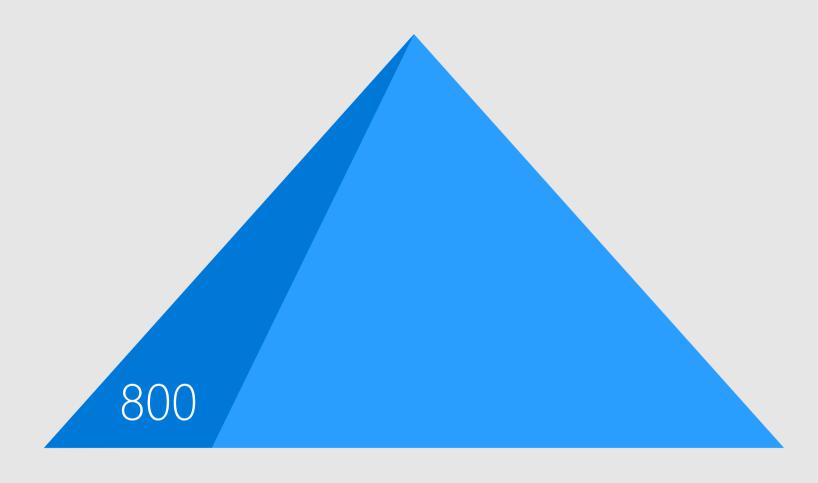






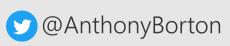


The Developer Division at Microsoft



The Azure DevOps team... spread out across up to 40 feature teams





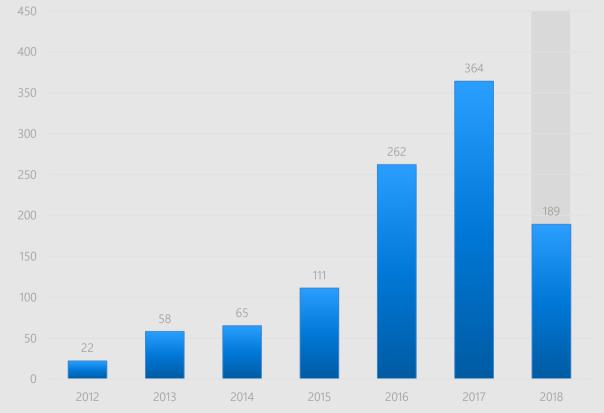
Features Delivered per Year

We are delivering value to customers and an increased velocity.

Features delivered per year

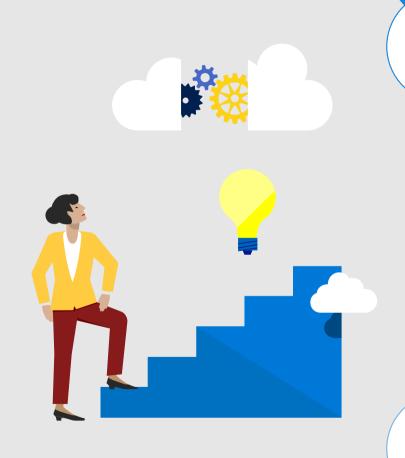
 More features in 2016 (262) than the previous 4 years combined (256 features).

364 features in 2017!





Four lessons we've learned so far





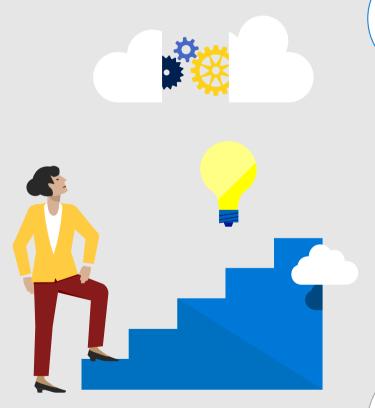




Safe Deployment and controlling exposure



Four lessons we've learned so far





Customer Focused



Team Autonomy + Enterprise Alignment



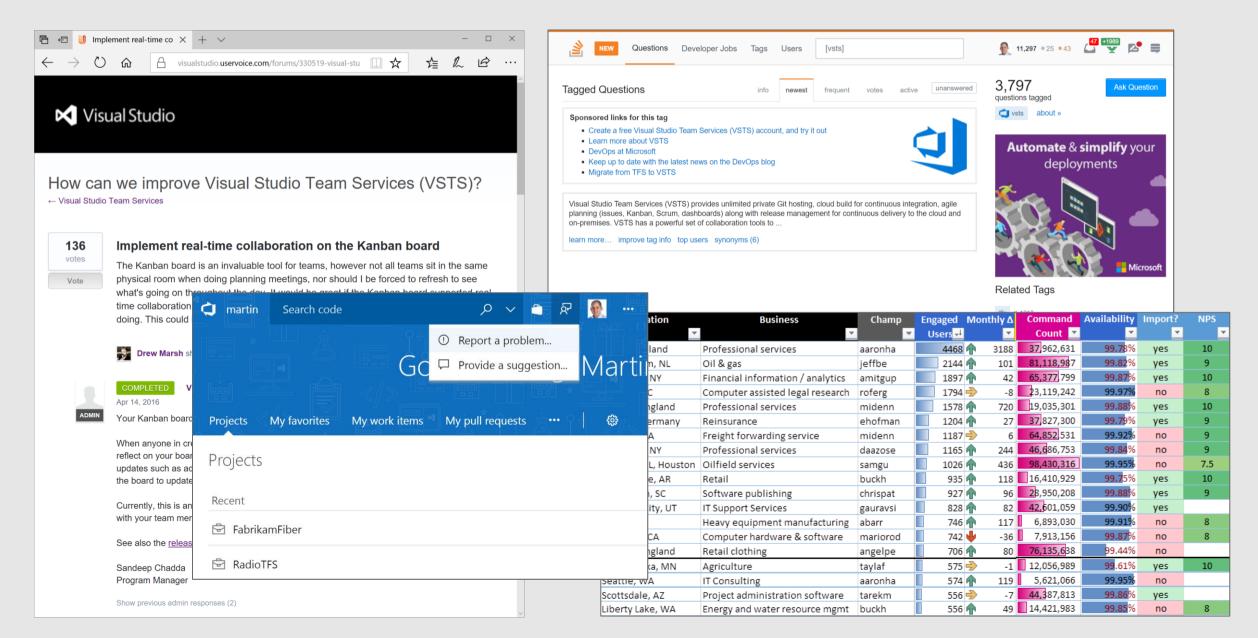
Shift Left Quality



Safe Deployment and controlling exposure



Listen to our customers



What is DevOps?

DevOps is the union of people, process, and tools to enable continuous delivery of value to our customers.



Build-Measure-Learn

Hypothesis



We believe {customer segment} wants {product/feature} because {value prop}

Experiment



To prove or disprove the above, the team will conduct the following experiment(s): ...

Learning

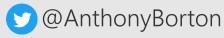


The above experiment(s) proved or disproved the hypothesis by impacting the following metric(s): ...

Our Definition of Done

Live in production, collecting telemetry that examines the hypothesis which motivated the deployment.





Four lessons we've learned so far







Shift Left Quality

Safe Deployment and controlling exposure





Microso¹

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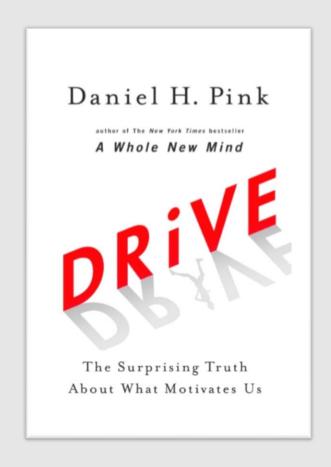
Microsoft Encarta was a digital multimedia encyclopedia that was published by Microsoft Corporation from 1993 to 2009. In 2008, the complete English version, Encarta Premium, consisted of more than 62,000 articles, [1] numerous photos and illustrations, music clips, videos, interactive contents, timelines, maps, atlases and homework tools. It was available on the World Wide Web by annual subscription or by purchase on DVD or multiple CDs. Many articles could also be viewed free online with advertisements.[2]

Microsoft published similar encyclopedias under the Encarta trademark in various languages, including German, French, Spanish, Dutch, Italian, Portuguese and Japanese. Localized versions contained contents licensed from national sources and more or less content than the full English version. For example, the Dutch version had content from the Dutch Winkler Prins encyclopedia.

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Agile at Scale with Aligned Autonomy

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



Organisation

Roles

Teams

Alignment

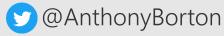
Cadence

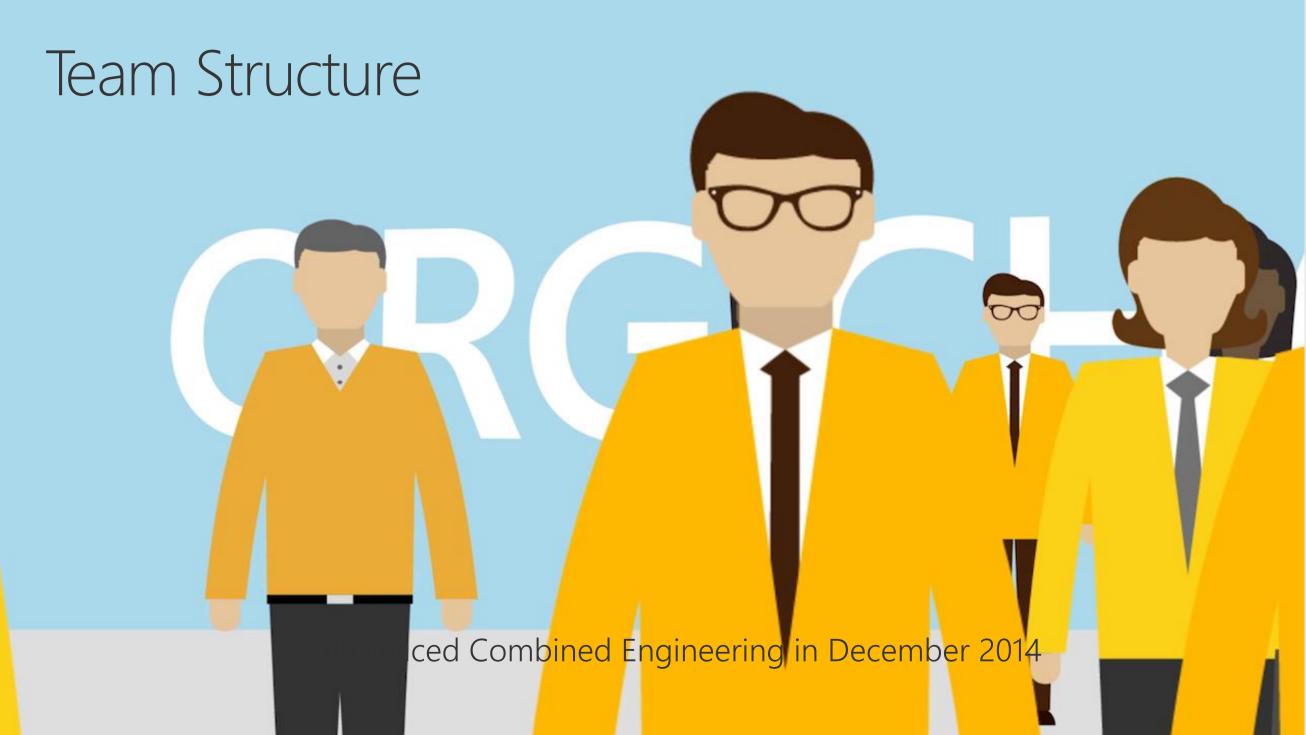
Taxonomy

Plan

Practices

Autonomy





ORG CHART



PROGRAM

MANAGEMENT





TESTING

ORG CHART



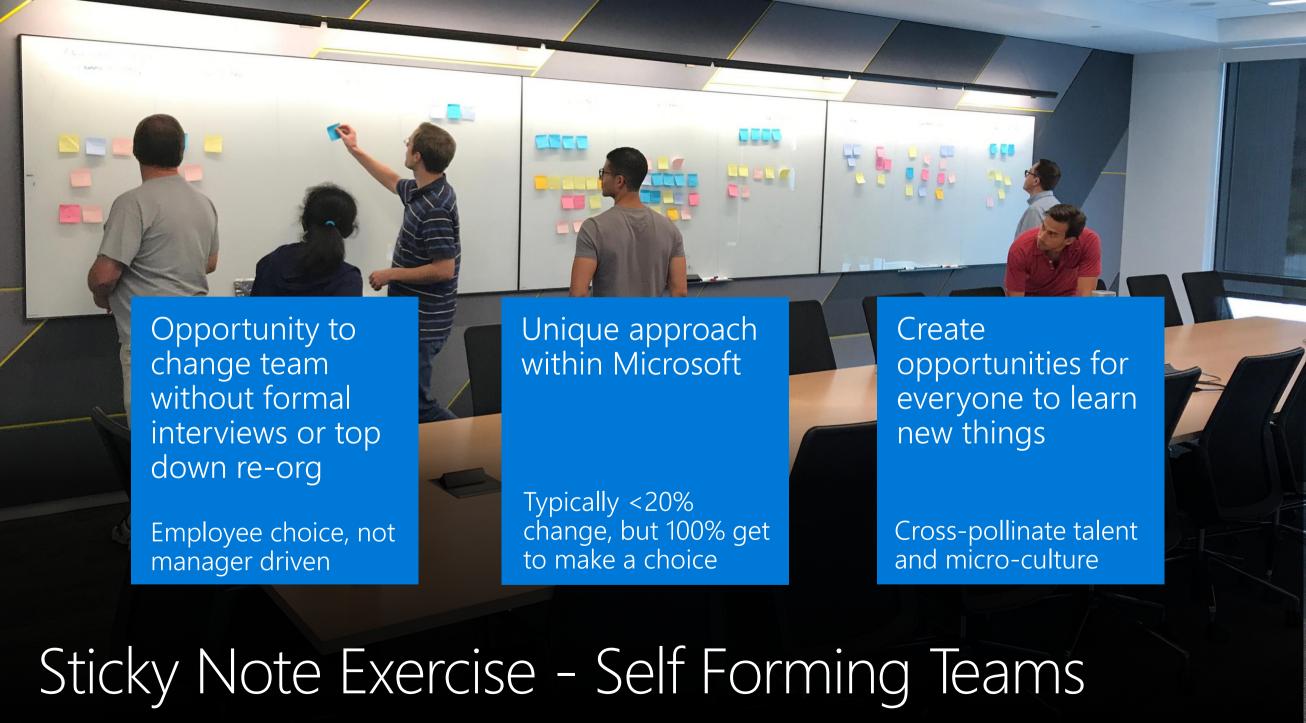




PROGRAM MANAGEMENT **ENGINEERING**

OPs





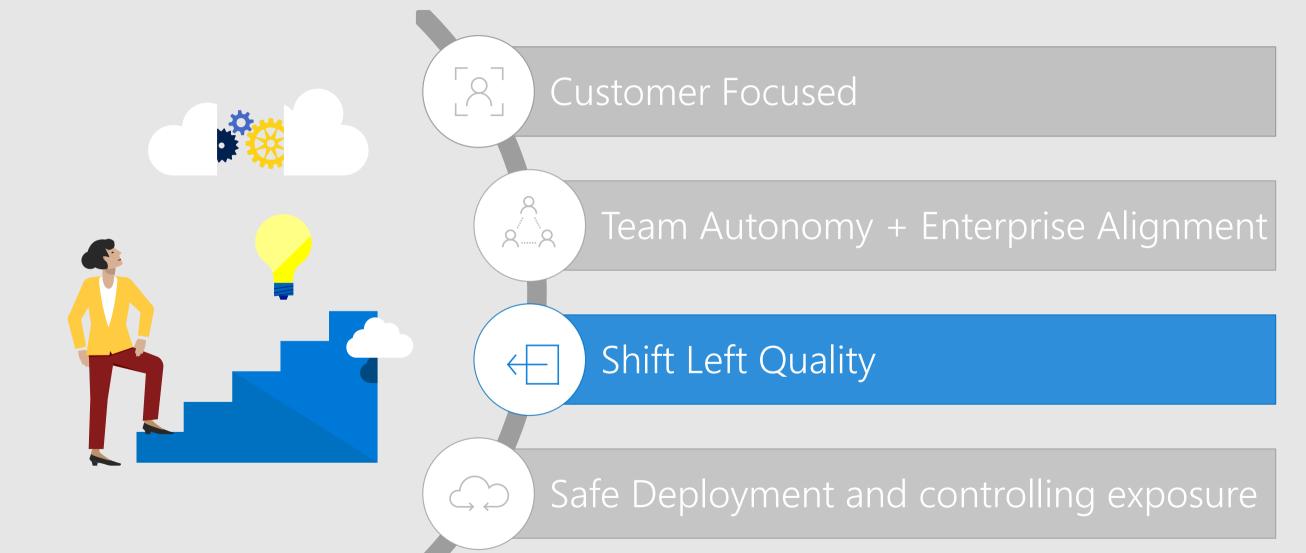
Transformation Benefits

- 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 in incremental execution and delivery
- Opportunities to continually evaluate progress
- · We can react... if & when we need to change course



Four lessons we've learned so far

@AnthonyBorton



Testing circa 2010 – arrival of the Cloud Services

New constraints and requirements

Faster cadence, even faster cadence, and more

Lack of customer validation through Beta, RC etc.

Micro-services deployed independently

High availability, no downtime deployments

. . . .

Initial response and approach

Do the traditional waterfall dev/test model but faster

Pushed for faster automation

Test Selection techniques as a way of survival

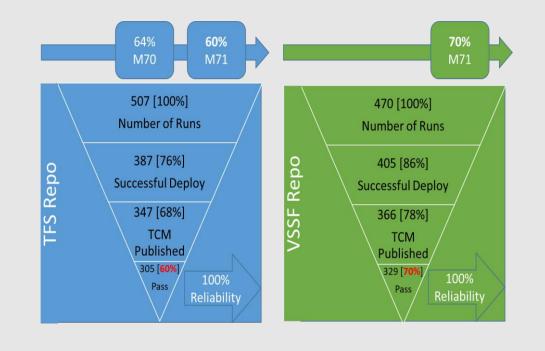


Our problems: September 2014

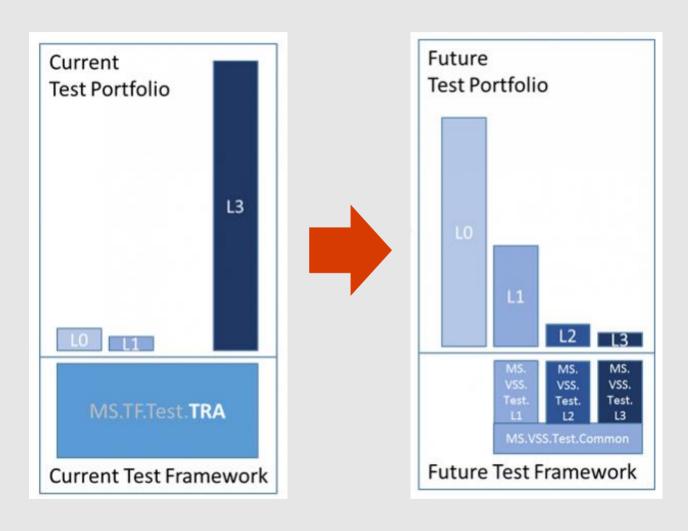
Tests took too long
Over 22 hours for nightly run
2 days for the full run

Tests failed frequently
Only ~60% of P0 runs passed 100%;
Each NAR suite had many failures

Quality signal unreliable in Master Test failure analysis was too costly



Published VSTS Quality Vision: Feb '15



Principles

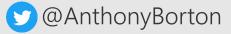
- Tests should be written at the lowest level possible
- Write once, run anywhere including production system
- Product is designed for testability
- Test code is product code, only reliable tests survive



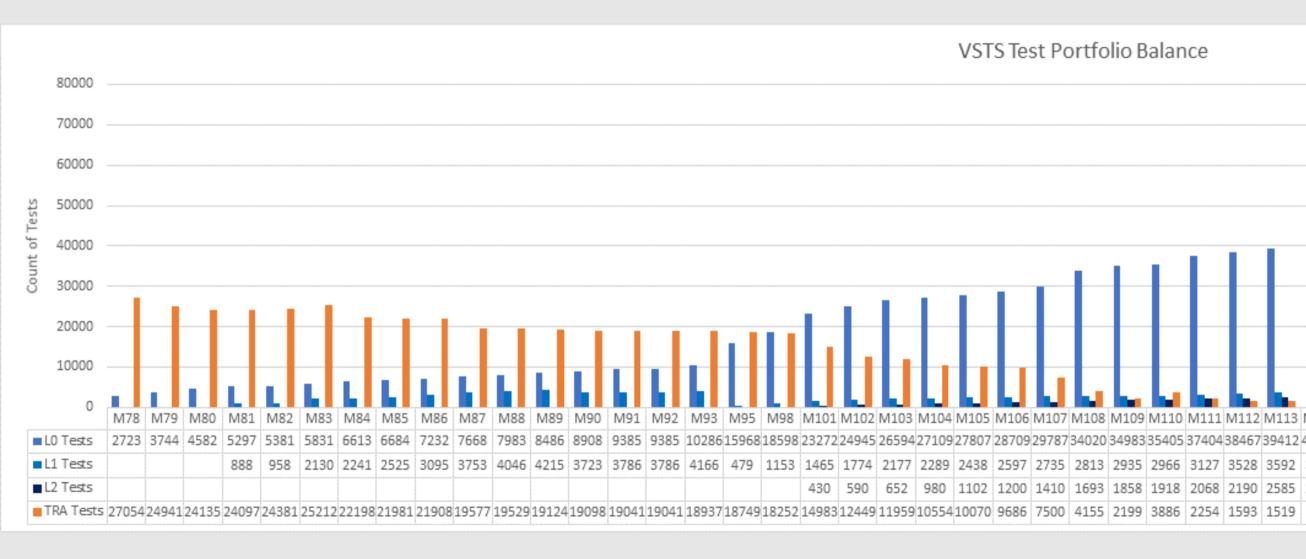
Test Taxonomy

Levels can roughly be understood as a measure of external dependencies

- Unit Tests
 - LO Broad class of fast in-memory unit tests
 - L1 Unit tests with more complex requirements e.g. SQL
- Functional Tests
 - L2 Functional tests run against "testable" service deployment
 - L3 Restricted class integration tests that run against production

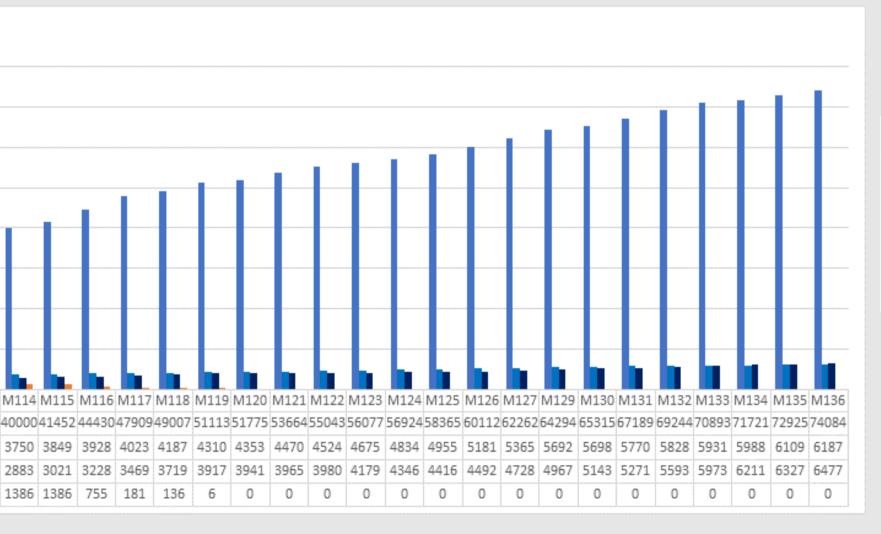


Test portfolio over time





Test portfolio over time

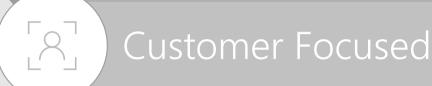


TYPE	M78	M136	DELTA
LO	2723	74084	+ 71,361
L1		6187	+ 6,187
L2		6477	+ 6,477
TRA	27054	0	- 27,054



Four lessons we've learned so far







Team Autonomy + Enterprise Alignment



Shift Left Quality



Safe Deployment and controlling exposure



Early Principles

The same tools we use to deploy to production we use in dev and test environments

The quality signals we look at to green light deployments are tracked constantly every day

Deployments take zero down time

Deployments happen during working hours



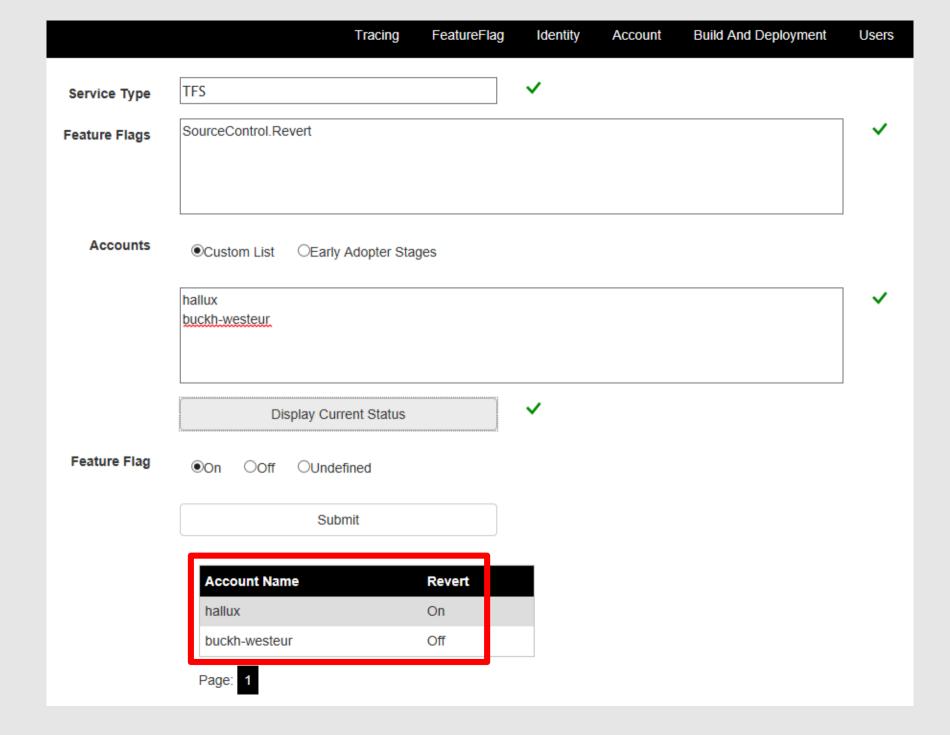
What do feature flags give us?

Decouple deployment and exposure Flags provide runtime control down to individual user Change without redeployment Controlled via PowerShell or web Ul Support early feedback, experimentation Quick off switch



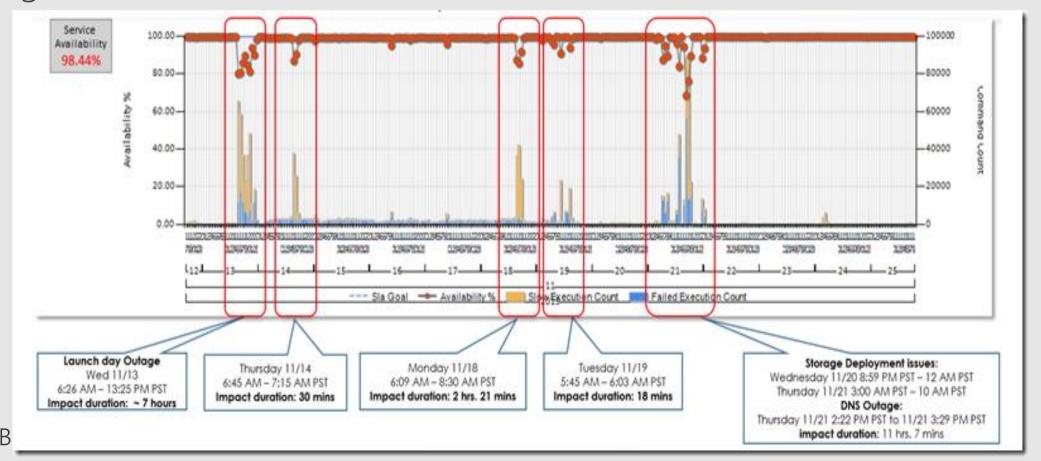
Control

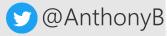
PowerShell
Get-FeatureFlag
Set-FeatureFlag
Web UI



That's great...what could go wrong?

Features to be revealed at Connect 2013 event We turned features on globally (SU1) just before the keynote... It didn't go well.





What went wrong?

Turned on flags in production morning of event On the only instance we had at the time

Now...

Incrementally turned on

Turned on completely at least 24 hours ahead of an event



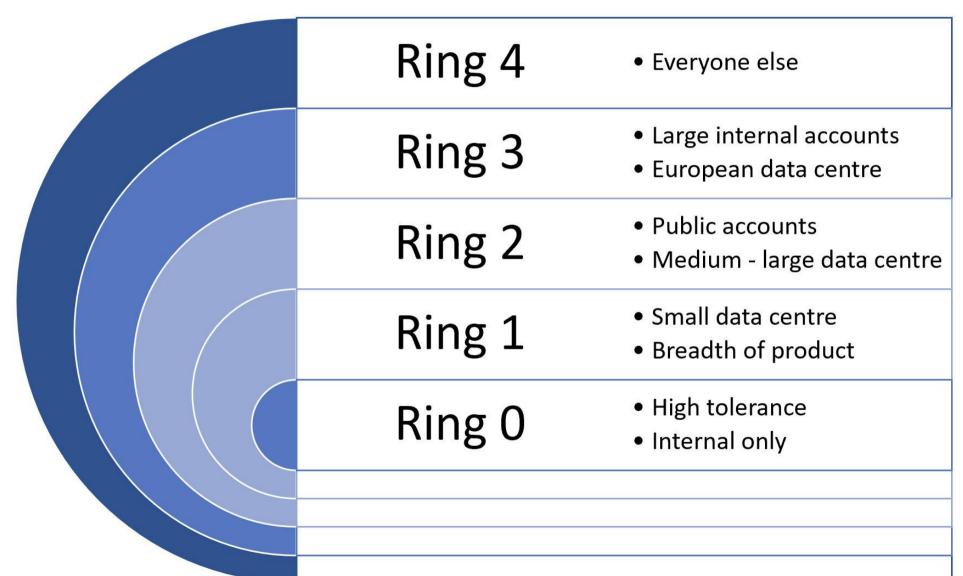
What is Safe Deployment?

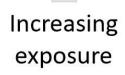
Deploy changes to risk tolerant customers first, progressively roll out to larger and larger sets of customers

Automated health checks and roll back

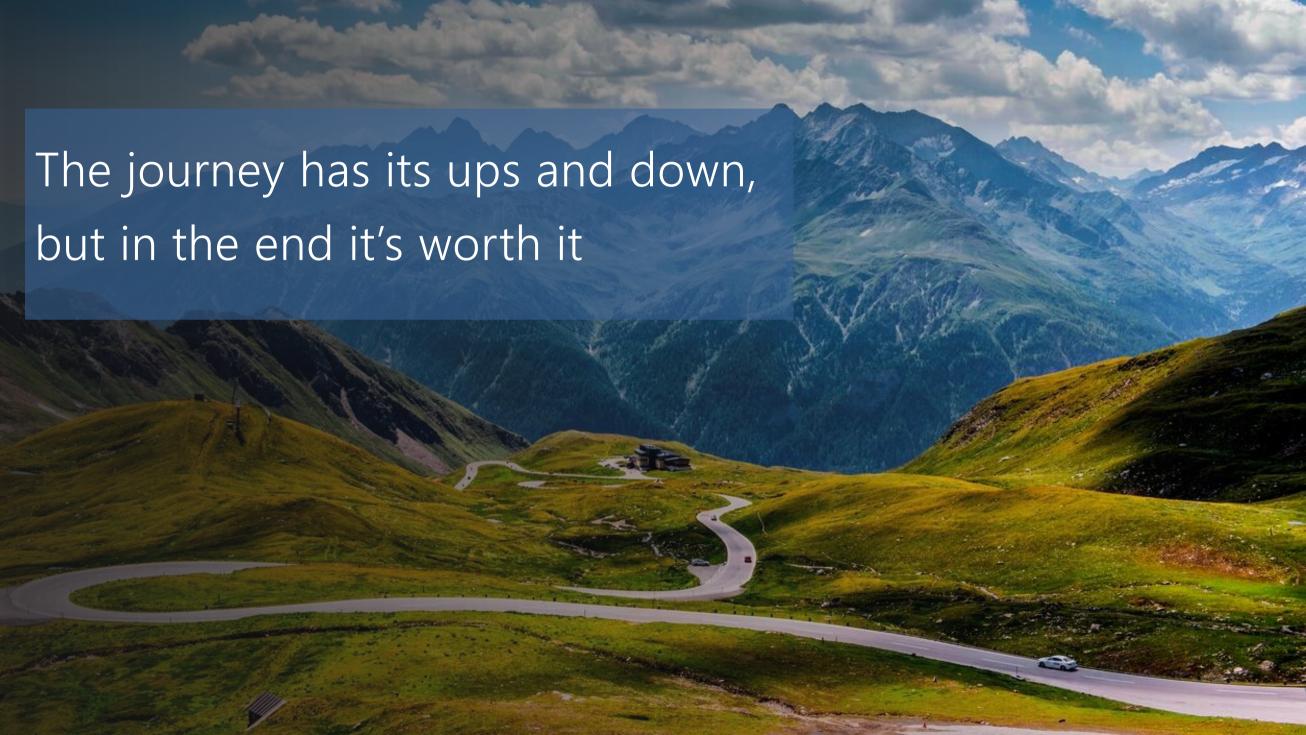


Deployment rings









Thank you

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