

# **PLATFORM ENGINEERING UND DIE ZUKUNFT DER INTERNEN PLATTFORMPRODUKTE**

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Advisor**

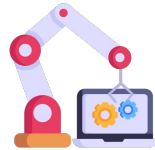


# Core Principles and Promises of DevOps



## Collaboration

- Break Down Silos
- Foster a communication Culture
- Cross-Functional Teams
- Organizational-wide engagement



## Automation

- Infrastructure as Code
- Continuous Integration
- Continuous Delivery



## Continuous Improvements

- Centrally collect and react on events, provide guard rails and intrusion detection



## Observability

- Real-time Monitoring
- Both application and infrastructure
- Detect and address proactively



## Feedback Loops

- A communication channel between ops and dev
- Analyze success and failure of deployments

# WHERE DEVOPS FAILS?



# Core Reasons DevOps Initiatives Fail



## Lack of vision

Unclear strategic planning and business value

Desired results in terms of time and resources



## Unrealistic Expectations

A Faster build, test, and release process

A Secure infrastructure  
Setting multi-cloud strategies without understanding the problem



## Building DevOps Team

Elimination of bottlenecks

Breaking down silos  
But, yet another silo!

Failing to apply it organization wide



## Adaption Approaches

A cultural shift

A mindset rather than tools, speed, or applications



## Maintaining Old Structures

Cultural pushback

Building a hybrid structure  
Keeping ops and dev in their silos

# WHY DEVOPS FAILS?

Why may development teams not adopt it?

Dev Teams are too slow  
(not their fault)

Not everyone dreams  
about end-to-end  
responsibility!

Too many new tools, for  
too many problems to  
solve

Dev Teams were not  
part of the service  
conceptualization

Service discovery and  
ownership

Container platforms are  
not the best abstraction  
layer

# The economical damage

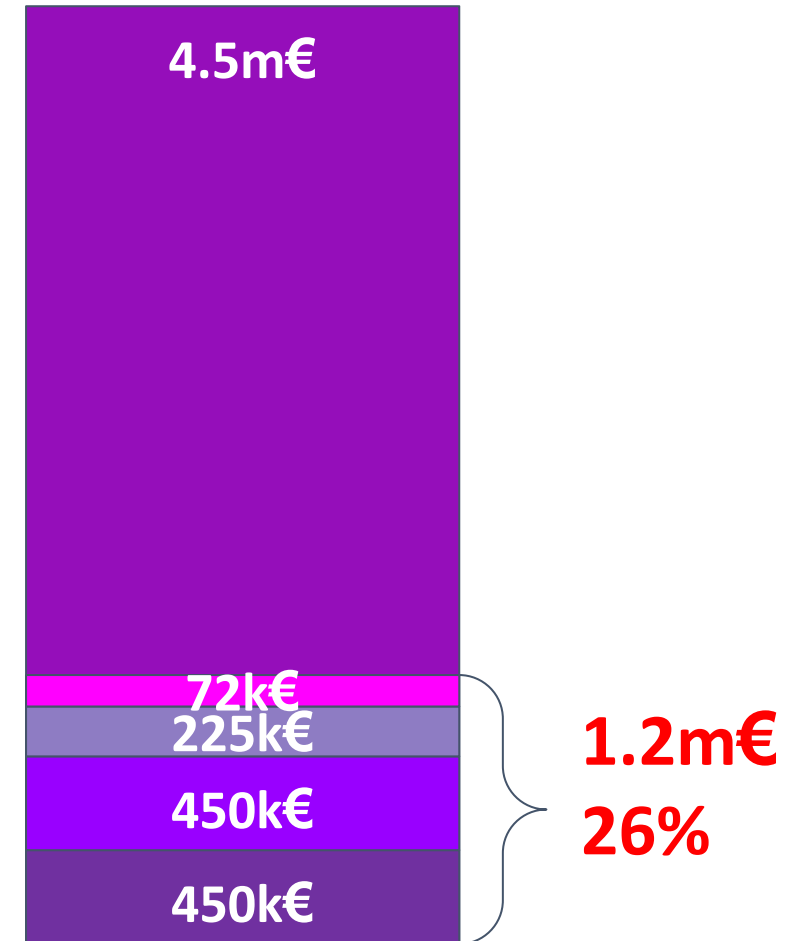
As reference a 60 people strong dev team:

- average yearly costs of 4.5m
- ca. 10% of time is blocked by repeating work
- ca. 10% of time is wasted in resolving second party errors and bugs
- ca. 5% of time is trashed due to local/remote deployment issues
  
- 15% of the team quits/joins demanding around 1 month for onboarding

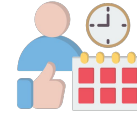
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# PLATFORM ENGINEERING Definition



A discipline of designing and building toolchains and workflows



A layer abstraction to simplify underlying infrastructure provisioning and management



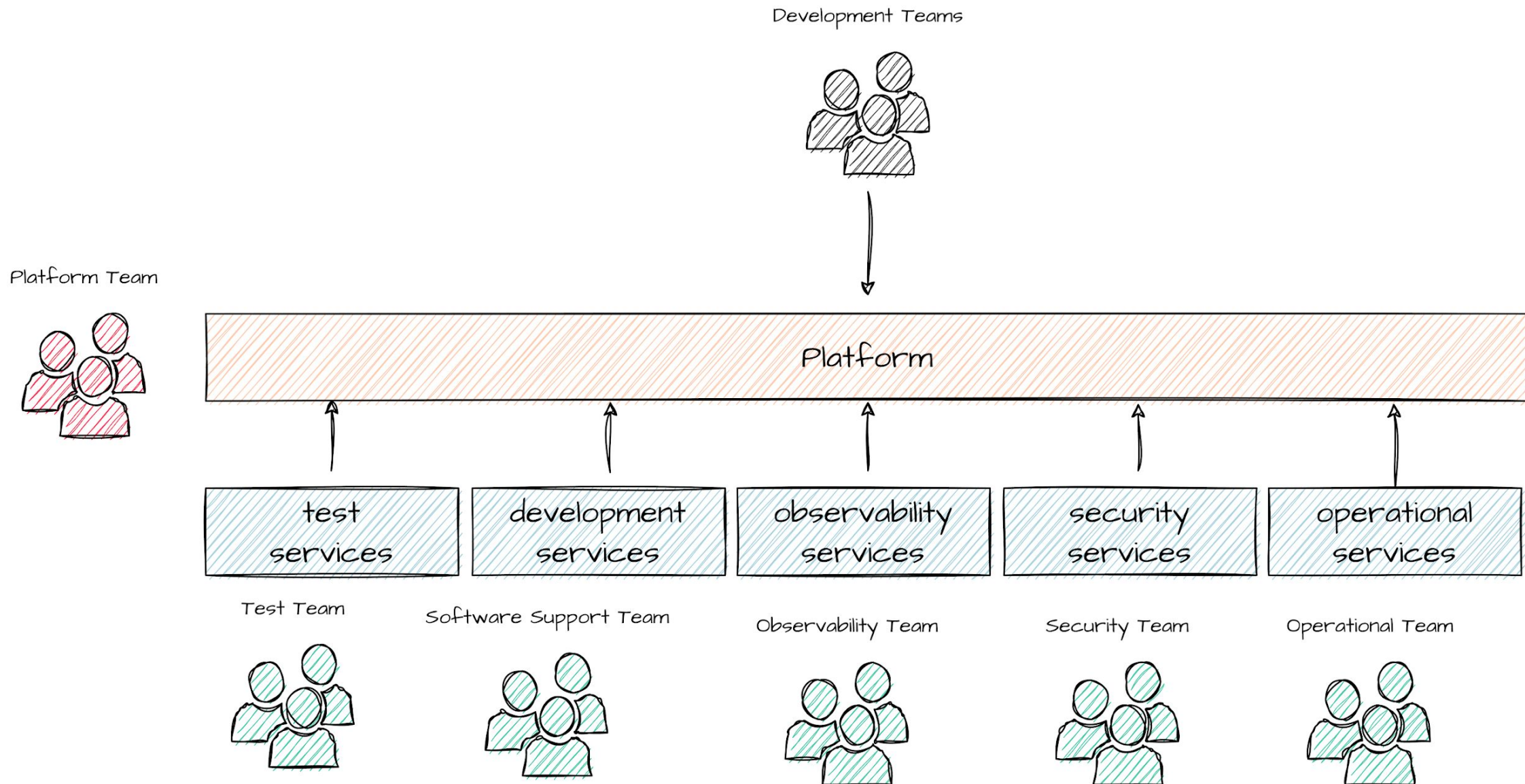
A standardized, automated, scalable environments

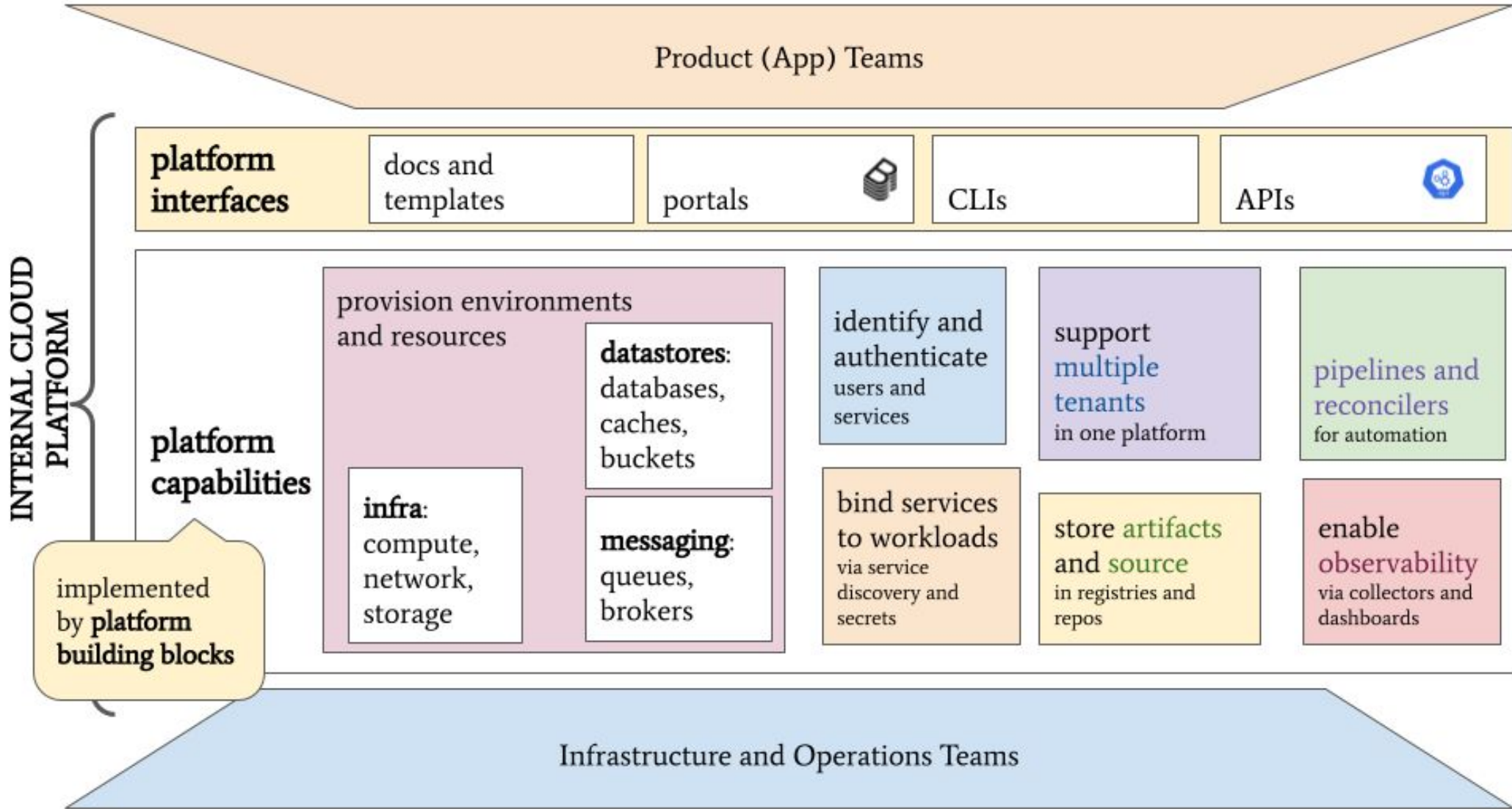


Self-service capabilities for development teams



More efficient application delivery





# PLATFORM ENGINEERING RESPONSIBILITIES

Infrastructure Automation

Standardization

Security and Compliance

Scalability and Resilience

Workflow Orchestration

Self-Service Capabilities

Observability

Collaboration and Feedback

# **CRAFT YOUR OWN PLATFORMS**



**“BEFORE YOU CAN BUILD A  
PLATFORM YOU NEED TO KNOW WHAT  
WILL BE ITS PURPOSE”**

# PLATFORM LAYERS

Consist of multiple components that interact in different speed with each other



## Developer Control Plane

Consist of any Dev (Software / Platform) required tools for coding & versioning



## Integration & Delivery Plane

Build, test & deploy software and components



## Security & Compliance Plane

Centrally collect and react on events, provide guard rails and intrusion detection



## Observability & Operability Plane

Tooling provided to operate the platform, and in some cases also the application



## Resource Plane

Usually a cloud provider, IaaS or hypervisor

## Capability Plane

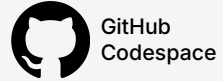


Features which the platform provides for the users in lives “within” the platform

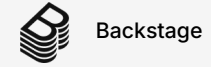
# IDP REFERENCE

Developer  
Control Plane

IDE



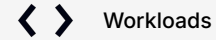
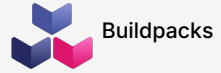
Service Catalog / API Catalog Developer Portal



Version control



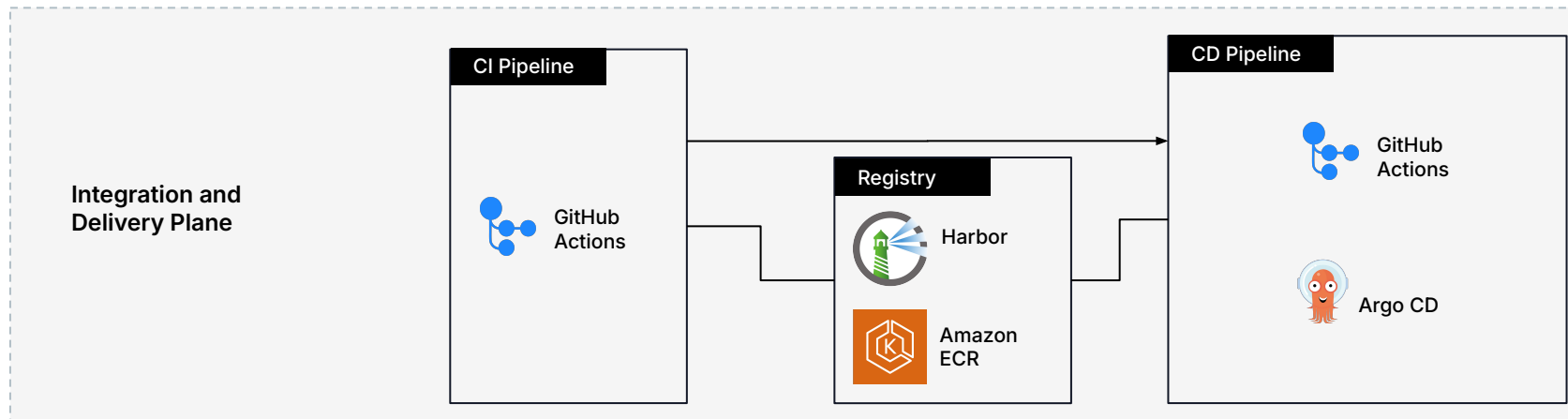
Application Source Code



Platform Source Code



# IDP REFERENCE



# IDP REFERENCE

Observability &  
Operations  
Plane

Observability



Prometheus



Grafana



Zipkin



Dynatrace

# IDP REFERENCE

Security &  
Compliance  
Plane

Secrets & Identity Manager



HCP Vault

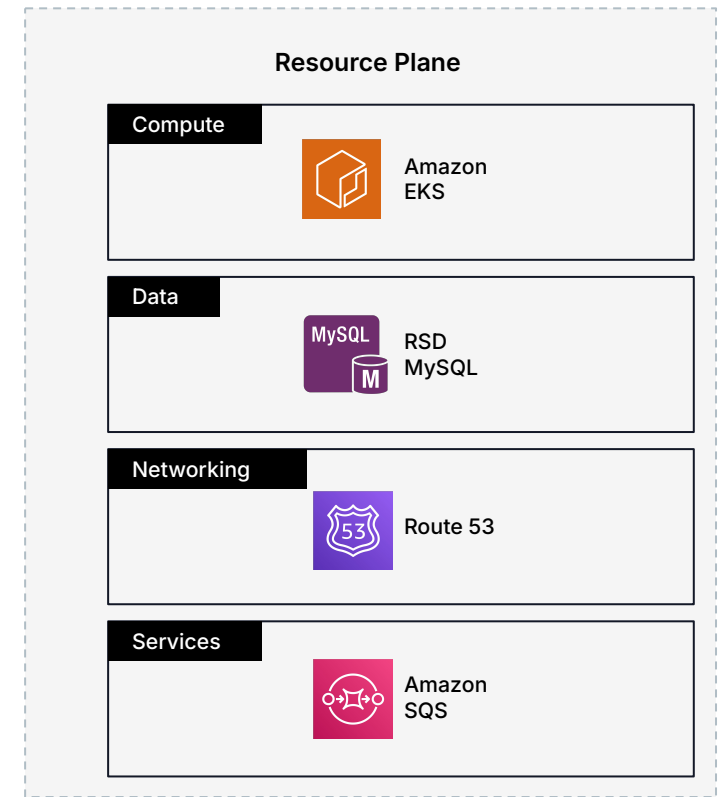


Keycloak

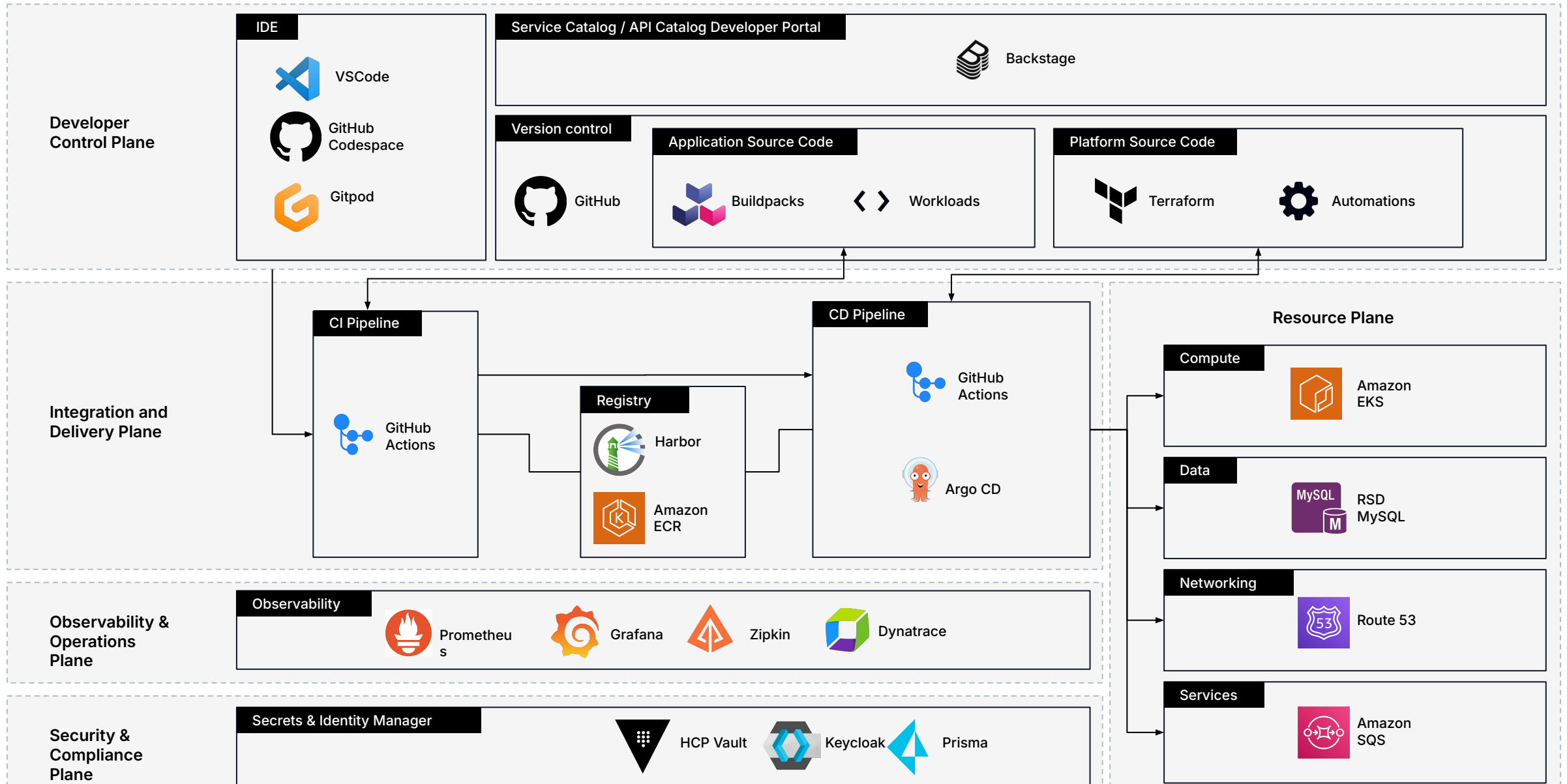


Prisma

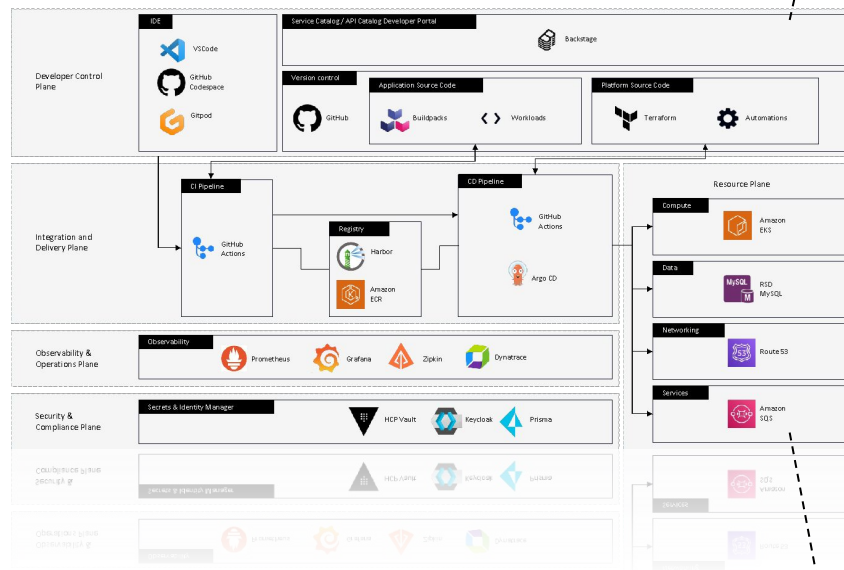
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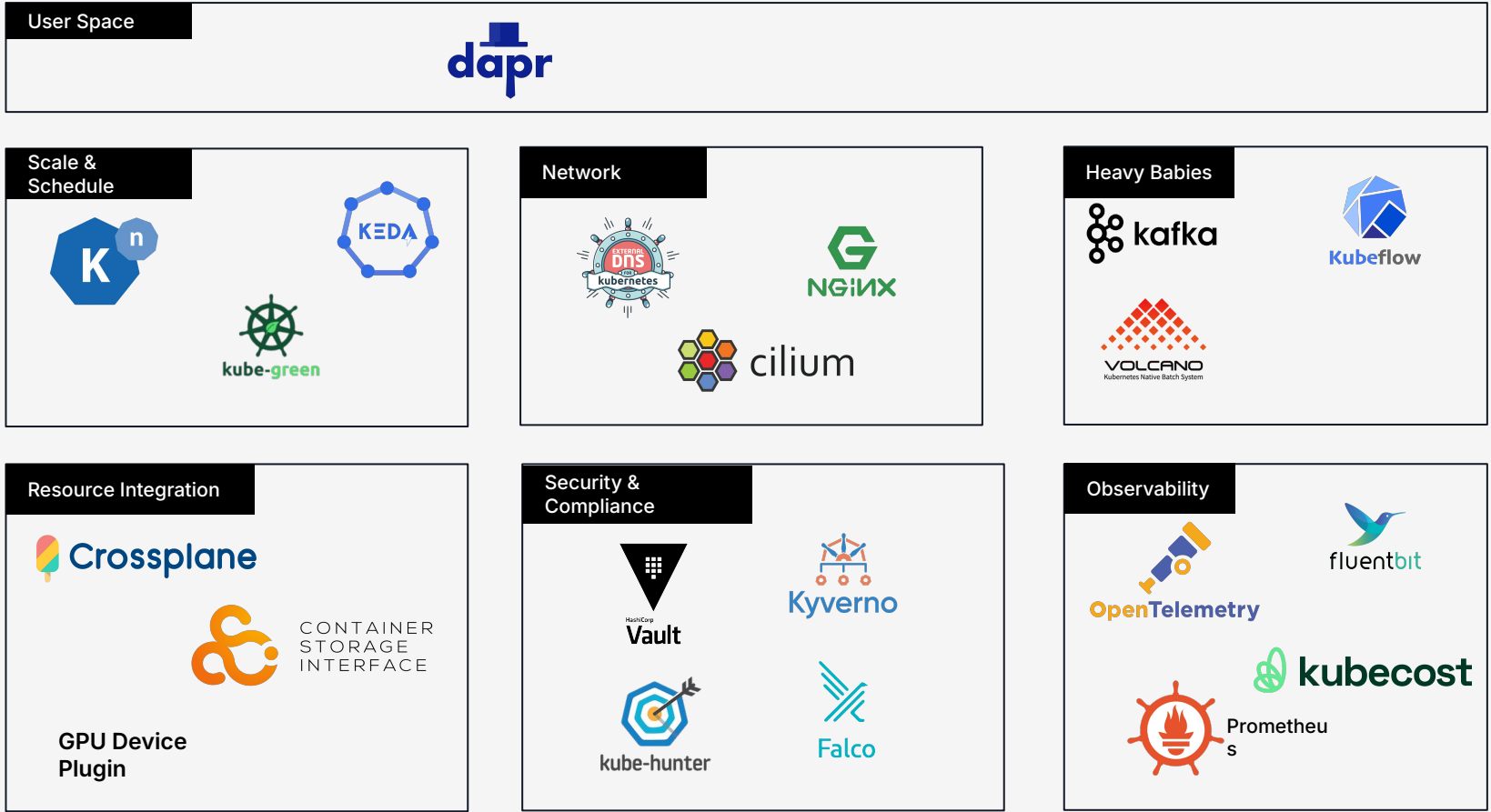
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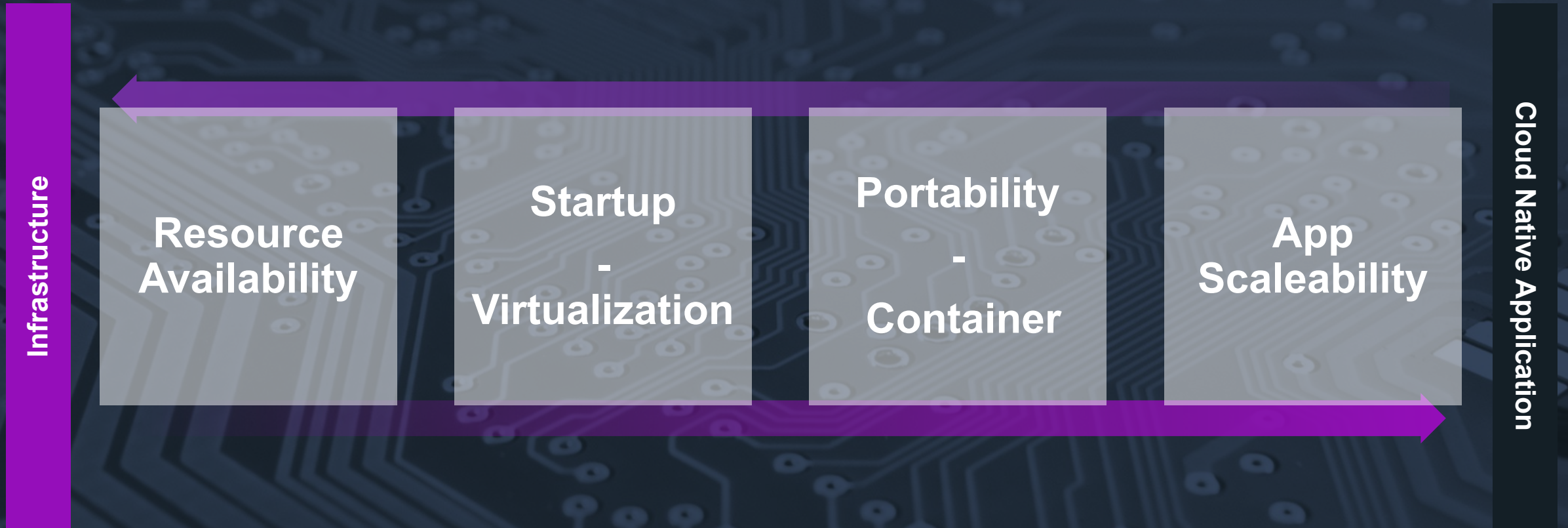


## Capability Plane



# INFLUENCING

Hardware and software effects each other



# INFLUENCING

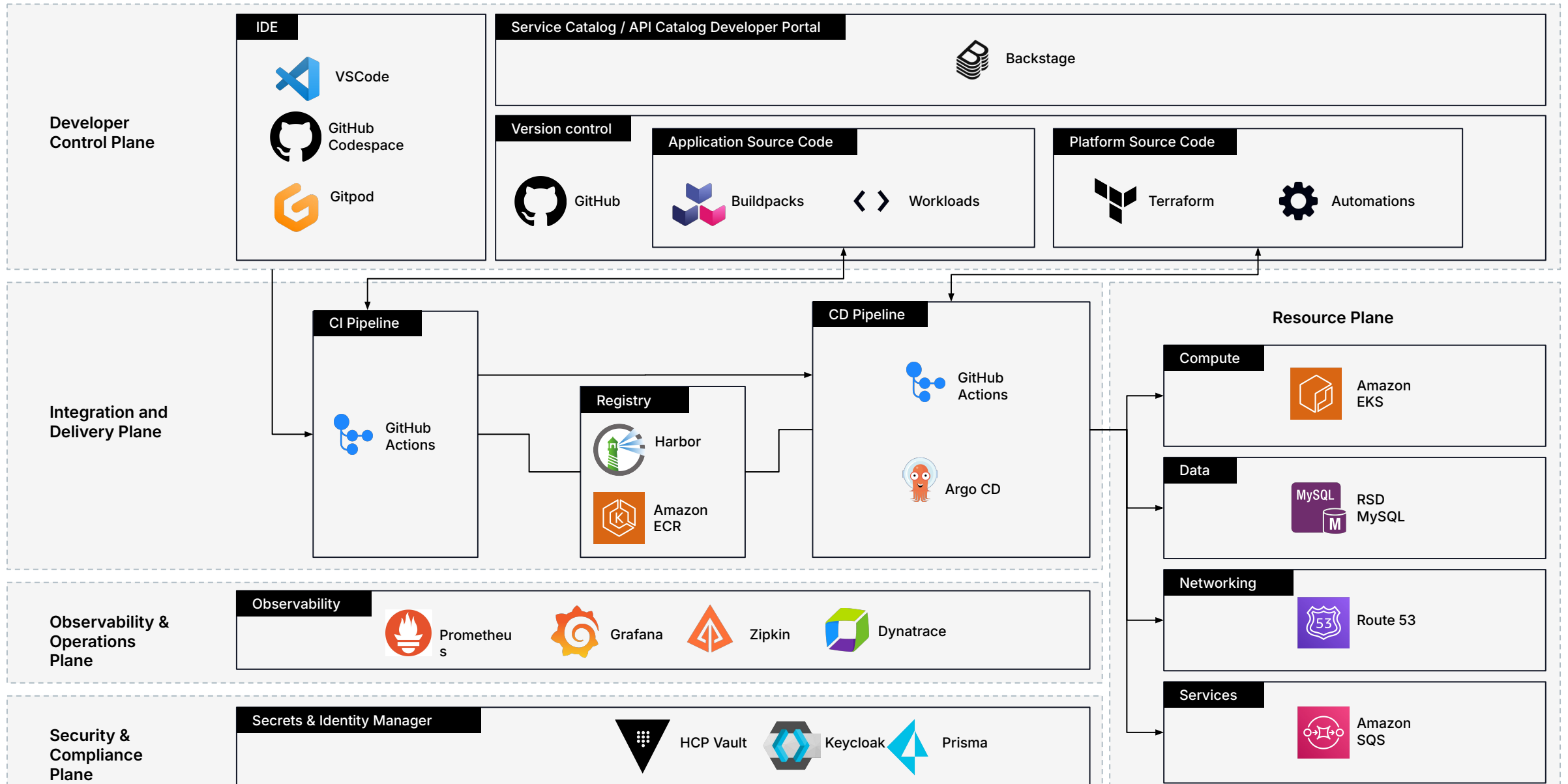
Hardware and software effects each other

Infrastructure

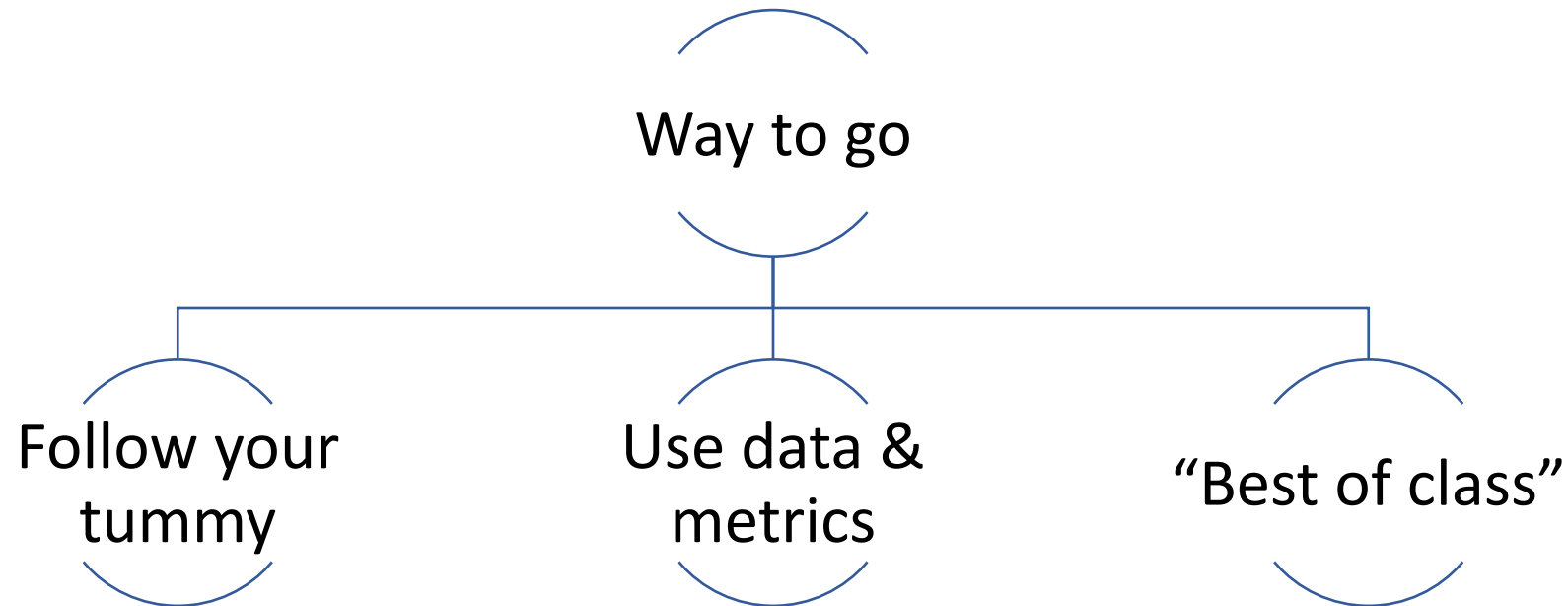
Cloud Native Application

**PLATFORMS NEEDS TO PROVIDE THE  
CAPABILITIES TO ADJUST TO ANY  
WORKLOAD WITHOUT HARMING THE  
UNDERLAYING INFRASTRUCTURE**

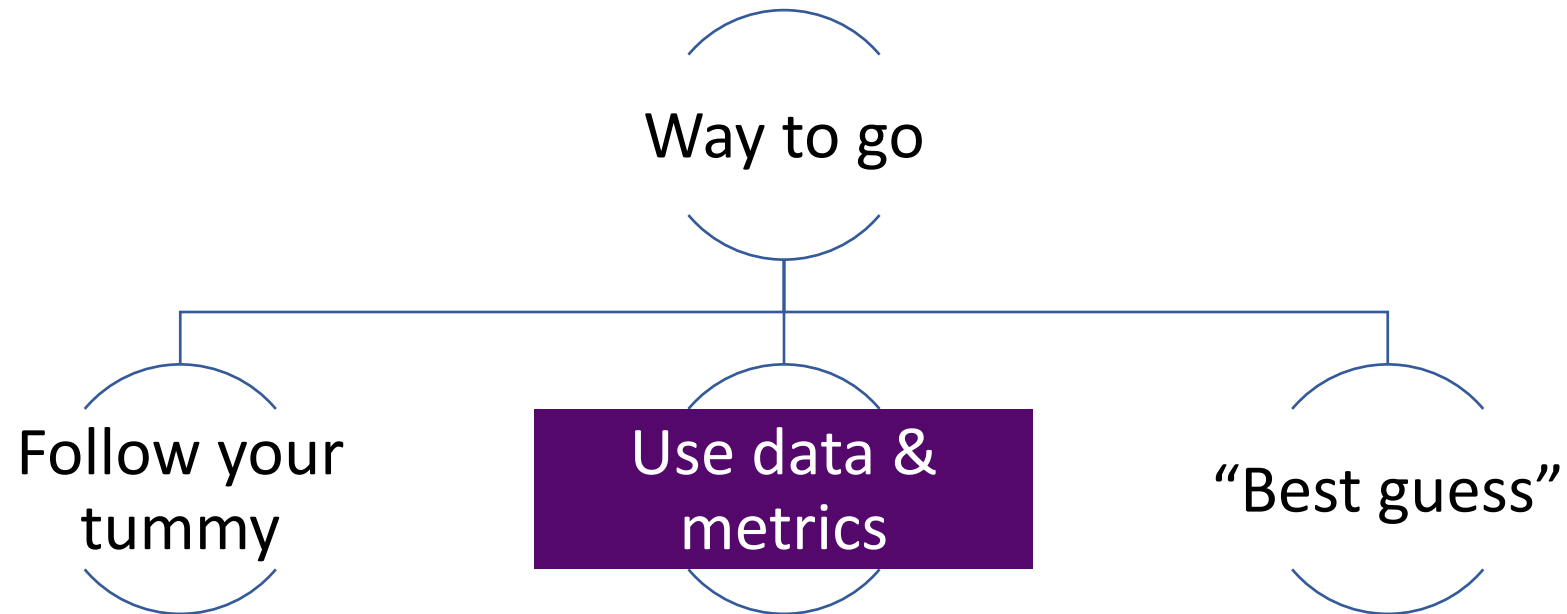
# IDP REFERENCE



# HOW TO FIND THE RIGHT APPROACH?



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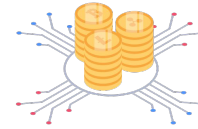
# GOLDEN PATH KEY INDICATORS



Frequency of deployments in %



Development time incl. waiting time & error/bug fixing in h



Operational effort in h



Alignment and communication effort in h



Failure rate in %

# DEFINE GOLDEN PATH

Collect data on certain observation points

Dev Steps
Add/Update Services
Add/Update Resources
Add/Update Configurations
Change architecture
Create new environments
Onboarding new developers
Roll back of failed deployments
Debugging & error tracing
Blocked environments
Waiting for other teams

# DATA EXAMPLE TO FIND GOLDEN PATH

Dev Steps	Frequency %	Dev Time h	Ops Effort h	Alignment/ Comms h	Failure Rate %
Add/Update Services	40%	16	8	2	30%
Add/Update Resources	20%	8	24	3	6%
Add/Update Configurations	60%	1	1	0	10%
Change architecture	3%	60	20	10	60%
Create new environments	4%	24	24	3	25%
Onboarding new developers	20%	80	16	4	80%
Roll back of failed deployments	17%	10	20	2	90%
Debugging & error tracing	45%	10	16	4	5%
Blocked environments	8%	16	1	2	4%
Waiting for other teams	16%	16	36	5	30%

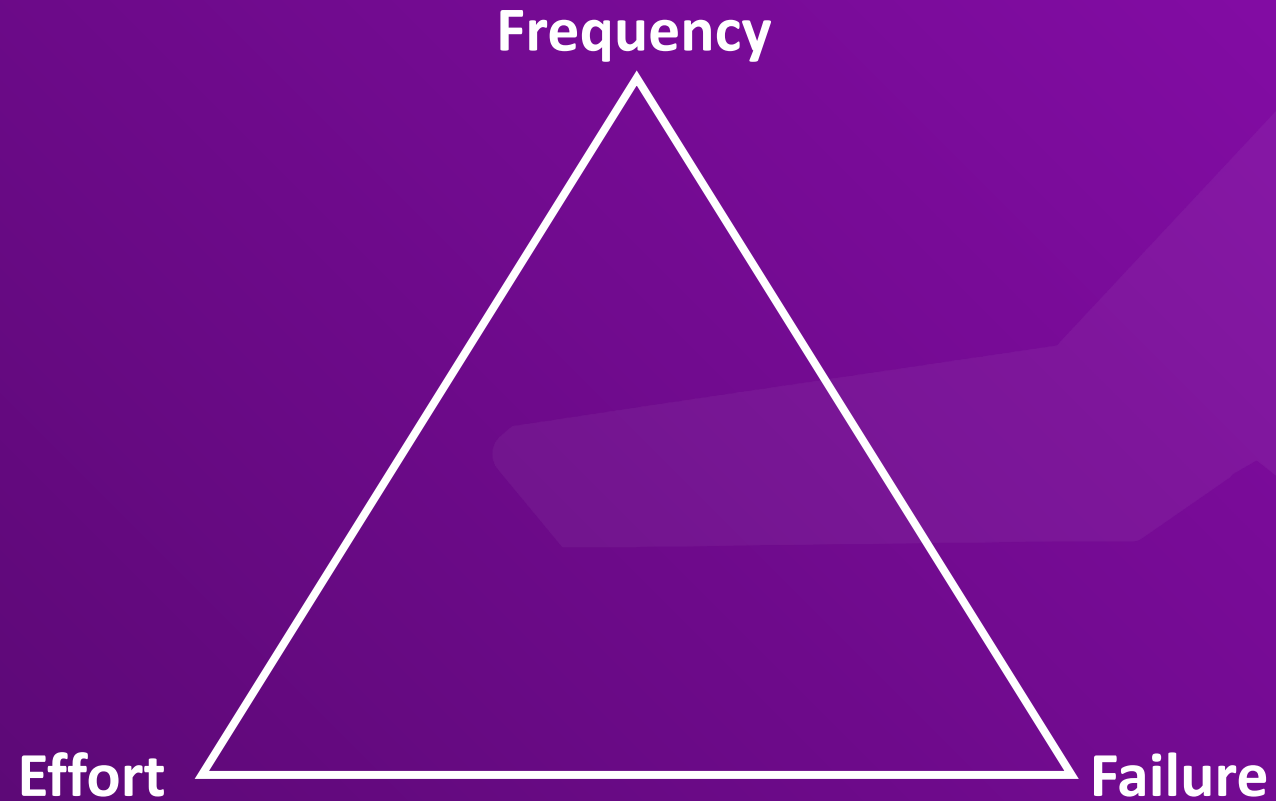
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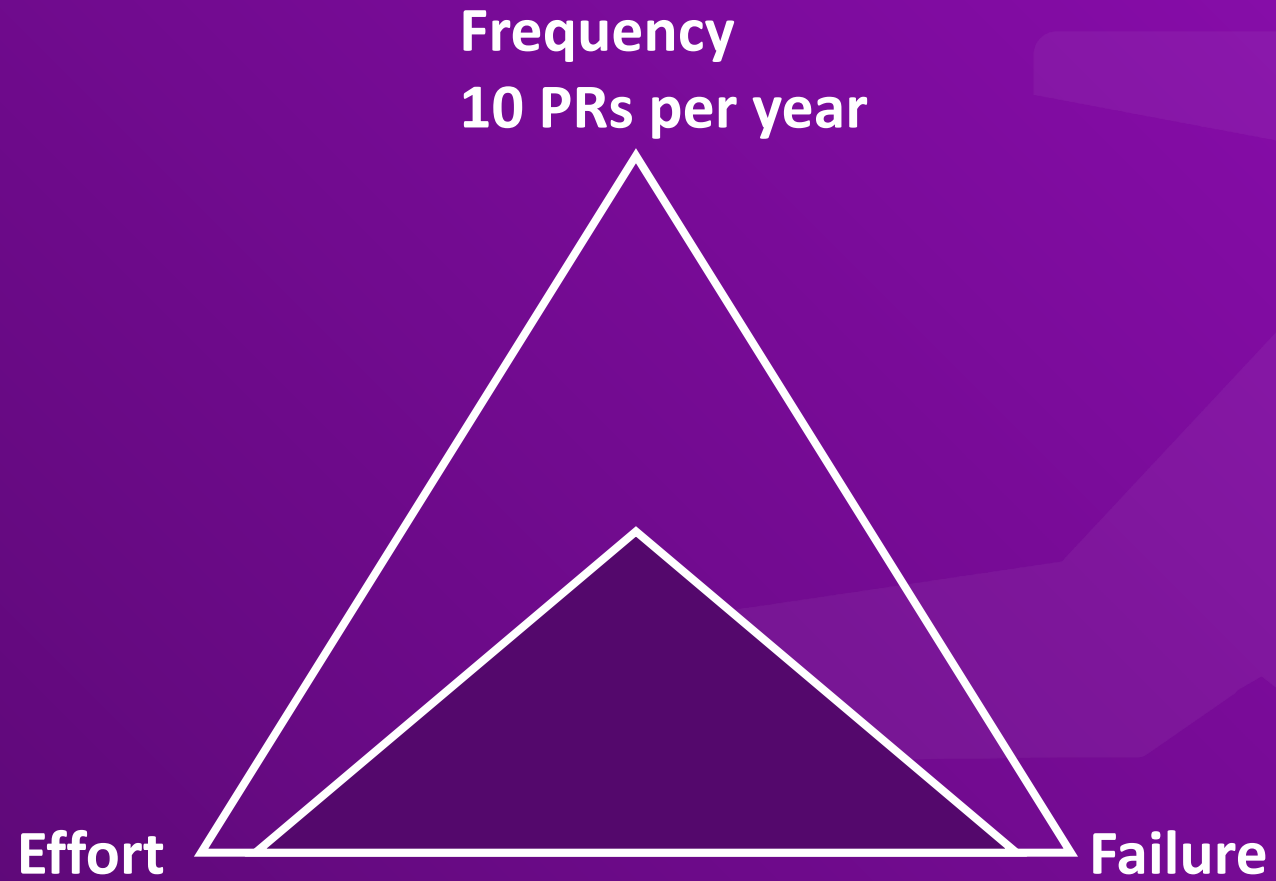
Worst 3 per KPI

Best 3 per KPI

# IDENTIFYING THE STARTING POINT



# CASE 1



# DATA EXAMPLE TO FIND GOLDEN PATH

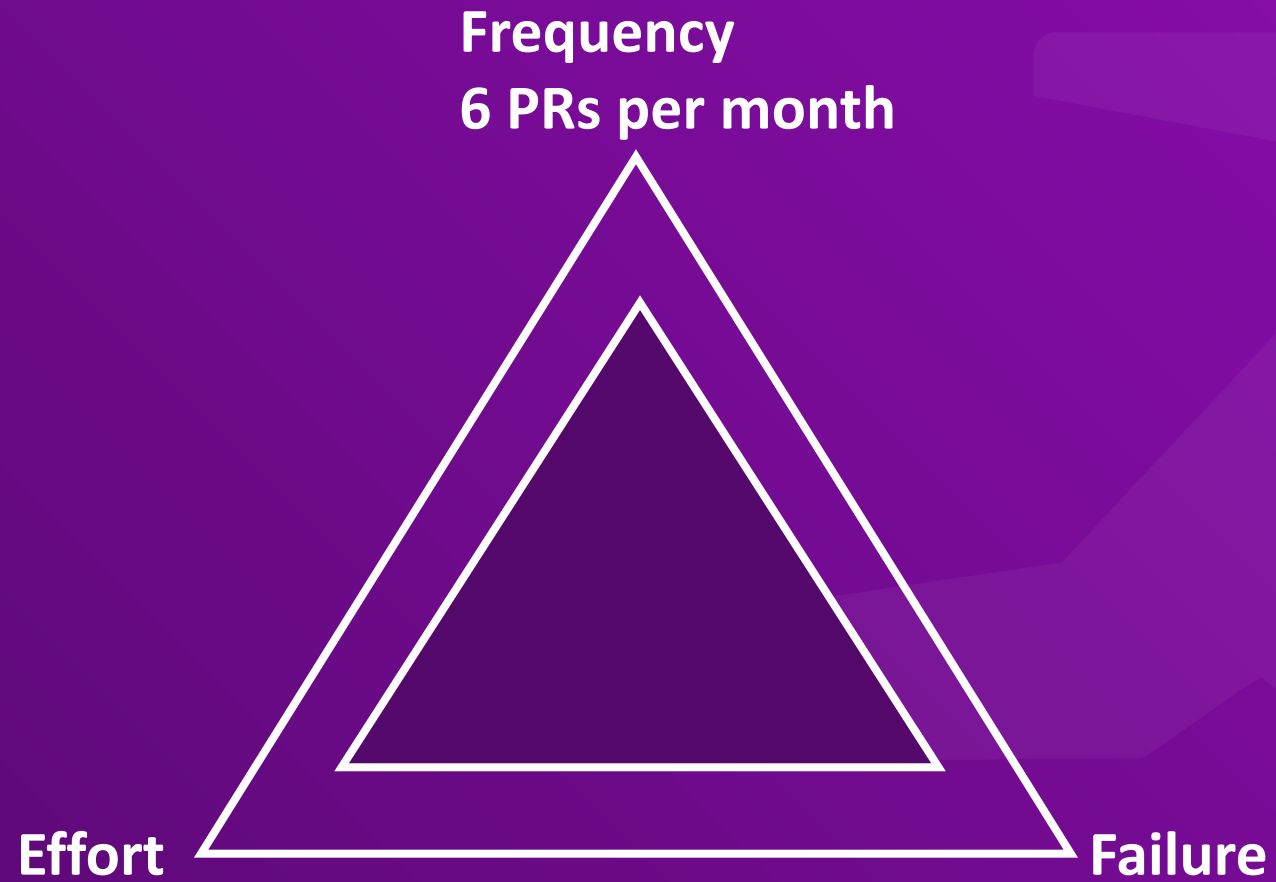
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Worst 3 per KPI

Best 3 per KPI

Golden Path

# CASE 2



# DATA EXAMPLE TO FIND GOLDEN PATH

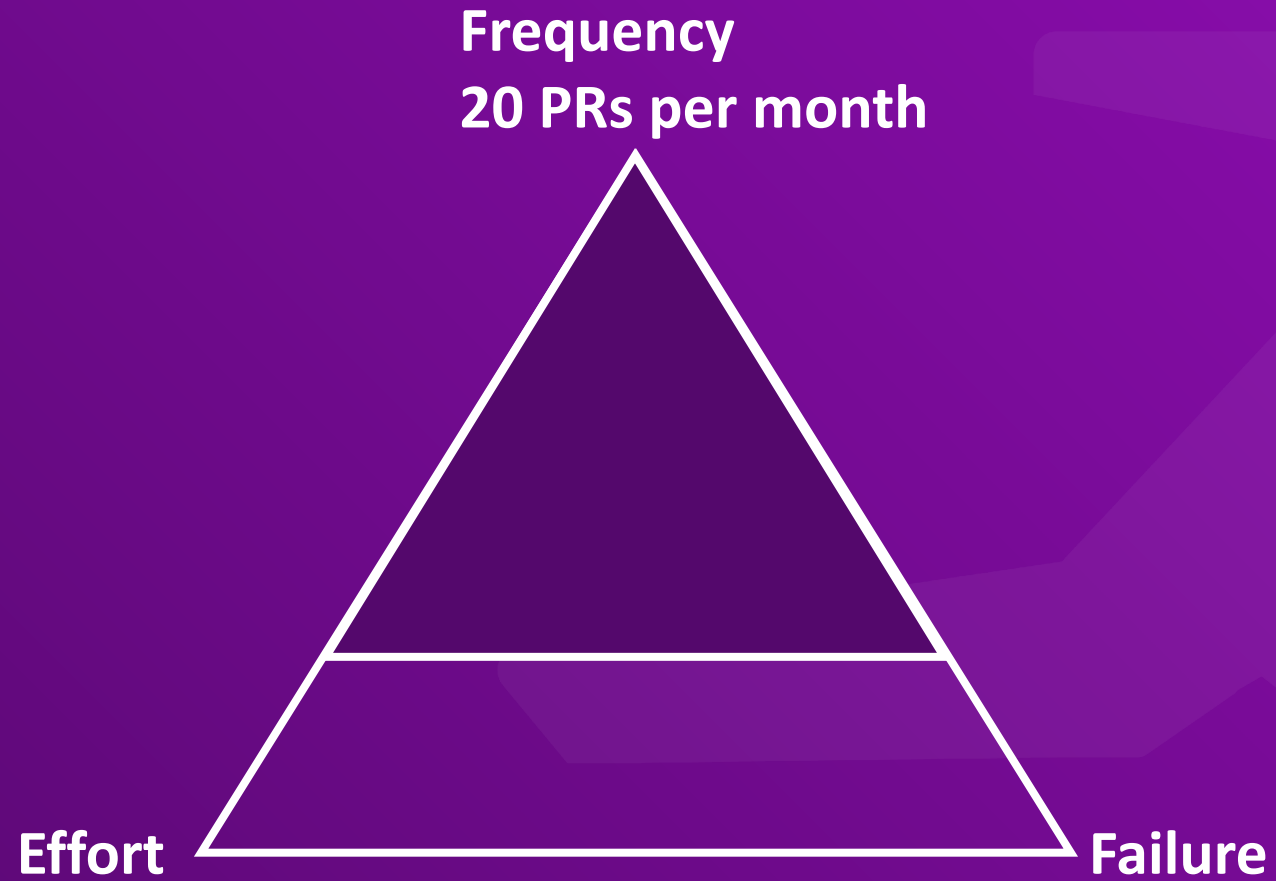
Dev Steps	Frequency %	Dev Time h	Ops Effort h	Alignment/ Comms h	Failure Rate %
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Worst 3 per KPI

Best 3 per KPI

Golden Path

# CASE 3



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Worst 3 per KPI

Best 3 per KPI

Golden Path

# RECAPITULATE THE STEPS

1. Define its primary purpose

- What will it be good for?
- How does it support your org?

2. Evaluate your current situation (facts & figures)

- Collect the data, don't let people guess, take at least 2-4 weeks to measure it

3. Decide for the golden path

- Define which KPI is your primary driver
- Think of the paredo optimum

4. Prioritize implementations

- Develop a plan which feature should come first, clarify dependencies and ensure it will not have a negative effect on other KPIs

# **COMMUNITIES & RESPONSIBILITIES**



# PLATFORMS LIVE BY TWO VALUES

## Platforms as a Product not as a Project

### Community

Platform Teams have to learn that they also haven't eaten StackOverflow with a golden spoon.

Open your platforms for contributions, open discussions and 2<sup>nd</sup> round of input.

Product Owner can gain input from many sources.

### Responsibilities

Platforms require a long term responsibility and accountability -> become a product.

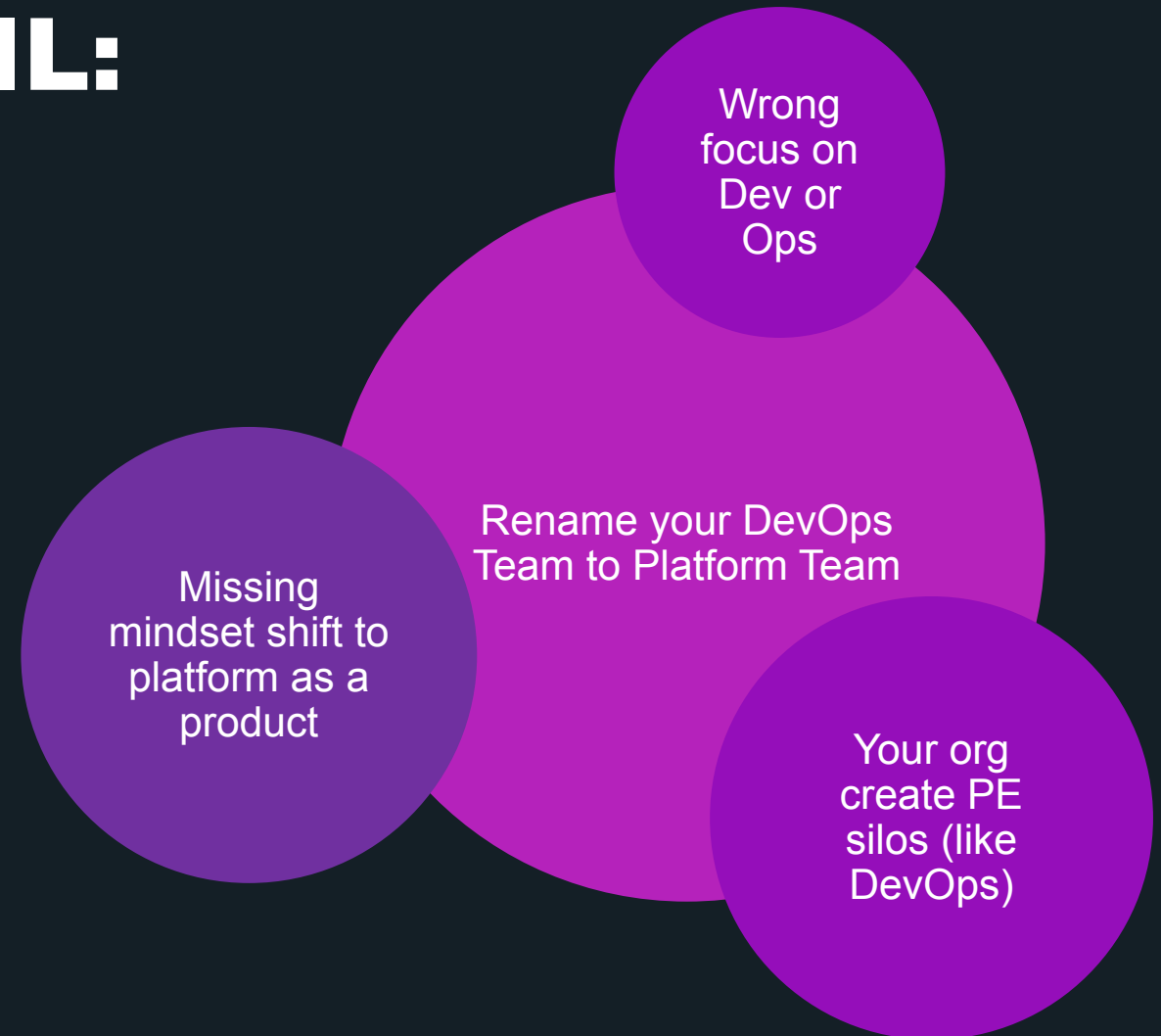
Those responsibilities needs to be clearly defined, to be able to act as thought leader.

But, responsibilities can be shared.

# ELSE, YOU WILL FAIL:

## Technical “Playground”

- Replace old technologies with new (alpha/beta) for no reason or “just be early adopter”
- Which leads often to a setup that is “special”
- Or build portals and features literally no one asked for
- This usually causes hidden and sunken costs

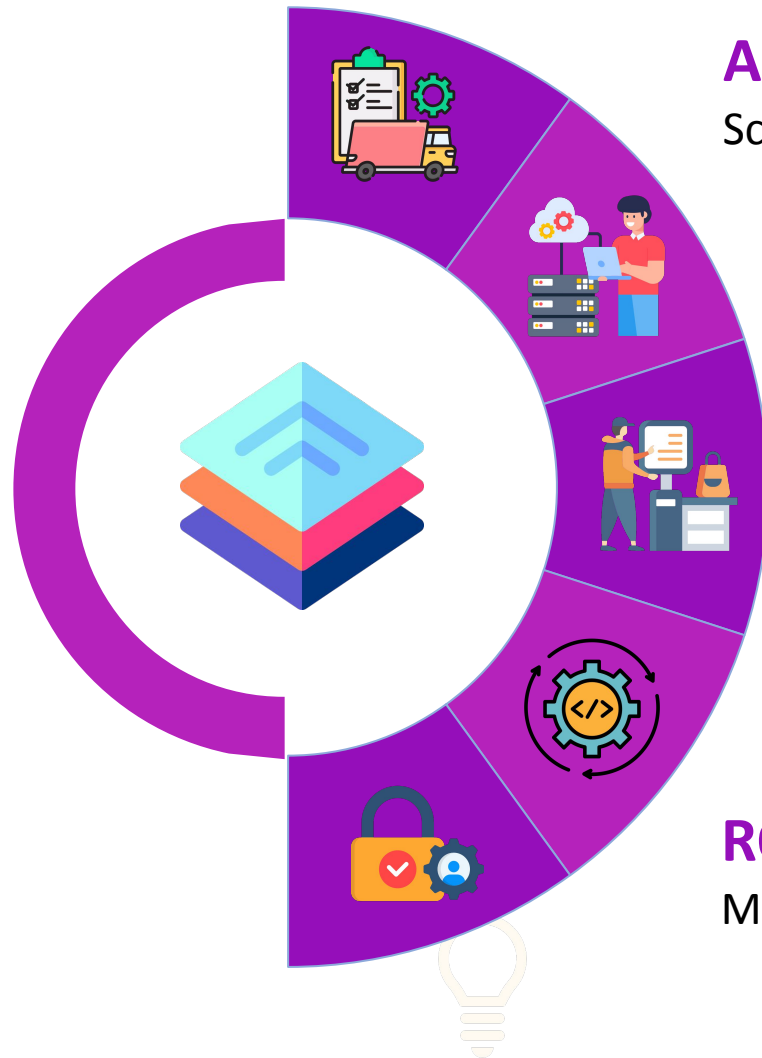


# **INTERNAL DEVELOPER PLATFORMS**



“An Internal Developer Platform (IDP) is a specialized environment or set of tools and services designed to streamline and enhance the software development process within an organization.”

# IDP CORE ELEMENTS



## APPLICATION CONFIGURATION MANAGEMENT

Scope, Versioning, Portability, and Secret Management

## INFRASTRUCTURE ORCHESTRATION

IaC, CI/CD, DNS, Clusters, and other resources

## ENVIRONMENT MANAGEMENT

Self-serve fully provisioned environments on demand

## DEPLOYMENT MANAGEMENT

Continuous Deployment (CD)

## ROLE-BASED ACCESS CONTROL

Manage access on a granular level

# WHY AN IDP IS IMPORTANT?

## STANDARDIZATION

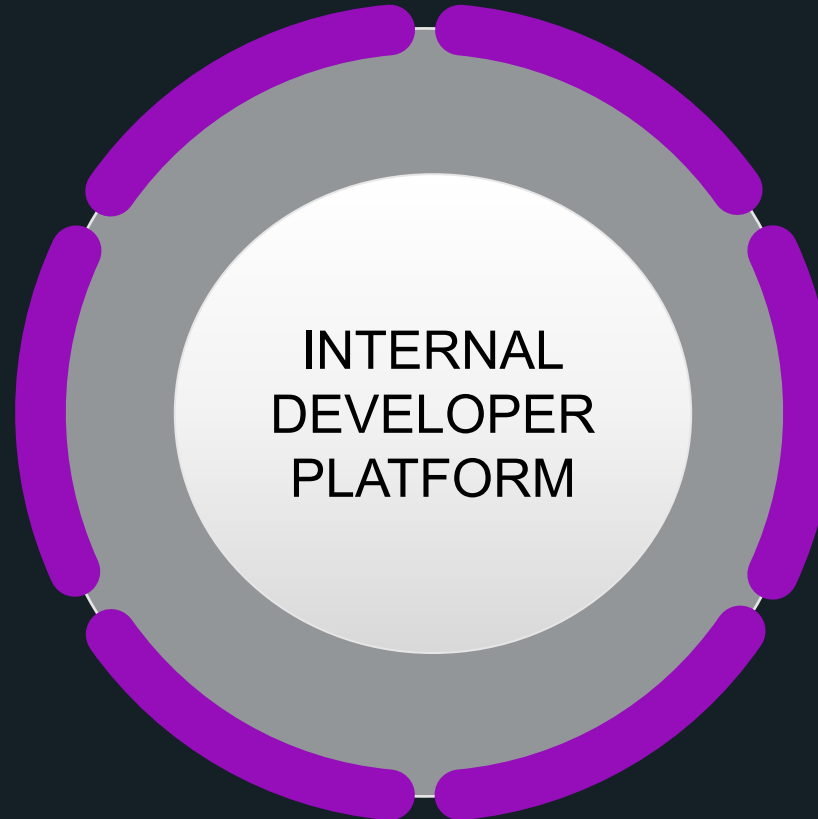
- A standard set of tools and services
- Reduces risk of inconsistencies and errors

## PRODUCTIVITY

- Automates setting up and managing development environments building pipelines, and application delivery

## GOVERNANCE

- A framework that enables adherence to best practices that complies with security and compliance



## COLLABORATION

- A shared platform to collaborate between teams such operations and security

## SELF-SERVICE

- Reduce new dev team on boarding time and operational complexities

## SCALABILITY

- Provide a scalable platform that grow with organization
- Ensuring service quality for new teams

# Use Cases of Successful IDP

## Spotify

- create 2x more code changes in 17% less time
- deploy 2x often their software
- single components are 3x less likely to be fixed
- contributed 2.3x more on GitHub
- Developers are 5% more likely to stay

## Expedia

- Ship on first day of job with 95% success rate
- manage over 7.000 components without losing track
- Reduced context switching due to a single IDP

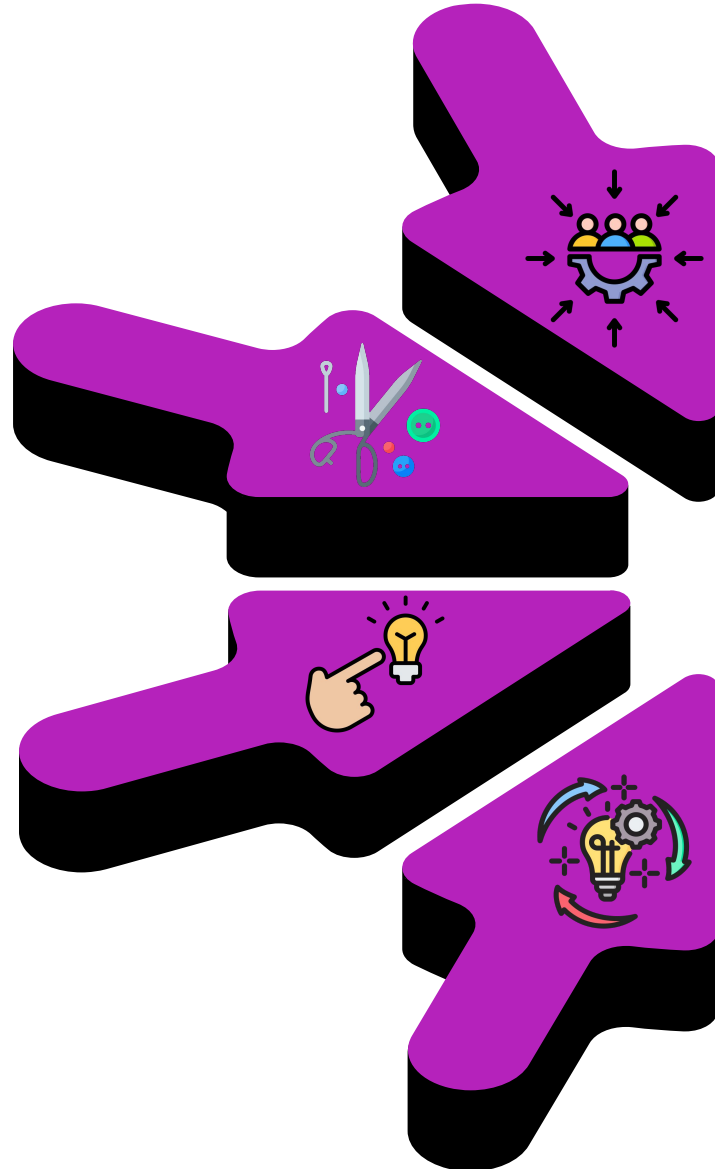


- shipping projects weekly instead of quarterly
- 8-12 weeks saved in time reducing costs of \$5m year over year
- pre-approved templates speed up delivery

# **PLATFORM AS A PRODUCT?**



# TREAT YOUR PLATFORM AS A PRODUCT



## Customer Centric

A product for the developers

## Tailor-made

Carefully designed and curated

## Simplicity

Simplify some workflow, abstract some details, and provide easier user interfaces

## Continual Evolution

Take advantage of technology changes

# THANK YOU!



**Max Körbacher**

Founder & Cloud Native Advisor



← Happy to connect on LinkedIn

Icons: <https://www.flaticon.com/> created by smashingstocks