

DevOps @ Amazon:

Microservices, 2 Pizza Teams, & 50
Million Deploys a Year

Chris Munns – Business Development Manager - DevOps



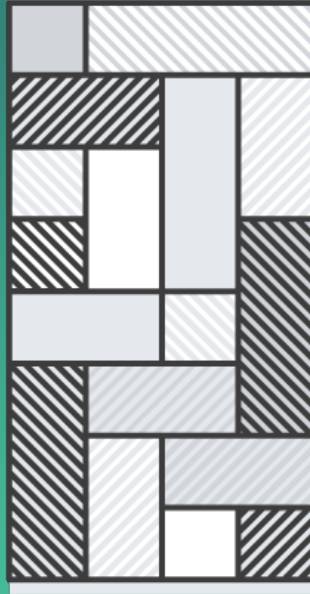
A photograph of a brick wall with a large, dark shadow of a person cast onto it. The shadow is positioned in the center-left of the frame. The wall is made of red and grey bricks and shows signs of weathering and discoloration. A white downspout is visible on the right side of the wall. In the background, a modern building with a balcony is partially visible.

**Why are we
here today?**

The background image shows the interior of a grand, historic building, likely a museum or cathedral. It features a central staircase with ornate railings, multiple levels of galleries, and large arched windows. The architecture is highly detailed with Gothic or Romanesque influences. The lighting is somewhat dim, creating a sense of depth and scale. The text is overlaid in a large, white, sans-serif font, centered on the image.

A look back at development at Amazon..

2001

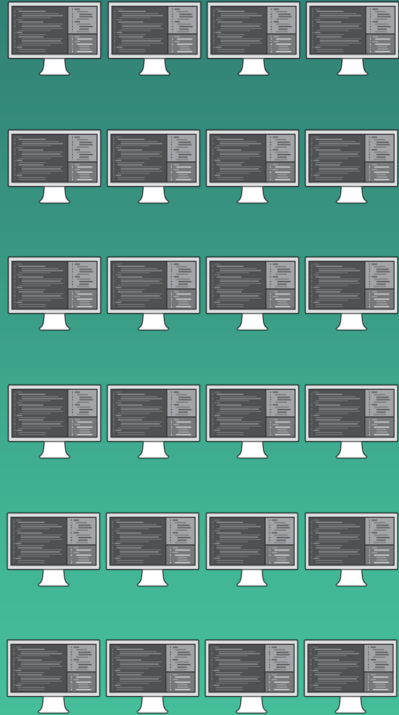


monolithic application

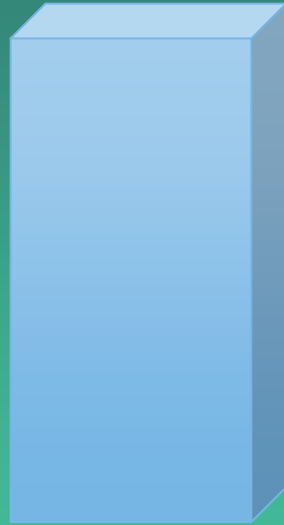
+

monolithic teams

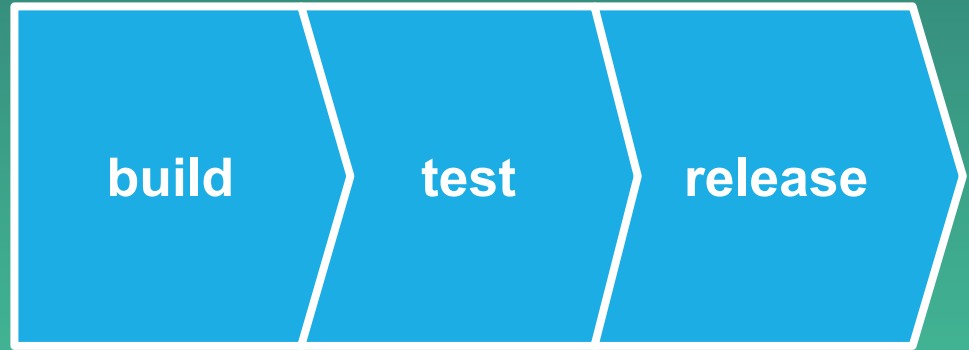
Monolith development lifecycle



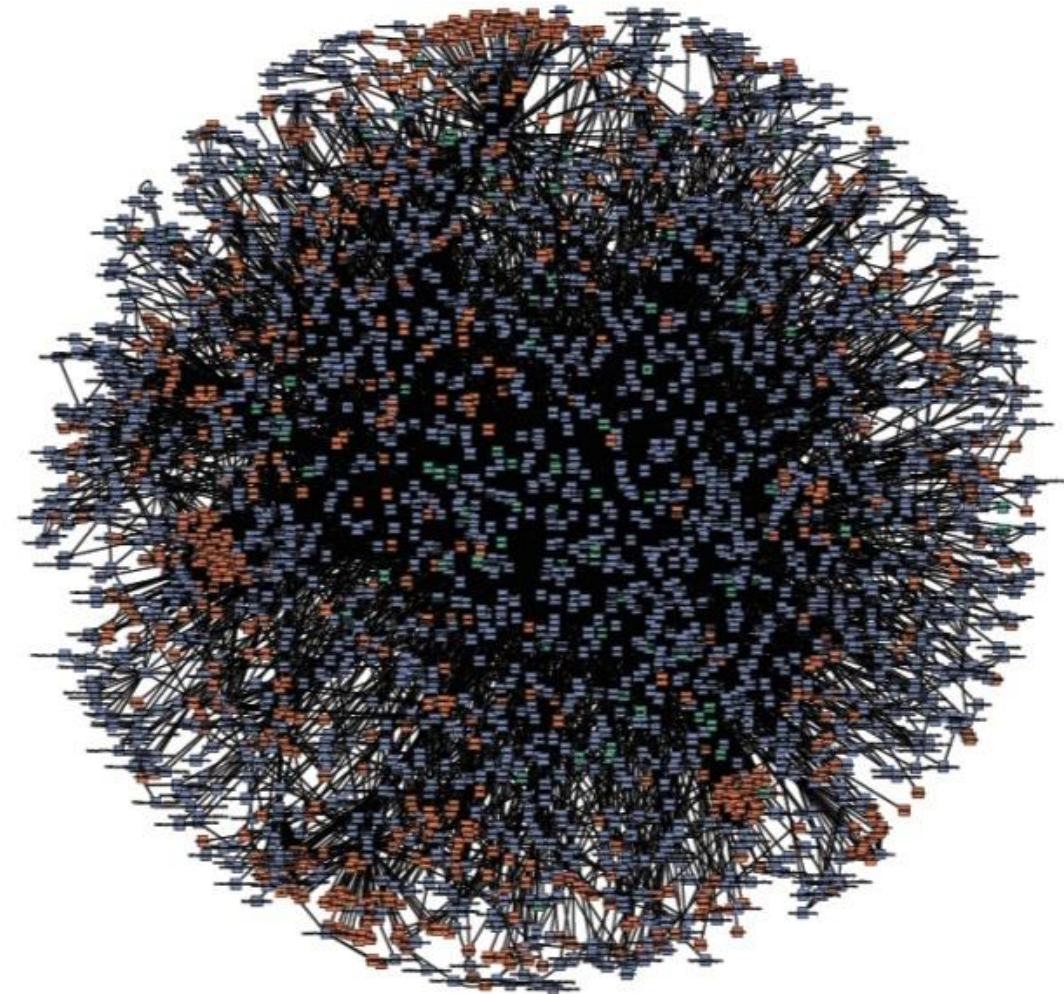
developers



app



delivery pipeline



- **Single-purpose**
- **Connect only through APIs**
- **Connect over HTTPS**
- **Largely “black boxes” to each other**
- **“Microservices”**

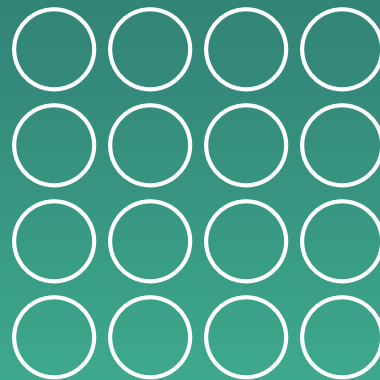
Monolithic vs. SOA vs. Microservices



Monolithic
Single Unit



SOA
Coarse-grained



Microservices
Fine-grained

Microservices vs. SOA

Microservices:

- Many very small components
- Business logic lives inside of single service domain
- Simple wire protocols(HTTP with XML/JSON)
- API driven with SDKs/Clients

SOA:

- Fewer more sophisticated components
- Business logic can live across domains
- Enterprise Service Bus like layers between services
- Middleware



- **Two-pizza teams**
- **Full ownership**
- **Full accountability**
- **Aligned incentives**
- **“DevOps”**

How do Two Pizza Teams work?

We call them “Service teams”

- Own the “primitives” they build:
 - Product planning (roadmap)
 - Development work
 - Operational/Client support work
- “You build it, you run it”
- Part of a larger concentrated org (Amazon.com, AWS, Prime, etc)

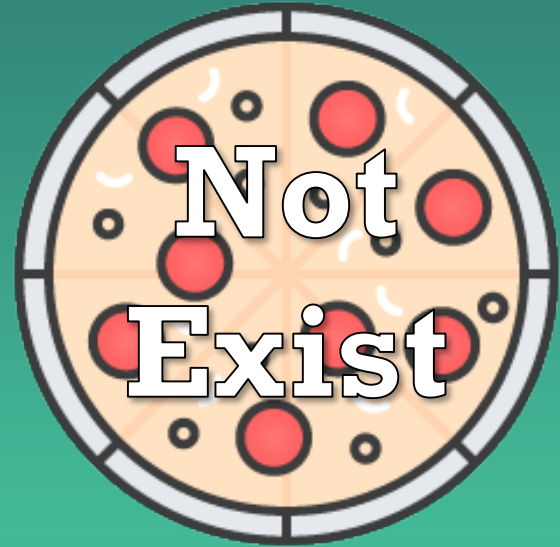
Who Does
QA?





Who Does
On Call?

What does
Ops Do?



What about Ops/QA/Etc?

Everyone exists on a “service team” focused on their primitive(s):

- SDE's focused on developing
- PM's focused on product direction
- TPM's help drive development
- SE's focused on infra/tooling
- SDET's focused on test excellence throughout the organization



Most "2 pizza" teams are just these 2 roles

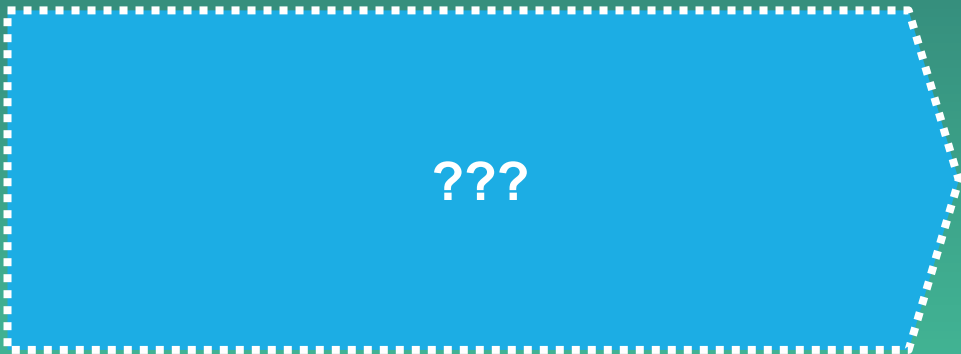
Some folks are shared across the org, some on individual teams

Boy, that sounds like a lot of freedom?

It is! Teams are empowered and also held to high standards:

- Thorough onboarding/training
- Patterns/practices defined at scale and with 20+ years of organizational knowledge
- Regular technical and business metric reviews
- Regular sharing of new tools, services, technologies, etc, by internal subject matter experts
- Public sharing of COEs; “Correction of Errors” our post-mortem process/tool

Missing tools



developers

services

delivery pipeline



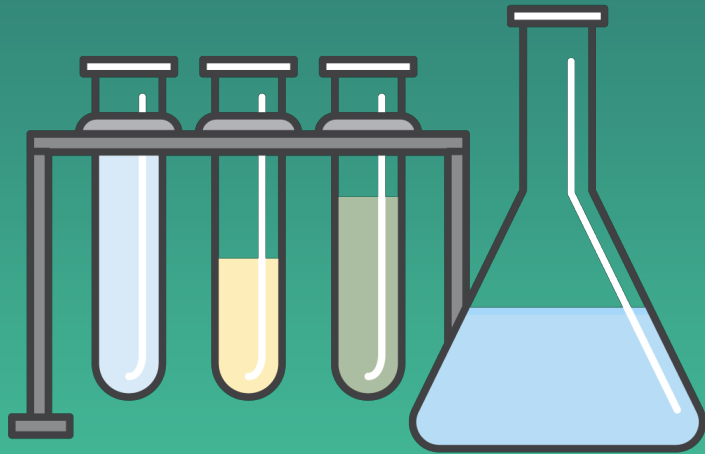
- Self-service
- Technology-agnostic
- Encourage best practices
- Single-purpose services



- Deployment service
- No downtime deployments
- Health checking
- Versioned artifacts and rollbacks

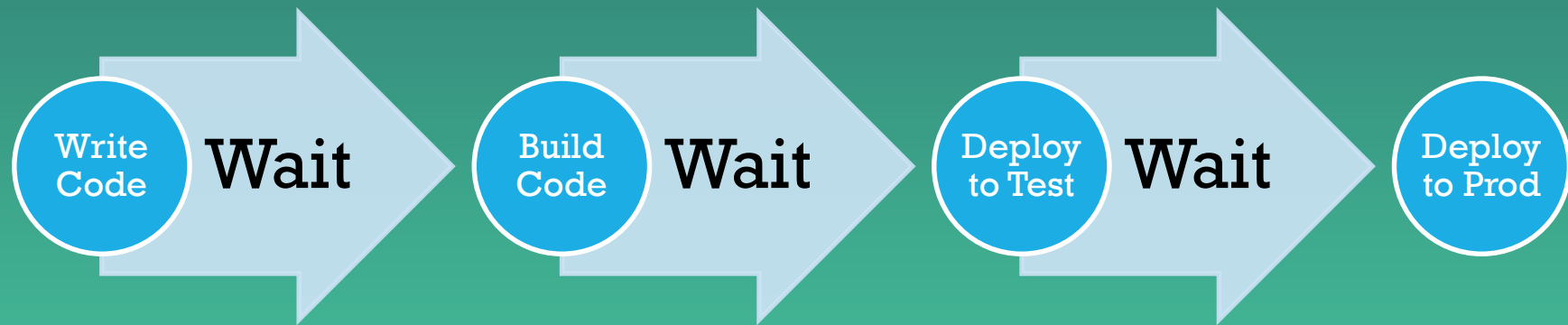
Things went much better under this model and teams were developing features faster than ever, but we felt that we could still improve.



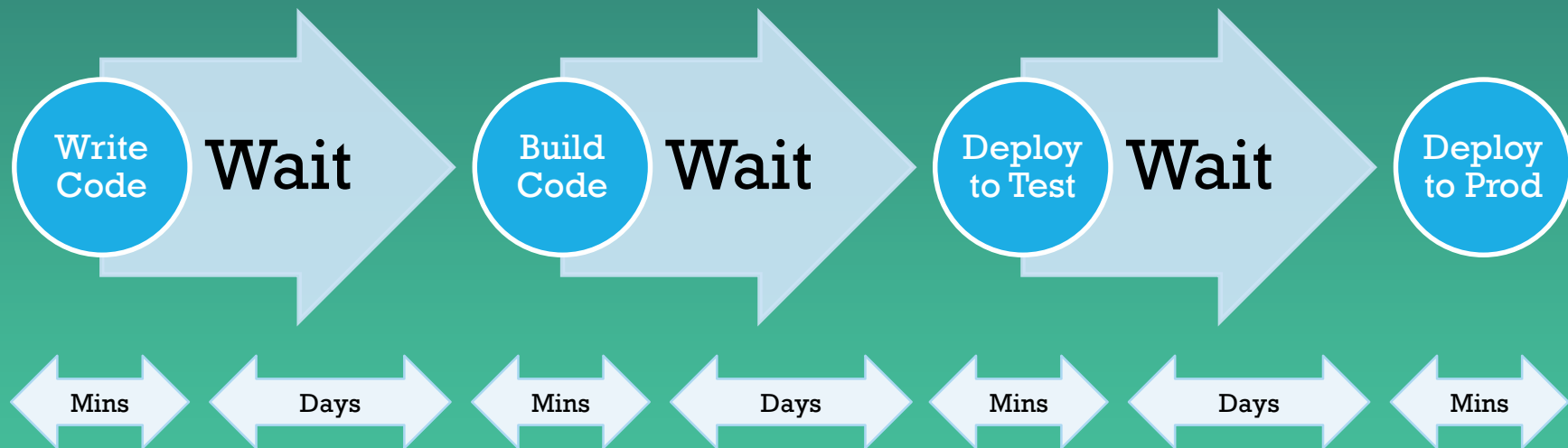


In 2009, we ran
a study to find
out where
inefficiencies
might still exist

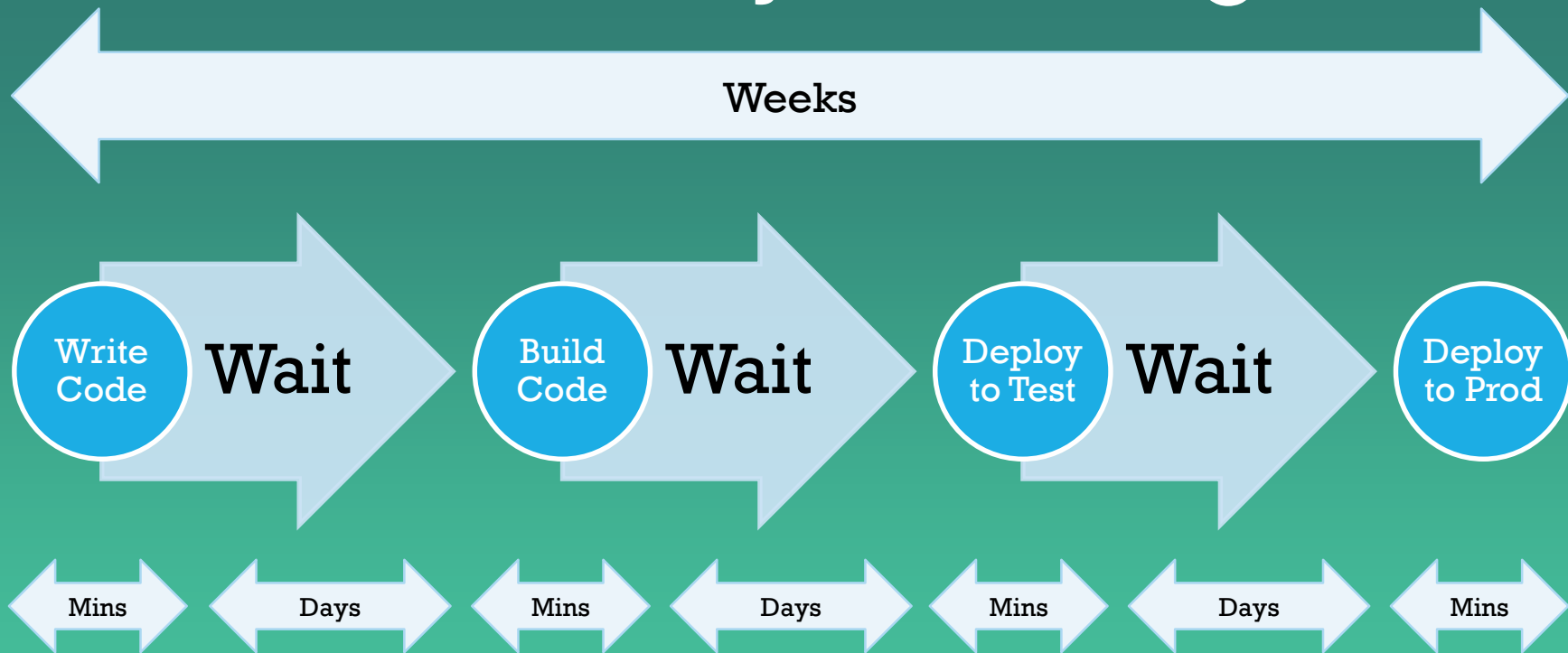
We were just waiting.



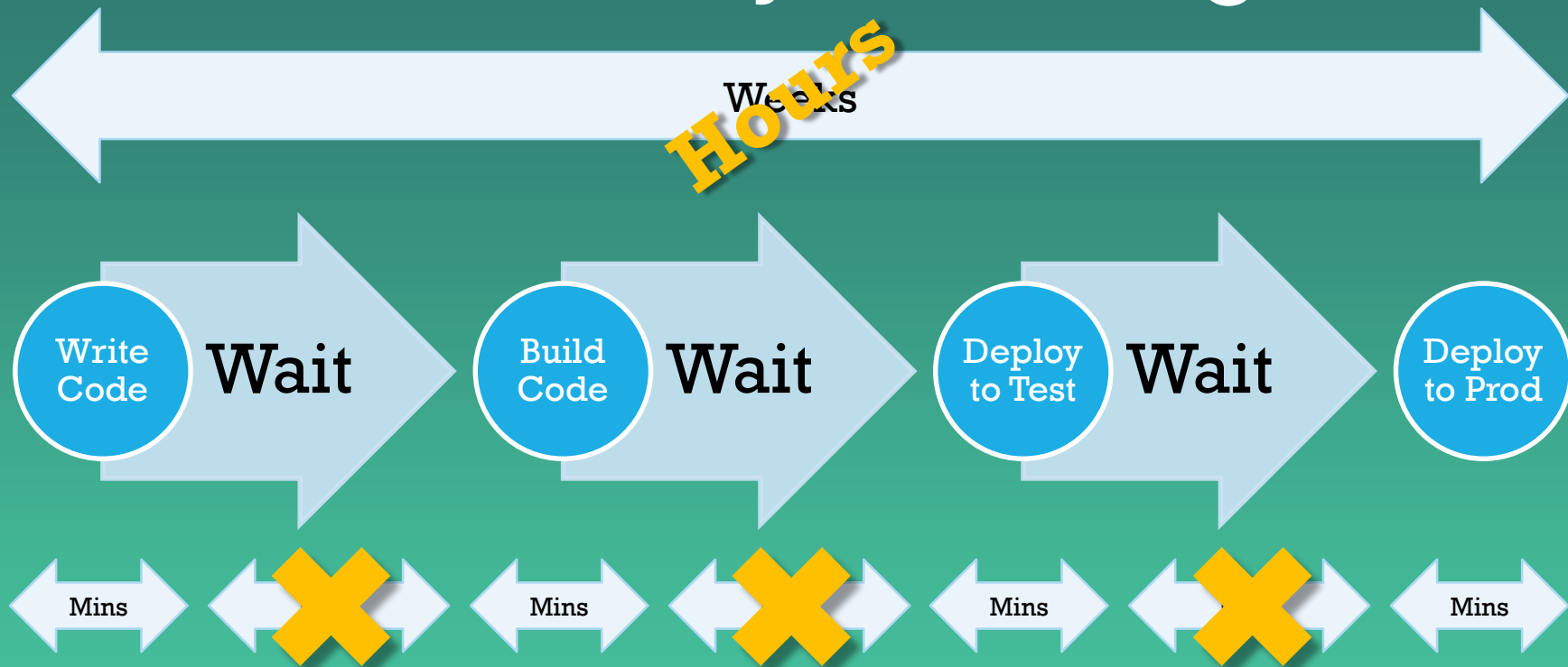
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Pipelines

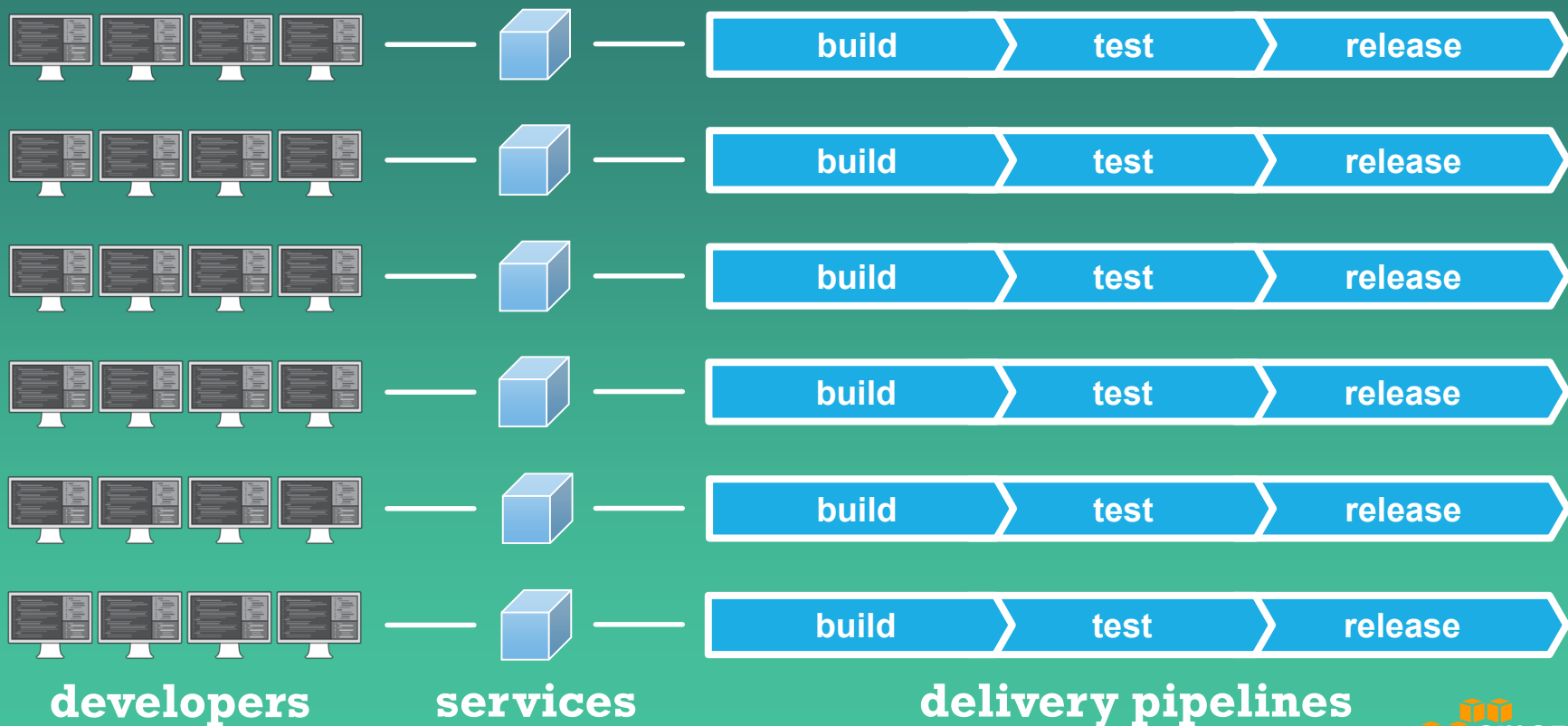


Automated actions
and transitions; from
check-in to production

Development benefits:

- Faster
- Safer
- Consistent & Standardized
- Visualization of the process

Microservice development lifecycle



This has continued to work out really well:

- Every year at Amazon, we perform a survey of all our software developers. The 2014 results found only one development tool/service could be correlated statistically with happier developers:
- Our pipelines service!

continuous delivery == happier developers!

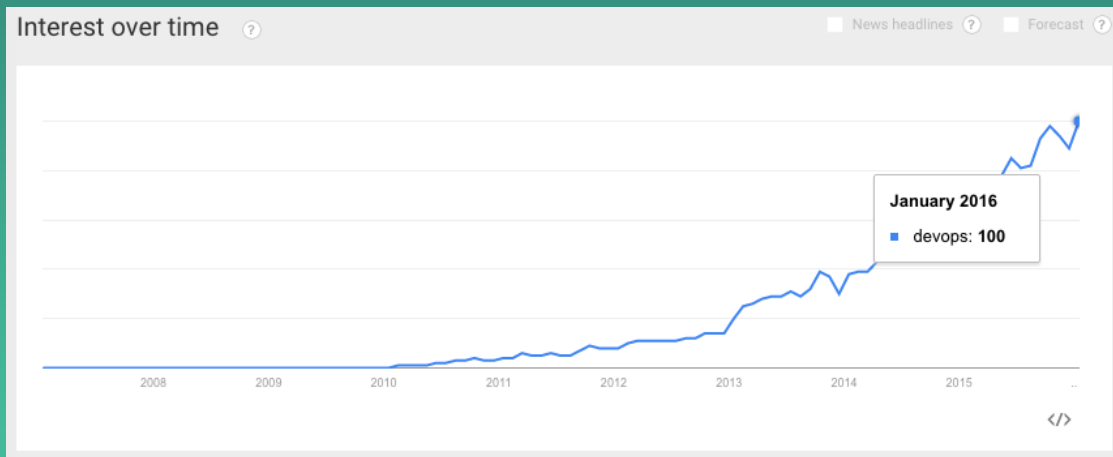
- Thousands of teams
- × **Microservice architecture**
 - × **Continuous delivery**
 - × **Multiple environments**
-

= 50 million deployments a year*

*2014 number

Quick aside on DevOps

In 2009 (same year as our study) the term “DevOps” first started to appear:



The screenshot shows a video player interface. At the top, it says '2 people clipped this slide'. The main content is a black slide with a large pink heart in the center containing the text 'Dev and Ops'. The video player controls at the bottom show '17 of 78' slides. Below the video player, the video title is '10+ Deploys Per Day: Dev and Ops Cooperation at Flickr' and it has '330,950 views'.



What is DevOps?

Cultural
Philosophy + Practices + Tools

What is DevOps?

Cultural
Philosophy

Practices

Tools

What is DevOps?

Cultural
Philosophy

Practices

Tools

- Tearing down barriers
 - Between teams
 - Mid-process
- Enable the smart people you are spending time and money hiring to make smart decisions
- Assigning ownership, accountability, responsibility to the people doing the work, aka “you build it, you run it”
- Reducing responsibility to the most directly involved individuals
- Increase visibility to the big picture and the results of work being done

What is DevOps?

Cultural
Philosophy

Practices

Tools

- Continuous Integration
 - Application testing/QA work applied throughout the development
- Continuous Delivery
 - Automated deployment capabilities of code across environments
- Infrastructure as Code
 - No hand carved infrastructure
- Self-service environments
 - Remove procurement blockers for basic needs
- Microservices
 - Break down complicated monolithic applications in to smaller ones

What is DevOps?

Cultural
Philosophy

Practices

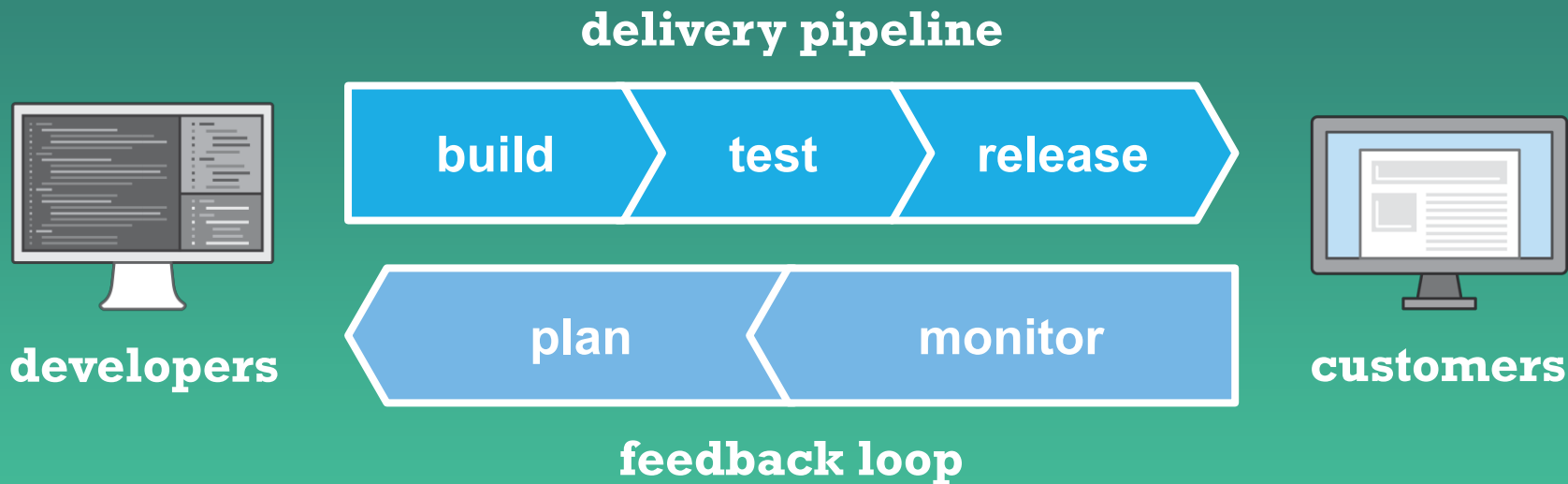
Tools

- Automated development pipeline tooling
 - Application testing frameworks
 - Code review/feedback tools
 - Automated static analysis
- Consistent and predictable application management & configuration management tools
- Consistent infrastructure measurement tools
 - Metrics
 - Logging
 - Monitoring
 - APM
- Security analysis and management tools

What is DevOps?

- **Tearing down the wall between:**
 - **Developers and Operations**
 - **Devs and Ops and QA**
 - **Devs and Ops and QA and Security**
 - **etc**

What is DevOps?



DevOps == efficiencies that speed up this lifecycle

DevOps – Don't Take It Just From Us:

- **Oscar Health:** 2 systems engineers, 45+ Developers, self service infrastructure tools, HIPAA requirements
- **AirBNB:** 5 Operations people for 1000+ instances
- **Gilt:** several hundred microservices, self service tools extending AWS, almost entirely on t2 instances
- **Intuit/TurboTax:** “deployed over 40 simultaneous experiments during the peak filing season”
- **MLB:** scale up massively during Minor League games and events, turn it off later

OSCAR

airbnb

GILT

intuit.

mlbam 

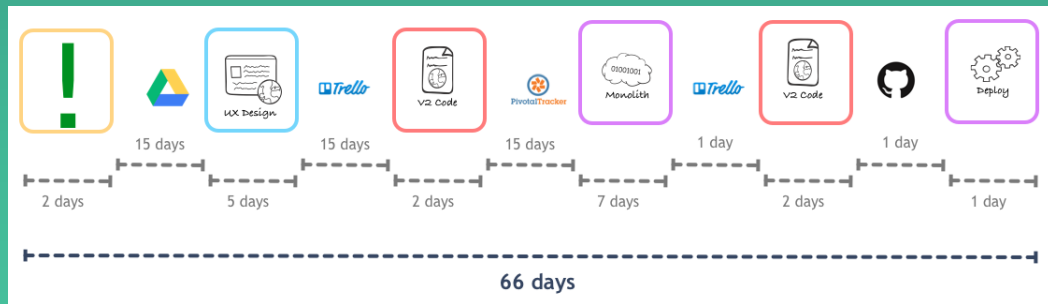
DevOps – Don't Take It Just From Us:



- Capital One's moved from traditional waterfall to DevOps:
- 100s of code commits per day,
- Integration from once a month to every 15 minutes
- QA from once per month to 4 times per day
- Deployment from manual to completely automated
- Production release from monthly/quarterly to once per sprint

DevOps – Don't Take It Just From Amazon:

In September 2015 Phil Calcado, ex-SoundCloud, wrote in “How we ended up with microservices.” how SoundCloud reduced product development lead times from 66 days to 16!*



*http://philcalcado.com/2015/09/08/how_we_ended_up_with_microservices.html



5 Key technology areas to focus on:

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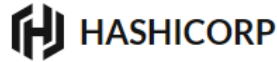
Why these 5?

- Typically under-invested areas for most organizations
- Areas where developers/operations folks are constantly reinventing the wheel
- Important key components of DevOps technology and practices
- Mastering these areas will lead to better:
 - development velocity
 - reduced RTO/RPO
 - better cost management
 - reduction in "fire from the hip" data-less infrastructure/application tweaks
 - improved security/governance/compliance

5 Key technology areas to focus on:

- Continuous Integration/Delivery
- Infrastructure as Code
- Monitoring/Metrics/Logging/APM
- APIs/Microservices Management
- Communication & Collaboration

DevOps Technology Partners



Travis CI



DevOps Consulting Partners



FIN, ACK

Some take aways:

- By stepping back and looking at the big picture of how we were working we were able to drive numerous improvements over the years
- By automating and *as-a-Service-ing as many work flows as possible we remove the majority of waiting, which was a majority of the overall time
- DevOps: Every company will have their own unique culture but the practices are looking fairly consistent
- DevOps: By investing in tools you can standardize on you remove the burden of developers needing to figure out how they will solve these problems on their own
- DevOps: If culture isn't driven from the top down it rarely will work out



AO...

QUESTION
EVERYTHING

"
TEARER
YLW

?