



Getting a System to Production ... and keeping it there

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Introducing Production Systems
What Goes Wrong in Production?
Solutions for Production Systems
Conclusions



Production Systems



What is a production system?



Any system being used for real work

Why is Productionisation Hard?

No one teaches you about production

- who do you talk to?
- what do they want?
- what is the definition of "done" ?

Production is difficult for developers

hard to access, interrogate, debug, change, ...

A new cast of characters



A new cast of characters



Production is constrained

Highly controlled

Content is all valuable

Change can be difficult



Production is unpredictable

Production is highly visible!



You don't own production

com



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What goes wrong?



Performance surprises

Interactive load

Batch time surprises

System abusers!

- "all transactions this year",
- "average since 1967", ...



Environment bombshells

Constraints and contention

Unexpected behaviour

Integration points



Failures happen

Software defects

Platform failures

Environment failures







Security tangles

Security is simple in Development

Much more complex in Production!



Finding Solutions



Key requirements for production

Functionally correct

does what the business process requires

Stability

behaves predictably in all situations

Capacity

can process the workload required (at all times)

Security

Imits access to those who are authorised to have it

	Correctness	Stability	Capacity	Security
Design Principles				
Technology				
Processes				

Simplicity	Correctness	Stability	Capacity	Security
Design Principles				
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Simplicity	Correctness	Stability	Capacity	Security
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General Principles

- One Team
- Automate

Measure and Improve (feedback loops)
 Good Enough over Perfection

Timeless principles ... today led by CD and DevOps

Example: Achieving Stability



Stability - design principles

Fail quickly

fail fast, timeouts

Isolate problems

 flow control, circuit breakers, bulkheads, asynchronous integration

Ensure steady state operation

 housekeeping, predictable resource allocation, governors, throttling















Example - Circuit Breaker





Stability - process principles

Repeatability

 defined processes, practice scenarios, prelive environments

Automation

- automate the routine, automate the difficult
- allow the human back in the loop on demand

Transparency

logging, monitoring, alerts, trends

Stability - process automation

Automation

Logging & Metrics

Monitoring







Summary

- Production is just different
 - it's not yours and you need to respect that
- Production is demanding
 - Correctness
 - Stability
 - Capacity
 - Security

Summary (ii)

Solutions for each requirement by area

- principles
- technologies
- processes



Summary (iii)

 Production requirements and principles go back to the age of the mainframe

CD and DevOps the latest incarnation
welcome attention from developers
new tech enabling new possibilities
breaking down silos to make it happen





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