

DevOps Battle Scars

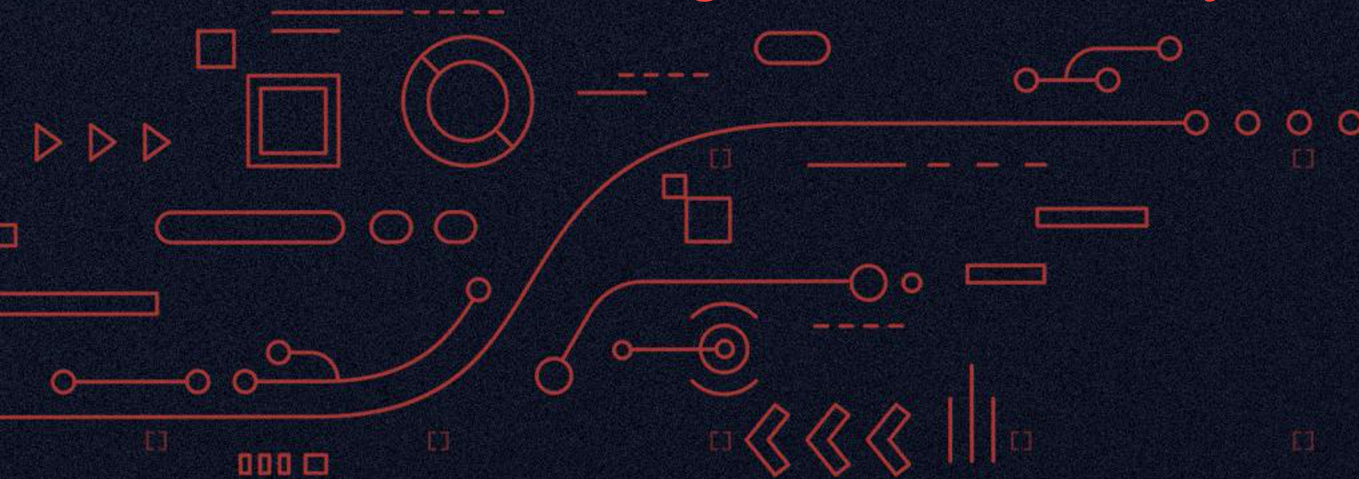
The Human Toll Measured
Shlomo Bielik & Matt Cole

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Reviewing the data points

Sharing Great DevOps Numbers?

Understanding the source of your current success



The Common Success Numbers

- More code promotions - 90x!
- More code quality – 14% a month!
- Fast deployments – 200x!
- These numbers are good, but is ‘the how’ hurting anyone?
- Technical and Business benefits are great but are there underlying issues?
 - What is the human toll?
 - Is the talent seriously taxed?



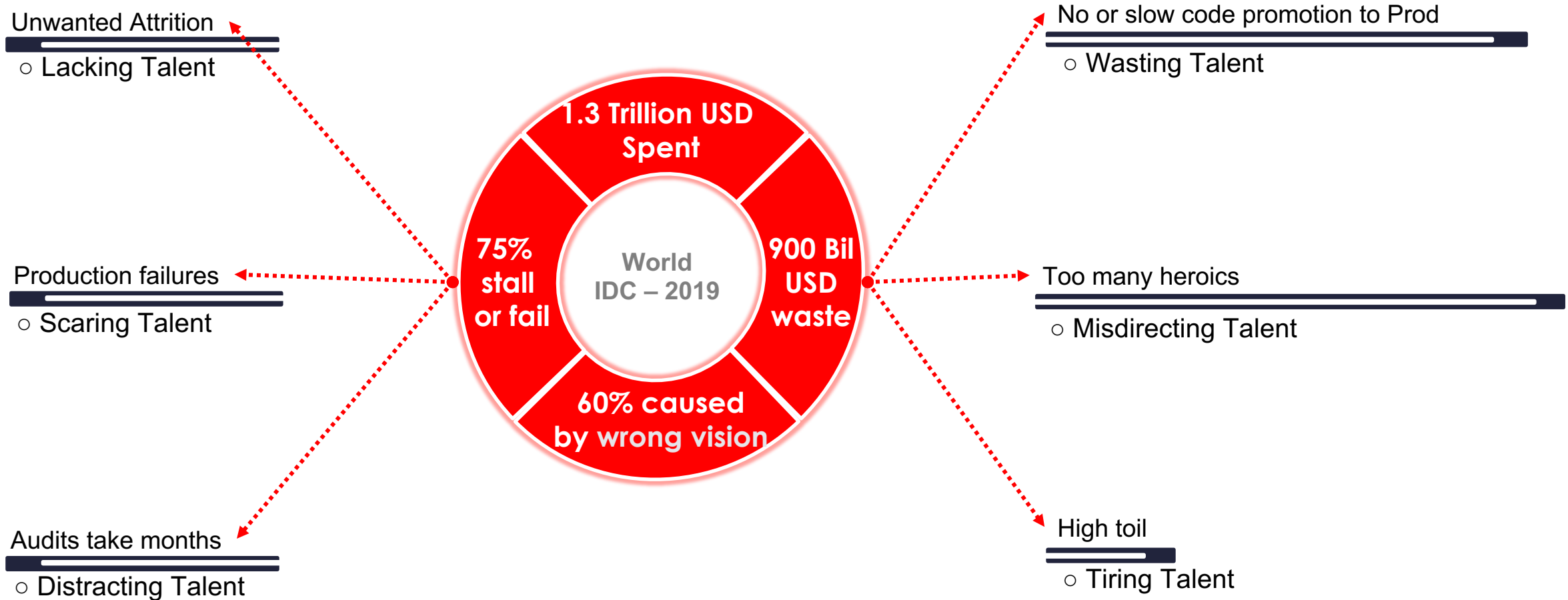
Finding the missing data points

Which Metrics are Driven by Talent Heroics?

Digital Transformation Can't Sustain Without Supporting Talent

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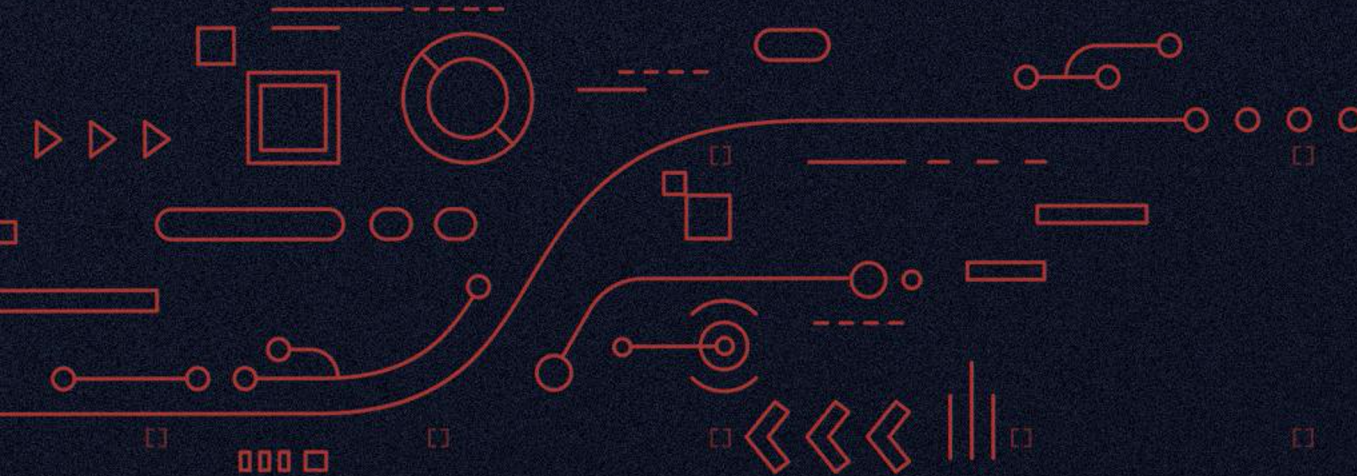
What Hurts Your Talent Today? Protect Your TI drivers



Finding the missing data points

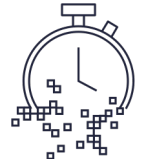
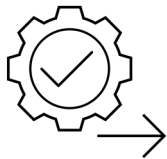
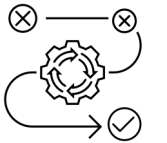
What Should We Measure to Find the Pain?

Helping Your Battle Scars Heal



Measurements to Protect Talent

- % of Failures in Production
- # of Production/Staging Retries
- % of SDLC inefficiencies (Human Toil)
- # of Hours of Production Heroics
- # of Self Development Hours



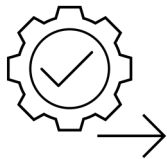
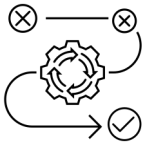
Values Protecting Talent

0

- % of Failures in Production
- # of Production/Staging Retries on Release
- % of SDLC inefficiencies (Human Toil)
- # of Hours of Production Heroics

- # of Self Development Hours

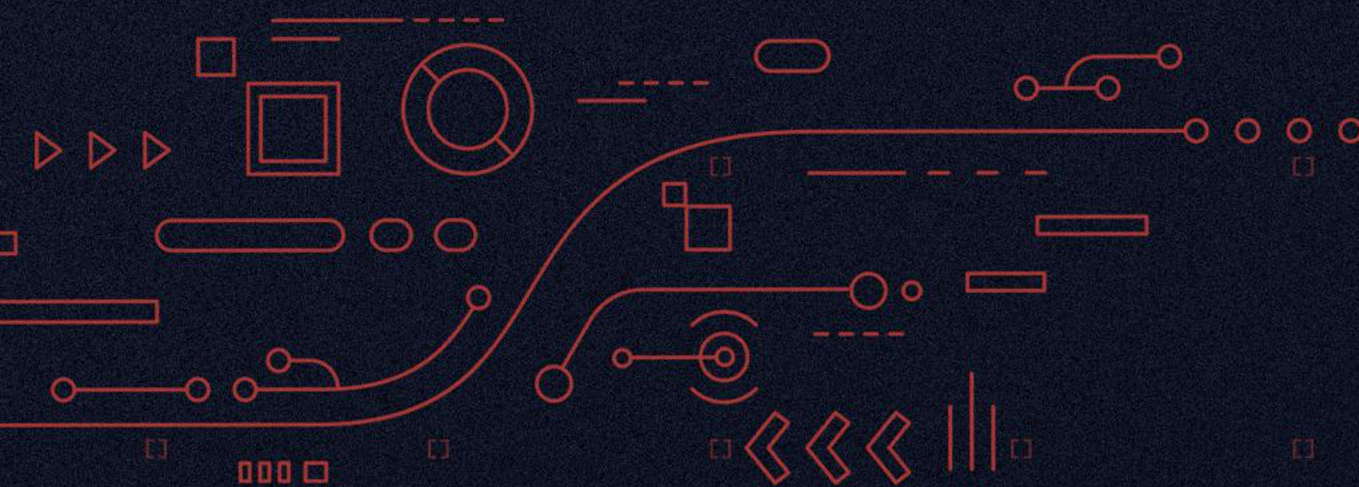
Lots



Challenging the Numbers

Exploring Our Experience at NCR

Battle Scars Measured



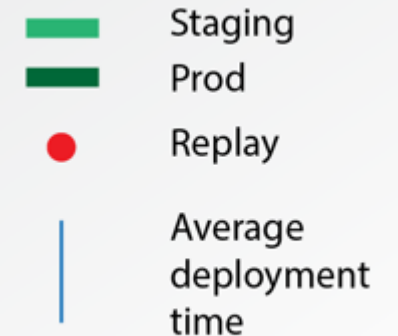
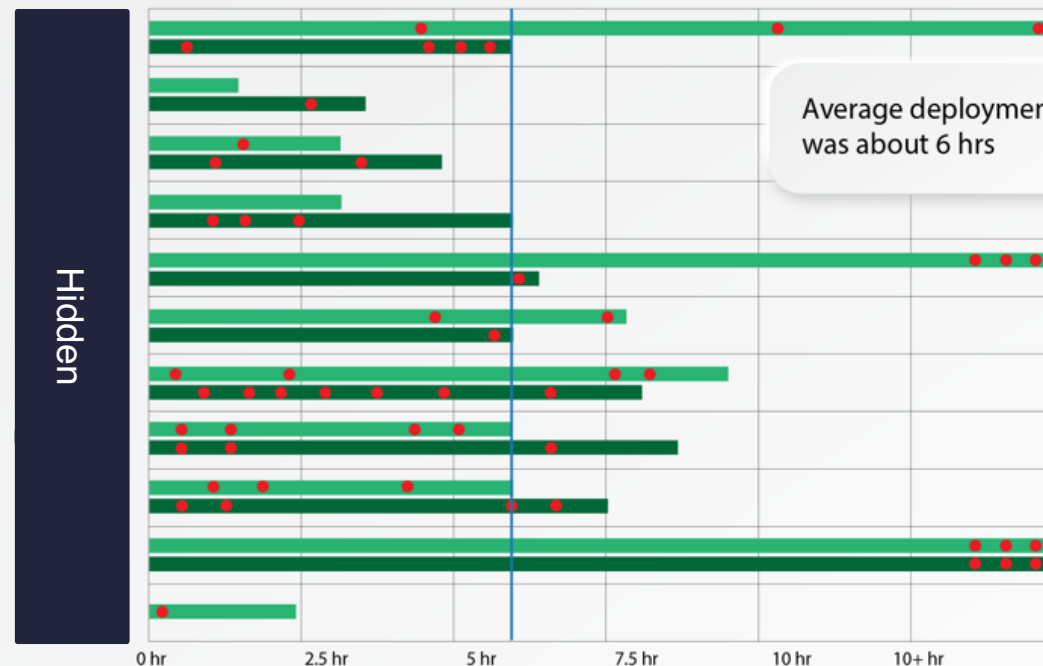
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Where Did we Start at NCR?

- Automation was not as advanced or orchestrated. How do you measure?
- Join the call and log events! **Find your epic failures!**



Deployment Statistics – Prior to Pipeline

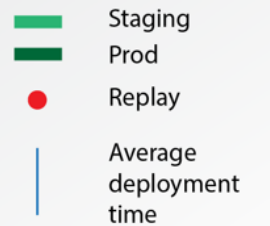
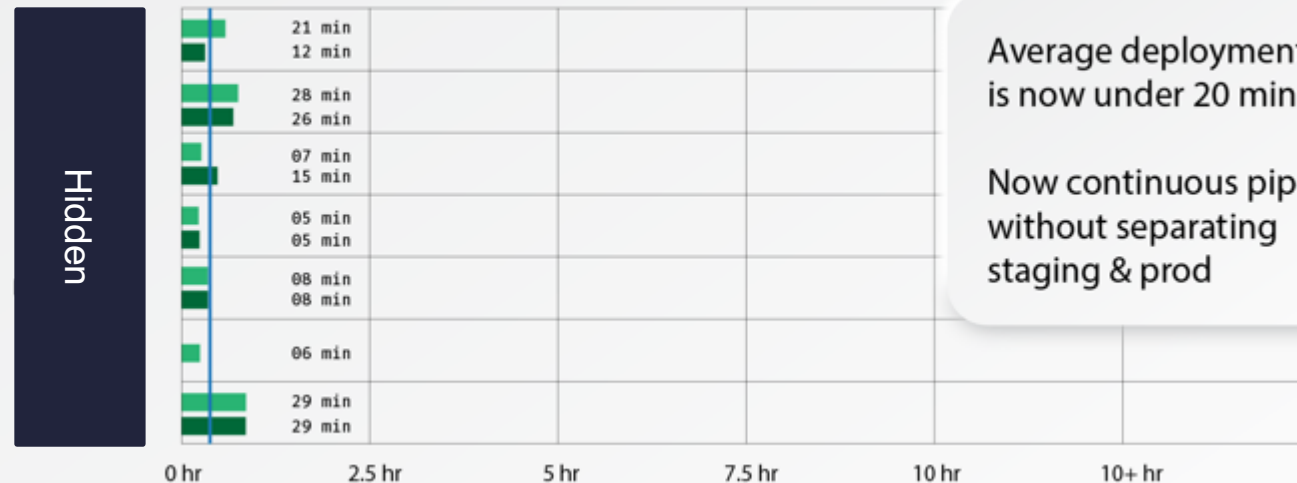


Now Your Transformational Initiatives Begin

- Your battle scars can begin to heal as you are now targeting your talent pool
- Epic failures lead to success – Learn from our mistakes



Deployment Statistics Via Pipeline



Measuring Inefficiency of Your SDLC

- Needed for things that are outside of deployments/releases
- Knowing where you spend your time due to ineffective process/methods
- Know where you can improve to help alleviate talent toil



ROI Summary

Contact Benchmark to see how you can optimize your delivery

Get Started for free

TEAMS	DIT	SIT	UAT	PTE	PROD	TOTAL DAYS	
	1	2	2	4	4		
PROCESS	11.83	14.17	13.67	7.57	76.33	15.45	\$5,346.63
ENVIRONMENT	18.00	54.00	36.00	0.00	0.00	13.50	\$4,673.08
DEPLOYMENT	10.50	52.00	71.00	106.50	40.50	35.06	\$12,137.02
TESTING	48.00	864.00	288.00	0.00	8.00	151.00	\$52,269.23
SECURITY	0.00	0.00	0.00	0.00	0.00	0.00	\$0.00
AUDIT	0.00	0.00	0.00	0.00	8.00	1.00	\$346.15
TOTAL	11.04	123.02	51.08	14.26	16.60	216.01	\$74,772.12
SAVINGS PER ENVIRONMENT	\$3,822.12	\$42,584.13	\$17,682.69	\$4,935.58	\$5,747.60	\$74,772.12	

Total effort per release in hours:	216.01
Average employee salary	\$90,000.00
Cost per person per day	\$346.15
Total cost per release per app:	\$74,772.12

Potential Total Savings

\$74,772.12

Releases Per Year

12

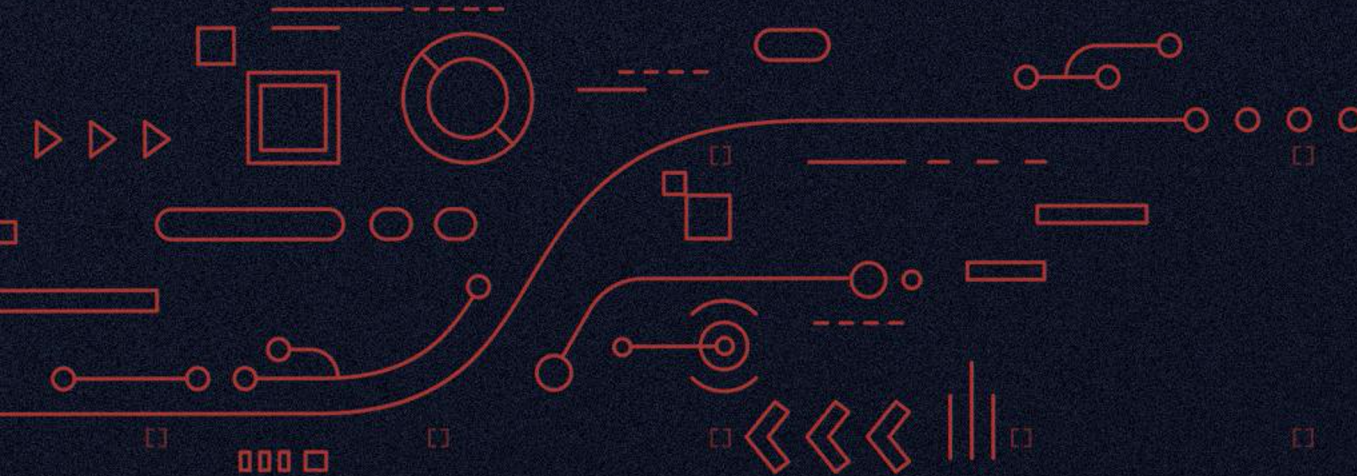
Savings releases per year
Per App

\$897,265.38

Measuring the missing data points

Now That We Know What to Measure Show Us the Demo!

Helping Your Battle Scars Heal



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Heal Your DevOps Battle Scars

– like we did

Thank you!

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