



Scaling Enterprise DevOps on Microsoft Azure

Based on a Real-world Quali Customer Case Study

HOST



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Architect and R&D
Manager @ Quali

Have Questions?



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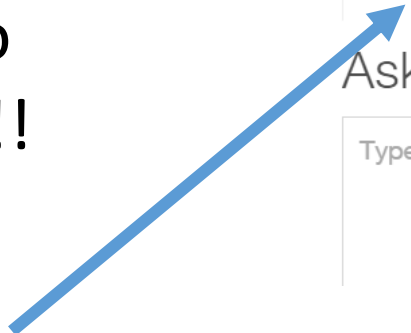
QUESTIONS?
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About Quali



01

Venture-funded start-up focused on Cloud-centric DevOps and BizOps automation

02

Delivers “Cloud Sandboxes” - Replicas of production environments

03

Strong Innovation DNA – Trusted by customers worldwide

300+

300+ customers – Cloud providers, Telcos, Enterprises – across FSI, Retail, Healthcare and Government



~115 employees in USA, Israel and Europe focused on serving customers worldwide

Agenda

1 Company Profile

2 Challenges

3 Solutions

4 Live Demo

5 Q&A and Wrap-up

Digitization Triggered Internal Transformation

- Traditional industry → software and technology company
- Brand development through expanded digital presence
- Rapid software development cycles to compete
- **DevOps: Key to achieve rapid releases with quality**



Global Manufacturer – Company Profile

Digital Transformation to Sustain Competitive Edge

- Distributed R&D across several countries
- Enterprise Scale Development (100+ developers and testers)
- Main use case: production and dev/test in the public cloud (Microsoft Azure)



Developer/Tester/TL

- Need access to a configured environment

Not everything can be installed on the local machines

- No time to waste on configuration issues
- This is a –prerequisite- to do their work



DevOps Team

- Release automation -
Ensure release quality and velocity
- Team productivity enabler
– Provide teams with the collaterals they need to do their work

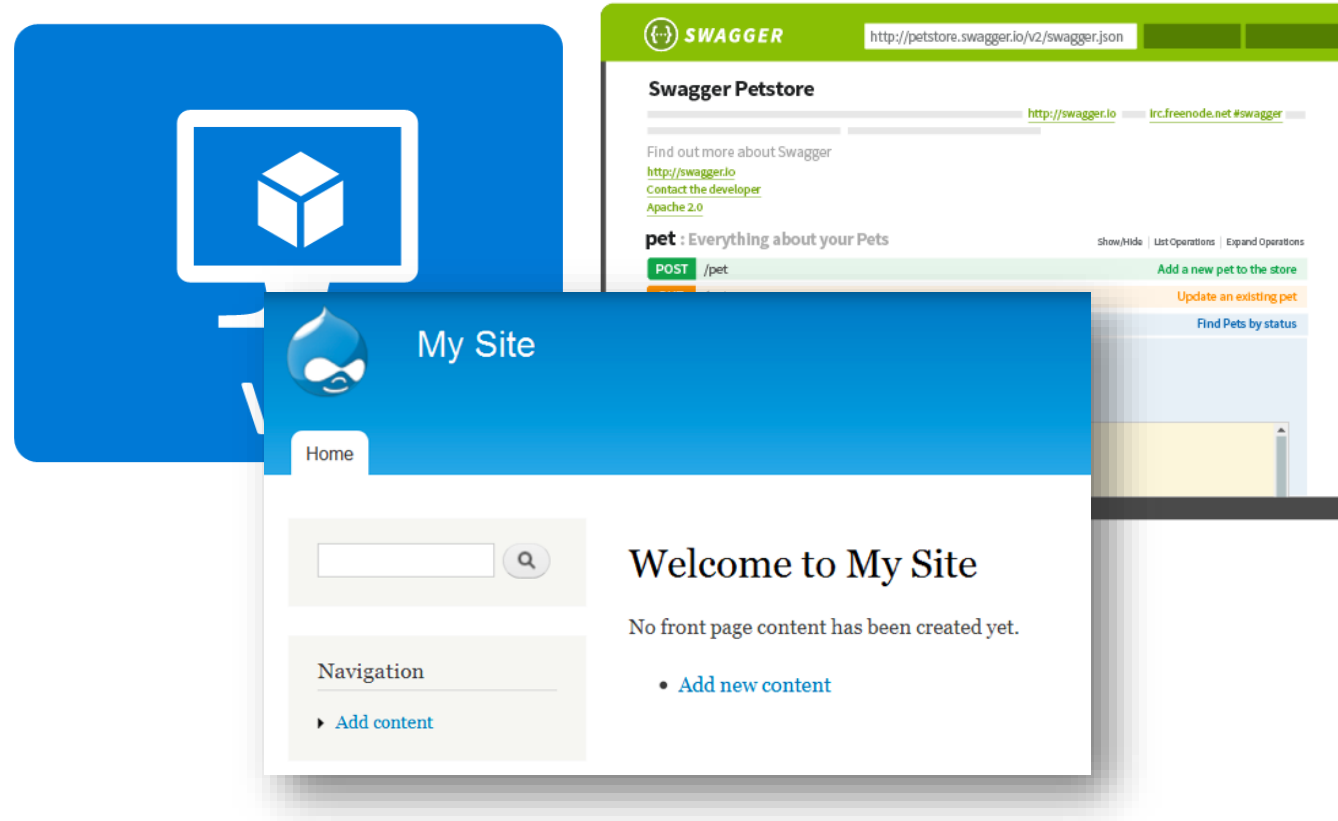


DevOps Pain Points

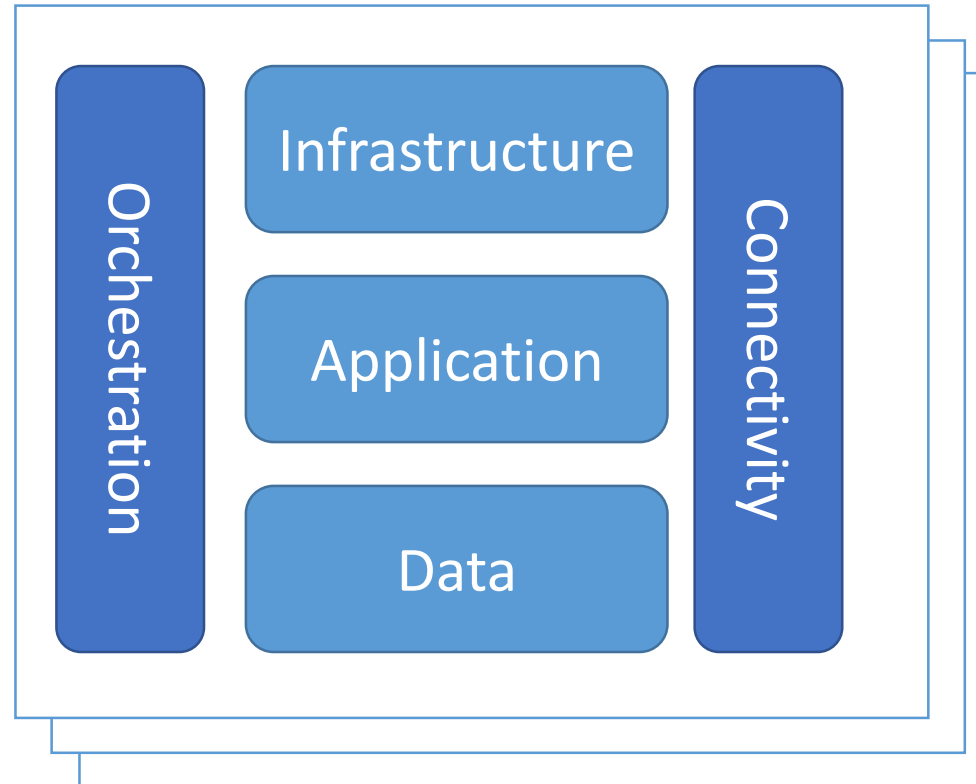
- Scalability and maintainability
- Release velocity vs. quality assurance
- Control cloud consumption via policies
- Enforcing standards



Introducing Environments



Environments: Under the hood



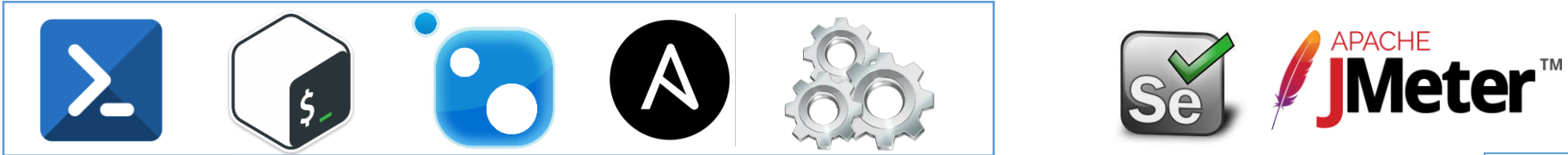
Developing on Microsoft Azure



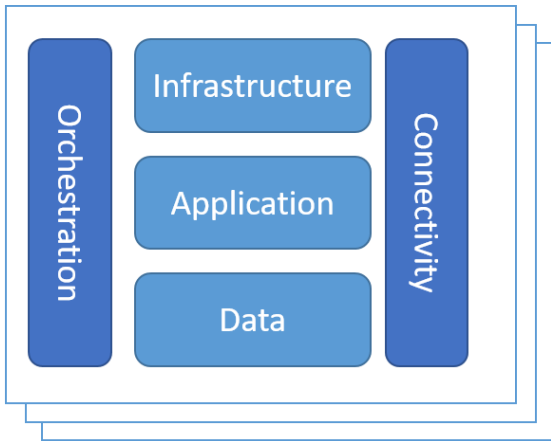
Infrastructure provisioning on Azure



Application configuration



Data



Orchestration



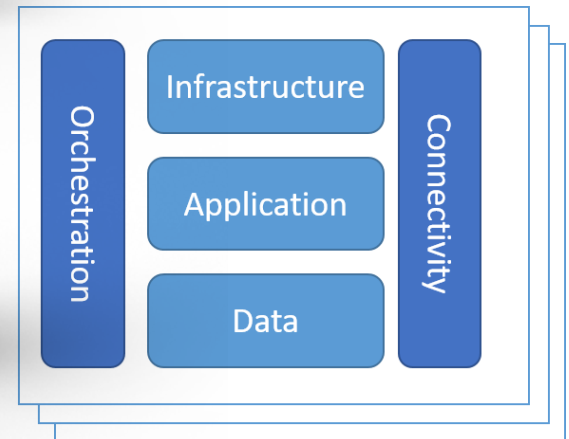
Infrastructure provisioning on Azure



Application configuration



Data



Main use cases for environments:



Developer environments



Environments for feature validation



CI environments

Developer Environments

- Services SCRUM team as shared environment or individual developers
- Need both external and internal access to applications and VMs
- Complex orchestration and component configuration
- Policies/access control on environment consumption

```

<div class="container">
  <div class="row">
    <div class="col-md-6 col-lg-8"> <!-- _____ BEGIN NAVIGATION
      <nav id="nav" role="navigation">
        <ul>
          <li><a href="index.html">Home</a></li>
          <li><a href="home-events.html">Home Events</a></li>
          <li><a href="multi-col-menu.html">Multiple Column Men
          <li class="has-children"> <a href="#" class="current"
            <ul>
              <li><a href="tall-button-header.html">Tall But
              <li><a href="image-logo.html">Image Logo</a></
              <li class="active"><a href="tall-logo.html">Ta
            </ul>
          </li>
          <li class="has-children"> <a href="#">Carousels</a>
            <ul>
              <li><a href="variable-width-slider.html">Variab
              <li><a href="variable-width-slider.html">Testimon1

```


Dev Environment != Laptop + IDE



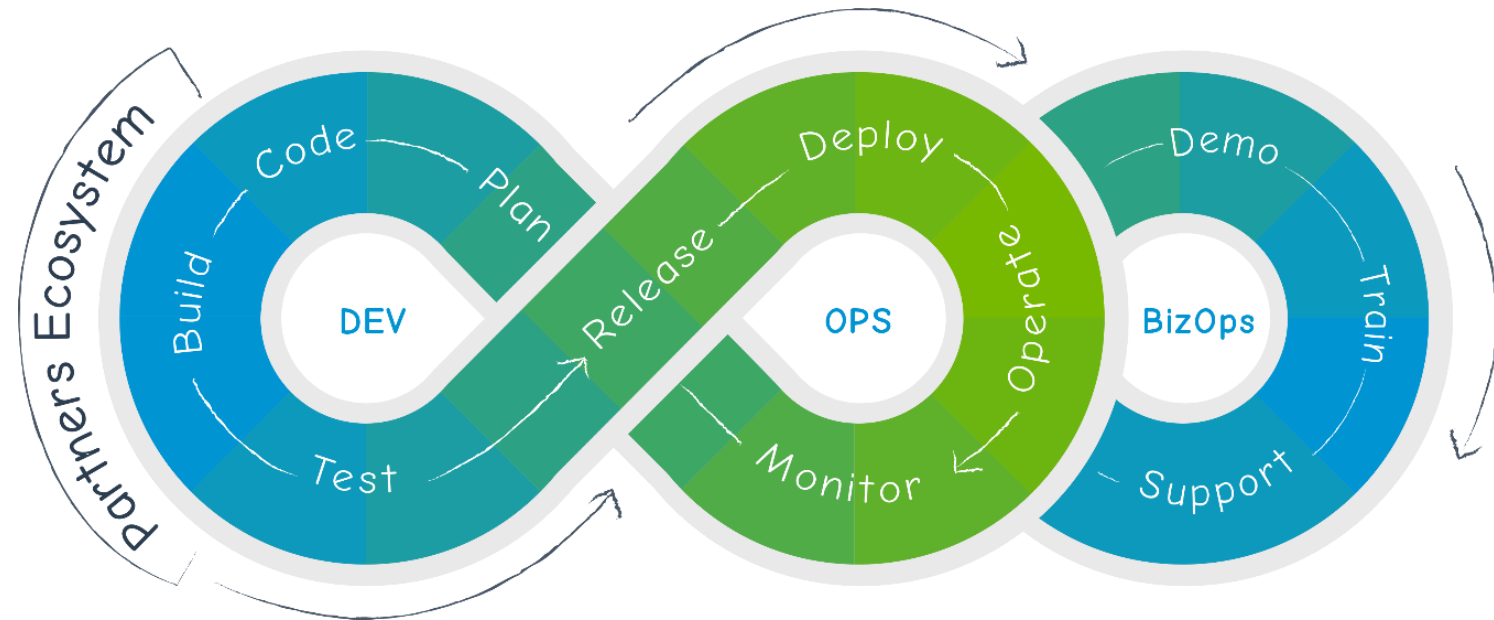
Environments for Feature Validation

- Ensure environment represents the feature build with no additional changes
- Allow manual testing as well as invoking automated tests as a part of the validation process
- Share the validation environment between different teams and personas as needed



Environments for CI

- Create environments for CI builds
- Include configuration and installation of test tools
- Test different configurations / websites / hardware profiles



Shifting to Dynamic Environments (Sandboxes)

Static Vs. Dynamic Environments

STATIC

- Resources are pre-allocated
- Stateful
- WOMM
- Not repeatable
- Fixed configuration

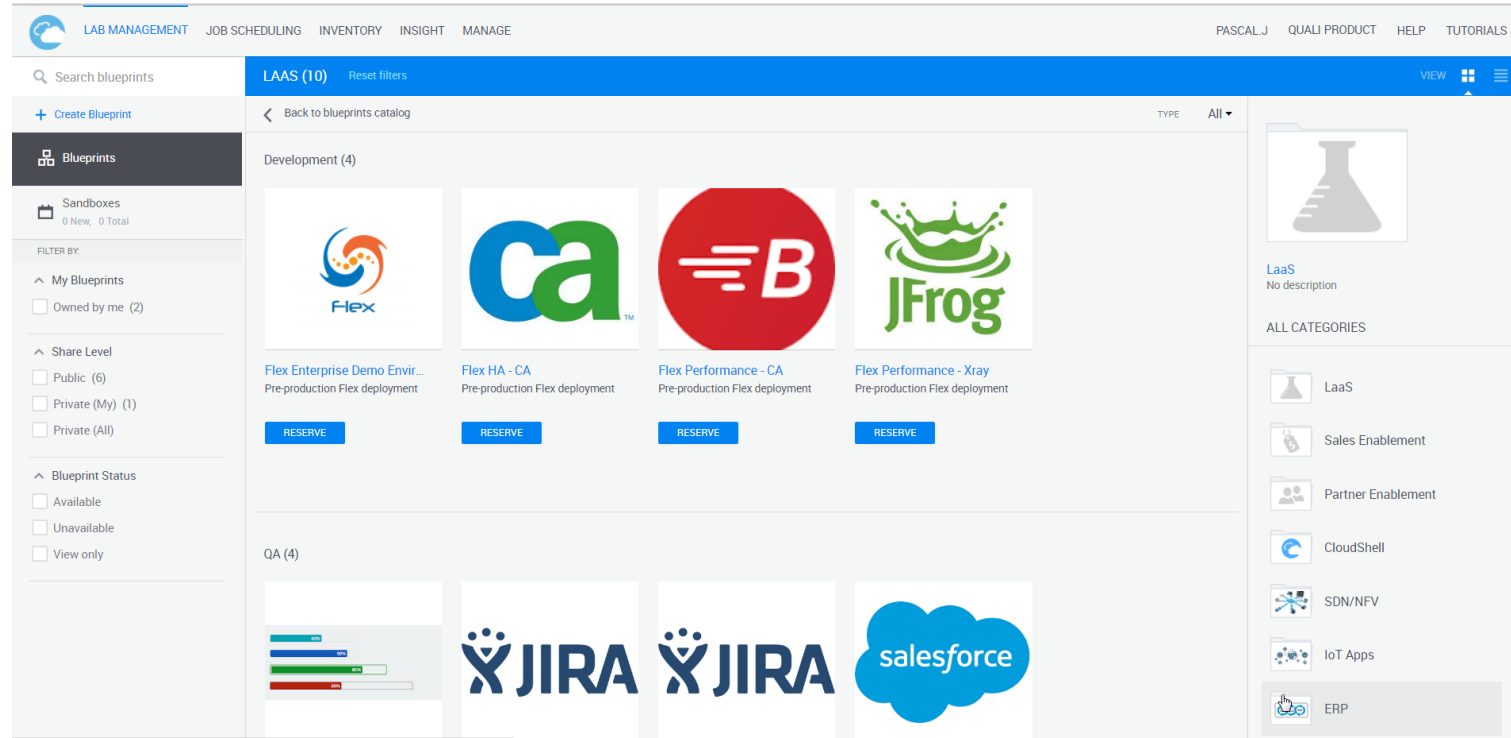
DYNAMIC (Sandboxes)

- Resources allocated on demand and reclaimed automatically
- Can select what's saved between sessions
- Repeatable
- Flexible configuration
- Require orchestration
- Can be provided on demand

Dynamic Environments Enable Self-service

Self-Service to Scale DevOps

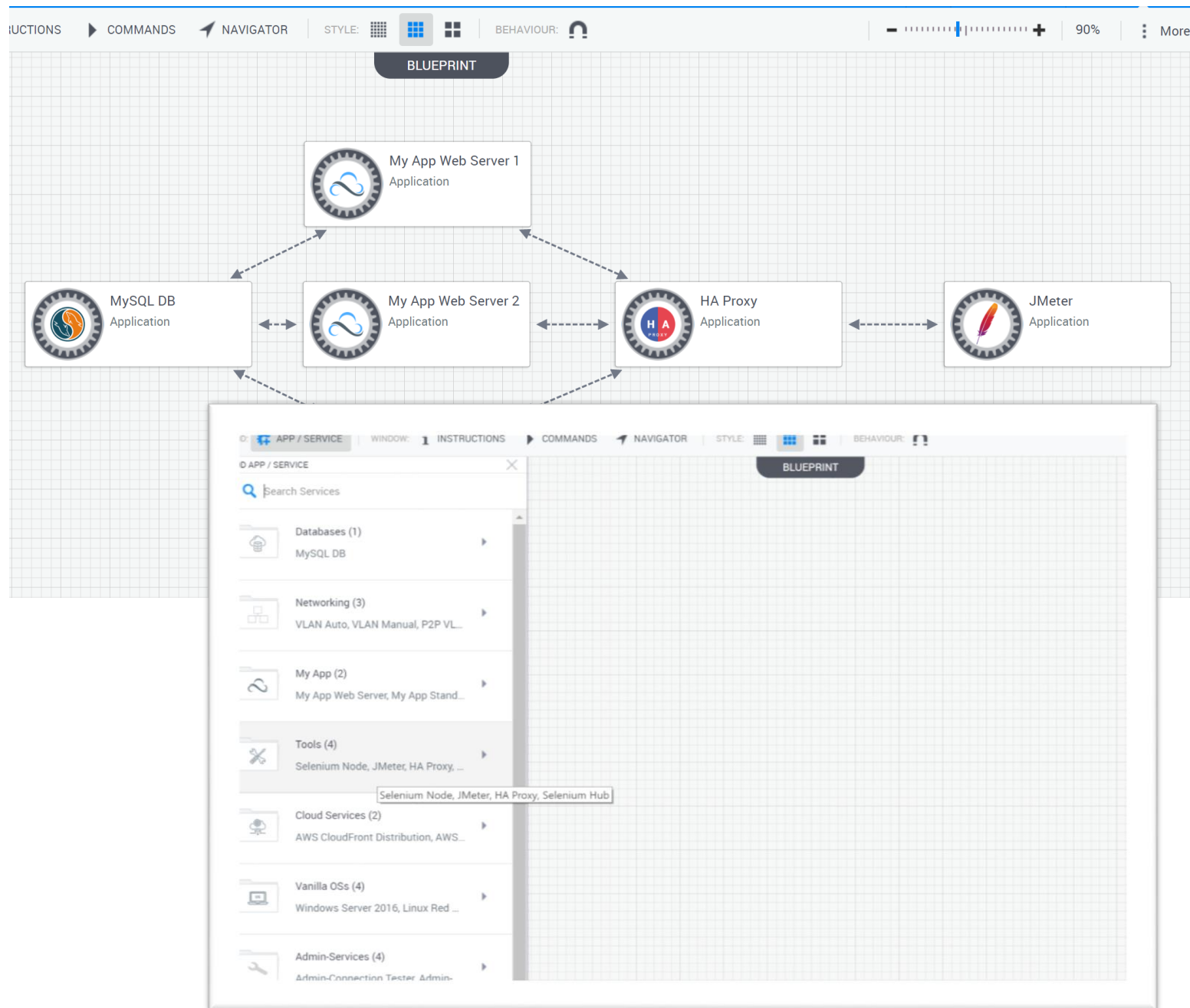
- Users select environments from a catalog
- DevOps team members design environments
- Managers set policies on consumption and permissions
- Consumption of an environment is always scoped by **time** or **usage**



Orchestration and Blueprinting Make Dynamic
Environments **Repeatable**

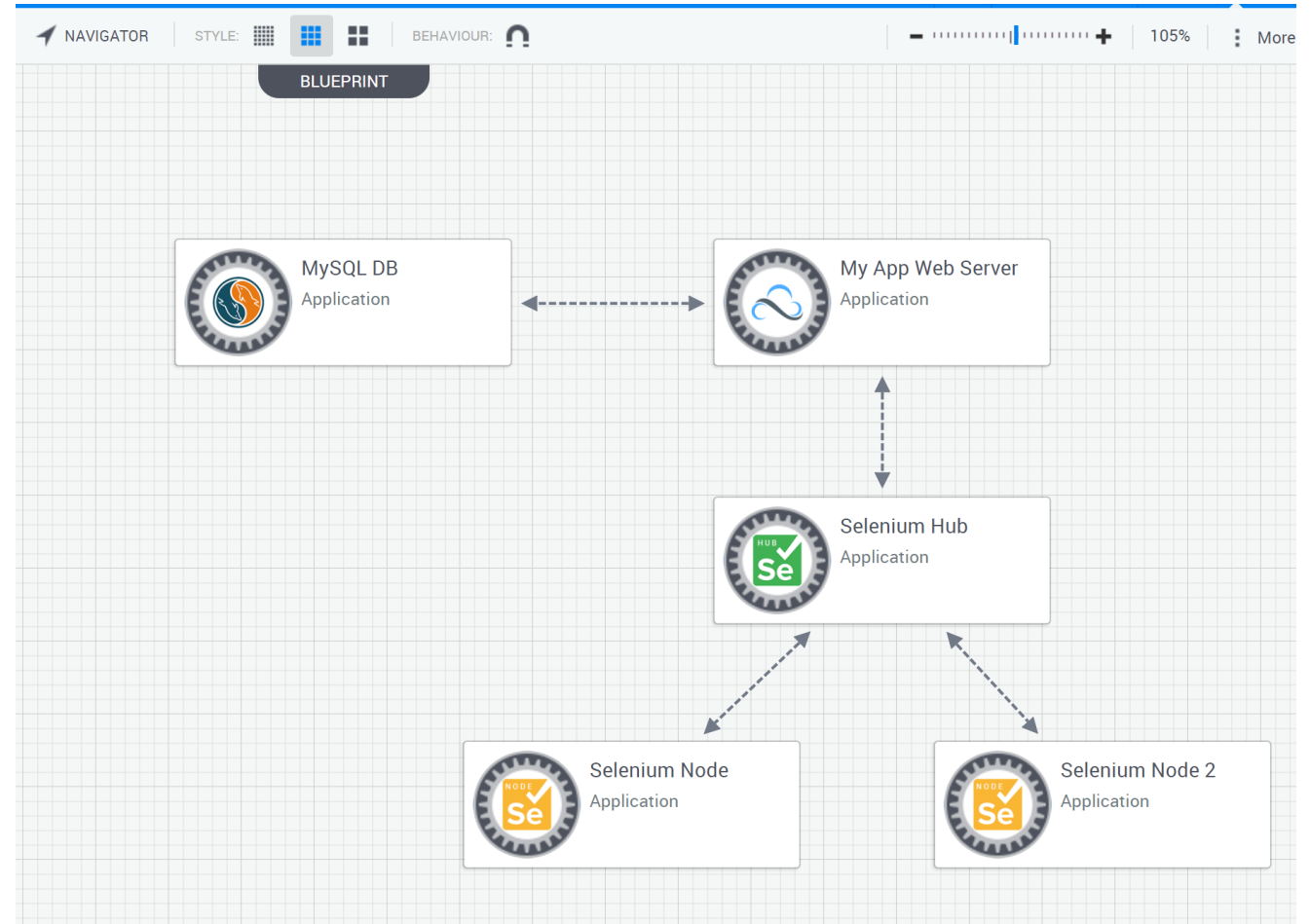
(Standardization Key to Scale)

- Blueprinting allows DevOps engineers to take on the role of environment designers **and ensure standardization**
- Reusable building blocks improve maintainability and reduce overhead
- The orchestration workflow is a key first class citizen of the environment

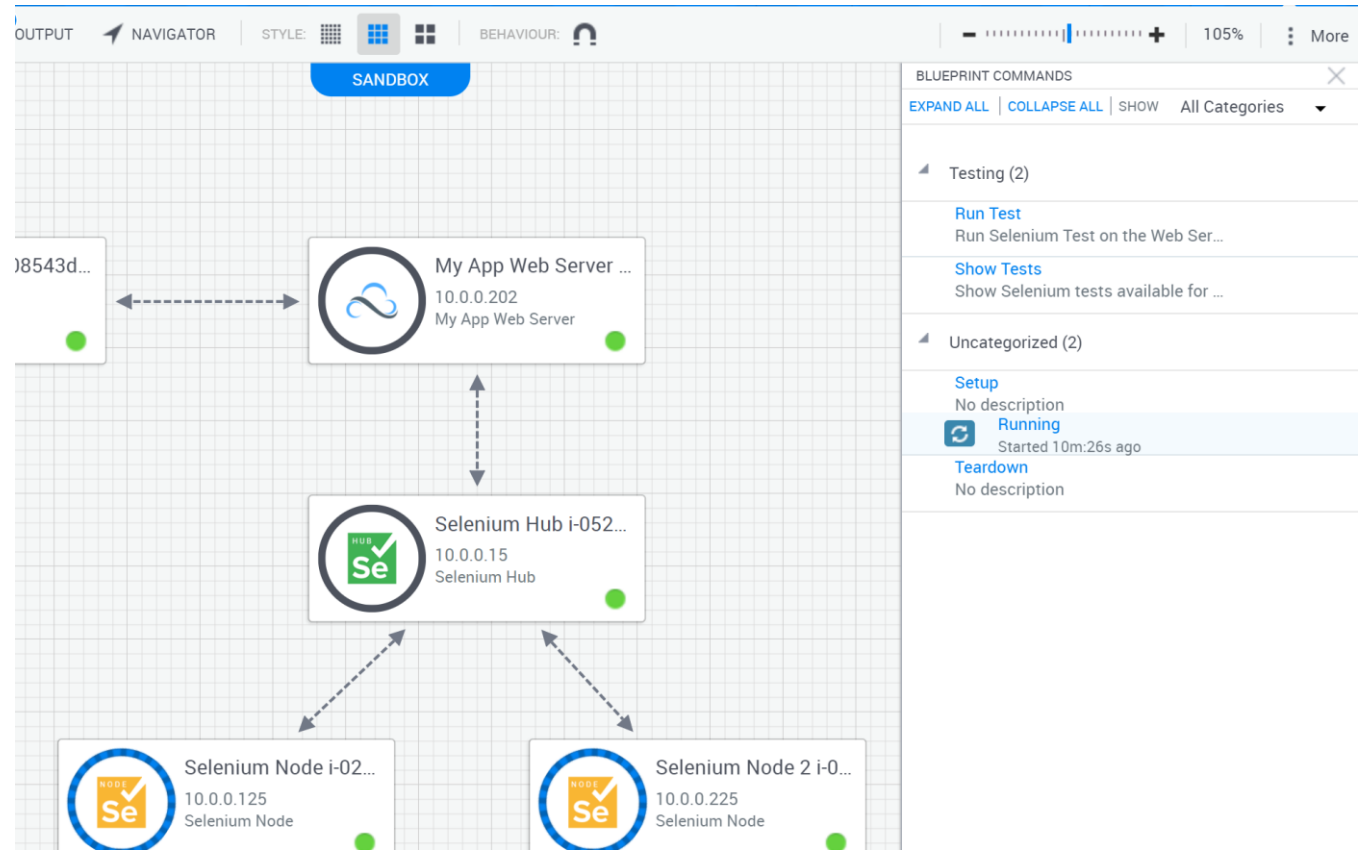


Dynamic Environments Are a **Live Context**
Users Can Interact With

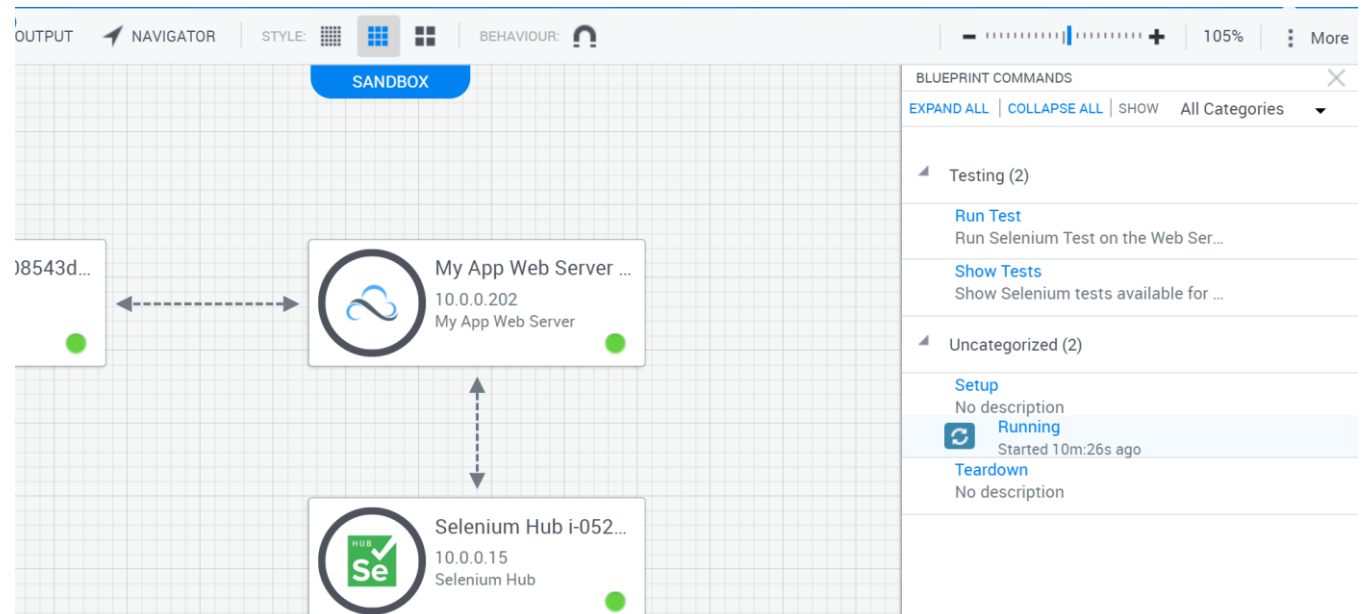
- Test tools can be integrated into the dynamic environment and triggered by the developer
- Orchestration commands for save/restore or database changes can be included in the environment interface
- Connectivity to private components is an OOB feature of sandboxes in CloudShell



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```

Welcome to Ubuntu 16.04.1 LTS (GNU/Linux 4.4.0-79-generic x86_64)

* Documentation:  https://help.ubuntu.com
* Management:    https://landscape.canonical.com
* Support:       https://ubuntu.com/advantage

Get cloud support with Ubuntu Advantage Cloud Guest:
http://www.ubuntu.com/business/services/cloud

135 packages can be updated.
0 updates are security updates.

*** System restart required ***
Last login: Sun Jun 18 08:48:01 2017 from 82.80.35.226
ubuntu@ip-10-0-0-202:~$

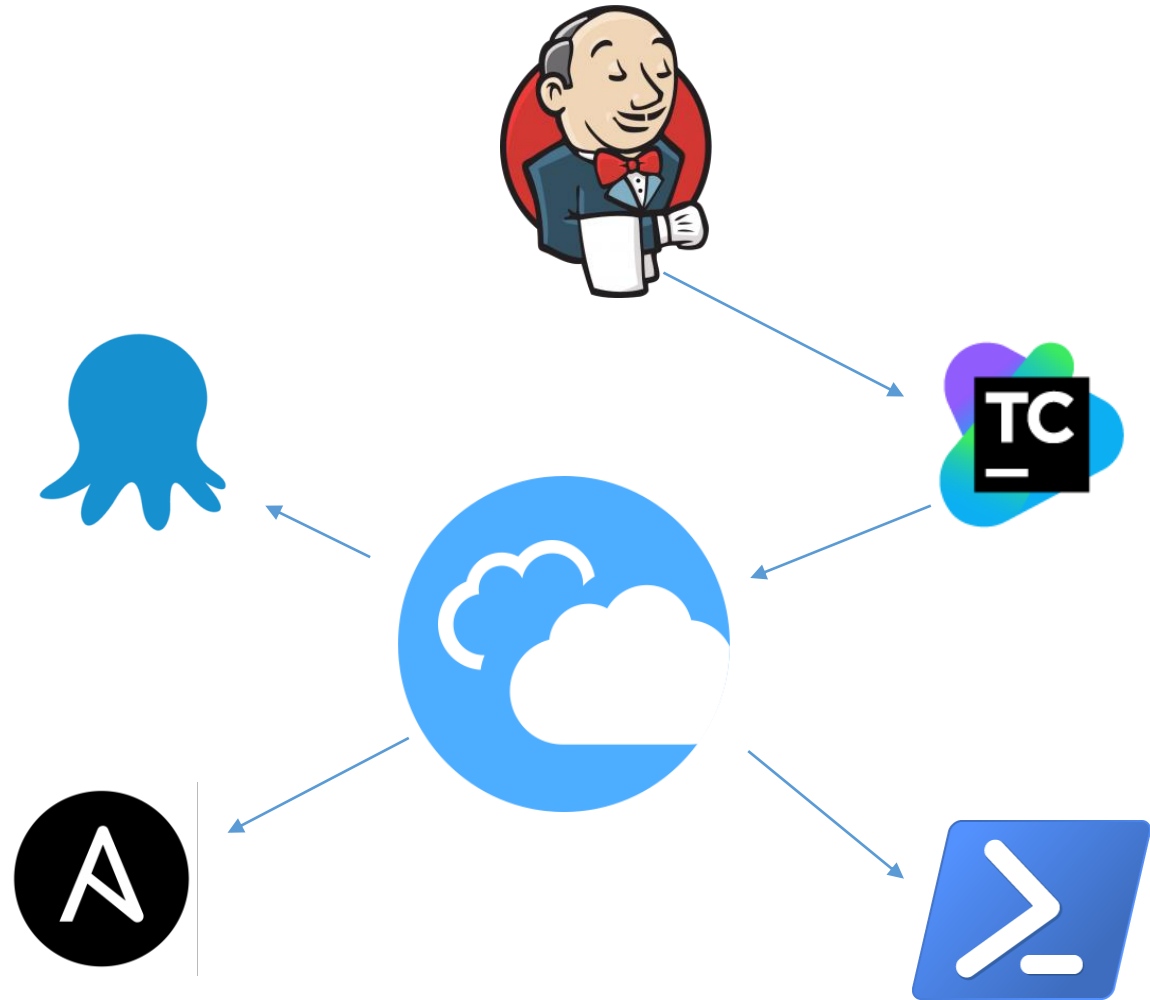
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DEMO

Dynamic environments are a part of an End-to-End DevOps pipeline

- Dynamic environments can be consumed by CI/CD, pipeline and ARA tools using OOTB integration or built in extensibility API
- Leverage as much of the existing automation assets as possible



Technical Accomplishments (phase 1)

- Blueprint and **standardize** environments for three main use cases relevant for the **SCRUM** teams
- Remove dependency on static environments and the overhead of maintaining them

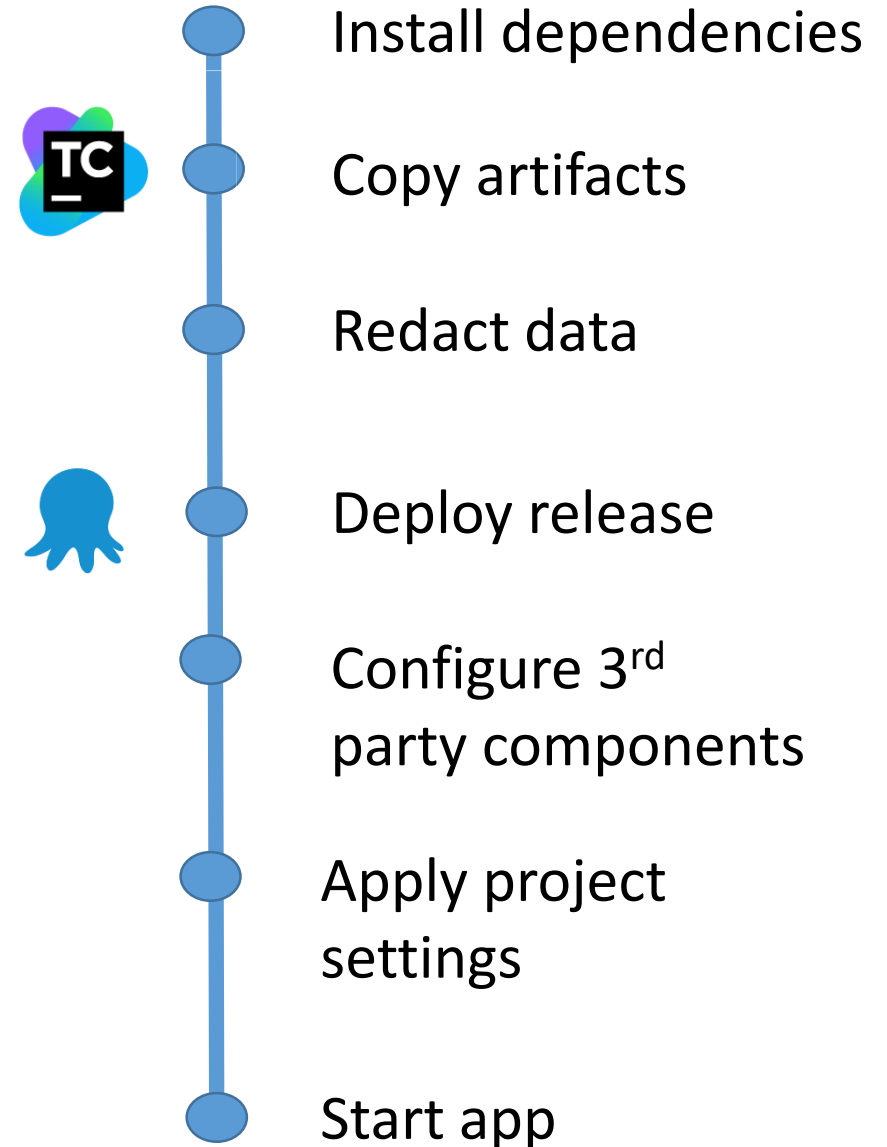
Development Environment

Feature validation environment

CI nightly environments

Technical Accomplishments (Phase 2)

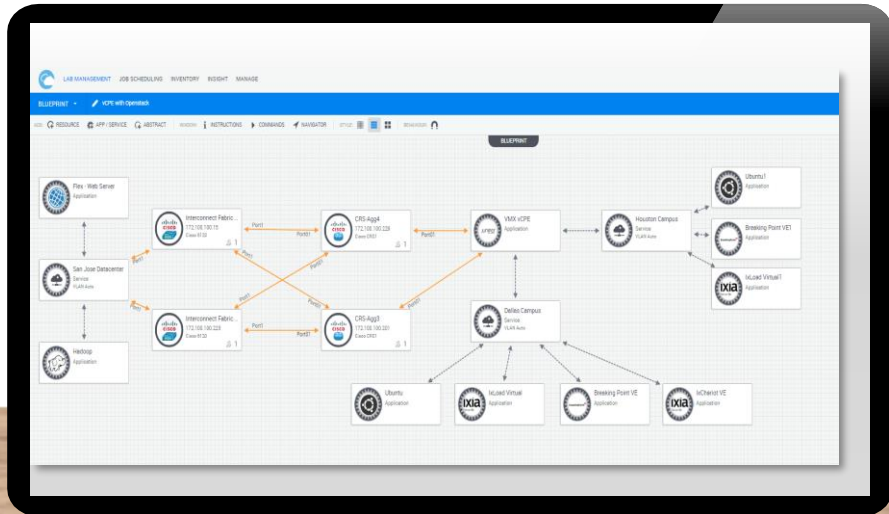
- Defined the orchestration workflow using a building block based orchestration platform.
- Integrated environments with other eco-system tools



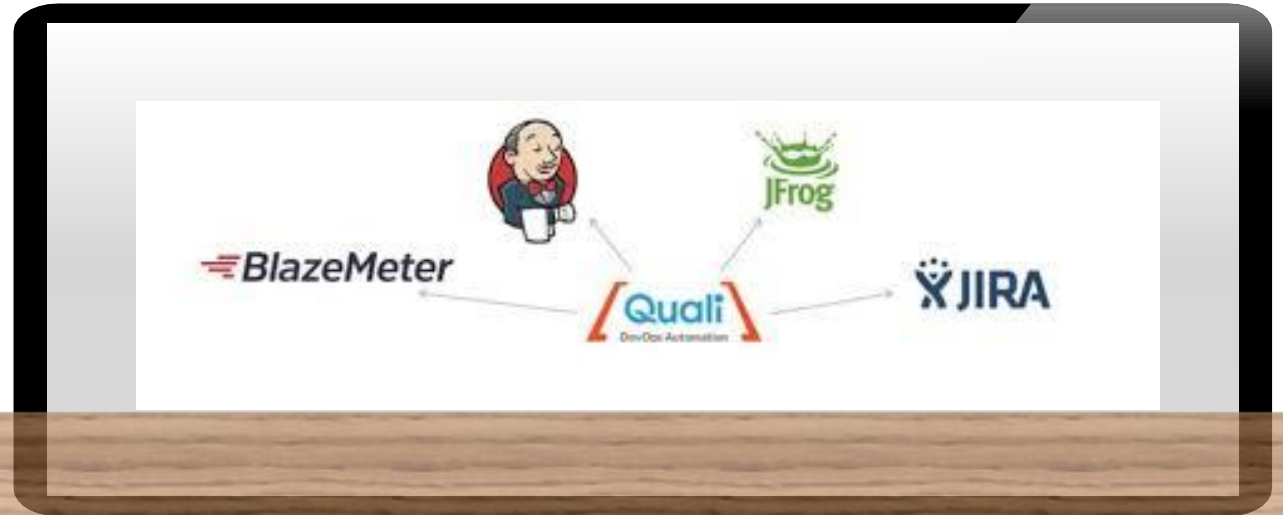
Benefits

- Able to accelerate application releases by more efficient DevOps
 - Removing the bottleneck with dynamic environments and self service and integrating with DevOps toolchain
- Lower bug occurrence due to better quality delivered
 - Standardizing environments with blueprint and offering remote access to all development team
- Control cost of consuming Azure public cloud resources
 - Automated Reclamation of VMs and user policies

Ask for a Technical Demo
(30-min web conference)



Start a Free Trial
(30-min web conference)



2017 DevOps and Cloud Survey



Quali 2017

DEVOPS
& Cloud
SURVEY



<http://info.quali.com/2017-devops-and-cloud-survey>



Q&A



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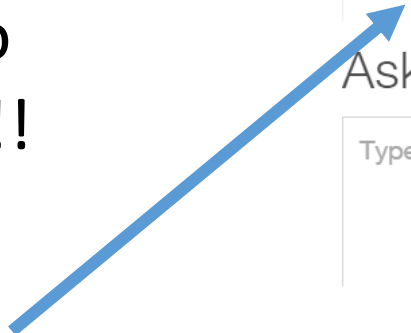
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