CM Crossroads Webcast Series

Lean Release Management

Moderator

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Speakers

Martin Fowler - Chief Scientist, ThoughtWorks

Jez Humble - Cruise Product Manager, ThoughtWorks



Martin Fowler

Martin Fowler is the Chief Scientist at ThoughtWorks. A part of ThoughtWorks since 1999, Martin Fowler is a renowned international speaker on software architecture, specializing in object-oriented analysis and design, UML, patterns, and agile software development methodologies. Martin Fowler started working with software in the early 80's and has written five popular books on the topic of software development. He has also served on program committees for OOPSLA, Software Development, UML World, XP 2001, and TOOLS.





Jez Humble

Jez is the Product Manager for Cruise, ThoughtWorks's new Continuous Integration and Release Management software. As the founding leader of ThoughtWorks' build and deployment community, he has worked hard to capture and propagate best practices in the build, test and deployment space. His goal is to make Cruise the number one commercial continuous integration and release management server.



Jez has over eight years of professional experience in IT as a developer, system administrator, trainer and manager. He has worked with a variety of platforms and technologies, consulting for non-profits, telecoms, financial service and insurance service organizations. Since 2004 he has worked for ThoughtWorks in London and Bangalore and currently lives in Beijing. He holds a BA in Physics and Philosophy from Oxford University and an MMus in Ethnomusicology from the School of Oriental and African Studies, University of London.



Lean Release Management

Martin Fowler Jez Humble

28 July 2008







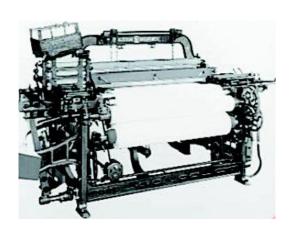
What will we talk about?

What is release management? What is lean?

Principles of lean applied to release management.

Practices derived from the principles.

Cruise and how it helps.











What is release management?

Getting software in a state where you are making money from it As opposed to functionally complete and tested

Problem:

You're not done and you don't know when you will be

Your software isn't earning you money

Your developers aren't working on something new







What is lean?

Toyota Production System originally developed by Toyota:

"All we are doing is looking at the time line, from the point the customer gives us an order to the point when we collect the cash. And we are reducing the time line by reducing the non-value-added wastes."

Taiichi Ohno

Invented to manage complex processes;

Toyota Product Development System.







Why should you care?

Lean product development is designed to optimise for:

- Frequent releases
- Short development time
- Adaptability in design, schedule and cost targets
- Continuous improvement in quality, process, productivity and development time

Release management often *appears* to be the highest risk activity







Seven principles of lean software development

Eliminate waste

Build quality in

Amplify knowledge

Defer commitment

Deliver fast

Respect people

Optimise the whole

Taken from Lean Software Development: An Agile Toolkit, Poppendieck (Addison Wesley, 2003)







Eliminate waste

If it isn't delivering value to your users, it isn't done

First find waste: map your value stream

Look for delays and queues

Anything that gets in the way of *deployed* code

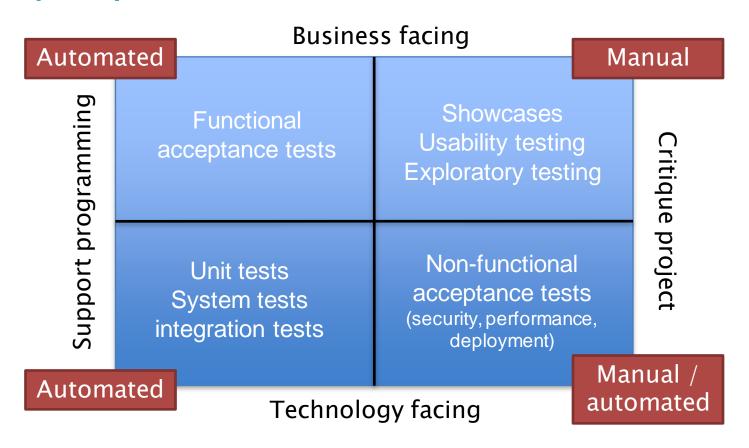
How long is your cycle time?







Build quality in



From Brian Marick http://www.exampler.com/old-blog/2003/08/21/#agile-testing-project-1, via Poppendieck, Implementing Lean Software Development (Addison Wesley, 2006), ch. 8.







Amplify knowledge

Get feedback as soon as possible Involve as many people as is reasonable

The cost of change is less when done sooner

- But be careful to avoid churn







Defer commitment

Make irreversible decisions at the last responsible moment Make as many of your decisions easy to reverse as possible Requires **information** and **confidence**







Deliver fast

Maximise NPV on your investment Get feedback quickly and adjust Businesses change fast







Respect people (over process)

There is no process that can't be improved
Everybody is responsible for getting software released
Involve all stakeholders from the start
Trust your team
Provide entrepreneurial leadership







Optimise the whole

Only measure globals: cycle time, margin, user satisfaction
The only goal that matters is delivered business value
Everybody needs to have a stake







Eliminate waste: practices

Automate your deployment process pragmatically

Deploy frequently – if it hurts do it more

Check in no less than once a day and ensure a successful build

Only build your binaries once - separate out configuration

Anti-patterns

Trying to automate past the point of diminishing returns

There are exceptions - C++ compilers, embedded hardware with limited resources, dynamic languages

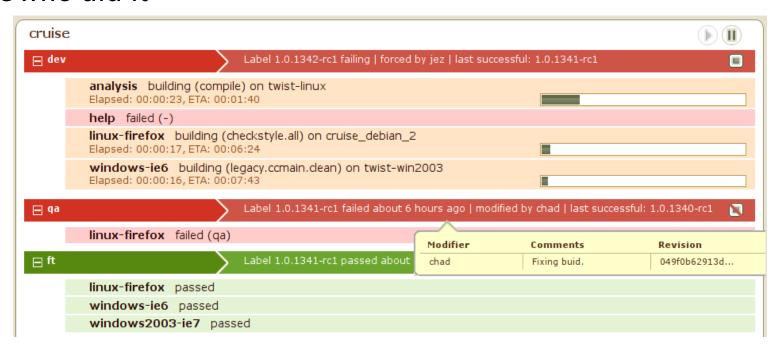






Eliminate waste

See the moment a defect occurs See who did it









Build quality in: practices

Do continuous integration

Smoke-test your deployments

Make it easy to get binaries

Automate build, test and deployment

Make it easy to see what's happening

Standardise the process of making changes

Anti-patterns

Fragile tests

Mock overload (testing behaviour, not intent)

Missing part of the quadrant







Build quality in

Testers can find and get good installers



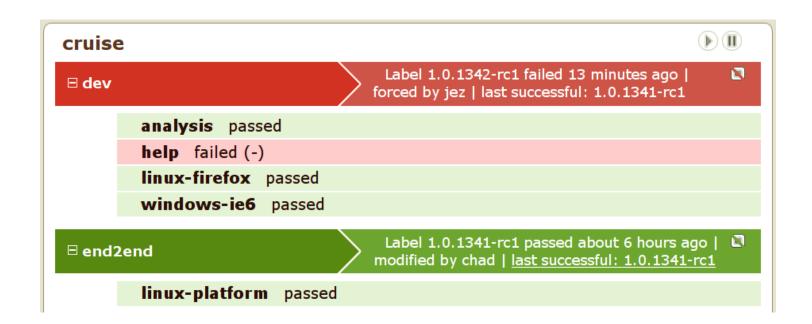






Build quality in

Cruise as *andon* (information radiator)









Amplify knowledge: practices

Maintain a single source repository

Start deploying in a production-like environment from day one

Have a support and an operations person on your team

Get useful metrics: cyclomatic complexity + code coverage, npath complexity, duplicates, efferent and afferent couplings

Fail the build or warn when metrics get worse

Anti-patterns

Useless metrics: lines of code, number of classes







Amplify knowledge

See metrics









Defer commitment: practices

It should be possible to easily back out every change Use blue/green deployments or virtual machines I should know exactly what's in every environment: Universal configuration management

Anti-patterns

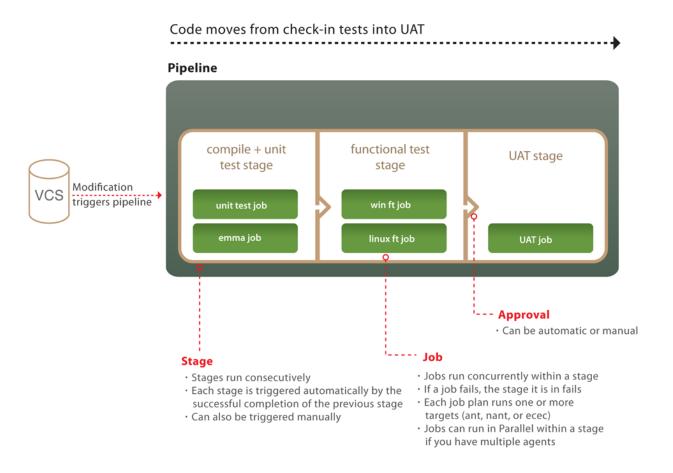
Ultimate configurability
Locking down configuration
Undocumented configuration







Deployment pipelines





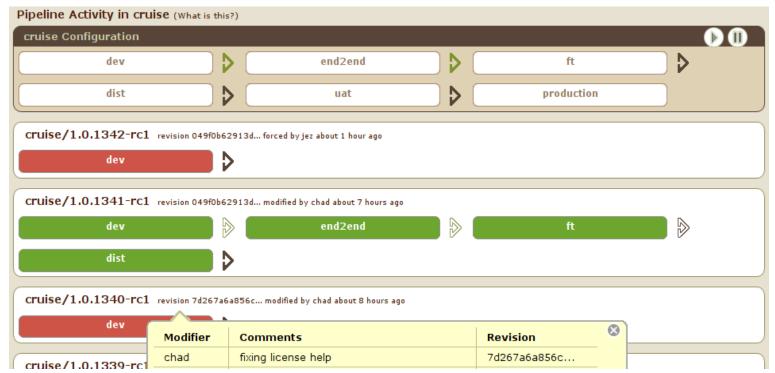




Deployment pipelines

See code go through UAT, performance testing, staging...

...and even into production









Deliver fast: practices

Constant, dependable heartbeat of rapid, regular releases

The more often you release, the fewer changes between releases

Keep your feedback cycles fast: parallelise tests, use VMs, grids

Anti-patterns:

Lots of builds, but no traceability or synchronization Not listening to the build







Deliver fast

Zero configuration build cloud







Respect people: practices

Create a deployment strategy at the beginning of the project Get all stakeholders together in a room to participate Improve your process continuously

Anti-patterns

Imposed corporate processes and procedures
Release management is "not my problem"
Release management as a line item







Optimise the whole

Only count work that has been showcased from staging as done

Non-functional testing through instrumentation and incremental delivery

Manage changes with automation

Anti-patterns

Silos – incentives not aligned with business value Manage changes with heavy process







Maturity model

- 0. Version control everything
- 1. Automated build / continuous compilation
- 2. Automated unit tests
- 3. Automated functional tests
- 4. Automated deployment to UAT / performance testing etc.
- 5. Automated deployment to staging and production







Summary

Principles of Lean

Practices derived from the principles

Key thoughts:

- If it isn't delivering value to your users, it isn't done
- Involve everyone from the beginning
- Continually improve your process: PDSA
- If it hurts, do it more: deploy often, release often
- Be able to revert every change







Thank you!



Download it today for free: http://thoughtworks.com/cruise

Thanks to: Richard Durnall, Jann Thomas, John Johnston, Michael Robinson, Jason Yip, Chris Leishman





Questions and Answers

Please post your questions now using the "Ask a Question" box on left side of the screen

And the Winner is...



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