

# SRE - SKILupday Non-Production Impermanence

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# Why to Listen?



Who Is Benchmark Corp?  
Leading SRE/DevSecOps Pioneers in the World

Sharing 1 of 9 Unique Re-inventions of the SDLC

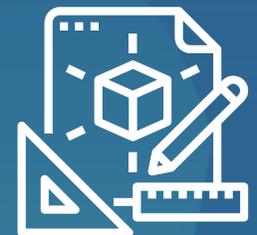
Builders



Pioneers



Architects



# OUTCOME

## Non-Production Impermanence

# On-Demand Environments / Application Delivery

(CONVERGENCE)



CI/CD Application Delivery



TCO reduction / Silo Bridging



Autonomous Infrastructure  
Infrastructure Automation Pipelines



# Cloud Spend – Stopping the Balloon Refresh (CAPEX) or Public (OPEX)

Reason Others Left Cloud



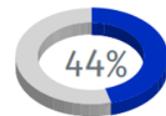
Spiceworks 2019

## These Metrics Matter Now (Legacy and Modern Workloads)

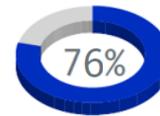
It Costs Money

Reason Cloud Native Was Invented

Persist When You Need To



SPENT ON NON-PRODUCTION SYSTEMS



OF TIME SPENT IDLE

Gartner 2019

Non-Production Lives Due to In-Efficient SDLC  
Include Destroy As a Stage  
- On-Demand Environments/Apps

Not Even Including Overspend and Oversized



# Let's Investigate Burden

Reason Others Left Cloud



Spiceworks 2019

Non-Production Value is ONLY Confidence For Production Persistence Causes Toil and Supports Brittleness

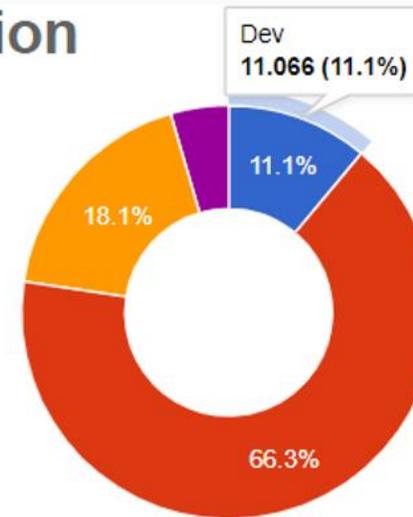
Aggregate Hours of Burden is NOT PRODUCTION

Average Report from Engineering Effectiveness App

## Cost Separation

By Stage Type

- Development
- Quality Assurance
- Performance
- Staging
- Production



It is for Production & Customer

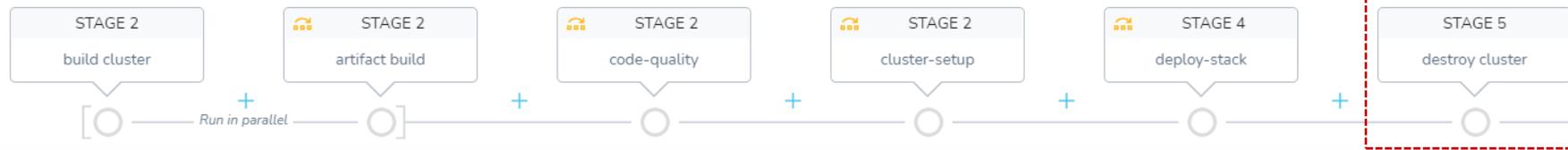
SDLC Phase Needs to be Added - Destroy



# Solving Infra/App Shared Delivery

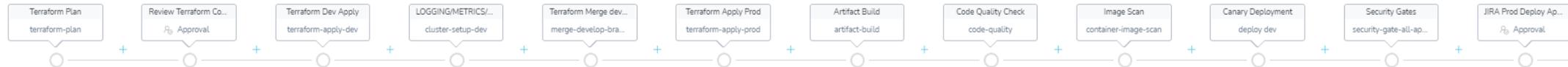
Measure Value & Destroy

Pipeline Stages ?



App/Infra Together

Pipeline Stages ?



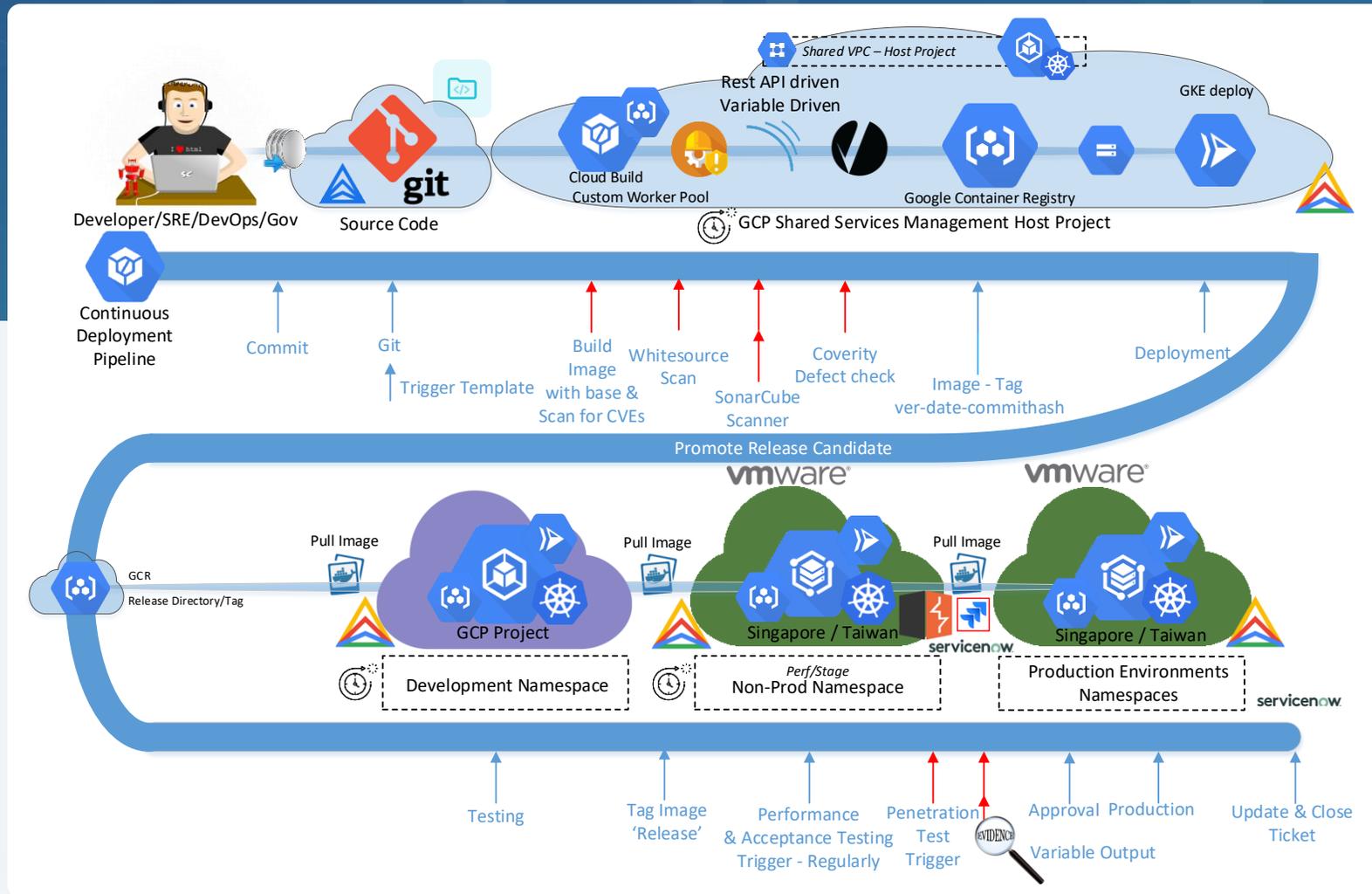
DevSecOps & QA Automation

	Terraform Apply	Artifact Build	Code Quality Scan	Post Code Quality Results to JIRA	Image Security Scan	Post Image Scan Results to JIRA	Performance signature	Deploy JMeter	Dynatrace Deployment Event	Application Deployment	Performance Check	Security Gates	Terraform Destroy	Promote to Prod?
Average stage times:	29s	4min 40s	2s	1s	439ms	1s	1s	11s	74ms	1s	1min 39s	885ms	26s	151ms
#8 Apr 14 13:49 1 commit	29s	58s	3s	1s	564ms	1s	1s	11s	84ms	682ms	1min 35s	889ms	24s	194ms (paused for 39s)



# Reuse Existing Assets

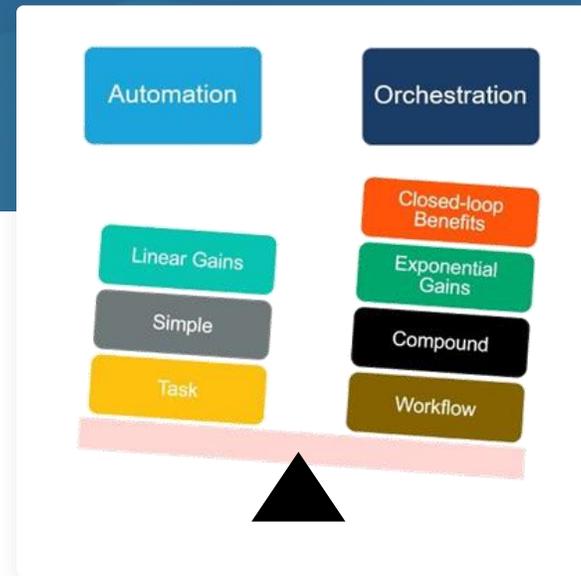
DESTROY IDLE SYSTEMS – LESS TO MANAGE



Destroy Non-Prod  
Reduces Day 2 Toil. Improves Resilience.  
Chaos Value Built-in the SDLC

# Solve IT Battle Scars

Automation and Tools  
Reduces/**Adds** Toil



Orchestration of Capabilities  
**REMOVES TOIL**

Building Repeatability and  
Outcomes - Rapidly

 Benchmark

SKILupdays  
SRE Track



Thank you for your time and the  
DevOps Institute!

Advance your SKILz  
Join us in the Chat Lounge for Q&A

