

Kanbanize the Release Engineering Process

Noureddine Kerzazi (nkerzazi@gmail.com)

Release Manager at [Payza.com](https://payza.com)

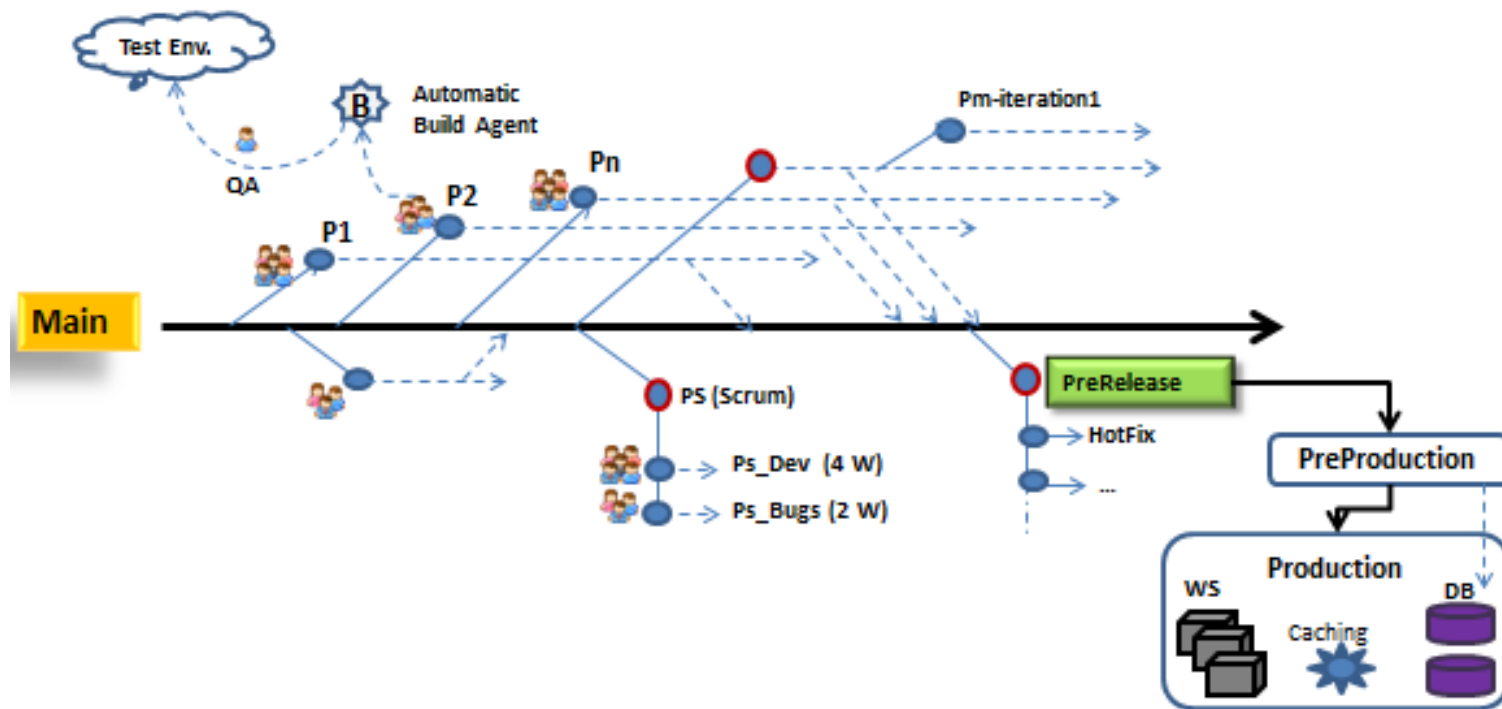
&

Post-doctoral researcher within the NSERC Fellowship program

Agenda

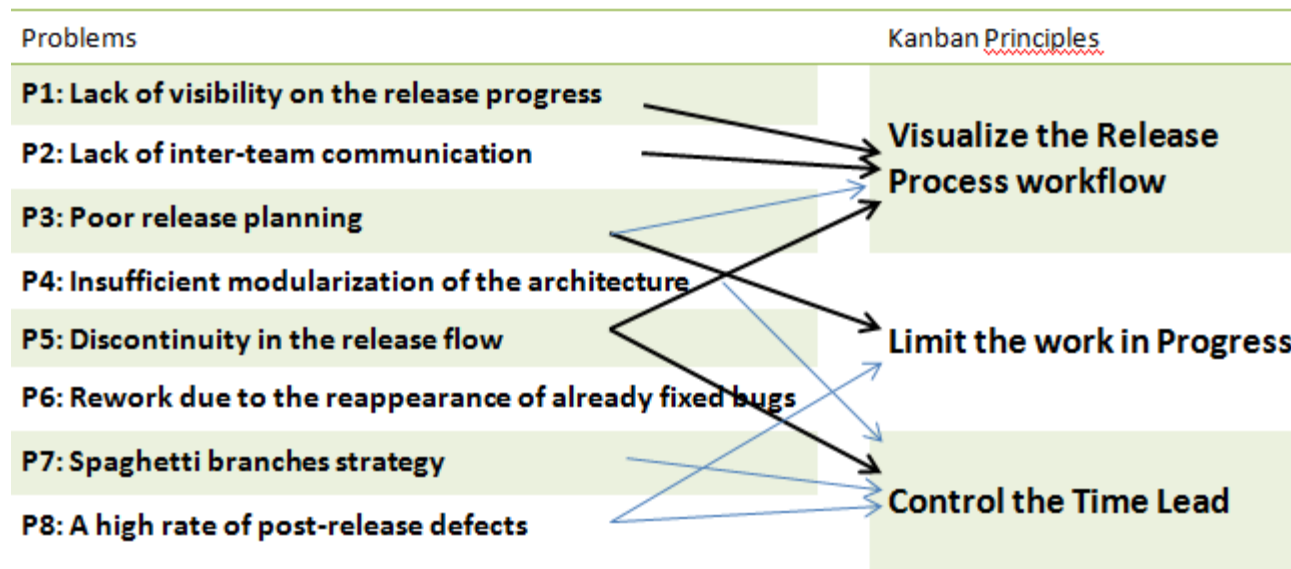
- Context and Motivations
- Pre-Transition
 - Modeling the Release Process
 - Principles of Kanban
- Transition
 - Approach
 - Implementation of the tool
- Post-Transition
 - Evaluation on the Kanban Transition
 - Practical Implications
- Conclusions and Outlooks

Context



- System composed of over than 1.5 million lines of code
 - Organized in more than 8524 source code files;
 - One solution structured around 9 Projects (Main, back office, Mobile, API, Sandbox, etc.);
 - Technically, one web-based solution with 46 projects;
- More than 100 persons involved in the system (Devs, BAs, Testers, Architects, DBAs, etc.).
- More than 70 branches in the source control system to allow parallel development.

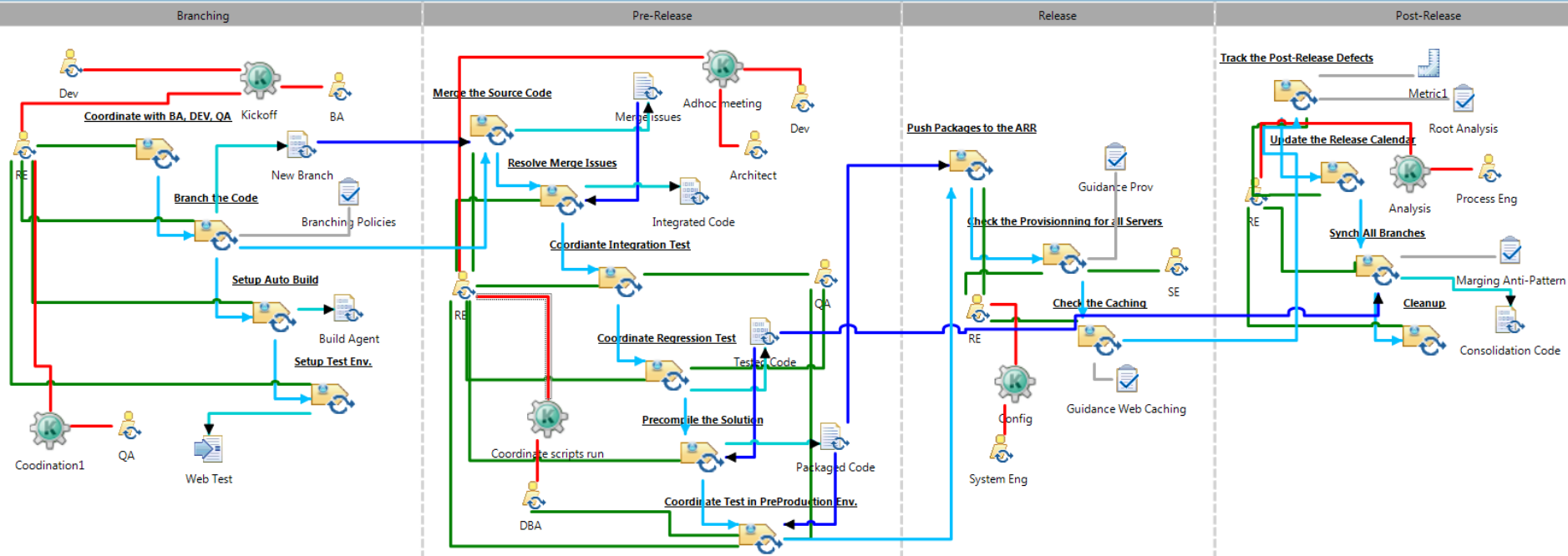
Motivations



- Plus
 - Hurry to release this version !
 - Can we afford not to debug in the production environment !!
 - Improving collaboration and visibility. Thinking such as developers and sharing the production environment vision !!!

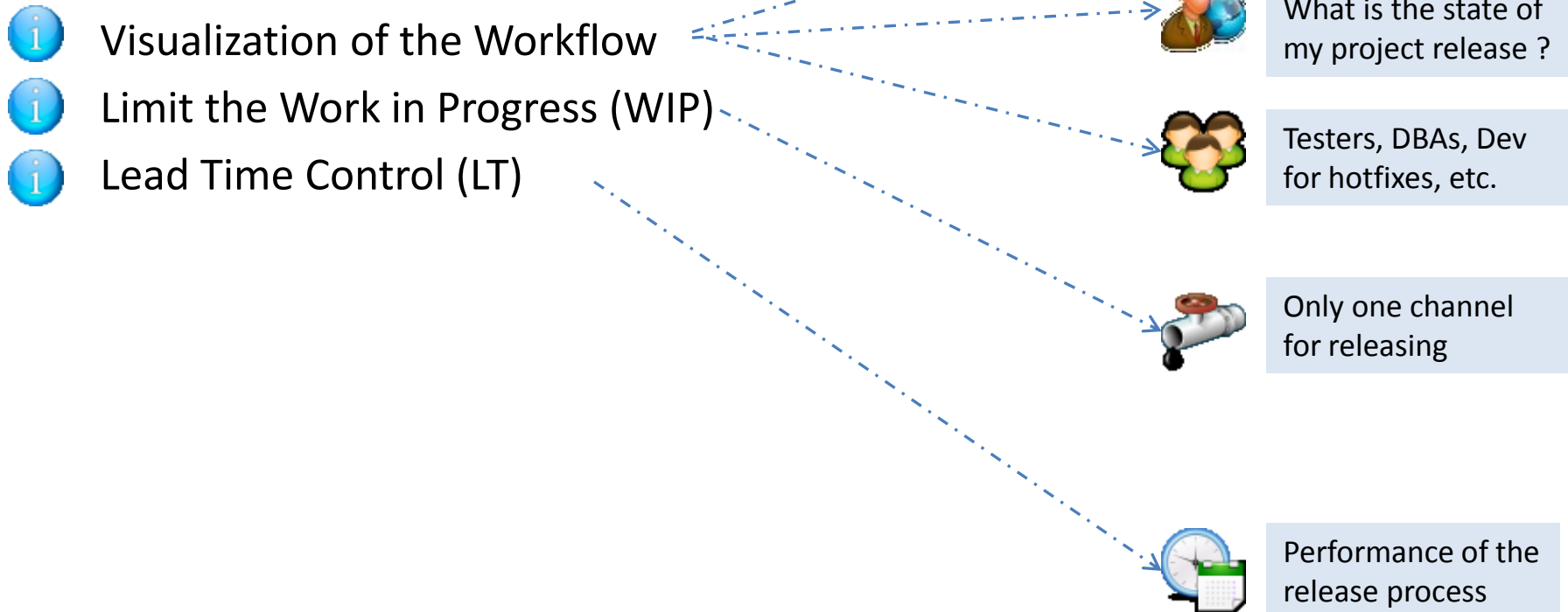
The release process (how it looks like?)

2008_Project Review.pmd | Release Process.pmd

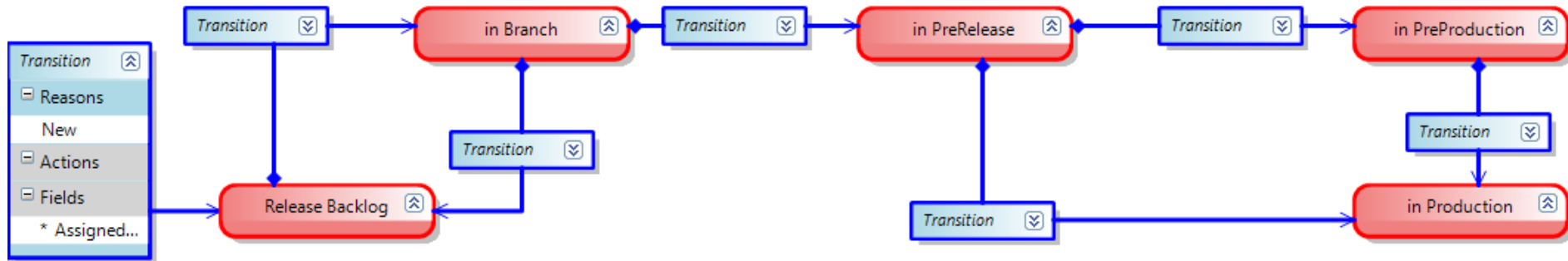


- **Shared vision** of the release process as modeled and verified by DSL4SPM tool
- Four **Phases** including different activities
- More than one **role involved** in the process of release
- Need of **coordination** between roles in each stage of the release process
- Highlights the **checklists** within each phase of the release process (DB scripts, conf, etc.)

KANBAN PRINCIPLES



Workflow of the Release Process



- Build on top of the internal collaborative tool (TFS)
- States in read (e.g., in branch)
- Transitions in Blue which include the Reasons, Actions, and Fields
- A history for each release work item

3/2/2013 2:27:03 PM	Edited by Jason Tan
2/25/2013 11:52:54 PM	Edited by Jason Tan
2/18/2013 3:59:38 PM	Edited (Release Backlog to in Production) by Nouredine Kerzazi
2/18/2013 3:49:07 PM	Created by Peter Yi Zhang

Kanban board implemented as a website

The screenshot shows a web browser interface for a Kanban board. The address bar displays the URL `...rv35/kanbanrelease/`. Below the address bar, there are navigation controls and a search filter set to "All States". The board is organized into five columns representing different states:

- Backlog:** Contains five items (9767, 9768, 9769, 9770, 9771) all assigned to "Iurii Stavnichuk". Each item has a "Release Backlog" label.
- In Branch (30):** Contains one item (9763) assigned to "Iurii Stavnichuk" with a label "in Branch".
- In PreRelease (1):** Contains one item (9762) assigned to "Iurii Stavnichuk" with a label "in PreProduction".
- In PreProduction (7):** Contains one visible item (9605) assigned to "Noureddine Kerzazi" with a label "in Production".
- In Production (1000):** Contains five visible items assigned to "Noureddine Kerzazi":
 - 9605: "test Release" (label: "in Production")
 - 9723: "Kanban Design" (label: "in Production")
 - 9726: "Request to release TFS 9588 for PPC hotfix enable/disable" (label: "in Production")
 - 9754: "FedPayza Live Chat fix and address update" (label: "in Production")
 - 9755: "Hotfix release - Add funds for EUR & NOR - PPC enable/disable" (label: "in Production")

- The content of Swimlines is based on the states of the Release work item

Post-Transition

- Evaluation on the Kanban Transition
 - Respect the culture of the organization (short time planning)
 - Makes the release process visible
 - More control on the Lead Time
 - Real test effort calculation along with accurate estimation of the release date
- Practical Implications
 - Identifying bottlenecks within the release process
 - Making the release planning more flexible
 - Moving from cadenced release cycle (1 each 2 months) towards a model of release on demand (n by week)
 - Notifying stakeholders about the progress of each release

Conclusions and Outlooks

- Conclusions
 - Useful approach when we are not able to have accurate plan of releases.
 - The executive dashboard provides visibility of each release progress.
 - Limit of WIP preserves the overheating of release team.
 - Control of Lead Time allows identifying the states that are time-consuming.
- Outlooks
 - Graphical system for monitoring the production environment after each release.
 - Debug obscure loader Errors tool such as Assembly Binding Log Viewer (e.g., FusLogViewer).
 - Simplify the deployment process (progressive release toward the farm of prod. servers).
 - Optimize automatic testing (focused tests based on dependencies).
 - Establish a new practice for root cause analysis of post-release defects.



Questions