

RED HAT FORUMS

CI/CD Redefined

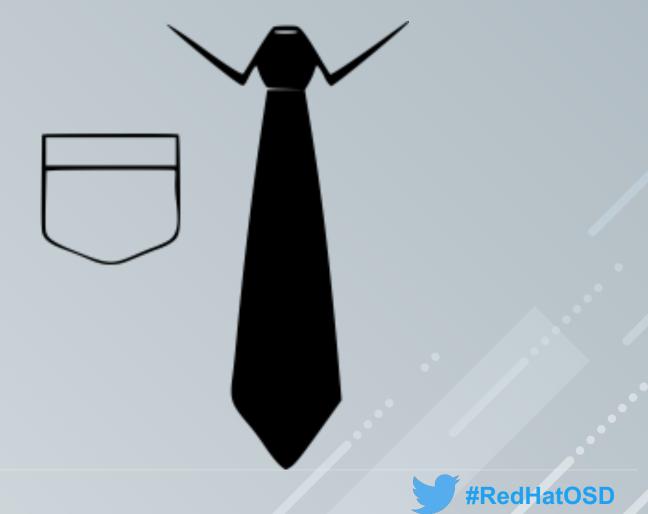
Simone Gotti Principal Software Architect 03/12/2019





WHO AM I?

- ➤ 20 years experience on IT
- Open Source Software Engineer and Architect
- ➤ +8K contributions in the last year on github







LET'S START



AGENDA

- ➤ CI/CD Definition
- ≻ CI/CD Tools
- ➤ Background
- > Why create a **New Tool**
- > New Tool architecture
- ➤ My favourite feature
- ➤ Resources

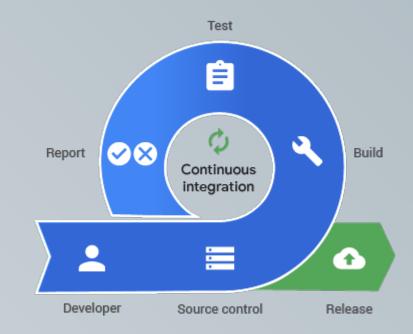




CI DEFINITION

Continuous Integration (**CI**) is a development practice that requires developers to integrate code into a shared repository several times a day. Each check-in is then verified by an automated build, allowing teams to detect problems early.

By integrating regularly, you can detect errors quickly, and locate them more easily.



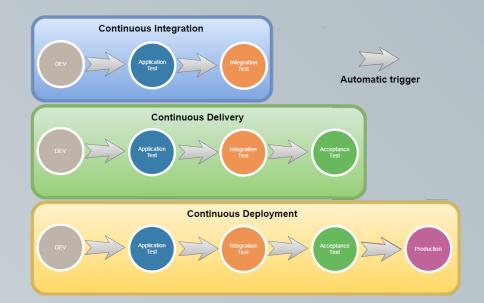




CD DEFINITION

Continuous delivery (CD or CDE) is a software engineering approach in which teams produce software in short cycles, ensuring that the software can be reliably released at any time and, when releasing the software, doing so manually.

It aims at building, testing, and releasing software with greater speed and frequency. The approach helps reduce the cost, time, and risk of delivering changes by allowing for more incremental updates to applications in production.

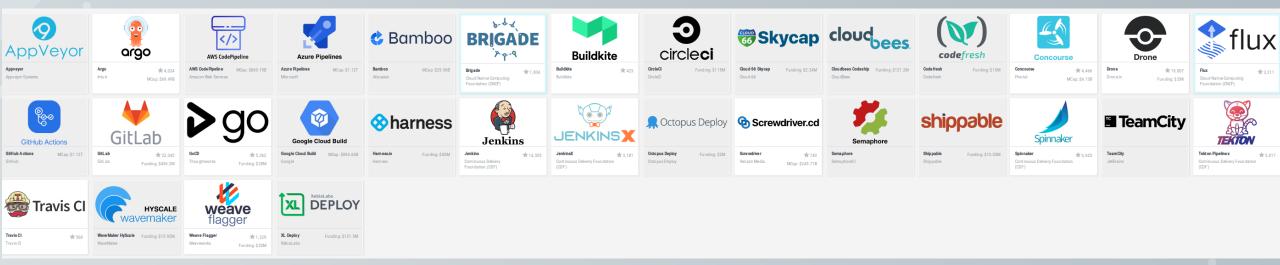




Red Hat



TOOLS







Background

- ➤ We innovate (CI/CD, DevOps, CLOUD, AGILE)
- ➤ We do consulting to implement CI/CD
- > We used the tools contained in the slide tools and we found many problems about:
 - Segregation of duty
 - Methodologies and Opinionated Tool
 - Security
 - Cloud Native (scalability, single instance...)
 - Power to the developers no wall no silos
- ➤ With SorintOSS, we have created the solution to the problems....







WELCOME



CI/CD Redefined



WHY AGOLA?

- Development Speed
 - > Git based workflow
 - Advanced workflows (runs) composed of many related tasks, containerized, reproducible, restartable (from start or just from failed tasks)
 - » Works with any programming language/environment.
 - > A unique tool for Dev Ops
 - Simple/standard/powerful run definition language (yaml, json, jsonnet, starlark)
 - > User direct runs
 - Festable runs
- Deployment Speed
 - Run restart from failed tasks
- ➢ Reliability
 - > At most once execution (avoid concurrent deploy issues like done by other tools)
- Development/Deployment Quality
 - > Every tasks is run inside a "container"





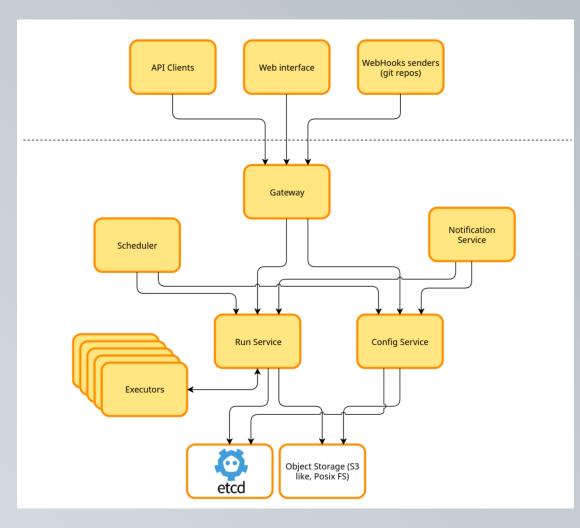
WHY AGOLA?

- Segregation of duties
 - > Organizations, teams, RBAC (coming soon)
- Security
 - Secrets and variables
 - Run and tasks approval
- ➤ Simplicity
 - > High available and scalable by nature
 - > Deploy everywhere (bare metal, docker, kubernetes)
 - Cloud Native





AGOLA ARCHITECTURE







My Favorite Feature

Common Problem

Users usually run the software tests manually on their workstation before committing and pushing to git. This usually requires a lot of resources, tests aren't executed in a clean environment and usually only part of the tests can be executed locally.





My Favorite Feature

Solution: USER DIRECT RUNS

With agola we wanted to improve this workflow letting users execute the runs (also before committing and pushing).

These runs are called user direct runs and are executed on the agola instances in the same environment as a project run. In this way users are able to test their software and runs in the same way they will be tested when pushing them or opening a pull request. All of this won't require a super powerful workstation.





RESOURCES

$$\label{eq:GitHub} \begin{split} \text{GitHub} & \rightarrow \underline{\text{https://github.com/agola-io/agola}} \\ \text{Site} & \rightarrow \underline{\text{https://agola.io/}} \\ \text{Forum} & \rightarrow \underline{\text{https://talk.agola.io/}} \end{split}$$







RED HAT FORUMS

THANK YOU



linkedin.com/company/Red-Hat



youtube.com/user/RedHatVideos







• • • •

