Microsoft

Visual Studio

How we Build/Measure/Learn Moving to Cloud Cadence

Brian Harry

Historical Context

Very large product

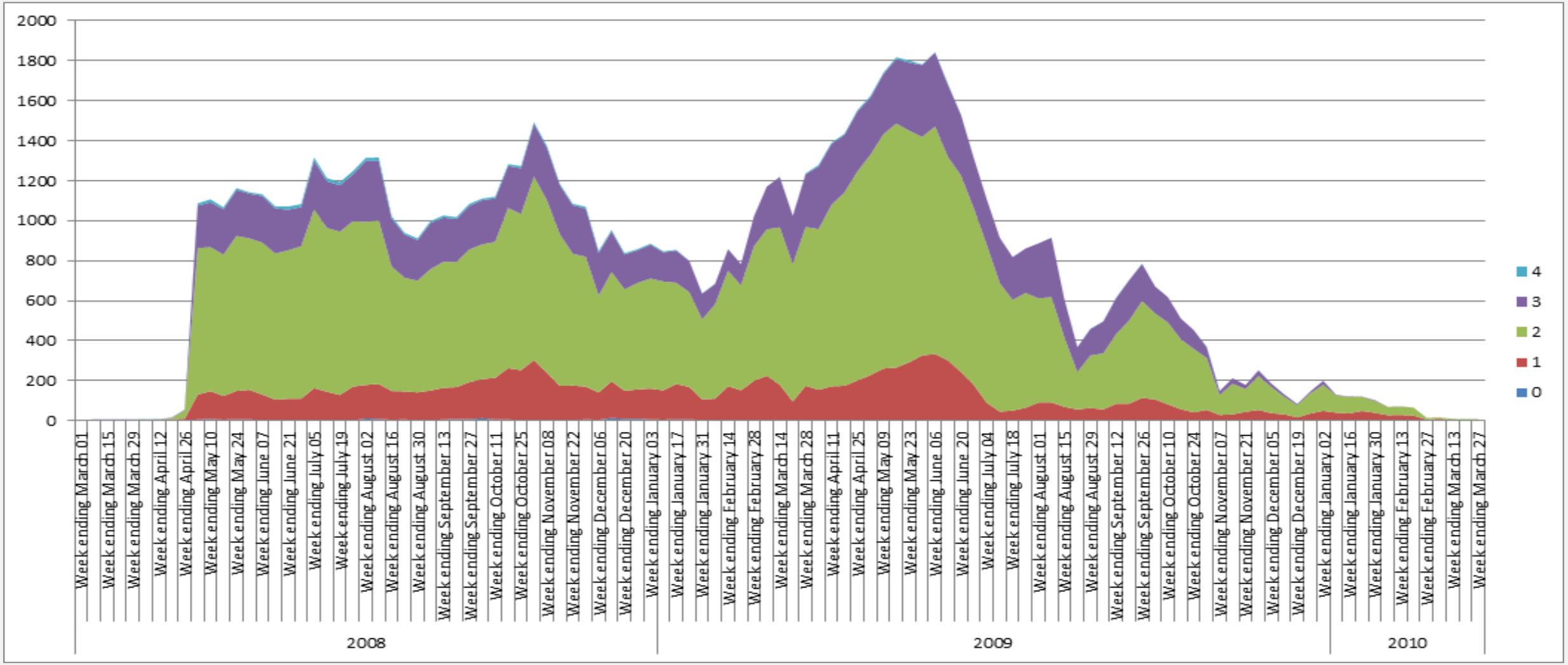
Very large organization

2 year product cycles

Mission critical product

A very adaptive organization

TFS 2010



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Starting with Scrum

Team training

Sprint length

Ramp up

Anxiety

Scaling

Cadence

12-18 Month vision

6 Month plan

2-3 sprint design

3 week sprint execution

Daily live site

Activities

Envisioning

Pillar reviews

Experience reviews

Feature team chats

Sprint mails

Organizing the Team

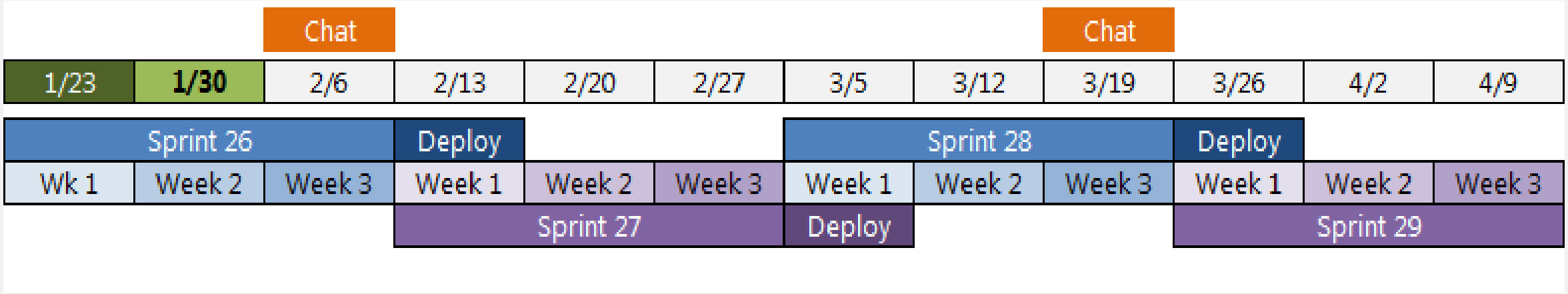
Cross functional

Shared accountability

Multi-tier

Cloud Delivery

How often do you ship?



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Engineering System

Deployment

Managing quality

Code flow

Exposure control

Dependency management

Engineering backlog

Deployment/Upgrade

Only ever 1 install in the cloud

Service interruption

Compatibility

Roll forward

Deployment retrospectives

Managing Quality

Gated checkin

Rolling builds

Nightly builds

Sprint sign-off

Deployment validation

Testing in production

Walk-throughs

Exposure Control

Feature flags

A/B testing

Incremental rollout

Live Site Focus

Operations team

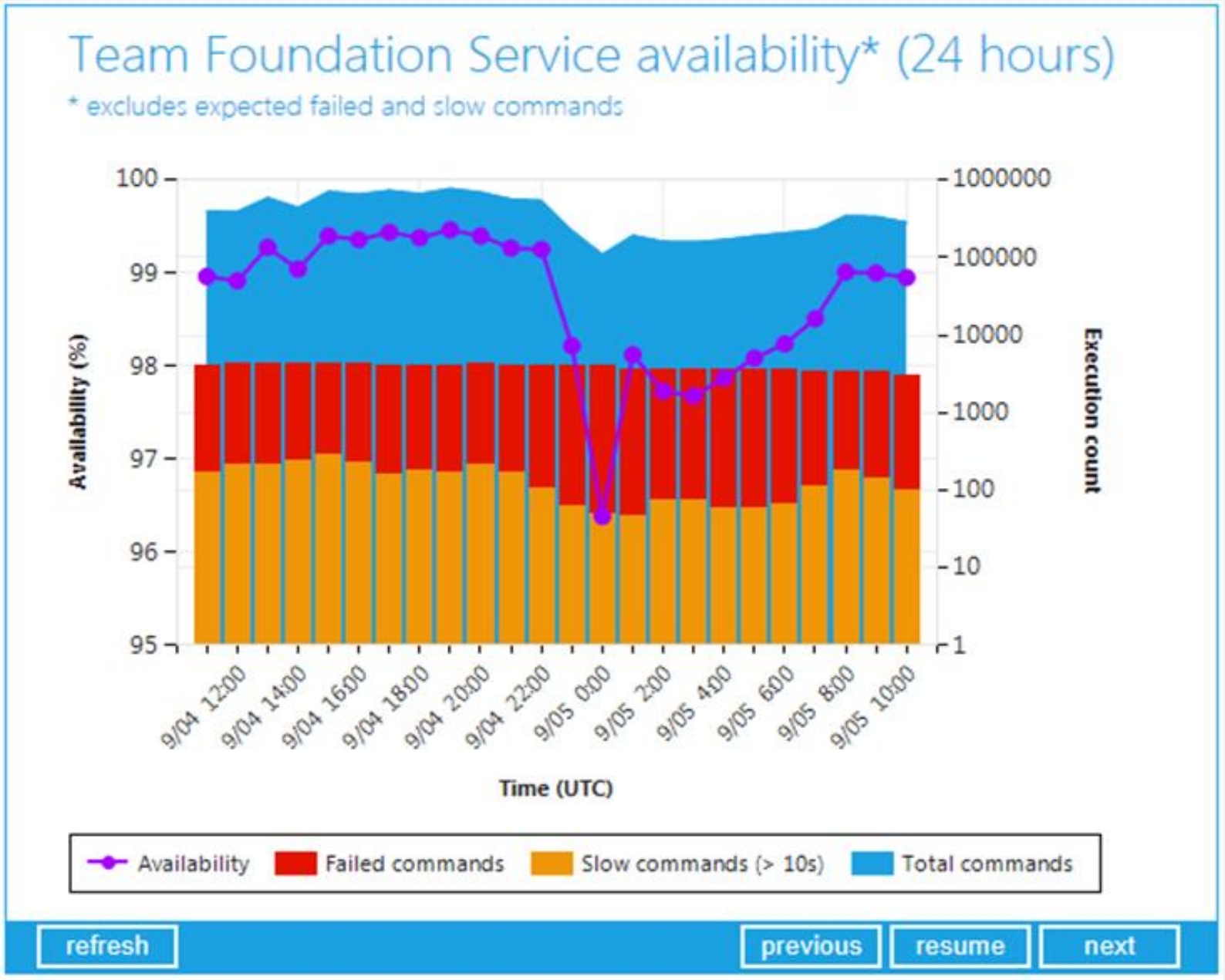
DevOps focus

Dashboard

Monthly service reviews

Weekly live site reviews

Incident management



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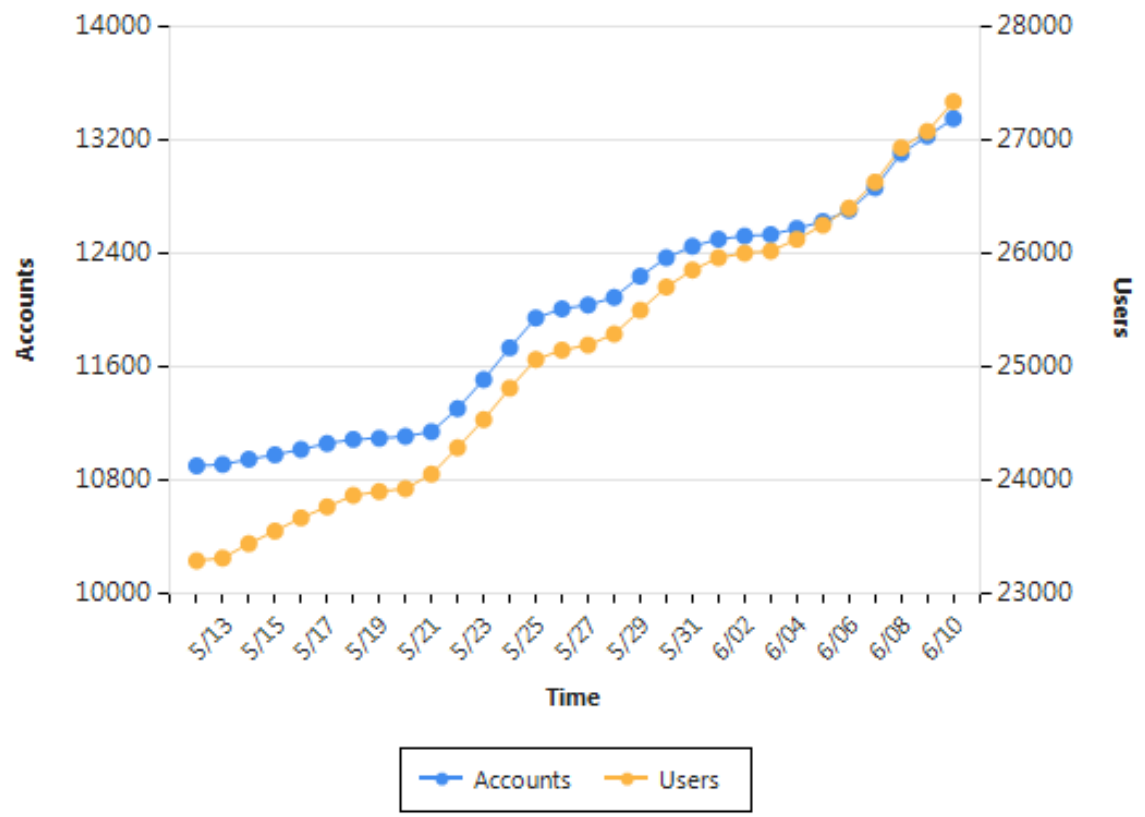
Team Foundation Service dashboard

Number of accounts and users (30 days)



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13742 total accounts	27822 total users
2464 30d total accounts	82 30d avg. account/day
393 24h total accounts	2.02 user/account

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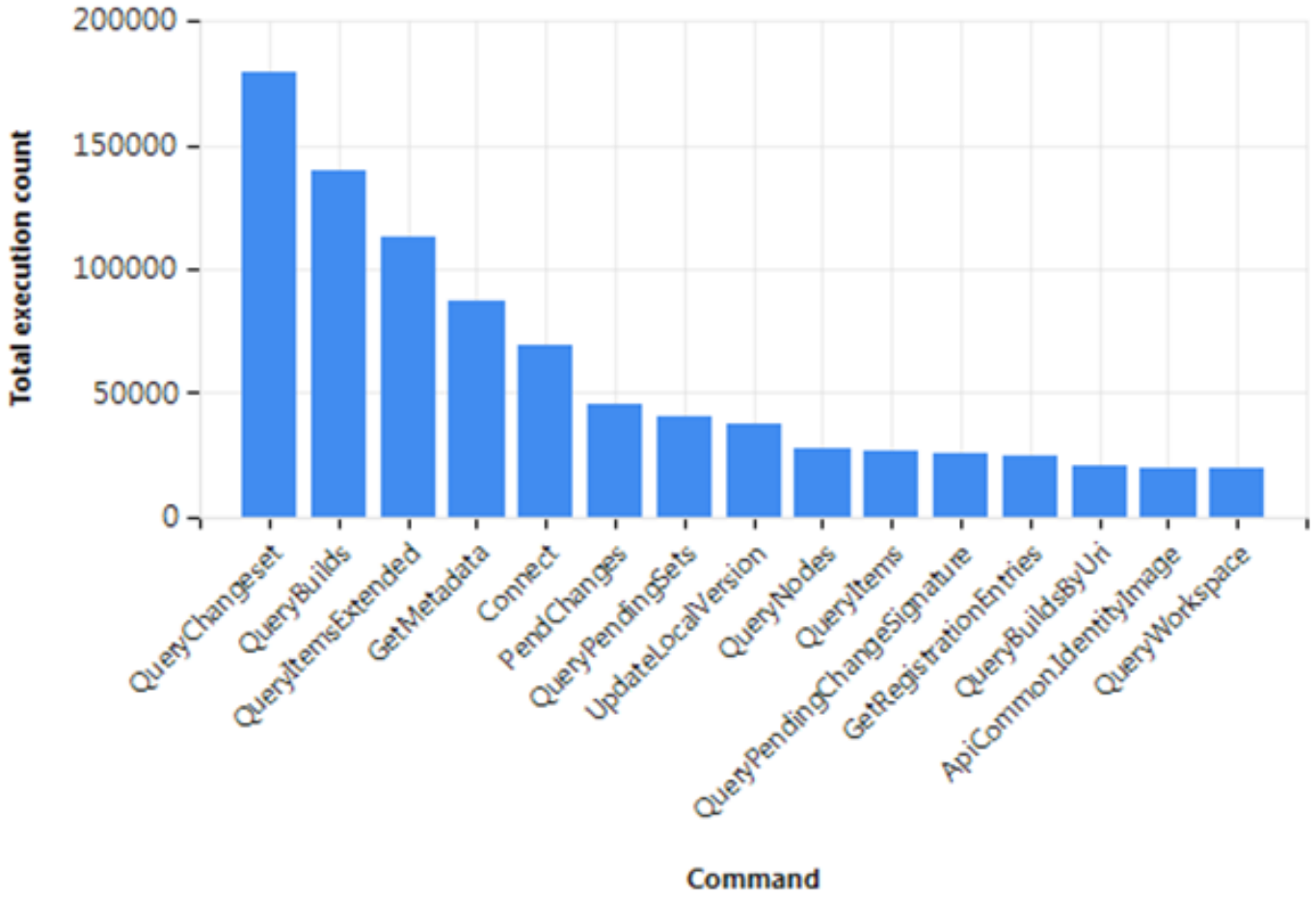
Top 15 commands* by execution count (24 hours)

* excluding download/upload commands (Ex: VCDownloadHandler, Upload, etc.)



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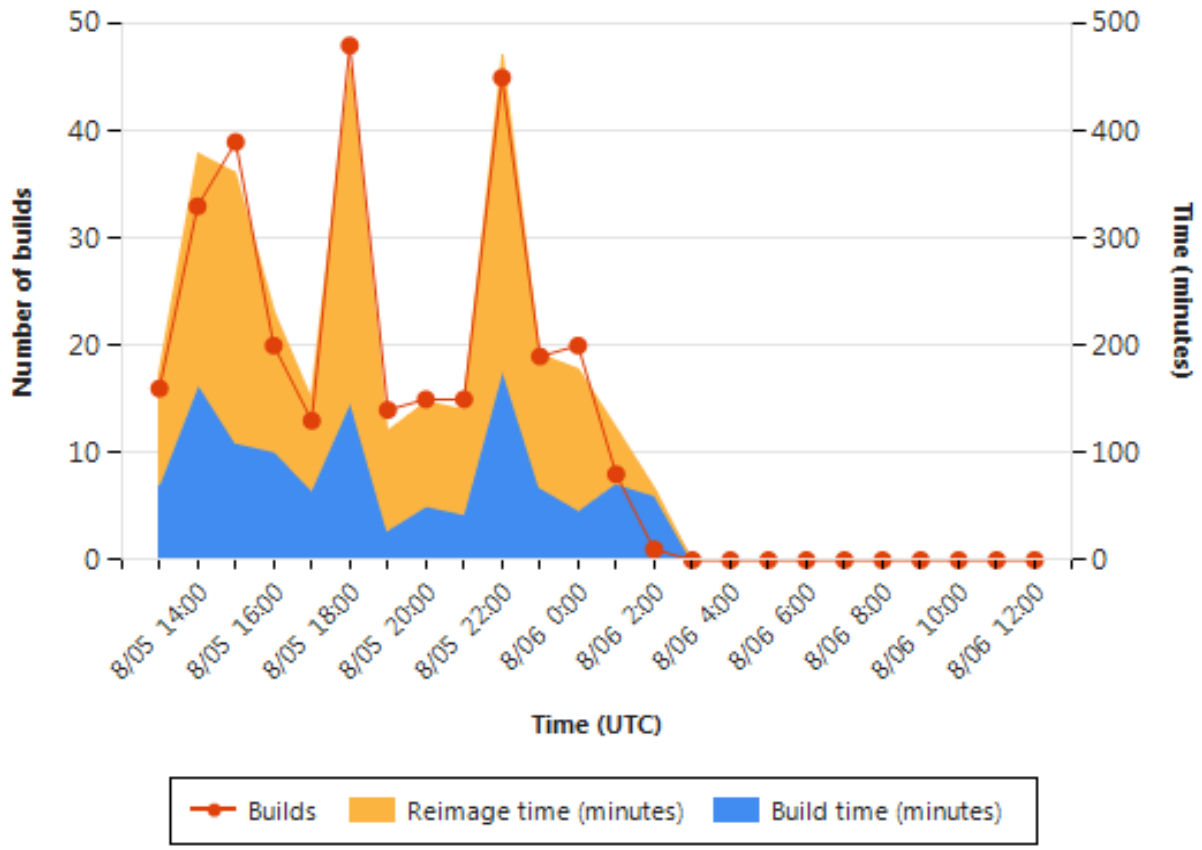
Elastic build statistics (24 hours)



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90.75% 24h build availability	292 24h build count
2s 24h avg. queue duration	12s 24h max. queue duration
29 machine count	27 24h build failures

Data cached at 08/06/2012 12:50:17 UTC.

Visual Studio

The Boxed Product

Much harder to address issues

Decided to align with cloud cadence

CTPs every sprint

Releases every quarter (4-5 sprints)

Check it Out

http://tfs.visualstudio.com

Microsoft

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