

Introductory overview of DevOps

Culture • Practices • Tooling • Examples

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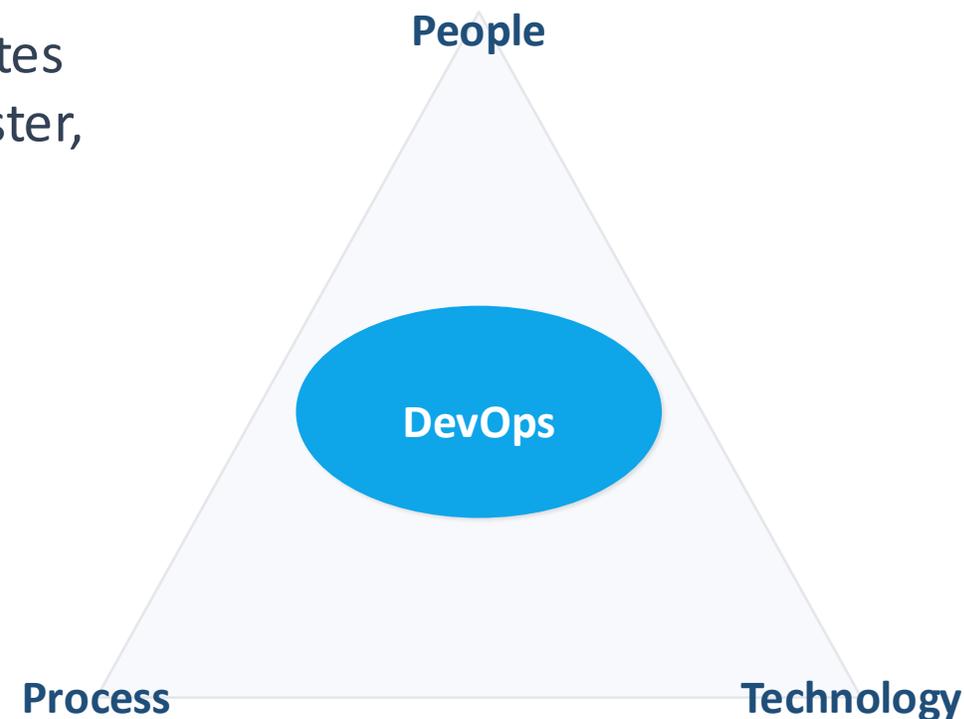
What is DevOps?

DevOps is a **software development methodology** that unites development and operations teams to deliver software faster, more securely, and more efficiently.

Not a single tool or product.

Not a team that does deployments for everyone.

DevOps is a system of people, processes, and technology working together.



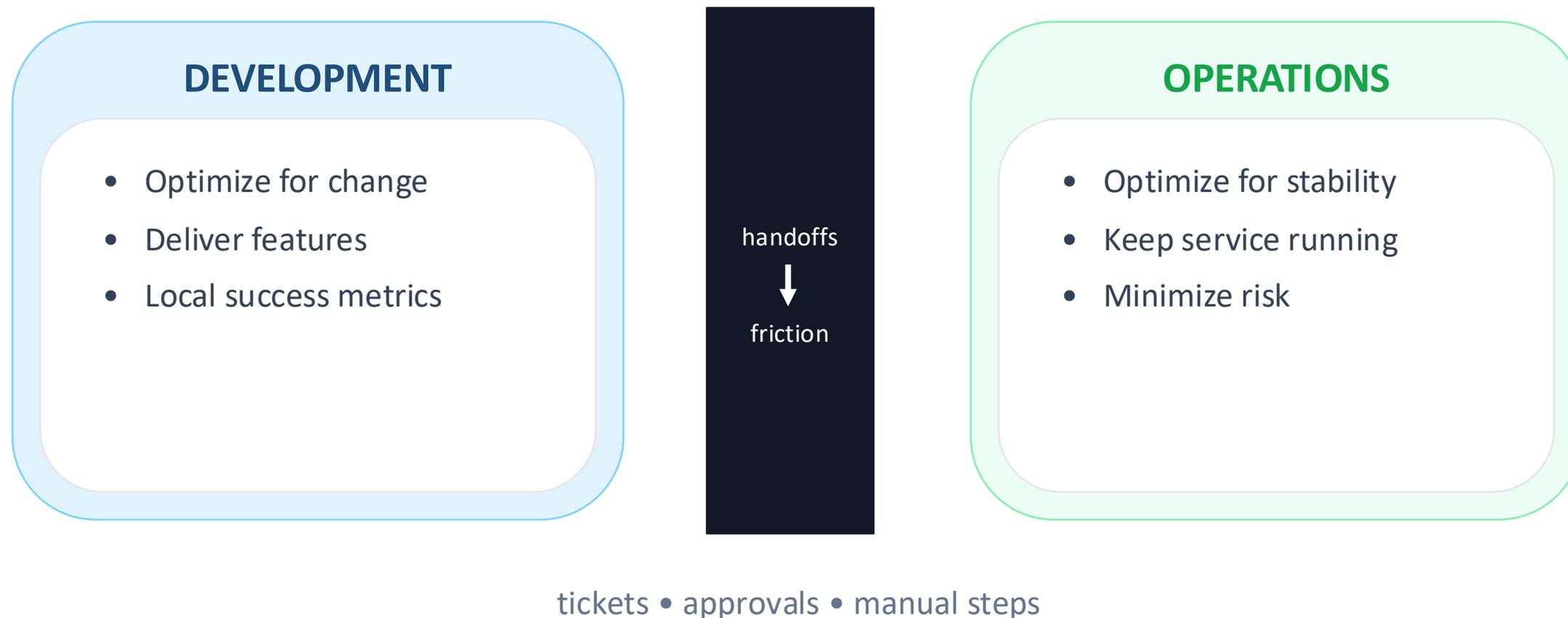
Not a tool

Not a team name

It's a culture

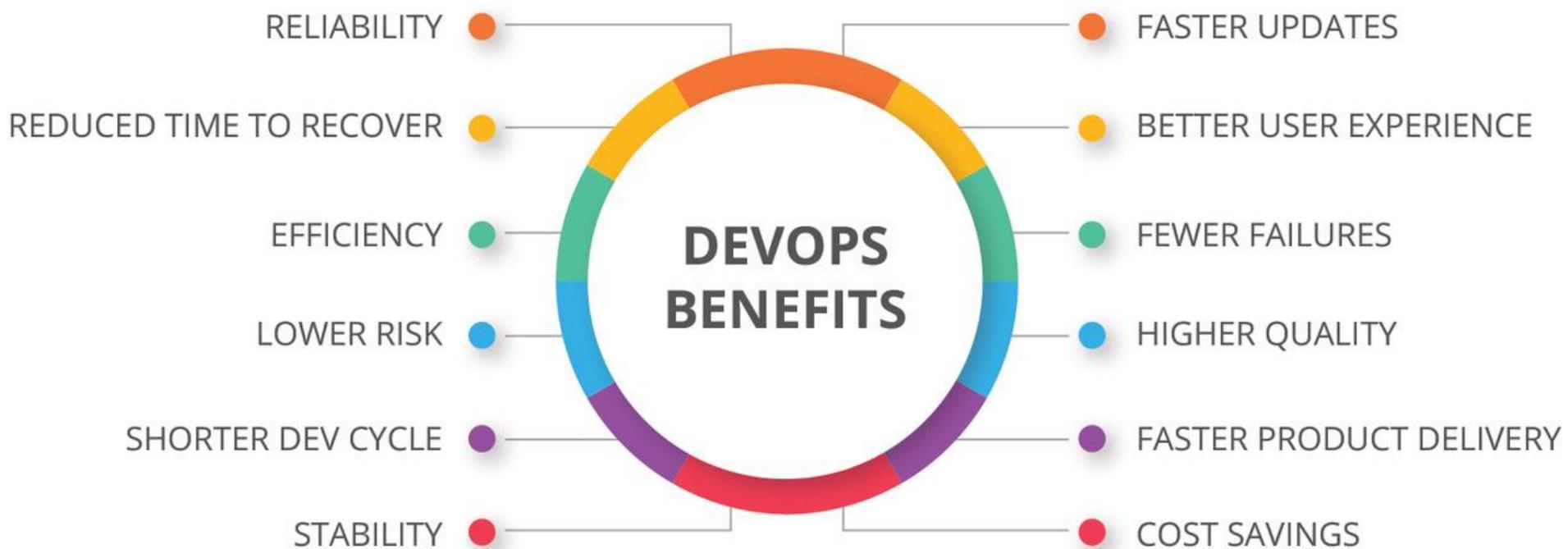
Why DevOps? The “wall of confusion”

Traditional organizational structure often creates slow, risky handoffs



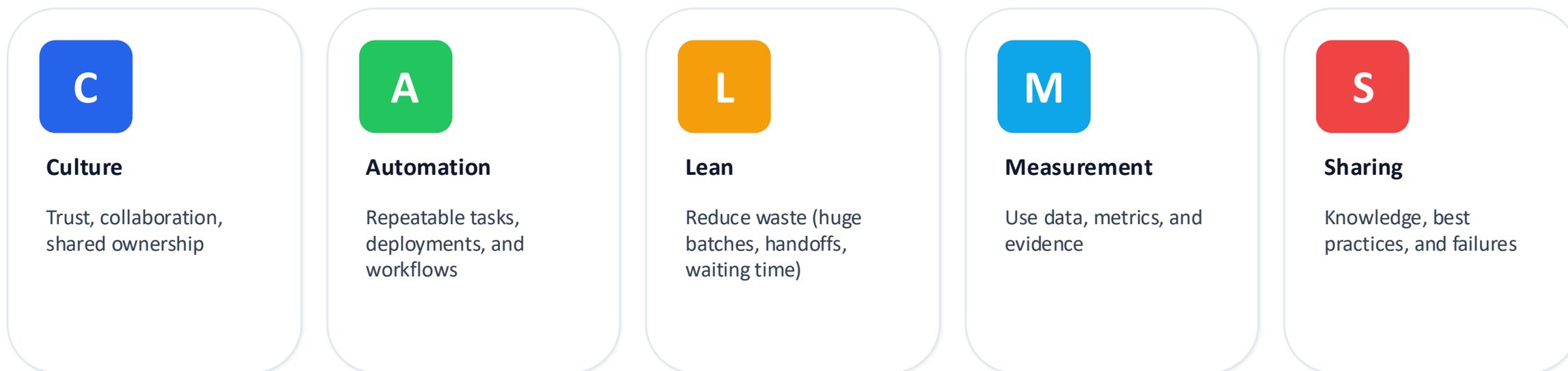
DevOps culture aims for better outcomes

High-performing teams improve both speed and stability.



CALMS: a simple DevOps assessment lens

CALMS = Culture, Automation, Lean, Measurement, Sharing



Use CALMS as a practical checklist.

The “Three Ways” (principles behind DevOps)

1) Flow

Make work move smoothly
from idea → production

2) Feedback

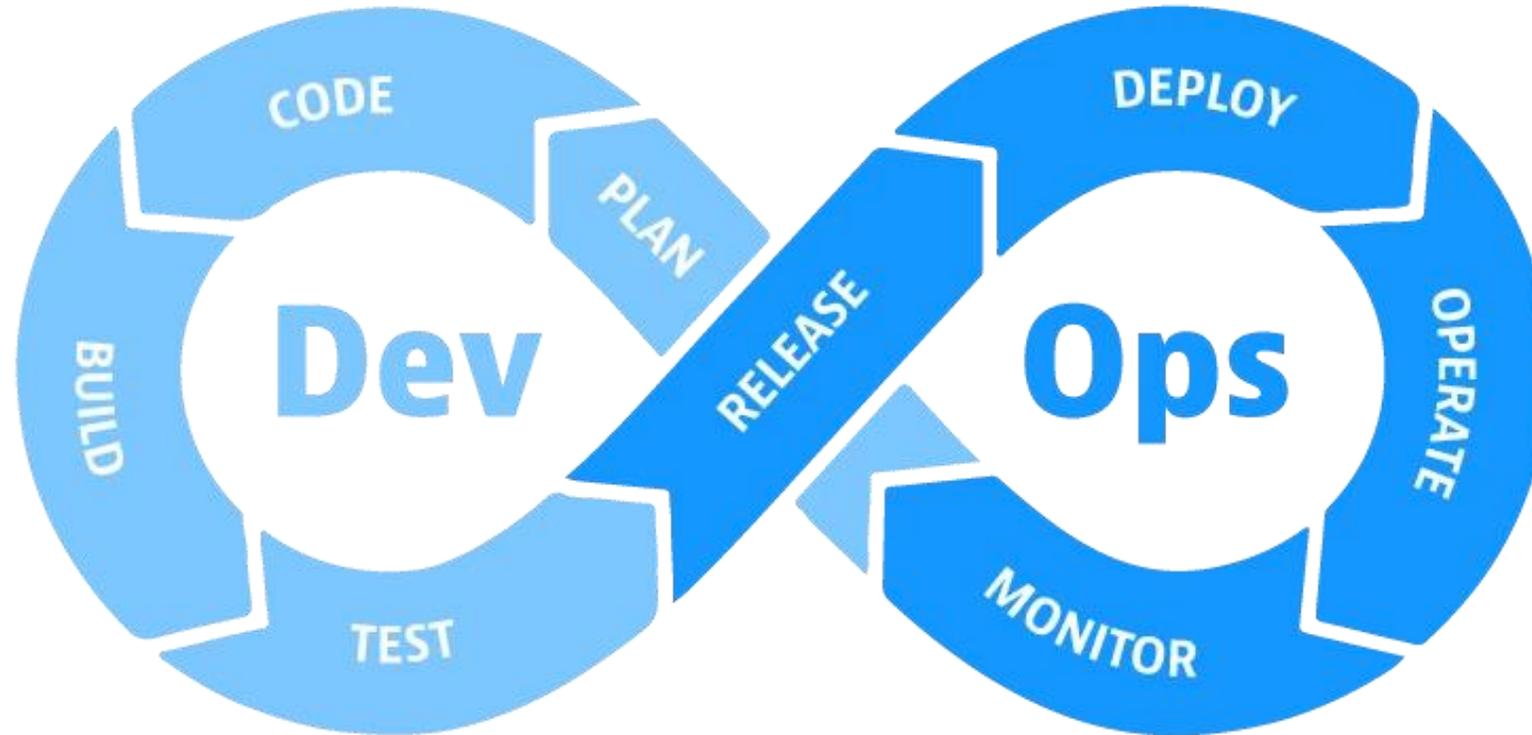
Create fast, high-quality
feedback from prod → dev

3) Learning

Continuously learn
(experiments, retrospection)

The DevOps lifecycle is a continuous loop

Plan → Code → Build → Test → Release → Deploy → Operate → Monitor → (back to Plan)



Version control

- Everything important is versioned: code, configs, infrastructure definitions, pipelines
- Small, frequent merges reduce painful integration
- Pull requests + reviews improve quality and knowledge sharing
- Tags/releases create traceability from commit → artifact → deployment



app code

pipeline

infrastructure

configs

Agile

Individuals and interactions

over
processes and tools

Working software

over
comprehensive documentation

Customer collaboration

over
contract negotiation

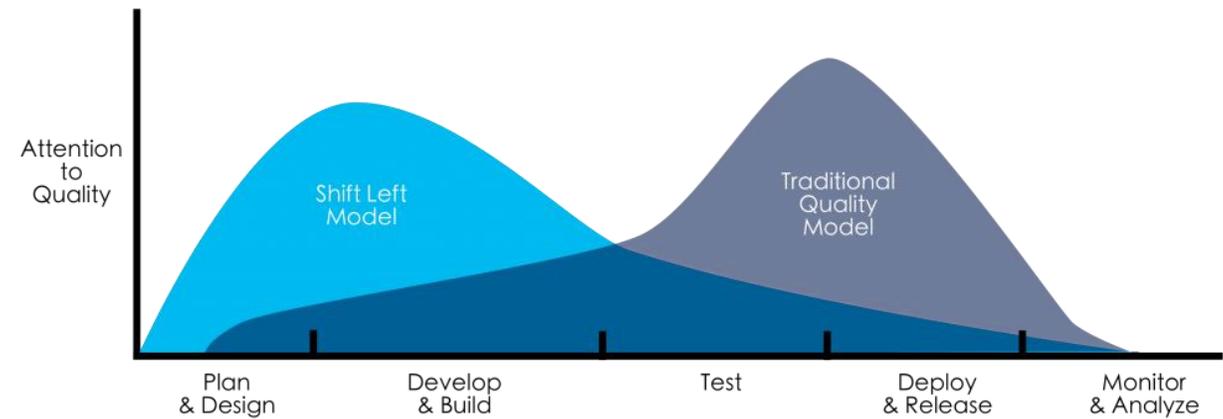
Responding to change

over
following a plan



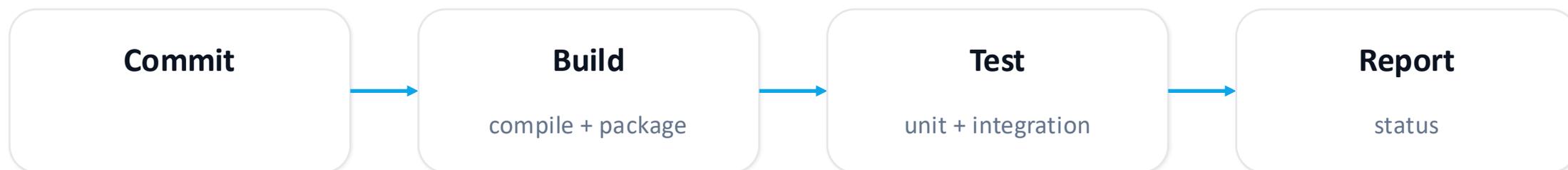
Shift left

- Run unit tests on every change
- Add integration tests where it matters
- Automate code quality checks (static analysis)
- Keep test suites fast and reliable



Continuous Integration (CI)

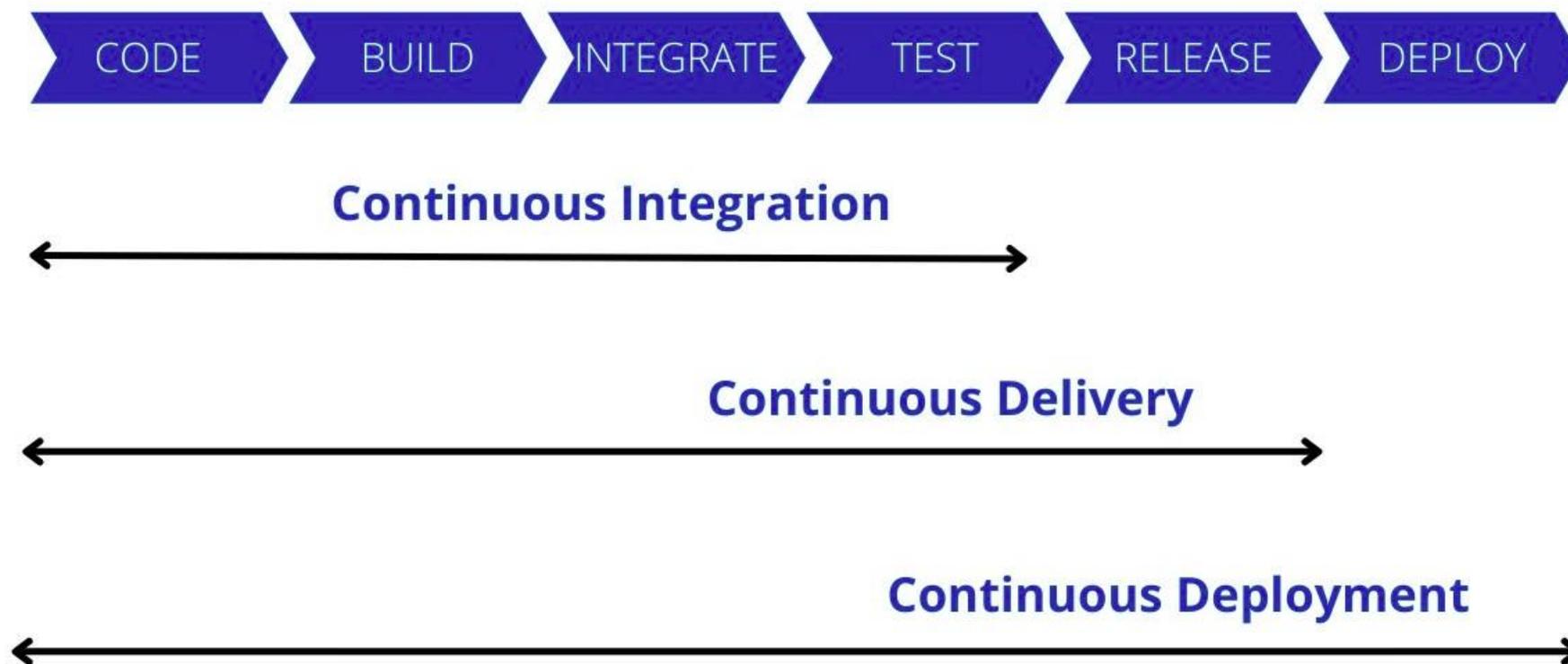
CI means integrating changes frequently and validating them with automated builds and tests.



- Goal: detect integration problems early (minutes, not days).
- Keep the pipeline fast and deterministic (same input → same output).
- Introduce quality gates.

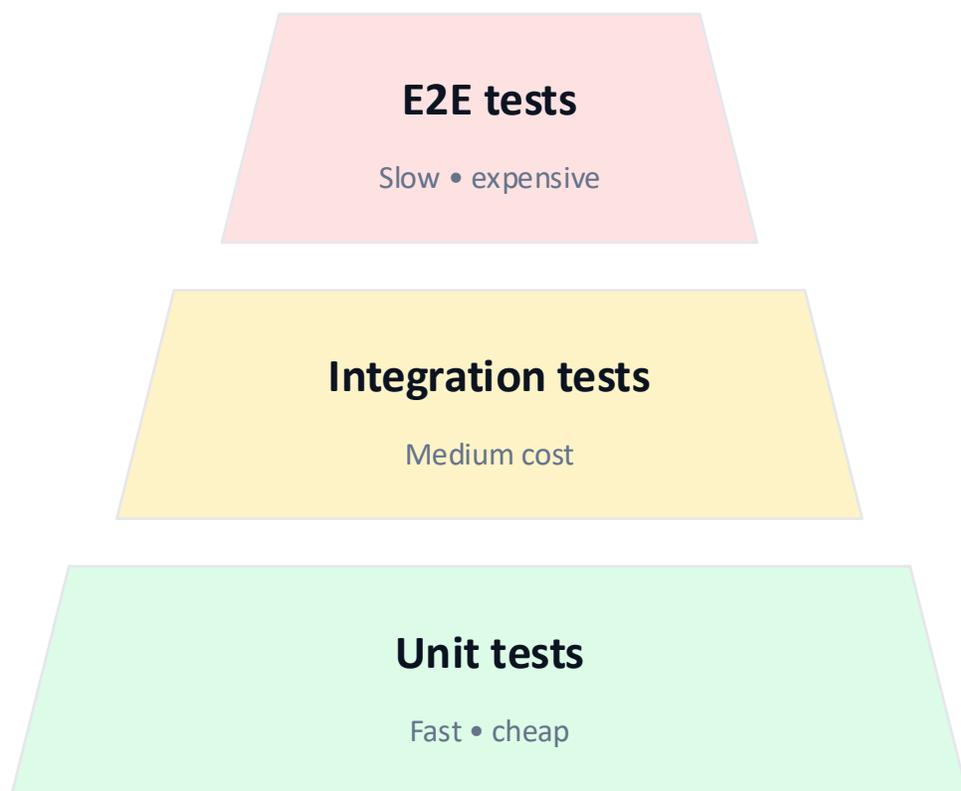
Continuous Delivery vs Continuous Deployment

Both build on CI. The difference is whether “production release” is manual or automatic.



Automated testing strategy (test pyramid)

More fast, cheap tests at lower levels; fewer slow end-to-end tests at the top.



- Very few E2E tests.
- Fewer integration tests.
- Lots of fast unit tests.

SDKs and SDEs

Software Development Kit

APIs

Libraries

Interface files

Development tools

Documentation

Code samples / templates

Configuration files

Standardized Development Environment

Operating system & libraries

Programming language runtime & compiler

Dependency / package management

SDK

Build system & precompiled binaries

Version control system

IDE

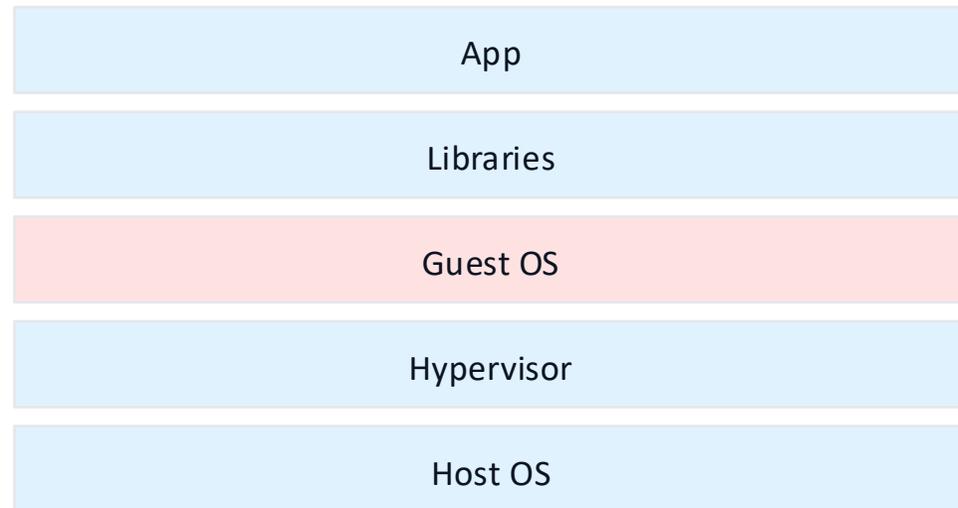


Containers: consistent runtime environments

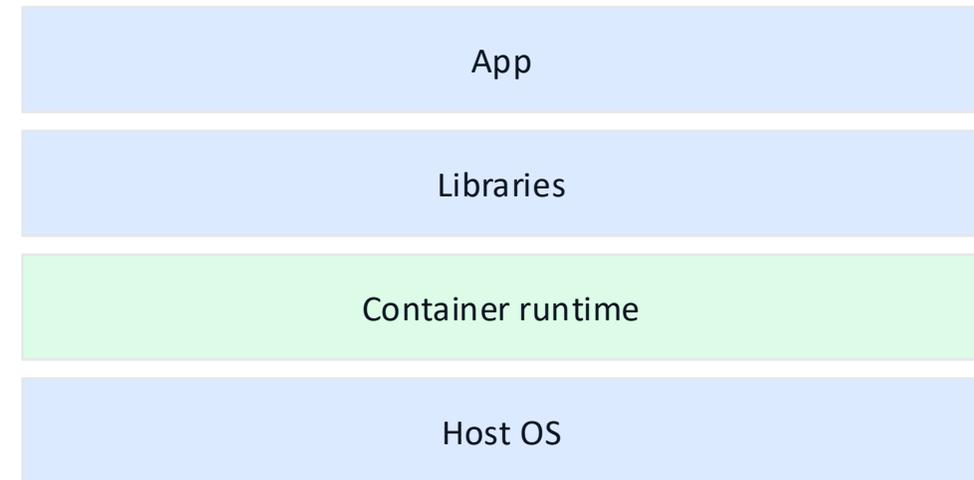
Containers standardize how software is built and run across environments.



Virtual Machines



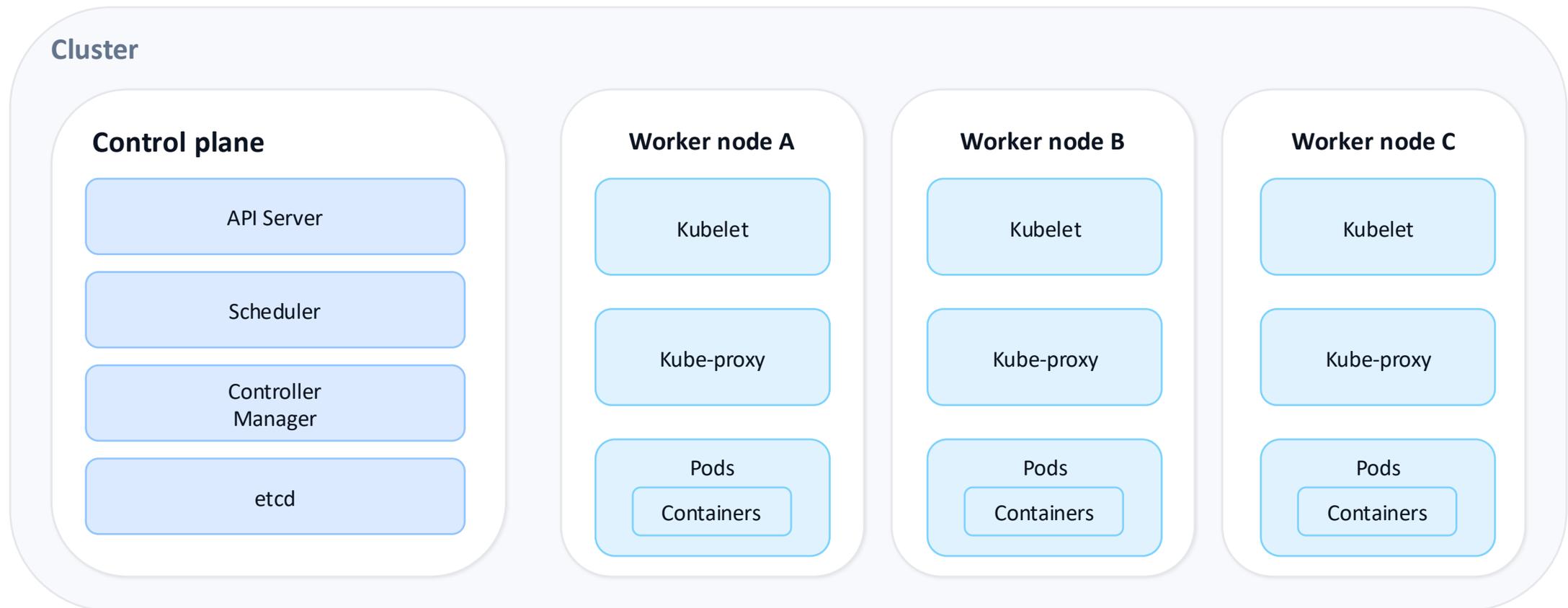
Containers



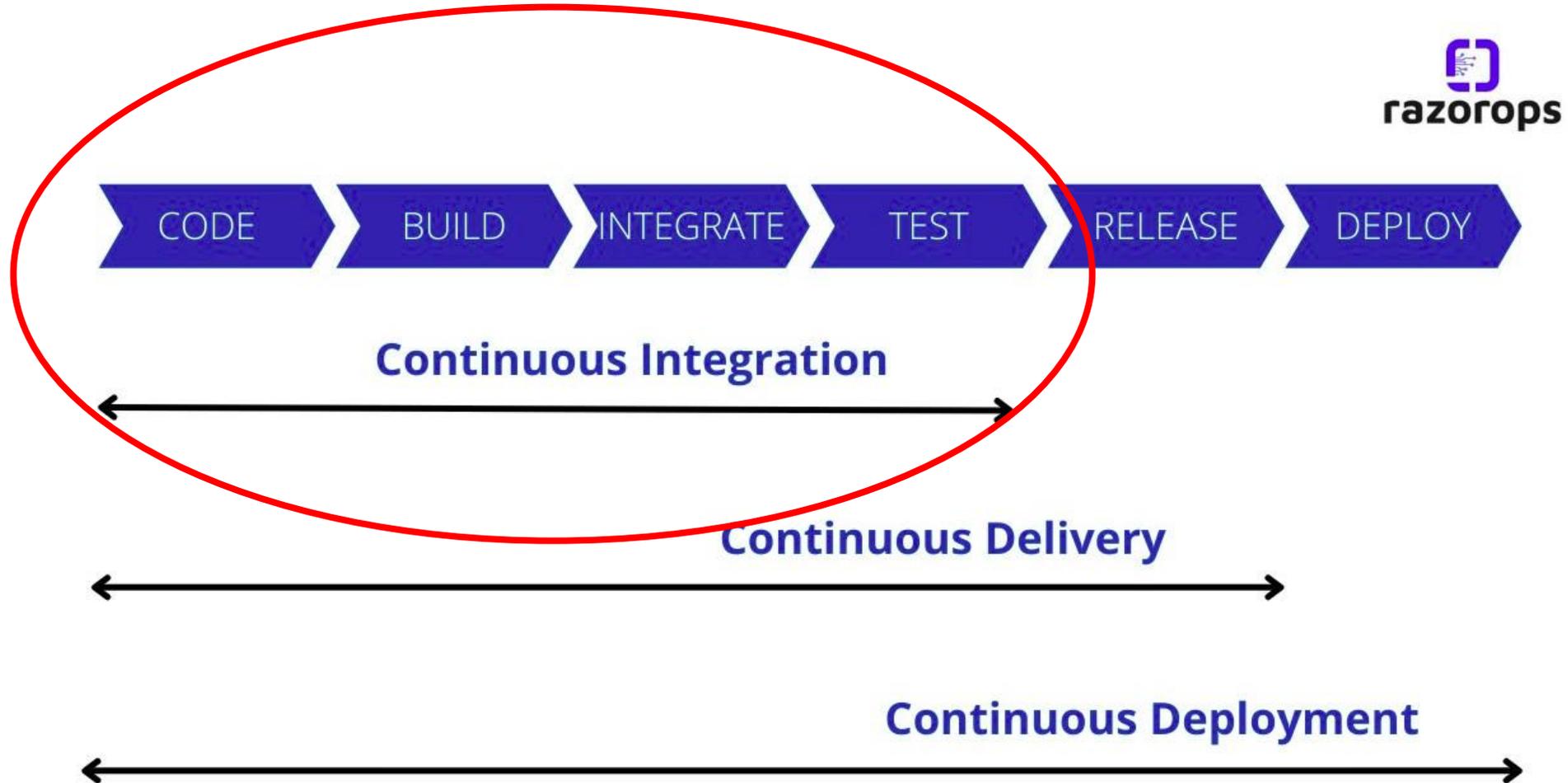
Kubernetes: orchestrating containers



Kubernetes schedules containers across a cluster and keeps the desired state running.



Focus on Continuous Integration

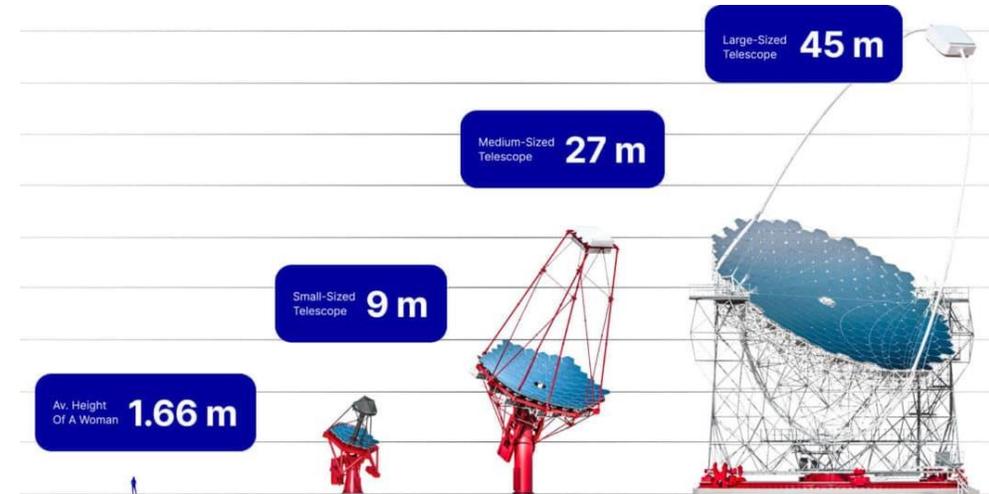
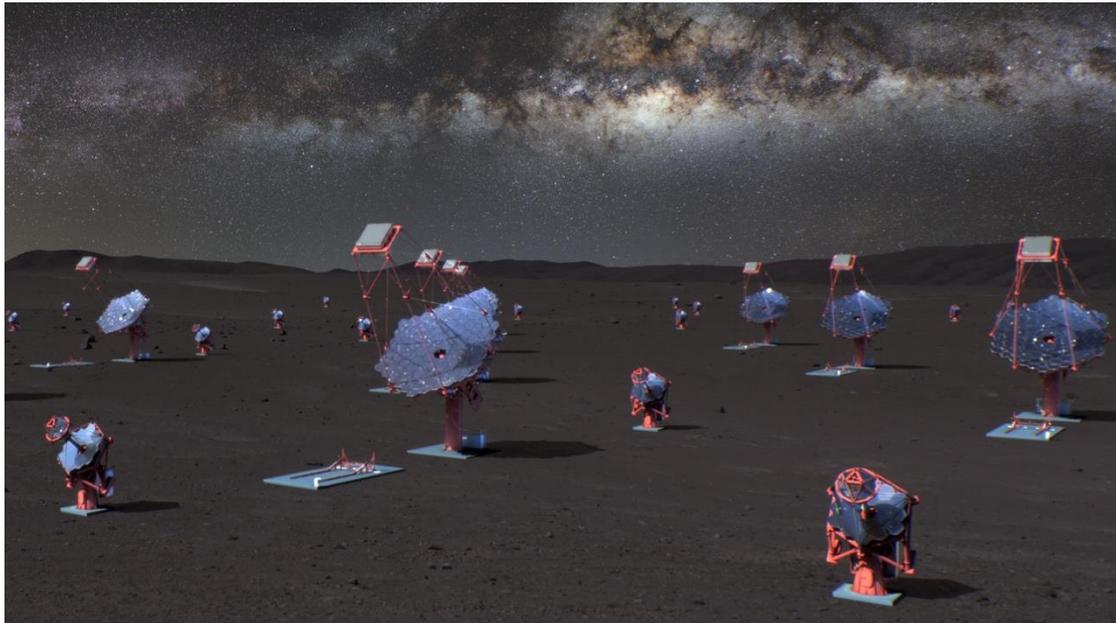


SCADA software for IACTs

The core software infrastructure

→ CTAO: ACADA

→ ASTRI Mini-Array: SCADA



Supervises distributed array elements on-site

Orchestrates telescope **control** and **observation** execution

Manages **data acquisition** and **compression** of raw data

Provides **lifecycle** management and human-machine interface

Continuous Integration in real life

CTAO ACADA



Continuous Integration



ASTRI Mini-Array
SCADA

