


# Four Key Metrics

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# What are the Four Key Metrics?

- Means of measuring software delivery performance, identified by the DevOps Research and Assessment (DORA) team.
    1. Lead Time
    2. Deployment Frequency
    3. Mean Time to Restore
    4. Change Fail Percentage
  - Based on principles which successfully measure delivery performance:
    - Focuses on global outcome
    - Focuses on outcome not output
  - Four Keys open source project - way of measuring project
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# Delivery Lead Time

The time it takes to go from a customer making a request to the request being satisfied.

- Measured by time from commit to deployment
  - Two parts:
    - Time it takes to develop
    - Time it takes to deliver
  - Shorter times are favorable
    - Allow for faster feedback and course correction
    - Can fix things rapidly
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# Lead Time Cont. (Development)

- Time spent designing and developing new products and services
  - This process is arbitrary, hard to tell where it stops or ends.
- May require design and implementation that has never been done before
- Time estimates are uncertain
- Outcomes are variable



# Lead Time Cont. (Delivery)

- Time building, testing, and deploying new services
- Enable flow from development to production
  - Done by standardizing work, reducing variability and batch sizes
- Cycle times should be well known and predictable
- Outcomes have low variability



# Lead time

- Elite performers: less than one day
- High performers: between one day & one week
- Medium performers: between one week & one month
- Low performers: between one month & six months

Source: Accelerate: State of DevOps 2019 , Google



# Deployment frequency

Successful software releases to  
production.

- Measured by how often the organization deploys code to production
  - Batch of changes reduction:
    - Reduces cycle times
    - Promotes flow variability, which leads to feedback
    - Reduces risk, costs, overhead, schedule growth
    - Improves efficiency
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# Deployment frequency

- Elite performers: on demand (multiple deployments per day)
- High performers: between once per day/week
- Medium performers: between once per week/month
- Low performers: between once per month/every six months

Source: Accelerate: State of DevOps 2019 , Google





# Mean time to restore

Time it takes for a service to bounce back from a failure really makes the difference.

- Measured by average time between bug report and bug fix deployment.
  - Failure is inevitable
    - How quickly can service be restored?
  - If short recovery time
    - More comfortable experimenting and innovating, improves business revenue
  - Encourages to build robust systems.
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# Mean time to restore

- Elite performers: less than an hour
- High performers: less than one day
- Medium performers: less than one day
- Low performers: between one week/one month

Source: Accelerate: State of DevOps 2019 , Google



# Change Fail Rate

The percentage of deployments causing a failure in production.

- Link total count of deployments with incidents
    - Identify what constitutes a failed deployment
  - The lower, the better
    - Shorter lead times correlated with reduction in change fail rates
  - Failing fast
  - Good practices
    - Continuous tracking
    - Automated development process
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# Change Fail Rate

- Elite, High and Medium performing teams: 0-15%
- Low performing teams: 46-60%

Source: Accelerate: State of DevOps 2019 , Google



# To summarize

- Deployment Frequency and Lead Time measure velocity
- Change Failure Rate and Time to Restore Service measure stability
- Using these metrics as a guideline will improve efficiency and effectiveness
- End goal achieved through continual improvement



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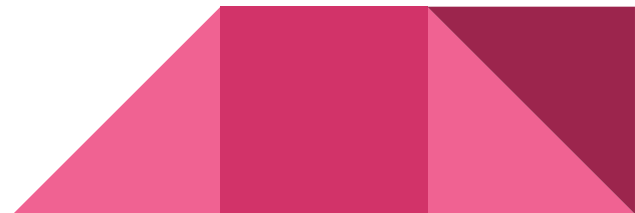
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Questions?