



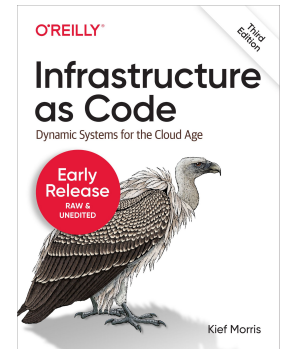
# Moving beyond spaghetti infrastructure

Rethinking the infrastructure delivery lifecycle

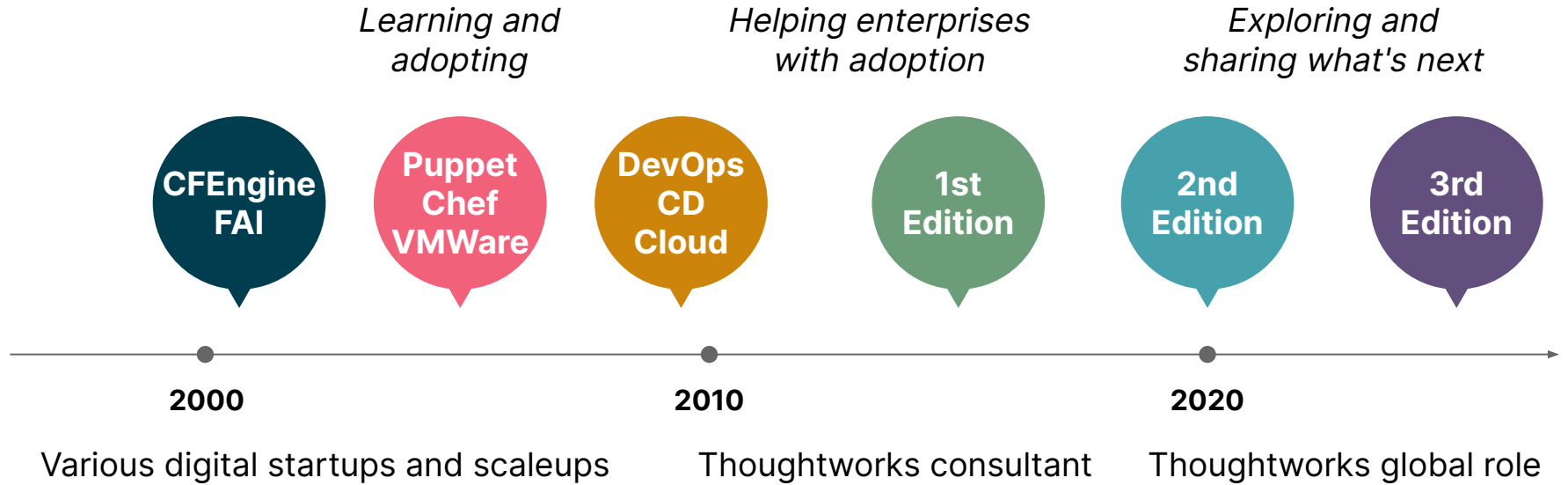
July, 2024

Kief Morris

Global Infrastructure Practice Lead



# My journey



**Our  
infrastructure  
codebases are  
spaghetti**

# Problems with infrastructure

- Too much **custom** work
- **Blocker** rather than enabler
- **Costs** not well-aligned
- Lack of **confidence**
- **Legacy** accumulates

# Goals

- **Share** more infrastructure code
- **Empower** teams
- Build **governance** in
- Lower the cost of **scaling**
- **Continuously** reduce legacy

**How?**

Rethink infrastructure code **architecture**



Rethink infrastructure code **delivery**



Rethink infrastructure code **deployment**



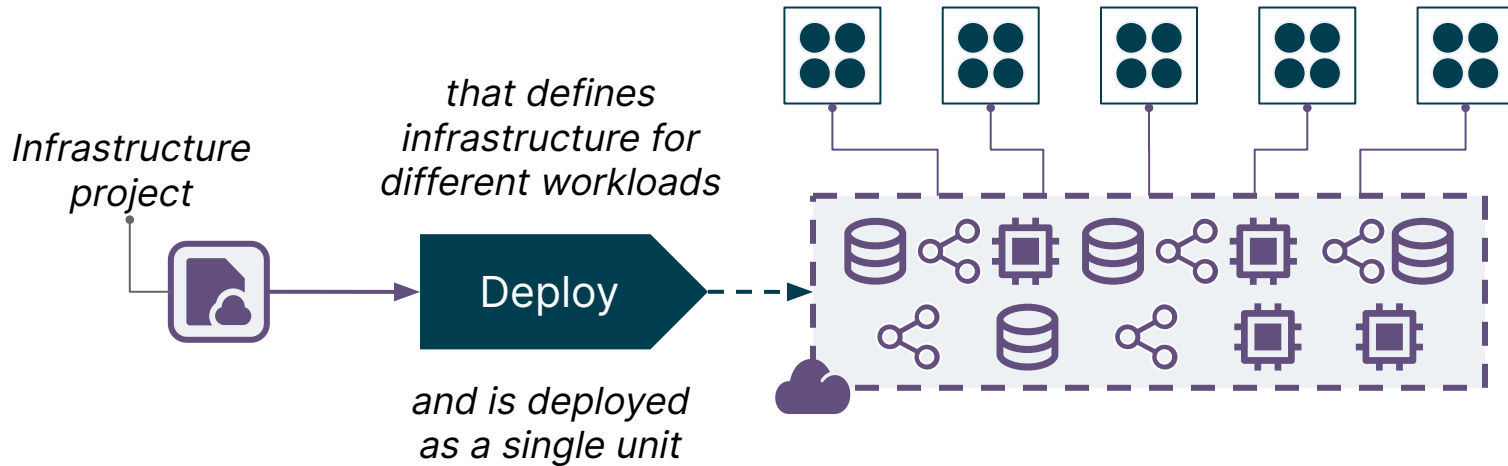
**Rethinking  
infrastructure code  
architecture**



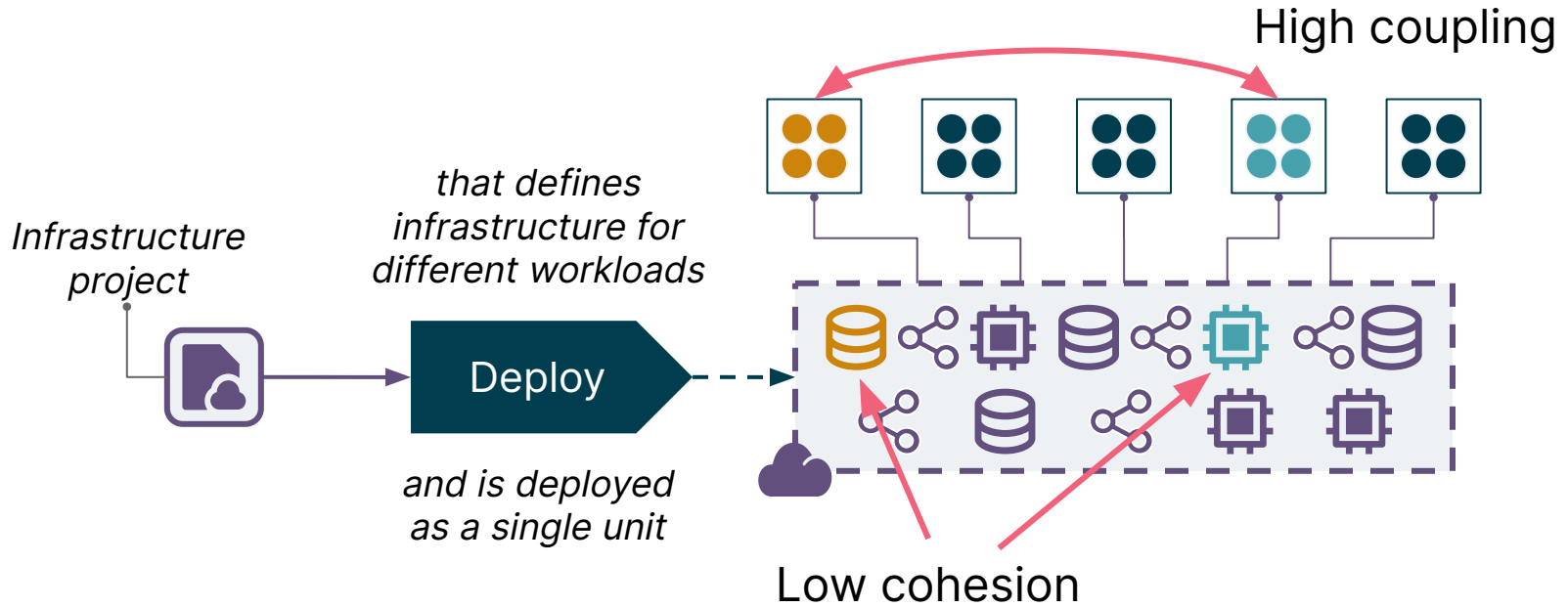


# **Beyond monolithic infrastructure deployments**

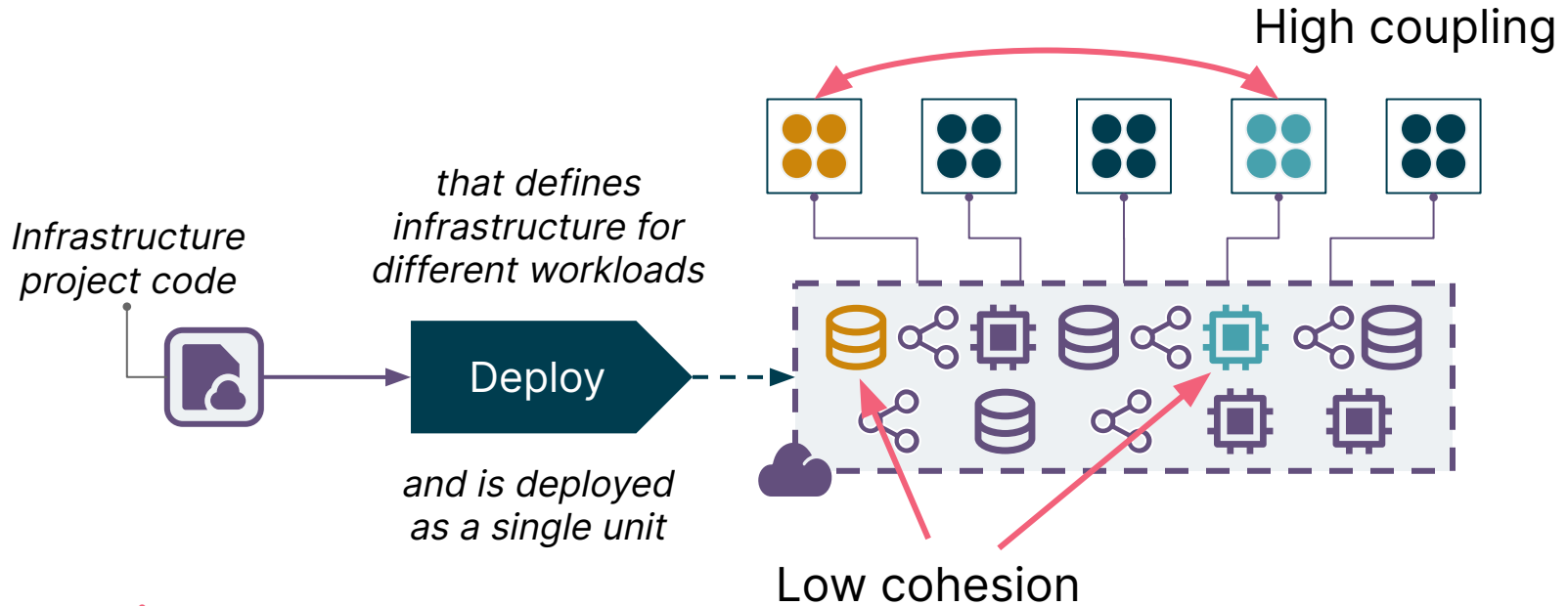
# What is an infrastructure monolith?



# What is an infrastructure monolith?



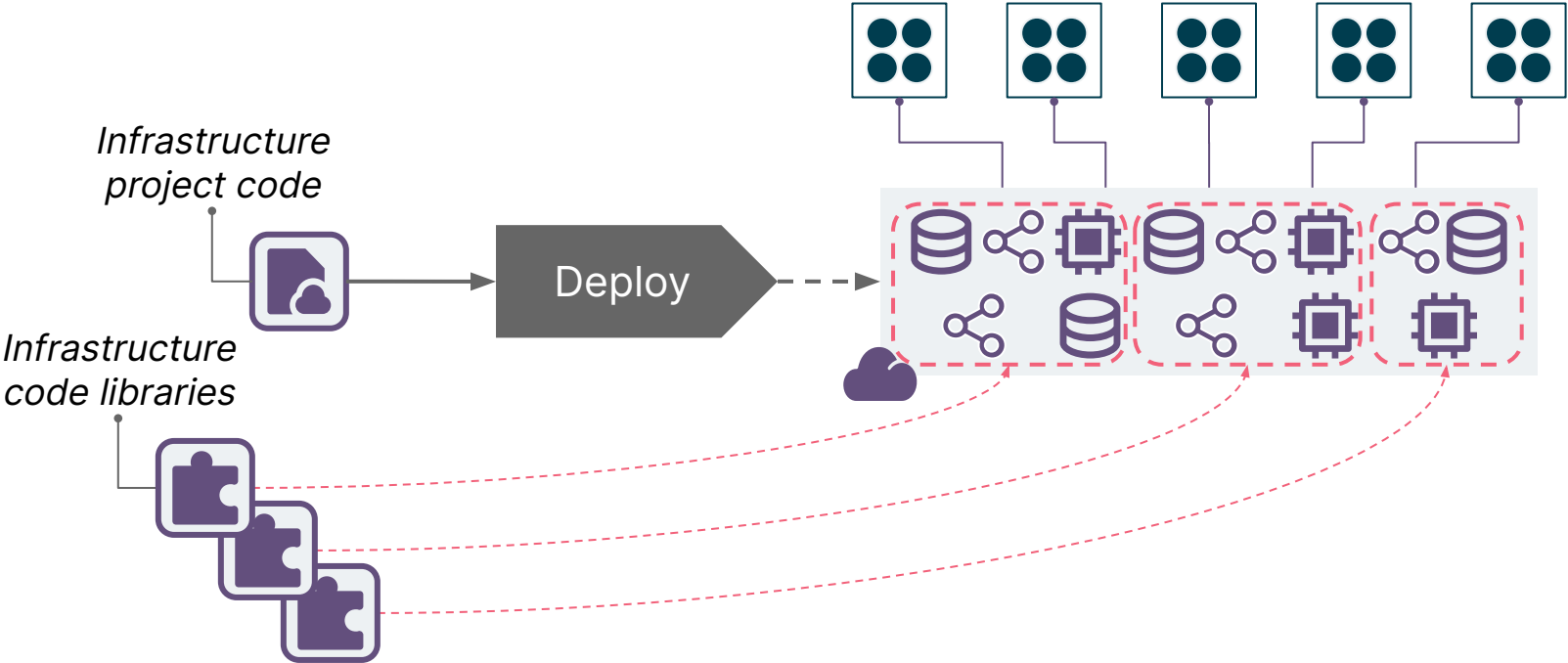
# What is an infrastructure monolith?



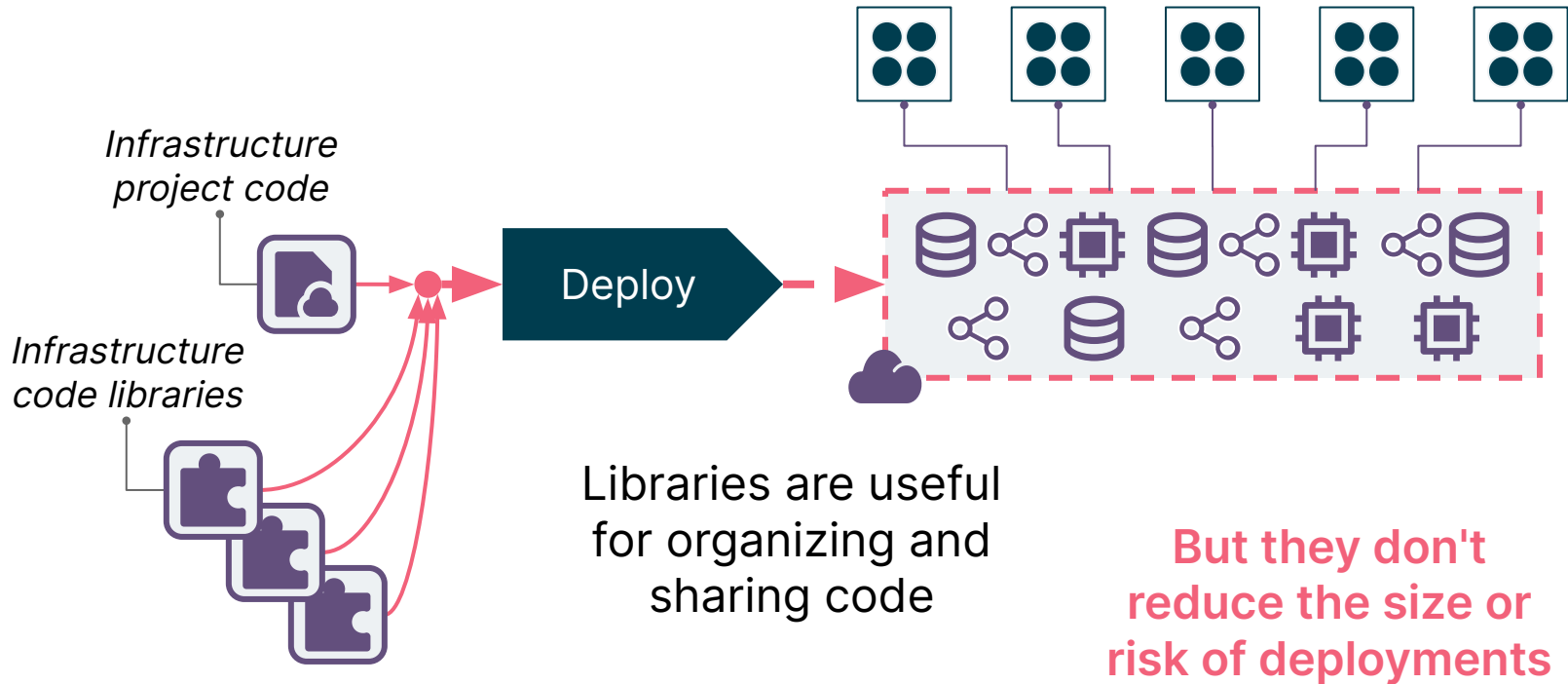
Barriers to change

Barriers to quality

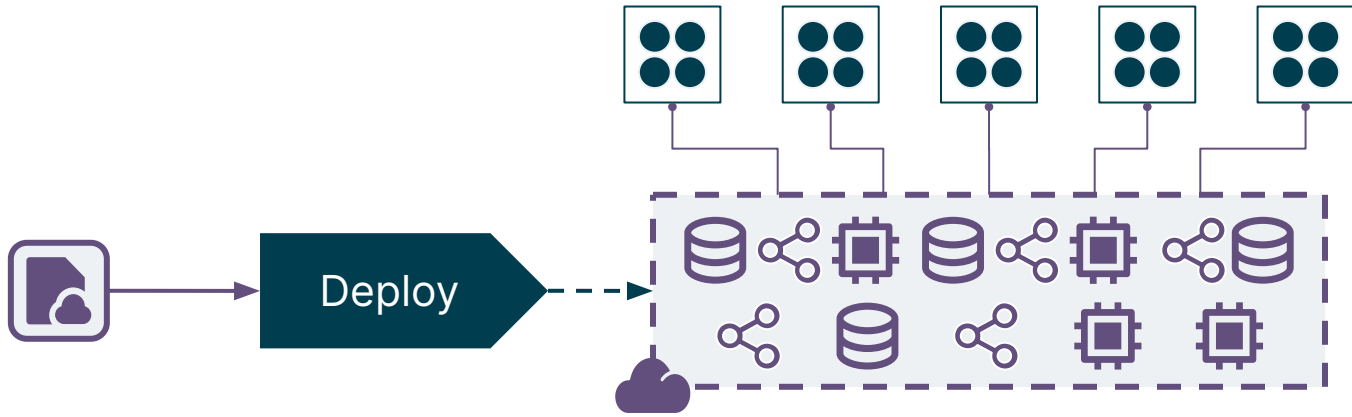
# Are code libraries the solution?



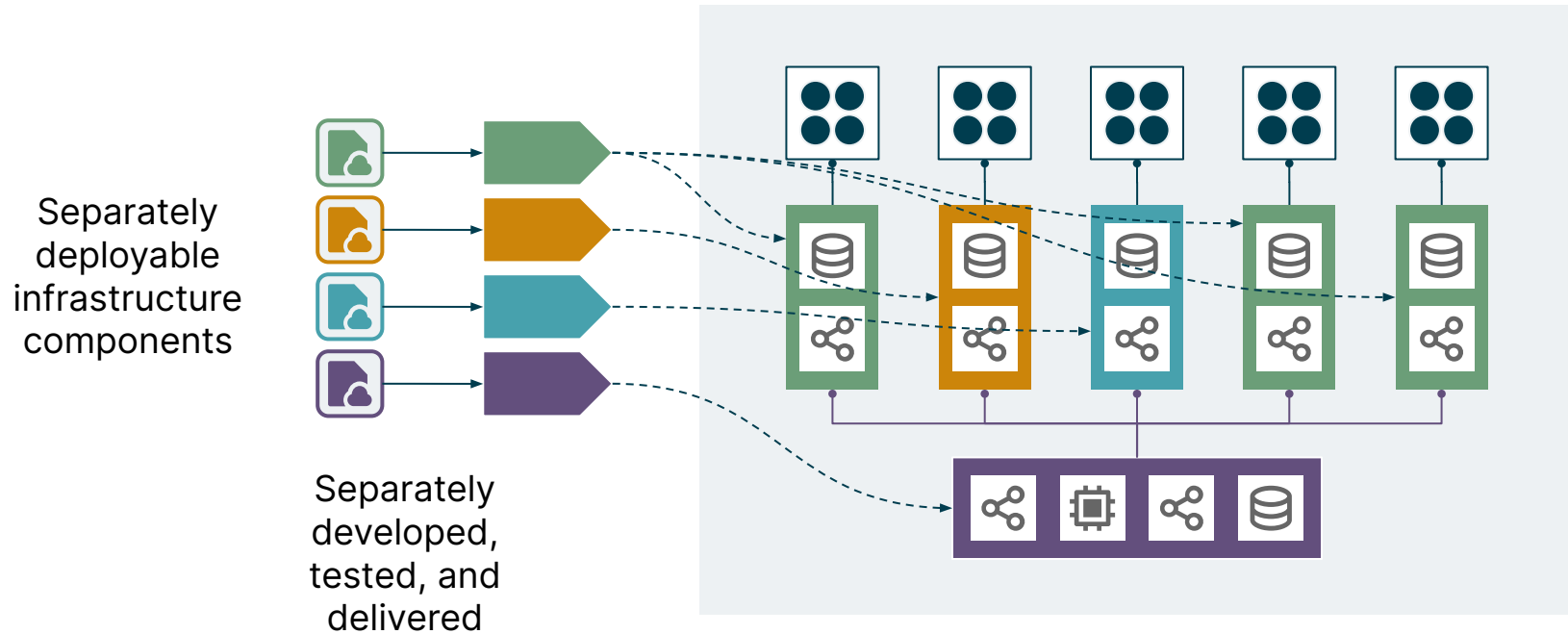
# Are code libraries the solution?



# From monolith to composable deployments



# From monolith to composable deployments







**We need more  
helpful  
abstractions**

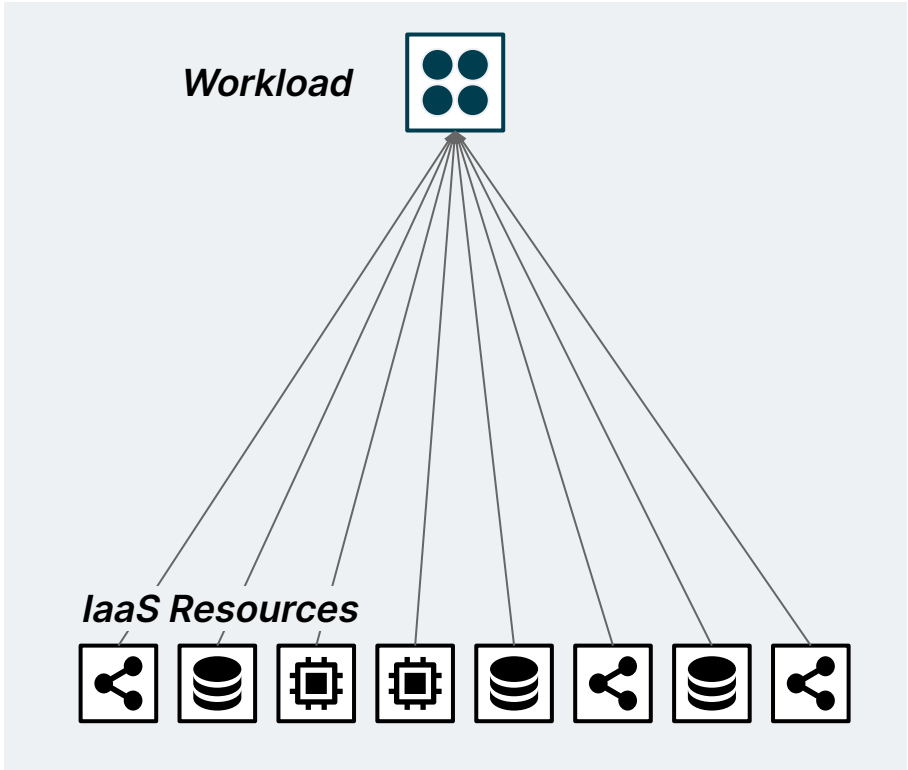
# About abstractions

- Abstractions that **hide stuff** are **unhelpful**
- Abstractions that **disempower** people are **unhelpful**
- Abstractions that support cognitive **focus** are **helpful**

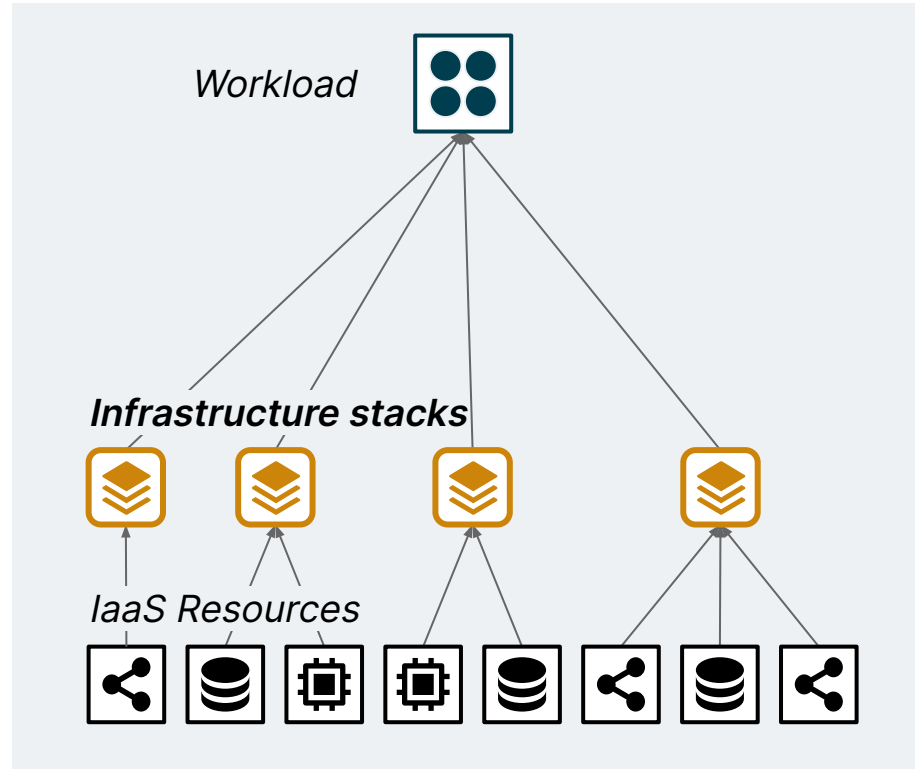
# **Current infrastructure abstractions are not helpful enough**

- Infrastructure code is super low level
- Great for systems administrators, who think at this level
- Not great for application owners, who don't think at this level

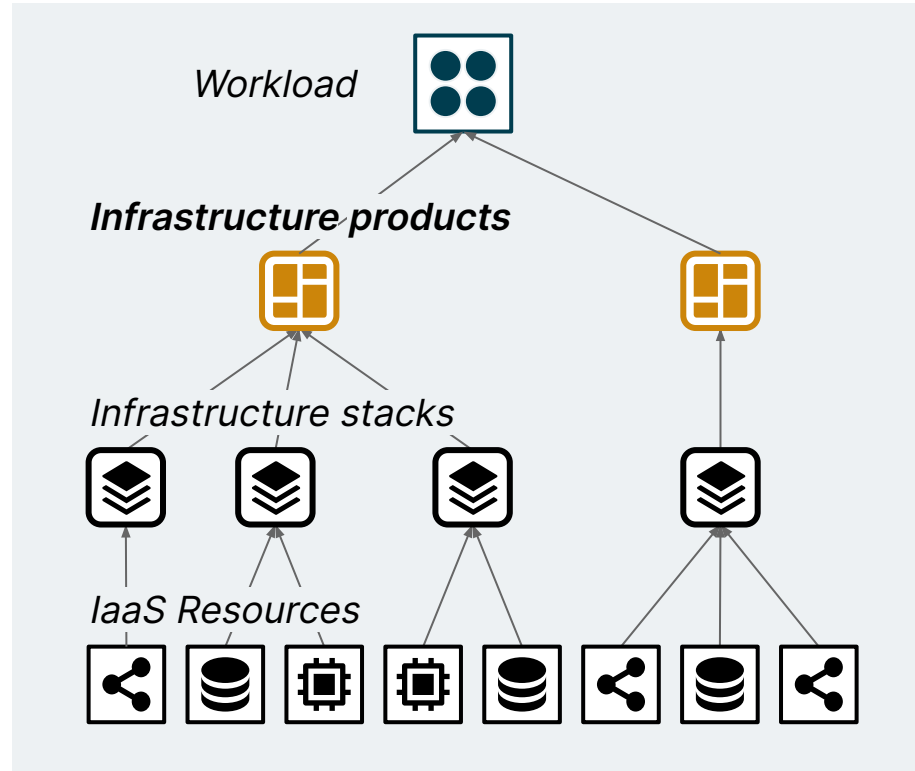
# Infrastructure code abstractions



# Stacks: Deployable components



# Infrastructure Products: Consumable components



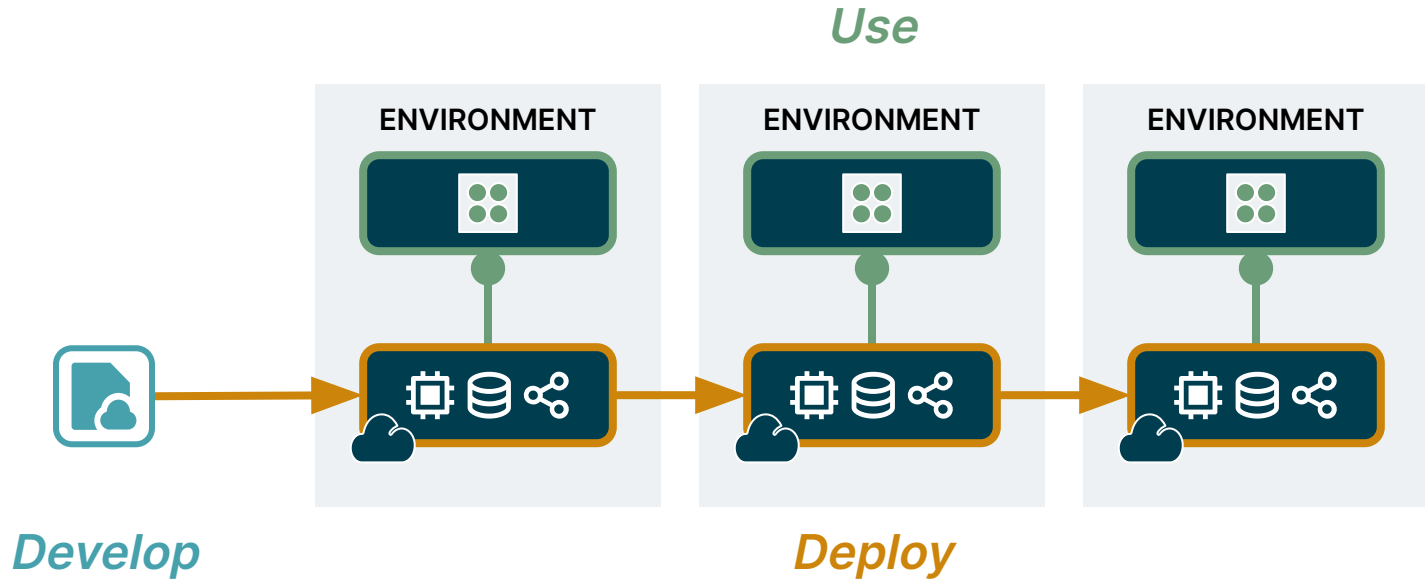
**Rethinking  
infrastructure code  
delivery**

# Common issues

- Environments are **difficult** and **expensive** to create and change
- Environments are **inconsistent** and **outdated**
- **Not enough** environments available
- Environments are **over-provisioned** and **under-utilized**



# Infrastructure delivery lifecycle

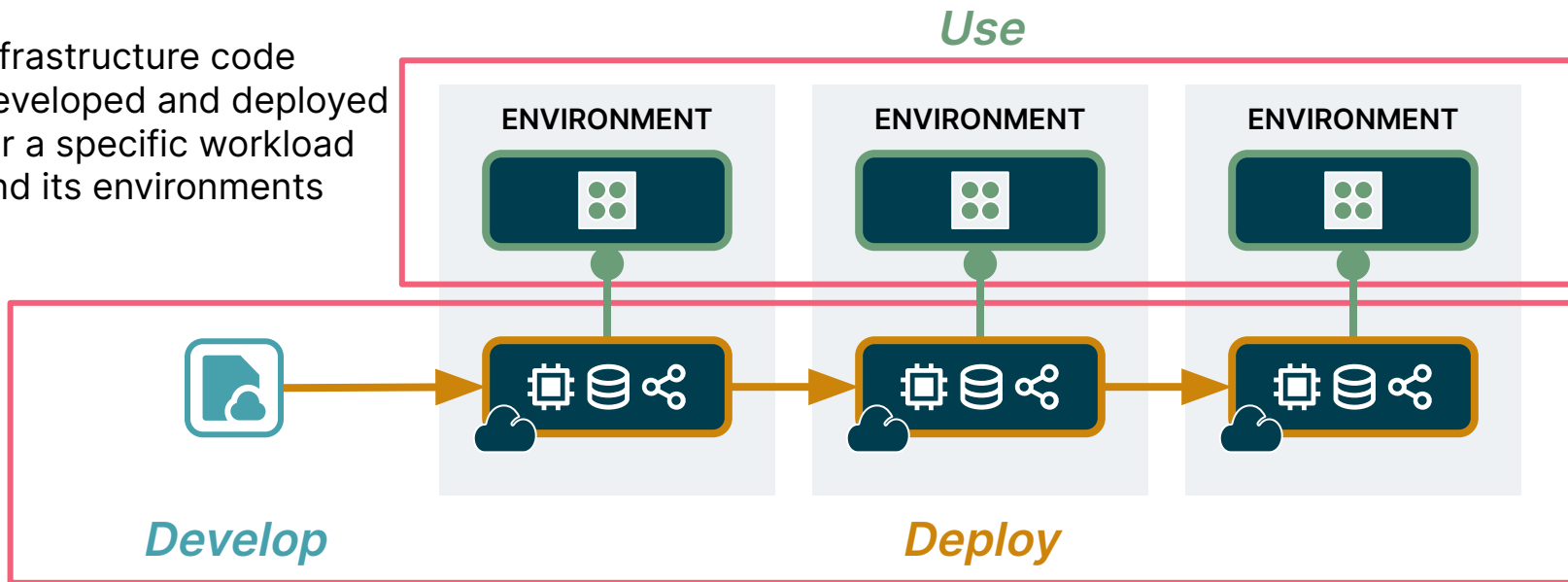




# **Recoupling the infrastructure delivery lifecycle**

# Bespoke environments as code

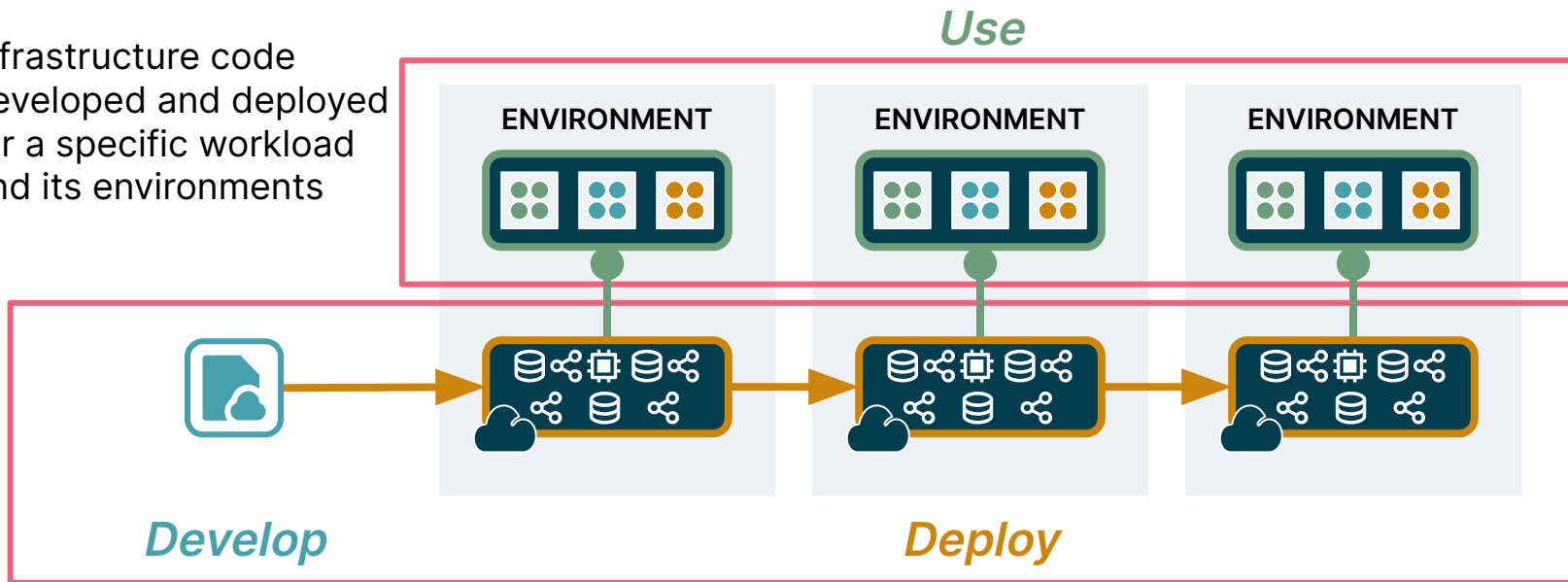
Infrastructure code developed and deployed for a specific workload and its environments



Creates coupling across the infrastructure delivery lifecycle

# Bespoke environments

Infrastructure code developed and deployed for a specific workload and its environments



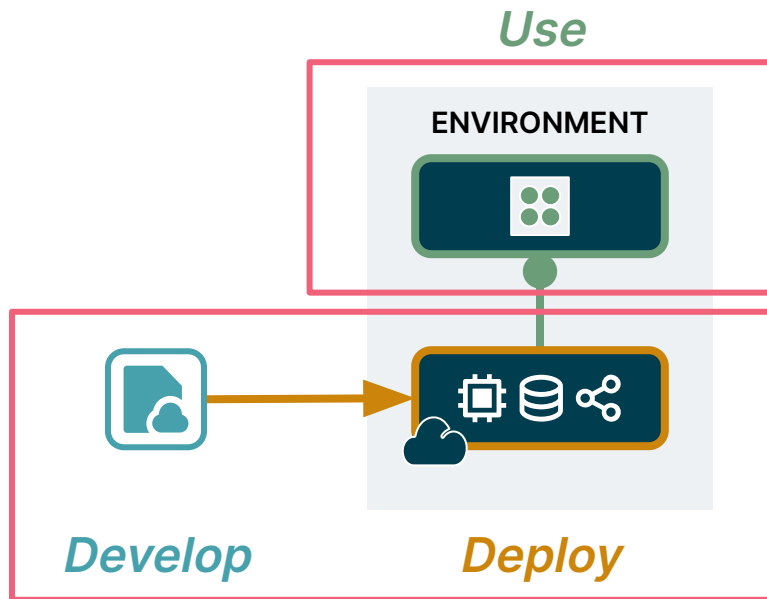
Creates coupling across the infrastructure delivery lifecycle

This creates issues at scale

*Silos, bottlenecks*

# Development and deployment are coupled

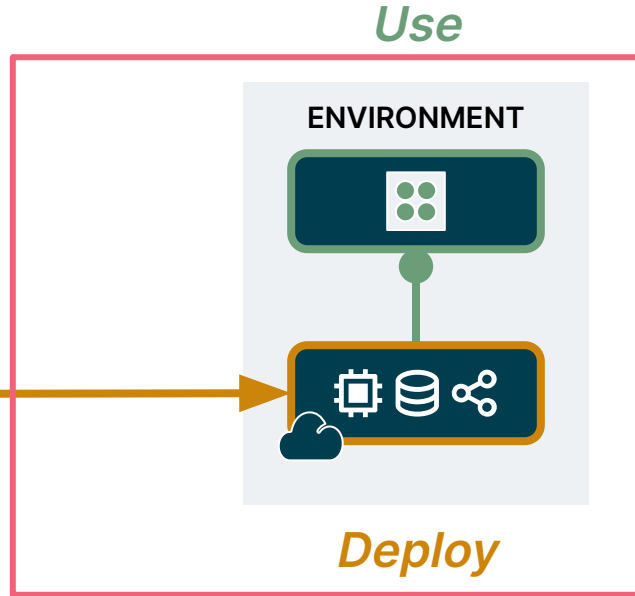
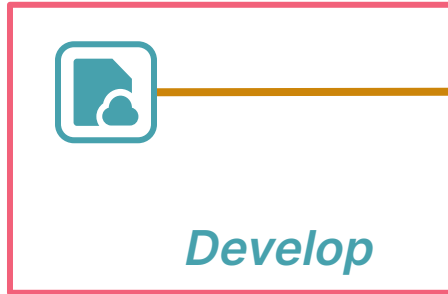
Responsibility for developing, configuring, and deploying infrastructure code



Responsibility for making everything work

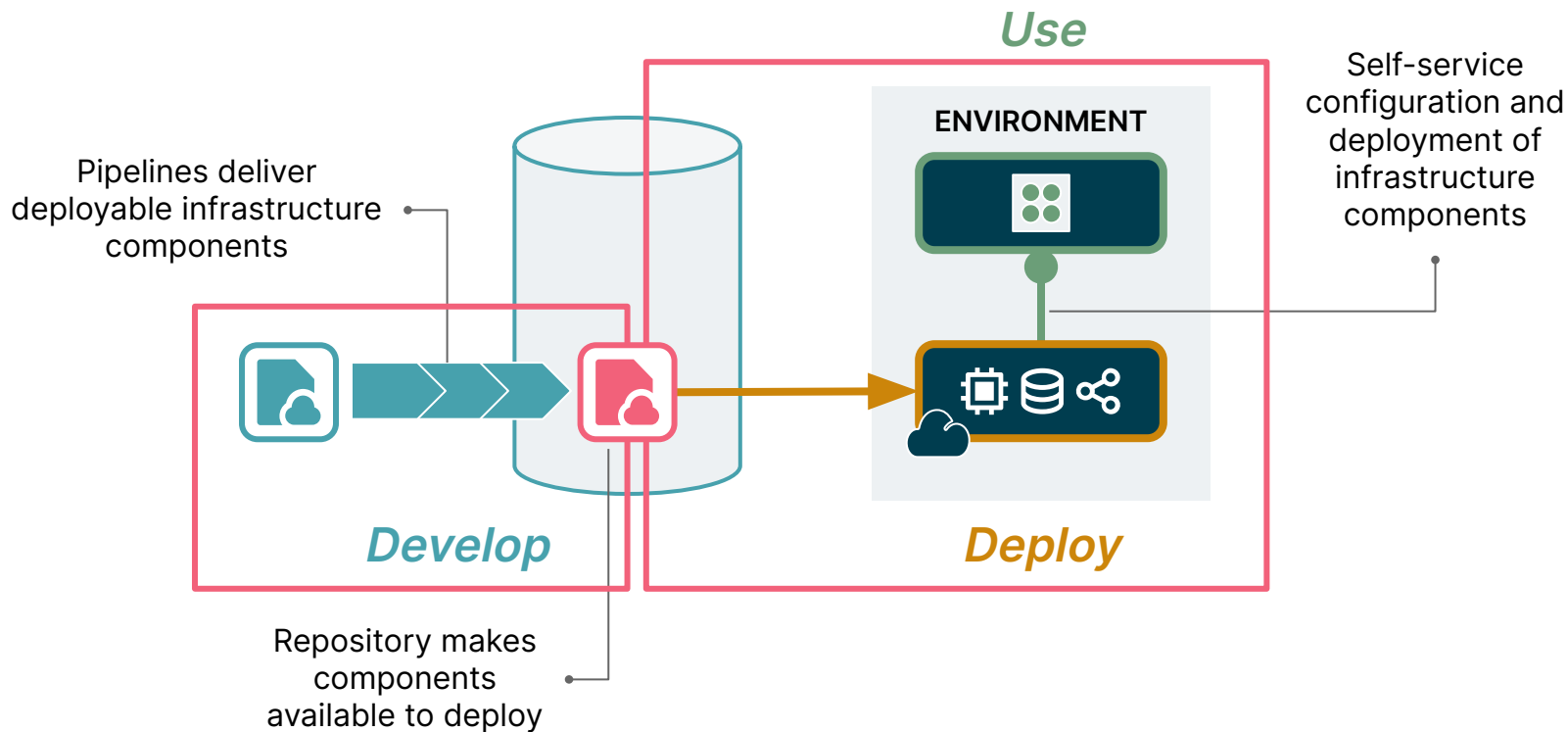
# Decoupling development and deployment

Responsibility for  
developing  
infrastructure code



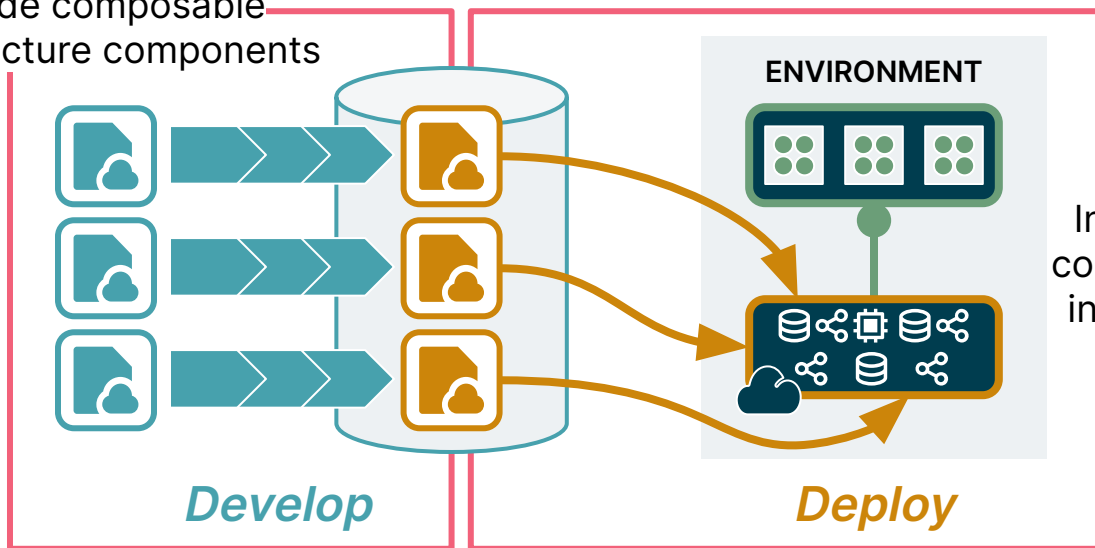
Responsibility for  
configuring,  
deploying, and using  
the infrastructure

# Decoupling development and deployment



# Decoupling development and deployment

Multiple pipelines to provide composable infrastructure components



Infrastructure components are independently deployed



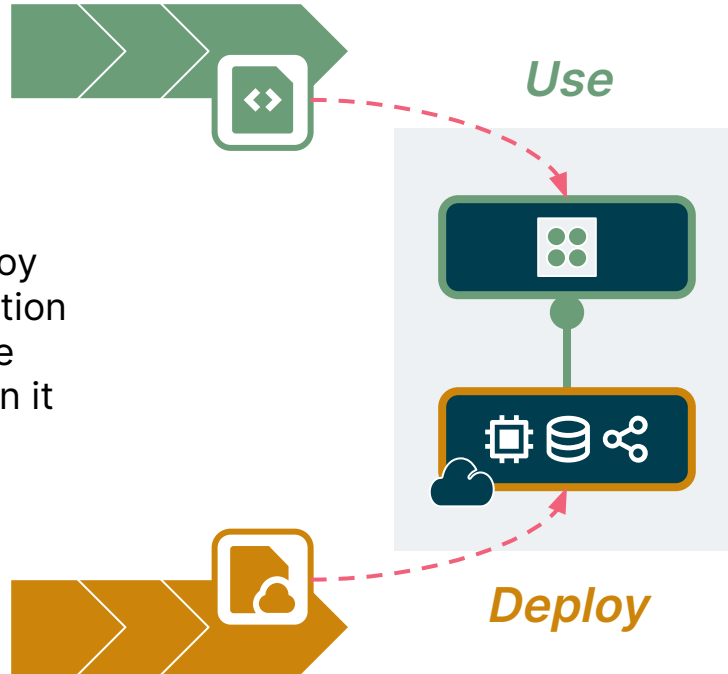
**Rethinking  
infrastructure code  
deployment**



# **Application- driven infrastructure deployment**

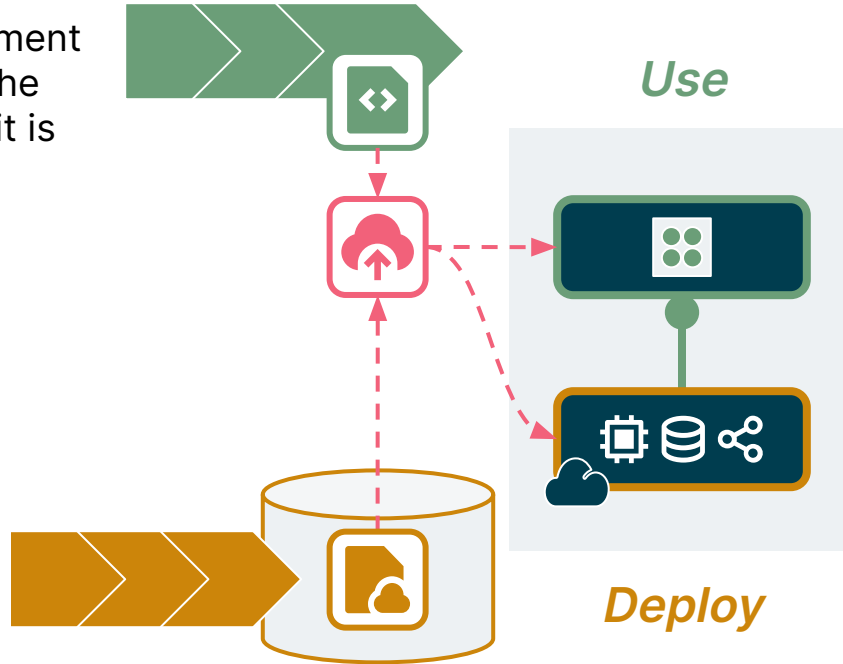
# Bottom-up infrastructure deployment

Configure and deploy infrastructure in isolation from deploying the software that runs on it



# Application-driven infrastructure deployment

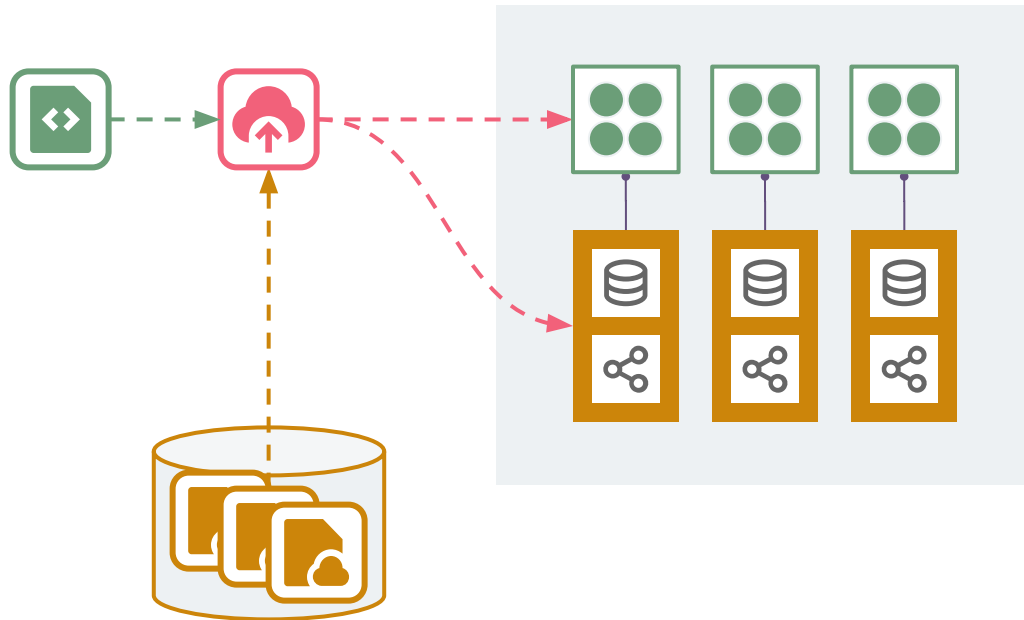
Infrastructure deployment is triggered when the workload that uses it is deployed



# Application-driven infrastructure deployment

Infrastructure deployment is triggered when the workload that uses it is deployed

We can use this to deploy different composable infrastructure components for multiple workloads

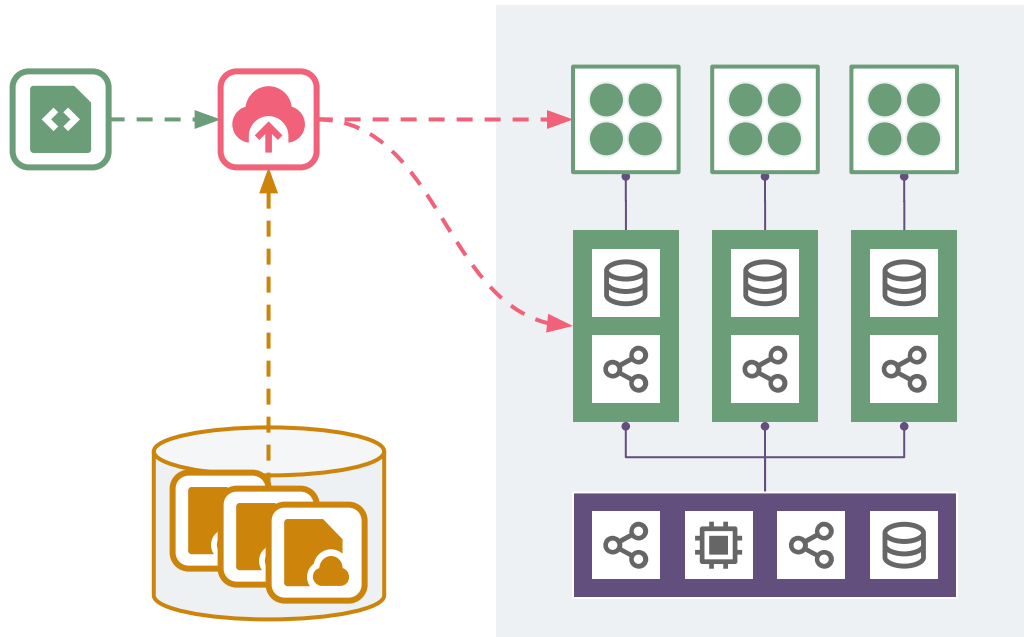


# Application-driven infrastructure deployment

Infrastructure deployment is triggered when the workload that uses it is deployed

We can use this to deploy different composable infrastructure components for multiple workloads

But, how do we handle deploying shared infrastructure?

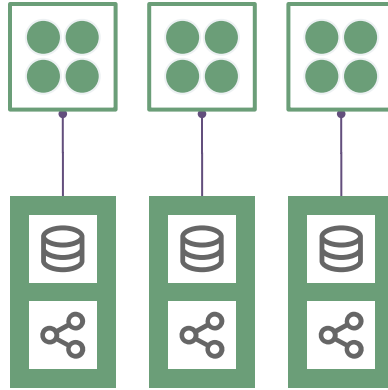




# **Composable deployment contexts**

# Composable deployment contexts

Workload-specific  
infrastructure



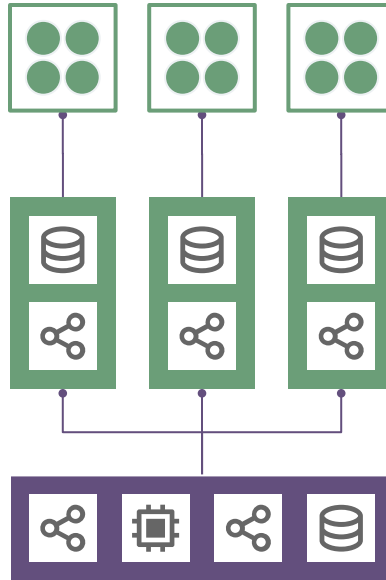
A context can include  
**multiple deployable**  
infrastructure  
components



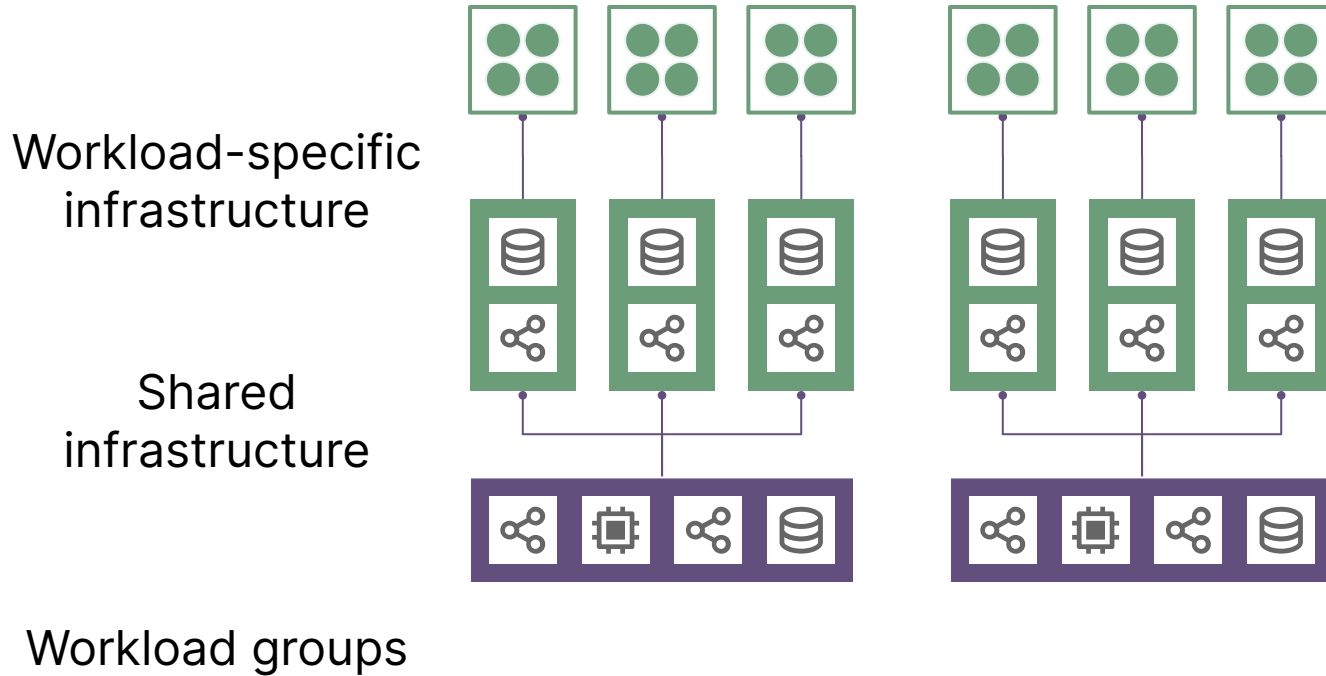
# Composable deployment contexts

Workload-specific  
infrastructure

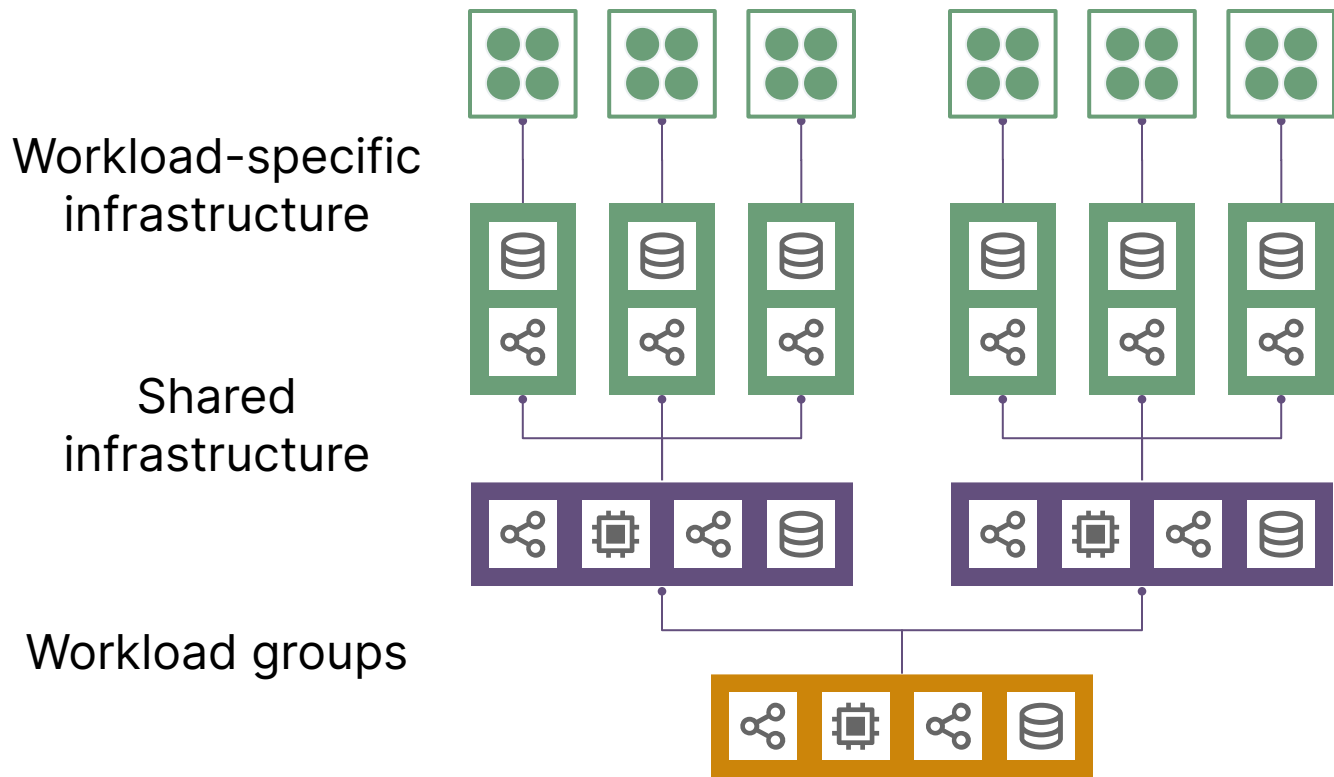
Shared  
infrastructure



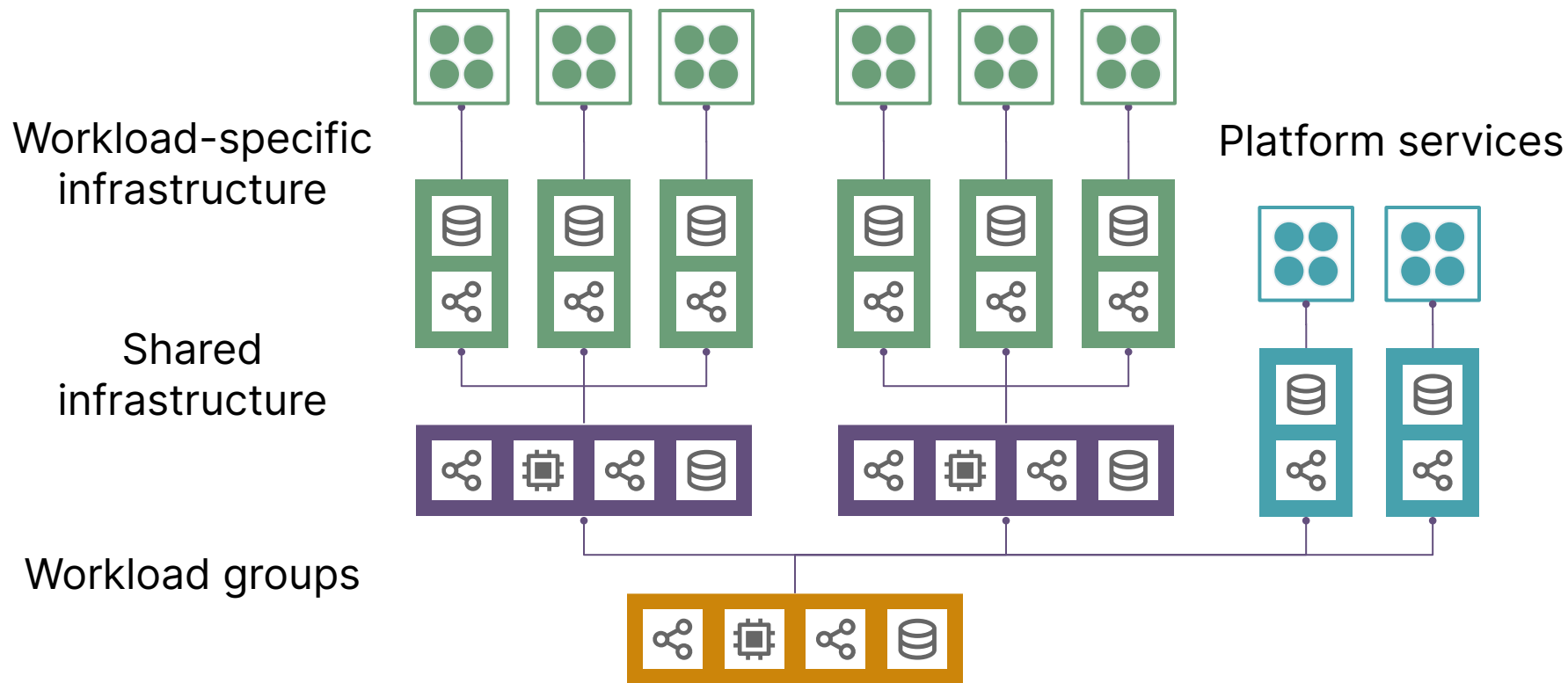
# Composable deployment contexts



# Composable deployment contexts



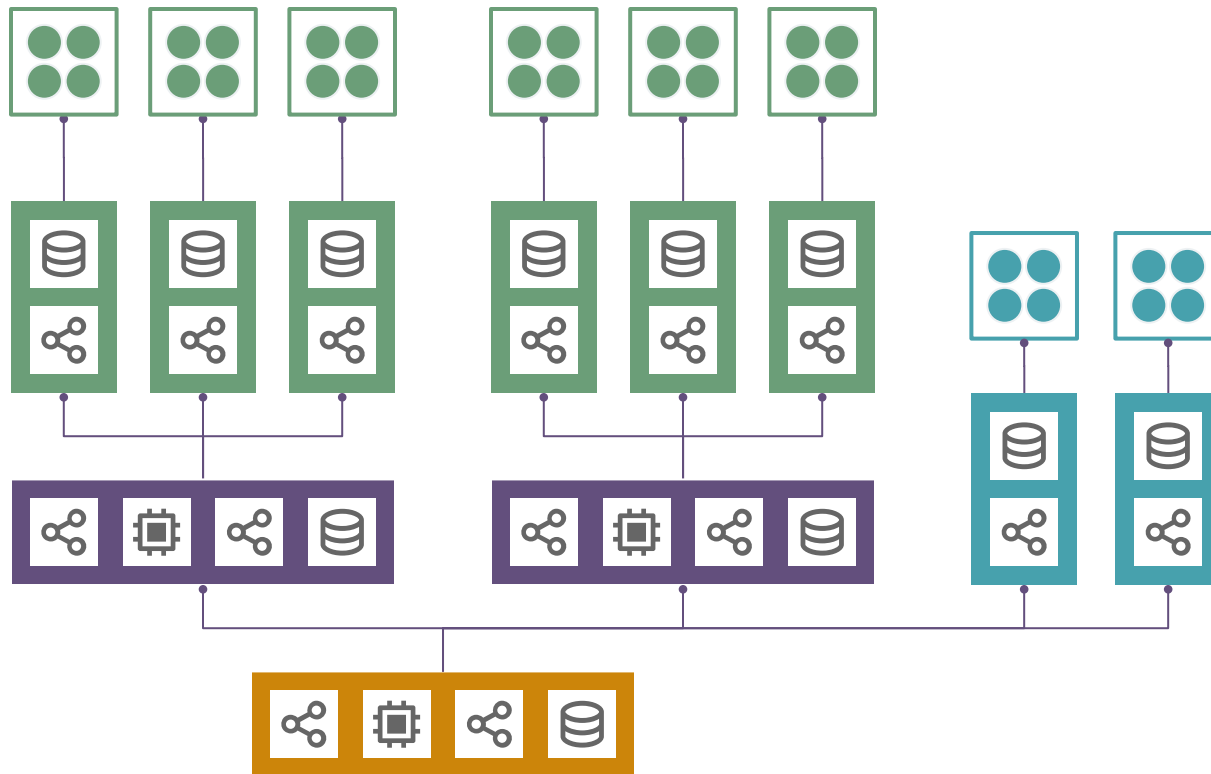
# Composable deployment contexts



# Composable deployment contexts

Infrastructure should be defined as **close to the workload** as possible

Lower contexts should be **ignorant** of their consumers





# **Deploying infrastructure by context**

# Options for deploying infrastructure by context

- Application deployment trigger
- Pipeline stage
- Developer portal
- Platform framework

**How can you use  
these ideas?**



# Tools and things that may or may not be useful

## Codebase and builds

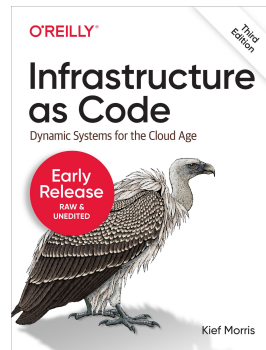
Infrablocks  
Terragrunt  
Terraspace

## Deployment and orchestration

Atlantis  
Control Monkey  
Crossplane  
Digger  
env0  
Garden  
Gruntwork DevOps  
HCP Terraform  
Harness  
Pulumi Cloud  
Scalr  
Spacelift  
Terrakube  
Terramate  
Terrateam

## Infrastructure products and catalogs

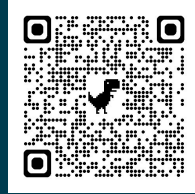
Cluster.dev  
Gruntwork DevOps  
Infrablocks  
Resourcecly



<http://infrastructure-as-code.com>



AGILE ON  
THE BEACH



# Moving beyond spaghetti infrastructure

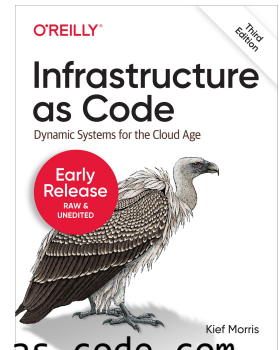
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Thank  
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