

Platform engineering for dummies



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What you'll get out of this lightning talk

But first, a short story

The three pillars of platform engineering

1. Platform operations
2. Platform as product
3. Self-service for developers

Platform operations

[SRE book](#), [SRE workbook](#), [SRS book](#) (free online)

[USE method](#), [Brendan Gregg](#)

[RED method](#), [Tom Wilkie](#)

Platform as product

[Coursera: Digital Product Management specialization](#)

Book: [Hypothesis-Driven Development](#) by Alex Cowan

Website: [Alex Cowan, Venture Design](#)

Self-service for developers

What are my solution requirements?

- Job runner
- Web GUI (nice to have: API, CLI)
- Access controls
- FLOSS (because we're at FOSDEM!)

Solution classes of job runners

- Internal development platforms/portals (IDPs)
- Continuous integration servers (CI)
- Workflow & data orchestration
- Task schedulers

Some potential solutions. Use whatever you've got!

- GitOps
- Job runners (also tasks/actions)
 - IDP: Backstage
 - CI: Tekton, Jenkins
 - Workflow & data orchestration: Argo Events, Airflow, DolphinScheduler, Prefect, Windmill
 - Task schedulers: Rundeck, Dkron, Cronicle

Summary

- Pillars of platform engineering
- Requirements & solution types
- Start where you are

Thank you



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