It’s A Trap! How Our Abstractions Are Failing Us
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- I have seen many, many moons in Tech
- Software Engineer, Network Engineer, CTO, Janitor
- Laser Engineer Extraordinaire
- Code, Math, Science & Electronics
- I probably made it explode at some point
Why Are We Here?
What is an Abstraction

In software engineering and computer science, abstraction is a technique for arranging complexity of computer systems. It works by establishing a level of complexity on which a person interacts with the system, suppressing the more complex details below the current level.
Fundamental Theorem Of Software Engineering

"We can solve any problem by introducing an extra level of indirection."
—David J. Wheeler
First, A Quick Review
Throwback
Today
Systems Administration
Infrastructure As Code
Should We Have Stopped Here?
Why Didn’t We?
What Was Missing?
Where Did We Go?
What Did We Gain?
Who Benefits?
Did We Take It Too Far?
Are We All Relaxing?
We Are Starship Captains
How Much Of It Do We Need?
We Need Some Balance
What’s Going Wrong?
We Forgot About Our Customer
It’s Not Just APIs & YAML
There Is A Real Computer Somewhere

There is no cloud. It’s just someone else’s computer.

— ??
But I Configured It!
Silos Of Knowledge
Difficult to Debug
What Is The True Cost?
Where Do We Go From Here?
We Are Not Alone
Dependency Management
Fast Provisioning
Did You Add Value?
What Is Our Job?

Site reliability engineering (SRE) is a discipline that incorporates aspects of software engineering and applies them to infrastructure and operations problems. The main goals are to create scalable and highly reliable software systems. According to Ben Treynor, founder of Google's Site Reliability Team, SRE is "what happens when a software engineer is tasked with what used to be called operations."
Guidance For Thing.Next
Thank You!
References

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