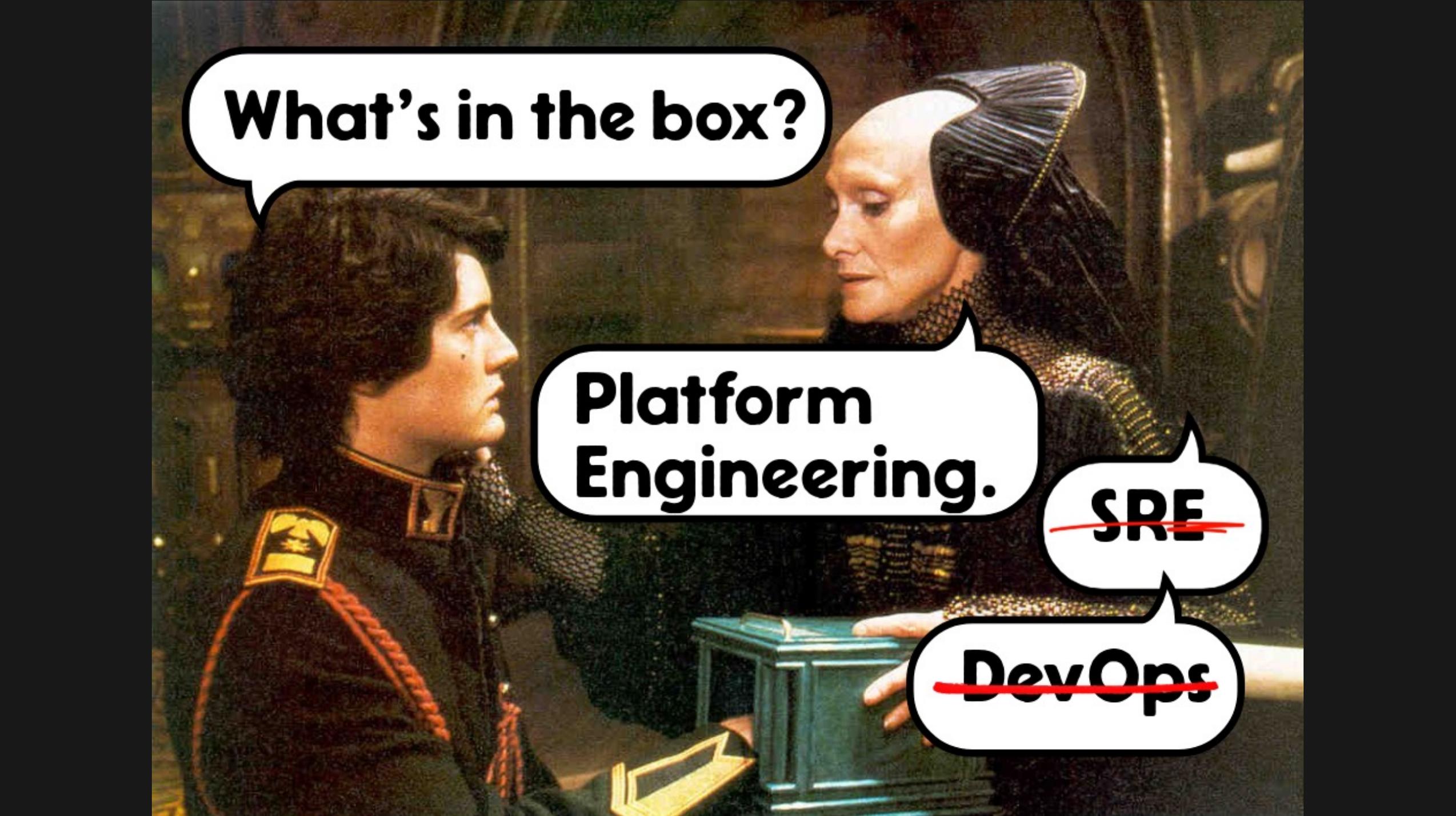


Platform Engineering for Private Cloud

Coté – SREDay Cologne - June 11st, 2025



What's in the box?

**Platform
Engineering.**

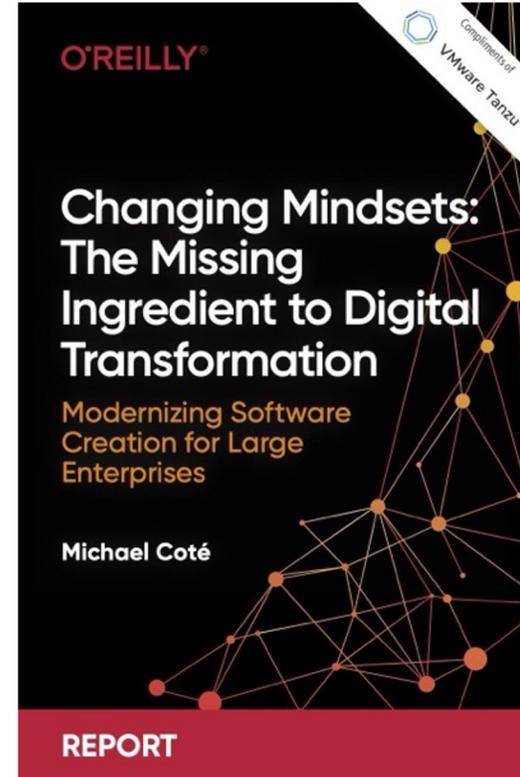
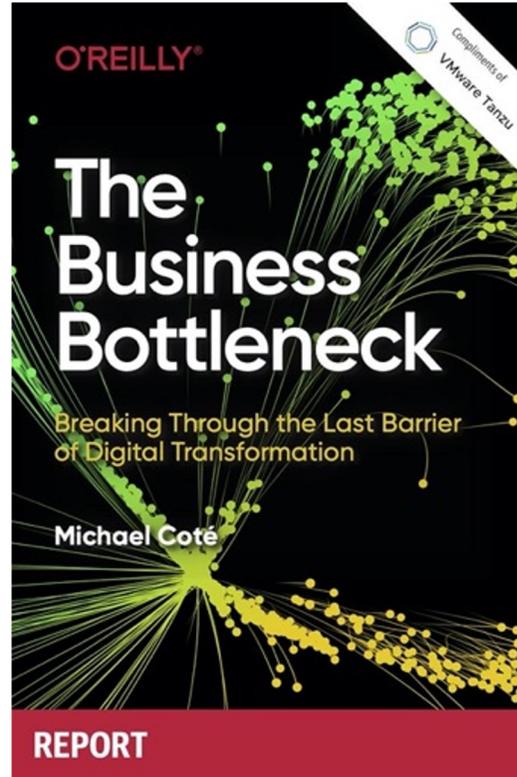
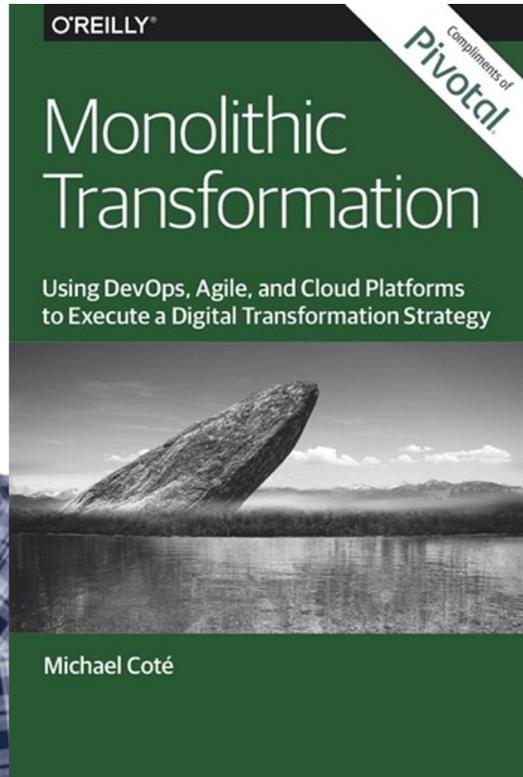
~~**SRE**~~

~~**DevOps**~~

50%
of enterprise apps
run on
private cloud

Coté

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Where are the apps?

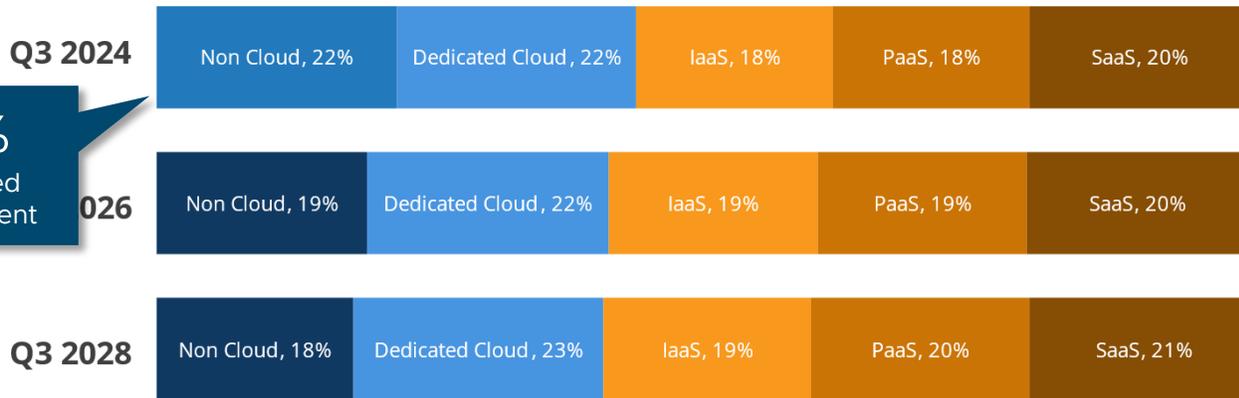
“[W]e do have a lot of large customers that are running in AWS in the cloud today, and a huge number of them still have massive amounts of their estate on-premise. And so there’s a huge amount of growth available there. You can even take

our largest customers, many of them only have 10, 20, 30, or 40 percent of their workloads in the cloud.”

Matt Garman, AWS CEO, January, 2025

Cloud buyers increased their level of cross-platform interoperability in 2024. They also relied more upon providers for the management of their IT environments

Where are all your organizations applications deployed?



44%
dedicated environment

Level of Interoperability Between Clouds

Public Cloud	41%	Hosted Dedicated Cloud
On Prem Dedicated Cloud	39%	Public Cloud
Hosted Dedicated Cloud	38%	On Prem Dedicated Cloud
Public Cloud	38%	Public Cloud

HOW THE EDGE IS MANAGED

IAAS EDGE

- 49% of IaaS deployments are considered as remote of edge deployments

DEDICATED EDGE

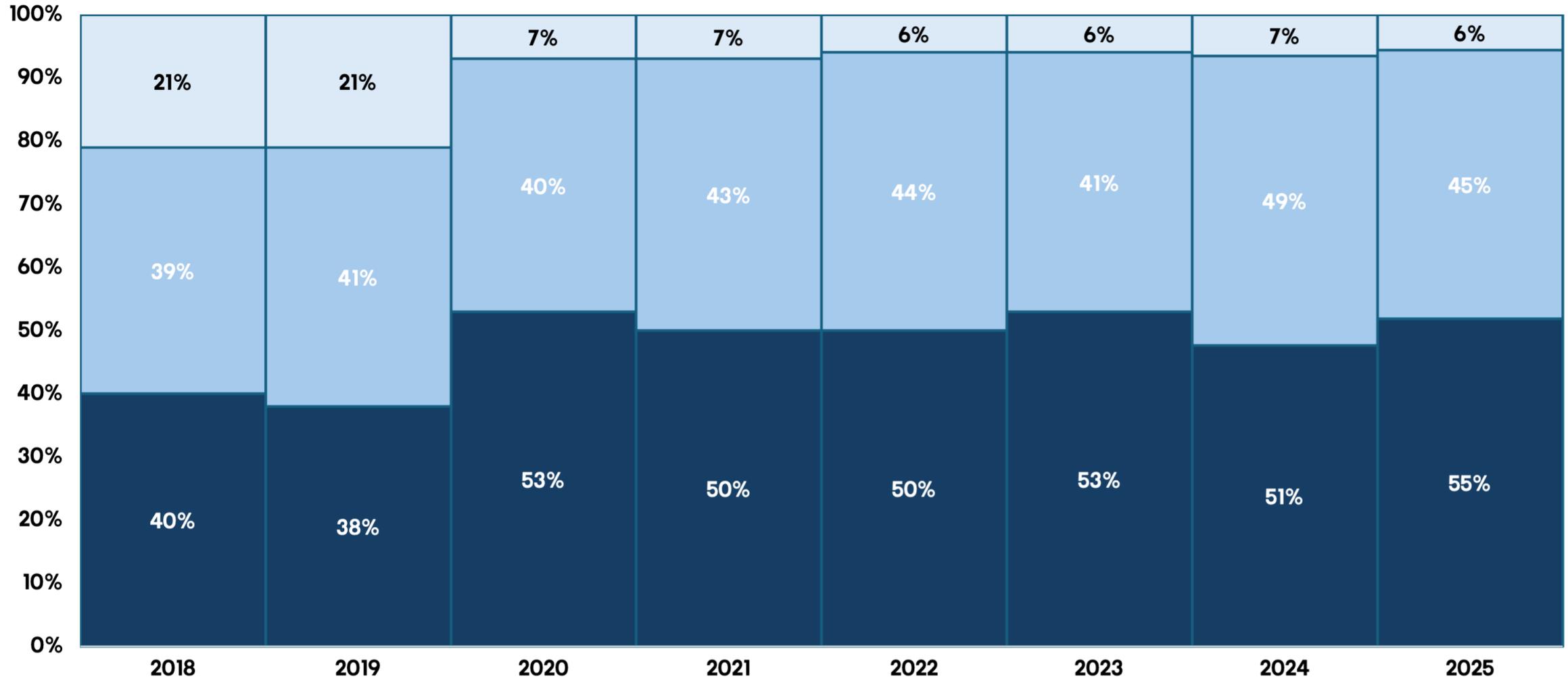
- 48% of dedicated cloud environments are classified as remote or edge deployments.



N = 1,724, QC6 Source: QDV1 3Q24 Cloud Pulse Survey, October 2024, IDC

Workload placement over the years (Flexera)

■ Public Cloud ■ Private Cloud ■ Other



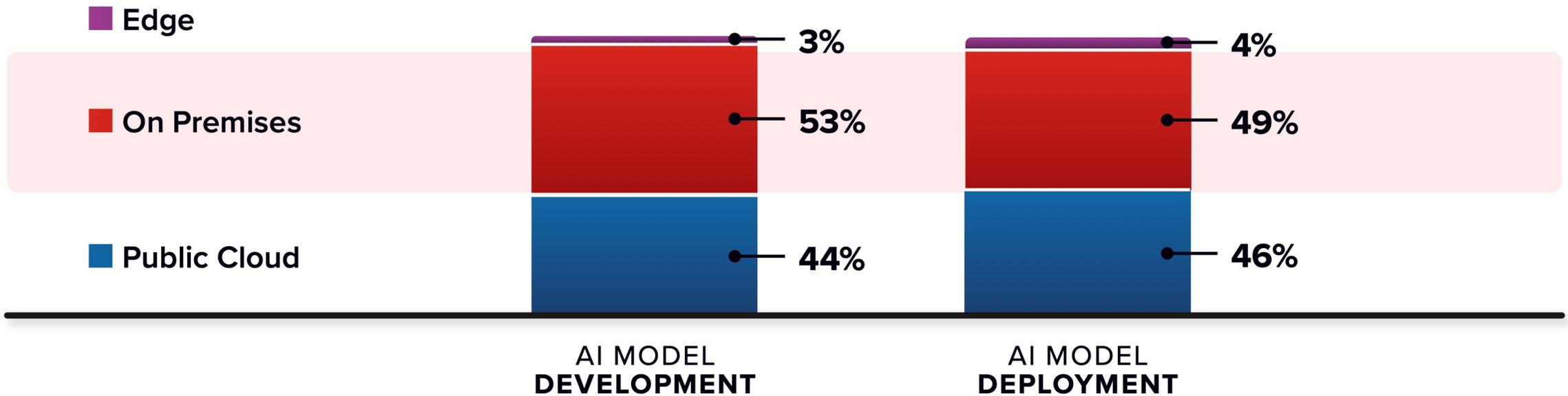
"Other" is "Non-cloud" in 2018 and 2019, "Additional workloads in public cloud in 12 months" in remaining years.

FIGURE 5

Deployment Location for the Development and Deployment of AI Models

Where does your organization primarily develop and deploy AI models?

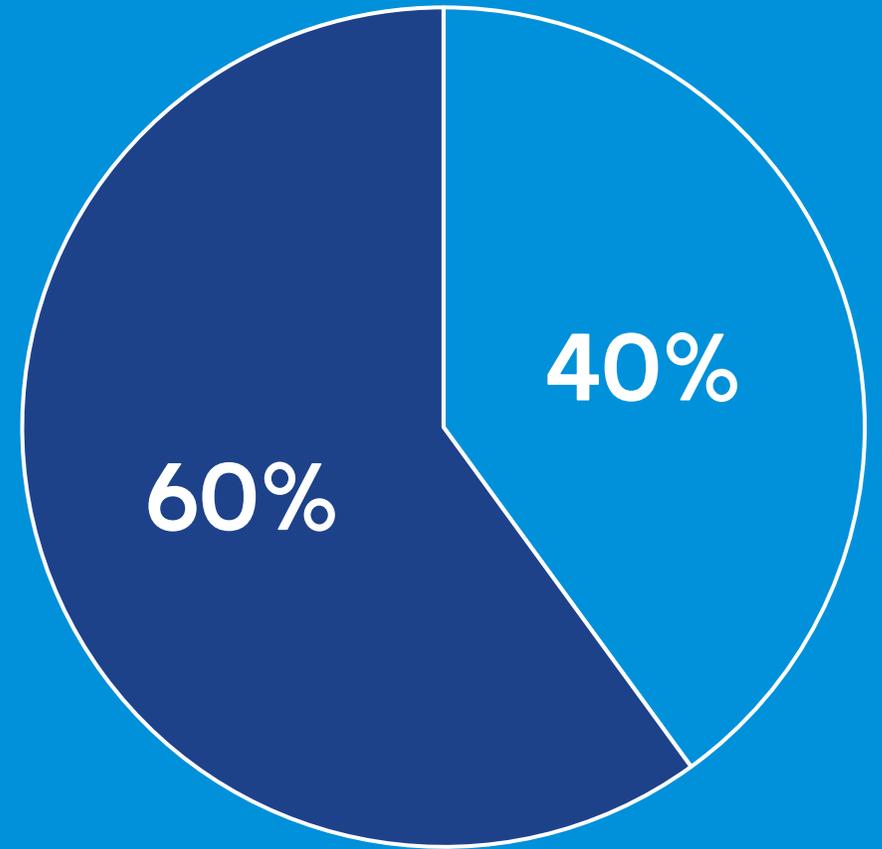
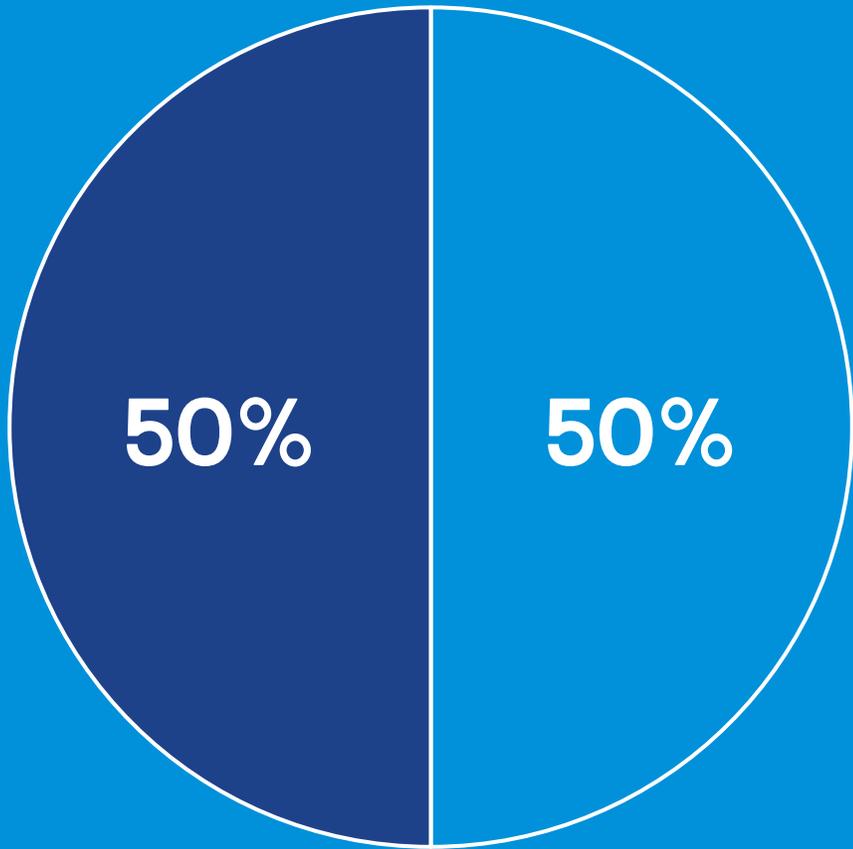
(Percentage of respondents)



Note: Public cloud includes public cloud provider, managed services provider, and special-purpose cloud. On premises includes private cloud, traditional infrastructure, and colocation provider. n = 411; Source: IDC's *AI Infrastructure Survey*, July 2024.

For an accessible version of the data in this figure, see [Figure 5 Supplemental Data](#) in Appendix 1.

Where the workloads live, rough estimates



What is a platform?



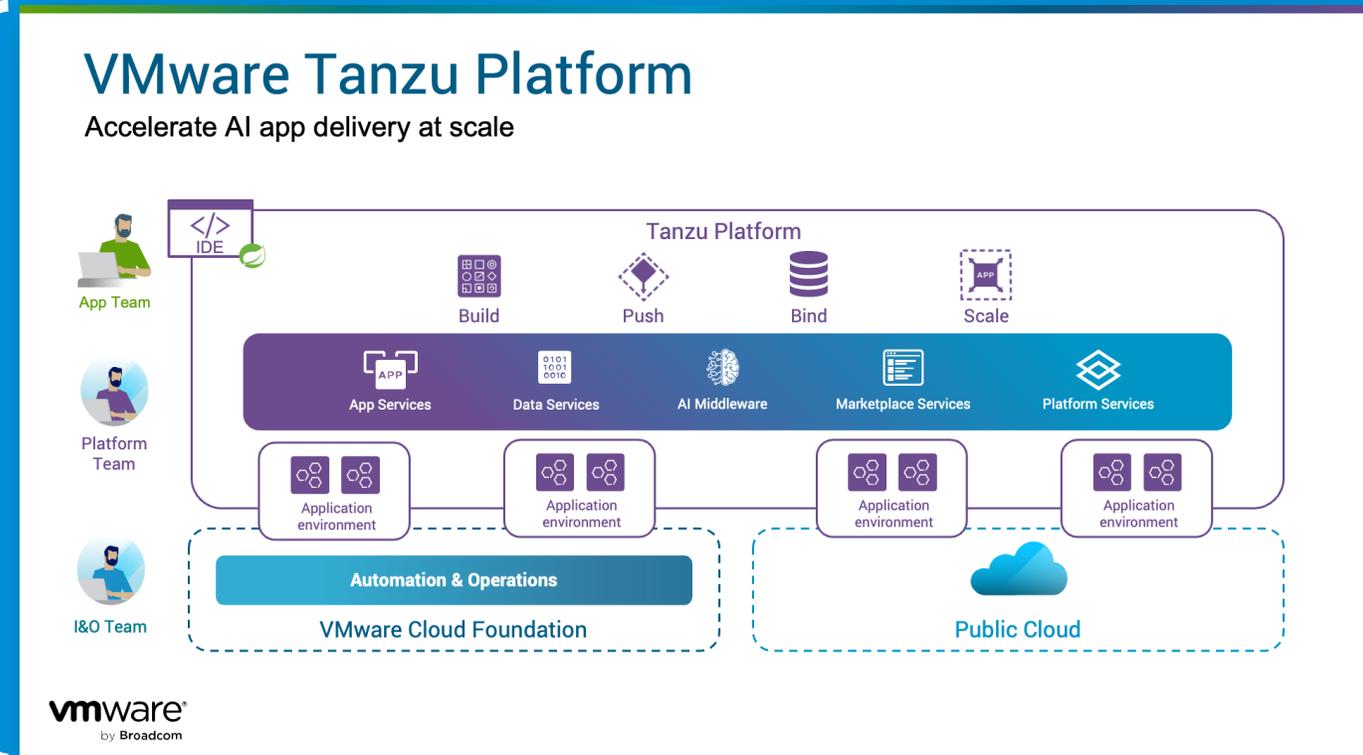
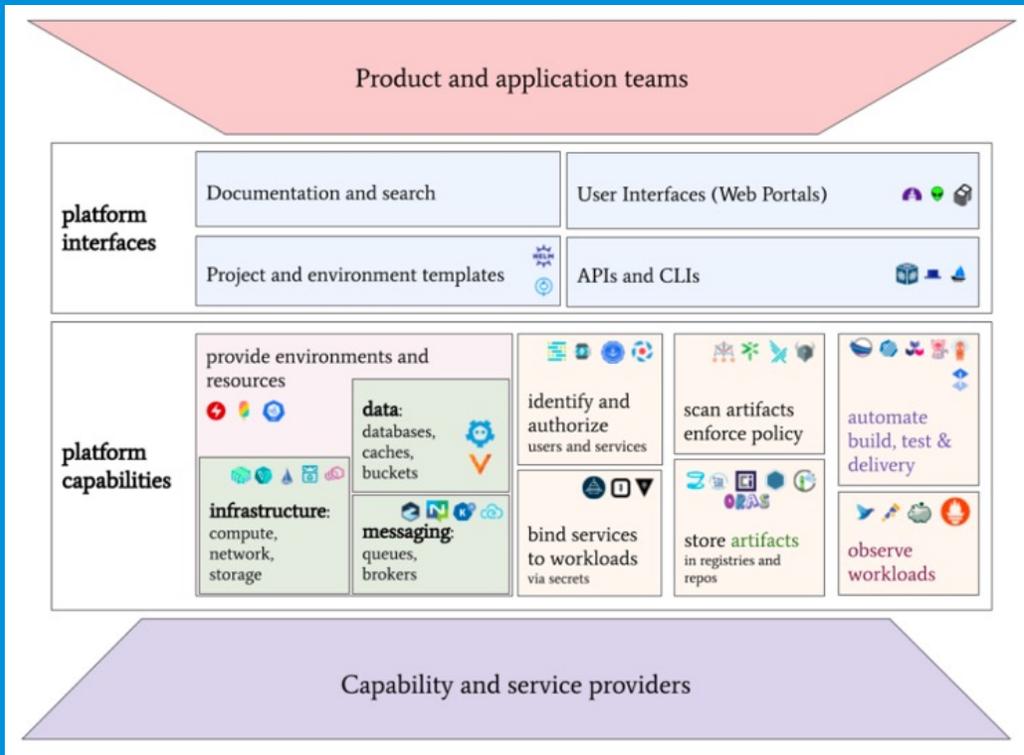
A digital platform is a foundation of self-service APIs, tools, services, knowledge and support which are arranged as a compelling internal product.

[SO THAT] Autonomous delivery teams can make use of the platform to deliver product features at a higher pace, with reduced co-ordination.

[Evan Bottcher](#), March, 2018

What is a *platform*?

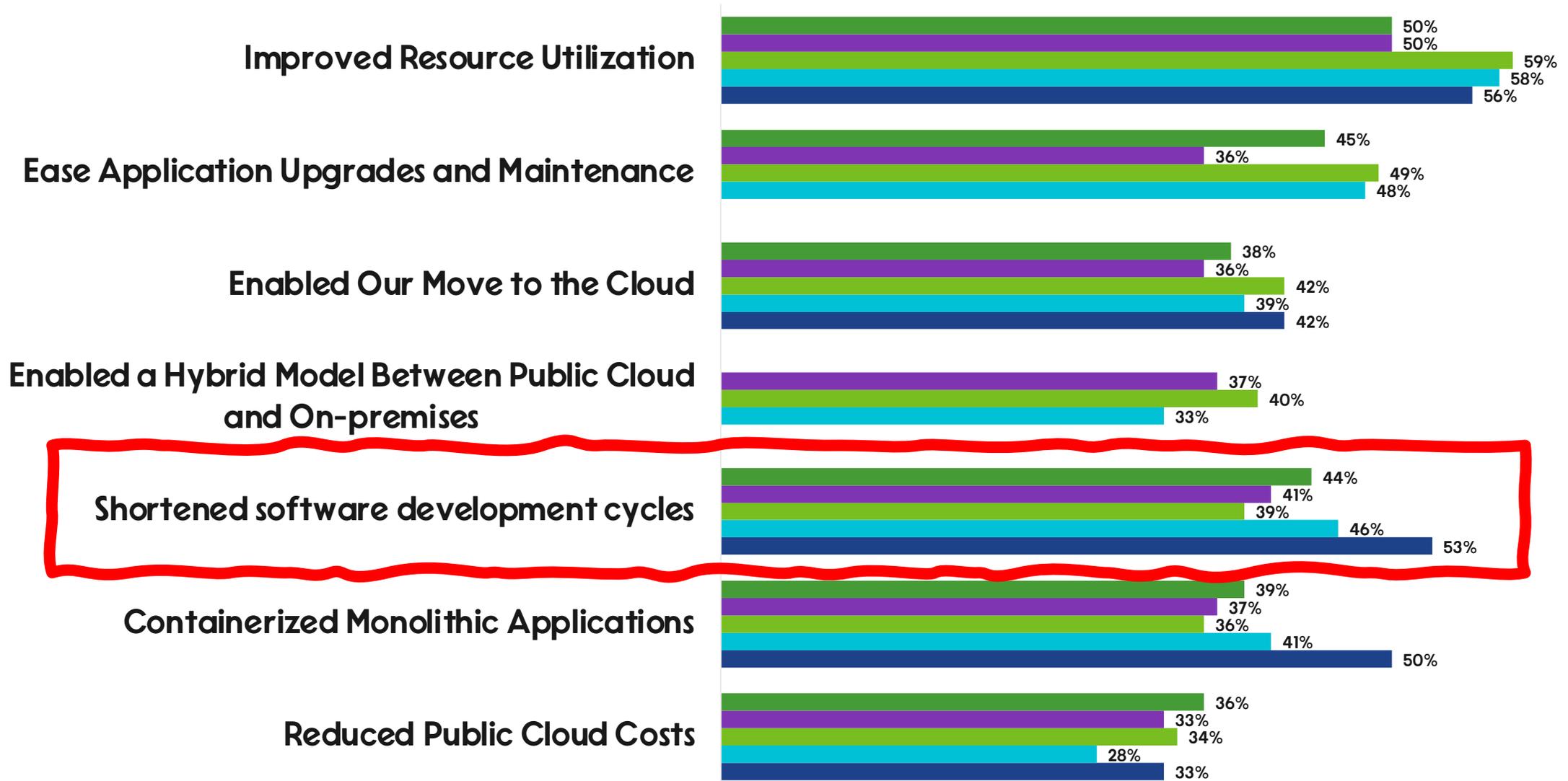
Centralized, standardized stack for building, running, and managing in-house apps.

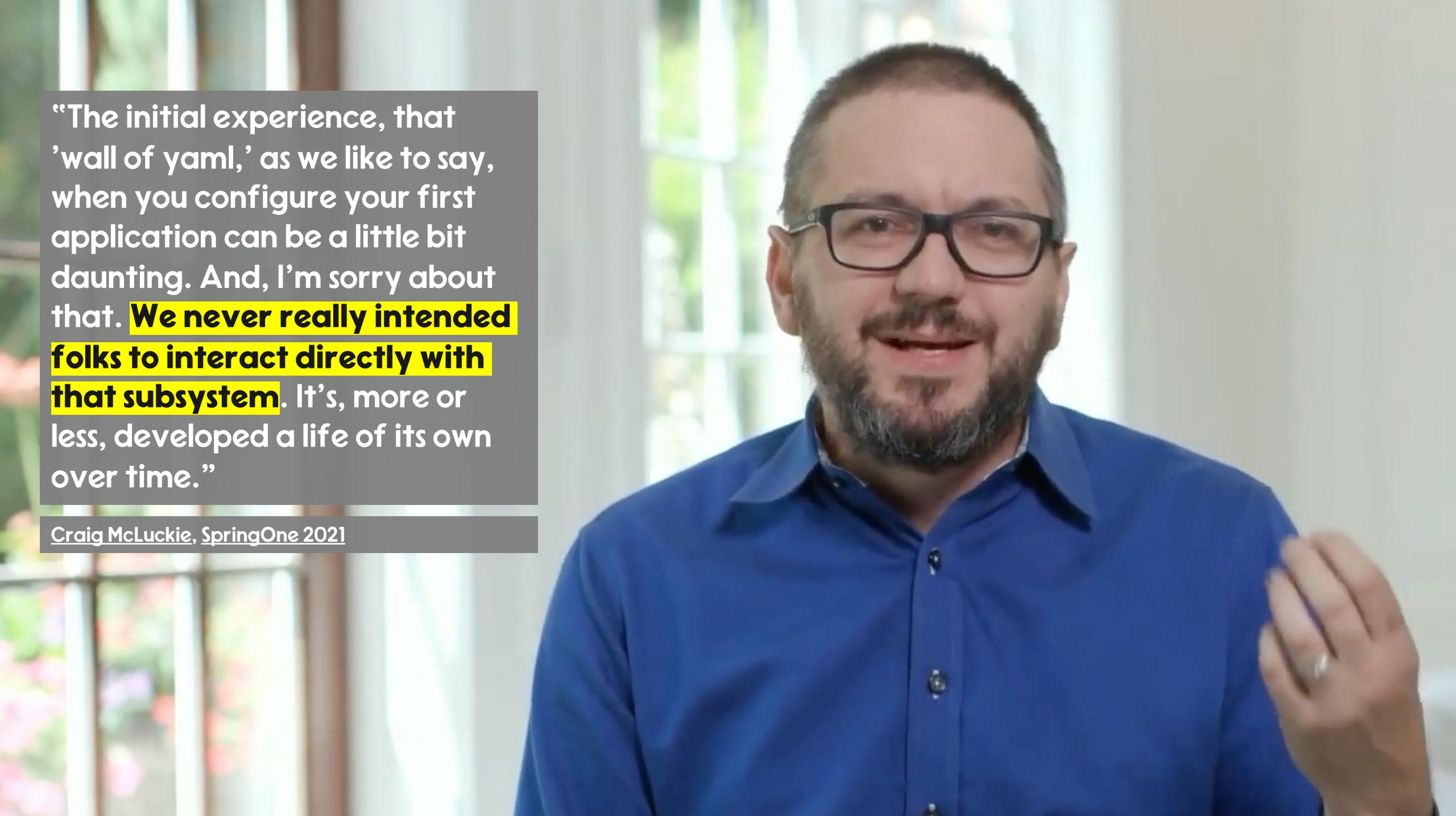


**Is Kubernetes a
platform?**

What benefits has your organization realized from operating Kubernetes?

■ 2024 ■ 2023 ■ 2022 ■ 2021 ■ 2020



A man with short brown hair, a beard, and glasses is speaking. He is wearing a blue button-down shirt. He is positioned in front of a window with white frames, through which some greenery is visible. The background is slightly out of focus.

“The initial experience, that ‘wall of yaml,’ as we like to say, when you configure your first application can be a little bit daunting. And, I’m sorry about that. **We never really intended folks to interact directly with that subsystem.** It’s, more or less, developed a life of its own over time.”

Craig McLuckie, SpringOne 2021

How do you run a platform?

(in private cloud)

“We are building this platform not for us, we are building it for Mercedes-Benz developers.”

Thomas Müller, Mercedes-Benz



Find the Developer Toil, Confusion, Blockers

Find the Developer Toil, Confusion, Blockers

- What are we making?
- We have a strong vision for our product, and we're doing important work together every day to fulfill that vision.
- I have the context I need to confidently make changes while I'm working.
- I am proud of the work I have delivered so far for our product.
- I am learning things that I look forward to applying to future products.
- My workstation seems to disappear out from under me while I'm working.
- It's easy to get my workstation into the state I need to develop our product.
- What aspect of our workstation setup is painful?
- It's easy to run our software on my workstation while I'm developing it.
- I can boot our software up into the state I need with minimal effort.
- What aspect of running our software locally is painful? What could we do to make it less painful?
- It's easy to run our test suites and to author new ones.
- Tests are a stable, reliable, seamless part of my workflow.
- Test failures give me the feedback I need on the code I am writing.
- What aspect of production support is painful?
- We collaborate well with the teams whose software we integrate with.
- When necessary, it is within my power to request timely changes from other teams.
- I have the resources I need to test and code confidently against other teams' integration points.
- What aspect of integrating with other teams is painful?
- I'm rarely impacted by breaking changes from other tracks of work.
- We almost always catch broken tests and code before they're merged in.
- What aspect of committing changes is painful?
- Our release process (CI/CD) from source control to our story acceptance environment is fully automated.
- If the release process (CI/CD) fails, I'm confident something is truly wrong, and I know I'll be able to track down the problem.
- What aspect of our release process (CI/CD) is painful?
- Our team releases new versions of our software as often as the business needs us to.
- We are meeting our service-level agreements with a minimum of unplanned work.
- When something is wrong in production, we reproduce and solve the problem in a lower environment.

It's too expensive to build your own platform

(Some admittedly hand-wave-y consultant & vendor math)

7 teams

	A	B	C	D	E	F
1	Cumulative cost DIY PaaS organization					
2	# Teams	7	Cumulative Spend (All Teams)		Headcount	
3	Conjecture Source		1st year	5th year	1st year	5th year
4	Port		\$7,350,000	\$38,150,000	49	49
5	Tanzu		\$7,500,000	\$41,500,000	60	60
6	RedHat Forrester Consulting (TEI)		\$7,654,500	\$56,133,000	42	70
7	Port/Gartner		\$10,500,000	\$40,600,000	70	70
8	Enterprise Technology Leadership Journal (DOES)		\$17,486,000	N/A	~40 to ~80	N/A

3 teams

	A	B	C	D	E	F
1	Cumulative cost DIY PaaS organization					
2	# Teams	3	Cumulative Spend (All Teams)		Headcount	
3	Conjecture Source		1st year	5th year	1st year	5th year
4	Port		\$3,150,000	\$16,350,000	21	21
5	Tanzu		\$3,500,000	\$21,500,000	28	28
6	RedHat Forrester Consulting (TEI)		\$3,280,500	\$24,057,000	18	30
7	Port/Gartner		\$4,500,000	\$17,400,000	30	30
8	Enterprise Technology Leadership Journal (DOES)		\$7,494,000	N/A	~40 to ~80	N/A

Sources: "The Total Economic Impact Of Red Hat OpenShift Platform Plus," Forrester Consulting, January, 2023; "Measuring The Value Of Your Internal Of Your Internal Developer Platform Developer Platform Investments," Sridhar Kotagiri, A Jay Chankramath, Enterprise Technology Leadership Journal Spring 2024; "What is the ROI of Spotify's Backstage internal developer portal?" Sooraj Shah, Port, January, 2025; "The Upside Down Economics of Building Your Own Platform," Jared Ruckle, Bryan Friedman, Matt Walburn, Coté, 2017, 2021, 2025e.

Run and customize your PaaS, don't build it

350 apps supported by **7** platform engineers

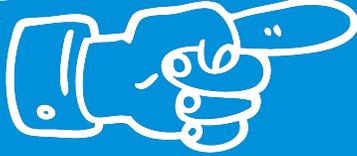
300 apps supported by **8** platform engineers

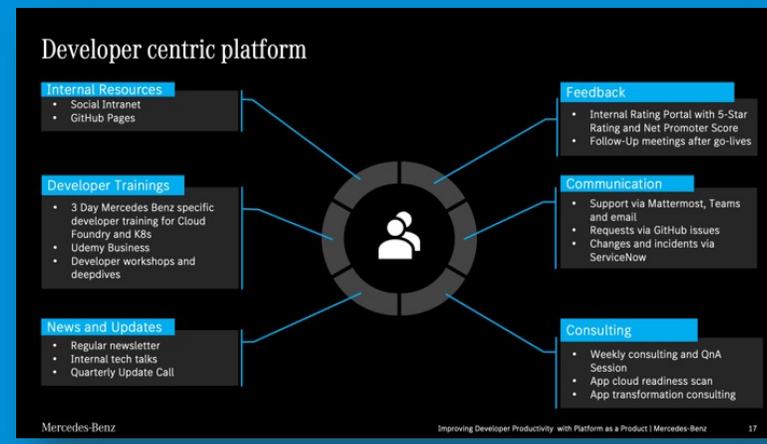
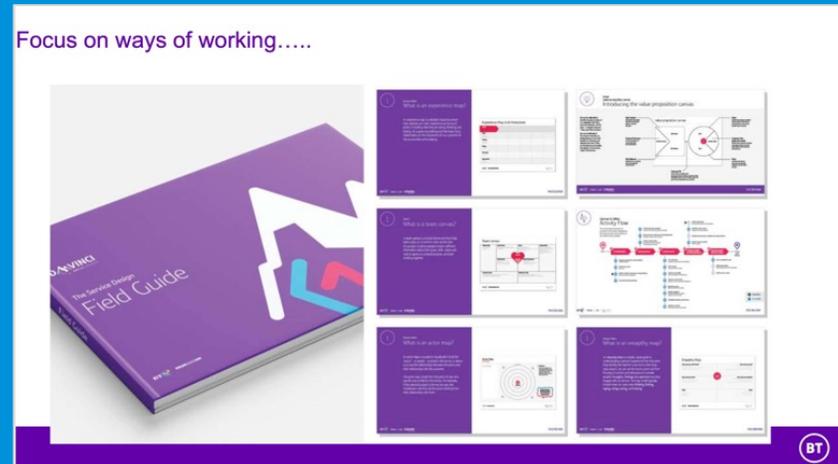
1,200 developers supported by **6** platform engineers

2,500 developers supported by **5** platform engineers

45 app teams supported by **1** ops team

Platform marketing & community management

Free Paper 



Sources: ING, 2023; BT Canvas team; MB.io; Duke Energy; Allstate; "Take DevOps to 11 and Sprinkle Cloud on it with Rainbows and Unicorns," Matt Curry, s1p 2017. "Improve Developer Productivity with Platform as a Product," VMware Explore, Nov. 2022; Kessel Run Wikipedia page (circa Feb 2025); "The Art of Platform Marketing: You've Gotta Sell It," Coté, June, 2023; "The Developer Platform," various, IT Revolution, Fall, 2022.

Metrics for the LINE OF BUSINESS

Speed

Velocity is a vector comprised of speed and direction.

We bring a raw speed of advantage to the LOBs and also enable them to rapidly and reliably respond to changes in direction in the service of the business based on user feedback loops.

MEASUREMENTS

- ❑ Time to value (cycle time)
- ❑ Frequency of customer feedback
- ❑ Time between bug identification and fix
- ❑ Time from feedback to deployment of change
- ❑ Customer satisfaction (NPS)
- ❑ Business satisfaction

Stability

Reality is a complex landscape of changing priorities, emergent bugs, evolving architectures, and staffing changes.

We help the LOB achieve resiliency and low volatility as they deliver customer value in the face of this complex reality.

MEASUREMENTS

- ❑ Volatility (std dev in velocity / mean velocity)
- ❑ # of defects generated per developer - year
- ❑ % of software launches / upgrades delayed due to defects
- ❑ Employee satisfaction (ENPS)

Scalability

LOBs need to scale across two dimensions:

People - LOBs strive to attract developers and ramp productivity linearly with personnel.

Apps - LOBs need to rapidly scale their applications and their complexity to handle demand.

MEASUREMENTS

- ❑ # of products in development
- ❑ # of products measuring business success
- ❑ Investment ratios: spend developing software vs operating and systems
- ❑ Disruption caused by doubling workload
- ❑ Ability to attract and retain talent (# of internal referrals)

Security

To move rapidly the team needs to feel secure in making code changes aggressively. Automated test coverage provides this safety net.

To rapidly search for customer value LOBs must adopt a learning culture that fosters psychological safety necessary to fail and learn from failure.

MEASUREMENTS

- ❑ % teams using CI
- ❑ % teams doing TDD
- ❑ Time from commit to deployment

Savings

Teams must reduce risk and waste through small batch delivery and fast consumer feedback.

This drives significant savings as use of the product grows and is key to maintaining their trust and enabling them to go fast, forever.

MEASUREMENTS

- ❑ Fraction of developer time spend writing code and delivering value
- ❑ Product:dev ratio
- ❑ Business satisfaction
- ❑ # of go/no-go decisions based on business success

Metrics for the IT

Speed

IT can efficiently upgrade, patch, and manage the platform.

They rapidly onboard new application teams and provide the necessary services to quickly unblock teams and enable them to deliver consumer value.

MEASUREMENTS

- ❑ # prod/dev deploys per month
- ❑ # platform upgrades per month
- ❑ Platform upgrade speed
- ❑ # of new apps onboarded/month
- ❑ Team distribution of skills

Stability

Our customers entrust us with their production workloads and their developer productivity.

We must provide adequate SLOs to meet their needs and earn their trust by ensuring compatibility and uptime across platform upgrades.

MEASUREMENTS

- ❑ Minutes of prod outage per year
- ❑ Minutes of dev outage per year
- ❑ Mean time to recovery
- ❑ Mean time between failures
- ❑ # of upgrade-related failures

Scalability

IT needs to provide an “at-scale” service on-demand at the whim of the business.

They need to explore all options with minimal friction as they grapple with the mix of workloads on-premise and in the cloud.

MEASUREMENTS

- ❑ Queries per second
- ❑ # of AIs per foundation
- ❑ # of SIs per foundation
- ❑ # of foundations
- ❑ # of teams using the platform
- ❑ Does increasing workload on existing

Security

Security is a paramount concern for our customers. We earn their trust by providing a platform that is secure by default.

We solve for security and reduce security-related friction and toil in order to enable our customers to go fast, forever.

MEASUREMENTS

- ❑ Time between identifying and patching a CVE
- ❑ Cost in person-hours or dollars of leaked credential
- ❑ Fraction of operator time spent on security configuration
- ❑ # of disruptions/suspensions due to security concerns

Savings

IT must meet the needs of thousands of developers within tight budgetary constraints.

We provide a platform that simultaneously reduces complexity and sprawl and improves the ops:dev ratio.

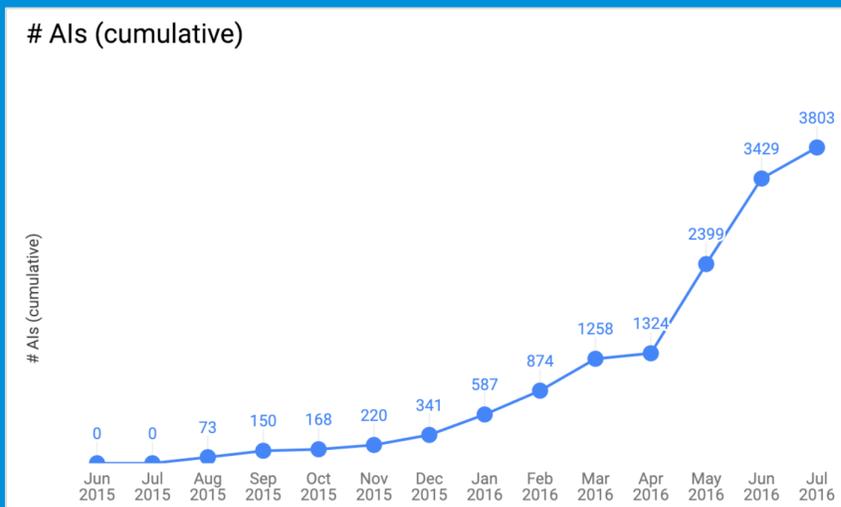
MEASUREMENTS

- ❑ Operator:developer ratio
- ❑ # of apps per operator
- ❑ # of foundations per operator
- ❑ Degree of automation for provisioning, build, test, change approval governance, deployment, perf

Scaling Phase – Pairing & Seeding to build trust & training



1. Create platform marketing program.
2. Find two to five more apps.
3. Pair & seed from first dev & platform team to new teams.
4. "Shift Left" – build golden paths for governance, security, etc.
5. Add more infrastructure staff with pairing & seeding.
6. Do this for three months.
7. Repeat, growing number of apps as pairing & seeding allows.





Getting ready for a 3 to 5 year journey

	Aspect	Provisional	Operational	Scalable	Optimizing
<u>Investment</u>	<i>How are staff and funds allocated to platform capabilities?</i>	Voluntary or temporary	Dedicated team	As product	Enabled ecosystem
<u>Adoption</u>	<i>Why and how do users discover and use internal platforms and platform capabilities?</i>	Erratic	Extrinsic push	Intrinsic pull	Participatory
<u>Interfaces</u>	<i>How do users interact with and consume platform capabilities?</i>	Custom processes	Standard tooling	Self-service solutions	Integrated services
<u>Operations</u>	<i>How are platforms and their capabilities planned, prioritized, developed and maintained?</i>	By request	Centrally tracked	Centrally enabled	Managed services
<u>Measurement</u>	<i>What is the process for gathering and incorporating feedback and learning?</i>	Ad hoc	Consistent collection	Insights	Quantitative and qualitative

Thanks!

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