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Remote Tech Night

Site Reliability Engineering

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Run the systems I develop for 10+ years
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Podcast)



What is Reliability?

Software Architecture (ISO 25010)

- availability, fault tolerance, recoverability, maturity

Google SRE responsibilities

- availability, latency, performance, efficiency, change management, monitoring, emergency response, and capacity planning

Why reliability?

If your application cannot
be used, what are your
nice features worth?



500. That's an error.

The server encountered an error and could not complete your request.

If the problem persists, please [report](#) your problem and mention this error message and the query that caused it. That's all we know.



How much reliability?

Pace makers, x-by-wire in cars and plains need extremely high reliability



1 FORCE SENSOR

This unit sends commands to the actuators and acts as the driver's feedback resistance to the wheel.

2 CLUTCH

Most of the time it's open. Faults force it closed, creating a solid mechanical connection between the steering wheel and the actuators.

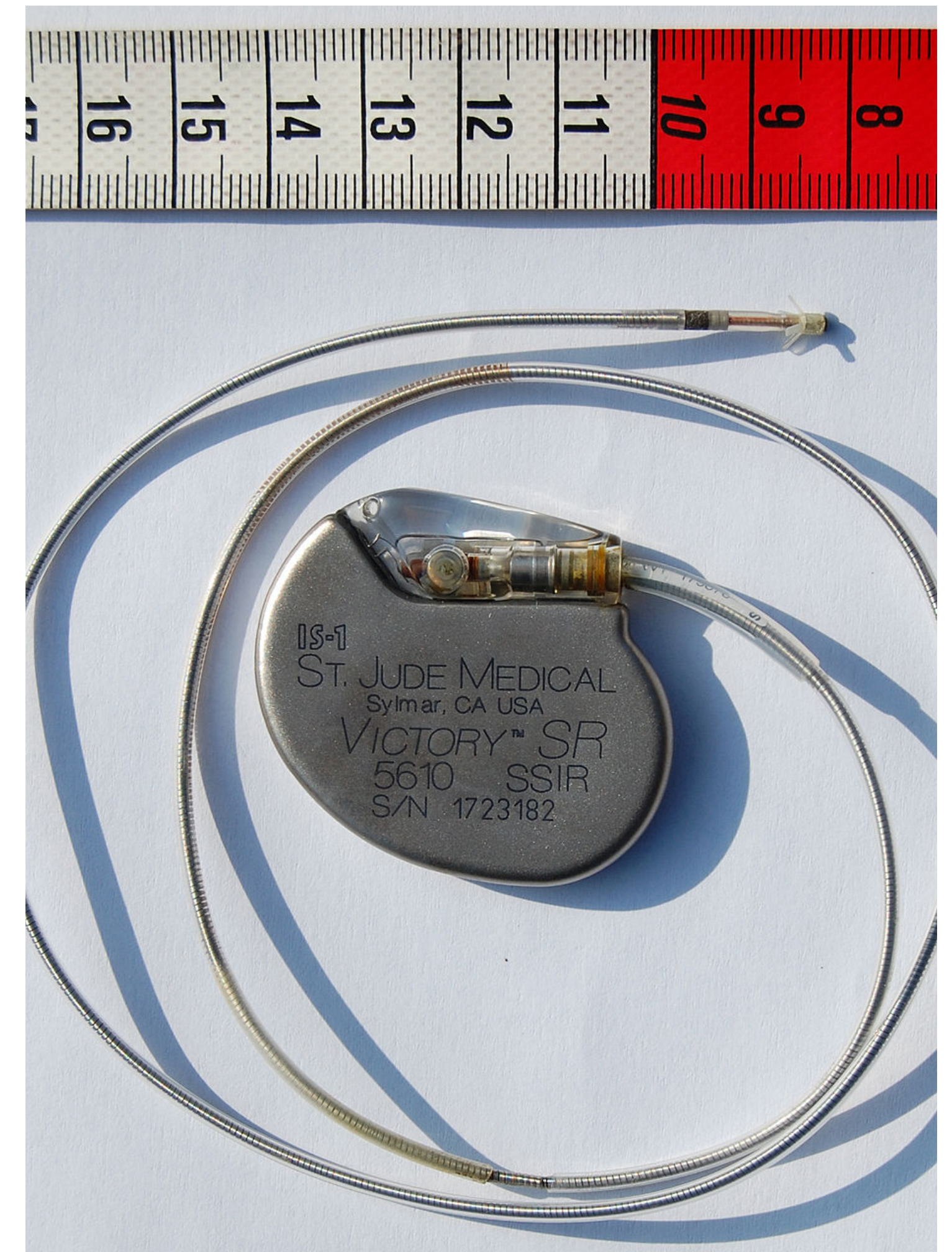
3 MODULES

These are electric-assist motors and the control unit. They also act as backup actuators for safety.

4 STEERING-ASSIST MOTORS

Two of these smaller motors are connected to the larger one. Plus, this arrangement provides a low-slung longitudinal engine for a low-slung longitudinal engine.

Steer-by-wire: <https://mymotorwheels.wordpress.com/2017/02/10/have-you-ever-wondered-what-is-drive-by-wire/>



https://en.wikipedia.org/wiki/Artificial_cardiac_pacemaker

How much reliability?

Google Ads makes 4000 USD per second

amazon.com retail makes 5000 USD per second



amazon.com

Google Ads

How much reliability?

Finance: usually
"medium"

SaaS usually "high"

Retail usually "high"

Websites not generating
much revenue usually
"low"

Platforms and developer



OTTO



Reliability is often not well understood

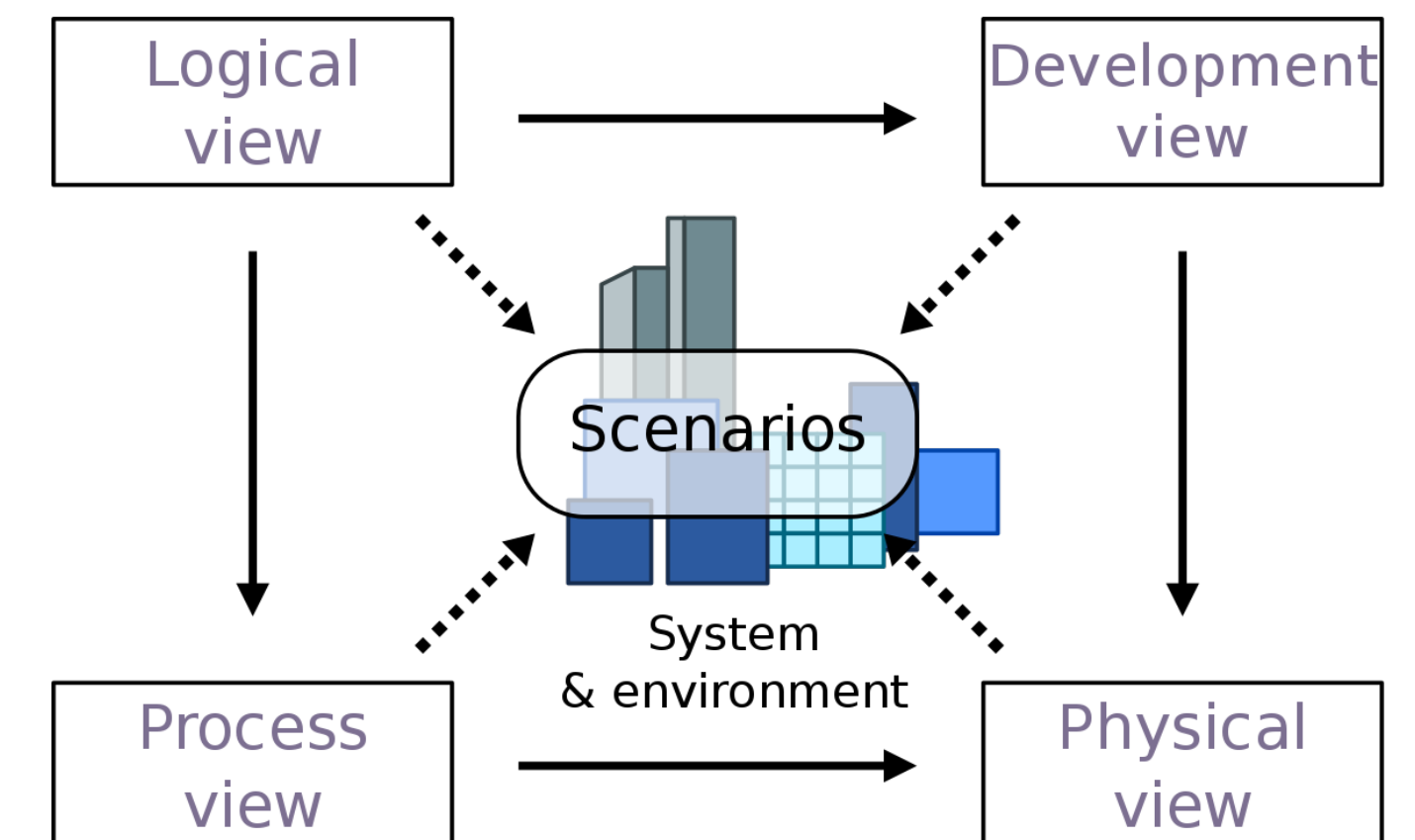
- People expect systems be available 100% of the time or "as much as possible"
- Availability comes with a cost. You need to make cost/benefit trade-offs
- Invisible: the absence of errors
- If your system is unreliable, it is already too late. Fix is often hard
- It is continuous work and not fire fighting

Causes for Reliability Problems?

- "You build it, you run it" often suffers from inexperienced devs
- Operations is not treated as it should by lead developers and architects



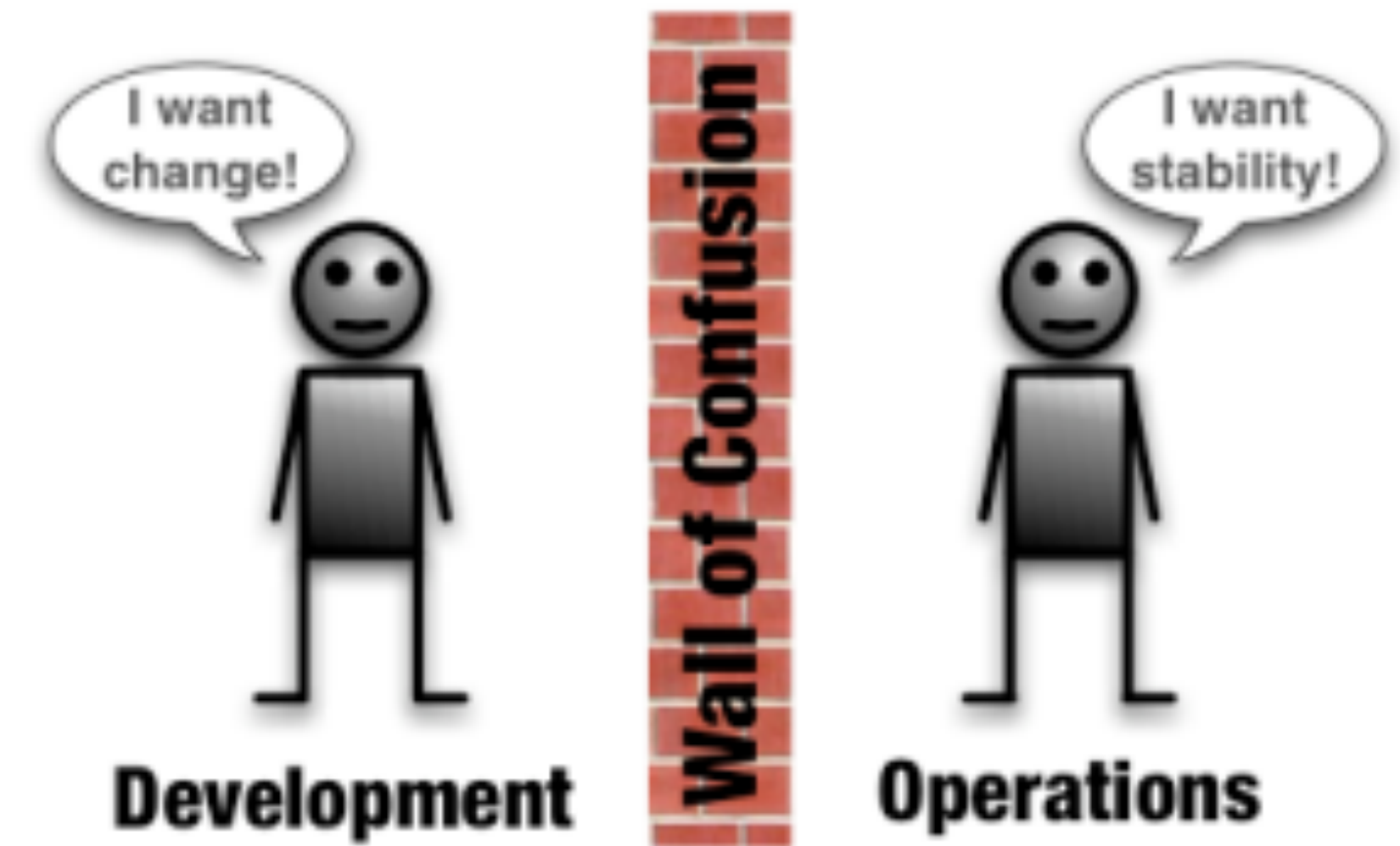
Release It, M. Nygard



Source: [4+1 Model, Wikipedia](#)

Causes for Reliability Problems?

- Dev and Ops have conflicting goals
- Ops has no idea of the code they are running



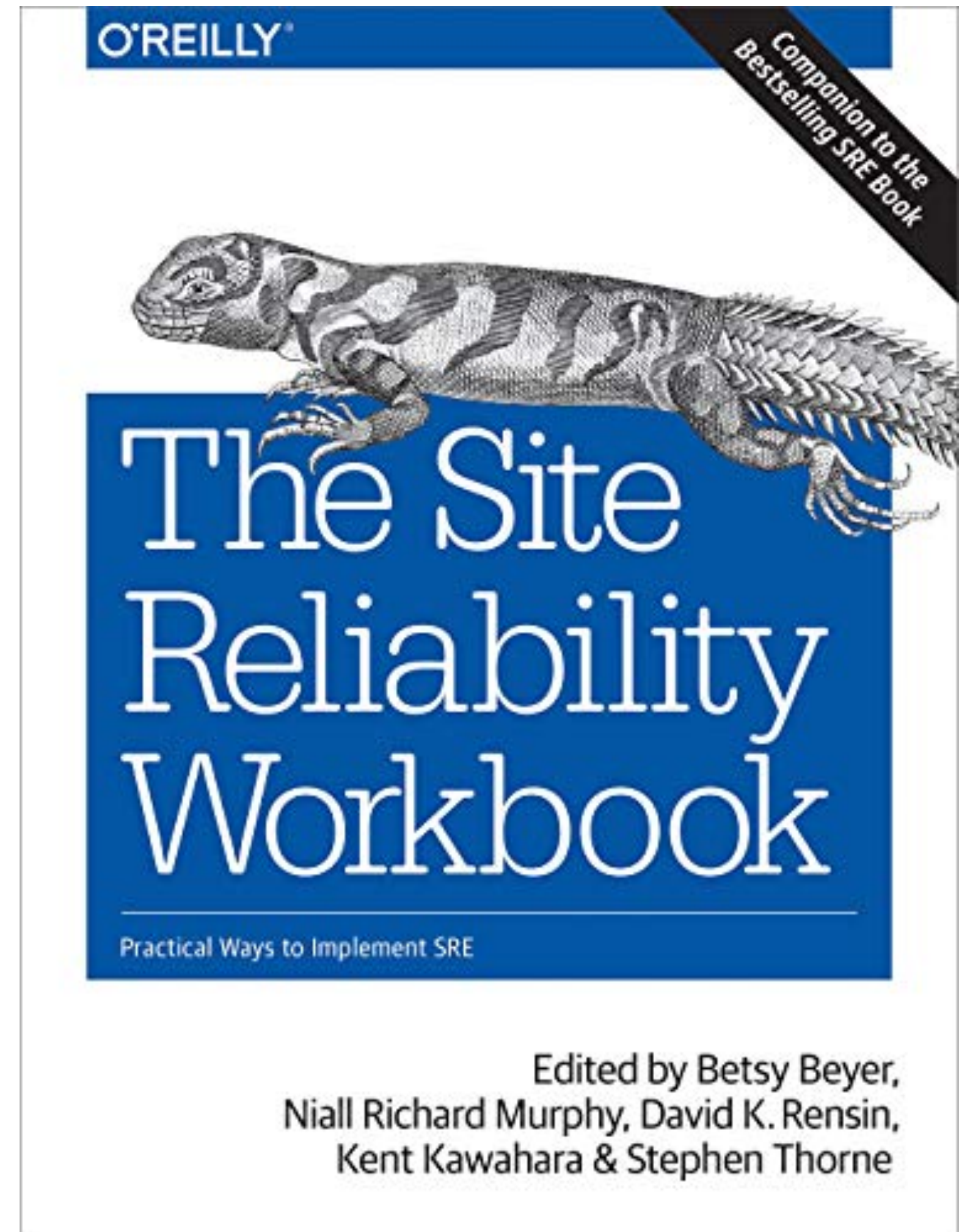
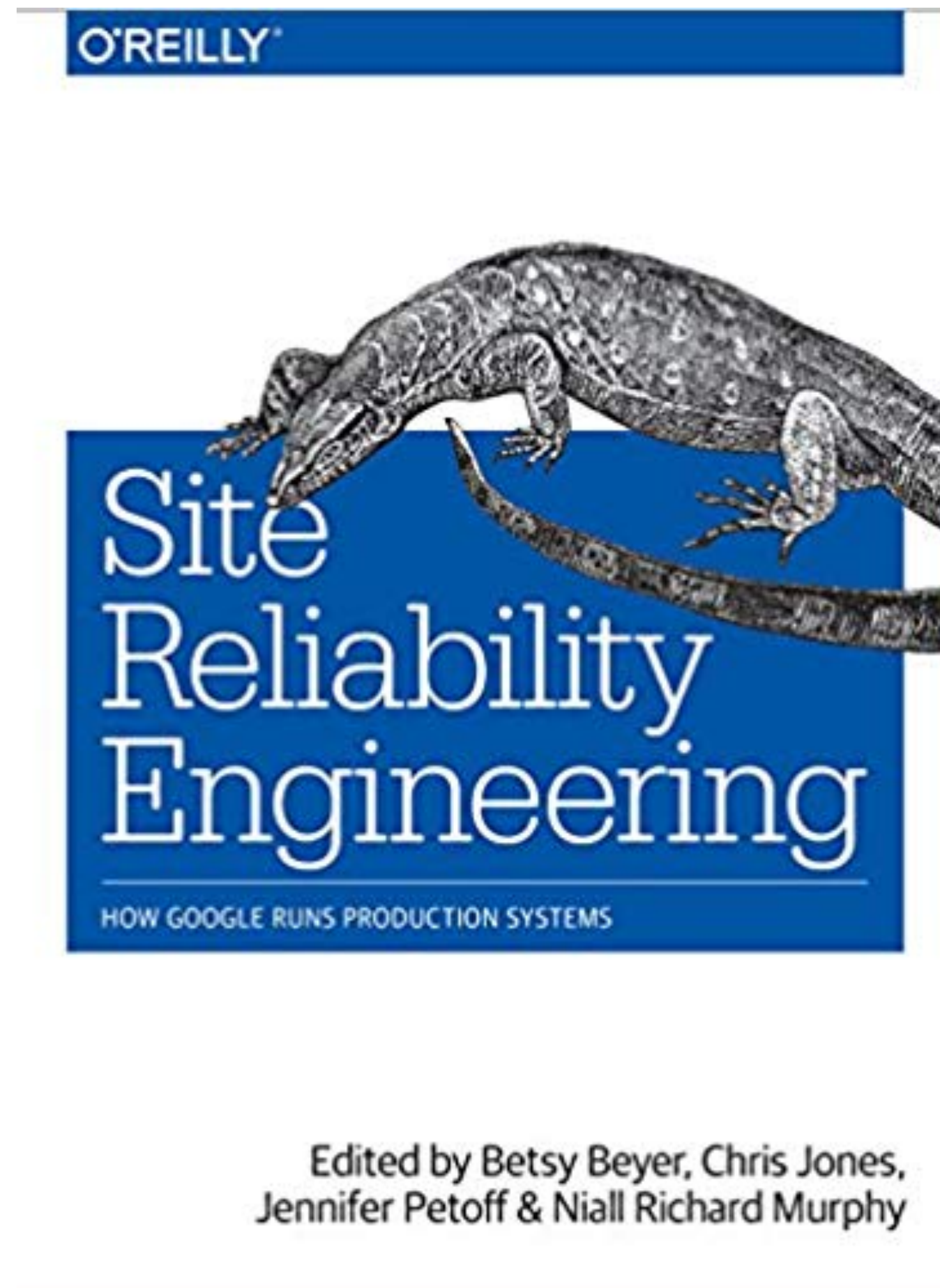
Source: Andrew Clay Shafer,
Agile Infrastructure

SRE at Google

Published two books

The original "blue bible"

The workbook
(experiences with CRE -
Customer Reliability
Engineering)



**Reminder:
You are not
Google**



~1B users

~10k engineers

engineers > services

Source: Björn Rabenstein, SREcon

SRE at Google

- Google has an SRE and a DEV organisation.
- SREs are embedded in DEV teams
- SREs have SLIs/SLOs, can push back and make tomorrow better than today

Service Level.*

- **Service Level Indicator (SLI):** sensor, gauge
- **Service Level Objective (SLO):** expectation
- **Service Level Agreement (SLA):** contract

Service Level .* Consequences

- SLIs require monitoring
 - Client side instrumentation / EUM
 - Server side request logs/metrics
 - Front end infrastructure metrics
- SLOs require understanding the customer needs
 - Hard question
 - Incremental approach
 - Meaningful, e.g. what means availability in a Microservices architecture?

Error Budget

- **Error Budget = 1 - SLO**
- **SLO = 99,9% availability**
 - **=> Error Budget = 0.1% allowed downtime/failed requests**
- **or: SLO = 99,9% of requests are faster than 150 ms in the 95th percentile**



Source: SRE course, Coursera

SREs can say "no"

- **Error Budget spent: no launches until issues are fixed**
- **SREs can return the pager to the DEV team**
- **SREs can leave a DEV team without consequences**
- **Ability to create back pressure makes a self-regulating loop**
 - **—> Removes major conflict between DEV and OPS**

Make tomorrow better than today

- SREs are coders
- 50% cap on ops work
 - Ops work above those 50% will be assigned to DEV team
 - Self-regulating, DEV team sees system in action
- 50% dev work: write software to reduce "toil"

Ops Team

Alone on call
Fix all the mess
Stakeholder

SRE Team

On call with devs
Push back
Part of dev team

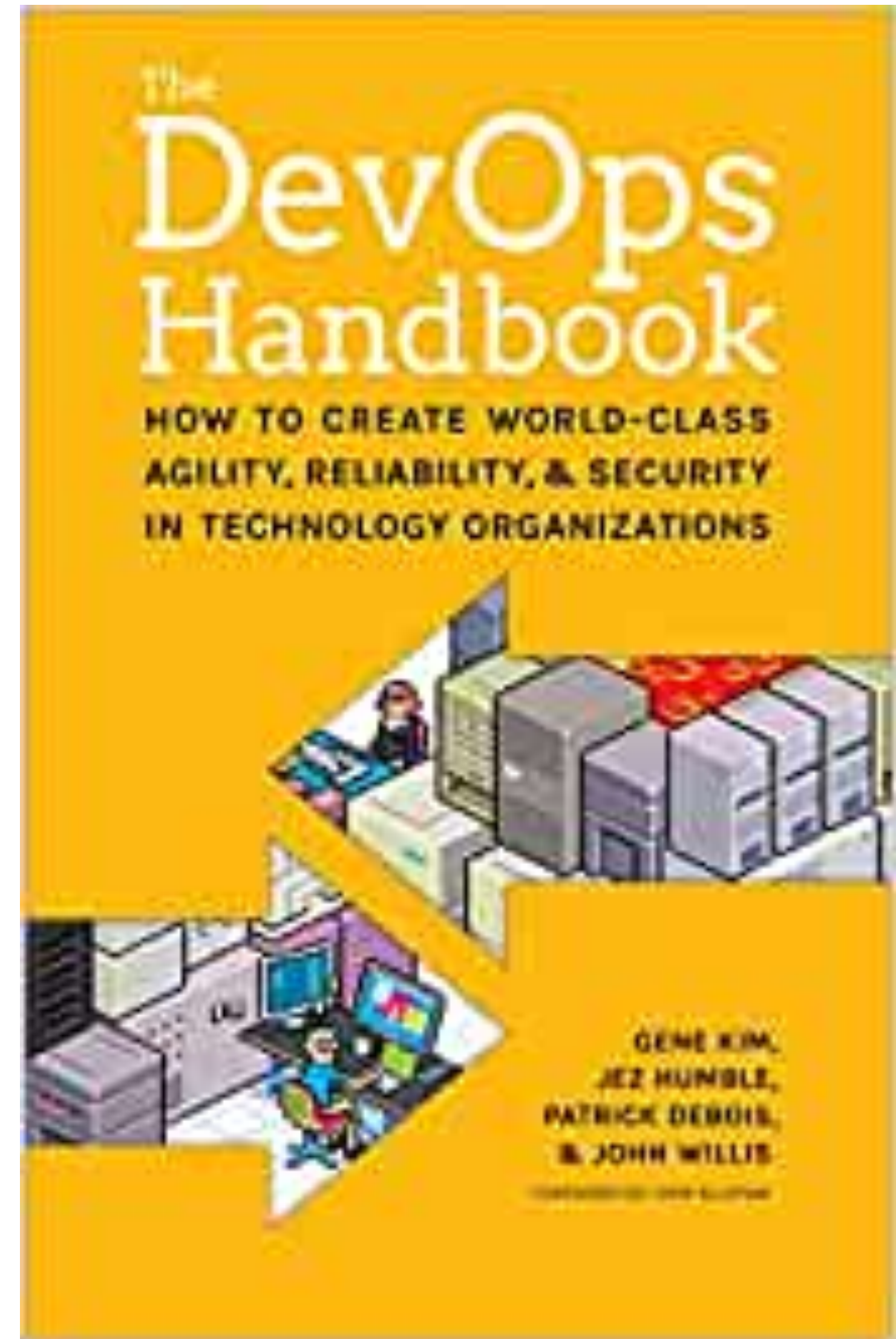
Is SRE an Ops Replacement?

- SRE balances feature velocity and stability
- Systems without feature velocity likely do not need SRE practices
 - On premise data center
 - Packaged software

SRE and DevOps

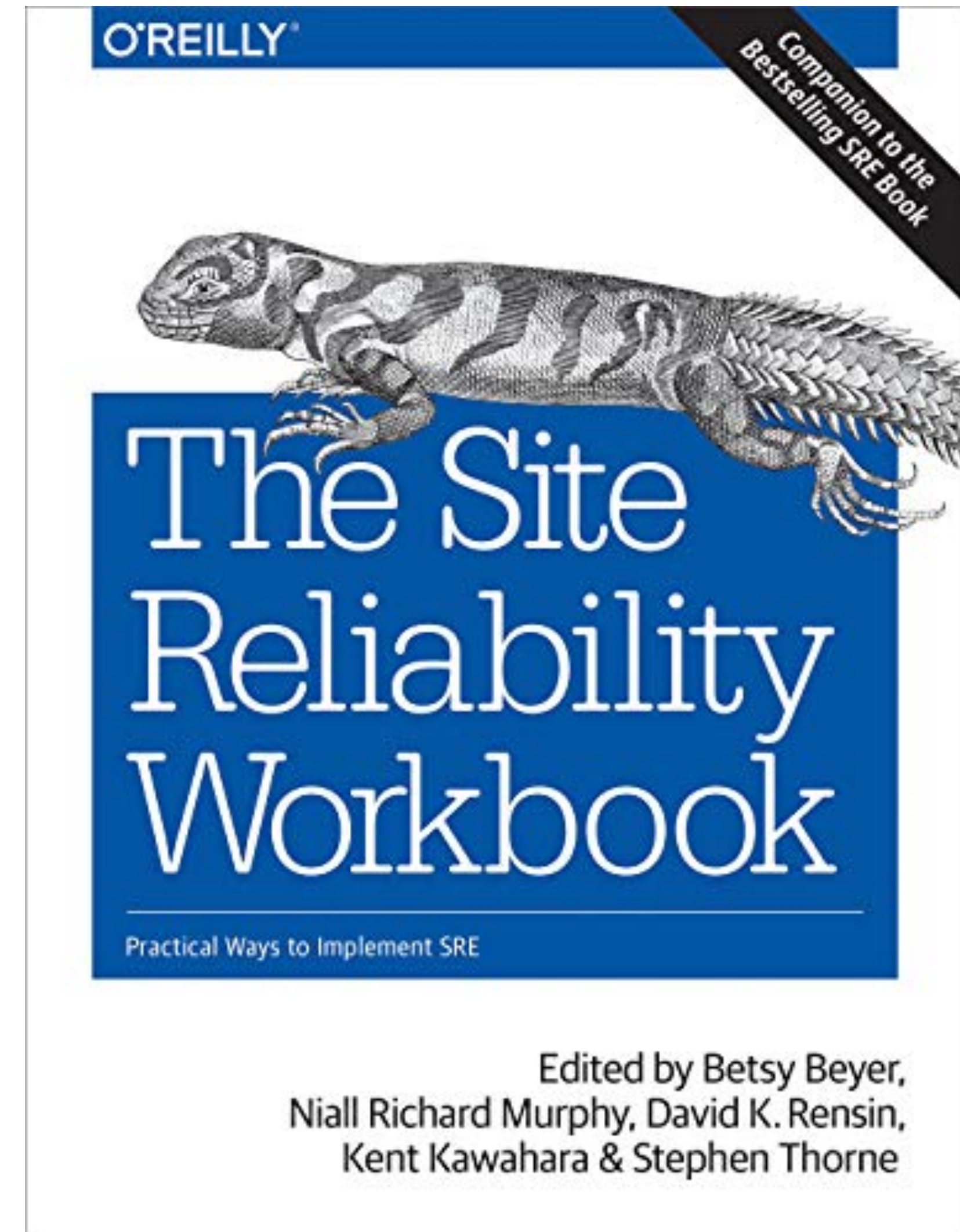
DevOps

- Break down silos between dev, ops, security and biz
- Accidents are normal (focus on MTTD/MTTR and change fail rate)
- Change is gradual (CI, CD)



SRE

- Manage by SLOs
- Minimize toil
- Automate this year's job away
- Share ownership with developers



Commonalities

- SRE's effective shared ownership and DevOps' collaboration model
- Change is best pursued in small, continual steps
- Right tooling is really important, but tools don't tell you if you achieved something
- Measurement is key
- Shit happens in prod - practice blameless postmortems

DevOps

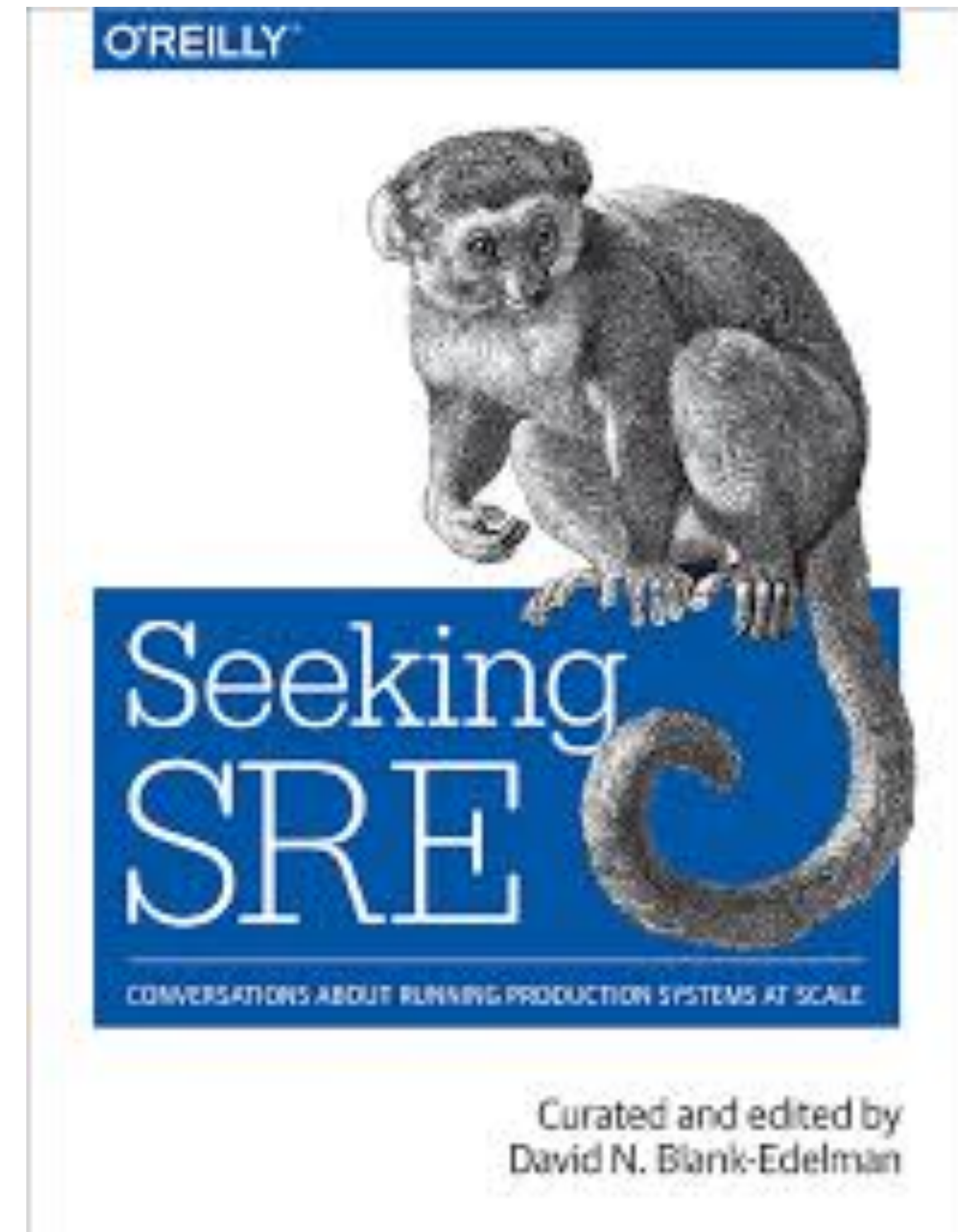
Wider Philosophy
Whole business
Silent on how to
run ops

SRE

Narrow roles
Service oriented
Framework on
how to run ops

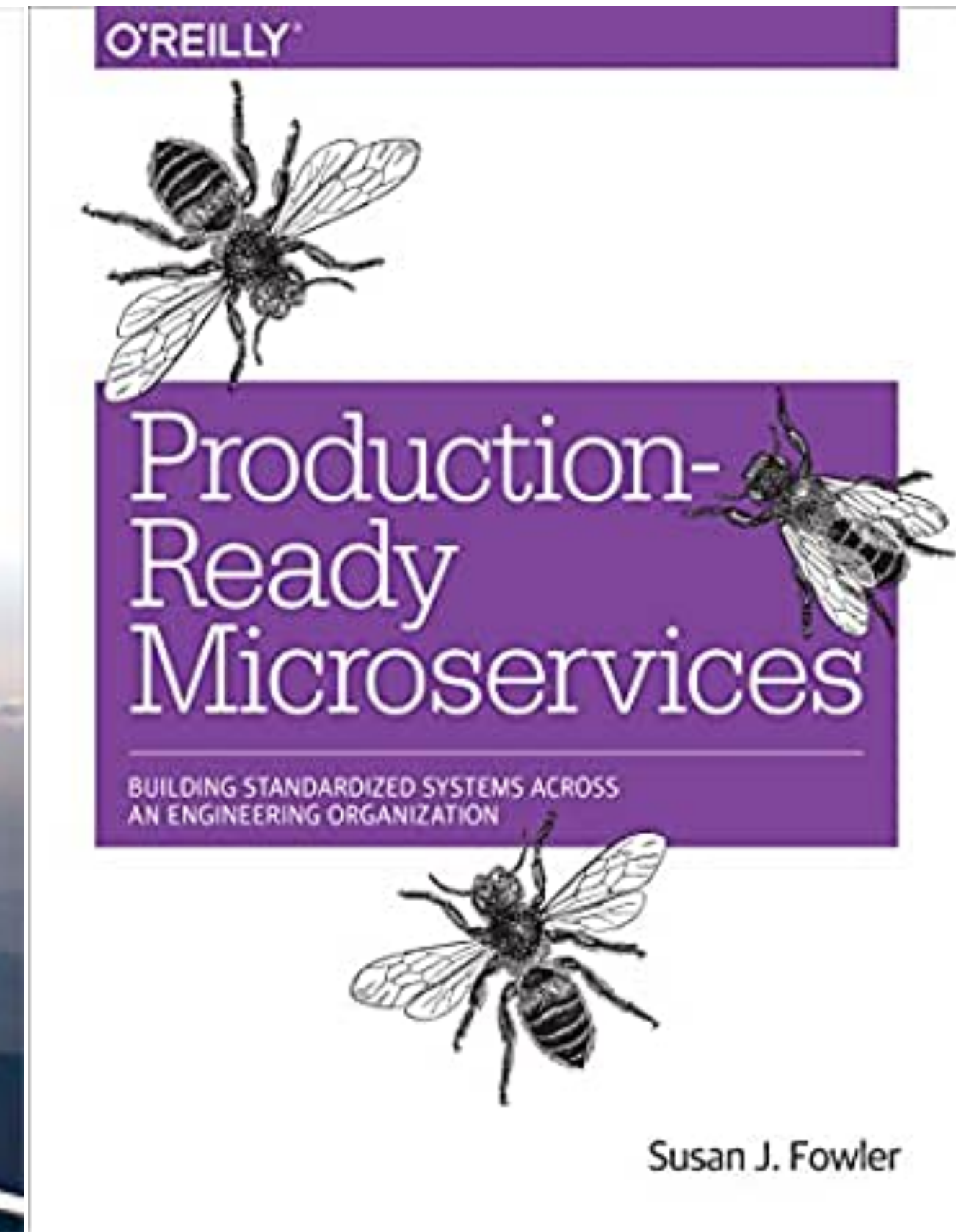
SRE for non-Googlers

- "Seeking SRE" collects interesting insights how companies adopt SRE
- YBIYRI with SRE support looks promising
- "SRE in Spirit"



YBIYRI and SRE

- Small size: have ops/prod skills in the team
- Team with strong dev and ops skills supporting dev teams
- Trainings
- Reviews
- Checklists
- Support
- Templates
- Join production and fix the mess



Thanks