# Not all minutes are equal

The secret behind SLO adoption failure

Troy Koss + Michael Goins March 2023

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Who are we?
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Michael Goins - A problem solver.

Example: My Hands hurt => Used vim => Problem solved.

Troy Koss - A problem creator.

Example: Had a simple service => Used Kubernetes => Problem created.



## Just because it's published doesn't mean it's right Metrics don't self Justify SLOs are Awesome Used an SLO I saw it in a conference / Set up SLO on a system with much fanfare book / article **Circular Sales** Strategy The results are Awesome Because.... SLOs verify that SLOs are great

### An actual strategy



Easy

# **Study Industry Publications**

Scale Fanfare & Action Understand the Signals Fix what went wrong (if possible) Experiment with the metric Study Industry Publications

### SLOs in Marketing





(Reenactment)

# SLOs in Marketing



https://webhome.phy.duke.edu/~rqb/Class/intro math review/intro math review/node21.html

SREs = Crazy

# Stuffing Events in to Time (Time Slicing)

99.95 SLO for Availability (non 5XXs) at application



# Problem

Created!

# Experiment with the metric



# Experiment

### Question:

Is Error Budget actually in "Events" or are "Events" really in time?

### **Assertion:**

SLOs should correlate with what is known currently about system health

**Currently Known To Be True** (<del>always</del> most of the time):

- Incidents
- Changes
- Personal Impressions

# Event Ratio (500s & non-500s)



# Time Slice: "L Graph"

99.95 SLO with 95% "Threshold" for good/bad minute

\*\*(1 - Threshold): % of Bad Traffic to ignore each minute (doesn't hit EB)





# Fix what went wrong (if possible)



# Formulaic SLO definition

Service Level Indicator (SLI)

Service Level Objective (SLO)

### **Definition:**

Ratio of Good over Total through a period of time measured through observability tools

### Formula:

SLI = Good / Total \* 100

### Example:

**Good:** 99,990 requests in 30 days **Total:** 100,000 requests in 30 days 99.99% = 99,990 / 100,000 \* 100

### **Definition:**

Expected system reliability from a resourcing perspective

### Formula:

0% < Objective < 100%

#### **Example:**

Objective = 99.5%

#### Error Budget (EB)

### **Definition:**

The amount of permissible impact on users

### Formulas:

Error Budget = (1 - Objective) \* Total

% EB Remaining = ((EB - Bad) / EB) \* 100

#### **Examples:**

500 Allowed Errors= (1 - .995) \* 100,000

98% EBR = ((500 - 10 Bad) / 500) \* 100

# Event Based: "Money Chart 💰 💸 🤑 "

99.95 SLO



# Problem

Solved!



### Coding mistakes: "Testing matters"

 30 Day SLO Value ①
 SLO Target ①
 Error Budget Remaining ①
 Error Budget Burn Rate ①

 99.82%
 93%
 49h 10m
 0%



30 day SLI



### Another

# Problem

Created!

# **Understand the Signals**

Scale

Fanfare & Action

**Understand the Signals** 

Fix what went wrong (if possible)

Experiment with the metric

Study Industry Publications

# Signals: Interpretation

99.95 SLO



## Signals: "Feel the Bern"



Time

# Great the data is believable, now what?

### **Error Budget Signals**

### • Movement:

- Slow Burns
- Fast Burns
- Recoveries
- Associations:
  - Changes
  - Incidents (including missing incidents)
  - Bug
  - Alerts
- Action:
  - o 5 Ws, & H



Remember Michael's Sheep "MAA".....





**Fanfare & Action** 

Understand the Signals

Fix what went wrong (if possible)

Experiment with the metric

Study Industry Publications

Bootstrapping Teams w/Defaults

# You get a SLO! And You get a SLO!

What should my objective be?

98.5?

99.5?

99.9?

99.99999?

64.5?

### **Another, Another**

# Problem

Created!

### Default SLOs



### That's cool, what do we do with it?

### **Error Budget Policy**

- Who does what, when?
- Accountability
- Reinforcement
  - Team member changes
  - Re-org
- Enhancements to the SLO
  - Changes to SLI
  - Changes to Objective



# Scale

ScaleFanfare & ActionUnderstand the SignalsFix what went wrong (if possible)Experiment with the metricStudy Industry Publications

### Easy as 1, 2, 3... 4 - And then recursive algorithms?

- 1. Start: SLIs Availability (5xx) & Latency (sec) to provide a baseline
- 2. Inspect Different Layers: Services, APIs, Edge, Client to equip SLIs
- 3. Add edge cases: SLIs for (ex. 400, 408, 409, client-side javascript errors, retry logic, etc)
- 4. **Map to customer interactions**: Authenticate/Log In, Complete a {{customer-action}}, etc.

Define Scope	Instrument	Assess Baseline	Understand Customer Goal	Define EB Policy (prod + dev + eng)	
		FOREVER			

# An actual strategy - Completed! 💥 👋 👍 👻 👬



Easy



# **Time Windows**



### **SLI & Error Budget**

 $SLI_{TW} = rac{Good\ Events_{TW}}{Total\ Events_{TW}} * 100$ 

 $EB \ Current_{TW} = EB \ Max \ - \ (BadEvents_{TW})$ 

 $EB Max_{TW} = (1 - Objective) * (Total Events_{TW})$ 

$$\% EB Remaining (EBR\%) = \frac{EB_{Current-TW}}{EB_{Max-TW}} * 100$$

$$SLO_{default} = \left(\frac{bad}{(EB\% - 1)Total} + 1\right) * 100$$

Given a target %EBR calculate an Objective (Useful for when people say "I don't know what my objective should be")

### Basic Predictive Math (Remember: Published != "right")

 $Burn Rate for Sampling Window = (\frac{Bad \ Events \ In \ Sampling \ Window}{EBMax \ for \ Sampling \ Window})$ 

Basic:

$$Time \ to \ Exhaust_{SW} = rac{EB_{Current} for \ Time \ Window}{(Bad_{SW} - EB_{Max-sw})}$$

#### Normalized Sampling Window (SW):

The  $EB_{Max-sw}$  is normalized based on the TW via mean, mode, median of the preceding SWs & BR ratio used to determine acceptable number of "bad" events or time slices.

$$Bad_{SW-derived} = rac{Mean(EB_{max-SW-1}....EB_{max-SW-N})}{Burn\ Rate_{SW}}$$

Mean

$$Time \ to \ Exhaust_{SW-mean} = rac{EB_{Current} for \ Time \ Window}{(Bad_{SW-derived} - Mean(EB_{max-SW-1}....EB_{max-SW-N}))}$$



Quesadillas & Avocados