

Put Some SRE in Your Shipped Software

Hard-won lessons from the world of SRE





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@postwait



The nature of the problem:

Software Sucks.

Once you've run software at scale, you have a deep understanding of how it is all tied together with **loose string** and **hope**.

We spend massive effort to operationalize our stacks.





The burning question:

Why Ship Software? The trends are there.

The trends are there. You can choose to see them or not.





Rules.

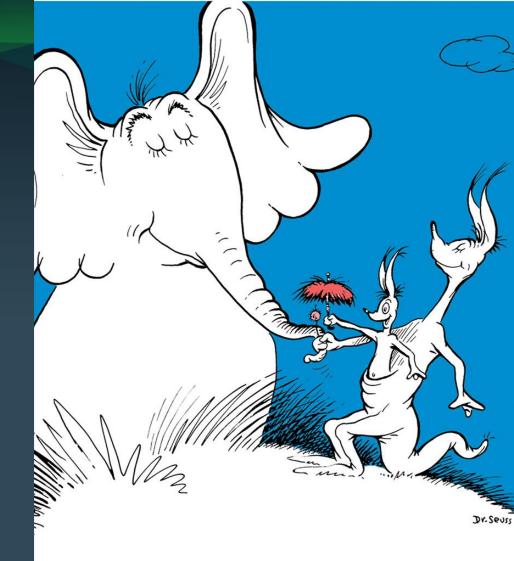
- 1. Crash landings should be both fast and controlled.
- 2. Post-mortems are fundamental.
- 3. Use circuit breakers.
- 4. Behavior is complex. Understand it.
- 5. Have a failure budget.
- 6. Instrumentation & observability have no equals.



Build upon the right layers

Crash Analysis

If you don't know why it failed, you dont' know anything at all.



Threads

Callstack

mtev watchdog.c:397

undefined:undefined

ck_pr_dec_32_zero

0x7efc4c834390

ck pr.h:339

metrics.hpp:58

metrics.hpp:223 ~search results

metrics.hpp:226

~search results

deref



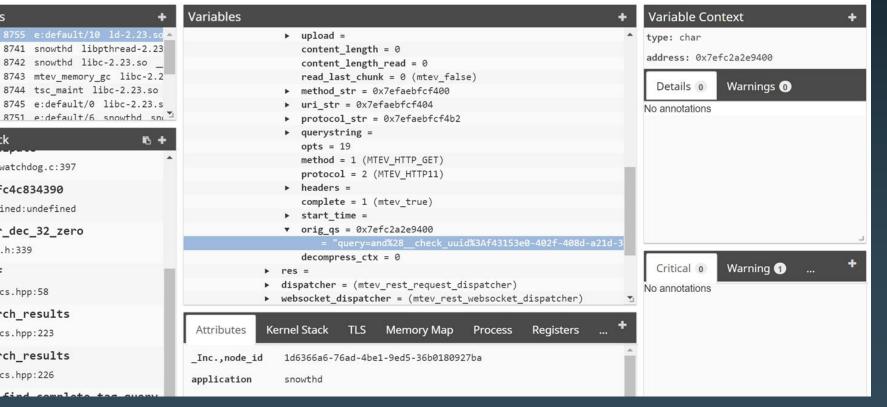
Show Fault State

circonus / snowth / d7d6d16d75a3536287741c37780a1d49f9fb63de2356da6245f1cc82c4767cdb / 16f41

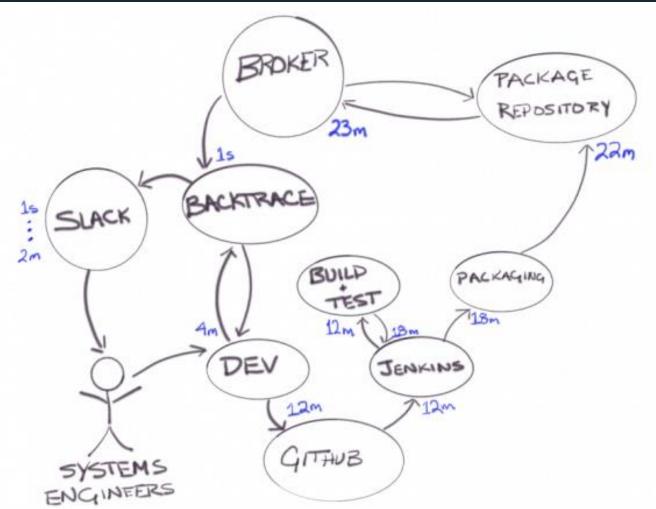
/opt/circonus/sbin/snowthd

Fri. 22 Mar 2019 21:37:13 GMT 2 days ago











When in doubt or even curious

Expose Telemetry

Ideally, any question you would ask of a production system can be done so nondisruptively.





libcircmetrics

- C library; BSD license, fast, thread-safe, largely lockless.
 - Text metrics (version numbers, statuses, etc.)
 - Numeric gauges, counters (w/ CPU fanout)
 - Histograms (log-linear quantized) (9ns recording)
 - o Simultaneous hierarchical (graphite-style) and tagged annotation support
 - JSON output



Code Sample

```
stats recorder t *rec = stats recorder alloc();
     stats_ns_t *ns = stats_register_ns(rec, NULL, "db");
     stats handle t *h;
     ns = stats_register_ns(rec, ns, "raw");
     stats_ns_add_tag(nomns, "db-type", "raw");
     stats_ns_add_tag(nomns, "db-impl", "nom");
     h = stats.put_calls = stats_register(nomns, "put.calls", STATS_TYPE_COUNTER);
10
     stats_handle_tagged_name(h, "calls");
     stats handle add tag(h, "operation", "put");
11
     stats handle units(h, STATS UNITS REQUESTS);
12
     h = stats.get calls = stats register(nomns, "get.calls", STATS TYPE COUNTER);
     stats_handle_tagged_name(h, "calls");
     stats handle_add_tag(h, "operation", "get");
     stats handle units(h, STATS UNITS REQUESTS);
     h = stats.writes = stats register(nomns, "put.tuples", STATS TYPE COUNTER);
     stats_handle_tagged_name(h, "count");
     stats handle add tag(h, "operation", "put");
     stats handle units(h, STATS UNITS TUPLES);
     h = stats.write latency = stats register(nomns, "put.latency", STATS TYPE HISTOGRAM);
24
     stats_handle_tagged_name(h, "latency");
     stats handle add tag(h, "operation", "put");
     stats_handle_units(h, STATS_UNITS_SECONDS);
     h = stats.write batch = stats register(nomns, "put.batchsize", STATS TYPE HISTOGRAM);
     stats_handle_tagged_name(h, "batchsize");
     stats_handle_add_tag(h, "operation", "put");
     stats handle units(h, STATS UNITS TUPLES);
```



Code Sample

```
uint64_t start = mtev_gethrtime();
 1
    int rv = database put(ctx, write objects, write count);
     uint64 t end = mtev gethrtime();
 6
     /* maintain a histogram of write opertion latency */
     stats set hist intscale(stats.write latency, end - start, -9, 1);
 8
     /* maintain a histogram of batch sizes */
 9
    stats_set_hist_intscale(stats.write_batch, write_count, 0, 1);
10
    /* total tuple count */
11
    stats_add64(stats.writes, write_count);
12
13
    if(rv != 0) {
14
       stats add64(stats.errors, 1);
15
    /* total total calls */
16
    stats_add64(stats.put_calls, 1);
17
```



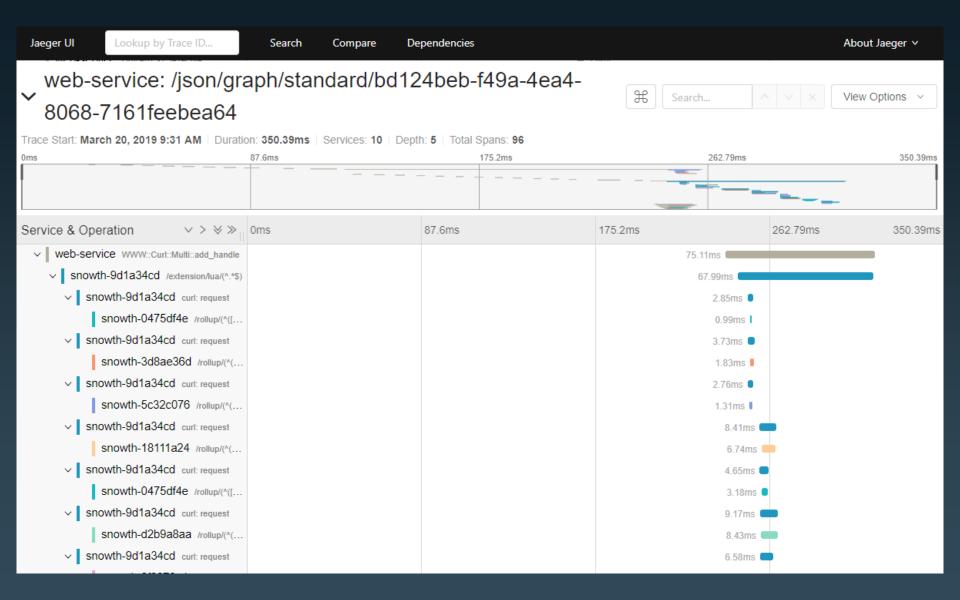


Known unknowns

Events & Distributed

Aclean storg of what just happened.







Some stats...

- We only retain traces for a short period of time (up to about 3 days).
- We don't trace with all detail on due to overhead
 - Full debugging on in a trace can produce up to 4Gb of trace data for a single user request
 - We do this sometimes via manual triggering as a debugging action
- Typically, between 10 and 2000 traces per request
- We use this as a debugging observability tool



During failure reconstruction, logs hold truth

Logging for humans

Computers talking to computers have better ways than logs. Logs are for computers talking to humans.





Real unknown unknowns are solved by:

Dynamic Tracing

eBPF / bpftrace DTrace





IO Latency... single node... 2014





Your m8g, o11y need to be accessible

Internalized MVP

No additional apparatus. No additional deployment constraints



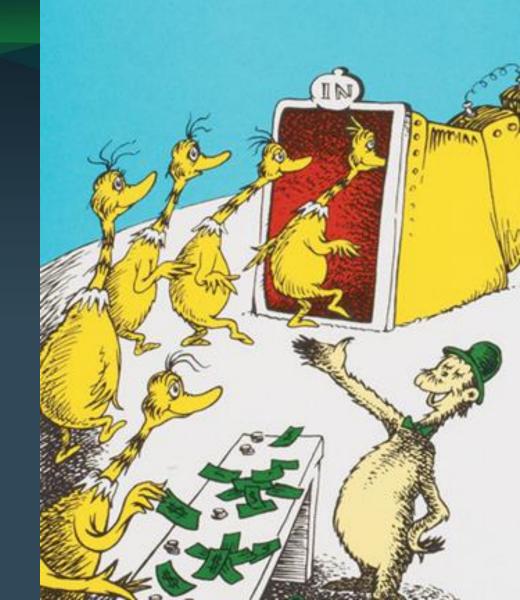


Shipping software means more operators

Codify Operational Assessment & Procedures

More operators, less average knowledge. Ensure procedures are repeatable.

Tools -> Solutions





Every effort to bring SRE techniques to software engineering makes SRE more accessible and useful in Cloud/SaaS engineering.





Thank You.

Theo Schlossnagle CEO, Circonus



