

Deliver Results, Not Just Releases: Control & Observability in CD

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goto;
chicago



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Coming up:

- Who is this guy?
- Definitions
- Role Models
- Takeaways
- Q & A

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Who is this guy?

- Unix geek in the 80's
- Wrapped apps at Sun in the 90's
- Ran a developer “forum” back when CompuServe was a thing :-)
- PM for developer tools
- PM for synthetic monitoring
- PM for load testing
- Dev Advocate for “shift left” performance testing
- Evangelist for progressive delivery with automated feedback loops

**The future is already here
— it's just not very evenly
distributed.**

William Gibson

Definitions

Continuous Delivery

From Jez Humble

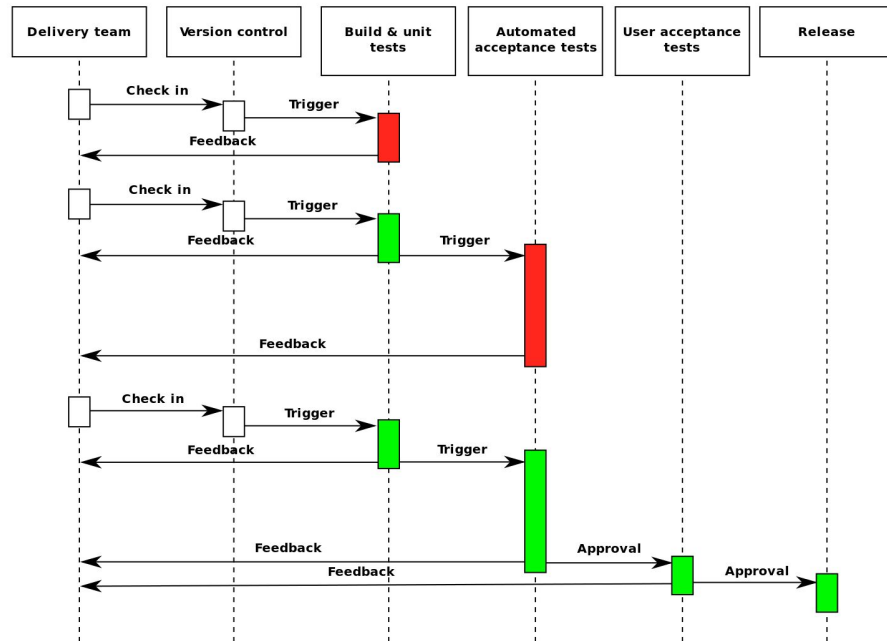
<https://continuousdelivery.com/>

...the ability to get changes of all types—including new features, configuration changes, bug fixes and experiments—into production, or into the hands of users, safely and quickly in a sustainable way.

So what sort of **control**
and **observability** are we
talking about here?

Control of the CD Pipeline?

Nope.



Observability of the CD Pipeline?

Nope.



https://hygieia.github.io/Hygieia/product_dashboard_intro.html

If not the **pipeline**,
what then?

The payload

Whether you call it code,
configuration, or change,
it's in the **delivery**, that
we “show up” to others.

Control of Exposure

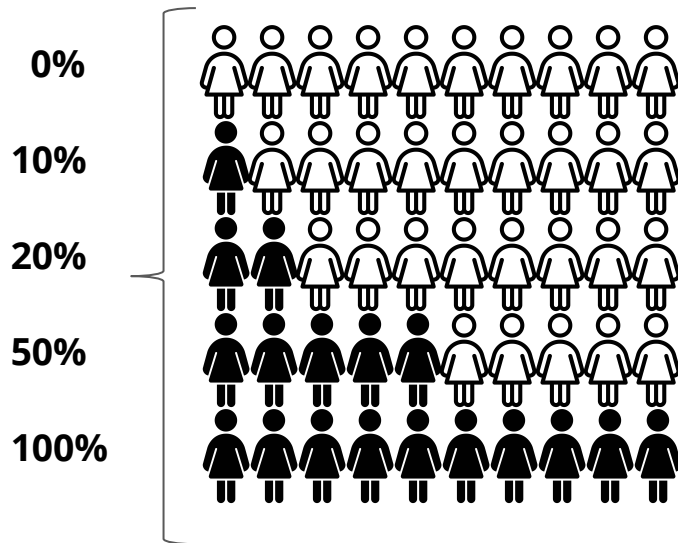
...blast radius
...propagation of goodness
...surface area for **learning**

How Do We Make Deploy != Release

and
Revert != Rollback

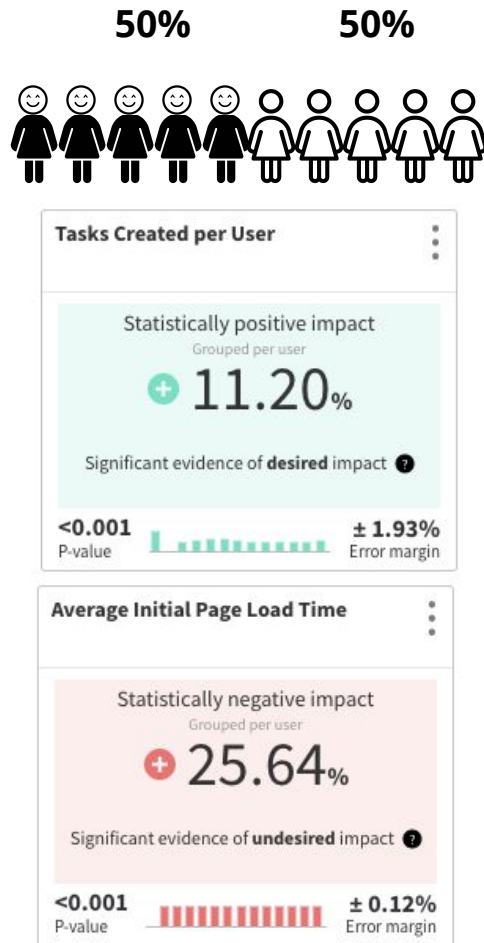
Feature Flag

Progressive Delivery Example



Feature Flag

Experimentation Example



What a Feature Flag Looks Like In Code

Simple “on/off” example:

```
treatment = flags.getTreatment("related-posts");  
if (treatment == "on") {  
    // show related posts  
} else {  
    // skip it  
}
```

Multivariate example:

```
treatment = flags.getTreatment("search-algorithm");  
if (treatment == "v1") {  
    // use v1 of new search algorithm  
} else if (feature == "v2") {  
    // use v2 of new search algorithm  
} else {  
    // use existing search algorithm  
}
```

Observability of Exposure

**Who have we
released to so far?**

**How is it going for
them (and us)?**

Who Already Does This Well?
(and is generous enough to share how)

LinkedIn
XLNT

LinkedIn early days: a modest start for XLNT

- Built a targeting engine that could “split” traffic between existing and new code
- Impact analysis was by hand only (and took ~2 weeks), so nobody did it :-)

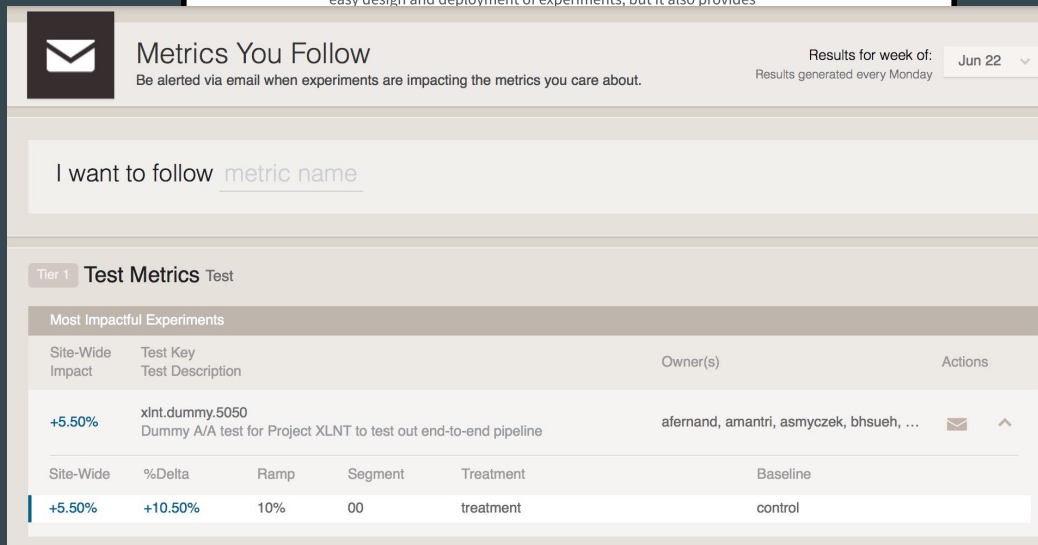
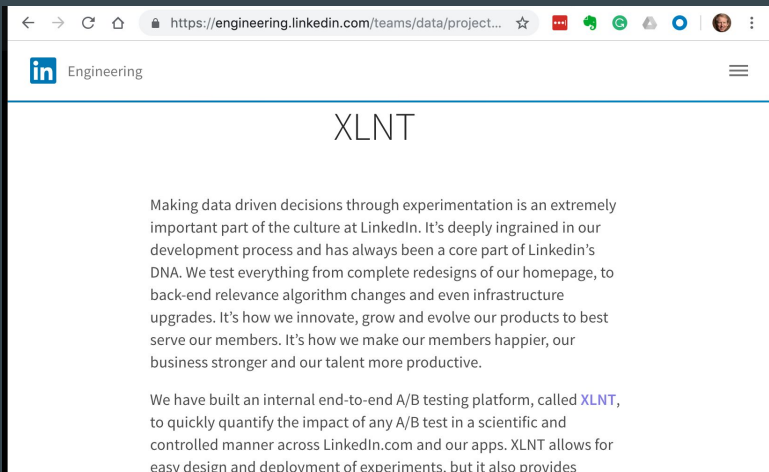
Essentially just feature flags without automated feedback

LinkedIn XLNT Today

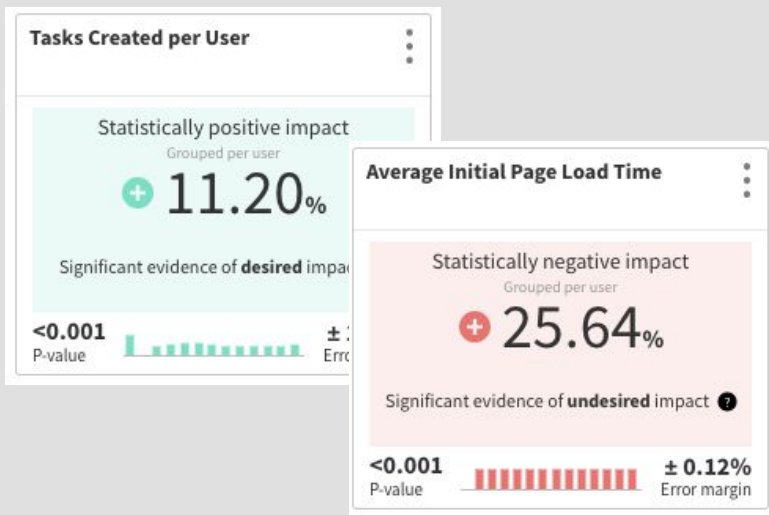
A controlled release (with built-in observability) every 5 minutes

100 releases per day

6000 metrics that can be “followed” by any stakeholder: “What releases are moving the numbers I care about?”



Guardrail metrics



Lessons learned at LinkedIn

- Build for scale: no more coordinating over email
- Make it trustworthy: targeting and analysis must be rock solid
- Design for diverse teams, not just data scientists

Ya Xu

Head of Data Science, LinkedIn
Decisions Conference 10/2/2018



Why does balancing
centralization (consistency)
and local team control
(autonomy) matter?

It increases the odds of
achieving results you can
trust and observations
your teams will act upon.

Booking.com

Booking.com

- EVERY change is treated as an experiment
- 1000 “experiments” running every day
- Observability through two sets of lenses:
 - As a safety net: Circuit Breaker
 - To validate ideas: Controlled Experiments

Moving fast, breaking things, and fixing them as quickly as possible

How we use online controlled experiments at Booking.com to release new features faster and more safely



Lukas Vermeer

Feb 21 · 7 min read

Written by Iskra and Lukas Vermeer.

Experimentation for asynchronous feature release

Firstly, using experimentation allows us to deploy new code faster. Each new feature is initially wrapped in an experiment. New experiments are disabled by default.

```
if et.track_experiment("exp_name"):  
    self.run_new_feature()  
else:  
    self.run_old_feature()
```

Booking.com:

Experimentation for **asynchronous feature release**

- Deploying has no impact on **user experience**
- Deploy **more frequently** with **less risk** to business and users
- The big win is **Agility**

Booking.com:

Experimentation as a **safety net**

- Each new feature is wrapped in its own experiment
- Allows: monitoring and stopping of individual changes
- The **developer or team responsible for the feature** can enable and disable it...
- ...**regardless of who deployed the new code that contained it.**

Booking.com: The **circuit breaker**

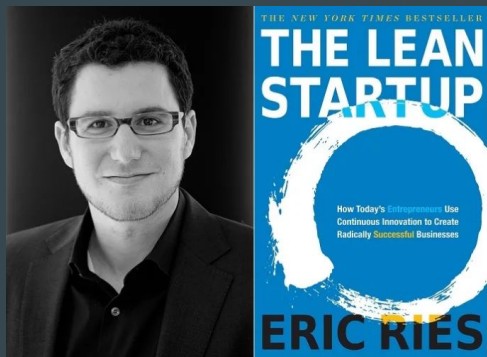
- Active for the first three minutes of feature release
- Severe degradation → automatic abort of **that feature**
- Acceptable divergence from core value of local ownership and responsibility where it's a “no brainer” that users are being negatively impacted

Booking.com: Experimentation as a way to **validate ideas**

- Measure (in a controlled manner) the impact changes have on user behaviour
- Every change has a clear objective (explicitly stated hypothesis on how it will improve user experience)
- Measuring allows validation that desired outcome is achieved

Booking.com: Experimentation to learn faster

Instead of making complex plans that are based on a lot of assumptions, you can make constant adjustments with a steering wheel called the Build-Measure-Learn feedback loop.



The **quicker** we manage to validate new ideas
the **less time is wasted** on things that don't work
and the **more time is left to work on things**
that make a difference.

In this way, **experiments also help us decide**
what we should ask, test and build next.

Lukas Vermeer's tale of humility



Search for hotels

Check-in

Check-out

Search

Top Destinations

Korea

France

Athens

Italy

Thailand

Greece

Rome

Hong Kong

Japan

Switzerland

Canada

Destinations

Kyoto

★★★★★

★★★★

★★★

★★★

★★★★

From \$

Osaka

★★★★★

★★★★

★★★★

★★★★

★★★★

★★★

From \$

Tokyo

★★★★★

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★★★★

★★★

From \$

Hiroshima

★★★★★

★★★★★

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From \$

Lukas Vermeer's tale of humility



Search for hotels

Check-in

Check-out

Search

Top Destinations

Korea

France

Athens

Italy

Thailand

Greece

Rome

Hong Kong

Japan

Switzerland

Canada

Destinations

Kyoto

Osaka

Tokyo

Hiroshima

Facebook Gatekeeper

Taming Complexity

States

Interdependencies

Uncertainty

Irreversibility



Taming Complexity with Reversibility



KENT BECK · MONDAY, JULY 27, 2015

<https://www.facebook.com/notes/1000330413333156/>

Taming Complexity

States

Interdependencies

Uncertainty

Irreversibility

- **Internal usage.** Engineers can make a change, get feedback from thousands of employees using the change, and **roll it back in an hour.**
- **Staged rollout.** We can begin deploying a change to a billion people and, **if the metrics tank, take it back before problems affect most people using Facebook.**
- **Dynamic configuration.** If an engineer has planned for it in the code, we can turn off an offending feature in production in seconds. Alternatively, **we can dial features up and down in tiny increments (i.e. only 0.1% of people see the feature) to discover and avoid non-linear effects.**
- **Correlation.** Our correlation tools let us easily see the unexpected consequences of features so we know to turn them off even when those consequences aren't obvious.

Taming Complexity with Reversibility
KENT BECK· JULY 27, 2015

<https://www.facebook.com/notes/1000330413333156/>

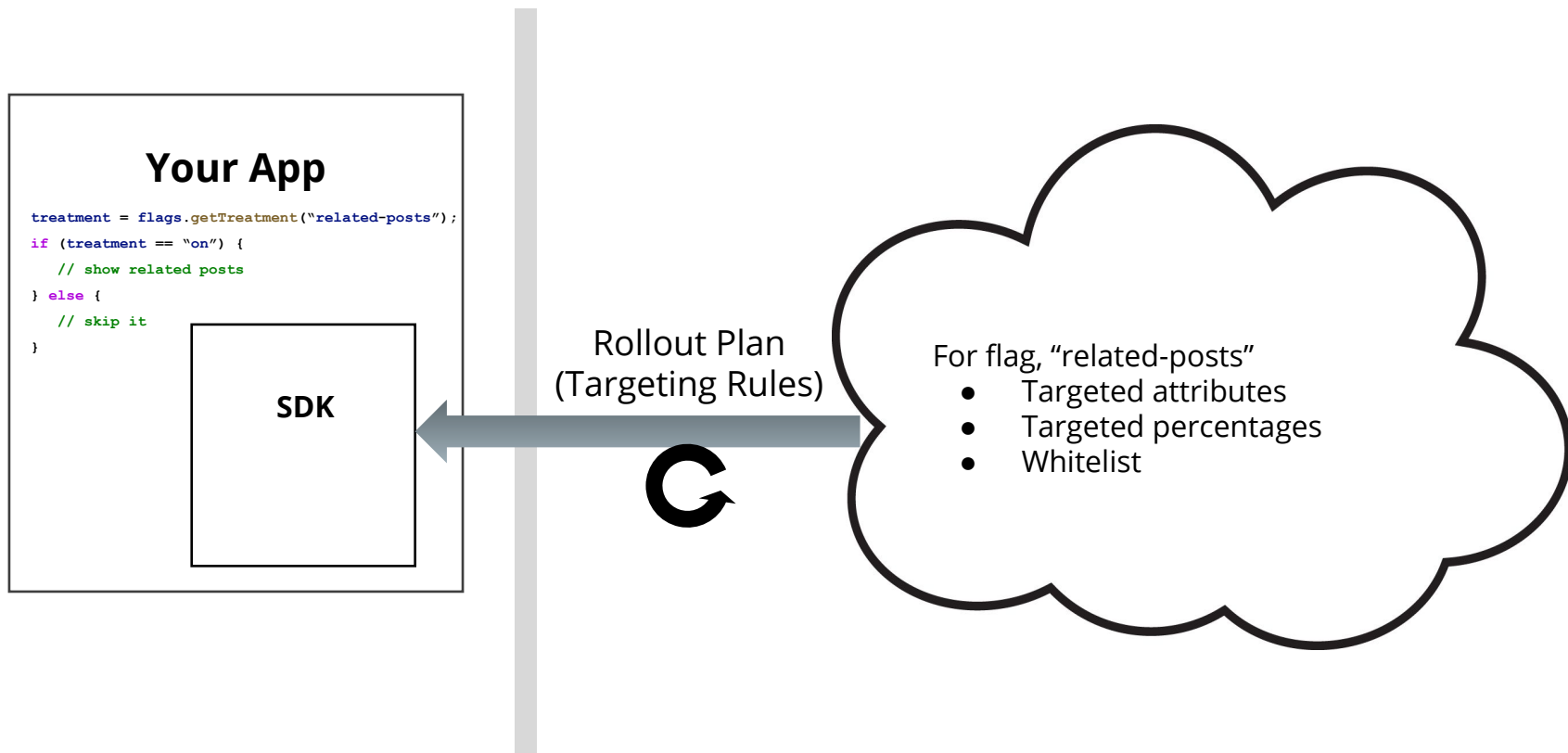
Takeaways

#1 Decouple Deployment from Release

Deploy is infra

Release is exposing bits to users

Sample Architecture and Data Flow



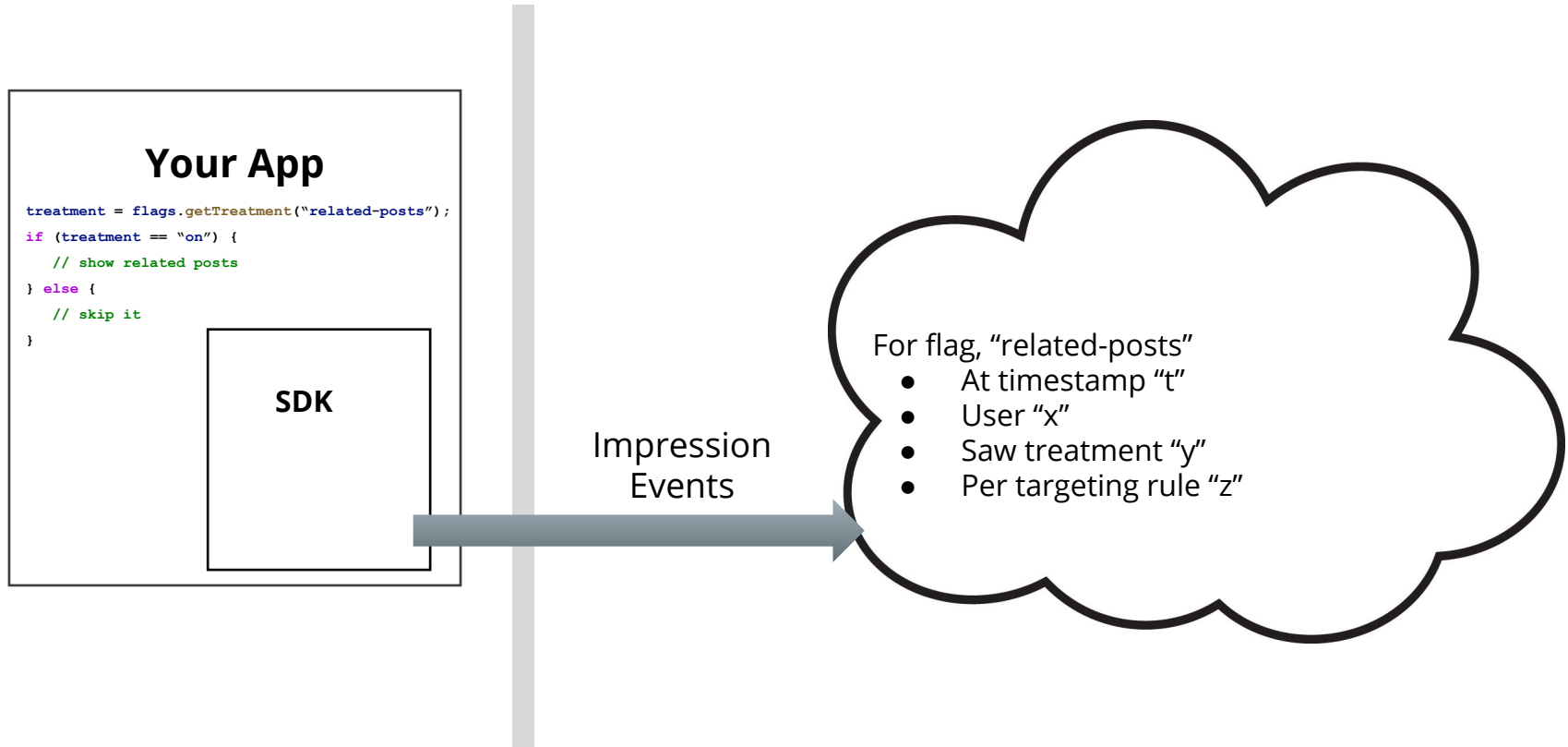
**Where should you
implement progressive
delivery controls: front end
or back end?**

**Favor the back-end, but
put them as close to the
location of “facts” you’ll
use for decisions as
possible.**

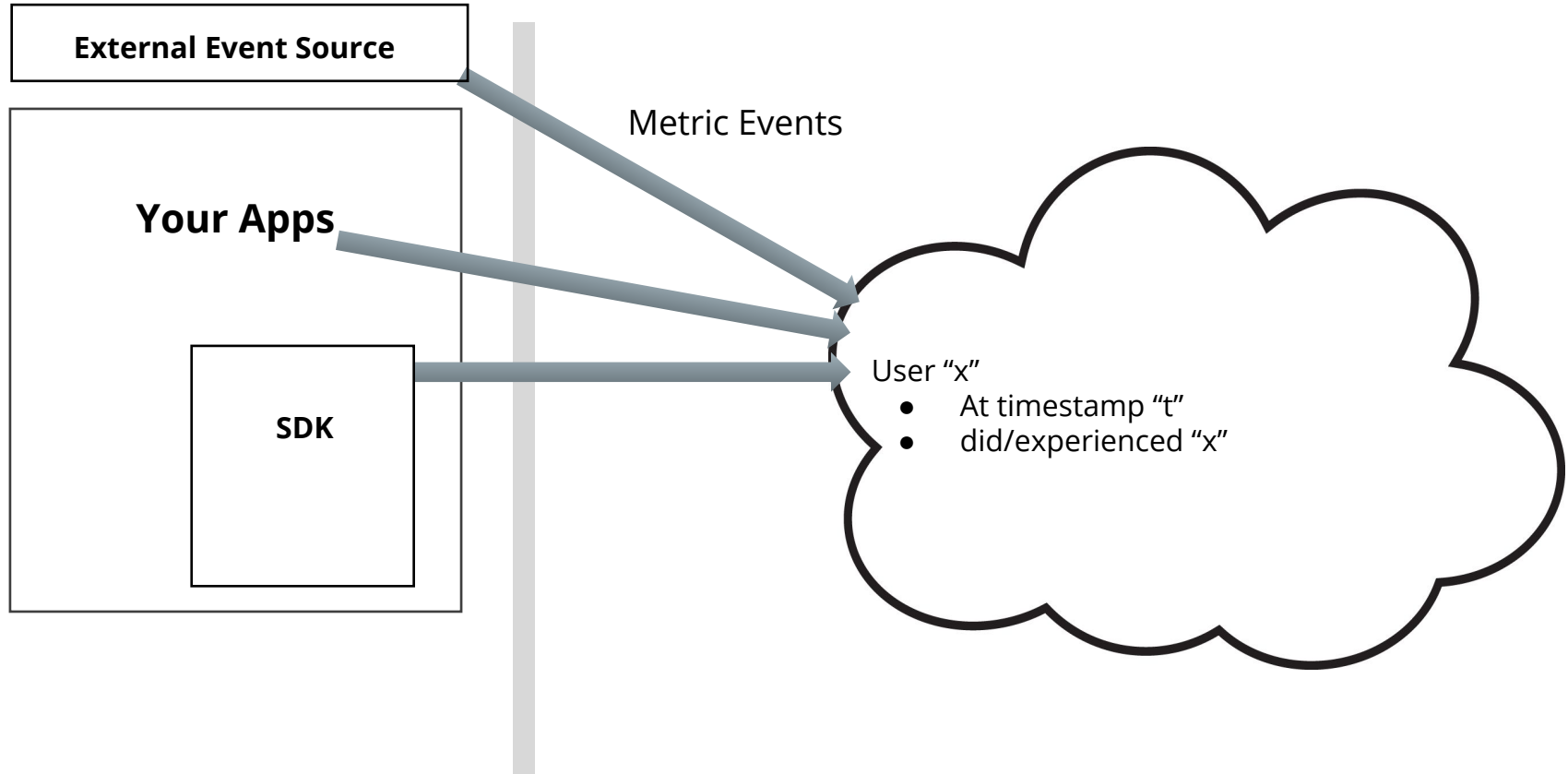
#2 Build-In Observability

Know what's rolling out, who is getting what, and why
Align metrics to control plane to learn faster

Sample Architecture and Data Flow



Sample Architecture and Data Flow



What two pieces of data
make it possible to
attribute system and user
behavior changes to any
deployment?

1. `unique_id` (same user/account id evaluated by the feature flag decision engine.)
 2. timestamp of the observation.
-

#3 Going beyond MVP yields significant benefits

Build for scale: solve for chaos

Make it trustworthy: make it stick

Design for diverse audiences: one source of truth

Q&A

Common Questions

How does this compare to “A/B testing”?

How long should feature flags stick around? Don't they increase tech debt/dead code?

What's the connection between feature flags and trunk based development?

Doesn't testing become harder when there are many flags in the code?

**“Whatever you are, be a
good one.”**

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Thank you!