

*] SRE (Site Reliability Engineering)

- Spunk is most widely used SRE Tool. (cloud agnostic - work with all clouds)
- SRE is all about observability.
- SRE is automating.
- SRE is used to automate IT operations task such as: production system management, change management, incident response, that would manually be performed by system admin.
- SRE automate task that can be done by people

SRE are software developer engineer with IT operation experience

→ SRE was Born in Google.

SRE what when you ask a SW engineer to create a IT operation teams.

*] Responsibilities of SRE engineer.

- monitor system,
- identify issue-
- develop solution-

*] Principal of SRE (Basic concepts)

- 1] Risk evaluation → Evaluate the risk of unexpected failures.
↳ achieving the 99.999% of Reliability
- 2] SLO (Service level objective) → medium to meet the SLA
- 3] Eliminating Toil → Toil = task that bring no value in long term
Toil - manual work to keep a service running
The SRE should bring automation & eliminate Toil.
- 4] Monitoring → monitoring all the data that is generated by the application (collect, analyze, process data)
 - 5] Release Engineering - what are we releasing & how?
 - 6] Simplicity
↳ focus on what is important.
- 7] Automation →
(save money, time)
- 8] Key components.
 - 9] availability → No downtime, systems are accessible and functional whenever needed.
↳ minimize downtime, maximize uptime
 - 10] Latency → Provide low latency
 - 11] Performance →
 - 12] Efficiency → Efficiently utilize resources.

- 5] change management → change should be done without disturbance
- 6] Monitoring →
- 7] Emergency Response → RCA & Incident Responding

*] Key Terms

if too many incidents are happening for a long time that is called a problem

- 1] SLA (Service level agreement) → an agreement between user & service provider that says a minimum level of service is maintained.

eg - banking service should be up 99.9%.

- 2] SLI (Service level indicator) → measurement used to check the performance of a service. (SLI used to measure Reliability)

- 3] SLO (Service level objective) → to maintain SLA we use an SLO (the desired Reliability level)

- 4] MTBF (mean time between failures) → average time between system failure.

- 5] Latency: basically delay

- 6] Error Budget: system allocates a budget for downtime. for cloud, an error budget might allow a certain amount of downtime without violating the SLA.

- 7] MTTR (mean time to Repair) - time taken to Repair downtime

*] customer expectations.

↳ expect Reliability, innovation

SRE is all about meeting customer expectations

SLI = used to measure Reliability

5-nine (99.999%) - trying to achieve perfection

100% Reliability is not possible

five-nine are very expensive

customer wants innovations

strategic budget → allows you to safely innovate

★] Best SRE Practices.

i] Monitoring

- collecting, processing, analyzing data
- check what wrong is happening
- find the root cause of problem

ii] Incident Response

- ↳ Be prepared for any incident
- ↳ quickly respond to incidents

iii] Root Cause Analysis (RCA) & postmortems

- ↳ find the main cause of problem

iv] Testing & Releasing

⇒ Improves the quality, Release engineering makes the Release process more secure & faster.

v] Capacity planning

vi] development -- 50% dev & 50% ops

vii] User experience

1] whole SRE team

2] ops | SRE team

3] SRE in Product development teams

4] SRE + SRE in Dev & Ops = more money