On Observability

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‘whoami‘

- Richard ”RichiH” Hartmann
- Swiss army chainsaw at SpaceNet
  - Leading the build of one of the most modern datacenters in Europe
  - ...and always looking for nice co-workers in the Munich area
- FOSDEM, DebConf, DENOGx, PromCon staff
- Author of `https://github.com/RichiH/vcsh`
- Debian Developer
- Prometheus team member
- OpenMetrics founder

Buzzword

buzzword, n:
A useful concept which has been picked up by everyone without understanding its deeper meaning and used so often that it's devoid of its original context and definition.
May revert to usefulness in the same or different meaning, or die off.

Cargo culting

cargo culting, v
Villagers on remote Pacific islands observed U.S. soldiers building marker fires and runways during WWII; this made planes come and bring gifts from the heavens. Cults emerged which built bonfires and runways in the hopes of getting more gifts.
Also see: copy & paste

Monitoring

monitoring, n
Old buzzword.
Too often: focus is put on collecting, persisting, and alerting on just any data, as long as its data.
It might also be garbage.
Also see: data lake

Observability

observability, n
Function of a system with which humans and machines can observe, understand, and act on the state of said system

Thanks!

Thanks for listening!

Questions?

Email me if you want a job in Munich.

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Learnings

- Baseline of monitoring
- Types of monitoring data and when to use them
- Types of complexity
- Containing complexity
- Service, contracts, SL{I,O,A}, etc
- Services upon services
- Bringing it all together

Recap

Monitoring is the bedrock of everything (in IT)

Hope is not a strategy

Claim

Uninformed, or cargo culted, monitoring equals hope
(see: ISO 9001 & 27001)

So we need informed decisions, made on a factual basis

50:50

Broadly speaking, there are metrics and events

Metrics: Changes over time

Events: Specific points in time

Metrics

- Numerical data
  - Counters: Things going up monotonically, e.g. total transmitted bytes
  - Gauges: Things going up and down, e.g. temperatures
  - Bool/ENUM: Special case of gauges indicating a changing state or a singular event
  - Histograms aka percentiles: Things going into buckets, e.g. latency
- Counters and histograms lose, or compress, data (in the common case)
- Easy to handle at scale
- You can do math on them!

Logs

- Most likely text items
- Usually with inlined metadata
- Scale linearly with service load
- Can be summarized into counters
- Special case: compliance & due diligence

Traces

- Execution path along the, hopefully annotated, code
- Impacts code runtime, aka expensive
- Can hide race conditions and other timing-dependent issues
- Usually disabled or sampled

Dumps

- Thrown when programs abort abnormally
- Execution path along the code
- Not annotated unless compiler artefacts of the exact same program are available
- You want to avoid them, but you also want to collect them when they happen

When to use what

- Metrics should usually be the first point of entry
  - ..for alerts
  - ..for dashboards
  - ..for data exploration
  - ..for debugging
- Logs are usually the second step
  - ..for establishing order of events
  - ..for detailed information
  - ..for access control, due diligence, etc
- Traces and dumps are useful to understand why a system behaves in a certain way

Types of complexity

Fake complexity, aka shitty design

System-inherent complexity

Handling complexity

You can reduce fake complexity

You can contain inherent complexity

Containing complexity

You need to compartmentalize complexity to make it manageable

What's a service?

A service is anything a different entity relies upon

This entity might be another team, a customer, or yourself

Handover

Service delinations have many names: interface, API, contract

I like to think of all of them as contracts. Why?

Tetris

Services build on top of each other

(Network * x + machine/container/kubelet * y +
daemon/microservice * z) * n = HTTP service

Jenga

This tower can topple if the underlying building blocks are removed without due consideration

”Contract” implies a firm commitment, which is why I like this term

Chinese whispers

There's another common term for contract: layer

Imagine if someone simply changed how IP works

Trolling

For example, someone could simply claim that IP addresses have 128 instead of 32 bits all of sudden...

Cake

So we agree that layering makes sense, but why do we agree?

It's complicated

We do this to contain system-inherent complexity

Spectre, Meltdown, etc

A CPU is highly complex, but we are happy to trust their hidden complexity because there's a well-defined service boundary.

Relevance

Customers care about their services being up, not about individual service components

Discern between primary (service-relevant) and secondary (informational / debugging) SLIs; alert only on the former

Anything currently or imminently impacting customer service must be alerted upon.

Containment

Service delineations are the perfect boundaries for containing complexity

Dependence

One services' primary SLI is the depending services' secondary SLI

Observability is not a constant state, it's a goal you always work towards

BCPs

- Every outage gets a blame-free(!) post-mortem; and this includes a review of all relevant SLI & SLO
- Practices
- Not annotated unless compiler artefacts of the exact same program are available
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