

CSCI 5409 Cloud Computing – Fall, 2023
Week 9 – Lecture 2 (Nov 3, 2023)

DevOps and Release Management

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Housekeeping and Feedback

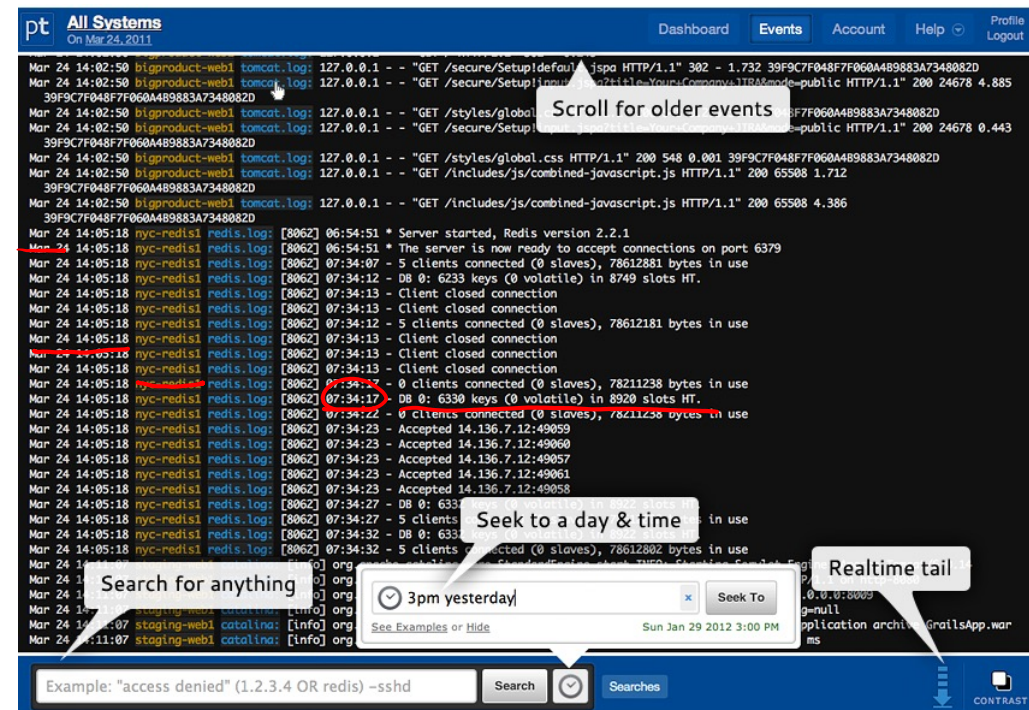
- Start recording
- Start working on your term project.
- Try to ask TAs questions first. Remind me if I missed your messages.

The Second Way: The Principles of Feedback

- "Enabling reciprocal and constant feedback from right to left to create an ever safer and more resilient system" [1]
- Just like catching a bug in an IDE with a stack trace, detecting and remediating problems while they are small and easier to fix prevents catastrophes
- **When failures occur, we treat them as learning opportunities as opposed to a cause for punishment and blame**
- "Our goal is to increase information flow in our system from as many areas as possible, sooner, faster, cheaper, and with as much clarity between cause and effect as possible. The more assumptions we can invalidate, the faster we can find and fix problems, increasing our resilience, agility and ability to learn and innovate." [1]
 - Achieved through the creation of feedback and feedforward loops in our system

Principles of Feedback (Continued)

- Telemetry:
 - "When all levels of our application stack have monitoring and logging, we enable other important capabilities, such as graphing and visualizing our metrics, anomaly detection, proactive alerting and escalation, etc." [1]
 - Log everything
 - Add metrics for business logic events, DB ops, etc...
 - Start with the most important things, then build to **everything**



Papertrail – A high performance advanced logging system. There are **many** tools and technologies in this area.

Image - <https://www.getapp.com/it-management-software/a/papertrail/>

[1] Kim, G., Debois, P., Willis, J., Humble, J., & Allspaw, J. The DevOps handbook. Page 198.

Principles of Feedback (Continued)

- **The Andon Cord: [1]**

- Toyota manufacturing plant practice: every worker and manager is trained to pull the cord when something goes wrong; when the cord is pulled the team leader investigates, within a specified time if no solution is found the production line is halted so that the entire organization can be mobilized to assist.

- **Swarming problems:**

- Prevents problems from progressing downstream where cost and effort to fix increases exponentially
- Prevents introducing new work which may introduce new errors, obfuscating existing errors
- If not addressed we could have the same problem next time, requiring more workarounds and wasted work (increasing lead time)
- Preventing the introduction of new work enables powerful continuous integration and deployment automation. Anything that passes our tests automatically goes out, anything that fails automatically pulls the Andon cord.

[1] Kim, G., Debois, P., Willis, J., Humble, J., & Allspaw, J. The DevOps handbook. Page 31.

The Third Way: The Principles of Continual Learning and Experimentation

- In organizations with systemic quality problems, work is typically rigidly defined and enforced
- "In these environments, there is also often a culture of fear and low trust, where workers who make mistakes are punished, and those who make suggestions or point out problems are viewed as whistle-blowers and troublemakers. When this occurs, leadership is actively suppressing, even punishing, learning and improvement, perpetuating quality problems." [1]
- "By removing blame, you remove fear; by removing fear, you enable honesty; and honesty enables prevention." [2]

[1] Kim, G., Debois, P., Willis, J., Humble, J., & Allspaw, J. The DevOps handbook. Page 37.

[2] Bethany Macri, engineer at Etsy and lead creator of the Morgue tool to assist with postmortems.

The Principles of Continual Learning and Experimentation (Continued) [1]

- We **MUST** reserve time for the improvement of daily work and to further accelerate and ensure learning:
 - **If we don't, technical debt accrues and cement shoes form**
 - Flip the script! Inform superiors that this work is part of being a professional programmer, it is **how** you create quality architectures and systems, don't let it be optional or seen as wasted work.
 - The more we do this, the more agile we become
- We consistently introduce stress into our systems to force continual improvement
- We even simulate and inject failures in our production services under controlled conditions to increase our resilience (e.g. [Netflix "Chaos Monkey"](#))

[1] Kim, G., Debois, P., Willis, J., Humble, J., & Allspaw, J. The DevOps handbook. Pages 37 – 38.

The Importance Of Organizational Culture [1]

Pathological: Characterized by large amounts of fear and threat. People hoard information, withhold it for political reasons, or distort it to make themselves look better. Failure is hidden.

Bureaucratic: Characterized by rules and processes, often to help individual departments maintain their "turf". Failure is processed through a system of judgement, resulting in punishment or justice and mercy.

Generative: Characterized by actively seeking and sharing information to better enable the organization to achieve its mission. Responsibilities are shared throughout. Failure results in reflection and genuine inquiry.

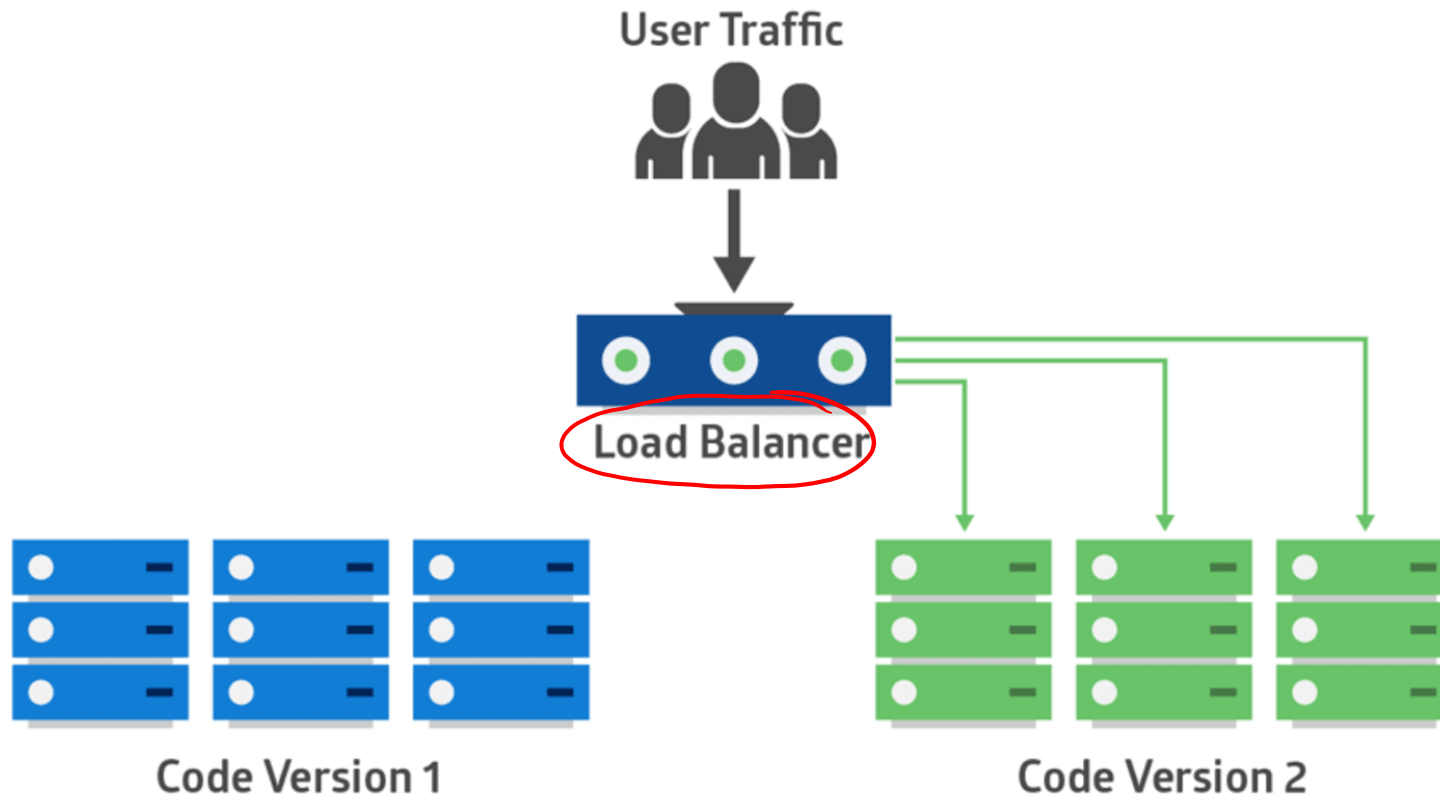
<u>Pathological</u>	<u>Bureaucratic</u>	<u>Generative</u>
Information is <u>hidden</u>	<u>Information</u> may be ignored	Information is <u>actively sought</u>
Messengers are <u>"shot"</u>	Messengers are tolerated	Messengers are <u>trained</u>
Responsibilities are <u>shirked</u>	Responsibilities are compartmented	Responsibilities are <u>shared</u>
Bridging between teams is <u>discouraged</u>	Bridging between teams is <u>allowed</u> but <u>discouraged</u> or blocked	Bridging between teams is <u>rewarded</u>
Failure is <u>covered up</u>	Organization is <u>just and merciful</u>	Failure <u>causes inquiry</u>
<u>New ideas</u> are crushed	<u>New ideas</u> create problems	New ideas are <u>welcomed</u>

[1] Kim, G., Debois, P., Willis, J., Humble, J., & Allspaw, J. The DevOps handbook. Page 39.

Release Management

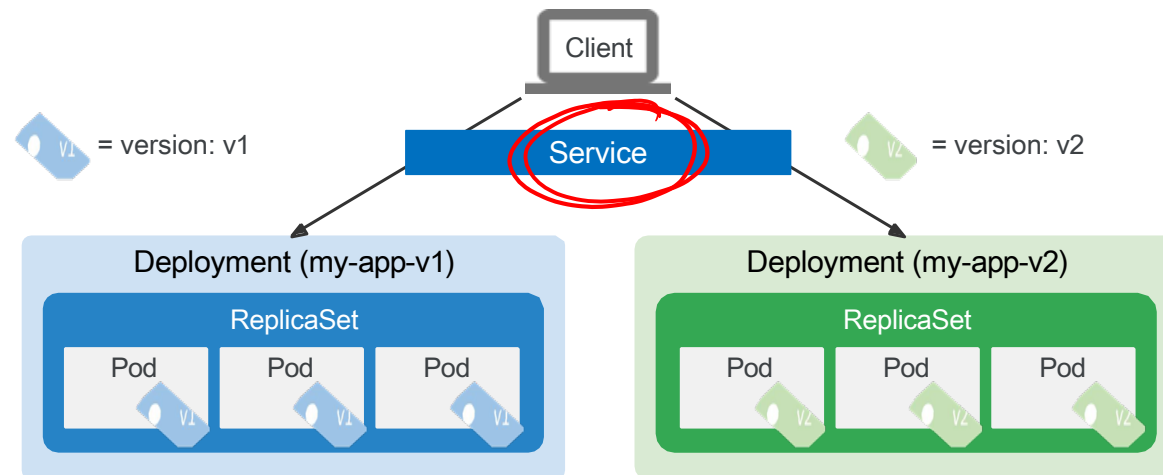
- **Ideally** everything about our release should be automated, a developer commits to version control and:
 - Continuous integration builds and runs unit tests
 - A production-like environment is automatically provisioned
 - Code is deployed
 - Automated tests do everything manual testers used to do
 - Automated info security / compliance checks on codebase
 - Code is deployed to production
- High performing organizations have the most automation, some releasing thousands of times per day
- This is extremely difficult to achieve, there is a chicken and egg problem here (how does an automated test cover code that was just written?)

The Blue/Green Deployment Pattern



Review at the blue/green deployment strategy in K8s

A blue/green deployment strategy ensures app services remain available



Dealing With Database Changes

Microservices

- Releasing code is complicated when it is tightly coupled to the database
 - If the schema changes the database cannot support both versions of the code
- Options for avoidance:
 - First, reduce coupling with mechanisms like stored procedures that hide schema, this solves most problems
 - Create two databases (i.e. blue/green database), at release time put blue into read-only mode, backup, restore onto the green and then apply DB changes
 - What happens if you need to rollback? This is not an easy problem to solve.
 - Decouple DB changes from application changes:
 - Make only additive changes to the DB
 - Use a version table, deprecate old tables, migrate to new ones
 - Make no assumptions in code about which DB version is in production
 - Con: Data is duplicated

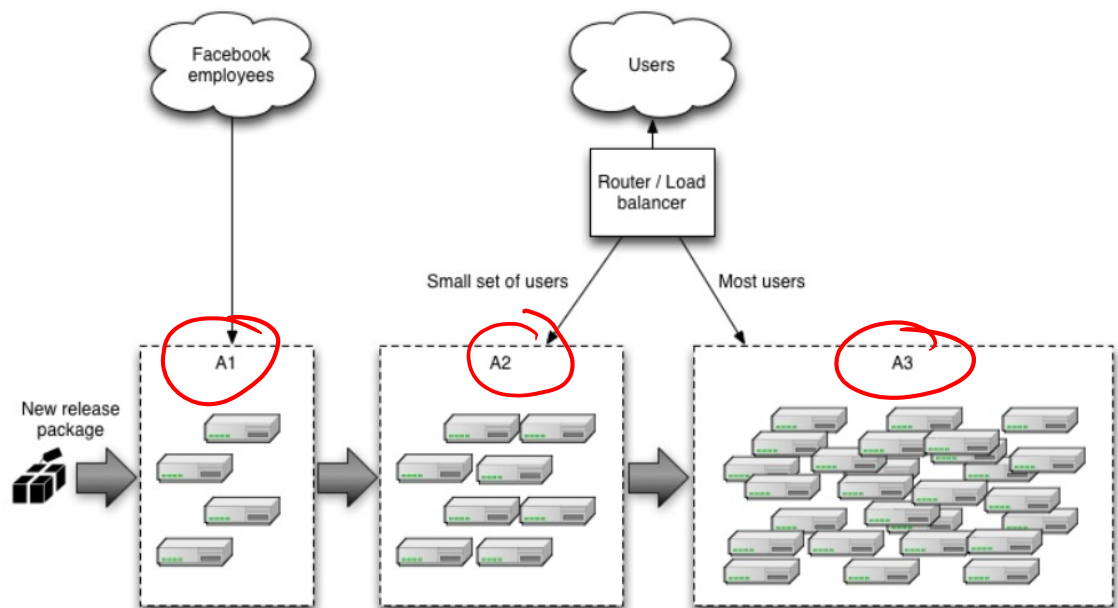
The Canary and Cluster Immune System Release Patterns

- Automates the release process by promoting code to successively larger and more critical environments as code quality is confirmed

The Facebook release pattern:

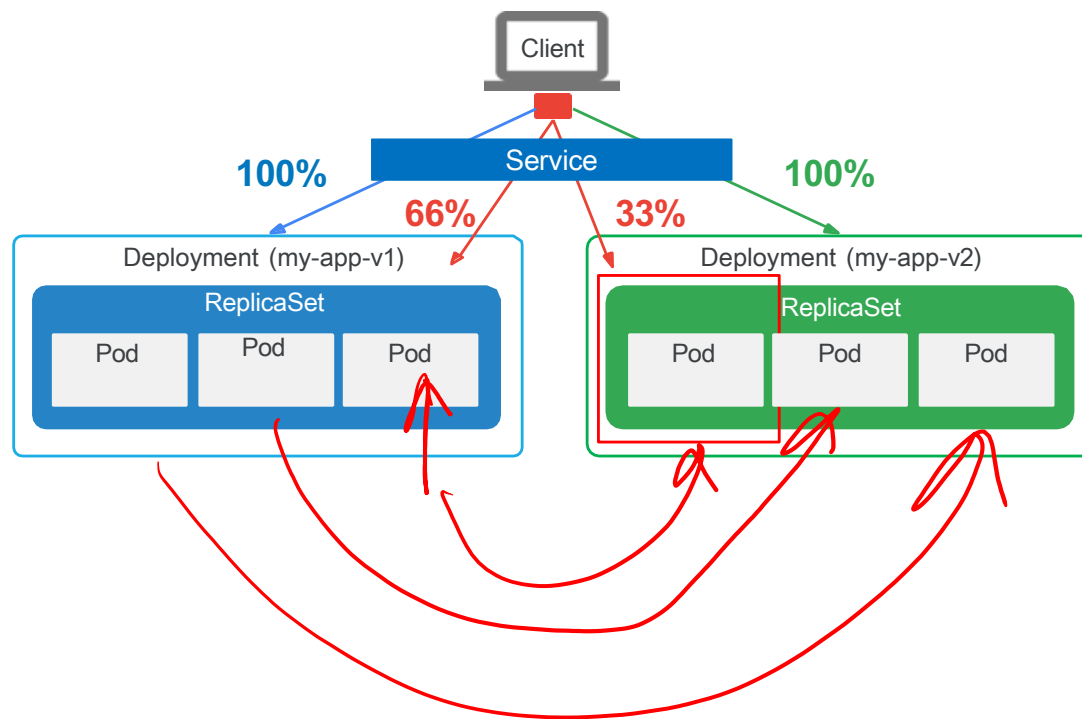
1. First code is released internally and exposed only to employees (A1)
2. Then the load balancer is configured to send a small set of users to a subset of servers running the new code (A2)
3. Then all users get the new code (A3)

Image - <https://martinfowler.com/bliki/CanaryRelease.html>



Review at the canary deployment strategy in K8s

Canary deployment is an update strategy where traffic is gradually shifted to the new version



Feature Toggles and Dark Launches

- Feature toggles are implemented by wrapping application logic or UI elements with a conditional statement, where the feature is enabled or disabled based on a configuration setting stored somewhere [1]
- Enables:
 - Easy rollback. If your feature breaks something or has defects, you just turn it off until fixed.
 - Gracefully degrading performance: If your service is experiencing high loads, turn off less valuable features
 - Increase resilience by enabling service-oriented architecture: You can release the feature even if the service isn't ready yet
- **Dark Launches:**
 - Deploy features to production without making them accessible
 - Perform testing directly in production while it is still invisible to customers (potentially for weeks even)
 - Slowly enable it for some users
 - Finally enable it for all users