

# Site Reliability Engineering: What you need to know about Service Level Indicators (SLIs), Service Level Objectives (SLOs) and Error Budgets

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Go to [www.menti.com](https://www.menti.com) and use the code 22 10 84

# What does «reliability» mean to you?

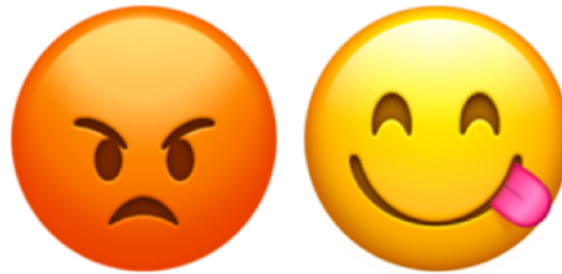
**Reliability is the most  
important feature  
of any system**

# SLI: Service Level Indicator

A quantifiable measure of service reliability

# SLO: Service Level Objective

Set a reliability target for an SLI



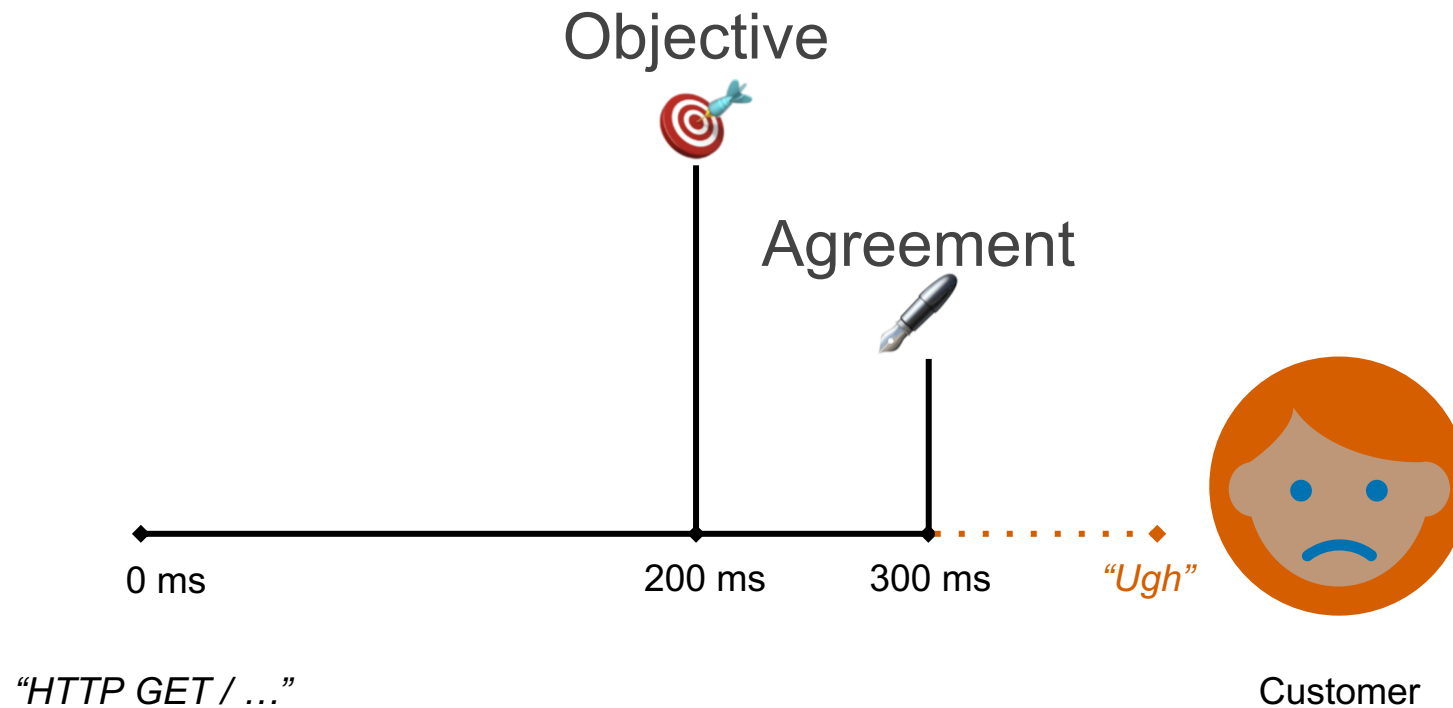
SLOs should capture the performance and availability levels that, if **barely met**, would keep the **typical customer** of a service happy

“meets SLO targets” ⇒ “happy customers”

“sad customers” ⇒ “misses SLO targets”

Source: The Art of SLOs by Google <https://cre.page.link/art-of-slos>

# SLOs and SLAs



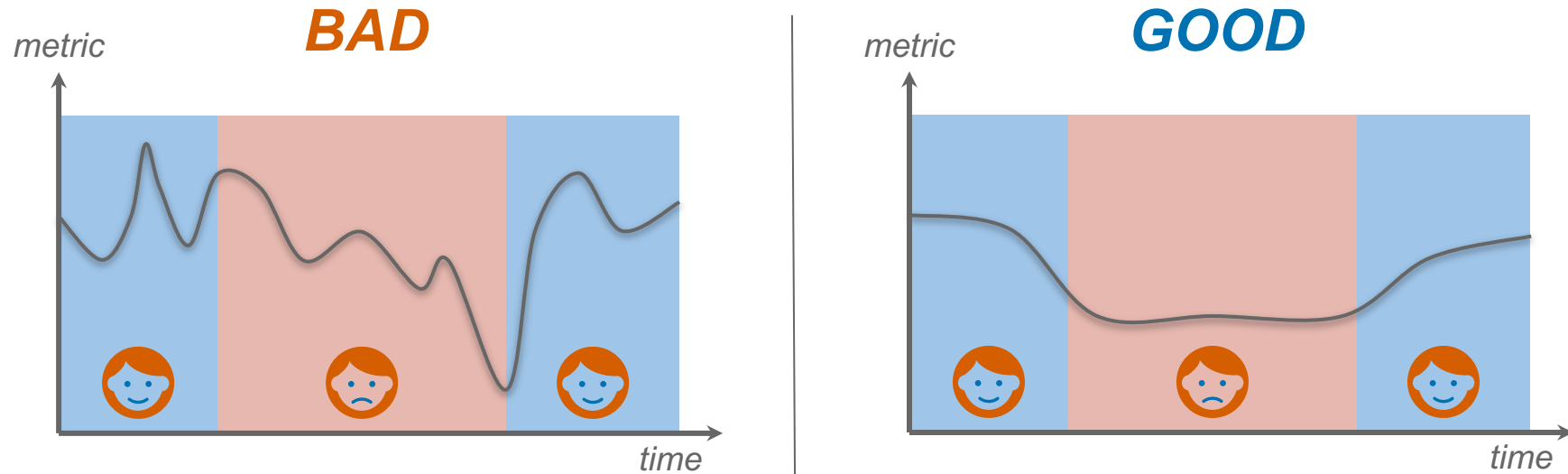
Source: The Art of SLOs by Google <https://cre.page.link/art-of-slos>

# Error Budgets

- An SLO implies an acceptable level of unreliability
  - This is a budget that can be allocated



# Choosing a good SLI



$$\text{SLI} : \left( \frac{\text{good events}}{\text{valid events}} \right) \times 100\%$$

Source: The Art of SLOs by Google <https://cre.page.link/art-of-slos>



## SLI Menu



### Request / Response

Availability  
Latency  
Quality



### Data Processing

Coverage  
Correctness  
Freshness  
Throughput

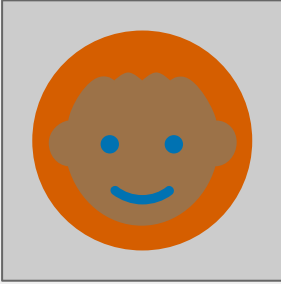


### Storage

Throughput  
Latency

# Example: Fang Faction Game

https://fangfactiongame.com/profile/someuser



**SomeUser**  
**Tribe of Frog**  
 Faction Score: **31337**  
[Midwest Canyon](#)

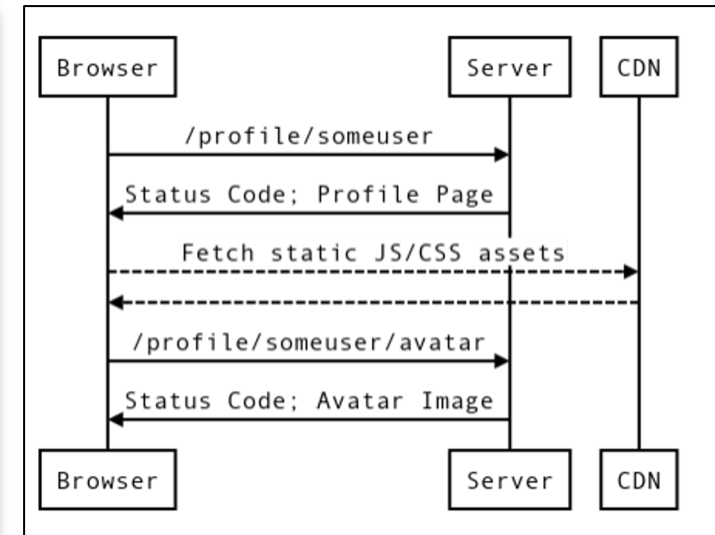
Faction Name:

Leader Name:

Email Address:

1. Tri-Bool 65535
2. 61995
3. Tri Repetae 52391
4. Triassic Five 37164
5. Tricksy Hobbits 31337
6. Tribe of Frog 29243

Trite Examples



Source: The Art of SLOs by Google <https://cre.page.link/art-of-slos>

# Example: SLI Implementations

## Availability

Proportion of **HTTP GET** requests  
for **/profile/{user}** or **/profile/{user}/avatar**  
that have **2XX**, **3XX** or **4XX (excl. 429)** status  
measured at the **load balancer**

*and*

Proportion of **HTTP GET** requests  
for **/profile/prober\_user** and **all linked resources**  
returning **valid HTML containing "ProberUser"**  
measured by a **black-box prober** every 5s

## Latency

Proportion of **HTTP GET** requests  
for **/profile/{user}**  
that send their **entire response within X ms**  
measured at the **load balancer**

## User Journey: Home Page Load

**SLI Type:** Latency

**SLI Specification:**

Proportion of **home page requests** that were served in **< 100ms**

*(Above, "[home page requests] served in <100ms" is the numerator in the SLI Equation, and "home page requests" is the denominator.)*

**SLI Implementations:**

- Proportion of **home page requests** served in **< 100ms**, as measured from the 'latency' column of the **server log**.  
(**Pros/Cons:** This measurement will miss requests that fail to reach the backend.)
- Proportion of **home page requests** served in **< 100ms**, as measured by **probers** that execute javascript in a browser running in a virtual machine.  
(**Pros/Cons:** This will catch errors when requests cannot reach our network, but may miss issues affecting only a subset of users.)

**SLO:**

**99%** of home page requests in **the past 28 days** served in < 100ms.

# Summary

## SLI

service level indicator: a monitoring metric that is indicative of a user's goal

## SLO

service level objective: a target on an SLI that if barely met, keeps the user happy

## SLA

service level agreement: SLO + consequences

## Error Budget

the maximum amount of time the system can fail without contractual consequences. It is the remainder / inverse of the SLO

# Further Information

- The ART of SLOs:  
<https://cre.page.link/art-of-slos>
- Site Reliability Engineering: Measuring and Managing Reliability  
<https://www.coursera.org/learn/site-reliability-engineering-slos>
- Site Reliability Engineering Books (free):  
<https://landing.google.com/sre/books/>