How's it like working as a performance engineer?

Outlines

- Performance engineer: who, why?
- How to become a performance engineer
 - Technical skills
 - Soft skills
 - Learning paths and materials

Who is performance engineer?

The person who answers these simple questions:

- Why is it slow?
- What can we do do to make it faster?
- Is it the best we can do with this machine / server / system ?

Why performance engineer?

Performance is a feature



You must get the best out of your resources



Puzzles are intriguing



The truth: poor men have to work harder



Different ways to contribute

- Troubleshoot performance issues (SA / SRE / Expert in specific are)
- Develop tools to help others to spot issue quicker
- Research and advocate: share best practices, patterns / anti-patterns to proactively avoid potential problems

A perfect mix

- A developer who knows more than his own code,
- A sysadmin who doesn't mind to code
- A tech guy who can communicate well
 - → A "real SRE" who's not on-call and dedicated for performance tasks

My own ops path

Common knowledge

- Hardware
- OS (CPU / Mem / Disks / Filesystem ...)
- Network (mostly TCP/IP)
- Applications (third-party / in-house, DB, Web server, LB ...)

Skills set

- Monitoring
- Debugging
- Profiling / Tracing
- Performance testing
- Programming

Monitoring for high level view

- Logs, metrics, traces
- R.E.D method
- U.S.E method
- Visualization
- "Smart" alerting



Debugging

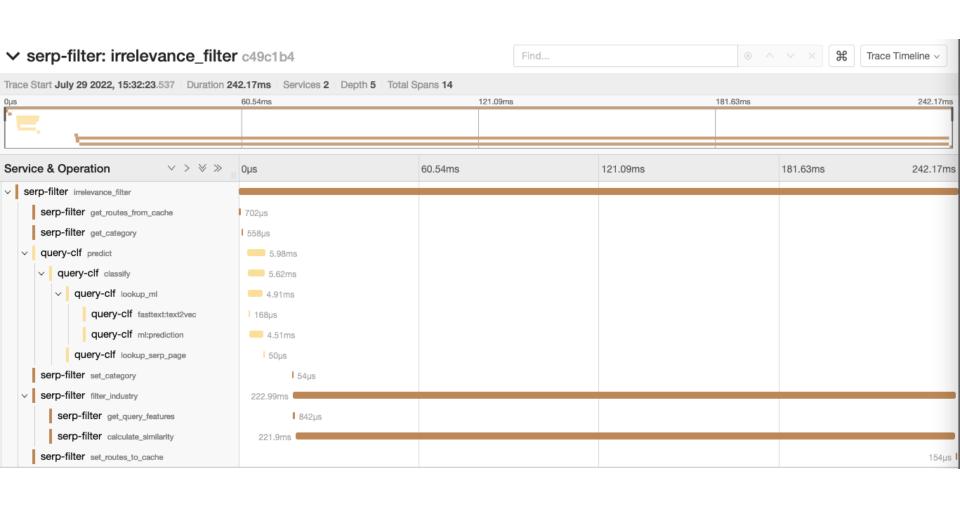
- Clarify the situation by right questions
- Reproduce
- Debug/profile/monitor tools to collect info
- Brainstorm ideas and verify it
- Analyze impact of your fix
- Release gradually and observe afterward



Profiling to avoid guessing

- Examine source code in action
- Different types of tracing / profiling:
 - Low-level profiling
 - OS
 - Application
 - ON / OFF CPU
 - Continuous profiling
 - Distributed tracing





Profiling obstacles

- No data
- Too much data (experience required)
- Overhead
- Requires extra setup sometimes



Analyze data

- Traces: Hot code and slow code
- Visualization: flamegraph, histogram, heatmap, gantt chart

Performance Testing

- Performance testing is an (dark) art
- Stress test, analyze, tune, benchmark
- Report / results visualization is important
- Always tune with benchmarking afterward



Programming

- Secondary skill
- Eventually, source code is the truth. You have to read a lot!
- Should know both compiled and interpreted language
- Data structure and Algorithms is not mandatory but a very big plus
- To analyze (read) other's code or write our own tools

Soft skills

- Know when to start and stop *
- Communication **
- Embrace failures

Challenges

- No "industry standard" training course / certification
- Lack of playground
- Not beginner friendly



Community

Follow these monsters:

- Linux tracing in general <u>@brendangregg</u>
- Low-level CPU perf <u>@dandibakh</u>
- Cloudflare network ninja <u>@majek04</u>
- Distributed tracer <u>@YuriShkuro</u>
- Always-on tracer <u>@0xTanelPoder</u>
- Continuous profiler <u>@fredbrancz</u>
- He knows it all obcantrill

Books

- Any Linux book by <u>Brendan Gregg</u> (you may not want to read book about Solaris/FreeBSD OS)
- Methodology / Entry level: <u>Faster</u>
- <u>Debugging</u>
- <u>Distributed tracing</u> (a bit out-date with OpenTracing)
- Tuning modern CPUs
- <u>Programming pearls</u> (not very easy to read with ops guys, but is worth reading)

Conference & labs

Conferences:

- <u>P99conf</u>
- <u>Syscon :D</u>

Labs & tools:

- <u>Bpf-perf-tools-book</u>
- Awesome Low Latency
- FREE perf-ninja course (My TO-DO in Q4 :D)

Projects

- Low-level profiler: <u>pmu-tools</u>, <u>pcm</u>
- Common tracing tools: <u>bpftrace</u>
- Continuous profilers: <u>parca</u>, <u>prodfiler</u>
- Distributed tracing: <u>jaeger</u>, <u>opentelemetry</u>

Thank you!