Appendix A - Availability Table

- 1. Table of Contents
- 2. Foreword
- 3. Preface
- 4. Part I Introduction
- 5. 1. Introduction
- 6. 2. The Production Environment at Google, from the Viewpoint of an SRE
- 7. Part II Principles
- 8. 3. Embracing Risk
- 9. 4. Service Level Objectives
- 10. <u>5. Eliminating Toil</u>
- 11. <u>6. Monitoring Distributed Systems</u>
- 12. 7. The Evolution of Automation at Google
- 13. <u>8. Release Engineering</u>
- 14. 9. Simplicity
- 15. Part III Practices
- 16. 10. Practical Alerting
- 17. 11. Being On-Call
- 18. 12. Effective Troubleshooting
- 19. 13. Emergency Response
- 20. 14. Managing Incidents
- 21. 15. Postmortem Culture: Learning from Failure
- 22. 16. Tracking Outages
- 23. 17. Testing for Reliability
- 24. 18. Software Engineering in SRE
- 25. 19. Load Balancing at the Frontend
- 26. 20. Load Balancing in the Datacenter
- 27. 21. Handling Overload
- 28. 22. Addressing Cascading Failures
- 29. 23. Managing Critical State: Distributed Consensus for Reliability
- 30. 24. Distributed Periodic Scheduling with Cron
- 31. 25. Data Processing Pipelines
- 32. 26. Data Integrity: What You Read Is What You Wrote
- 33. 27. Reliable Product Launches at Scale
- 34. Part IV Management
- 35. 28. Accelerating SREs to On-Call and Beyond
- 36. 29. Dealing with Interrupts
- 37. 30. Embedding an SRE to Recover from Operational Overload
- 38. 31. Communication and Collaboration in SRE
- 39. 32. The Evolving SRE Engagement Model
- 40. Part V Conclusions
- 41. 33. Lessons Learned from Other Industries
- 42. 34. Conclusion
- 43. Appendix A. Availability Table
- 44. Appendix B. A Collection of Best Practices for Production Services
- 45. Appendix C. Example Incident State Document
- 46. Appendix D. Example Postmortem
- 47. Appendix E. Launch Coordination Checklist
- 48. Appendix F. Example Production Meeting Minutes
- 49. Bibliography

Availability Table

Availability level

Availability is generally calculated based on how long a service was unavailable over some period. Assuming no planned downtime, <u>Table 1-1</u> indicates how much downtime is permitted to reach a given availability level.

Table 1-1. Availability table

Allowed unavailability window

11, what is the contract of th			Thio was and white will be the control of the contr				
		per year	per quarter	per month	per week	per day	per hour
	90%	36.5 days	9 days	3 days	16.8 hours	2.4 hours	6 minutes
	95%	18.25 days	4.5 days	1.5 days	8.4 hours	1.2 hours	3 minutes
	99%	3.65 days	21.6 hours	7.2 hours	1.68 hours	14.4 minutes	36 seconds
	99.5%	1.83 days	10.8 hours	3.6 hours	50.4 minutes	7.20 minutes	18 seconds
	99.9%	8.76 hours	2.16 hours	43.2 minutes	10.1 minutes	1.44 minutes	3.6 seconds
	99.95%	4.38 hours	1.08 hours	21.6 minutes	5.04 minutes	43.2 seconds	1.8 seconds
	99.99%	52.6 minutes	12.96 minutes	4.32 minutes	60.5 seconds	8.64 seconds	0.36 seconds
	99.999%	5.26 minutes	1.30 minutes	25.9 seconds	6.05 seconds	0.87 seconds	0.04 seconds

Using an aggregate unavailability metric (i.e., "X% of all operations failed") is more useful than focusing on outage lengths for services that may be partially available—for instance, due to having multiple replicas, only some of which are unavailable—and for services whose load varies over the course of a day or week rather than remaining constant.

See Equations <u>Time-based availability</u> and <u>Aggregate availability</u> in <u>Embracing Risk</u> for calculations.

previous

Chapter 34 - Conclusion

<u>next</u>

<u>Appendix B - A Collection of Best Practices for Production Services</u>

Copyright © 2017 Google, Inc. Published by O'Reilly Media, Inc. Licensed under CC BY-NC-ND 4.0