

On the Interaction of Feature Toggles

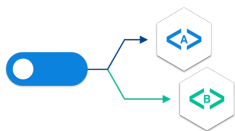
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Context

- A feature toggle is a binary condition that controls whether a feature appears in the system or not



```
function reticulateSplines() {  
  
    var useNewAlgorithm = false; // Feature Toggle  
    // UNCOMMENT IF YOU ARE WORKING ON THE NEW SR ALGORITHM  
    // useNewAlgorithm = true;  
  
    if (useNewAlgorithm) { // Feature Toggle Point  
        return enhancedSplineReticulation();  
    } else {  
        return oldFashionedSplineReticulation();  
    }  
    //The rest of code is omitted  
}
```

- They enable trunk-based development (Google, Microsoft, Facebook)
- They are used for continuous deployment
- Mostly, they are *temporary* in the system (vs. configuration options)

Motivation

- The adoption of trunk-based development is growing
- Feature toggles are perceived as a simple and light technique

Listing 1 The defined toggles: kops/pkg/featureflag/featureflag.go

```
1  var ( //The rest of 21 feature toggles are omitted
2      TerraformJSON = new("TerraformJSON", Bool(false))
3      TerraformManagedFiles = new("TerraformManagedFiles", Bool(true))
4  ) // The rest of code is omitted
```

Listing 2 Usage: kops/upup/pkg/fi/cloudup/terraform/target.go

```
1  func (t *TerraformTarget) Finish(taskMap map[string]fi.Task) error {
2      //The rest of code is omitted
3      if featureflag.TerraformJSON.Enabled() {
4          if featureflag.TerraformManagedFiles.Enabled() {
5              return errors.New("TerraformJSON cannot be
6                  used with TerraformManagedFiles")
7          }
8          err = t.finishJSON()
9      } else {
10         err = t.finishHCL2()
11     }
12     return nil
13 }
```

- Are they simple to deal with in real projects, especially over time?
- What is their interaction complexity within a codebase?

Study Design

– Goal and Research Questions –

Goal: To explore the presence of **feature toggles interactions** in a system from the developer's viewpoint

RQ₁: Do feature toggles interact with each other in order to enable some system functionalities (*i.e.*, features)?

RQ₂: Do feature toggles and their interactions have a tendency to be multiplied over time?

Study Design

– Goal and Research Questions –

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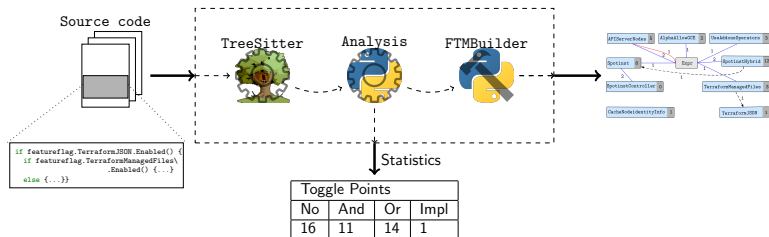
RQ₂: Do feature toggles and their interactions have a tendency to be multiplied over time?

■ We analysed 5 Go open-source projects

⊗ Boulder	:	0.52M LoC, ***	4k
⊗ Juju	:	11.12M LoC, ***	1,9k
⊗ Kops	:	2.61M LoC, ***	13,4k
⊗ Kubernetes	:	4.58M LoC, ***	18,2k
⊗ Loomchain	:	0.10M LoC, ***	136

Study Design

– Our Approach –



- For RQ_1 : Feature toggles interactions in 1 recent release
- For RQ_2 :
 - ⊗ Feature toggles changes throughout the project history
 - ⊗ Feature toggles interactions in the 1st release for last 5 years

Results of RQ_1 (1/4)

Do feature toggles interact with each other in order to enable some system functionalities?

- The overall number of feature toggles that interact

Software System	# Feature Toggles			
	Unused	Independent	Interacting	Total
Boulder	5	6	6	17
Juju	1	9	3	13
Kops	1	11	11	23
Kubernetes	31	24	53	108
Loomchain	21	21	13	55
In percentage	27%	33%	40%	

Results of RQ_1 (4/4)

Do feature toggles interact with each other in order to enable some system functionalities?

- Interactions (40%):

- ⊗ 7% between feature toggles

- ⊗ 33% between feature toggles and code expressions

```
1778     if features.Enabled(features.StoreRevokerInfo) && revokedBy != 0 {  
1779         req.RevokedBy = revokedBy  
1780     }
```

- Up to 2 feature toggles are involved in an interaction

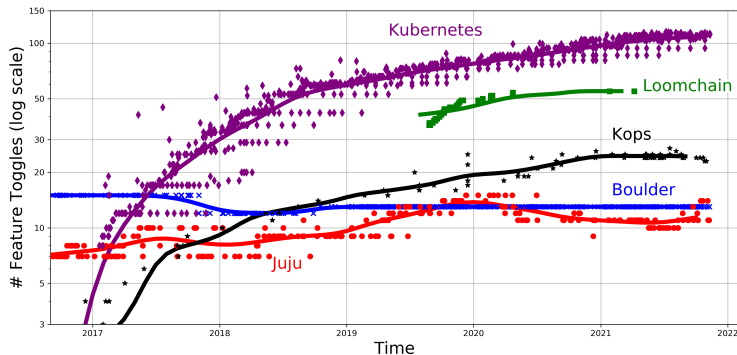
- 27% of feature toggles are unused

- Feature toggles are concentrated in only 1.13% of files

Results of RQ_2 (1/3)

Do feature toggles and their interactions have a tendency to be multiplied over time?

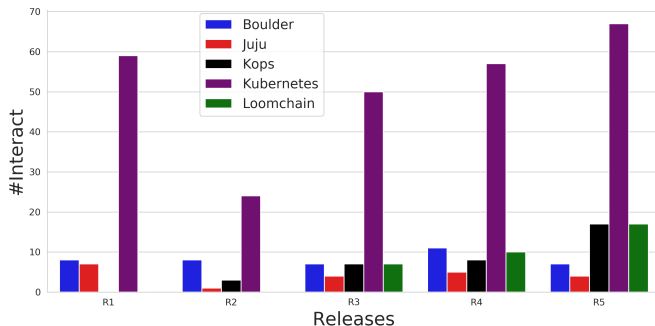
- The multiplication of #feature toggles over the time



Results of RQ_2 (2/3)

Do feature toggles and their interactions have a tendency to be multiplied over time?

- The multiplication of feature toggles interactions over the time



Results of RQ_2 (3/3)

Do feature toggles and their interactions have a tendency to be multiplied over time?

- Feature toggles interactions tend to multiply over time by 22%

↓ Boulder (18%) and Juju (6%)

↑ Kops (65%), Kubernetes (29%), and Loomchain (39%)

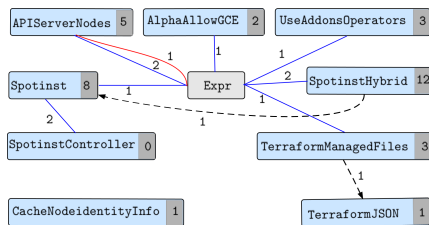
- Correlation between the #feature toggles and their interactions

More: Kops (0.90), Loomchain (0.88), and Kubernetes (0.39)

Less: Juju (0.04) and Boulder (-0.02)

An extracted Feature Toggle Model

- To know how and which feature toggles interact in a system, we propose to model them into a Feature Toggle Model (FTM)



An excerpt from the FTM of Kops (9 from its 23 feature toggles)

Summary: On the Interaction of Feature Toggles

Contributions:

- A first empirical evaluation of interaction of feature toggles
 - ⊗ 7% of feature toggles interact with each other
 - ⊗ Their interactions tend to multiply over time for 22%
 - ⊗ Their interactions can be correlated with their number (3/5)
- The proposition of a Feature Toggle Model (FTM)
- The availability of the mining approach and artifacts:
https://github.com/llesoil/poc_ftm

Limitations:

- We mined only the *if-else* statements
- Feature toggle can be assigned to a variable and then to be evaluated
- The EXCLUDES interactions of feature toggles are not identified