

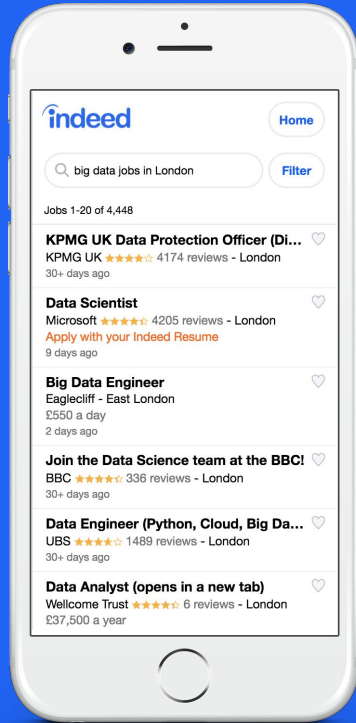


Quantifying Empathy Through Service Level Objectives

Ketan Gangatirkar

Vice President of Engineering – Job Seeker | ketan@indeed.com

I help
people
get jobs.



One search. All jobs.

Job site 1

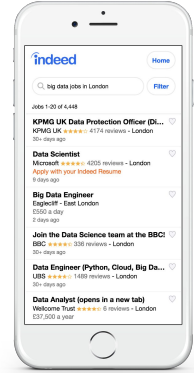
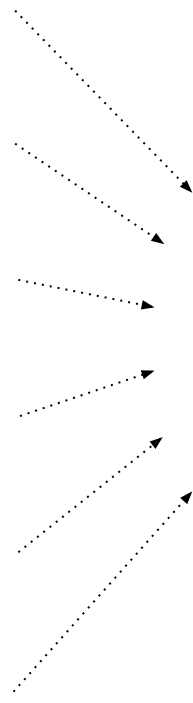
Job site 2

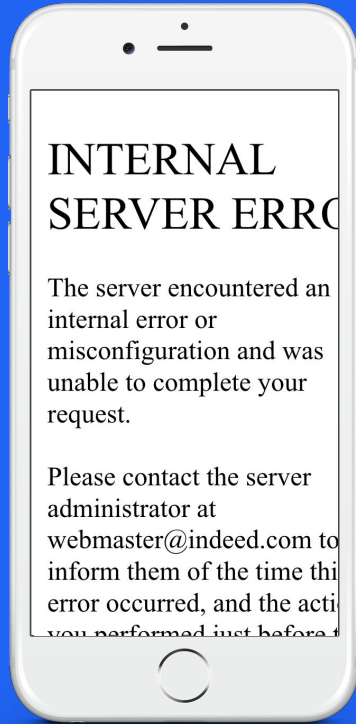
Job site 3

Job site 4

Job site 5

Job site ∞





No searches. No jobs.


This is why we need SLOs



SLO violation

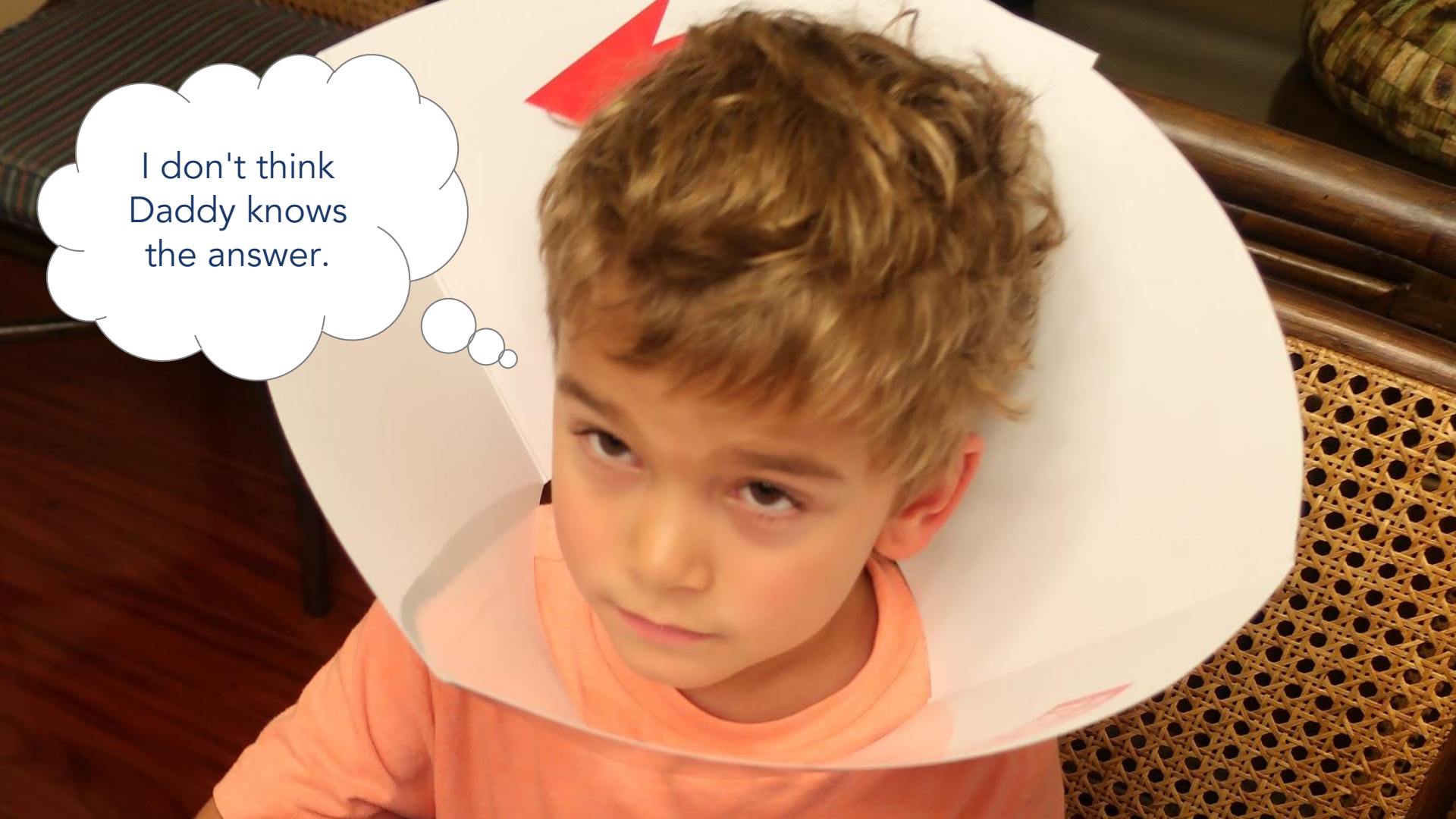
Job Search was unavailable to users in Vietnam for 13 minutes

99.98% availability (last 90 days)
99.99% SLO



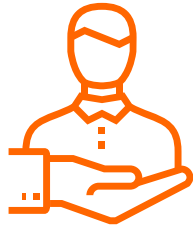
Daddy, where do SLOs come from?

The SREs define SLOs!



I don't think
Daddy knows
the answer.

Why shouldn't SREs define the SLOs?

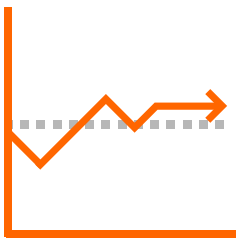


Your product exists to serve users



Service Level Indicator

A quantifiable measure of the quality of a service

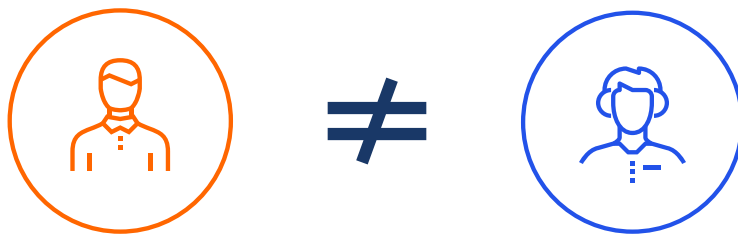


Service Level Objective

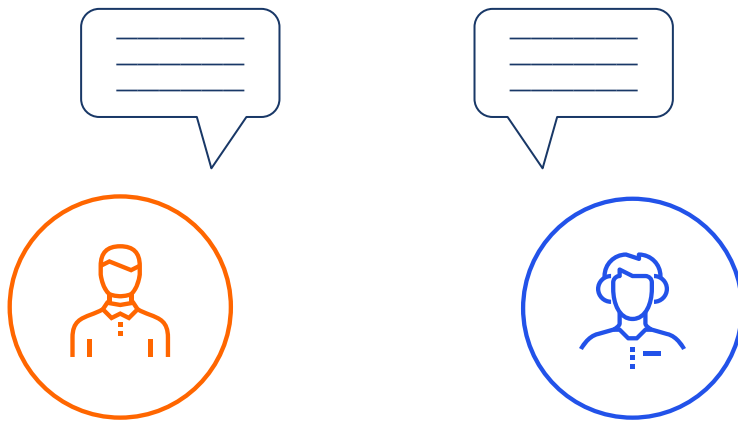
A target for a Service Level Indicator

SLOs determine user experience

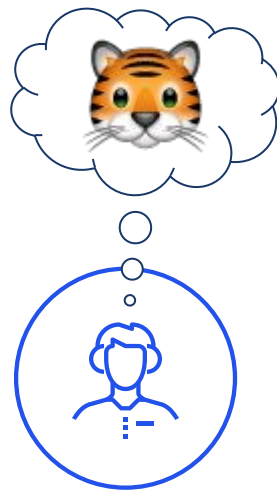
SREs determine user experience?



Your SREs aren't your users



Your SREs don't talk to your users



Your SREs don't understand your users

SLOs are

- Consistent
- Objective
- Measurable
- Explicit
- ~~Empathetic~~



SLO violation

Job Search was unavailable to users in Vietnam for 13 minutes

99.98% availability (last 90 days)
99.99% SLO

Is this an empathy?

Put empathy in your SLOs

SLOs without empathy are bad SLOs

SLOs = numbers
Feelings \neq numbers

Turn feelings into numbers

Quantify your empathy

Adding quantified empathy to SLOs



SLO violation

Job Search was unavailable to users in Vietnam for 13 minutes

99.98% availability (last 90 days)
99.99% SLO



3802 job seekers can't get jobs!



Job Search was unavailable to people in Vietnam for 13 minutes

99.98% availability (last 90 days)
99.99% SLO

```
graph LR; A[Quantify empathy] --> B[Create better SLOs]; B --> C[Make smarter decisions]; C --> D[Build a better product]; D --> E[Make your users happier];
```

Quantify
empathy

Create
better SLOs

Make
smarter
decisions

Build a
better
product

Make your
users
happier

SLOs make people better

People sleep

SLOs are 24x7



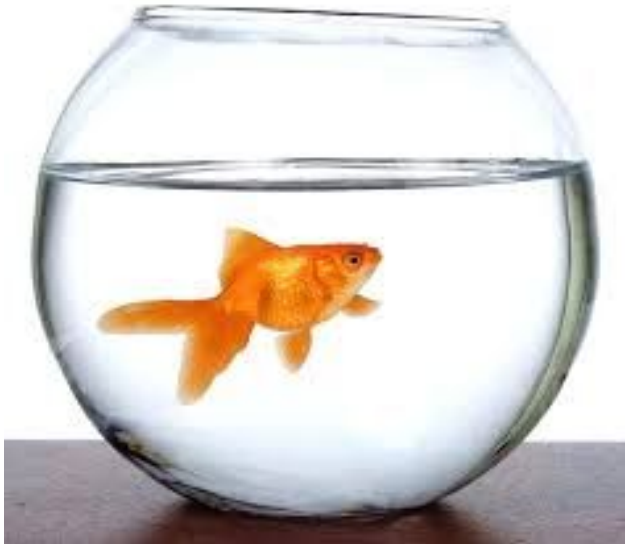
People go on holiday



SLOs are always working



Empathy is individual



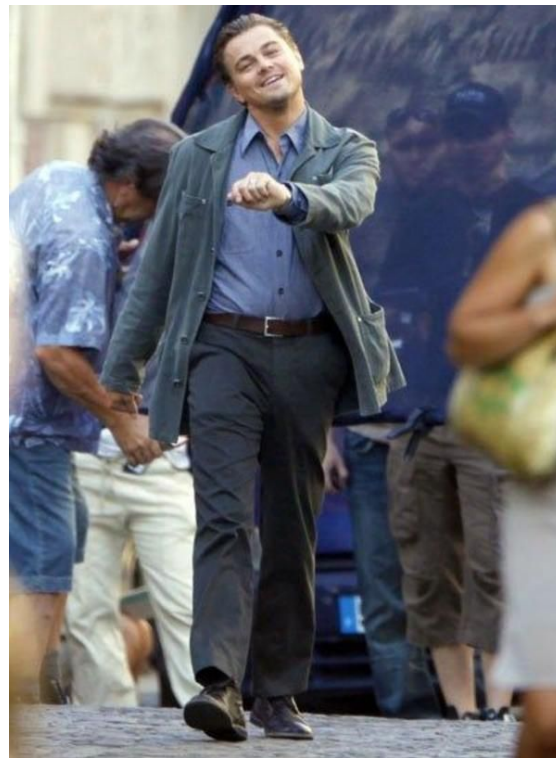
SLOs are collective



People need food, have moods

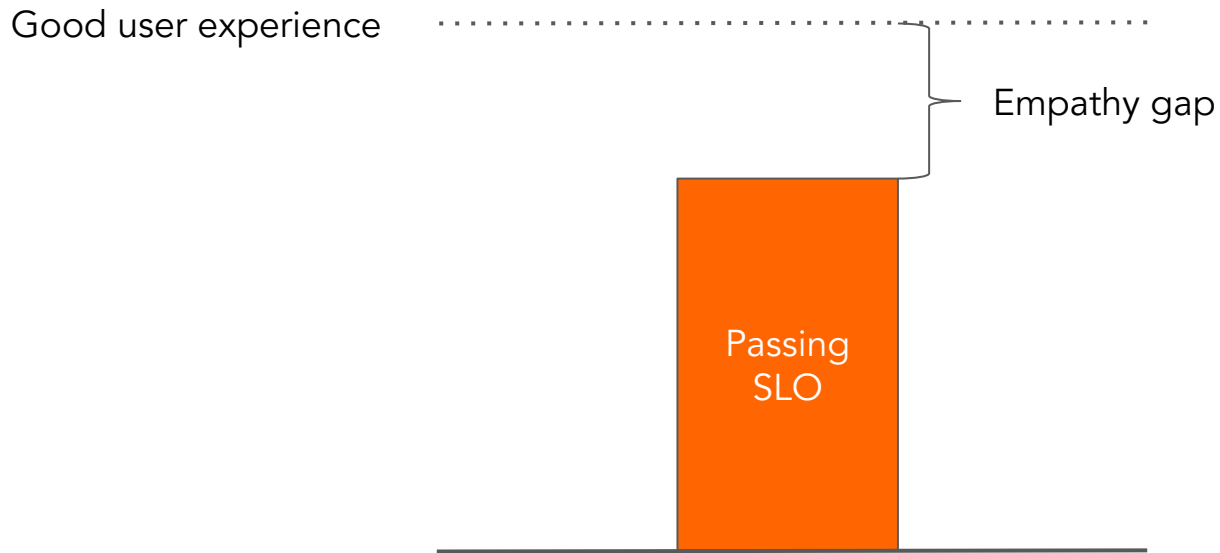


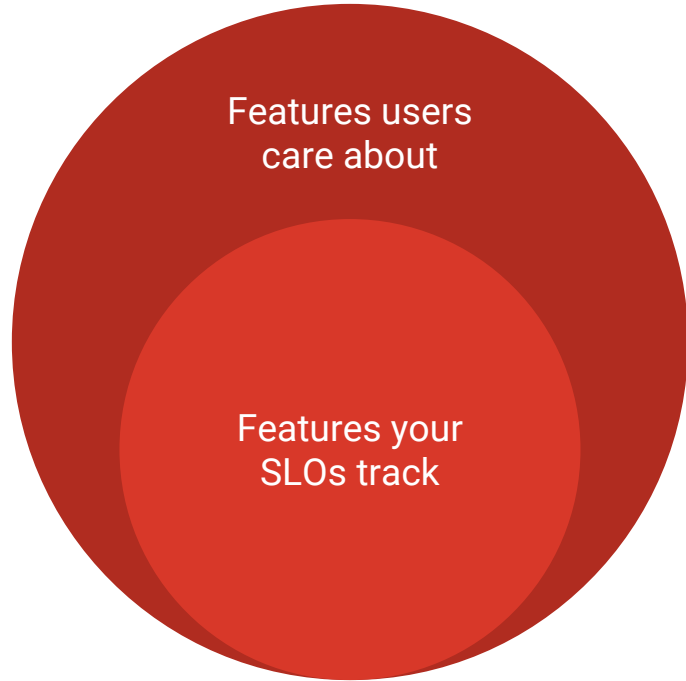
SLOs don't get hangry



Lack of empathy leads to subpar experience

Your users could be more demanding than your SLO





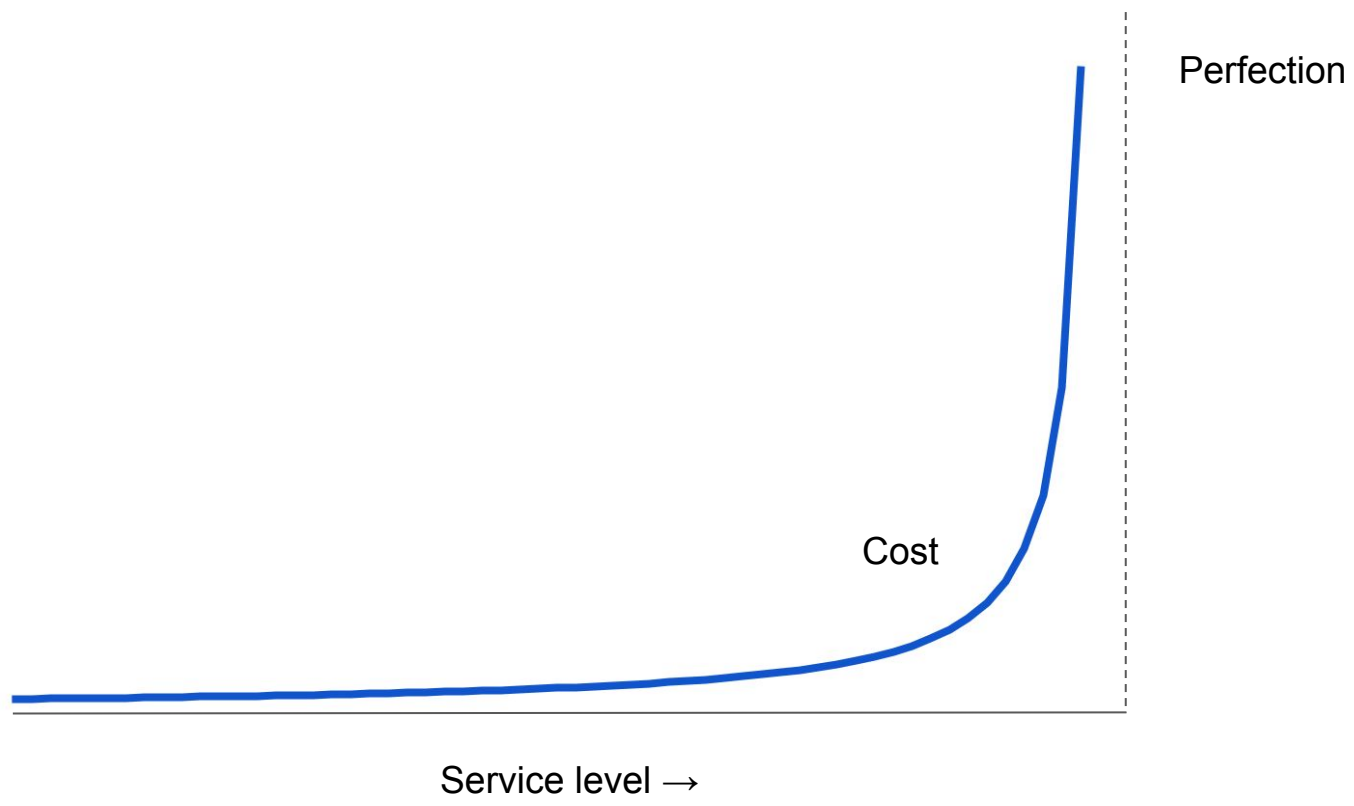
Your users may notice problems your SLO doesn't cover

Lack of empathy leads to wasted effort

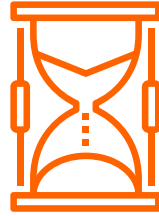
harder
better
faster
stronger



Higher service level → Always better?



Maybe too much of a good thing?



Higher service levels cost time

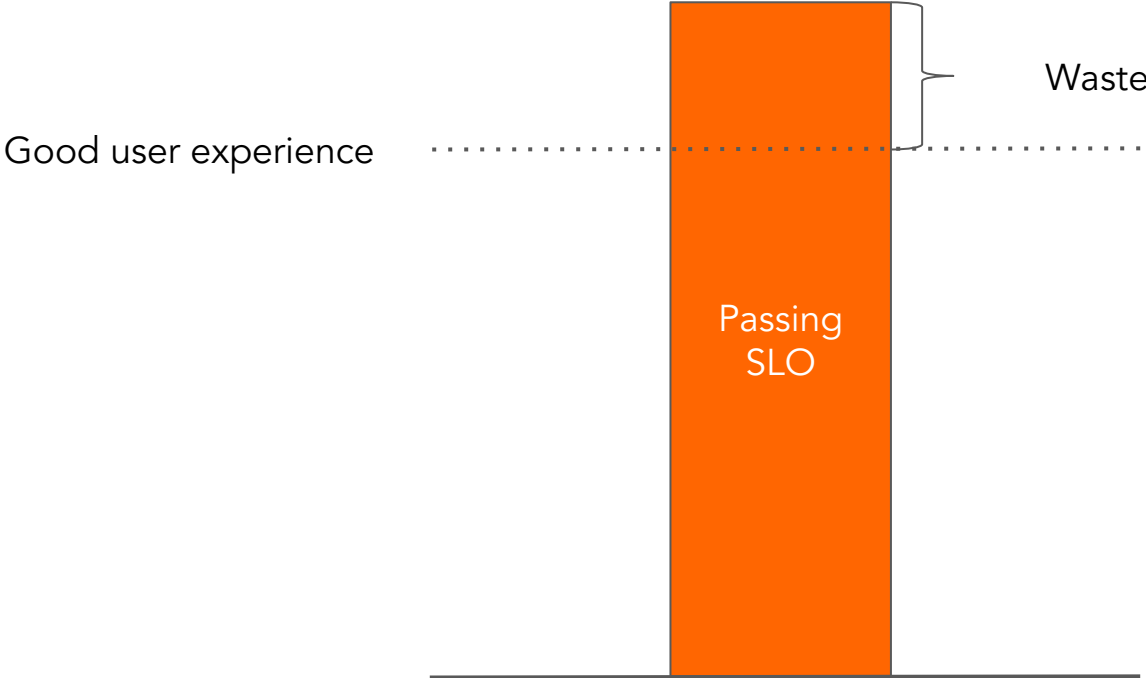
Higher service levels cost money

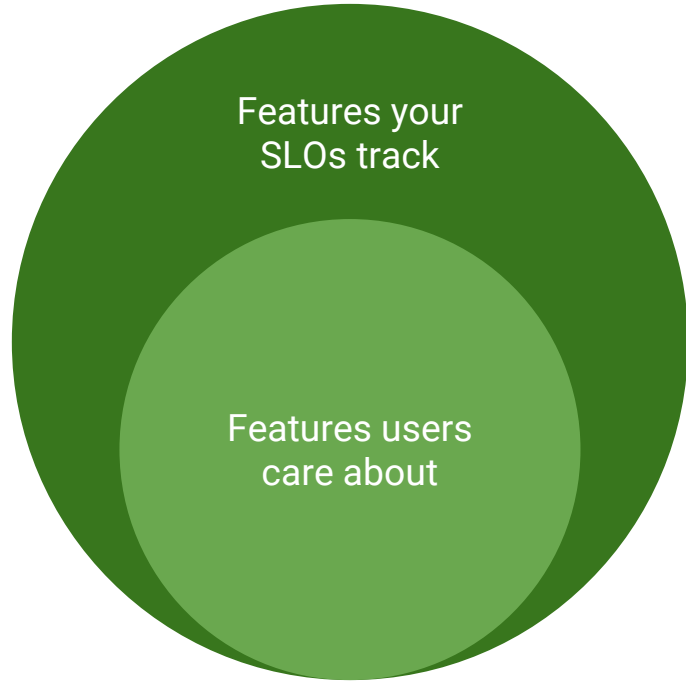




Higher service levels cost **opportunity**

Your users could be less demanding than your SLO





Your SLO may cover things your users don't care about



**Pointless
alerts**

SRE



How good is just right?

User research and product management problems

Solved by technology teams

SRE makes product decisions

Code for accuracy or freshness?



Speed or availability?

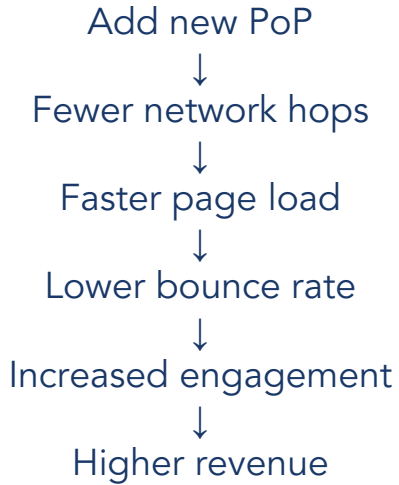


Add new PoP or implement auto-scaling?



THE
5

WHY
WHY
WHY
WHY
WHYs



vs.

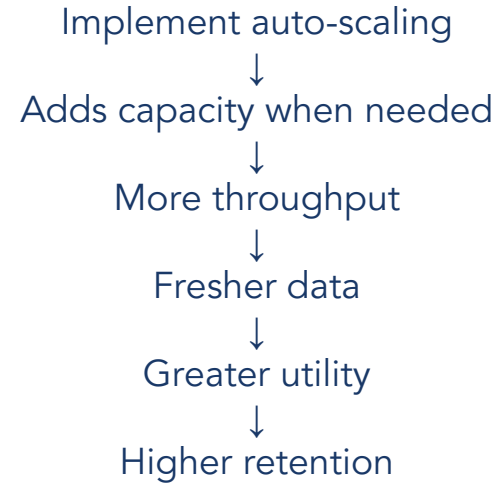
WHY?₁

WHY?₂

WHY?₃

WHY?₄

WHY?₅



People will disagree

Faster pages!



Marketing

Less
downtime!



CEO

Increase
throughput!



SWE

Reduce
errors!



SRE

People will disagree... a lot

400 ms!



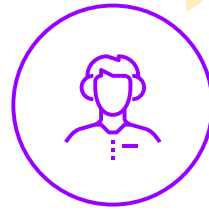
Marketing

300 ms!



CEO

250 ms!



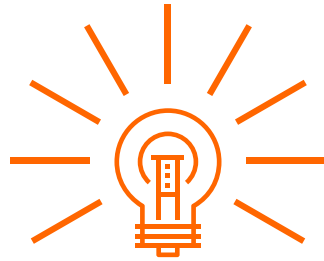
SWE

265 ms!



SRE

How do you make sure your team does it right?



One person makes all the decisions



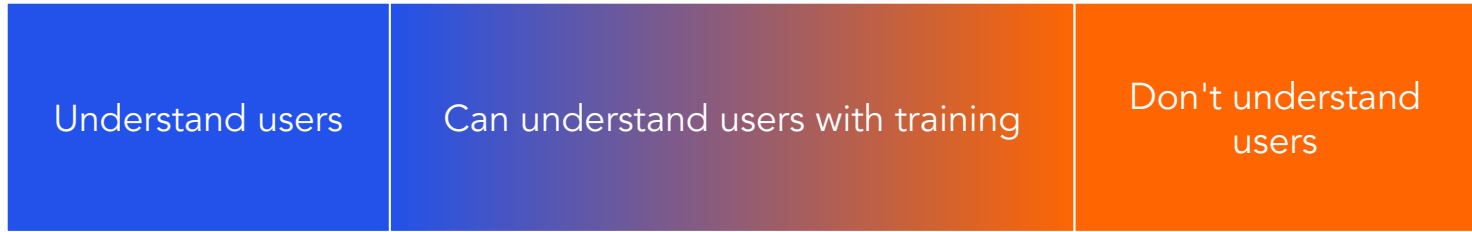
The God Object anti-pattern

It's hard for SRE to make product decisions

Expanding your hiring pool

Employee personalities vary

Can you limit your candidate pool to these people?



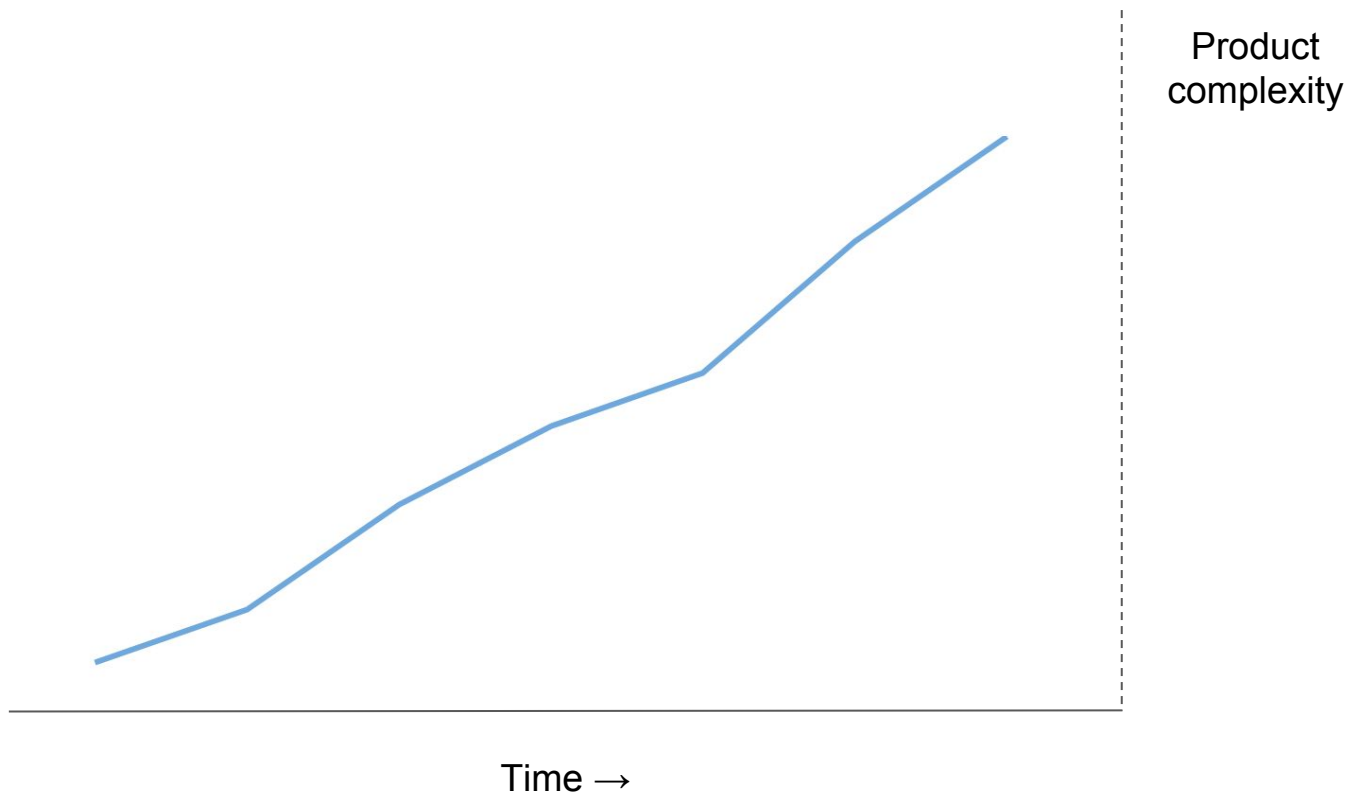
Understand users

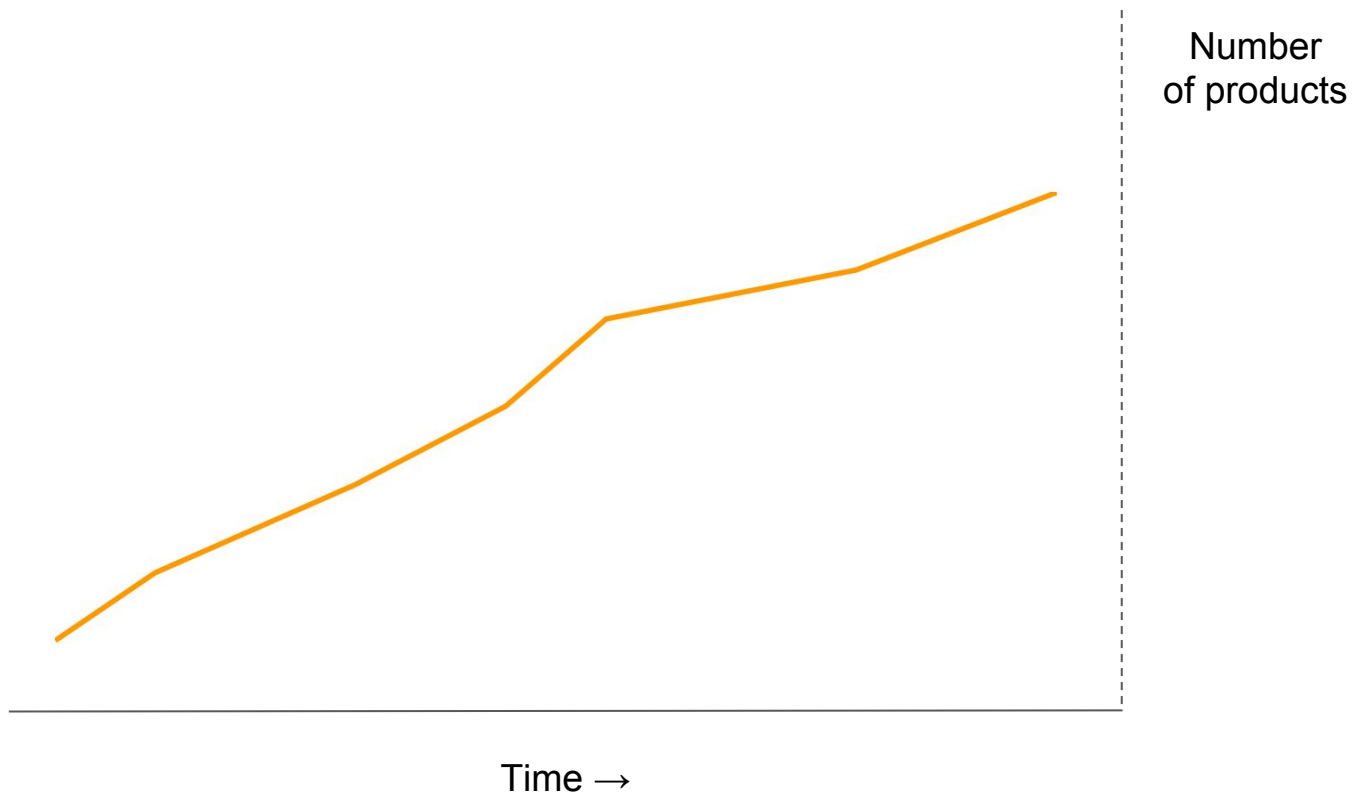
Can understand users with training

Don't understand users



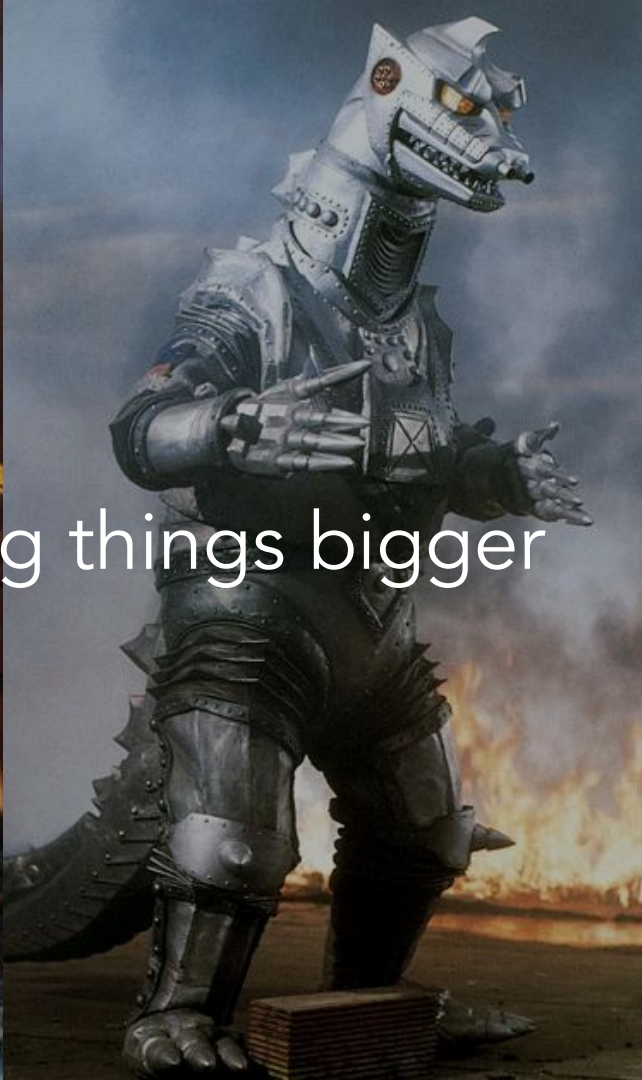
All of these can be valuable employees







Even the best people have limits



You can't scale up by just making things bigger

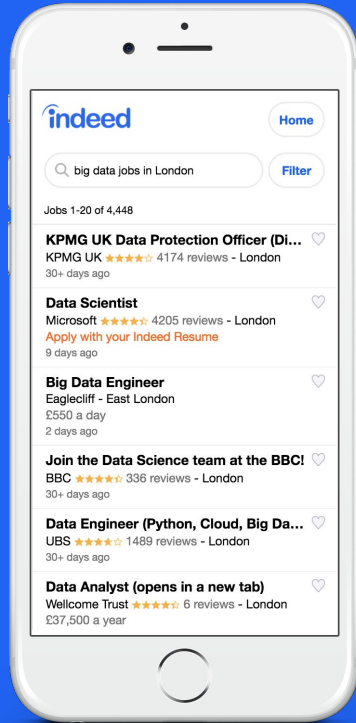
How do you overcome these obstacles?

Quantify empathy

- 1) Get to know your users
- 2) Understand what your product does for them
- 3) Apply the 4 flavors of user happiness
- 4) Find the user pain in your data
- 5) Set the SLOs below the pain threshold

This is everyone's job

Empathy applies to all products



One search. All jobs.

Web site 1

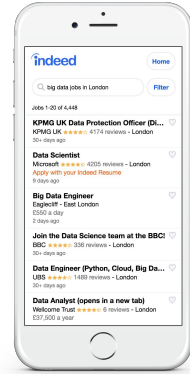
Web site 2

Web site 3

Web site 4

Web site 5

Web site 6



Job seekers care about

- Fast page loads
- Getting all jobs
- Get the jobs quickly enough
- Seeing more jobs, even at risk of irrelevance

Job seekers care less about

- Perfect accuracy
- All the features
- Avoiding all irrelevant jobs

Case study
Capturing the flag





Red Team 0
Blue Team 0

Tomarix

Dim3	Red Base	Low	118	30
sevenup	Red Entrance		124	0
MiKaH	Red Entrance		115	0
viRus	Red Entrance		137	50
ZoomZo				

129 fps

18:02

99



15



WAKE viRus ZoomZoom

84



15



Flag capturers care about

- Lag (absence of)

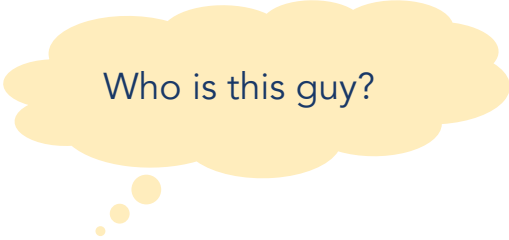
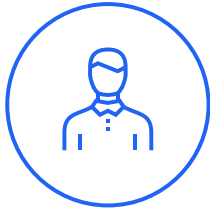
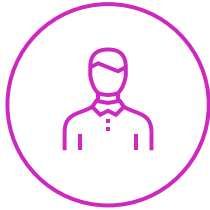
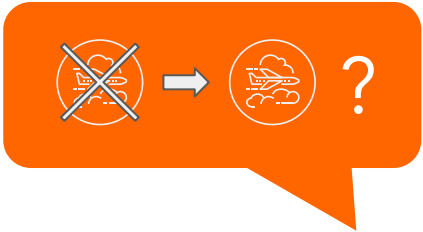
Flag capturers care less about

- Availability

Case study
Customer service



#FML



Please hold while finding your reservation.....

#FML2





CUSTOMER



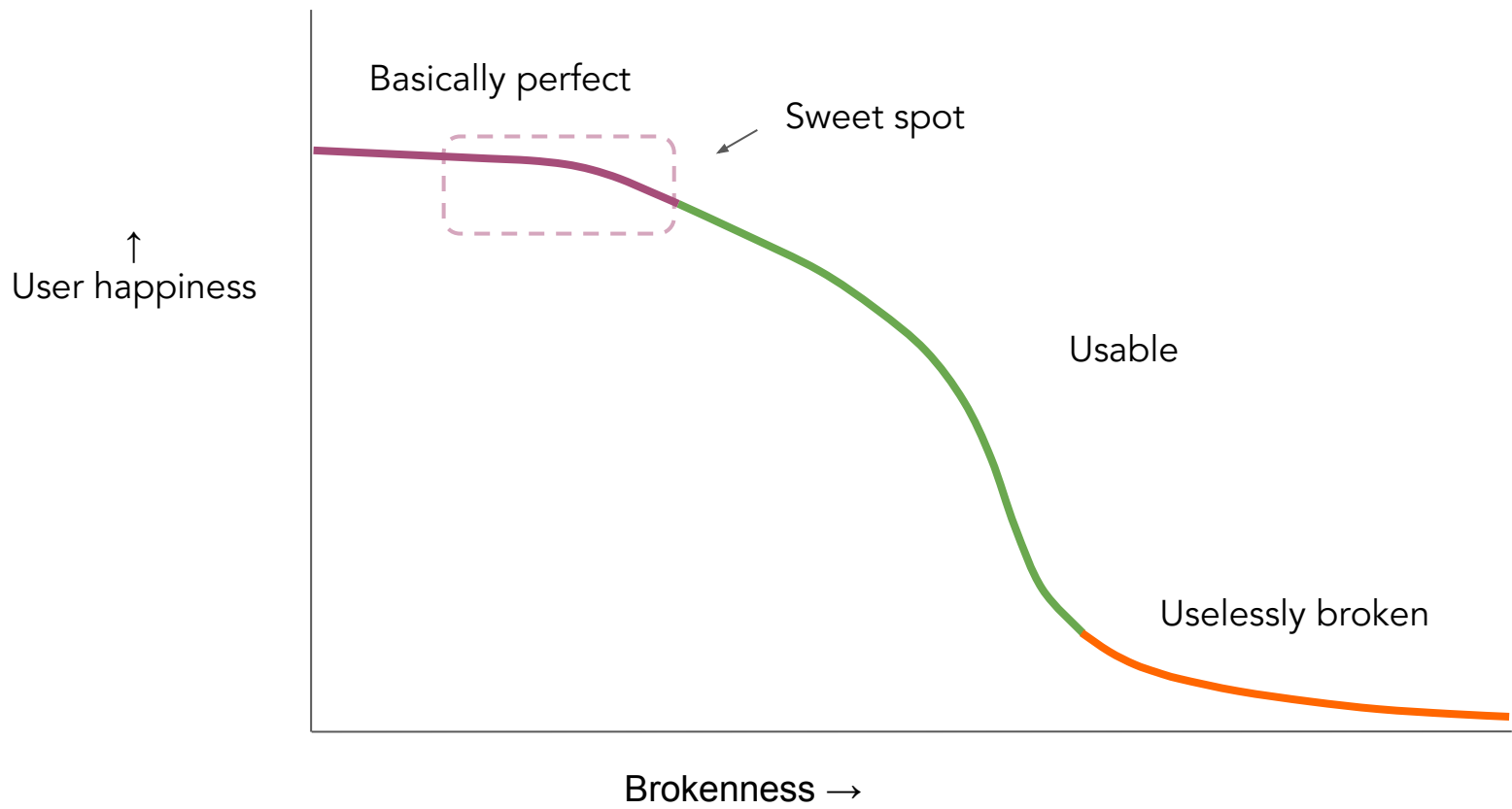
CSRs care about

- Fast enough page loads
- Availability
- Data freshness
- Accuracy

CSRs care less about

- Fastest possible page loads
- Lots of features

Empathy is an S-curve



6 flavors of user happiness

1) Availability

2) Responsiveness

3) Freshness

4) Completeness

5) Accuracy and precision

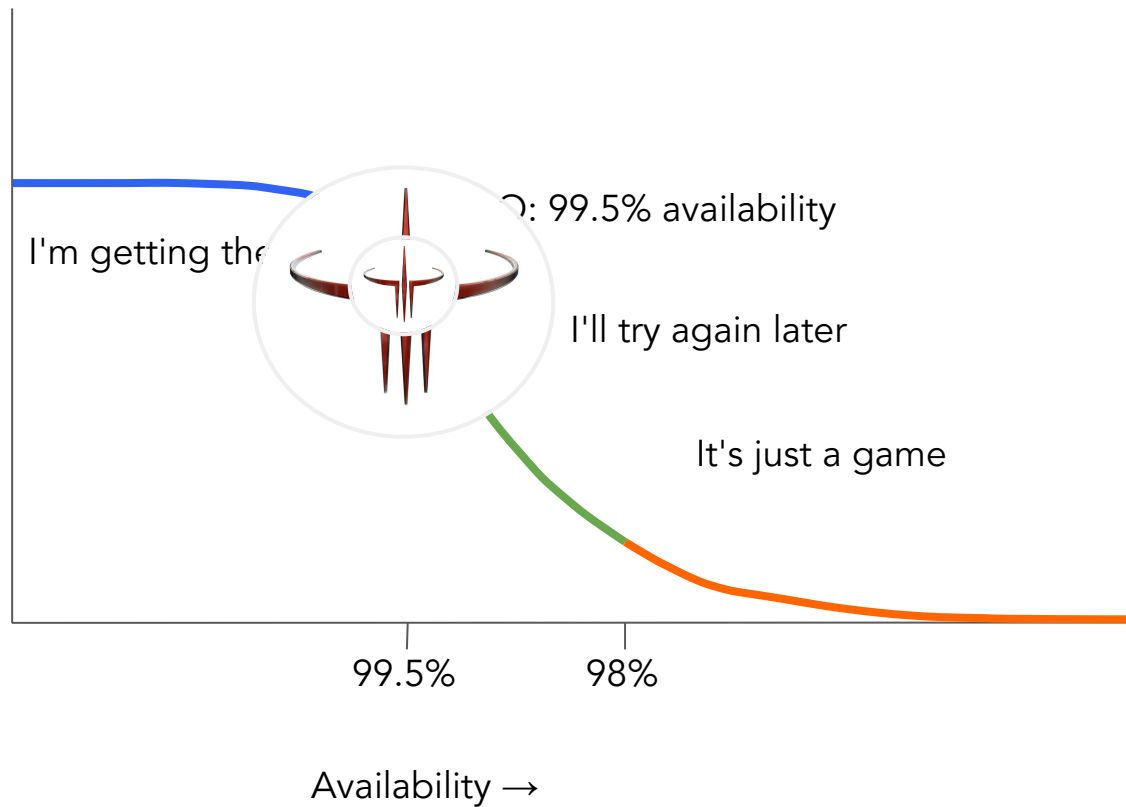
6) Breadth of functionality

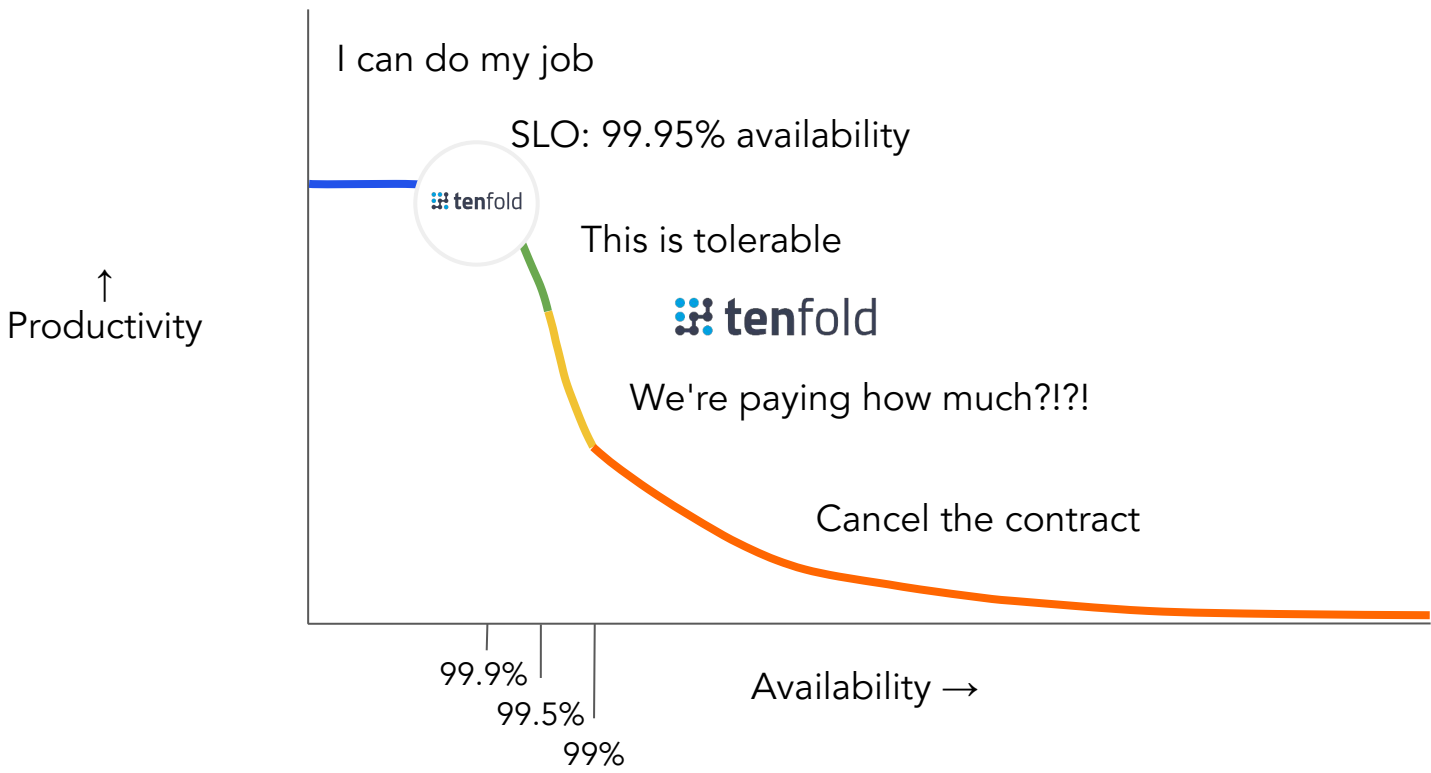
#ARFCAapBof

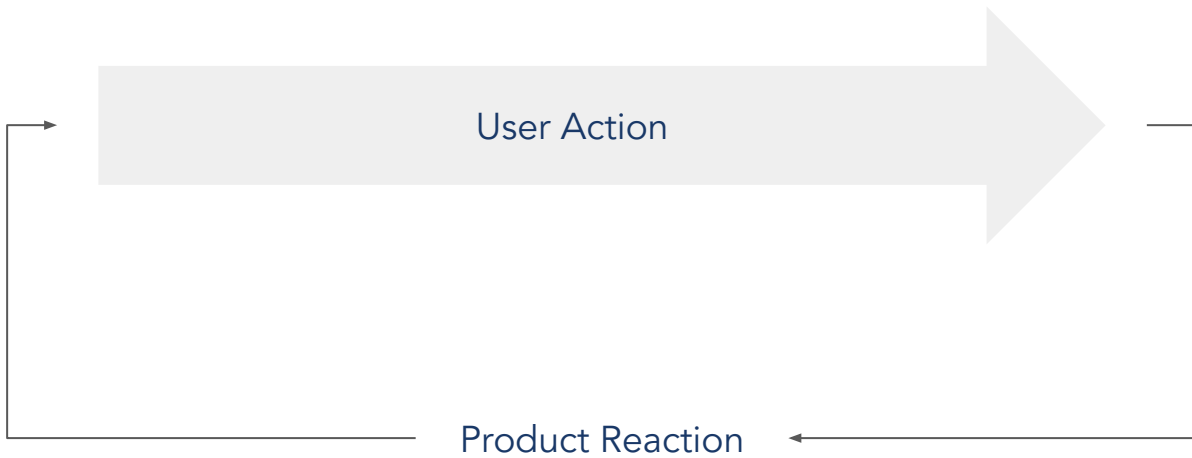
Can your product perform its most basic functions?

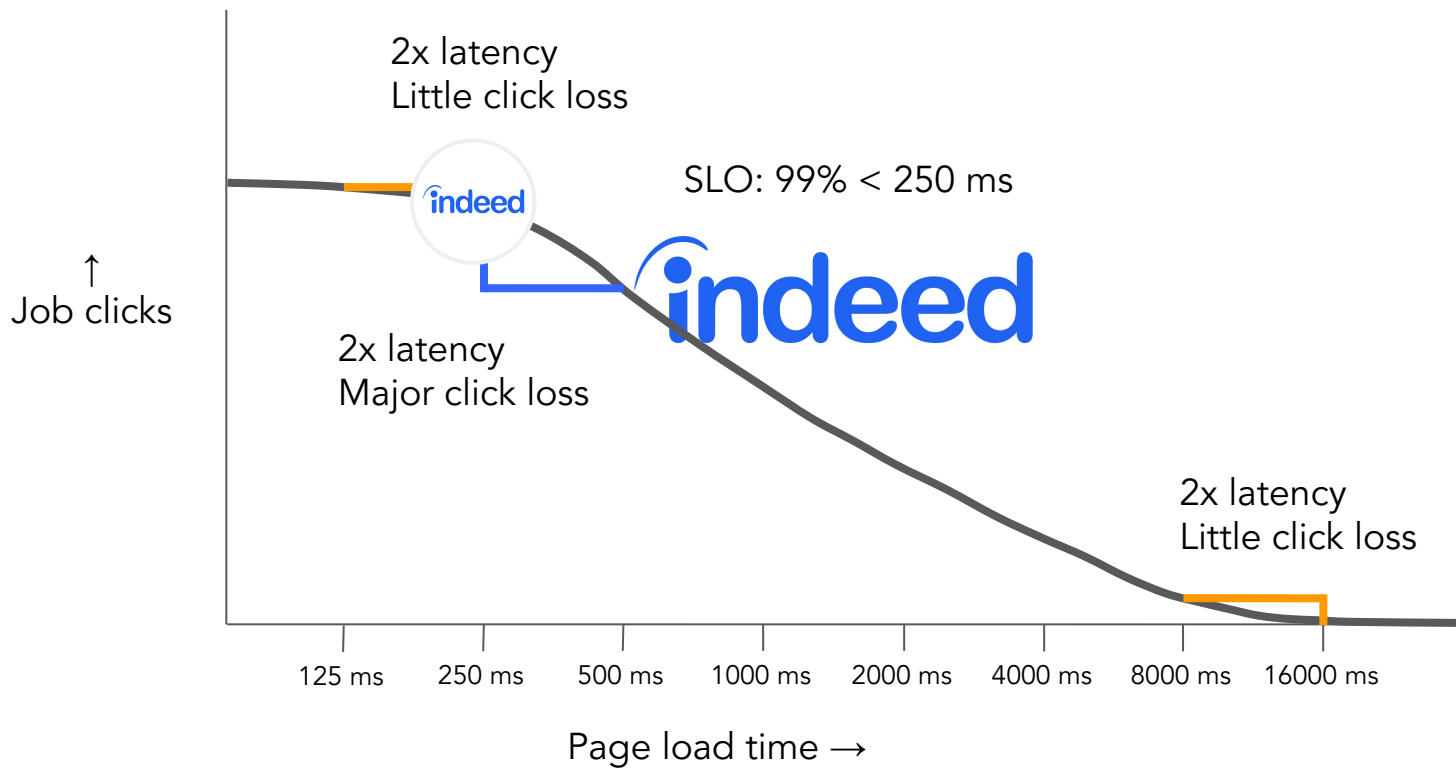
- Finding jobs
- Capturing the flag
- Displaying customer records

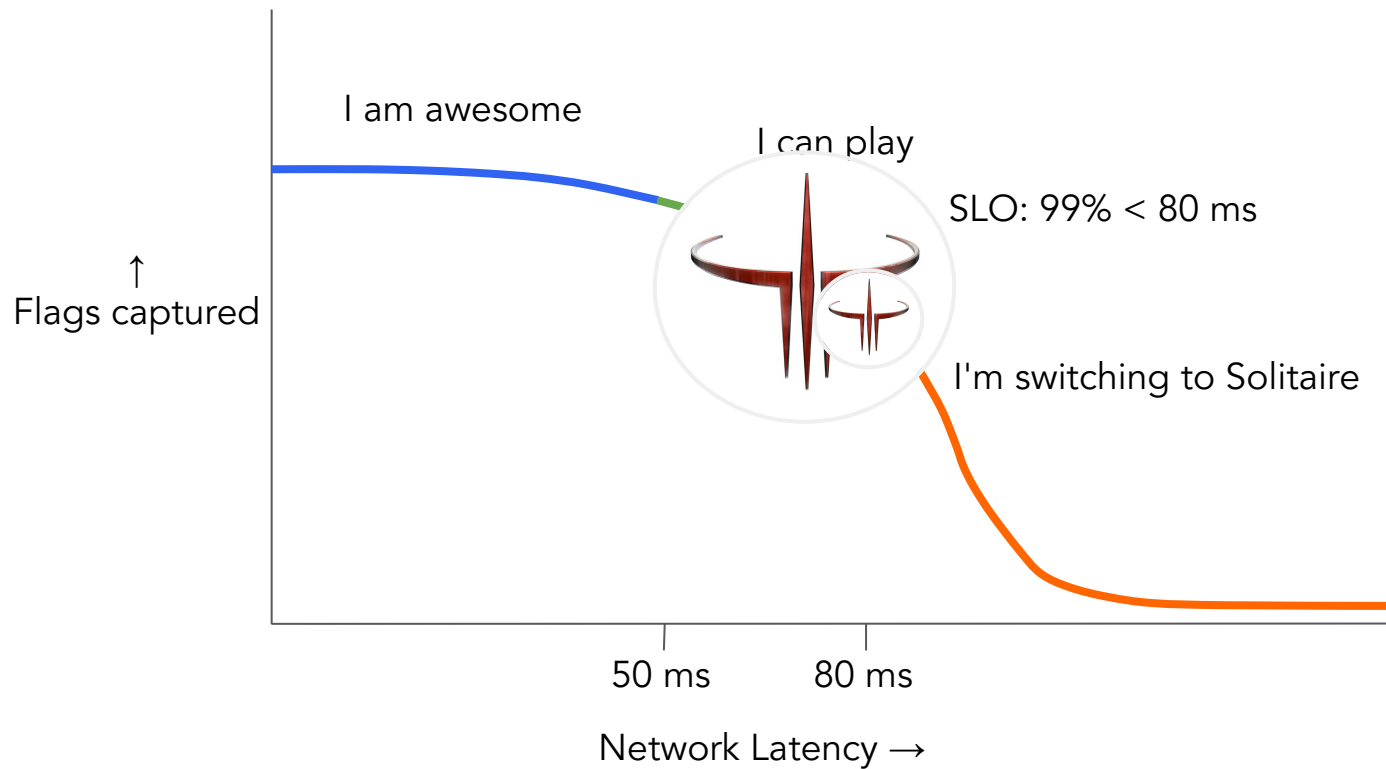
↑
Flagaliciousness





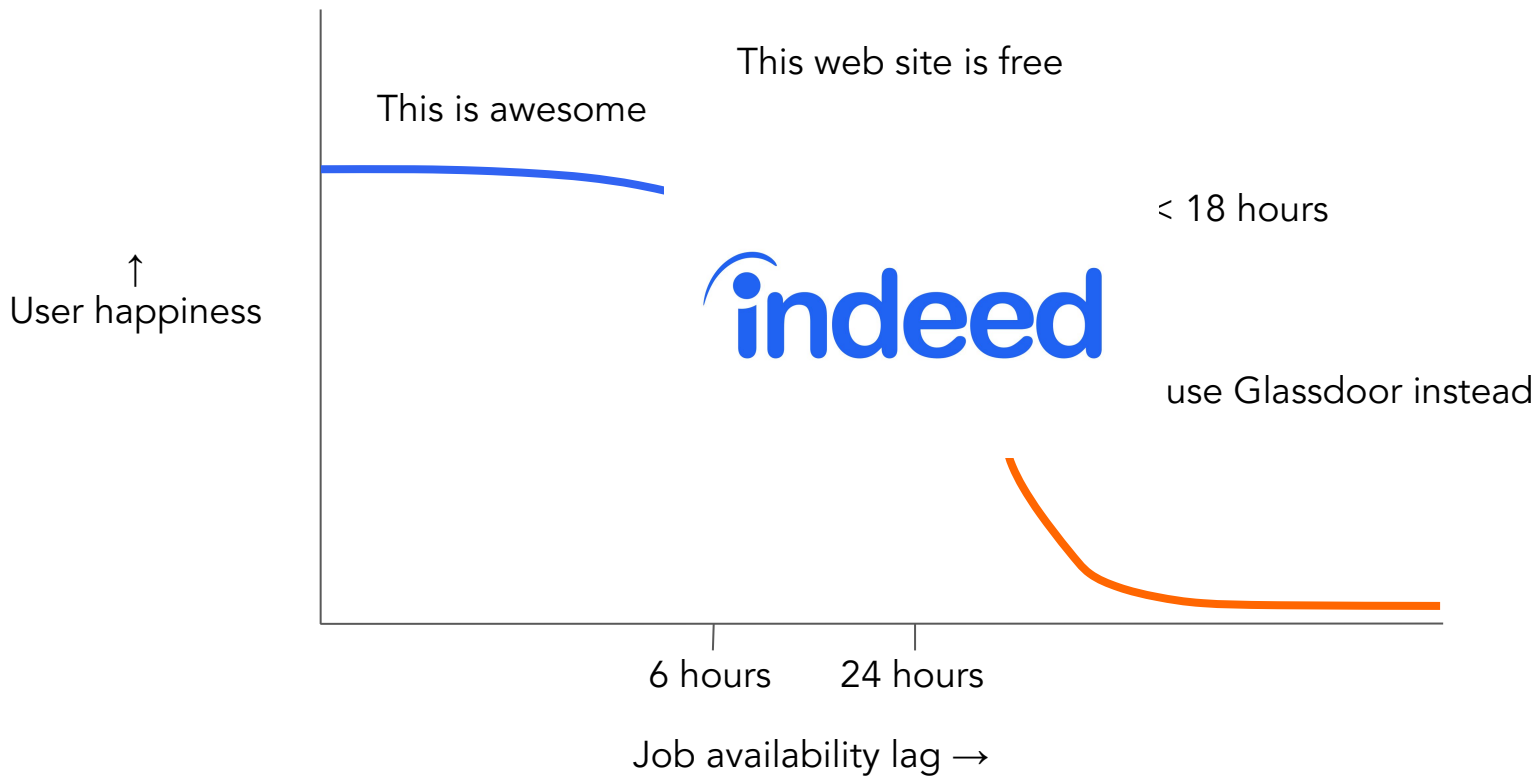




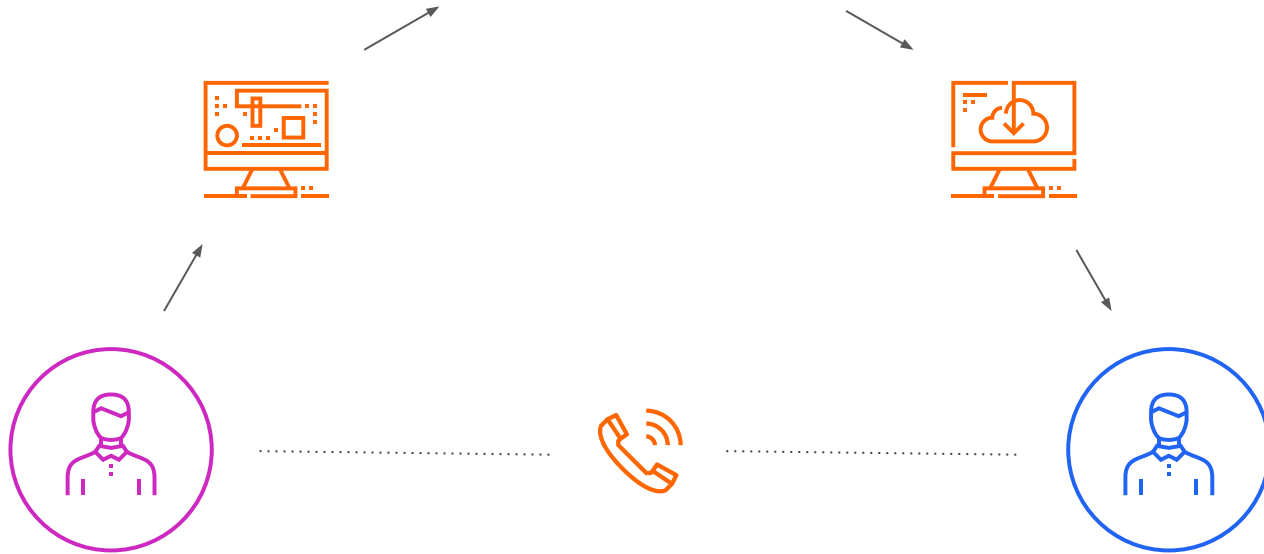


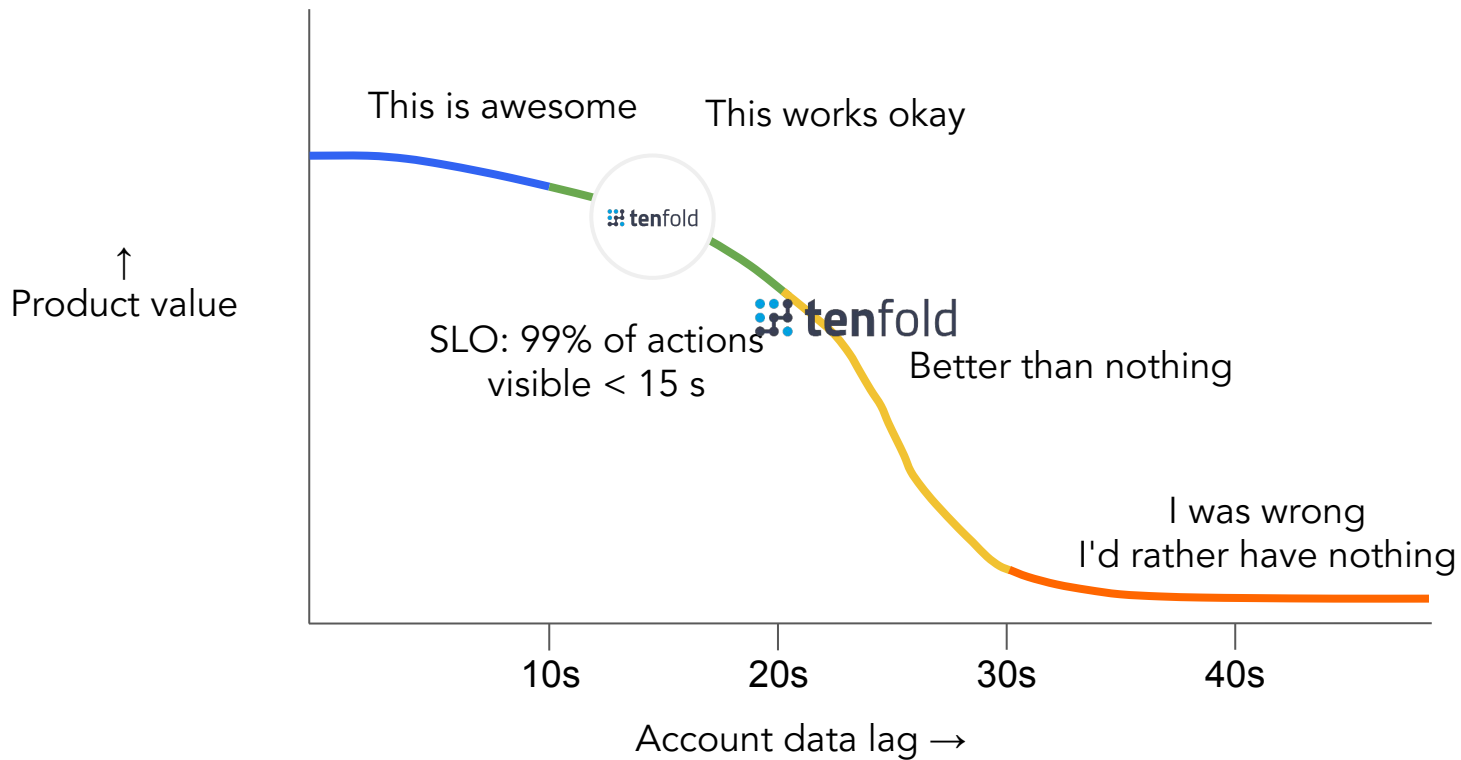
Freshness = how close to real-time the data are

How are user goals compromised by stale data?



 **tenfold**

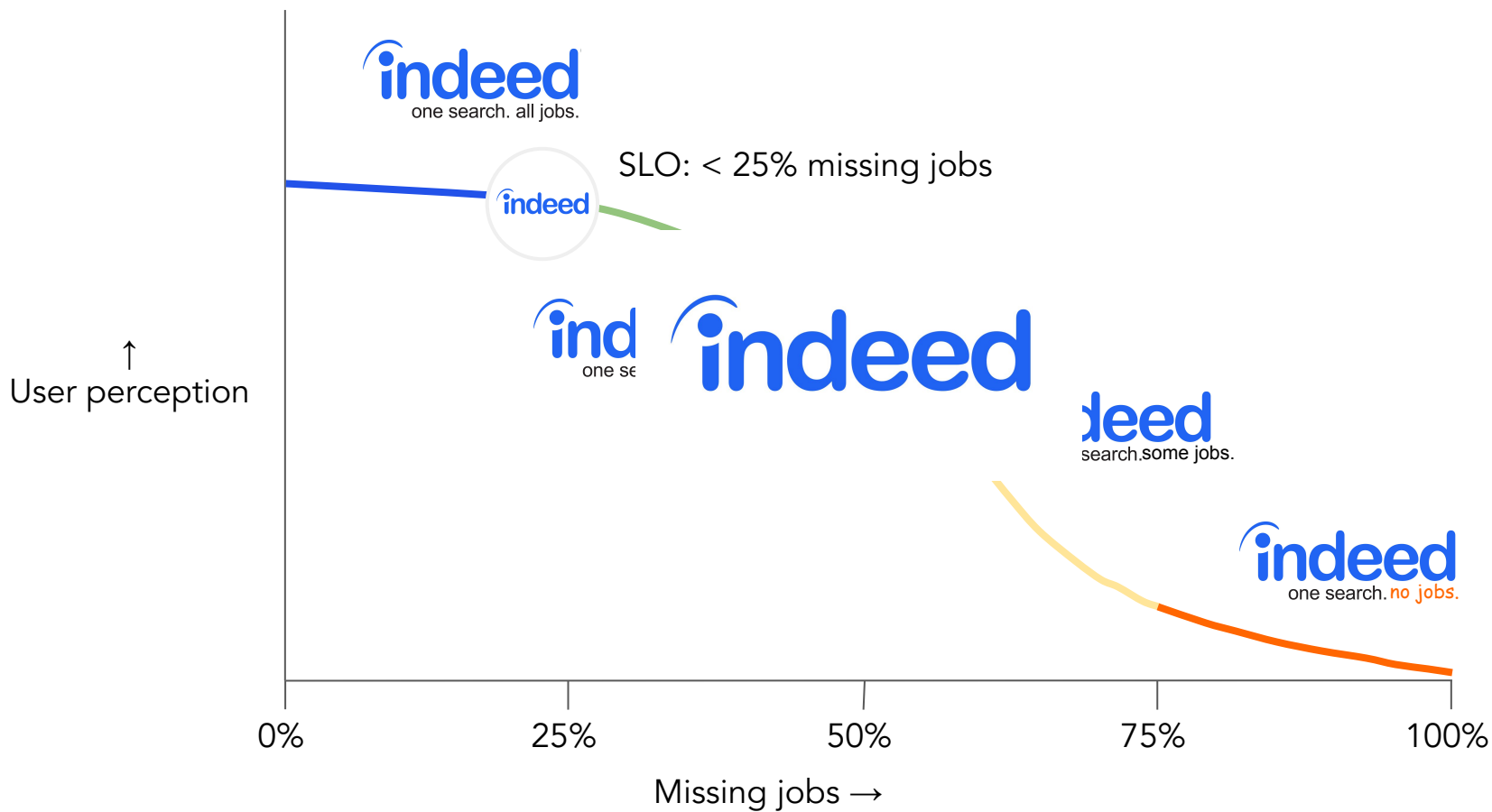




4. Completeness

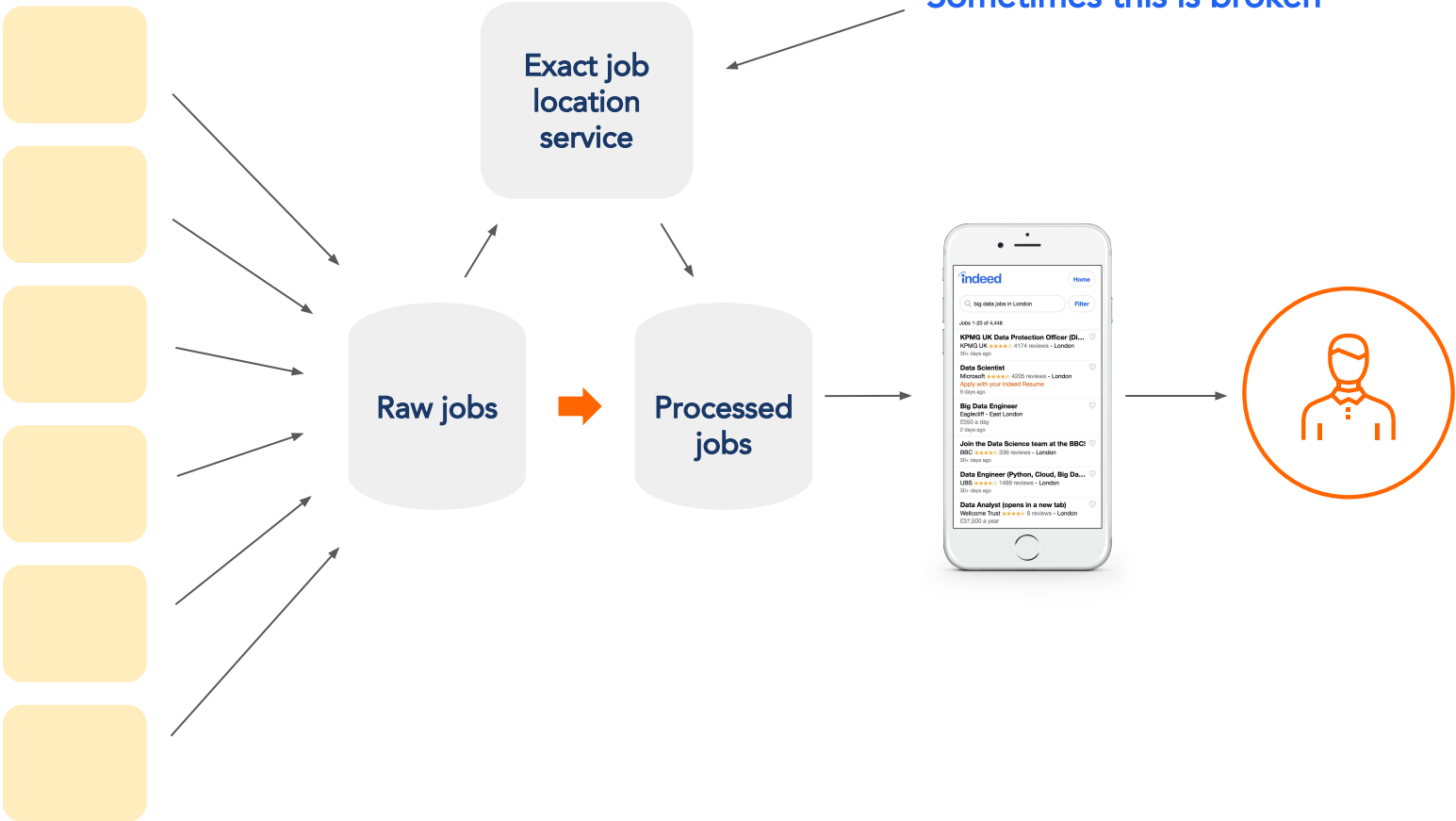
Do you have all the data?

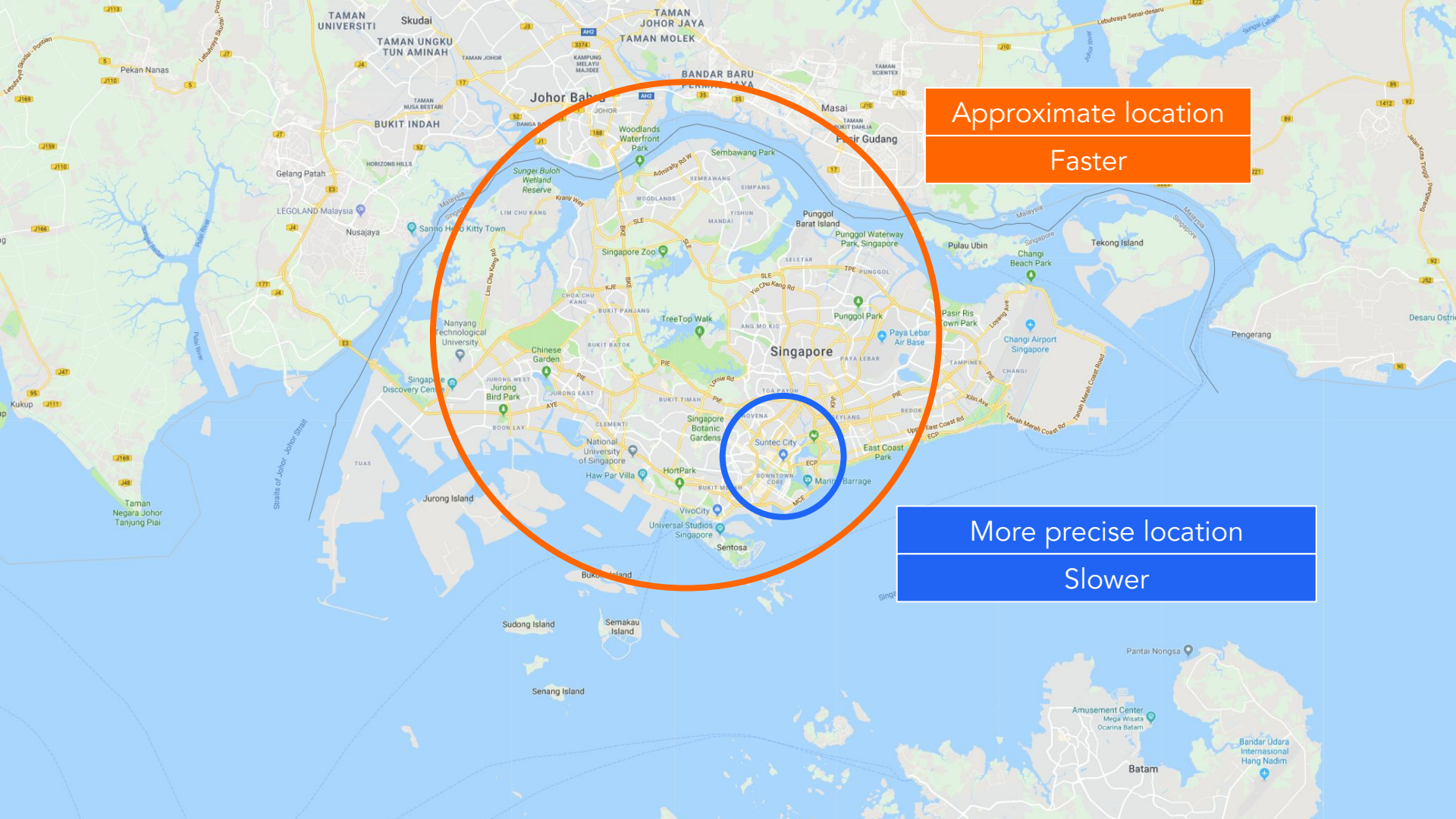




5. Accuracy and precision

Sometimes this is broken





Approximate location

Faster

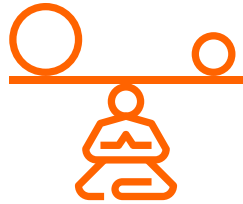
More precise location

Slower

Do job seekers want faster or more precise?

SLO

most exact location possible
< 30 minutes lag



Must have vs. nice to have

How often are nice-to-have features available?

indeed Home

site reliability engineer jobs Filter

Jobs 1-10 of 10

- Site Reliability Engineer**
Helix Leisure ★★★★☆ 3 reviews - Singapore
30+ days ago
- Site Reliability Engineer (SRE)**
Grab Taxi ★★★★☆ 95+ reviews - Singapore
8 days ago
- Site Reliability Engineer**
GRABTAXI HOLDINGS PTE. LTD. - Singapore
10 days ago
- Site Reliability Engineer - Singapore**
Bloomberg ★★★★☆ 622 reviews - Singapore
25 days ago
- Siri Site Reliability Engineer**
Apple ★★★★☆ 5375 reviews - Singapore
30+ days ago
- Site Reliability Engineer**
Apple ★★★★☆ 5375 reviews - Singapore
30+ days ago

indeed Home

site reliability engineer jobs Filter

Jobs 1-10 of 10

- Site Reliability Engineer**
Helix Leisure - Singapore
30+ days ago
- Site Reliability Engineer (SRE)**
Grab Taxi - Singapore
8 days ago
- Site Reliability Engineer**
GRABTAXI HOLDINGS PTE. LTD. - Singapore
10 days ago
- Site Reliability Engineer - Singapore**
Bloomberg - Singapore
25 days ago
- Siri Site Reliability Engineer**
Apple - Singapore
30+ days ago
- Site Reliability Engineer**
Apple - Singapore
30+ days ago

SLO

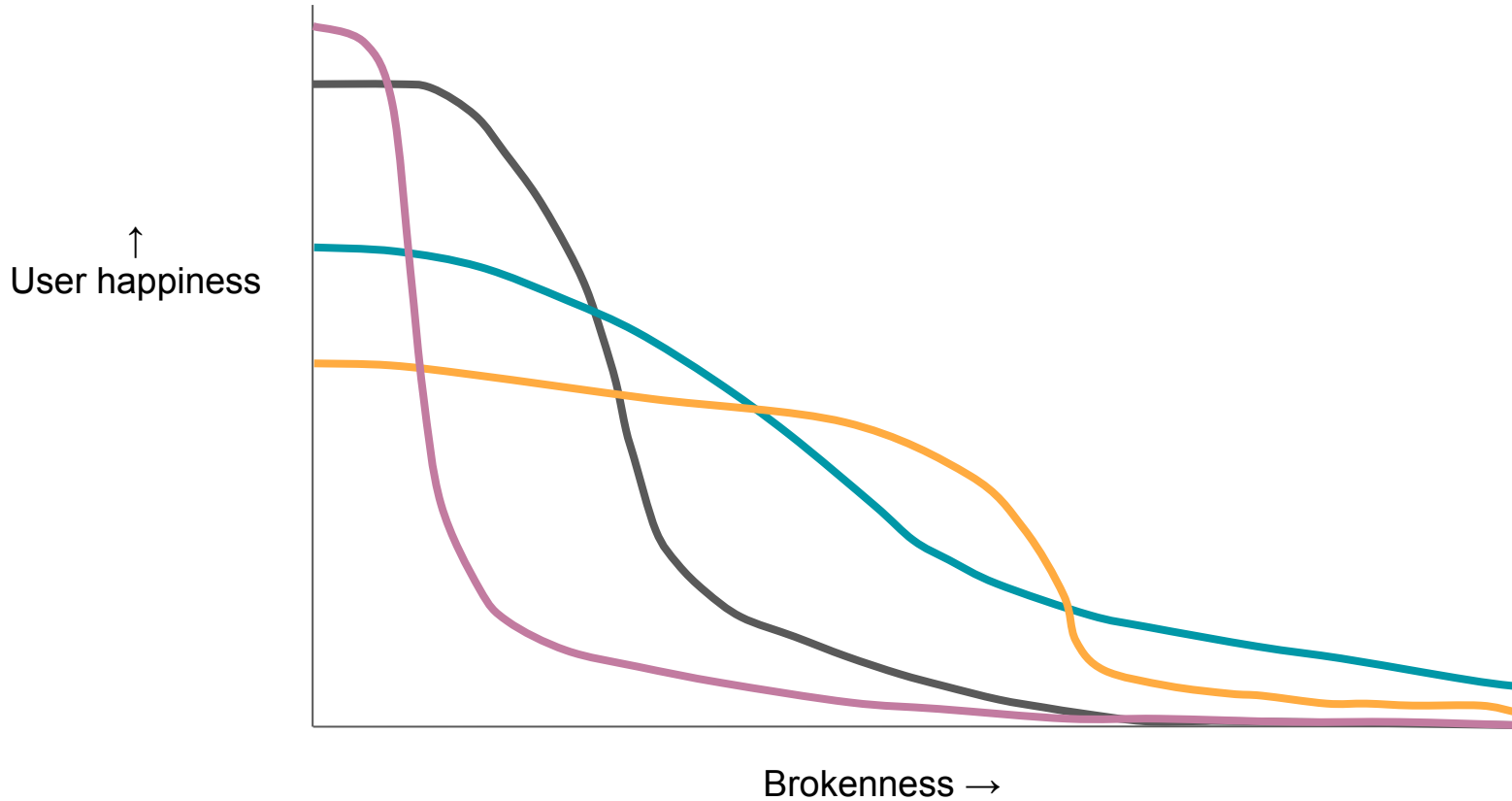
95+% of results pages have stars

Hard timeout at 100ms

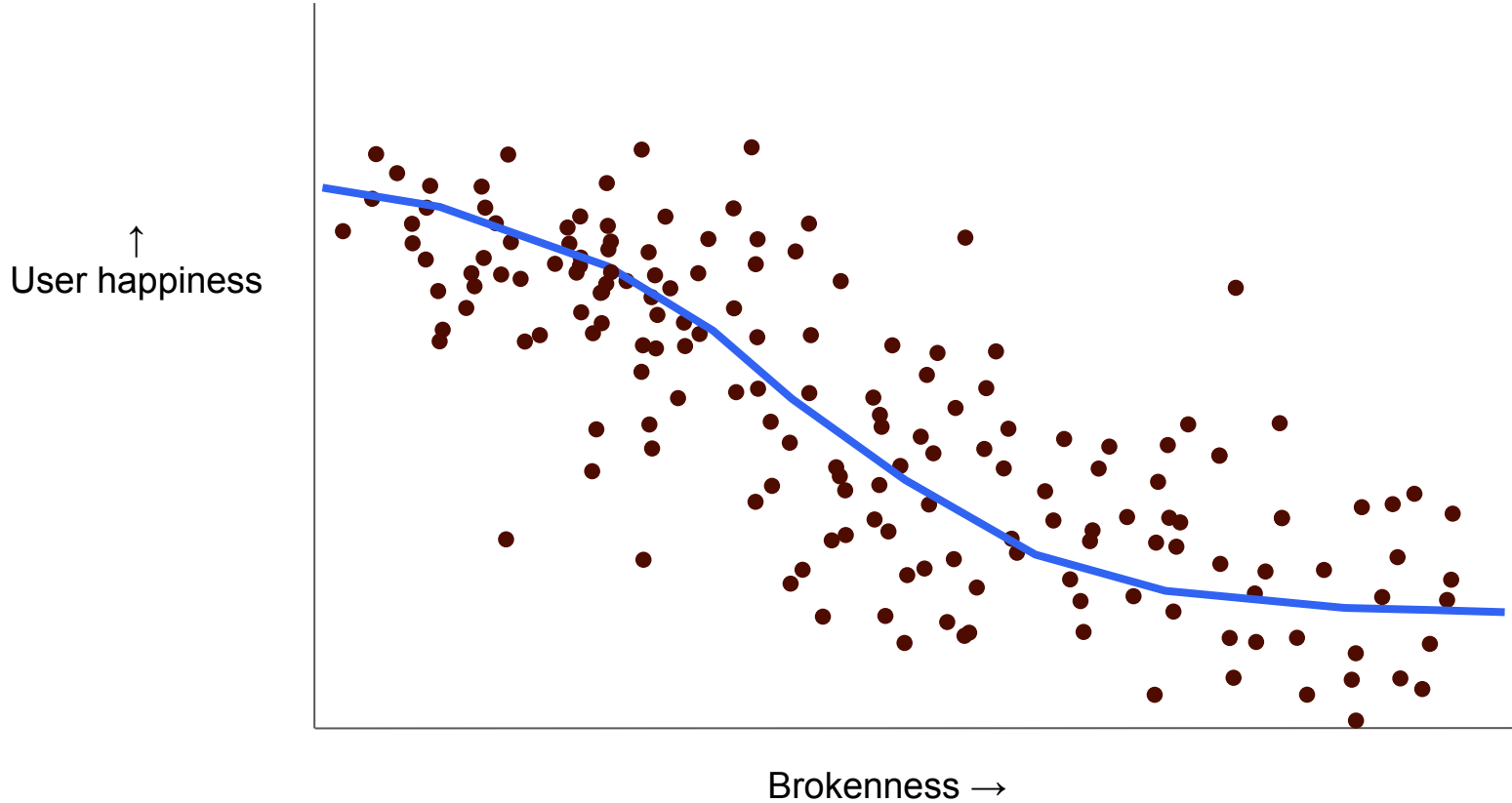
Empathy for the user

Turn implicit intuition into explicit systems

Many different ways to draw an S curve



Look in your data to find your S curve

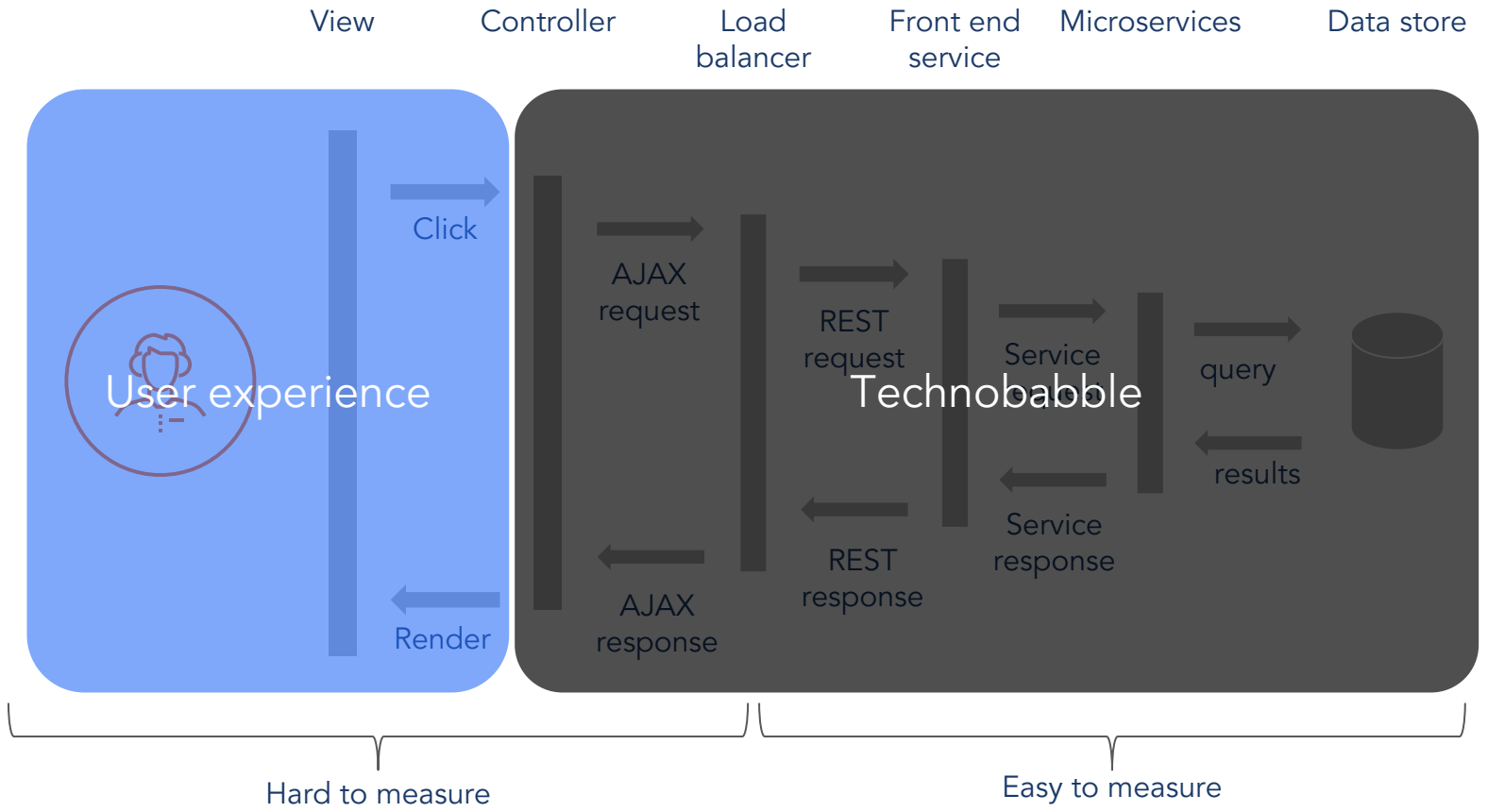


Your perceptions are only part of the picture

100 Server times

100 Server error rates

 User experience



Simulate clients

Measure from real clients

Dealing with factors beyond your control

Out of your control

In your control



User experience

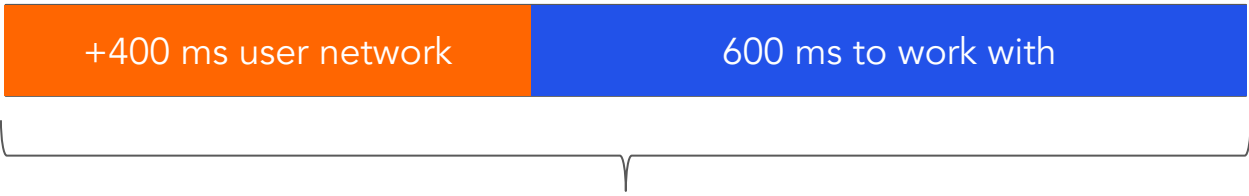
Your SLO should cover the whole user experience

What you can't control

What you have to work with



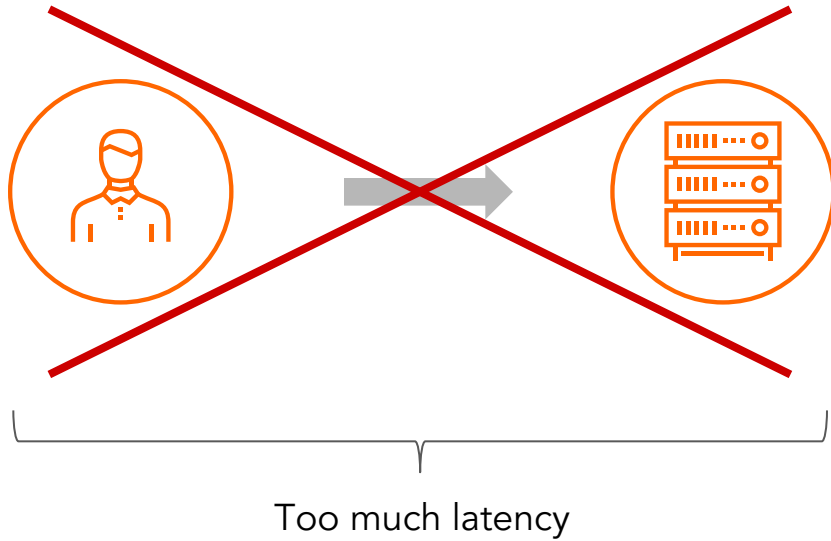
Service Level Objective



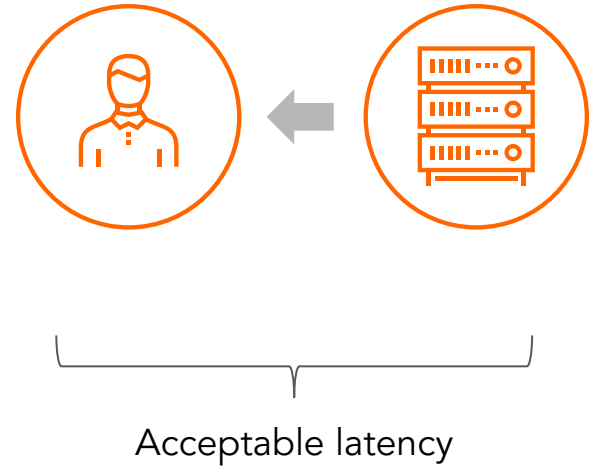
Page load < 1s

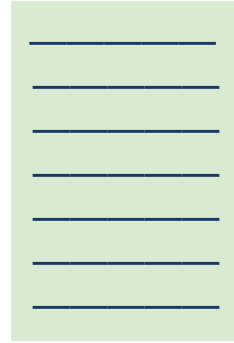
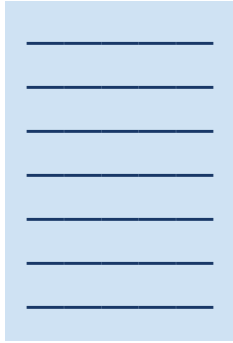
Controlling for what you can't control

Can't move users closer to your servers

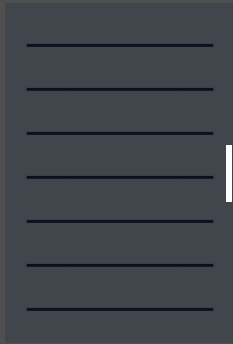


Can move your servers closer to users

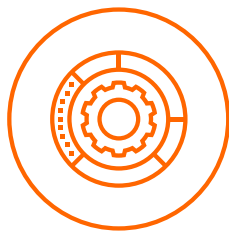
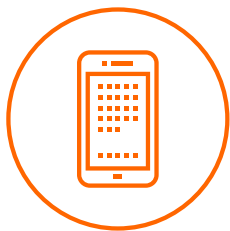




If it **feels** fast, it **is** fast



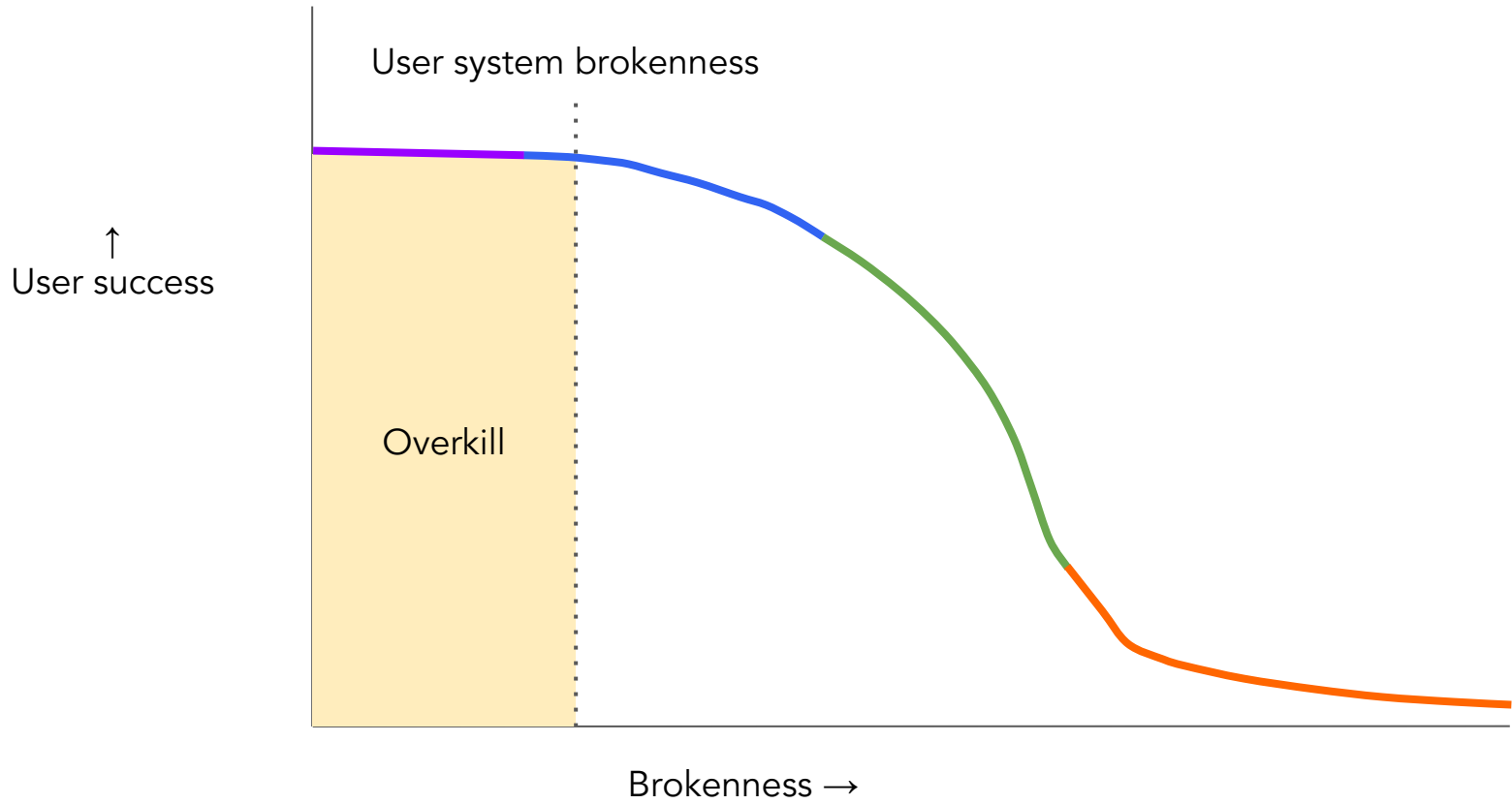
External systems + your components



99%

99.999999999999999%

16x9 = 315 nanoseconds



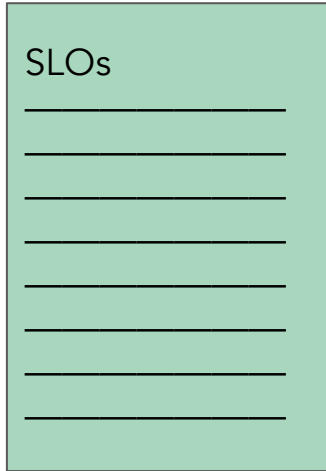
Quantifying empathy

Empathy = I feel what you feel

Your users' perception is their reality

Your users' perception must be **your** reality



User needs



Actionable guidance



Model the user's feelings and simulate empathy

	Failing SLO	Meeting SLO
Sad user		Empathy gap
Happy user	Overkill	

An accurate simulation

SLOs with empathy tell me what you feel

SLOs with empathy tell me what
you **will** feel **before** you feel it

- Before the user notices
- Before the user feels pain
- Before you deploy your service

How to quantify empathy

- 1) Get to know your users
- 2) Understand what your product does for them
- 3) Apply the 6 flavors of user happiness
- 4) Find the user pain in your data
- 5) Set the SLOs below the pain threshold

How you benefit from quantifying empathy

- 1) Raise targets that allow poor user experience
- 2) Lower targets that don't benefit the user
- 3) Find gaps in features not covered by SLOs
- 4) Discard SLOs for features your users don't need
- 5) Get everyone lined up behind the same goals

```
graph LR; A[Quantify empathy] --> B[Create better SLOs]; B --> C[Make smarter decisions]; C --> D[Build a better product]; D --> E[Make your users happier];
```

Quantify
empathy

Create
better SLOs

Make
smarter
decisions

Build a
better
product

Make your
users
happier

Questions?



Quantifying Empathy Through Service Level Objectives

Ketan Gangatirkar

Vice President of Engineering – Job Seeker | ketan@indeed.com