Alex Hidalgo (@ahidalgosre) Alex Lee (@ahi91) Squarespace Site Reliability Engineering

 How to SRE When Everything is
Already on Fire

### Tuesday, March 5th, 2019 20:00 ET

It is always darkest before the dawn

A PHENOMENAL EVENING			
	1st Half	2nd Half	Final
VCU Rams	28	43	71
GMU Patriots	21	15	36



The same ignored problem that had been cropping up for weeks had returned.





### Alex Hidalgo

@ahidalgosre

### Squarespace Observability SRE

Alex Lee

@alee\_sre

## **Service Reliability**

### **85% → 99.9%**



### None of this is new

#### NONE OF THIS IS NEW

#### Alarm Fatigue is studied

- Healthcare
- Mining
- Construction
- NUCLEAR POWER INDUSTRY

### "A liar will not be believed, even when they speak the truth." - Aesop (Like 2600 years ago)

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### NONE OF THIS IS NEW (REDUX)

Service reliability has been studied, too

- Alert on what actually matters
- Develop SLIs and SLOs
- Increase your Observability
- Improve tooling and automation
- Trust proven paradigms
- Conduct meaningful postmortems



How we got here

### Spring 2015

#### The introduction of ELK

# ELK @ SQUARESPACE Open-source log aggregation

 Scale observability platforms with growing Squarespace infrastructure

 Highest-trafficked service at Squarespace



### August 2018

An unhealthy stack



ALERT ON WHAT MATTERS Put your users first

DEVELOP MEANINGFUL SLOS

**INCREASE YOUR OBSERVABILITY** 

**IMPROVE YOUR ENVIRONMENT** 

**TRUST PROVEN PARADIGMS** 

CONDUCT MEANINGFUL POSTMORTEMS

#### OLD ALERTS

- Logstash process
- Logstash-to-Kafka connection
- Logstash-to-Elasticsearch connection
- Logstash-to-Elasticsearch throughput
- Elasticsearch process
- Elasticsearch "cluster block"



### Only "known-unknowns"

### Not user-focused

### Alert on what matters. Put your users first.

### "My logs are delayed. Is ELK having issues?"



#### NEW ALERT, SINGULAR

Kafka lag (msg)

SLI End-to-end Latency (s)

Logstash rate (msg/s)

### "My logs are delayed. Is ELK having issues?"

### "Yes, logs are delayed by ~5 minutes."

#### ALERT ON WHAT MATTERS



DEVELOP MEANINGFUL SLOS Don't try to be perfect INCREASE YOUR OBSERVABILITY

**IMPROVE YOUR ENVIRONMENT** 

TRUST PROVEN PARADIGMS

CONDUCT MEANINGFUL POSTMORTEMS

#### SERVICE RELIABILITY PRINCIPLES

- 1. Reliability is the most important feature of your service.
- 2. Your users determine what reliable means.
- 3. Nothing works all the time, so don't aim for it.

#### THE RELIABILITY STACK



#### SERVICE LEVEL INDICATORS

- A metric used to define how a service is operating
- Most often a ratio of good events over total events
- Measures how your service is doing from user's perspective

#### THE RELIABILITY STACK



#### SERVICE LEVEL OBJECTIVES

- A target percentage informed by an SLI
- Often with a threshold involved
- Nothing is ever 100% reliable, so an SLO lets you pick a reasonable number

#### THE RELIABILITY STACK



#### ERROR BUDGETS

- Calculating how well your SLO has performed over a period of time
- An SLO implies acceptable levels of errors or problems
- For example, 99.9% available also means "we're gonna have 43 bad minutes every 30 days."



### Tuesday, March 5th, 2019 20:00 ET

Yet another incident begins
### Tuesday, March 5th, 2019 20:36 ET

Error budget exhaustion declared

### Monday, March 4th, 2019 16:29 ET

SLO was defined

"A logline will be processed on average within 5 minutes 99% of the time."

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# 99% target = 1% = 7h 18m 17s bad time/30 days



Jon Thornton Mar 5, 2019

This sounds like a great v1 SLO



Tanya Reilly Mar 5, 2019

+1!

With no remaining error budget, we gave ourselves permission to go all-in



**DEVELOP MEANINGFUL SLOs** 



INCREASE YOUR OBSERVABILITY You need to know what is happening to fix it IMPROVE YOUR ENVIRONMENT

TRUST PROVEN PARADIGMS

CONDUCT MEANINGFUL POSTMORTEMS





ALERT ON WHAT MATTERS

**DEVELOP MEANINGFUL SLOs** 

**INCREASE YOUR OBSERVABILITY** 



**IMPROVE YOUR ENVIRONMENT** Tooling and automation are your friends TRUST PROVEN PARADIGMS

CONDUCT MEANINGFUL POSTMORTEMS















ALERT ON WHAT MATTERS

**DEVELOP MEANINGFUL SLOs** 

**INCREASE YOUR OBSERVABILITY** 

**IMPROVE YOUR ENVIRONMENT** 



TRUST PROVEN PARADIGMS We can learn from those that came before us CONDUCT MEANINGFUL POSTMORTEMS The tech industry is hurtling towards adopting known processes instead of continuing to invent our own.



#### THIS RELIABILITY STUFF ISN'T NEW

- Engineers have been working on reliability for as long as humans have been building stuff
- Statisticians have been analyzing data for centuries
- Emergency responders have been focused on response for just as long

#### THE INCIDENT COMMAND SYSTEM

- Formalized in 1968 by Fire Chiefs in Phoenix, Arizona
- They had resolved to streamline and improve response
- Based upon serious research and data

#### **PROBLEMS THE ICS ADDRESSES**

- Lack of accountability
- Poor communications
- No established hierarchy
- Too much freelancing

### Delegation of Duties

















#### INCIDENT COMMANDER 2





INCIDENT COMMANDER 2



INCIDENT COMMANDER 1



## A ticking time bomb was getting ready to explode...

### Thursday, March 21st, 2019 20:00 ET

We're better working together
#### **TIMELINE OF A 37-HOUR INCIDENT**

- → 2019-03-21 20:00 ET Consumer lag starts increasing
- $\sim$  20:05 ET Node with too many new shards identified
- $\sim$  20:10 ET Ran cancel\_future command to move shards
- $\sim$  2019-03-22 00:30 ET Disengaged while the cluster recovers
- → 01:00 ET precreate\_indices script runs
- $\sim$  01:00-06:30 ET Indexing slump as shards are moved
- -• 08:05 ET Allocation set to primaries
- --• 08:10 ET An apparently stuck node is restarted
- $\sim$  08:48 ET Translog heap changed from 512MB to 2GB
- -• 10:00 ET All logstash nodes are restarted
- $\sim$  13:02 ET Identified new erroring logs to filter out
- -• 14:18 ET Incident Commander hands off and goes to bed





## Sunday, March 24th, 2019 Afternoon

A beautiful day

#### SEE THE FOREST FOR THE TREES

- The problem was clearly shard related
- But, what if it wasn't the new shards...
- What if it was the **total** number of shards?

Google, "How many shards should I have in my Elasticsearch cluster?"

#### 18 SEPTEMBER 2017 ENGINEERING EN ES PT CN KR JP FR DE How many shards should I have in my Elasticsearch cluster?

By Christian Dahlqvist

Share

elastic.co/blog/how-many-shards-should-i-have-in-my-elasticsearch-cluster

"A node with a 30GB heap should therefore have a maximum of 600 shards, but the further below this limit you can keep it the better."

elastic.co/blog/how-many-shards-should-i-have-in-my-elasticsearch-cluster

# 600 < 2200

#### THE UNSHARDENING



ALERT ON WHAT MATTERS

**DEVELOP MEANINGFUL SLOs** 

**INCREASE YOUR OBSERVABILITY** 

**IMPROVE YOUR ENVIRONMENT** 

**TRUST PROVEN PARADIGMS** 



**CONDUCT MEANINGFUL POSTMORTEMS** Learn from your own past "A postmortem is an argument for change." - Nida Farrukh, Monitorama 2019

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#### KEY COMPONENTS

## **Data Collection**

Impact Assessment
User-focused

## 2. Timeline

- Started, Detected, Engaged, Mitigated
- 3. Contributing FactorsBoot cause fallacy

#### KEY COMPONENTS

# Data Collection Lessons Learned

#### LESSONS LEARNED

- What went well?
- What went poorly?
- Where did we get lucky?

# **KEY COMPONENTS Data Collection Lessons Learned Repair Items**

#### **REPAIR ITEMS**

#### **Incident Response**

- Timeline analysis
- TT Detect
- TT Engage
- TT Mitigate

#### System

- Preventative / Mitigative
- "Why do we even X?"

Diversity of backgrounds and expertise is key!

## April 23, 2019

#### Recording this chapter of ELK

#### Postmortem Report: 2019 State of ELK

Squarespace Engineering | Operational Excellence

Incident Date: 2019-01 to 2019-04-04 COE Jira Ticket: <u>COE-730</u>, <u>COE-753</u>, <u>COE-774</u>, <u>COE-790</u> Authors: Alex Lee Contributors: Mike Du Russel, Hannan Butt, Alex Conway, Weitao Jiang, Alex Hidalgo

#### Customer Impact

Over a period of several months, Squarespace engineers could not reliably depend on ELK.

## April 29, 2019

The End ... Or is it?

#### **ITERATE OVER EVERYTHING**

Again and again and again...

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# You can make good be great.

#### **PROGRESS IS INCREMENTAL**

Things we continued to do for a while:Everything!

Things we continue to do until this day:• Everything!

## Friday, May 10th, 2019 15:30 ET

SLO target improved

#### OLD:

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#### "A logline will be processed on average within 5 minutes 99% of the time."

#### NEW:

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#### "A logline will be processed on average within **2** minutes **99.9%** of the time."



Alex Hidalgo 3:30 PM May 10

We are updating this to 99.9% processed within an average of 2 minutes.



Jon Thornton 5:19 PM May 10

:dogeintesifies:



**ALERT ON WHAT MATTERS** Put your users first **DEVELOP MEANINGFUL SLOs** Don't try to be perfect **INCREASE YOUR OBSERVABILITY** You need to know what is happening to fix it **IMPROVE YOUR ENVIRONMENT** Tooling and automation are your friends **TRUST PROVEN PARADIGMS** We can learn from those that came before us CONDUCT MEANINGFUL POSTMORTEMS Learn from your own past, too **ITERATE OVER EVERYTHING** Again and again and again...

### It's always darkest before the dawn

## "You're going to be amazing."

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## Thank you!

Alex Hidalgo - 7 @ahidalgosre Alex Lee - 7 @ahl91

> Shout Outs: Squarespace Engineering https://engineering.squarespace.com Slidesgala.com