

Lost production and don't know why? Track your code releases!

Nikita Lohia Senior Engineer, Financial Times @NikitaLohia

HOLDING SCREEN - click once at start for timings!

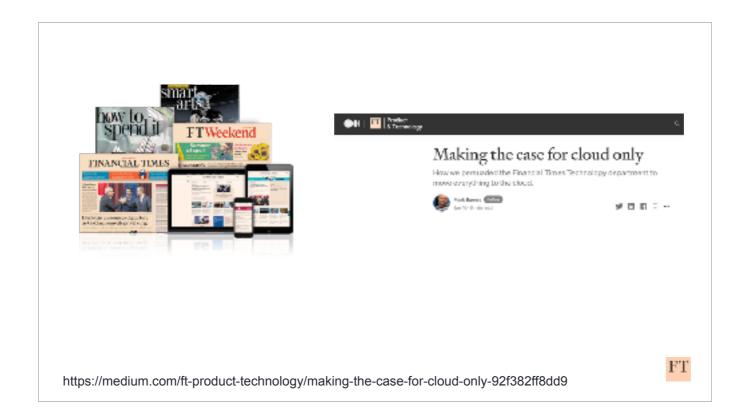


Lost production and don't know why? Track your code releases!

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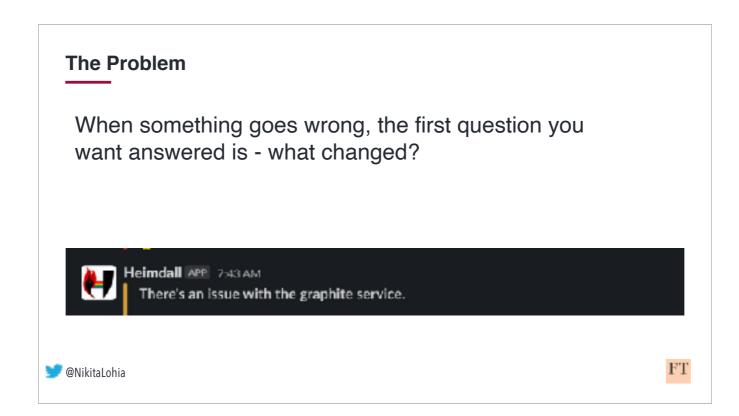
HOLDING SCREEN - click once at start for timings!

Thank you for joining us today. I am Nikita and I am a senior engineer at the FT. I want to talk about how we track code releases at the FT.



The Financial Times is one of the world's leading business and financial news organisations.

As of 2020, we are a fully cloud hosted company. Mark Barnes, my colleague at the FT has written an excellent blog on our journey to Cloud-only.



At the FT, we have around 500 microservices being managed by multiple different teams. These teams work in different timezones, releasing code at different times during the day.

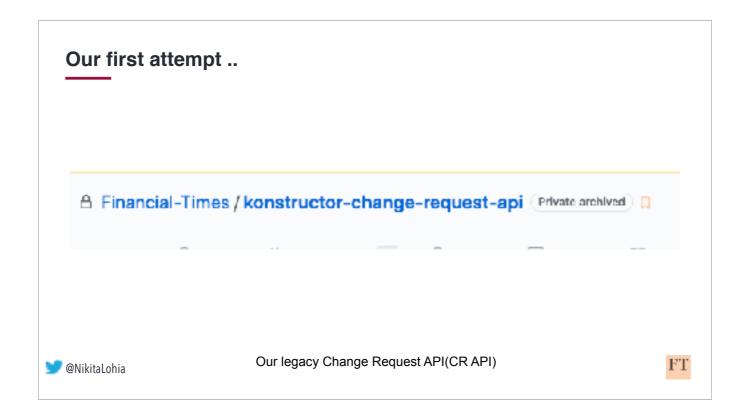
At any point in time, we want to be able to consistently and confidently answer the question - what changed recently and

if that change causes a disruption how quickly can we fix it?

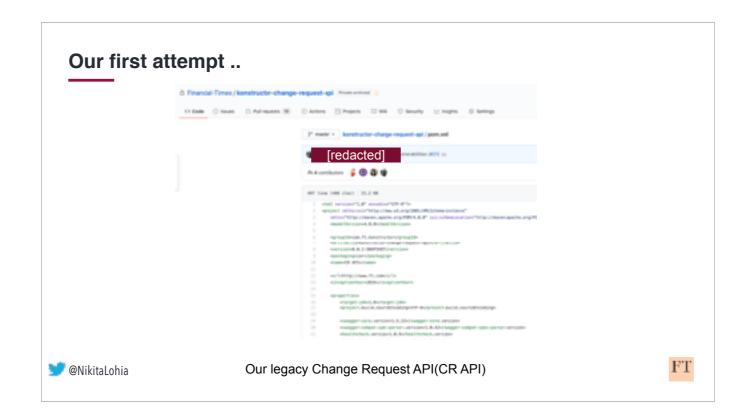
This is not only important for the teams developing these services, but also important for our Operations team - watching over our entire estate 24/7.

How can they associate an alert firing to a recent release?

So we set ourselves a challenge - we need to track **all** code releases happening in our tech estate.



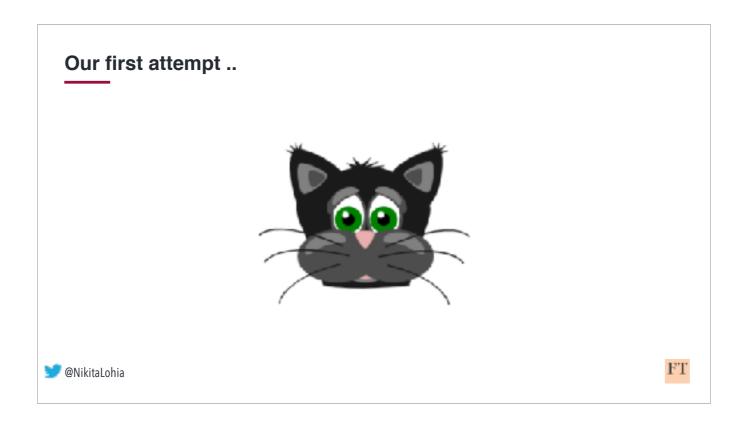
Change and Release Management at the FT was not a new concept. Our legacy Change Request API, fondly called CRAPI (/ˈkræpi/) was tracking releases, both automated and manual, and storing them in a third party change management tool. There were a few reasons why it wasn't a huge success and why it didn't quite work anymore....



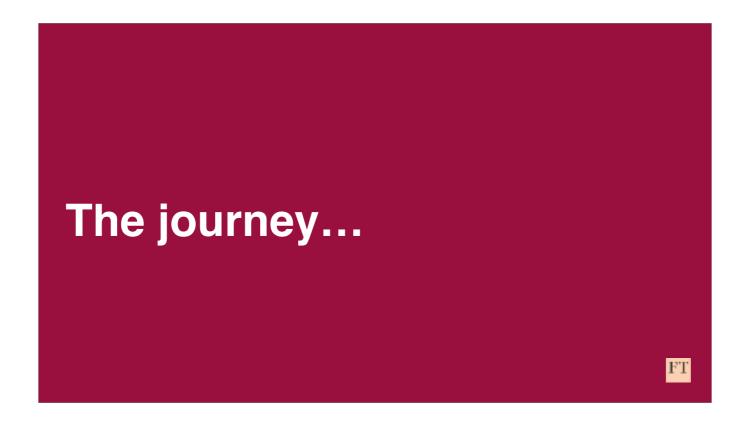
Legacy CR API was written in Java around 5 years ago, people who wrote it had long moved on. No-one in the team quite understood it anymore.

It was not easy to use and very error prone.

Users also needed to specify a start and an end date for the change, thus needing to call the API twice.



- As a result, teams were often discouraged to add it to their production pipelines since it would constantly break/delay their builds.



Lets go through our journey from migrating from this legacy , rarely used CR API to a fully integrated, automated release log process and the lessons we learnt along the way.



To start off - we did some digging ..

We spent some time talking to the handful of people who were using legacy CR API. We asked them what about it works and what does not, what can we use and what can we throw away..

Learn from the past

- Make it simple
- Make it useful
- Make it reliable
- Make it fast

Or... "SURF" :)



FT

We summarised all of that feedback and consolidated that into these 4 targets.

Since we love us some acronyms, why not .. lets call it SURF :)



So - how did we address these goals? How did we simplify sending Change logs at the FT?

Learn from the past - Make it simple

For our end users, we reduced the amount of work they need to do



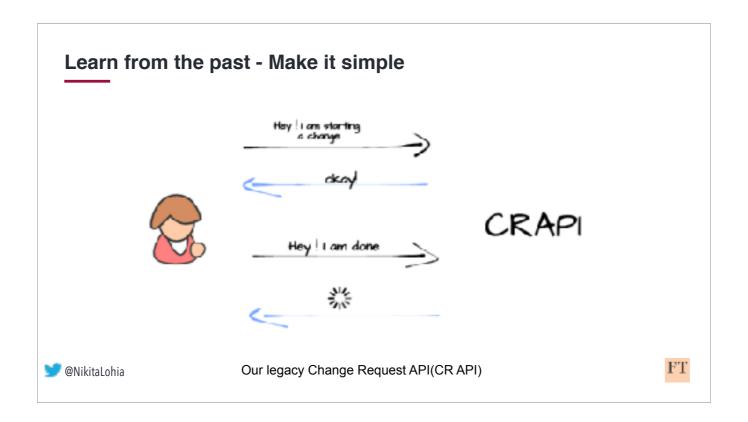
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Legacy CR API depended on its users for a lot of information. We decided to make the service, now rebranded as Change API, do the work.

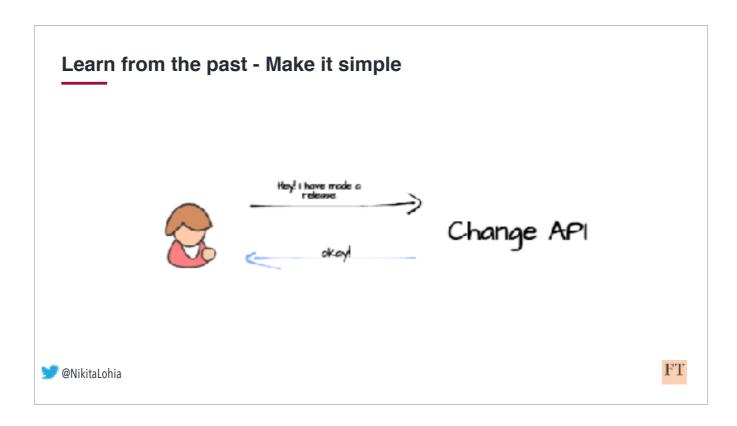
Instead of requiring 10 different fields, we asked Change API users to only provide 3 mandatory values :



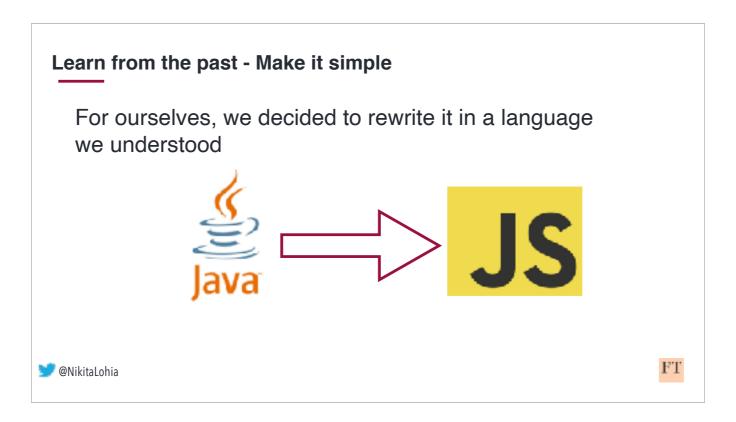
- The service or the system being changed. We annotate every service at the FT with a unique id, called a systemcode, to identify it.
 The environment in which the service is being changed. i.e is it a production or a dev release and finally
 The person who is making the change



During our user research, not many users saw the benefit of logging the start and the end date for a release. Rightly so, since with microservices, most of the code releases only take a few minutes. When designing change API, we removed the need for the users to tell Change API the start date of the release. So instead of having to make two separate API calls...

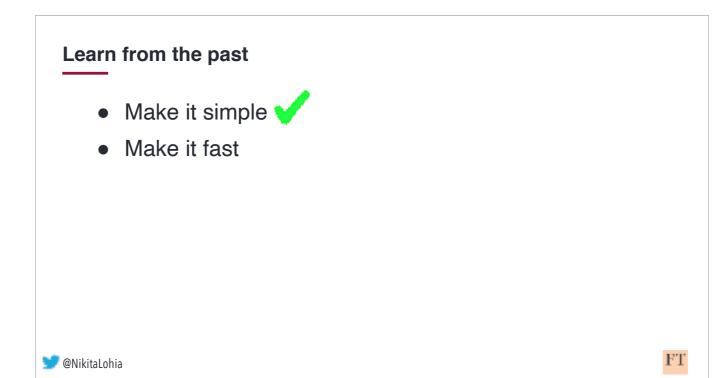


they only need to call it once, after the change was done.

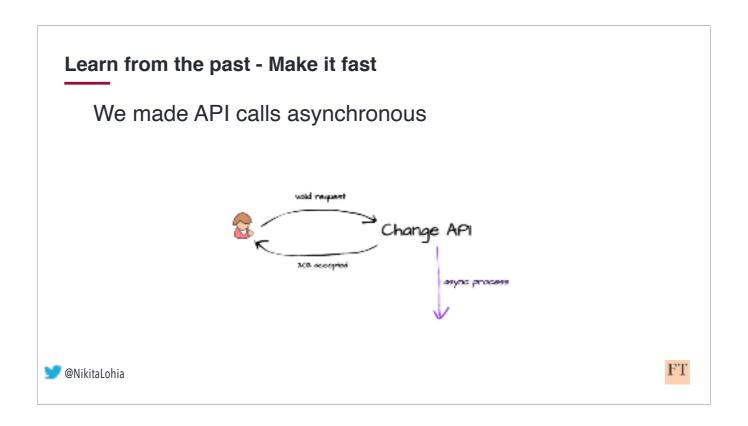


Also,

Since no-one in the team had a lot of experience with Java, we decided to rewrite it in JS to better support it.



How did we solve the problem of avoiding delays on team's deployment pipelines?



We made Change API async.

As long as the user was sending Change API the 3 mandatory fields and it was in a valid format, Change API would almost immediately send an "Accepted" response. An invalid client request would return a "bad request" instead.

Rest of the release log processing happened asynchronously. As far as the user is concerned, the Change log request is completed within milliseconds, if that.

By doing just these 2 things, we had already solved half of our problems.

Learn from the past

- Make it simple
- Make it fast
- Make it reliable



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How did we build trust in Change API ?

Learn from the past - Make it reliable

Don't throw server side errors

```
const error = await response.json();

logger.error({
        event: EVENT,
        action: 'GETS_${type.toUpperCase()}_DETAILS_FAILED',
        error: error.errors(0),

});

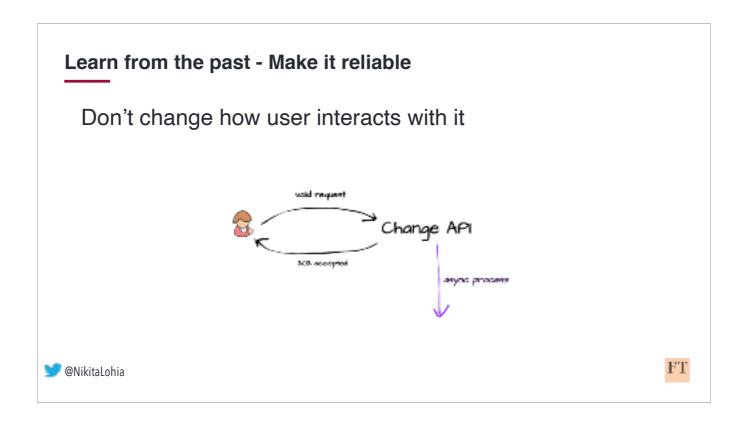
// returns null when BizOps API fetch fails
return null;
```





Another important lesson we learnt was to ensure that server side errors do not cause a bad user experience. We decided to simply not throw any server side errors. There wasn't anything a user could do about them anyway. They would just get annoyed at us for breaking their pipeline.

We instead, silently log all the errors and let the request complete successfully. It was upto Change API to handle retries under the hood.



Over time, we made a LOT of improvements and modifications to Change API-ALL without changing user interaction with it.

This provided our users some much needed assurance that adding Change API to their deploy pipelines will not stop their deployment, even in case of an error.

Learn from the past

- Make it simpleMake it fast
- Make it reliable
- Make it useful



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And finally - how did we highlight the benefit of Change API?

Learn from the past - Make it useful

Real-time notifications of *relevant* change logs

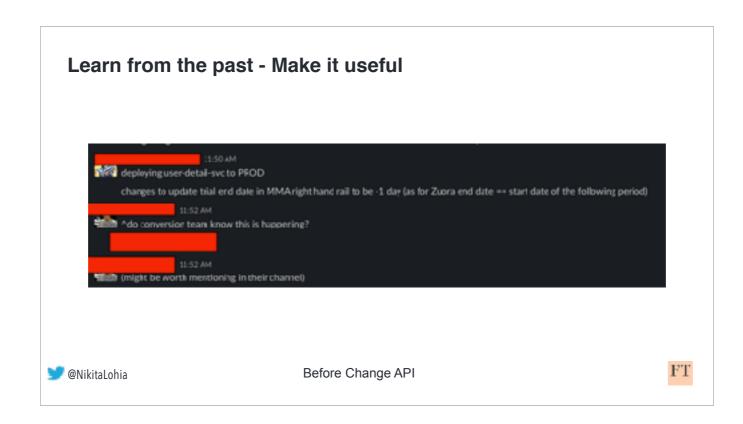




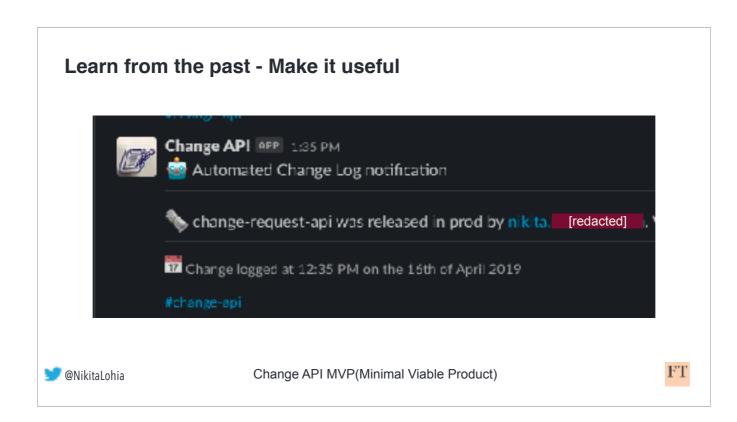
Legacy CR API didn't get a lot of adoption because our engineering teams did not see any benefit in it.

We gave Change API users the ability to get notifications of their releases.. in real-time. AII production releases would, by default, go to a single slack channel.

A user could also provide a Slack channel of their choosing and Change API would dutifully send a release notification to it.



We went from having to manually inform people that a release is happening...

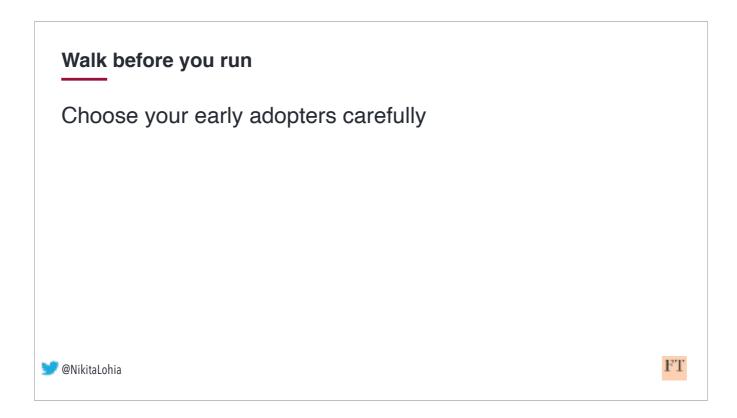


.. to an automated notification model, where Change API would send release logs automatically on Slack.

It looks very bare bones now, but trust me , it gets better :)

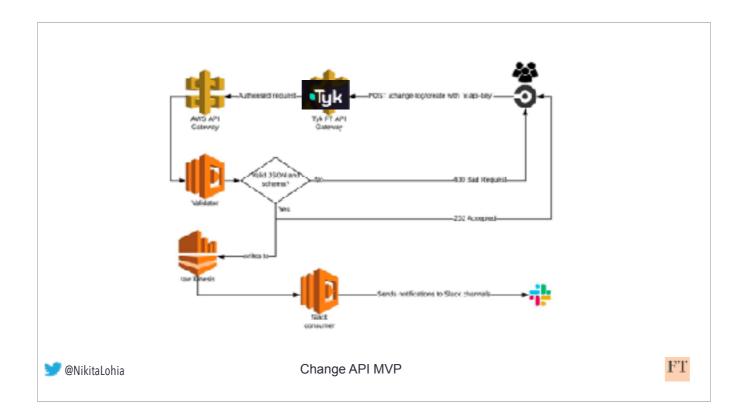


In other words, start small.



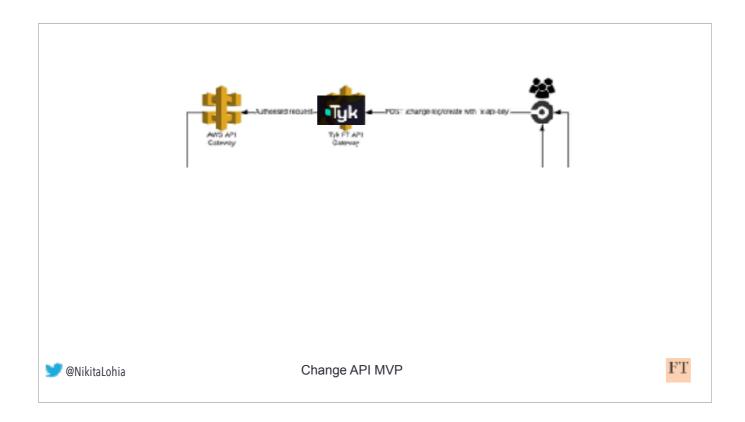
Change and Release Management is big topic. If you think about it, external auditors, compliance team, dev teams, Project Managers, and Operations support team: they are all potential users of Change & Release Management.

We picked a handful of engineering teams from different parts of the business using Github and CircleCI as our early adopters since they already had a deployment pipeline in place and we simply had to hook Change API into it.



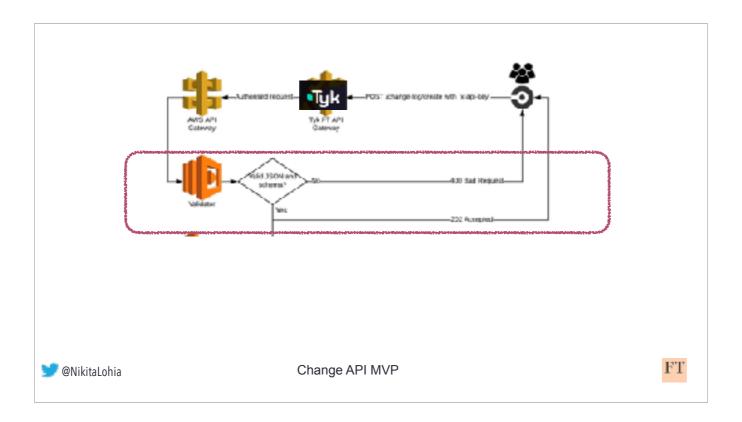
In its infancy, all change API did was accept a valid JSON payload which sent a message on Slack upon successful execution.

Lets break this down a little...



We asked teams using CircleCI to add a single POST request to their circleCI workflow. This request would contain a JSON body and an API key header. This request would first get authenticated by our API Gateway platform which would check the validity of the API key.

If the authentication fails, the user gets an authentication error.

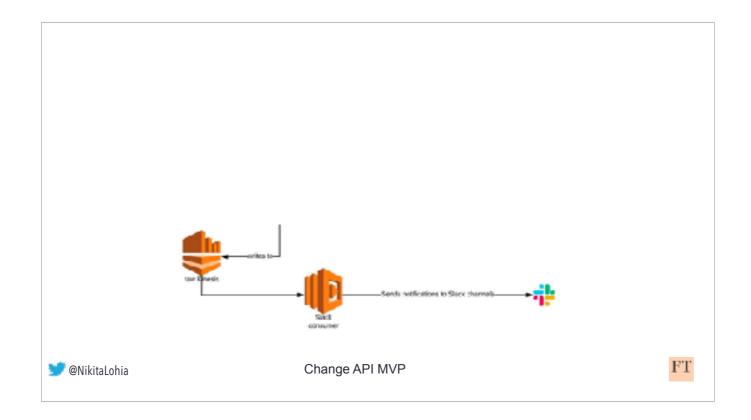


If a request is successfully authenticated, a lambda function, called Validator here would validate this request.

- if the validation fails, it would send a 400 bad request to the user, ending the user journey.

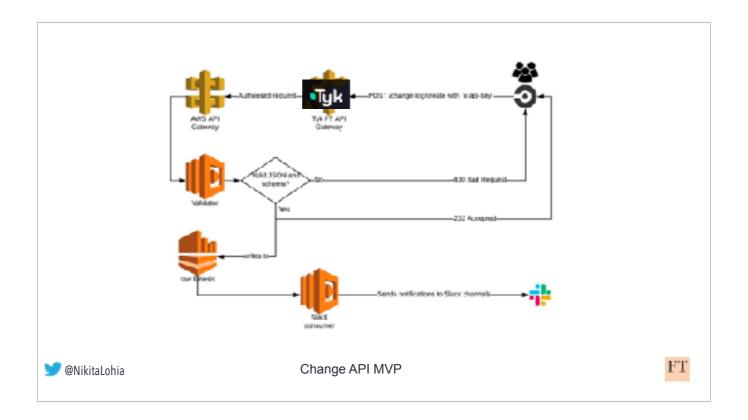
If the validation is successful,

- It would immediately send a 202 response to the user, ending the user journey.



Async, the lambda would then also write to a data stream, in our case, AWS Kinesis...

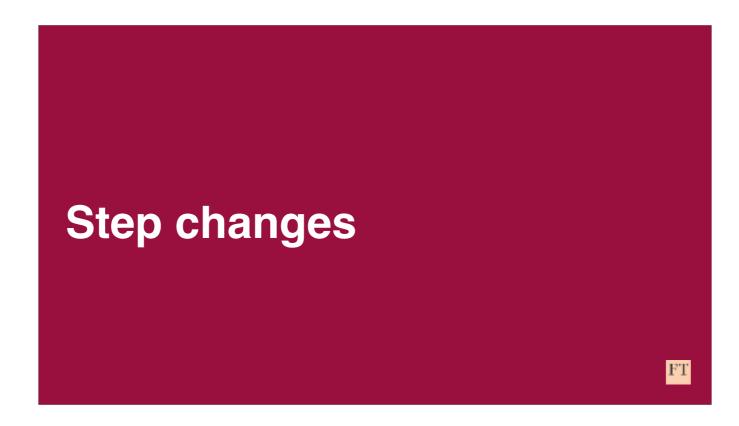
Another lambda function, called Slack consumer here, would then read this payload and send a message to slack.



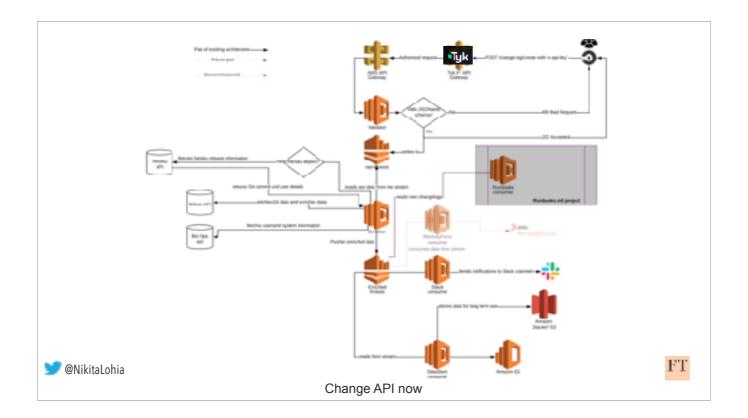
I mentioned earlier about giving users a consistent and reliable experience with Change API - I cannot stress the importance of this enough. Reliable behaviour of Change API was what drove its adoption rate initially. It was fire once and forget. Through all the changes that came later, this part of change API was never modified. Note the striking absence of a database. That came later too...

The idea was that we could simply add or remove more features to our steady stream of real-time release logs to continuously BUT iteratively improve Change API.

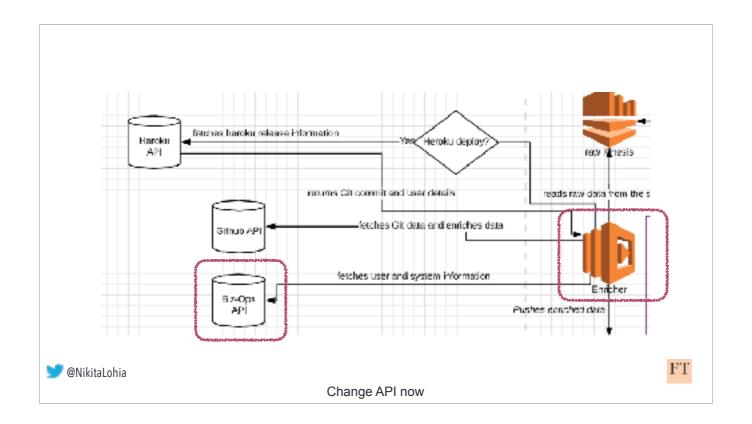
Within 3 months of starting this project, and a small team of 3 engineers, we produced a Change API MVP. It was a huge success.



We expanded our early adopters list and we kicked Change API development into high-gear.



We integrated Change API with other services. This is what Change API architecture looks like now. Allow me to highlight some interesting areas..



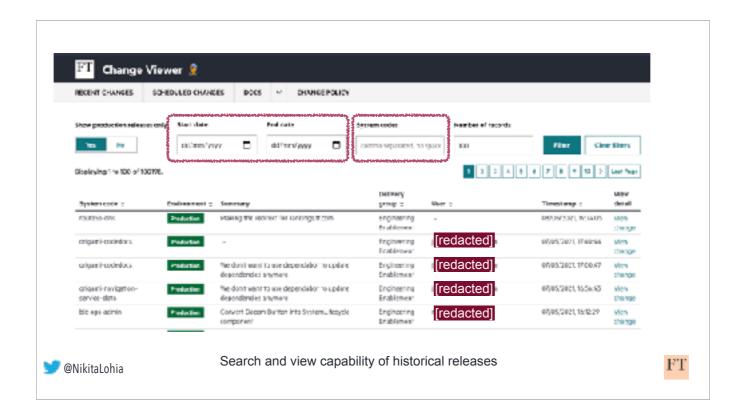
We added "enrichments" ..

A lambda function, called enricher here would interact with the GitHub API to fetch code commit and Pull Request information.

The enricher would also talk to our system registry API and fetch additional information about the service being released.

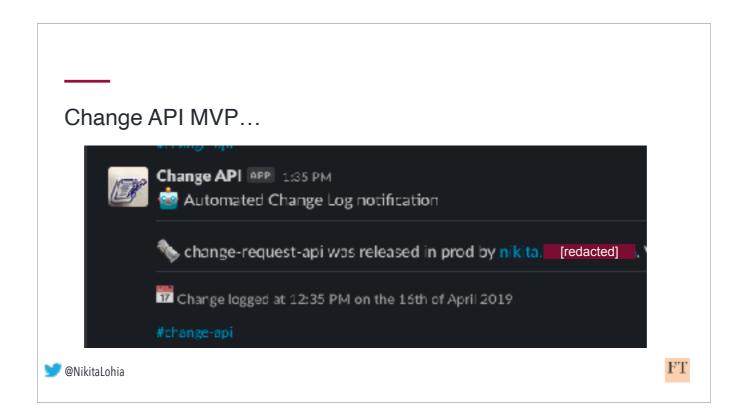
we added many such enrichments...

It's worth reminding you here that all this happens async. The user journey has long ended after sending a valid request payload .

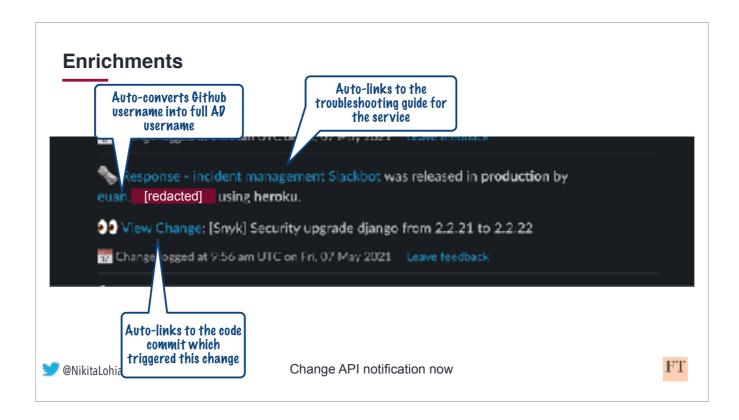


We also build a change log database.

This is Change Viewer which allows users to search for historical releases logged by Change API. It allows filtering by specific days, or system codes for example.

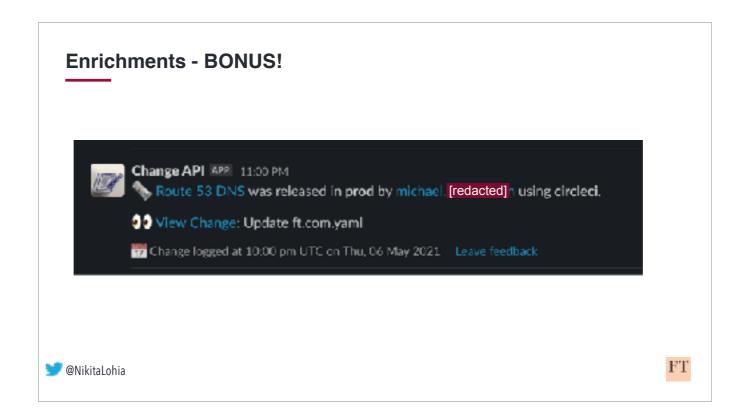


Lets remind ourselves what a release notification looked like before..

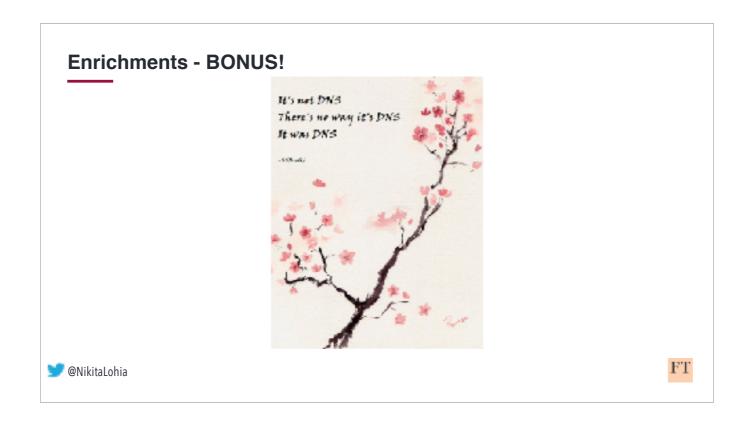


And now, after all the enrichments this is what a Change API release notification on Slack looks like..

Thanks to the enrichments, the message contains the full name of the person who made the change, along with a link to the code commit, and a troubleshooting guide for the service, just in case the release causes a downtime.



We are now even logging changes made to DNS which until a couple of years ago, was a pipe dream !

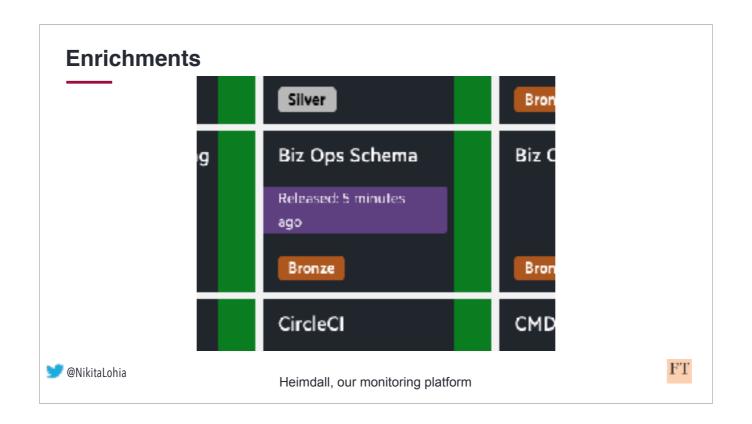


Any sys admins or devops engineers here? You probably have seen this Haiku before..

Would anyone care to guess how many DNS records does the FT have? Think of a number in your head...

Last I checked, we had upwards of 6500 DNS records!

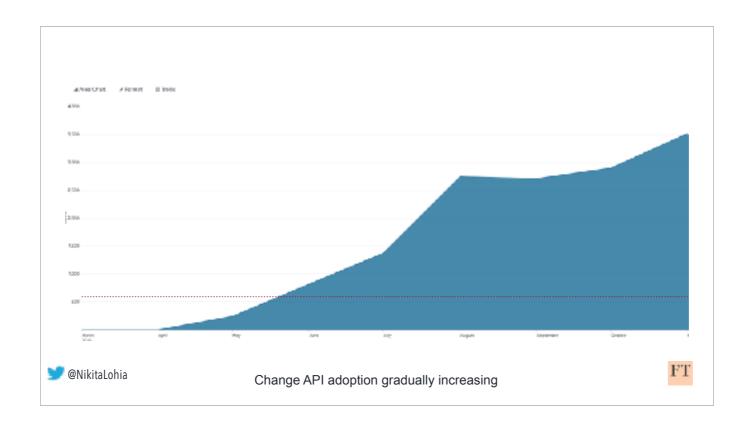
From my experience, if what's wrong is not obviously evident - it really is always DNS



We also integrated Change API with our monitoring platform.

This screenshot illustrates a banner on a service's monitoring page if it was released within an hour.

Now, we could immediately co-relate a service monitoring alerting with its recent release.



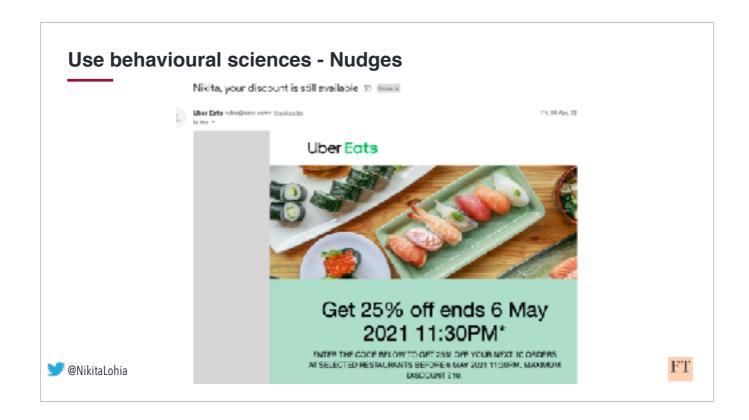
Here is a graph showing the number of Change API events gradually increasing over time. The dotted line here shows legacy CR API usage. We decommissioned the legacy API soon after rolling out Change API fully.

Dare I say it? we surfed our way to the top:)

Use behavioural science to drive change



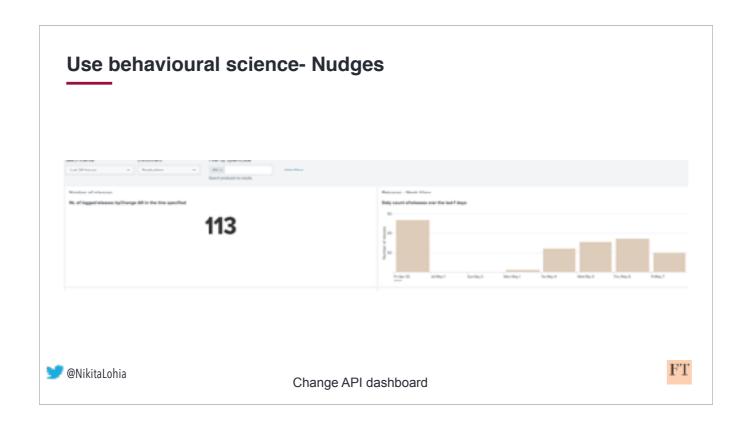
All through the development of Change API - we were using behavioural science to nudge people towards it..



Nudges, once you are aware of them, are everywhere. It is a subtle hint that encourages you to make a certain decision without forcing you.

Take this UberEats email for example, its not asking me to order something from the app directly.

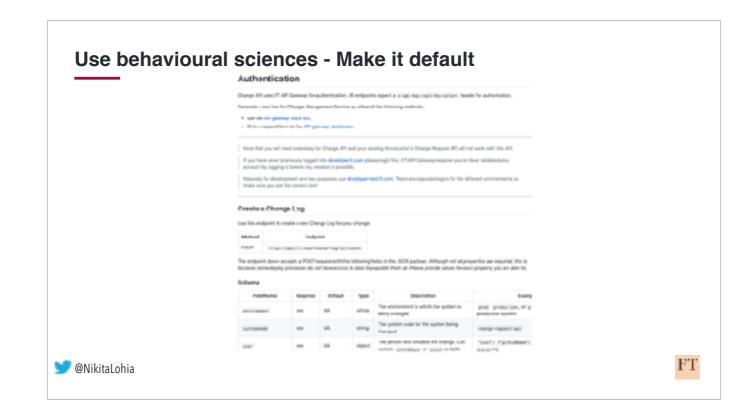
Rather, its encouraging or "nudging" me by trying to remind me I still have a discount available and I should use it ...



A few nudges we used to encourage more teams to use Change API was to start a little bit of a healthy competition. We all love a competition, don't we!

We told teams, did you know that this other team made 50 code releases in the past week? Would you like to find out how many your team did?

We created a dashboard to get people talking about Change API. At the FT, we clock anywhere between a 100 \sim 150 daily releases !



A default nudge is the most powerful nudge. As humans, we tend to be inherently averse to making decisions, even if we know that they are good for us.

We tried to remove all blockers to Change API adoption -

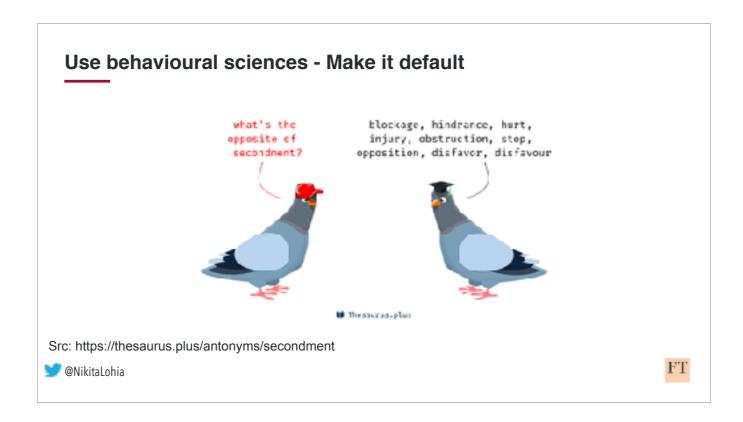
We wrote verbose documentation with step by step instructions on how to integrate Change API with different deployment pipelines.

Use behavioural sciences - Make it default version: 2.1 orbs: change-api: financial-times/thange-api@x.y.z workflaws: your-workflow: jobs: - your-job - change-api/release-log: changeApiKey: '\${CHANGE_API_KEY}' # Set it as an environment variable in your Circ' systemCode: '''system-codes' # The system being released, should exist in Biz-I ervironment: 'cenyo' # Required. The environment in which the system is being charg slackChannels: 'ft-charges-test, bot-playground' # Optional. The names of public sla extraProperties: '("clister": "eu")' # Optional. If you want to add additional info https://circleci.com/orbs/ FT@NikitaLohia

We wrote some tooling.

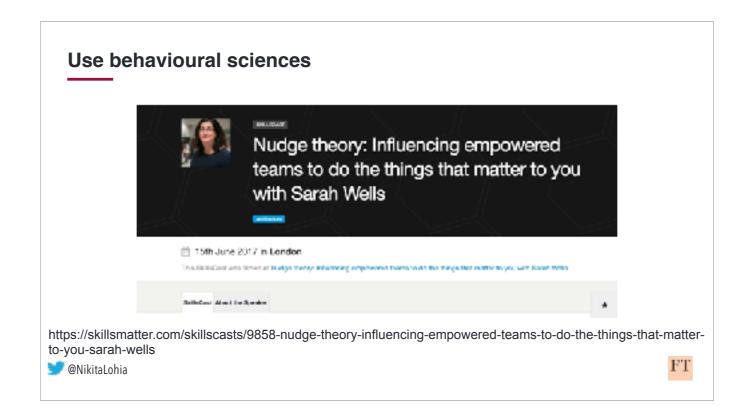
Since a majority of our teams favour CircleCl we created a Change API Orb which would allow engineering teams to use YAML instead of bash and curl commands in their config files to integrate with Change API. This is what an orb config looks like.

Orbs, for people who don't know, are an easy way to create reusable yaml configs in CircleCl.



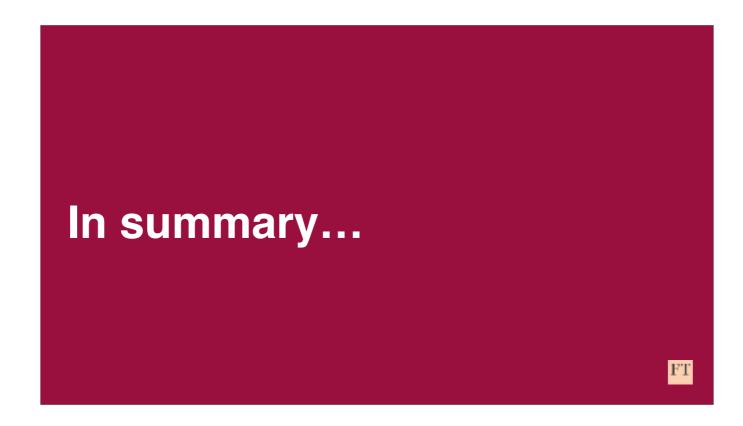
We encourage secondments at the FT - i.e. people temporarily take a break from their home teams and work with other teams in the department to either learn a new skill or help other teams up-skill on a particular tooling or technology.

We used secondments to integrate Change API into hundreds of repos!



There is an excellent talk by my colleague Sarah Wells who talks about Nudge Theory in greater detail.

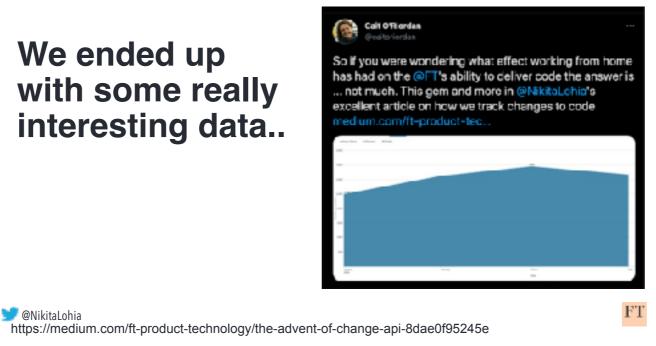
She also talks about the EAST framework which can be a really good guide to influence behaviour.



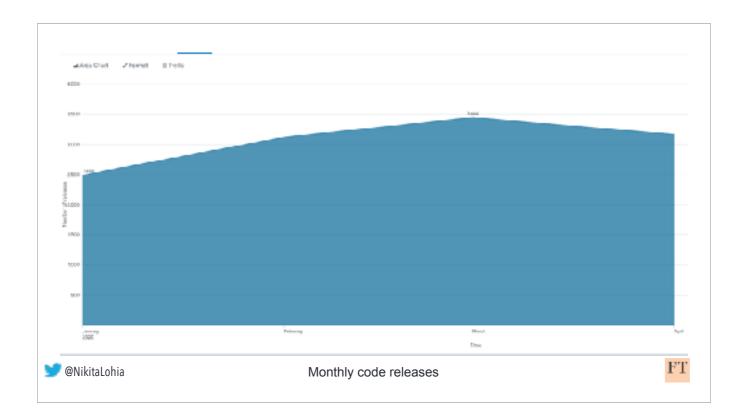
So, to summarise -

Hopefully I have managed to convince you that we solve really interesting problems at the FT , and in a really fun way !

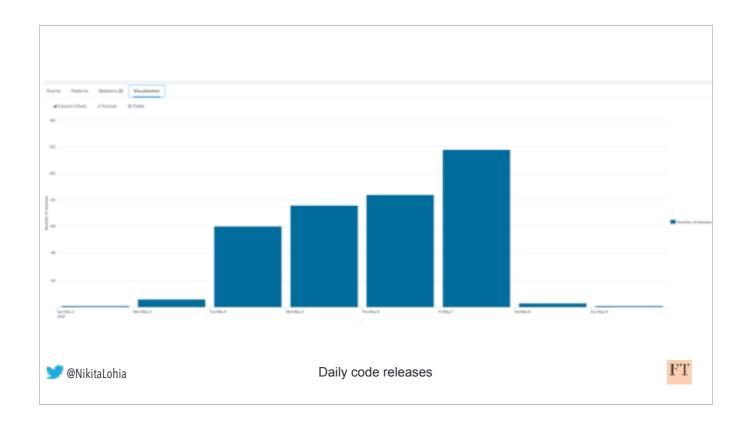
with some really



Along with the capability to consistently and confidently be aware of what changed in our microservice estate, we were able to answer some really interesting questions like "How has the pandemic affected our code releases?", and "Do our developers prefer a specific time or day to push changes?"



Even during the first peak of the pandemic back in 2020, we were pushing out code, business as usual..



And yes... we also definitely do releases on a Friday !:)

Thank you!

• https://medium.com/ft-product-technology



