

o11ycon 2018

Discussion findings

Lightning talks presenting our OSSD (Open Space-Style Discussion) Sessions

Thanks to the amazing attendees who came to a conference and were told in the morning that not only did we have to carve out what our industry means when we talk about observability, but also throw together a slide deck about it by the end of the day. This is what we made together.

Observability-Driven Development

Summary What did we talk about? Why is this topic interesting?

How can we make decisions about what to work on, by using Observability principles? How does this work in different kinds of systems (IT, cross-organizational, human)

Interesting takeaways Compelling conclusions! Surprising realizations! Relatable tips!

There is no 100% observable system (similar to how it's impossible to get 100% Test coverage)

Minimum to observe/track is entry & exit points within and between systems

It's hardest to go from 0 to 1 than subsequent steps

We want to be more proactive, but being reactive isn't bad unless it's 100% Emergency time

Observations are highly context-dependent, based on data, what you're trying to accomplish, and how people interpret "an observable event".

Call to action How we'll apply our findings, change our behaviors, etc

Plan the things to observe based on getting from 0-1. Observations that cross systems are especially useful.

o1lycon slack discussion channel: #o1ly-driven-dev

Link to notes: