

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.

Testing in Prod

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

- Not testing in prod can be costly - it is often too costly to setup a staging environment that mimics production
- When should we test in production? Can we live with this happening in production? What is the cost of failure?
- Exploratory learning vs validating a hypothesis
- Engineers are responsible for what they ship
- Ways to test in production (feature flagging, run an experiment to compare results, canary release chaos engineering)

Interesting takeaways Compelling conclusions! Surprising realizations! Relatable tips!

- *Deploy, observe, detect, respond*: be prepared for what happens after release - what metrics, monitor any side effects, how to rollback, measure success.
- The difference between monitoring and exploration. Can we combine chaos engineering and observability?

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

- Release agnostic testing - treat the release as just a stage in the middle of testing

o11ycon slack discussion channel: #testing_in_prod

Link to notes: <https://goo.gl/es6BwV>