

Continuous Experimentation

Release Engineering for Machine Learning Applications
(REMLA, CS4295)



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Goal of today...

- Rationale behind continuous experimentation
- Technical realization of continuous experimentation
- Different implementation strategies
- Role of monitoring
- Evolution of continuous experimentation

What is the job of a Software Engineer?

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Pump out source code

Implement features from backlog

Well-designed architecture

Properly test

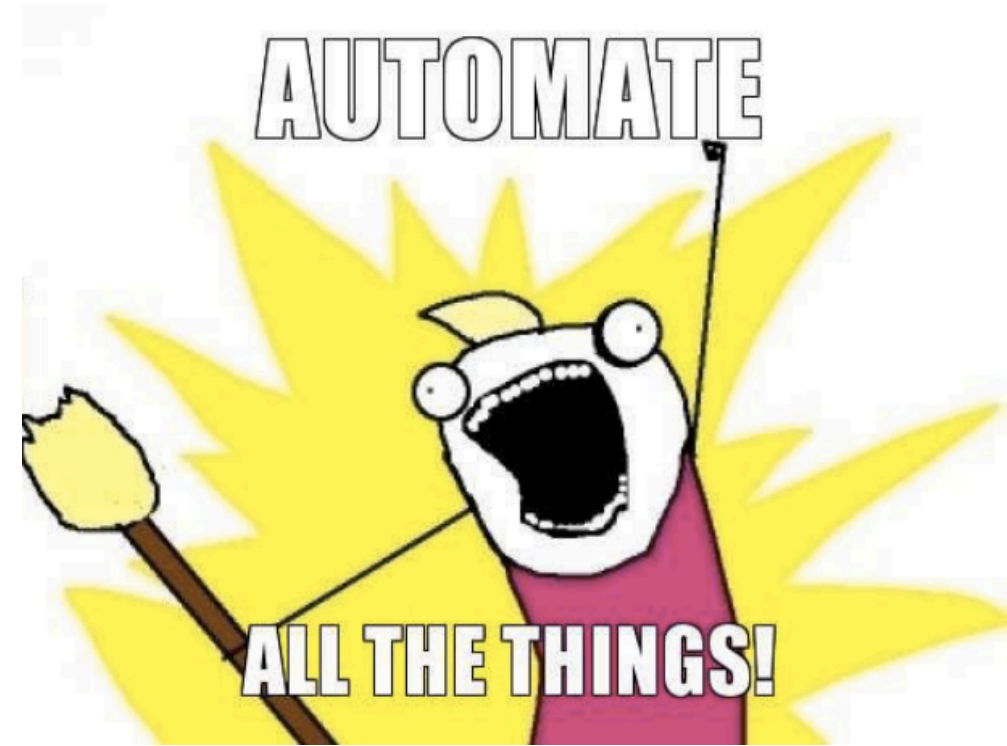
(These are mere means to reach the goal)

Provide Value

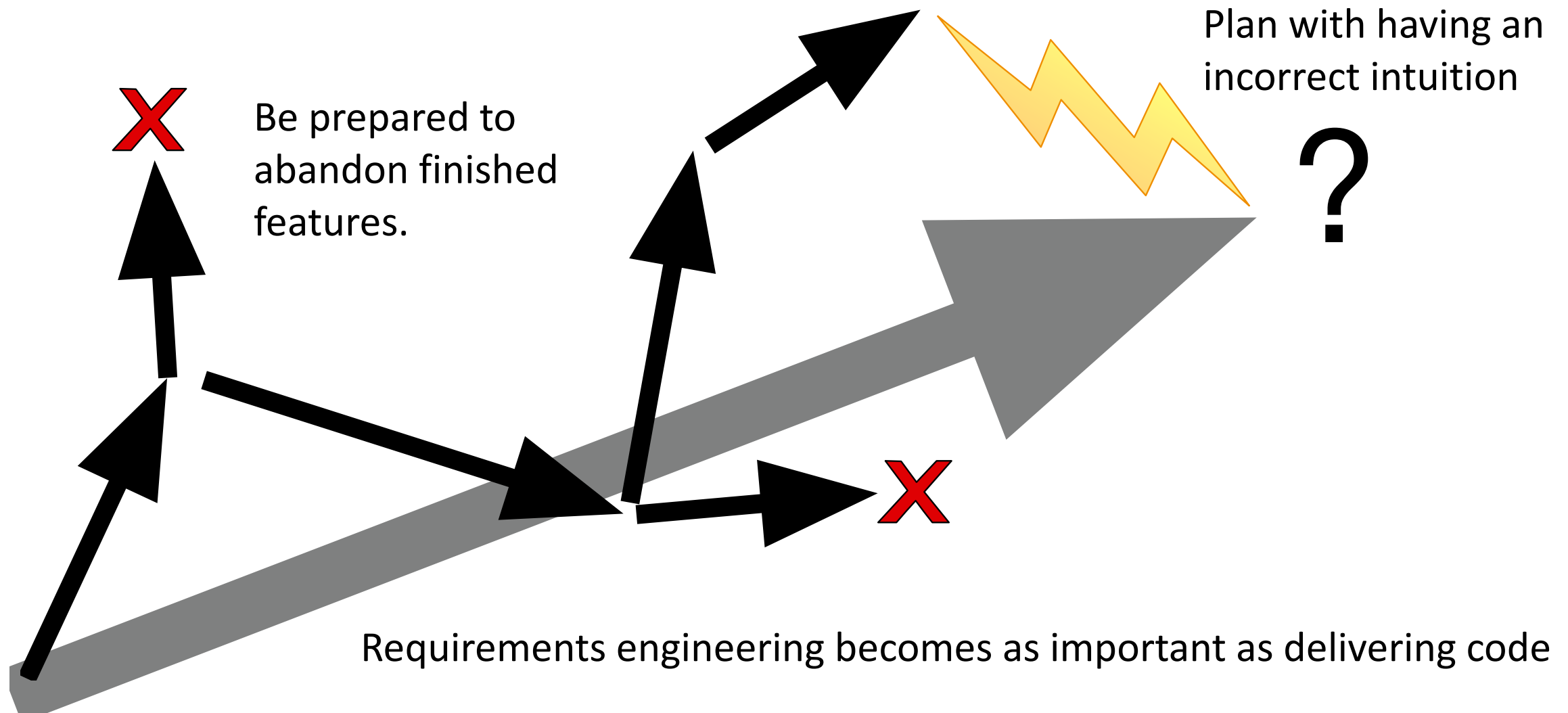
(Make something more efficient or create something new)

Cont. Delivery is Key for Value-Driven SE

- Reduced lead time means earlier **business impact**
- Accept that best solution is unknown up-front, **learn** and **improve** approach as you go
- Identify bad ideas earlier, so you can **try more ideas**

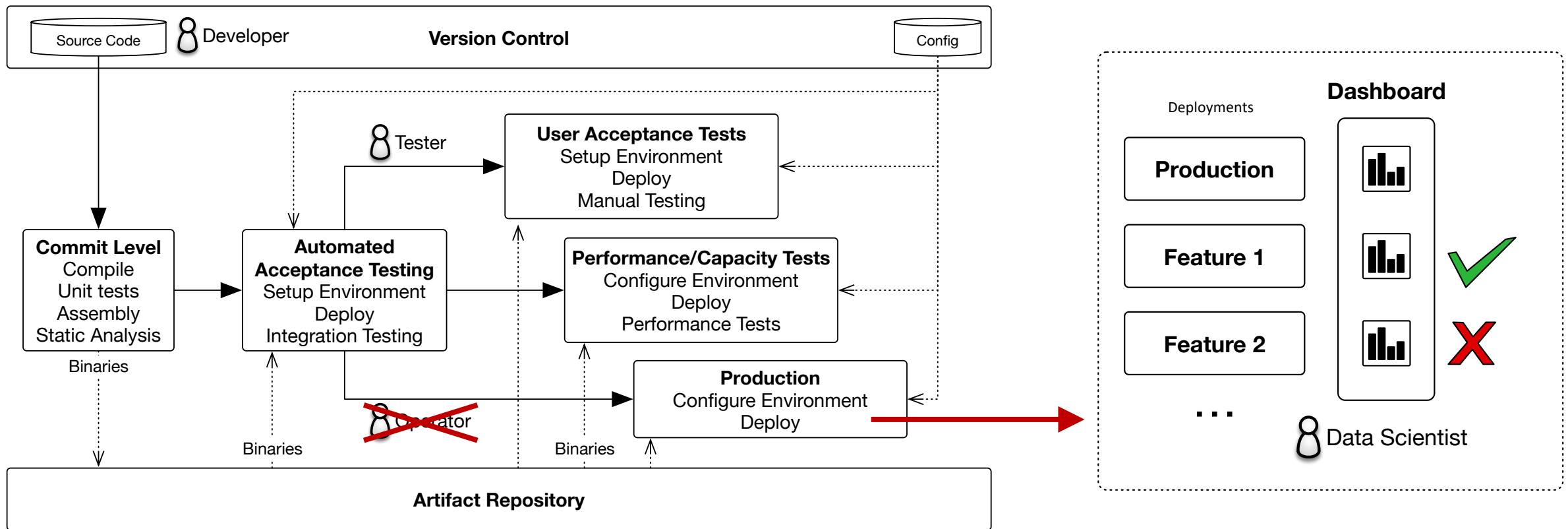


Experiment With Minimal Versions of Your Idea



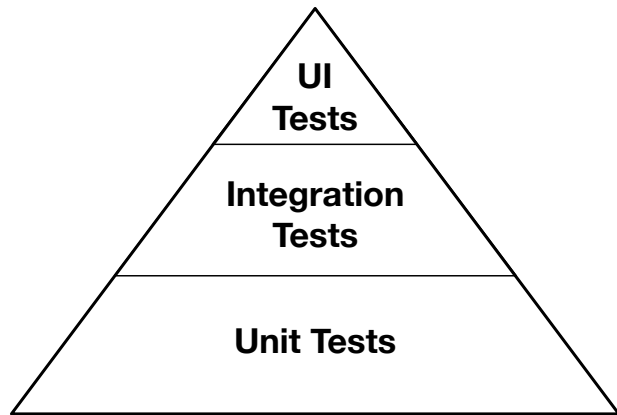
Continuous Experimentation

Continuous Experimentation Pipeline

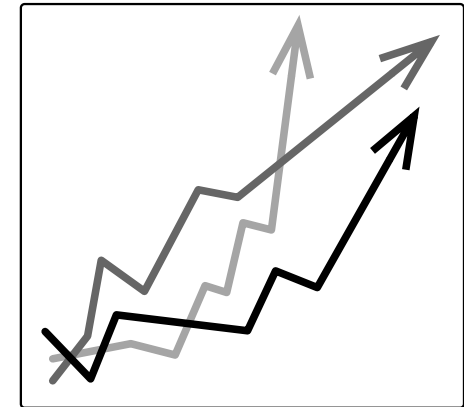
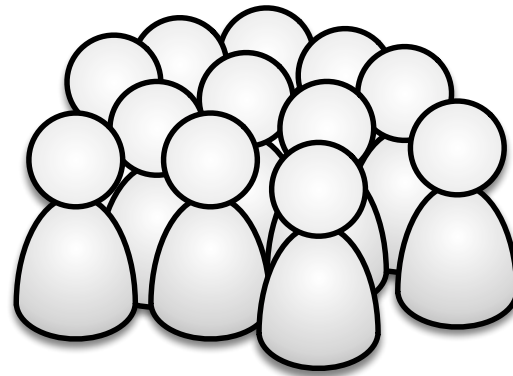


When To Continuously Experiment?

Does not replace traditional testing



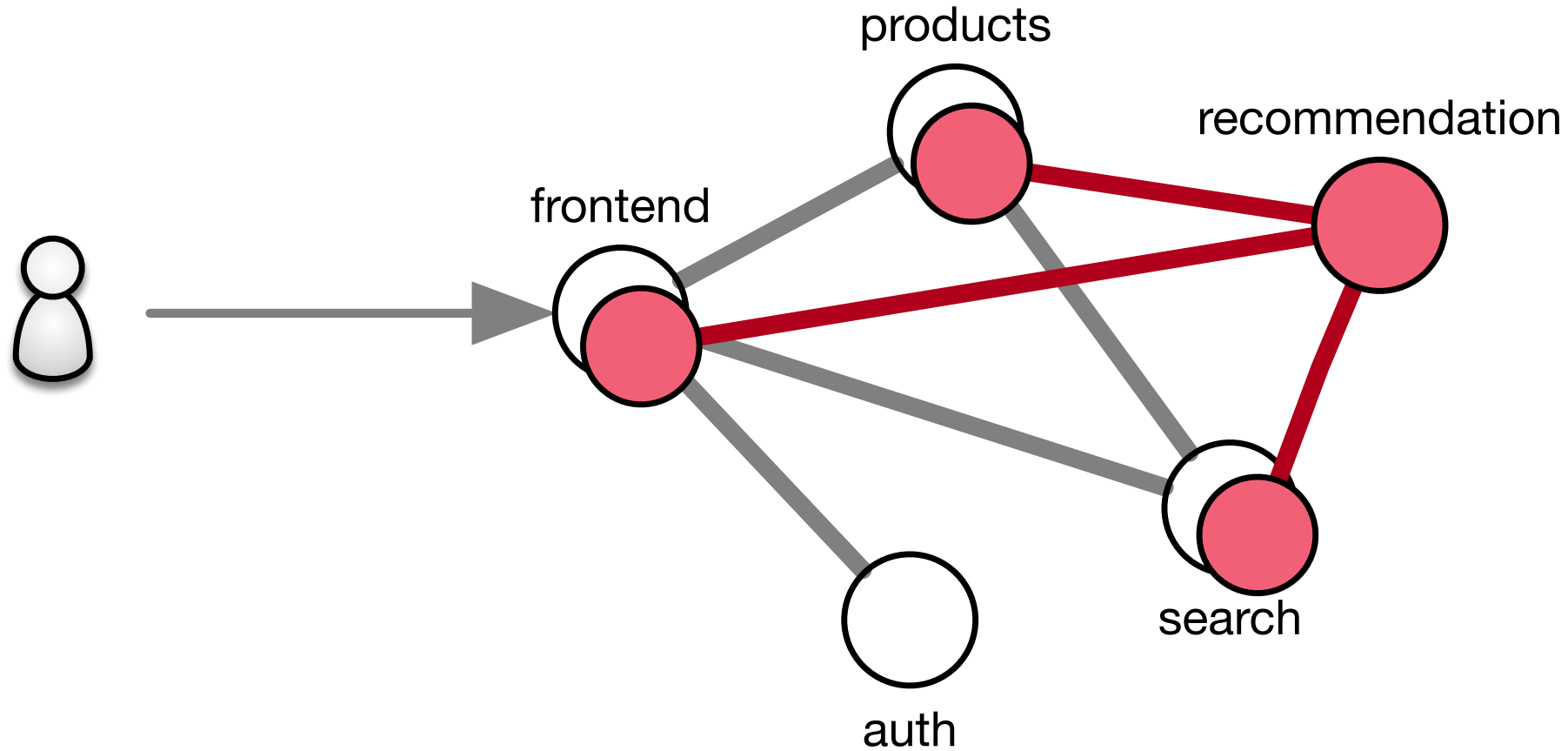
Sometimes, scale is necessary for testing
(e.g., performance, machine learning, ...)



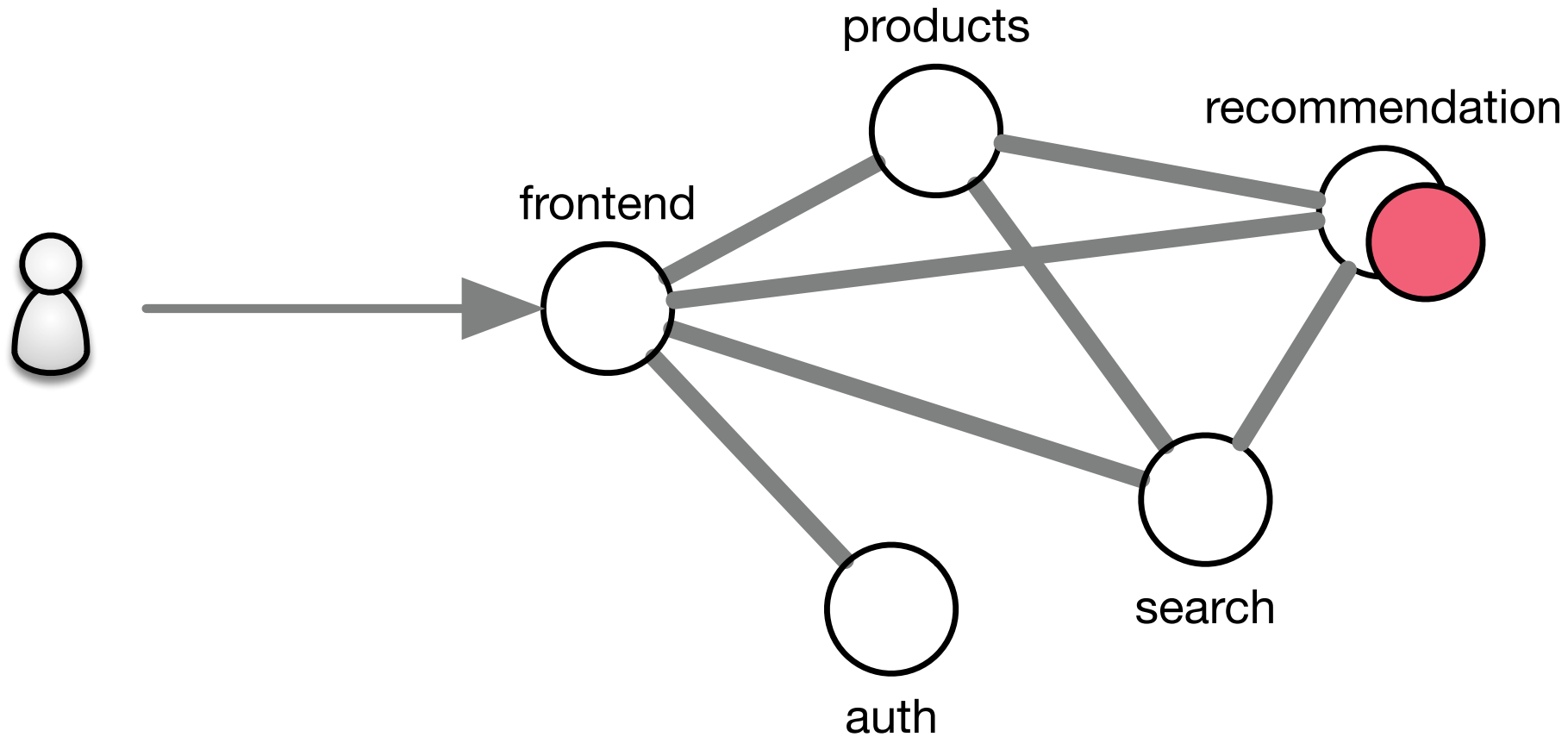
Humans... opinionated, irrational, have preferences.

How to experiment continuously?

Add a New Feature



Add a New Version of a Feature

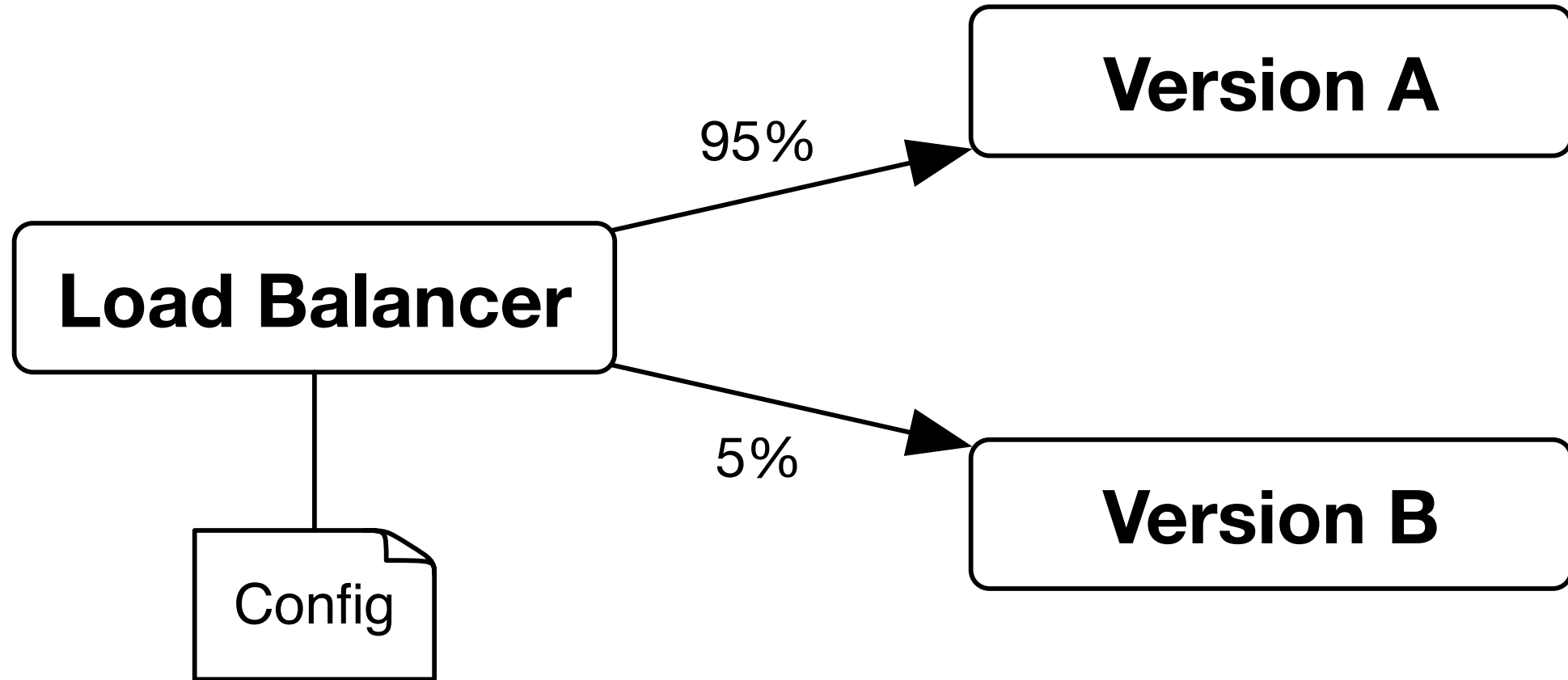


How to Setup an Experiment?

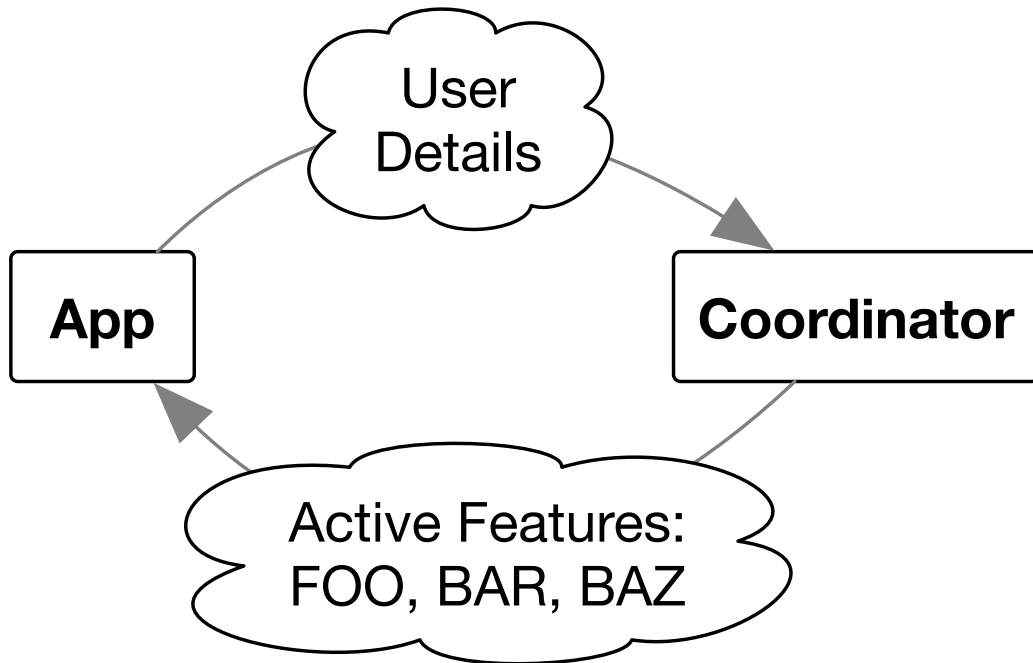
- Define experimental parameters
 - Participants (e.g., do not churn them)
 - Duration (e.g., day of week effect)
 - Hypothesis (e.g., falsifiable)
 - ...
- Select relevant performance metrics
- Establish necessary infrastructure



Variant 1: Dynamic Traffic Routing



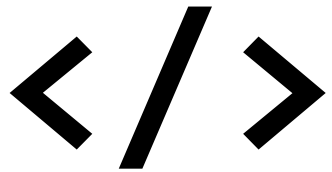
Variant 2: Feature Flags



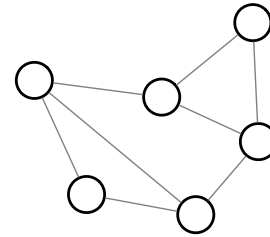
```
if (isActive ("FOO")) {  
    ...  
}  
else {  
    ...  
}
```

Interactions between active features present a maintainability nightmare. Keep features small, isolated, and short-lived.

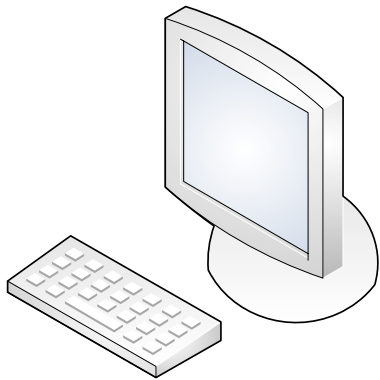
Solution (Again) Depends on Use Case



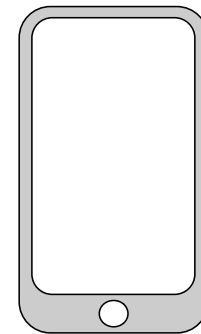
Web Pages



Micro Services



Installed Software
("Fat Clients")

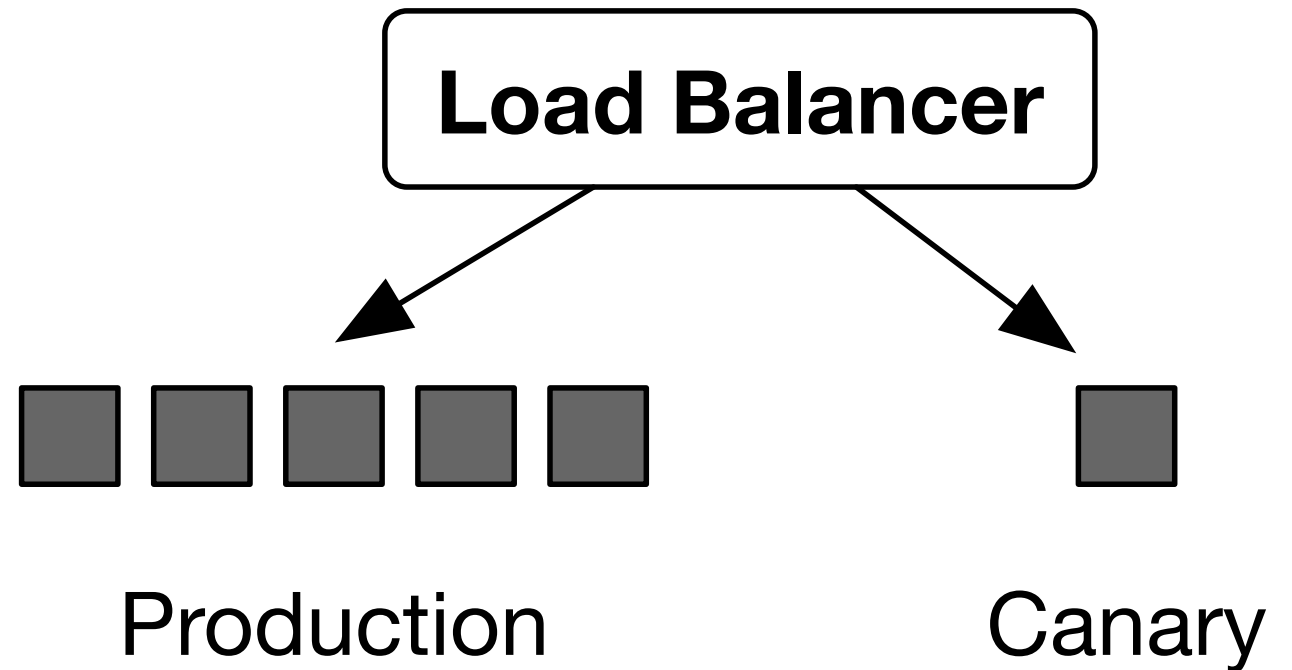


Mobile Phones
(App Stores)

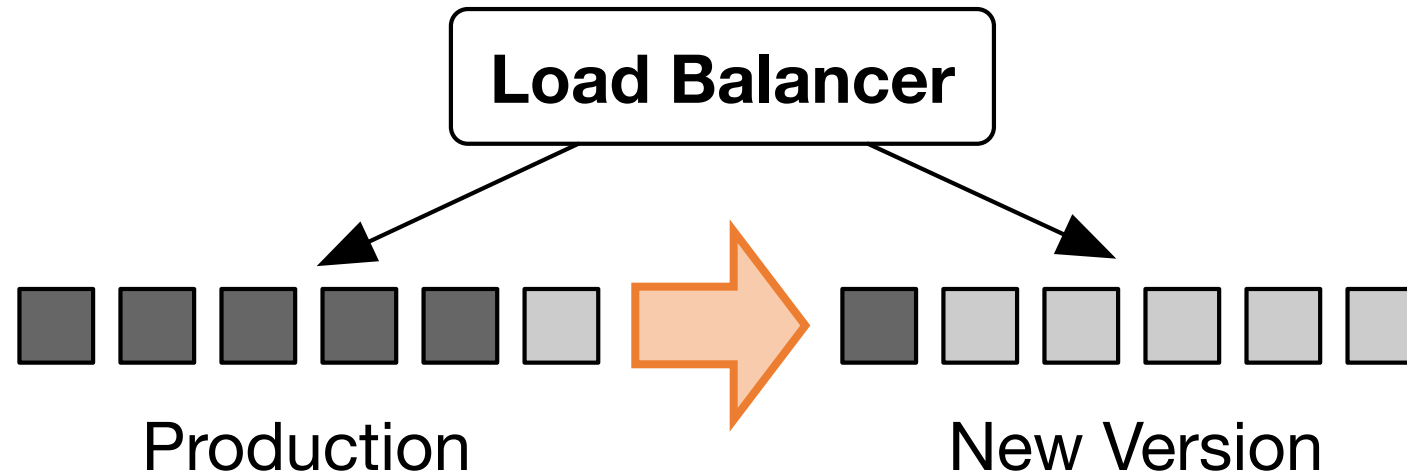
Implementation Strategies

Canary Release

- Internal Releases
(“Eat your own dogfood”)
- “Warm” audience
(e.g., beta channel)
- “Cold” audience
(e.g., random sample)



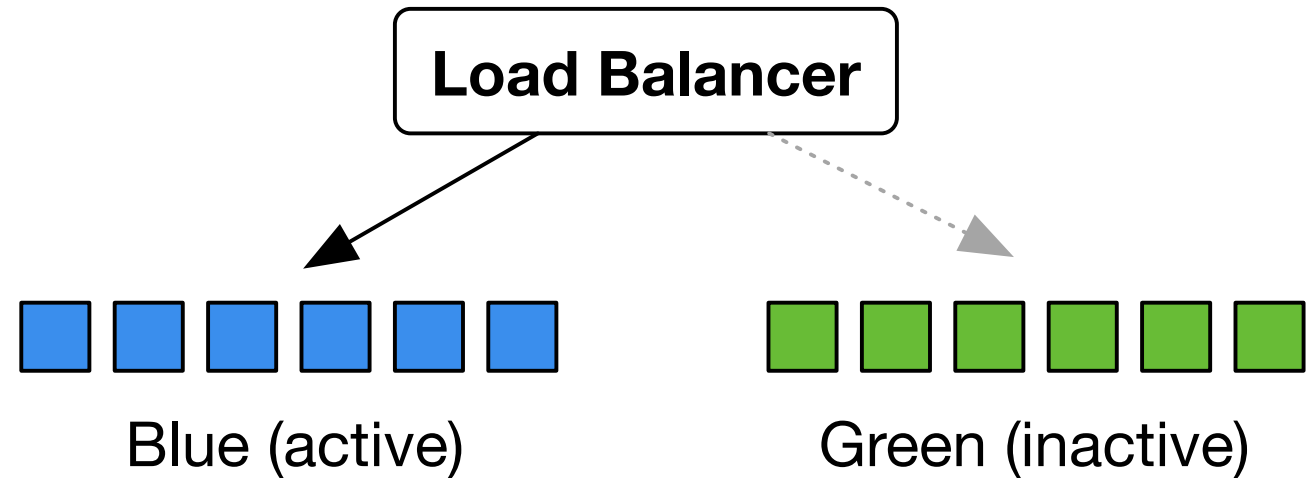
Gradual Rollout



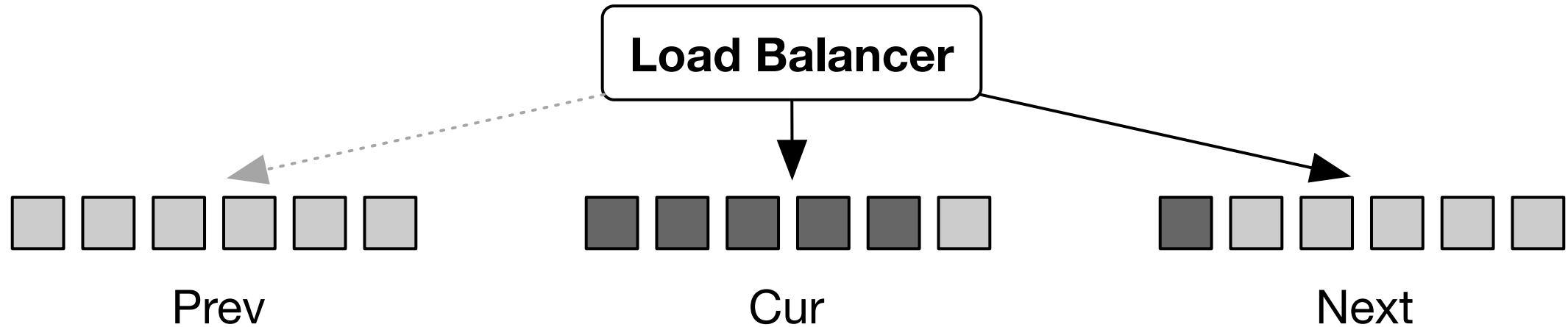
With more confidence, serve more users with new version.

Blue/Green Deployment

- Host two identical environments
- One is active at a time
- Switch after new deployment
- Database migration needs automation



Red/Black Deployment

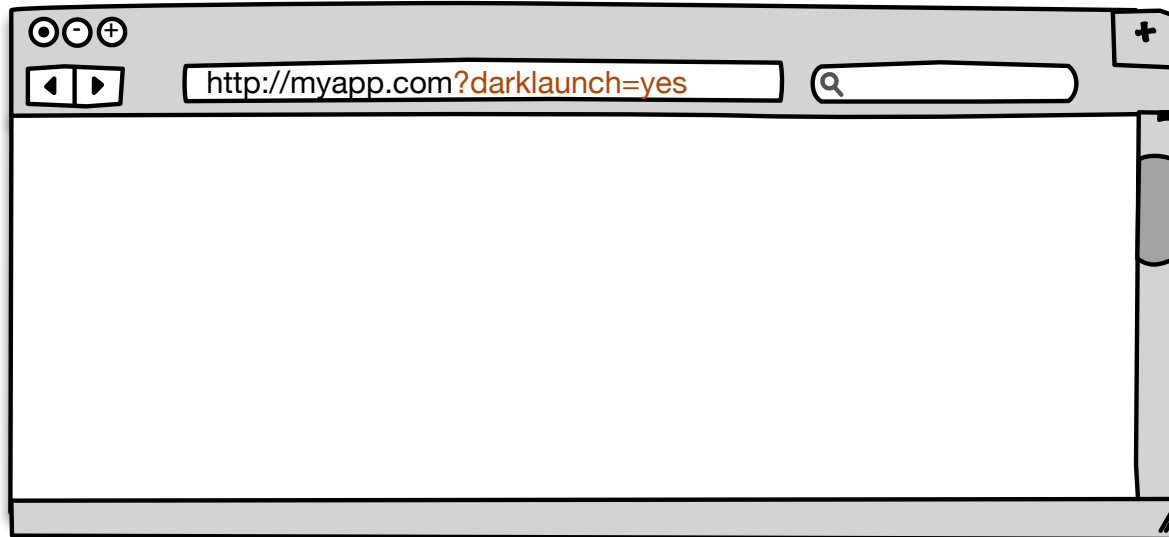


Use cloud instances to enable rolling updates

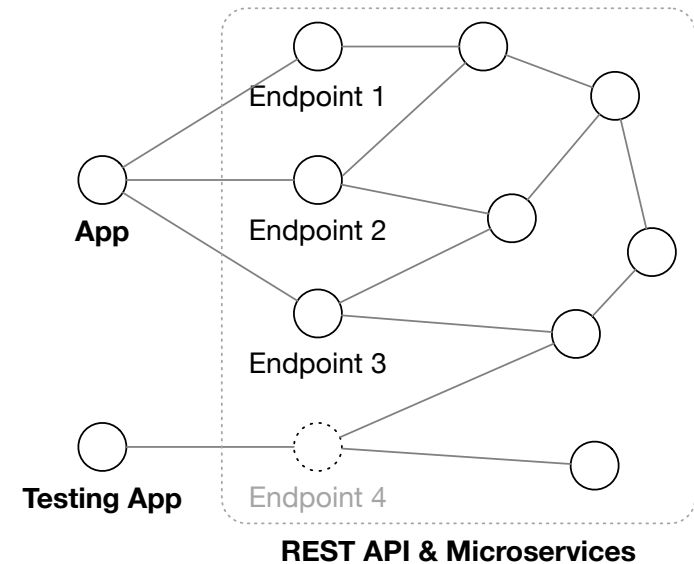
Dark Launch

Publish features that are not ready for release

Hidden Flags



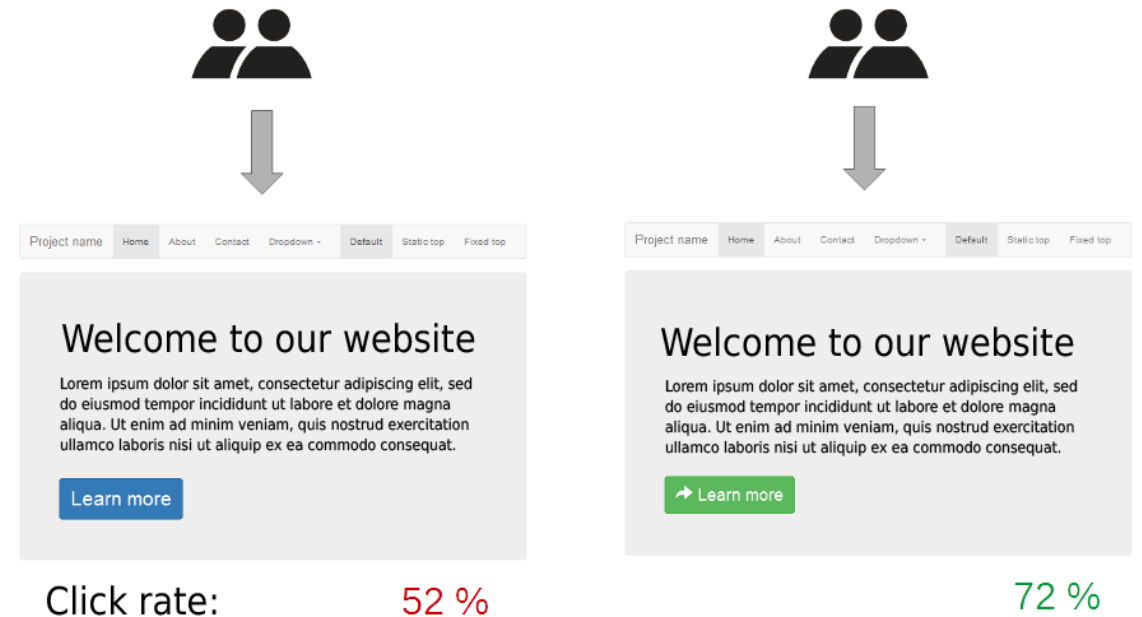
Backend Launches



So, how to decide..?

A/B Testing

- Controlled experiment on two app versions
 - Production version (A)
 - One(!) new feature integrated into system (B)
- Proper metrics needed for comparison



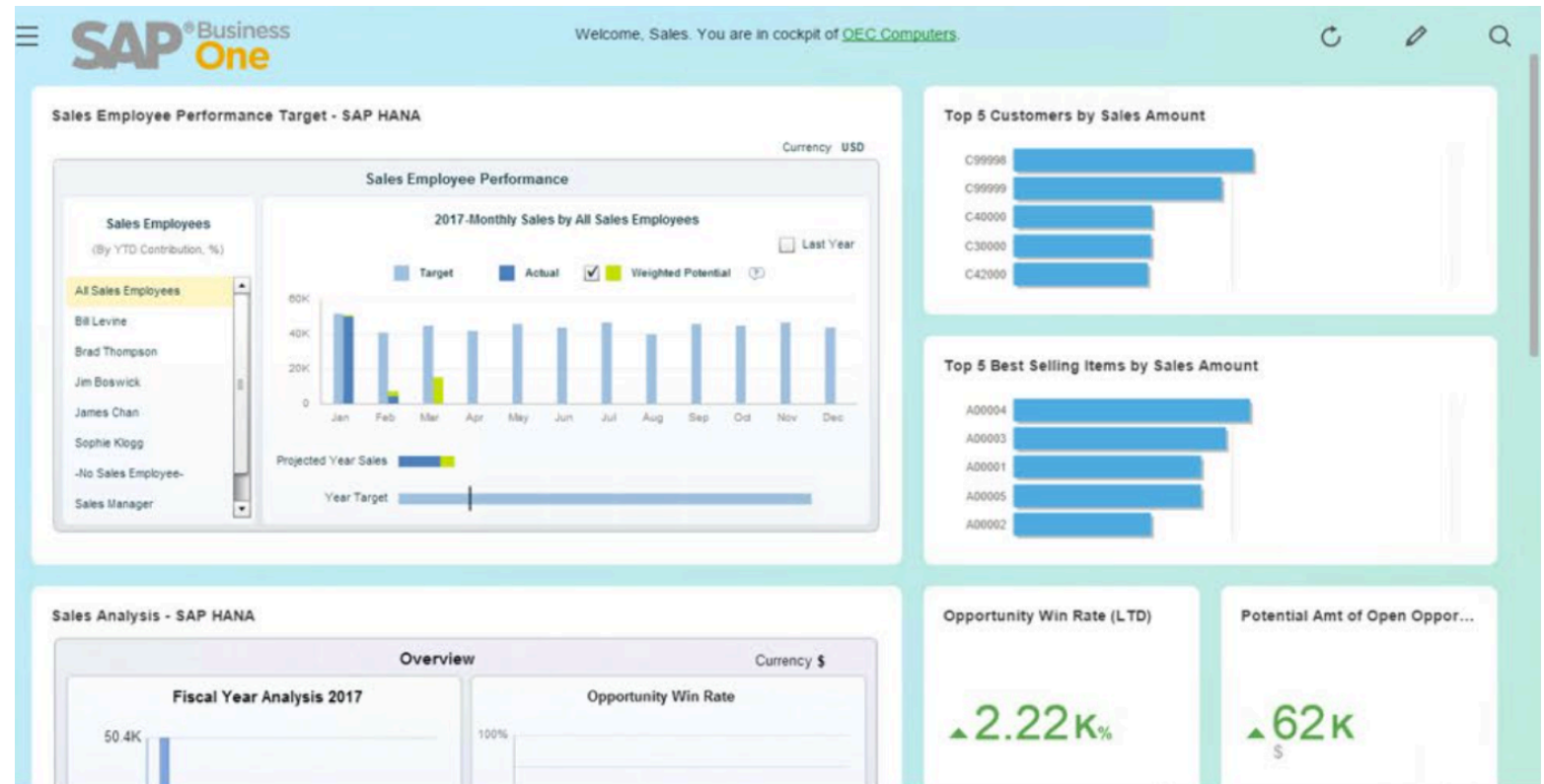
General Performance Metrics

- CPU
- Memory
- Disk
 - Usage
 - IO
- Network IO



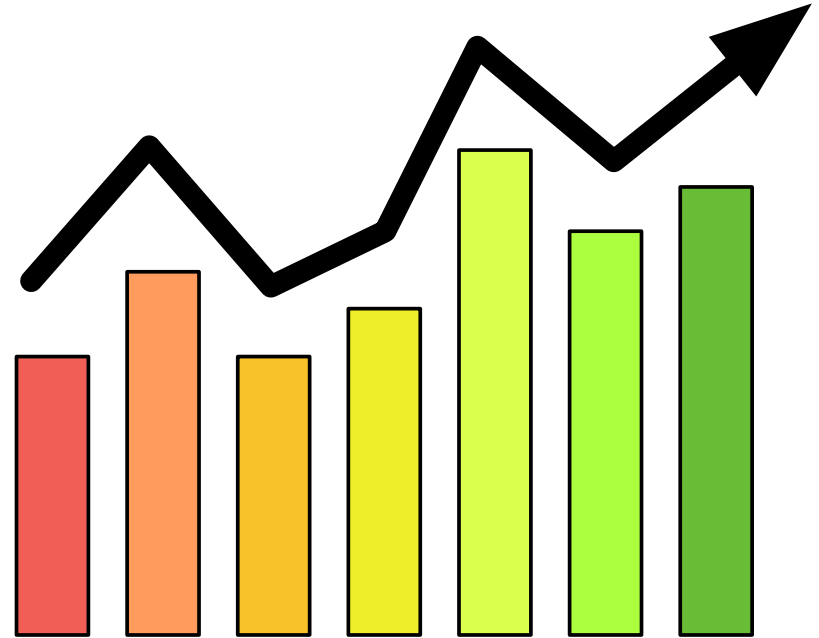
Business Metrics

- Sales / Revenue
- Costs
- New Users
- Loyalty
- Retention
- ...



Domain / Experiment Specific

- Find relevant metrics
 - Click Rate
 - Navigation Paths
 - Number of Impressions
 - Time on site
 - ...
- The metrics must help to (in-)validate the hypotheses



Monitoring vs. Logging

Logging










- Persist system events
- Often used for debugging or audits
- Low-level, raw data

Monitoring

- Collect and aggregate raw data
- Analyze metrics
- Generate insights

```
23:07:31.338334 Mail com.apple...
23:07:31.338412 Mail com.apple...
23:07:31.338479 Mail com.apple.m...
23:07:31.338539 Mail com.apple.me...
23:07:49.850632 Google... com.apple.me...
23:08:44.333718 Google... com.apple.mes...
23:09:54.677368 corebr... com.apple.mess...
23:09:54.677647 corebr... com.apple.messa...
23:10:06.633136 Google... com.apple.messa...
23:11:22.112721 eclipse com.apple.message...
23:11:28.890316 Unknown com.apple.message...
23:11:34.400765 Google... com.apple.message...
23:12:12.835319 AOUMon... com.apple.message...
23:13:09.049556 eclipse com.apple.message.d...
23:15:00.313393 eclipse com.apple.message.d...
23:16:12.126329 Dropbox com.apple.message.do...
23:16:12.126521 Dropbox com.apple.message.dom...
23:16:12.126577 Dropbox com.apple.message.dom...
23:16:12.126611 Dropbox com.apple.message.doma...
23:16:12.126637 Dropbox com.apple.message.doma...
23:16:12.126681 Dropbox com.apple.message.domain...
23:16:12.126725 Dropbox com.apple.message.domain...
23:16:23.665800 eclipse com.apple.message.domain...
23:16:41.778358 Finder com.apple.message.domain...
23:17:04.217796 eclipse com.apple.message.domain...
23:20:18.103054 Dropbox com.apple.message.domain: c...
23:21:28.838100 Unknown com.apple.message.domain: co...
23:22:08.409639 eclipse com.apple.message.domain: co...
23:26:46.047709 Addres... com.apple.message.domain: com...
23:28:55.930930 eclipse com.apple.message.domain: com...
23:30:31.369222 sudo getgrouplist_2 called triggeri...
23:31:28.898572 Unknown com.apple.message.domain: com.a...
23:32:15.065293 eclipse com.apple.message.domain: com.ap...
23:32:36.086980 Mail com.apple.message.domain: com.app...
23:32:36.087048 Mail com.apple.message.domain: com.app...
23:32:36.087112 Mail com.apple.message.domain: com.appl...
23:32:36.087290 Mail com.apple.message.domain: com.appl...
23:32:36.087403 Mail com.apple.message.domain: com.apple...
23:32:36.087497 Mail com.apple.message.domain: com.apple...
23:32:36.087568 Mail com.apple.message.domain: com.apple...
23:35:22.854888 Dropbox com.apple.message.domain: com.apple.c...
23:35:22.854982 Dropbox com.apple.message.domain: com.apple.cc...
23:35:22.855049 Dropbox com.apple.message.domain: com.apple.co...
23:35:22.855100 Dropbox com.apple.message.domain: com.apple.cor...
23:35:22.855144 Dropbox com.apple.message.domain: com.apple.core...
```

The Rocky Road to Continuous Experimentation

	Category/ Phase	Crawl 	Walk 	Run 	Fly 
Technical Evolution	Technical focus of product dev. Activities 	(1) Logging of signals (2) Work on data quality issues (3) Manual analysis of experiments Transitioning from the debugging logs to a format that can be used for data-driven development.	(1) Setting-up a reliable pipeline (2) Creation of simple metrics Combining signals with analysis units. Four types of metrics are created: debug metrics (largest group), success metrics, guardrail metrics and data quality metrics.	(1) Learning experiments (2) Comprehensive metrics Creation of comprehensive set of metrics using the knowledge from the learning experiments.	(1) Standardized process for metric design and evaluation, and OEC improvement
	Experimentation platform complexity 	No experimentation platform An initial experiment can be coded manually (ad-hoc).	Platform is required 3 rd party platform can be used or internally developed. The following two features are required: <ul style="list-style-type: none"> • Power Analysis • Pre-Experiment A/A testing 	New platform features The experimentation platform should be extended with the following features: <ul style="list-style-type: none"> • Alerting • Control of carry-over effect • Experiment iteration support 	Advanced platform features The following features are needed: <ul style="list-style-type: none"> • Interaction control and detection • Near real-time detection and automatic shutdown of harmful experiments • Institutional memory
	Experimentation pervasiveness 	Generating management support Experimenting with e.g. design options for which it's not a priori clear which one is better. To generate management support to move to the next stage.	Experiment on individual feature level Broadening the types of experiments run on a limited set of features (design to performance, from performance to infrastructure experiments)	Expanding to (1) more features and (2) other products Experiment on most new features and most products.	Experiment with every minor change to portfolio Experiment with any change on all products in the portfolio. Even to e.g. small bug fixes on feature level.
Organizational Evolution	Engineering team self-sufficiency 	Limited understanding External Data Scientist knowledge is needed in order to set-up, execute and analyse a controlled experiment.	Creation and set-up of experiments Creating the experiment (instrumentation, A/A testing, assigning traffic) is managed by the local Experiment Owners. Data scientists responsible for the platform supervise Experiment Owners and correct errors.	Creation and execution of experiments Includes monitoring for bad experiments, making ramp-up and shut-down decisions, designing and deploying experiment-specific metrics.	Creation, execution and analyses of experiments Scorecards showing the experiment results are intuitive for interpretation and conclusion making.
	Experimentation team organization 	Standalone Fully centralized data science team. In product teams, however, no or very little data science skills. The standalone team needs to train the local product teams on experimentation. We introduce the role of Experiment Owner (EO).	Embedded Data science team that implemented the platform supports different product teams and their Experiment Owners. Product teams do not have their own data scientists that would analyse experiments independently.	Partnership Product teams hire their own data scientists that create a strong unity with business. Learning between the teams is limited to their communication.	Partnership Small data science teams in each of the product teams. Learnings from experiments are shared automatically across organization via the institutional memory features.
Business Evolution	Overall Evaluation Criteria (OEC)	OEC is defined for the first set of experiments with a few key signals that will help ground expectations and evaluation of the experiment results.	OEC evolves from a few key signals to a structured set of metrics consisting of Success, Guardrail and Data Quality metrics. Debug metrics are not a part of OEC.	OEC is tailored with the findings from the learning experiments. Single metric as a weighted combination of others is desired.	OEC is stable , only periodic changes allowed (e.g. 1 per year). It is also used for setting the performance goals for teams within the organization.

Technical Focus of Product Dev. Activities

- Logging of Signals
- Work on data quality issues
- Manual analysis of experiments

Transitioning from the debugging logs to a format that can be used for data-driven development

Experimentation Platform Complexity

- No experimentation platform

An initial experiment can be coded manually (ad hoc)

Experimentation Pervasiveness

- Generating Management Support

Experimenting with, e.g., design options, for which it is not a priori clear which one is better. To generate management support to move to the next stage.

Engineering Team Self-Sufficiency

- Limited understanding

External Data Scientist knowledge is needed in order to set-up execute and analyze the controlled experiment.

Experimentation Team Organization

- Standalone

Fully centralized data science team. In product teams, however, no or very little data science skills. The standalone team needs to train the local product teams on experimentation. We introduce the role of Experiment Owner.

Overall Evaluation Criteria

OEC is defined for the first set of experiments with a few key signals that will help ground expectations and evaluation of the experiment results.

Conclusion

Interesting Connection Points

- DevOps
- Release Engineering in Practice
 - Site Reliability Engineering
 - Build Sheriff
 - ...
- Data Science
- Software Product Line

After today's lecture, you...

- can explain rationale behind CE
- know how to technically enable CE
- can explain the differences between various implementation strategies
- understand the role of monitoring and A/B testing
- know about the evolution of CE in a project