## Lessons learned implementing ChatOps (DevOps + messaging)

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## What is ChatOps?



ChatOps is a collaborative, conversationcentric way of working that brings people, discussions, bots, tools and files together in one central location

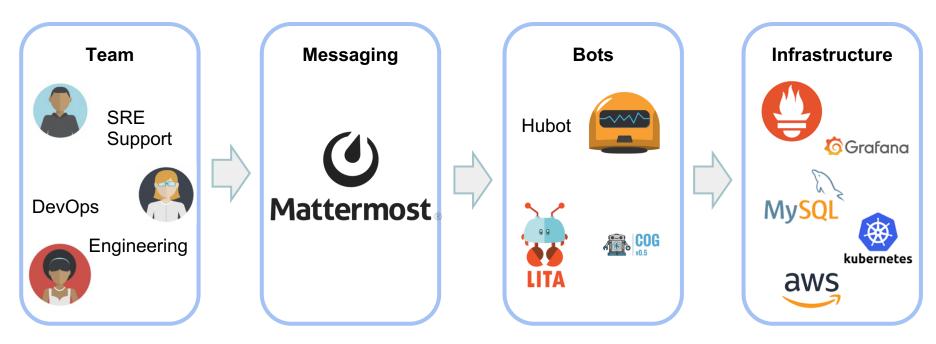


#### **Benefits of ChatOps**

- Shorten the feedback loop (Faster time to response)
- It is a shared console or command line
- It captures the history
- All the required people in one place
- Mean time to restore drops dramatically
- It's a methodology not a technology



#### Ideal World of ChatOps



<sup>\*\*</sup>Reality - most are not that sophisticated, but even the smallest steps add value!



# That's great, but how do we get there?

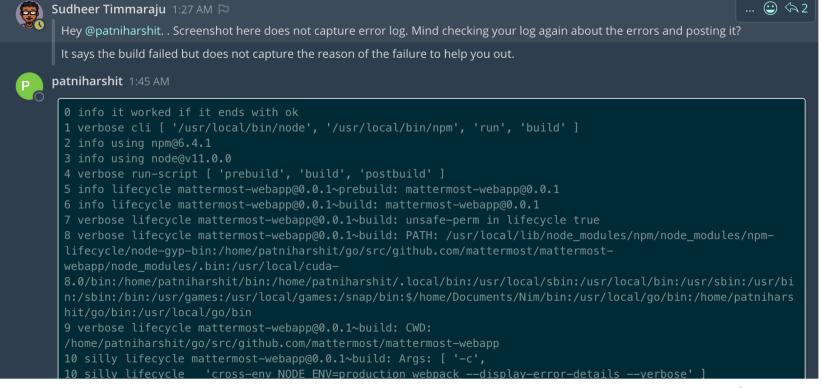


#### Step 1 - Start Small, do it manually for a bit

- Are you a chat based organization?
- Start by getting all the humans into a channel based chat system
- Channel base communication is key to incident response
- It's a shared screen think of it like a cooperative board game
- It captures the history of everything everyone has tried
- Don't be afraid to over add people to start
- Your team has a lot of esoteric knowledge that can be valuable while troubleshooting



#### Team Coop Solving a Problem Manually





#### **Step 2 - Automate the Simple Things**

- You don't need to start with an uber powerful bot that solves every problem
- Automate simple alerts piping them into a channel
- Create specific channels for the different alerts
  - Security
  - Performance
  - Build System
  - War rooms
- Use simple webhooks to get you started
- Watch your team cooperatively respond
  - How often does the left hand not know what the right hand is doing?



#### Solving a problem from a simple Webhook





Carlos Panato 12:04 PM

@Martin Kraft



System 12:04 PM

@Martin Kraft added to the channel by @Carlos Panato.



Martin Kraft 12:07 PM

<>2

Commented on alert's message: ALARM: "corp-mattermost-CPU-Utilization" in US East (N. Virginia) #aws-notification-alert on Sat, 3 Nov 2018...

I am doing a lot of requests right now.



#### **Step 3 - Automate the Harder Things**

- Starting adding advance slash commands or alerting hooks
- Bring in Richer Data
- More than Screenshots
- Markdown Tables
- File attachments for logs
- Markdown formatting



#### **Example of Rich Markdown Table**

#### **Loadtest Results**

Score: 71.48 (+24.66, relative to baseline)

The score is the average of the 95th percentile, median and interquartile ranges in the routes below.

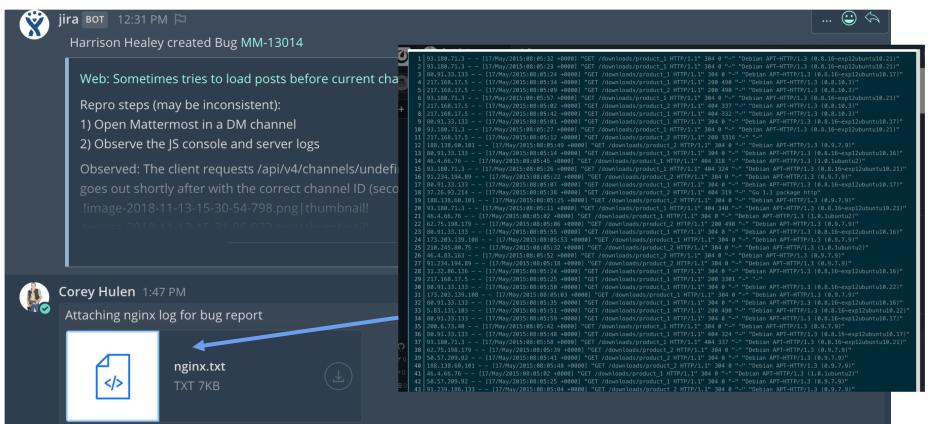
#### Routes

#### GET /channels/[channel id]/members

Metric	Baseline	Actual	Delta	Delta %
Hits	1515	1455	-60	-3.96%
Error Rate	0.00%	0.00%	0%	0%
Mean Response Time	4.91ms	2.69ms	-2.22ms	-45.16%
Median Response Time	4.00ms	2.00ms	-2.00ms	-50.00%
95th Percentile	8.00ms	5.00ms	-3.00ms	-37.50%



#### **Example of Rich messages and log files**



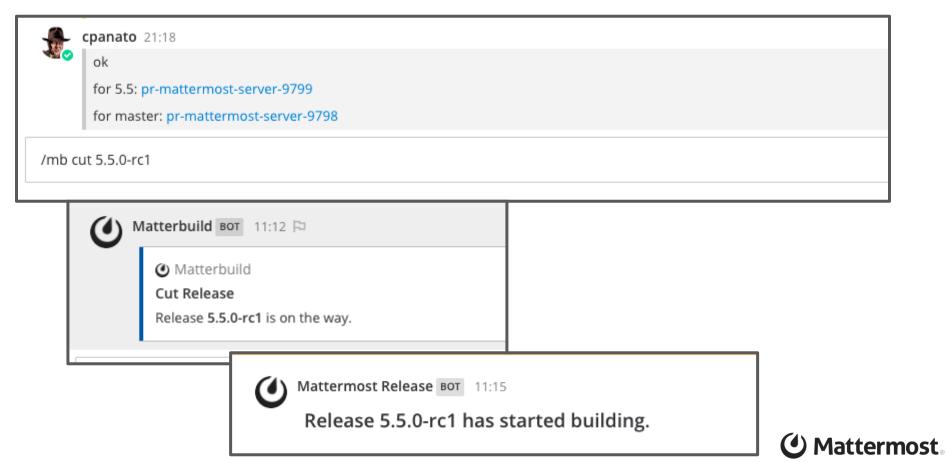


#### **Step 4 - Start Automating Command and Control**

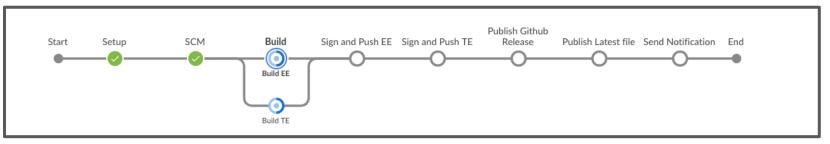
- Start off simple with outgoing webhooks and slash commands
- Automate the things you find your teammates constantly bugging someone todo
- Allow self provisioning by most anyone
- Trust the automation to keep them on the rails (They shouldn't be able to screw it up)
- Examples
  - Setup adhoc testing environments
  - Setup load testing environments
  - Query detailed analytics systems
- Automate deploys to production, why?
  - Nice history of what went wrong, anyone/everyone can help out



#### Matterbuild example



#### Matterbuild example cont.







#### Matterbuild example cont.



Matterbuild BOT 11:03 (Visível somente para você)



Matterbuild

Information

Control of the build system though MM slash commands!

Usage:

matterbuild [command]

Available Commands:

Cut a release of Mattermost cut

cutstatus Check the status of the Cut Release Job

getpootle Check the branches set in the Translation Server

help Help about any command

loadtest Create a kubernetes cluster to loadtest a branch or pr.

lockpootle Lock the Translation server for a particular release Branch

Merge the specified release branch to master and create the pull request merge

Run a job on Jenkins. runjob

Dump the configuration of a build job. seeconf Set the branch target for the CI servers. setci

setprerelease Set the target for pre-release.

Use "matterbuild [command] --help" for more information about a command.

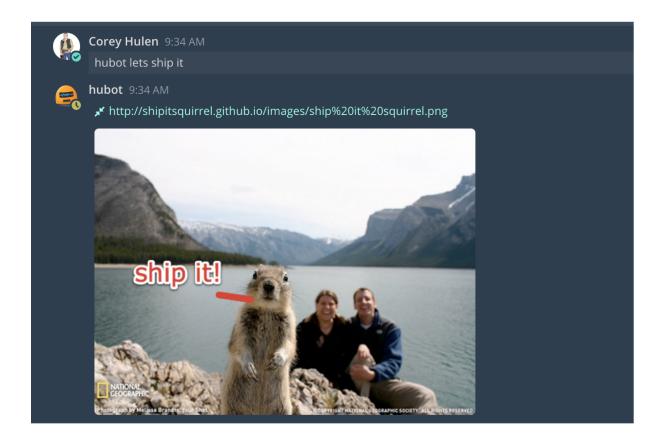


#### Step 5 - Bot It Up!

- Take all the great work you've done previous steps and start converting it to a more human interface
- I don't know about you, but I have a hard time remembering slash commands and all their parameters (who reads the help??)
- Give it some character, make it fun!
  - Make it angry
  - Or overly happy
  - Humanize it to reach a larger audience
  - Gives you someone to blame. "The angry bot did it, not me!"
- Use existing bot interfaces like Hubot
  - Jenkins
  - show server logs for various test servers
  - show grafana reports



#### **Hubot Example**



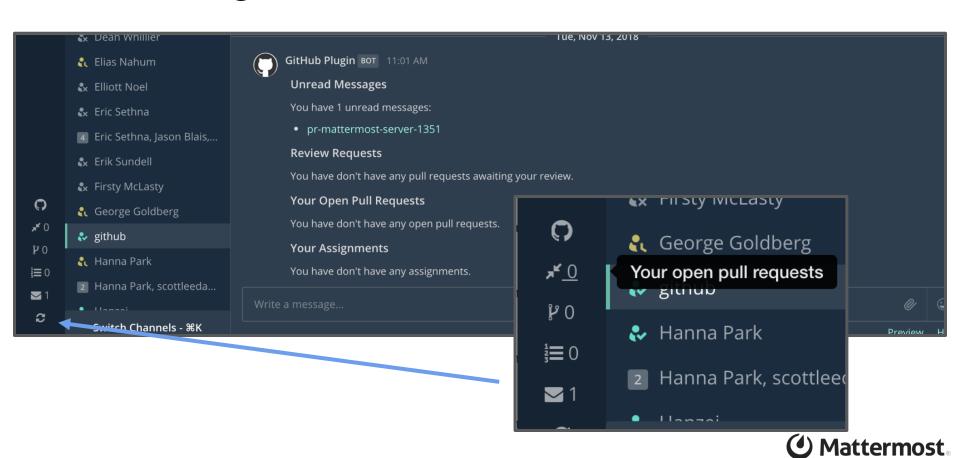


#### Step 6 (Optional) - Build Rich Plugins and Bots

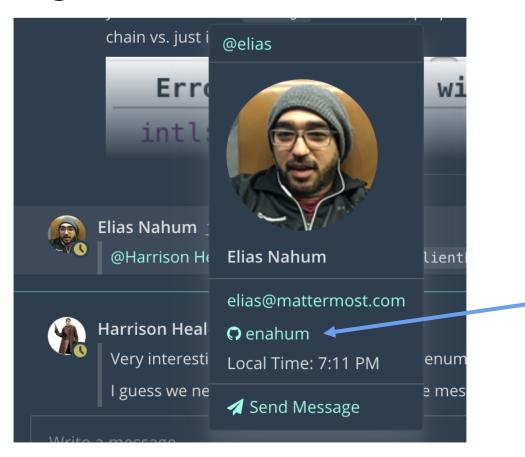
- Utilize the rich plugin framework to build deep integration widgets (Mattermost Only)
- Both frontend and backend plugins
- Intercept messages before they are entered into chat and after they are entered into chat



#### **Github Integration**

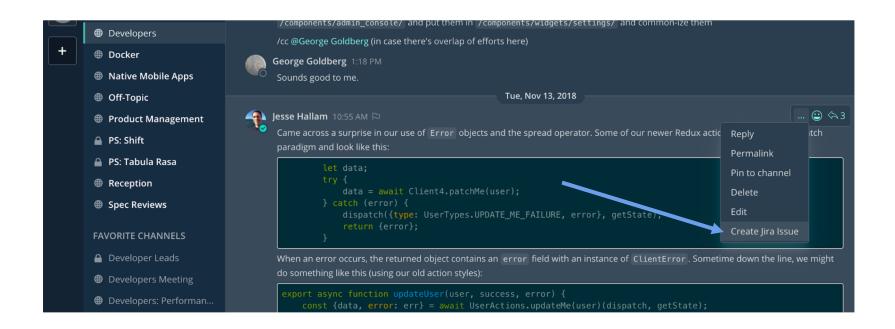


#### Github Integration Cont.



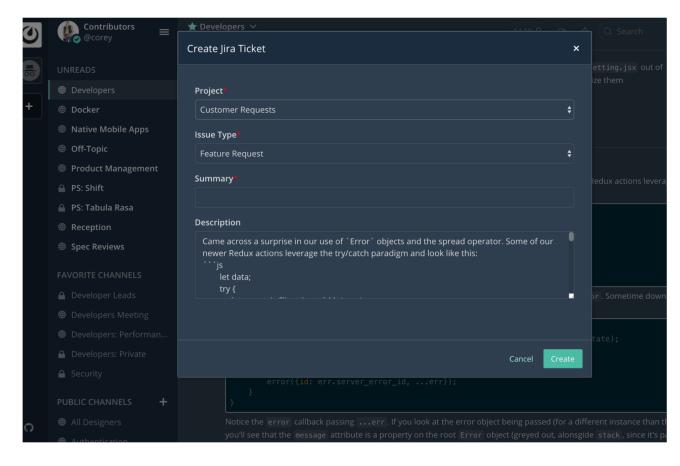


#### Jira Integration





#### Jira Integration Cont.





#### Step 7 - Nirvana, Bots talking to Bots??:)

- Some customers are generating 50% of their traffic from bots
- Some customers have a war room that looks like reading the matrix
- Message scrolling faster than a human can ready, why?
- Bots are watching the war room, pulling data out into other channels where humans process the information then bots put the info back in the war room channel
- War room is acting like an app message bus at this point, but it gives everyone a common interface



### Questions?



#### How to reach me?

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