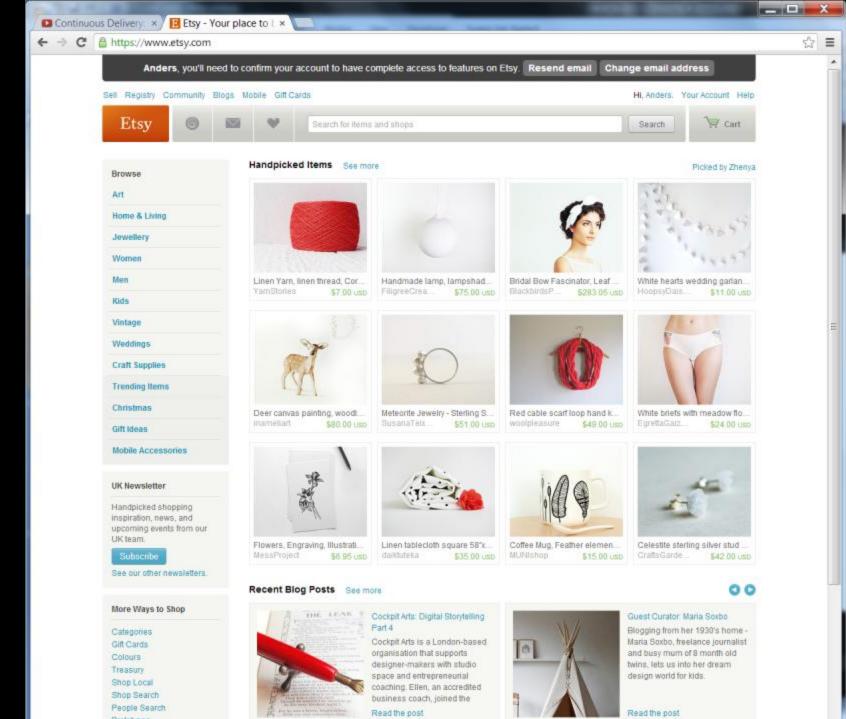
www.Etsy.com















AUGUST 2012

1.4 Billion page views
USD \$76 Million in transactions
3.8 Million items sold

http://www.etsy.com/blog/news/2012/etsy-statistics-august-2012-weather-report/



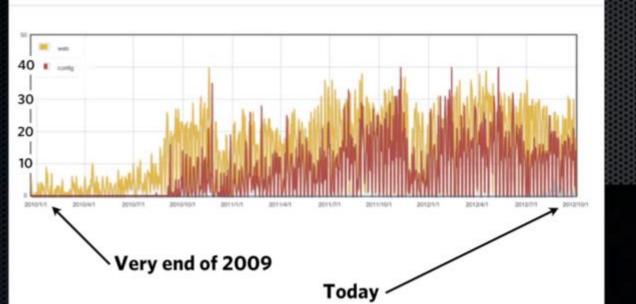






Deployments Per Day (US/Eastern)











- + Working on mainline, trunk, master
- + Feature flags
- + Branching in code





Deploy to Production



goto:



2009

Now

2010-today

Just before we started using CD







6-14 hours "Deployment Army"

Highly orchestrated and infrequent

Now

15 mins 1 person

Rapid release cycle







Special event and highly disruptive

Now

Commonplace and happens so often we cannot keep up

Managers is not even known of what is deployed during the day.

The engineering team of 2-6 people takes care of that.







Release branch, database schemas, data transforms, packaging, rolling restarts, cache purging, scheduled downtime

Now

Mainline, minimal linking and building, rsync, site up







Slow Complex Special

Now

Fast Simple Common









1ST DAY

Add your photo to Etsy.com.

"You deploy on your first working day.

You directly get a feeling of what you do is beeing used."







Continuous Deployment

Small, frequent changes.

Constantly integrating into production.

30 deploys per day.















Code deploys: ~ every 15-20 minutes Schema changes: Thursday







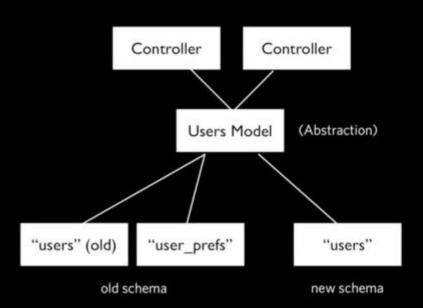


- O. Add new version to schema
- 1. Write to both versions
- 2. Backfill historical data
- 3. Read from new version
- 4. Cut-off writes to old version



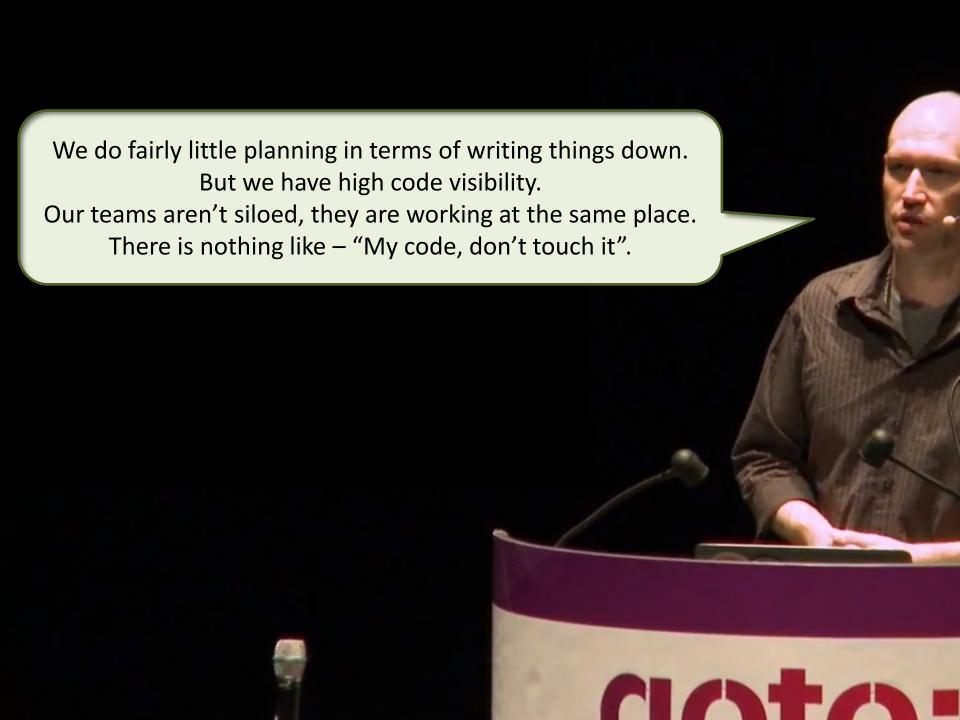


"Branch by Astraction"



http://paulhammant.com/blog/branch_by_abstraction.html http://continuousdelivery.com/2011/05/make-large-scale-changes-incrementally-with-branch-by-abstraction/





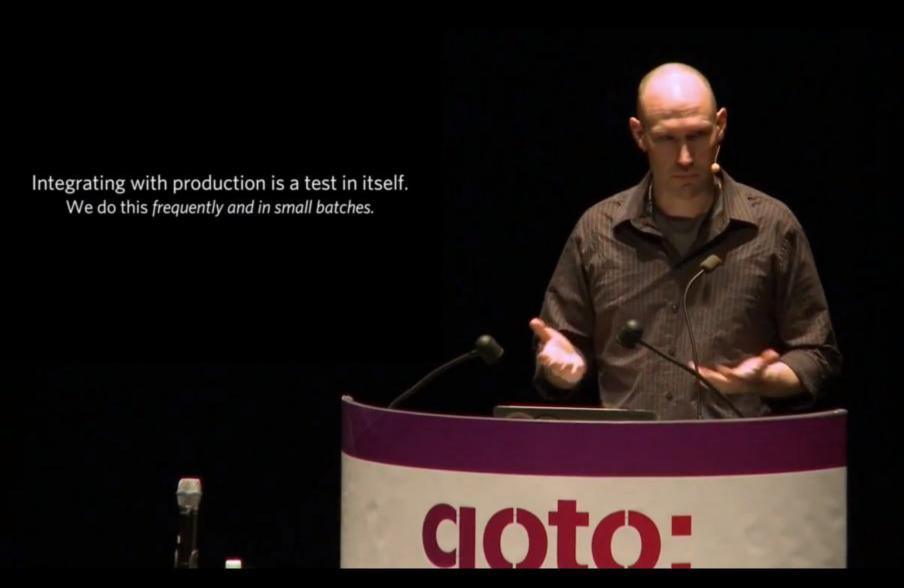














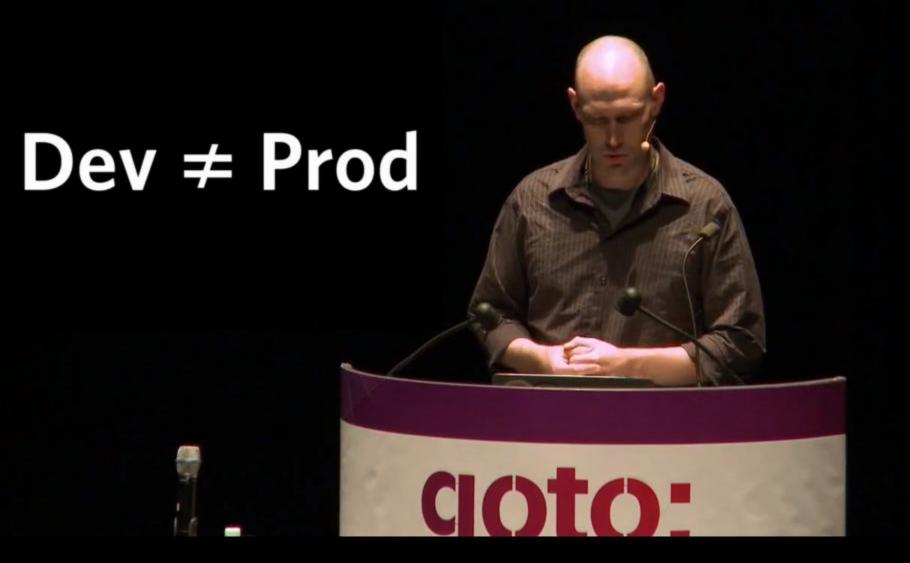
onto:

Your assumptions will be wrong once you've scaled 10x.









More database servers in prod.

Bigger database hardware in prod.

More web servers.

Various replication schemes.

Different versions of server and OS software.

Schema changes applied at different times.

Physical hardware in prod.

More data in prod.

Legacy data (7 years of odd user states).

More traffic in prod.

Wait, I mean MUCH more traffic in prod.

Fewer elves.

Faster disks (SSDs) in prod.







"Actually, today we still have one dev environment."



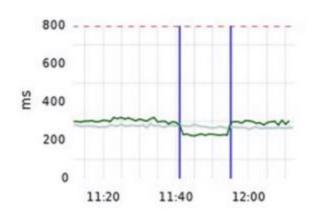


"Metrics are visible to everybody. Metrics like: Network traffic, page hits and how much money we are doing throughout the day."



goto;

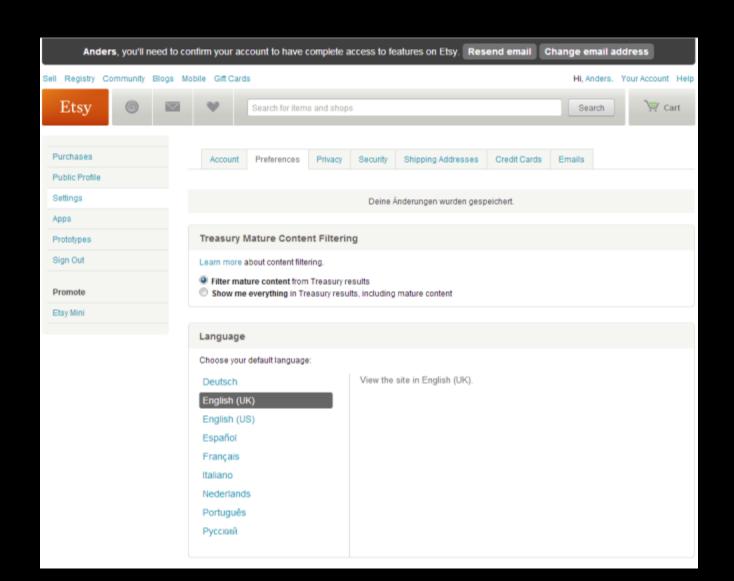
Homepage (95th perc.)



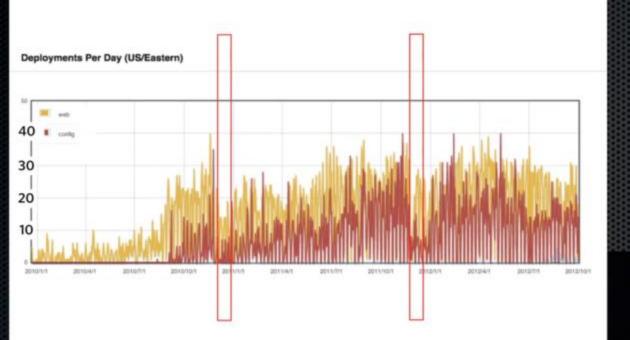
Surprise!!!

Turning off multilanguage support improves our page generation times by up to 25%.















48 minutes

http://www.youtube.com/watch?v=JR-ccCTmMKY