

NOVEMBER 18-19, 2016 | HANGZHOU, CHINA

How to Replace a Jet Engine of Your System In-Flight

Aysylu Greenberg, Software Engineer, Google

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Google

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Build System Story

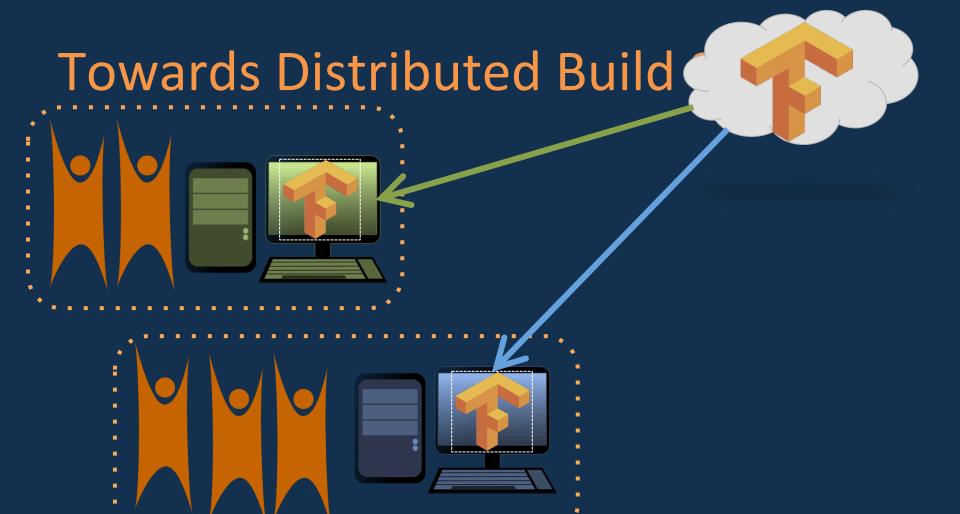
Towards Distributed Build System

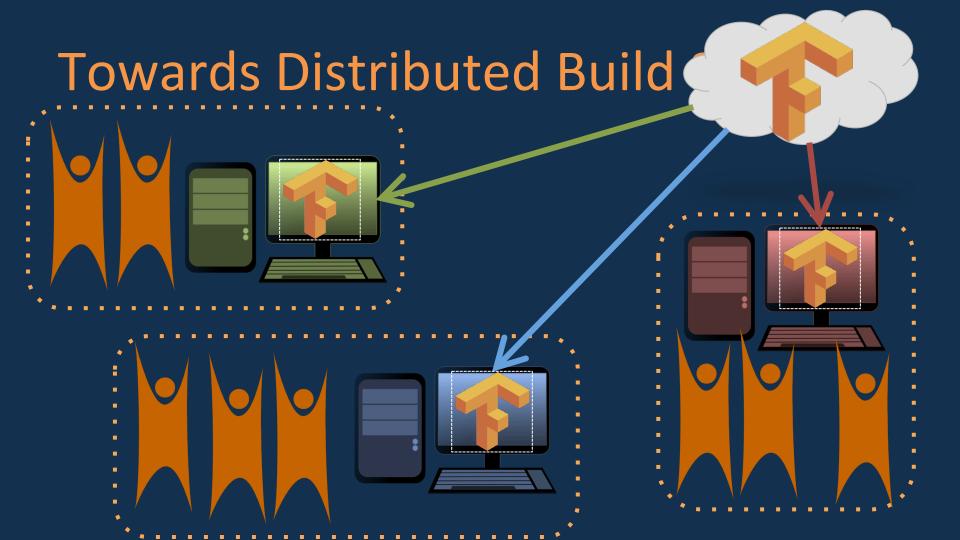


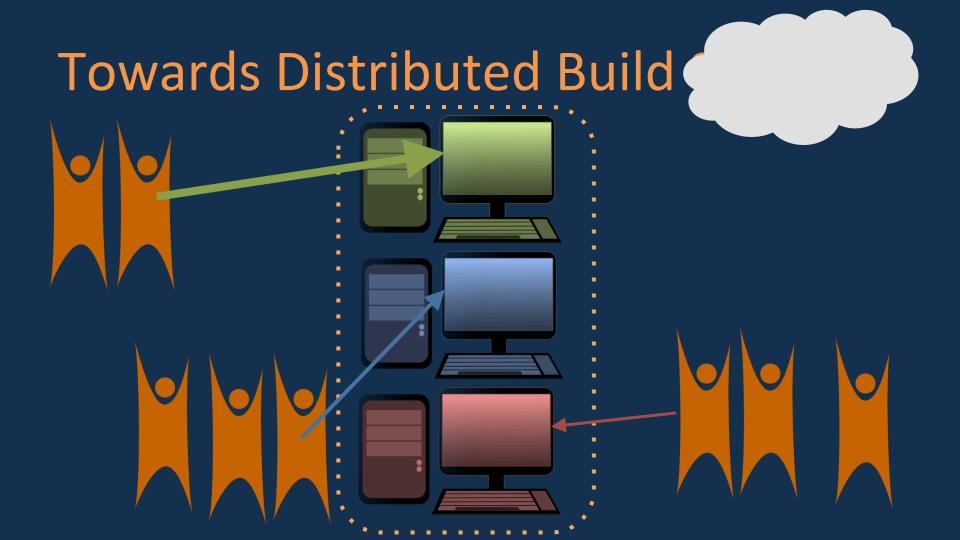


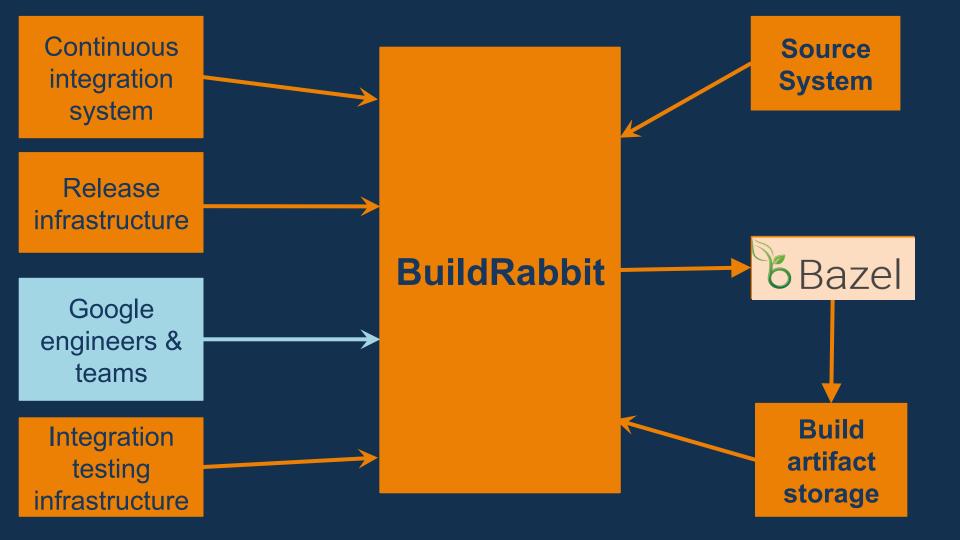
Towards Distributed Build











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- Petabytes of output artifacts



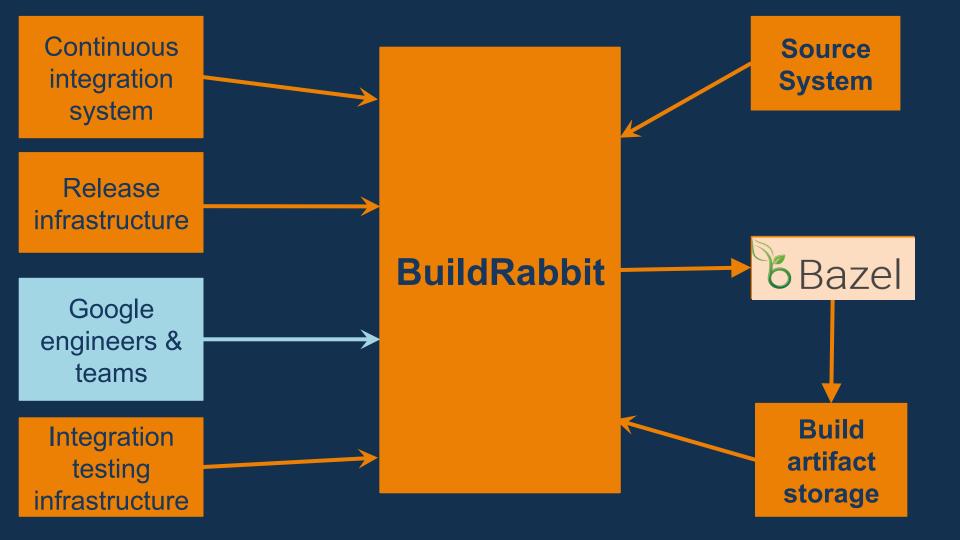
https://thetravelintern.com/hangzhou-things-to-dc

Architecture Upgrade



Photo by vermazeren / CC BY

Architecture Upgrade



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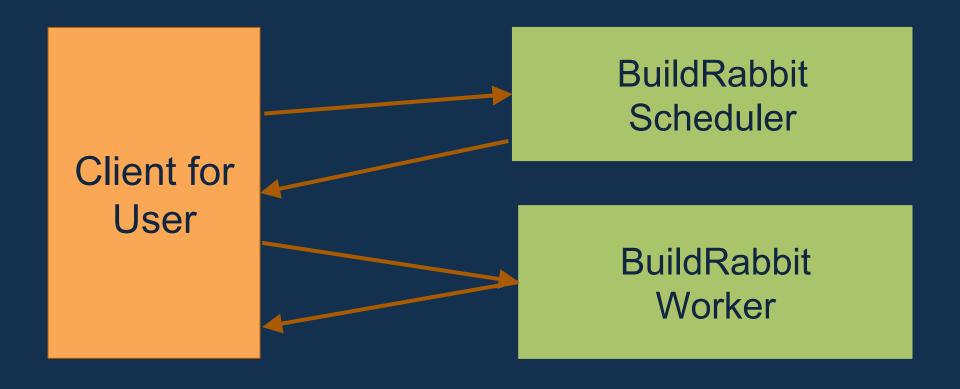




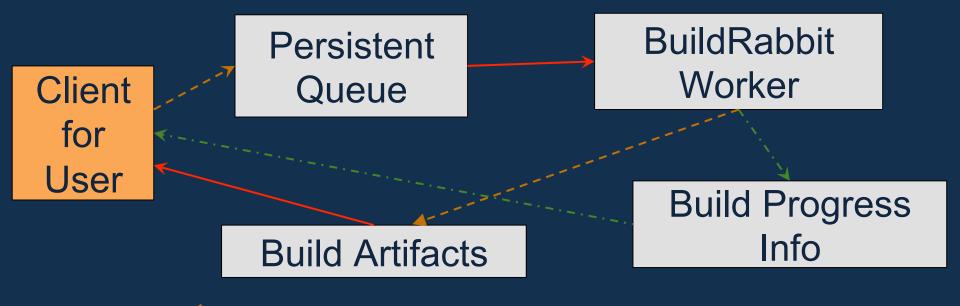
Photo by moonjazz / CC BY SA

Migration with Zero Downtime

Old Architecture: Client / Server

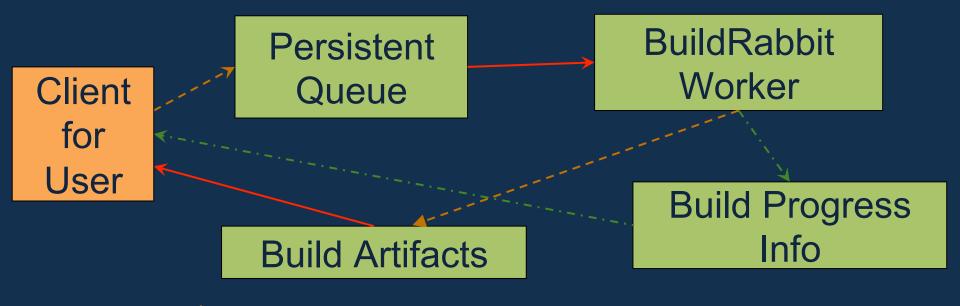


New Architecture: Build Service

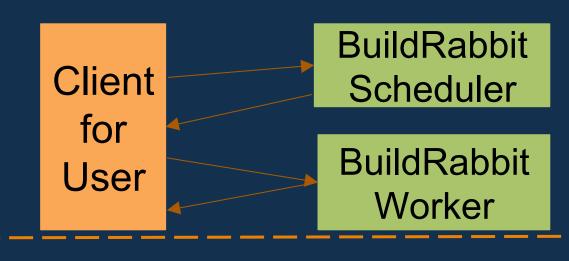


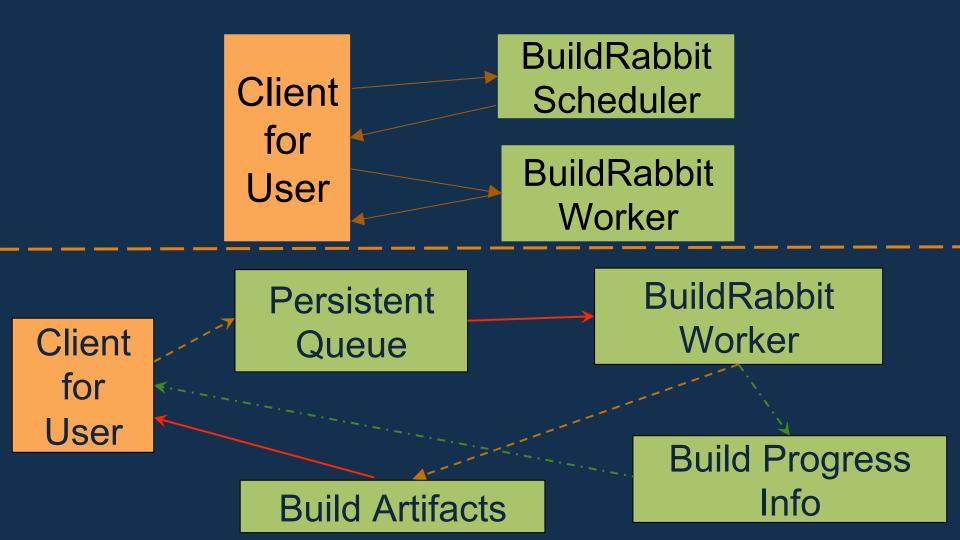


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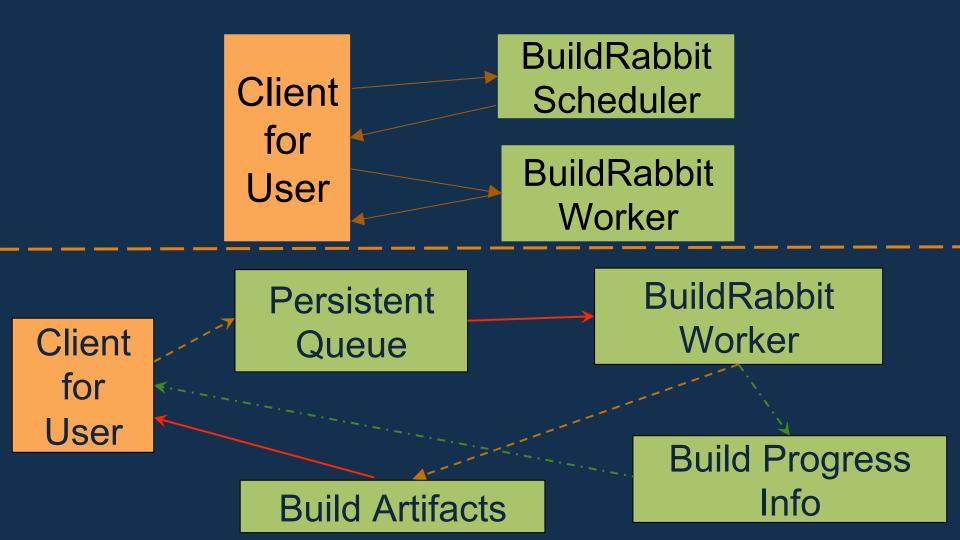




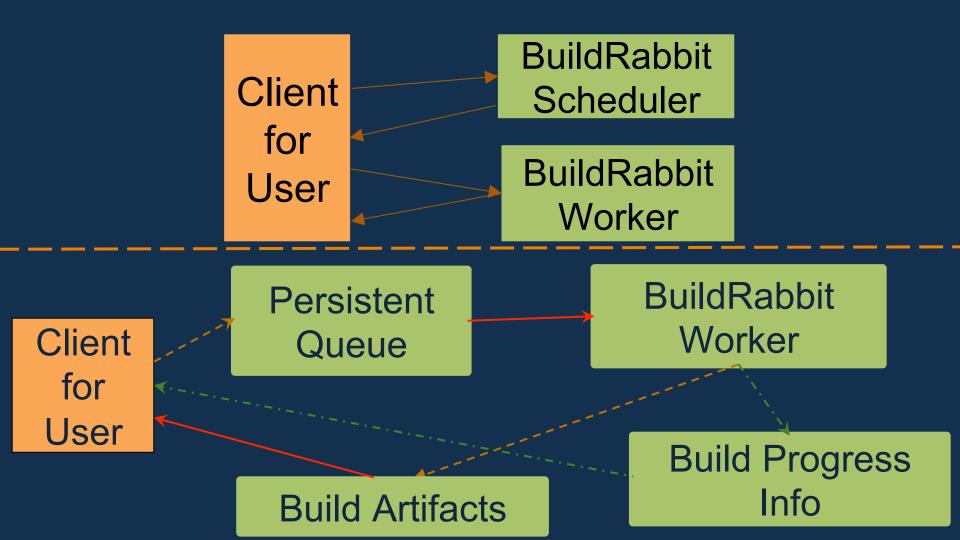


BuildRabbit Scheduler Persistent Queue Client for User BuildRabbit Worker







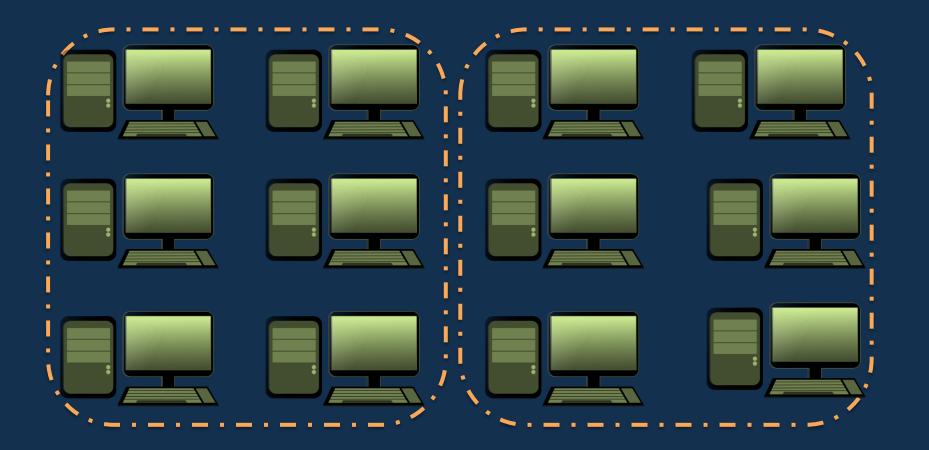






ROLL OUT INCREMENTALLY

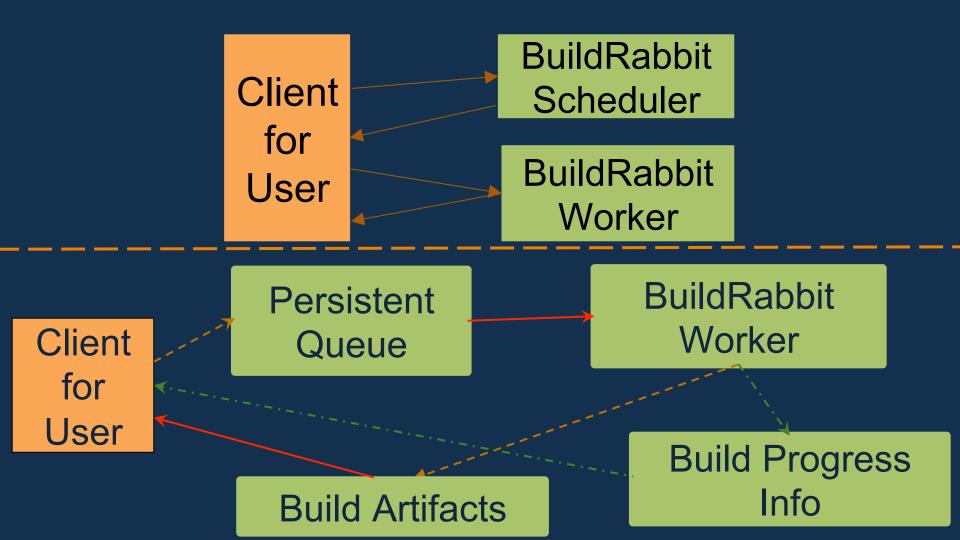






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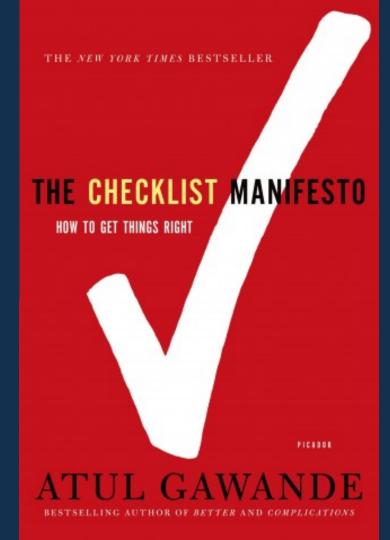


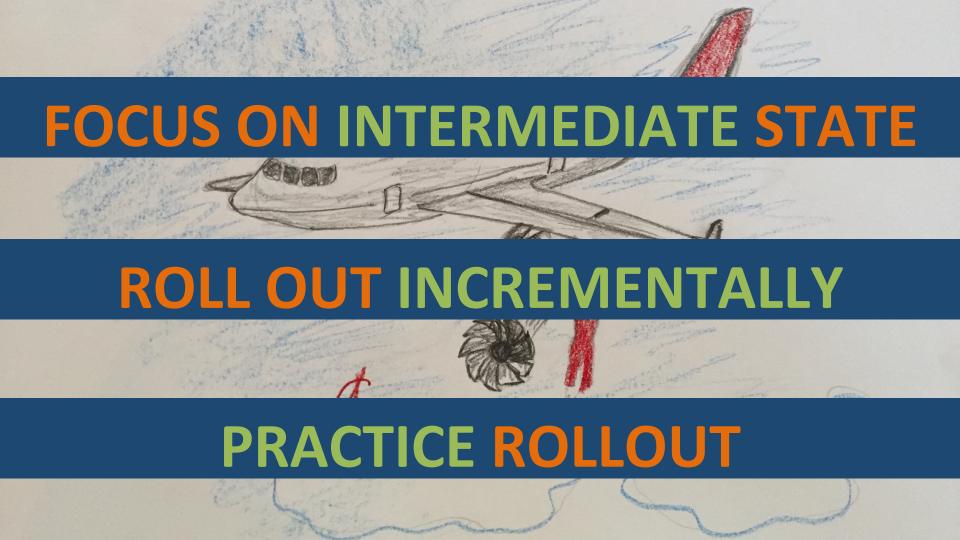


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- To prevent simplest mistakes
- For organization resilience







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