## TIPS Live change of the system

Releasing new versions when the system is running

TIPS Contact Group #10







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More info about us at:

September 18 – TIPS System Live Change – Please mention us if you use this material





## TIPS change and release

What the application does for making possible to deploy versions without disruption of the service.



#### **Case studies**

Some examples about how this will presumably happen in some cases on the horizon



#### Wrap-up

Just a short recap.





How the **change & release** approach works





### TIPS change and realease

- X TIPS compatibility mode
- **X** Canary release process

#### In a nutshell:

TIPS is operated h24, mostly unmanned. This is possible because critical parts of the system has been designed as clusters of redundant nodes.

Installing new versions of software in a H24 system requires special care: ad hoc designed application features shall prevent service disruptions and reduce the risk of malfunctioning.

Nonetheless, each change must be designed having in mind, since the beginning, how it will be installed into production.













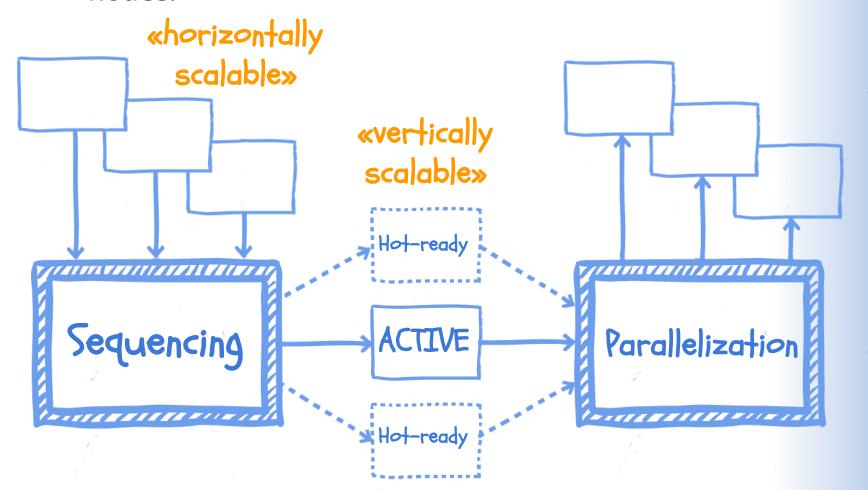






#### Types of node 6

As seen before, TIPS has two types of **redundant nodes:** 

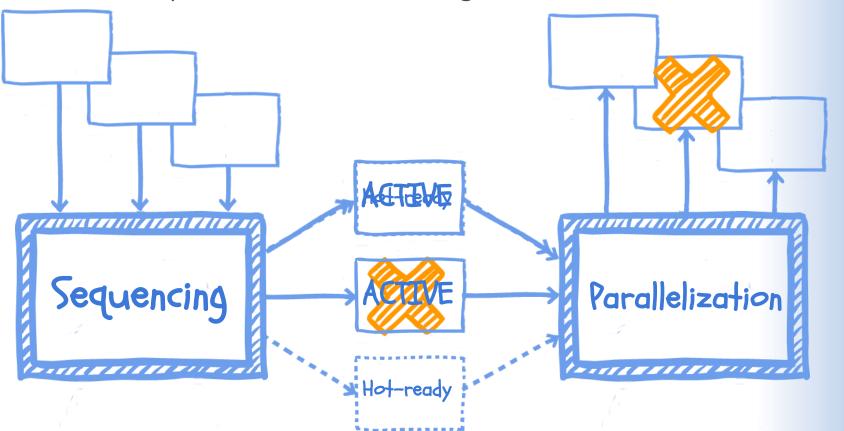




### Types of node 7

When a "parallel" node fails, the others take the entire workload

For "sequential" nodes, next eligible node becomes active





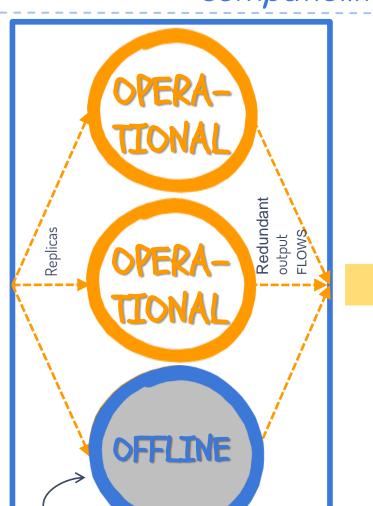


How to change software version when service is running?





#### Compatibility mode



















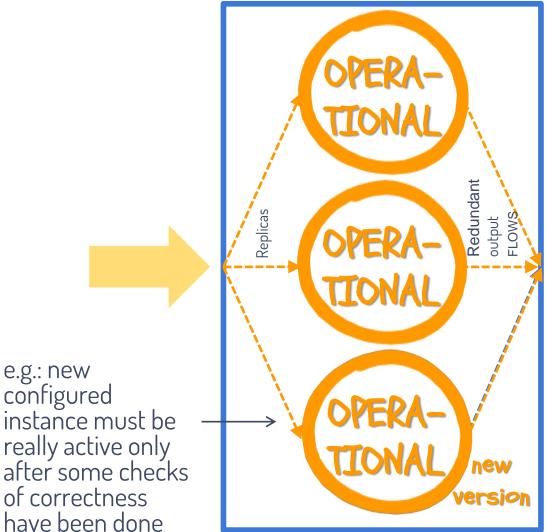


management, etc.

**System configuration**Deployment of new versions, configuration data injection, etc.



Compatibility mode 10





Now new and old version coexist

«Not eligible messages»:

messages are not used for output (used for comparison)



# Compatibility mode

#### To allow continuous operation:

- Any change in the system should be designed to be deployed in two steps:
- Compatibility mode when new and old behaviors can coexist
- New-function mode when old behavior is not allowed anymore















# Canary deployment



It is a way to control and minimize impacts of deploying **new versions** into production

**First** 

A **slow rolling out** of the change involving a small number of payments

(marked as yellow messages)

**After** 

Rolling out to the entire platform







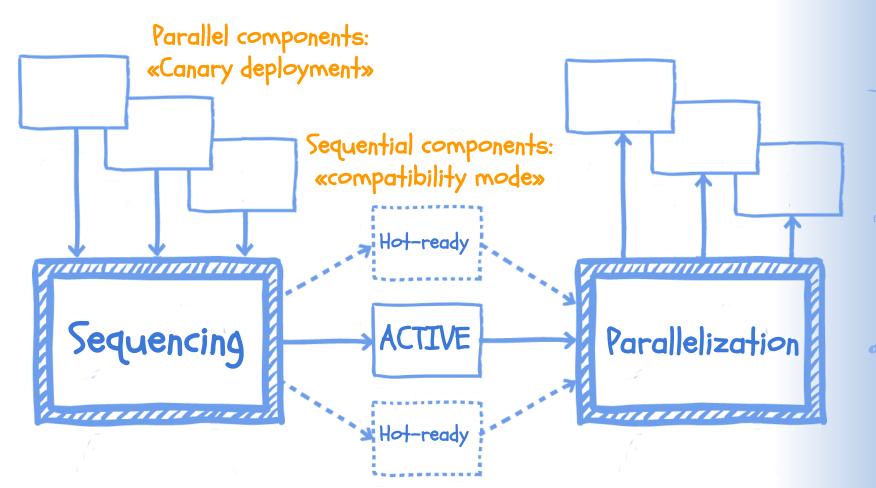








As seen before, TIPS has two types of **redundant nodes:** 





How the change & release approach applies to some changes



#### TIPS 0010 - sending of reports to multiple DNs

- Change must be backward compatible
- Not suitable for compatibility mode (only horizontally scalable nodes are affected)
- **■** Two steps:
  - First, all TIPS nodes will adopt new datamodel here canary mode will be used
  - Second, new datamodel can be filled using CRDM (deploy of CRDM change during MW).

New function is available to the community of users





#### TIPS 0008 - Reset of CMB headrooms - 1/3

- Change must be backward compatible
- Both canary mode and compatibility mode will be used

















#### TIPS 0008 - Reset of CMB headrooms - 2/3

#### **■** Four steps:

- First, "horizontal" nodes will be upgraded to new version using canary mode (new function will not be processed because schema validation blocks ModifiyLimit with HDRM codeword)
- **Second**, "vertical node" will be deployed using compatibility mode – still dormant new function









#### TIPS 0008 - Reset of CMB headrooms - 3/3

#### **■** Four steps:

- Third, XML schema is updated to accept new message format – change can be deployed in canary mode
- Fourth, after a few checks, canary mode is switched off

New function is available to the community of users















#### TIPS 0007 - Generic change of XML schema - 1/4

Case one: a new **mandatory** tag is **added** to a schema, from **T**<sub>f</sub> **Compatibility mode 1** 

From  $T_0$  all community must be able to accept the new tag (maybe ignoring it) as **optional** (e.g.: 2 versions of message)

#### Compatibility mode 2

From  $T_1 > T_0$  senders can produce messages with new tag New function mode

From T<sub>f</sub>>T<sub>1</sub> all senders must produce messages with the new tag - Change is complete





#### TIPS 0007 - Generic change of XML schema - 2/4

Case two: a new **optional** tag is **added** to a schema, valid from  $T_{\rm f}$ 

#### Compatibility mode

From  $T_0$  all community must be able to accept (maybe ignoring it) the new tag

#### New function mode

From T<sub>f</sub>>T<sub>n</sub> senders can produce messages with new tag

#### Change is complete











#### TIPS 0007 - Generic change of XML schema - 3/4

Case three: a **mandatory** tag is **dropped**, from  $T_{f}$ 

#### Compatibility mode

From T<sub>n</sub> the tag is made **optional** (e.g.: accepting 2 versions of the message)

#### New function mode

From  $T_f > T_n$  all senders are not allowed to produce messages with the dropped tag anymore

#### Change is complete















### TIPS 0007 - Generic change of XML schema - 4/4

Case four: an optional tag is dropped, from T<sub>f</sub>

#### New function mode

From  $T_f$  all senders **are not allowed** to produce messages with the dropped tag anymore

#### Change is complete









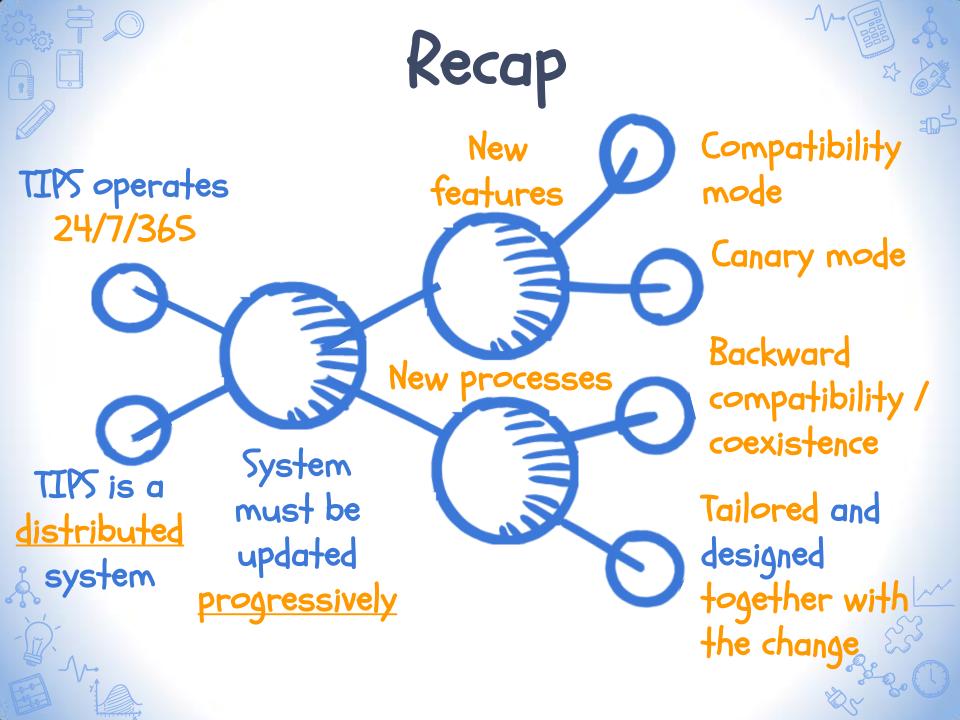






Time for a **recap** 











# THANK YOU!

Any questions?



