

Reliability in the Face of Uncertainty



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What is the mission of software development?



Continuously improve & deliver a software solution that reliably delivers value to its users.



What is reliable?



Reliable = consistently good in quality and performance



Reliable = able to be trusted

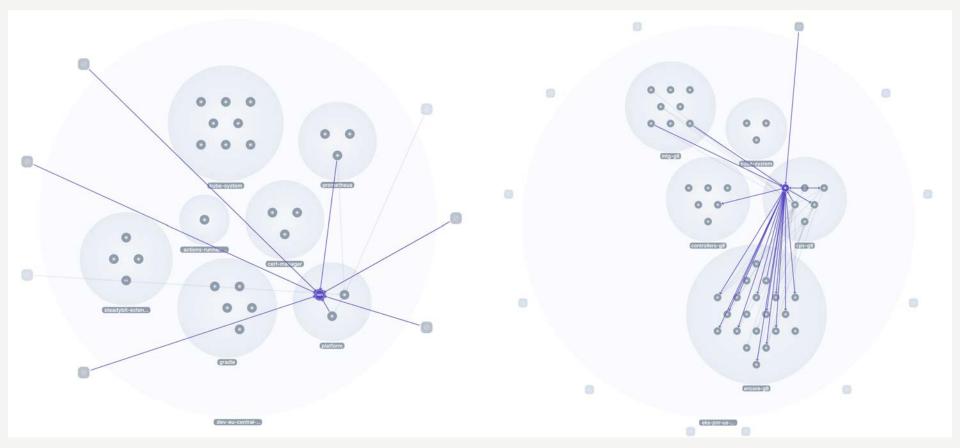


We trust a system when it's consistently good in quality and performance

Today's Systems



Today's Systems



It's not surprising that your system sometimes fails.

It's not surprising that your system sometimes fails.

What is surprising that it ever works at all.



We haven't solved this yet



Incidents by company size



This report is based on 53,034 incidents resolved on the FireHydrant platform between 2019 and 2022.



Average time to resolve incidents

24 05 HRS MINS

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Everything fails all the time

Werner Vogels, VP & CTO Amazon



What's normal?



Failures are <u>normal</u>

Under those chaotic conditions...



Chaos Engineering is necessary



Failures are the foundation of experiments



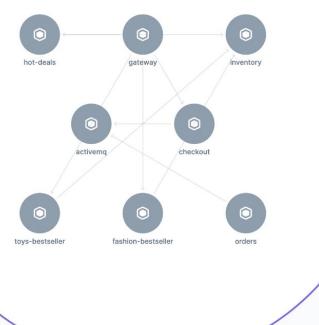
What can we do?

Proactively improve the reliability of your system

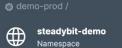




Q Search namespace, deployment,...



steadybit-demo



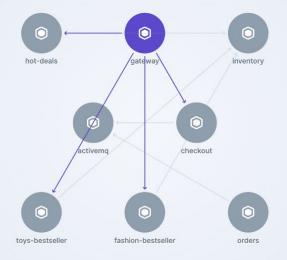
Deployments 8

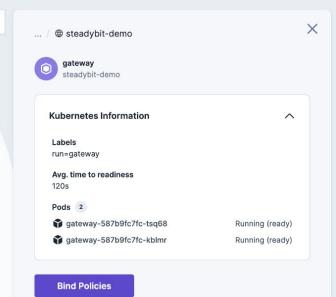
Name	Ready
activemq	2/2
checkout	2/2
fashion-bestseller	1/1
gateway	2/2
hot-deals	2/2
inventory	2/2
orders	2/2
toys-bestseller	2/2





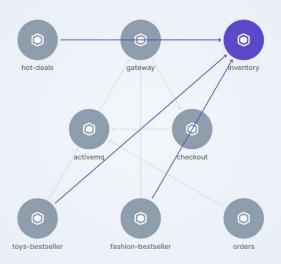
Identify your key services

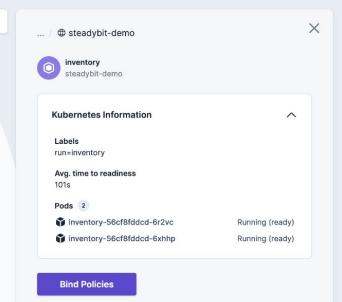




Q Search namespace, deployment,...

Identify your key services





Q Search namespace, deployment,...

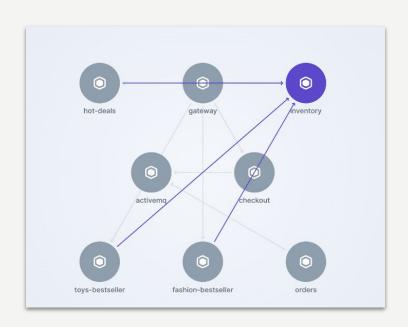
How can we do this proactively?

Test under real conditions early as possible



Real Conditions

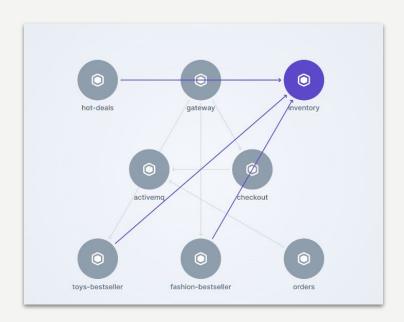
Normal *Inventory* response time is 25ms





Real Conditions

Inventory response time spikes up to 500ms





Experiment Design





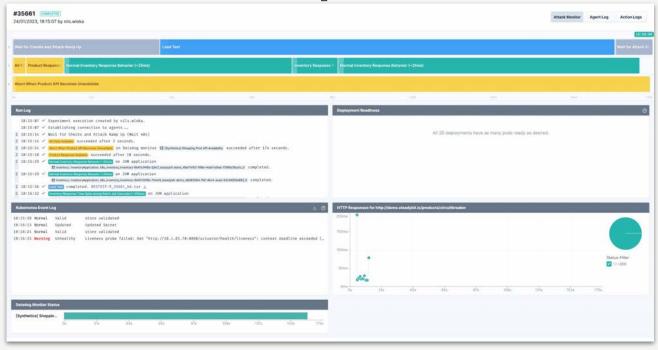
Experiment Design



Conditions under which the experiment fails



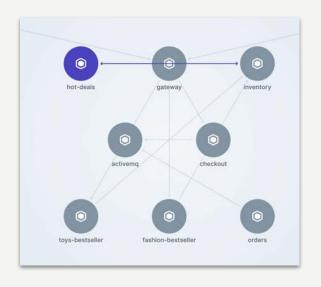
Experiment Run





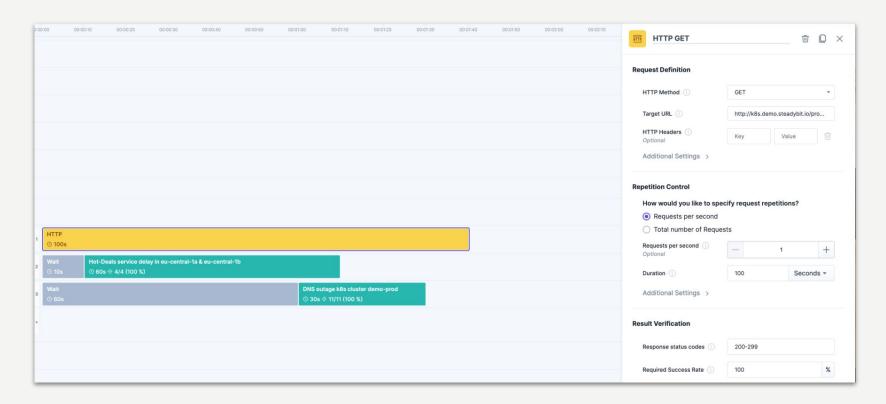
Real Conditions

Hot-Deals response delay 2 zones followed by a DNS outage in our Kubernetes cluster



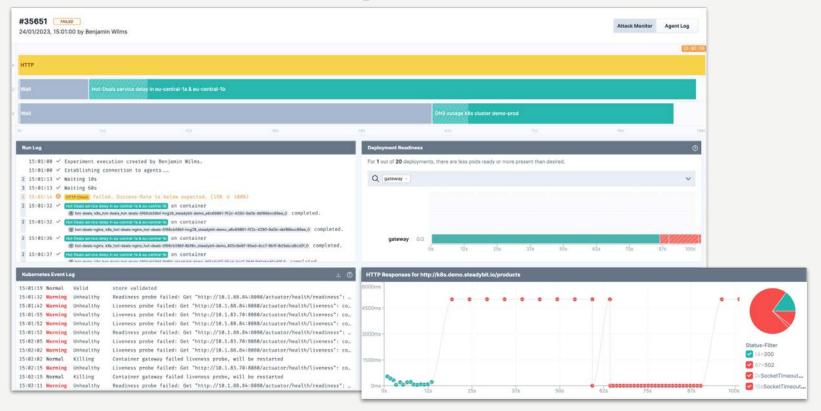


Experiment Design





Experiment Run



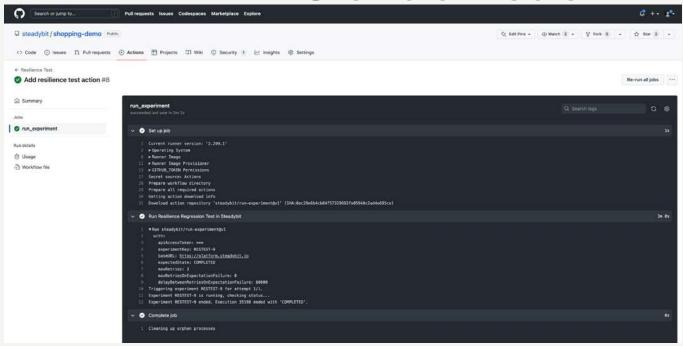


When should we run these experiments?

Make it an integral part of the software development process



GitHub Action





Recap

Embrace failures and turn them into experiments



Chaos Engineering with Steadybit

