

Chaos engineering

Natacha Chéreau

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Introduction and example

Le Chaos?



state of confusion
or disorder

Chaos Engineering – principles

Understanding potential faults in a distributed system through a controlled experience

Start :

Steady state

Hypothesis :

Upholding of steady state in both control and experimental group

Experience :

Introduction of variables reflecting real world malfunction

End :

Search differences between control and experimental group

Outils open source - Litmus

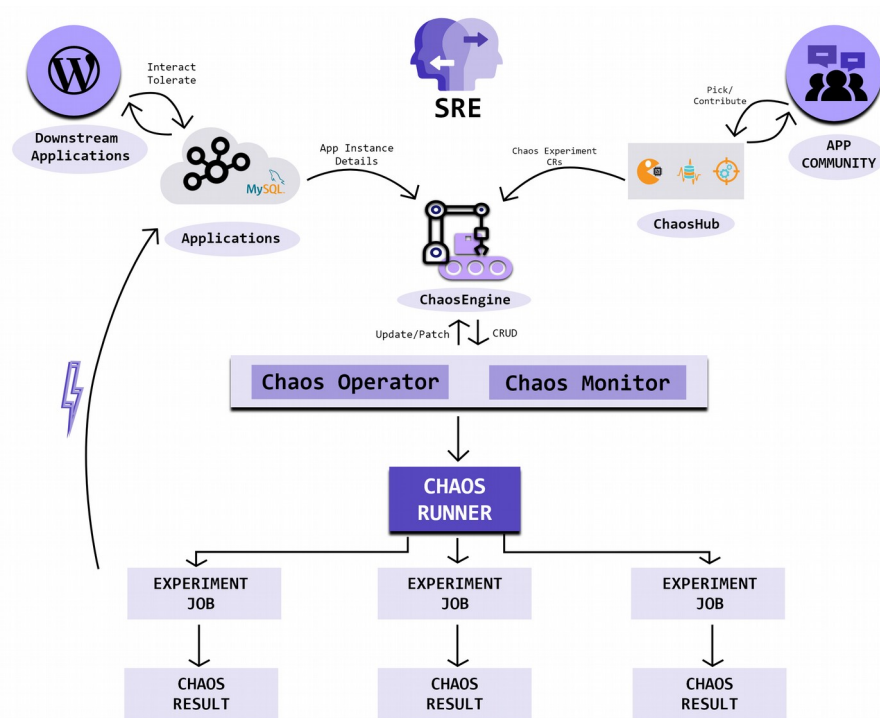


Designed for Kubernetes

3 main CRD :

- ChaosEngine
- ChaosExperiment
- Chaosresult

A lot of community experiments (kafka, Cassandra,...)



Demo

Node drain experiment with Litmus

Thanks