

Resilience Engineering

Identifying Reliability Dependencies And Common Mitigation Strategies

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About

- Distributed data systems engineer at Wallaroo Labs
- Infrastructure and data engineering for about a decade
- **USB** principle for systems and tools
 - **U**se it, **S**cale it, **B**reak it



Who here is on call?



Who here is on call?

How many of you designed the systems that
you're on call for?

Not Your Fault

Failure is Inevitable



Failure is going to happen



Failure is Going to Happen

- Understanding it helps us cope with it
- Resilience (systems)
 - Maintain capability (external)
 - Despite disruption (internal)



Tools & Methods

- Mapping dependencies
- Failure isolation, hedging, graceful degradation
- Destructive testing
- End-to-end testing
- Fuzzing

It's about understanding...

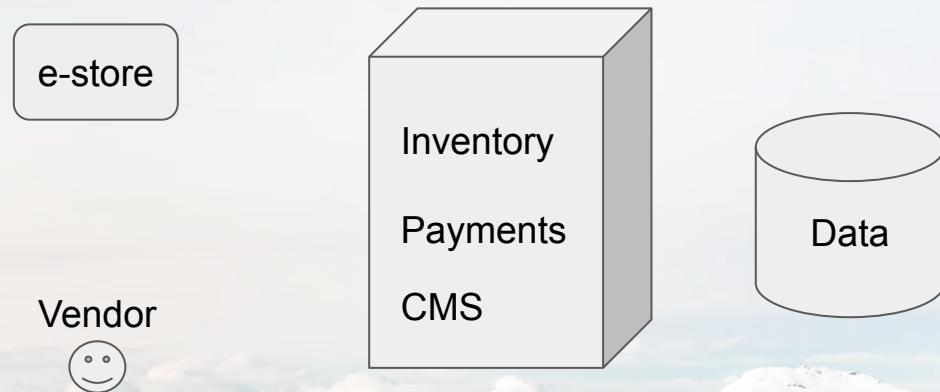
- Failure
 - Components
 - Systems
 - ... Us? 🤔



Mapping Dependencies

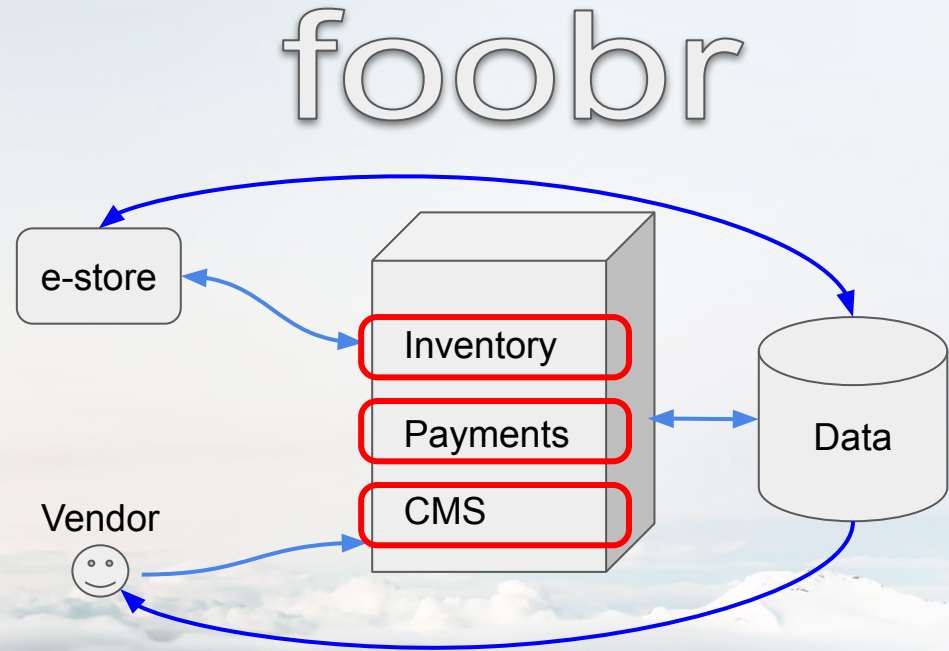
- Inventory
- CMS
- Payments

foobr



Mapping Dependencies

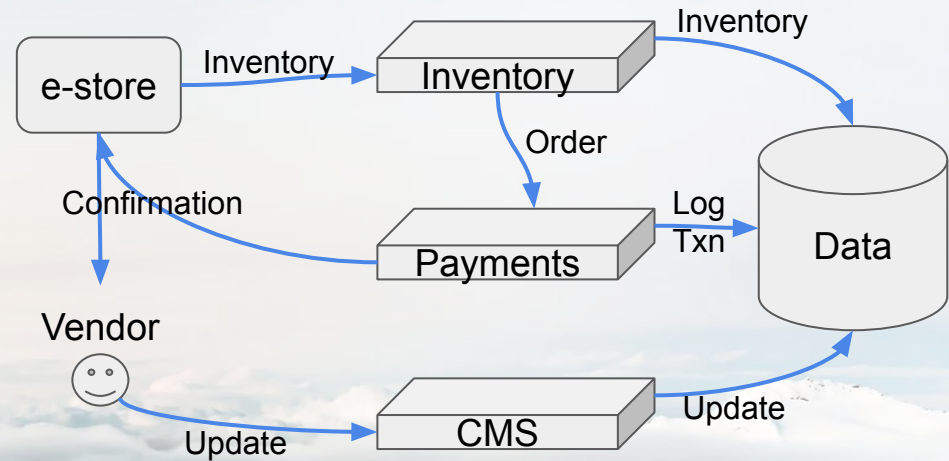
- Direct dependencies
- Indirect dependencies
- Failure isolation



Remove Unnecessary Coupling

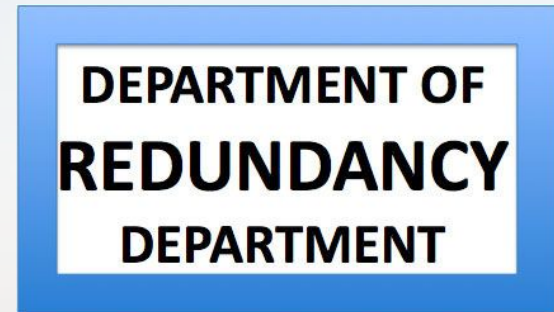
- Direct dependencies
- Indirect dependencies
- Failure isolation

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Hedging

- Add redundancies

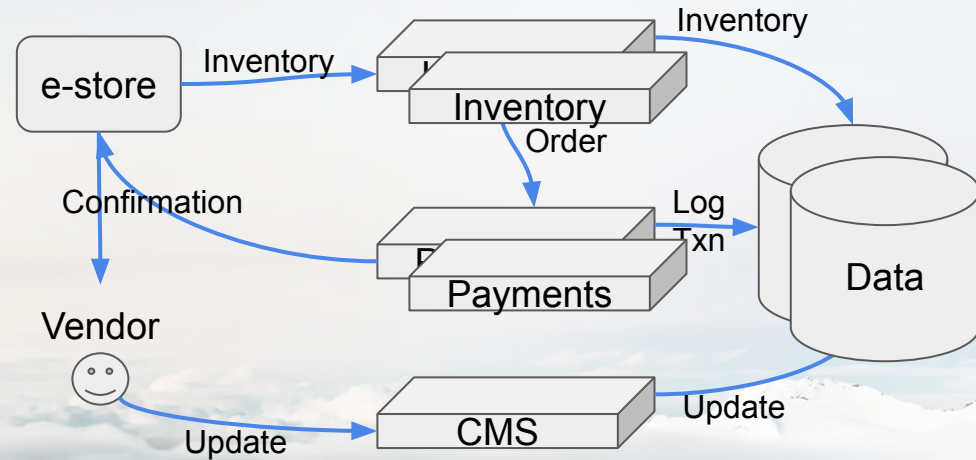


Hedging

- Add redundancies
- Plumbing 🛠️
- Understanding

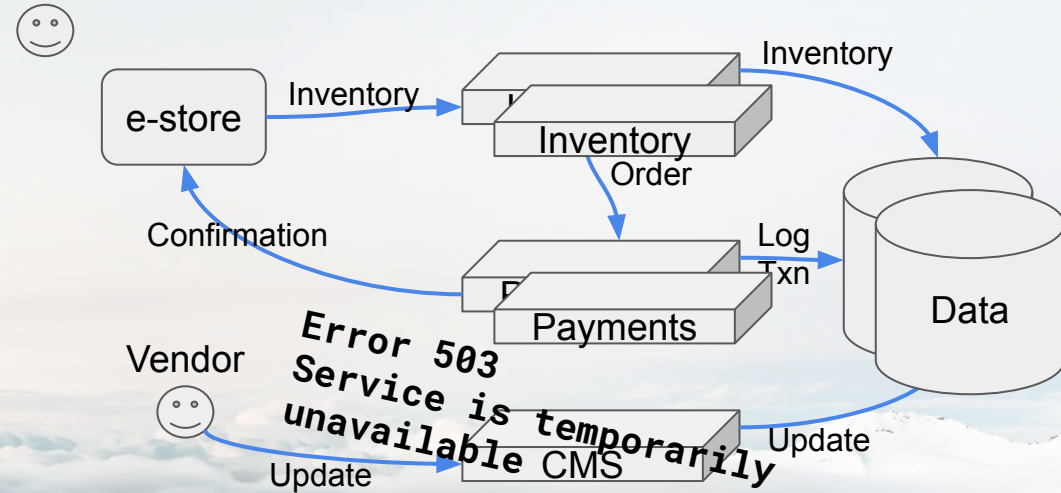


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- Partial availability
- Partial value



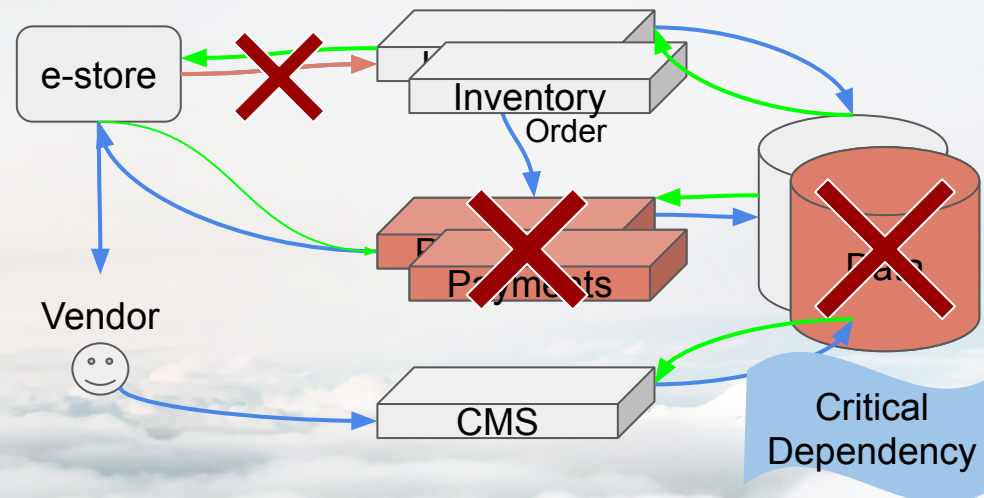
Failure is (still) going to happen



Destructive Testing

- Fault injection
- Interpolate dependencies
- Extrapolate properties

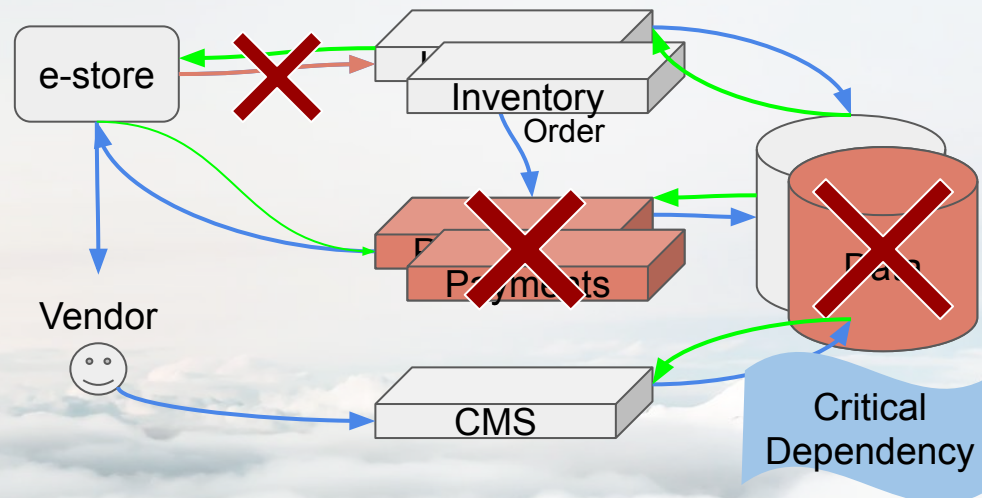
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Destructive Testing

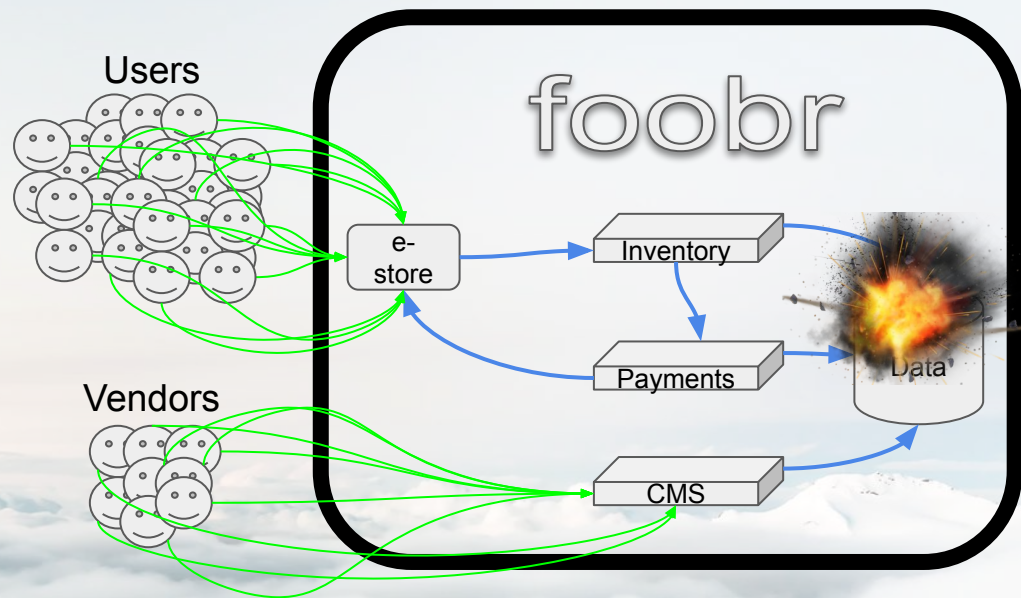
- An idea...
- Test in prod?

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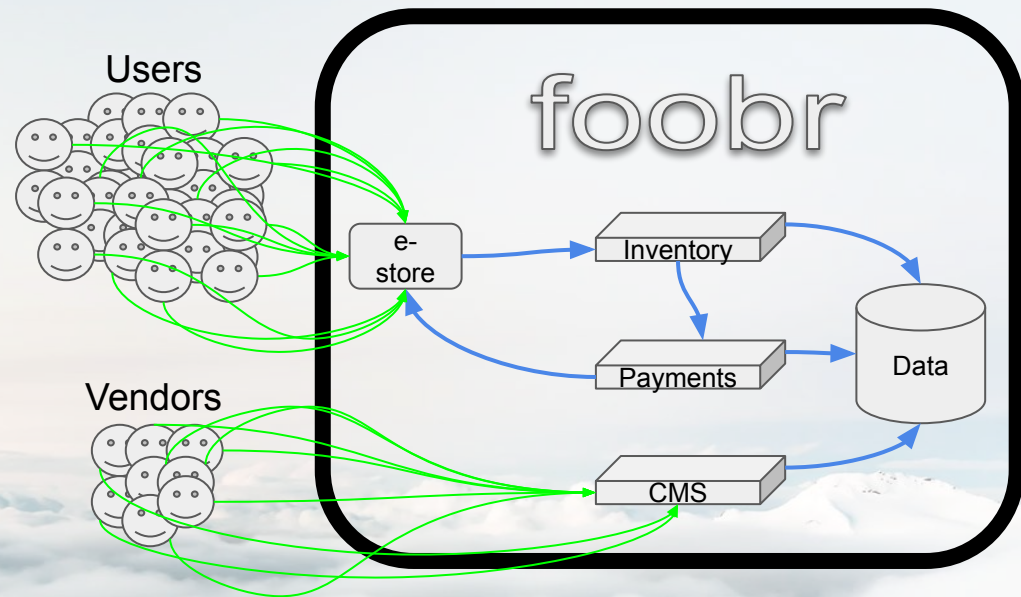
End-to-end Testing

- Entire system as a box
- Realistic conditions
 - Happy paths :)
 - Sad paths :(



End-to-end Testing

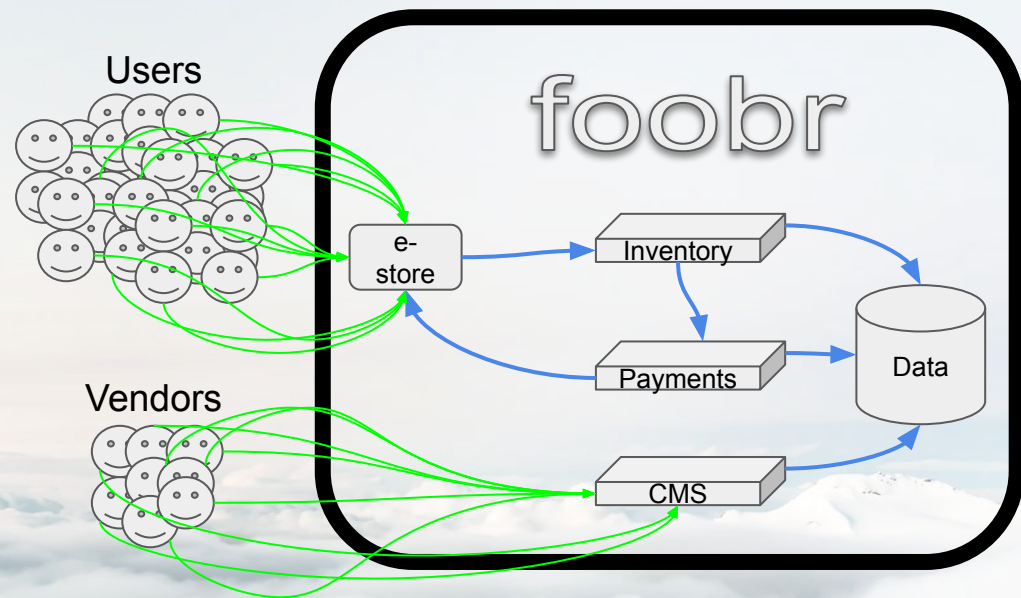
- Integration tests
 - But all together
 - The whole system
- Production-like conditions



End-to-end Testing

Requires

- Instrumentation
- Distribution
- Remote control?
- Measurement?



Failure is going to happen

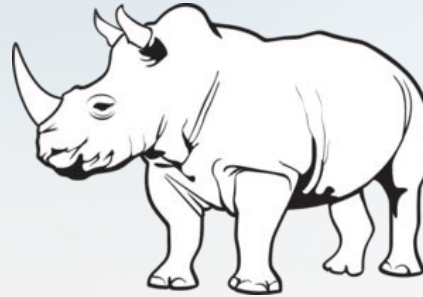
(just expect it at this point)



Property-based testing

Is this a unicorn?

- Has 1 horn
- Has 4 legs
- Has 1 tail
- Has 2 ears



Property-based testing

1. A fuzzer.
2. A library of tools for making it easy to construct property-based tests using that fuzzer.

- Dr. MacIver, hypothesis.works



Fuzzer

- Produce input data for the test
- Possibly dynamically generated
- Possibly dependent on results of previous runs

- Dr. MacIver, hypothesis.works



Property-based testing

```
def sum(num1, num2):  
    """Return the sum of two numbers"""  
    return num1 + num2
```

```
# Unit test  
def test_unit_sum():  
    assert(sum(1,2) == 3)
```

Okay...

Property-based testing

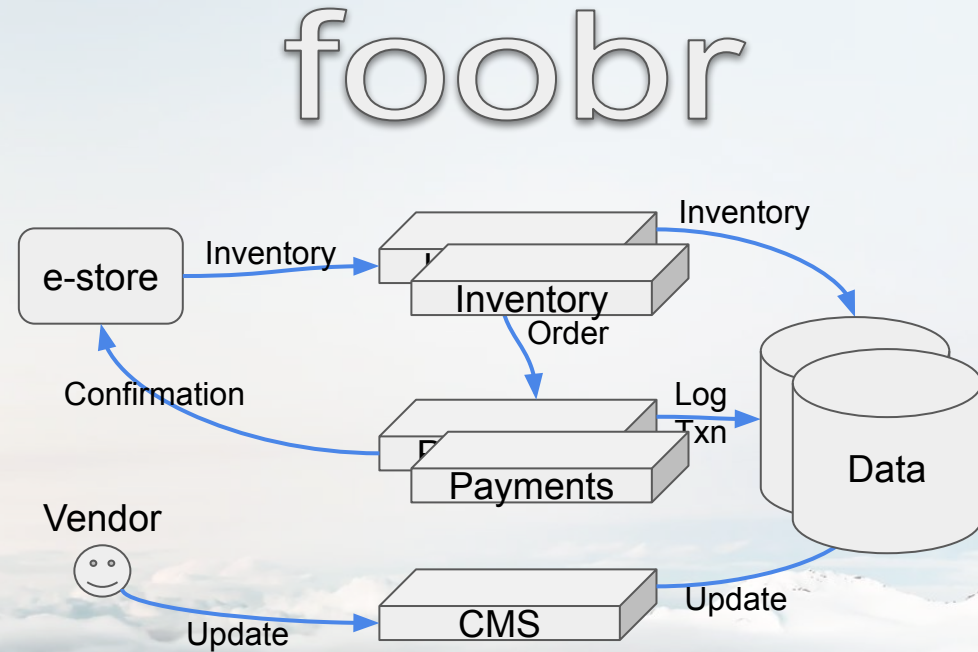
```
def sum(num1, num2):  
    """Return the sum of two numbers"""  
    return num1 + num2 if num2 < 500000 else 0  
  
# Property Based test  
def test_property_sum():  
    # fuzz loop  
    from random import randrange  
    # generate a million random pairs  
    for _ in range(1000000):  
        n1 = randrange(-1000000000, 1000000000)  
        n2 = randrange(-1000000000, 1000000000)  
  
        # Test the sum property  
        assert( sum(n1, n2) == n1 + n2)
```


Property-based testing

```
def test_property_sum():  
    # fuzz loop  
    from random import randrange  
    # generate a million random pairs  
    for _ in range(1000000):  
        n1 = randrange(-10000000000, 10000000000)  
        n2 = randrange(-10000000000, 10000000000)  
  
        # Test the sum property  
        assert( sum(n1, n2) == n1 + n2)  
E      assert 0 == (476988046 + 25202221)  
E      + where 0 = sum(476988046, 25202221)  
  
test_sum.py:22: AssertionError
```

Fuzzing Foobr

- Input data
 - Shoppers
 - Vendors
- System Events
 - Network faults & recovery
 - Service faults & recovery



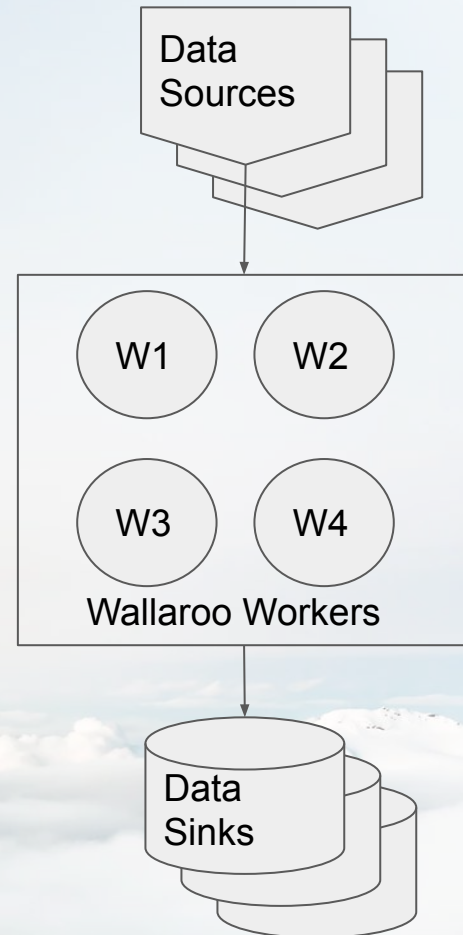
Fuzzing in Wallaroo Tests

- Input Data

```
[(key:1, data:[1,2,3,4,...]),  
 (key:2, data:[1,2,3,4,...]), ...]
```

- Output Validation

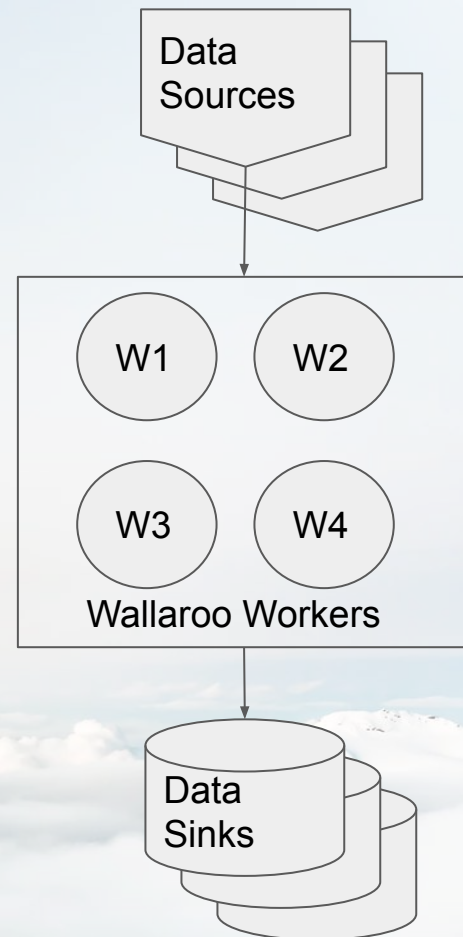
- Each key \Rightarrow a sequence
no loss, no duplication,
no reordering



Fuzzing in Wallaroo Tests

- System events

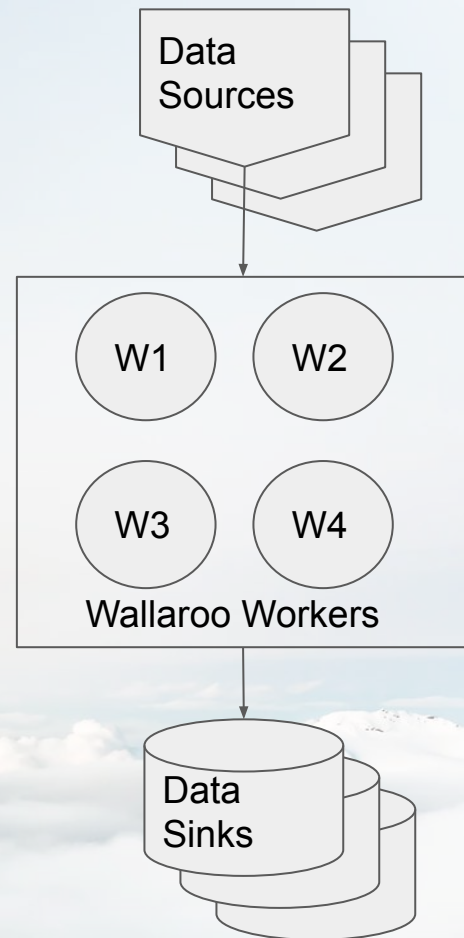
- Add Nodes
- Remove nodes
- Crash Nodes
- Recover Nodes
- Network faults



Fuzzing in Wallaroo Tests

- Application Topologies

- Sources and Sinks
- Computations with and without state
- Key_by's (partitioning)
- Filters and Multipliers (output cardinality)



Key Approaches

1. Map dependencies
2. Isolate, hedge, and degrade gracefully
3. Destructive testing
4. End-to-end testing
5. Fuzzing

Failure is Gonna Happen!

- Understanding it helps us live with it
- Resilience is the property of being able to sustain failure (internally) without loss of quality (externally)



Questions?

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