



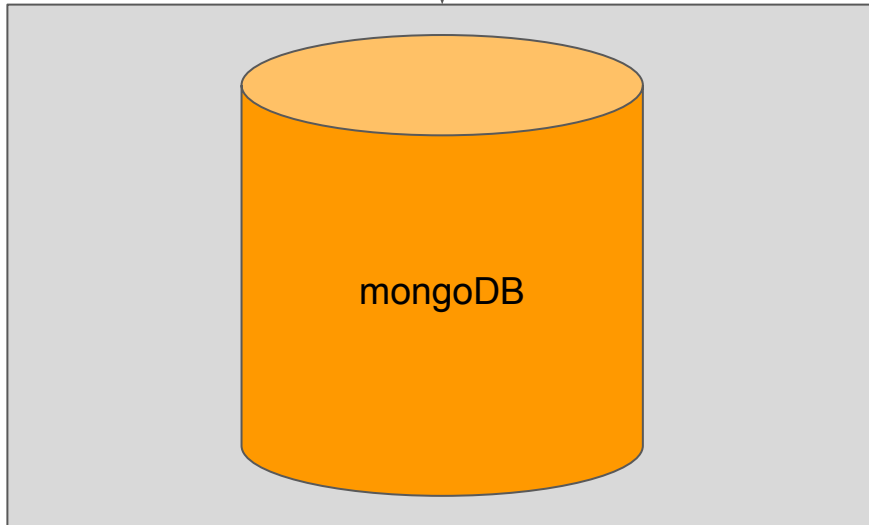
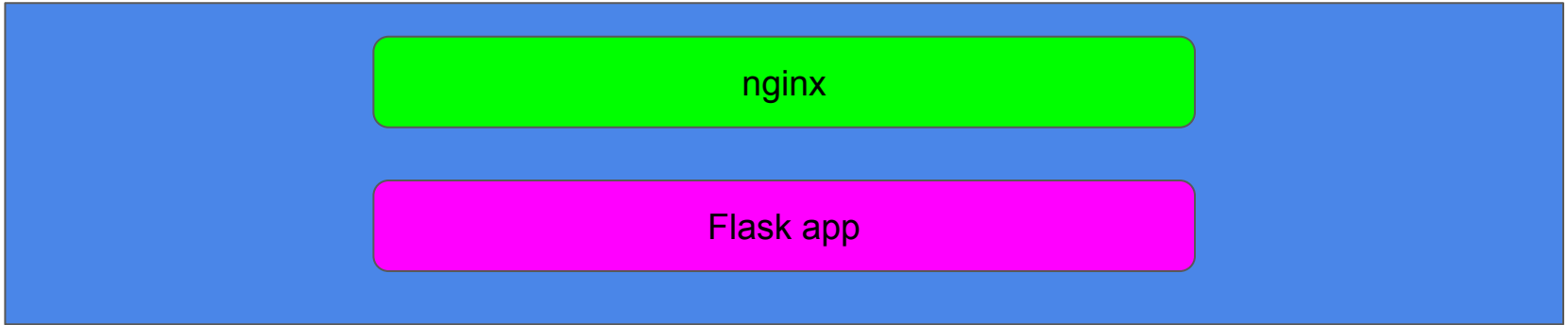
Planning for the worst

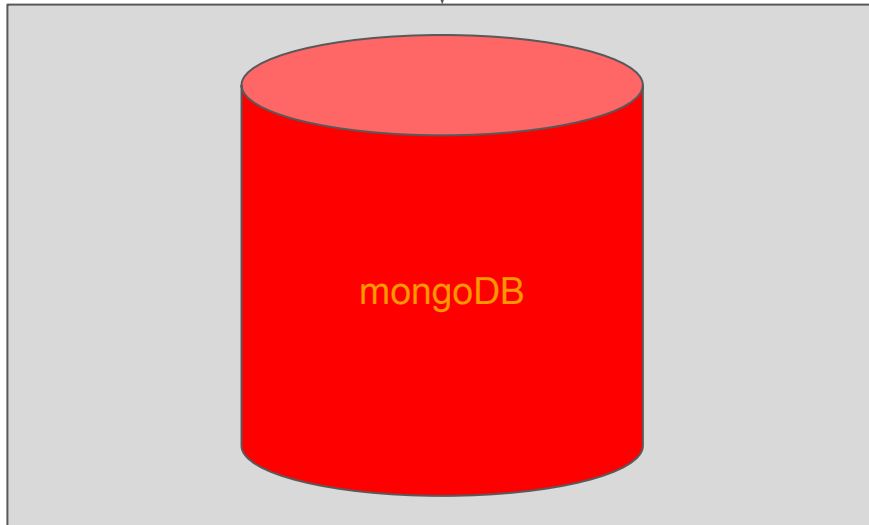
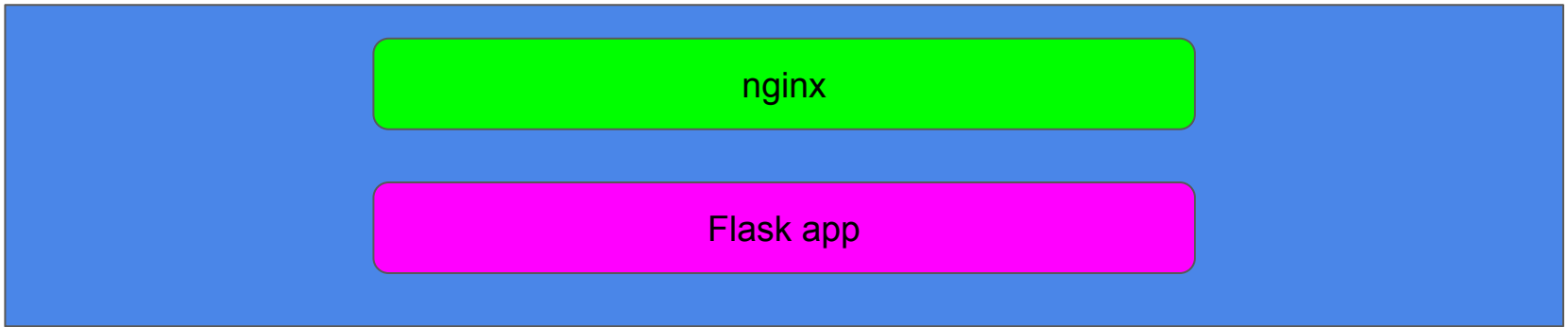
shit happens



@r4mnes & @ultrabug

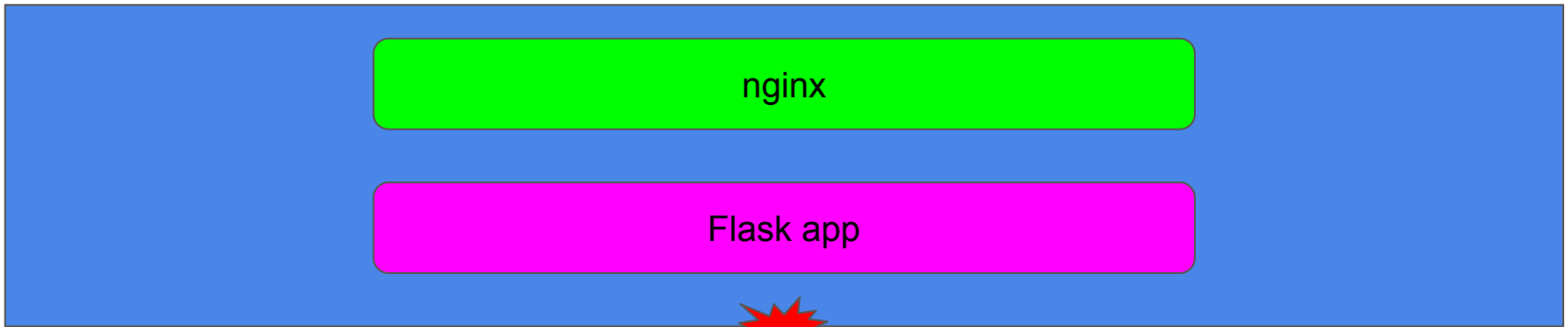
Numberly



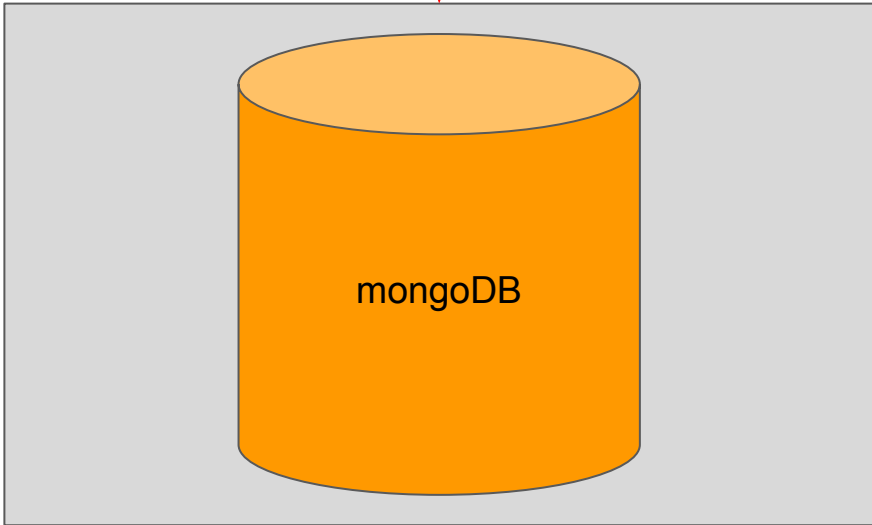


I see dead backends

- Burning server
 - **Replica** set (master / backup failover)
- No more...
 - **RAM** (kill on consumption threshold, cgroups)
 - **Disk** (RAID, distributed FS)
- Server **overload**
 - monitoring
 - more servers (horizontal scaling)

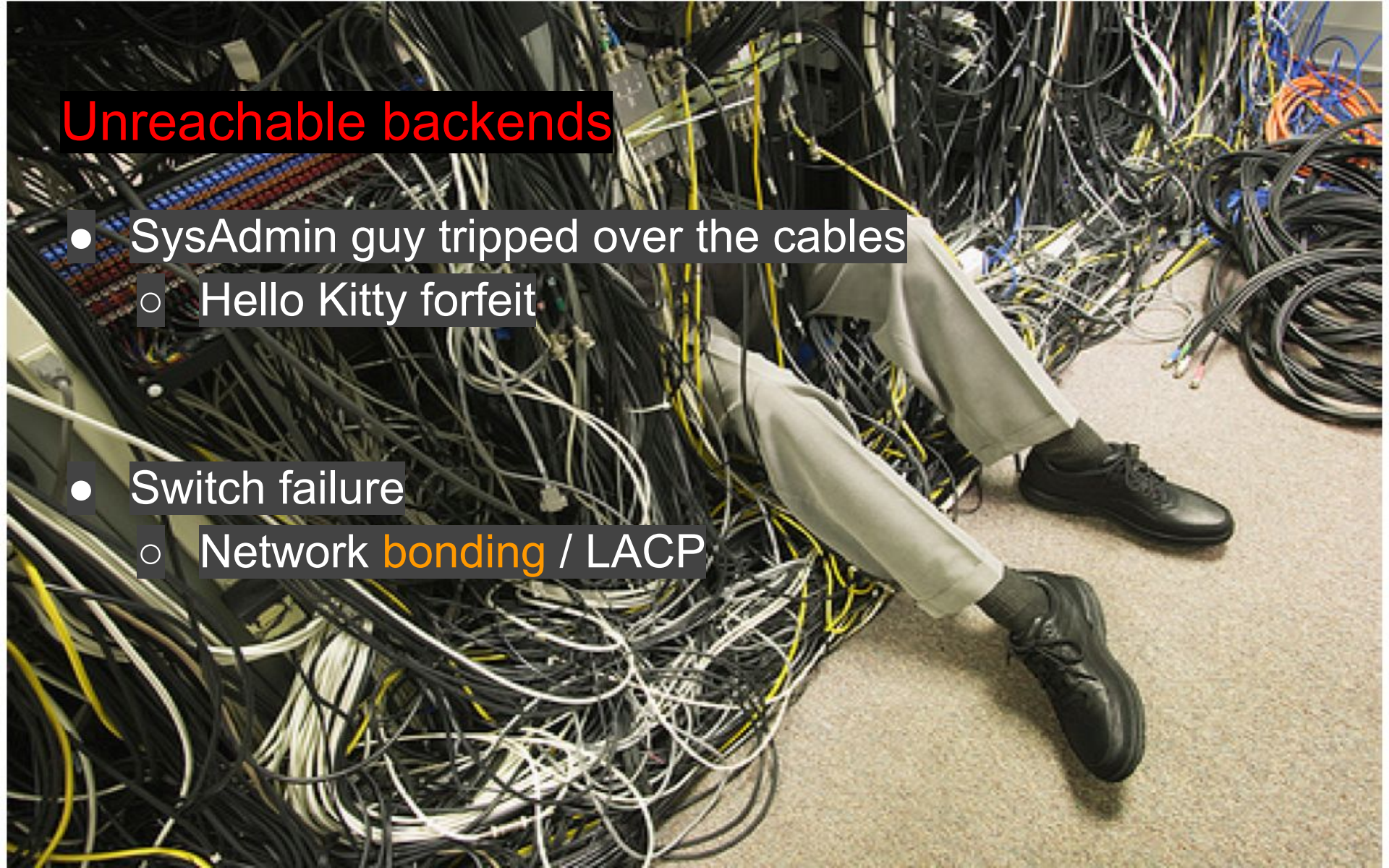


Another possibility



Unreachable backends

- SysAdmin guy tripped over the cables
 - Hello Kitty forfeit
- Switch failure
 - Network **bonding** / LACP



Fail proof stack & code

nginx

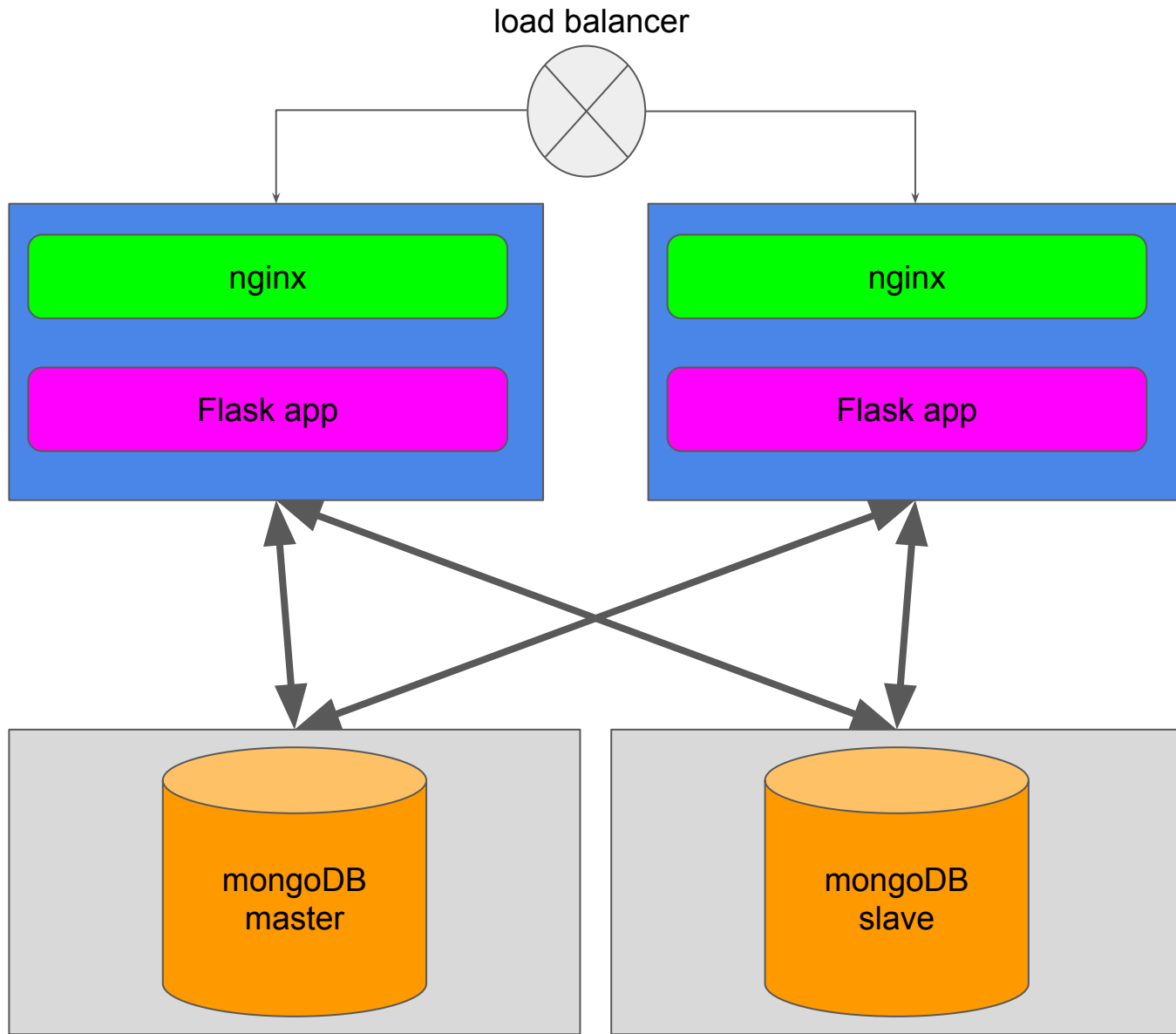
- Handle backend HTTP errors
- Serve from cache on upstream HTTP error

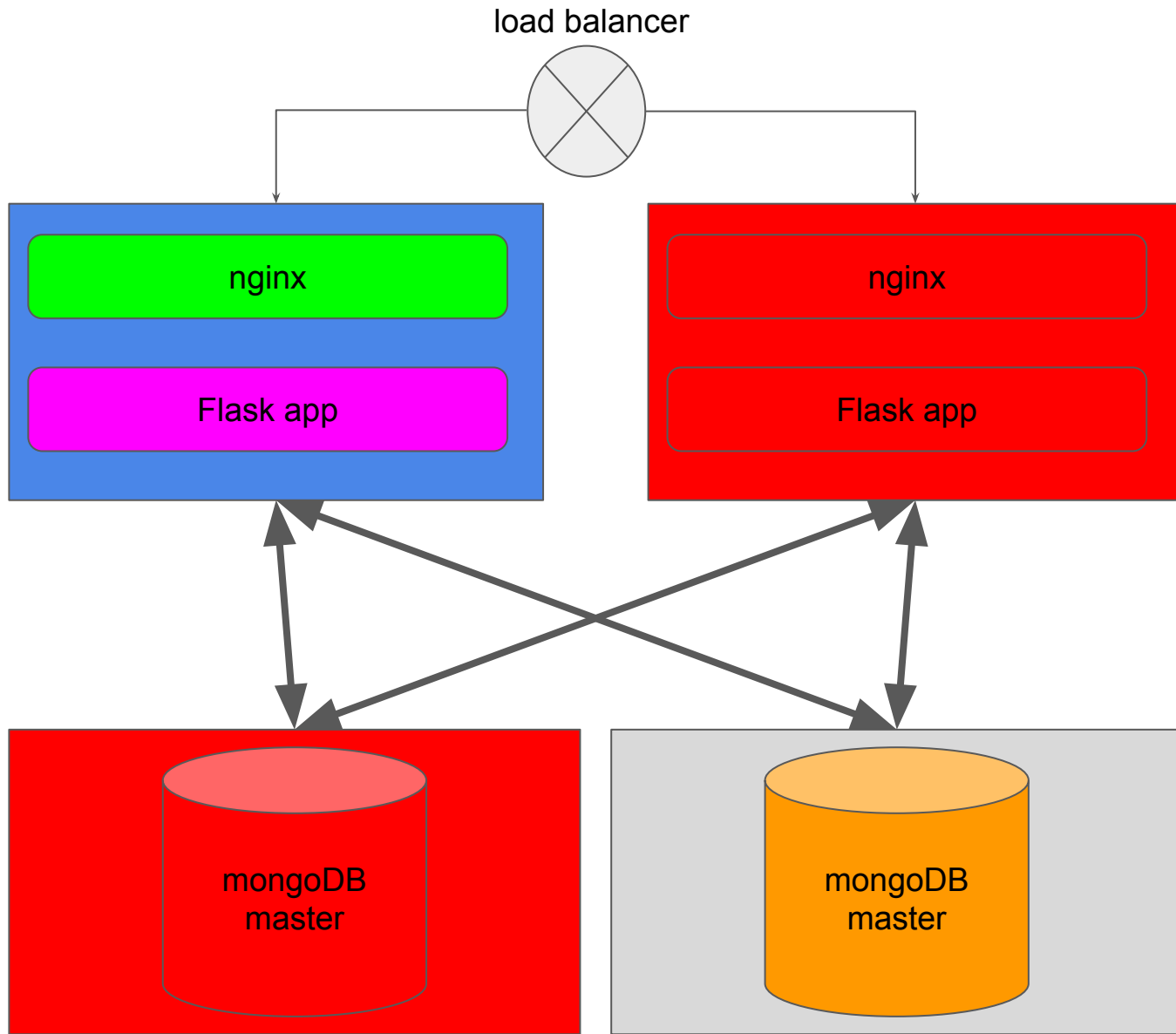
Flask app

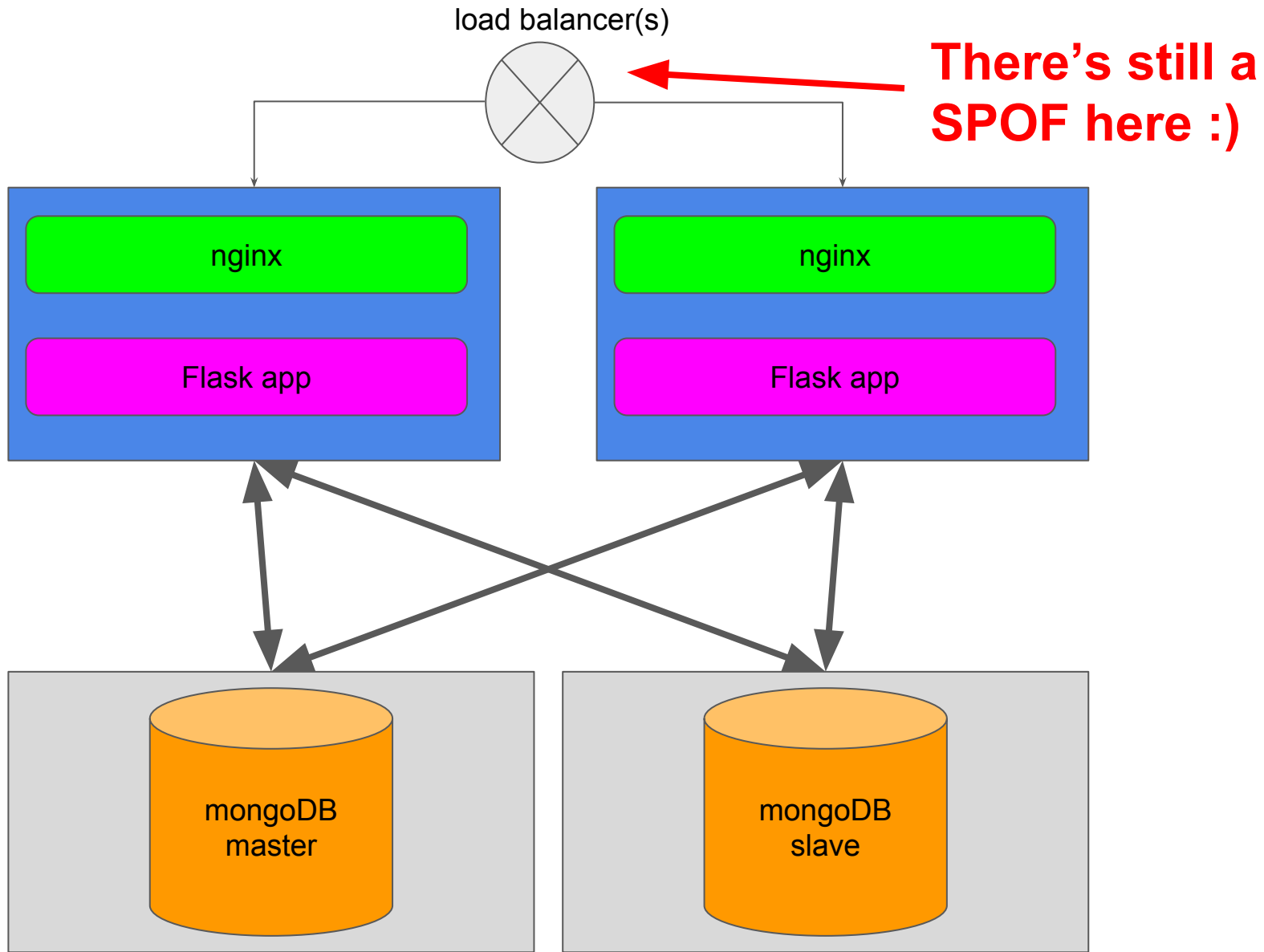
- Stale cache
- Spooling / task deferral / message queuing



Clustering!







Okay. So, what if your DATACENTER burns?

Ops

- Multiple datacenters / availability zones
- Remote backups (test them)

IP routing / connectivity

- Multiple datacenter BGP / Anycast
- DNS health checking (route53)

Application design

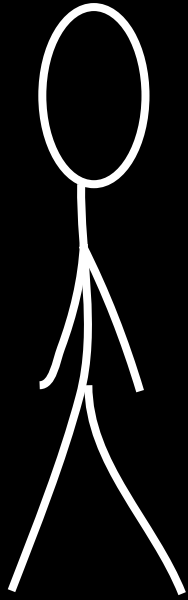
- Geo distributed apps



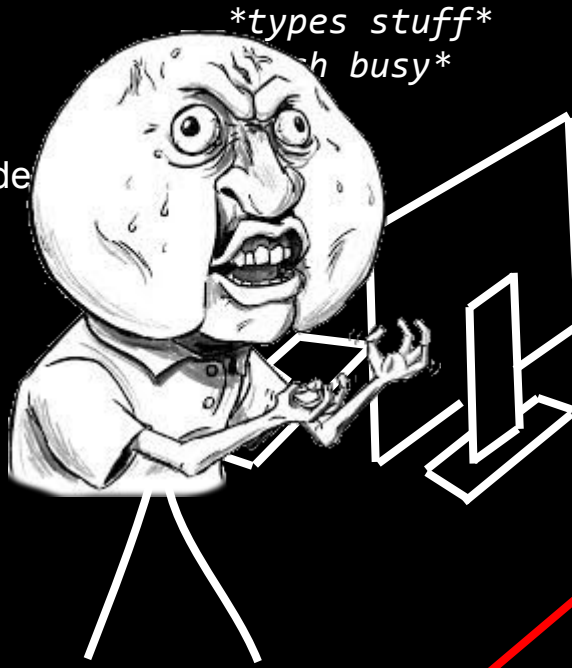
**Real world
problems**

Real world problem #1

Ramnes, something's really wrong! The client still can't connect!



Alright.
Let me check code



```
user@desktop$ cat app.py
```

```
...  
@app.route("/auth")  
def auth():  
    """Old code.  
  
    :author: Someone who left the  
    company two years ago.  
    """  
  
    ...  
    try:  
        user.authenticate()  
    except Exception as e:  
        try:  
            send_email(e)  
            return 500, "ERROR!"  
        except:  
            pass  
        return 200, "OK"
```

That function raises an Exception if the mail server is down.

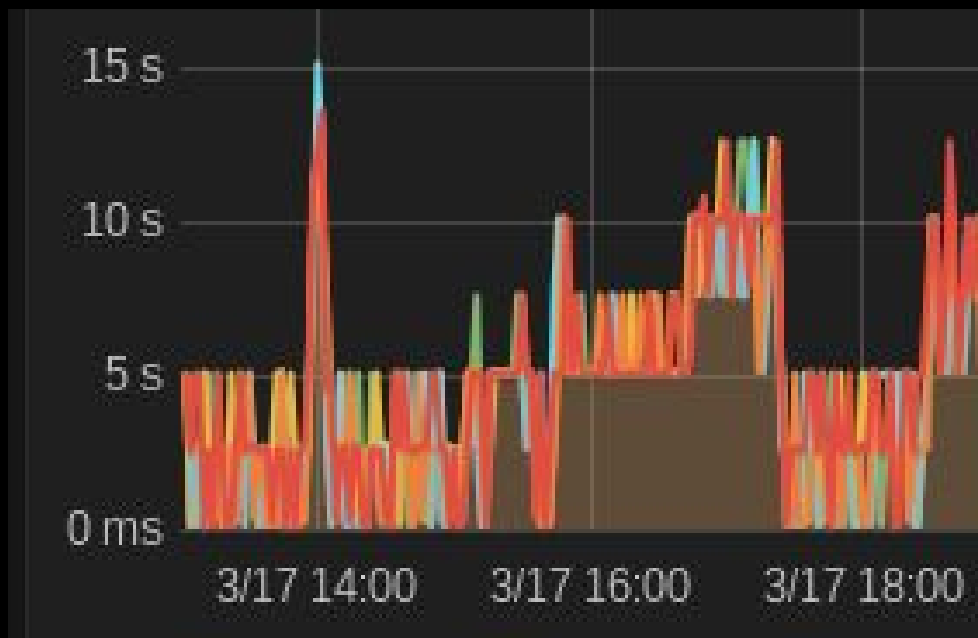
conclusions

Real world problem #1

1. Know your code, refactorize when needed
(even if someone else wrote it and that you don't like his coding style)
2. “Errors should never pass silently”
(Zen of Python)

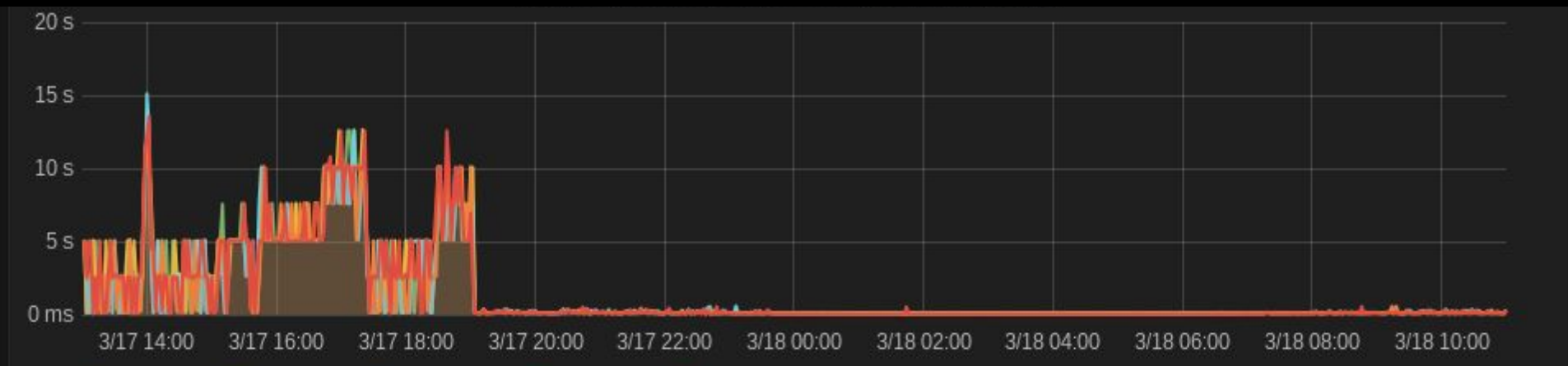
PS: Don't always blame ops guys.
The DevOps thing is great, you should try it.

Real world problem #2



Weird graph showing an abnormally high maximum processing time

Real world problem #2



And then one day...

solution

Real world ~~problem~~ #2

Local DNS resolution

```
root@server$ cat /etc/hosts
192.168.12.40 database-server-1
192.168.12.41 database-server-2
192.168.24.30 database-server-3
192.168.24.31 database-server-4
```

So it doesn't overload your DNS server when your code tries to access your database with its domain name

