**Epic Games** - Cloud Developer Platform

Scaling

Document Level Classification

[200](#)

Scaling for Substrate happens across 3 layers:

1. [Ingress](#) - Each service that is accessed from clients outside the cluster will have an Application Load Balancer dedicated to it which auto-scales based on the amount of traffic going through it.
2. [Kubernetes worker node scaling](#) - Kubernetes Node Autoscaling is the ability for Substrate clusters to add and remove *Nodes* automatically in response to *Pods* being created and removed.
3. [Application scaling](#) - Scaling of your actual application instances (*Pods*) within the cluster to meet the load being placed on them.

The diagram below shows the different layers in which your application can scale:
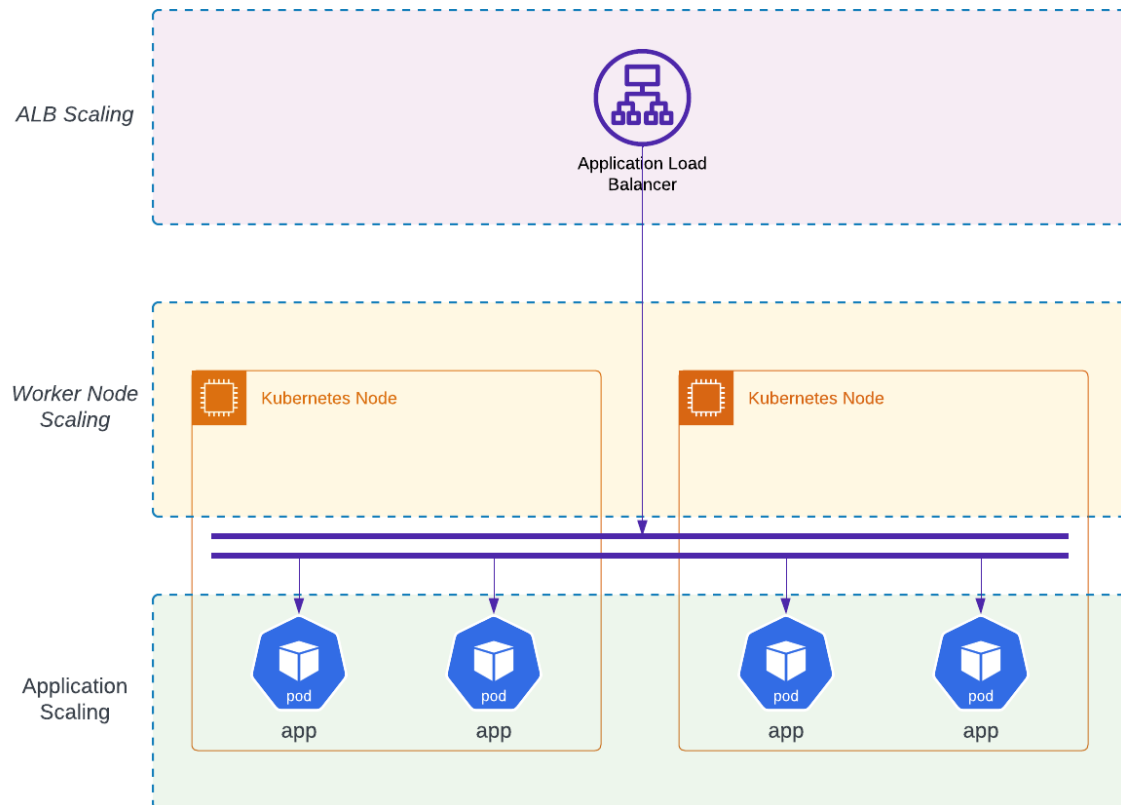
- [Scaling nodes intro](#)
- [Scaling ingress](#)
- [Scaling pods](#)
- [Scaling nodes](#)
- [Scaling nodegroups](#)
- [Scaling disks](#)
- [Custom Kubernetes Node Types for Karpenter Autoscaling](#)
- [Kubernetes Resiliency Guidelines](#)