

Assigning Workloads to Tainted Nodes

Downloaded from Epic Games Confluence

Date: 2025-07-12 04:09:06

Original URL: <https://confluence-epicgames.atlassian.net/wiki/spaces/CDE/pages/81068319>

Assigning Workloads to Tainted Nodes

To assign workloads to tainted and labeled nodes, you need to add a [toleration](#) to it as well as a [node label selector](#). The two of these work together to both **allow** the scheduling of workloads onto your tainted nodes and to also **require** it. Below you can find a minimal pod spec that has a single taint toleration as well as a node label selector. Notice the labels and taints from the above provisioner are found in this pod spec below.

For more information on the Kubernetes API resources, you can always visit the [Kubernetes API reference](#) documentation online.

This Deployment tolerates the ``epicgames.com/my-special-taint:NoExecute`` taint and also will only schedule on nodes labeled `use: dedicated` .

deployment.yaml

```
apiVersion: apps/v1
kind:
Deployment
metadata:
  name: my-sweet-app
  namespace: my-sweet-namespace
```

```
spec:
  replicas: 3
  selector:
    matchLabels:
      app: my-sweet-app
  template:
    metadata:
      labels:
        app: my-sweet-app
    spec:
      affinity:
        nodeAffinity:
          requiredDuringSchedulingIgnoredDuringExecution:
            nodeSelectorTerms:
              - matchExpressions:
                  - key: use
                    operator: In
                    values:
                      - dedicated
            tolerations:
              - effect: NoExecute
                key: epicgames.com/my-special-taint
                operator: Exists
      containers:
        - image: integrii/go-k8s-graceful-termination:latest
          name: graceful-shutdown-app
```

Page Information:

Page ID: 81068319

Space: Cloud Developer Platform

Downloaded: 2025-07-12 04:09:06