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# Simian Army

— Chaos Monkey —

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# Introduction

- What is Chaos Monkey
  - identifies groups of systems
  - randomly terminates one of the systems in a group
- Why run Chaos Monkey
  - Failures happen
  - Even if your architecture can tolerate a system failure, are you sure it will still be able to next week, how about next month?
  - Do your traffic load balancers correctly detect and route requests around system failures?

# Functionality

BurnCpuChaosType	在node上跑高CPU的程式，盡可能用到所有 CPU
BurnIoChaosType	在node上跑高I/O的程式
FailDnsChaosType	擋住TCP UDP的port 53，讓DNS壞掉
FailDynamoDbChaosType	在 /etc/hosts路徑加東西，讓Dynamo DB的API壞掉
FailEc2ChaosType	在 /etc/hosts路徑加東西，讓EC2的API壞掉
FailS3ChaosType	在 /etc/hosts路徑加東西，讓S3的API壞掉
FillDiskChaosType	創造一個很大的檔案，讓硬碟爆滿
KillProcessesChaosType	在node上強迫某process的執行
NullRouteChaosType	將某個node弄offline 目前是offline 10.x.x.x的aws網路區段

# Design

- Design Pattern
  - Is Chaos Monkey using “Strategy Pattern” ?
- Design Principle
  - Encapsulate what varies

# Class diagram





