

## 02. Set election timeout to a very small value

### Installation

```
# raft.go
...
// electionTimeout generates a pseudo-random election timeout duration.
func (cm *ConsensusModule) electionTimeout() time.Duration {
    // If RAFT_FORCE_MORE_REELECTION is set, stress-test by deliberately
    // generating a hard-coded number very often. This will create collisions
    // between different servers and force more re-elections.
    if len(os.Getenv("RAFT_FORCE_MORE_REELECTION")) > 0 && rand.Intn(3) == 0 {
        return time.Duration(5) * time.Millisecond // <= timeout is 5ms
    } else {
        return time.Duration(5+rand.Intn(5)) * time.Millisecond
    }
}
...
```

### Results

[TestElectionFollowerComesBack.html](#)