



# Multi-cluster failover with Linkerd

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# Topics

- What is Linkerd?
- Why Linkerd enables failover support
- The linkerd-failover extension
- How it works
- Walkthrough

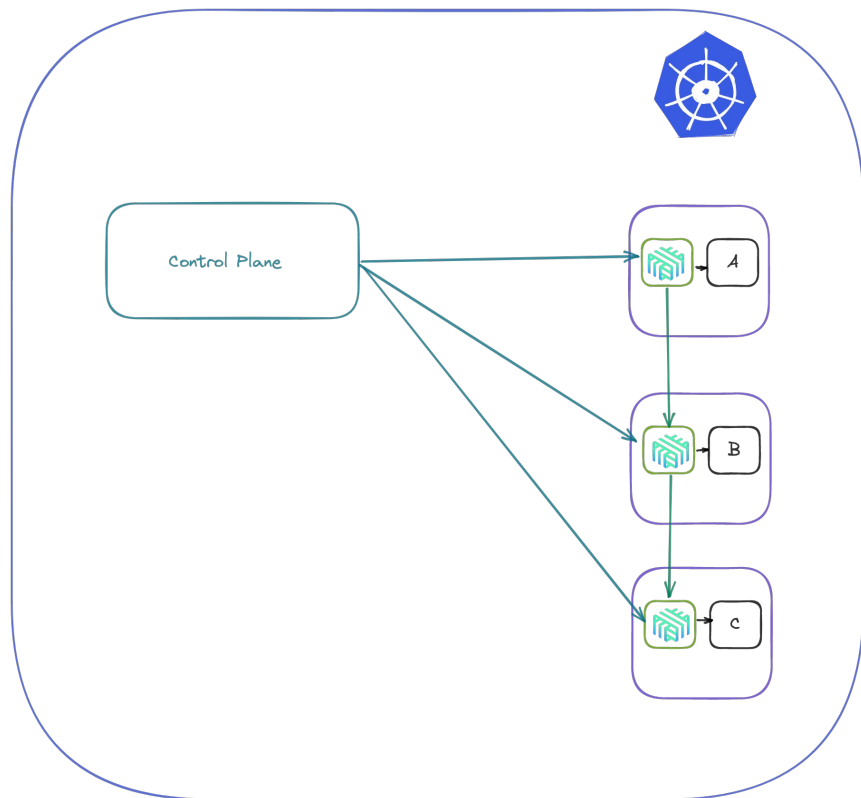
# What is Linkerd?

# Linkerd is a service mesh

- Observability
- Security
- Reliability

The failover extension is a category of reliability because it ensures that requests are handled and that overall uptime is maintained

# Linkerd Architecture

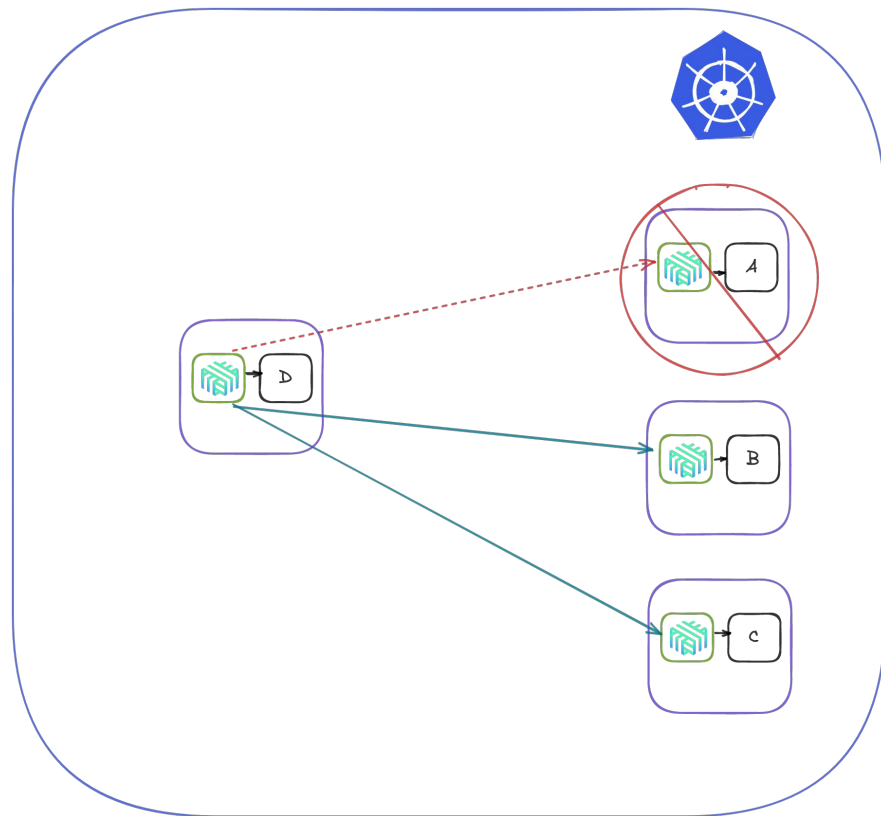


# Failover

- What is failover?
- Why use Linkerd?

# What is "failover"?

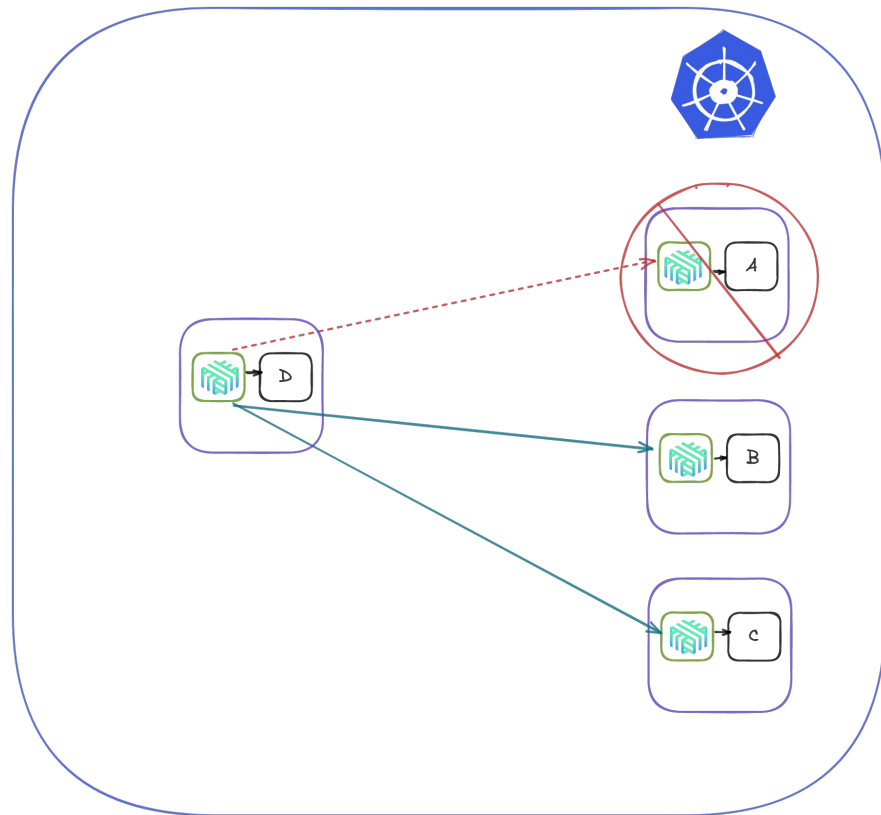
- Part of a broader category of circuit breaking
- A pattern that has been in practice for a loooooong time (there's nothing new here about what failover is, just the context)





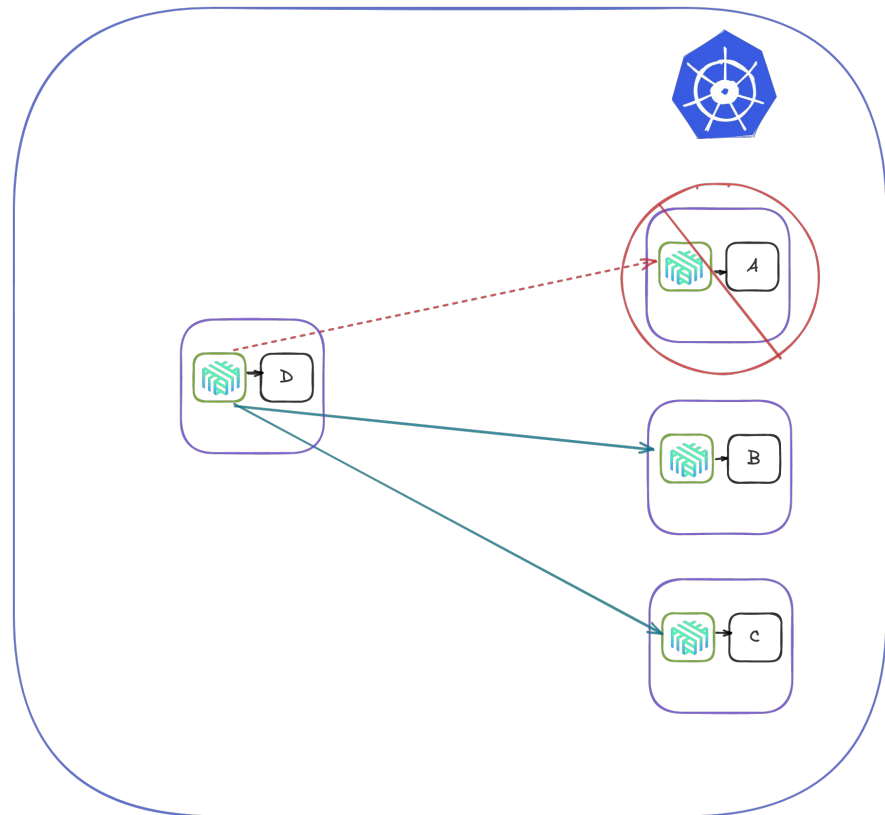
# What is "failover"?

- A is the "primary" service
- If there are no Endpoint resources for A, services B and C act as failover services for traffic from D



# Why use Linkerd?

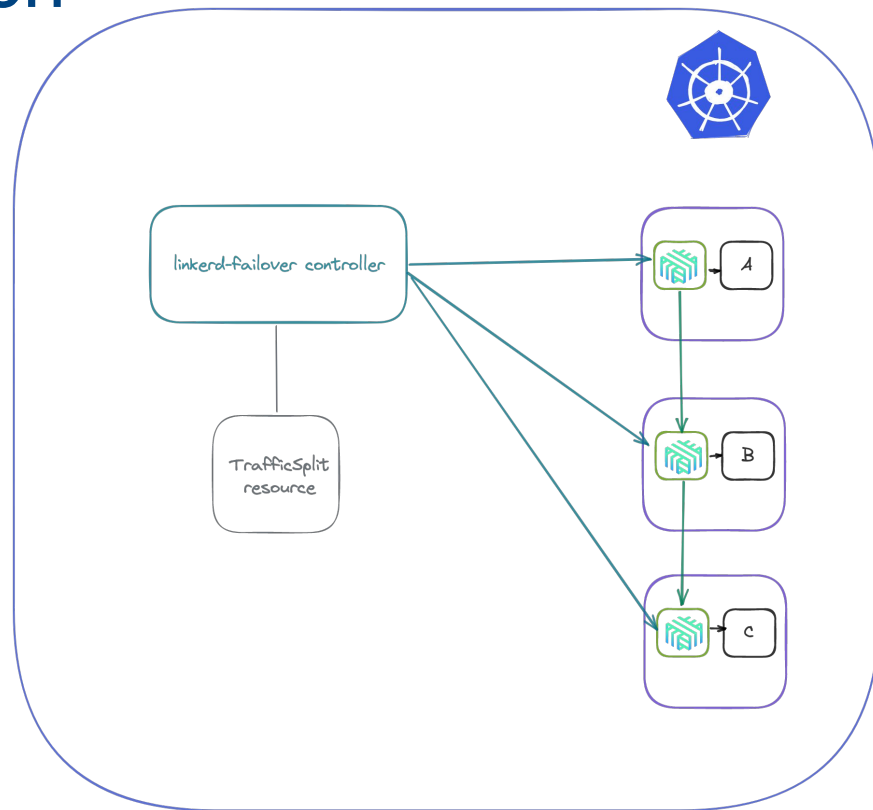
- The Linkerd proxies are positioned perfectly to make routing decisions for failover
- Configuration is simple through the TrafficSplit resource provided by the Service Mesh Interface Specification



# Linkerd-failover extension

# The linkerd-failover extension

- Controller written in Rust that watches for TrafficSplit resources with the `failover.linkerd.io/controlled-by: linkerd-failover` label
- Proxies are configured with details about how to handle traffic in the event that a service becomes unavailable



# TrafficSplit YAML for failover

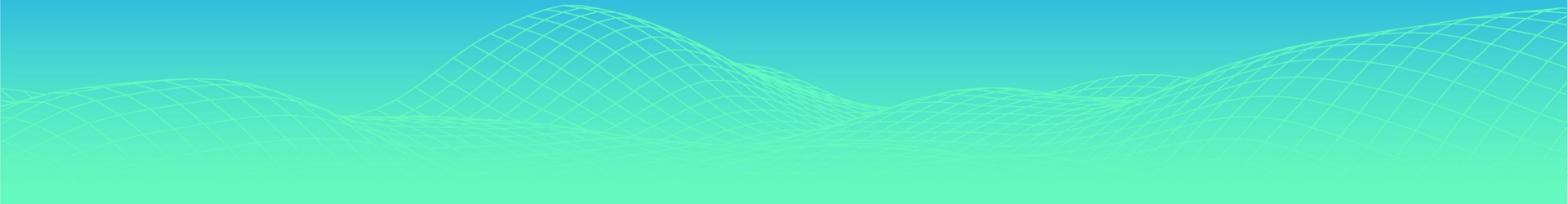
```
apiVersion: split.smi-spec.io/v1alpha2
kind: TrafficSplit
metadata:
  name: sample-svc
  annotations:
    failover.linkerd.io/primary-service: A
  labels:
    failover.linkerd.io/controlled-by: linkerd-failover
spec:
  service: A
  backends:
    - service: A
      weight: 1
    - service: B
      weight: 0
    - service: C
      weight: 0
    - service: B-east
      weight: 0
    - service: C-east
      weight: 0
```

# Let's try it!

<https://github.com/BuoyantIO/service-mesh-academy>

A decorative graphic at the bottom of the slide consisting of a grid of thin, light green lines that form a series of overlapping, wavy shapes, resembling a stylized landscape or a mesh structure.

# Questions?



# Monthly hands-on, engineer-focused training from the creators of the service mesh

Up next (8-18): **Service mesh observability with Linkerd**

Sign up at

[buoyant.io/service-mesh-academy](https://buoyant.io/service-mesh-academy)



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# Thank you!

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