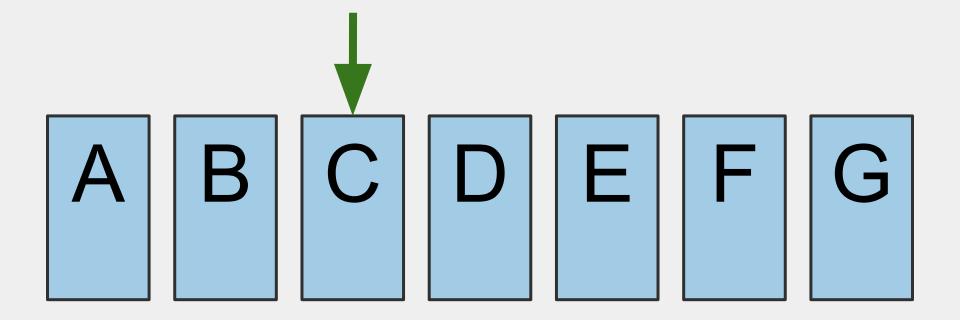
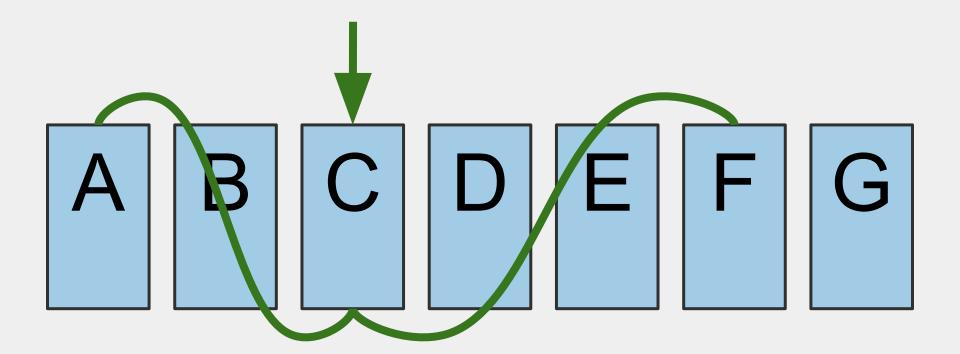
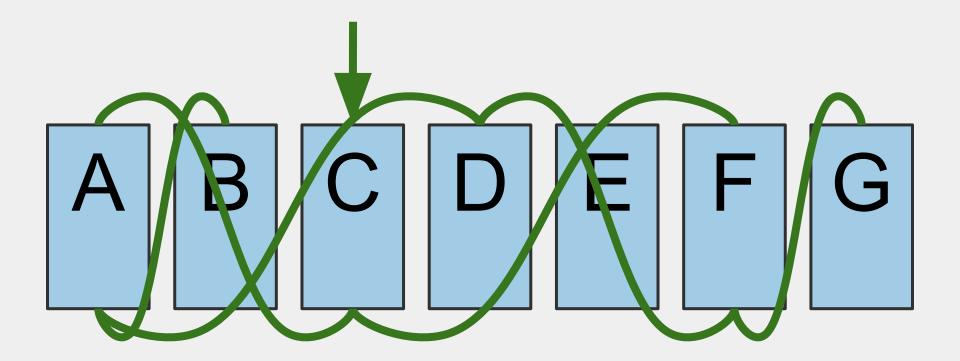
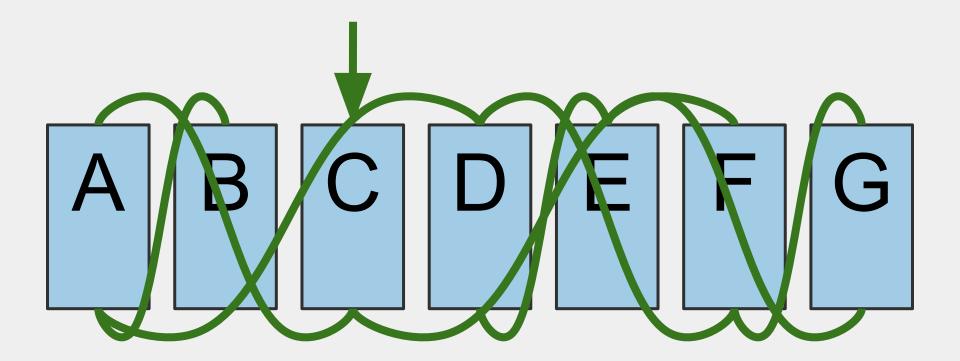
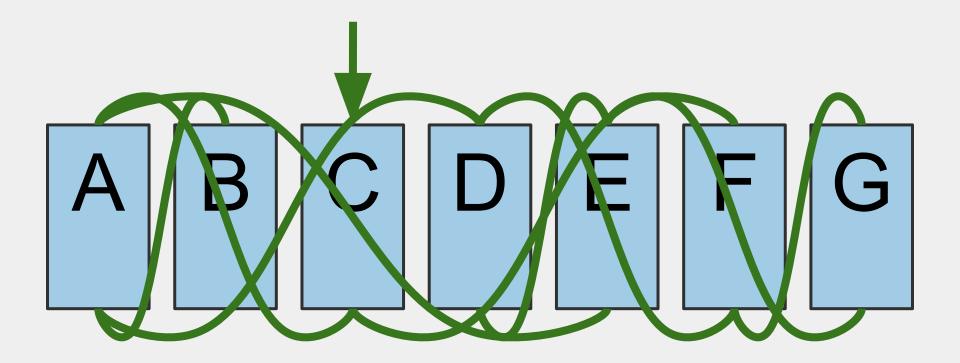
Deprecating Simplicity

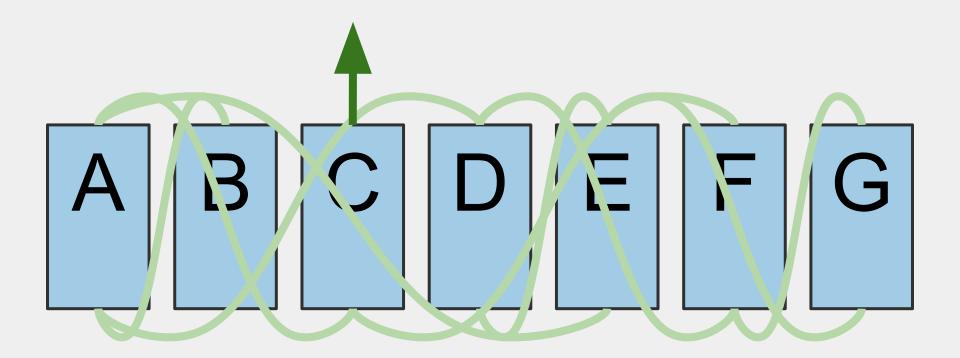




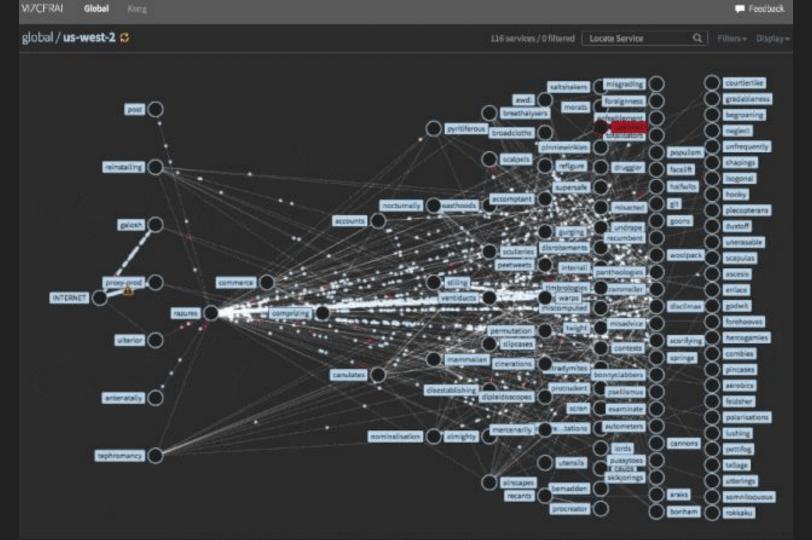


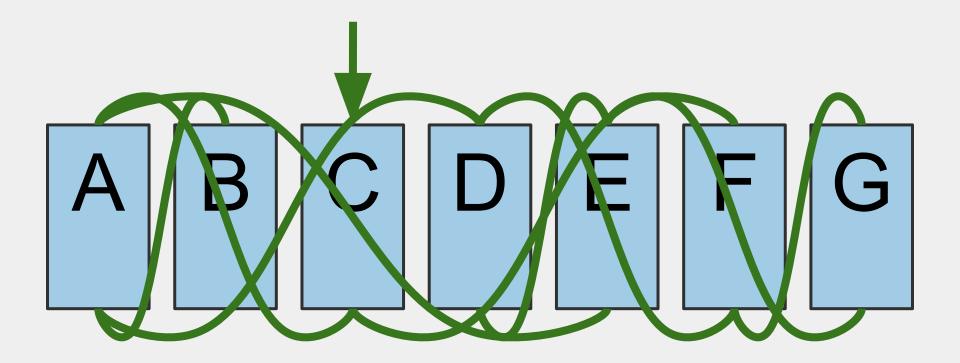




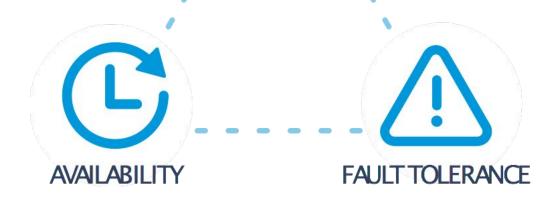










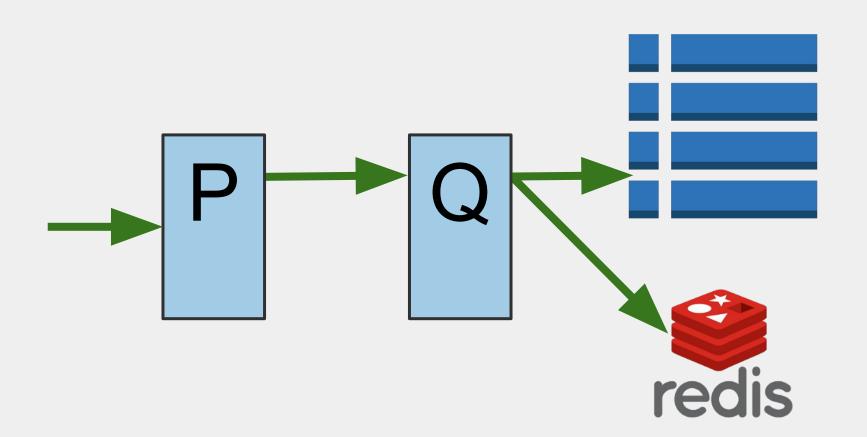


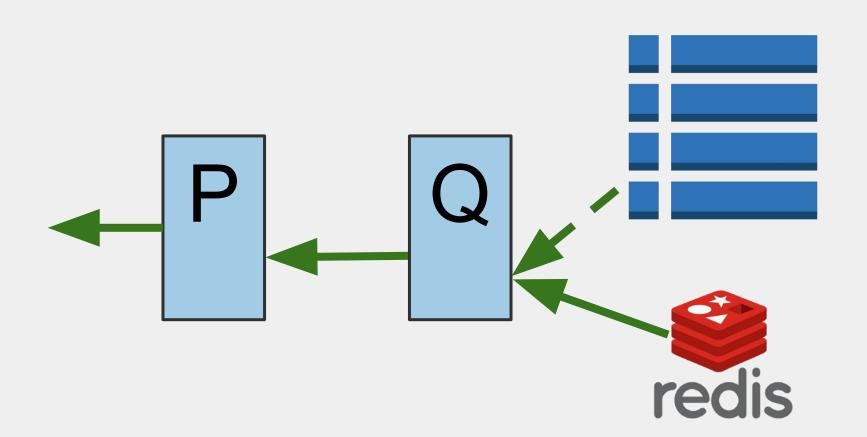


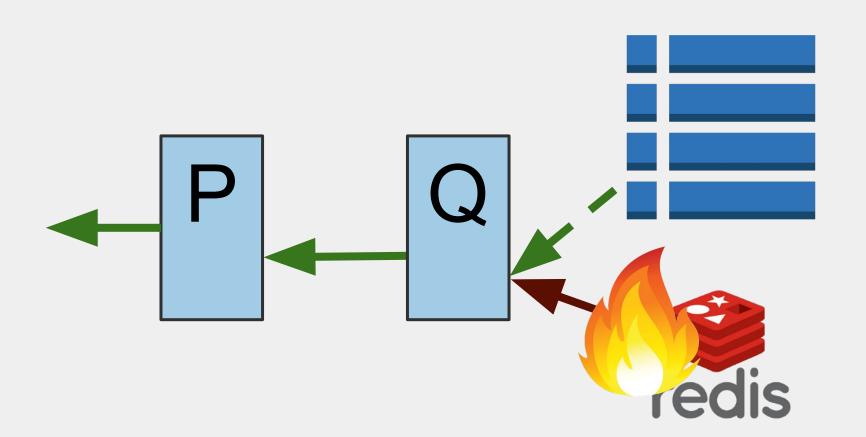


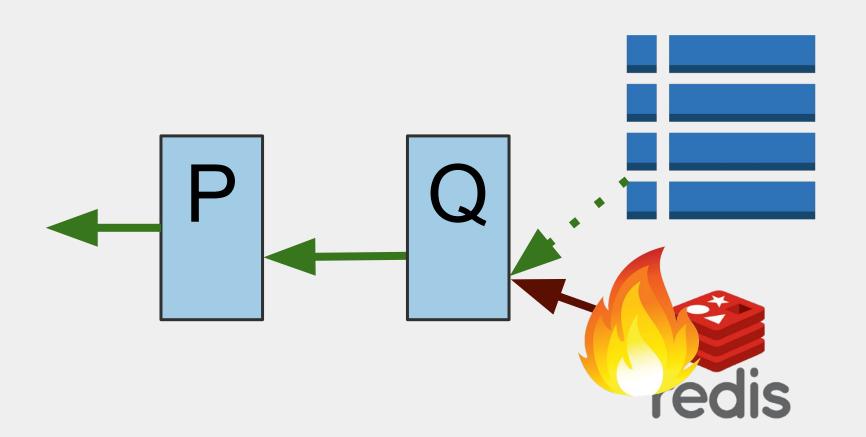


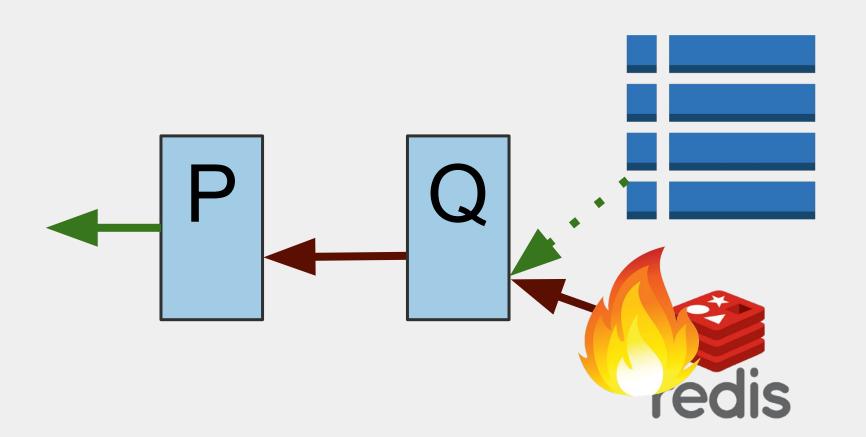


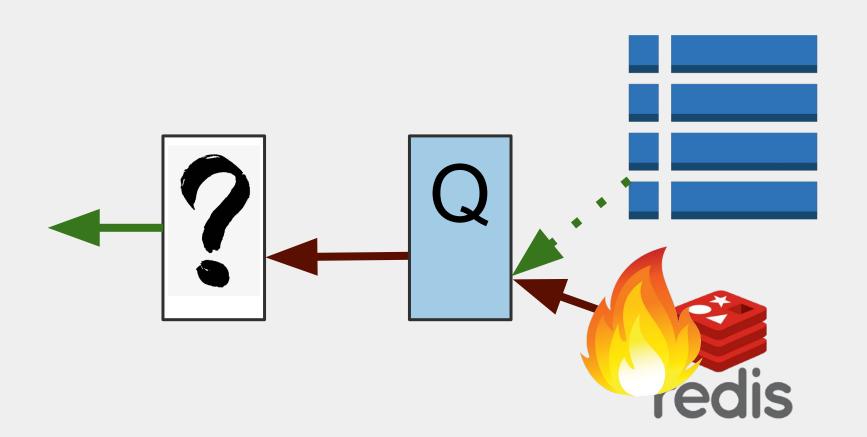


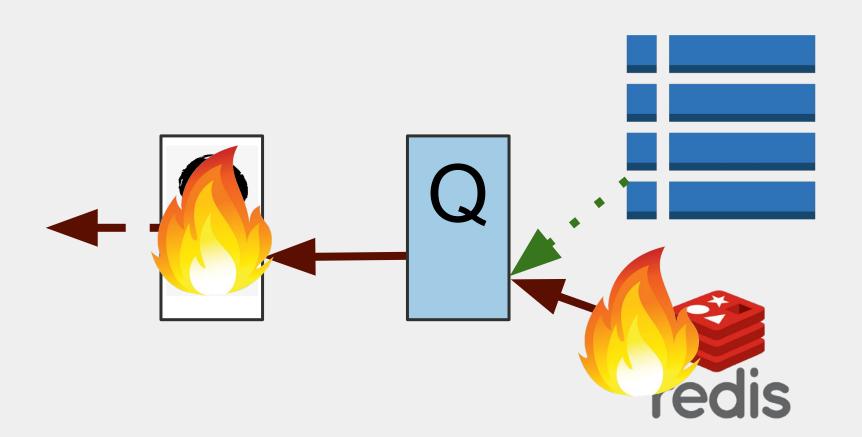












All components could be 100% correct, and yet the system exhibits undesirable behavior.

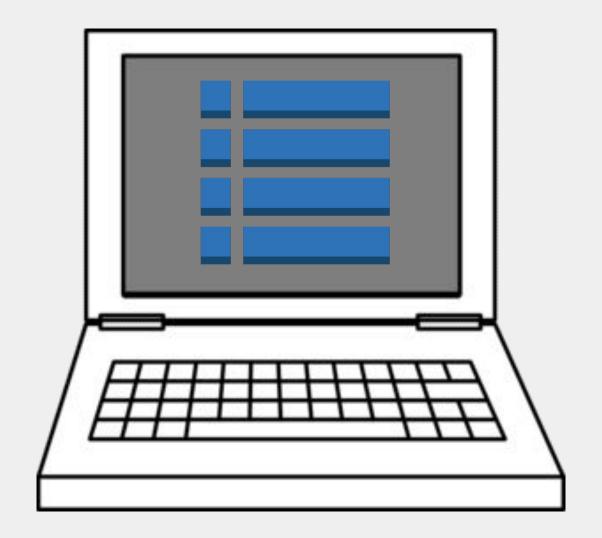
How do we survive the undesirable effects of complex systems?

Simplicity

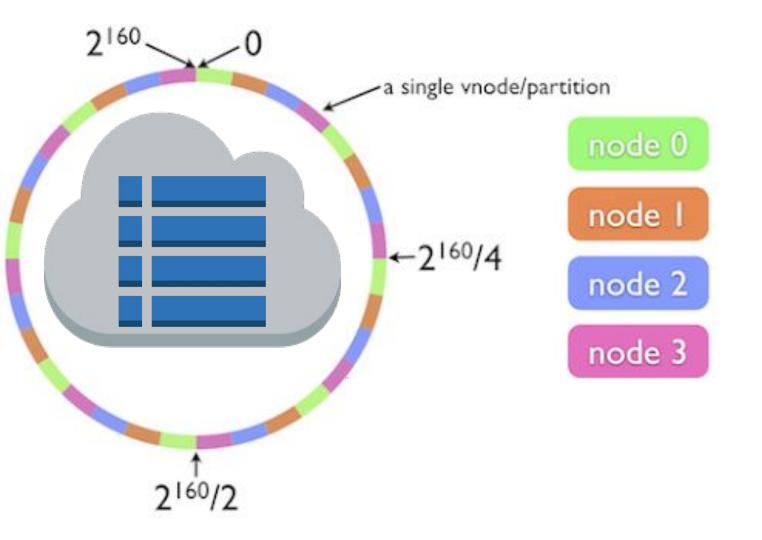
M Z

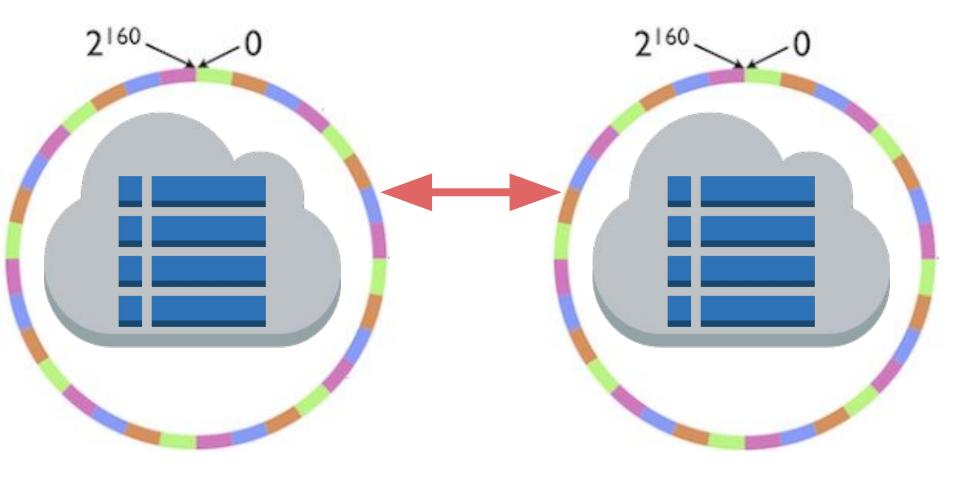


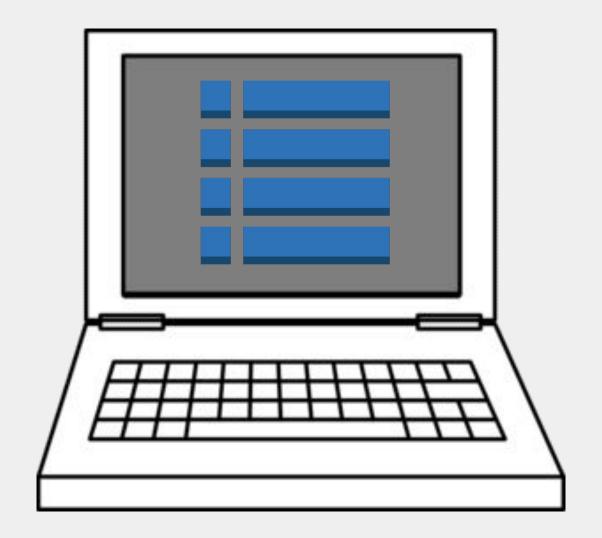
ESS S M Z









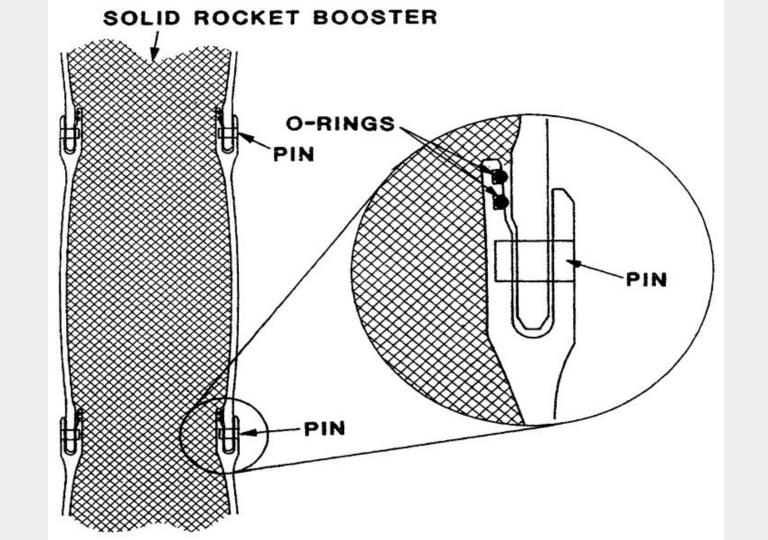


How do we survive the undesirable effects of complex systems?

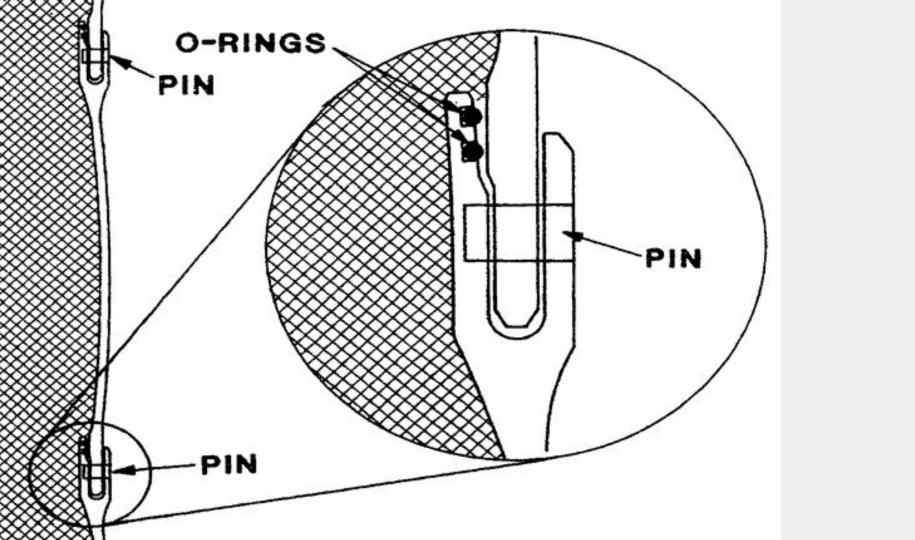
Redundancy













Functionality has redundancy.

- Functionality has redundancy.
- Deviation is within experience base.

- Functionality has redundancy.
- Deviation is within experience base.
- Issue is self-limiting.

"Despite designers' best intentions, redundancy can unwittingly increase the chances of an accident by encouraging operators to push safety limits well beyond where they would have, had such redundancies not been installed."

-Snook, 2002

How do we survive the undesirable effects of complex systems?

Avoiding Risk















How do we survive the undesirable effects of complex systems?

Economic Pillars of Complexity



STATES



RELATIONSHIPS



ENMRONMENT



REVERSIBILITY

"The chief merit of bureaucracy is its technical efficiency, with a premium placed on precision, speed, expert control, continuity, discretion, and optimal returns on input."

-Merton

s/bureaucracy/software engineering/

"The chief merit of [software engineering] is its technical efficiency, with a premium placed on precision, speed, expert control, continuity, discretion, and optimal returns on input."

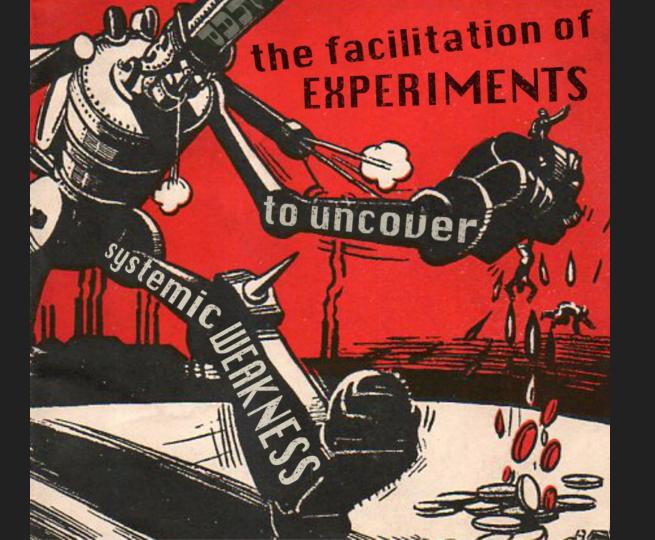
-Merton

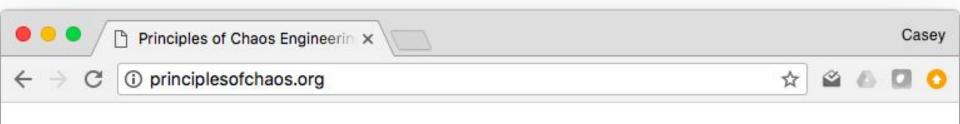
Software Engineering: the Bureaucratic Profession



How do we survive the undesirable effects of complex systems?







PRINCIPLES OF CHAOS ENGINEERING

Last Update: 2017 April

Chaos Engineering is the discipline of experimenting on a distributed system in order to build confidence in the system's capability to withstand turbulent conditions in production.

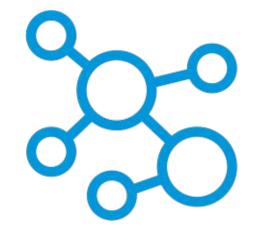


How do we survive the undesirable effects of complex systems?

"The requirements for design conflict and cannot be reconciled. All designs for devices are in some degree failures... because they are compromises, and compromise implies a degree of failure.

It is quite impossible for any design to be 'the logical outcome of the requirements' simply because, the requirements being in conflict, their logical outcome is an impossibility."











SAFETY



RELATIONSHIPS



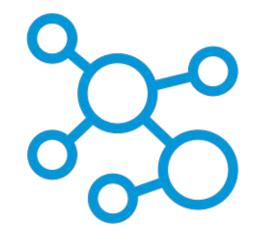






ECONOMICS











ENMRONMENT



RELATIONSHIPS







REVERSIBILITY

ECONOMICS













SAFETY

ENMRONMENT



RELATIONSHIPS











REVERSIBILITY

PERFORMANCE

FAULT TOLERANCE

ECONOMICS

How do we survive the undesirable effects of complex systems?

Think of a well-run kitchen.

Embrace complexity and navigate it.

- Embrace complexity and navigate it.
- Provide opportunities for teams to practice working together.

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- Tolerate inefficiencies.

- Embrace complexity and navigate it.
- Provide opportunities for teams to practice working together.
- Tolerate inefficiencies.
- Communicate the safety margin.

Tools don't create resilience. Humans do.

O'REILLY®

Chaos Engineering

Building Confidence in System Behavior through Experiments

@caseyrosenthal

