



BUOYANT

Creators of  LINKERD



Reducing Costs with HAZL

Flynn, Technical Evangelist for Linkerd



@BuoyantIO



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What's on the agenda?

→ What is Linkerd?

→ What is HAZL?

◆ and why should you care 😊

◆ including an intro to zones, regions, etc.

→ DEMO!

→ Gotchas

How do you follow along?



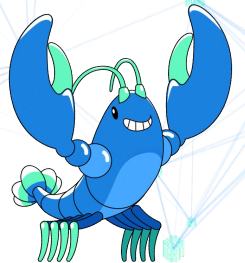
- <https://github.com/BuoyantIO/service-mesh-academy/tree/main/reduce-costs-with-hazl>
- **For this demo, you will need Buoyant Enterprise for Linkerd 2.18+!**
 - ◆ I'll be using 2.18.3
- I'll be using a multizone k3d clusters, but the real requirement here is multiple zones
 - ◆ I'll show how to set this up

How do you follow along?



- **k3d**
<https://k3d.io/>
- **kubectI**
<https://kubernetes.io/docs/tasks/tools/>
- **linkerd CLI**
<https://linkerd.io/2/getting-started>
- **bat**
<https://github.com/sharkdp/bat>

What is Linkerd?



What is Linkerd?

Linkerd is a **service mesh**.

service mesh, n:

- An infrastructure layer providing security, reliability, and observability at the platform level, uniformly, across an entire application.



What is Linkerd?

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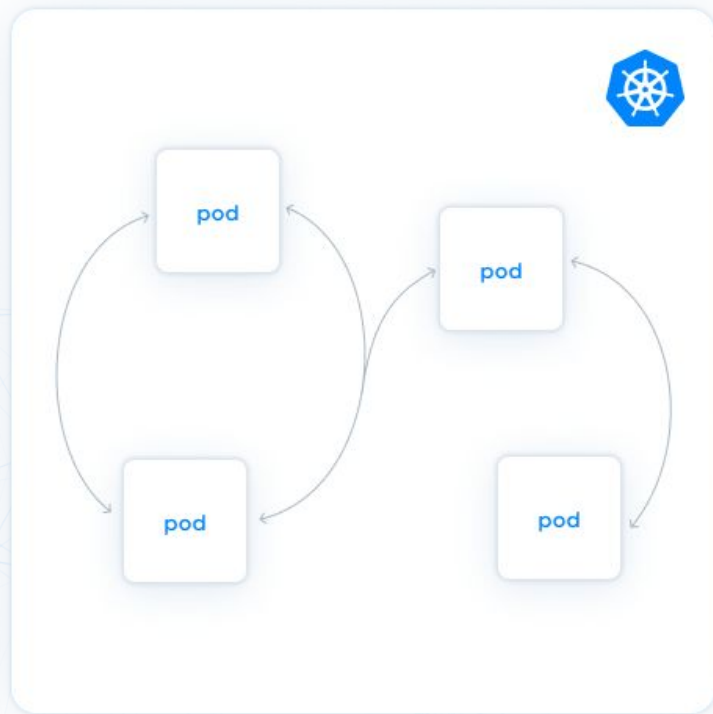
service mesh, n:

- An **infrastructure layer** providing **security**, **reliability**, and **observability** at the platform level, uniformly, across an entire application.



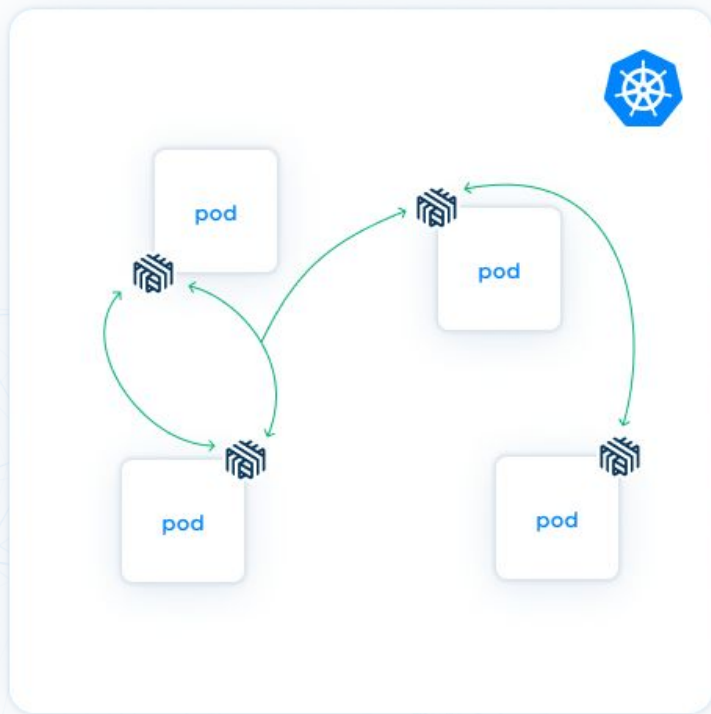
The Microservices Architecture

- Microservices communicate over an insecure, unreliable network.
- These are *fundamental characteristics* of the way real networking is built; they cannot be changed.
- Service meshes like Linkerd exist to make this situation better.



Microservices and the Mesh

- Like most other meshes, Linkerd works by adding a proxy (a *sidecar*) next to each application pod.
- *Unlike* any other mesh, Linkerd uses a purpose-built, lightweight, ultrafast Rust microproxy.
- These microproxies **mediate** and **measure** all communications in the mesh, which allows for all the mesh's functionality.



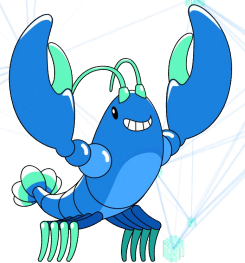
Why is this important?

Security, reliability, and observability are **not optional**.

- You can get them from a mesh.
- You can get them by writing a lot of application code.
- You **can't** do without them.



What is HAZL?



HAZL: High Availability Zonal Loadbalancer

Ultimately, HAZL is a way to keep costs and latency down while preserving reliability.



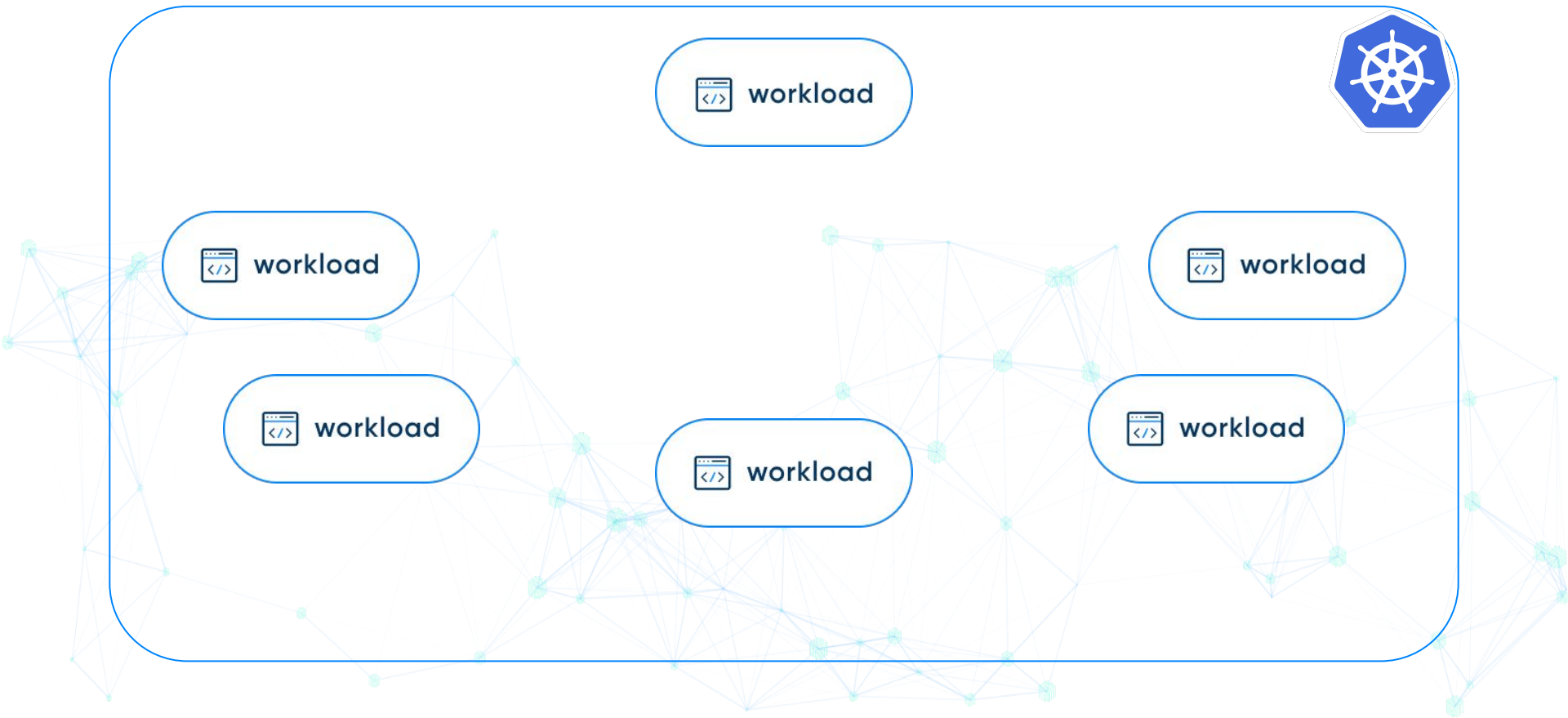
HAZL: High Availability Zonal Loadbalancer

Ultimately, HAZL is a way to keep costs and latency down while preserving reliability.

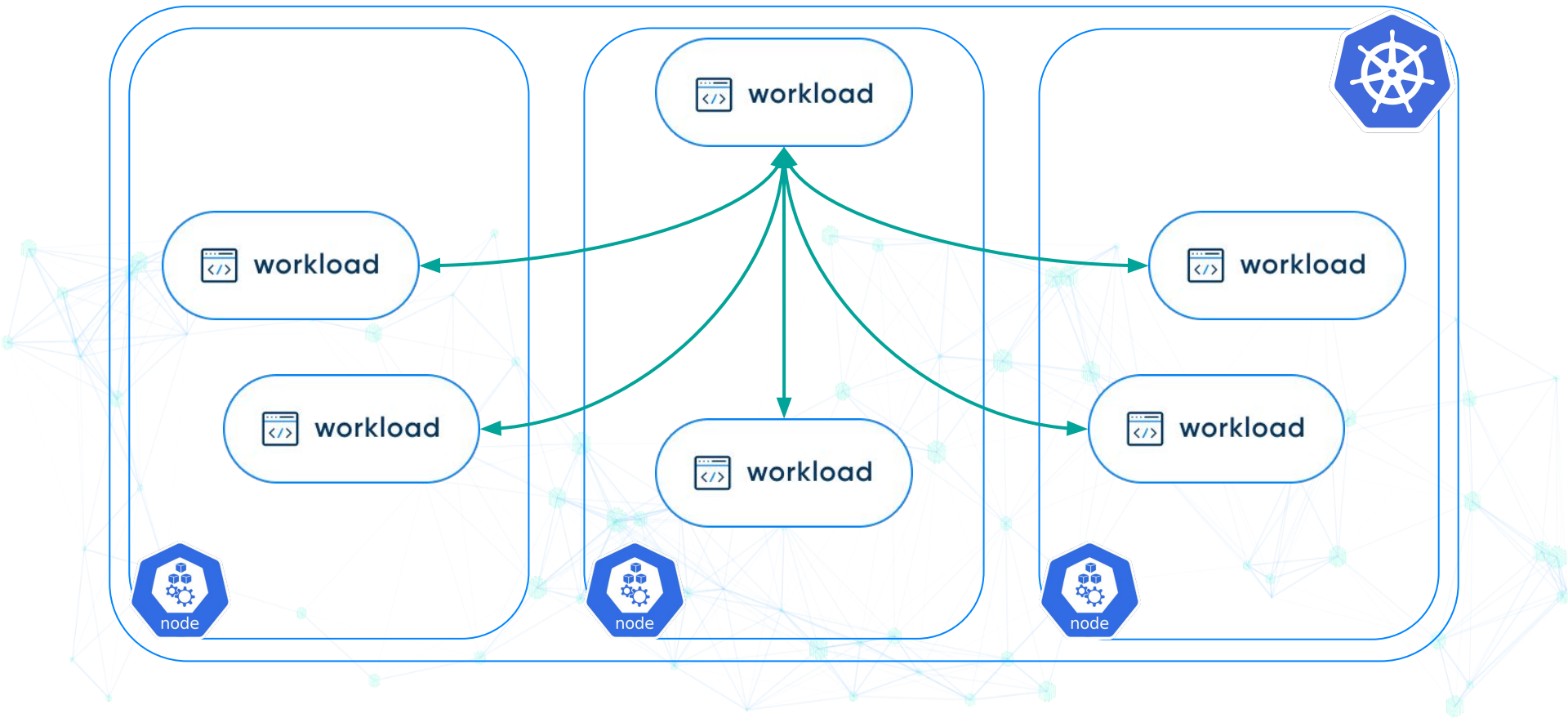
OK, great, what's this “zone” business?



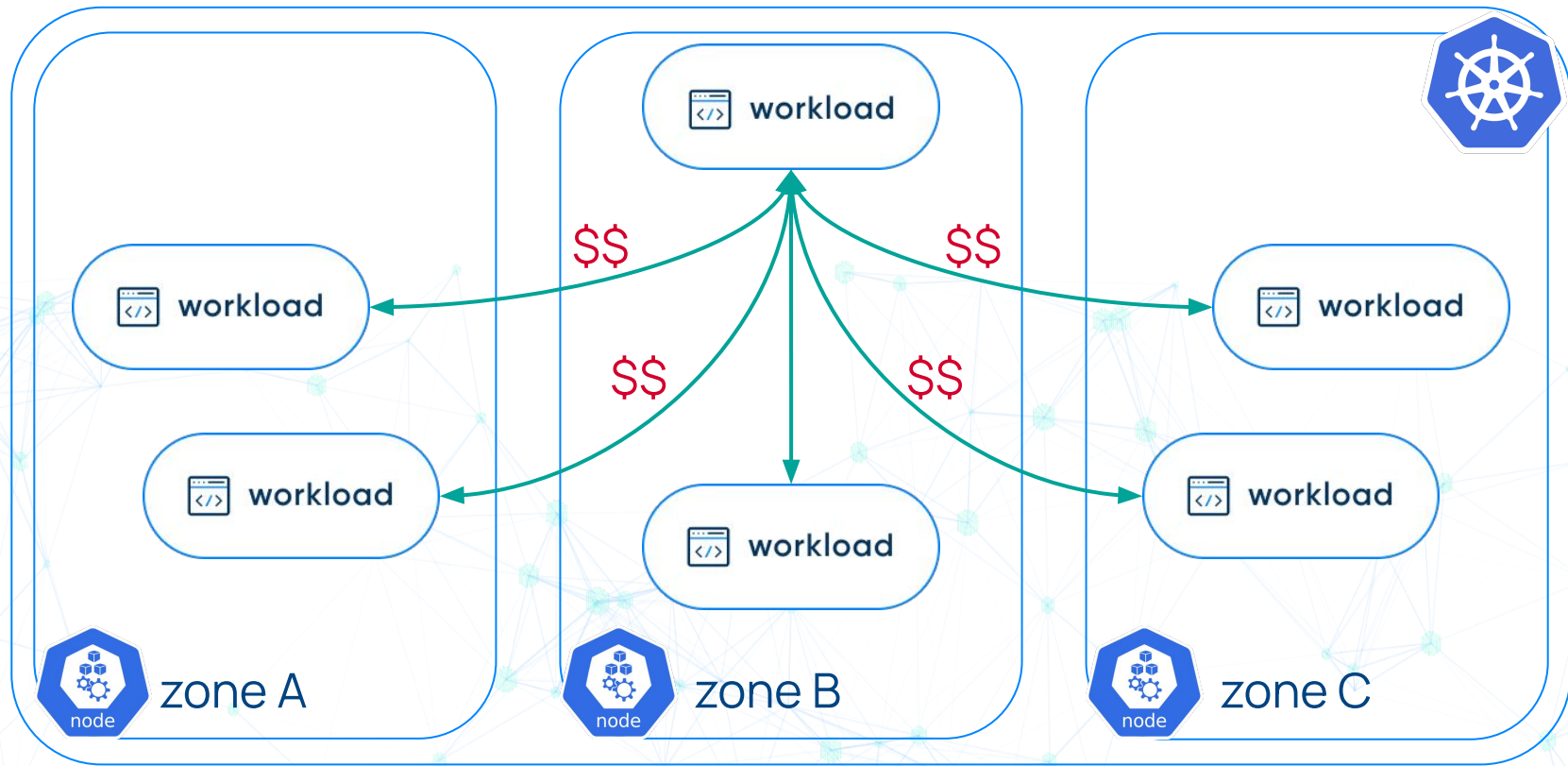
Single-Zone Cluster



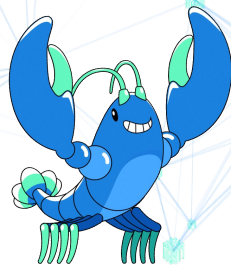
Single-Zone Cluster



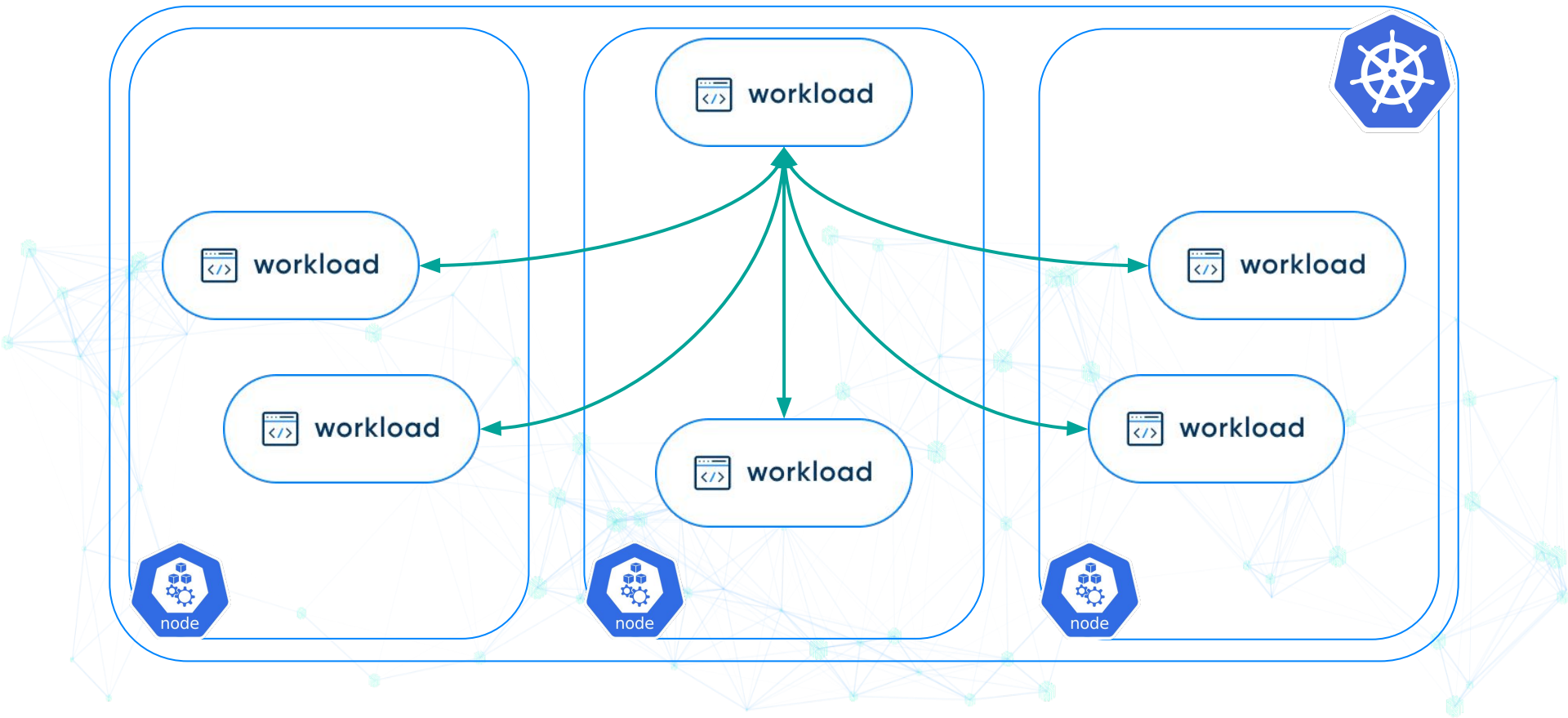
Multi-Zone Cluster



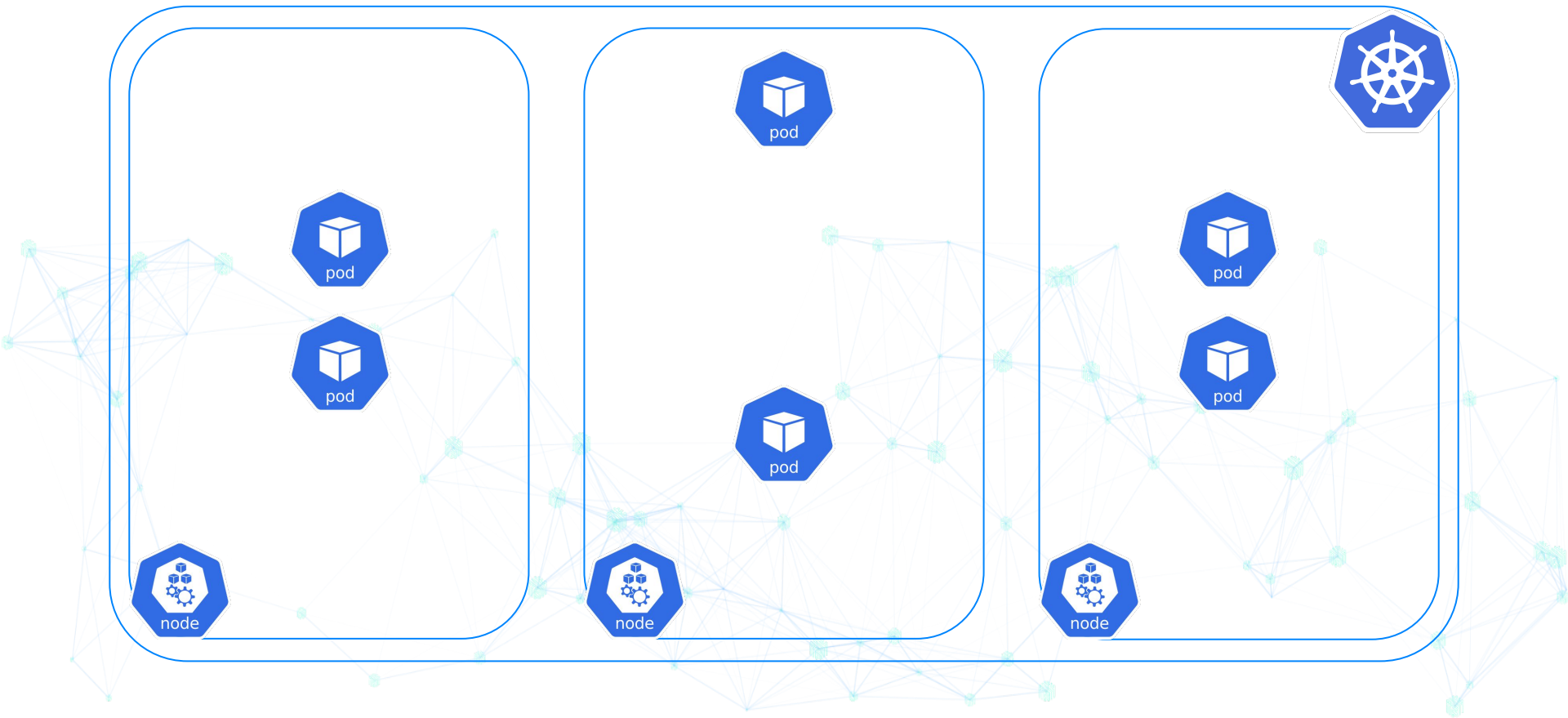
Why is cross-zone traffic expensive?



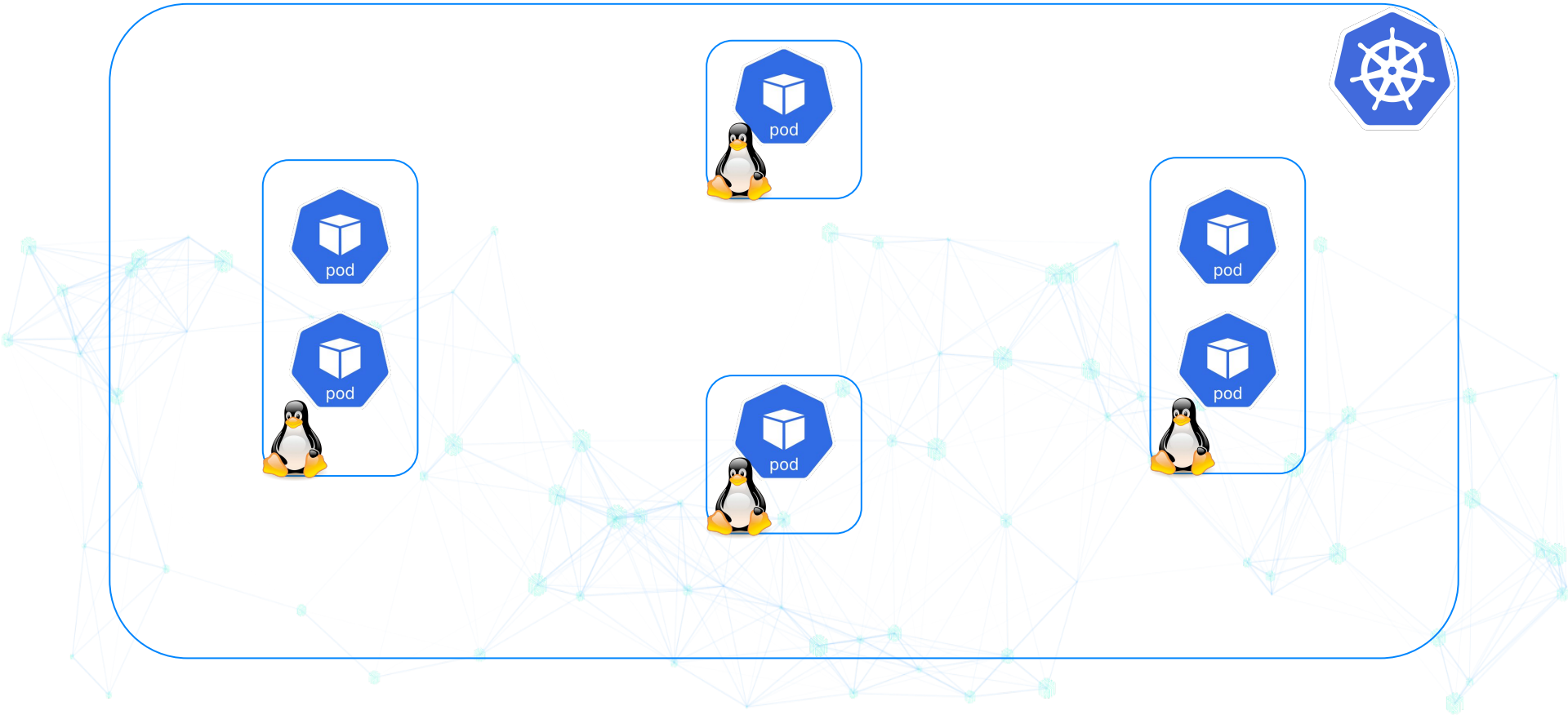
Multi-Zone Cluster



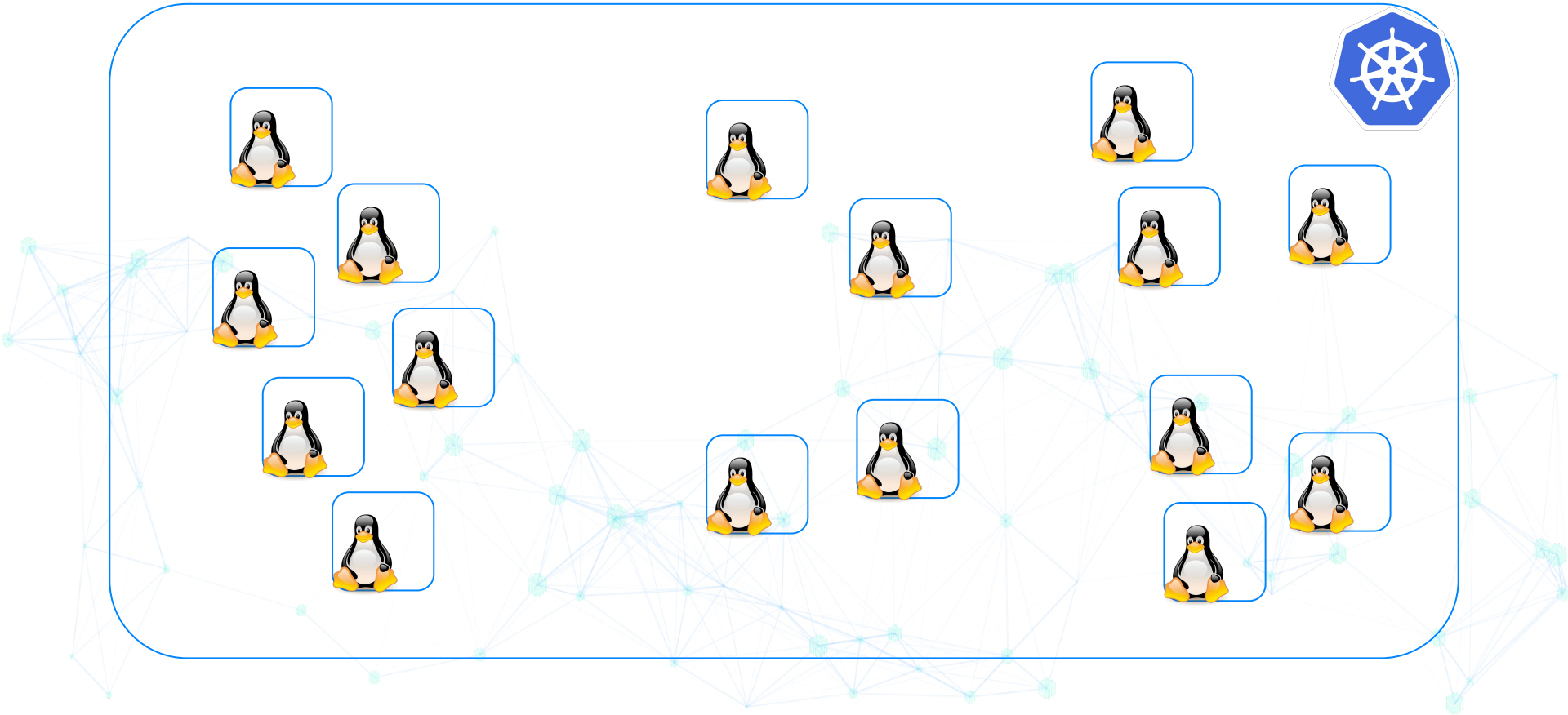
Multi-Zone Cluster



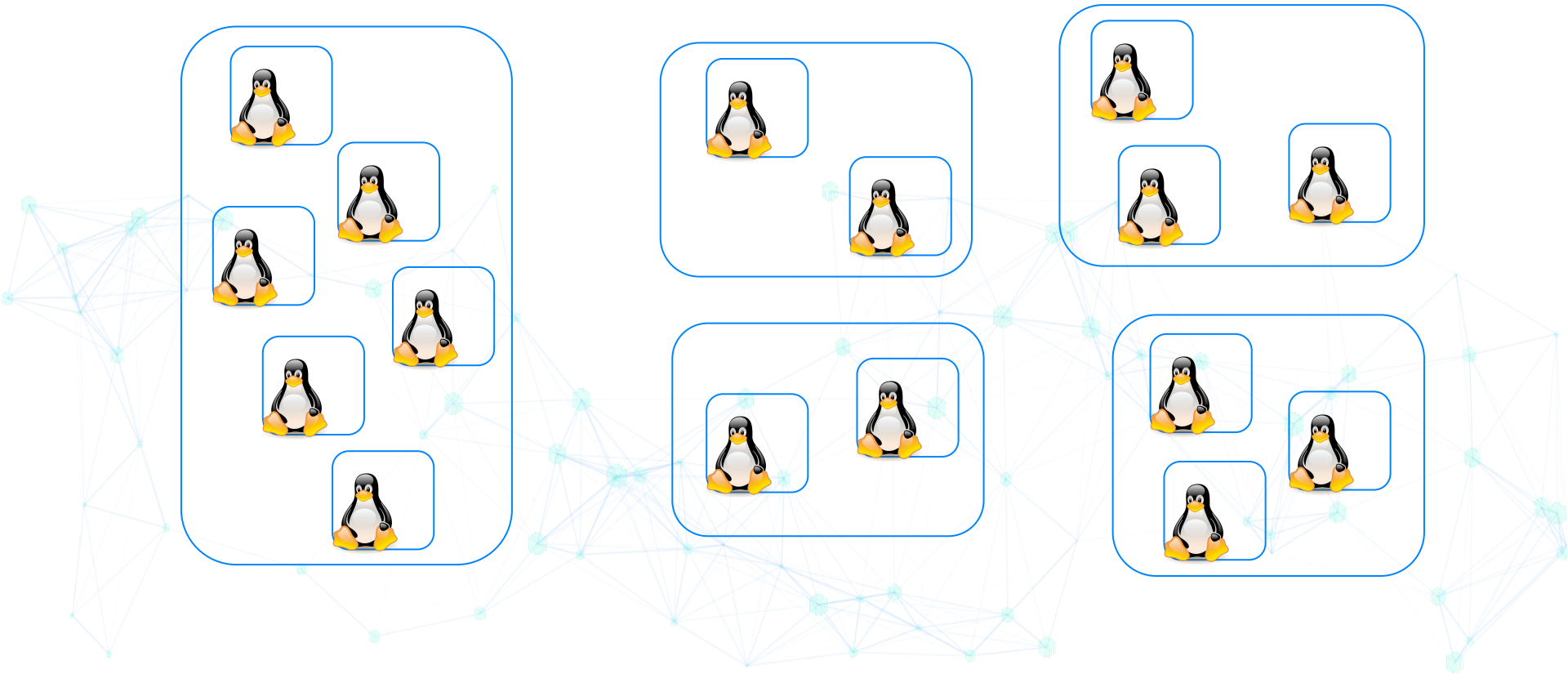
Node Hardware



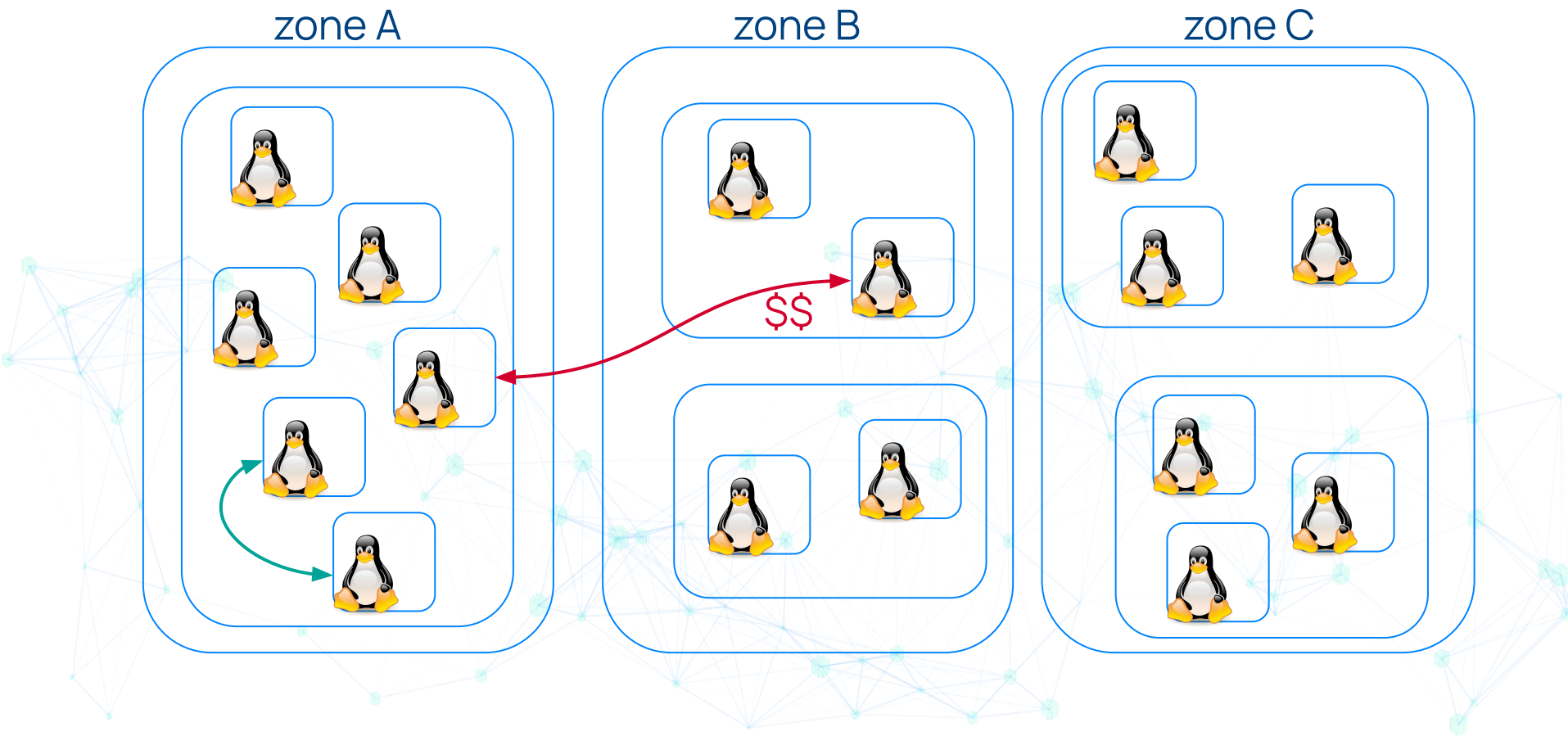
Node Hardware



Data Centers



Zones



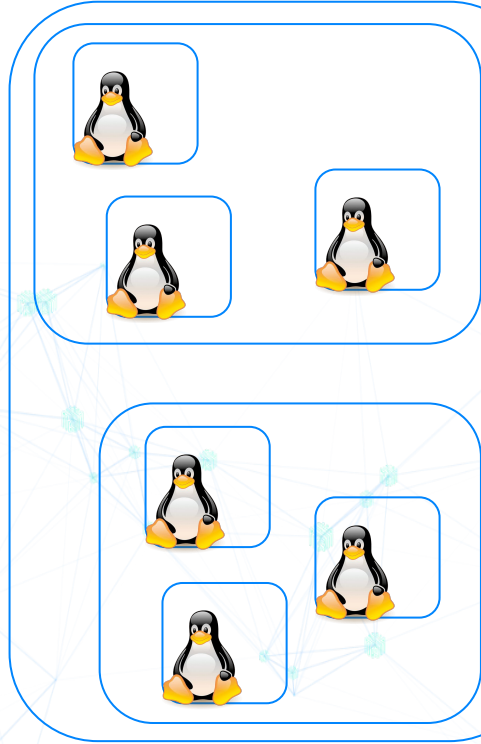
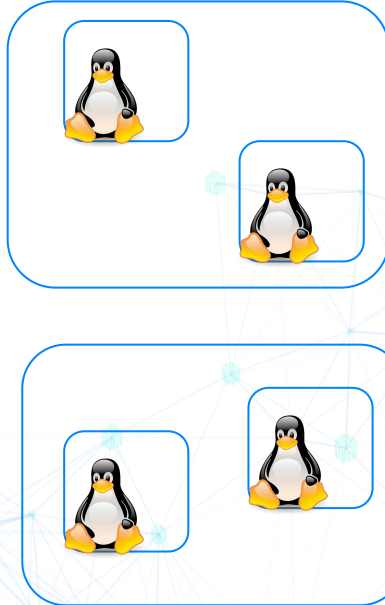
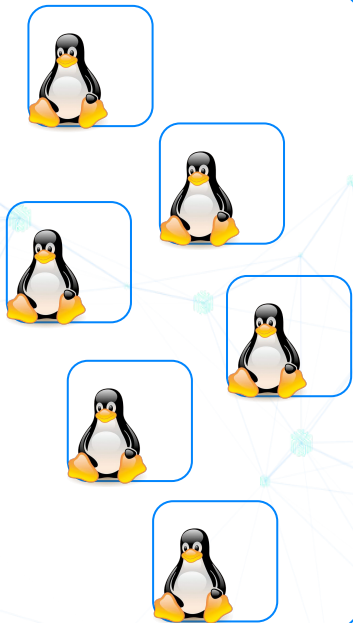
Regions

region NA-01

zone A

zone B

zone C



Cheat Sheet

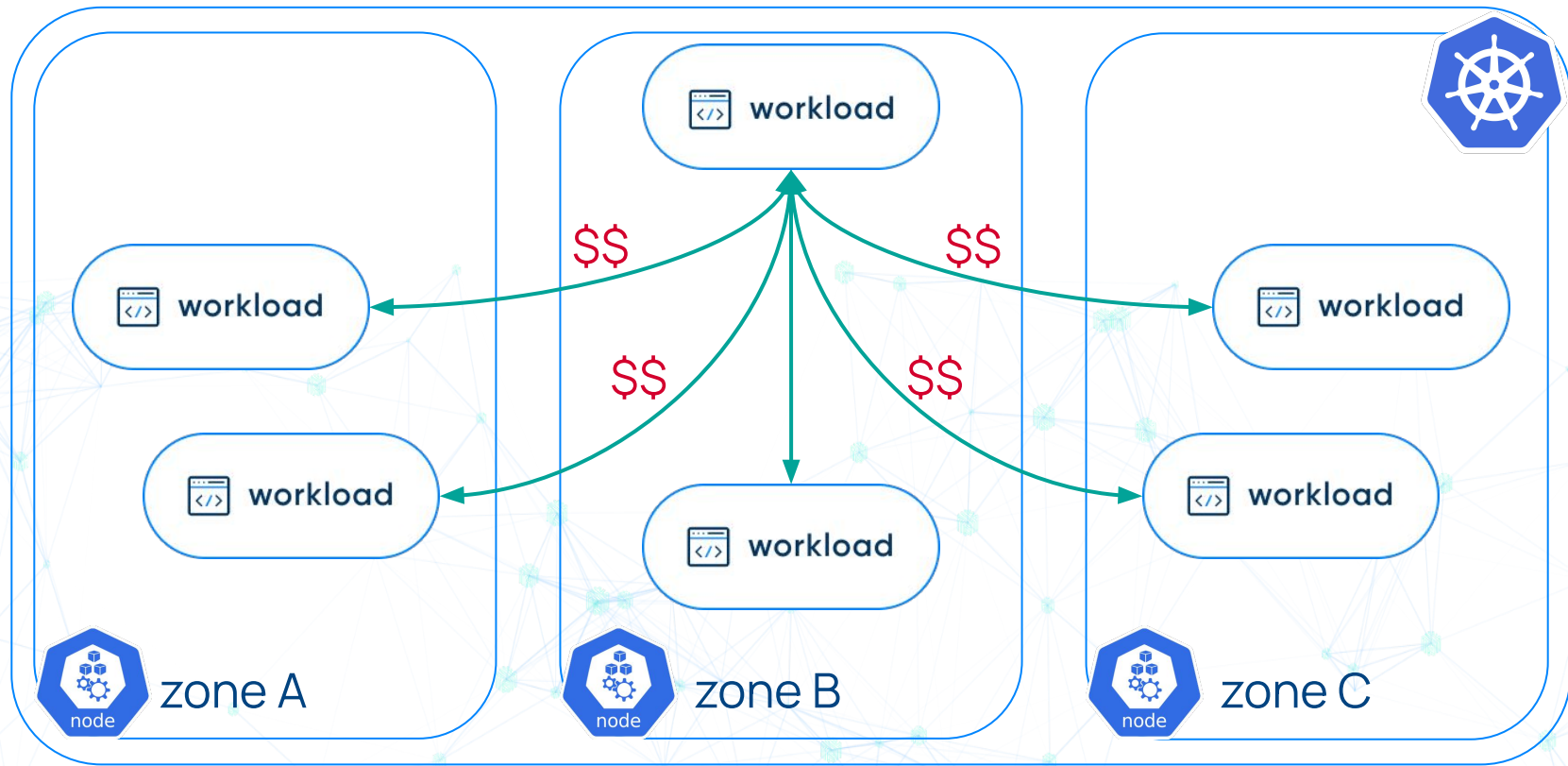
- **Node failure**
 - One of the Linux boxes has crashed
- **A whole lot of Nodes fail**
 - Maybe a server rack lost power... maybe a whole data center caught on fire
- **A Zone goes off the air**
 - Hollywood version: Canada is invading Boston
 - Realistic version: Somebody screwed up BGP
- **A Region goes down**
 - Hollywood version: Major meteor strike
 - Realistic version: Somebody screwed up BGP 😂

Cheat Sheet

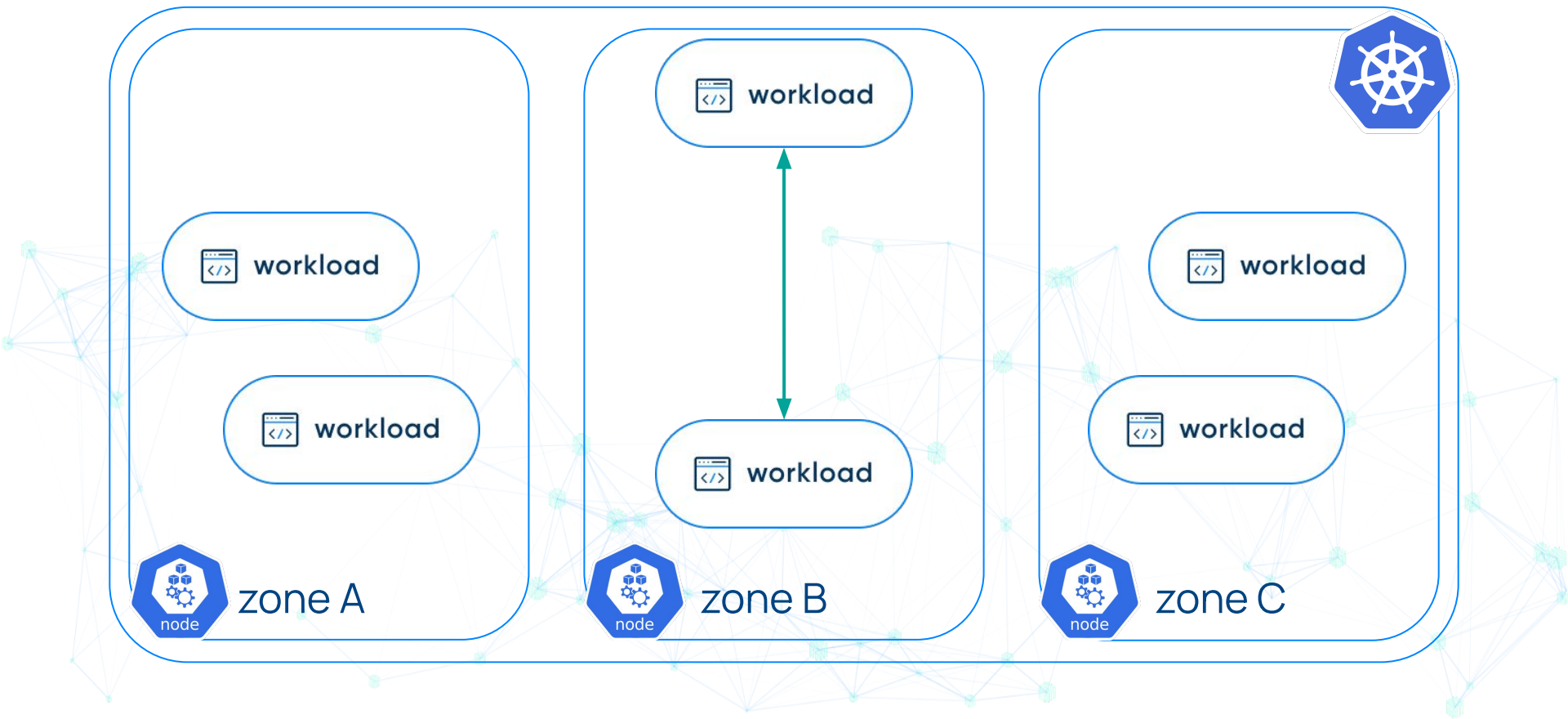
- **Multizone clusters exist to help with a Zone failing**
 - This is **not common**
 - On the other hand, it's also hard to fix and slow to recover from
- **Multizone clusters get expensive**
 - Traffic across zones costs money because bandwidth between zones is more limited



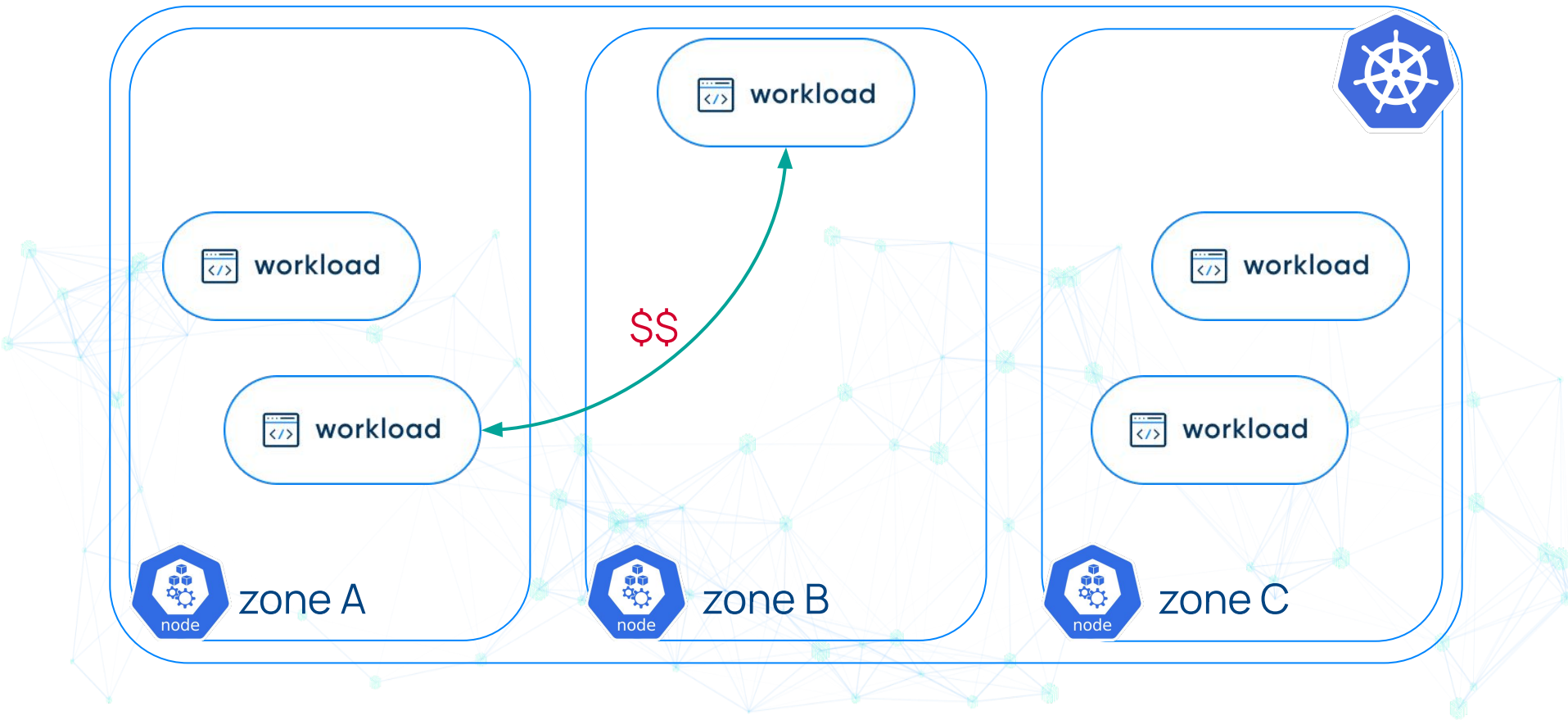
Multi-Zone Cluster



Multi-Zone Cluster



Multi-Zone Cluster



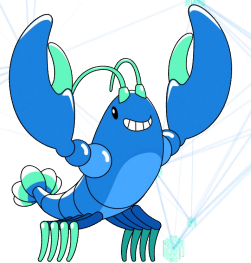
HAZL: High Availability Zonal Loadbalancer

HAZL does what that last slide shows.

- Keep traffic in-zone if possible
- Allow traffic to go out-of-zone if needed



Demo Architecture



Faces (<http://github.com/BuoyantIO/faces-demo>)

Stop Hide Show Pods User: unknown

😞	😞	😞	😞
😄	😡&\$!#%	😄	😄
😞	😞	😡&\$!#%	😄
😄	😄	😄	😞

- 😄 Success!
- 😞 Face service error
- 😴 Timeout
- 🤯 Service overwhelm
- 😄 Color service error
- 🔵 Smiley service error
- ⬜ Slow service



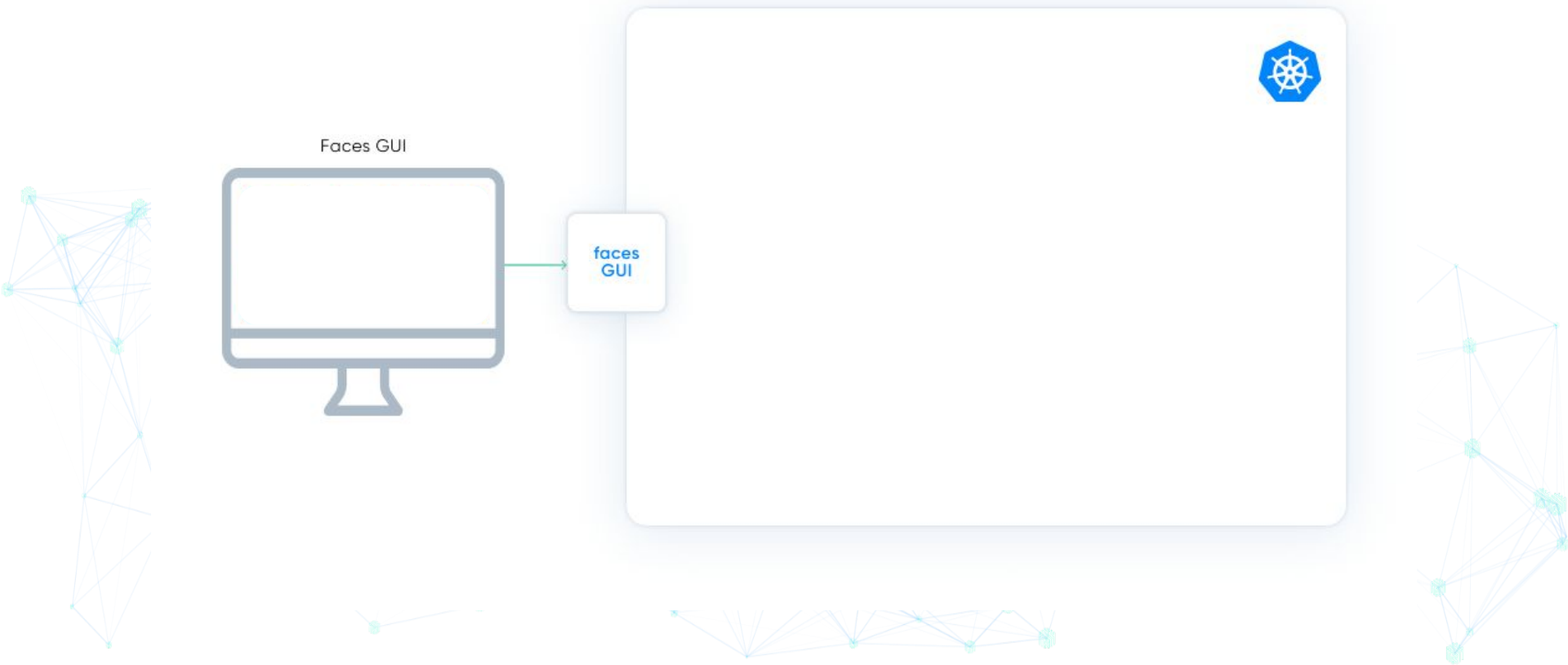
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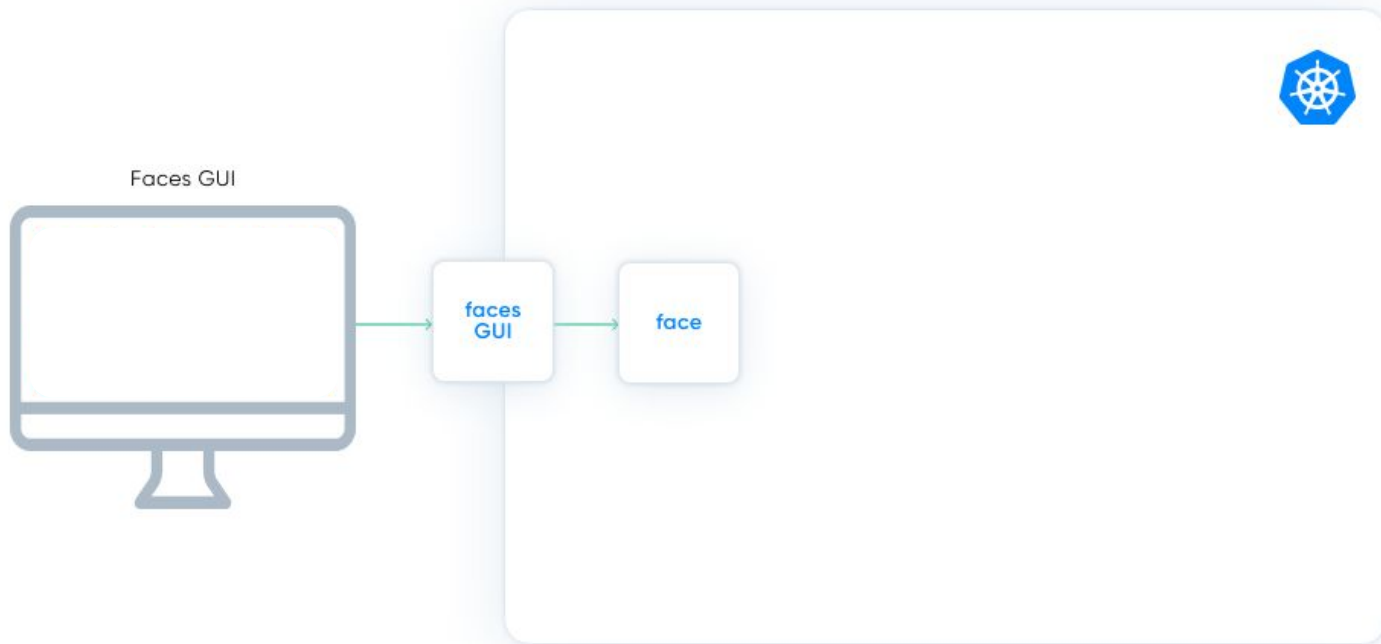
Faces GUI



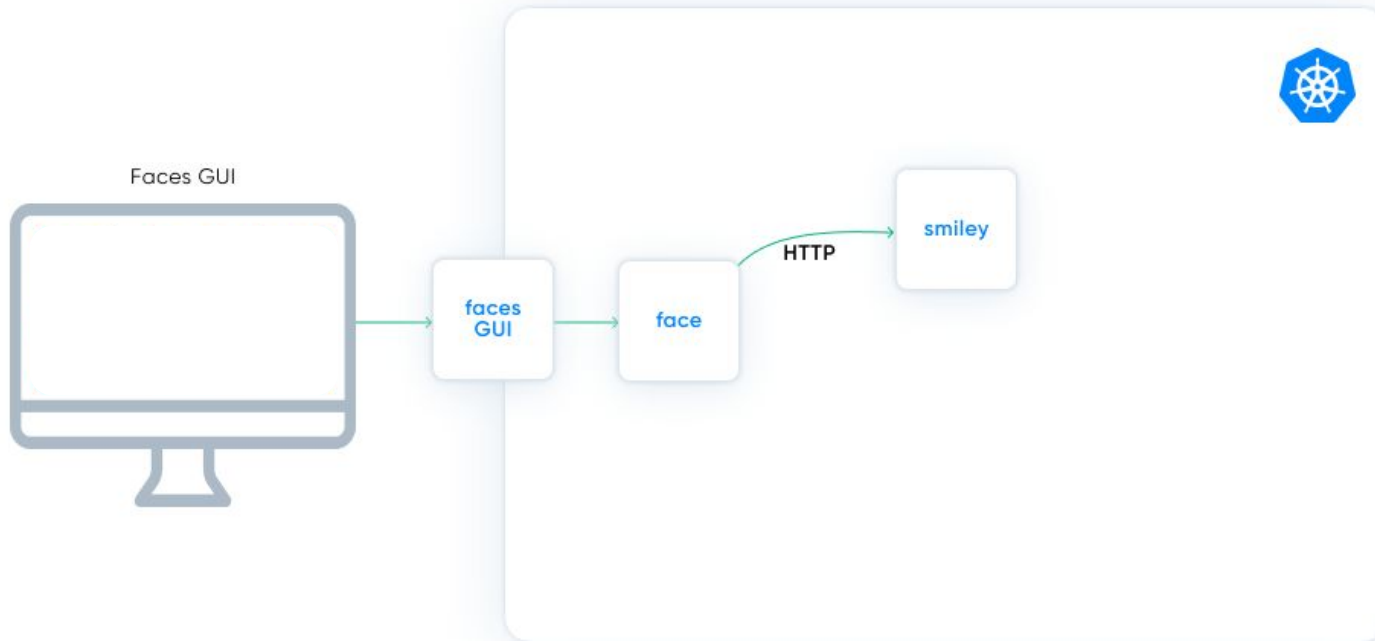
Faces (<http://github.com/BuoyantIO/faces-demo>)



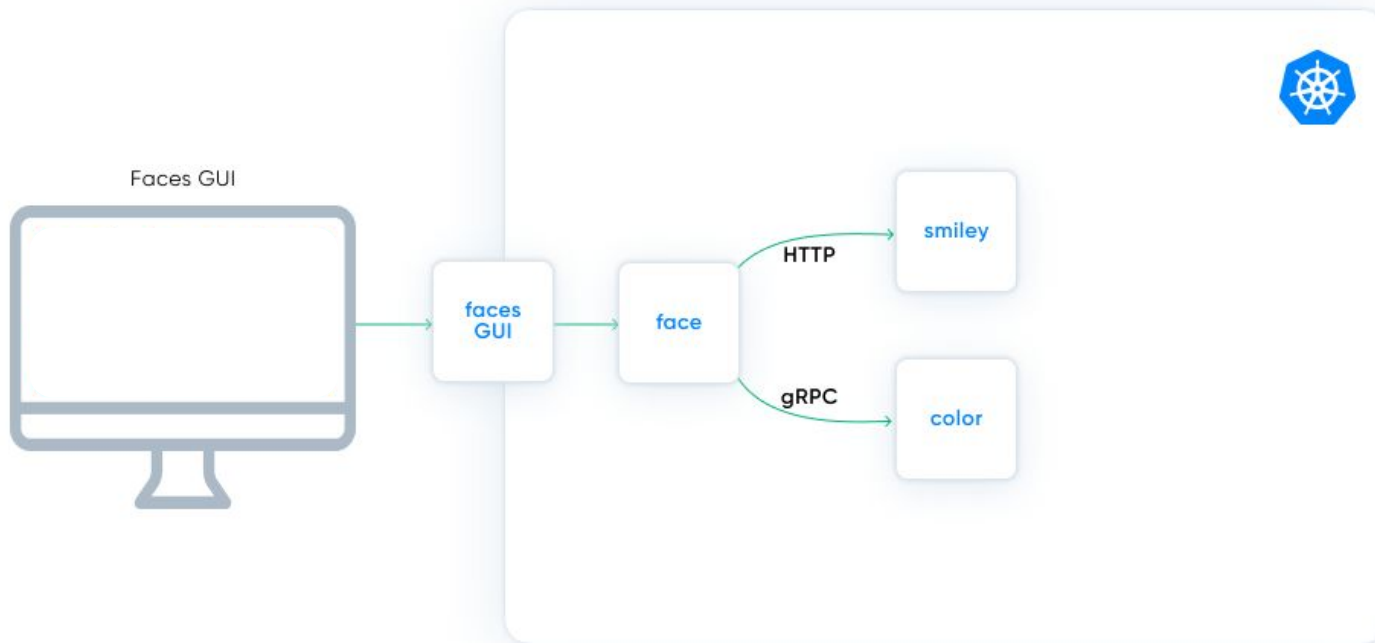
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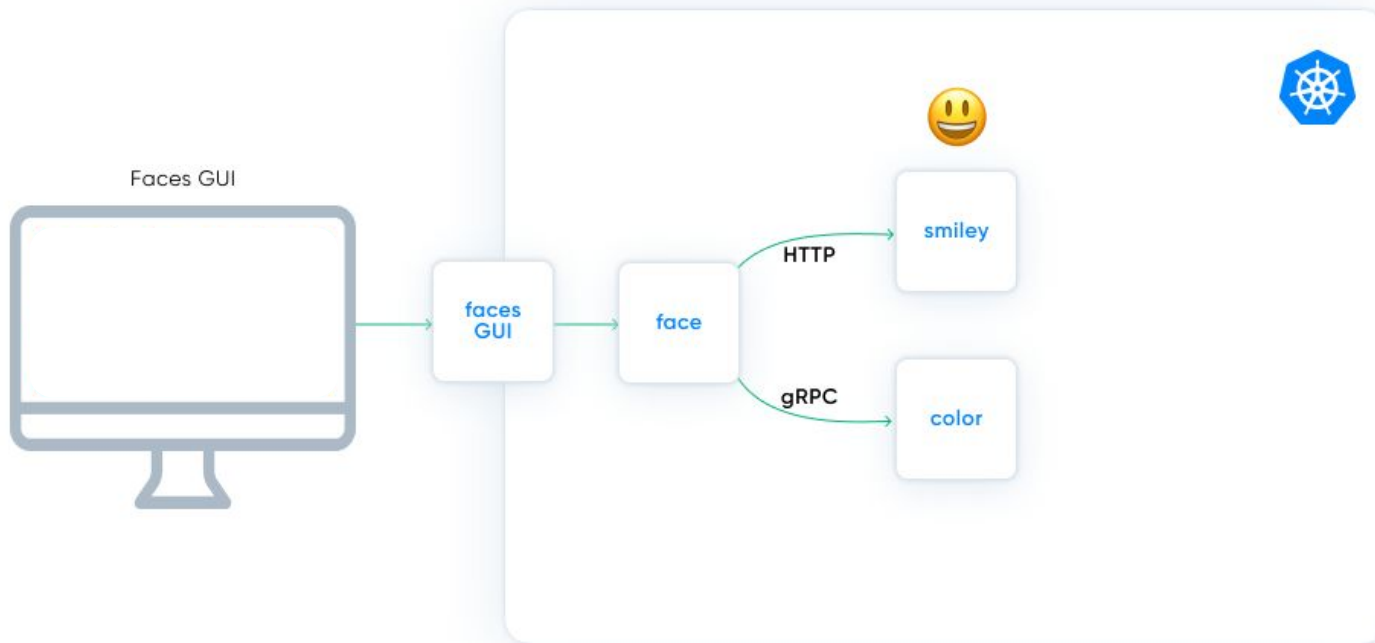
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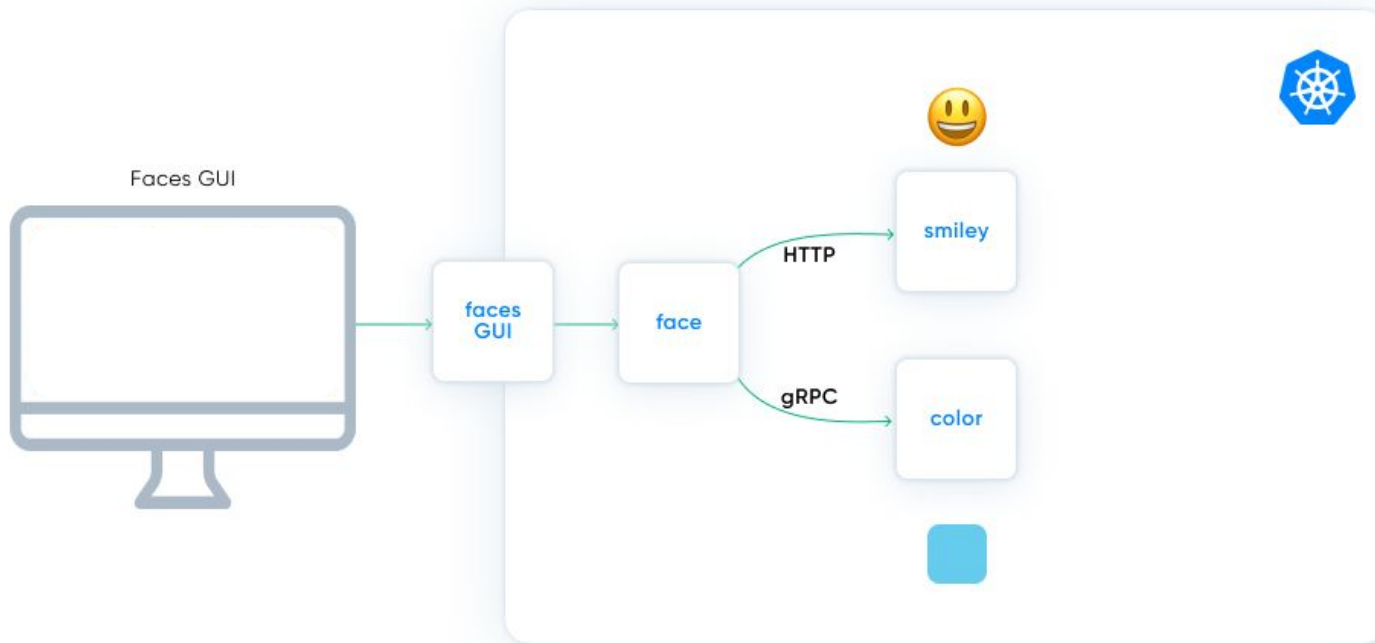
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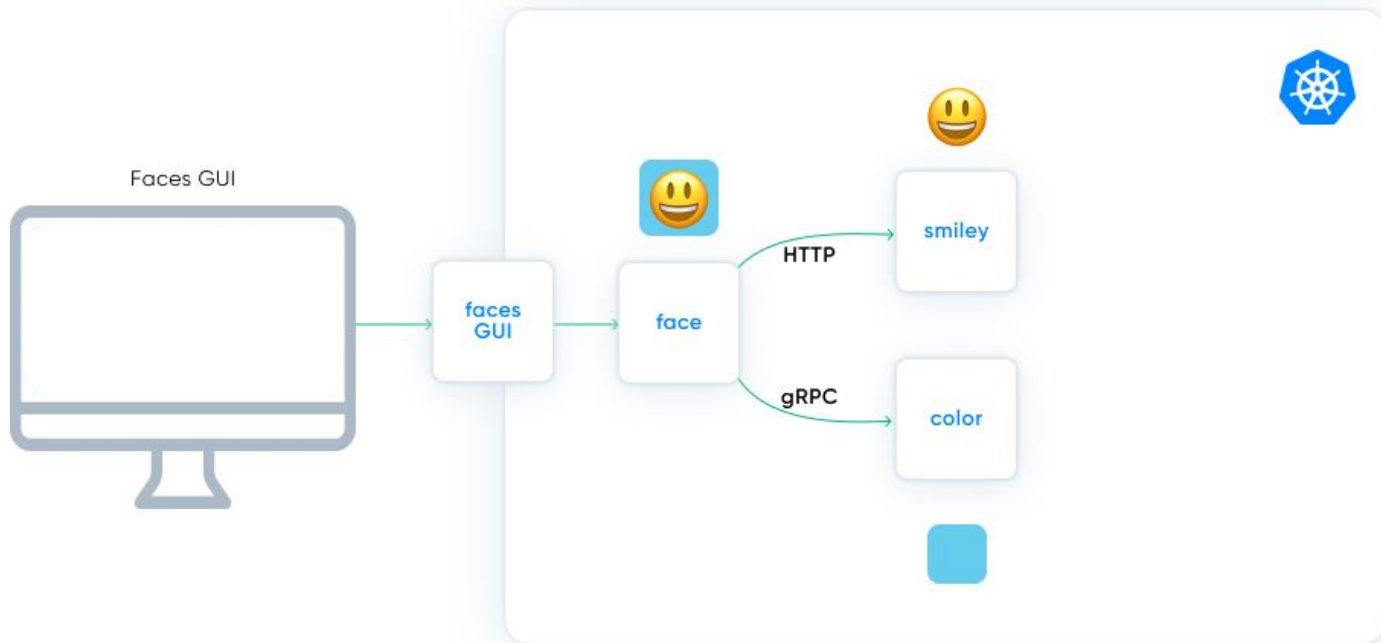
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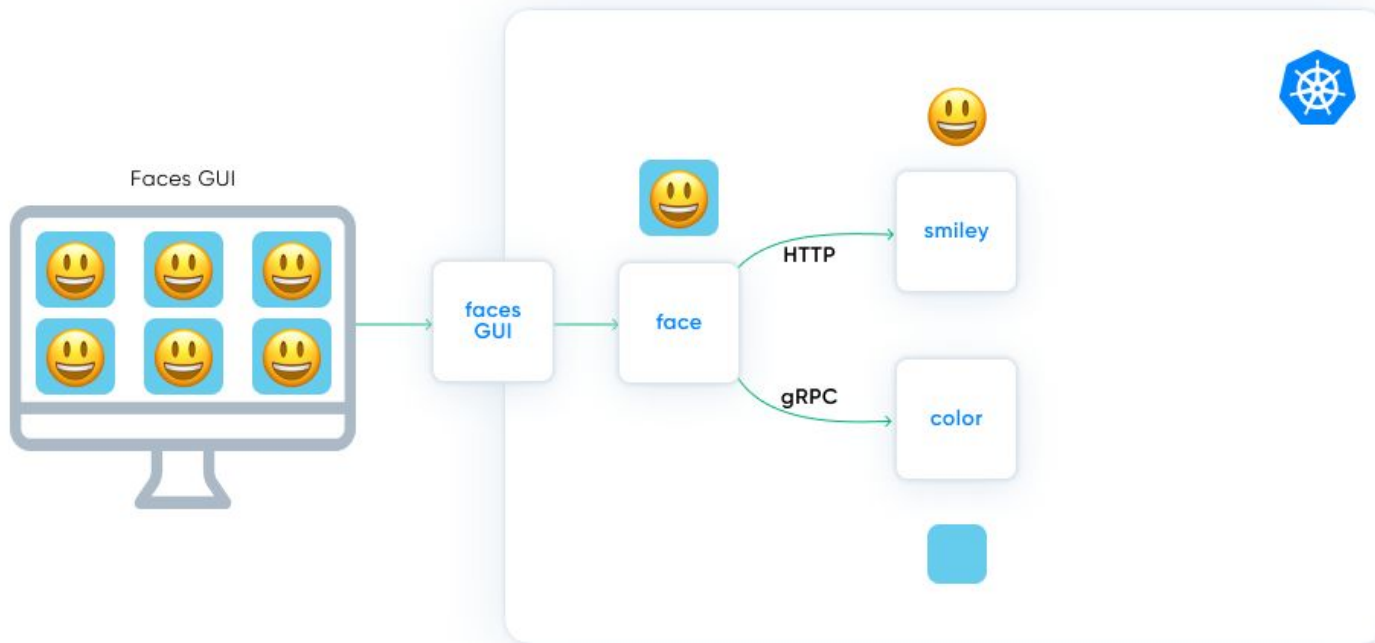
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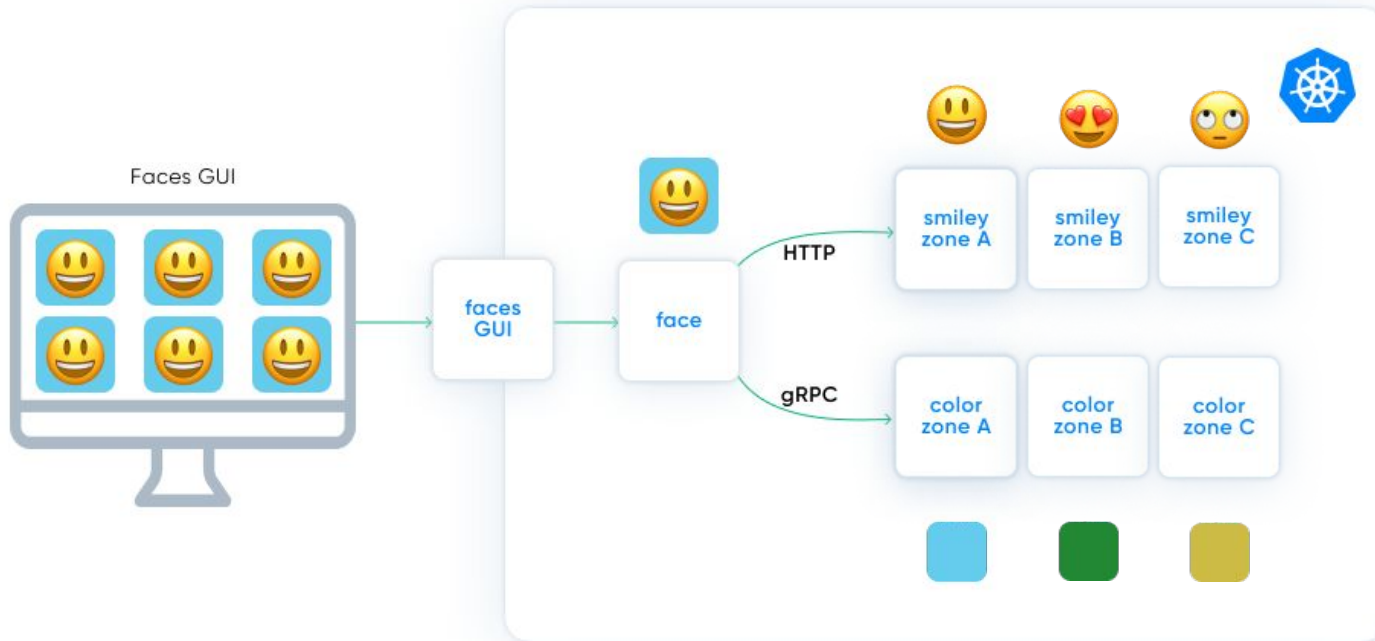
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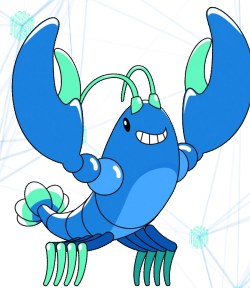
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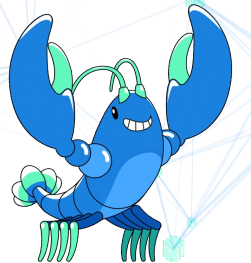
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DEMO



Gotchas



Gotchas

- Routing happens **where the request is made**
 - This means that HAZL affects *outbound* traffic, not inbound traffic
 - Think of it like retries or circuit breaking
- Don't forget that you configure HAZL with *per-endpoint* numbers!
 - ...even though the metrics report scaled numbers
- You can't currently configure HAZL per target: the HAZL load bands affect outbound traffic from a given pod.
 - This is a roadmap item.

<https://docs.buoyant.io/buoyant-enterprise-linkerd/latest/reference/hazl/>

Tell us how we can improve!

Your feedback matters!

(We promise it won't take more than a few minutes, and it will help us tremendously – thank you! 😊)



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- Full L7 application observability
- Built for the enterprise

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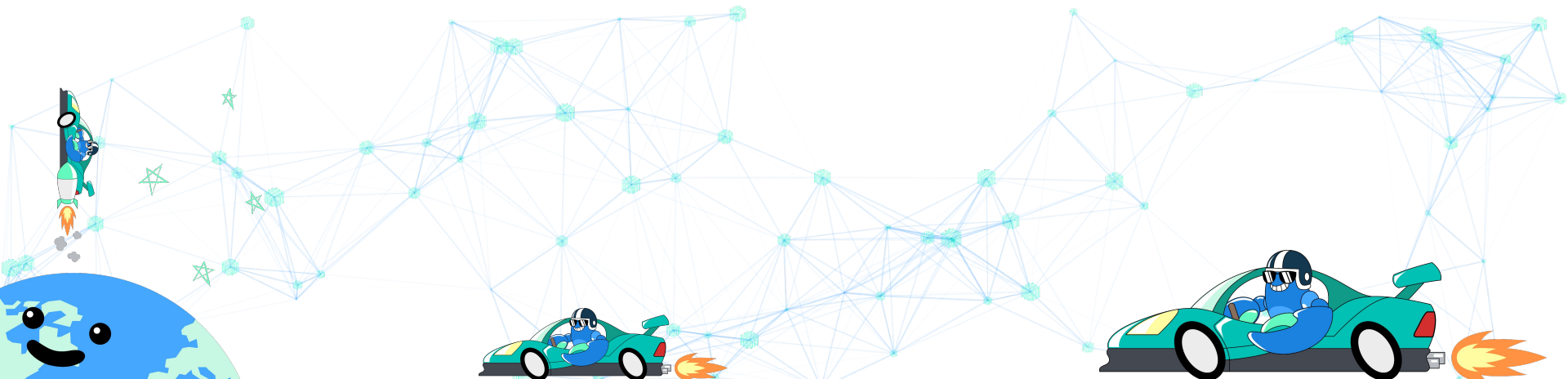


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Kyverno 101... with Linkerd!



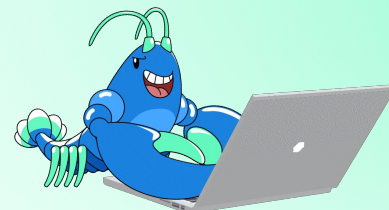
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Courtney Nickerson
Head of Community, Nirmata



Flynn
Linkerd Evangelist

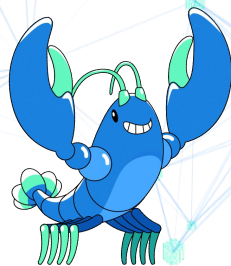


Thursday, September 18, 2025



9 am PT | 12 pm ET | 6 pm CET

Q&A



Thanks much!



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