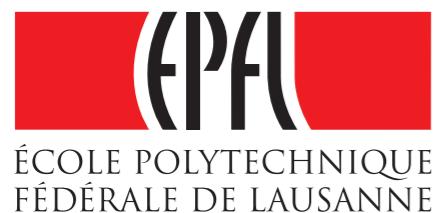


Failure Sketches: A Better Way to Debug

Baris Kasikci, Cristiano Pereira, Gilles Pokam,
Benjamin Schubert, Madan Musuvathi, George Candea

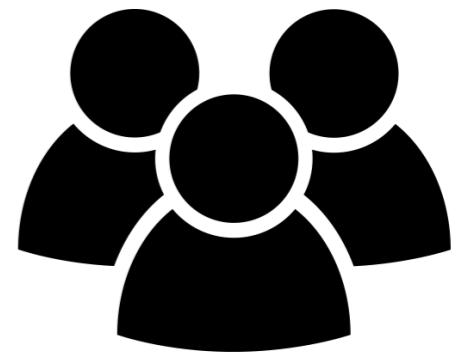


Failure and Root Cause

- Failure
 - Violation of a program specification
 - Memory errors, hangs, etc
- Root cause
 - “The real reason” behind the failure
 - When removed from the program, the failure does not recur

Debugging In-Production Software Failures Today

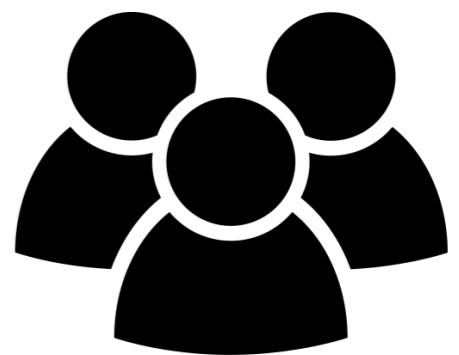
Debugging In-Production Software Failures Today



Debugging In-Production Software Failures Today

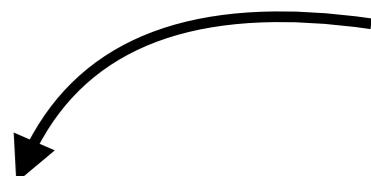


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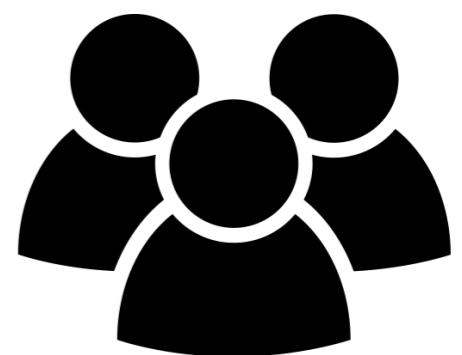


Debugging In-Production Software Failures Today

Understand
root cause



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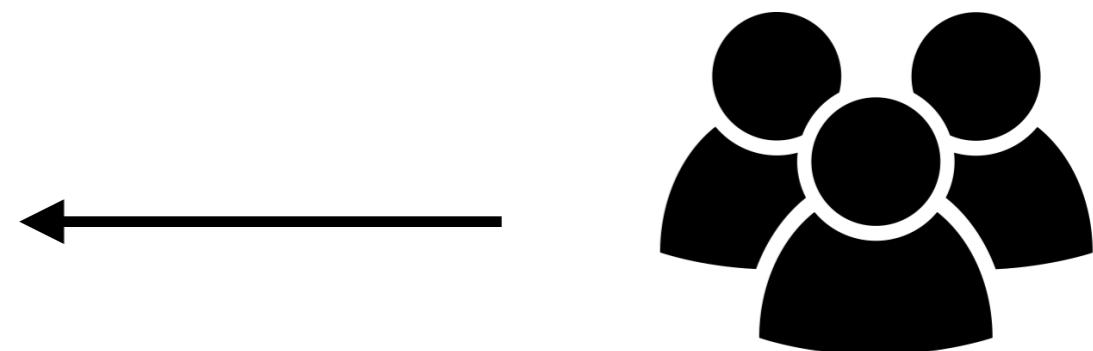
Debugging In-Production Software Failures Today

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Reproduce
the problem

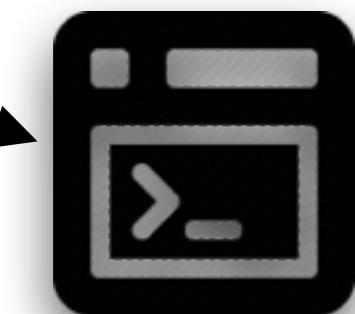


Debugging In-Production Software Failures Today

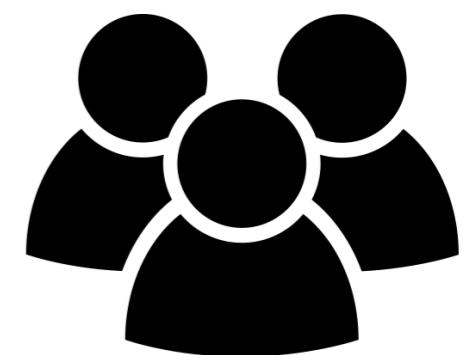
Understand
root cause



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Reproduce
the problem



Tackling the Debugging Challenge

- Record/replay
- Special runtime support¹
 - VM checkpointing
- Custom hardware²
 - Not widely available

¹ J. Tucek et al., Triage: Diagnosing Production Run Failures at the User's Site, SOSP 2007

² G. Pokam et al., QuickRec: prototyping an intel architecture extension for record and replay of multithreaded programs, ISCA 2013

Tackling the Debugging Challenge

- Record/replay
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 - VM checkpointing
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**Existing tools don't help debugging
in-production failures³**

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³ C. Sadowski et al. ,How developers use data race detection tools, Workshop on Evaluation and Usability of Programming Languages and Tools 2014

Debugging In-Production Software Failures Today

Understand
root cause

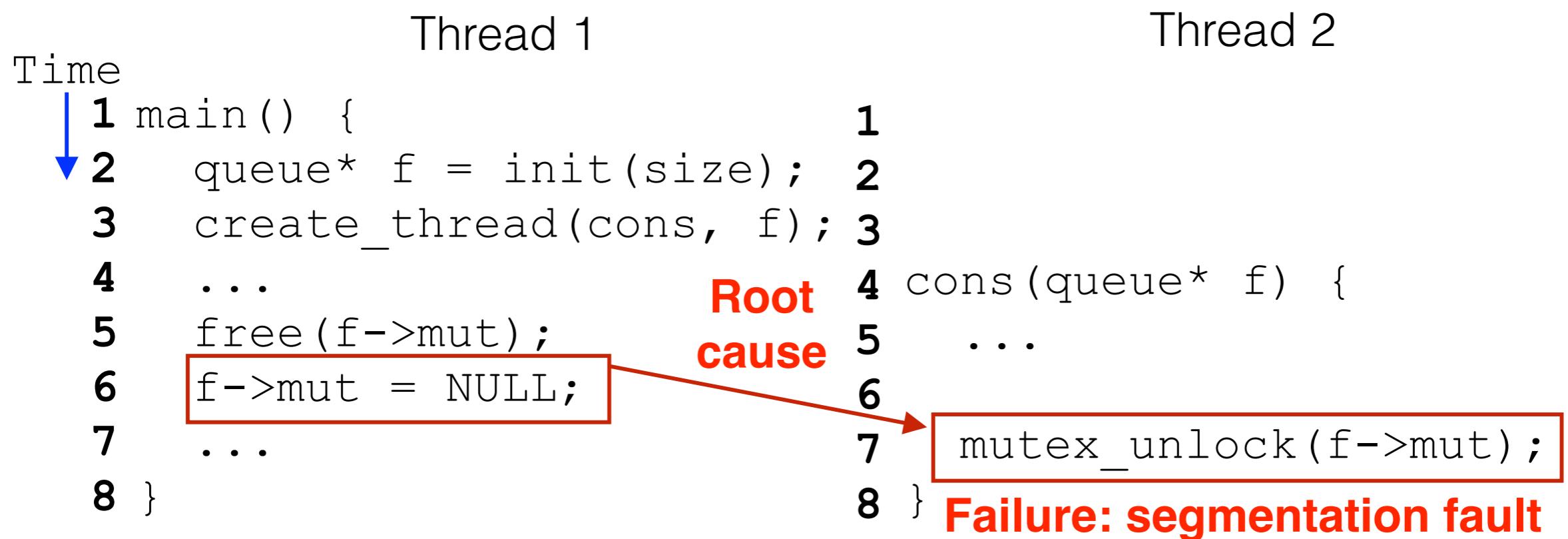


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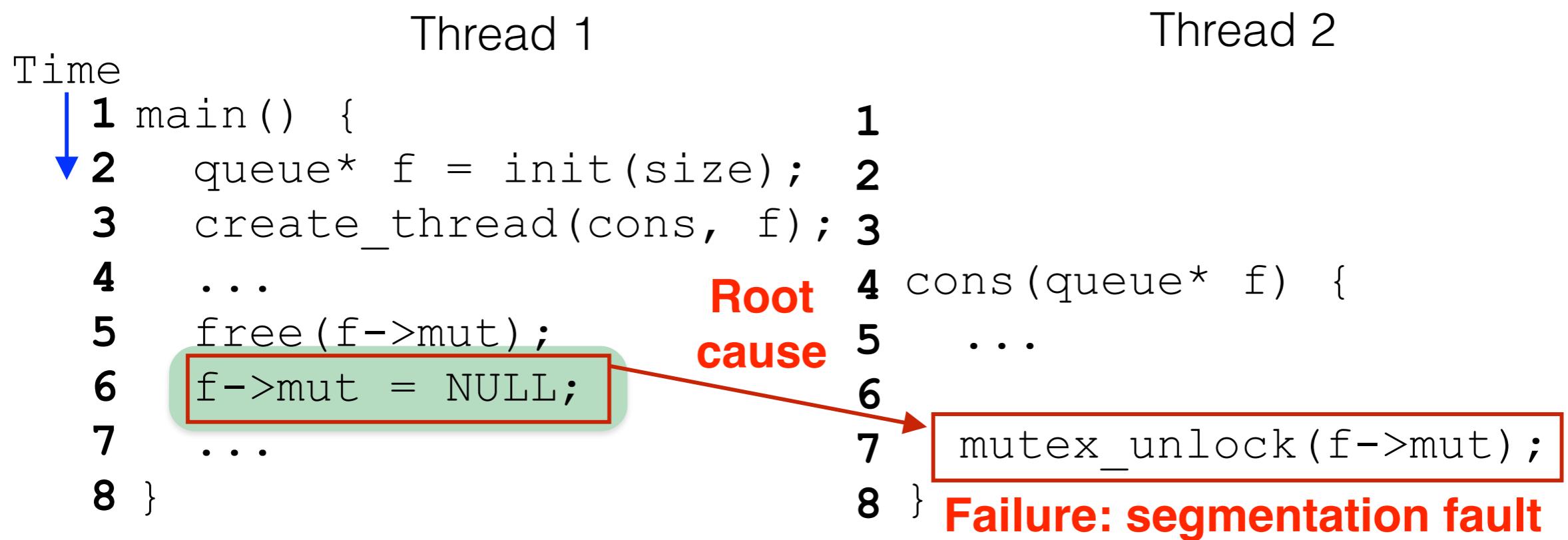
Reproduce
the problem



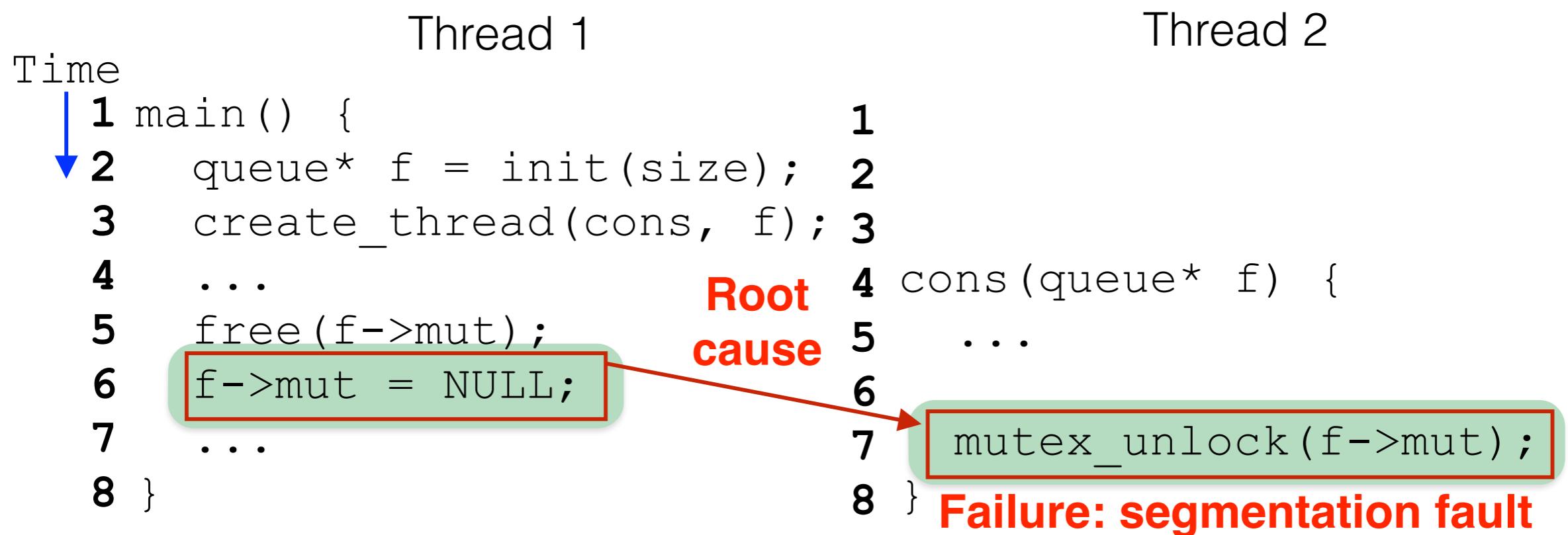
Failure Sketch



Failure Sketch



Failure Sketch



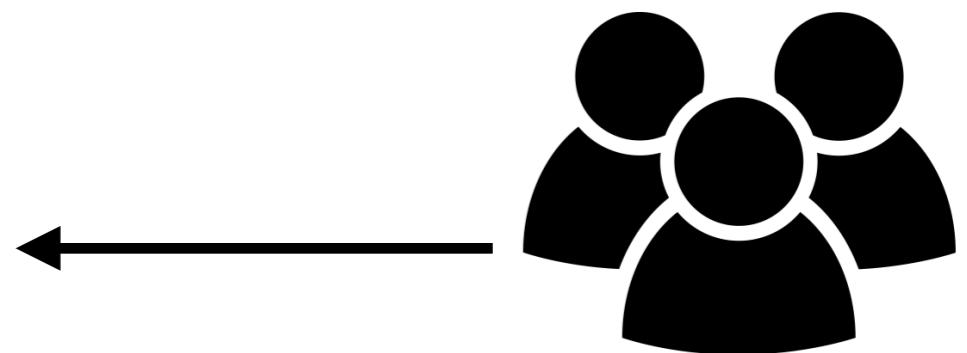
Failure Sketch Use Case

Understand
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Reproduce
the problem



Failure Sketch Use Case

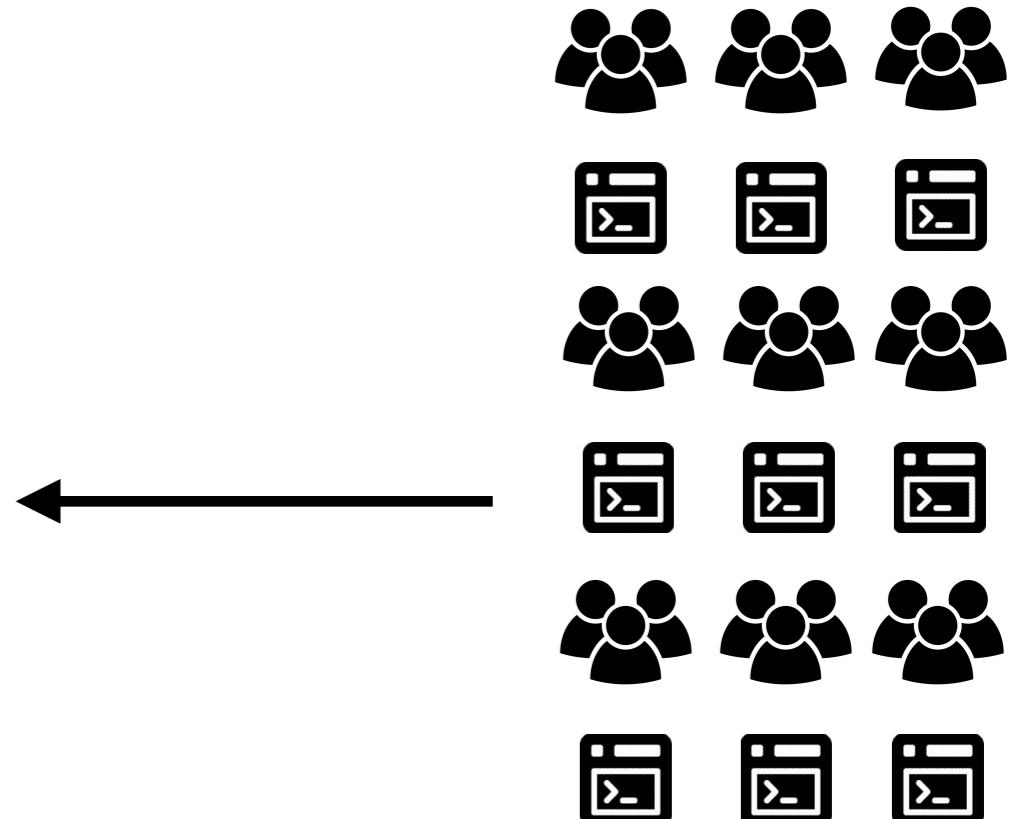
Understand
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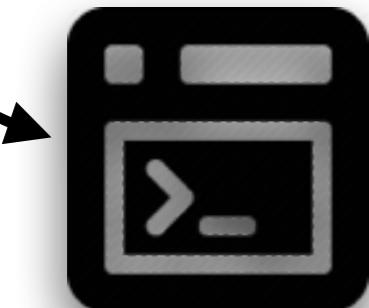


Reproduce
the problem



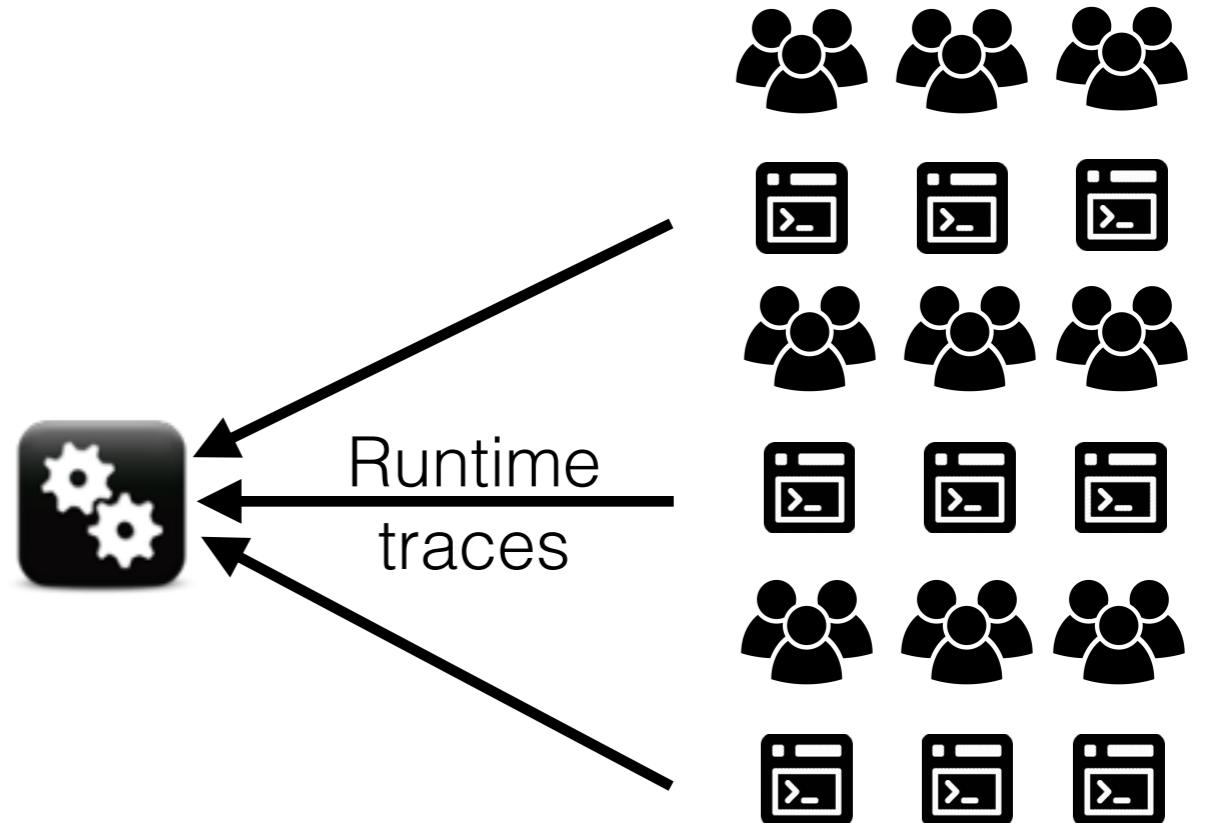
Failure Sketch Use Case

Understand
root cause



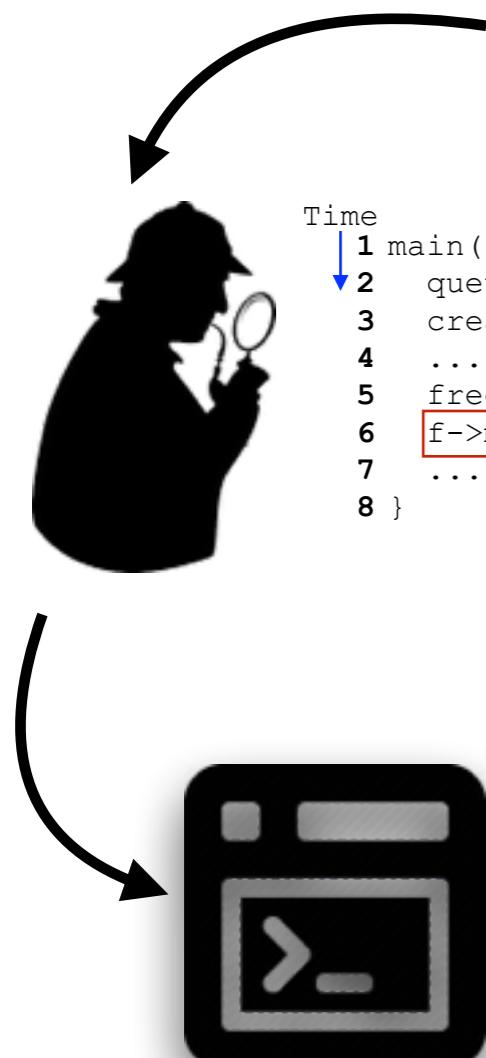
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Failure Sketch Use Case

Understand
root cause

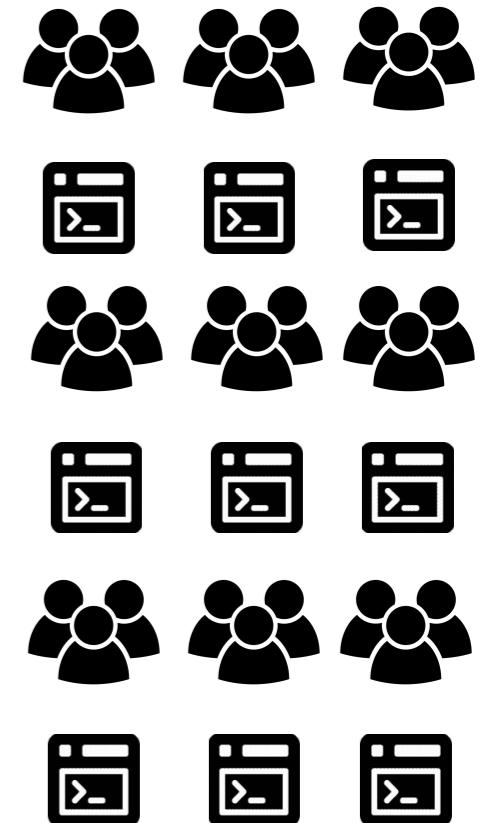


Time

| | |
|---------------------------|--|
| Thread 1 | Thread 2 |
| 1 main() { | 1 |
| 2 queue* f = init(size); | 2 |
| 3 create_thread(cons, f); | 3 |
| 4 ... | 4 |
| 5 free(f->mut); | 5 ... |
| 6 f->mut = NULL; | 6 |
| 7 ... | 7 } mutex_unlock(f->mut); |
| 8 } | 8 } Failure: segmentation fault |



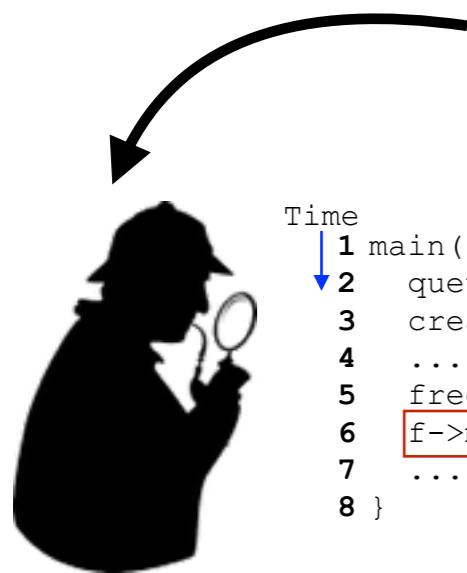
Runtime
traces



Reproduce
the problem

Failure Sketch Use Case

Understand
root cause

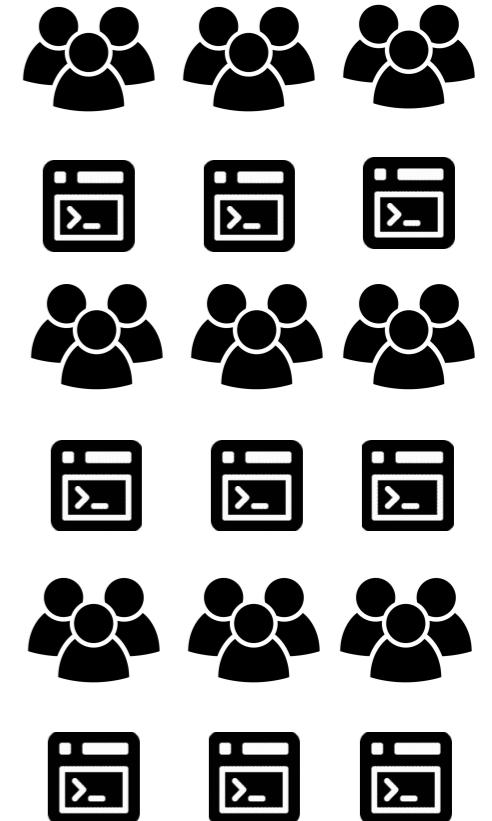


Time

| | |
|---------------------------|--|
| Thread 1 | Thread 2 |
| 1 main() { | 1 |
| 2 queue* f = init(size); | 2 |
| 3 create_thread(cons, f); | 3 |
| 4 ... | 4 cons(queue* f) { |
| 5 free(f->mut); | 5 ... |
| 6 f->mut = NULL; | 6 } |
| 7 ... | 7 mutex_unlock(f->mut); |
| 8 } | 8 } Failure: segmentation fault |



Runtime
traces



Failure Sketch Use Case

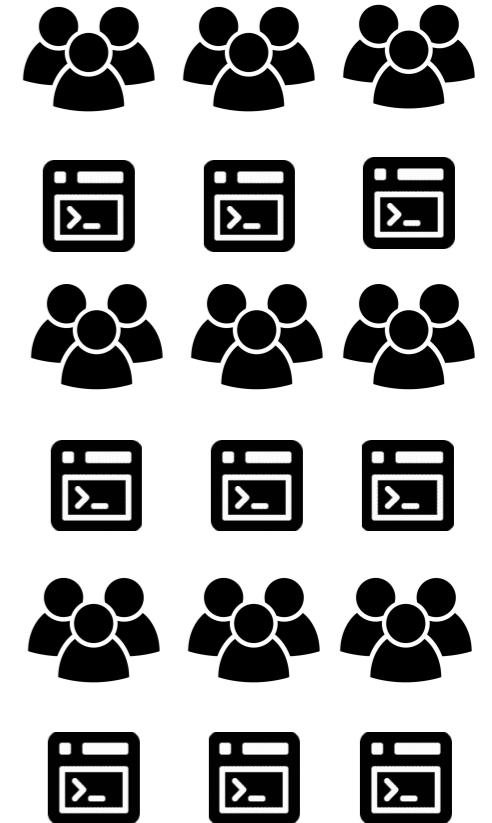


Time ↓

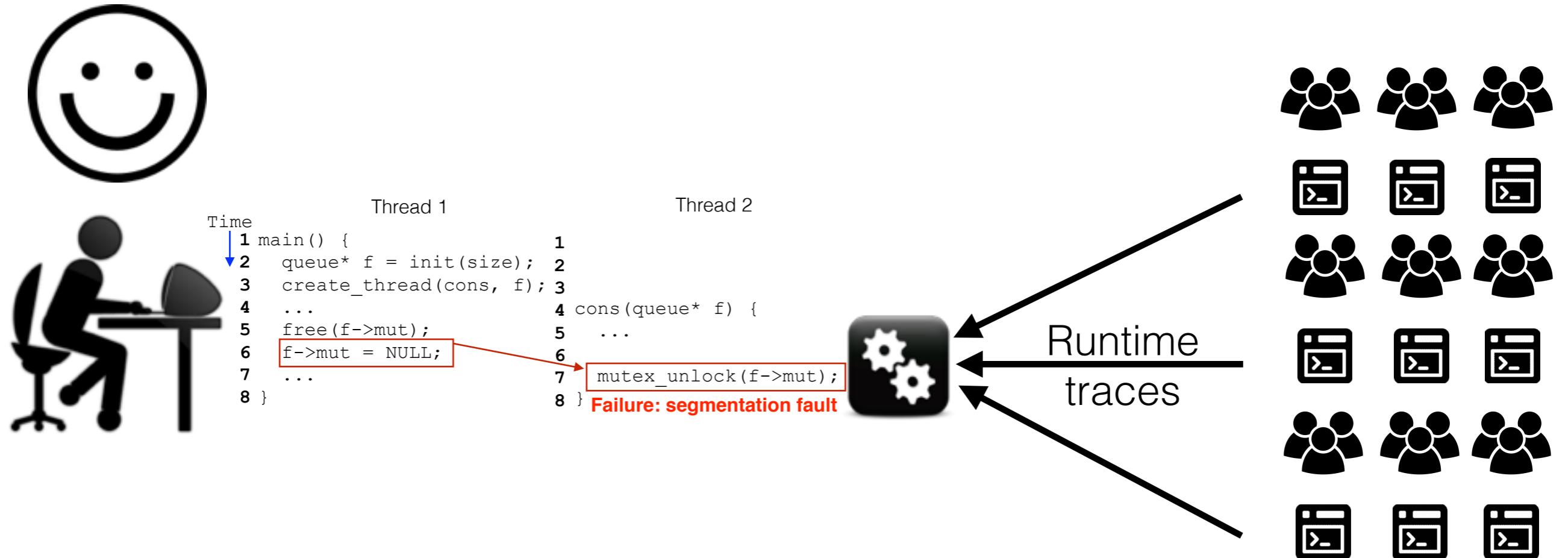
| | |
|---------------------------|--|
| Thread 1 | Thread 2 |
| 1 main() { | 1 |
| 2 queue* f = init(size); | 2 |
| 3 create_thread(cons, f); | 3 |
| 4 ... | 4 cons(queue* f) { |
| 5 free(f->mut); | 5 ... |
| 6 f->mut = NULL; | 6 } |
| 7 ... | 7 mutex_unlock(f->mut); |
| 8 } | 8 } Failure: segmentation fault |



Runtime
traces



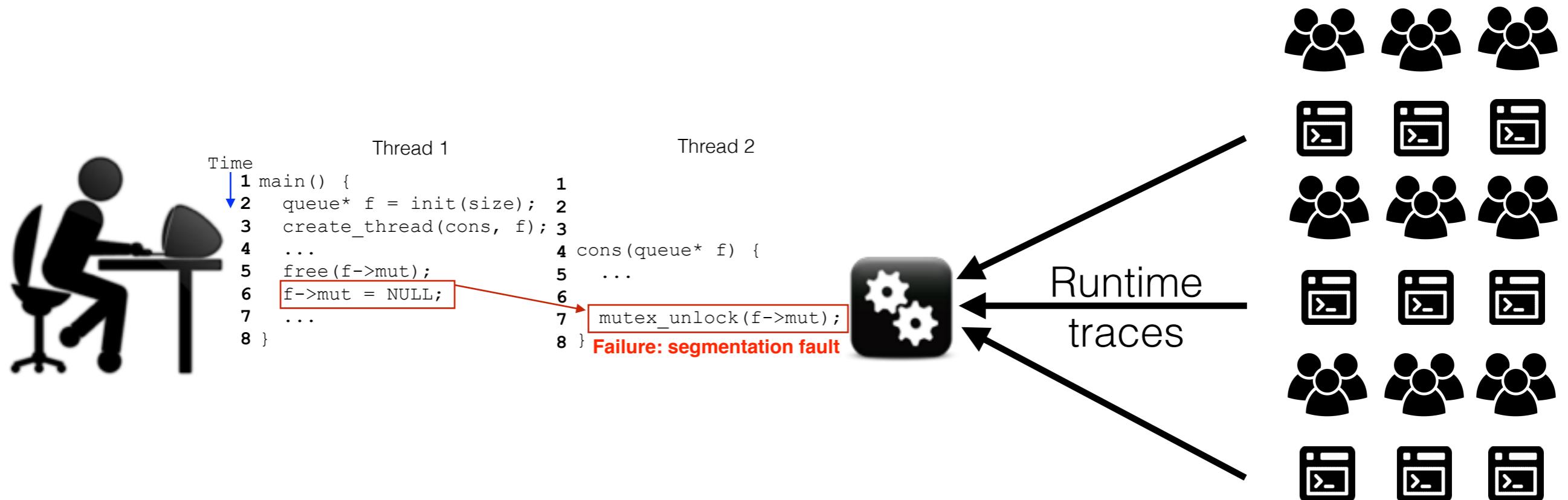
Failure Sketch Use Case



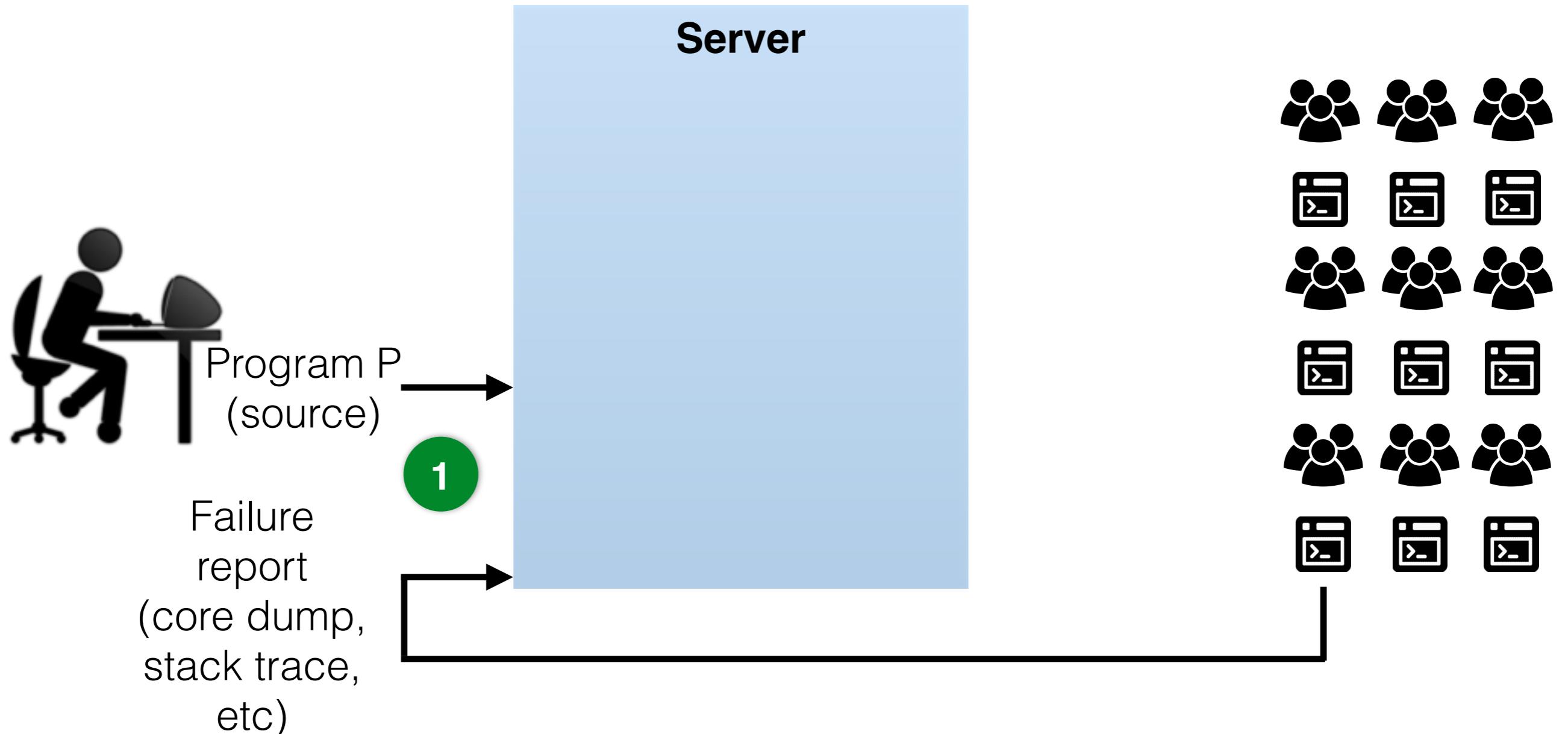
Research Challenges

- Hard-to-reproduce failures
 - Recur only a few times in production
- Accuracy of failure sketches
 - No extraneous elements in the failure sketch
- Latency of failure sketch computation
 - Developers can't wait forever for failure sketches

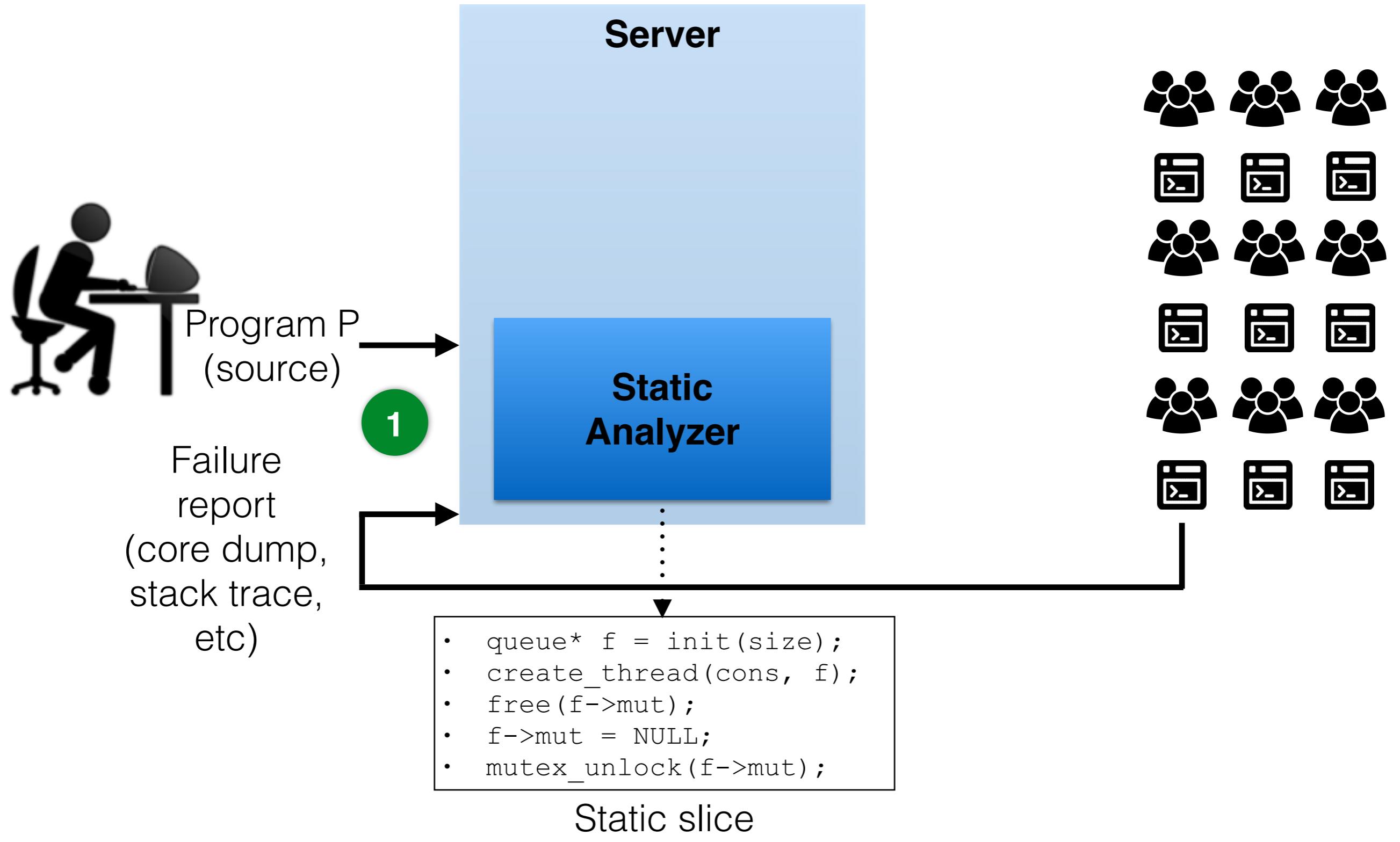
System Architecture



System Architecture

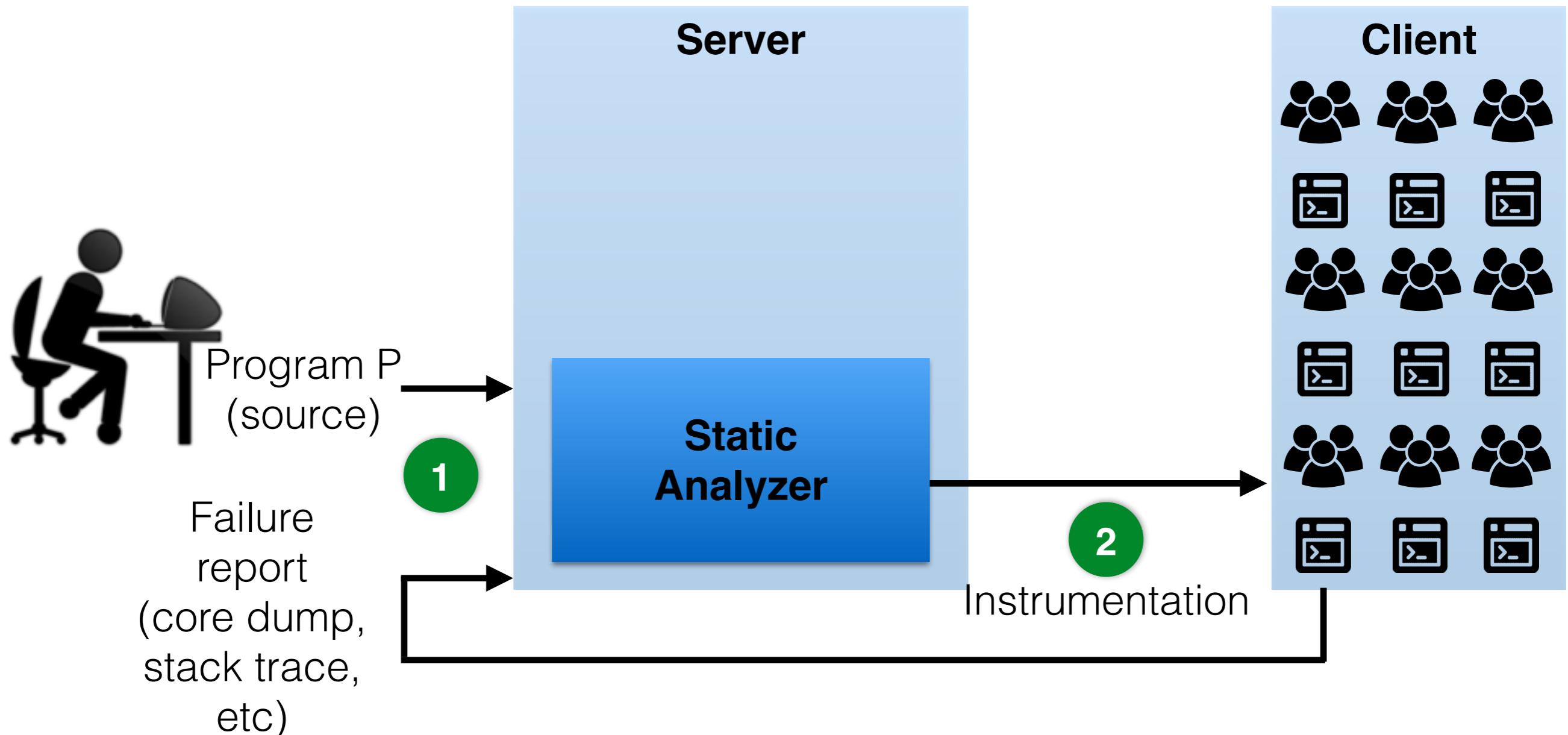


System Architecture



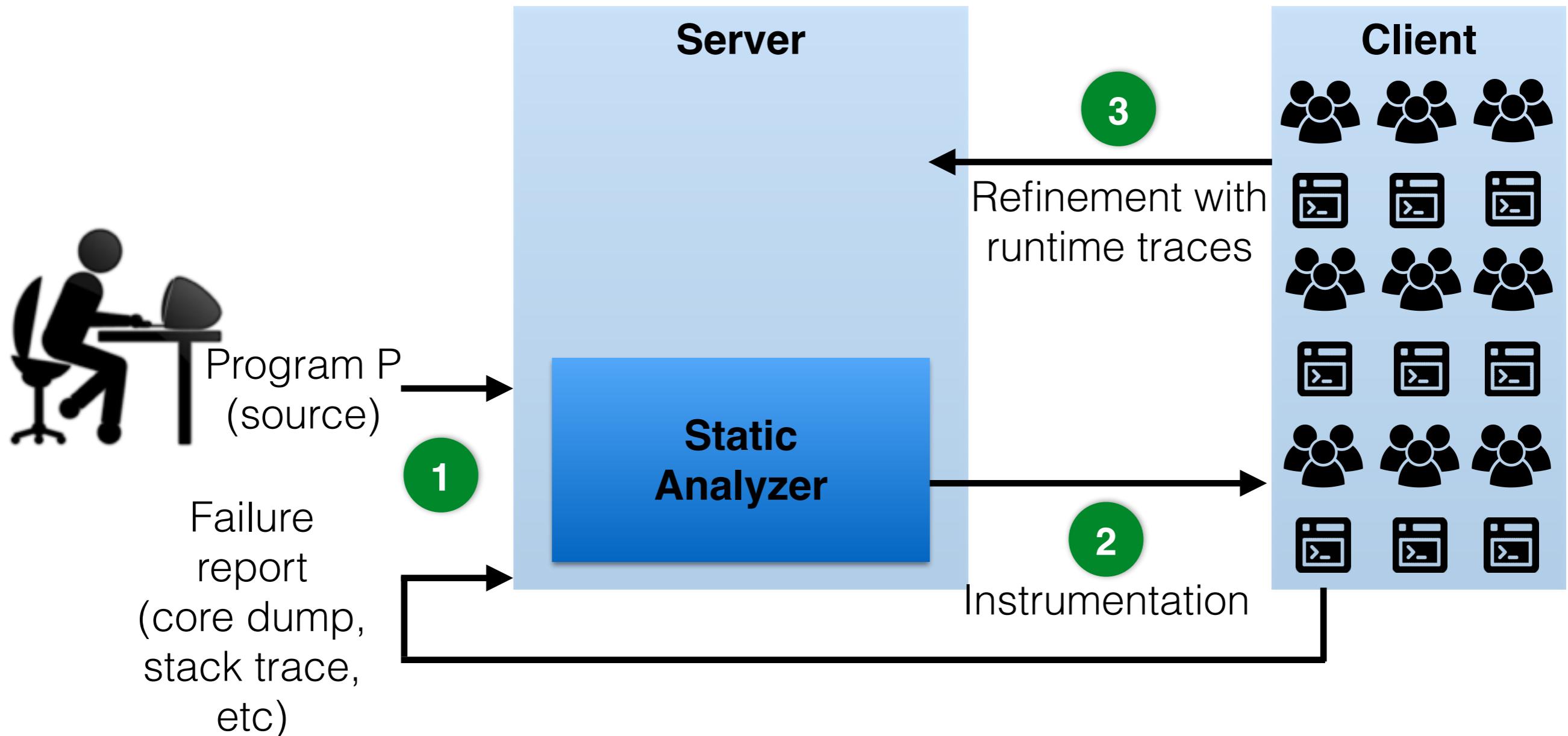
System Architecture

Tracking
control and
data flow



System Architecture

Tracking
control and
data flow



System Architecture

Tracking
control and
data flow

Failure Sketch

Time Thread 1 Thread 2

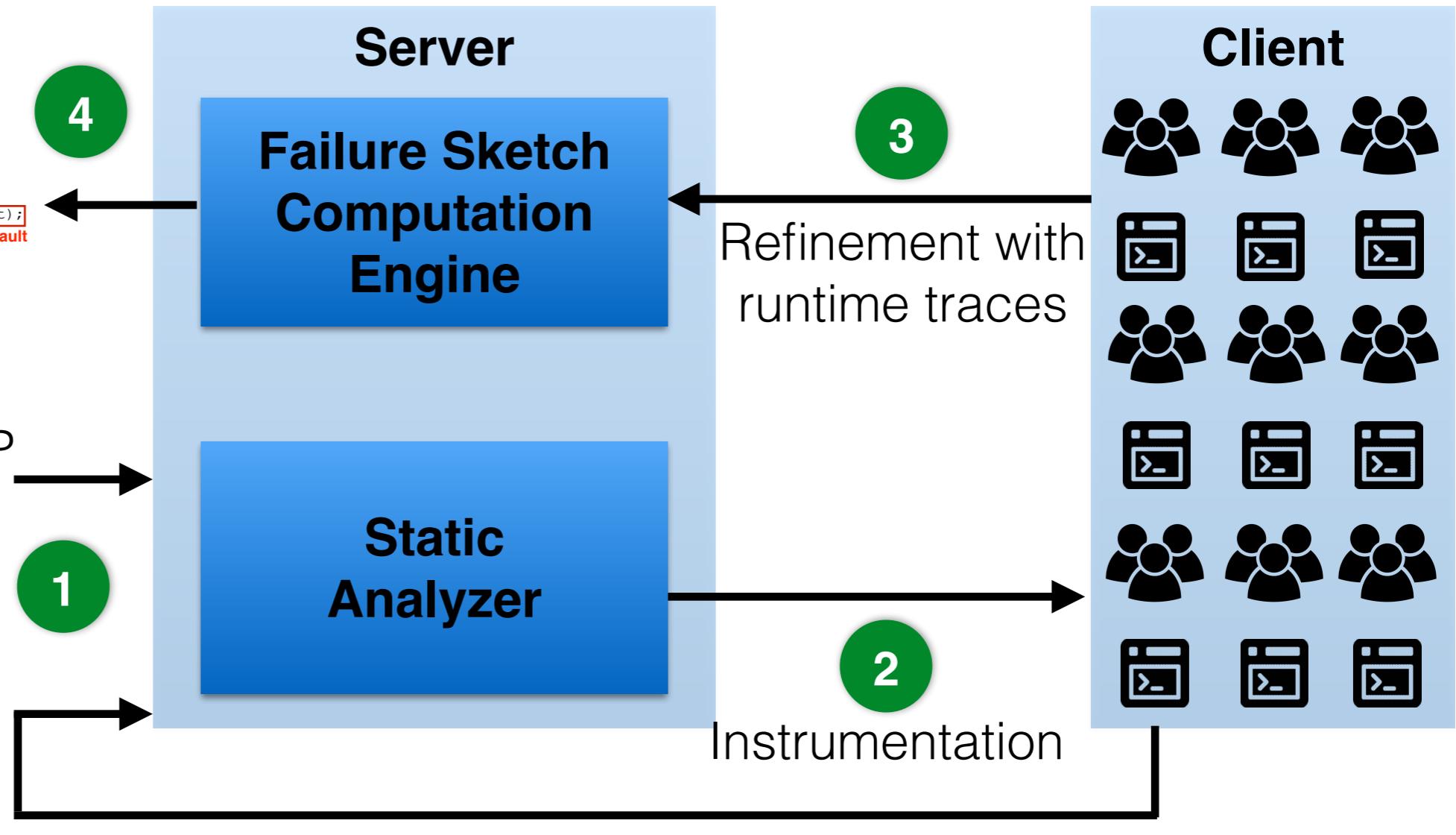
```
1 main() {            1
2   queue* f = init(size);        2
3   create_thread(cons, f);        3
4   ...
5   free(f->mut);
6   f->mut = NULL;
7   ...
8 }
```

Failure: segmentation fault

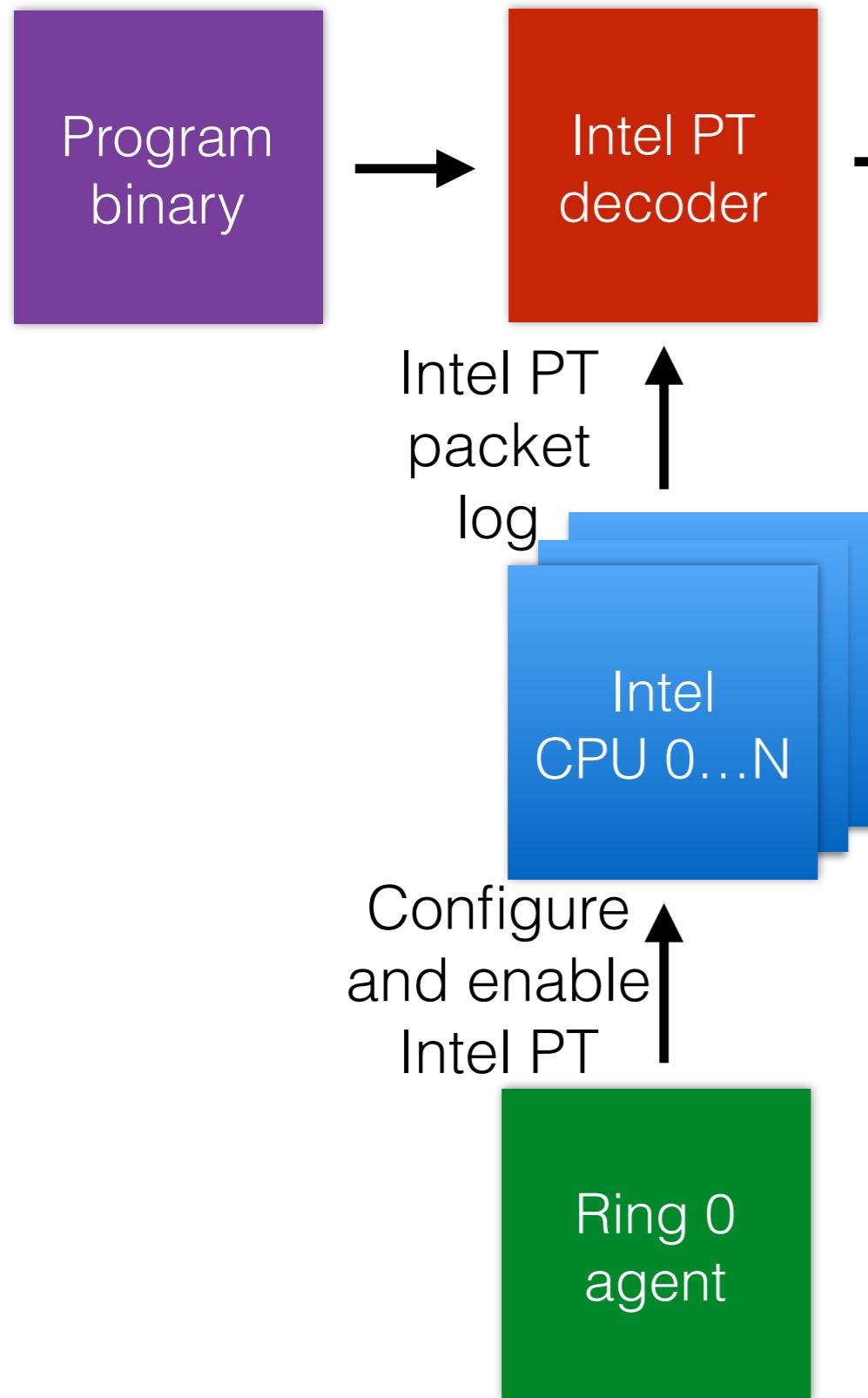


Program P
(source)

Failure report
(core dump,
stack trace,
etc)



Intel Processor Trace (Intel PT)



Control flow information

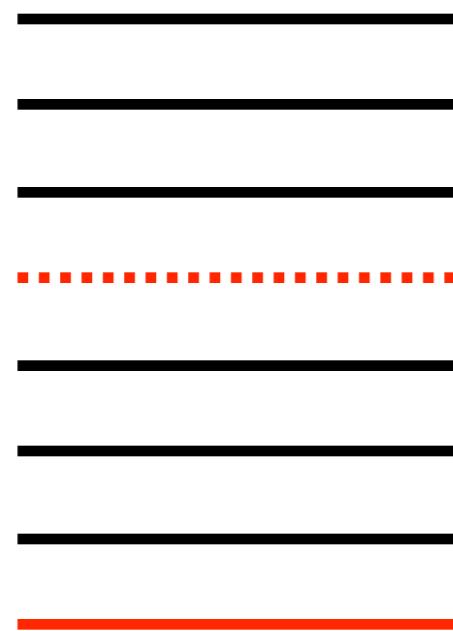
- Compressed trace of branches taken (~1 bit per instruction)
- Low overhead (~40% **full** tracing overhead)

Tracking Control Flow Using Intel PT

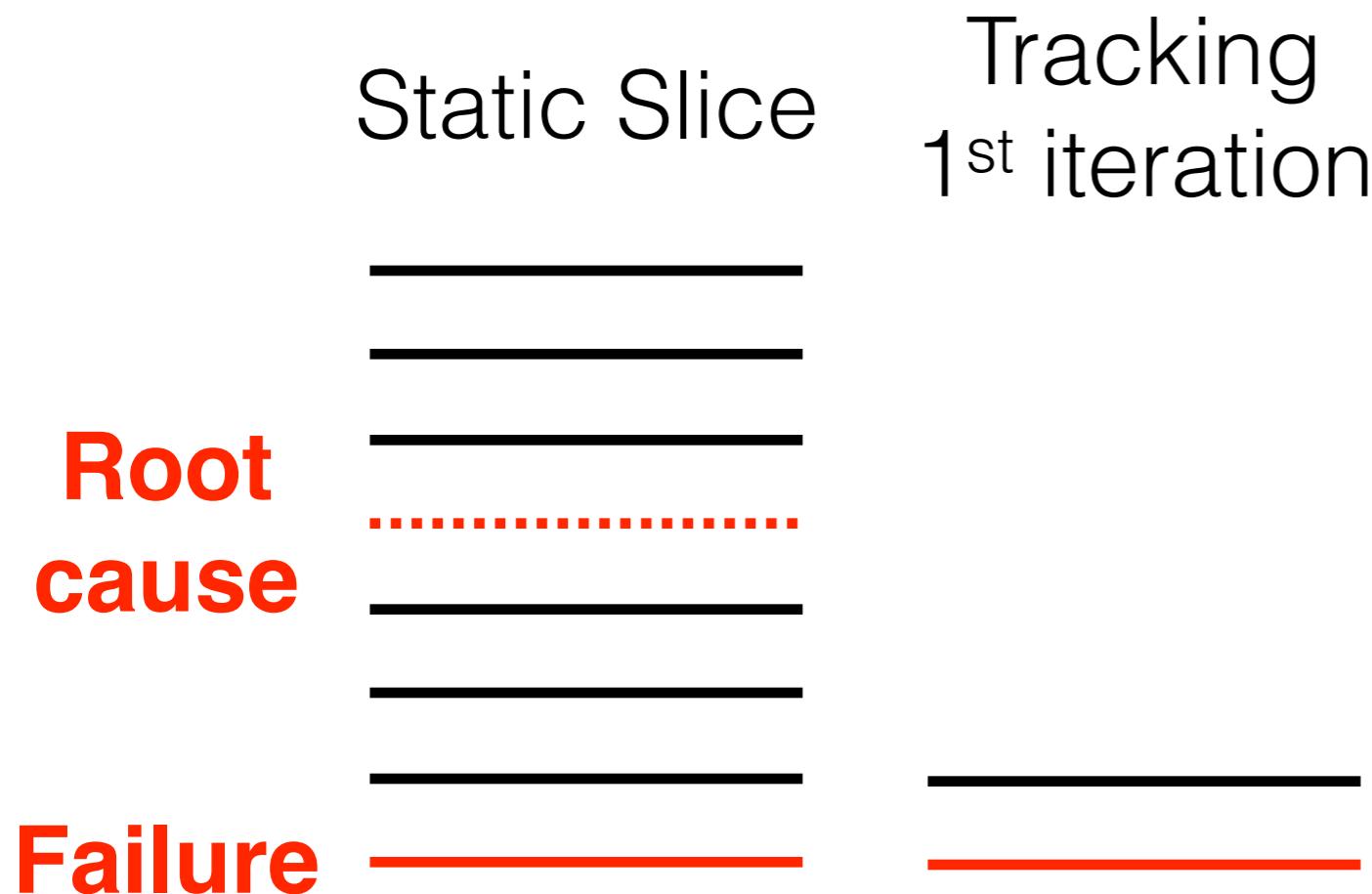
Tracking Control Flow Using Intel PT

Static Slice

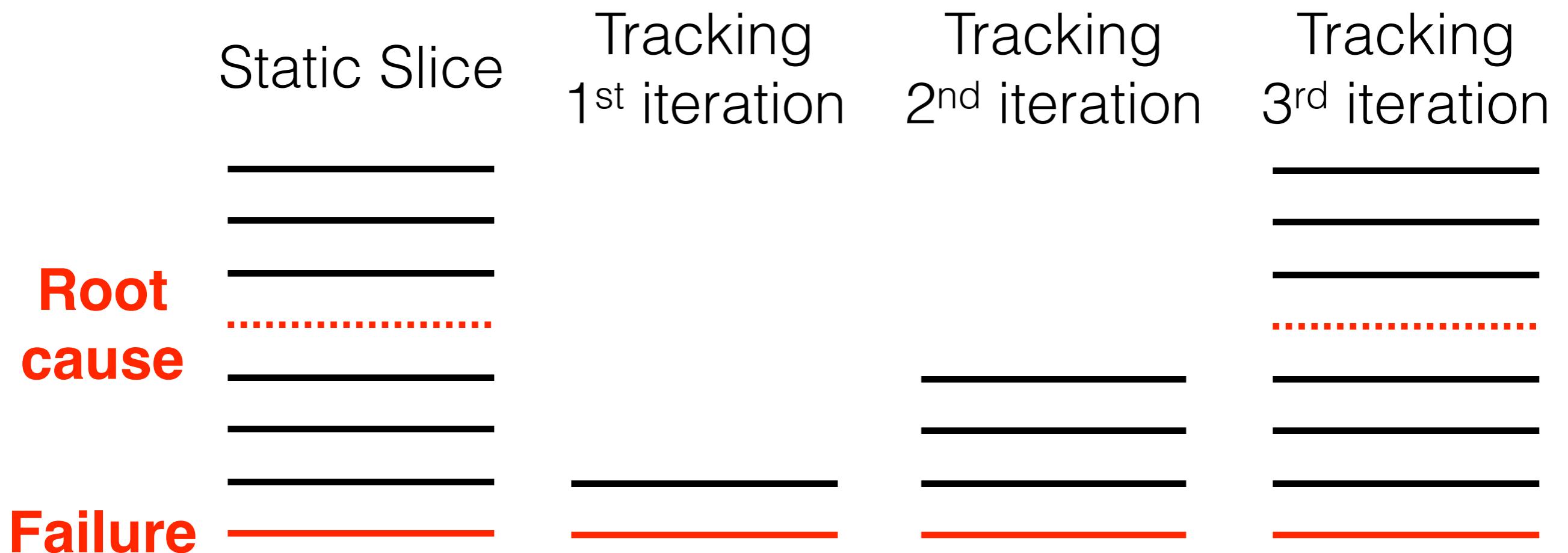
**Root
cause**



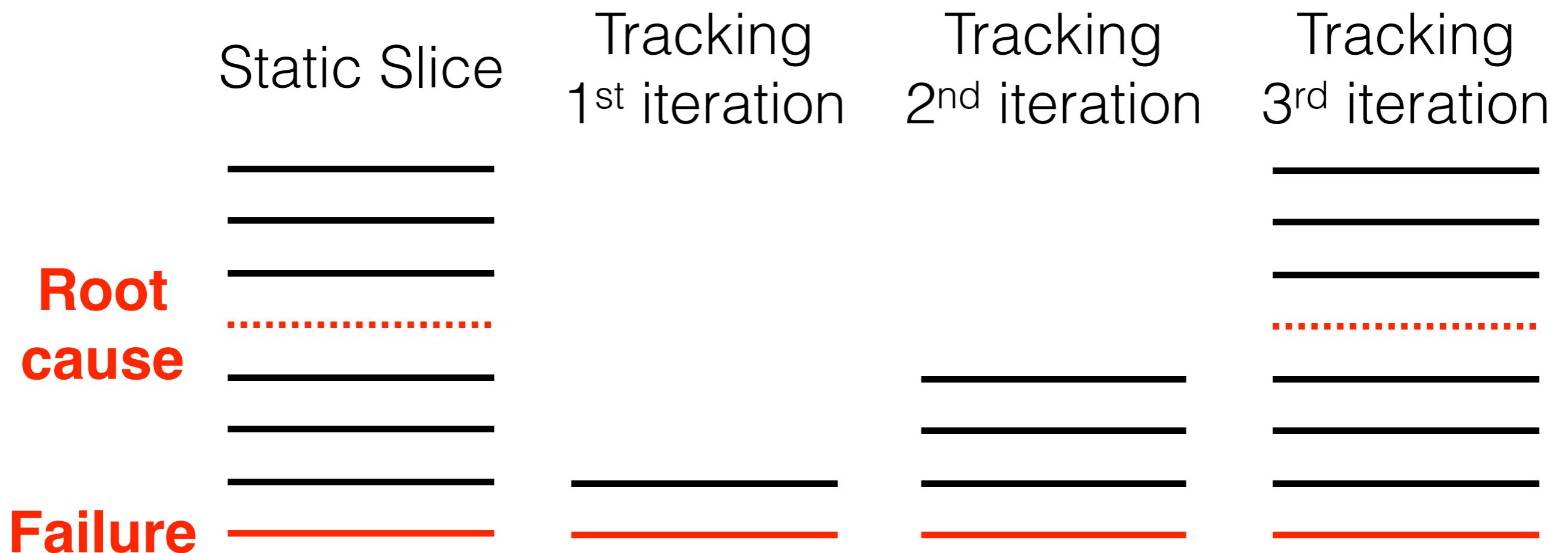
Tracking Control Flow Using Intel PT



Tracking Control Flow Using Intel PT



Tracking Control Flow Using Intel PT



Monitoring small portions of a slice works well
because most failures have nearby root causes^{1,2}

¹W. Zhang et al., ConSeq: Detecting concurrency bugs through sequential errors. ASPLOS 2011

²F. Qin et al., Rx: Treating bugs as allergies a safe method to survive software failures. SOSP 2005

Discussion

- Intrusiveness
 - Currently, we do static instrumentation
 - Dynamic instrumentation is less intrusive
- Privacy
 - Use anonymization
 - Forgo data monitoring when privacy requirements are very strict

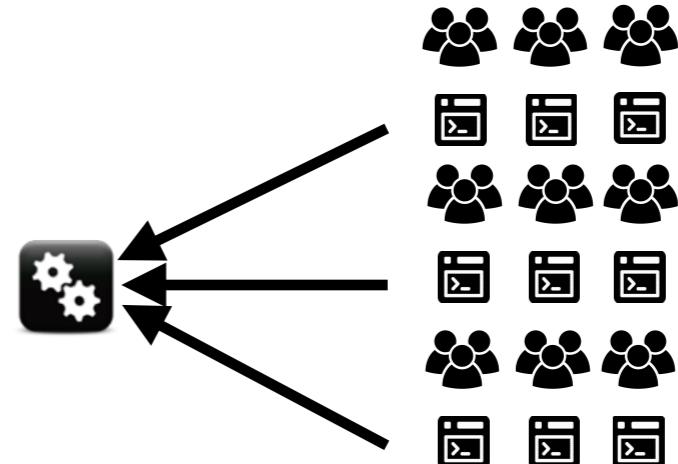
Future Work

- Diagnosing performance problems
 - Correlating control flow with slowdowns
- Speeding up program analysis
 - Use control flow information to tackle path explosion
- Using failure sketches for test case generation



```
Time           Thread 1           Thread 2
1 main() {
2   queue* f = init(size);
3   create_thread(cons, f);
4   ...
5   free(f->mut);
6   f->mut = NULL;
7   ...
8 }
```

```
1
2
3
4 cons(queue* f) {
5   ...
6   mutex_unlock(f->mut);
7 }
8 } Failure: segmentation fault
```



- Failure sketches
 - Summary explaining failure root causes
- Application of hardware-based monitoring
 - Enabler for building failure sketches
 - Many potential use cases