Debugging Go Programs

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Wed 12th Feb - Golang Meetup - Berlin

About me

Tom Arrell

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Go at SumUp

- Adopted within the last 2 years
- Mainly used for tooling
- ► First services written ~1 year ago
- Now migrating to Go for new services
- Deployed to Kube

- ▶ Joined around ~6 months ago
- Legacy Python scripts
 - Lack of monitoring
 - Email alerts
 - Git clone deployment
- Replaced with Go services
 - Deployed to Kubernetes
 - Prometheus, Sentry, OpsGenie
- 2 engineers with no prior Go experience brought up to speed

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Figure 1: Alerting, the old way

Mon, Dec 16, 2019, 10:45 PM

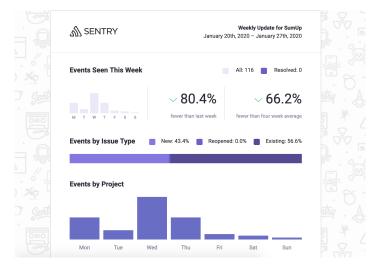


Figure 2: Alerting, the new way

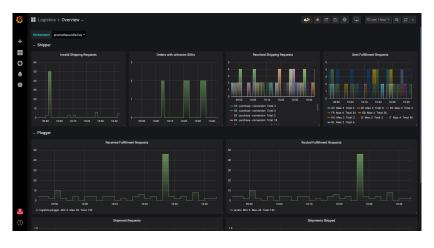


Figure 3: Monitoring

Leaky Abstractions

All non-trivial abstractions, to some degree, are leaky.

- Joel Spolsky

Leaky Abstractions

```
impl<TBehaviour, TInEvent, TOutEvent, THandler, THandlerErr, TConnInfo>
    ExpandedSwarm<TBehaviour, TInEvent, TOutEvent, THandler, THandlerErr, TConnInfo>
where TBehaviour: NetworkBehaviour<ProtocolsHandler = THandler>,
     TInEvent: Send + 'static,
      TOutEvent: Send + 'static,
      TConnInfo: ConnectionInfo<PeerId = PeerId> + fmt::Debug + Clone + Send + 'static,
      THandlerErr: error::Error + Send + 'static,
     THandler: IntoProtocolsHandler + Send + 'static,
     THandler::Handler: ProtocolsHandler<InEvent = TInEvent, OutEvent = TOutEvent, Error = THandlerErr>,
   /// Builds a new 'Swarm'.
   pub fn new<TTransport, TMuxer>(transport: TTransport, behaviour: TBehaviour, local peer id: PeerId) -> Self
   where
        TMuxer: StreamMuxer + Send + Sync + 'static.
       TMuxer::OutboundSubstream: Send + 'static,
       <TMuxer as StreamMuxer>::OutboundSubstream: Send + 'static.
       <TMuxer as StreamMuxer>::Substream: Send + 'static,
       TTransport: Transport<Output = (TConnInfo, TMuxer)> + Clone + Send + Sync + 'static,
       TTransport::Error: Send + Sync + 'static,
       TTransport::Listener: Send + 'static.
       TTransport::ListenerUpgrade: Send + 'static,
       TTransport::Dial: Send + 'static.
       SwarmBuilder::new(transport, behaviour, local peer id)
            .build()
```

Figure 4: (Probably) leaky Rust Abstraction

Ruby to Go



Figure 5: Ruby to Go, why?

Now what you came for... Debugging.

We'll take a look at a few contrived scenarios, and how we might be able to get some more insight with as little (or as much) effort as possible.

Words of Wisdom

If you dive into the bug, you tend to fix the local issue in the code, but if you think about the bug first, how the bug came to be, you often find and correct a higher-level problem in the code that will improve the design and prevent further bugs.

- Rob Pike

fmt.Println()

fmt.Println() is the most universal, and all powerful debugger. Fight me.

- Me, circ. now

fmt.Println()

```
package main
import "fmt"
func main() {
  fmt.Println("HERE")
  go func() {
    fmt.Println("Why are you not running?!")
  }()
  fmt.Println("HERE 2")
```

GNU Debugger

- Ok if you're using CGO
- ► Not so ok if you're writing plain Go
 - Defer statements
 - The scheduler, context switching
 - Custom type defs of builtin types
 - Some identifiers

Delve

- Dedicated debugger for Go programs
- Supports debugging:
 - Running processes
 - Examining core dumps
 - ▶ Built from scratch programs
 - Tests
 - Tracing

Scenario #1: Race Conditions

... ignoring this prohibition [of data races] introduces a practical risk of future miscompilation of the program.

- Hans-J. Boehm

Scenario #1: Race Conditions

No race is a safe race.

- Me, just now

Scenario #1: Race Conditions

Build your program with the -race flag.

It is possible to use on production binaries. However be warned, you will incur a performance penalty. This may be negligible though for the potential bug catching. *Profile your application*.

Also.

```
$ go test -race mypkg // check for races during tests
$ go build -race mycmd // build a binary with R.D.
$ go run -race mysrc.go // immediate run with R.D.
```

Scenario #2: Deferred functions

Are you getting values back from your function that you don't expect?

Do you want to know which defer statements are being called?

Note:

The Go objdump tool displays the x86 assembly in **AT&T** syntax, whereas Delve displays it in **Intel** syntax.

Terms:

SP: Stack pointer: top of stack.

Scenario #3: Post-mortem

Sometimes our application has already crashed and we'd like to get a better idea about the root cause.

One possible tool in our investigative toolbox are core dumps.

Setup:

```
ulimit -c unlimited # Remove core dump size limit
```

Terms:

► Core dump: A memory snapshot of a process, usually after a crash.

Scenario #4: Memory Leaks

Slightly more nuanced, may only become a problem over time.

- ▶ Prometheus client, exposes heap information
 - ▶ Use for heap size monitoring over time
- pprof
 - Use for heap inspection of running process to find problem objs

Heap profiling with pprof.

go tool pprof localhost:8080/debug/pprof/heap

- > web
- > top

Scenario #5: Goroutine Deadlocks

Very hard to debug.

pprof **blocking** profile not useful for deadlocked routines, but useful for finding contentious resources in your program.

pprof lets you inspect the state of each goroutine in your program.

To get source annotated view of all goroutines in package pkg.

go tool pprof localhost:8080/debug/pprof/goroutine
> list [pkg]

Alternatively, you can look at the **full goroutine stack dump** using: curl localhost:8080/debug/pprof/goroutine?debug=2

Delve Tips

- Debug your test binaries as well
- runtime.Breakpoint()
- ▶ Checkpoints let you restart the program from a specific point
 - Linux only

"Use the right tool for the job."

- **Someone**, I'm pretty sure

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Questions?