Automatic Reliability Testing for Cluster Management Controllers





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1. CONTRIBUTIONS

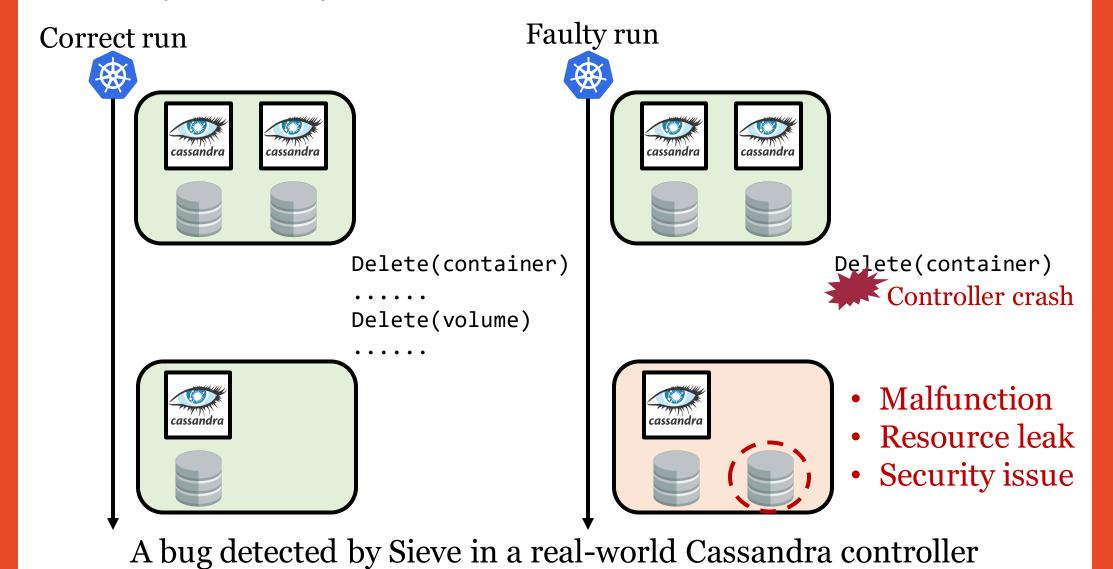




- Sieve: the *first* automatic reliability-testing tool for *unmodified* cluster management controllers
 - Perturbing the controller's view of the cluster state
 - Applying differential oracles to automatically flag buggy behavior
- Sieve has detected 46 new bugs (35 confirmed and 22 fixed) in 10 popular controllers
 - Sieve can reliably reproduce the detected bugs

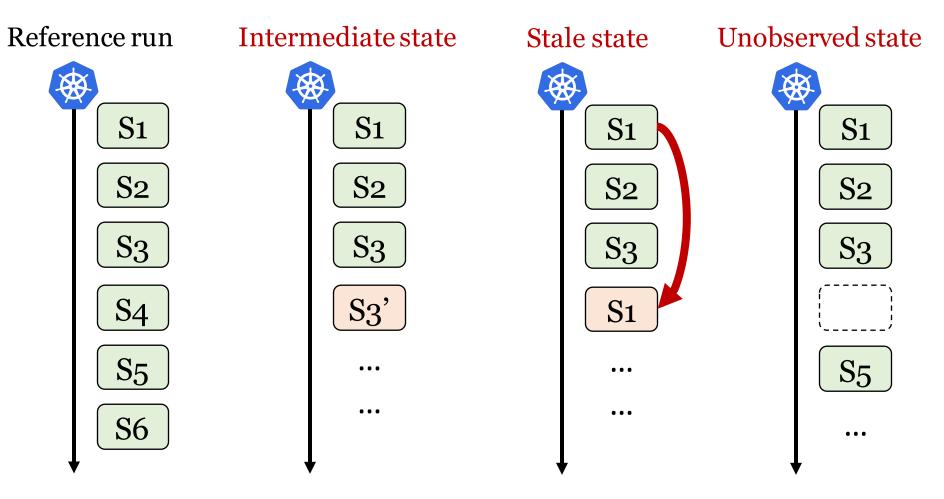
2. BACKGROUND & MOTIVATION

- Modern datacenter infrastructures are managed by cluster management controllers
 - Controllers implement state reconciliation
- Controller reliability is **critical** but **challenging**
 - Controllers run in distributed environments and need to tolerate unexpected faults, network issues, asynchrony, etc.



4. PERTURBATION PATTERNS

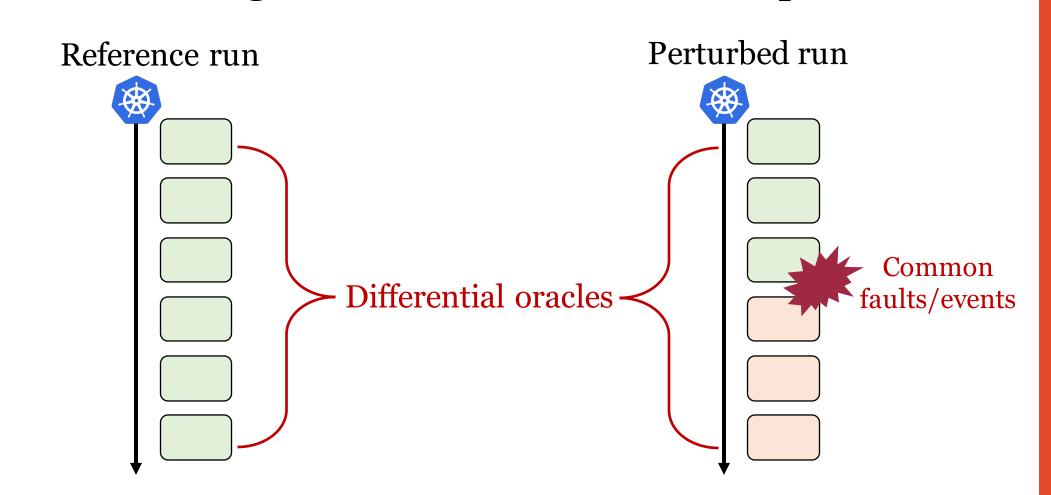
- Intermediate state: crashing the controller in the middle of a reconciliation
- Stale state: making the controller operate on stale state by reconnecting it to a stale API server
- Unobserved state: making the controller miss a state by injecting delay to the controller



Generating tests to exhaustively cover all perturbations and pruning out ineffective perturbations.

3. KEY IDEAS

- 1. Perturbing the controller's view of the cluster state
 - Three perturbation patterns
 - Exhaustive perturbations for each pattern
 - Effective pruning of inefficient perturbations
- 2. Applying differential oracles to flag buggy behavior
 - Effective in flagging non-crashing symptoms
 - Checking both end states and state updates



- Usability: Applicable to unmodified controllers
- Reproducibility: Reliably reproduce detected bugs

5. EVALUATION

Applied Sieve to 10 popular Kubernetes controllers

Intermediate state bugs	Stale state bugs	Unobserved state bugs	Indirect bugs	Total
2	1	0	0	3
О	2	1	2	5
1	2	1	0	4
0	2	0	О	2
2	3	1	3	9
2	0	0	1	3
1	2	1	0	4
3	3	1	0	7
О	2	1	2	5
О	2	1	1	4
11	19	7	9	46
	state bugs 2 0 1 0 2 2 2 1 3 0 0 0	state bugs 2 1 0 1 2 2 3 3 3 0 2 3 0 2 0 2 0 2 0 2	state bugs state bugs 2 1 0 2 1 2 0 2 2 3 2 0 1 2 3 1 0 2 1 2 0 2 1 2 1 2 1 2 1 2 1 2 1 2 1 1 2 1	state bugs state bugs bugs 2 1 0 0 0 2 1 2 1 2 1 0 0 2 0 0 2 3 1 3 2 0 0 1 1 2 1 0 3 3 1 0 0 2 1 2 0 2 1 1

- Found **46** new bugs (**35** confirmed; **22** fixed)
- Pruned out **46% 99%** perturbations
- Tested each controller within a **nightly** run
- Low false-positive rate of 3.5%