There's a Bug in My Service Mesh! What Do You Do When the Mesh is At Fault?



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Mmm...what's cooking?

Mushrooms & trees



Meshes - what is Linkerd?

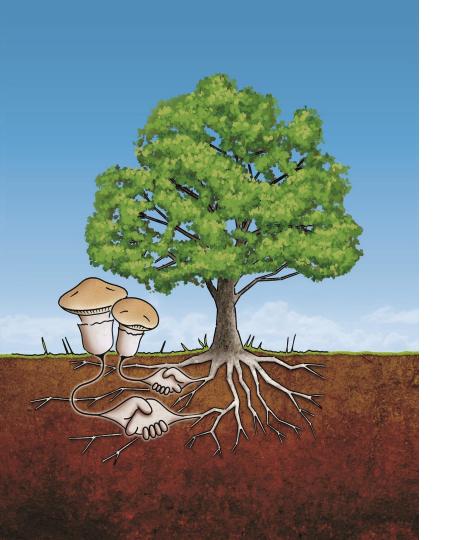
Mysteries - symptoms of the bug

Microscopes - finding the bug

Mastery! - understanding how to find bugs!



Interacting with an OSS project Users Maintainers and

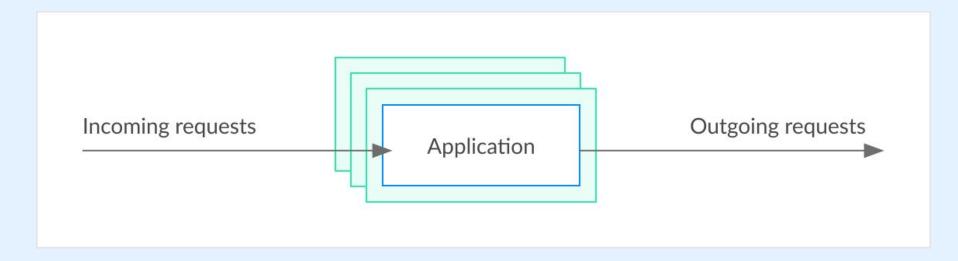


Users & Maintainers of OSS

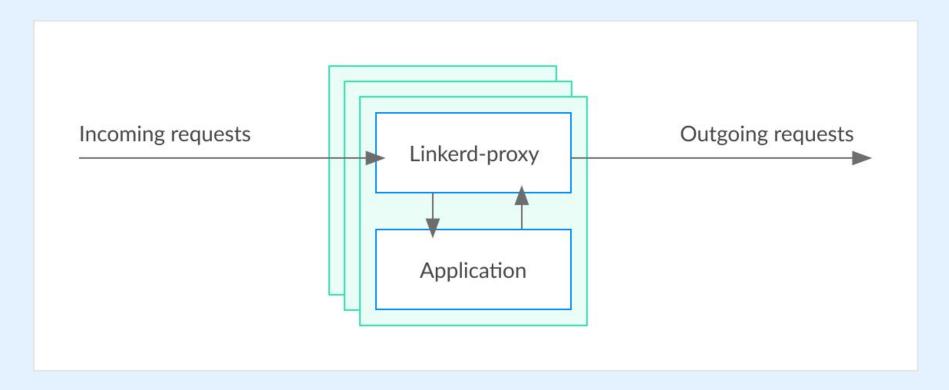
- Users and maintainers should be in a symbiotic relationship
- An OSS project grows based on user feedback, user testing and user contributions
- Some OSS projects are not funded and the work is not paid for so be nice - approach everything in a blame-free way
- Effective communication can open opportunities to learn and fix bugs fast and painlessly
- Being nice is nice

What is Linkerd?

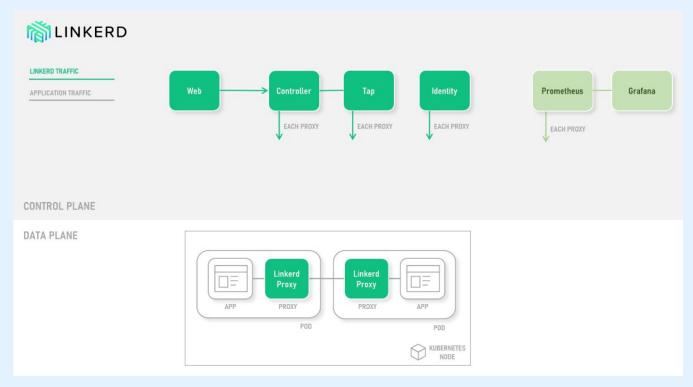
Your application



Your application + data plane



Traffic flow in a meshed application



Service meshes are awesome

- Automatic mTLS between your meshed services
- Telemetry and Monitoring
- Distributed Tracing
- HTTP, HTTP/2, and gRPC Proxying
- Latency-aware load balancing
- Retries and Timeouts
- TCP Proxying and Protocol Detection

PAYBASE®_

API driven payments platform

B2B – marketplace, gig/sharing economies, crypto,

sophisticated payment flows

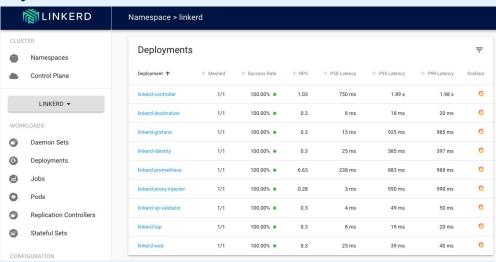
Highly regulated



Why Linkerd?



- ~80% OSS, 100% running on K8s
- 50+ microservices
- gRPC load balancing for scalability
- Distributed tracing



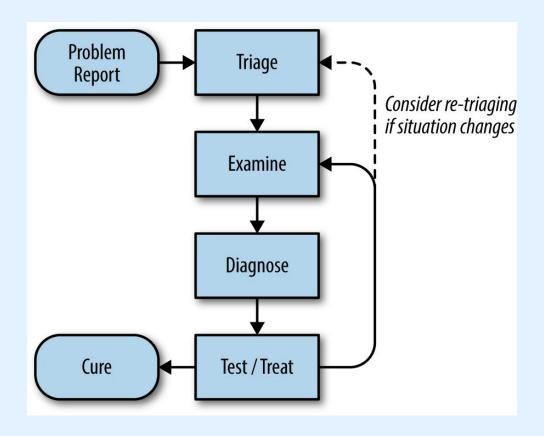
What we expected vs what we got

```
. .
```

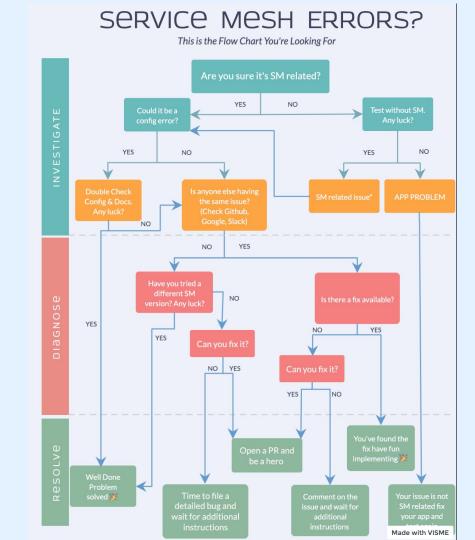
A framework for troubleshooting

"Be warned that being an expert is more than understanding how a system is supposed to work. Expertise is gained by investigating why a system doesn't work."

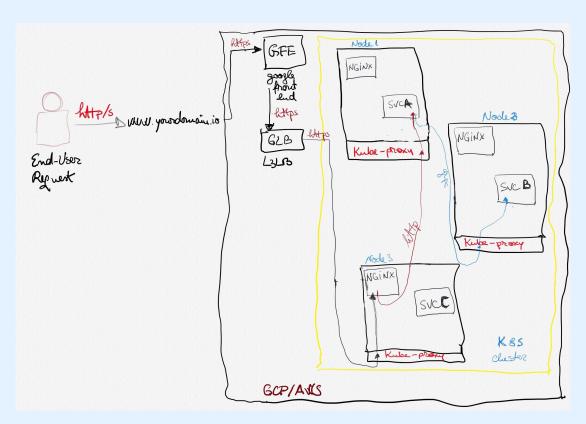




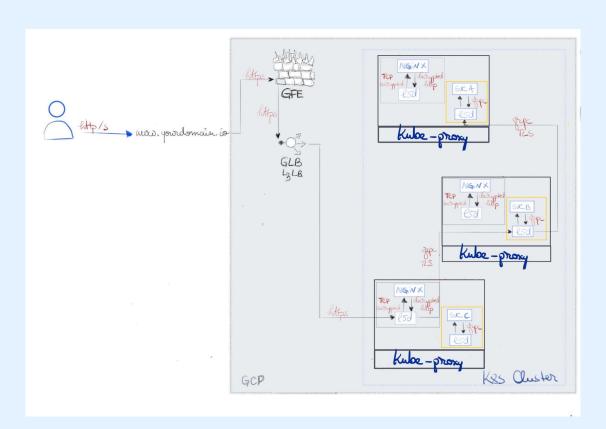
Site Reliability Engineering: How Google Runs Production Systems, Chapter 12



Diagnose: System without Linkerd

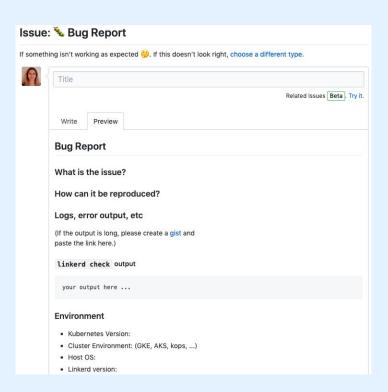


Diagnose: System with Linkerd

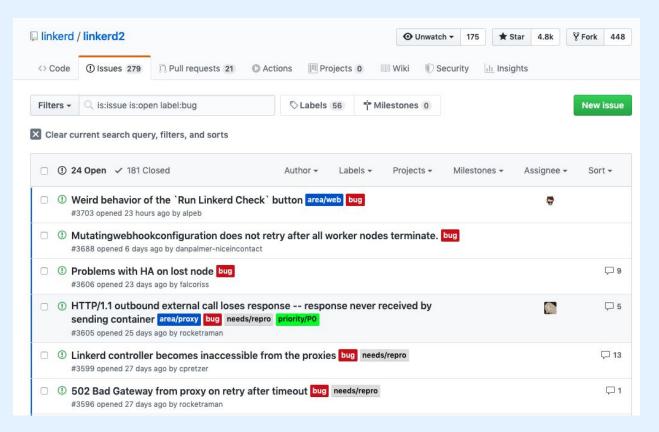


Problem Report: Filing an Issue

- Follow the recommendations
- Attach log outputs
- Don't assume people know your system –
 be as detailed as possible
- Include what you've already tried
- This is universal advice any time to ask
 For external help (regardless of medium)



Triage

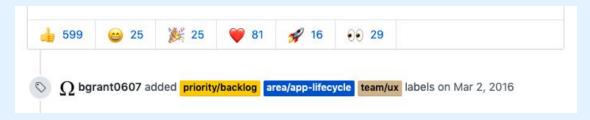


Triage: Reproducibility

- Is the problem clearly stated?
- Are there enough details to reproduce the bug?
- What is the smallest reproducible test case?
- Can we reproduce it without having your whole architecture in play?

Triage: Impact

- How bad is the bug?
 - Does it impact security? Usability?
- Are multiple users experiencing this bug?
 - If a user files a good bug report, other users can comment if they are also experiencing it!



Diagnosing the Bug

Where could the bug be?

Is it...

- in the application?
- in the application's dependencies?
- in the Linkerd control plane? (Golang)
- in the Golang dependencies?
- in the Linkerd-proxy? (Rust)
- in the Rust dependencies?
- in Kubernetes?

Diagnosing the Bug

- The initial bug report contained proxy and application logs
 - Application logs (kubectl logs -f deploy/foo -n bar)
 - Proxy logs (linkerd logs)
 - There were protocol errors on requests that had gRPC metadata in the headers
- We asked for further detail: linkerd tap
 - Examined the requests between services in the application
- We dived even deeper: tcpdump
 - Looked at the raw TCP packets
 - Saw that headers were being split across two frames
 - This is unusual, as headers typically only take up one frame

Understanding the Bug(s)!

HTTP/2 in the Linkerd service mesh

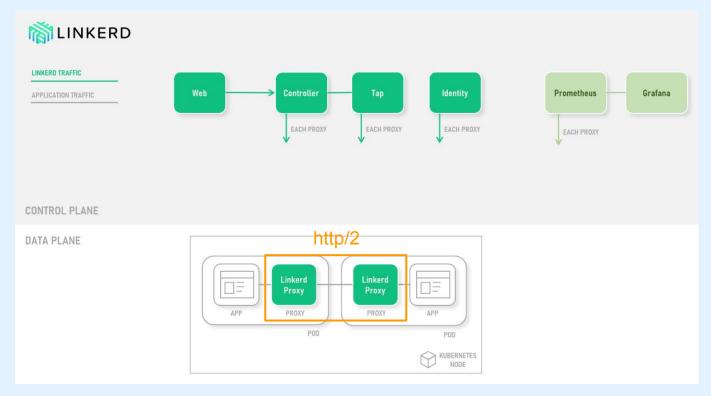
HTTP/2 frame types and header compression

Understanding the Bug(s)!

HTTP/2 in the Linkerd service mesh

HTTP/2 frame types and header compression

HTTP/2 in the Linkerd service mesh

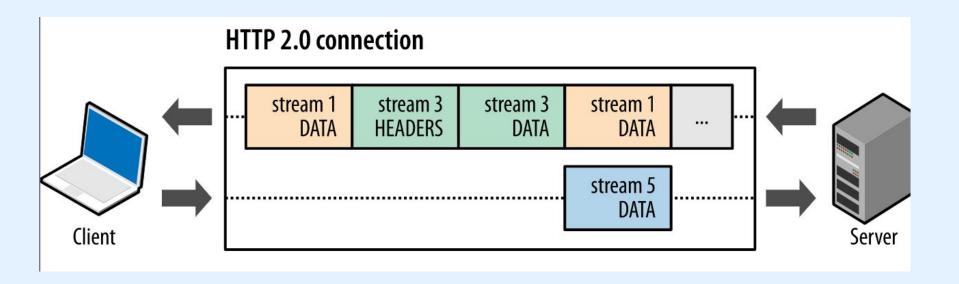


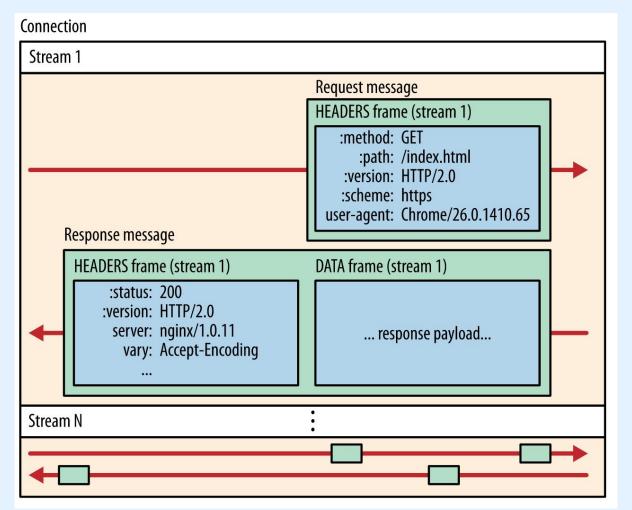
Understanding the Bug(s)!

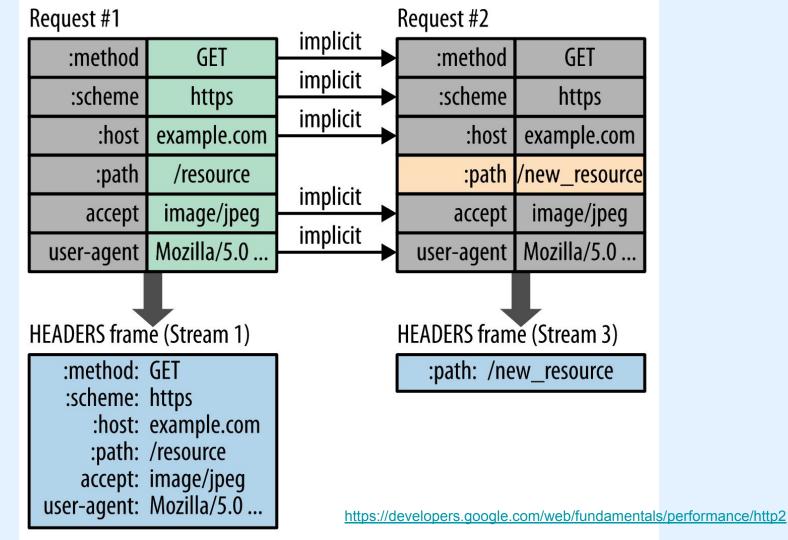
HTTP/2 in the Linkerd service mesh

HTTP/2 frame types and header compression

HTTP/2: multiplexing, frame types







Bug #1: Continuation Frame Panic

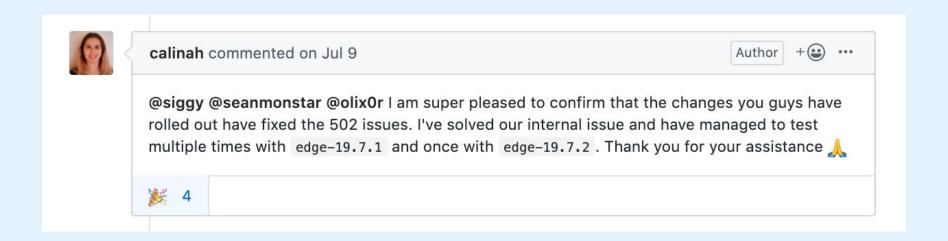
The code panicked when a CONTINUATION frame contained a repeated header

```
src/hpack/encoder.rs
             @@ -103,10 +105,9 @@ impl Encoder {
 103
        105
                                dst.truncate(len):
 104
        106
                                return Encode::Partial(resume);
 105
        108 +
                            last_index = Some(resume.index);
       seanmonstar on May 14 Author Member
       This fixes the first issue.
       Reply...
```

Bug #2: Evicted Table Header Index We were looking up repeated headers using the wrong index

```
src/hpack/table.rs
       ... @@ -125,7 +125,7 @@ impl Table {
                           Indexed(idx, ..) => idx,
126
                           Name(idx, ...) \Rightarrow idx,
                           Inserted(idx) => idx + DYN_OFFSET,
128
                           InsertedValue(idx, ) => idx,
       128 +
                           InsertedValue(_name_idx, slot_idx) => slot_idx + DYN_OFFSET,
        seanmonstar on May 14 Author Member
        This makes the next header (that has no name, so using this index) point at the new
        index, not at the old name index, which may have been evicted.
         Reply...
```

The bugs are fixed!



Aftermath: Linkerd diagnostic improvements!

- A debug sidecar container
 - Deploy the container into a failing pod to diagnose problems
 - The debug image contains tshark, tcpdump, lsof, and iproute2
 - Once installed, it automatically logs all traffic with tshark
- More visibility into application traffic with linkerd tap
 - Can now also view request bodies
- Tracing in the Rust libraries
 - Increased visibility into the libraries we depend on

Useful commands for troubleshooting

```
$ kubectl get deploy -o yaml | linkerd inject --proxy-log-level=debug,linkerd2_proxy=debug --skip-
outbound-ports 8529,5432,8015 -- skip-inbound-ports 8529,5432,8015 - | kubectl apply -f -
$ kubectl get deploy $deploy name -o yaml | linkerd inject --enable-debug-sidecar --manual - | kubectl
$ kubectl exec -it pod_name linkerd-debug -- tcpdump -i any -s 65535 -w out.pcap
$ linkerd tap deploy/web
$ kubectl top pods
```

Summary

There was more than one bug! The bugs were deep in the stack!

All got fixed fairly quick due to:

- Detailed bug reports
- Space to test with/without linkerd, different versions
- Used those log suggestions
- Looked through code / other bugs



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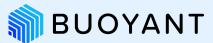
Linkerd has a **friendly, welcoming** community! Join us!

github.com/linkerd

slack.linkerd.io

@linkerd

FROM YOUR FRIENDS AT



Slides at bit.ly/bug-in-my-mesh

bit.ly/bug-in-my-mesh

References

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