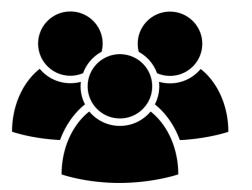
Failure Sketching: A Technique for Automated Root Cause Diagnosis of In-Production Failures

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











#0 0x00007f51abae820b in raise (sig=11) at ../nptl/ sysdeps/unix/sysv/linux/pt-raise.c:37 #1 0x000000000042d289 in ap buffered log writer (r=0x7f51a40053d0, handle=0x20eeba0,strs=0x7f51a4003578, strl=0x7f51a40035e8, nelts=14, len=82) at mod log config.c:1368 #2 $0x000000000042\overline{b}10d$ in config log transaction (r=0x7f51a40053d0, cls=0x20b9d50, default format=0x20ee370) at mod log config.c:930 #3 0x00000000042aad6 in multi log transaction (r=0x7f51a40053d0) at mod log config.c:950 #4 0x000000000046cb2d in ap run log transaction (r=0x7f51a40053d0) at protocol.c:1563 #5 0x000000000436e81 in ap_process_request (r=0x7f51a40053d0) at http request.c:312 #6 0x000000000042e9da in ap_process_http_connection (c=0x7f519c000b68) at http core.c:293 #7 0x000000000465cdd in ap run process connection (c=0x7f519c000b68) at connection.c:85 #8 0x0000000004661f5 in ap process connection $(c=0x7f519c000b68, csd=0x7f5\overline{19c000a20})$ at connection.c:211 #9 0x000000000451ba0 in process socket (p=0x7f519c0009b8, sock=0x7f519c000a20,my_child_num=0, my_thread num=0, bucket alloc=0x7f51a4001348) at worker.c:632 $\#10\ 0\overline{\times00000000000451221}$ in worker thread (thd=0x210fa90, dummy=0x7f51a40008c0) at worker.c:946 $#11 0 \times 00007 f 51 a c 87 c 555$ in dummy worker (opaque=0x210fa90) at thread.c:127 #12 0x00007f51abae0182 in start thread (arg=0x7f51aa8ef700) at pthread_create.c:312 #13 0x00007f51ab80d47d in clone () at ../sysdeps/ unix/sysv/linux/x86 64/clone.S:111

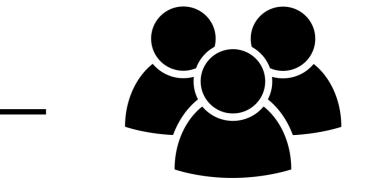




Understand root cause

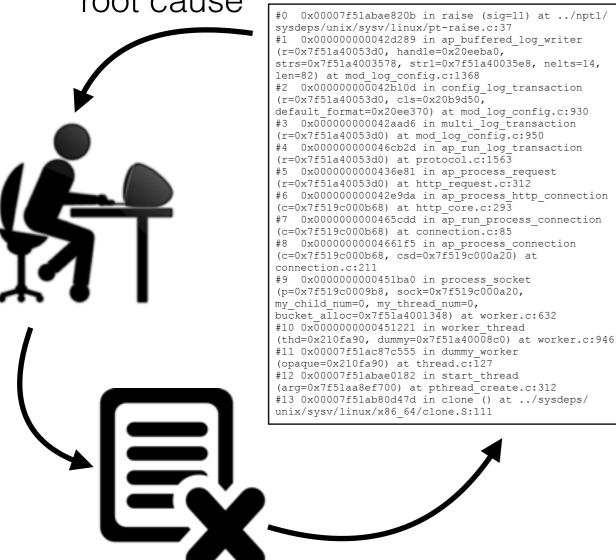


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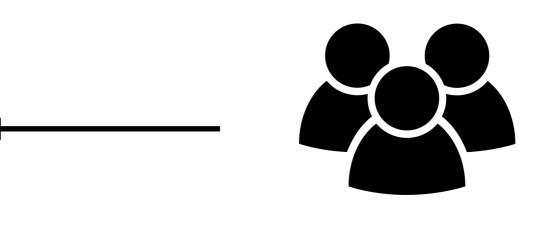




Understand root cause





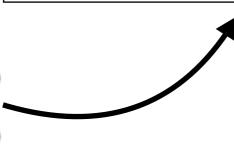




Understand root cause



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Reproduce the failure





Related Work

- Collaborative approaches
 - WER [SOSP'09], CBI [PLDI'05], CCI [OOPSLA'10]
- Identifying differences of failing and successful runs
 - Delta debugging [TSE'02], Symbiosis [PLDI'15]
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Contributions

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Goal: automate the manual detective work of debugging

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Failure sketching

Complements in-house static analysis with in-production dynamic analysis

Automatically and efficiently builds accurate failure sketches that show root causes of failures

```
Thread 1
                                                  Thread 2
Time
   1 main() {
        queue* f = init(size);
                                    3
        create thread(cons, f);
                                    4 cons (queue* f) {
                                    5
   5
   6
       free(f->mut);
                                        mutex_unlock(f->mut);
                                    8 }
   8
                                                                Segfault
```

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Thread 1
                                                  Thread 2
Time
   1 main() {
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   8
                                                                Segfault
```

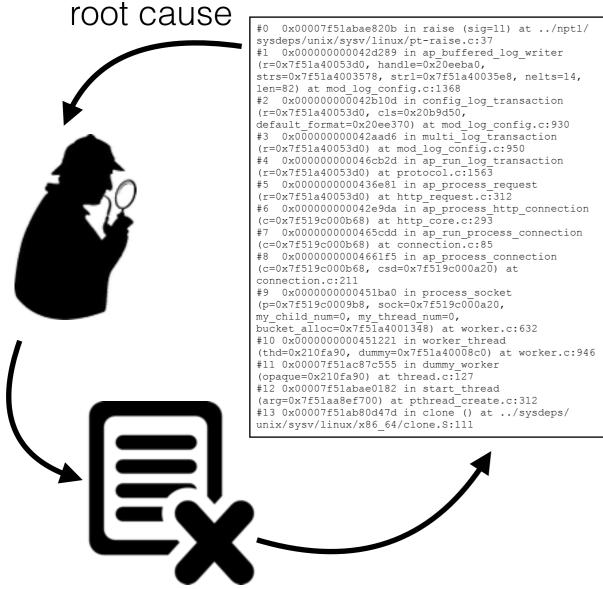
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                                                  Thread 2
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        queue* f = init(size);
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                                                                Segfault
```

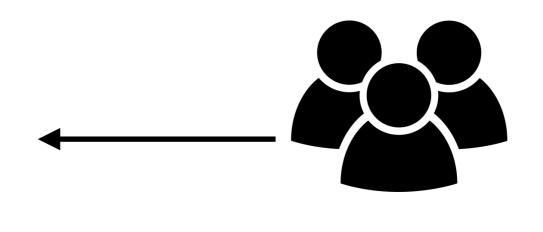
```
Thread 1
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   8
                                                                Segfault
```

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Thread 1
                                                 Thread 2
Time
   1 main() {
       queue* f = init(size);
        create thread(cons, f);
                                    4 cons (queue* f) {
                             Root
   5
                                    5
                             cause
   6
       free(f->mut);
                                        mutex_unlock(f->mut);
                                    8 }
   8
                                                                Segfault
```

Understand



Reproduce the failure

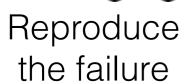


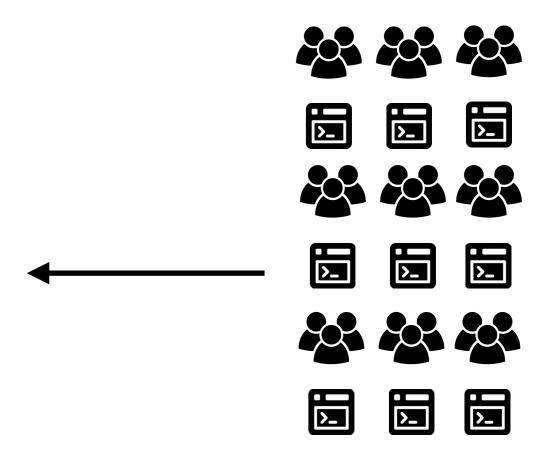


Understand

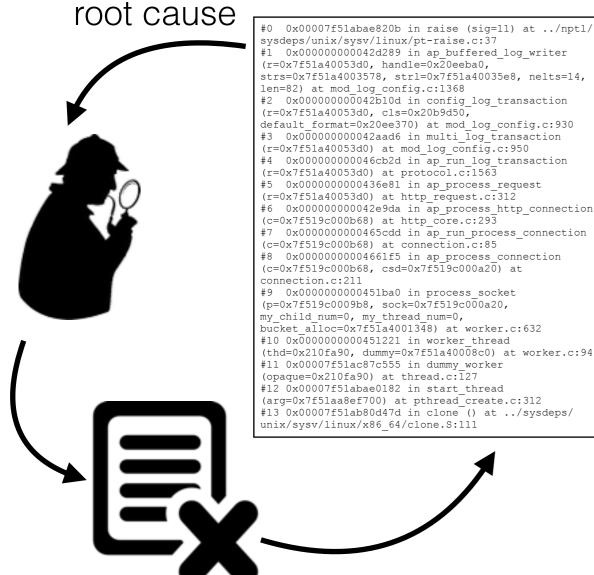


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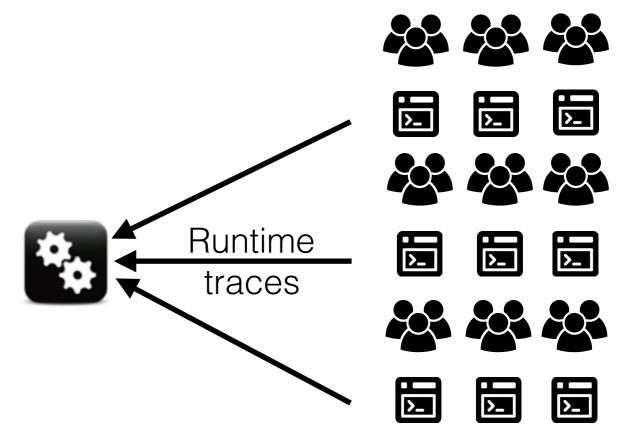
Understand

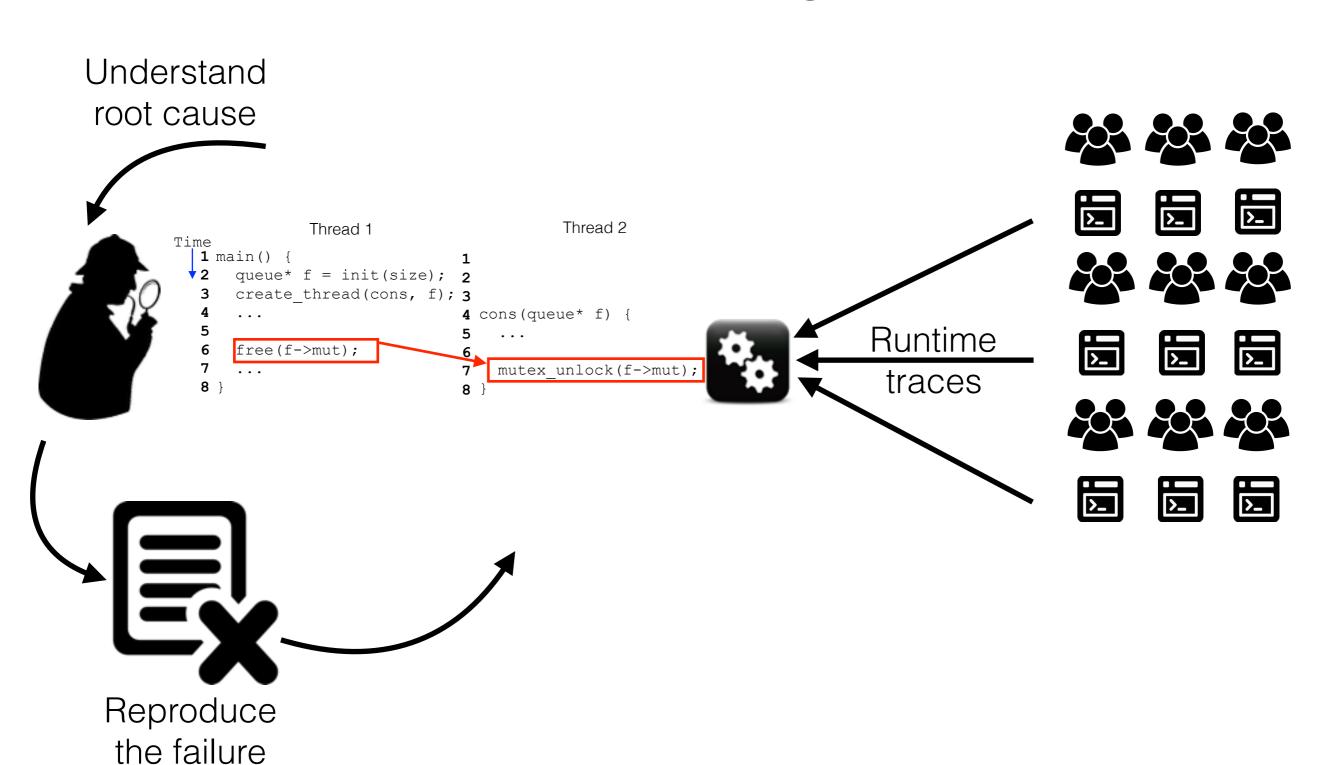


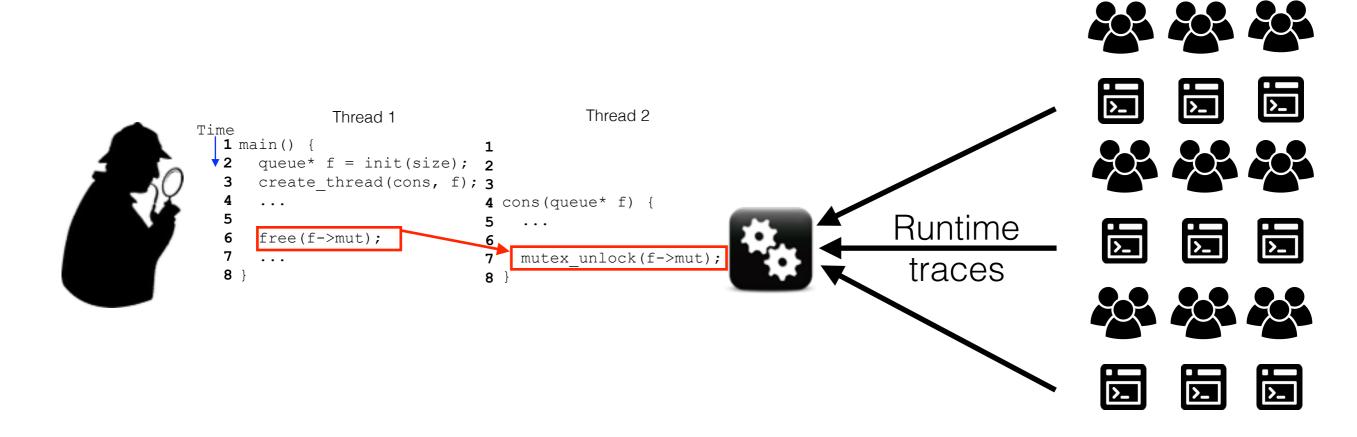
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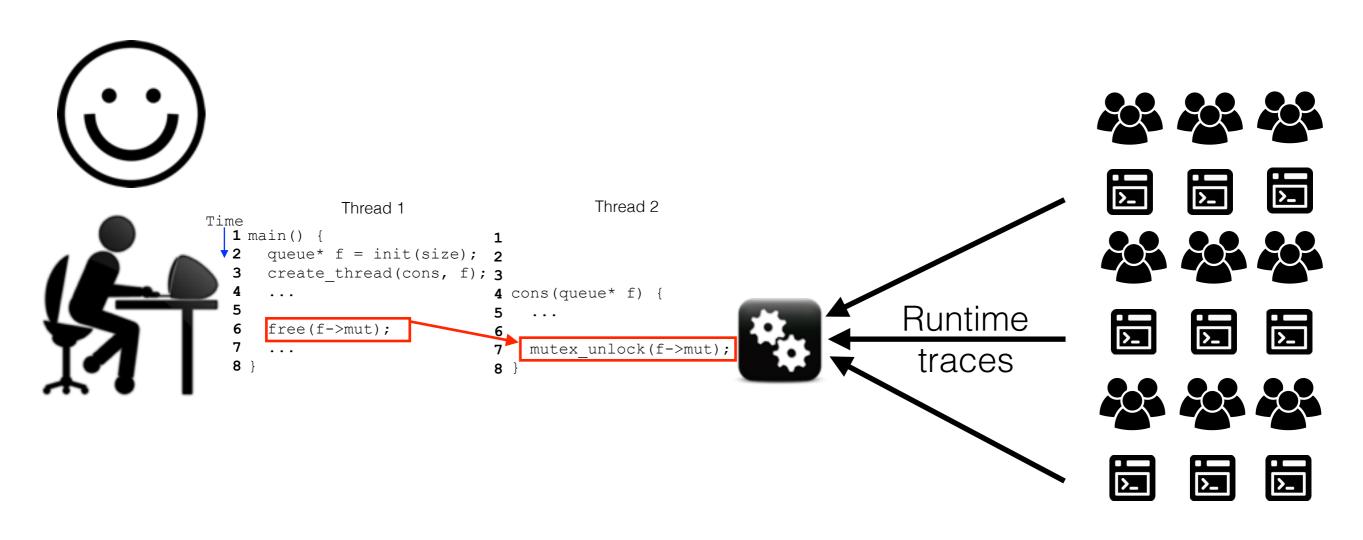


Reproduce the failure









Outline

- Challenges
- Design
- Evaluation

Outline

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Challenges of Building Failure Sketches

- Accuracy
 - Exclude all irrelevant information, preserve all relevant one
- Recurrence
 - Gathering enough execution information from rare failures
- Latency
 - Achieve high accuracy after just a few recurrences

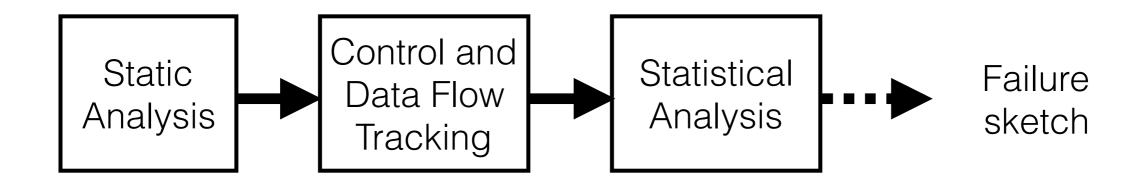
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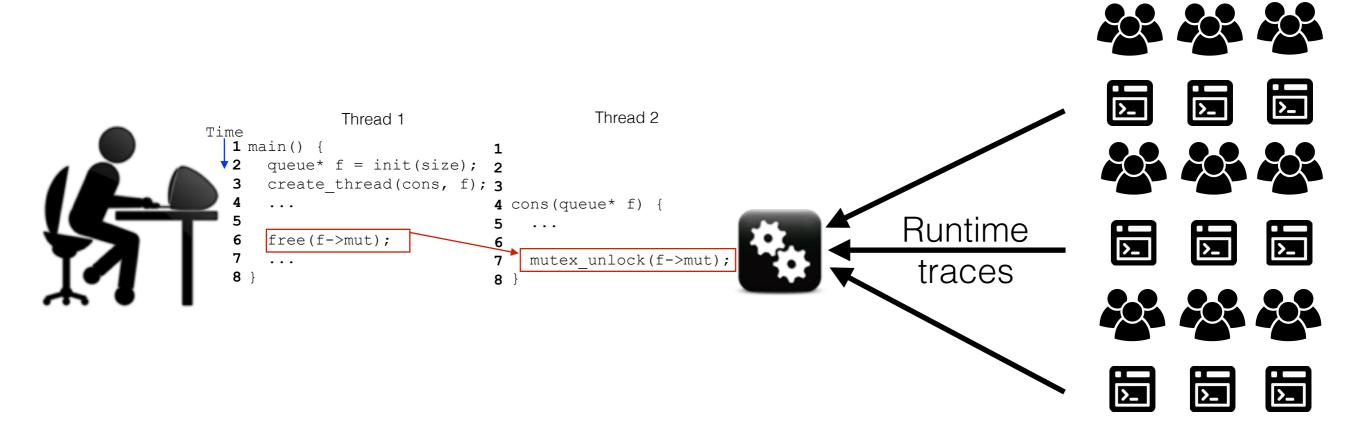
Outline

Challenges

Design

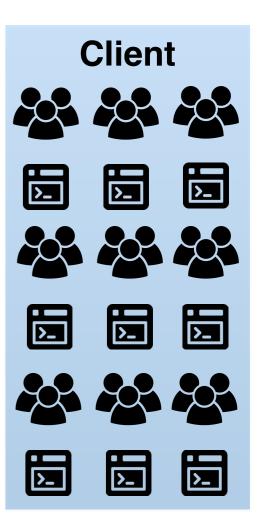


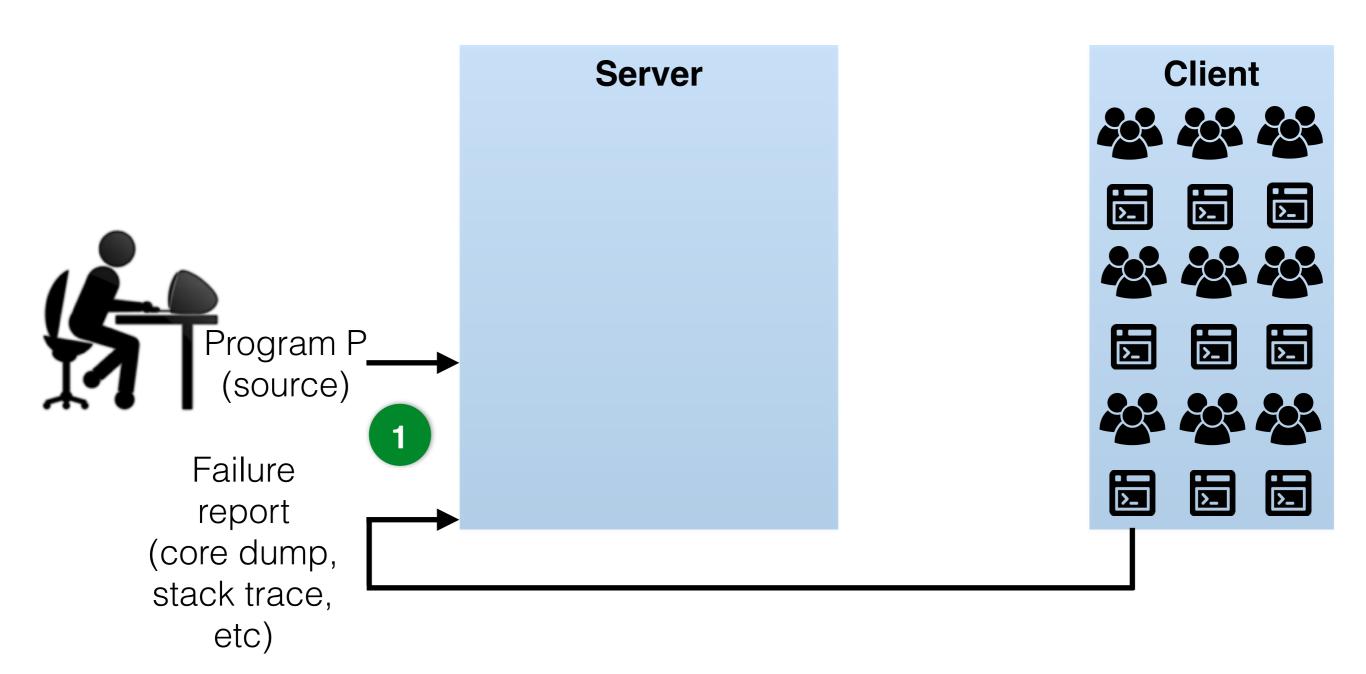
Evaluation

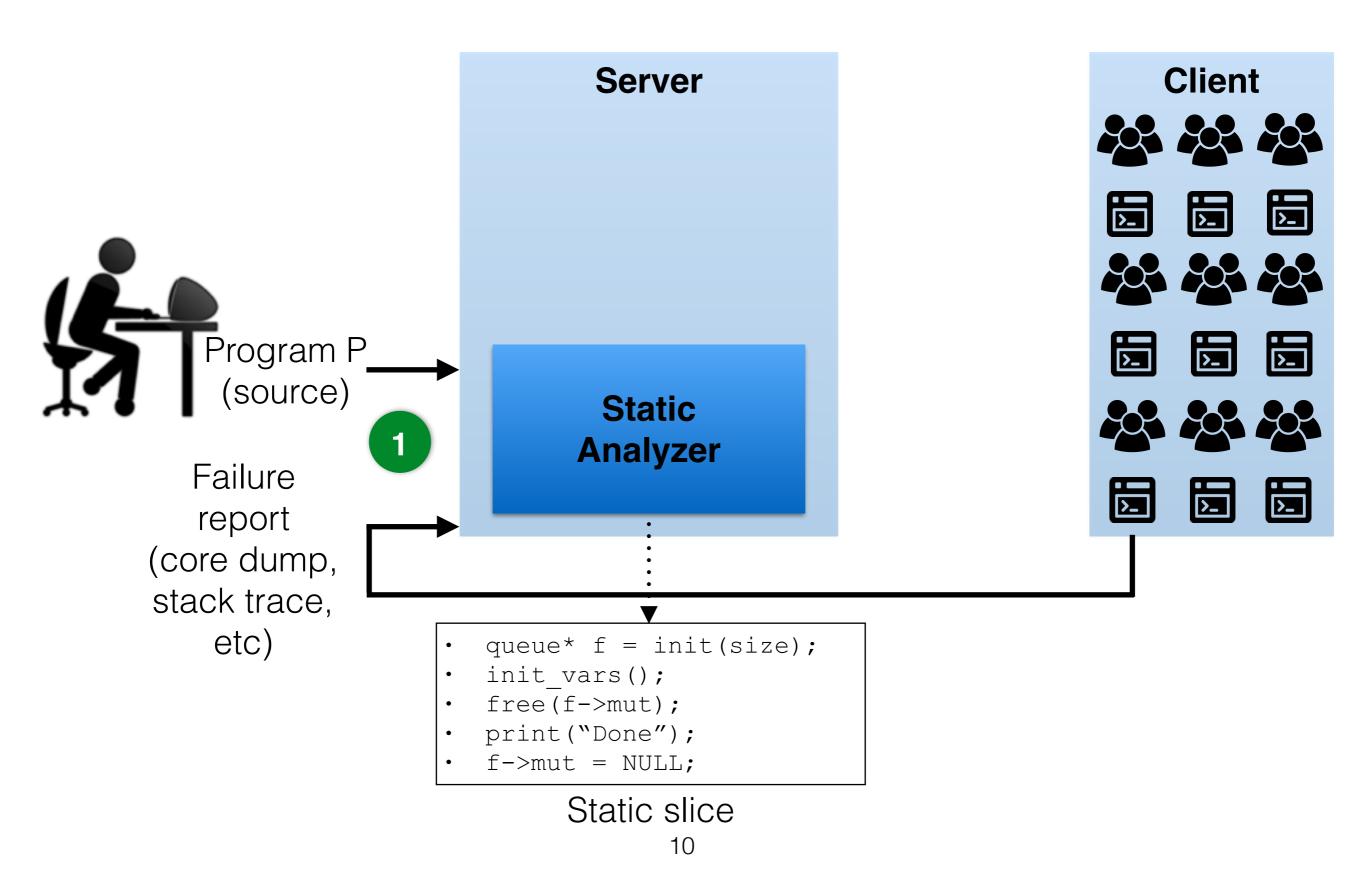


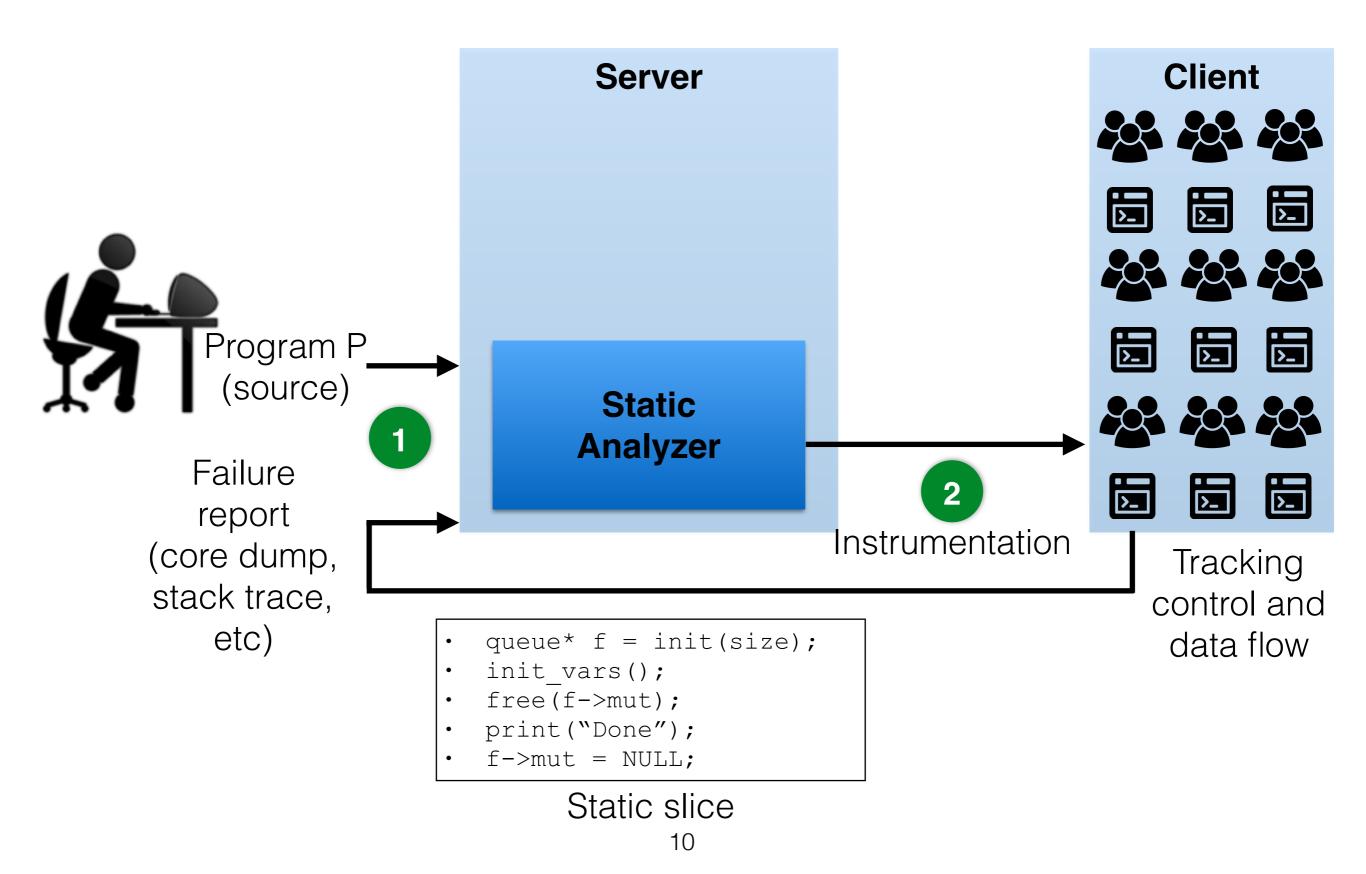


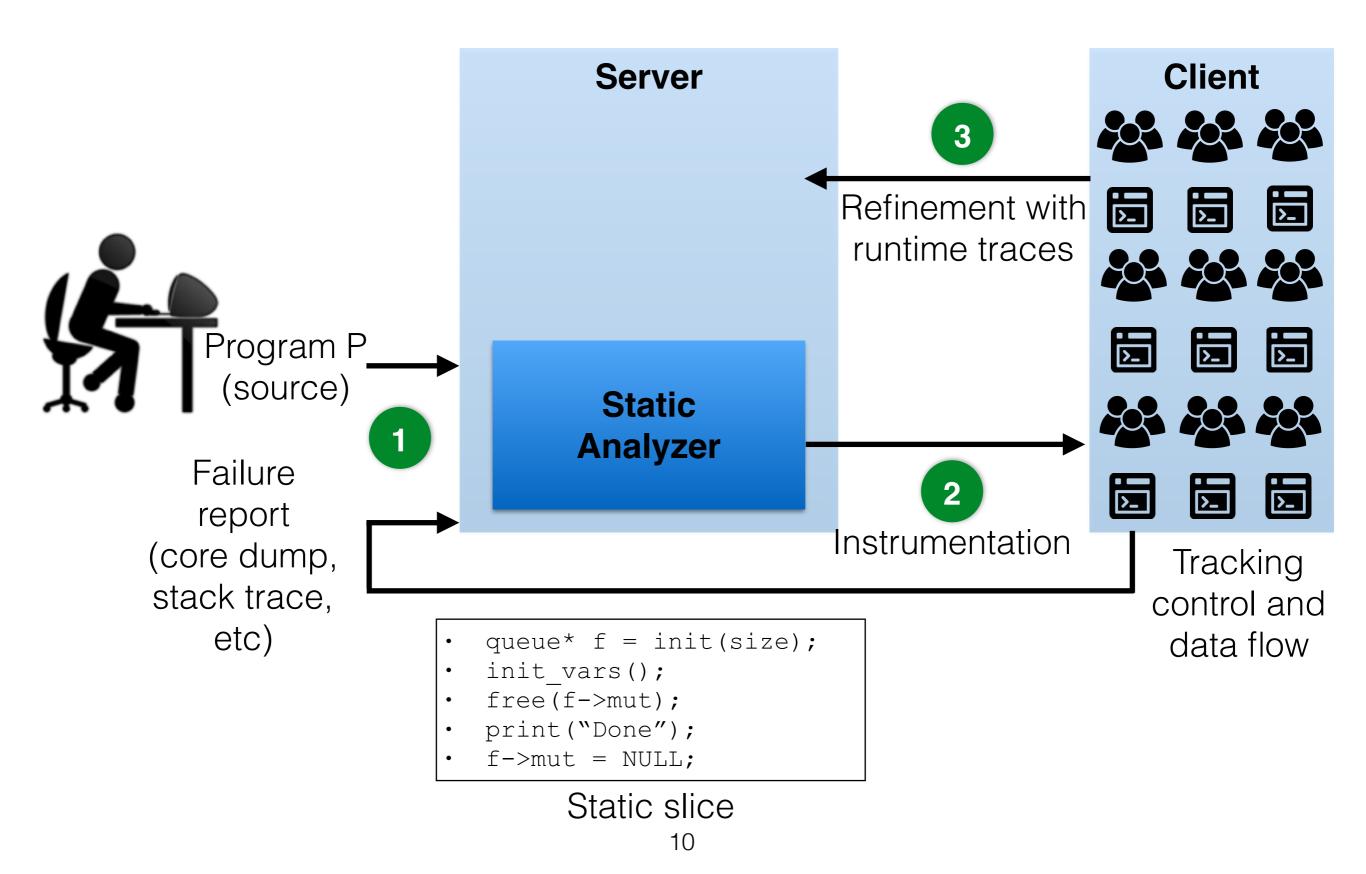


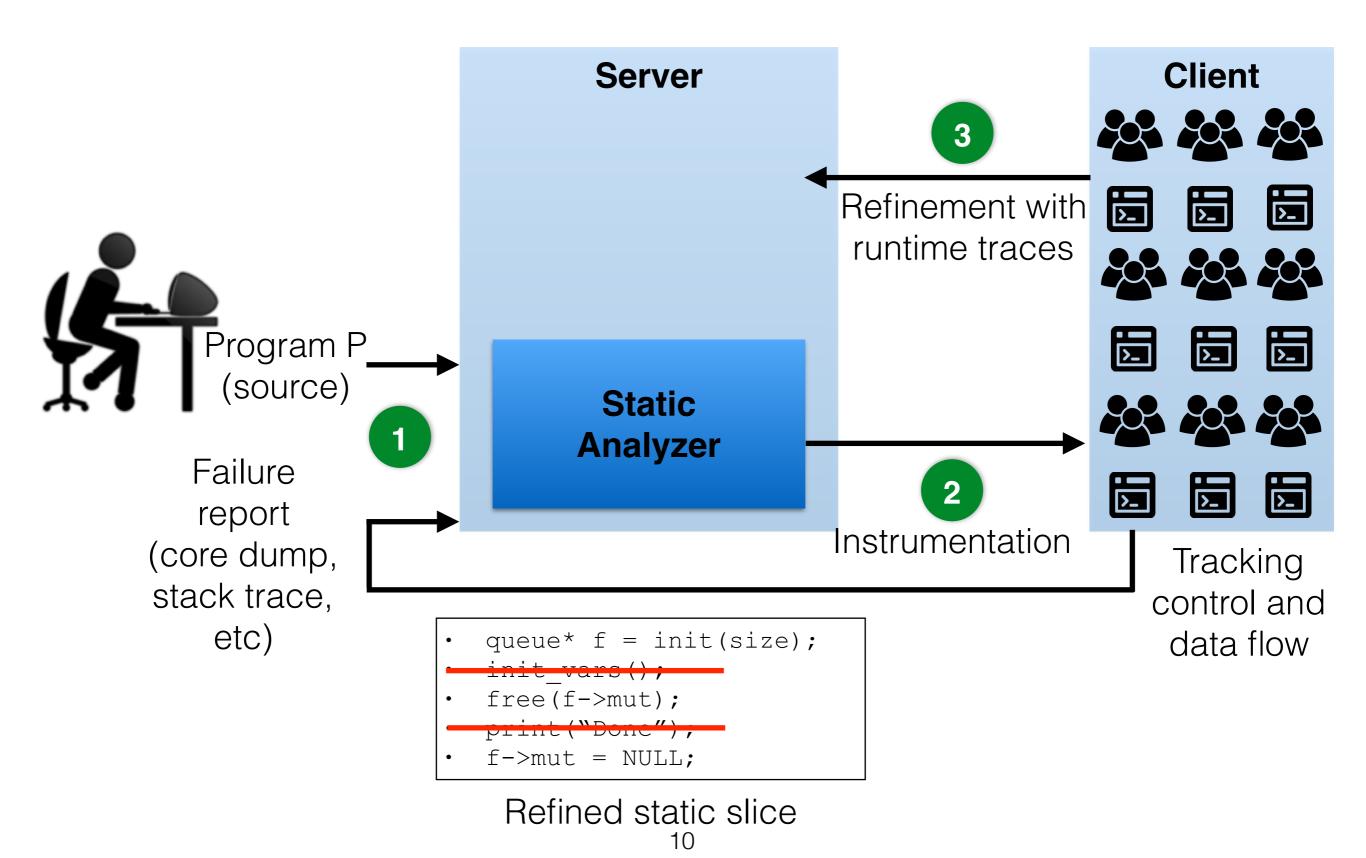




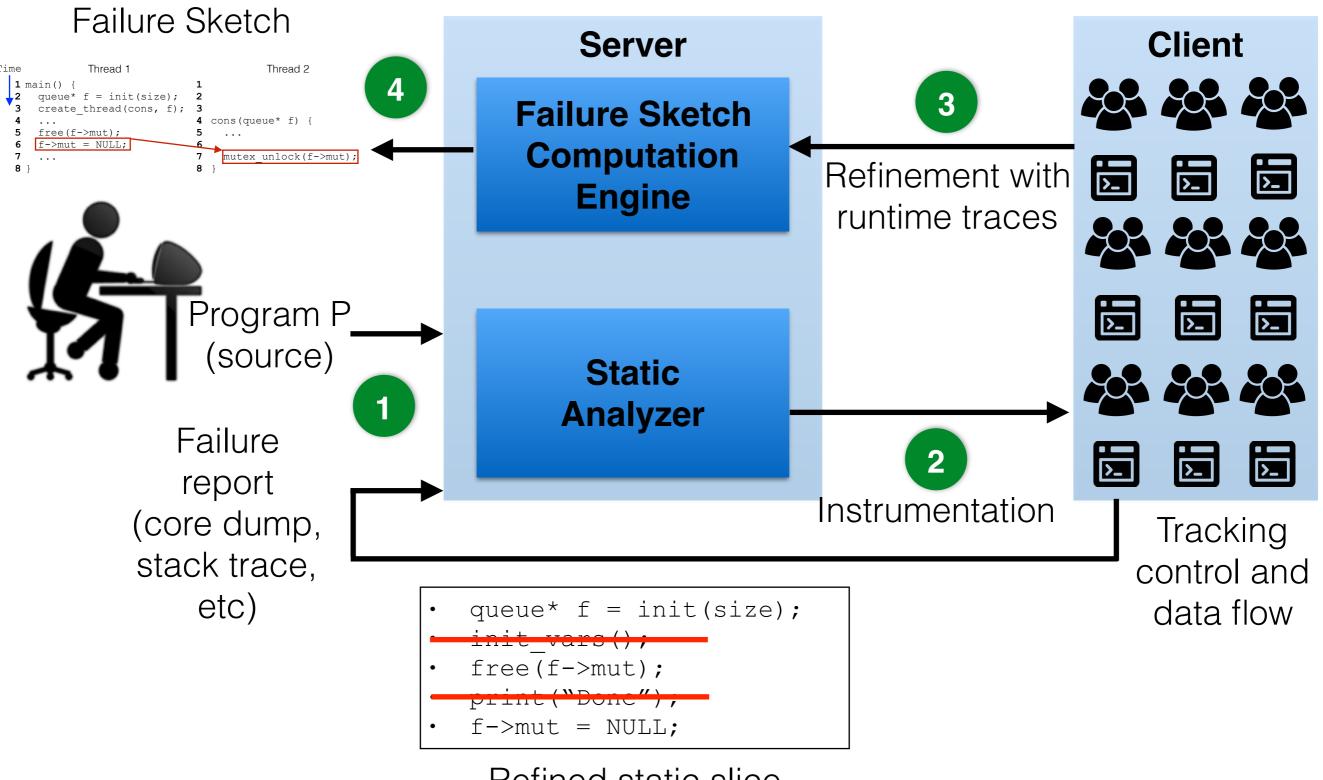








Gist System Architecture

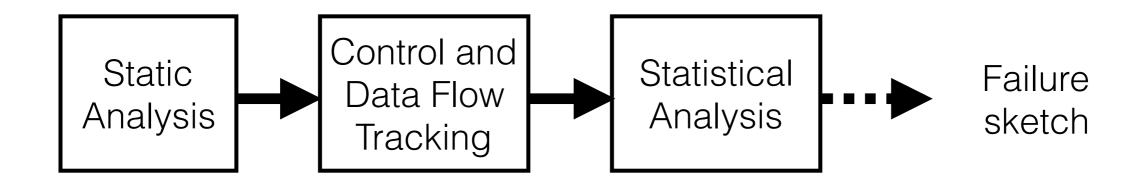


Refined static slice

Outline

Challenges

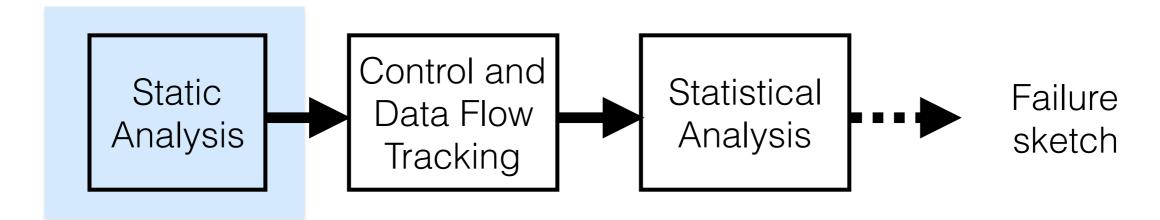
Design



Evaluation

Outline

- Challenges
- Design



Evaluation

Static Analysis to Reduce the Overhead

- Computes backward slices
 - Includes statements with dependencies to the failure
 - Excludes all other statements
- Inter-procedural
 - Identify dependencies across functions

Static Analysis to Reduce the Overhead

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 - Includes statements with dependencies to the failure
 - Excludes all other statements
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 - Identify dependencies across functions

Static analysis reduces subsequent runtime tracking (20x)

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
    log("Cleaning up %p", s);
  delete s;
void display size(State* s) {
  log("Func:display size");
  log("State: %u", s->size);
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                              Segfault
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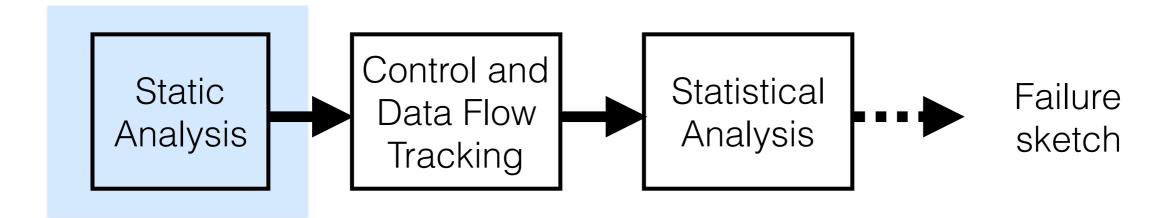
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```

Example: Static Backward Slicing

```
void cleanup(State* s) {
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  delete s;
void display size(State* s) {
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                              Segfault
```

Outline

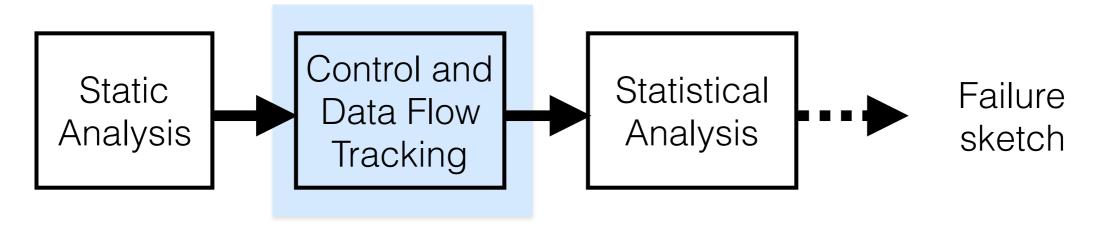
- Challenges
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Evaluation

Outline

- Challenges
- Design



Evaluation

Low-Overhead Control Flow Tracking

- Software-based tracking is expensive (up to 15x)
- Hardware-based tracking is more efficient
 - Intel PT: new feature in Intel CPUs (~40%)
- Gist combines static analysis and hardware-based control flow tracking
 - Low overhead (~2%)

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Static analysis → Low-overhead control flow tracking

Example: Control Flow Tracking (Step 1)

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
    log("Cleaning up %p", s);
  delete s;
void display size(State* s) {
  log("Func:display size");
 log("State: %u", s->size);
                              Segfault
```

Example: Control Flow Tracking (Step 2)

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
    log("Cleaning up %p", s);
  delete s;
void display size(State* s) {
  log("Func:display size");
 log("State: %u", s->size);
                              Segfault
```

Example: Control Flow Tracking (Step 2)

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
    log("Cleaning up %p", s);
  delete s;
void display size(State* s) {
  log("Func:display size");
 log("State: %u", s->size);
                              Segfault
```

Static analysis + control flow tracking shorten the sketch

- Data flow information
 - Variable values & total order of memory accesses

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- Hardware watchpoints
 - Allow tracking reads and writes with low overhead
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 - Variable values & total order of memory accesses
- Hardware watchpoints
 - Allow tracking reads and writes with low overhead
 - Allow tracking the total order of accesses
- Monitor multiple clients when run out of watchpoints

Precise ordering information → High accuracy

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
    log("Cleaning up %p", s);
  delete s;
void display size(State* s) {
  log("Func:display size");
 log("State: %u", s->size);
                              Segfault
```

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
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  log("Func:display size");
 log("State: %u",(s)>size);
                              Segfault
                         Watch &s
```

```
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
    log("Cleaning up %p", s);
  delete s;
void display size(State* s) {
  log("Func:display size");
 log("State: %u",(s)>size);
                              Segfault
                         Watch &s
```

Thread 1 Thread 2

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

Thread 1 Thread 2

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

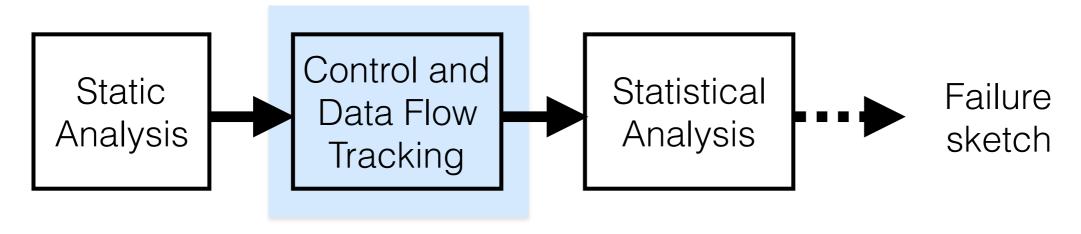
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}

void display_size(State* s)
    log("Func:display_size");
    log("State: %u", s->size);
}
```

Outline

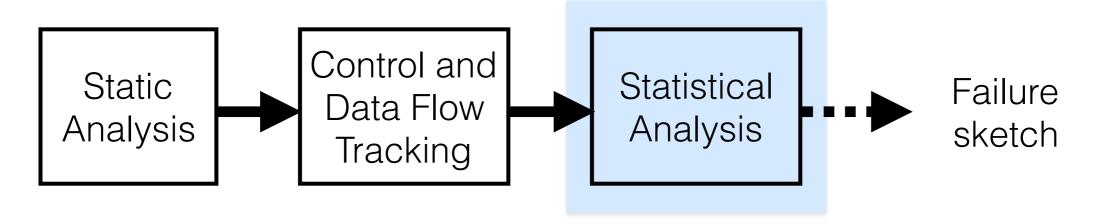
- Challenges
- Design



Evaluation

Outline

- Challenges
- Design

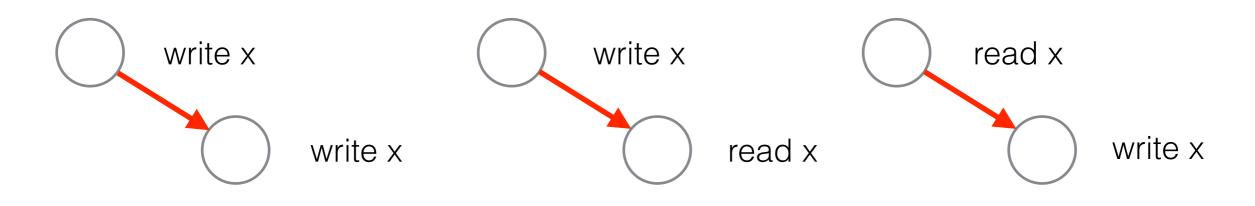


Evaluation

- Identification of failure predictors¹
 - A good predictor portends a failure with high probability (e.g., data races, atomicity violations)

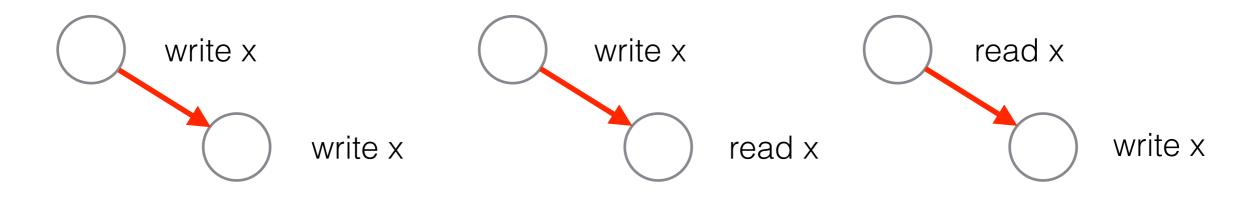
¹ Liblit, B. et al. Scalable statistical bug isolation. PLDI 2005

- Identification of failure predictors¹
 - A good predictor portends a failure with high probability (e.g., data races, atomicity violations)
 - Example: data races



¹ Liblit, B. et al. Scalable statistical bug isolation. PLDI 2005

- Identification of failure predictors¹
 - A good predictor portends a failure with high probability (e.g., data races, atomicity violations)
 - Example: data races



Failure predictors across multiple executions

¹ Liblit, B. et al. Scalable statistical bug isolation. PLDI 2005

```
void display size(State* s) {
 log("Func:display size");
  log("State: %u", s->size);
                              void cleanup(State* s) {
                                log("Func:cleanup");
                                if (verbose)
                                  log ("Cleaning up %p", s);
Success
                                delete s;
void cleanup(State* s) {
  log("Func:cleanup");
  if (verbose)
```

Failure

delete s;

log("Cleaning up %p", s);

```
void display_size(State* s)
    log("Func:display_size");
    log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}

void display_size(State* s)
    log("Func:display_size");
    log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
    log("Cleaning up %p", s)
    delete s;
}
```

```
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}

void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}
```

```
void display_size(State* s) {
  log("Func:display_size");
  log("State: %u", s->size);
}

void cleanup(State* s) {
  log("Func:cleanup");
  if(verbose)
  log("Cleaning up %p", s);
  delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}

void display_size(State* s)
    log("Func:display_size");
    log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s)
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
  log("Func:display_size");
  log("State: %u", s->size);
}

void cleanup(State* s) {
  log("Func:cleanup");
  if(verbose)
  log("Cleaning up %p", s);
  delete s;
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}

results

void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}

void display_size(State* s)
    log("Func:display_size");
    log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s)
    delete s;
}
```

```
void cleanup(State* s) {
   log("Func:cleanup");
   if(verbose)
      log("Cleaning up %p", s);
   delete s;
}

Failure

void display_size(State* s) {
   log("Func:display_size");
   log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Func;display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func;cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

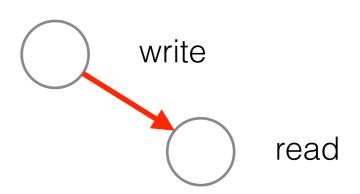
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```



```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void cleanup(State* s) {
   log("Func:cleanup");
   if(verbose)
       log("Cleaning up %p", s);
   delete s;
}

void display_size(State* s)
       log("Func:display_size");
   log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s)
    delete s;
}
```

```
void cleanup(State* s) {
   log("Func:cleanup");
   if(verbose)
      log("Cleaning up %p", s);
   delete s;
}

Failure

void display_size(State* s) {
   log("Func:display_size");
   log("State: %u", s->size);
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
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    if(verbose)
        log("Cleaning up %p", s)
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

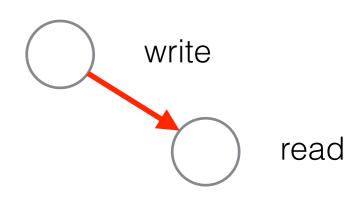
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
        log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Fune:display_size");
    log("State: %u", s->size);
}

void cleanup(State* s) {
    log("Fune:cleanup");
    if (verbose)
    log("Cleaning up %p", s);
    delete s;
}
```

```
void display_size(State* s) {
    log("Func:display_size");
    log("State: %u", s->size);
}

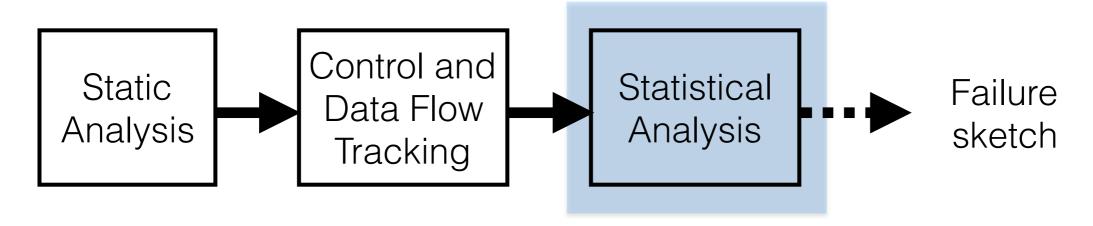
void cleanup(State* s) {
    log("Func:cleanup");
    if(verbose)
    log("Cleaning up %p", s);
    delete s;
}
```



Static analysis + cooperative dynamic analysis

Outline

- Challenges
- Design



Evaluation

Outline

- Challenges
- Design
- Evaluation
 - Does Gist help developers do root cause diagnosis?
 - Is Gist efficient?
 - Is Gist accurate?

Experimental Setup

- Client side executions are analyzed in the lab
- Real world server and desktop programs







Do Failure Sketches Help Developers?

- We manually analyzed the usefulness of Gist for 11 failures
- Gist-identified failure predictors point to root causes
 - Developers eliminated those root causes to fix the bugs
 - Average number of statements to look at: 7

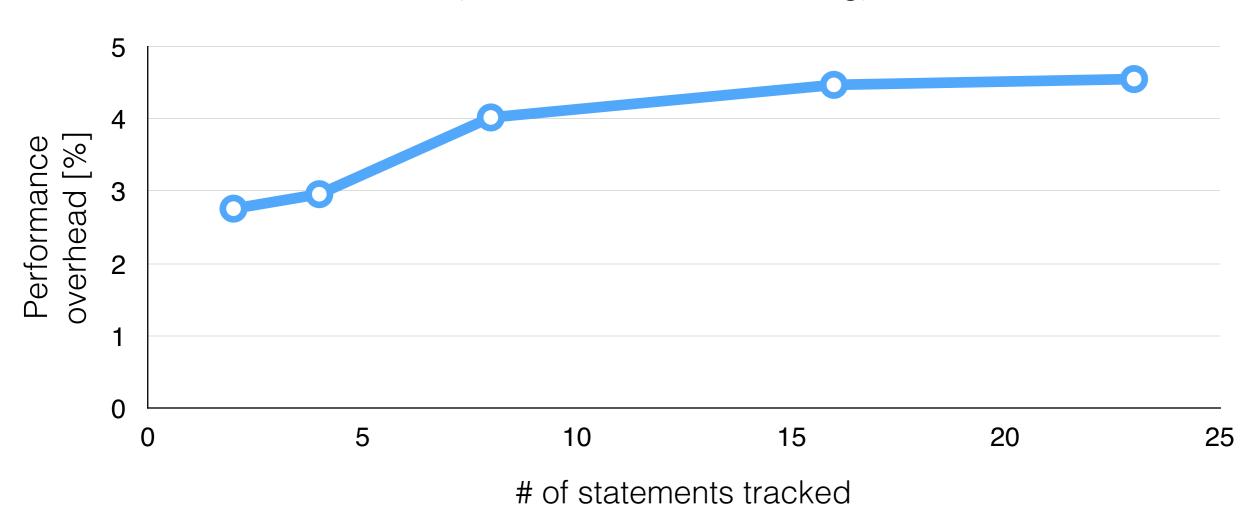
Do Failure Sketches Help Developers?

- We manually analyzed the usefulness of Gist for 11 failures
- Gist-identified failure predictors point to root causes
 - Developers eliminated those root causes to fix the bugs
 - Average number of statements to look at: 7

Gist points developers to the root causes of failures

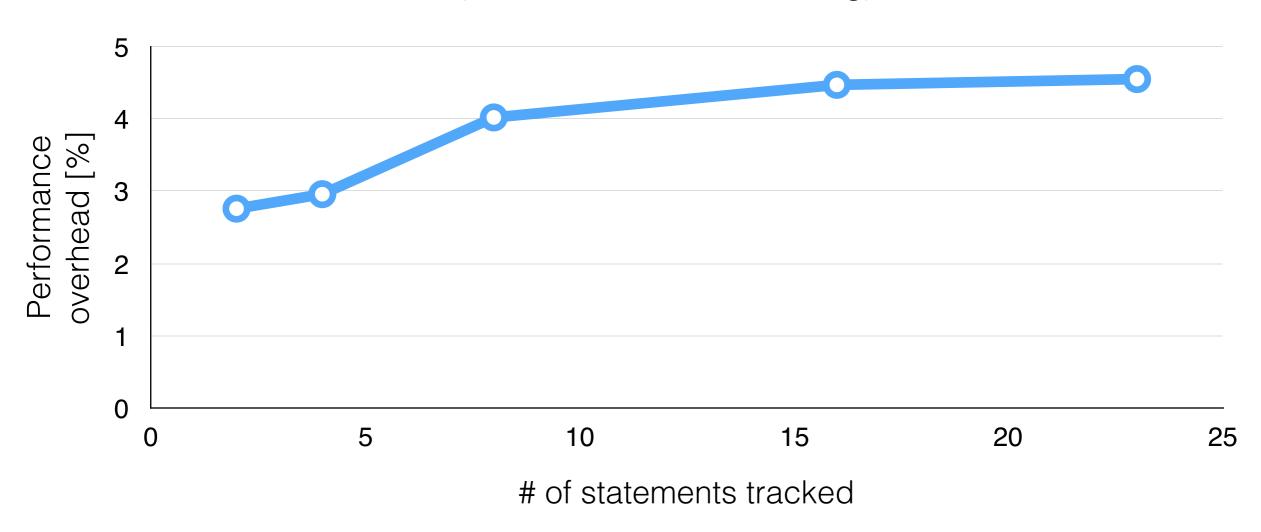
Efficiency

(Control & data flow tracking)



Efficiency

(Control & data flow tracking)



Gist has low average overhead (always below 5%)

Apache-2

Apache-1

Apache-3

Apache-4

Cppcheck-1

Cppcheck-2

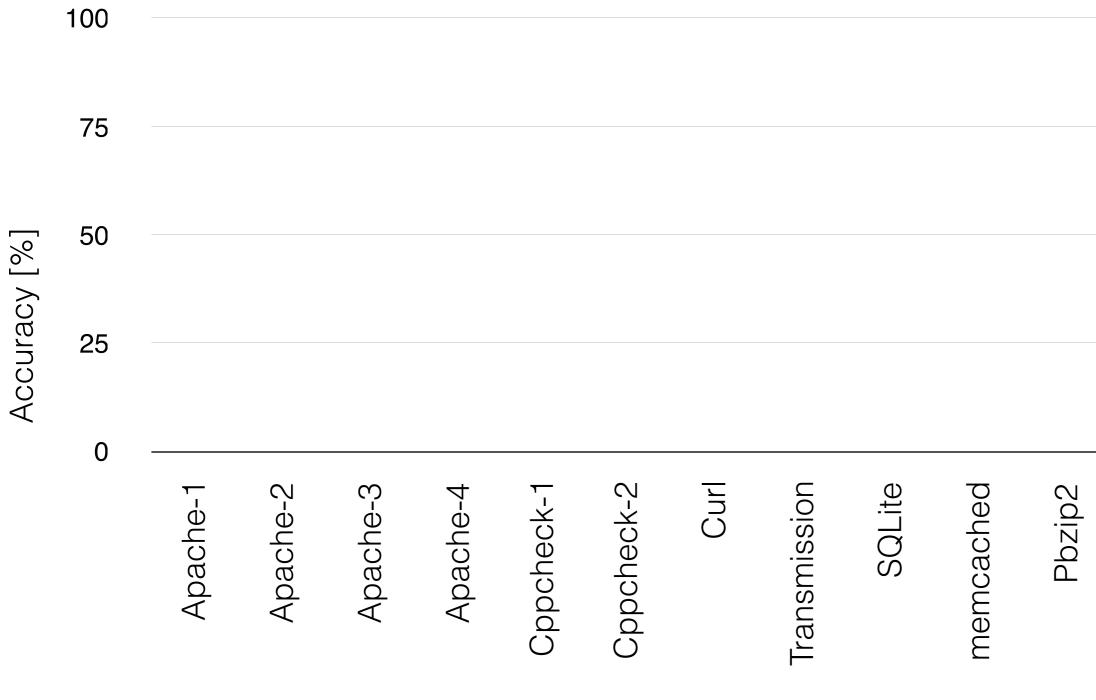
Curl

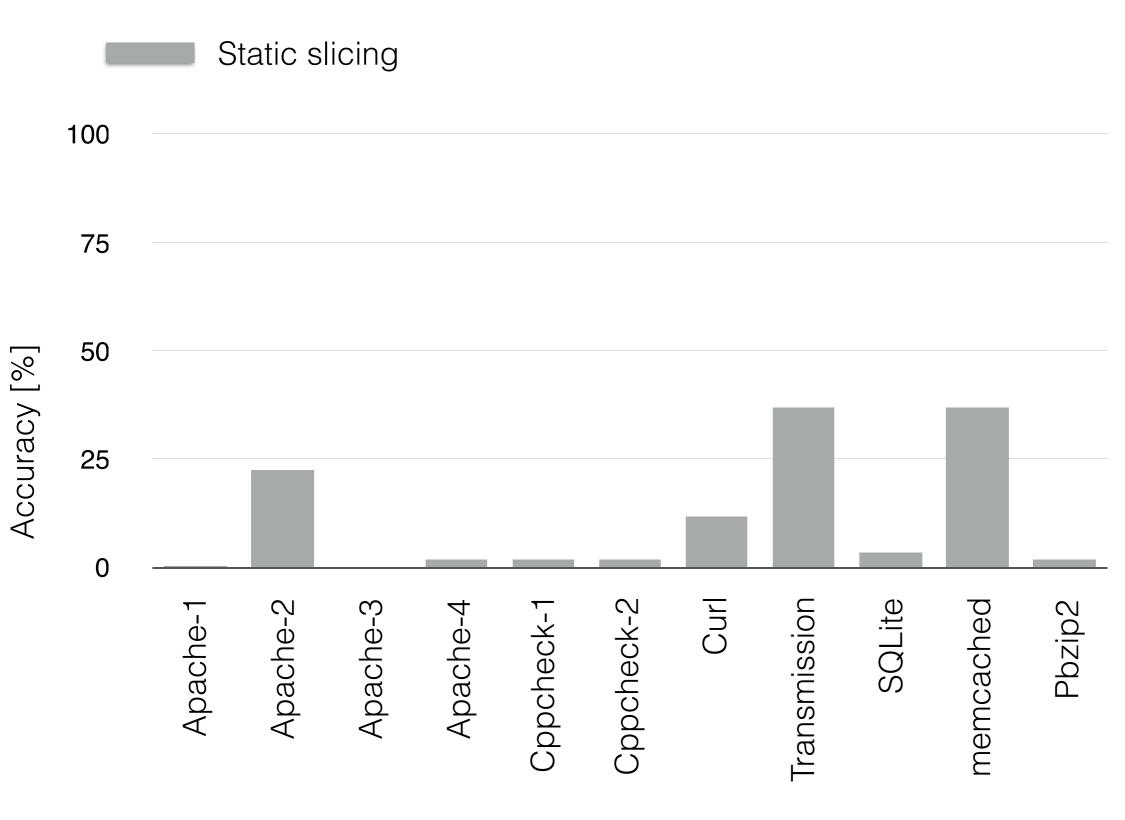
Transmission

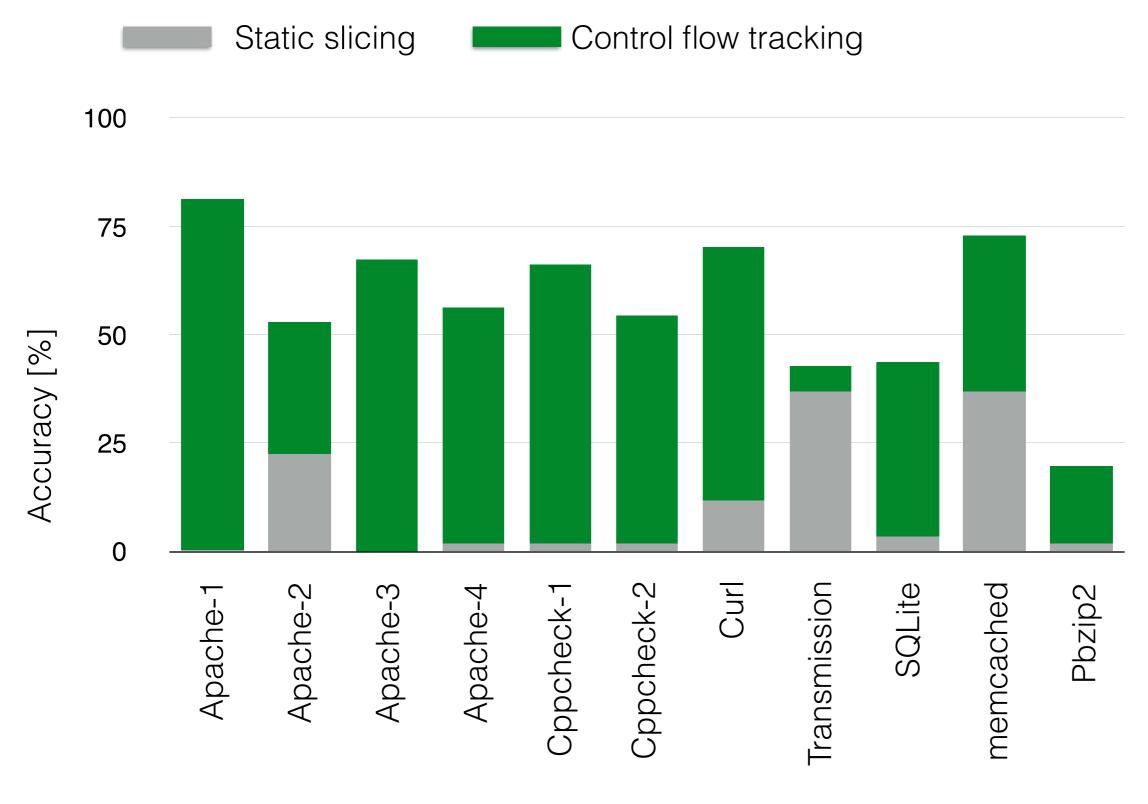
SQLite

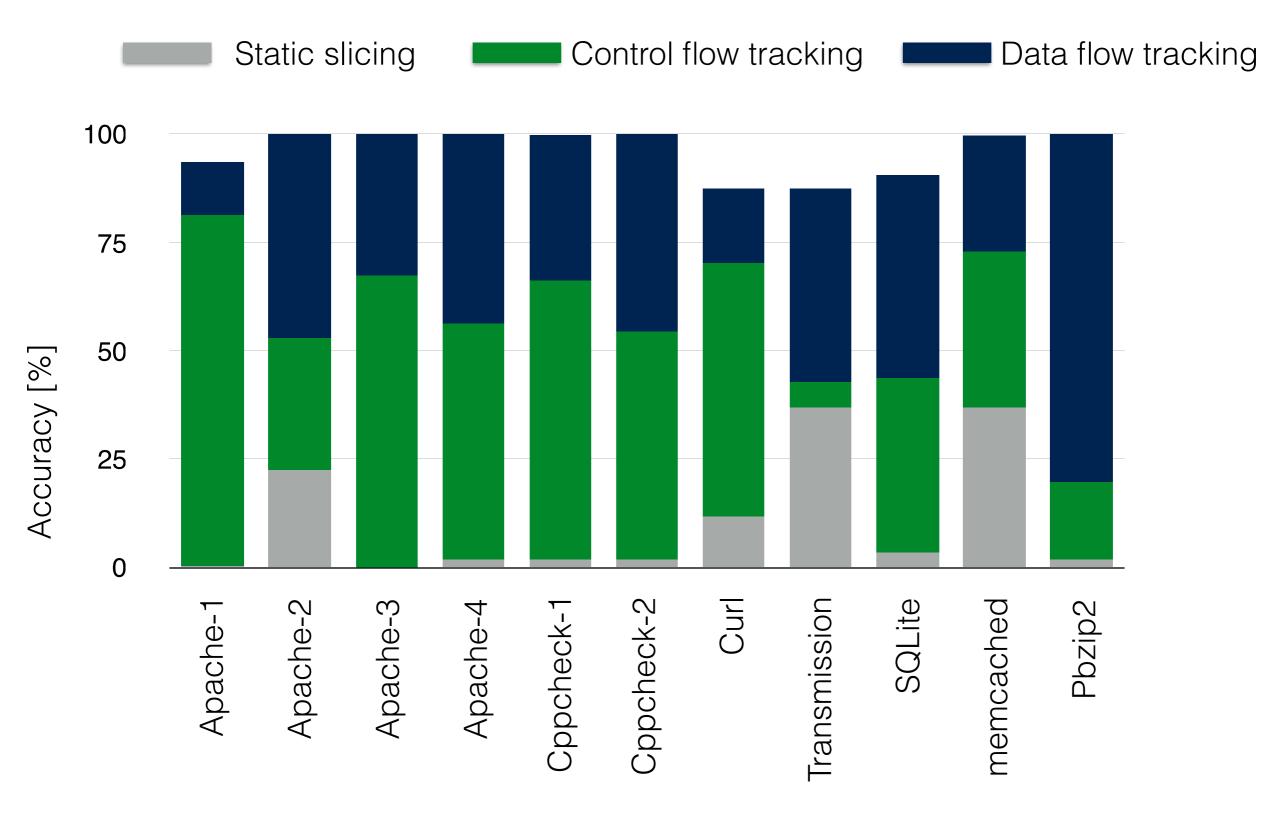
memcached

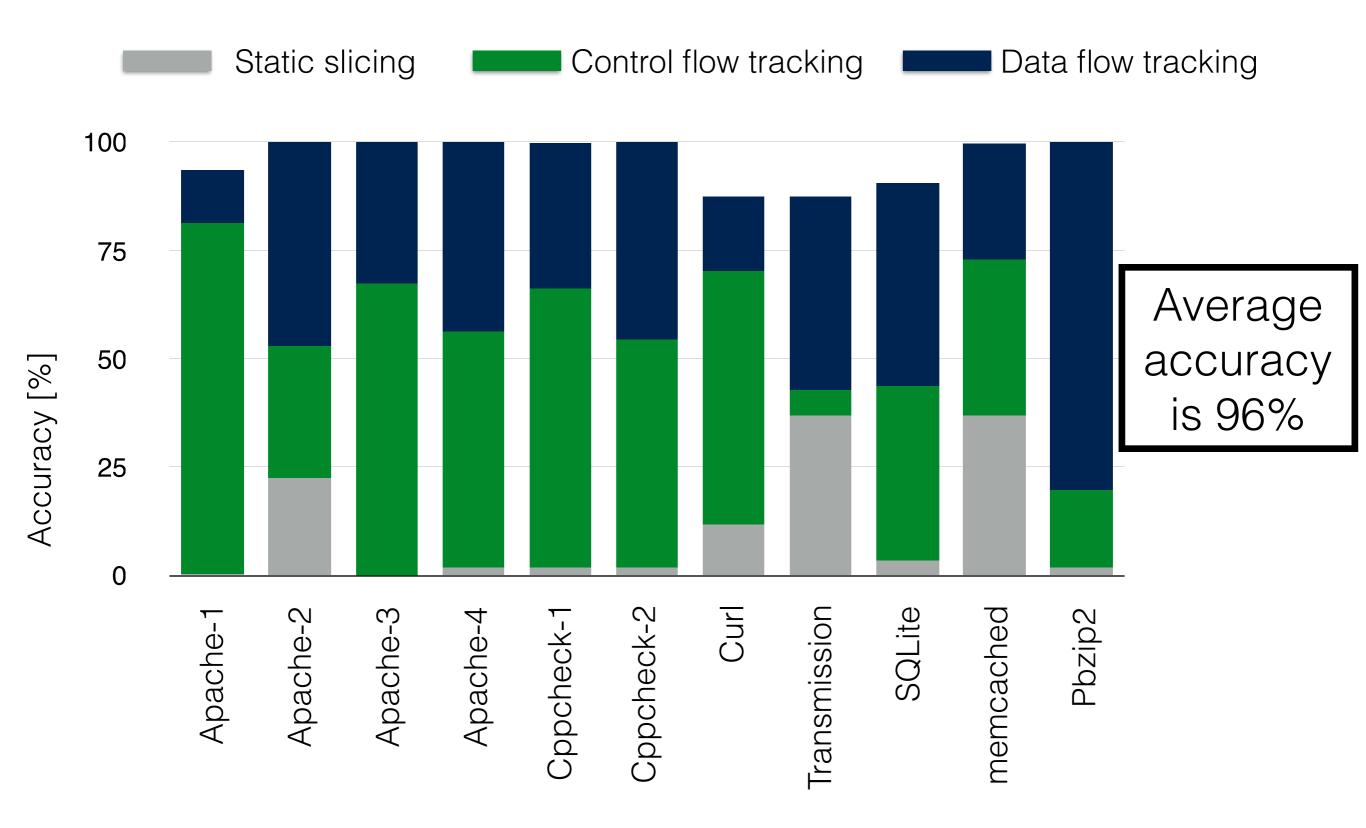
Pbzip2

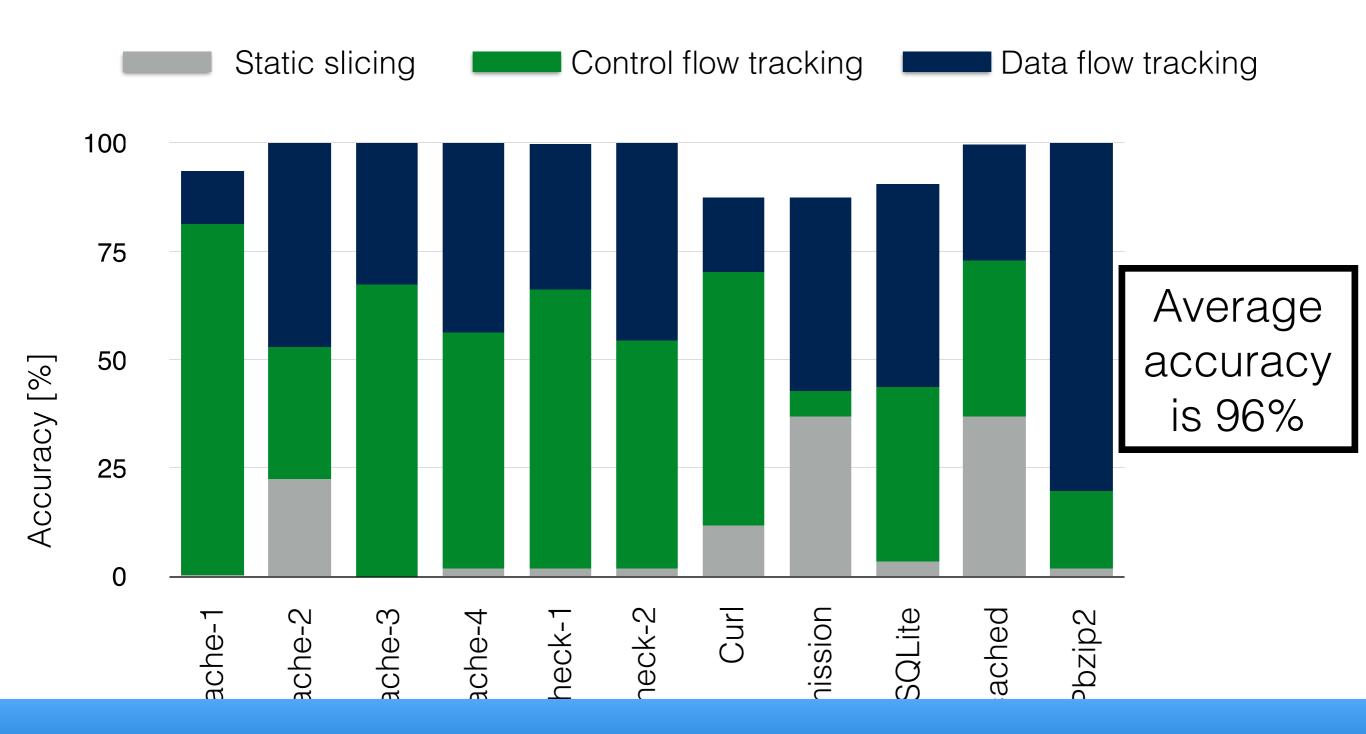






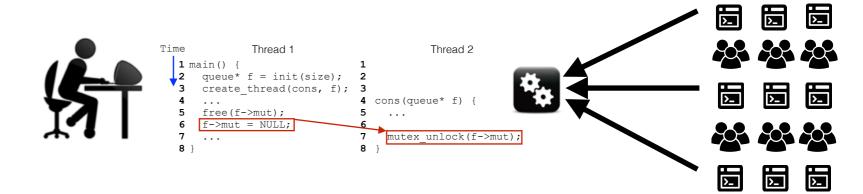






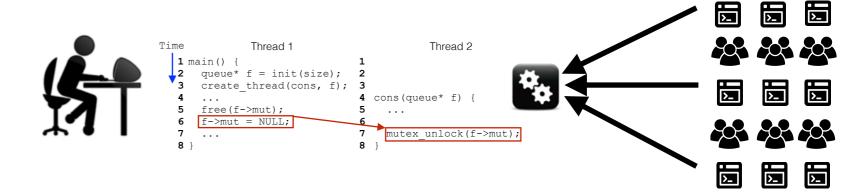
Each technique is needed for accuracy

Conclusion



- Failure sketching
 - Combination of static and dynamic program analysis
 - Failure sketches are summaries explaining failure root causes
 - Accurate, efficient, improves developer productivity

Conclusion



- Failure sketching
 - Combination of static and dynamic program analysis
 - Failure sketches are summaries explaining failure root causes
 - Accurate, efficient, improves developer productivity

http://dslab.epfl.ch/proj/gist

