

OOM Must Fail-fast

Stage 1 update

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▪  Agoric.

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107th Plenary

April 2025



Don't Remember Panicking

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Example: Prepare-Commit Pattern

```
const Nat = n => {
  if (n >= 0) { return n; }
  throw RangeError(`not Nat ${n}`);
};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    // COMMIT POINT
    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue;
  }
}
```

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  deposit(myDelta, src) {
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    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue;
  }
}
```

Transactional Totality

All effects or none.

Example: Prepare-Commit Pattern

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};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
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  }
}
```

Prepare Phase
All possible throws or early returns.
No effects.

Example: Prepare-Commit Pattern

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const Nat = n => {
  if (n >= 0) { return n; }
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class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units);
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  }
  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    // COMMIT POINT
    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue;
  }
}
```

Prepare Phase
All possible throws or early returns.
No effects.

- Are `this` and `src` instances of `Purse`?
- Is `myDelta` non-negative?
- Would `src` be overdrawn?

Example: Prepare-Commit Pattern

```
const Nat = n => {
  if (n >= 0) { return n; }
  throw RangeError(`not Nat ${n}`);
};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    // COMMIT POINT
    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue;
  }
}
```

Prepare Phase

All possible throws or early returns.
No effects.

Fragile Phase

No throws.
All effects.

Recap: OOM or OOS

```
const Nat = n => {
  if (n >= 0) { return n; }
  throw RangeError(`not Nat ${n}`);
};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    // COMMIT POINT
    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue; // Zalgo beckons
  }
}
```

OOM or OOS almost anywhere.
Always unexpected.
Corrupted state not repairable.



Recap: How to repair in general?

```
const Nat = n => {
  if (n >= 0) { return n; }
  throw RangeError(`not Nat ${n}`);
};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    try { // COMMIT POINT
      this.#units += myDelta;
      src.#units -= myDelta * this.#unitValue / src.#unitValue;
    } catch (err) {
      // Zalgo laughs
    }
  }
}
```



Recap: How to repair in general?

```
const Nat = n => {
  if (n >= 0) { return n; }
  throw RangeError(`not Nat ${n}`);
};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    try { // COMMIT POINT
      this.#units += myDelta;
      src.#units -= myDelta * this.#unitValue / src.#unitValue;
    } catch (err) {
      // Zalgo laughs
    }
  }
}
```



Recap: Need Internal Panic

```
const Nat = n => {
  if (n >= 0) { return n; }
  throw RangeError(`not Nat ${n}`);
};

class Purse {
  #units; #unitValue;
  constructor(units, unitValue) {
    this.#units = Nat(units); this.#unitValue = Nat(unitValue);
  }

  toString() { return `${this.#units} * ${this.#unitValue}`; }

  deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    // COMMIT POINT
    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue; // Zalgo forgets
  }
}
```

Possible Host OOM Policy:
Exit Agent(?) Immediately



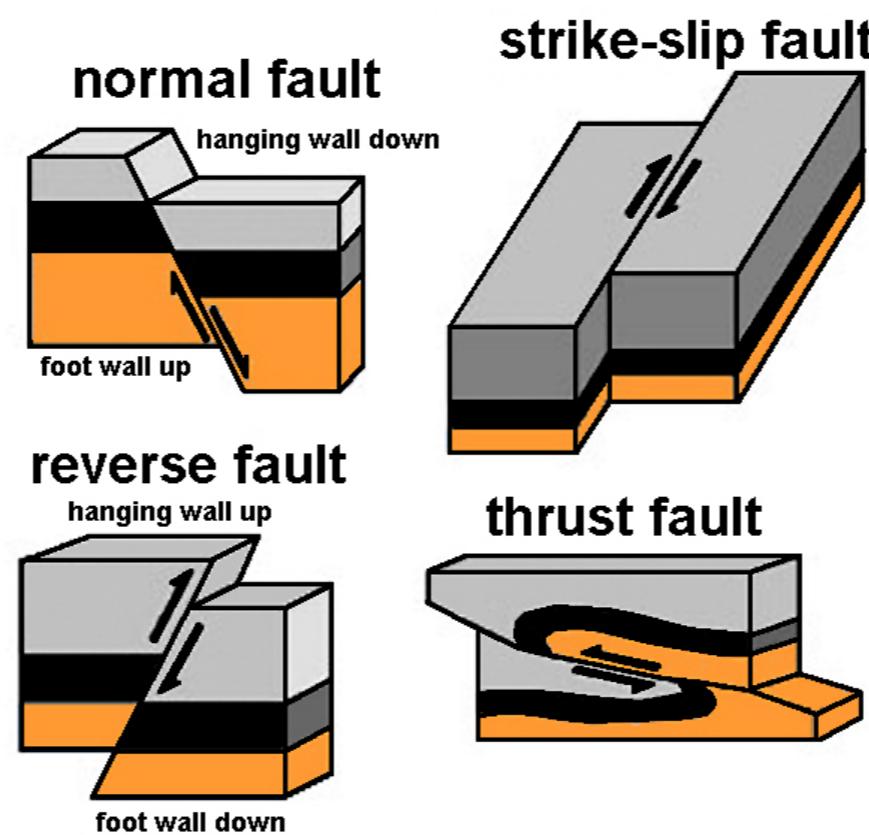
Zalgo forgets

“Trusted” Host Hook

HostFaultHandler(faultType, arg=undefined)

Fault Taxonomy

HostFaultHandler(faultType, arg=undefined)



Fault Taxonomy

HostFaultHandler(faultType, arg=undefined)

Unrepairable corruption
!(Availability & Integrity)



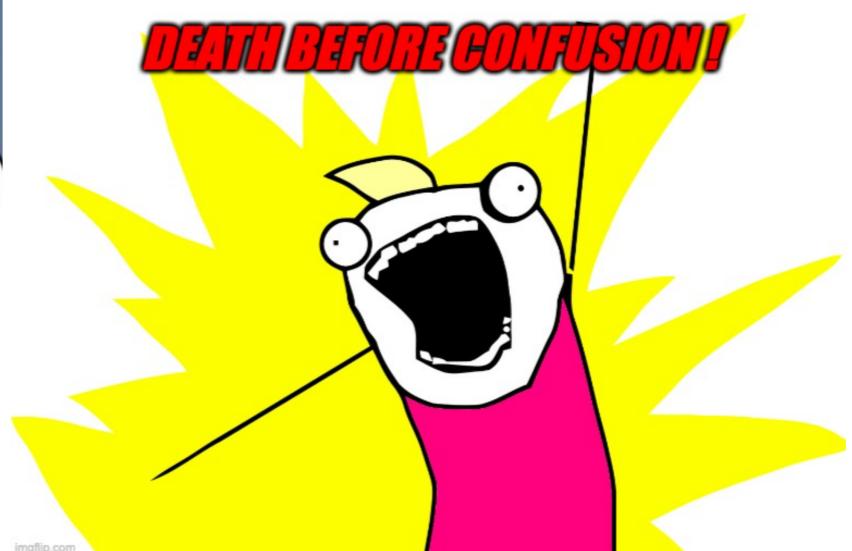
Fault Taxonomy

HostFaultHandler(faultType, arg=undefined)

Unrepairable corruption
(Availability & Integrity)



Fail-stop
sacrifice Availability for Integrity



Fault Taxonomy

HostFaultHandler(faultType, arg=undefined)

Unrepairable corruption
!(Availability & Integrity)



Fail-stop
sacrifice Availability for Integrity



Best-efforts
sacrifice Integrity for Availability



Fault Taxonomy

`HostFaultHandler(faultType, arg=undefined)`

XS

Host internal invariant violated.
Unrepairable host corrupted state.
Must fail-stop.
Blue tabs of death. Reboot device. ...

00M
00S
InternalAssert

Browser?



InternalAssert

Fault Taxonomy

`HostFaultHandler(faultType, arg=undefined)`

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Host cannot proceed within JS spec.
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Best-efforts vs fail-stop.

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Best-efforts vs fail-stop.

JS opt-in to fail-stop.

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Fault Taxonomy

HostFaultHandler(faultType, arg=undefined)

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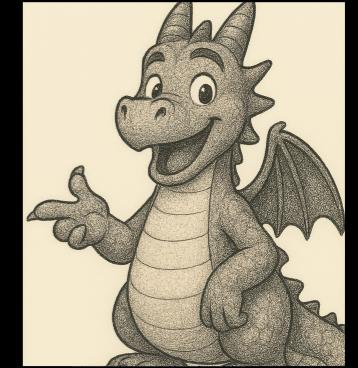
Host fine.
JS code in trouble?
Best-efforts vs fail-stop.

00 Time
UnhandledException
UnhandledRejection

00 Time
UnhandledException
UnhandledRejection

No bug seen during dev,review,tests

```
deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    // COMMIT POINT
    this.#units += myDelta;
    src.#units -= myDelta * this.#unitValue / src.#unitValue; // Zalgo smirks
}
}
```



```
const mine = new Purse(10, 1000);
const src = new Purse(20, 500);
try {
    mine.deposit(3, src);
    console.log(` ${mine}, ${src}`); // 13 * 1000, 14 * 500
} catch (err) {
    console.log('caught', err); // Not reached. No bug seen.
}
```

Triggered by Rare Data

```
deposit(myDelta, src) {  
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);  
    // COMMIT POINT  
    this.#units += myDelta;  
    src.#units -= myDelta * this.#unitValue / src.#unitValue;  
}  
}
```

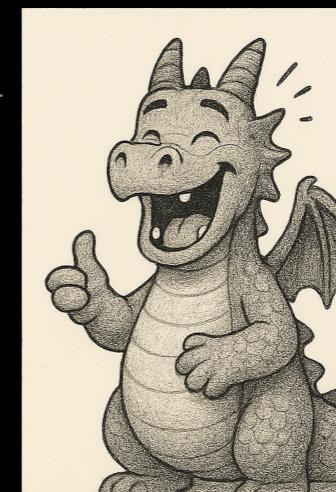
VM ok.
“Just” an unknown user bug

```
const mine = new Purse(10n, 1000n);  
const src = new Purse(20n, 0n);  
try {  
    mine.deposit(0n, src);  
    console.log(` ${mine}, ${src}`); // not reached  
} catch (err) {  
    console.log('caught', err); // caught RangeError: Division by zero  
    // Zalgo laughs again  
}
```



At least we know why Zalgo laughs

```
deposit(myDelta, src) {  
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);  
    try { // COMMIT POINT  
        this.#units += myDelta;  
        src.#units -= myDelta * this.#unitValue / src.#unitValue;  
    } catch (err) {  
        console.log('Zalgo', err); // Zalgo laughs  
        throw err;  
    }  
}  
  
const mine = new Purse(10n, 1000n);  
const src = new Purse(20n, 0n);  
try {  
    mine.deposit(0n, src);           // Zalgo RangeError: Division by zero  
    console.log(`${mine}, ${src}`); // not reached  
} catch (err) {  
    console.log('caught', err);      // caught RangeError: Division by zero  
    // Zalgo laughs again  
}
```



Expensive defense possible today

```
deposit(myDelta, src) {  
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);  
    try { // COMMIT POINT  
        this.#units += myDelta;  
        src.#units -= myDelta * this.#unitValue / src.#unitValue;  
    } catch (err) {  
        for (;;) {}  
    }  
}
```



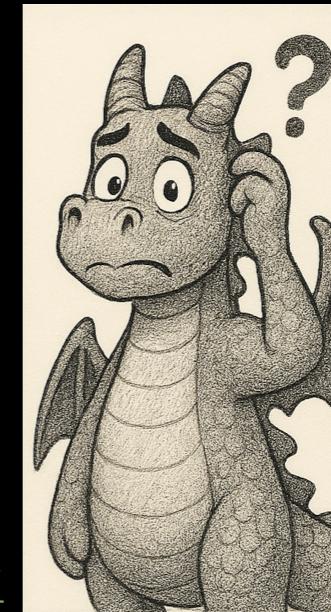
```
const mine = new Purse(10n, 1000n);  
const src = new Purse(20n, 0n);  
try {  
    mine.deposit(0n, src);           // Zalgo sleeps  
    console.log(` ${mine}, ${src}`); // not reached  
} catch (err) {  
    console.log('caught', err);     // not reached  
}
```



Somebody stop me!

```
deposit(myDelta, src) {
    Nat(src.#units * src.#unitValue - Nat(myDelta) * this.#unitValue);
    try { // COMMIT POINT
        this.#units += myDelta;
        src.#units -= myDelta * this.#unitValue / src.#unitValue;
    } catch (err) {
        Reflect.panic(err);
    }
}
}

const mine = new Purse(10n, 1000n);
const src = new Purse(20n, 0n);
try {
    mine.deposit(0n, src);           // Zalgo forgets
    console.log(` ${mine}, ${src}`); // not reached
} catch (err) {
    console.log('caught', err);     // not reached
}
```



Full Fault Taxonomy

HostFaultHandler(faultType, arg=undefined)

XS

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Host internal invariant violated.
Unrepairable host corrupted state.
Must fail-stop.
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Best-efforts vs fail-stop.
JS opt-in to fail-stop.

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Full Fault Taxonomy

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00 Time
UnhandledException
UnhandledRejection

JS code notices own corruption.
Explicit JS panic() must fail-stop.

UserPanic
Reflect.panic(arg=undefined);



Shared memory and deactivated agents #2581

Open



annevk opened on Apr 25, 2017

...

This is a follow-up to [#2521](#). JavaScript has the following requirement on agents:

An embedding may terminate an agent without any of the agent's cluster's other agents' prior knowledge or cooperation. If an agent is terminated not by programmatic action of its own or of another agent in the cluster but by forces external to the cluster, then the embedding must choose one of two strategies: Either terminate all the agents in the cluster, or provide reliable APIs that allow the agents in the cluster to coordinate so that at least one remaining member of the cluster will be able to detect the termination, with the termination data containing enough information to identify the agent that was terminated.

Boris came up with a scenario that doesn't quite meet this and I found one derived from that:

Agent cluster and crash recovery: specifications? #4901

Open



gterzian opened on Sep 11, 2019 · edited by gterzian

Edits ...

Assignee

No one assigned

Labels

Are there existing efforts, and if not, should there be, to standardize the "recover from a crashed tab" workflow? Also, this could be broadened to "how to recover from a crashed agent-cluster?"

Discuss out-of-memory etc. agent cluster killing, especially for shared workers? #11205

Open



domenic opened 2 days ago

...

Assignees

No one assigned

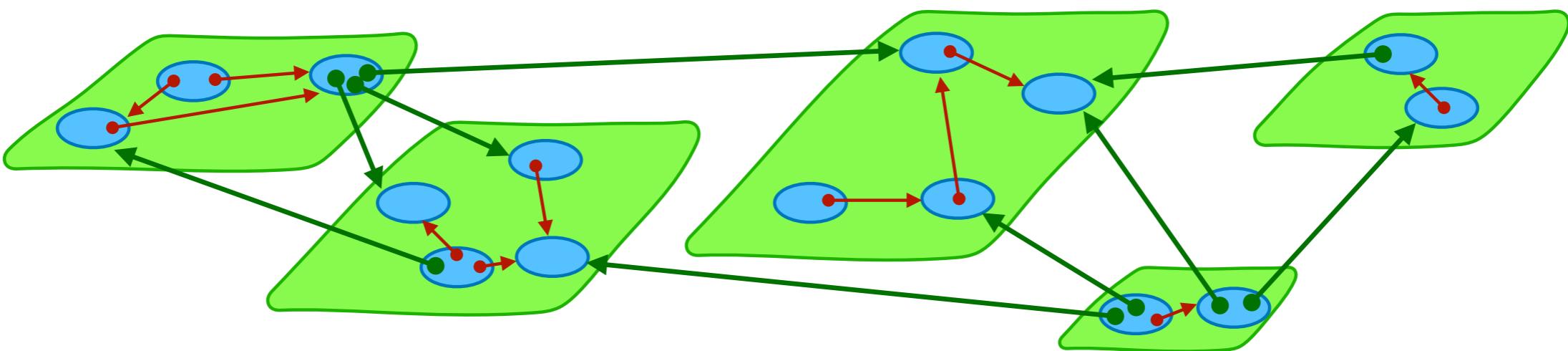
Labels

[topic: agent](#) [topic: v](#)

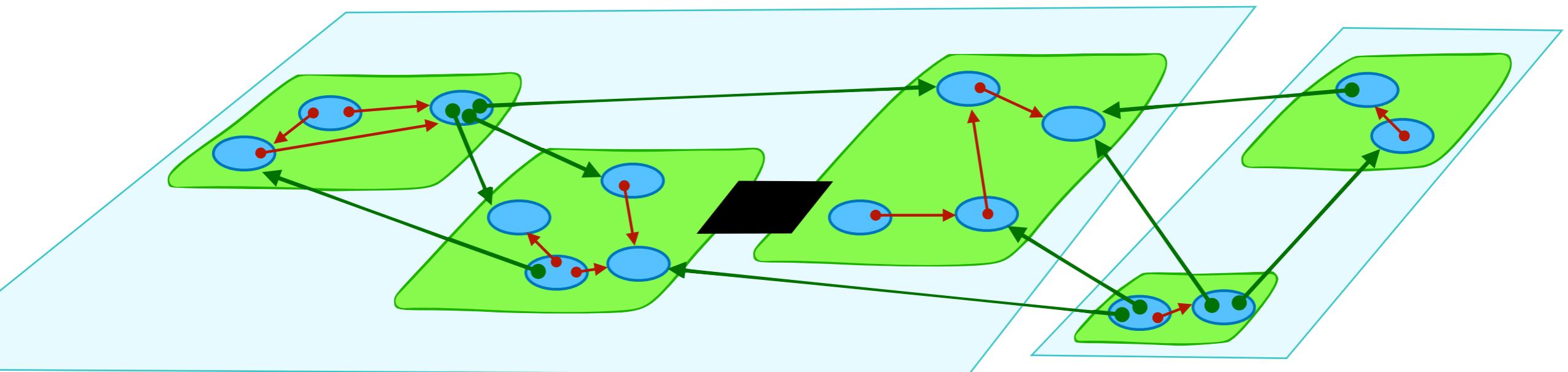
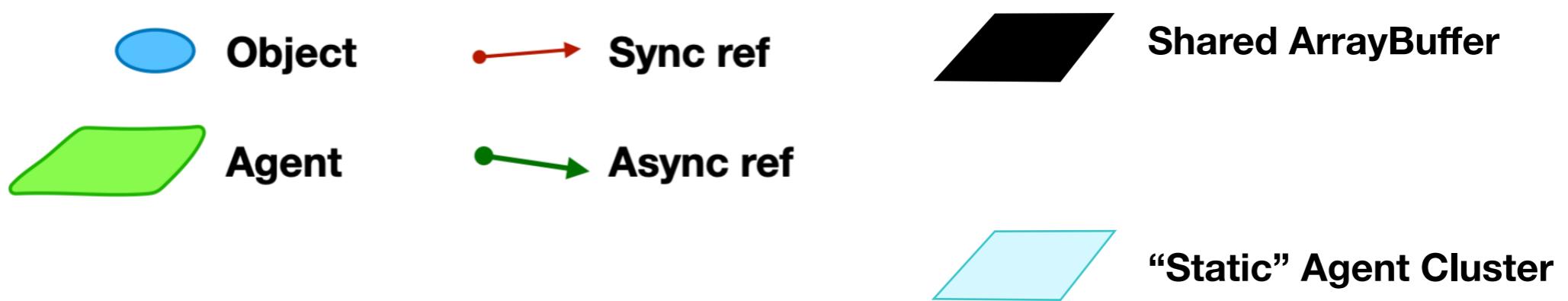
What is the issue with the HTML Standard?

Currently, the HTML Standard does not really discuss the fact that operating systems or browser implementations can kill processes, e.g. due to memory pressure. (The closest I can find is the [killing scripts](#) section.)

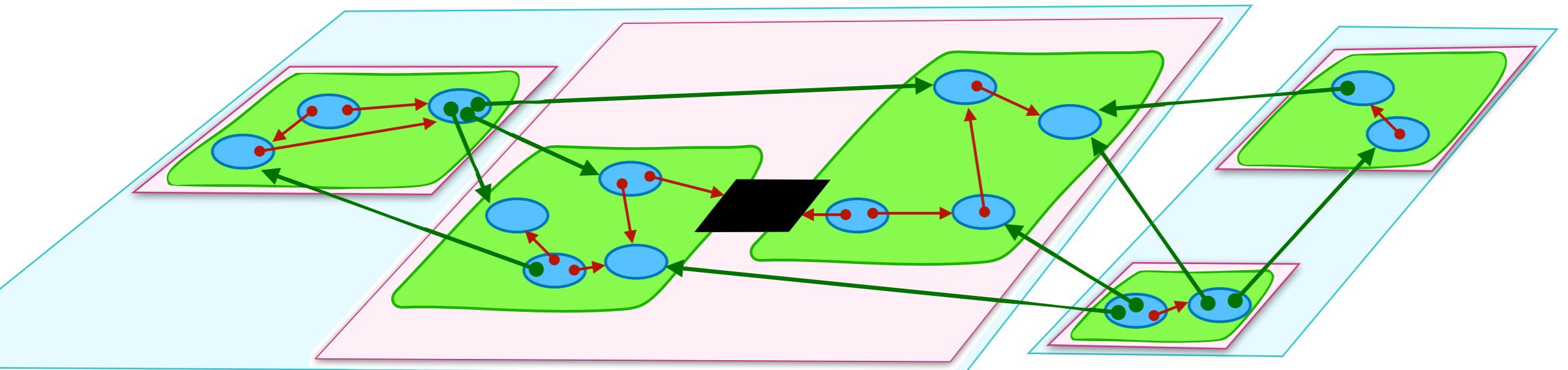
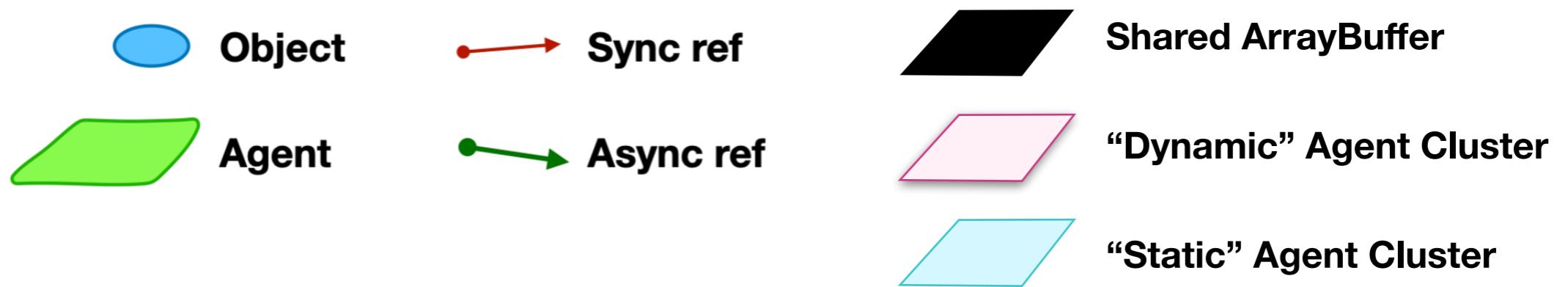
Minimum Abortable Unit?



Minimum Abortable Unit?



Minimum Abortable Unit?



Must a Host Hook Resume?

4.2 Hosts and Implementations

A host hook must conform to at least the following requirements:

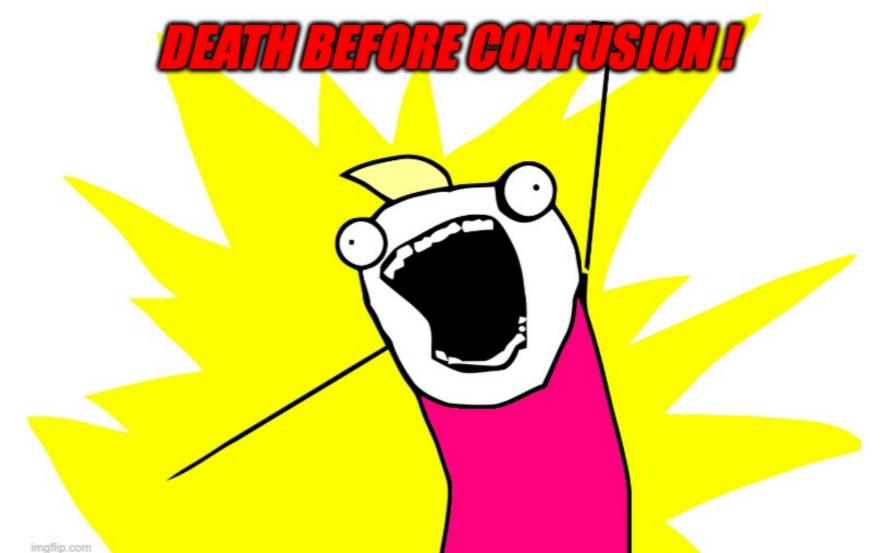
- It must return either a **normal completion** or a **throw completion**.

Ways Host Hook Might Not Resume

Coredump or other diagnostic snapshot

`process.exit(...);`

Blue Tabs of Death (browser)



Ways Host Hook Might Not Resume

Coredump or other diagnostic snapshot

`process.exit(...);`

Blue Tabs of Death (browser)



Refresh page (browser)

Reboot device (XS, *Pacemaker story*)

Abort transaction (Agoric: restore prev consistent state)



Fault Tolerant Systems of...

Faulty Hardware

Non-replicated faults

Byzantine components. Hardware supply-chain risk.

Unpredictable. BFT, Blockchain.

Possibly Malicious. Hard

Fail-stop components Simple redundancy, voting

 Tandem non-stop, Fail-over.

 Comparatively easy.

Fault Tolerant Systems of...

	Faulty Hardware	Fallible Applications
Byzantine components.	Hardware supply-chain risk.	Library supply-chain risk.
Unpredictable.	BFT, Blockchain.	POLA, OCaps.
Possibly Malicious.	Hard	Defensive Consistency. Compartmentalization.
Fail-stop components	Simple redundancy, voting Tandem non-stop, Fail-over. Comparatively easy.	

Fault Tolerant Systems of...

	Faulty Hardware	Fallible Applications
Byzantine components.	Hardware supply-chain risk.	Library supply-chain risk.
Unpredictable.	BFT, Blockchain.	POLA, OCaps.
Possibly Malicious.	Hard	Defensive Consistency. Compartmentalization.
Fail-stop components	Simple redundancy, voting Tandem non-stop, Fail-over. Comparatively easy.	Fault containment. Erlang Supervisors. React to absence. Post-mortem philosophy.

Questions?
