Tackling non-determinism in Hadoop

Testing and debugging distributed systems with Earthquake

GitHub: https://github.com/osrg/earthquake/
Twitter: @EarthquakeDMCK

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What I will talk about

- What are distributed systems? (e.g., Hadoop) Why is it difficult to test them?

- Bugs we found/reproduced with Earthquake https://github.com/osrg/earthquake/

- How Earthquake controls non-determinism

- Lessons we learned
WHAT ARE DISTRIBUTED SYSTEMS?
WHY IS IT DIFFICULT TO TEST THEM?
Big Data Analysis
→ Improve business strategy

Machine Learning
→ Recommend attractive contents to users

DISTRIBUTED SYSTEMS, DISTRIBUTED SYSTEMS EVERYWHERE

NoSQL & NewSQL
→ Highly available and reliable service

Clustered Containers
→ Scalable DevOps

And there are many more..
Why is it difficult to test distributed systems?

Scalability is the charm of distributed systems

But... it forces the system to be composed of many machines and many software..

Something in the system definitely goes awry!
We need to test whether the system is tolerant of awry things, but it’s difficult to non-determinism

- Some packet can be delayed/lost
- Some disk can crash
- Some process can run slowly (although not specific to dist sys)
Good News: distributed systems are well tested!

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<thead>
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But..

Data are measured at 14/01/2016, using CLOC
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Bad News: they are still buggy

• over 3 bug reports per day, on average

• 50% of bugs take several months to get resolved

• 26% of bugs are "flaky", i.e., hard to reproduce due to non-determinism

Simple Testing Can Prevent Most Critical Failures.. [Yuan et. al., OSDI’14]
https://builds.apache.org/job/%s-trunk/

Data are captured at 14/01/2016

Never seen fully successful build, even on my local machine
We need to control non-determinism!

• Sometimes we can see test failures on Jenkins

• So.. if we run test codes repeatedly on a PC, we can locally reproduce the bug, right..?

→ No! Just repeating tests does not make much sense, due to poor non-determinism variation

Our Earthquake increases non-determinism

higher is better
Earthquake: programmable fuzzy scheduler

Earthquake

SET SCHEDULING ATTRIBUTES

Linux threads
(sched_setattr(2))

Function Call/Return events
(byteman for Java, clang for C)

SCHEDULES EVENTS
+ INJECT SOME FAULTS

Disk access events
(FUSE)

Ethernet packet events
(iptables, Openflow)
How to use Earthquake?

For Ethernet scheduling

$ go get github.com/osrg/earthquake/earthquake-container
$ sudo earthquake-container run -i -t ubuntu $COMMAND

Docker-like CLI
(For non-Dockerized version, please refer to docs)

For Thread scheduling

$ git clone https://github.com/AkihiroSuda/microearthquake
$ sudo microearthquake pid $PID

Will be unified to `earthquake-container` in February
Details of Earthquake is followed later

BUGS WE FOUND/REPRODUCED WITH EARTHQUAKE

Reproduction codes are included in the github repo: https://github.com/osrg/earthquake/tree/master/example
ZooKeeper: distributed lock service for Hadoop (and so on)

- Provides distributed lock for HA in Hadoop
  - HA of Hadoop relies on ZooKeeper
- Also used by Spark, Mesos, Docker Swarm, Kafka, ...
- Similar softwares: etcd, Consul, Atomix, ...

YARN Resource Manager

YARN Resource Manager

YARN Resource Manager

Active

Stand-by

Stand-by
Bug: New node cannot participate to ZK cluster properly

→ New node cannot become a leader of ZK cluster itself

Cause: distributed race (ZAB packet vs FLE packet)

- ZAB: broadcast protocol for data
- FLE: leader election protocol for ZK cluster itself
- Code is becoming spaghetti due to many contributions which had not been planned in the first release
  → Interaction between ZAB and FLE is not obvious

Found https://issues.apache.org/jira/browse/ZOOKEEPER-2212

Leadership of ZK cluster

- ZAB Packet [2888/tcp]
- FLE Packet [3888/tcp]

New ZK node

Uses different TCP connection
→ Non-deterministic packet order

ZooKeeper / ZOOKEEPER-2212

distributed race condition related to QV version

Type: Bug
Priority: Critical
Affects Version/s: 3.5.0
Component/s: quorum
Labels: None
External issue URL: https://github.com/osrg/earthquake/tree/v0.1/example/zk-found-bug.ether

Status: RESOLVED
Resolution: Fixed
Fix Version/s: 3.5.1, 3.6.0

Priority Percentage

- Blocker: 1%
- Critical: 4%
- Major: 66%
- Minor: 26%
- Trivial: 3%
Affect to production

- **Expected:** ZK cluster works even when \([N/2]\) nodes crashed
  
  \((N\ \text{is an odd number, 3 or 5 in most cases})\)

- **Real:** it doesn’t work!
  
  → **Example:** No MapReduce job can be submitted to Hadoop
How hard is it to reproduce?

- We permuted some specific Ethernet packets in random order using Earthquake
  - Unlike Linux netem (or FreeBSD dummynet), Earthquake provides much more programmable interface

- Reproducibility: 0.0% → 21.8% (tested 1,000 times)
  - We could not reproduce the bug even after 5,000 times traditional testing (60 hours!)
Distributed Execution Pattern

We define the distributed execution pattern based on code coverage:

\[ P = \begin{pmatrix} p_{1,1} & \cdots & p_{1,N} \\ \vdots & \ddots & \vdots \\ p_{L,1} & \cdots & p_{L,N} \end{pmatrix} \]

- \( L \): Number of line of codes
- \( N \): Number of nodes
- \( p_{i,j} \): 1 if the node \( j \) covers the branch in line \( i \), otherwise 0
- We used JaCoCo: Java Code Coverage Library

*Earthquake achieves faster pattern growth. That's why we can hit the bug.*
YARN: the kernel of Hadoop

- YARN assigns MapReduce jobs to computation nodes

- Computation nodes report their health status for fault-tolerant job scheduling
Bug: YARN cannot detect disk failure cases where mkdir() / rmdir() blocks

We noticed that the bug can occur theoretically when we are reading the code, and actually produced the bug using Earthquake.

- When we should inject the fault is pre-known; so we manually wrote a concrete scenario using Earthquake API.
- Much more realistic than mocking.

Found [https://issues.apache.org/jira/browse/YARN-4301](https://issues.apache.org/jira/browse/YARN-4301)
Found/Reproduced flaky tests (excluding simple "timed out" fail)

R: ZOOKEEPER-2080: CnxManager race
- Not reproduced nor analyzed for past 2 years
- Can affect production, not only in JUnit test

R: YARN-1978: NM TestLogAggregationService race
R: YARN-4168: NM TestLogAggregationService race

F: YARN-4543: NM TestNodeStatusUpdater race
F: YARN-4548: RM TestCapacityScheduler race

R: YARN-4556: RM TestFifoScheduler race
R: etcd #4006: kvstore_test race
R: etcd #4039: kv_test race

and more..
Flaky test doesn't matter, as it doesn't affect production?

It still matters!

For developers..  
It's a barrier to promotion of CI  
• If many tests are flaky, developers tend to ignore CI failure → overlook real bugs

For users..  
It's a barrier to risk assessment for production  
• No one can tell flaky tests from real bugs
HOW EARTHQUAKE CONTROLS NON-DETERMINISM
Earthquake: programmable fuzzy scheduler

**SET SCHEDULING ATTRIBUTES**

Linux threads (sched_setattr(2))

Function Call/Return events (byteman for Java, clang for C)

Disk access events (FUSE)

Ethernet packet events (iptables, Openflow)

SCHEDULES EVENTS + INJECT SOME FAULTS
Three Major Principles of Earthquake

• Non-invasiveness

• Incremental Adoptability

• Language Independence
Principle 1 of 3: Non-invasiveness

• It's possible to insert extra hook codes for controlling non-determinism
  • Great academic works: SAMC[OSDI'14], DEMi[NSDI'16]...

• But we avoid such "invasive" modifications:
  • We need to test multiple versions
    • For evaluating which version is suitable for production
    • For bisection testing (`git bisect`)
    • We don't like to rebase the modification patch!

  • We don't like to see false-positives!
    • modification itself can be a false bug
    • debugging false bugs is vain
Principle 2 of 3: Incremental Adoptability

- Real implementation of distributed systems are very complicated and difficult to understand

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<td>Chubby (=ZooKeeper, etcd) [OSDI'06]</td>
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<td>BigTable (=HBase) [OSDI'06]</td>
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- So we need to start testing without complex knowledge

- But after we got the details, we want to incrementally utilize the new knowledge for improving test planning
Principle 3 of 3: Language Independence

• Many distributed systems are written in Java

• But the world won't be unified under Java
  • Scala.. Spark, Kafka
  • Go.. etcd, Consul
  • Erlang.. Riak, RabbitMQ
  • Clojure.. Storm, ..
  • C++.. Kudu,
  • ..

• We avoid language-dependent technique so that we can test any software written in any language
  • Earthquake has some Java/C dependent components, but they are just extensions, not mandatory.
How Earthquake schedules events and faults

- Random is the default behavior
  - No state transition model is required

- If you are suspicious of some specific scenarios, you can program the scenarios!
  - e.g., If FuncFoo() and FuncBar() happen concurrently (in XX msecs window) ..
    - You can ensure that FuncFoo() returns before FuncBar() returns
    - You can inject a fault between FuncFoo() and FuncBar()
Earthquake API (Go)

```go
type ExplorePolicy interface {
    QueueNextEvent(Event)
    GetNextActionChan() chan Action
}

func (p *MyPolicy) QueueNextEvent(event Event) {
    action := event.DefaultAction()
    p.timeBoundedQ.Enqueue(action, 10 * Millisecond, 30 * Millisecond)
}

func (p *MyPolicy) GetNextActionChan() chan Action { .. }

func NewMyPolicy() ExplorePolicy { return &MyPolicy { .. } }

func main() {
    RegisterPolicy("mypolicy", NewMyPolicy)
    os.Exit(CLIMain(os.Args))
}
```

Events:
- PacketEvent (iptables, Openflow)
- FilesystemEvent (FUSE)
- JavaFunctionEvent (byteman)
- SyslogEvent ..

Actions:
- (Default action)
- PacketFaultAction
- FilesystemFaultAction
- ShellAction ..

Fired in [10ms, 30ms]

Go is poor at DLL.. So user-written policy plugin is statically linked (as in Docker Machine drivers)
Earthquake API

• **RPC mode**
  - Best for complex scenarios
  - Doesn't scale so much, but it doesn't matter for tests

  ![Diagram of Earthquake API]

  Orchestrator
  
  Inspector
  Inspector
  Inspector

• **Auto-pilot, single-binary mode**
  - Best for the default randomized scenario
How Earthquake sets scheduling attributes?

- **Linux 3.14 introduced SCHED_DEADLINE scheduler**
  - Earthquake is not related to performance testing; but SCHED_DEADLINE is much more configurable than renice(8) with default CFS scheduler; so we use it

- **Earthquake changes runtime of threads, using SCHED_DEADLINE + sched_setattr(2)**
  - Finds runtime set that satisfies the deadline constraint using Dirichlet-distributed random values ($\sum r_i = 1000$)

```
<table>
<thead>
<tr>
<th>Thread</th>
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<tbody>
<tr>
<td>thread1</td>
<td>300us</td>
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<tr>
<td>thread2</td>
<td>200us</td>
</tr>
<tr>
<td>thread3</td>
<td>400us</td>
</tr>
<tr>
<td>thr4</td>
<td>100us</td>
</tr>
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</table>
```
Similar great tool: Jepsen

- **Jepsen**
  - specialized in network partition
  - specialized in testing linearizability (strong consistency)
  - Famous for "Call Me Maybe" blog: [http://jepsen.io/](http://jepsen.io/)

- **Earthquake is much more generalized**
  - The bugs we found/reproduced are basically beyond the scope of Jepsen

- **Earthquake can be also combined with Jepsen!**
  It will be our next work..

Jepsen

causes network partition

tests linearizability

Earthquake

increases non-determinism
(especially of thread scheduling)
LESSONS WE LEARNED
Performance should be split from liveness

"Liveness": something good \textit{eventually} happens

• c.f. "safety": nothing bad happens (typical assertions are safety)

Problem: Flaky test expects something good happens in a certain timeout, which depends on the performance of the machine

```c
invokeAsyncProcess();
sleep(certainTimeout); // some tests lack even this sleep for async proc
assertTrue(checkSomethingGoodHasHappened());
```

Solution: make sure any test succeeds on slow machines (of course performance testing is important, but it should be separated)

```c
invokeAsyncProcess();
bool b;
for (int i = 0; i < MANY_RETRIES; i++) {
    sleep(certainTimeout);
    b = checkSomethingGoodHasHappened(); // idempotent
    if (b) break;
}
assertTrue(b);
```
LOG.debug() is sometimes useless for debugging

- Of course it is definitely better than nothing

- **Problem:** But sometimes it's useless for distributed systems, because it's too hard for humans to inspect logs from multiple nodes
  - Unclear ordering
  - Unclear structure (needs an alternative to log4j!)
  - enormous non-interesting logs

- **Solution:** So we made a tool that picks up some branches that only occur in failed experiments for analyzing the root cause of the bug

```
Analyzer

Scanning 00000000: experiment successful=true
Scanning 00000001: experiment successful=false

Suspicious: QuorumCnxManager::receiveConnection() line 382-382
Suspicious: QuorumCnxManager$Listener::run() line 657-657
Suspicious: QuorumCnxManager$SendWorker::run() line 809-811
```
Need for integration test framework

Each of the Hadoop components has plenty of JUnit test codes

But we also need integration tests with multiple components!

- e.g. ZOOKEEPER-2347: critical deadlock which leaded to withdrawal of ZooKeeper release v3.4.7
  - Found (not by us nor with Earthquake) in an integration test with ZooKeeper and HBase

Apache BigTop is an interesting project about this!

- But.. how should we prepare realistic workloads systematically?
  It's an open question..
CONCLUSION
Conclusion

- Distributed systems are difficult to test and debug, due to non-determinism

- Earthquake controls non-determinism so that you can find and reproduce such "flaky" bugs

- Please try and give us your feedback: https://github.com/osrg/earthquake/
How to use Earthquake?

For Ethernet scheduling

$ go get github.com/osrg/earthquake/earthquake-container
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Docker-like CLI
(For non-Dockerized version, please refer to docs)

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$ git clone https://github.com/AkihiroSuda/microearthquake
$ sudo microearthquake pid $PID

Will be unified to `earthquake-container` in February
ADDENDUM
Quick start for reproducing flaky bugs in Hadoop [1/3]

Terminal 1

$ git clone https://github.com/apache/hadoop.git
$ cd hadoop
$ ./start-build-env.sh
build-env

(switch to Terminal 2)

- `start-build-env.sh` starts the build environment in a Docker container. Suppose the started container name is `$HADOOP_BUILD_ENV`.
- If you have a package dependency issue, you may have to run `mvn package -Pdist -DskipTests -Dtar` in the container.
Quick start for reproducing flaky bugs in Hadoop [2/3]

Terminal 2

$ git clone https://github.com/AkihiroSuda/microearthquake
$ cd microearthquake
$ git checkout tag20160203
$ sudo apt-get install -y python3-{pip,dev} lib{cap,ffi}-dev
$ sudo pip3 install cffi colorama numpy python-prctl psutil
$(cd microearthquake; python3 native_build.py)
$ docker inspect --format '{{.State.Pid}}' $HADOOP_BUILD_ENV 4242
$ sudo ./bin/microearthquake pid 4242
(switch to Terminal 1)

- `microearthquake` fuzzes the thread scheduling for all the threads under the process tree (pid=4242).
- `microearthquake` will be rewritten in Go, and unified to `earthquake-container`. (planned in February)
Quick start for reproducing flaky bugs in Hadoop [3/3]

Suppose TestFooBar.java is failing intermittently on Jenkins.
You can find failing tests at https://hadoop.apache.org/issue_tracking.html
FAQs

Q. How can I write a test?
A. Basically you don't have to write any new test, as you can use existing xUnit tests.

If you want to test a real cluster rather than an xUnit pseudo cluster, please refer to examples: https://github.com/osrg/earthquake/tree/master/example.

Q. Can I test standalone multi-threaded programs?
A. Yes, by fuzzing thread scheduling.

Q. Do I need to write ExplorePolicy manually? It's bothersome.
A. No, basically the default random behavior is enough.

Please feel free to open an issue in GitHub: https://github.com/osrg/earthquake/issues