If At First You Don't Succeed, Try, Try, Again...?

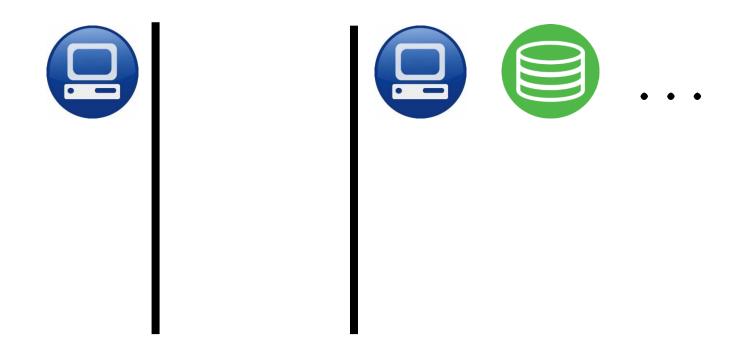
Insights and LLM-informed Tooling for Detecting Retry Bugs in Software Systems

Bogdan "Bo" Stoica*, Utsav Sethi*, Yiming Su, Cyrus Zhou, Shan Lu, Jonathan Mace, Madan Musuvathi, Suman Nath

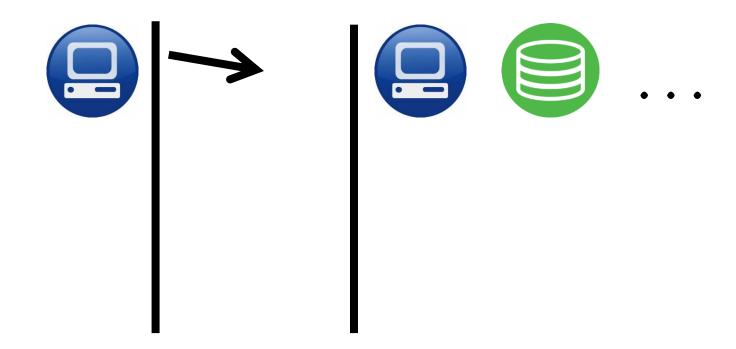




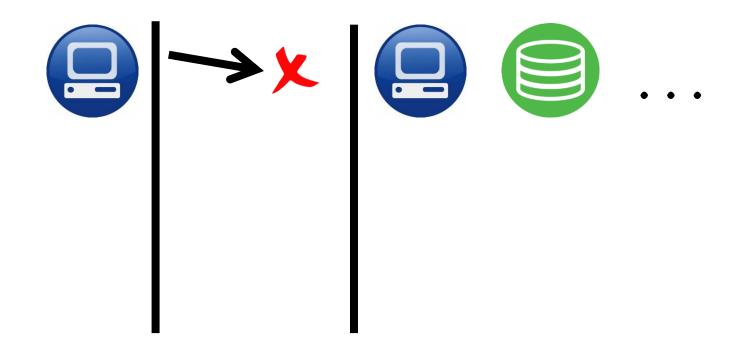
^{*} equal contribution

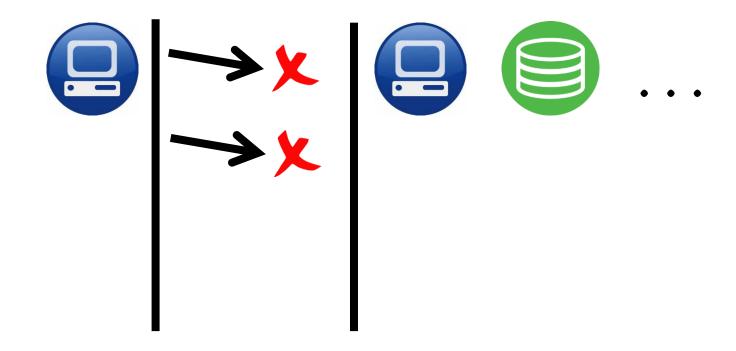




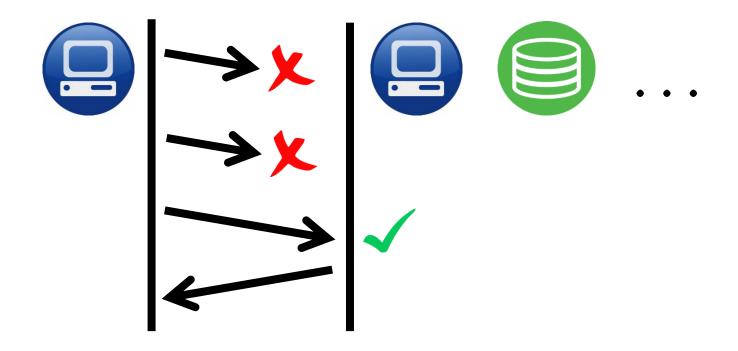




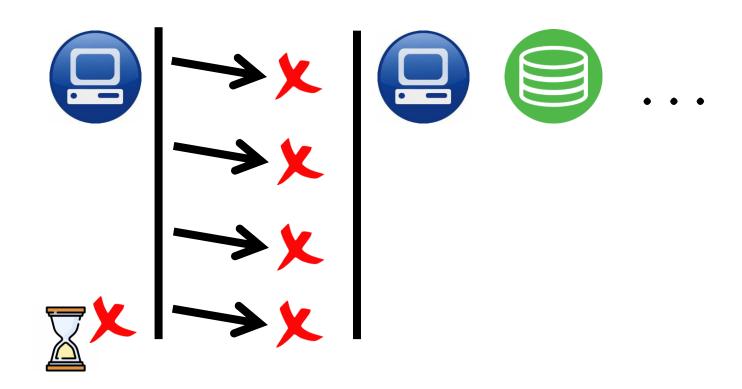












Retry is crucial in modern systems ...



Improves systems resilience

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Improves systems resilience



Last line of defense against soft(hard)ware errors







No standard code structure



No standard code structure



Non-trivial to determine which errors to retry or not



No standard code structure



Non-trivial to determine which errors to retry or not



Need to handle side-effects of failed tasks

Retry is difficult to test ...



High testing coverage is difficult to achieve

Retry is difficult to test ...



High testing coverage is difficult to achieve



Hard-to-replicate transient triggers



HBase / HBASE-20492
UnassignProcedure is stuck in retry loop on region stuck in OPENING state





HBase / HBASE-20492
UnassignProcedure is stuck in retry loop on region stuck in OPENING state

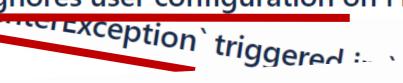




UnassignProcedure is stuck in retry loop on region stuck in OPENING state



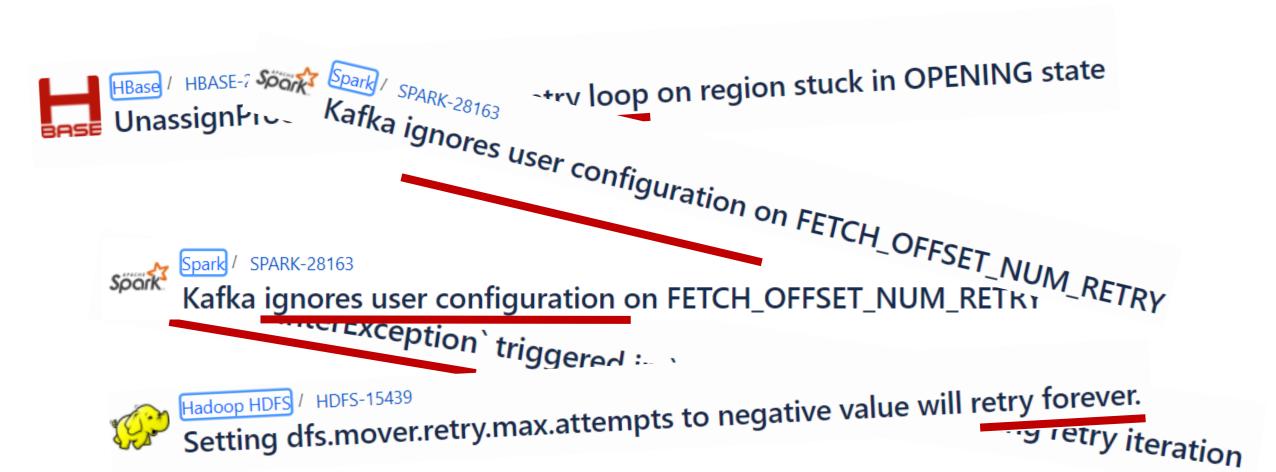
Kafka ignores user configuration on FETCH_OFFSET_NUM_RETRY





Setting dfs.mover.retry.max.attempts to negative value will retry forever. etry iteration









Now, an opportune time to investigate retry bugs

Kafka ignores user configuration on FETCH_OFFSET_NUM_RETKIT'_KETRY

Therexception triggered :...



Setting dfs.mover.retry.max.attempts to negative value will retry forever. etry iteration





- A systematic study of real-world retry bugs



- A systematic study of real-world retry bugs



- A new framework for detecting retry bugs



- A systematic study of real-world retry bugs



- A new framework for detecting retry bugs



- Static analysis enhanced by large language models



- A systematic study of real-world retry bugs



- A new framework for detecting retry bugs



- Static analysis enhanced by large language models



Re-purposed retry-focused unit testing

Understanding the challenges of retry

70 bug reports



Reported in last 5 years



Confirmed & fix

8 open-source systems







Retry implemented in different, complex ways



Retry implemented in different, complex ways

Loops

Finite state machines

Queue re-append

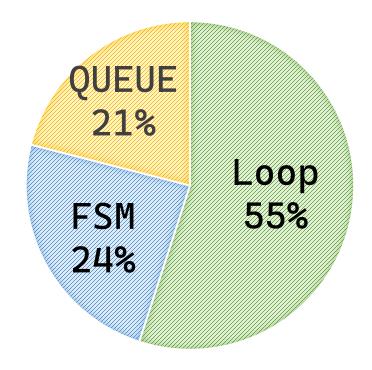


Retry implemented in different, complex ways

Loops

Finite state machines

Queue re-append





Existing tests not suited to uncover retry bugs





Existing tests not suited to uncover retry bugs

0.1 – 0.5% tests labeled for testing retry

Largely check if exception is caught, not buggy behavior



Retry bugs at both policy and mechanism levels

IF should retry on error (policy)

WHEN to retry, # times, frequency (policy)



Retry bugs at both policy and mechanism levels

IF should retry on error (policy)

WHEN to retry, # times, frequency (policy)

HOW to implement to handle side-effects (mechanism)



Retry bugs at both policy and mechanism levels

- **36%** IF should retry on error (policy)
- 33% WHEN to retry, # times, frequency (policy)
- 31% HOW to implement to handle side-effects (mechanism)

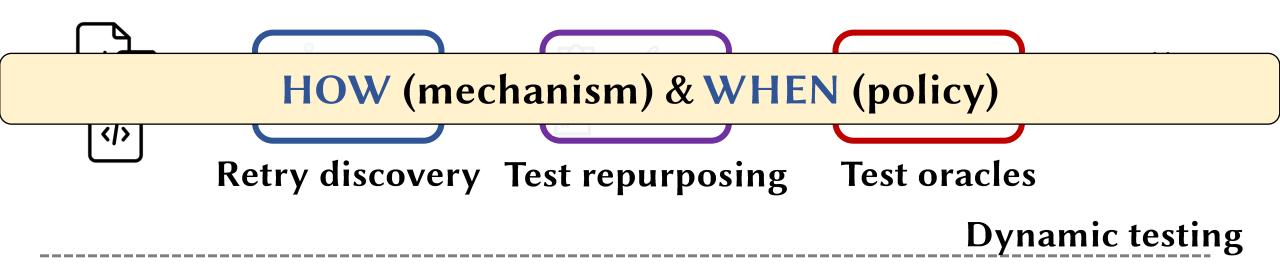
WASABI, a toolkit for finding retry bugs



WASABI, a toolkit for finding retry bugs

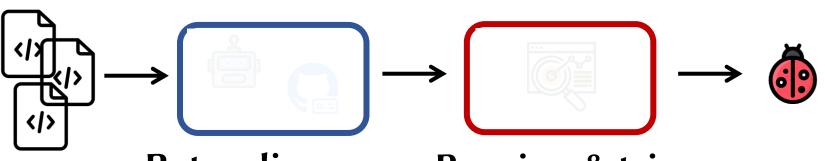


Dynamic testing





Static checking



Retry discovery Pruning & triage



IF (policy) & WHEN (policy)

Retry discovery Pruning & triage



Dynamic testing



```
HDFS/DFSInputStream.java
```

```
bool createBlockReader():
 1. while (true) {
 2. try {
 3. block = refreshBlock(block);
   dnInfo = getDNInfFor(block);
   if (dnInfo == null)
   break;
 8. catch (IOException e) {
    LOG("Failed to connect to "+
      dnInfo.addr + "Retried " +
        ++retryCount + " times");
    addToDeadNodes(dnInfo.info);
10.
11. }
12. }
```

```
HDFS/ScondaryNameNode.java
void parse():
 1. while (true) {
 2. try {
 3. block = parser.getBlock(buff);
 4. length += block.length();
 5. if (length >= buff.len) {
   break;
 9. catch (IOException e) {
10. throw new
      ParseException(
       "Unable to parse buffer.);
11. }
12.}
```



HDFS/DFSInputStream.java

```
bool createBlockReader():
 1. while (true) {
 2. try {
 3. block = refreshBlock(block);
 4. dnInfo = getDNInfFor(block);
  if (dnInfo == null)
   break;
  catch (IOException e) {
    LOG("Failed to connect to "+
      dnInfo.addr + "Retried " +
        ++retryCount + " times");
  addToDeadNodes(dnInfo.info);
12. }
```

HDFS/ScondaryNameNode.java

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HDFS/DFSInputStream.java

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HDFS/ScondaryNameNode.java

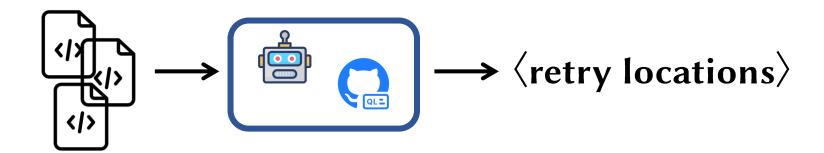
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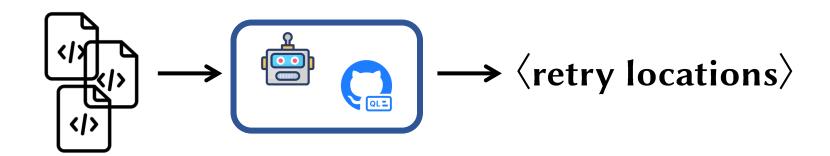
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HDFS/DFSInputStream.java
bool createBlockReader():
 1. while (true) {
 2. try {
 3. block = refreshBlock(block);
 4. dnInfo = getDNInfFor(block);
 5. if (dnInfo == null)
   break:
                            Retry
 8. catch (IOException e) {
    LOG("Failed to connect to "+
      dnInfo.addr + "Retried" +
        ++retryCount + " times");
   addToDeadNodes(dnInfo.info);
11. }
12. }
```

```
void parse():
 1. while (true) {
 2. try {
 3. block = parser.getBlock(buff);
 4. length += block.length();
 5. if (length >= buff.len) {
 6. break;
                        Not retry
 9. catch (IOException e) {
   throw new
      ParseException(
       "Unable to parse buffer.);
11. }
12.}
```







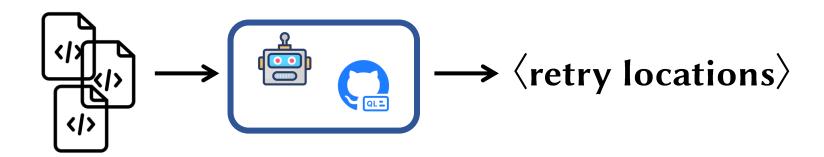




Fuzzy code comprehension capabilities of LLMs







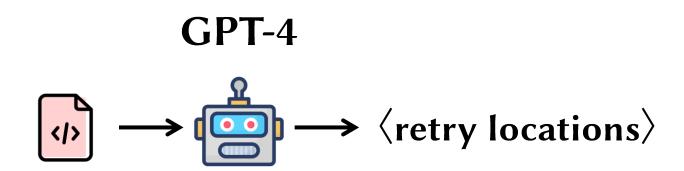


Fuzzy code comprehension capabilities of LLMs



Traditional data & control flow analysis







Q: Does the following code perform retry anywhere ? Answer (YES) or (NO) .











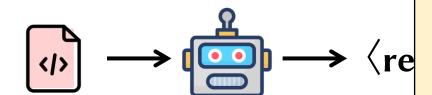
GPT-4

Q: Does the following code perform retry anywhere ? Answer (YES) or (NO) .

** REMEMBER that retry mechanisms can be implemented through for or while loops or code structures like state machines and queues .**



GPT-4



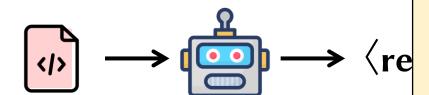
Q: Does the following code perform retry anywhere ? Answer (YES) or (NO).

** REMEMBER that retry mechanisms can be implemented through for or while loops or code structures like state machines and queues .**

- Say NO if the file only _defines_ or _creates_ retry policies , or only passes retry parameters to other builders or c'tors.
- Say NO if the file does not check for exception or errors before retry .



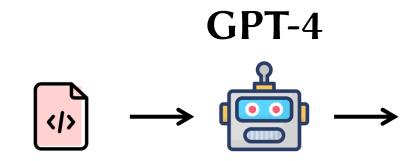
GPT-4



- Q; Does the following code perform retry anywhere? Answer (YES) or (NO).
- ** REMEMBER that retry mechanisms can be implemented through for or while loops or code structures like state machines and queues .**
- Say NO if the file only _defines_ or _creates_ retry policies , or only passes retry parameters to other builders or c'tors.
- Say NO if the file does not check for exception or errors before retry .
- If YES provide the name of the "retry" method



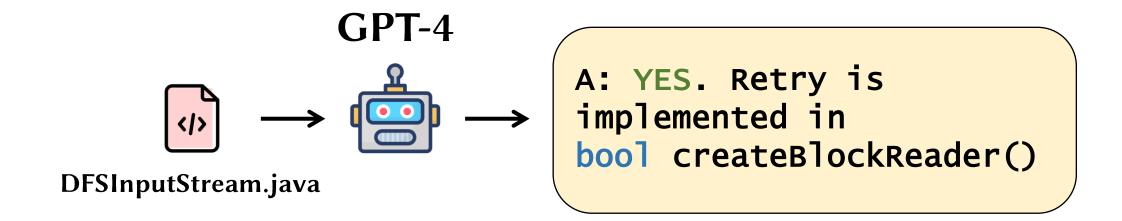




DFSInputStream.java









Finding retry locations & exceptions



```
HDFS/DFSInputStream.java
bool createBlockReader():
1. while (true) {
2. try {
   block = refreshBlock(block);
    dnInfo = getDNInfFor(block);
   if (dnInfo == null)
    break:
8. catch (IOException e) {
    LOG("Failed to connect to "+
      dnInfo.addr + "Retried " +
        ++retryCount + " times");
    addToDeadNodes(dnInfo.info);
10.
11. }
```



12. }

Finding retry locations & exceptions



```
HDFS/DFSInputStream.java
bool createBlockReader():
1. while (true) {
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       ++retryCount + " times");
    addToDeadNodes(dnInfo.info);
```

```
BlockStruct refreshBlock(...)
    throws IOException;

DnInfoStruct getDNInfFor(...)
    throws IOException;
```



12. }

Finding retry locations & exceptions



```
HDFS/DFSInputStream.java
bool createBlockReader():
1. while (true) {
   block = refreshBlock(block);
 4. dnInfo = getDNInfFor(block);
 5. if (dnInfo == null)
   break;
8. catch (IOException e) {
9. LOG("Failed to connect to "+
      dnInfo.addr + "Retried " +
        ++retryCount + " times");
   addToDeadNodes(dnInfo.info);
12. }
```

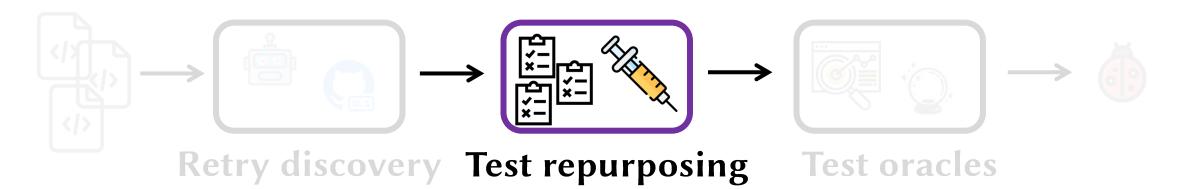
```
BlockStruct refreshBlock(...)
    throws IOException;

DnInfoStruct getDNInfFor(...)
    throws IOException;
```



(DFSInputStream.java:3, IOException)

(DFSInputStream.java:4, IOException)



Dynamic testing









• • •



```
⟨DFSInputStream.java:3, IOException⟩
⟨DFSInputStream.java:4, IOException⟩
⟨ ... , ... ⟩
```





\(\rightarrow\) DFSInputStream.java:3, IOException\(\rightarrow\)



Run test suite once, to collect coverage information



• • •









\langle DFSInputStream.java:3, IOException \rangle



Run test suite once, to collect coverage information



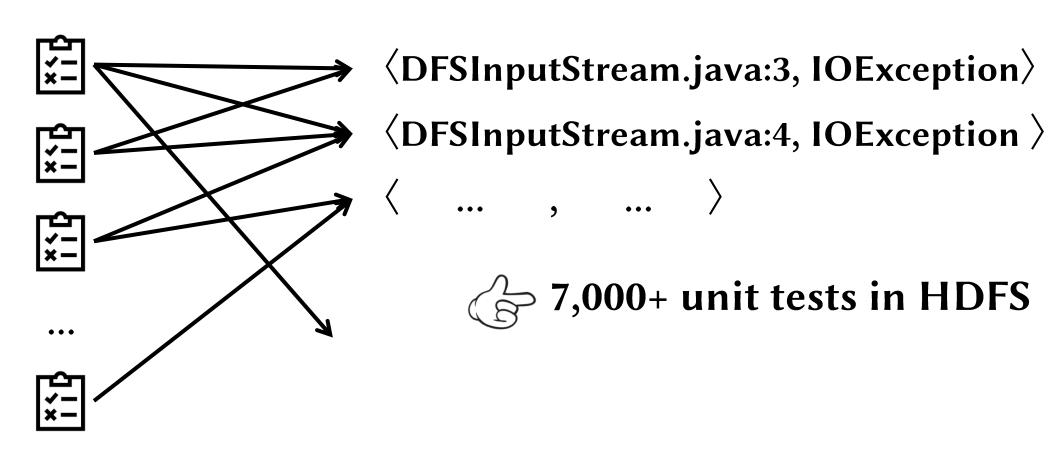


Use coverage info to match tests with retry locations

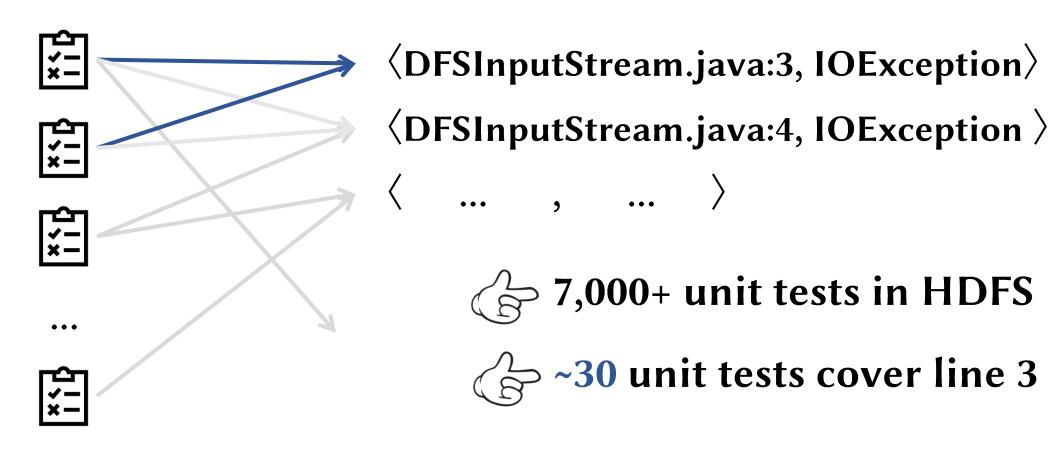




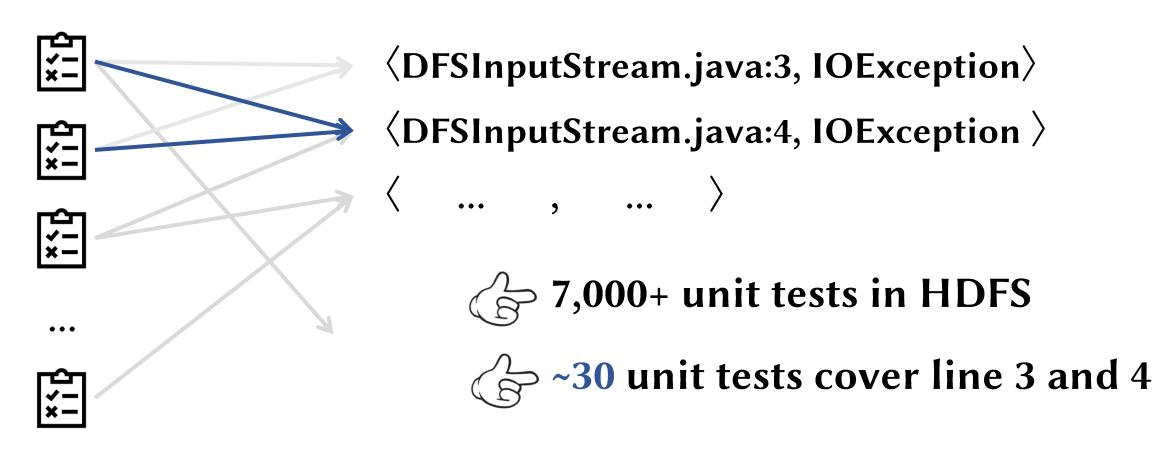




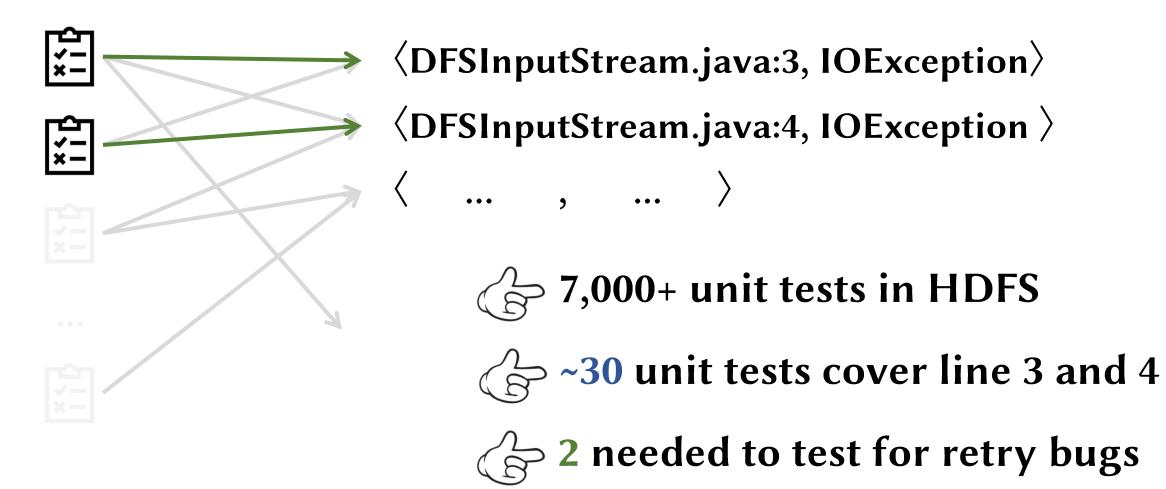








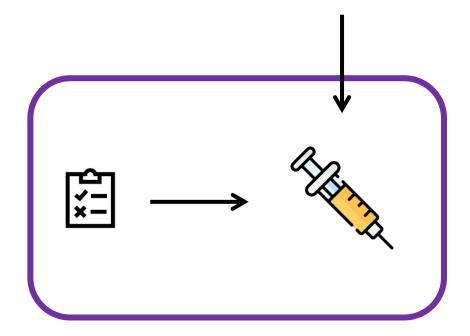




Repurposing tests to find retry bugs



〈HDFSInputStream.java:3, IOException〉





```
HDFS/DFSInputStream.java
bool createBlockReader():
 1. while (true) {
 2. try {
   block = refreshBlock(block); ←
    dnInfo = getDNInfFor(block);
    break;
   catch (IOException e) {
    LOG("Failed to connect to
                    + dnInfo.addr);
    addToDeadNodes(dnInfo.info);
12. }
```

Intercept using AspectJ & inject IOException



```
HDFS/DFSInputStream.java
bool createBlockReader():
 1. while (true) {
 2. try {
   block = refreshBlock(block);
    dnInfo = getDNInfFor(block);
                                            Jump to catch block
    break;
  catch (IOException e) {
    LOG("Failed to connect to
                   + dnInfo.addr);
    addToDeadNodes(dnInfo.info);
11. }
12. }
```



```
HDFS/DFSInputStream.java
bool createBlockReader():
 1.while (true) { ←
 2. try {
   block = refreshBlock(block);
    dnInfo = getDNInfFor(block);
    break;
   catch (IOException e) {
    LOG("Failed to connect to "
                    + dnInfo.addr);
    addToDeadNodes(dnInfo.info);
10.
11. }
12. }
```

Renter the while loop



How do we know a retry bug happened?



Dynamic testing



Dynamic testing



Crashes with different exception (HOW)



Large # of retry attempts or prolonged retry (WHEN)



Not "pausing" between retry attempts (WHEN)



```
HDFS/DFSInputStream.java
bool createBlockReader():
 1. while (true) {
 2. try {
   block = refreshBlock(block);
    dnInfo = getDNInfFor(block);
                                             Inject IOException
    break;
   catch (IOException e) {
    LOG("Failed to connect to "
                   + dnInfo.addr);
    addToDeadNodes(dnInfo.info);
10.
11. }
12. }
```



```
HDFS/DFSInputStream.java
bool createBlockReader():
 1. while (true) {
 2. try {
   block = refreshBlock(block);
    dnInfo = getDNInfFor(block);
    break;
 & catch (IOException e) {
    LOG("Failed to connect to "
                    + dnInfo.addr); <
    addToDeadNodes(dnInfo.info);
11. }
12. }
```

NullPointerException



```
HDFS/DFSInputStream.java
bool createBlockReader():
 1. while (true) {
 2. try {
                                                IOException
   block = refreshBlock(block); ←
    dnInfo = getDNInfFor(block);
    break;
 & catch (IOException e) {
   LOG("Failed to connect to "
                   + dnInfo.addr); <
                                           NullPointerException
    addToDeadNodes(dnInfo.info);
11. }
12. }
```



```
hdfs/DfsInputStream.java
bool createBlockReader():
1. while (true) {
2. try {
3. block = refreshBlock(block);
LOException
```

New bug, HDFS-17590 found by WASABI

8 open-source systems



8 open-source systems



109 <u>new</u> bug found



8 open-source systems



109 <u>new</u> bug found







largely <12h per system















8 open-source systems



109 <u>new</u> bug found







largely <12h per system







\$8 median GPT cost per system











8 open-source systems



109 <u>new</u> bug found















\$8 median GPT cost per system







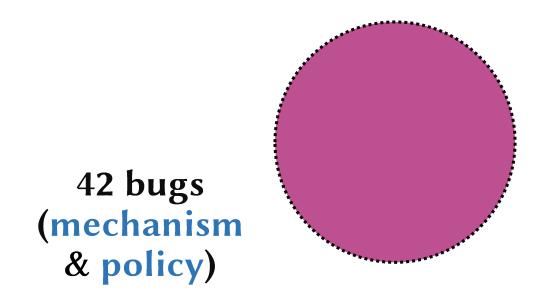
for 2 bugs found, 1 false positive





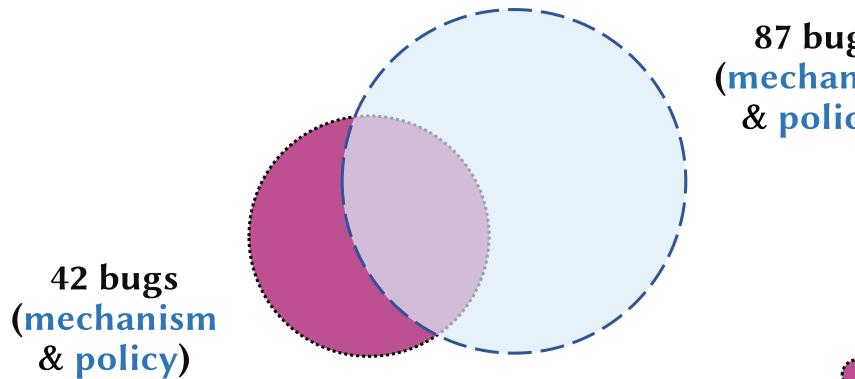


New retry bugs found by WASABI





New retry bugs found by WASABI



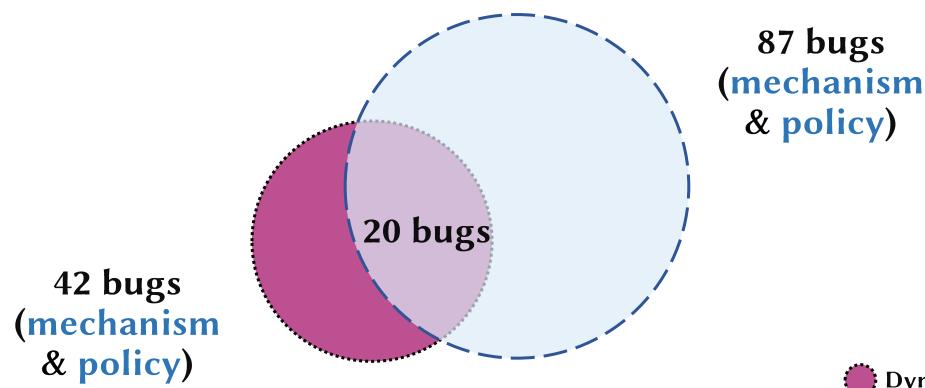
87 bugs (mechanism & policy)

Dynamic testing pipeline

() Static checking pipeline



New retry bugs found by WASABI



Dynamic testing pipeline

() Static checking pipeline







Resilience mechanisms, crucial in large-scale systems



Resilience mechanisms, crucial in large-scale systems



Bug-finding at mechanism level is needed



- Resilience mechanisms, crucial in large-scale systems



Bug-finding at mechanism level is needed



LLMs + traditional program analysis =



Thank you!

