

# Exhaustive Exploration of the Failure-oblivious Computing Search Space

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May 2, 2018

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# Introduction

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# Invalid Execution

## Traditional Assumption

Invalid execution → **unsafe** to continue the execution

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<sup>1</sup>Rinard et al. *Enhancing Availability and Security Through Failure-Oblivious Computing*

# Invalid Execution

## Traditional Assumption

Invalid execution → **unsafe** to continue the execution

## Failure-oblivious Assumption

Invalid execution → continue the execution can be a **safe** solution <sup>1</sup>

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<sup>1</sup>Rinard et al. *Enhancing Availability and Security Through Failure-Oblivious Computing*

# Failure-oblivious Computing

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# Failure-oblivious Computing

## Failure-oblivious Computing

Runtime strategy that allows a program to continue the execution instead of crashing or throwing an exception.

For example:

```
+ if (array.length > i) {  
    array[i] = 42;  
+ }
```

# Failure-oblivious Computing

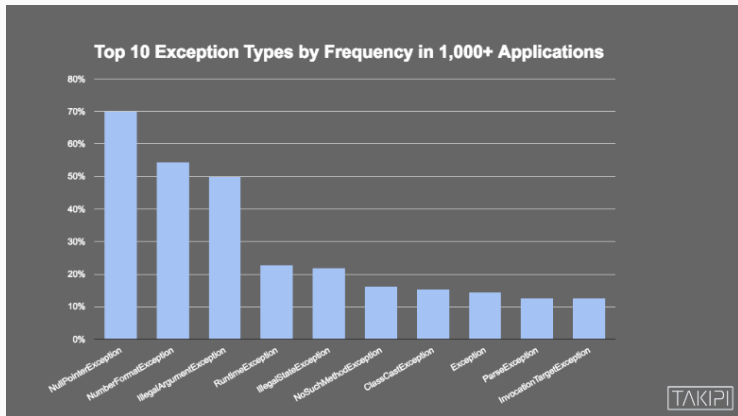
Rinard et al. Failure-oblivious Computing strategies:

- Invalid memory access: ignore and continue
- Invalid array read: read a manufactured value
- Invalid array write: discard the write operation



# Failure-oblivious Computing for NPE

Null Pointer Exception (NPE) is the most common failure in production for Java



# Failure-oblivious Computing of Null Pointer Exception

```
r = returnNull(); // return null  
r.foo(p);
```

Instead of throwing an null pointer exception or terminating → protects the calls

```
    r = returnNull();  
+ if (r != null) {  
    r.foo(p);  
+ }
```

# Failure-oblivious Strategies for NPE

| Strategies     |          | Description                                |  |
|----------------|----------|--|--|
| <b>Replace</b> | reuse    | injection of an existing compatible object |  |
|                | creation | injection of a new object                  |  |
| <b>Skip</b>    | line     | skip statement                             |  |
|                | method   | void                                       | return a null or $\emptyset$ to caller         |
|                |          | creation                                   | return a new object to caller                  |
|                |          | reuse                                      | return an existing compatible object to caller |

# Failure-Oblivious Strategies

Replace the null expression

```
+ if (var == null) {  
+   anotherVar.foo(p);  
+ } else {  
+   var.foo(p);  
+ }
```

```
+ if (var == null) {  
+   new Foo().foo(p);  
+ } else {  
+   var.foo(p);  
+ }
```

# Failure-Oblivious Strategies

Skip the null expression

```
+ if (var == null) {  
+   return anotherVar  
+ }  
  var.foo(p)
```

```
+ if (var == null) {  
+   return new Bar();  
+ }  
  var.foo(p);
```

# Failure-oblivious Strategies Injection

Automated injection of the six failure-oblivious strategies at all possible failure locations.

Failure Locations:

- Method call on an expression
- Foreach loop
- Unboxing primitive object to primitive type

# Strategy Injection Example

```
Date getLastConnectionDate() {  
    Session sess = getUserSession();  
    return sess.getLastConnection();  
    // NPE1  
}  
  
...  
HTML.write(getLastConnectionDate()  
    .toString()); // NPE2
```

# Strategy Injection Example

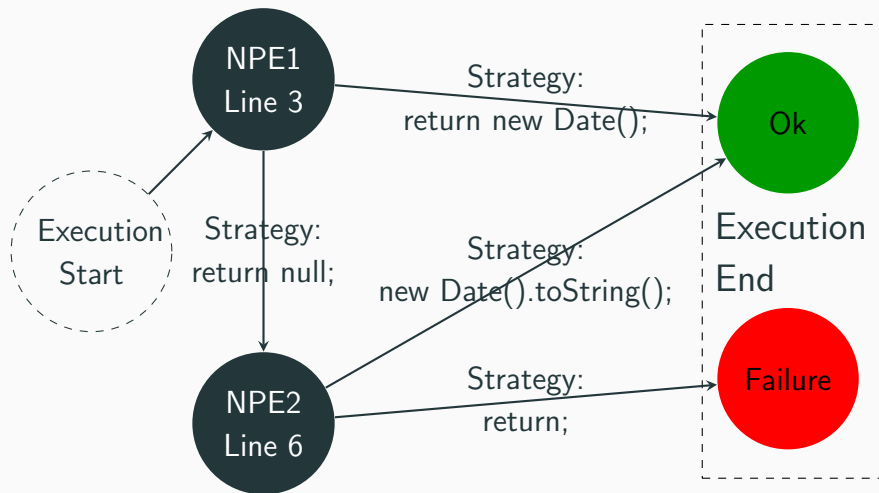
```
Date getLastConnectionDate() {  
+ try {  
    Session sess = getUserSession();  
    return  
+     failureOblivious(sess)  
        .getLastConnection(); // NPE1  
+ } catch (SkipMethod e){  
+   if (returnVar) return getVar()  
+   if (returnNew)  
+     return createDate()  
+ }  
}
```



## Example Failure-oblivious Search-space

```
Date getLastConnectionDate() {  
    Session sess = getUserSession();  
    return sess.getLastConnection();  
    // NPE1  
}  
  
...  
HTML.write(getLastConnectionDate()  
    .toString()); // NPE2
```

# Example Failure-oblivious Search-space



# Search-space of Failure-oblivious Computing

## Path of Failure-oblivious Computing

A path in the failure-oblivious search-space graph is the sequence of the **failure-oblivious decisions** that has been taken at each **failure-point**.

## Search-space of Failure-oblivious Computing

The search-space of failure-oblivious computing is composed of all the possible paths .

# Empirical Study

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# Research Question 1

**What is the size of the failure-oblivious computing search space in real applications?**

# Benchmark

| # | Bug ID          | LOC    | #  | Bug ID     | LOC    |
|---|-----------------|--------|----|------------|--------|
| 1 | Collections-360 | 21 650 | 9  | Math-1115  | 90 782 |
| 2 | Felix-4960      | 33 057 | 10 | Math-1117  | 90 794 |
| 3 | Lang-304        | 17 277 | 11 | Math-290   | 38 265 |
| 4 | Lang-587        | 17 317 | 12 | Math-305   | 38 893 |
| 5 | Lang-703        | 19 047 | 13 | Math-369   | 41 082 |
| 6 | PDFBox-2812     | 67 294 | 14 | Math-988A  | 82 442 |
| 7 | PDFBox-2965     | 64 375 | 15 | Math-988B  | 82 443 |
| 8 | PDFBox-2995     | 64 821 | 16 | Sling-4982 | 1 182  |

16 production null pointer failures.

# Exploration of the Failure-oblivious Search Space Protocol

## 1. Inject Strategies

# Exploration of the Failure-oblivious Search Space Protocol

1. Inject Strategies →

2. Compile Injected Program



# Exploration of the Failure-oblivious Search Space Protocol

1. Inject Strategies

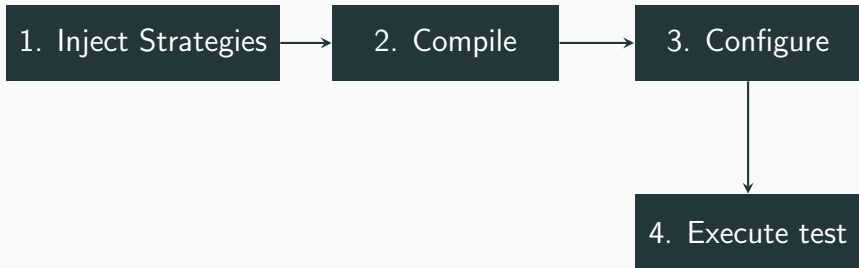


2. Compile

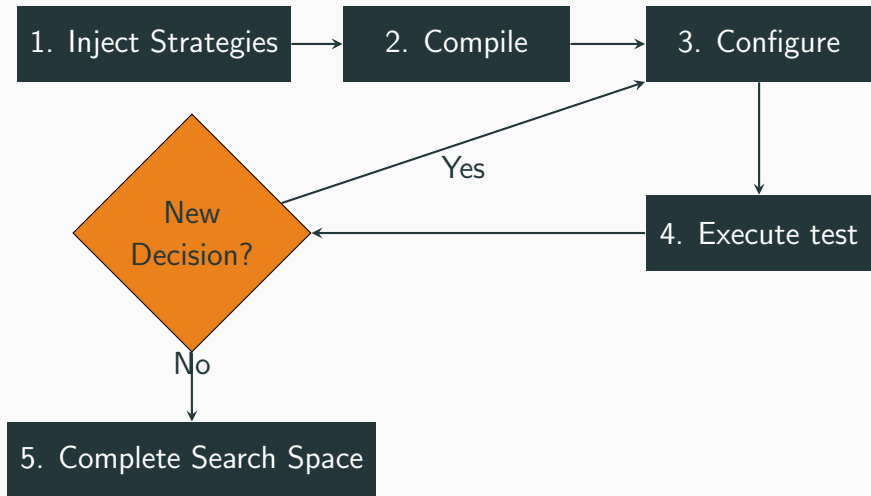


3. Configure

# Exploration of the Failure-oblivious Search Space Protocol



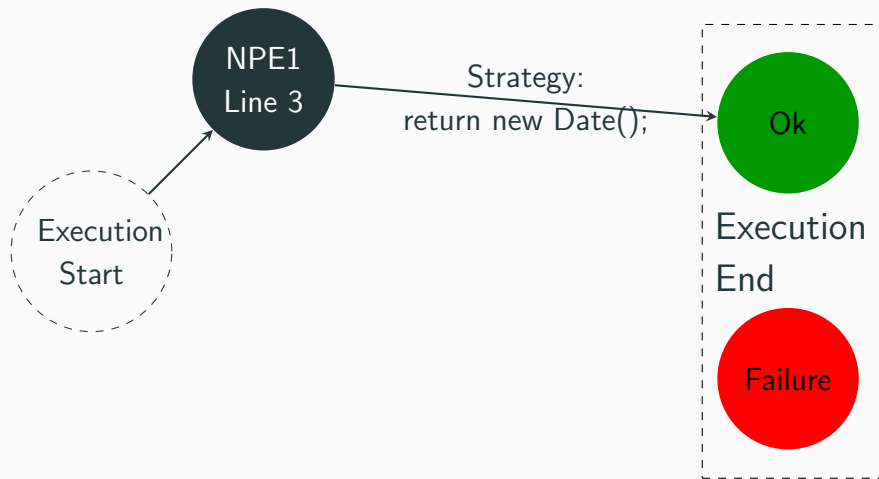
# Exploration of the Failure-oblivious Search Space Protocol



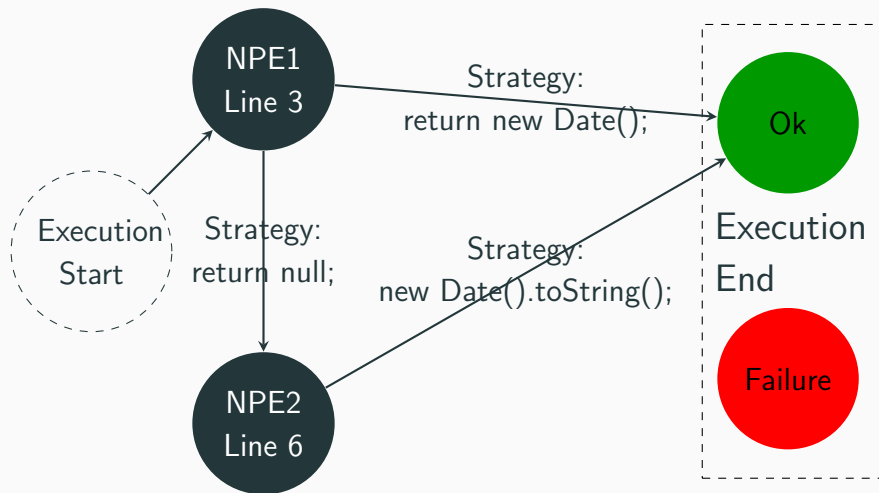
# Example Failure-oblivious Search-space



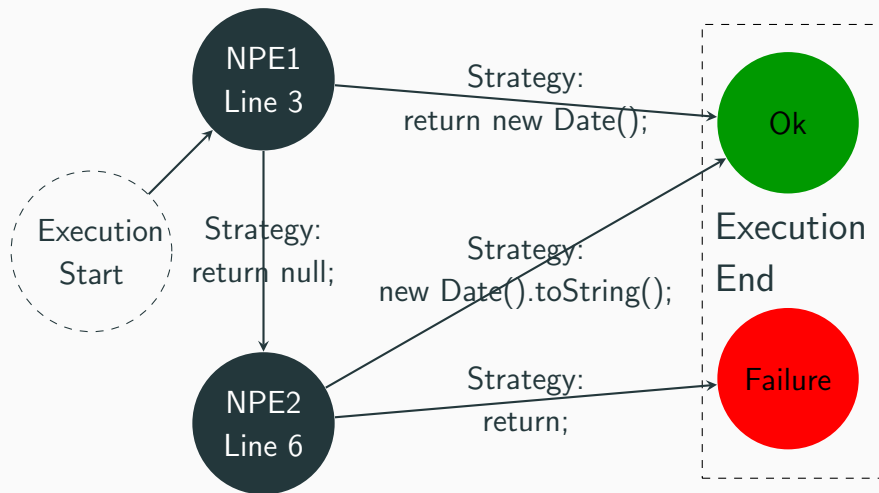
# Example Failure-oblivious Search-space



# Example Failure-oblivious Search-space



# Example Failure-oblivious Search-space



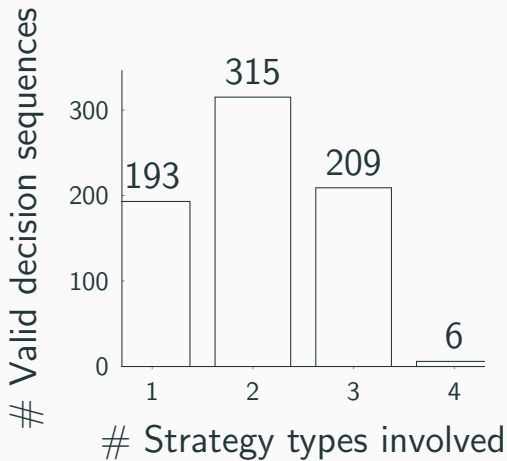
# The Size of the Search Space

| Bug Id          | FP | # Decision | Bug Id     | FP | # Decision |
|-----------------|----|------------|------------|----|------------|
| Collections-360 | 2  | 45         | Math-1115  | 1  | 5          |
| Felix-4960      | 1  | 10         | Math-1117  | 21 | 51 785     |
| Lang-304        | 1  | 7          | Math-290   | 1  | 14         |
| Lang-587        | 1  | 28         | Math-305   | 1  | 4          |
| Lang-703        | 4  | 459        | Math-369   | 2  | 14         |
| Pdfbox-2812     | 8  | 294        | Math-988A  | 3  | 576        |
| Pdfbox-2965     | 1  | 4          | Math-988B  | 1  | 32         |
| Pdfbox-2995     | 1  | 5          | Sling-4982 | 2  | 16         |

Failure-oblivious computing involves sequences of failure-oblivious decisions (8/16 no cherry picking).



# # of Strategies by Decision Sequence



Support multi strategy is required

## Research Question 2

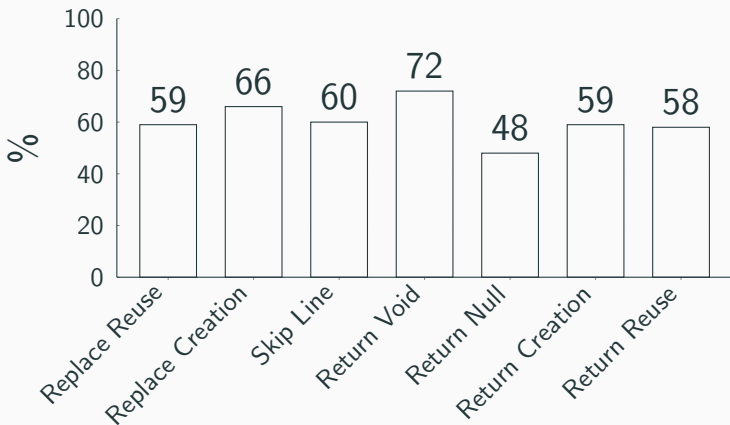
**What is the proportion of valid failure-oblivious decision sequences?**

# Number of Valid Decision Sequence

| Bug Id          | # Valid | %     | Bug Id     | # Valid | %     |
|-----------------|---------|-------|------------|---------|-------|
| Collections-360 | 16      | 35,5% | Math-1115  | 5       | 100%  |
| Felix-4960      | 4       | 40%   | Math-1117  | 7 708   | 14,9% |
| Lang-304        | 6       | 35,5% | Math-290   | 4       | 28,6% |
| Lang-587        | 1       | 3,0%  | Math-305   | 3       | 75%   |
| Lang-703        | 130     | 28,3% | Math-369   | 0       | 0%    |
| Pdfbox-2812     | 168     | 57,1% | Math-988A  | 383     | 66,5% |
| Pdfbox-2965     | 3       | 75%   | Math-988B  | 17      | 53,1% |
| Pdfbox-2995     | 1       | 20%   | Sling-4982 | 11      | 68,7% |

There are much more than one valid failure-oblivious sequence.

# Success Rate Failure-oblivious Strategies



There is no obvious better strategy

# Future Work

Study the impact of the context in the selection of the strategy.

New failure-oblivious tool that has heuristic to select the best strategy depending on the context.  
Example: if we are in a loop maybe skip line is better than stop the execution of the method.

# Conclusion

## Take Away

Failure-oblivious computing involves sequences of failure-oblivious decisions.

There exists a failure-oblivious computing search-space which is largely unexplored.

Open-science:

`https://github.com/Spirals-Team/  
runtime-repair-experiments`