15-410
“...Should we “crash”?...”

Errors
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Outline

Three kinds of error
Important to classify & react appropriately
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Three kinds of error

- ?
- ?
- ?

Important to classify & react appropriately
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Three kinds of error

- Hmm...
- That's not right...
- Uh-oh...

Important to classify & react appropriately
"New Player" - Take 1

// Improve memory locality:
// store players in array; use index, not ptr
struct player players[MAX];
int new_player(int team, int num)
{
    int i;
    if ((i = emptyslot()) == -1) {
        /* OH NO!!! */
        MAGIC_BREAK;
    }
    ...
}
// Improve memory locality:
// store players in array; use index, not ptr
struct player players[MAX];
int new_player(int team, int num)
{
    int i;
    if ((i = emptyslot()) == -1) {
        /* OH NO!!! */
        while(1)
            continue;
    }
    ...
}
What's Going On?

Q: “Out of table slots” - what kind of thing?

- Should really never happen?
- Might happen sometimes?
- Likely to happen once a day?
What's Going On?

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  - Remember: users always want 110%!
What's Going On?

Q: “Out of table slots” - what kind of thing?
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   - Likely to happen once a day?
     - Remember: users always want 110%!

My suggestion

- “ Likely to happen once a day”

What to do?

- Resolve reasonable issues when possible
  - How to resolve this one?
struct player *players;
int playerslots;
int new_player(int team, int num)
{
    int i;
    if ((i = emptyslot()) == -1) {
        if ((i = grow_table_and_alloc()) == -1)
            /* OH NO!!! */
            while(1)
                continue;
    }
    ...
}
What's Going On?

Q: “Out of heap space” - what kind of thing?
- Should really never happen?
- Might happen sometimes?
- Likely to happen once a day?
What's Going On?

Q: “Out of heap space” - what kind of thing?
- Should really never happen?
- Might happen sometimes?
- Likely to happen once a day?

My suggestion
- “Might happen sometimes”

What to do?
- Hard to say what the right thing is for all clients
  - Is it fatal or not?
- Often: pass the buck
“New Player” - Take 4

struct player *players;
int playerslots;
int new_player(int team, int num)
{
    int i;
    if ((i = emptyslot()) == -1) {
        if ((i = grow_table_and_alloc()) == -1)
            return (-1);
        return (-1);
    }
    ...
}

void free_player(int slot)
{
    assert((slot >= 0) && (slot < total_slots));
    struct player *p = &players[slot];
    switch(p->role) {
        case CONTENDER:
            free(p->cstate); break;
        case REFEREE:
            free(p->refstate); break;
    }
    free(p->generic);
    mark_slot_available(slot);
}
What's Wrong?

There is a sanity-check missing...

- Probably somebody will make a mistake eventually
- Let's catch it
void free_player(int slot)
{
    assert((slot >= 0) && (slot < total_slots));
    struct player *p = &players[slot];
    switch(p->role) { 
    case CONTENDER:
        free(p->cstate); break;
    case REFEREE:
        free(p->refstate); break;
    default: return;
    }
    free(p->generic);
    mark_slot_available(slot);
}
All Fixed?
All Fixed?

No!

- The program *has a bug*
  - Maybe the client is passing us stale player pointers
  - Maybe we are handing out invalid p->role values
- We happened to catch the bug this time
- We might not catch it every time!
  - Sometimes a stale player pointer might have a “valid” p->role

The program is *broken*

- Hiding the problem isn't our job
- Hiding the problem isn't even *defensible*
Should We “Crash”? 

If the program is “broken”, should we “crash”?

- Often: yes
  - Dumping core allows debugger inspection of the problem
  - Throwing running program into a debugger is probably nicer
Two More Vital Questions

When trying to figure out what to do...

- If we got here, what must have happened?
- Now that we're here, what should happen next?

Not a universally applicable answer to those questions:

- return -1;
Summary

Three kinds of error

- Hmm...
  - Try to *resolve*
- That's not right...
  - Try to *report*
- Uh-oh...
  - Try to *help the developer* find the problem faster