MONITORING APPLICATIONS ONCE THEY ARE RELEASED INTO THE USER COMMUNITY

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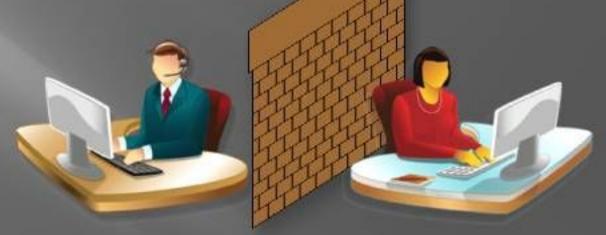




Imagine...

- You are using an application and it...
 - crashes
 - has bugs
 - does not do what you need it to do

And on the other hand...



- You developed the application and need to learn...
 - that it crashed
 - that is has bugs
 - that it does not work as the user needs it to work

Wouldn't It Be Nice If...

- Users could instantly contact developers right when they were using the application to:
 - report a bug?
 - request a modification?
- Developers were:
 - notified right away when an application crashed?
 - given information that enabled them to debug the application?
 - able to determine where other faulty instances were running?

Our Approach

- Three systems were developed at RHIC to address these issues:
 - Crash Utility
 - gathers crash information, stores core file and notifies developers
 - Send FeedBack
 - gathers information from users, stores it in our "Action Please" trouble-tracking system and notifies developers
 - Application History
 - gathers information about application usage and reliability and stores it in a database

All 3 Systems Designed With The Following In Mind ...

- Affect the application as little as possible
 - most of the work done in a separate process
 - avoid complex communication mechanisms
- Do setup work up front, before the application does what it is designed to do
- Make it easy for developers to include in their applications

Crash Utility System What Do We Get From It?

- Immediate notification that an application has crashed
- Information about the process
- User comments
- Stack trace and core file
- Source version information

Crash Report - Example email

Crash Utility – Example email

```
PSTACK TRACEBACK:
   <signal handler called>
   0x00787c18 in strcmp () from /lib/tls/libc.so.6
#8 0x0862a218 in UITable::CellSetString ()
#9 0x082bc087 in AgsPage::LoadBuffer ()
#10 0x082bba72 in AgsPage::LoadBufferFromArchive ()
#11 0x082cb052 in AgsPageWindow::LoadBufferFromArchive ()
#12 0x082ce59c in LoadArchiveWindow::HandleEvent ()
#13 0x087b88fb in UIObject::DispatchEvent ()
#14 0x082ce6ba in LoadArchiveWindow::HandleEvent ()
#15 0x087b88fb in UIObject::DispatchEvent ()
#16 0x087b85d6 in UIObject::MotifCB ()
#17 0x003888f7 in XtCallCallbackList () from /usr/X11R6/lib/libXt.so.6
#18 0x001dc944 in _XmProcessDrag () from /usr/X11R6/lib/libXm.so.3
#19 0x001dd858 in _XmProcessDrag () from /usr/X11R6/lib/libXm.so.3
#20 0x003b456e in XtCallActionProc () from /usr/X11R6/lib/libXt.so.6
#21 0x001e0257 in _XmProcessDrag () from /usr/X11R6/lib/libXm.so.3
#22 0x003bc49c in _XtMatchAtom () from /usr/X11R6/lib/libXt.so.6
#23 0x003bca3d in _XtMatchAtom () from /usr/X11R6/lib/libXt.so.6
#24 0x003bd1b5 in _XtTranslateEvent () from /usr/X11R6/lib/libXt.so.6
#25 0x00396627 in XtDispatchEventToWidget () from /usr/X11R6/lib/libXt.so.6
#26 0x00396e8a in _XtOnGrabList () from /usr/X11R6/lib/libXt.so.6
#27 0x003970c9 in XtDispatchEvent () from /usr/X11R6/lib/libXt.so.6
#28 0x003a2d36 in XtAppProcessEvent () from /usr/X11R6/lib/libXt.so.6
#29 0x08758809 in UIApplication::HandleEvents ()
#30 0x0821359b in main ()
CLEARCASE CONFIGURATION SPEC:
element * CHECKEDOUT
element -file * /main/CDEV_LATEST
element * /main/LATEST
```

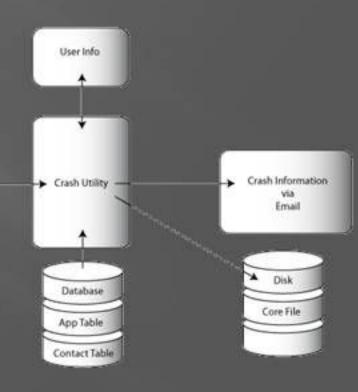
Crash Utility Components

Crash Utility Libraries

Application Signal Handlers

- C library linked into C, C++ applications (not JAVA)
- Predefined development environment
- Web-based application release procedure
- Database containing

 application and developer
 information
- Crash Utility process



Crash Utility Library

- Initialization code
 - sets up "Signal Handlers"
 - prepares static information and commands (e.g. time, machine, pid)
- Signal Handlers
 - catch the signal and instantiate the Crash Utility process

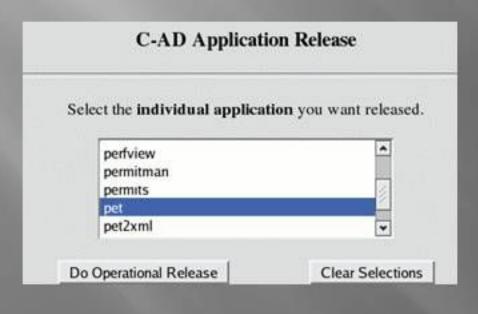
Development Environment

- Facilitates debugging
 - information embedded in executable
 (e.g. compiler, OS and application source versions)
 - applications built with debugger option turned on (i.e. g++ -g)
 - symbolic information left in executable

Advantage: Debugging core files now same as debugging a running application

Web-Based Release Procedure

- Records who, why, and when an application is released
- Maintains information about applications and developers in a database





Is the f	ollowing information correct
Name :	Developer 1
Email :	email1@bnl.gov
Work:	1234
Beeper :	
Home :	555-1234
Cell:	
Group :	CON/SW

Database

- Contains information linking applications to developers
 - application name
 - contacts
 - developer that last released the application
 - location of documentation
 - brief description
 - relevant hardware



Crash Utility Process

- Does most of the processing
 - compresses and stores the core file
 - prompts the user for additional information
 - determines the developer(s) to notify
 - packages the crash information and sends email

Send Feedback System What Do We Get From It?

- Instant user feedback
 - what bothers and/or frustrates a user as the application is being used
 - bugs
 - deficiencies
 - what new functionality a user may desire
- Permanent record instantly added to our "Action Please" trouble-tracking system

Send Feedback



v pet	- a ×
File Page Options	Help
Default: D1	Program Overview
Selection: I	Release Information
	Program Notes
▶ AGS	Send Feedback
▶ Booster	Version
➤ RHIC	-
► FECs	
▶ Linac	
▶ Tandem	
→ Other	
► Location	
► EBIS	
➤ Controllers	
	13
N	13
ADO/SLD/CLD Pages	10.7%

Application History System What Do We Get From It?

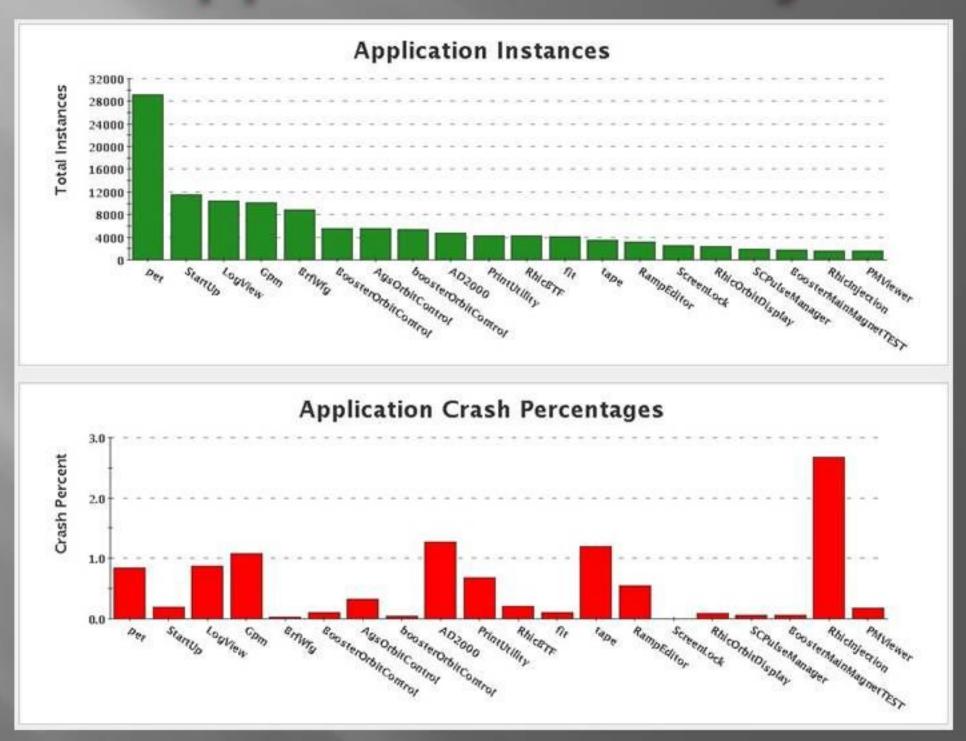
- Information about where an application is running and who is running it
- Discover usage patterns
 - how often is an application used?
 - who are the power users?
- Reliability statistics

Application History Components

- Application library
 - writes information to an NFS mounted directory (e.g. start/stop times, machine, user name, exit status)
- Application History Server
 - polls, looking for messages
 - reads messages
 - stores information in database
 - deletes message

Advantage: Application is independent of server

Application History



Benefits We Have Seen

- Crash Utility System
 - Developers have found that
 - saving core files with debugger information included is extremely useful
 - real-time delivery of crash information very helpful
- Send Feedback
 - Used by operators to report problems and make requests
- Application History
 - Mostly used to locate applications
 - Work ongoing to further mine available information

QUESTIONS?