

Distributed Diagnostics (WP 4.3) LibReplay: Deterministic Replay for Bug Hunting in CPS

Olaf Landsiedel, Elad M. Schiller, Salvatore Tomaselli

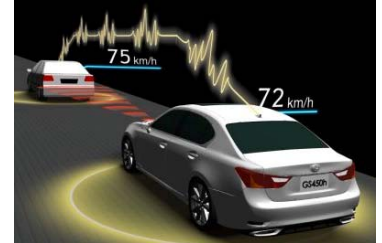
Motivation

Cyber Physical Systems (CPS):

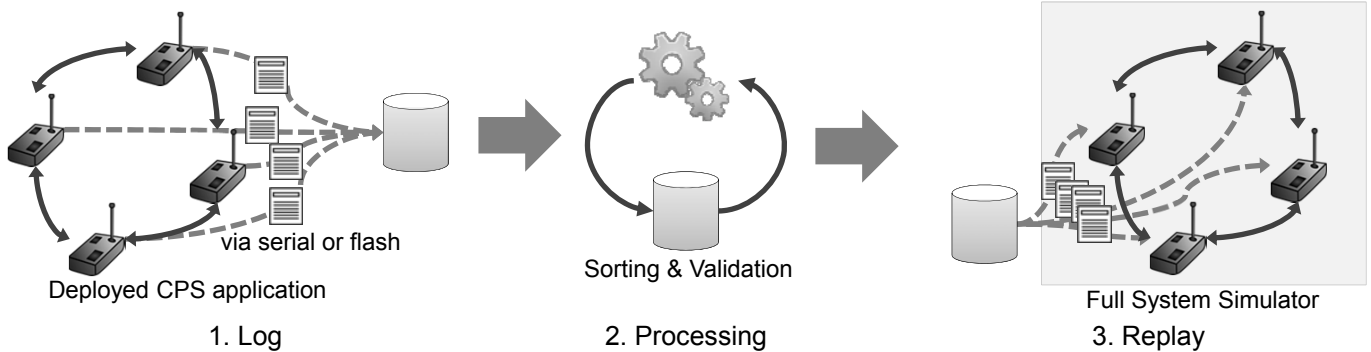
- Deeply embedded into the non-deterministic physical environment
- Wireless networking
- Complex applications: depending on interaction between nodes and environment

Challenges in Debugging CPS

- Distributed applications
 - Global state
- Non-determinism of
 - Physical environment
 - Wireless networks
- Bugs are often prompted by a particular, complex concatenation of events



Concept



Logging

- Distributed, lightweight logging
- Customizable to code regions
- 2-phase logging for side effect minimization

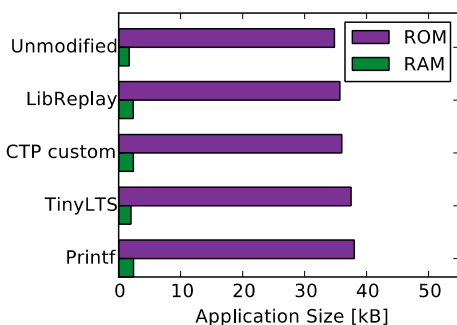
Processing

- Merge and sort event logs
- Logical times-stamps to construct a globally-ordered replay
- Based on radio messages

Replay

- Replay logged input-events
- Full-system simulation
 - Deterministic, high fidelity replay.
- Breakpoints and watchpoints.

Results

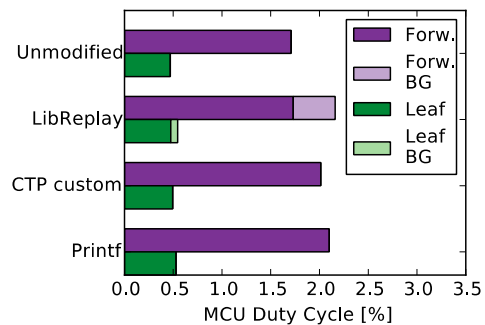


Setting:

- TinyOS implementation
- Target system: Tmote Sky
- CC2420 802.15.4 radio
- MSP430 MCU
- Cooja full system simulator

Results

- Memory (left) and run-time overhead (right):
- Similar to traditional logging systems
 - Which to not enable replay



Publications

- "LibReplay: Deterministic Replay for Bug Hunting in Sensor Networks"; O. Landsiedel, E. M. Schiller, S. Tomaselli; in *EWSN: Proc. of the 12th European Conf. on Wireless Sensor Networks*; Feb. 2015 (accepted)
- "Towards Lightweight Logging and Replay of Embedded, Distributed Systems"; S. Tomaselli, O. Landsiedel; In *ASCoMS: Proc. of the Workshop on Architecting Safety in Collaborative Mobile Systems* held in conjunction with *SafeComp*; Sep. 2013; (Invited Paper)