Post-mortem Debugging with Promises for Node.js

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What is a Promise?

- > A Promise is placeholder for a future value.
- Alternative JavaScript design pattern to callbacks.
- Organizes callbacks into discrete steps.

Research

What are unhandled rejections?

- Forgetting a catch handler in a Promise chain.
- > Throwing an error inside a Promise.
- Calling a function that doesn't exist.

The problem:

- Promises are rejected silently, code might continue to run.
- > A function passed to a promise executed on the *next tick*.
- Helps manage execution order through composition.
- > Errors are handled outside primary logic.
- > No need for boilerplate checks in every callback.
- > Easier to maintain or modify later on.
- Curtails "callback hell".
- > Exists in three states: *pending, resolved, rejected.*

- Unhandled rejections can show up at a different point in time.
- Core dumps and other diagnostics may not be meaningful because the heap structure could have changed.

Solutions being explored:

- Forking when a Promise moves to a rejected state.
- Expensive and perhaps unnecessary.
- Implementation of forking and taking a core dump not always accurate.
- Capturing and storing stack traces and rejection data.

How long has a rejection been floating around?

- Double-run approach where rejection data is tracked and evaluated in real time.
- Using catch predictions in V8.

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Promise:

Callback:

- L function isUserTooYoung(id) {
- 2 return openDatabase()

});

- .then(getCollection)
- .then(find.bind(null, {'id': id}))
- .then(function(user) {
 - return user.age < cutoffAge;</pre>

Goals:

- Create better tools for post-mortem debugging and diagnostics.
- Evaluate the overhead and benefits of different solutions.

