Arvados - Feature #4579

[Documentation] Run-command docs should remind user how & why to exit non-zero on failure.

11/18/2014 09:02 PM - Bryan Cosca

Status:	New		**Start date:**	11/18/2014
Priority:	Normal		**Due date:**	
Assigned To:			**% Done:**	0%
Category:	Documentation		**Estimated time:**	0.00 hour
Target version:	Arvados Future Sprints			

Description

Some jobs encounter errors that seem like they should be fatal errors, but still report job success.

For example, qr1hi-8i9sb-mtxaffgfw6athnp:

```
grep: //c09a19ea17f72c8da97f8cb64a9b333b+743: No such file or directory
```

or qr1hi-8i9sb-gn0jmhwp88j3a8z:

```
ls: cannot access /keep//keep/c09a19ea17f72c8da97f8cb64a9b333b+743/*.vcf: No such file or directory
```

These jobs should report failure.

Related issues:

Related to Arvados - Story #3044: [Documentation] Improve documentation for a...	**Closed**

History

#1 - 11/18/2014 09:12 PM - Tim Pierce

- Subject changed from Crunch is able to detect unique errors within scripts? to [Crunch] failed jobs are incorrectly reported as succeeding

- Description updated

- Category set to Crunch

#2 - 11/18/2014 09:15 PM - Tim Pierce

- Target version set to Bug Triage

#3 - 11/19/2014 01:00 AM - Tom Clegg

- Tracker changed from Feature to Bug

If you use run-command, the only way to indicate success/failure is exit status. In both of these cases it looks like the script exits 0, run-command sets success=true on the task, and Crunch sets state=Complete. Crunch's part of this looks correct.

The script itself, however, incorrectly exit 0 after encountering errors. Fixing this could be as simple (or not simple) as using "set -e" and "set -o pipefail" in all the right places.

Aside 1: The run-command documentation could certainly be more forthcoming with advice about how to write scripts for it to use. (Currently exit codes are only mentioned in the context of the "ignore exit code" feature, which incidentally should probably be adjusted to explain what a terrible, terrible idea it is to use that feature.)

Aside 2: When you're at the point of giving run-command a shell script which in turn builds and runs another shell script, you're doing it wrong. At some point our docs failed you, by steering you toward using run-command for this instead of writing a Python program that calls one_task_per_input_file...

#4 - 11/19/2014 01:02 AM - Tom Clegg

- Status changed from New to Feedback

#5 - 12/09/2014 06:59 PM - Tom Clegg

- Subject changed from [Crunch] failed jobs are incorrectly reported as succeeding to [Documentation] Run-command docs should remind user how & why to exit non-zero on failure.

- Category changed from Crunch to Documentation

#6 - 12/09/2014 07:00 PM - Tom Clegg

- Tracker changed from Bug to Feature

- Status changed from Feedback to New

- Story points set to 0.5

#7 - 12/09/2014 07:00 PM - Tom Clegg

- Target version changed from Bug Triage to Arvados Future Sprints