# Crash Reporting: Mozilla's Open Source Solution

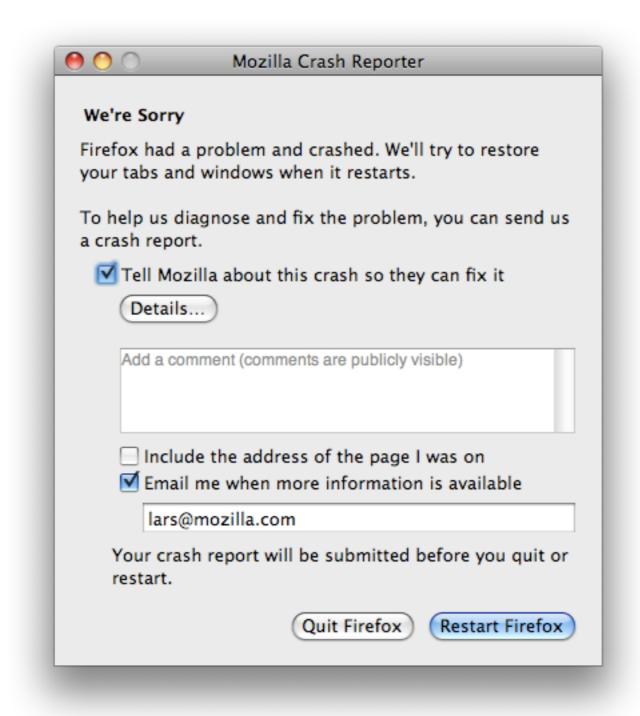
K Lars Lohn Ted Mielczarek Austin King



Friday, July 24, 2009

Howdy, I'm Lars from Mozilla, I'm here today with my colleagues, Ted Mill-char-ek and Austin King to talk about Crash Reporting.

### What is it?



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Have you ever seen Firefox crash? Have you ever wondered what happens after you hit the "restart firefox" button?

In the next 45 minutes, we're going to take you down the rabbit hole and show you what we do. We want our processes to be open.

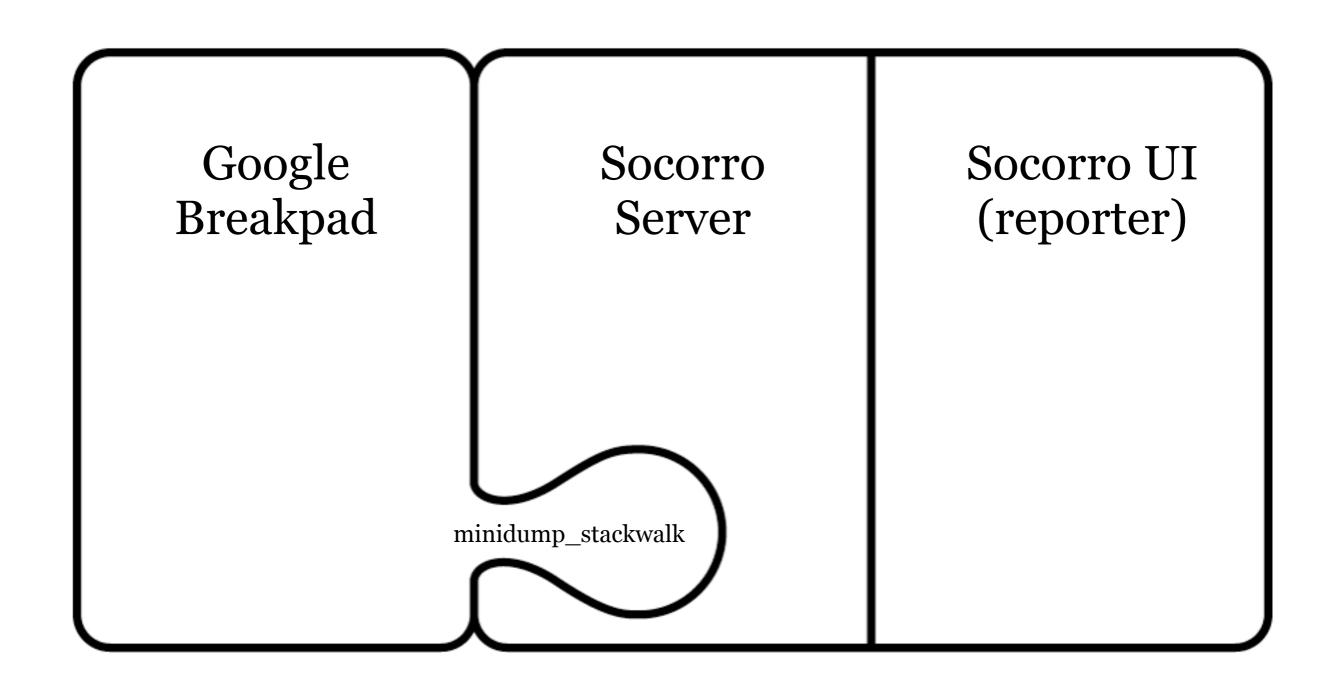
When you experience a problem with any Mozilla product, we want \_everyone\_, not just the developers, to watch the flow of information about a problem for its initial occurrence, through data collection and triage, on to Bugzilla and to an eventual resolution.

Crash reporting
is the transmission of
information
to the developers
about the state of an application
during a catastrophic failure.

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The goal is to give the developers information that they would not otherwise have had.

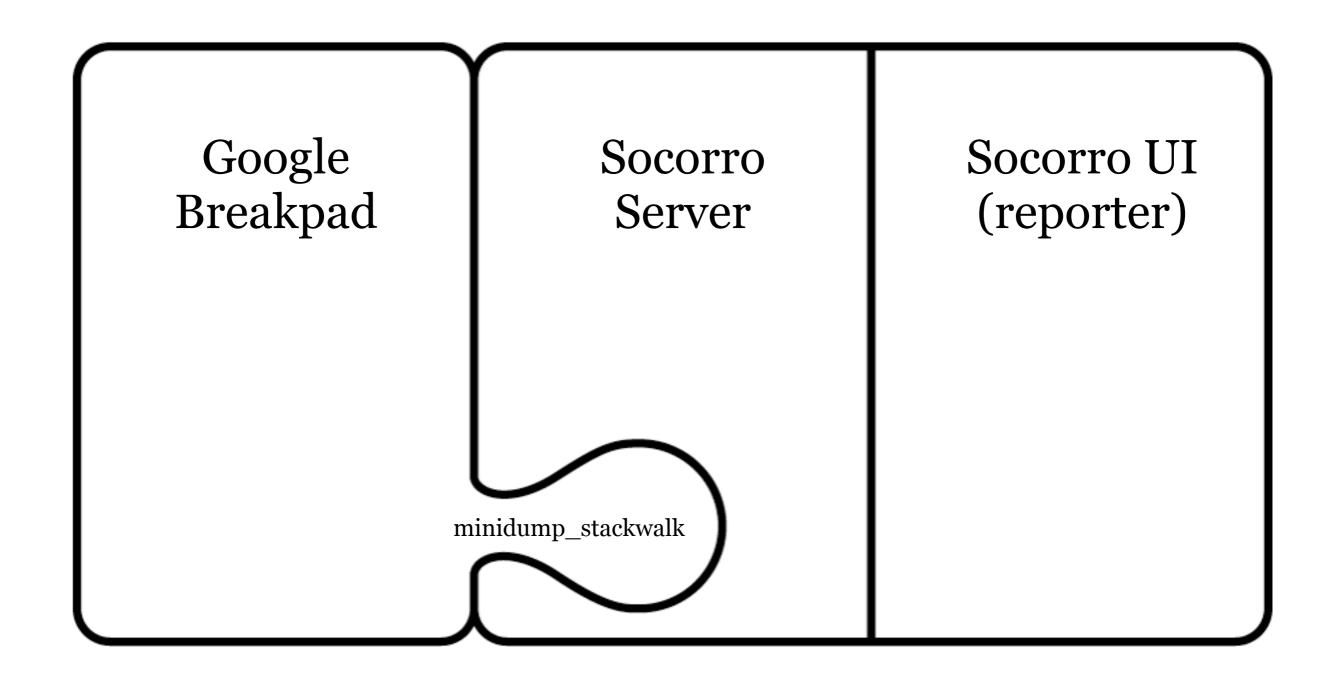


Our crash reporting system can be divided into three parts.

Breakpad - a google project - this code lives mainly within the Firefox application

Socorro (in two movements) the backend server and the user interface running at Mozilla.

written in three languages <click> <click> <click>



C++

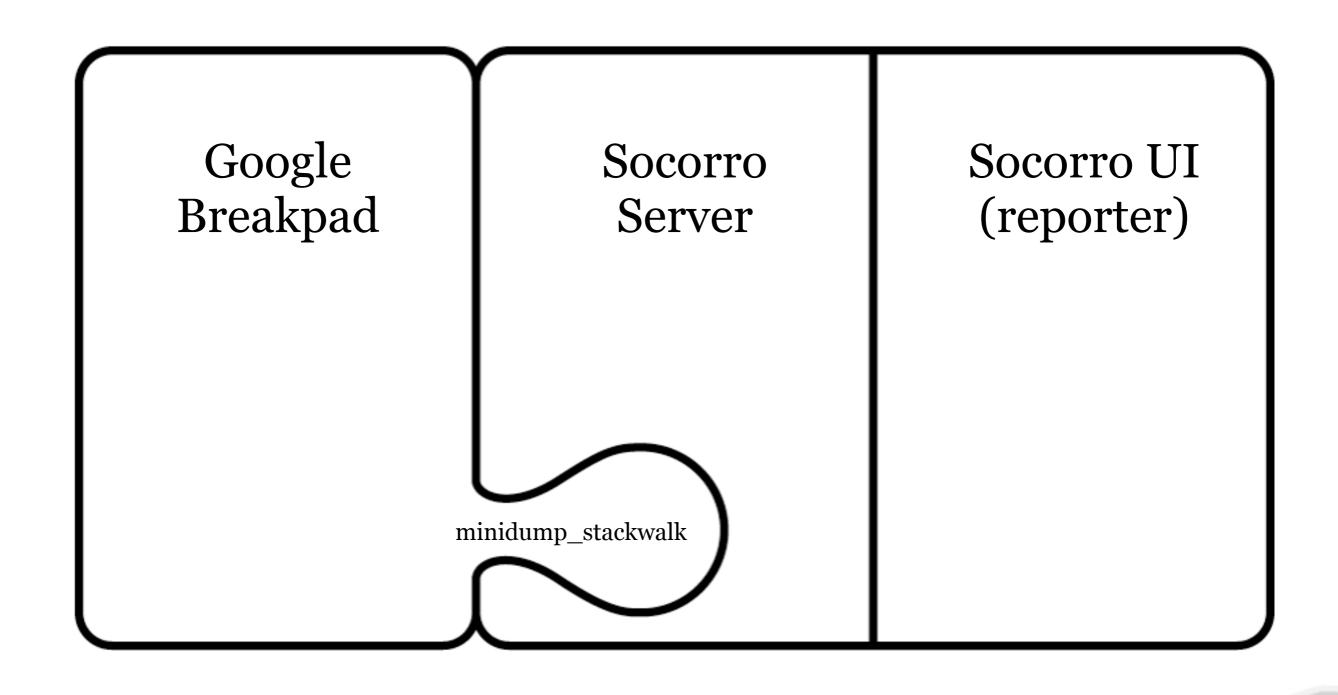
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**Python** 

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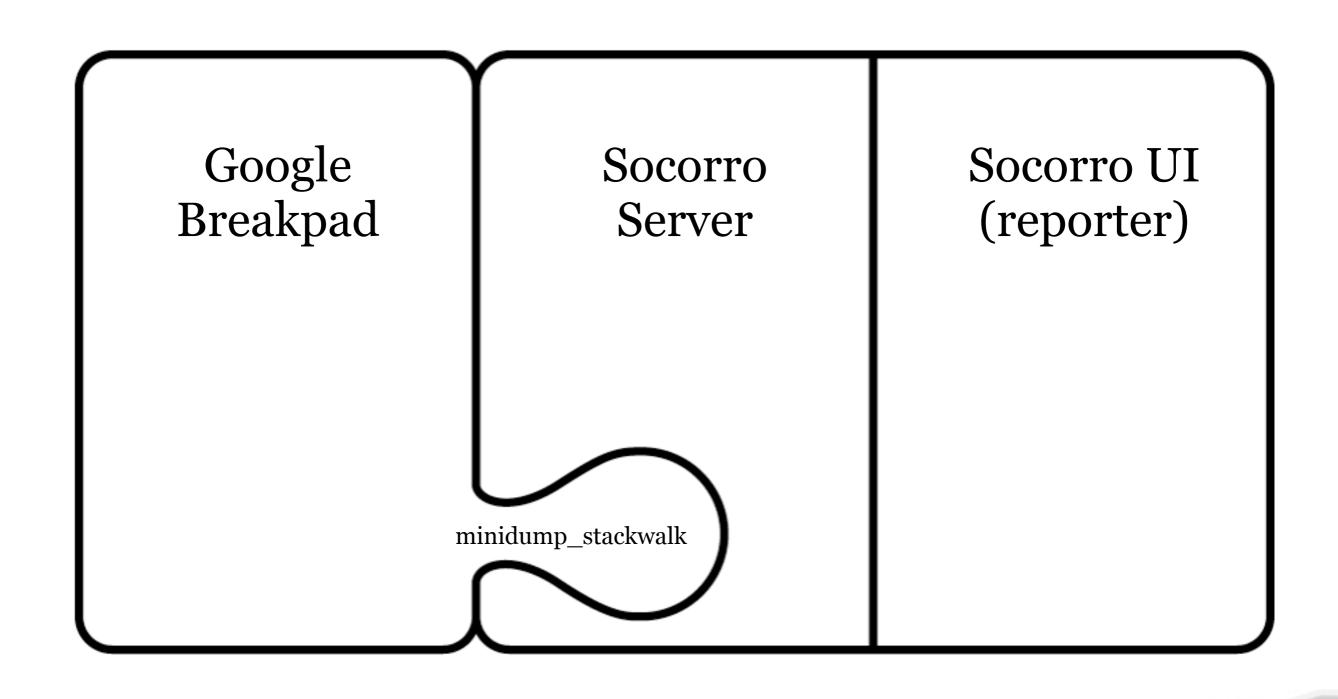
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**PHP** 

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# Google Breakpad



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# Google Breakpad

- Open Source project started by Google
  - •BSD licensed: <a href="http://code.google.com/p/google-breakpad/">http://code.google.com/p/google-breakpad/</a>
- •Client-side support for Linux (x86), Windows (x86), OS X (x86/PPC), Solaris (x86/SPARC)
- Server-side runs on POSIX systems

# Why Use It?

- •For Mozilla:
  - Hundreds of developers
  - Hundreds of millions of users
- Difficult to reproduce issues
- •Get crash reports from **any** user on a standard release build

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For us, it gives us these benefits:

The number of users is so much greater than the number of developers, so that larger group will always encounter problems that developers never see. You may have timing sensitive bugs or bugs that only occur when certain third party software is installed. For Mozilla, the sheer number of webpages on the internet guarantees that users will hit unique situations every day. In addition, every user becomes a source of information about crashes.

# **Breakpad Pieces**

- •Build-time (src/tools/{platform}):
  - •dump\_syms: extract debug symbols from native format to textual format
- Client-side (src/client/{platform})
  - Exception Handler
  - Crash Report Sender
- Server-side (src/processor)

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Breakpad consists of three separate sets of code:

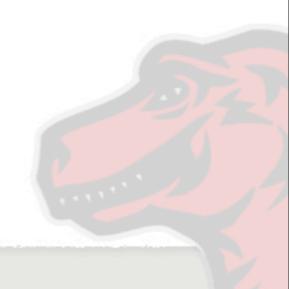
- \* build time tool to extract debug symbols to a common textual format
- \* two client side libraries:
- "Exception Handler" catching crashes and doing something about it
- "Crash Report Sender" sending the results to a server for handling
- \* server side libraries and tools for turning binary reports into useful data

# **Breakpad Basics**

- Build application with debug info
- Extract debug symbols to textual format during build
- Install exception handler on startup
- Send crash report from exception handler
- Server marries crash report with debug symbols to produce stack trace

# **Exception Handler**

- Create ExceptionHandler object with callback
- •On crash, Breakpad writes crash data and calls your callback
- Your callback does something useful



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The exception handler is the key part that lets you handle crashes in your application. You provide a callback function, and when the application crashes Breakpad writes out information about the state of the application to disk, then calls your callback with the path to that data file ("minidump"). You can then do something useful with it (although probably in a separate process, since this one has crashed!) In Firefox, we spawn a separate crash reporter process.

# Crash report sender

- •Varies per-OS, but boils down to:
  - Send(URL, parameters, dumpfile)
  - Sends via HTTP POST
- Not included for OS X (easy to do with Cocoa)



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Once you have a crash report, you need to send it to your server for processing. Breakpad provides support for sending via HTTP POST. The minidump is sent as a file upload, other params can be sent as form data.

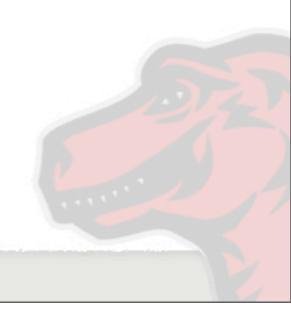
### Server-side

- •minidump\_stackwalk </path/to/dump>
  [</path/to/symbols>]
- Produces stack trace, with function names
   + source info if available
- •Intended as a "sample" application, but Mozilla is using in production
- Breakpad libraries provide greater flexibility at cost of writing more code

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The final piece of Breakpad is the processor, which can take a crash report along with the symbols from the build and produce a stack trace. The command line tool that does this is called minidump\_stackwalk, it simply takes the crash report and symbol path on the command line. You can go further by using the processor code as a library, but you'll need to write some C++ glue code.

### Socorro Server



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### Socorro Server

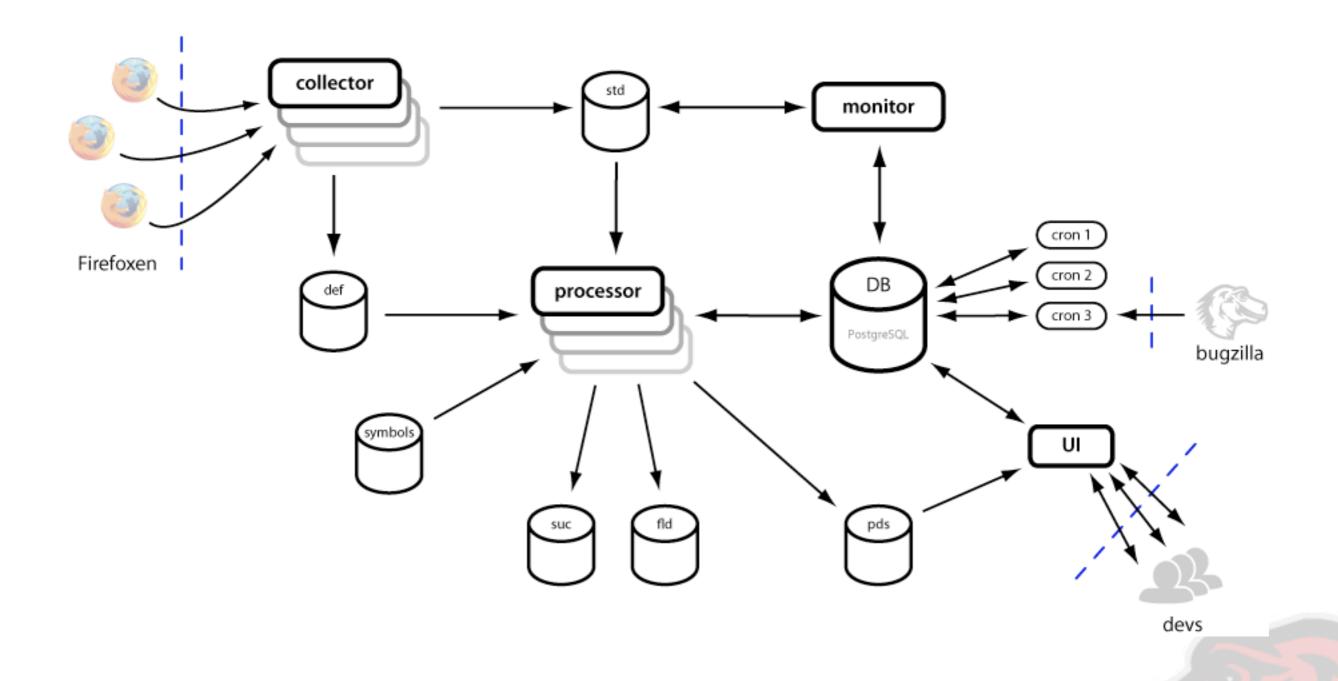
- Collector
- Monitor
- Processor
- Data Aggregators as cron jobs
- Data Cleanup as cron jobs

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The Socorro Server consists of several long running processes: the Collectors, the Monitor and the Processors.

There are also several processes that run as periodic cron jobs.

These cron jobs are in charge of generating aggregate information for reports as well as periodic system maintenance of file system storage.

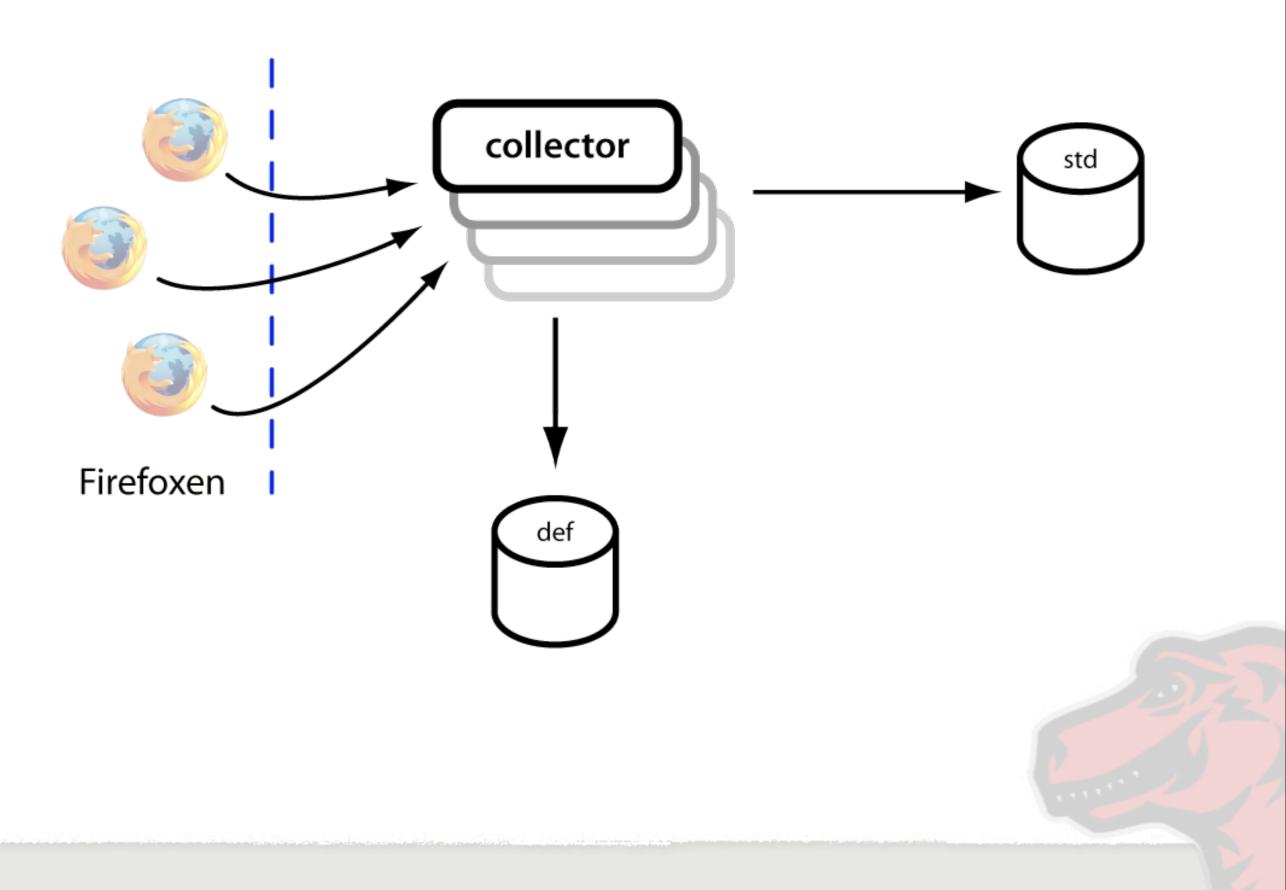


This is an overview of the data flow whole system. It shows the long running processes as well as the aggregate and clean up jobs, just indicated as cron 1 through 3. There are actually more of them, but this is an overview, so we're going to gloss over some details.

You'll notice here that we've got lots of different data storage areas. Off the the right of center, we've got our instance of PostgreSQL. This is the heart of the system: it stores data about crashes as well as serves as a queuing system to coordinate the timing of processes.

We're going to look at the data flow - how crash information actually moves through the system

First, the collector.



First we'll focus on Collector.

This is a python script running under Apache using mod-python. When Firefox crashes, in a last ditch effort before it quits, it sends off an http post of crash information to these Collectors. There can be any number of them, load balanced out front with whatever suits your fancy. We use Netscaler.

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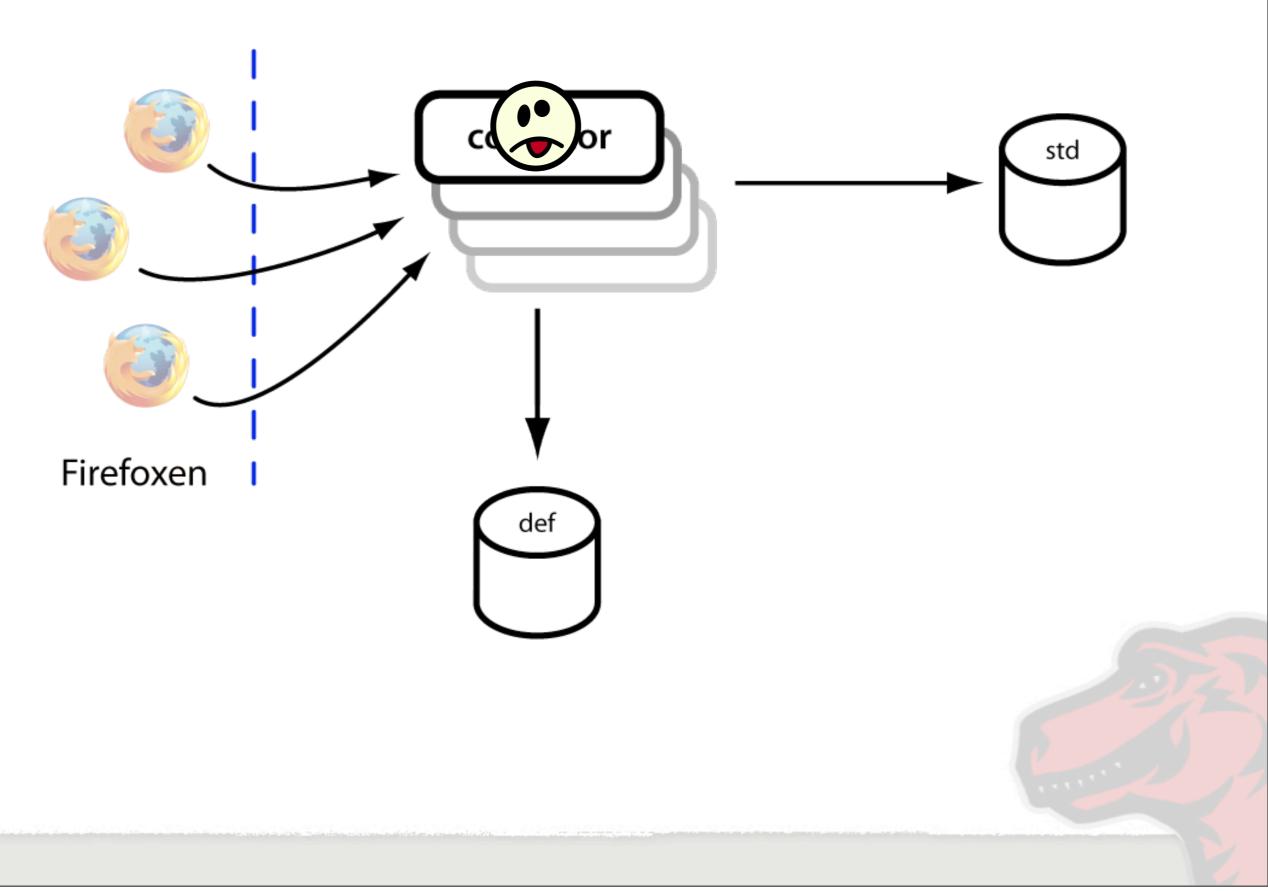
When collector receives a crash, it examines the meta information about the crash: the product, the version, etc. At this point it can make some snap decisions in a process called "throttling" on whether to pass the crash on for further processing, refuse it or dump it into a deferred storage for later use.

Statistically, we don't have to collect every crash. In fact, we don't have that much disk space.

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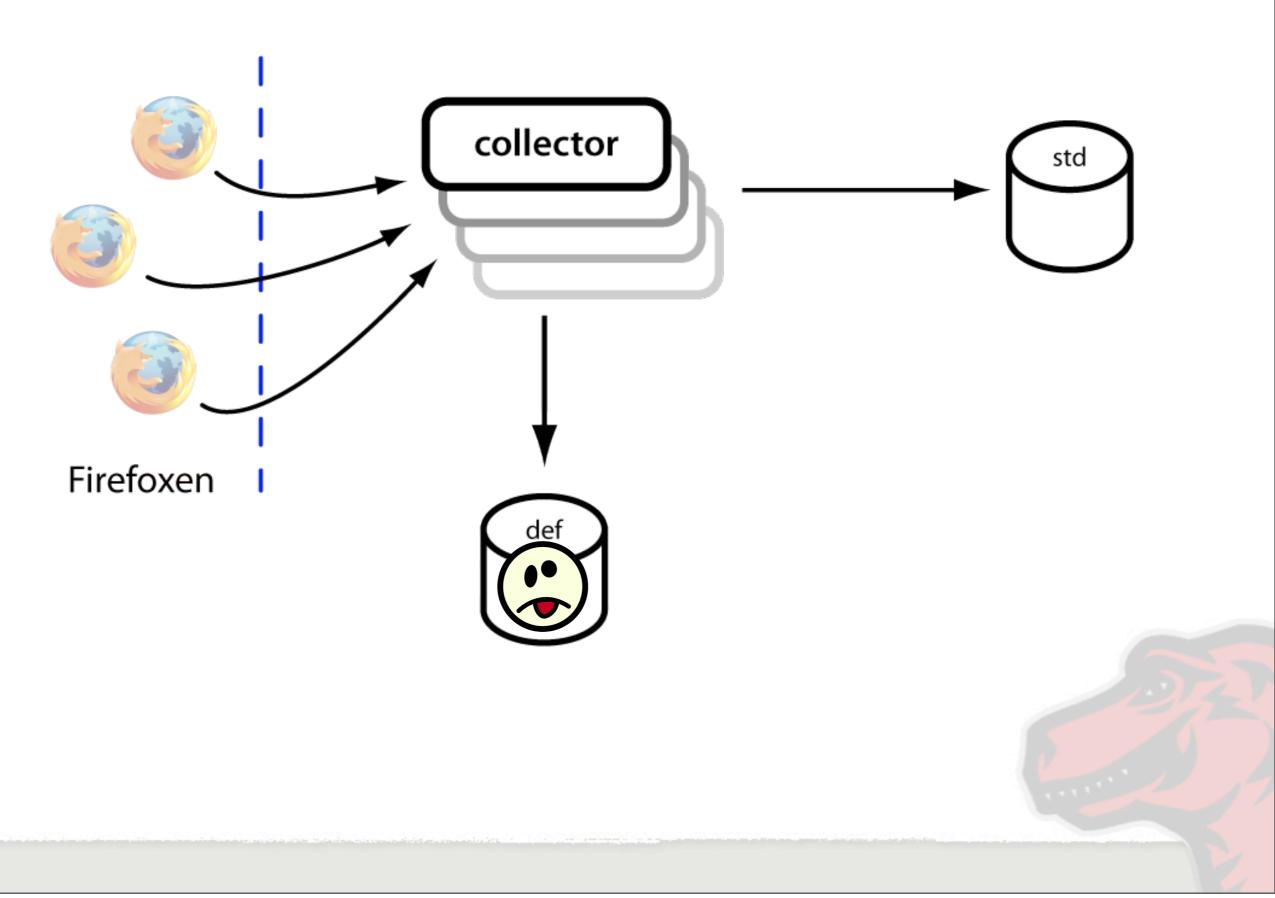
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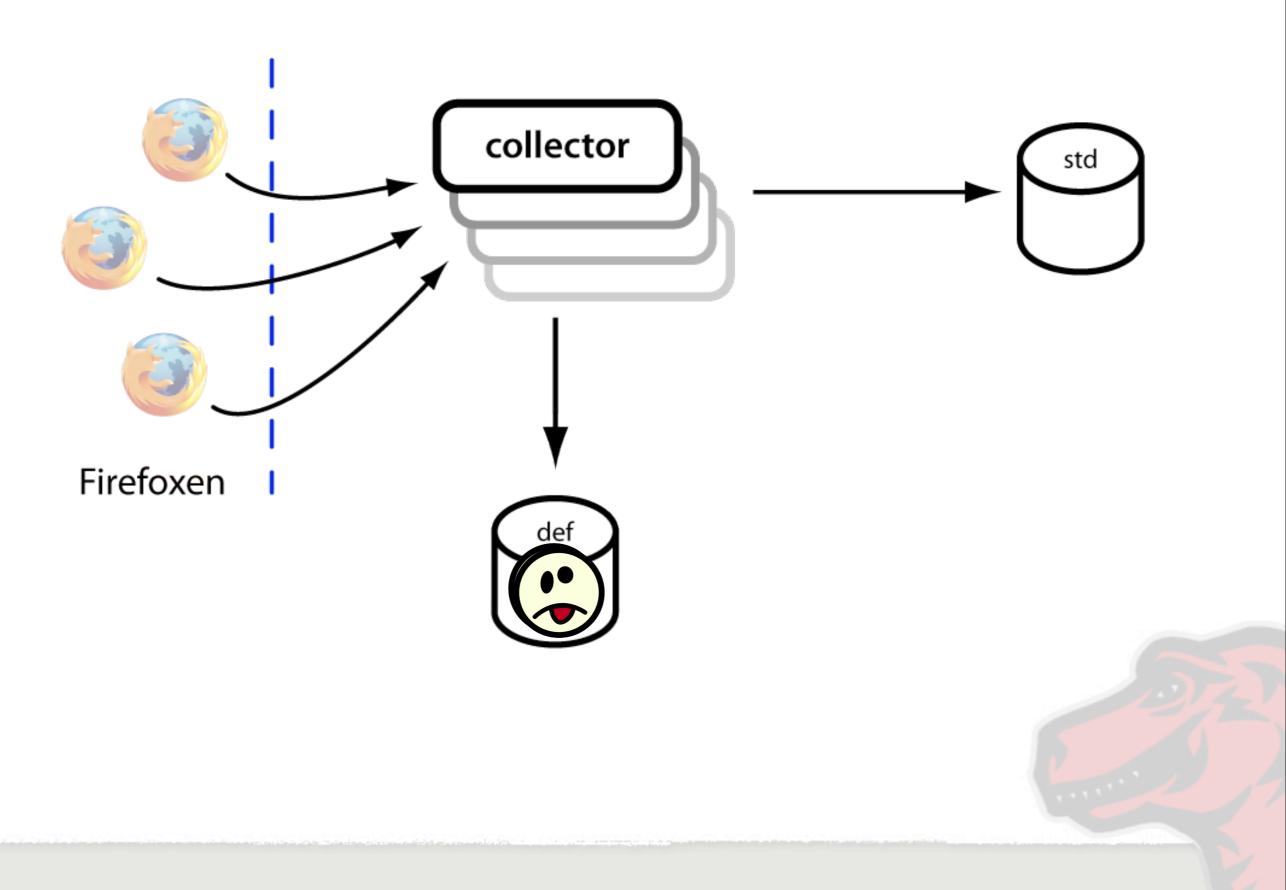
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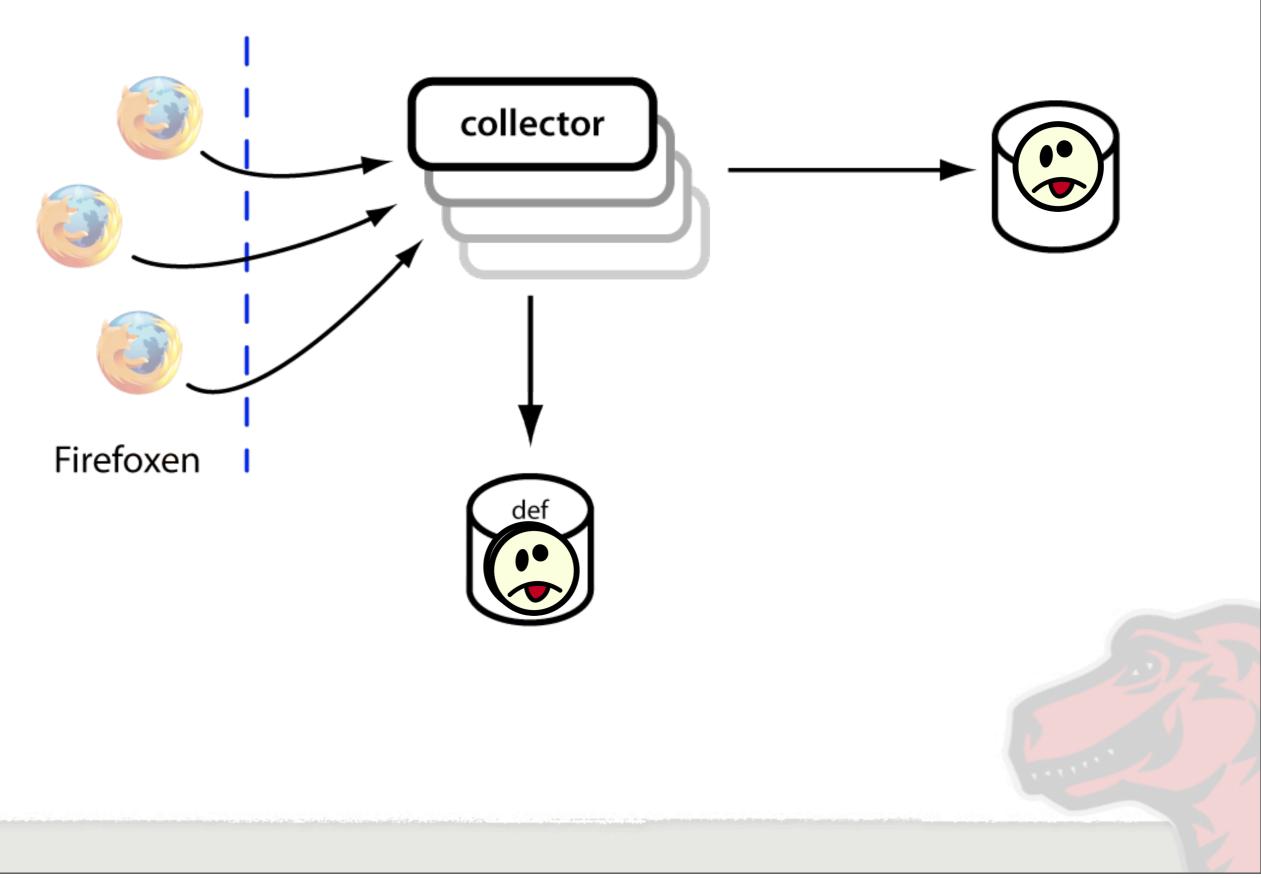
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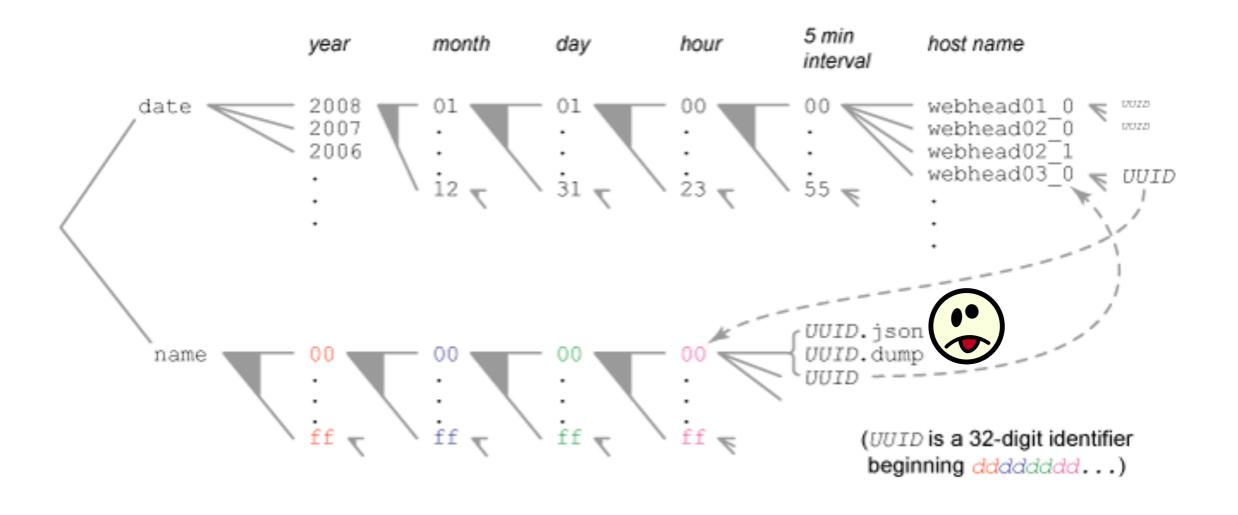
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### File System Structure



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We use file system storage like a hierarchical database. We want to be able to look up a crash with out having to spend any time searching. With 2 million of these things, you can't just dump them all into one directory.

We use a radix scheme to save crashes by name. Say we have a file called "aabbcc.json"

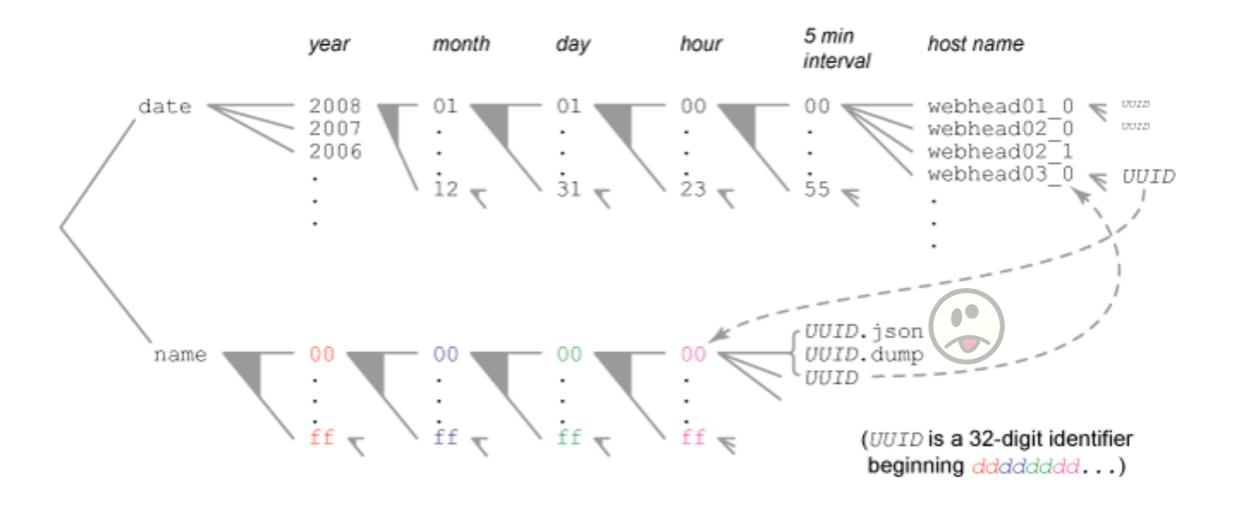
The "name" branch of this structure uses two characters at each directory level.

The "date" branch uses the same radix idea with datetimes. However, rather than having a data file at the leaf node, it has a symbolic link over to the where the data is stored in the name branch.

We can rapidly lookup crashes either by name or date, without wasting time having to search.

Back to our data flow...

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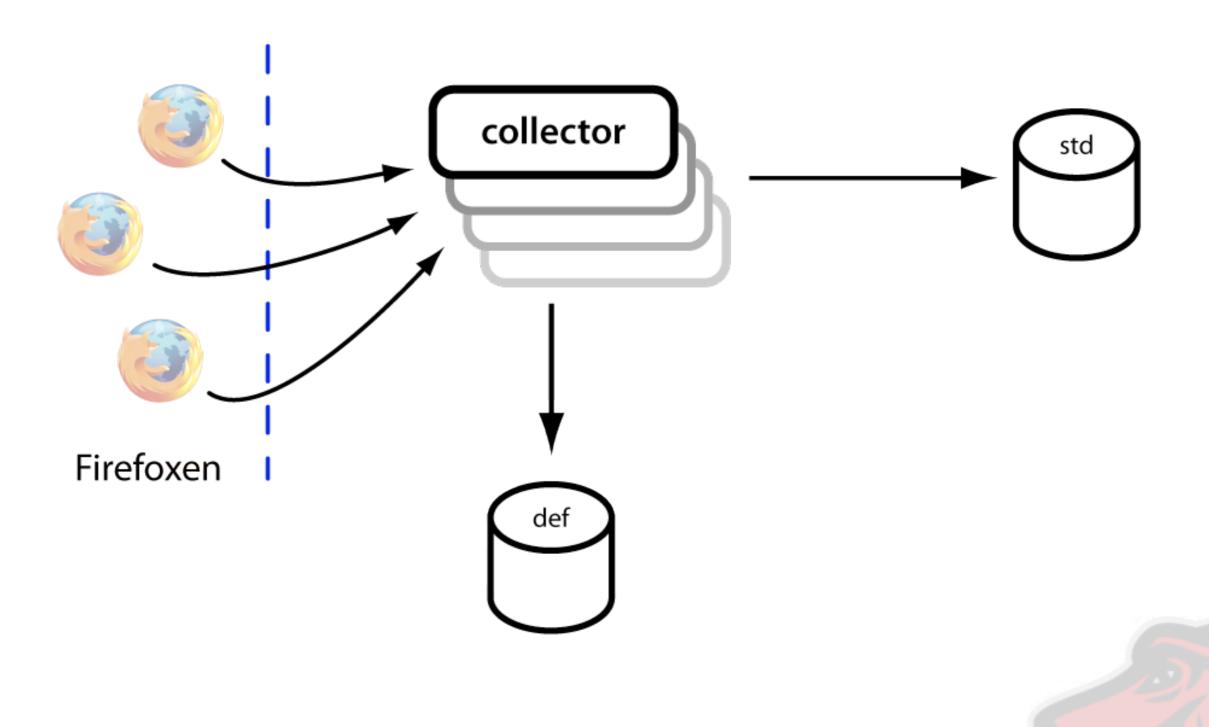
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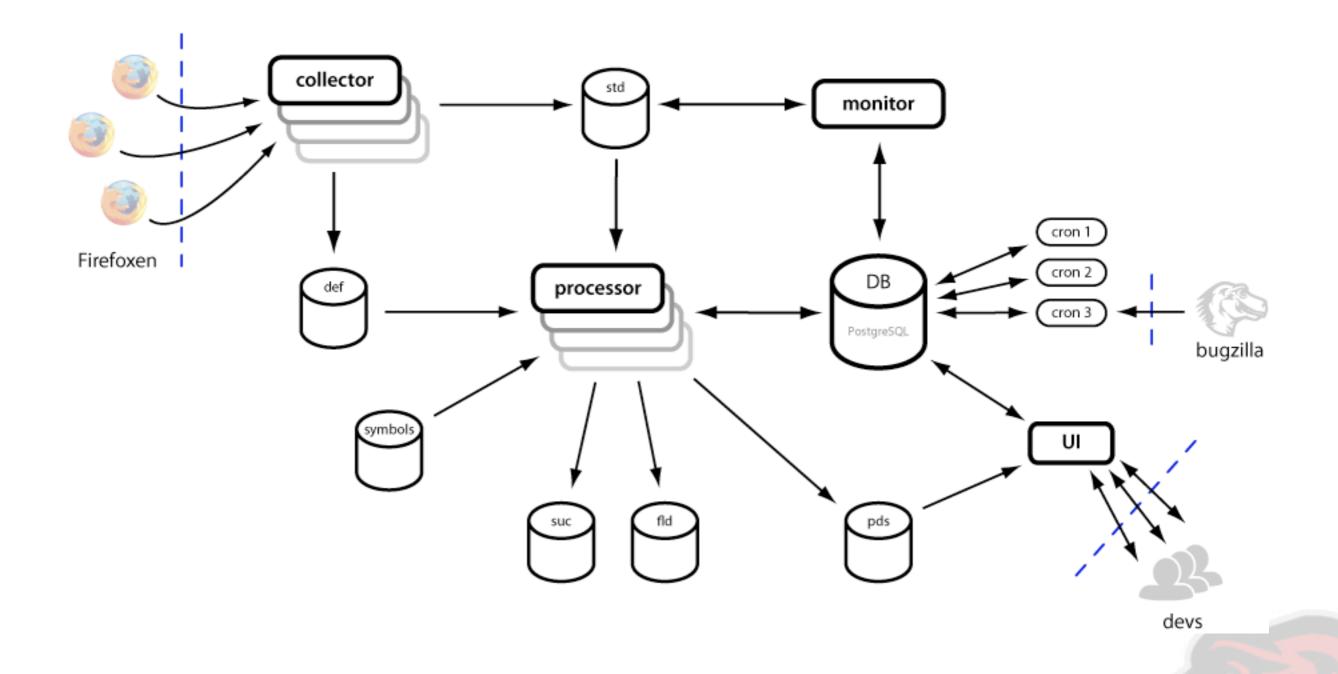
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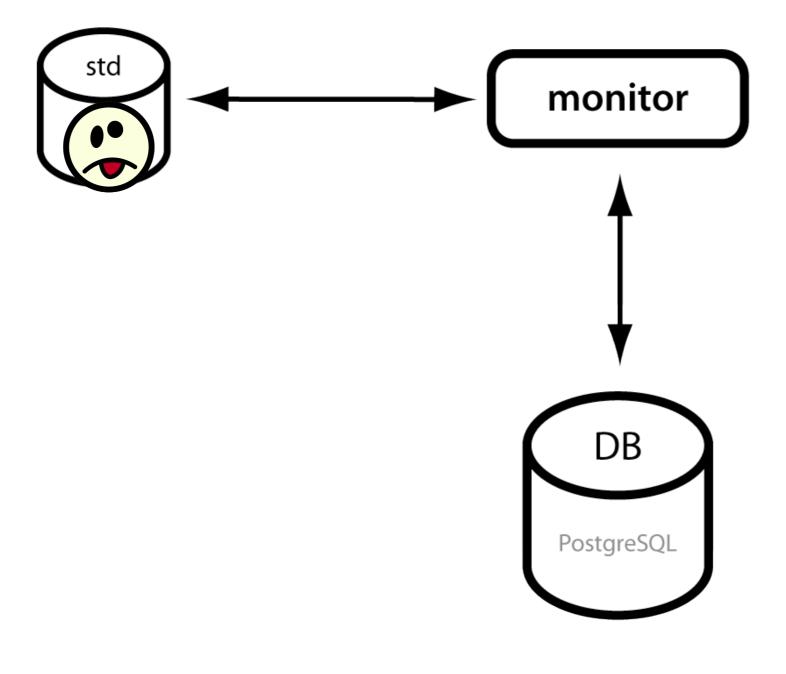
Back to our data flow...



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Now we're going to look at Monitor, the ring master of this circus

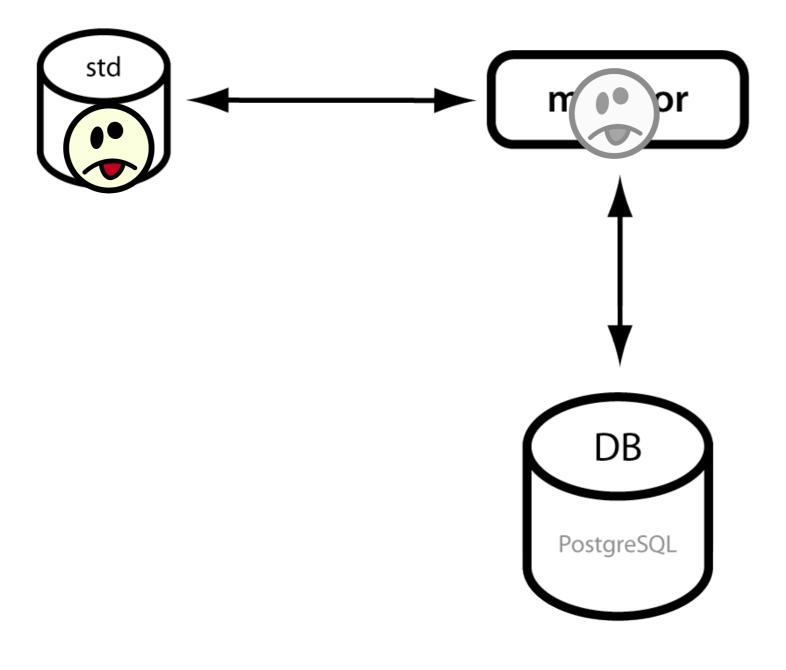


We've got a crash waiting in "standard" storage. The monitor can detect that it's there by following the date directory branches of the file system.

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It doesn't actually read the crash data, it just notes its existence and saves the name in the database.

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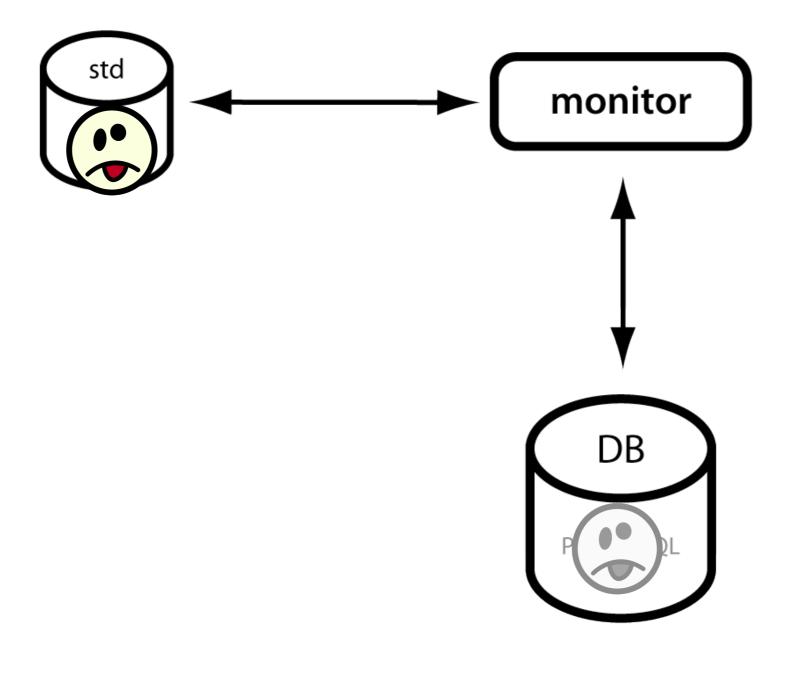


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### **Socorro Monitor**

- Watches file system storage for new crashes
- Schedules crashes to be processed
- Watches the database for priority jobs
- Monitors the health of Processors
- Maintains and cleans file system storage

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We've already seen how monitor watches the file system storage and schedules crashes (at this point referred to as jobs) with processors.

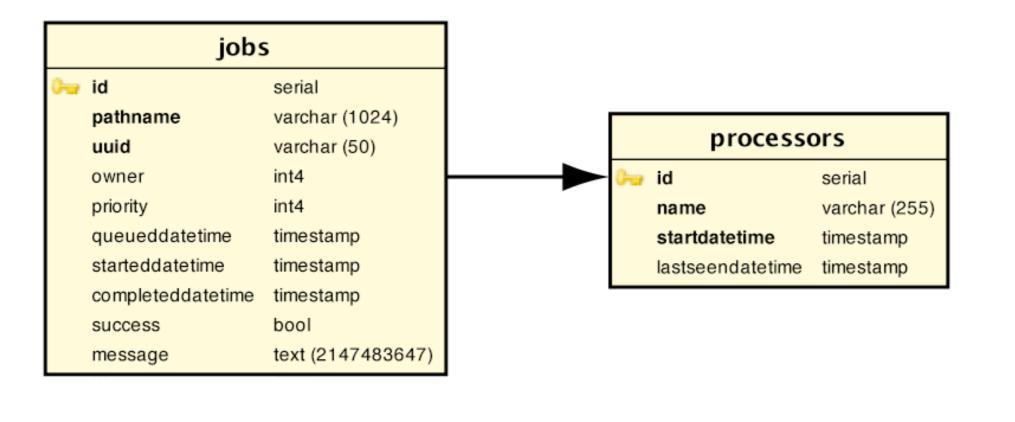
It also watches a special table in the database for priority job requests. Crash processing is not generally a real time activity. Sometimes, we need to get the processed result quickly. Since Monitor is in charge of scheduling, it can let some crashes jump the queue for immediate responses. That's how jobs from that "deferred" storage can get processed.

Since it's in charge of scheduling, monitor also watches the health of the processors. If a processor becomes unresponsive and is not doing its work, the monitor has the power to take the processor's jobs away from it and hand them off to a more responsive processor.

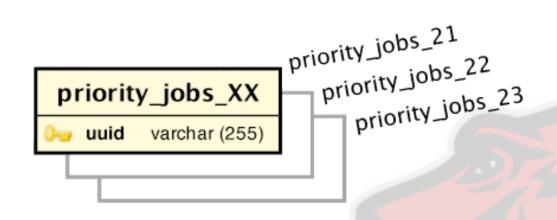
Finally, monitor also is in charge of cleaning old files out of the file system storage. This task may be moved into a cron jon in the future.

With all this stuff to do, it is not surprising that Monitor is a multithreaded application.

### **Process Control**

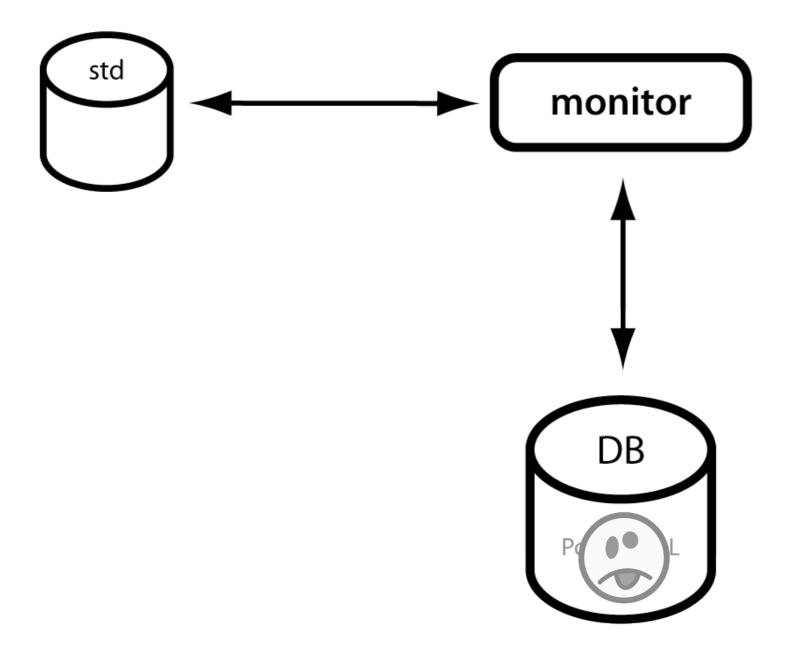


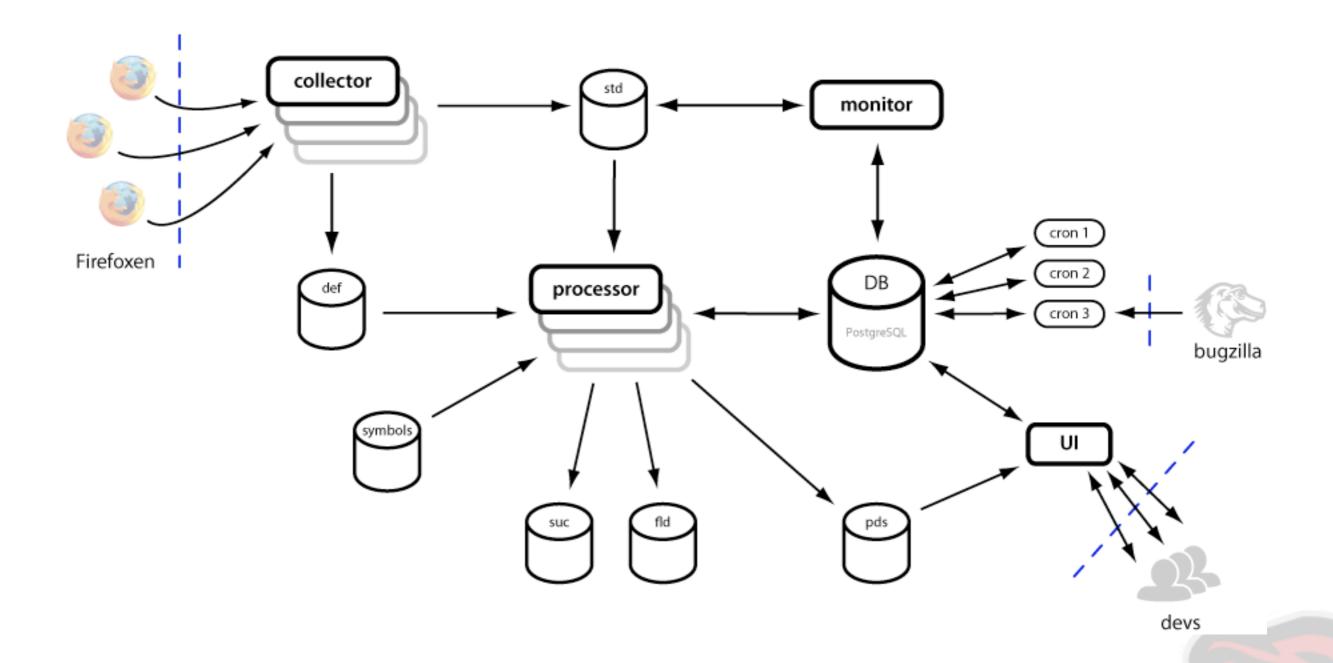


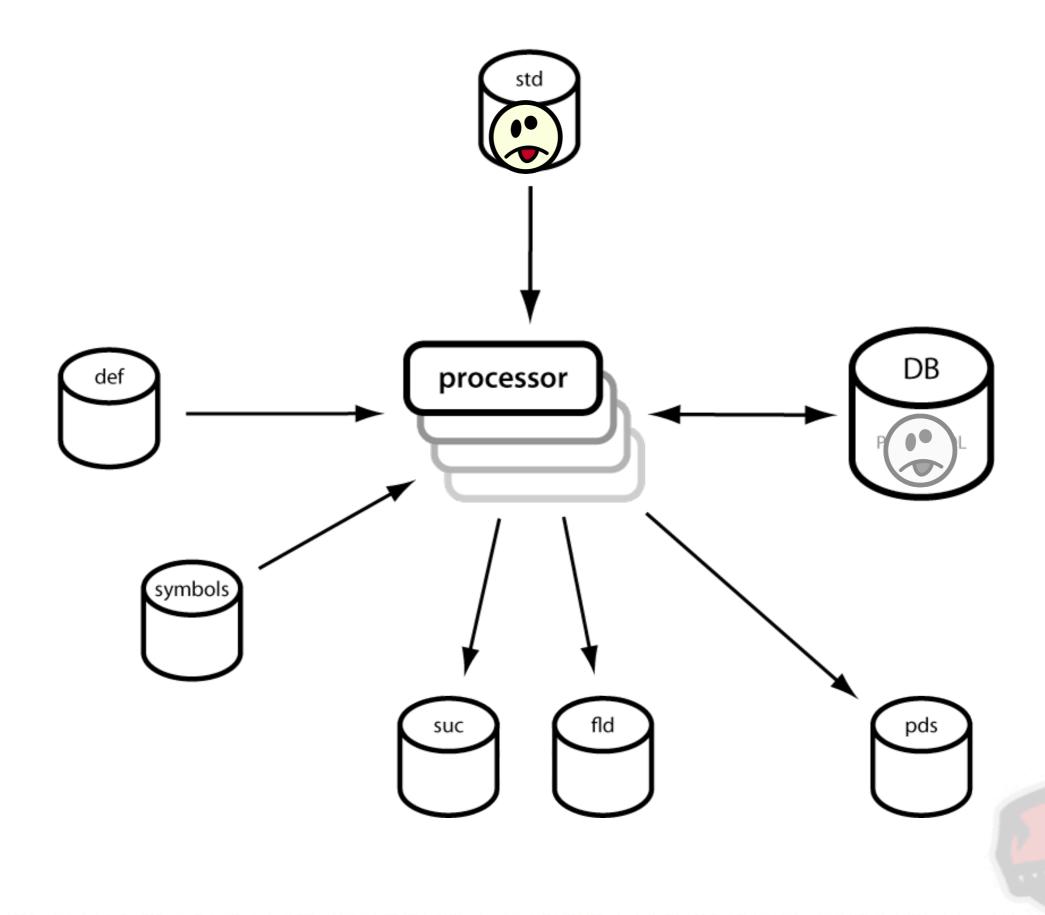


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In PostgreSQL, the Monitor uses these table for process control. Jobs are assigned to Processors by the Monitor.







We start with a crash dump saved in "standard" storage and meta information about the crash in the database in a queue for this processor.

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The processor grabs its next job from the queue and using the meta information, grabs the files to be processed from "standard" storage.

Once it has the crash dump, it invokes Google Breakpad's minidump\_stackwalk program to take the raw crash, remarry it with symbol table information and then save the results.

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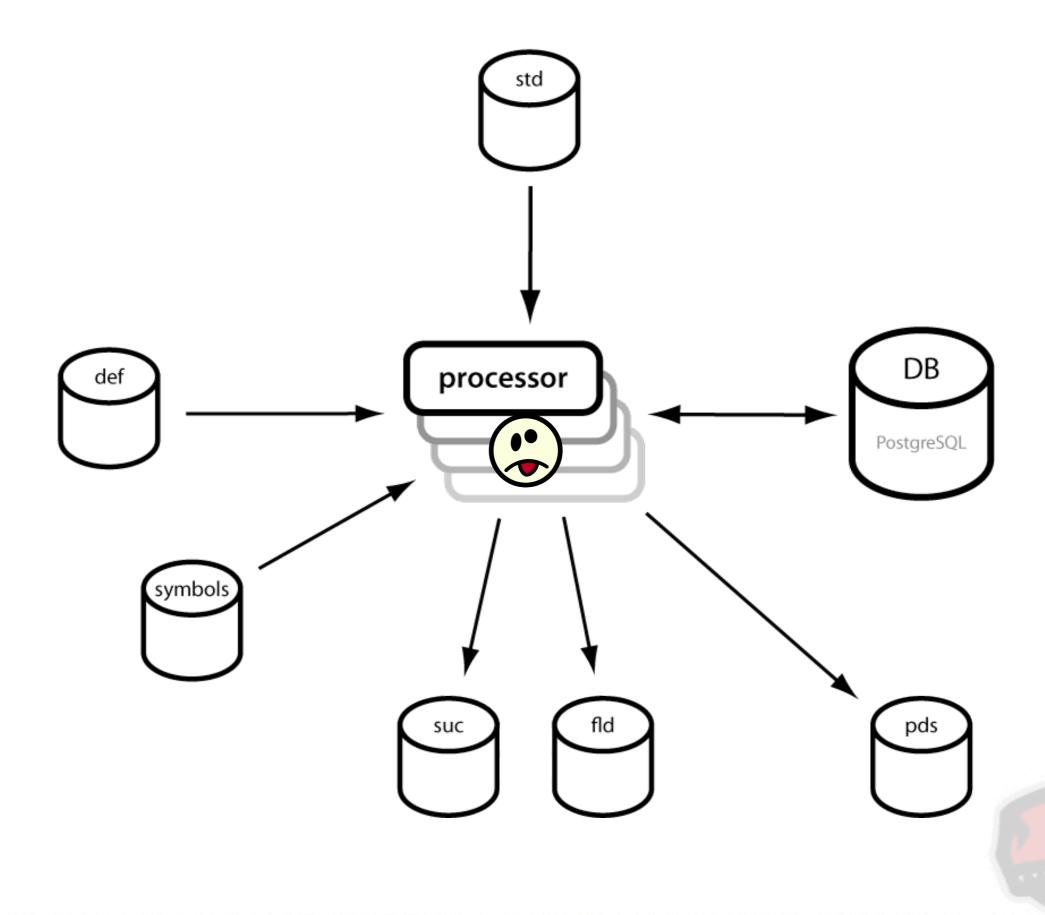
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The output of minidump\_stackwalk is saved to processed dump storage. This will eventually be used by the UI.

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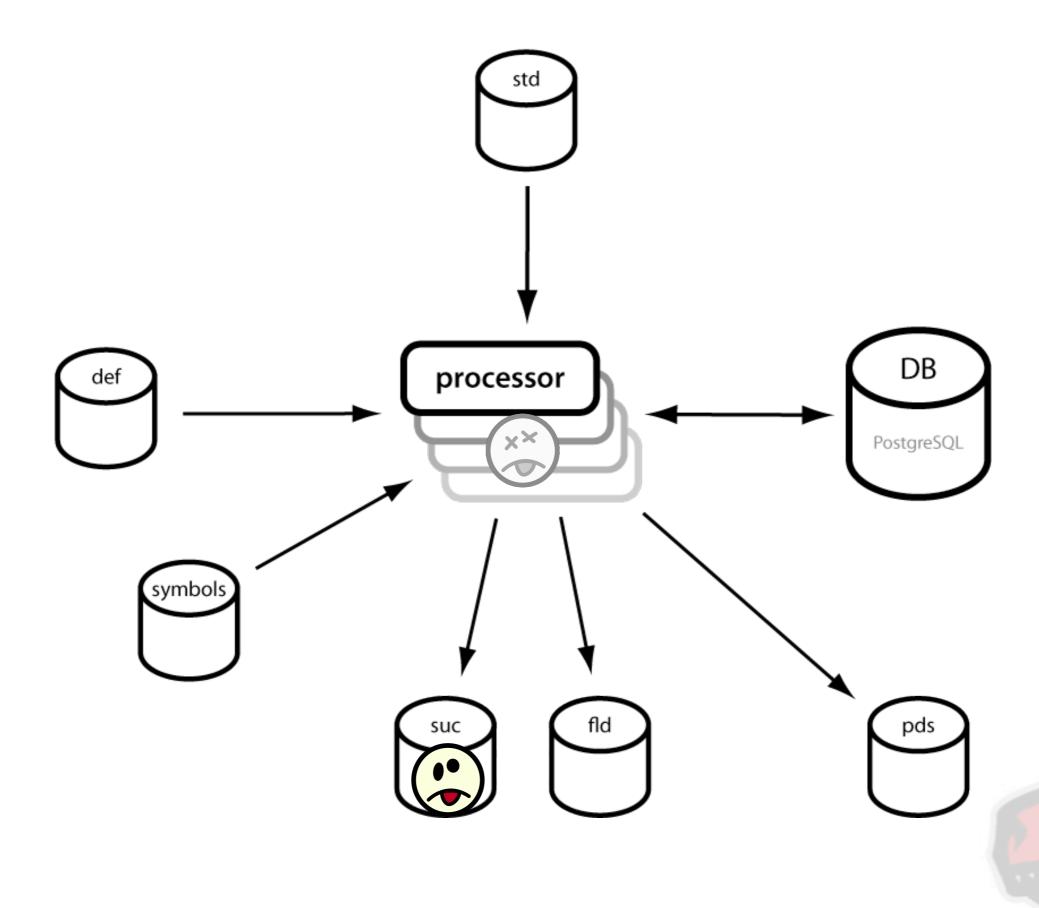
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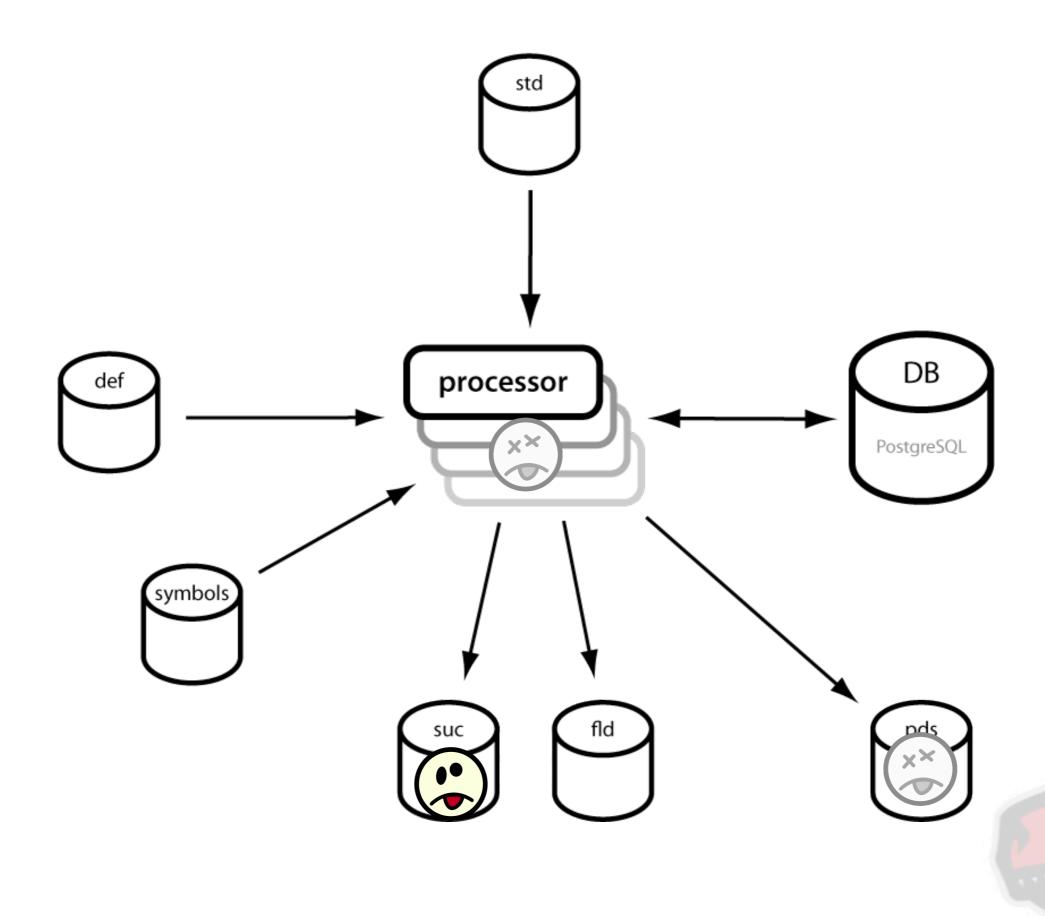
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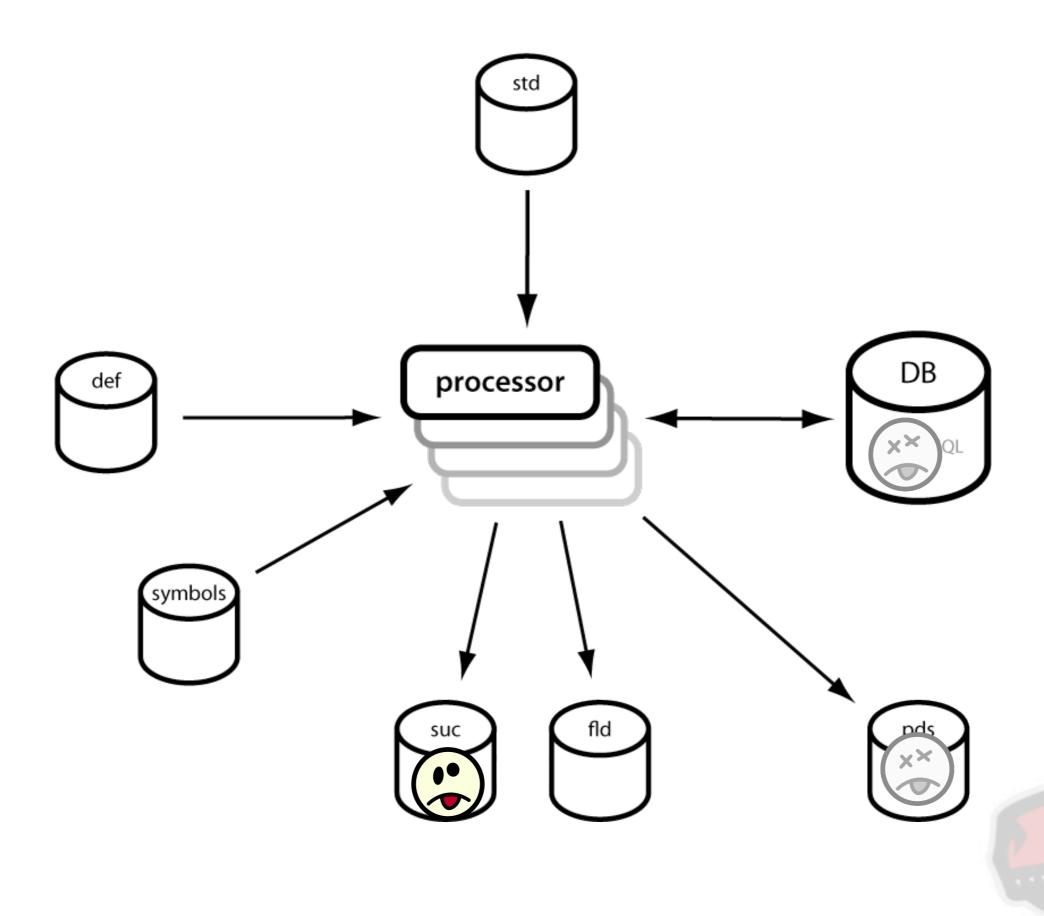
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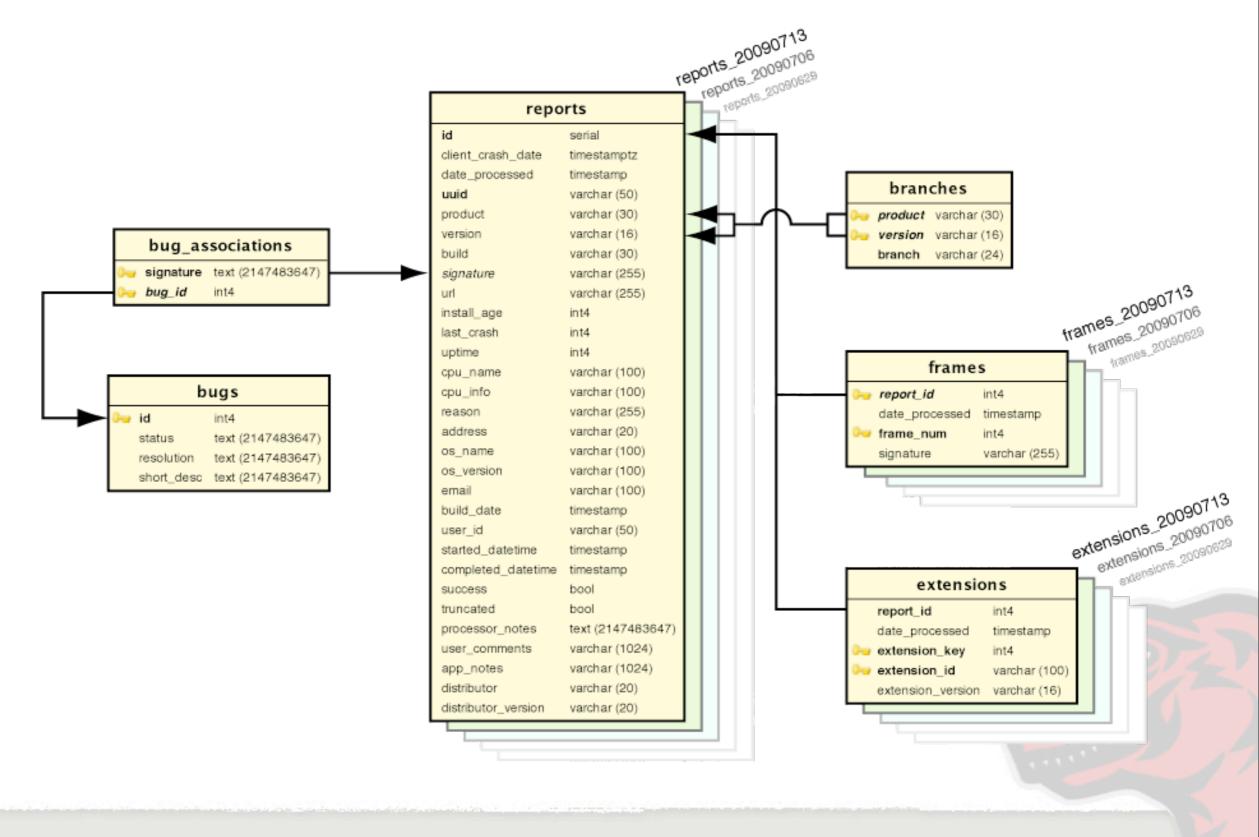
### Socorro Processor

- Watches a job queue in the database
- •for each job found, applies minidump\_stackwalk
- •saves originals in "success" or "failed" storage
- saves processed crash in "processed dump" storage
- saves parsed crash info in the database

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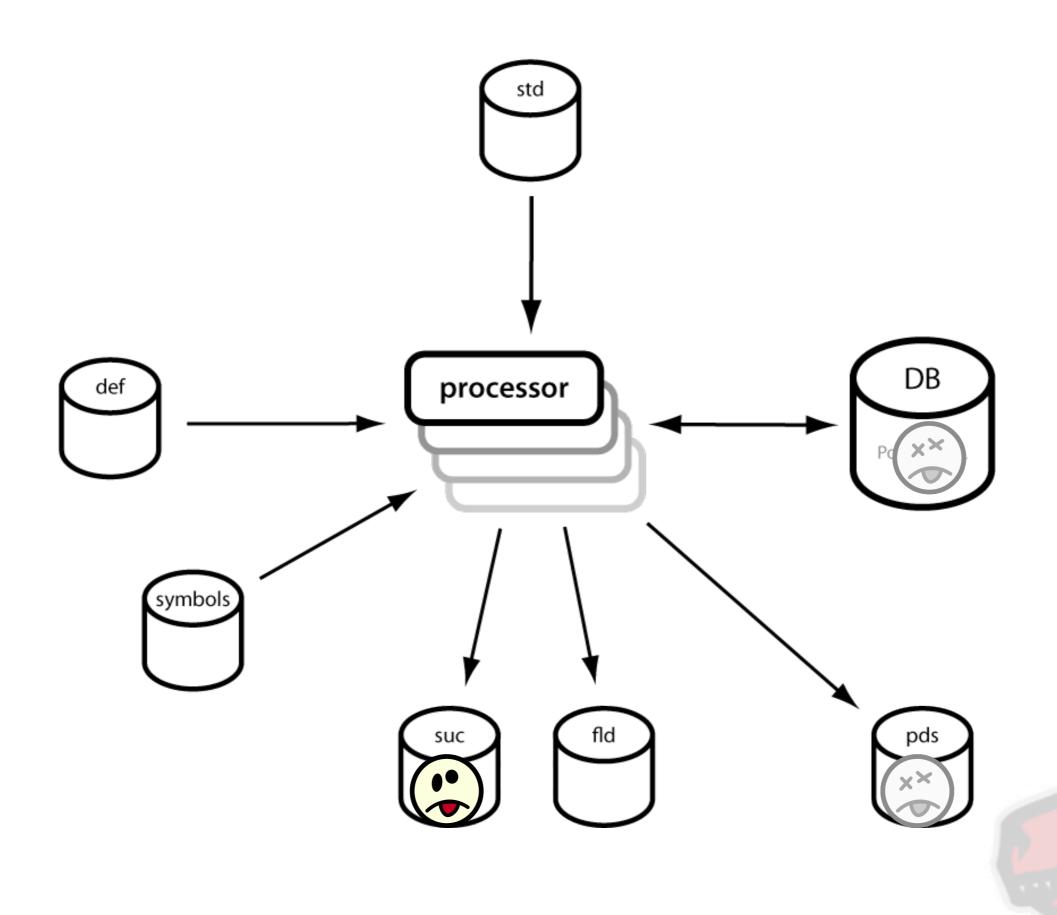
ok, we've seen how the processors watch the job queue and applies minidump\_stackwalk and then dumps the results into a file system \_and\_ the database.

### **Database Crash Data**

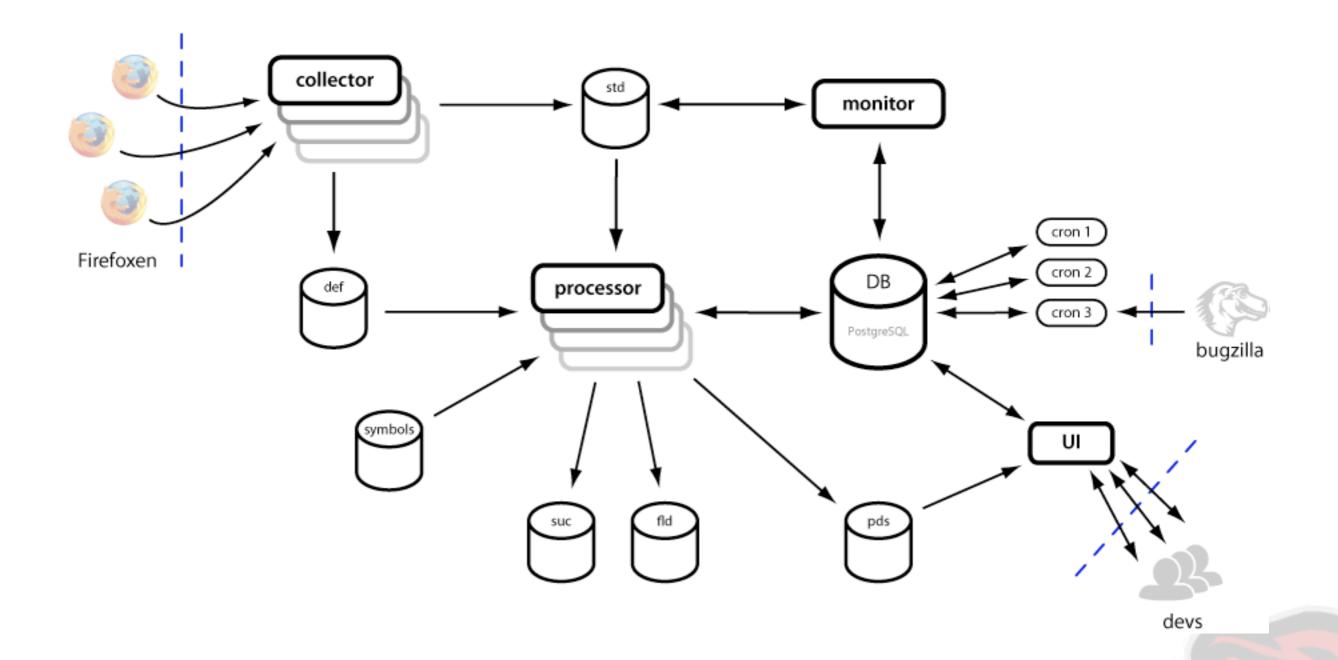


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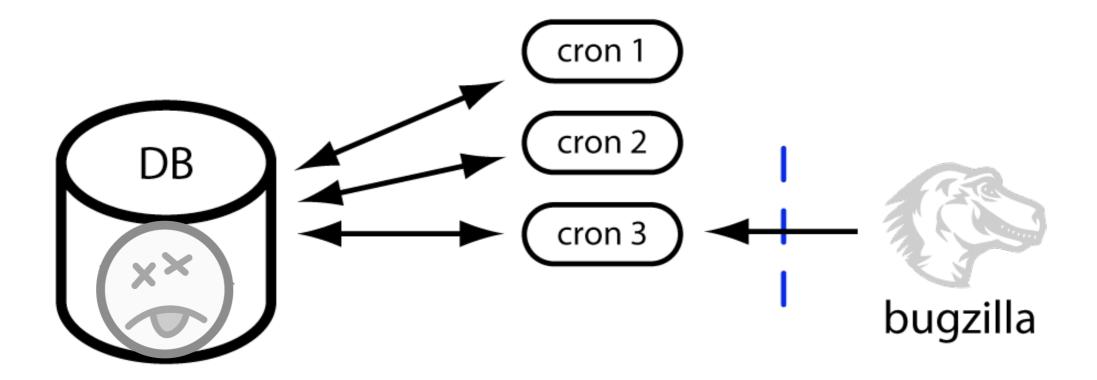
The reports, frames and extensions tables are partitioned. For efficiency in the database, there are many instances of these tables each holding data from a range in time. Partitioning is implemented using PostgreSQL table inheritance.



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### Cron Jobs



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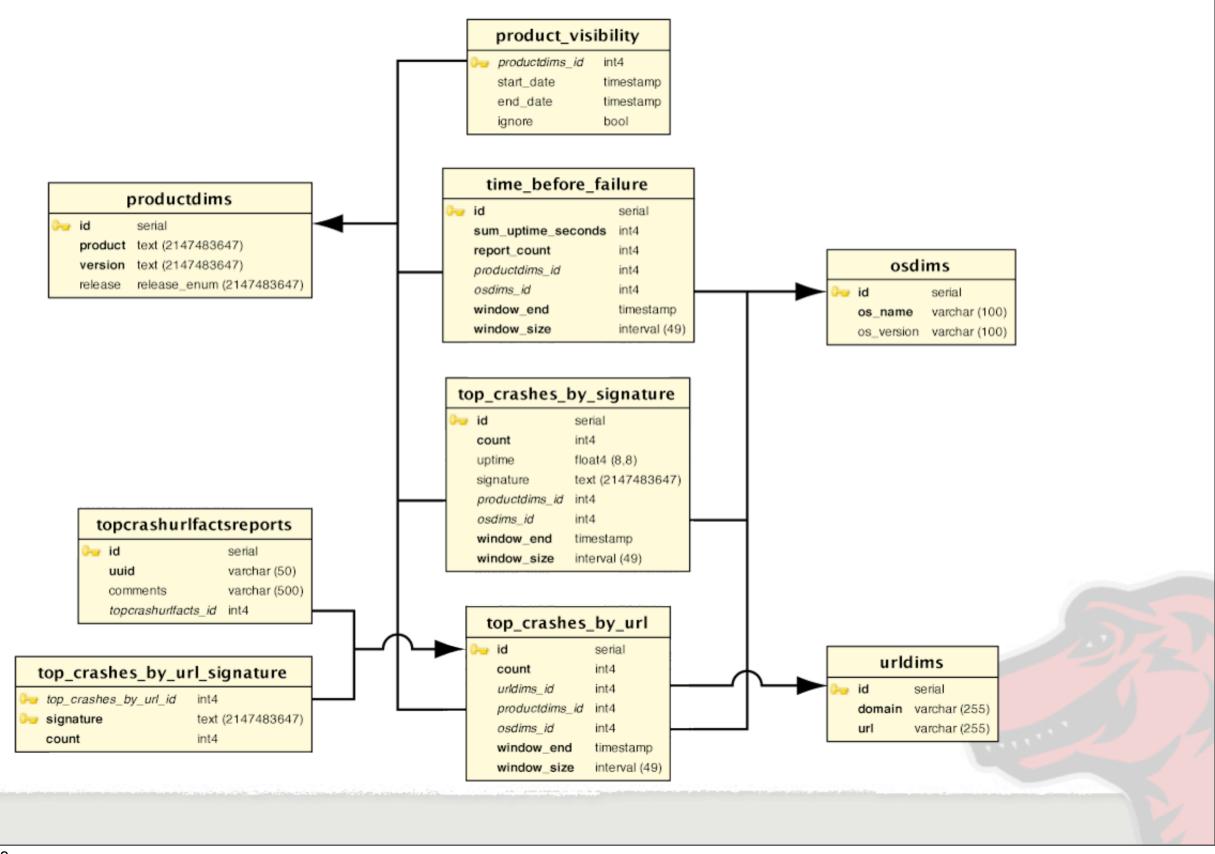
These are cluster of auxiliary applications that feed off the crash data in the database.

### **Cron Jobs**

- •mean time before failure
- top crasher by signature
- top crasher by url
- bugzilla associator
- •file system cleaner



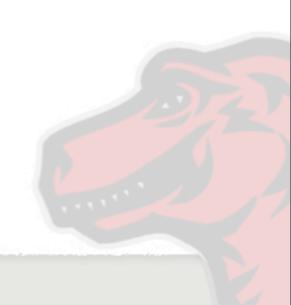
# Data Aggregation Schema

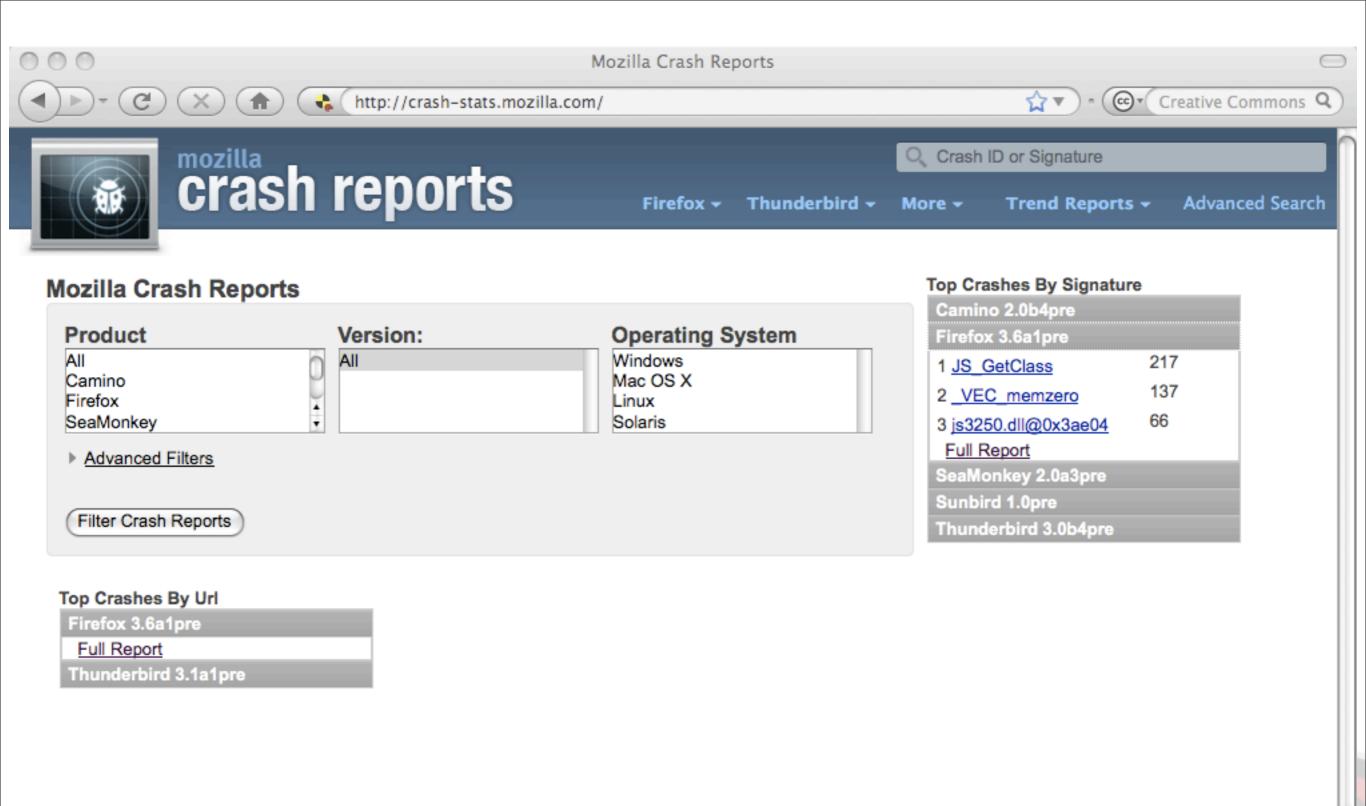


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These are the tables the support the "materialized views" of the crash data. These support the getting statistical information out of the database more quickly than trying to regenerate it on demand.

# Socorro UI (reporter)





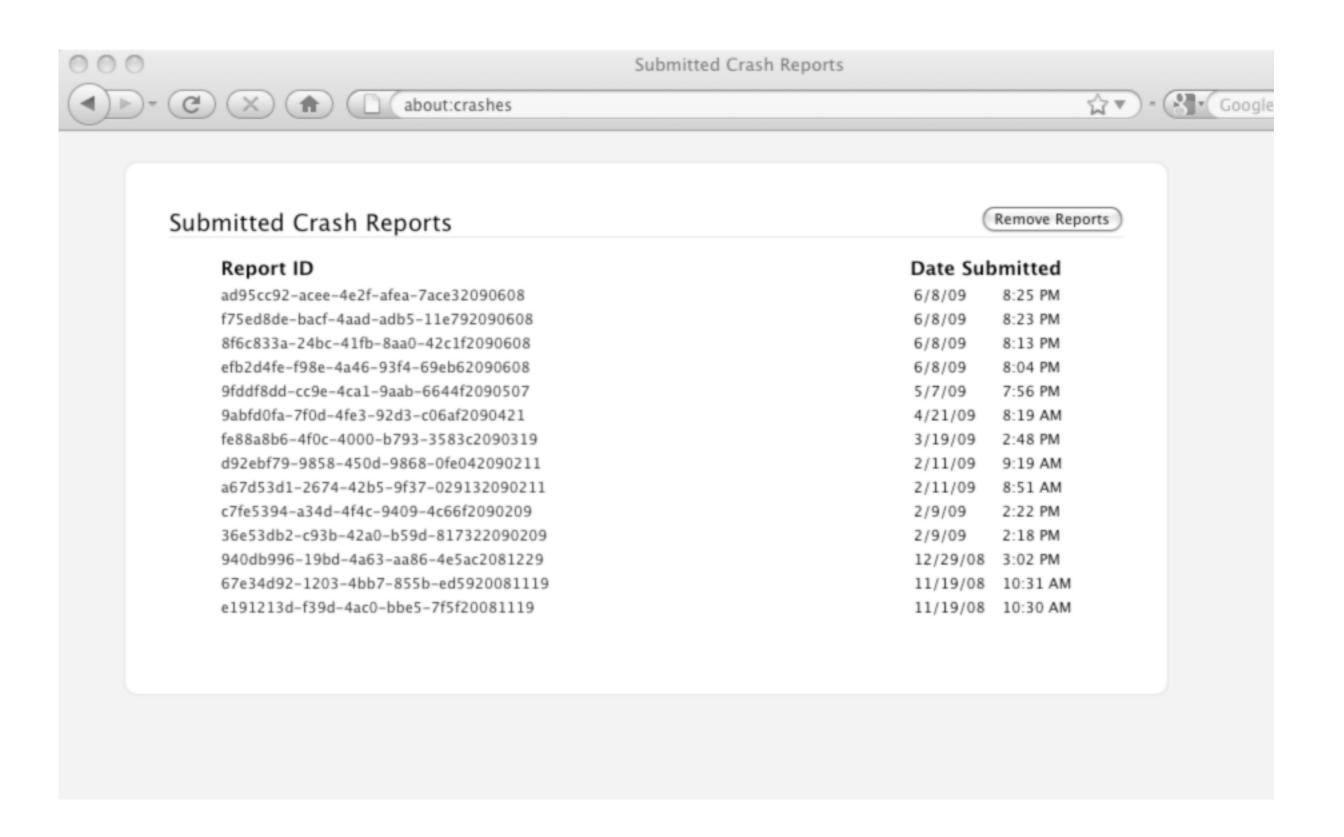
Done

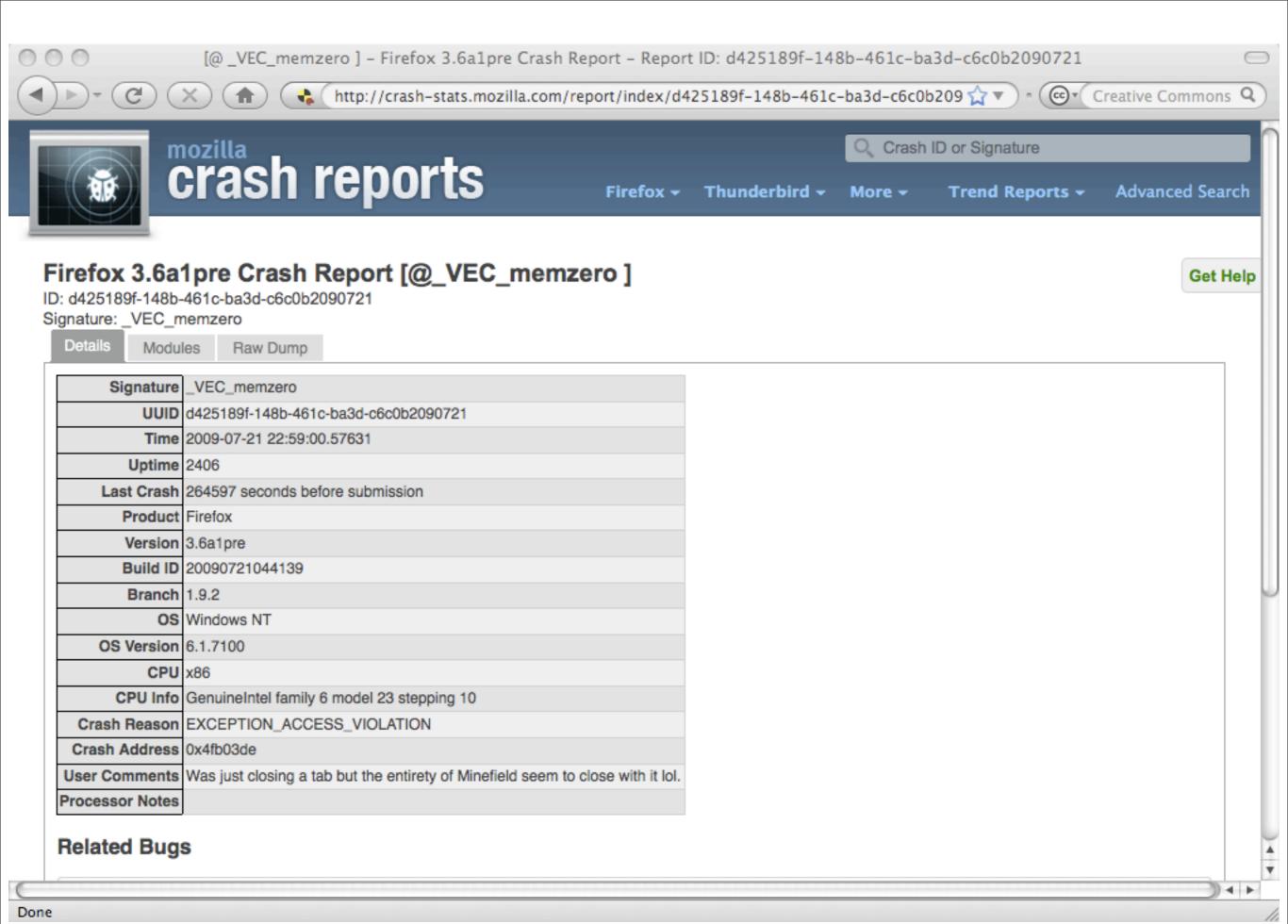
# 3 ways to play

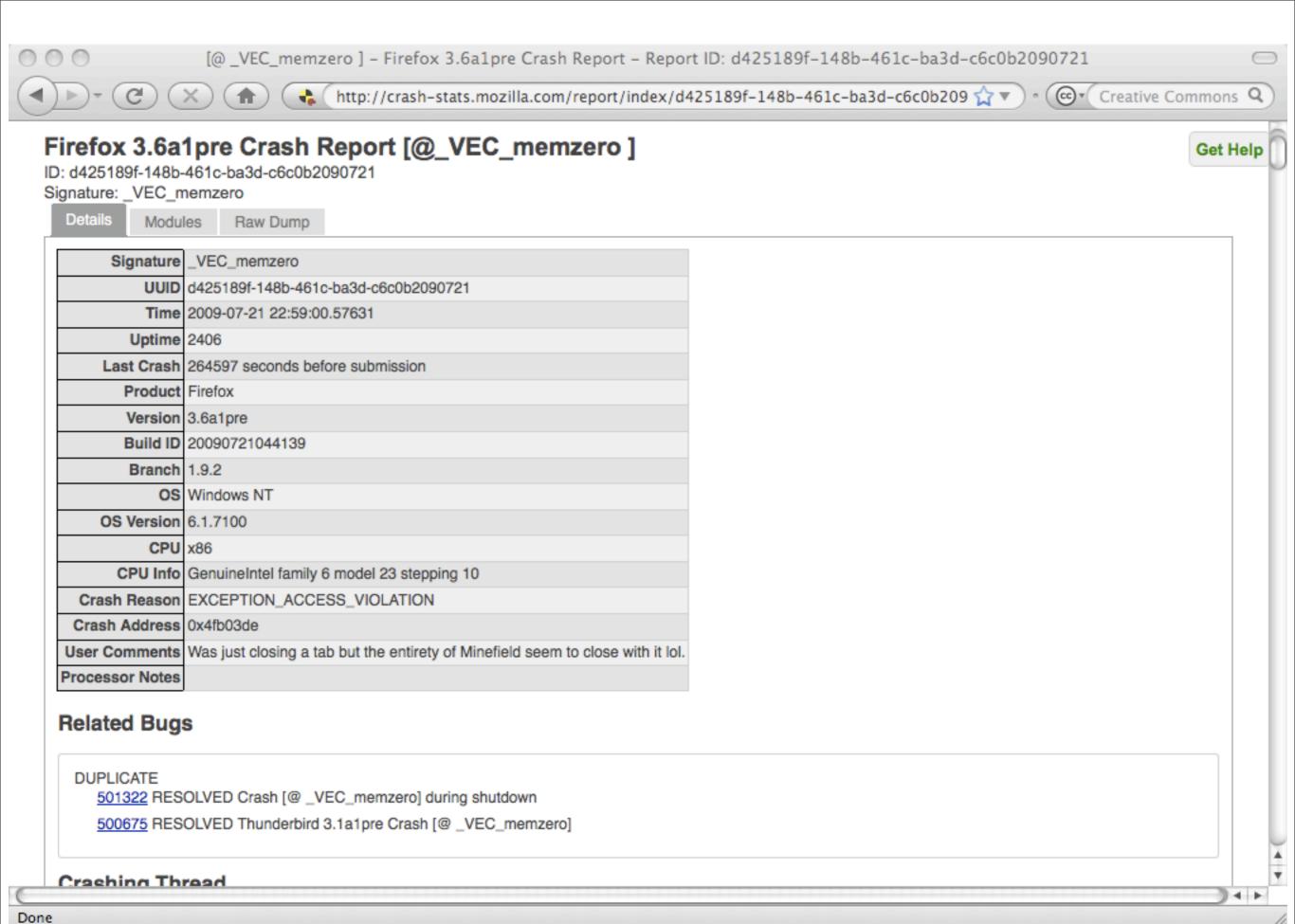
- View Your Crash
- Search
- Trend Reports

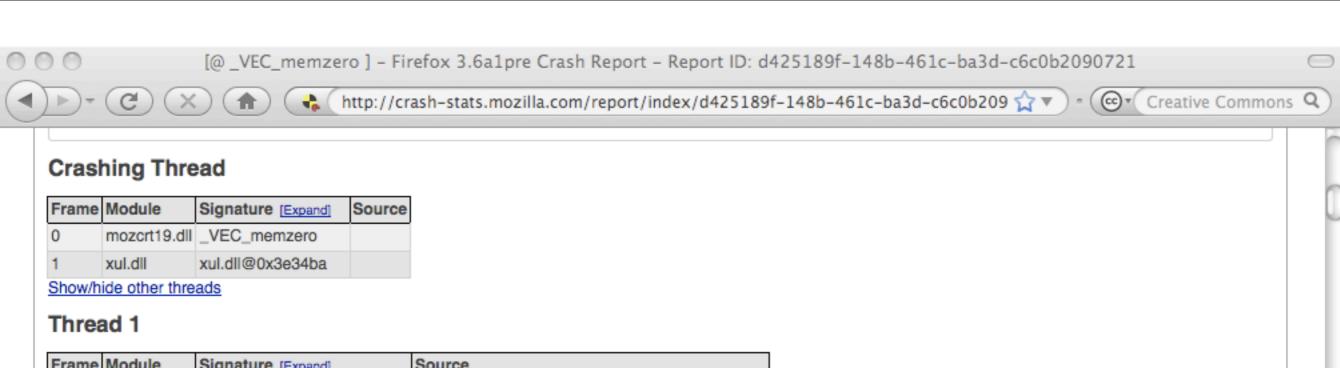


### View Your Crash



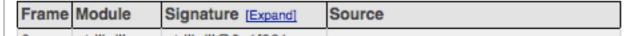




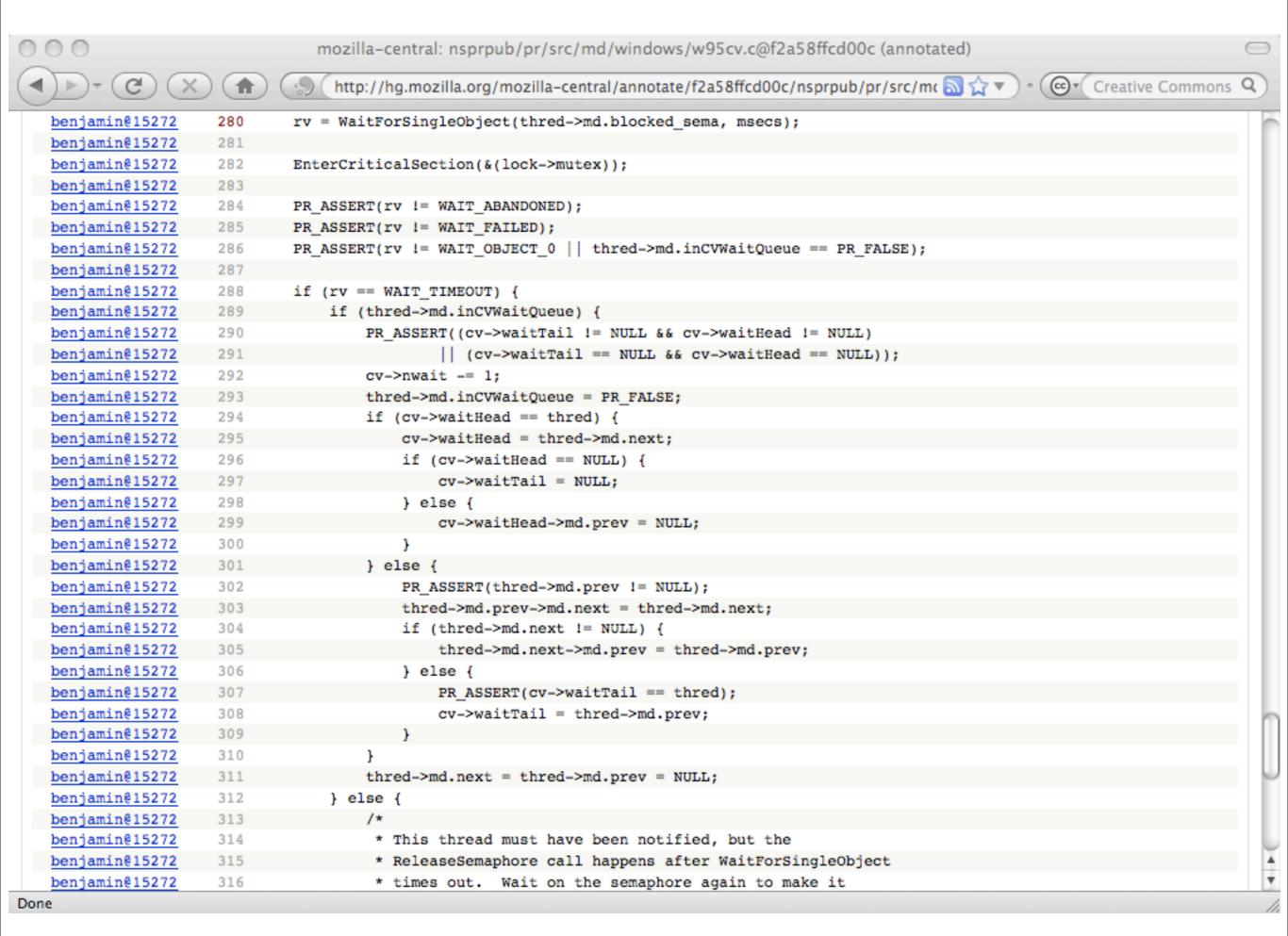


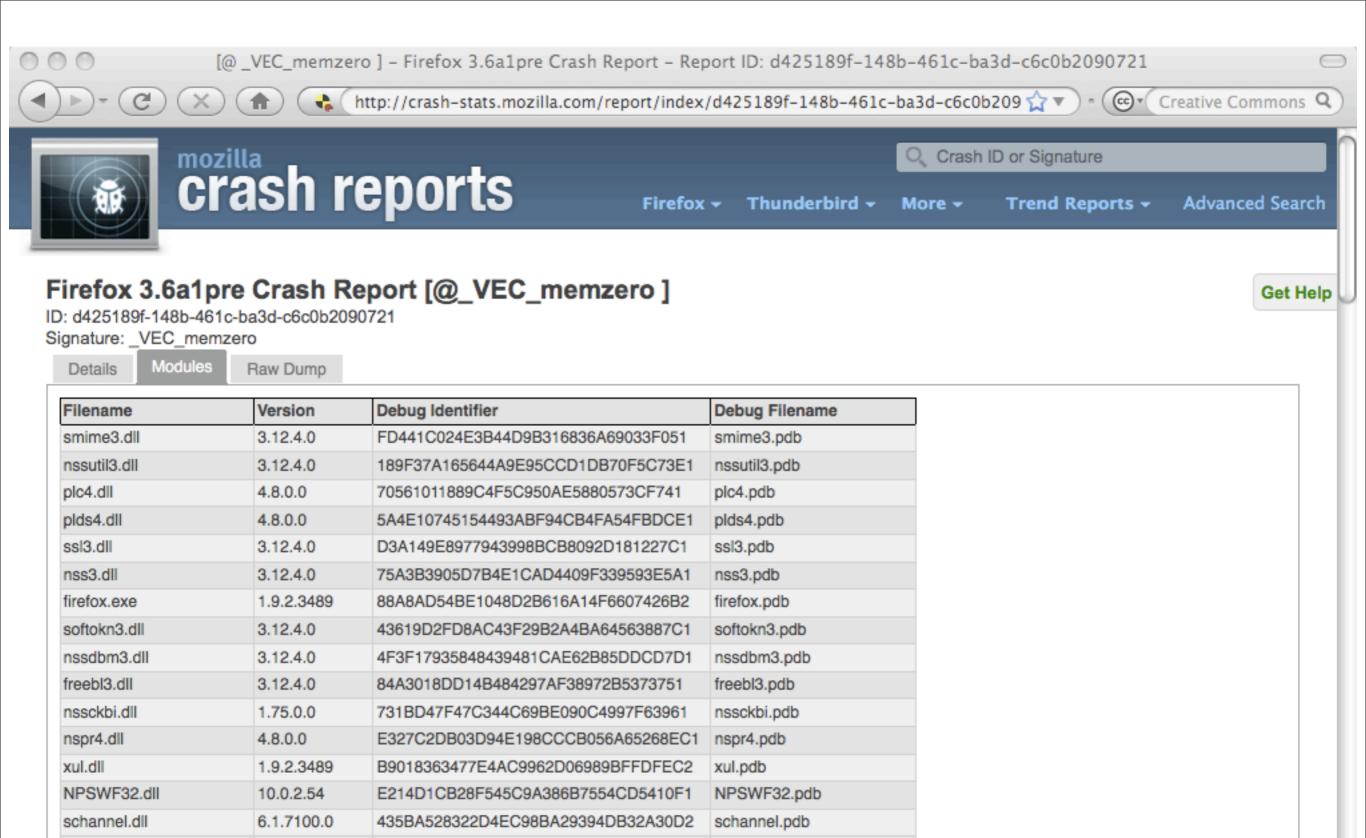
Frame	Module	Signature [Expand]	Source
0	ntdll.dll	ntdll.dll@0x1f861	
1	kernel32.dll	kernel32.dll@0x11168	
2	kernel32.dll	kernel32.dll@0x1118f	
3	nspr4.dll	_PR_MD_WAIT_CV	nsprpub/pr/src/md/windows/w95cv.c:280
4	nspr4.dll	_PR_WaitCondVar	nsprpub/pr/src/threads/combined/prucv.c:204
5	nspr4.dll	PR_WaitCondVar	nsprpub/pr/src/threads/combined/prucv.c:547
6	xul.dll	TimerThread::Run	xpcom/threads/TimerThread.cpp:344
7	xul.dll	nsThread::ProcessNextEvent	xpcom/threads/nsThread.cpp:527
8	xul.dll	NS_ProcessNextEvent_P	obj-firefox/xpcom/build/nsThreadUtils.cpp:230
9	xul.dll	nsThread::ThreadFunc	xpcom/threads/nsThread.cpp:254
10	nspr4.dll	_PR_NativeRunThread	nsprpub/pr/src/threads/combined/pruthr.c:426
11	nspr4.dll	pr_root	nsprpub/pr/src/md/windows/w95thred.c:122
12	mozcrt19.dll	_callthreadstartex	obj-firefox/memory/jemalloc/crtsrc/threadex.c:348
13	mozcrt19.dll	_threadstartex	obj-firefox/memory/jemalloc/crtsrc/threadex.c:326
14	kernel32.dll	kernel32.dll@0x13f38	
15	ntdll.dll	ntdll.dll@0x50408	
16	ntdll.dll	ntdll.dll@0x503db	

### Thread 2



Done





midimap.pdb

msacm32.pdb

AudioSes ndh

dbghelp.pdb

A8C2774CC58D4A9099656AE1281E7AC72

625BBC09A8CD4328A6531070FAC864FA1

79B3E2040AE54E7D9B23FFA4046DE14E2

C68AD44DD0514B3984501693A7036CF22

Done

Friday, July 24, 2009

midimap.dll

dbghelp.dll

AudioSes dll

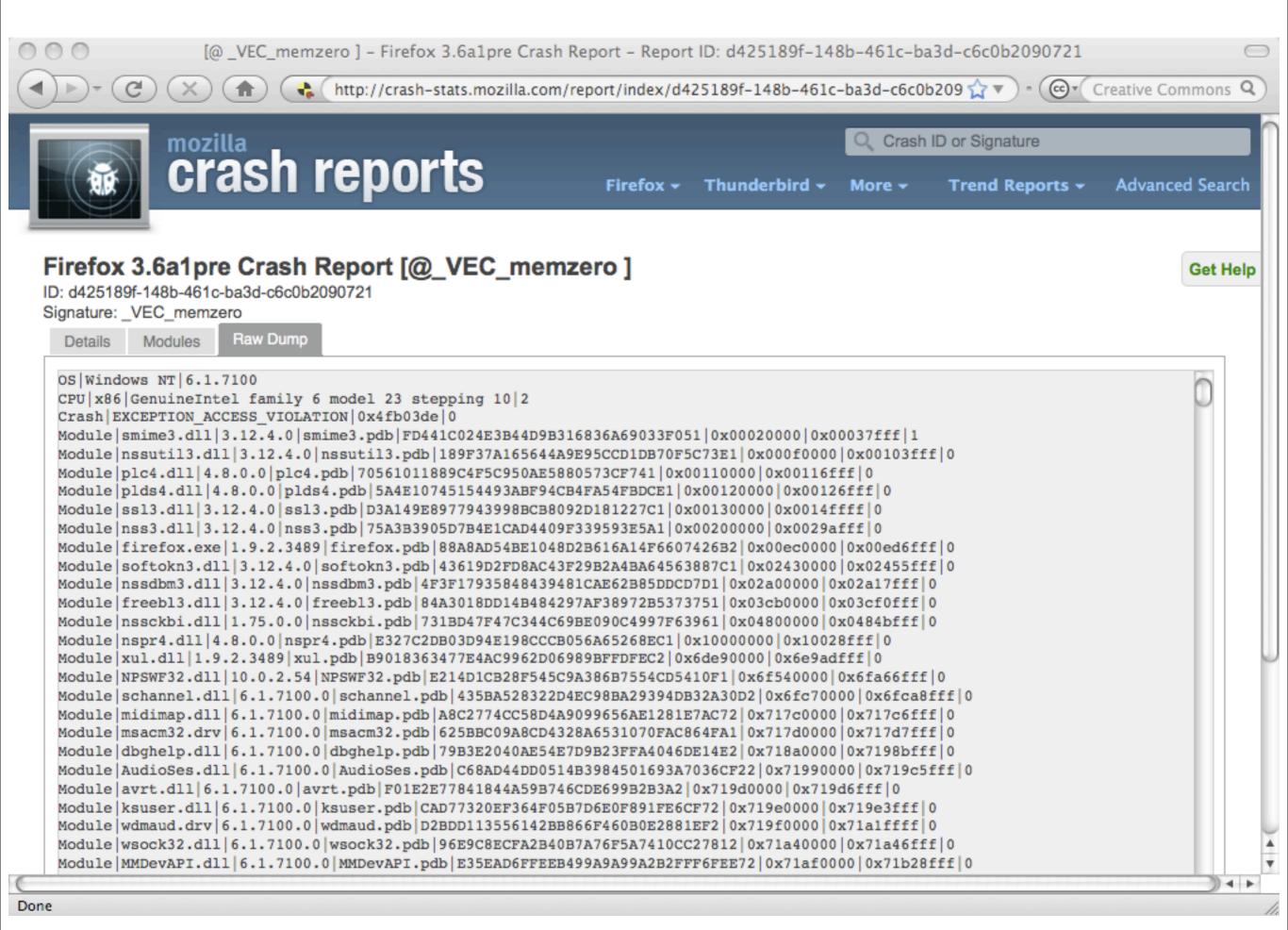
msacm32.drv

6.1.7100.0

6.1.7100.0

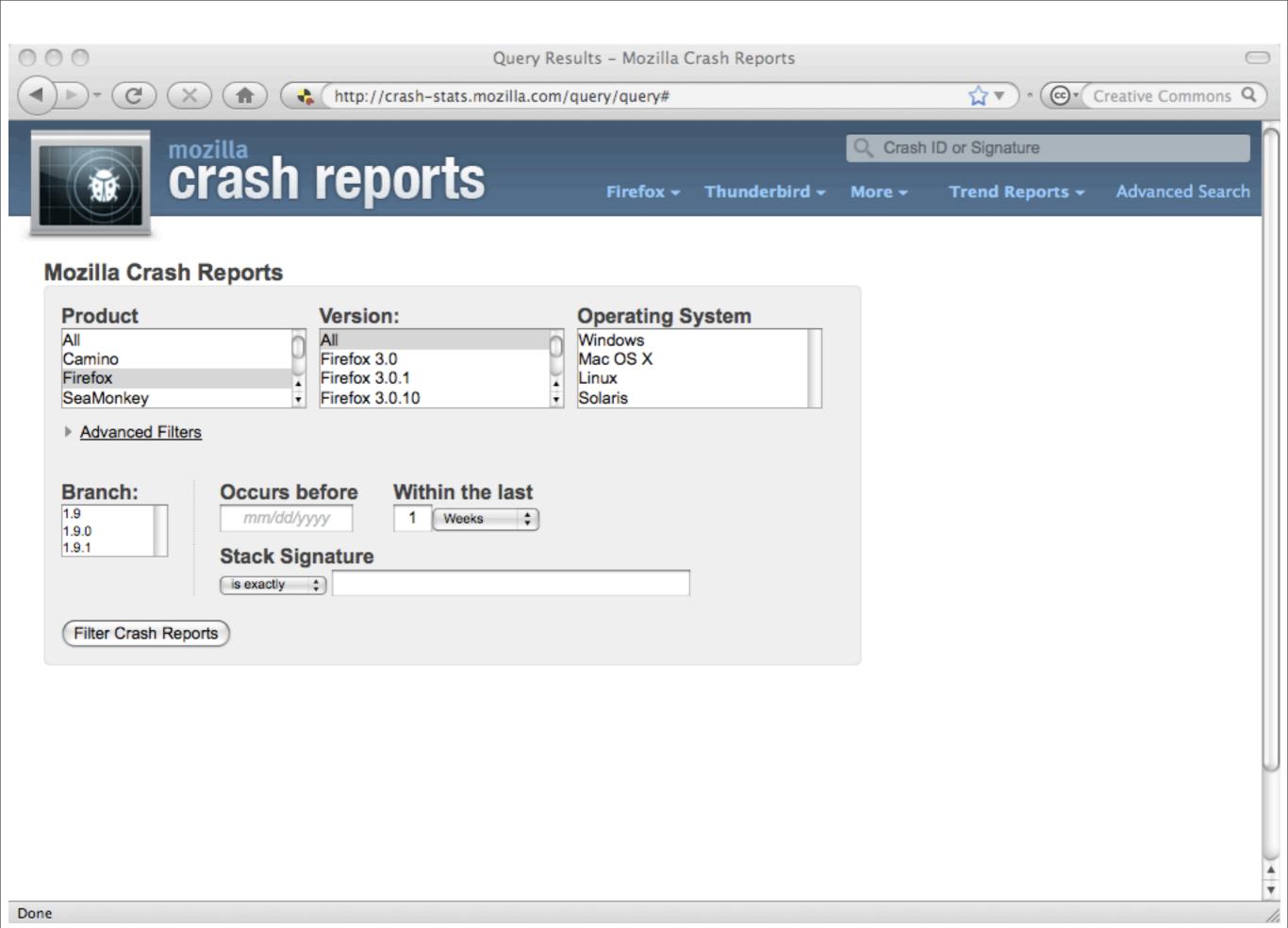
6.1.7100.0

<u>6 1 7100 0</u>



# Search















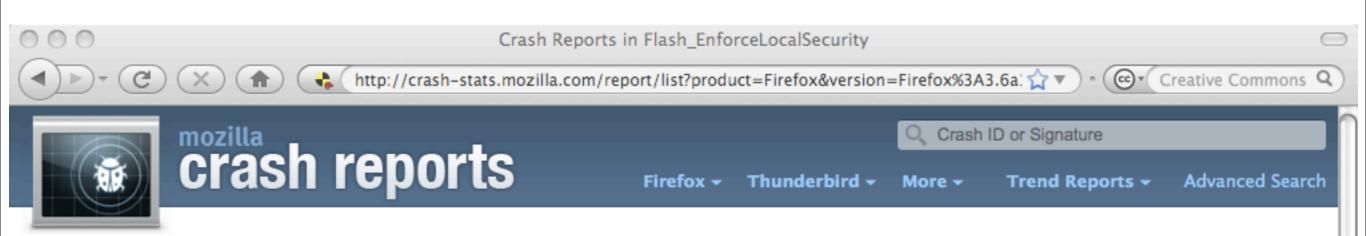


° (€ Creative Commons Q

### **Query Results**

Results within 1 weeks of now, and the product is one of Firefox, and the version is one of Firefox:3.6a1pre, and the platform is one of mac.

Rank \$	Signature	# \$	Win <b></b>	Mac <b>♦</b>	Lin <b>♦</b>	Sol ♦	Bugzilla Ids
1	PORT_ZFree_Util	11	0	11	0	0	
2	nanojit::Assembler::nPatchBranch(unsigned char*, unsigned char*)	8	0	8	0	0	
3	JS_GetClass	6	0	6	0	0	502678, 502505, More
4	@0x0   BuildTextRunsScanner::ScanFrame(nslFrame*)	6	0	6	0	0	
5	Flash_EnforceLocalSecurity	6	0	6	0	0	486805, More
6	PR_EnumerateAddrInfo	5	0	5	0	0	502360, More
7		4	0	4	0	0	
8	nsContentSink::ProcessHeaderData(nsIAtom*, nsAString_internal const&, nslContent*)	4	0	4	0	0	502275, More
9	CoreFoundation@0xca60	3	0	3	0	0	
10	nsBaseWidget::Destroy()	3	0	3	0	0	503196, 470487, More
11	nsFocusManager::GetCommonAncestor(nsPIDOMWindow*, nsPIDOMWindow*)	2	0	2	0	0	
12	@0x0   nsInlineFrame::Reflow(nsPresContext*, nsHTMLReflowMetrics&, nsHTMLReflowState const&, unsigned int&)	2	0	2	0	0	
13	nsSVGGraphicElement::GetTransformToElement(nsIDOMSVGElement*, nsIDOMSVGMatrix**)	2	0	2	0	0	
14	libmozjs.dylib@0x2f8f4	2	0	2	0	0	
15	libmozjs.dylib@0x2fde0	2	0	2	0	0	
16	nsHtml5TreeBuilder::popOnEof()	2	0	2	0	0	
17	js_MonitorLoopEdge(JSContext*, unsigned int&)	2	0	2	0	0	500936, 499169, 480822, Mo
18	NSSRWLock_LockRead_Util	1	0	1	0	0	427715, 499455, More
19	XUL@0x20cf7a	1	0	1	0	0	
20	AffixMgr::suffix_check(char const*, int, int, AffEntry*, char**, int, int*, unsigned short, unsigned short, char)	1	0	1	0	0	
21	nsCrasher::Crash(short)	1	0	1	0	0	
22	libobjc.A.dylib@0xa9c1	1	0	1	0	0	
23	Flash Player@0x3933e6	1	0	1	0	0	
24	nsJPEGDecoder::ProcessData(char const*, unsigned int, unsigned int*)	1	0	1	0	0	

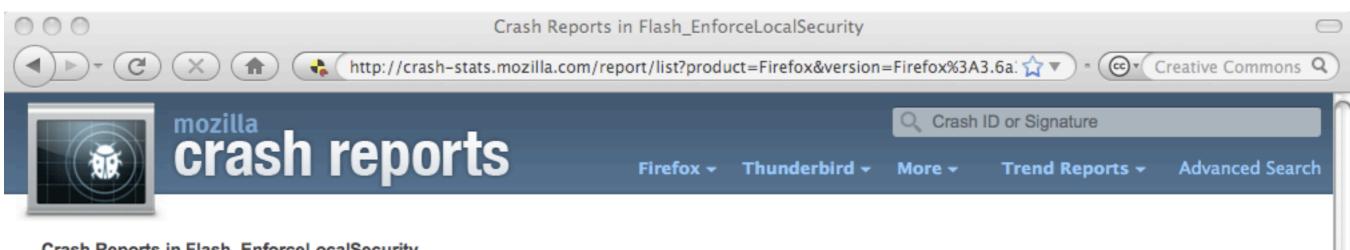


### Crash Reports in Flash\_EnforceLocalSecurity

Results within 1 weeks of now, and the product is one of Firefox, and the version is one of Firefox:3.6a1pre, and the platform is one of mac.

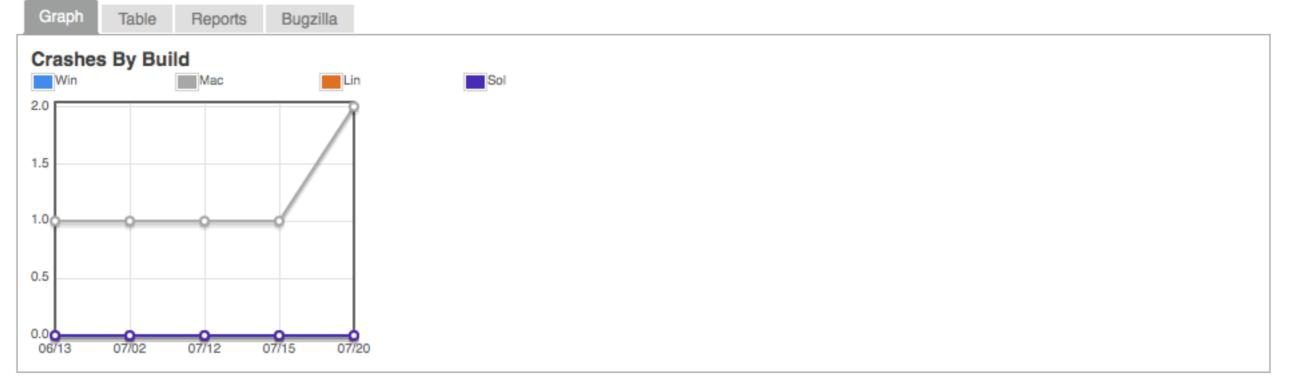
Date 4	Product <b>♦</b>	Version <b>♦</b>	Build	os \$	CPU <b>♦</b>	Reason \$	Address \$	Uptime \$	Comments -
2009-07-21 00:1	2 Firefox	3.6a1pre	20090720031604	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_PROTECTION_FAILURE	0xffff0269	12985	
2009-07-20 16:0	Firefox	3.6a1pre	20090720031604	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_PROTECTION_FAILURE	0x1bf7db62	349	
2009-07-17 02:4	Firefox	3.6a1pre	20090702031635	Mac OS X 10.4.11 8S2167	x86	EXC_BAD_ACCESS / KERN_INVALID_ADDRESS	0x1bbac8bf	181690	
2009-07-16 19:1	Firefox	3.6a1pre	20090613032901	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_INVALID_ADDRESS	0x1d32f2ad	2573	
2009-07-15 12:4	Firefox	3.6a1pre	20090715031744	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_PROTECTION_FAILURE	0xffff0269	8286	
2009-07-15 12:1	Firefox	3.6a1pre	20090712031423	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_INVALID_ADDRESS	0x1533a817	238430	

Done

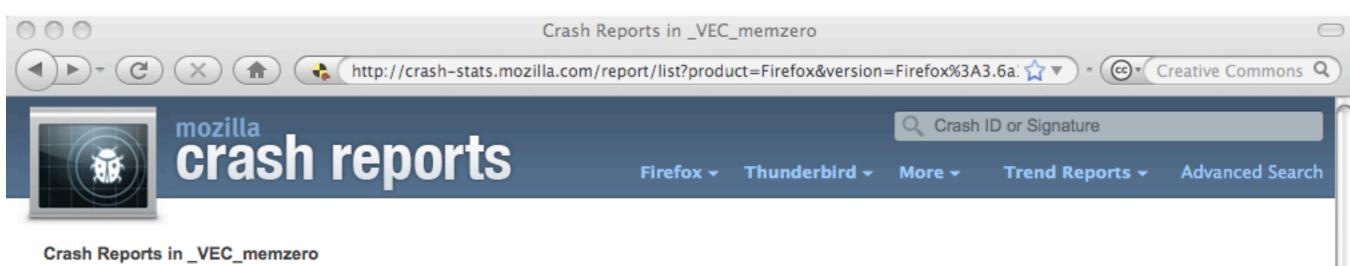


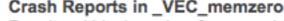
### Crash Reports in Flash\_EnforceLocalSecurity

Results within 1 weeks of now, and the product is one of Firefox, and the version is one of Firefox:3.6a1pre, and the platform is one of mac.

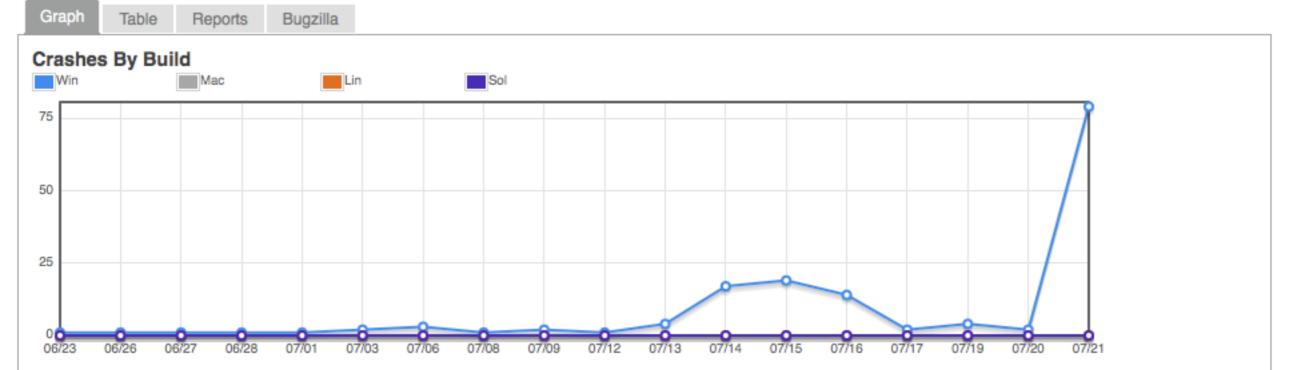


Done



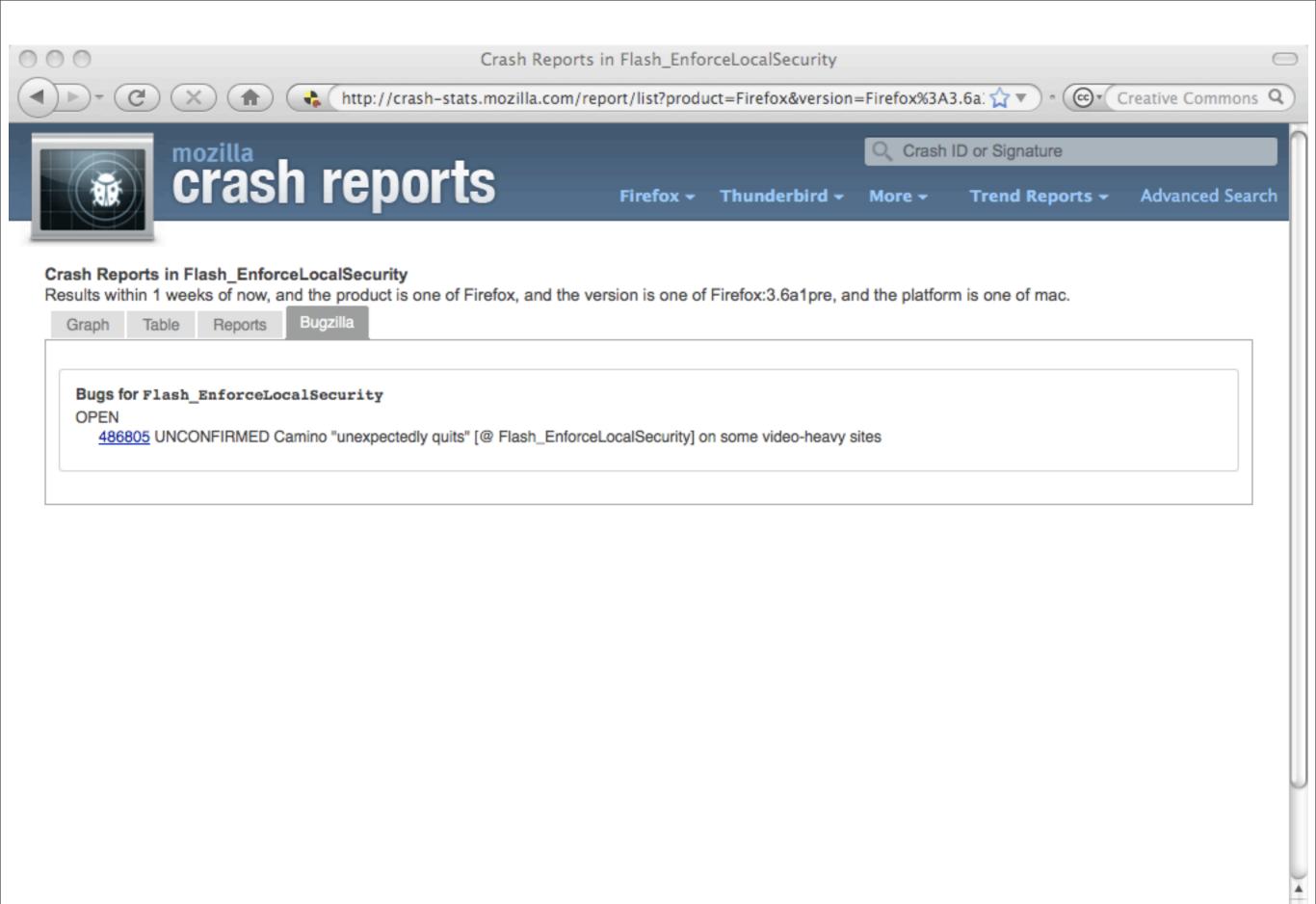


Results within 1 weeks of now, and the product is one of Firefox, and the version is one of Firefox:3.6a1pre.

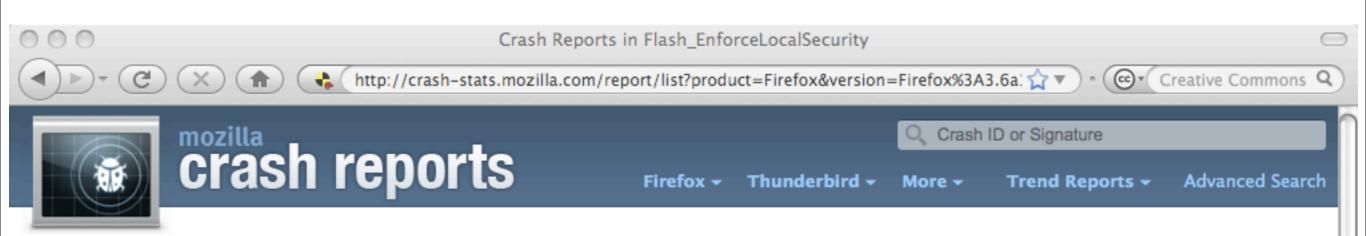


Friday, July 24, 2009

Done



Done

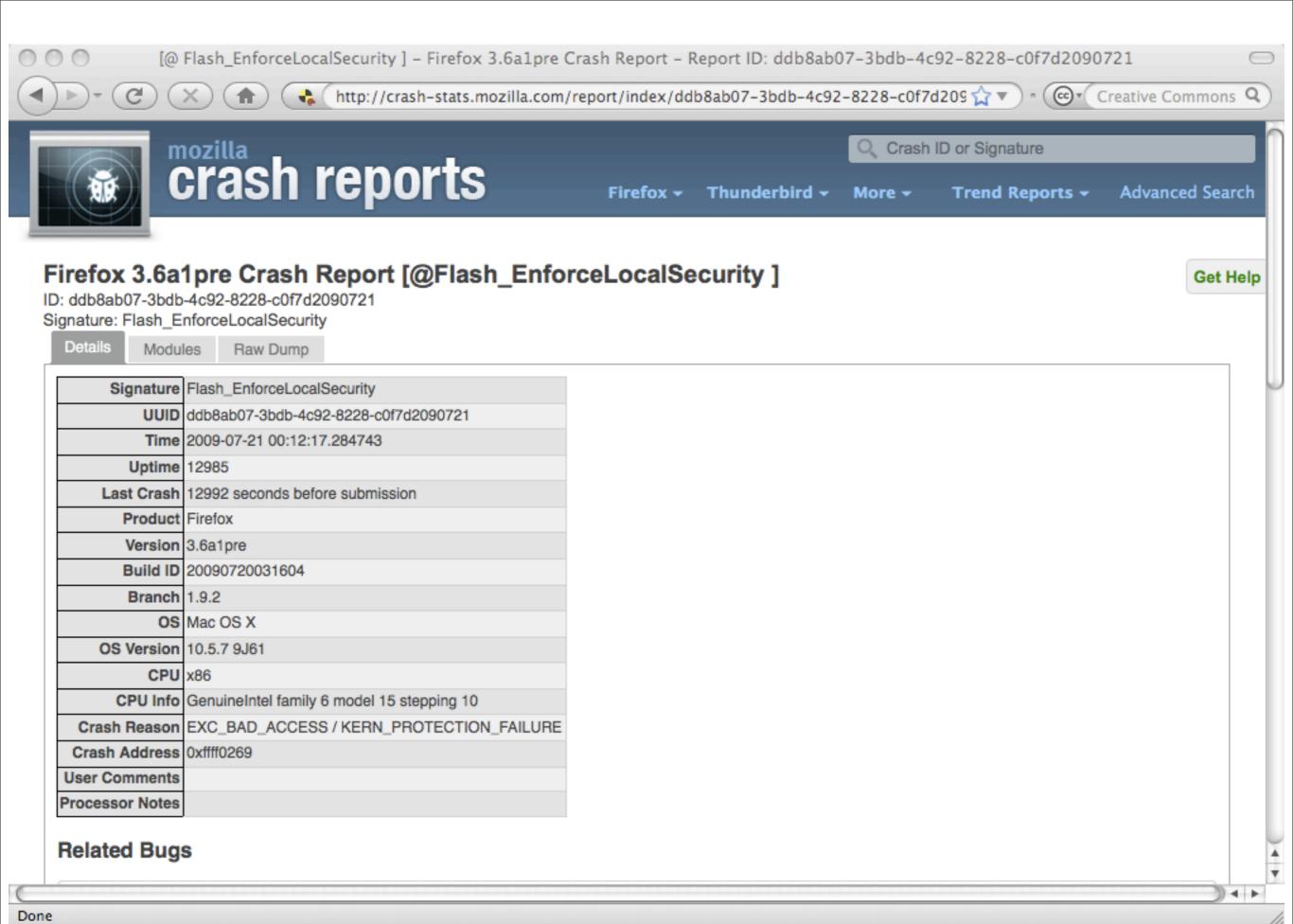


### Crash Reports in Flash\_EnforceLocalSecurity

Results within 1 weeks of now, and the product is one of Firefox, and the version is one of Firefox:3.6a1pre, and the platform is one of mac.

Date 4	Product <b>♦</b>	Version <b>♦</b>	Build	os \$	CPU <b>♦</b>	Reason \$	Address \$	Uptime \$	Comments -
2009-07-21 00:1	2 Firefox	3.6a1pre	20090720031604	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_PROTECTION_FAILURE	0xffff0269	12985	
2009-07-20 16:0	Firefox	3.6a1pre	20090720031604	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_PROTECTION_FAILURE	0x1bf7db62	349	
2009-07-17 02:4	Firefox	3.6a1pre	20090702031635	Mac OS X 10.4.11 8S2167	x86	EXC_BAD_ACCESS / KERN_INVALID_ADDRESS	0x1bbac8bf	181690	
2009-07-16 19:1	Firefox	3.6a1pre	20090613032901	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_INVALID_ADDRESS	0x1d32f2ad	2573	
2009-07-15 12:4	Firefox	3.6a1pre	20090715031744	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_PROTECTION_FAILURE	0xffff0269	8286	
2009-07-15 12:1	Firefox	3.6a1pre	20090712031423	Mac OS X 10.5.7 9J61	x86	EXC_BAD_ACCESS / KERN_INVALID_ADDRESS	0x1533a817	238430	

Done



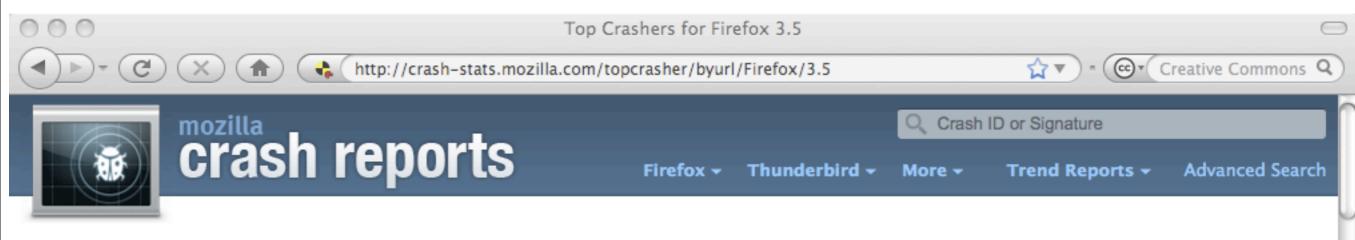
# **Trend Reports**



### Top Crashers for Firefox 3.6a1pre

Below are the top 100 crashers as of 2009-07-08 07:46:32.

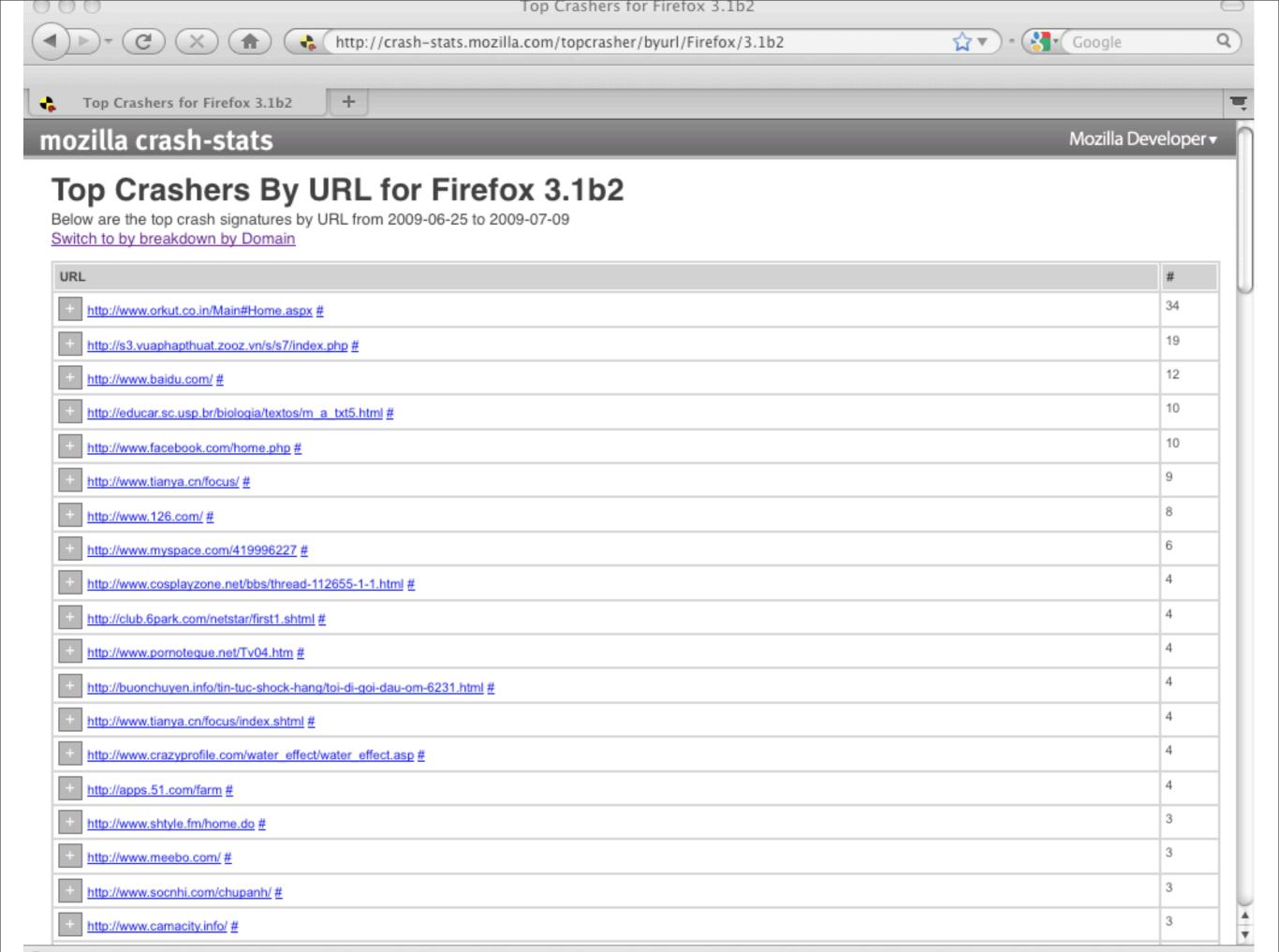
Rank	Signature	#	Win	Lin	Mac
1	_VEC_memzero	160	160	0	0
2	JS_GetClass	158	140	0	18
3	fastzero_I	68	68	0	0
4	nsContentSink::ProcessHeaderData(nsIAtom*, nsAString_internal const&, nslContent*)	62	45	5	12
5	js3250.dll@0x3ae04	59	59	0	0
6	js_Interpret	58	56	1	1
7	@0x0	57	57	0	0
8	strien	54	53	0	1
9	nsAlertsIconListener::SendClosed()	50	0	50	0
10	memset	47	47	0	0
11	nsFocusManager::GetCommonAncestor(nsPIDOMWindow*, nsPIDOMWindow*)	37	32	0	5
12	js3250.dll@0x2e9b6	32	32	0	0
13	RtlEnterCriticalSection	30	30	0	0
14	@0x0   libflashplayer.so@0x1c8b4c	19	0	19	0
15	npjava13.dll@0x1674	17	17	0	0
16	strchr   XPT_DoCString	17	17	0	0
17	free   PORT_ZFree_Util	17	17	0	0
18	NPJava13.dll@0x12e7	16	16	0	0
19	TraceRecorder::compile(JSTraceMonitor*)	16	16	0	0
20	BuildTextRunsScanner::ScanFrame(nslFrame*)	16	14	2	0



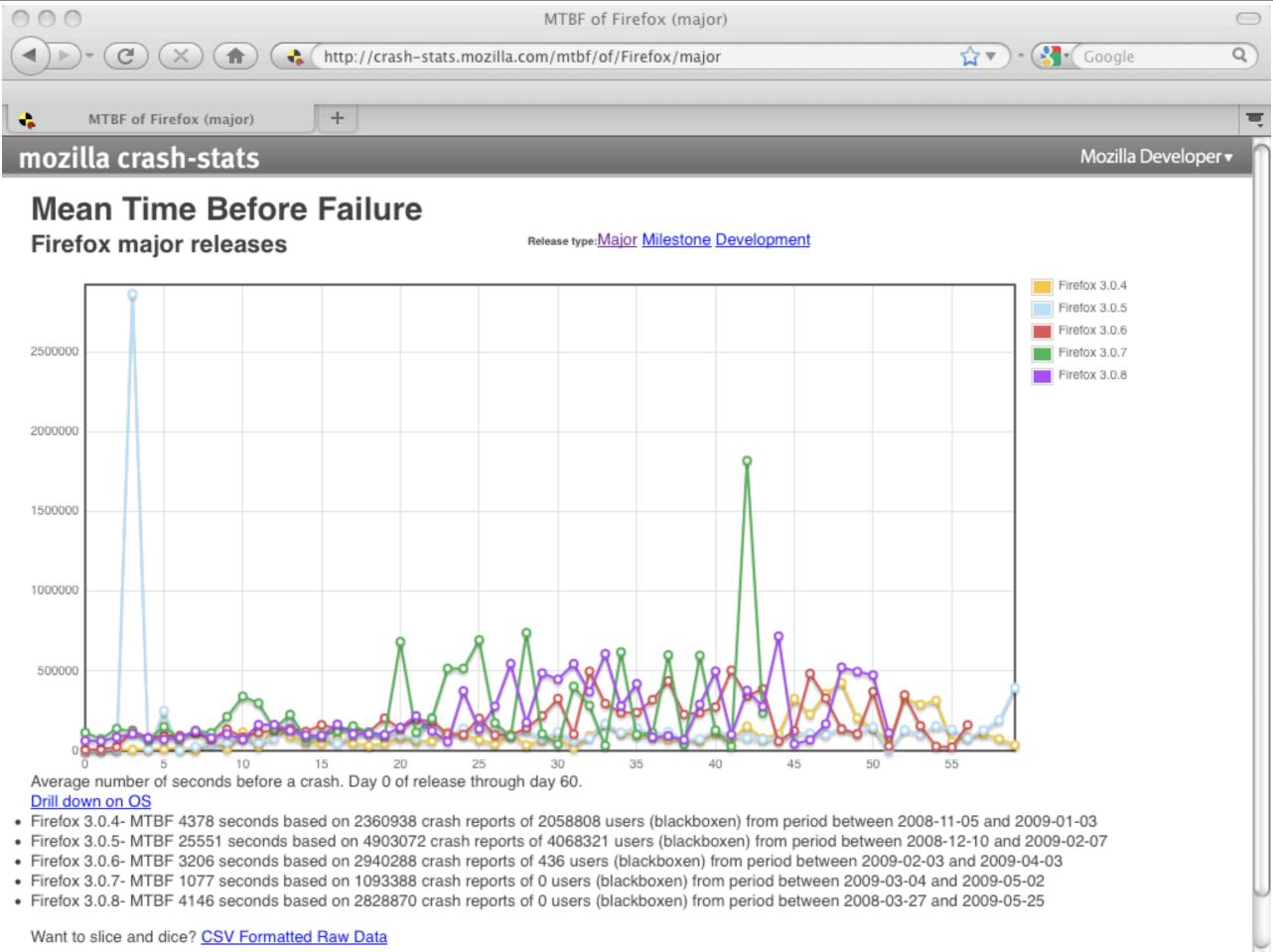
### Top Crashers By URL for Firefox 3.5

Below are the top crash signatures by URL from 2009-07-08 to 2009-07-22 Switch to by breakdown by Domain

URL	#
- http://www.bild.de/#	40
NPSWF32.dll@0x5b2c8	28
NPSWF32.dll@0xbee93	8
NPSWF32.dll@0x5aa48	4
+ http://pages.ebay.de/viewitem/tutorial.html #	17
http://www.apple.com/trailers/weinstein/inglouriousbasterds/#	15
QuickTimeH264.qtx@0x78ea0	15
http://apps.facebook.com/restaurantcity/#	12
NPSWF32.dll@0x1e6afd	12
http://apps.facebook.com/farmtown/play/ #	10
NPSWF32.dll@0x77540	5
memmove	3
NPSWF32.dli@0x775b1	2
http://s3.vuaphapthuat.zooz.vn/s/s7/index.php #	9
NPSWF32.dll@0x1c791a	5
NPSWF32.dll@0x1c6168	4
- http://www.moshimonsters.com/monsters#	8
NPSWF32.dli@0x216821	6

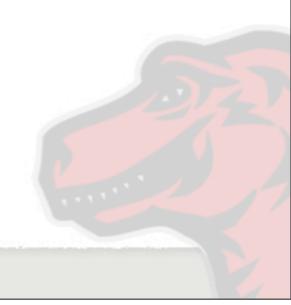


Done



Done

# The Why and the How



# **Open Wins**



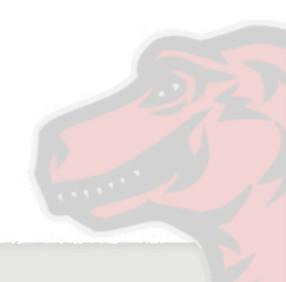
Screenshot: Adriano Castro on Flickr <a href="http://www.flickr.com/photos/acastro">http://www.flickr.com/photos/acastro</a>

# **Open Has Limits**

- Mozilla values privacy
- Project has vacillated over fields like email
- Urls and other data are aggregated and truncated
- •QA and Devs would love more types of crash data, but privacy concerns trump these enhancements

# Development

- Evolutionary Incremental
- Community Driven Bugzilla
- No "benevolent dictator"
- Driven by the quest for Quality Software



## Technology

- PHP / Kohana
- jQuery



The Internet

- flot
- ezComponents
- Postgresql
- Memcached

# Crash Reporting: Mozilla's Open Source Solution

IRC: #breakpad (irc.mozilla.com)

http://code.google.com/p/google-breakpad/

http://code.google.com/p/socorro/