Quest for the Best Tests

A retrospective on #TestingTheMerge

Parithosh Jayanthi

DevOps Engineer, Ethereum Foundation

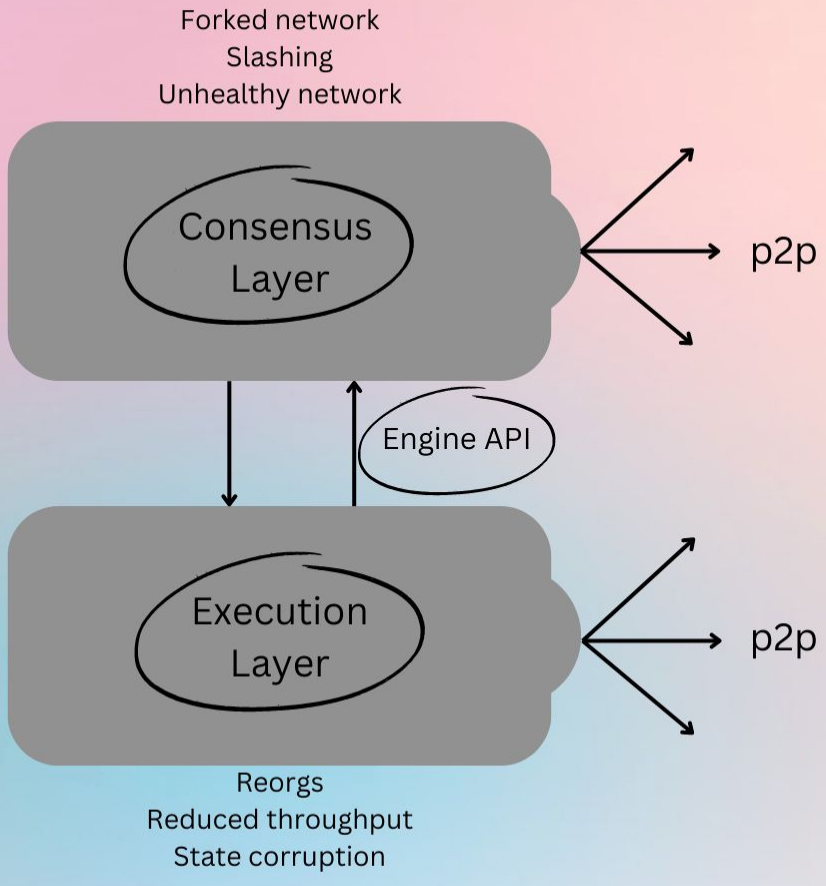
Section 1

#TestingTheMerge Assemble

Why is the Merge complicated?

- >20 client combinations need to be tested & regressions can sneak in very easily
- Specification is under active development -> Harder to track subtle differences
- Communicating and debugging various client combinations
- Figuring out how to test this in a reliable manner!
- All future upgrades will inherit some of the complexity - build once, use many
- Debug knowledge needed for ELs and CLs are quite different


STARECAT.COM
WHAT COULD
POSSIBLY GO WRONG?


Forked network
Slashing
Unhealthy network
Consensus Layer
p2p
Engine API
Execution Layer
p2p
Reorgs
Reduced throughput
State corruption

What tests can we have?

- Unit tests:
  - Handled by client teams internally
  - Usually runs on ever PR
  - Reduces chance of regressions
- Integration tests:
  - Handled partially by teams
  - Involves local testnets or interop tests
  - Ensures interop at a high level

What tests can we have?

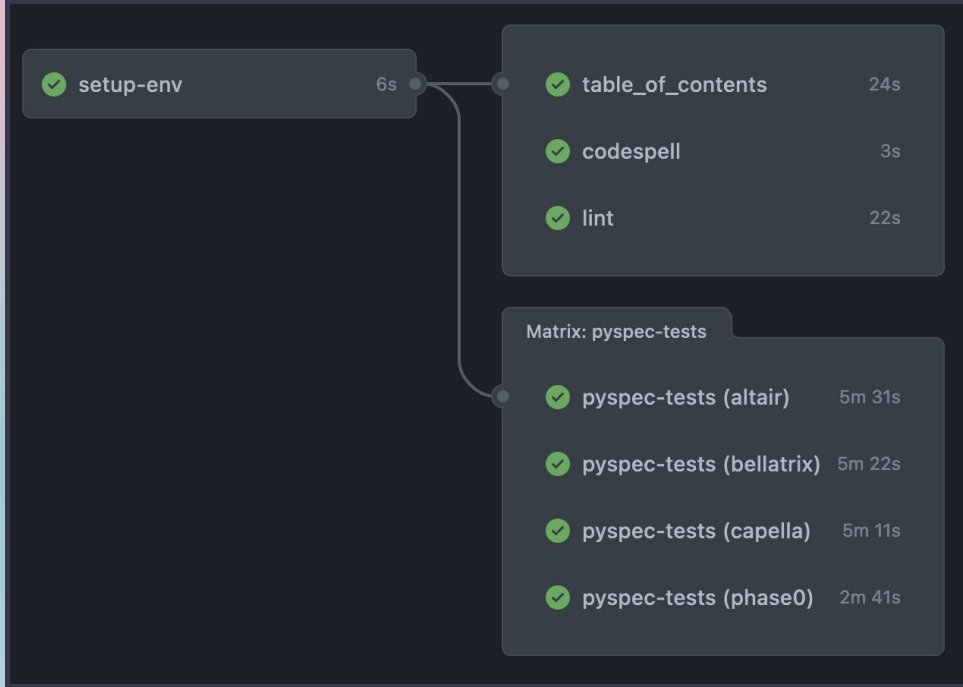
- System tests:
  - Tests end-to-end functionality
  - Involves external parties and the community
- Production tests:
  - Tests performance on a prod-like environment
  - Public testnets involving everyone
  - Finds issues that happen only at real-world loads

Section 2

#TestingTheMerge: The Infinity War

Spec tests

- The CI runs on every commit to the specs repo, ensuring that the specs pass tests
- Client teams import the specs and test it in their local CIs as well
- Acts as a sanity check to make sure client aren't implementing a spec that won't pass tests



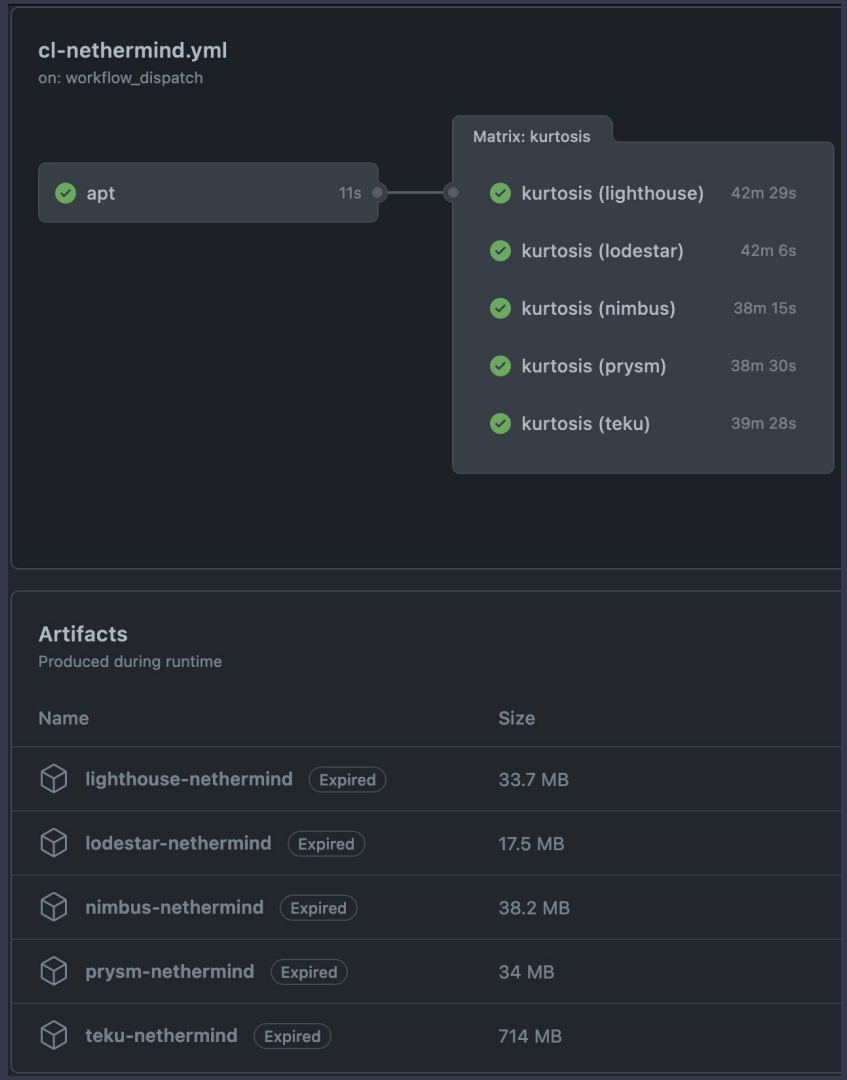
Hive tests

- Hive tests run using a simulator that starts up the clients and runs the tests against a pre-defined interface
- Acts as a integration and regression check to make sure client aren't failing defined edge cases
- e.g: Feed a Nethermind node two terminal blocks, assert how it transitions
- Shoutout to @elbuenmayini

Start time	Suite	Clients	Pass
2022-10-10T13:24:58.444Z	engine-api	nethermind	✓ (141)
2022-10-10T11:19:45.834Z	engine-api	go-ethereum	✓ (141)
2022-10-10T08:32:22.169Z	engine-api	erigon	✓ (141)
2022-10-10T04:19:55.077Z	engine-api	nethermind	✓ (141)
2022-10-10T03:25:14.198Z	engine-api	go-ethereum	✓ (141)
2022-10-09T20:19:15.930Z	engine-api	nethermind	✓ (141)
2022-10-09T19:24:28.663Z	engine-api	go-ethereum	✓ (141)
2022-10-09T16:35:01.964Z	engine-api	erigon	✓ (141)
2022-10-09T11:41:45.059Z	engine-api	nethermind	✓ (141)
2022-10-09T10:46:59.564Z	engine-api	go-ethereum	✓ (141)
2022-10-09T07:59:43.300Z	engine-api	erigon	✓ (141)
2022-10-09T03:05:33.754Z	engine-api	nethermind	✓ (141)
2022-10-09T02:10:57.615Z	engine-api	go-ethereum	✓ (141)
2022-10-08T18:25:21.055Z	engine-api	nethermind	✓ (141)
2022-10-08T17:30:35.247Z	engine-api	go-ethereum	✓ (141)
2022-10-10T10:24:07.968Z	eth2-testnet	teku-vc,go-ethereum,teku-bn	✓ (2)

Kurtosis tests

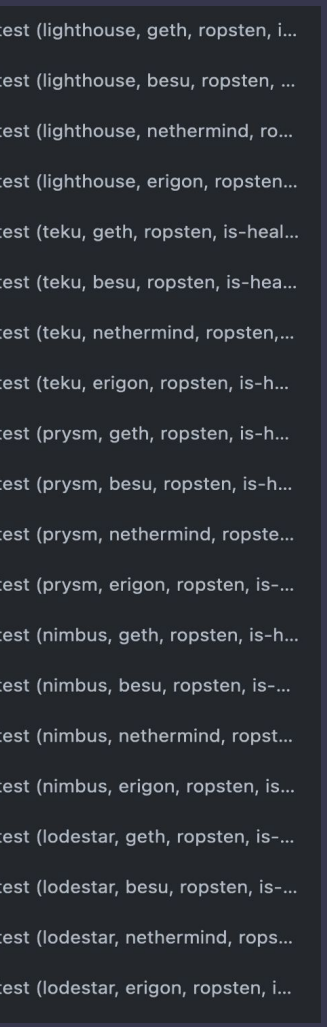
- Kurtosis spins up a local testnet with the required EL/CL combinations and then allows them to transition/merge. It then asserts some “happy case” conditions.
- An integration test make sure client are compatible
- Useful to rapidly iterate ideas
- e.g: Are blocks being produced, are there tx’s...



Sync tests

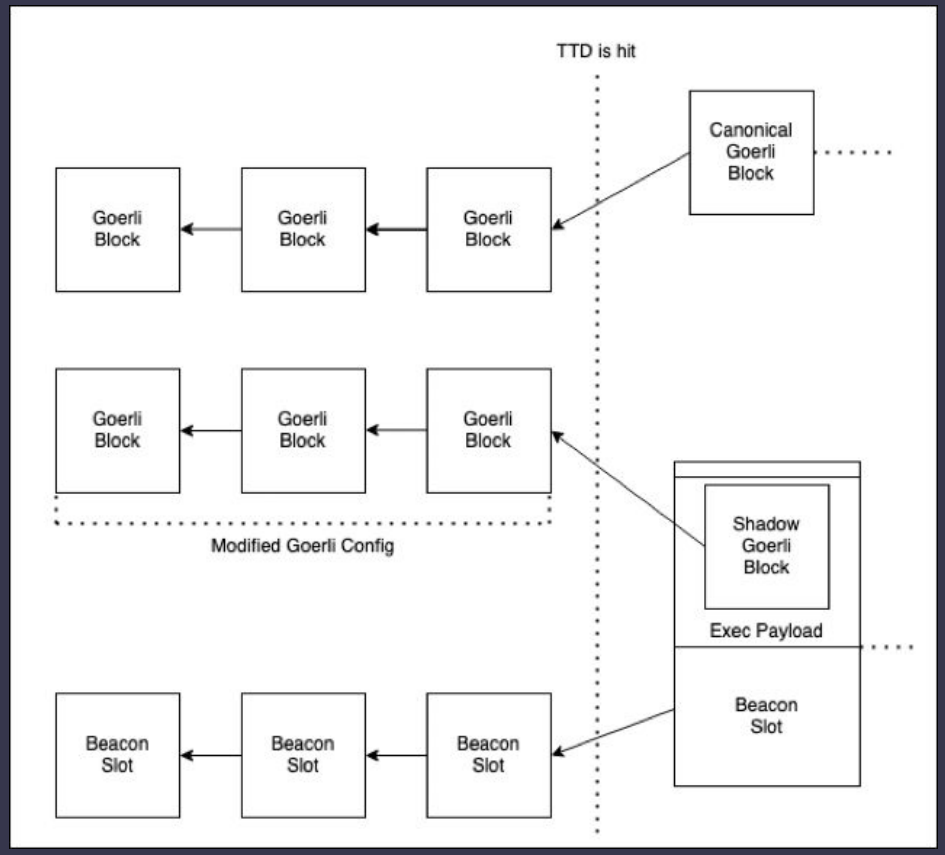
- The sync test co-ordinator spins up every client combination daily and syncs to head on various testnets. Both genesis sync as well as Checkpoint sync are performed.
- Edge case sync tests are also performed: EL down, CL down, etc
- Acts as a integration test make sure users can always sync the network
- Shoutout to @samcmAU

```
test:
  name: "basic"

  tasks:
  - name: run_command
    config:
      command:
      - "echo"
      - "hello!"
  - name: execution_is_healthy
  - name: consensus_is_healthy
  - name: both_are_synced
    config:
      consensus:
        percent: 100
      execution:
        percent: 100
  - name: run_command
    config:
      command:
      - "echo"
      - "done!"

execution:
  url: http://localhost:8545

consensus:
  url: http://localhost:5052
```



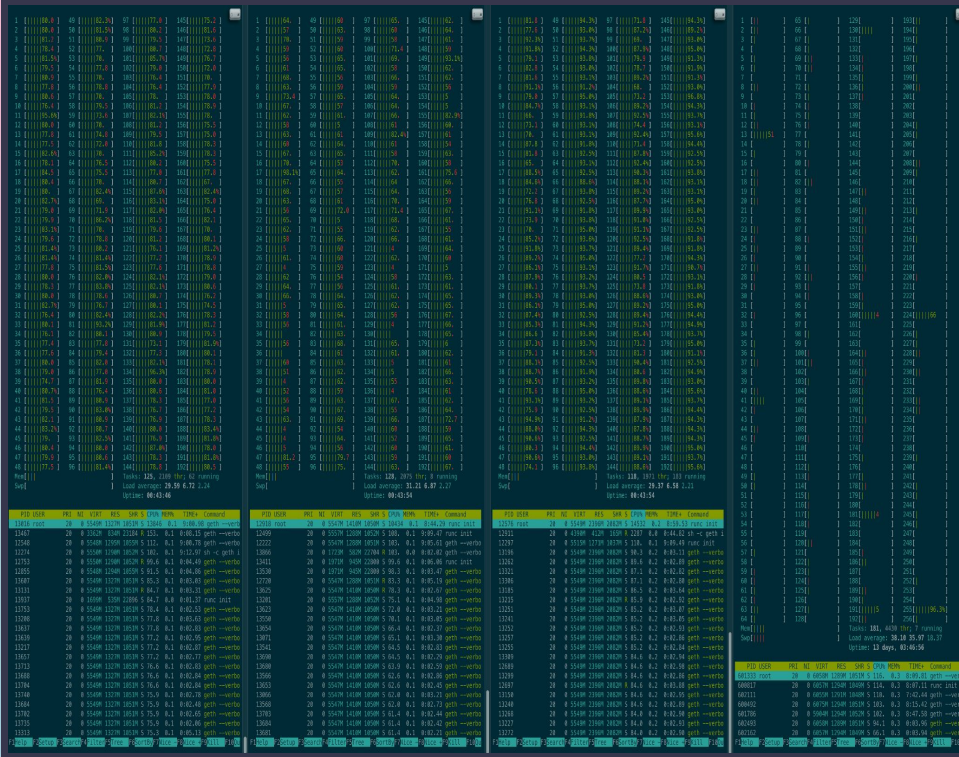
Shadow Forks & Testnets

- Allows us to check compatibility across all clients through the entire lifecycle
- Fresh testnets allow us to check assumptions across client pairs without much overhead
- Shadow forks allow us to stress test the clients with real state and transaction load
- We can invite participants in a controller manner to take part in the tests
- Acts as release test which triggers real world edge cases, before we recommend the releases to the general public

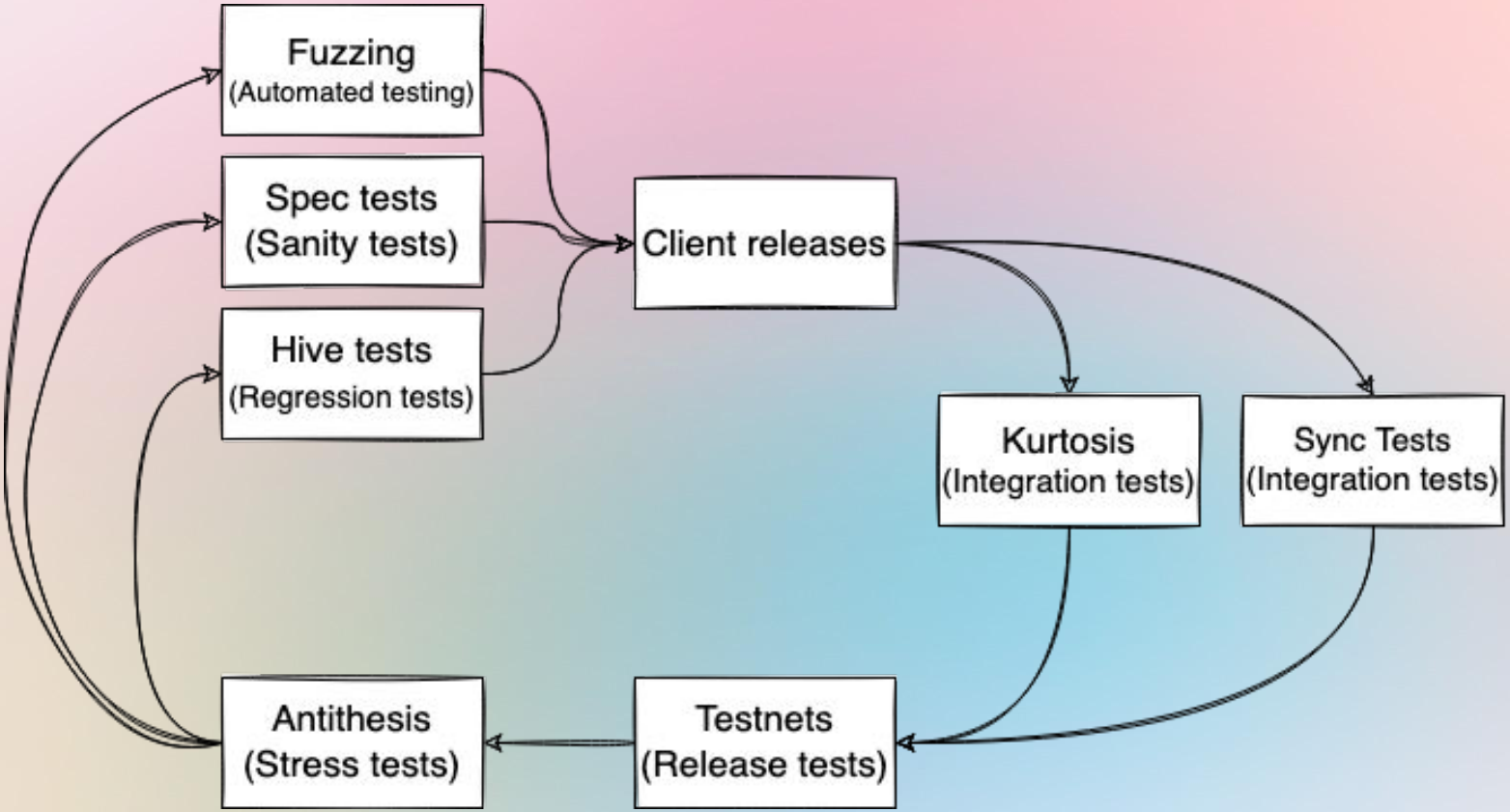


Antithesis & Fuzzers

- Antithesis offers a deterministic hypervisor which allows us to perform network splits, packet loss while fuzzing clients. The deterministic hypervisor allows us to re-trigger the issue, allowing for capturing the state of the client and easier debugging.
- Various fuzzers are run against different layers of the stack to find bugs.
- These bugs also allow us to re-evaluate if changes need to be made in the specs or if the bug is an implementation level issue.



Testing lifecycle for the Merge



Section 3

#TestingTheMerge: The Endgame

RAYONISM

April 2021

PITHOS

October 2021

AMPHORA

November 2021

6 DEVNETS

November &
December 2021

KINTSUGI

December 2021

GOERLI SHADOW FORK(GSF) 1

January 2022

GSF3&4

April 2022

KILN

March 2022

ROPSTEN

June 2022

MSF 3-6

May&June 2022

MAINNET SHADOW FORK(MSF) 1&2

March & April 2022

GSF2&3

March & April 2022

MSF 7-9

June 2022

GSF 5&6

July & August 2022

SEPOLIA

July 2022

MSF 10

July 2022

GOERLI

August 2022

MSF 11-13

August 2022

MAINNET

September 2022

So what did we still miss?

- In-memory database too low to process mainnet blocks
- Non-optimal block production: Random production of 0/few tx blocks
- Multiple terminal blocks (in a specific condition) caused missing receipts and caused failed proposals
- Lots of constant syncing nodes on mainnet led to unexpected performance degradation when compared to shadow forks
- Failover beacon node scenario -> some requests sent just to the primary

What can we reuse?

Running testnets helped show us tooling blind spots in the DevOps ecosystem:

- Metrics exporter: https://github.com/samcm/ethereum-metrics-exporter
- Sync testing: https://github.com/samcm/ethereum-sync-testing/actions
- Genesis gen.: https://github.com/skylenet/ethereum-genesis-generator
- Client automation: https://github.com/ethPandaOps/ethereum-helm-charts
- Scalable testnets: https://github.com/ethPandaOps/ethereum-k8s-testnets
- Easy testnets: https://github.com/ethereum/consensus-deployment-ansible
- Faucet: https://github.com/komputing/FaucETH
- Checkpoint Sync Provider: https://github.com/samcm/checkpointz
- PRs to explorers, validator key generation tools, load balancer

If you want to join the testing efforts contact mario.vega@ethereum.org

Thank you!
Join #TestingThe{Surge,Verge,Purge}!

Parithosh Jayanthi
DevOps Engineer
parithosh@ethereum.org

@parithosh_j