

Kepler - Bug #4288

Develop GUI error handling strategy.

08/07/2009 02:41 PM - David Welker

Status:	New	Start date:	08/07/2009
Priority:	Normal	Due date:	
Assignee:	Chad Berkley	% Done:	0%
Category:	core	Estimated time:	0.00 hour
Target version:	2.X.Y	Spent time:	0.00 hour
Bugzilla-Id:	4288		
Description			
We need to think about how various sorts of errors should be handled. Some should cause immediate failure while others should allow the application to continue.			
Related issues:			
Blocked by Kepler - Bug #4286: Changes to the GUI before 2.0		Resolved	08/07/2009

History

#1 - 08/18/2009 08:22 AM - Christopher Brooks

Having some exceptions that cause immediate failure and some that allow execution to continue is an interesting research topic.

To do this, we could add an exception class called Warning that would be a runtime exception that could be thrown by an actor if the problem would not significantly change the output of the actor. Directors could then have a parameter that controls when they stop execution depending on the exception. For example, a director could stop execution immediately when it gets a Warning, or finish the iteration, or finish the entire execution.

Also, actors could produce Nil tokens after receiving certain types of errors.

Lisp has this notion of speed and safety, where each is represented by a number from 1 to 3. For example, speed=3 and safety=1 means run "run fast, ignore errors". Having a similar system for the execution engine would be useful.

We could apply a similar rating system to Warning exceptions, where exceptions that have a certain severity would be handled differently. Logging systems have a similar notion of severity (debug, info, warn etc.)

I'm marking this as an enhancement and honestly think this is a post-rel-2.0 issue. I'll leave changing the target to someone else.

#2 - 03/27/2013 02:26 PM - Redmine Admin

Original Bugzilla ID was 4288