

openQA Project - action #71551

unstable/flaky/sporadic t/04-scheduler.t test failing

2020-09-19 13:13 - okurz

Status: Resolved	Start date: 2020-09-19
Priority: Urgent	Due date:
Assignee: okurz	% Done: 0%
Category: Concrete Bugs	Estimated time: 0.00 hour
Target version: Ready	
Difficulty:	

Description

Observation

Since recently t/04-scheduler.t is very unstable.
<https://app.circleci.com/pipelines/github/os-autoinst/openQA/4269/workflows/ea59d97b-61bd-4e86-b593-3401b6678a7e/jobs/40930/steps> shows

```
not ok 11 - job grab (WORKER_CLASS mismatch)
Subtest: job grab (WORKER_CLASS mismatch)
[DEBUG] +=-----=+
[DEBUG] -> Scheduling new jobs.
[DEBUG]      Free workers: 1/1
[DEBUG]      Scheduled jobs: 2
[DEBUG] Scheduler took 0.05042s to perform operations and allocated 0 jobs
      ok 1 - job not grabbed due to default WORKER_CLASS
      ok 2 - no workers/jobs allocated
      not ok 3 - t_seen has not changed

#   Failed test 't_seen has not changed'
#   at t/04-scheduler.t line 306.
#       got: '2020-09-18T19:42:26'
#       expected: '2020-09-18T19:42:25'
1..3
# Looks like you failed 1 test of 3.
```

I can reproduce the same locally

Steps to reproduce

Probably reproducible locally with

```
make test TESTS=t/04-scheduler.t
```

Suggestions

Bisect where the regression comes from and fix that to be stable locally and within CI.

Related issues:

Copied to openQA Project - action #71554: unstable/flaky/sporadic t/full-stac...	Resolved	2020-09-19
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History

#1 - 2020-09-19 13:14 - okurz

- Copied to action #71554: unstable/flaky/sporadic t/full-stack.t test failing in script waits on CircleCI added

#2 - 2020-09-19 13:19 - okurz

- Status changed from Workable to Feedback

- Assignee set to okurz

<https://github.com/os-autoinst/openQA/pull/3408> to remove the check completely for now. I think this is what mkittler also proposed as an alternative in case we can't fix it immediately.

#3 - 2020-09-21 11:44 - okurz

- *Status changed from Feedback to Resolved*

PR merged. I think it's ok if we do not have that check for now. We have enough instabilities in other areas :)