

## Debugging

- finding problems
  - the scientific method
  - verification, assessment, triage
  - confident problem identification
  - debugging tools
- fixing problems
  - root cause analysis
- psychological issues in debugging
  - how to become a better debugger
- bug reports and tracking

11/3/2012

Bugs and Debugging

2

## What makes debugging hard?

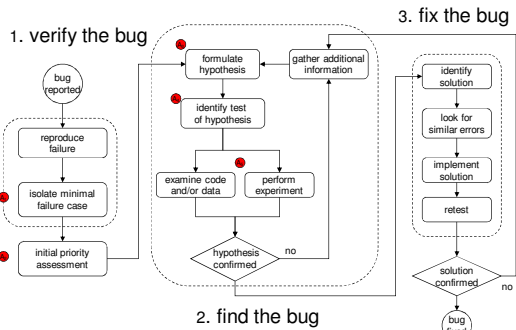
- programs are not as simple as theorems
  - much larger, nowhere nearly as well designed
- complex causes
  - faults may have very complex preconditions
    - interactions between components & people
    - relative timing of complex events
  - some causal elements may seem unrelated
- complex cause/symptom relationships
  - symptoms result from a cascade of events
  - symptoms may occur long after cause
  - symptoms may appear in unrelated areas

11/3/2012

Bugs and Debugging

3

## the scientific debugging process



11/3/2012

Bugs and Debugging

4

## when it doesn't make sense ...

- get more information
  - identify more failure (and non-failure) cases
  - use tracers or debuggers
  - instrumentation to catch errors sooner
  - try everything on McConnell's brute force list
- write down all the facts you know
  - spread them out on the wall or a white board
- ask for help
  - more eyes and brains in the analysis
  - suggestions for additional instrumentation

11/3/2012

Bugs and Debugging

5

## information - program output

- programs often produce progress output
  - files processed, actions, events received
  - may have to be enabled w/verbose options
- many programs have diagnostic options
  - enable more detailed activity traces
  - request dumps of internal tables
- this can help us understand the problem
  - what is happening when the problem occurs
  - interesting state associated with the event

11/3/2012

Bugs and Debugging

6

## debugger stack traces

### simple gdb stack trace

```
#0 0x080483cb in function_2 ()
#1 0x080483b4 in function_1 ()
#2 0x08048385 in main ()
#3 0x4003ddc6 in __libc_start_main () from /lib/libc.so.6
```

### gdb backtrace with parameters and source info

```
#0 0x080ca21b in _efree (ptr=0xbfffd9b) at zend_alloc.c:240
#1 0x080d691a in _zval_dtor (zvalue=0x8186b94) at zend_variables.c:44
#2 0x080c1ab3 in _zval_ptr_dtor (zval_ptr=0xbfffd9bc) at zend_execute_API.c:274
#3 0x080f1cc4 in execute (op_array=0x816c670) at zend_execute.c:1605
```

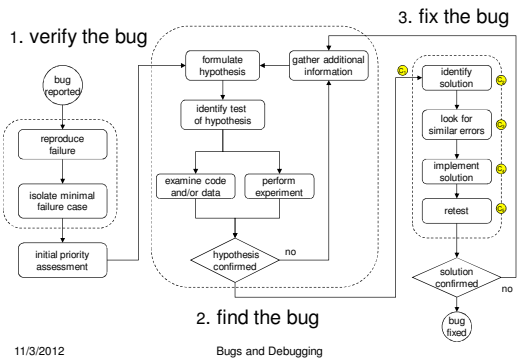
11/3/2012

Bugs and Debugging

7



## the scientific debugging process



## reviewing fixes

- original code clearly needed more review
  - original developer did not get it right
  - original reviewers did not find the error
  - original test cases did not find the error
- bug fixes almost always require review
  - correctness of code is clearly not obvious
  - bug fixers are often not original developer
  - they often have less familiarity with the code
  - they often have less programming experience
- how did this get past us before? ☹️

## Root Cause Analysis

- some bugs may be essentially random ☹️
  - software is complex, people are fallible
- many bugs turn out not to be random ☹️
  - people keep repeating the same mistakes
  - inadequate training, tools & methodology
- after a problem has been found and fixed
  - identify the root cause of the defect
    - understand how we made and failed to find it
- do statistical studies of root causes
  - identify clusters, find ways to eliminate them

## Psychological Issues

- We assume what we think we know
  - we do not see our work as it actually is
  - rather, we see it as we intended it to be
- We assume we are better than we are
  - we believe in our abilities and methodology
  - we don't like to believe ourselves error-prone
  - we suspect problems come from elsewhere
- These blind us to many hypotheses
  - this blindness impairs our debugging ability

## Inconceivability

- It is possible that the bug isn't your fault
  - operating systems are not perfect
    - they do contain bugs, especially new releases
  - compilers sometimes generate incorrect code
    - I've personally tracked down a few of these
  - computers can even mis-execute instructions
    - in 40 years, I have encountered one instance
- these may be conclusions you come to
  - they should never be assumptions you make

## Becoming a Better Debugger

- Keep an open mind
  - there are none so blind as those who will not see
- Learn from your programming mistakes
  - what did you do wrong?
  - why didn't you notice it sooner?
- Learn from your debugging mistakes
  - what clues were there, but you missed them?
  - what dead-ends did you wind up following?
- Learn from others
  - questions they ask, details they notice
  - tools and techniques do they use

## Key Attributes of a Bug Report

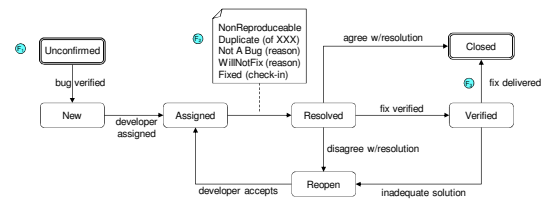
- ID (assigned automatically)
- Title (one line description of bug)
- Status
  - current state, severity, priority, owner
- Description
  - suspected component at fault
  - platform, symptoms, how to cause
  - diagnosis, work-arounds, and fix location
- History
  - log of all associated operations & comments

11/3/2012

Bugs and Debugging

20

## Bug Report Life Cycle (simplified typical model)



11/3/2012

Bugs and Debugging

21

## Good Bug Reports

- Clearly describe the problem
  - what should have happened, what did happen
- Clearly describe the impact
  - consequences to the affected users
- Clearly describe the affected systems
  - what platforms, what versions of what software
- Clearly describe how to cause the problem
  - ideally with a relatively simple test case
  - developing minimal failure cases is work
- Dispassionate, separate facts from opinions

11/3/2012

Bugs and Debugging

22

## Bug Tracking Systems

- List of open tasks for developers
  - what work needs to be done
  - communication between developers & users
- Current status of product/development
  - what known problems are there (#, severity)
  - what is the status of each
- Support database
  - known problems and work arounds
- Project management database
  - defect detection rates, fix rates
  - number of problems discovered
  - regression and not-a-bug rates

11/3/2012

Bugs and Debugging

23

## bug triage and priority

- in emergency, sort patients into 3 groups
  - those who can wait a few hours
  - those who will die no matter what
  - those who need immediate attention
- bugs are prioritized in a similar fashion
  - disastrous bugs, must fix ASAP
    - they render the product unacceptable
  - serious bugs, should fix before shipment
    - they significantly compromise value of the product
  - minor bugs, fixes can be deferred to later

11/3/2012

Bugs and Debugging

24

## For Next Lecture

- McConnell, chapter 29
  - overview of basic integration strategies
- Kampe, Integration Strategy
  - integration, architecture, testing, and schedule
- Kampe, Solaris Train Model
  - incremental integration for existing products
- Fowler, Continuous Integration
  - good advice for a more rational process
- Wikipedia, Test Driven Development
  - introduction to a useful agile development practice
- Kampe, Test Harnesses
  - introduction to a general class of testing tools
- Sourceforge: CUnit (just skim)
  - an instance of a noble family of testing harnesses

11/3/2012

Test Cases and Testability

25

## Supplementary Slides

11/3/2012

Bugs and Debugging

26

## bug verification

- reproduce the reported error
  - find a test case that reliably causes error
    - it is difficult to fix a problem one cannot observe
  - confirm that we observe reported behavior
    - we may have misunderstood the report
  - enable a preliminary assessment
    - does this, indeed, appear to be an error
- verify that program behavior is wrong
  - problem may be user-error or documentation
  - user may have unreasonable expectations

11/3/2012

Bugs and Debugging

27

## minimal failure cases

- some failures are complex or subtle
  - failure occurs after millions of operations
  - failure depends on environmental factors
  - failure isn't always in the same place
- find a simple case that fails solidly
  - isolate the contributing factors
  - find minimal combination that fails reliably
- this makes problem easier to reproduce, and easier to debug

11/3/2012

Bugs and Debugging

28