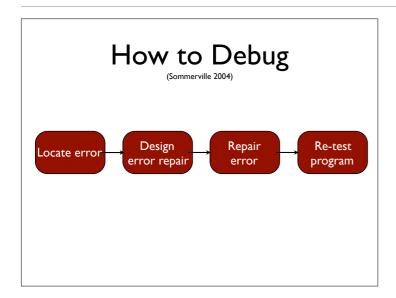


# The Problem

## Facts on Debugging

- Software bugs cost ~60 bln US\$/yr in US
- Improvements could reduce cost by 30%
- Validation (including debugging) can easily take up to 50-75% of the development time
- When debugging, some people are three times as efficient than others





#### The Process

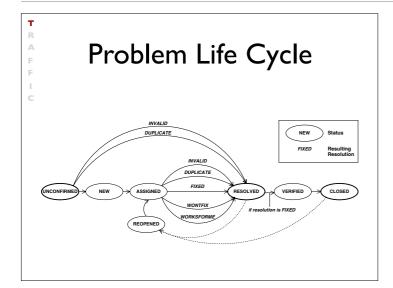
- T rack the problem
- **R** eproduce
- **A** utomate
- F ind Origins
- **F** ocus
- solate
- **C** orrect

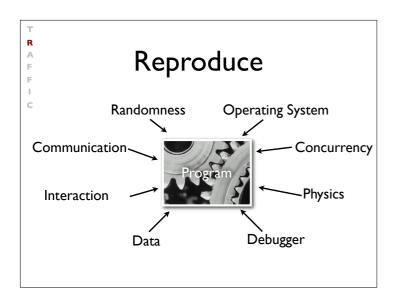


#### R A F I

## **Tracking Problems**

- Every problem gets entered into a problem database
- The *priority* determines which problem is handled next
- The product is ready when all problems are resolved



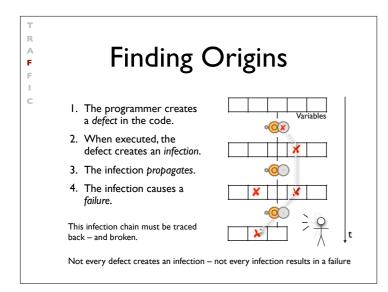


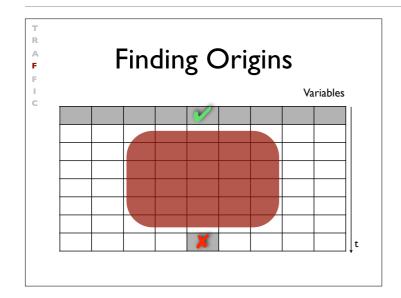
R A F F

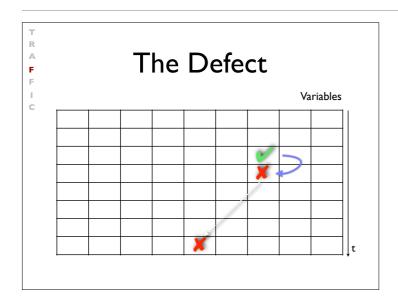
C

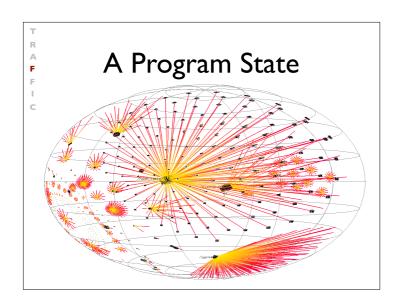
#### **Automate**

- Every problem should be reproducible automatically
- Achieved via appropriate (unit) tests
- After each change, we re-run the tests

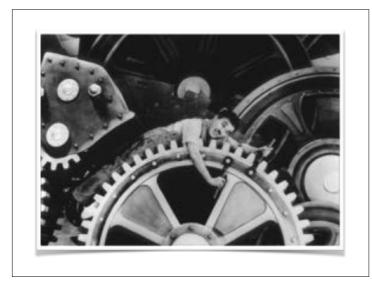


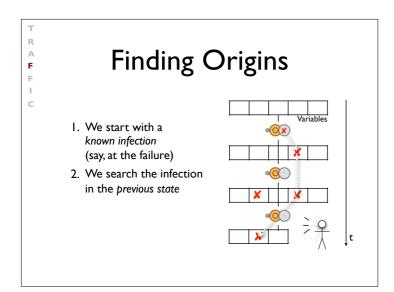


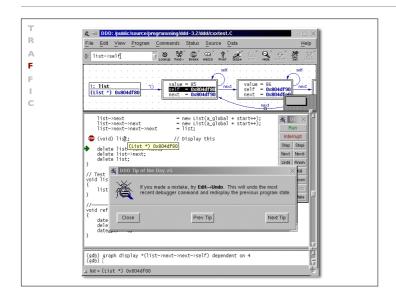


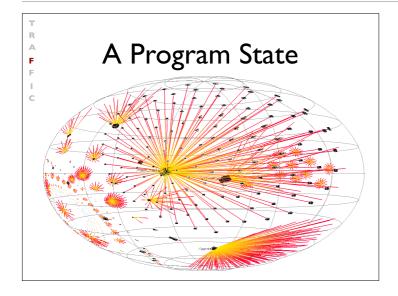
















T R A F

C

#### **Focus**

During our search for infection, we focus upon locations that

- are possibly wrong (e.g., because they were buggy before)
- are explicitly wrong (e.g., because they violate an assertion)

Assertions are the best way to find infections!

```
Finding Origins

• Precondition fails = Infection before method
• Postcondition fails = Infection after method
• All assertions pass = no infection

void Time::set_hour(int h)
{

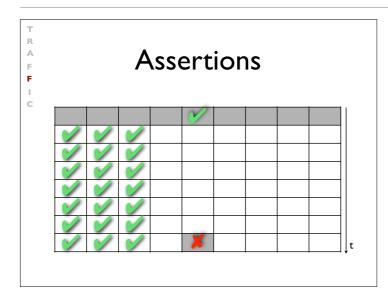
assert (sane()); // Precondition

assert (sane()); // Postcondition
}
```

```
Complex Invariants

class RedBlackTree {
    "boolean sane() {
        assert (rootHasNoParent());
        assert (redNodesHaveOnlyBlackChildren());
        assert (equalNumberOfBlackNodesOnSubtrees());
        assert (treeIsAcyclic());
        assert (parentsAreConsistent());

        return true;
    }
}
```



#### **Focusing**

- All possible influences must be checked
- Focusing on most likely candidates
- Assertions help in finding infections fast

F

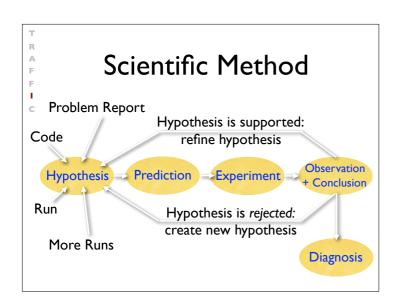
#### Isolation

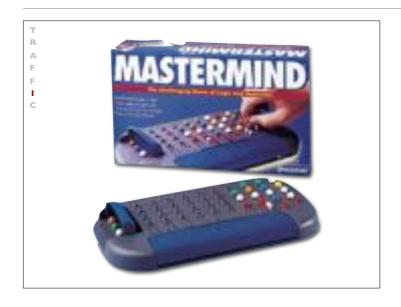
- Failure causes should be narrowed down systematically
- Use observation and experiments

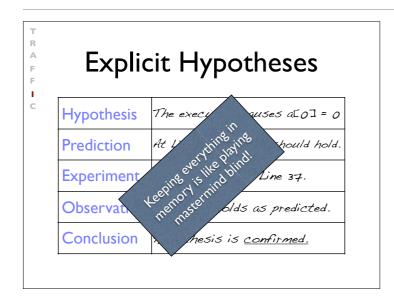
T R A F F

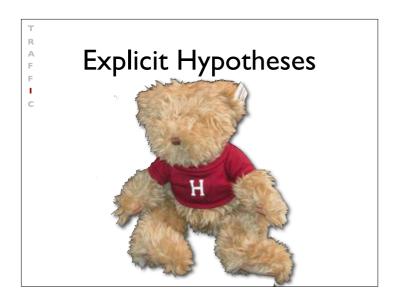
#### Scientific Method

- 1. Observe some aspect of the universe.
- 2. Invent a *hypothesis* that is consistent with the observation.
- 3. Use the hypothesis to make predictions.
- 4. Tests the predictions by experiments or observations and modify the hypothesis.
- 5. Repeat 3 and 4 to refine the hypothesis.









#### Isolate

- We repeat the search for infection origins Study in Summer Study in Yolunteer's until we found the defect
- We proceed systematically along the scientific method
- Explicit steps guide the search and make it repeatable at any time

C

#### Correction

Before correcting the defect, we must check whether the defect

- actually is an error and
- causes the failure

Only when we understood both, can we correct the defect

RAFFIC

## The Devil's Guide to Debugging

#### Find the defect by guessing:

- Scatter debugging statements everywhere
- Try changing code until something works
- Don't back up old versions of the code
- Don't bother understanding what the program should do

A F F I C

## The Devil's Guide to Debugging

Don't waste time understanding the problem.

• Most problems are trivial, anyway.

R F F C

# The Devil's Guide to Debugging

Use the most obvious fix.

• Just fix what you see:

```
x = compute(y)
// compute(17) is wrong - fix it
if (y == 17)
    x = 25.15
```

Why bother going into compute()?

#### Successful Correction



R A F

C

#### Homework

- Does the failure no longer occur? (If it does still occur, this should come as a big surprise)
- Did the correction introduce new problems?
- Was the same mistake made elsewhere?
- Did I commit the change to version control and problem tracking?

#### The Process

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