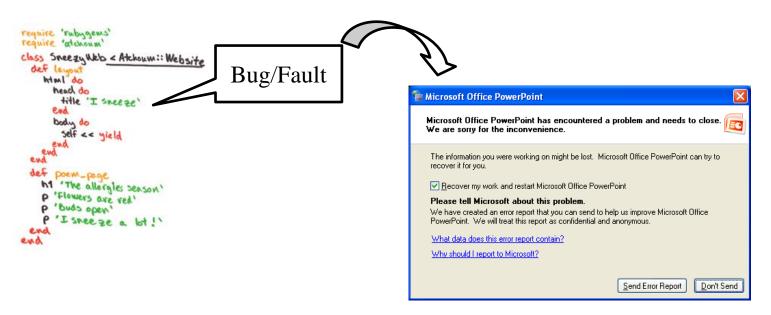
错误定位方法 / Fault Localization (FL)

感谢 张震宇等老师提供支持

•有错了,怎么办



•软件调试 (Debugging) 的一般流程



一般认为,软件测试开销巨大。其中,错误定位被认为是最难的一个环节。

•程序"错误"的描述语

- **Error**: An error is an internal state of a program that deviates from the expected behavior of the program.
- ➤ Fault/Bug/Flaw: Fault is set of statements which their execution may perturb the state of program to error state. In other words, it may infects the state of program.
- ➤ **Failure**: Failure is manifestation of error to an external entity (i.e. oracle) which discern the program failure. In this case we say the program fails.
- □ Error 程序运行时的内部状态
- □ Fault 或Bug是会引起Error的源码
- □ Failure 是Fault造成的观察到的结果

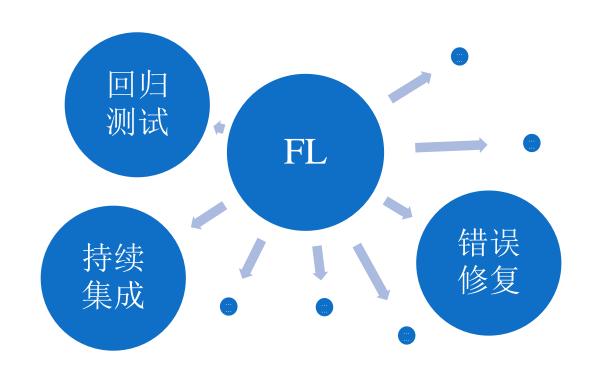
• 查找错误相关的模块



• 定位到错误的位置



•关系





相关研究分布

- 软件工程
- 编程语言
- 体系结构
- 人工智能

- 错误定位方法
 - -Slice-Based Techniques
 - Program Spectrum-Based Techniques
 - -Statistics-Based Techniques
 - –Program State-Based Techniques
 - -Machine Learning-Based Techniques
 - –Data Mining-Based Techniques
 - –Model-Based Techniques

—...

Program Spectrum-Based Techniques (基于频谱) —测试用例 + 疑似度公式

例子



| | | T15 | T16 | T17 | T18 |
|---|--|------|------|------|------|
| П | int count; | | | | |
| | int n; | | | | |
| 1 | Ele *proc; | • | • | | • |
| | List *src_queue, *dest_queue; | | | | |
| | if (prio >= MAXPRIO) /*maxprio=3*/ | | | | |
| 2 | {return;} | • | | | |
| 3 | src_queue = prio_queue[prio]; | | | | |
| | dest_queue = prio_queue[prio+1]; | | • | | • |
| | count = src_queue->mem_count; | | _ | _ | • |
| | if (count > 1) /* Bug*//* supposed : count>0*/ { | | | | |
| 4 | n = (int) (count*ratio + 1); | | _ | | |
| | proc = find_nth(src_queue, n); | | • | • | |
| | if (proc) { | | | | |
| 5 | <pre>src_queue = del_ele(src_queue, proc);</pre> | | | | |
| | proc->priority = prio; | | • | • | |
| | dest_queue = append_ele(dest_queue, proc); } | | | | |
| | Pass/Fail of Test Case Execution: | Pass | Pass | Pass | Fail |

计算程序元素的怀疑度



- a_{ef} : 执行语句a的失败测试的数量, a_{nf} : 未执行语句a的失败测试的数量
- a_{ep} : 执行语句a的通过测试的数量, a_{np} : 未执行语句a的通过测试的数量

• Tarantula:
$$\frac{a_{ef}}{a_{ef}+a_{nf}}/\left(\frac{a_{ef}}{a_{ef}+a_{nf}}+\frac{a_{ep}}{a_{ep}+a_{np}}\right)$$

• Jaccard:
$$a_{ef}$$

• Ochiai:
$$\frac{a_{ef}}{\sqrt{(a_{ef}+a_{nf})(a_{ef}+a_{ep})}}$$

• D*:
$$\frac{a_{ef}^*}{a_{nf}+a_{ep}}$$
, *通常设置为2或者3

• Naish1:
$$\begin{cases} -1 & a_{nf} > 0 \\ a_{np} & a_{nf} = 0 \end{cases}$$

• 关键点

程序中的 Faults (root cause)一般并不和failure强相关

- 1、Fault 一般隐藏很深
- 2、统计定位中噪音大量存在
- 3、是否有最好的基于统计的比较方法?
- 4、Faults并非一定会导致failure

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•错误隐藏



Another assignment

An invalid memory access

```
1. int foo (int a, int b)
     POINT pA = null; // fault
     for () {
       POINT pB = pA;
```

•错误隐藏

| | Program states | | | | | |
|-------|----------------|--------|----------|---------------------|-----|----------|
| | | Start | pA: N\A | $pB: N \setminus A$ | ••• | |
| infec | et | Line 3 | pA: null | pB:N\A | ••• | → |
| | \downarrow | | | | | |
| infec | et | Line 6 | pA: null | pB: null | | - |
| | \downarrow | | | | | |
| cras | h | Line 9 | pA: null | pB: null | ••• | - |

```
1. int foo (int a, int b)
     POINT pA = null; // fault
     for () {
       POINT pB = pA;
10.
```

• 错误隐藏

Executing Line 3 may not cause a crash



```
1. int foo (int a, int b)
     POINT pA = null; // fault
     for () {
        POINT pB = pA;
```

Executing Line 9 always cause a crash



• 错误隐藏

Line 3 may weakly correlate to program failures

Line 9 strongly correlates to program failures

```
1. int foo (int a, int b)
     POINT pA = null; // fault
     for () {
        POINT pB = pA;
```

•如何定位

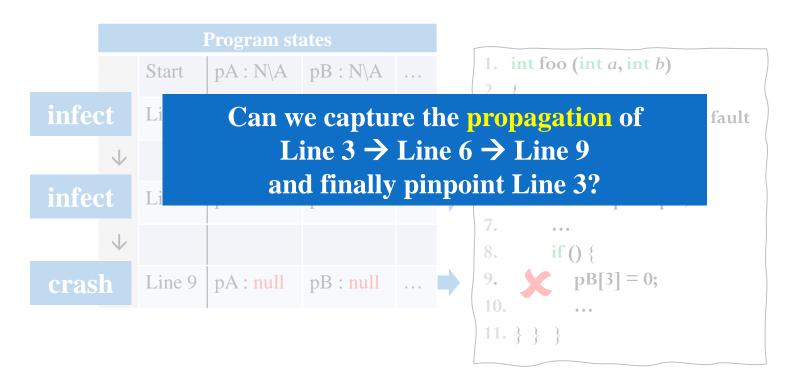
Locating statements correlating to failures will mislead us to Line 9 and miss Line 3

Strong correlation to failures ≠ faulty statements

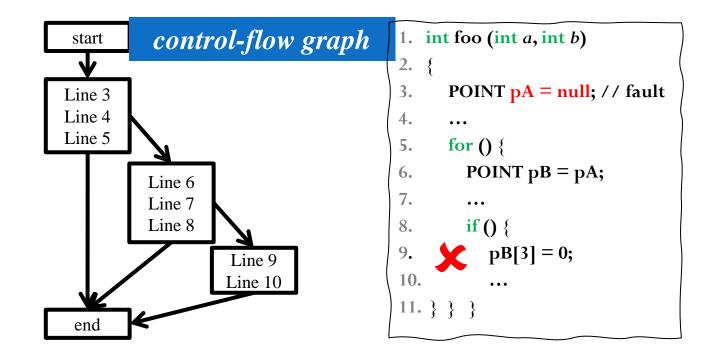
How to pinpoint Line 3?

```
1. int foo (int a, int b)
     POINT pA = null; // fault
     for () {
        POINT pB = pA;
        if () {
          pB[3] = 0;
10.
11. } }
```

•如何定位



•基于控制流图



•基于控制流图 -Why use CFG start Line 3 block 1 Line 4 Line 5 block 2 Line 6 Line 7 Line 8 Line 9 Line 10

end

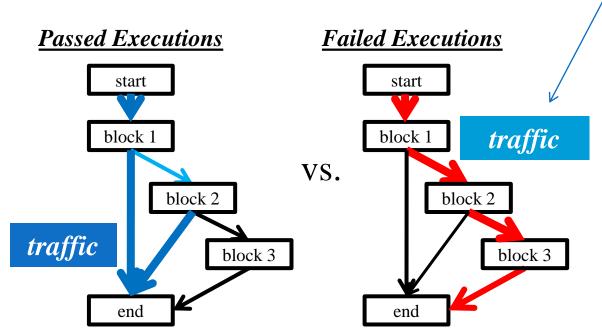
The infected program states are propagating via edges

block 3

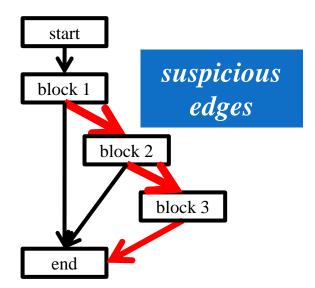
```
1. int foo (int a, int b)
     POINT pA = null; // fault
     for () {
        POINT pB = pA;
        if () {
          pB[3] = 0;
10.
11. } }
```

- •基于控制流图
 - –Contrast and find hotspots

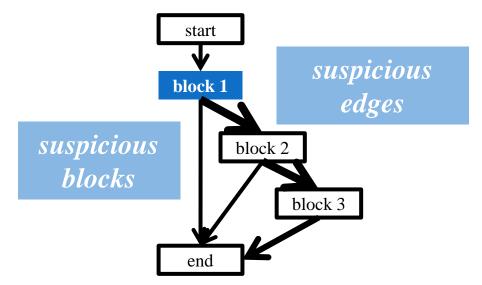
Execution frequency of every edge in program execution



- •简单算法
 - -We find the suspicious edges,



- •简单算法
 - -We find the suspicious edges,
 - -Then, map to suspicious blocks



- •简单算法
 - -Collect the traffic via each CFG edge
 - For passed test case side

 $\theta^{pass}(e)$: the mean traffic via edge e, by averaging all passed test cases

- E.g.,
 - –T1 executes edge *e* for 3 times
 - –T2 executes edge *e* for 7 times
 - –T3 executes edge *e* for 5 times

$$\theta^{pass}(e) = (3+7+5)/3 = 5$$

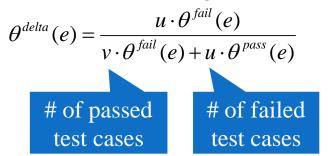
- •简单算法
 - -Collect the traffic via each CFG edge
 - For passed test case side

 $\theta^{pass}(e)$: the mean traffic via edge e, by averaging all passed test cases

For failed test case side

 $\theta^{fail}(e)$: the mean traffic via edge e, by averaging all failed test cases

- •简单算法
 - -Compute suspiciousness for each CFG edge
 - For each CFG edge



Physical meaning:
 Maximum Likelihood of "passing through e causes failure"

- 问题
 - -Since we need to map suspicious edges to suspicious blocks
 - What if one block has two edges?
 - –Since we use the edges and blocks of control-flow graph
 - What if loops exist in a control-flow graph?

• 关键点

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• 举例

```
Program: sort.cpp
L1: void main(int argc, char** argv) {
L2:
       int i=atoi(argv[1]);
                                  Should be
L3:
        int j=atoi(argv[2]);
                                  i==j
        if(i < j)
L4:
            cout<<i<<" >"<<j;
L5:
                               /* faulty statement */
L6:
        if(i>j || i=j)
L7:
            cout<<j<<" "<<i;
L8: }
```

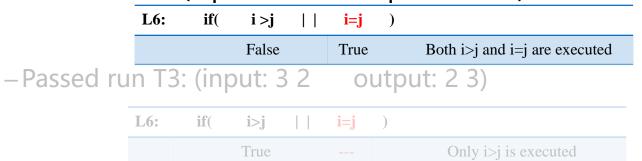
• 举例 – short-circuiting rule

-Predicate: i>j || i=j

—Short-circuiting:
When i>j is evaluated as True, i=j will not be executed

Not all Boolean expressions will be executed

-Failed run T1: (input: 2 3 output: 2 3 3 3)



We count execution for statement, while actually some of its Boolean expressions are executed

if(i < j)

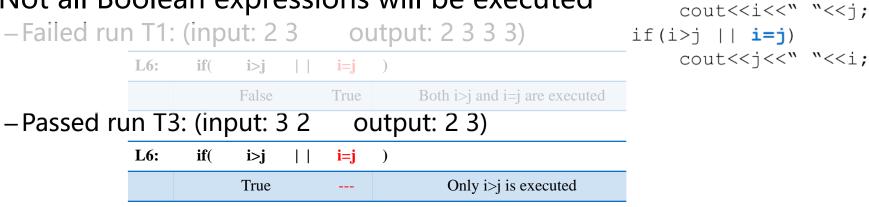
if(i>j || **i=j**)

cout<<i<" "<<j;

cout<<j<<" "<<i;

We want to distinguish executing i>j | | i=j from executing i>j

Not all Boolean expressions will be executed



if(i < j)

- We count execution for statement, while actually some of its Boolean expressions are executed
- We want to distinguish executing i>j | | i=j from executing i>j

Not all Boolean expressions will be executed

```
      - Failed run T1: (input: 2 3 output: 2 3 3 3)

      L6: if( i>j | | i=j )

      False
      True Both i>j and i=j are executed

      - Passed run T3: (input: 3 2 output: 2 3)

      L6: if( i>j | | i=j )

      True --- Only i>j is executed
```

```
if(i<j)
    cout<<i<<" "<<j;
if(i>j || i=j)
    cout<<j<<" "<<i;</pre>
```

- We count execution for statement, while actually some of its Boolean expressions are executed
- We want to distinguish executing i>j | | i=j from executing i>j

Motivation

-fault-relevant statement is located

| | | Passed runs | | | Failed runs | | | | | |
|---------------------|---|-------------|----|----|-------------|--------------------|----|----|----|----|
| | | T 1 | T2 | T3 | T4 | | T5 | T6 | T7 | T8 |
| L1 | <pre>void main() {</pre> | 0 | 0 | 0 | 0 | ← resemble→ | 0 | 0 | 0 | 0 |
| L2 | <pre>int i=atoi(argv[1]);</pre> | 1 | 1 | 1 | 1 | ←resemble→ | 1 | 1 | 1 | 1 |
| L3 | <pre>int j=atoi(argv[2]);</pre> | 1 | 1 | 1 | 1 | ← resemble→ | 1 | 1 | 1 | 1 |
| L4 | if(i <j)< td=""><td>1</td><td>1</td><td>1</td><td>1</td><td>←resemble→</td><td>1</td><td>1</td><td>1</td><td>1</td></j)<> | 1 | 1 | 1 | 1 | ← resemble→ | 1 | 1 | 1 | 1 |
| L5 | cout< <i<" "<<j;<="" td=""><td>1</td><td>0</td><td>1</td><td>0</td><td>←resemble→</td><td>1</td><td>0</td><td>1</td><td>0</td></i<"> | 1 | 0 | 1 | 0 | ← resemble→ | 1 | 0 | 1 | 0 |
| L6 (faulty) | if(i>j <mark>i=j</mark>) | 1 | 1 | 1 | 1 | ← resemble→ | 1 | 1 | 1 | 1 |
| L7 (fault-relevant) | cout< <j<<" "<<ii;<="" td=""><td>0</td><td>1</td><td>0</td><td>1</td><td>←different→</td><td>1</td><td>1</td><td>1</td><td>1</td></j<<"> | 0 | 1 | 0 | 1 | ←different→ | 1 | 1 | 1 | 1 |
| L8 | } | 0 | 0 | 0 | 0 | ←resemble→ | 0 | 0 | 0 | 0 |

Motivation

void main(...) {

if(i>j | | i=j)

if(i < i)

i>j | | i=j

L6

L7

int i=atoi(argv[1]);

int j=atoi(argv[2]);

cout<<i<<" "><<i;

cout<<j<<" ''<<i;

Passed runs

T3

0

0

T4

0

T2

0

T1

0

0

Failed runs

T7

T8

T6

T5

0

0

0

←resemble →

←resemble →

←resemble →

←resemble →

←resemble→

←very different →

←very different→

←different→

←resemble →

• Evaluation sequence (求值序列)

| Predicate: i>j i=j | | | | | | | | |
|---------------------|---------------|--------------------|--------------------|----------------------------|--|--|--|--|
| | Input: | i>j | i=j | Evaluation Sequence: | | | | |
| Case 1 | Input = $2 3$ | Evaluated as False | Evaluated as True | <false, true=""></false,> | | | | |
| Case 2 | Input = 0.0 | Evaluated as False | Evaluated as False | <false, false=""></false,> | | | | |
| Case 3 | Input $= 3 2$ | Evaluated as True | Short-circuited | <true></true> | | | | |

- Evaluation sequence (求值序列)
 - Any evaluation on this predicate must fall into one of the three evaluation sequences
 - -Use evaluation sequence as unit of investigation
 - –Advantages
 - More scientific
 - Finer granularity, more precise
 - Reduce the chance of mislead

• 关键点

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- 1、Fault 一般隐藏很深
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• 关于错误定位的一些思考

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Q & A



