

Debugging

Fall 2023
Mayank Goel

*Inspired by content from Michael Hilton,
Andreas Zeller, and Stuart Halloway*

History of Bugs



Dr. Grace Hopper


Photo # NH 96566-KN (Color) First Computer "Bug", 1947

92

9/9

0800 Antan started
 1000 " stopped - antan ✓ { 1.2700 9.037 847 025
 1300 (032) MP-MC 1.4821 9.037 846 895 correct
 (033) PRO 2 2.130476415
 correct 2.130676415
 Relays 6-2 in 033 failed special speed test
 in relay " 11.00 test.
 Relays changed

1100 Started Cosine Tape (Sine check)
 1525 Started Multi Adder Test.

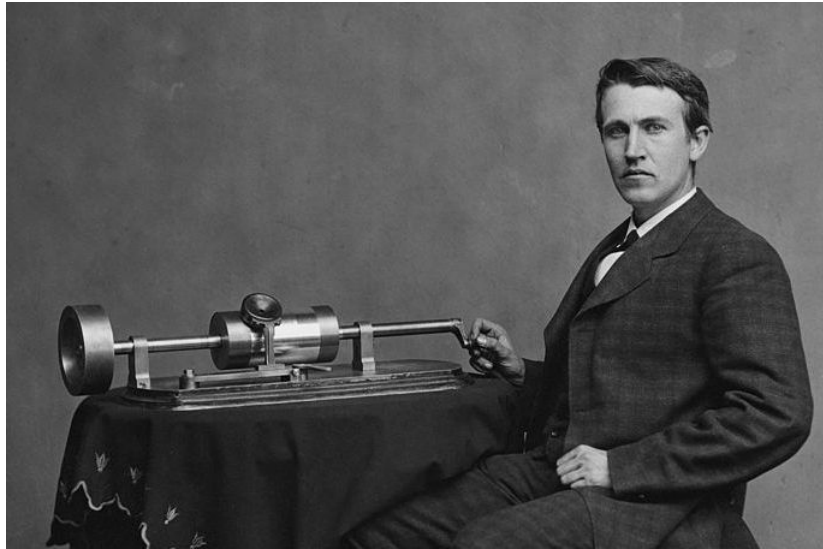
1545  Relay #70 Panel F
 (moth) in relay.

First actual case of bug being found.

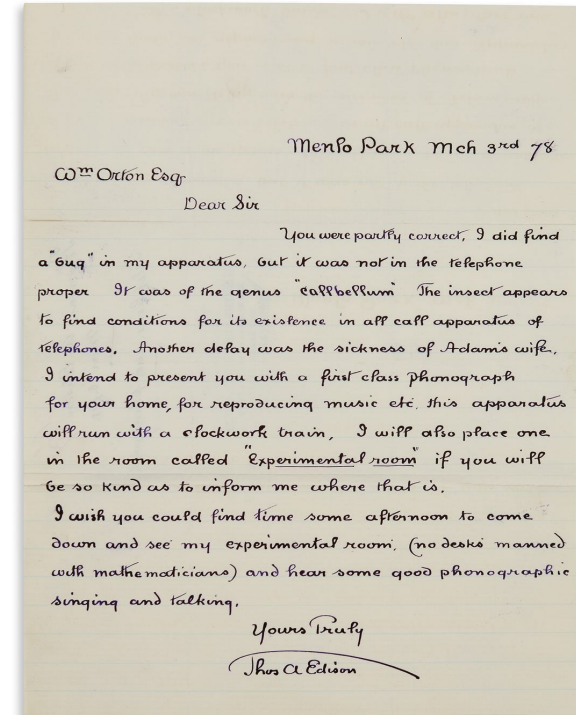
1630 Antan started.
 1700 closed down.

Relay 3145
 Relay 3376

History of Bugs



Thomas Edison



Bugs can be Very Hard to Find

tanh(mmalex) @mmalex · 23 Nov 2018
I feel your pain! We had a 'fun' one on LittleBigPlanet 1: 2 weeks to gold, a Japanese QA tester started reliably crashing the game by leaving it on over night. We could not repro. Like you, days of confirmation of identical environment, os, hardware, etc; each attempt took /

4 551 1.6K

tanh(mmalex) @mmalex · 23 Nov 2018
Over 24h, plus time differences, and still no repro. Eventually we realised they had an eye toy plugged in, and set to record audio (that took 2 days of iterating) still no joy. Finally we noticed the crash was always around 4am. Why? What happened only in Japan at 4am? We begged

1 24 373

tanh(mmalex) @mmalex
Follow

Replying to @mmalex @AeornFlippout

To find out. Eventually the answer came: cleaners arrived. They were more thorough than our cleaners! One hour of vacuuming near the eye toy- white noise- caused the in game chat audio compression to leak a few bytes of memory (only with white noise). Long enough? Crash.

3:32 PM - 23 Nov 2018



Bugs are Hard to Fix



Bugs can be Very Expensive



Bugs are Everywhere!



Types of Bugs

Broadly speaking:

- Compile Errors
- Runtime Errors
- Logic Errors

Let's look at some code.

(runtime_errors_example.c0)

```
#use <con1>

void print_characters(char character, int num)
{
    int i=num;
    while (i>0)
    {
        printf("%c",character);
        i--;
    }
}

int main()
{
    int j = 0;
    int k = 0;
    int sizeOfDiamond = 20;
    for (int i=0; i<sizeOfDiamond;i++)
    {
```

```
[mayankgoel@MacBook-Pro-255 C and C0 % cc0 diamond_pattern.c0
Could not find con1.h0
```


Locating Bugs

| |
|---------------------------|
| User or Third-Party Input |
| Program State |
| Our Code |
| Compiler |
| Operating System |
| Hardware |
| Physics |

Locating Bugs: Ockham's Razor

Whenever you have competing theories
for how some effect comes to be,
pick the simplest.



What NOT to say when You Encounter an Error?

“That’s a weird error!”

“That should have worked!”

“I bet it is because of....”

That’s a bit too pedantic!

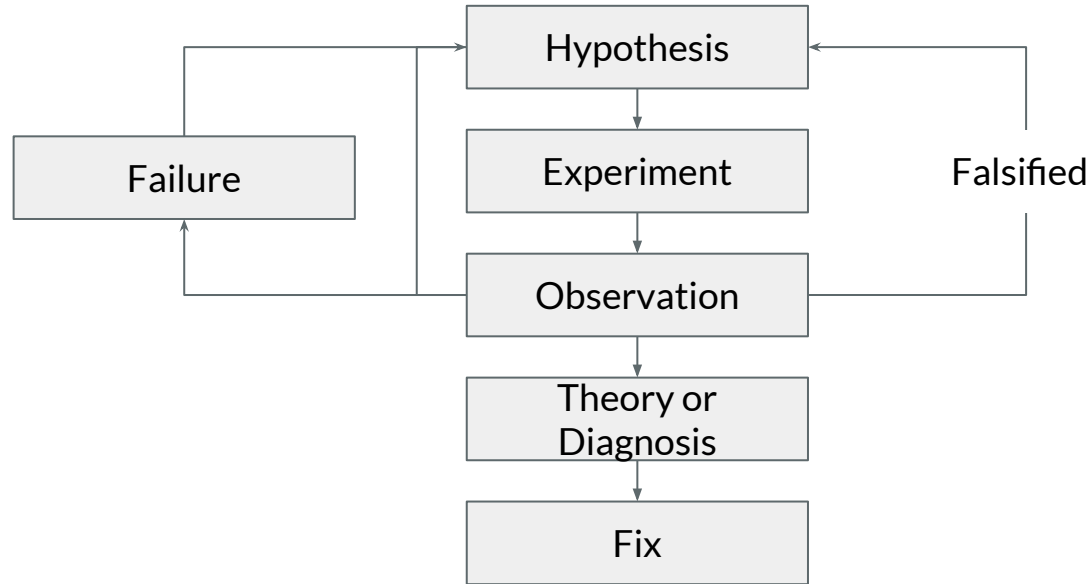
The idea is do not rely too much on intuition.

It takes time and cannot be guaranteed.

So, What Should We Do?

Start by asking: “I wonder what could cause this.”

Scientific Debugging



Overkill? After some experience, maybe spend 10-15 minutes hacking and trying things out.

How To Come Up With A Hypothesis

Think of 20 questions.

Do not start with something super specific.

Resources to generate a hypothesis:

- Error messages
- Deducing from the code *How?*
- Program output *How?*
- Multiple trials/runs/outputs
- Earlier hypotheses

Deducing from the Code

- Code review
- Rubber duck method
- Flowcharts / Pseudo-codes



Program Output

Print Debugging

Debugger tools to step through code - *later*.

Write It All Down

| | |
|--------------------|--|
| Hypothesis | |
| Prediction | |
| Experiment | |
| Observation | |
| Conclusion | |

Let Us Look At An Example

Code to generate factorial of a number.

(debug_factorial.c0)

Initial Hypothesis

| | |
|--------------------|------------------------------------|
| Hypothesis | n = 5, the factorial should be 120 |
| Prediction | Output is 120 |
| Experiment | Run the code |
| Observation | Compile error |
| Conclusion | Hypothesis is rejected |

Experiment

| | |
|--------------------|---|
| Hypothesis | The header file is misnamed |
| Prediction | Renaming header file will fix the problem |
| Experiment | Rename the header file |
| Observation | |
| Conclusion | |

Experiment

| | |
|--------------------|---|
| Hypothesis | The header file is misnamed |
| Prediction | Renaming header file will fix the problem |
| Experiment | Rename the header file |
| Observation | A different error for an uninitialized variable. |
| Conclusion | Header file was misnamed. Variable must be uninitialized. |

Experiment

| | |
|--------------------|---|
| Hypothesis | Variable <u>result</u> is uninitialized. |
| Prediction | Initializing <u>result</u> will compile code. |
| Experiment | Initialize <u>result</u> |
| Observation | |
| Conclusion | |

Experiment

| | |
|--------------------|---|
| Hypothesis | Variable <u>result</u> is uninitialized. |
| Prediction | Initializing <u>result</u> will compile code. |
| Experiment | Initialize <u>result</u> |
| Observation | Code compiles |
| Conclusion | Variable <u>result</u> was not initialized. |

Back to our Original Hypothesis

| | |
|--------------------|---|
| Hypothesis | $\underline{n} = 5$, the factorial should be 120 |
| Prediction | Output is 120 |
| Experiment | Run the code |
| Observation | |
| Conclusion | |

Experiment

| | |
|--------------------|---|
| Hypothesis | $\underline{n} = 5$, the factorial should be 120 |
| Prediction | Output is 120 |
| Experiment | Run the code |
| Observation | Output is 0 |
| Conclusion | Hypothesis rejected |

Experiment

| | |
|--------------------|---|
| Hypothesis | The value of <u>n</u> is not preserved when I call <u>factorial</u> function. |
| Prediction | <u>n</u> at the invocation of <u>factorial</u> is not 5 |
| Experiment | Observe value of <u>n</u> |
| Observation | |
| Conclusion | |

Experiment

| | |
|--------------------|---|
| Hypothesis | The value of <u>n</u> is not preserved when I call <u>factorial</u> function. |
| Prediction | <u>n</u> at the invocation of <u>factorial</u> is not 5 |
| Experiment | Observe value of <u>n</u> |
| Observation | Value of <u>n</u> at the beginning of <u>factorial</u> is 5 |
| Conclusion | Hypothesis rejected |

Experiment

| | |
|--------------------|--|
| Hypothesis | <u>result</u> is initialized to 0 and is causing all future multiplications to result in 0 |
| Prediction | Changing <u>result</u> 's initial value to 1 should make the output correct |
| Experiment | Set <u>result</u> 's initial value to 1 |
| Observation | |
| Conclusion | |

Experiment

| | |
|--------------------|--|
| Hypothesis | <u>result</u> is initialized to 0 and is causing all future multiplications to result in 0 |
| Prediction | Changing <u>result</u> 's initial value to 1 should make the output correct |
| Experiment | Set <u>result</u> 's initial value to 1 |
| Observation | As predicted |
| Conclusion | Hypothesis is confirmed. |

Why Document?

- Documentation for the future you, other programmers
- Helps you revisit the problem and code later (perhaps years later in many cases)
- Allows you to “sleep on it”
- As you progress, complexity increases and recollection decreases

One more example for the class exercise

(diamond_pattern.c0)

