L3: Building, Testing and Debugging Scientific Software

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- 1. Building, Testing and Debugging Scientific Software
- 2. Makefiles
- 3. CMake
- 4. Debugging Tools
- 5. Software Testing
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Building, Testing and Debugging

Scientific Software

Objectives

- Build systems: Advanced Makefiles, introduction to CMake for managing multi-file and multi-platform projects.
- Debugging: GDB, Valgrind for detecting memory errors and leaks.
- · Software testing:
 - Principles: Unit testing, integration testing.
 - Test frameworks in C (e.g., Unity).
 - Importance of testing for regression prevention and validation.
- Code documentation: Doxygen.

Makefiles

Dependency Management

• How to determine which files have changed?

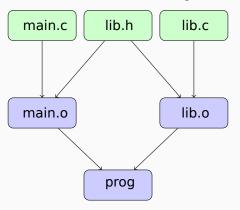


Figure 1: makefile-dependencies

• dependencies: main.o depends on changes in lib.h

Makefile

- A Makefile uses a declarative language to describe targets and their dependencies.
- It is executed by the make command, which allows building different targets.
 - make uses timestamps to determine which files have changed.
 - make evaluates rules recursively to satisfy dependencies.

Makefile Rule

```
prog: main.c lib.c lib.h
  clang -o prog main.c lib.c -lm

target: dependencies
\t command to build the target from the dependencies
```

Separate Compilation

```
prog: main.o lib.o
  clang -o prog main.o lib.o -lm

main.o: main.c lib.h
  clang -c -o main.o main.c

lib.o: lib.c lib.h
  clang -c -o lib.o lib.c
```

If lib.c is modified, which commands will be executed?

Phony Targets

You can add targets that do not correspond to a produced file. For example, it is useful to add a clean target to clean the project.

```
clean:
    rm -f *.o prog
.PHONY: clean
```

.PHONY specifies that the clean rule should always be executed. Declaring all phony targets ensures they are always called (even if a file with the same name is created).

Default Rule

```
make clean
make prog
make
```

- If make is called with a rule, that rule is built.
- If make is called without arguments, the first rule is built. It is customary to include a default all: rule as the first rule.

```
all: prog
prog: ...
```

Variables

Variables can be overridden when calling make, e.g.,

```
make CC=gcc
```

Special Variables

```
$0 target name$^ all dependencies$< first dependency</li>
```

```
prog: main.o lib.o
  $(CC) -o $@ $^ $(LDFLAGS)

main.o: main.c lib.h
  $(CC) $(CFLAGS) -c -o $@ $<

lib.o: lib.c lib.h
  $(CC) $(CFLAGS) -c -o $@ $<</pre>
```

The last two rules are very similar...

Implicit Rules

Before

```
main.o: main.c lib.h

$(CC) $(CFLAGS) -c -o $@ $<

lib.o: lib.c lib.h

$(CC) $(CFLAGS) -c -o $@ $<
```

With Implicit Rule

```
%.o: %.c

$(CC) $(CFLAGS) -c -o $@ $<

main.o: lib.h

lib.o: lib.h
```

Other Build Systems

- **automake / autoconf**: automatic generation of complex makefiles and management of system-specific configurations.
- **cmake, scons**: successors to Makefile, offering more elegant syntax and new features.

CMake

Why CMake?

· Advantages of Makefiles:

- Simplicity and transparency.
- No additional tools required.
- Direct control over the build process.

Advantages of CMake:

- Cross-platform support (Linux, Windows, macOS).
- Generates build files for multiple build systems (Make, Ninja, etc.).
- Modular and target-based design.
- Built-in support for testing, installation, and packaging.

General Design of CMake

- CMake as a Meta-Build System:
 - Generates build files for different generators (e.g., Make, Ninja).
 - Abstracts platform-specific details.
- Workflow:
 - 1. Write CMakeLists.txt to define the project.
 - 2. Configure the project:

```
cmake -B build
```

Build the project:

```
cmake --build build
# or when using Make as backend
make -C build
```

Out-of-source builds are recommended to keep source directories clean.

```
cmake_minimum_required(VERSION 3.15)
project(MyProject LANGUAGES C)
set(CMAKE_C_STANDARD 11)
```

- cmake_minimum_required: Specifies the minimum version of CMake required.
- project: Defines the project name and the programming language(s) used.
- set: Sets variables, e.g., C standard version.

Adding an Executable

add_executable(my_executable src/main.c)

• Creates an executable named my_executable.

Adding a Shared Library

add_library(my_library SHARED src/library.c)

• Creates a shared library named libmy_library.so (on Linux).

Linking Libraries to Executables

```
add_library(my_library SHARED src/library.c)
add_executable(my_executable src/main.c)
target_link_libraries(my_executable PRIVATE my_library)
```

- add_library: Creates a shared library.
- add_executable: Creates an executable.
- target_link_libraries: Links the library to the executable.

PRIVATE means that my_executable uses my_library, but my_library does not need to be linked when other targets link to my_executable.

Library dependency transitivity

```
add_library(libA SHARED src/libA.c)
add_library(libB SHARED src/libB.c)
target_link_libraries(libB PUBLIC libA)
add_executable(my_executable src/main.c)
target_link_libraries(my_executable PRIVATE libB)
```

- my_executable is linked to libB and also to libA because libB links to libA with PUBLIC
- If libB linked to libA with PRIVATE, my_executable would not be linked to libA.
- If libB linked to libA with INTERFACE, my_executable would be linked to libA but not libB.
- See this reference for more details.

Global Include Directories

include_directories(include)

- Adds the include directory globally for all targets.
- Limitation: Can lead to conflicts in larger projects.

Target-Specific Include Directories

```
target_include_directories(my_library
    PUBLIC include
)
```

- PUBLIC: Include directory is needed when building and using the library.
- PRIVATE: Include directory is needed only when building the library.
- INTERFACE: Include directory is needed only when using the library.

Porting our minimal Makefile example to CMake

```
cmake_minimum_required(VERSION 3.15)
project(MyProject LANGUAGES C)
# Add the executable target
add_executable(prog main.c lib.c)
# Specify include directories for the target
target_include_directories(prog
 PRIVATE ${CMAKE_CURRENT_SOURCE_DIR})
# Add compile options
target_compile_options(prog PRIVATE ${CFLAGS})
# Link libraries if needed
target_link_libraries(prog PRIVATE m)
```

Debug vs Release Builds

- Debug Build:
 - Includes debug symbols for debugging.
 - Example flags: -g, -00.
- Release Build:
 - Optimized for performance.
 - Example flags: -03, -DNDEBUG.

Setting Build Types in CMake

```
if(NOT CMAKE_BUILD_TYPE)
  set(CMAKE_BUILD_TYPE RelWithDebInfo CACHE STRING "Build type"
    FORCE)
endif()
```

- Build types: Debug, Release, RelWithDebInfo, MinSizeRel.
- CACHE: Makes the variable persistent across CMake runs. In out-of-source builds CMakeLists.txt is not re-evaluated on subsequent runs.
- FORCE: Overrides any previous value.
- STRING: "Build type" provides a description in CMake GUI.

Adding Compiler Flags

```
target_compile_options(my_library PRIVATE
    $<$<CONFIG:Debug>:-g -Wall>
    $<$<CONFIG:Release>:-03 -DNDEBUG>
)
```

 Generator Expressions: \$<CONFIG: Debug> applies flags only for Debug builds.

Installing Targets

```
install(TARGETS my_library
    LIBRARY DESTINATION lib
    PUBLIC_HEADER DESTINATION include
)
```

- Installs the shared library to the 1ib directory.
- Installs public headers to the include directory.

Using GNUInstallDirs

```
include(GNUInstallDirs)
install(TARGETS my_library
    LIBRARY DESTINATION ${CMAKE_INSTALL_LIBDIR}
    PUBLIC_HEADER DESTINATION ${CMAKE_INSTALL_INCLUDEDIR}
)
```

• Defines standard GNU library and include directories paths.

Generating and Building the Project

1. Configure the Project:

```
cmake -B build
```

• Generates build files in the build directory.

2. Build the Project:

```
cmake --build build
# or when using Make as backend
make -C build
```

3. Run the Program:

```
./build/my_executable
```

Best Practices for CMake

- Use Target-Based Commands:
 - Prefer target_include_directories over include_directories.
 - Prefer target_link_libraries over global linking.
- Organize CMakeLists.txt:
 - · Group related targets together.
 - Use comments to explain sections.
- Avoid Global Commands:
 - Avoid include_directories and link_libraries globally.
- Use Modern CMake Features:
 - Generator expressions for conditional configurations.
 - FetchContent for managing external dependencies.

Debugging Tools

Buggy program example

```
/* Linked list of n = 5 nodes
        | val = 4 | | val = 3 | | val = 0
head -> | next --|--> | next --|--> ... -> | next = NULL
*/
#include <stdlib.h>
#include <assert.h>
struct Node
 int val;
 struct Node *next;
};
int main()
 int n = 5;
  struct Node *head = init_list(n);
 // ... do something with the list ...
 delete(head);
 return 0;
```

Linked List Initialization and Deletion

```
struct Node *init_list(int n)
  struct Node *head = NULL:
  for (int i = 0; i < n; ++i)
    struct Node *p = malloc(sizeof *p);
    assert(p != NULL);
    p->val = i;
    p->next = head;
    head = p;
  return head;
void delete(struct Node *head)
  while (head)
    struct Node *next = head->next;
    free(head);
    head = head->next;
```

Running the program...

```
$ gcc -g -00 -o buggy buggy.c
$ ./buggy
Segmentation fault (core dumped)
```

GDB: GNU Debugger

- Inspect the state of a program at the moment it crashes.
- Step through the code line by line.
- Inspect variables and memory.
- Set breakpoints to pause execution at specific lines.

(Live demonstration)

Valgrind: memory debugging and leak detection

- Detects memory leaks, invalid memory access, and uninitialized memory usage.
- Runs the code in a virtual sandbox that monitors every memory operation.

(Live demonstration)

```
$ valgrind --leak-check=full ./buggy
==537945== Invalid read of size 8
==537945==
             at 0x109243: delete (buggy.c:30)
==537945== by 0x109282: main (buggy.c:40)
==537945== Address 0x4a94188 is 8 bytes inside a block of size
    16 free'd
==537945== at 0x48498F: free (in /usr/libexec/valgrind/
    vgpreload_memcheck-amd64-linux.so)
==537945== by 0x10923E: delete (buggy.c:29)
             by 0x109282: main (buggy.c:40)
==537945==
==537945== Block was alloc'd at
==537945==
             at 0x4846828: malloc (in /usr/libexec/valgrind/
    vgpreload_memcheck-amd64-linux.so)
==537945==
             by 0x1091B2: init_list (buggy.c:15)
==537945==
             by 0x109272: main (buggy.c:38)
```

Other tools: ASAN, UBSAN

- AddressSanitizer (ASAN): Detects memory errors such as buffer overflows and use-after-free.
- **UndefinedBehaviorSanitizer (UBSAN)**: Detects undefined behavior in C/C++ programs.
- Works on threaded programs and has lower overhead than Valgrind.

(live demonstration)

Software Testing

Importance of Software Testing

- 1996: Ariane-5 self-destructed due to an unhandled floating-point exception, resulting in a \$500M loss.
- 1998: Mars Climate Orbiter lost due to navigation data expressed in imperial units, resulting in a \$327.6M loss.
- 1988-1994: FAA Advanced Automation System project abandoned due to management issues and overly ambitious specifications, resulting in a \$2.6B loss.
- 1985-1987: Therac-25 medical accelerator malfunctioned due to a thread concurrency issue, causing five deaths and numerous injuries.

Technical Debt

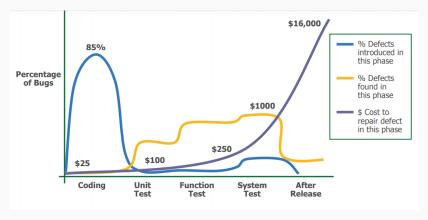


Figure 2: Software Costs (Applied Soft. Measurement, Capers Jones)

Software Costs

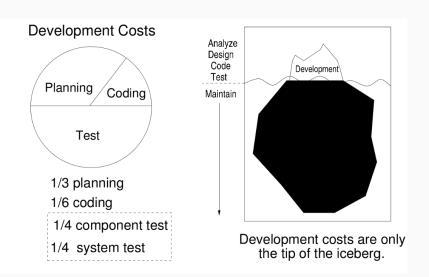


Figure 3: Software Costs (Nancy Leveson)

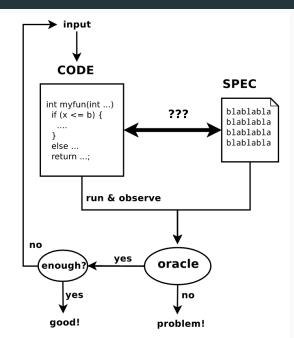
Verification and Validation (V&V)

- Validation: Does the software meet the client's needs?
 - "Are we building the right product?"
- Verification: Does the software work correctly?
 - "Are we building the product right?"

Approaches to Verification

- Formal methods
- Modeling and simulations
- Code reviews
- Testing

Testing Process



V Cycle Model

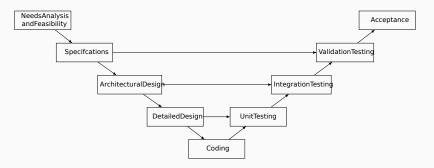


Figure 5: V-Model: Validation followed by Verification

Different Types of Tests

Unit Tests:

- Test individual functions in isolation.
- Test-driven development (TDD): Focus on writing maintainable, simple, and decoupled code.

Integration Tests:

- Test the correct behavior when combining modules.
- Validate only functional correctness.

Validation Tests:

- Test compliance with specifications.
- Test other characteristics: performance, security, etc.

Acceptance Tests:

- · Validate requirements with the client.
- · Regression Tests:
 - Ensure that fixed bugs do not reappear.

Black-Box and White-Box Testing

Black-Box Testing (Functional)

- Tests are generated from specifications.
- Uses assumptions different from the programmer's.
- Tests are independent of implementation.
- Difficult to find programming defects.

White-Box Testing (Structural)

- Tests are generated from source code.
- Maximizes coverage by testing all code branches.
- Difficult to find omission or specification errors.

Both approaches are complementary.

What to Test?

- Running the program on all possible inputs is too costly.
- Choose a subset of inputs:
 - Partition inputs into equivalence classes to maximize coverage.
 - Test all code branches.
 - Test edge cases.
 - Test invalid cases.
 - Test combinations (experimental design).

Example of Partitioning (1/3)

Specification

```
/* compare returns:
    * 0 if a is equal to b
    * 1 if a is strictly greater than b
    * -1 if a is strictly less than b
    */
int compare (int a, int b);
```

What inputs should be tested?

Equivalence Classes (2/3)

Variable	Possible Values
a	{positive, negative, zero}
b	{positive, negative, zero}
result	{0, 1, -1}

Example Test Cases

a	Ь	result	
10	10	0	
20	5	1	
3	7	-1	
-30	-30	0	
-5	-10	1	

It is possible to select a subset of classes!

Boundary Tests (3/3)

a	Ь	result
-2147483648	-1	-1

Discussion

- · Automatic test generation.
- Test coverage calculation.
- Mutation testing.
- Fuzzing.
- Importance of using automated testing tools.
- Importance of using continuous integration tools.

Unity Test Framework

Introduction to Unity



Figure 6: Unity Logo

Unity Test Framework

- Lightweight and simple unit testing framework for C.
- Designed for embedded systems but can be used in any C project.
- Provides a set of macros and functions to define and run tests.

Setting Up Unity

- Separate Unity tests into a separate directory, e.g., tests/.
- Include the Unity header in your test files:

```
#include "unity.h"
```

- Requires linking against the Unity library
- We will link against a static library libunity.a, since Unity uses CMake, we will use FetchContent to add it to our projects.

Writing Tests

 test_functions use TEST macros provided by Unity to assert conditions.

```
void test_function_name(void) {
    ...
    TEST_ASSERT_EQUAL_INT(expected, actual);
    TEST_ASSERT_NOT_NULL(pointer);
    TEST_ASSERT_TRUE(condition);
    ...
}
```

• Reference for all assertions: Unity Assertions

```
#include "unity.h"
#include "buggy.h"
void test delete single node(void) {
    struct Node *head = init list(1);
   TEST_ASSERT_NOT_NULL(head); // head should not be NULL
   TEST_ASSERT_EQUAL_INT(0, head->val); // head should be 0
    delete(head); // should not crash
    TEST_ASSERT_NULL(head); // head should be NULL after deletion
void test_delete_multiple_nodes(void) {
    struct Node *head = init list(5);
    TEST ASSERT EQUAL INT(4, head->val); // head should be 4
    TEST ASSERT EQUAL INT(3, head->next->val);
    delete(head); // should not crash
    TEST ASSERT NULL(head); // head should be NULL after deletion
```

Running Tests

• Create a test runner function to execute all tests:

```
int main(void) ## Boundary Tests{
   UNITY_BEGIN();
   RUN_TEST(test_function_name);
   ...
   return UNITY_END();
}
```

SetUp and TearDown

 SetUp and TearDown functions can be defined to run before and after each test.

```
void setUp(void) {
    // Code to run before each test
}
void tearDown(void) {
    // Code to run after each test
}
```

Code Coverage with unit tests

- Use goov or 11vm-cov to measure code coverage of your tests.
- Compile your code with coverage flags:

- gcov instruments the basic blocks of code to record what is executed during tests.
- gcovr generate HTML reports showing which parts of the code were covered by tests.

Documentation with Doxygen

- Doxygen is a documentation generator for C, C++, and other languages.
- It extracts comments from the source code and generates documentation in various formats (HTML, LaTex, etc.).
- Use special comment blocks to document functions, parameters, return values, and more.
- Example of a documented function:

```
/**
 * @brief Initializes a linked list with n nodes.
 * @param n Number of nodes to create.
 * @return Pointer to the head of the linked list
 * @return NULL if memory allocation fails.
 */
struct Node *init_list(int n);
```

 Generate documentation using the doxygen command with a configuration file (Doxyfile).

Credits and Bibliography

- · Course "Automated Software Testing," Sébastien Bardin.
- CMake Tutorial
- CMake Best Practices
- Unity Test Framework
- Valgrind
- GDB
- ASAN/UBSAN
- Doxygen