

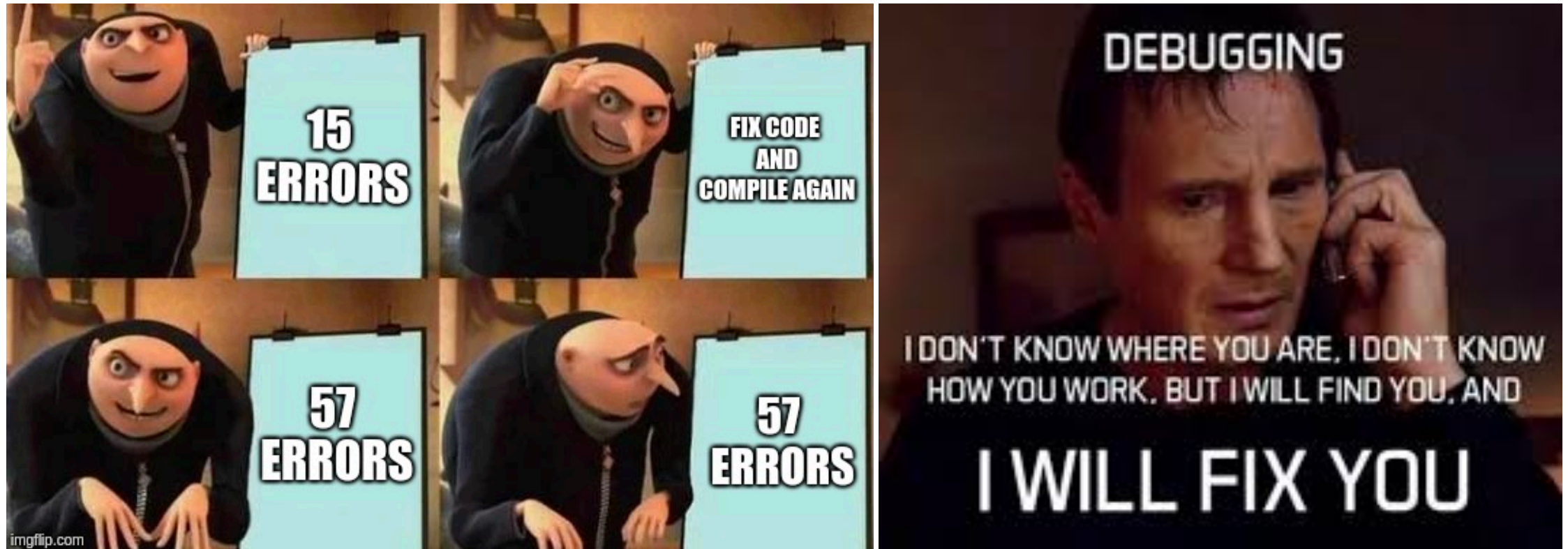
Cause Clue Clauses:

Error Localization using Maximum Satisfiability

20203331 신명근 MyeongGeun Shin

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Debugging is hard



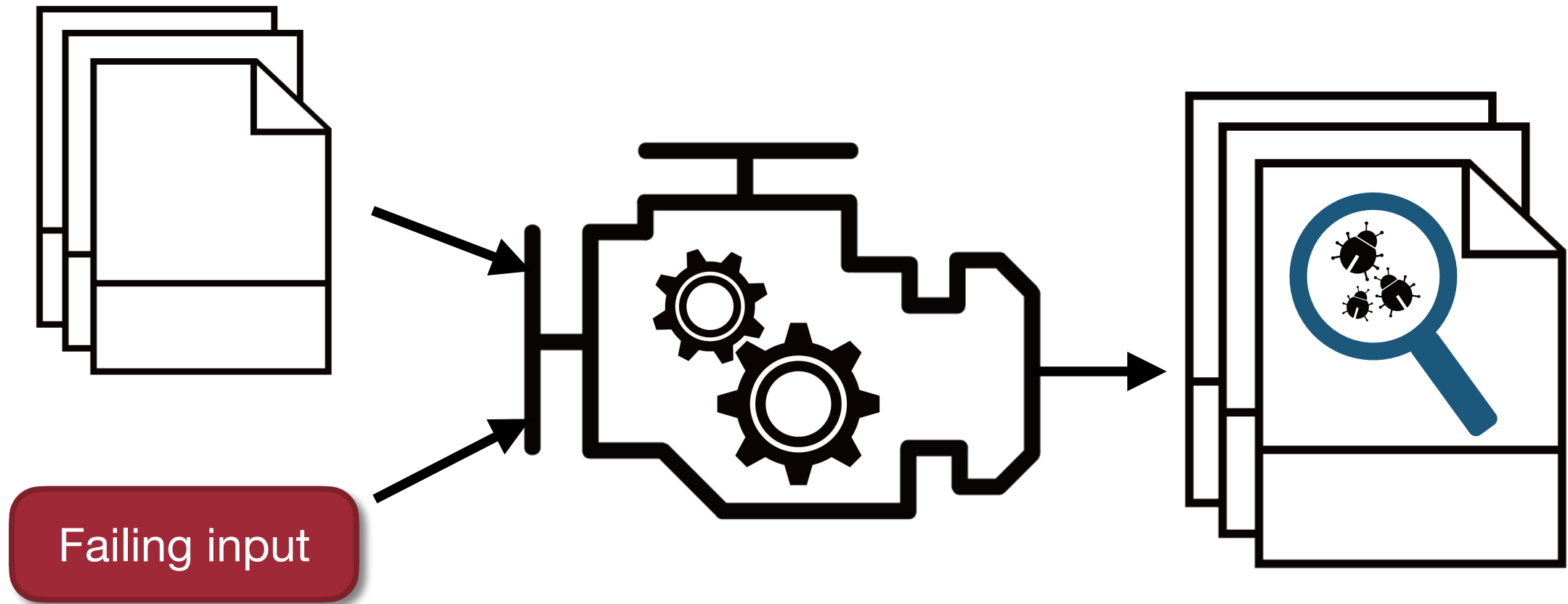
Debugging is HARD!!!

```
1. int* a = 0; ← Root cause
2.
3. ~~~
4.
5. var = &a;
```



Null dereference at line 5.

What CCC is about



Some background knowledges

Max SAT

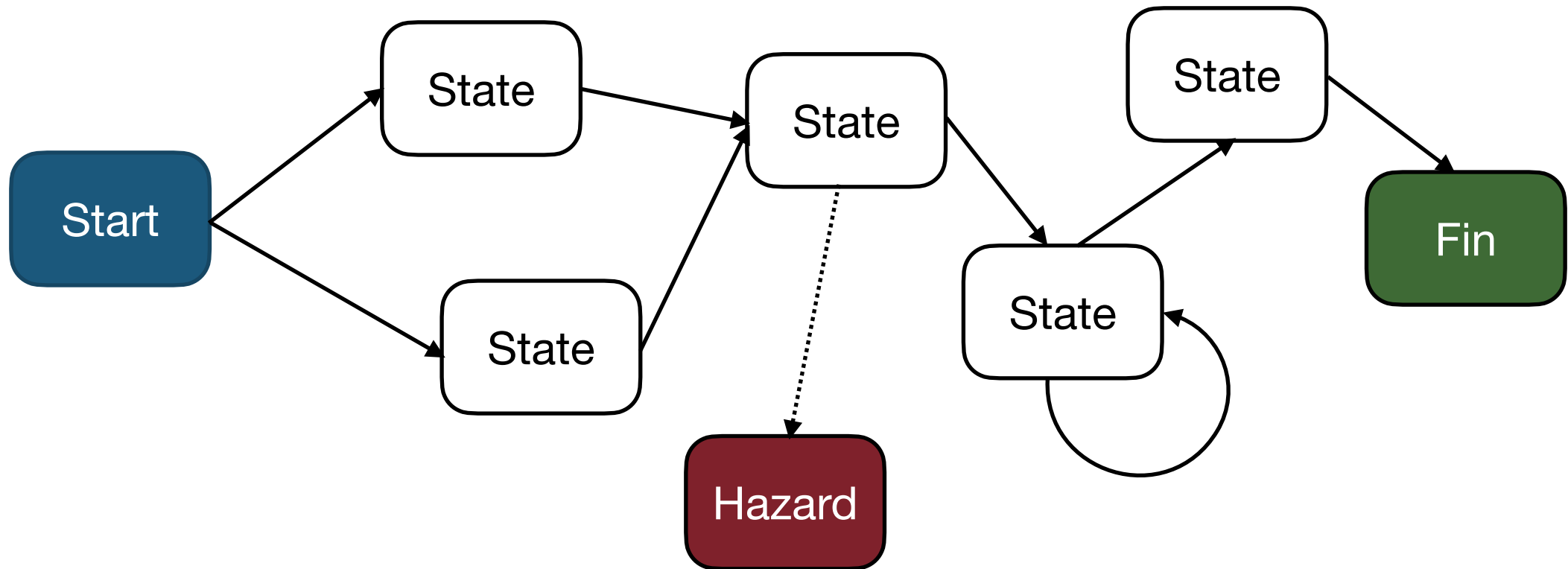
$A \wedge B \wedge C \wedge D \wedge E$

partial Max SAT

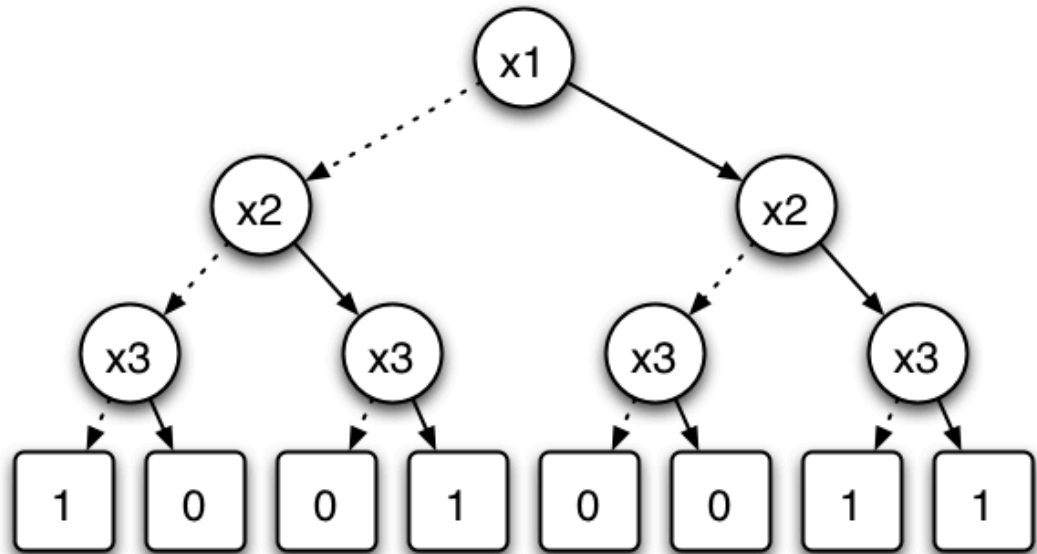
$\textcolor{red}{A} \wedge B \wedge C \wedge D \wedge \textcolor{red}{E}$

Model checking

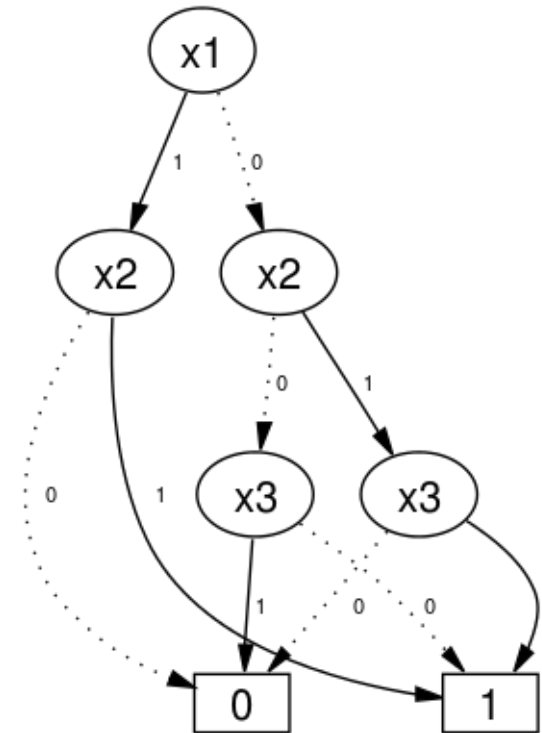
- Checking finite-state model for some spec.



Binary decision diagram

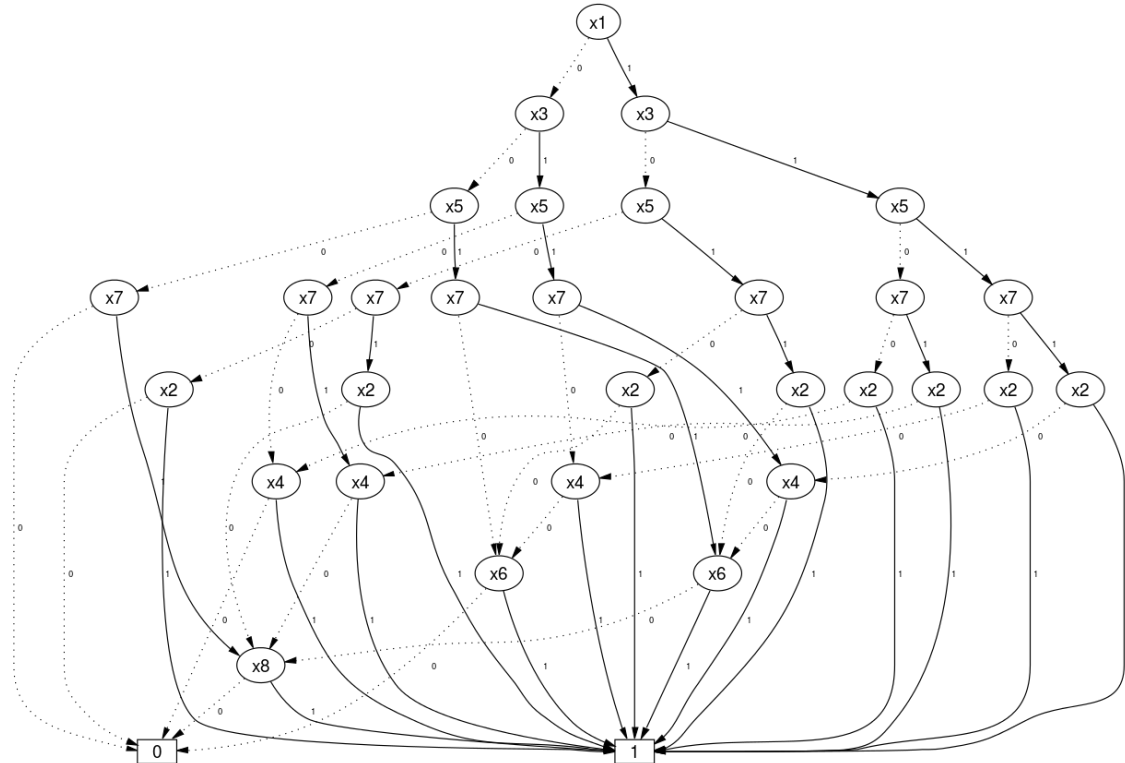
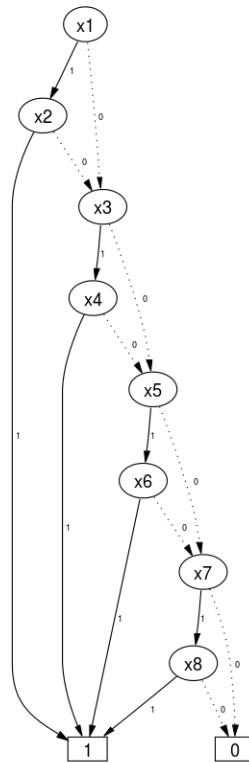


x1	x2	x3	f
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1



BDD (cont')

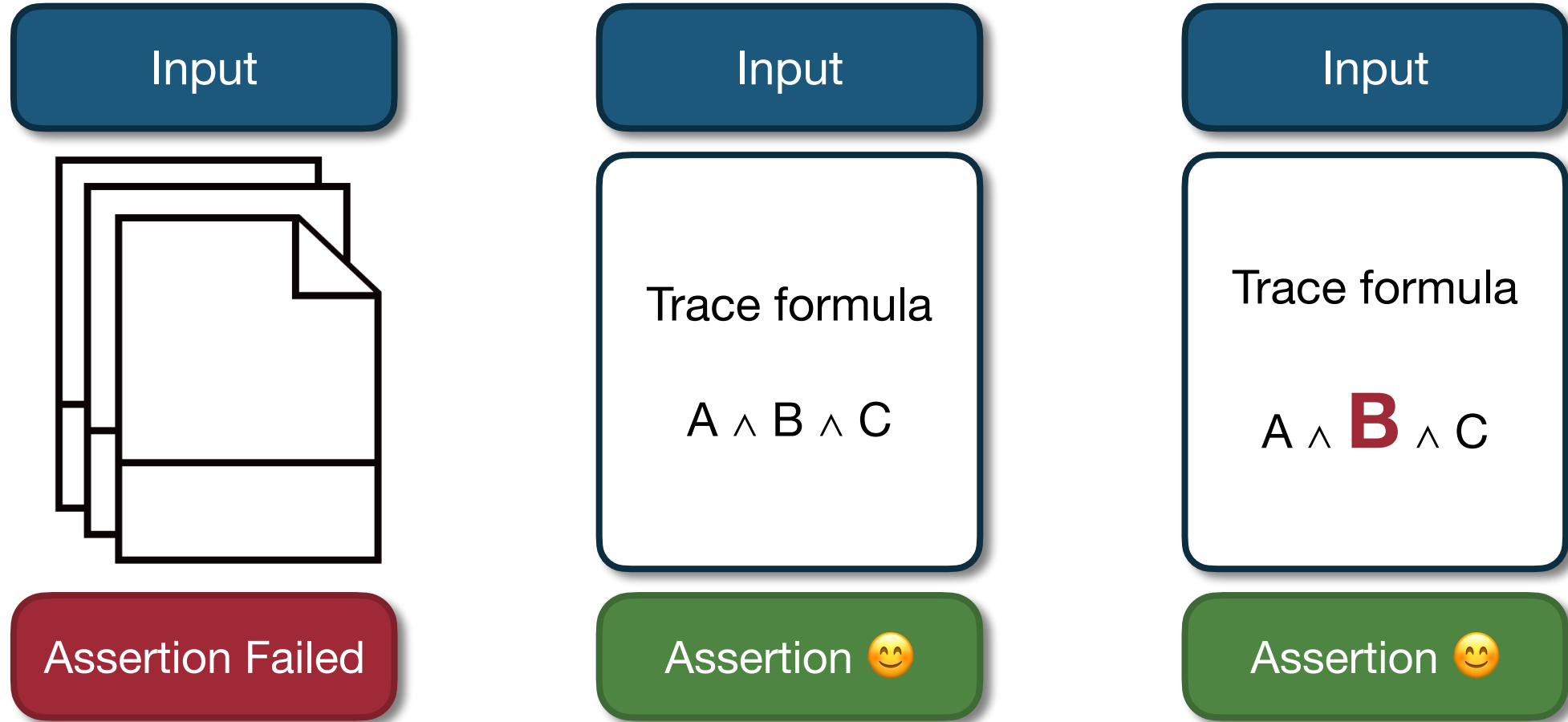
$$f(X_1, \dots, X_8) = X_1X_2 + X_3X_4 + X_5X_6 + X_7X_8$$



Bounded model checking

- Checks k-depth paths with SAT solver
- Unroll loops
- Gives up some extent of completeness
- Special thanks to SAT researchers! 😊
- Each one has its own pros and cons (BDD)

Informal overview



Example

```
1. int array[3];
2.
3. int test_me(int index){
4.     if ( index  $\neq$  1 ) // Potential Bug 2
5.         index = 2;
6.     else
7.         index = index + 2; // Potential Bug 1
8.     ...
9.     i = index;
10.    return array[i]; // assert(i  $\geq$  0 && i < 3)
11. }
```

Making trace formula

$$\begin{aligned} \text{TF} \equiv & \text{guard}_1 = (\text{index}_1 \neq 1) \wedge \\ & \text{index}_2 = 2 \wedge \text{index}_3 = \text{index}_1 + 2 \wedge \\ & i = \text{guard}_1 ? \text{index}_2 : \text{index}_3 \end{aligned}$$

$$\Phi \equiv \underbrace{\text{index}_1 = 1}_{\text{test input}} \wedge \underbrace{\text{TF}}_{\text{trace formula}} \wedge \underbrace{i < 3}_{\text{assertion}}$$

Making trace formula

$$\begin{aligned} \text{TF} \equiv & \text{guard}_1 = (\text{index}_1 \neq 1) \wedge \\ & \text{index}_2 = 2 \wedge \text{index}_3 = \text{index}_1 + 2 \wedge \\ & i = \text{guard}_1 ? \text{index}_2 : \text{index}_3 \end{aligned}$$

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Even accepts feedback!

$$\begin{aligned} \text{TF} \equiv & \text{guard}_1 = (\text{index}_1 \neq 1) \wedge \\ & \text{index}_2 = 2 \wedge \text{index}_3 = \text{index}_1 + 2 \wedge \\ & i = \text{guard}_1 ? \text{index}_2 : \text{index}_3 \end{aligned}$$

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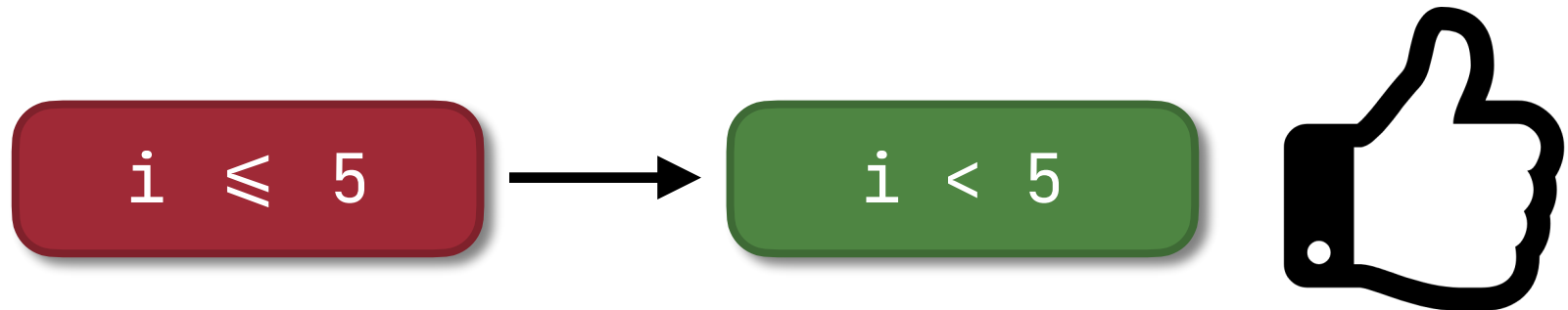
Loop unrolling

```
1  while(cond){
2      stmt;
3  }
4
5  if(cond){
6      stmt;
7      if(cond){
8          stmt;
9          if(cond){
10             ...
11         }
12     }
13 }
```

But limited steps!

One more step!

```
1. int array[5];  
2.  
3. for (int i=0; i ≤ 5; i++) { array[i]; }
```



Running BugAssist

	Program	LOC#	Proc#	Reduc	assign#		var#		clause#		Fault#	time
					Before	After	Before	After	Before	After		
1	totinfo	565	7	S	734	21	0.797m	400	1.822m	1225	2	0.19s
2	print_tokens	726	18	C	65698	239	5.507m	7439	53.483m	22634	13	25s
3	schedule	564	21	DS	5914	391	5.173m	0.053m	15.379m	0.142m	13	28s
4	schedule	564	21	DS	41942	5412	78.982m	4.517m	239.385m	13.788m	25	11h
5	totinfo	565	7	CS	865	454	0.862m	0.734m	4.156m	3.728m	3	225s
6	schedule2	374	16	S	398	275	0.021m	0.015m	0.062m	0.048m	9	20s

Discussions

- Performance is much better than traditional way
- Limited scalability
- Can't detect omission fault
- Can be applied in different granularity

Questions?