



Debugging - Basic techniques and tools

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Understanding and fixing bugs?

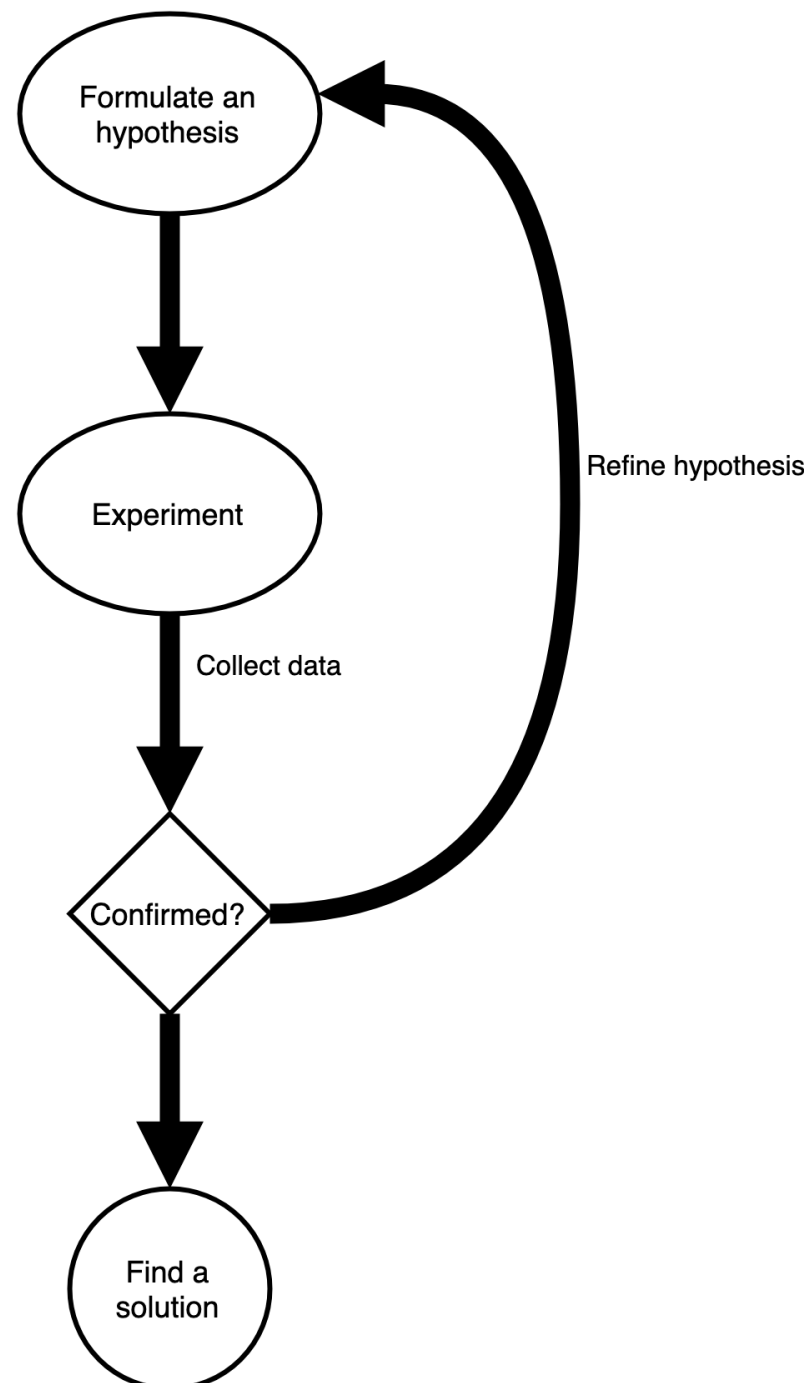
◆ **This is not a recipe**

- ▶ The following are general rules and advices
- ▶ This is introductory to more reading
- ▶ Those rules are complementary to practical experience

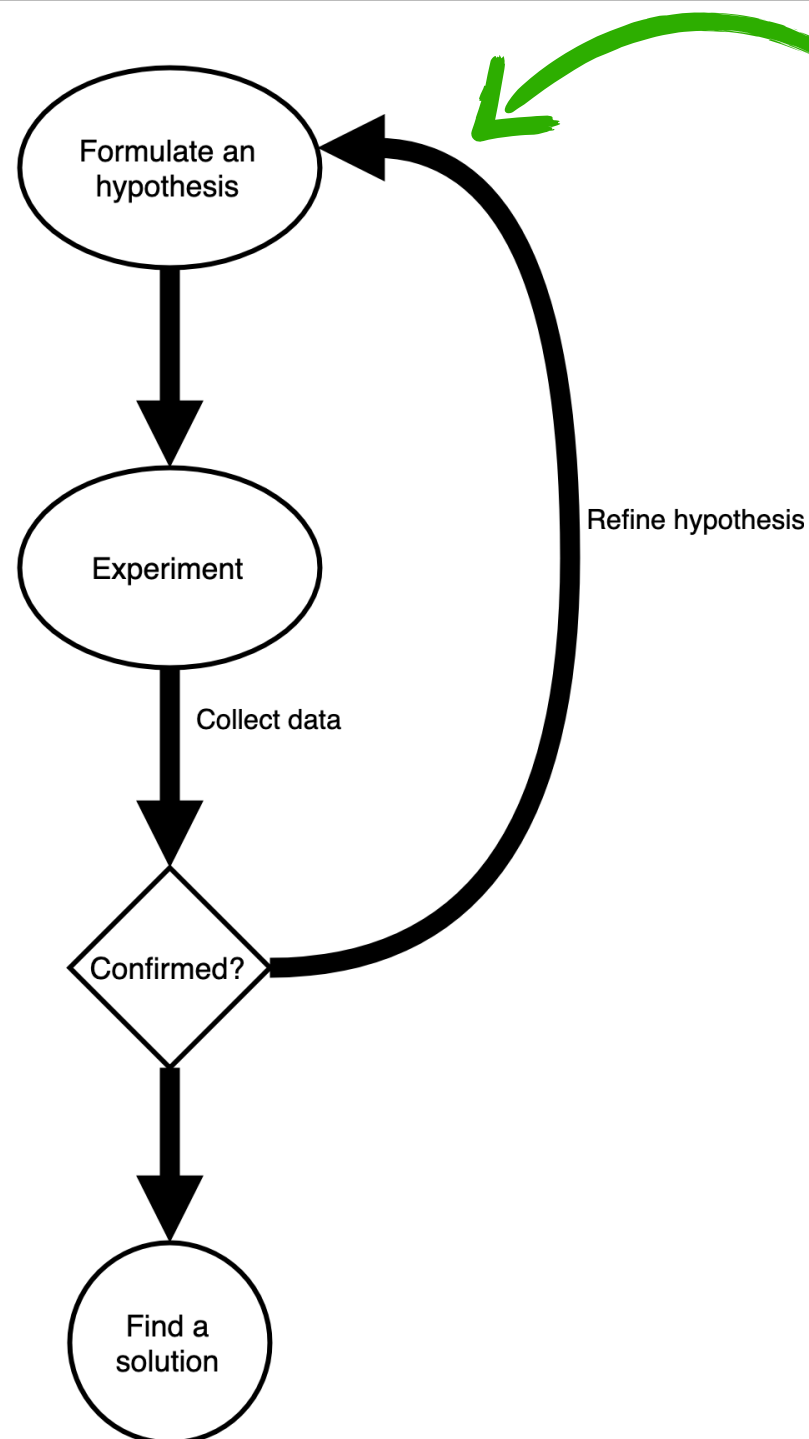
◆ **Good references for detailed methodology**

1. **Debugging: The 9 indispensable rules for finding even the most elusive software and hardware problems**, David J. Agans, 2002
2. **Why Programs Fail**, Andreas Zeller, 2009
3. **Effective Debugging**, Diomidis Spinellis, 2016
4. **The Science of Debugging**, Telles and Hsied, 2001

Overview: « simplified » simplified scientific method



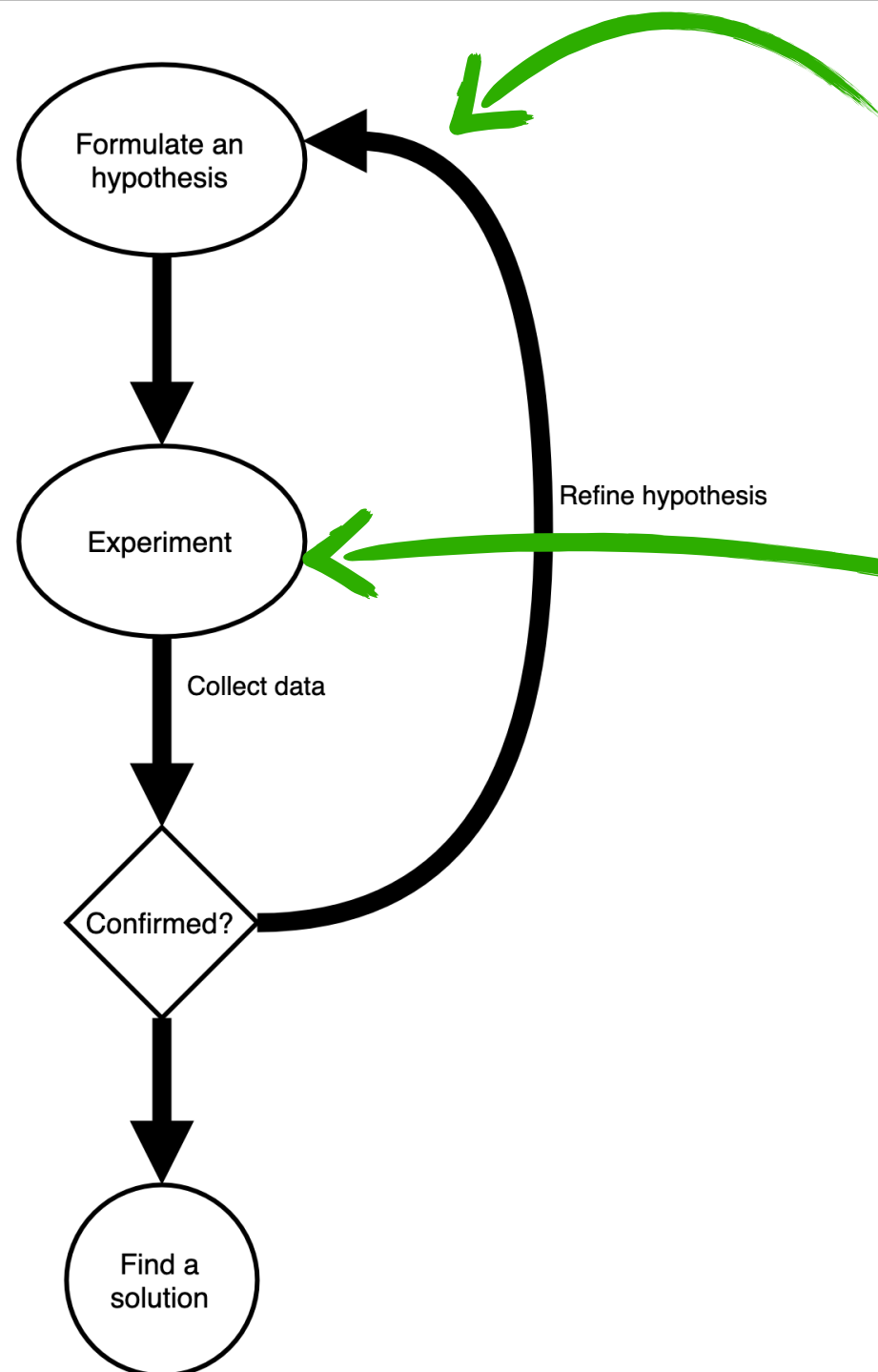
Overview: « simplified » simplified scientific method



Base your hypothesis on:

- what you observe
- what you know about the system
- a preliminary analysis of the system

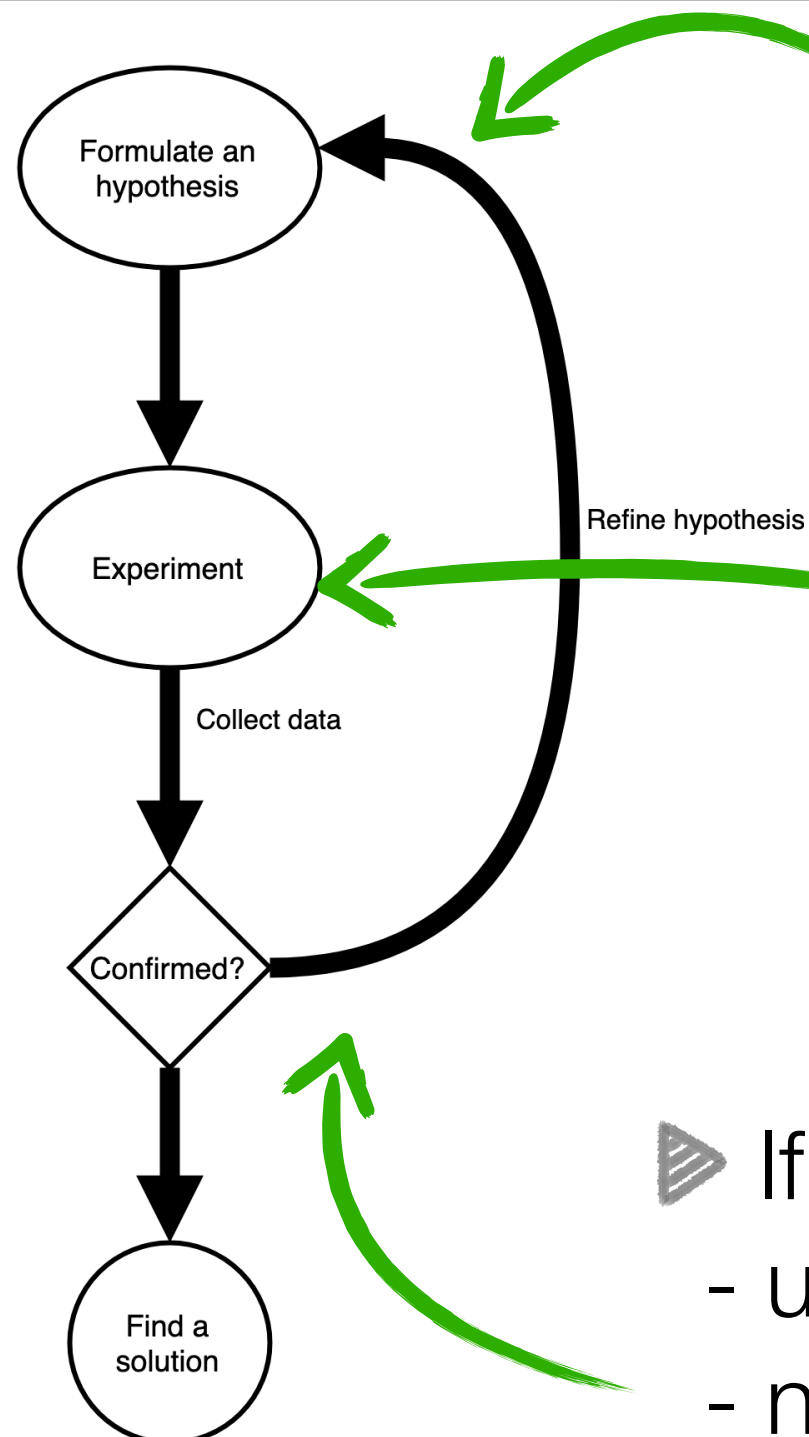
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- Experiment and collect data:
- test your hypothesis correct
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 - test your hypothesis correct
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- If your hypothesis is wrong or incomplete:
 - use your new understanding to refine it
 - narrow down your experimental setup to obtain more precise data

Overview: different steps

◆ **Observe the bug**

- ▶ Make the program fail: reproduce the bug
- ▶ Simplify the problem: reduce it to the smallest set of conditions

◆ **Narrow down the search**

- ▶ Observe the smallest entity / reduce the search space
- ▶ Use assertions to validate program state at key points of the program's execution

◆ **Fix the bug**

- ▶ Write tests and execute tests suites to ensure non regression
- ▶ Write assertions in the code to ensure the bug does not reappear

Observe the bug (1)

◆ **The objective is to control the program to force bug reproduction**

- ▶ Reproduce the faulty environment
 - ▶ The bug may only happen in a specific context
 - ▶ The bug may happen in different environments (e.g., production & dev)

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 - ▶ The bug may happen in different environments (e.g., production & dev)
- ▶ Reproduce the faulty execution
 - ▶ Control inputs: force the program to use specific values
 - ▶ Control behavior: force the program to use a specific mode or configuration
 - ▶ **This should not be random:** you must understand the program and formulate reasonable hypotheses about the possible problem's origin

Observe the bug (2)

◆ **Help yourself and others to reproduce the bug**

- ▶ Write a step-by-step procedure
 - ▶ Applying the procedure guarantees bug reproduction
 - ▶ Usually in bug reports
 - ▶ Sometimes it is not possible to do otherwise

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▶ Write a unit test

- ▶ Implement the minimal conditions for bug reproduction
- ▶ Very powerful tool when it can be done
- ▶ Executing the test reproduces the bug: **you can observe it on demand!**
- ▶ This test should be included in the program's test suite and executed each time a change is done in the program (continuous integration, release...)

Narrow down the search (1)

◆ **Reduce the search space: you're looking for the source of the bug**

▶ Divide and conquer

- ▶ Eliminate parts of the code not involved in the bug
- ▶ Insert trace and instrumentation to infirm or confirm an hypothesis
- ▶ Proceed by successive approximations

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▶ Target fine-grained entities

- ▶ Use conditions to define your debugging space
 - ▶ Target variables and state involved in the bug
 - ▶ In object-oriented programs: debug objects (possibly only one)
- ▶ Change one thing at a time: you need to be able to conclude information

Narrow down the search (2)

Example of assertion in the Java Virtual Machine (Open JDK)

```
#ifdef ASSERT
void ResourceObj::set_allocation_type(address res, allocation_type type) {
    // Set allocation type in the resource object
    uintptr_t allocation = (uintptr_t)res;
    assert((allocation & allocation_mask) == 0, "address should be aligned to 4 bytes at least: " INTPTR_FORMAT, p2i(res));
    assert(type <= allocation_mask, "incorrect allocation type");
    ResourceObj* resobj = (ResourceObj *)res;
    resobj->_allocation_t[0] = ~(allocation + type);
    if (type != STACK_OR_EMBEDDED) {
        // Called from operator new(), set verification value.
        resobj->_allocation_t[1] = (uintptr_t)&(resobj->_allocation_t[1]) + type;
    }
}
```

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◆ **You did not fix it...**

- ▶ Because you cannot? This happens. Look for help.
- ▶ Because it suddenly work? If you did nothing, it is still broken...

References

- 1.<https://www.gnu.org/software/gdb/documentation/>
- 2.http://kirste.userpage.fu-berlin.de/chemnet/use/info/gdb/gdb_8.html
- 3.http://cseweb.ucsd.edu/classes/fa09/cse141/tutorial_gcc_gdb.html
- 4.**Debugging with Gdb: The Gnu Source-level Debugger twelve Edition**, for Gdb Version, January 2018
- 5.**Debugging: The 9 indispensable rules for finding even the most elusive software and hardware problems**, David J. Agans, 2002
- 6.**Why Programs Fail**, Andreas Zeller, 2009
- 7.**Effective Debugging**, Diomidis Spinellis, 2016