Debugging

"Beware of bugs in the above code; I have only proved it correct, not tried it." -David Knuth

assert

Assertions: Use

What happens if you run

```
half_fact(5)?
```

- Infinite loop??????
- Code should fail as soon as possible
 - Makes error detection easier
- Assertions are forever

```
def fact(x):
    assert isinstance(x, int)
    assert x >= 0
    if x == 0:
        return 1
    else:
        return x * fact(x - 1)

def half_fact(x):
    return fact(x / 2)
```

Assertions: Limitations

Require invariants

- Assertions tend to be useful when you know a good invariant
- An invariant is something that is always true
- E.g., the argument to fact being a non-negative integer
- Assertions check that code meets an existing understanding
 - They are less useful at actually developing an understanding of how some code is working
 - Generally, assertions are best added to your own code, not someone else's
 - (For the purpose of debugging, you six months ago is a different person)

Assertions: Limitations demo

 What assertion should be added here?

```
def t(f, n, x, x0=0):
    assert ????
    r = 0
    while n:
        r += (x-x0) ** n / fact(n) * d(n, f)(x0)
        n -= 1
    return r
```

Testing

Testing: Why do it?

- Detect errors in your code
- Have confidence in the correctness of subcomponents
- Narrow down the scope of debugging
- Document how your code works

Testing: Doctests

- Python provides a way to write tests as part of the docstring
- Just put the arrows and go!
- Right there with the code and docs
- To run:
 - python3 -m doctest file.py

```
# in file.py
def fib(n):
    """Fibonacci
    >>> fib(2)
    1
    >>> fib(10)
    55
    """
```

Testing: Doctest Limitations

- Doctests have to be in the file
 - Can't be too many
- Do not treat print/return differently
 - Makes print debugging difficult
 - ok fixes this issue

```
def fib(n):
    """Fibonacci
    >>> fib(2)
    >>> fib(10)
    55
     >>> fib(0)
     0
     >>> fib(3)
    >>> fib(4)
     >>> fib(8)
     \Rightarrow fib(5)
```

Print Debugging

Print Debugging: Why do it?

- Simple and easy!
- Quickly gives you an insight into what is going on
- Does not require you to have an invariant in mind

```
def fact(x):
    ast ising e(x, int)
    ast isin
```

Print Debugging: ok integration

 The code on the right doesn't work, if you have an ok test for fact (2)

```
Error: expected
2
but got

x= 2
x= 1
x= 0
```

```
def fact(x):
    prin
    print("Debug: x=", x)
    if x == 0:
        return 1
    else:
         return x * fact(x - 1)
def half_fact(x):
    return fact(x / 2)
```

Interactive Debugging

Interactive Debugging

- Sometimes you don't want to run the code every time you change what you choose to print
- Interactive debugging is live

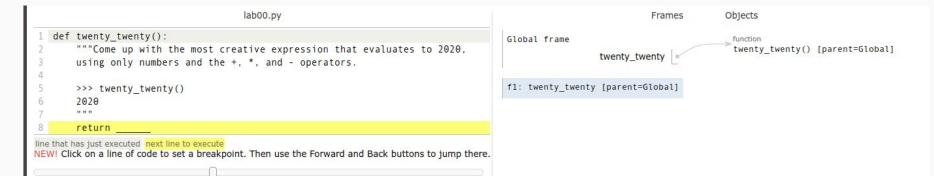
Interactive Debugging: REPL

- The interactive mode of python, known as the REPL, is a useful tool
- To use, run
 - python3 -i file.py
 - then run whatever python commands you want
- OK integration:
 - o python3 ok -q whatever -i
 - Starts out already having run code for that question

```
$ python3 -i lab00.py
>>> twenty twenty()
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "lab00.py", line 8, in twenty twenty
NameError: name ' ' is not defined
>>> 2020
2020
S python3 ok -g twenty twenty -i
Assignment: Lab 0
OK, version v1.15.0
Running tests
Doctests for twenty twenty
>>> from lab00 import *
>>> twenty twenty()
Traceback (most recent call last):
  File "/home/kavi/Downloads/lab00/lab00.py", line 8, in twenty twenty
NameError: name ' ' is not defined
# Error: expected
      2020
      Traceback (most recent call last):
      NameError: name ' ' is not defined
# Interactive console. Type exit() to quit
>>> 2020
2020
now exiting InteractiveConsole...
    0 test cases passed before encountering first failed test case
Backup... 100% complete
782068.283303
782068
```

Interactive Debugging: PythonTutor

- You can also step through your code line by line on PythonTutor
 - Just copy your code into <u>tutor.cs61a.org</u>
- Ok integration
 - python ok -q whatever --trace



Error Types

Error Message Patterns

- Ideally: this wouldn't be necessary
 - Error messages would clearly say what they mean
- In practice, error messages are messy
- Not universal laws of nature (or even Python)
 - Good guidelines that are true >90% of the time

SyntaxError

- What it technically means
 - The file you ran isn't valid python syntax
- What it practically means
 - You made a typo
- What you should look for
 - Extra or missing parentheses
 - Missing colon at the end of an if or while statement
 - You started writing a statement but forgot to put anything inside

IndentationError

- What it technically means
 - o The file you ran isn't valid python syntax, because of indentation inconsistency
- What it practically means
 - You used the wrong text editor
- What you should look for
 - You made a typo and misaligned something
 - You accidentally mixed tabs and spaces
 - Open your file in an editor that shows them
 - You used the wrong kind of spaces
 - Yes, there is more than one kind of space
 - If you think this is what's going on, post on piazza with a link to the okpy backup

TypeError: ... 'X' object is not callable ...

- What it technically means
 - Objects of type X cannot be treated as functions
- What it practically means
 - You accidentally called a non-function as if it were a function
- What you should look for
 - Variables that should be functions being assigned to non-functions
 - Local variables that do not contain functions having the same name as functions in the global frame

TypeError: ... NoneType ...

- What it technically means
 - You used None in some operation it wasn't meant for
- What it practically means
 - You forgot a return statement in a function
- What you should look for
 - Functions missing return statements

NameError or UnboundLocalError

- What it technically means
 - Python looked up a name but didn't find it
- What it practically means
 - You made a typo
- What you should look for
 - A typo in the name in the description
 - (less common) Maybe you shadowed a variable from the global frame in a local frame (see right)

```
def f(x):
    return x ** 2

def g(x):
    y = f(x)
    def f():
        return y + x
    return f
```

Tracebacks

Parts of a Traceback

```
def f(x):
    1 / 0
def g(x):
    f(x)
def h(x):
    g(x)
print(h(2))
```

- Components
 - The error message itself
 - Lines #s on the way to the error
 - What's on those lines
- Most recent call is at the bottom

```
Traceback (most recent call last):
    File "temp.py", line 7, in <module>
        print(h(2))
    File "temp.py", line 6, in h
        g(x)
    File "temp.py", line 4, in g
        f(x)
    File "temp.py", line 2, in f
        1 / 0
ZeroDivisionError: division by zero
```

def f(x): 1 / 0 def g(x): f(x) def h(x): g(x) print(h(2))

How to read a traceback

- 1. Read the error message
 - a. Remember what common error messages mean!
- 2. Look at each line, bottom to top and see which one might be causing it

```
Traceback (most recent call last):
    File "temp.py", line 7, in <module>
        print(h(2))
    File "temp.py", line 6, in h
        g(x)
    File "temp.py", line 4, in g
        f(x)
    File "temp.py", line 2, in f
        1 / 0
ZeroDivisionError: division by zero
```