

Become a Better Developer With Debugging



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The Outline

1. What is a Bug
2. What is Debugging
3. Why it's Important
4. “Scientific Method” Approach
5. Toolbox
6. Other tricks
7. More reading

What Is A Bug?

Your mental model of the code and it's actual behaviour don't match.

Usually you typed code that you thought did one thing and in fact it did another.

Most of the bugs you work on are your own.

Pobody's Nerfect



Glitch

@glitch



Follow



My code once took down a client's Intranet mid-demo. Tell us your coding screw-ups, so we can show new coders

#weallmakemistakes



Glitch



@glitch

This Junior Dev nuked the prod db on 1st day of new job:
reddit.com/r/cscareerques...

Retweets

330

Likes

617



5:02 AM - 13 Jun 2017



335



330



617



Zach Holman ✓

@holman

Follow



Replying to @glitch

i shipped github to production in
development mode, that was neat

Retweets

9

Likes

85



6:46 AM - 13 Jun 2017



2



9



85



jennosaur js

@jennschiffer



Follow



i miiiight have also taken down the china nba site for a few min while switching the nets from nj to brooklyn (long after they moved fyi)

Likes

26



6:24 AM - 13 Jun 2017



1



26



K Cravens

@CakeRavens

Follow



Replying to @glitch

My first client patch caused all their W2's to print with the "deceased" box checked. It was a nunnery. I KILLED AN ENTIRE NUNNERY.

Retweets
30

Likes
155



5:10 AM - 13 Jun 2017





Dustin Younse

@milsyobtaf

Follow



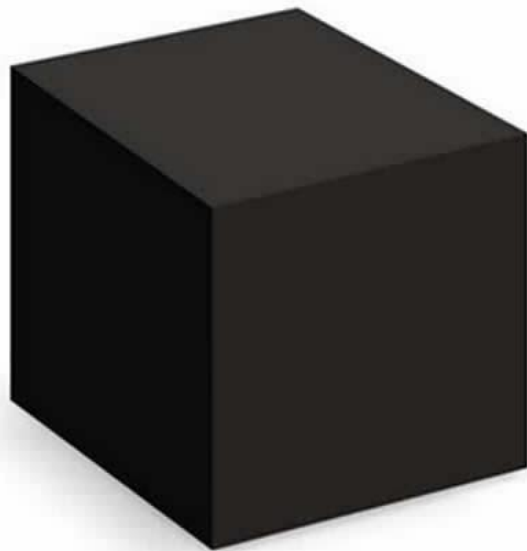
Replying to [@glitch](#)

I took down a university library on the 1st day of the semester with a botched FTP transfer of .htaccess. Better than Finals Week I suppose.

10:21 AM - 14 Jun 2017



Debugging vs Troubleshooting

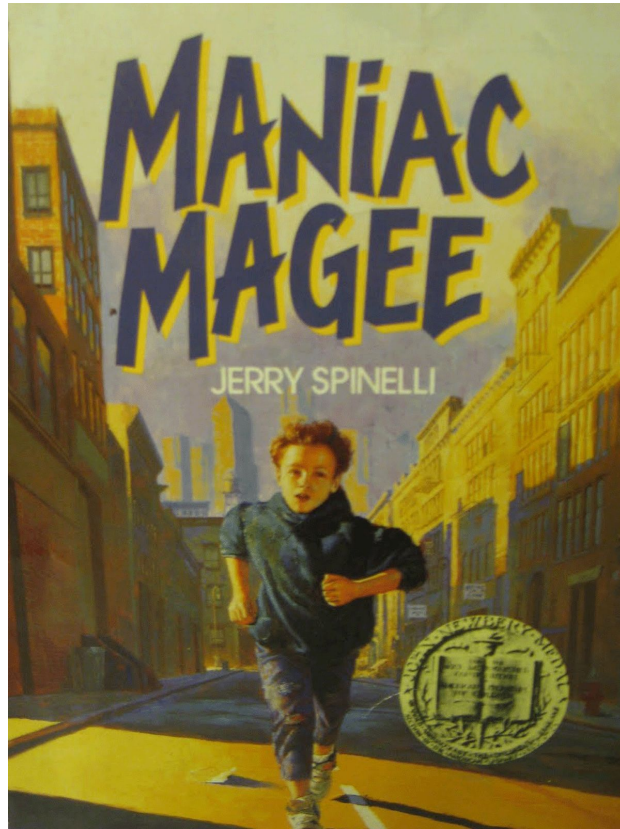


Basic Mental Model of Drupal



Advanced Mental Model of Drupal

A Brief Digression



A Book About A Boy Genius (At Untangling Knots)



The Fearsome Cobble's Knot



A Basic Mental Model of Drupal

Back to Drupal

```

    graph TD
        subgraph Syntony
            Start([Start]) --> OnResponseStart[onResponse]
            OnResponseStart --> RenderContentStart[renderContent]
            RenderContentStart --> RenderContentEnd[renderContent]
            RenderContentEnd --> OnResponseEnd[onResponse]
            OnResponseEnd --> End([End])
        end

        subgraph Event_handling
            OnResponseStart --> RenderContentStart
            RenderContentStart --> RenderContentEnd
            RenderContentEnd --> OnResponseEnd
            OnResponseEnd --> End
        end

        subgraph Typical_flow
            OnResponseStart --> RenderContentStart
            RenderContentStart --> RenderContentEnd
            RenderContentEnd --> OnResponseEnd
            OnResponseEnd --> End
        end

        subgraph main_content_renderers
            RenderContentStart --> RenderContentEnd
            RenderContentEnd --> OnResponseEnd
            OnResponseEnd --> End
        end

        OnResponseStart --> RenderContentStart
        RenderContentStart --> RenderContentEnd
        RenderContentEnd --> OnResponseEnd
        OnResponseEnd --> End
    
```

The diagram illustrates the workflow of the MarControlViewSubscriber class, organized into four swimlanes: Syntony, Event handling, Typical flow, and main content renderers.

Syntony Swimlane:

- onResponse** process starts with **renderContent**.
- renderContent** process leads to **renderContent**.
- renderContent** process leads to **onResponse**.
- onResponse** process leads to **End**.

Event handling Swimlane:

- onResponse** process leads to **renderContent**.
- renderContent** process leads to **renderContent**.
- renderContent** process leads to **onResponse**.
- onResponse** process leads to **End**.

Typical flow Swimlane:

- onResponse** process leads to **renderContent**.
- renderContent** process leads to **renderContent**.
- renderContent** process leads to **onResponse**.
- onResponse** process leads to **End**.

main content renderers Swimlane:

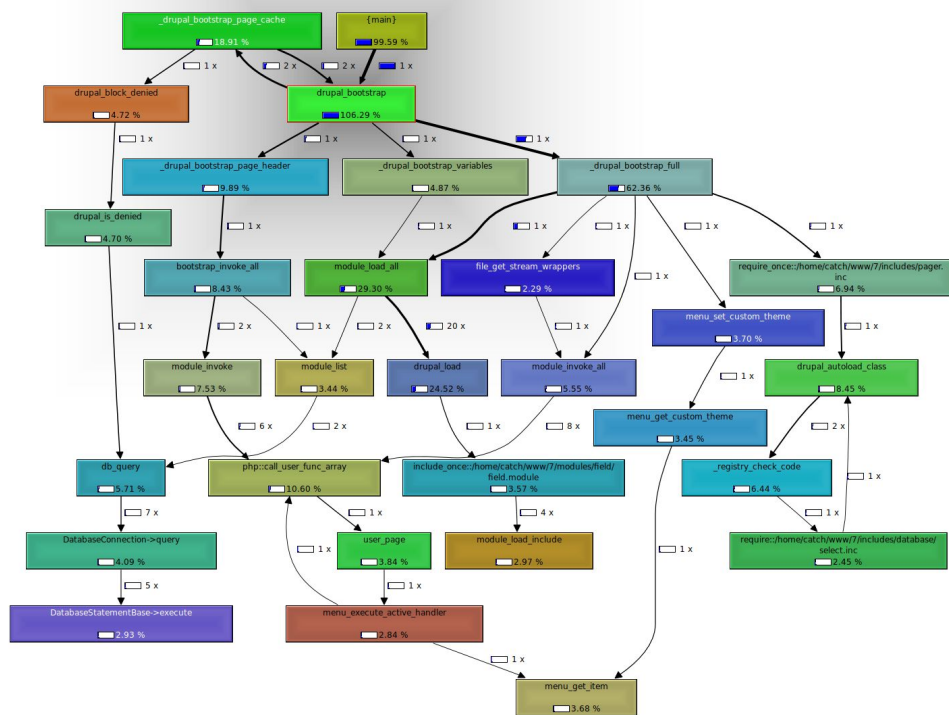
- renderContent** process leads to **renderContent**.
- renderContent** process leads to **onResponse**.
- onResponse** process leads to **End**.

Flow Details:

- onResponse** process:
 - Decision: **renderContent** (Yes/No).
 - If **renderContent** is Yes, it leads to **renderContent**.
 - If **renderContent** is No, it leads to **onResponse**.
- renderContent** process:
 - Decision: **renderContent** (Yes/No).
 - If **renderContent** is Yes, it leads to **renderContent**.
 - If **renderContent** is No, it leads to **onResponse**.
- renderContent** process (main content renderers):
 - Decision: **renderContent** (Yes/No).
 - If **renderContent** is Yes, it leads to **renderContent**.
 - If **renderContent** is No, it leads to **onResponse**.


Legend:

- onResponse** process: **renderContent** (Yes/No).
- renderContent** process: **renderContent** (Yes/No).
- renderContent** process (main content renderers): **renderContent** (Yes/No).

[illegible]

An Advanced Mental Model of Drupal

A Divergence On Origin

1300 (032) MP - MC ~~2.130476415~~ 4.615925059(-2)
 (033) PRO 2 2.130476415
 cond 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.
 1630/1600 and changed started.
 1700 closed down.

Relays
 2145
 Relays 237

The First Computer Bug

So...

What *is* Debugging?

**Debugging Is:
The Process of
Making Your Mental
Model
Match Reality**

**Understanding WHY the bug happened
is different from fixing it.**

Why is Debugging Important?

You spend more time *debugging* than you do *programming*.

Furthermore the time debugging is much harder to estimate.

Why is Debugging Important?

“ As soon as we started programming, we found to our surprise that it wasn't as easy to get programs right as we had thought. Debugging had to be discovered. I can remember the exact instant when I realized that a large part of my life from then on was going to be spent in finding mistakes in my own programs. ”

– Maurice Wilkes, 1949, *on developing the first stored program computer*

Why is Debugging Important?

- You do it more than you realize.
- It's the source of much uncertainty in estimating and delivery.
- As a distinct thought process / skill, it is possible to become good and more efficient at it.

The Scientific Method of Debugging

1. Observe - Collect data, as much as possible
2. Make a testable Hypothesis
 - a. Change to your mental model
3. Collect data from the test
4. Adjust understanding of the model
5. goto 1

**What Does This Look
Like In Real Life?**

Something Is Broken!!!



Relax.



DHH 

@dhh

Unless you're making software for rockets, self-driving cars, or pacemakers, ease off on the "mission critical" bullshit, yeah?

RETWEETS

353

LIKES

968



7:22 AM - 15 Feb 2017



50



353



968



Remember Cobble's Knot

What Exactly Is Broken?

- Is something not showing up?
 - New content - is it published? Front end cache?
 - Old content - permissions set properly, or changed?
- Is something showing up that shouldn't?
 - Raw html or javascript in a wysiwyg field?
- A more complex behavior - workbench or etc - can we state exactly the steps to cause the bug, and why it's not what we expect?

Non-technical members of your team have huge impact collecting data at this stage.

Replicate The Bug

- User reports matter
- Worst case is making changes, waiting to see if the customer reports the problem is still there
- Replication can be tedious, but extremely valuable
- Observe and think about your user's operating procedure
- Without being able to replicate the bug, *you can't debug.*

Sometimes figuring out how to replicate the bug is 99% of fixing it.

Work From The Bottom Up

- **Log files**
 - Know where they are on your systems / environments
- **Multitail**
 - Linux / Mac utility to easily view logs, with more options
- **Contextual information - browsers, environments, users**

Vacuum up as much information as possible in the first stage.

Where Is It Broken?

- Custom module
- Theme template.php / .template file
- Configuration in database

Potential tests - disable modules, switch themes, re-install clean without live data.

Divide-and-conquer by narrowing down where the mental model breaks.

Debugging As Scientific Method

1. Change ONE thing at a time
2. Test that change
3. Repeat - undoing the change if it gave no information

Better debuggers are generally better at thinking of clever changes and tests.

- “Cheap” tests first (clear caches, etc)
- Test for common problems first
- A good test should narrow the problem scope by eliminating *something*

git Is Your Friend

Save your progress as you work

- Re-create your Features / Export your Config
- Quickly undo unhelpful changes
- Helps to make Rabbit Holes manageable

Better debuggers generally take notes and keep a log.

git diff Is Your Friend

- Remove debug statements
 - You only commit `print_r('Butts');` to master **ONCE**
- Ensure you only changed as much as necessary

The less code you change, the fewer bugs you might create.

git blame Is Your Friend

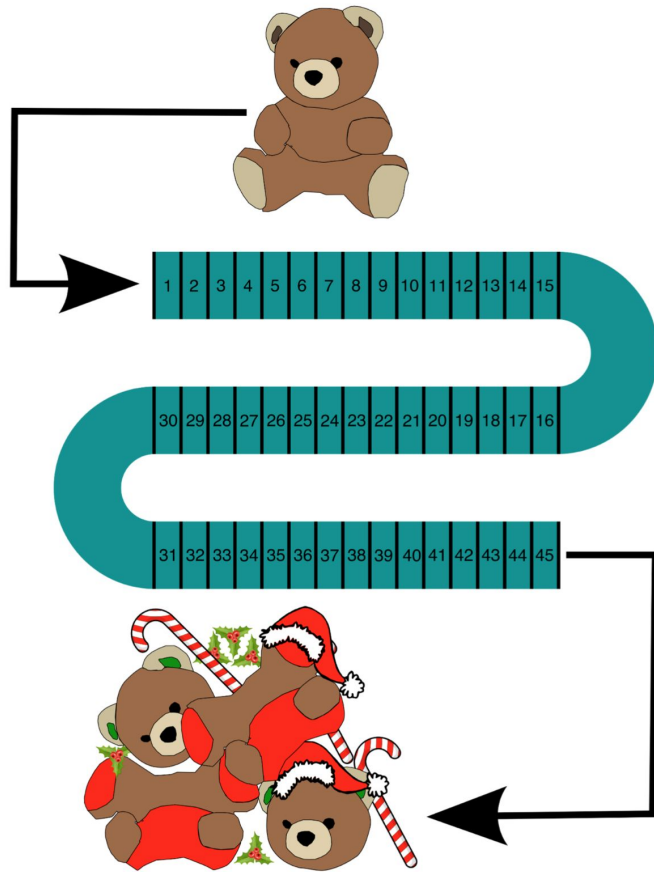
- Who wrote (or at least committed) the offending code
- Should *NOT* be a witch hunt
- *Should* be a chance to understand the context of the code
 - Re-reading the old Jira tickets or other requirements can cause you to re-assess everything

You can use “git annotate” in politically sensitive situations.

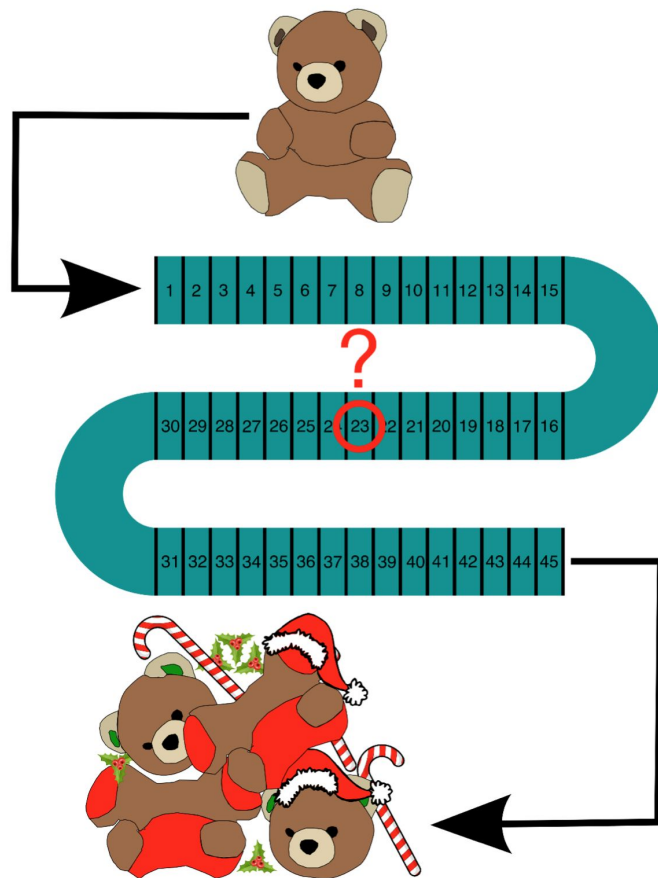
git bisect Is Your Friend

- Let's you run quick and dirty A/B style tests in your failing code
- Iterates through known good and known bad states to find the issue

You can only use “git bisect” if you have multiple granular commits.



git bisect Is Your Friend



git bisect Is Your Friend

Make The Future Easier

- Watchdog (D7)
- \Drupal::Logger() (D8)
- syslog module
 - <https://sumologic.com>
 - <https://loggly.com>
- Write a test!
 - PHPUnit
 - Behat

Thoughtful instrumentation of your code as it's written the first time can massively pay off later.

Unit test vs. Integration test



“Interaction” Bugs are the Hardest

The hardest bugs are those that only appear when two “bug free” components interact.

- Module weights, order of hook operations
 - Systematically disable modules, change weights
- Theme / module interactions
- External service requests

If your problem resists divide-and-conquer, maybe it's not in one component or the other, but in how they connect.

Performance Related Debugging

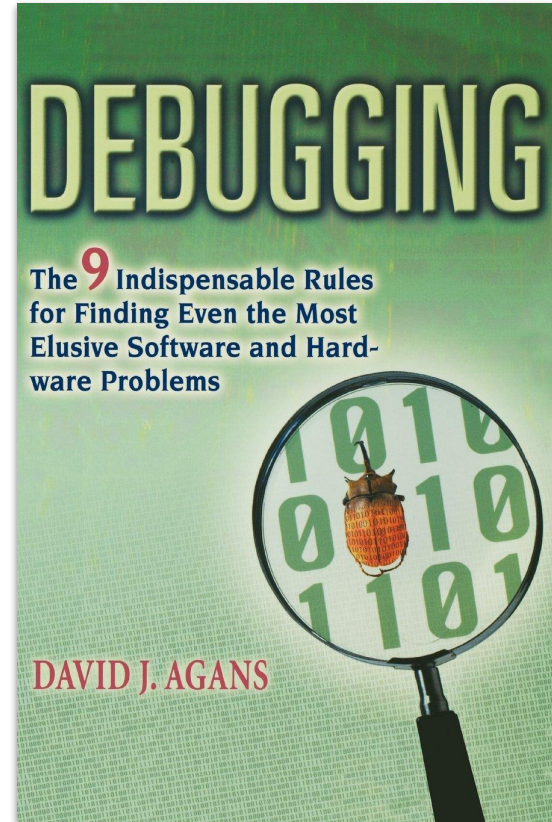
Just like other debugging

- Replicate the problem! Otherwise you flail at random
- Apache bench (ab), wget spiders, load generators
- Add headers, log statements, to indicate cache hits /misses
- Different logs often apply - mysql or system logs

Further Reading

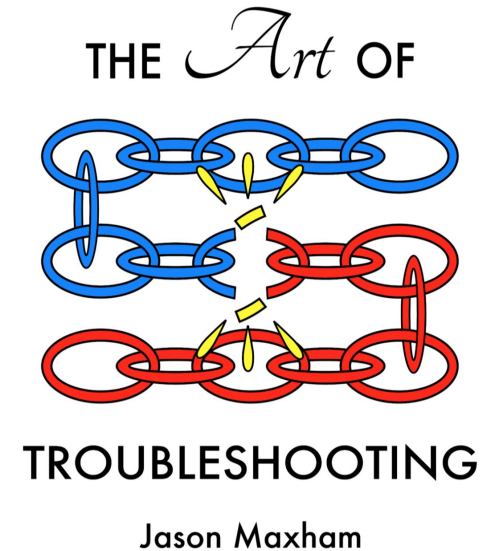
Debugging: The Nine Indispensable Rules

1. Understand the System
2. Make it Fail
3. Quit Thinking and Look
4. Divide and Conquer
5. Change One Thing at a Time
6. Keep an Audit Trail
7. Check the Plug
8. Get a Fresh View
9. If You Didn't Fix It, It Ain't Fixed



The Art of Troubleshooting

1. Strategies
2. Virtues
3. Cleaning Up



Conclusions

- Thinking strategically is more important than applying fancy tools
- The hardest bugs are “Interaction” bugs


Finally...

Debugging can be hard to tell someone how to do, but it can be learned if you persist and think about it. Level up!

Reference Links

- **The First Bug**
 - https://en.wikipedia.org/wiki/Software_bug#Etymology
- **Debugging: The Nine Indispensable Rules, by David J. Agans**
 - <http://www.debuggingrules.com>
- **The Art of Troubleshooting, by Jason Maxham**
 - <https://artoftroubleshooting.com>
- **Maniac Magee, by Jerry Spinelli**
 - <https://www.worldcat.org/oclc/20422223>

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