

How Failures Come to be

Andreas Zeller



An F-16

(northern hemisphere)



An F-16

(southern hemisphere)

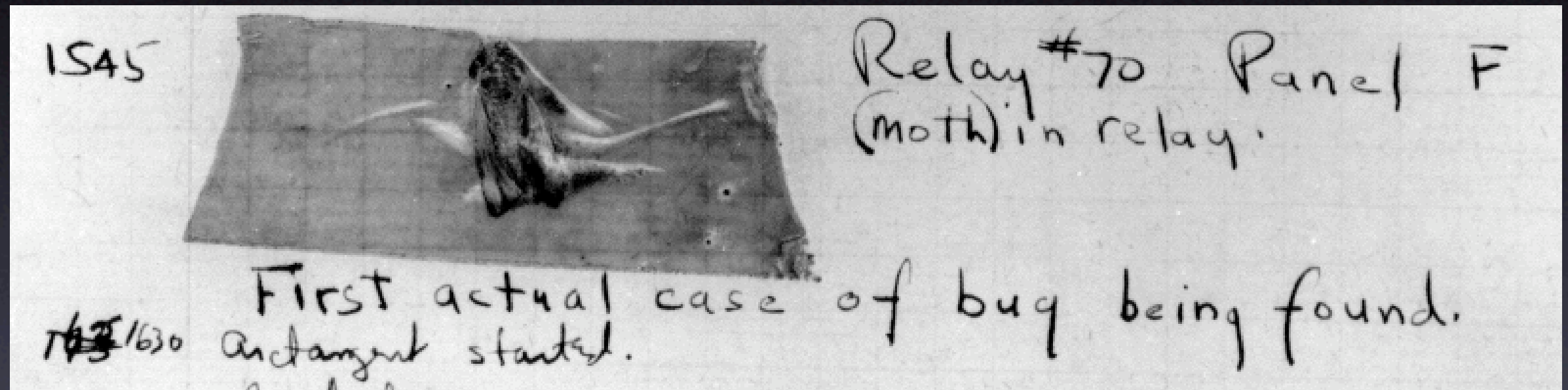


F-16 Landing Gear

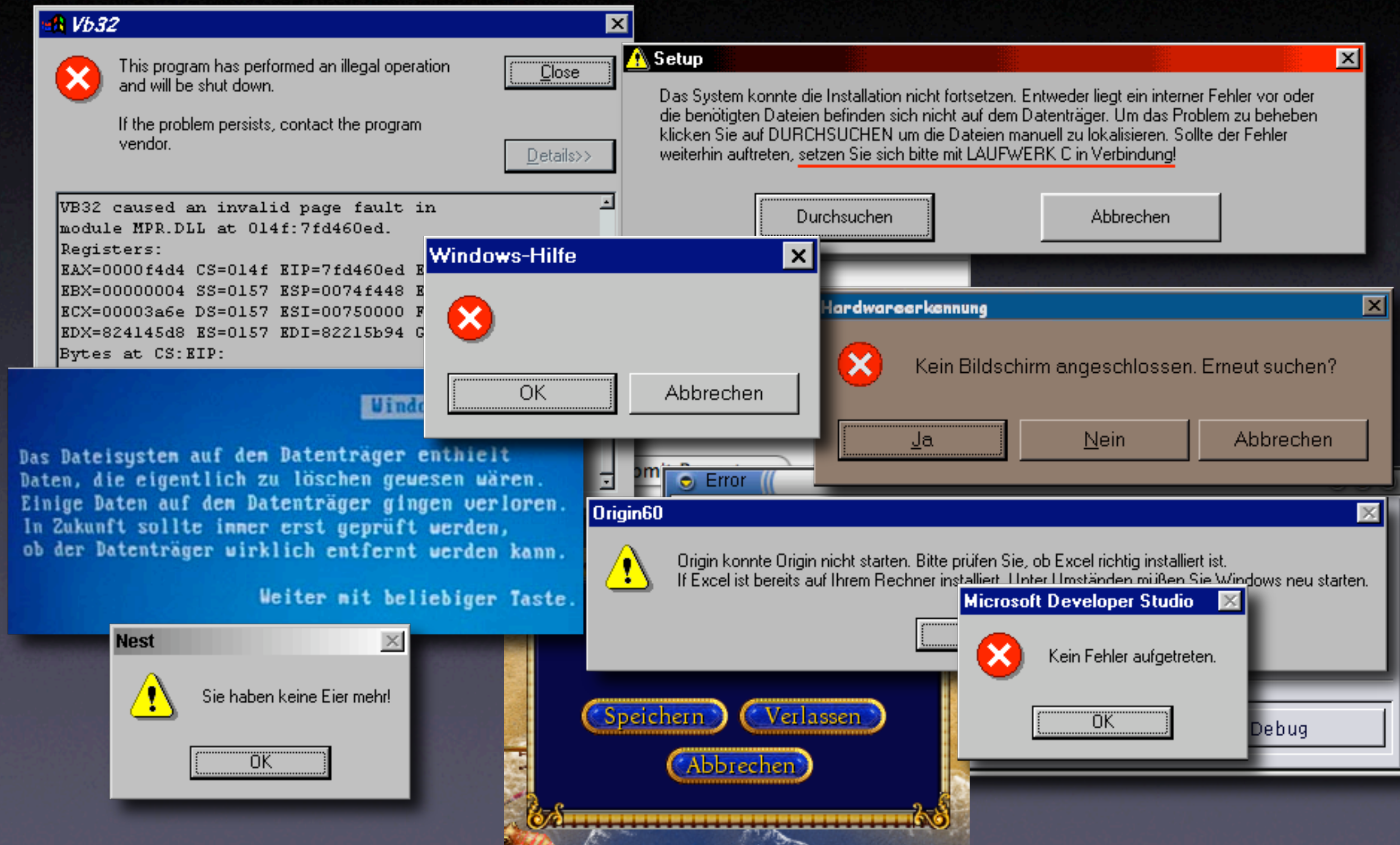


The First Bug

September 9, 1947



More Bugs



Facts on Debugging

- Software bugs are costing ~60 bln US\$/yr
- Improvements could reduce cost by 30%
- Validation (including debugging) can easily take up to 50-75% of the development time
- When debugging, some people are three times as efficient than others

A Sample Program

```
$ sample 9 8 7
```

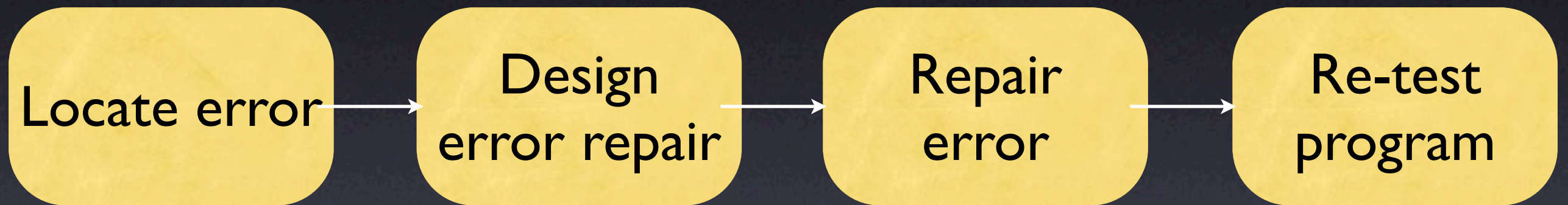
```
Output: 7 8 9
```

```
$ sample 11 14
```

```
Output: 0 11
```


How to Debug

(Sommerville 2004)



The Traffic Principle

T rack the problem

R eproduce

A utomate

F ind Origins

F ocus

I solate

C orrect

The Traffic Principle

Track the problem

Reproduce

Automate

Find Origins

Focus

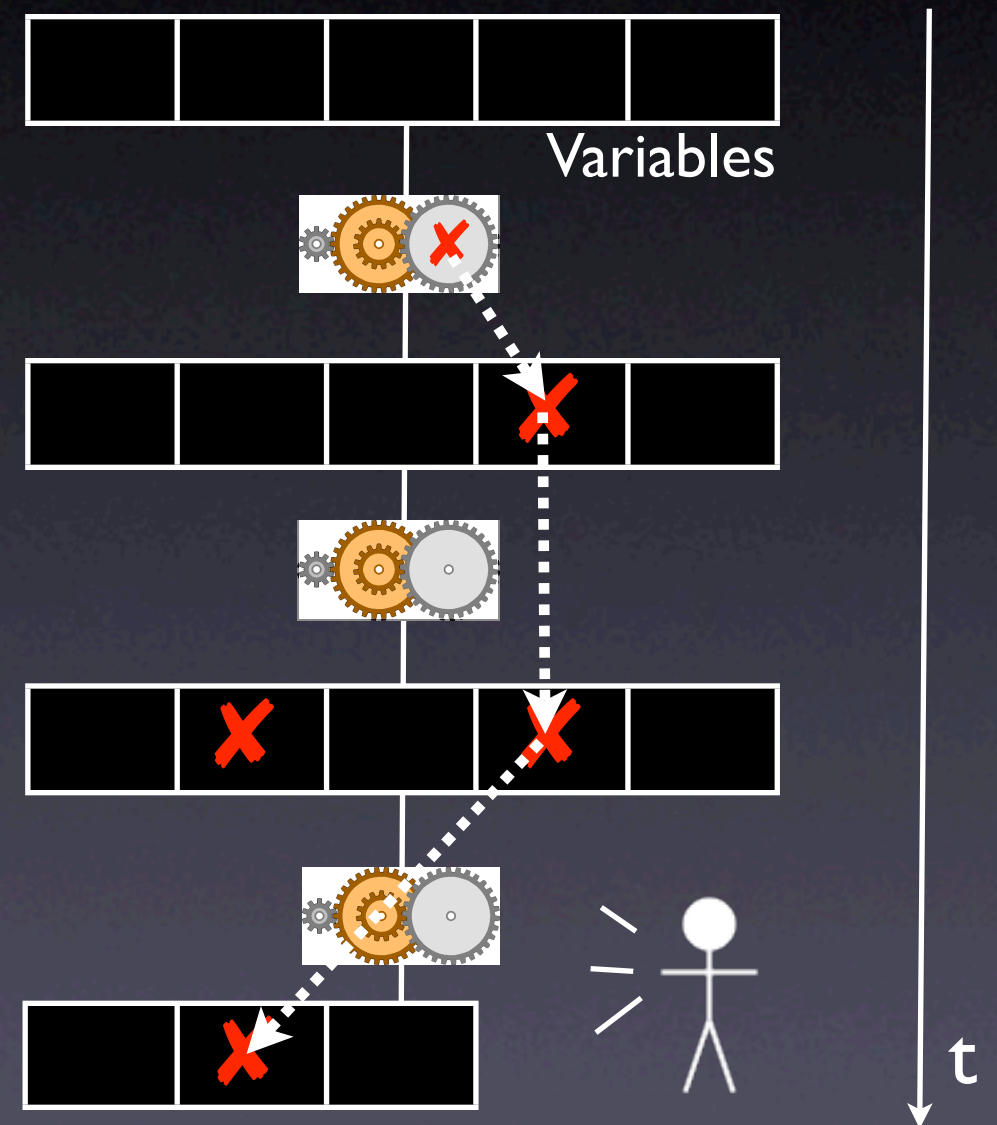
Isolate

Correct

From Defect to Failure

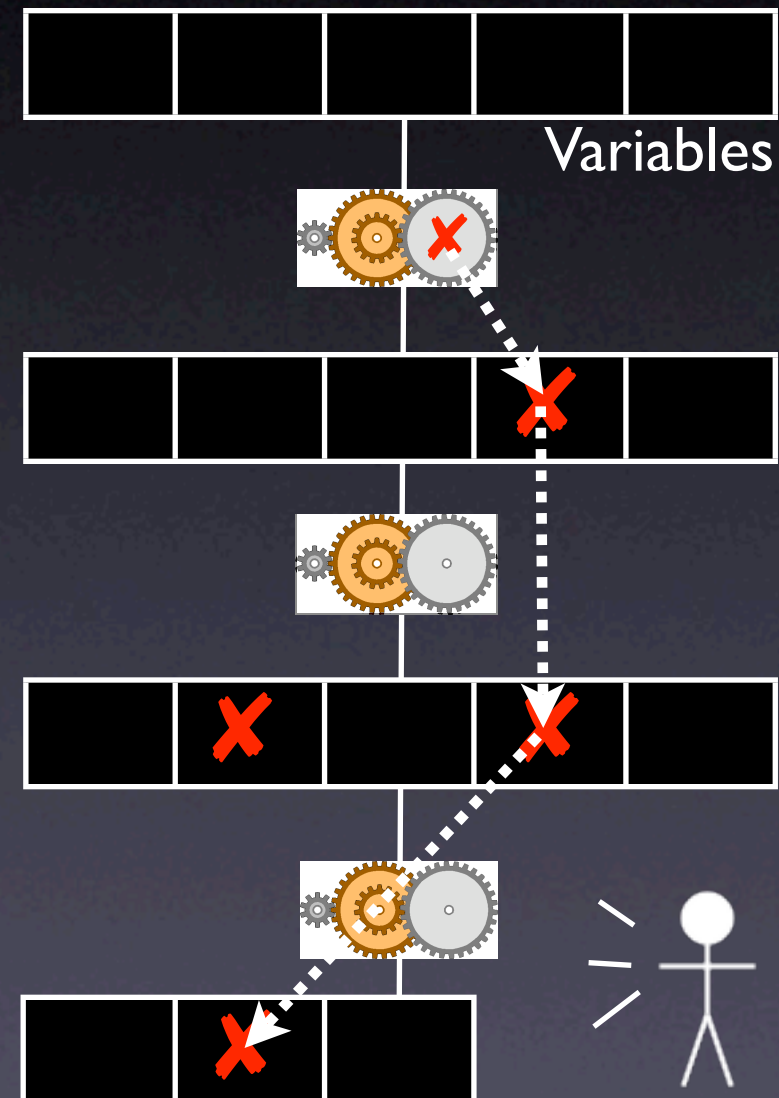
1. The programmer creates a *defect* – an error in the code.
2. When executed, the defect creates an *infection* – an error in the state.
3. The infection *propagates*.
4. The infection causes a *failure*.

This infection chain must be traced back – and broken.



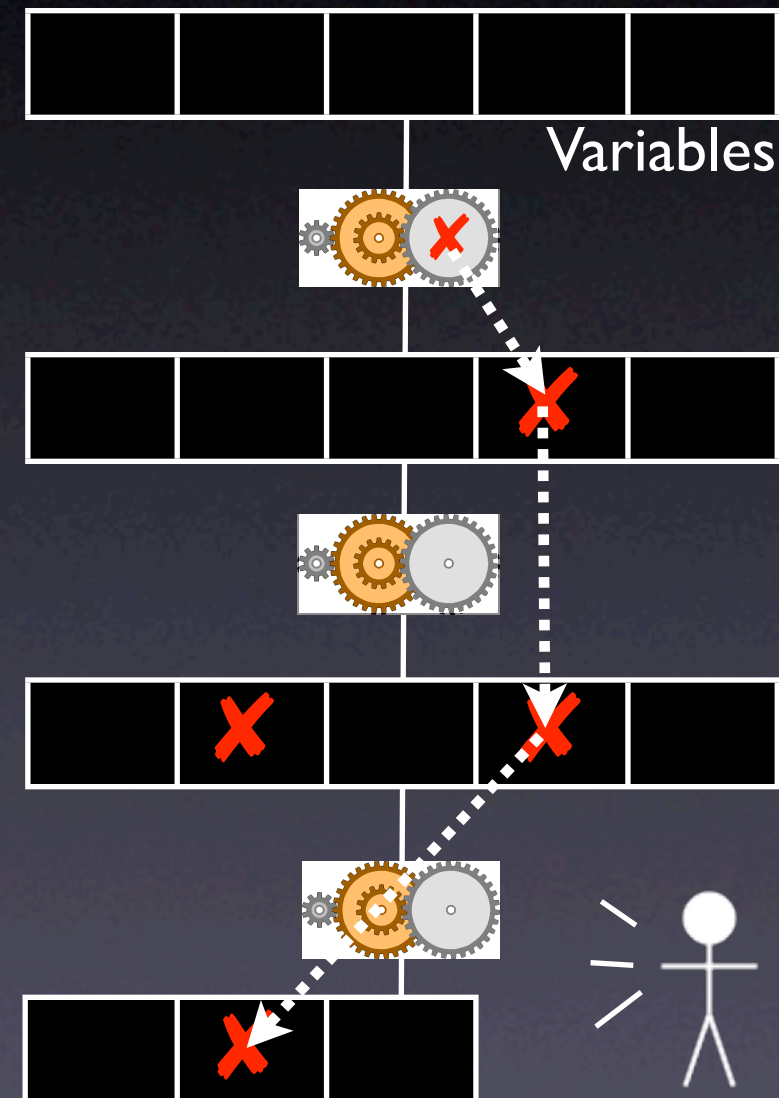
The Curse of Testing

- Not every defect causes a failure!
- *Testing can only show the presence of errors – not their absence.*
(Dijkstra 1972)

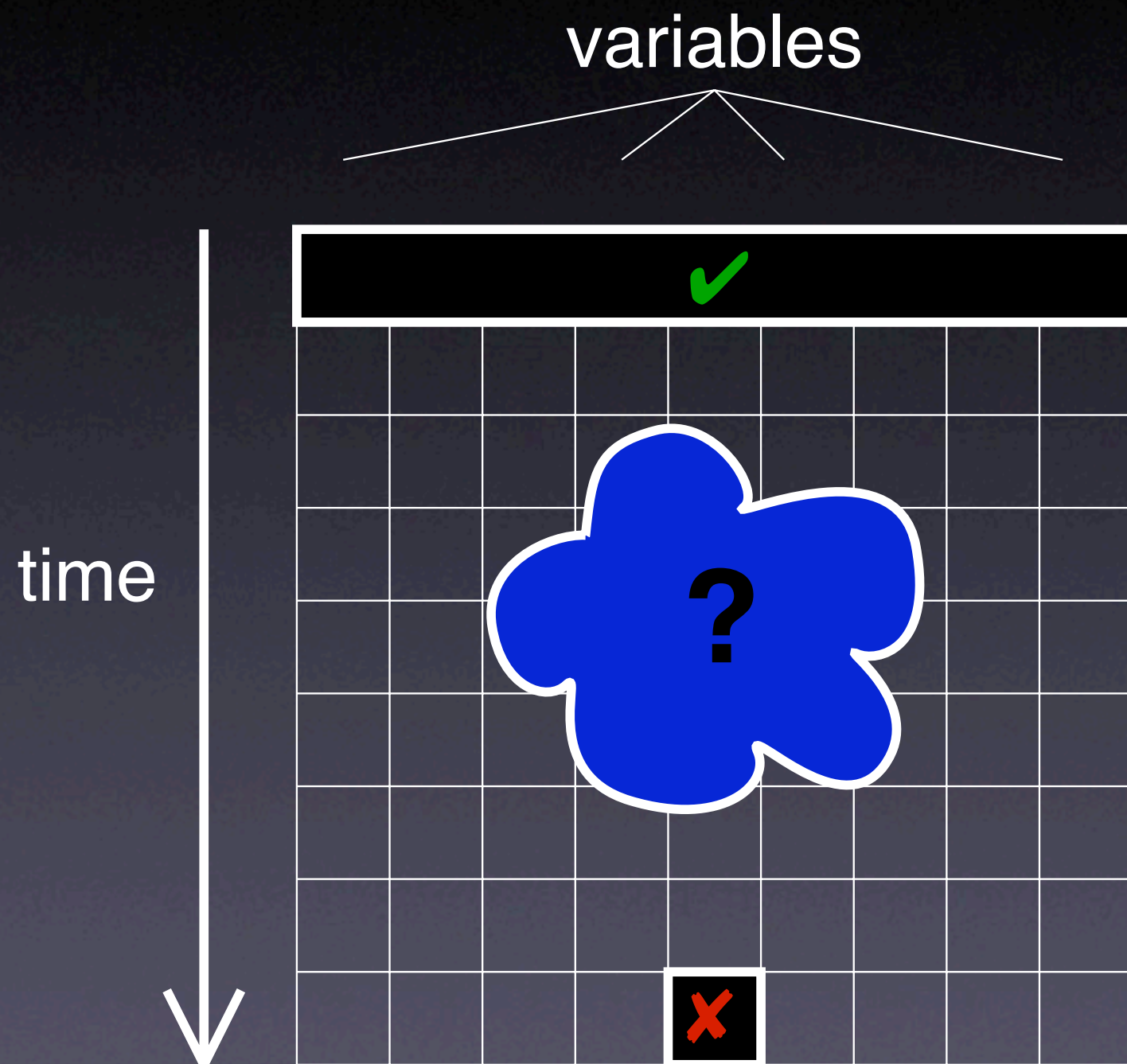


Debugging

- Every *failure* can be traced back to some *infection*, and every *infection* is caused by some *defect*.
- *Debugging* means to relate a given failure to the defect – and to remove the defect.

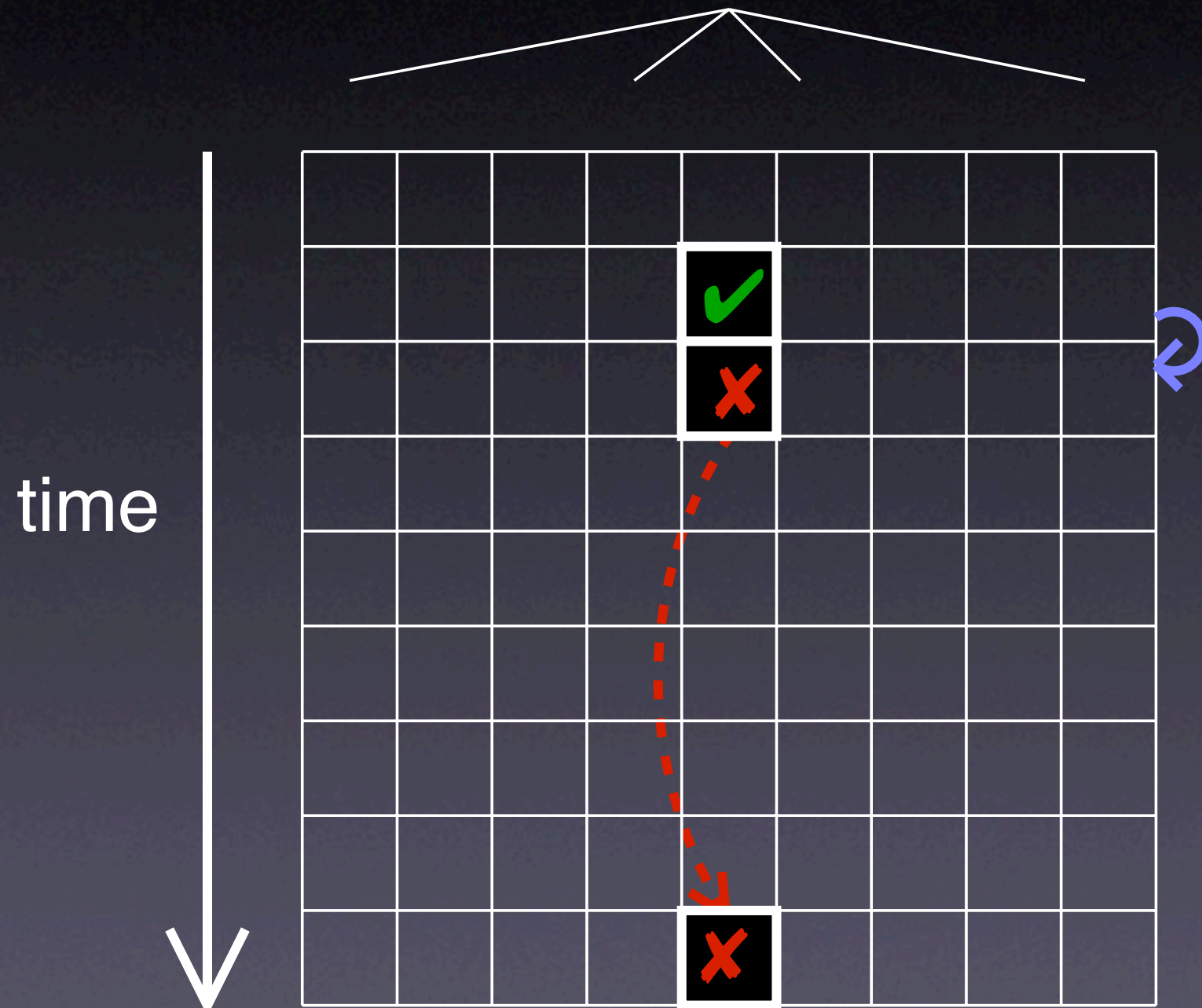


Search in Space + Time

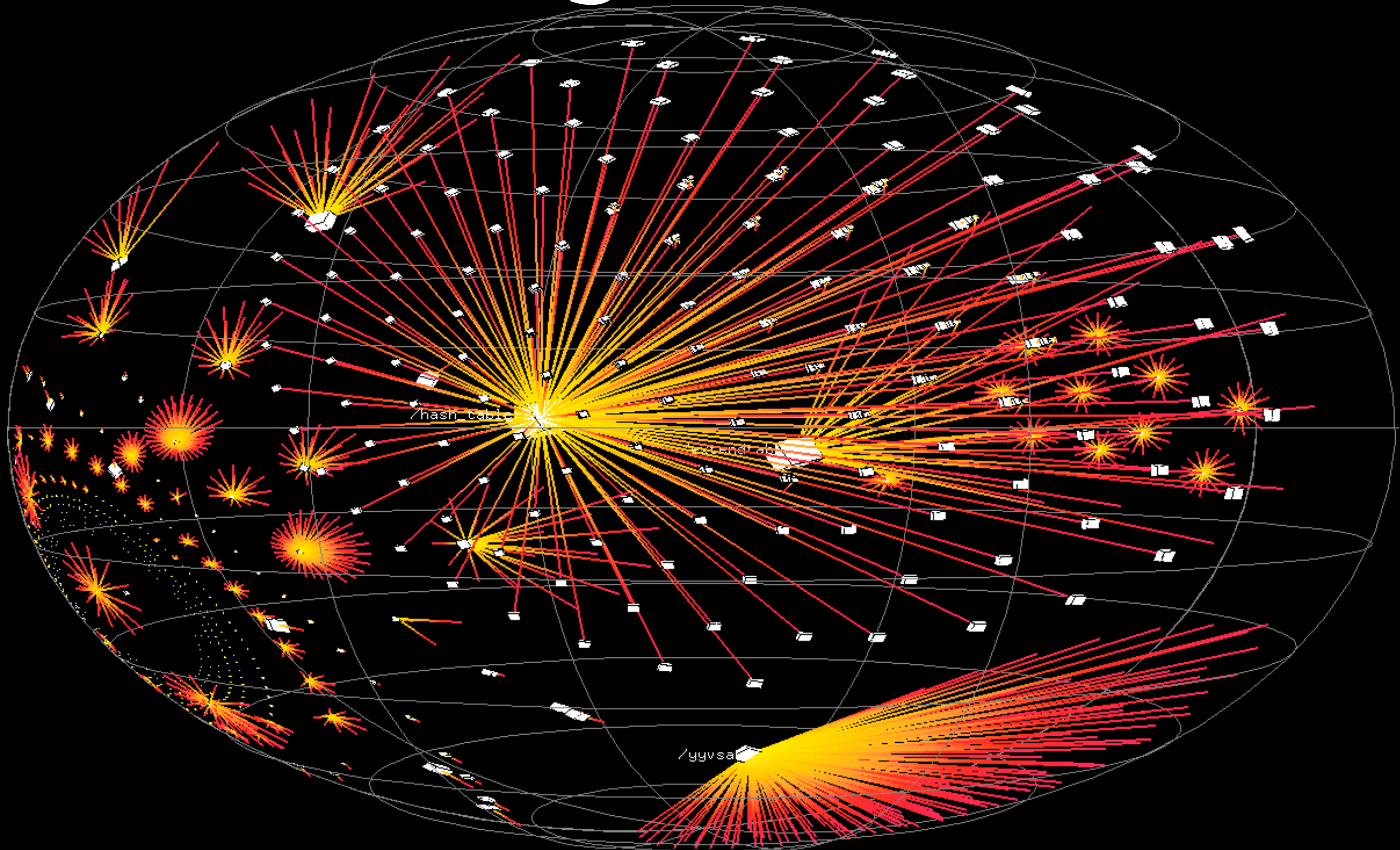


The Defect

variables



A Program State



A Sample Program

```
$ sample 9 8 7
```

```
Output: 7 8 9
```

```
$ sample 11 14
```

```
Output: 0 11
```



```
int main(int argc, char *argv[])
{
    int *a;
    int i;

    a = (int *)malloc((argc - 1) * sizeof(int));
    for (i = 0; i < argc - 1; i++)
        a[i] = atoi(argv[i + 1]);

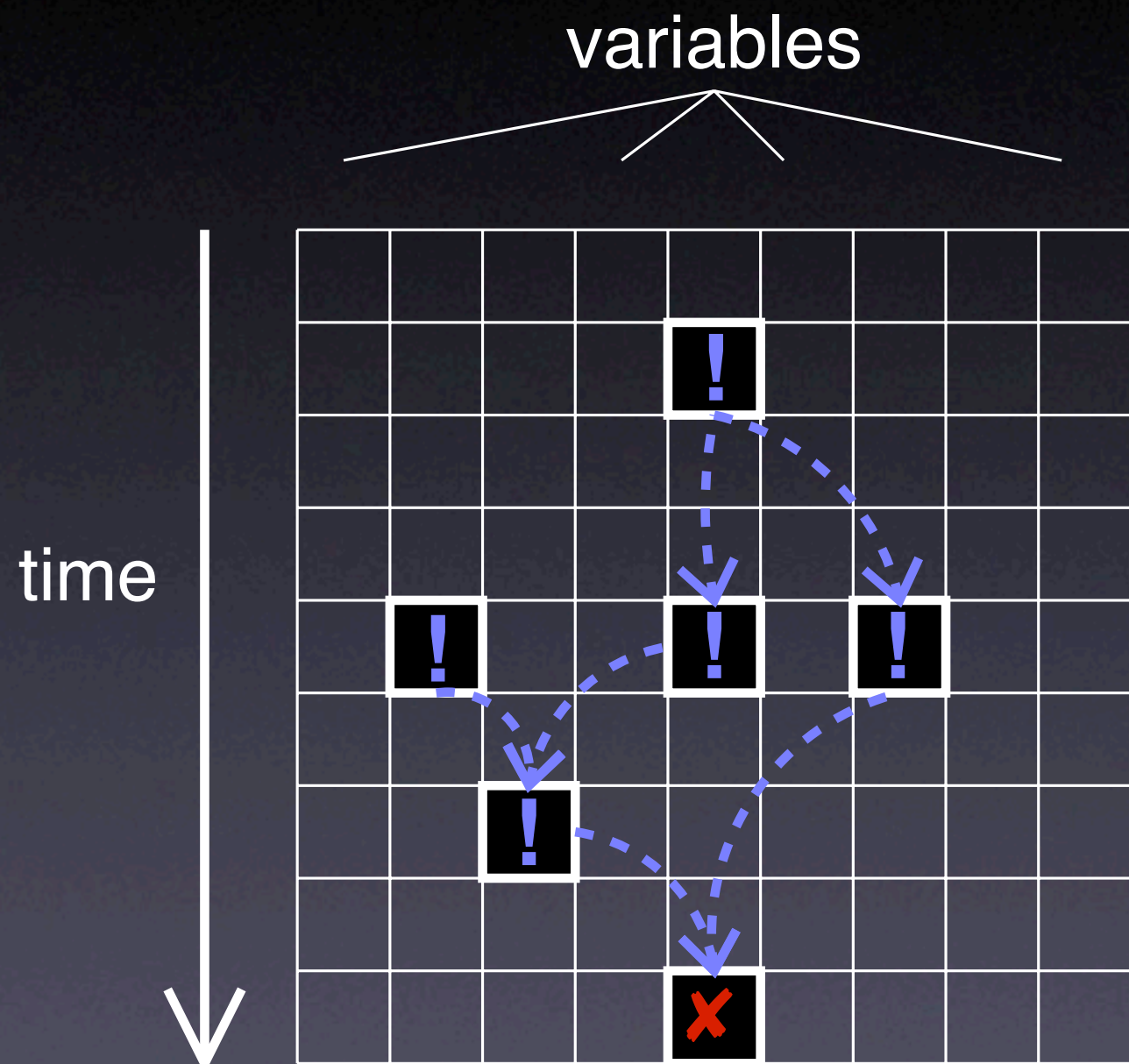
    shell_sort(a, argc);

    printf("Output: ");
    for (i = 0; i < argc - 1; i++)
        printf("%d ", a[i]);
    printf("\n");

    free(a);

    return 0;
}
```

Find Origins



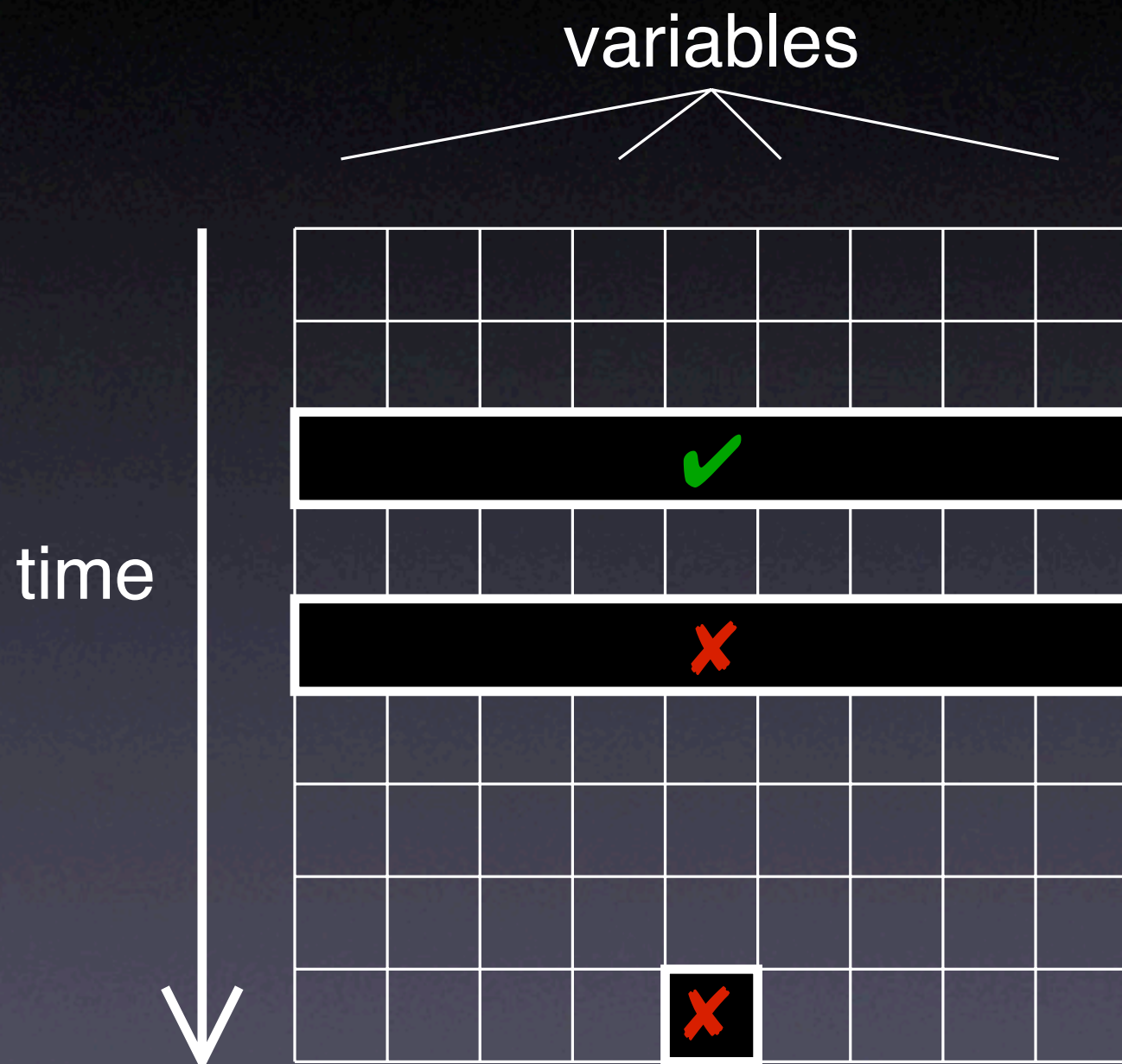
- The **0** printed is the value of $a[0]$. Where does it come from?
- Basic idea: Track or deduce **value origins**
- Separates *relevant* from *irrelevant* values
- We can trace back $a[0]$ to `shell_sort`


```

static void shell_sort(int a[], int size)
{
    int i, j;
    int h = 1;
    do {
        h = h * 3 + 1;
    } while (h <= size);
    do {
        h /= 3;
        for (i = h; i < size; i++)
        {
            int v = a[i];
            for (j = i; j >= h && a[j - h] > v; j -= h)
                a[j] = a[j - h];
            if (i != j)
                a[j] = v;
        }
    } while (h != 1);
}

```

Search in Time

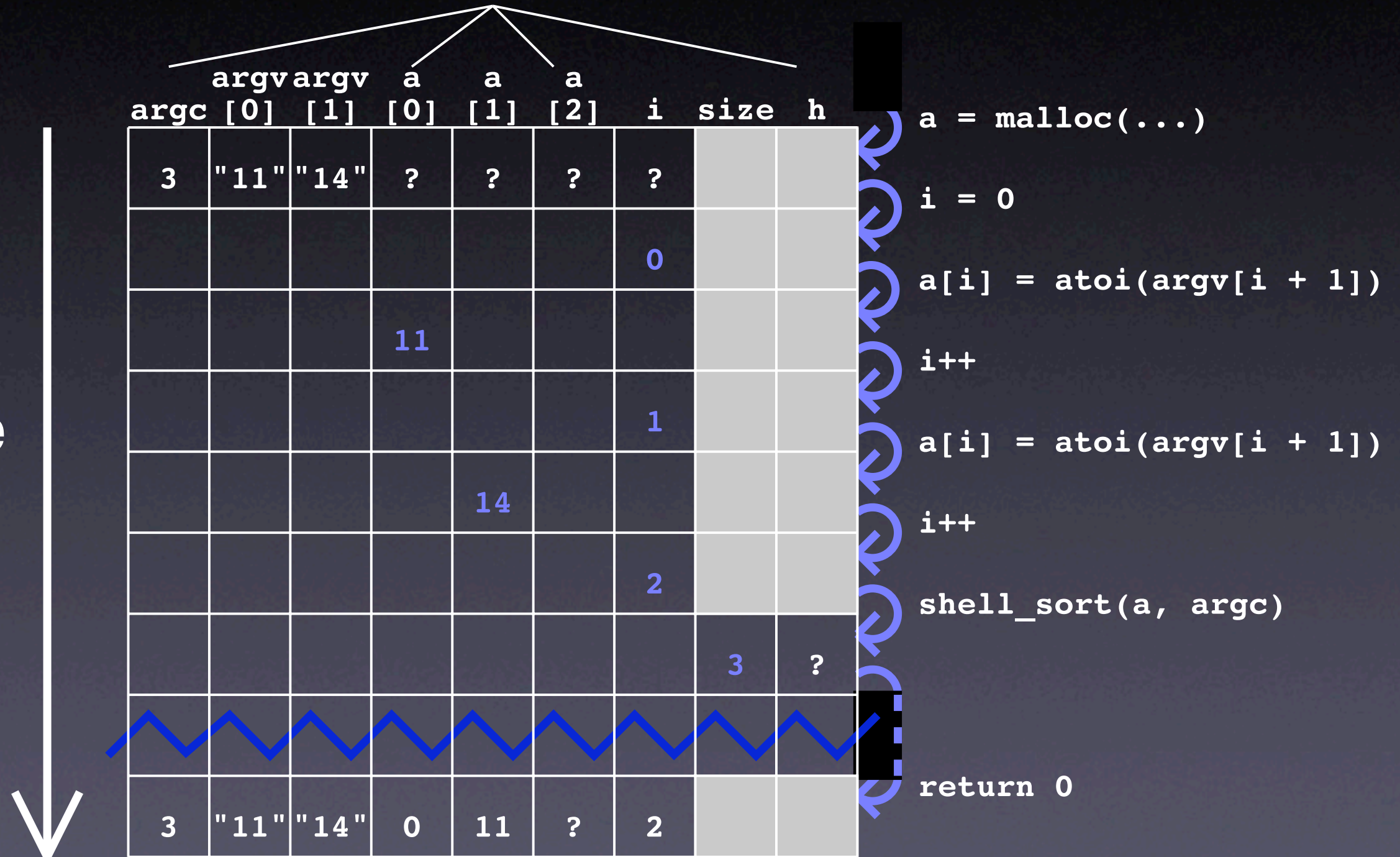


- In shell_sort, the state must have become **infected**.
- Basic idea:
Observe a transition from **sane** to **infected**.

Observing a Run

variables

time



Specific Observation

```
static void shell_sort(int a[], int size)
{
    fprintf(stderr, "At shell_sort");
    for (i = 0; i < size; i++)
        fprintf(stderr, "a[%d] = %d\n", i, a[i]);
    fprintf(stderr, "size = %d\n", size);
    int i, j;
    int h = 1;
    ...
}
```



```
$ sample 11 14
a[0] = 11
a[1] = 14
a[2] = 0
size = 3
Output: 0 11
```

The state is infected at the call of `shell_sort`!

Fixing the Program

```
int main(int argc, char *argv[])  
{
```

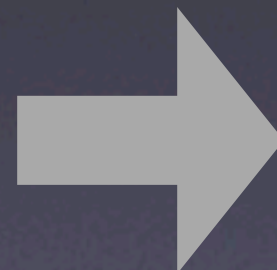
```
    int *a;  
    int i;
```

```
    a = (int *)malloc((argc - 1) * sizeof(int));  
    for (i = 0; i < argc - 1; i++)  
        a[i] = atoi(argv[i + 1]);
```

```
    shell_sort(a, argc);
```

```
    ...
```

```
}
```

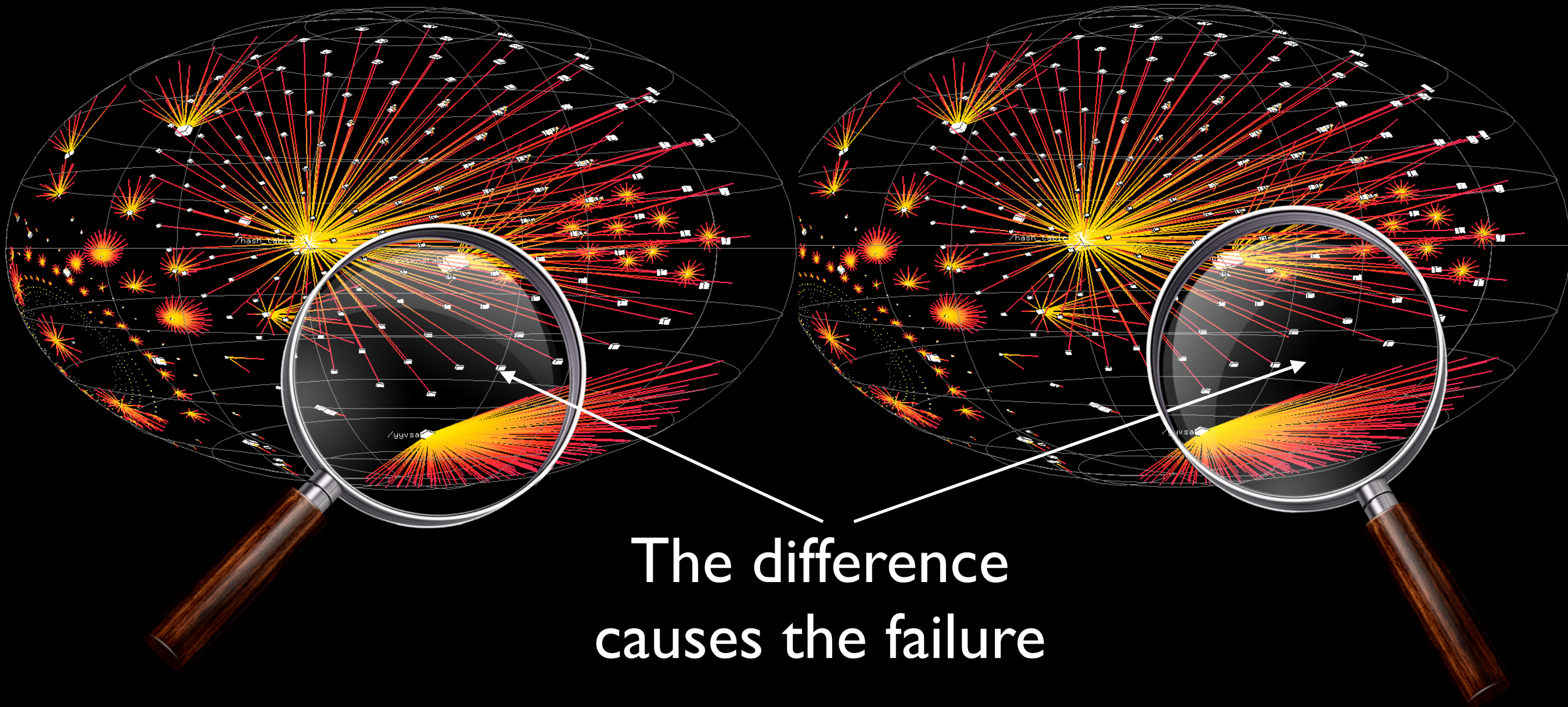


```
$ sample 11 14  
Output: 11 14
```

Finding Causes

Infected state

Sane state

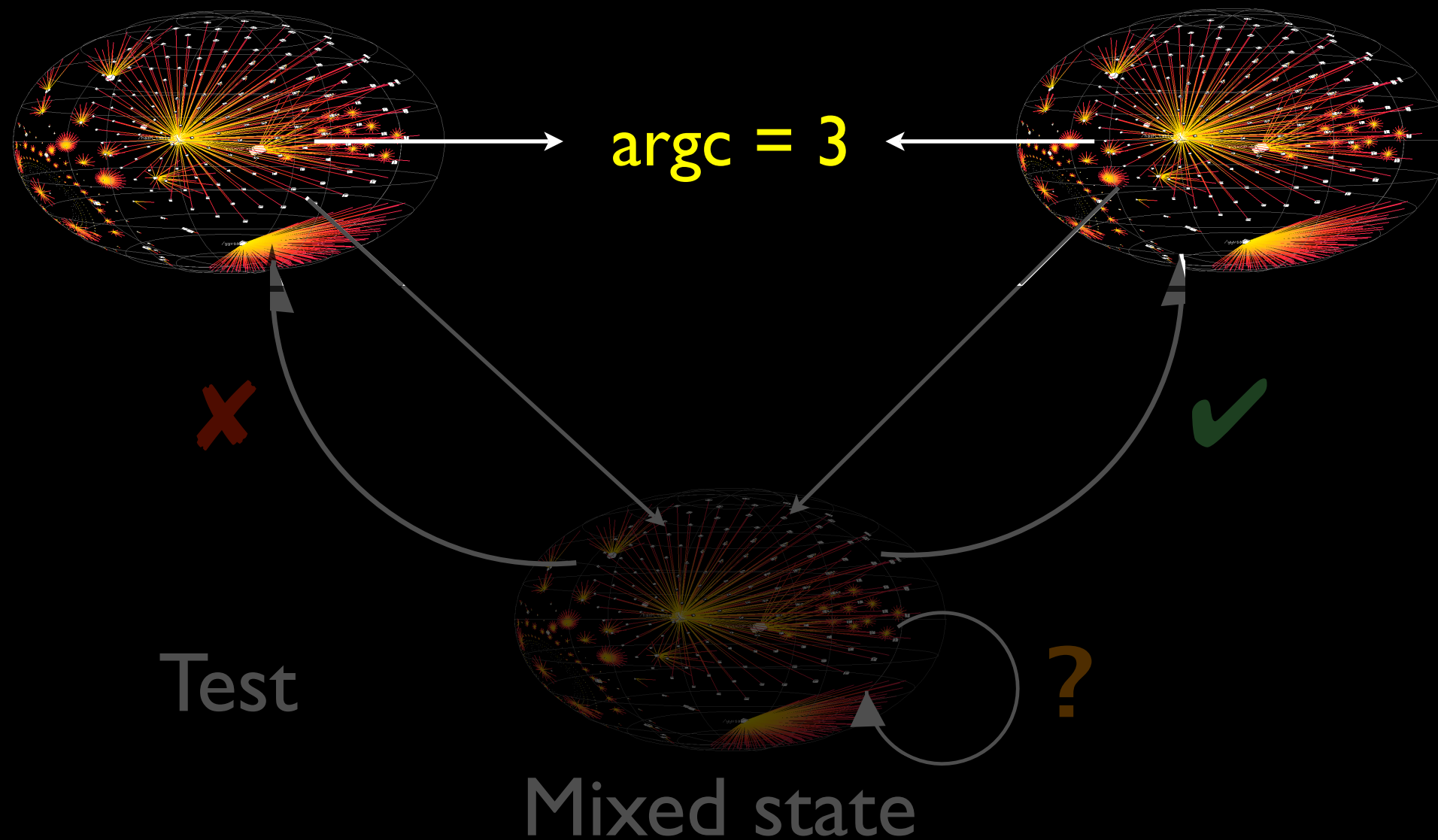


The difference
causes the failure

Search in Space

Infected state

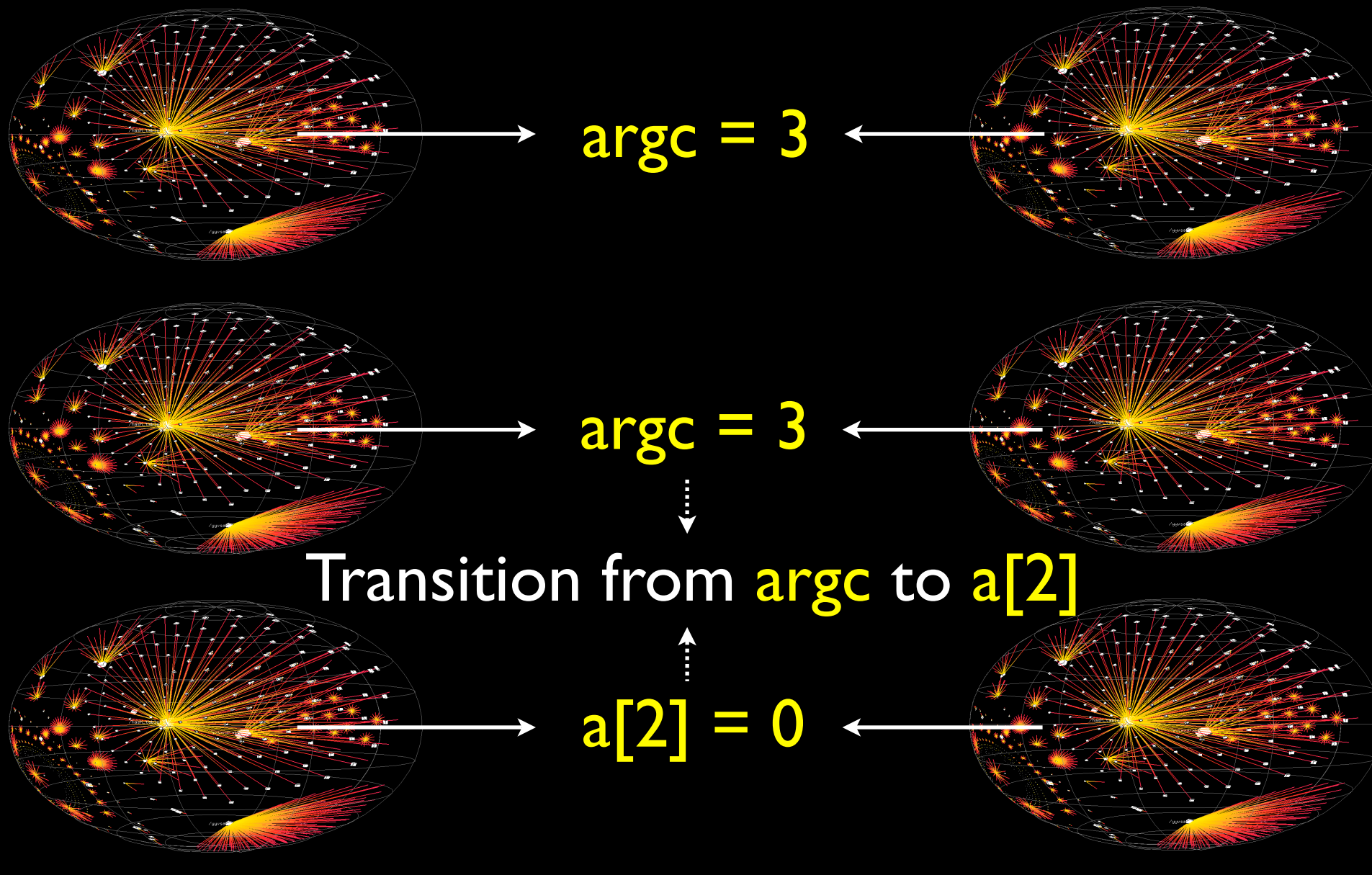
Sane state



Search in Time

Failing run

Passing run




```
int main(int argc, char *argv[])
{
    int *a;

    // Input array
    a = (int *)malloc((argc - 1) * sizeof(int));
    for (int i = 0; i < argc - 1; i++)
        a[i] = atoi(argv[i + 1]);

    // Sort array
    shell_sort(a, argc);

    // Output array
    printf("Output: ");
    for (int i = 0; i < argc - 1; i++)
        printf("%d ", a[i]);
    printf("\n");

    free(a);
    return 0;
}
```

Should be argc - 1

AskIgor – Automated Debugging Service

http://www.askigor.org/ Google

AskIgor Status

All results
2004-08-12 10:30:54 Go!

Igor has finished debugging your program.

This is what happens in your program when it is invoked as "sample 11 14". ([More info...](#))

- 1 Execution reaches line 35 of sample.c in main.**
Since argc was 3,
local variable a[2] is now 0.
☐ How did this happen?
- 2 Execution reaches line 18 of sample.c in shell_sort for the 2nd time.**
Since a[2] was 0,
local variable v is now 0.
☐ How did this happen?
- 3 Execution reaches line 15 of sample.c in shell_sort for the 2nd time.**
Since v was 0,
local variable a[0] is now 0.
☐ How did this happen?
- 4 Execution ends.**
Since a[0] was 0,
the **output** now contains "0".
The program **fails**.
☐ How did this happen?

Need more details? Select the effects you want to focus upon and [Re-debug it!](#) ([More info...](#))
Plain wrong? Please check the **failure symptoms** as determined by Igor.
Any questions? See the [AskIgor Forum!](#)

Concepts

- ★ A failure comes to be in three stages:
 1. The programmer creates a *defect*
 2. The defect causes an *infection*
 3. The infection causes a *failure* – an externally visible error.
- ★ Not every defect results in an infection, and not every infection results in a failure.

Concepts (2)

★ To debug a program, proceed in 7 steps:

Track the problem

Reproduce

Automate

Find Origins

Focus

Isolate

Correct

Concepts (3)

- ★ A variety of tools and techniques is available to *automate debugging*:
 - Program Slicing
 - Observing & Watching State
 - Asserting Invariants
 - Detecting Anomalies
 - Isolating Cause-Effect Chains

