Emacs or Vi 9 things your editor says about you! You won't believe number 7!

Discourses and Dialogs on Debugging

Perry Kivolowitz University of the Addison Compute CARTHAGE Coulege Chartment On tap tonight:

Part 1 Discourses Rules, that if followed, will change your life Part 2 Dialogs Real world applications of the discourses Every dialog actually happened*

As we talk, something you might think about:

How does this relate to each method, maxim, corollary or dialog?



Part 1 - Discourses

Motivation

We all write buggy code

Few of us are taught how to debug

Some say debugging Cannot be taught

"Debugging is an art" "Either you get it or you don't"

The thesis of this talk is: debugging is based in *science*

(and science can be taught)

The Science of Debugging

The Scientific Method

and also... **Kivolowitz Corollary** Kivolowitz's Maxim 1 Maxwell Cohen's Law Kivolowitz's Maxim 2 Conan Doyle's Law Kivolowitz's Maxim 3 Kivolowitz's Maxim 4

Most Common Debugging Algorithm



The Scientific Method



Debugging should be methodical not knee-jerk or reactionary

Kivolowitz Corollary

"A fix is not a fix until you completely understand why it is a fix"

What else is wrong with this?



Kivolowitz Maxim #1

"Debugging is about the elimination of unknowns, **not their introduction**"

Kivolowitz Maxim #1

If you make a change with no beneficial result, back it out*

Else, you are chasing a moving target

*unless you are certain you're fixing a different bug

Maxwell (Mickey) Cohen's Law

"Where there is one, there are likely many"

Always be mindful that you may be seeing a **Cascade of errors**

(Note to self: Describe how debugging is like a train wreck) (Note to self: Describe how debugging is different from looking for your phone)

Kivolowitz's Maxim #2



Conan Doyle's Law

"When you have eliminated the impossible, whatever remains, however improbable, must be the truth."

The Sign of Four, 1890

Kivolowitz Maxim #3

"Write in small units." Test in small units."

Kivolowitz Maxim #4

"Always play defense"

"Extra work" is finite. Debugging time, not so much.

Part 2 - Dialogs (all actually happened)



http://images6.fanpop.com/image/photos/33100000/Kung-Fu-Panda-3-random-33170400-1920-810.jpg 3/29/2016 Discourses and Dialogs on Debugging - Kivolowitz

Kivolowitz Corollary Example

- Student: My code crashed. I added a print out. Now it doesn't crash. I fixed it, right?
- Master: Sigh

No understanding of the "fix"

- Student: I get "Seg fault. Core dumped." Can you help me?
- Master: What do you think the problem is?
- Student: How should I know? That's all it says.
- Master: Sigh.

- Student: I have an error. Can you fix it?
- Master: What does the error say?
- Student: I didn't read it. I just clicked "OK"
- Master: Sigh

- Student: My code crashes. Can you fix it?
- Master: You get compiler warnings.
- Student: They're just warnings.
- Master: Sigh

- Student: It's like this code isn't executed!
- Master: Have you proved it is executed?
- Student: No
- Master: Sigh

- Student: It crashes after running for a while.
- Master: Do you have a memory leak?
- Student: A what now?
- Master: Sigh

"Bugs want to be found" Use leak detection tools. Leave code running for _____ if warranted

Student:	After a while my code stops
	responding to me.

- Master: Do you have an infinite loop?
- Student: A what now?
- Master: Sigh

"Bugs want to be found" Not responding? Check CPU utilization. First code to write in a loop is how it exits.

- Student: My code works great except on this input.
- Master: Have you single-stepped that input?
- Student: Single... what?
- Master: Sigh

"Bugs want to be found" Your environment should be your friend. Get to know it – USE IT!

Debugging tools and techniques

- Single step
- Breakpoints
 - Always
 - Conditional
 - In debugger
 - In code
- Call stack
- Re-execution of code
- Immediate modes

- Value inspection
- Value modification
- Console output
 - Binary search
 - Entry / exit
- assert() [discuss later]

Conan Doyle's Law Example

- Student: I looked everywhere.
- Master: Did you check here?
- Student: The bug can't possibly be there.
- Master: Sigh

"When you have eliminated the impossible, whatever remains, however improbable, must be the truth."

Student: It worked yesterday. Then I wrote 5000 lines of code. Now it doesn't work. Can you fix it?

Master: Sigh

"Write in small units. Test in small units."

- Student: I must have a compiler / OS bug.
- Master: Have you written a minimal test harness that manifests the bug?
- Student: No.
- Master: Sigh

A minimal test harness saves time (and face). "Write in small units. Test in small units"

Kivolowitz Maxim #3 - Role of testing

Testing can only prove the presence of bugs, not their absence. Edsger W. Dijkstra

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

Student: I commented like you told me. // Increment j Master: Sigh

Master: Sigh

Comment your thought process. Not minutia.

Student: I commented like you told me. // Increment j Master: Sigh When commenting, think of the next person to read your code. It might be you.

- Student: My code doesn't work.
- Master: And there is no way it ever would.
 - Did you test it *before* you wrote it?
- Student: Wait... What?
- Master: Sigh

Writing comments before you write your code is like a one-person code review.

Maxim #4 and Scientific Method

- Student: My code doesn't work.
- Master: Did you try _____ approach?
- Student: I don't remember.
- Master: Sigh.

Comment what didn't work so you don't try it again. Scientific method learns from history. Preserve it.

- Student: My code doesn't work.
- Master: What does variable ineedsleep do?
- Student: I don't remember. I was tired.
- Master: Sigh

descriptive_variable_names_really_help Keystrokes are finite. Debugging time isn't.

Student: ____; ____; ____; ____; Master: What's that in the middle? Student: Where?

Master: Sigh

Newlines are free. Resist temptation for multiple statements on one line.

Student: ____+= __ ? (___ = --___, ___) : ___ = __;
Master: What's that in the middle?
Student: Where?
Master: Sigh

Use side effects with caution (Do this and be despised by your peers)

Cohen's Law, Defensive programming and Doyle's Law

- Student: I looked everywhere.
- Master: Did you check here?
- Student: The bug can't possibly be there.
- Master: Sigh.

If you "know" a condition to be true, assert() it! Stops a cascade in its tracks

Eliminates the impossible and identifies the improbable

Cohen's Law, Defensive programming and Doyle's Law

#include <assert.h>

assert(condition I know to be true);

assert enforces "contracts"

Defensive programming and Doyle's Law

- Student: It can't be there. I pasted that code from over there.
- Master: Really? This is different from that.
- Student: Oh yeeaahhhh, I fixed a bug over there. Master: Sigh.

Code abstraction is actually a defensive technique Code in one place, test in one place, fix in one place

Defensive programming and Doyle's Law

- Student: foo has to be one of these values.
- Master: And if it isn't?
- Student: That's impossible.
- Master: Sigh.

Always code the "default" case Always code the "impossible else" (tell Ben Liblit's story)

Maxim #4 and Scientific Method

- Student: My code doesn't work.
- Master: Wouldn't _____ approach be more likely to work?
- Student: I tried that, it didn't. I deleted it.
- Master: Sigh.

#ifdef and source code control Scientific method learns from history. Preserve it.

- Student: My code doesn't work. Can you fix it?
- Master: Are you checking return values?
- Student: No.
- Master: Sigh.

Return values are meant to be checked

- Student: My code doesn't work. Can you fix it?
- Master: Are you checking return values?
- Student: That makes my code look ugly.
- Master: Sigh.

Use exceptions (when performance requirements allow)

Student: I wrote my own _____

Master: Why didn't you use _____ or STL?

Student: I wanted to write my own.

Master: Sigh.

A framework vetted by thousands of programmers is *probably* better than yours

One last dialog

- Student: My code crashes every time it gets here!
- Master: May you always be so fortunate.
- Student: Wait. What?



Debugging as art: Skill grows over time. Debugging as science: Every bug can be found.

We all write buggy code. No! to desperation. Yes! to challenges. Enjoy the craft.