Debugging

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Controversial Statement:

A good design is a **testable** design

Good Design is about: Complexity Management & Communication

Debugging

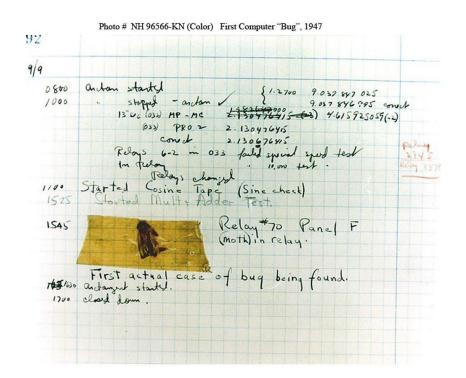
Content modified from Andreas Zellers' "Why Programs Fail"

http://www.whyprogramsfail.com/slides.php



Worlds' First Bug













Mercedes uncovers bug that led to Melbourne defeat













By: Jonathan Noble () Mar 28, 2018, 3:56 PM







Bugs can be VERY tricky to find



Replying to @mmalex @AeornFlippout

To find out. Eventually the answer came: cleaners arrived. They were more thorough than our cleaners! One hour of vacuuming near the eye toy- white noise- caused the in game chat audio compression to leak a few bytes of memory (only with white noise). Long enough? Crash.

3:32 PM - 23 Nov 2018



Bugs are expensive to fix, and can cause real harm

Some estimates put financial losses at between \$22.2 to \$59.5 Billion a year.

People have been hurt, and in some cases even killed (Therac-25, Uber Crash,

etc)



Overview

- 1. The programmer creates a **defect**
- 2. The defect causes an infection
- 3. The infection **propagates**
- 4. The infection causes a failure

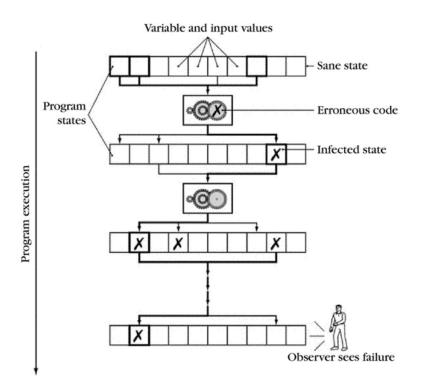
The Curse of Testing

Not every defect causes a failure!

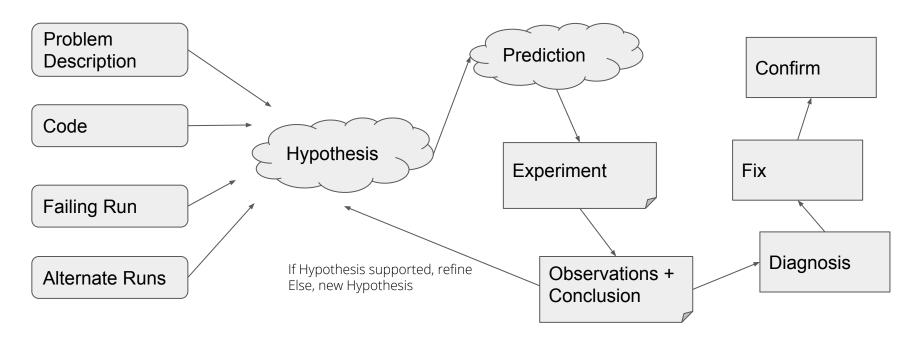
Testing can only show the presence of errors — not their absence. (Dijkstra 1972)



Debugging



Scientific Debugging



Scientific Debugging

Hypothesis:

Prediction:

Experiment:

Observation:

Conclusion:

http://www.cs.cmu.edu/

~mhilton/debugging/

Activity: Developing a debugging process

