

# Lecture 19

Delta Debugging  
Cooperative Bug Isolation

# Today's Agenda

- Presentation:
  - Chris on Cooperative Bug Isolation
- Quiz on Delta Debugging

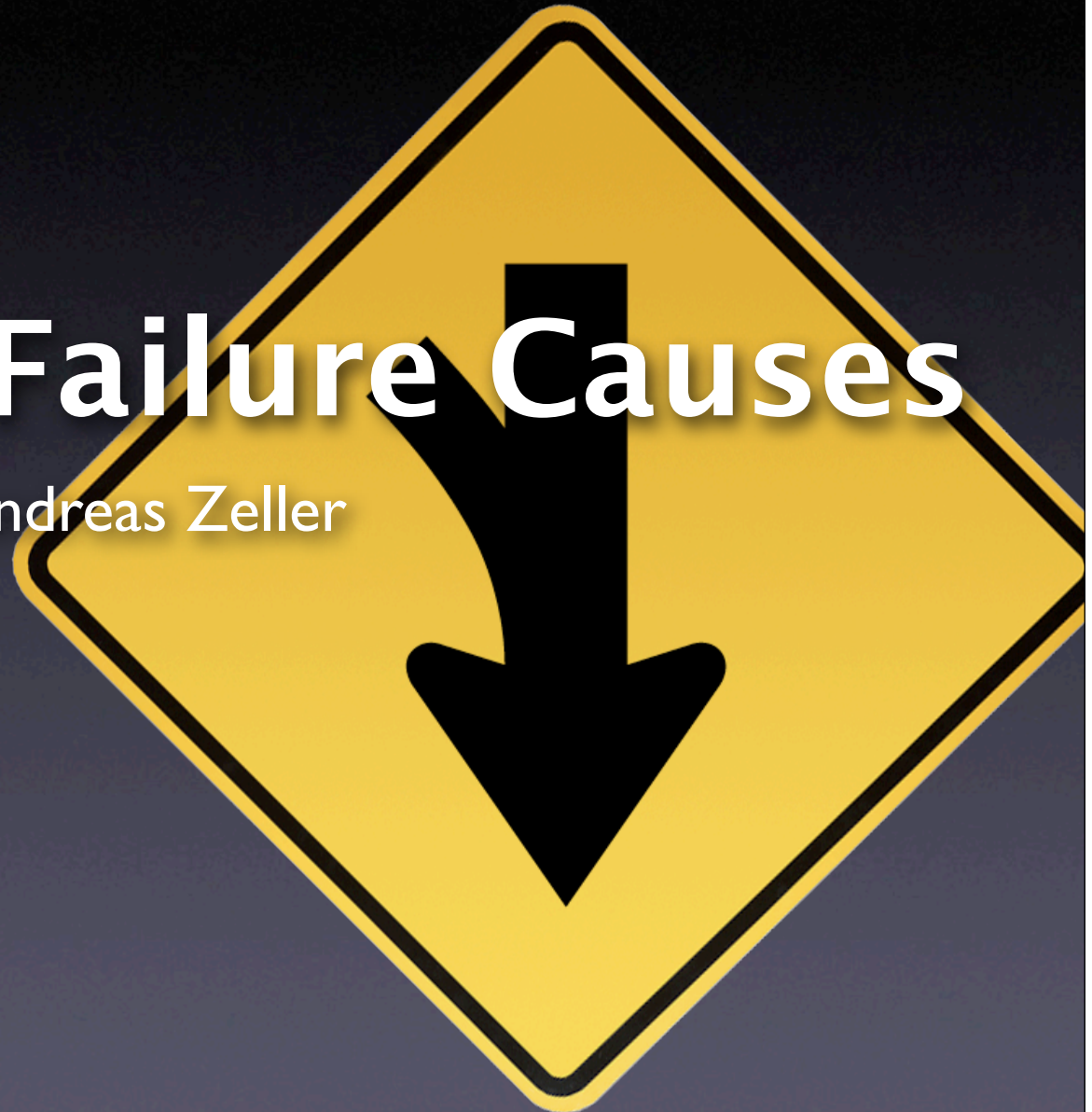
# Today's Agenda

- Delta Debugging:
  - Simplifying Failure Causes  $\Rightarrow$  Isolating Failure Causes
  - Applications of Delta Debugging Algorithm
  - Isolating Cause and Effect Chain

# Quiz: Delta Debugging

# Isolating Failure Causes

Andreas Zeller



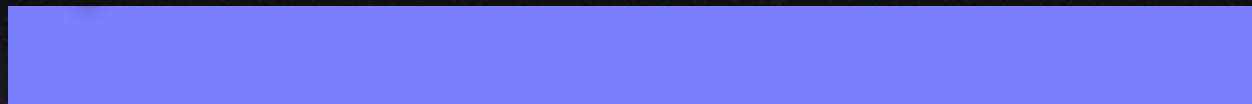
# Simplifying Input

<SELECT NAME="priority" MULTIPLE SIZE=7>	✗
<SELECT NAME="priority" MULTIPLE SIZE=7>	✓
<SELECT NAME="priority" MULTIPLE SIZE=7>	✓
<SELECT NAME="priority" MULTIPLE SIZE=7>	✓
<SELECT NAME="priority" MULTIPLE SIZE=7>	✗
<SELECT NAME="priority" MULTIPLE SIZE=7>	✗
<SELECT NAME="priority" MULTIPLE SIZE=7>	✓



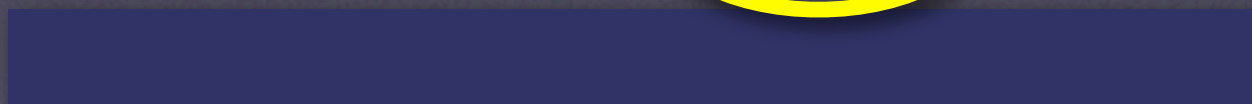
# Simplifying

Input



⋮

Failure Cause



# Isolating Input

<SELECT NAME="priority" MULTIPLE SIZE=7>



Difference narrowed down

<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>





# Isolating Input

<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>



<SELECT NAME="priority" MULTIPLE SIZE=7>

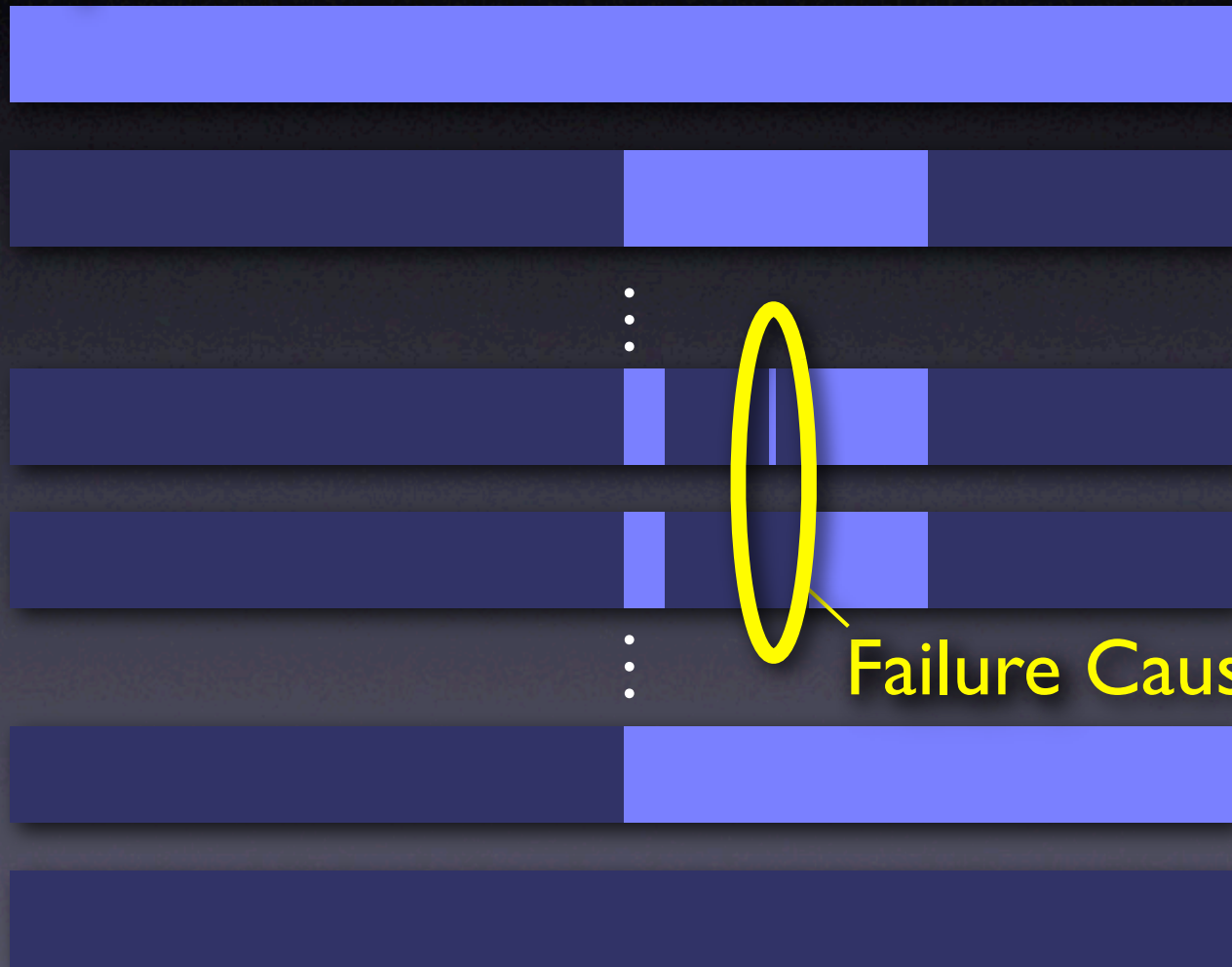


Failure Cause



# Isolating

Input



# Configuration

Circumstance

$\delta$

All circumstances

$$\mathcal{C} = \{\delta_1, \delta_2, \dots\}$$

Configuration  $c \subseteq \mathcal{C}$

$$c = \{\delta_1, \delta_2, \dots, \delta_n\}$$

# Tests

Testing function

$$\text{test}(c) \in \{\checkmark, \times, ?\}$$

Initial configurations

$$\text{test}(c_{\checkmark}) = \checkmark$$

$$\text{test}(c_{\times}) = \times$$

# Minimal Difference

Goal: Subsets  $c'_x$  and  $c'_\checkmark$

$$\emptyset = c_{\checkmark} \subseteq c'_{\checkmark} \subset c'_x \subseteq c_x$$

Difference

$$\Delta = c'_x \setminus c'_{\checkmark}$$

Difference is I-minimal

$$\forall \delta_i \in \Delta \cdot \text{test}(c'_{\checkmark} \cup \{\delta_i\}) \neq \checkmark \wedge \text{test}(c'_x \setminus \{\delta_i\}) \neq \times$$

# Algorithm Sketch

- Extend *ddmin* such that it works on *two sets at a time* –  $c'_x$  and  $c'_\checkmark$
- Compute subsets

$$\Delta_1 \cup \Delta_2 \cup \dots \cup \Delta_n = \Delta = c'_x \setminus c'_\checkmark$$

- For each subset, test
  - the *addition*  $c'_\checkmark \cup \Delta_i$
  - the *removal*  $c'_x \setminus \Delta_i$

# Test Outcomes

	✗	✓
$test(c'_x \setminus \Delta_i)$	$c'_x := c'_x \setminus \Delta_i$	$c'_\checkmark := c'_x \setminus \Delta_i$
$test(c'_\checkmark \cup \Delta_i)$	$c'_x := c'_\checkmark \cup \Delta_i$	$c'_\checkmark := c'_\checkmark \cup \Delta_i$
otherwise	increase granularity	

most valuable outcomes

# dd in a Nutshell

$dd(c_{\checkmark}, c_{\times}) = (c'_{\checkmark}, c'_{\times})$   $\Delta = c'_{\times} \setminus c'_{\checkmark}$  is 1-minimal

$dd(c_{\checkmark}, c_{\times}) = dd'(c_{\checkmark}, c_{\times}, 2)$

$dd'(c'_{\checkmark}, c'_{\times}, n) =$

{	$(c'_{\checkmark}, c'_{\times})$	if $ \Delta  = 1$
	$dd'(c'_{\times} \setminus \Delta_i, c'_{\times}, 2)$	if $\exists i \in \{1..n\} \cdot test(c'_{\times} \setminus \Delta_i) = \checkmark$
	$dd'(c'_{\checkmark}, c'_{\checkmark} \cup \Delta_i, 2)$	if $\exists i \in \{1..n\} \cdot test(c'_{\checkmark} \cup \Delta_i) = \times$
	$dd'(c'_{\checkmark} \cup \Delta_i, c'_{\times}, \max(n - 1, 2))$	else if $\exists i \in \{1..n\} \cdot test(c'_{\checkmark} \cup \Delta_i) = \checkmark$
	$dd'(c'_{\checkmark}, c'_{\times} \setminus \Delta_i, \max(n - 1, 2))$	else if $\exists i \in \{1..n\} \cdot test(c'_{\times} \setminus \Delta_i) = \times$
	$dd'(c'_{\checkmark}, c'_{\times}, \min(2n,  \Delta ))$	else if $n <  \Delta $ (“increase granularity”)
	$(c'_{\checkmark}, c'_{\times})$	otherwise



```

def dd(c_pass, c_fail):
    n = 2
    while 1:
        delta = listminus(c_fail, c_pass)
        deltas = split(delta, n); offset = 0; j = 0
        while j < n:
            i = (j + offset) % n
            next_c_pass = listunion(c_pass, deltas[i])
            next_c_fail = listminus(c_fail, deltas[i])
            if test(next_c_fail) == FAIL and n == 2:
                c_fail = next_c_fail; n = 2; offset = 0; break
            elif test(next_c_fail) == PASS:
                c_pass = next_c_fail; n = 2; offset = 0; break
            elif test(next_c_pass) == FAIL:
                c_fail = next_c_pass; n = 2; offset = 0; break
            elif test(next_c_fail) == FAIL:
                c_fail = next_c_fail; n = max(n - 1, 2); offset = i; break
            elif test(next_c_pass) == PASS:
                c_pass = next_c_pass; n = max(n - 1, 2); offset = i; break
            else:
                j = j + 1
        if j >= n:
            if n >= len(delta):
                return (delta, c_pass, c_fail)
            else:
                n = min(len(delta), n * 2)

```

# Applications

Input

Code  
Changes

Schedules

# Isolating Input

<SELECT NAME="priority" MULTIPLE SIZE=7>

<SELECT NAME="priority" MULTIPLE SIZE=7>

<SELECT NAME="priority" MULTIPLE SIZE=7>

<SELECT NAME="priority" MULTIPLE SIZE=7>

<SELECT NAME="priority" MULTIPLE SIZE=7>

<SELECT NAME="priority" MULTIPLE SIZE=7>

<SELECT NAME="priority" MULTIPLE SIZE=7>



Failure

Isolation: 5 tests  
Simplification: 48 tests

# Code Changes

From: Brian Kahne <bkahne@ibm.com>

To: DDD Bug Report Address <bug-ddd@gnu.org>

Subject: Problem with DDD and GDB 4.17

When using DDD with GDB 4.16, the run command correctly uses any prior command-line arguments, or the value of "set args". However, when I switched to GDB 4.17, this no longer worked: If I entered a run command in the console window, the prior command-line options would be lost. [...]

# Version Differences

New version

Program works

Program fails

Old version

Causes

# What was Changed

```
$ diff -r gdb-4.16 gdb-4.17
diff -r gdb-4.16/COPYING gdb-4.17/COPYING
5c5
< 675 Mass Ave, Cambridge, MA 02139, USA
---
> 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
282c282
< Appendix: How to Apply These Terms to Your New Programs
---
> How to Apply These Terms to Your New Programs
```

...and so on for 178,200 lines (8,721 locations)

# Challenges

- Granularity – within some large change, only a few lines may be relevant
- Interference – some (later) changes rely on other (earlier) changes
- Inconsistency – some changes may have to be combined to produce testable code

Delta debugging handles all this

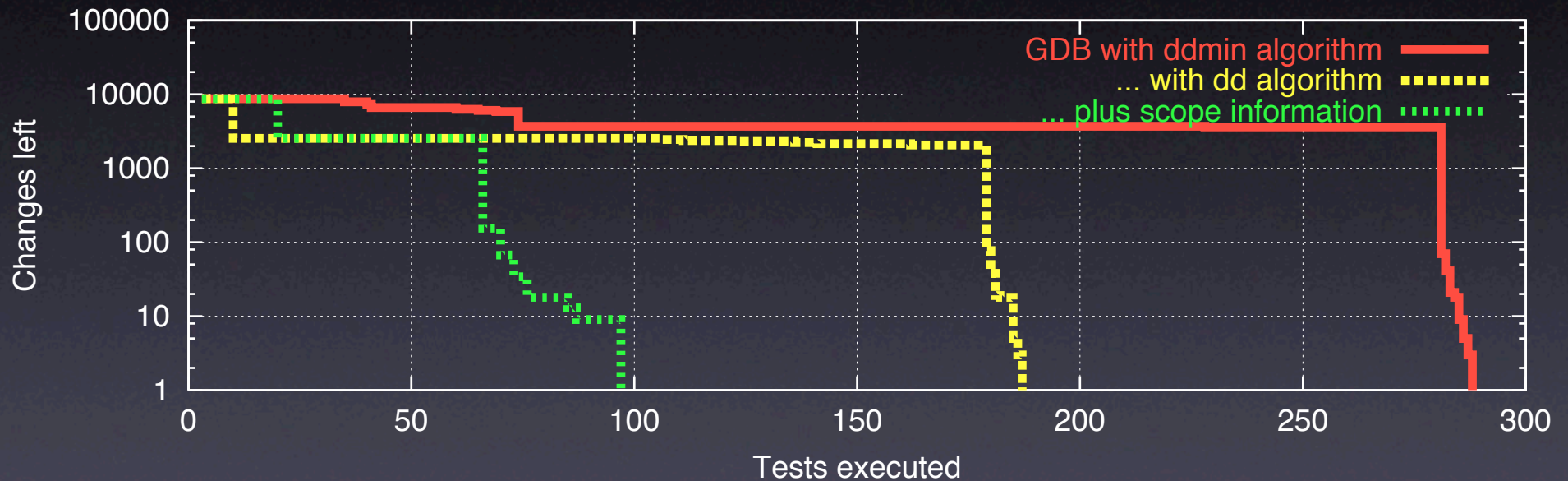
# General Plan

- Decompose diff into changes per location  
(= 8,721 individual changes)
- Apply subset of changes, using PATCH
- Reconstruct GDB; build errors mean unresolved test outcome
- Test GDB and return outcome



# Isolating Changes

Delta Debugging Log



- Result after 98 tests (= 1 hour)

# The Failure Cause

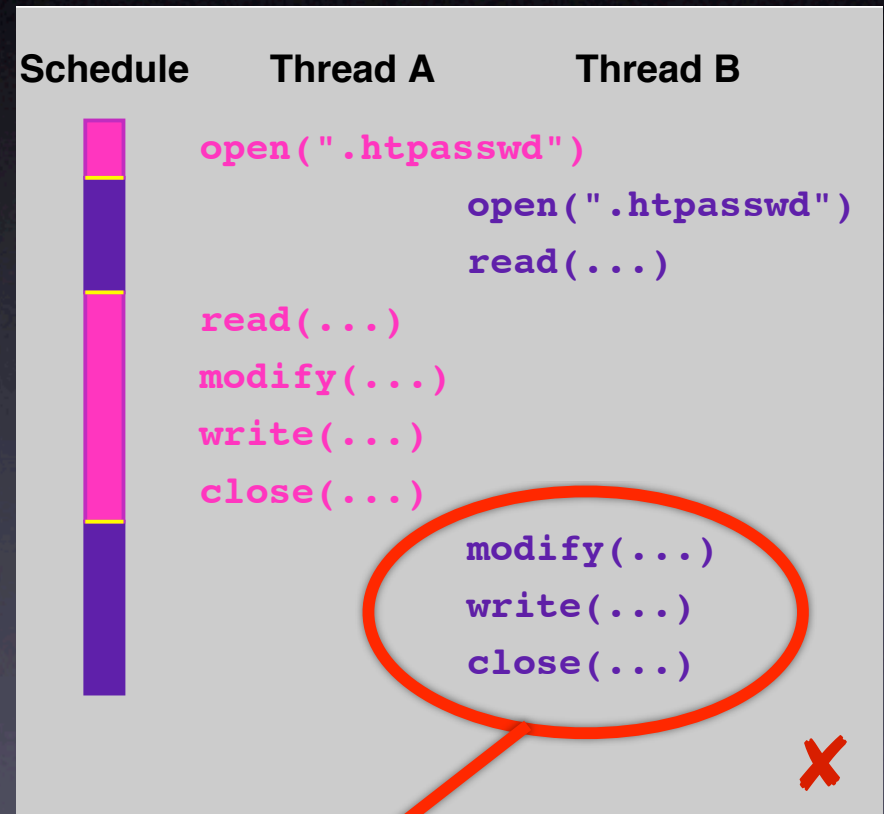
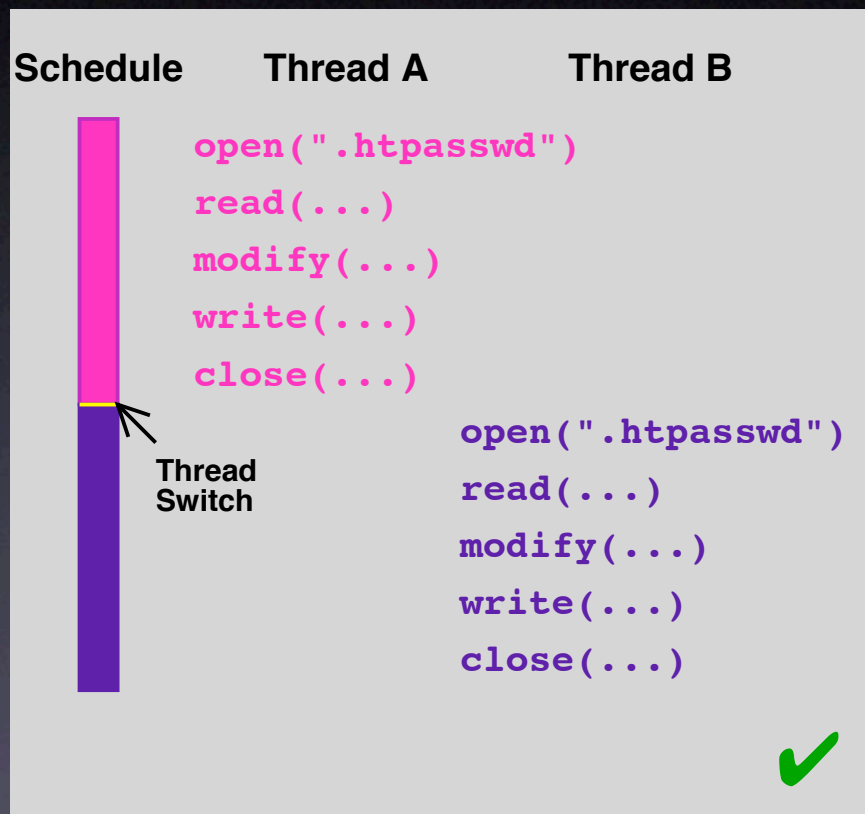
```
diff -r gdb-4.16/gdb/infcmd.c gdb-4.17/gdb/infcmd.c
1239c1278
< "Set arguments to give program being debugged when it is
started.\n
---
> "Set argument list to give program being debugged when
it is started.\n
```

- Documentation becomes GDB output
- DDD expects **Arguments**,  
but GDB outputs **Argument list**

# Optimizations

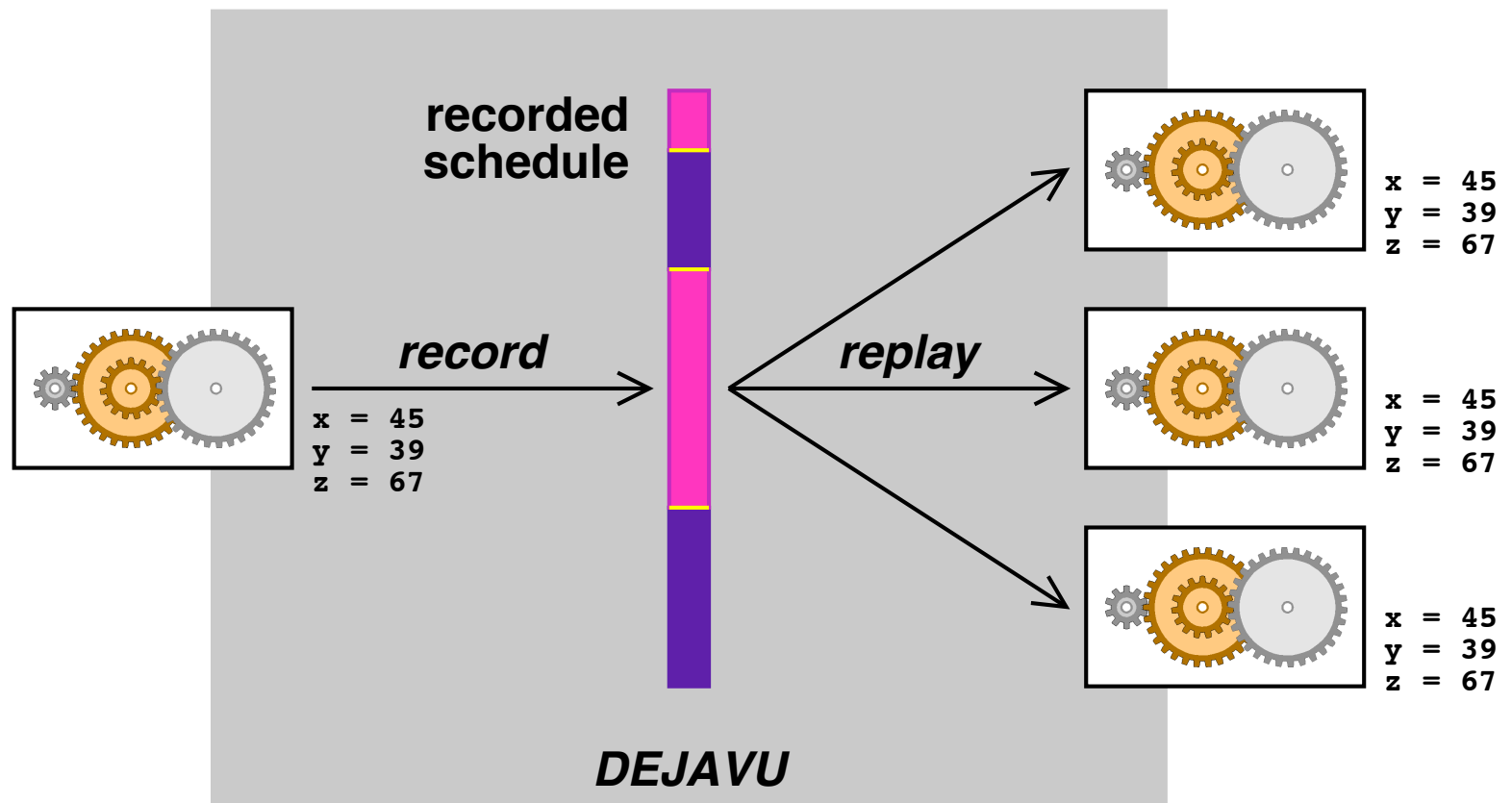
- History – group changes by creation time
- Reconstruction – cache several builds
- Grouping – according to scope
- Failure Resolution – scan error messages for possibly missing changes

# Thread Schedules

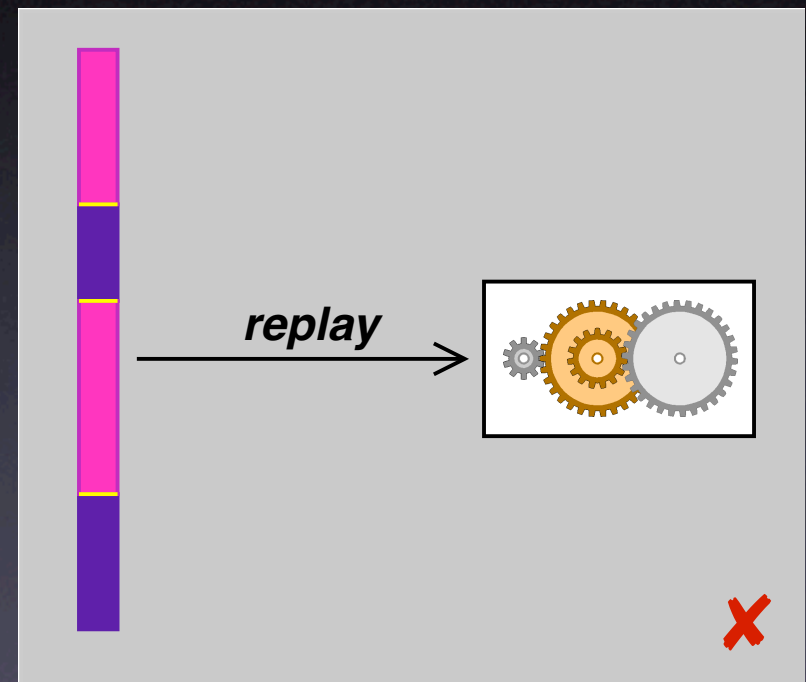
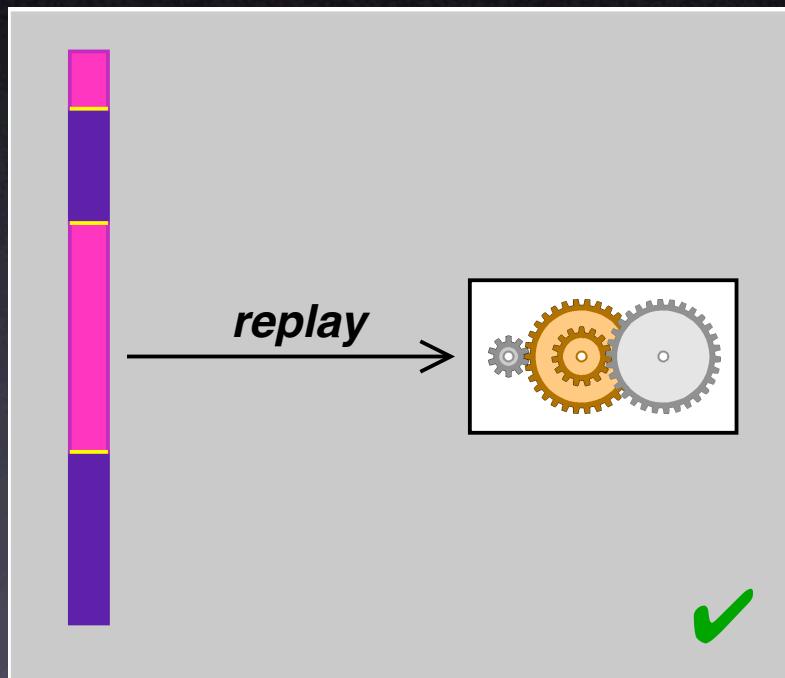


A's updates get lost!

# Record + Replay

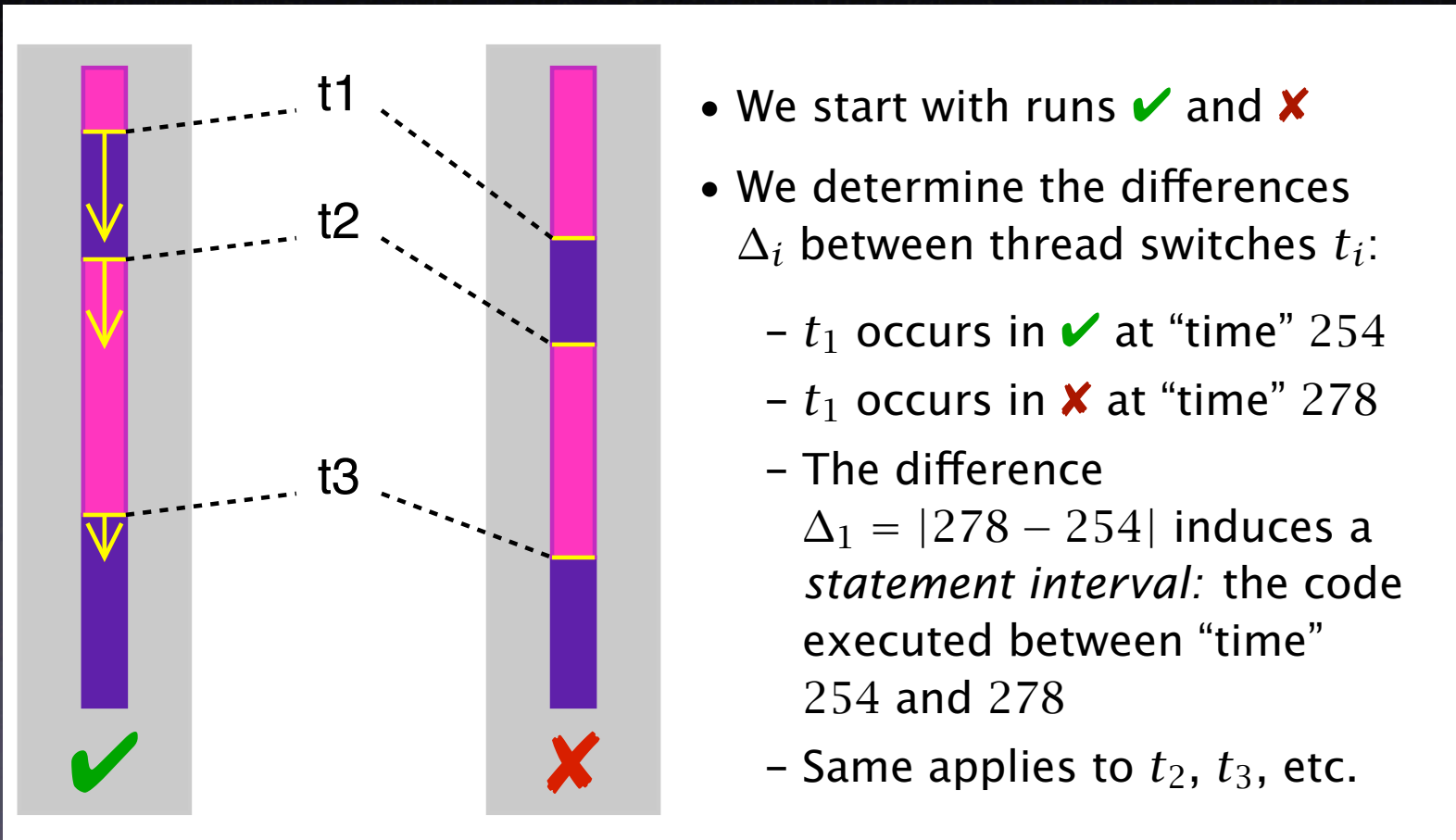


# Schedules as Input

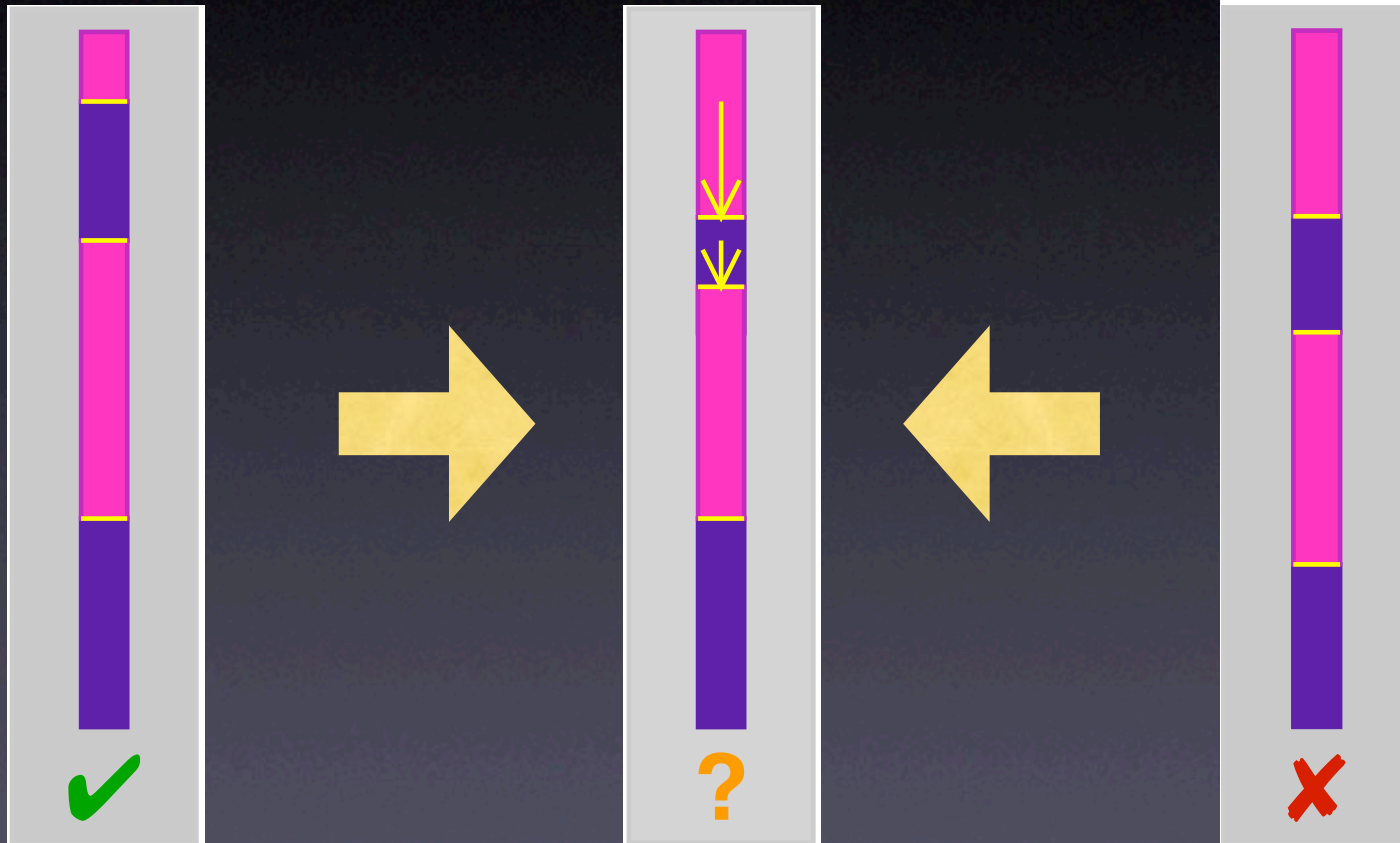


The schedule difference causes the failure!

# Finding Differences

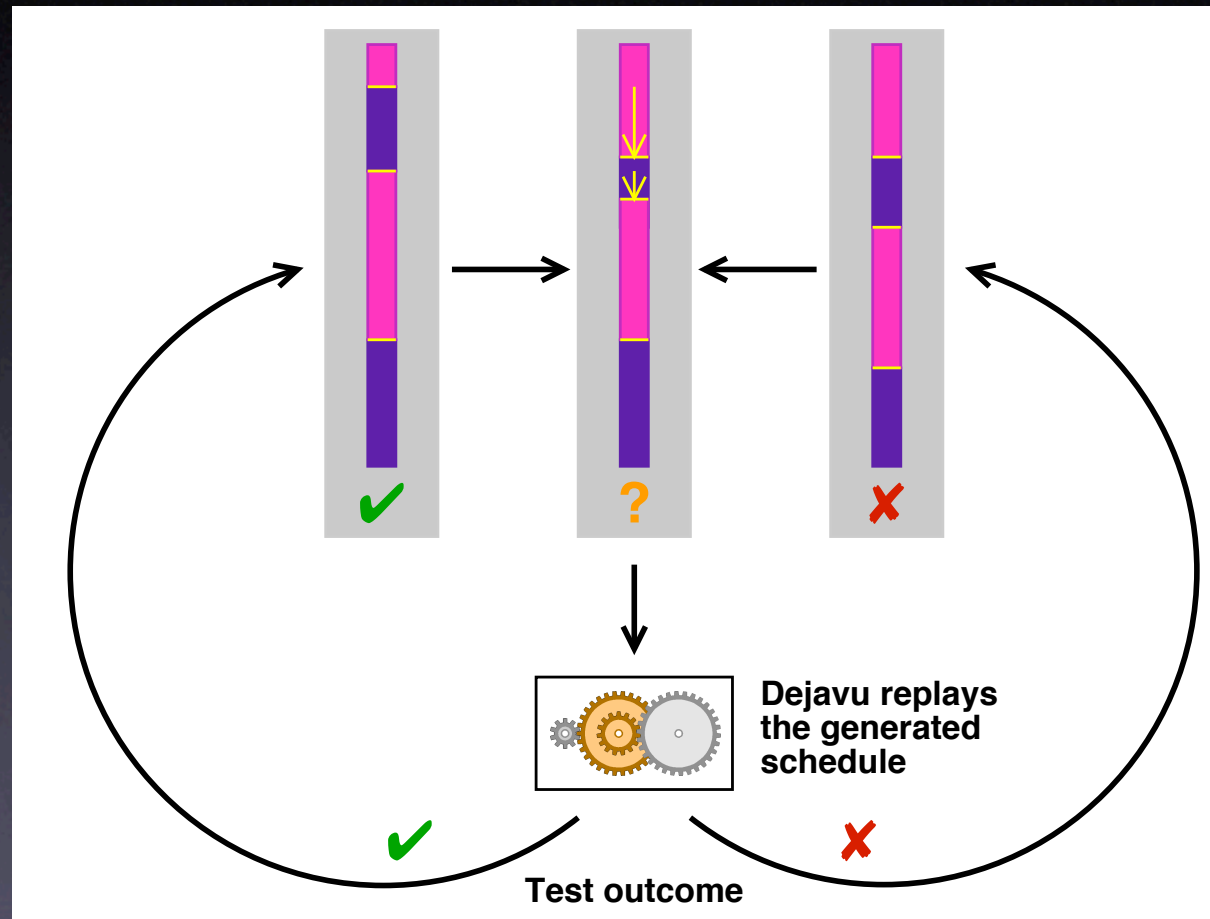


# Isolating Differences





# Isolating Differences

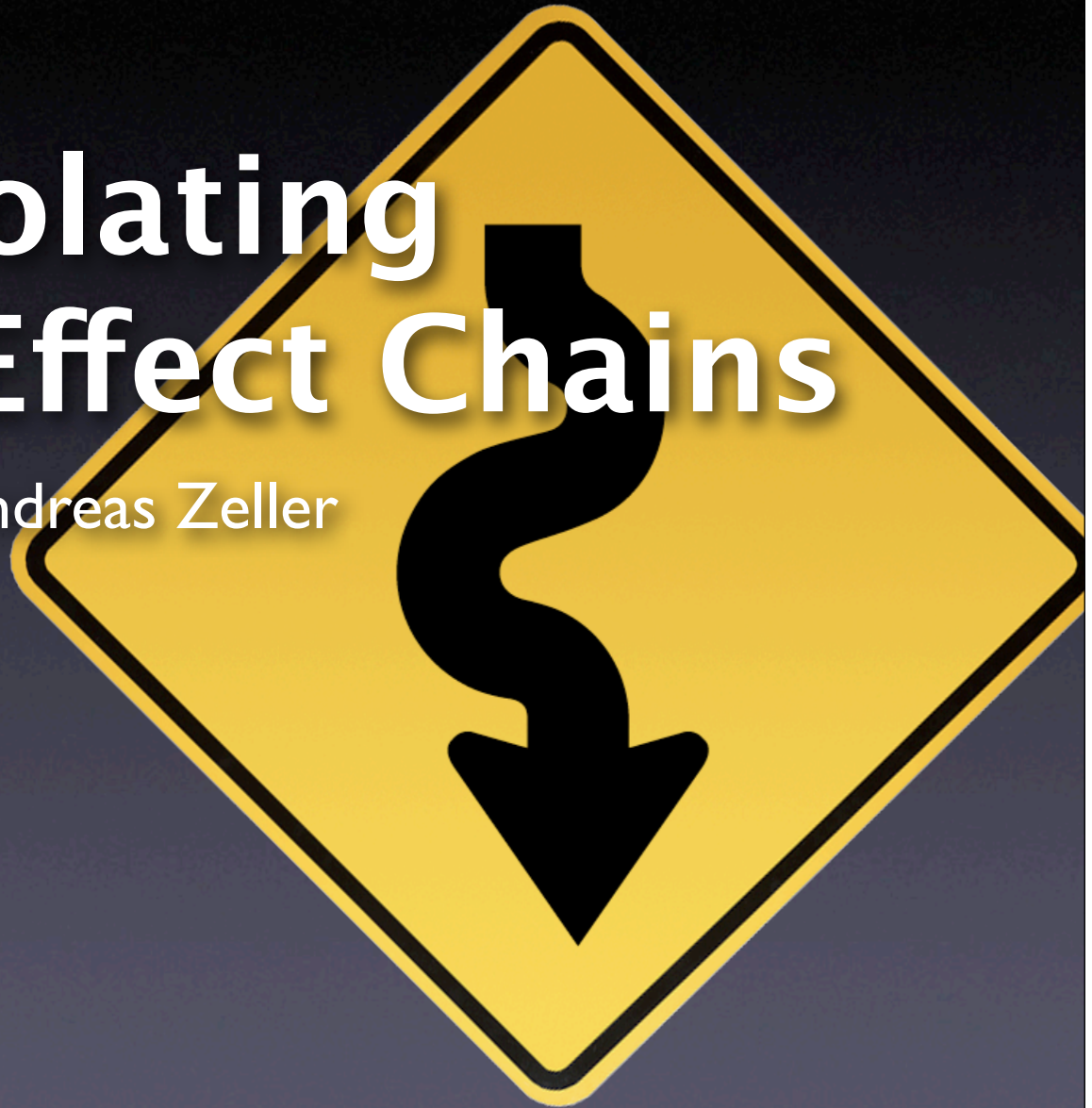


# Example: Raytracer

- Raytracer program from Spec JVM98 suite
- Injected a simple *race condition*
- Set up *automated test + random schedules*
- Obtained *passing* and *failing* schedule
- 3,842,577,240 differences, each moving a thread switch by  $\pm 1$  *yield point* (time unit)

# Isolating Cause-Effect Chains

Andreas Zeller



# bug.c

```
double bug(double z[], int n) {
    int i, j;

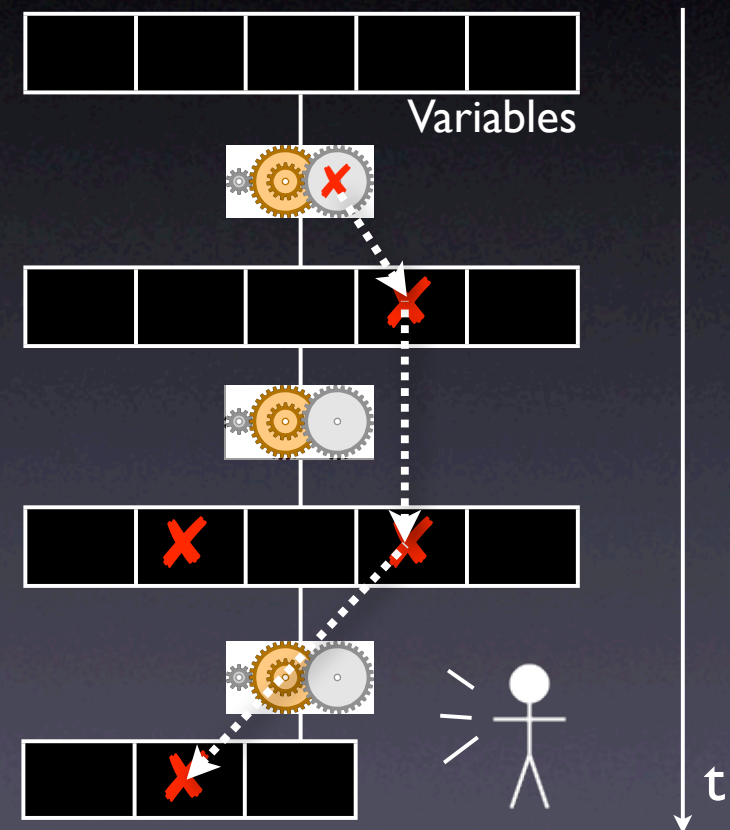
    i = 0;
    for (j = 0; j < n; j++) {
        i = i + j + 1;
        z[i] = z[i] * (z[0] + 1.0);
    }
    return z[n];
}
```

What is the cause  
of this failure?

# From Defect to Failure

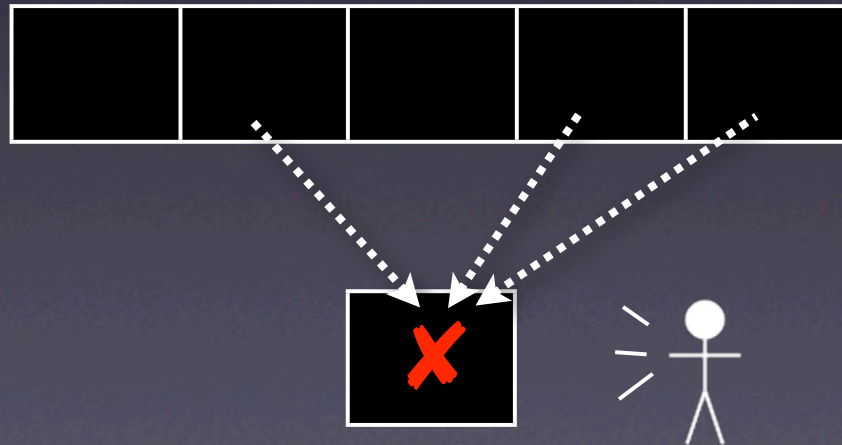
1. The programmer creates a *defect* – an error in the code.
2. When executed, the defect creates an *infection* – an error in the state.
3. The infection *propagates*.
4. The infection causes a *failure*.

This infection chain must be traced back – and broken.

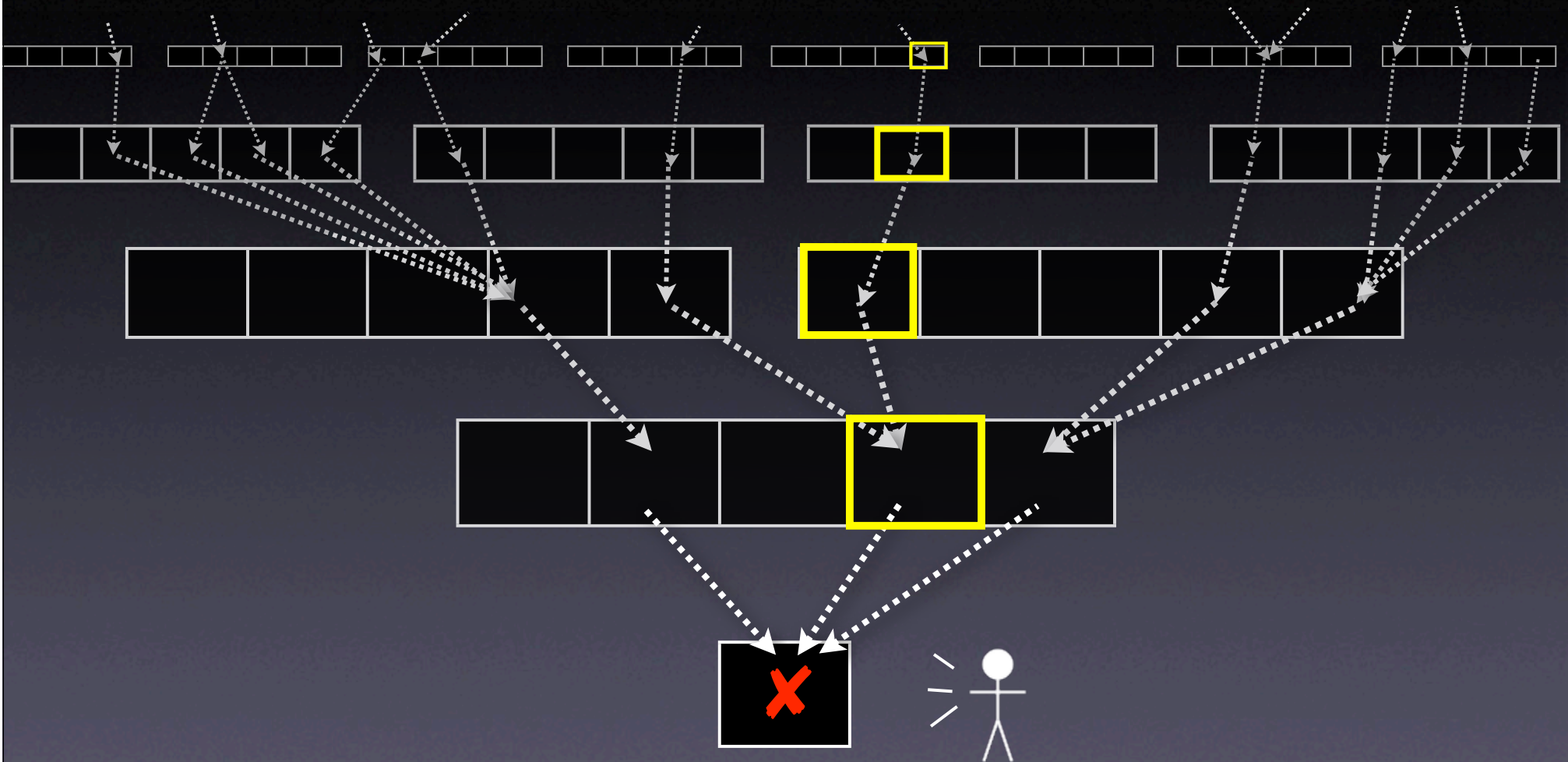


# Tracing Infections

- For every infection, we must find the *earlier infection that causes it*.
- Program analysis tells us *possible causes*

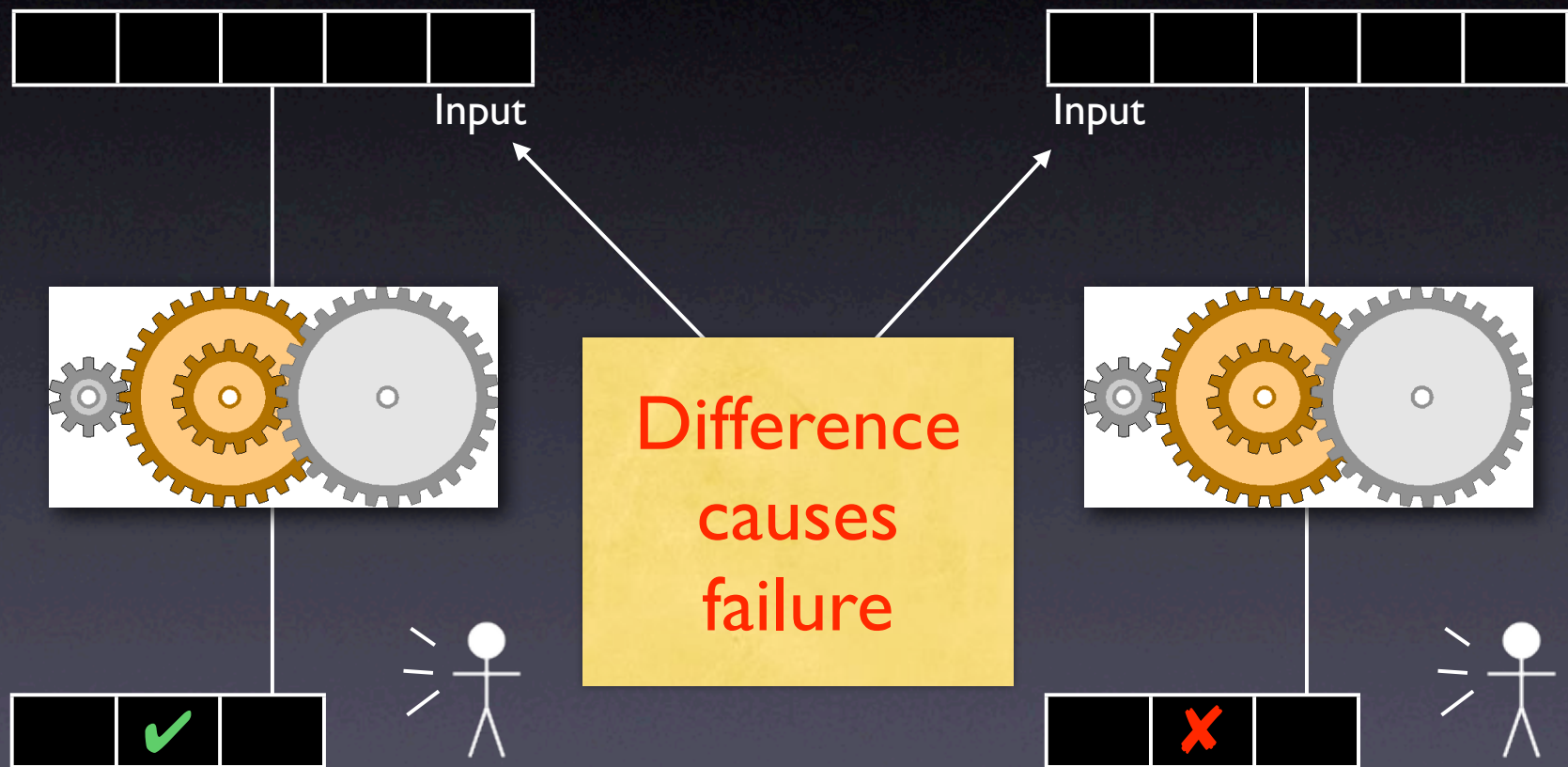


# Tracing Infections

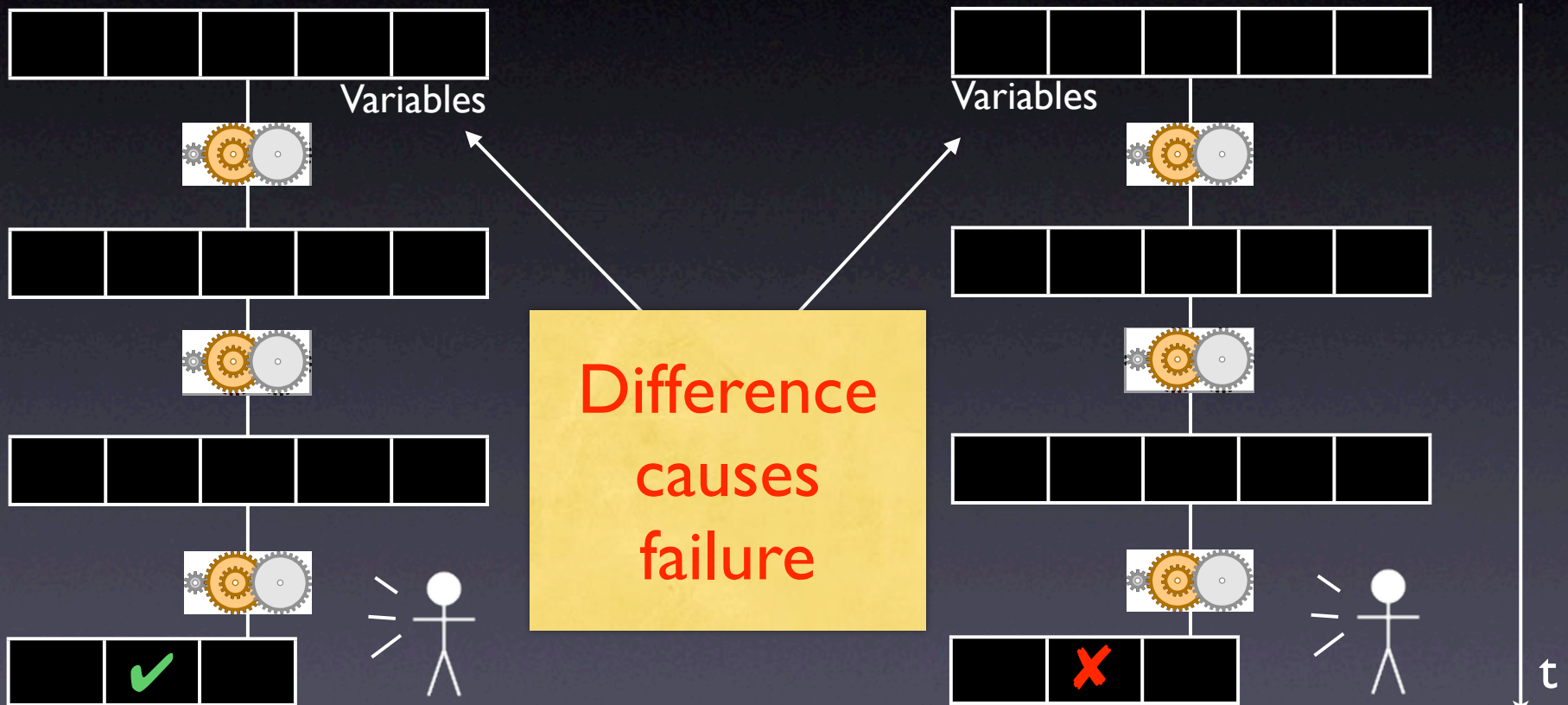




# Isolating Input



# Isolating States



# Comparing States

- What is a program state, anyway?
- How can we compare states?
- How can we narrow down differences?

# A Sample Program

```
$ sample 9 8 7
```

```
Output: 7 8 9
```

```
$ sample 11 14
```

```
Output: 0 11
```

Where is the defect  
which causes this failure?

```
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;
}
```

# A sample state

- We can access the entire state via the debugger:
  1. List all *base variables*
  2. Expand all references...
  3. ...until a fixpoint is found

# Sample States

Variable	Value	
	in $r_{\checkmark}$	in $r_{\times}$
<i>argc</i>	<b>4</b>	<b>5</b>
<i>argv</i> [0]	"/sample"	"/sample"
<i>argv</i> [1]	<b>"9"</b>	<b>"11"</b>
<i>argv</i> [2]	<b>"8"</b>	<b>"14"</b>
<i>argv</i> [3]	<b>"7"</b>	<b>0x0 (NIL)</b>
<i>i'</i>	1073834752	1073834752
<i>j</i>	1074077312	1074077312
<i>h</i>	1961	1961
<i>size</i>	<b>4</b>	<b>3</b>

Variable	Value	
	in $r_{\checkmark}$	in $r_{\times}$
<i>i</i>	<b>3</b>	<b>2</b>
<i>a</i> [0]	<b>9</b>	<b>11</b>
<i>a</i> [1]	<b>8</b>	<b>14</b>
<i>a</i> [2]	<b>7</b>	<b>0</b>
<i>a</i> [3]	1961	1961
<i>a'</i> [0]	<b>9</b>	<b>11</b>
<i>a'</i> [1]	<b>8</b>	<b>14</b>
<i>a'</i> [2]	<b>7</b>	<b>0</b>
<i>a'</i> [3]	1961	1961

at shell\_sort()

# Narrowing State Diffs

■ =  $\delta$  is applied, □ =  $\delta$  is *not* applied

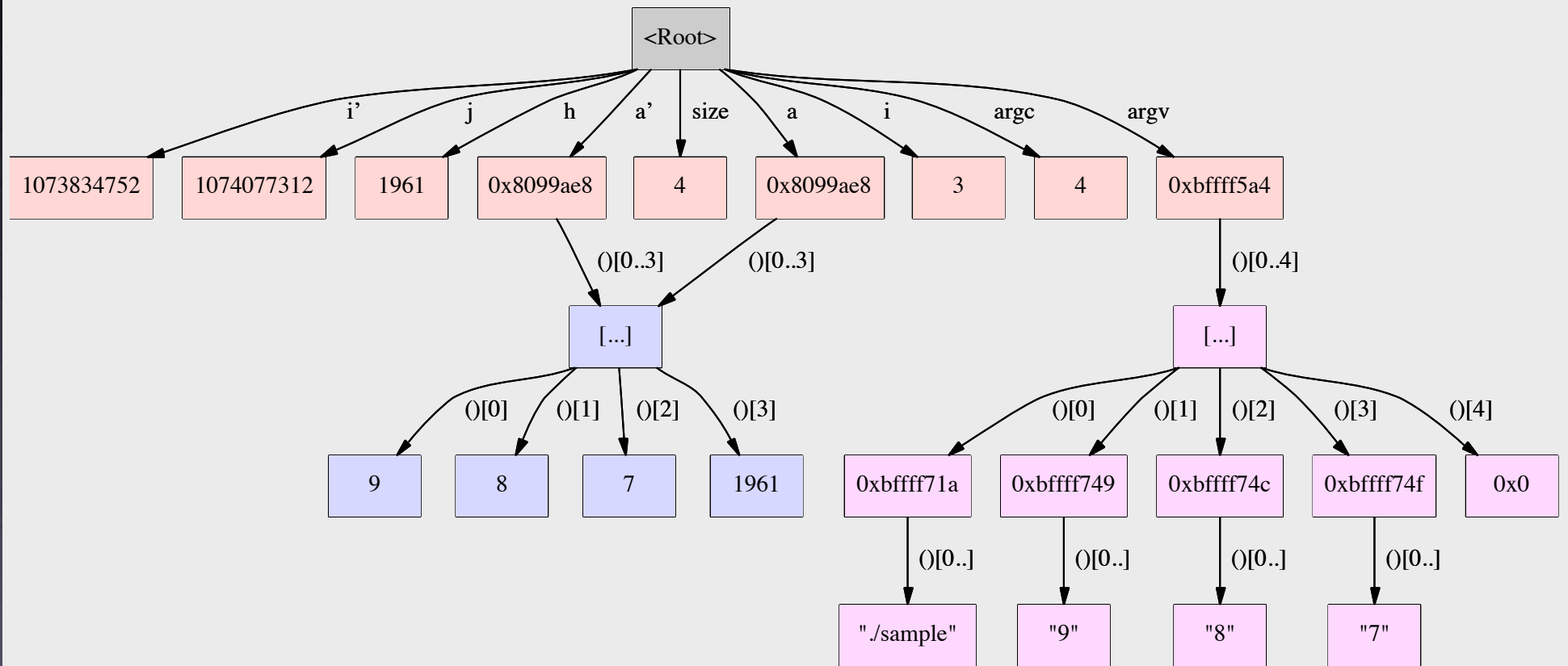
#	$a'[0]$	$a[0]$	$a'[1]$	$a[1]$	$a'[2]$	$a[2]$	$argc$	$argv[1]$	$argv[2]$	$argv[3]$	$i$	$size$	Output	Test
1	□	□	□	□	□	□	□	□	□	□	□	□	7 8 9	✓
2	■	■	■	■	■	■	■	■	■	■	■	■	0 11	✗
3	■	■	■	■	■	■	□	□	□	□	□	□	0 11 14	✗
4	■	■	■	□	□	□	□	□	□	□	□	□	7 11 14	?
5	□	□	□	■	■	■	□	□	□	□	□	□	0 9 14	✗
6	□	□	□	■	□	□	□	□	□	□	□	□	7 9 14	?
7	□	□	□	□	■	■	□	□	□	□	□	□	0 8 9	✗
8	□	□	□	□	■	□	□	□	□	□	□	□	0 8 9	✗
Result					■									



# Complex State

- Accessing the state as a *table* is not enough:
  - References are not handled
  - Aliases are not handled
- We need a *richer* representation

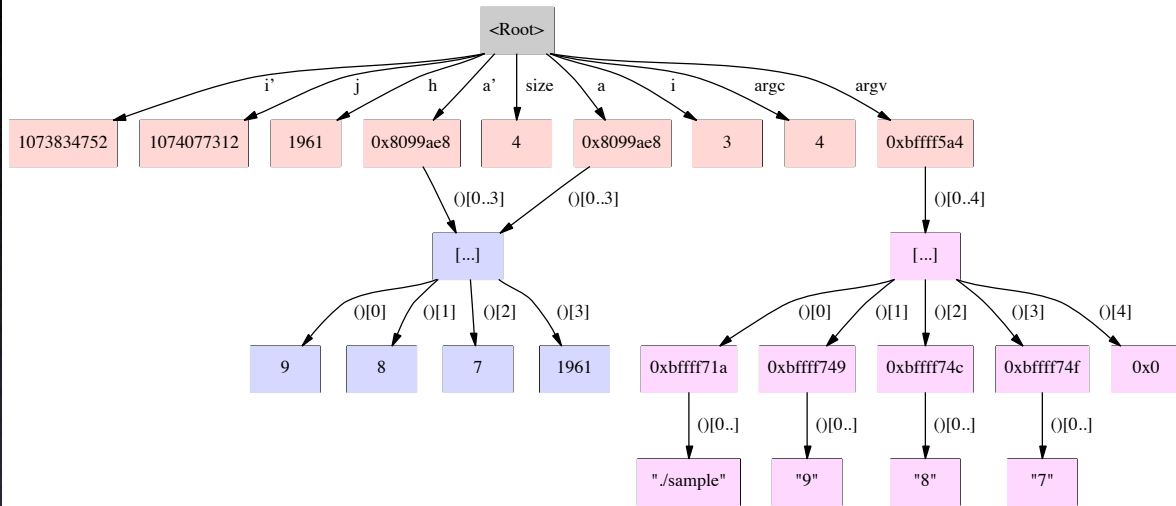
# A Memory Graph



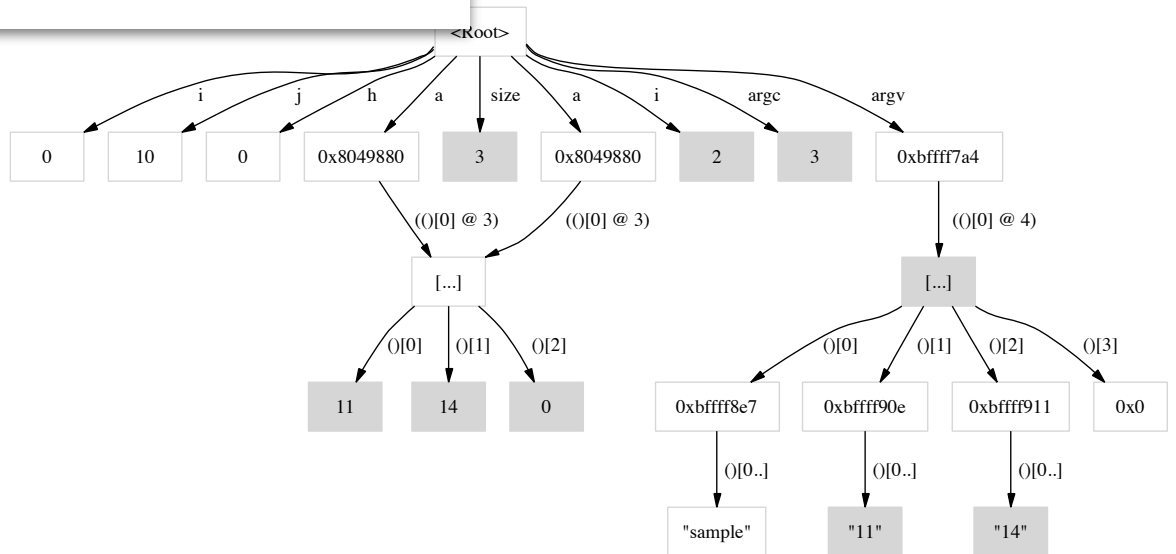
# Unfolding Memory

- Any variable: make new node
- Structures: unfold all members
- Arrays: unfold all elements
- Pointers: unfold object being pointed to
  - *Does  $p$  point to something? And how many?*

# Comparing States



passing run



failing run

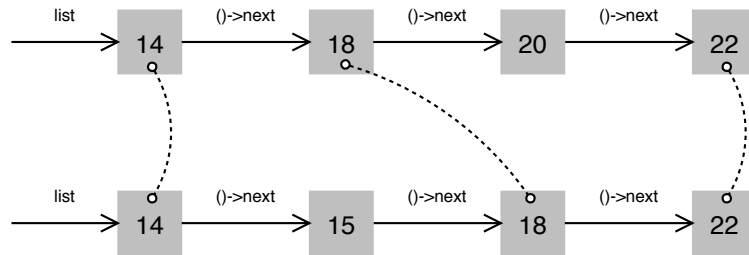
# Comparing States

- Basic idea: *compute common subgraph*
- Any node that is not part of the common subgraph becomes a *difference*
- Applying a difference means to create or delete nodes – and adjust references
- All this is done within GDB

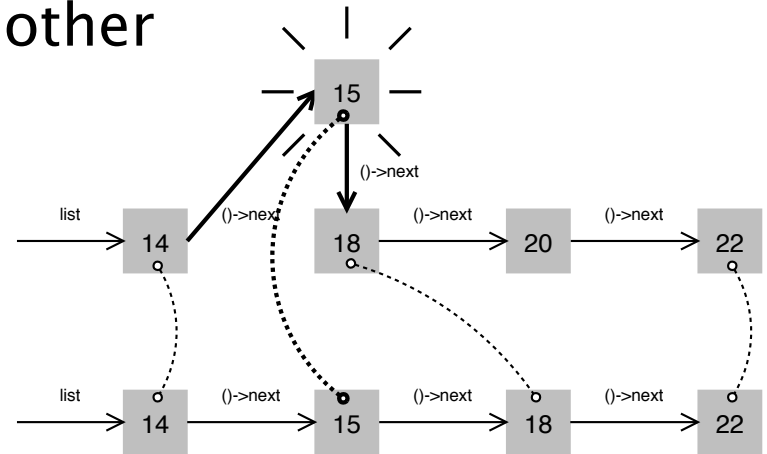
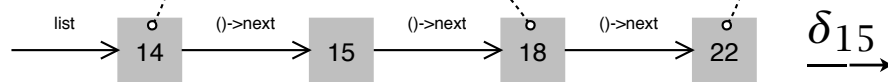
# Applying Diffs

$\delta_{15}$  creates a variable,  $\delta_{20}$  deletes another

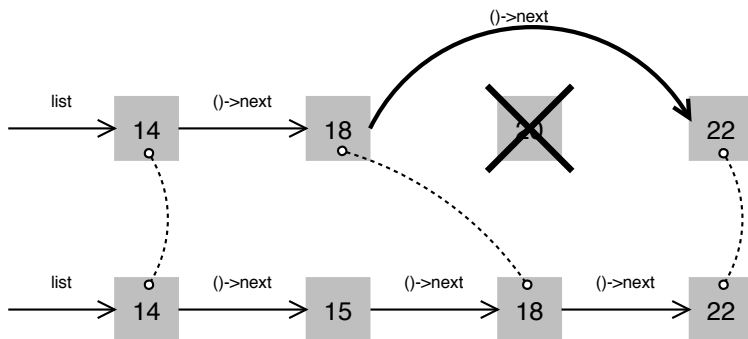
$r_{\checkmark}$



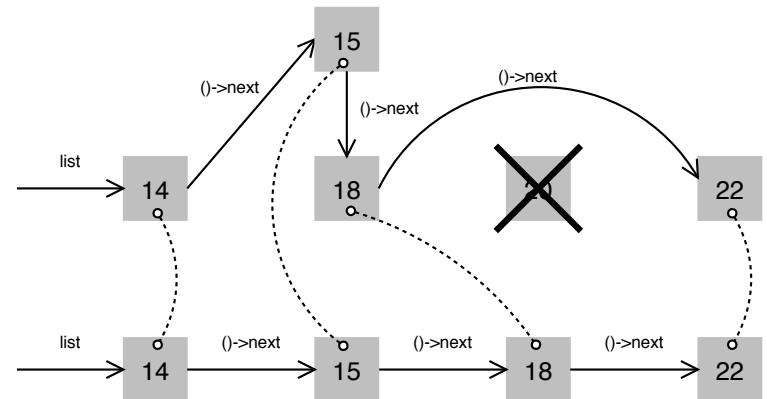
$r_{\times}$



$\delta_{20}$



$\delta_{20}$



# Results: GCC Transitions

#	Location	Cause transition to variable
0	⟨Start⟩	argv[ 3 ]
1	toplev.c:4755	name
2	toplev.c:2909	dump_base_name
3	c-lex.c:187	fininput→_IO_buf_base
4	c-lex.c:1213	nextchar
5	c-lex.c:1213	yyssa[ 41 ]
6	c-typeck.c:3615	yyssa[ 42 ]
7	c-lex.c:1213	last_insn→fld[ 1 ].rtx →fld[ 1 ].rtx→fld[ 3 ].rtx →fld[ 1 ].rtx.code
8	c-decl.c:1213	sequence_result[ 2 ] →fld[ 0 ].rtvec →elem[ 0 ].rtx→fld[ 1 ].rtx →fld[ 1 ].rtx→fld[ 1 ].rtx →fld[ 1 ].rtx→fld[ 1 ].rtx →fld[ 1 ].rtx→fld[ 1 ].rtx →fld[ 3 ].rtx→fld[ 1 ].rtx.code
9	combine.c:4271	x→fld[ 0 ].rtx→fld[ 0 ].rtx

# Concepts

- ★ To isolate failure causes automatically, use
  - an *automated test case*
  - a means to *narrow down the difference*
  - a *strategy* for proceeding.
- ★ One possible strategy is Delta Debugging.



# Concepts (2)

- ★ Delta Debugging can isolate failure causes
  - in the (general) *input*
  - in the *version history*
  - in *thread schedules*
  - in *program states*
- ★ Every such cause implies a *fix* – but not necessarily a correction.

# Announcement

Dear students,

I updated the lecture schedule. Most notable changes are

- I removed (R) signs from several papers making them as optional.

  - Reps' et al.'s profiling paper for 4/8,

  - Lanza et al.'s paper on metrics and visualization for 4/20,

  - Boshernitsan's paper on source transformation for 4/29

If you are signed up for these papers, you are still scheduled to present. However, I won't discuss these papers in depth during my lecture.

- I switched the order between Lanza et al.'s and Murphy et al.'s paper.

- For next monday, I will talk about using delta-debugging for isolating cause-effect chain. It's likely that we will have more discussion on regression testing on next wednesday instead. If you are signed up for presenting Orso et al's paper, you are still on for monday.

Thanks!  
Miryung