

Replaying and Isolating Failing Multi-Object Interactions

**Martin Burger • Andreas Zeller
Saarland University**

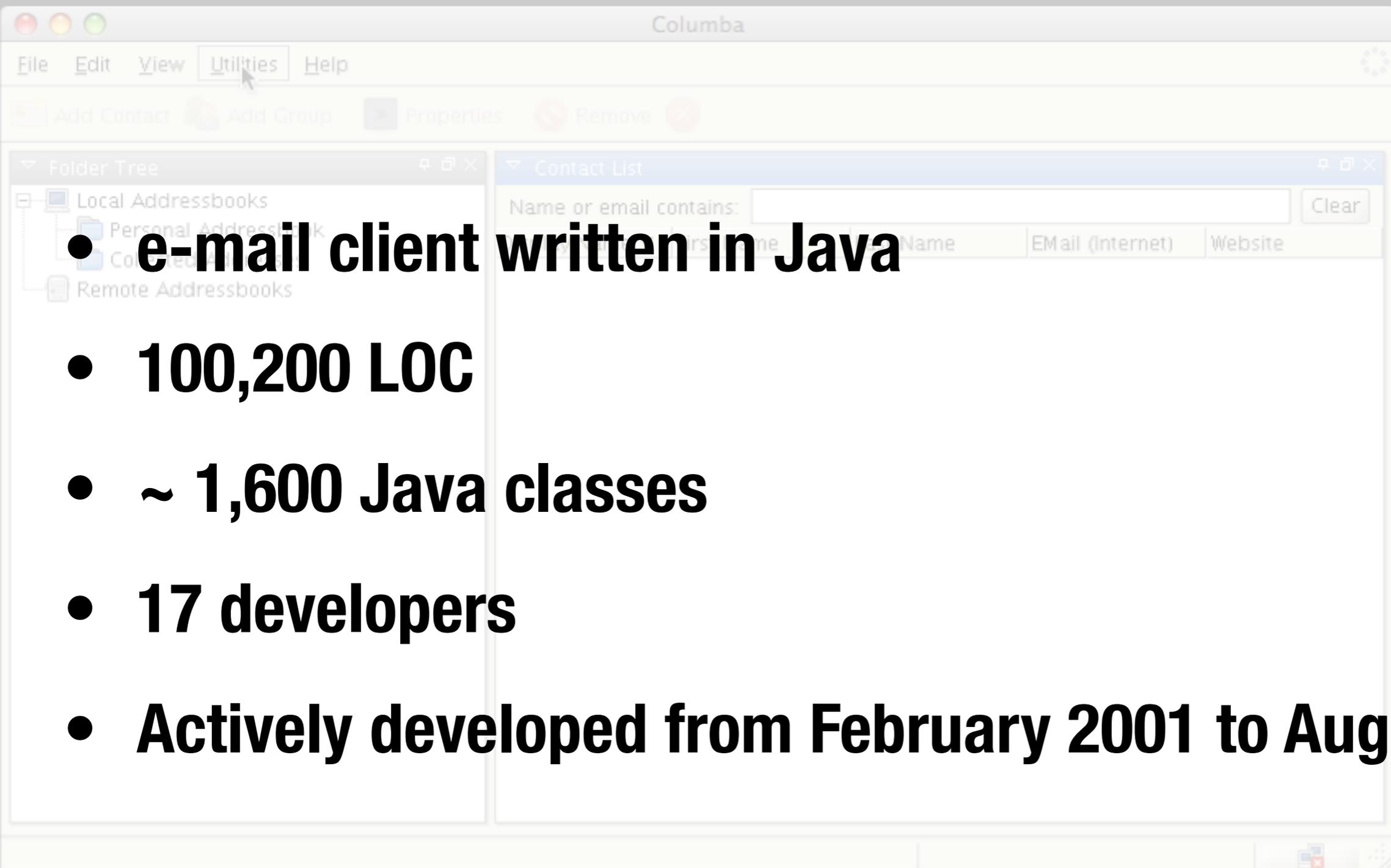
Folder Tree

- Local Addressbooks
 - Personal Addressbook
 - Collected Addresses
- Remote Addressbooks

Contact List

Name or email contains: Clear

Display Name ▼	First Name	Last Name	E-Mail (Internet)	Website
----------------	------------	-----------	-------------------	---------



- **e-mail client written in Java**
- **100,200 LOC**
- **~ 1,600 Java classes**
- **17 developers**
- **Actively developed from February 2001 to August 2007**

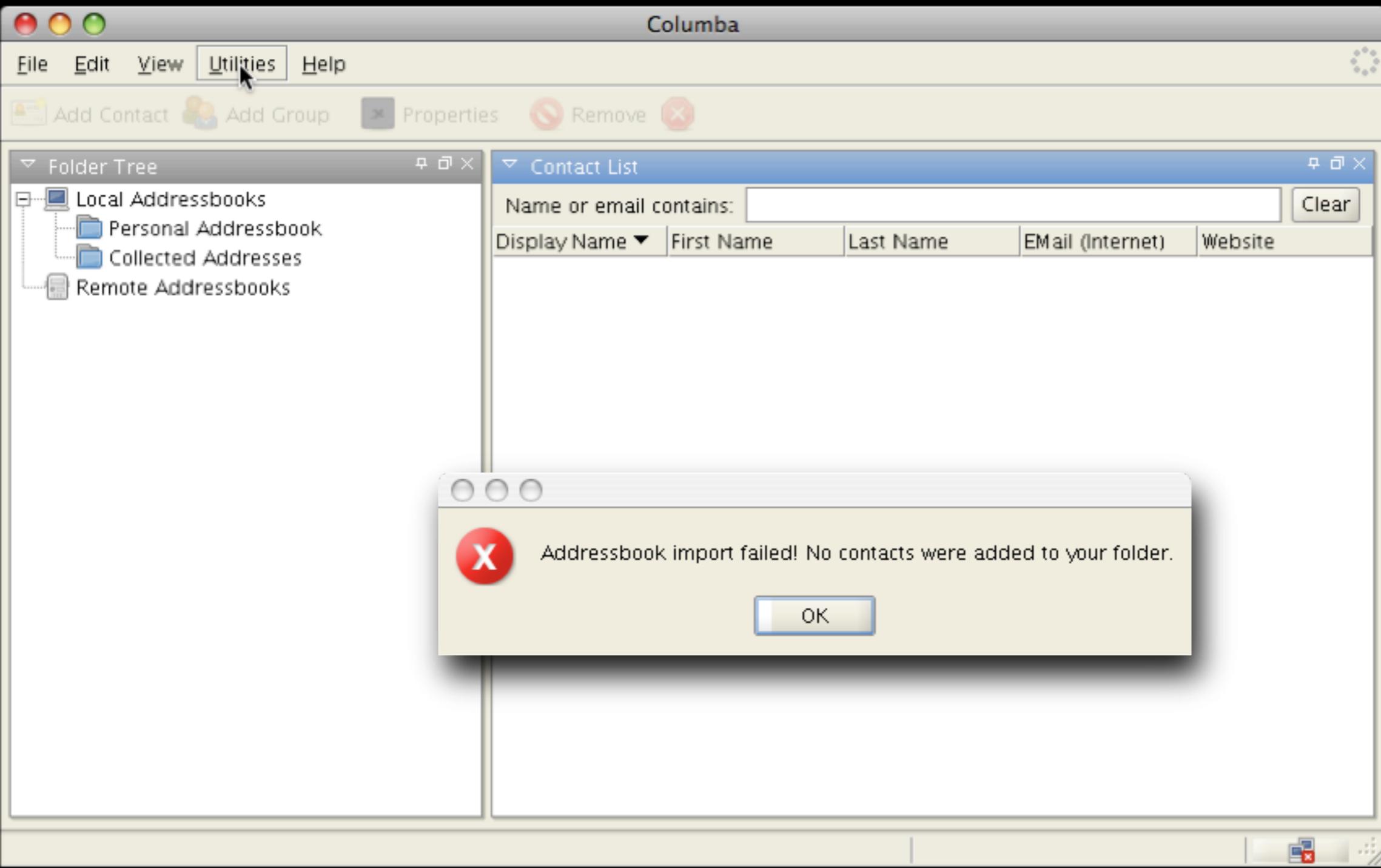
Folder Tree

- Local Addressbooks
 - Personal Addressbook
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Contact List

Name or email contains: Clear

Display Name ▼	First Name	Last Name	E-Mail (Internet)	Website
----------------	------------	-----------	-------------------	---------



 Addressbook import failed! No contacts were added to your folder.

OK

Debugging 101

1. reproduce the original failure

- manually by using GUI
- test driver that reproduce faulty behavior

Debugging 101

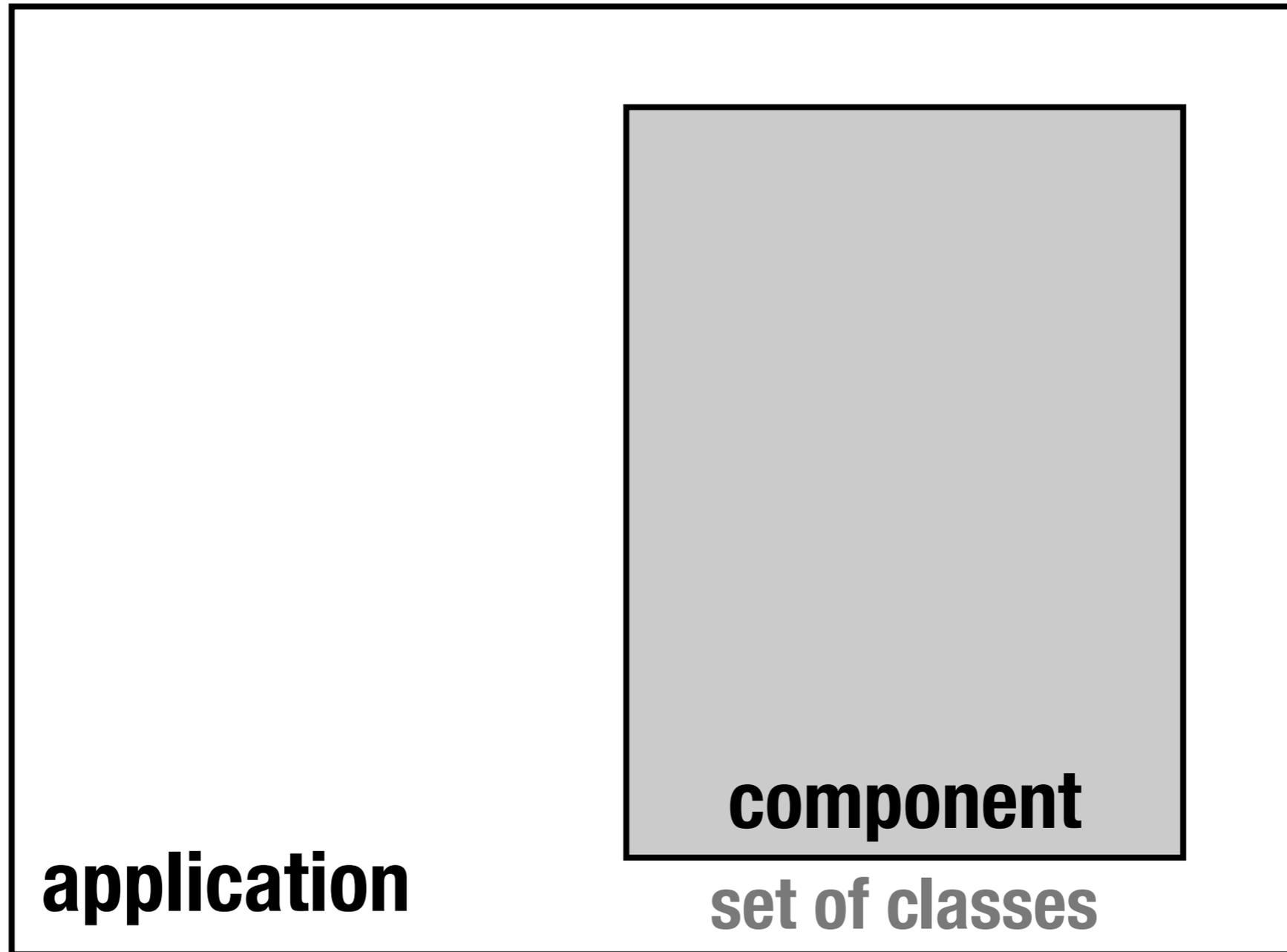
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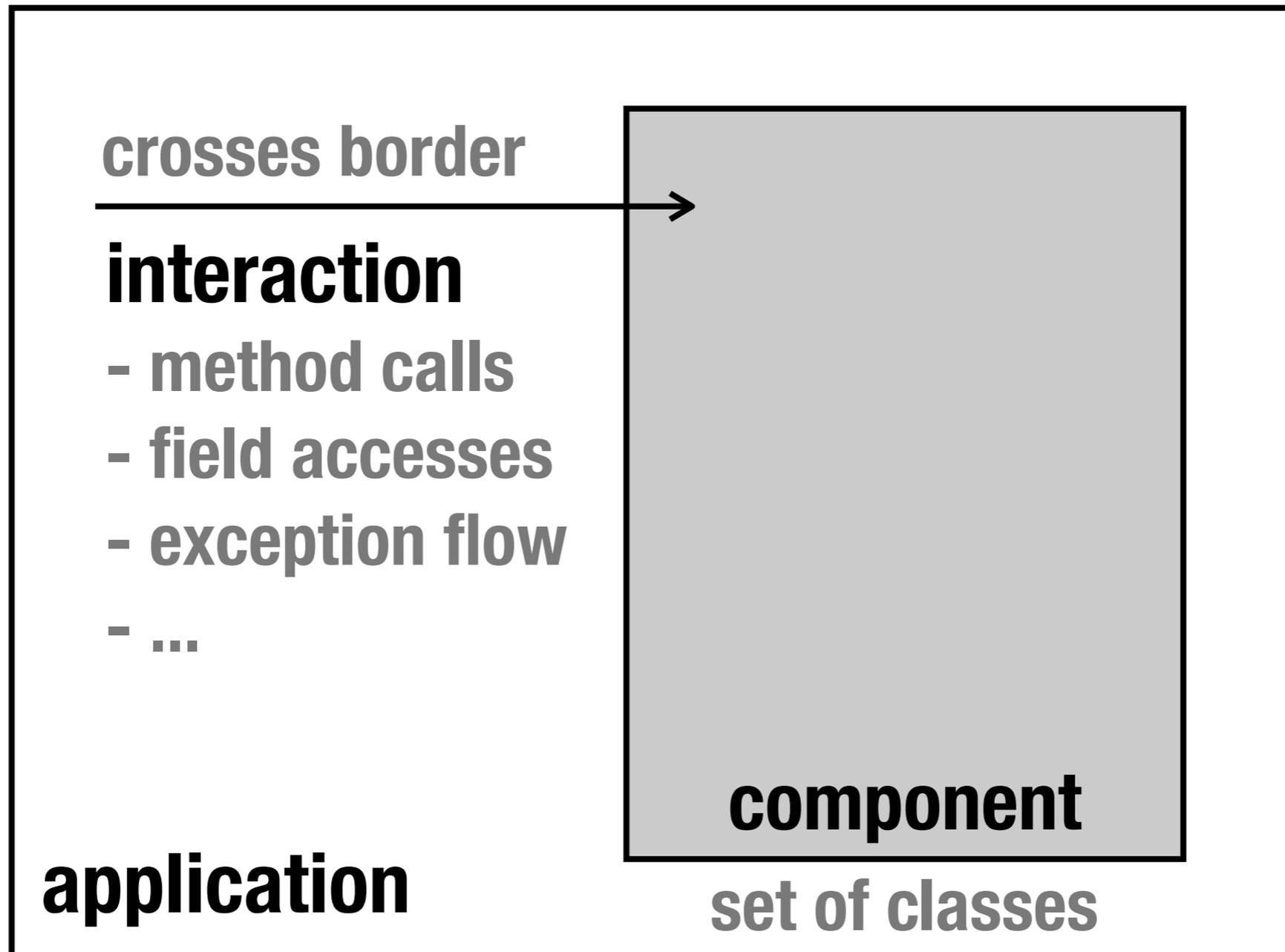
2. fix the actual defect

- focus on relevant behavior
- simplify faulty behavior

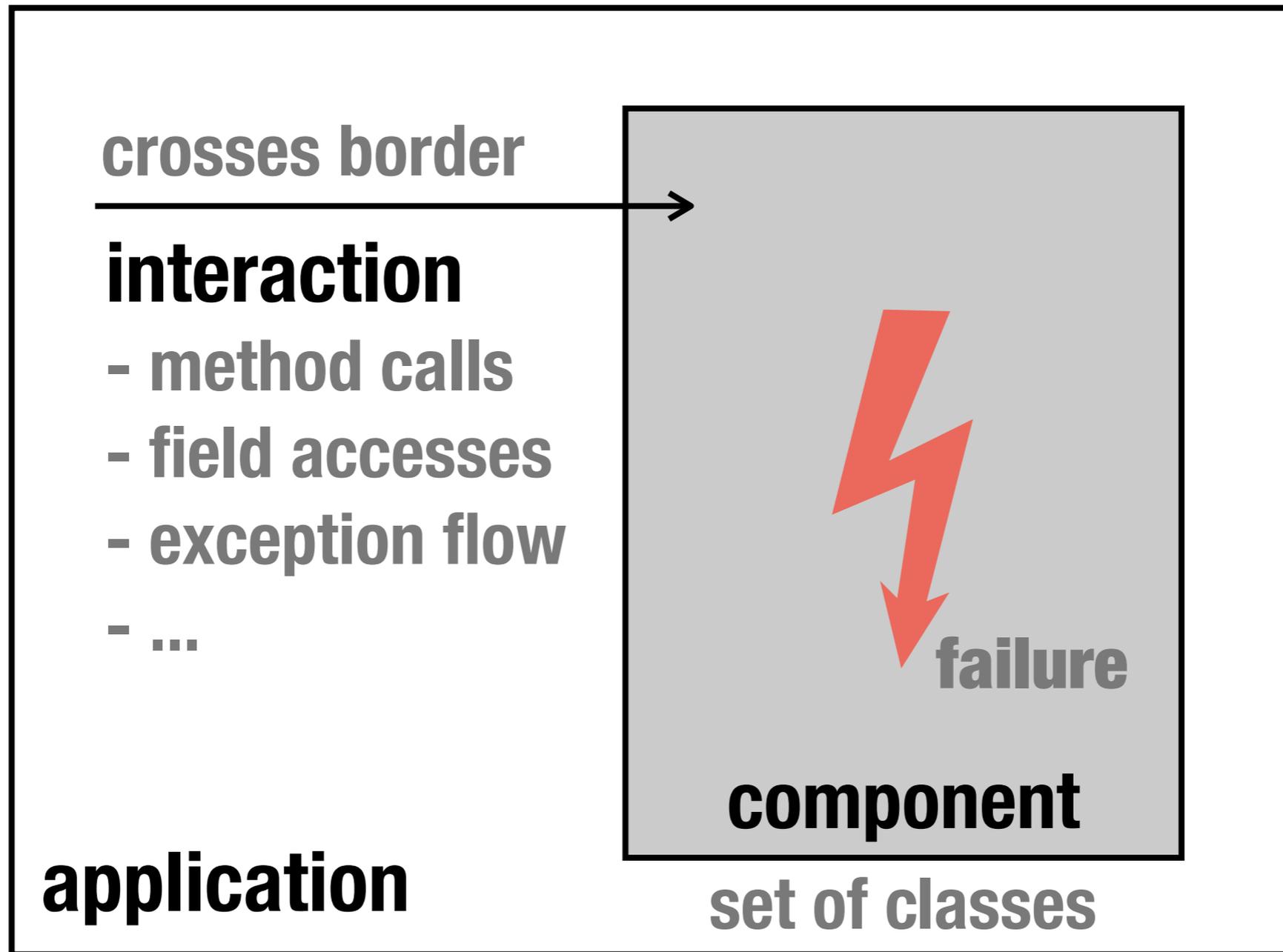
Faulty Component Behavior



Faulty Component Behavior



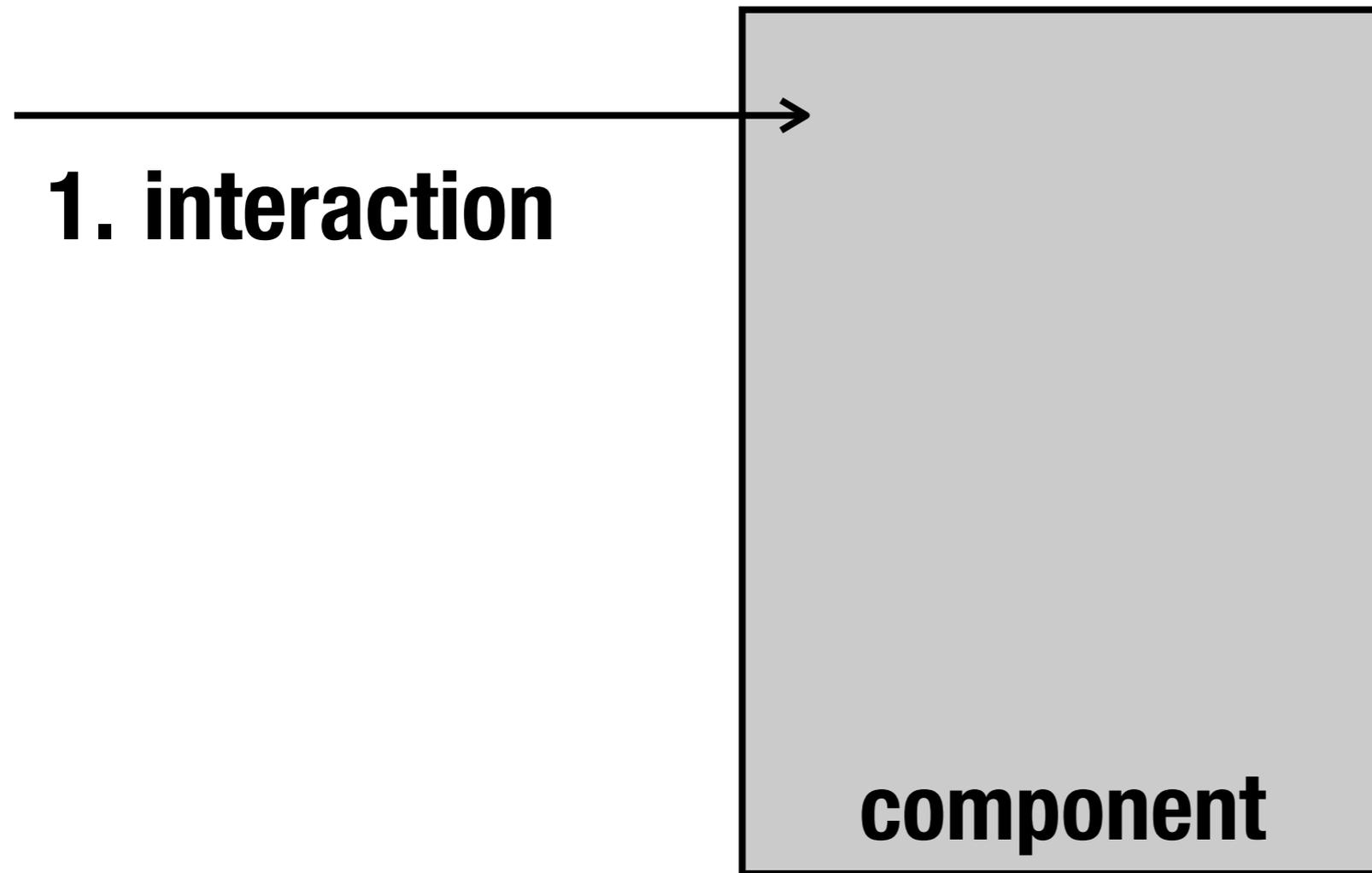
Faulty Component Behavior



Reproducing



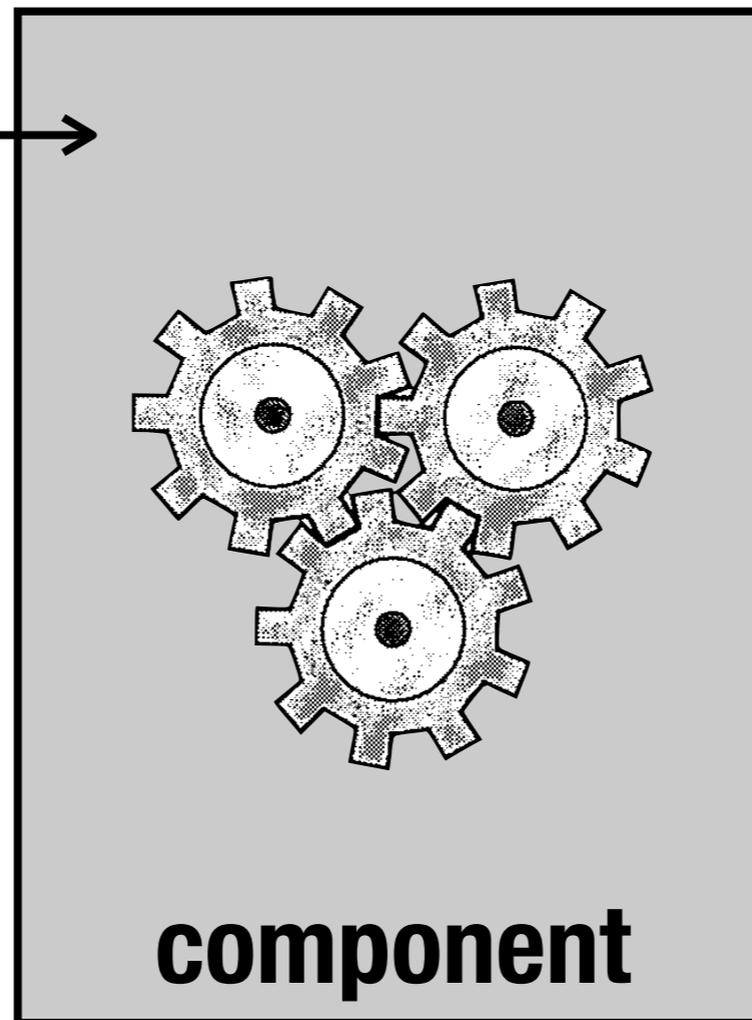
Reproducing



Reproducing

1. interaction

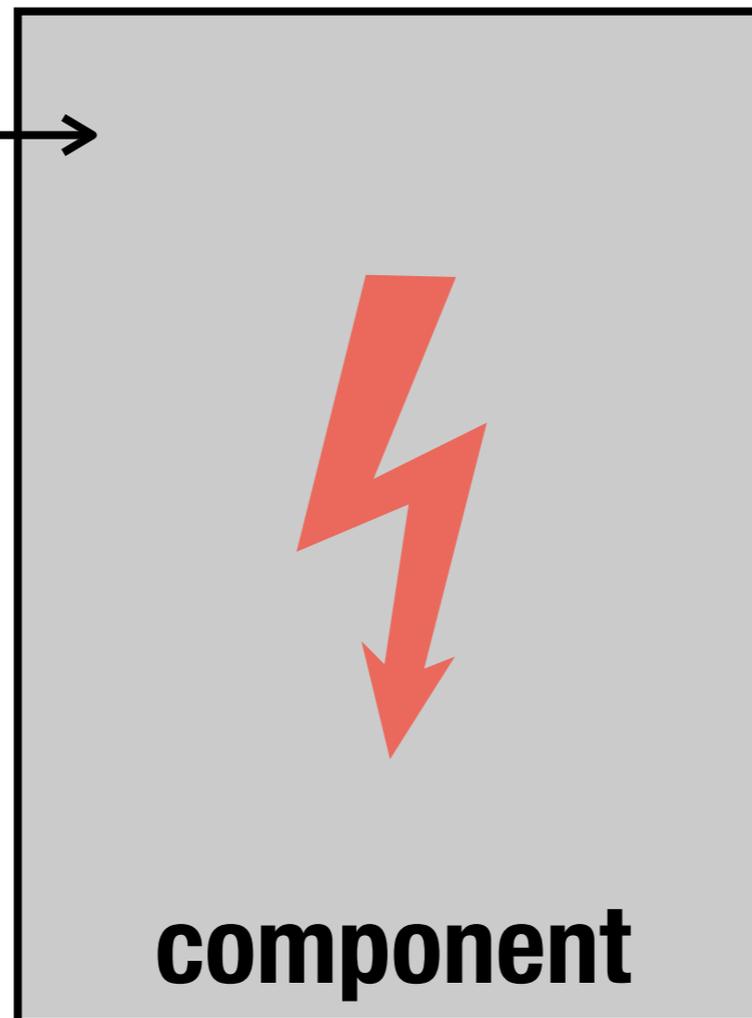
**2. ... component
computes in
the same way**



Reproducing

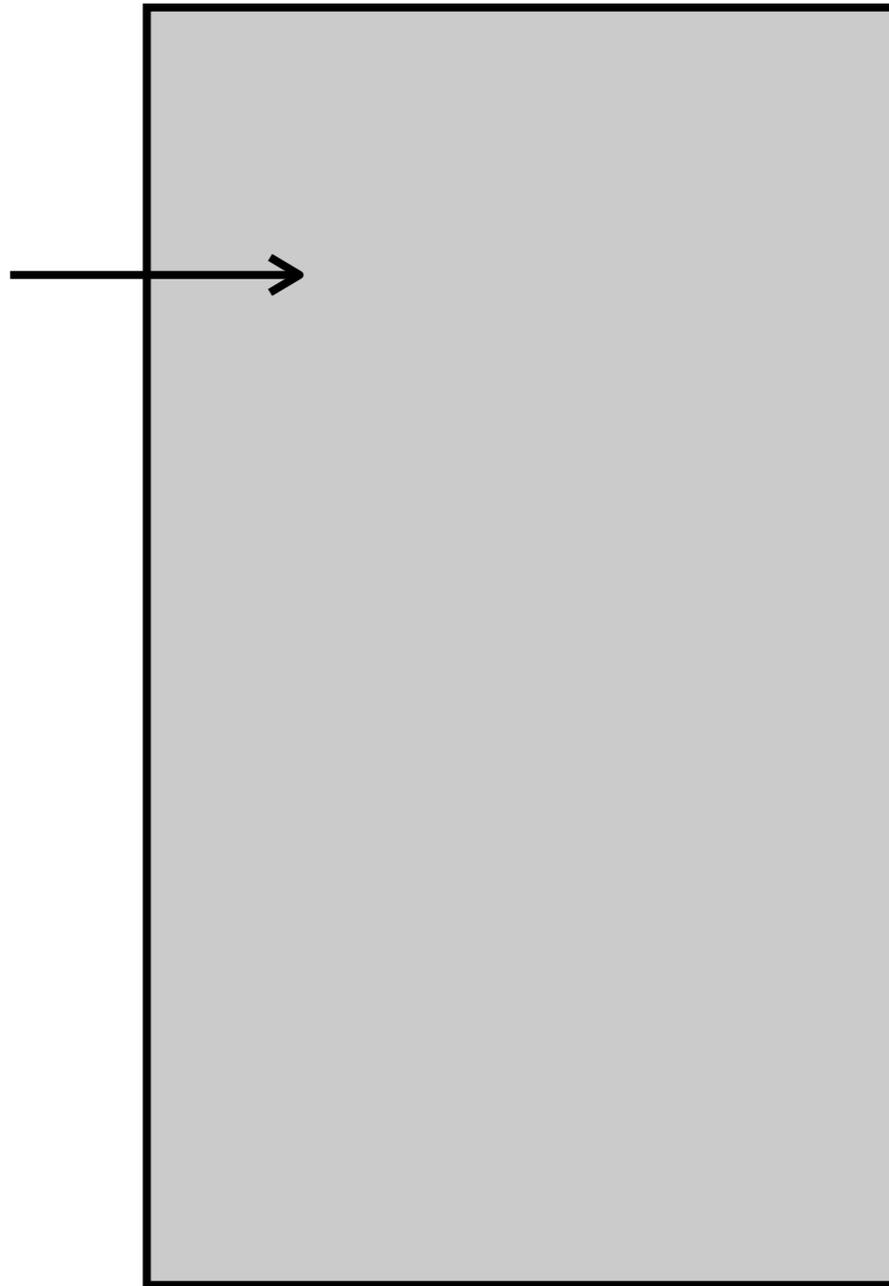
1. interaction

**2. ... component
computes in
the same way**



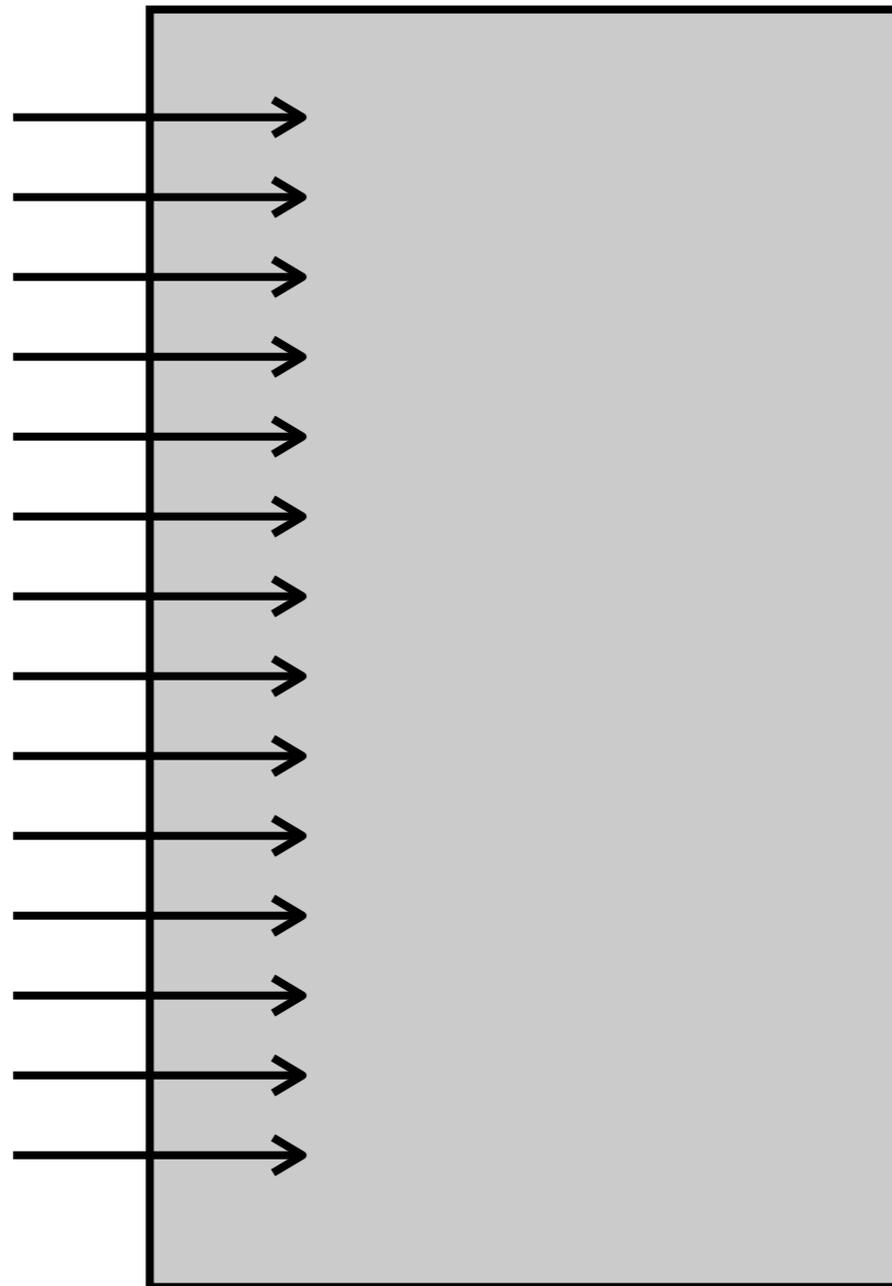
**3. ... failure
reproduced**

Simplifying



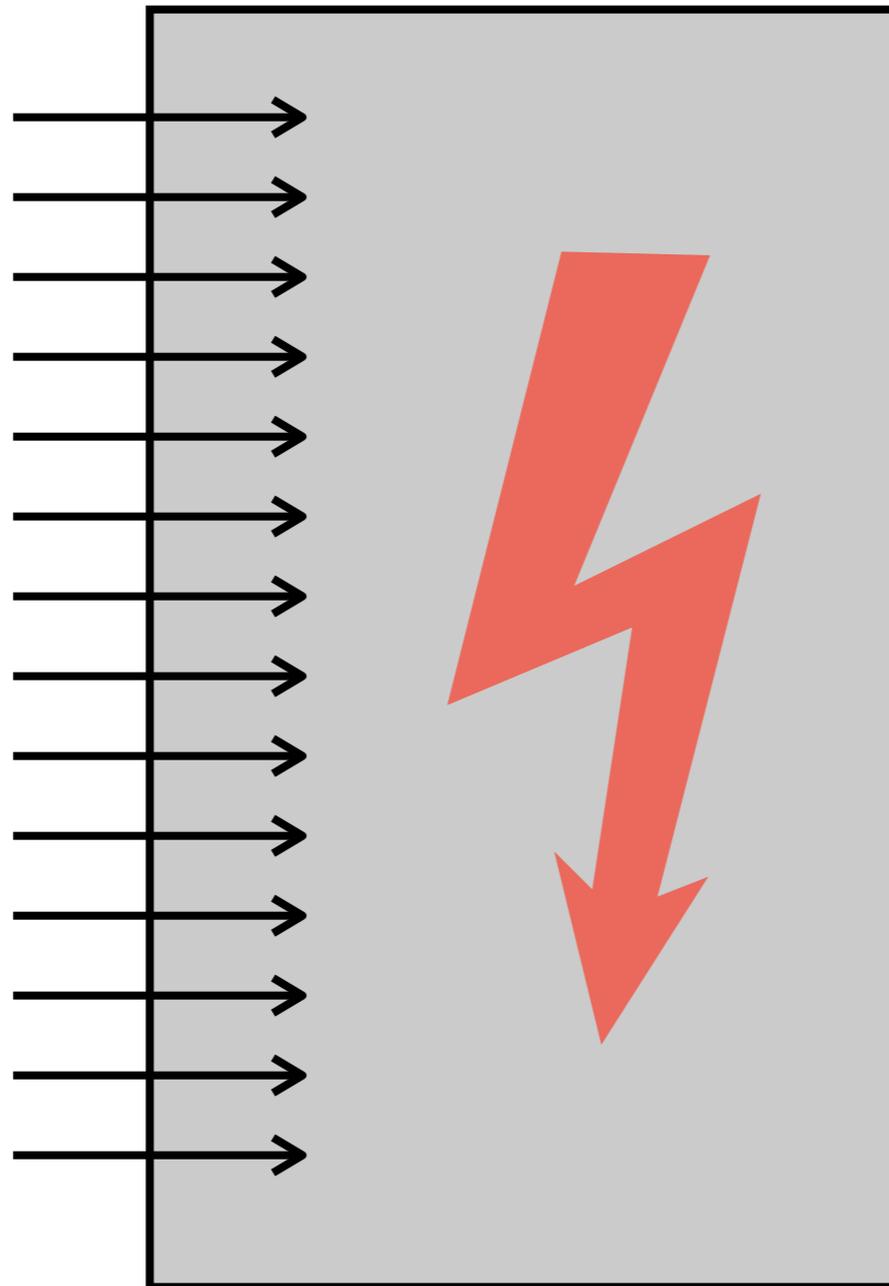
Simplifying

**many
interactions**



Simplifying

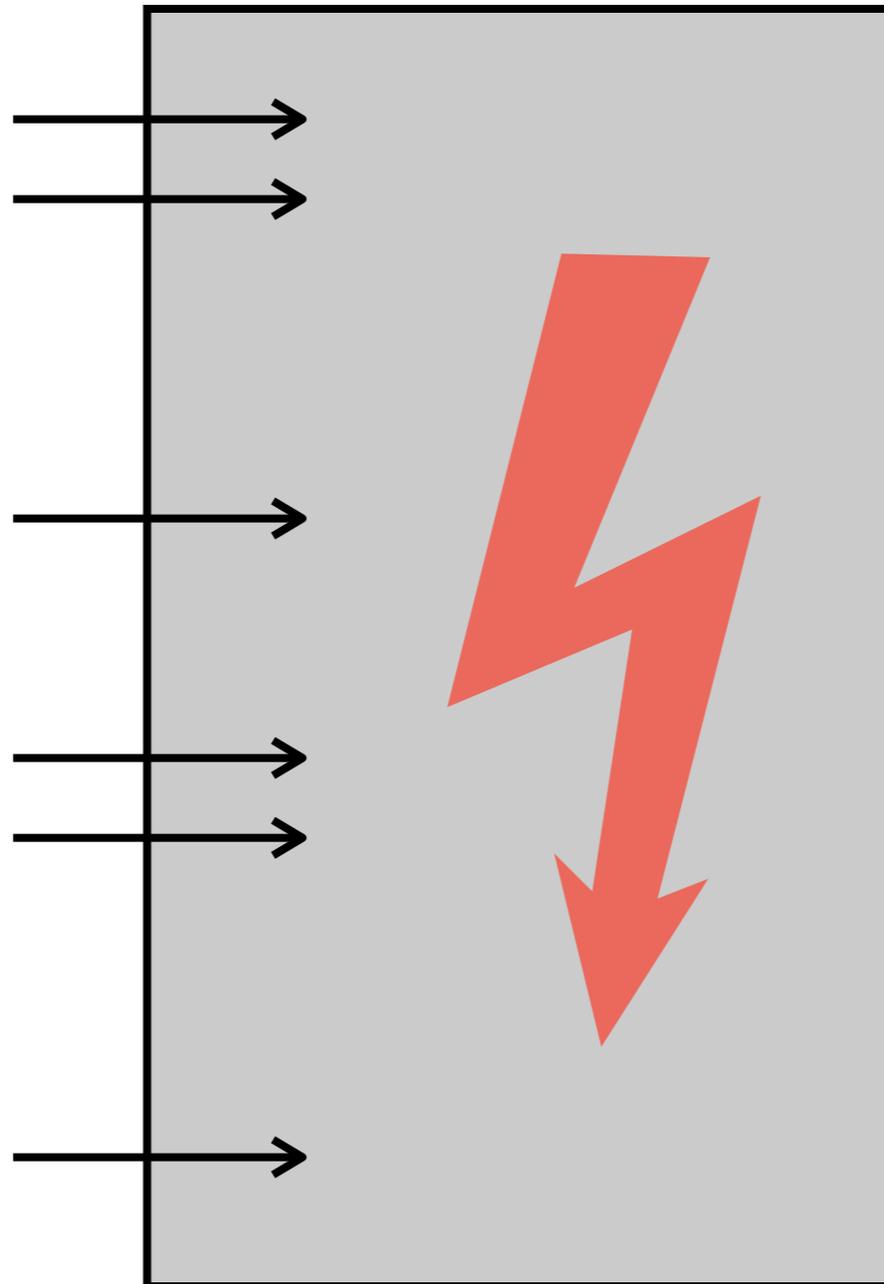
**many
interactions**



**replaying causes
original failure**

Simplifying

minimal set of interactions

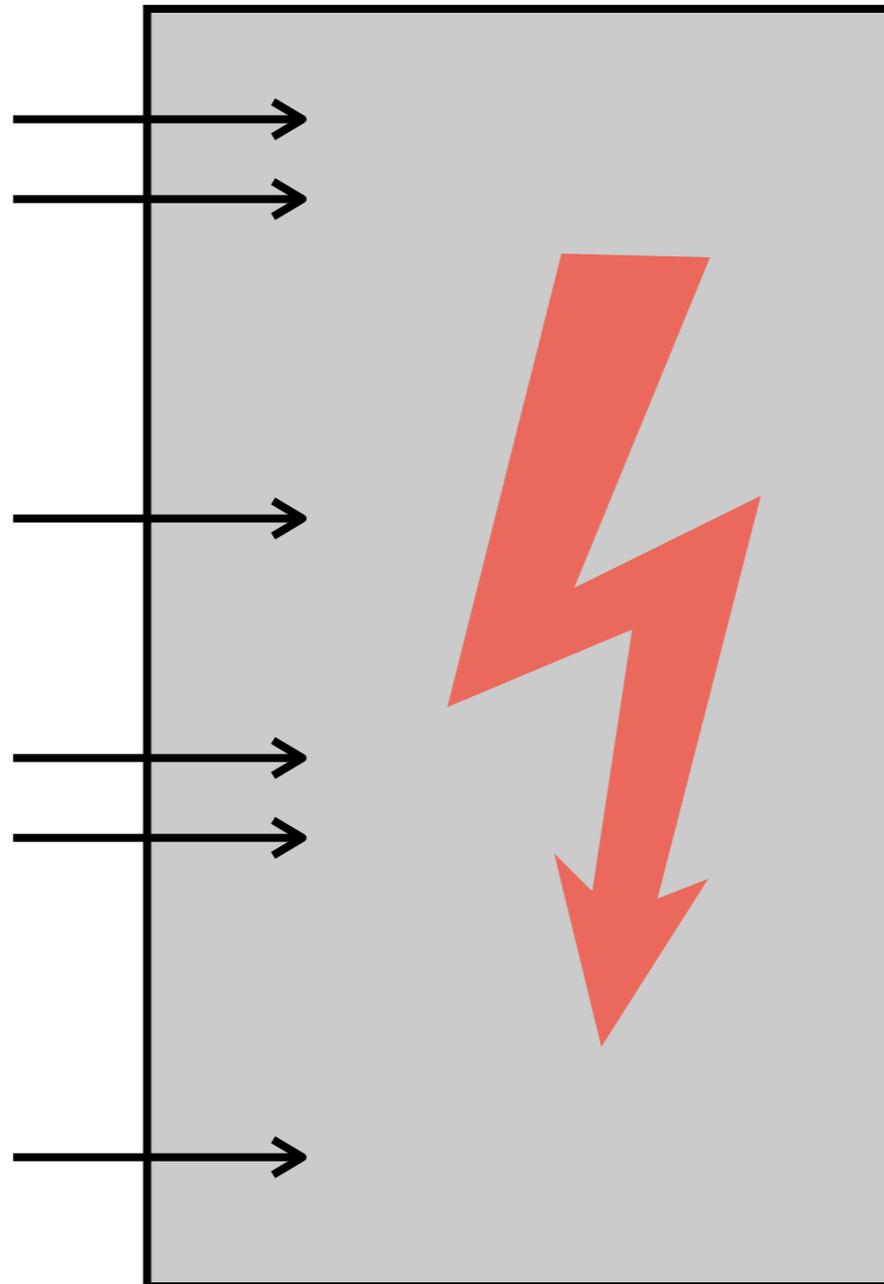


replaying causes original failure

Simplifying

delta debugging
binary search

minimal set of
interactions



replaying causes
original failure

Implementation: JINSI

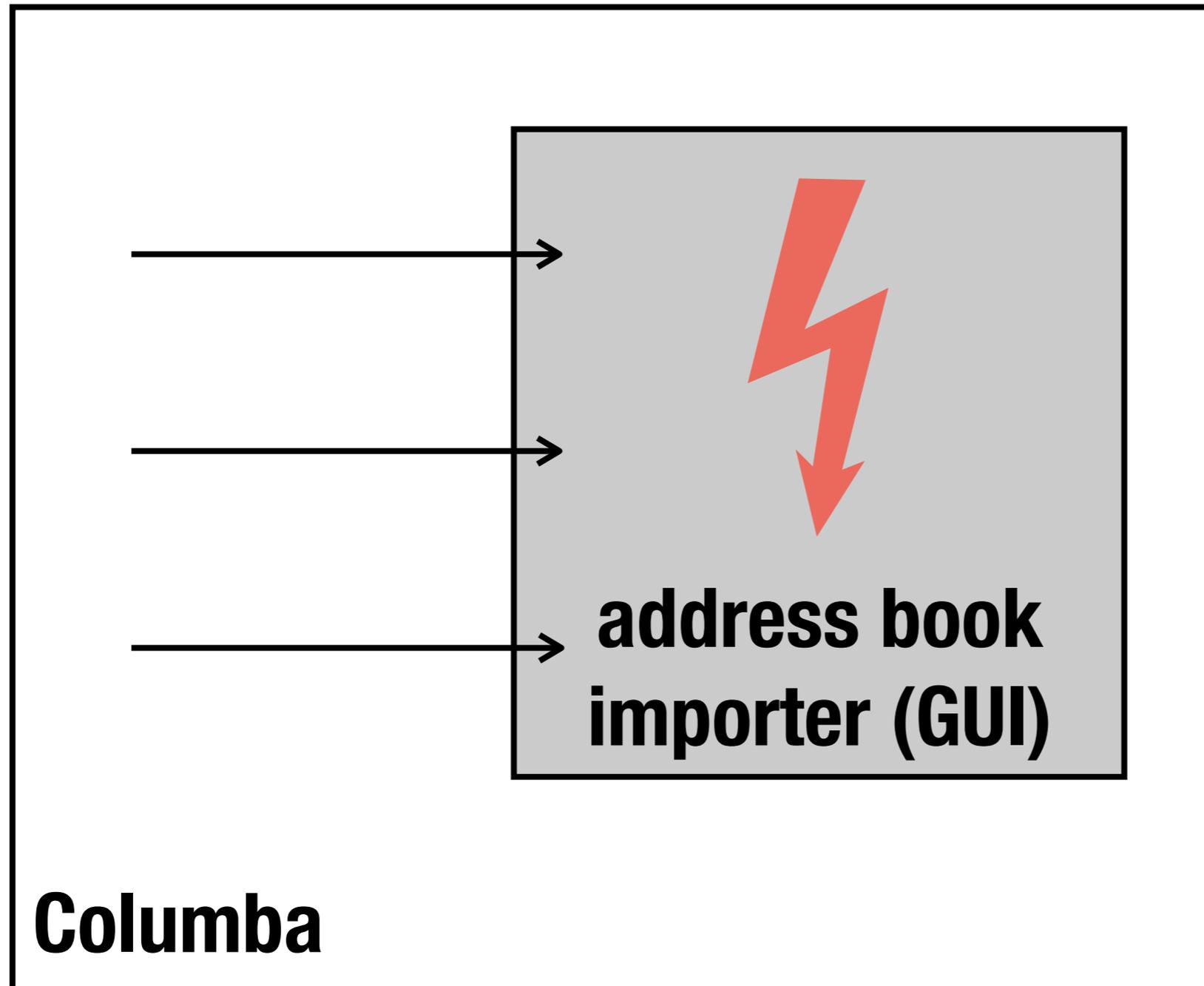
- **debugging tool to reproduce and simplify failing components in Java programs**
- **reproduce**
capture and replay of interactions at component level
- **simplify**
delta debugging minimizes interactions

Isolating Relevant Component Interactions with JINSI.

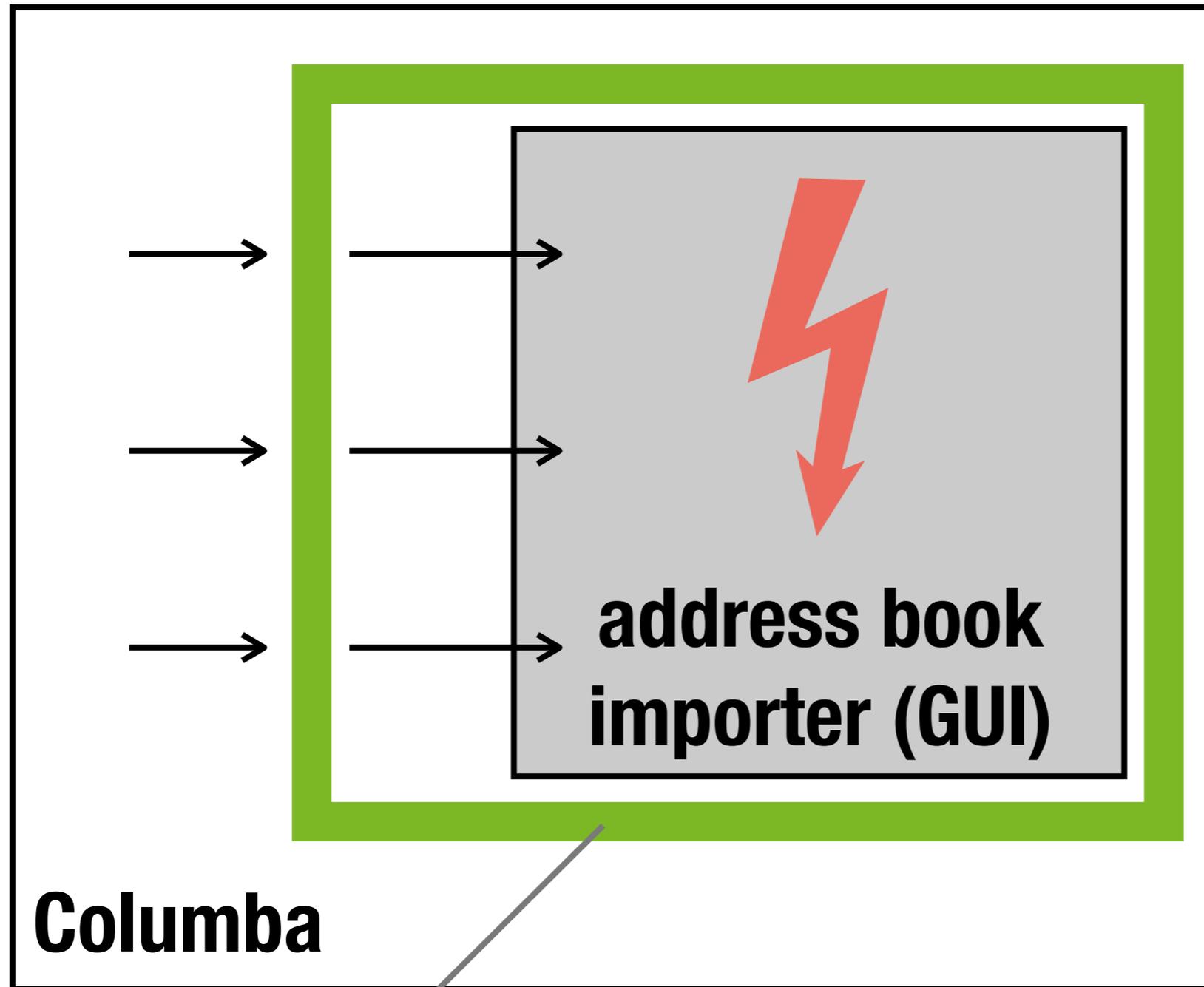
Orso + Joshi + Burger + Zeller

WODA 2006

Original Import Run



Capture

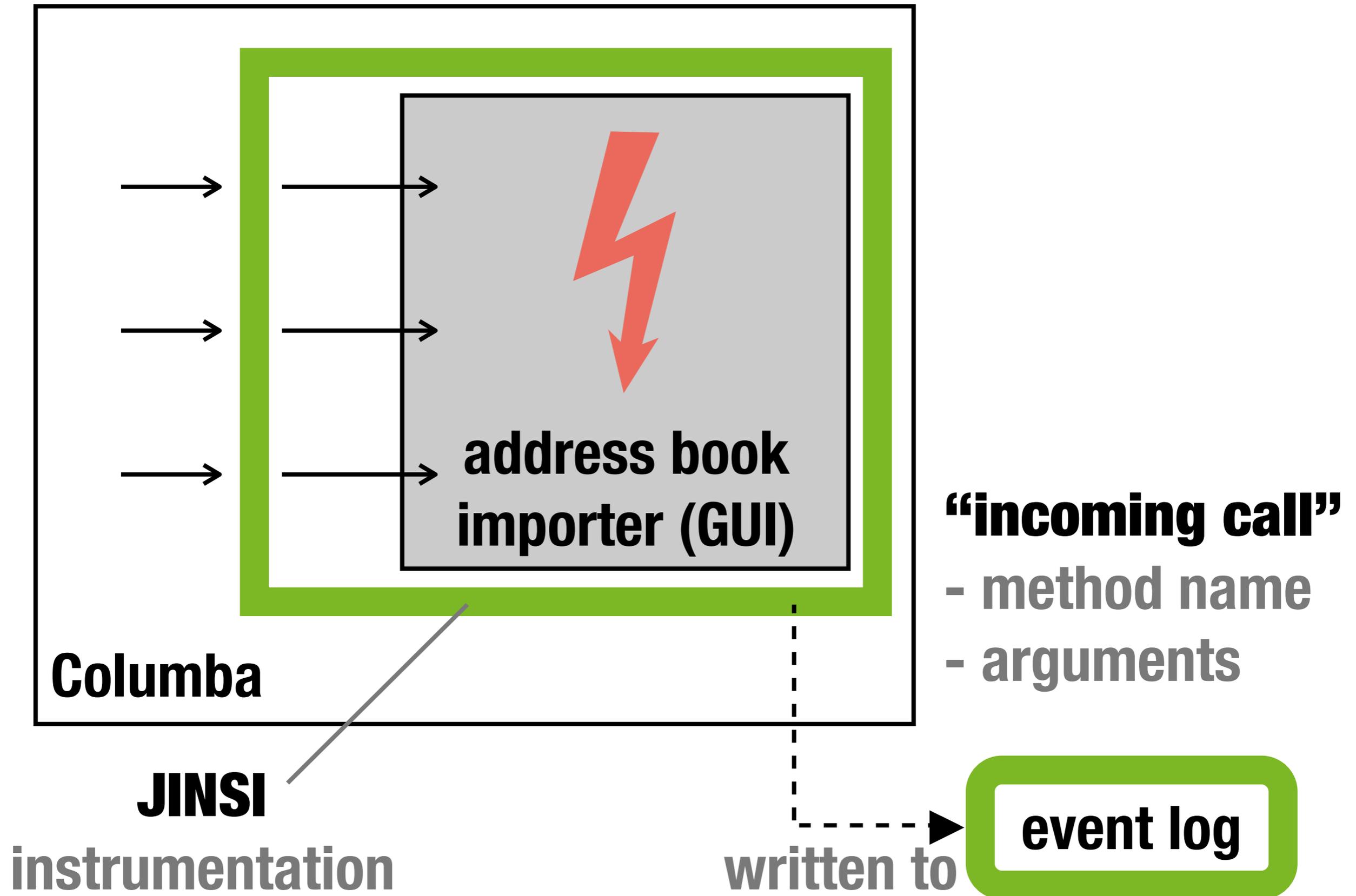


Columba

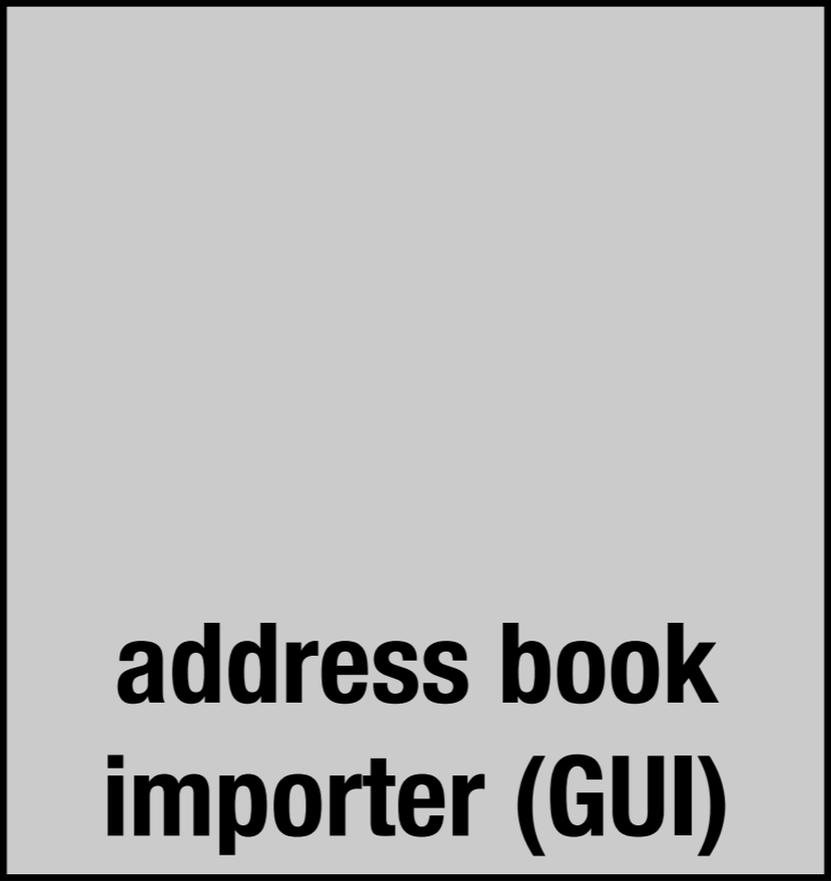
JINSI

instrumentation

Capture



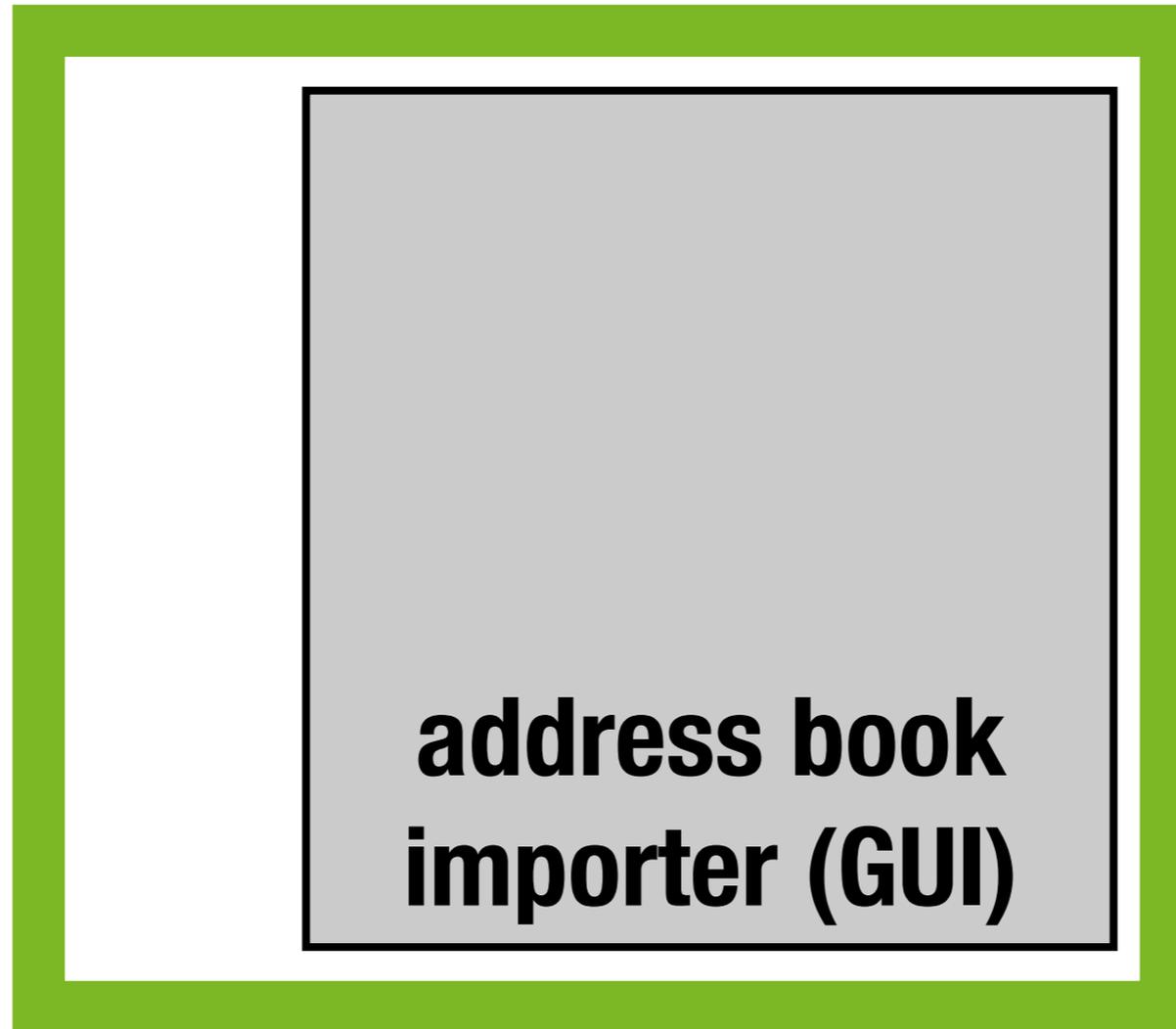
Replay



**address book
importer (GUI)**

Columba

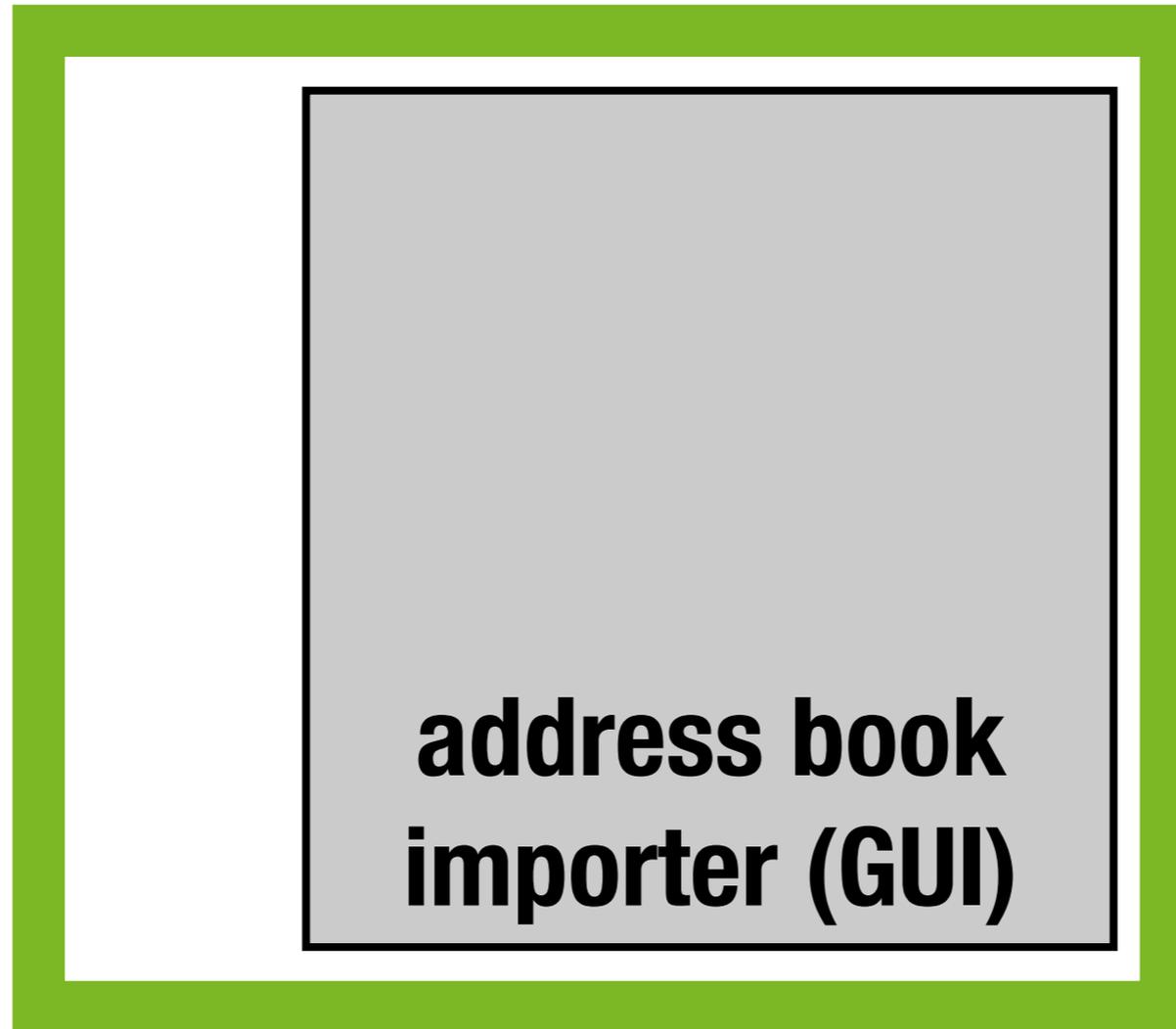
Replay



JINSI

replaces Columba

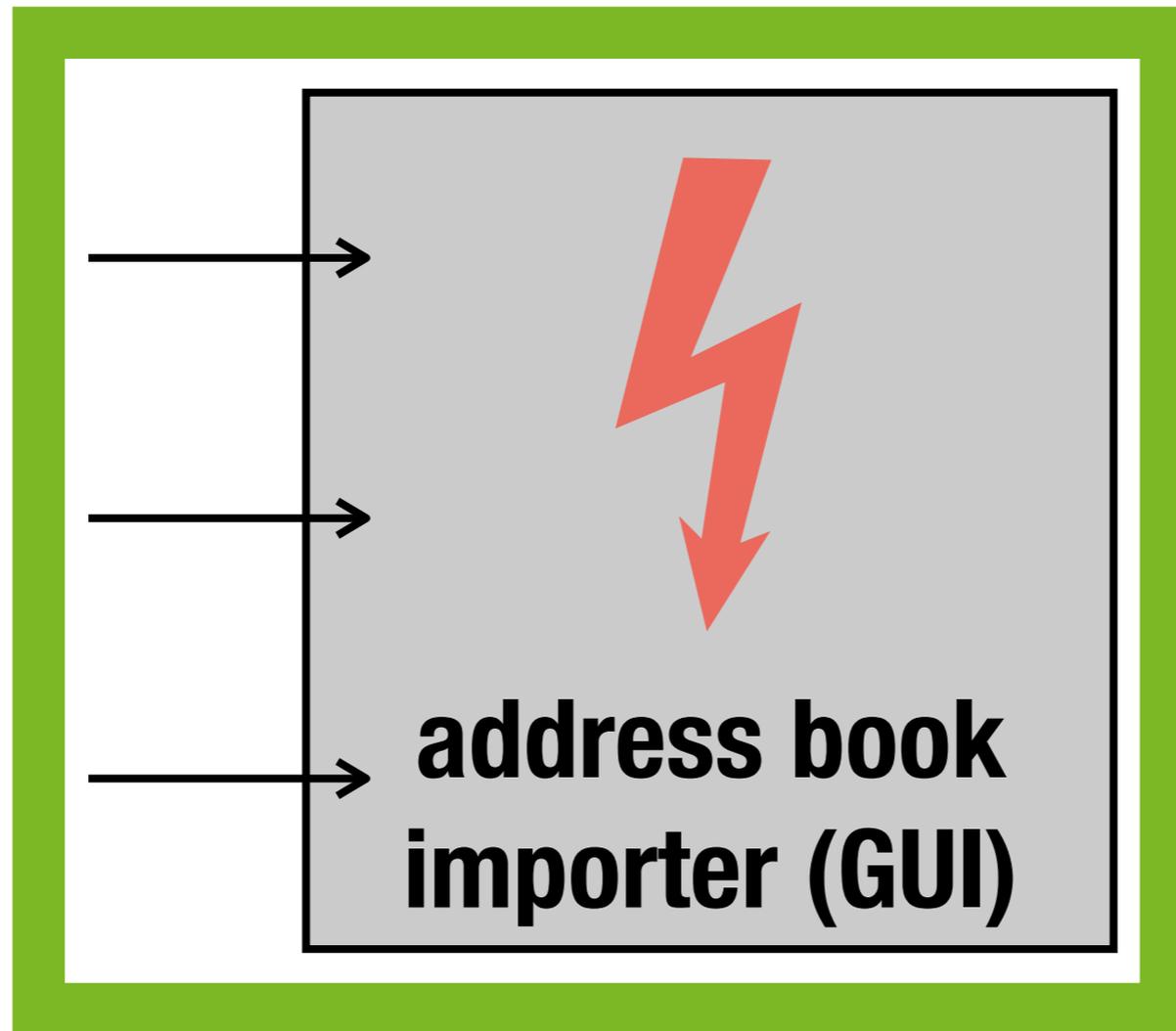
Replay



JINSI
replaces Columba



Replay

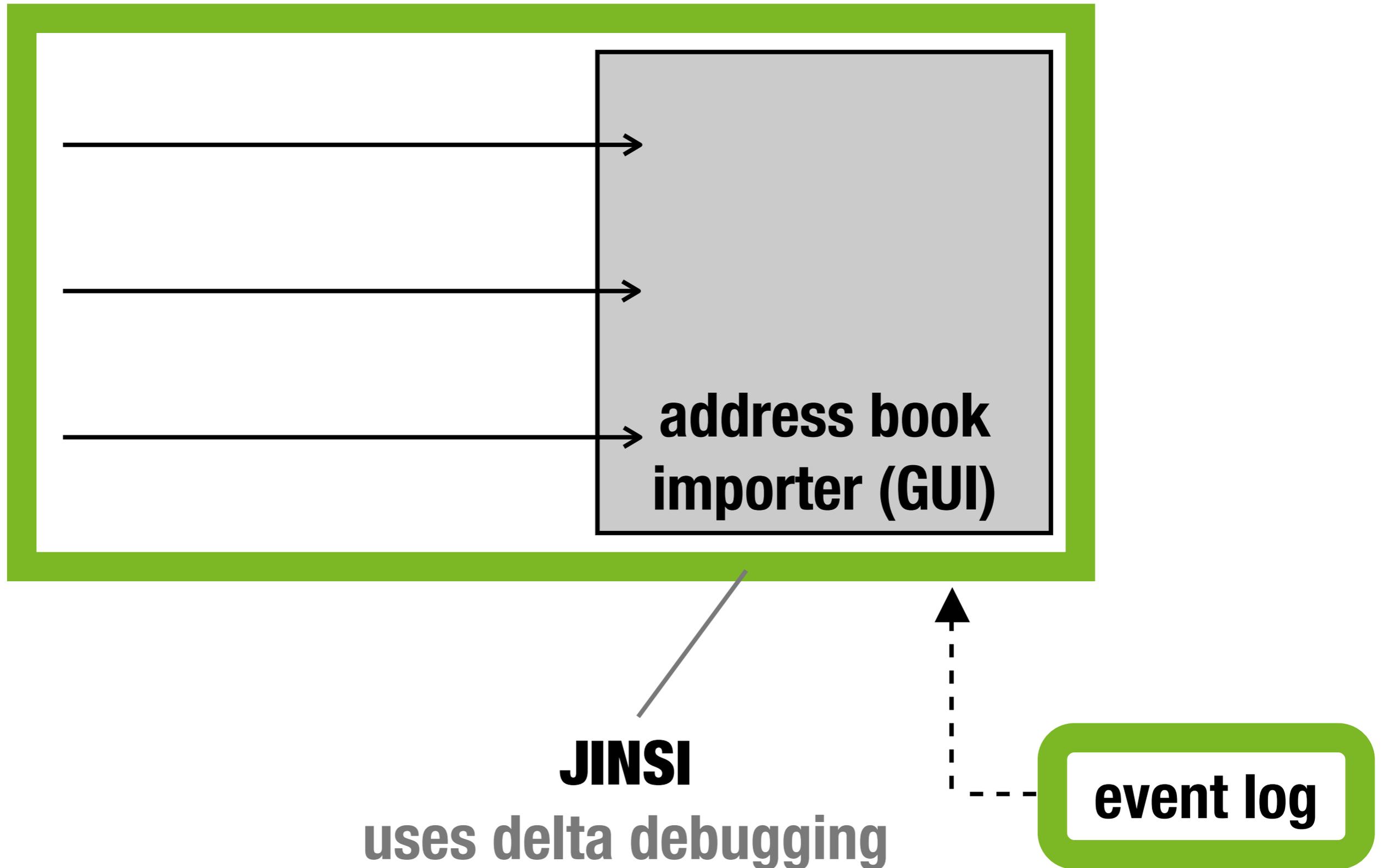


original failure reproduced

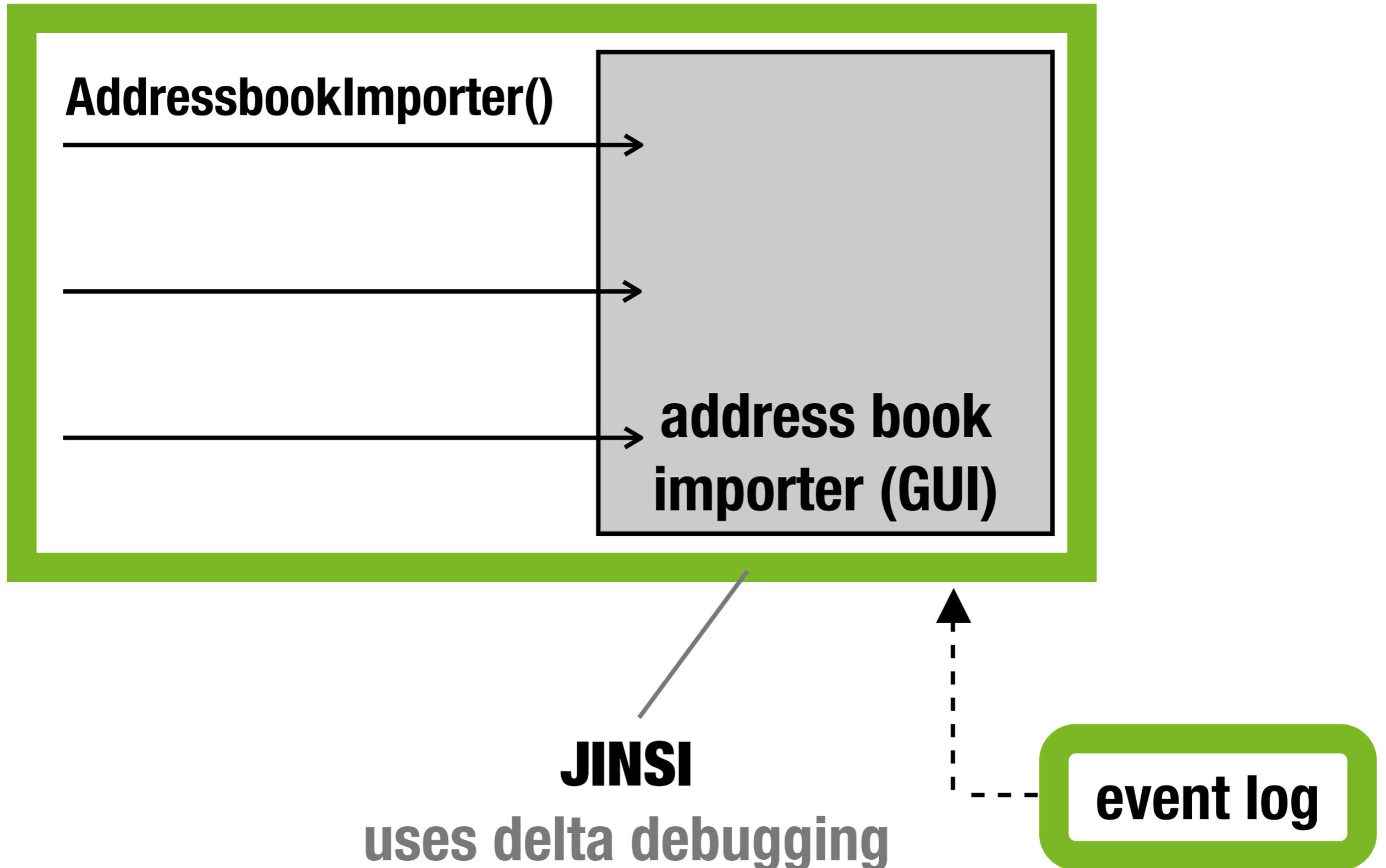
JINSI
replaces Columba



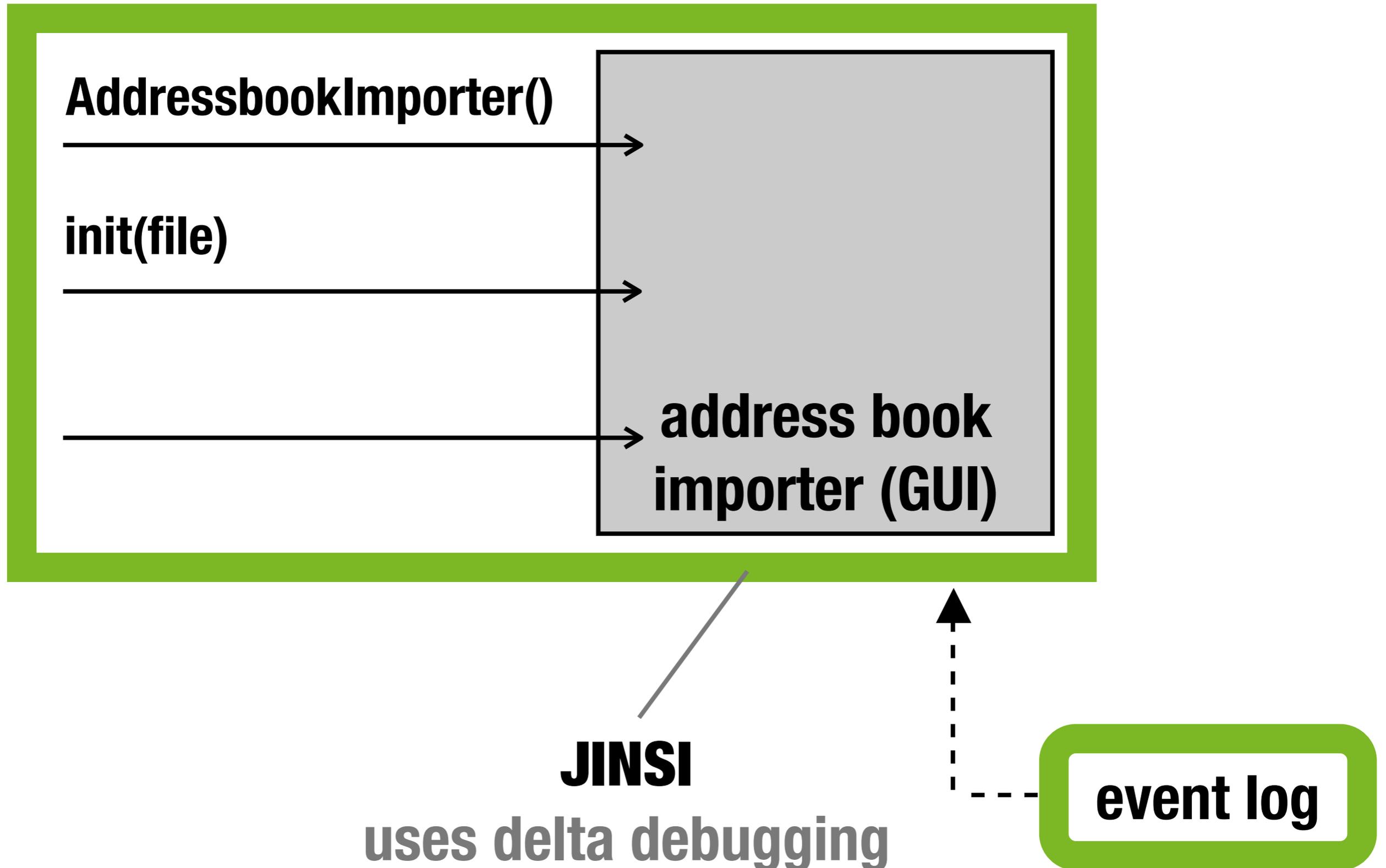
Delta Debugging



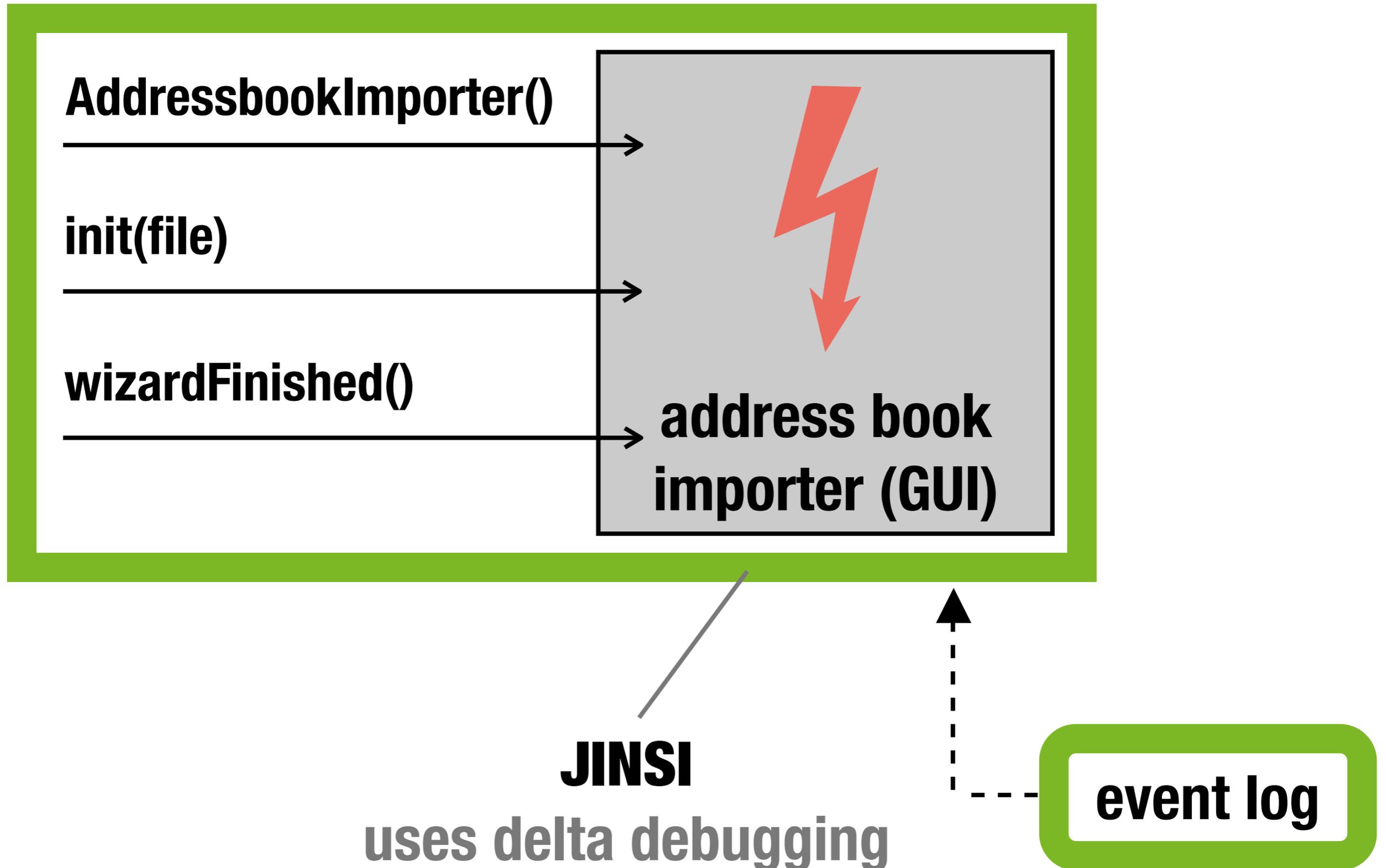
Delta Debugging



Delta Debugging



Delta Debugging



Delta Debugging

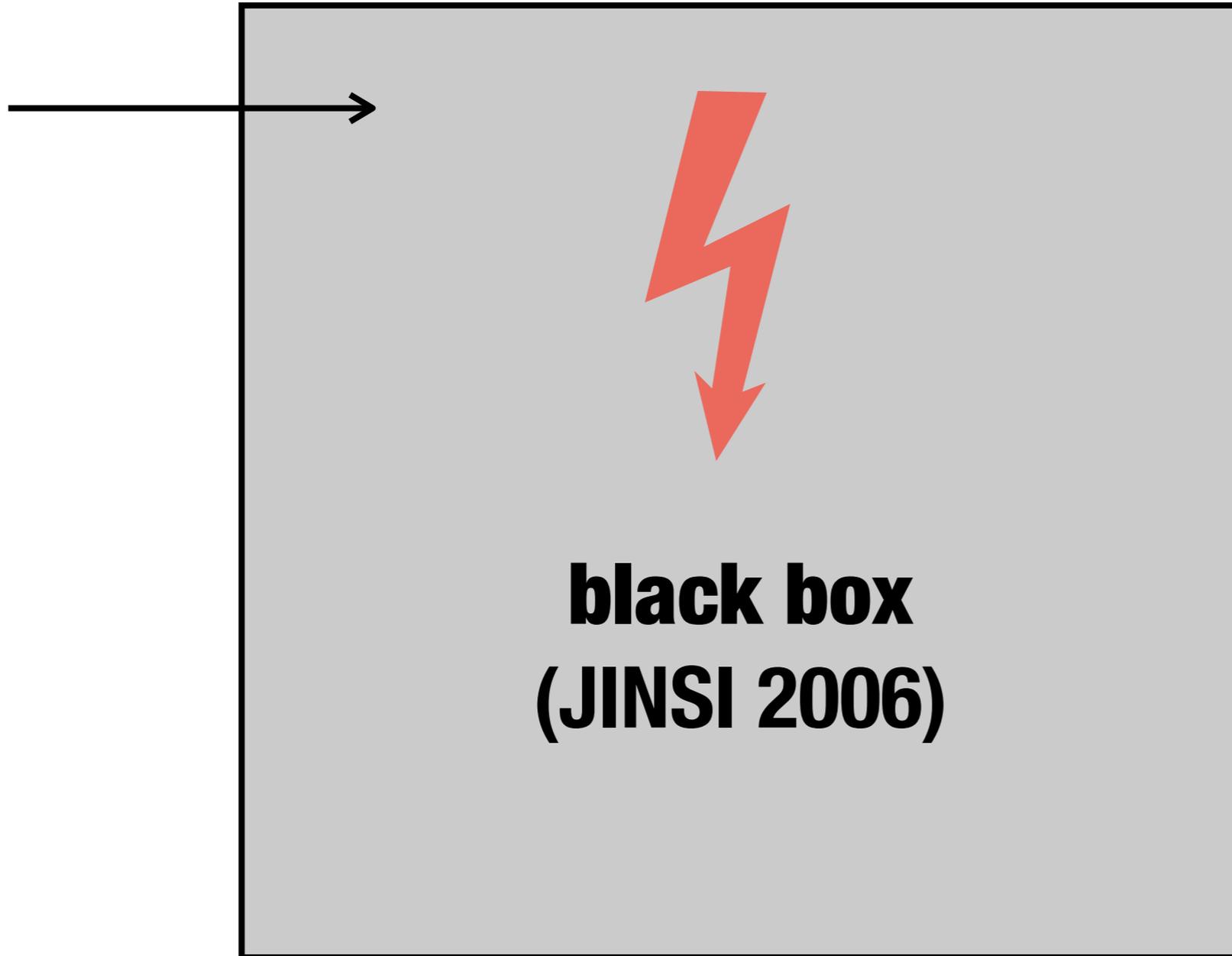


JINSI

uses delta debugging

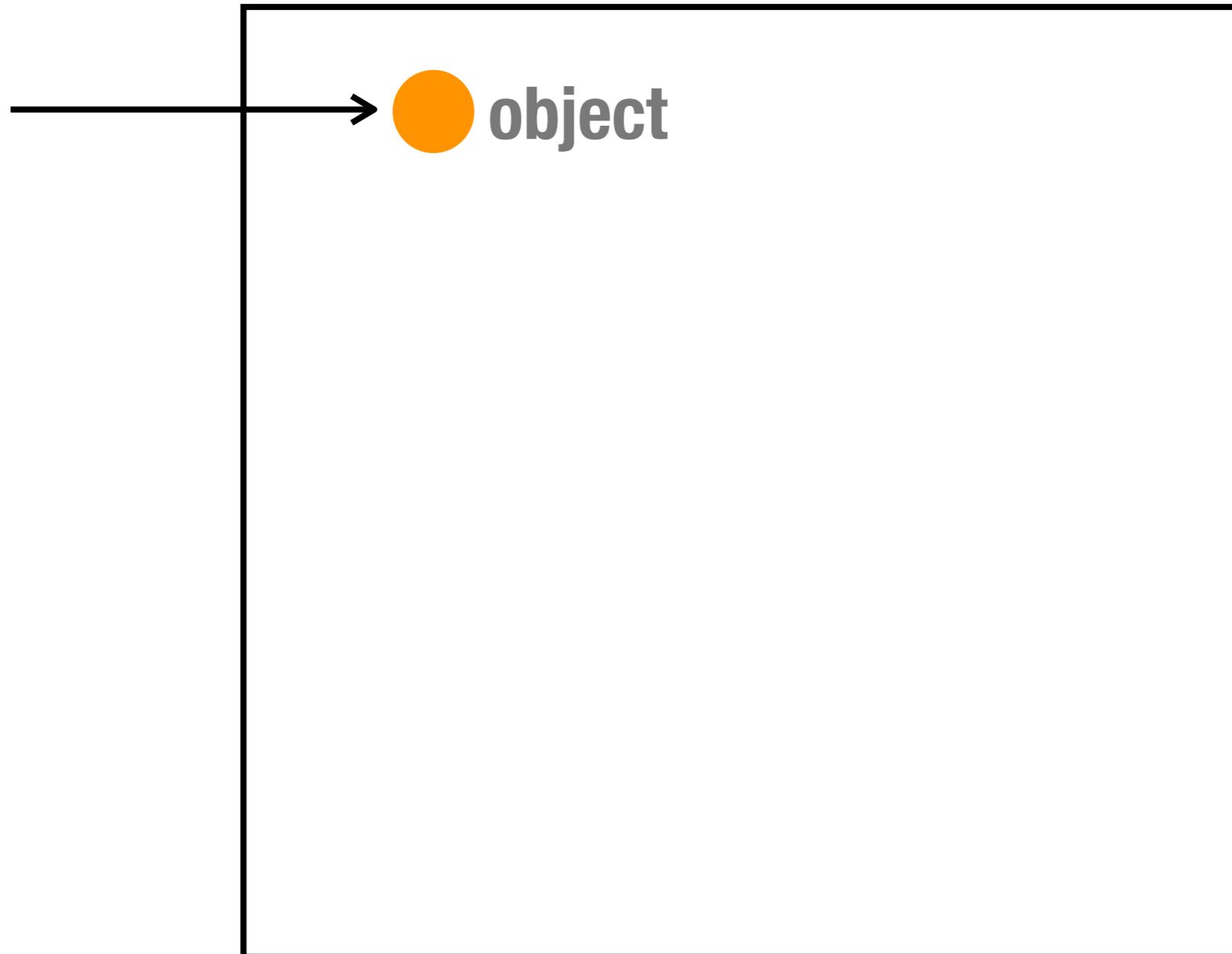
event log

Inside the Component



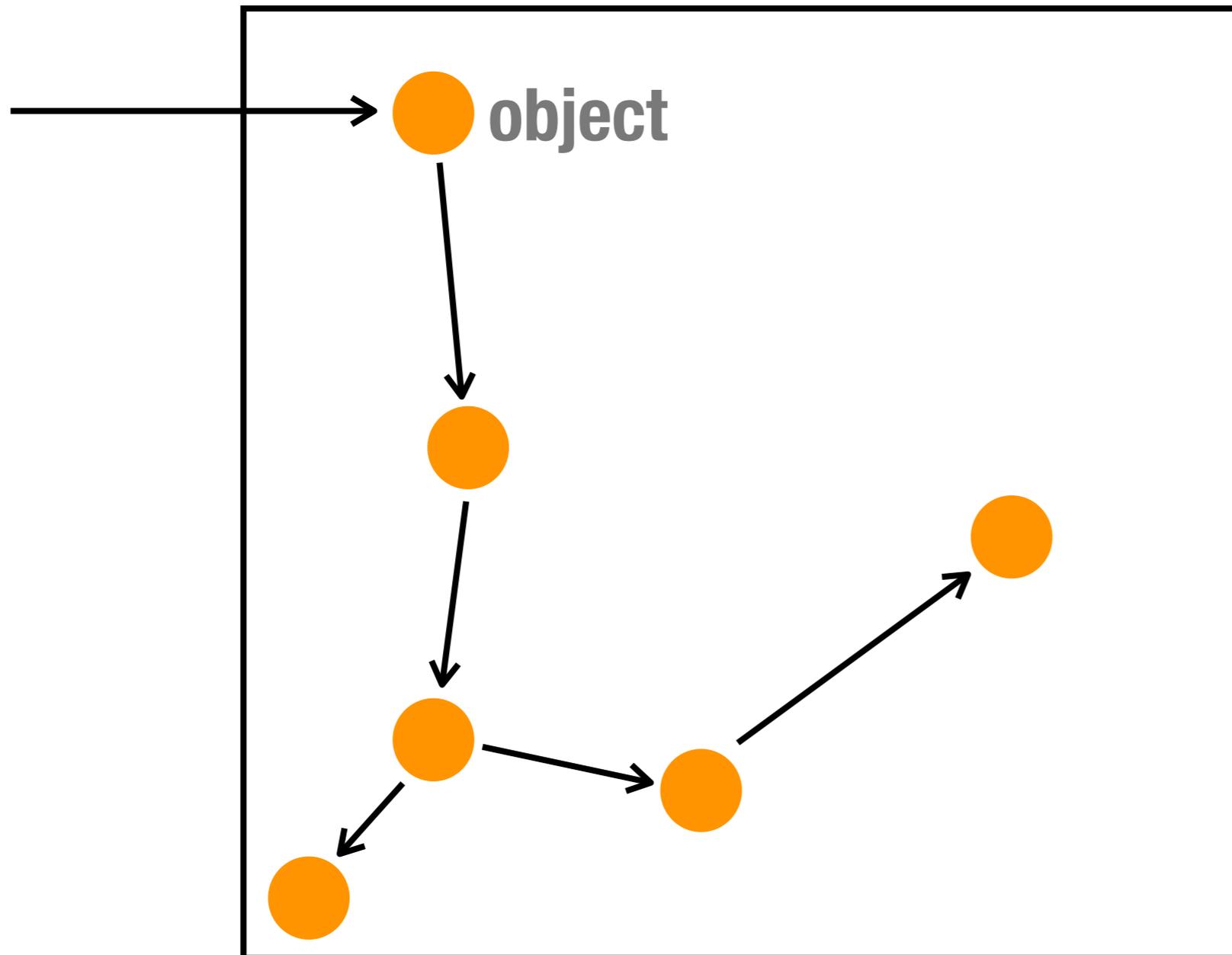
**coarse grained
view**

Object Interactions



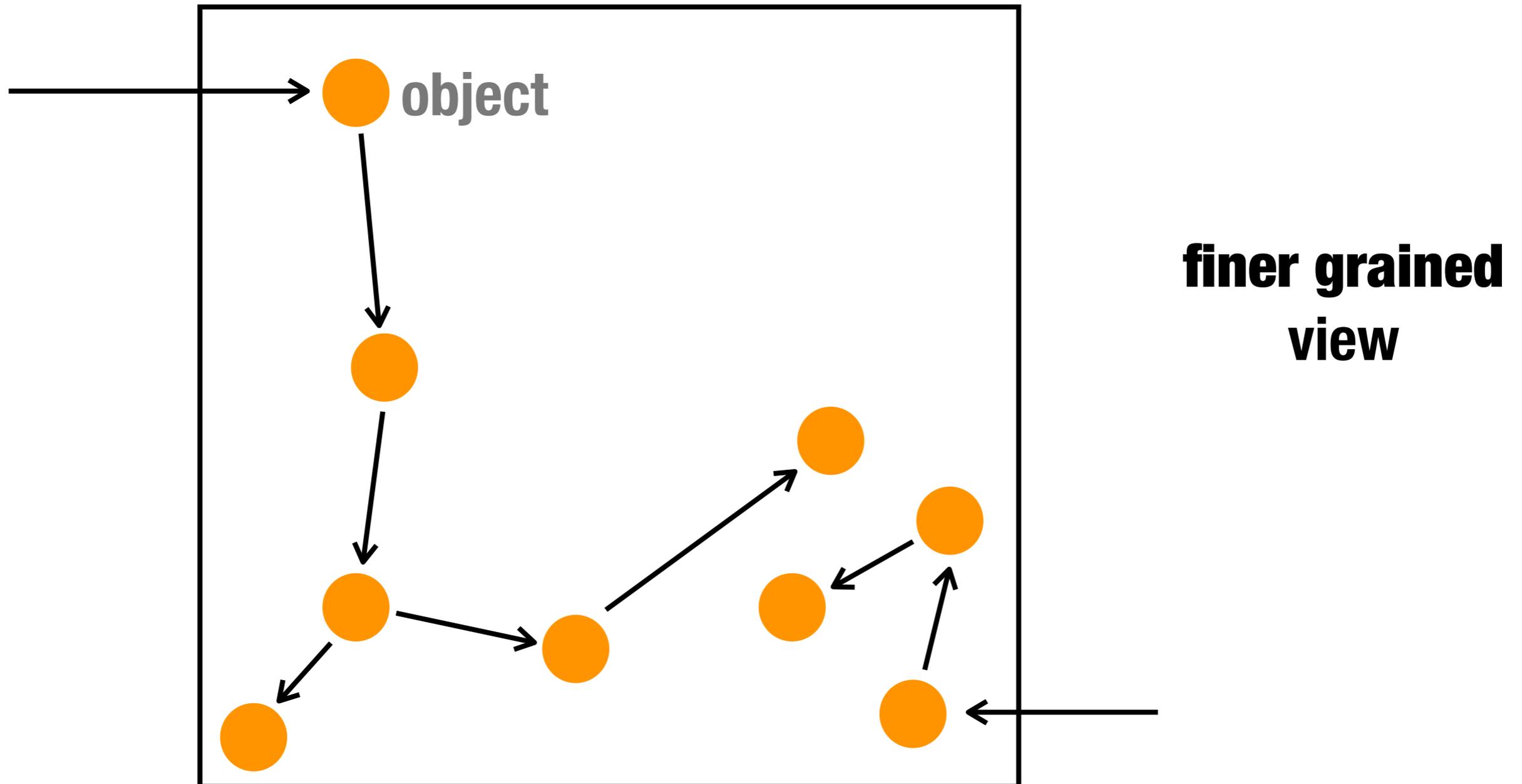
**finer grained
view**

Object Interactions

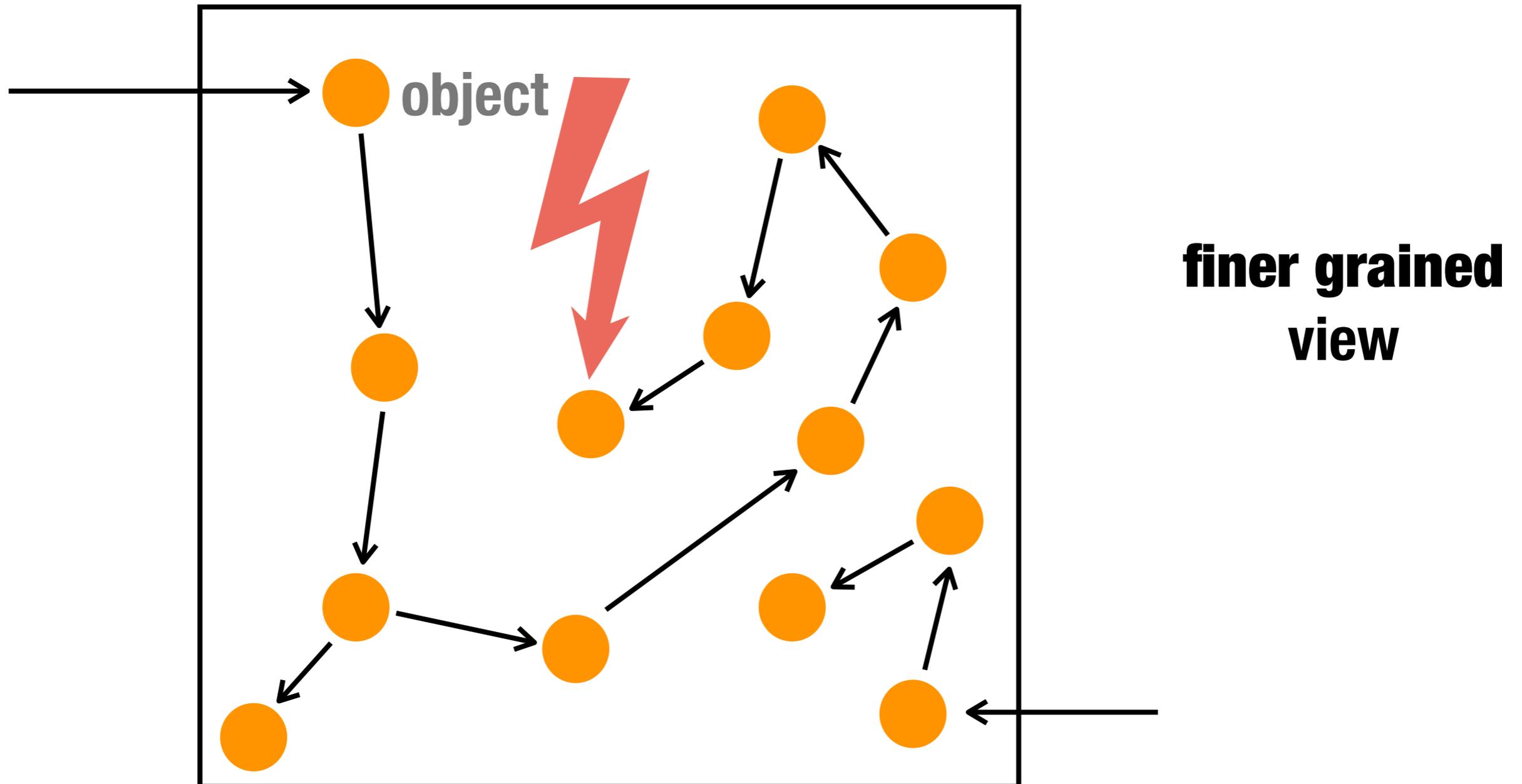


**finer grained
view**

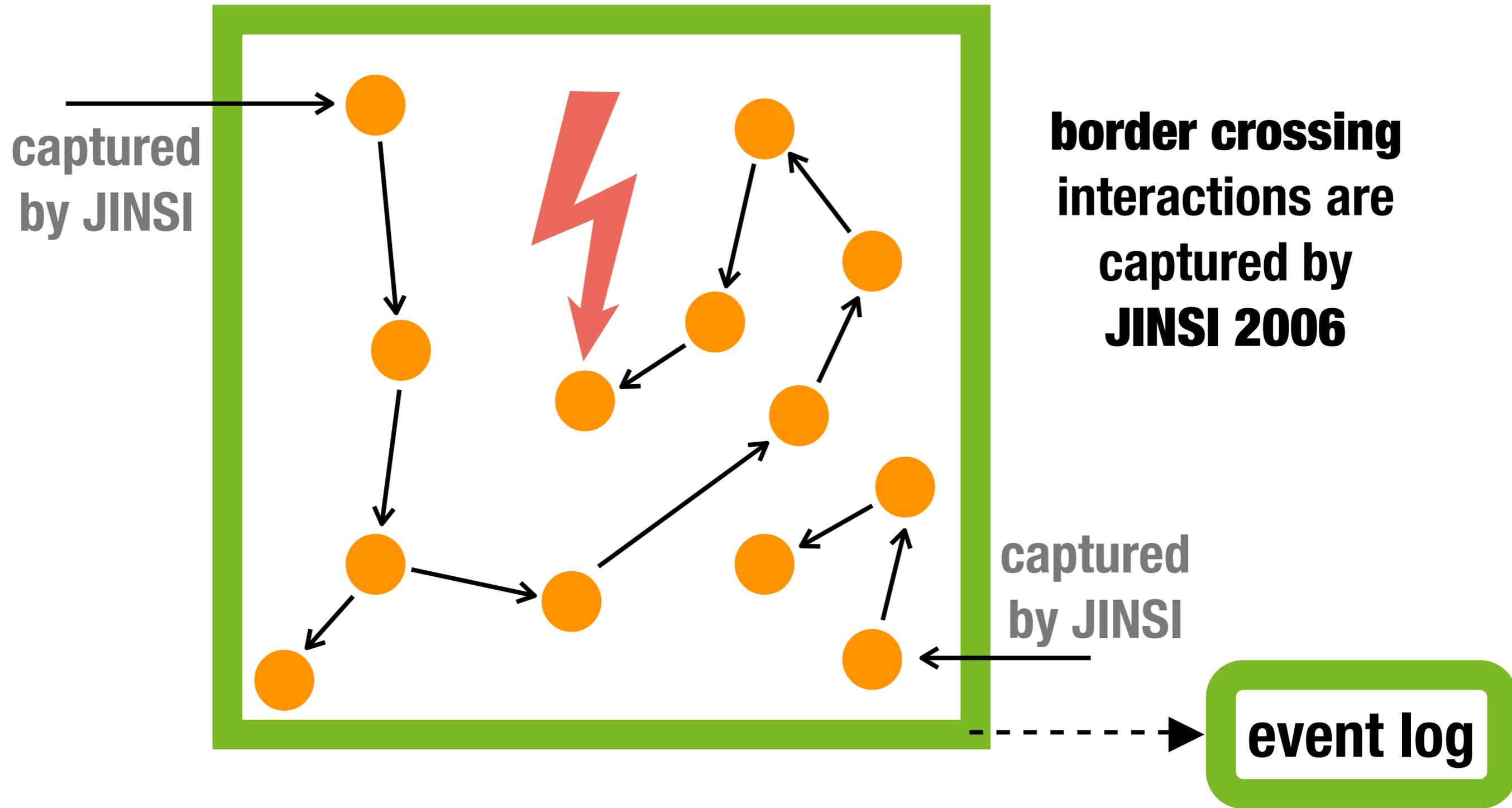
Object Interactions



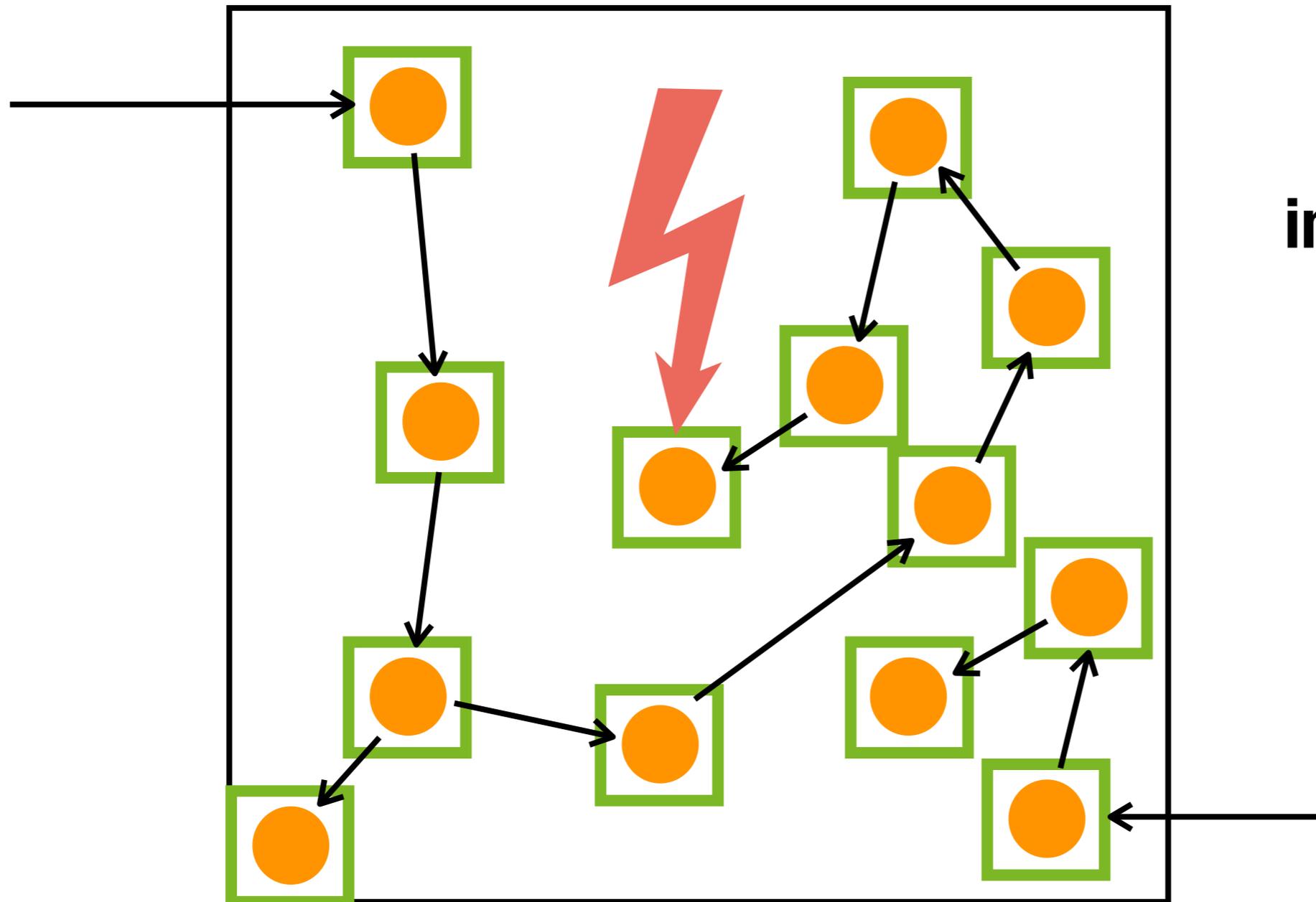
Object Interactions



Object Interactions

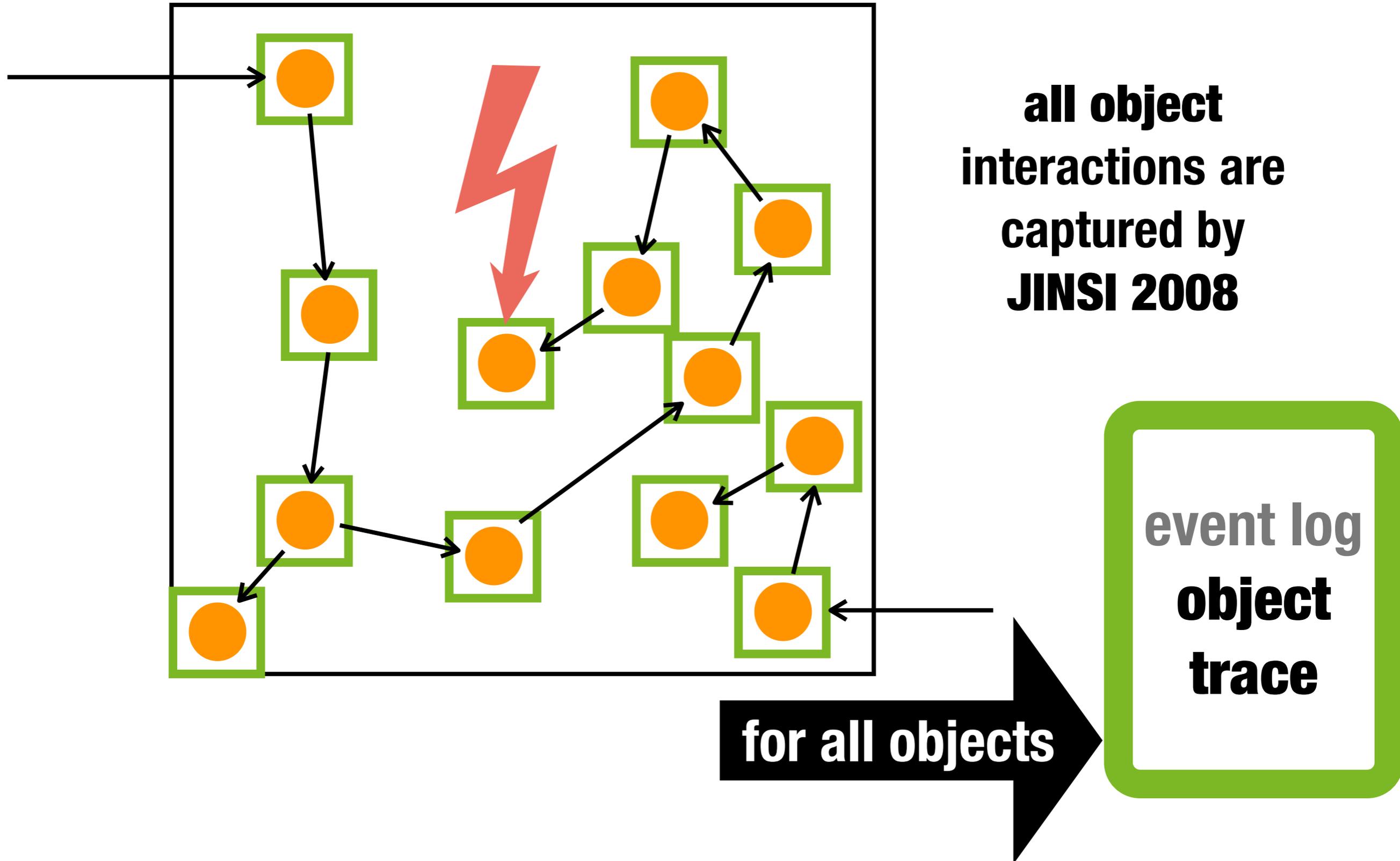


Object Interactions



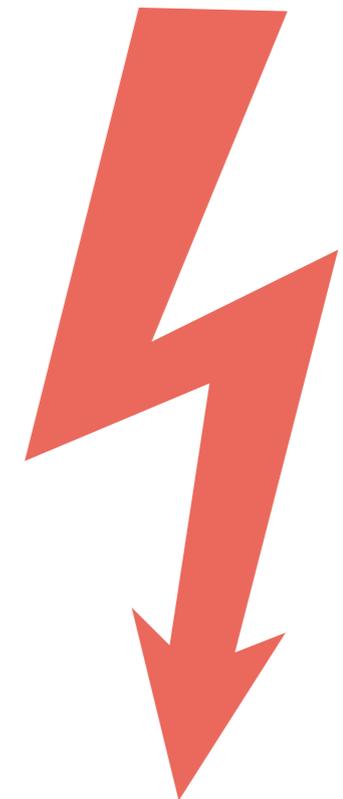
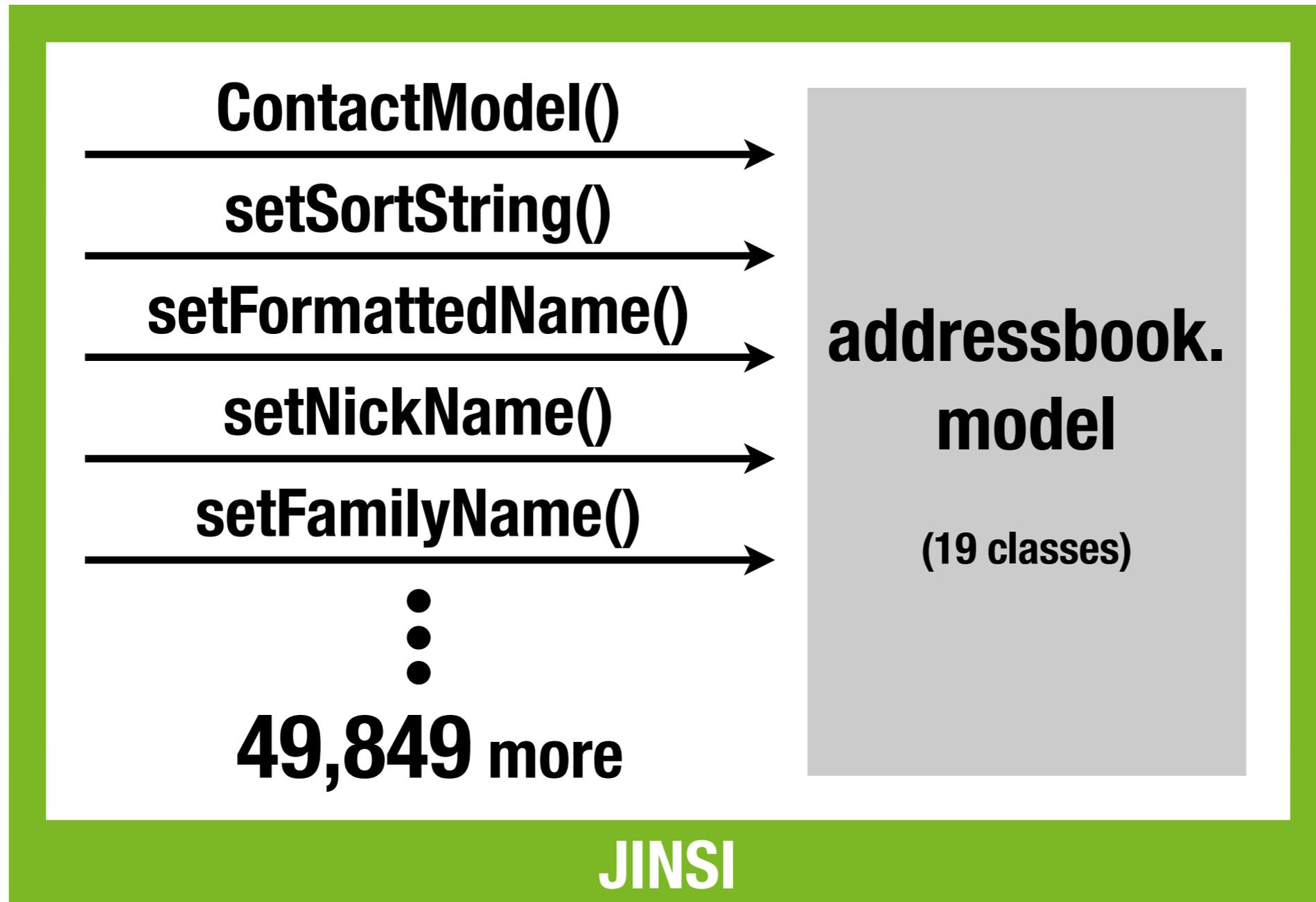
**all object
interactions are
captured by
JINSI 2008**

Object Trace



Importing the Addresses

Object Trace



Importing the Addresses

Object Trace

ContactModel()

setSortString()

setFormattedName()

addressbook.

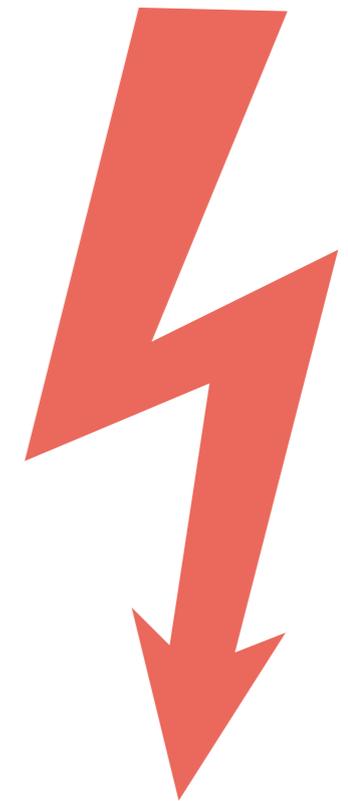
el

(ses)

**calling
delta debugging:
> 2 hours**

49,849 more

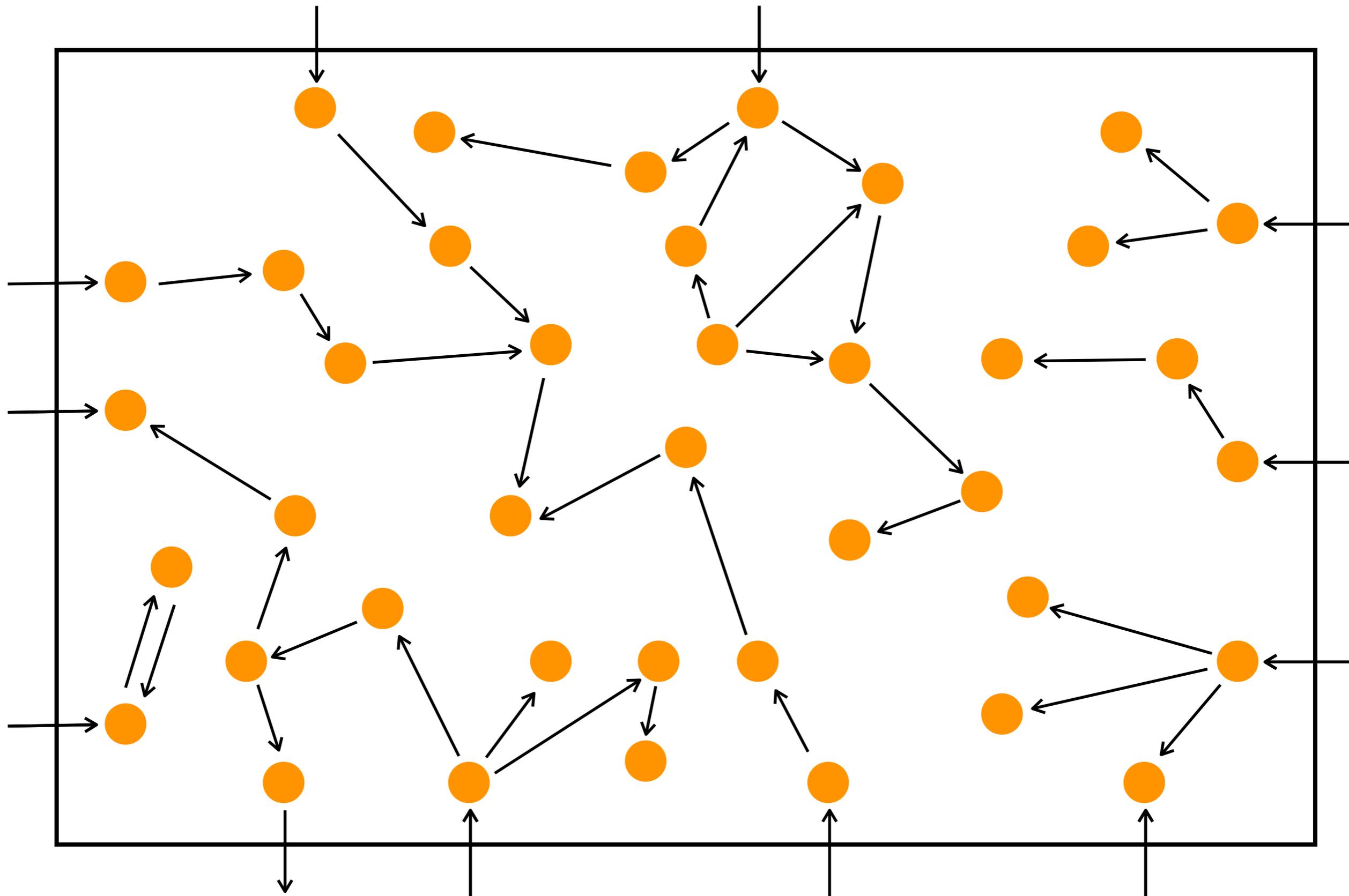
JINSI



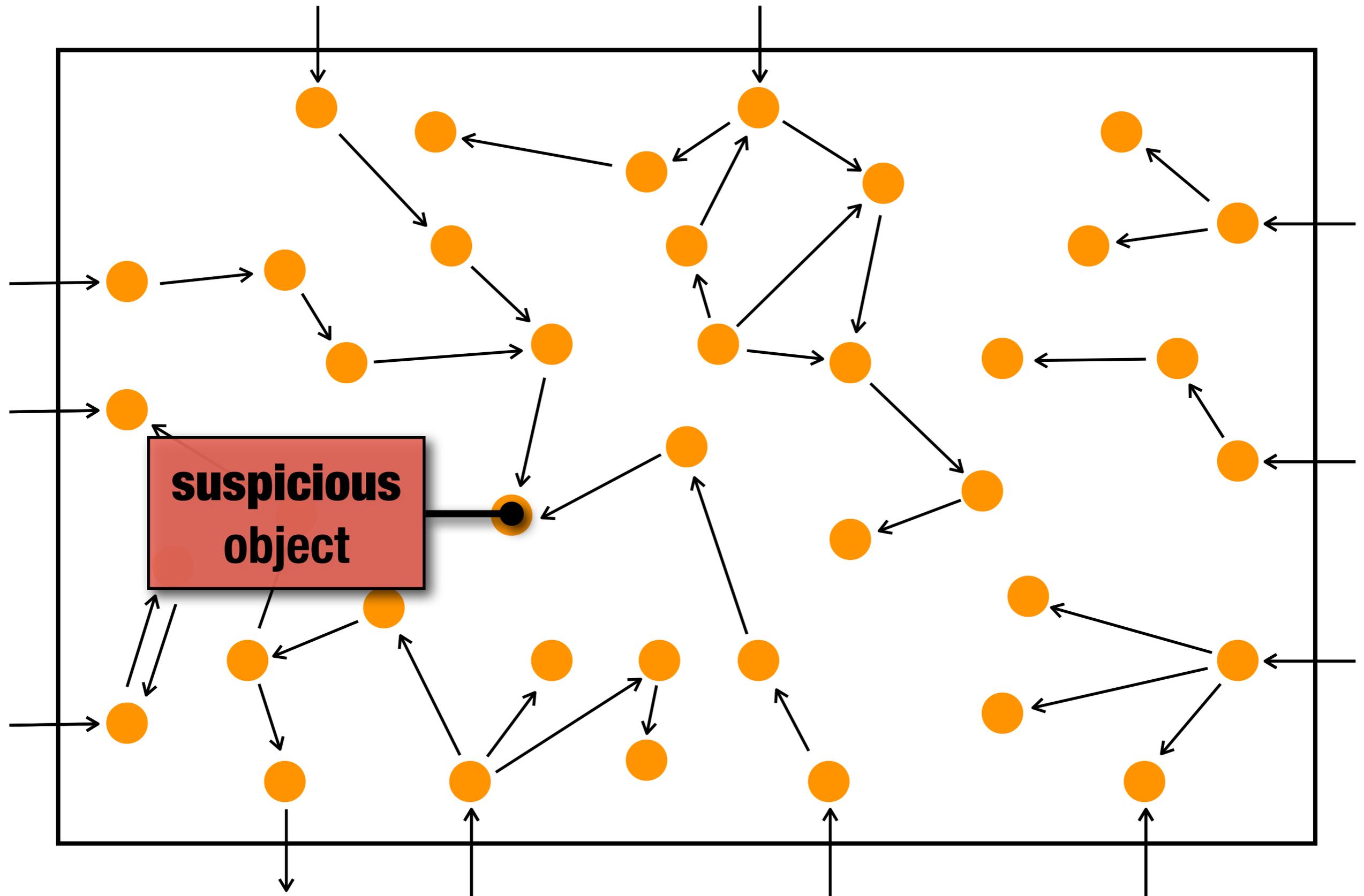
Object Slice

- **dynamic backward slice: subset that may have influenced a specific object**
- **focuses on objects, not on statements**
- **objects are a natural abstraction**

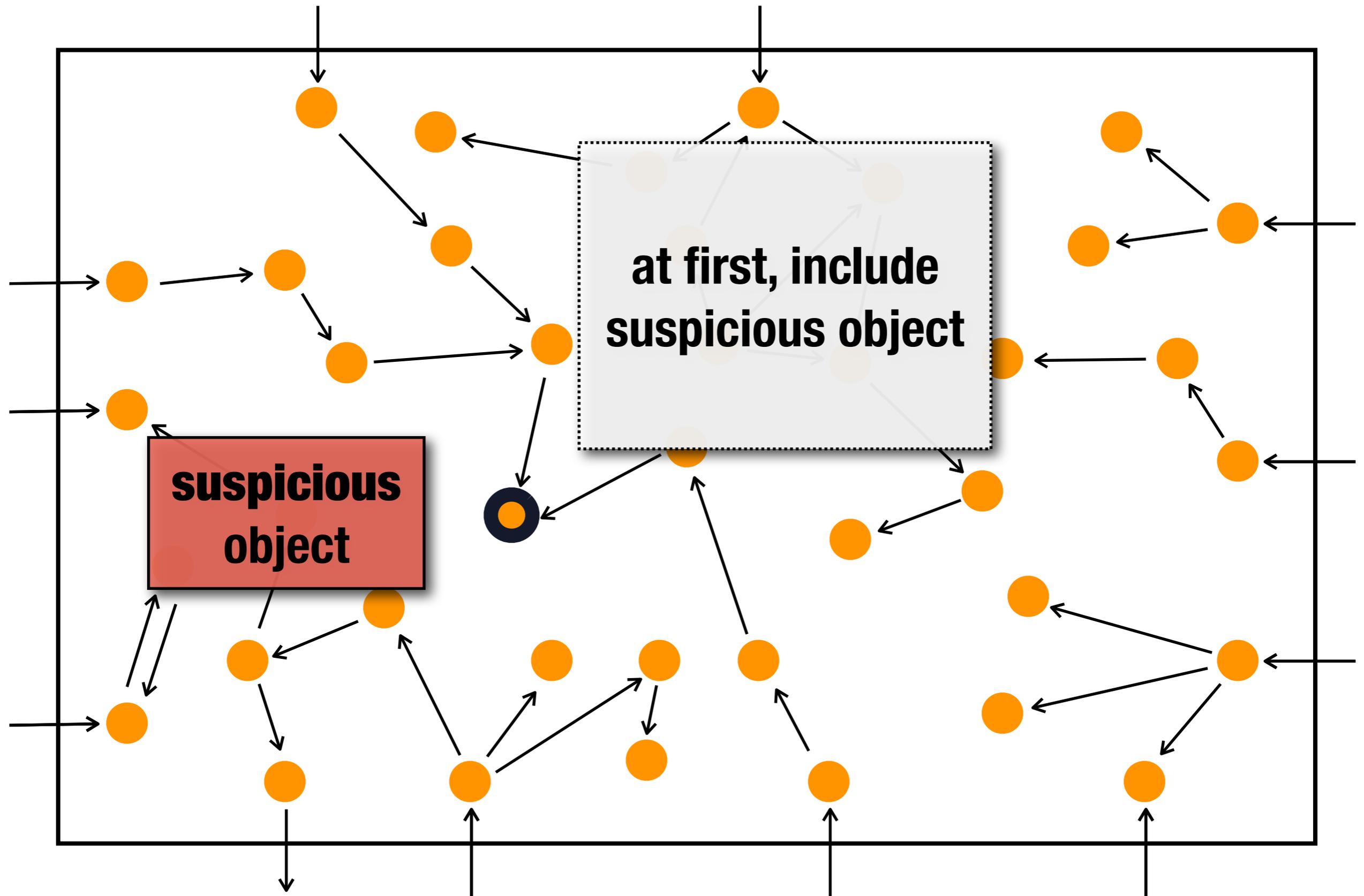
Object Interactions



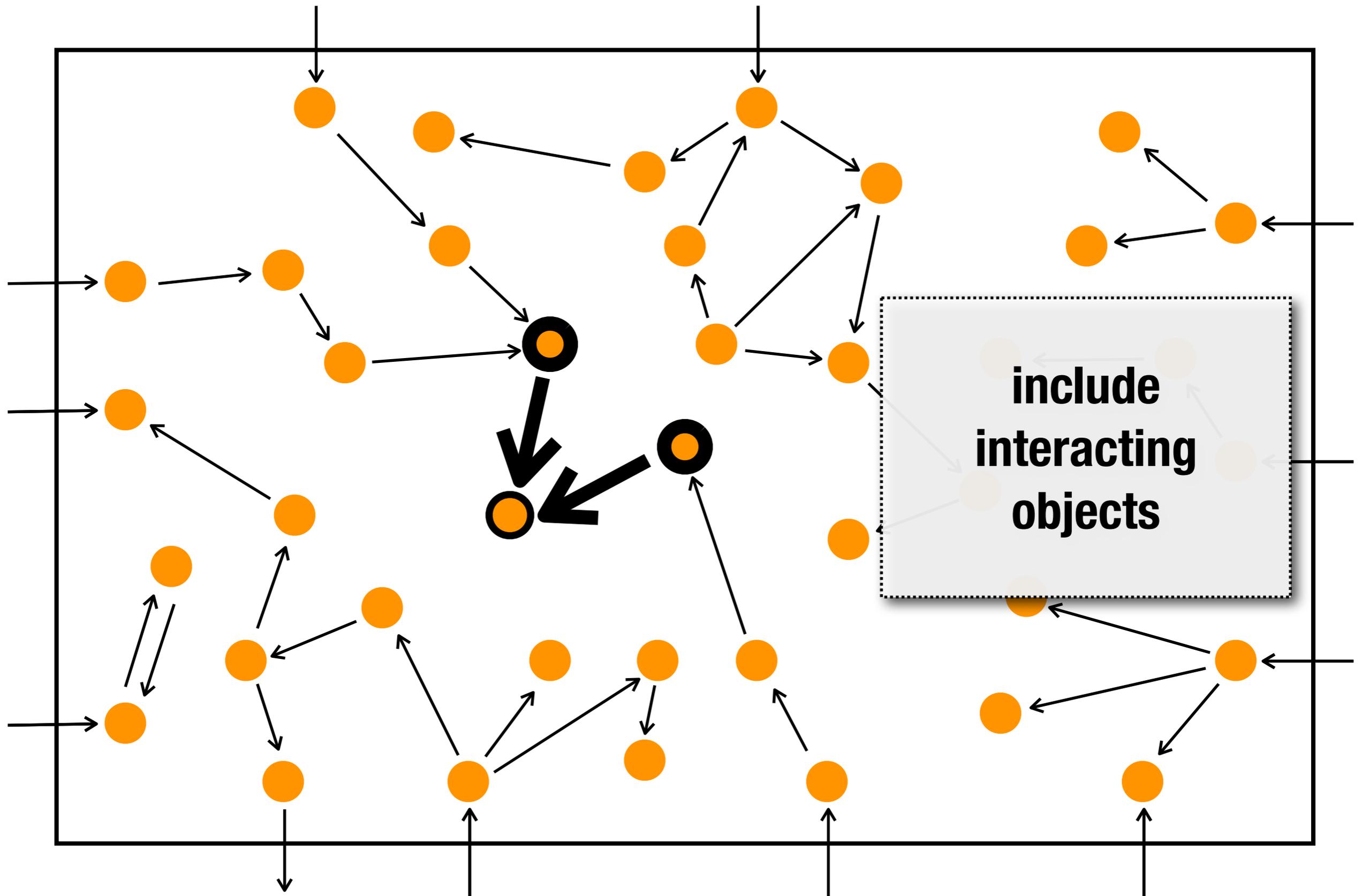
Object Interactions



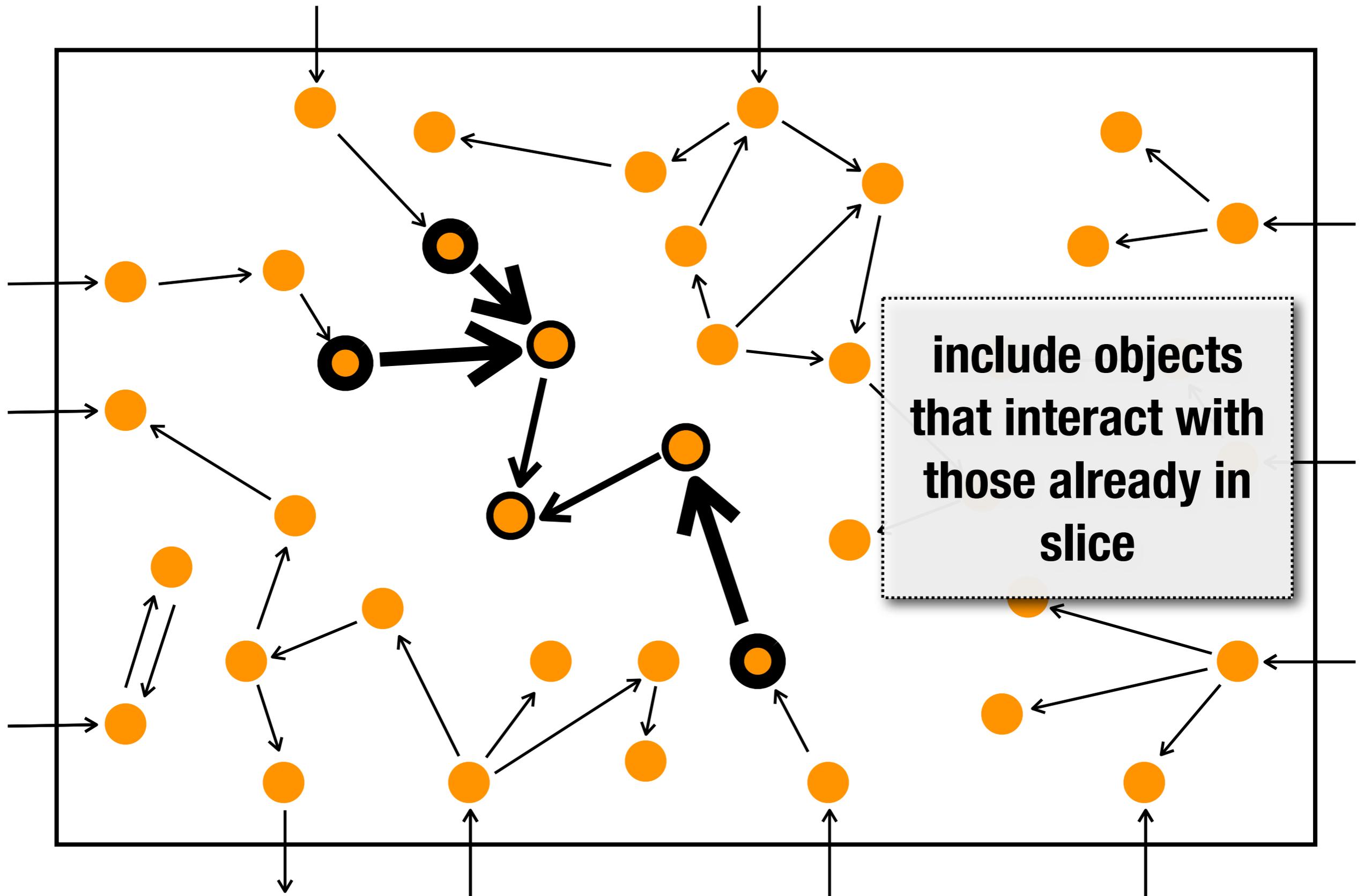
Object Slice



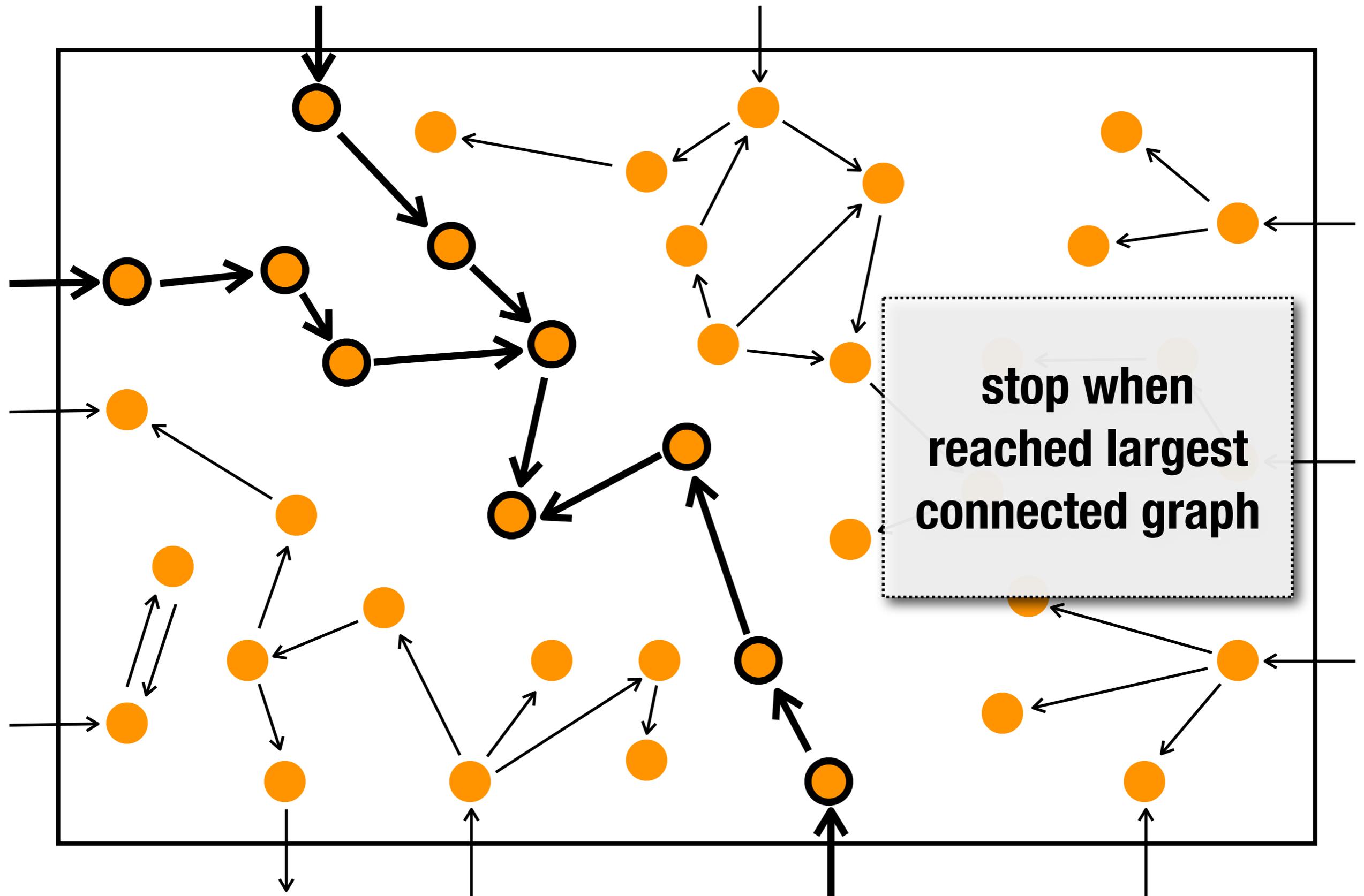
Object Slice



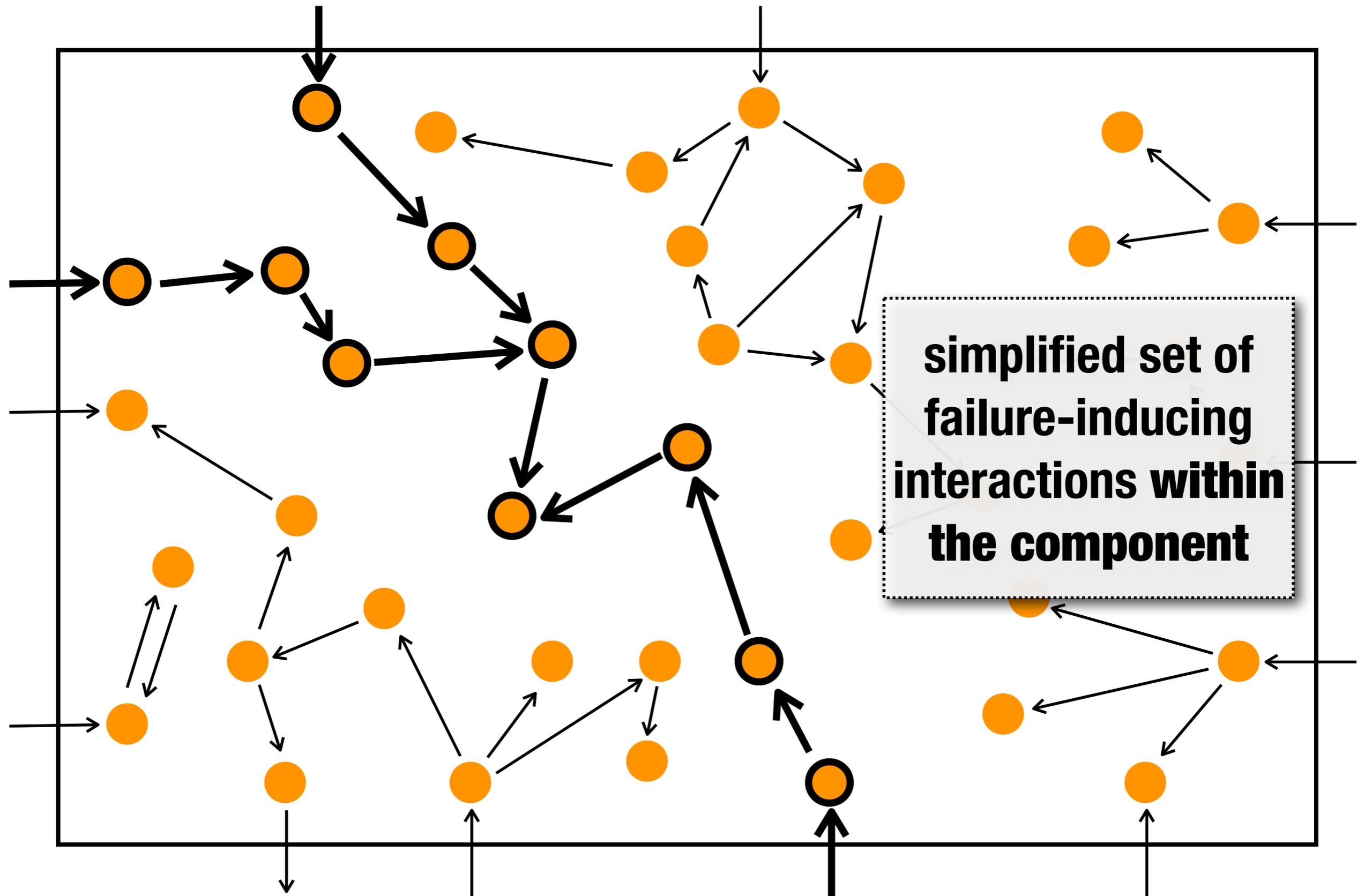
Object Slice



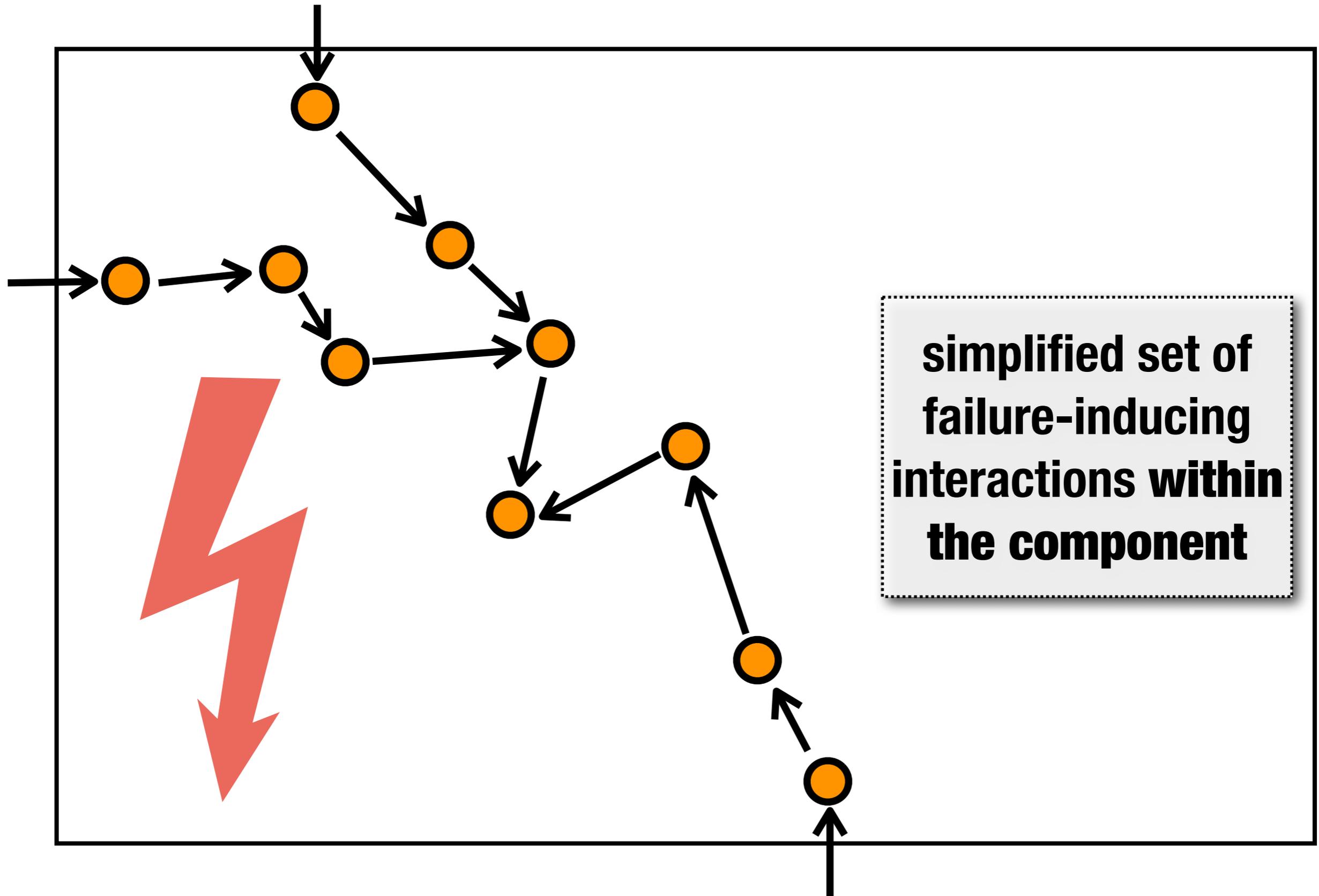
Object Slice



Object Slice

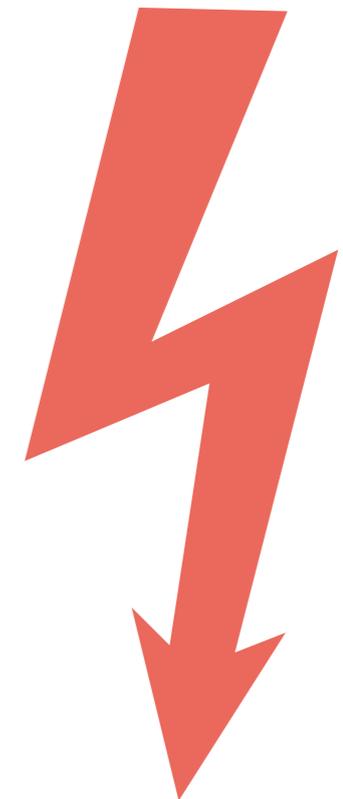
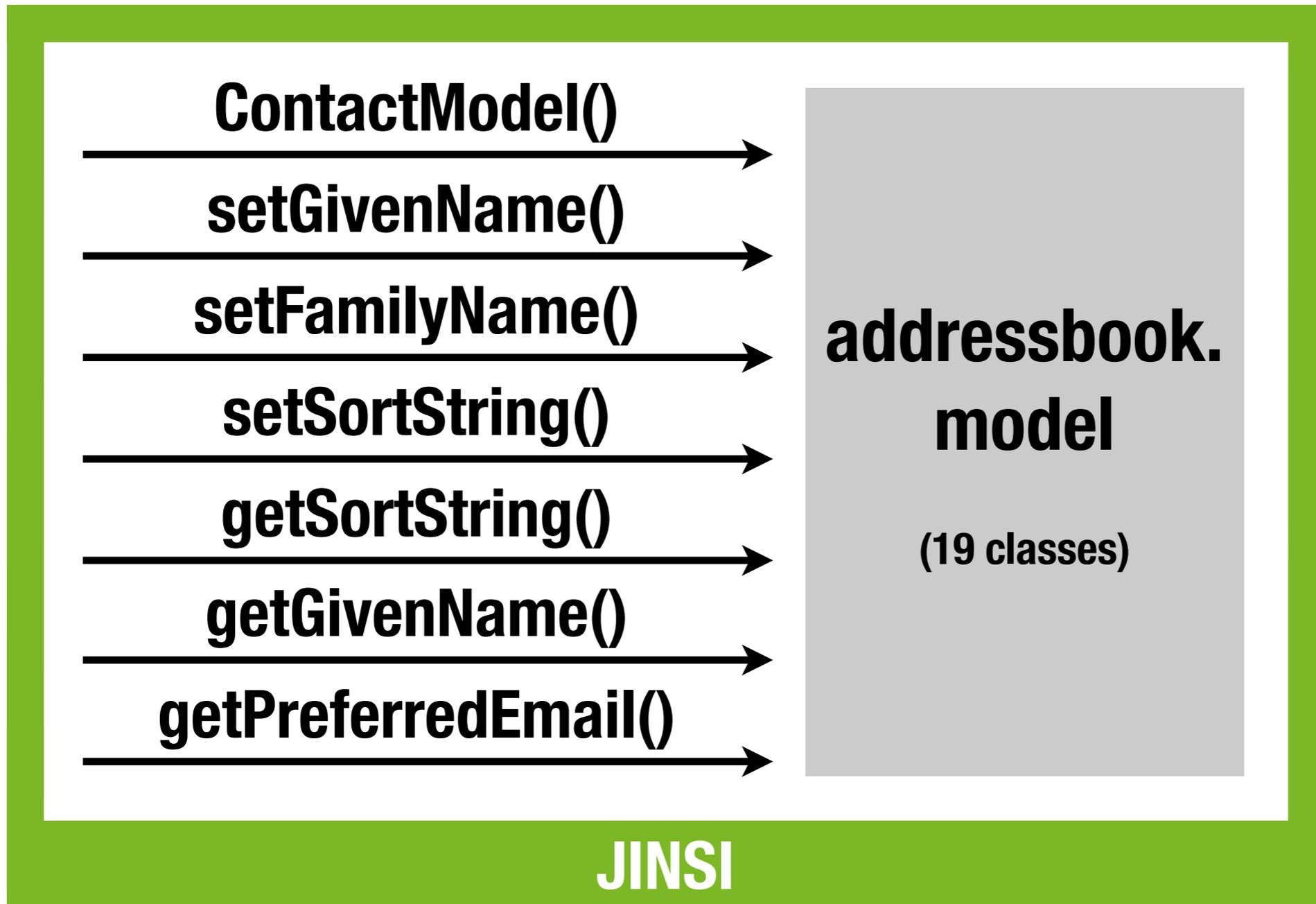


Object Slice

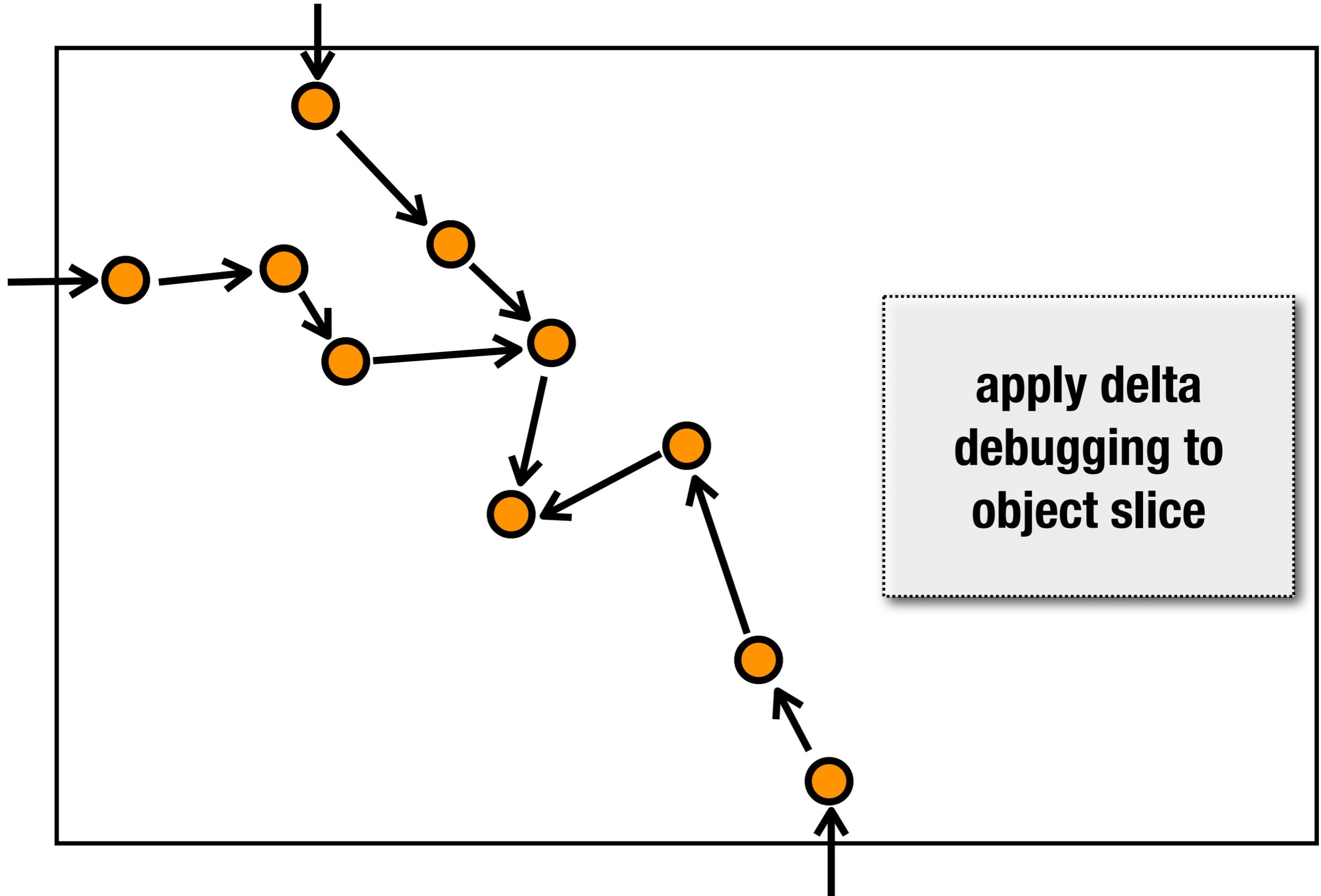


Importing Addresses

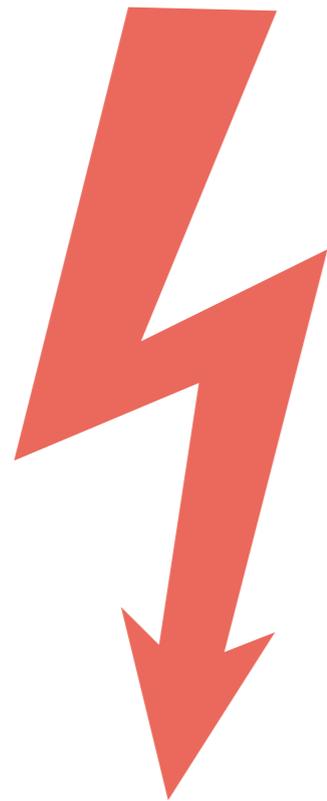
Object Slice



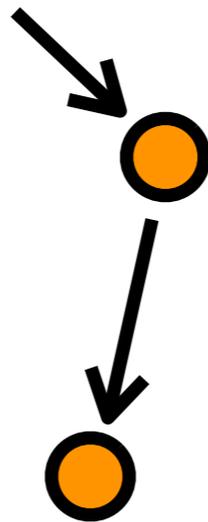
Delta Debugging



Delta Debugging



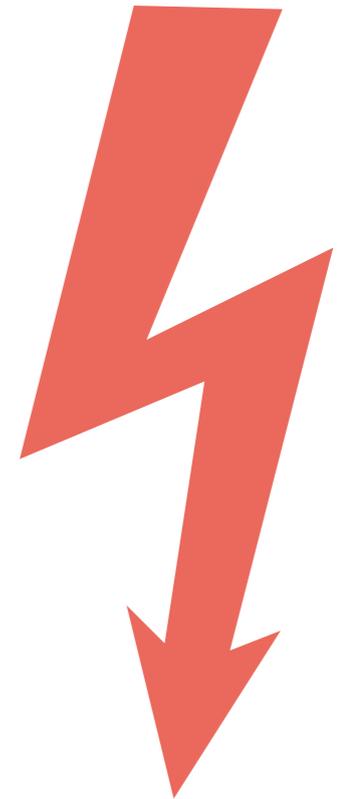
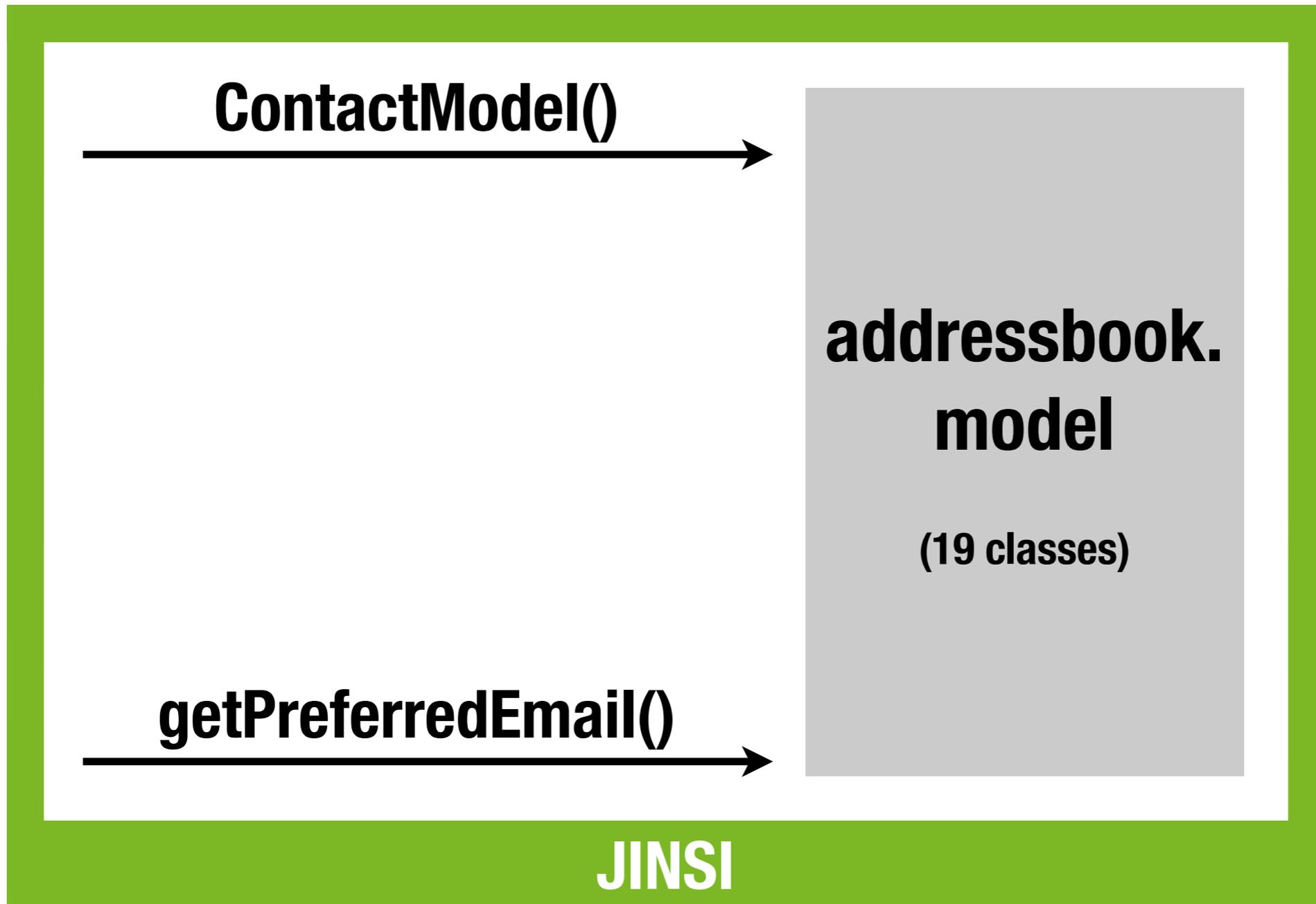
**original
failure**



**minimized set
of failure-inducing
interactions within
the component**

Importing Addresses

Delta Debugging



Slicing + Delta Debugging

Incoming Interactions

> 2 hours

delta debugging

2

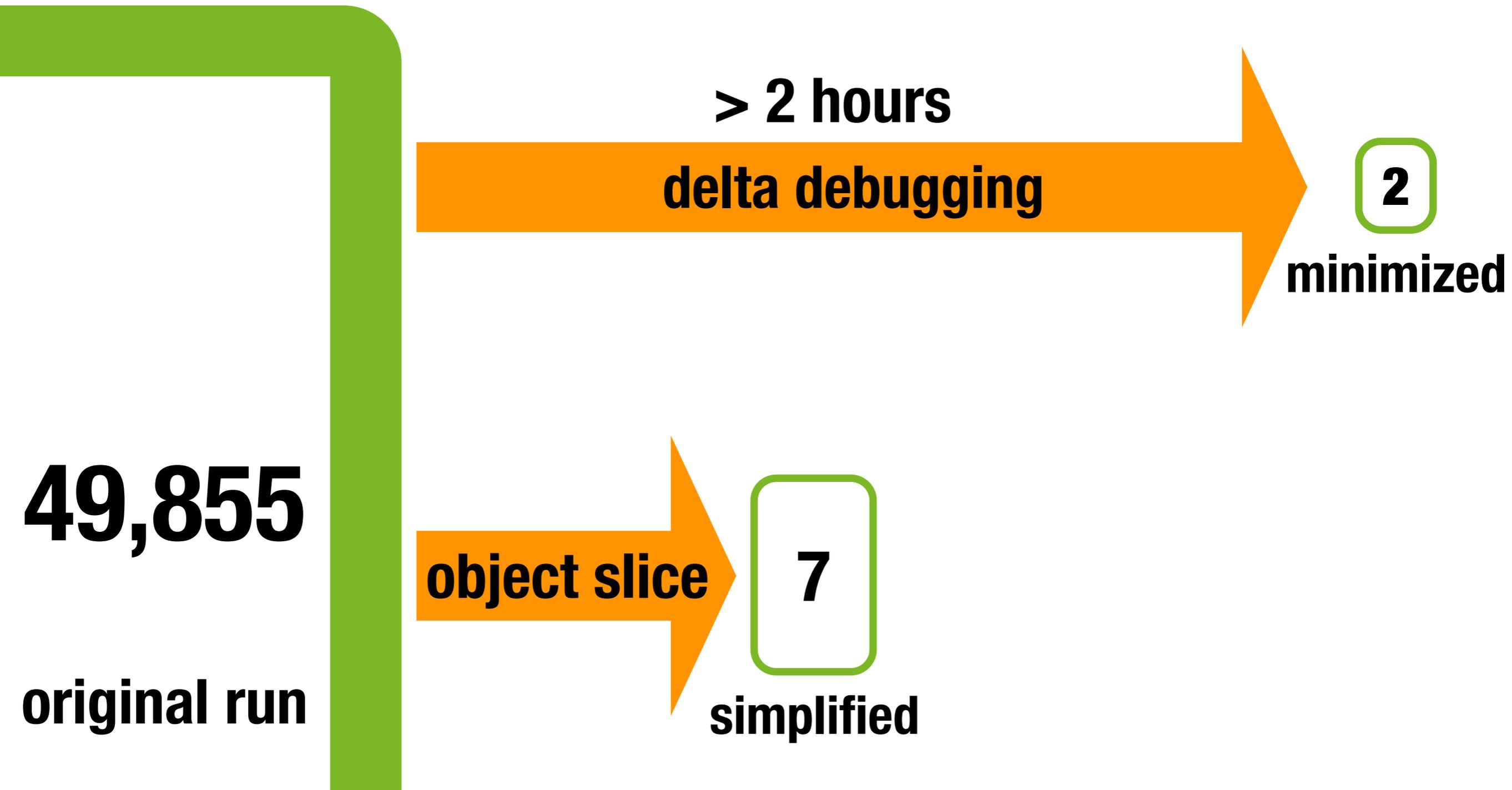
minimized

49,855

original run

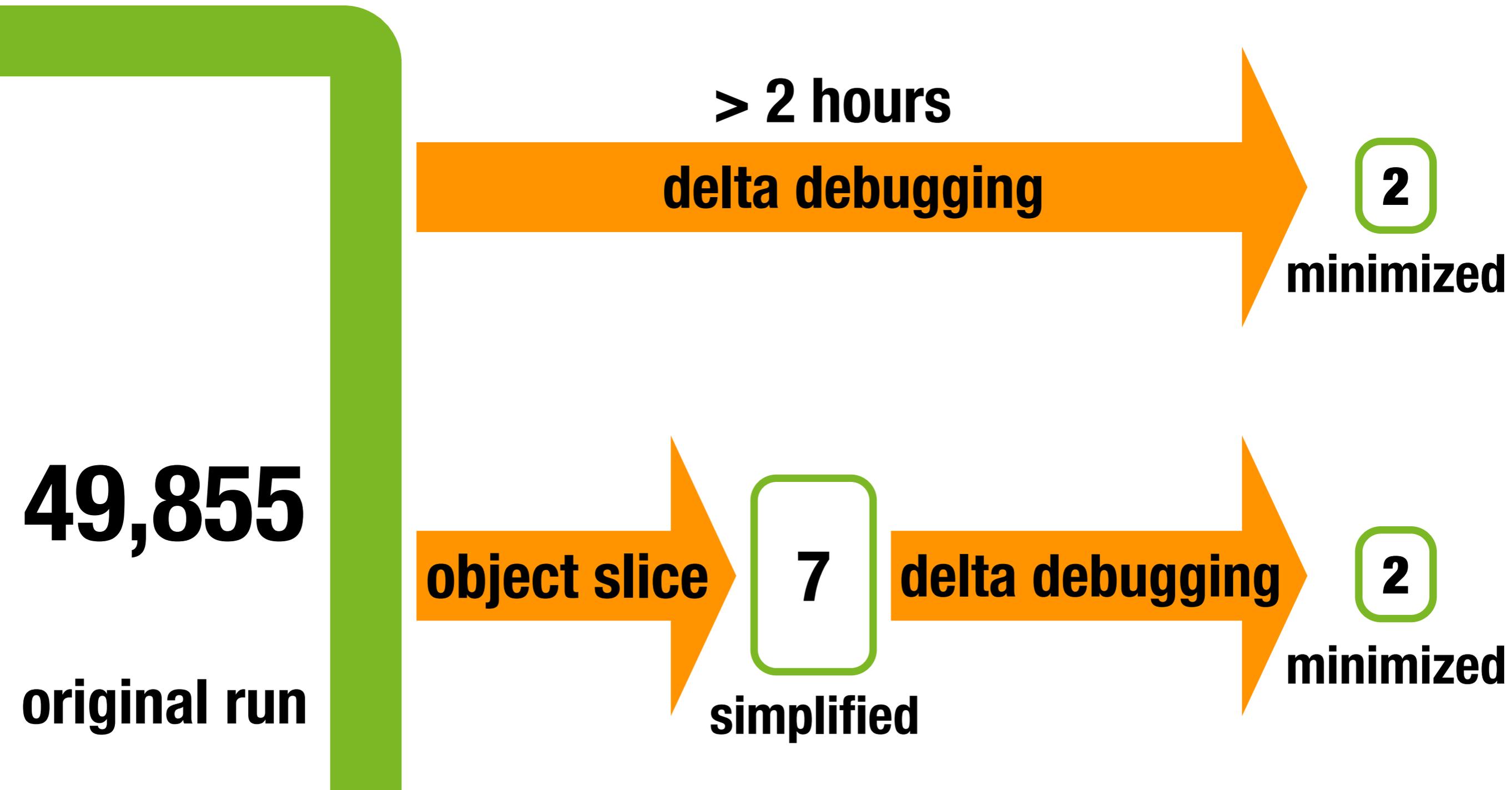
Slicing + Delta Debugging

Incoming Interactions



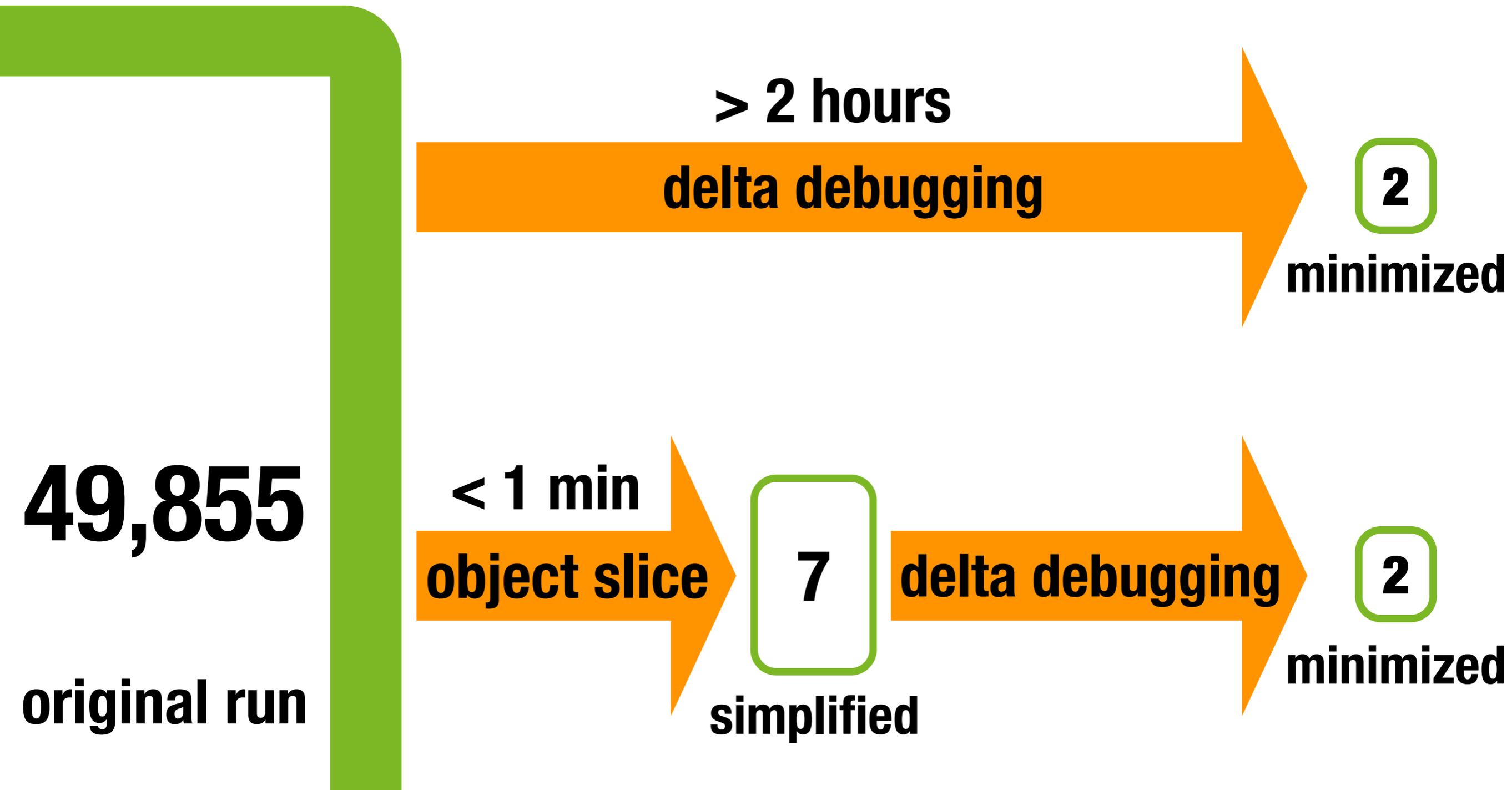
Slicing + Delta Debugging

Incoming Interactions



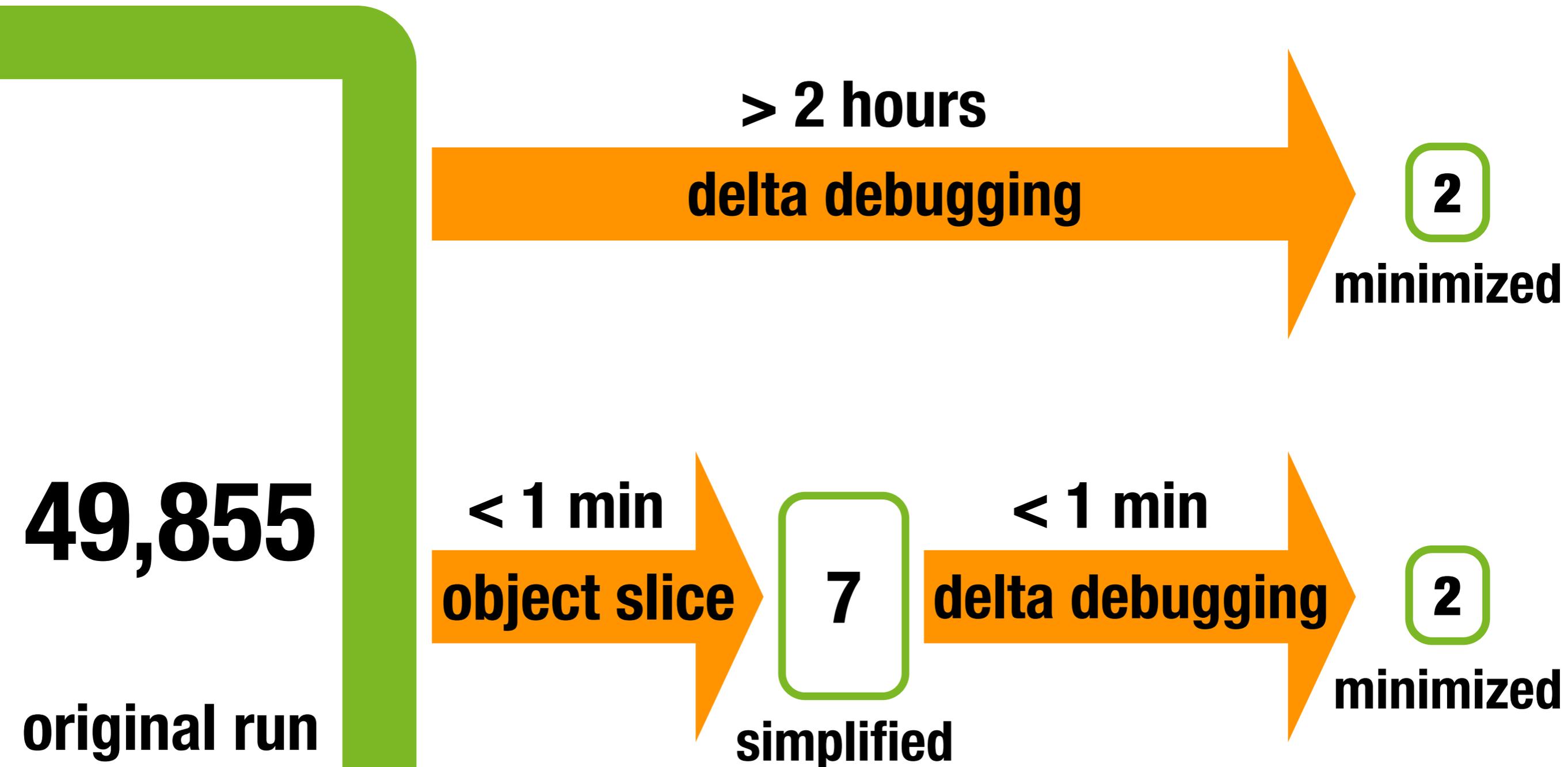
Slicing + Delta Debugging

Incoming Interactions



Slicing + Delta Debugging

Incoming Interactions

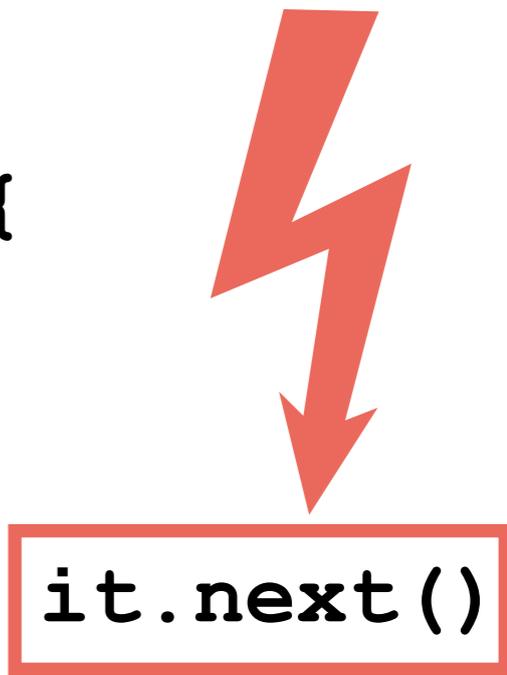


Method from Minimal Trace

```
public String getPreferredEmail() {  
    Iterator it = getEmailIterator();  
  
    // get first item  
    IEmailModel model = (IEmailModel) it.next();  
  
    // backwards compatibility -> its not possible  
    // anymore to create a model without email  
    if (model == null)  
        return null;  
  
    return model.getAddress();  
}
```

Method from Minimal Trace

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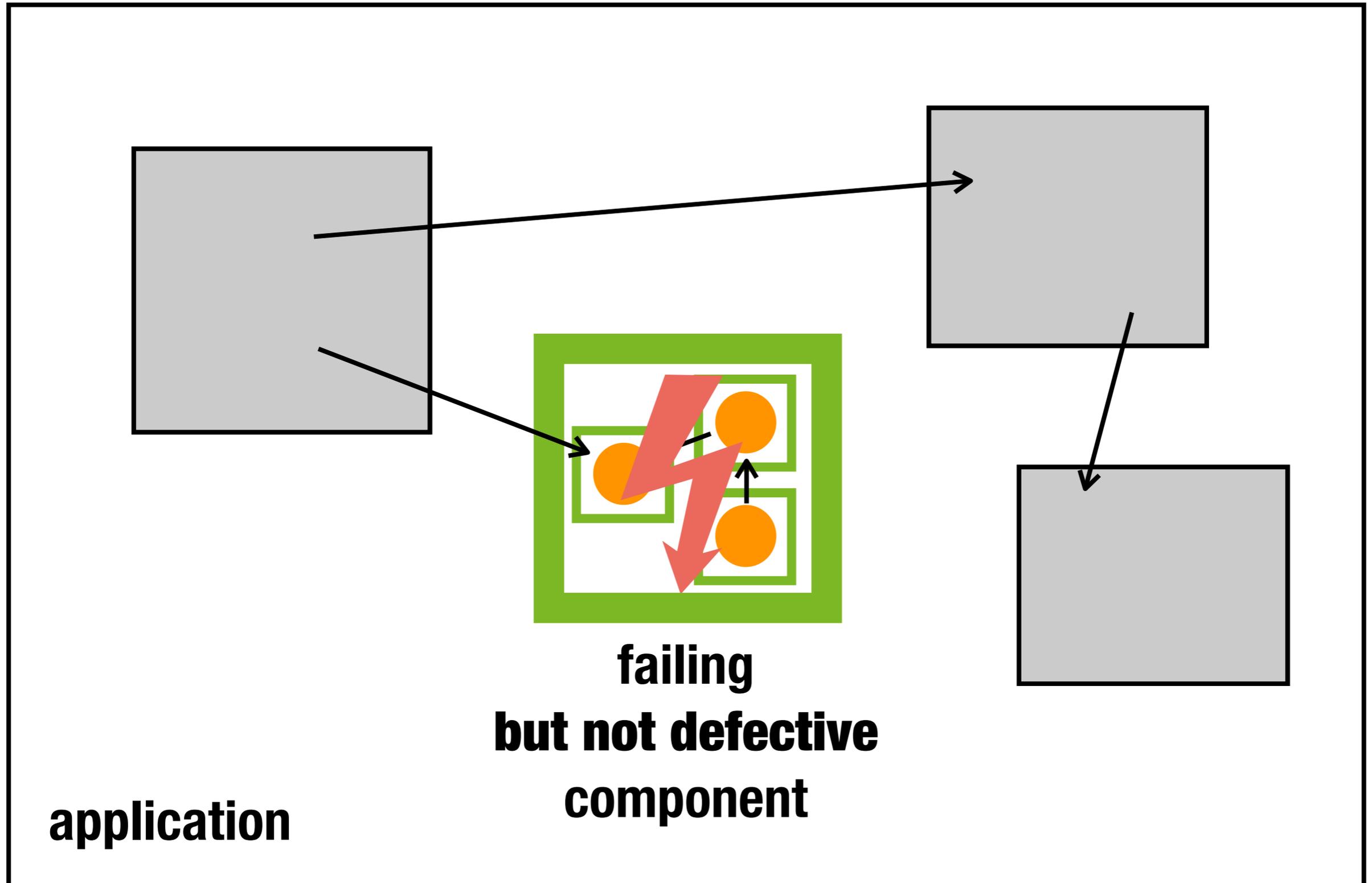
Method from Minimal Trace

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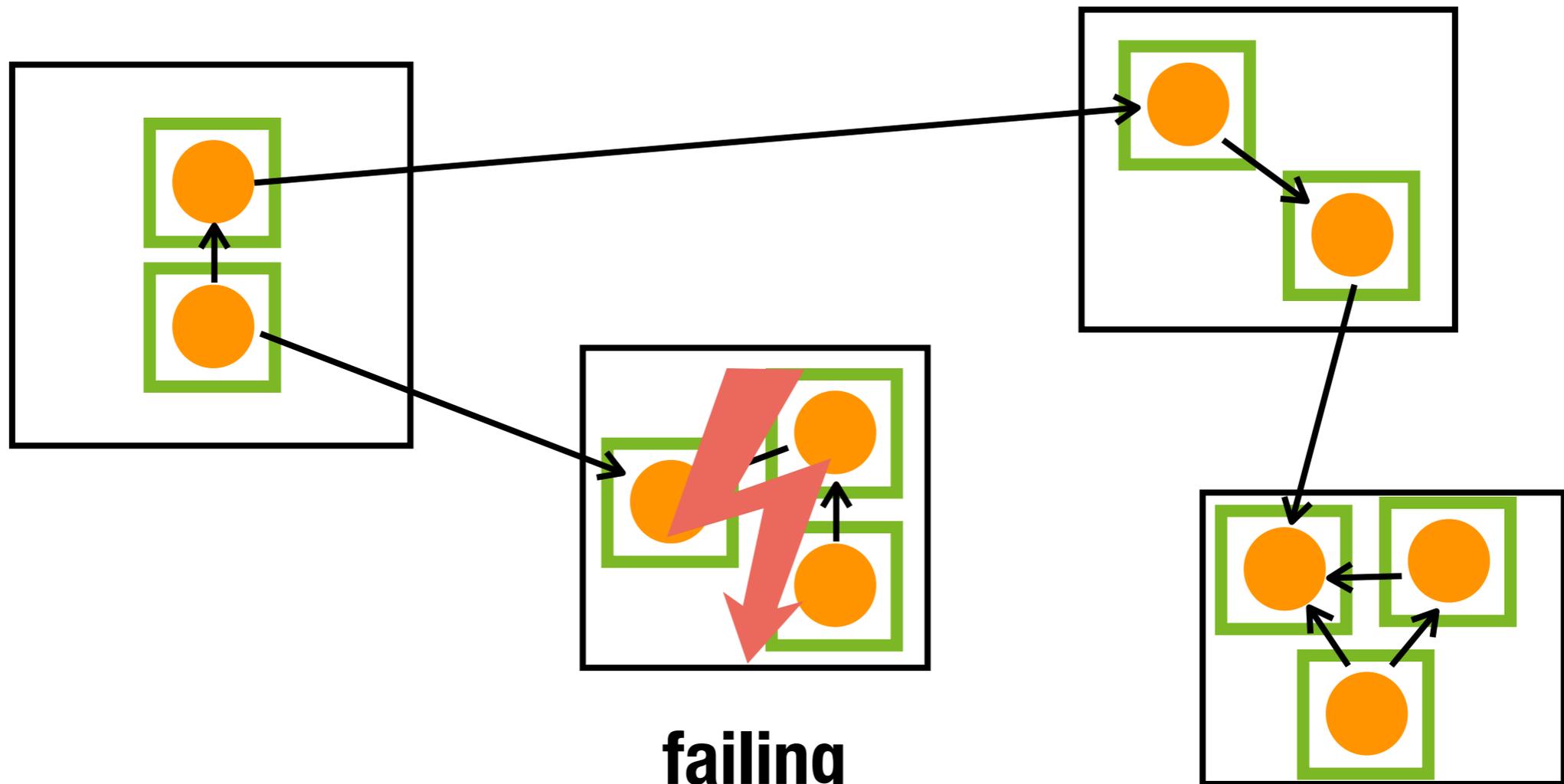
Related Work

- **Test Factoring** David Saff et al.
Selective Capture-Replay Shrinivas Joshi et al.
JINSI is based on these methods
- **Efficient Test Case Minimization** Andreas Leitner et al.
method calls in random tests; static slicing
- **ReCrash** Shay Artzi et al.
 - **ReCrash focuses on stack trace**
 - **JINSI focuses on object interactions**

Future Work



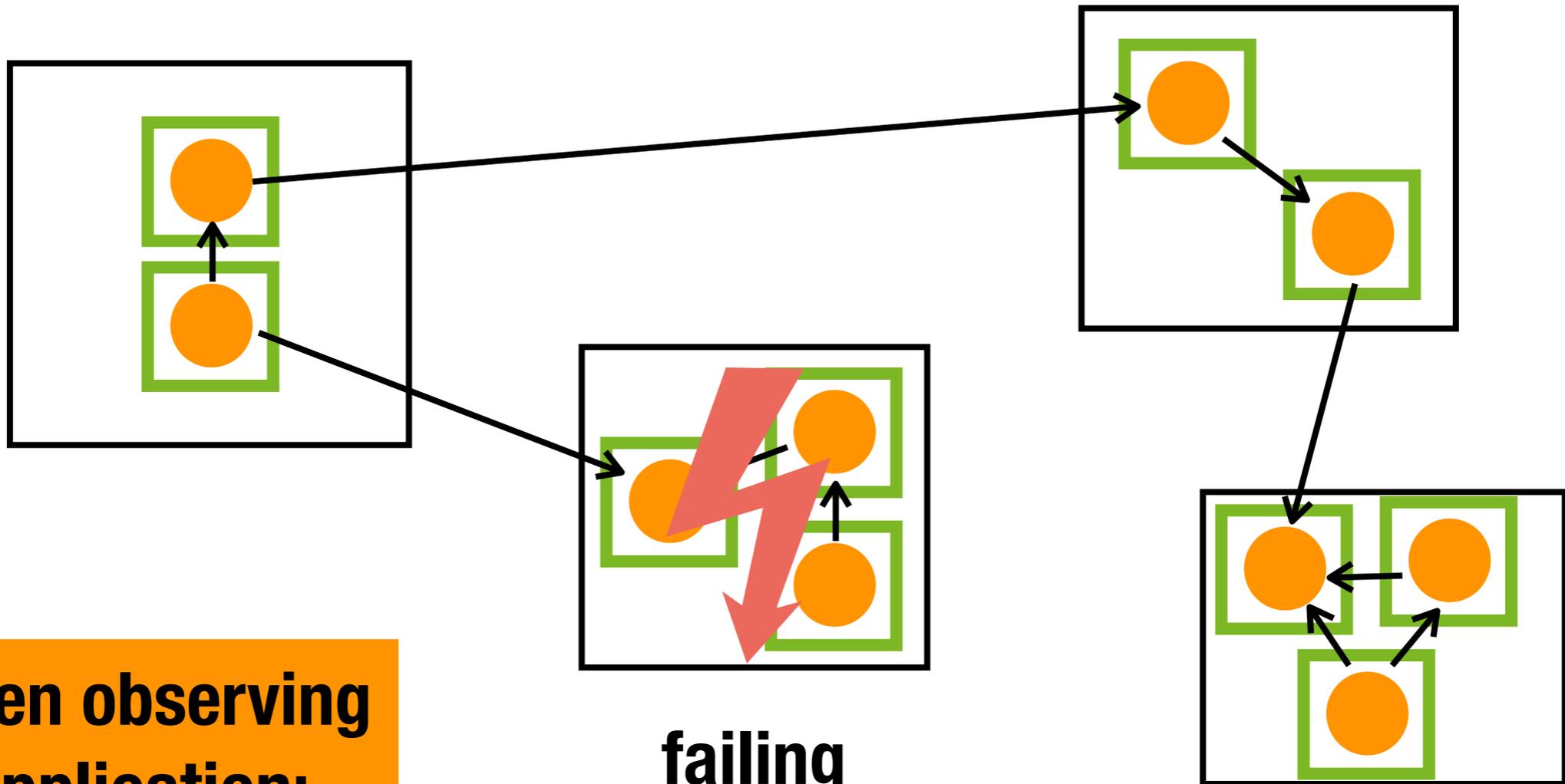
Future Work



**failing
but not defective
component**

application

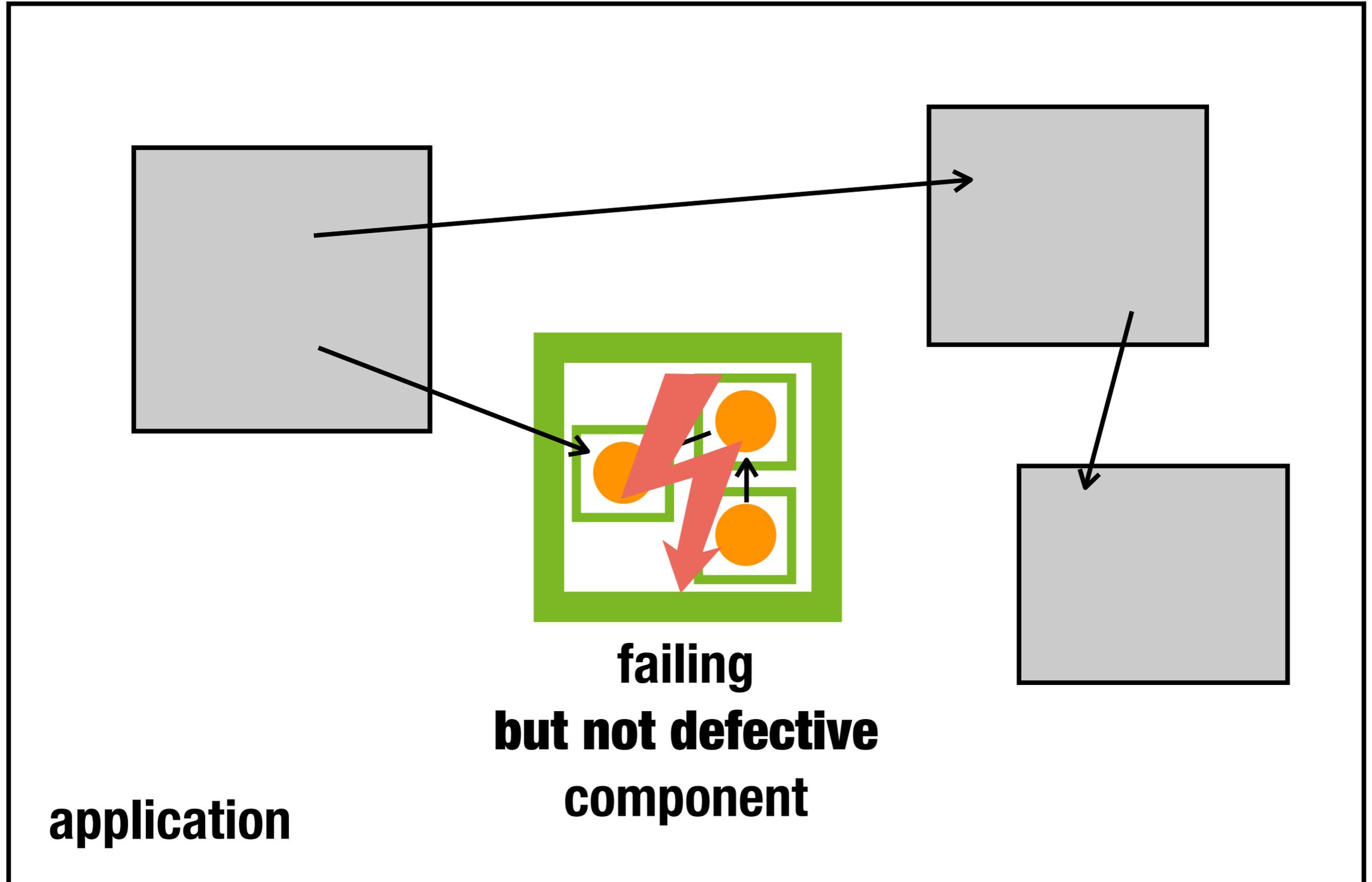
Future Work



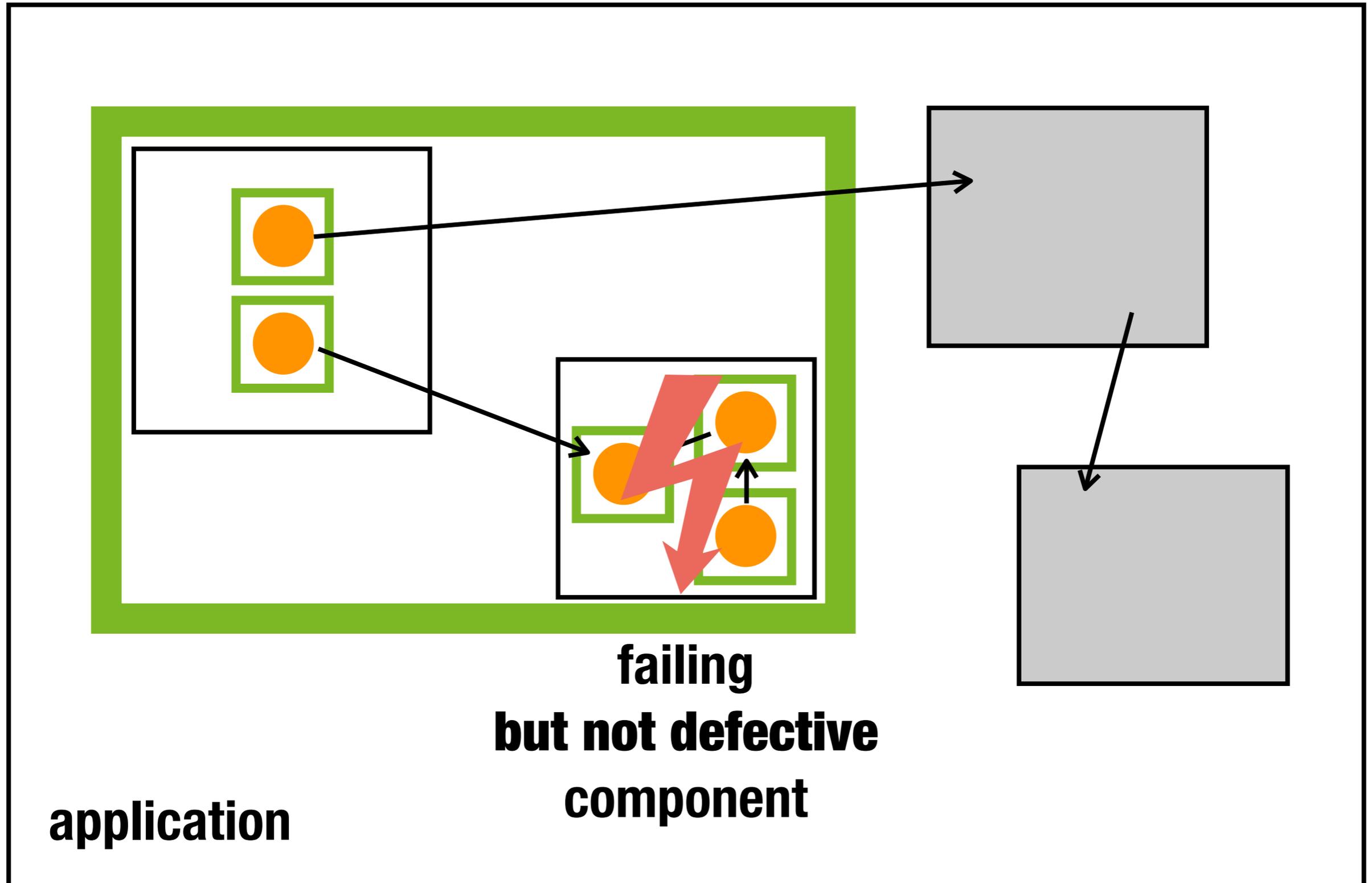
**when observing
application:
too many
interactions**

**failing
but not defective
component**

Future Work

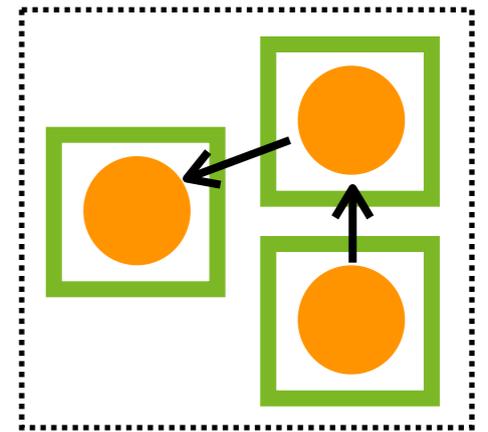


Future Work



Future Work

Cause-Effect-Chain

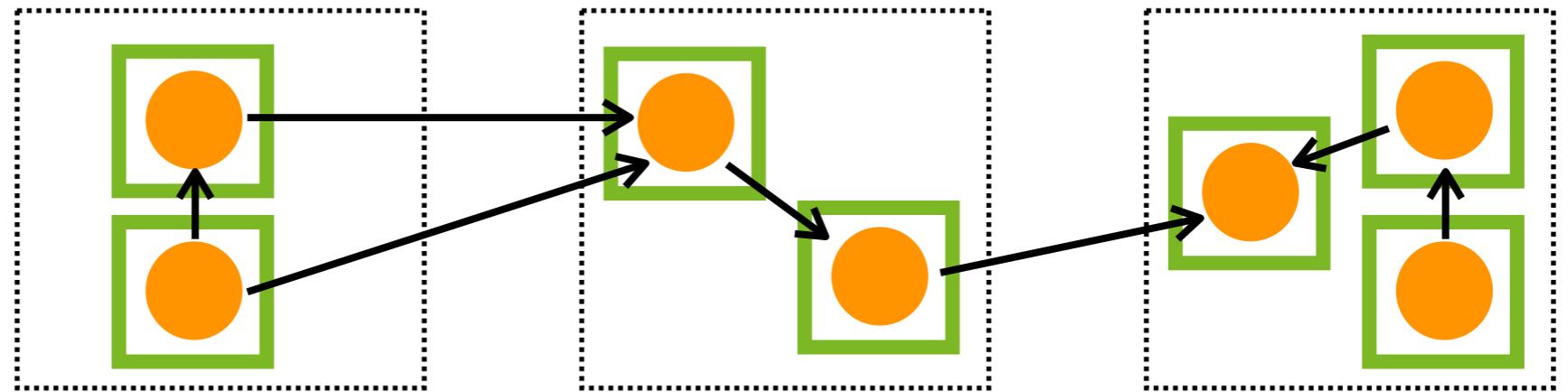


final state

e.g. contact model

Future Work

Cause-Effect-Chain



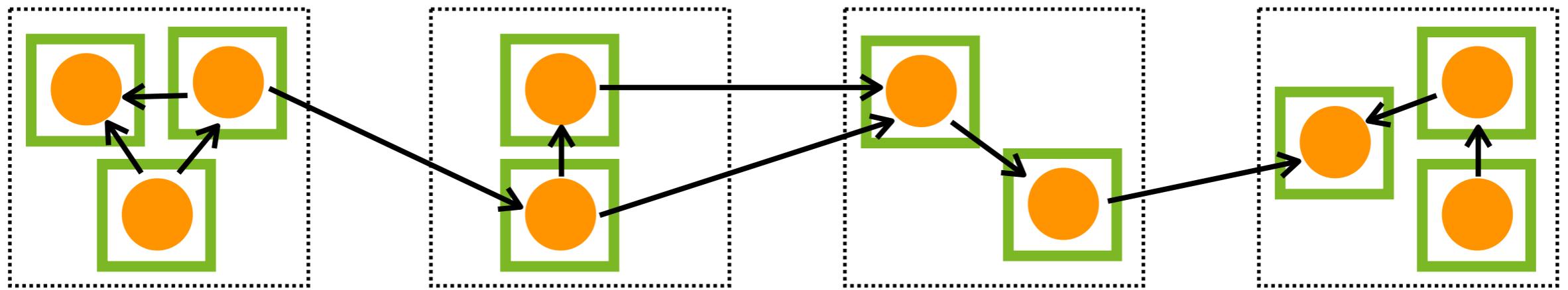
intermediate states

final state

e.g. contact model

Future Work

Cause-Effect-Chain



input

e.g. keystrokes
in GUI

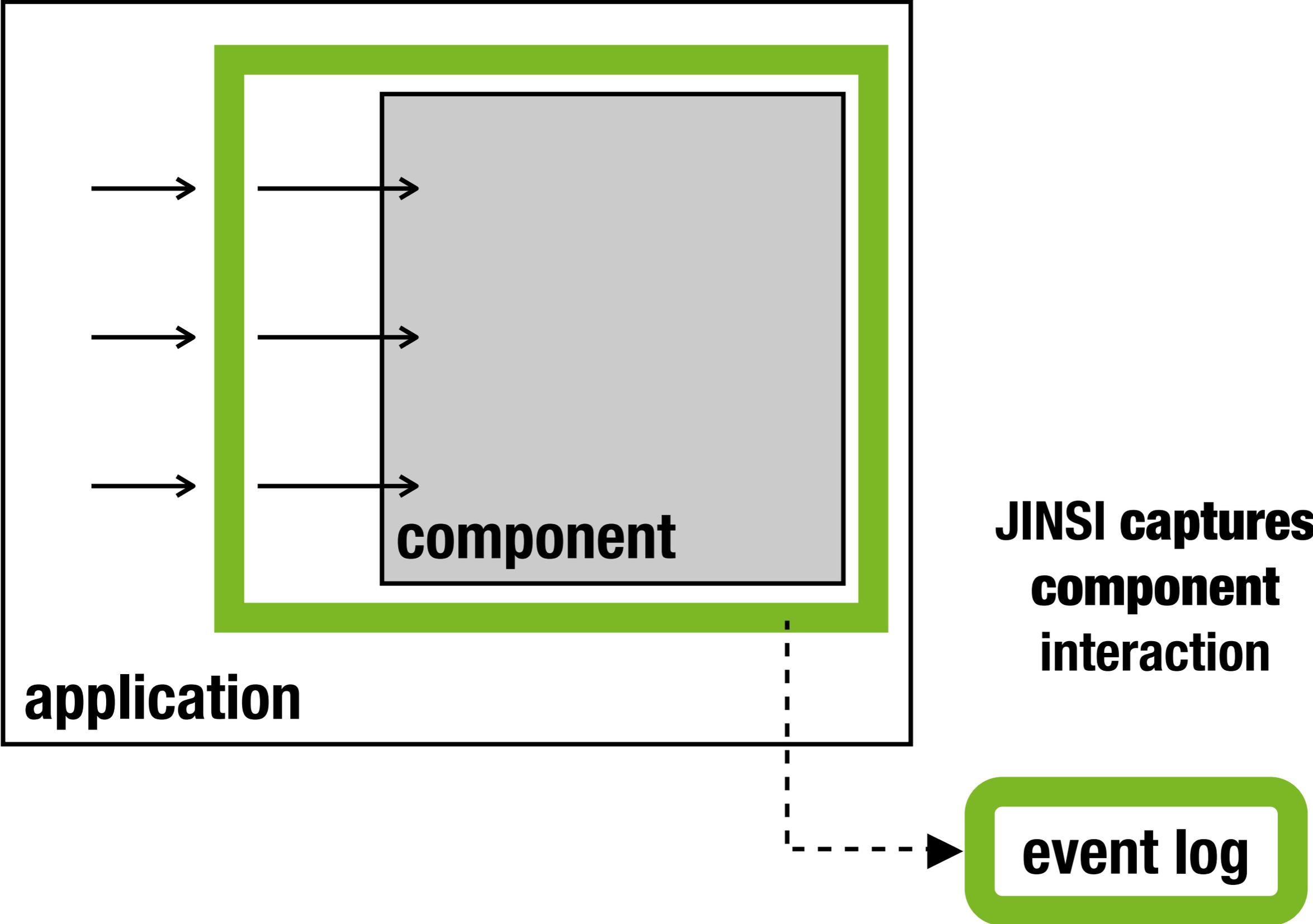
intermediate states

final state

e.g. contact model

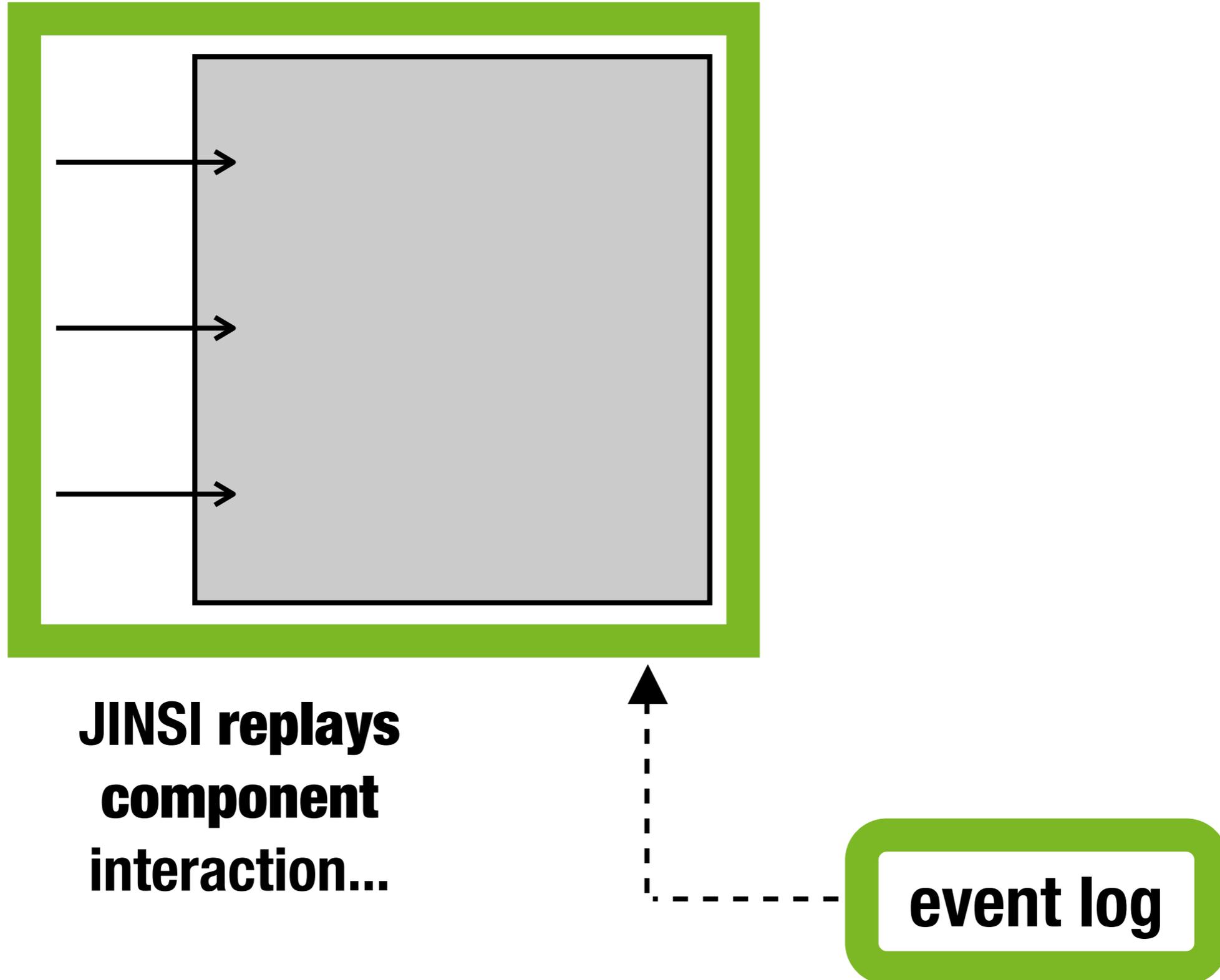
Future Work

Capture Component Level



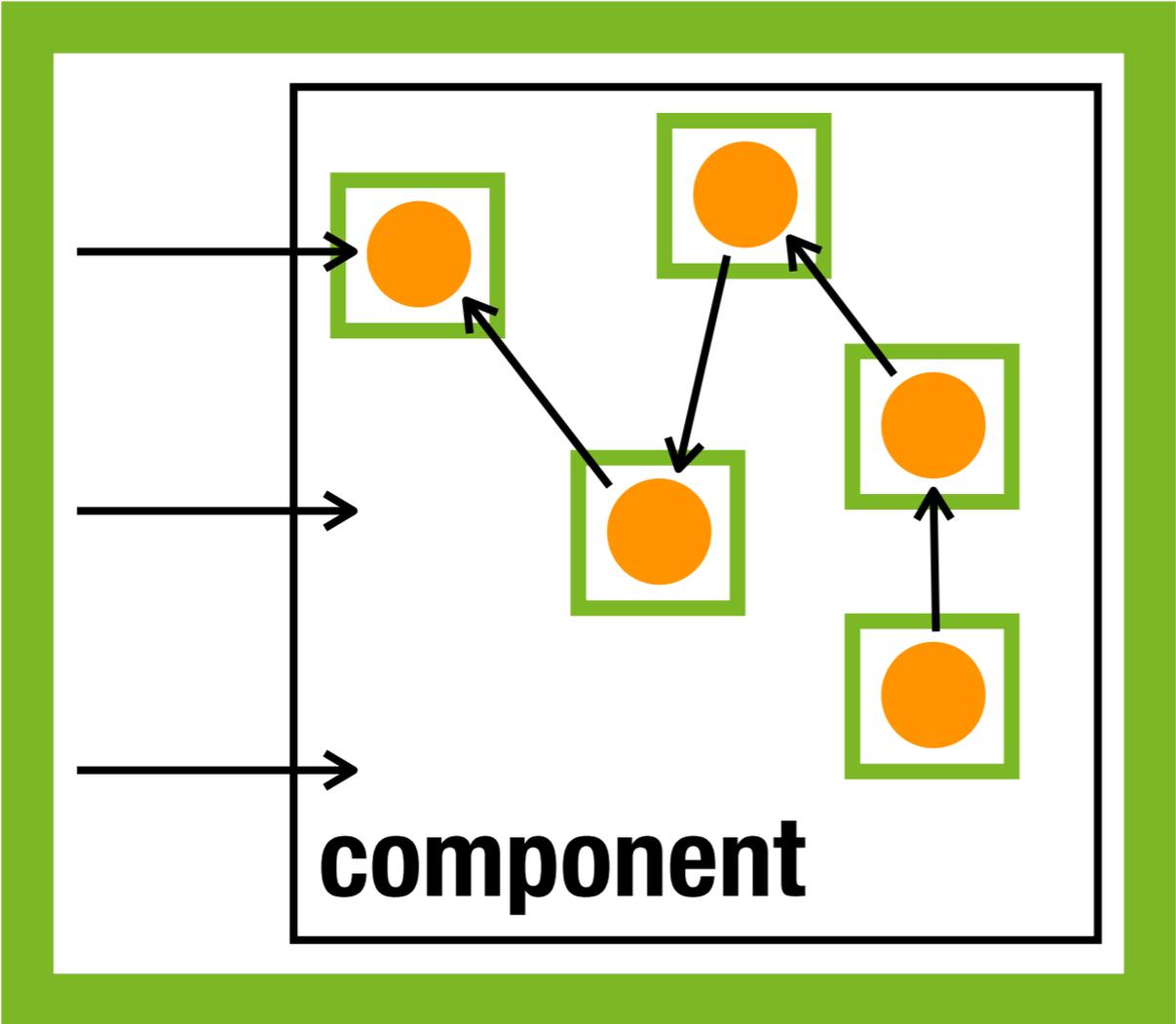
Future Work

Replay Component Level

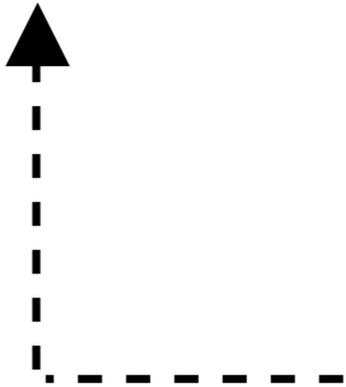


Future Work

Replay Component Level



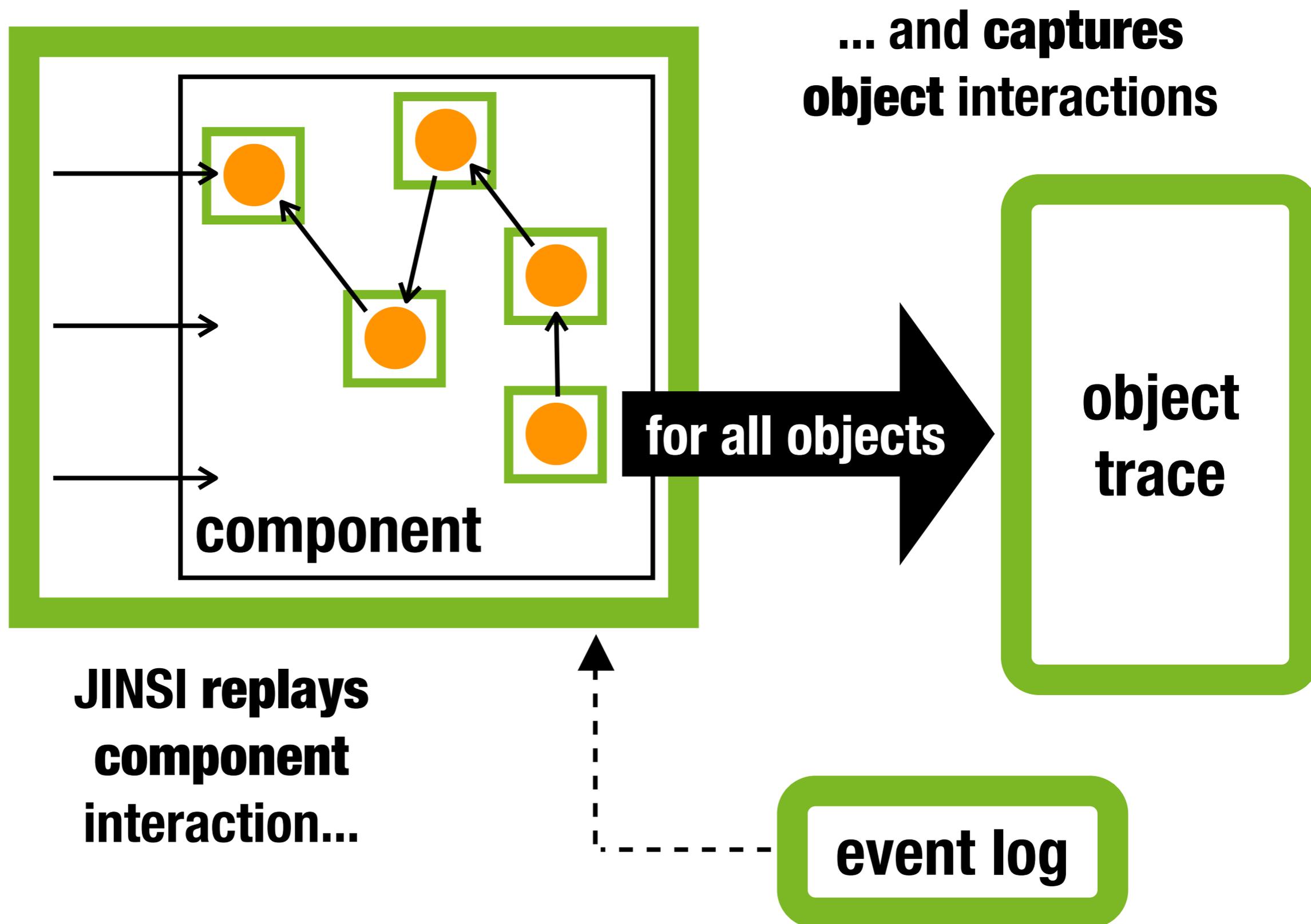
**JINSI replays
component
interaction...**



event log

Future Work

Replay Component + Capture Objects



Challenges

- **capture constructors**
 - **super call**
 - **constructor call as argument**
- **who is calling**
 - **caller registry to get caller of method**

Debugging 101

1. reproduce the original failure

- manually by using GUI
- test driver that reproduce faulty behavior

2. fix the actual defect

- focus on relevant behavior
- simplify faulty behavior

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Debugging 101

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Contributions

Debugging 101

1. reproduce the original failure ✓

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Contributions

Debugging 101

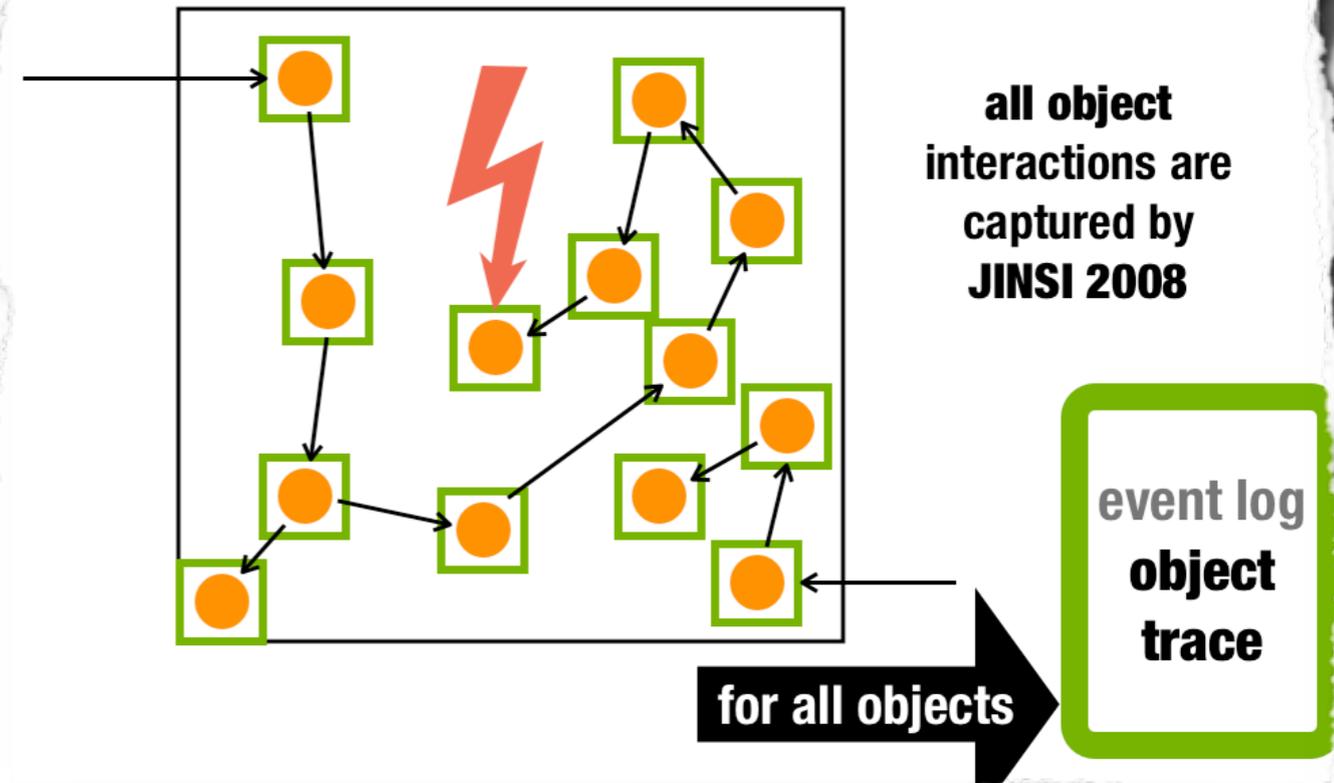
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- manually by using GUI
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2. fix the actual defect ✓

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Object Trace



CONTRIBUTIONS

Debugging 101

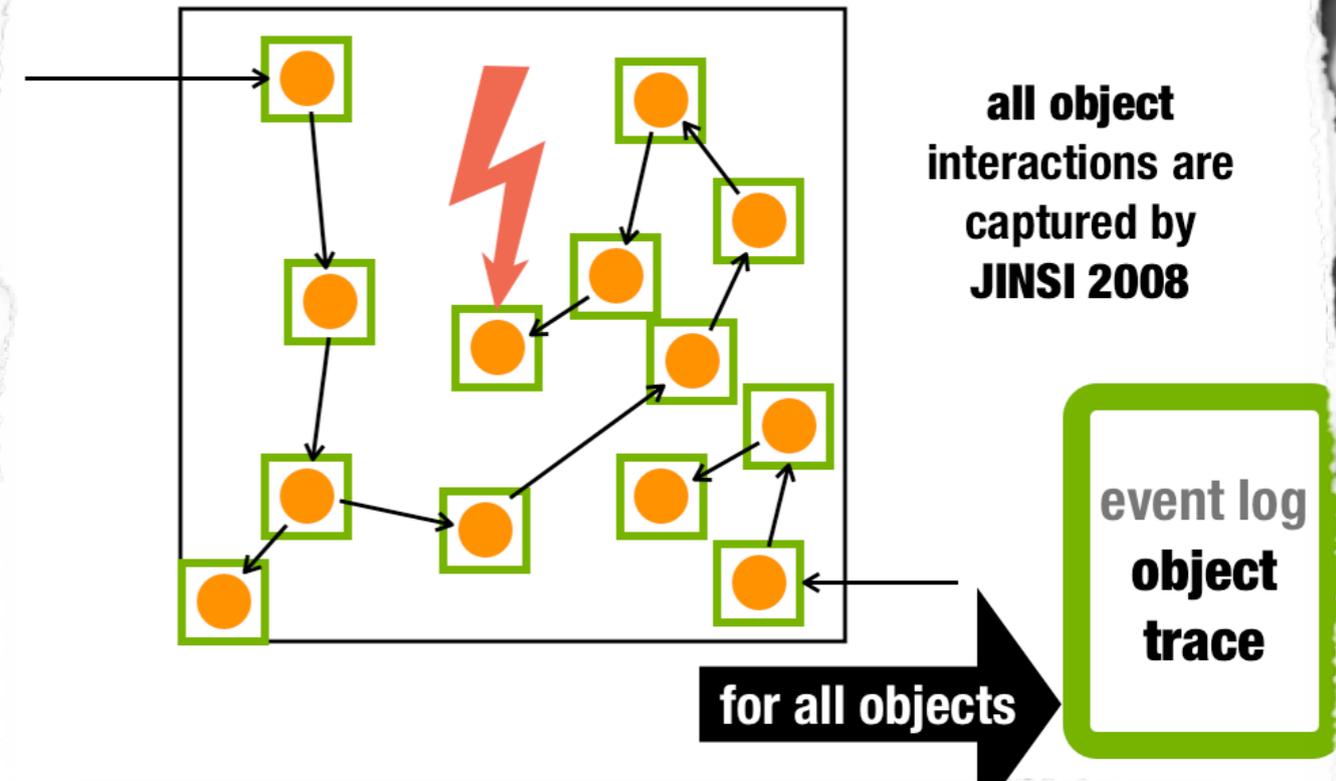
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- manually by using GUI
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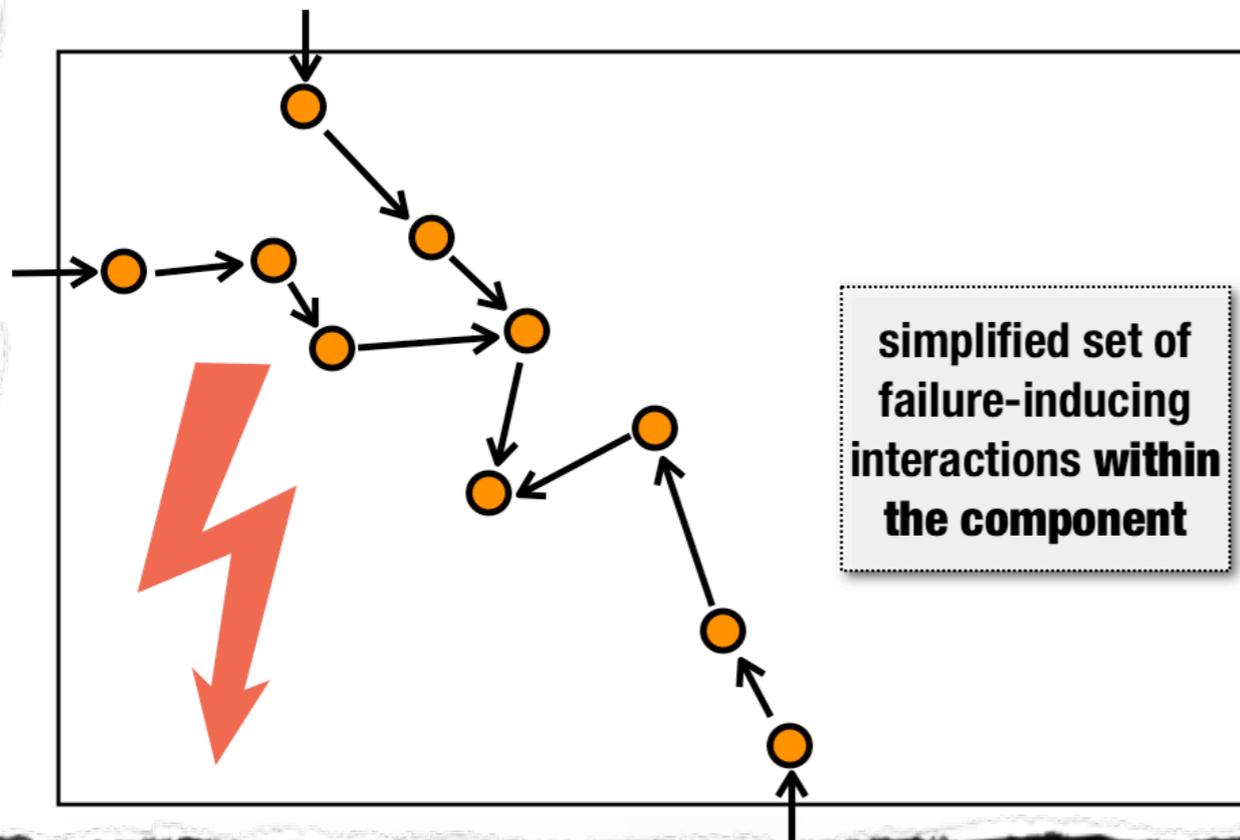
2. fix the actual defect ✓

- focus on relevant behavior
- simplify faulty behavior

Object Trace



Object Slice



Debugging 101

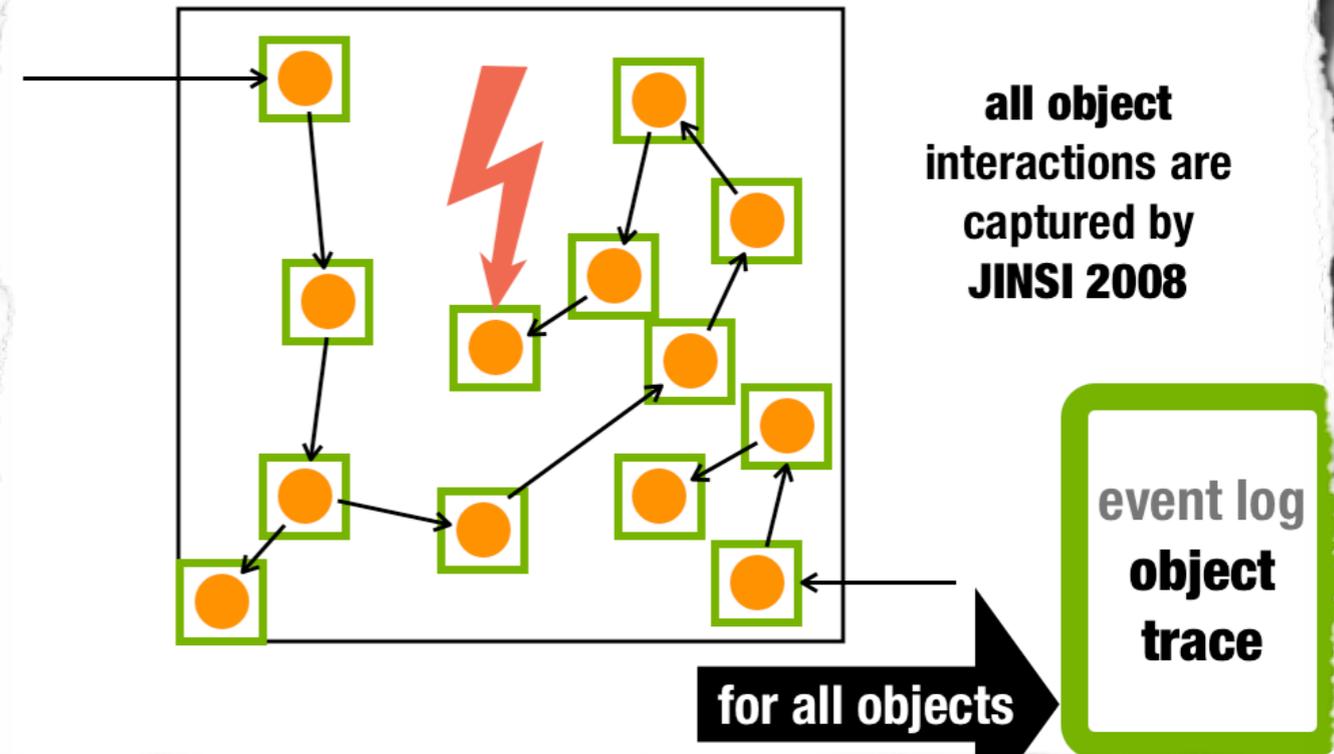
1. reproduce the original failure ✓

- manually by using GUI
- test driver that reproduce faulty behavior

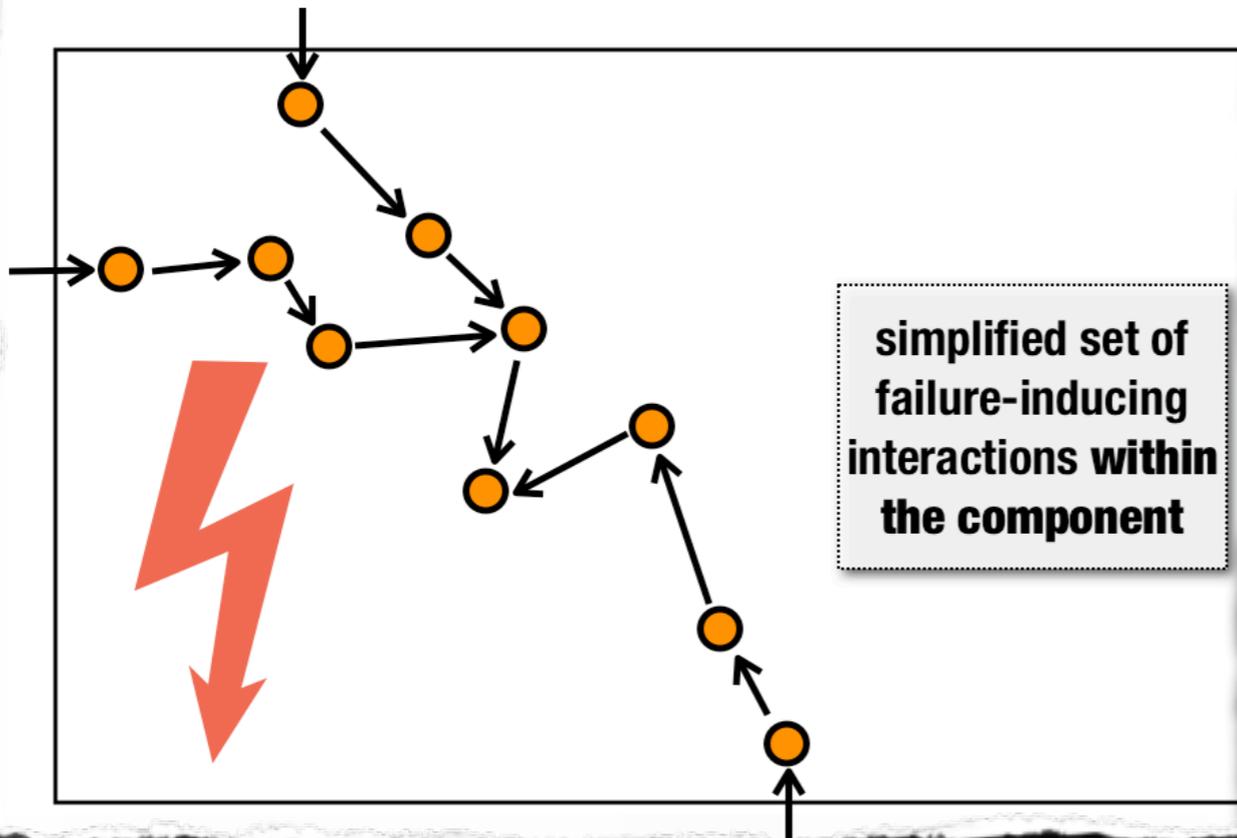
2. fix the actual defect ✓

- focus on relevant behavior
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Object Trace



Object Slice



Slicing + Delta Debugging

Incoming Interactions

