

# Fidgeting Till The Point Of No Return

Marina Biberstein Eitan Farchi Shmuel Ur

IBM Labs in Haifa

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#### **Background: problems and existing solutions**

Fidgeting: why and how

Summary





# A sample program







#### Making things happen – the noise-making tools







#### Making things happen – the noise-making tools







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#### Alternative Pasts: generating interesting things







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### Fidgeting: the basic concepts

- Instructions: broken into two groups
  - ♦ Can be re-executed: =, +, -, ...
  - Can't be re-executed: if, print
- Sevents:
  - Critical events
  - Local events
- Visibility graph:
  - Timing restrictions on events
  - Nodes:
    - Event
    - Event state (raw or processed)
  - Edges: timing precedence











### Visibility: When can a value be used?

- Problem:
  - $\diamond$  Node *r* reads variable  $\lambda$
  - $\diamond$  Node *w* writes variable  $\lambda$
  - r Can *r* use the value produced by *w*?
- Answer: Yes, unless timing restrictions in visibility graph imply that
  - r precedes *w*, or
  - $\clubsuit$  Another node that writes  $\lambda$  intervenes between *w* and *r*
- In graph terms:
  - There is a path from r to w, or
  - There is a path from *w* to *r* that passes through a node writing  $\lambda$
- If *r* can use value written by *w*, we say *w* is **visible** from *r*



# Hiding nodes

- Situation:
  - $\diamond$  Node *r* reads variable  $\lambda$
  - $\clubsuit$  Nodes *w*, *w*' write variable  $\lambda$  and are visible from *r*
  - $\diamond$  The value written by *w* is selected for *r*
- Problem: make w' invisible
- Solution:
  - Add edge (r, w), or
  - $\land$  Add edges (w', w) and (w, r)
- Exists a method that doesn't introduce cycles



### Processing node

- Goal: Select the values to be used by node n
- Processing node n:
  - If node state is *processed* done
  - Set node state to processed
  - For every variable  $\lambda$  read by *n* 
    - Select a visible node *w* that writes  $\lambda$
    - Hide all other visible nodes that write  $\lambda$
    - Process w







### Fidgeting: An outline

- Start executing the tested program
- ♦ At each event:
  - Create a new raw node
  - Add it to graph
    - ♦ First event in thread:
      - ♦ Add edge from *create* in the parent thread
      - ♦ Add edges from initialization events
    - ♦ Otherwise: add edge from the previous event in the thread
  - ♦ If the instruction cannot be replayed: process the node
  - Execute the event,
    - ♦ Raw: no intervention
    - Processed: for each read variable, use its value as produced by the visible write event











# Fidgeting around







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# Summing up

- A new algorithm for generating interesting interleavings  $\otimes$
- More aggressive delays that with alternative pasts  $\langle \! \! \otimes \!\! \rangle$
- More informed choice of values at decision points  $\otimes$ 
  - Especially useful for achieving coverage  $\bigotimes$
- Noise-makers can help delay decision points  $\bigotimes$
- Complexity issues remain to be addressed  $\otimes$ 
  - Some optimizations available and should be  $\bigotimes$ evaluated









"Dear Sir: Your astonishment's odd: I am always about in the Quad And that's why the tree Will continue to be, Since observed by, Yours faithfully, God."

There once was a man who said, "God Must think it exceedingly odd If He finds that this tree Continues to be When there's no one about in the Quad."









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