



# DEBUGGING WITH POSTGRESQL – A STRATEGIC APPROACH



- Debugging is the elephant in the room
- Can take 50 to 90% of the time
- But gets < 10% of the attention!
- PostgreSQL has great tools (see references)
- But they are most effective when deployed as part of an overall strategy

# “DEBUGGING IS ABOUT:”



- Finding the source of a problem
- Identifying possible causes
- Testing out hypotheses
- Eliminating that cause
- Ensuring it will never happen again

— John Sonmez  
<https://simpleprogrammer.com/>

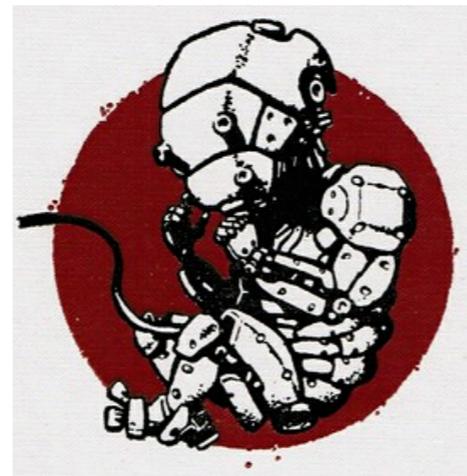
Sounds a lot like the  
scientific method!

# INTRODUCTION



9/9  
0800 Antan started  
1000 stopped - antan ✓ { 1.2700 9.030 547 025  
1300 (032) MP-MC 1.5840000 9.037 876 995 correct  
032 PRO 2 2.13047645  
correct 2.13067645  
Relays 6-2 in 033 failed special speed test  
in relay 11.00 test.  
Relays changed  
1100 Started Cosine Tape (Sine check)  
1525 Started Multi-Adder Test.  
1545 Relay #70 Panel F  
(moth) in relay.  
1630/1600 First actual case of bug being found.  
1700 antan started.  
closed down.

- First database
- First bug
- Root cause
- Life cycle approach



# THE FIRST DATABASES

Early tablet recording the allocation of beer,  
3100-3000 B.C.E



- Clay tablets
- Taxes
- Origin of writing & counting
- Fully baked!

# THE FIRST BUG

9/9

0800 Antan started  
 1000 " stopped - antan ✓

1300 (032) MP - MC { 1.2700 9.037847025  
 2.130476415 (2) 9.037846995 const  
 (033) PRO 2 2.130476415 4.615925059(-2)  
 const 2.130676415

Relays 6-2 in 033 failed special speed test  
 in relay 10.000 test.

Relays changed

1100 Started Cosine Tape (Sine check)  
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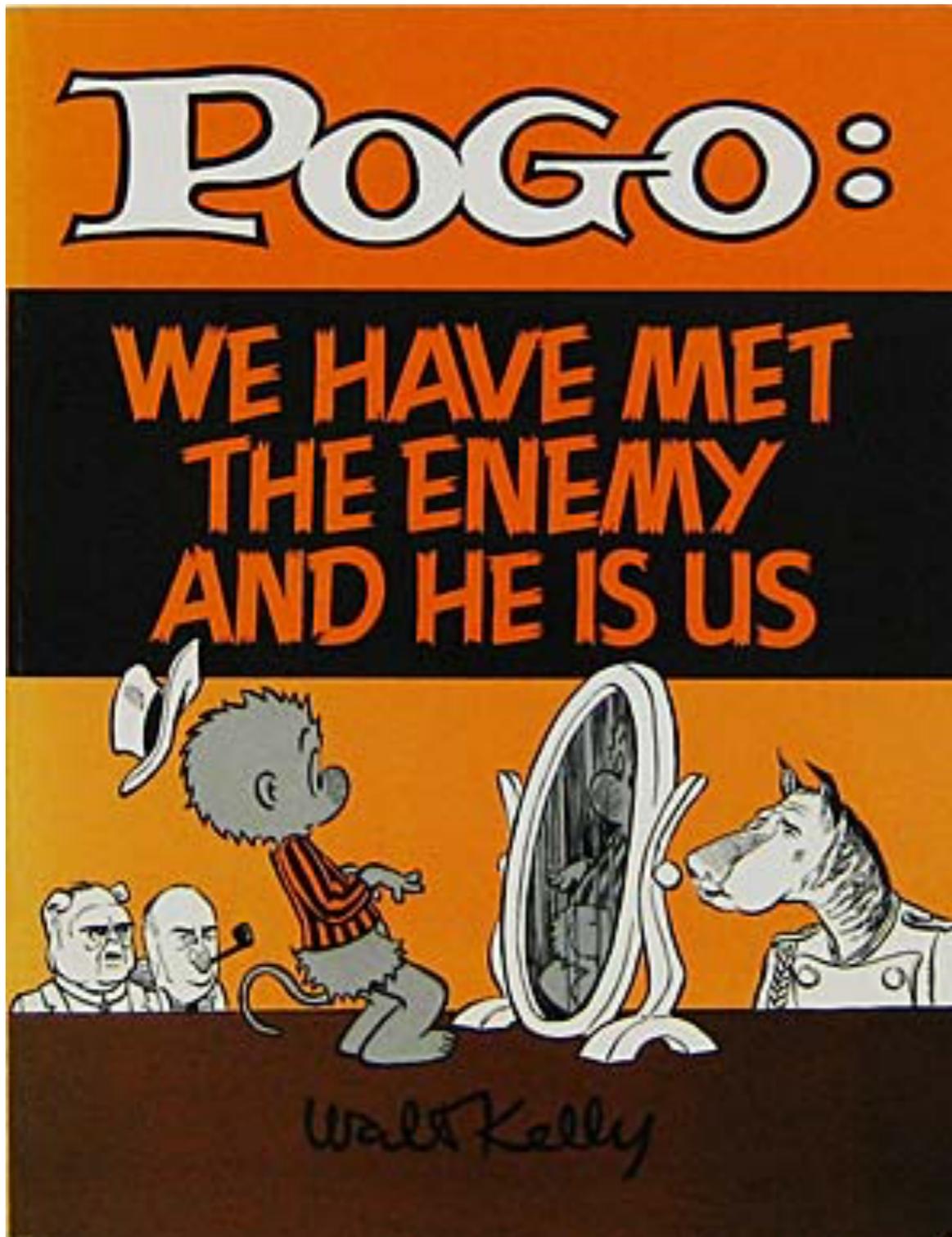
First actual case of bug being found.

1630 Antan started.  
 1700 closed down.

Relay 2145  
 Relay 3370

- Middle English “scarecrow”, “hobgoblin”
- Edison 1878
- Hopper 1945
- Error in process, not just an error

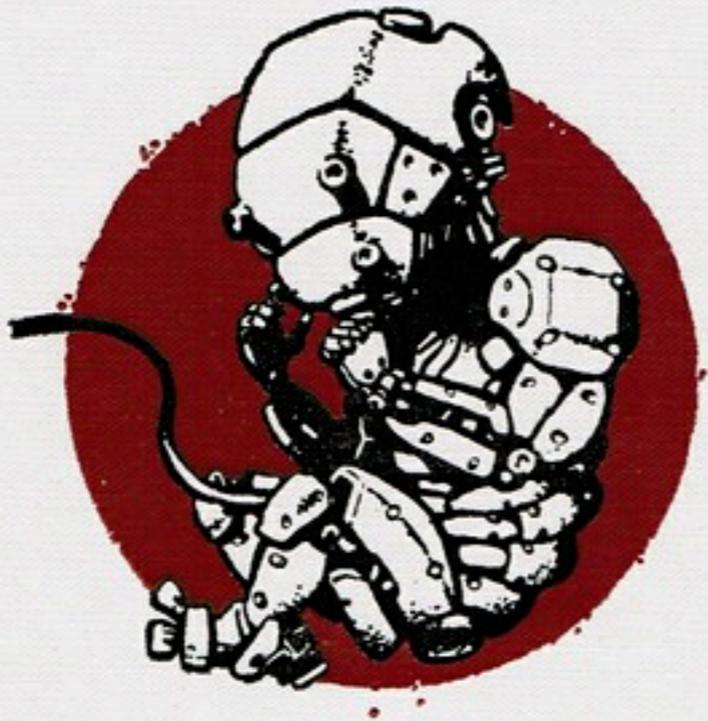
# THE ROOT CAUSE



- Depending on project, 10 to 50 to 90% of effort
- Generally self-inflicted
- Can also be the result of bitrot, evolving system, changing expectations ...

# LIFE CYCLE

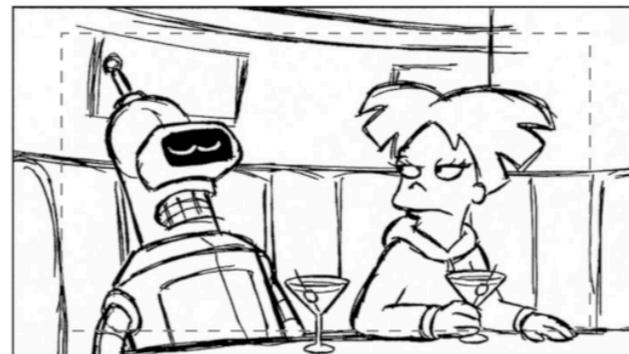
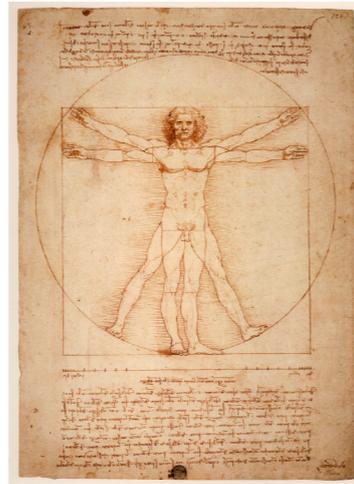
## THE LIFECYCLE OF SOFTWARE OBJECTS



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- Development
- Debugging
- Maintenance

# DEVELOPMENT



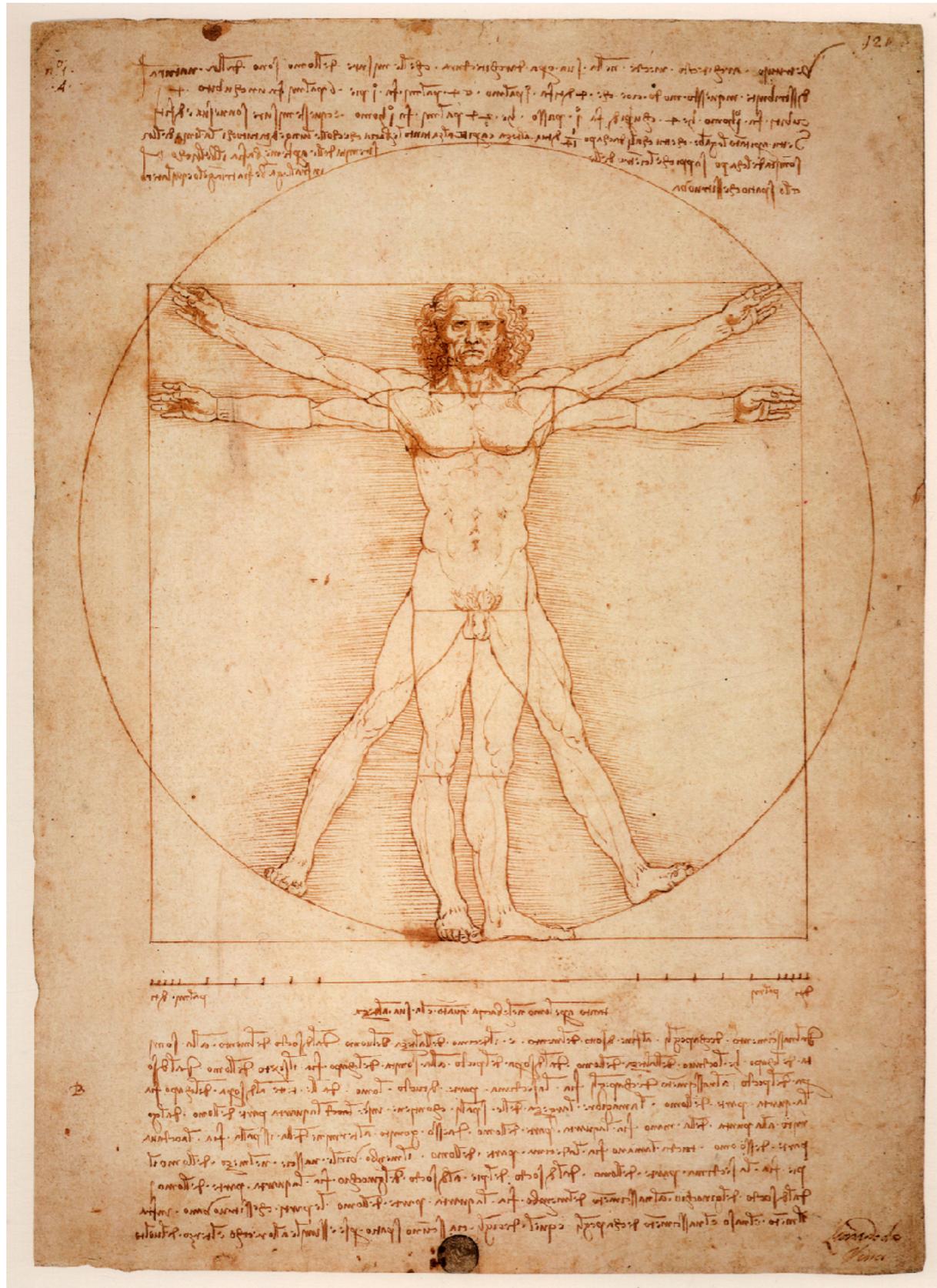
- Specs
- Structure
- Story
- Scenes
- Systems

# THE WRECK OF THE VASA



- Top heavy design
- Last minute changes
- Unnecessary features
- Not enough ballast
- It is never the King's fault

# STRUCTURE



- Tables = bones
- Foreign keys = tendons
- Stored procedures = muscle
- Views = skin
- Domains = types of cells
- Exceptions = nerves?
- Logs = memory?

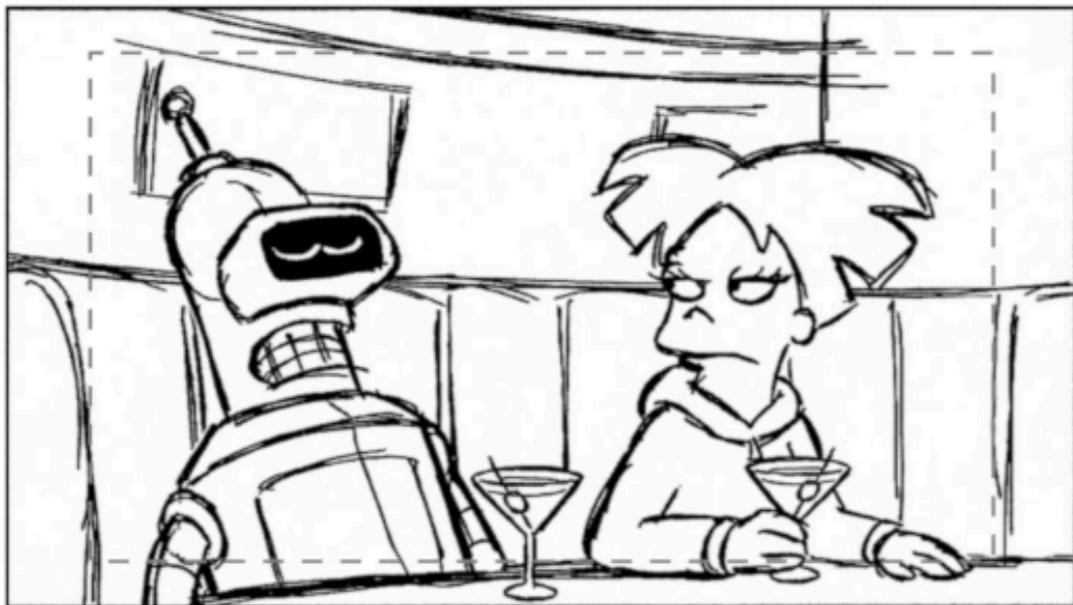
# STORY

## THE BASICS OF STORYBOARDING

**SHOT:** Everytime the camera cuts, the shot changes.

**PANEL:** Number of poses in a shot.

**BG:** Background Number or re-use indication.



**ACTIONSAFE:** (The dotted lines) The TV cut-off guide. Varies by

**FOR CLARITY:** High Contrast: Points of interest. Consider overlap elements in the panel. The closer

- Tell me a story
- Database as telephone exchange in time
- Use cases
- Mr. Client, meet Ms. Server
- Getting the picture

# BREAK STORY INTO SCENES

- Block out the code
- Make a good entrance
- Identify the characters
- Rehearse the scene
- Make a good exit
- Get audience feedback



# SYSTEMS TEST

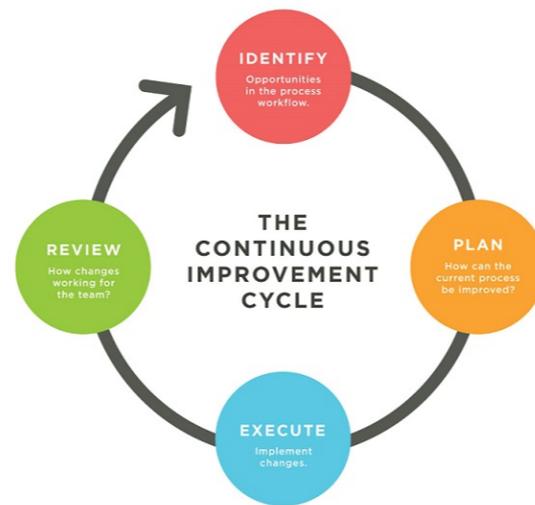
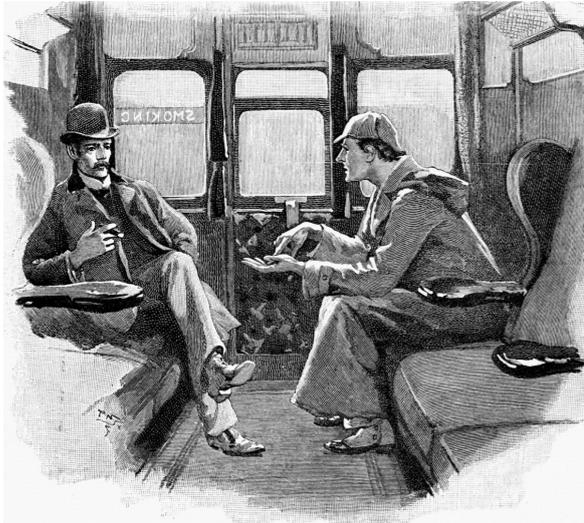
## Ariane 5 Flight 501

*June 4, 1996*

- ⦿ French rocket reuses code from Ariane 4
- ⦿ 5's faster engines triggers bug in arithmetic routine in flight computer
- ⦿ Convert 64-bit FP to 16-bit signed int

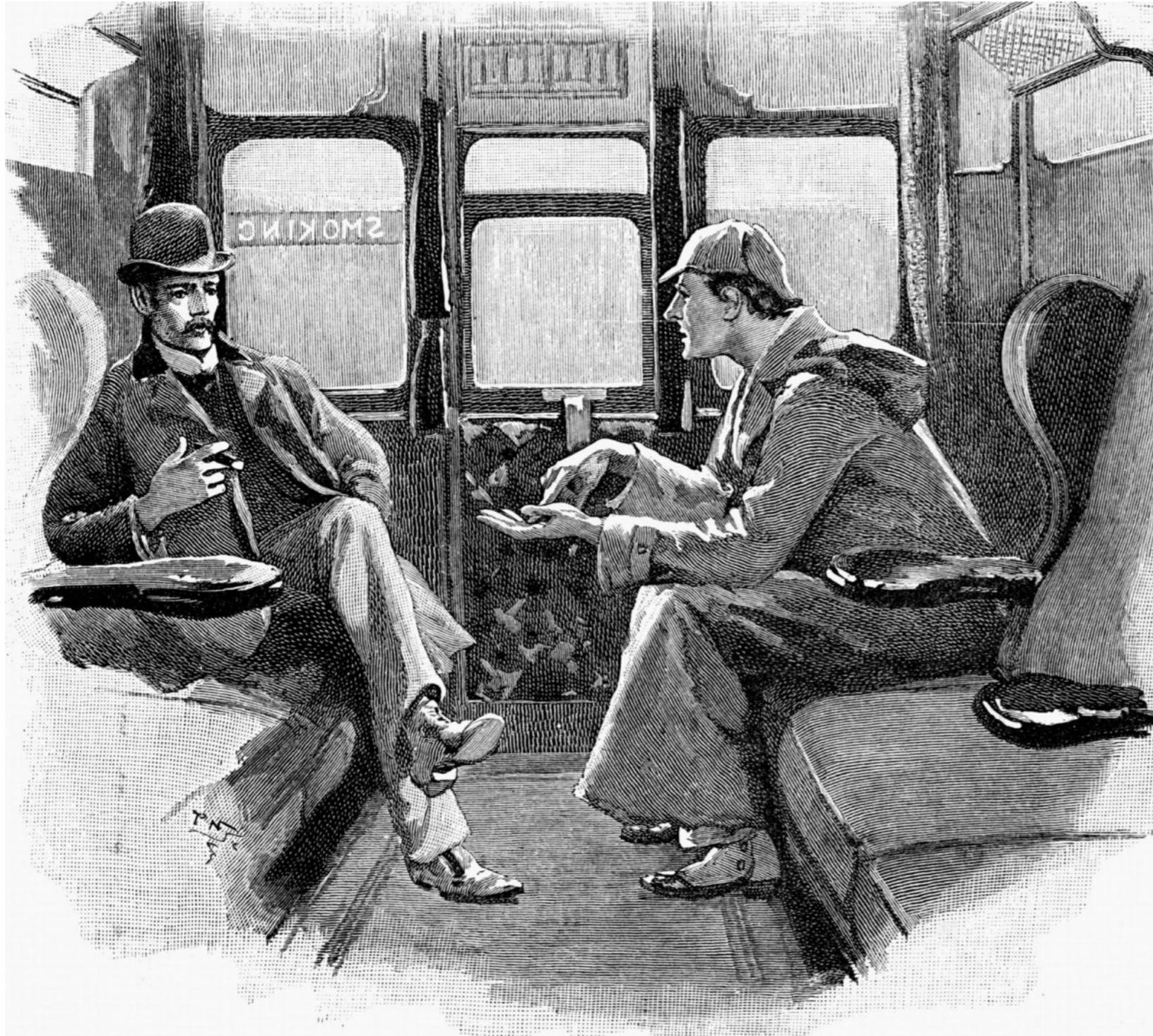


# DEBUGGING



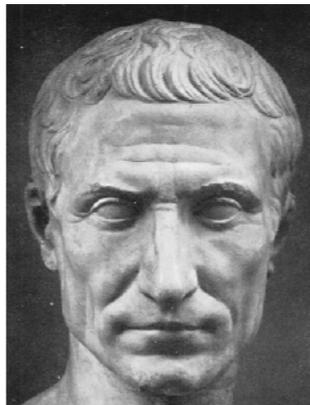
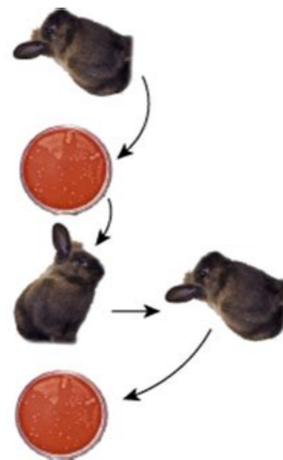
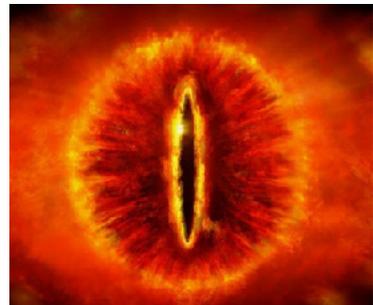
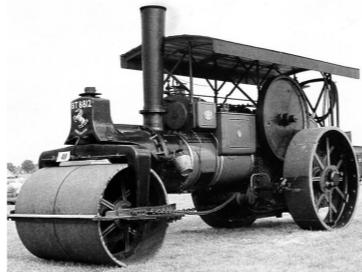
- Detection
- Digging into the machine
- Taking your best shot at the bug
- Prevention

# DETECTION



- Exceptions
- Error logging
- PGBadger & friends
- User reports
- ...

# DEBUGGING HOW TO



- Write perfect code
- Cat in a box
- Flatten 'em
- Eyeball the code
- Give 'em a taste of science!
- Divide et impera

# WRITE PERFECT CODE



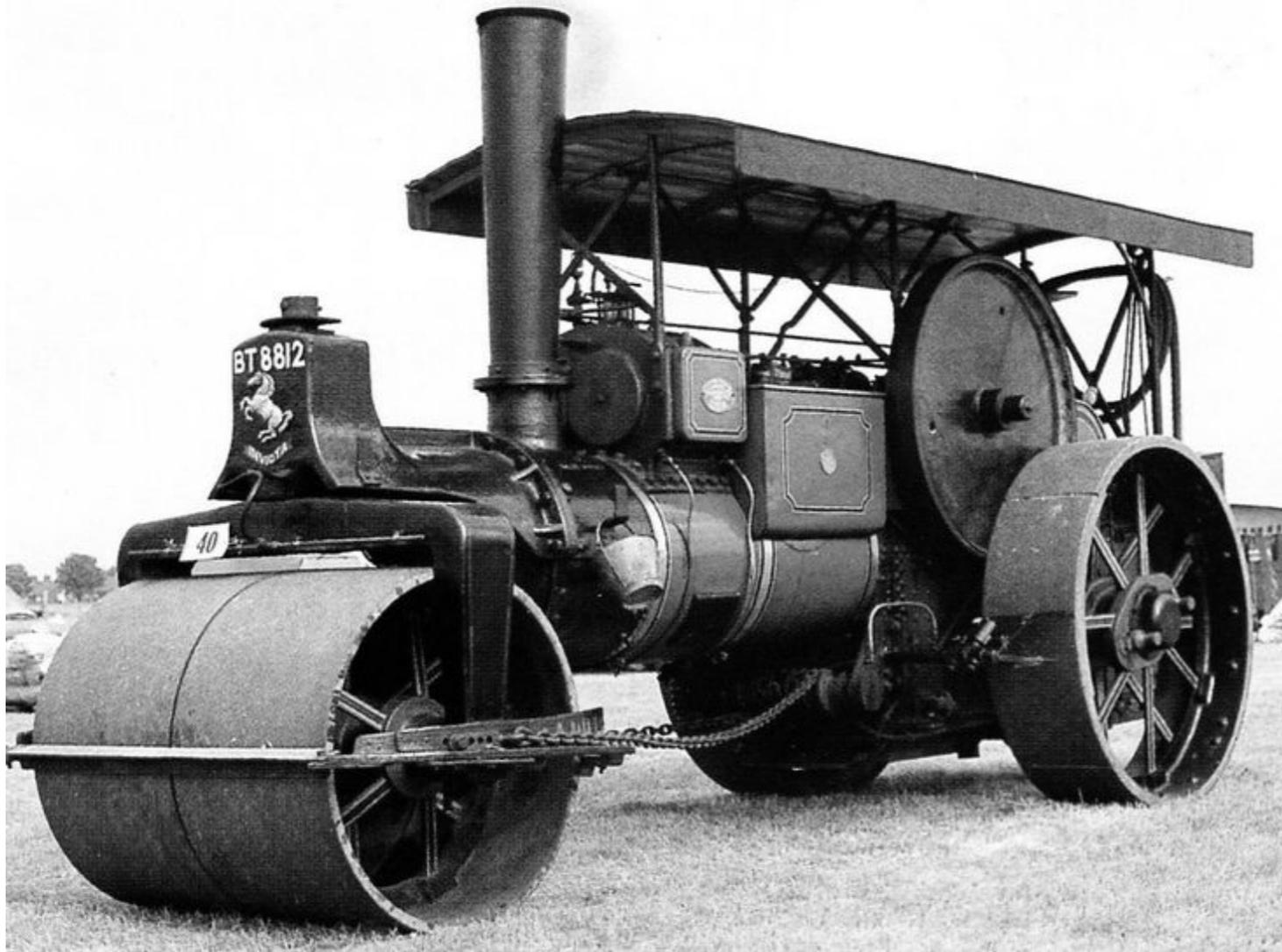
- At a conference, I asked Bjarne:
- How do I debug C++?
- “Write perfect code!”
- Annoying ...
- But not without a grain of truth

# CAT IN A BOX



- Claw in every direction until you see daylight
- Sometimes necessary
- Futzing

# LINEAR DEBUGGING



- Raise notice, print statements
- Debuggers
- Linear process, so slow
- Should usually be the last resort

# HAIRY EYEBALL

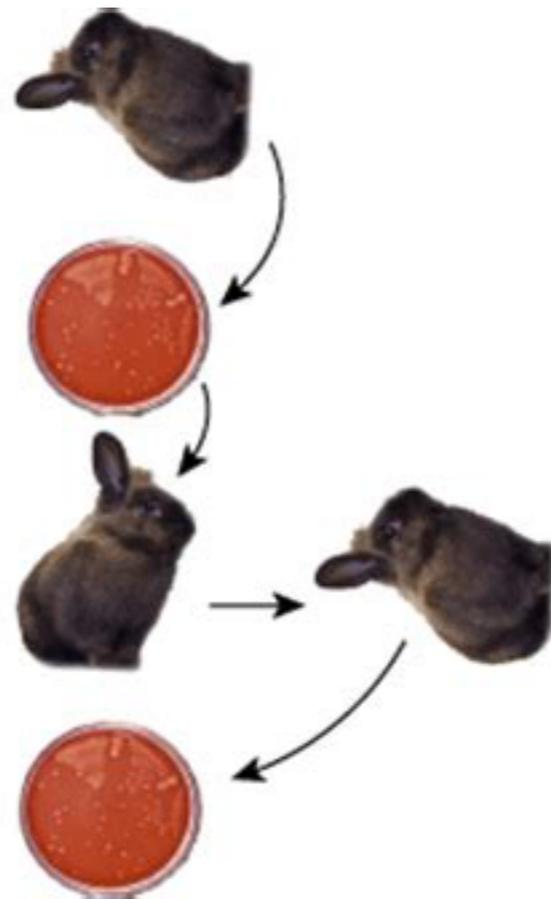


- Sight check
- Don't compile till you think it will work
- If you can't check by sight, the module is too big
- Get a 2nd pair of eyes on the problem

# SCIENTIFIC APPROACH

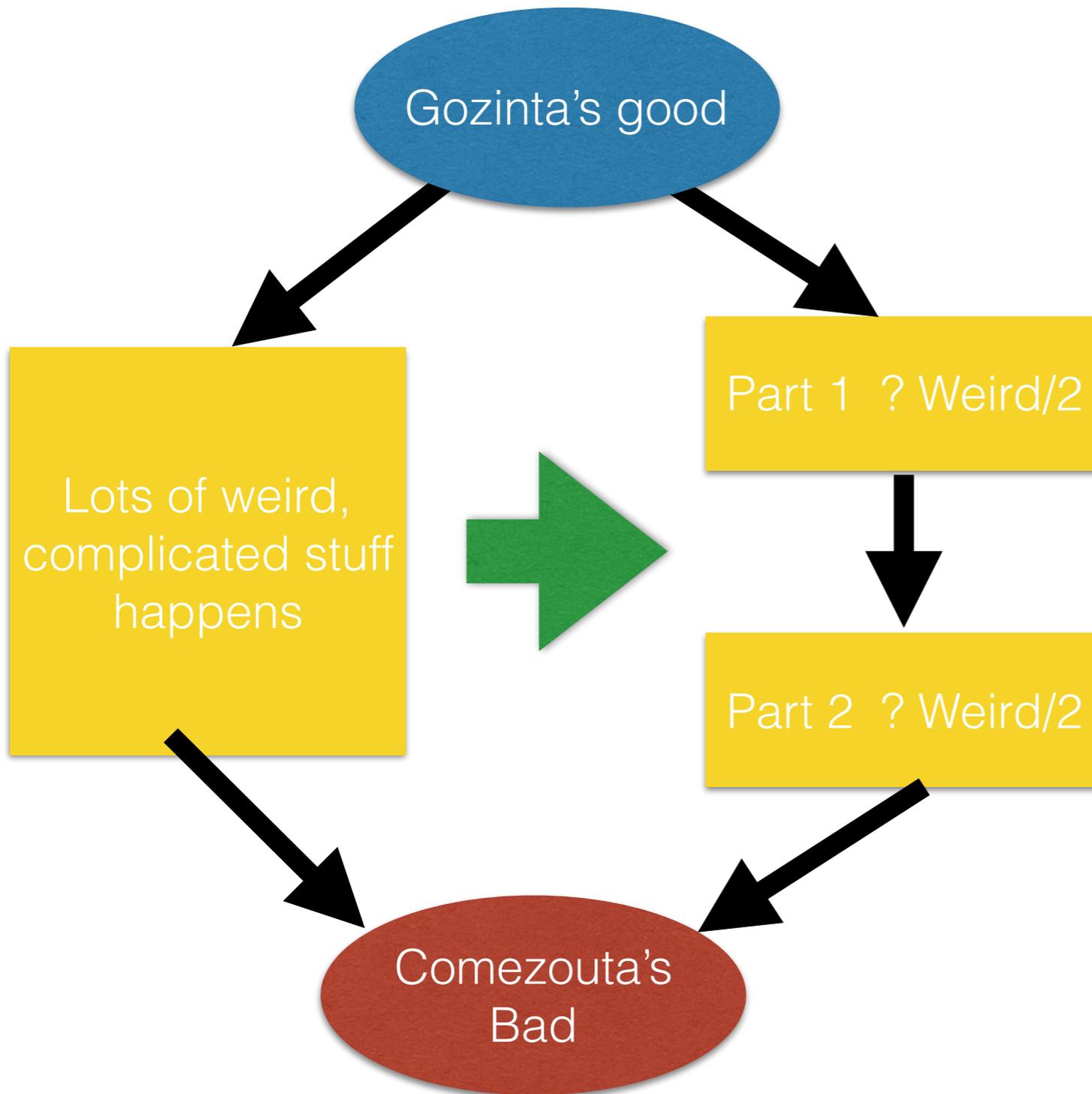
## Koch's postulates

1. Isolate the pathogen (virus, microbe, etc.) from sick creature.
2. Grow the pathogen in the laboratory and obtain a pure culture.
3. Inoculate a healthy creature with a sample from the pure culture. The pathogen should cause the same disease symptoms that were seen in first creature.
4. Reisolate the same pathogen from the second sick animal.



- Why seen here?
- **But** not here?
- Can we reproduce the bug at will?
- Can we isolate the bug?
- What is the minimal test case?

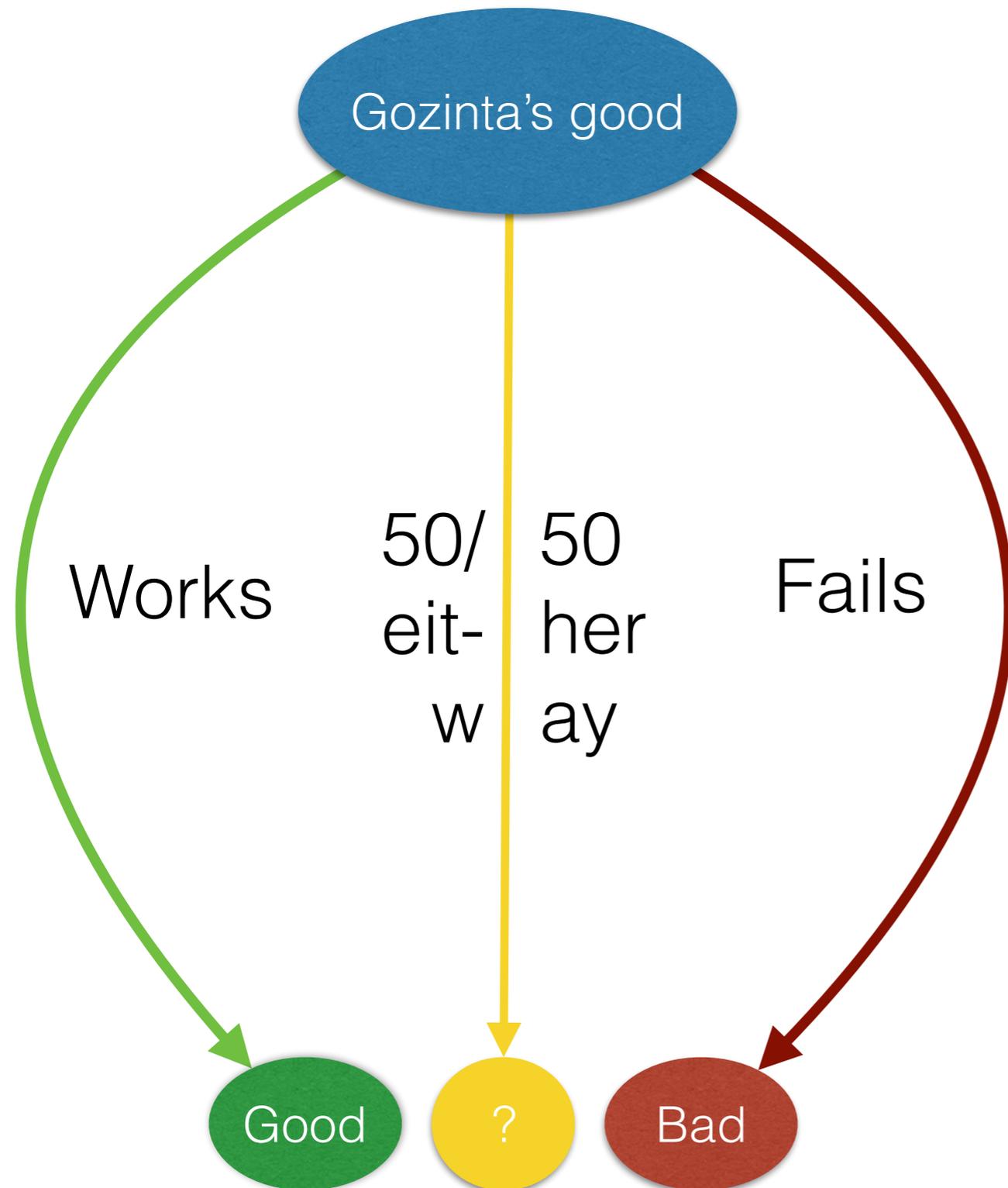
# GOZINTA'S GOOD, COMEZOUTA'S BAD



- Double check the Gozinta's anyway
- Do basic cleanup first: FKs, types, check constraints, ...
- Don't guess, instrument
- Check entrance values and returns
- Prefer **binary** search to linear; keep cutting the hiding space for bugs in half

# LEFT SIDE WORKS ...

# ...RIGHT SIDE FAILS



- Find one case that fails
- And one that works
- Walk them towards each other
- Using **binary** search (roughly 50% chance of bug in each half)

# REMEDIATION

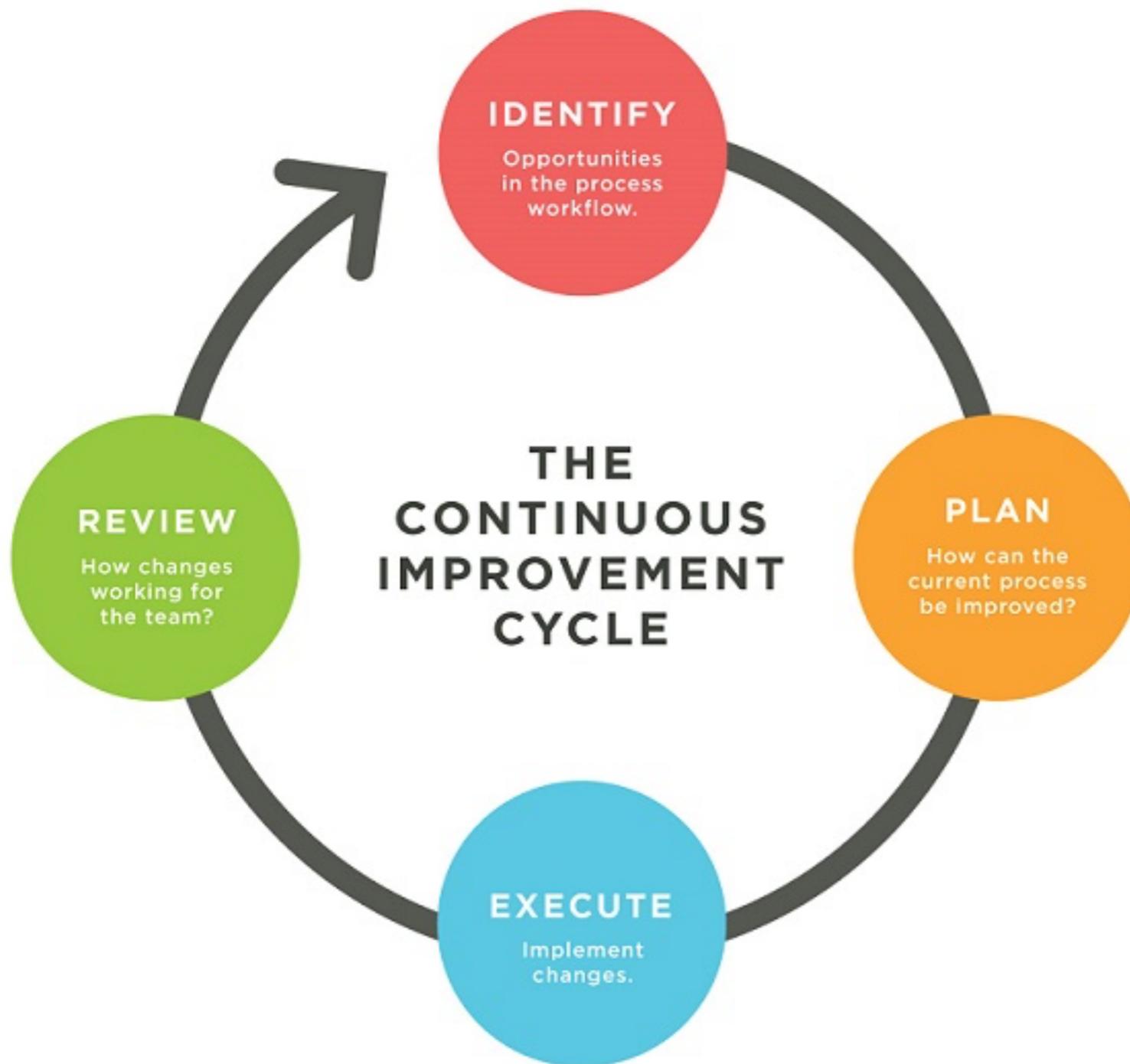


- 50% of bug fixes create a new bug
- Old code often conceals critical business logic
- Laparoscopy
- Madame La Guillotine
- Hybrid approaches

It was not a success.

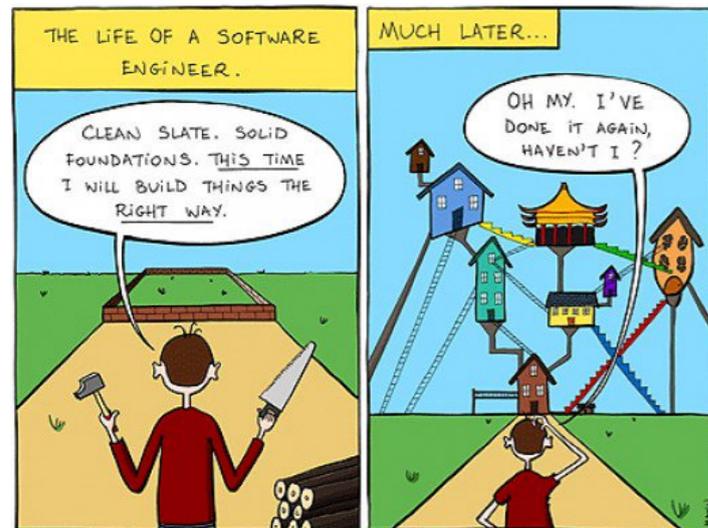
# KAIZEN

## (CONTINUOUS IMPROVEMENT)



- Find root cause, not just immediate trigger
- Bugs travel in packs: look for similar problems
- Report earlier
- Prevent entirely
- Eliminate the possibility

# MAINTENANCE



- Reporting
- Monitoring
- Technical debt
- Remediation

# REPORTING THE NEXT BUG



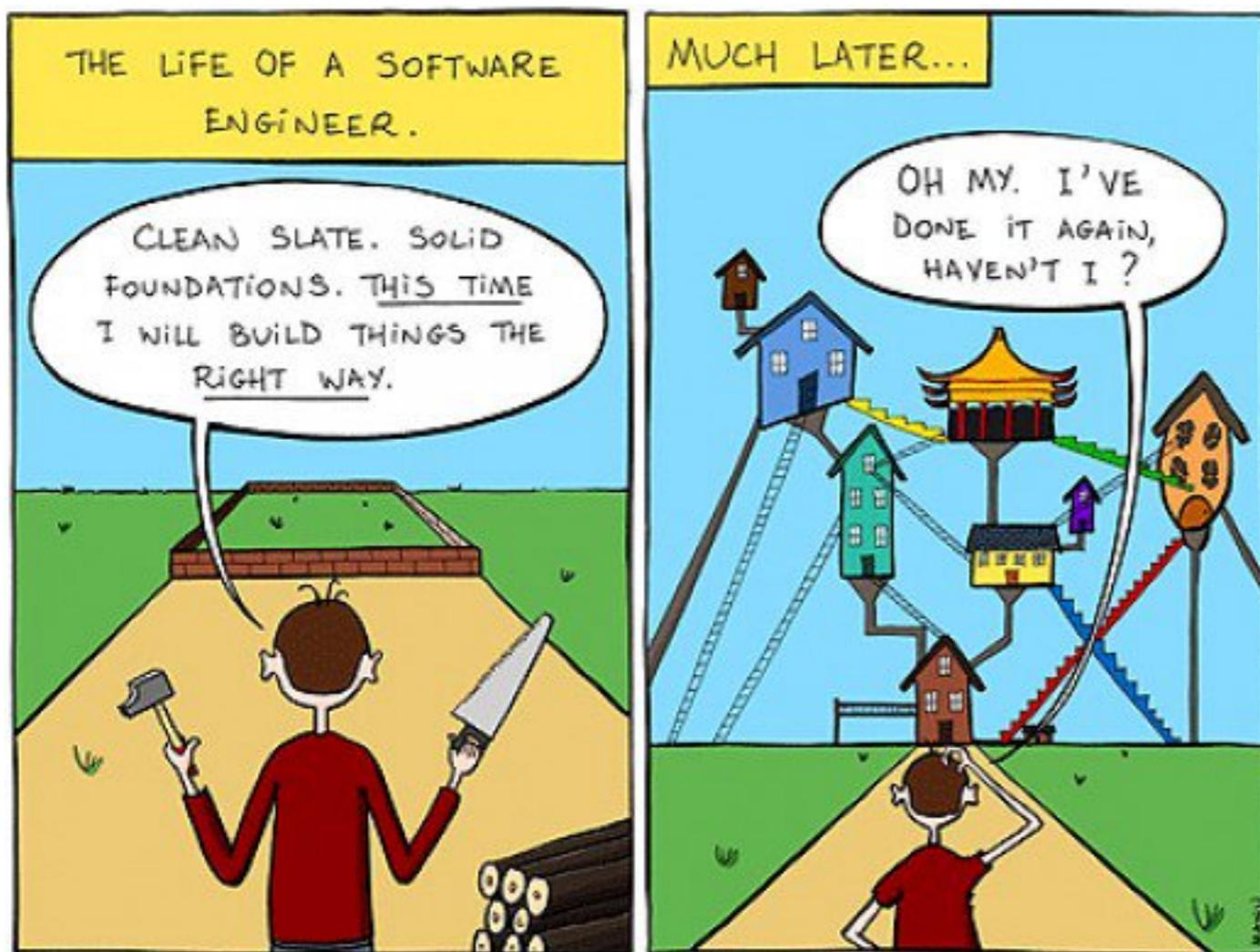
- Exception handling
- Error logs & tables
- PGBadger & other tools
- Helping users report errors
- Walking the beat

# MONITORING



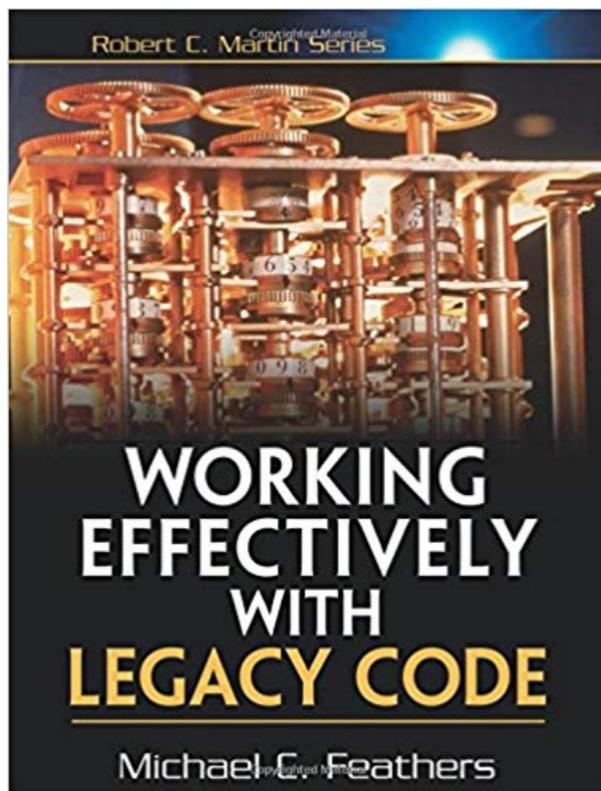
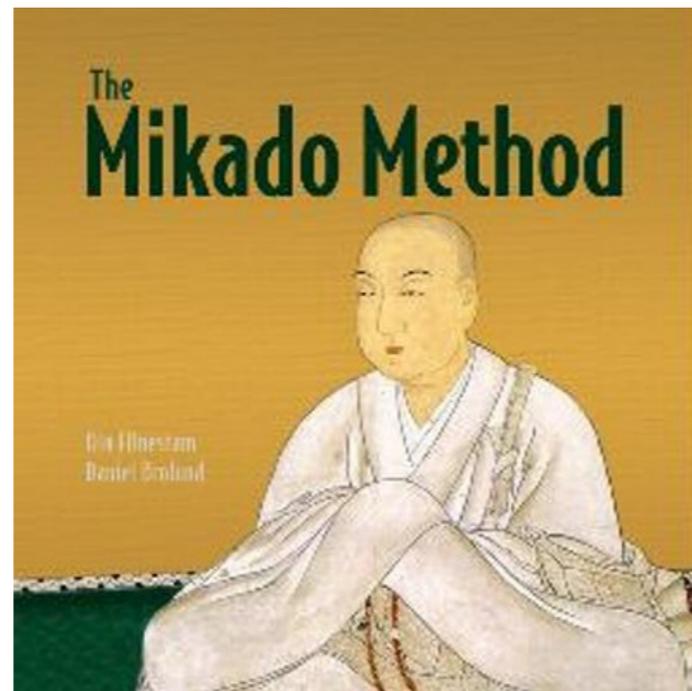
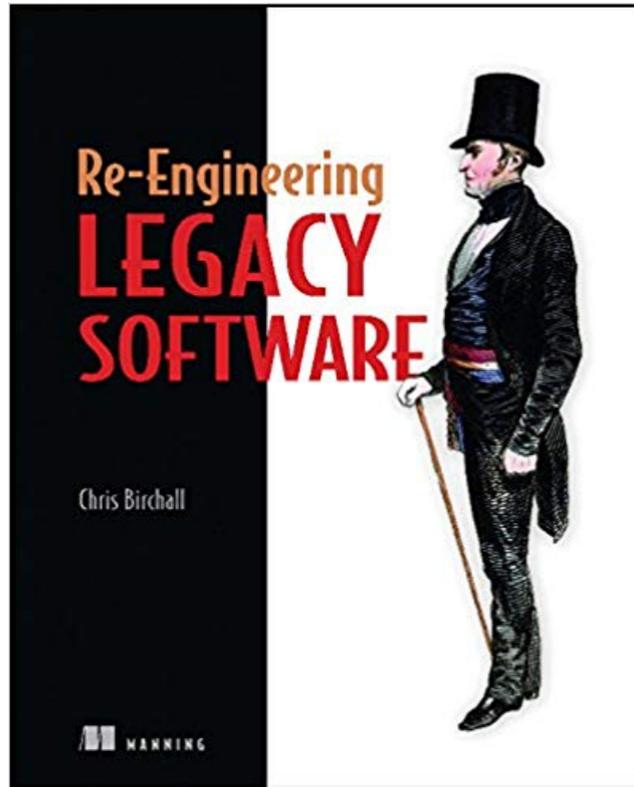
- `pg_stat_activity`,  
`pg_stat_statements`,  
...
- PGBadger & other tools
- Purpose-built
- Momjian's blog  
<https://momjian.us>

# TECHNICAL DEBT



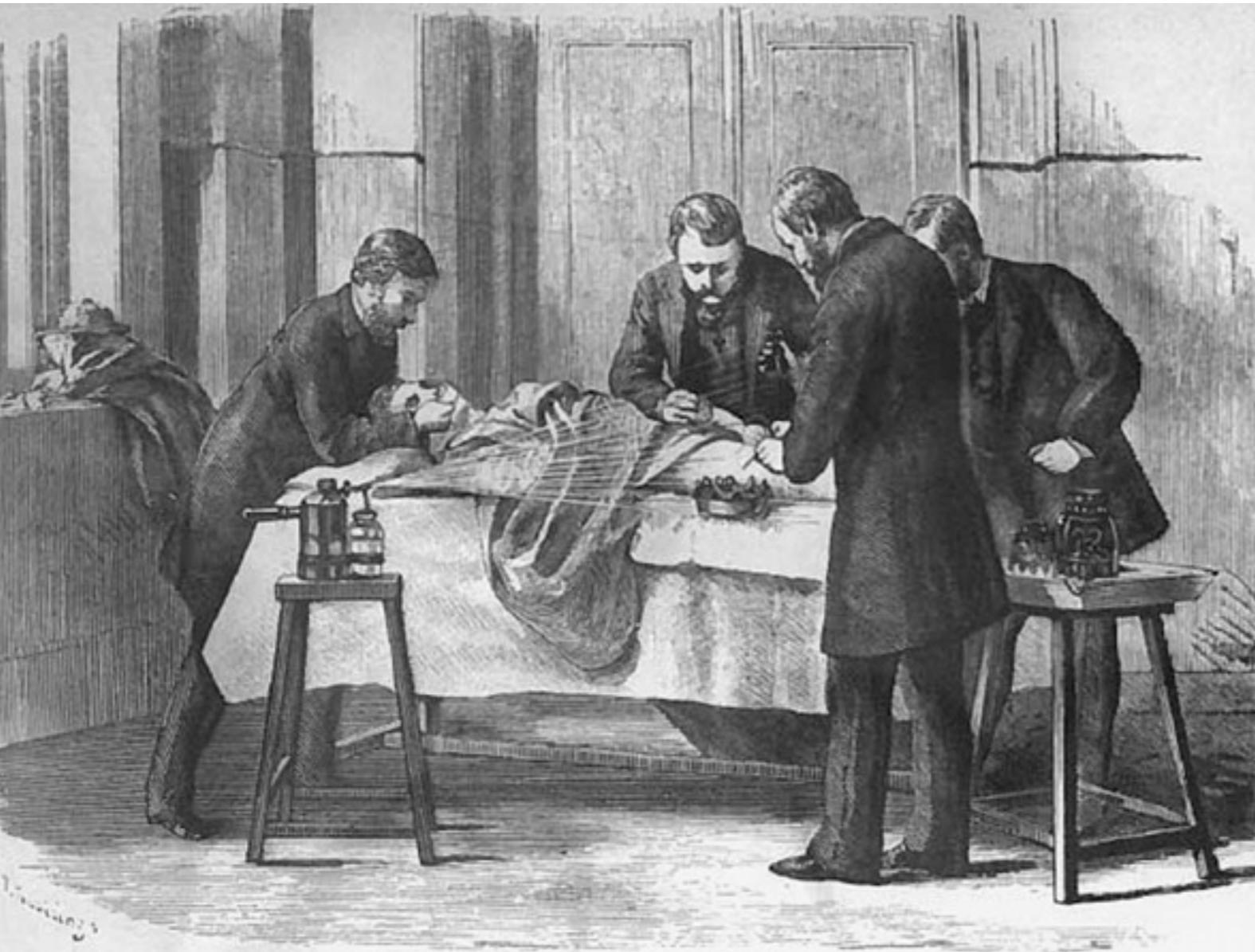
- Overcoming code fear
- Stylistic analysis
- Laparoscopy
- “Watch out for stobor!”

# REMEDICATION



- Much of our lives but little of our literature
- Above all, do no harm
- Think globally, act locally
- When and how to refactor
- When it is time for “The Big Rewrite”

# GENERAL PRINCIPLES



- Consider short & long term economics
- Take a systems level approach
- Work one step at a time
- Know your machine
- Know yourself

# REFERENCES

- RTFM
- Mlodginski - PL/pgSQL Debugging
- Kernighan, Ritchie - Elements of Programming Style
- Booth - The Mythical Man-month
- Pirzig - Zen and the Art of Motorcycle Maintenance

