

# Debugging for math lover

## LambdaDays2022

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# Plan

- ▶ How to model debugging?
- ▶ How to find error?
- ▶ Time to fix
- ▶ Search space
- ▶ Cognitive limits

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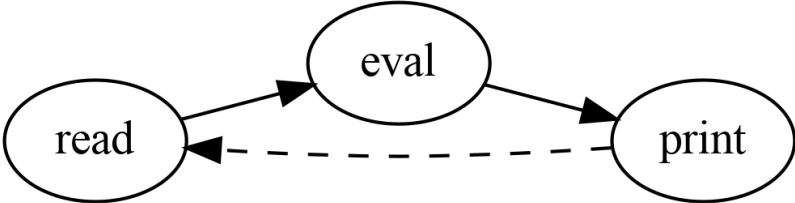
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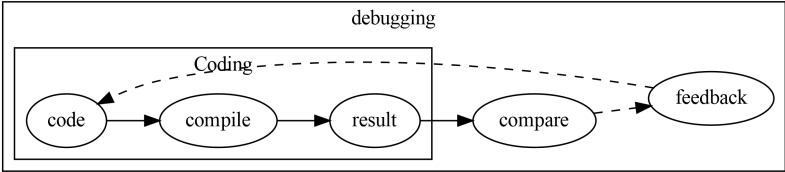
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**Error is a difference between what we want, and what we got.**

# Read-eval-print loop



# Discrepancy model



## Feedback cycle

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- ▶  $\rightarrow$  decrease *latency*!

## Fixing function

What is easier to debug:

```
capitalize (w:ws) =  
    toUpper w:  
    map toLower ws
```

OR:

```
capitalize = zipWith f [1..]  
  where  
    f 1 a = toUpper a  
    f _ a = toLower a
```

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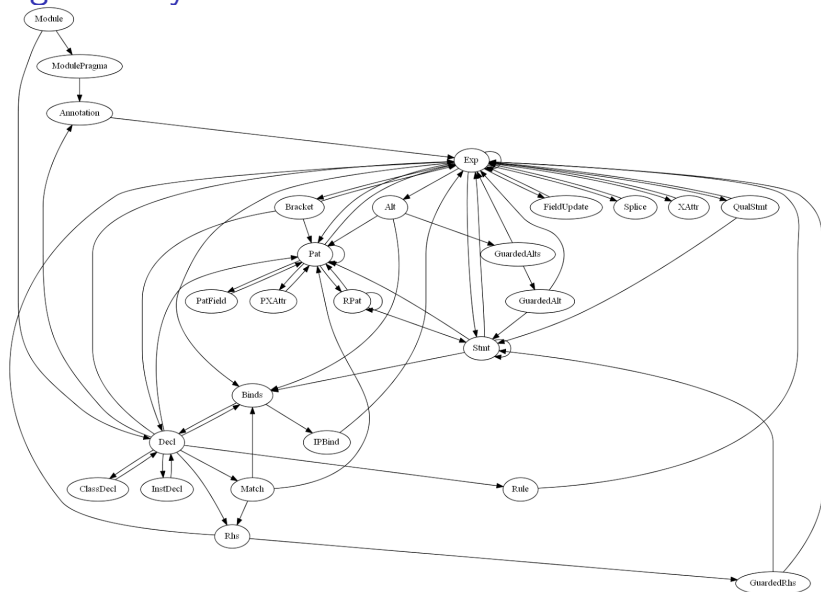
- ▶ nested conditions are hard to understand
- ▶ avoid nesting conditions, loops etc.



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- ▶ nested conditions are hard to understand
- ▶ avoid nesting conditions, loops etc.
- ▶ cyclomatic complexity

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Neil Mitchell *Haskell type graphs with Uniplate and Haskell-src-exts*

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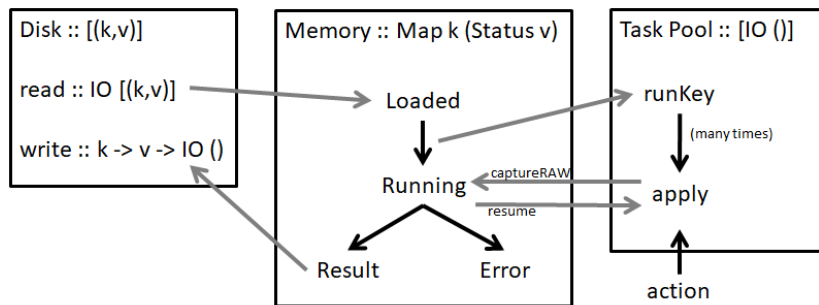
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- ▶ . . . depends of a number of interactions with other functions.

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*Neil Mitchell - Shake from 10,000ft*



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- ▶ high-level abstraction → common interface → decreased complexity

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- ▶ use `Homplexity` to find hot spots in your Haskell code!