

## Undebuggability of Big Floating-Point Programs for Scientific and Engineering Computations

Inordinate effort and time are being expended on attempts,  
often unsuccessful,  
to debug floating-point programs,  
most of them presumed already debugged,  
whose application to some ostensibly innocuous data,  
not necessarily test data,  
has produced results that arouse suspicion  
perhaps undeserved.

**Wasted Time:** Instances have occurred when a bug was never found before the underlying system was upgraded and the bug went elsewhere or away.

### How are floating-point programs worse than others ?

Though heir to the same ills as others, these suffer three more:

- 1) **Roundoff** : What you see is not what you get, and what you get is not what you asked for.
- 2) **Floating-Point Exceptions** : Over/Underflow, Invalid Operations, ...; no *flags* to expose them; ... .
- 3) **Overly Aggressive Compiler “Optimizations”** :  
O.K. for integers but not Flt. Pt. because of •1) & •2).

Would you like to go back to the years of my youth when floating-point was deemed refractory to error-analysis, thus undebuggable?

## Undebuggability of Big Floating-Point Programs

- 1) Roundoff
- 2) Exceptions
- 3) Over-Optimization

### Exploitation of parallelism worsens our situation :

To minimize communications costs (*cf.* J.W. Demmel & *al.*) we use novel algorithms that have not yet been (and may never be) proved numerically stable for all innocuous data. Hence more obscure bugs.

### Two Palliatives: (No complete cure exists.)

- I) To greatly attenuate damage from roundoff and exceptions, carry *by default* extravagantly excessive precision and range during computation; *cf.* pre-1980 Kernighan-Ritchie C .
- II) To diminish time spent debugging, we need aids:
  - Compiler support for modes (*e.g.*, directed roundings) and flags as scoped variables, perhaps like APL's System Variables CT, ... ,
  - Linker-planted *Milestones* for flags' & NaNs' *Retrospective Diagnostics*.
  - Compiler-Debugger collaboration to inject breaks *etc.* in object modules too

Current efforts towards that end at U.C. Berkeley:

[eecs.berkeley.edu/~grevy/publications/files/pdf/BaDeKaSe10.pdf](http://eecs.berkeley.edu/~grevy/publications/files/pdf/BaDeKaSe10.pdf)  
supported by Sun Microsystems, and The MathWorks

See too my web page, [eecs.berkeley.edu/~wkahan/](http://eecs.berkeley.edu/~wkahan/) for ...

- History: [.../7094II.pdf](http://eecs.berkeley.edu/~wkahan/7094II.pdf)>, [.../BASCD08K.pdf](http://eecs.berkeley.edu/~wkahan/BASCD08K.pdf)>
- (Counter)Proposals: [.../70Oct09.pdf](http://eecs.berkeley.edu/~wkahan/70Oct09.pdf)>, [.../Mindless.pdf](http://eecs.berkeley.edu/~wkahan/Mindless.pdf)>

### The Challenge: Can we collect the necessary Coalition of Competencies ?

Hardware, Compilers, Link-and-Loaders, Debuggers, Environments