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ANUNCIO DE CONFERENCIA

A short Introduction to Program Slicing.

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Aula 6 • 14 de mayo de 2009 • 16:00
entrada libre hasta completar el aforo

resumen:

Program Slicing is a promising static analysis technique whose goal is to identify the part of a program (the slice) which is responsible for some (subset of its) behavior. Usually, such behavior is an undesired one (e.g., a runtime error or a bad result), and slicing is meant to help the developer in the debugging process, easing the task of finding out the reason for the error (i.e., the program point the undesired behavior originates from).

A short an informal presentation of Program Slicing (mainly focusing on its static variant) will be given, and potentialities and limits will be discussed. Examples will be given which show how this technique can make easier to find out where runtime errors originate. Finally, some possible extensions to the original definition will be discussed, which try to obtain smaller slices in order to be a better help to developers. For instance, this can be obtained by relaxing some soundness condition (that the slice must contain all the parts of the program which may affect the behavior of interest), as in the Thin Slicing, or by considering properties of data instead of concrete values, as in Abstract Slicing.