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NEWS**

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News Briefs
Stock Quotes
Archive

CTO ZONE

Community
Resources
CTO Magazine
Archive

TEST CENTER

About
Reviews
Analysis
Action Plan
Research

FEATURES

Articles
Special Reports
Departments

COMMUNITY

Opinions
Forums
Interviews

RESEARCH

**PROFESSIONAL
DEVELOPMENT**

Career Guides
Management
Career Services

EVENTS

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Services
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Contact us
Employment

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The Raging Wire
Advantage

Mission-Critical
Storage

Common Sense
About Thin Clients

Designing High-
Performance
Scalable Web

INDEX: ▼

TOP SUBJECTS: Servers | Storage

SEARCH:

▼

GO

[Home](#) // [Article](#)

ARTICLES



PRINT
ARTICLE



EMAIL
ARTICLE

From the lab

By [Mark Leon](#)
October 26, 2001 1:01 pm PT

CODE DEBUGGING is a headache most CTOs are familiar with -- the kind of headache that costs time and money. But an efficient error-checking system for businesses may be in the offing.

Gerard Holzman has been tackling the issue since he joined Bell Labs in Murray Hill, N.J., about 20 years ago.

"Code debugging has always been a big problem," says Holzman, computing sciences researcher at Bell Labs, the R&D arm of Lucent Technologies.

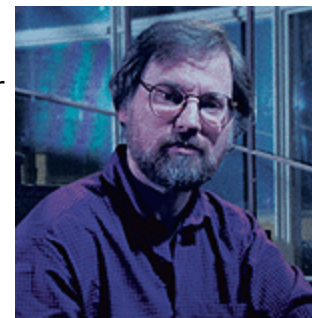
But it is now much bigger, he explains, for two reasons: Programs are longer than they were in 1980, but the density of errors (number of errors per lines of code) remains the same. It means the quantity of errors have skyrocketed. In addition, isolated applications are now the rare exception. Multiple dependencies among distributed applications make code debugging far more complex than ever before.

In the '80s, Holzman started applying Linear Temporal Logic theory to the problem of debugging code. "We were able to construct models that are very efficient at revealing errors," Holzman says.

The problem was that the models themselves were difficult to construct. In the last few years Holzman and others realized they could use Omega Automata theory, a branch of mathematical logic thought to have little or no practical value, to automatically generate the models needed for error-checking.

"With this technique it now takes me four seconds to debug code that took seven days to debug back in 1980," Holzman says.

Bell Labs is now using the new techniques to help NASA test software that will guide the next Mars landing missions. But Holzman thinks they will soon show up much closer to home.



ROBERT MANELLA

**GERARD HOLZMAN,
Bell Labs**

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"I expect that within five years," he says, "this type of error-checking will be standard in most [software development](#) tools."

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