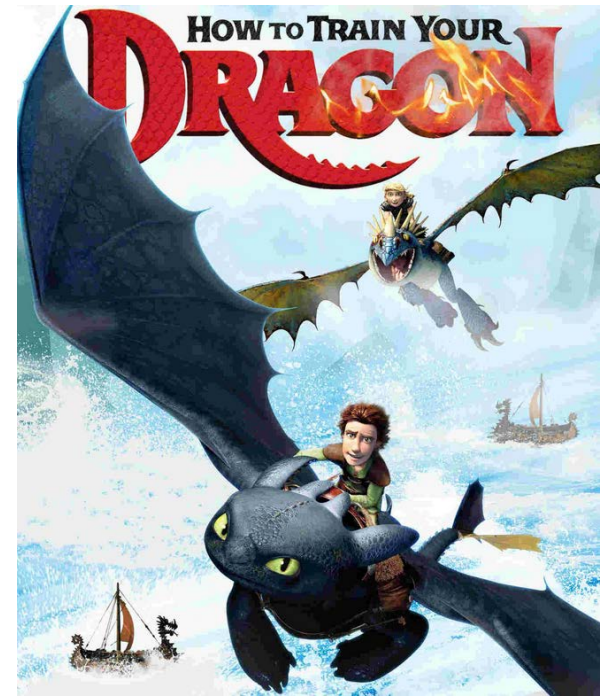
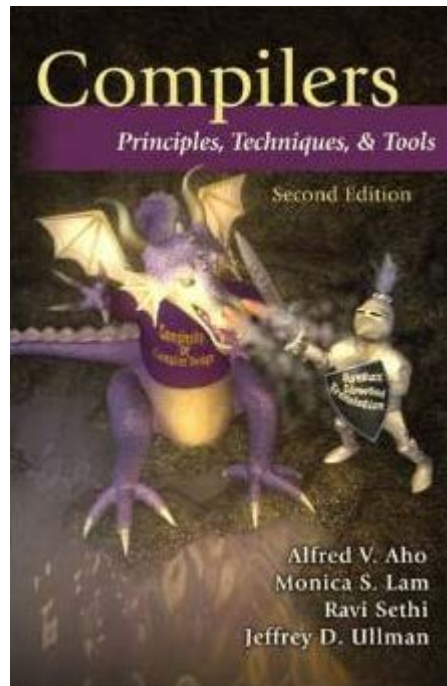
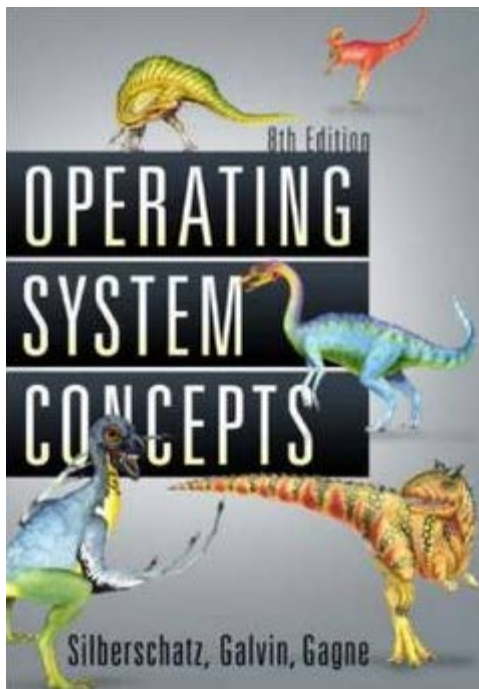


Necessity of Systematic & Automated Testing Techniques

- Fight the Complexity of SW

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Testing is a Complex and Challenging task!!!

Object-Oriented Programming, Systems Languages, and Applications, Seattle, Washington, November 8, 2002

- “... When you look at a big commercial software company like Microsoft, there's actually as much testing that goes in as development. We have as many testers as we have developers. Testers basically test all the time, and developers basically are involved in the testing process about half the time...”
- “... We've probably changed the industry we're in. We're not in the software industry; we're in the testing industry, and writing the software is the thing that keeps us busy doing all that testing.”
- “...The test cases are unbelievably expensive; in fact, there's more lines of code in the test harness than there is in the program itself. Often that's a ratio of about **three to one**.”

Software v.s. Magic Circle (마법진)

- Written by a software developers line by line
- Requires programming expertise
- SW executes complicated tasks which are far more **complex** than the code itself
- The software often behaves in **unpredicted ways** and **crash** occurs
- Written by a human magician line by line
- Requires magic spell knowledge
- Summoned monsters are far more **powerful** than the magic spell itself
- The summoned demon is often **uncontrollable** and **disaster** occurs



Ex. Testing a Triangle Decision Program

Input : Read three integer values from the command line.
The three values represent the length of the sides of a triangle.

Output : Tell whether the triangle is

- 부등변삼각형 (Scalene) : no two sides are equal
- 이등변삼각형 (Isosceles) : exactly two sides are equal
- 정삼각형 (Equilateral) : all sides are equal

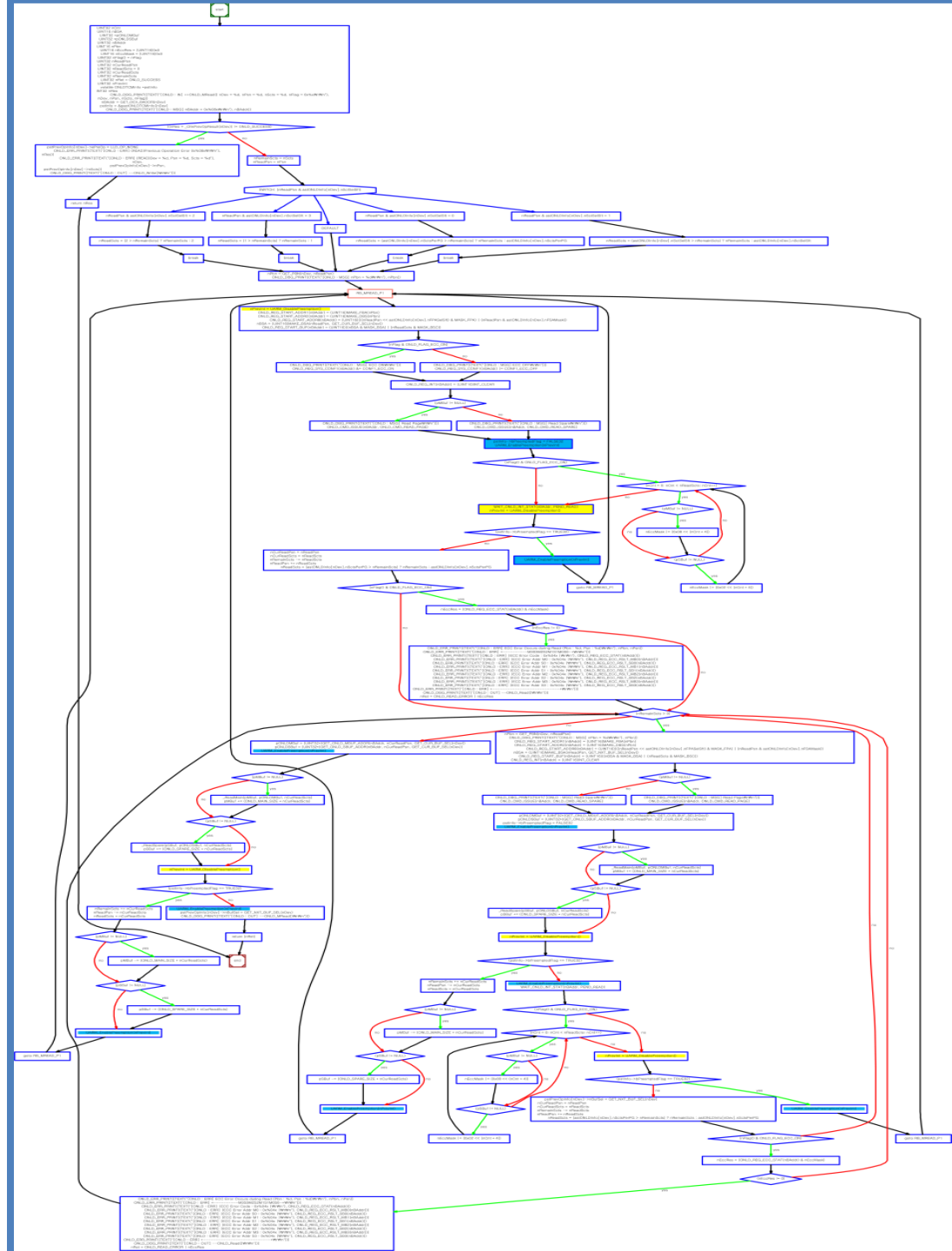
Create a Set of **Test Cases** for this program

(3,4,5), (2,2,1), (1,1,1) ?

Precondition (Input Validity) Check

- Condition 1: $a > 0, b > 0, c > 0$
- Condition 2: $a < b + c$
 - Ex. (4, 2, 1) is an invalid triangle
 - Permutation of the above condition
 - $a < b + c$
 - $b < a + c$
 - $c < a + b$
- What if $b + c$ exceeds 2^{32} (i.e. overflow)?
 - long v.s. int v.s. short. v.s. char
- **Developers often fail to consider implicit preconditions**
 - **Cause of many hard-to-find bugs**

- # of test cases required?
 - ① 4
 - ② 10
 - ③ 50
 - ④ 100
- # of feasible unique execution paths?
 - 11 paths
 - guess what test cases needed



More Complex Testing Situations (1/3)

- Software is constantly **changing**
 - What if “integer value” is relaxed to “floating value” ?
 - Round-off errors should be handled explicitly
 - What if new statements $S_1 \dots S_n$ are added to check whether the given triangle is 직각삼각형 (a right angle triangle)?
 - Will you test all previous tests again?
 - How to create minimal test cases to check the changed parts of the target program

More Complex Testing Situations (2/3)

- **Regression testing** is essential
 - How to select statements/conditions **affected** by the revision of the program?
 - How to create test cases to **cover** those statements/conditions?
 - How to create **efficient** test cases?
 - How to create a minimal set of test cases (i.e. # of test cases is small)?
 - How to create a minimal test case (i.e. causing minimal execution time)?
 - How to **reuse** pre-existing test cases?

More Complex Testing Situations (3/3)

- However, conventional coverage is **not complete**
 - Ex. `Int adder(int x, int y) { return 3;}`
 - Test case (x=1,y=2) covers all statements/branches of the target program and detects no error
 - In other words, all variable values must be explored for complete results
- Formal verification aims to guarantee completeness
 - **Model checking** analyzes all possible x, y values through 2^{64} ($=2^{32} \times 2^{32}$) cases
 - However, model checking is more popular for **debugging**, not verification

Concurrency

- Concurrent programs have very high complexity due to **non-deterministic scheduling**

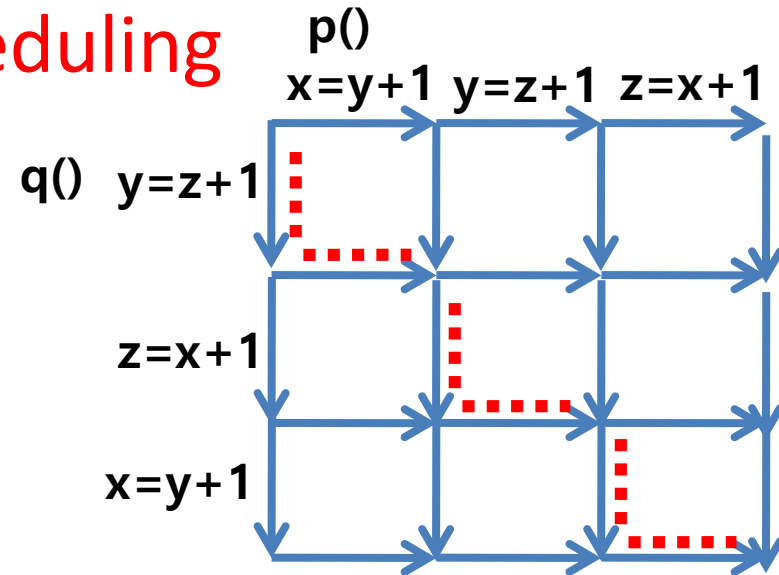
- Ex. `int x=0, y=0, z =0;`

```
void p() {x=y+1; y=z+1; z= x+1;}
```

```
void q() {y=z+1; z=x+1; x=y+1;}
```

- Total 20 interleaving scenarios
= $(3+3)!/(3! \times 3!)$

- However, only 11 unique outcomes



Trail1: 2,2,3	Trail7: 2,1,3
Trail2: 3,2,4	Trail8: 2,3,3
Trail3: 3,2,3	Trail9: 4,3,5
Trail4: 2,4,3	Trail10: 4,3,2
<u>Trail5: 5,4,6</u>	Trail11: 2,1,2
Trail6: 5,4,3	

An Example of Mutual Exclusion Protocol

```
char cnt=0,x=0,y=0,z=0;
```

```
void process() {  
    char me=_pid +1; /* me is 1 or 2*/  
again:
```

```
x = me;  
if (y ==0 || y== me) ;  
else goto again;
```

*Software
locks*

```
z =me;  
if (x == me) ;  
else goto again;
```

```
y=me;  
if(z==me);  
else goto again;
```

```
/* enter critical section */  
cnt++;  
assert( cnt ==1);  
cnt --;  
goto again;
```

*Critical
section*

```
}
```

*Mutual
Exclusion
Algorithm*

Process 0

```
x = 1  
if(y==0 || y == 1)
```

```
z = 1  
if(x == 1)  
y = 1  
if(z == 1)  
cnt++
```

Process 1

```
x = 2  
if(y==0 || y ==2)  
z = 2  
if(x==2)
```

```
y=2  
if (z==2)  
cnt++
```

Violation detected !!!

*Counter
Example*

More Concurrency Bugs

- Data race bugs

```
class Account_DR {
  double balance;
  // INV:balance should be always non-negative

  void withdraw(double x) {
1:   if (balance >= x) {
2:     balance = balance-x;}
    ...
  }}

```

(a) Buggy program code

[Initially, balance:10]

<p>-th1: withdraw(10)-</p> <div style="border: 1px solid black; padding: 2px; width: fit-content;">1: if(balance >= 10)</div> <p>2: balance = 0 - 10;</p>	<p>⋮</p> <p>↓</p>	<p>-th2: withdraw(10)-</p> <p>1: if(balance >= 10)</p> <div style="border: 1px solid black; padding: 2px; width: fit-content;">2: balance = 10-10;</div>
--	-------------------	---

The invariant is violated as balance becomes -10.

(b) Erroneous execution

- Atomicity bugs

```
class Account_BR {
  Lock m;
  double balance;
  // INV: balance should be non-negative

  double getBalance() {
1: lock(m);
2: tmp = balance ;
3: unlock(m);
4: return tmp; }

  void withdraw(double x){
  double tmp;
  /*@atomic region begins*/
11: if (getBalance() >= x){
12:   lock(m);
13:   balance = balance - x;
14:   unlock(m); }
  /*@atomic region ends*/
  ... }

```

(a) Buggy program code

[Initially, balance:10]

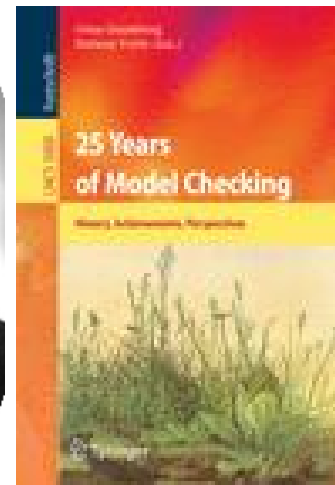
<p>-th1: withdraw(10)-</p> <p>operation block b_i</p> <div style="border: 1px dashed black; padding: 5px;"> <p>11:if(getBalance())>=10)</p> <div style="border: 1px solid black; padding: 2px;"> <p>getBalance()</p> <p>1:lock(m);</p> <div style="border: 1px solid black; padding: 2px;">2:tmp = balance;</div> <p>3:unlock(m);</p> <p>4:return tmp;</p> </div> </div> <p>12: lock(m);</p> <div style="border: 1px solid black; padding: 2px;">13: balance=0 - 10;</div> <p>14: unlock(m);</p>	<p>⋮</p> <p>↓</p>	<p>-th2 : withdraw(10)-</p> <p>...</p> <p>12: lock(m);</p> <div style="border: 1px solid black; padding: 2px;">13: balance=10-10;</div> <p>14: unlock(m);</p>
--	-------------------	---

The invariant is violated as balance becomes -10.

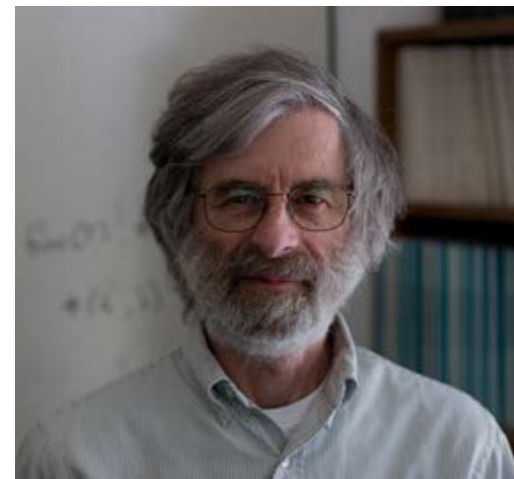
(b) Erroneous execution

Formal Analysis of Software as a Foundational and Promising CS Research

- 2007 ACM Turing Awardees
 - Prof. Edmund Clarke, Dr. Joseph Sipfakis, Prof. E. Allen Emerson
 - For the contribution of migrating from pure model checking research to industrial reality



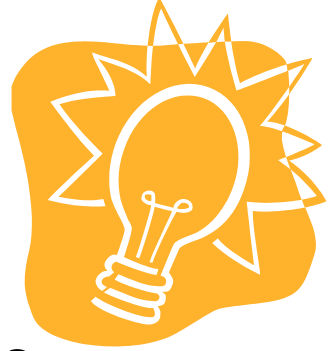
- 2013 ACM Turing Awardee
 - Dr. Leslie Lamport
 - For fundamental contributions to the theory and practice of distributed and concurrent systems
 - Happens-before relation, sequential consistency, Bakery algorithm, TLA+, and LaTeX



Significance of Automated SW Testing to Fight SW Complexity

- Software has become more ubiquitous and more complex at the same time
- Human resources are becoming less reliable and more expensive for highly complex software systems
- Computing resources are becoming ubiquitous and **free**
 - Tencent @ China provides 10TB storage **free**
 - Amazon EC2 price: you can use thousands of CPUs @ 0.057\$/hr for 3.2Ghz Quad-core CPU
- Remaining task?
 - To develop automated and scientific software analysis tools to utilize computing resource effectively and efficiently

Summary



1. Software = **a large set** of unique executions
2. SW testing = to **find an execution** that violates a given requirement among the large set
 - A human brain is poor at enumerating all executions of a target SW, but computer is good at the task
3. Automated SW testing
 - = to enumerate and analyze the executions of SW systematically (and exhaustively if possible)