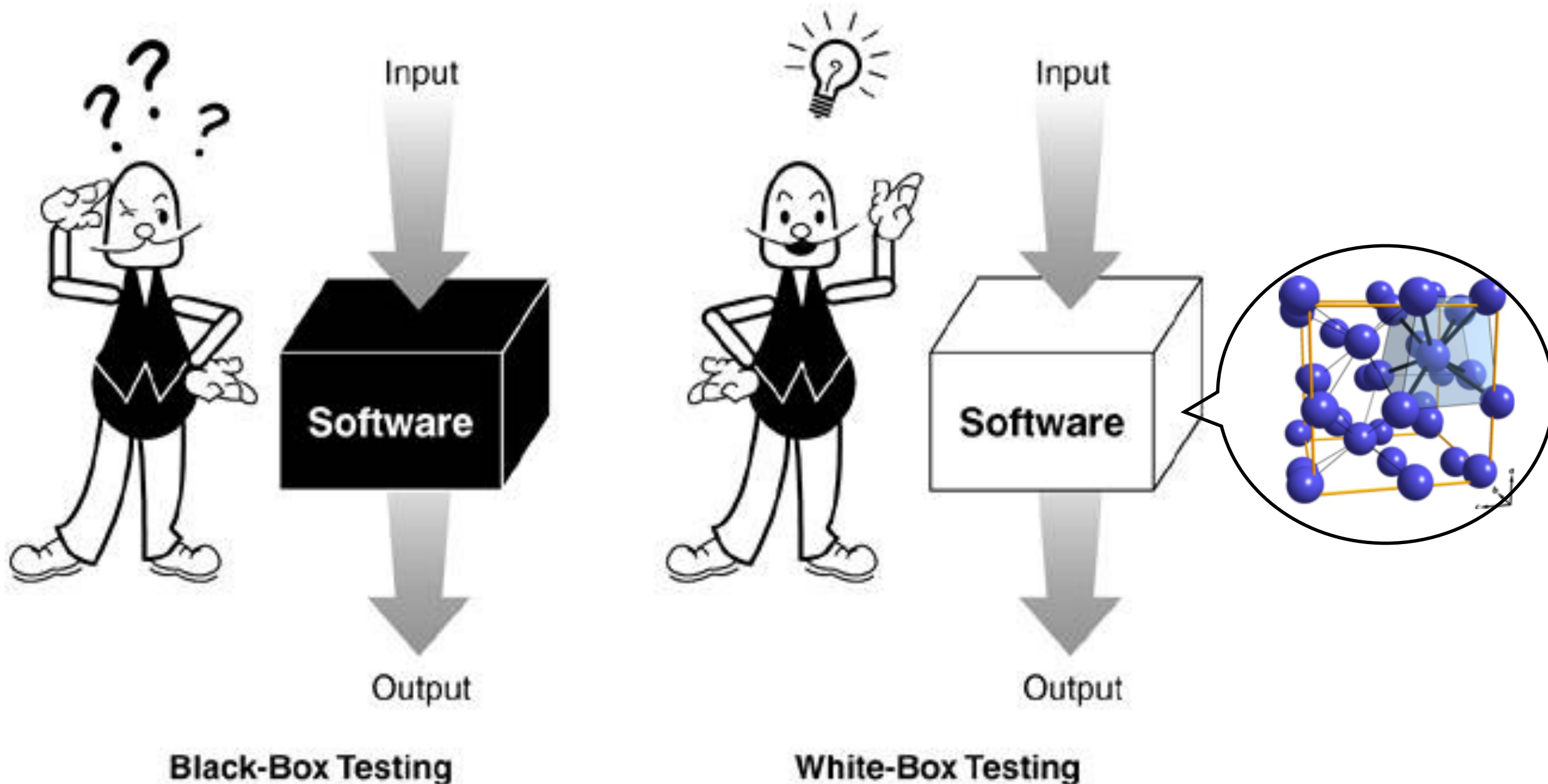


CE/CS/SE 3354

Software Engineering

Automated Test Generation

Testing Methodologies



Testing Methodologies

- ◎ Black-box (Functional) vs. White-box (Structural) testing
- ◎ Black-box testing: Generating test cases **based on the functionality** of the software
 - Internal structure of the program is hidden from the testing process
- ◎ White-box testing: Generating test cases **based on the source-code structure** of the program
 - Internal structure of the program is taken into account

Black-Box Testing (Functional Testing)

- ◎ Black-box testing:
 - Identify the main functions of software under test
 - Create test data which will check whether these functions are performed by the software
 - No consideration is given how the program performs these functions, program is treated as a black-box
- ◎ A systematic approach to functional testing: requirements based testing
 - Driving test cases automatically from a formal specification of the functional requirements

Exhaustive Testing is Hard

```
int max(int x, int y)
{
    if (x > y)
        return x;
    else
        return y;
}
```

- Number of possible test cases (assuming 32 bit integers)
 - $2^{32} * 2^{32} = 2^{64}$

Exhaustive Testing

- ◎ Assume that the input for the max procedure was an integer array of size n
 - Number of possible test cases: $(2^{32})^n = 2^{32n}$
- ◎ Assume that the size of the input array is not bounded
 - Number of test cases: ∞
- ◎ The point is, naive exhaustive testing is pretty hopeless



This Class

- ⦿ Automated test generation

- Black-box test generation

Exhaustive testing

Domain testing

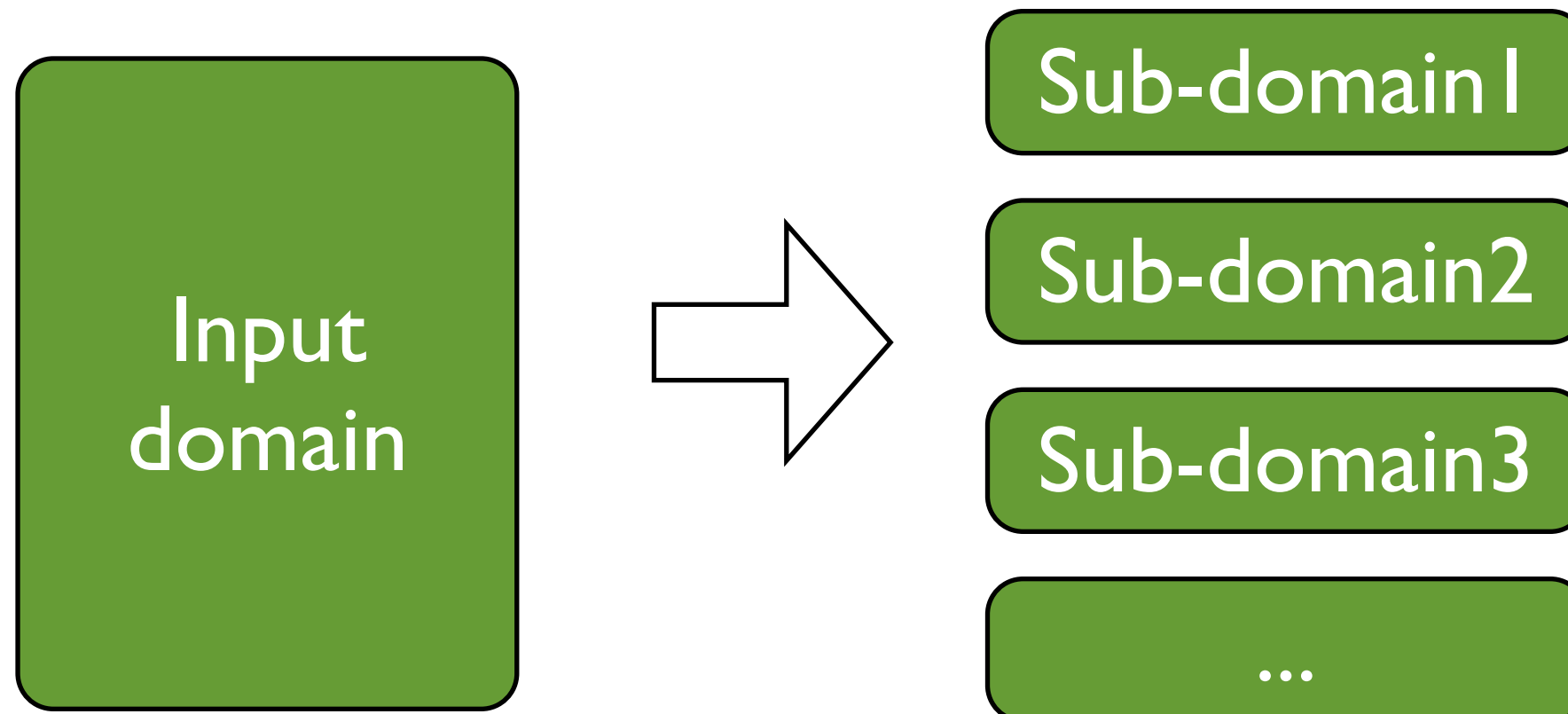
Random testing and adaptive random testing

- ⦿ Debugging

- Fault localization
- Delta debugging

Domain Testing

- Partition the input domain to equivalence classes
- For some requirements specifications it is possible to define equivalence classes in the input domain
- Choose one test case per equivalence class to test



Domain Testing: Example

- A factorial function specification:

If the input value n is less than 0 then error message must be printed. If $0 \leq n < 20$, then the exact value $n!$ must be printed. If $20 \leq n \leq 200$, then an approximate value of $n!$ must be printed in floating point format using some approximate numerical method. Finally, if $n > 200$, the input can be rejected by printing an error message.

- Possible equivalence classes: $D1 = \{n < 0\}$, $D2 = \{0 \leq n < 20\}$, $D3 = \{20 \leq n \leq 200\}$, $D4 = \{n > 200\}$
- Choose one test case per equivalence class to test

Equivalence Classes

- If the equivalence classes are disjoint, then they define a partition of the input domain
- If the equivalence classes are not disjoint, then we can try to minimize the number of test cases while choosing representatives from different classes
- Example: $D1 = \{x \text{ is even}\}$, $D2 = \{x \text{ is odd}\}$, $D3 = \{x < 0\}$, $D4 = \{x \geq 0\}$
- Test set $\{x=48, x=-23\}$ covers all the equivalence classes

Equivalence Classes

- If the equivalence classes are disjoint, then they define a partition of the input domain
- If the equivalence classes are not disjoint, then we can try to minimize the number of test cases while choosing representatives from different classes

● Example: $D1 = \{x \text{ is even}\}$, $D2 = \{x \text{ is odd}\}$, $D3 = \{x < 0\}$.

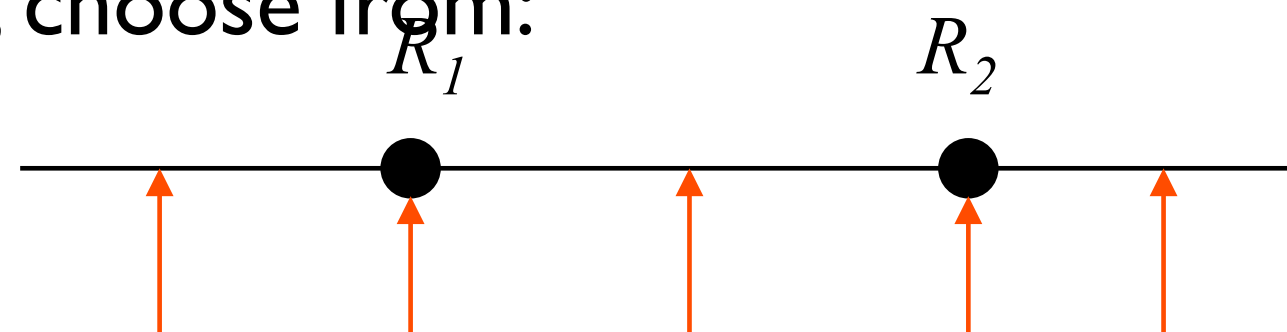
On one extreme we can make each equivalence class have only one element which turns into *exhaustive testing*

The other extreme is choosing the whole input domain D as an equivalence class which would mean that we will use only one test case

Testing Boundary Conditions

◎ For each range $[R_1, R_2]$ to test, choose from:

- Values less than R_1
- Values equal to R_1
- Values $> R_1$ but $< R_2$
- Values equal to R_2
- Values greater than R_2



◎ For equality check select 2 values

- 1) equal, 2) not equal

◎ For sets, lists select 2 cases

- 1) empty, 2) not empty

◎ ...

Testing Boundary Conditions

- ◎ For the factorial example, ranges for variable n are:
 - $[-\infty, 0], [0, 20], [20, 200], [200, \infty]$
- ◎ A possible test set:
 - $\{n = -5, n=0, n=11, n=20, n=25, n=200, n=3000\}$
- ◎ If we know the maximum and minimum values that n can take, we can also add those $n=\text{MIN}$, $n=\text{MAX}$ to the test set

This Class

- ⦿ Automated test generation

- Black-box test generation

Exhaustive testing

Domain testing

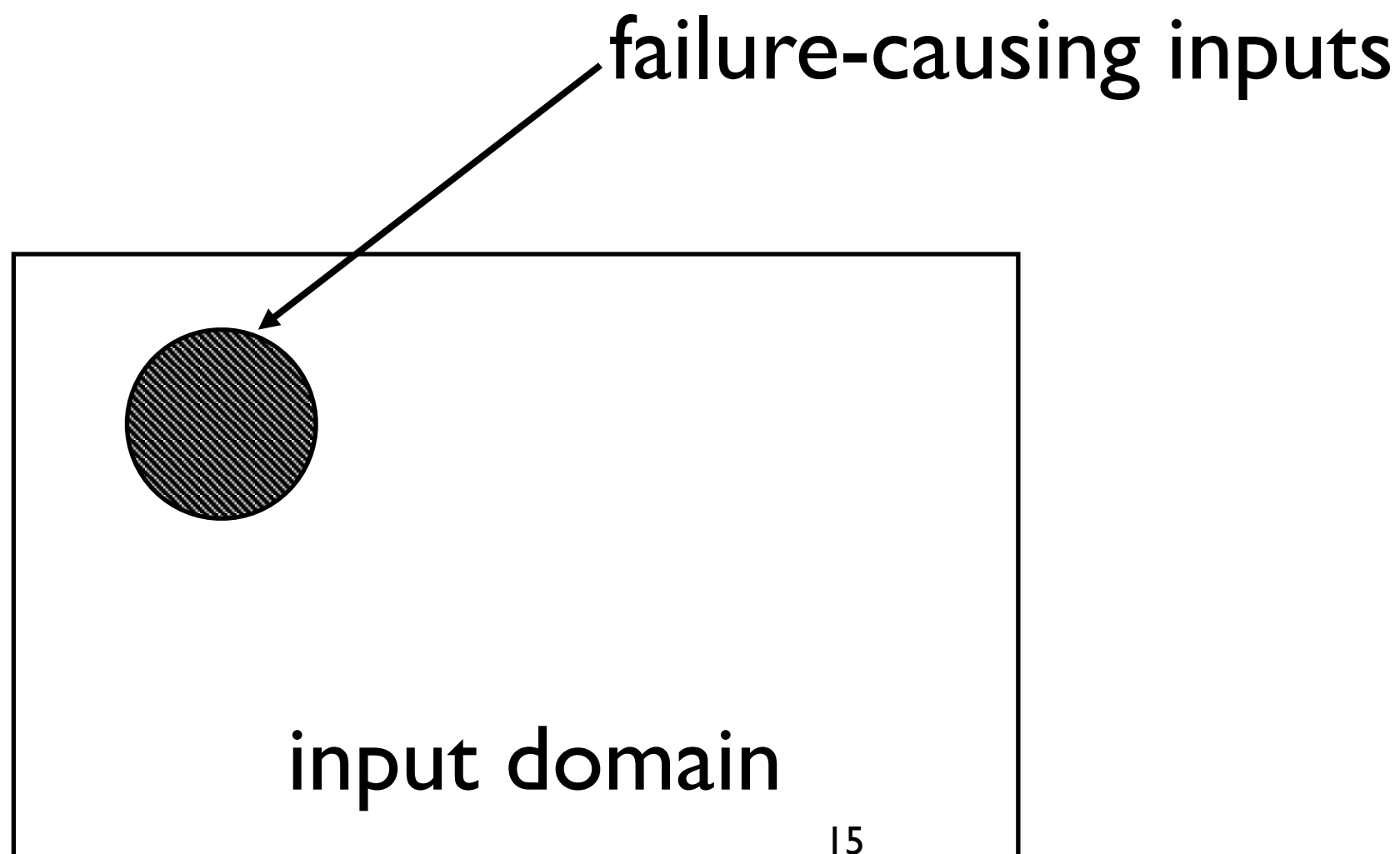
Random testing and adaptive random testing

- ⦿ Debugging

- Fault localization
- Delta debugging

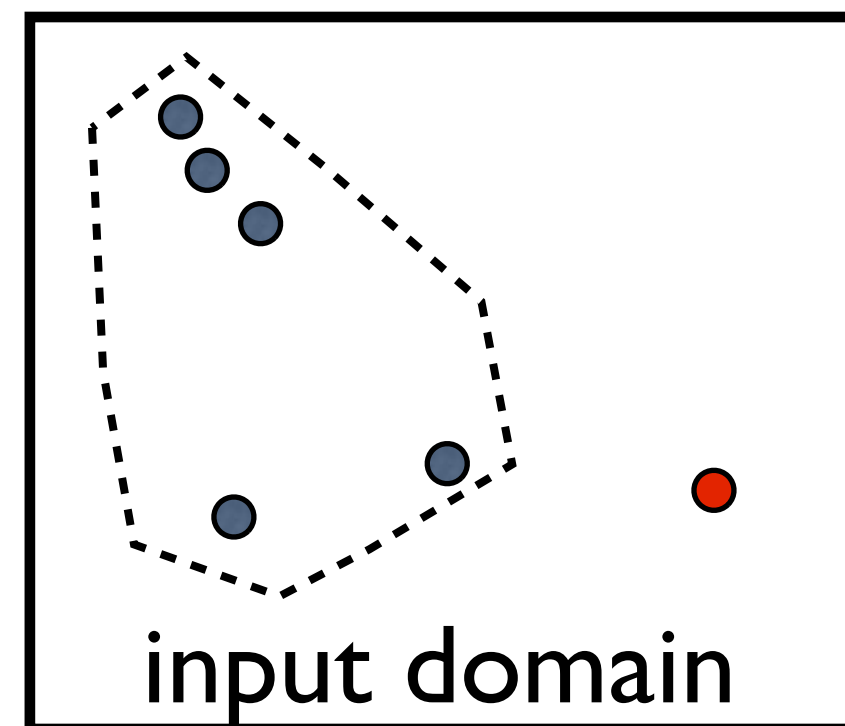
Basic Concepts

- Input domain – set of all possible inputs
- Failure-causing inputs – inputs that exhibit failure



Random Testing

- Random Testing
 - selects tests from the entire input domain randomly and independently
- Advantages:
 - Intuitively simple
 - Allows statistical estimation of the software's reliability
- Disadvantages:
 - No guide towards failure-causing inputs



How to improve random testing?

- Any common information or characteristics to all faulty programs?



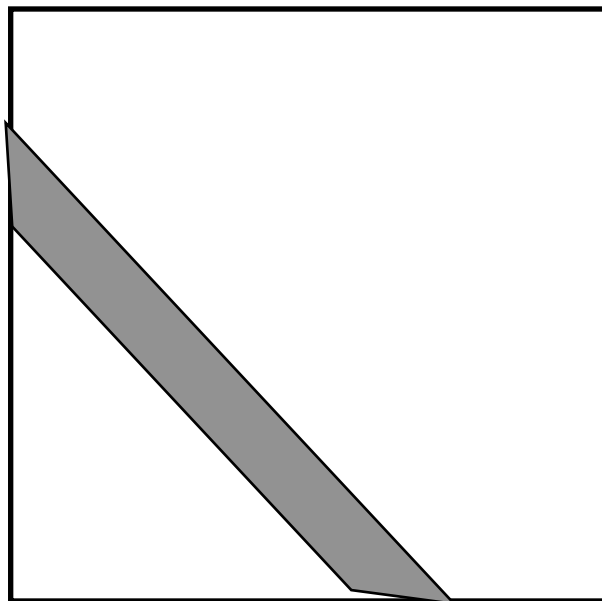
Failure-causing inputs

Patterns of Failure-Causing Inputs

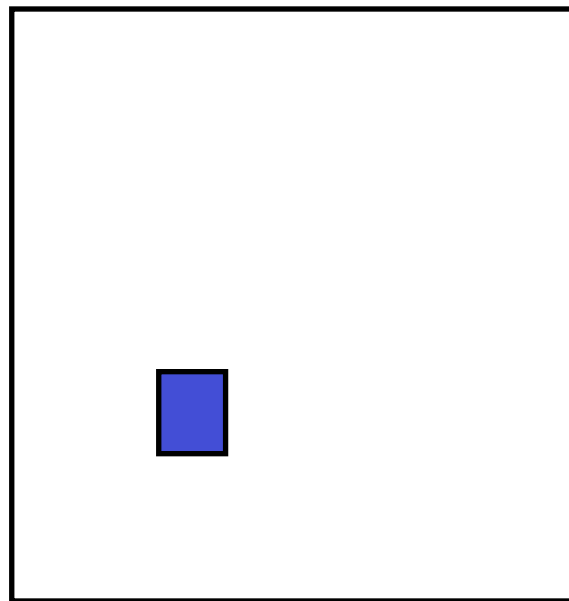
- Strip Pattern
- Block Pattern
- Point Pattern

Types of Failure Patterns

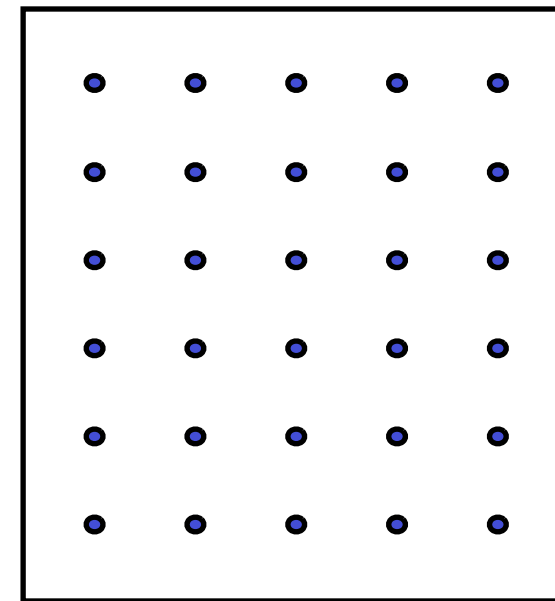
Strip Pattern



Block Pattern

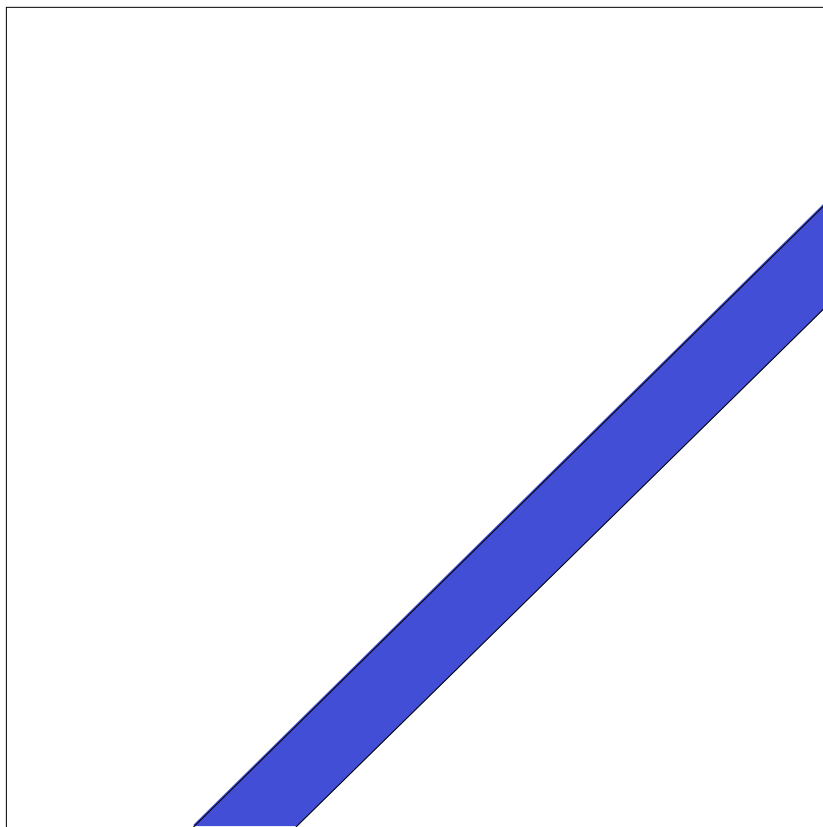


Point Pattern



Strip Pattern

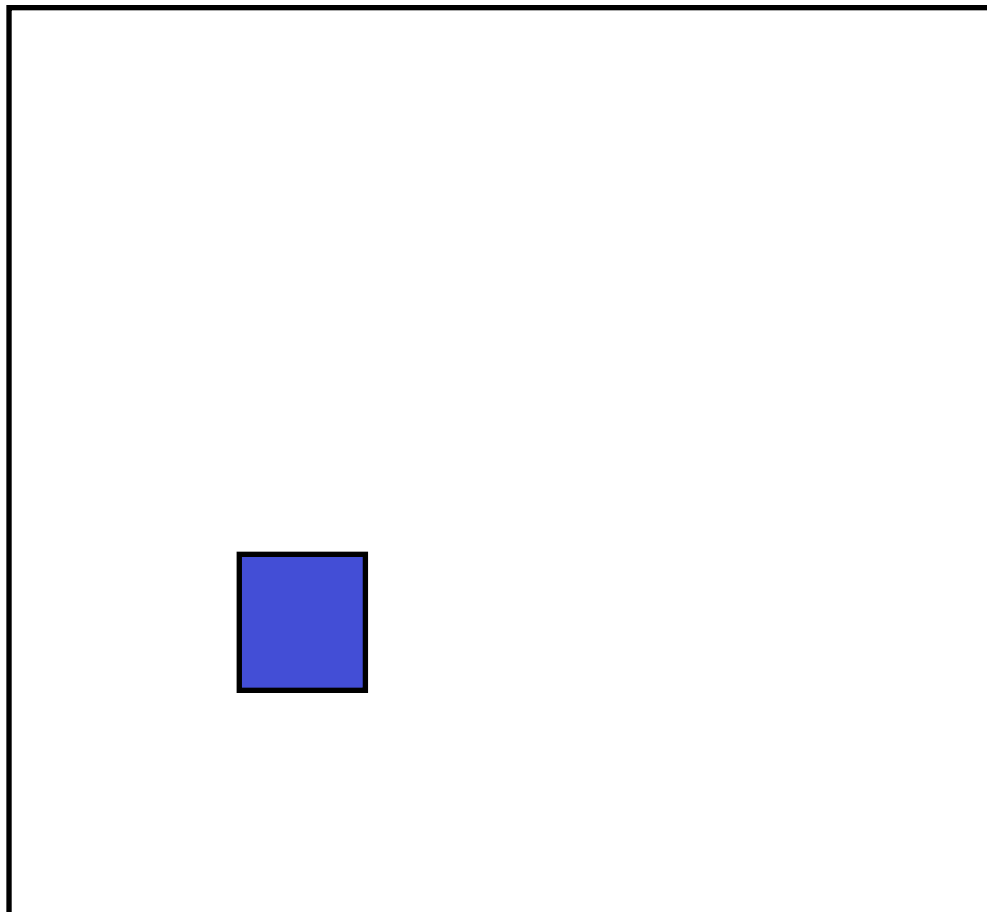
Two Dimensional Input
Domain



```
If ( $2 * x - y > 10$ )  
/* the correct statement is  
If ( $2 * x - y > 20$ ) */  
     $z = x/2 * y$ ;  
else  
     $z := x * y$ ;
```

Block Pattern

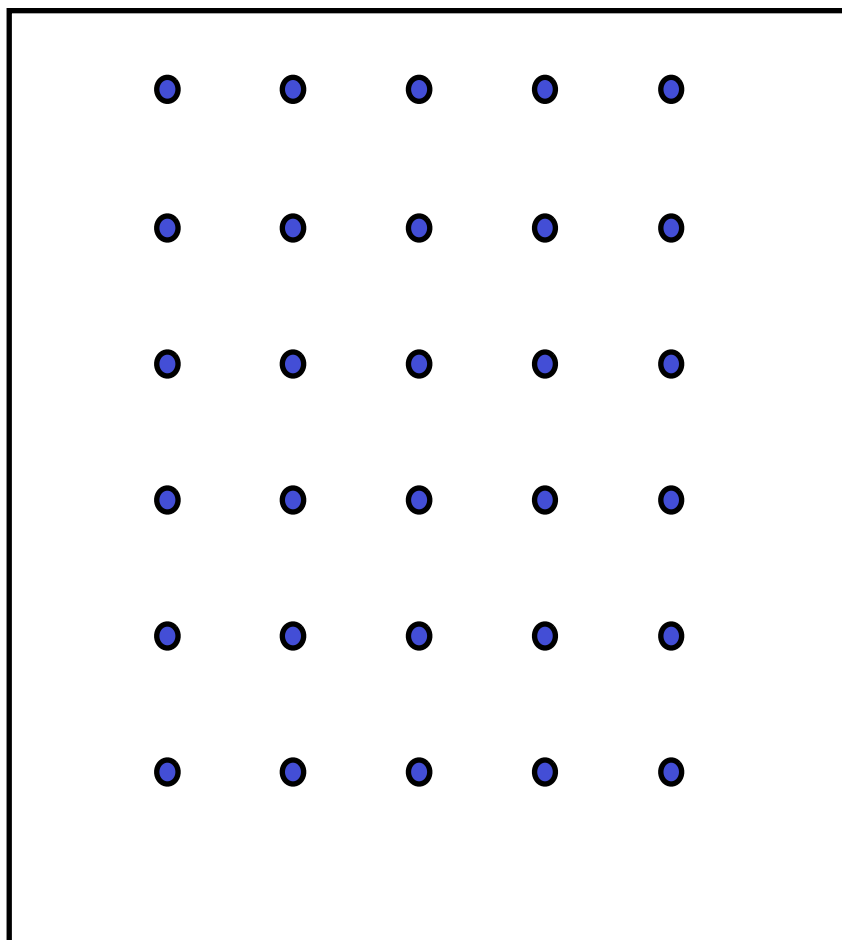
Two Dimensional Input
Domain



```
If (x >= 4 and x <=6)
    and
    (y >= 4 and y <= 6)
    z := x + y;
/* the correct statement is
   z := x - y; */
else
    z := 100;
```

Point Pattern

Two Dimensional
input domain



```
If ((x mod 10) = 0) and
    ((y mod 10) = 0) and
    ( x > 2) then
    z:= f(x, y);
/* should be
   z:=  g(x,y); */
else
    z := f(x, y);
```

Which pattern occurs more frequently?

block and strip patterns

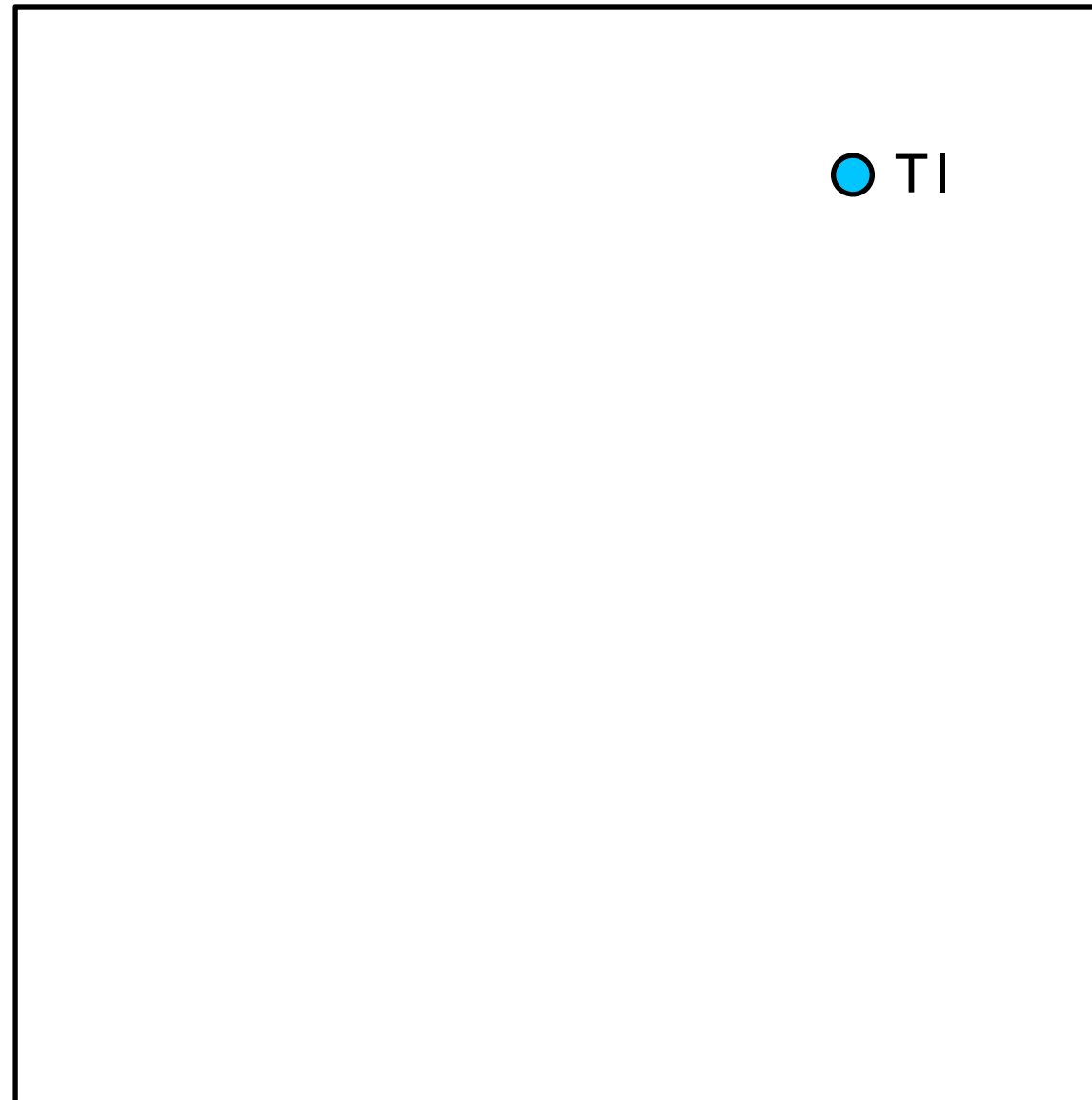
- ◎ For non-point failure patterns
 - Even spread random test cases will enhance the fault detection capabilities

How to achieve “even spread”?

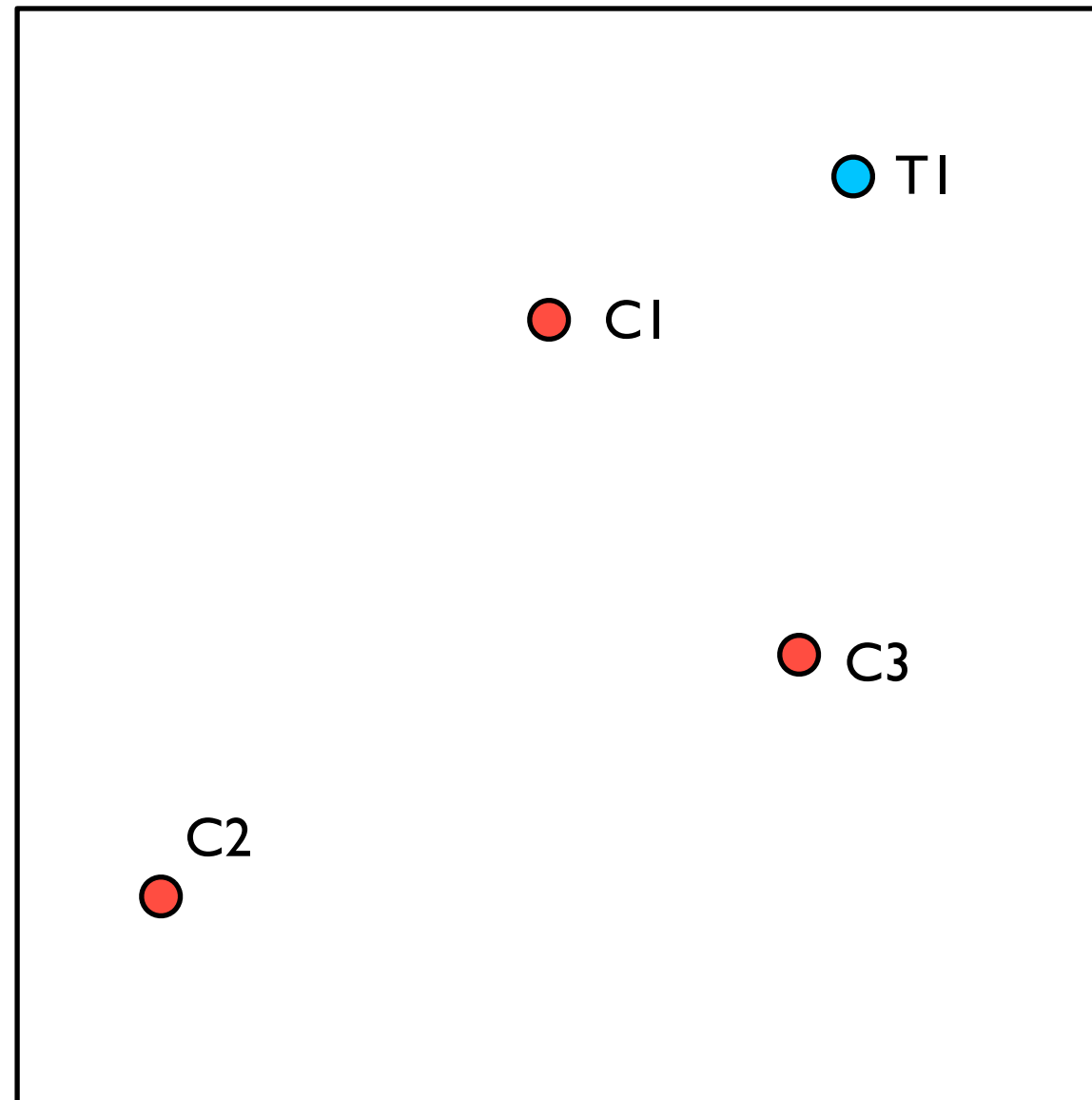
Adaptive Random Testing (ART) considering

- 1) notion of distance
- 2) notion of exclusion
- 3) notion of partitioning
- 4) ...

ART by distance



ART by distance



ART by distance



Distance Definition

- Distance between two integer arrays
 - Euclidean Distance

$$D_e(p, q) = D_e(q, p) = \sqrt{(p_1 - q_1)^2 + (p_2 - q_2)^2 + \dots + (p_n - q_n)^2} = \sqrt{\sum_{i=1}^n (p_i - q_i)^2}$$

This Class

- ◎ Automated test generation
 - Black-box test generation
 - Exhaustive testing
 - Domain testing
 - Random testing and adaptive random testing
- ◎ Debugging
 - Fault localization
 - Delta debugging

CE/CS/SE 3354

Software Engineering

Dynamic Bug Detection

What is fault localization?

```
int mid(int x,int y,int z) {  
1.   int m;  
2.   m = z;  
3.   if (y < z) {  
4.       if (x < y)  
5.           m = y;  
6.       else if (x < z)  
7.           m = y;  
8.   } else {  
9.       if (x > y)  
10.          m = y;  
11.      else if (x > z)  
12.          m = x; }  
13.  return m;  
}
```



Faulty!

What is fault localization?


```
int mid(int x,int y,int z) {  
1.   int m;  
2.   m = z;  
3.   if (y < z) {  
4.       if (x < y)  
5.           m = y;  
6.       else if (x < z)  
7.           m = y; //should be m=x  
8.   } else {  
9.       if (x > y)  
10.          m = y;  
11.      else if (x > z)  
12.          m = x; }  
13.  return m;  
}
```

Fault Localization is the process of automatically narrowing or guiding the search for faulty code to help a developer debug more quickly.



How to do fault localization?

Tests

Statements	3,3,5	1,2,3	3,2,1	5,5,5	5,3,4	2,1,3
<code>int m;</code>						
<code>m = z;</code>						
<code>if (y < z) {</code>						
<code>if (x < y)</code>						
<code>m = y;</code>						
<code>else if (x < z)</code>						
<code>m = </code>						
<code>} else {</code>						
<code>if (x > y)</code>						
<code>m = y;</code>						
<code>else if (x > z)</code>						
<code>m = x; }</code>						
<code>return m;</code>						
	Pass	Pass	Pass	Pass	Pass	Fail


Uses dynamic Information:

- Statements executed by each test
- The pass/fail outcome of each test

Performs statistical analysis:

- Statements mainly executed by failed tests are more suspicious

A representative technique: Tarantula

Statements	3,3,5	1,2,3	3,2,1	5,5,5	5,3,4	2,1,3	Susp
<code>int m;</code>							0.5
<code>m = z;</code>							0.5
<code>if (y < z) {</code>							0.5
<code>if (x < y)</code>							0.63
<code>m = y;</code>							0
<code>else if (x < z)</code>							0.71
<code>m = </code>							0.83
<code>} else {</code>							0
							0
							0
							0
							0
							0
							0.5
	Pass	Pass	Pass	Pass	Pass	Fail	

$$\frac{1/1}{1/1 + 5/5}$$

$$\frac{1/1}{1/1 + 1/5}$$

Tarantula :

$$Suspicious(s) = \frac{\frac{fail(s)}{totalfail}}{\frac{fail(s)}{totalfail} + \frac{pass(s)}{totalpass}}$$

More Formulae

- Tarantula

$$Suspicious(s) = \frac{fail(s)/totalfail}{fail(s)/totalfail + pass(s)/totalpass}$$

- SBI

$$Suspicious(s) = \frac{fail(s)}{fail(s) + pass(s)}$$

- Jaccard

$$Suspicious(s) = \frac{fail(s)}{allfailed + pass(s)}$$

- Ochiai

$$Suspicious(s) = \frac{fail(s)}{\sqrt{allfailed} * (pass(s) + fail(s))}$$

This Class

- ◎ Automated test generation
 - Black-box test generation
 - Exhaustive testing
 - Domain testing
 - Random testing and adaptive random testing
- ◎ Debugging
 - Fault localization
 - Delta debugging

Debugging

- ◎ Sometimes the inputs is too complex...
 - Quite common in real world (compiler, office, browser, database, OS, ...)
 - Locate the relevant inputs

Consider Mozilla Firefox

- ◎ Taking html pages as inputs
- ◎ A large number of bugs are related to loading certain html pages
 - Corner cases in html syntax
 - Incompatibility between browsers
 - Corner cases in Javascripts, css, ...
 - Error handling for incorrect html, javascript, css, ...

How do we go from this

```
<SELECT NAME="op sys" MULTIPLE SIZE=7>
<OPTION VALUE="All">All<OPTION VALUE="Windows 3.1">Windows 3.1<OPTION VALUE="Windows 95">Windows 95<OPTION
VALUE="Windows 98">Windows 98<OPTION VALUE="Windows ME">Windows ME<OPTION VALUE="Windows 2000">Windows
2000<OPTION VALUE="Windows NT">Windows NT<OPTION VALUE="Mac System 7">Mac System 7<OPTION VALUE="Mac System
7.5">Mac System 7.5<OPTION VALUE="Mac System 7.6.1">Mac System 7.6.1<OPTION VALUE="Mac System 8.0">Mac System
8.0<OPTION VALUE="Mac System 8.5">Mac System 8.5<OPTION VALUE="Mac System 8.6">Mac System 8.6<OPTION VALUE="Mac
System 9.x">Mac System 9.x<OPTION VALUE="MacOS X">MacOS X<OPTION VALUE="Linux">Linux<OPTION
VALUE="BSDI">BSDI<OPTION VALUE="FreeBSD">FreeBSD<OPTION VALUE="NetBSD">NetBSD<OPTION
VALUE="OpenBSD">OpenBSD<OPTION VALUE="AIX">AIX<OPTION VALUE="BeOS">BeOS<OPTION VALUE="HP-UX">HPUX<
OPTION VALUE="IRIX">IRIX<OPTION VALUE="Neutrino">Neutrino<OPTION VALUE="OpenVMS">OpenVMS<OPTION
VALUE="OS/2">OS/2<OPTION VALUE="OSF/1">OSF/1<OPTION VALUE="Solaris">Solaris<OPTION
VALUE="SunOS">SunOS<OPTION VALUE="other">other</SELECT>
</td>
<td align=left valign=top>
<SELECT NAME="priority" MULTIPLE SIZE=7>
<OPTION VALUE="--">--<OPTION VALUE="P1">P1<OPTION VALUE="P2">P2<OPTION VALUE="P3">P3<OPTION
VALUE="P4">P4<OPTION VALUE="P5">P5</SELECT>
</td>
<td align=left valign=top>
<SELECT NAME="bug severity" MULTIPLE SIZE=7>
<OPTION VALUE="blocker">blocker<OPTION VALUE="critical">critical<OPTION VALUE="major">major<OPTION
VALUE="normal">normal<OPTION VALUE="minor">minor<OPTION VALUE="trivial">trivial<OPTION
VALUE="enhancement">enhancement<
```



To this...

<SELECT NAME="priority" MULTIPLE SIZE=7>



Motivation

- ◎ Turning bug reports with real web pages to minimized test cases
- ◎ The minimized test case should still be able to reveal the bug
- ◎ Benefit of simplification
 - Easy to communicate
 - Remove duplicates
 - Easy debugging

Involve less potentially buggy code

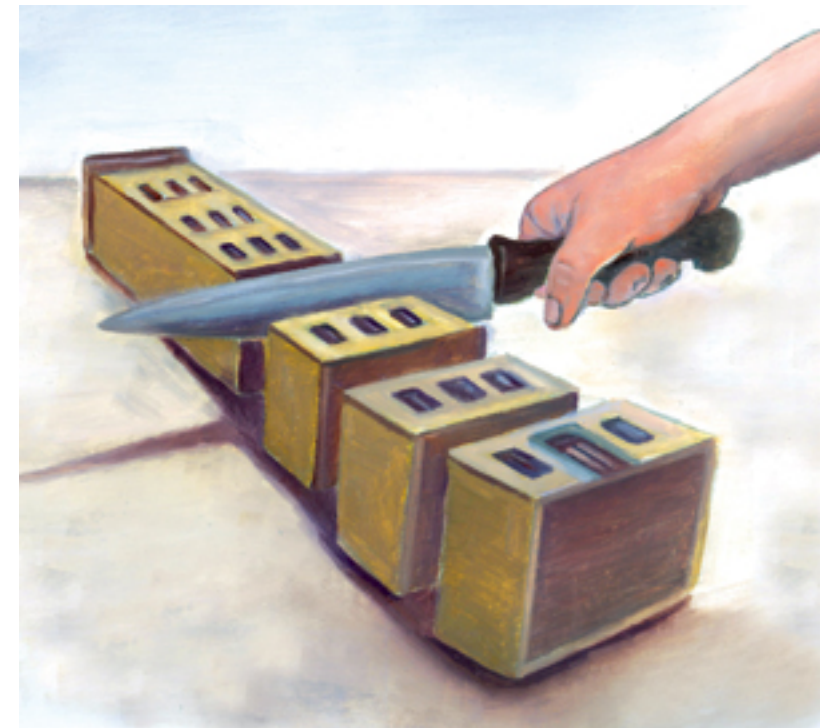
Shorter execution time

Delta Debugging

- ◎ The problem definition
 - A program exhibit an error for an input
 - The input is a set of elements
 - E.g., a sequence of API calls, a text file, a serialized object, ...
 - Problem:
Find a smaller subset of the input that still cause the failure

A generic algorithm

- How do people handle this problem?
- Binary search
 - Cut the input to halves
 - Try to reproduce the bug
 - Iterate

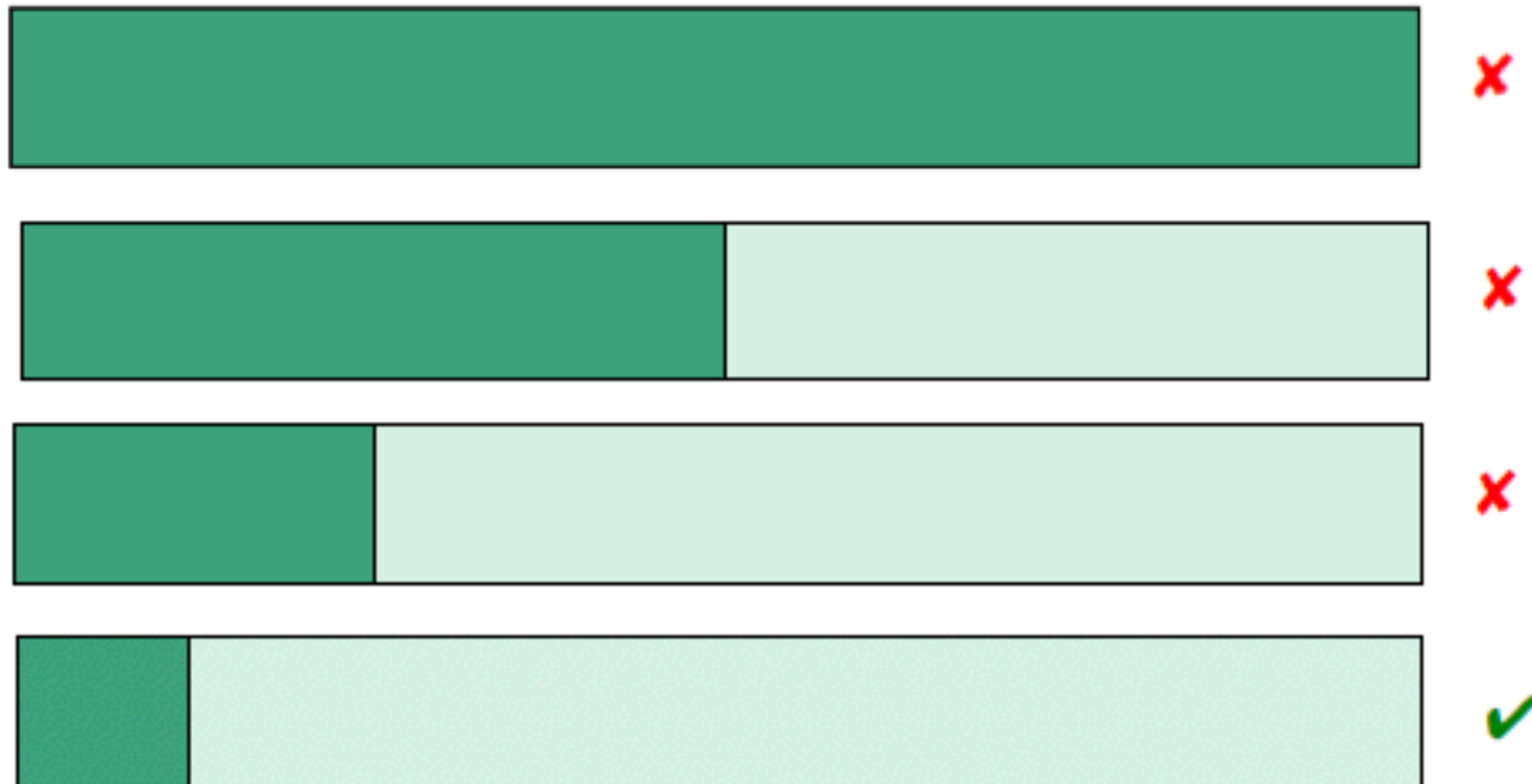


Delta Debugging Version I

- ◎ The set of elements in the bug-revealing input is **I**
- ◎ Assumptions
 - Each subset of **I** is a valid input:
Each Subset of **I** -> success / fail
 - A single input element **E** causes the failure
 - **E** will cause the failure in any cases (combined with any other elements) (Monotonic)

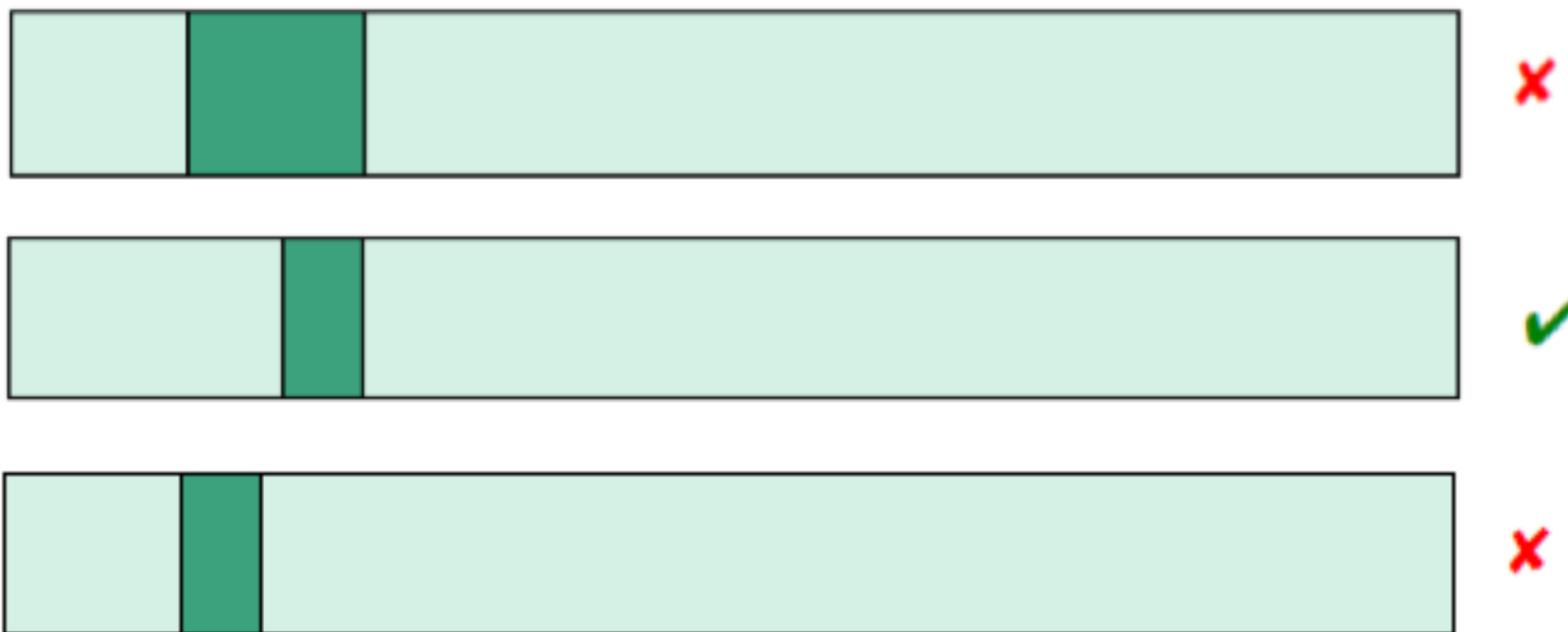
Solution is simple

- Go with the binary search process
- Throw away half of the input elements, if the rest input elements still cause the failure



Solution is simple

- Go with the binary search process
- Throw away half of the input elements, if the rest input elements still cause the failure



A single element: we are done!

Example

Assume $I = \{1, 2, 3, 4, 5, 6, 7, 8\}$

- The bug is due to input element 7

Configuration	Result
1 2 3 4	✓
5 6 7 8	✗
5 6	✓
7 8	✗
⑦	✗

Delta Debugging Version I

- ◎ This is just binary search: easy to automate
- ◎ The assumptions do not always hold
- ◎ Let's look at the assumptions:
 - $(I1 \cup I2) = \text{X}$
 - $\Rightarrow I1 = \text{X}$ and $I2 = \checkmark$
 - or $I1 = \checkmark$ and $I2 = \text{X}$
- ◎ It is interesting to see if this is not the case

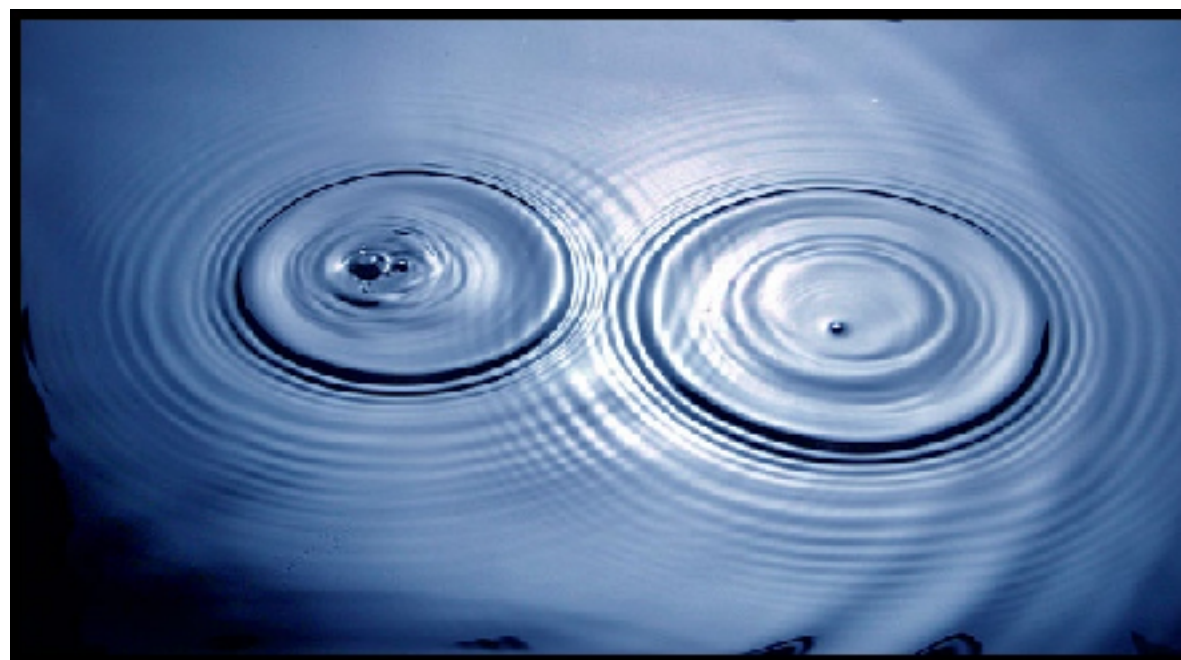
Case I: multiple failing branches

- ◎ What happened if $I1 = \text{X}$ and $I2 = \text{X}$?
- ◎ A subset of $I1$ fails and also a subset of $I2$ fails
- ◎ We can simply continue to search both $I1$ and $I2$
 - And we find two fail-causing elements
 - They may be due to the same bug or not



Case II: Interference

- What happened if $I1 = \checkmark$ and $I2 = \checkmark$?
- This means that a subset of $I1$ and a subset of $I2$ cause the failure when they combined
- This is called **interference**



Handling Interference

- ◎ The cute trick
 - Consider $I1 = \checkmark$ and $I2 = \checkmark$
 - But $I1 \cup I2 = \times$
 - An element $D1$ in $I1$ and an element $D2$ in $I2$ cause the failure **together**
 - We do binary search in $I2$ with $I1$
 - Split $I2$ to $P1$ and $P2$, try $I1 \cup P1$ and $I1 \cup P2$
 - Continue until you find $D2$, so that $I1 \cup D2$ cause the failure
 - Then we do binary search in $I1$ with $D2$ until find $D1$

Example I: Handle interference

Consider 8 input elements, of which 3 and 7 cause the failure when they are applied together

Configuration								Result
1	2	3	4					✓
				5	6	7	8	✓ Interference!
1	2	3	4	5	6			✓
1	2	3	4			7	8	X
1	2	3	4			(7)		X
1	2					7		✓
		3	4			7		X
		(3)				7		X

Example II: Handle multiple interference

Consider 8 input elements, of which 3, 5 and 7 cause the failure when they applied together

Configuration	Result
1 2 3 4	✓
5 6 7 8	✓ Interference!
1 2 3 4 5 6	✓
1 2 3 4 7 8	✓ Second Interference! What to do?
1 2 3 4 5 6 (7)	✗ Go on with I1 U P1!
1 2 3 4 (5) 7	✗
1 2 5 7	✓
3 4 5 7	✗
(3) 5 7	✗

Delta Debugging Version 2

- ◎ The set of elements in the bug-revealing input is I
- ◎ New Assumptions
 - Each subset of I is a valid input
 - A subset of input elements E causes the failure
 - E will cause the failure in any cases (combined with any other elements)

Delta Debugging Version 2

● Algorithm

- Split I to I1 and I2
- Case I: I1 = ✗ and I2 = ✓

Try I1

- Case II: I1 = ✓ and I2 = ✗

Try I2

- Case III: I1 = ✗ and I2 = ✗

Try both I1 and I2

- Case IV: I1 = ✓ and I2 = ✓

Handle interference for I1 and I2

Real example: GNU Compiler

- This input program (bug.c) causes gcc 2.59.2 to crash when all optimizations are enabled
- Minimize it to debug gcc
- Consider each character as an element

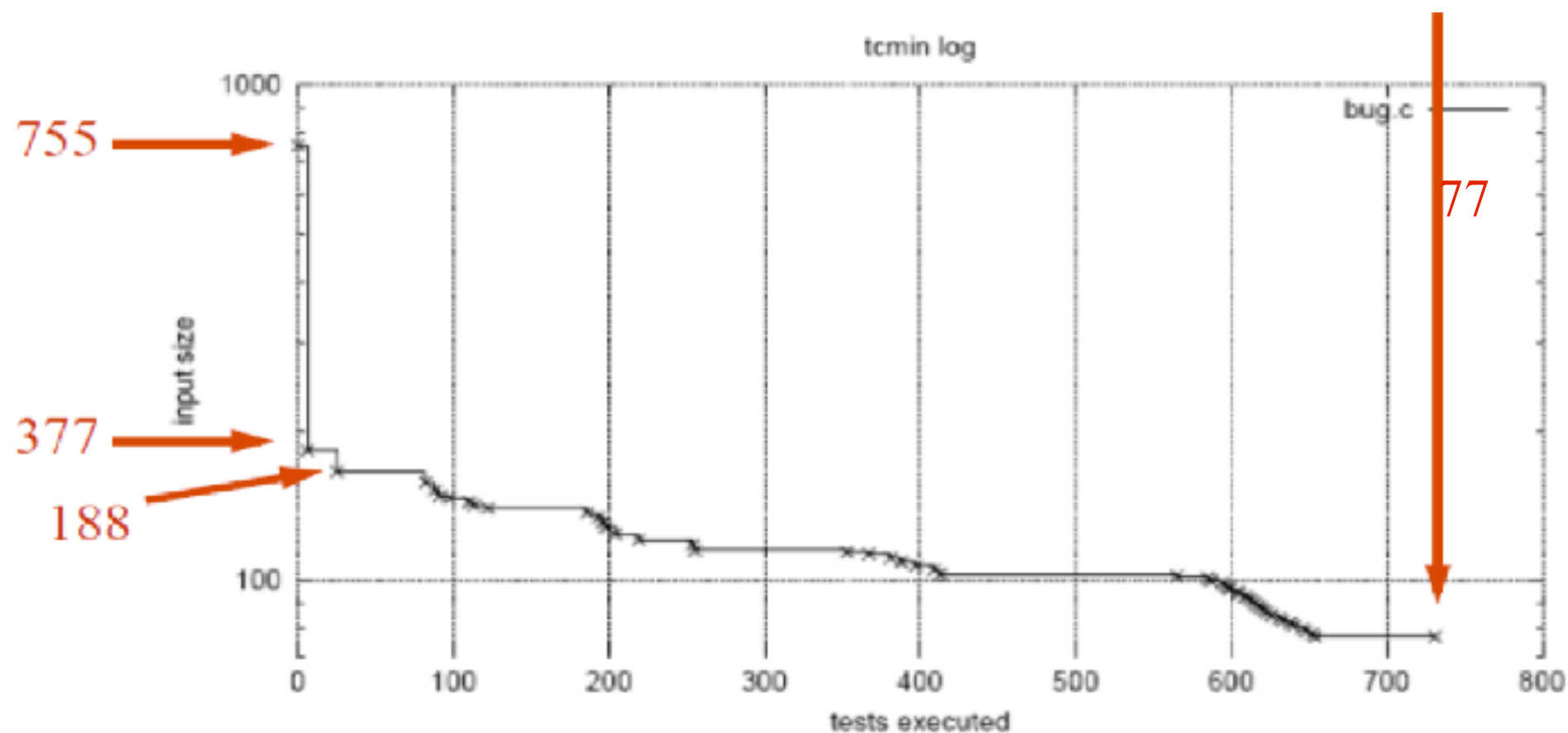
```
#define SIZE 20
double mult(double z[], int n)
{
    int i, j;
    i = 0;
    for (j = 0; j < n; j++) {
        i = i + j + 1;
        z[i] = z[i] * (z[0] + 1.0);
    }
    return z[n];
}

void copy(double to[], double from[], int count)
{
    int n = (count + 7) / 8;
    switch (count % 8) do {
        case 0: *to++ = *from++;
        case 7: *to++ = *from++;
        case 6: *to++ = *from++;
        case 5: *to++ = *from++;
        case 4: *to++ = *from++;
        case 3: *to++ = *from++;
        case 2: *to++ = *from++;
        case 1: *to++ = *from++;
    } while (--n > 0);
    return mult(to, 2);
}

int main(int argc, char *argv[])
{
    double x[SIZE], y[SIZE];
    double *px = x;
    while (px < x + SIZE)
        *px++ = (px - x) * (SIZE + 1.0);
    return copy(y, x, SIZE);
}
```


Real example: GNU Compiler

- Delta debugging in action



GCC compiler example

- **The minimized code:**

```
t(double z[],int n){int i,j;for(;;){i=i+j+1;z[i]=z[i]*(z[0]+0);}return z[n];}
```

- **The code is minimal**

- No single character can be removed
- Even every space is removed
- The function name has been changed from **mult** to a single **t**
- Gcc is executed for 700+ times

Summary of dynamic debugging

- ◎ Tools can help us to narrow the scope to consider
 - Fault localization
Reduce the code to be considered
 - Delta debugging
Reduce the inputs to be considered
- ◎ Paper reading
 - **Fault localization:** James A. Jones, Mary Jean Harrold, John T. Stasko: Visualization of test information to assist fault localization. ICSE 2002: 467-477
 - **Delta Debugging:** Andreas Zeller: Yesterday, My Program Worked. Today, It Does Not. Why? ESEC / SIGSOFT FSE 1999: