

测试与静态分析 复习

严俊



中国科学院大学
University of Chinese Academy of Sciences



中国科学院软件研究所
Institute of Software, Chinese Academy of Sciences

Effective measures



- **Documentation**
- **Coding guidelines**
- **Formal verification**
- **Reviewing**
- **Static analysis**
- **Testing**
- **...**



- **Testing tries to determine if a program has any errors. 测试**
- **Debugging tries to determine the cause of the errors. 调试**



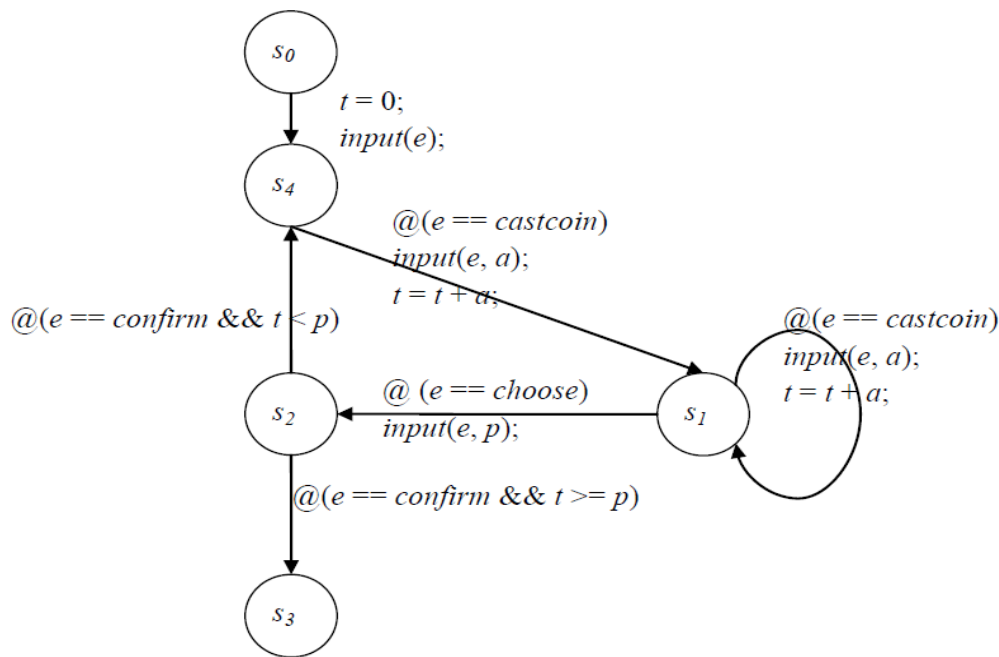
- **Program under test; System under test (SUT)**
被测程序/系统
- **Test case (测试案例) →**
Test suite / Test set
- **Test Data (测试数据)**
- **Test Oracle (测试预言?)**



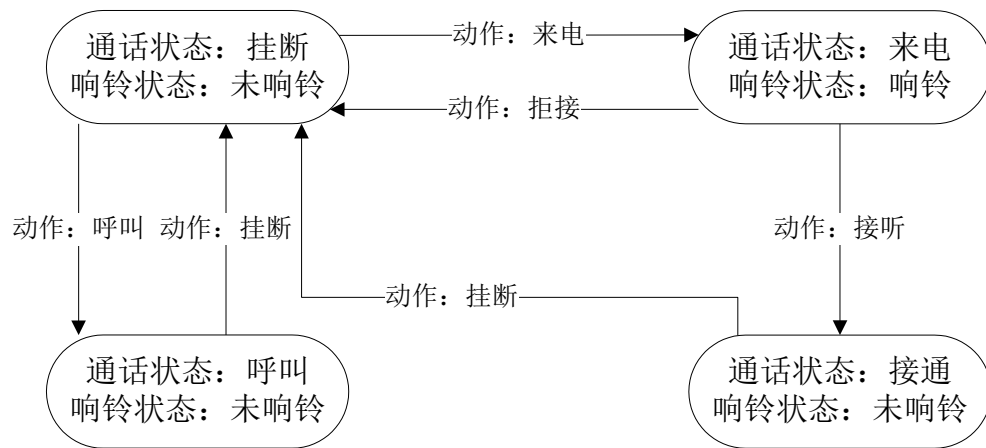
- **A test case is a pair consisting of test data to be input to the program and the expected output. The test data is a set of values, one for each input variable.**
- **A test set/suite is a collection of zero or more test cases.**



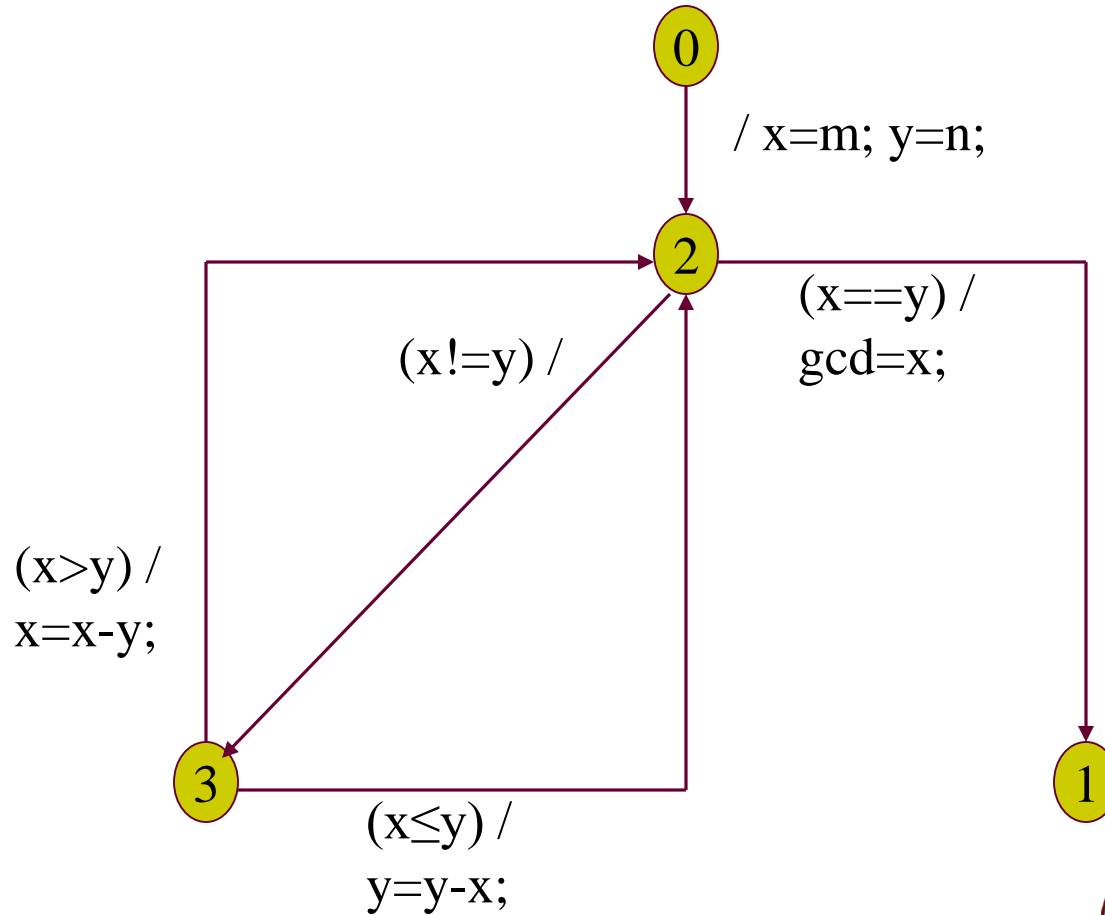
- Specify the system with a Model
- Extended Finite State Machine (EFSM)



电话系统模型



EFSM for gcd()



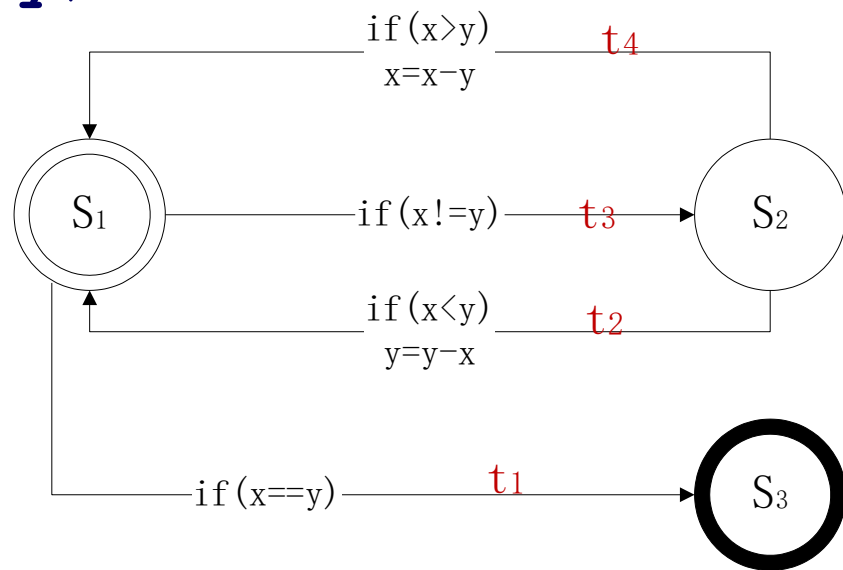
用EFSM描述程序



```
int GCD(int x, int y)
{
    while (x != y) {
        if (x > y) x = x - y;
        else y = y - x;
    }
    return x;
}
```

迁移

$t_2 = (s_2, s_1, x < y, y = y - x)$



一条测试路径



➤ $t3 \rightarrow t2 \rightarrow t3 \rightarrow t4 \rightarrow t1$

➤ 执行序列

@ (x != y) /* t3 */

@ (x < y) /* t2 */

y = y - x

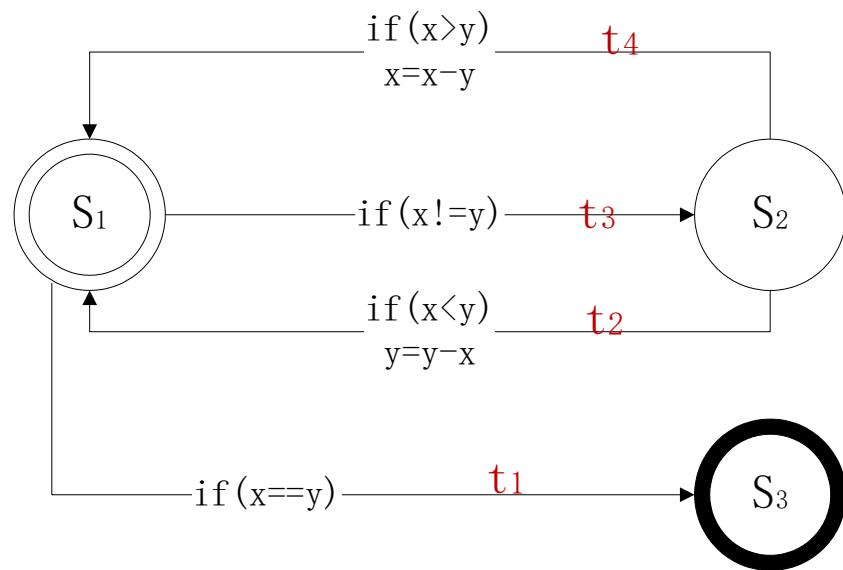
@ (x != y) /* t3 */

@ (x > y) /* t4 */

x = x - y

@ (x == y) /* t1 */

➤ 测试输入(x, y) = (2, 3)





➤ 系统配置

| Client | Web Server | Payment | Database |
|---------|------------|------------|----------|
| Firefox | WebSphere | MasterCard | DB/2 |
| IE | Apache | Visa | Oracle |
| Opera | .NET | AmEx | Access |

➤ 测试集

| Client | Web Server | Payment | Database |
|---------|------------|------------|----------|
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| Opera | WebSphere | Visa | Oracle |
| Opera | .NET | MasterCard | Access |
| Opera | Apache | AmEx | DB/2 |



- The oracle problem is often much harder than it seems, and involves solving problems related to controllability and observability.
- Method postconditions are commonly used as automated oracles in automated class testing.
- Common oracles include:
 - ⊗ specifications and documentation
 - ⊗ other products
 - ⊗ a heuristic oracle that provides approximate results or exact results for a set of a few test inputs
 - ⊗ a human oracle (i.e. the correctness of the system under test is determined by manual analysis)



- 无法直接判断实际运行结果的正确性
- 程序多次执行结果之间是有关系的
- 例如，对于函数 $\sin(x)$ 的测试
 - ⊗ $\sin(x) = \sin(2\pi + x)$
 - ⊗ $\sin(x) = -\sin(\pi + x)$
 - ⊗ $\sin^2(x) + \sin^2(\pi/2 - x) = 1.0$
 - ⊗



- **Metamorphic Testing**
- **利用多次执行结果的关系构造蜕变关系
(Metamorphic Relation)**
- **判断大量的随机测试结果是否满足蜕变关系**



➤ 同样的测试输入，对于不同的系统，应该有一致的结果

- ☒ 同一系统的不同版本（纵向）
- ☒ 不同的系统（横向）

➤ 测试应用

- ☒ 编译器测试
- ☒ 浏览器测试
- ☒



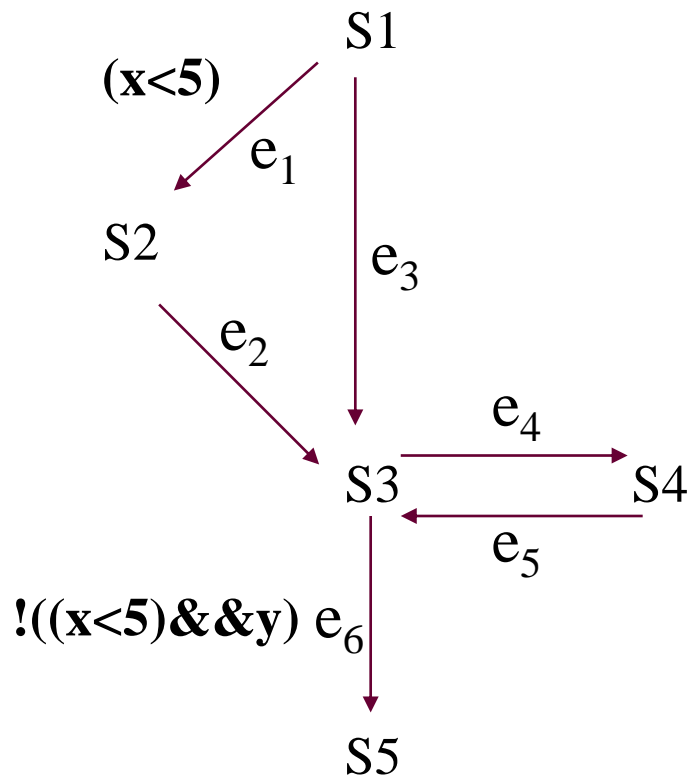
➤ 白盒测试基本概念

Example. A program and its flow graph



```
int x, y;
```

```
/*S1*/  if (x < 5)
/*S2*/    y = 2;
/*S3*/  while ((x < 5) && y)
/*S4*/    { x++; y--; }
/*S5*/  return;
```





| | 边 | 节点 |
|------|-----------------|--------------|
| EFSM | 迁移条件、 动作（事件） | 状态 |
| CFG | 迁移条件 | 基本块（顺序执行的语句） |



➤ 控制流

- ☒ Statement, branch, path (basis path)
- ☒ decision, condition, MC/DC

➤ 数据流

- ☒ (def, use)
- ☒ All-defs, All-uses, All-DU-paths



➤ 语句覆盖 (Statement Coverage)

- ⊗ 程序中的所有语句都被执行
- ⊗ 覆盖控制流图中所有的节点

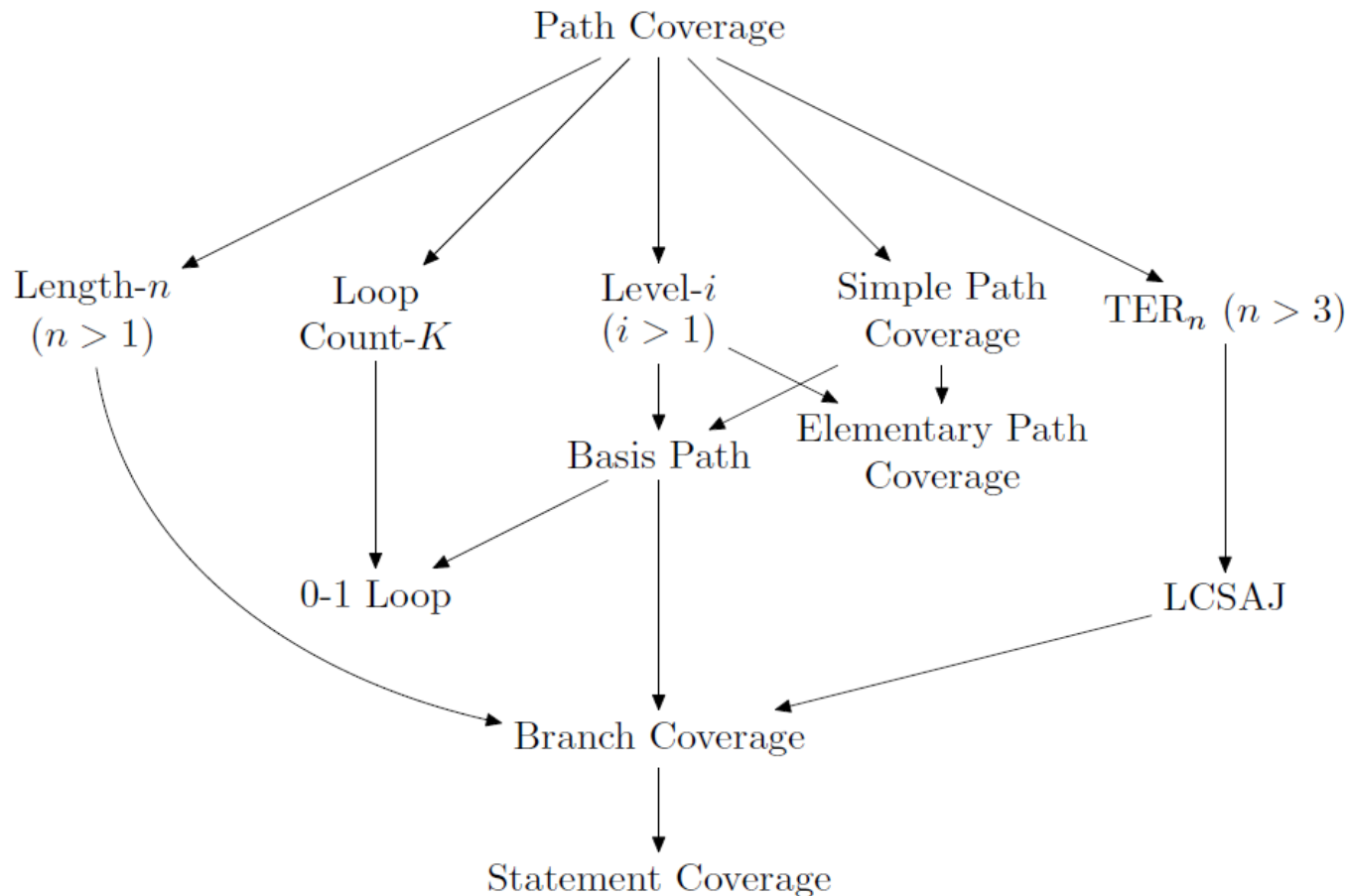
➤ 分支覆盖 (Branch Coverage)

- ⊗ 控制转移都得到了覆盖
- ⊗ 测试路径覆盖了控制流图中所有的边
- ⊗ 对应于迁移条件表达式的判定覆盖

➤ 路径覆盖 (Path Coverage)

- ⊗ 覆盖控制流图中所有的完整路径
- ⊗ 进一步定义可行路径覆盖(Feasible Path Coverage)
- ⊗ (可行) 路径数量可能是无限的

控制流测试准则之间的关系





- (布尔) 逻辑公式
- Decision 判定/判断
- Condition 条件
- 例: $S = (x1 \vee x2) \wedge (x3 \vee x4)$
四个条件

Decision and Condition coverage



- **Decision coverage (DC)** requires two test cases for each decision: one for a true outcome and another for a false outcome.
- **Condition coverage (CC)** requires that each condition in a decision take on all possible outcomes at least once.



➤ 判定覆盖DC

- ⊗ 对于每个判断, 至少有两个测试数据使其在运行中分别取真以及假
- ⊗ 两个测试用例

➤ 条件覆盖CC

- ⊗ 每个判断中的每个条件, 至少有两个测试数据使其在运行中分别取真、假值
- ⊗ 两个测试用例

$$S = (x1 \vee x2) \wedge (x3 \vee x4)$$

判定覆盖测试集

| x1 | x2 | x3 | x4 | S |
|----|----|----|----|---|
| 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 | 1 |

条件覆盖测试集

| x1 | x2 | x3 | x4 | S |
|----|----|----|----|---|
| 0 | 1 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 |



- It requires that each condition be shown to **independently** affect the outcome of the decision.
- Example. For the formula (A or B), we have test cases: (TF), (FT), and (FF).



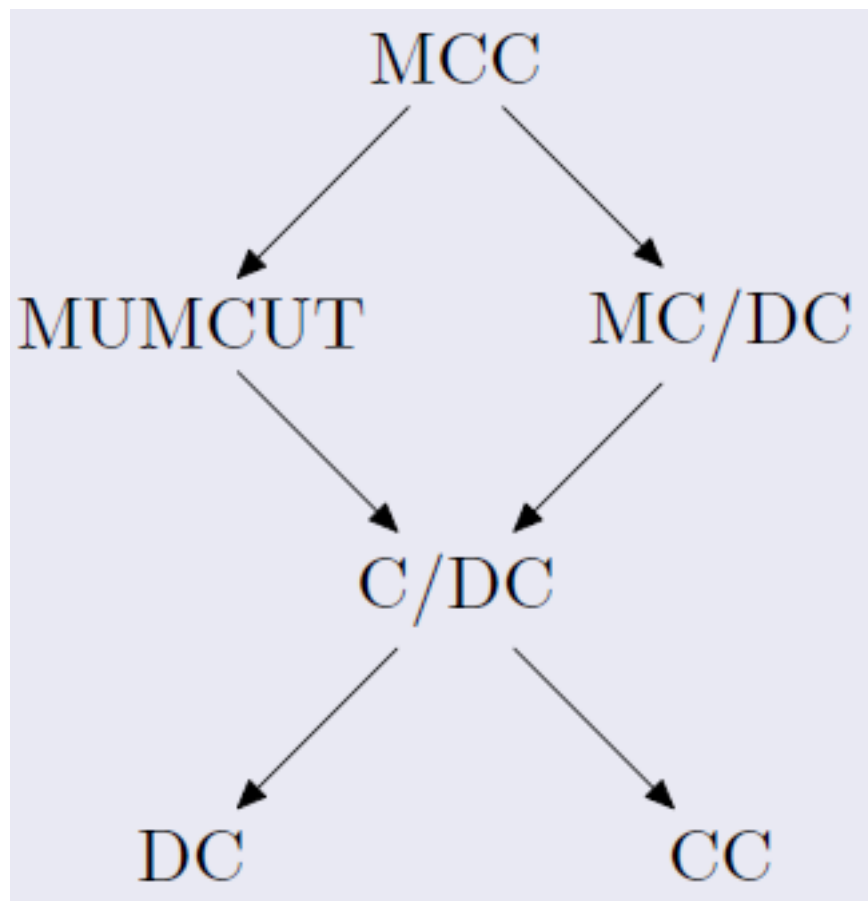
➤ $S = (x1 \vee x2) \wedge (x3 \vee x4)$

➤ 5个测试用例

- {t1, t3} 覆盖条件x1
{t1, t2} 覆盖条件x2
{t4, t5} 覆盖条件x3
{t2, t4} 覆盖条件x4

| 用例 | x1 | x2 | x3 | x4 | S |
|----|----|----|----|----|---|
| t1 | 0 | 0 | 0 | 1 | 0 |
| t2 | 0 | 1 | 0 | 1 | 1 |
| t3 | 1 | 0 | 0 | 1 | 1 |
| t4 | 0 | 1 | 0 | 0 | 0 |
| t5 | 0 | 1 | 1 | 0 | 1 |

条件表达式覆盖准则之间的关系



圈复杂度 (Cyclomatic Complexity)



- 欧拉公式：G是连通平面图，那么

$$\varphi = e - n + 2$$

φ 是图中不同区域的个数 - 圈

e 是G中的边数

n 是G中的节点数

- 图的圈复杂度由 $V(G) = e - n + 2p$ 给出，其中

e 是G中的边数

n 是G中的节点数

p 是G中的连接组件数



➤ 程序的控制流图

- ⊗ 增加一个分支，控制流图的区域数+1
- ⊗ 如果所有分支都是二叉的，那么
 $V(G)$ 是判定节点数+1

➤ 圈复杂度代表了程序的逻辑复杂度

➤ 经验表明，程序中可能存在的Bug数和圈复杂度有着很大的相关性

➤ 测试应该和圈复杂度关联



- 路径向量 $A = \langle a_1, a_2, \dots, a_k \rangle$, a_i 表示编号为 i 的有向边在路径 A 中出现的次数
- 路径 B 称为路径 A_1, A_2, \dots, A_n 的线性组合, 如果存在常数 $\lambda_1, \lambda_2, \dots, \lambda_n$ 使得 $B = \lambda_1 A_1 + \lambda_2 A_2 + \dots + \lambda_n A_n$
- 对于一个测试路径集合来说, 如果流图中的任意一个完整路径都是测试集中路径的线性组合, 那么这个测试集合满足基本路径覆盖 (Basis Path Coverage)。

Path Feasibility – Ex.



```
int  i, j;  
bool good;  
if ((i > 2) && (j > 3))  
{  
    j = j-1;  
    if (i+2j < 5)  
        good = FALSE;  
    else  good = TRUE;  
}
```

Two paths



➤ Path 1:

@((i > 2) && (j > 3))

j = j-1;

@(i+2j < 5)

good = FALSE;

➤ Path 2:

@((i > 2) && (j > 3))

j = j-1;

@! (i+2j < 5)

good = TRUE;

Another example



```
int x, j;
```

```
x = 3;  
j = 2*x + 1;  
@(j < 4);
```

```
int x, j;
```

```
// x = 3;  
j = 2*x + 1;  
@(j < 4);
```

符号执行 (Symbolic Execution)



用符号（而不是具体的数值）作为输入来“执行”程序。

Ex. After the assignment $x = a+b$, the variable x gets the symbolic value a_0+b_0 , rather than some concrete value such as $3+5=8$.

[Boyer et al. 1975] [King 1976] [Clarke 1976]

A path in bubble-sort



- `i = n-1;`
- `@ i > 0;`
- `indx = 0;`
- `j = 0;`
- `@ j < i;`
- `@ a[j+1] < a[j];`
- `temp = a[j];`
- `a[j] = a[j+1];`
- `a[j+1] = temp;`
- `indx = j; j = j+1;`
- `@ j >= i;`
- `i = indx;`
- `@ i <= 0;`

➤ **Path condition:**

$n-1 > 0$

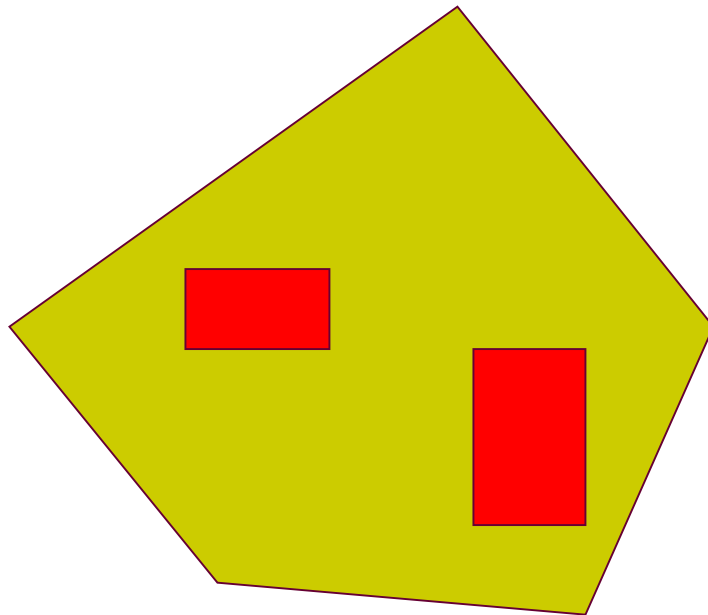
$a[1] < a[0]$

$n-1 \leq 1$

具体输入: $n = 2$

$a: \{ 3, 2 \}$ 或 $\{ 2, 1 \} \dots$

Symbolic Execution + Constraint Solving



**Checking areas (rather than points) in the input space.
What are the sizes of the areas? How much is covered?**

Branch selection--Example



```
int x;  
@ ((x <= 100) && (x > 20))  
{  
    x = x - 10;  
    if (x > 30)  
        ... //TRUE branch  
    else  
        ... //FALSE branch  
}
```

Constraints:

➤ TRUE branch

- ⊗ $(a \leq 100) \&\& (a > 20)$
 $(a - 10 > 30)$
- ⊗ 75% (3/4)

➤ FALSE branch

- ⊗ $(a \leq 100) \&\& (a > 20)$
 $(a - 10 \leq 30)$
- ⊗ 25% (1/4)



```
int x;  
@ ((x <= 50) && (x > 20))  
{  
    x = x - 10;  
    if (x > 30)  
        ... //TRUE branch  
    else  
        ... //FALSE branch  
}
```

- TRUE branch: 1/3
- FALSE branch: 2/3

Constraints:

- $(a \leq 50) \&\& (a > 20)$
 $(a - 10 > 30)$
- $(a \leq 50) \&\& (a > 20)$
 $(a - 10 \leq 30)$



- 数据流分析
- 静态规则检查
- 采用符号执行的静态分析
- 程序切片



- 在某一点重用之前的表达式→可用表达式→前向Must分析
- 追踪数据的定义和使用→到达定值→前向May分析
- 提前计算表达式的值并存储其值→非常忙表达式→后向Must分析
- 消除无用代码→活跃变量→后向May分析



➤ 针对多种关注点

☒ 流，路径，字段，上下文，对象

➤ 可有不同的分析精度

☒ **xx敏感 vs. xx不敏感**

➤ 寻求精度和效率的平衡

☒ 轻量级？ 高精度？

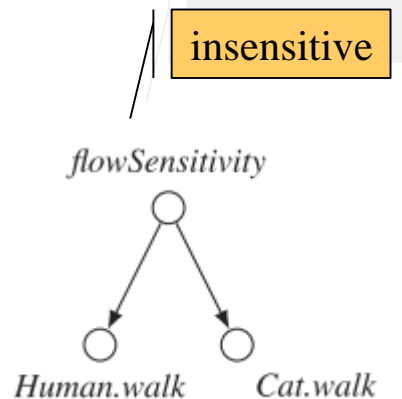
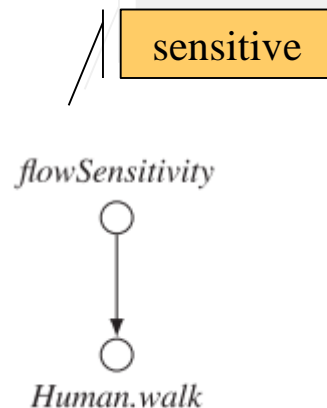
以函数调用图CG
的构建为例

FlowDroid: Precise Context, Flow, Field, Object-sensitive and Lifecycle-aware Taint Analysis for Android Apps.



- 函数调用关系是怎样的？
- 考虑语句的执行顺序
- 过程内数据流分析--基础分析是流敏感的

```
1 public void flowSensitivity() {  
2     Animal a = new Human();  
3     a.walk();  
4     a = new Cat();  
5 }
```





- 代码内联 (inlining)
- 跨过程数据流分析
- 函数摘要



- **Static Slicing vs Dynamic Slicing**
- The *backward slice* w.r.t variable v at program point p : The program subset that may influence the value of variable v at point p .
- The *forward slice* w.r.t variable v at program point p : The program subset that may be influenced by the value of variable v at point p .



```
int main() {  
    int sum = 0;  
    int i = 1;  
    while (i < 11) {  
        sum = sum + i;  
        i = i + 1;  
    }  
    printf("%d\n",sum) ;  
    printf("%d\n",i) ;  
}
```