

Test and verification approaches in conformance checking

Kevin Jahns

RWTH Aachen University

kevin.jahns@rwth-aachen.de

January 27, 2014

Overview

- 1 Why testing
- 2 Conformance
- 3 Test and verification approaches
 - Monkey testing
 - Model based testing
 - Model checking
- 4 Conclusion

Why software testing and verifying is important

National Institute of Standards and Technology (2002)

Software errors cost the U.S. economy \$59.5 billion US dollars annually [2]

Cambridge University (2013)

Software errors cost the whole economy \$312 billion US dollars annually [3]

Why software testing and verifying is important



What is *conformance*?

Conformance is ..



What is *conformance*?

Conformance is ..

(1) when it does not throw errors?



What is *conformance*?

Conformance is ..

- (1) when it does not throw errors?
- (2) when it works for the developer (everything else is a user error)?



What is *conformance*?

Conformance is ..

- (1) when it does not throw errors?
- (2) when it works for the developer (everything else is a user error)?
- (3) when it works for the user?



What is *conformance*?

Conformance is ..

- (1) when it does not throw errors?
- (2) when it works for the developer (everything else is a user error)?
- (3) when it works for the user?
- (4) when it does not explode ;)



What is *conformance*?

Conformance is ..

- (1) when it does not throw errors?
- (2) when it works for the developer (everything else is a user error)?
- (3) when it works for the user?
- (4) when it does not explode ;)
- (5) when it conforms to some sort of specification?



What is *conformance*?

Conformance is ..

- (1) when it does not throw errors?
- (2) when it works for the developer (everything else is a user error)?
- (3) when it works for the user?
- (4) when it does not explode ;)
- (5) when it conforms to some sort of specification?

→ Conformance is hard to express



How to check conformance

Expressing conformance \rightarrow checking conformance

Test vs. verification

Test

You *may* find an error after the execution of a test.

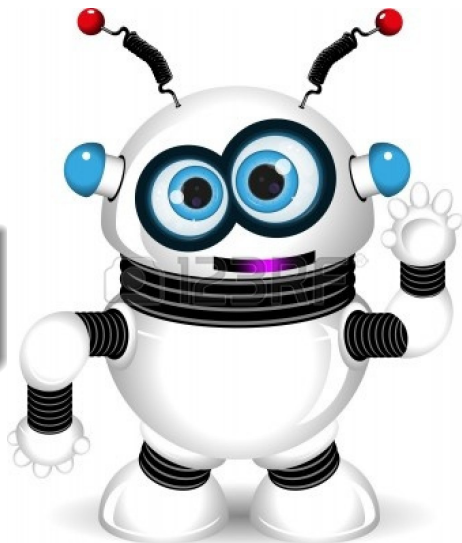
Verification

The evaluation of whether or not something complies with a specified conformance property

Testing a robot

Test "Don't kill me"

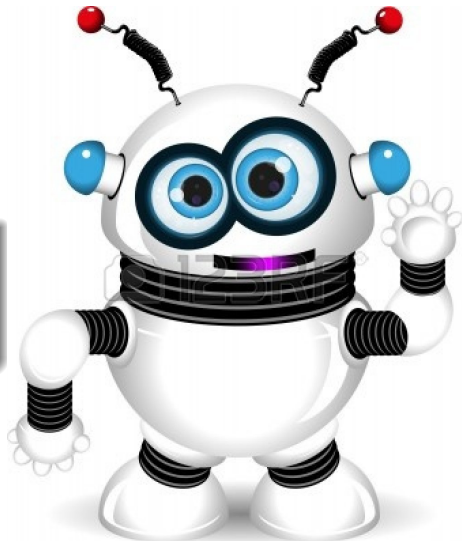
- If the robot kills you, you can be sure that the property is not fulfilled.



Verifying a robot

Test "Don't kill me"

- After verifying that a robot won't kill you, he won't kill you ;)



Monkey testing

Infinite monkey theorem

The **infinite monkey theorem** states that a monkey hitting keys at random on a typewriter keyboard for an infinite amount of time will almost surely type a given text, such as the complete works of William Shakespeare.[1]



Model based testing

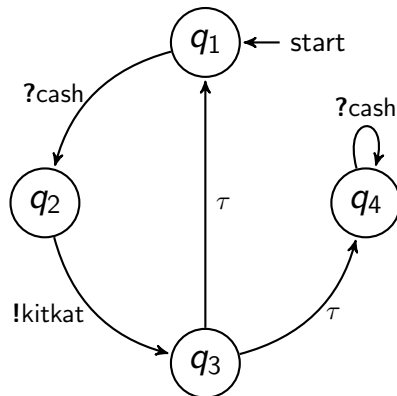
Idea

1. Create Specification
2. Derive test cases
3. Test against software
4. If all tests succeed: Unit under test conforms

Pros and cons

- + Minimizes human error
- + Test cases are derived automatically
 - Evolving topic
 - Complicated

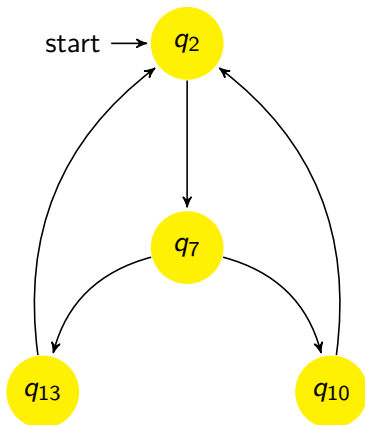
Figure: Candy machine specification



Model checking

```
1 main = do
2   putStrLn $
3     "What is the the"
4     ++ " answer to life"
5     ++ " the universe"
6     ++ " and everything?"
7   answer <- getLine
8   case answer of
9     "42" =>
10      putStrLn
11        "You're right"
12    _    =>
13      putStrLn
14        "Nope"
15  main
```

Figure: Simple transition system



Complexity of model checking

Verifying average software	Real world TS	<i>thousands</i> of states

Complexity of model checking

Verifying average software	Real world TS	<i>thousands</i> of states
Each state depends on the variables of the Programm	Real world programs have thousands of variables	dimension of new TS $\approx 1000^{1000}$

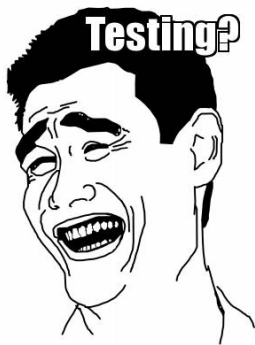
Complexity of model checking

Verifying average software	Real world TS	<i>thousands</i> of states
Each state depends on the variables of the Programm	Real world programs have thousands of variables	dimension of new TS $\approx 1000^{1000}$
Time complexity of model checking algorithm is NP-hard	$O(2^{TS})$ computation steps	$\approx 10^{10^{3000}} \approx 2^{1000^{1000}}$ <i>cumputationsteps</i>

Complexity of model checking

Verifying average software	Real world TS	<i>thousands</i> of states
Each state depends on the variables of the Programm	Real world programs have thousands of variables	dimension of new TS $\approx 1000^{1000}$
Time complexity of model checking algorithm is NP-hard	$O(2^{TS})$ computation steps	$\approx 2^{1000^{1000}} \approx 10^{10^{3000}}$ <i>cumputationsteps</i>
Number of atoms in the entire observable universe		$\approx 10^{80}$

Which approaches do software developer use to test software



References



Infinite monkey effect.



Department of Commerce's National Institute of Standards and Technology (NIST).

Software errors cost u.s. economy \$59.5 billion annually, June 2002.

URL: http://www.abeacha.com/NIST_press_release_bugs_cost.htm.



Cambridge University.

Cambridge university study states software bugs cost economy \$312 billion per year, 2013.

URL: [http://markets.financialcontent.com/stocks/news/read/23147130/Cambridge_University_Study_States_Software_Bugs_Cost_Economy_\\$312_Billion_Per_Year](http://markets.financialcontent.com/stocks/news/read/23147130/Cambridge_University_Study_States_Software_Bugs_Cost_Economy_$312_Billion_Per_Year).

That's it: Questions?

