



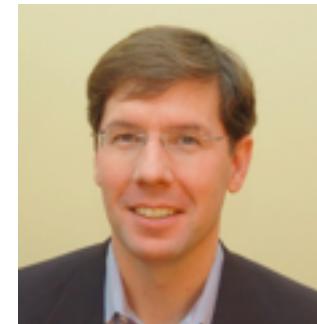
Combinatorial Software Test Design

(Beyond
Pairwise
Testing)

Presented at STPCon

October, 2010

By Justin Hunter
CEO of Hexawise

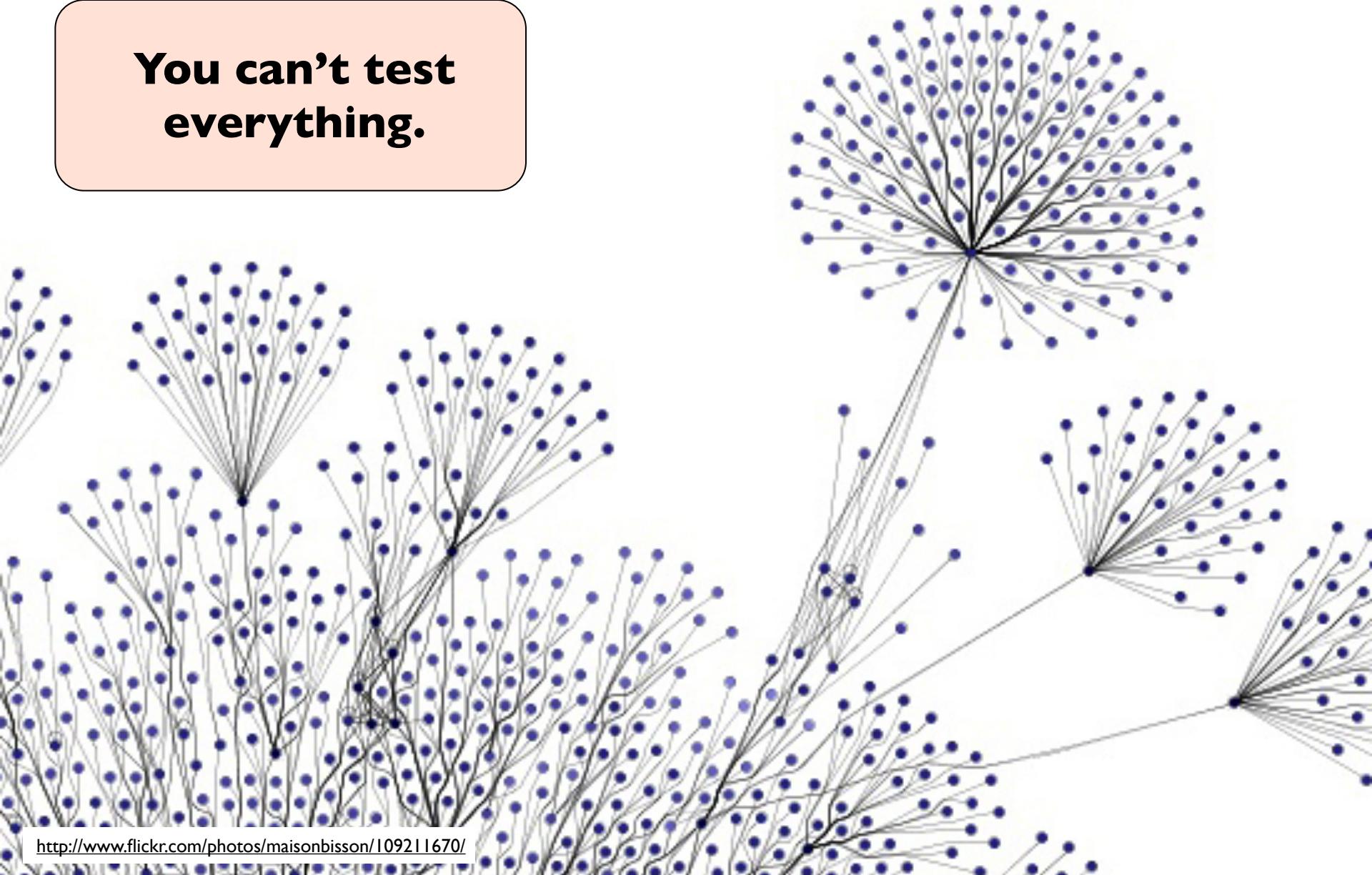


Cover slide photo credit: "Mike" Michael L. Baird, flickr.bairdphotos.com
<http://www.flickr.com/photos/mikebaird/2127310513>

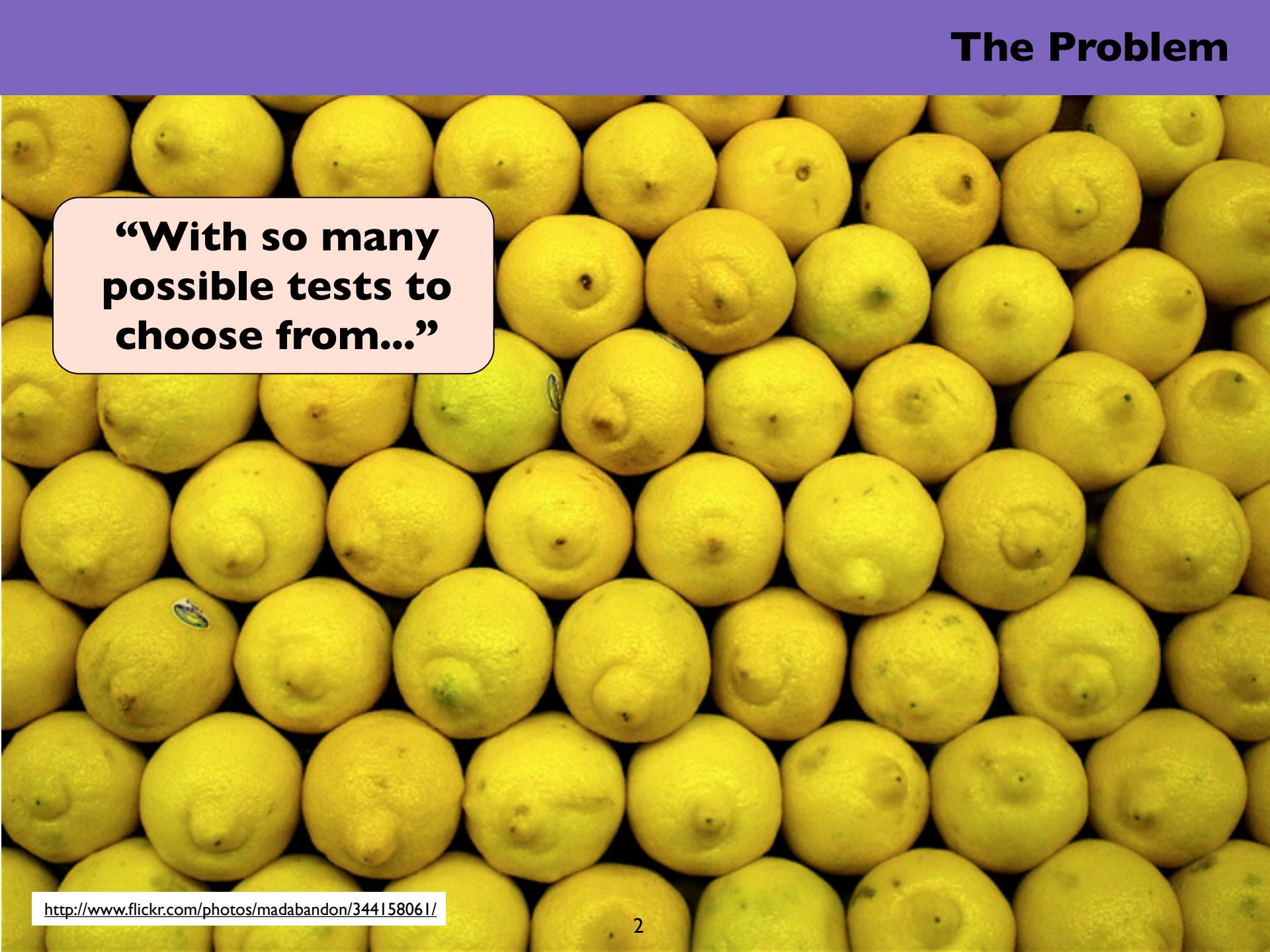
PROBLEM

The Problem

You can't test
everything.



The Problem

A large pile of bright yellow lemons, filling the entire frame. They are arranged in approximately 10 rows, with each row containing about 10 lemons.

**“With so many
possible tests to
choose from...”**

A photograph of a person climbing a large, transparent rock formation at sunset. The rock has a grid-like pattern of cracks and crevices. The climber is silhouetted against the warm orange and yellow light of the setting sun. A speech bubble is overlaid on the image.

**“Things might
seem
uncontrollable...”**

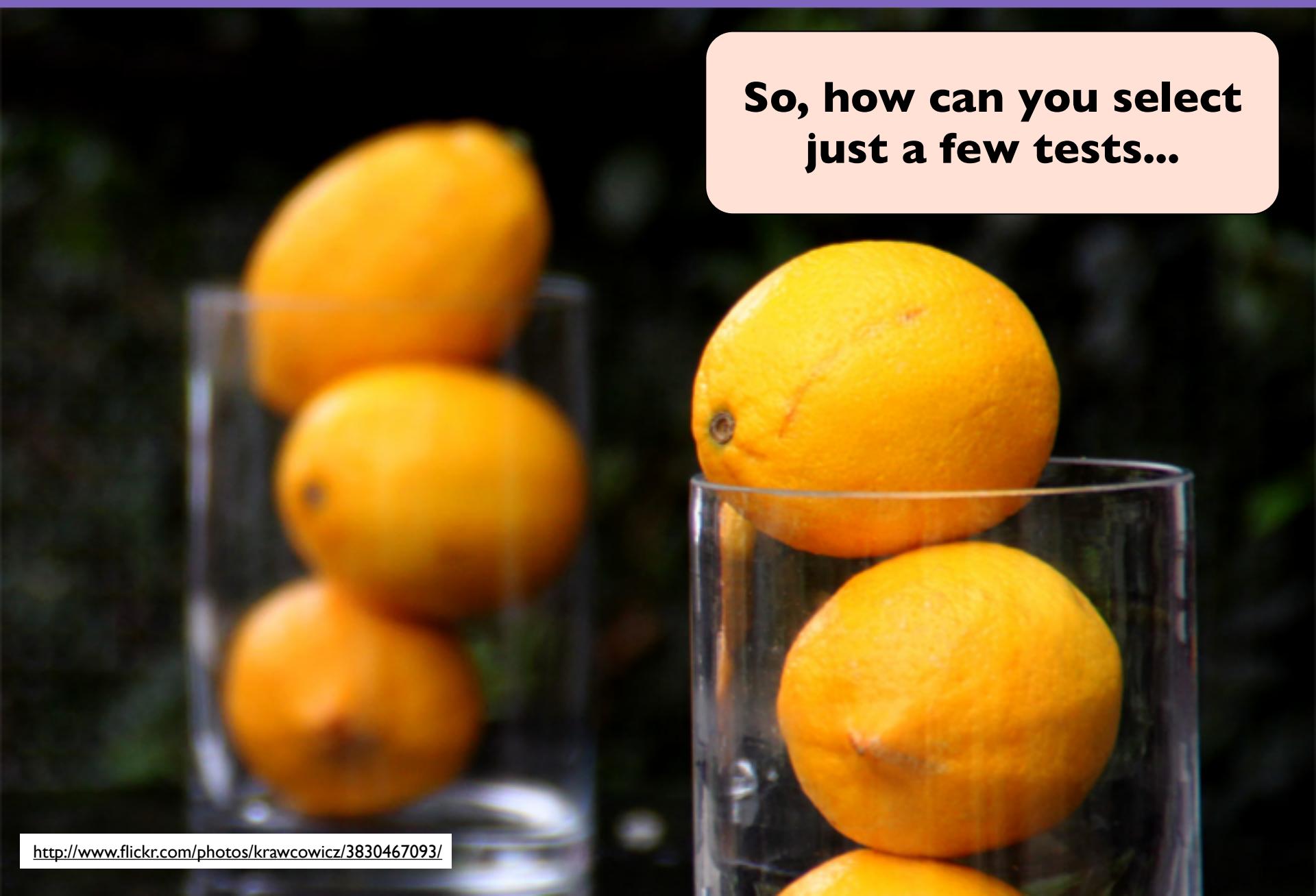
The Problem



**...discouraging,
even.**

The Problem

**So, how can you select
just a few tests...**



**... and still
achieve
adequate
coverage?**





Wait. So this is a test design method to achieve greater coverage in fewer tests. Right?

Not Just Fewer, Better Tests

If you prioritize speed, yes. You can achieve greater coverage in fewer tests.

But for those testers who prioritize thoroughness, this method can also be used to increase thoroughness dramatically.

It can help you prioritize around either goal.

Not Just Fewer, Better Tests



Way
fewer
tests!

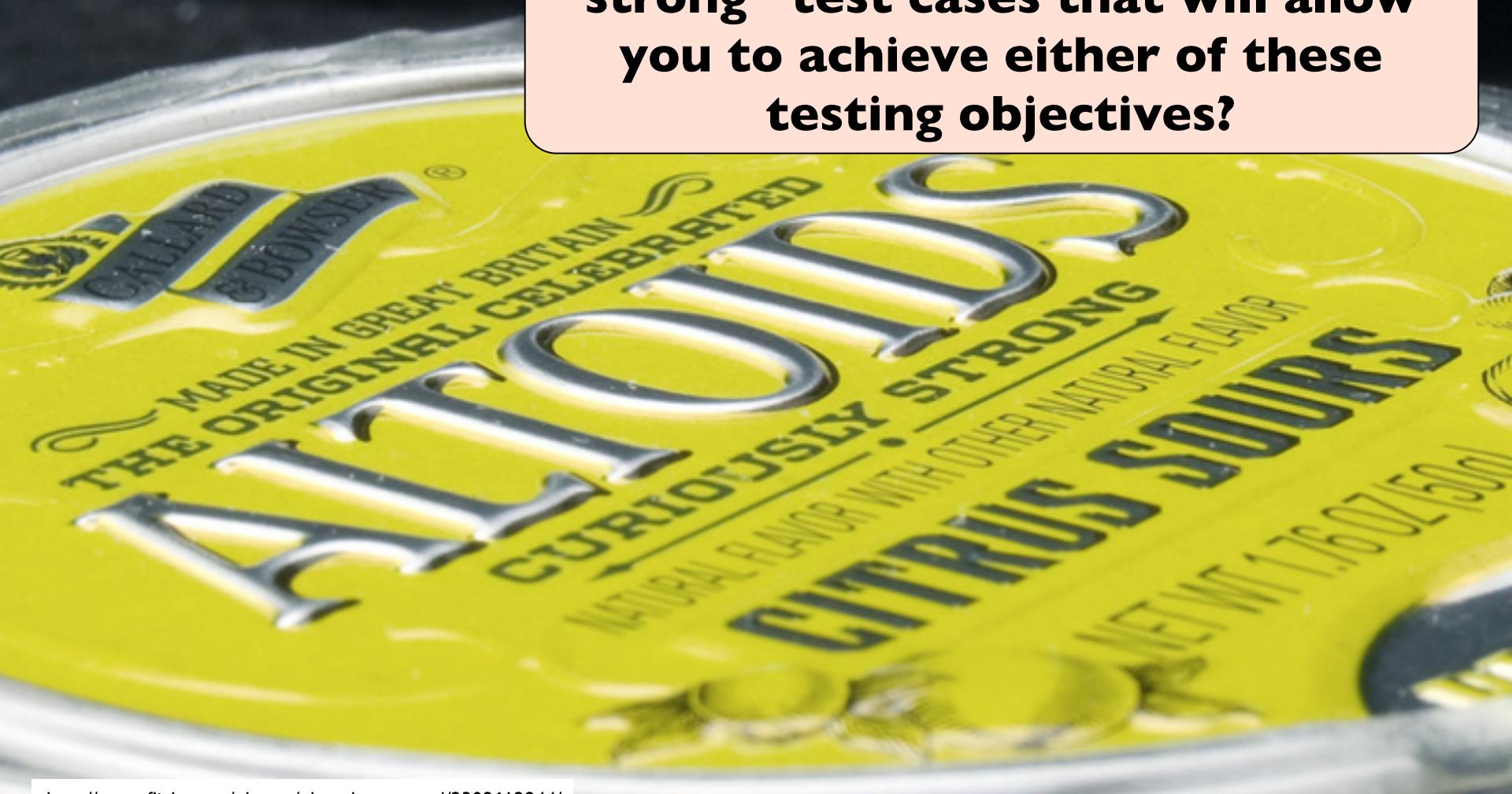
The
choice is
yours to
make.

Way
better
coverage!

(With slightly fewer tests
than we have now.)

Not Just Fewer, Better Tests

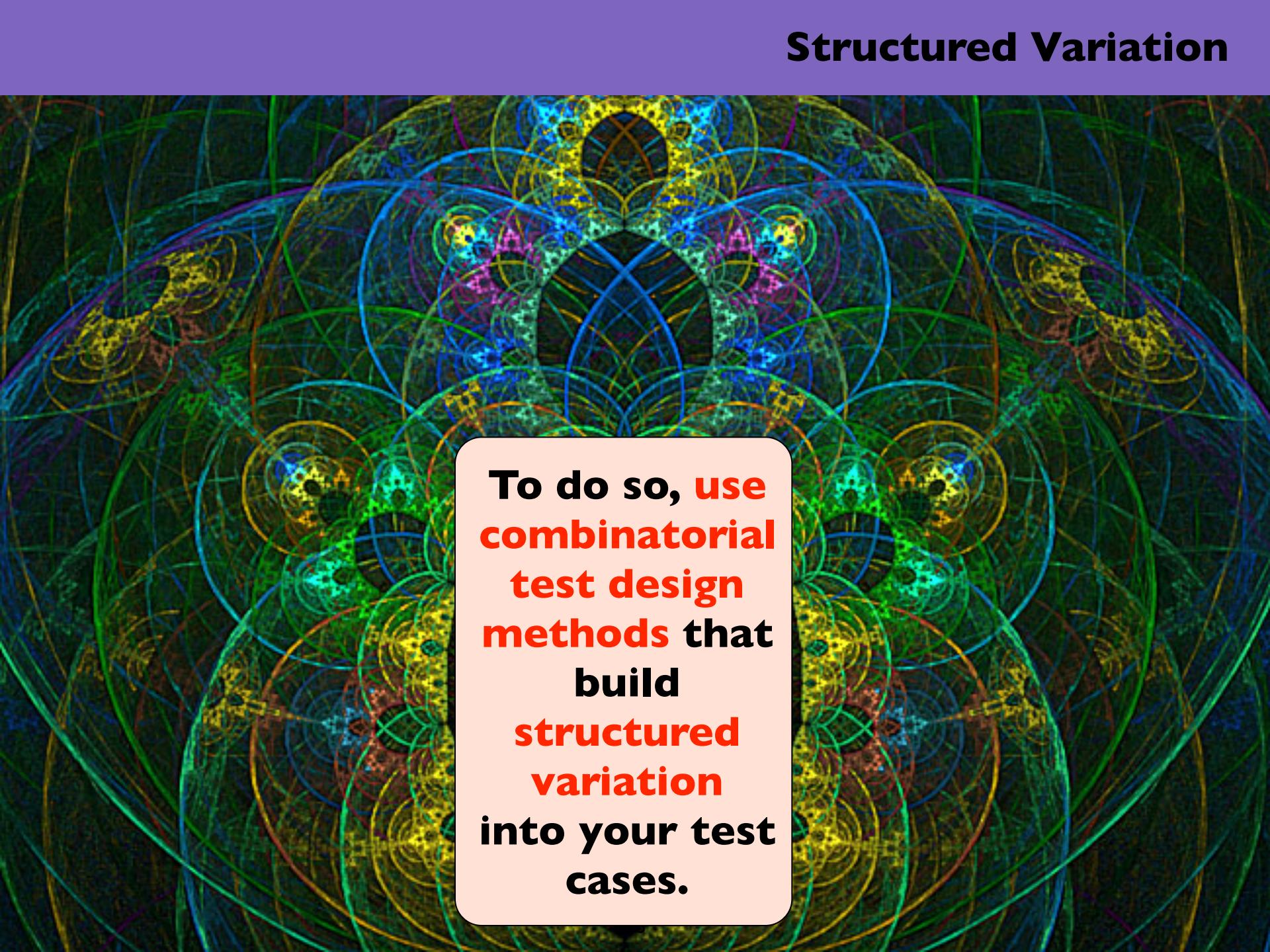
How can you create “curiously strong” test cases that will allow you to achieve either of these testing objectives?



SOLUTION

This presentation describes an approach that will help you create powerful test cases.





**To do so, use
combinatorial
test design
methods that
build
structured
variation
into your test
cases.**

Structured Variation?



“Test One”

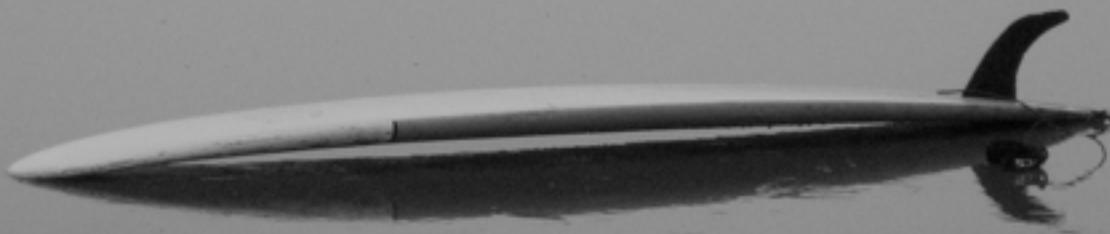
This is not what I mean by structured variation.



This is not what I mean by structured variation.

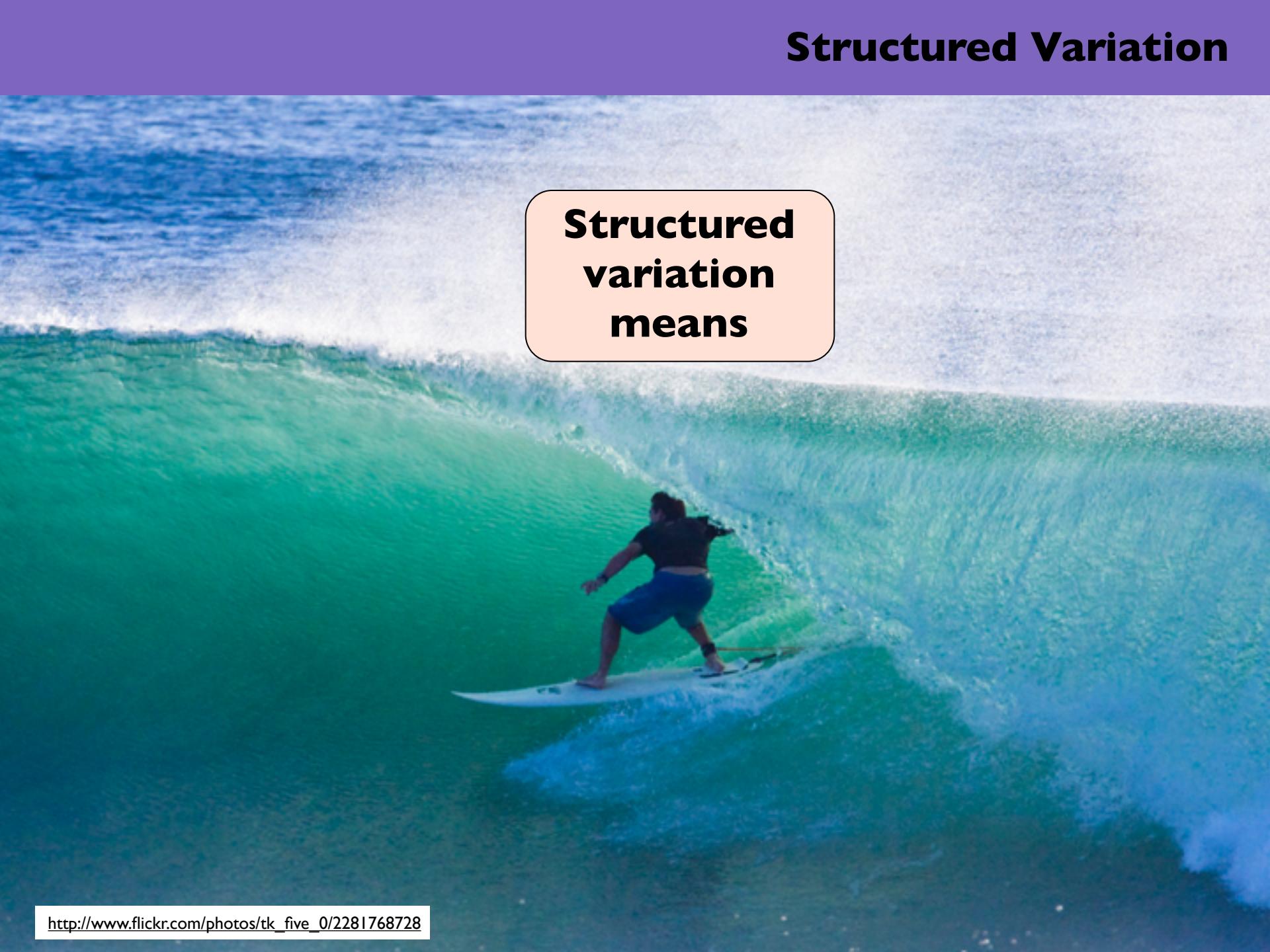


Structured Variation?



So if that's not structured variation, what is?

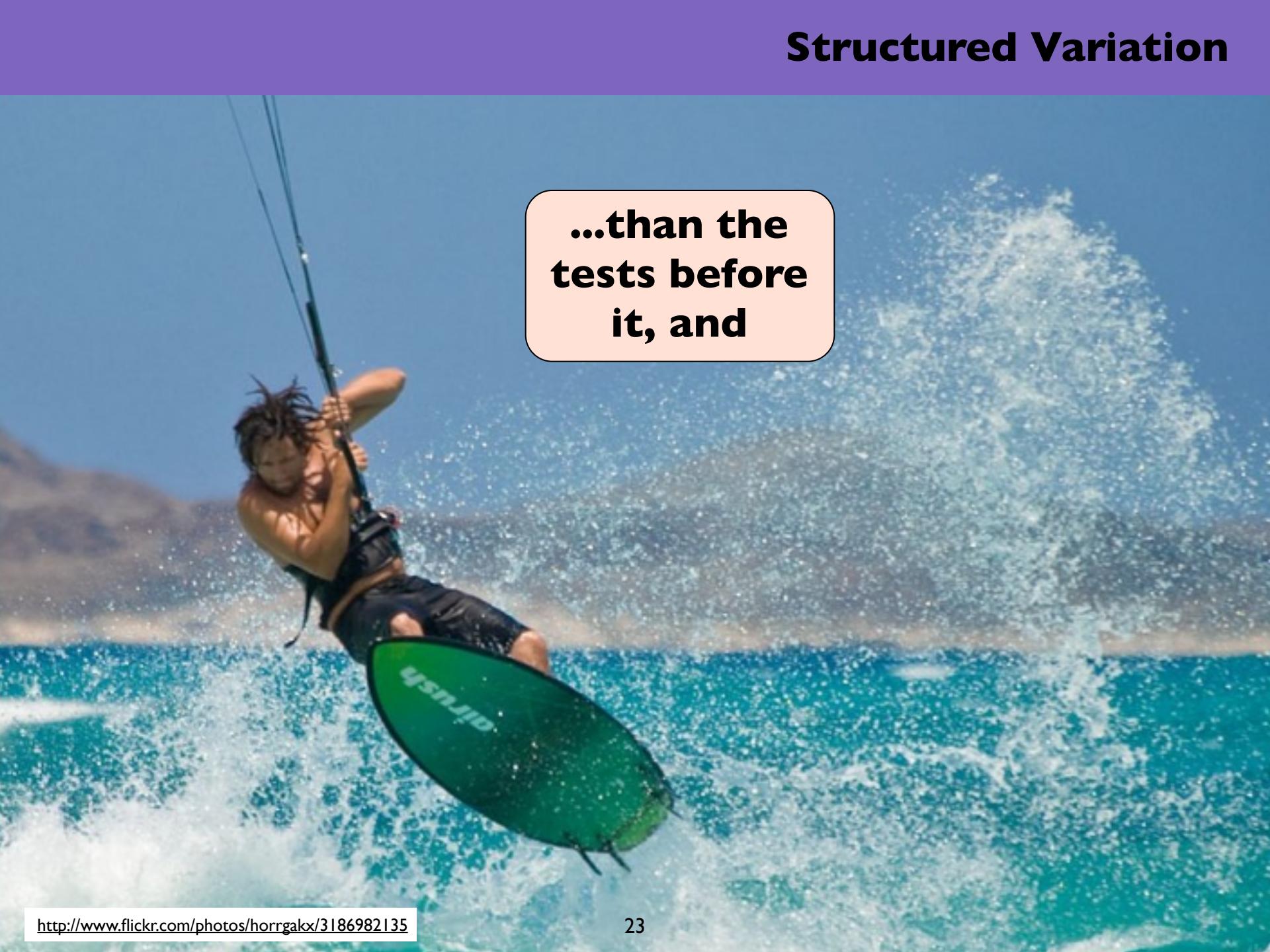
Structured Variation

A photograph of a surfer riding a large, curling wave. The surfer is positioned in the center of the wave, leaning into the turn. The water is a vibrant turquoise color at the base, transitioning to white and blue at the crest. A large, white spray of water is visible at the top right.

**Structured
variation
means**

Structured Variation



A man with long brown hair and a beard is kiteboarding on a bright green board. He is leaning into a turn, which generates a massive spray of white water droplets against a clear blue sky. A white rectangular box with rounded corners contains the text.

**...than the
tests before
it, and**

**...testers
will do their
testing in
different
ways,**





**... and
explore
from
more
angles.**



**“OK. Maximum variation is better than redundantly repeated redundant repetition. Got it.
That it? Am I good to go now?”**



No.
There's
more.
Much more.
Remember
coverage?

**Accidentally
leaving gaps
in coverage
can lead to
painful
results.**





**Structured variation
focuses on
covering as
much as
possible...**

**... with as
few
resources
as
possible...**



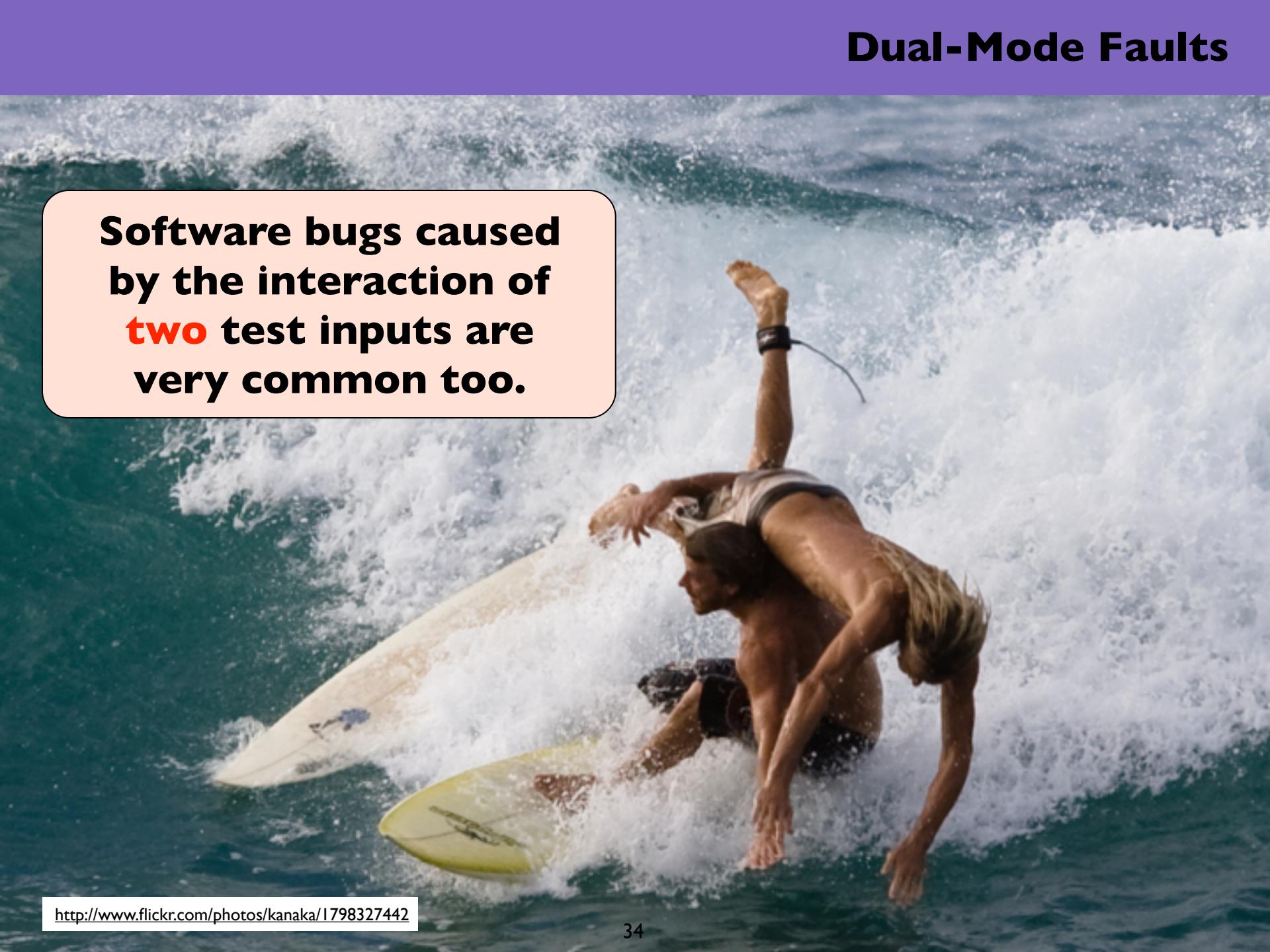
**...and in the
most
efficiently
structured
way possible.**

**FOCUS OF
SOLUTION &
RATIONALE**

Single-Mode Faults



**Most software defects
in production today
can be triggered by
just **one** test input.**



**Software bugs caused
by the interaction of
two test inputs are
very common too.**

Defects that require **three specific test inputs to trigger them are **rare**.**



Defects that require **four more test inputs to trigger them are **extremely rare**.**



Implication on Testing Strategy



Aha! So, to find bugs efficiently, we should focus first on testing all possible combinations every set of *TWO test inputs!*

Implication on Testing Strategy

**That's right, two.
Focus on covering all
possible two-way
defects first. In fact,
that's so important,
can you say it a
second time?**



Implication on Testing Strategy

To find bugs efficiently



we should focus
first on testing

all possible combinations of



TWO test inputs!

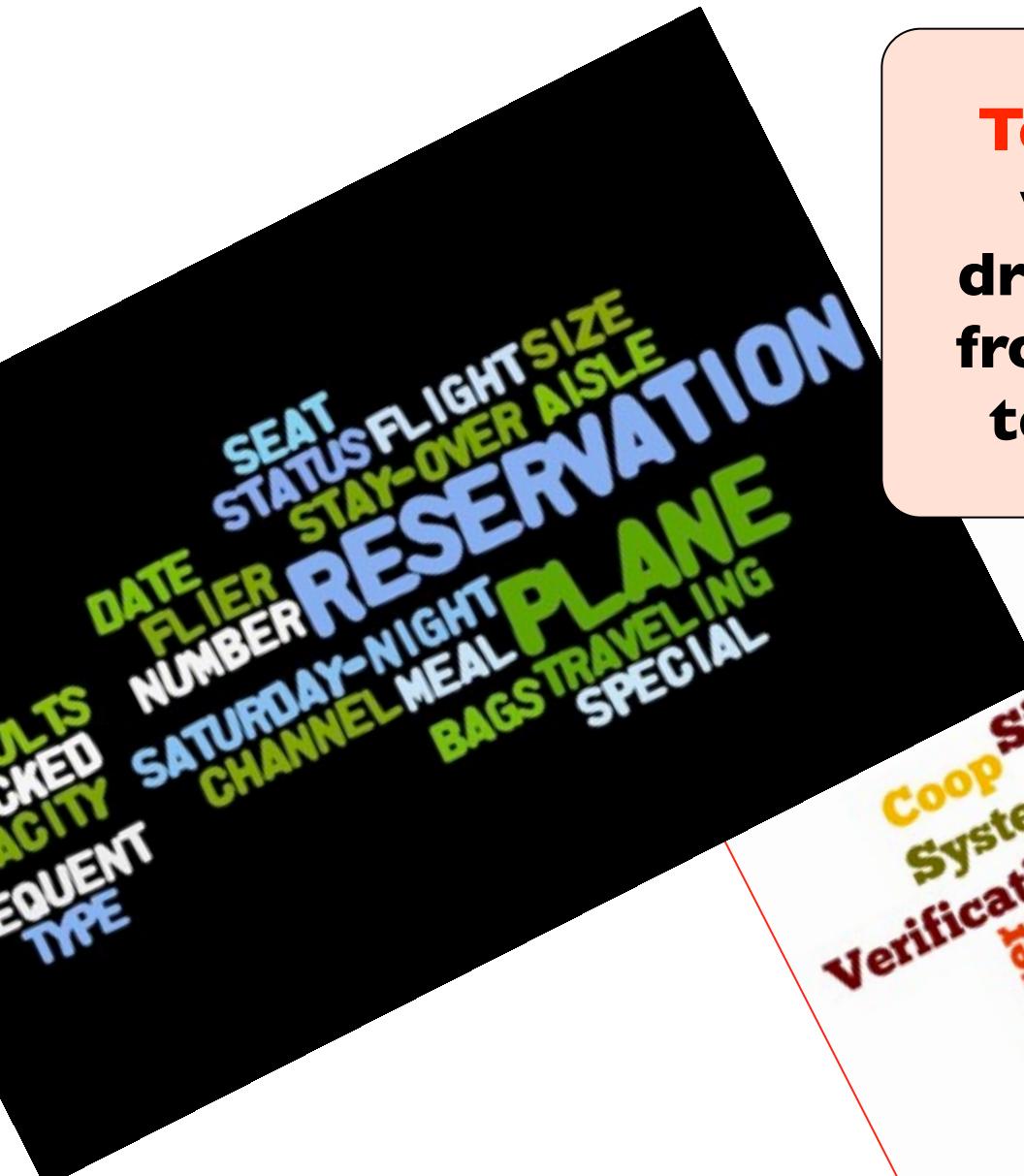
MECHANICS

Combinations of Test Inputs

The key words here are **test inputs** and **combinations**.



Combinations of Test Inputs



**Test inputs
will vary
dramatically
from project
to project.**



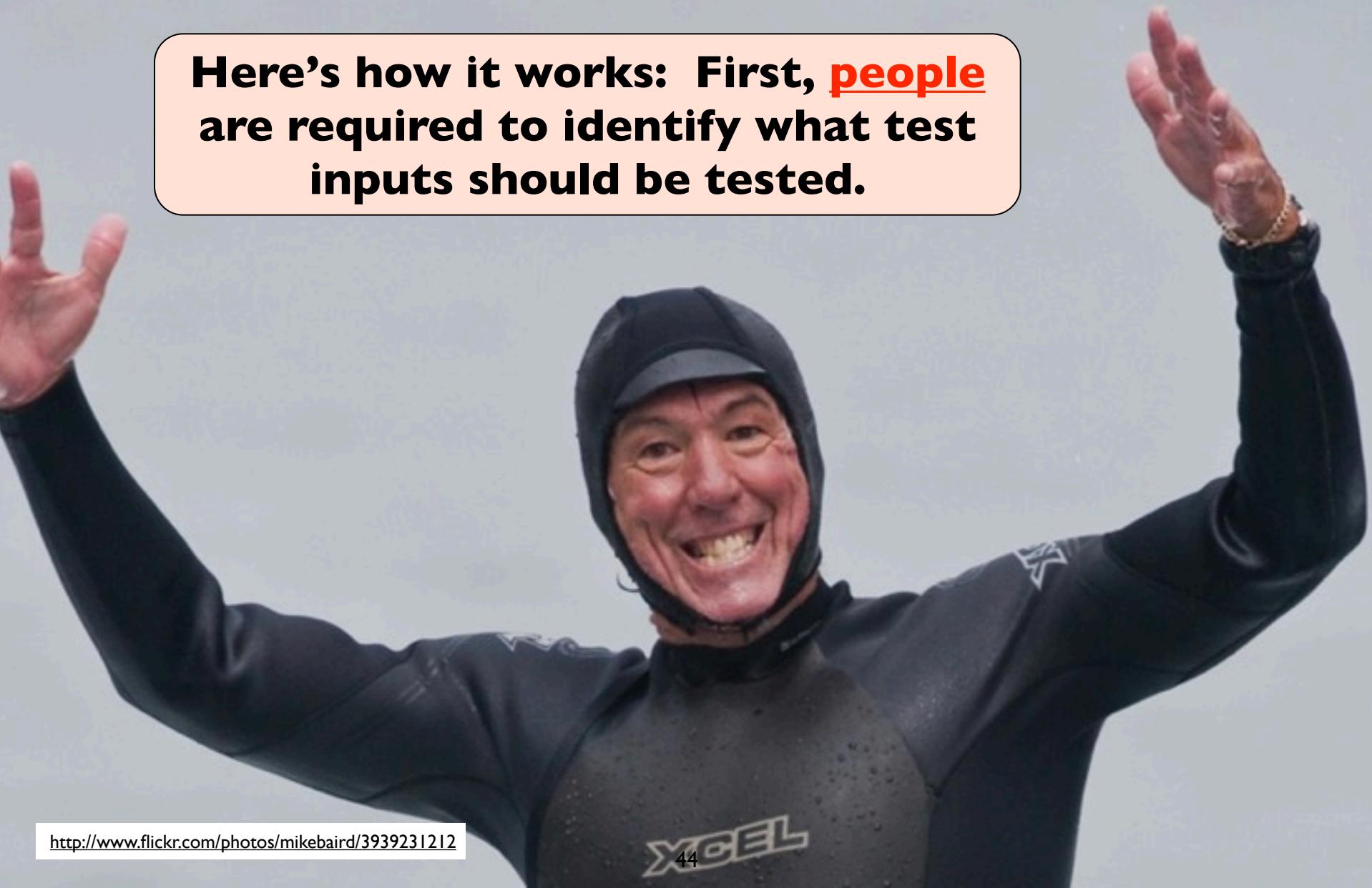
Combinatorial Software Test Design



**Well, duh!
They would,
wouldn't they?
But how does
it all work?**

Combinatorial Software Test Design

Here's how it works: First, people are required to identify what test inputs should be tested.



Combinatorial Software Test Design

Second, computer algorithms will take those inputs and quickly calculate the smallest possible number of tests required to meet the tester's specified coverage objectives.

Combinatorial Software Test Design

Way
fewer
tests!

... and again, the algorithms will create different solutions depending upon your testing objectives.

(With slightly better coverage than we have now.)

Way
better
coverage!

(With slightly fewer tests than we have now.)

Combinatorial Software Test Design

A photograph of a woman wearing a straw hat and sunglasses, holding a protest sign. The sign has red text that reads "Way fewer tests!" and smaller black text below it that says "(With slightly better coverage than we have now.)".

Way
fewer
tests!

(With slightly better
coverage than we have
now.)

**The woman
wanting fewer
tests should
create 2-way
tests**

**(AKA
“pairwise” or
“AllPairs” tests)**



Combinatorial Software Test Design

**This guy, wanting more coverage, should create more thorough combinatorial tests.
(e.g., 3-way, 4-way, or multi-strength tests).**



Way better coverage!

(With slightly fewer tests than we have now.)

<http://www.flickr.com/photos/thomashawk/2402190314>

**WHY NOT
DESIGN TESTS
BY HAND?**

Advantages of Combinatorial Software Test Design

Test Design: Man vs. Machine (Once test inputs are known)

	Speed:	Coverage:	Efficiency:
Human	Weeks	Gaps	Way More Tests
			
Computer	Seconds	100%*	Way Fewer Tests
			

*100% of what? 100% of the desired test input combinations (e.g., all pairs of values for 2-way tests solutions, all triplets of possible values for 3-way solutions, etc.).

**Whatever
your test
inputs,
combinatorial
testing makes
it easy and
fast to cover
all of the
specific
combinations
of test inputs
that you
suspect are
relatively
important.**



Advantages of Combinatorial Software Test Design



**OK, but wouldn't I have tested
those relatively important
combinations on my own?**

Advantages of Combinatorial Software Test Design

Perhaps, but maybe you...

Forget

Run out of time

**Use more tests
than needed**

**Accidentally
repeat yourself**



Plus, using combinatorial testing, you'll also get additional coverage from combinations that wouldn't have made your list, including...

Coverage Advantages

...specialized use cases,



Coverage Advantages

**... unexpected
combinations,**



Coverage Advantages



**...notable,
combinations
that capture
your attention,**

Coverage Advantages

A photograph of two surfers riding waves at night. The scene is illuminated by streetlights and building lights reflected in the dark blue water. One surfer is on the left, leaning into a wave, and another is on the right further down the line. A white callout box contains the text.

**...even combinations that
rarely, if ever, actually occur,**

Coverage Advantages

... and combinations that will take you into different parts of the application (and different states) than you would have otherwise thought to explore.

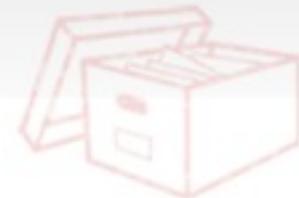




iPad: Issues connecting to Wi-Fi networks

Last Modified: July 15, 2010

Article: TS3304



Quickly testing unusual pairs is often surprisingly efficient and effective. Many unexpected two-way interactions cause problems.

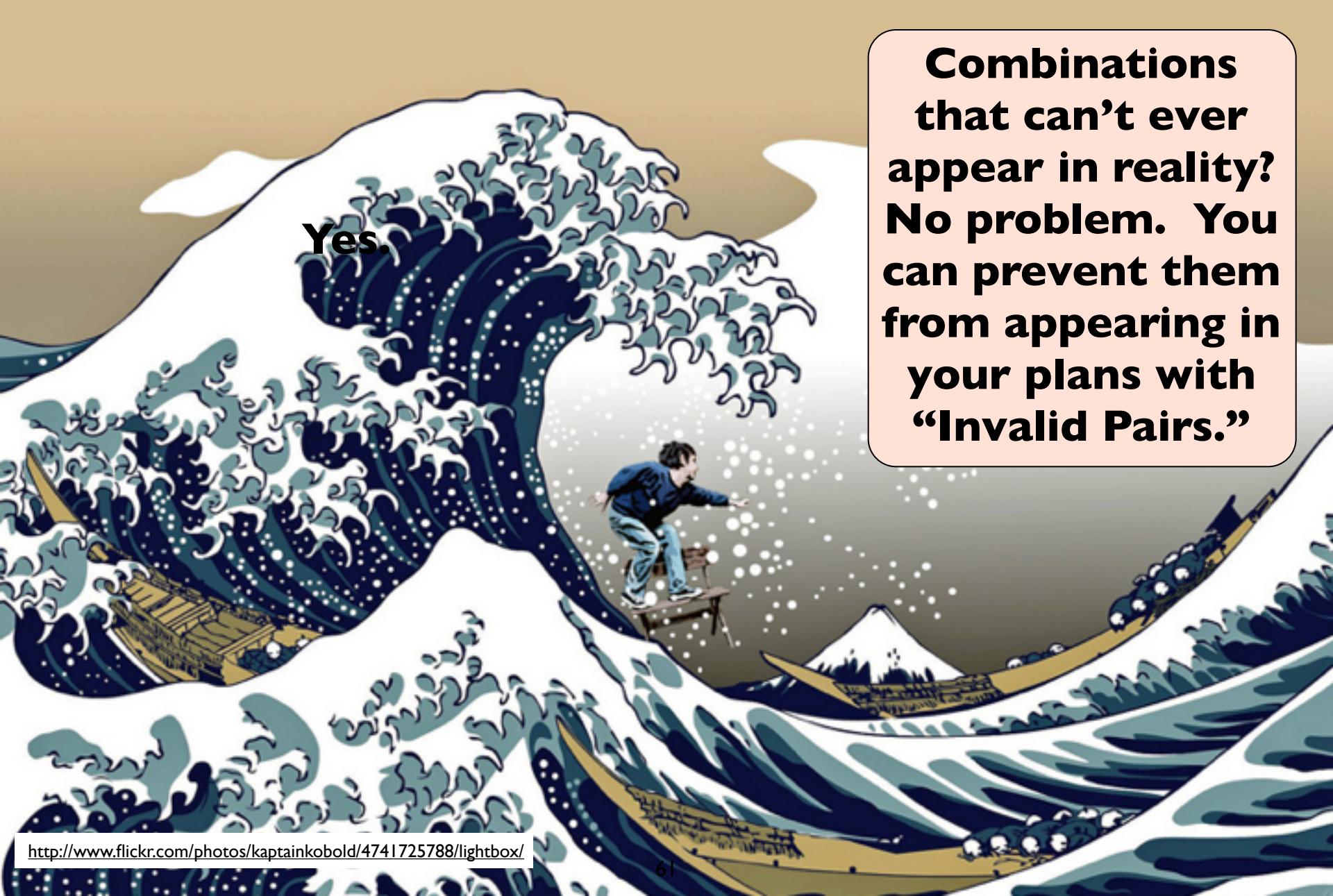
ping a password.

Note: WPA and WPA2 encrypt older WEP protocol.

Adjust screen brightness

- Check to see if your screen Wallpaper. If brightness is to off.

e: Brightness contro



Yes.

**Combinations
that can't ever
appear in reality?
No problem. You
can prevent them
from appearing in
your plans with
“Invalid Pairs.”**

READY YET?

Ready?





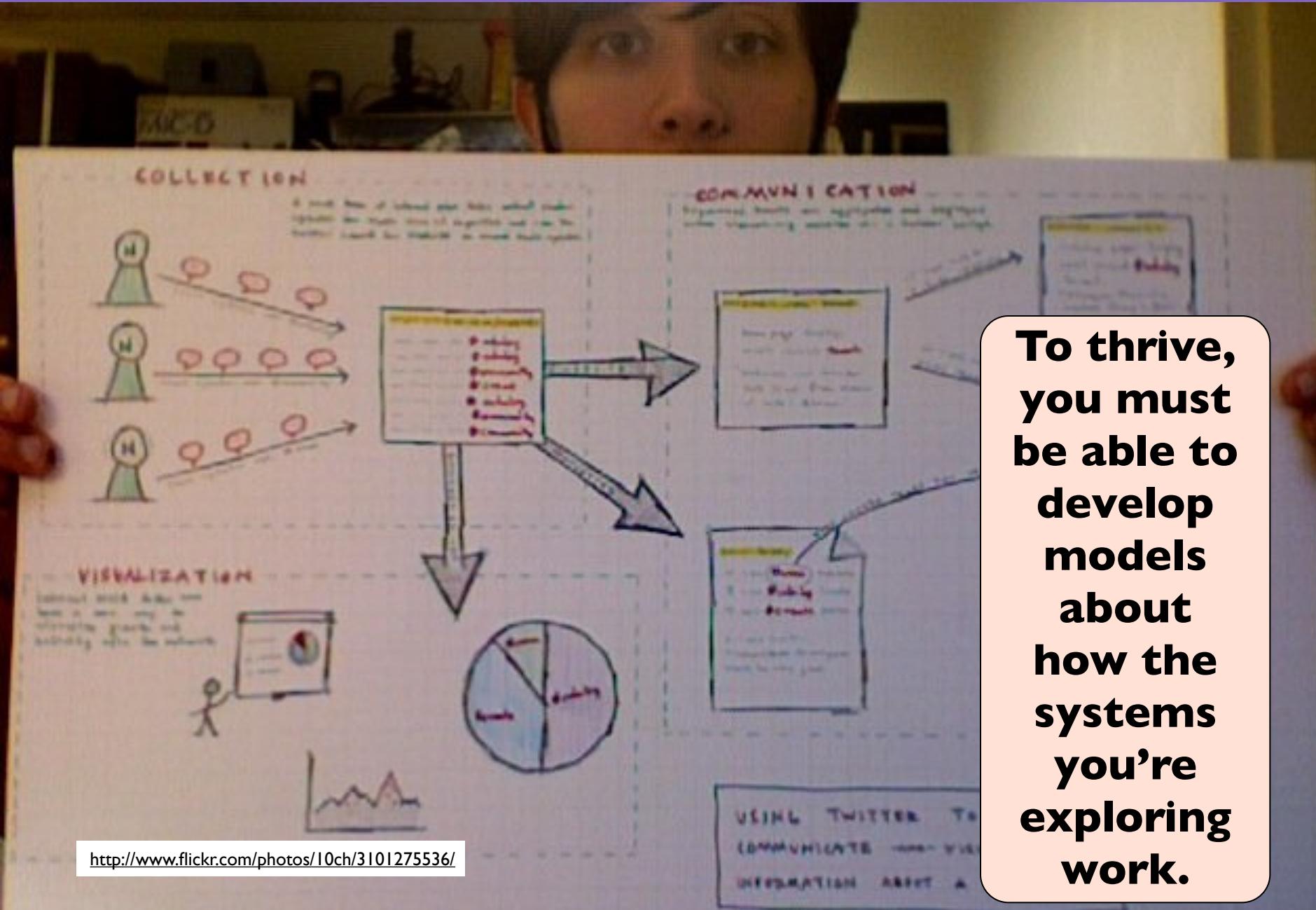
**Not so fast.
Hazards exist.
To succeed,
you must use
common
sense.**



**And let's
not kid
ourselves.
Not just
anyone
can do
this stuff.**



Prerequisites



**To thrive,
you must
be able to
develop
models
about
how the
systems
you're
exploring
work.**

Practice Makes Perfect

**Training
and practice
will help
you
succeed.**



Questions



Ready?

A photograph of a man in a black wetsuit jumping into the ocean. He is carrying a light-colored surfboard under his left arm. The board has the word "STRIKE" printed on it. The background shows a bright, slightly overexposed sky and a calm sea with sunlight reflecting off the water. A small portion of a wooden pier is visible in the bottom right corner.

**Let's get
started!**



APPENDIX

Thank you

**Special thanks to the folks at: [flickr](#)
and its talented contributing
photographers, including: Mike Baird**

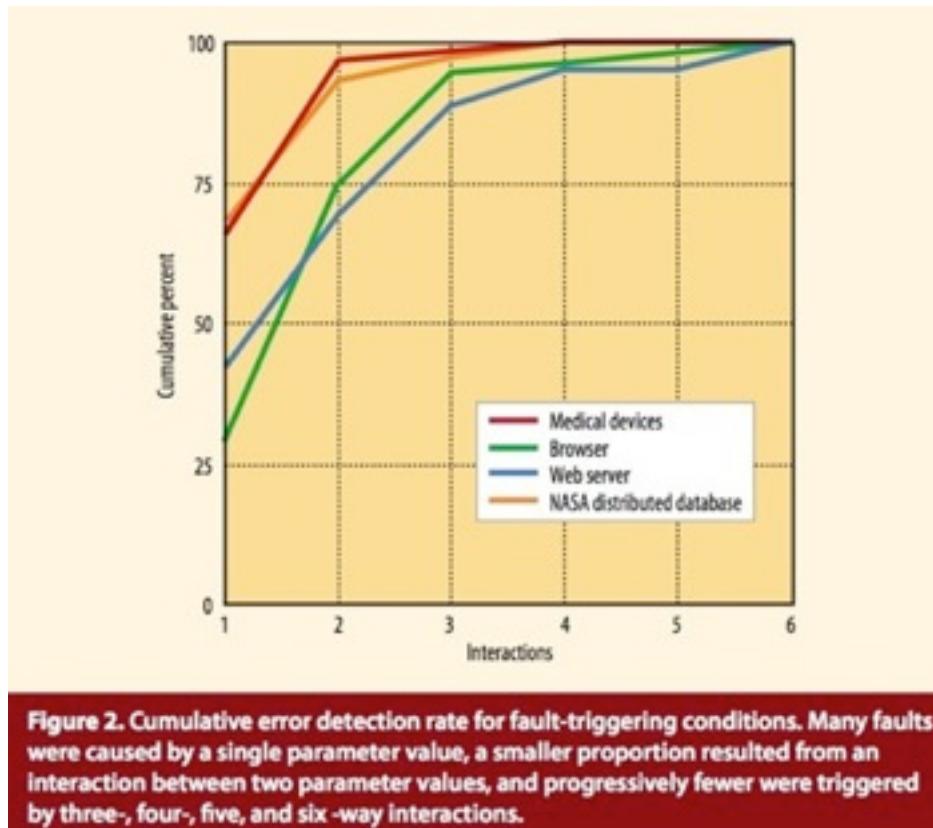


... and the inimitable John Carleton
(who, let the record show, had no input into the cartoonish
statements we added next to his striking expressions).



Why 2-way Testing is Effective

Multiple thorough studies show approximately 85% of defects in production could have been detected by simply testing all possible pairs of values.



Source: "Combinatorial Testing" IEEE Computer, Aug, 2009. Rick Kuhn, Raghu Kacker, Jeff Lei, Justin Hunter

Additional Information

Excellent introductory articles and instructional videos: www.CombinatorialTesting.com

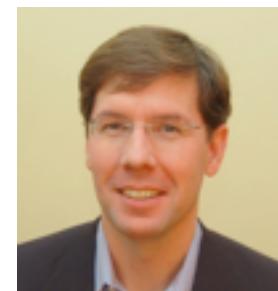
Results of a ten-project study of effectiveness:

<https://www.hexawise.com/Combinatorial-Software-Testing-Case-Studies-IEEE-Computer-Kuhn-Kacker-Lei-Hunter.pdf>

Free trials of our firm's combinatorial test design tool: www.hexawise.com/users/new (which stay free indefinitely for companies using 1-4 licenses).

Also, please feel free to contact me if you have any questions. I'd be happy to quickly review a test plan or two, answer your questions, give quick pointers to help you run a pilot, etc. Seriously.... I enjoy helping people get started with this test design approach. Please don't hesitate to reach out. There's no charge and no catch.

justin . x . hunter @ hexawise . com



Practice Tips: 4-Step Process

Four-Step Process to Design Efficient and Effective Tests

1. Plan

Scope

Be clear about single or multiple:

- Features / Functions / Capabilities
- User types
- Business Units
- H/W or S/W Configurations

Level of Detail

Acceptable options:

- High level "search for something"
- Medium level "search for a book"
- Detailed "search for 'Catcher in the Rye' by its title"

Passive Field Treatment

Distinguish between important fields (particularly those that will trigger business rules) and unimportant fields in the application.

Quickly document what your approach will be towards passive fields. You might consider: ignore them (e.g., don't select any Values in your plan) or a 3 Value approach such as "valid" "Invalid (then fix)" and "Blank (then fix)"

2. Create

Configurations

First add hardware configurations

Next add software configurations

Users

Next, add multiple types of users (e.g., administrator, customer, special customer)

Consider permission / authority levels of admin users as well as business rules that different users might trigger

Actions

Start with Big Common Actions made by users

After completing Big Common Actions, circle back and add Small Actions and Exceptions

Remember some actions may be system-generated

3. Refine

Business Rules

Select Values to trigger bus. rules

Identify equivalence classes

Test for boundary values

Mark constraints / invalid pairs

Gap Filling

Identify gaps by analyzing different states, orders of operations, decision-tree outcomes sought vs. delivered by tests, "gap hunting" conversations w/ SME's, etc.

Fill gaps by either (i) adding Parameters and/or Values or (ii) creating "one-off" tests.

Iteration

Refine longest lists of Values; reduce their numbers by using equivalence classes, etc.

Create Tests with and w/out borderline Values; consider cost/benefit tradeoffs of additional test design refinements

Consider stopping testing after reaching ~80% coverage

Consider 2-way, 3-way, and Mixed-Strength options

4. Execute

Auto-Scripting

Add auto-scripting instructions once; apply those instructions to all of the tests in your plan instantly

Don't include complex Expected Results in auto-scripts

Expected Results

Export the tests into Excel when you're done iterating the plan

Add complex Expected Results in Excel post-export

Continuous Improvement

If possible measure defects found per tester hour "with and without Hexawise" and share the results

Add inputs based on undetected defects

Share good, proven, plan templates with others

Practice Tips: Warning Signs

“You might be headed for trouble if...”

1. Plan

Scope

... You cannot clearly describe both the scope of your test plan and what will be left out of scope.

Level of Detail

... Parameters with the most Values have more Values than they require. 365 values for “days of the year” is bad. Instead, use equivalence class Values like “weekend” & “weekday.” When in doubt, choose more Parameters and fewer Values.

Passive Field Treatment

... You cannot clearly describe your strategy to deal with unimportant details. If Values will impact business rules, focus on them. If Values don’t impact business rules, consider ignoring them.

2. Create

Configurations

... You have ignored hardware and software configurations without first confirming this approach with stakeholders.

Users

... You have not included all the different types of users necessary to trigger different business rules. What user types might create different outcomes? Authority level? Age? Location? Income? Customer status?

Actions

... You start entering Small Actions (e.g., “search for a hardback science book by author name”) before you enter Big Actions (e.g., “Put Something in Cart. Buy it.”) First go from beginning to end at a high level. After you’ve done that, feel free to add more details.

3. Refine

Business Rules

... You forget to identify invalid pairs.
- ... You rely only on Functional Requirements and Tech Specs w/out thinking hard yourself and asking questions to SME’s about business rules and outcomes that are not yet triggered.

Gap Filling

... You assume that the test conditions coming out of Hexawise will be 100% of the tests you should run. There might well be additional “one-off” things that you should test and/or a few negative tests to design by hand.

Iteration

... You forget to look at the Coverage Analysis charts. If you achieve 80% coverage in the first quarter of the tests, you should measure the cost/benefit implications of executing the last 3/4 of the tests.

4. Execute

Auto-Scripting

... You add detailed Expected Results in the tests.
- ... You forget that this feature exists and find yourself typing out test-by-test instructions one-by-one.

Expected Results

... You invest a lot of time in calculating and documenting Expected Results before you have determined your “final version” Parameters and Values. Last minute additions to inputs will jumble up test conditions for most test cases.

Continuous Improvement

... You don’t ask (when defects that the tests missed are found post-testing) “What input could have been added to the test plan to detect this?” “Should I add that input to the Hexawise test plan now to improve it in advance of the next time it is used?”