Introduction to Software Testing
(2nd edition)
Chapter 7.1, 7.2

Overview Graph Coverage Criteria

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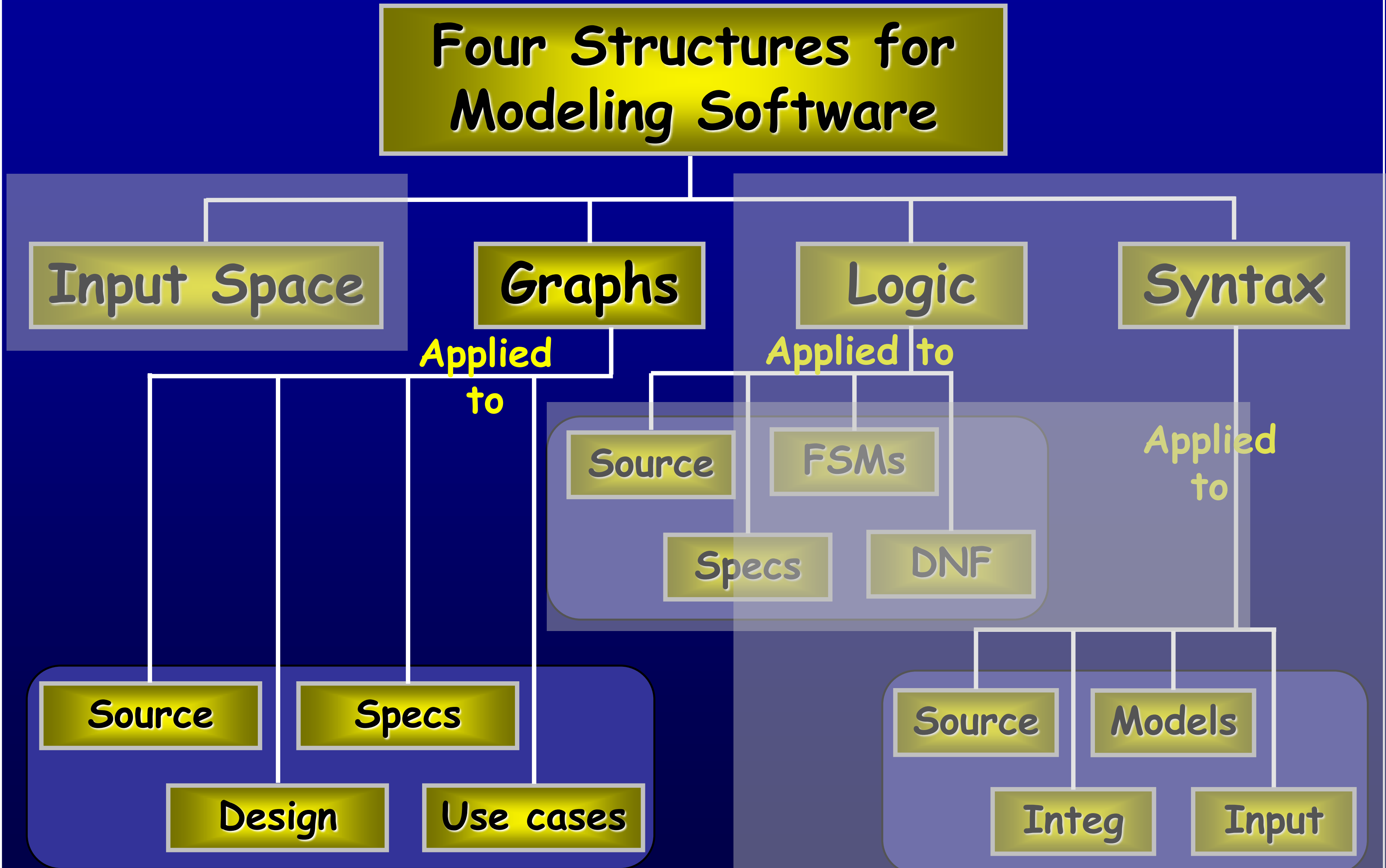
Ch. 7 : Graph Coverage



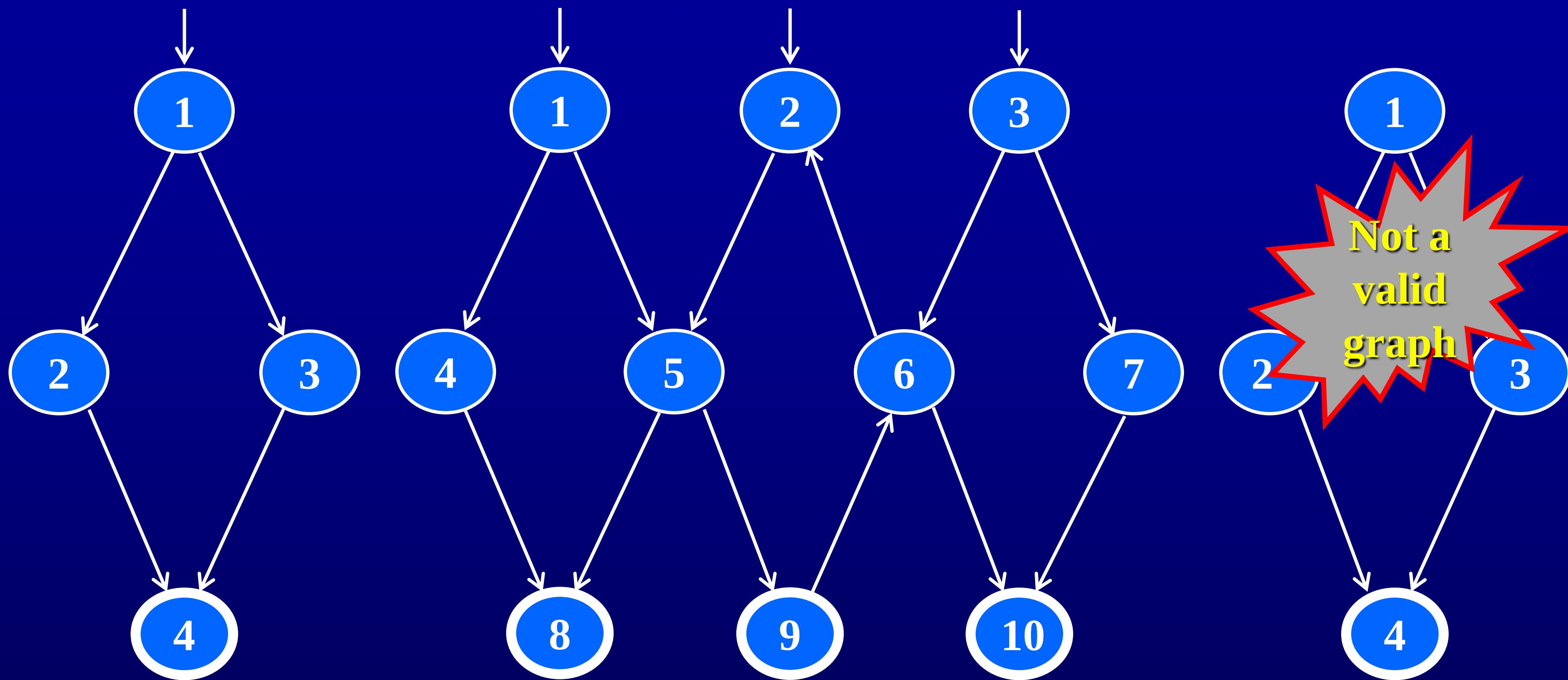
Covering Graphs (7.1)

- Graphs are the most commonly used structure for testing
- Graphs can come from many sources
  - Control flow graphs
  - Design structure
  - FSMs and statecharts
  - Use cases
- Tests usually are intended to "cover" the graph in some way

Definition of a Graph

- A set N of nodes, N is not empty
- A set N_0 of initial nodes, N_0 is not empty
- A set N_f of final nodes, N_f is not empty
- A set E of edges, each edge from one node to another
  - (n_i , n_j), i is predecessor, j is successor

Example Graphs



N_0 = { 1}

N_f = { 4 }

E = { (1,2), (1,3), (2,4), (3,4) }

N_0 = { 1, 2, 3 }

N_f = { 8, 9, 10 }

E = { (1,4), (1,5), (2,5), (3,6), (3, 7), (4, 8), (5,8), (5,9), (6,2), (6,10), (7,10) (9,6) }

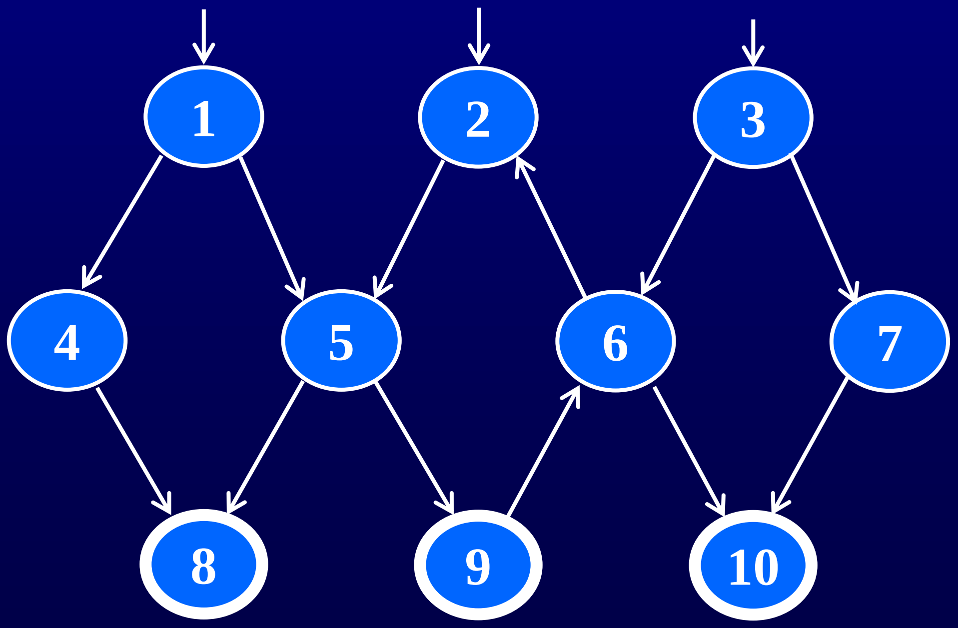
N_0 = { }

N_f = { 4 }

E = { (1,2), (1,3), (2,4), (3,4) }

Paths in Graphs

- Path : A sequence of nodes – $[n_1, n_2, \ldots, n_M]$
  - Each pair of nodes is an edge
- Length : The number of edges
  - A single node is a path of length 0
- Subpath : A subsequence of nodes in *p* is a subpath of *p*



A Few Paths

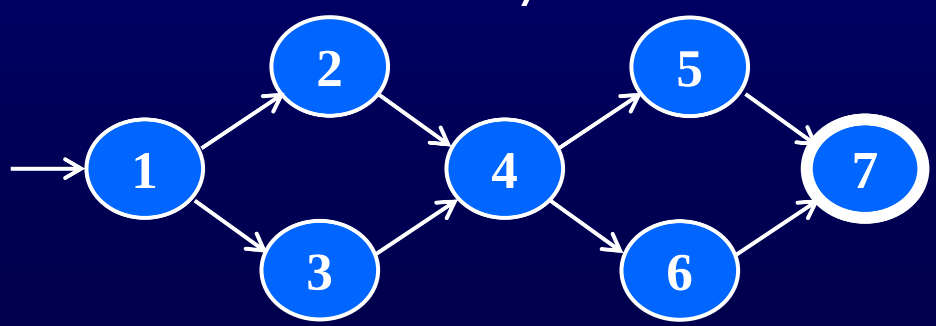
[1, 4, 8]

[2, 5, 9, 6, 2]

[3, 7, 10]

Test Paths and SESEs

- Test Path : A path that starts at an initial node and ends at a final node
- Test paths represent execution of test cases
  - Some test paths can be executed by many tests
  - Some test paths cannot be executed by any tests
- SESE graphs : All test paths start at a single node and end at another node
  - Single-entry, single-exit
  - N0 and Nf have exactly one node



Double-diamond graph

Four test paths

[1, 2, 4, 5, 7]

[1, 2, 4, 6, 7]

[1, 3, 4, 5, 7]

[1, 3, 4, 6, 7]

Visiting and Touring

- Visit : A test path *p* *visits* node *n* if *n* is in *p*

  A test path *p* *visits* edge e if e is in *p*
- Tour : A test path *p* *tours* subpath *q* if *q* is a subpath of *p*

Path [1, 2, 4, 5, 7]

Visits nodes 1, 2, 4, 5, 7

Visits edges (1, 2), (2, 4), (4, 5), (5, 7)

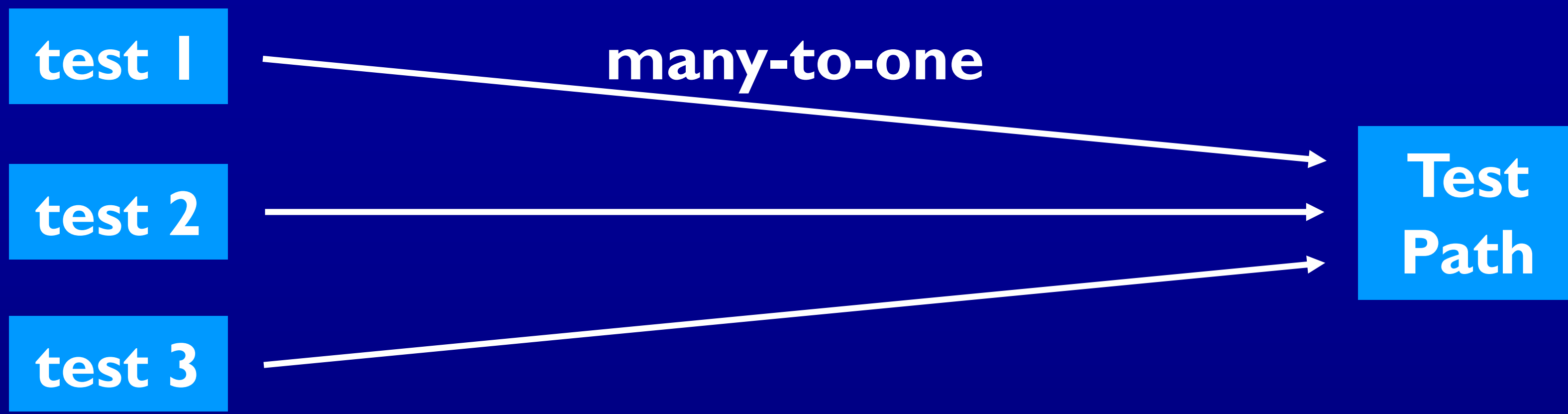
Tours subpaths [1, 2, 4], [2, 4, 5], [4, 5, 7], [1, 2, 4, 5], [2, 4, 5, 7], [1, 2, 4, 5, 7]

(Also, each edge is technically a subpath)

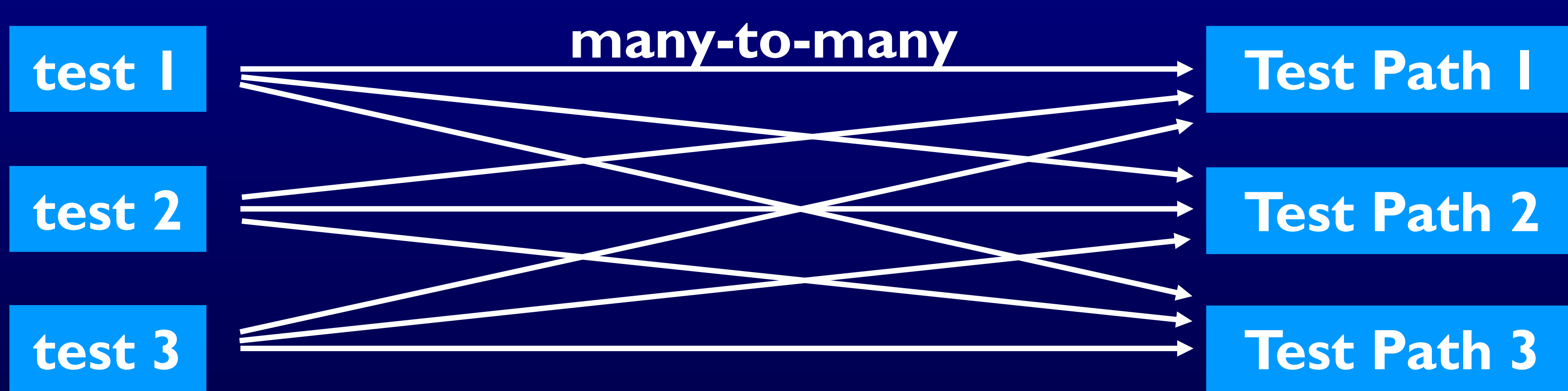
Tests and Test Paths

- path (*t*) : The test path executed by test *t*
- path (*T*) : The set of test paths executed by the set of tests *T*
- Each test executes one and only one test path
  – Complete execution from a start node to an final node
- A location in a graph (node or edge) can be reached from another location if there is a sequence of edges from the first location to the second
  – *Syntactic reach* : A subpath exists in the graph
  – *Semantic reach* : A test exists that can execute that subpath
    - It is possible to execute at least one of the paths with some input

Tests and Test Paths



Deterministic software–test always executes the same test path



Non-deterministic software–the same test can execute different test paths

Testing and Covering Graphs (7.2)

- We use graphs in testing as follows :
  - Develop a model of the software as a graph
  - Require tests to visit or tour specific sets of nodes, edges or subpaths

ex: All nodes must be t

- Test Requirements (TR) : Describe properties of test paths
- Test Criterion : Rules that define test requirements
- Satisfaction : *Given a set TR of test requirements for a criterion C, a set of tests T satisfies C on a graph if and only if for every test requirement in TR, there is a test path in path(T) that meets the test requirement tr*

ex: Whether all the nodes are tested with provided pathes.

- Structural Coverage Criteria : Defined on a graph just in terms of nodes and edges
- Data Flow Coverage Criteria : Requires a graph to be annotated with references to variables

Node and Edge Coverage

- The first (and simplest) two criteria require that each node and edge in a graph be executed

Node Coverage (NC) : Test set *T* satisfies node coverage on graph *G* iff for every syntactically reachable node *n* in *N*, there is some path *p* in *path(T)* such that *p* visits *n*.

- This statement is a bit cumbersome, so we abbreviate it in terms of the set of test requirements

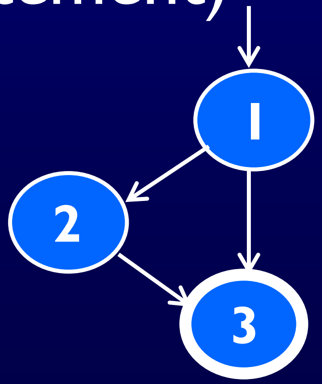
Node Coverage (NC) : TR contains each reachable node in G.

Node and Edge Coverage

- Edge coverage is slightly stronger than node coverage

<u>Edge Coverage (EC)</u> : TR contains each reachable path of length up to 1, inclusive, in G.

- The phrase "*length up to 1*" allows for graphs with one node and no edges
- NC and EC are only different when there is an edge and another subpath between a pair of nodes (as in an "if-else" statement)

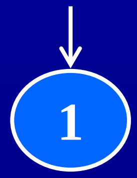


<u>Node Coverage</u> : TR = { 1, 2, 3 }
Test Path = [1, 2, 3]

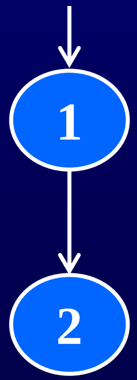
<u>Edge Coverage</u> : TR = { (1, 2), (1, 3), (2, 3) }
Test Paths = [1, 2, 3]
[1, 3]

Paths of Length 1 and 0

- A graph with only one node will not have any edges



- It may seem trivial, but formally, Edge Coverage needs to require Node Coverage on this graph
- Otherwise, Edge Coverage will not subsume Node Coverage
  - So we define "length up to 1" instead of simply "length 1"
- We have the same issue with graphs that only have one edge – for Edge-Pair Coverage …

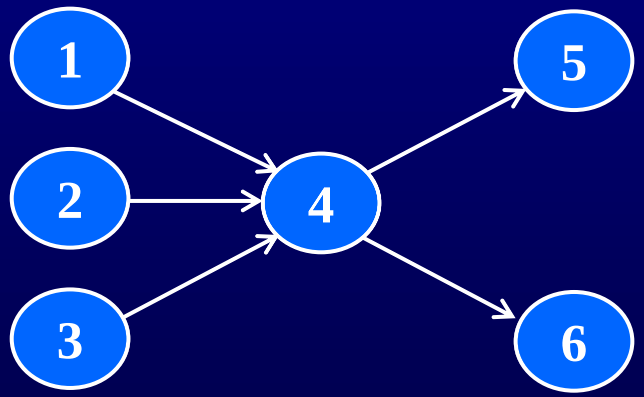


Covering Multiple Edges

- Edge-pair coverage requires pairs of edges, or subpaths of length 2

Edge-Pair Coverage (EPC) : TR contains each reachable path of length up to 2, inclusive, in G.

- The phrase "length up to 2" is used to include graphs that have less than 2 edges



Edge-Pair Coverage :

TR = { [1,4,5], [1,4,6], [2,4,5], [2,4,6], [3,4,5], [3,4,6] }

- The logical extension is to require all paths …

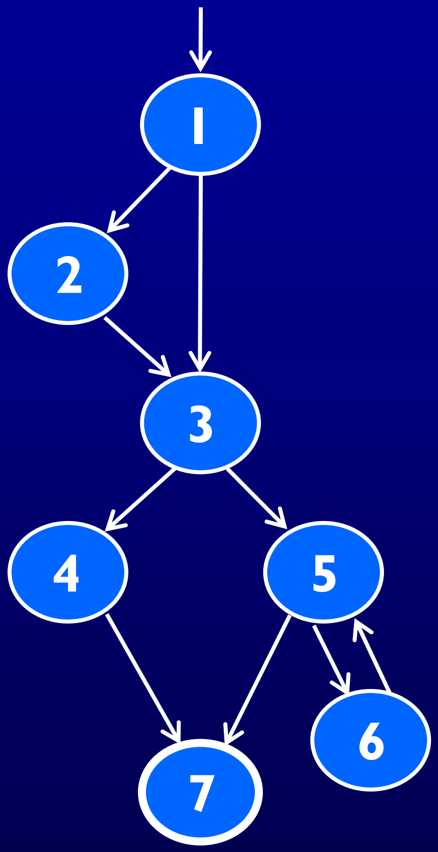
Covering Multiple Edges

Complete Path Coverage (CPC) :TR contains all paths in G.

Unfortunately, this is impossible if the graph has a loop, so a weak compromise makes the tester decide which paths:

Specified Path Coverage (SPC) : TR contains a set S of test paths, where S is supplied as a parameter.

Structural Coverage Example



Node Coverage

TR = { 1, 2, 3, 4, 5, 6, 7 }

Test Paths: [1, 2, 3, 4, 7] [1, 2, 3, 5, 6, 5, 7]

Edge Coverage

TR = { (1,2), (1, 3), (2, 3), (3, 4), (3, 5), (4, 7), (5, 6), (5, 7), (6, 5) }

Test Paths: [1, 2, 3, 4, 7] [1, 3, 5, 6, 5, 7]

Edge-Pair Coverage

TR = {[1,2,3], [1,3,4], [1,3,5], [2,3,4], [2,3,5], [3,4,7], [3,5,6], [3,5,7], [5,6,5], [6,5,6], [6,5,7] }

Test Paths: [1, 2, 3, 4, 7] [1, 2, 3, 5, 7] [1, 3, 4, 7]

[1, 3, 5, 6, 5, 6, 5, 7]

zero times loop

loop two times

Complete Path Coverage

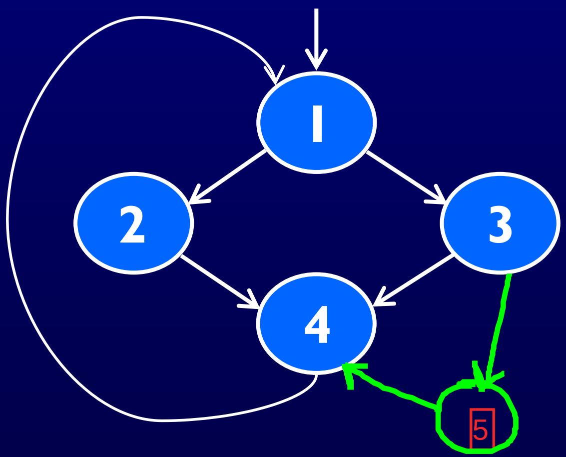
Test Paths: [1, 2, 3, 4, 7] [1, 2, 3, 5, 7] [1, 2, 3, 5, 6, 5, 6] [1, 2, 3, 5, 6, 5, 6, 5, 7] [1, 2, 3, 5, 6, 5, 6, 5, 6, 5, 7] …

Handling Loops in Graphs

- If a graph contains a loop, it has an infinite number of paths
- Thus, CPC is not feasible
- SPC is not satisfactory because the results are subjective and vary with the tester
- Attempts to "deal with" loops:
  - 1970s : Execute cycles once ([5, 6, 5] in previous example, informal)
  - 1980s : Execute each loop, exactly once (formalized)
  - 1990s : Execute loops 0 times, once, more than once (informal description)
  - 2000s : Prime paths

Simple Paths and Prime Paths

- Simple Path : *A path from node ni to nj is simple if no node appears more than once, except possibly the first and last nodes are the same*
  - No internal loops
  - A loop is a simple path
- Prime Path : *A simple path that does not appear as a proper subpath of any other simple path*



Simple Paths : [1,2,4,1], [1,3,4,1], [2,4,1,2], [2,4,1,3], [3,4,1,2], [3,4,1,3], [4,1,2,4], [4,1,3,4], [1,2,4], [1,3,4], [2,4,1], [3,4,1], [4,1,2], [4,1,3], [1,2], [1,3], [2,4], [3,4], [4,1], [1], [2], [3], [4]

Prime Paths : [2,4,1,2], [2,4,1,3], [1,3,4,1], [1,2,4,1], [3,4,1,2], [4,1,3,4], [4,1,2,4], [3,4,1,3]

1 3 4 1: is prime note: 1 3 4 1 is not subpa

Prime Path Coverage

- A simple, elegant and finite criterion that requires loops to be executed as well as skipped

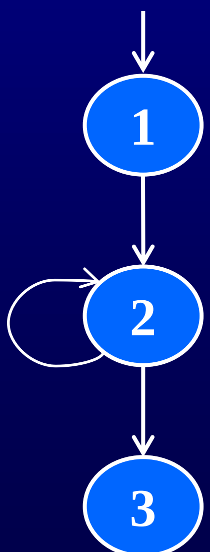
Prime Path Coverage (PPC) : TR contains each prime path in G.

- Will tour all paths of length 0, 1, …
- That is, it subsumes node and edge coverage
- PPC almost, but not quite, subsumes EPC …

edge pair

PPC Does Not Subsume EPC

- If a node *n* has an edge to itself (*self edge*), EPC requires [*n*, *n*, *m*] and [*m*, *n*, *n*]
- [*n*, *n*, *m*] is not prime
- Neither [*n*, *n*, *m*] nor [*m*, *n*, *n*] are simple paths (not prime)



EPC Requirements :

TR = { [1,2,3], [1,2,2], [2,2,3], [2,2,2] }

test cases to cover: [{1,2,3},{1,2,2,2,3}]

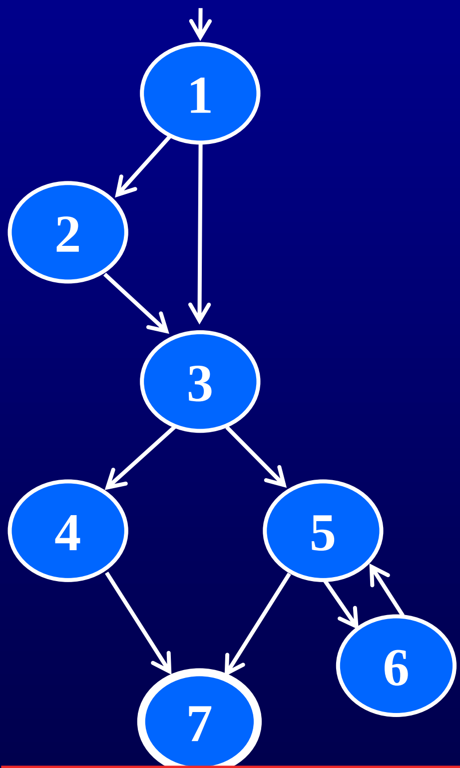
PPC Requirements :

TR = { [1,2,3], [2,2] }

test cases: test cases to cover: [{1,2,3},{2,2}???]

Prime Path Example

- The previous example has 38 simple paths
- Only nine *prime paths*



prime doesn't necessarly forces to execute the loop once.

Prime Paths

[1, 2, 3, 4, 7]
[1, 2, 3, 5, 7]
[1, 2, 3, 5, 6]
[1, 3, 4, 7]
[1, 3, 5, 7]
[1, 3, 5, 6]
[6, 5, 7]
[6, 5, 6]
[5, 6, 5]

Execute loop 0 times

atleast once

Execute loop once

Execute loop more than once

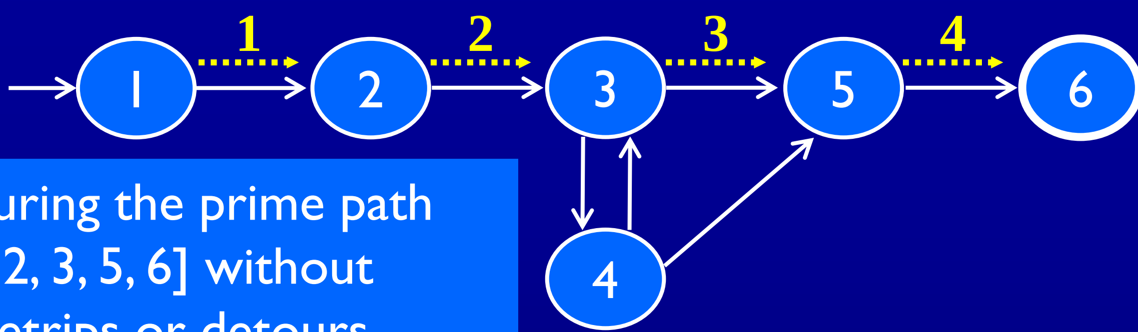
atleast once

1 3 5 6 5 7: covers 6 5 71 3 5

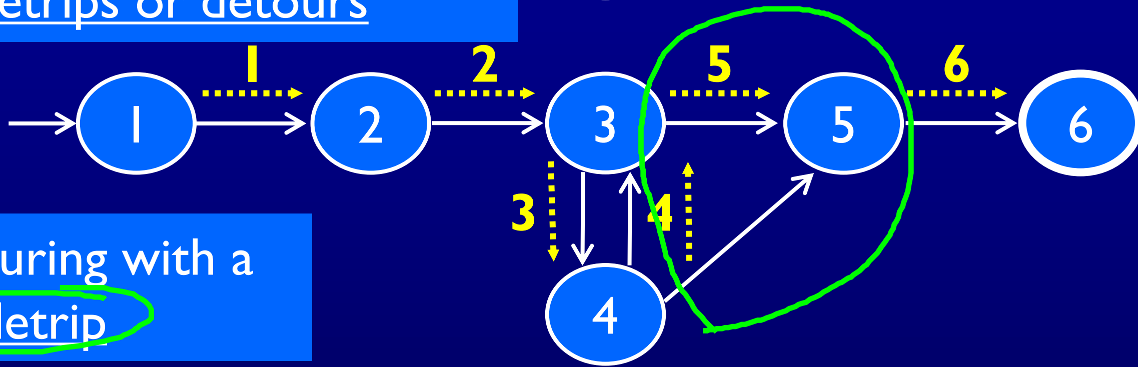
Touring, Sidetrips, and Detours

- Prime paths do not have internal loops … test paths <u>might</u>
- Tour : *A test path p tours subpath q if q is a subpath of p*
- Tour With Sidetrips : *A test path p tours subpath q with sidetrips iff every edge in q is also in p in the same order*
  - The tour can include a sidetrip, as long as it comes back to the same node
- Tour With Detours : *A test path p tours subpath q with detours iff every node in q is also in p in the same order*
  - The tour can include a detour from node *ni*, as long as it comes back to the prime path at a successor of *ni*

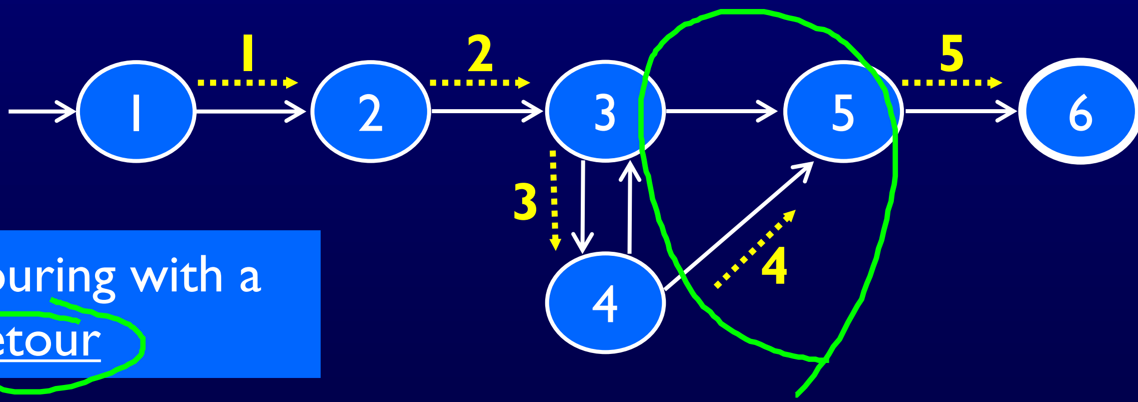
Sidetrips and Detours Example



Touring the prime path [1, 2, 3, 5, 6] without <u>sidetrips or detours</u>



Touring with a <u>sidetrip</u>



Touring with a <u>detour</u>

Infeasible Test Requirements

- An infeasible test requirement cannot be satisfied
  - Unreachable statement (dead code)
  - Subpath that can only be executed with a contradiction ($X > 0$ and $X < 0$)
- Most test criteria have some infeasible test requirements
- It is usually undecidable whether all test requirements are feasible
- When sidetrips are not allowed, many structural criteria have more infeasible test requirements
- However, always allowing sidetrips weakens the test criteria

Practical recommendation—Best Effort Touring

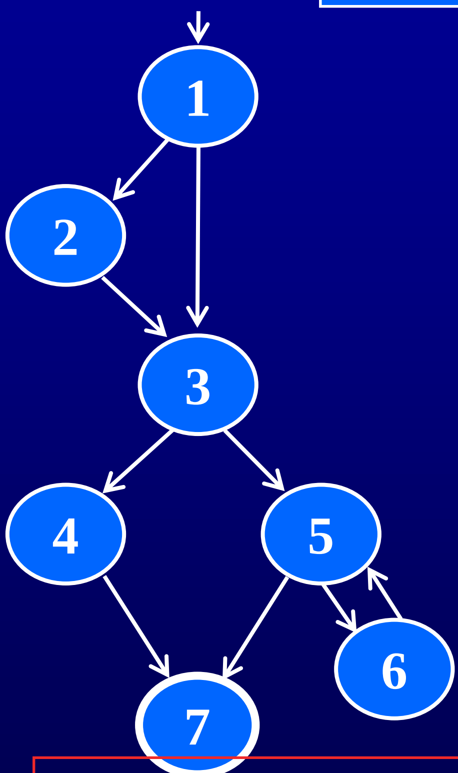
- **Satisfy as many test requirements as possible without sidetrips**
- **Allow sidetrips to try to satisfy remaining test requirements**

Simple & Prime Path Example

'!' means path ...es

...s path ...es

Simple paths



Len 0
[1]
[2]
[3]
[4]
[5]
[6]
[7] !

Len 1
[1, 2]
[1, 3]
[2, 3]
[3, 4]
[3, 5]
[4, 7] !
[5, 7] !
[5, 6]
[6, 5]

Len 2
[1, 2, 3]
[1, 3, 4]
[1, 3, 5]
[2, 3, 4]
[2, 3, 5]
[3, 4, 7] !
[3, 5, 7] !
[3, 5, 6] !
[5, 6, 5] *
[6, 5, 7] !
[6, 5, 6] *

Len 3
[1, 2, 3, 4]
[1, 2, 3, 5]
[1, 3, 4, 7] !
[1, 3, 5, 7] !
[1, 3, 5, 6] !
[2, 3, 4, 7] !
[2, 3, 5, 6] !
[2, 3, 5, 7] !

subpath, so not included

closed because c

Len 4
[1, 2, 3, 4, 7] !
[1, 2, 3, 5, 7] !
[1, 2, 3, 5, 6] !

all are prime

Prime Paths

to cover all:12347: 0 loop12357: 0 loop123565657: 2 loops1347: 0 loop1357: 0 loop135657: 1 loopSo

Round Trips

- Round-Trip Path : *A prime path that starts and ends at the same node*

<u>Simple Round Trip Coverage (SRTC)</u> : TR contains at least one round-trip path for each reachable node in G that begins and ends a round-trip path.

<u>Complete Round Trip Coverage (CRTC)</u> : TR contains all round-trip paths for each reachable node in G.

- These criteria omit nodes and edges that are not in round trips
- Thus, they do not subsume edge-pair, edge, or node coverage

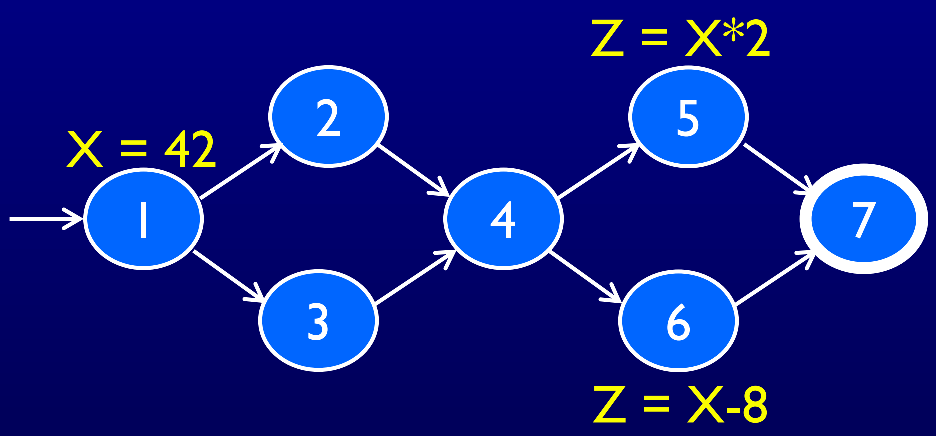
Data Flow Criteria

Goal: Try to ensure that values are computed and used correctly

- Definition (def) : A location where a value for a variable is stored into memory

***** prime subsumes this approach ****

- Use : A location where a variable's value is accessed



Defs: def (1) = {X}

def (5) = {Z}

def (6) = {Z}

Uses: use (5) = {X}

use (6) = {X}

The values given in defs should reach at least one, some, or all possible uses

DU Pairs and DU Paths

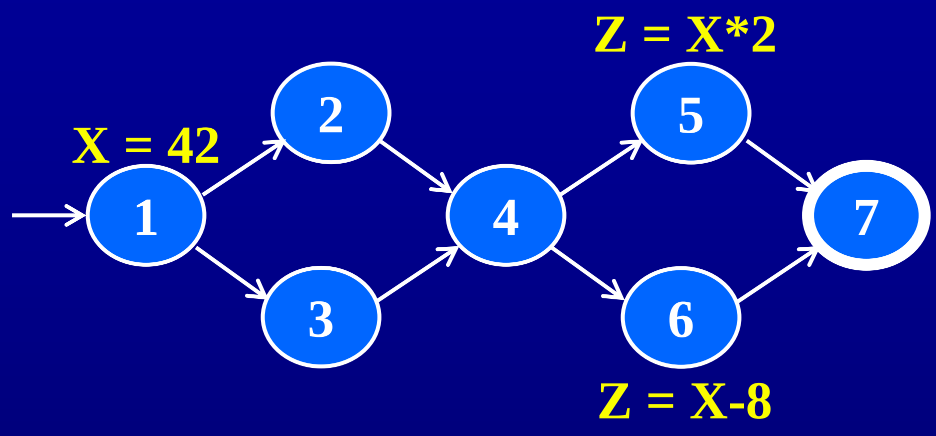
- def (n) or def (e) : The set of variables that are defined by node n or edge e
- use (n) or use (e) : The set of variables that are used by node n or edge e

- DU pair : A pair of locations (l_i, l_j) such that a variable *v* is defined at l_i and used at l_j

- Def-clear : A path from l_i to l_j is *def-clear* with respect to variable *v* if *v* is not given another value on any of the nodes or edges in the path
- Reach : If there is a def-clear path from l_i to l_j with respect to *v*, the def of *v* at l_i reaches the use at l_j

- du-path : A simple subpath that is def-clear with respect to *v* from a def of *v* to a use of *v*
- du (n_i, n_j, *v*) – the set of du-paths from n_i to n_j
- du (n_i, *v*) – the set of du-paths that start at n_i

Example



du (1, 5, X) = [1, 2, 4, 5], [1, 3, 4, 5]

du (1, 6, X) = [1, 2, 4, 6], [1, 3, 4, 6]

du (1, X) = [1, 2, 4, 5], [1, 3, 4, 5], [1, 2, 4, 6], [1, 3, 4, 6]

Touring DU-Paths

- Three criteria
  - Use every def
  - Get to every use
  - Follow all du-paths

Data Flow Test Criteria

- First, we make sure every def reaches a use

All-defs coverage (ADC) : For each set of du-paths $S = du(n, v)$, TR contains at least one path d in S.

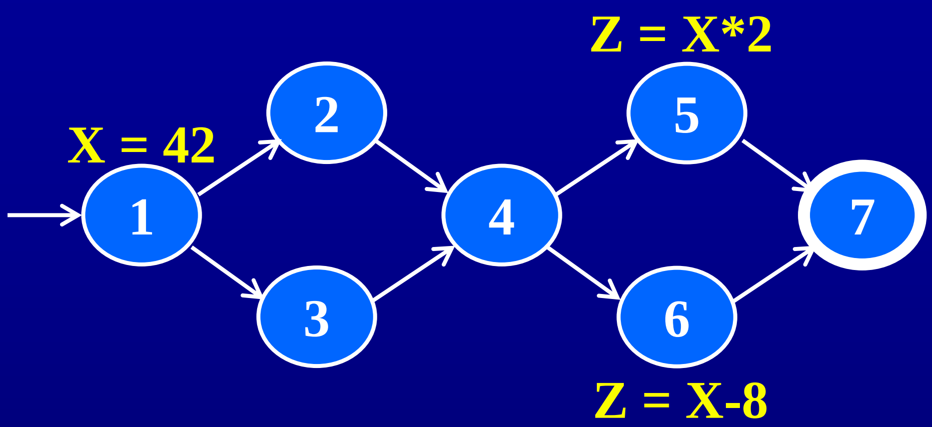
- Then we make sure that every def reaches all possible uses

All-uses coverage (AUC) : For each set of du-paths to uses $S = du(n_i, n_j, v)$, TR contains at least one path d in S.

- Finally, we cover all the paths between defs and uses

All-du-paths coverage (ADUPC) : For each set $S = du(ni, nj, v)$, TR contains every path d in S.

Data Flow Testing Example

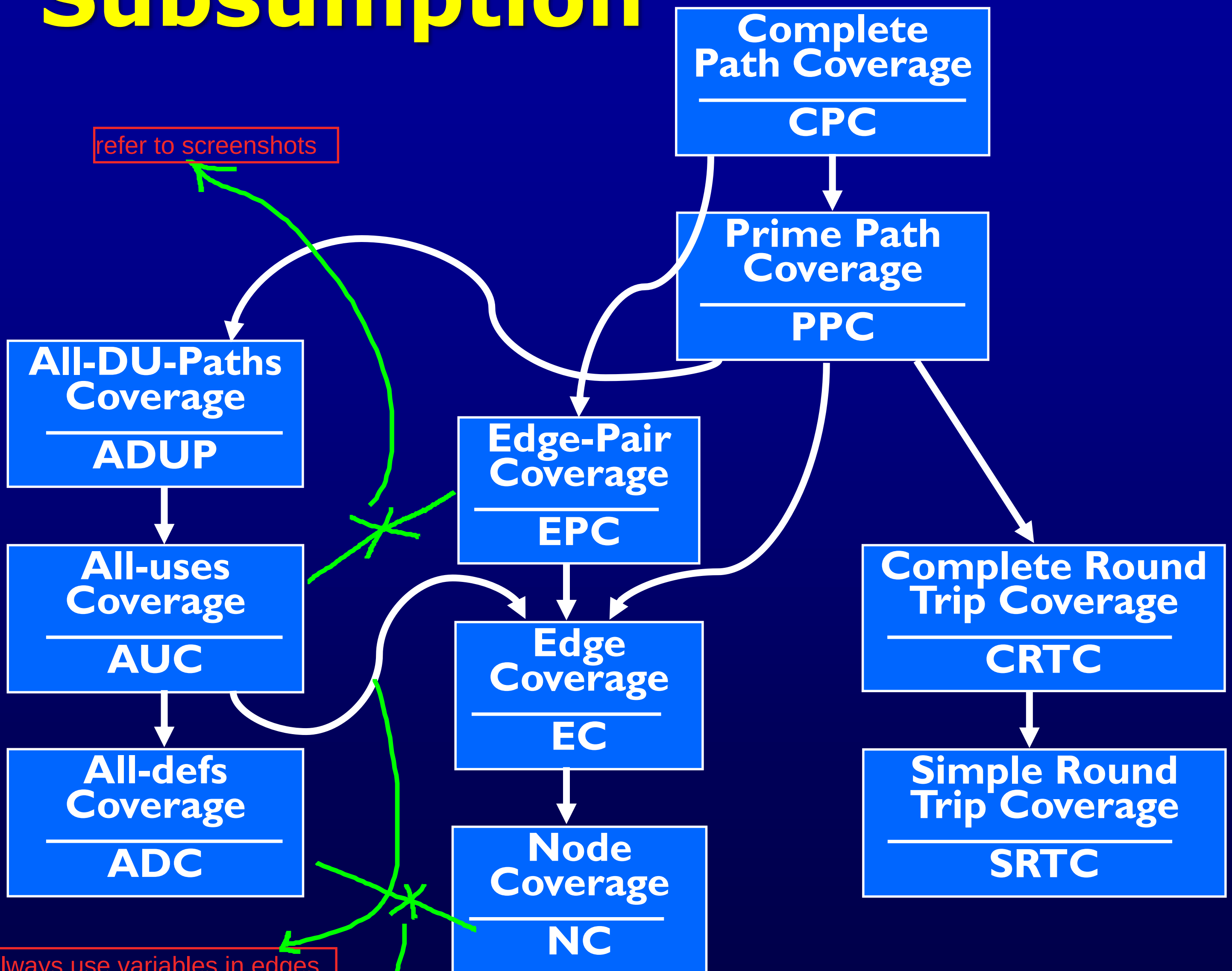


All-defs for *X*
[1, 2, 4, 5]

All-uses for *X*
[1, 2, 4, 5]
[1, 2, 4, 6]

All-du-paths for *X*
[1, 2, 4, 5]
[1, 3, 4, 5]
[1, 2, 4, 6]
[1, 3, 4, 6]

Graph Coverage Criteria Subsumption



because we always use variables in edges

atleast a path to usage is enough. This is the reason it doesn't subsume.

Summary 7.1-7.2

- Graphs are a very powerful abstraction for designing tests
- The various criteria allow lots of cost / benefit tradeoffs
- These two sections are entirely at the "design abstraction level" from chapter 2
- Graphs appear in many situations in software
  - As discussed in the rest of chapter 7