

# **A Glympse of Testing Research**

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# The problem of tests

- Do we have too few?
- Do we have too many?
- Do they take long to run?
- Are they redundant?
- Are they good tests? Do they catch bugs?

# Automatic Test Generation

## When we have too few tests

- How do we automatically generate tests?
- How do we ensure automatically generated tests are *good*?
  - Do they cover different code regions/branches/paths?
  - Do they discover bugs?
- The Oracle Sub-problem:
  - How do we determine what is the expected output of a generated test?

# Random Test Generation

## Example: Haskell's QuickCheck

- Developers define function *properties*
- Example, we say inserting into a sorted list should keep it sorted

`InsertIsSorted x xs = ordered xs => ordered (insert x xs)`

- *Generators* build random input values and validate that properties hold
- Pros: Lightweight and simple solution
- Cons: Expensive to explore border cases

# Directed Random Test Generation

## Example: DART, CUTE

- Idea: Guide test generation by looking at the implementation

```
int f(int x, int y){  
  if (x > 100){  
    if (y == 1023){  
      segfault(!!)  
    }  
  }  
}
```

Different cases if  $x > 100$   
or  $\leq 100$ !!

Different cases if  $x =$   
1023 or  $\neq 1023$

# Directed Random Test Generation

## Implementation: Concolic testing

- **Concrete + Symbolic** execution
- Goal: automatically discover *all* execution *paths*

```
int f(int x, int y){
    if (x > 100){
        if (y == 1023){
            segfault(!!)
        }
    }
}
```

x	y	constraints	next?

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int f(int x, int y){
  if (x > 100){
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      segfault(!!)
    }
  }
}
```

x	y	constraints	next?
0	0	x <= 100	

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```
int f(int x, int y){
  if (x > 100){
    if (y == 1023){
      segfault(!!)
    }
  }
}
```

x	y	constraints	next?
0	0	$x \leq 100$	$x > 100$



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```
int f(int x, int y){
  if (x > 100){
    if (y == 1023){
      segfault(!!)
    }
  }
}
```

x	y	constraints	next?
0	0	$x \leq 100$	$x > 100$
101	0	$x > 100, y \neq 1023$	

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int f(int x, int y){
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x	y	constraints	next?
0	0	$x \leq 100$	$x > 100$
101	0	$x > 100, y \neq 1023$	$x > 100, y == 1023$

# Directed Random Test Generation

## Implementation: Concolic testing

- **Concrete + Symbolic** execution
- Goal: automatically explore *all* execution *paths*

```
int f(int x, int y){
    if (x > 100){
        if (y == 1023){
            segfault(!!)
        }
    }
}
```

x	y	constraints	next?
0	0	$x \leq 100$	$x > 100$
101	0	$x > 100, y \neq 1023$	$x > 100, y == 1023$
101	1023	$x > 100, y \neq 1023$	finished!

# Test Case Minimisation and Prioritisation

When we have **\*\*too many\*\*** tests

- Test Minimisation: How do we discover and eliminate redundant tests?
- Test Selection: How do we choose a subset of relevant tests to run?
- Test Prioritisation: What is the ideal order of running tests?

# Test Case Selection in Industry

- Case Study in WorldLine
- Large test suite that takes hours
- Static approaches: build an application model and find dependencies
- Dynamic approaches: execute the tests and find runtime dependencies
- Dynamic approaches are more accurate than static ones
  - Polymorphism, dynamic binding and reflection harm dependency analysis

# Test Case Validation

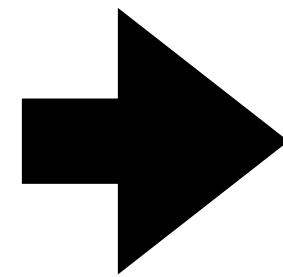
## Who watches the watchmen?

- Tests must detect bugs
  - validate results
  - validate state modifications
  - validate exception cases
- How can we detect *Weak* tests?

# Mutation Testing

- Insert code modifications
- Tests should break!
- Otherwise, the modified functionality is not tested

```
if (a && b){  
    c = 1;  
} else {  
    c = 17;  
}
```



```
if (a || b){  
    c = 1;  
} else {  
    c = 17;  
}
```

# Rotten Green Tests

- Tests may have assertions, be green
  - And still not execute the assertion!
- Otherwise, the modified functionality is not tested
- Conditional code not executing a branch
- Iterating over an empty collection

```
class RottenTest {  
    method testABC {  
        if (false) then {self.assert(x)}  
    }  
}
```



# Conclusion

- Ensuring the validity and conformity of software systems is
  - complex
  - an active area of research
  - an interesting area of research
- Solutions often mix automatic code modification, static and dynamic analyses. They can be used in different contexts such as standard industrial setups or compilers