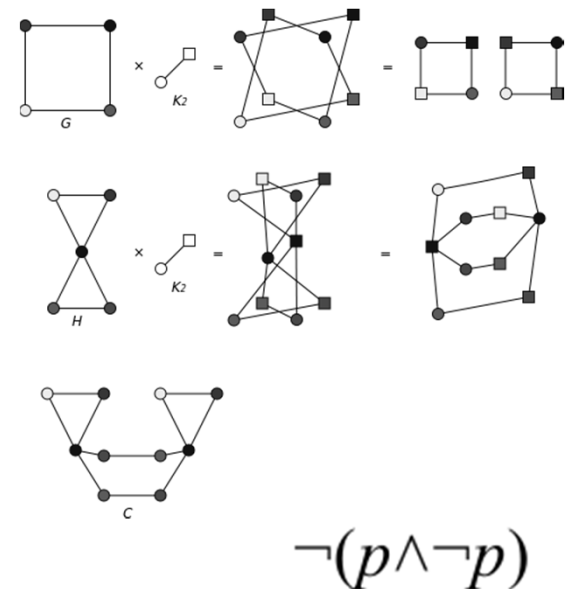


# Coverage

- Literature of software testing is primarily concerned with various notions of *coverage*
- Four basic kinds of coverage:
  - **Graph coverage**
  - **Logic coverage**
  - **Input space partitioning**
  - **Syntax-based coverage**
- Two purposes: to know what we have & haven't tested, and to know when we can “safely” stop testing



# Need to Abstract Testing

- As we have seen, we can't try all possible executions of a program
- How can we *measure* “how much testing” we have done and look for more things to test?
  - Could talk about modules we have and have not tested, or use cases explored
  - Could also talk *structurally* – what aspects of the *source code* have we tested?



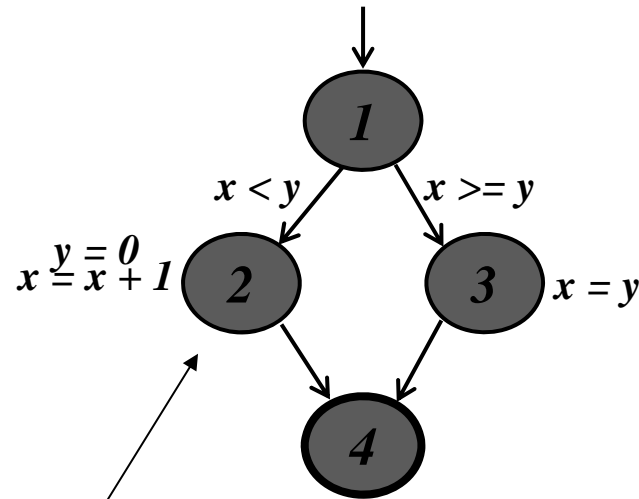
---

# Graph Coverage

- *Cover all the nodes, edges, or paths of some graph related to the program*
- *Examples:*
  - *Statement coverage*
  - *Branch coverage*
  - *Path coverage*
  - *Data flow (def-use) coverage*
  - *Model-based testing coverage*
  - *Many more – most common kind of coverage, by far*

# Statement/Basic Block Coverage

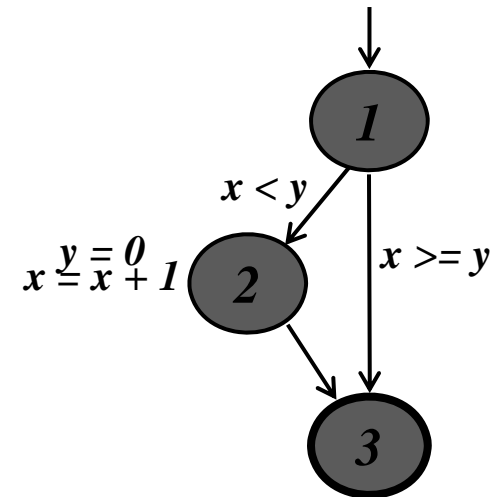
```
if (x < y)
{
    y = 0;
    x = x + 1;
}
else
{
    x = y;
}
```



**Statement coverage:**  
*Cover every node of these graphs*

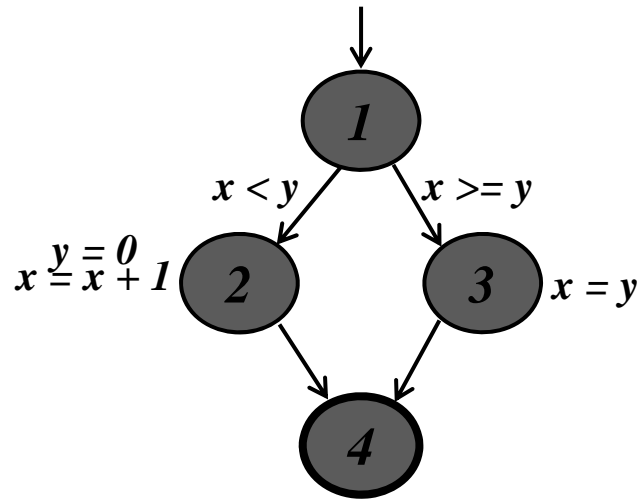
***Treat as one node because  
if one statement executes  
the other must also execute  
(code is a basic block)***

```
if (x < y)
{
    y = 0;
    x = x + 1;
}
```



# Branch Coverage

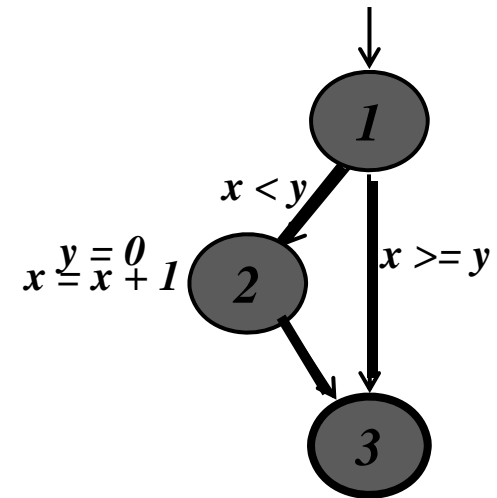
```
if (x < y)
{
    y = 0;
    x = x + 1;
}
else
{
    x = y;
}
```



**Branch coverage vs. statement coverage:**  
**Same for if-then-else**

***But consider this if-then structure. For branch coverage can't just cover all nodes, but must cover all edges – get to node 3 both after 2 and without executing 2!***

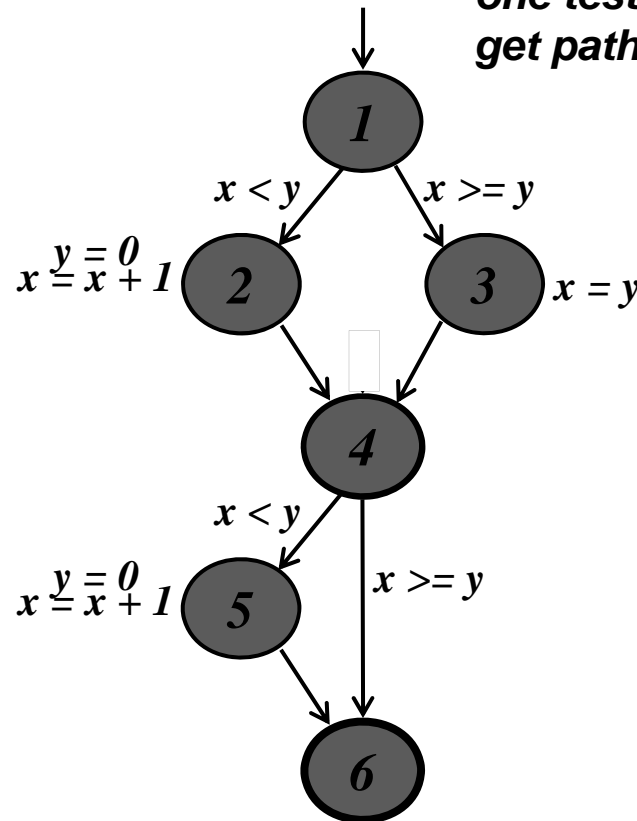
```
if (x < y)
{
    y = 0;
    x = x + 1;
}
```



# Path Coverage

```
if (x < y)
{
    y = 0;
    x = x + 1;
}
else
{
    x = y;
}

if (x < y)
{
    y = 0;
    x = x + 1;
}
```



*How many paths through this code are there? Need one test case for each to get path coverage*

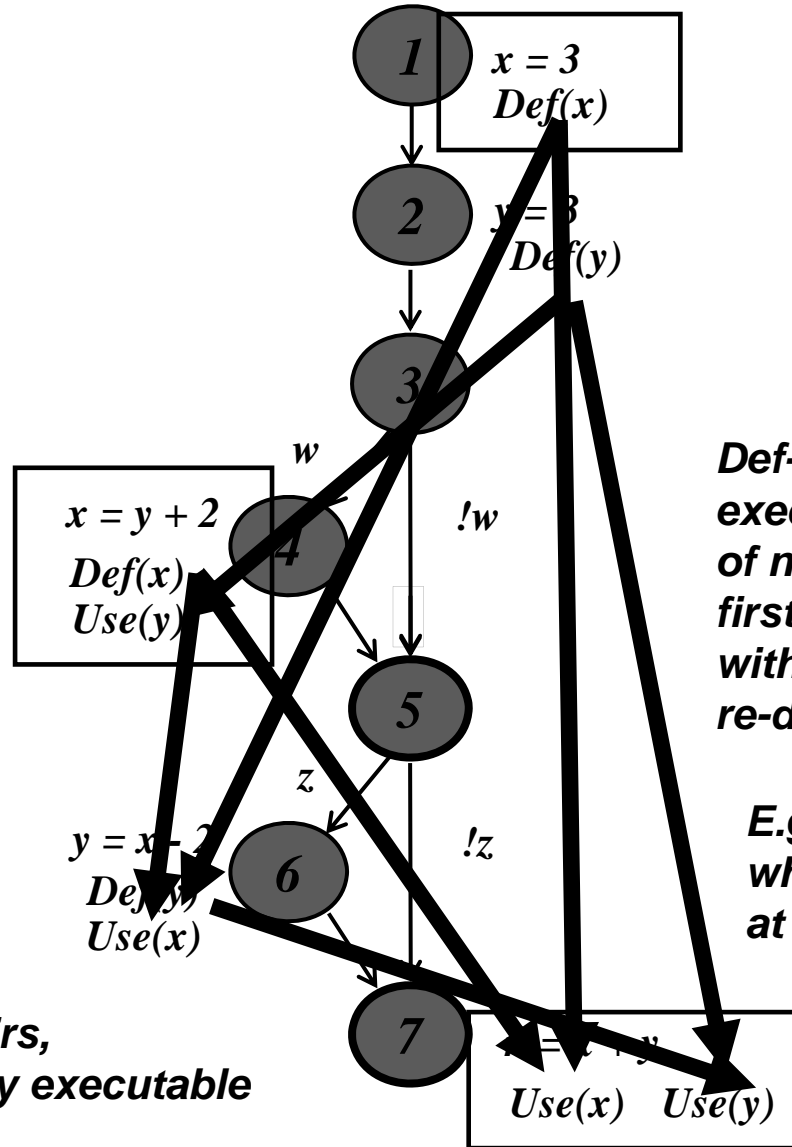
*To get statement and branch coverage, we only need two test cases:  
1 2 4 5 6 and 1 3 4 6*

*Path coverage needs two more:  
1 2 4 5 6  
1 3 4 6  
1 2 4 6  
1 3 4 5 6*

***In general: exponential in the number of conditional branches!***

# Data Flow (Def-Use) Coverage

```
x = 3;  
y = 3;  
  
if (w) {  
  x = y + 2;  
}  
  
if (z) {  
  y = x - 2;  
}  
  
n = x + y
```



*Annotate program with locations where variables are defined and used (very basic static analysis)*

*Def-use pair coverage requires executing all possible pairs of nodes where a variable is first defined and then used, without any intervening re-definitions*

*E.g., this path covers the pair where x is defined at 1 and used at 7: 1 2 3 5 6 7*

*May be many pairs, some not actually executable*

*But this path does NOT: 1 2 3 4 5 6 7*

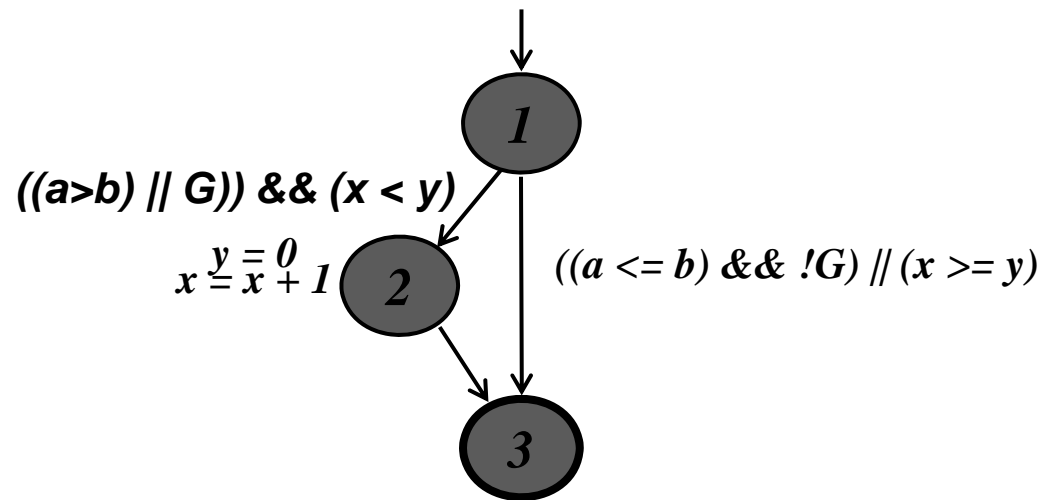
# Logic Coverage

*What if, instead of:*

```
if (x < y)
{
  y = 0;
  x = x + 1;
}
```

*we have:*

```
if (((a > b) || G)) && (x < y))
{
  y = 0;
  x = x + 1;
}
```



***Now, branch coverage will guarantee that we cover all the edges, but does not guarantee we will do so for all the different logical reasons***

***We want to test the logic of the guard of the if statement***



# Active Clause Coverage

$((a > b) \text{ or } G) \text{ and } (x < y)$				
<p><i>With these values for <math>G</math> and <math>(x &lt; y)</math>, <math>(a &gt; b)</math> determines the value of the predicate</i></p>	<b>1</b>	<b><i>T</i></b>	<b><i>F</i></b>	<b><i>T</i></b>
	<b>2</b>	<b><i>F</i></b>	<b><i>F</i></b>	<b><i>T</i></b>
<p><i>With these values for <math>(a &gt; b)</math> and <math>(x &lt; y)</math>, <math>G</math> determines the</i></p>	<b>3</b>	<b><i>F</i></b>	<b><i>T</i></b>	<b><i>T</i></b>
	<b>4</b>	<b><i>F</i></b>	<b><i>F</i></b>	<b><i>T</i></b>
<p><i>With these values for <math>(a &gt; b)</math> and <math>G</math>, <math>(x &lt; y)</math> determines the value of the predicate</i></p>	<b>5</b>	<b><i>T</i></b>	<b><i>T</i></b>	<b><i>T</i></b>
	<b>6</b>	<b><i>T</i></b>	<b><i>T</i></b>	<b><i>F</i></b>

*duplicate*

---

# Input Domain Partitioning

- Partition scheme  $q$  of domain  $D$
- The partition  $q$  defines a set of blocks,  $Bq = b_1, b_2, \dots, b_Q$
- The partition must satisfy two properties:
  1. blocks must be pairwise disjoint (no overlap)
  2. together the blocks cover the domain  $D$  (complete)

*Coverage then means using at least one input from each of  $b_1, b_2, b_3, \dots$*

---

# Syntax-Based Coverage

- Usually known as *mutant testing*
- Bit different kind of creature than the other coverages we've looked at
- Idea: generate many syntactic *mutants* of the original program
- Coverage: how many mutants does a test suite kill (detect)?

# Syntax-Based Coverage

*Program P*

**P**

*100% coverage  
means you kill  
all the mutants with  
your test suite*

