

# **Introduction to Software Testing** *(2nd edition)* **Chapter 5**

## **Criteria-Based Test Design**

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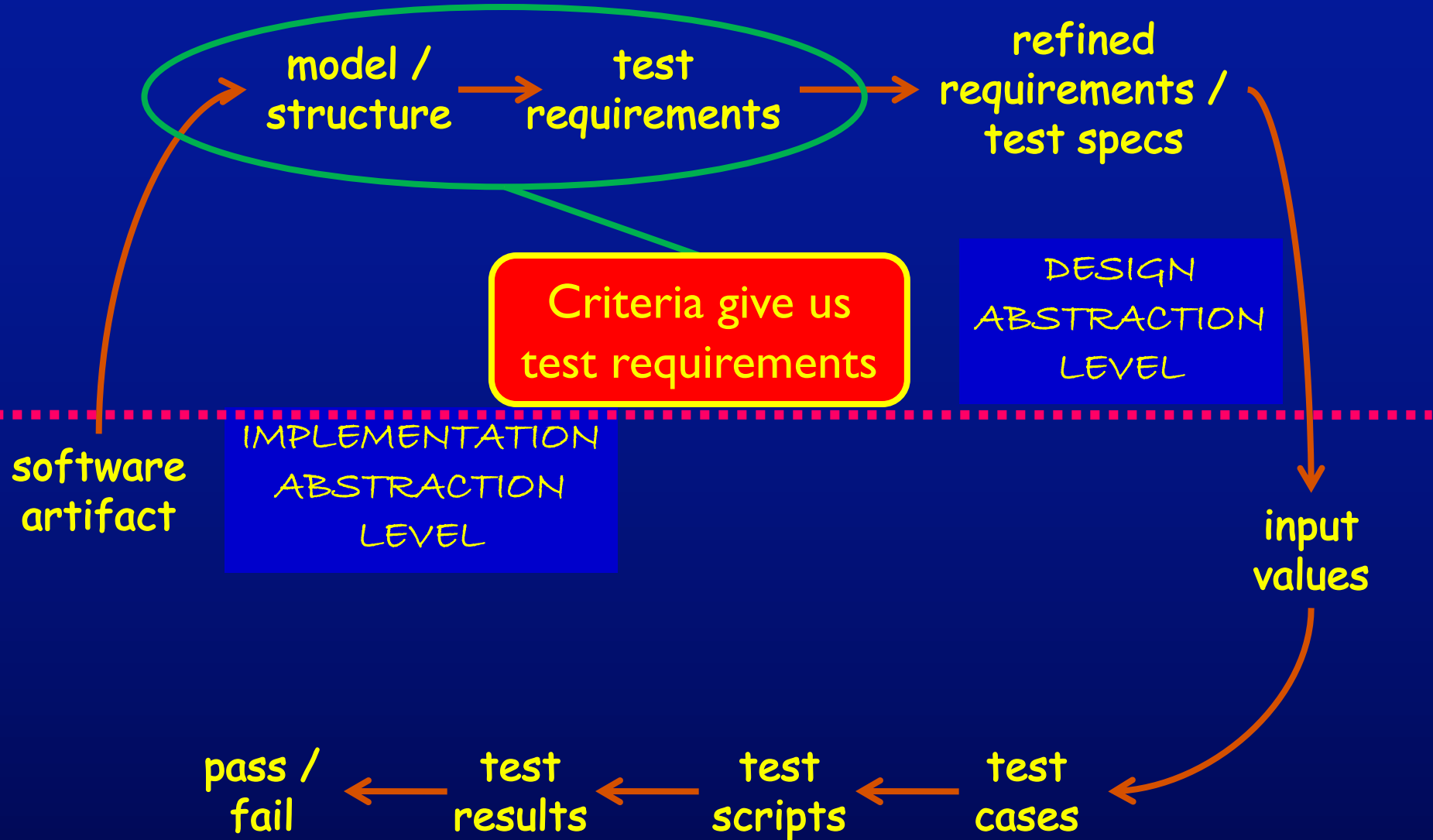
<http://www.cs.gmu.edu/~offutt/softwaretest/>

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# Changing Notions of Testing

- Old view focused on testing at each software development **phase** as being very different from other phases
  - Unit, module, integration, system ...
- New view is in terms of **structures** and **criteria**
  - input space, graphs, logical expressions, syntax
- **Test design** is largely the same at each phase
  - Creating the **model** is different
  - Choosing **values** and **automating** the tests is different

# Model-Driven Test Design



# New : Test Coverage Criteria

A tester's job is **simple** : Define a model of the software, then find ways to cover it

- **Test Requirements** : A specific element of a software artifact that a test case must satisfy or cover
- **Coverage Criterion** : A rule or collection of rules that impose test requirements on a test set

**Testing researchers have defined dozens of criteria, but they are all really just a few criteria on four types of structures ...**

# Source of Structures

- These structures can be **extracted** from lots of software artifacts
  - **Graphs** can be extracted from UML use cases, finite state machines, source code, ...
  - **Logical expressions** can be extracted from decisions in program source, guards on transitions, conditionals in use cases, ...
- This is not the same as “***model-based testing***,” which derives tests from a model that describes some aspects of the system under test
  - The model usually describes part of the **behavior**
  - The **source** is explicitly **not** considered a model

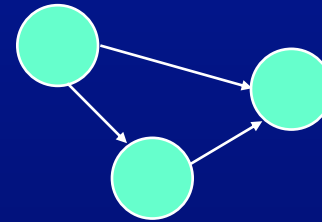
# Criteria Based on Structures

## Structures : Four ways to model software

1. Input Domain  
Characterization  
(sets)

A: {0, 1, >1}  
B: {600, 700, 800}  
C: {swe, cs, isa, ifs}

2. Graphs



3. Logical Expressions

(not X or not Y) and A and B

4. Syntactic Structures  
(grammars)

```
if (x > y)
    z = x - y;
else
    z = 2 * x;
```

# Example : Jelly Bean Coverage

## Flavors :

1. Lemon
2. Pistachio
3. Cantaloupe
4. Pear
5. Tangerine
6. Apricot



## Colors :

1. Yellow (Lemon, Apricot)
2. Green (Pistachio)
3. Orange (Cantaloupe, Tangerine)
4. White (Pear)

## ■ Possible coverage criteria :

1. Taste one jelly bean of **each flavor**
  - Deciding if yellow jelly bean is Lemon or Apricot is a controllability problem
2. Taste one jelly bean of **each color**

# Coverage

**Given a set of test requirements  $TR$  for coverage criterion  $C$ , a test set  $T$  satisfies  $C$  coverage if and only if for every test requirement  $tr$  in  $TR$ , there is at least one test  $t$  in  $T$  such that  $t$  satisfies  $tr$**

- **Infeasible test requirements** : test requirements that cannot be satisfied
  - No test case values exist that meet the test requirements
  - Example: Dead code
  - Detection of infeasible test requirements is formally undecidable for most test criteria
- Thus, 100% coverage is **impossible** in practice



# More Jelly Beans

**T1 = { three Lemons, one Pistachio, two Cantaloupes, one Pear, one Tangerine, four Apricots }**

- Does test set T1 satisfy the **flavor criterion** ?

**T2 = { One Lemon, two Pistachios, one Pear, three Tangerines }**

- Does test set T2 satisfy the **flavor criterion** ?
- Does test set T2 satisfy the **color criterion** ?

# Coverage Level

**The ratio of the number of test requirements satisfied by  $T$  to the size of  $TR$**

- T2 on the previous slide satisfies 4 of 6 test requirements

# Two Ways to Use Test Criteria

1. **Directly generate** test values **to satisfy** the criterion
  - Often assumed by the research community
  - Most obvious way to use criteria
  - Very hard without automated tools
2. Generate test values **externally** and **measure** against the criterion
  - Usually favored by industry
  - Sometimes misleading
  - If tests do not reach 100% coverage, what does that mean?

**Test criteria are sometimes called  
metrics**

# Generators and Recognizers

- **Generator** : A procedure that automatically generates values to satisfy a criterion
- **Recognizer** : A procedure that decides whether a given set of test values satisfies a criterion
- Both problems are provably **undecidable** for most criteria
- It is possible to recognize whether test cases satisfy a criterion far more often than it is possible to generate tests that satisfy the criterion
- **Coverage analysis tools** are quite plentiful

# Comparing Criteria with Subsumption (5.2)

- **Criteria Subsumption** : A test criterion  $C1$  subsumes  $C2$  if and only if every set of test cases that satisfies criterion  $C1$  also satisfies  $C2$
- Must be true for **every set** of test cases
- *Examples* :
  - The flavor criterion on jelly beans subsumes the color criterion ... if we taste every flavor we taste one of every color
  - If a test set has covered every branch in a program (satisfied the branch criterion), then the test set is guaranteed to also have covered every statement

# Advantages of Criteria-Based Test Design (5.3)

- Criteria maximize the “bang for the buck”
  - Fewer tests that are more effective at finding faults
- Comprehensive test set with minimal overlap
- Traceability from software artifacts to tests
  - The “why” for each test is answered
  - Built-in support for regression testing
- A “stopping rule” for testing—advance knowledge of how many tests are needed
- Natural to automate

# Characteristics of a Good Coverage Criterion

1. It should be fairly easy to compute test requirements **automatically**
  2. It should be **efficient to generate** test values
  3. The resulting tests should reveal as many **faults** as possible
- Subsumption is only a **rough approximation** of fault revealing capability
  - Researchers still need to gives us more data on how to **compare** coverage criteria

# Test Coverage Criteria

- Traditional software testing is **expensive** and **labor-intensive**
- Formal coverage criteria are used to decide **which test inputs** to use
- More likely that the tester will **find problems**
- Greater assurance that the software is of **high quality** and **reliability**
- A goal or **stopping rule** for testing
- Criteria makes testing more **efficient** and **effective**

**How do we start applying these ideas in practice?**



# How to Improve Testing ?

- Testers need more and better **software tools**
- Testers need to adopt **practices and techniques** that lead to more **efficient** and **effective** testing
  - More **education**
  - Different **management** organizational strategies
- Testing & QA teams need more **technical expertise**
  - **Developer** expertise has been increasing dramatically
- Testing & QA teams need to **specialize** more
  - This same trend happened for **development** in the 1990s

# Four Roadblocks to Adoption

## 1. Lack of test education

Microsoft and Google say half their engineers are testers, programmers test half the time

Number of UG CS programs in US that require testing ? 0

Number of MS CS programs in US that require testing ? 0

Number of UG testing classes in the US ? ~50

## 2. Necessity to change process

Adoption of many test techniques and tools require changes in development process

This is expensive for most software companies

## 3. Usability of tools

Many testing tools require the user to know the underlying theory to use them

Do we need to know how an internal combustion engine works to drive ?

Do we need to understand parsing and code generation to use a compiler ?

## 4. Weak and ineffective tools

Most test tools don't do much – but most users do not realize they could be better

Few tools solve the key technical problem – **generating test values automatically**

# Needs From Researchers

1. **Isolate** : **Invent** processes and techniques that isolate the theory from most test practitioners
2. **Disguise** : **Discover** engineering techniques, standards and frameworks that disguise the theory
3. **Embed** : Theoretical ideas in **tools**
4. **Experiment** : Demonstrate **economic value** of criteria-based testing and ATDG (*ROI*)
  - **Which** criteria should be used and **when** ?
  - **When** does the extra effort pay off ?
5. **Integrate** high-end testing with **development**

# Needs From Educators

1. **Disguise** theory from engineers in classes
2. **Omit** theory when it is not needed
3. **Restructure** curricula to teach more than test design and theory
  - Test **automation**
  - Test **evaluation**
  - **Human-based** testing
  - **Test-driven** development

# Changes in Practice

1. **Reorganize** test and QA teams to make effective use of individual abilities
  - One math-head can support many testers
2. **Retrain** test and QA teams
  - Use a process like MDTD
  - Learn more testing concepts
3. **Encourage** researchers to embed and isolate
  - We are very responsive to research grants
4. **Get involved** in curricular design efforts through industrial advisory boards

# Criteria Summary

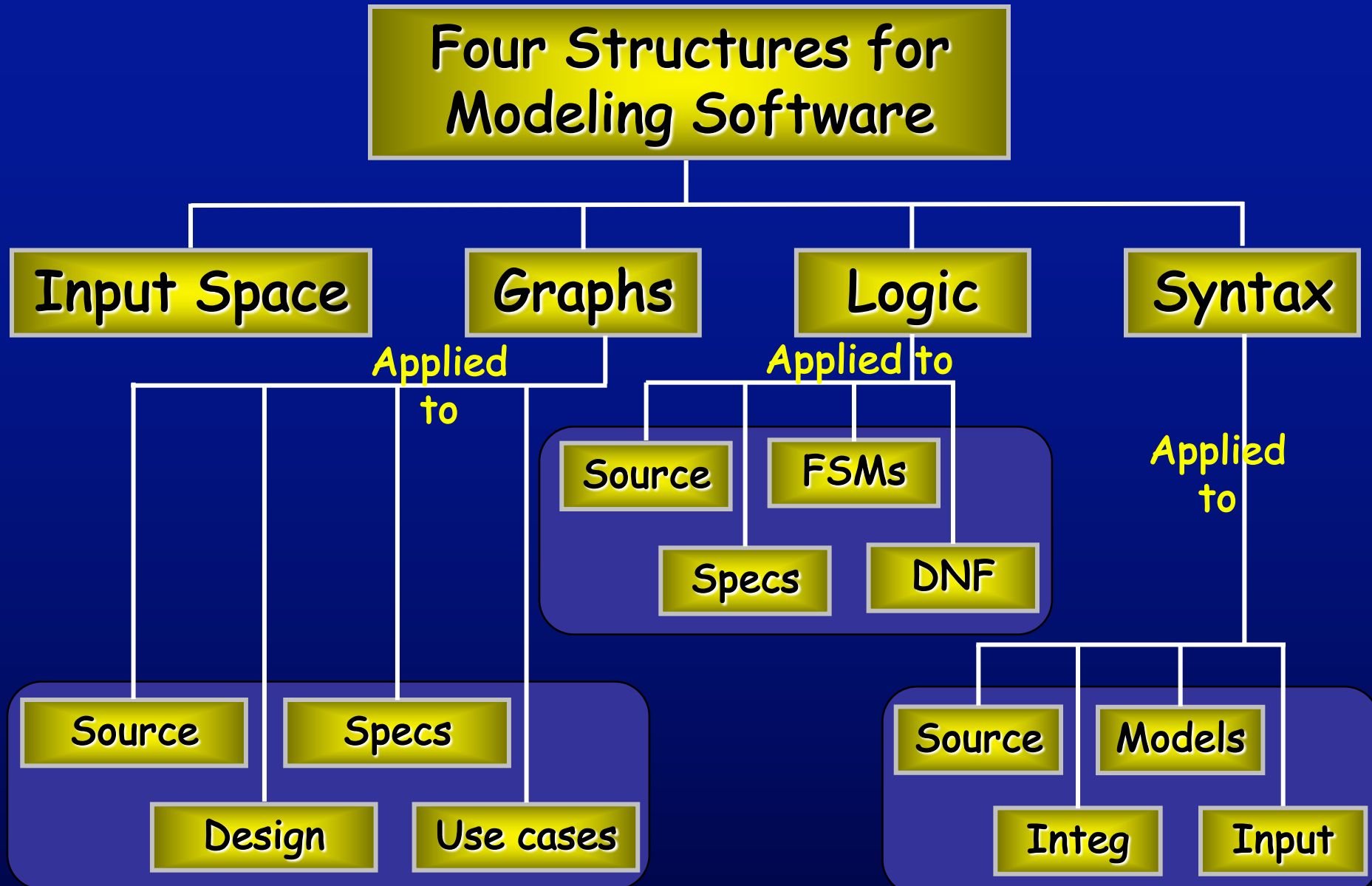
- Many companies still use “monkey testing”
  - A human sits at the keyboard, wiggles the mouse and bangs the keyboard
  - No automation
  - Minimal training required
- Some companies automate human-designed tests
- But companies that use both automation and criteria-based testing

Save money

Find more faults

Build better software

# Structures for Criteria-Based Testing



# Summary of Part 1's New Ideas

1. Why do we test – to reduce the risk of using software
  - Faults, failures, the RIPR model
  - Test process maturity levels – level 4 is a mental discipline that improves the quality of the software
2. Model-Driven Test Design
  - Four types of test activities – test design, automation, execution and evaluation
3. Test Automation
  - Testability, observability and controllability, test automation frameworks
4. Test Driven Development
5. Criteria-based test design
  - Four structures – test requirements and criteria

**Earlier and better testing empowers test managers**