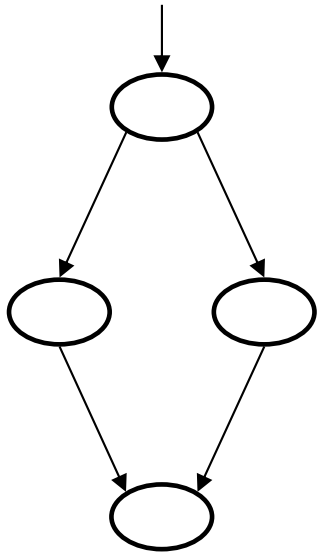

SYSC 4101 / 5105

Graph Criteria—Applications Structural

Control Flow Graph (CFG)

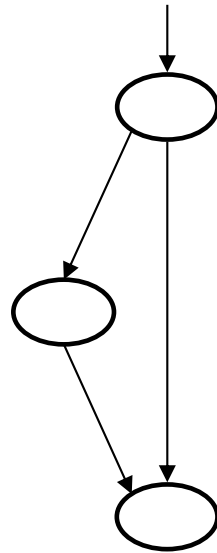
- Use the program structure, the control flow graph (CFG):
 - “A graph model of a program in which conditional branch instructions and program junctions are represented by nodes and the program segments between such points are represented by links.” [Beizer 1990]
- Simplest form:
 - A control flow graph has one node per statement, and an edge from n_1 to n_2 if control can ever flow directly from n_1 to n_2 .
- Condensed (preferred) form:
 - A control flow graph has one node per basic block, and an edge from n_1 to n_2 if control can ever flow directly from n_1 to n_2 .
 - Basic block: a straight-line piece of code without any control structure
 - When the first line executes, all other lines in the block execute too (unless there is an exception, but this is a different topic)

Basics of Control-Flow Graph Structures

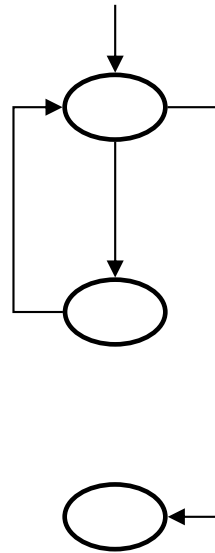


if-then-else

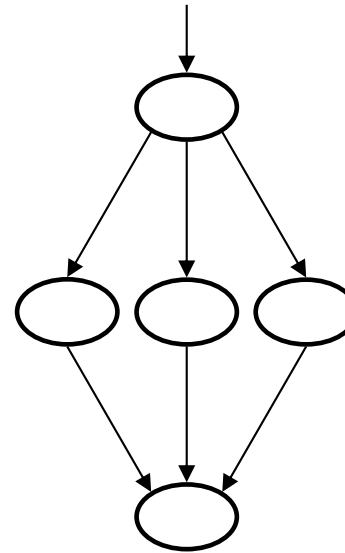
? : operator in Java/C...



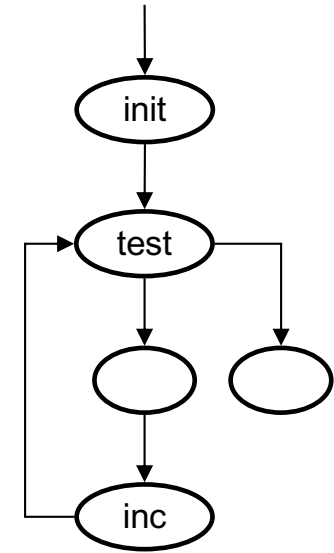
if-then



while



switch



for(init;test;inc)

General convention for control flow: true branch on the left, unless there are layout constraints.

With these principles in mind, you should be able to build the control-flow for other programming constructs (programming language dependent), e.g., goTo, even in the presence of exceptions.

Control Flow Graph (Example)

```
read(x); read(y)
```

```
while x ≠ y loop
```

```
  if x > y then
```

```
    x := x - y;
```

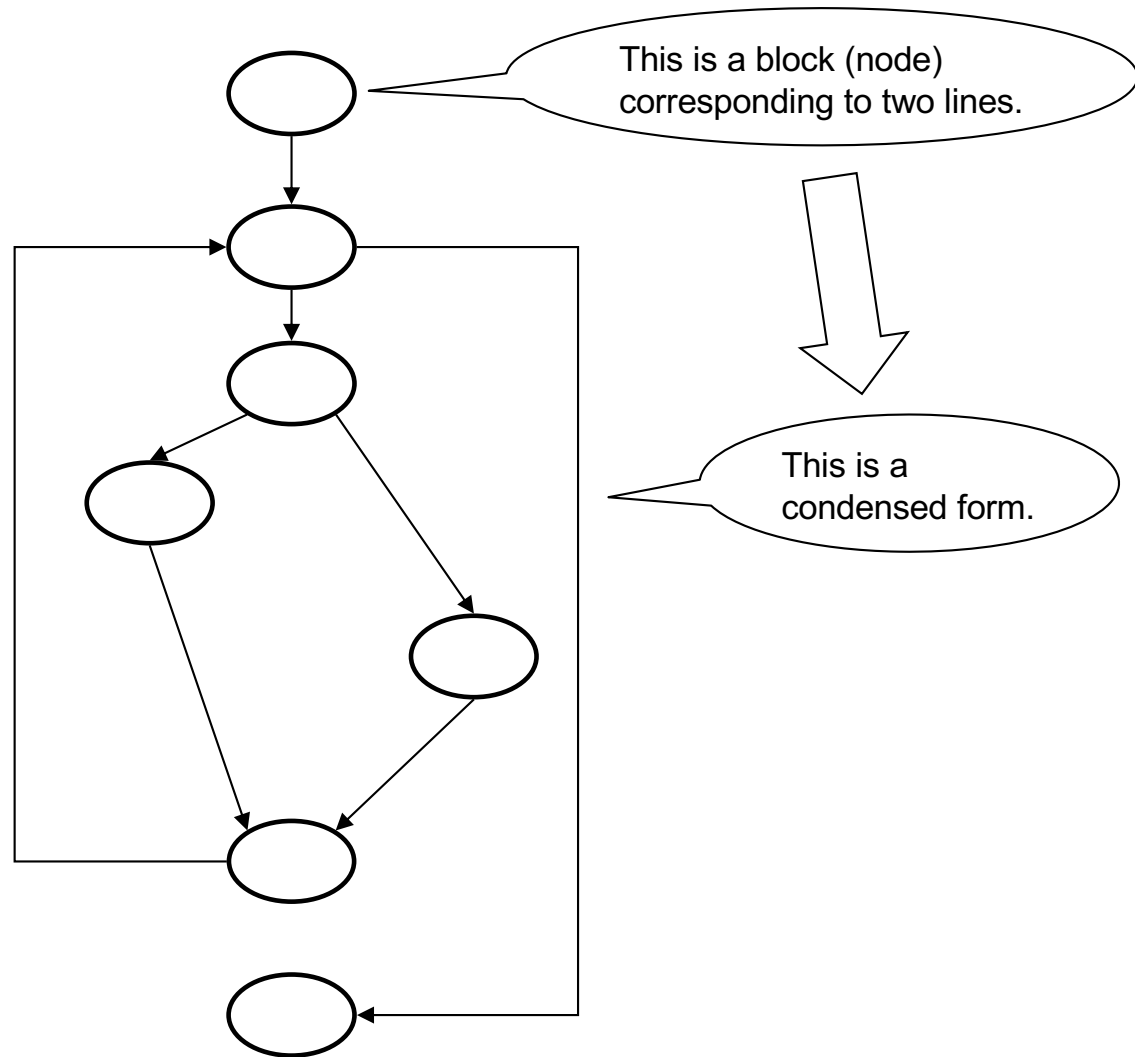
```
  else
```

```
    y := y - x;
```

```
  end if;
```

```
end loop;
```

```
gcd := x;
```

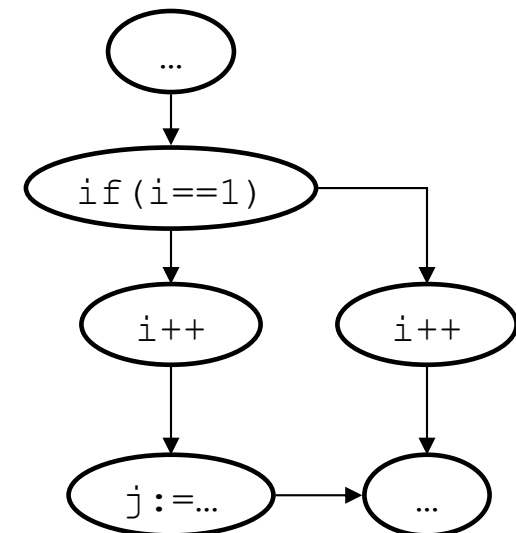
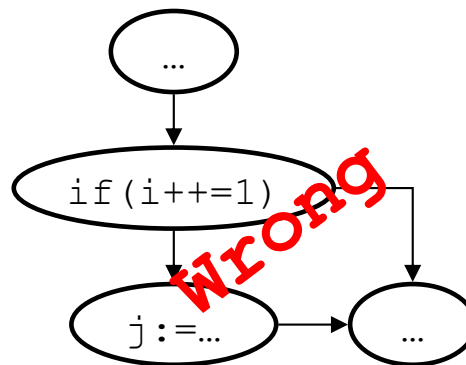


Transformation Issue

From source code to a control flow graph—Issue about branching

- In a CFG, nodes corresponding to branching (if, while, ...) should **not** contain any assignment (i.e., definition).
- This is paramount for the identification of data-flow information.
- E.g., ...

```
if (i++==1) {  
    j := ...  
}  
...
```



Simplest form of CFG

Data Flow Information

- Recall:
 - A def is a location in the program where a value for a variable is stored in memory.
 - A use is a location in the program where a variable's value is accessed.
- A def may occur for variable *x* in the following situations:
 - *x* appears on the left side of an assignment (*i*=1, *obj*=null),
 - *x* is an actual parameter in a call and its value is changed within the called method (*func_call*(*m*) where *m* is passed by reference),
 - *x* is a formal parameter of a method, an implicit def when the method begins execution (*void func*(*m*) { // *m* is defined at function entry ... }),
- A use may occur for variable *x* in the following situations:
 - *x* appears on the right side of an assignment statement (...=*x*+*y**2),
 - *x* appears in a conditional test (if *x*==10),
 - *x* is an actual parameter to a method (*func_call*(*m*)),
 - *x* is an output of the program (return *b*;),
 - *x* is an output of a method in a return statement (return *b*;) or returned as a parameter (*func_call*(*m*) where *m* is passed by reference).

Data Flow Information (advanced)

What about complex structures?

- Variable *v* is an array
 - Solution 1: consider the array as a whole
 - if *v* is used in some way (e.g., access to its length, access to an element), *v* is considered used,
 - `p = myArray[i] + 2` use of variable `myArray`
 - `l = myArray.length` use of variable `myArray`
 - if *v* is modified in some way (e.g., change of an element value, addition, removal of element), *v* is considered defined.
 - `myArray[i] = 10` definition of `myArray`
 - `myArray = new int[10]` definition of `myArray`
 - Solution 2: consider the length and elements as separate variables
 - `myArray[i] = 10` definition of `myArray[i]` only but not of `myArray`
 - `myArray = new int[10]` definition of `myArray` and all its 10 elements
 - `p = myArray[i] + 2` use of `myArray[i]` only
 - `l = myArray.length` use of variable `myArray`'s length
 - Solution 2 is more precise (finer-grained) but data flow more difficult to identify

Data Flow Information (advanced)

What about objects?

- Variable *v* is an object
 - Solution 1
 - If the reference to the object is used (resp. modified) in some way, or its attribute values are used (resp. modified) in some way, the object is considered used (resp. defined),
 - Solution 2
 - Reference to object and individual attributes considered separately:
 - If the reference to *v* is used (resp. defined), this is a use (resp. definition) of *v*, but not its attributes.
 - If an attribute *a* of the object is used (resp. modified) in some way, *a* is considered used (resp. defined).
 - » Other attributes are not used/modified
 - » Reference to object is not used/modified
 - Rationale: data flow related to state-based behavior.

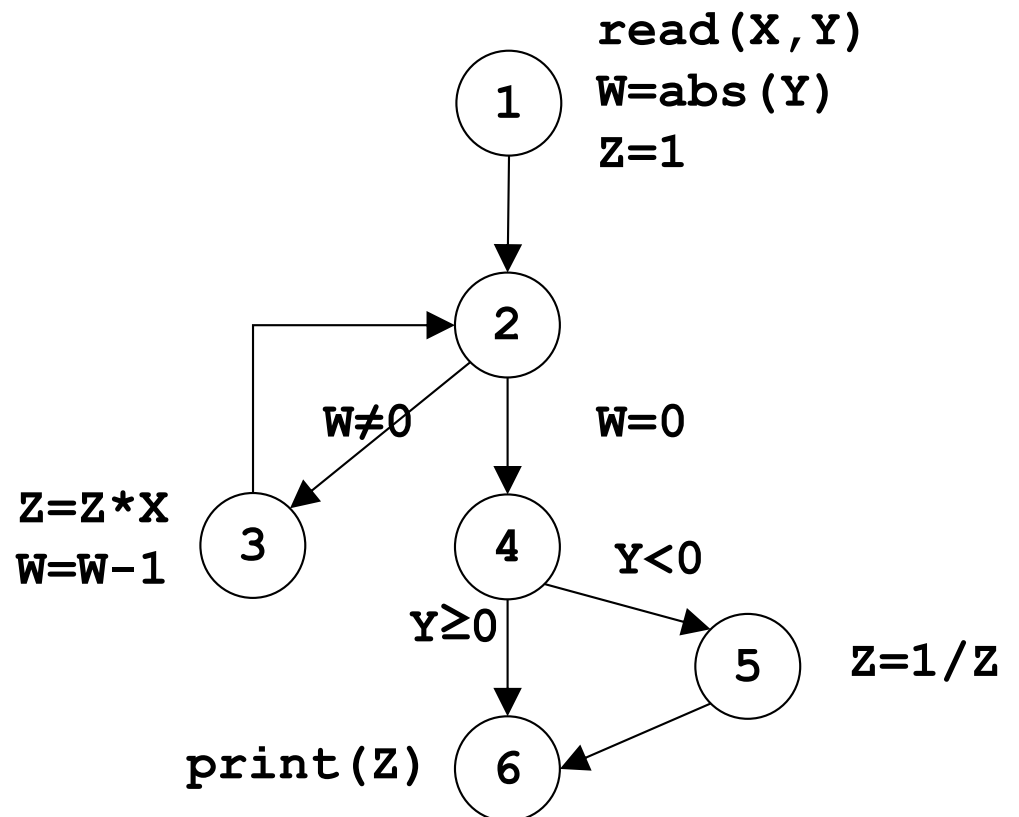
Data Flow Information

- The order of definitions and uses in a basic block matter!
- Results:
 - Impacts the identification of du-paths
 - Some uses may be impossible to reach with a definition clear path
 - Some definitions may hide others
 - Some definitions may not be part in any DU-path
- $i++;$ \approx $i=i+1;$
 - The use happens before the definition
- Consider the following basic block:
 $y=z;$
 $x=y+2;$
 - The second use of y is a local use
 - It is impossible for a def in a previous basic block to reach that use
 - The def in the first statement always reaches the use in the second

Example: Power Function

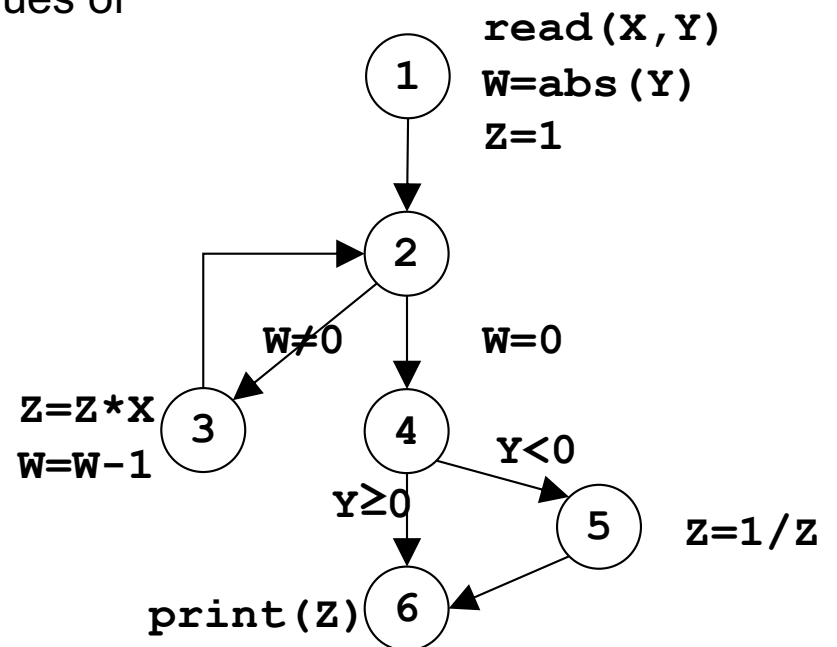
Program computing $Z=X^Y$

```
BEGIN
  read (X, Y) ;
  W = abs(Y) ;
  Z = 1 ;
  WHILE (W <> 0) DO
    Z = Z * X ;
    W = W - 1 ;
  END
  IF (Y < 0) THEN
    Z = 1 / Z ;
  END
  print (Z) ;
END
```



Example: Control-Flow Testing

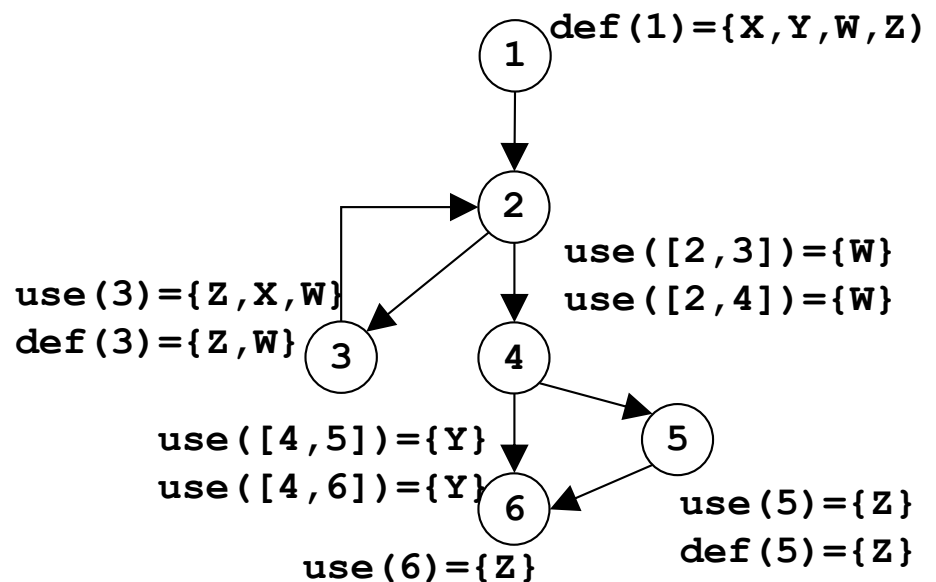
- All paths
 - Infeasible path
 - [1,2,4,5,6]
 - Infinite number of paths :
 - As many ways to iterate 2,(3,2)* as values of $\text{abs}(Y)$
- All branches (a.k.a. all-edges)
 - Two test cases are enough
 - $Y < 0$: [1,2,(3,2)+,4,5,6]
 - $Y \geq 0$: [1,2,(3,2)*,4,6]
- All statements (a.k.a. all-nodes)
 - One test case is enough
 - $Y < 0$: [1,2,(3,2)+,4,5,6]



Example: Data-Flow Testing

- $du(1,x) = \{[1,2,3]\}$
- $du(1,y) = \{[1,2,4,5], [1,2,4,6]\}$
- $du(1,w) = \{[1,2,3], [1,2,4], [1,2,3]\}$
 - $[1,2,3]$ appears twice to account for the use in edges $[2,3]$ and $[2,4]$, and in node 3.
- $du(1,z) = \{[1,2,3], [1,2,4,5], [1,2,4,6]\}$
- $du(3,w) = \{[3,2,3], [3,2,3], [3,2,4]\}$
 - Same comment as above, but for $[3,2,3]$.
- $du(3,z) = \{[3,2,3], [3,2,4,5], [3,2,4,6]\}$
- $du(5,z) = \{[5,6]\}$

infeasible



Deriving Input Values

- Not all statements are usually reachable in real world programs
- It is not always possible to decide automatically if a statement is reachable and what is the percentage of reachable statements
- When one does not exercise 100% of test requirements, it is therefore difficult to determine the reason
 - Because the test set is not sufficient?
 - Because there are unreachable elements?
 - Because of problems in the test scaffolding?
- Tools are needed to support this activity – and there exist good tools

Deriving Input Values

- To find test inputs that will execute an arbitrary statement Q within a program source, the tester must work backward from Q through the program's flow of control to an input statement
- For simple programs, this amounts to solving a set of simultaneous inequalities in the input variables of the program, each inequality describing the proper path through one conditional
- Conditionals may be expressed in local variable values derived from the inputs and those must figure in the inequalities as well
- Similar problem as symbolic execution.

Example

```
...  
if (x > 3) {  
    z = x+y;  
    y+= x;  
    if (2*z == y) {  
        /* statement to be covered */  
    }  
...  

```

Inequalities:

$$\begin{aligned} & \cdot x > 3 \\ & \cdot 2(x+y) = x+y \\ & \Leftrightarrow \begin{cases} x = -y \\ x > 3 \end{cases} \end{aligned}$$

Solution:

$$\begin{aligned} x &= 4 \\ y &= -4 \end{aligned}$$

Problems

- The presence of loops and recursion in the code makes it impossible to write and solve the inequalities in general
- Each pass through a loop may alter the values of variables that appear in a following conditional and the number of passes cannot be determined by static analysis
 - At least this is extremely difficult to do automatically

Tools

- Test generation
 - Telcordia's AETG (no longer available online)
 - Parasoft Jtest, and C++Test
 - Frama-C Ltest (C)
 - Evosuite (Java)
- Code coverage
 - Telcordia's tool (no longer available online)
 - McCabe Test and Coverage Server
 - IPL Cantata and Cantata++
 - Rational Purify/Coverage
 - Rational TestRealTime
 - Open Source Code Coverage Tools in Java: <http://java-source.net/open-source/code-coverage>
 - They tend to support extremely simple and therefore useless criteria.