

Validation & Verification Validation Are we building the right product? The software should do what the user really requires Verification Are we building the product right? The software should conform to its specification

Error, fault, and failure • Error • Fault • Failure

Error, fault, and failure

- When developing software, people make errors, these become faults in the software which then manifest themselves as failures when the software is run.
- One error may lead to several different faults, each of which in turn leads to several different failures.

Error, fault, and failure

- IEEE defines "error" as:
 - The difference between a computed, observed, or measured value or condition and the true, specified, or theoretically correct value or condition.
 - · An incorrect step, process, or data definition.
 - · An incorrect result.
 - · A human action that produces an incorrect result.

Error, fault, and failure

- But: While all four definitions are commonly used, one distinction assigns
 - definition 1 to the word "error",
 - definition 2 to the word "fault",
 - definition 3 to the word "failure", and
- definition 4 to the word "mistake".

Error, fault, and failure

- Fault
- · A defect in a hardware device or component.
- An incorrect step, process, or data definition in a computer program.
- Failure
- The inability of a system or component to perform its required functions within specified performance requirements.

Error, fault, and failure

- Code to decide whether a triangle is right-angled.
 - if (a * a + b * b == c * c)cout << "right-angled" << endl;
 - if (a * a * a + b * b * b == c * c * c) cout << "right-angled" << endl;

Error, fault, and failure

- Error: the programmer uses a wrong formula
- Faults: $a * a \rightarrow a * a * a; b * b \rightarrow b * b * b; c * c \rightarrow c * c * c$.
- Failures: some triangles are mistakenly considered as nonright-angled; while some triangles are mistakenly considered a right-angled.

Error, fault, and failure

- One error may lead to several different faults, each of which in turn leads to several different failures.
- What is the main target of testing?
 - demonstrates the presence of fault.
 - does not demonstrate the absence of fault.

What is testing?

- · Testing: by experiment,
 - find faults in software
- · establish quality of software
- A successful test:
 - · finds at least one fault
 - gives quality judgement with maximum confidence with minimum effort



Fundamental problems

- Reliable test set problem
 - exhaustive testing?
- reliable for any given program?
- Oracle problem
 - test oracle
 - difficult to verify test results



Fundamental problems

- Infinite monkey theorem
- A monkey hitting keys at random on a typewriter keyboard for an infinite amount of time will almost surely type a given text, such as the complete works of William Shakespeare.
- Unfortunately, we, as testers, are never given an infinite amount of time!

Fundamental problems

- p : a program
- *D* : the input domain (all possible inputs to *p*)
- $\circ~$ If we test p on every element of D, and the results are correct, then p is a correct program
- not practical when *D* has a large or infinite size.

Fundamental problems

- We want to find a subset of test cases T from D
- If p(T) is correct, then p(D) is correct
- We say T is a Reliable Test Set.

Fundamental problems

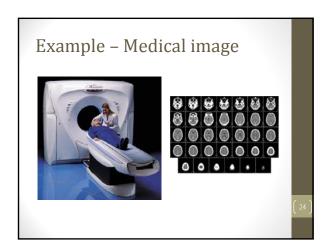
- Problem: In general, T (of finite size) for any given program cannot be constructed effectively, unless T = D (known as "exhaustive testing")
- In other words: reliable test sets are not attainable in general
- As a result, testing cannot prove program correctness in most situations.

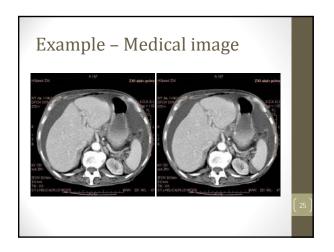
Fundamental problems

- Test oracle
 - Expected output
- A way to check the correctness of program output
- $ax^2 + bx + c = 0$
- $x = [-b \pm (b^2 4ac)^{1/2}] / 2a$
- Replace x by the calculated results

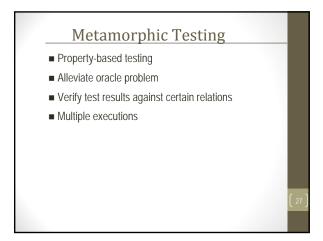
Fundamental problems

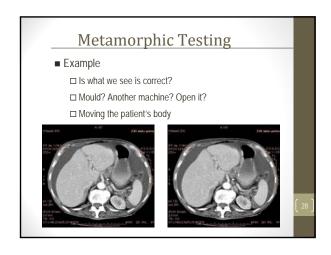
- Oracle does not always exist
- It is too expensive to apply oracle in practice
- Oracle problem affects the testing effectiveness



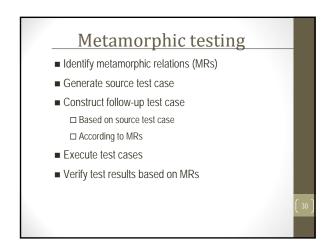


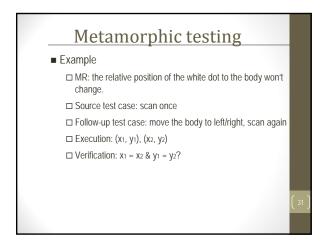


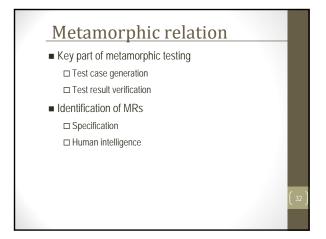


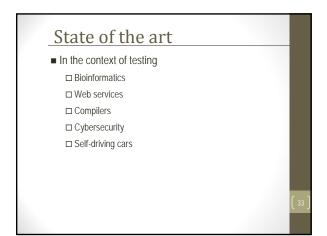


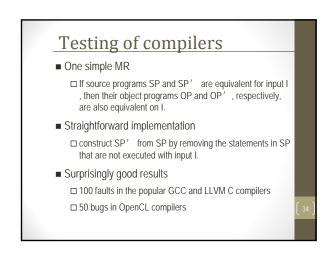


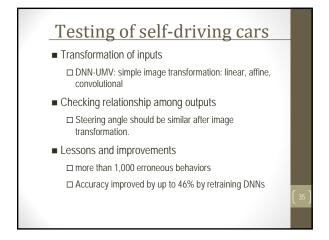


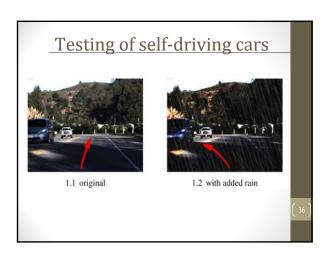


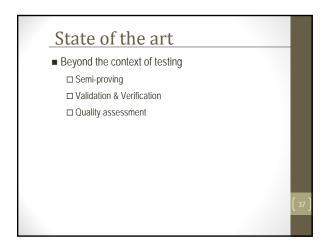


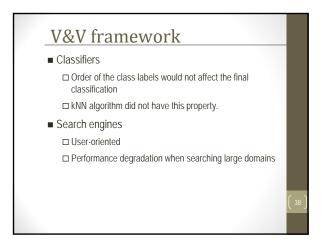


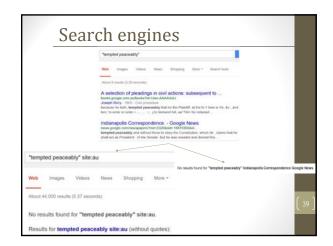


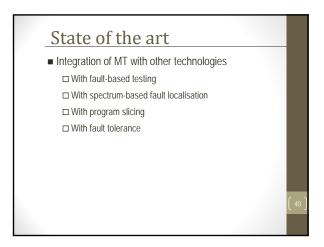










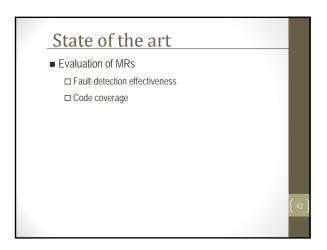


Integration

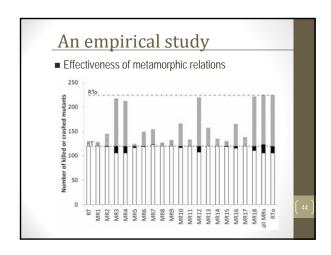
■ The correspondence

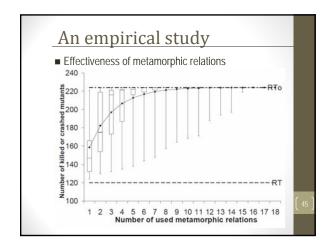
□ between a single test case and a group of metamorphic test cases

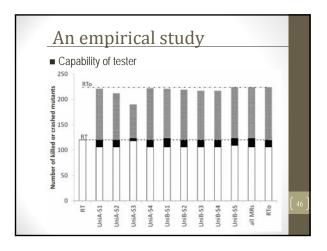
□ between the pass/fail outcome of a test case and the satisfaction/violation of an MR for the test group

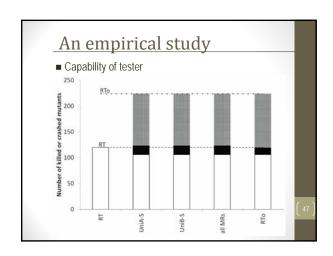


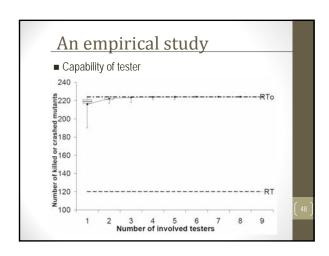
An empirical study Subjects 5 programs Thousands of mutants Participants 4 universities 4-7 students for each program Metamorphic relations 16 to 27 for each program 4 to 6 for each tester



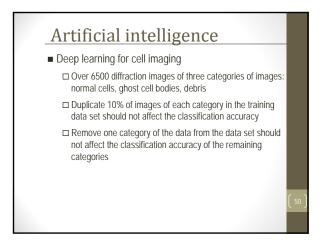


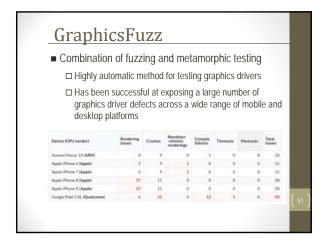


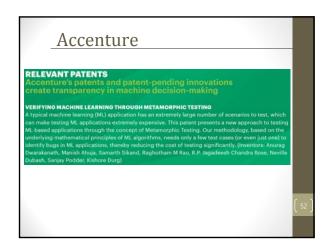










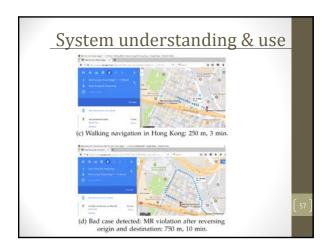








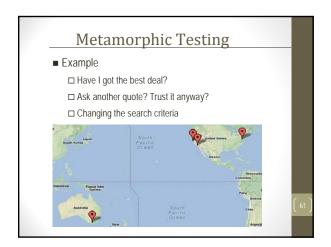






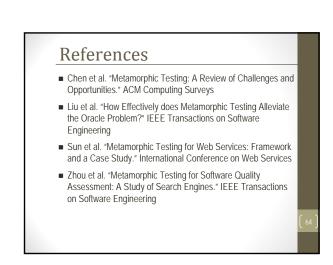








Metamorphic testing ■ Example □ MR: changing stopover but keep starting and ending points unchanged won't give a better deal. □ Source test case: Melbourne → Washington → Melbourne □ Follow-up test case: Melbourne → SF → Washington → LA → Melbourne □ Execution: priced, prices □ Verification: priced ≤ prices?



References Segura et al. "Metamorphic Testing of RESTful Web APIs." IEEE Transactions on Software Engineering Segura et al. "A Survey on Metamorphic Testing." IEEE Transactions on Software Engineering Tian et al. "DeepTest: Automated Testing of Deep-NeuralNetwork-driven Autonomous Cars." International Conference on Software Engineering Chen et al. "Metamorphic Testing for Cybersecurity." IEEE Computer

