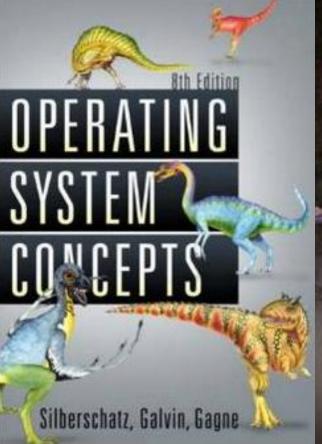
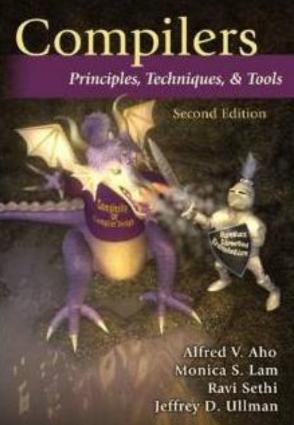
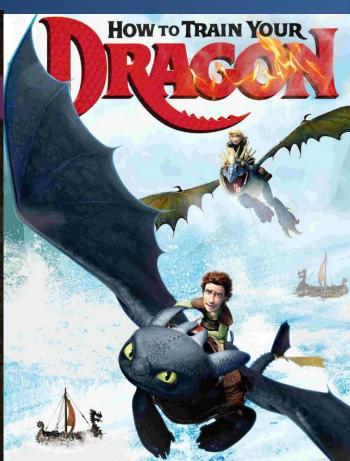
Fight the High Complexity of SW

Moonzoo Kim

KAIST







SW Testing is Very Complex and Difficult Task





The ratio of time spent for developing and testing SW products is 1:3

"... We have as many testers as we have developers. Testers basically test all the time, and developers basically are involved in the testing process about half the time..."

The ratio of program code written for SW products and test harness is 1:3

"...The test cases are unbelievably expensive; in fact, there's more lines of code in the test harness than there is in the program itself. Often that's a ratio of about three to one."

Summary: What is (the essense of) Software?

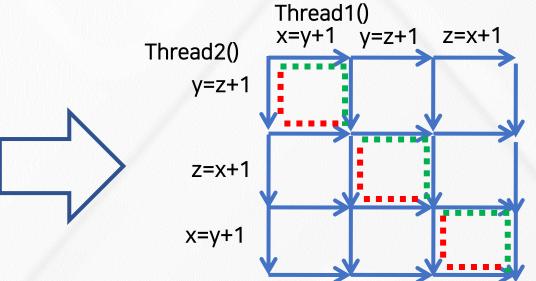
- 1. Software = a large set of unique executions
- 2. SW testing = to find an execution that violates a given requirement among the large set
 - A human brain is poor at enumerating all executions of a target SW, but computer is good at the task
- 3. Automated SW testing
 - = to enumerate and analyze the executions of
 - SW systematically (and exhaustively if possible)

Static SW Code vs. Dynamic SW Executions



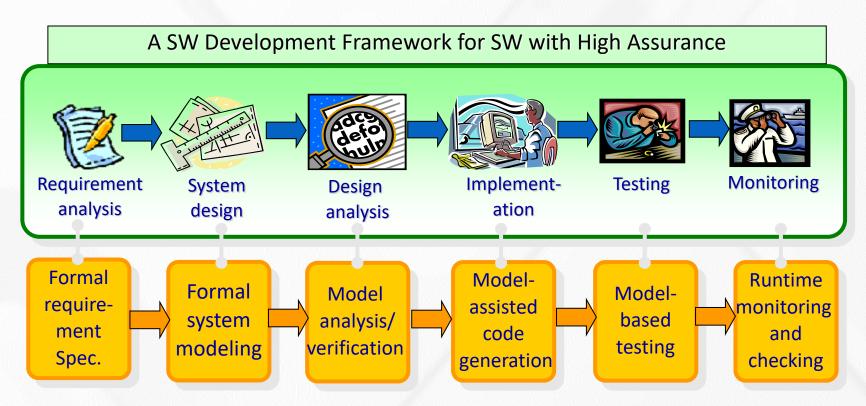


int x=0, y=0, z =0;
void Thread1()
{x=y+1; y=z+1; z= x+1;}
void Thread2()
{y=z+1; z=x+1; x=y+1;}



Software Development Cycle

A practical end-to-end formal framework for software development



<u>Software v.s. Magic Circle (마법진)</u>

- Written by a software developers line by line
- Written by a human magician line by line
- Requires programming expertise
- Requires magic spell knowledge
- SW executes complicated tasks which are far more complex than the code itself
- Summoned monsters are far more powerful than the magic spell itself
- The software often behaves in unpredicted ways and crash occurs
- The summoned demon is often uncontrollable and disaster occurs





네이버 웹툰 "그 판타지 세계에서 사는법" by 촌장

Requirement Specification Problems

Ambiguity

- Expression does not have unique meaning, but can be interpreted as several different meaning.
 - Ex. For a natural number input, do X
 - What if a 0 is given? Is 0 a natural number?

Incompleteness

- Relevant issues are not addressed, e.g. what to do when user errors occur or software faults show.
 - Ex. For a positive integer input, do Y
 - What if a negative input is given?

Inconsistency

- Contradictory requirements in different parts of the specification.
 - Ex. For a non-negative input, execute Z, and for a non-positive input, do not execute Z
 - What if 0 is given?

Example (retail chain management software)

- If the sales for the current month are below the target sales, then a report is to be printed,
 - unless the difference between target sales and actual sales is less than half of the difference between target sales and actual sales in the previous month
 - or if the difference between target sales and actual sales for the current month is under 5 percent.

A review of the requirement by GPT5:

https://chatgpt.com/share/68c0e23b-8f94-8012-bd19-722cf9faf9ba

Example 2: Leap year (윤년) detection

- The Februray of a leap year has 29th day (i.e., an extra day).
- Given year, print "Leap year" if the following conditions hold:
- a) if a year is divisible by 4, it is a leap year. Otherwise, it is not.
- b) if a year is divisible by both 4 and 100, it is not a leap year.
- c) if a year is divisible by 400, it is a leap year.
- 예시:

```
isLeapYear(2008)
Leap year

isLeapYear(2100)
Not a leap year

isLeapYear(2021)
Not a leap year

isLeapYear(2000)
Leap year
```

A review of the requirement by GPT5:

https://chatgpt.com/share/68c0e3e2-c620-8012-89a7-77e3f14418a6

Ex. Testing a Triangle Decision Program

Input: Read three integer values from the command line. The three values represent the length of the sides of a triangle.

Output: Tell whether the triangle is

- Scalene (부등변삼각형) : no two sides are equal
- Isosceles (이등변삼각형) : exactly two sides are equal
- Equilateral(정삼각형) : all sides are equal

Create a Set of Test Cases for this program

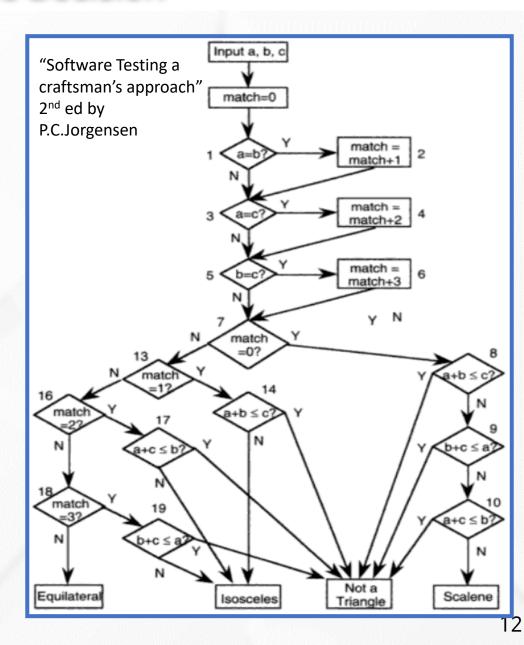
$$(3,4,5), (2,2,1), (1,1,1)$$
?

Precondition (Input Validity) Check

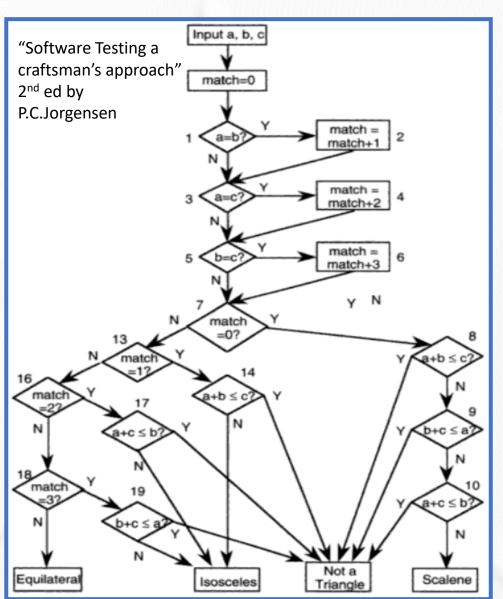
- Condition 1: a > 0, b > 0, c > 0
- Condition 2: a < b + c
 - Ex. (4, 2, 1) is an invalid triangle
 - Permutation of the above condition
 - a < b +c
 - b < a + c
 - c < a + b
- What if b + c exceeds 2³² (i.e. overflow)?
 - long v.s. int v.s. short. v.s. char
- Developers often fail to consider implicit preconditions
 - Cause of many hard-to-find bugs

Moonzoo Kim 11/11

```
int triangle(int a, int b, int c) {
  int match=0, result=-1;
1: if(a==b) match=match+1;
3: if(a==c) match=match+2;
5: if(b==c) match=match+3;
7: if(match==0) {
   if( a+b <= c) result=2;
9:
     else if(b+c \le a) result=2;
      else if(a+c <= b) result =2;
10:
       else result=3;
    } else {
      if(match == 1) {
13:
14:
         if(a+b \le c) result = 2;
        else result=1;
       } else {
16:
         if(match == 2) {
          if(a+c \le b) result = 2;
17:
           else result=1;
        } else {
18:
           if(match==3) {
19:
             if(b+c \le a) result=2;
             else result=1:
           } else result = 0;
       } }}
return result; }
```



- # of test cases required?
 - 1 4
 - (2) 11
 - 3 50
 - 4 100
- # of feasible unique execution paths?
 - 11
- The goal of testing
 - Generate 11 test cases that exercise the 11 unique execution paths



$$a,b,c = 1,1,1:match=6:result=0:p1$$

$$a,b,c = 2,1,2:match=2:result=1:p3$$

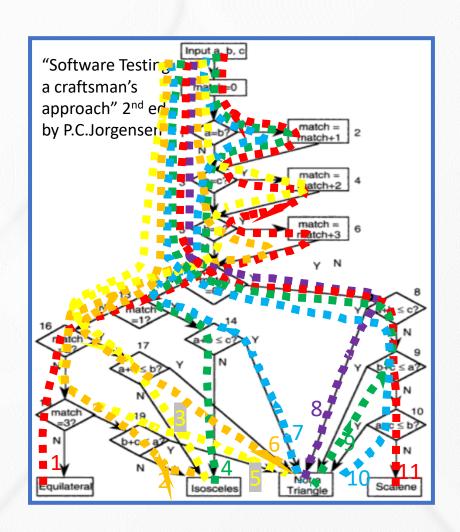
$$a,b,c = 2,1,1:match=3:result=2:p5$$

$$a,b,c = 2,1,3:match=0:result=2:p8$$

$$a,b,c = 3,2,1:match=0:result=2:p9$$

$$a,b,c = 2,3,1:match=0:result=2:p10$$

$$a,b,c = 4,3,2:match=0:result=3:p11$$

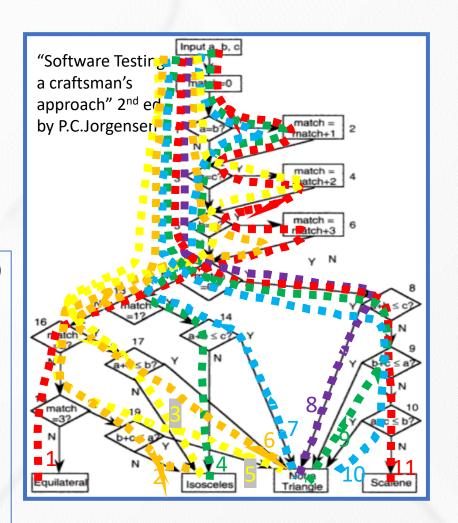


- a) $a \neq b \land a \neq b \land a \neq b \pmod{=0}$
- b) a=b (match=1)
- c) a=c (match=2)
- d) b=c (match=3)
- e) $a=b \land a=b \land a=b \pmod{6}$

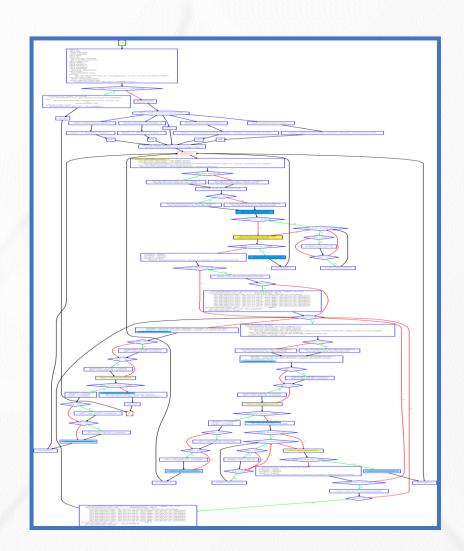


Cartesian product

- 1) match \neq 0 /\ match \neq 1 /\ match \neq 2 /\ match \neq 3 (EQ)
- 2) match≠0 /\ match≠1 /\ match≠2 /\ match=3 /\ b+c > a (ISO)
- 3) match \neq 0 /\ match \neq 1 /\ match \neq 2 /\ match=3 /\ b+c \le a (NTR)
- 4) match \neq 0 \land match \neq 1 \land match=2 \land a+c > b (ISO)
- 5) match \neq 0 \land match \neq 1 \land match=2 \land a+c \leq b (NTR)
- 6) match \neq 0 /\ match=1 /\ a+b > c (ISO)
- 7) match \neq 0 \land match=1 \land a+b \leq c (NTR)
- 8) match=0 \land a+b \leq c (NTR)
- 9) match=0 \land a+b > c \land b+c \leq a (NTR)
- 10) match=0 \land a+b > c \land b+c > a \land a+c \leq b (NTR)
- 11) match=0 \land a+b > c \land b+c > a \land a+c > b (SCL)



- # of test cases required?
 - 1 4
 - 2 11
 - 3 50
 - (4) 100
- # of feasible unique execution paths?
 - 11
- The goal of testing
 - Generate 11 test cases that exercise the 11 unique execution paths



More Complex Testing Situations (1/3)

- Software is constantly changing
 - What if "integer value" is relaxed to "floating value"?
 - Round-off errors should be handled explicitly
 - What if new statements S_1 ... S_n are added to check whether the given triangle is a right angle triangle (직각삼 각형)?
 - Will you test all previous tests again?
 - How to create minimal test cases to check the changed parts of the target program

More Complex Testing Situations (2/3)

- Regression testing is essential
 - How to select statements/conditions affected by the revision of the program?
 - How to create test cases to cover those statements/conditions?
 - How to create efficient test cases?
 - How to create a minimal set of test cases (i.e. # of test cases is small)?
 - How to create a minimal test case (i.e. causing minimal execution time)?
 - How to reuse pre-existing test cases?

More Complex Testing Situations (3/3)

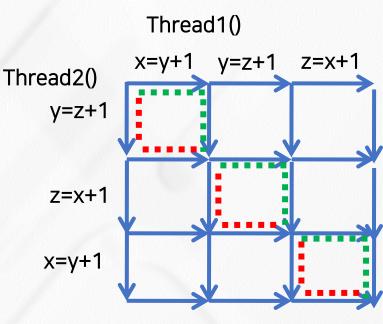
- However, conventional coverage is not complete
 - Ex. int adder(int x, int y) { return 3;}
 - Test case (x=1,y=2) covers all statements/branches of the target program and detects no error
 - In other words, all variable values must be explored for complete results
- Formal verification aims to guarantee completeness
 - Model checking analyzes all possible x, y values through 2⁶⁴
 (=2³² x 2³²) cases
 - However, model checking is more popular for debugging, not verification

Concurrency

Concurrent programs have very high complexity

due to non-deterministic scheduling

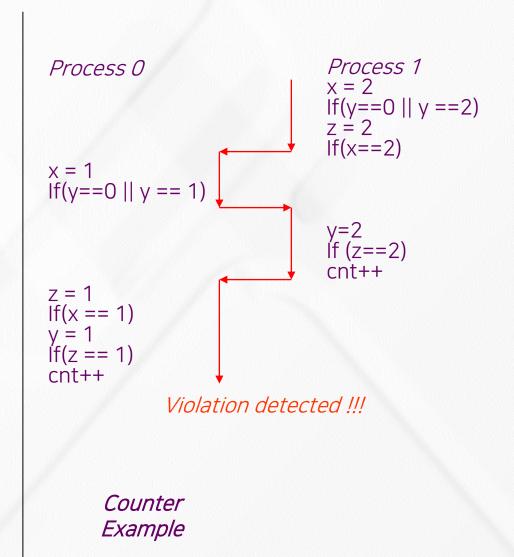
- Ex. int x=0, y=0, z =0;
 void Thread1() {x=y+1; y=z+1; z= x+1;}
 Void Thread2() {y=z+1; z=x+1; x=y+1;}
 - Total 20 interleaving scenarios= (3+3)!/(3!x3!)
 - However, only 11 unique outcomes
 - assert(x+y+z > 5)???
 - assert(x+y+z < 15)???



Trail: Trail: Trail: Trail:	1: 2,1,2 2: 2,1,3 3: 2,2,3 4: 2,3,3 5: 2,4,3 6: 3,2,3	Trail7: 3,2,4 Trail8: 4,3,2 Trail9: 4,3,5 Trail10: 5,4,3 Trail11: 5,4,6

An Example of Mutual Exclusion Protocol

```
char cnt=0,x=0,y=0,z=0;
void process() {
   char me=_pid +1; /* me is 1 or 2*/
again:
     x = me;
                                 Software
     If (y == 0 || y == me);
                                 locks
     else goto again;
     z = me;
     If (x == me);
     else goto again;
     v=me;
     if(z==me);
     else goto again;
     /* enter critical section */
                                Critical
     cnt++;
                                 section
     assert( cnt ==1);
     cnt --;
     goto again;
                           Mutual
                          Exclusion
                         Algorithm
```

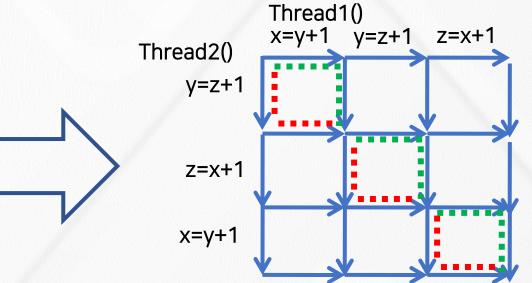


Static SW Code vs. Dynamic SW Executions





int x=0, y=0, z =0;
void Thread1()
{x=y+1; y=z+1; z= x+1;}
void Thread2()
{y=z+1; z=x+1; x=y+1;}



More Concurrency Bugs

Data race bugs

```
class Account_DR {
  double balance;
  // INV:balance should be always non-negative
  void withdraw(double x) {
  1:  if (balance >= x) {
  2:  balance = balance-x;}
  ...
  }}
```

(a) Buggy program code

```
[Initially, balance:10]
-th1: withdraw(10)-
-th2: withdraw(10)-
1: if(balance >= 10)

2: balance = 0 - 10;

The invariant is violated as balance becomes -10.
```

(b) Erroneous execution

Atomicity bugs

```
class Account BR {
Lock m:
 double balance;
// INV: balance should be non-negative
double getBalance() {
                           void withdraw(double x){
 double tmp;
                            /*@atomic region begins*/
1: lock(m);
                           11: if (getBalance() >= x){
                           12: lock(m);
2: tmp = balance;
                           13: balance = balance - x;
3: unlock(m);
                           14: unlock(m); }
4: return tmp; }
                            /*@atomic region ends*/
```

(a) Buggy program code

```
[Initially, balance:10]
    -th1: withdraw(10)-
                                    -th2: withdraw(10)-
operation block b
11:if(getBalance()>=10)
r getBalance()-
   1:lock(m);
   2:tmp = balance;
   3:unlock(m);
   4:return tmp;
                                12: lock(m);
                                13: balance=10-10;
                                14: unlock(m);
112: lock(m);
                                 The invariant is violated as
13: balance=0 - 10;
                                 balance becomes -10.
14: unlock(m)
```

(b) Erroneous execution

Significance of Automated SW Testing

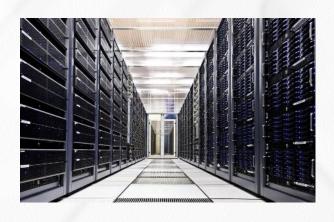
Software has become more ubiquitous and more complex at the same time

Human resources are becoming less reliable and more expensive for highly complex software



Computing resources are becoming ubiquitous and cheap

Amazon AWS price: you can use thousands of CPUs @ 0.03\$/hr for 2.5Ghz Quad-core CPU





> To-do: Develop automated and scientific software testing tools to utilize computing resource effectively and efficiently

Summary: What is (the essense of) Software?

- 1. Software = a large set of unique executions
- 2. SW testing = to find an execution that violates a given requirement among the large set
 - A human brain is poor at enumerating all executions of a target SW, but computer is good at the task
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