Outline

• Why correct software matters
  – Motivates testing *and* more than testing, but now seems like a fine time for the discussion

• Testing principles and strategies
  – Purpose of testing
  – Kinds of testing
  – Heuristics for good test suites
  – Black-box testing
  – Clear-box testing and coverage metrics
  – Regression testing
Non-outline

- Modern development ecosystems have much built-in support for testing
  - Unit-testing frameworks like JUnit
  - Regression-testing frameworks connected to builds and version control
  - Continuous testing
  - …

- No tool details covered here
  - See homework, section, internships, …
Rocket self-destructed 37 seconds after launch
  – Cost: over $1 billion

Reason: Undetected bug in control software
  – Conversion from 64-bit floating point to 16-bit signed integer caused an exception
  – The floating point number was larger than 32767
  – Efficiency considerations led to the disabling of the exception handler, so program crashed, so rocket crashed
Therac-25 radiation therapy machine

Excessive radiation killed patients (1985-87)

- New design removed hardware prevents the electron-beam from operating in its high-energy mode. Now safety checks done in software.

- Equipment control task did not properly synchronize with the operator interface task, so race conditions occurred if the operator changed the setup too quickly.

- Missed during testing because it took practice before operators worked quickly enough for the problem to occur.
Legs deployed → Sensor signal falsely indicated that the craft had touched down (130 feet above the surface)

Then the descent engines shut down prematurely

Error later traced to a single bad line of software code

Why didn’t they blame the sensor?
More examples

- Mariner I space probe (1962)
- Microsoft Zune New Year’s Eve crash (2008)
- iPhone alarm (2011)
- Denver Airport baggage-handling system (1994)
- AT&T network outage (1990)
- USS Yorktown Incapacitated (1997)
- Intel Pentium floating point divide (1993)
- Excel: 65,535 displays as 100,000 (2007)
- Prius brakes and engine stalling (2005)
- Soviet gas pipeline (1982)
- Study linking national debt to slow growth (2010)
- …
Costs to society as of 2002

• Inadequate infrastructure for software testing costs the U.S. $22-$60 billion per year

• Testing accounts for about half of software development costs
  – Program understanding and debugging account for up to 70% of time to ship a software product

• Improvements in software testing infrastructure might save 1/3 of the cost

(Source: NIST Planning Report 02-3, 2002)
Building Quality Software

What Affects *Software Quality*?

**External**
- Correctness  Does it do what it supposed to do?
- Reliability  Does it do it accurately all the time?
- Efficiency  Does it do without excessive resources?
- Integrity  Is it secure?

**Internal**
- Portability  Can I use it under different conditions?
- Maintainability  Can I fix it?
- Flexibility  Can I change it or extend it or reuse it?

**Quality Assurance**
- Process of uncovering problems and improving software quality
- Testing is a major part of QA
Software Quality Assurance (QA)

Testing plus other activities including:

- Static analysis (assessing code without executing it)
- Correctness proofs (theorems about program properties)
- Code reviews (people reading each others’ code)
- Software process (methodology for code development)
- …and many other ways to find problems and increase confidence

No single activity or approach can guarantee software quality

“Beware of bugs in the above code; I have only proved it correct, not tried it.”
- Donald Knuth, 1977
What can you learn from testing?

“Program testing can be used to show the presence of bugs, but never to show their absence!”

*Edsger Dijkstra*

*Notes on Structured Programming,* 1970

Nevertheless testing is essential. Why?
What Is Testing For?

Validation = reasoning + testing
  - Make sure module does what it is specified to do
  - Uncover problems, increase confidence

Two rules:

1. Do it **early** and **often**
   - Catch bugs quickly, before they have a chance to hide
   - **Automate** the process wherever feasible

2. Be **systematic**
   - If you thrash about randomly, the bugs will hide in the corner until you're gone
   - Understand what has been tested for and what has not
   - Have a strategy!
Kinds of testing

• Testing is so important the field has terminology for different kinds of tests
  – Won’t discuss all the kinds and terms

• Here are three orthogonal dimensions [so 8 varieties total]:
  – *Unit* testing versus *system/integration* testing
    • One module’s functionality versus pieces fitting together
  – *Black-box* testing versus *clear-box* testing
    • Does implementation influence test creation?
    • “Do you look at the code when choosing test data?”
  – *Specification* testing versus *implementation* testing
    • Test only behavior guaranteed by specification or other behavior expected for the implementation?
Unit Testing

- A unit test focuses on one method, class, interface, or module
- Test a single unit in isolation from all others
- Typically done earlier in software life-cycle
  - Integrate (and test the integration) after successful unit testing
How is testing done?

Write the test
1) Choose input data/configuration
2) Define the expected outcome

Run the test
3) Run with input and record the outcome
4) Compare observed outcome to expected outcome
sqrt example

// throws: IllegalArgumentException if x<0
// returns: approximation to square root of x
public double sqrt(double x) {...}

What are some values or ranges of x that might be worth probing?

- \( x < 0 \) (exception thrown)
- \( x \geq 0 \) (returns normally)
- around \( x = 0 \) (boundary condition)
- perfect squares (\( \sqrt{x} \) an integer), non-perfect squares
- \( x<\sqrt{x} \) and \( x>\sqrt{x} \) – that’s \( x<1 \) and \( x>1 \) (and \( x=1 \))

*Specific tests: say x = -1, 0, 0.5, 1, 4*
What’s So Hard About Testing?

“Just try it and see if it works...”

```c
// requires: 1 ≤ x,y,z ≤ 10000
// returns: computes some f(x,y,z)
int proc1(int x, int y, int z){...}
```

Exhaustive testing would require 1 trillion runs!
  – Sounds totally impractical – and this is a trivially small problem

Key problem: choosing test suite
  – Small enough to finish in a useful amount of time
  – Large enough to provide a useful amount of validation
Approach: Partition the Input Space

Ideal test suite:
   Identify sets with same behavior
   Try one input from each set

Two problems:

1. Notion of same behavior is subtle
   • Naive approach: execution equivalence
   • Better approach: revealing subdomains

2. Discovering the sets requires perfect knowledge
   • If we had it, we wouldn’t need to test
   • Use heuristics to approximate cheaply
Naive Approach: Execution Equivalence

// returns:  x < 0     => returns -x
//           otherwise => returns x
int abs(int x) {
  if (x < 0) return -x;
  else return x;
}

All x < 0 are execution equivalent:
  – Program takes same sequence of steps for any x < 0

All x ≥ 0 are execution equivalent

Suggests that {-3, 3}, for example, is a good test suite
Execution Equivalence Can Be Wrong

```cpp
// returns: x < 0    => returns -x
//           otherwise => returns x

int abs(int x) {
    if (x < -2) return -x;
    else        return x;
}
```

\{-3, 3\} does not reveal the error!

Two possible executions: \texttt{x < -2} and \texttt{x \geq 2}

Three possible behaviors:
- \texttt{x < -2} OK, \texttt{x = -2} or \texttt{x = -1} (BAD)
- \texttt{x \geq 0} OK
Heuristic: Revealing Subdomains

- A subdomain is a subset of possible inputs.

- A subdomain is revealing for error $E$ if either:
  - Every input in that subdomain triggers error $E$, or
  - No input in that subdomain triggers error $E$

- Need test only one input from a given subdomain
  - If subdomains cover the entire input space, we are guaranteed to detect the error if it is present.

- The trick is to guess these revealing subdomains.
Example

For buggy `abs`, what are revealing subdomains?
- Value tested on is a good (clear-box) hint

```c
// returns:  x < 0     => returns  -x
//           otherwise => returns  x
int abs(int x) {
    if (x < -2) return -x;
    else       return x;
}
```

Example sets of subdomains:

```
... {-2} {-1} {0} {1} ...
{..., -4, -3} {-2, -1} {0, 1, ...}
... {-6, -5, -4} {-3, -2, -1} {0, 1, 2} ...
```

Which is best?
Heuristics for Designing Test Suites

A good heuristic gives:

- Few subdomains
- \( \forall \) errors in some class of errors \( E \),
  High probability that some subdomain is revealing for \( E \) and triggers \( E \)

Different heuristics target different classes of errors

- In practice, combine multiple heuristics
- Really a way to think about and communicate your test choices
Black-Box Testing

Heuristic: Explore alternate cases in the specification
  Procedure is a black box: interface visible, internals hidden

Example

```c
// returns:  a > b => returns a
//           a < b => returns b
//           a = b => returns a

int max(int a, int b) {...}
```

3 cases lead to 3 tests

- (4, 3) => 4  \(i.e.\ any\ input\ in\ the\ subdomain\ a > b\)
- (3, 4) => 4  \(i.e.\ any\ input\ in\ the\ subdomain\ a < b\)
- (3, 3) => 3  \(i.e.\ any\ input\ in\ the\ subdomain\ a = b\)
Black Box Testing: Advantages

Process is not influenced by component being tested
   – Assumptions embodied in code not propagated to test data
   – (Avoids “group-think” of making the same mistake)

Robust with respect to changes in implementation
   – Test data need not be changed when code is changed

Allows for independent testers
   – Testers need not be familiar with code
   – Tests can be developed before the code
More Complex Example

Write tests based on cases in the specification

```java
// returns: the smallest i such that a[i] == value
// throws: Missing if value is not in a

int find(int[] a, int value) throws Missing
```

Two obvious tests:

( [4, 5, 6], 5 ) => 1
( [4, 5, 6], 7 ) => throw Missing

Have we captured all the cases?

( [4, 5, 5], 5 ) => 1

Must hunt for multiple cases

– Including scrutiny of effects and modifies
Heuristic: Boundary Testing

Create tests at the edges of subdomains

Why?
- Off-by-one bugs
- “Empty” cases (0 elements, null, …)
- Overflow errors in arithmetic
- Object aliasing

Small subdomains at the edges of the “main” subdomains have a high probability of revealing many common errors
- Also, you might have misdrawn the boundaries
Boundary Testing

To define the boundary, need a notion of adjacent inputs

One approach:
- Identify basic operations on input points
- Two points are adjacent if one basic operation apart

Point is on a boundary if either:
- There exists an adjacent point in a different subdomain
- Some basic operation cannot be applied to the point

Example: list of integers
- Basic operations: create, append, remove
- Adjacent points: <[2,3],[2,3,3]>, <[2,3],[2]>
- Boundary point: [ ] (can’t apply remove)
Other Boundary Cases

Arithmetic
  – Smallest/largest values
  – Zero

Objects
  – null
  – Circular list
  – Same object passed as multiple arguments (aliasing)
Boundary Cases: Arithmetic Overflow

// returns: |x|
public int abs(int x) {...}

What are some values or ranges of x that might be worth probing?
– x < 0 (flips sign) or x ≥ 0 (returns unchanged)
– Around x = 0 (boundary condition)
– Specific tests: say x = -1, 0, 1

How about…

int x = Integer.MIN_VALUE; // x=-2147483648
System.out.println(x<0); // true
System.out.println(Math.abs(x)<0); // also true!

From Javadoc for Math.abs:
Note that if the argument is equal to the value of
Integer.MIN_VALUE, the most negative representable int
value, the result is that same value, which is negative
Boundary Cases: Duplicates & Aliases

// modifies: src, dest
// effects: removes all elements of src and
//          appends them in reverse order to
//          the end of dest
<E> void appendList(List<E> src, List<E> dest) {
    while (src.size()>0) {
        E elt = src.remove(src.size()-1);
        dest.add(elt);
    }
}

What happens if src and dest refer to the same object?
   – This is aliasing
   – It’s easy to forget!
   – Watch out for shared references in inputs

CSE331 Spring 2014
Heuristic: Clear (glass, white)-box testing

Focus: features not described by specification
   - Control-flow details
   - Performance optimizations
   - Alternate algorithms for different cases

Common goal:
   - Ensure test suite covers (executes) all of the program
   - Measure quality of test suite with % coverage

Assumption implicit in goal:
   - If high coverage, then most mistakes discovered
Glass-box Motivation

There are some subdomains that black-box testing won't catch:

```java
boolean[] primeTable = new boolean[CACHE_SIZE];

boolean isPrime(int x) {
    if (x>CACHE_SIZE) {
        for (int i=2; i<x/2; i++) {
            if (x%i==0)
                return false;
        }
        return true;
    } else {
        return primeTable[x];
    }
}
```
Glass Box Testing: [Dis]Advantages

- Finds an important class of boundaries
  - Yields useful test cases

- Consider \texttt{CACHE\_SIZE} in \texttt{isPrime} example
  - Important tests \texttt{CACHE\_SIZE-1}, \texttt{CACHE\_SIZE}, \texttt{CACHE\_SIZE+1}
  - If \texttt{CACHE\_SIZE} is mutable, may need to test with different \texttt{CACHE\_SIZES}

Disadvantage:
- Tests may have same bugs as implementation
- Buggy code tricks you into complacency once you look at it
Code coverage: what is enough?

```c
int min(int a, int b) {
    int r = a;
    if (a <= b) {
        r = a;
    }
    return r;
}
```

- Consider any test with $a \leq b$ (e.g., $\text{min}(1, 2)$)
  - Executes every instruction
  - Misses the bug

- *Statement coverage* is not enough
int quadrant(int x, int y) {
    int ans;
    if(x >= 0)
        ans=1;
    else
        ans=2;
    if(y < 0)
        ans=4;
    return ans;
}

- Consider two-test suite: (2,-2) and (-2,2). Misses the bug.
- **Branch coverage** (all tests “go both ways”) is not enough
  - Here, **path coverage** is enough (there are 4 paths)
Code coverage: what is enough?

```c
int num_pos(int[] a) {
    int ans = 0;
    for(int x : a) {
        if (x > 0) {
            ans = 1; // should be ans += 1;
        }
    }
    return ans;
}
```

• Consider two-test suite: {0,0} and {1}. Misses the bug.
• Or consider one-test suite: {0,1,0}. Misses the bug.

• *Branch coverage* is not enough
  – Here, *path coverage* is enough, but *no bound* on path-count
Code coverage: what is enough?

```c
int sum_three(int a, int b, int c) {
    return a+b;
}
```

- Path coverage is not enough
  - Consider test suites where c is always 0

- Typically a “moot point” since path coverage is unattainable for realistic programs
  - But do not assume a tested path is correct
  - Even though it is more likely correct than an untested path

- Another example: buggy abs method from earlier in lecture
Varieties of coverage

Various coverage metrics (there are more):
- Statement coverage
- Branch coverage
- Loop coverage
- Condition/Decision coverage
- Path coverage

Limitations of coverage:
1. 100% coverage is not always a reasonable target
   100% may be unattainable (dead code)
   High cost to approach the limit
2. Coverage is just a heuristic
   We really want the revealing subdomains
Pragmatics: Regression Testing

• Whenever you find a bug
  – Store the input that elicited that bug, plus the correct output
  – Add these to the test suite
  – Verify that the test suite fails
  – Fix the bug
  – Verify the fix

• Ensures that your fix solves the problem
  – Don’t add a test that succeeded to begin with!

• Helps to populate test suite with good tests

• Protects against reversions that reintroduce bug
  – It happened at least once, and it might happen again
Rules of Testing

First rule of testing: *Do it early and do it often*
- Best to catch bugs soon, before they have a chance to hide
- Automate the process if you can
- Regression testing will save time

Second rule of testing: *Be systematic*
- If you randomly thrash, bugs will hide in the corner until later
- Writing tests is a good way to understand the spec
- Think about revealing domains and boundary cases
  - If the spec is confusing, write more tests
- Spec can be buggy too
  - Incorrect, incomplete, ambiguous, missing corner cases
- When you find a bug, write a test for it first and then fix it
Closing thoughts on testing

Testing matters
  - You need to convince others that the module works

Catch problems earlier
  - Bugs become obscure beyond the unit they occur in

Don't confuse *volume* with *quality* of test data
  - Can lose relevant cases in mass of irrelevant ones
  - Look for revealing subdomains

Choose test data to cover:
  - Specification (black box testing)
  - Code (glass box testing)

Testing can't generally prove absence of bugs
  - But it can increase quality and confidence