Verification and Validation

CSE 403, Winter 2003
Software Engineering

http://www.cs.washington.edu/education/courses/403/03wi/
Readings and References

• References
  » *If You Didn’t Test It, It Doesn’t Work*, Bob Colwell, IEEE Computer
    • http://www.computer.org/computer/homepage/0502/Random/

• Acknowledgment
  » much of the content of this lecture is derived from a similar lecture by G. Kimura in an earlier instance of CSE 403
Verification and Validation

• Verification: “Did we build the system right?”
  » Design and Implementation verification
  » Does the system do specific tasks correctly?
  » Developer / Tester has the knowledge

• Validation: “Did we build the right system?”
  » Requirements validation
  » Does the system do the required set of tasks?
  » Customer / Integrator has the knowledge
Some Approaches to Verification

• Process
  » Improving the likelihood that code is correct

• Testing
  » A dynamic approach

• Proof of correctness
  » Use formal analysis to show an equivalence between a specification and a program
Process

- Process includes a broad set of ideas and approaches
  - Software inspections, walkthroughs, reviews
  - Capability maturity model, ISO 9000
  - etc

- Software correctness depends on thousands and thousands of details being correct
  - Good processes help you avoid making mistakes
  - Processes are not magic
Testing vs. Proving

• Dynamic Testing
  » Builds confidence (not certainty)
    • Can only show the presence of bugs, not their absence
  » Used widely in practice
  » Costly

• Static Proving
  » Proofs are human processes - mistakes are possible!
  » Applicability is limited in practice
  » Extremely costly

The proof is in the pudding
Engineering: intelligent compromise

- Dynamic techniques are unattractive because they are unsound
  » you can believe something is true when it’s not
- Static techniques are unattractive because they are often very costly
  » and can overlook fundamental problems
- The truth is that they should be considered to be complementary, not competitive
Testing

• Testing is by far the dominant approach to demonstrating that code does what it supposed to (whatever that means!)

• Testing is a lot like the weather
  » everybody complains about it
  » but nobody seems to do much about it

• However, unlike the weather, you can actually do something about it!
Terminology

• An error
  » mistake the programmer made in design or implementation
• leads to a defect
  » inappropriate code
• that leads to a fault
  » when a program's internal state is inconsistent with what is expected
• that causes a failure.
  » when the program doesn't satisfy its specification
Root cause analysis

• Track a failure back to an error
  » Failures are precious information because an error has finally become visible

• Identifying errors is important because it can
  » help identify and remove other related defects
    • other defects might not cause visible failures yet
  » help a programmer (and perhaps a team) avoid making the same or a similar error again
    • If an error is made once, it is very likely made twice
Discreteness

• Testing software is different from testing widgets
  » In general, physical widgets can be analyzed in terms of continuous mathematics
  » Software is based on discrete mathematics

• Why does this matter?

• In continuous math, a small change in an input corresponds to a small change in the output
  » This allows safety factors to be built in

• In discrete math, a small change in an input can correspond to a huge change in the output
Kinds of testing

- Unit
- White-box
- Black-box
- Gray-box
- Bottom-up
- Top-down
- Boundary condition
- Syntax-driven

- Big bang
- Integration
- Acceptance
- Stress
- Regression
- Alpha
- Beta
- etc
Picking Test Cases

- A goal of picking a test case is that it be characteristic of a class of other tests.
- That is, one case builds confidence in how other cases will perform.
Cover the behavior space

- The overall objective is to cover as much of the behavior space as possible
  » It’s an infinite space ...
- In general, it’s useful to distinguish the notions of common vs. unusual cases for testing
Black box testing

• Treat the unit under test as a black box
  » You can hypothesize about the way it is built, but you can’t see inside it

• Depend on a specification, formal or informal, for determining whether it behaves properly

• How to pick cases that cover the space of behaviors for the unit?
  » equivalence partitioning, boundary values, etc
  » independent testers
Equivalence partitioning

• Based on input conditions
  » If input conditions are specified as a range, you have one valid class (in the range) and two invalid classes (outside the range on each side)
  » If specified as a set, then you can be valid (in the set) or invalid (outside the set)
  » Etc.
Boundary values

- Problems tend to arise on the boundaries of input domains than in the middle.
- So, extending equivalence partitioning, make sure to pick added test cases that exercise inputs near the boundaries of valid and invalid ranges.
Off-the-wall testing

• Real life and real people are not interested in what you thought the specification said
  » Life takes strange turns
  » Users are not focused on treating your program with kid gloves

• When your program is released in the wild, it will get knocked around
  » welcome the comments of the tester who pushes your program to its limits, don’t shout them down
White box testing

• In this approach, the tester has access to the actual software
  » They needn’t guess at the structure of the code, since they can see it
  » The focus tends to shift from how the system behaves to what parts of the code are exercised
    • this can be very useful, and very misleading
• The tester’s challenge: Can you find a defect that leads to a fault that causes a failure?
White box coverage

- In black box, the tests are usually intended to cover the space of behavior.
- In white box, the tests are usually intended to cover the space of parts of the program.
Statement coverage

- One approach is to cover all statements
  » Develop a test suite that exercises all of a program’s statements
- What’s a statement?

\[
\text{max} = (x > y) \ ?\ x : b;
\]

\[
\text{if } x > y\ \text{then}
\text{max} := x
\text{else}
\text{max} := y
\text{endif}
\]
Weakness

- Coverage may miss some obvious issues
  - In this example (due to Ghezzi et al.) a single test (any negative number for x) covers all statements
  - But it’s not satisfying with respect to input condition coverage, for example

```c
if x < 0 then
    x := -x;
endif;
z := x;
```
More Coverage

• **Edge coverage**
  » Use control flow graph (CFG) representation of a program
  » Ensure that the suite covers all edges in the CFG

• **Condition coverage**
  » Complex conditions can confound edge coverage
    ```
    if ((p != NULL) && (p->left < p->right)) ...
    ```
    • Is this a single conditional statement in the CFG?
    • How are short-circuit conditionals handled?

• **Path coverage**
  » Edge coverage is in some sense very static
  » Edges can be covered without covering paths (sequences of edges)
  » Paths are better models of the actual execution
Path Coverage and Loops

- In general, we can’t bound the number of times a loop executes.
- So there are an unbounded number of paths in general.
  - We resort to heuristics like those from black box testing to exercise these loops.
Some more practical aspects

• Who tests the tests, especially a large complicated test?
  » If your test program generates random data, who confirms the results?
  » Another example is testing trig functions.

• Testing the error cases can be a wider set of inputs. You have two problems
  » Making sure you have proper test coverage and
  » Making sure the results are correct.

• Fault injection is another way of testing systems.
  » For example, injecting I/O failures in a disk controller can test the error cases for the disk driver and file system.
  » Another example is injecting memory allocation errors, to see how programs behave when they run out of memory.
Final note on testing

- It’s unsound and based on heuristics
- It’s extremely useful and important

- Good testing requires a special mindset
  - “I’m going to find a way to make that system fail!”
  - “My test case is a success - it found a system problem.”

- Good coding requires a special mindset
  - “Nobody’s going to break my code!”
  - “Good thing we found the failure now, not in real life.”