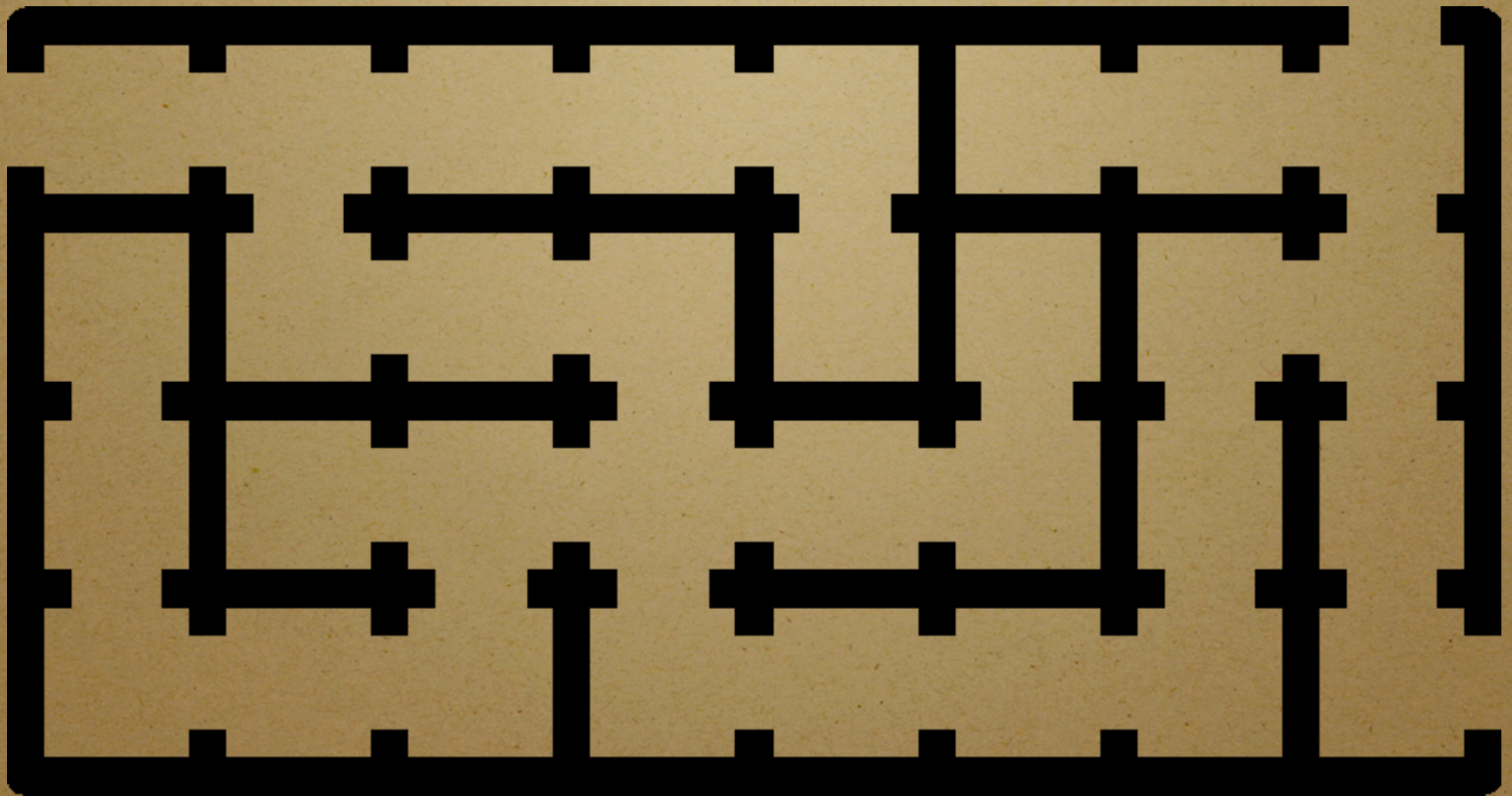
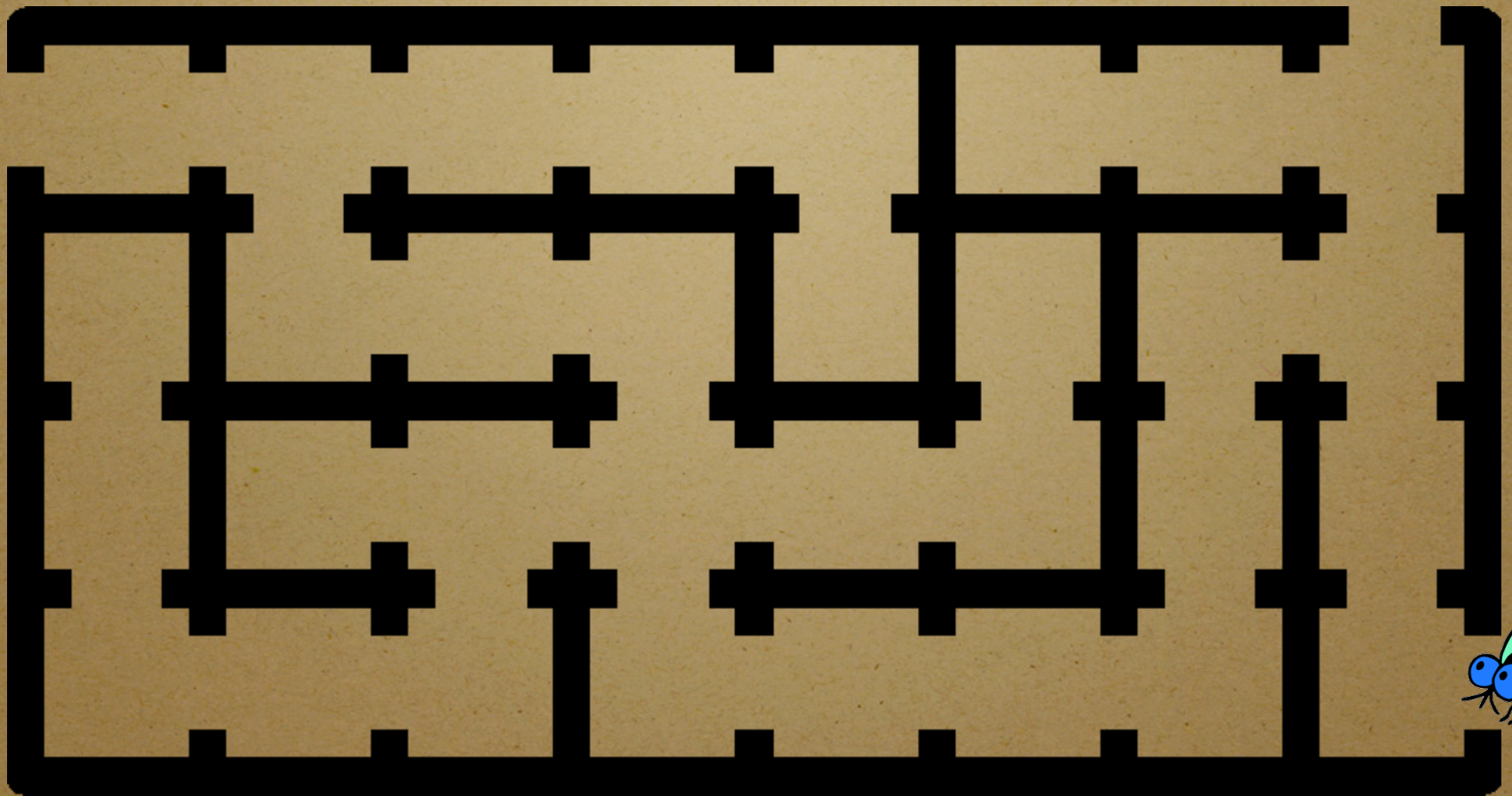


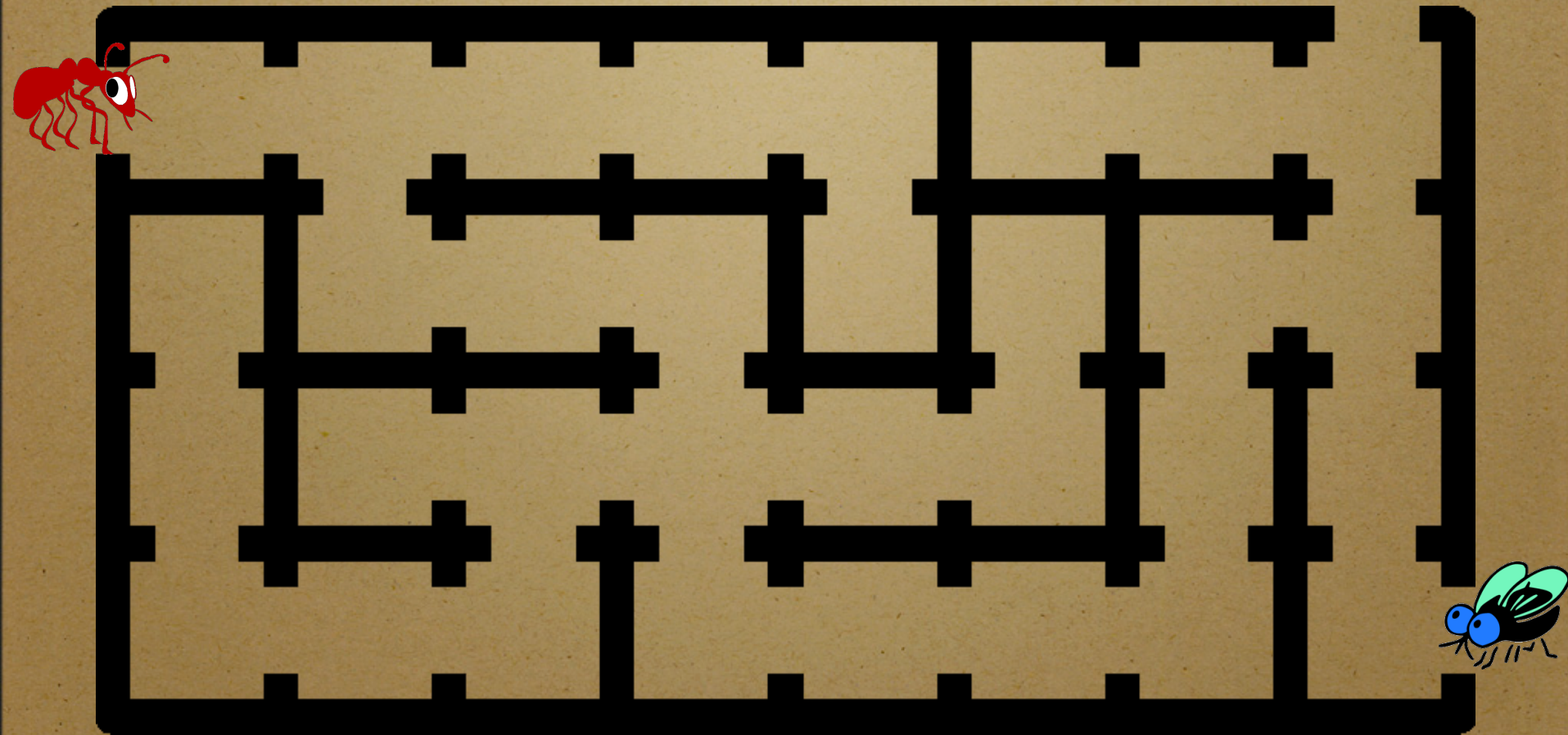
# Scavenger Hunt



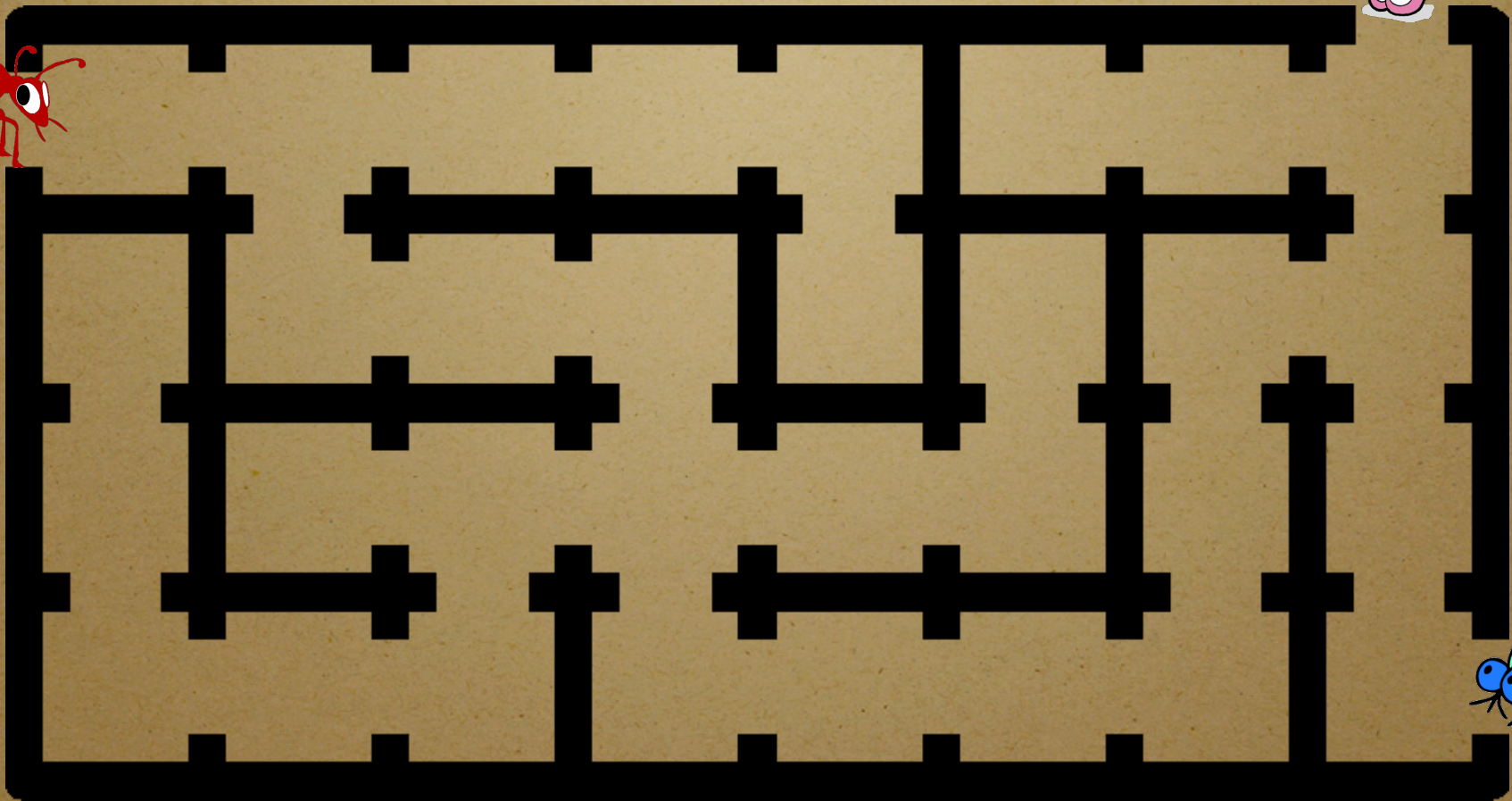
# Scavenger Hunt



# Scavenger Hunt



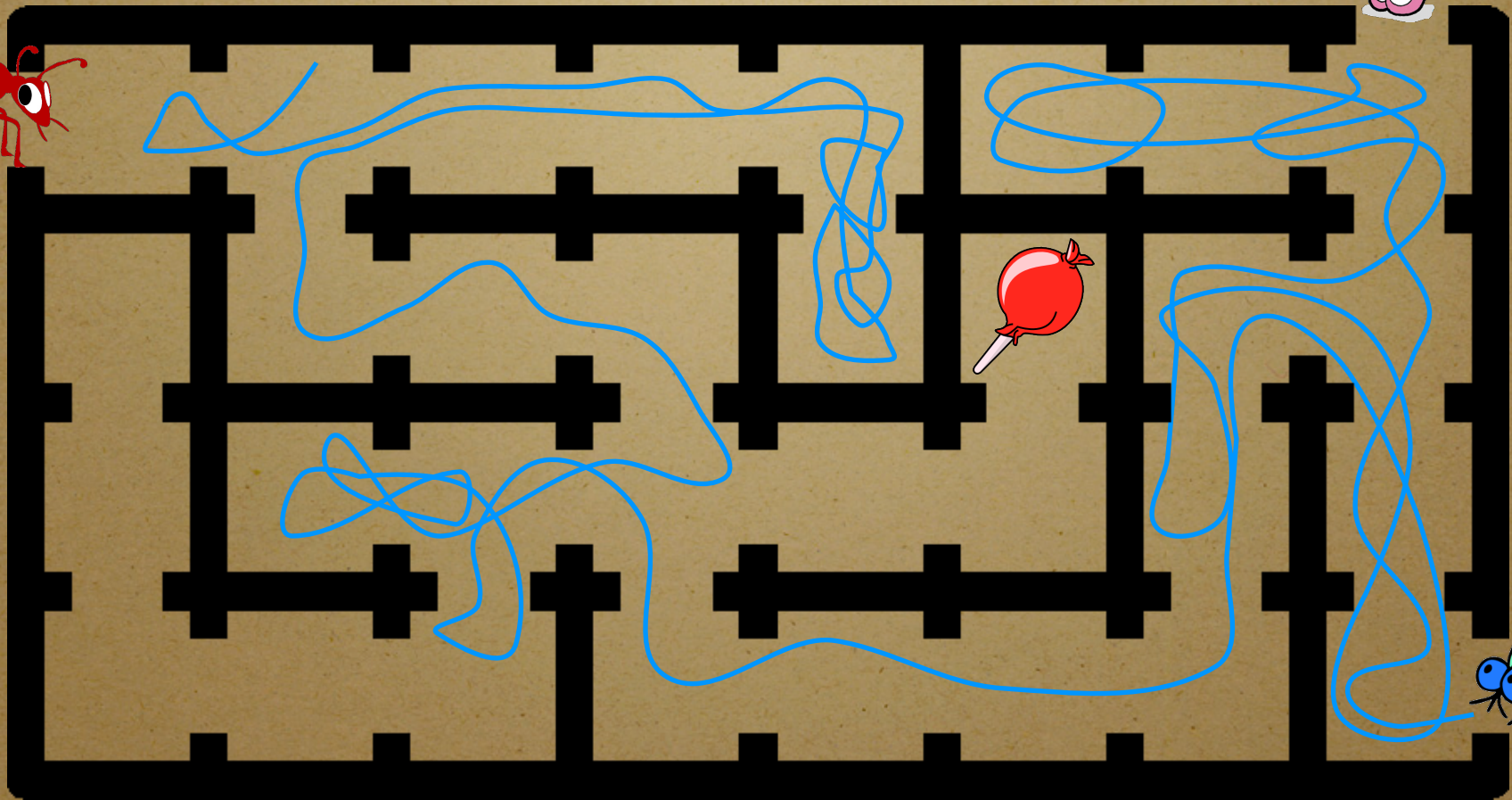
# Scavenger Hunt



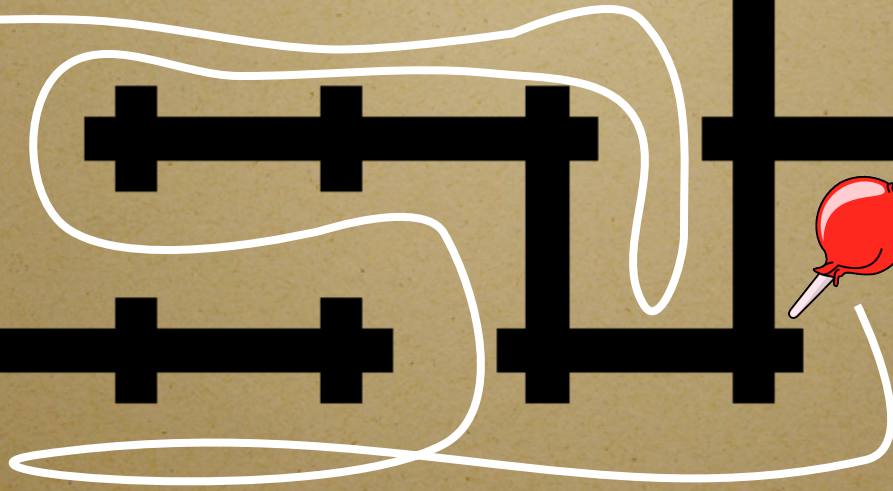
# Scavenger Hunt



# Scavenger Hunt



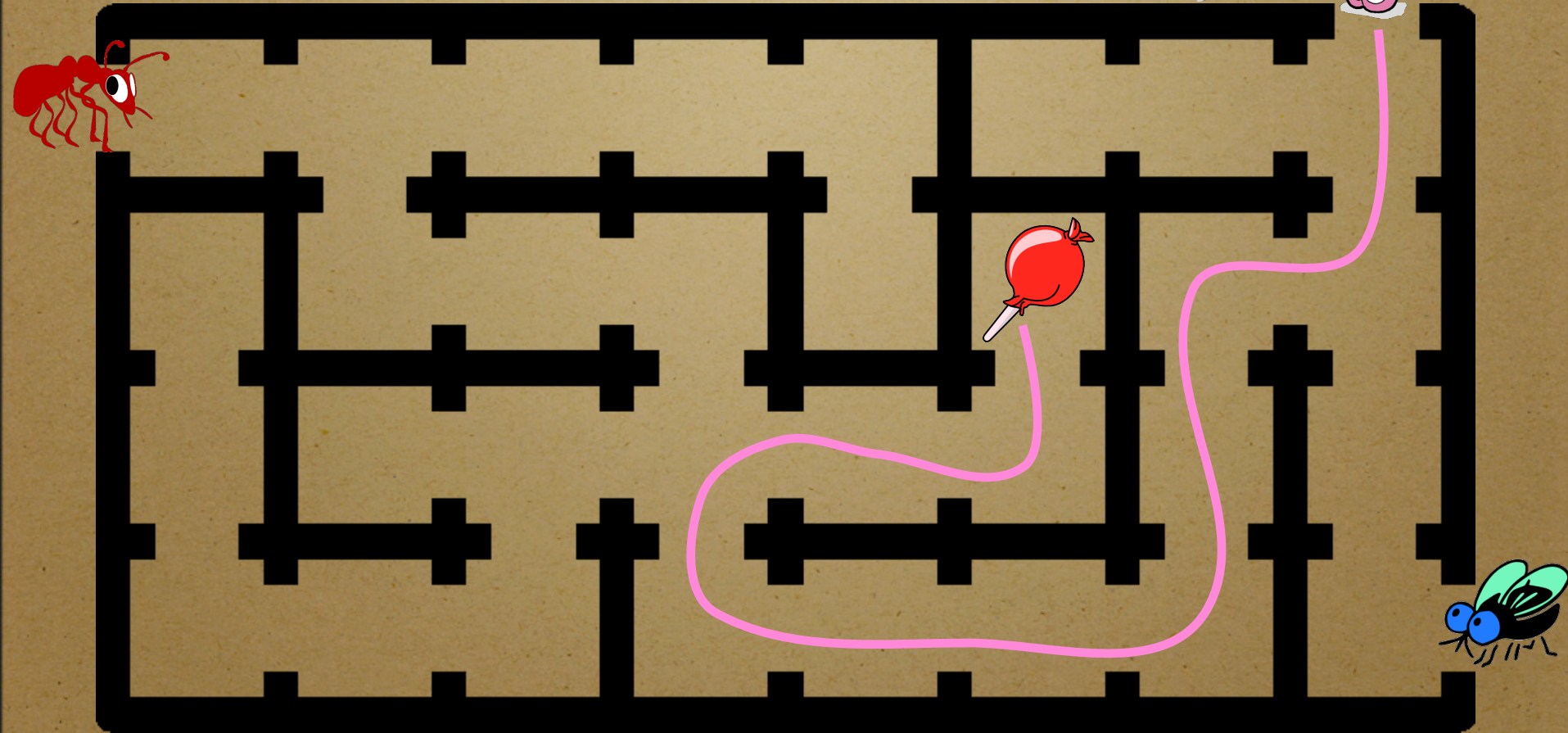
# Scavenger Hunt



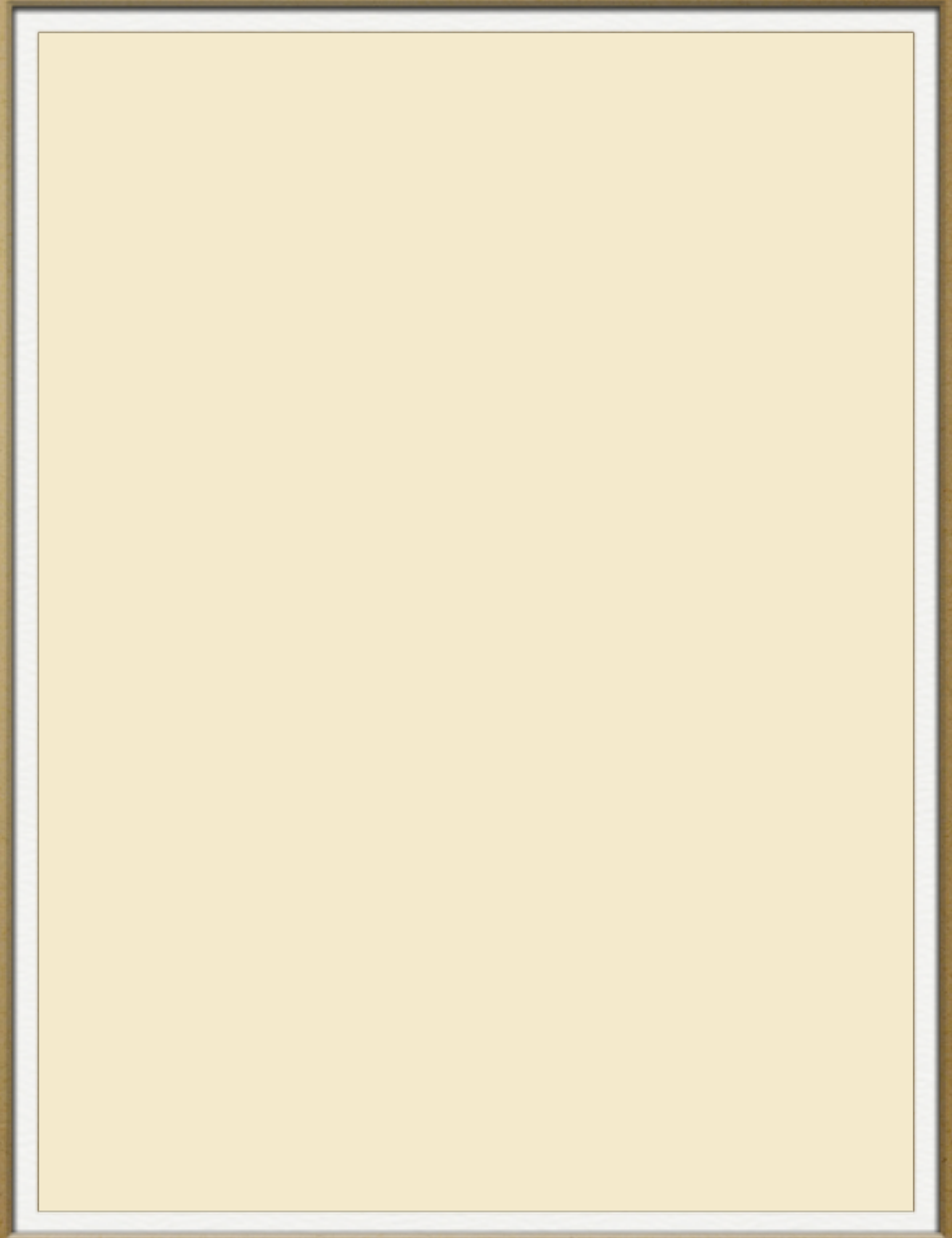
# Scavenger Hunt



# Scavenger Hunt



# Software Testing



# Software Testing

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
184                     ++cnt;
185                 } else {
186                     --cnt;
187                 }
188             }
189         }
190     }
191     if (ctrl_io_in[SENS_BOTTOM]) {
192         cnt = 0;
193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```

# Software Testing

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
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190     }
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194     }
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196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
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```

# Software Testing

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
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179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
184                     ++cnt;
185                 } else {
186                     --cnt;
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193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
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202         }
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```



# Software Testing

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
184                     ++cnt;
185                 } else {
186                     --cnt;
187                 }
188             }
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191     if (ctrl_io_in[SENS_BOTTOM]) {
192         cnt = 0;
193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```



# Software Testing

## Random Testing?

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
184                     ++cnt;
185                 } else {
186                     --cnt;
187                 }
188             }
189         }
190     }
191     if (ctrl_io_in[SENS_BOTTOM]) {
192         cnt = 0;
193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```



# Software Testing

Random Testing?



```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
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190     }
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192         cnt = 0;
193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```

# Software Testing

Random Testing?



Directed Testing?

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
184                     ++cnt;
185                 } else {
186                     --cnt;
187                 }
188             }
189         }
190     }
191     if (ctrl_io_in[SENS_BOTTOM]) {
192         cnt = 0;
193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```

# Software Testing

Random Testing?



Directed Testing?



```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
180                 }
181             }
182             else if (timImp>0) {
183                 if (directionUp) {
184                     ++cnt;
185                 } else {
186                     --cnt;
187                 }
188             }
189         }
190     }
191     if (ctrl_io_in[SENS_BOTTOM]) {
192         cnt = 0;
193         cntValid = TRUE;
194     }
195     lastImp = ctrl_io_in[SENS_IMPULS];
196     if (timImp>0) {
197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```

# Software Testing

Random Testing?



Directed Testing?



Manual Testing?

```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
177                     ++cnt;
178                 } else {
179                     --cnt;
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183                 if (directionUp) {
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186                     --cnt;
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191     if (ctrl_io_in[SENS_BOTTOM]) {
192         cnt = 0;
193         cntValid = TRUE;
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195     lastImp = ctrl_io_in[SENS_IMPULS];
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197         --timImp;
198         if (timImp==0) {
199             if (cmd!=CMD_NONE) {
200                 cmd = CMD_NONE;
201             }
202         }
203     }
```

A vertical green line with three red bomb icons. The first bomb is at line 179, the second at line 193, and the third at line 200. Arrows point downwards from the first bomb to the second, and from the second to the third.

# Software Testing

Random Testing?



Directed Testing?



Manual Testing?



```
173     if (ctrl_io_in[SENS_IMPULS]) {
174         if (!lastImp){
175             if (ctrl_io_out[MOTOR_ON]) {
176                 if (directionUp) {
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# Software Testing

Random Testing?



Directed Testing?



Manual Testing?



```
173     if (ctrl_io_in[SENS_IMPULS]) {
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191 if (ctrl_io_in[SENS_IMPULS]) {
192     if (timImp>0) {
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194     }
195     if (timImp==0) {
196         if (cmd!=CMD_NONE) {
197             cmd = CMD_NONE;
198         }
199     }
200 }
201 }
202 }
203 }
```

A cartoon illustration of a GPS device with a screen showing a map. A red pin is placed on the map, and a green arrow points to it. The screen also displays "GPS", "11:58", "1 mi left", "Baker St.", and "Satnav 2000".

# Software Testing

Random Testing?



Directed Testing?



Manual Testing?



```
173         if (ctrl_io_in[SENS_IMPULS]) {
174             if (!lastImp){
175                 if (ctrl_io_out[MOTOR_ON]) {
176                     if (directionUp) {
177                         ++cnt;
178                     } else {
179                         --cnt;
180                     }
181                 }
182             } else {
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184                     ++cnt;
185                 } else {
186                     --cnt;
187                 }
188             }
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191     if (ctrl_io_in[SENS_IMPULS];
192     if (timImp>0) {
193         --timImp;
194     }
195     if (timImp==0) {
196         if (cmd!=CMD_NONE) {
197             cmd = CMD_NONE;
198         }
199     }
200 }
201 }
202 }
203 }
```

A cartoon illustration of a GPS device screen. The screen displays a map with a green overlay. Text on the screen includes "GPS", "11:56", "Specify Coverage", "Compute Inputs", "1 mi left", "Baker St.", and "Satnav 2000". The device is tilted and has a black border.A cartoon illustration of a red pomegranate with a green stem and leaves, positioned to the left of the code block.

# How did you specify your test suite ?

Michael Tautschnig  
Formal Methods in Systems Engineering  
Vienna University of Technology

*Joint work with  
Andreas Holzer, Christian Schallhart, and Helmut Veith*

# Standard Coverage Criteria

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Basic Block Coverage

Requires a test suite such that each basic block is executed at least once

# Standard Coverage Criteria

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Basic Block Coverage

Requires a test suite such that each basic block is executed at least once

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Decision Coverage

Conditional statements evaluate to true/false

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Decision Coverage

Conditional statements evaluate to true/false

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Condition Coverage

Atomic conditions evaluate to true/false

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a) || (b) && (c))
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Condition Coverage

Atomic conditions evaluate to true/false

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Condition/Decision Coverage

Union of condition and decision coverage

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a) || (b) && (c))
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Condition/Decision Coverage

Union of condition and decision coverage

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Multiple Condition Coverage

All Boolean combinations of atomic conditions in complex conditions

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a) | (b) && (c))
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

| a | b | c |
|---|---|---|
| F | F | F |
| F | F | T |
| F | T | F |
| F | T | T |
| T | F | F |
| T | F | T |
| T | T | F |
| T | T | T |

## Multiple Condition Coverage

All Boolean combinations of atomic conditions in complex conditions

# Standard Coverage Criteria

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Def-Use Coverage

Cover all definition/use pairs of a variable  $d$

# Standard Coverage Criteria

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Def-Use Coverage

Cover all definition/use pairs of a variable  $d$

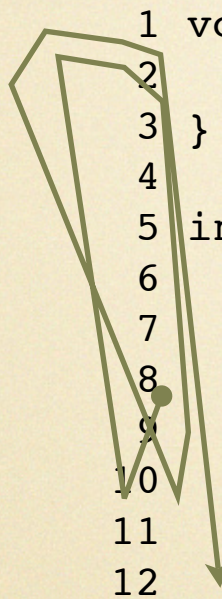
# Beyond Standard Criteria

```
1 void insert(int * a, int pos) {  
2     ...  
3 }  
4  
5 int main(int argc, char * argv[]) {  
6     int i;  
7     int A[100];  
8  
9     for (i=0; i<100; ++i)  
10         insert(A, i);  
11  
12     return 0;  
13 }
```

## Loop-Bounded Path Coverage

- All paths through *main* and *insert*
- Pass each statement two times

# Beyond Standard Criteria



```
1 void insert(int * a, int pos) {  
2     ...  
3 }  
4  
5 int main(int argc, char * argv[]) {  
6     int i;  
7     int A[100];  
8  
9     for (i=0; i<100; ++i)  
10         insert(A, i);  
11  
12     return 0;  
13 }
```

## Loop-Bounded Path Coverage

- All paths through *main* and *insert*
- Pass each statement two times

# Beyond Standard Criteria

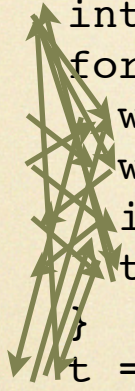
```
1 int partition(int a[], int left, int right) {
2     int v = a[right], i = left - 1, j = right, t;
3     for (;;) {
4         while (a[++i] < v) ;
5         while (j > left && a[--j] > v) ;
6         if (i >= j) break;
7         t = a[i]; a[i] = a[j]; a[j] = t;
8     }
9     t = a[i]; a[i] = a[right]; a[right] = t;
10    return i;
11 }
```

## Cartesian Block Coverage

All pairs and triples of basic blocks in function *partition*

# Beyond Standard Criteria

```
1 int partition(int a[], int left, int right) {  
2   int v = a[right], i = left - 1, j = right, t;  
3   for (;;) {  
4     while (a[++i] < v) ;  
5     while (j > left && a[--j] > v) ;  
6     if (i >= j) break;  
7     t = a[i]; a[i] = a[j]; a[j] = t;  
8   }  
9   t = a[i]; a[i] = a[right]; a[right] = t;  
10  return i;  
11 }
```



## Cartesian Block Coverage

All pairs and triples of basic blocks in function *partition*

# Specs for Working Programmers

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Cover Specific Lines of Code

Lines 4 and 6

# Specs for Working Programmers

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Cover Specific Lines of Code

Lines 4 and 6

# Specs for Working Programmers

```
1 void eval(int * a, int first, int last) {
2     if (first > last) return;
3     printf("a[%d]=%d\n", first, a[first]);
4     eval(a+1, first+1, last);
5     return;
6 }
7
8 int main(int argc, char * argv[]) {
9     int i;
10    int A[100];
11
12    for (i=0; i<100; ++i)
13        insert(A, i);
14
15    eval(A, 0, 100);
16    return 0;
17 }
```

## Restricted Scope of Analysis

Basic block coverage in function *eval* only

# Specs for Working Programmers

```
1 void eval(int * a, int first, int last) {  
2     if (first > last) return;  
3     printf("a[%d]=%d\n", first, a[first]);  
4     eval(a+1, first+1, last);  
5     return;  
6 }  
7  
8 int main(int argc, char * argv[]) {  
9     int i;  
10    int A[100];  
11  
12    for (i=0; i<100; ++i)  
13        insert(A, i);  
14  
15    eval(A, 0, 100);  
16    return 0;  
17 }
```

## Restricted Scope of Analysis

Basic block coverage in function *eval* only

# Specs for Working Programmers

```
1 void sort(int * a, int len) {
2     int i, t;
3     for (i=1; i<len; ++i) {
4         if (compare(a[i-1], a[i])) continue;
5         t=a[i]; a[i]=a[i-1]; a[i-1]=t;
6     }
7 }
8
9 void eval(int * a, int len) {
10     int i;
11     for (i=0; i < 3; ++i)
12         printf("a[%d]=%d\n", i, a[i]);
13 }
14
15 int main(int argc, char * argv[]) {
16     int i; int A[100];
17     for (i=0; i < 100; ++i) sort(A, 100);
18     eval(A, 100);
19     return 0;
20 }
```

## Interaction Coverage

Cover all pairs of conditions in *sort* and basic blocks in *eval*

# Specs for Working Programmers

```
1 void sort(int * a, int len) {
2     int i, t;
3     for (i=1; i<len; ++i) {
4         if (compare(a[i-1], a[i])) continue;
5         t=a[i]; a[i]=a[i-1]; a[i-1]=t;
6     }
7 }
8
9 void eval(int * a, int len) {
10     int i;
11     for (i=0; i < 3; ++i)
12         printf("a[%d]=%d\n", i, a[i]);
13 }
14
15 int main(int argc, char * argv[]) {
16     int i; int A[100];
17     for (i=0; i < 100; ++i) sort(A, 100);
18     eval(A, 100);
19     return 0;
20 }
```

The diagram illustrates interaction coverage between the `sort` and `eval` functions. Green circles highlight specific code elements: the condition `i < len` in line 3 of `sort`, the `compare` function call in line 4, the assignment `t=a[i]` in line 5, the variable `i` in line 10 of `eval`, and the `printf` statement in line 12. Green arrows show the flow of control and data: from the `compare` call to the `printf` statement, from the `t=a[i]` assignment to the `printf` statement, from the `i < len` condition to the `printf` statement, and from the `i` variable to the `printf` statement.

## Interaction Coverage

Cover all pairs of conditions in *sort* and basic blocks in *eval*

# Specs for Working Programmers

```
1 void sort(int * a, int len) {  
2     int i, t;  
3     for (i=1; i<len; ++i) {  
4         if (compare(a[i-1], a[i])) continue;  
5         t=a[i];  
6         a[i]=a[i-1];  
7         a[i-1]=t;  
8     }  
9     return;  
10 }
```

## Constrained Inputs

- Basic block coverage in *sort*
- Each test case shall use list of 2 to 15 elements

# Specs for Working Programmers

```
1 void sort(int * a, int len) {  
2     int i, t;  
3     for (i=1; i<len; ++i) {  
4         if (compare(a[i-1], a[i])) continue;  
5         t=a[i];  
6         a[i]=a[i-1];  
7         a[i-1]=t;  
8     }  
9     return;  
10 }
```

## Constrained Inputs

- Basic block coverage in *sort*
- Each test case shall use list of 2 to 15 elements

# Specs for Working Programmers

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

## Avoid Unfinished Code

- Basic block coverage in *example*
- Never call *unimplemented*

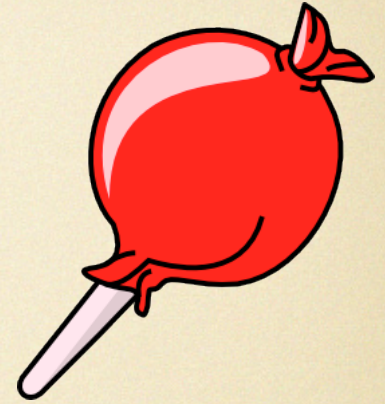
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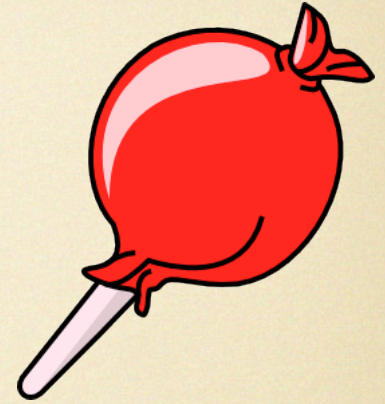
## Avoid Unfinished Code

- Basic block coverage in *example*
- Never call *unimplemented*

# Test Specification Language



# Test Specification Language



Precise and simple formalism to describe test suites

Precise semantics

High expressive power

Simple specifications easily expressible

Suitable for working programmer

# Algorithmic Solution



# Algorithmic Solution

Tool for the working programmer

Applicability to real world C code (embedded systems)

Efficient test input generation engines



```

173 if (ctrl.io.in[SENS_IMPULSE]) {
174     if (!lastImp)
175         if (ctrl.io.wait(MOTOR_CMD)) {
176             if (direction == 0) {
177                 *cmd;
178                 *cnt;
179             }
180             else if (direction == 1) {
181                 *cmd;
182                 *cnt;
183             }
184             else if (direction == 2) {
185                 *cmd;
186                 *cnt;
187             }
188             else if (direction == 3) {
189                 *cmd;
190                 *cnt;
191             }
192             if (ctrl.io.in[SENS_BOTTOM]) {
193                 cntValid = TRUE;
194             }
195             lastImp = ctrl.io.in[SENS_IMPULSE];
196             if (ctrl.io.in[SENS_IMPULSE]) {
197                 *cmd;
198                 *cnt;
199             }
200             if (cmd == CMD_MOVE) {
201                 *cmd;
202                 *cnt;
203             }

```

Lines 179, 193, 200

```

173 if (ctrl.io.in[SENS_IMPULSE]) {
174     if (!lastImp)
175         if (ctrl.io.wait(MOTOR_CMD)) {
176             if (direction == 0) {
177                 *cnt;
178                 --cnt;
179             }
180             if (lastImp)
181                 if (direction == 0) {
182                     *cnt;
183                     --cnt;
184                 } else {
185                     *cnt;
186                     ++cnt;
187                 }
188             }
189             if (ctrl.io.in[SENS_BOTTOM]) {
190                 cnt = 0;
191                 cntValid = TRUE;
192             }
193             lastImp = ctrl.io.in[SENS_IMPULSE];
194             if (ctrl.io.in[SENS_IMPULSE]) {
195                 if (direction == 0) {
196                     *cnt;
197                     --cnt;
198                 } else {
199                     *cnt;
200                     ++cnt;
201                 }
202             }
203         }

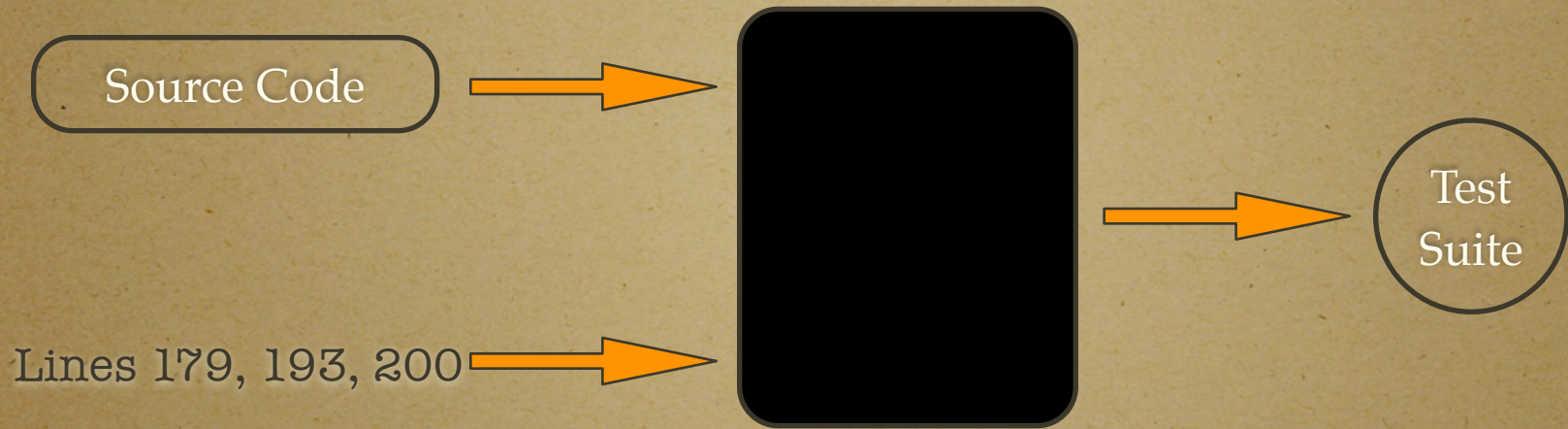
```

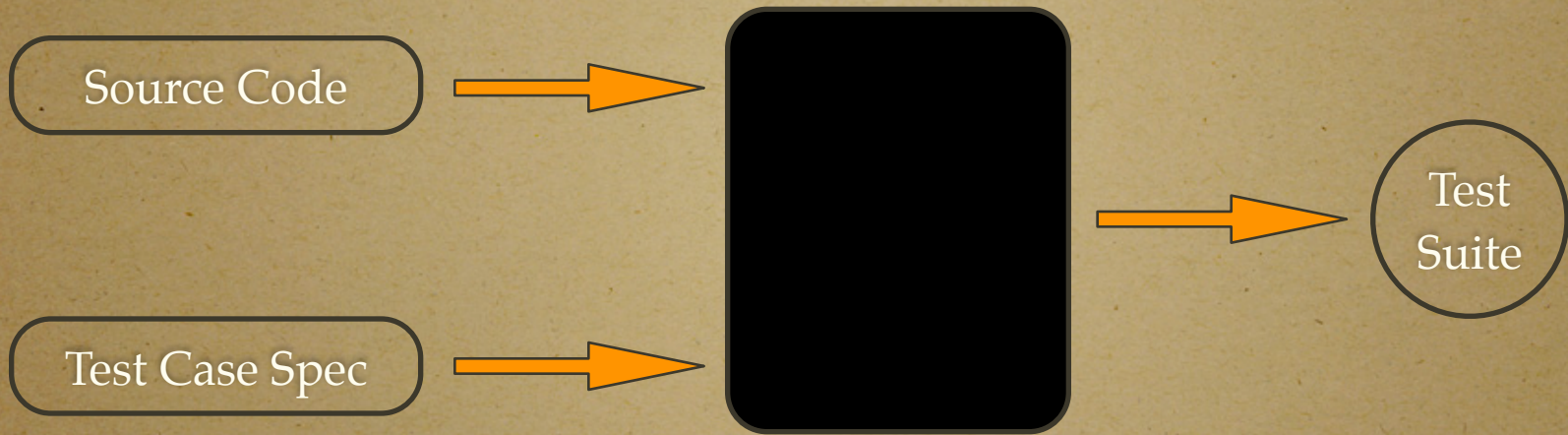


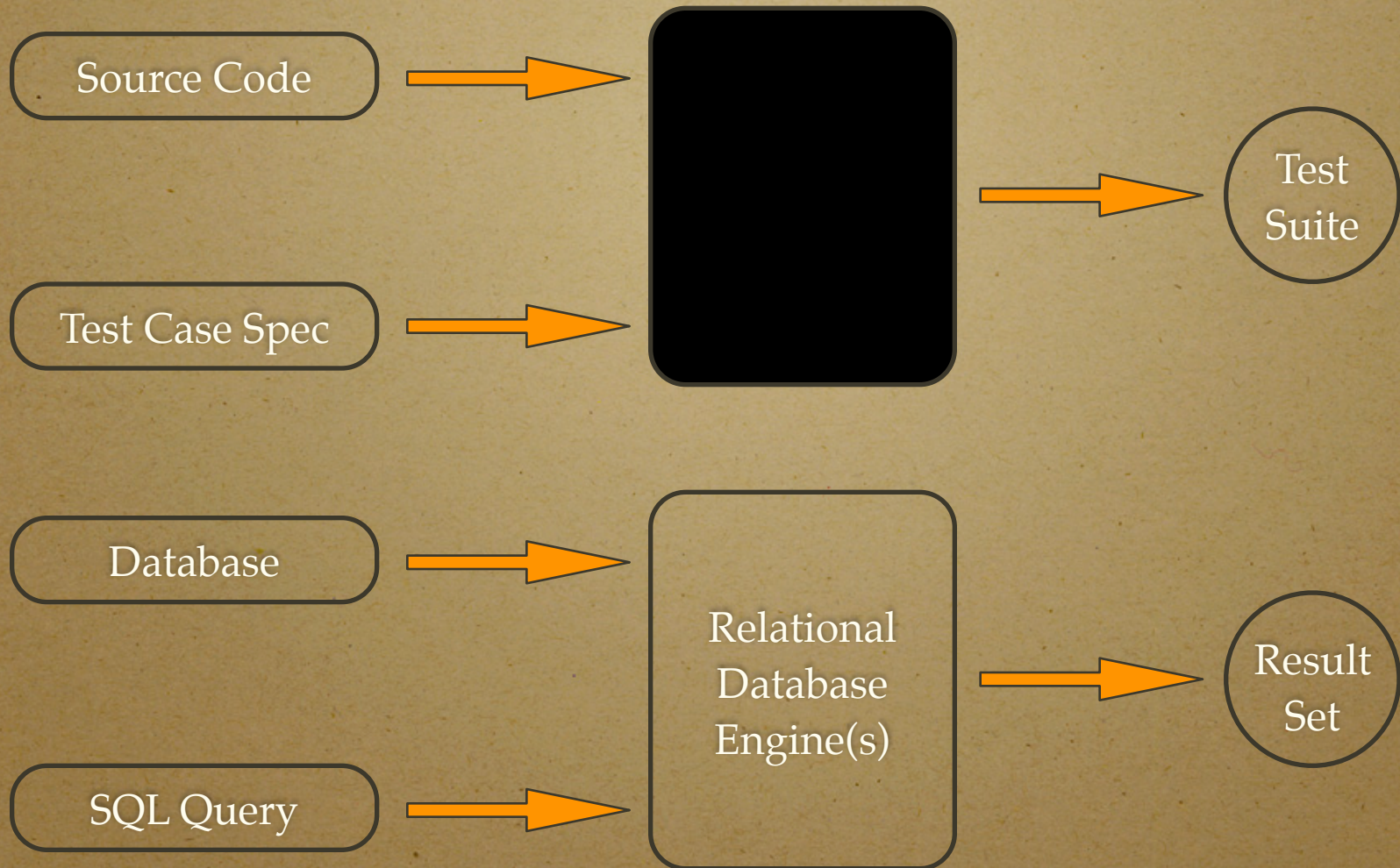
Lines 179, 193, 200

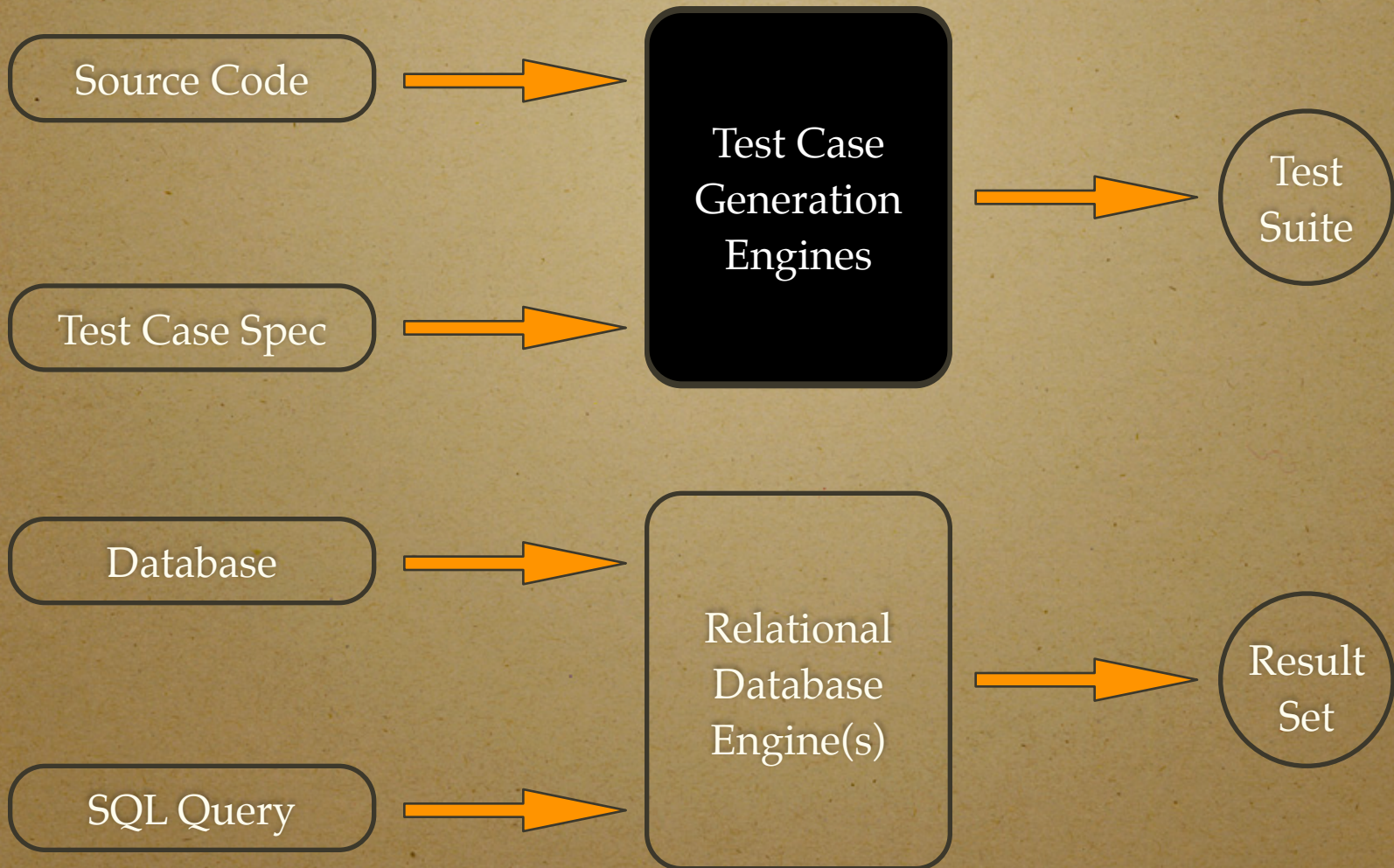




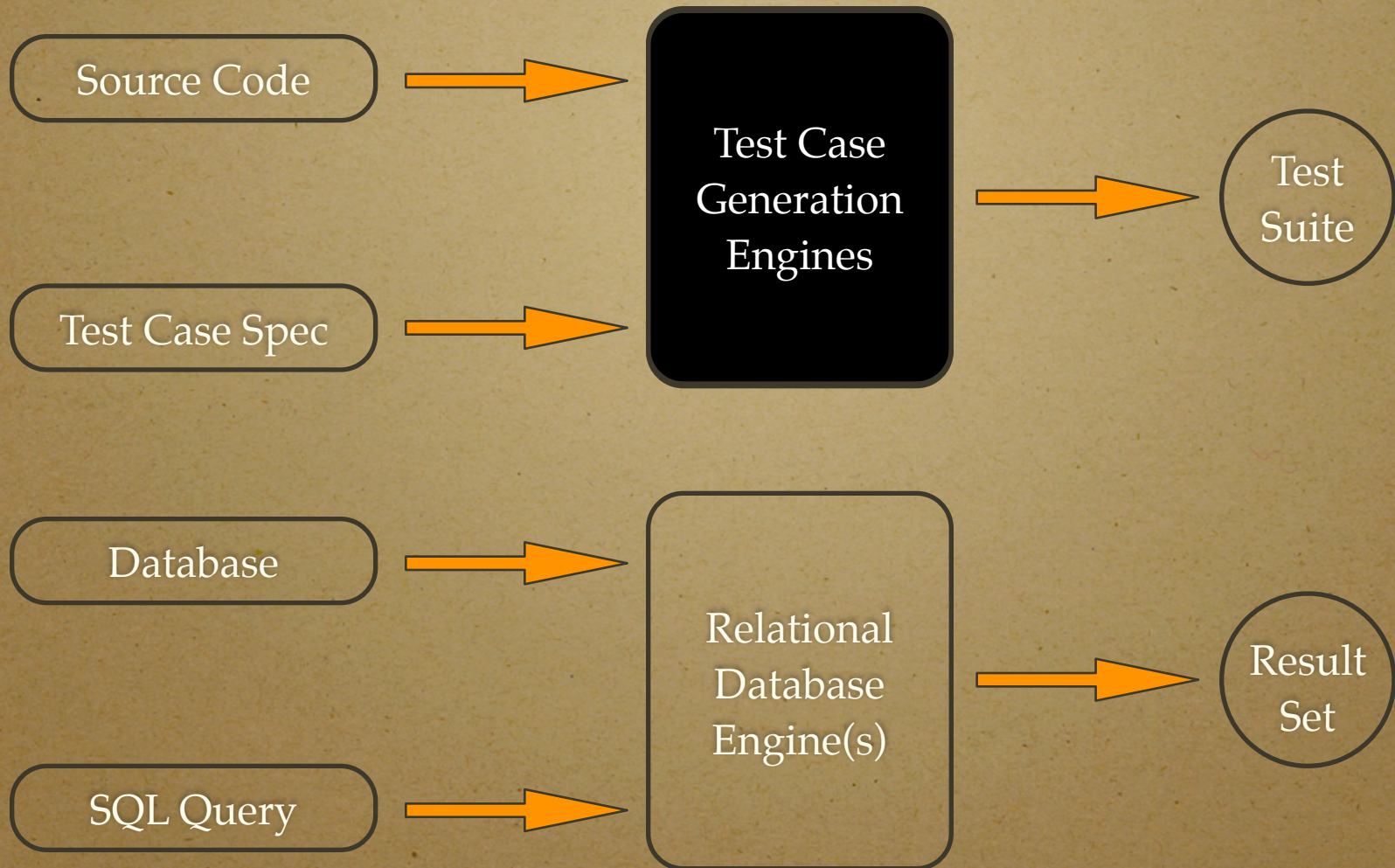




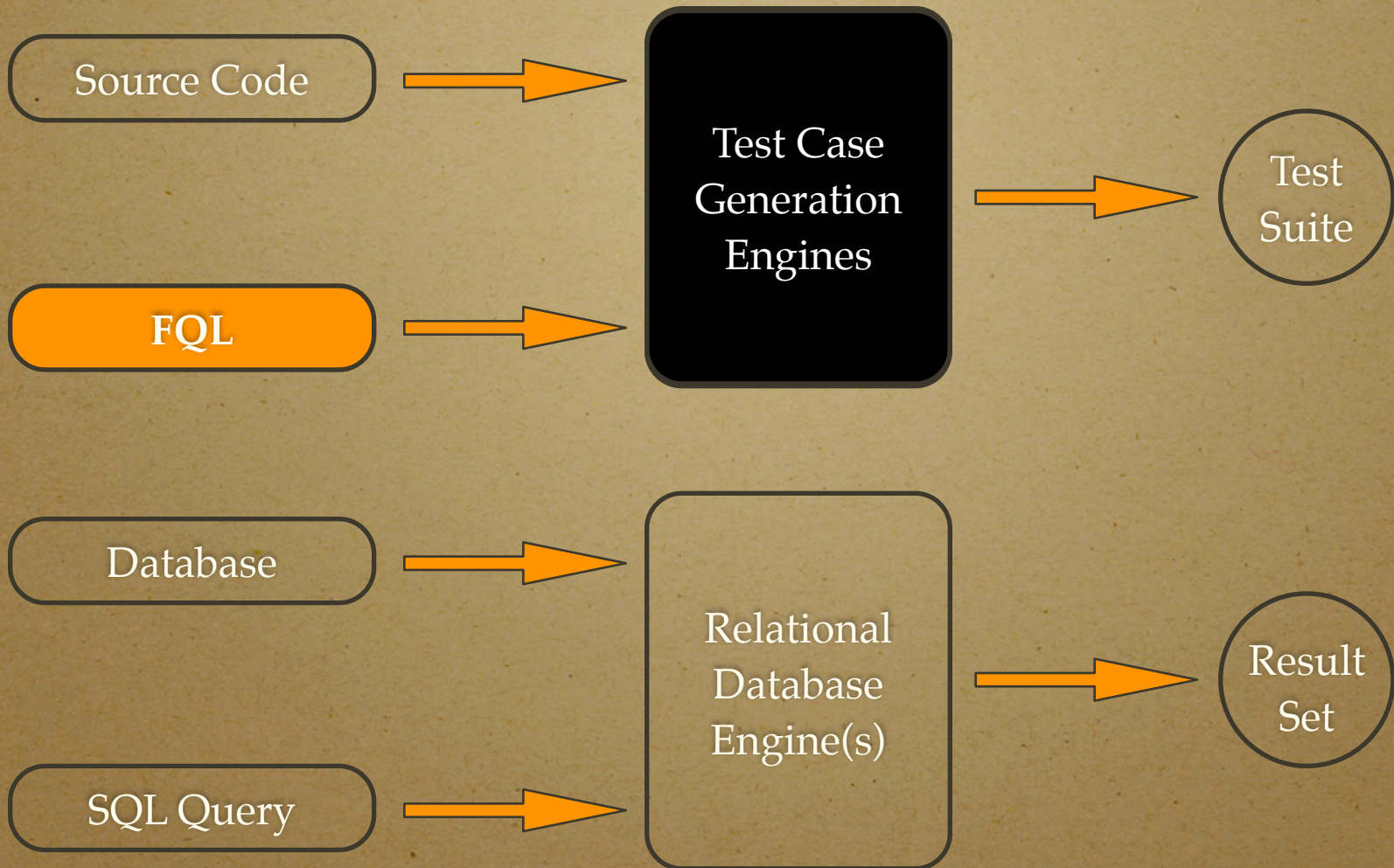




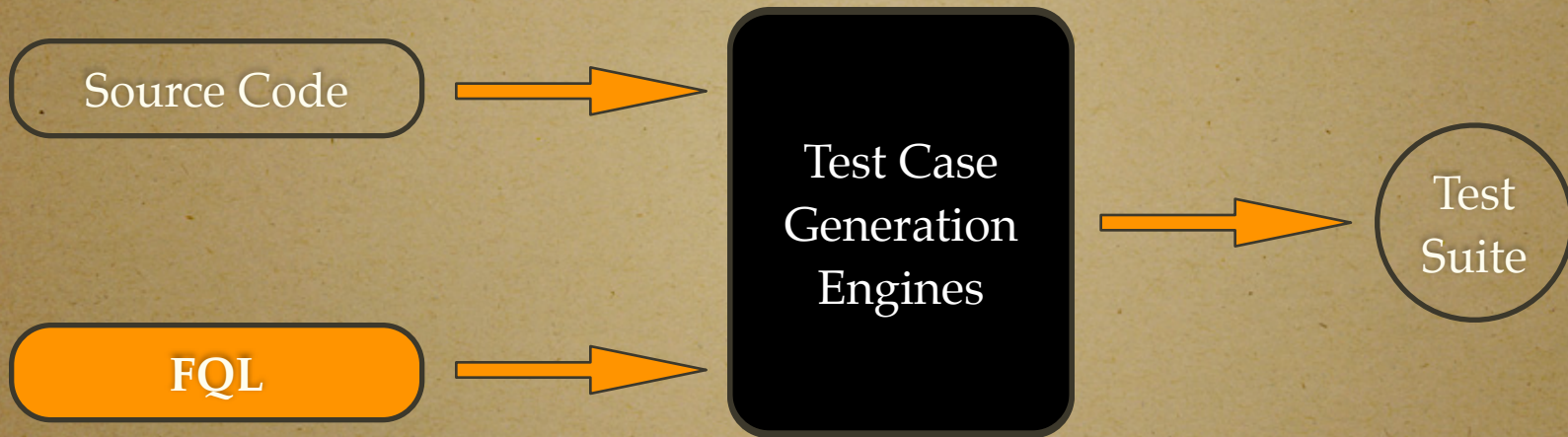
# Query-Driven Program Testing



# Query-Driven Program Testing

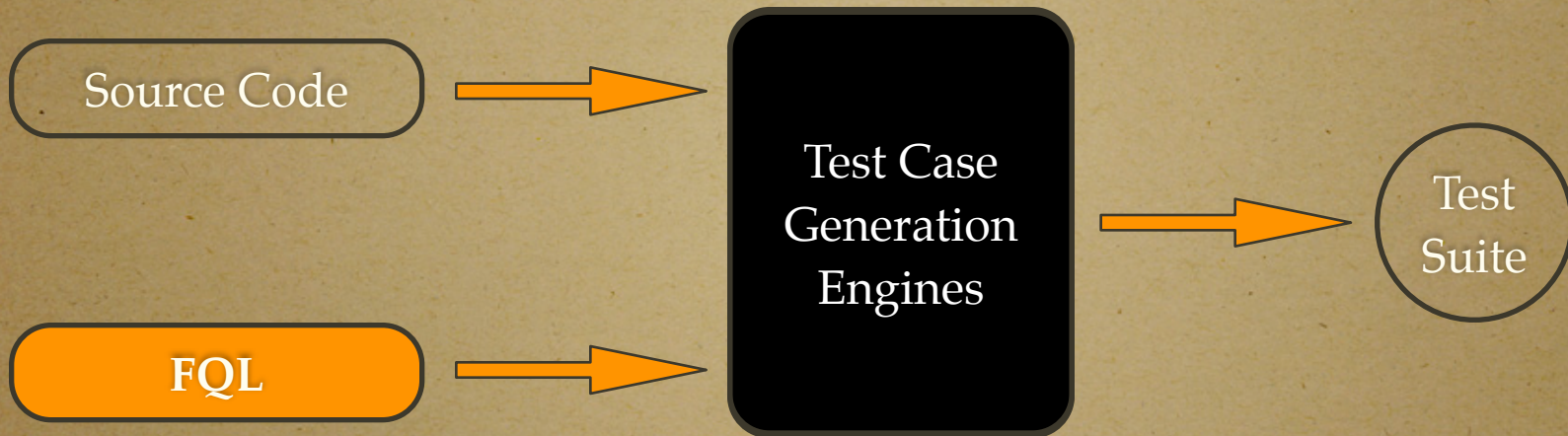


# Query-Driven Program Testing



- Algorithmic approach presented at CAV'08, VMCAI'09
- Two engines already exist
  - FShell: Based on CBMC (C Bounded Model Checker)
  - FlleSh: Uses CPAchecker (Configurable Program Analysis)

# Query-Driven Program Testing



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**<http://code.forsyte.de/fshell>**

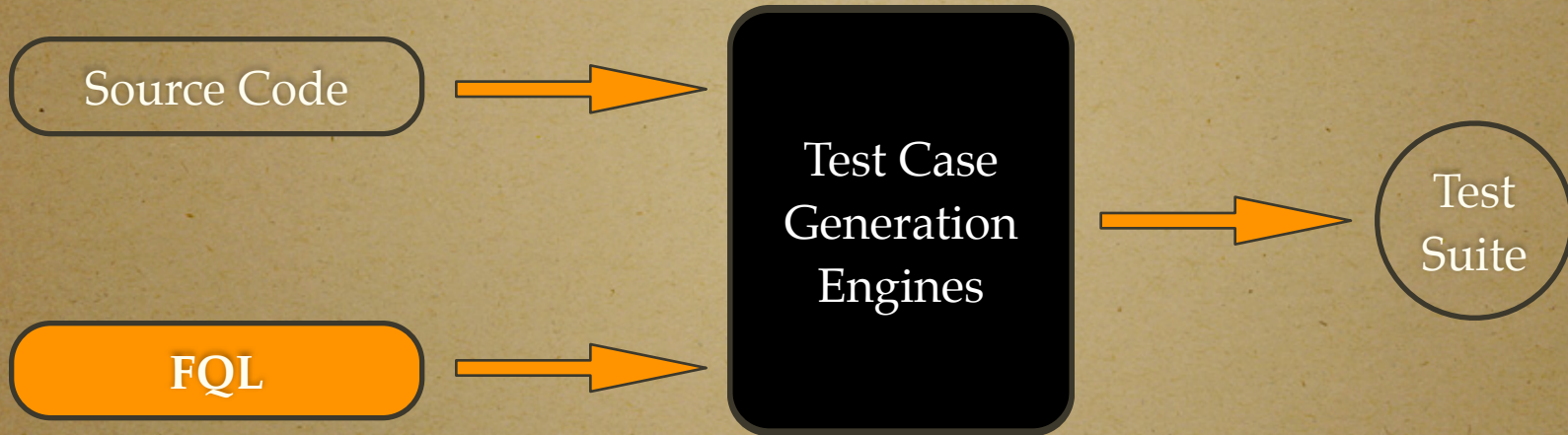
# Using FShell to Compute a Test Suite

```
FShell12> []
```

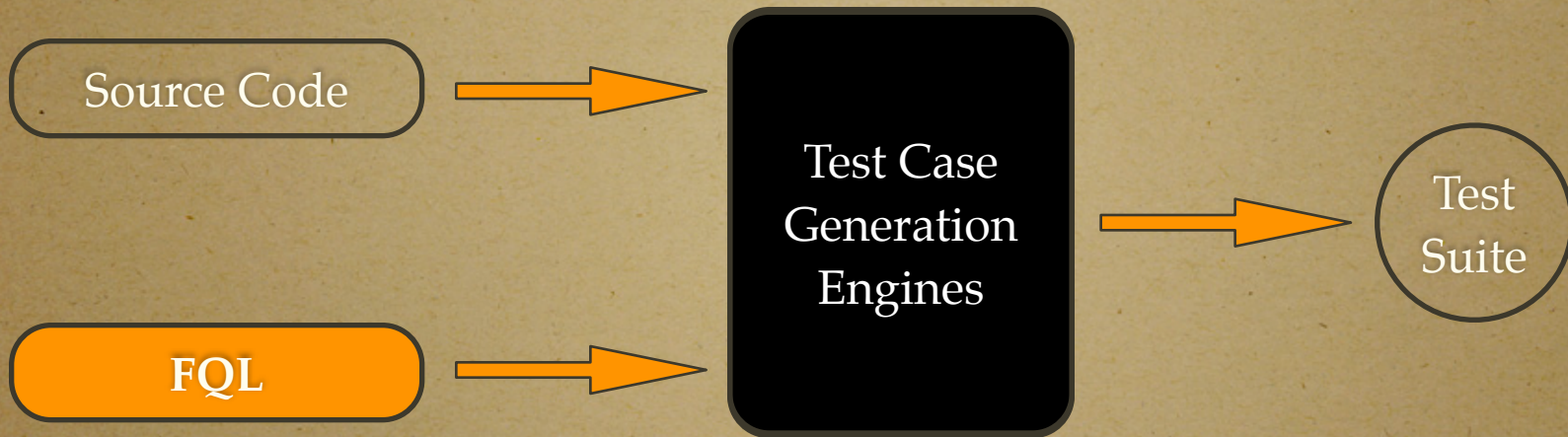
4

**<http://code.forsyte.de/fshell>**

# Applications of FQL/FShell



# Applications of FQL/FShell



- Test case generation
- Certification
- Requirement-driven testing
- Coverage Evaluation
- Reasoning about test specifications

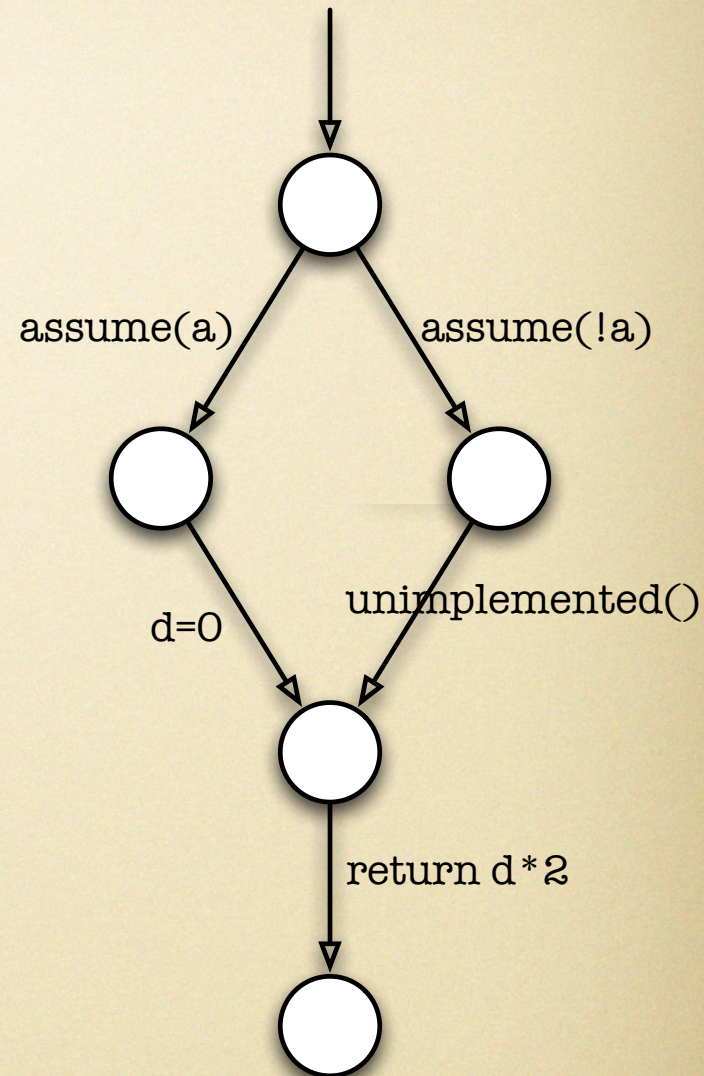
# Software Testing using FQL

- Program Representation: Control Flow Automata
- Describing Single Test Cases
- Describing Test Suites

# Control Flow Automaton (CFA)

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

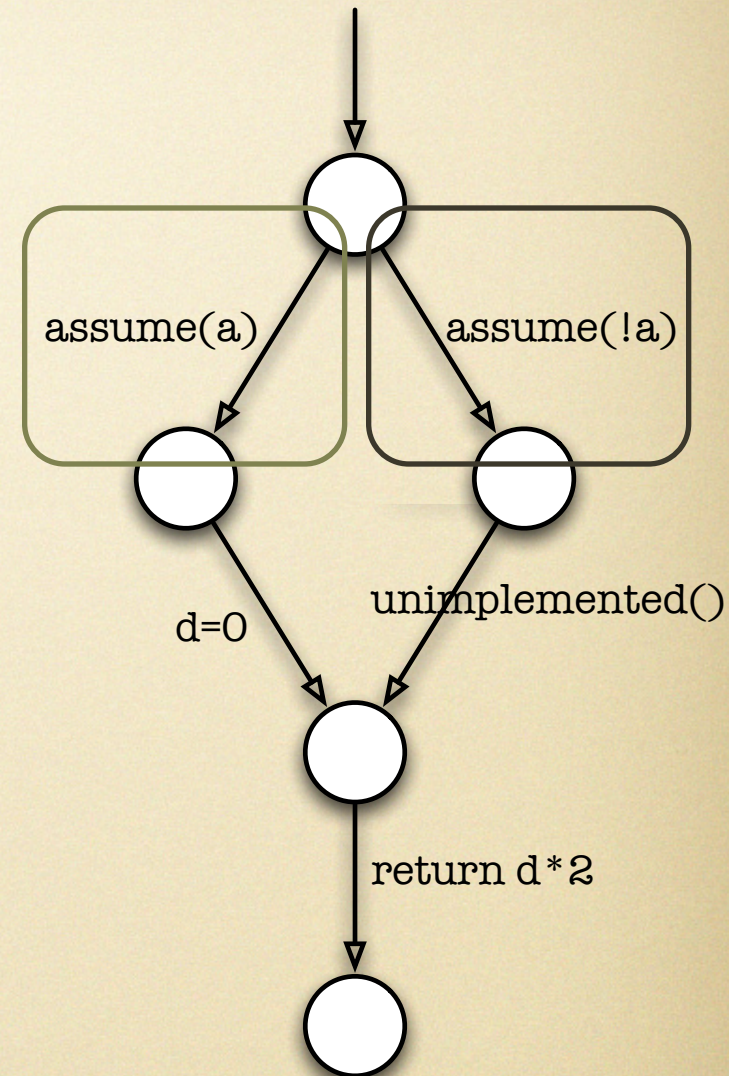
- Henzinger et al. (POPL'02)
- Edges:
  - assume (conditional branches)
  - assignment
  - function call
  - function return
  - skip
- Nodes: locations



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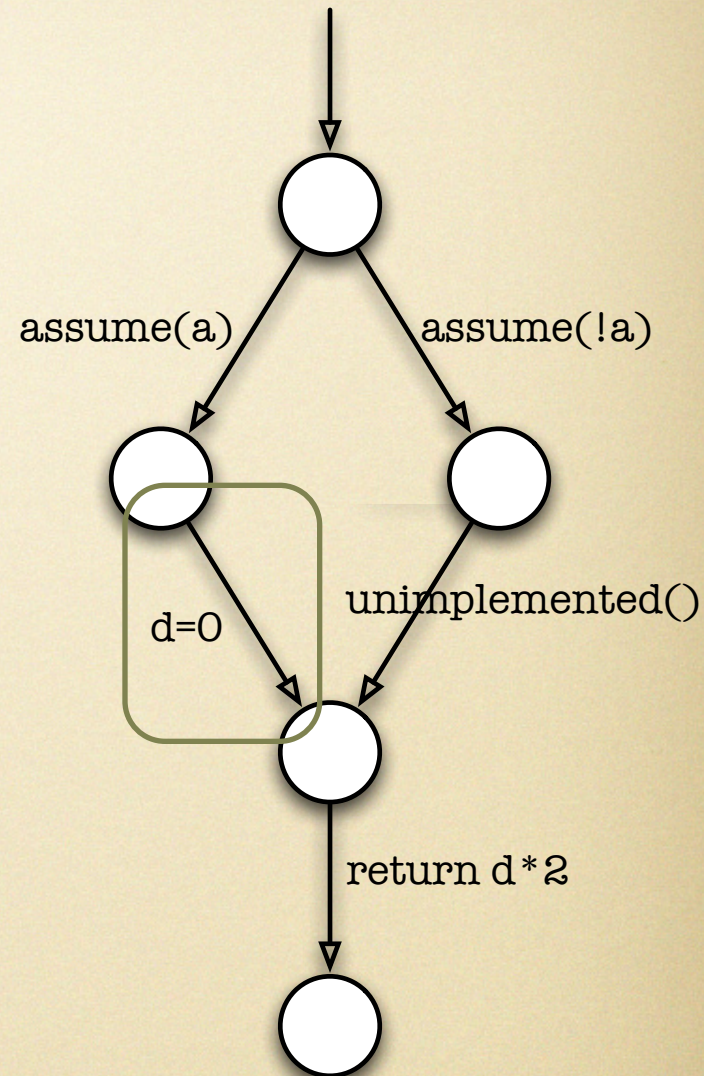
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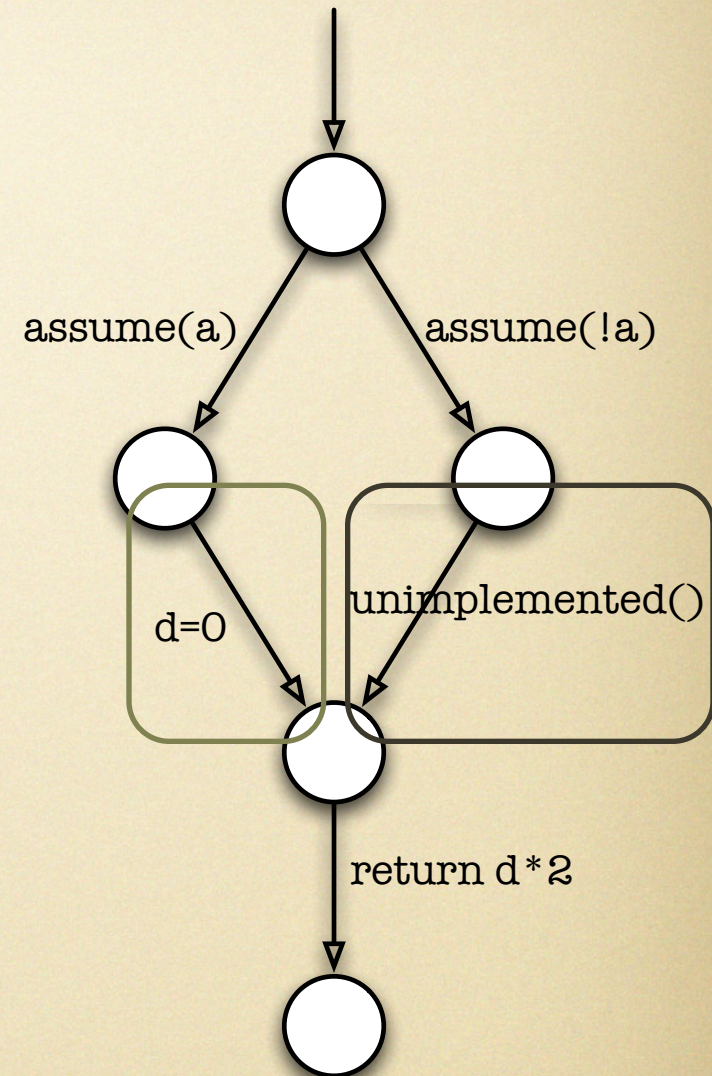
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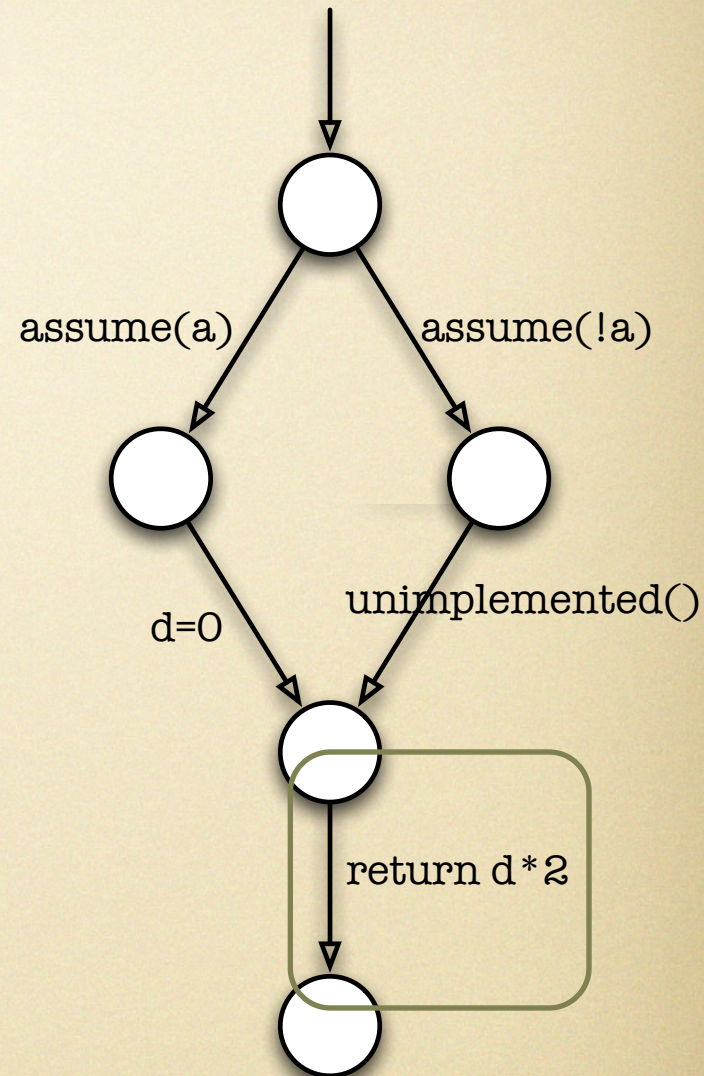
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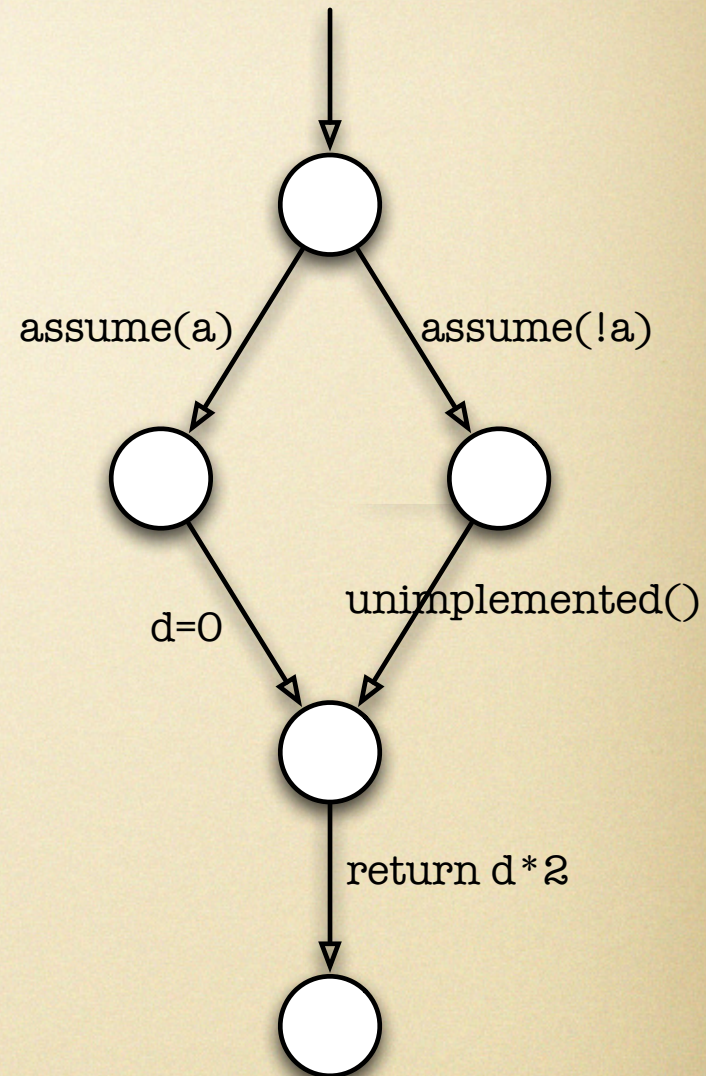
# Software Testing using FQL

## Program Representation: Control Flow Automata

- Describing Single Test Cases
- Describing Test Suites

# Filter Functions

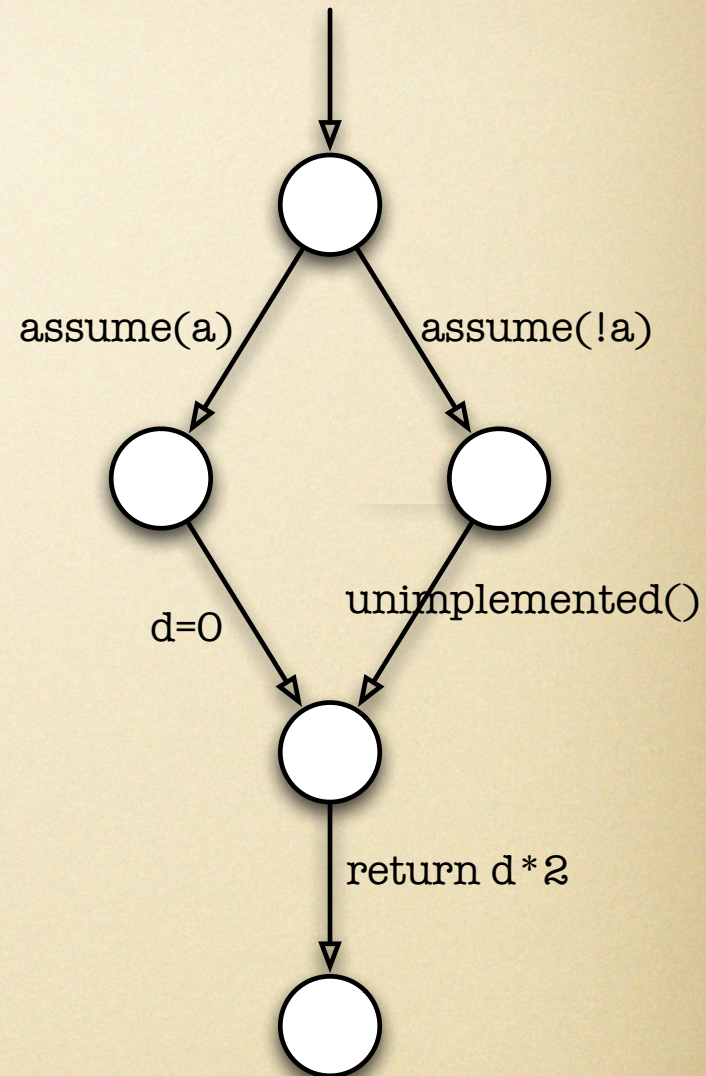
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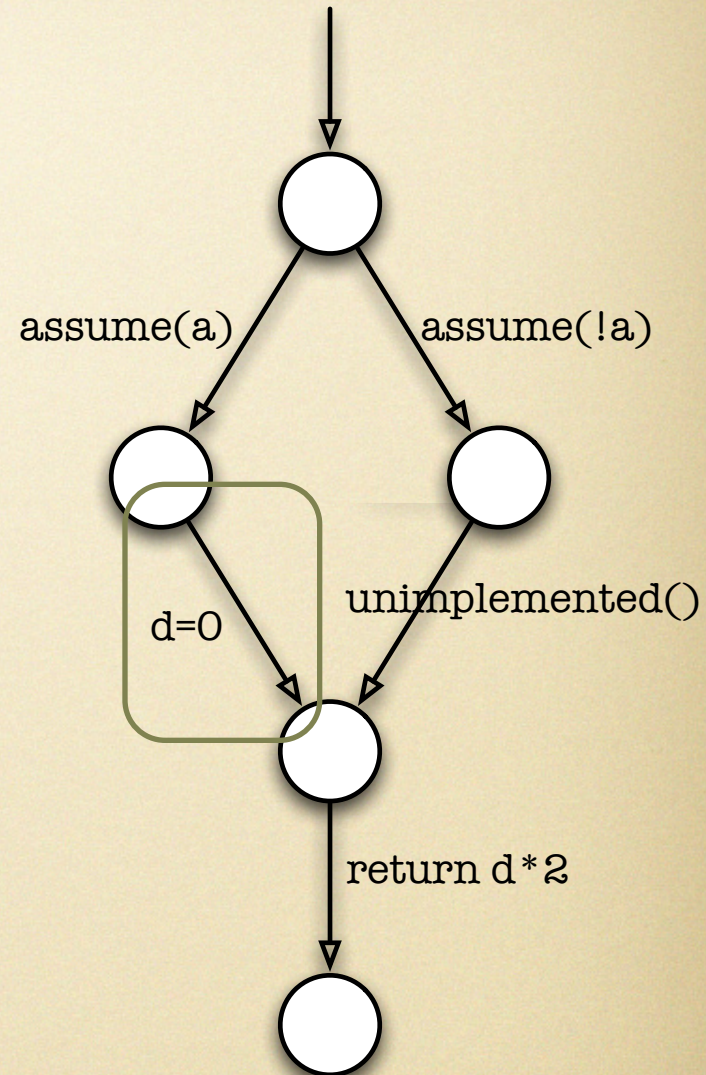
- *Cover line 4*



# Filter Functions

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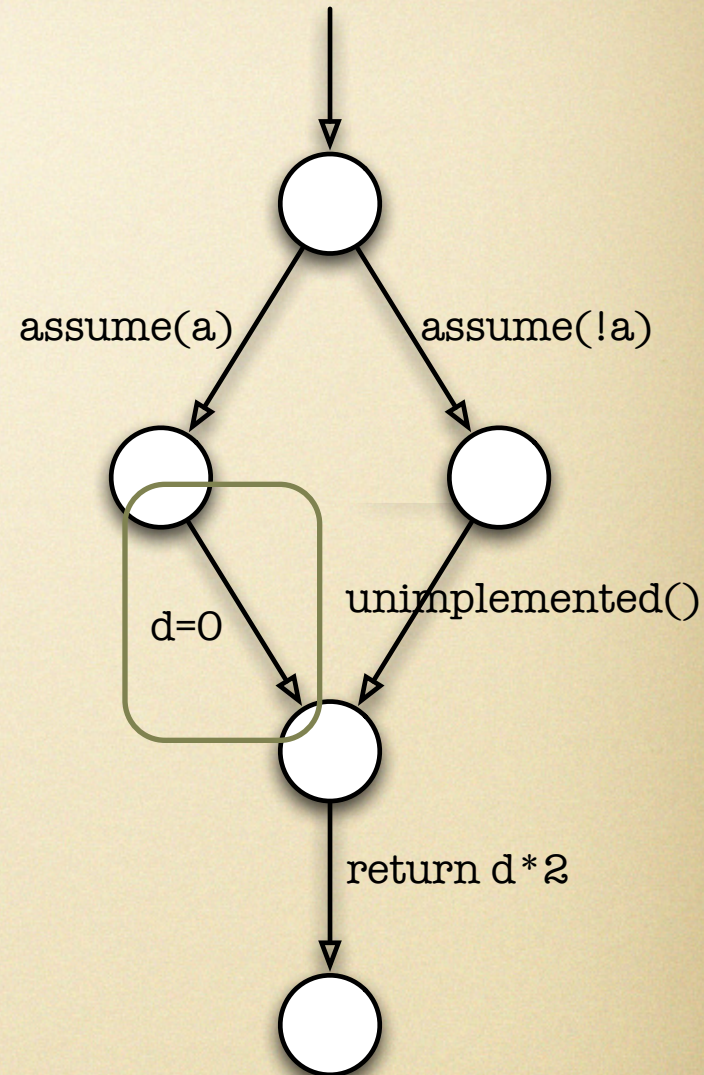
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# Filter Functions

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```

- Cover line 4
  - cover "@4"



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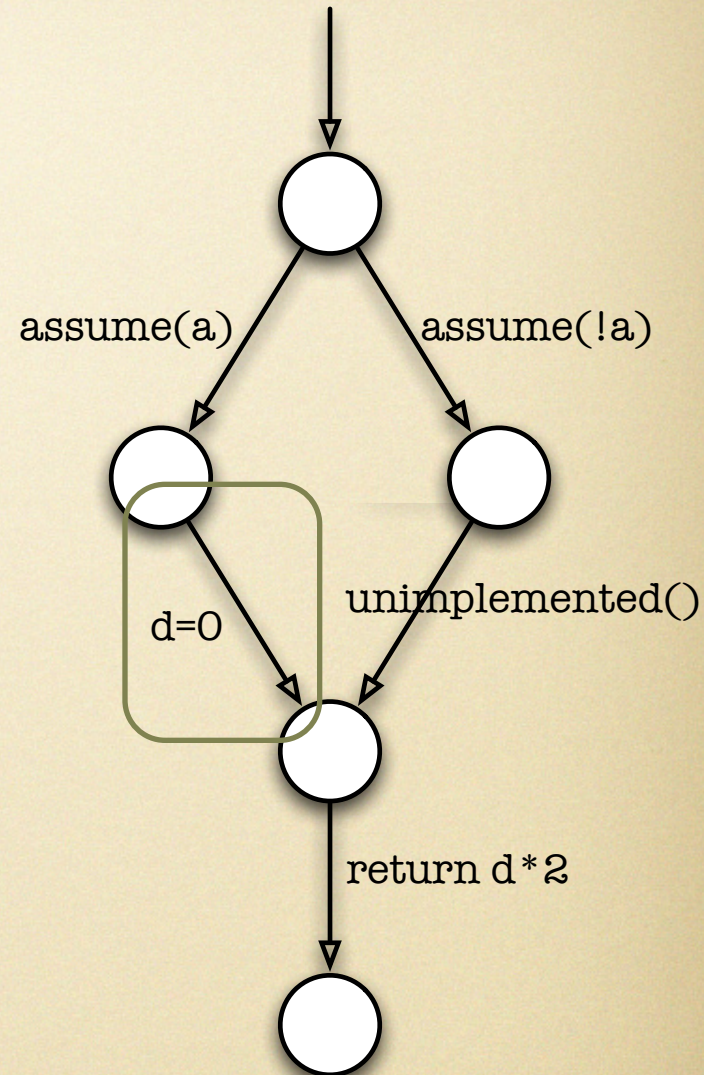
- *Cover line 4*

- **cover** "@4"

IN:

a=2

d=0



# Filter Functions

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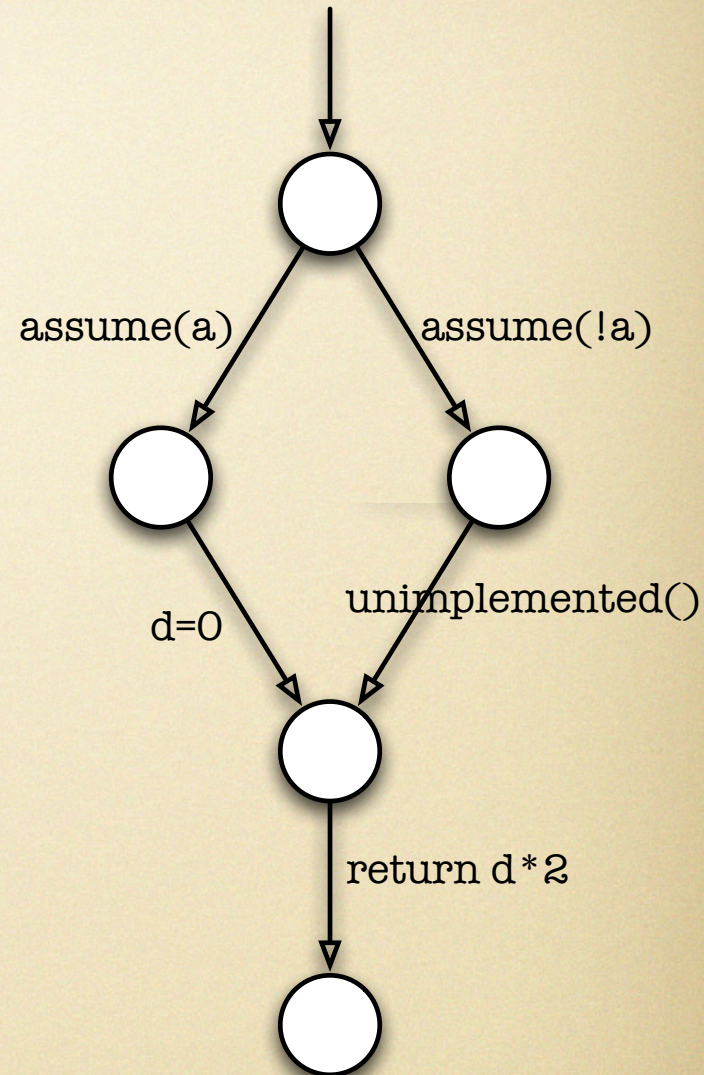
- **cover "@4"**

IN:

a=2

d=0

- *Cover some statement*



# Filter Functions

```
1 int example(int a, int d)
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- *Cover line 4*

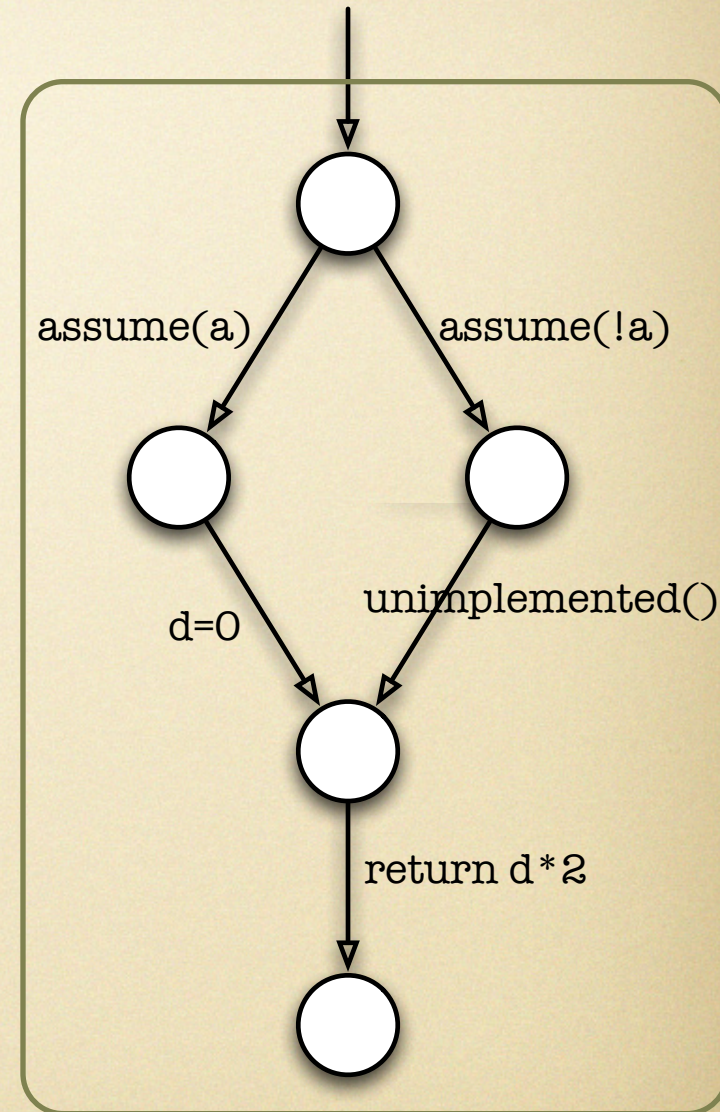
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# Filter Functions

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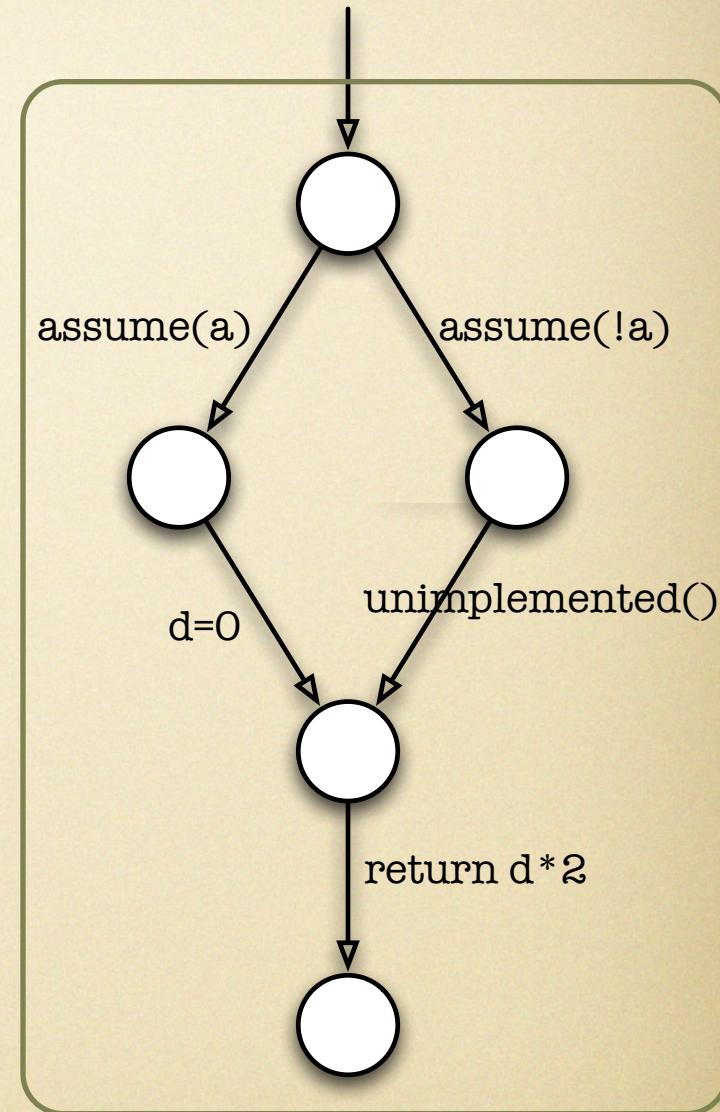
IN:

a=2

d=0

- *Cover some statement*

- **cover "ID"**



# Filter Functions

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1 int example(int a, int d)
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- *Cover line 4*

- **cover** "@4"

IN:

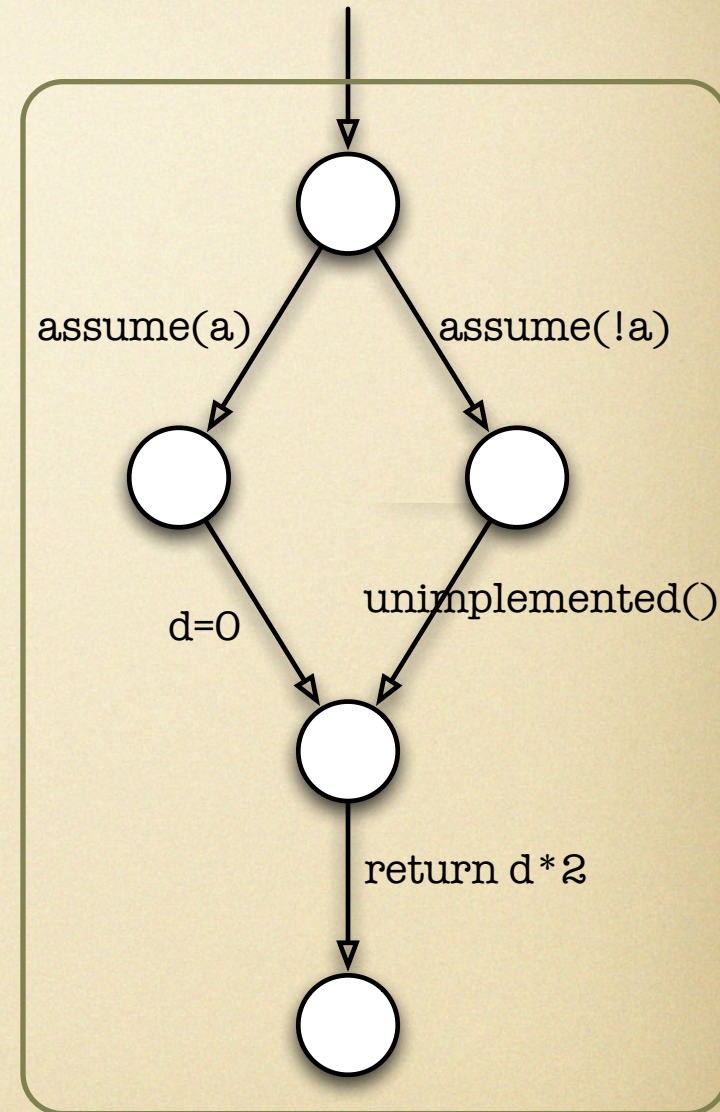
a=2  
d=0

- *Cover some statement*

- **cover** "ID"

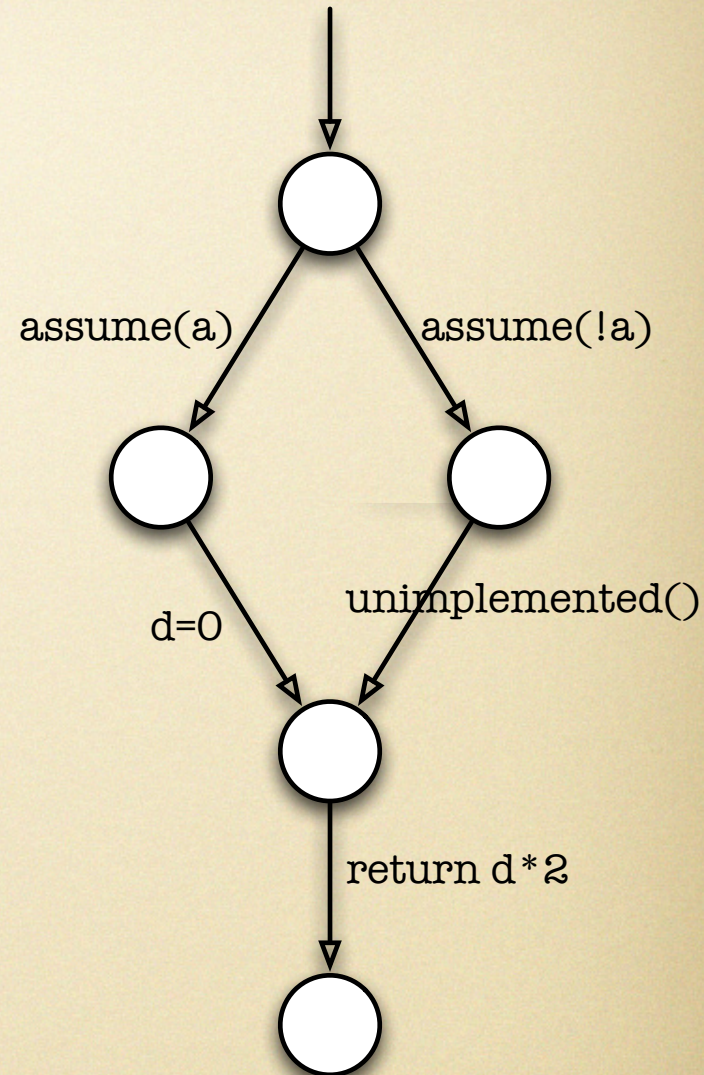
IN:

a=8192  
d=0



# Describing Single Test Cases

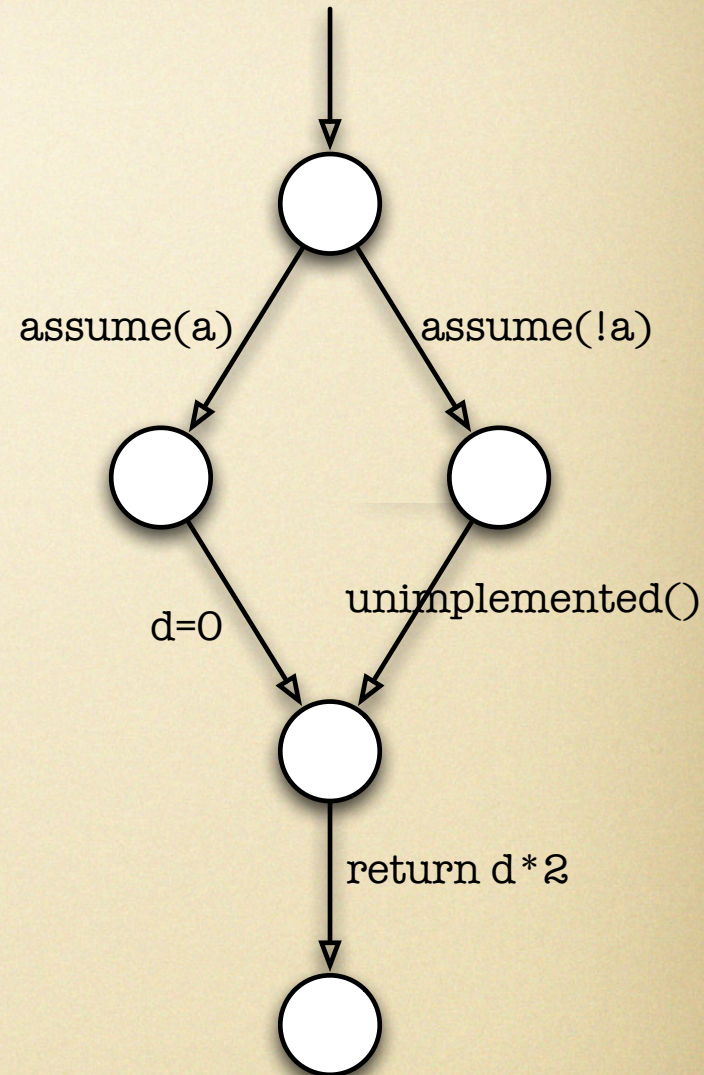
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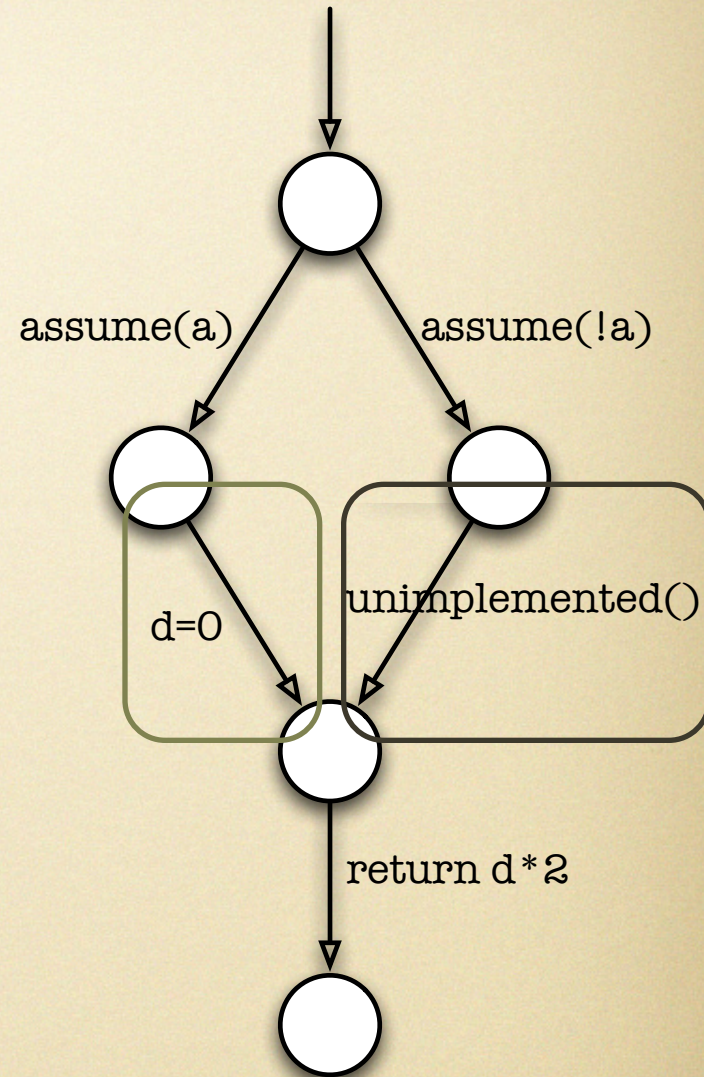
- *Cover line 4 or line 6*



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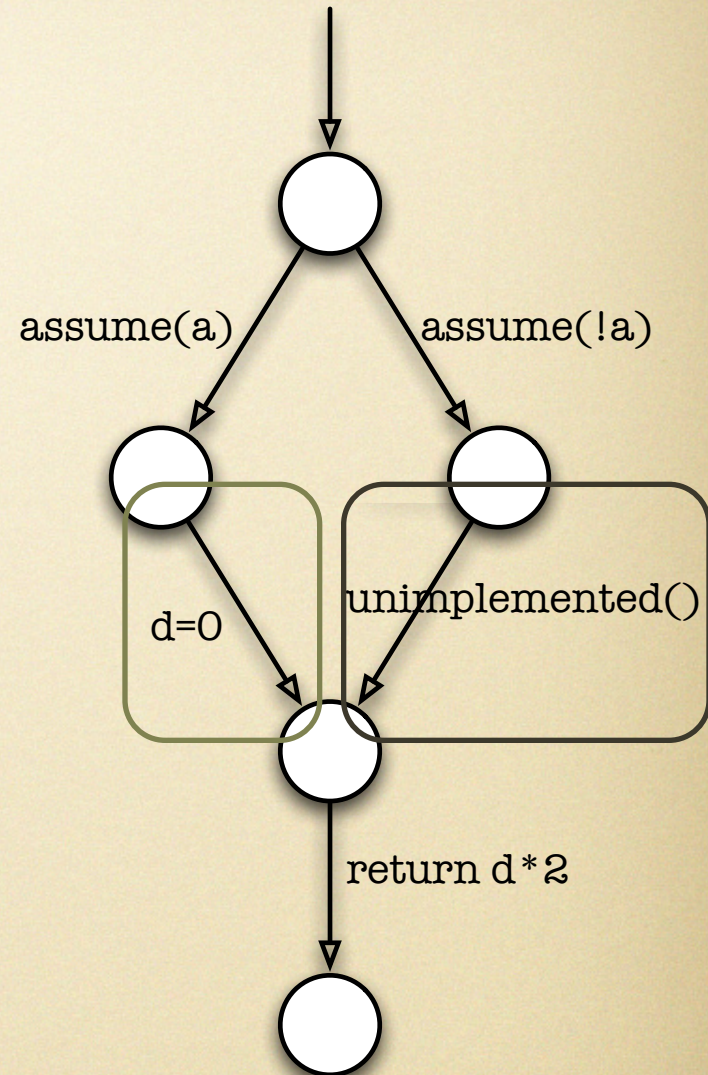
- Cover line 4 or line 6



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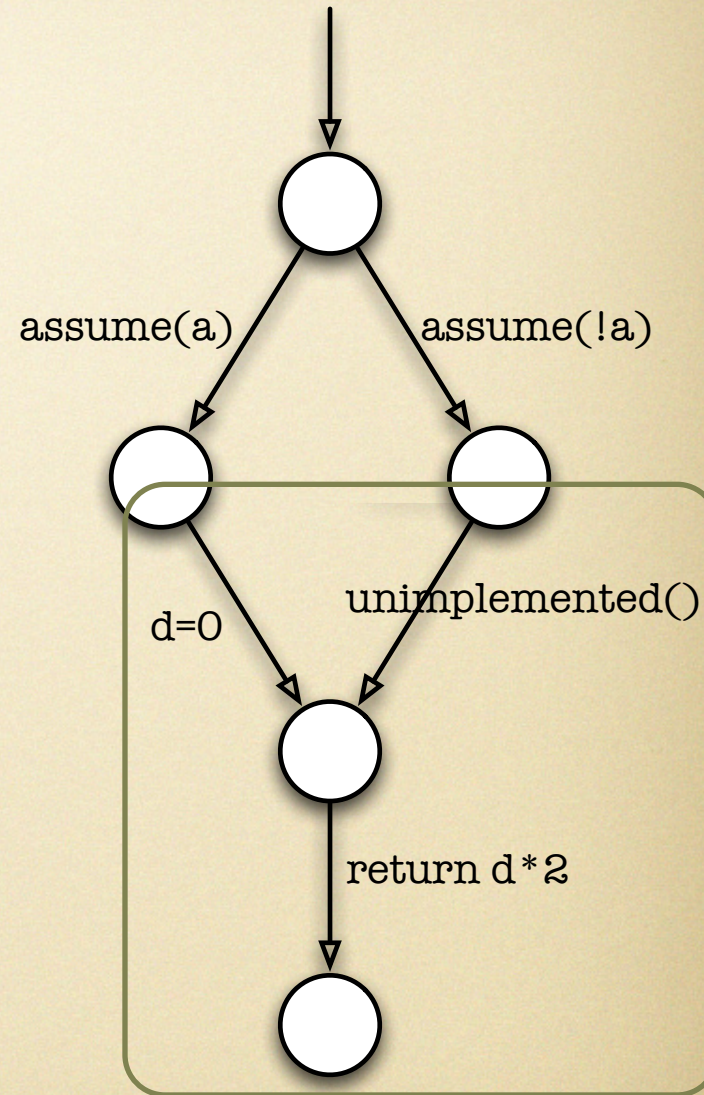
- Cover line 4 or line 6
  - **cover "@4+@6"**



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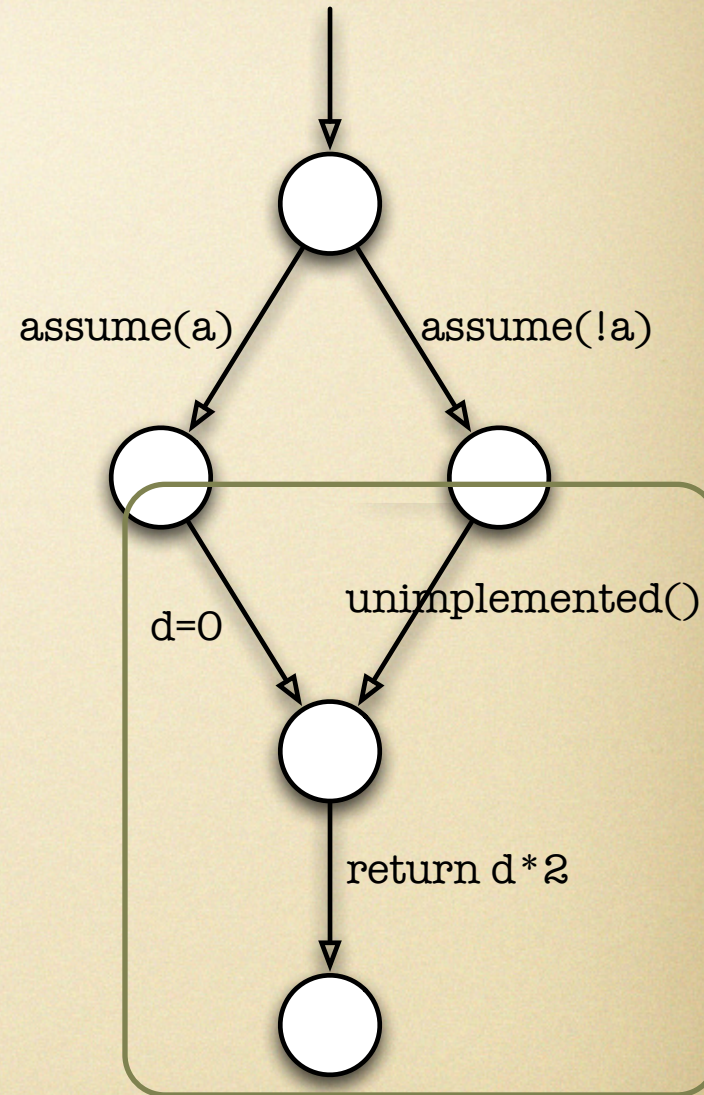
- Cover *line 4 or line 6*
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- Cover a *basic block*



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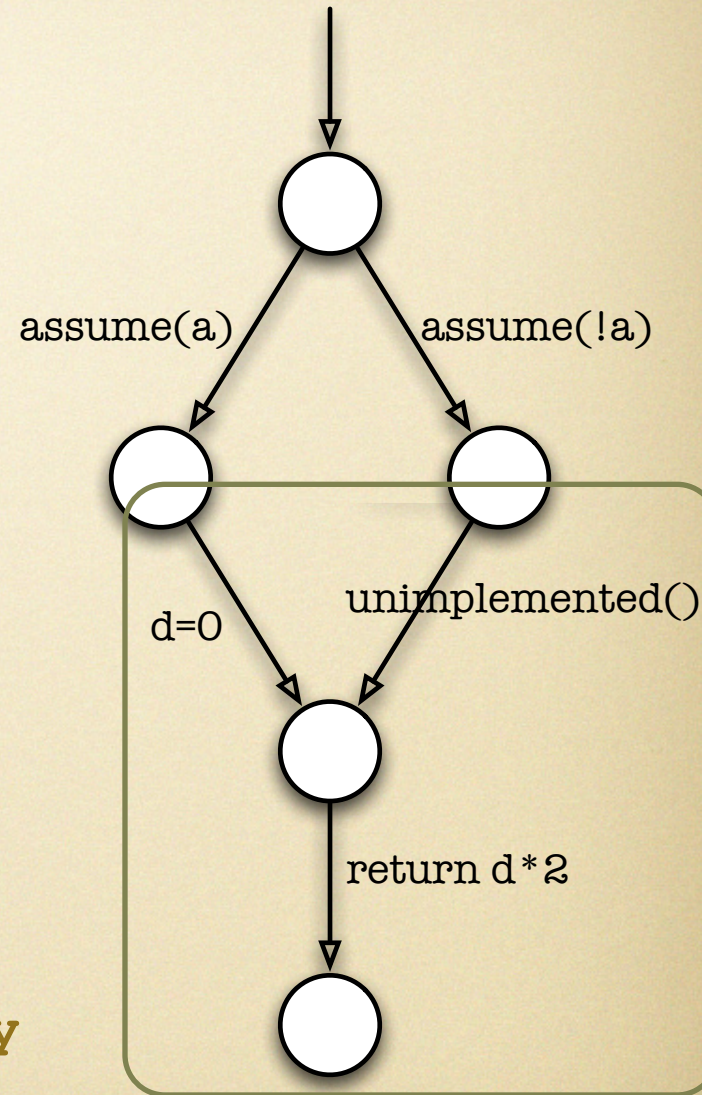
- Cover *line 4 or line 6*
  - **cover "@4+@6"**
- Cover a *basic block*
  - **cover "@basicblockentry"**



# Describing Single Test Cases

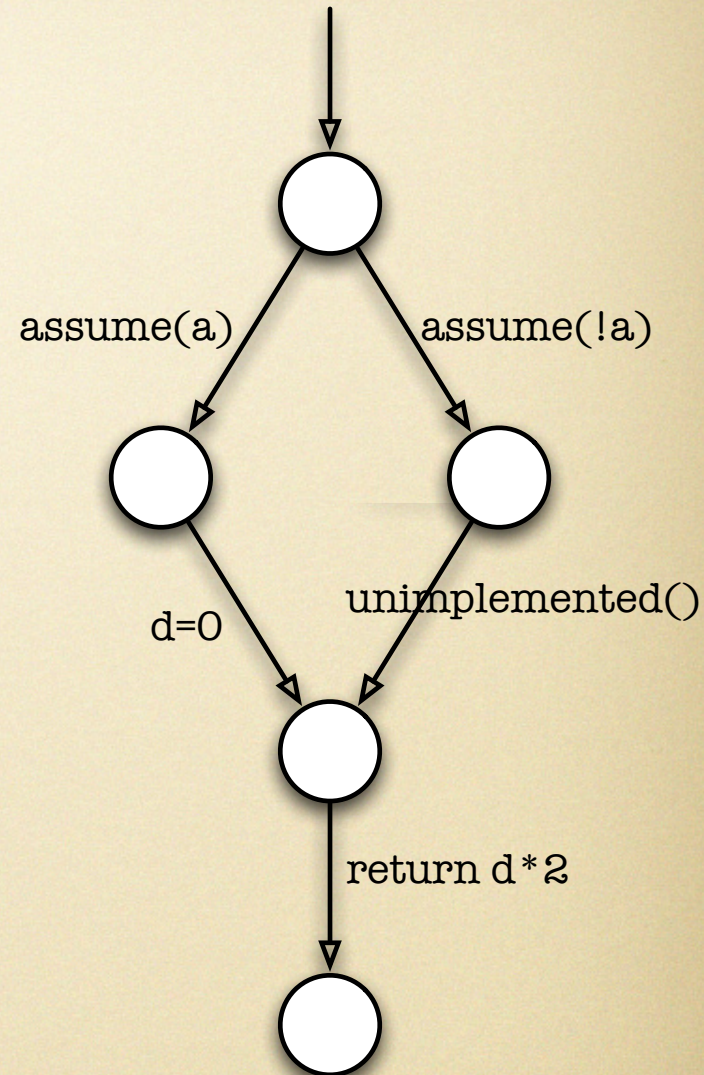
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```

- Cover *line 4 or line 6*
  - **cover "@4+@6"**
- Cover a *basic block*
  - **cover "@basicblockentry"**
- For this example **@basicblockentry** is tantamount to **@4+@6+@7**



# Describing Single Test Cases

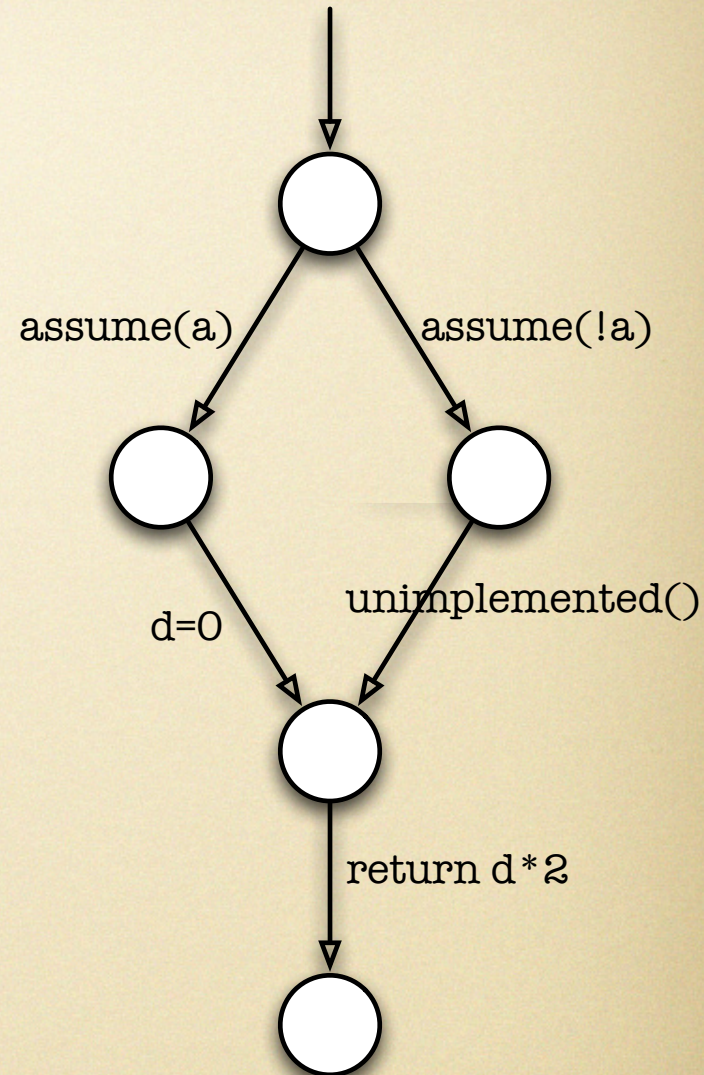
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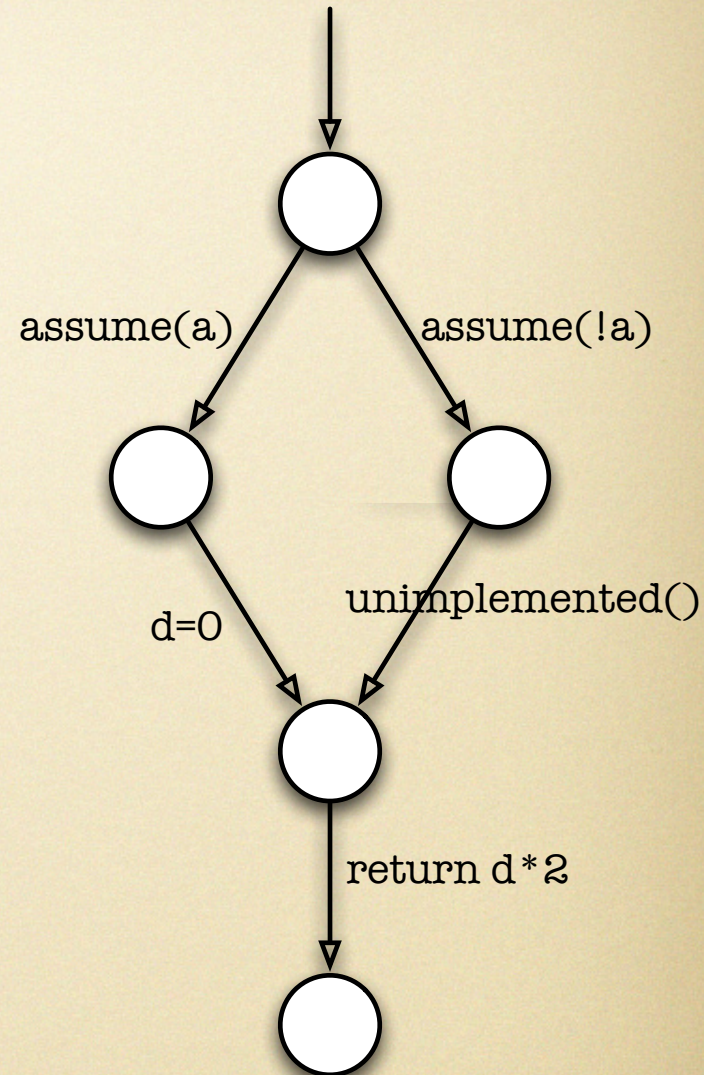
- Test case is execution (program path)



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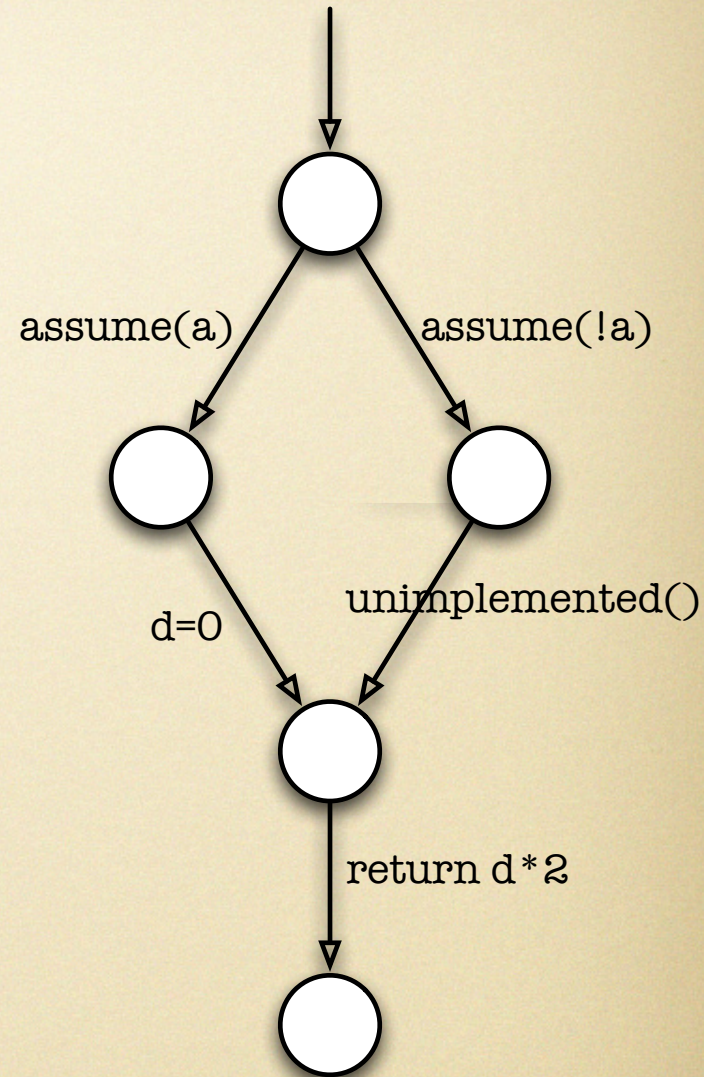
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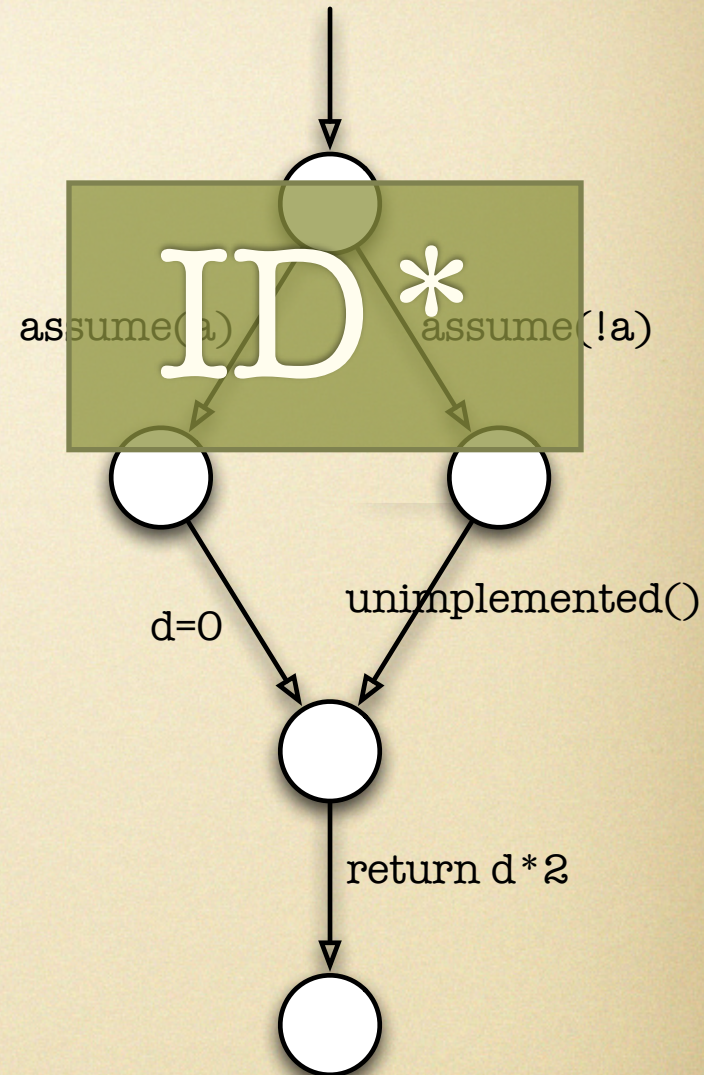
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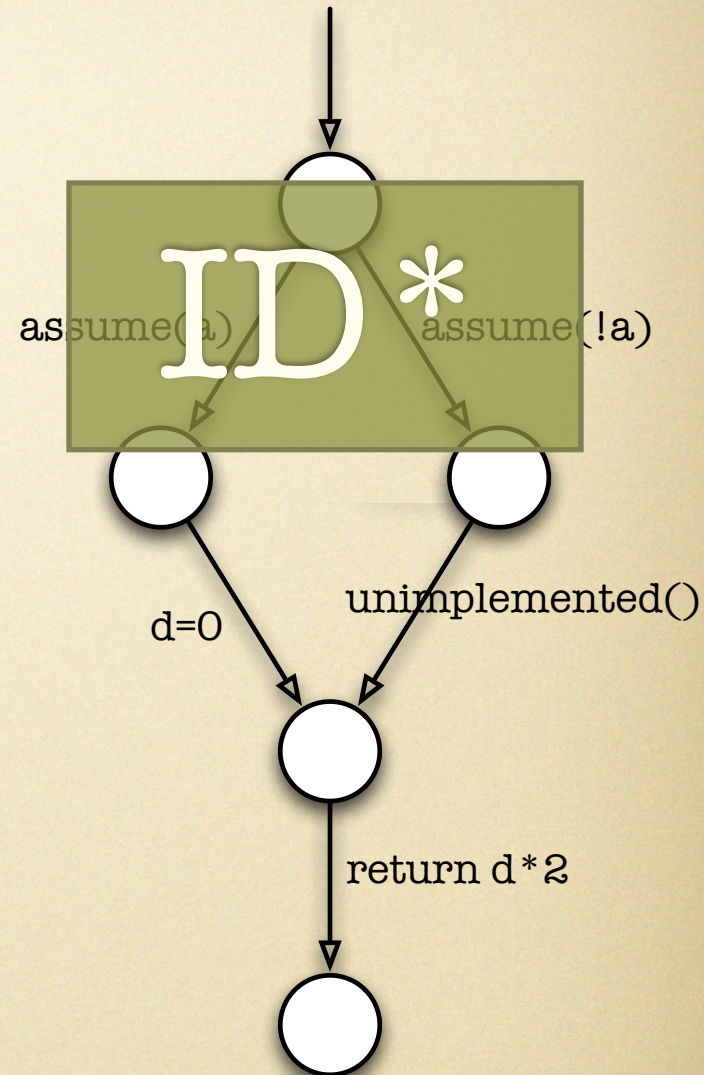
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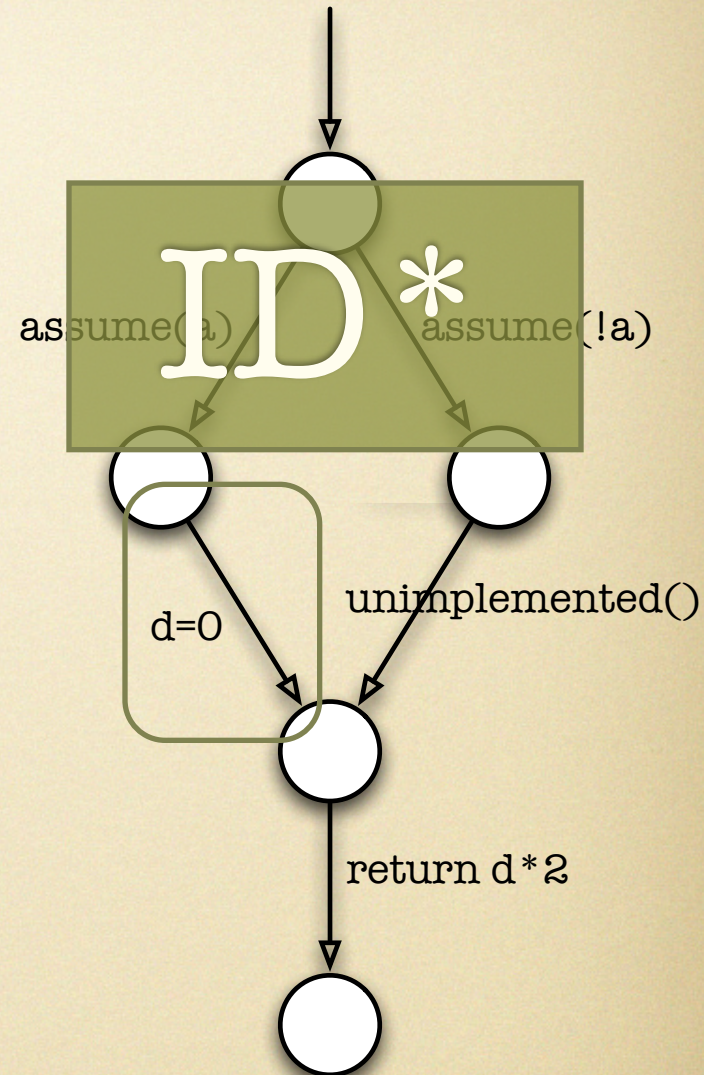
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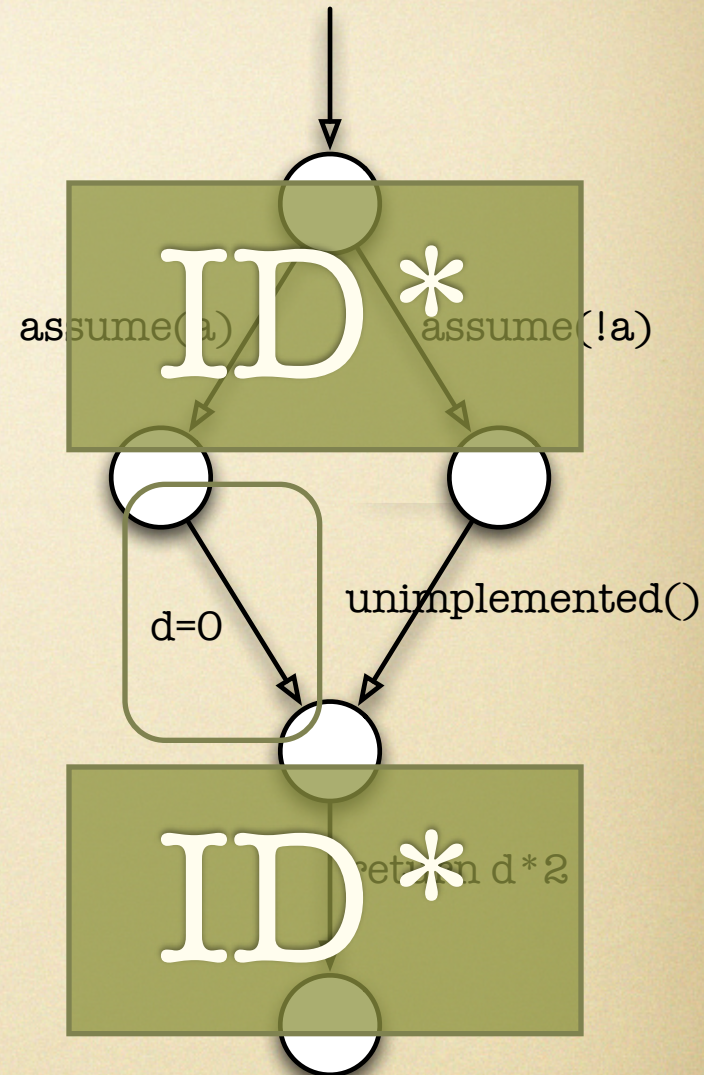
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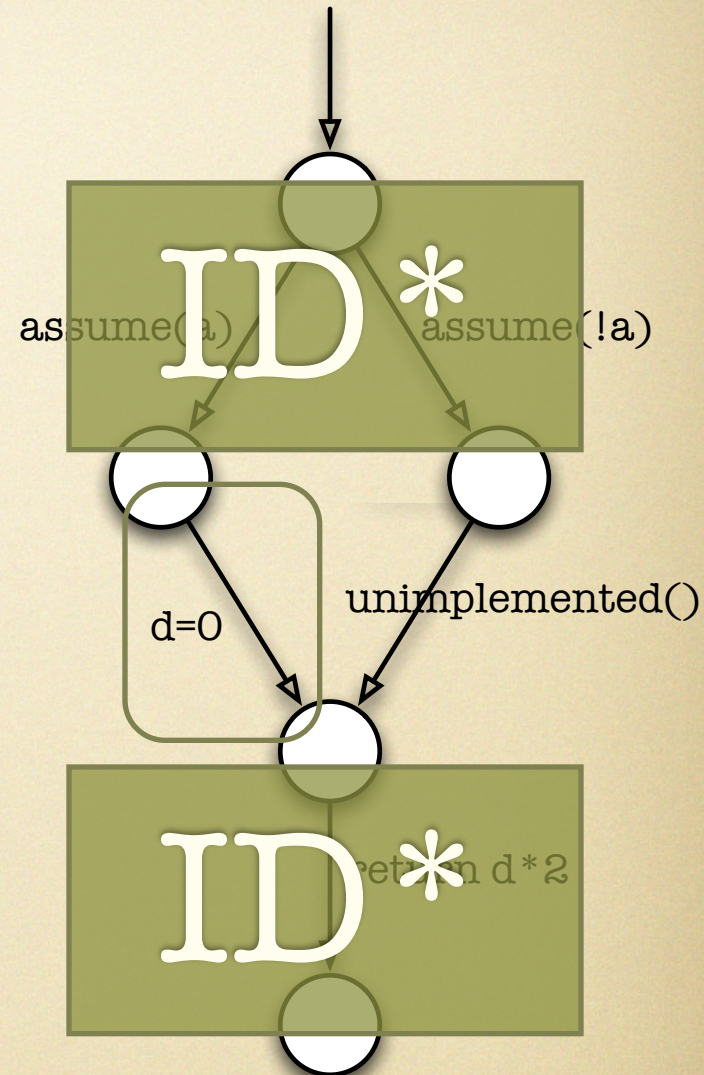
- Test case is execution (program path)
- Intuitively: “cover line 4” =
  - Execute some statement(s)
  - Reach line 4
  - More statements until program exit



# Describing Single Test Cases

```
1 int example(int a, int d)
2 {
3     if (a)
4         d = 0;
5     else
6         unimplemented();
7     return d*2;
8 }
```

- Test case is execution (program path)
- Intuitively: “cover line 4” =
  - Execute some statement(s)
  - Reach line 4
  - More statements until program exit
  - **cover** “ID\* .@4 .ID\*”



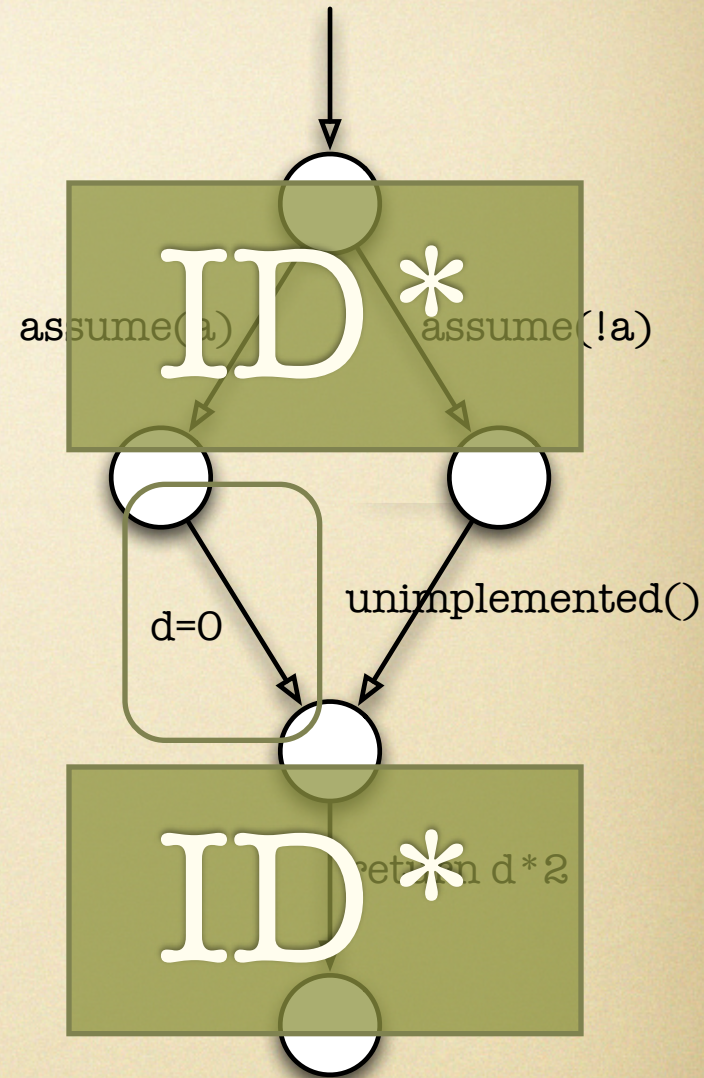
# Describing Single Test Cases

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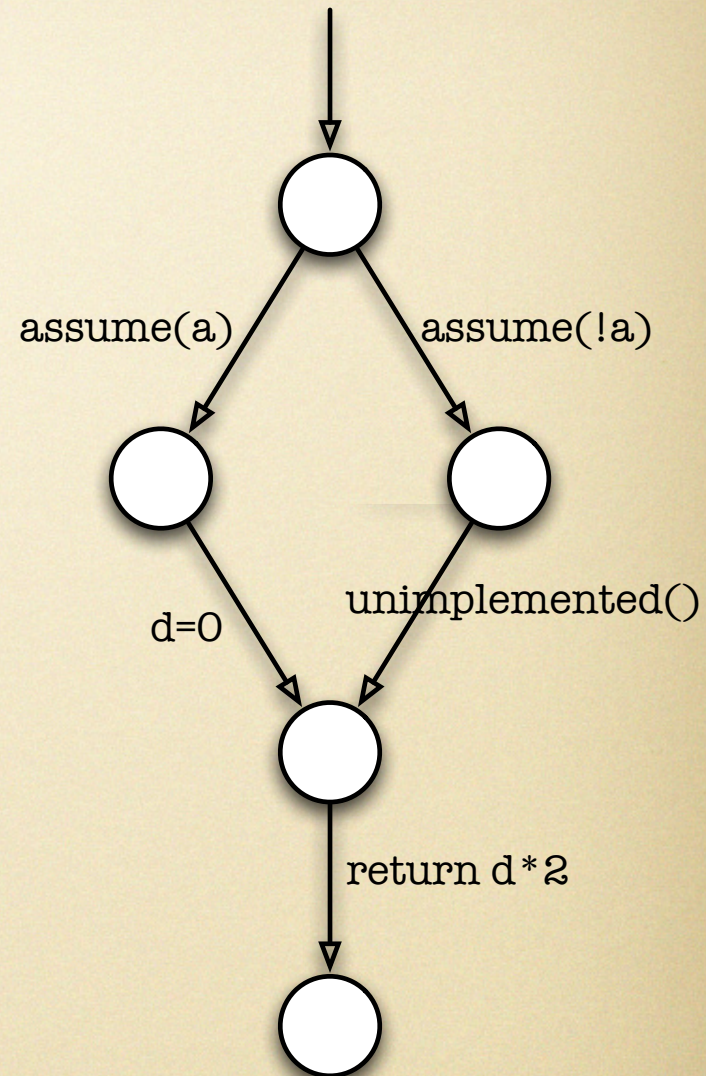
IN:

a=2  
d=0



# Path Patterns

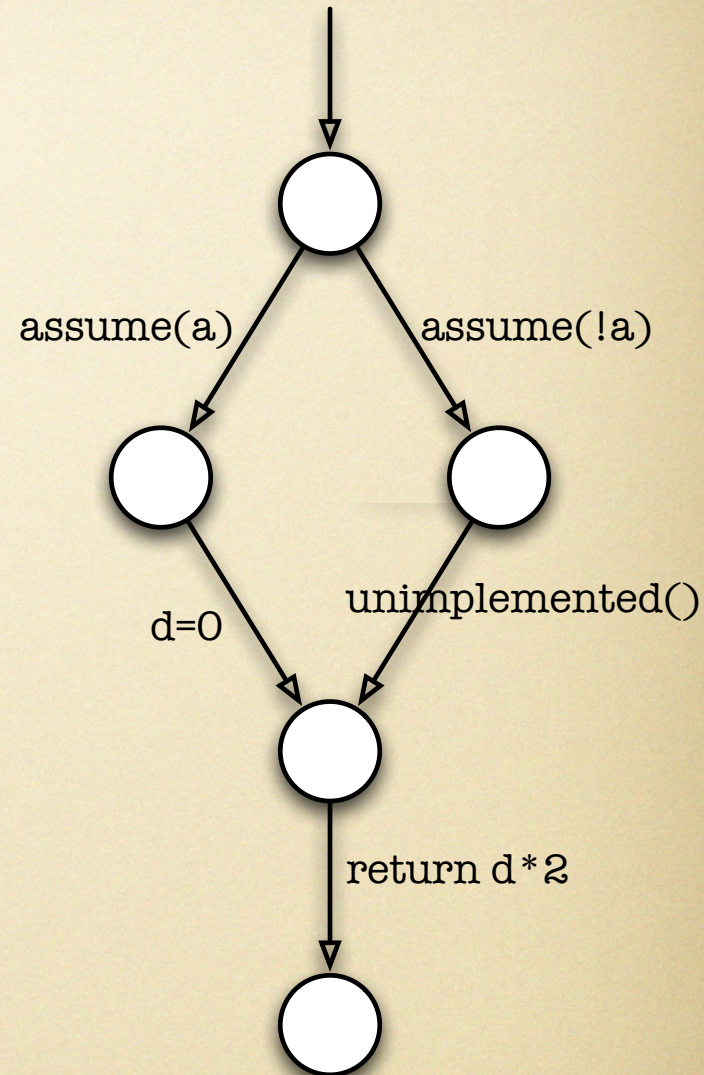
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# Path Patterns

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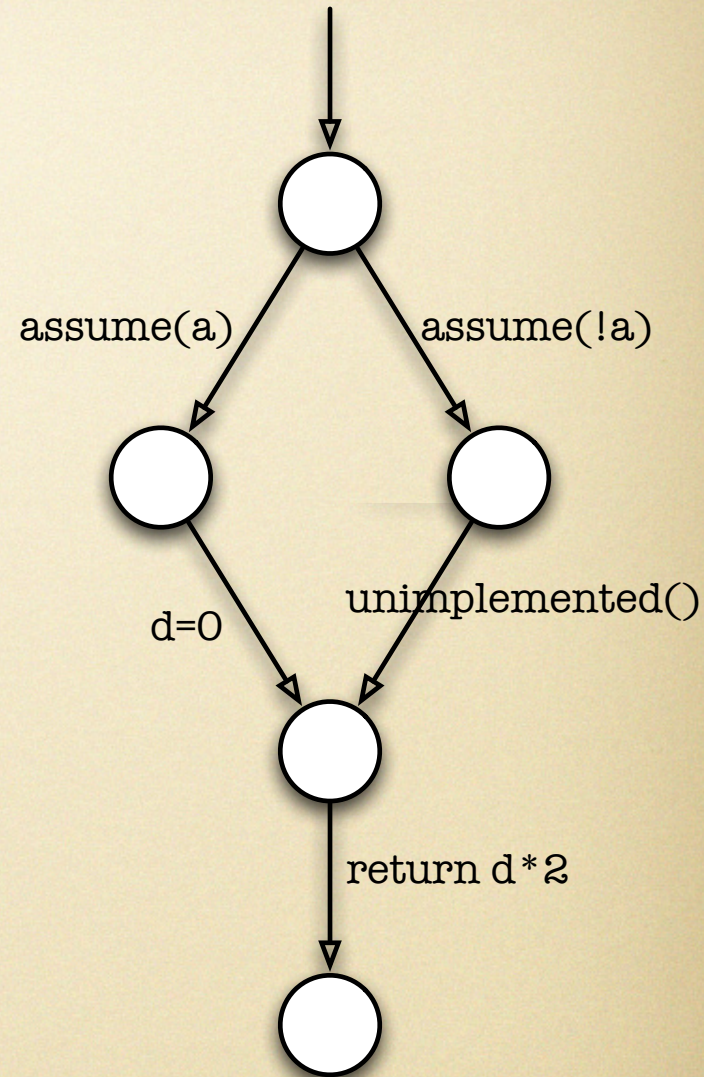
- **cover** "ID\* . @4 . ID\* +  
ID\* . @6 . ID\*"



# Path Patterns

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5     else
6         unimplemented();
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8 }
```

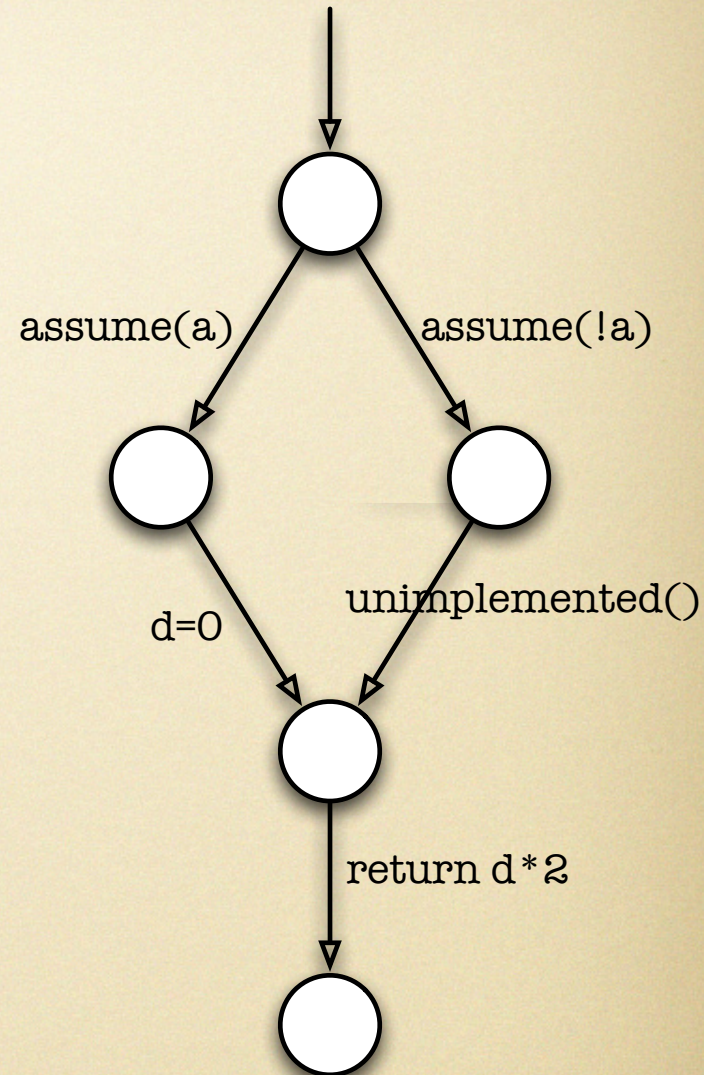
- **cover** "ID\* . @4 . ID\* + ID\* . @6 . ID\*"
- Path patterns are regular expressions:



# Path Patterns

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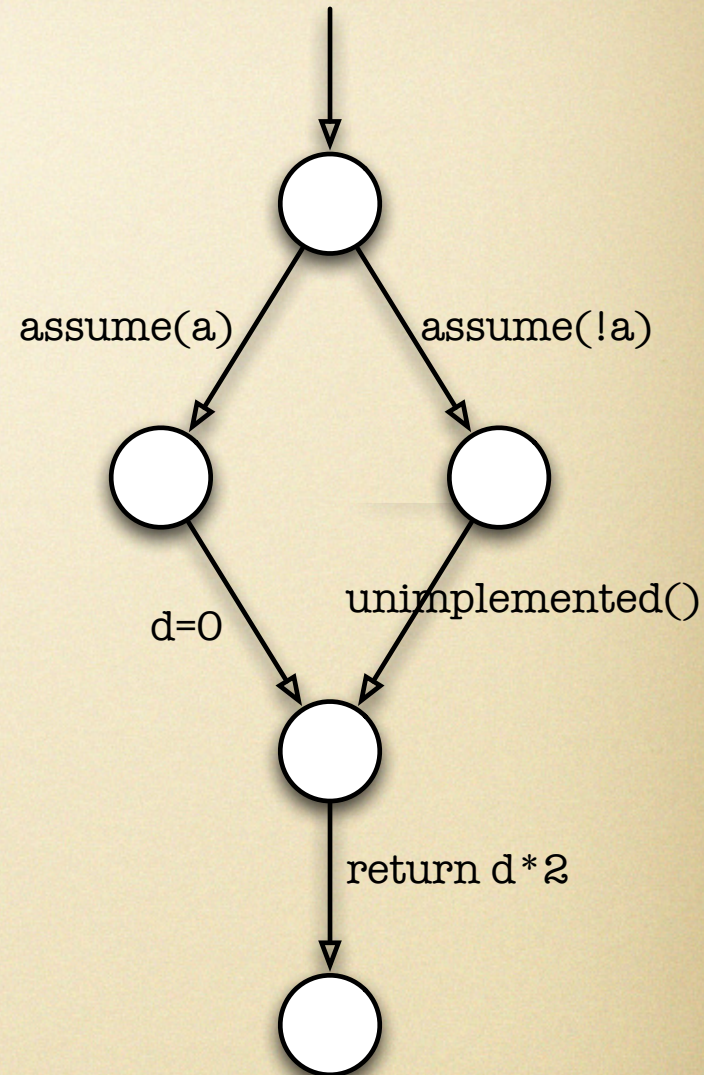
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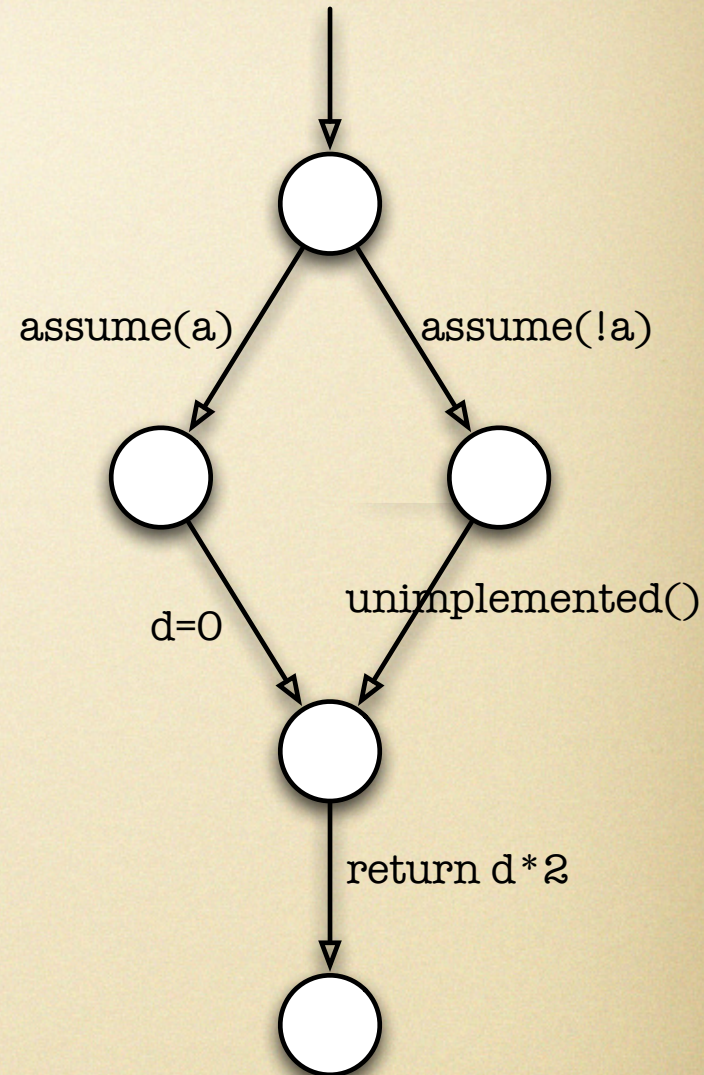
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- **cover** "ID\* . @4 . ID\* + ID\* . @6 . ID\*"
  - Kleene star (\*)
  - Concatenation (.)
  - Alternative/Union (+)



# Alphabet of Path Patterns

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- Further filter functions

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- Further filter functions
- CFA transformers

# Alphabet of Path Patterns

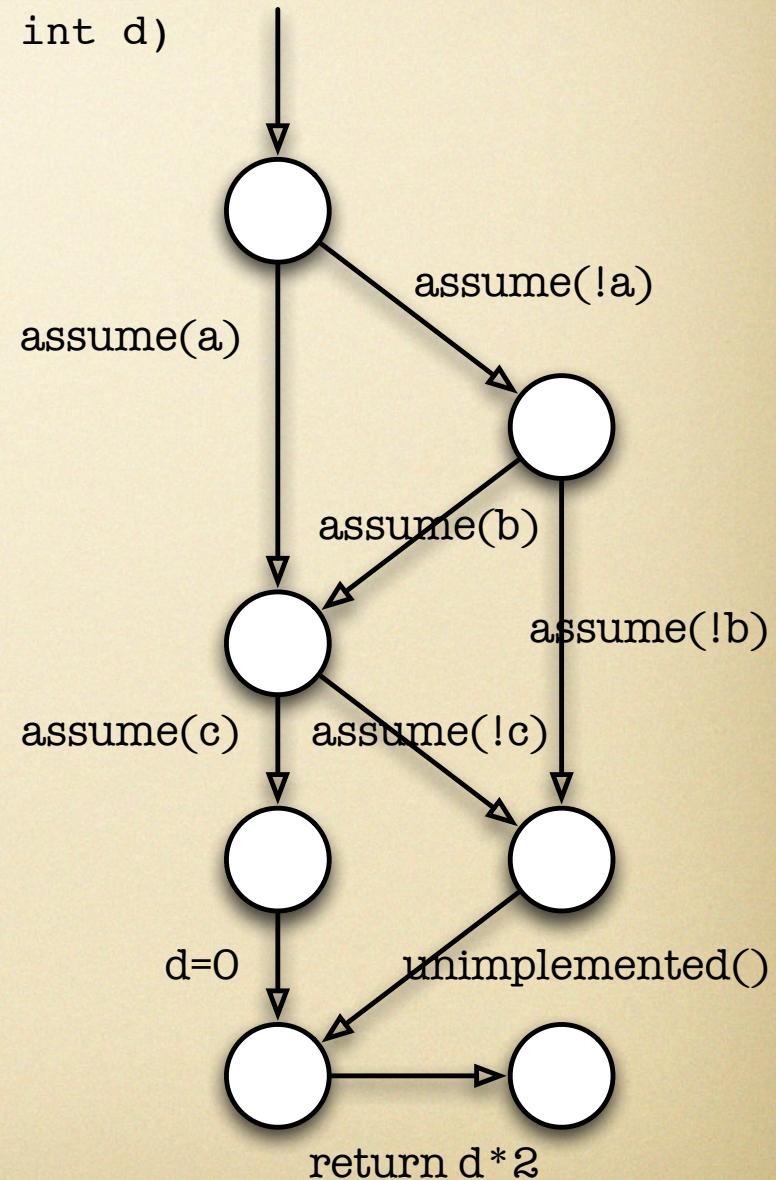
- Further filter functions
- CFA transformers
- Predicates over program variables

# Alphabet of Path Patterns

- Further filter functions
- CFA transformers
- Predicates over program variables
- Beyond CFA edges (statements)

# Further Filter Functions

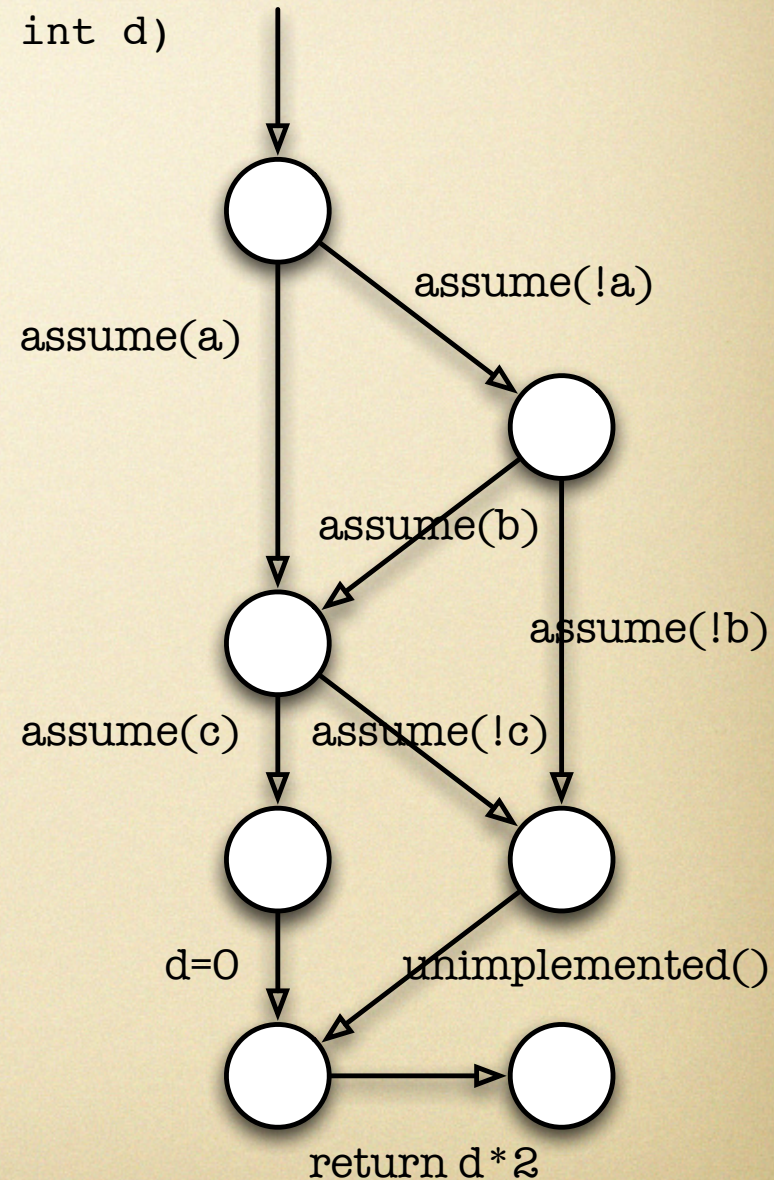
```
1 int example(int a, int b, int c, int d)
2 {
3     if ((a || b) && c)
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5     else
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# Further Filter Functions

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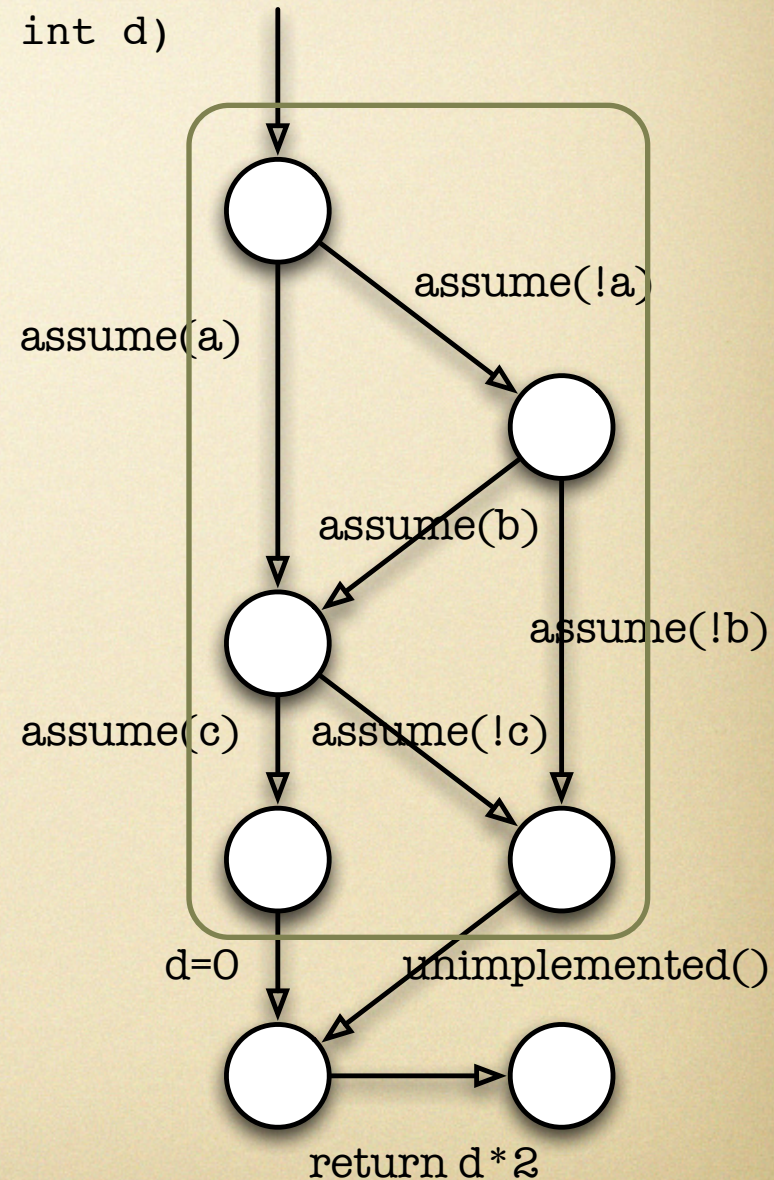
- **cover "@conditionedge"**



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1 int example(int a, int b, int c, int d)
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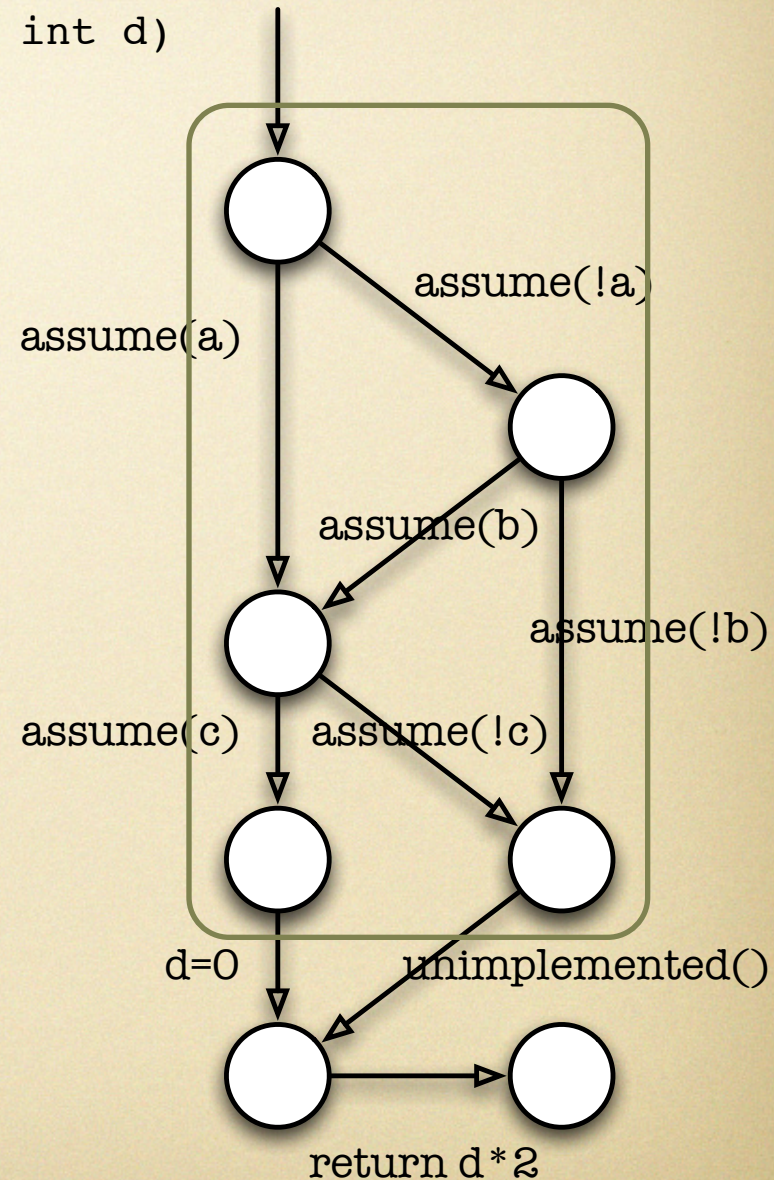
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5     else
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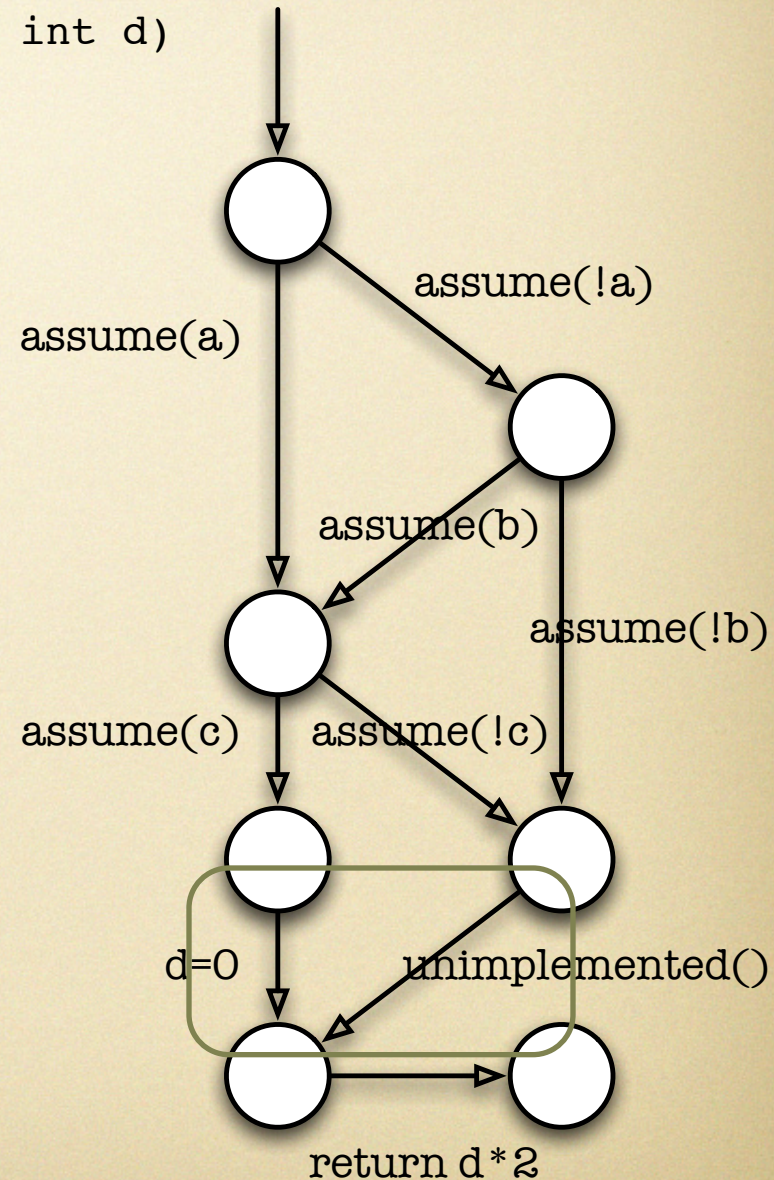
- **cover "@conditionedge"**
- **cover "@conditiongraph"**



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2 {
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```

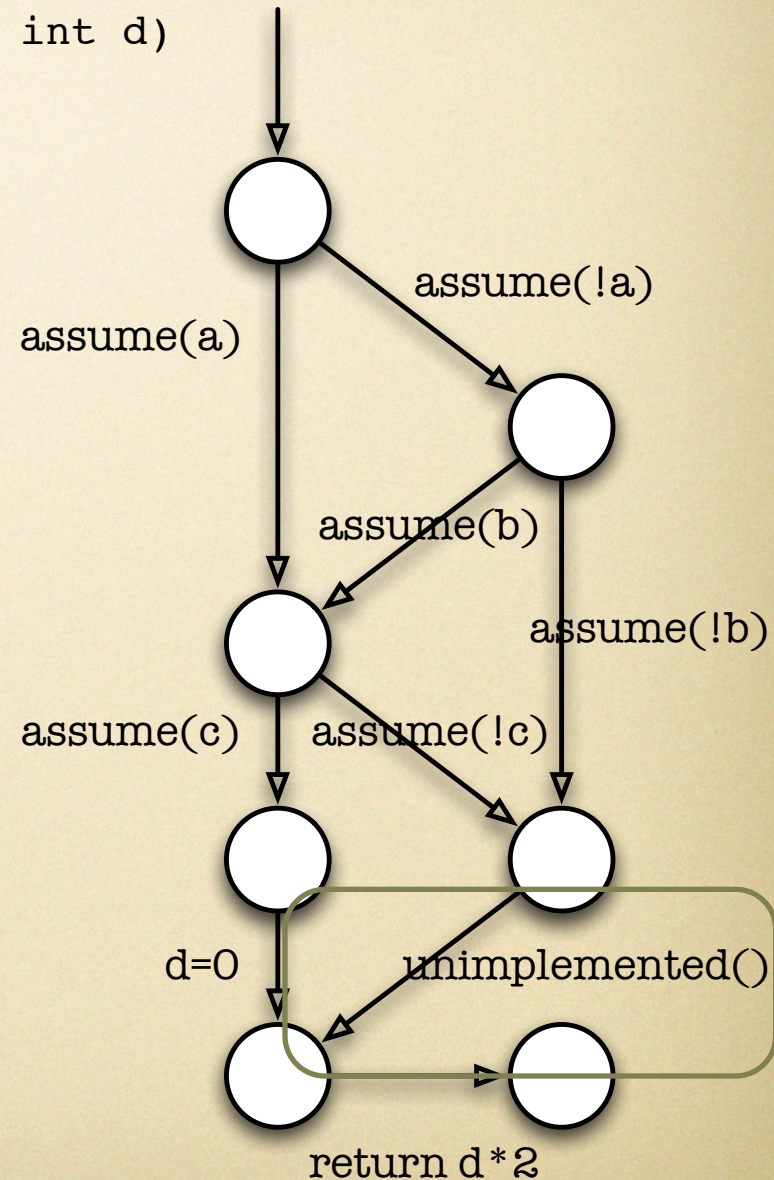
- **cover "@conditionedge"**
- **cover "@conditiongraph"**
- **cover "@decisionedge"**



# Further Filter Functions

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1 int example(int a, int b, int c, int d)
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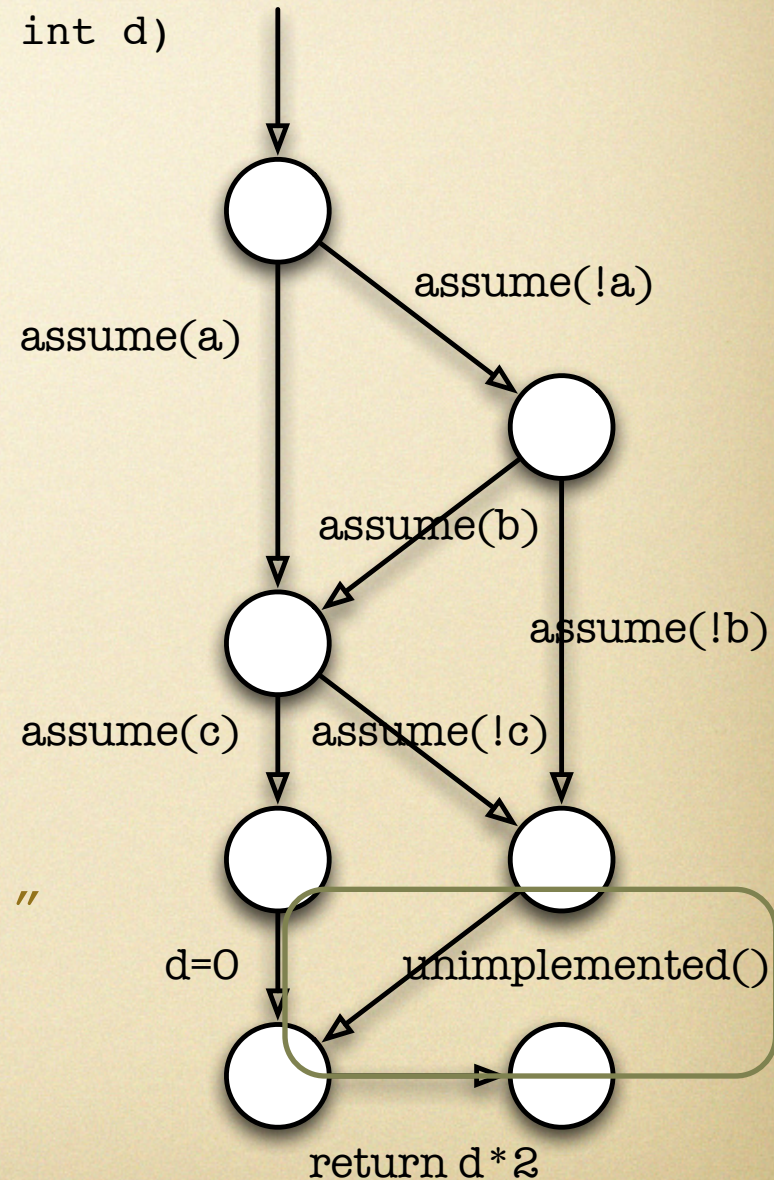
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- **cover "@calls"**



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1 int example(int a, int b, int c, int d)
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6         unimplemented();
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8 }
```

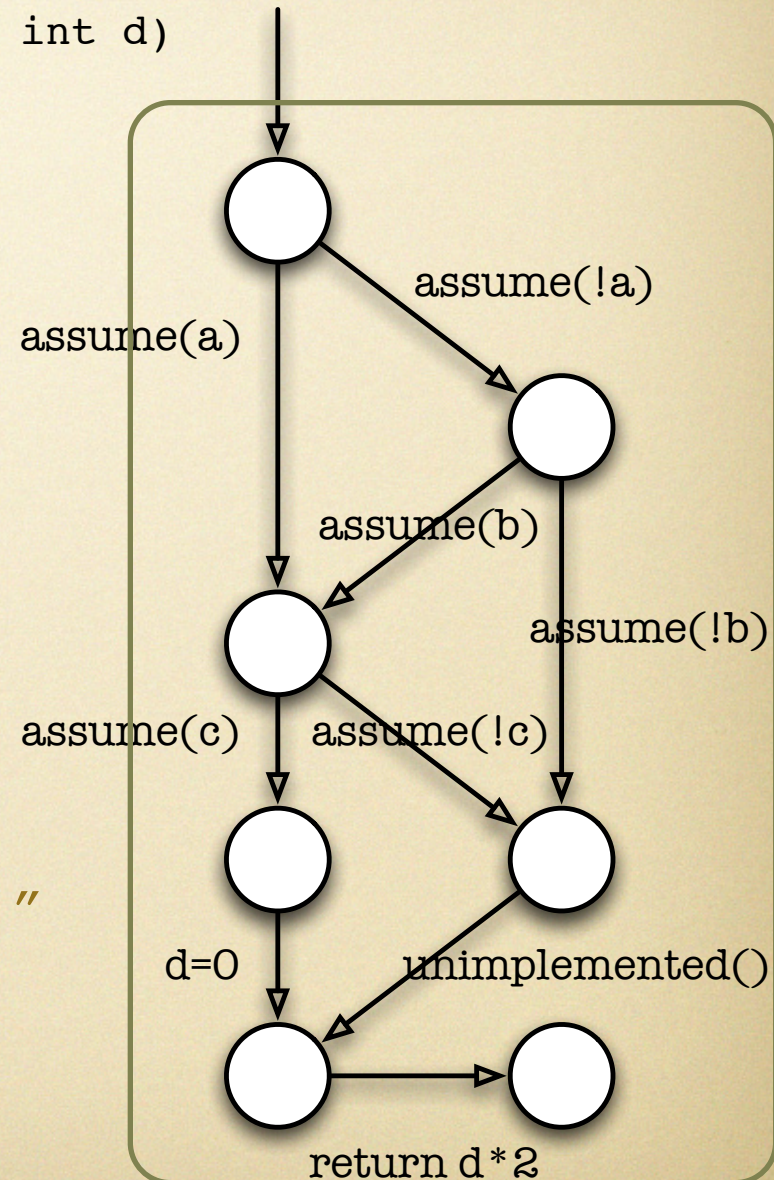
- **cover "@conditionedge"**
- **cover "@conditiongraph"**
- **cover "@decisionedge"**
- **cover "@calls"**
- **cover "@call(unimplemented)"**



# Further Filter Functions

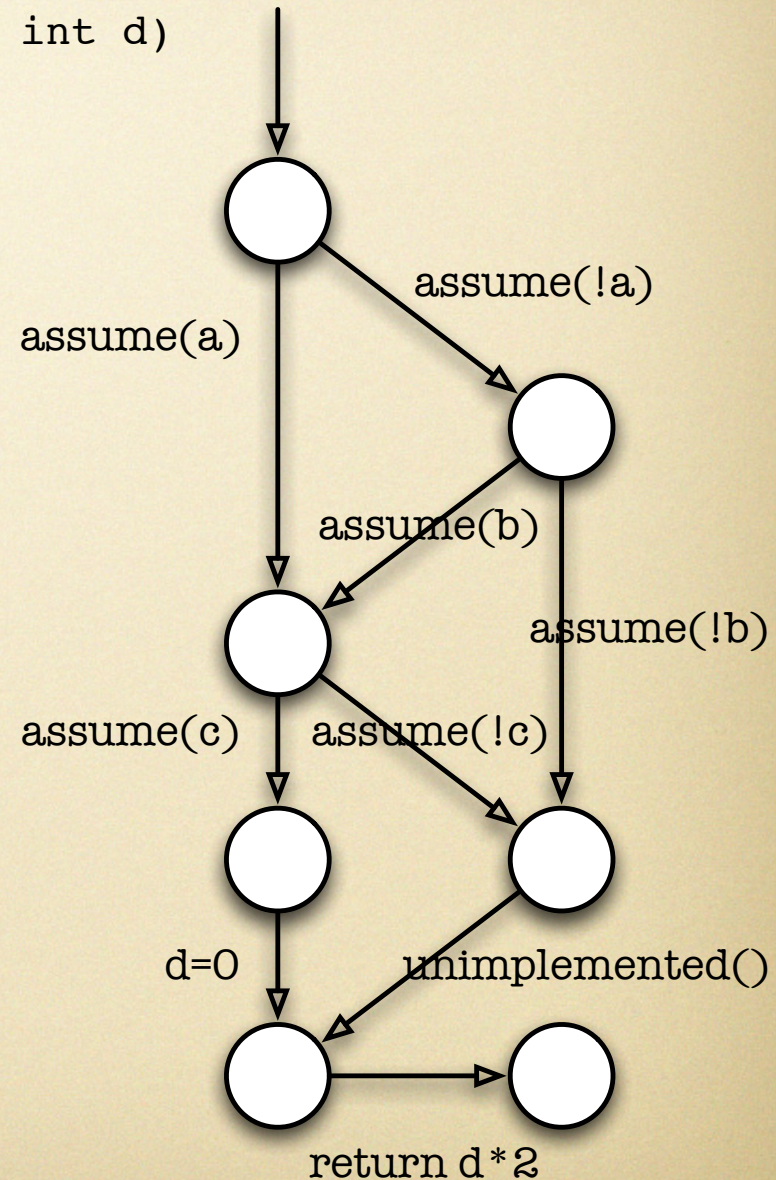
```
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4         d = 0;
5     else
6         unimplemented();
7     return d*2;
8 }
```

- **cover "@conditionedge"**
- **cover "@conditiongraph"**
- **cover "@decisionedge"**
- **cover "@calls"**
- **cover "@call(unimplemented)"**
- **cover "@func(example)"**



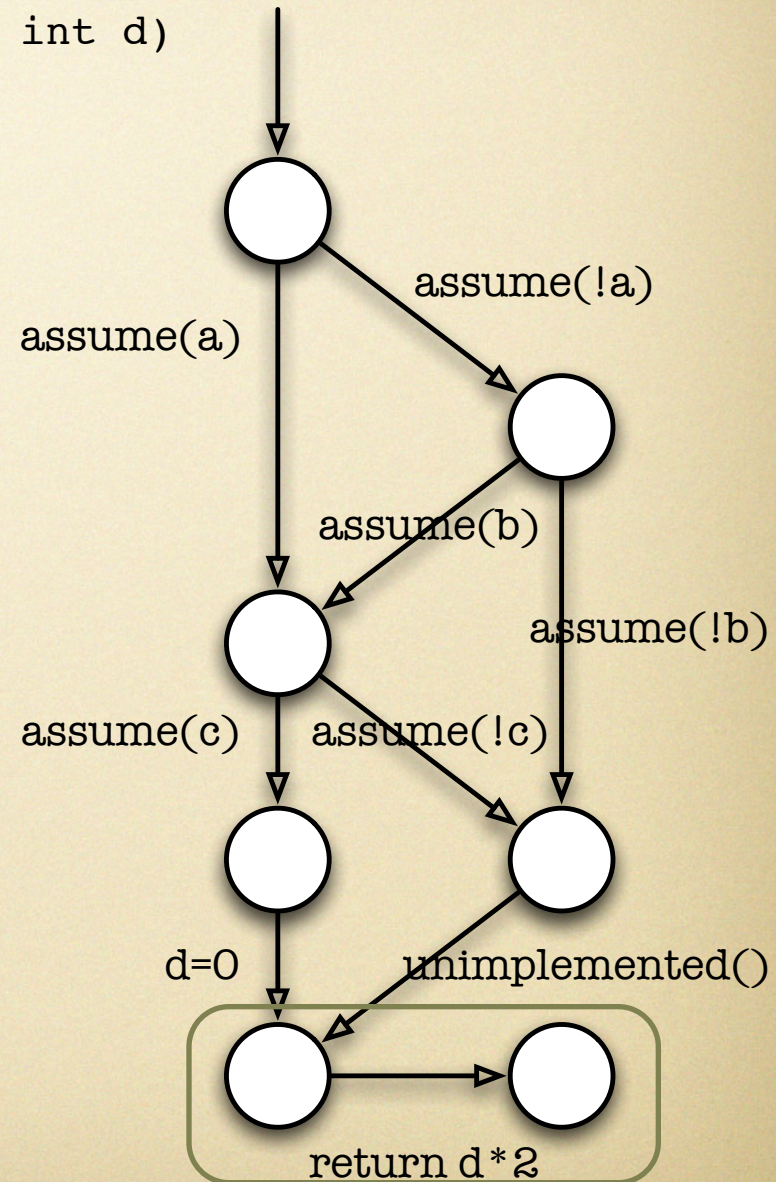
# CFA Transformers

```
1 int example(int a, int b, int c, int d)
2 {
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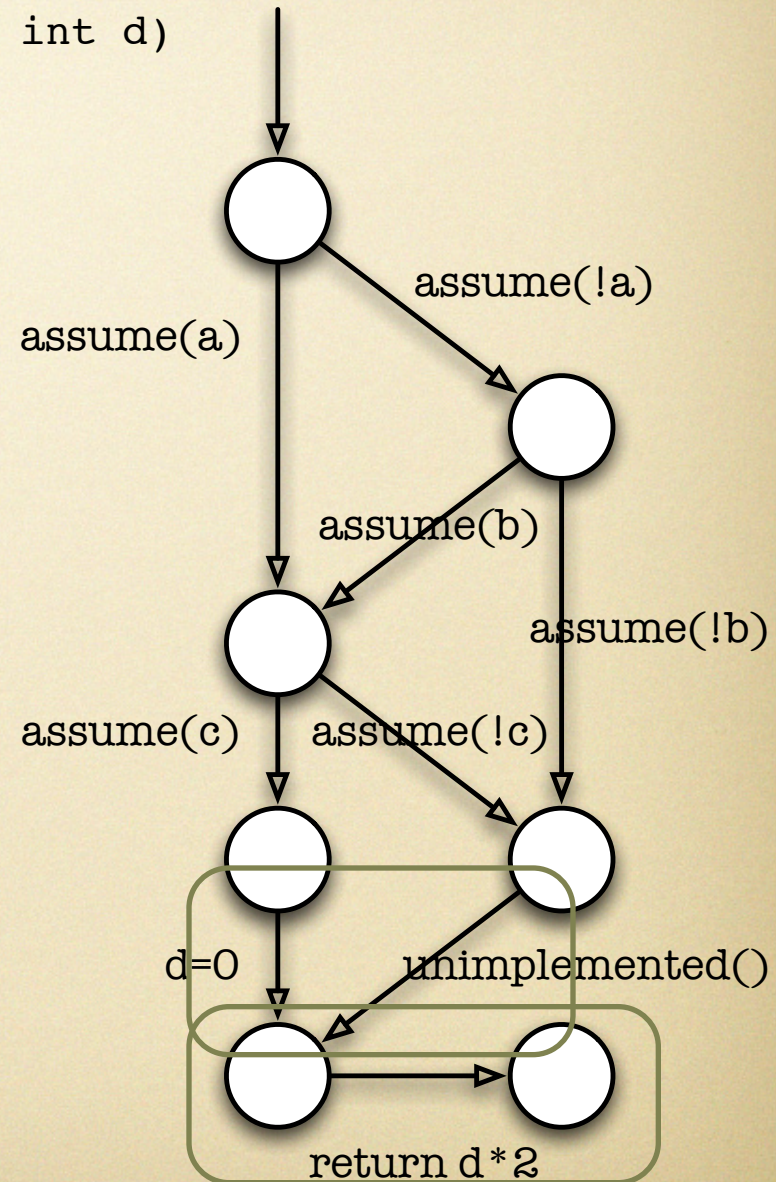
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# CFA Transformers

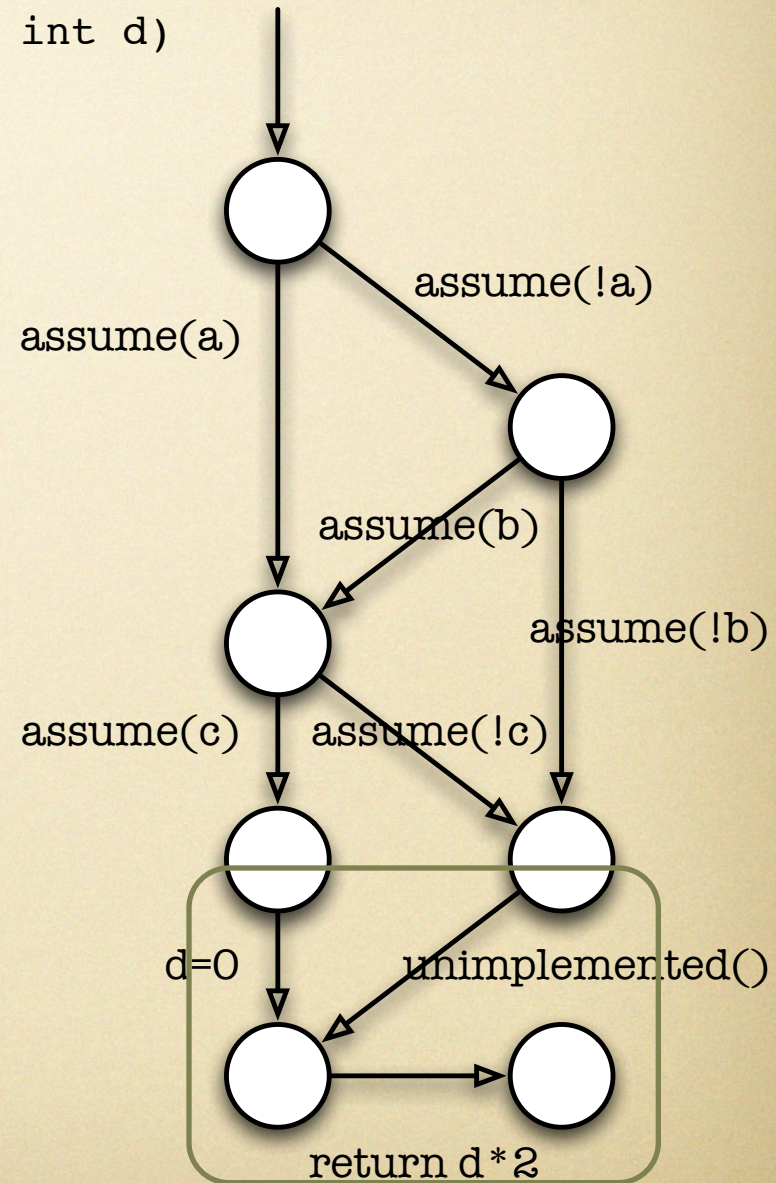
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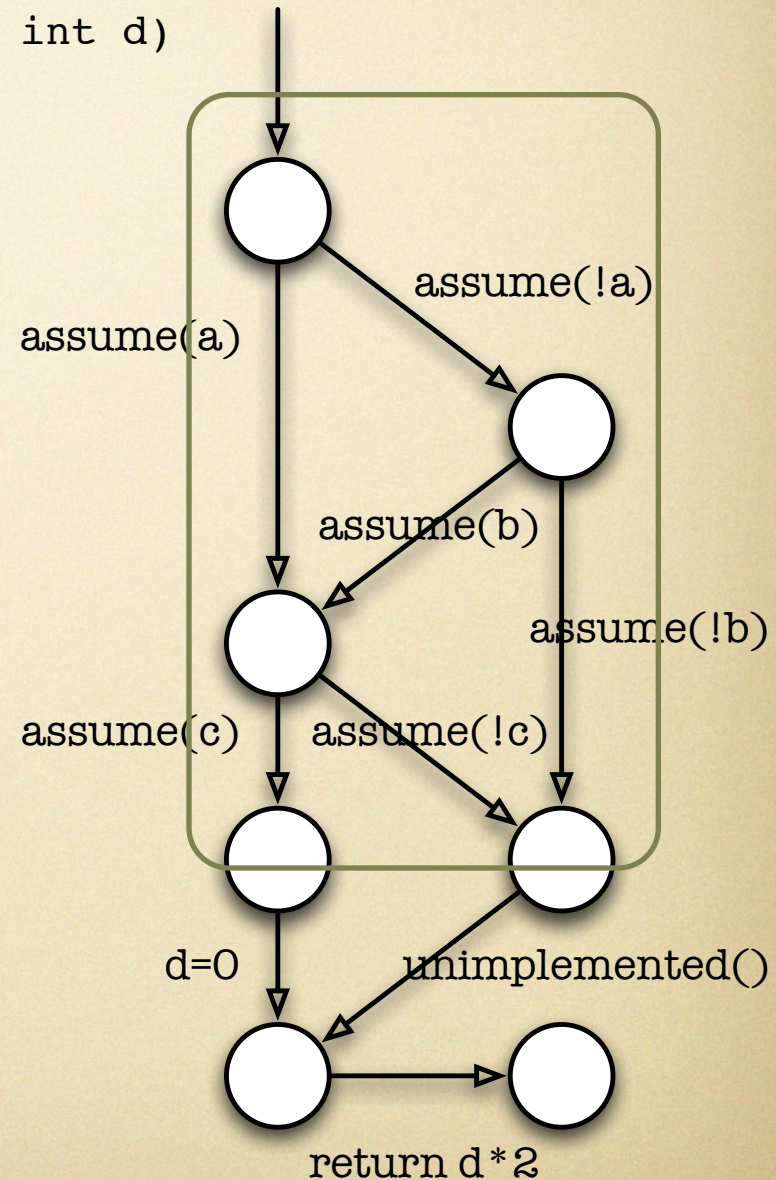
- **cover "@7 | @decisionedge"**



# CFA Transformers

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3     if ((a || b) && c)
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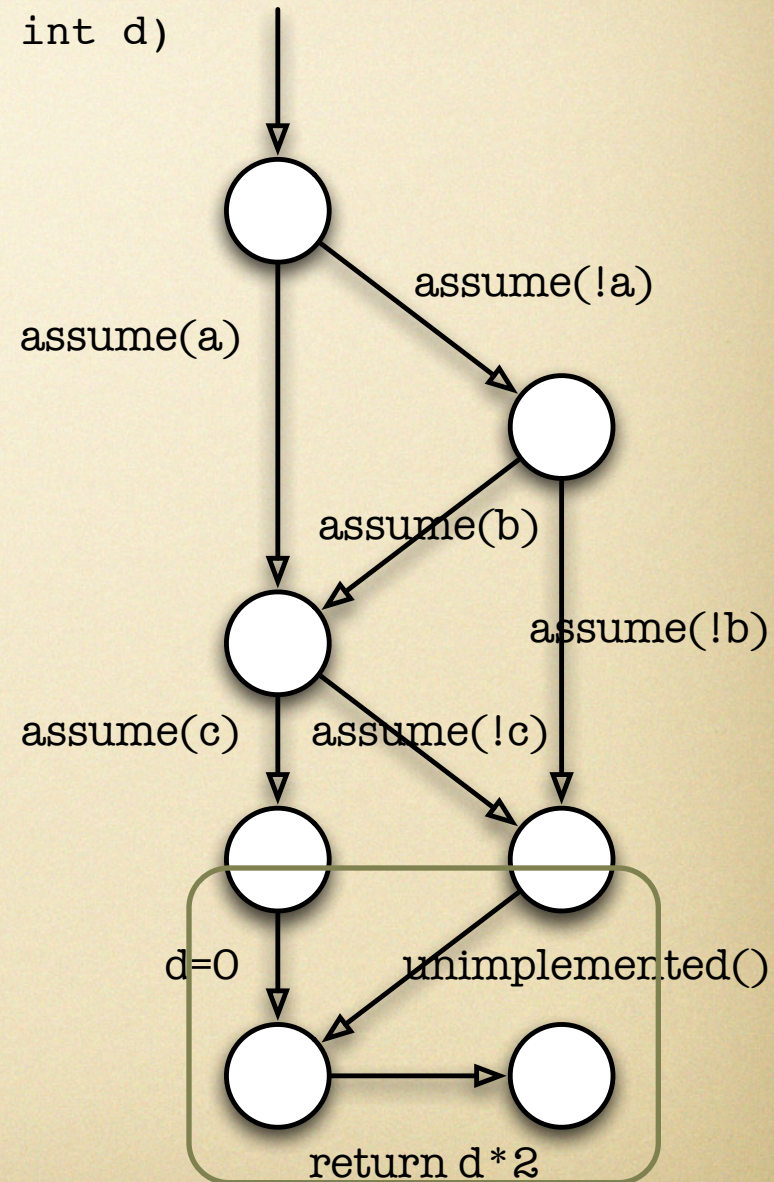
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# CFA Transformers

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6          unimplemented();
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```

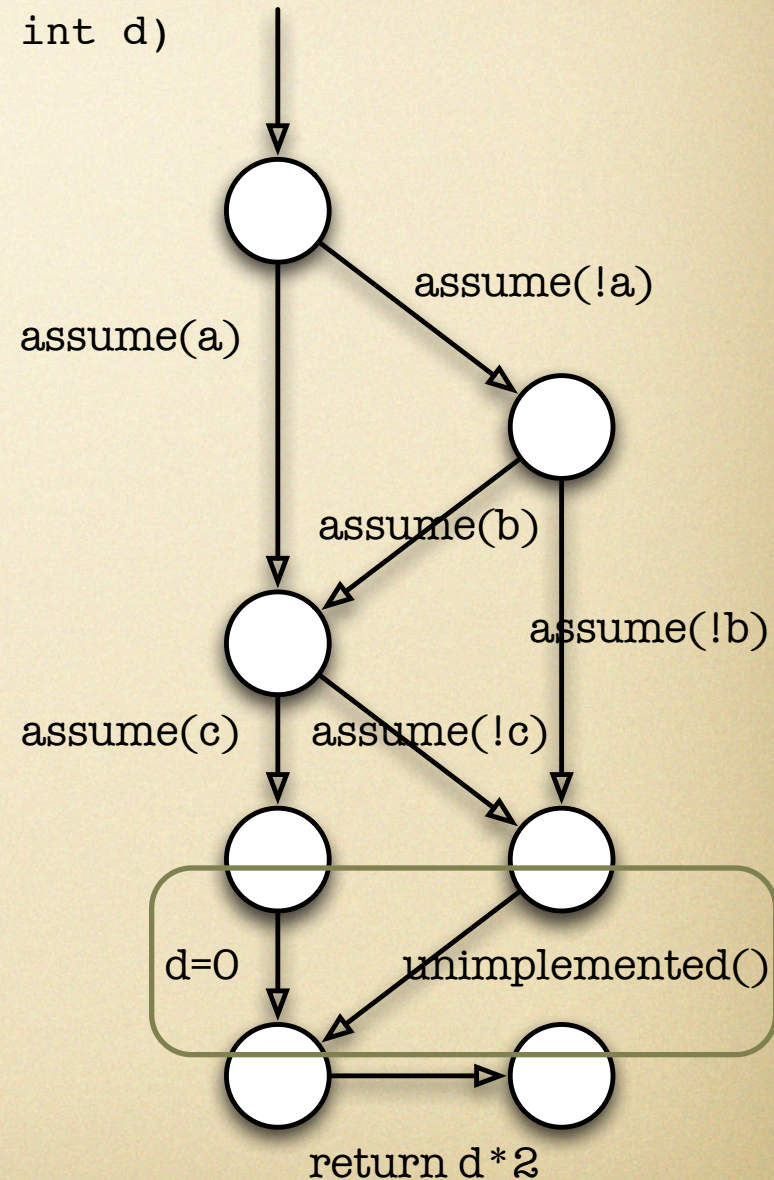
- `cover "@7 | @decisionedge"`
- `cover "not (@3)"`



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2 {
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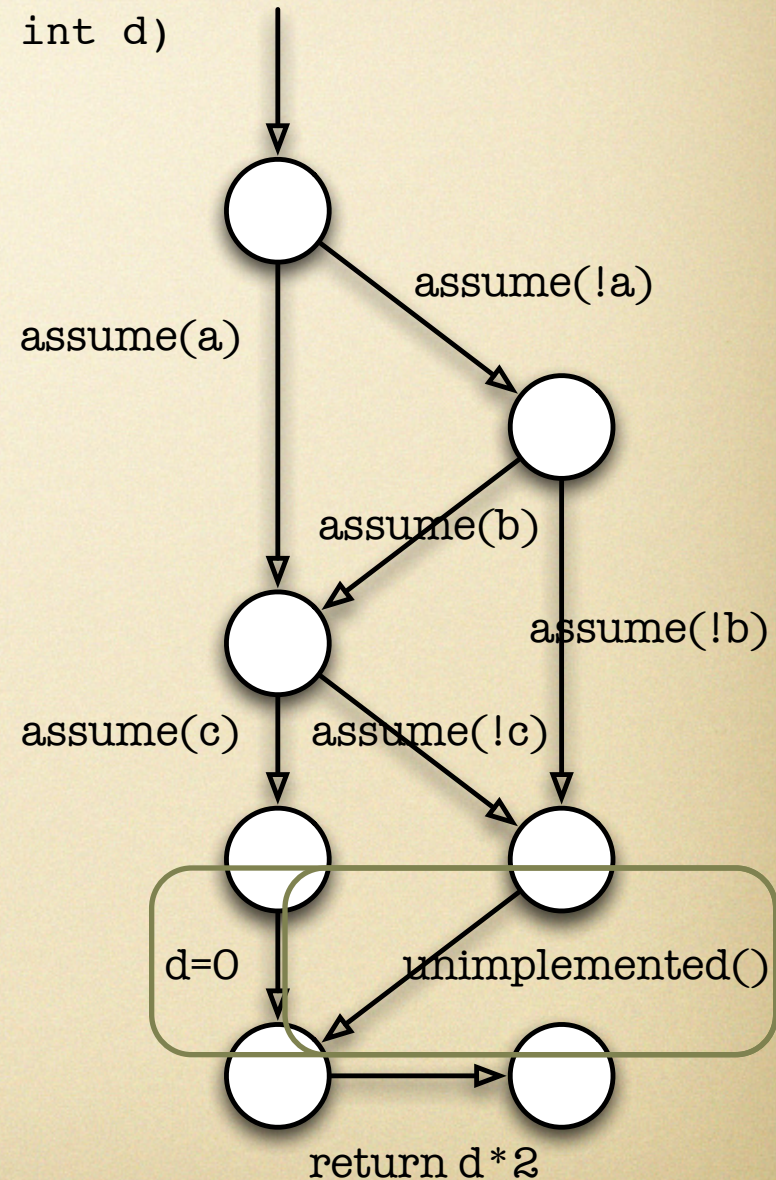
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# CFA Transformers

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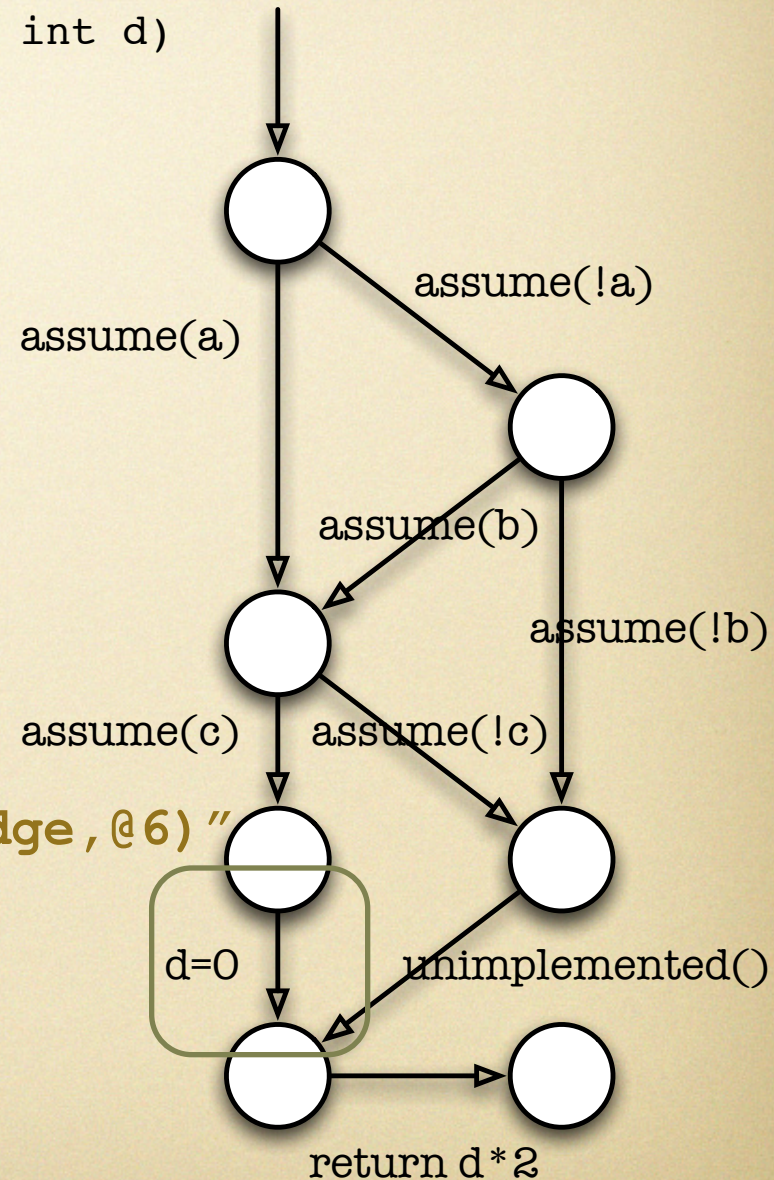
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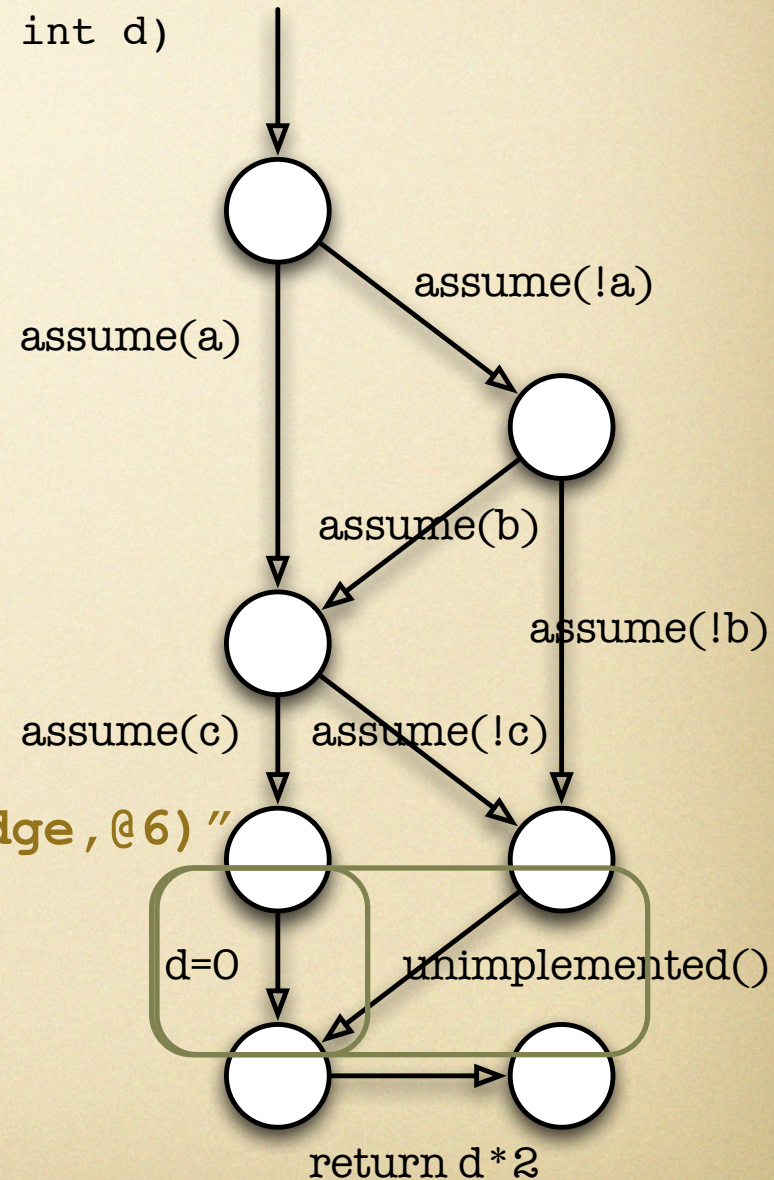
- **cover** "@7 | @decisionedge"
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- **cover** "setminus(@decisionedge, @6)"



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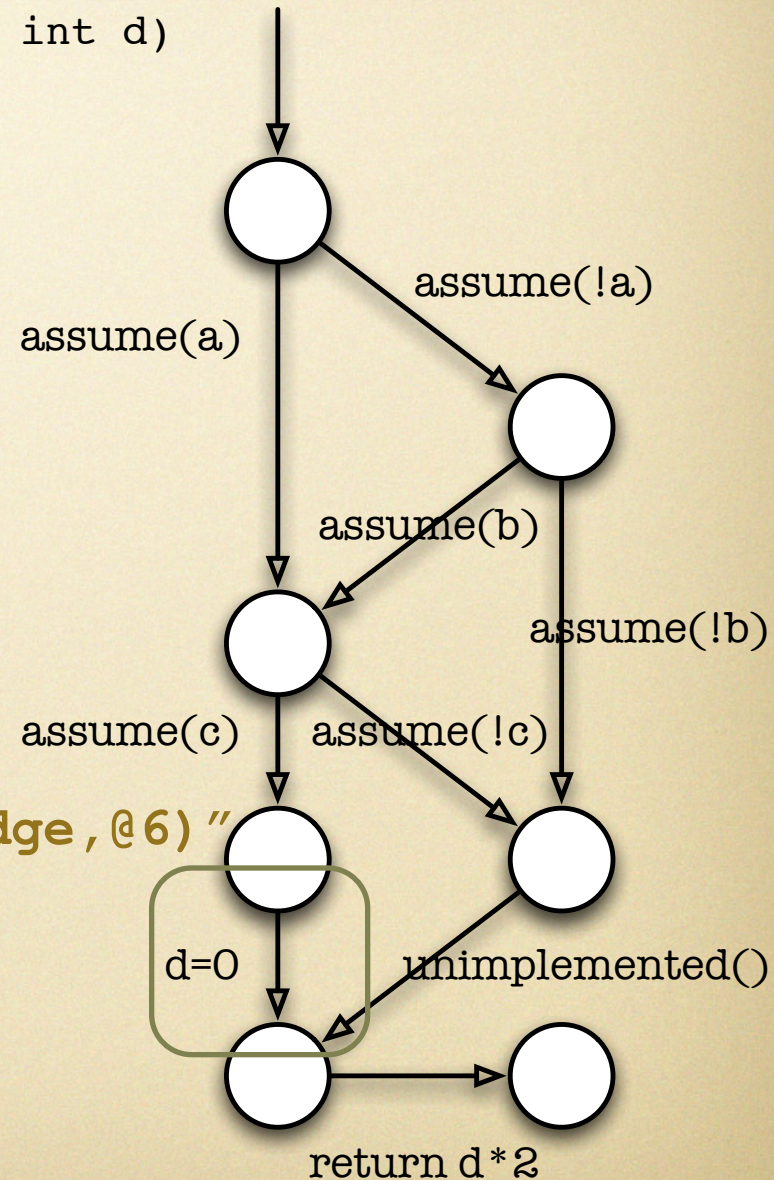
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# CFA Transformers

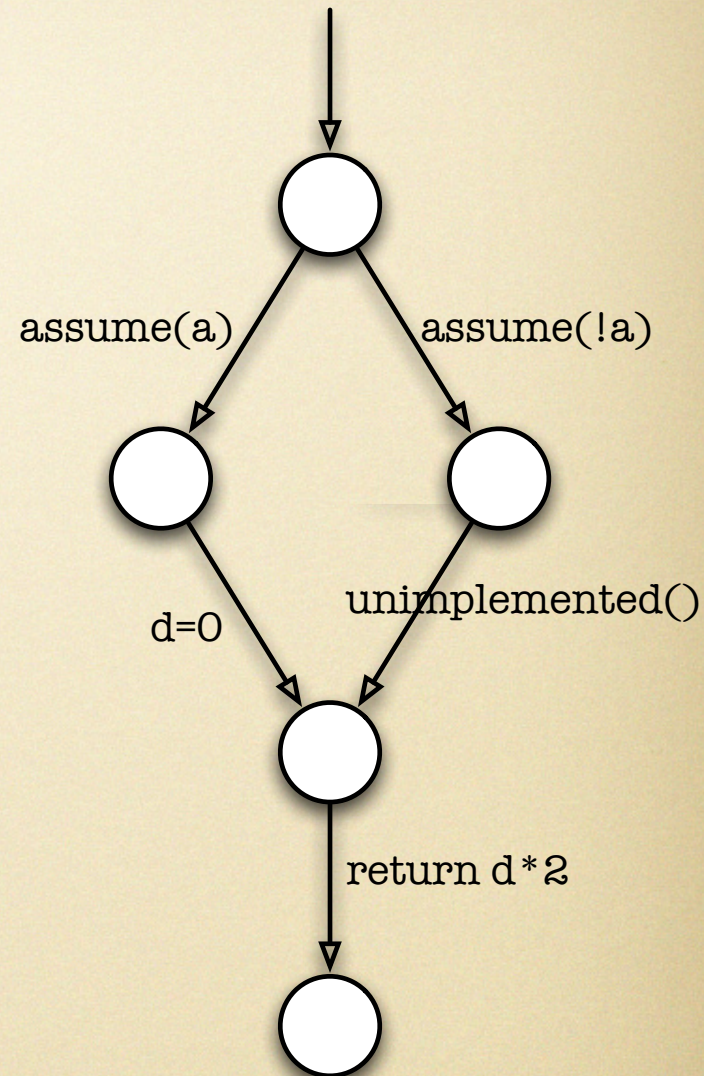
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```

- **cover** "@7 | @decisionedge"
- **cover** "not(@3)"
- **cover** "setminus(@decisionedge, @6)"
- **cover** "@decisionedge & @4"



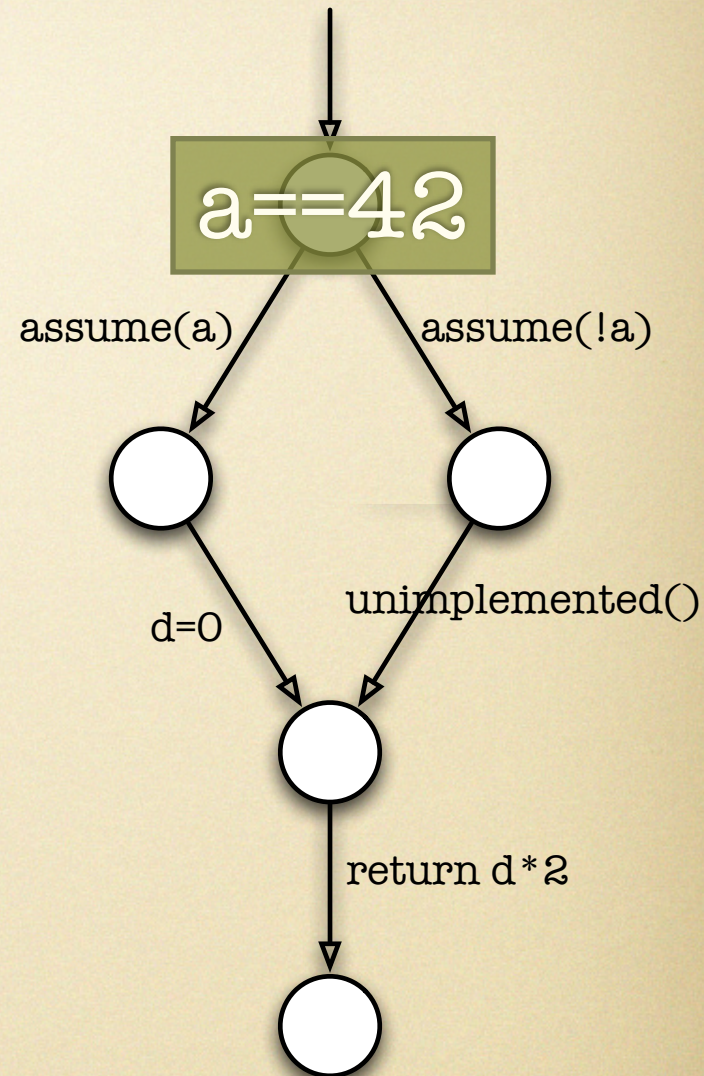
# Program Variables

```
1 int example(int a, int d)
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```



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# Program Variables

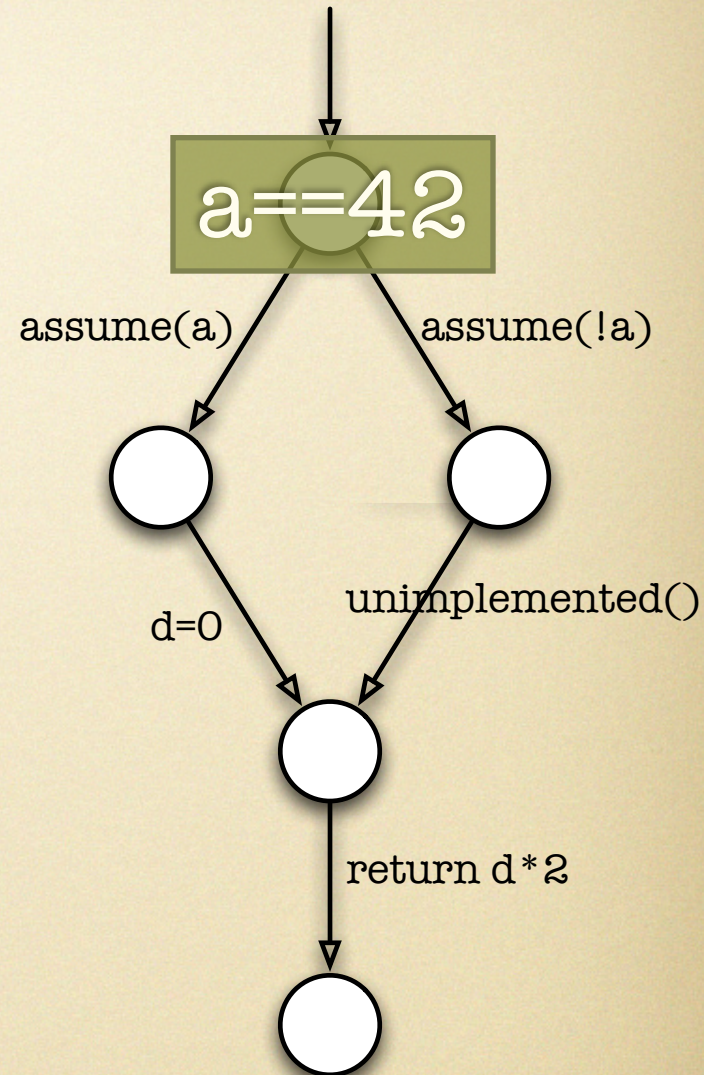
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```

- **cover** "{a==42} .@3"

IN:

a=42

d=0



# Program Variables

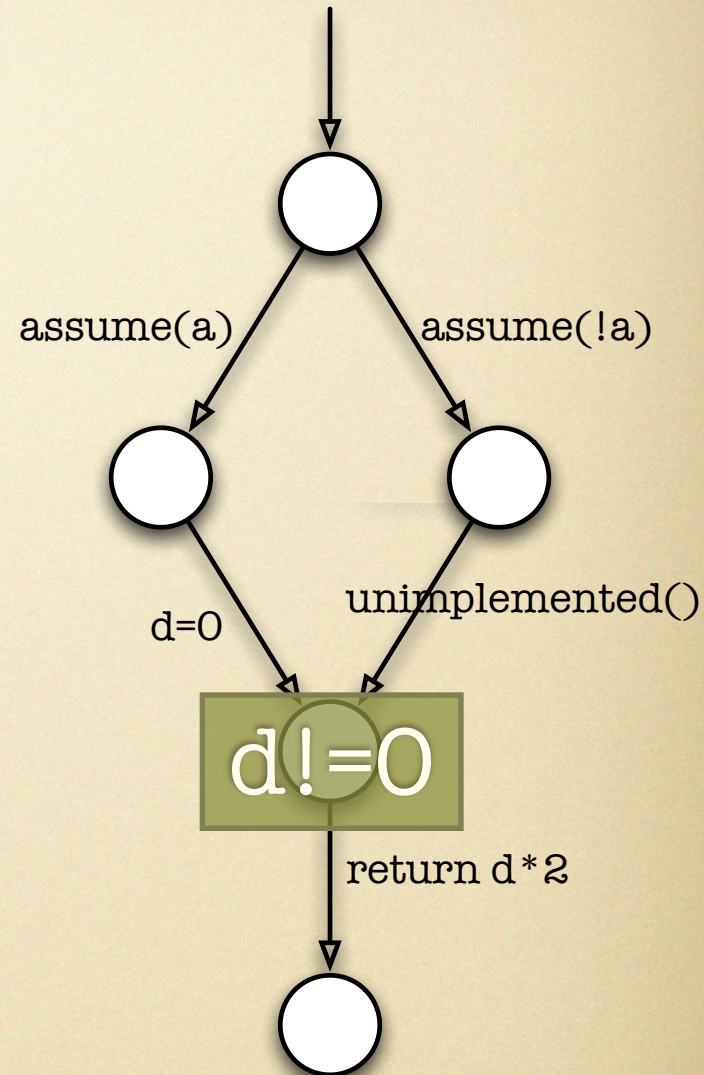
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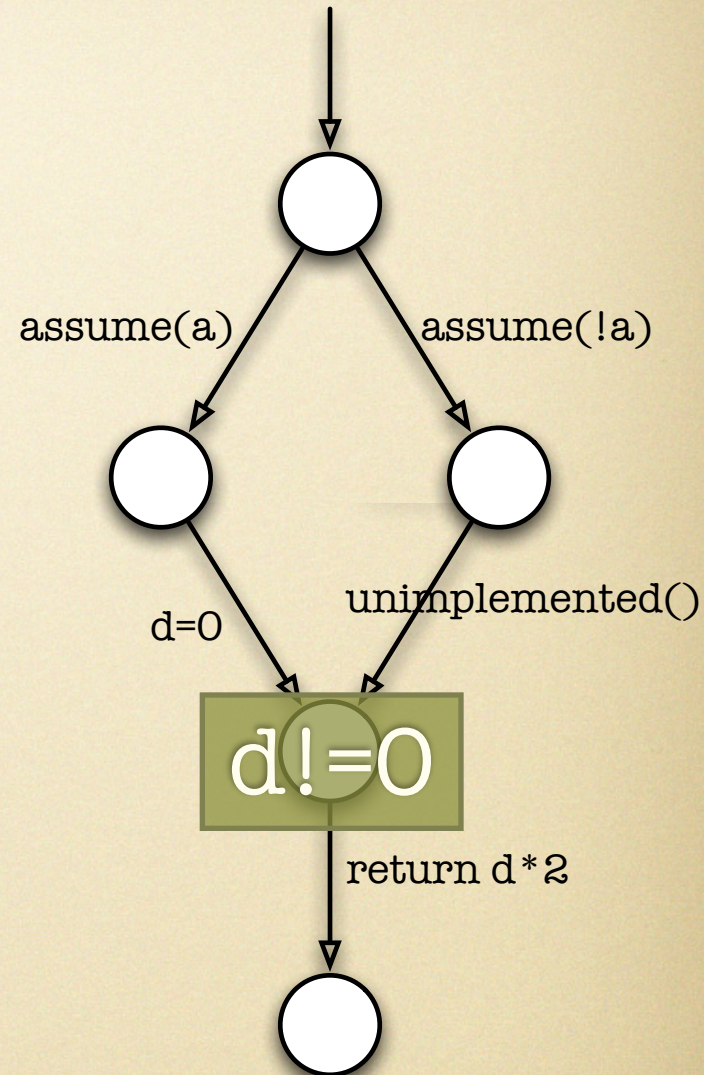
IN:

a=42  
d=0

- **cover** "(@4+@6) . {d!=0}"

IN:

a=0  
d=65536



# Software Testing using FQL

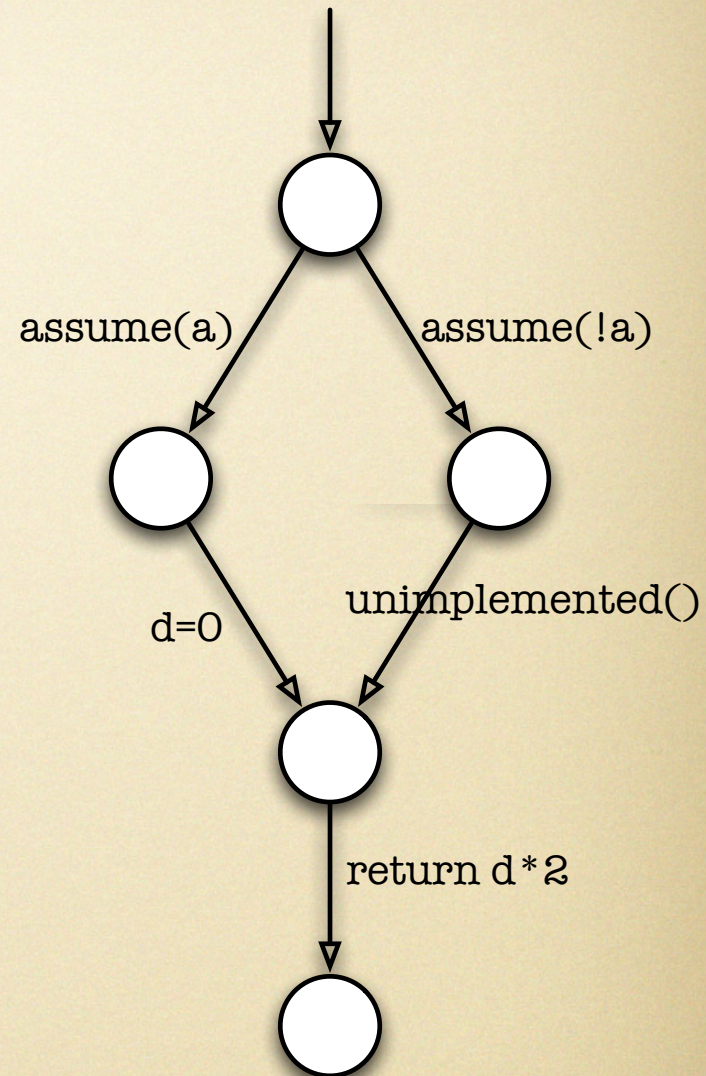
☒ Program Representation: Control Flow Automata

☒ Describing Single Test Cases

● Describing Test Suites

# Coverage Patterns

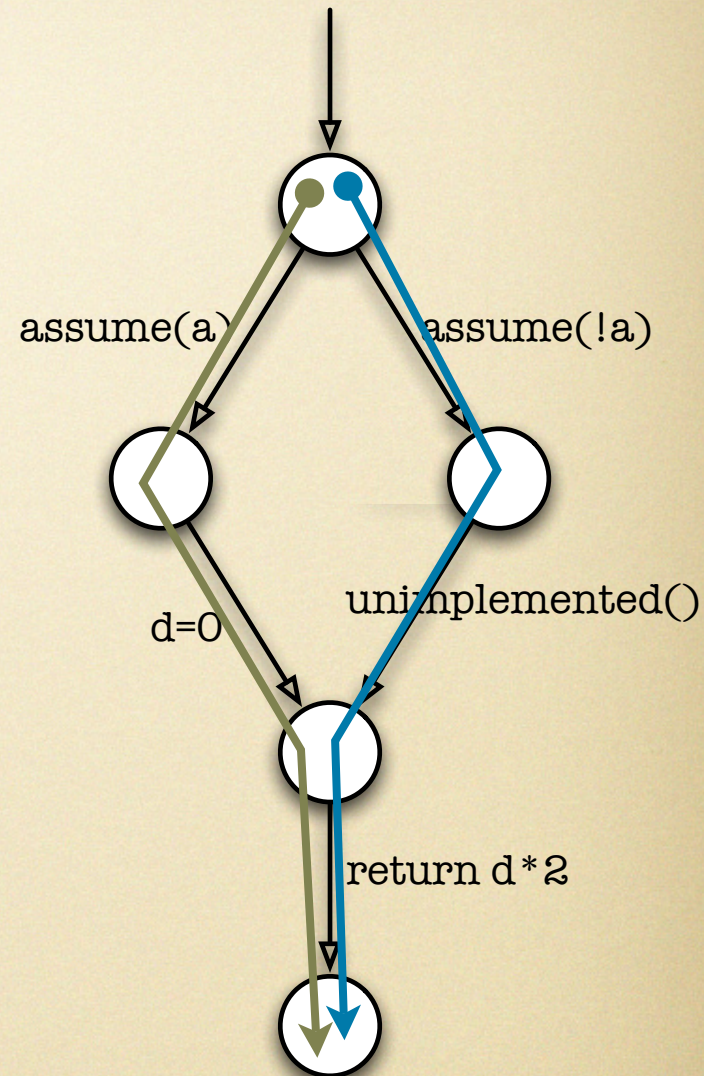
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```



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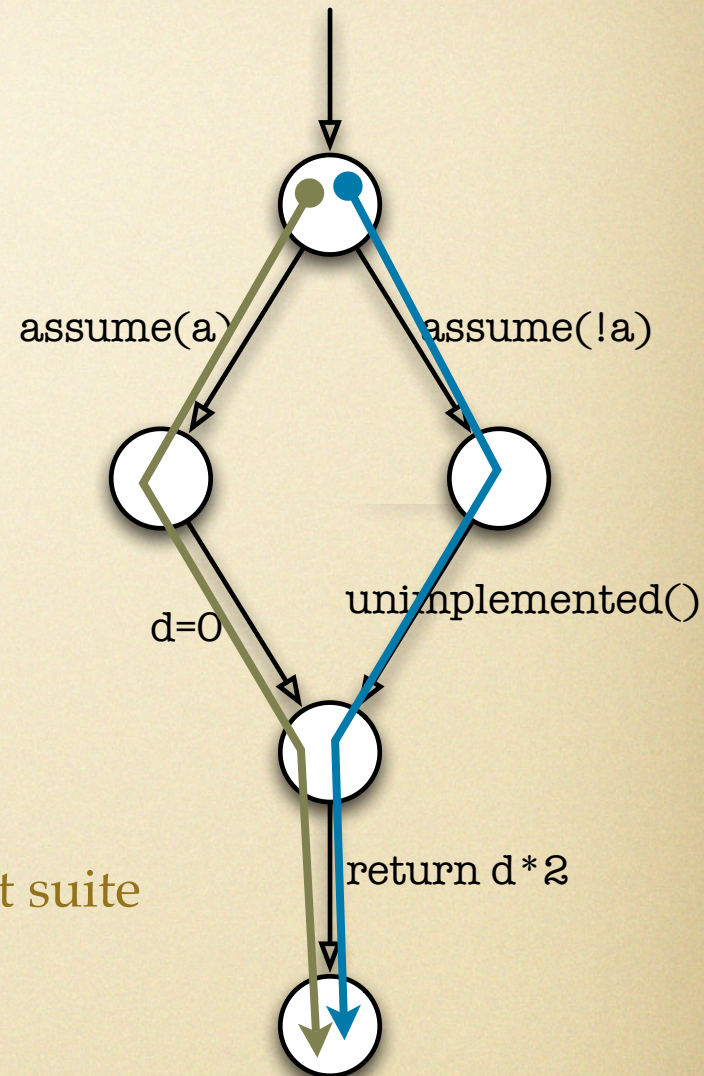
- Cover if **and** else branch ?



# Coverage Patterns

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1 int example(int a, int d)
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```

- Cover if **and** else branch ?
- We need more than one test case - a test suite



# Coverage Patterns

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- Like path patterns, coverage patterns describe a language
- Each word is a path pattern
- This language denotes the set of **test goals**

# Coverage Patterns

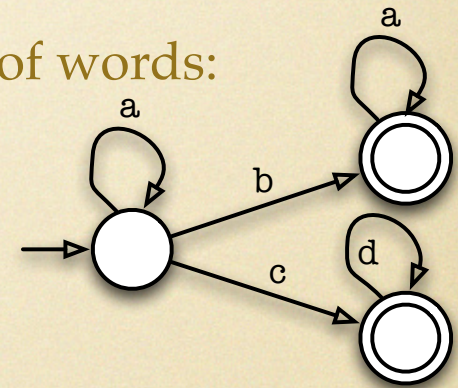
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  - $a^* . b . a^* + cd^* = \{ b, c, ab, cd, aba, cdd, aab, aaba, aabaa, \dots \}$

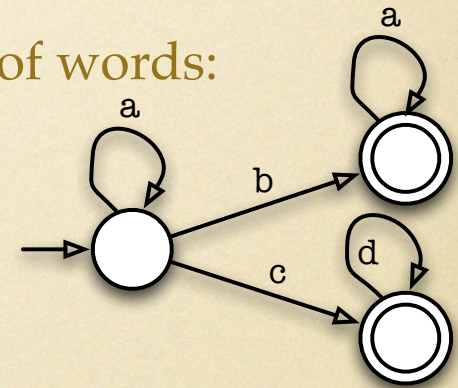
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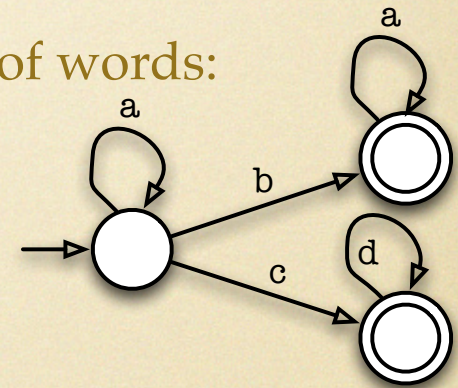
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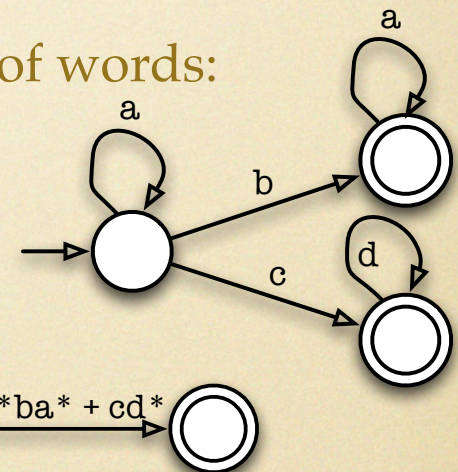
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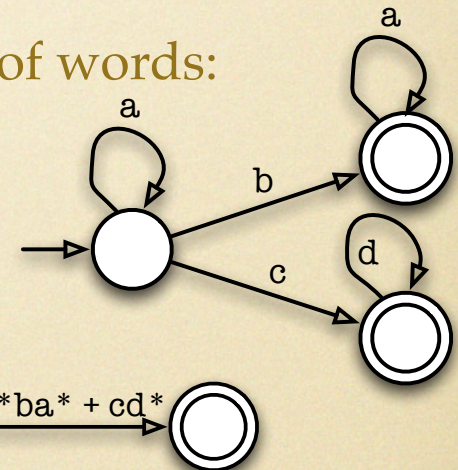
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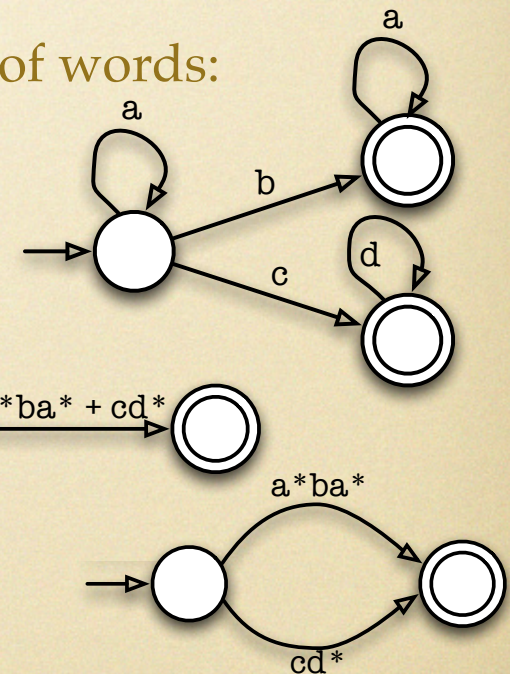
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  - $"a^* . b . a^*" + "cd^*" = \{ a^*ba^*, cd^* \}$



# Coverage Patterns

- Like path patterns, coverage patterns describe a language
- Each word is a path pattern
- This language denotes the set of **test goals**
- We need a **finite** set of test goals
- Path patterns may describe **infinite** number of words:
  - $a^* . b . a^* + cd^* = \{ b, c, ab, cd, aba, cdd, aab, aaba, aabaa, \dots \}$
- Quoting operator **blocks expansion**:
  - $"a^* . b . a^* + cd^*" = \{ a^*ba^* + cd^* \}$
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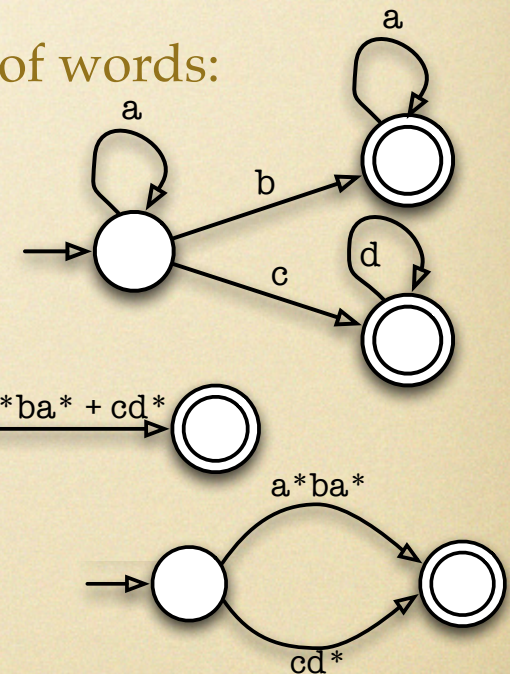
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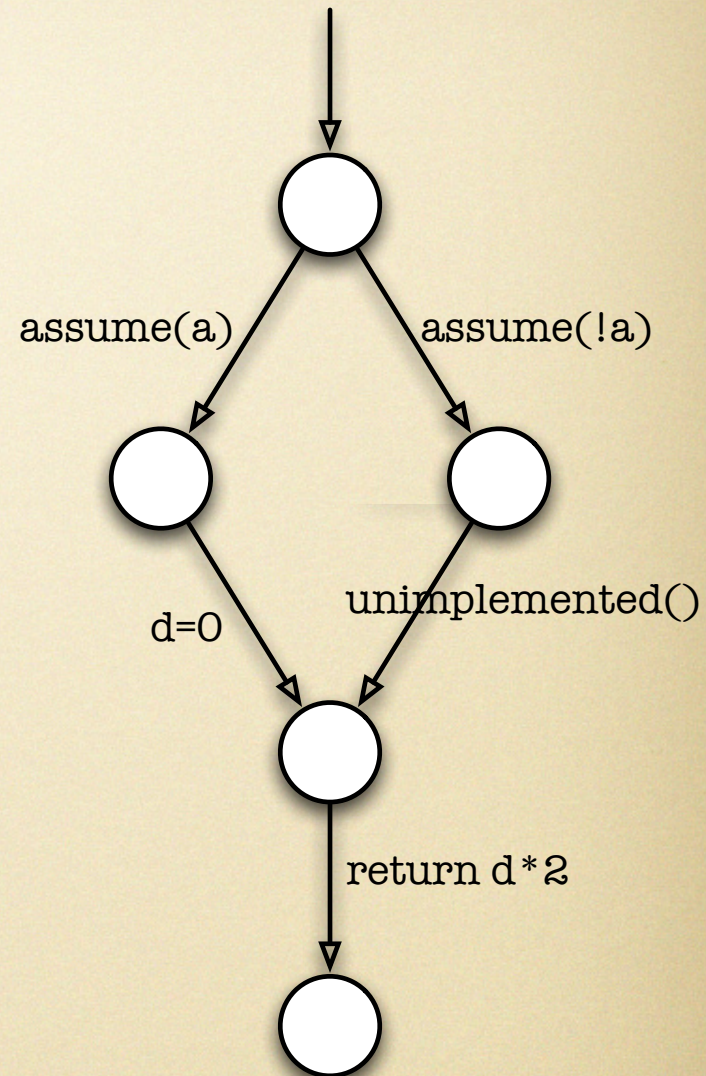
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- In coverage patterns: Kleene star only within quotes

# Coverage Patterns

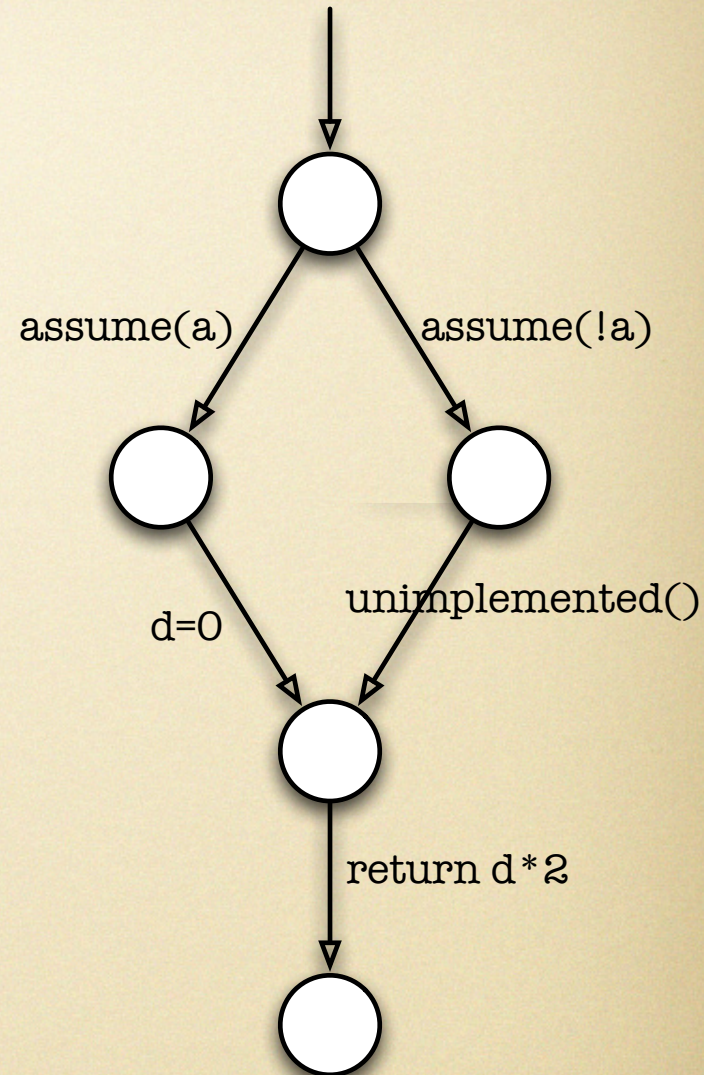
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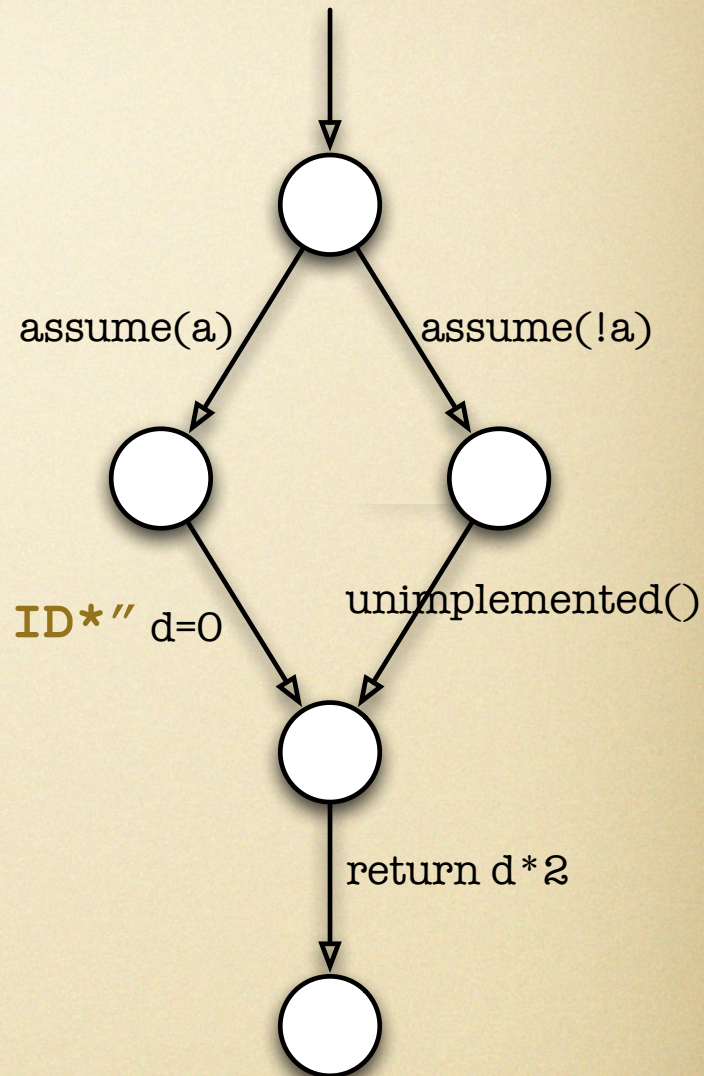


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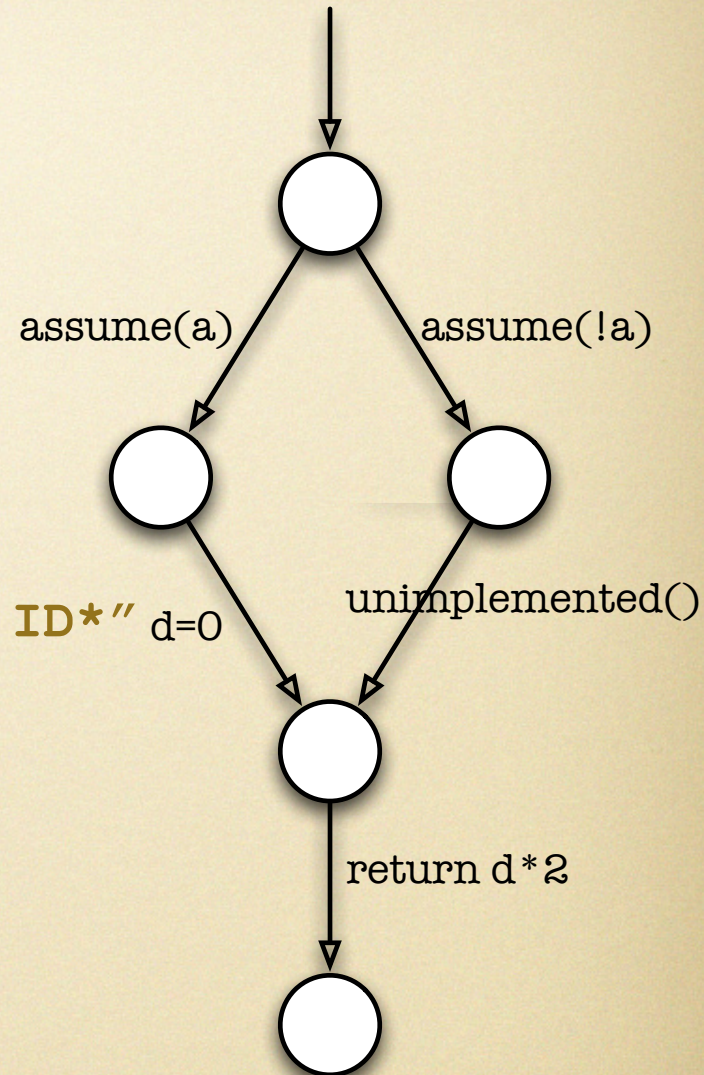
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- 2 words - 2 test goals



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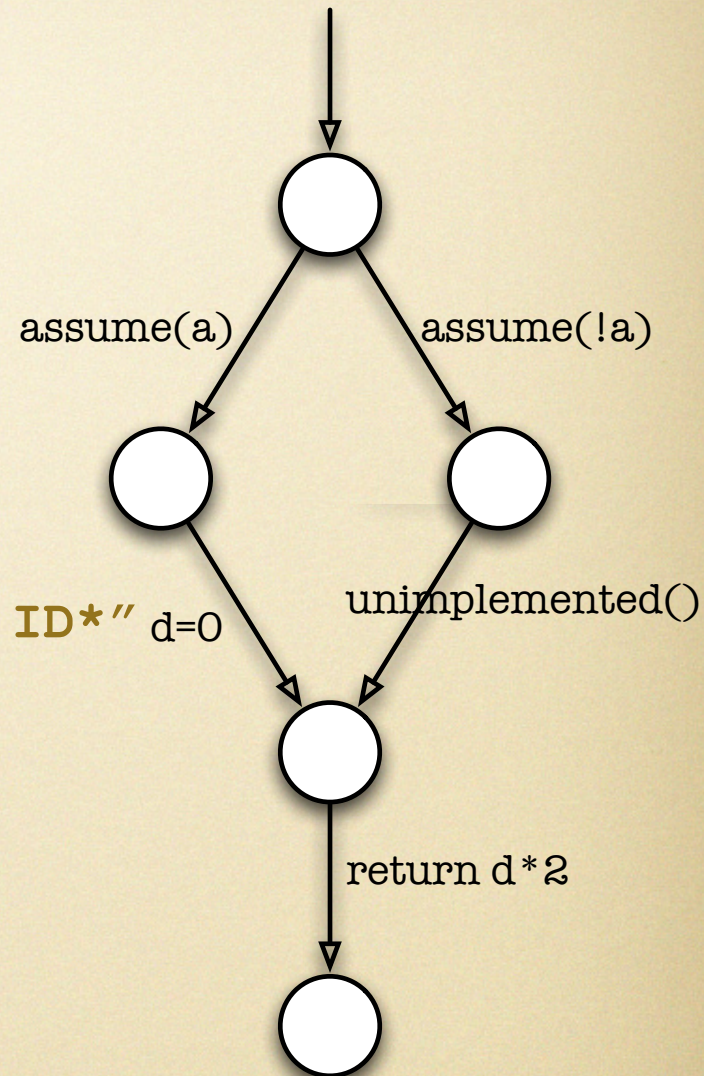
a=2

d=0

IN:

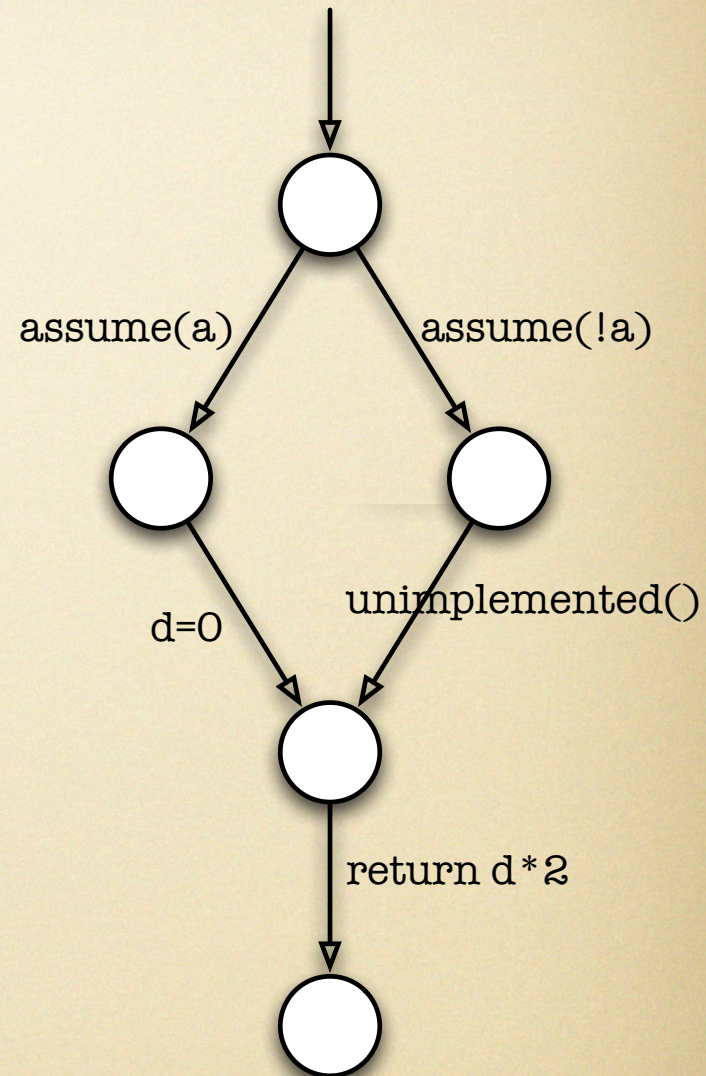
a=0

d=0



# Coverage Patterns

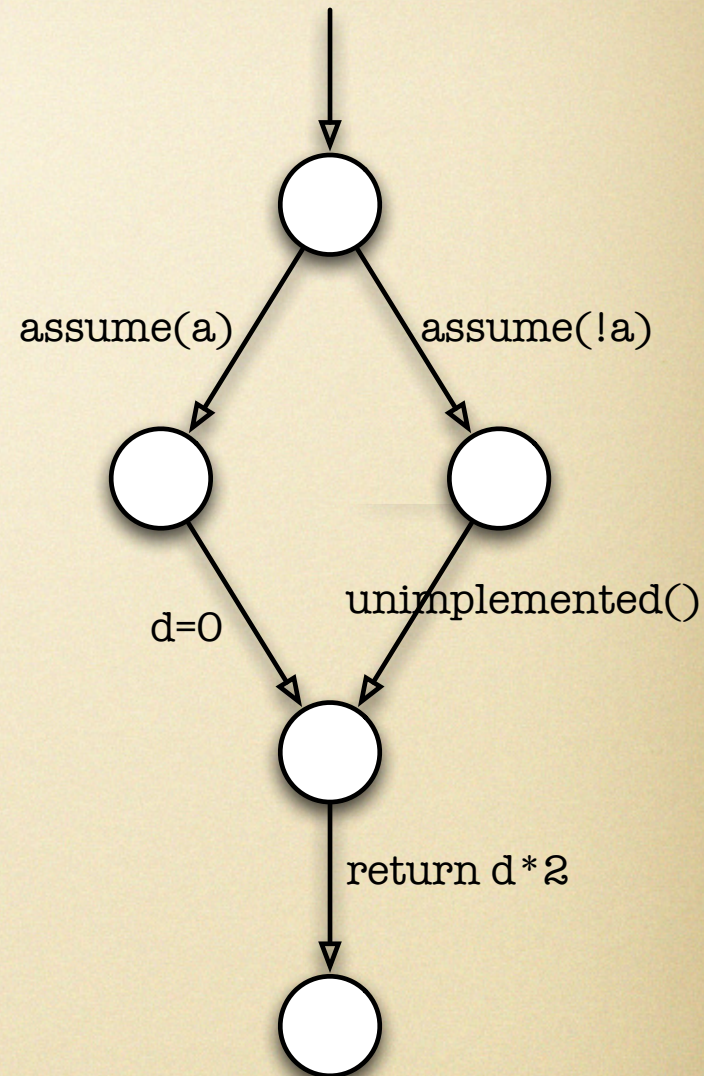
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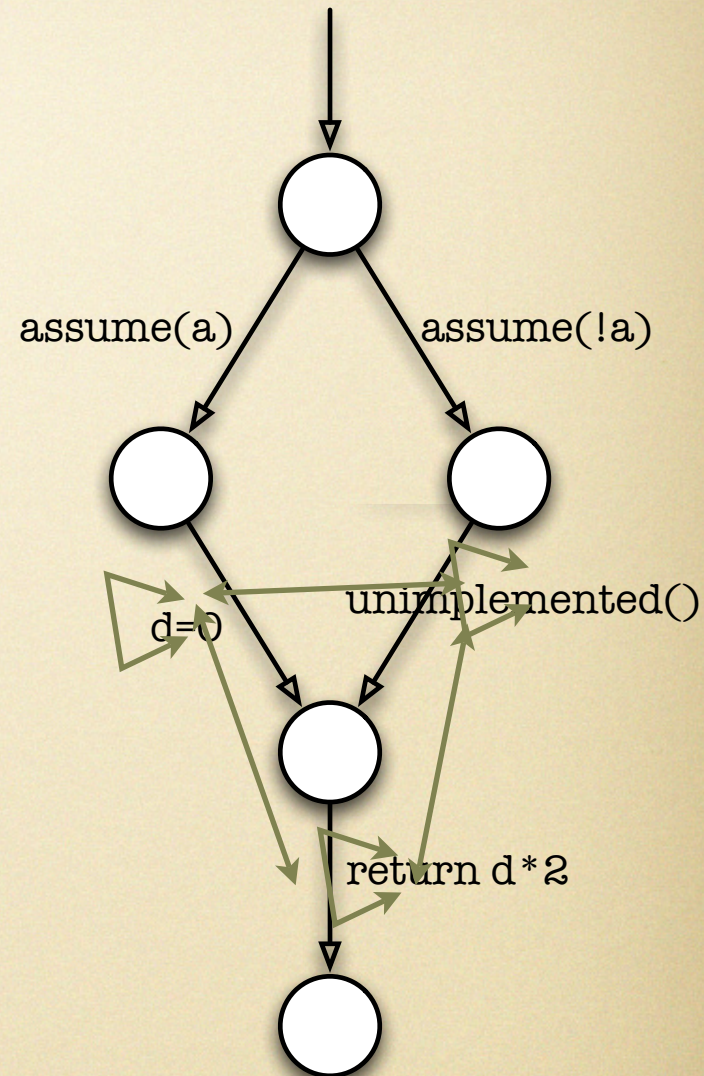
- Can we cover pairs of lines?



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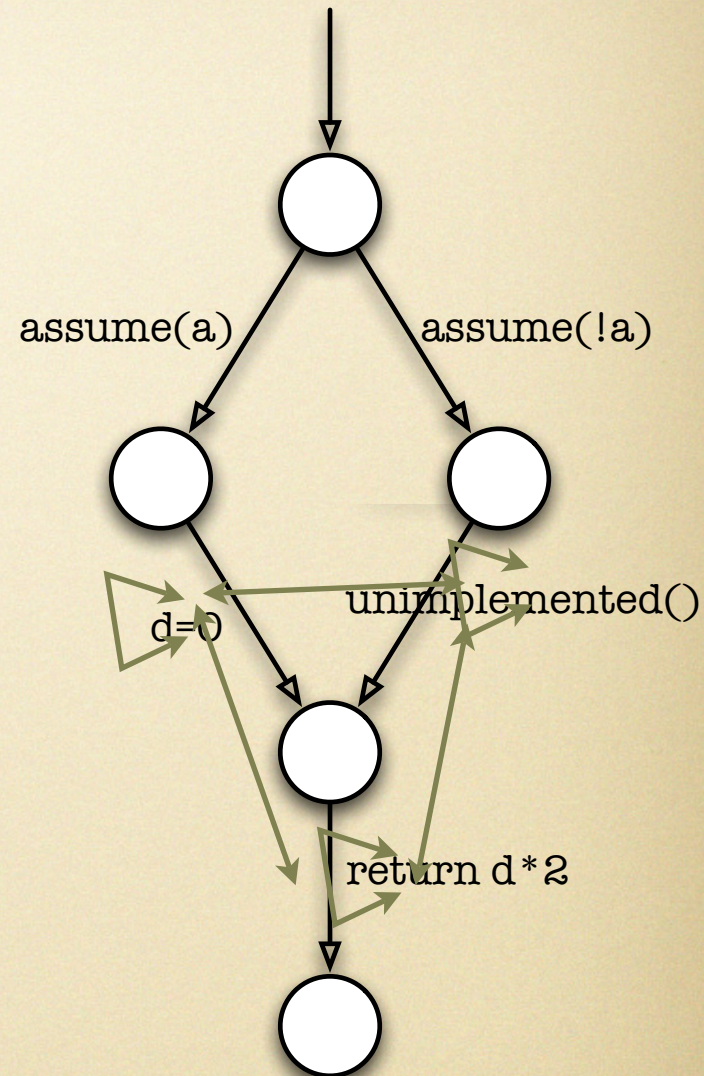
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- **cover** "ID\*" . (@4+@6+@7) . "ID\*" .  
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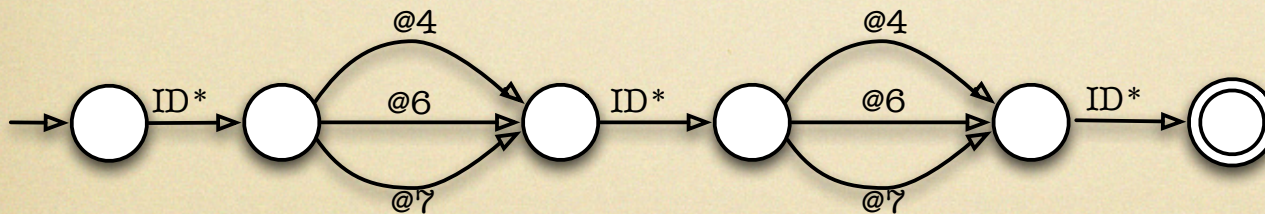
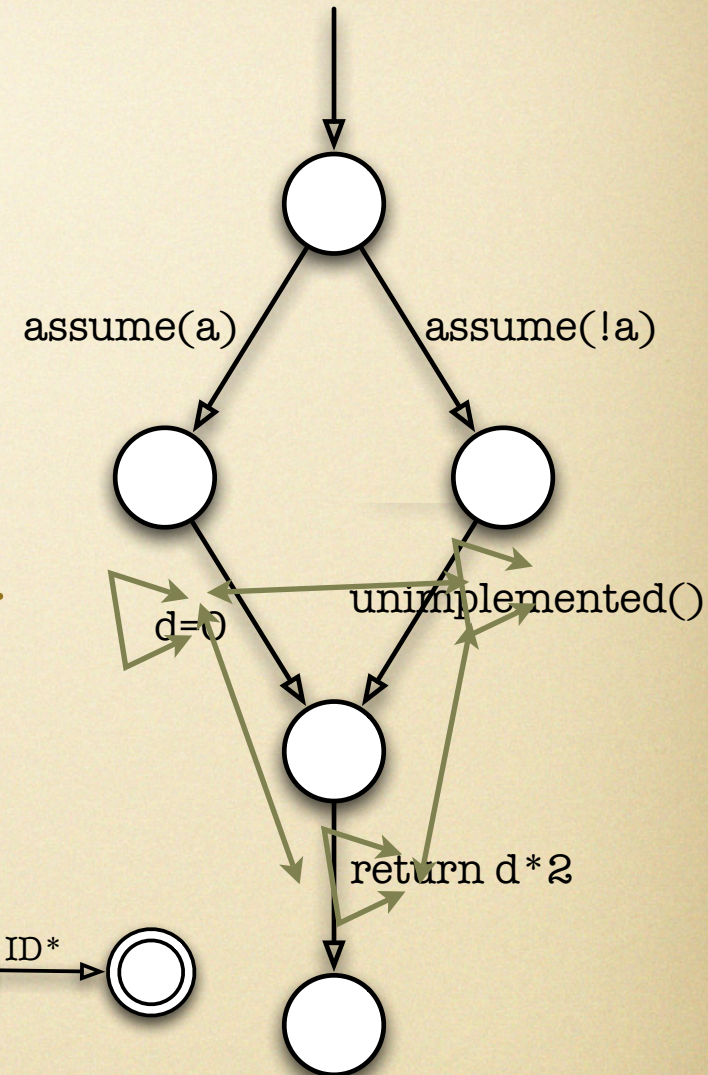
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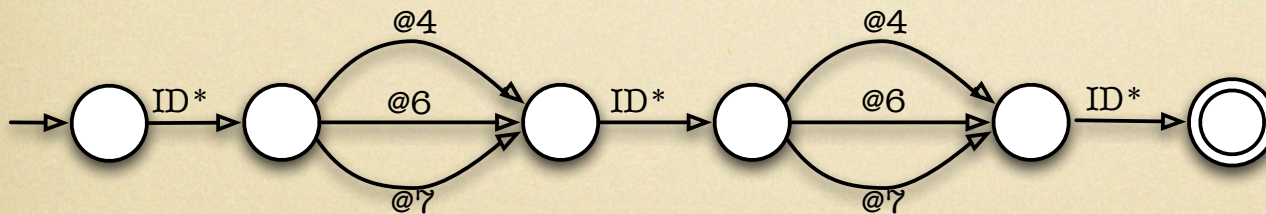
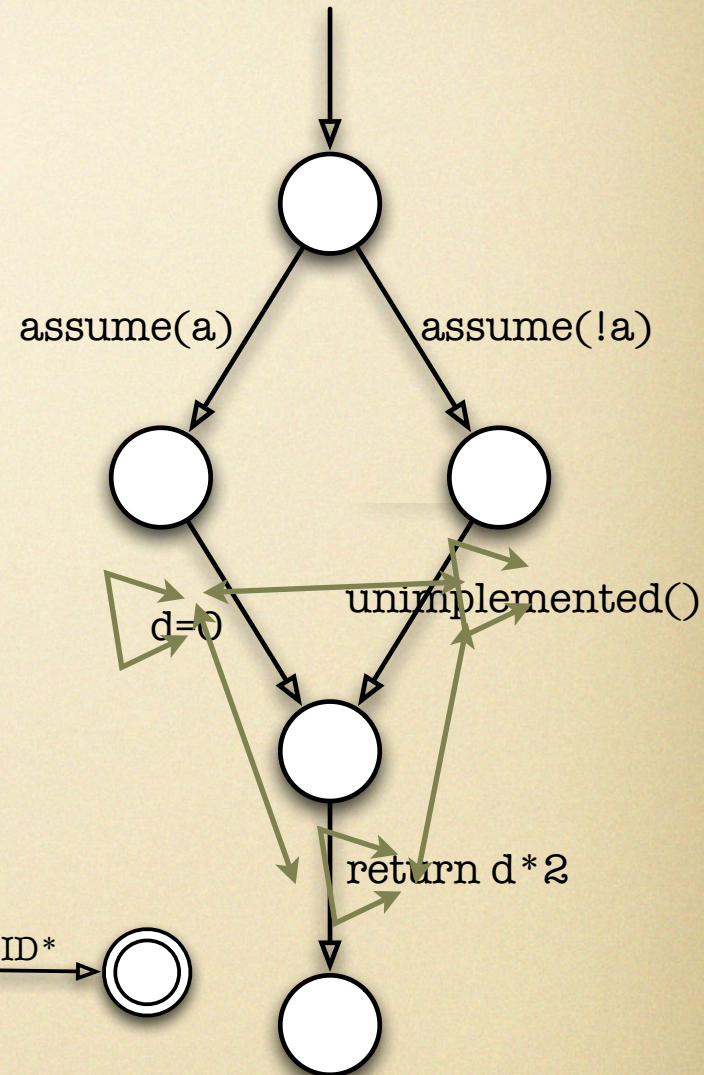
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(@4+@6+@7) . "ID\*"
- Coverage pattern describes 9 test goals



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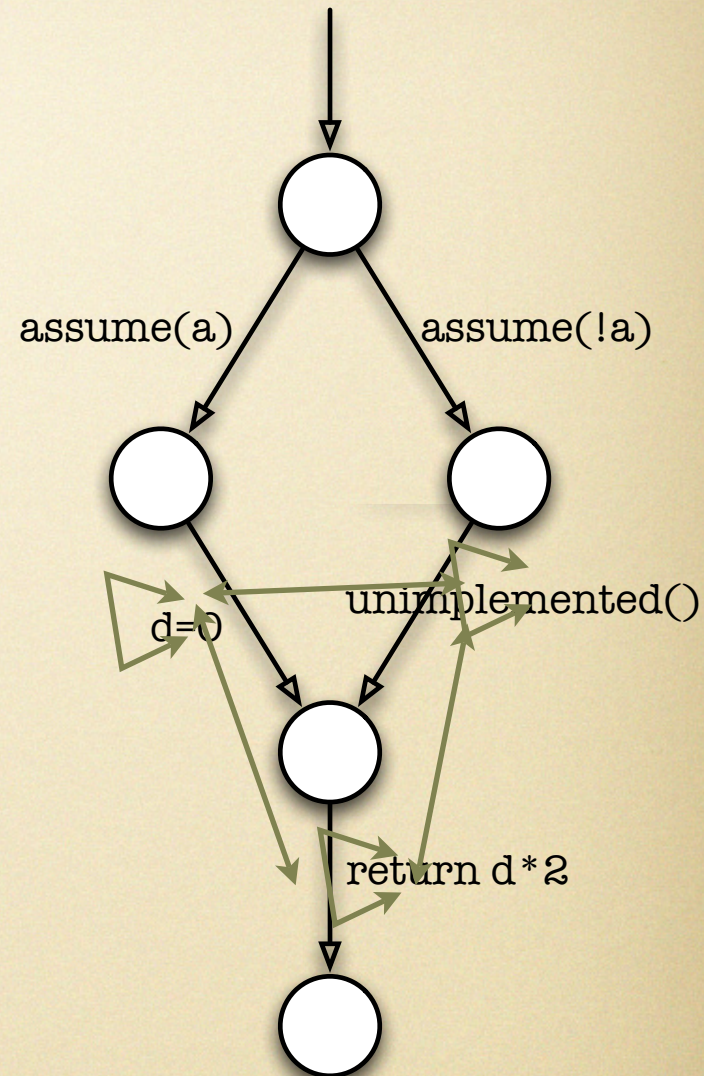
a=67108864

d=0

IN:

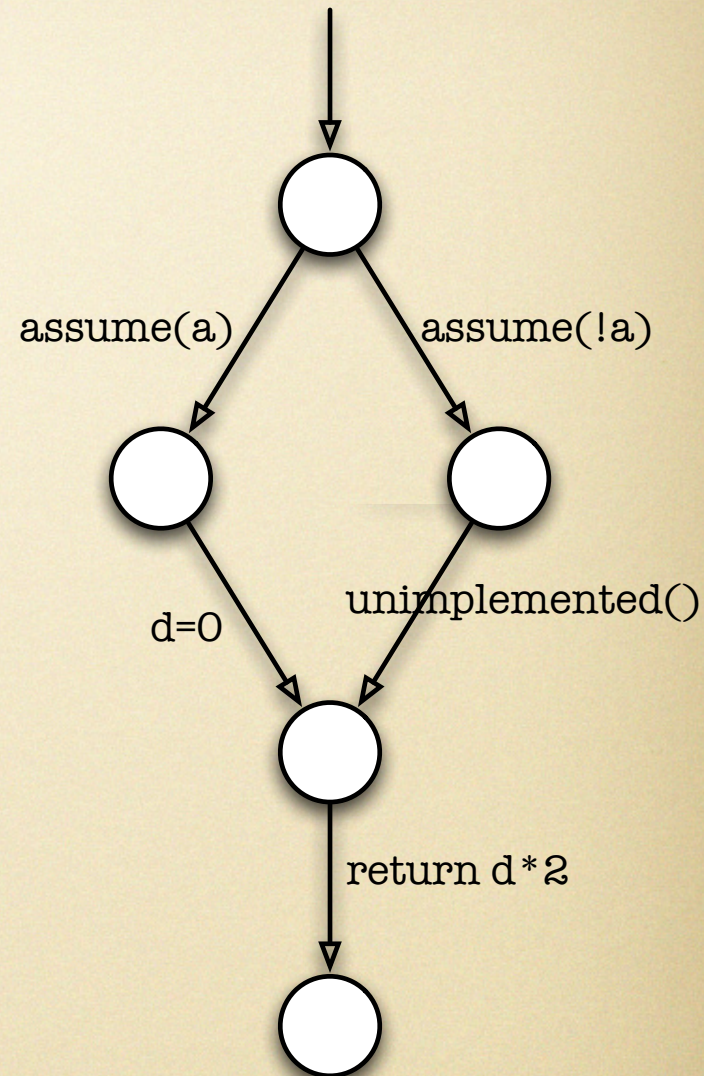
a=0

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# Coverage Patterns

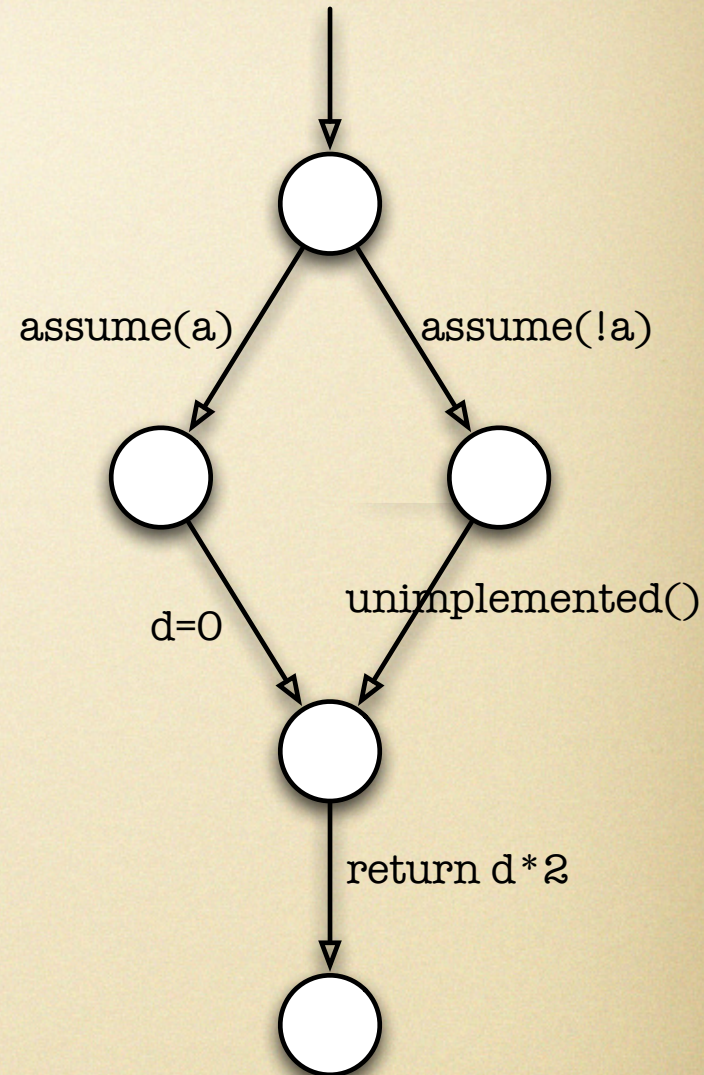
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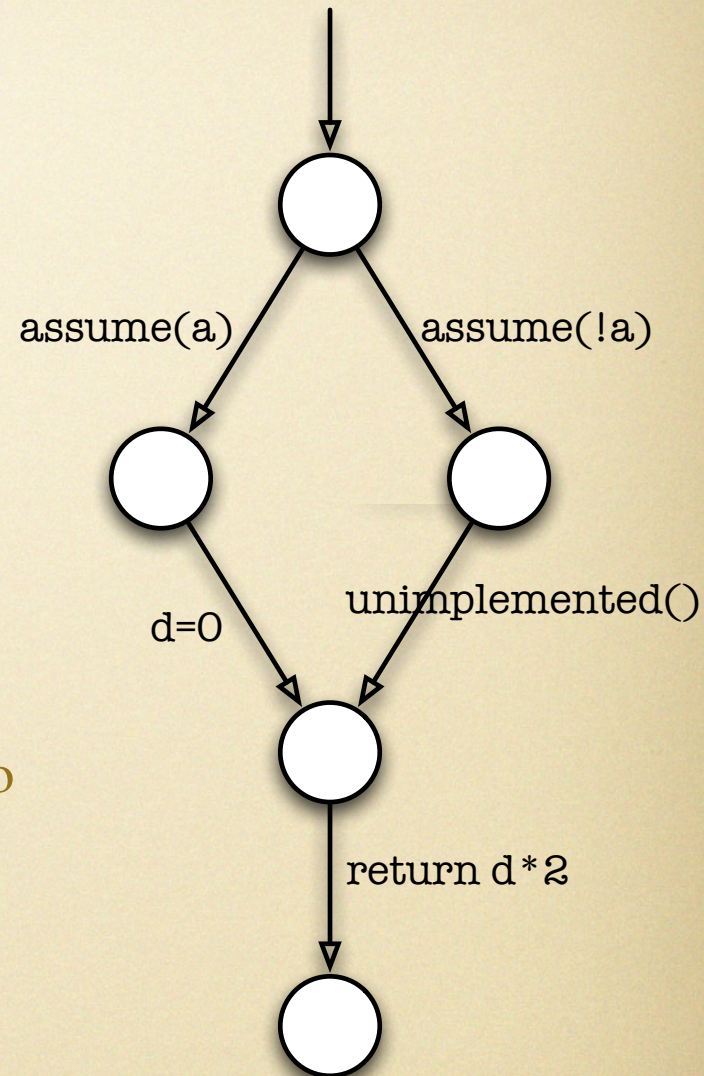
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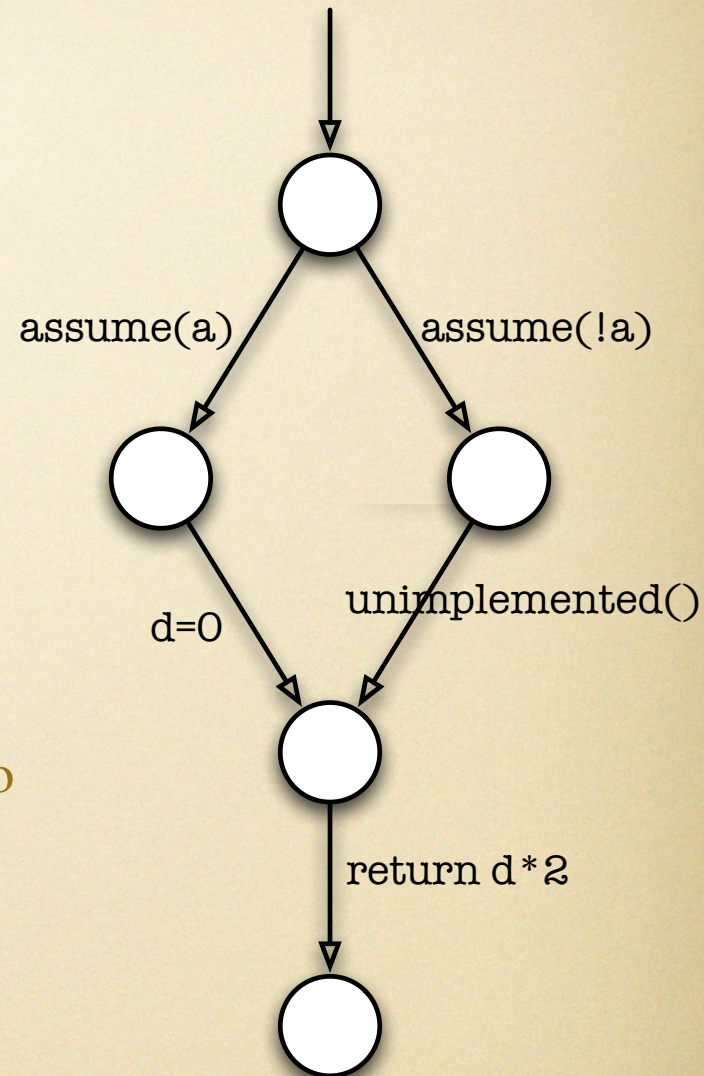
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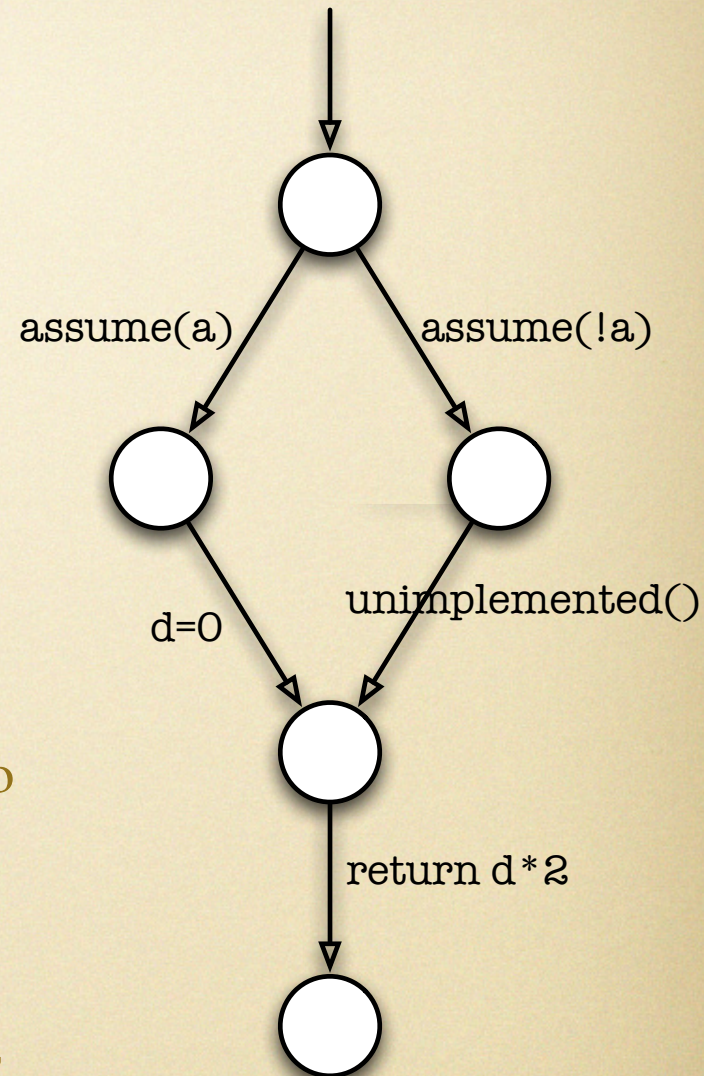
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# Coverage Patterns

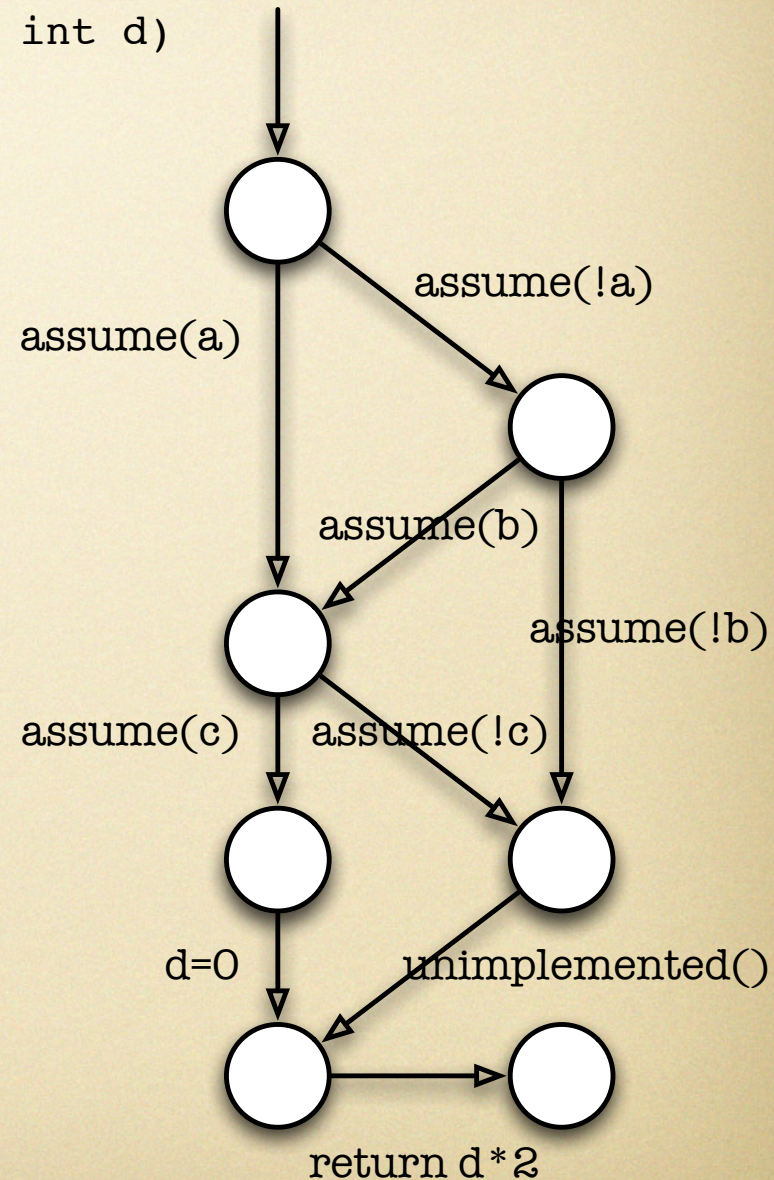
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"ID\*" . @basicblockentry . "ID\*" .  
@basicblockentry . "ID\*"
- @basicblockentry and @4+@6+@7  
describe *the same language of CFA edges*



# Edges and Beyond

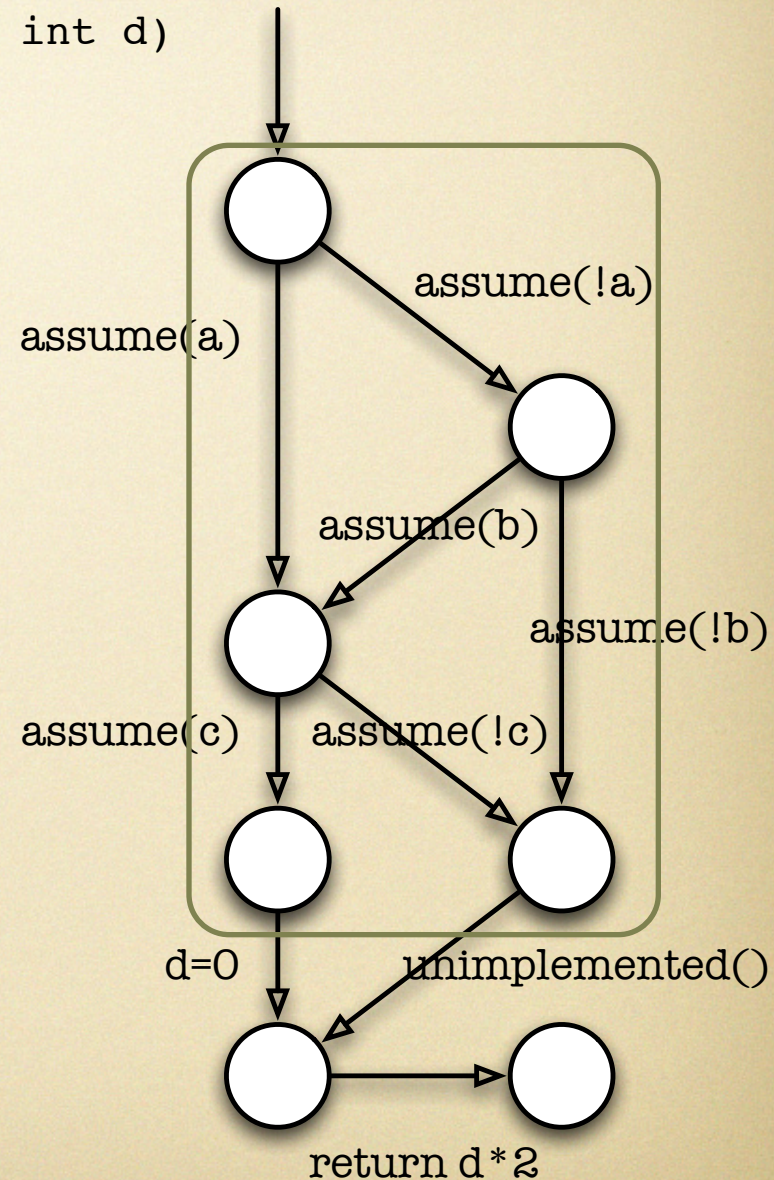
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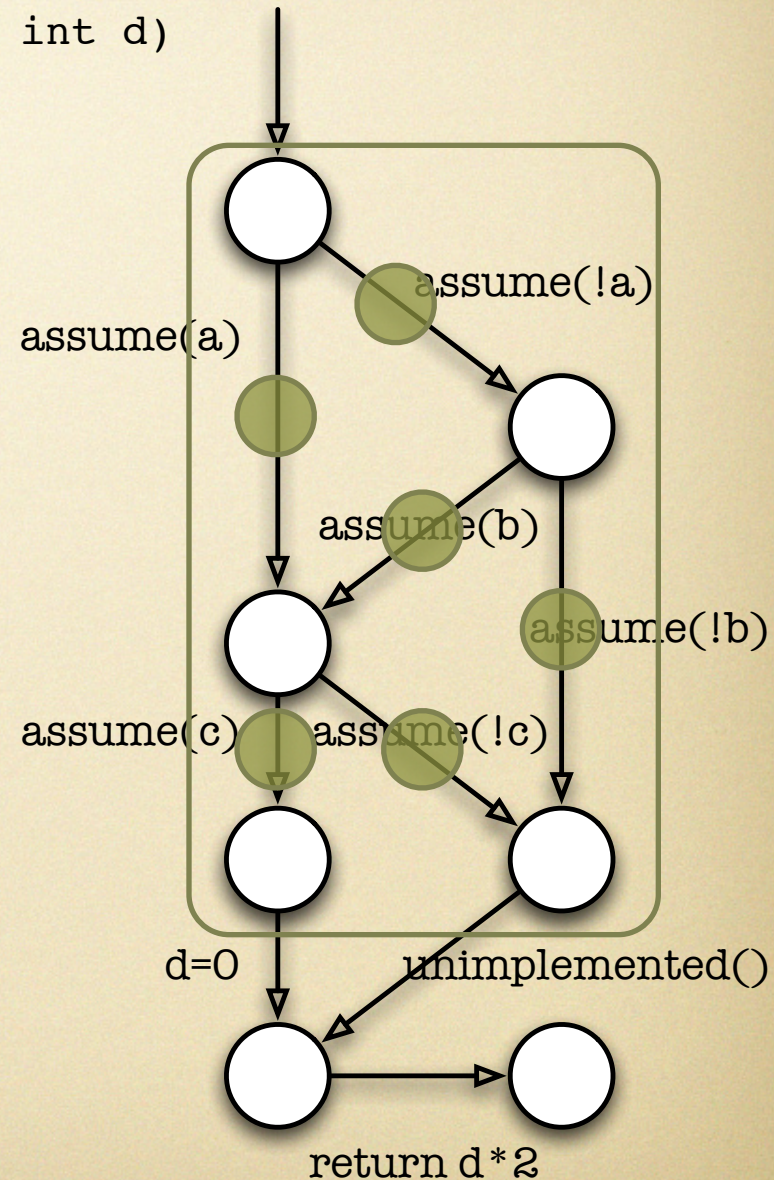
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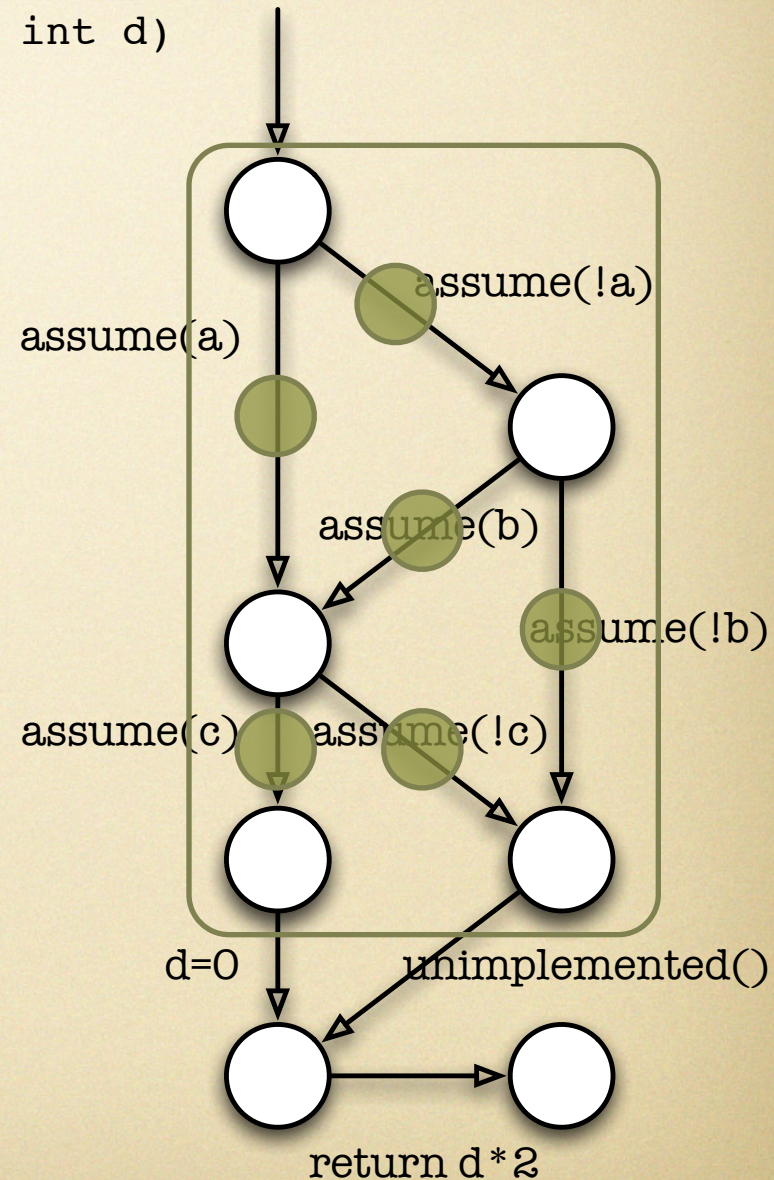
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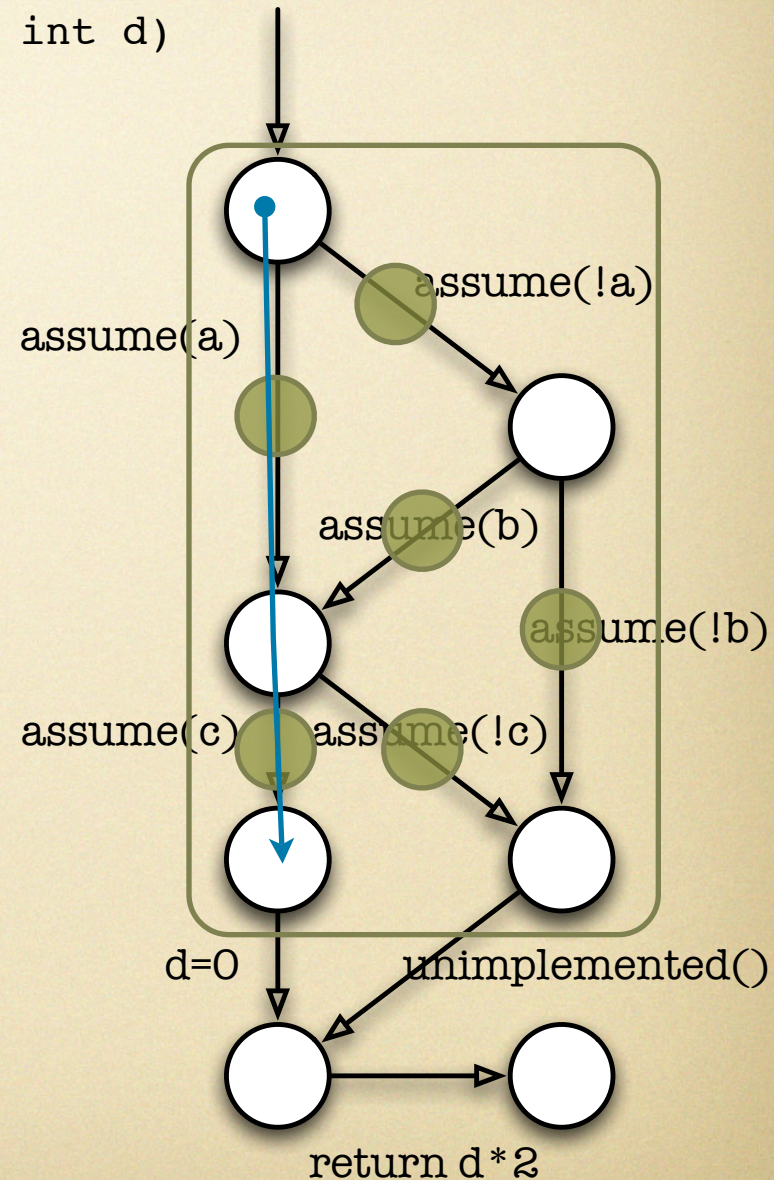
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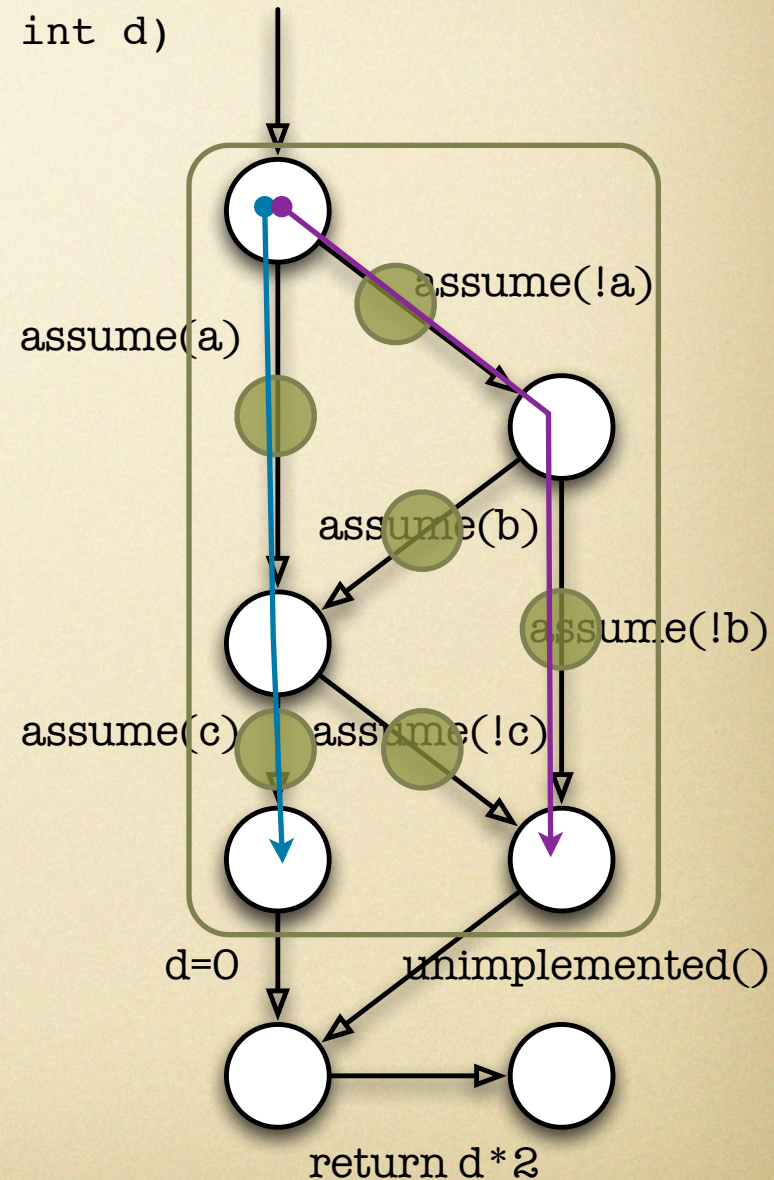
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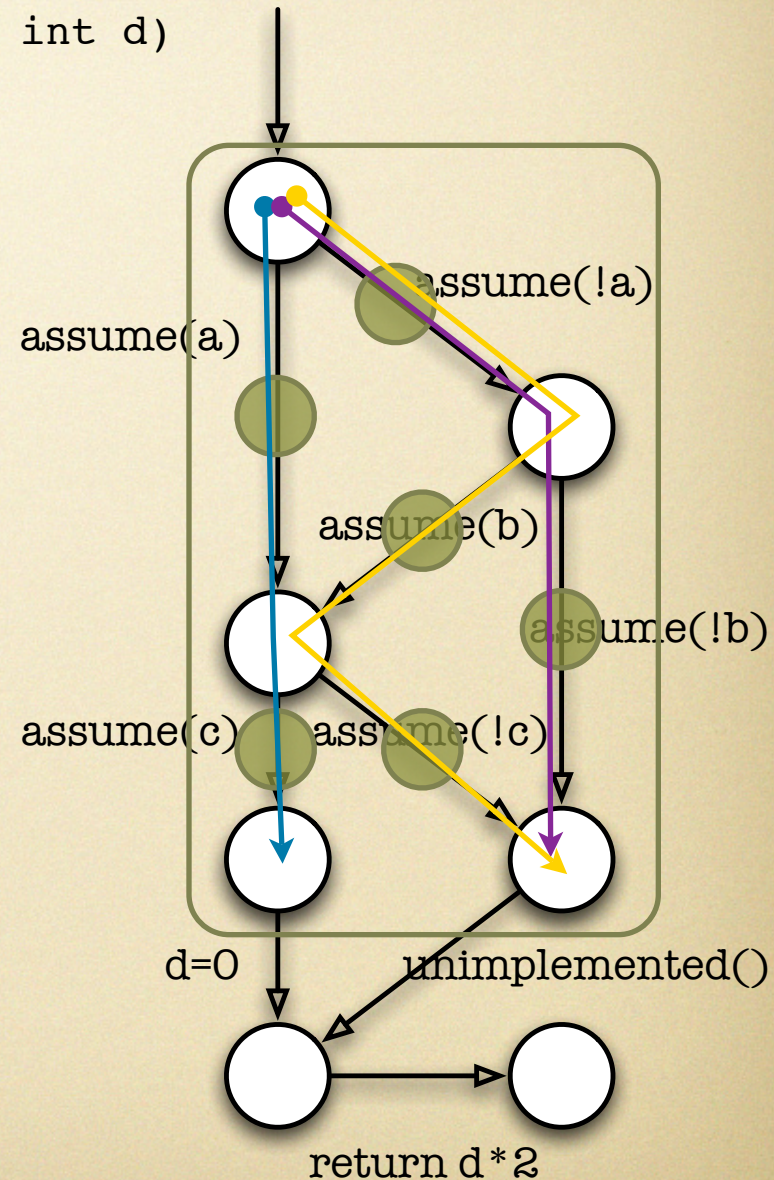
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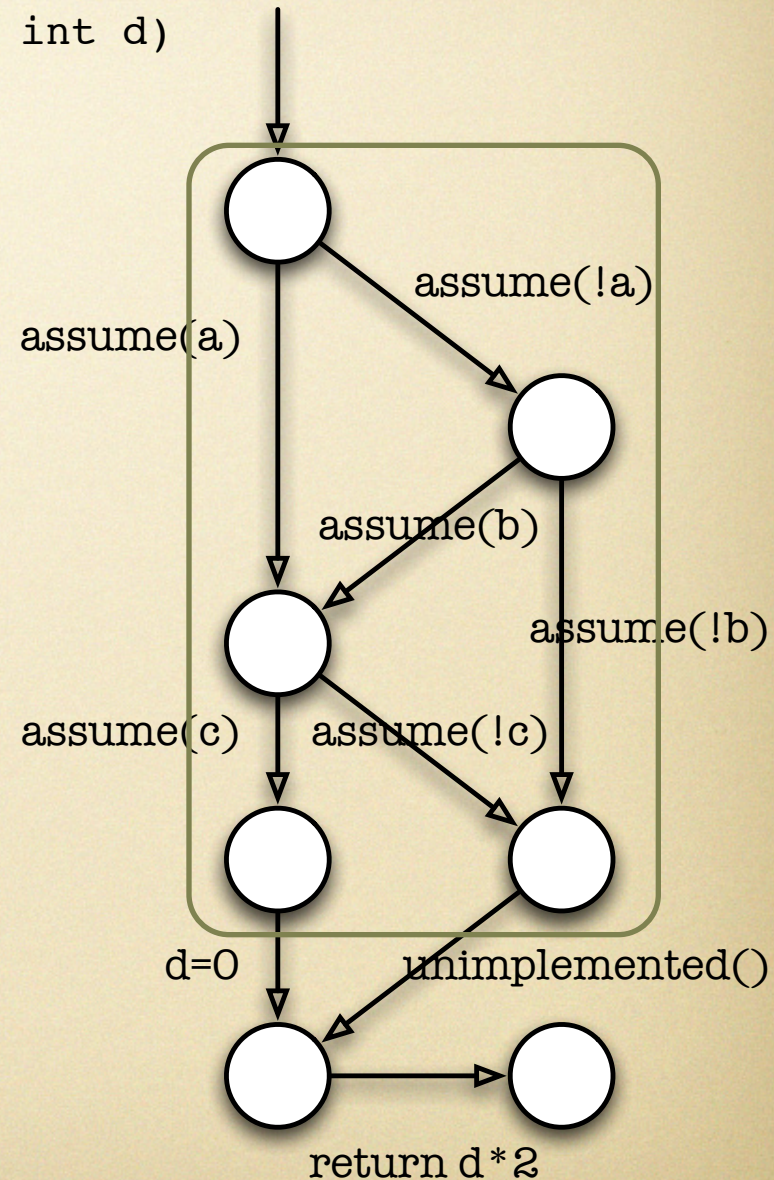
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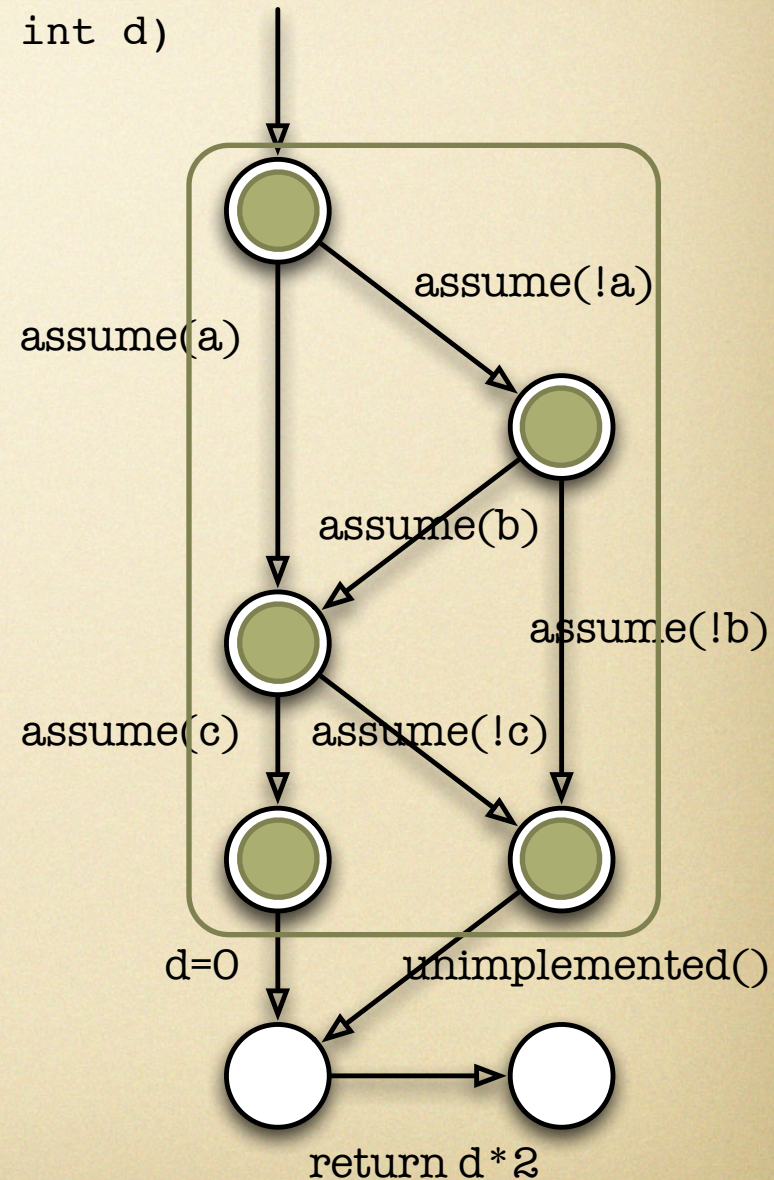
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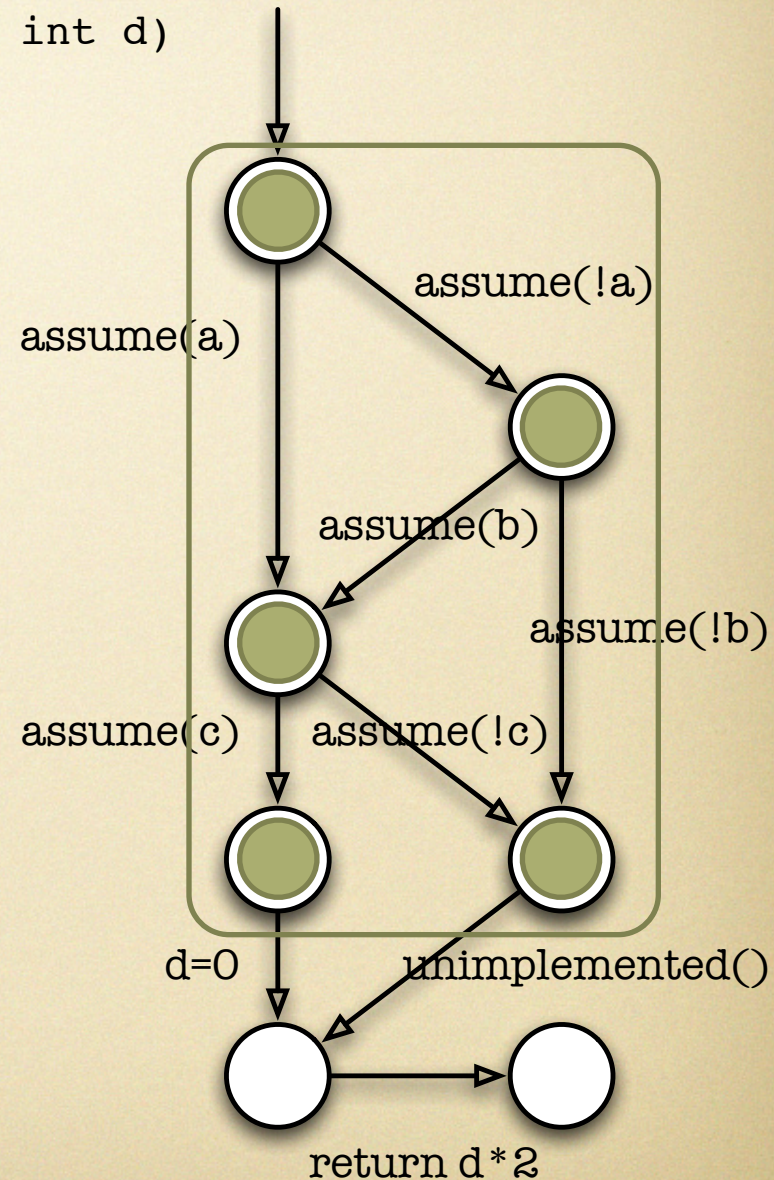
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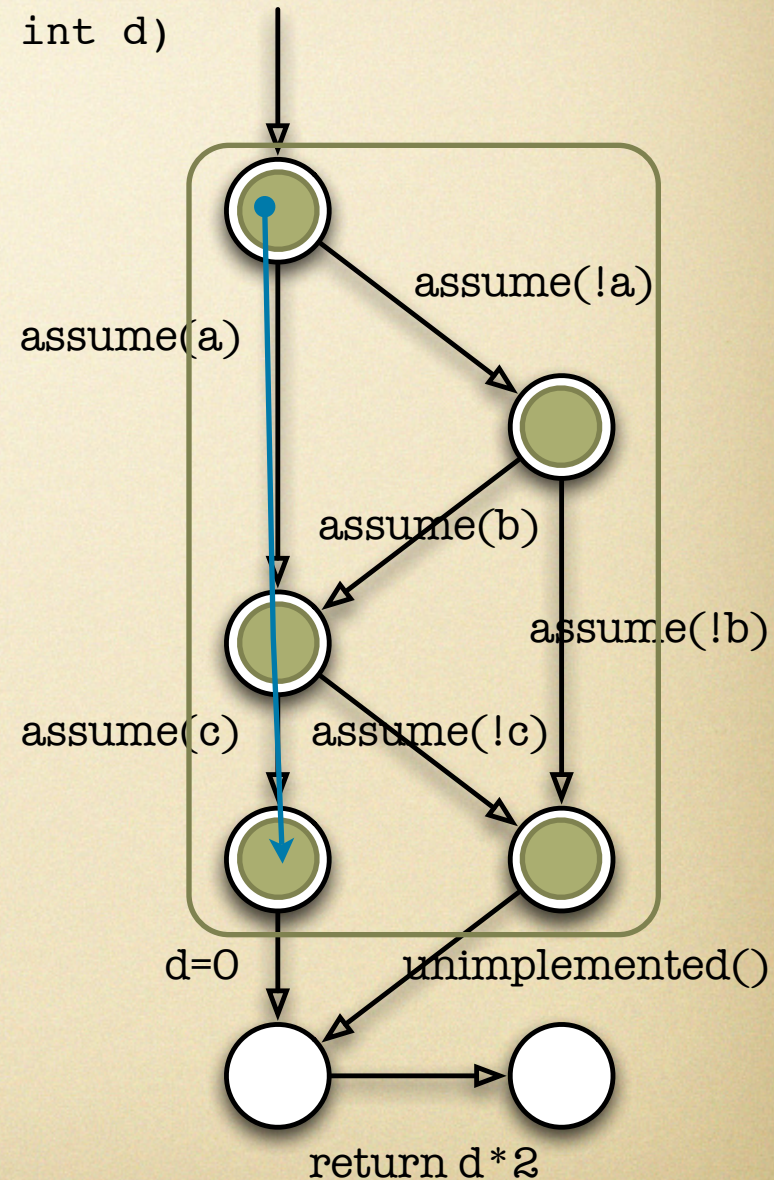
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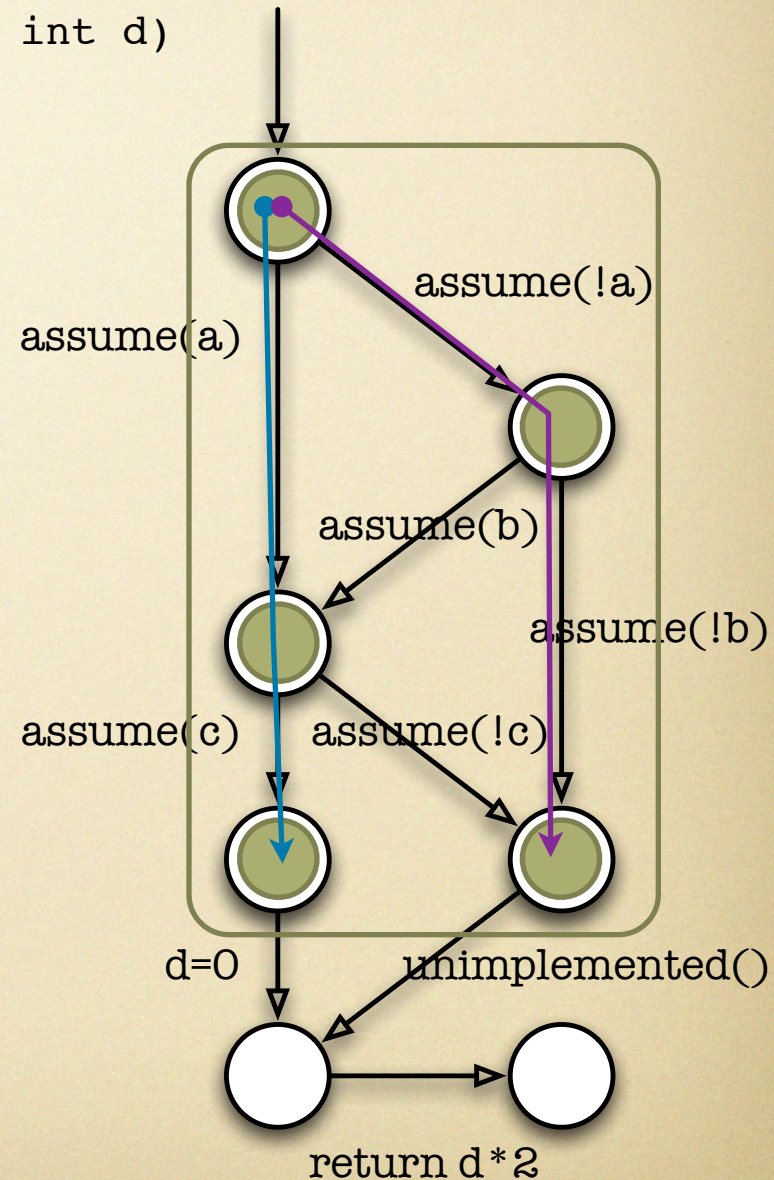
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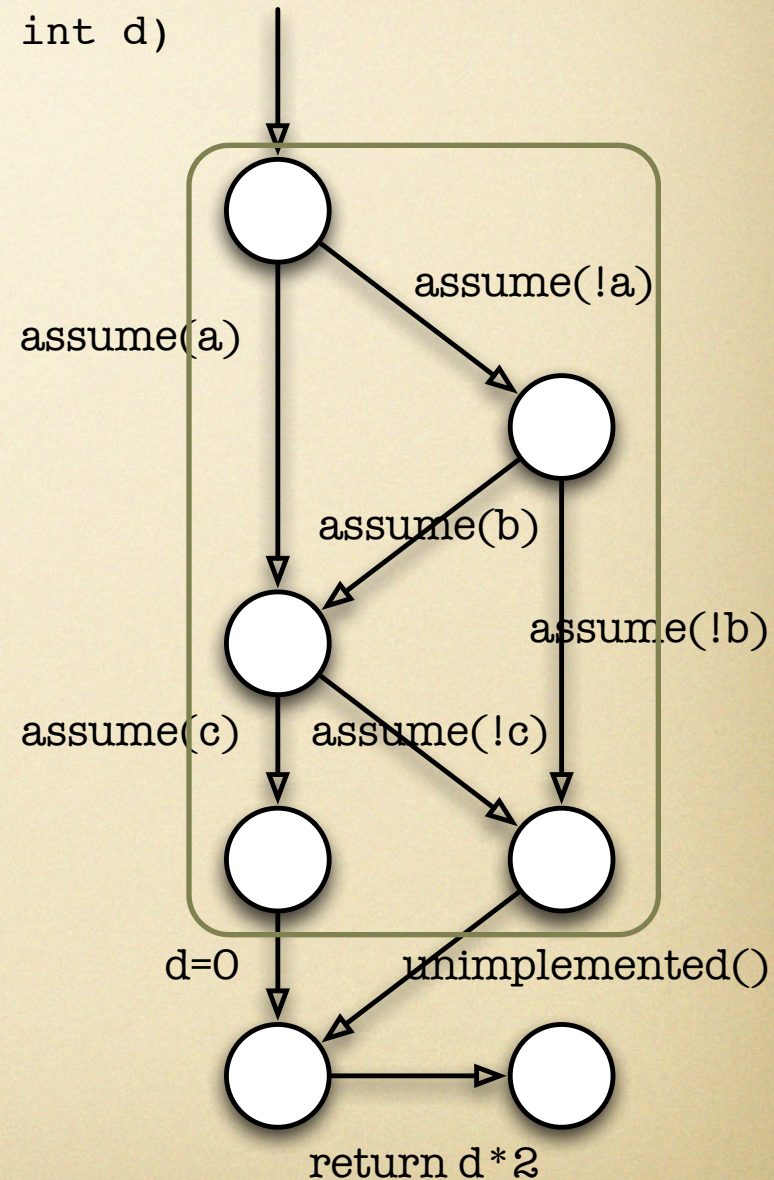
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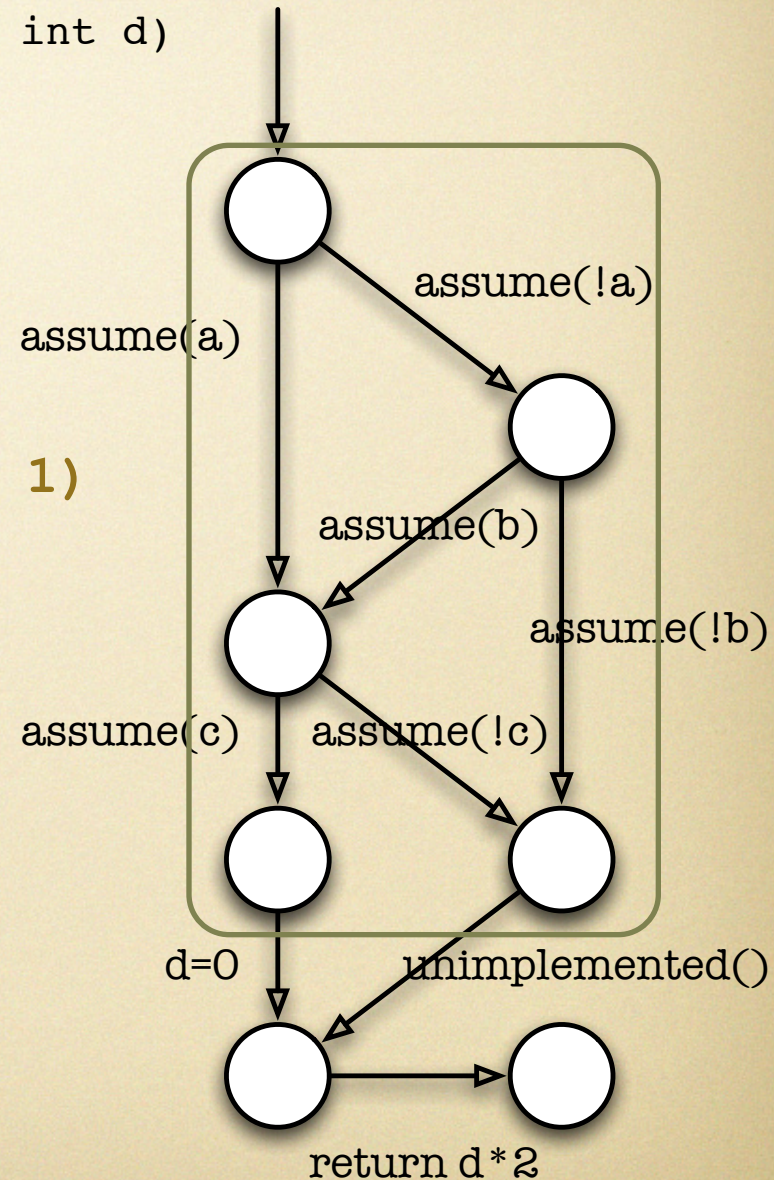
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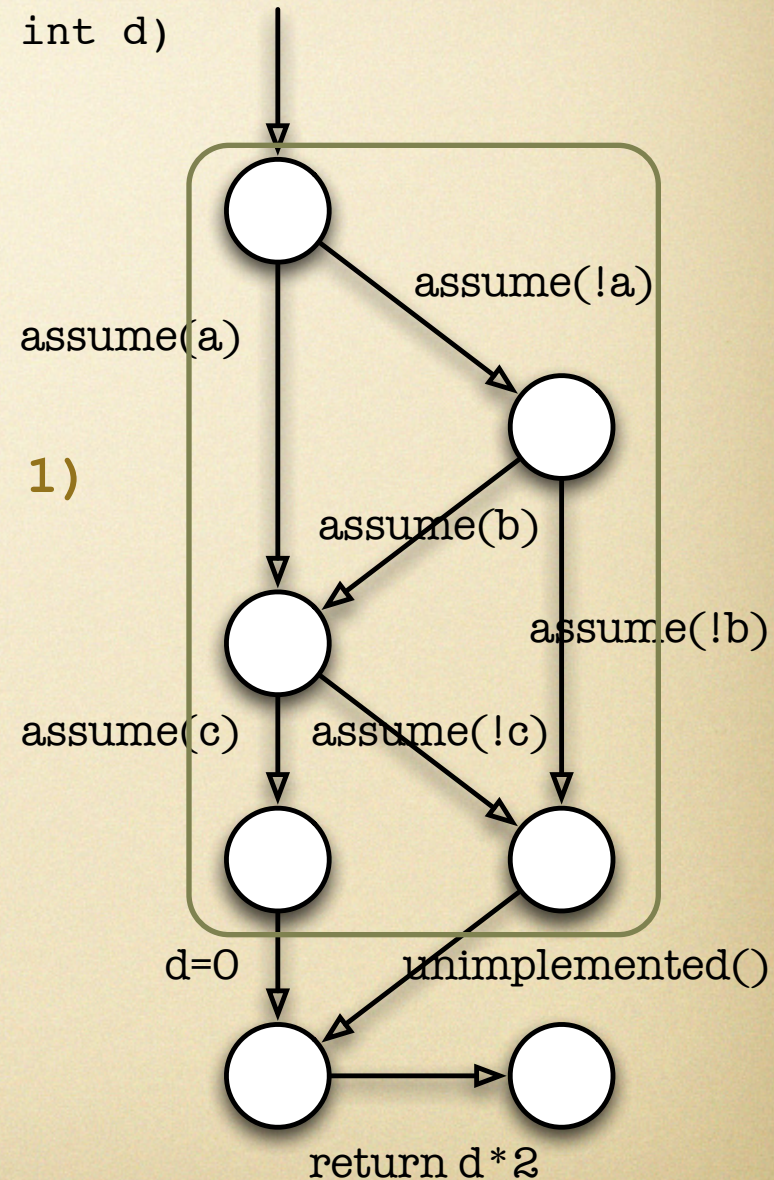
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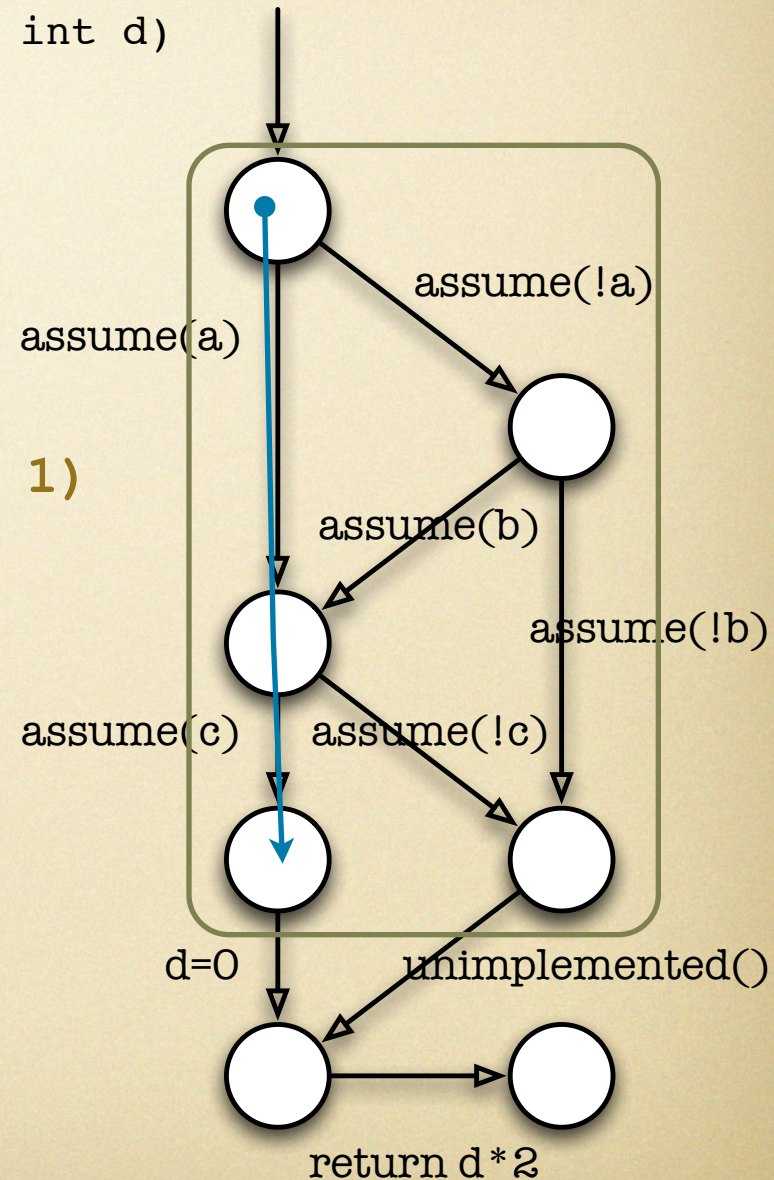
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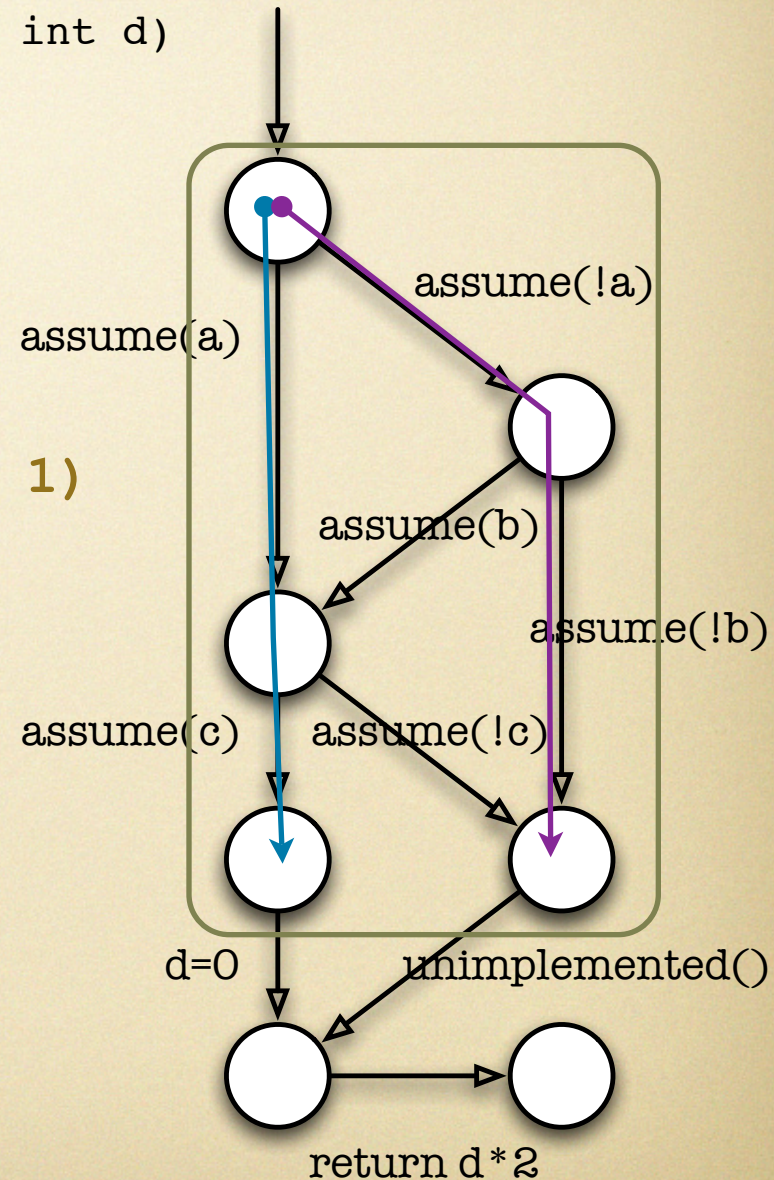
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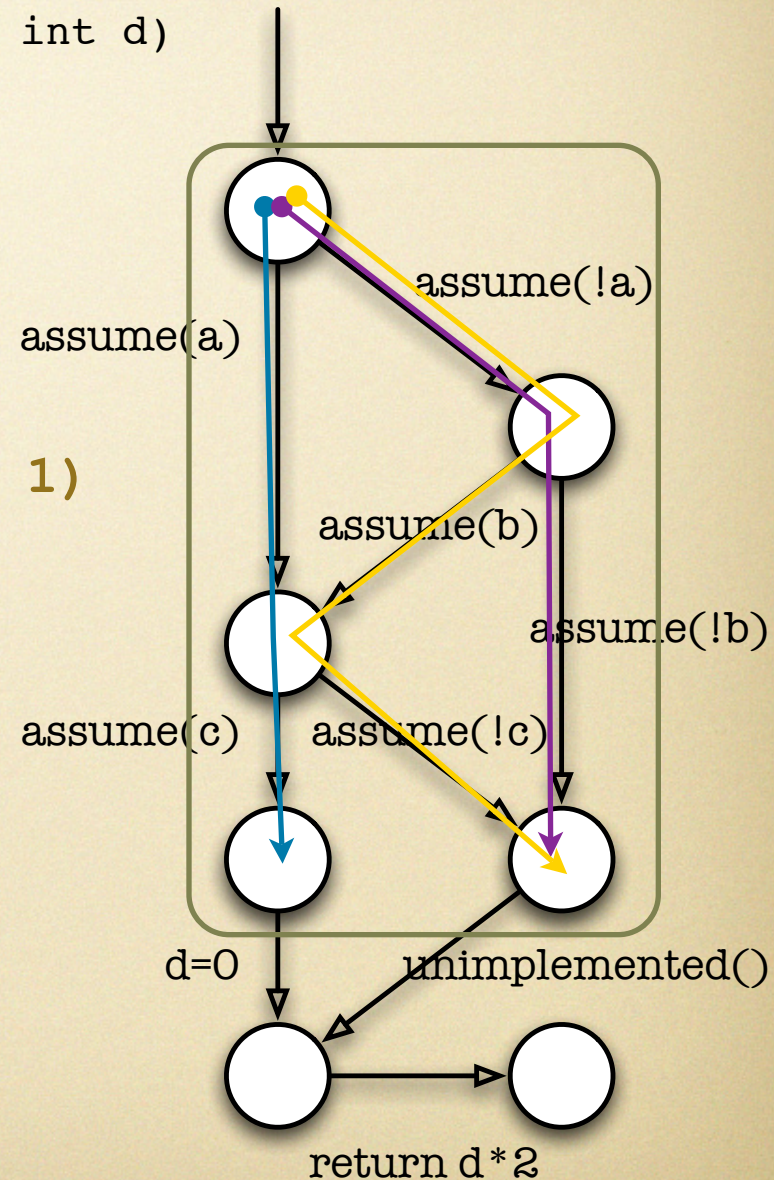
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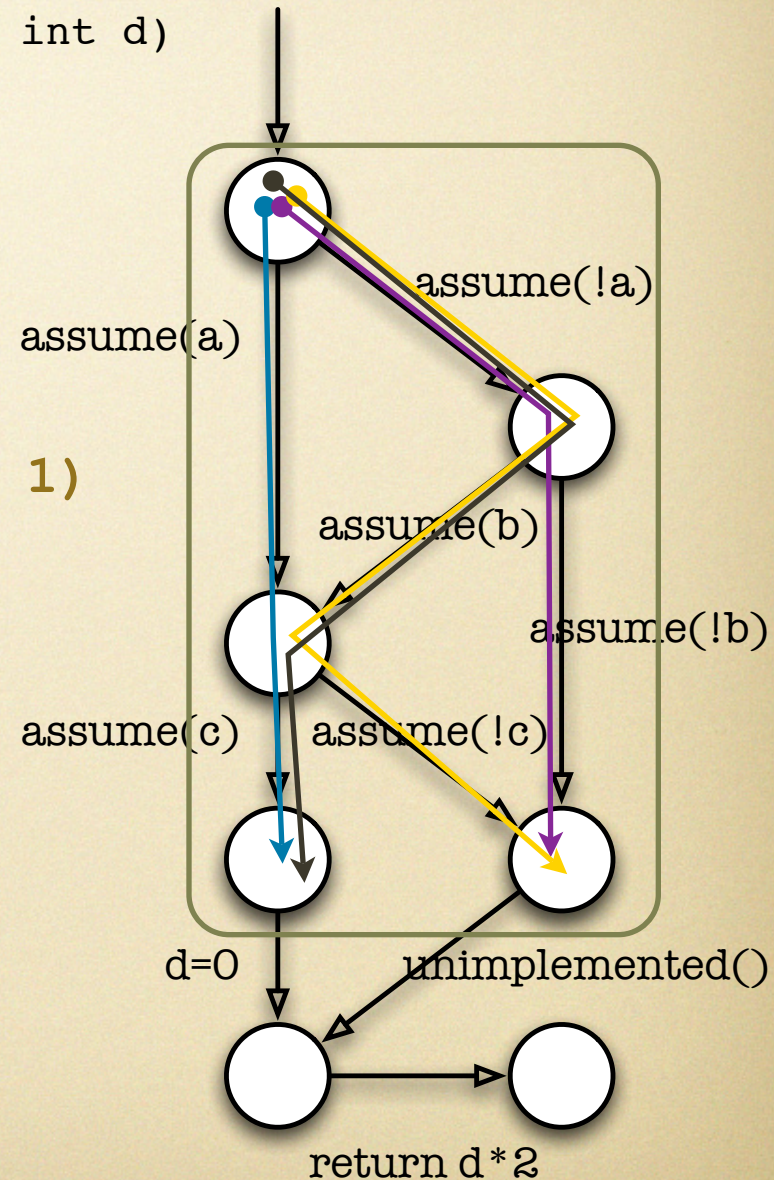
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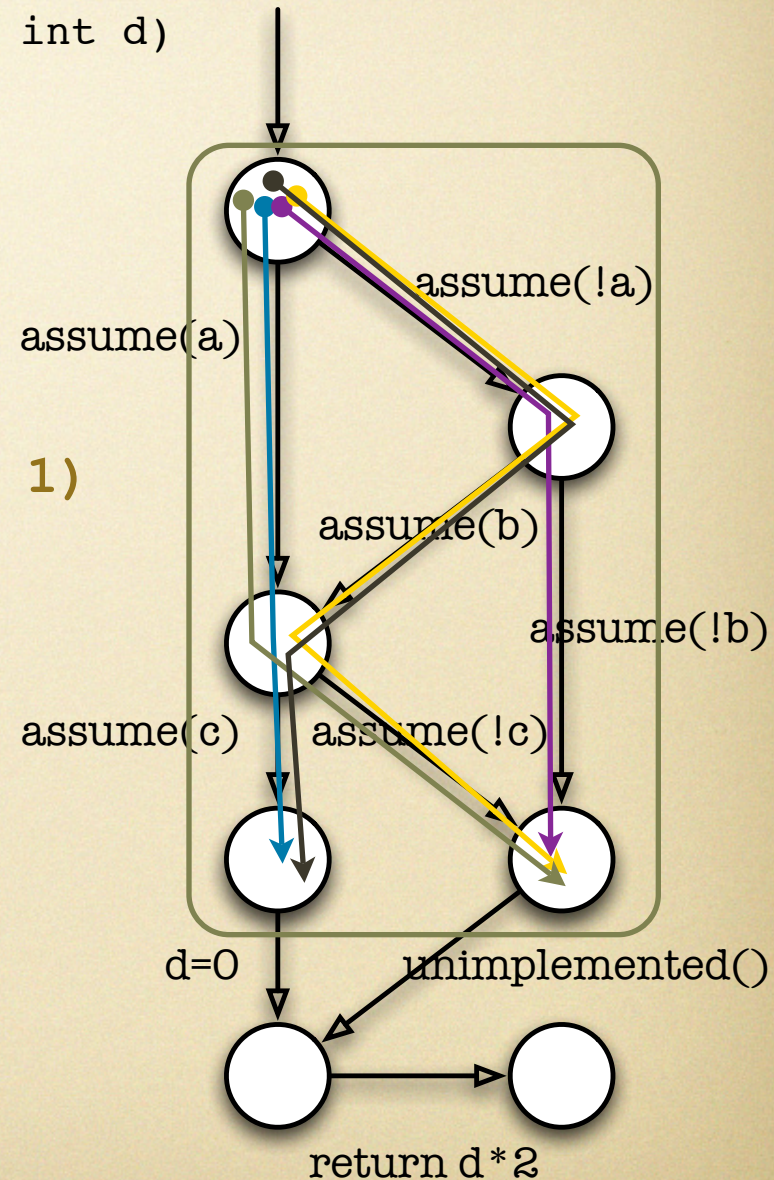
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5      else
6          unimplemented();
7      return d*2;
8  }
```

- **cover PATHS (@conditiongraph, 1)**
- Includes repetition bound (finiteness)
- 5 test goals, 5 test cases required:
  - $a = 1, c = 1$
  - $a = 0, b = 0$
  - $a = 0, b = 1, c = 0$
  - $a = 0, b = 1, c = 1$
  - $a = 1, c = 0$



# FQL Queries

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**in** *scope* **cover** *goals* **passing** *constraints*

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Condition coverage in function *partition* with test cases that reach *line 7* at least once.

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Condition coverage in function *partition* with test cases that reach *line 7* at least once.

# FQL Queries

**in scope cover goals passing constraints**

- *scope*: CFA transformer / filter function
- *goals*: coverage pattern
- *constraints*: path pattern

**“For each test goal inside scope, provide a test case which satisfies the passing constraints.”**

Condition coverage in function partition with test cases that reach line 7 at least once.

# FQL Queries

**in** *scope* **cover** *goals* **passing** *constraints*

- *scope*: CFA transformer / filter function
- *goals*: coverage pattern
- *constraints*: path pattern

“For each test goal inside scope, provide a test case which satisfies the passing constraints.”

```
in @func(partition) cover @conditionedge passing @7
```

Condition coverage in function *partition* with test cases that reach *line 7* at least once.

# Standard Coverage Criteria

```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

**cover @basicblockentry**

## Basic Block Coverage

Requires a test suite such that each basic block is executed at least once

# Standard Coverage Criteria

```
1 int partition(int a[], int left, int right) {  
2     int v = a[right], i = left - 1, j = right, t;  
3     for (;;) {  
4         while (a[++i] < v) ;  
5         while (j > left && a[--j] > v) ;  
6         if (i >= j) break;  
7         t = a[i]; a[i] = a[j]; a[j] = t;  
8     }  
9     t = a[i]; a[i] = a[right]; a[right] = t;  
10    return i;  
11 }
```

**cover @basicblockentry**

## Basic Block Coverage

Requires a test suite such that each basic block is executed at least once

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

**cover @decisionedge**

## Decision Coverage

Conditional statements evaluate to true/false

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a) | (b) && (c))
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

**cover @conditionedge**

## Condition Coverage

Atomic conditions evaluate to true/false

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a) || (b) && (c))
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

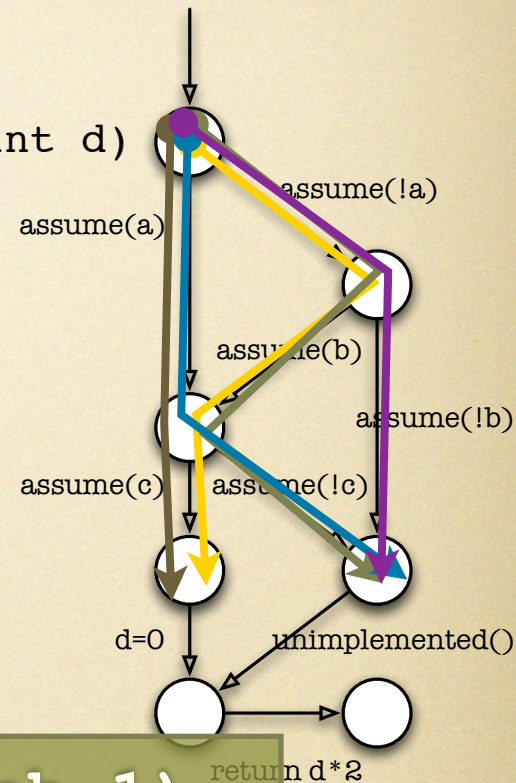
**cover @conditionedge+@decisionedge**

## Condition/Decision Coverage

Union of condition and decision coverage

# Standard Coverage Criteria

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a) || (b) && (c))
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```



`cover_paths(@conditiongraph,1)`

## Multiple Condition Coverage

All Boolean combinations of atomic conditions in complex conditions

# Standard Coverage Criteria

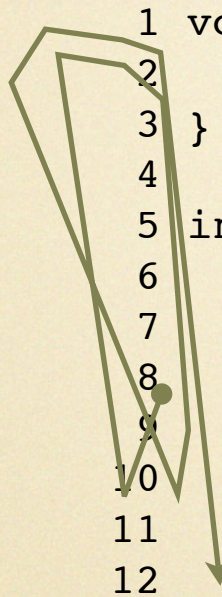
```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

**cover @def(d) ."not (@def(d) )" \*".@use(d)**

## Def-Use Coverage

Cover all definition/use pairs of a variable *d*

# Beyond Standard Criteria



```
1 void insert(int * a, int pos) {  
2     ...  
3 }  
4  
5 int main(int argc, char * argv[]) {  
6     int i;  
7     int A[100];  
8  
9     for (i=0; i<100; ++i)  
10         insert(A, i);  
11  
12     return 0;  
13 }
```

**cover paths (@func(main) | @func(insert), 2)**

## Loop-Bounded Path Coverage

- All paths through *main* and *insert*
- Pass each statement two times

# Beyond Standard Criteria

```
1 int partition(int a[], int left, int right) {  
2     int v = a[right], i = left - 1, j = right, t;  
3     for (;;) {  
4         while (a[++i] < v) ;  
5         while (j > left && a[--j] > v) ;  
6         if (i >= j) break;  
7         t = a[i]; a[i] = a[j]; a[j] = t;  
8     }  
9     t = a[i]; a[i] = a[right]; a[right] = t;  
10    return i;  
11
```

`cover`  
`@basicblockentry->@basicblockentry+`  
`@basicblockentry->@basicblockentry->`  
`@basicblockentry`

## Cartesian Block Coverage

All pairs and triples of basic blocks in function *partition*

# Specs for Working Programmers

```
1  int example(int a, int b, int c, int d)
2  {
3      if ((a || b) && c)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

**cover @4+@6**

## Cover Specific Lines of Code

Lines 4 and 6

# Specs for Working Programmers

```
1 void eval(int * a, int first, int last) {  
2     if (first > last) return;  
3     printf("a[%d]=%d\n", first, a[first]);  
4     eval(a+1, first+1, last);  
5     return;  
6 }  
7  
8 int main(int argc, char * argv[]) {  
9     int i;  
10    int A[100];  
11  
12    for (i=0; i<100; ++i)  
13        insert(A, i);  
14  
15    eval(A, 0, 100);  
16    return 0;  
17 }
```

**cover @basicblockentry & @func(eval)**

## Restricted Scope of Analysis

Basic block coverage in function *eval* only

# Specs for Working Programmers

```
1 void sort(int * a, int len) {
2     int i, t;
3     for (i=1; i<len; ++i) {
4         if (compare(a[i-1], a[i])) continue;
5         t=a[i]; a[i]=a[i-1]; a[i-1]=t;
6     }
7 }
8
9 void eval(int * a, int len) {
10     int i;
11     for (i=0; i < 3; ++i)
12         printf("a[%d]=%d\n", i, a[i]);
13 }
14
15 int main(int argc, char * argv[]) {
16     int i; int A[100];
```

```
17     for (i=0; i < 100; ++i) sort(A, 100);
18     eval(A, 100);
19     return 0;
20 }
```

**cover (@conditionedge & @func(sort)) ->  
(@basicblockentry & @func(eval))**

## Interaction Coverage

Cover all pairs of conditions in *sort* and basic blocks in *eval*

# Specs for Working Programmers

```
1 void sort(int * a, int len) {  
2     int i, t;  
3     for (i=1; i<len; ++i) {  
4         if (compare(a[i-1], a[i])) continue;  
5         t=a[i];  
6         a[i]=a[i-1];  
7         a[i-1]=t;  
8     }  
9     return;  
10 }
```

```
cover {len>=2} . {len<=15} .  
@basicblockentry & @func(sort)
```

## Constrained Inputs

- Basic block coverage in *sort*
- Each test case shall use list of 2 to 15 elements

# Specs for Working Programmers

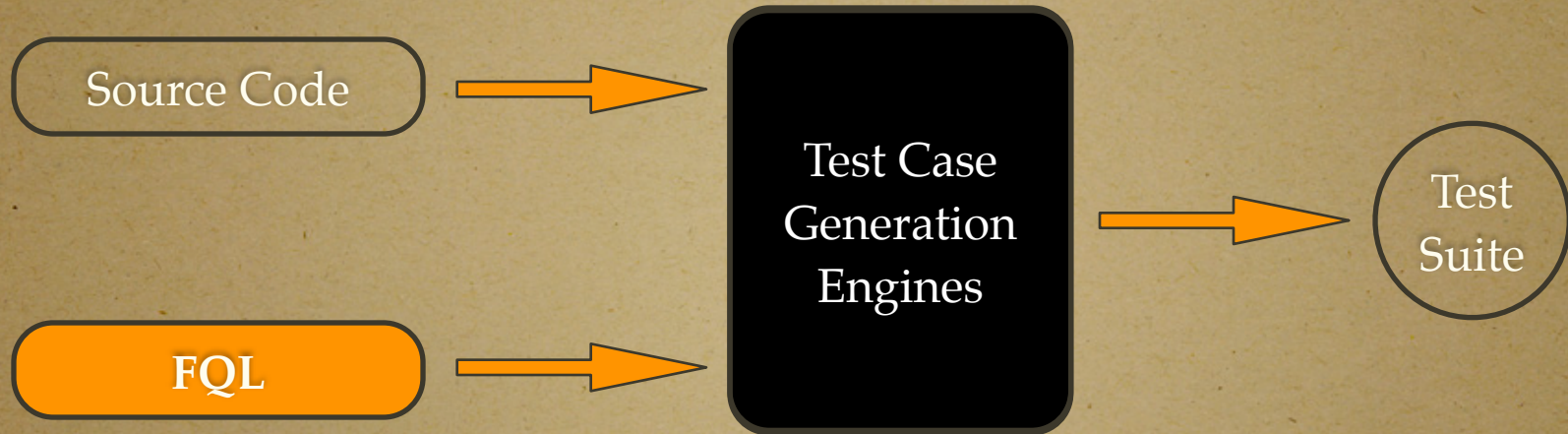
```
1  int example(int a, int d)
2  {
3      if (a)
4          d = 0;
5      else
6          unimplemented();
7      return d*2;
8  }
```

```
cover @basicblockentry & @func(example)
    passing ^not(@call(unimplemented))*$
```

## Avoid Unfinished Code

- Basic block coverage in *example*
- Never call *unimplemented*

# Conclusions and Current Work



- Specification language based on quoted regular expressions to precisely specify where to go
- Two test input generation engines
- Currently evaluating with partners from automotive and avionics industry
- Extending our work to model-based testing



**<http://code.forsyte.de/fshell>**

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# Experimental Results

| Source            | SLOC | BB (Q1) |     | CC (Q2) |     | BB <sup>2</sup> (Q18) |     |       |
|-------------------|------|---------|-----|---------|-----|-----------------------|-----|-------|
|                   |      | #goals  | #tc | #goals  | #tc | #goals                | #tc | #inf  |
| coreutils/cat.c   | 27   | 16      | 4   | 10      | 4   | 224                   | 6   | 39    |
| coreutils/echo.c  | 161  | 27      | 8   | 20      | 11  | 675                   | 93  | 198   |
| coreutils/nohup.c | 33   | 17      | 6   | 12      | 5   | 255                   | 13  | 133   |
| coreutils/seq.c   | 37   | 28      | 7   | 20      | 7   | 728                   | 23  | 394   |
| coreutils/tee.c   | 73   | 21      | 9   | 16      | 8   | 399                   | 30  | 127   |
| kbfiltr.c         | 3507 | 250     | 2   | 196     | 2   | 62000                 | 2   | 61911 |
| pseudo-vfs.c      | 553  | 10      | 3   | 6       | 3   | 80                    | 3   | 44    |
| matlab.c          | 3444 | 30      | 6   | 22      | 6   | 840                   | 10  | 441   |
| memman.c          | 245  | 53      | 8   | 40      | 8   | 2756                  | 29  | 1749  |
| PicoSAT           | 6592 | 191     | 43  | 153     | 39  | 36099                 | 417 | 26352 |