

Lecture CDT414

# Model Based Testing

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# Before we start

- What do I know about *Model Based Testing*, anyway?
- I've written programs and tested them (sometimes by using models)
  - So have most of you, I would bet
- Split my time at **Mälardalen University** and **Bombardier Transportation** between model-based testing and automated testing research.
- I am the co-author of the **CompleteTest** testing tool together with Adnan.

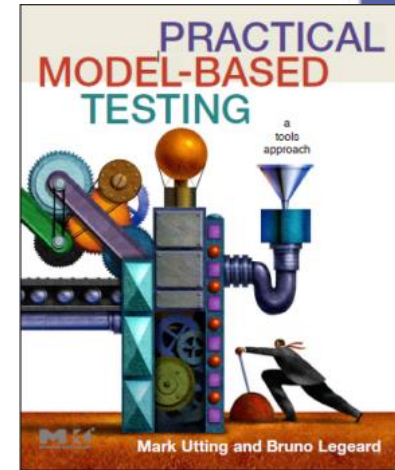
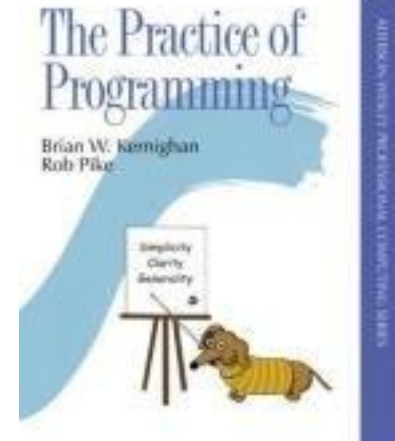


# Today

- Overview of Model-Based Testing
- Modelling Software
- Strategies for Generating Tests using Models
- Executing Tests Generated from Models
- Summary and Conclusions

# Read All About It

- No textbook for this class
- Books I like that have something important to say about model based testing:
  - *The Practice of Programming*, Kernighan and Pike
  - *Practical Model-Based Testing: A Tools Approach*, Mark Utting, Bruno Legeard
  - *Software Testing and Analysis*, Pezze and Young
    - Try Chapter 14
    - I like it myself
    - Recommended by colleagues who've taught classes on testing (and are first-rate testing researchers)
    - Book is thorough and cleverly organized, provokes some real thought about how to test programs and models




# **Overview of Model-Based Testing**

# Basic Definitions: Model Based Testing

- What is Model Based Testing?
  - Running a program based on a spec (a.k.a. model)
  - In order to find faults
    - a.k.a. defects
    - a.k.a. errors
    - a.k.a. flaws
    - **a.k.a. BUGS**

```
++CDatabase::_stats.mem_used_u
_params.max_unrelevance = (int
if (_params.max_unrelevance <
_params.max_unrelevance =
_params.min_num_clause_lits fo
if (_params.min_num_clause_lit
_params.min_num_clause_lit
_params.max_num_clause_le
if (_params.conflict_claus
_params.conflict_claus
CHECK(
cout << "Forced to reduce unre
cout << "MaxUnrel: " << _params
    << "    MinLenDel: " << _pa
    << "    MaxLenCL : " << _pa
);
```



# Benefits of Model-Based Testing

Better tests

Lower cost

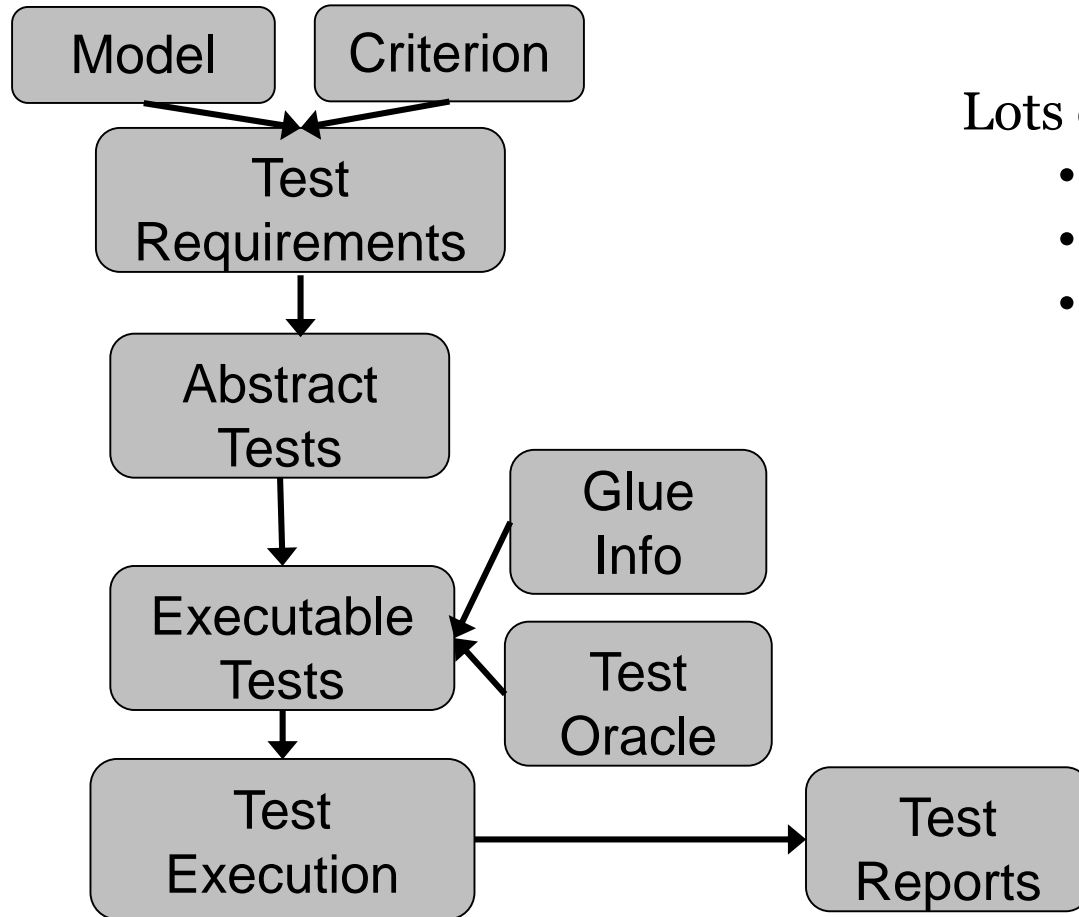
Early detection of requirements errors

Traceability

Automation

Less overlap among tests

# Model Based Testing Process



Lots of research and tools for:

- Test criteria
- Creating models
- Executing tests

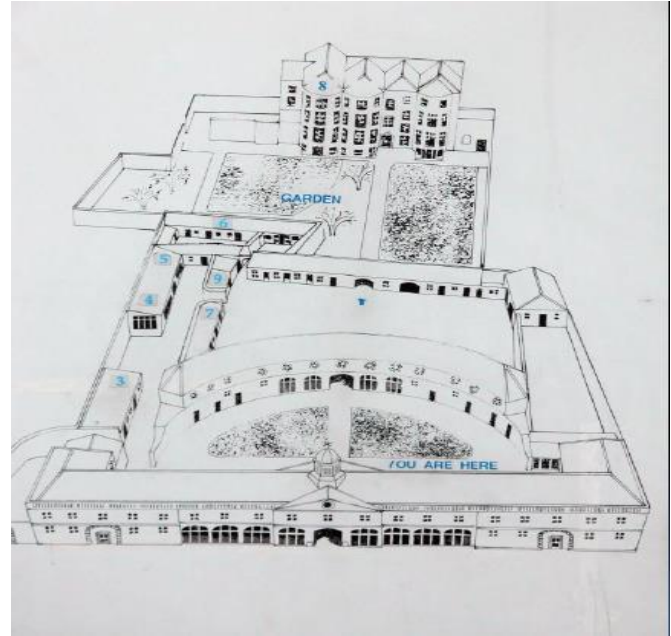


# **Modeling Software**

# Models

- A reduced/abstract representation of a system that highlights the properties of interest from a given viewpoint
  - Unnecessary details are removed
  - Highlight subject of interest
- To deal with complexity of systems development
  - Abstract to focus on a particular point of interest
  - It facilitates studying and understanding the behavior of complex systems
- To improve communication
  - A good model is often better than a textual description
- To reduce development flaws
  - Detecting errors early in e.g. requirements

# Model of a Castle



# Model of an Actor



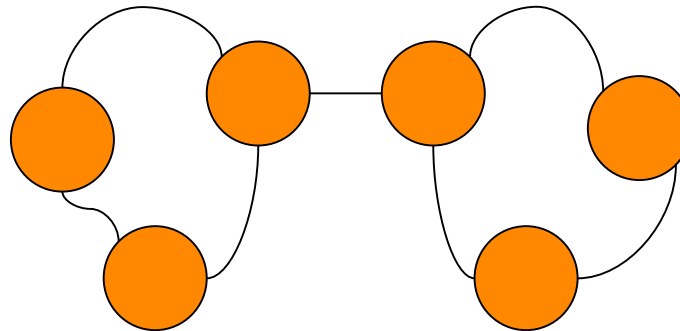
# Useful models

- Abstract
  - Emphasize important aspects while removing irrelevant ones
- Understandable
  - Expressed in a form that is readily understood by observers
- Accurate
  - Faithfully represents the modeled system
- Predictive
  - Can be used to answer questions about the modeled system
- Inexpensive
  - Cheaper to construct and study than the modeled system



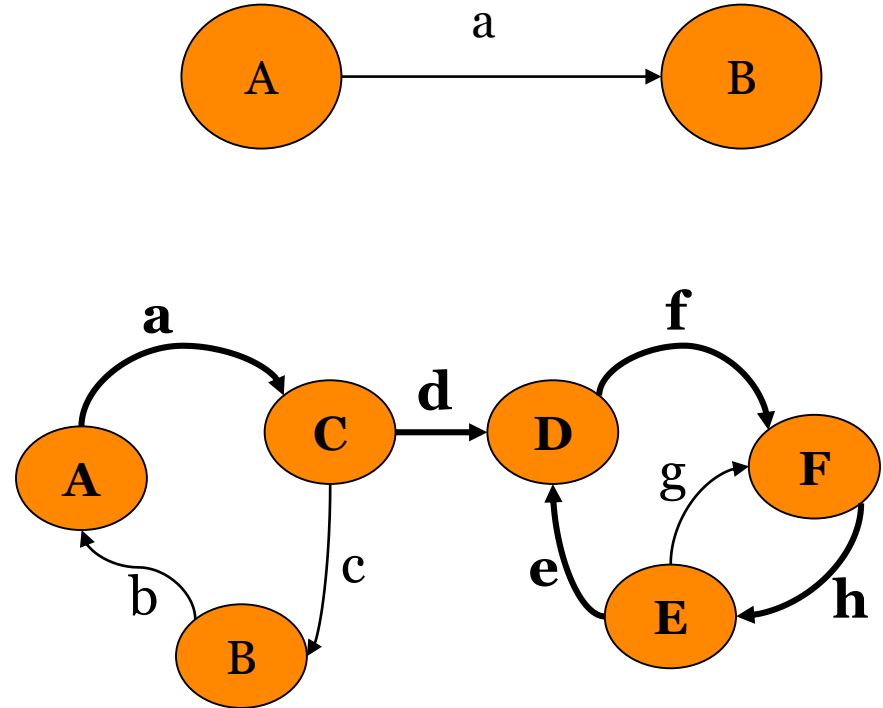
# Models: Definition

- A graph  $G$  is a model composed of
  - $N$ : A set of nodes or vertices
  - $A$ : A set of arcs or edges connecting these nodes
- Graphs represent relationships between objects for which the nodes stand



# Models: Definition

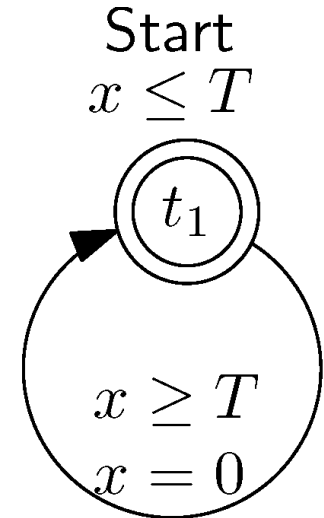
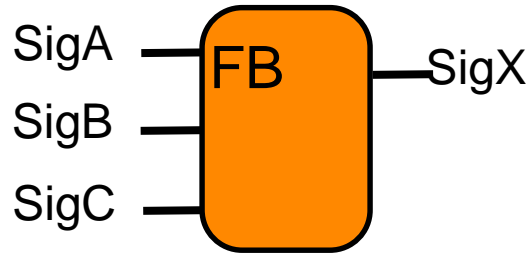
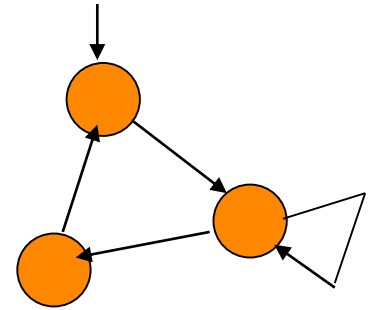
- Label: an identifier that names an element of a graph. The arc from A to B is labeled a.
- Path: a sequence of arcs such as any two adjacent arcs in the sequence share a common node.



$\langle a, d, f, h, e \rangle$  is a path

# Examples of models

- Structural models
  - UML class diagrams
- Functional models
  - State/transition diagrams
  - Finite state automata/machines
- Control models
  - Matlab/Simulink
  - Function Block Diagrams
- Timing models
  - Timed automata
  - Simulink







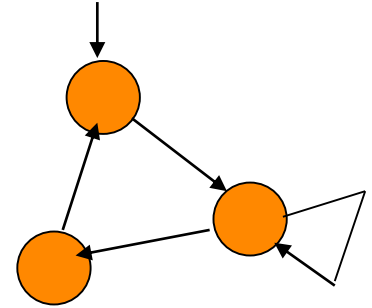
# Models: Uses

- Maps
- Traffic system dependencies
- Computer networks
- Control flow graphs
- Data flow graphs
- Routine call graphs



# State Machines

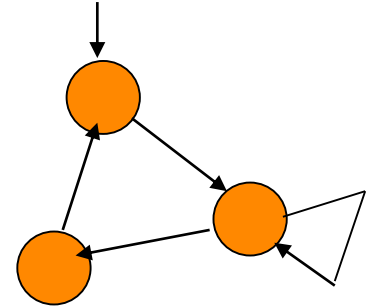
- A State is an abstraction of values of those variables of a software system that govern the way it works. In particular, a state defines:
  - The inputs that can be applied by the user when the software is in the state
  - The manner in which an input affects the system
    - Output
    - Other response (change of states, internal variable value change, etc...)





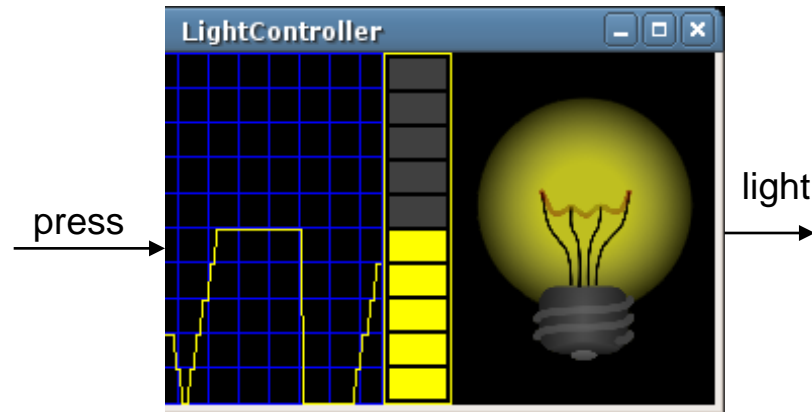
# Finite State Machines

- A finite state machine is an abstract mathematical structure that is composed of:
  - A finite set of states
    - One of these states is the initial state. A state machine always starts in an initial state
    - A number of these states are designated as final states
    - A machine terminates successfully if it is in a final state
  - A finite set of inputs
  - A complete definition of how the machine makes a transition from one state to another



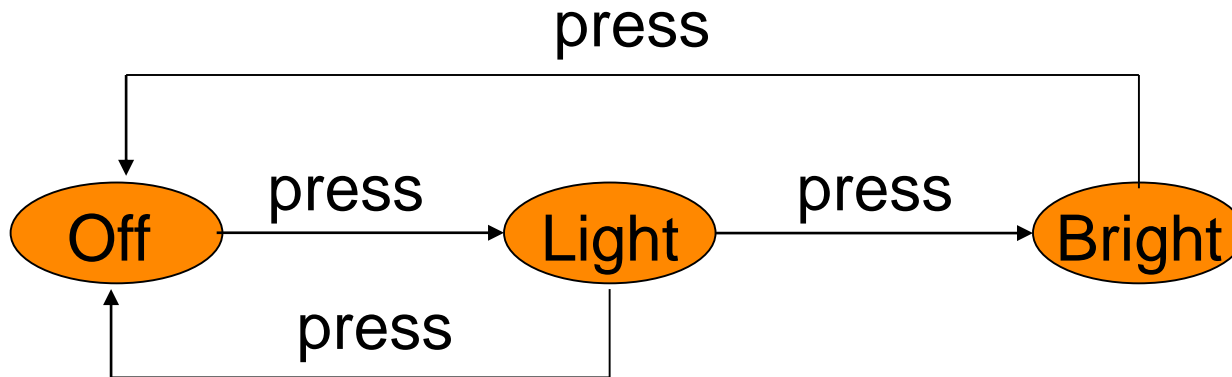
# Modeling Example

- Light switch:
  - Requirements: If a user quickly presses the light control twice, then the light should get brighter; on the other hand, if the user slowly presses the light control twice, the light should turn off.



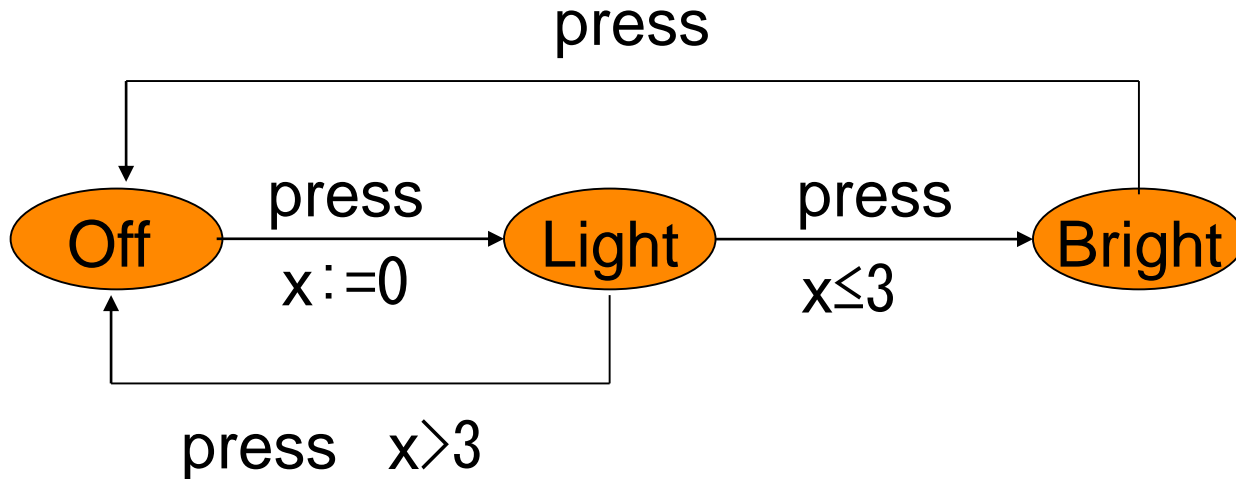
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# Modeling Example

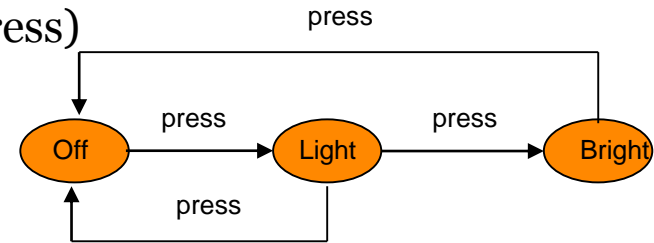
- Requirements: If a user quickly presses the light control twice, then the light should get brighter; on the other hand, if the user slowly presses the light control twice, the light should turn off.
- Solution: clock  $x$



# **Strategies for Generating Tests using Models**

# The Big Picture

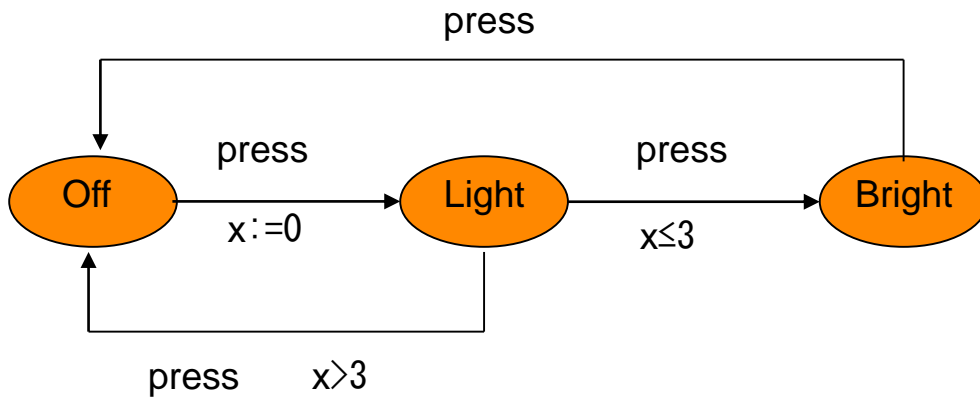
- Testing (almost always) is an attempt to
  - Cover some measure of a structure
  - Nodes of a graph (e.g., light switch example)
  - Inputs that give different outputs (e.g., press)
  - All possible inputs
  - Logical expression evaluations
  - Predicates over program variables
  - Pairs of where a variable is defined and where it is used (data flow)
- Usually, we can't even guarantee that coverage directly correlates to more bugs found.



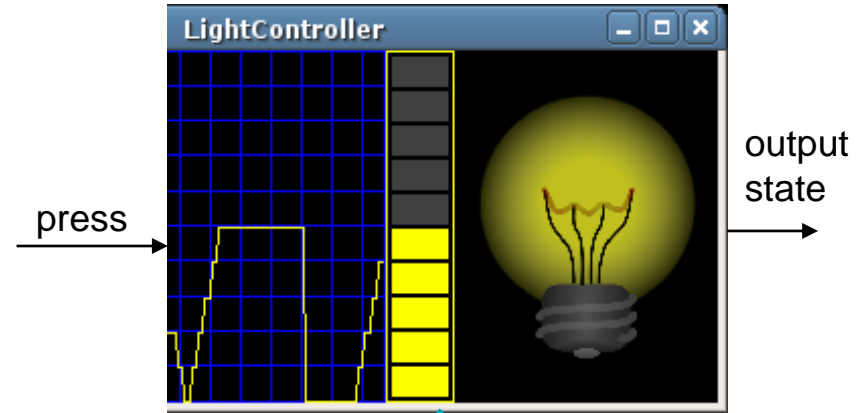


# From Models to Test Cases

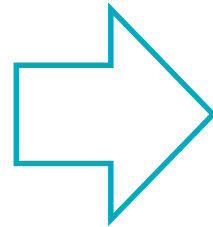
Spec a.k.a. Light Controller Model



Software Implementation



RQ1: Check that the light can become bright.



TC1: start  
input: press output: (Light, 0)  
input: press output: (Bright, 3)  
stop

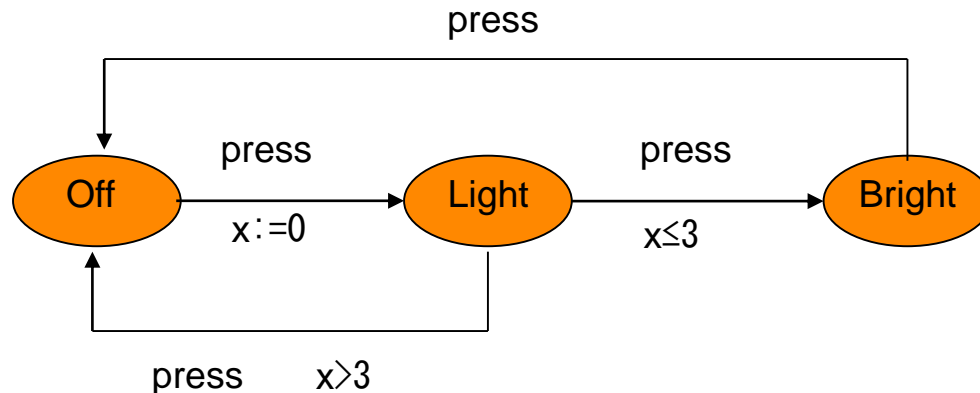
# "Covering" Finite State Machines

- **State Coverage**

- Every state in the model should be visited by at least one test

- **Transition Coverage**

- Every transition between states should be traversed by at least one test case



# Strategies for searching through models

- Model-Based Testing can focus on exploring lots of
  - Executions
    - Random testing
  - Paths
    - Concolic testing
  - States?
    - Model checking

# Model Checking

- A model checker is a tool for exploring a *state space*
- Basic idea: generate every reachable state of a *transition system*
  - Think of states as nodes in a graph
  - Directed edges mean “from this state, this is a possible next state of the program”
  - Multiple outgoing edges where there is input/thread scheduling/other nondeterminism

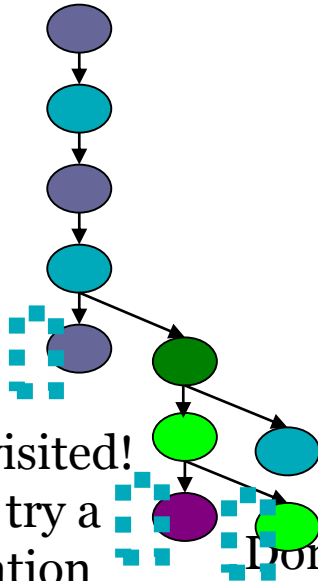
# Model Checking

- We will be looking at one particular kind of model checking
  - Using UPPAAL
  - To explore the state spaces of programs
- Other model checkers used for this approach to testing
  - SPIN (C programs)
  - Java PathFinder 2 (NASA Ames)
  - Bogor (U Kansas/Nebraska)

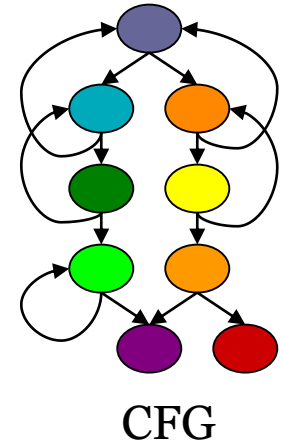


# Model Checking

- Model-checking by *executing the program*
  - Backtracking search for all *states*



Will explore, as a side-effect,  
many executions and many paths,  
but the goal is to explore states



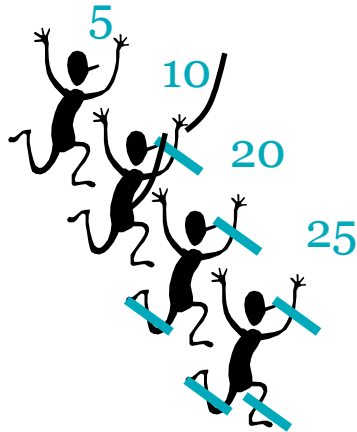
State already visited!

## Backtrack and try a different operation

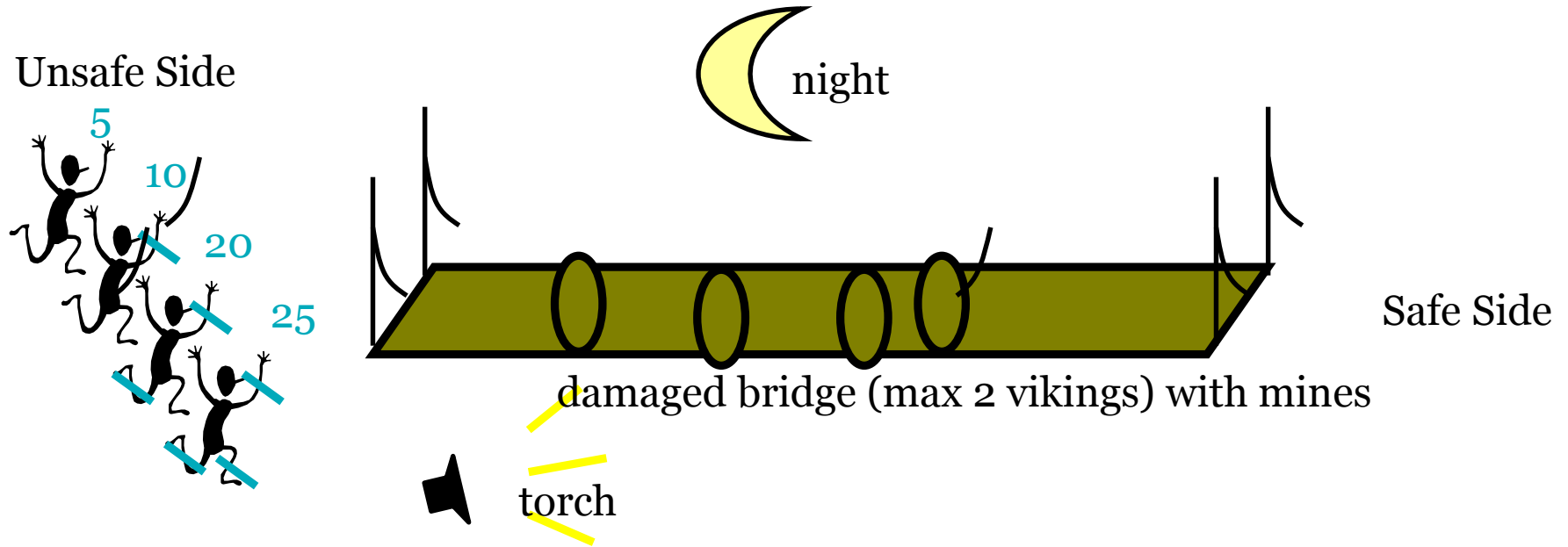
Done with test!  
State already visited!  
Backtrack and try a  
different operation  
Backtrack and try a  
different operation

# Exercise: Test Generation using Models

- Example
  - Testing mission scenarios in a video game.
  - Vikings crossing a bridge



# Exercise during break: Test Generation



If possible find a test that shows  
that all four vikings  
can reach safe side in 60 min.



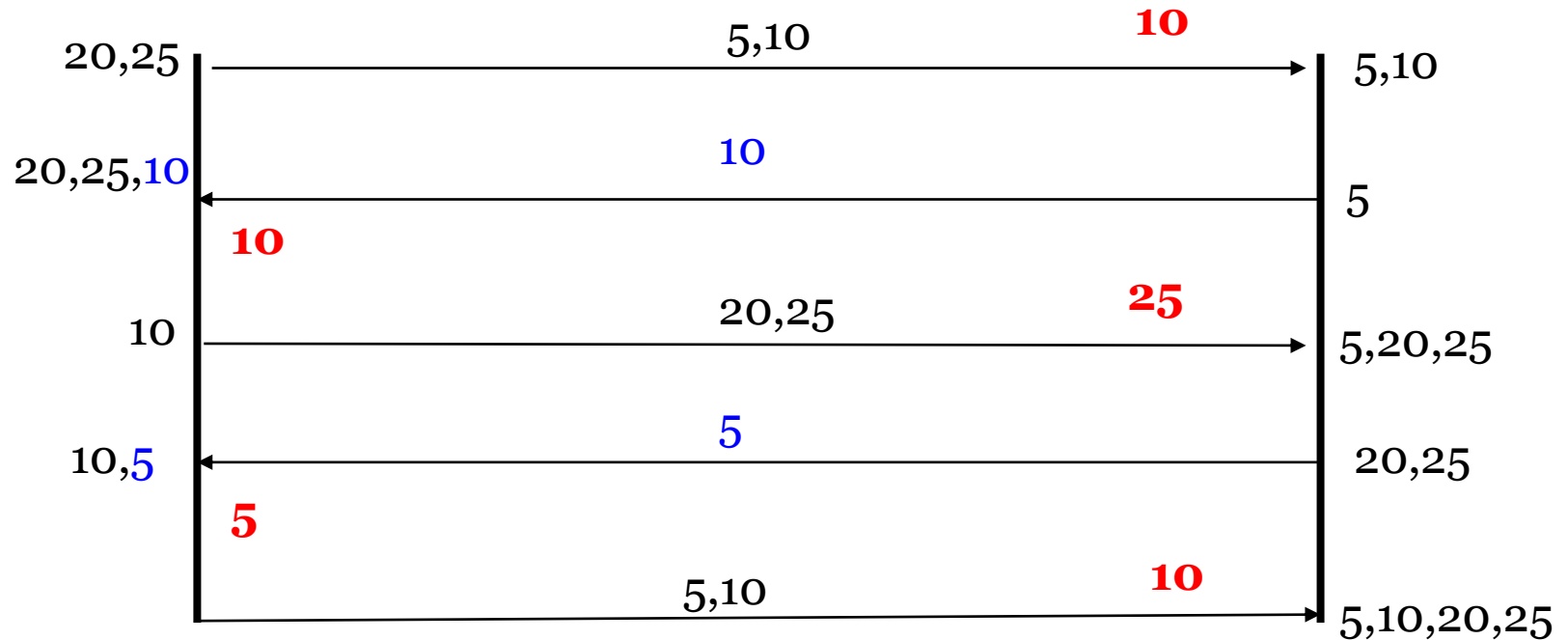


# My solution to the exercise

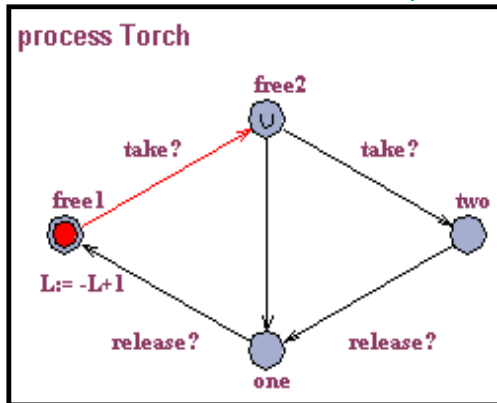
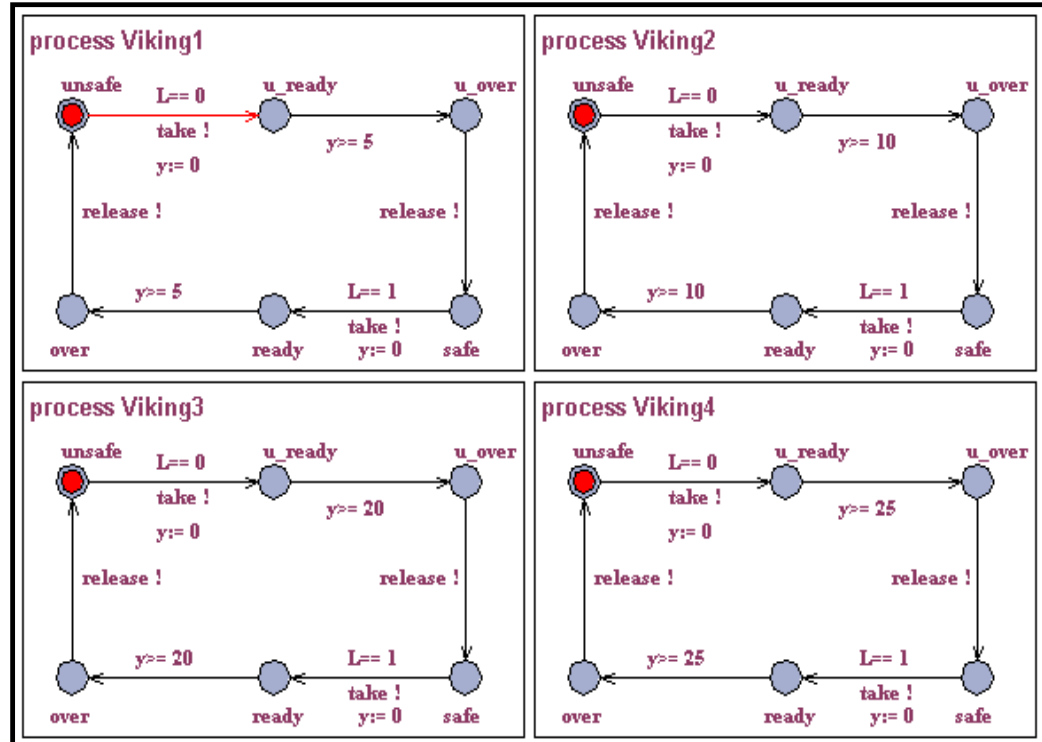
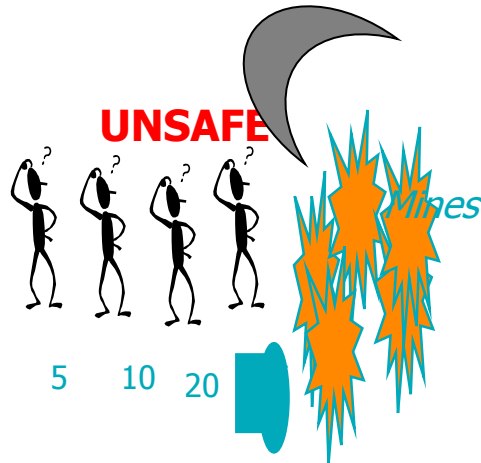
Unsafe

5,10,20,25

Safe



# Exercise: Test Generation using Models



- Can be modeled and solved with model-checking

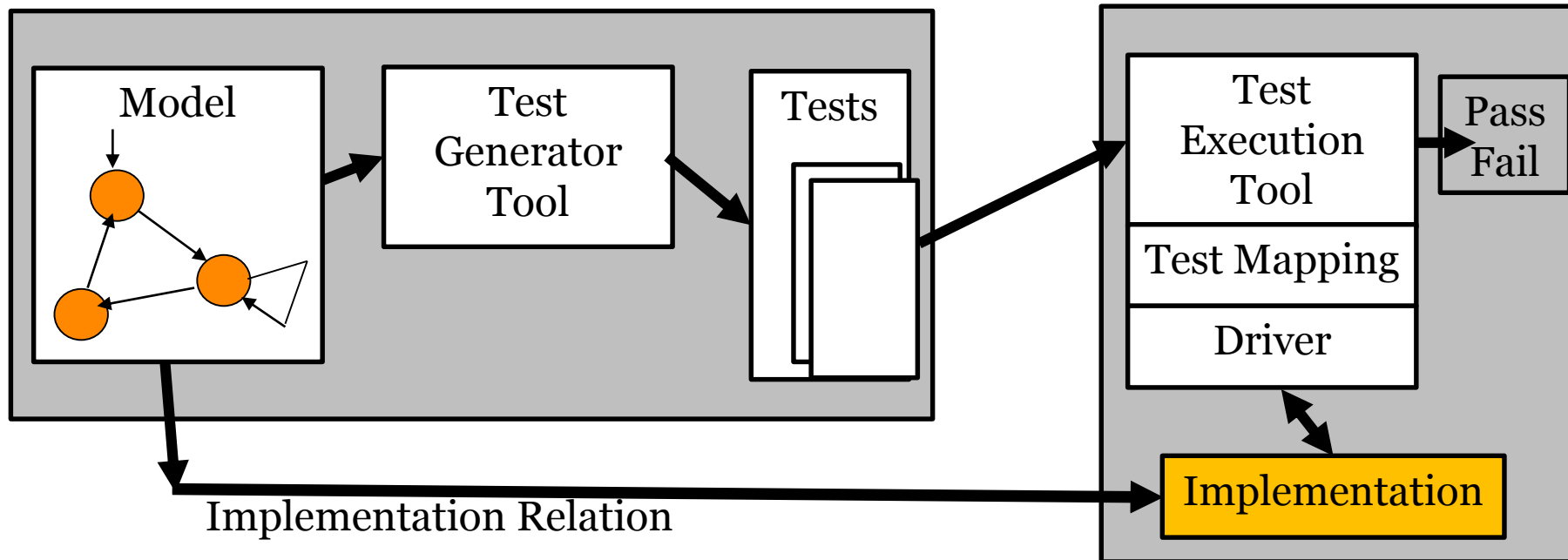
# Executing Tests Generated from Models





# Model-Based Testing: Conformance

- Does the behavior of the implementation comply to that of the specification?

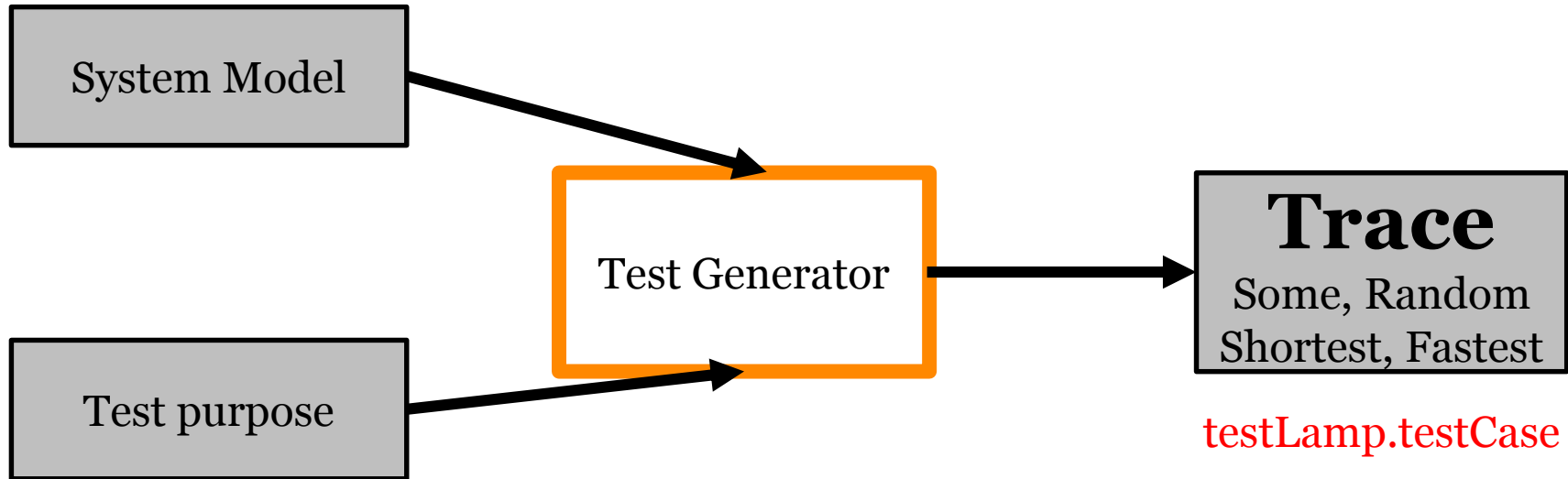




# Test Generation and Execution

- Use traces as tests by using a model checker

lampControl.xml



testLamp.testCase

E<> Lamp.Bright

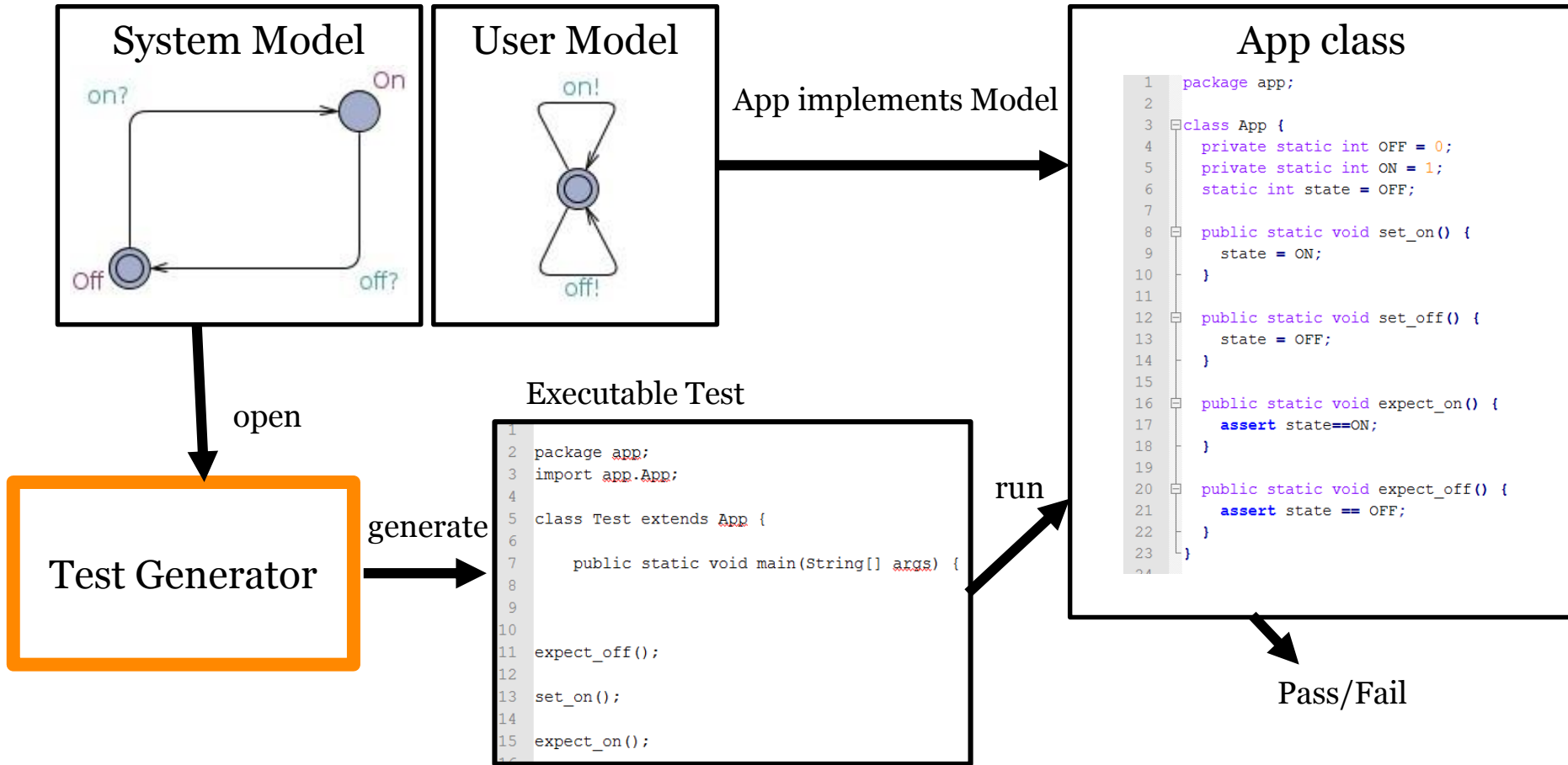


# Model-Based Testing Exercise

- Yggdrasil is a test-case generation feature of UPPAAL
- I will explain model-based testing by developing and testing a simple Lamp system with on/off capabilities.
- I should write a:
  - A model, decorated with test-code.
  - A correct implementation of the system
  - The system implemented in Java
  - Execution scripts



# Model-Based Testing Exercise





# Model-Based Testing Exercise with Mutation

- **Mutation testing** is used to design new tests and evaluate the quality of existing tests. Mutation testing involves modifying a program in small ways. (1978, DeMillo and Lipton)
- Each mutated version is called a *mutant* and tests detect and reject mutants by causing the behavior of the original version to differ from the mutant. This is called *killing* the mutant.
- The purpose is to help the tester develop effective tests or locate weaknesses in the tests used for the program or in sections of the code that are seldom or never accessed during execution.





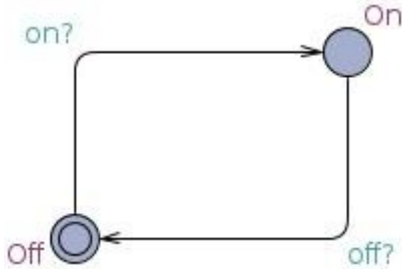
# Model-Based Testing Exercise with Mutation

- Yggdrasil is a test-case generation feature of UPPAAL
- I will explain model-based testing by developing and testing a simple Lamp system with on/off capabilities.
- I should write a:
  - A model, decorated with test-code.
  - A mutant with an implementation error
  - The mutant is implemented in Java
  - Execution scripts



# Model-Based Testing Exercise with Mutation

## System Model



## User Model



App implements Model

## App class

```
1 package app;
2
3 class App {
4     private static int OFF = 0;
5     private static int ON = 1;
6     static int state = OFF;
7
8     public static void set_on() {
9         state = ON;
10    }
11
12    public static void set_off() {
13        state = OFF;
14    }
15
16    public static void expect_on() {
17        assert state==ON;
18    }
19
20    public static void expect_off() {
21        assert state == OFF;
22    }
23 }
```

mutate

## Mutant class

```
1 package app;
2
3 class App {
4     private static int OFF = 0;
5     private static int ON = 1;
6     static int state = OFF;
7
8     public static void set_on() {
9         state = ON;
10    }
11
12    public static void set_off() {
13        // state = OFF;
14    }
15
16    public static void expect_on() {
17        assert state==ON;
18    }
19
20    public static void expect_off() {
21        assert state == OFF;
22    }
23 }
```

Pass/Fail

open

Test Generator

generate

## Executable Test

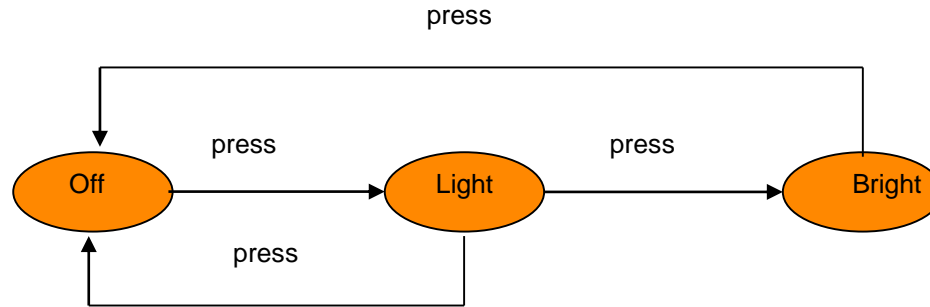
```
1
2 package app;
3 import app.App;
4
5 class Test extends App {
6
7     public static void main(String[] args) {
8
9
10
11 expect_off();
12
13 set_on();
14
15 expect_on();
16 }
```

run



# Home Assignment (optional)

- Download Windows, Linux or Mac, version 4.1.19 of UPPAAL from [uppaal.org](http://uppaal.org)
- Extend the lamp switch such that it works as follows



- Implement it in Java using the template and generate executable tests using Yggdrasil and UPPAAL:
  - using depth search and a depth of 20.
  - Using a test property: Lamp becomes Bright

# **Summary and Conclusions**



# Advantages

- Automate generation of
  - Large suites of tests and lengthy tests
  - Complicated input sequences
- Likely to expose failures
  - Caused by weird combinations of inputs



# Advantages

- Provides an additional basis for
  - Coverage-based evaluation of test progress
  - Measurement quality of the product
- A model is a precise communication tool
- Good vehicle of presentation to non-technical staff
- While building a model
  - Develop a better understanding of SUT
  - Find many bugs while exploring SUT
- Compare versions of the product



# Choosing Models to Fit Needs

- Highly dependent on application type
  - HTML processing component in a browser
  - Calculator mathematical expressions
  - State rich systems: GUI & Phone systems
  - Parallel systems
- Different models for different system aspects
- Combinations of models are more useful
- Try to reuse models from design & requirements analysis



# Tool Support

- Try the following tools:
  - **UPPAAL** (used for embedded systems)
    - Free to use for academics like you
    - Has support for model-based testing of Java code
  - **Spec Explorer** (model programs in C#) Free to use
    - Is a Visual Studio Power Tool.
    - 100 testers use it on a daily basis at Microsoft (Campbell 2005, FM)
  - **CompleteTest** (you used it in the lab for automatically generating tests for FBDs)
    - Is used by Bombardier engineers for unit testing  
([www.completeTest.org](http://www.completeTest.org))
  - Coq Model Checker (used for verifying OS kernels)



# Thank you

Eduard Paul Enoiu



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