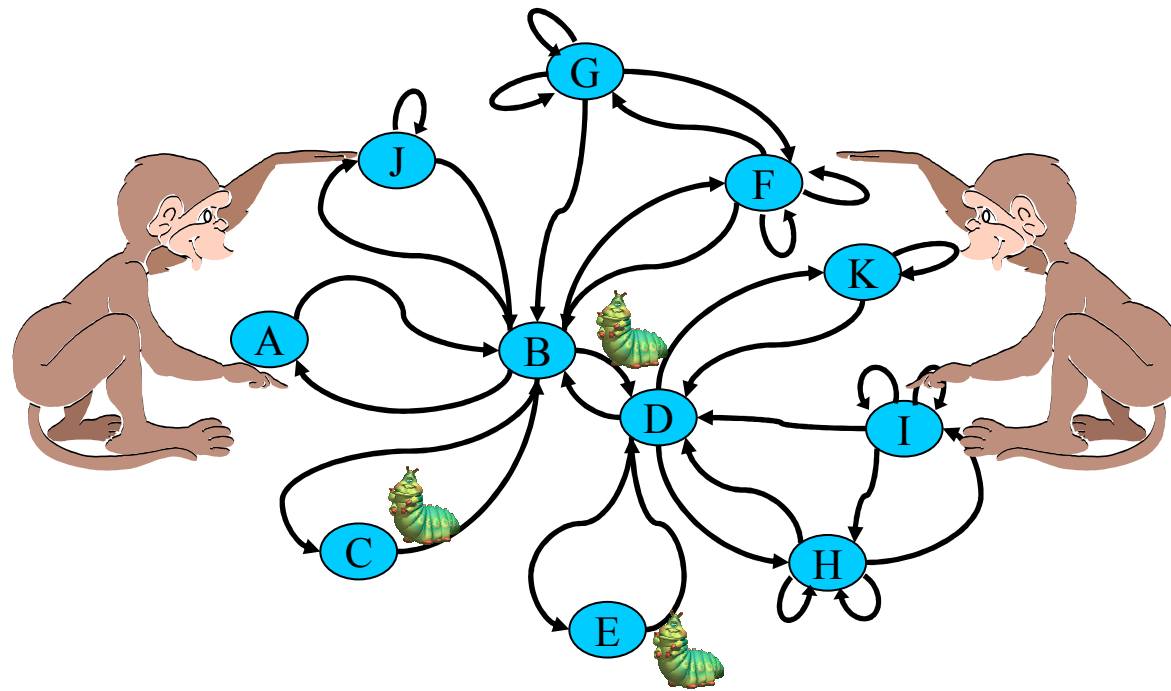


# Model-Based Testing: Introduction

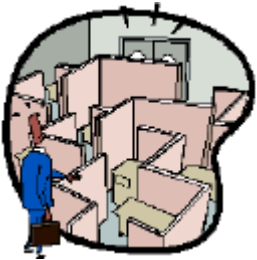
(Adapted from Harry Robinson's slides)



# What are the Problems of Software Testing?



- Time is limited (time-to-market)



- Applications are complex



- Requirements are fluid

**protocol:** a special kind of software for communication systems

- usually standardized (by, e.g., ISO, ITU, or other consortia of companies)
- relatively easy to be formalized
- relatively small state space (might even be finite)

**protocol testing:**

- relatively mature and well disciplined (more than 50 years of research)

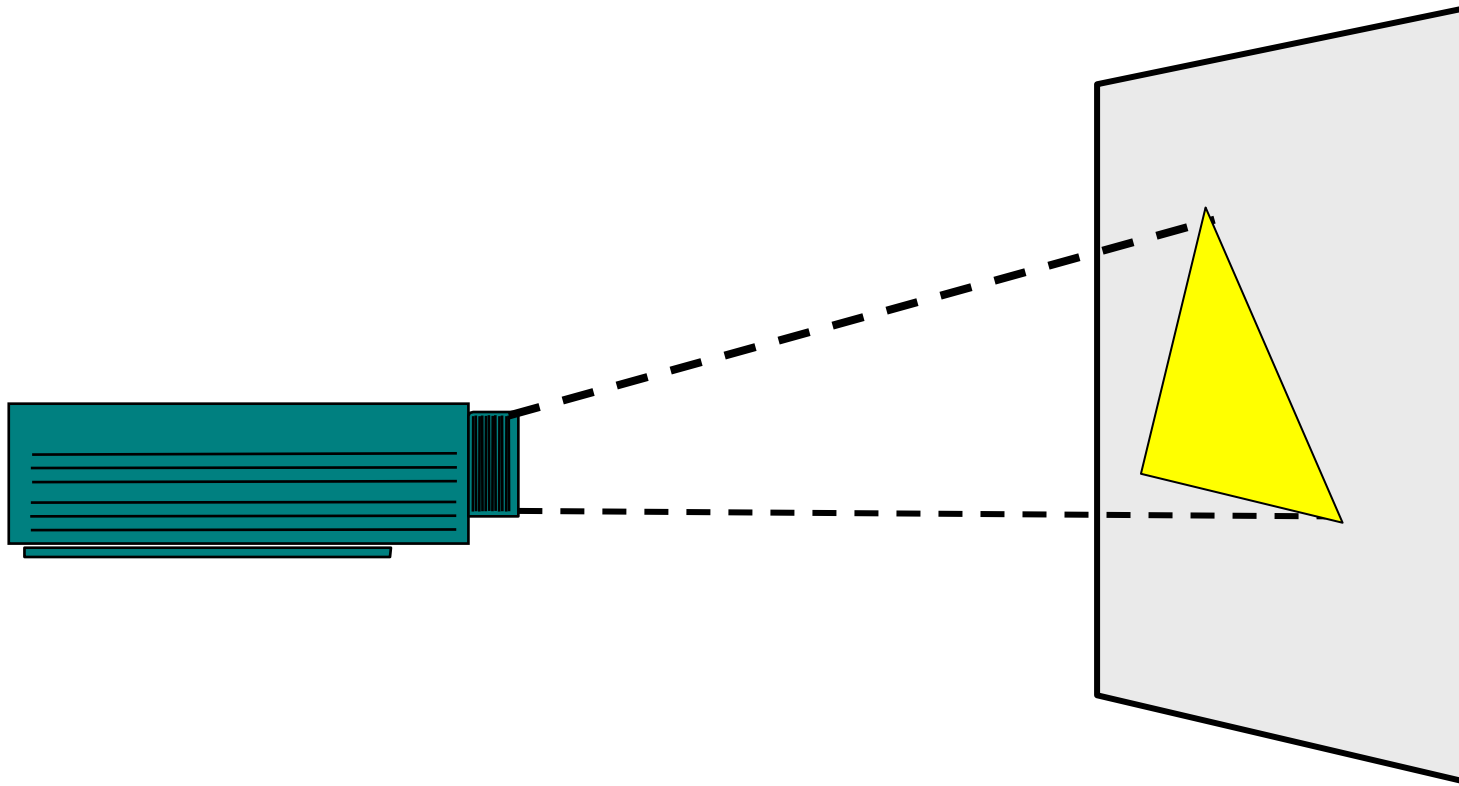
# Scripted Test Automation



- Unchanging
- Chiseled in stone
- Usually undecipherable

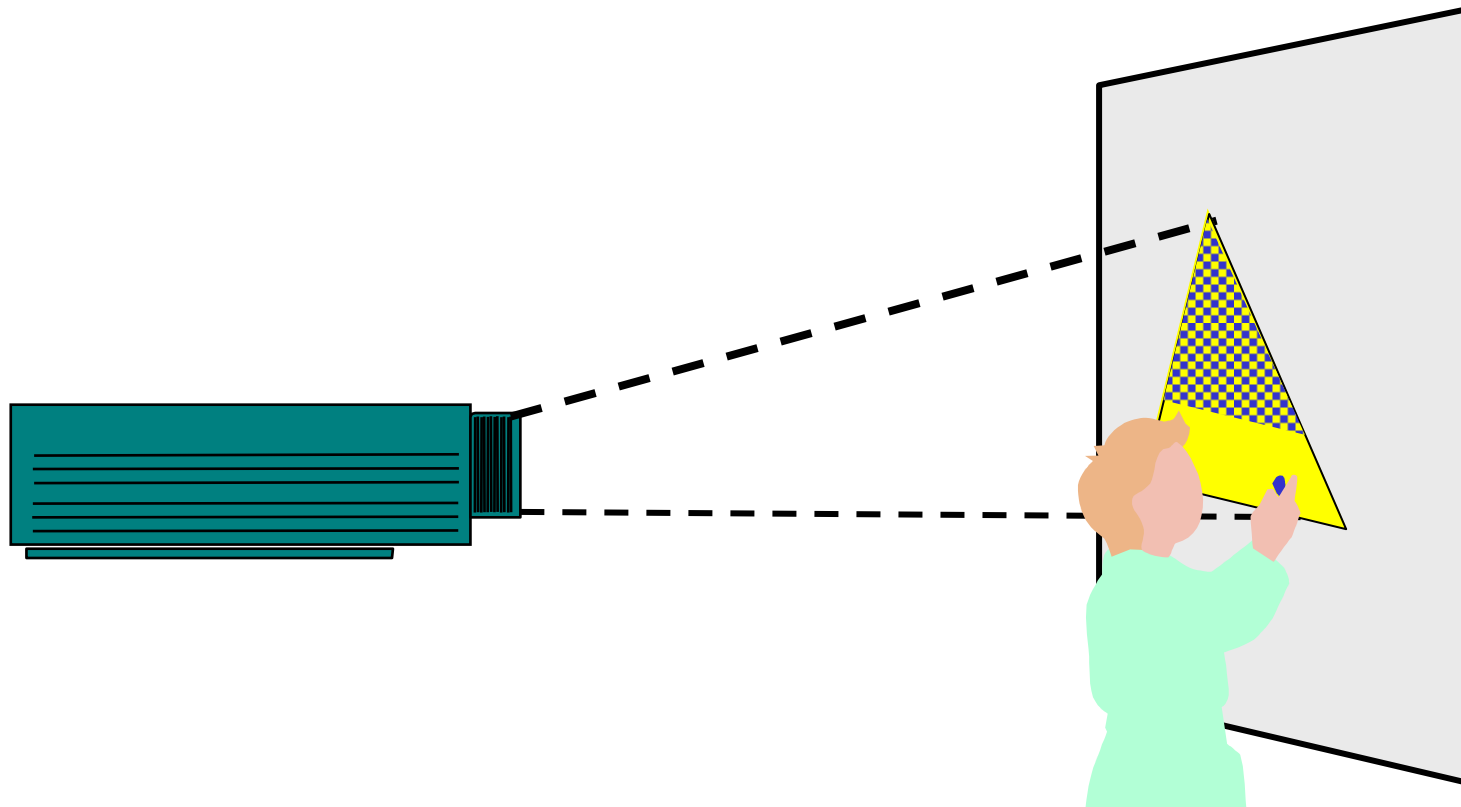
```
WSetWndPosSiz(CurrentWindow, 7, 3, 292, 348)
WMenuSelect("&Settings\&Analog")
Sleep(2.193)
WMenuSelect("&Settings\&Digital")
Sleep(2.343)
Play "{DblClick 130, 188, Left}"
WResWnd(CurrentWindow)
Sleep(2.13)
Play "{Click 28, 36, Left}"
Play "{Click 142, 38, Left}"
Play "{DblClick 287, 16, Left}"
```

# Traditional Software Development



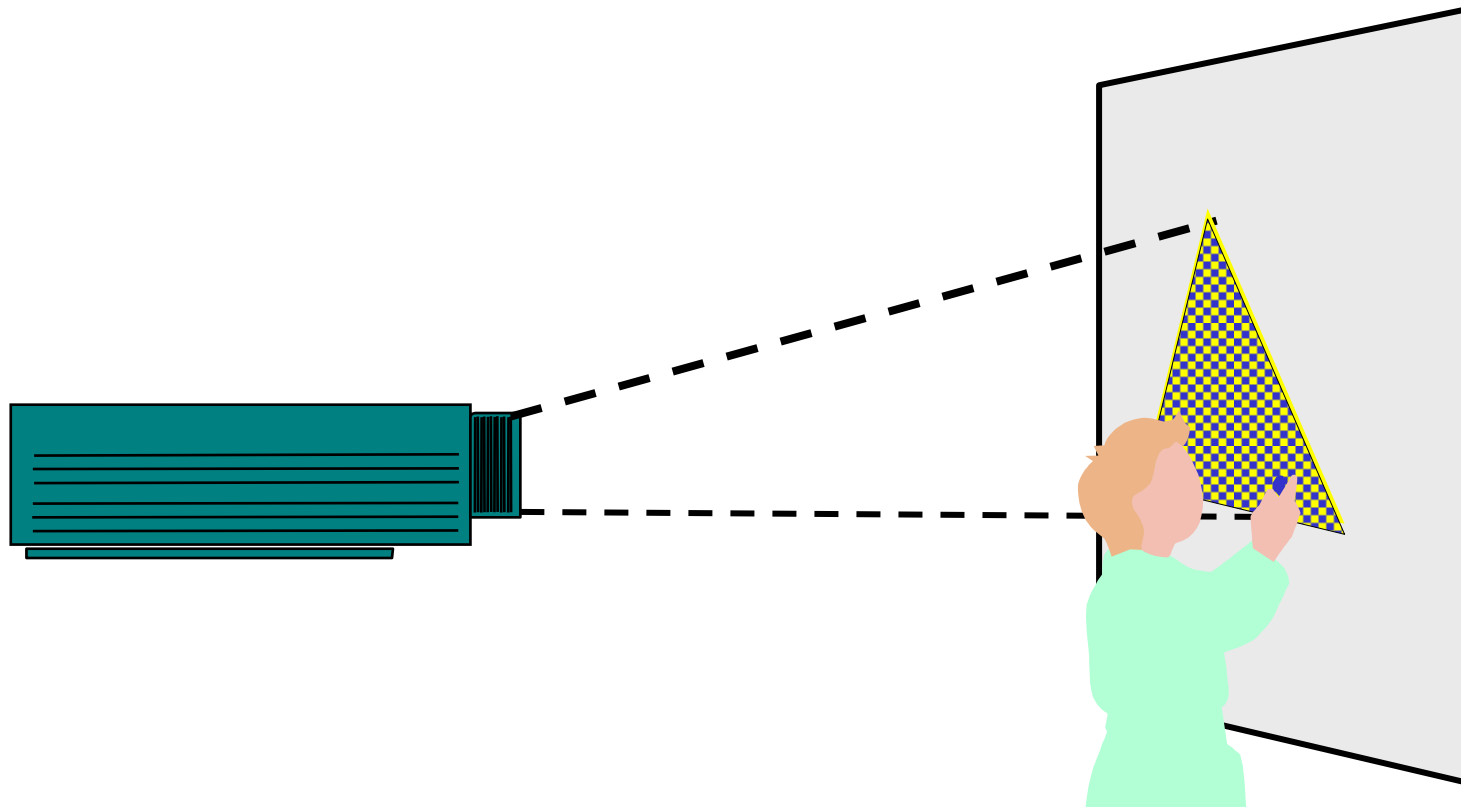
Imagine this projector is the software under test,  
and the triangle is the behavior exposed to you

# Traditional Automated Testing



Typically, testers automate by creating **static** scripts.

# Traditional Automated Testing

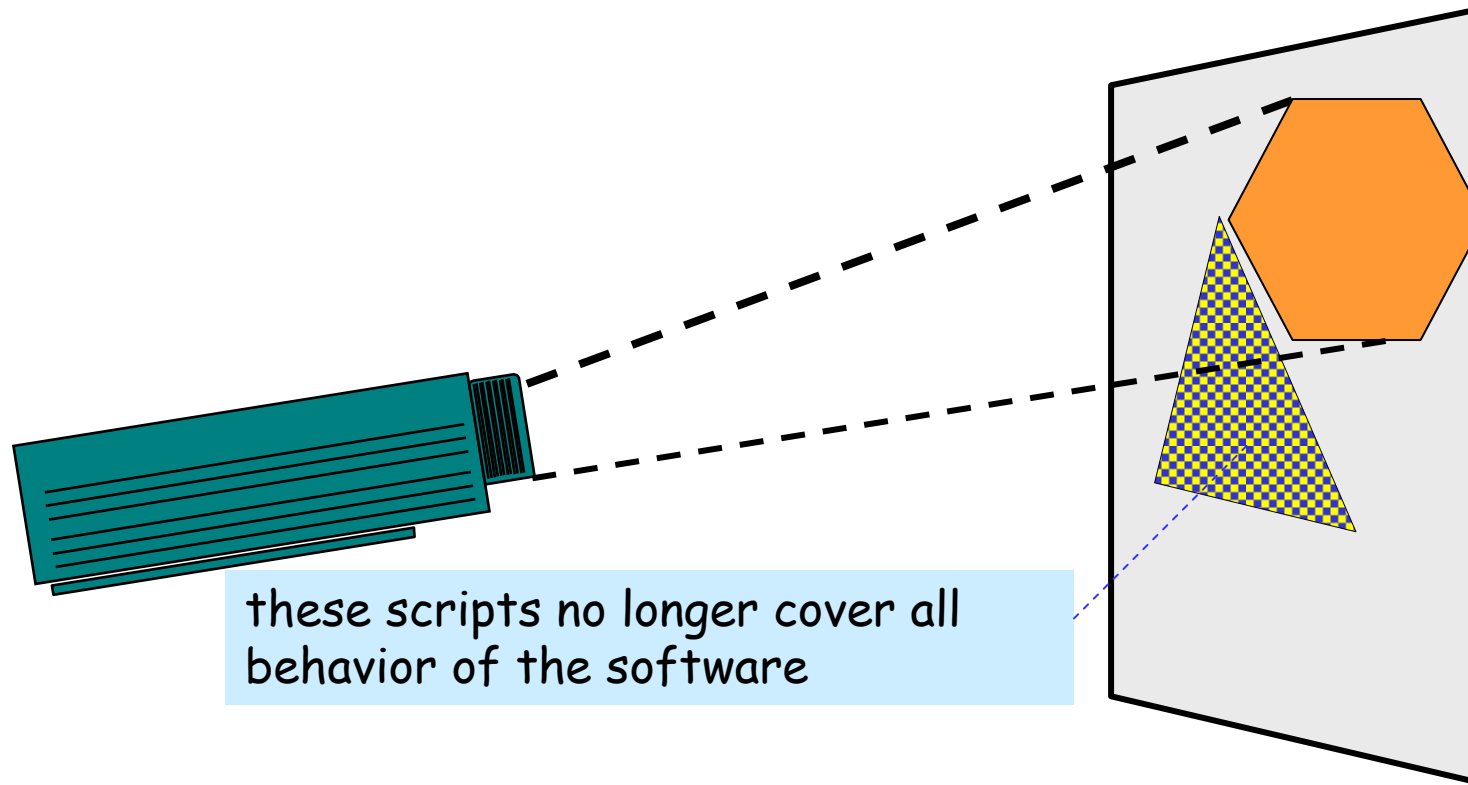


Given **enough** time, these scripts will cover the behavior.

may be up to thousands of years ...



# Traditional Automated Testing



But what happens when the software's behavior **changes**?

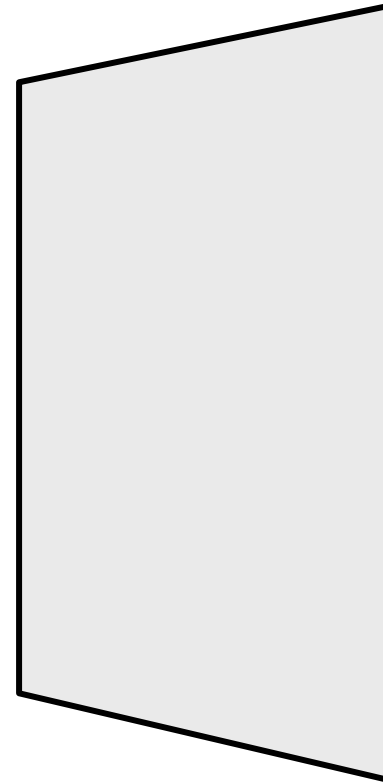
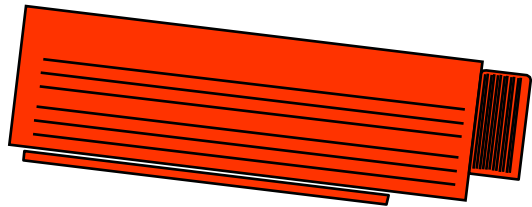
(due to, e.g., requirement change or software maintenance)

... a remedy...



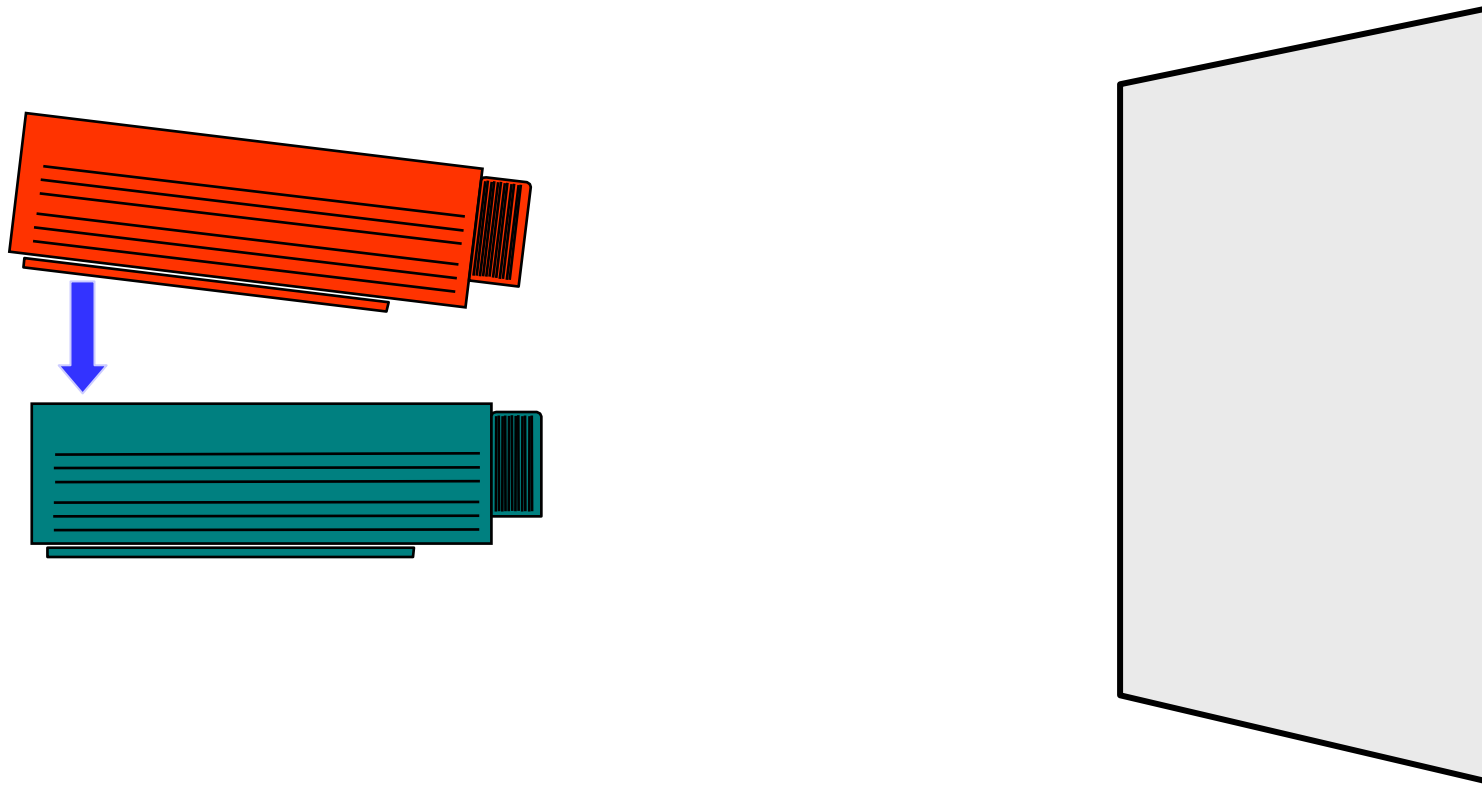


# Model-Based Development



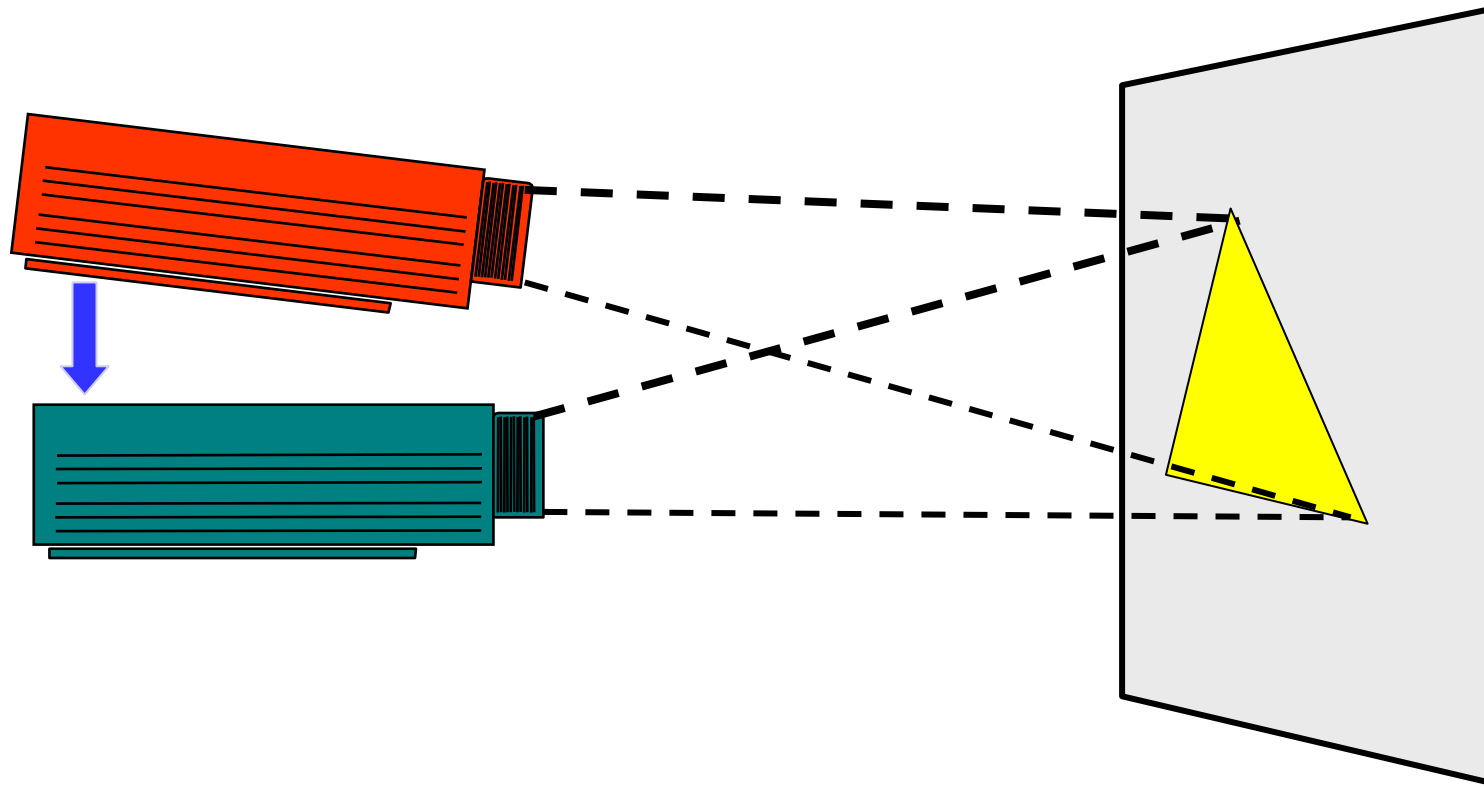
Now, imagine initially you build a **model** (the **upper** projector)

# Model-Based Development



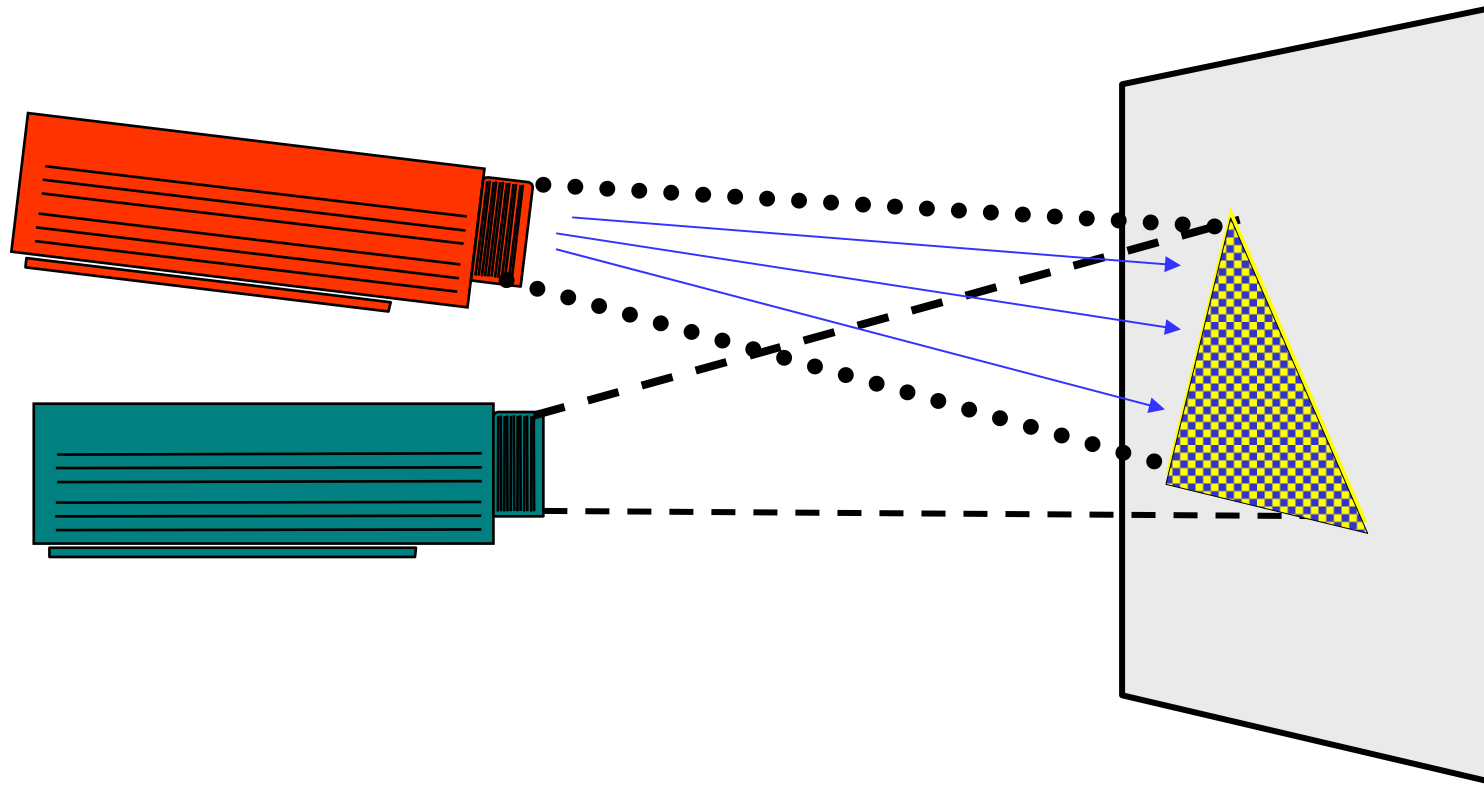
Now, imagine initially you build a model (the upper projector), based on which you "generate" your **real software** (the **lower** projector)

# Model-Based Development



Now, imagine initially you build a model (the upper projector), based on which you "generate" your real software (the lower projector), which implements the functionalities in your model

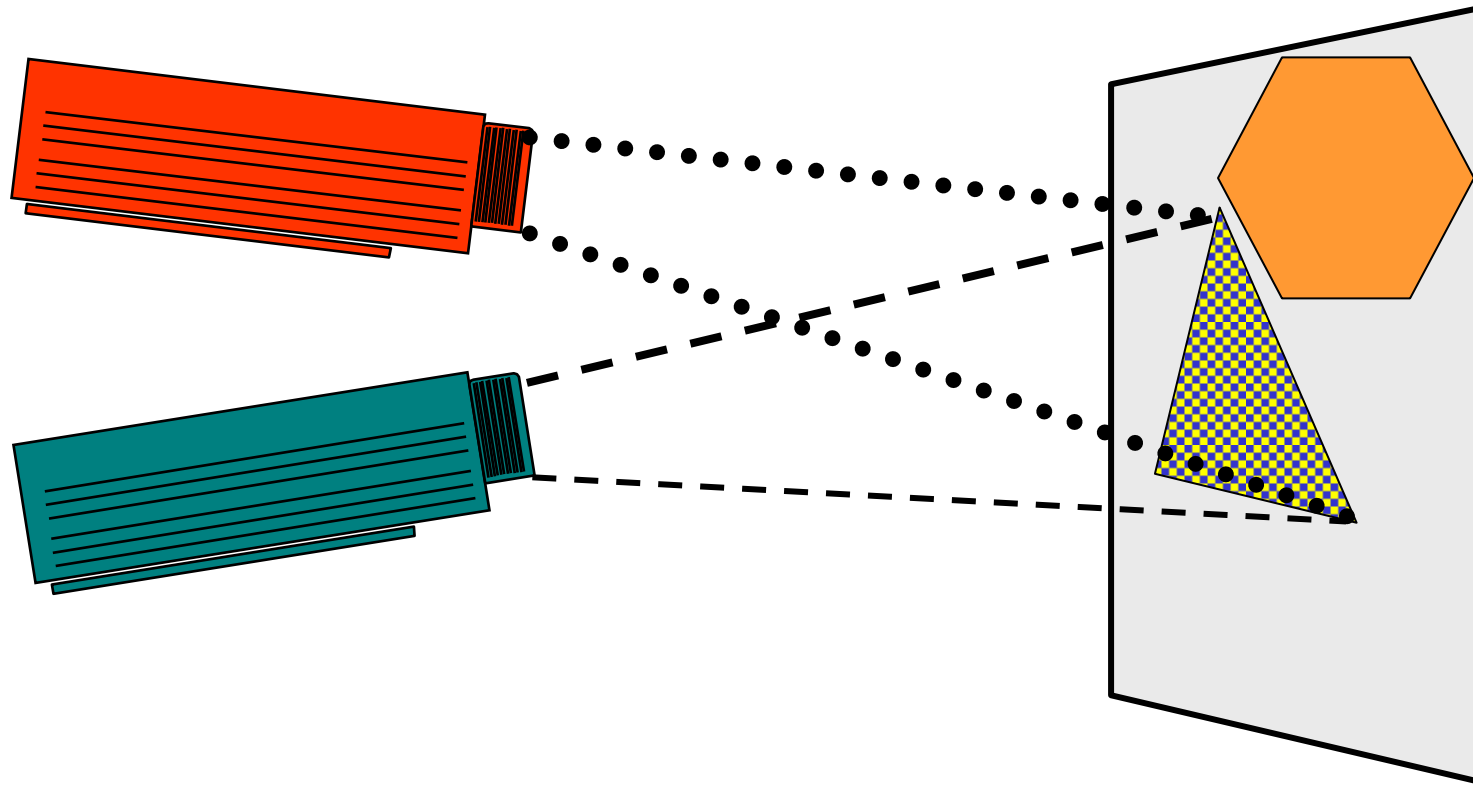
# Model-Based Testing



From the model you generate tests to cover the behavior of the real software in a rigorous and systematic manner

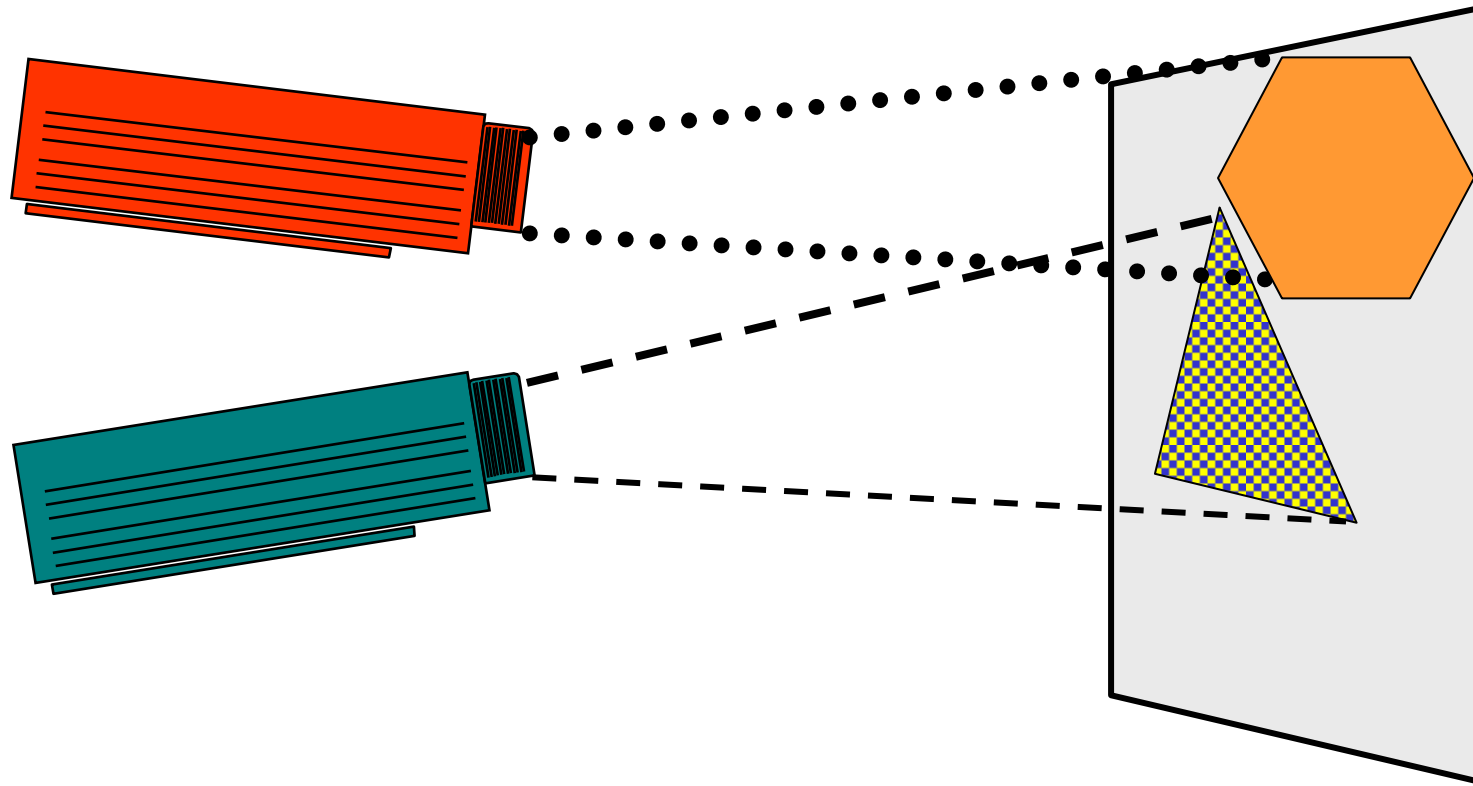
that's much easier than from the real software

# Model-Based Testing



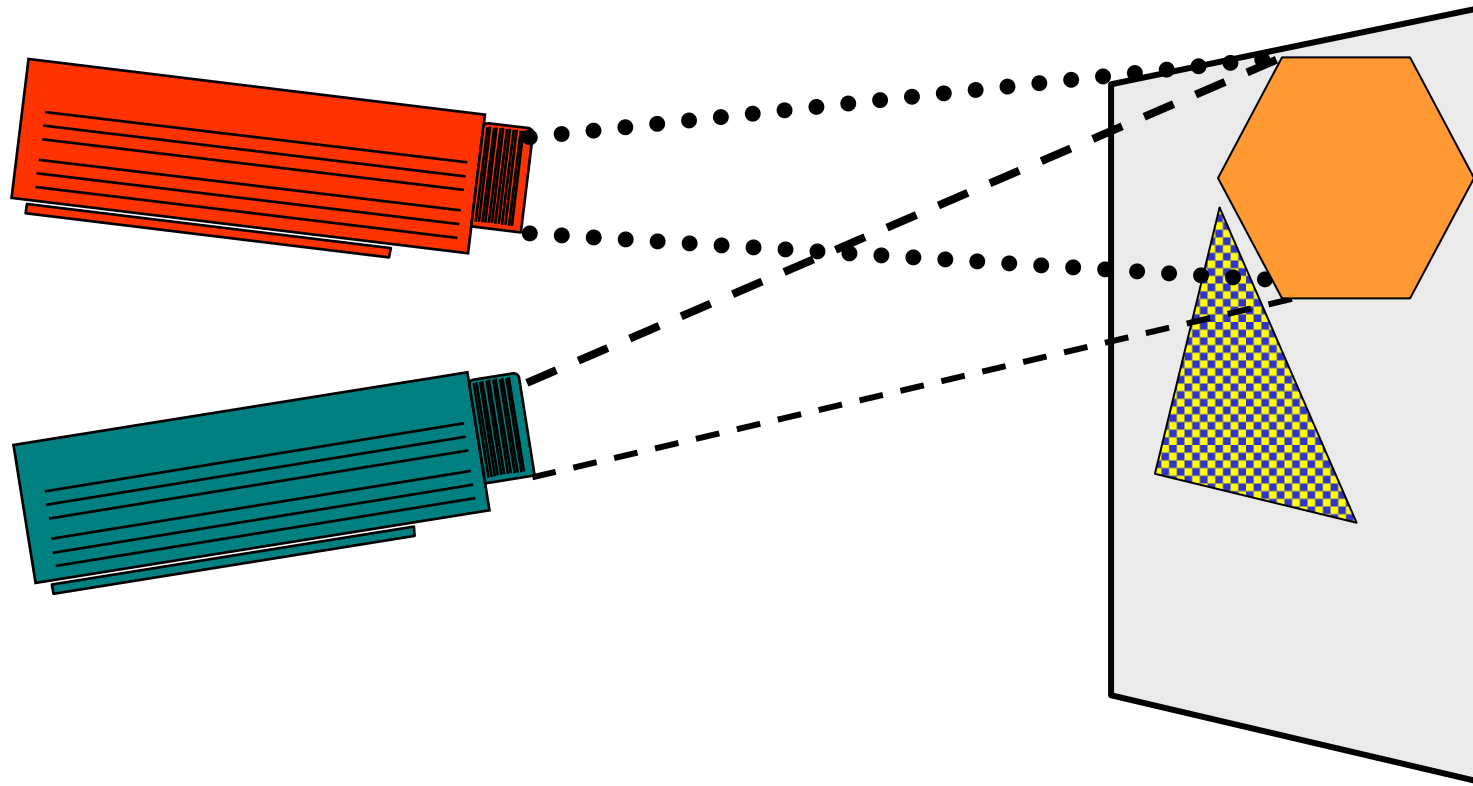
... and when there is a requirement change...

# Model-Based Testing



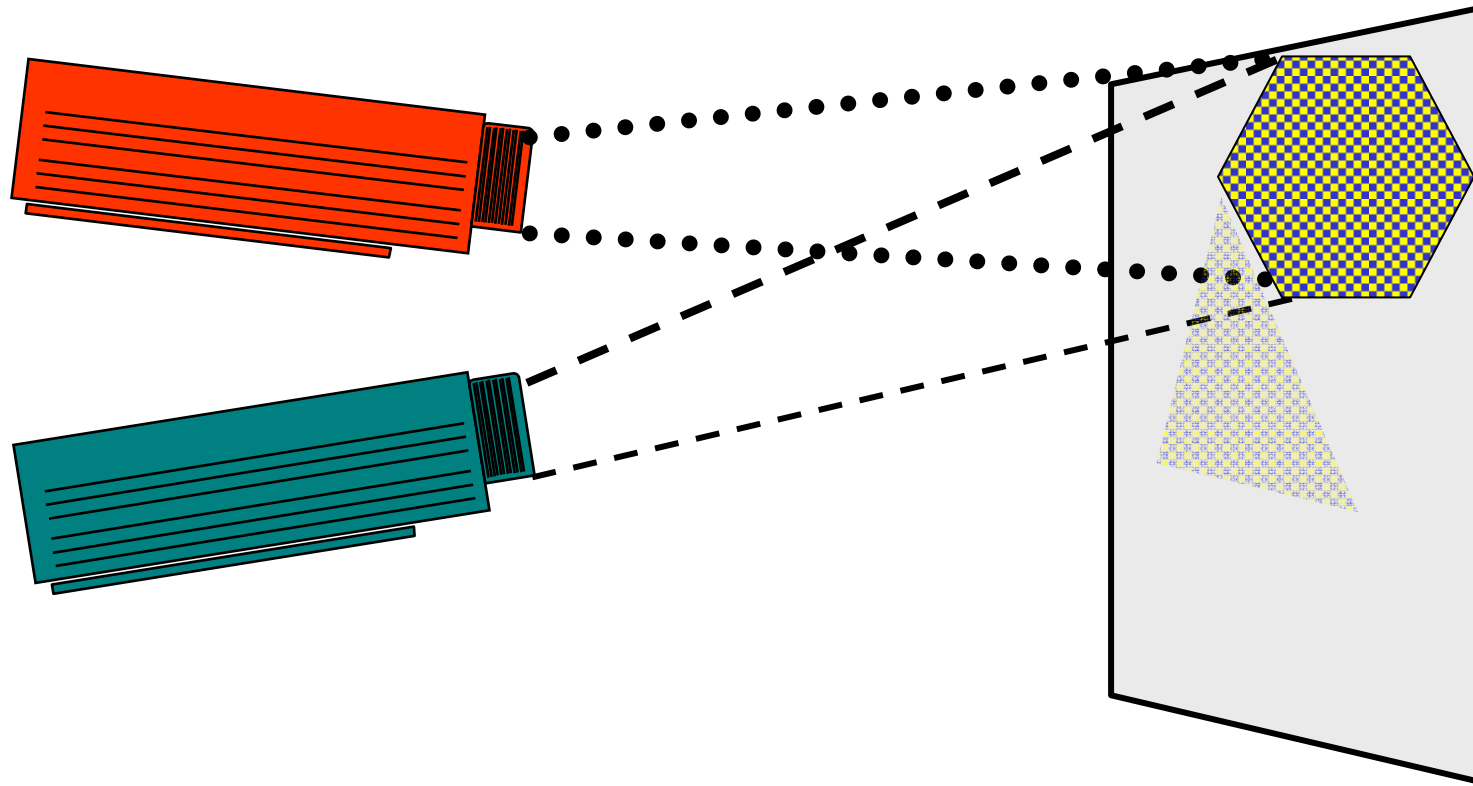
... you change the model...

# Model-Based Testing



... and **re-generate** the real software from the new model...

# Model-Based Testing



... and derive new tests from **the new model**....



# So What's a Model?



- A model is a **formal** or **semi-formal** description of a system's **behavior**
- Models are (much) **simpler** than the systems they describe
  - They capture the **key points** rather than trivial details
- Models help us **understand** and **predict** the system's behavior

## Formal models:

Finite State Machines (FSM) aka Automata, LTS, TA, CSP, CCS, Z, B, guarded command language, Message Sequence Charts, LSC, . . .

## Semi-formal models:

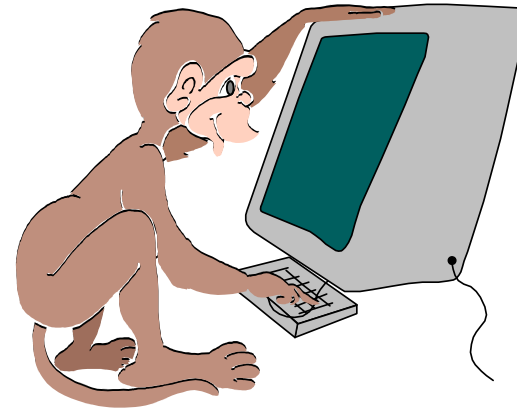
UML, E-R Diagram, Data Flow Diagram, . . .

# Approaches to Automated Testing



**Static Tests**  
(based on tester-written scripts)

(static tests)  
(generated tests)



**Monkey Tests**

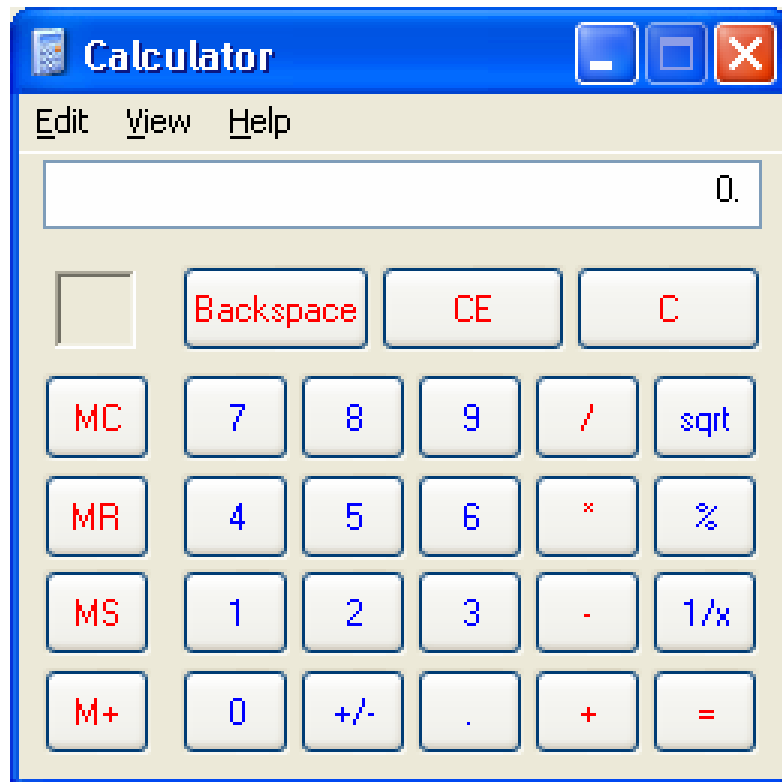
(constant repetition of simple, isolated actions against the IUT)



**Model-Based Tests**

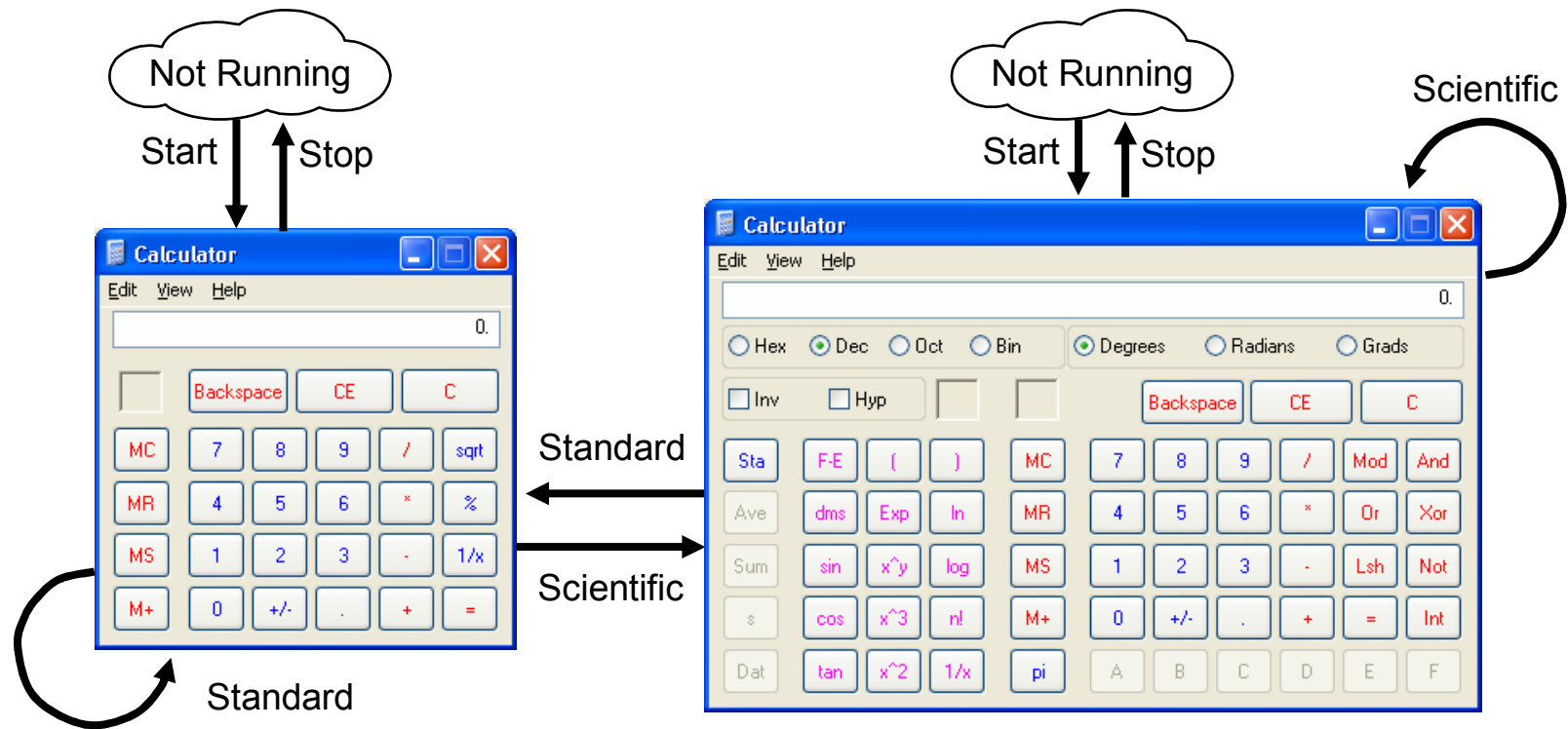
To go with a military analogy, **static tests** are like battlements: they are fairly cheap to build and maintain, and they can help keep you from losing ground you have already won. **Generated tests** are like tanks or ground troops: they need more thought in their design, and you need them if you want to win new territory, but they work best when they are on the move.

# Calculator: A Fairly Typical GUI



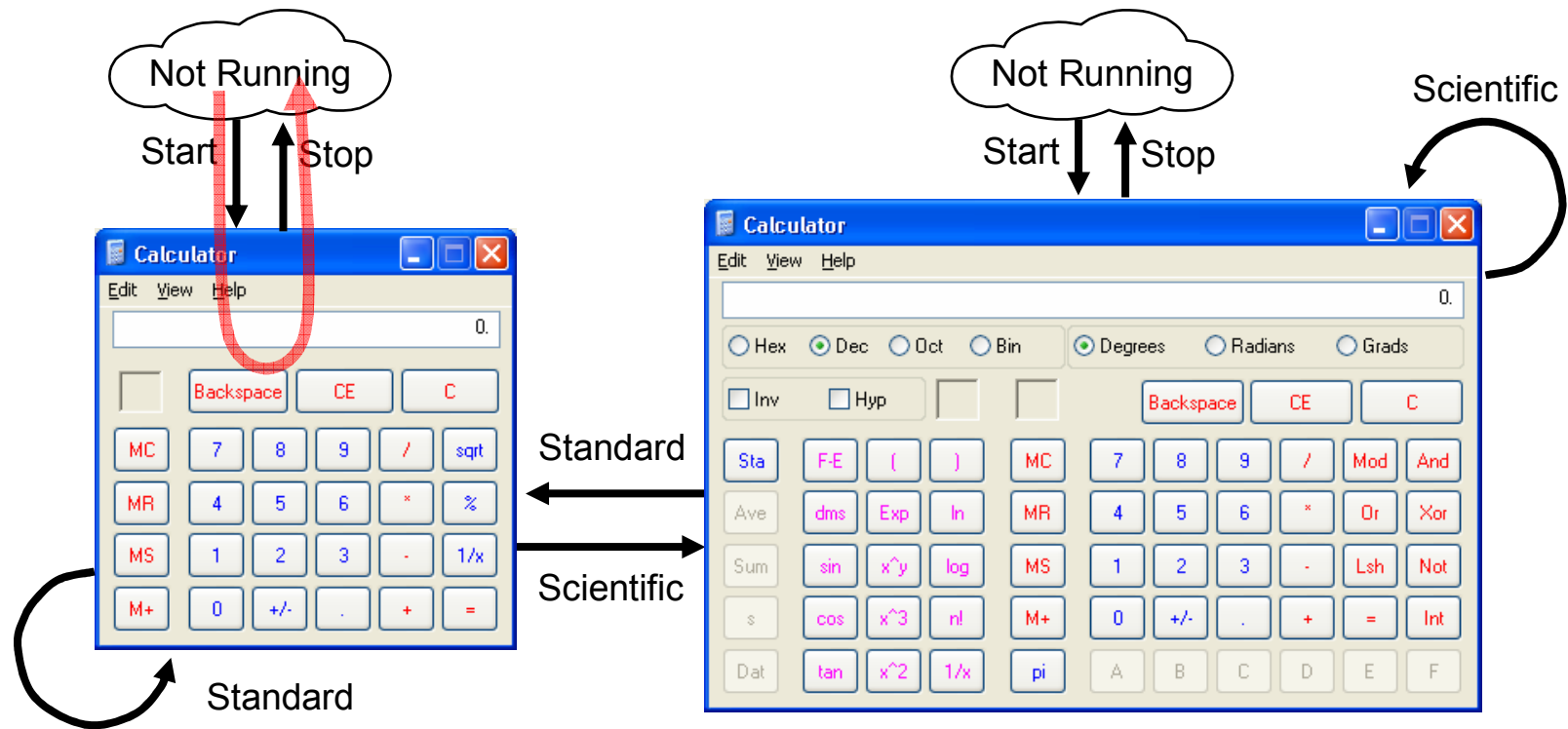
- Familiar enough
- Simple enough
- Complex enough
- Hard to test thoroughly

# Calculator GUI Behavior



# Static Tests vs. The Calculator

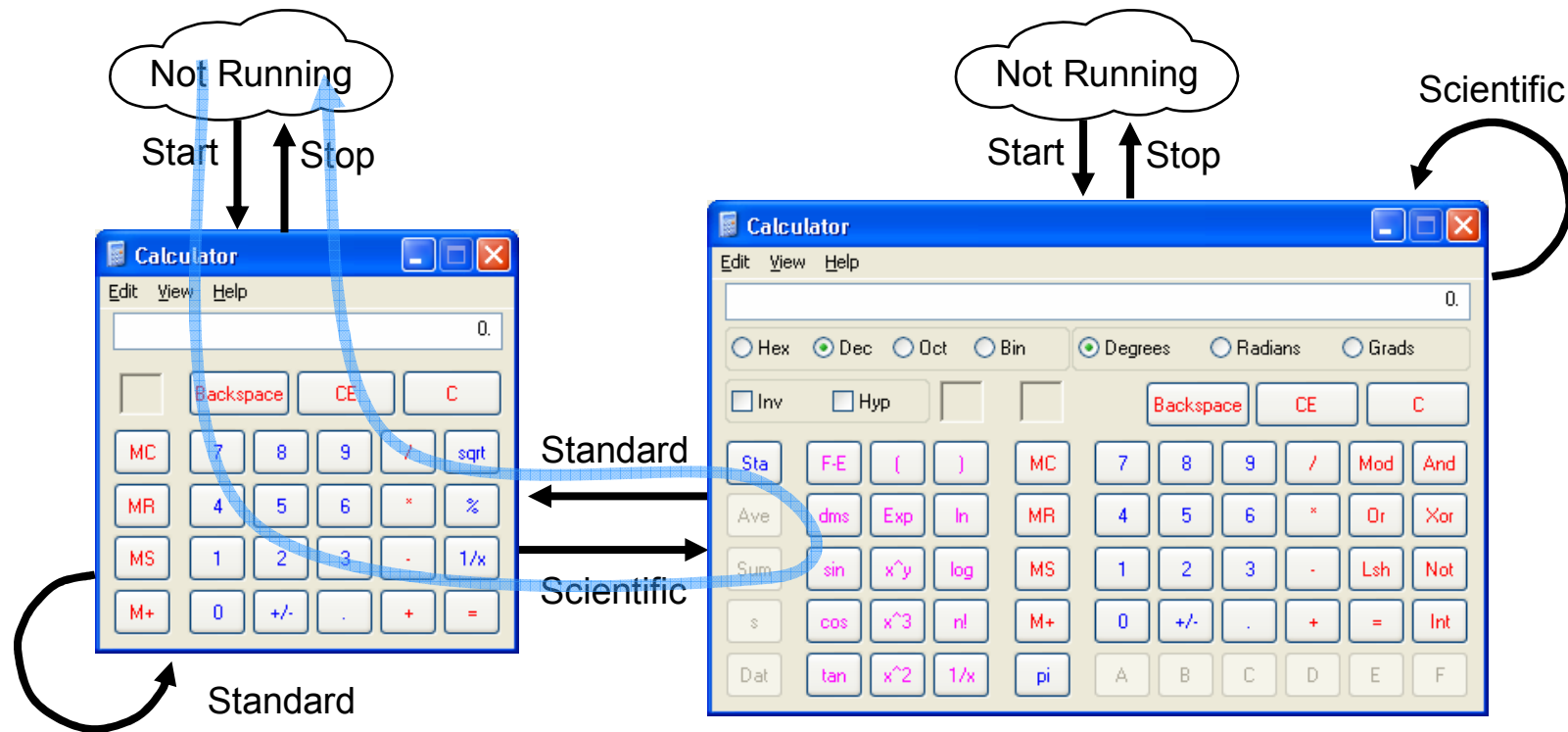
Test Case 1: Start Stop



# Static Tests vs. The Calculator

Test Case 1: Start Stop

Test Case 2: Start Scientific Standard Stop

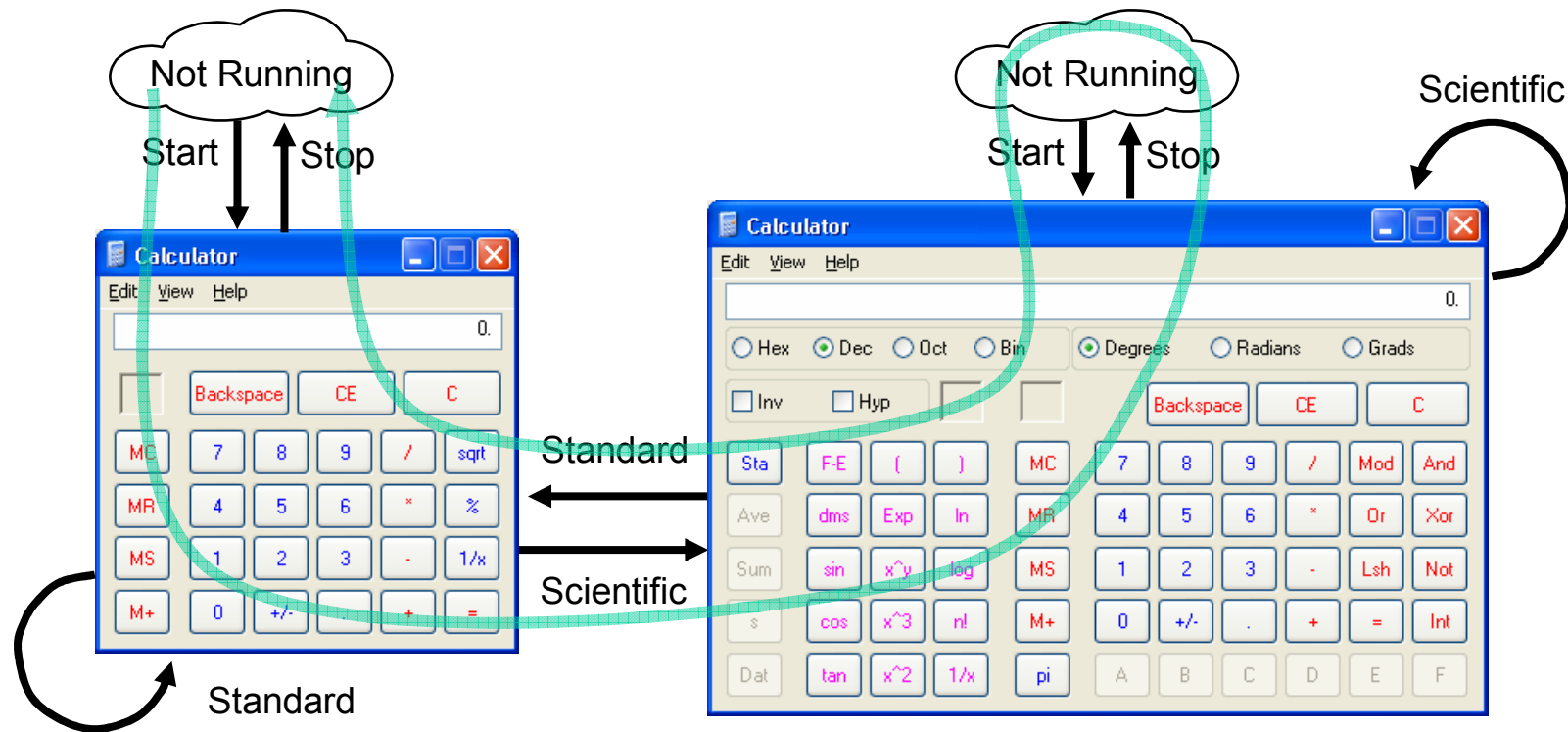


# Static Tests vs. The Calculator

Test Case 1: Start Stop

Test Case 2: Start Scientific Standard Stop

Test Case 3: Start Scientific Stop Start Standard Stop



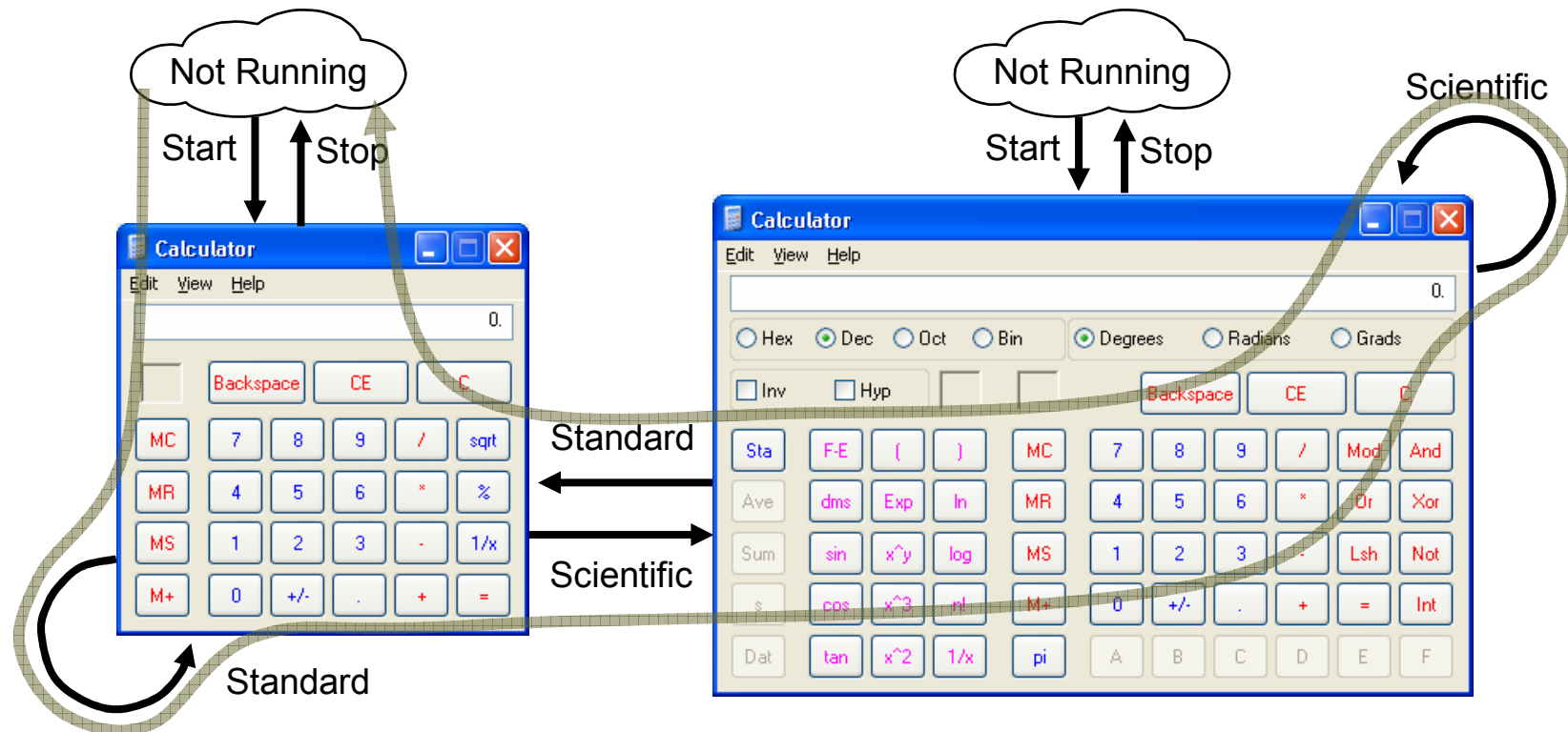
# Static Tests vs. The Calculator

Test Case 1: Start Stop

Test Case 2: Start Scientific Standard Stop

Test Case 3: Start Scientific Stop Start Standard Stop

Test Case 4: Start Standard Scientific Scientific Standard Stop





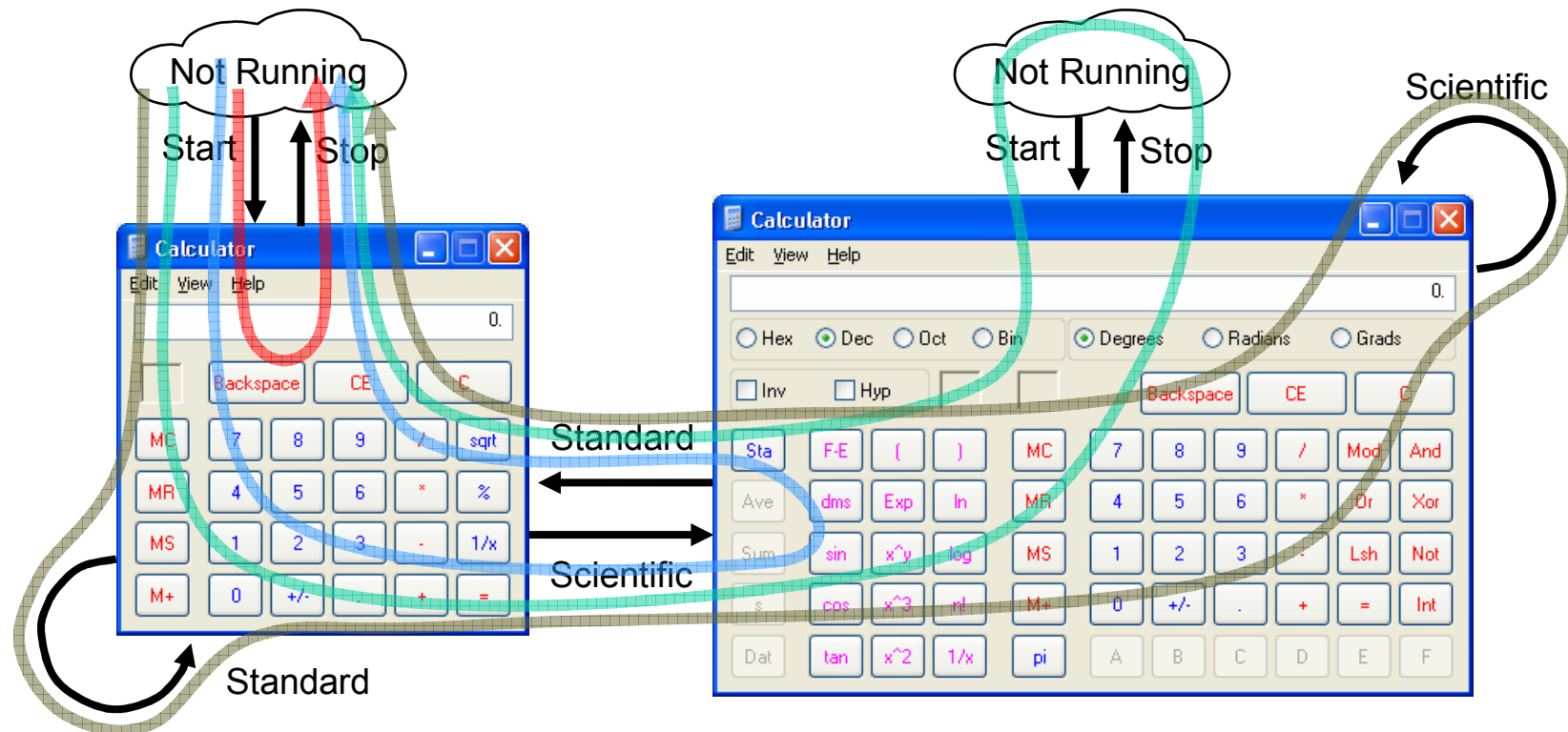
# So, here's your test case library

Test Case 1: Start Stop

Test Case 2: Start Scientific Standard Stop

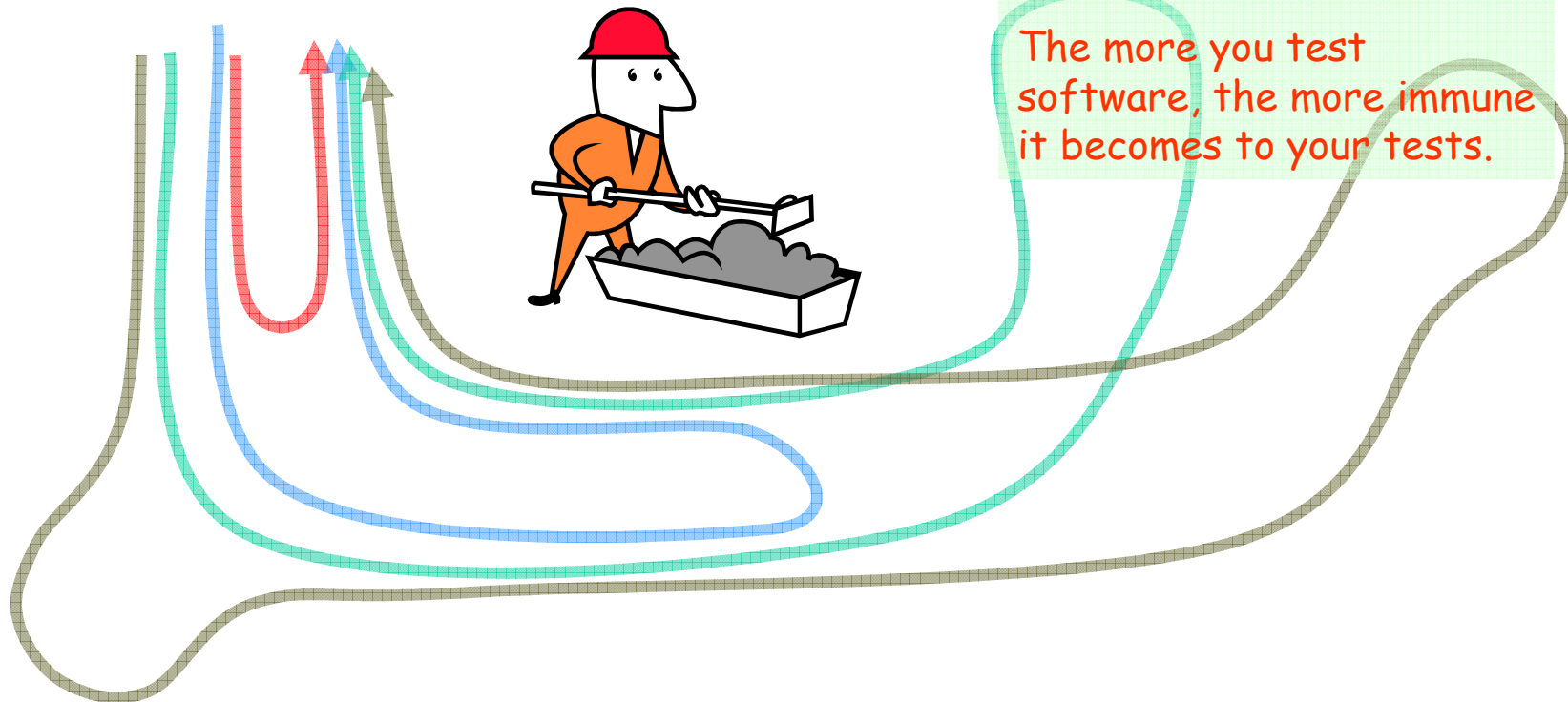
Test Case 3: Start Scientific Stop Start Standard Stop

Test Case 4: Start Standard Scientific Scientific Standard Stop



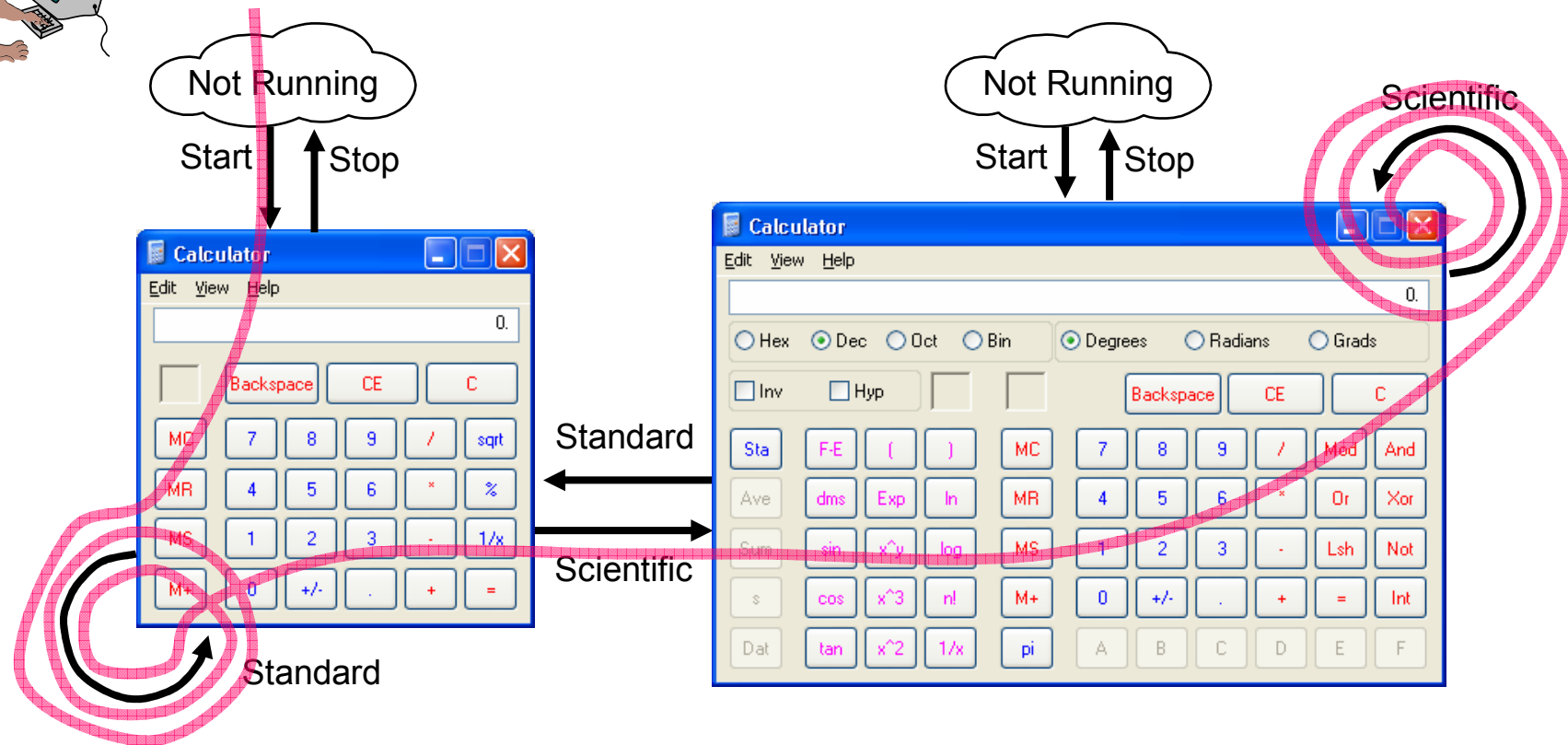
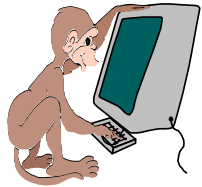
# But, really, what are you left with?

- Hard-coded test cases
- Tests that do only what you told them to
- Tests that wear out due to pesticide paradox

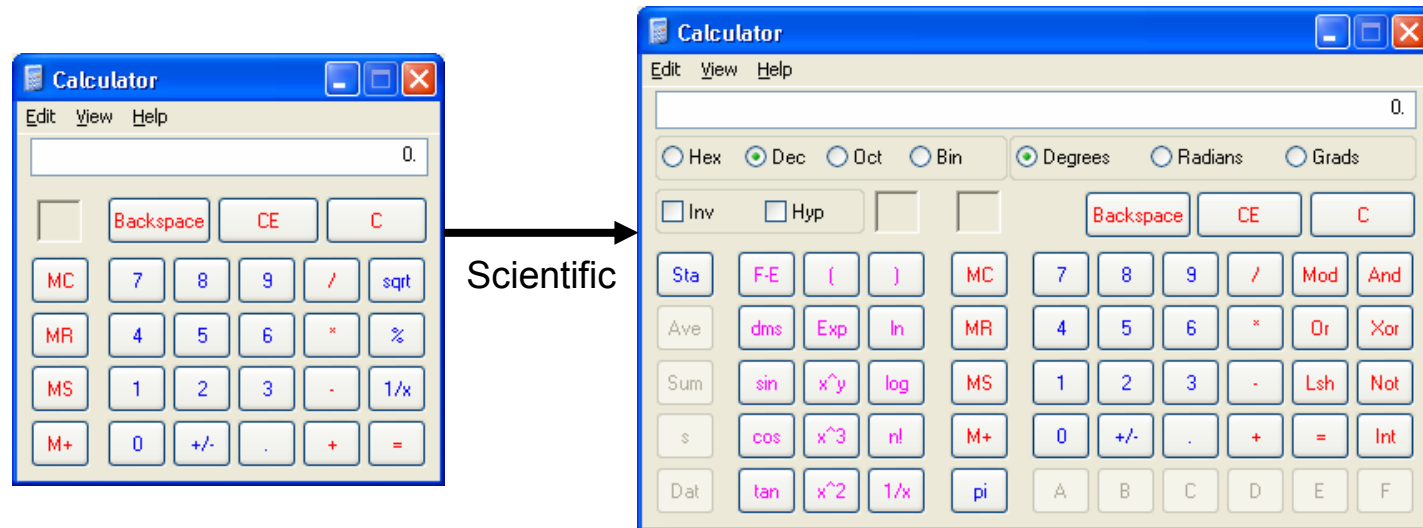


# Monkey Tests vs. The Calculator

Test: Start-Standard-Standard-Standard-Scientific-Scientific-Scientific-Scientific ...

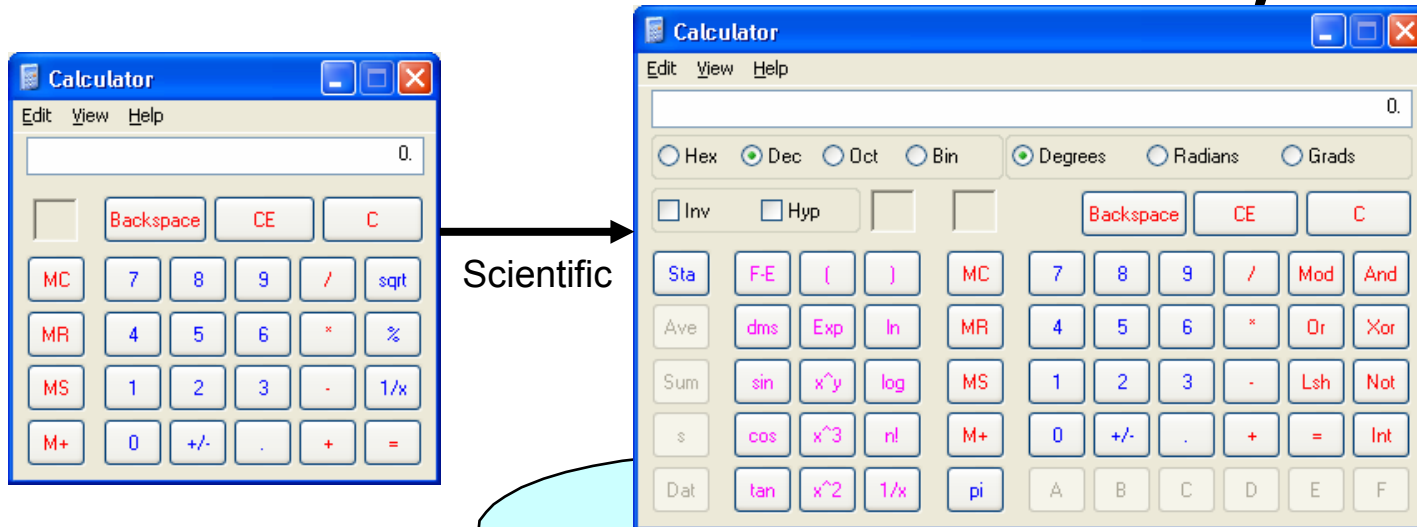


# MBT vs. The Calculator



- Setup: Calculator is running in "Standard" mode
- Action: Select "Scientific" mode
- Outcome: Did Calculator go correctly to "Scientific" mode?

# We All Use Models Already



hmm ...

if I am in **Standard** mode

and I select **Scientific** mode

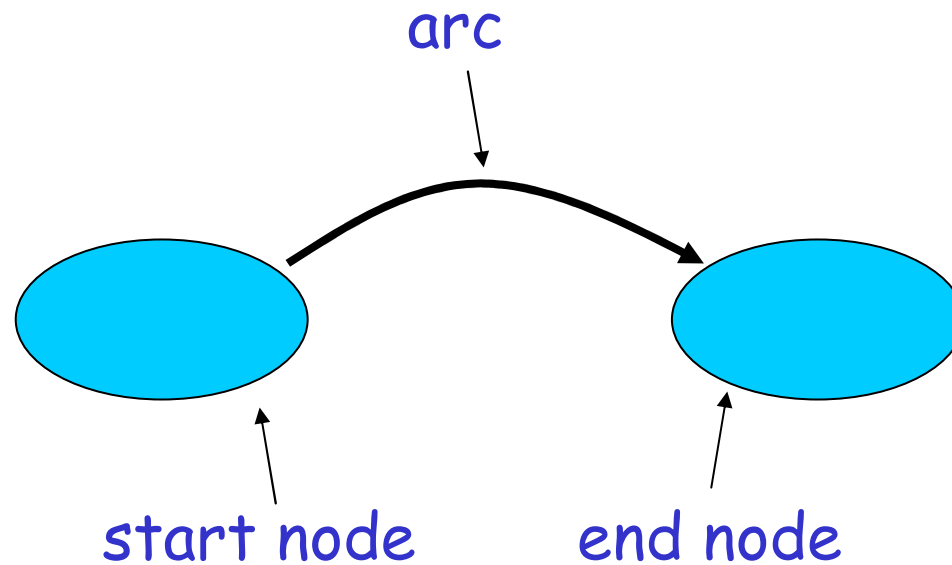
I should end up in **Scientific** mode

# Steps for Creating a Model

1. Walk through some scenarios
  - a. What model do you have in your head?
  - b. How do you know what you expect to see?
2. Figure out your scope:
  - a. What are you testing?
  - b. What are you ignoring?
3. Figure out a useful representation

# A Graph is a Type of Model

A Few Quick Graph Theory Terms



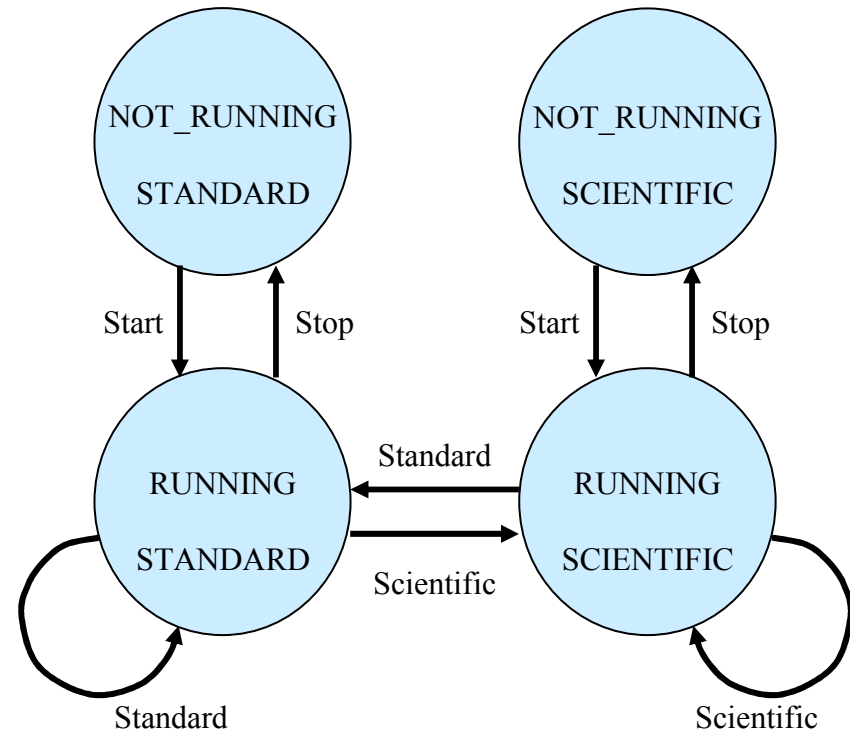
# State Variables in the Calculator GUI

The System is either

- NOT\_RUNNING, or
- RUNNING

The Working Mode is either

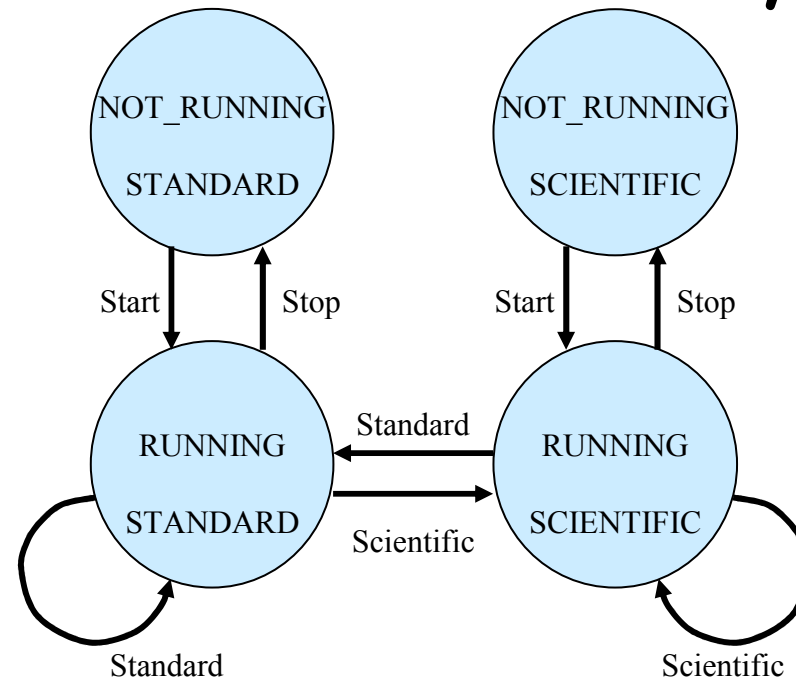
- STANDARD, or
- SCIENTIFIC



Finite State Machine (FSM) model



# All Actions **Aren't** Always Available



Rule: You can't execute the "Stop" action if the Calculator is not running

# Finding the Rules

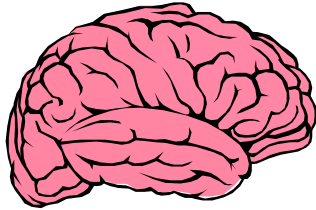
## Stop

- When the System is **NOT\_RUNNING**, the user cannot execute the **Stop** action.
- When the System is **RUNNING**, the user can execute the **Stop** action.
- After the **Stop** action executes, the System is **NOT\_RUNNING**.

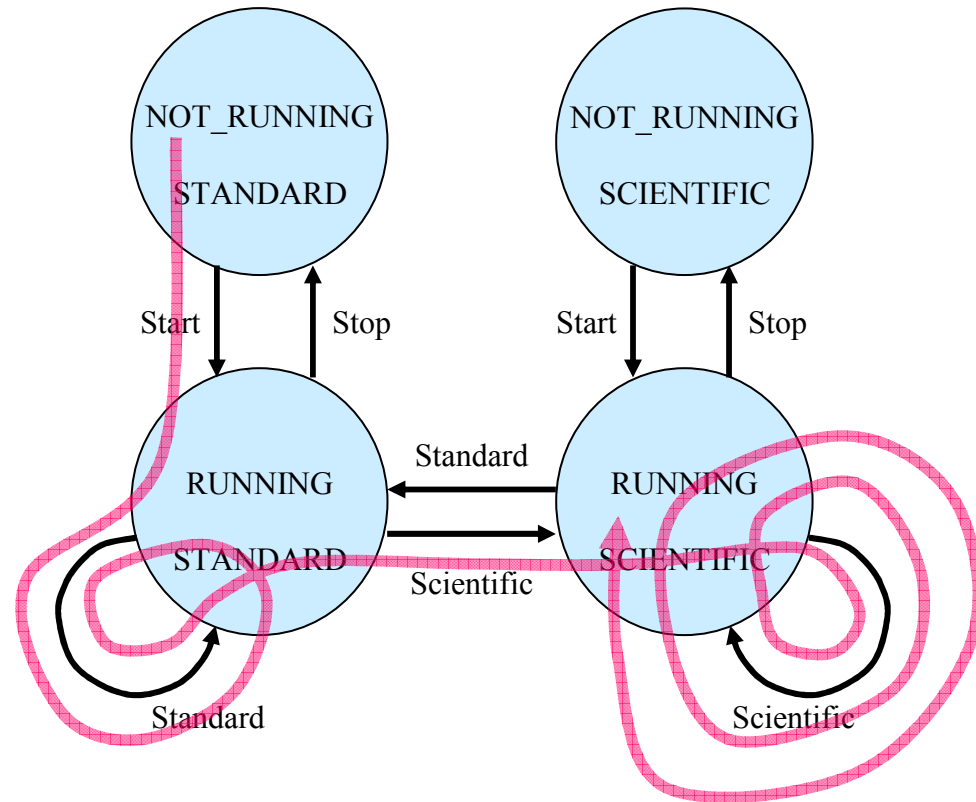
# The Generated Finite State Table

<b>Beginning State</b>	<b>Action</b>	<b>Ending State</b>
NOT_RUNNING.STANDARD	Start	RUNNING.STANDARD
NOT_RUNNING.SCIENTIFIC	Start	RUNNING.SCIENTIFIC
RUNNING.STANDARD	Stop	NOT_RUNNING.STANDARD
RUNNING.SCIENTIFIC	Stop	NOT_RUNNING.SCIENTIFIC
RUNNING.STANDARD	Standard	RUNNING.STANDARD
RUNNING.STANDARD	Scientific	RUNNING.SCIENTIFIC
RUNNING.SCIENTIFIC	Standard	RUNNING.STANDARD
RUNNING.SCIENTIFIC	Scientific	RUNNING.SCIENTIFIC

# A Random Walk

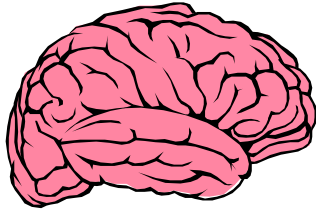


Start  
Standard  
Standard  
Scientific  
Scientific  
Scientific  
Scientific  
...

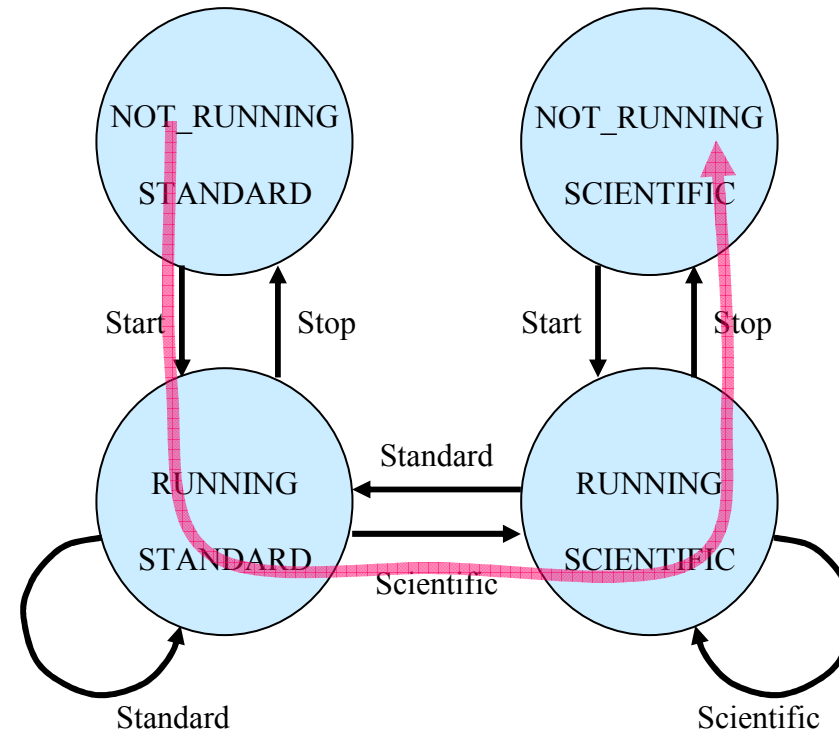


re-inventing the monkey

# All-States ("salesman")

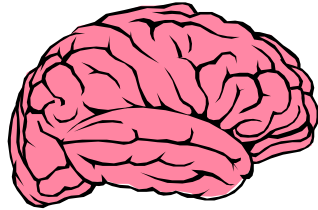


Start  
Scientific  
Stop  
Start  
Standard  
Stop

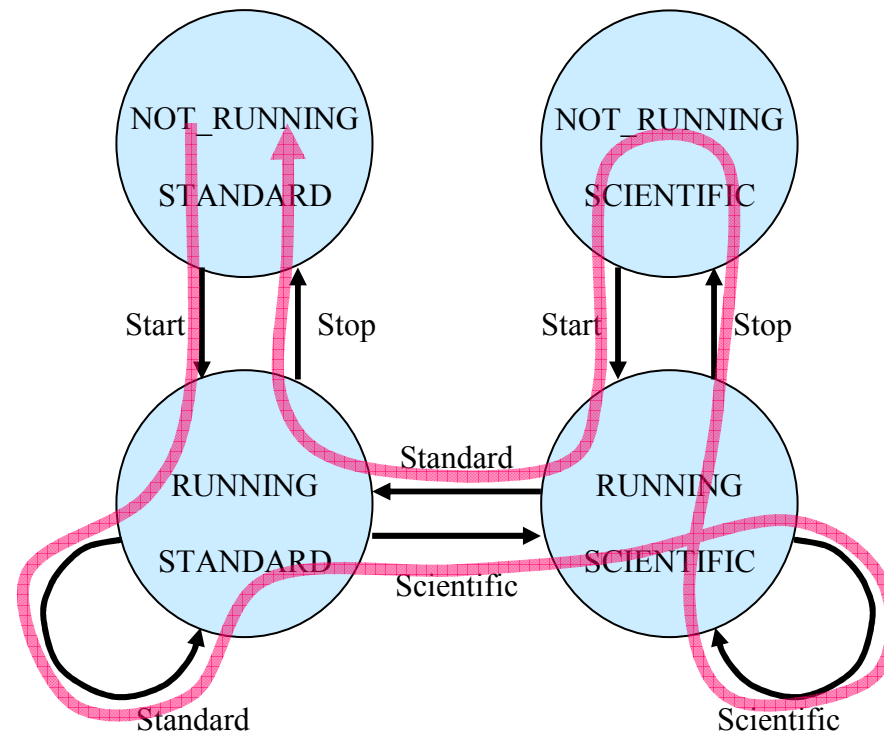


to reach every state in the model

# All-Transitions ("postman")

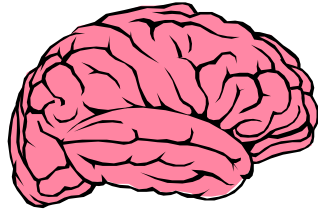


Start  
Standard  
Scientific  
Scientific  
Stop  
Start  
Standard  
Stop

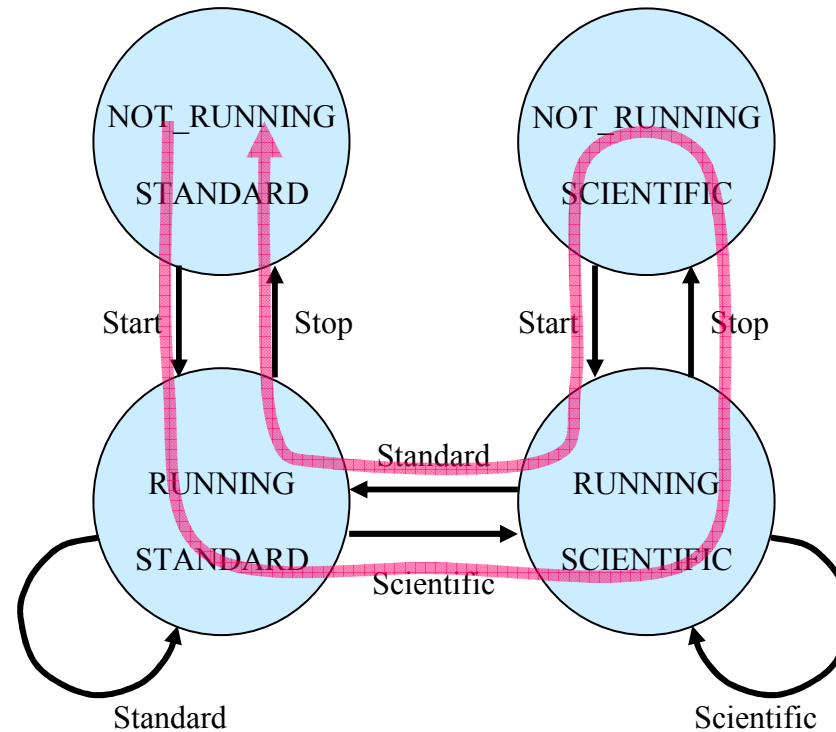


to execute every action

# All State-Changing Transitions

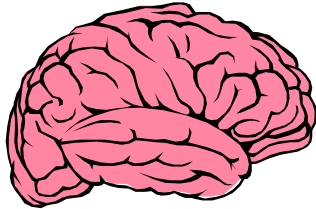


Start  
Scientific  
Stop  
Start  
Standard  
Stop



to execute every state-changing action

# Shortest Paths First



Length = 2

→ Start Stop

Length = 3

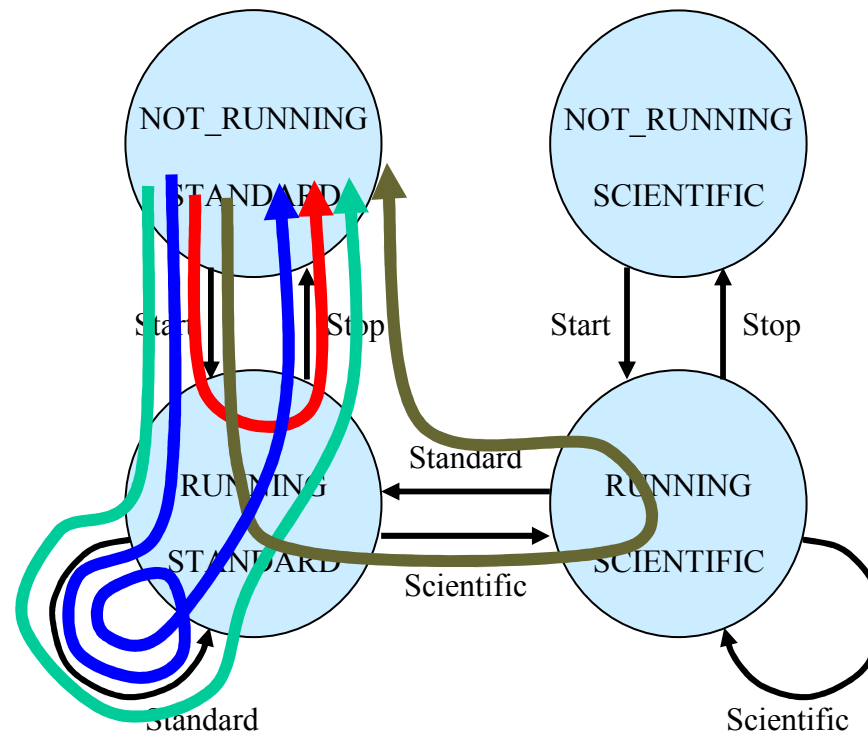
→ Start Standard Stop

Length = 4

→ Start Standard Standard Stop

→ Start Scientific Standard Stop

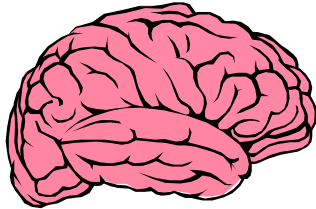
and so on ...



to execute every path (eventually!)



# Most Likely Paths First



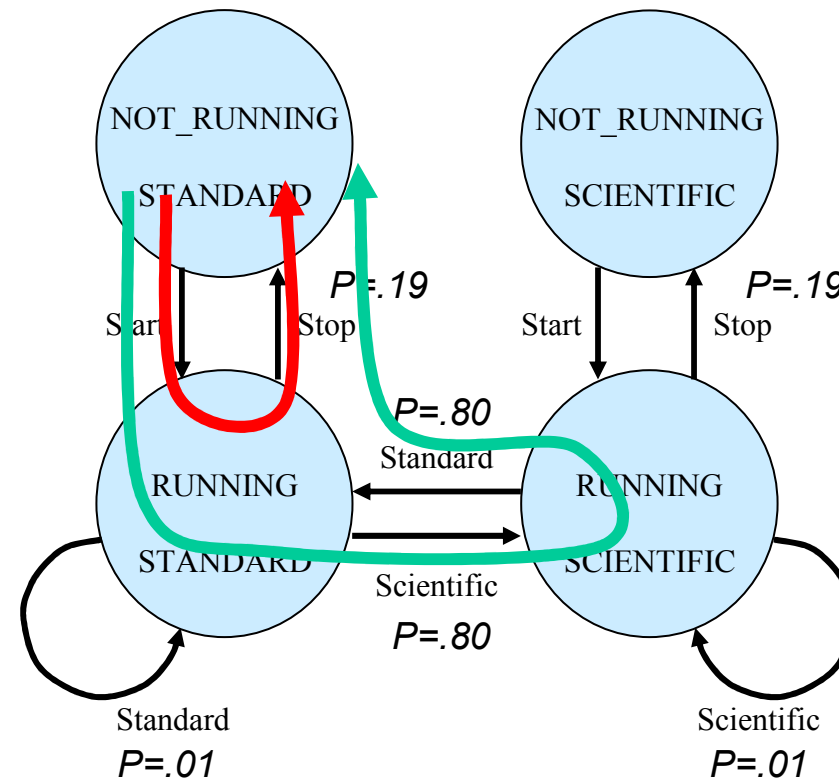
Probability = 0.19

→ Start Stop

Probability = 0.1216

→ Start Scientific Standard Stop

and so on ...



to execute favored paths in order

# Executing the Test Actions

```
open "test_sequence.txt" for input as #infile
while not (EOF(infile))
    line input #infile, action
    select case action
        case "Start"
            run("C:\WINNT\System32\calc.exe")
        case "Standard"
            WMenuSelect("View\Standard")
        case "Scientific"
            WMenuSelect("View\Scientific")
        case "Stop"
            WSystemMenu (0)
            WMenuSelect ("Close")
    end select
wend
```

```
'get the list of test actions
```

```
'read in a test action
```

```
' start the calculator
```

```
' VT call to start calculator
```

```
' choose standard mode
```

```
' VT call to select Standard
```

```
' choose scientific mode
```

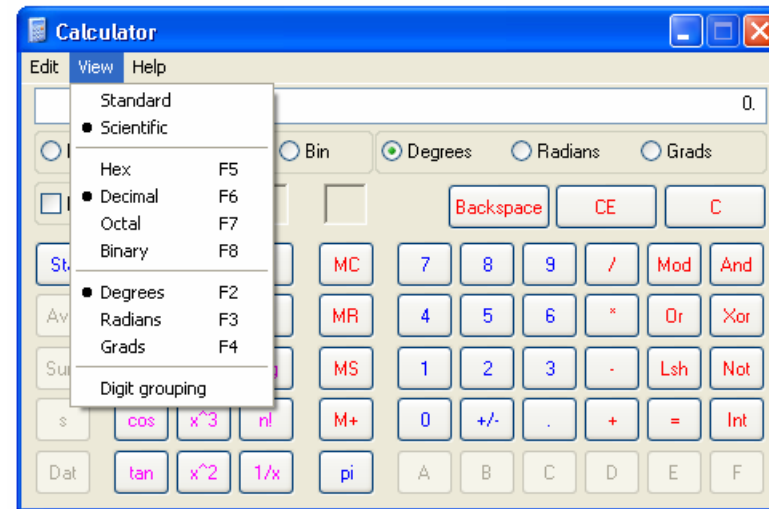
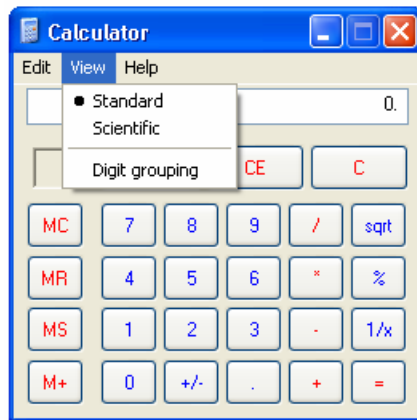
```
' VT call to select Scientific
```

```
' stop the calculator
```

```
' VT call to bring up system menu
```

```
' VT call to select Close
```

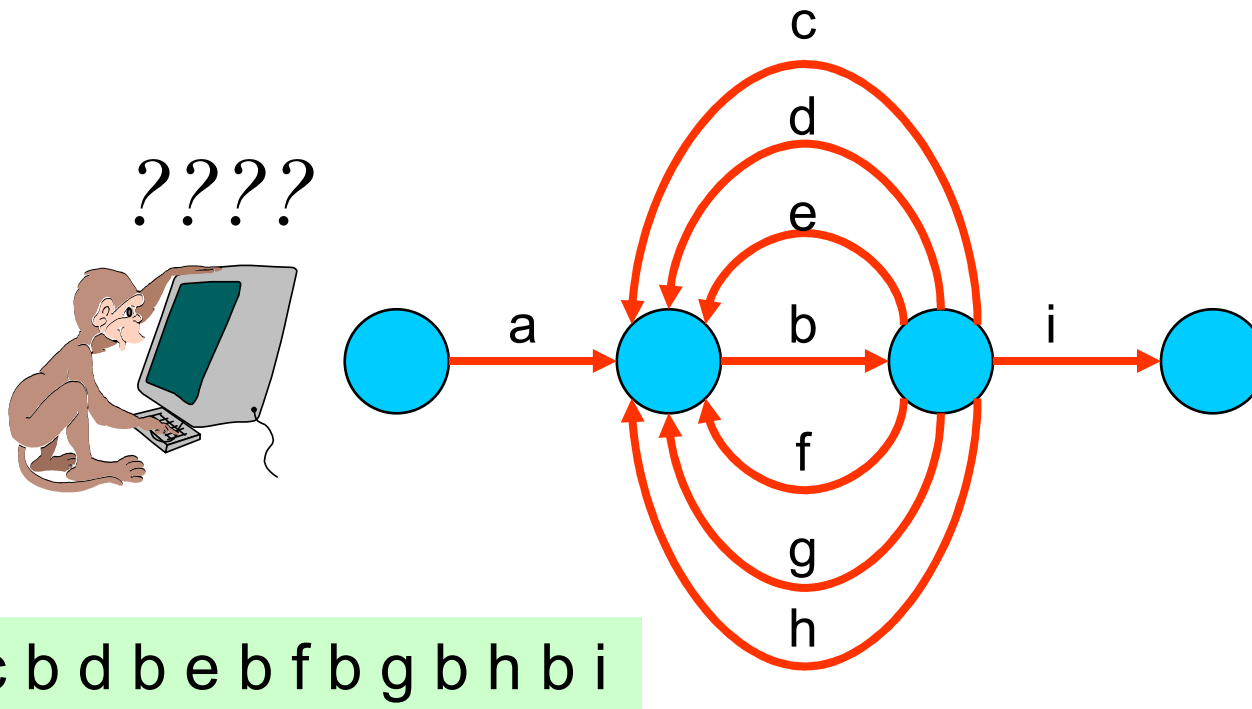
# Use Rules as Heuristic Test Oracles



```
if ( (setting_mode = STANDARD) _
AND NOT WMenuChecked("view\Standard") ) then
    print "Error: calculator should be standard mode"
    stop
endif
```

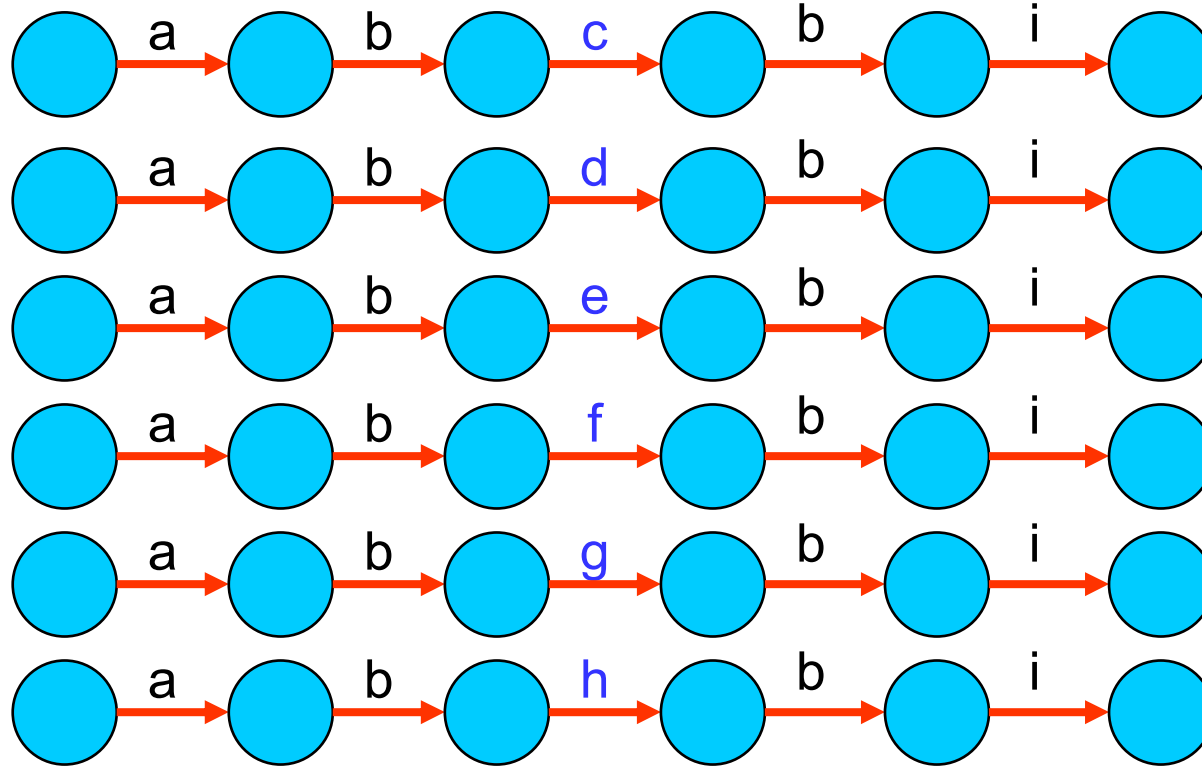
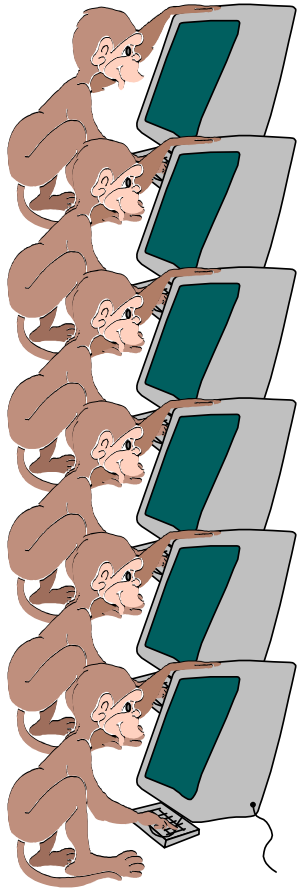
```
'if we are in Standard mode
'but Standard is not check-marked
'alert the tester
```

# Executing tests quickly



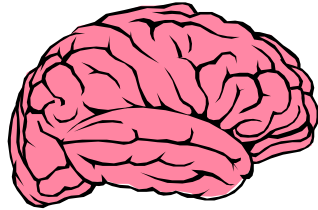
A single **test machine** approach takes 15 time units.

# But distributing the work ...



... gets the job done in 1/3 the time!

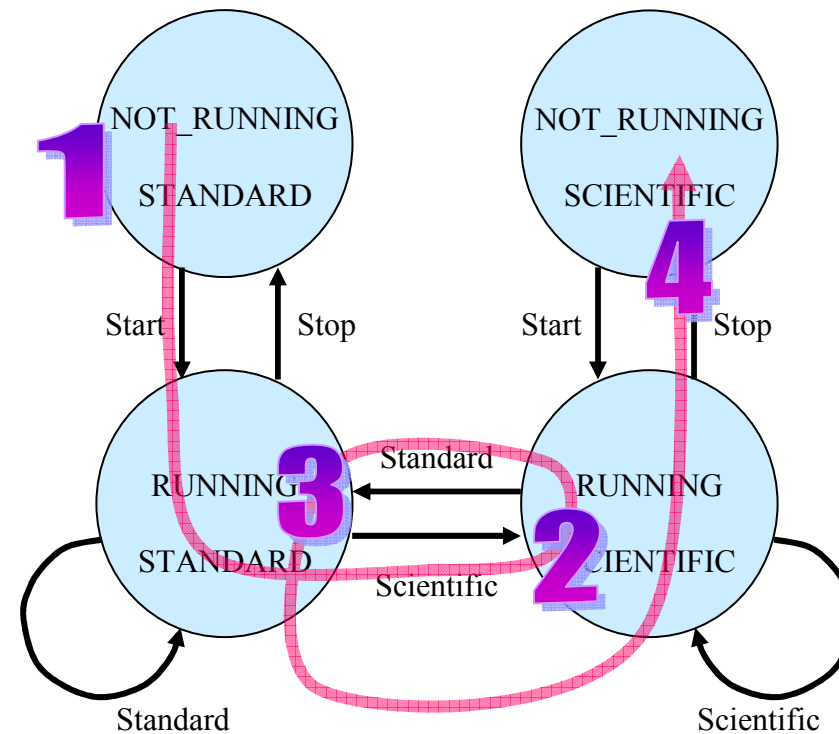
# An Anti-Random Walk



Start  
Scientific

Standard

Scientific  
Stop

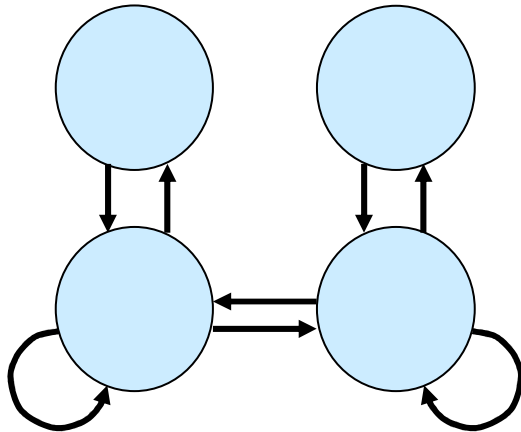


to visit states most different from where you've been

Here the most different state of (NOT\_RUNNING, STANDARD) is (RUNNING, SCIENTIFIC).

# Models + Traversals = Model-Based Testing

- State models are good at representing system behavior
- You can use models to generate tests
- Different algorithms can provide tests to suit your needs:



- Random walk
- All states
- All transitions
- State-changing transitions
- Shortest paths first
- Most likely paths first
- Anti-random walks

Q & A

