CMPT 473
Software Quality Assurance

Graph Coverage

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Recall: Coverage/Adequacy

- Can't look at all possible inputs.
- Need to determine if a test suite covers / is adequate for our quality objectives.
Recall: Coverage/Adequacy

- Can't look at all possible inputs.
- Need to determine if a test suite covers / is adequate for our quality objectives.
- So far: Input & Requirements based
Recall: Coverage/Adequacy

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• Need to determine if a test suite covers / is adequate for our quality objectives.
• So far: Input & Requirements based

Efficiently sort a provided list in under X seconds

```java
void sortEfficiently(List list) {
  if (list.size() < THRESHOLD) {
    sort1(list);
  } else {
    sort2(list);
  }
}
```
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How well can input based techniques test this?
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How might we do better?

How well can input based techniques test this?

How might we do better?
White Box / Black Blox

- Considering only the requirements or input is a black box approach
  - Treats the program like an opaque box
  - No deep knowledge of the program's structure
White Box / Black Blox

• Considering only the requirements or input is a black box approach
  – Treats the program like an opaque box
  – No deep knowledge of the program's structure

• Techniques that use artifacts of the program structure are white box approaches
  – They can 'see into' the program's implementation
White Box Testing

- What is a simple approach that solves our problem here?

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```
White Box Testing

• What is a simple approach that solves our problem here?

• **Statement Coverage**
  – How many of the statements did the suite test?

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```
White Box Testing

- What is a simple approach that solves our problem here?

- **Statement Coverage**
  - How many of the statements did the suite test?

- **Branch Coverage**
  - How many of the condition outcomes were tested?

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```
White Box Testing

• In this course, we'll mostly look at graph coverage based techniques
White Box Testing

- In this course, we'll mostly look at graph coverage based techniques
  - Most commonly used metrics in the real world

So a bit of review...
White Box Testing

- In this course, we'll mostly look at graph coverage based techniques
  - Most commonly used metrics in the real world
  - Most concepts can be modeled through graphs e.g. programs, protocols, use patterns, designs, ...

So a bit of review...
Graphs

- What is a graph $G$?
Graphs

- What is a graph $G$?
  - A set $N$ of nodes
Graphs

• What is a *graph* $G$?
  – A set $N$ of nodes
  – A set $E$ of edges

![Graph Diagram]

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Graphs

• What is a graph $G$?
  – A set $N$ of nodes
  – A set $E$ of edges

• When edges are directed from one node to another, the graph is a directed graph
Graphs

- What is a graph $G$?
  - A set $N$ of nodes
  - A set $E$ of edges
- When edges are directed from one node to another, the graph is a directed graph
- A path is a list of pairwise connected nodes
Graphs

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When edges are directed from one node to another, the graph is a directed graph.

A path is a list of pairwise connected nodes.
Control Flow Graphs (CFGs)

- Programs can be modeled as graphs
  - Used extensively in compilers
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  - Also used in testing!
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- **Control Flow Graphs**
  - *Nodes* comprise the code of a program
Control Flow Graphs (CFGs)

- Programs can be modeled as graphs
  - Used extensively in compilers
  - Also used in testing!

- **Control Flow Graphs**
  - **Nodes** comprise the code of a program
  - **Edges** show the paths that an execution may take through a program
Control Flow Graphs

Example:

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```
Control Flow Graphs

Example:

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```

```java
if (list.size() < THRESHOLD) {
    sort1(list);
    sort2(list);
}
return;
```
Control Flow Graphs

Example:

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```

```java
if (list.size() < THRESHOLD) {
    sort1(list);
}
```

```java
sort2(list);
```

```java
return;
```
Control Flow Graphs

Example:

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```

- If `list.size() < THRESHOLD`, call `sort1(list)`.
- If `list.size() >= THRESHOLD`, call `sort2(list)`.

Return;
Control Flow Graphs

Example:

```java
void sortEfficiently(List list) {
    if (list.size() < THRESHOLD) {
        sort1(list);
    } else {
        sort2(list);
    }
}
```

- `if (list.size() < THRESHOLD)`
  - `size < THRESHOLD`
  - `sort1(list);`
  - `sort2(list);`

- `return;`
Control Flow Graphs

- Many types of nodes:

```
list = ...

if (list.size() < THRESHOLD)
    size < THRESHOLD
    sort1(list);
    print(list);
    return;

size >= THRESHOLD
    sort2(list);

return;
```
Control Flow Graphs

- Many types of nodes:

```
if (list.size() < THRESHOLD)
    sort1(list);
    sort2(list);
print(list);
return;
```

Entry Node

- 0 incoming edges

- list = ...

- size < THRESHOLD

- size >= THRESHOLD

- sort1(list);
- sort2(list);
- print(list);
- return;

Exit Node

- 0 outgoing edges
Control Flow Graphs

- Many types of nodes:
  - **Entry Node**: 0 incoming edges
  - **Decision/Branch Node**: >1 outgoing edges
  - **Exit Node**: 0 outgoing edges

```java
list = ...

if (list.size() < THRESHOLD) {
    sort1(list);
    sort2(list);
    print(list);
    return;
} else {
    size >= THRESHOLD
    return;
}
```
Control Flow Graphs

- Many types of nodes:
  - Entry Node
  - Decision/Branch Node
  - Join Node
  - Exit Node

```java
list = ...

if (list.size() < THRESHOLD)
    sort1(list);
else
    sort2(list);

print(list);

return;
```
Control Flow Graphs

- Straight-line sequences of code are grouped into basic blocks:

```
list = ...

if (list.size() < THRESHOLD)
  sort1(list);
  print(list);
  sort2(list);
  print(list);
end

size < THRESHOLD
size >= THRESHOLD

return;
```
Control Flow Graphs

- Straight-line sequences of code are grouped into **basic blocks**: 

```java
list = ...
if (list.size() < THRESHOLD)
    sort1(list);
    sort2(list);
print(list);
return;
```

- size < THRESHOLD
- size >= THRESHOLD

```java
print(list);
return;
```
Control Flow Graphs

• Many patterns arise from common constructs
Control Flow Graphs

- Many patterns arise from common constructs
- What is the CFG for this program?

```c
q = 0;
r = x;
while r >= y {
    r = r - y;
    q = q + 1;
}
```
Control Flow Graphs

• What is the CFG?

```c
for (i = 0; i < n; i++) {
    foo(i);
}
```
Control Flow Graphs

• What is the CFG?
  – Don't forget implicit behavior like default!

```c
switch (x) {
    case a: foo(x); break;
    case b: bar(x);
    case c: baz(x); break;
}
```
Control Flow Graphs

• What is the CFG?
  – Short circuit operators can lead to subtle behavior!

```java
if (x == 0 || y/x > 1) {
    foo(x, y);
}
```
Control Flow Graphs

- What is the CFG?
  - Control flow can become complex!
    From Ammann & Offutt:

```java
x = 0;
while (x < y) {
    y = f(x, y);
    if (y == 0) {
        break;
    } else if (y < 0) {
        y = y*2;
        continue;
    }
    x = x + 1;
}
print(y);
```
Control Flow Graphs

- What is the CFG?

  Control flow can become complex!

  From Ammann & Offutt:

  ```
  x = 0;
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  }
  print(y);
  ```
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Control Flow Graphs

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```python
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    y = f (x, y);
    if (y == 0) {
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Control Flow Graphs

- What is the CFG?
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```plaintext
x = 0;
while (x < y) {
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print(y);
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        continue;
    }
    x = x + 1;
}
print (y);
```
CFG Coverage

- Statement Coverage → Node Coverage

Try to cover all reachable basic blocks.
CFG Coverage

- Statement Coverage → Node Coverage

Thinking in terms of node coverage can be more efficient. Why?
CFG Coverage

- Statement Coverage $\rightarrow$ Node Coverage
- Branch Coverage $\rightarrow$ Edge Coverage

Try to cover all reachable paths of length $\leq 1$. 
CFG Coverage

- Statement Coverage → Node Coverage
- Branch Coverage → **Edge** Coverage

How do node & edge coverage compare? **Why**?
CFG Coverage

- Statement Coverage $\rightarrow$ Node Coverage
- Branch Coverage $\rightarrow$ Edge Coverage

How do node & edge coverage compare? **Why?**

Are these notions of coverage enough? **Why?**
Pragmatic Concerns

• The goal is full coverage (of whatever criteria)
Pragmatic Concerns

• The *goal* is full coverage (of whatever criteria)

Is that reasonable in practice?  
**Why?**
Pragmatic Concerns

- The goal is full coverage (of whatever criteria)
- We must consider reachability
Pragmatic Concerns

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Try to cover all reachable basic blocks.

Try to cover all reachable paths of length \( \leq 1 \).
Pragmatic Concerns

- The *goal* is full coverage (of whatever criteria)
- We must consider *reachability*
  - **Syntactic** Reachability
    - Based on the structure of the code

```python
ENTER

... return;

print("Got Here")

return;
```
Pragmatic Concerns

- The goal is full coverage (of whatever criteria)
- We must consider *reachability*
  - *Syntactic* Reachability
    - Based on the structure of the code

```python
# ENTER
...
print("Got Here")
return;
```

How could this happen?
Pragmatic Concerns

• The goal is full coverage (of whatever criteria)
• We must consider reachability
  – Syntactic Reachability
    • Based on the structure of the code
  – Semantic Reachability
    • Based on the meaning of the code

```java
condition = false;
if (condition)
... ...
return;
```
Pragmatic Concerns

- The *goal* is full coverage (of whatever criteria)
- We must consider *reachability*
  - Syntactic Reachability
    - Based on the structure of the code
  - Semantic Reachability
    - Based on the meaning of the code

```java
condition = false;
if (condition)
... ...
return;
```

This can be *undecidable*!
Pragmatic Concerns

- The goal is full coverage (of whatever criteria)
- We must consider reachability
  - Syntactic Reachability
    • Based on the structure of the code
  - Semantic Reachability
    • Based on the meaning of the code
- So what do you do in practice?
  - No, really. What have you done in practice?
Pragmatic Concerns

• The goal is full coverage (of whatever criteria)
• We must consider reachability
  – Syntactic Reachability
    • Based on the structure of the code
  – Semantic Reachability
    • Based on the meaning of the code
• So what do you do in practice?
  – No, really. What have you done in practice?
  – Relative degrees of coverage matter (40%? 80%?)
CFG Coverage

- The path taken by each test can matter

```c
if (condition 1)
    ...
    x = 0;
if (condition2)
    ...
    z = y/x;
return;
```
The path taken by each test can matter.
The path taken by each test can matter

```c
if (condition1)
...
return;

if (condition2)
...
z = y/x;
return;
```

x = 0;
The path taken by each test can matter.

Full edge coverage & no bugs found
CFG Coverage

- The path taken by each test can matter

How can we make sure to find the bug?

```
if (condition 1)
...
x = 0;
if (condition2)
...
z = y/x;
return;
```
The path taken by each test can matter
CFG Coverage

- The path taken by each test can matter
CFG Coverage

- The path taken by each test can matter

Testing *all paths* exposes the bug.
Path Coverage

- **Complete Path Coverage**
  - Test all paths through the graph
Path Coverage

- Complete Path Coverage
  - Test all paths through the graph

Is this reasonable?
Why?
Path Coverage

- Complete Path Coverage
  - Test all paths through the graph

Is this reasonable?  Why?
Path Coverage

- Complete Path Coverage
  - Test all paths through the graph

Is this reasonable? Why?

Infeasibility
Path Coverage

- **Complete Path Coverage**
  - Test all paths through the graph

Is this reasonable?
Why?

How many paths?

How does this relate to input based approaches?
Path Coverage

- Complete Path Coverage
  - Test all paths through the graph

Is this reasonable?
Why?

How many paths?
How does this relate to input based approaches?

Intractability
Compromises?

- What could we do instead?
  (How did we handle the input based approaches?)
Compromises?

- **Edge Pair Coverage**
  - Each path of length <= 2 is tested.
- **Specified Path Coverage**
  - Given a number $k$, test $k$ paths
Compromises?

- **Edge Pair Coverage**
  - Each path of length <= 2 is tested.
- **Specified Path Coverage**
  - Given a number k, test k paths

What do these look like?
Compromises?

- **Edge Pair Coverage**
  - Each path of length $\leq 2$ is tested.

- **Specified Path Coverage**
  - Given a number $k$, test $k$ paths

What do these look like?

Are they good?
Coping With Loops

- What criteria do you use when testing loops?
Coping With Loops

- What criteria do you use when testing loops?
- **Simple Paths**
  - A path between nodes is simple if no node appears more than once. (Except maybe the first and last)
  - Captures the acyclic behaviors of a program
Coping With Loops

• What criteria do you use when testing loops?

• Simple Paths
  – A path between nodes is simple if no node appears more than once. (Except maybe the first and last)
  – Captures the acyclic behaviors of a program

How many may there be?
Coping With Loops

- What criteria do you use when testing loops?
- **Simple Paths**
  - A path between nodes is simple if no node appears more than once. (Except maybe the first and last)
  - Captures the acyclic behaviors of a program
- **Prime Paths**
  - A simple path that is not a subpath of any other simple path
Coping With Loops

- What criteria do you use when testing loops?
- Simple Paths
  - A path between nodes is simple if no node appears more than once. (Except maybe the first and last)
  - Captures the acyclic behaviors of a program
- Prime Paths
  - A simple path that is not a subpath of any other simple path

What does this provide? What do they look like?
Coping With Loops

- **Prime Path Coverage**
  - Cover all prime paths
Coping With Loops

- **Prime Path Coverage**
  - Cover all prime paths

Example from Ammann & Offutt
Coping With Loops

- **Prime Path Coverage**
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What are the prime paths?

Example from Ammann & Offutt
Coping With Loops

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What are the prime paths?

How many simple paths?

Example from Ammann & Offutt
Coping With Loops

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Example from Ammann & Offutt

What are the prime paths?

How many simple paths?

Can you intuitively explain what prime paths capture?
Coping With Loops

- **Prime Path Coverage**
  - Cover all prime paths

Are these tests good or bad?
Coping With Loops

- **Prime Path Coverage**
  - Cover all prime paths

Are these tests good or bad?

Do they address all of the problems with path coverage?
Coping With Loops

- **Prime Path Coverage**
  - Cover all prime paths

Are these tests good or bad?

Do they address all of the problems with path coverage?

Can you think of things they miss?
How Do They Relate?

All / Complete Path Coverage

Prime Path Coverage

How do they compare w/ edge coverage?
How Do They Relate?

- All / Complete Path Coverage
- Prime Path Coverage
- Edge Coverage
- Node Coverage
How Do They Relate?

All / Complete Path Coverage

Prime Path Coverage

Edge Coverage

Node Coverage

How do they compare with edge pair coverage?
How Do They Relate?

- All / Complete Path Coverage
- Edge Pair Coverage
- Prime Path Coverage
- Edge Coverage
- Node Coverage
How Do They Relate?

All / Complete Path Coverage

Edge Pair Coverage

Prime Path Coverage

Edge Coverage

Node Coverage

Consider:

A

B
How Do They Relate?

All / Complete Path Coverage

Edge Pair Coverage

Prime Path Coverage

Edge Coverage

Node Coverage

Why did we look at prime paths at all?
How Do They Relate?

All / Complete Path Coverage

Edge Pair Coverage

Prime Path Coverage

Edge Coverage

Node Coverage

Why did we look at prime paths at all?

So let's only consider loops....
How Do They Relate?

**Round Trip**

All / Complete Path Coverage

- A prime path starting and ending with the same node
How Do They Relate?

- All / Complete Path Coverage
- Edge Pair Coverage
- Prime Path Coverage
- Edge Coverage
- Node Coverage
- Complete Round Trip Coverage

All round trips for each node
How Do They Relate?

- All / Complete Path Coverage
  - Edge Pair Coverage
  - Edge Coverage
  - Node Coverage
  - Complete Round Trip Coverage
  - Simple Round Trip Coverage

Just one round trip for each node
Turning Them Into Tests

- Reconsider:
Turning Them Into Tests

• Reconsider:

Is this path prime?
Turning Them Into Tests

• Reconsider:

Is this path prime?

Is it still useful?
Turning Them Into Tests

• Reconsider:

Is this path prime?
Is it still useful?

One test may cover multiple prime paths!
Requirements ≠ Tests
Onward

• But sometimes the structure of the CFG is not enough...