

CMPT 473

Software Testing, Reliability and Security

Graph Coverage

Nick Sumner

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

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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?

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void sortEfficiently(List list) {  
    if (list.size() < THRESHOLD) {  
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White Box Testing

- What is a simple approach that solves our problem here?
- Statement Coverage
 - How many of the statements did the suite test? (%)

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```

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? (%)

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    if (list.size() < THRESHOLD) {  
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 - Most commonly used metrics in the real world

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 - Most concepts can be modeled through graphs
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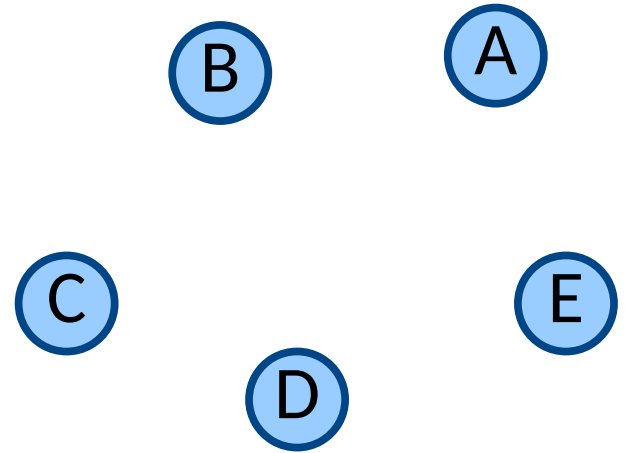
So a bit of review...

Graphs

- What is a *graph* G ?

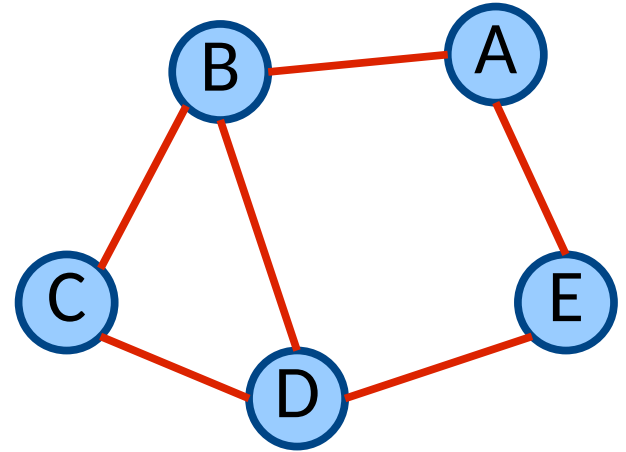
Graphs

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



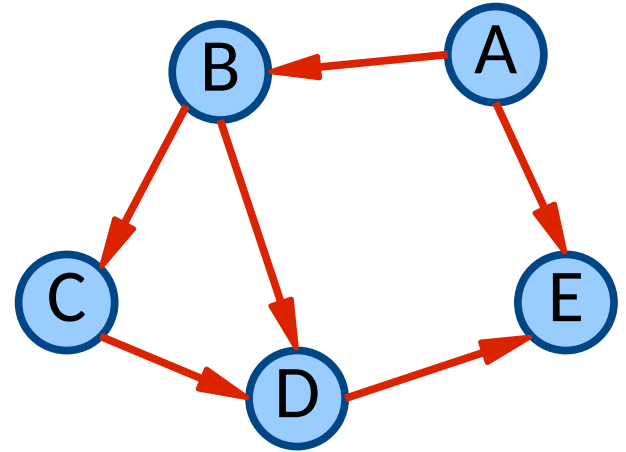
Graphs

- What is a *graph* G ?
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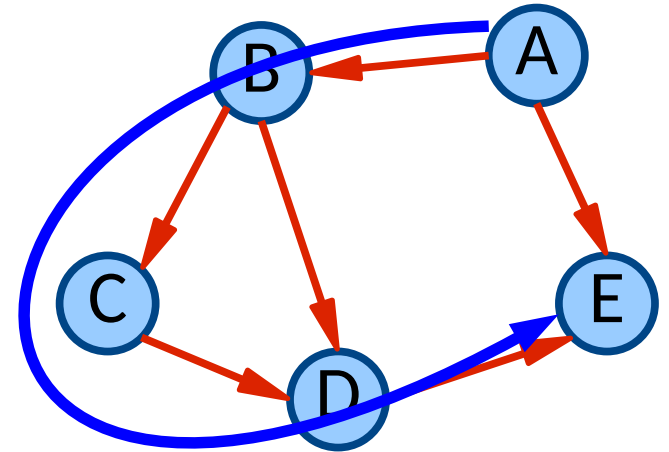
Graphs

- What is a *graph* G ?
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- When edges are directed from one node to another, the graph is a *directed graph*



Graphs

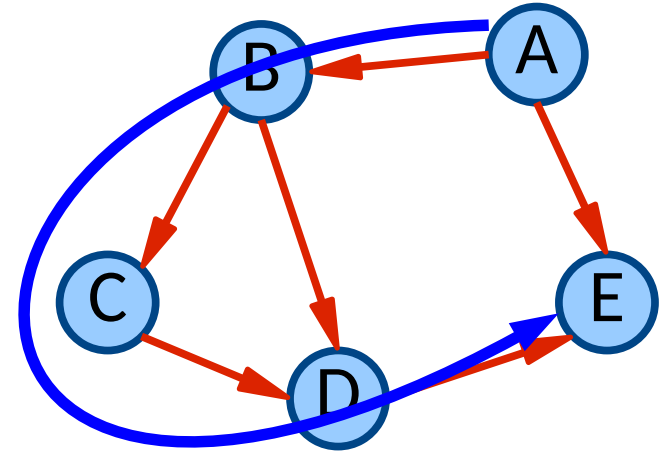
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- A *path* is a list of pairwise connected nodes



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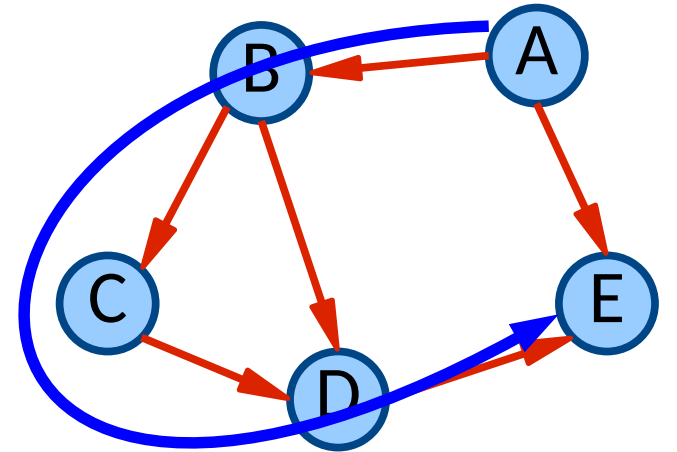
ABCDE



Graphs

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ABCDE
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AE
BCDE
BD



Control Flow Graphs (CFGs)

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

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Control Flow Graphs (CFGs)

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- *Control Flow Graphs*
 - **Nodes** comprise the code of a program

x++

if a > b

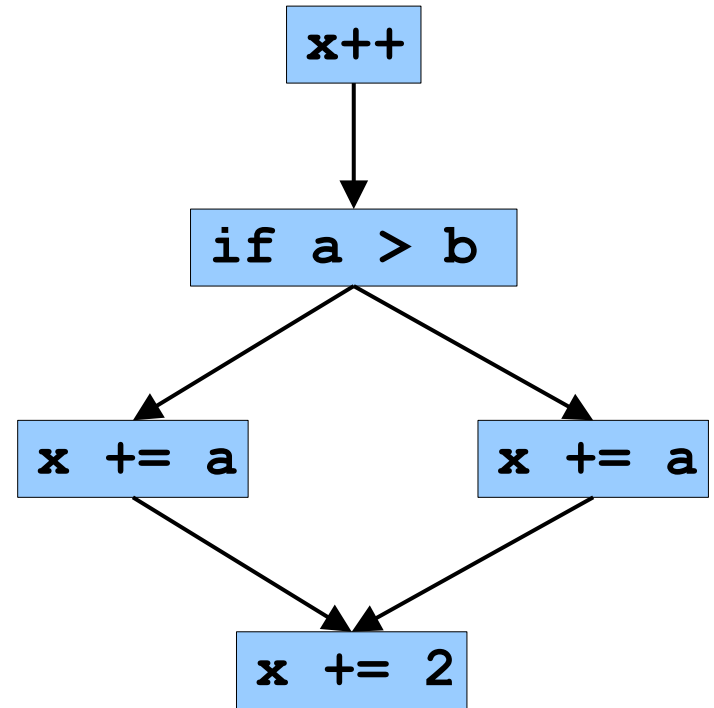
x += a

x += a

x += 2

Control Flow Graphs (CFGs)

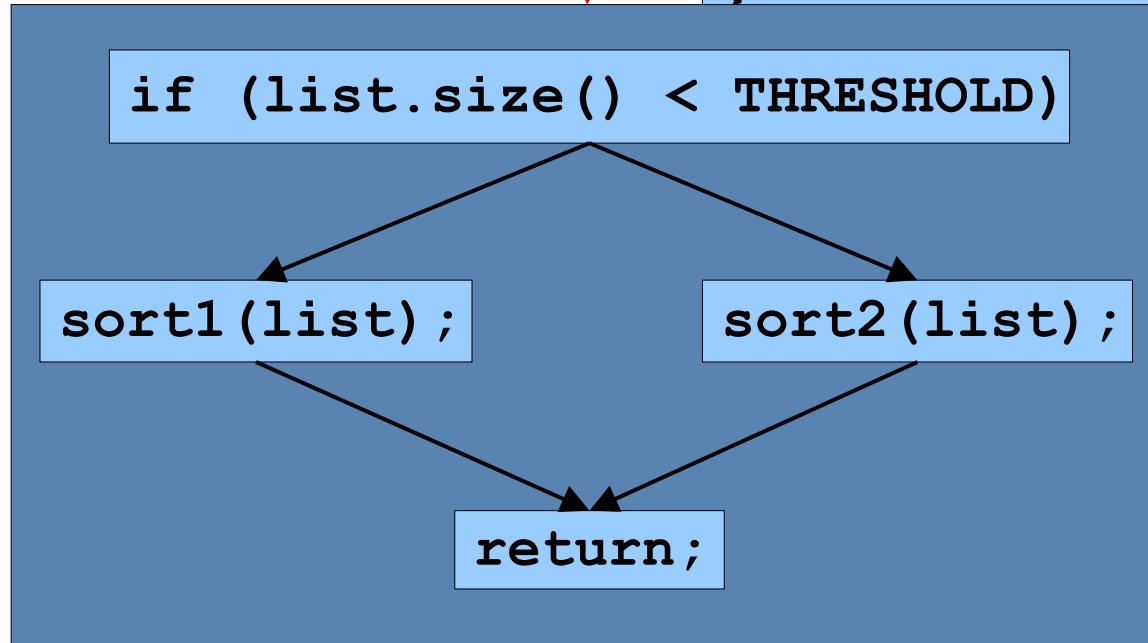
- Programs can be modeled as graphs
 - Used extensively in compilers
 - Also used in testing!
- *Control Flow Graphs*
 - Nodes comprise the code of a program
 - **Edges** show the paths that an execution may take through a program



Control Flow Graphs

Example:

```
void  
sortEfficiently(List list) {  
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Control Flow Graphs

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```

```
if (list.size() < THRESHOLD)
```

```
sort1(list);
```

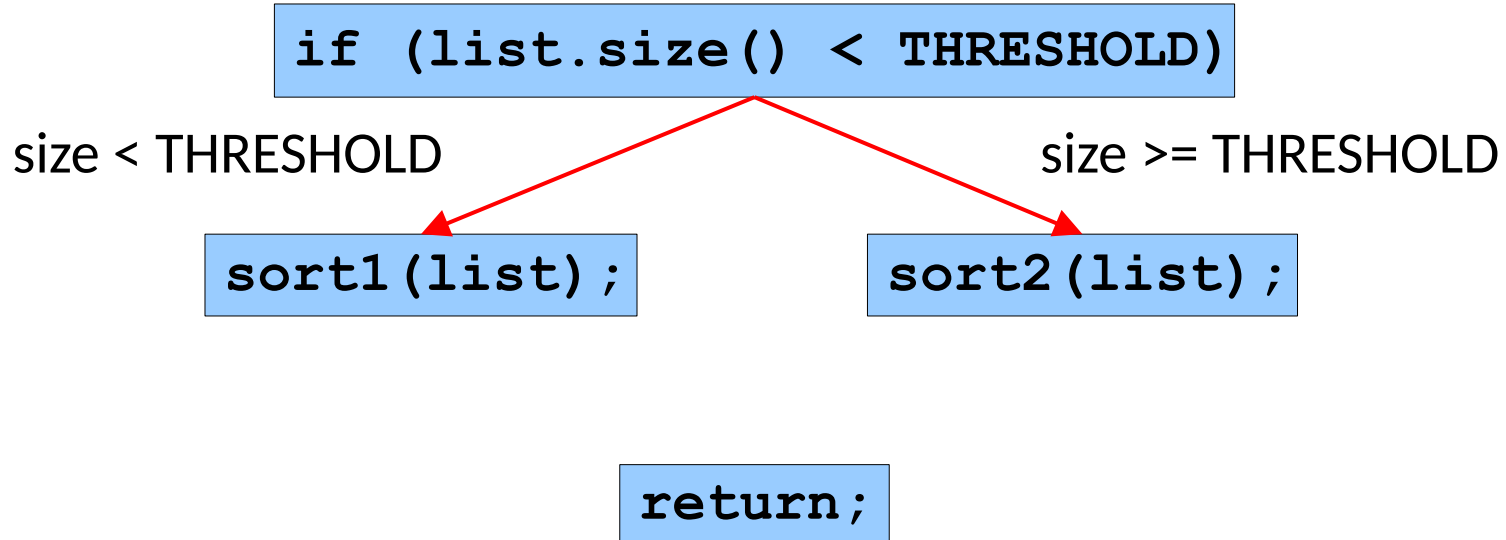
```
sort2(list);
```

```
return;
```

Control Flow Graphs

Example:

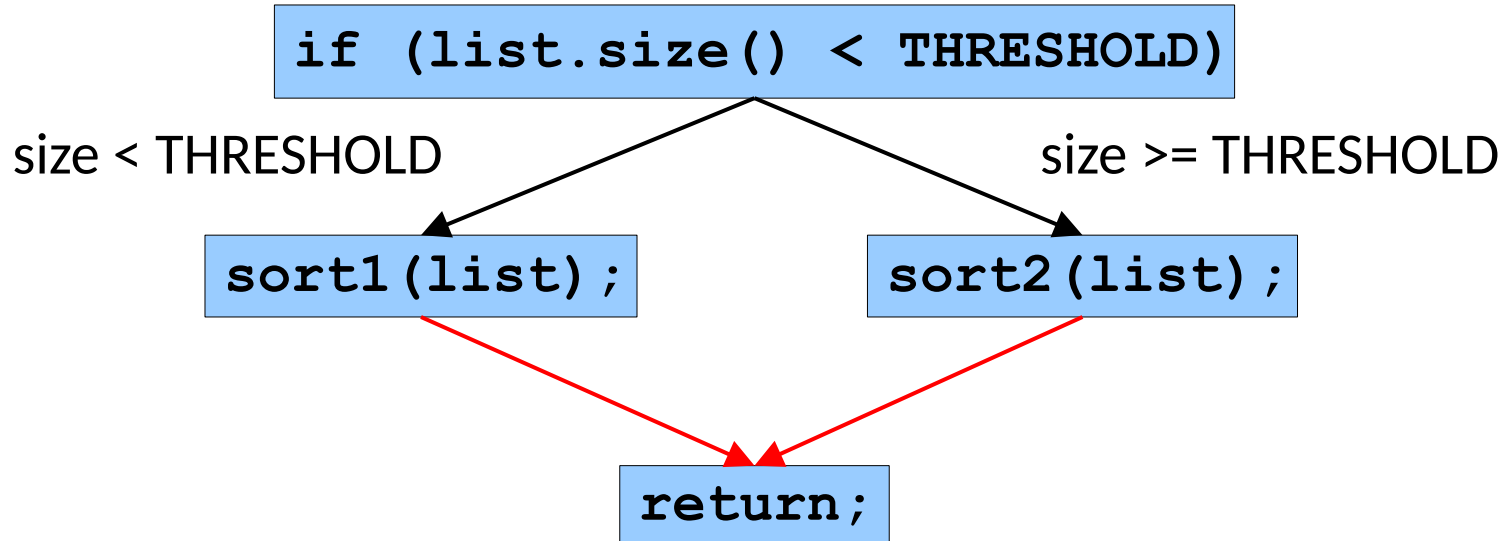
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Control Flow Graphs

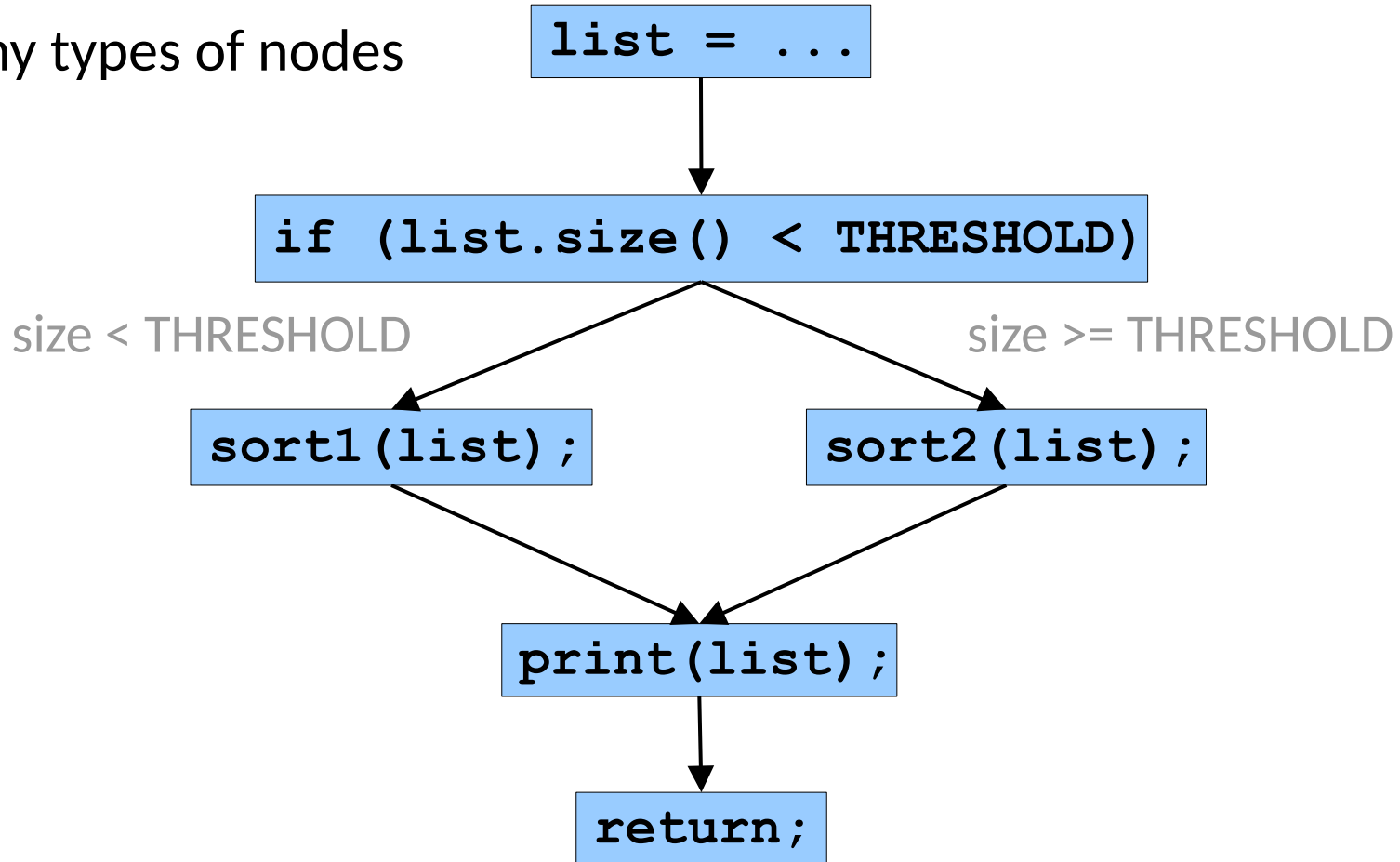
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Control Flow Graphs

- Many types of nodes



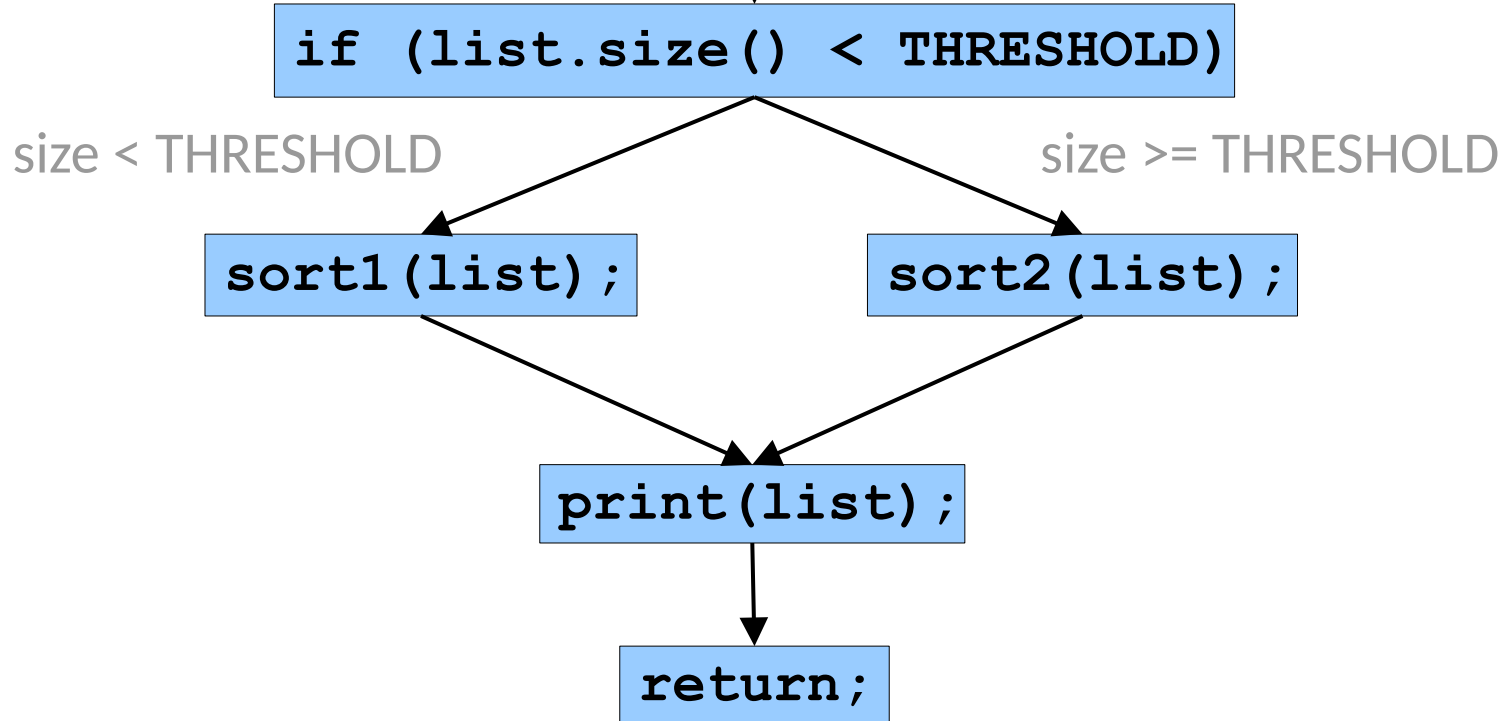
Control Flow Graphs

entry node

- Many types of nodes

```
list = ...
```

0 incoming nodes

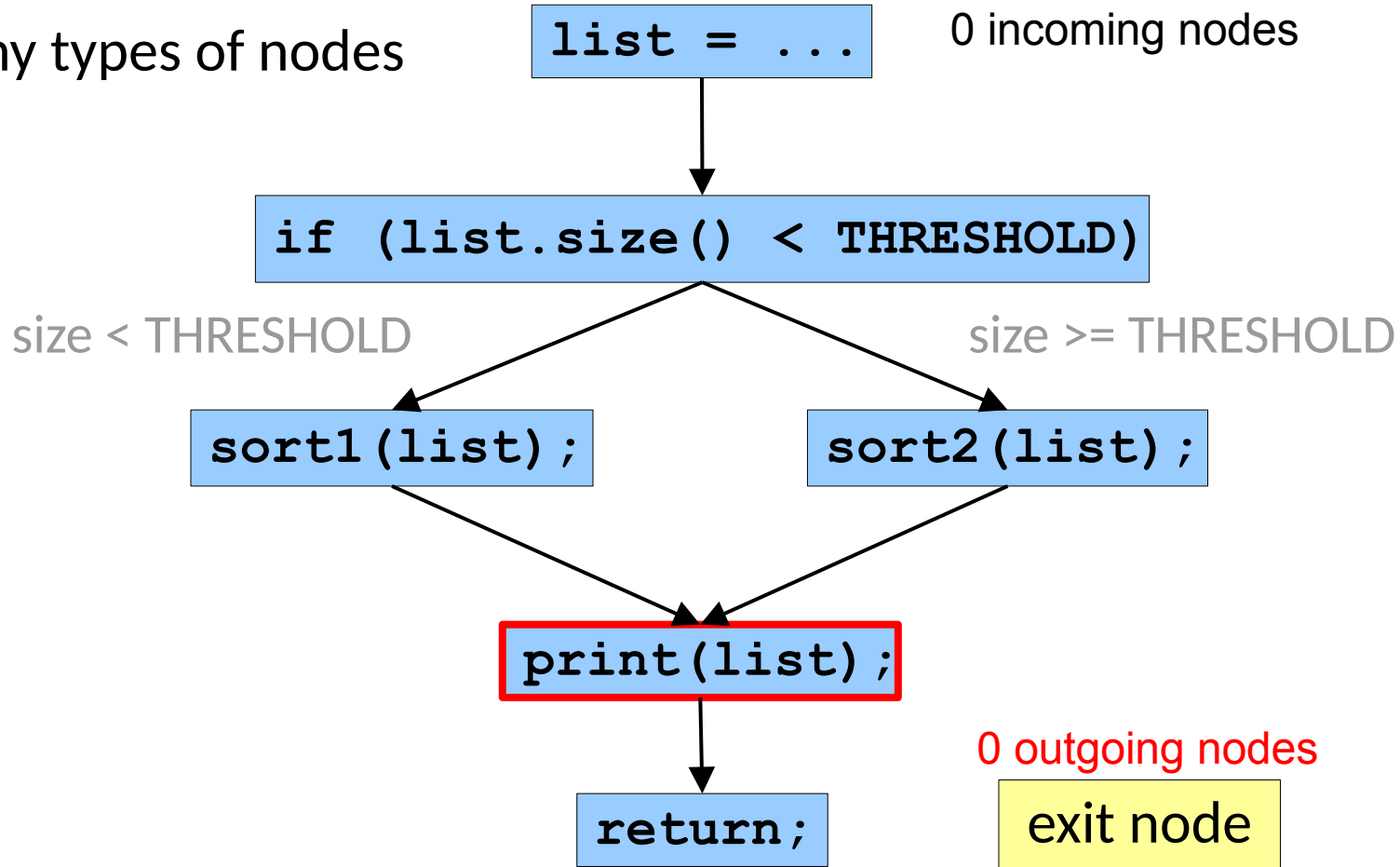


Control Flow Graphs

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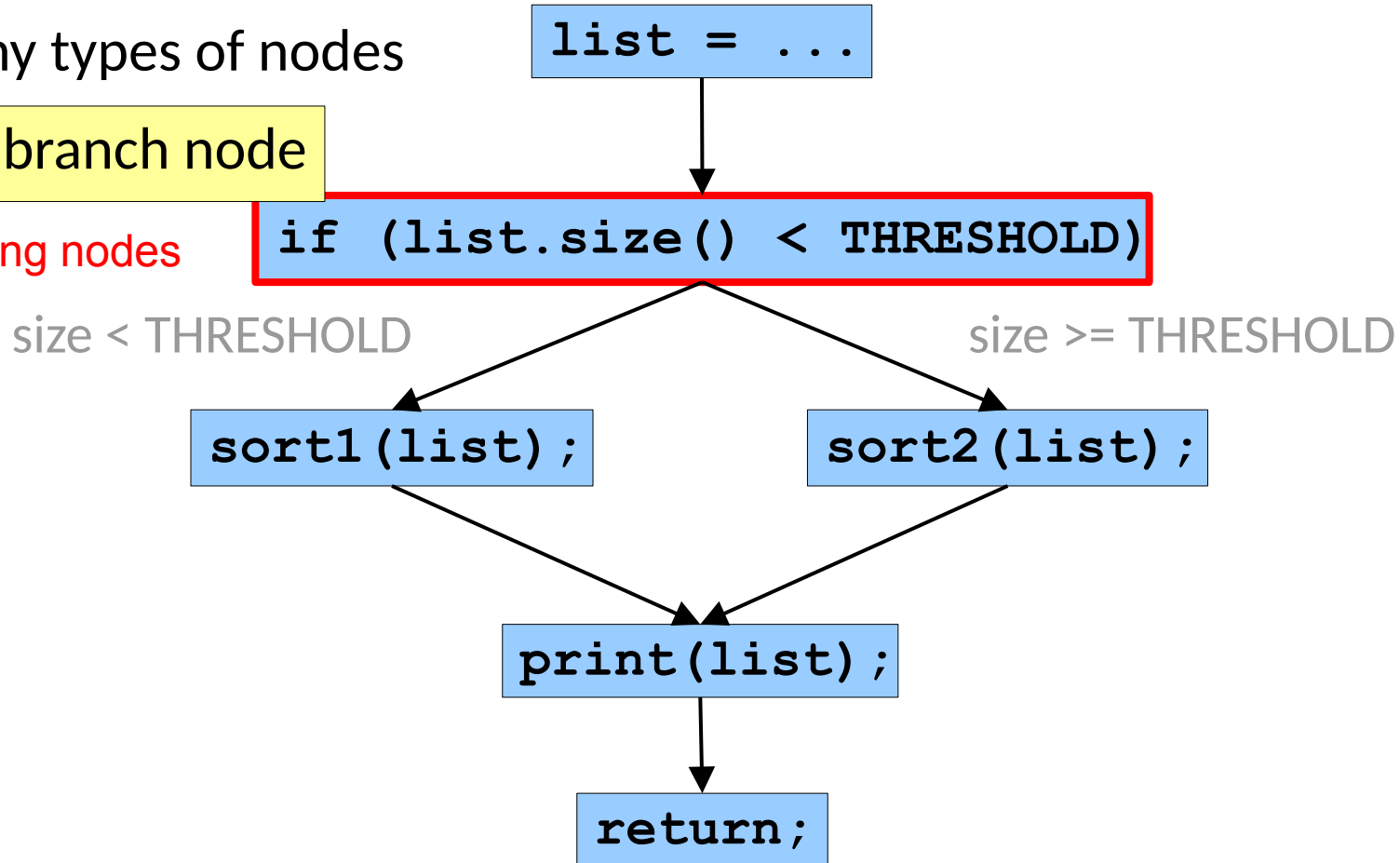


Control Flow Graphs

- Many types of nodes

decision / branch node

>1 outgoing nodes



Control Flow Graphs

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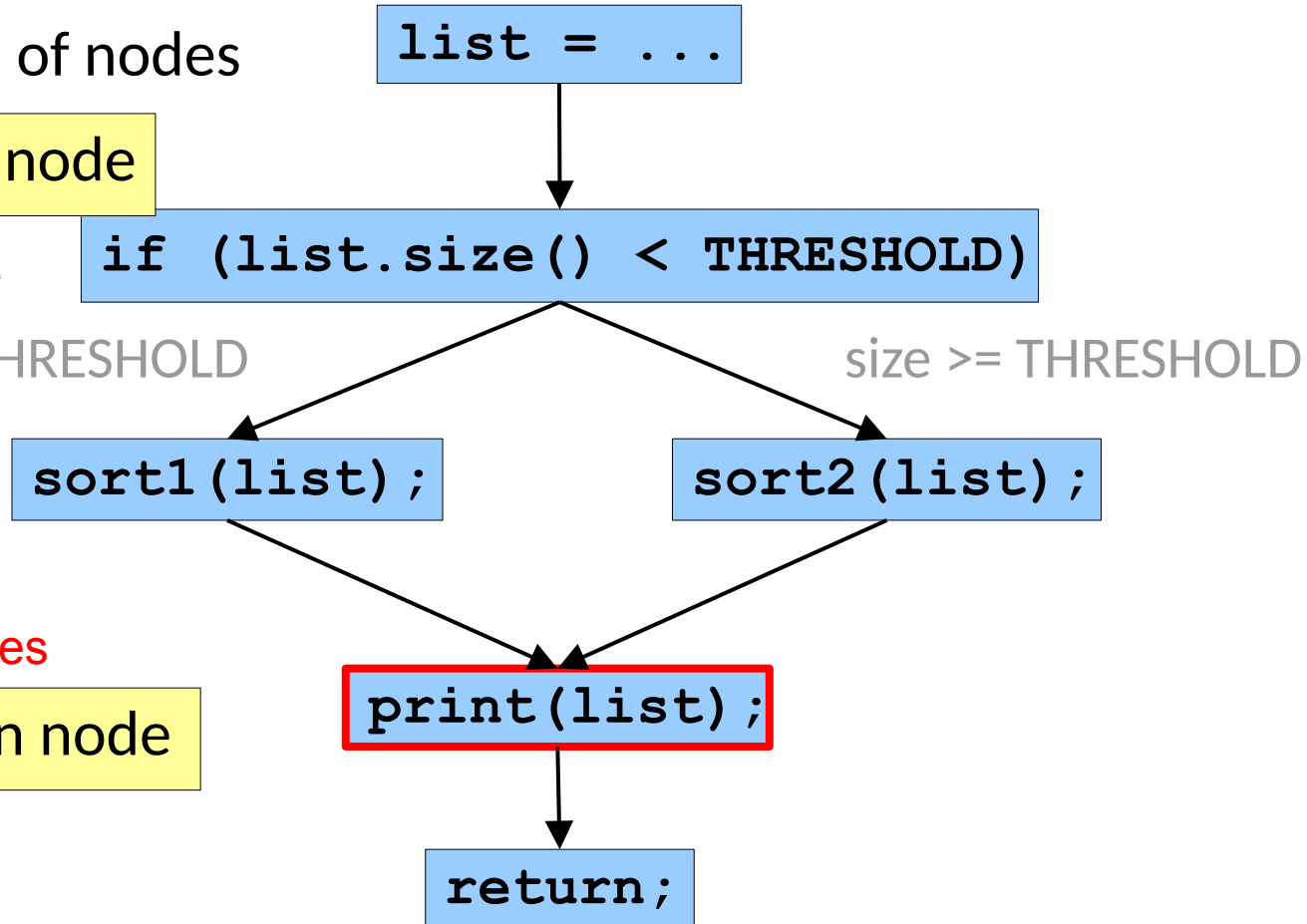
>1 outgoing nodes

size < THRESHOLD

size >= THRESHOLD

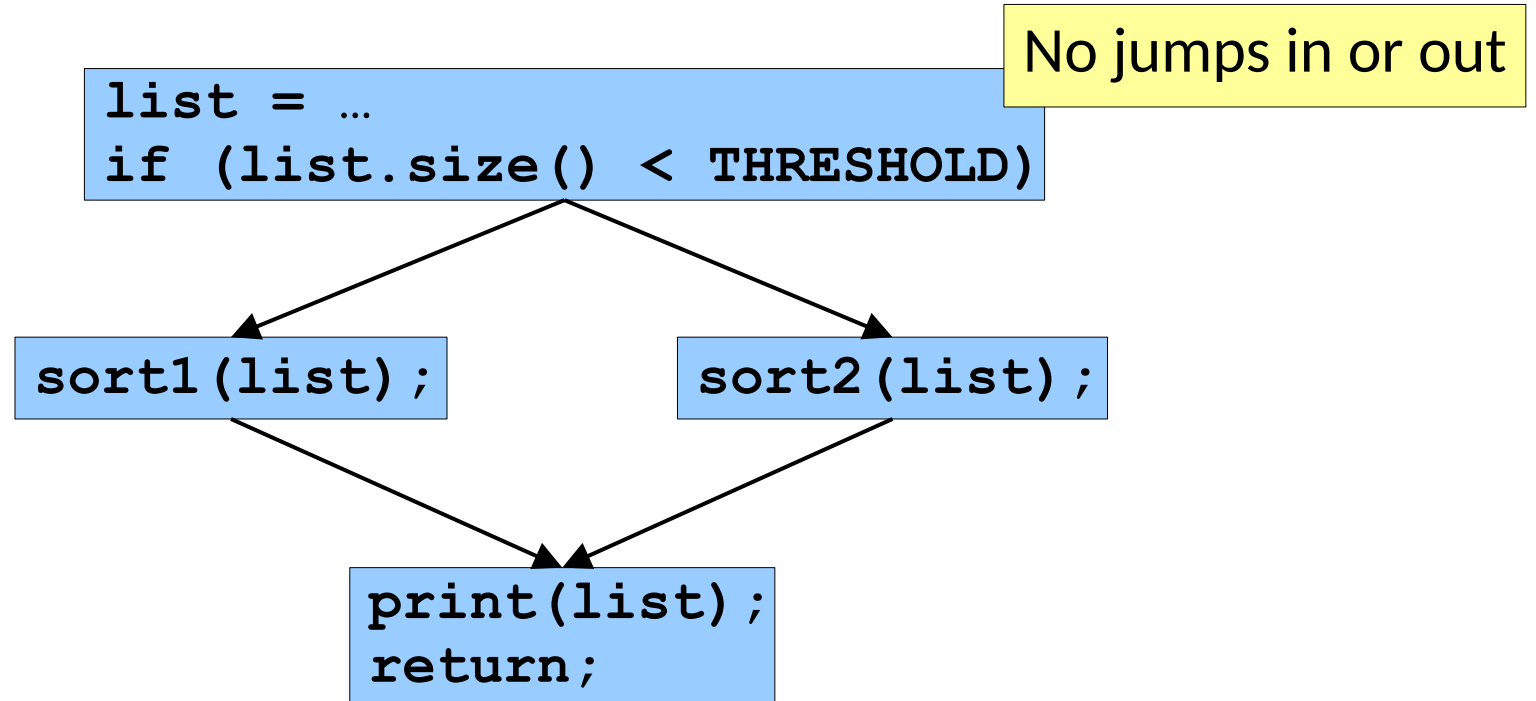
>1 incoming nodes

join node



Control Flow Graphs

- Straight line code is grouped into *basic blocks*



Control Flow Graphs

- Many patterns arise from common constructs

```
q = 0;  
r = x;  
while r >= y {  
    r = r - y;  
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    foo(i);  
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Control Flow Graphs

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```
switch (x) {
    case a: foo(x); break;
    case b: bar(x);
    case c: baz(x); break;
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for (i = 0; i < n; i++) {
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```

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

Control Flow Graphs

```
x = 0;
while (x < y) {
    y = f (x, y);
    if (y == 0) {
        break;
    } else if (y < 0) {
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    }
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}
print (y);
```

Control Flow Graphs

1

2

3

4

6

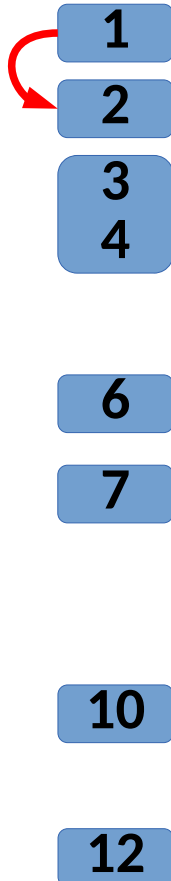
7

10

12

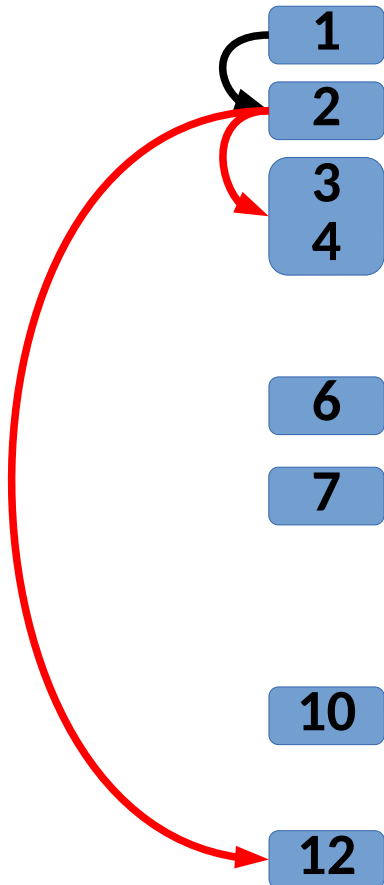
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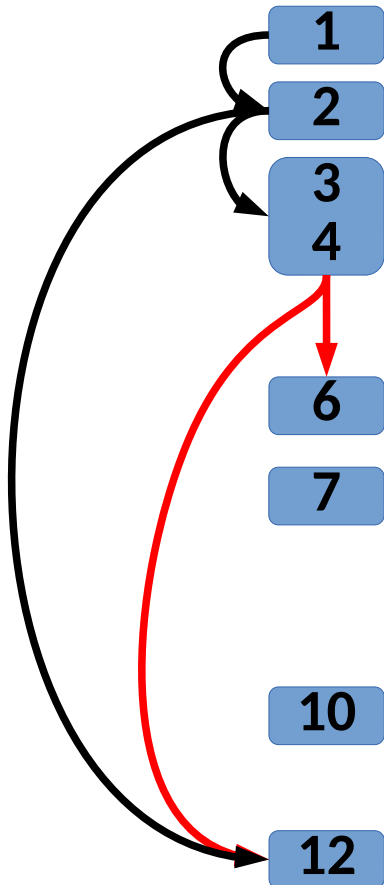
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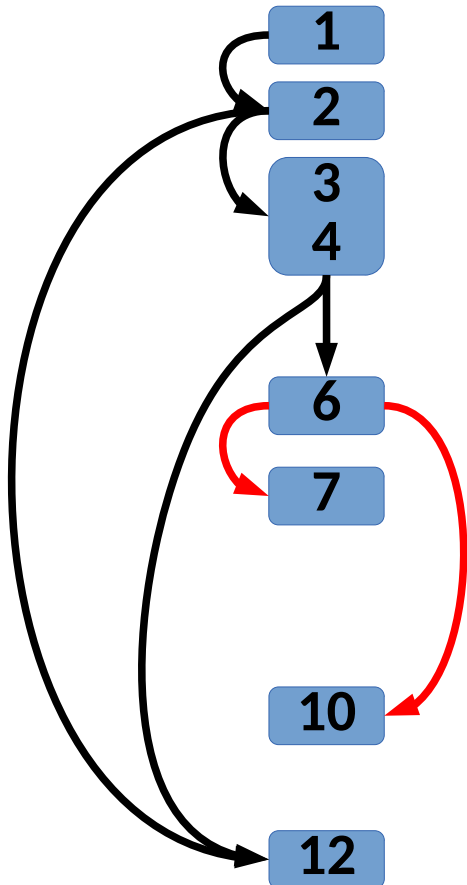
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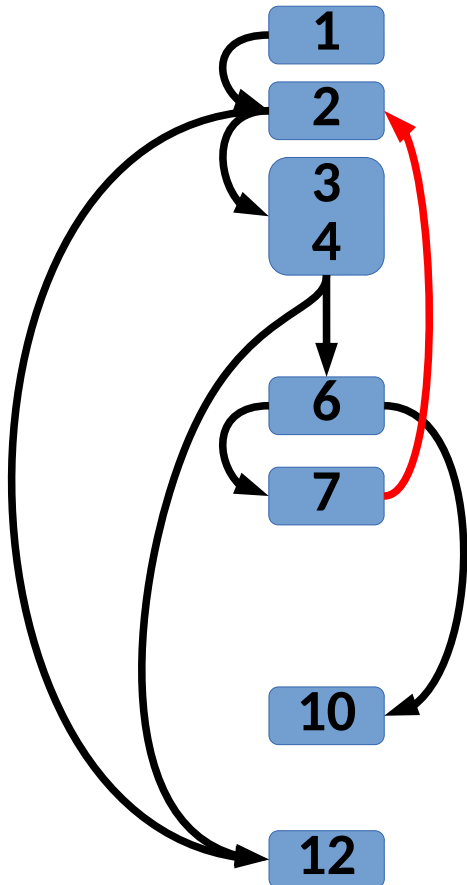
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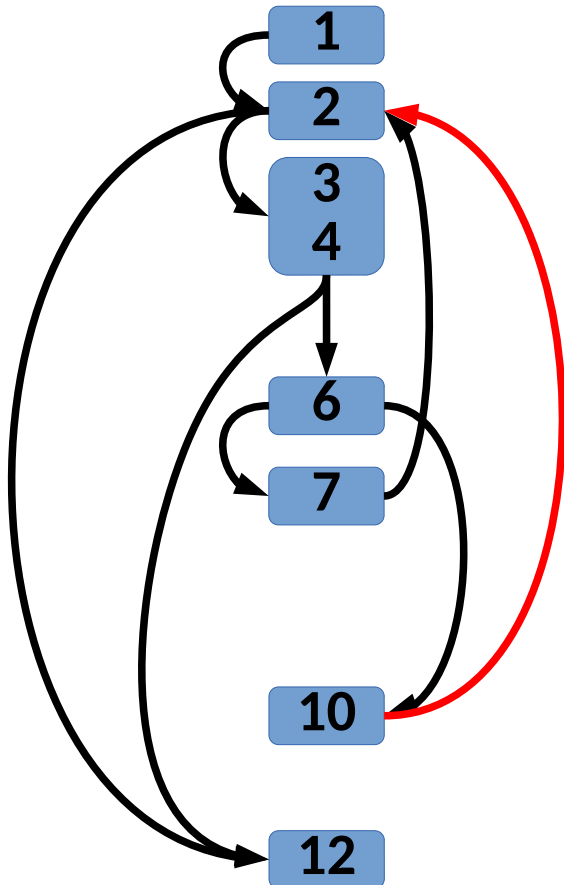
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Control Flow Graphs



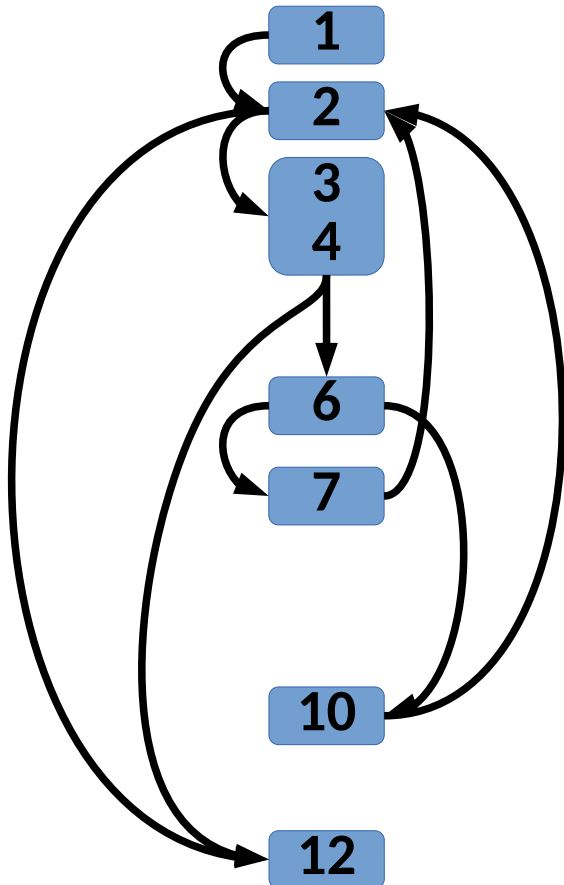
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CFG Coverage

- Statement Coverage → Node Coverage
 - Try to cover all *reachable* basic blocks

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

CFG Coverage

- Statement Coverage → Node Coverage
 - Try to cover all reachable basic blocks
- Branch Coverage → Edge Coverage
 - Try to cover all *reachable* paths of length ≤ 1

CFG Coverage

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 - Try to cover all reachable basic blocks
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How do node & edge coverage compare? **Why?**

Pragmatic Concerns

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

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- We must consider *reachability*

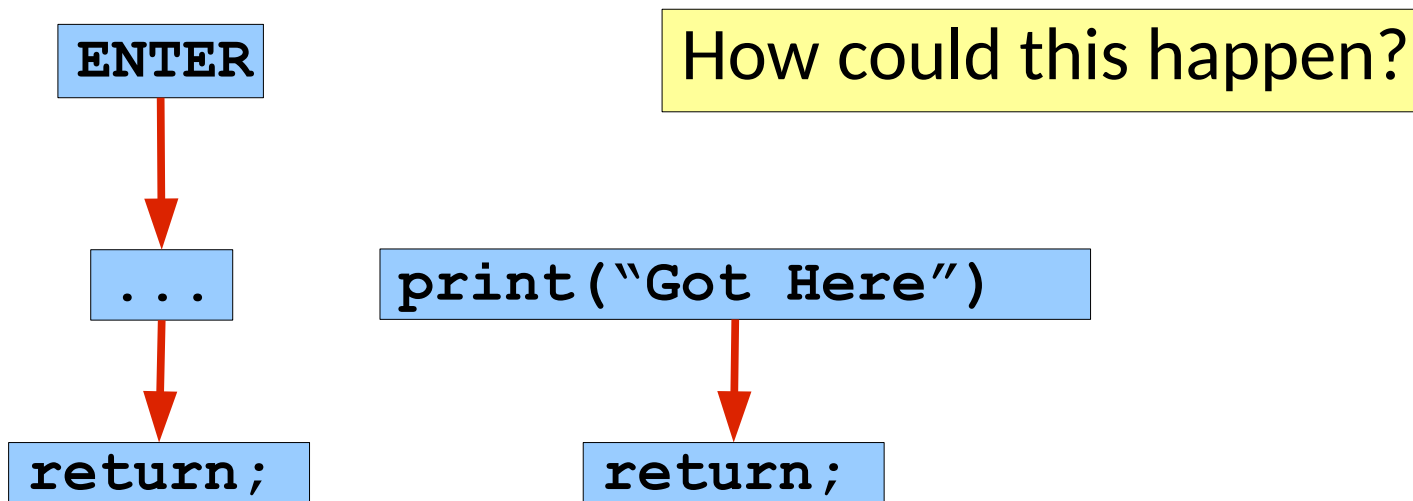
Pragmatic Concerns

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

How could this happen?

Pragmatic Concerns

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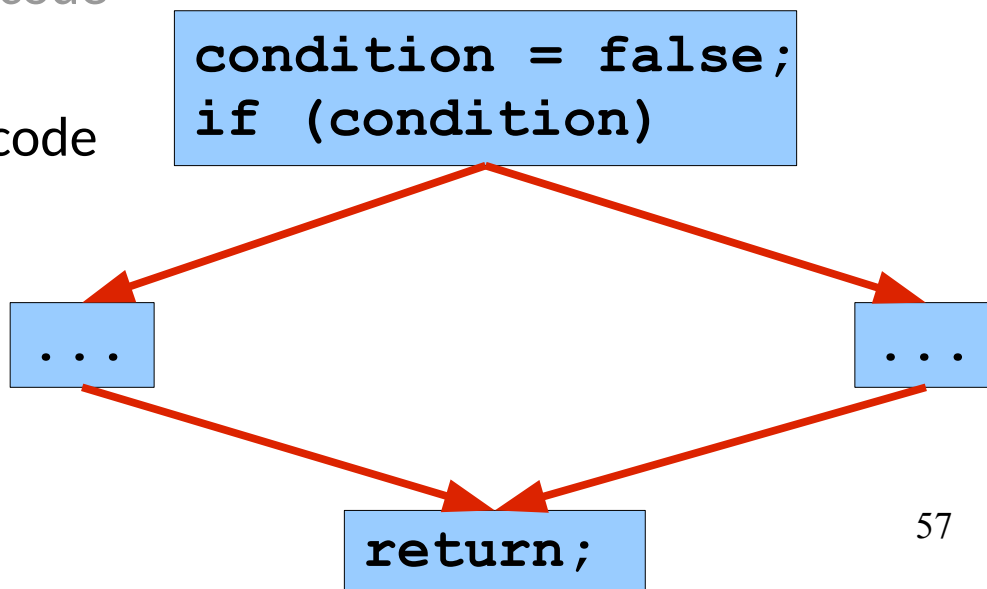


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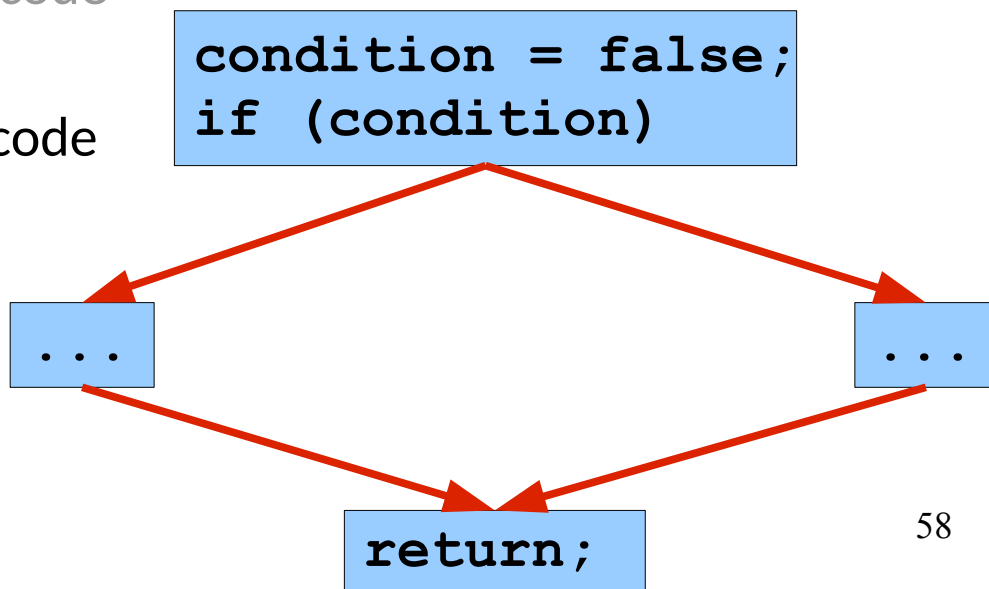
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This can be
undecidable!



Pragmatic Concerns

- The goal is full coverage (of whatever criteria)
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 - 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?

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 - 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%?)

Pragmatic Concerns

- Many branch coverage tools work only at **if** granularity

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```
def misleading(x: int, y: int) -> bool:
    if x > 0 or y > 0:
        return x + y >
    return x * y < 20
```

```
def test_misleading():
    assert not misleading(0,0)
    assert misleading(1,0)
```

pytest-cov → 100% branch coverage

Pragmatic Concerns

- Many branch coverage tools work only at **if** granularity

```
def misleading(x: int, y: int) -> bool:
function misleading(x, y) {
  if (x > 0 || y > 0) {
    return x + y > 0;
  }
  return x * y < 20;
}

test('misleading branch coverage', () => {
  expect(misleading(0, 0)).toBe(true);
  expect(misleading(1, 0)).toBe(true);
});
```

jest → 100% branch coverage

Pragmatic Concerns

- Many branch coverage tools work only at **if** granularity
 - “*Condition coverage*” can complement this but is also misleading (more later)

Pragmatic Concerns

- Many branch coverage tools work only at `if` granularity
 - “Condition coverage” can complement this but is also misleading
- Other tools consider short-circuits to be branches
 - Common in native languages, Java, ...
 - Recommended practice [by the FAA](#)...

Pragmatic Concerns

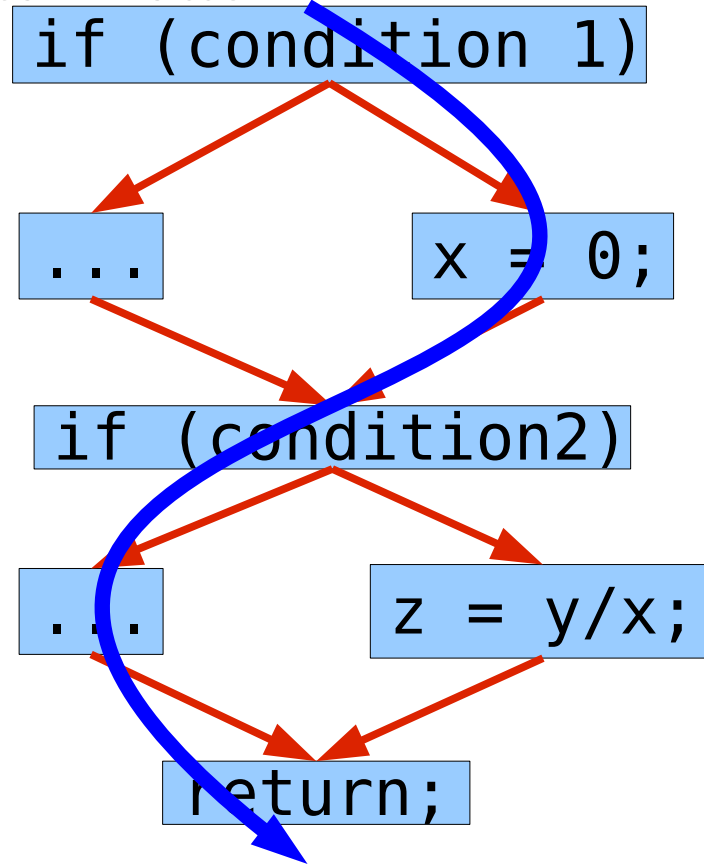
- Many branch coverage tools work only at **if** granularity
 - “Condition coverage” can complement this but is also misleading
- Stronger graph coverage criteria can help

CFG Coverage

- The path taken by each test can matter

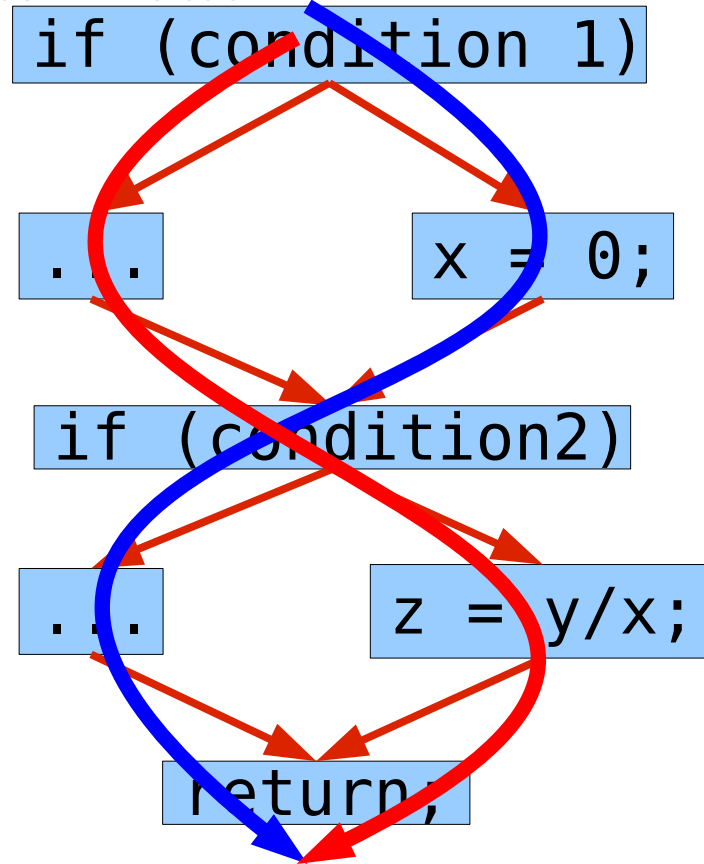
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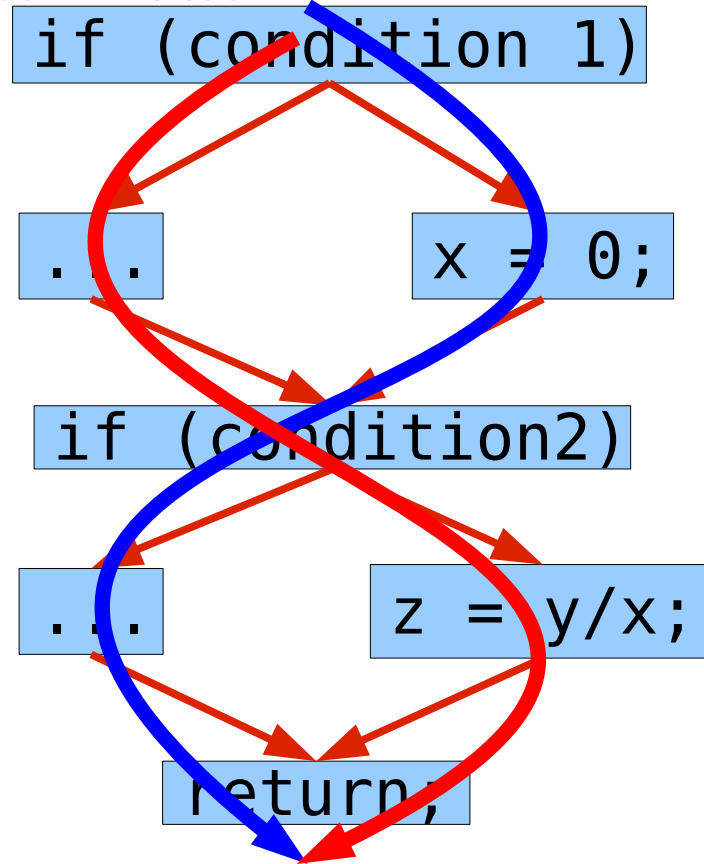
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CFG Coverage

- 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)
```

```
...
```

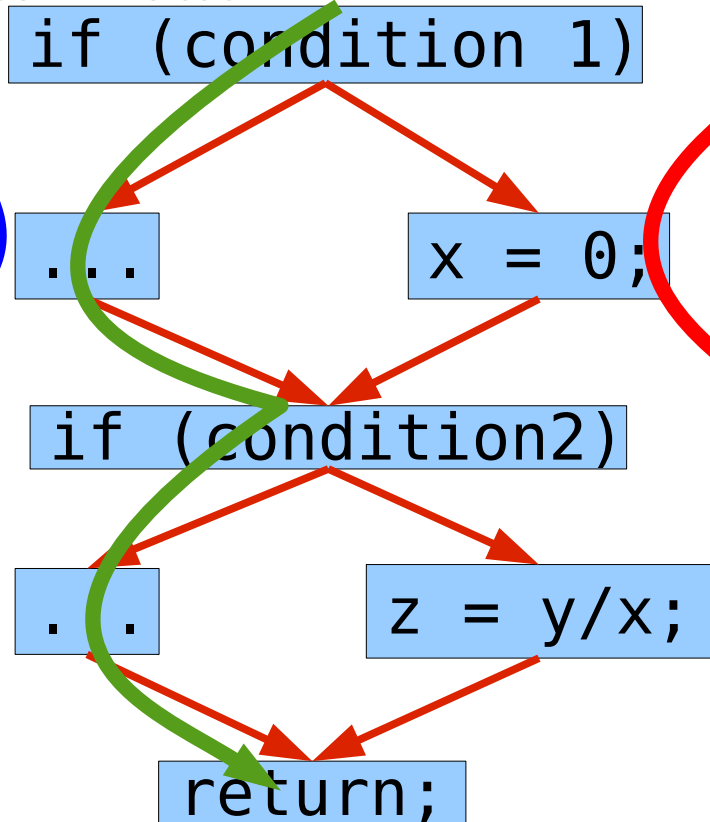
```
z = y/x;
```

```
return;
```

CFG Coverage

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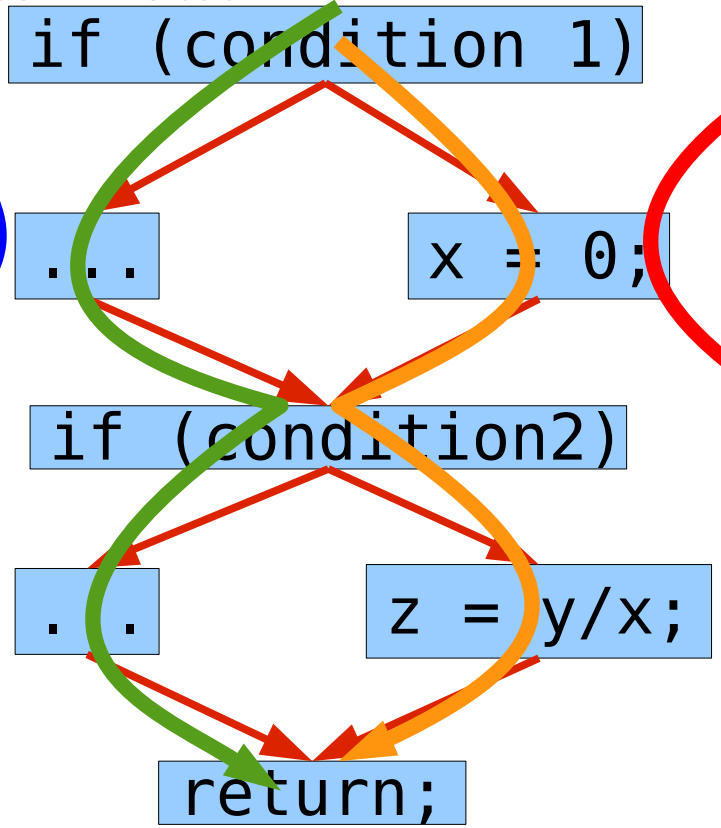
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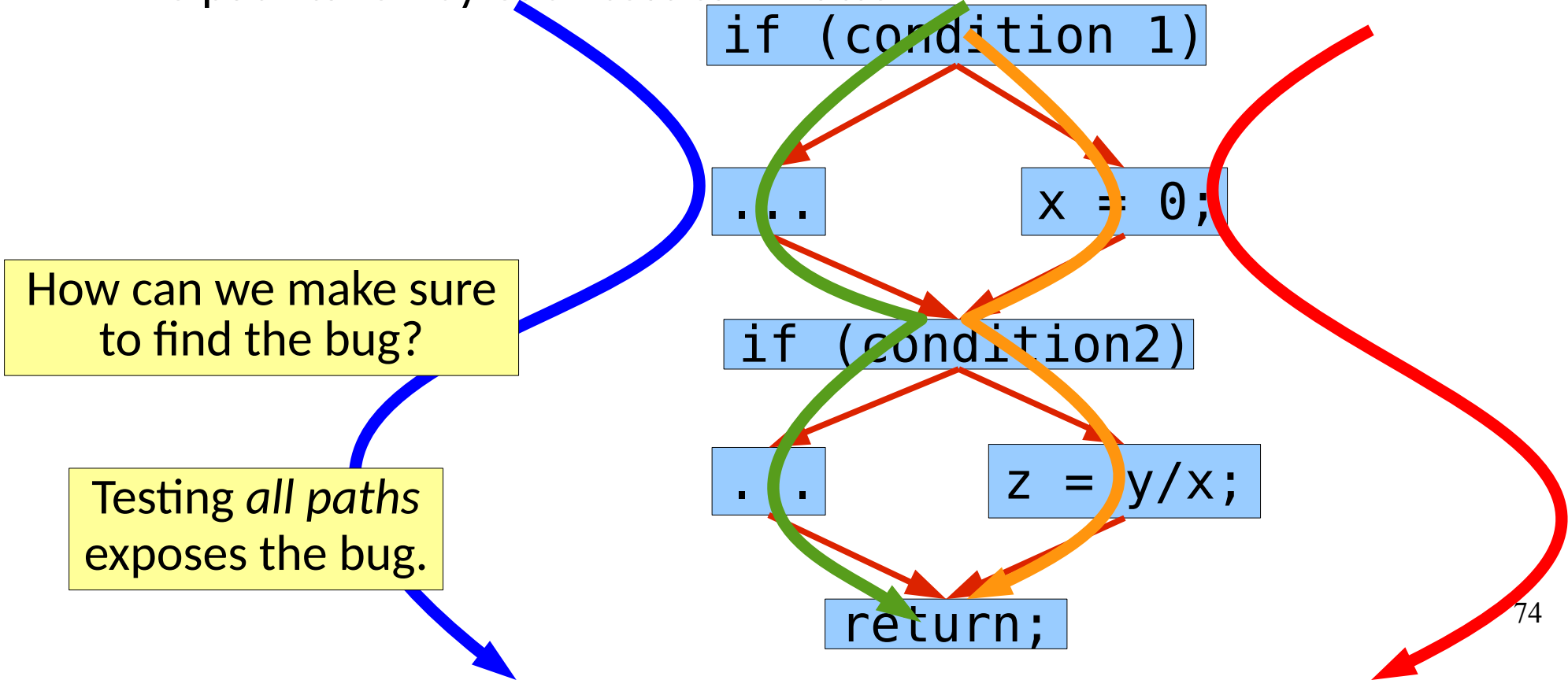
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- Complete Path Coverage
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Is this reasonable?

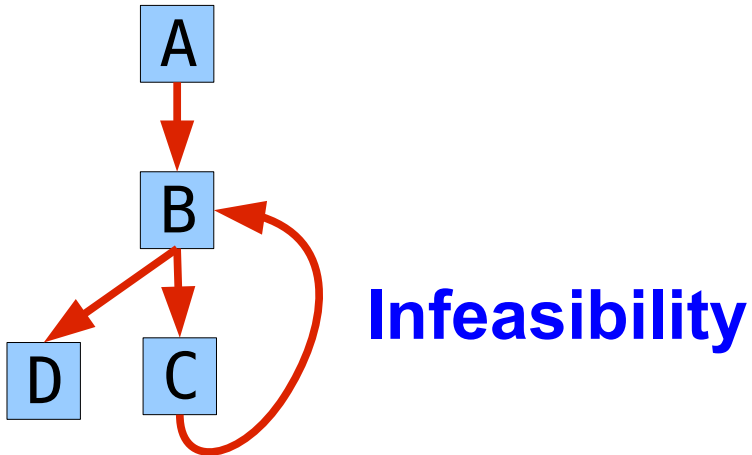
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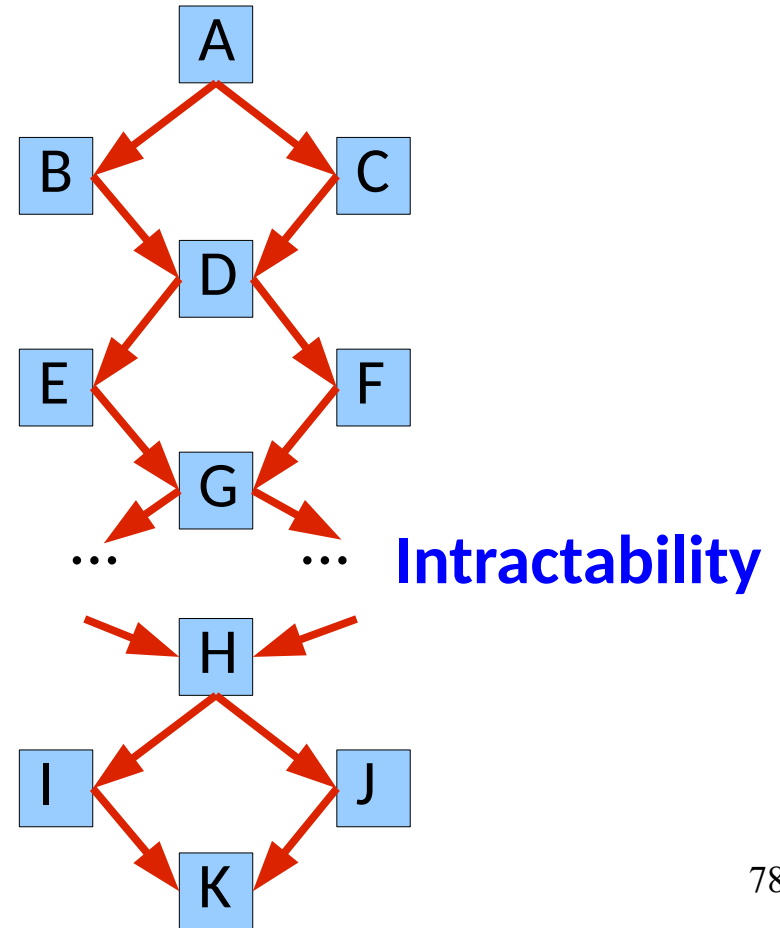
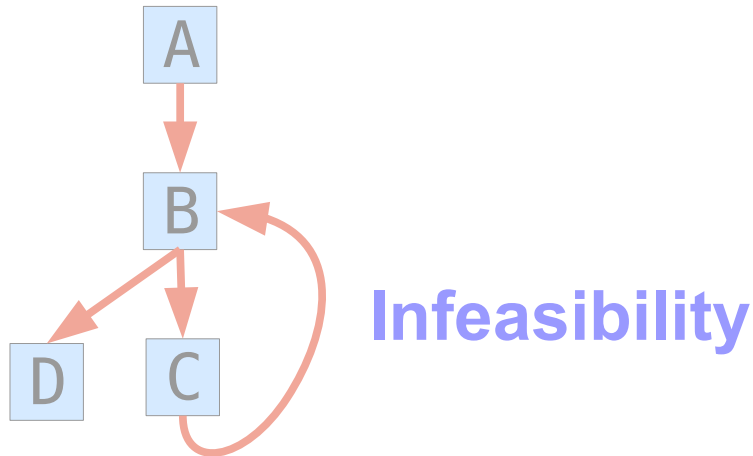
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- Complete Path Coverage
 - Test all paths through the graph

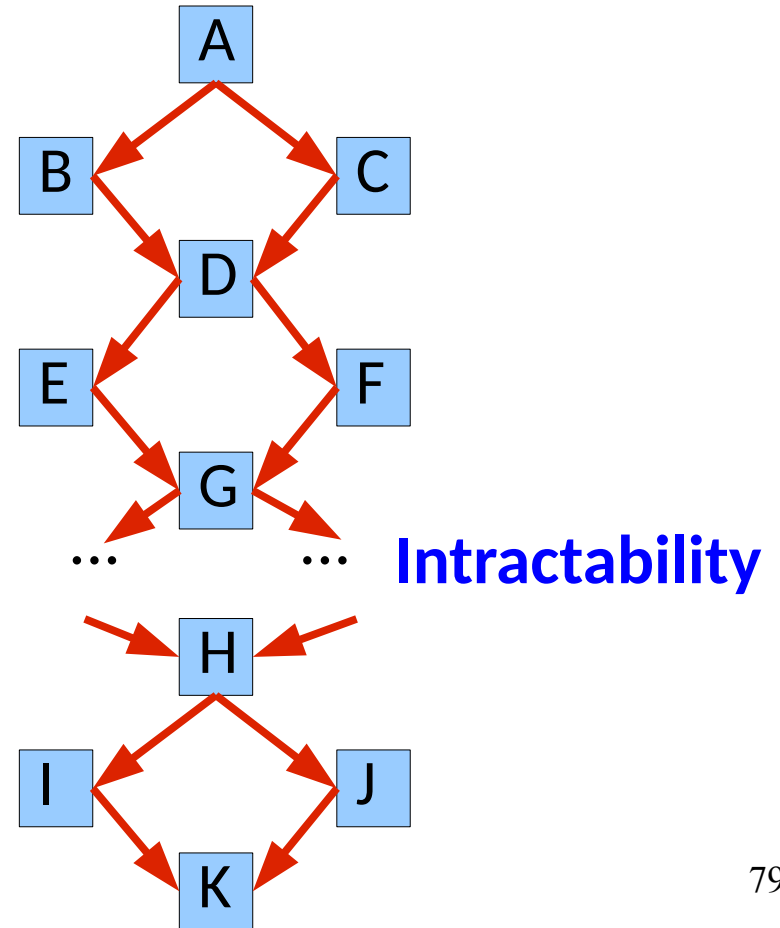
Is this reasonable?

Why?

A

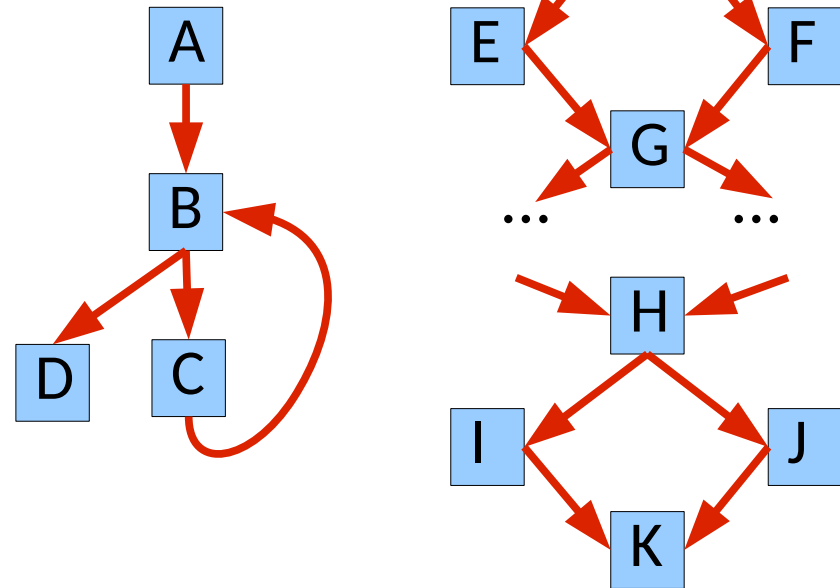
How many paths?

How does this relate to input based approaches?

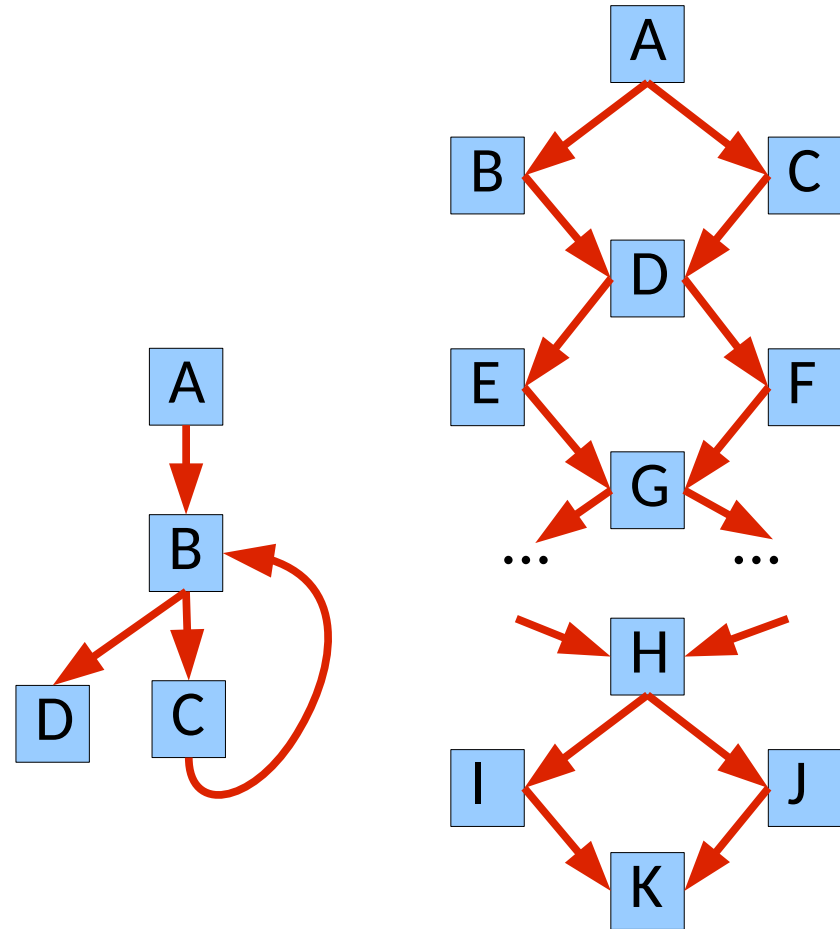


Compromises?

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

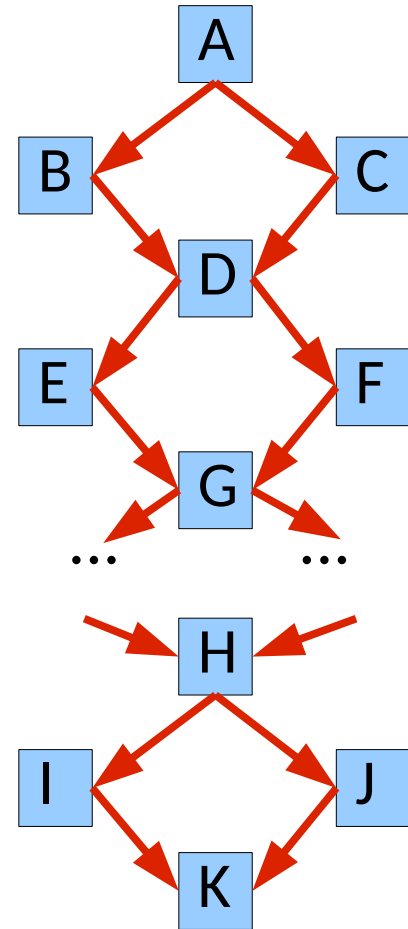
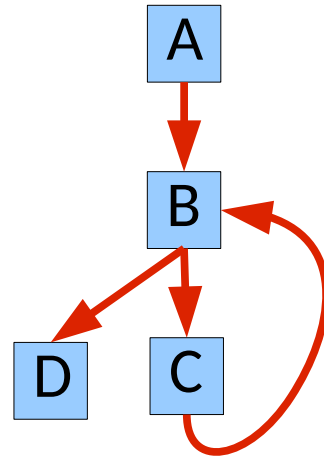


Compromises?



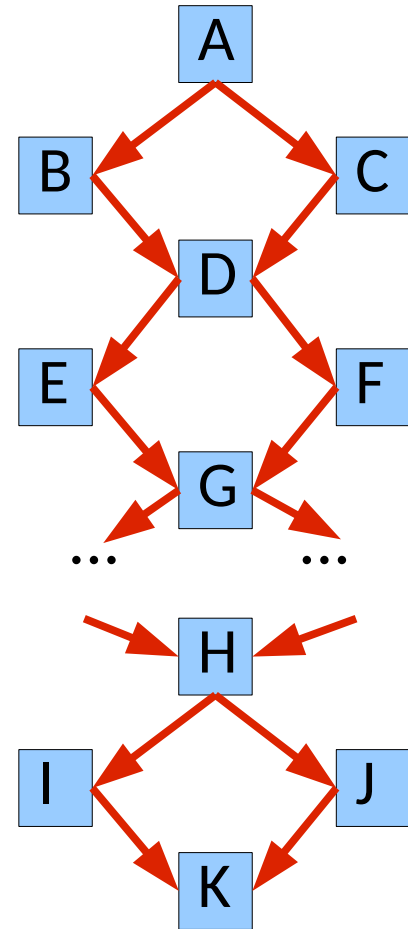
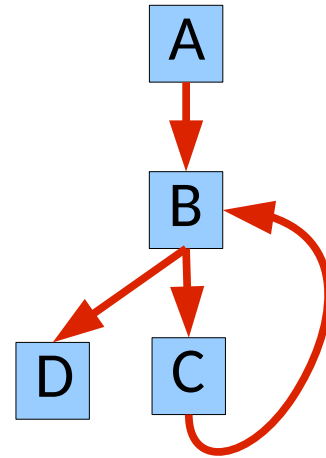
Compromises?

- Edge Pair Coverage
 - Each path of length ≤ 2 is tested.



Compromises?

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

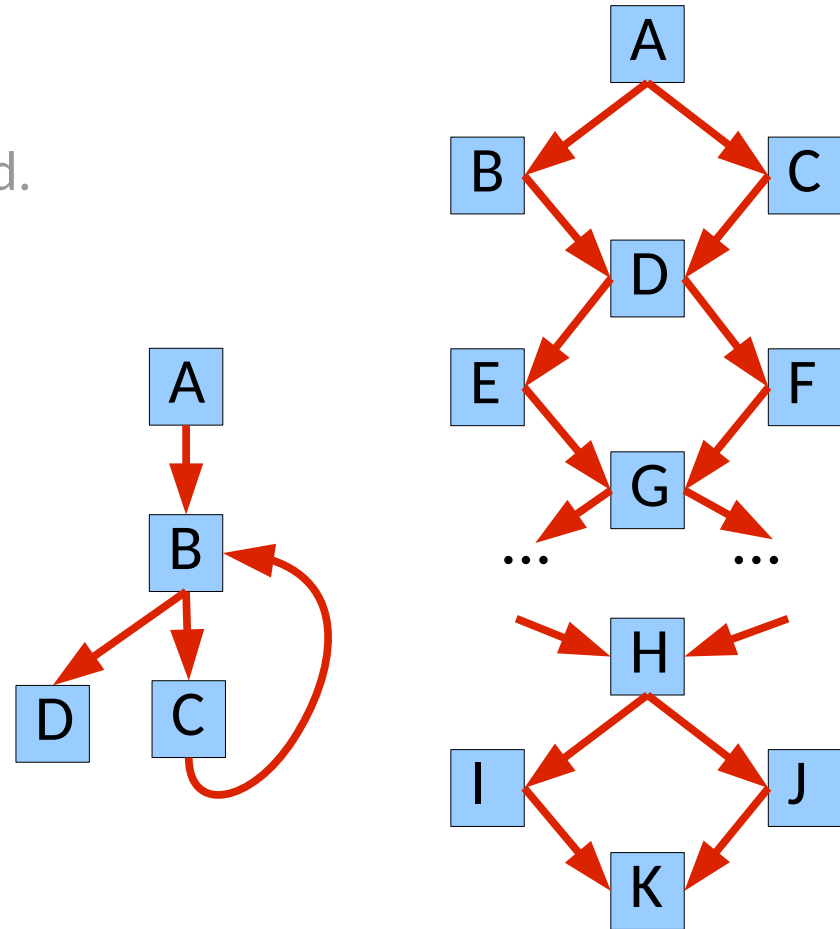


Compromises?

- 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?

Are they good?

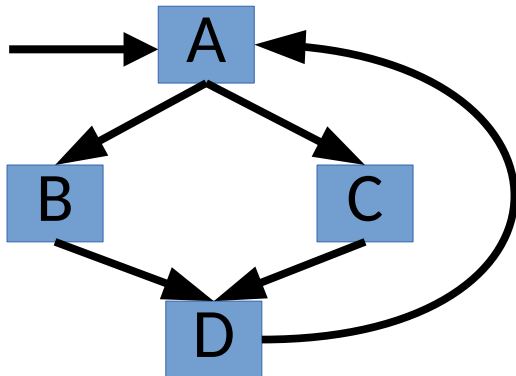


Coping With Loops

- What criteria do you use when testing loops?

Coping With Loops

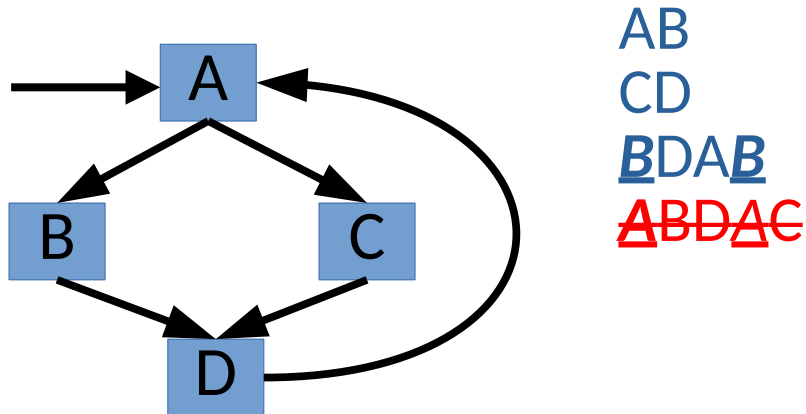
- What criteria do you use when testing loops?
- Simple Paths
 - A path between nodes is simple if no node appears more than once. (Except maybe the first and last)



AB
CD
BDAB
~~ABD~~~~AC~~

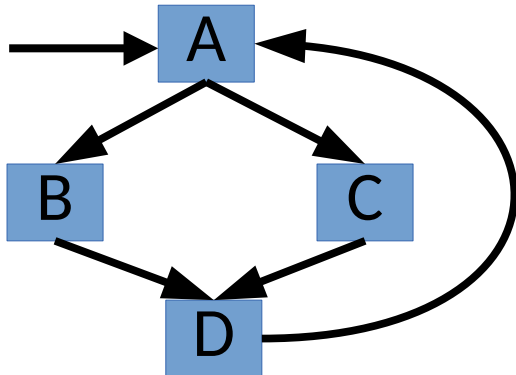
Coping With Loops

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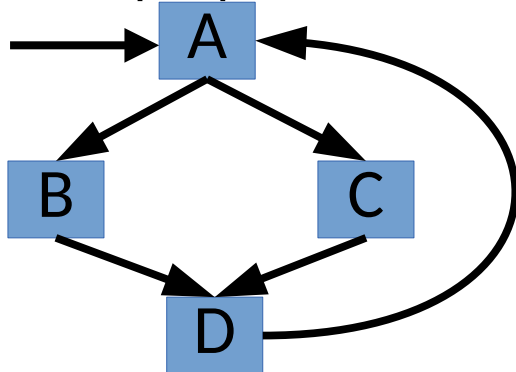
How many may there be?

Coping With Loops

- What criteria do you use when testing loops?
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 - 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

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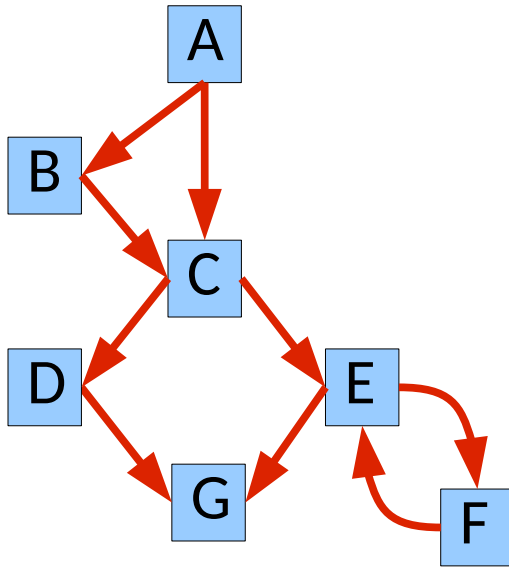
What does this provide?
What do they look like?

Coping With Loops

- Prime Path Coverage
 - Cover all prime paths

Coping With Loops

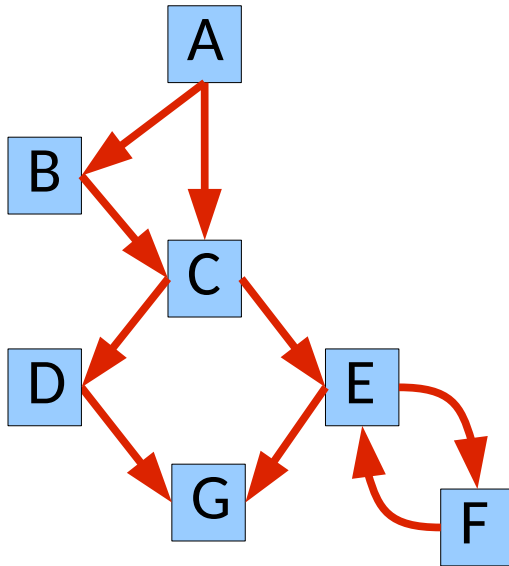
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Example from Ammann & Offutt

Coping With Loops

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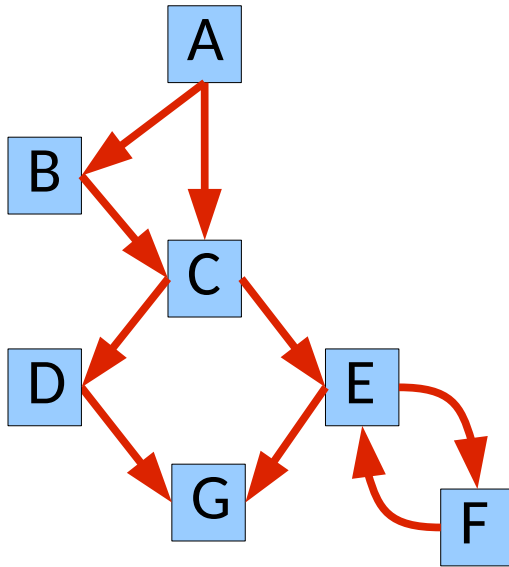


What are the prime paths?

Example from Ammann & Offutt

Coping With Loops

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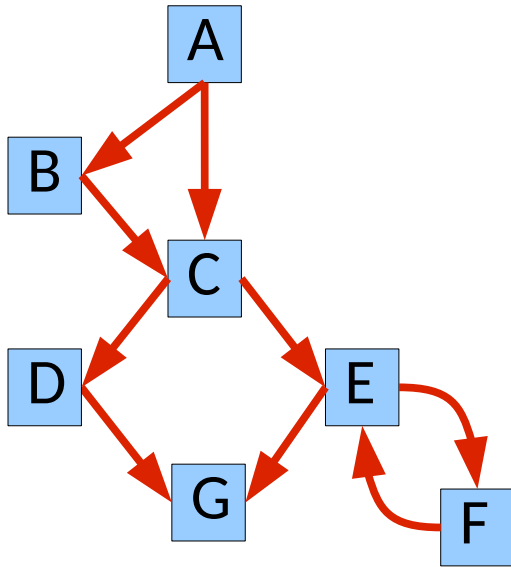
Example from Ammann & Offutt

What are the prime paths?

How many simple paths?

Coping With Loops

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 - Cover all prime paths



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

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Are these tests good or bad?

Do they address all of the problems with path coverage?

Coping With Loops

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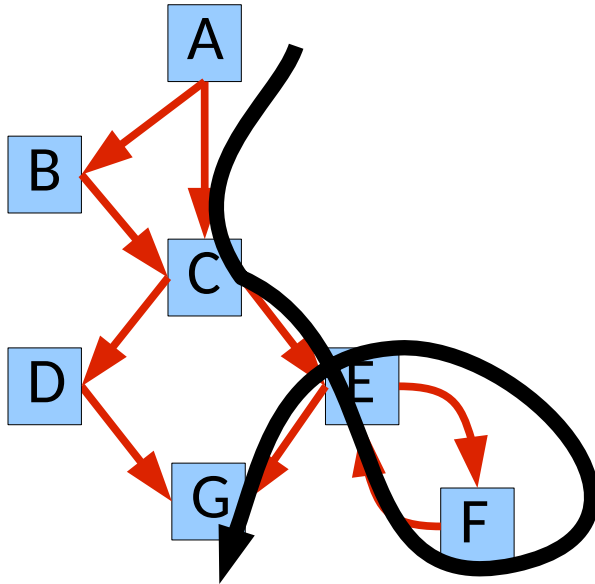
Are these tests good or bad?

Do they address all of the problems with path coverage?

Can you think of things they miss?

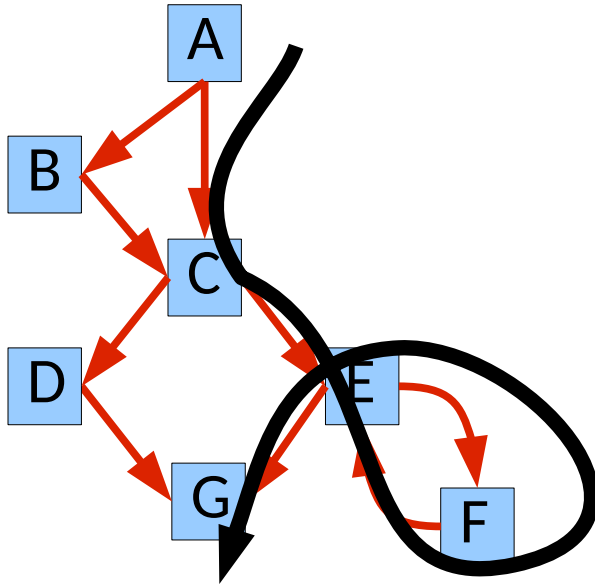
Turning Them Into Tests

- Reconsider



Turning Them Into Tests

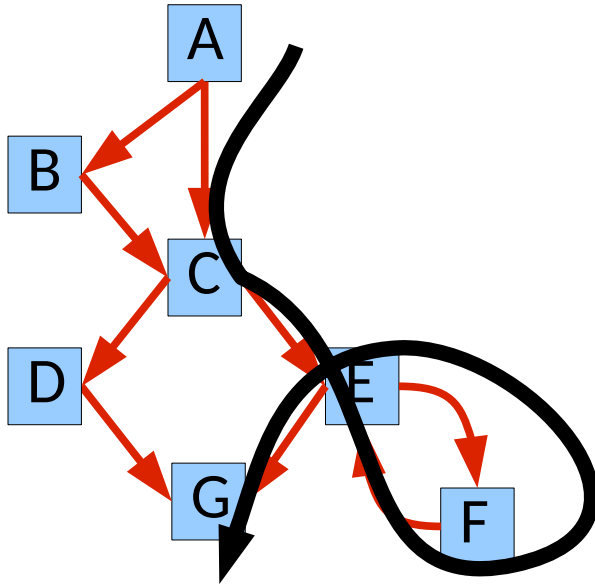
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Is this path prime?

Turning Them Into Tests

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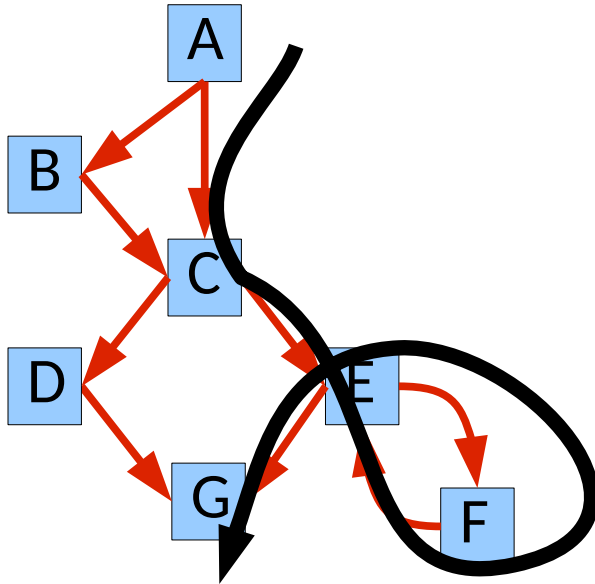


Is this path prime?

Is it still useful?

Turning Them Into Tests

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Is this path prime?

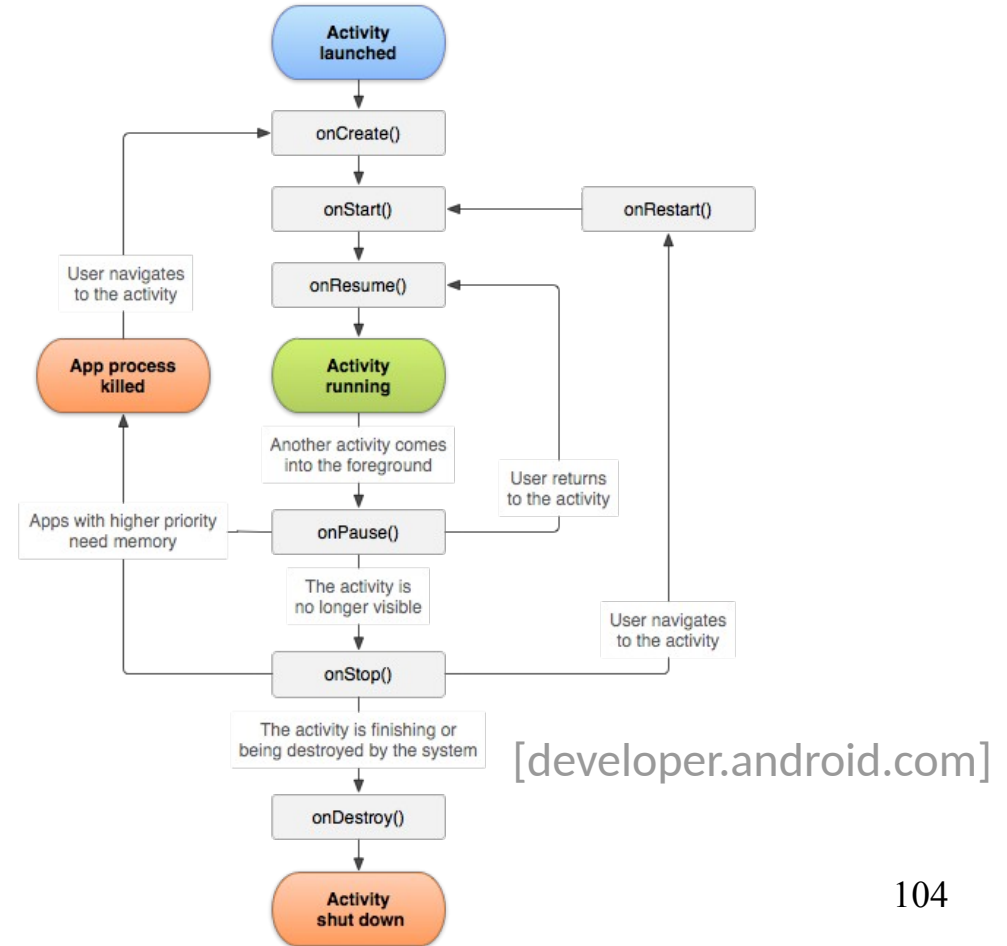
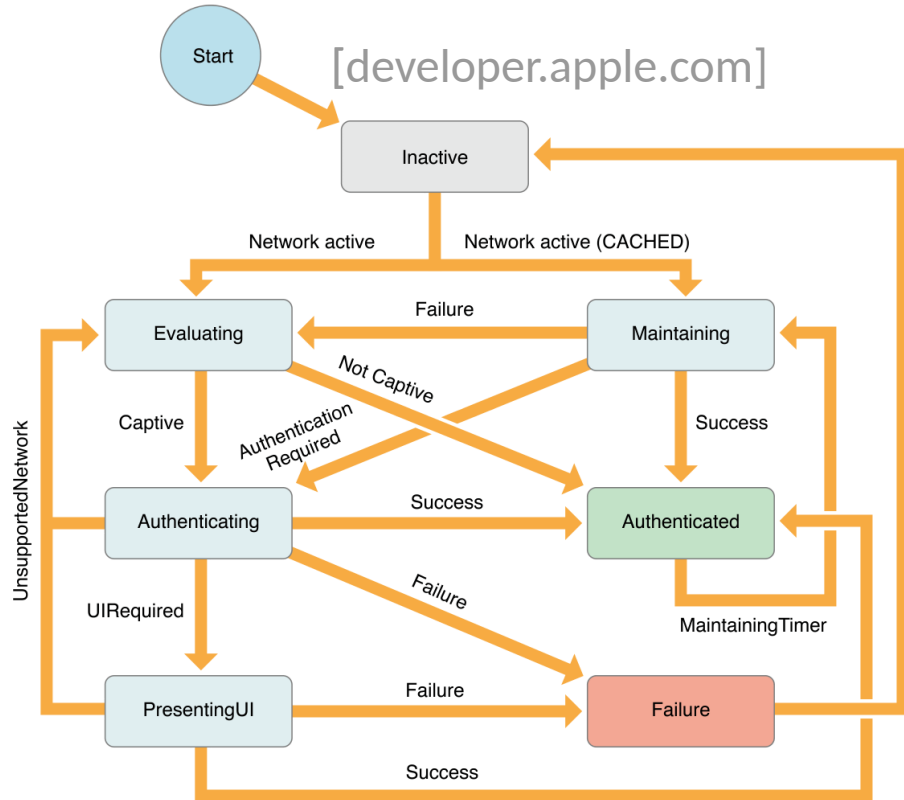
Is it still useful?

One test may cover multiple prime paths!
Requirements \neq Tests

Remember that graphs are everywhere

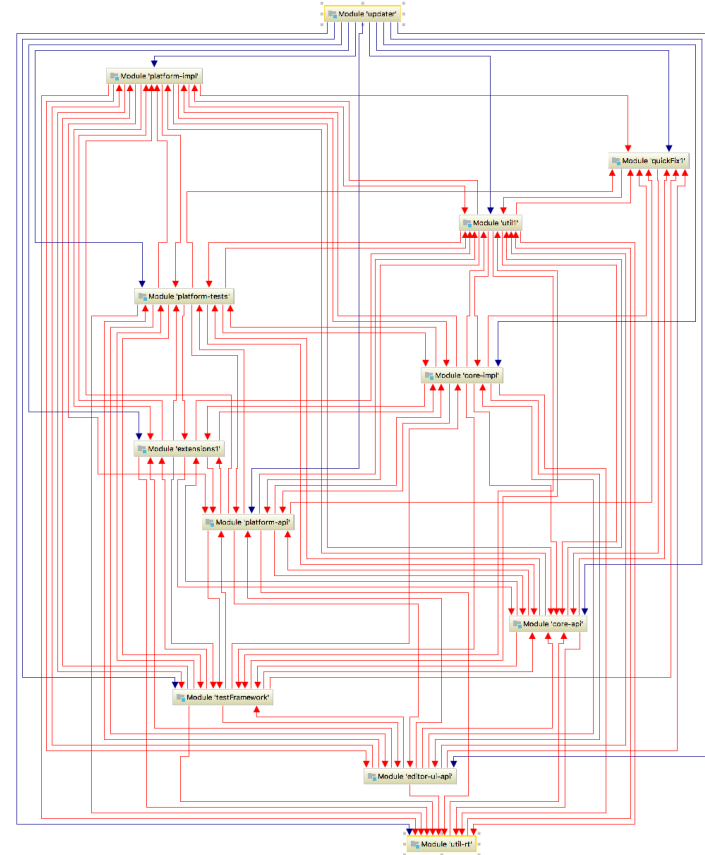
Remember that graphs are everywhere

- Protocols and lifecycles



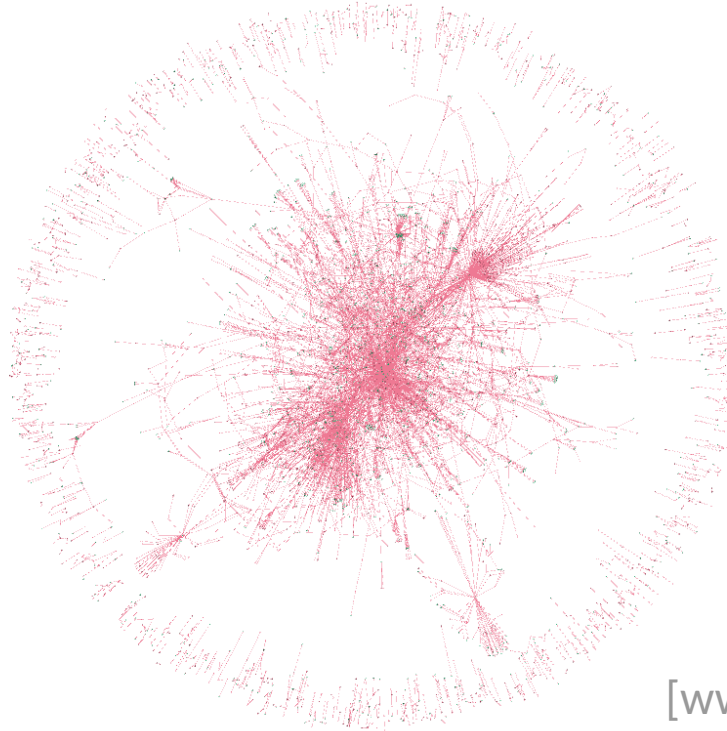
Remember that graphs are everywhere

- Protocols and lifecycles
- Dependencies between components



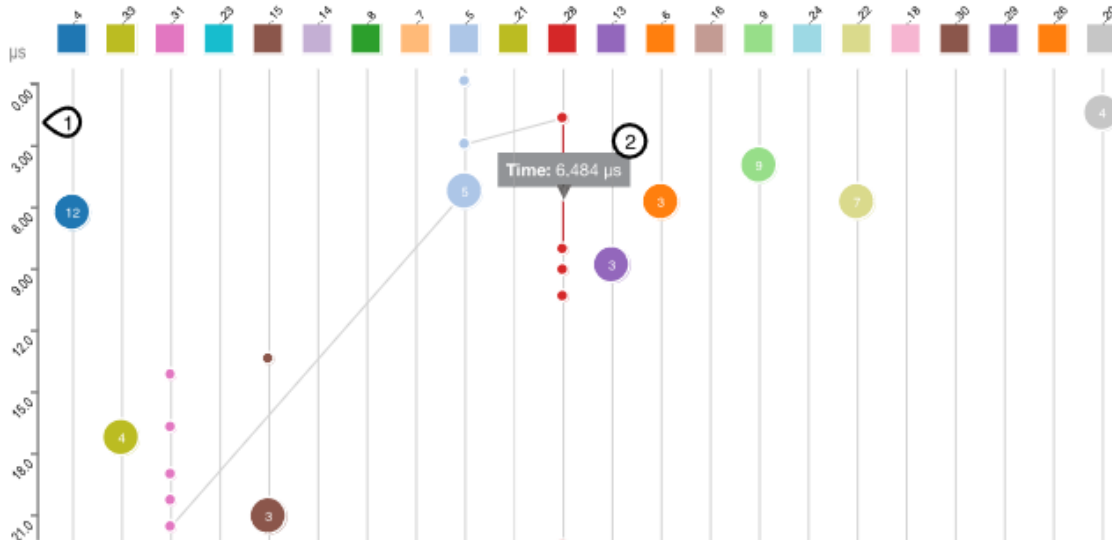
Remember that graphs are everywhere

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- Dependencies between components
- Callgraphs



Remember that graphs are everywhere

- Protocols and lifecycles
- Dependencies between components
- Callgraphs
- (Micro)Services and distributed systems



Summary

- Graph coverage is a common basis for measuring test suite adequacy
 - Branch coverage is the most common “cost-effective” approach

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Summary

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 - Branch coverage is the most common “cost-effective” approach
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 - But managing costs can require care
- Graphs. Are. Everywhere.