

Cooperative Testing and Analysis: Human-Tool, Tool-Tool, and Human- Human Cooperations to Get Work Done

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Why Automate Testing?

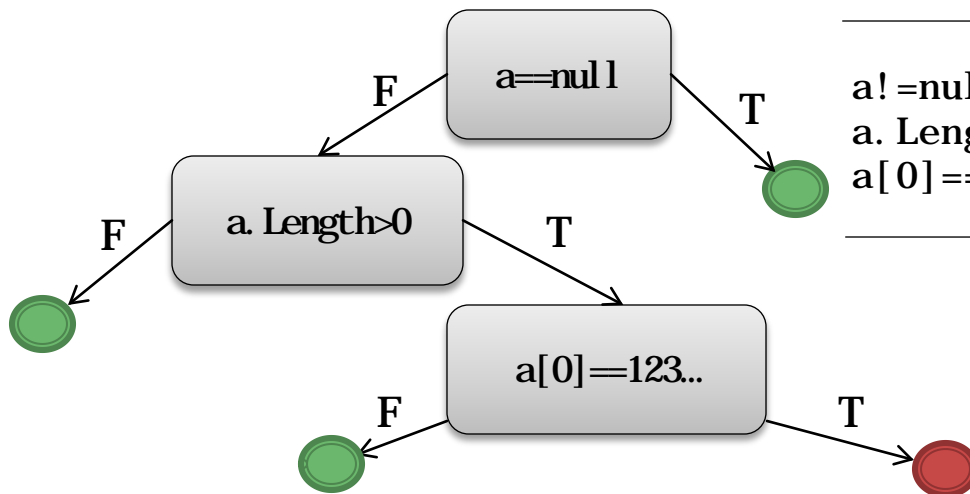
- Software testing is **important**
 - Software errors cost the U.S. economy about \$59.5 billion each year (0.6% of the GDP) [NIST 02]
 - Improving testing infrastructure could save 1/3 cost [NIST 02]
- Software testing is **costly**
 - Account for even half the total cost of software development [Beizer 90]
- Automated testing **reduces** manual testing **effort**
 - Test execution: Junit/xUnit framework
 - Test generation: AgitarOne, Parasoft Jtest, etc.
 - Test-behavior checking: AgitarOne, Parasoft Jtest, etc.

Dynamic Symbolic Execution

[Godefroid et al. 05]

Code to generate inputs for:

```
void CoverMe(int[] a)
{
  if (a == null) return;
  if (a.Length > 0)
    if (a[0] == 1234567890)
      throw new Exception("bug");
}
```



Choose next path

Solve

Execute&Monitor

| Constraints to solve | Data | Observed constraints |
|---|--------|---|
| | null | a==null |
| a!=null | {} | a!=null && !(a.Length>0) |
| a!=null && a.Length>0 | | |
| a!=null && a.Length>0 && a[0]==1234567890 | {123.} | a!=null && a.Length>0 && a[0]==1234567890 |

Negated condition

Done: There is no path left.

Automating Test Generation

@NCSU ASE

- Method sequences

- MSeqGen/Seeker [Thummalapenta et al. OOSPLA 11, ESEC/FSE 09], Covana [Xiao et al. ICSE 2011], OCAT [Jaygarl et al. ISSTA 10], Evacon [Inkumsah et al. ASE 08], Symclat [d'Amorim et al. ASE 06]

- Environments e.g., db, file systems, network, ...

- DBApp Testing [Taneja et al. ESEC/FSE 11], [Pan et al. ASE 11]
- CloudApp Testing [Zhang et al. IEEE Soft 12]

- Loops

- Fitnex [Xie et al. DSN 09]

- Code evolution

- eXpress [Taneja et al. ISSTA 11]

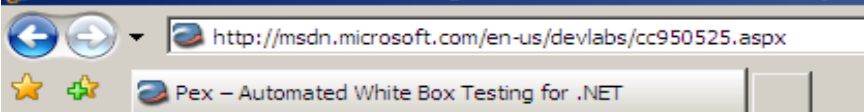


Pex on MSDN DevLabs

Incubation Project for Visual Studio



Pex – Automated White Box Testing for .NET - Windows Internet Explorer

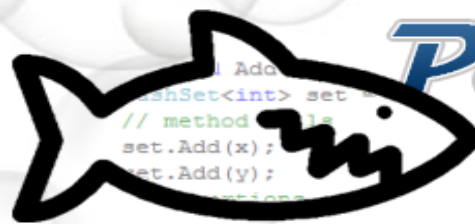


Download counts (20 months)
(Feb. 2008 - Oct. 2009)

Academic: **17,366**

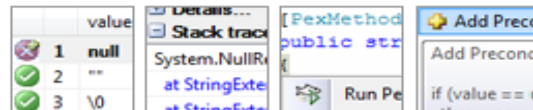
Devlabs: **13,022**

Total: 30,388



Pex

Automated White Box Testing for .NET



About Pex – Automated White Box Testing for .NET [see all DevLabs projects...](#)

Pex (Program EXploration) produces a traditional unit test suite with high code coverage. A parameterized unit test is simply a method that takes parameters, calls the code under test, and states assertions. Given a parameterized unit test written in a .NET language, Pex automatically produces a small unit test suite with high code and assertion coverage. To do so, Pex performs a systematic white box program analysis.

Pex learns the program behavior by monitoring execution traces, and uses a constraint solver to produce new test cases with different behavior. At Microsoft, this technique has proven highly effective in testing even an extremely well-tested component.

Play with Pex, stress it, evaluate it, and [tell us what you think.](#)

Open Source *Pex* extensions

<http://pexase.codeplex.com/>



Publications: <http://research.microsoft.com/en-us/projects/pex/community.aspx#publications>

Pex Extensions: Automated Software Engineering Group@NCSU - Mozilla Firefox

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A list of publications resulted from the project are at [the Microsoft Research Pex Community web](http://the.Microsoft.Research.Pex.Community.web)

Project Description

Pex Extensions: Automated Software Engineering Group@NCSU

★ [5 people](#) are following this project ([follow](#))

| | |
|---------|------------------------------------|
| CURRENT | Covana Release 0.1 |
| DATE | Mon Nov 1 2010 at 9:00 AM |
| STATUS | Beta |
| RATING | No Ratings 24 downloads |
| MORE | View all downloads |

Activity 7 30 All days

| | |
|------------------|---------------------|
| Page Views | 29 |
| Visits | 15 |
| Downloads | 1 |
| Application Runs | N/A |

Reality Check

- **Machine is better at task set A**

- Mechanical, tedious, repetitive tasks, ...
- Ex. solving constraints along a long path

- **Human is better at task set B**

- Intelligence, human intention, abstraction, domain knowledge, ...
- Ex. local reasoning after a loop



= **A** U **B**?



Dagstuhl Seminar 10111

Practical Software Testing: **Tool Automation** and Human Factors



Human Factors

Dagstuhl Seminar 10111

Practical Software Testing: **Tool Automation** and Human Factors

Cooperation Between Human and Machine

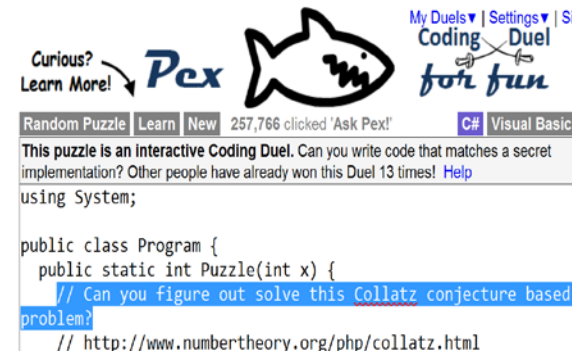
■ Human-Assisted Computing

- Driver: tool \leftrightarrow Helper: human
- Ex. Covana [Xiao et al. ICSE 2011]



■ Human-Centric Computing

- Driver: human \leftrightarrow Helper: tool
- Ex. Coding duels @Pex for Fun



Interfaces are important. Contents are important too!

Human-Assisted Computing

- Motivation
 - Tools are often not powerful enough (at least for now)
 - Human is good at some aspects that tools are not
- **Task for Tool:** What needs to automate?
- Tool → Human
 - What difficulties does the tool face?
 - How to communicate info to the user to get her help?
- Tool ← Human
 - How does the user help the tool based on the info?
- Iterations to form feedback loop?

Problems Faced by Automated-Structural-Test-Generation Tools

external-method call problems (EMCP)

object-creation problems (OCP)

Pex Exploration Results - stopped

WrapperCommand target, Object testClass

0 25 0/0 blocks, 0/0 asserts, 322 runs

Review bold issues: All Events 43 Uninstrumented Methods 1 External Method 142 Warnings 18 Object Creations 1 Boundary

Event

- Object..ctor()
- ExecutionDelegate..ctor(Object, IntPtr)
- WorkerThreadHandler..ctor(Object, IntPtr)
- RuntimeType.GetHashCode()
- WorkerThreadHandler.BeginInvoke(AsyncCallback, Object)
- AsyncResult.get_AsyncWaitHandle()
- WaitHandle.WaitOne(Int32, Boolean)
- String.Format(String, Object)

Details...

Stack trace:

at PathCoverageAndConditionBuilder.Uninstrum
at EvolvingFrame.EndCall(Int32, EndCallKind)
at InstructionInterpreter.AtCallFallthrough(Int32)
at _Checks.AtCallFallthrough(Int32)
at DelegatingTestCommand..ctor(ITestCommand
at ExceptionWrapperCommand..ctor(ITestComm
at ExceptionWrapperCommandFactory.Create(ITe

DSE Challenges - Preliminary Study

| Project | LOC | Cov % | OCP | EMCP | Boundary | Limitation |
|------------|-------|-------|-------------|-------------|------------|------------|
| SvnBridge | 17.1K | 56.26 | 11 (42.31%) | 15 (57.69%) | 0 (0%) | 0 (0%) |
| xUnit | 11.4K | 15.54 | 8 (72.73%) | 3 (27.27%) | 0 (0%) | 0 (0%) |
| Math.Net | 3.5K | 62.84 | 17 (70.83%) | 1 (4.17%) | 4 (16.67%) | 2 (8.33%) |
| QuickGraph | 8.3K | 53.21 | 10 (100%) | 0 (0%) | 0 (0%) | 0 (0%) |
| Total | 40.3K | 49.87 | 46 (64.79%) | 19 (26.76%) | 4 (5.63%) | 2 (2.82%) |

The total block coverage achieved is 49.87%, with the lowest coverage being 15.54%.

- object-creation problems (OCP) - 64.79%
- external-method call problems (EMCP) - 26.76%
- boundary problems – 5.63%
- limitations of the used constraint solver – 2.82%

External-Method Call Problems (EMCP) Example

Example 1:

- **File.Exists** has data dependencies on program input
- Subsequent branch at Line 1 using the return value of **File.Exists**.

Example 2:

- **Path.GetFullPath** has data dependencies on program input
- **Path.GetFullPath** throws exceptions.

Example 3: **String.Format** do not cause any problem

```
static string GetDefaultConfigFile(string assembly-
File) {
00: string configFilename = assemblyFile + ".config";
01: if (File.Exists(configFilename))
02:     return configFilename;
03: return null;
04: }
...
public ExecutorWrapper(string assemblyFilename, ...) {
05: ...
06: assemblyFilename = Path.GetFullPath(assemblyFilename);
07: ...
}
public AssertActualExpectedException
(object expected, object actual, ...) {
08: ...
09: this.actual += String.Format("(0)",
                                actual.GetType().FullName);
10: this.expected += String.Format("(0)",
                                expected.GetType().FullName);
11: ...
}
```

1

2

3

Figure 1: Three simplified methods from xUnit

Cooperation Between Human and Test-Generation Tools

■ Motivation

- Tools are often not powerful enough (at least for now)
 - EMCPs and OCPs
- Human is good at some aspects that tools are not
 - EMCPs: Instruct which external methods
 - to instrument
 - to write mock objects for
 - OCPs: Write factory methods for generating objects

Cooperative Developer Testing

- Developers provide guidance to help tools achieve higher structural coverage
- Apply tools to generate tests
- Tools report achieved coverage & problems
- Developers provide guidance
 - EMCP: Instrumentation or Mock Objects
 - OCP: Factory Methods

Existing Solution of Problem Identification

- Existing solution
 - identify all executed external-method calls
 - report all the non-primitive object types of program inputs and their fields
- Limitations
 - the number could be high
 - some identified problem are irrelevant for achieving higher structural coverage

```

12 [global::Microsoft.Pex.Framework.PexMethod]
13 public global::Xunit.Sdk.ExceptionWrapperCommand Constructor(global::Xunit.Sdk.ITestCommand innerCommand, glo
14 {
15     global::Xunit.Sdk.ExceptionWrapperCommand target
16     = new global::Xunit.Sdk.ExceptionWrapperCommand(innerCommand, method);
17     return target;
18     // TODO: add assertions to method ExceptionWrapperCommandTest.Constructor(ITestCommand, IMethodInfo)
19 }
20

```

Pex Exploration Results - stopped

WrapperCommand target, Object testClass | Run | Views | Follow Pex on Facebook

0 25 | 0/0 blocks, 0/0 asserts, 322 runs

Review bold issues: All Events **43 Uninstrumented Methods** 1 External Method 142 Warnings 18 Object Creations 1 Boundary

| Event | |
|--|--|
| Object..ctor() | |
| ExecutionDelegate..ctor(Object, IntPtr) | |
| WorkerThreadHandler..ctor(Object, IntPtr) | |
| RuntimeType.GetHashCode() | |
| WorkerThreadHandler.BeginInvoke(AsyncCallback, Object) | |
| AsyncResult.get_AsyncWaitHandle() | |
| WaitHandle.WaitOne(Int32, Boolean) | |
| String.Format(String, Object) | |
| Exception..ctor(String) | |
| Activator.CreateInstance(Type) | |
| Reflection.GetParameterCount(MethodBase) | |

Reported EMCPs: 44

Reported OCPs: 18

vs.

Real EMCPs: 0

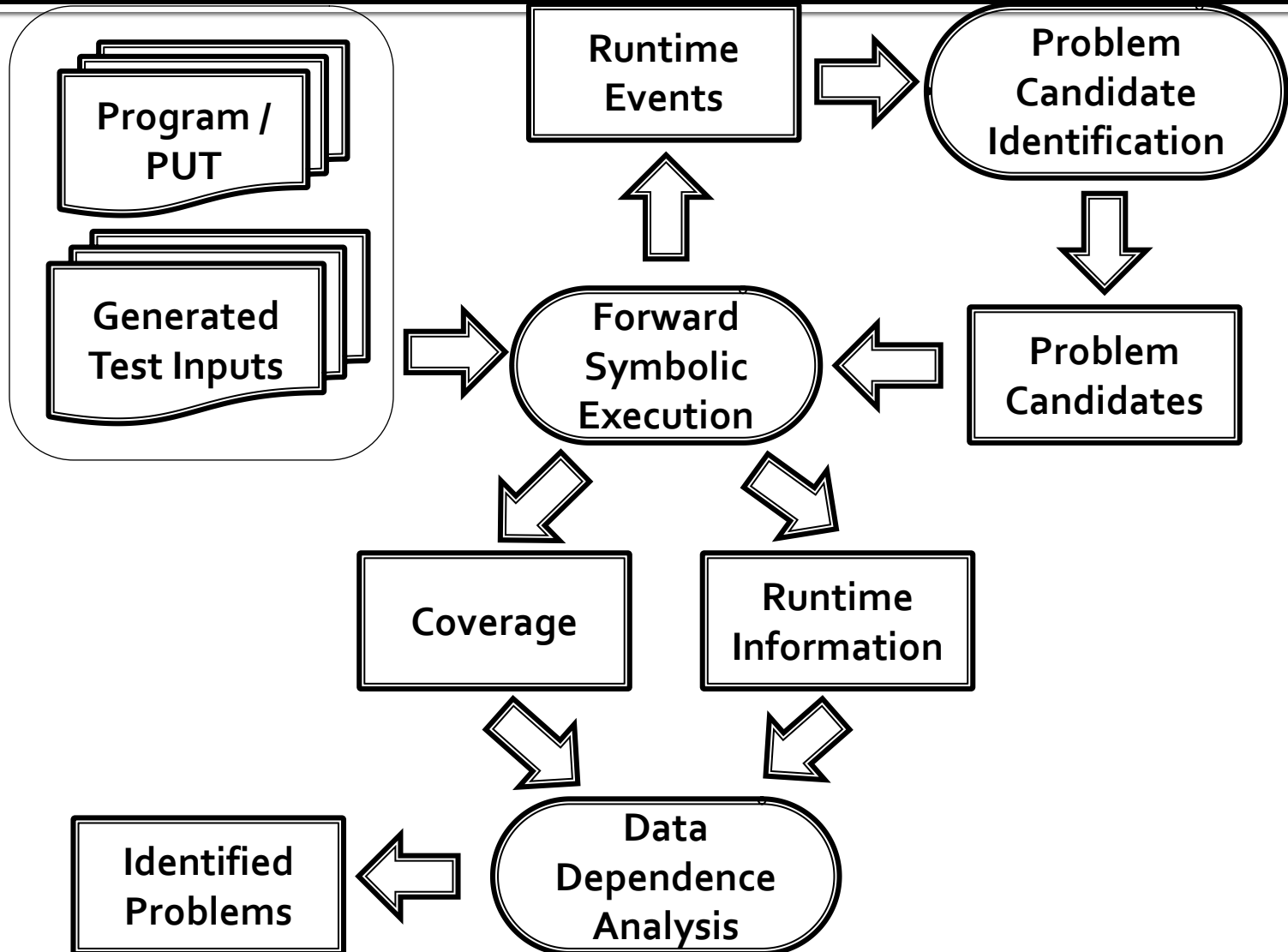
Real OCPs: 5

Proposed Approach: Covana

[Xiao et al. ICSE 11]

- Precisely identify problems faced by tools when achieving structural coverage
- Insight
 - Partially-Covered Statements (i.e., statements containing not-covered branches) have data dependency on real problem candidates
- Three main steps:
 - Problem Candidate Identification
 - Forward Symbolic Execution
 - Data Dependence Analysis

Overview of Covana



Data Dependence Analysis

Symbolic Expression:
return(File.Exists) == true



Element of
EMCP Candidate:
return(File.Exists)



Branch Statement Line 1 has data
dependency on *File.Exists* at Line 1

```
static bool ParseCommandLine(string[] args,  
                             out string assemblyFile, ...) {  
00:  assemblyFile = args[0];  
...  
01:  if (!File.Exists(assemblyFile)) {  
02:      Console.WriteLine("error: assembly file not found: {0}", assemblyFile);  
03:      return false;  
04:  }  
...  
public Executor(string assemblyFilename) {  
05:  this.assemblyFilename = Path.GetFullPath(assemblyFilename);  
06:  ...  
}
```

Evaluation – Subjects and Setup

- Subjects:
 - xUnit: unit testing framework for .NET
 - 223 classes and interfaces with 11.4 KLOC
 - QuickGraph: C# graph library
 - 165 classes and interfaces with 8.3 KLOC
- Evaluation setup:
 - Pex (0.24.50222.1) with the implemented extension as our DSE test-generation tool
 - Apply Pex to generate tests for program under test
 - Collect coverage and runtime information for identifying EMCPs and OCPs

Evaluation – Research Questions

- RQ1: How effective is Covana in **identifying** the two main types of problems, EMCPs and OCPs?
- RQ2: How effective is Covana in **pruning** irrelevant problem candidates of EMCPs and OCPs?

Evaluations -

RQ1: Problem Identification

Covana identifies

- 43 EMCPs with only 1 false positive and 2 false negatives
- 155 OCPs with 20 false positives and 30 false negatives.

| Application Assembly | # File | Object-Creation Problem (OCP) | | | | External-Method-Call Problem (EMCP) | | | |
|--------------------------------|--------|-------------------------------|--------|------|------|-------------------------------------|--------|------|------|
| | | # Identified | # Real | # FP | # FN | # Identified | # Real | # FP | # FN |
| xUnit | 71 | 68 | 67 | 13 | 12 | 24 | 24 | 0 | 0 |
| xUnit.Extensions | 17 | 7 | 5 | 3 | 1 | 2 | 2 | 0 | 0 |
| xUnit.Console | 7 | 2 | 2 | 0 | 0 | 2 | 2 | 0 | 0 |
| xUnit.Gui | 12 | 3 | 3 | 0 | 0 | 1 | 3 | 0 | 2 |
| xUnit.Runner.Msbuild | 6 | 15 | 14 | 1 | 0 | 0 | 0 | 0 | 0 |
| xUnit.Runner.Tdnet | 3 | 5 | 5 | 0 | 0 | 1 | 1 | 0 | 0 |
| xUnit.Runner.Utility | 28 | 7 | 12 | 0 | 5 | 9 | 9 | 0 | 0 |
| Quickgraph | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Quickgraph.Algorithms | 12 | 7 | 11 | 0 | 4 | 0 | 0 | 0 | 0 |
| Quickgraph.Algorithms.Graphviz | 14 | 20 | 20 | 2 | 2 | 4 | 3 | 1 | 0 |
| Quickgraph.Collections | 19 | 6 | 11 | 1 | 6 | 0 | 0 | 0 | 0 |
| Quickgraph.Concepts | 35 | 5 | 5 | 0 | 0 | 0 | 0 | 0 | 0 |
| Quickgraph.Exceptions | 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Quickgraph.Predicates | 9 | 8 | 8 | 0 | 0 | 0 | 0 | 0 | 0 |
| Quickgraph.Representations | 3 | 2 | 2 | 0 | 0 | 0 | 0 | 0 | 0 |
| Total | 242 | 155 | 163 | 20 | 30 | 43 | 44 | 1 | 2 |

Example Identified EMCPs - 1

ParseCommandLine,
Pex achieved 44/154
(28.57%),



Branch Statement Line 1
has data dependency on
File.Exists at Line 1



False branch at Line 1
is not covered



File.Exists is reported

```
static bool ParseCommandLine(string[] args,  
                             out string assemblyFile, ...) {  
00:  assemblyFile = args[0];  
...  
01:  if (!File.Exists(assemblyFile)) {  
02:      Console.WriteLine("error: assem-  
bly file not found: {0}", assemblyFile);  
03:      return false;  
04:  }  
...  
public Executor(string assemblyFilename) {  
05:  this.assemblyFilename = Path.GetFullPath(assemblyFilename);  
06:  ...  
}
```

Example Identified EMCPs - 2

```
static bool ParseCommandLine(string[] args,
                             out string assemblyFile, ...) {
00:  assemblyFile = args[0];
    ...
01:  if (!File.Exists(assemblyFile)) {
02:      Console.WriteLine("error: assembly file not found: {0}", assemblyFile);
03:      return false;
04:  }
    ...
public Executor(string assemblyFilename) {
05:  this.assemblyFilename = Path.GetFullPath(assemblyFilename);
06:  ...
}
```

Executor, Pex achieved
2/5 (40%)

Path.GetFullPath is
reported

Code after Line 6 is
not covered

Path.GetFullPath throws
exceptions for all executions

Evaluations –

RQ2: Irrelevant-Problem-Candidate Pruning

Covana prunes

- 97.33% (1567 in 1610) EMCP candidates with 1 false positive and 2 false negatives
- 65.63% (296 in 451) OCP candidates with 20 false positives and 30 false negatives

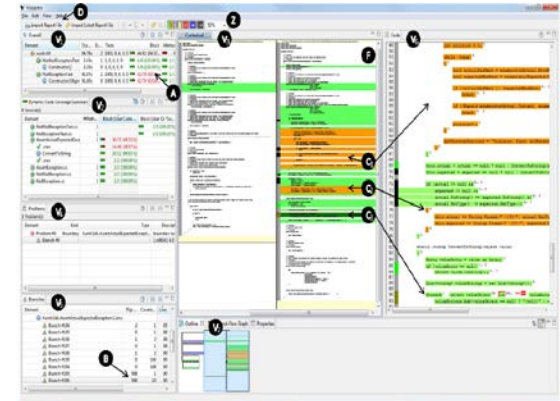
| Object-Creation Problem (OCP) | | | | |
|-------------------------------|-------------|--------------|-----|-----|
| #Candidate | #Identified | #Pruned | #FP | #FN |
| 335 | 107 | 228 (68.06%) | 17 | 18 |
| 116 | 48 | 68 (58.62%) | 3 | 12 |
| 451 | 155 | 296 (65.63%) | 20 | 30 |

| External-Method-Call Problem (EMCP) | | | | |
|-------------------------------------|-------------|----------------|-----|-----|
| #Candidate | #Identified | #Pruned | #FP | #FN |
| 1313 | 39 | 1274 (97.03%) | 0 | 2 |
| 297 | 4 | 293 (98.65%) | 1 | 0 |
| 1610 | 43 | 1567 (97.33%) | 1 | 2 |

Cooperation Between Human and Machine

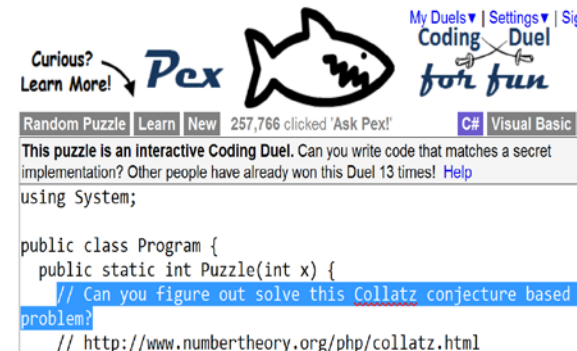
■ Human-Assisted Computing

- Driver: tool \leftrightarrow Helper: human
- Ex. Covana [Xiao et al. ICSE 2011]



■ Human-Centric Computing

- Driver: human \leftrightarrow Helper: tool
- Ex. Coding duels @Pex for Fun



Interfaces are important. Contents are important too!

Behind the Scene of Pex for Fun

[ASE o8sp]



Secret Impl ^{behavior} == Player Impl?

Secret Implementation

```
class Secret {  
    public static int Puzzle(int x) {  
        return x * 3 + 10;  
    }  
}
```

Player Implementation

```
class Player {  
    public static int Puzzle(int x) {  
        return x;  
    }  
}
```

Ask Pex!



```
class Test {  
    public static void Driver(int x) {  
        if (Secret.Puzzle(x) != Player.Puzzle(x))  
            throw new Exception("Found a Difference");  
    }  
}
```



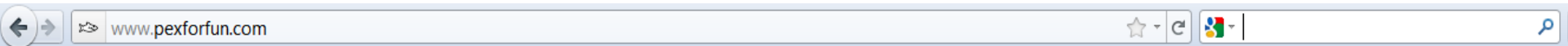
Pex found 1 difference between your puzzle method and the secret implementation. Improve your code, so that it matches the other implementation, and 'Ask Pex!' again.

| x | y | your result | secret implementation result | Output/Exception | Error Message |
|-------------|-----------|-------------|------------------------------|------------------|---|
| 0 | 0 | 2 | 22 | Mismatch | Your puzzle method produced the wrong result. |
| -1458398958 | 515739696 | 1378169382 | 1378169382 | | |

Migrating Pex to the Web/Cloud



Try it at <http://www.pexforfun.com/>



[Curious? Learn More!](#)

Pex

[My Duels▼](#) | [Settings▼](#) | [Sign In](#)

Coding Duel for fun

[Random Puzzle](#) [Learn](#) [New](#)

884,676 clicked 'Ask Pex!'

[C#](#) [Visual Basic](#) [F#](#)

This puzzle is an interactive Coding Duel. Can you write code that matches a secret implementation? Other people have already won this Duel 305 times! [Help](#)

using System;

```
public class Program {  
    public static int Puzzle(int x) {  
        // Can you write code to solve the puzzle? Ask Pex to see how close you are.  
        return x;  
    }  
}
```

Ask Pex!

HCC: Pex for Fun (Human-Human C)

- Coding duels at <http://www.pexforfun.com/>
- **Task** for Human: write behavior-equiv code

- Human → Tool

- Does my new code behave differently? How exactly?

```
using System;
public class Program {
    public static int Puzzle(int x, int y) {
        /* Could you re-order the statements to
        of the secret implementation? */
        y = x * 10;
        y = x;
        x = y + 2;
        return (x + y);
    }
}
```

Ask Pex!

Pex found 1 difference between your puzzle method and the secret implementation. Improve your code, so that it matches the other implementation, and 'Ask Pex!' again.

| | x | y | your result | secret implementation result | Output/Exception | Error Message |
|---|-------------|-----------|-------------|------------------------------|------------------|---|
| ✖ | 0 | 0 | 2 | 22 | Mismatch | Your puzzle method produced the wrong result. |
| ✔ | -1458398958 | 515739696 | 1378169382 | 1378169382 | | |

- Human ← Tool

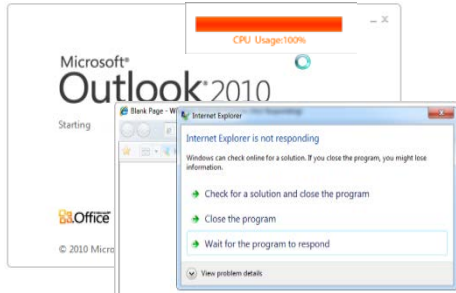
- Could you fix your code to handle **failed/passed tests**?

- Iterations to form feedback loop?

- Yes, till tool generates no failed tests/player is impatient

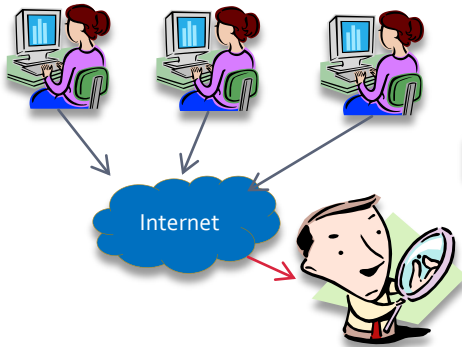
Human-Human/Tool Cooperation: StackMine

[ICSE 12] in collaboration with MSR Asia



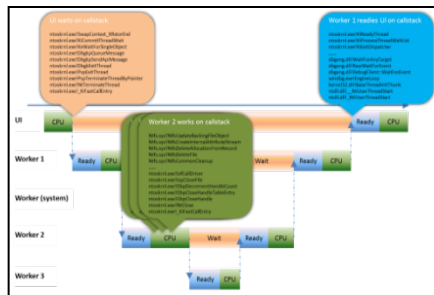
OS Performance in The Real World

- One of top user complaints
- Impacting large number of users every day
- High impact on usability and productivity



Challenges

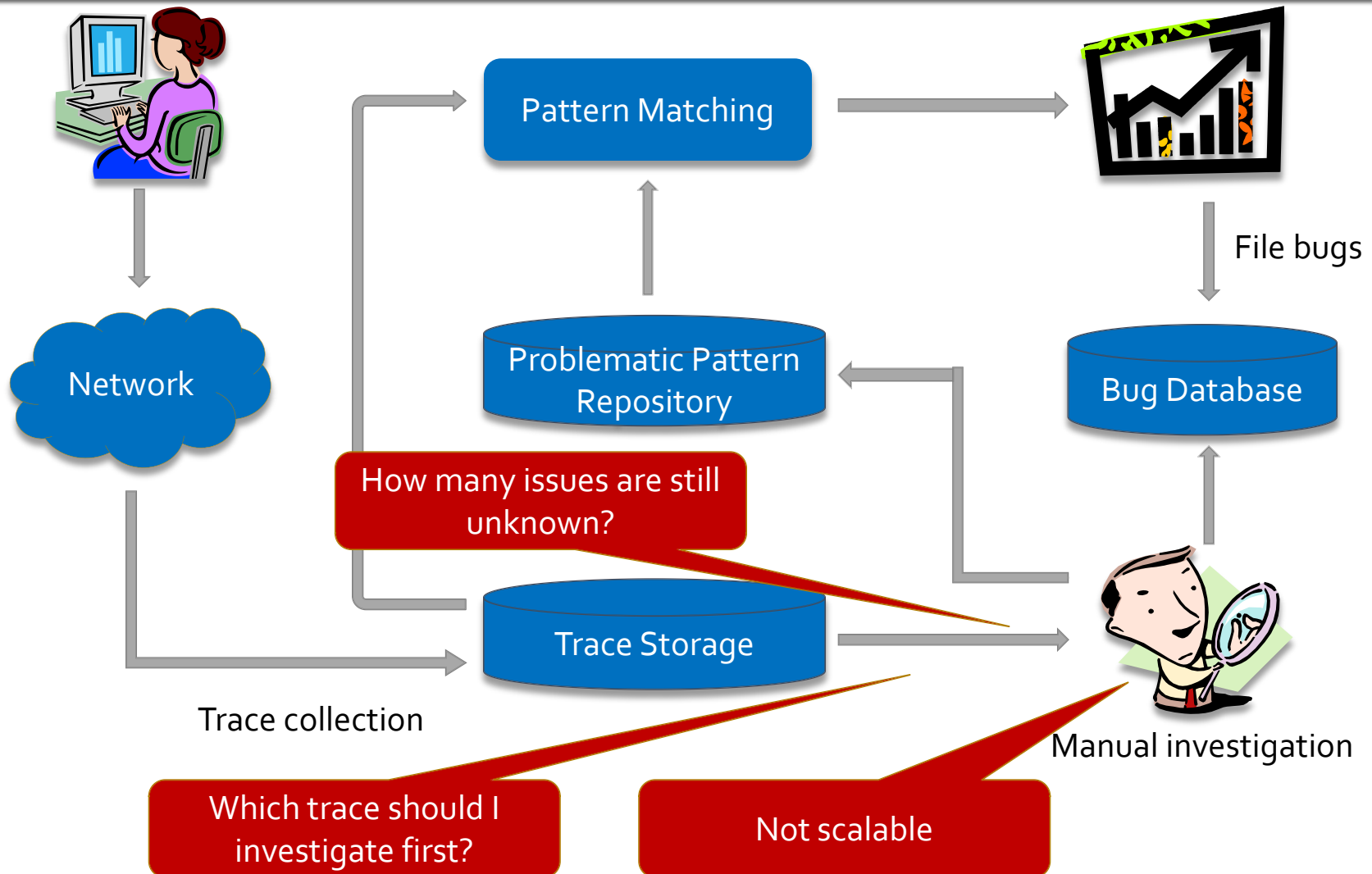
- Large scale trace data
- Highly complex performance analysis in OS level
- Combination of machine learning and domain expertise



Formulation of Callstack Mining/Clustering Problem

- Unknown issue discovery
- Issue prioritization
- Scalable to large number of traces

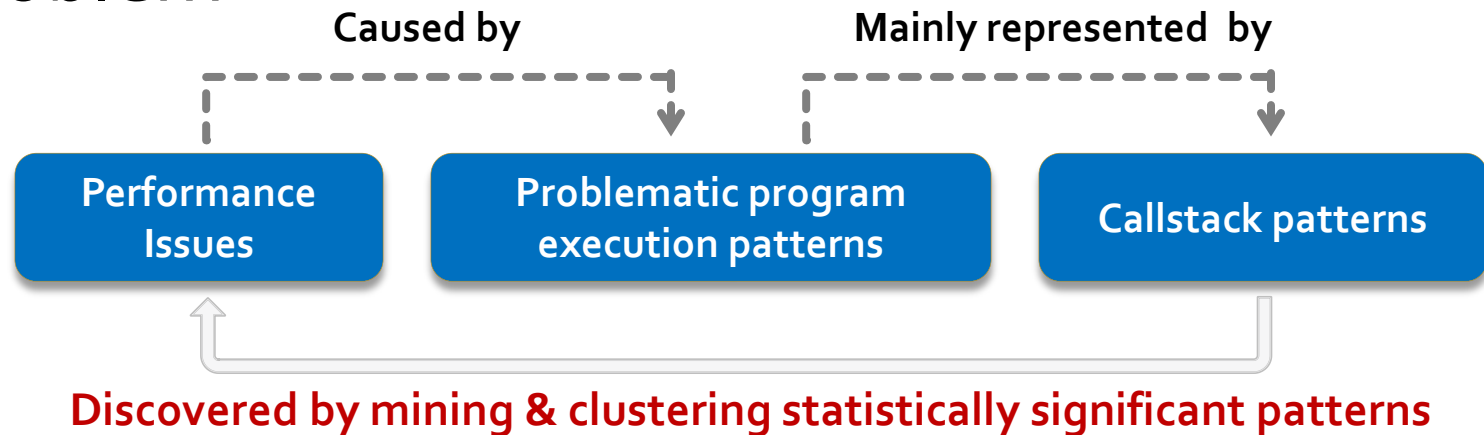
Performance Related Trace Analysis Today



StackMine Approach

[ICSE 12] in collaboration with MSR Asia

- Formulate as a callstack mining and clustering problem



- Incorporate deep domain knowledge

Industry Impact



"We believe that the MSRA tool is highly valuable and much more efficient for mass trace (100+ traces) analysis. For 1000 traces, we believe the tool saves us 4-6 weeks of time to create new signatures, which is quite a significant productivity boost."

- Development Manager in Windows

Effective discovery of new issue on Windows mini-hang



Continuous impact on future Windows versions

Tool-Tool Cooperation

- Static analysis + dynamic analysis
 - Static Checker + Test Generation
 - ...
- Dynamic analysis + static analysis
 - Fix generation + fix validation
 - ...
- Static analysis + static analysis
 - ...
- Dynamic analysis + dynamic analysis [ASE 08]
 - ...

Conclusion:

Cooperative Testing and Analysis

- **Human**-Assisted **Computing**
 - Tool \rightarrow Human: expose more/less details?
 - Tool \leftarrow Human: not reliable guidance?
- **Human**-Centric **Computing**
 - Human \rightarrow Tool: more input modalities?
 - Human \leftarrow Tool: tutoring hints?
- **Human-Human**
- **Computing-Computing**

Thank you!

Questions ?



<https://sites.google.com/site/asergroup/>

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Software Research
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Engineering@NCSU