Simon Thompson, Clara Benac Earle

University of Kent, Universidad Politécnica de Madrid

ProTest
property based testing

ProTest goals

Integrate property-based testing into the development life cycle:

- Property discovery
- Test and property evolution
- Property monitoring
- Analysing concurrent systems

ProTest
property based testing

Property-based testing

Describe the required behaviour of a system using logical properties …

… or abstract state machines.

Test the properties against random data.

Test machine compliance by random execution sequences.

ProTest
property based testing

ProTest tools

PULSE

Exago

Onviso

QuviQ

QuickCheck

State Chum

ProTest
property based testing

Focus for this talk

PULSE

Exago

Onviso

QuviQ

QuickCheck

State Chum

ProTest

property based testing

Wrangler

Interactive refactoring tool for Erlang

Integrated into Emacs and Eclipse / ErlIDE

Multiple modules

Structural, process, macro refactorings

Clone detection + removal

Improve module structure

Basic refactorings

ProTest
property based testing

Refactoring and testing

- Clone detection and elimination in test code
- Property extraction through clone detection and FSM inference.
- Refactoring code and tests: frameworks.
- Refactoring tests in a framework.

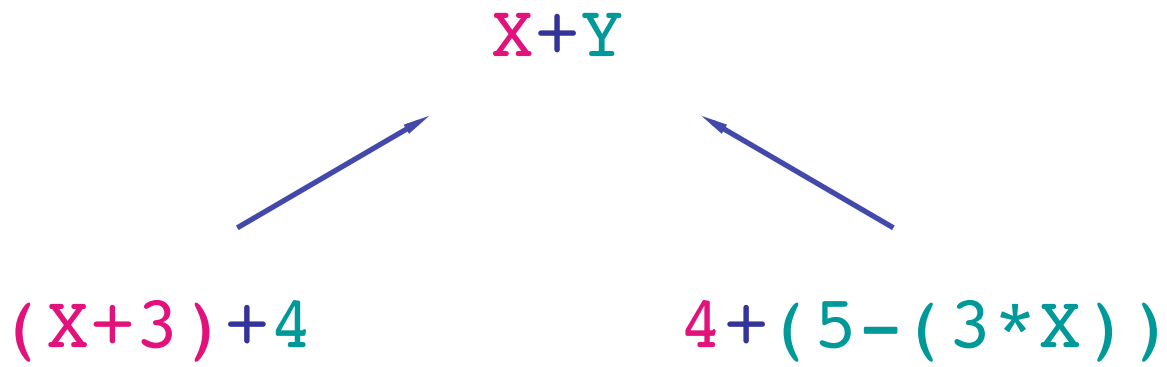
ProTest
property based testing

Refactoring and testing

- Clone detection and elimination in test code
- Property extraction through clone detection and FSM inference.
- Refactoring code and tests: frameworks.
- Refactoring tests in a framework.

ProTest
property based testing

What is ‘similar’ code?



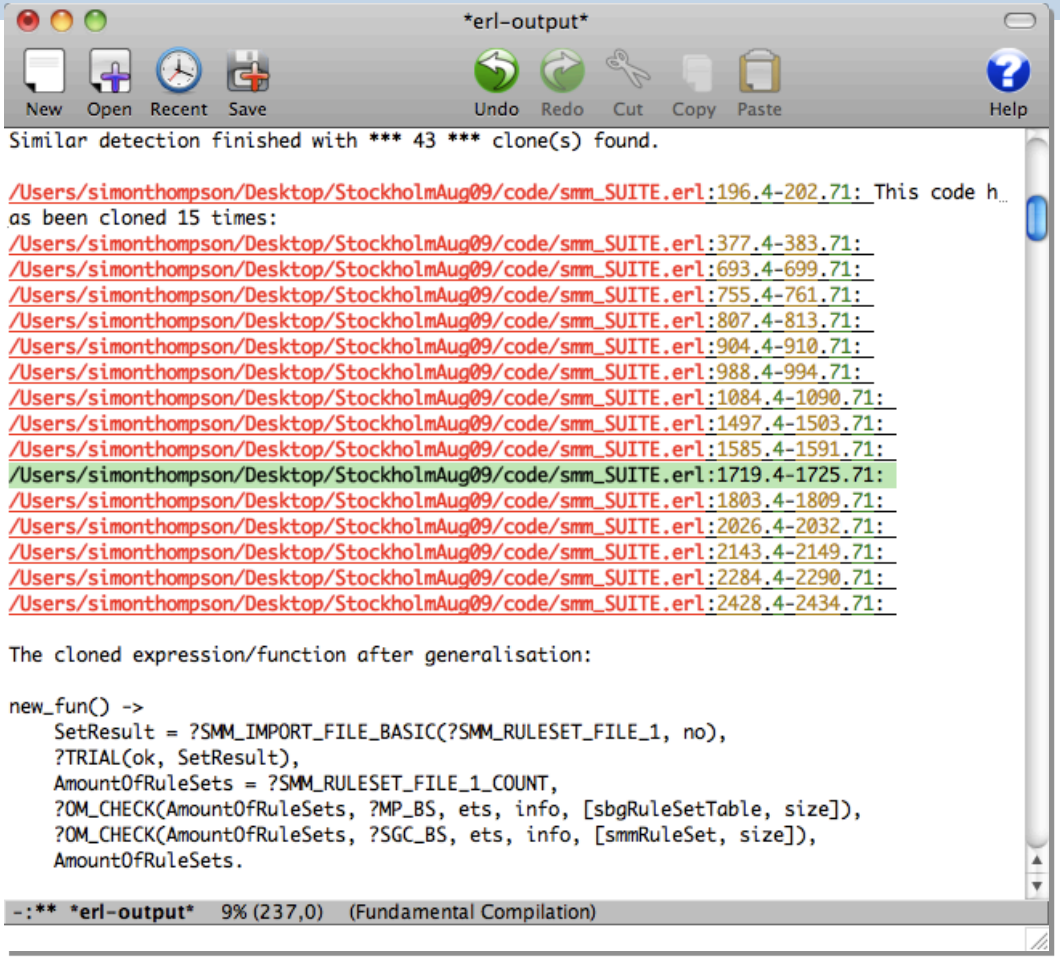
The anti-unification gives the (most specific) common generalisation.

ProTest
property based testing

Step 1

The largest clone class has 15 members.

The suggested function has no parameters, so the code is literally repeated.



ProTest
property based testing

The general pattern

Identify a clone.

Introduce the corresponding generalisation.

Eliminate all the clone instances.

So what's the complication?

What is the complication?

Which clone to choose?

Include all the code?

How to name functions and variables?

When and how to generalise?

'Widows' and 'orphans'

Clone elimination and testing

Copy and paste … many hands.

Shorter, more comprehensible and better structured code.

Emphatically not “push button” …

Need domain expert involvement.

ProTest
property based testing

Refactoring and testing

- Clone detection and elimination in test code
- Property extraction through clone detection and FSM inference.
- Refactoring code and tests: frameworks.
- Refactoring tests in a framework.

ProTest
property based testing

Property discovery in Wrangler

Find (test) code that is similar …

… build a common abstraction

… accumulate the instances

… and generalise the instances.

Example:

Test code from Ericsson: different media and codecs.

Generalisation to all medium/codec combinations.

ProTest
property based testing

Refactoring and testing

- Clone detection and elimination in test code
- Property extraction through clone detection and FSM inference.
- Refactoring code and tests: frameworks.
- Refactoring tests in a framework.

ProTest
property based testing

Testing frameworks

EUnit, Common Test and Quick Check each give a template for writing tests and a platform for performing them.

Want to refactor code and test code in step.

Extend refactorings while observing

- Naming conventions
- Macros
- Callbacks
- Meta-programming
- Coding patterns

ProTest
property based testing

Quick Check example

Callbacks, macros and meta-programming.

```
-export( …, command/1, postcondition/3, … ,prop/0]).

command({N}) when N<10 ->
     frequency([{3,{call,nat_gen,next,[]}},
                {1,{call,nat_gen,stop,[]}}]); …

postcondition({N},{call,nat_gen,next,_},R)-> R == N; …

prop() ->
  ?FORALL(Commands,commands(?MODULE),
    begin {_H,_S,Result} = run_commands(?MODULE,Commands),
          Result == ok end).
```

ProTest
property based testing

Quick Check example

Callbacks, macros and meta-programming.

```
-export( …, command/1, postcondition/3, … ,prop/0]).

command({N}) when N<10 ->
     frequency([{3,{call,nat_gen,next,[]}},
                {1,{call,nat_gen,stop,[]}}]); …

postcondition({N},{call,nat_gen,next,_},R)-> R == N; …

prop() ->
  ?FORALL(Commands,commands(?MODULE),
    begin {_H,_S,Result} = run_commands(?MODULE,Commands),
          Result == ok end).
```

ProTest
property based testing

Refactoring and testing

- Clone detection and elimination in test code
- Property extraction through clone detection and FSM inference.
- Refactoring code and tests: frameworks.
- Refactoring tests in a framework.

ProTest
property based testing

Refactoring within QuickCheck

FSM-based testing: transform state variable from simple value to record.

Stylised usage supports robust transformation.

Spinoff to OTP libs.

Property refactorings:

Introduce local definitions (LET)

Merge local definitions and quantifiers (FORALL).

[EUnit too …]

ProTest
property based testing

www.cs.kent.ac.uk/projects/wrangler/
→ GettingStarted

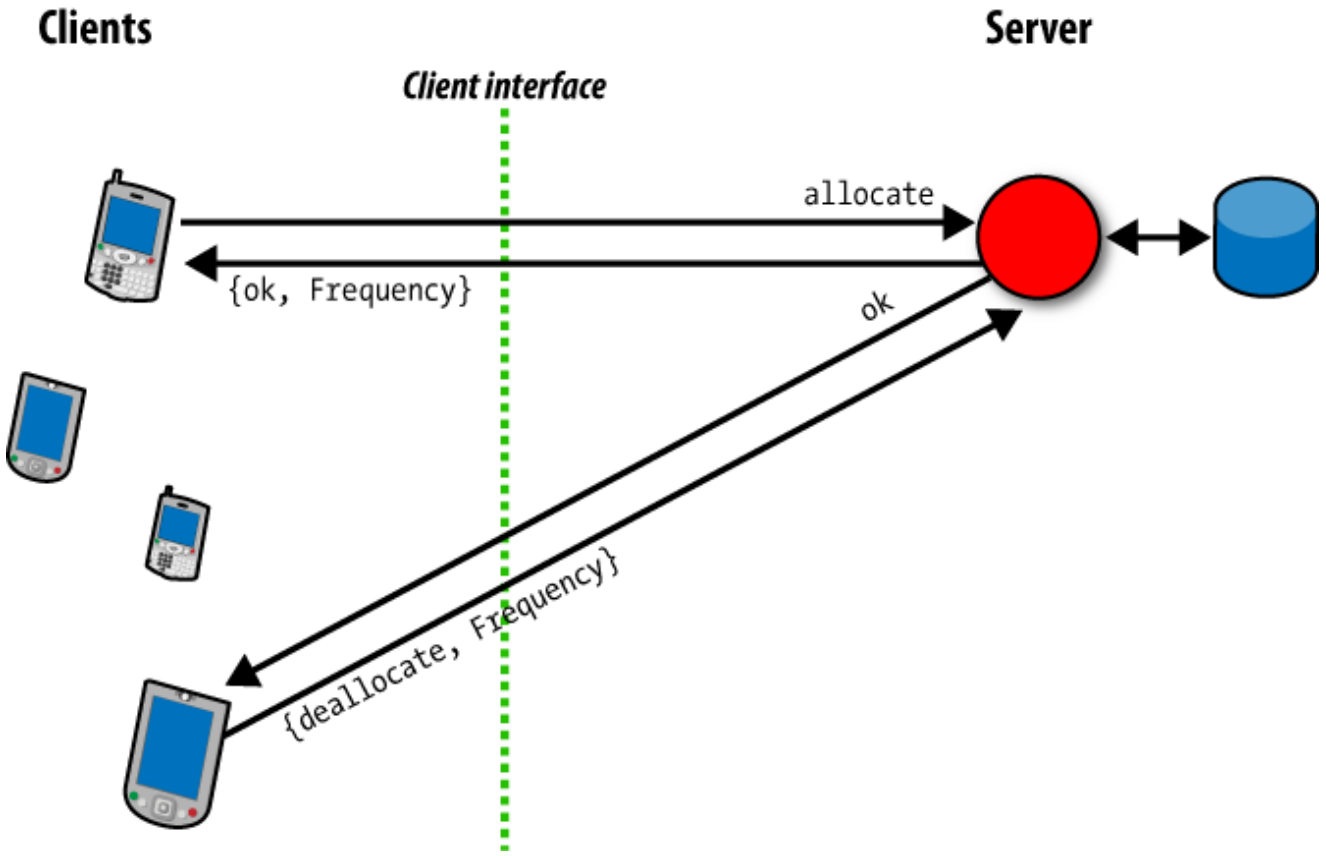
Inferring QuickCheck state machines from Eunit test sets

Thomas Arts, Simon Thompson

Chalmers University, University of Kent

ProTest
property based testing

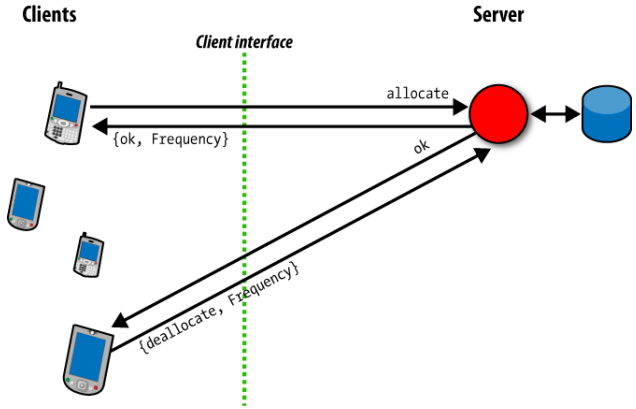
Server for mobile frequencies



ProTest
property based testing

Server for mobile frequencies

State-based system allows allocation and de-allocation of frequencies from an initial list, once system is started.



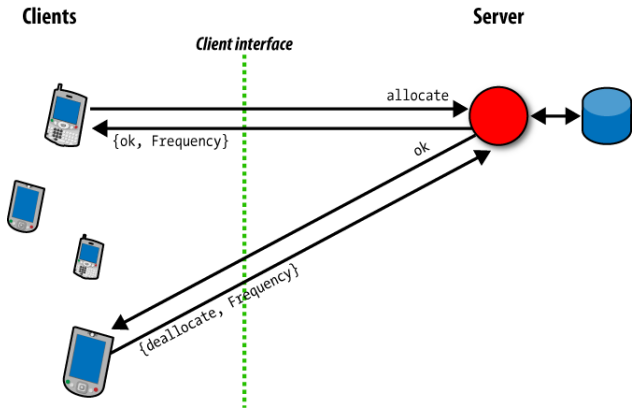

```
-spec start([integer()]) -> pid().
-spec stop() -> ok.
-spec allocate() -> {ok,integer()} |
                    {error, no_frequency}.
-spec deallocate(integer()) -> ok.
```

ProTest
property based testing

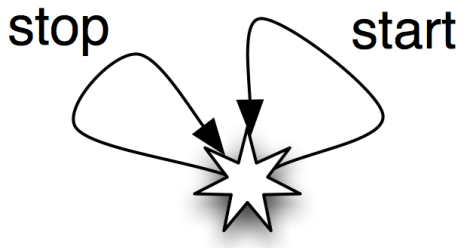
Testing start/stop behaviour

EUnit is a unit testing framework for Erlang.

Test start / stop behaviour.




```
startstop_test() ->
    ?assertMatch( … ,start([])),
    ?assertMatch(ok,stop()),
    ?assertMatch( … ,start([1])),
    ?assertMatch(ok,stop()).
```



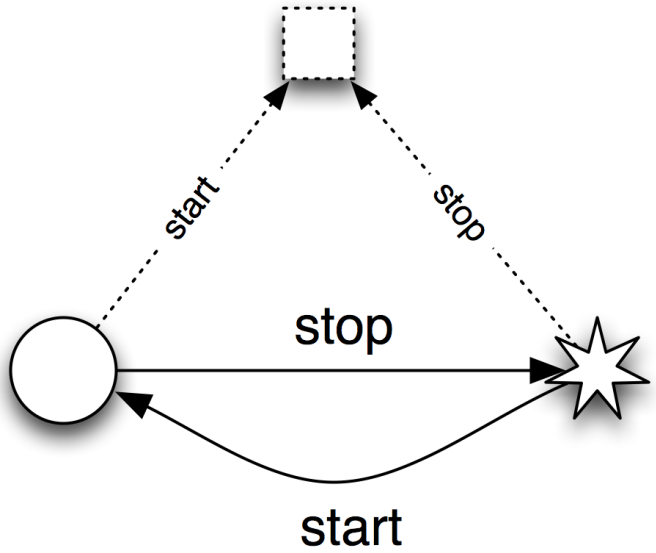
ProTest
property based testing

Final test set

```
startstop_test() ->
   ?assertMatch( … ,start([])),
   ?assertMatch(ok,stop()),
   ?assertMatch( … ,start([1])),
   ?assertMatch(ok,stop()).

stop_without_start_test() ->
     ?assertException(_,_,stop()).

start_twice_test_() ->
     {setup,
      fun() -> start([]) end,
      fun(_) -> stop() end,
      fun() -> ?assertException(_,_,start([])) end}.
```



ProTest
property based testing

Improved testing through inductive machine inference

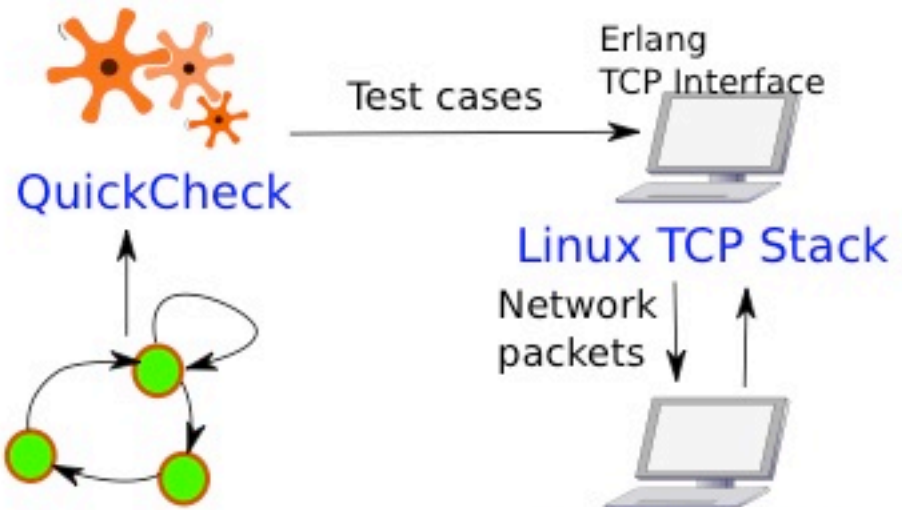
Neil Walkinshaw, John Derrick

University of Sheffield

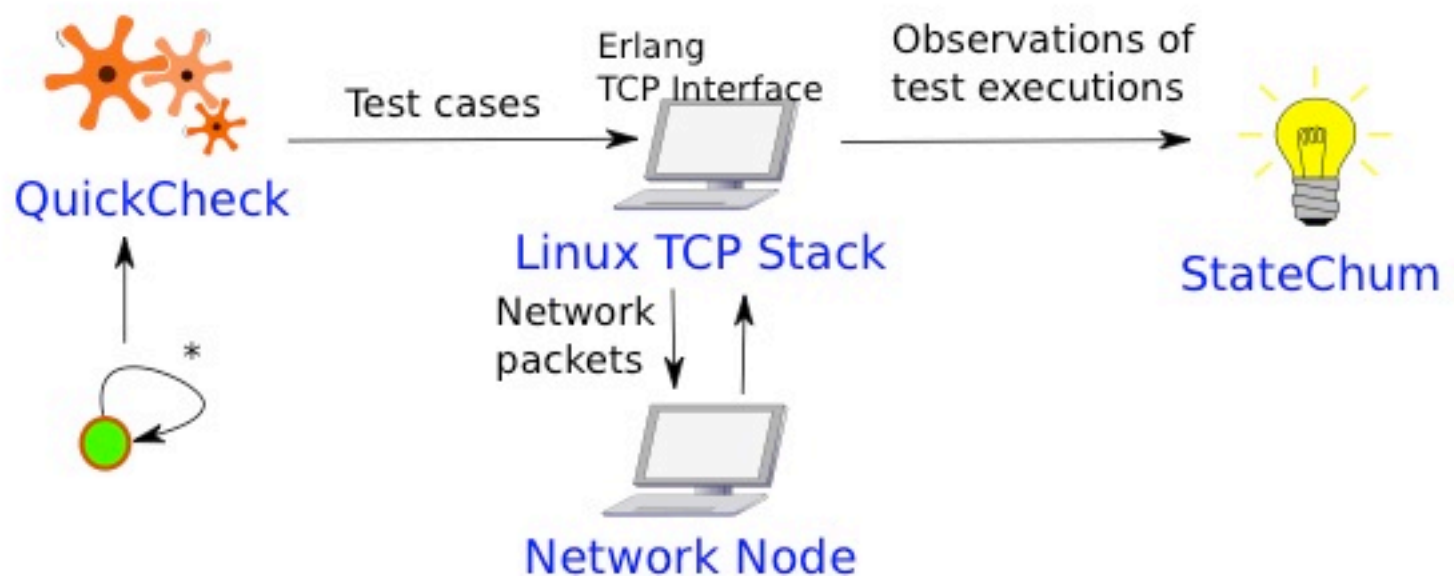
ProTest
property based testing

FSM-based testing

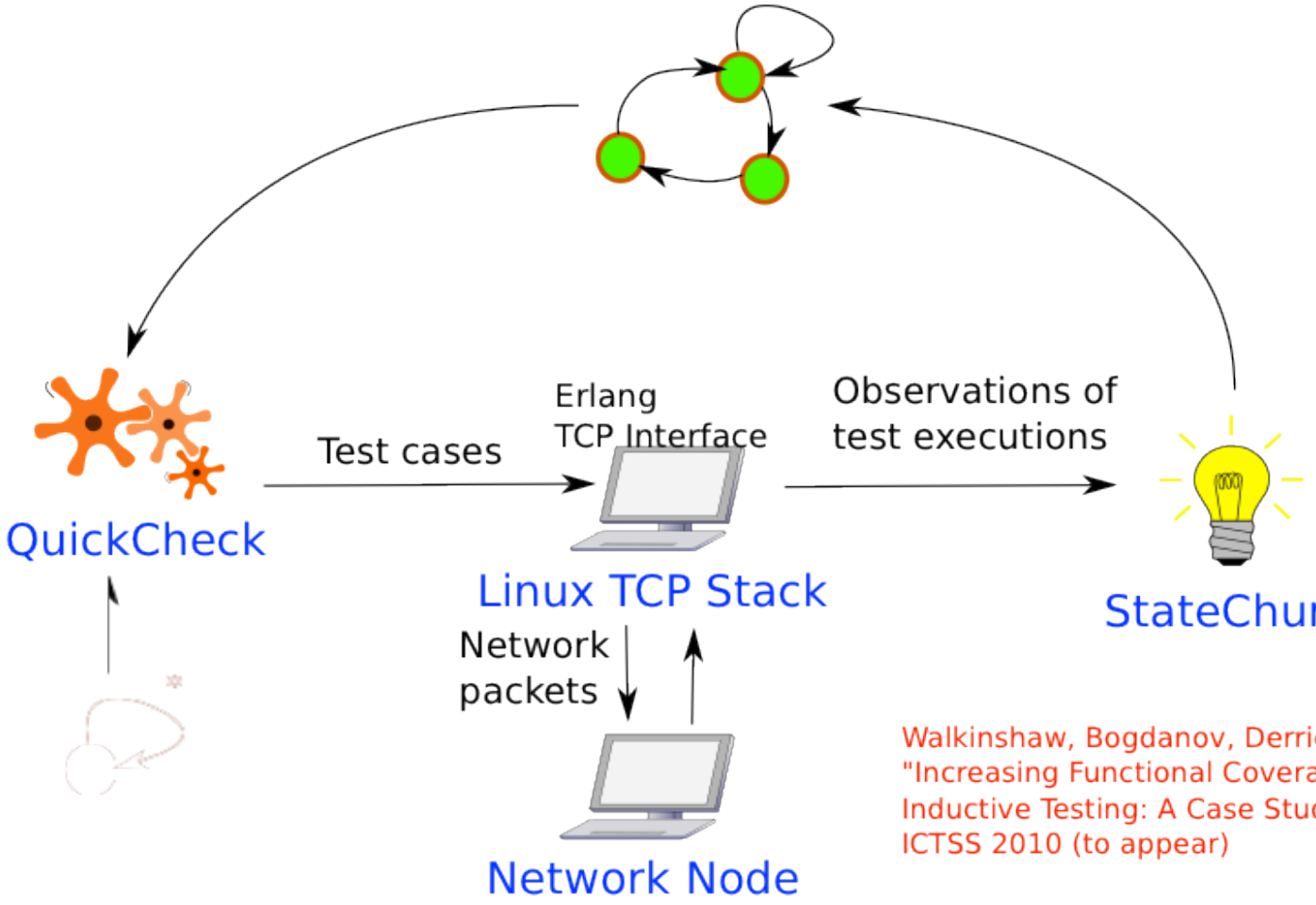
J. Paris and T. Arts,
Automatically Testing TCP/IP Implementations using QuickCheck,
8th ACM SIGPLAN Workshop on Erlang, 2009



Observe test executions



… and improve the FSM



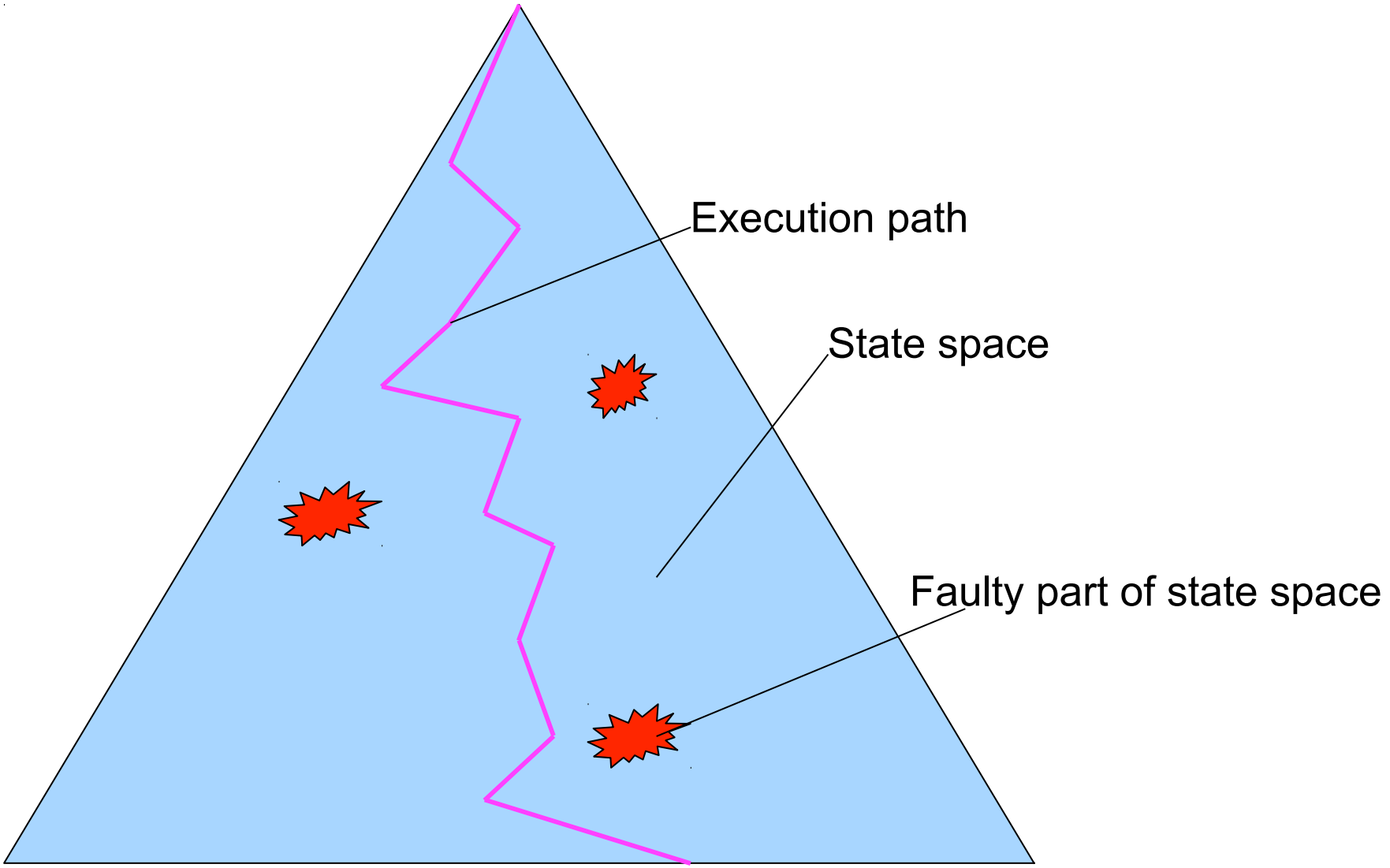
Walkinshaw, Bogdanov, Derrick, Paris -
"Increasing Functional Coverage by
Inductive Testing: A Case Study"
ICTSS 2010 (to appear)

QuickCheck and McErlang integration

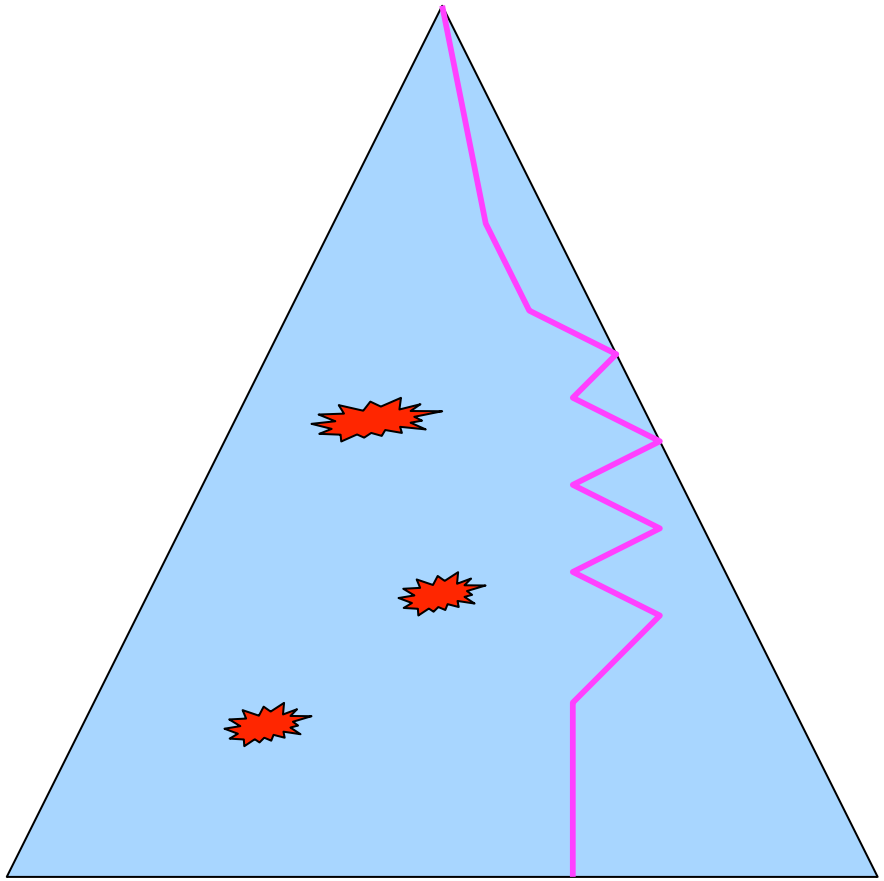
Clara Benac Earle, Lars-Åke Fredlund

UPM

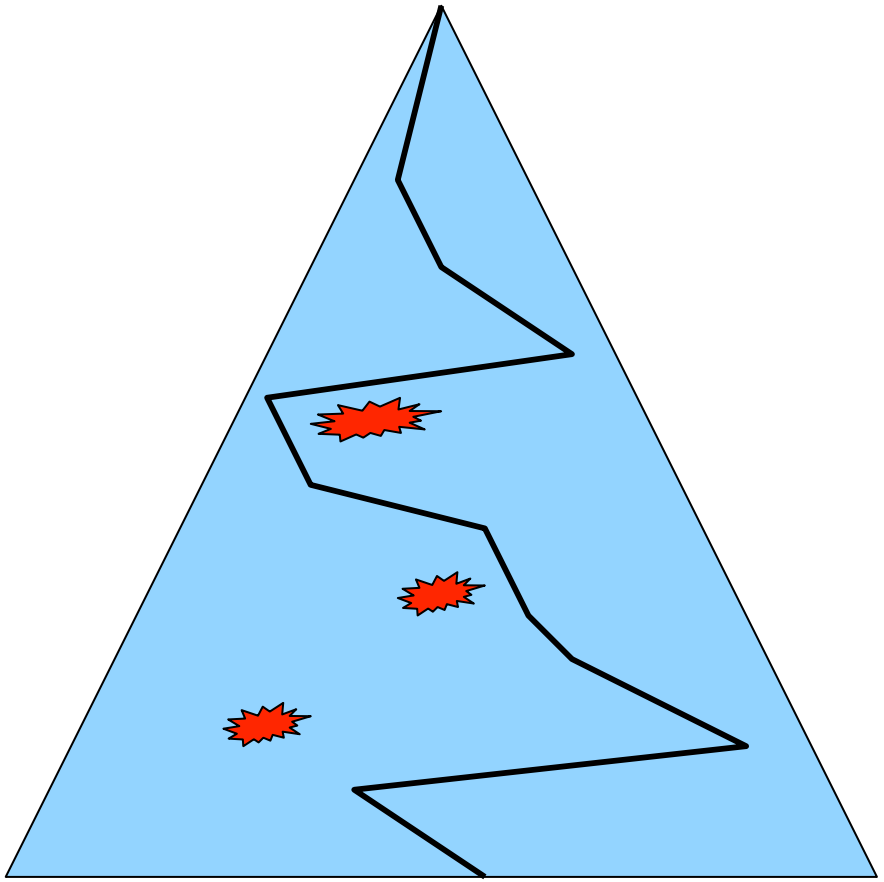
ProTest
property based testing



ProTest
property based testing



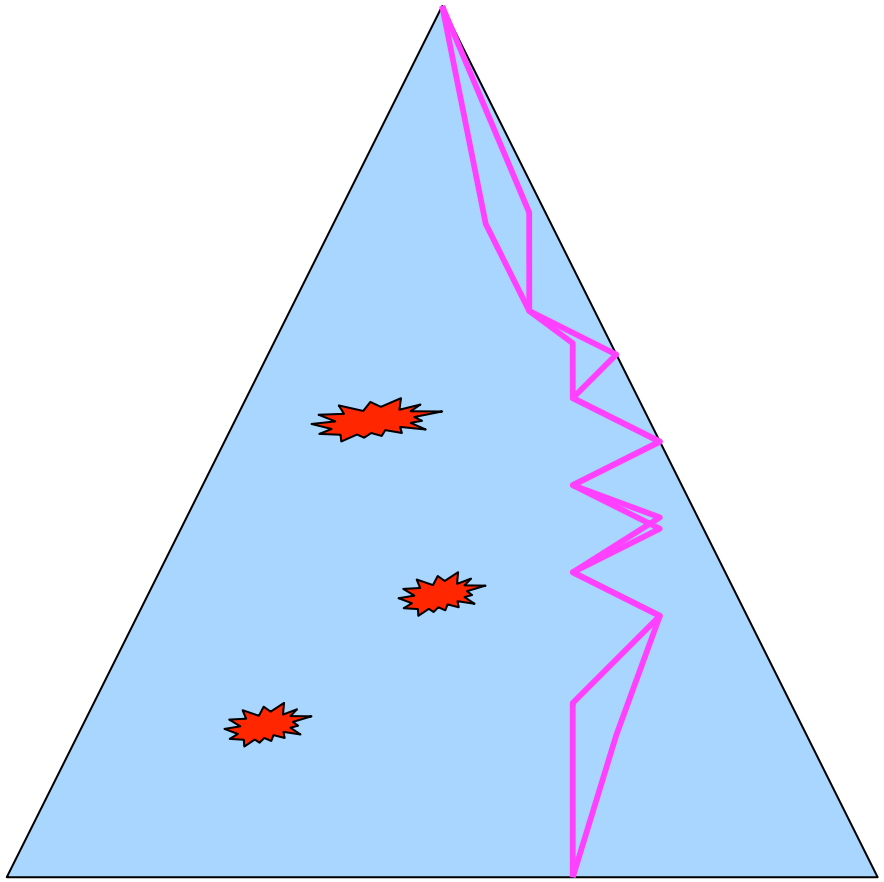
QuickCheck



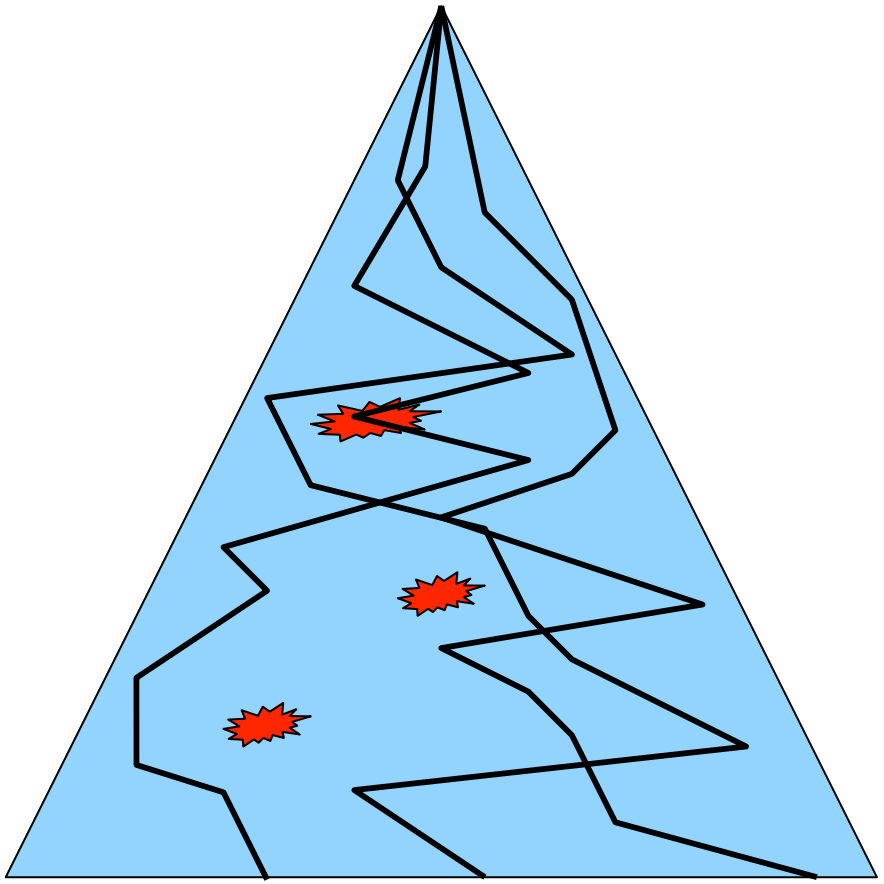
QuickCheck + PULSE

ProTest
property based testing

Repeat test N times – `?ALWAYS` macro

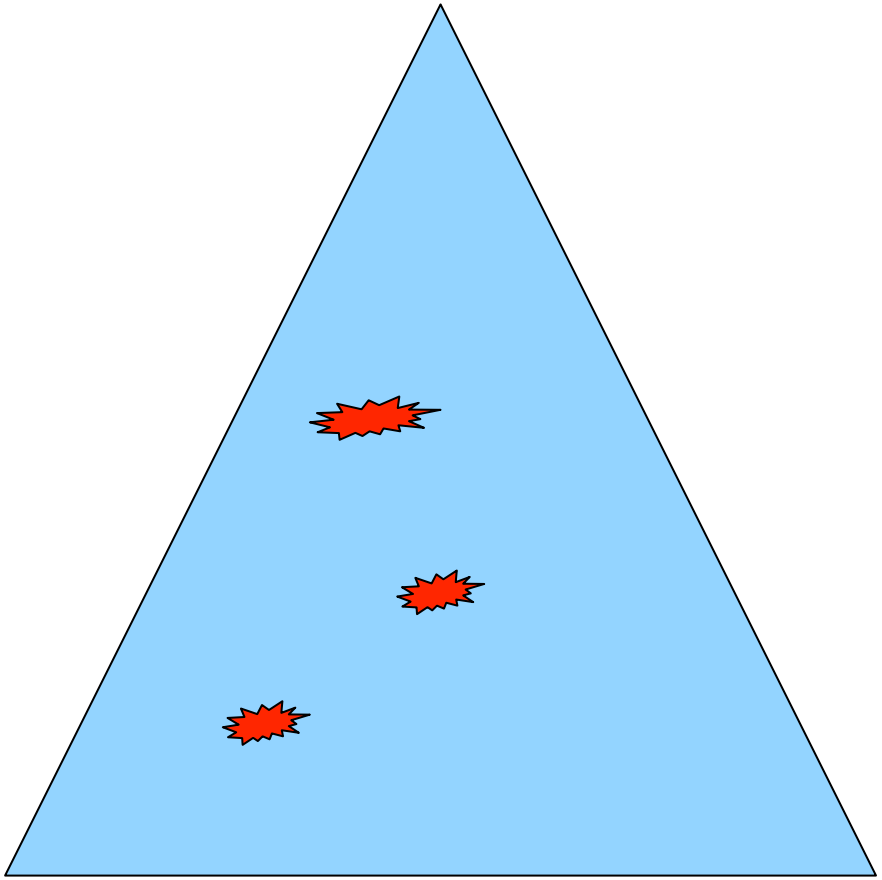


QuickCheck

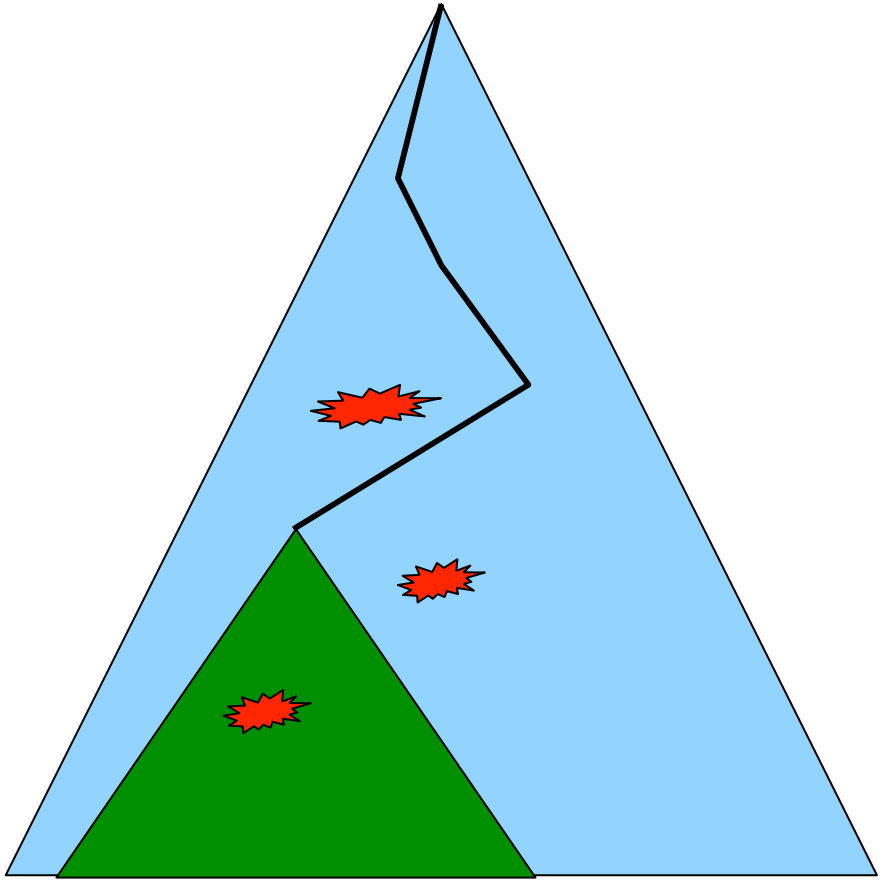


QuickCheck + PULSE

ProTest
property based testing



QuickCheck + McErlang
optimal case



QuickCheck + McErlang
more common case

ProTest
property based testing

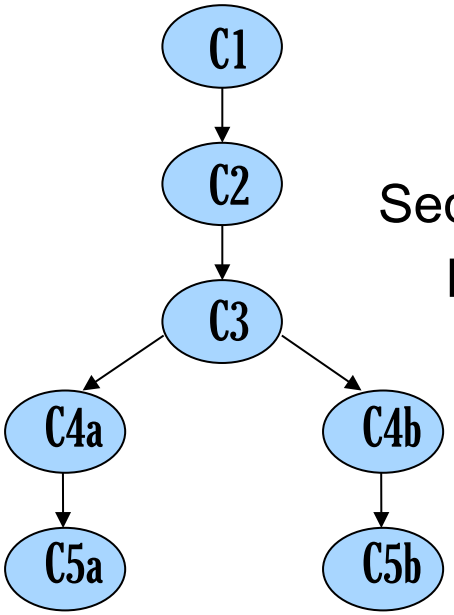
QuickCheck and McErlang integration

- The goal is to provide easy access to the power of model checking to QuickCheck users
- And to make McErlang more accessible through QuickCheck (generators, commands)

- We focus on the QuickCheck state machine library `eqc_statem`
- The `parallel_commands` is a suitable first functionality to integrate

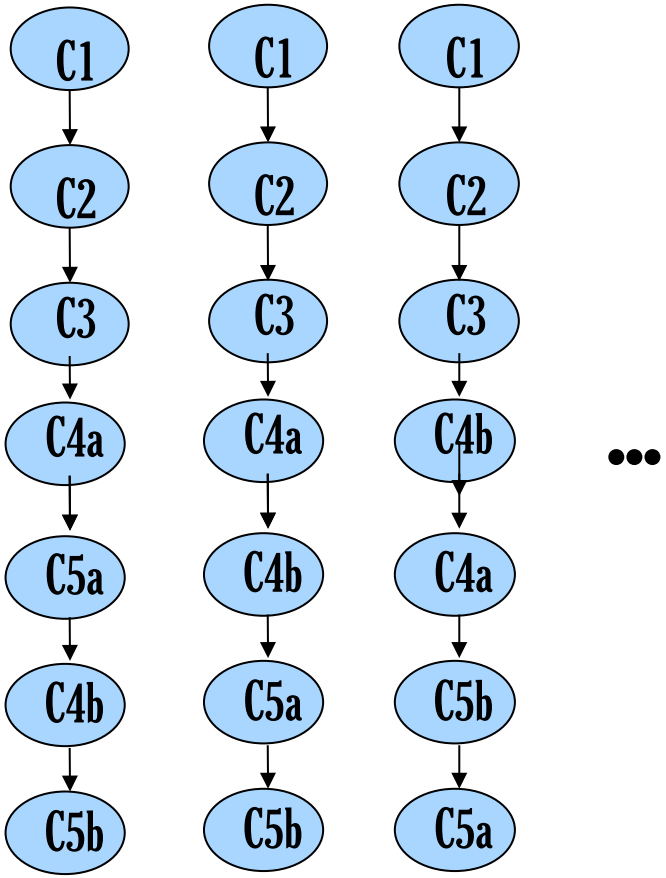
ProTest
property based testing

Parallel commands

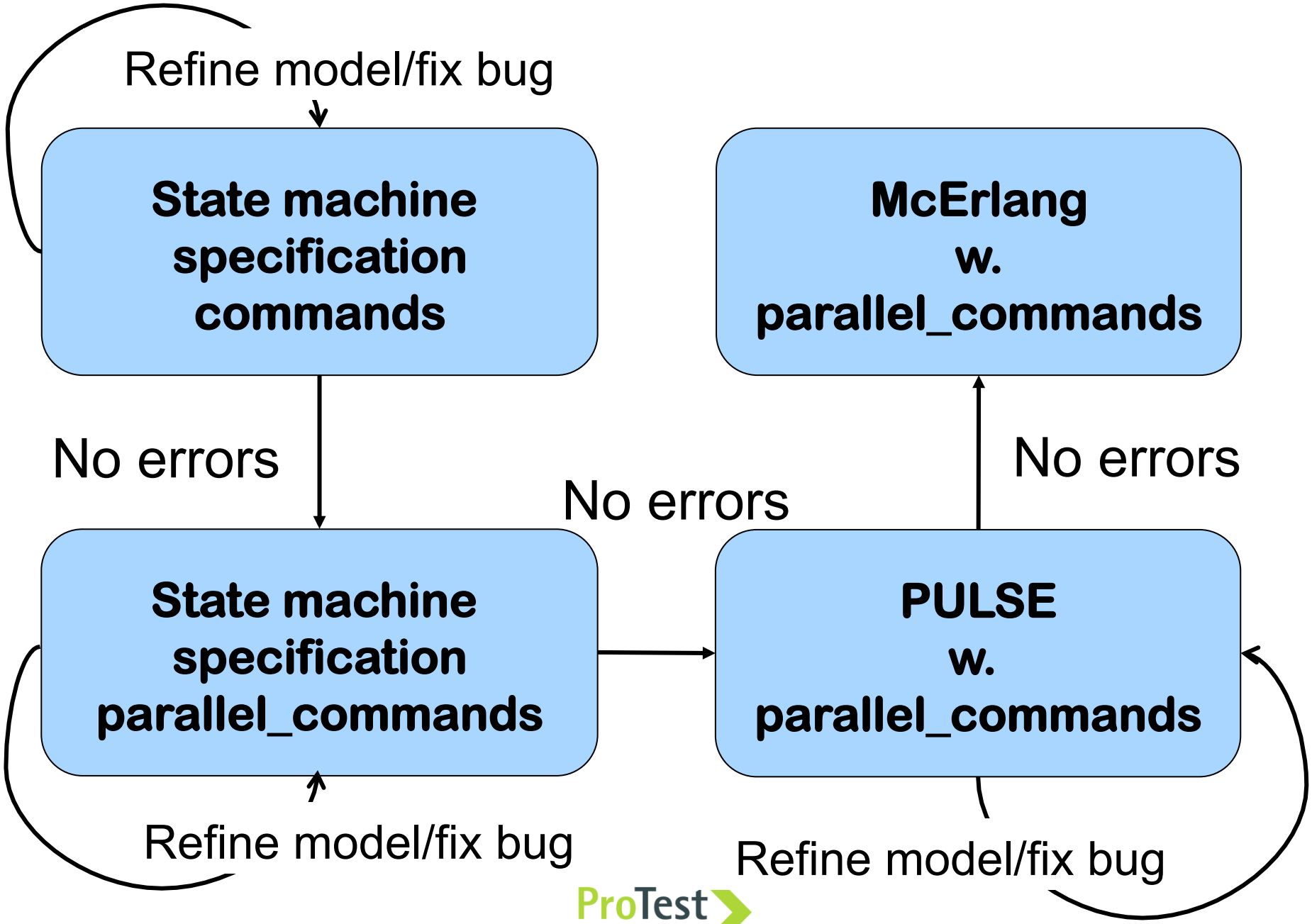


Sequential prefix

Parallel execution



Is there a linear execution “equivalent” to the parallel one?
(such that all command results are the same)


Refine model/fix bug
State machine specification commands
McErlang w. parallel_commands
No errors
No errors
No errors
State machine specification parallel_commands
PULSE w. parallel_commands
Refine model/fix bug
Refine model/fix bug
ProTest
property based testing

Implementation - basic QuickCheck

```
prop_testsomething() →
  ?FORALL(PCmds, parallel_commands(?MODULE),
    begin
      {H,S,Res} =
          run_parallel_commands(PCmds),
      ?WHENFAIL(io:format(...),
                Res == ok)
    end).
```

ProTest
property based testing

Implementation - PULSE

```
prop_testsomething() →
  ?FORALL(PCmds, parallel_commands(?MODULE),
    ?PULSE(
      [<instrumented-modules>], %Optional?
      {H,S,Res},
      begin
        run_parallel_commands(PCmds)
      end,
      ?WHENFAIL(io:format(...),
                Res == ok))).
```

ProTest
property based testing

Implementation - McErlang

```
prop_testsomething() →
  ?FORALL(PCmds, parallel_commands(?MODULE),
    ?MCERLANG(
      [<instrumented-modules>], %Optional?
      {H,S,Res},
      begin
        run_parallel_commands(PCmds)
      end,
      ?WHENFAIL(io:format(...),
                Res == ok))).
```

ProTest
property based testing

Behind the scenes

- Some QuickCheck code compiled with McErlang
- A McErlang application (usable standalone)
- Making McErlang behave better as a testing tool with finite resources:
  - Memory bounded tables
  - Time limit for model checking runs

https://babel.ls.fi.upm.es/trac/McErlang/wiki/QuickCheck/McErlang

Which verification method to use?

- How large is the state space?
- What is the density of faults?
- How critical is the application?
- What resources (memory/time) do we have?
- Is it better to generate many test cases?

… or to run the same test case many times?

… or explore more of its state space?

- We want to do more experiments and compare!

ProTest
property based testing

Conclusions

- Next release of QuickCheck will likely ship with McErlang integrated

- Benefits to QuickCheck: finding more bugs
- Benefits to McErlang: more users

ProTest
property based testing