

# Generating Complete and Finite Test Suite for **ioco**

## Is It Possible?

Adenilso Simao  
Alexandre Petrenko

[adenilso@icmc.usp.br](mailto:adenilso@icmc.usp.br)

April/06/2014  
9th Workshop on Model-Based Testing  
Grenoble, France

# Introduction



## Introduction (II)





## Introduction (III)



# Introduction (IV)



# Context

- ▶ Model Based Testing
  - ▶ Modeling
  - ▶ Test Generation
  - ▶ Test Execution
  - ▶ Test Analysis

# Modeling

- ▶ Many different models
  - ▶ State based
    - ▶ Finite State Machines (FSM)
    - ▶ Input/Output Transition System (IOTS)

# Test Generation

- ▶ Tests should be
  - ▶ Sound
    - ▶ Every implementation that fails is indeed faulty
  - ▶ Exhaustive (for a given fault domain)
    - ▶ Every fault implementation fails
- ▶ Test generation can be
  - ▶ On the fly
  - ▶ Preset
  - ▶ Adaptive



# Test Execution

- ▶ Interaction with system
- ▶ For FSM, it is straightforward
- ▶ For IOTS, it can be
  - ▶ Synchronous
    - ▶ Controllability problems
    - ▶ Input/Output Conflict
  - ▶ Asynchronous
    - ▶ Decidability problems

# Problem Statement

- ▶ Is it possible to generate complete (sound and exhaustive) test suites for IOTS?
  - ▶ A la Finite State Machines
- ▶ Conformance relation
  - ▶ **ioco**

## Problem Statement (II)

- ▶ It is known that:
  - ▶ It is decidable for FSMs
    - ▶ Many methods available
  - ▶ It is undecidable whether two IOTSs are equivalent, when interacting via FIFO queues (Hierons, 2012)
    - ▶ In the general case
- ▶ But,
  - ▶ Is there a subclass of IOTS models for which can generate complete test suites?
    - ▶ Under which assumptions?

# Existing solutions

- ▶ I/O conflicts yield uncontrollable tests
  - ▶ Solved via FIFO queues (or ignored)
- ▶ Nondeterministic test suite generation
  - ▶ Theoretically complete, but unbounded

# Summary of Results

- ▶ Test generation method which produces tests that are
  - ▶ Finite (and bounded)
  - ▶ Controllable
  - ▶ Sound
  - ▶ Exhaustive for a given class of faults

# Input Eager IOTS

- ▶ The key assumption
  - ▶ The implementation is assumed to be eager for inputs
  - ▶ It solves conflicts favoring inputs over outputs

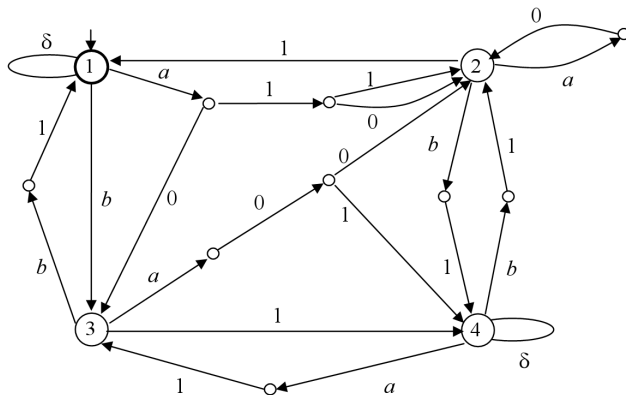
# Input/Output Transition Systems

## Definition

$(S, s_0, I, O, h_S)$ , where  $S$  is a finite set of states and  $s_0 \in S$ , is the initial state,  $I$  and  $O$  are disjoint sets of input and output actions, respectively, and  $h_S \subseteq S \times (I \cup O) \times S$  is the transition relation.

## Example

## Example

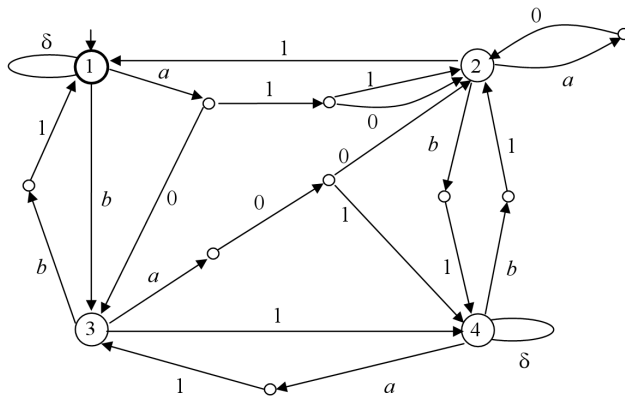




# Input/Output Conflicts

- ▶ Input states
  - ▶ Only inputs are enabled
  - ▶ Quiescent
- ▶ Bridge traces
  - ▶ From input state to input states
- ▶ Quasi-stable state
  - ▶ There is a conflict between inputs and outputs

# Input/Output Conflicts (II)



# Generating Complete Tests

- ▶ HSI-method for FSMs
  - ▶ Uses sets of distinguishing input sequences,
    - ▶ Harmonized state identifiers, one per state
    - ▶ Any two identifiers share an input sequence which distinguishes the two states
  - ▶ Appended to state and transition covers
    - ▶ Checks that every state of the implementation corresponds to some state of the specification
    - ▶ Checks that every transition of the implementation corresponds to a transition of the specification
- ▶ Complete for a given fault domain
  - ▶ All implementations which correspond to an FSM with at most a given number of states

## Generating Complete Tests (II)

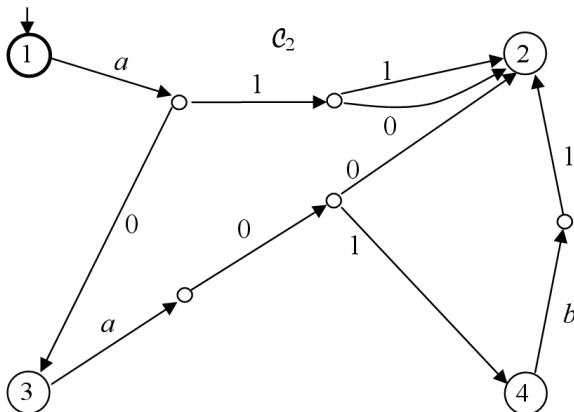
- ▶ Inspired by HSI-method
  - ▶ Fault domain
    - ▶ All (input eager) IOTS with at most as many input states as the specification
- ▶ State reachability
- ▶ Transition coverage
  - ▶ Bridge traces
    - ▶  $Cov(s, x)$
    - ▶  $(s, x)$ -cover
- ▶ State distinguishability

# State Reachability

- ▶ Guarantees that  $s$  is reached in any conforming implementation
- ▶ Preamble  $\mathcal{C}_s$  for state  $s$ 
  - ▶ A submachine of the specification
    - ▶ Single-input
    - ▶ Acyclic
    - ▶ Output-preserving
- ▶ We propose an algorithm for computing preamble

## State Reachability

## State Reachability (II)



## State Reachability (III)

- ▶ Input state cover
  - ▶ Set of preambles, one for each input state
- ▶ Transition cover
  - ▶ Preambles of the state cover followed by bridge traces

# Transition Cover

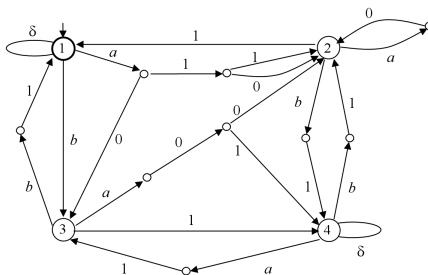
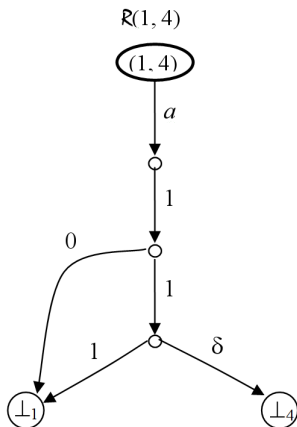
- ▶ A *transition cover*  $V$  of  $\mathcal{S}$  is the set of preambles of an input state cover chained with  $(s, x)$ -covers



# State Distinguishability

- ▶ Given two input states  $s_1$  and  $s_2$ , how to decide in which of the states the implementation is in
- ▶ Separator  $\mathcal{R}(s_1, s_2)$ 
  - ▶ Single-input acyclic machine
  - ▶ Traces are disjoint
  - ▶ Two sink states, one for each state ( $s_1$  and  $s_2$ )
- ▶ We propose an algorithm for generation of a separator
  - ▶ Based on product machine
- ▶ Minimality
  - ▶ There is a separator for each pair of states

# Separators

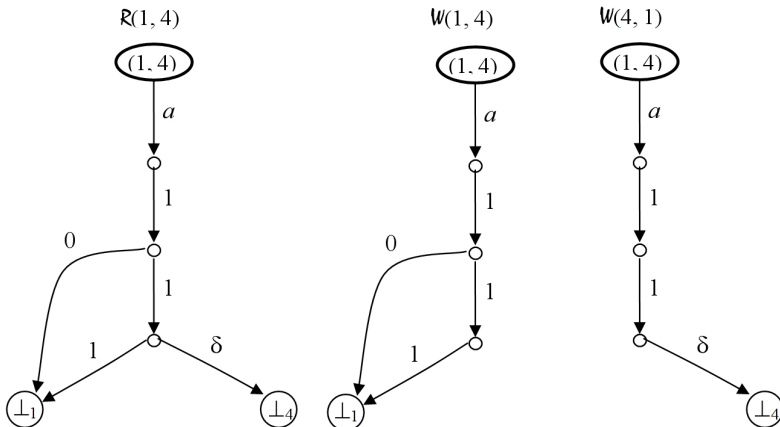


# Distinguishers

- ▶ Distinguisher  $\mathcal{W}(s_1, s_2)$ 
  - ▶ Derived from  $\mathcal{R}(s_1, s_2)$
  - ▶ Removing one of the sink states

## State Distinguishability

## Distinguishers (II)



# State Identifiers

- ▶ State identifier  $\mathcal{ID}(s)$ 
  - ▶ Set of distinguishers
  - ▶ One for each input state different from  $s$

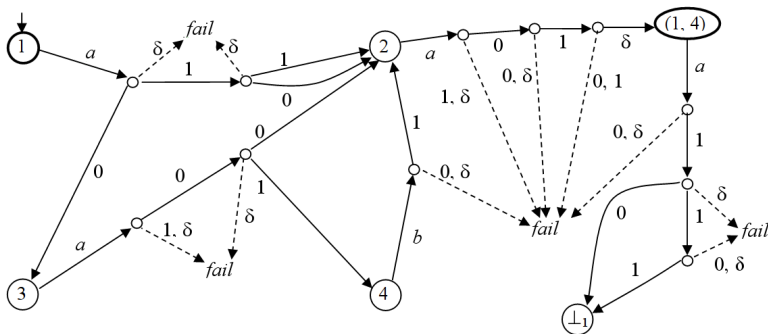
# Harmonized State Identifiers

- ▶ Each pair of state identifiers has common prefix
  - ▶ Long enough to distinguish the states
- ▶ HSI

# Complete Test Suite

- ▶ The set of IOTSs obtained by chaining each IOTS from the input state cover and transition cover with a corresponding harmonized state identifier
  - ▶  $D = \{\mathcal{T} @_s \mathcal{R} \mid s \in \text{sink}(\mathcal{T}), \mathcal{T} \in (Z \cup V), \mathcal{R} \in \mathcal{ID}(s)\}$ , where
  - ▶  $\text{sink}(\mathcal{T})$  is the set of sink states of  $\mathcal{T}$
  - ▶  $Z$  is a state cover.
  - ▶  $V$  is a transition cover
- ▶ Complete with fail state

## Example



- ▶ Test Case  $TC(\mathcal{C}_2 @_2 Cov(2, a) @_1 \mathcal{W}(1, 4))$ .



# Conclusion

- ▶ Generating Complete and Finite Test Suite for **ioco**: Is It Possible?
  - ▶ (qualified) Yes, it is.
  - ▶ For some IOTS
    - ▶ All input states are reachable
    - ▶ All input states are distinguishable
    - ▶ There are harmonized state identifiers
  - ▶ Under certain assumptions
    - ▶ There is no more input states in the implementation than in the specification
    - ▶ The implementation is eager for inputs
- ▶ We have proposed a method similar to HSI for FSM

# Future Work

- ▶ Relax the constraints and assumptions

# Generating Complete and Finite Test Suite for **ioco**

## Is It Possible?

Adenilso Simao  
Alexandre Petrenko

adenilso@icmc.usp.br

April/06/2014  
9th Workshop on Model-Based Testing  
Grenoble, France