Directed Random Testing*

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What my team does

- Static program verification & language design
 - Verifying multi-threaded OO programs (Spec#)
 - Verifying message passing contracts (Sing#)
 - Integration of data via structural types and monads (Xen,Cω,C# V3)
- Runtime systems
 - Task concurrency (Futures)
 - Memory resilience (DieHard)
- Development systems
 - Build/version/deploy
- Modeling and test
 - Model-based testing (Spec Explorer)
 - White-box testing (Mutt / Unit Meister/ PUT / PEX)

Why testing is hard...

```
void AddTest() {
    ArrayList a = new ArrayList(1);
    object o = new object();
    a.Add(o);
    Assert.IsTrue(a[0] == o);
}
```

Writing a test involves

- determining a meaningful sequence of method calls,
- selecting exemplary argument values (the test input values),
- stating assertions.

A test states both the intended behavior, and achieves certain code coverage.

Outline

- Input generation
- Mock object generation
- Sequence generation
- Compositional testing

Test input generation

Problem definition

- Test Input Generation
 - Given a statement s in program P, compute input i, such that P(i) executes s
- Test Suite Generation
 - Given a set of statements S in P, compute inputs I, such that forall s in S, exists i in I: P(i) executes s

Existing test generation techniques

```
void Obscure(int x, int y){
  if (x==crypt(y)) error(); return 0;
}
```

- Static test case generation via symbolic execution often cannot solve constraints (assumes error)
- Random testing via concrete execution often cannot find interesting value (misses errors)
- Directed Random Testing/ Conc(rete & symb)olic execution finds error: take random y, solve for x

Concolic execution

Generate a test suite for program *P.*

Algorithm for test suite generation:

We use a dynamic predicate Q over the program input.

- 0. set Q := true
- 1. choose inputs i such that Q(i) holds
- 2. execute P(i) and build up path condition P(i)
- 3. set Q := (Q and not P)
- 4. if Q <> false, goto (1.)

Remark: The choice in (1.) is the cornerstone of concolic execution. It can be implemented in a variety of ways: as a random choice (e.g. for the initial inputs), or as a depths-first/iterative deepening/breadth first/... search over the logical structure of the constructed predicate Q, or using any existing constraint solver.

Example: Concolic execution

```
class List {
  int head;
  List tail;
static bool Find(List xs,
                  int x){
 while (xs!=null) {
   if (xs.head == x)
       return true;
      xs = xs.tail:
 return false;
```

```
Concrete values (Assignments)
```

Symbolic constraints (Predicates)

1. Choose arbitrary value for x, choose null for xs

```
x = 517; xs = null; xs = null;
```

Negate predicate (xs == null)
 → choose new list with new arb. head

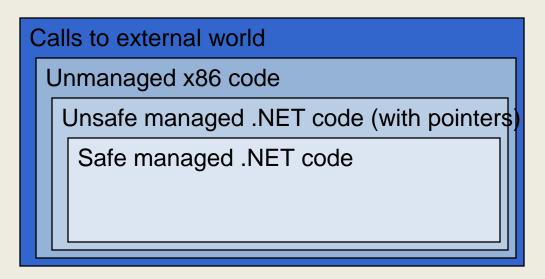
```
x = 517; xs!=null && xs.head = -3; xs.head != x && xs.tail = null; xs.tail == null
```

3. Negate both predicates, equivalent to xs!=null && (xs.head == x || xs.tail != null)

→ let's choose xs.head != x, thus xs.tail == xs

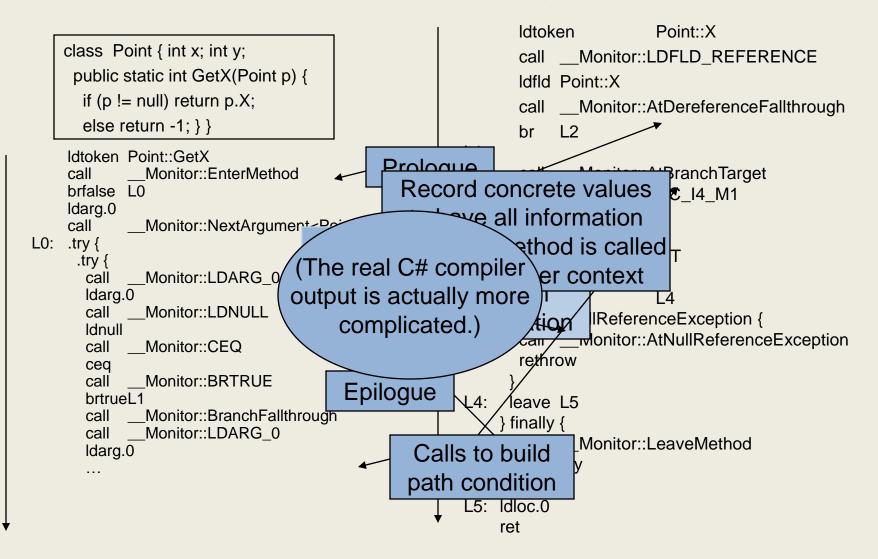
```
x = 517;
xs.head =-3;
xs.tail = xs;
```

Why concolic execution is needed

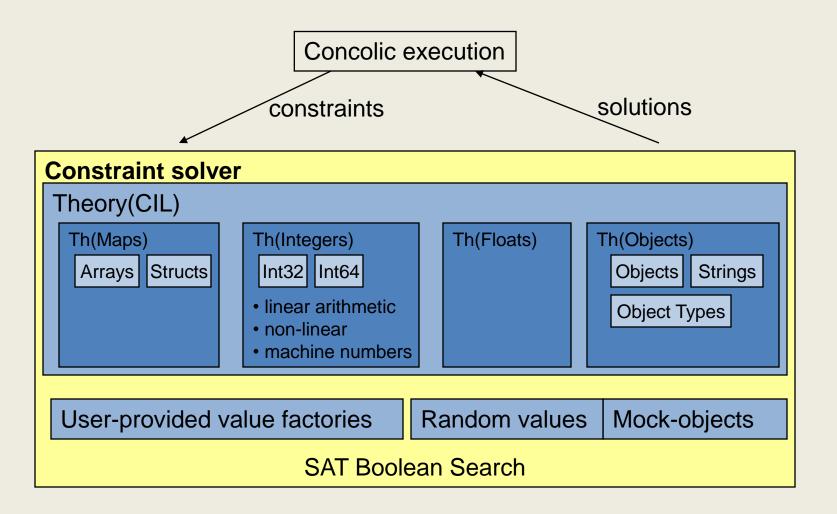


- Most .NET programs use unsafe/unmanaged code for legacy and performance reasons
- Combining concrete execution and symbolic reasoning still works:
 all conditions that can be monitored will be systematically explored

Code instrumentation for symbolic analysis



Finding solutions of constraint systems



Closing the environment: Generating mock objects

Testing with interfaces

Example

```
AppendFormat(null, "{0} {1}!", "Hello", "Microsoft");
```

BCL Implementation

```
public StringBuilder AppendFormat(
    IFormatProvider provider,
    char[] chars, params object[] args) {

    if (chars == null || args == null)
        throw new ArgumentNullException(...);
    int pos = 0;
    int len = chars.Length;
    char ch = '\x0';
    ICustomFormatter cf = null;
    if (provider != null)
        cf = (ICustomFormatter)provider.GetFormat( typeof(ICustomFormatter));
```

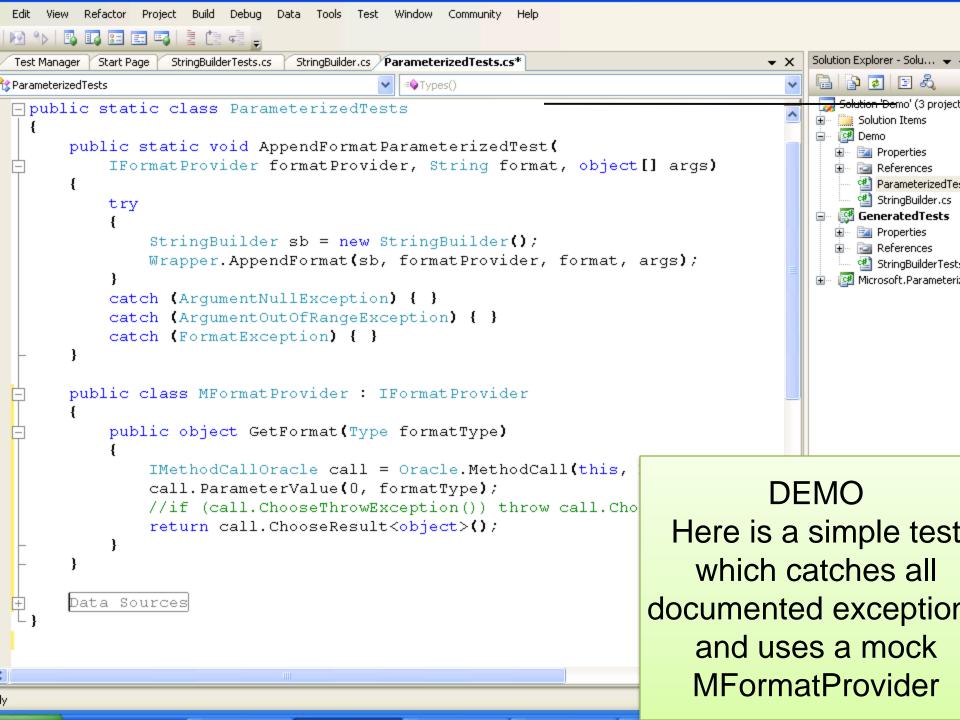
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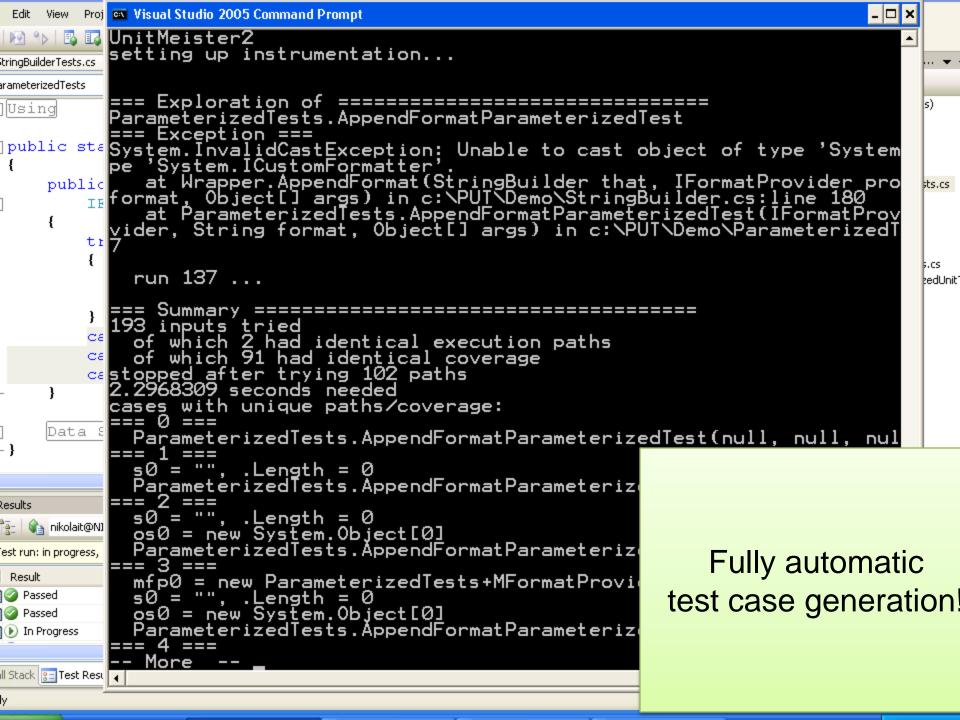
Generating mock objects

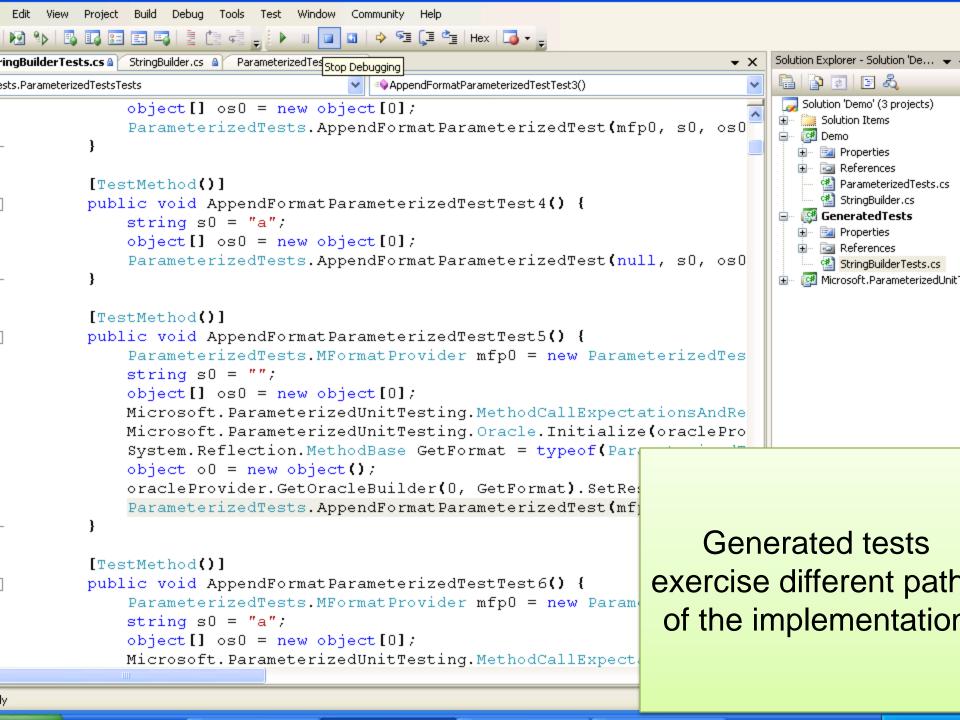
- Introduce a mock class implementing the interface.
- Let an oracle provide the behavior of the mock methods.

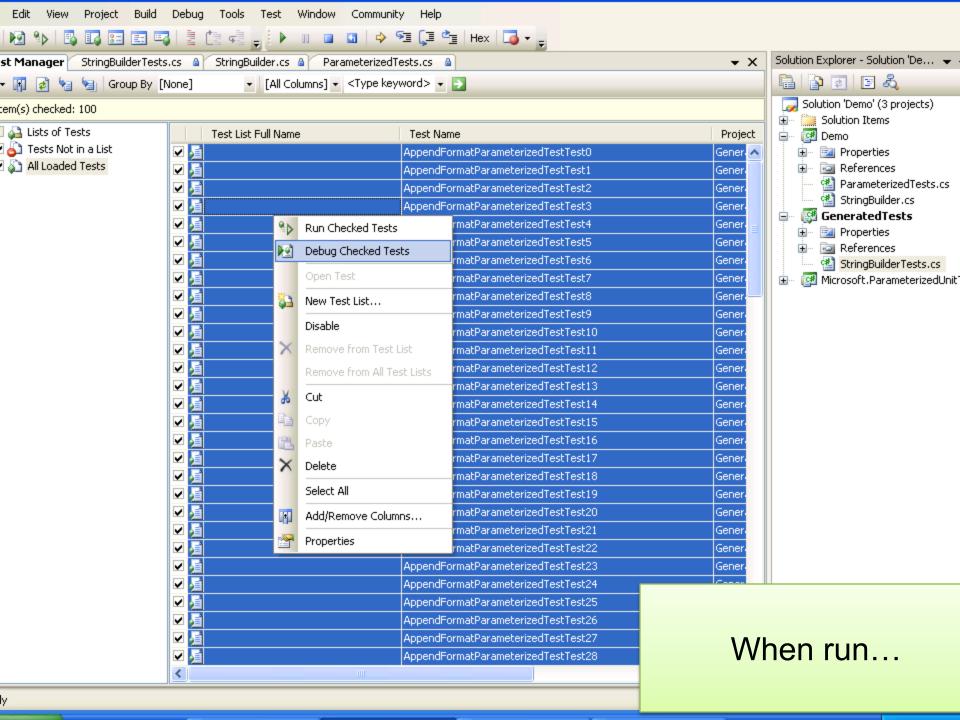
```
public class MFormatProvider : IFormatProvider {
    public object GetFormat(Type formatType) {
        ...
        object o = call.ChooseResult<object>();
        Assume.IsTrue(o is IFormatProvider );
        return o;
    }
}
```

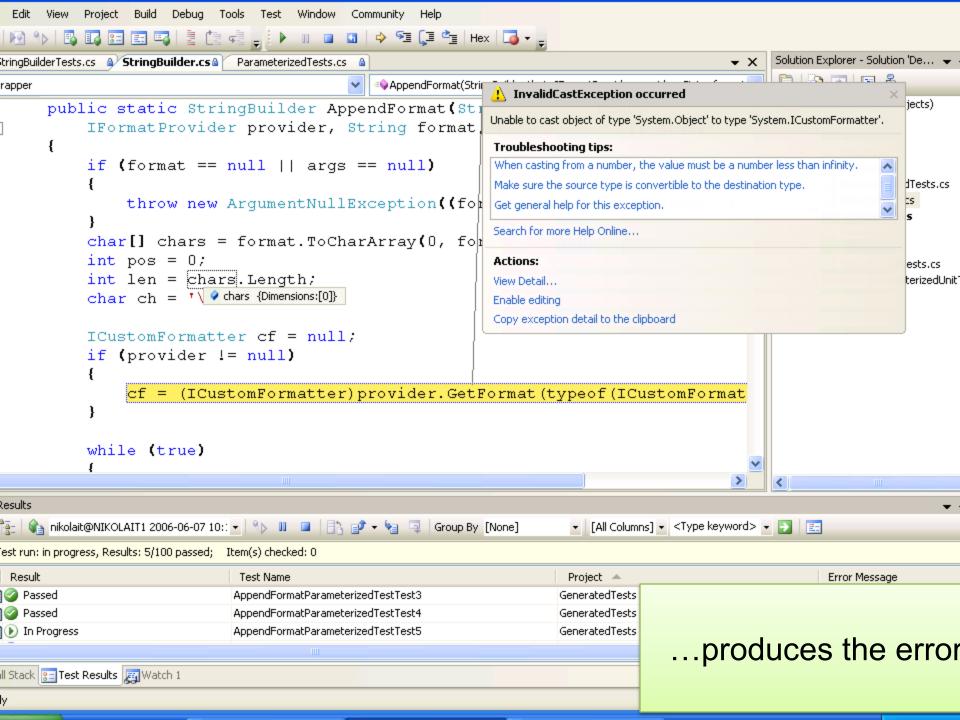
- During symbolic execution, pick a new symbol to represent unknowns
- Collect constraints over symbols along each execution path
- Solve the constraints to obtain concrete values for each execution path
- During concrete execution, choose these concrete values











Method sequence generation

Problem definition

Given a class C with methods M.

Test Sequence Generation

 Given a statement s in a method of M, compute a sequence of method calls c, such that c executes s

Test Sequence Suite Generation

Given a set of statements S occurring in M,
 compute a set of sequence of method calls C, such that forall s in S, exists c in C: c executes s

Observation

We can only reach a statement s in a method m if we have proper states and arguments available, so that the execution of m on that state and argument triggers the execution of s

```
List I = new List();
object o = new object();
I.Append(o);
object p = I[I.Count-1];
```

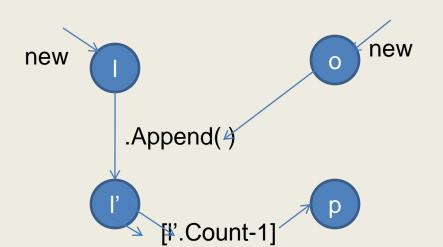
We create new states of objects by calling

- constructors
- methods, if they
 - modify this
 - modify any other formal parameter
 - return a new result

Plans

Plans are DAGs (They shows how to manufacture new objects, arrays, boxed values, and mock objects for interfaces and generics)

- Its nodes are objects
- Its edges are calls to constructors, methods, static fields, whenever they return a new o



List I = new List(); object o = new object(); Append(o); object p = I[I.Count-1];

Tests are concrete instances of plans

Plans

Call a method

- With symbol for primitive argument types
- Using other plans for reference argument types

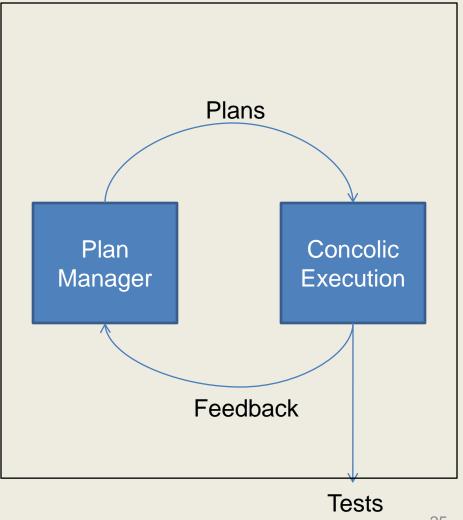
to provide objects

Tests

Call a method

- With concrete values for primitive argument types
- Using simpler tests to build objects

to observe behavior



Observation

During execution we monitor

- what fields a method actually reads and write
- what other methods a method actually calls
- which arguments actually matter
- which instructions are actually covered

Method sequence suite generation

- (i) Phase: Learn dynamic behavior
 - touch all methods once
 - gives basic coverage

(ii) Phase: Apply strategies

- order plans so that
 - readers appear after writers
 - methods with coverage potential (transitively) are preferred
- prune plans: Don't use
 - pure methods to extend plans, unless they return hidden objects
 - methods that throw exceptions to extend plans

Evaluation

- Between 30% and 85% branch coverage on all dlls studied so far
- Found many errors: Nullreferences, IndexOutOfRange, InvalidCasts, Non termination
- Easy to combine with other dynamic checkers: found many resource leaks, incorrect exception handlings (by using fault injection), to be continued...

Compositional Testing

- 1) Via Parameterized Unit Tests
 - 2) Via Synthesized Specs

V1. Parameterized Unit Tests (PUT)

Adding parameters turns unit tests into specifications

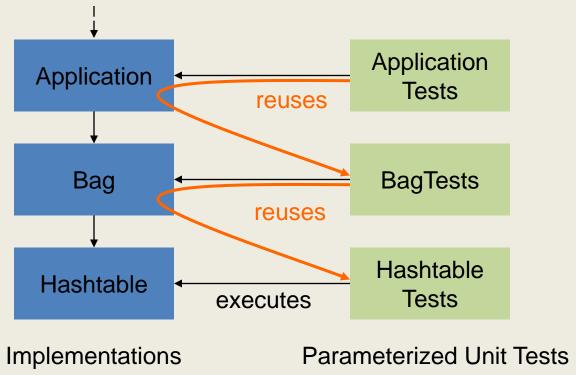
```
void AddAxiom(ArrayList a, object o) {
   Assume.IsTrue(a != null);
   int len = a.Count;
   a.Add(o);
   Assert.IsTrue(a[len] == o);
}
```

Allows to interpret PUT as axioms

```
\forall ArrayList a, object o. a!=null \rightarrow let len = a.Count in a.Add(o) \circ a[len] == o
```

V1. Scale up

- Interpret functions in PUT as uninterpreted symbols
- Use PUTs as rewrite rules for theorem prover



V1. Evaluation

Datatype	# Ops	Input size	Normal PUTs	Excpt. PUTs	# Cases	Time /s	Bugs found
ArrayList	10	3	8	4	34	3.6	1
Enumerator	4	4	4	6	67	9.8	1
Hashtable	9	2	6	5	30	29.9	
Bag (deep)	3	any	3	3	20	37.2	
Bag (shallow)	3	any	3	3	9	2.3	
LinkedList	3	10	3	0	64	3.6	1
RedBlackTree	3	8	3	0	457	427	

V2. Compute Summaries

```
int isPositive(int x) {
  if (x>0) return 1;
  return 0;
}
```

Compute summary in terms of input and state:

```
- x>0 \Rightarrow ret = 1
```

```
- x \le 0 \Rightarrow ret = 0
```

```
int g(int x) {
  if (x<0) return 0;
  int y = crypt();
  if (y == 100) return 0;
  if (x<= 10) return 2;
}</pre>
```

Use only functions that prover can decide:

```
- x < 0 \Rightarrow ret = 0
```

$$-$$
 x≥0 ∧ x ≤ 10 ⇒ ret = 2

V2. Algorithm

Compute summaries on the fly in a top down fashion

- Execute f until reaches first function g
- Backtrack over g and compute summary for g
- Continue f with summary of g

Complexity

number of functions in program * number of paths pro function

Summary: Concolic execution has its limitations

- If there are >> 20 methods, don't test all combinations
 - provide API protocol or parameterized scenarios for the possible use
- If a complex function takes a complex data structure as input, then either
 - provide an invariant (don't use the API to generate the datastructure), or
 - (automatically) partition the function (based on cohesion) into smaller units that can be tested independently
- If the constraint solver times out, then reduce the number of paths for which constraints have to be solved, ie.
 - apply compositional testing, i.e. generate summaries of used methods and then use the summaries for solving constraints

Summary: Concolic execution works!

- Follows the small scope hypothesis; it generates
 - small error revealing data-structures for test inputs
 - short sequences of methods
- Works
 - for TDD, DbC, and also for traditional test
 - for mixed managed/unmanaged setting
 - even when the constraint solver times out
 - compositionally
- Only reports real errors

Thank you

References

- DART: P. Godefroid et al
- Cute: K. Sen et al.
- PUT/Unit Meister: N. Tillmann et al.
- D. Engler et al.

My address

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