

# Bad Pairs in Software Testing

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## Bad Pairs: Intuition

a	b	c	P/F
1	0	0	P
1	2	1	P
1	<b>2</b>	<b>3</b>	F
⋮	⋮	⋮	⋮
2	0	0	P
2	1	1	P
3	<b>2</b>	<b>3</b>	F
⋮	⋮	⋮	⋮
4	0	0	P
5	1	3	P
7	<b>2</b>	<b>3</b>	F
⋮	⋮	⋮	⋮

# Overview

- ▶ Open questions
  - ▶ What is a useful formalization of *bad pair*?
  - ▶ How common are bad pairs?
  - ▶ What is the effect of input selection on bad pairs?
  - ▶ What is the relationship between faults and bad pairs?
- ▶ Experiments: triangle, TCAS
- ▶ Case study: industrial network vulnerability testing
- ▶ Powerful new theory result: error-locating arrays

# Test Table, Singleton, and Pair

Test Table			
Input Table			Results Vector
<i>a</i>	<i>b</i>	<i>c</i>	P/F
1	0	0	P
1	2	1	P
1	2	3	F
2	0	0	P
2	1	1	P
3	2	3	F
4	0	0	P
5	1	3	P
7	2	3	F
⋮	⋮	⋮	⋮

# Bad Singleton

Test Table			
Input Table			Results Vector
a	b	c	P/F
⋮	⋮	⋮	⋮
0	0	2	P
3	<b>1</b>	2	<b>F</b>
1	<b>1</b>	3	<b>F</b>
4	<b>1</b>	3	<b>F</b>
3	<b>1</b>	3	<b>F</b>
1	<b>1</b>	4	<b>F</b>
1	2	3	P
⋮	⋮	⋮	⋮

# Dependent Bad Pair

Test Table			
Input Table			Results Vector
a	b	c	P/F
⋮	⋮	⋮	⋮
0	0	2	P
3	1	2	F
1	<b>1</b>	<b>3</b>	<b>F</b>
4	<b>1</b>	<b>3</b>	<b>F</b>
3	<b>1</b>	<b>3</b>	<b>F</b>
1	1	4	F
1	2	3	P
⋮	⋮	⋮	⋮

# Independent Bad Pair

Input Table			Results Vector
a	b	c	P/F
⋮	⋮	⋮	⋮
0	2	2	P
⋮	⋮	⋮	⋮
3	2	2	F
1	<b>2</b>	<b>3</b>	<b>F</b>
4	<b>2</b>	<b>3</b>	<b>F</b>
3	<b>2</b>	<b>3</b>	<b>F</b>
1	2	4	P
⋮	⋮	⋮	⋮
1	3	3	P
⋮	⋮	⋮	⋮

# Triangle: Experimental Design

- ▶ Gold code: triangle program, hand-translated to Java
- ▶ Input table (216):  $[0..5] \times [0..5] \times [0..5]$
- ▶ Mutants: single (213), double (212)
- ▶ Execution pseudocode

**for each** mutant  $M$

    open log file  $L_M$

**for each** test case  $t$

        run  $M$  with input  $t$

        run the gold code with input  $t$

**if**  $M$  and the gold code produce the same output

            write  $t$  followed by 'P' to  $L_M$

**else**

            write  $t$  followed by 'F' to  $L_M$

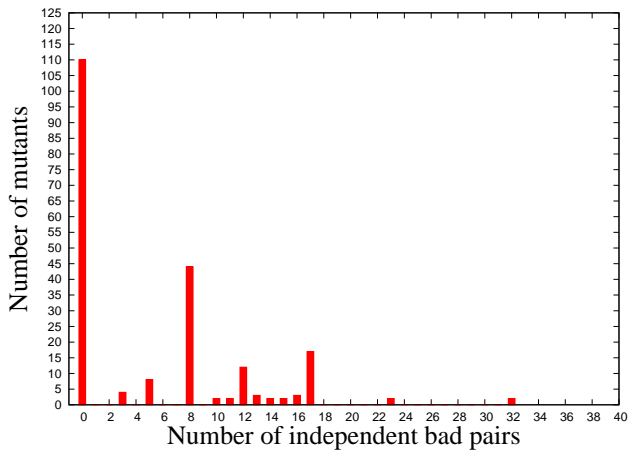
    close log file  $L_M$

# Triangle: source code

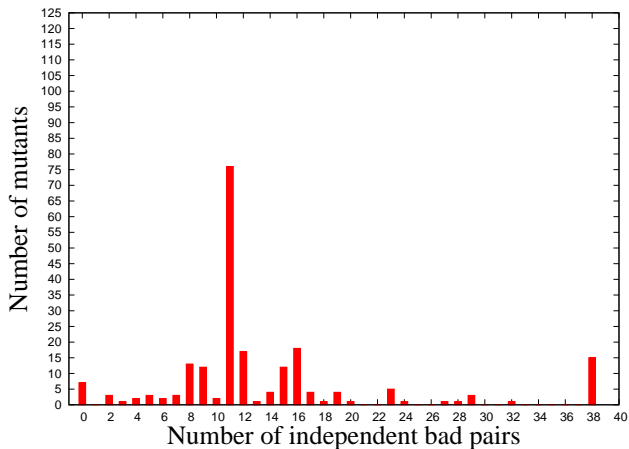
```
1 public static String triangle(  
2     int side1, int side2, int side3)  
3 {  
4     int triang;  
5     if (side1 <= 0 || side2 <= 0 || side3 <= 0) {  
6         return "illegal";  
7     }  
8     triang = 0;  
9  
10    if (side1 == side2) {  
11        triang = triang + 1;  
12    }  
13    if (side1 == side3) {  
14        triang = triang + 2;  
15    }  
16    if (side2 == side3) {  
17        triang = triang + 3;  
18    }  
19  
20    if (triang == 0) {  
21        if (side1 + side2 <= side3 ||
```

```
22        side2 + side3 <= side1 ||  
23        side1 + side3 <= side2) {  
24            return "illegal";  
25        } else {  
26            return "scalene";  
27        }  
28    }  
29  
30    if (triang > 3) {  
31        return "equilateral";  
32    } else if (triang == 1 && side1 + side2 > side3) {  
33        return "isosceles";  
34    } else if (triang == 2 && side1 + side3 > side2) {  
35        return "isosceles";  
36    } else if (triang == 3 && side2 + side3 > side1) {  
37        return "isosceles";  
38    }  
39  
40    return "illegal";  
41 }
```

## Triangle: Single Mutation Results



# Triangle: Double Mutation Results: ROR



# TCAS Experiments

- ▶ Gold code: TCAS program, hand-translated to Java
  - ▶ Seven functions; 109 LOC
- ▶ Input table
  - ▶ input parameters (12): values selected with equivalence partitioning
  - ▶ cross product: roughly 6 million elements
  - ▶ selected inputs (34): two-cover of the cross product
- ▶ Mutants (250): single mutation only
- ▶ Execution pseudocode: identical to Triangle

# Network Vulnerability Testing: Case Study

- ▶ Gold code: object code in a programmable logic controller
  - ▶ no information on source code: language, size or structure
- ▶ Test table
  - ▶ packet capture file with 4734 IP packets
  - ▶ input parameters (11): field values extracted from IP header
  - ▶ two of the IP packets caused failures
- ▶ Which pairs in the two packets caused the failures?
  - ▶ each failed packet contains a single independent bad pair:
    1. (protocol:TCP, total length:0)
    2. (protocol:ICMP, total length:0)

# Graph-based algorithms for bad pairs generation

- ▶ *Error-locating test case*: a test case containing exactly one independent bad pair
- ▶ *Error-locating array*: an input table containing at least one error-locating test case for each parameter pair

# Conclusions

- ▶ Open questions
  - ▶ What is a useful formalization of *bad pair*?
  - ▶ How common are bad pairs?
  - ▶ What is the effect of input selection on bad pairs?
  - ▶ What is the relationship between faults and bad pairs?
- ▶ Triangle experiments
- ▶ TCAS Experiments
- ▶ Case study: industrial network vulnerability testing
- ▶ Powerful new theory result: error-locating arrays