



# **AutoAbstract: Problem Statement and Hypothetical Solutions**

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**Shaukat Ali**

Verification and Testing Group (VT)

Department of Computer Science

University of Sheffield



# Layout of the Presentation

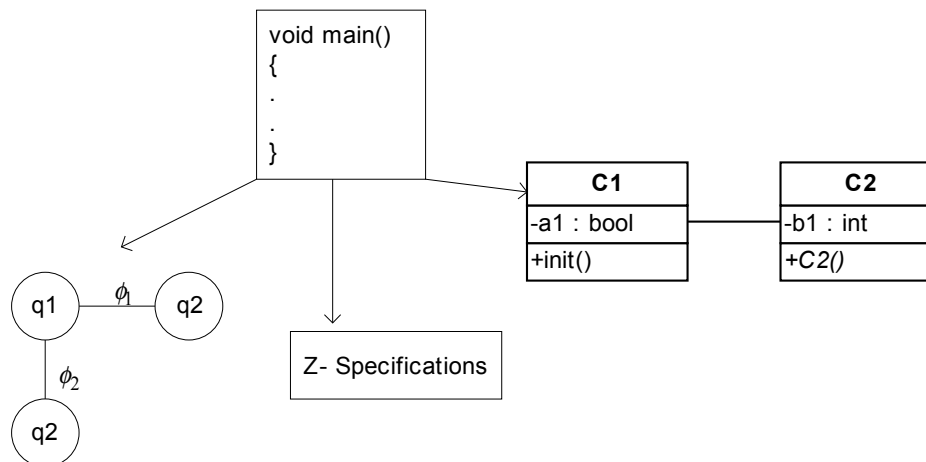
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- Introduction
- Background
- Proposed Ideas
- Conclusion

# Introduction (1/4)

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- Testing
- Specifications are normally out-of-date or incomplete
- Rigorous testing methods are available for software modelled using FSMs and X-Machines
- Reverse Engineering



# Introduction (2/4)

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- Which of the reverse engineered diagram is better??
- A developer knows what is a non-trivial control
- “Dialogue” between reverse engineering tool and a tester is required
- How specifications are reverse engineered
  - Static vs Dynamic

# Introduction (3/4)

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- Incremental change
- Automated abstraction of code into state-based specification and test generation (AutoAbstract)
  - Extract up-to-date specifications from the code and hints from a developer

# Introduction (4/4)

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- Hints: Instructions to the reverse engineering tool
  - What is a state, what is a function, etc.
  - Done declaratively
- Extracted specifications will be used for testing

# Background (1/3)

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- X-Machines
  - Extended FSM
  - Memory and Processing Functions
  - Why X-Machines
    - X-Machine testing methods are formal
    - Applied to different industrial case studies
    - Many testing techniques for testing from software modelled using X-Machines exists

# Background (2/3)

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## ○ DAIKON

- Dynamically generates invariants from the code
- Source code is executed by running different tests
- Inferred invariants can be used for software evolution and program understanding



# Background (3/3)

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## ○ Example

```
=====  
Absolute.abs(int):::EXIT  
return >= 0  
(orig(arg0) == 0) ==> (return == 0)  
(return == 0) ==> (orig(arg0) == 0)  
return >= orig(arg0)  
=====
```

```
public class Absolute  
{  
    public int abs(int no)  
    {  
        int y=0;  
        if (no <0 )  
            y=-no;  
        else  
            y=no;  
        return y;  
    }  
}
```

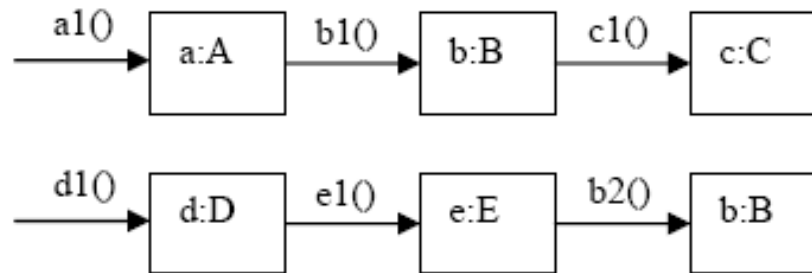
# Proposed Ideas

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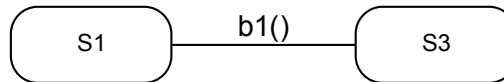
- Reverse Engineering of X-Machines from code
  - Dynamic approach
  - Running different collaborations in the DAIKON
  - Retrieval of states (values of instance variables) at start and end of each called method using DAIKON

# Example

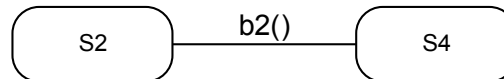
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**From 1<sup>st</sup>  
Collaboration**



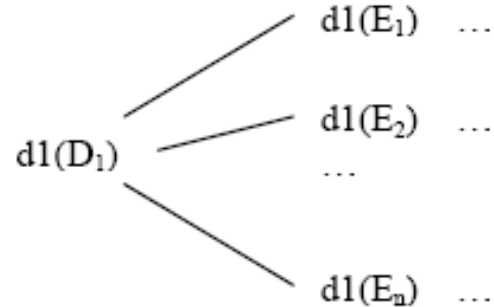
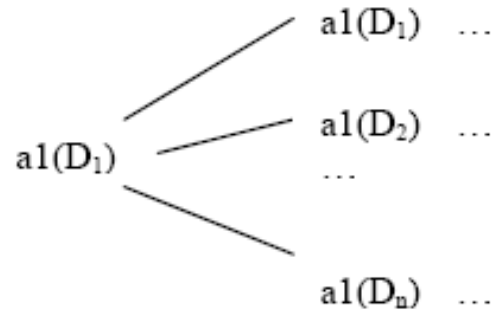
**From 2<sup>nd</sup>  
Collaboration**



# Reverse Engineering

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- Chaining of collaboration diagrams



# Chaining of Collaboration Diagrams

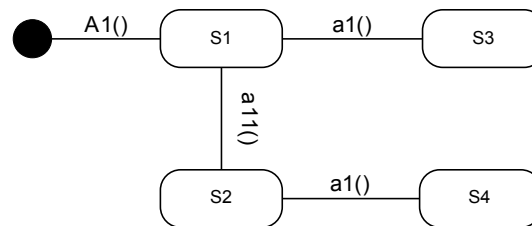
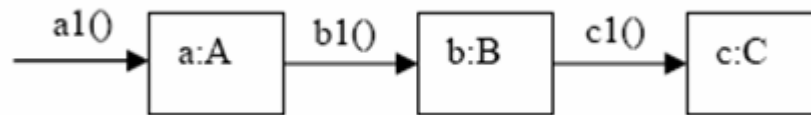
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- Infinite growing tree
- Need to define some stopping criteria
  - Exception thrown, Number of iterations
- Abstraction function

# Generation of Test Sequences

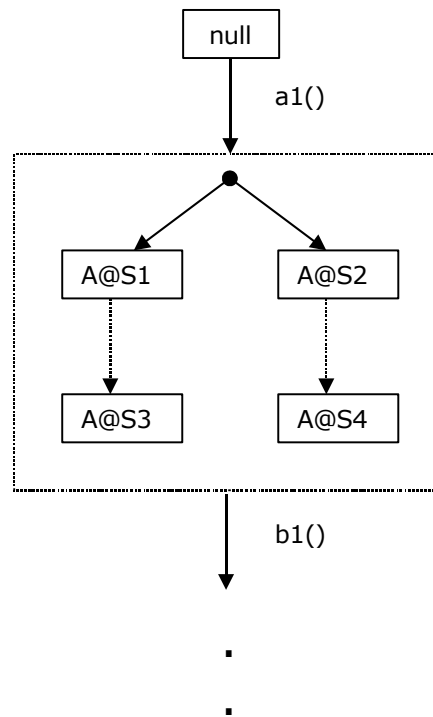
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- State-Collaboration TEst Model or SCOTEM
  - State transition structure of X-Machines along with collaborations will be used for testing



# Example

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# Conclusion

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- AutoAbstract
  - Problems
- Proposed Solutions
  - Reverse Engineering of X-Machines
  - Test case generation
    - SCOTEM





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# Questions