

Software Production Essentials

Beyond the Buzz Words

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Why Process?

■ Quality

- Maximize Customer Satisfaction
- Minimize Rework and Repair

■ Productivity

- Optimize Production Cost
- Shorten Time to Market

This is not a tradeoff. Quality is Free.

Post ~2000 Scientific Computation

What's Different?

- Collaboration, Collaboration, Collaboration
- Results affect national policy **NOW** (*e.g.*, climate models)
- Results can have major economic impact **SOON** (*e.g.*, materials, energy, and IT infrastructure)

Process Objectives in a Scientific HPC Environment

- Produce **reliable software** for community use
- Implement functionality tailored to **user needs and expectations**
- **Maximize** resource commitment to **scientific innovation and productivity**
- **Minimize** resources required for **rework and maintenance**
- Meet regulatory SQA requirements, where applicable

Basic Process Elements

- Requirements Definition
- Coding
- Release

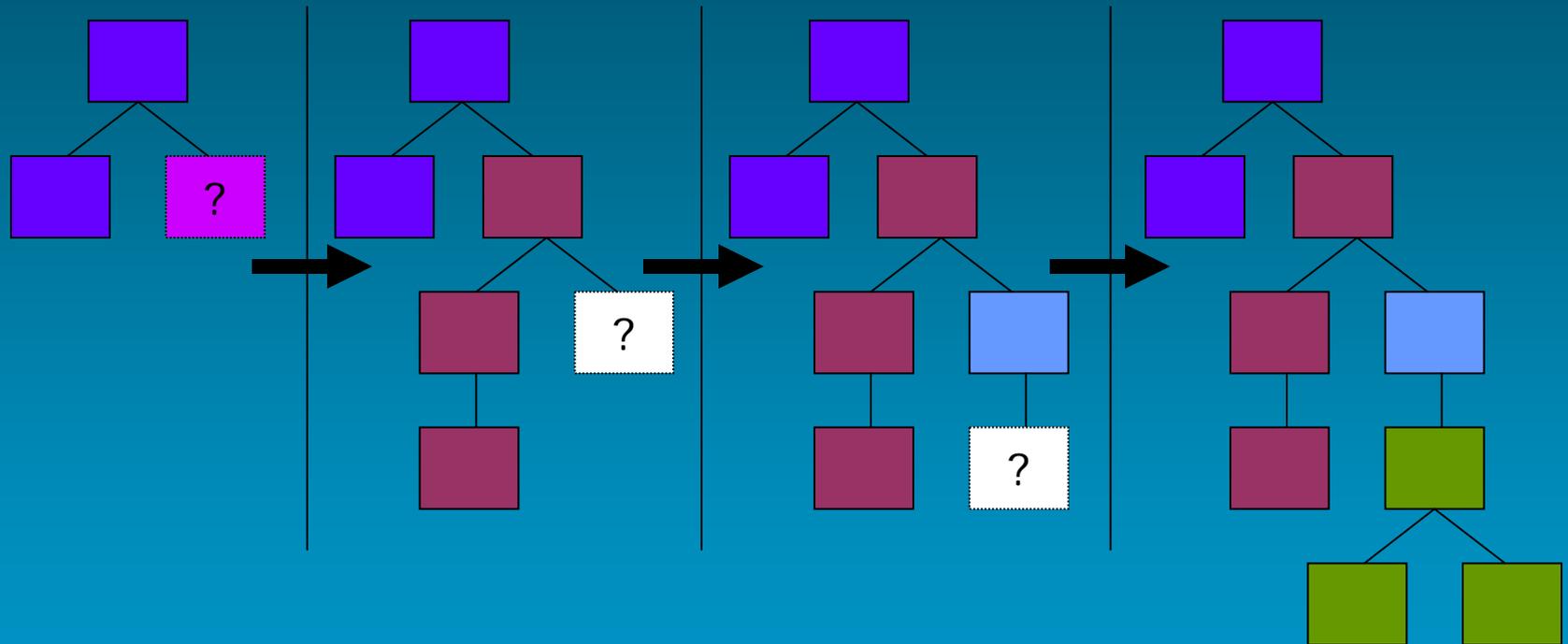
Everybody does it, but the order may vary.

How Do We Fill the Gaps?

- Requirements Definition
- Specification?/Design?/Verification?/?
- Coding
- Test?/ Inspection?/?
- Release

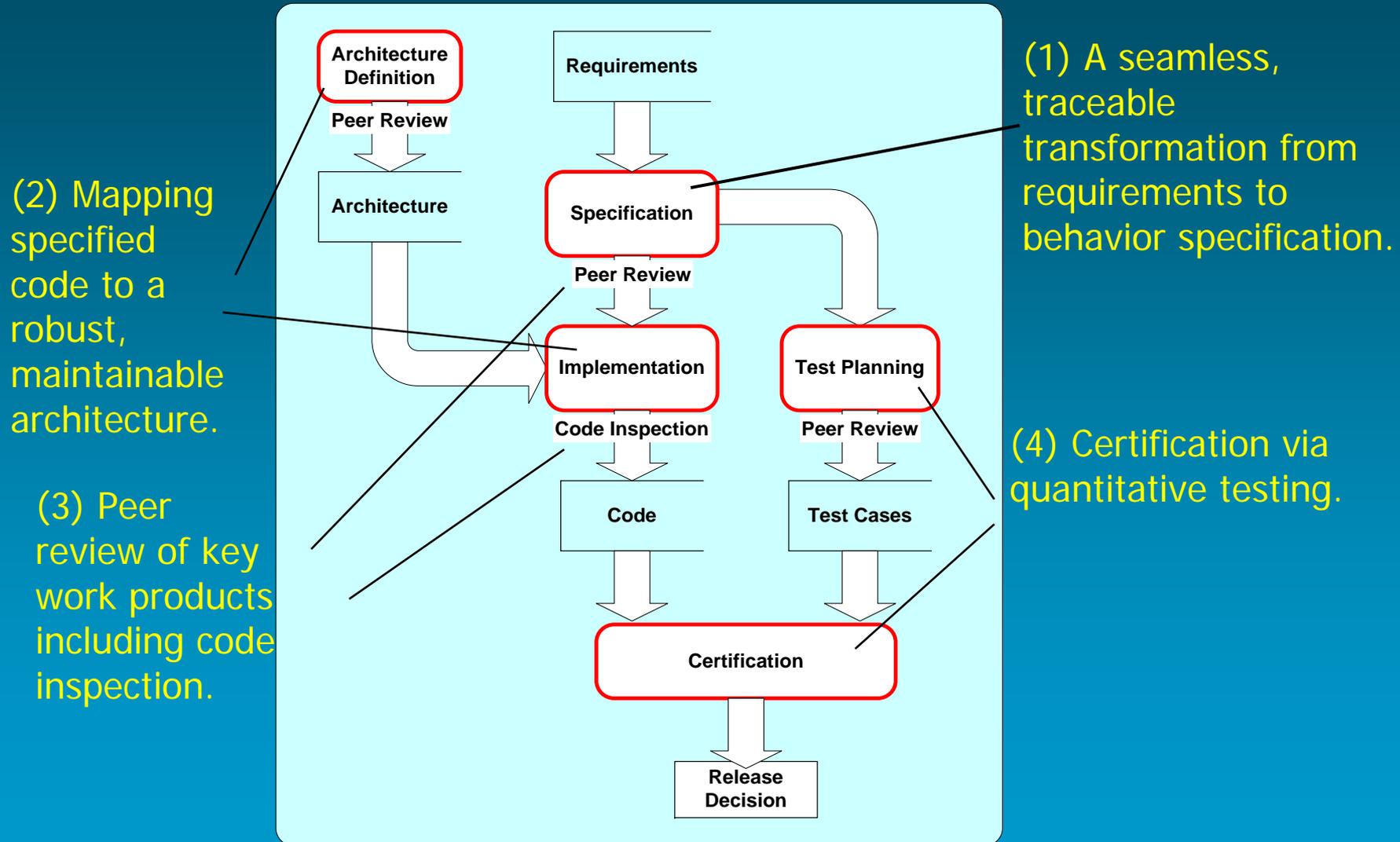
No shortage of lifecycle/process candidates.

Software Production is Incremental



An efficient, repeatable process is necessary for expanding, changing requirements.

Software Production Keys



Behavior Specification Objectives

■ **Completeness**

- a response is defined for every stimulus history

■ **Consistency**

- each stimulus history maps to only one response

■ **Correctness**

- the specification is explicitly traceable to the requirements

Requirements

- Individual requirements tagged for **traceability**.
- Initial requirements assumed to be **incomplete, inconsistent, and possibly incorrect**.

The Simple Case: Static Calculations

(Things that run to completion without user interaction)

1. Partition input space into domains bounded by discontinuities
2. Specify response function for EVERY domain

Function Specifications

- Describe function mathematically for each distinct region of input space
- Specify correspondence between program variables and math symbols used
- Include responses to invalid inputs
- Specify all function results - returned values, state variable modification, modified globals

Practical Consideration: Embed Static Specs in Code Using Doxygen, JavaDoc, or equivalent

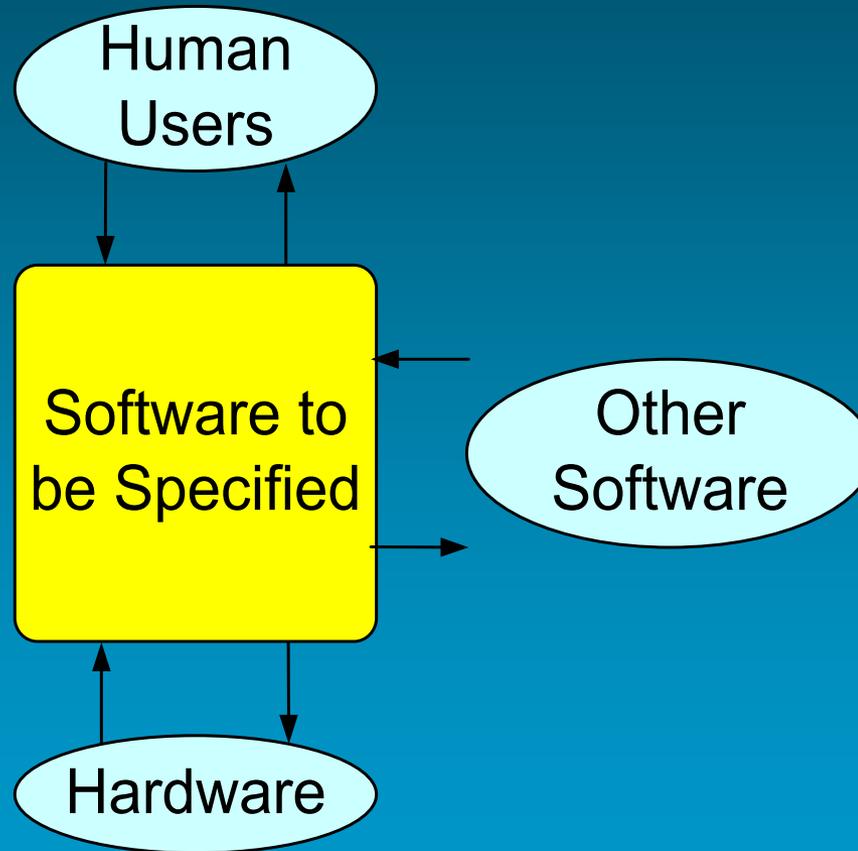
Function Specifications: Arguments and Return Values

- Scalars and arrays of fundamental types
 - Specify **type, definition, units, valid range, and default value**
- Pointers to fundamental types
 - Same as above for dereferenced values
- Compound types – classes, templates, etc.
 - Specify recursively by providing above info wherever data members of fundamental types are declared

The General Case: Stateful Systems (GUIs, datacom, control, etc.)

- Establish system boundary in terms of human/software/hardware interfaces.
- Itemize stimuli.
- Itemize responses.
- Perform enumeration of stimulus sequences.
- Perform canonical sequence analysis.
- Generate state machine specification.

System Boundary and Interfaces



Important Definitions

- Stimulus - an event resulting in information flow from the outside to the inside of the system boundary
- Output – externally observable item of information flow from inside to outside the system boundary
- Response – occurrence of one or more outputs caused by a stimulus

Enumeration Mechanics

- For each stimulus sequence of length n :
 - If illegal, mark it illegal and do not extend further.
 - Document correct response based on requirements.
 - If no requirement found, create derived requirement.
 - Record requirements trace.
 - Check for equivalence with previous sequences.
- Extend only those sequences that are not illegal or equivalent.
- Continue until all sequences of a given length are illegal or equivalent to previous sequences.

Canonical Sequence Analysis

- Identify canonical sequences – all legal sequences not equivalent to earlier sequences.
- List the canonical sequences in the order enumerated.
- Define state variables such that each canonical sequence corresponds to a unique state vector.

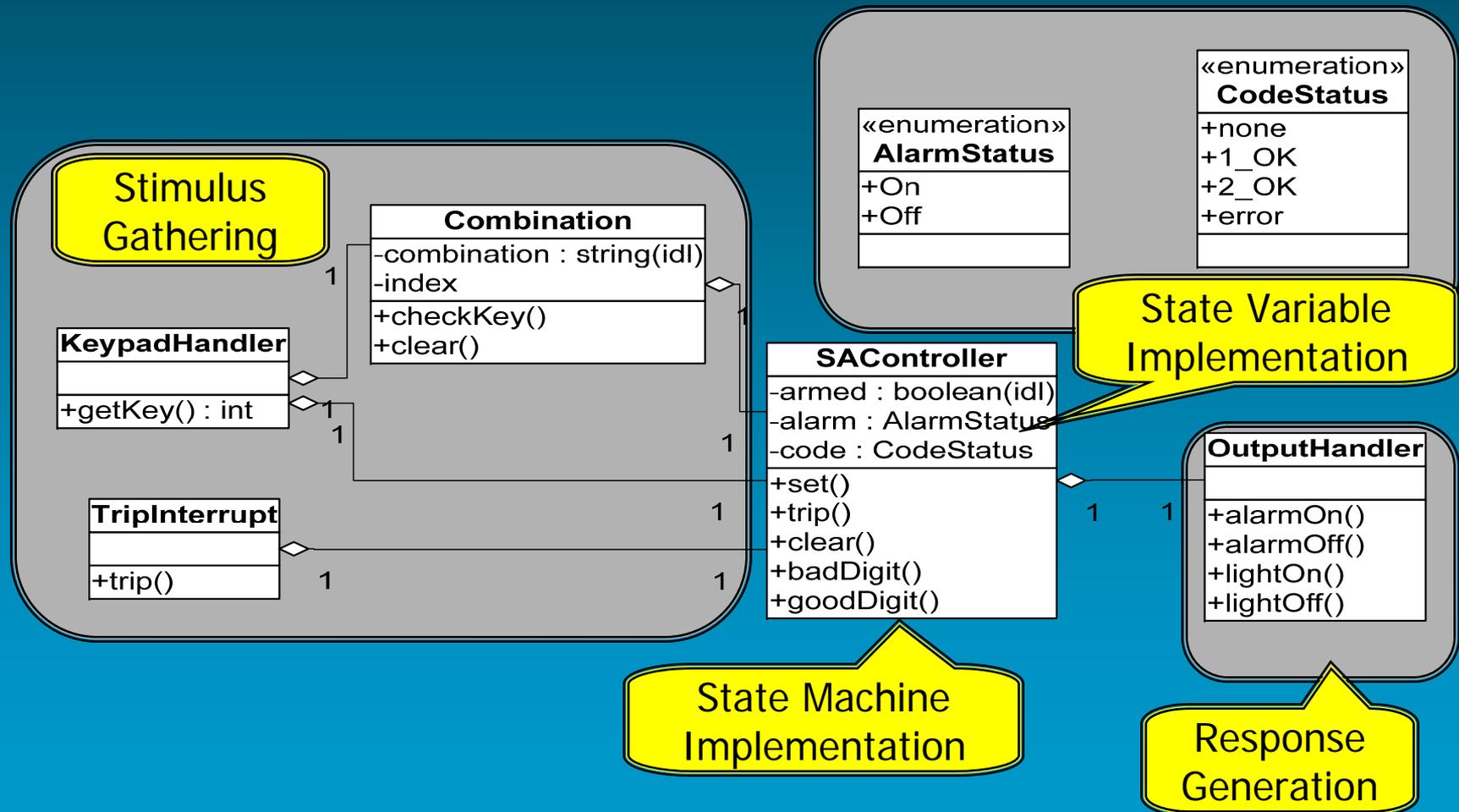
Canonical sequences define all system states

State Machine Generation

- For each stimulus
 - For each canonical sequence (CS)
 - Get state variable values
 - Find sequence (CS+stimulus) in enumeration
 - Get response
 - Get new CS (CS+stimulus or its equivalence)
 - Get new state variable values

Map Code Specified in Behavior Specification to Architecture

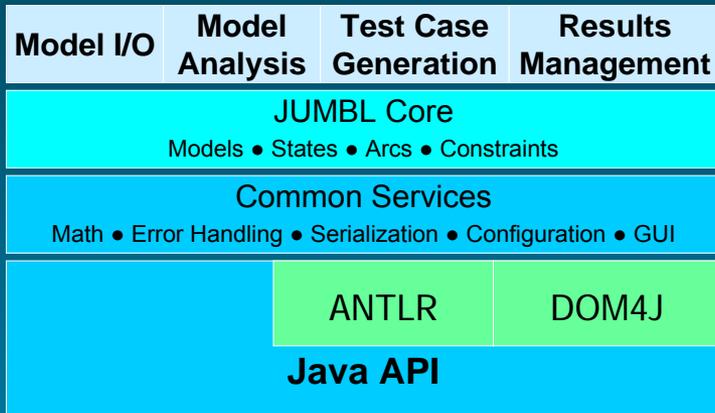
SQRL



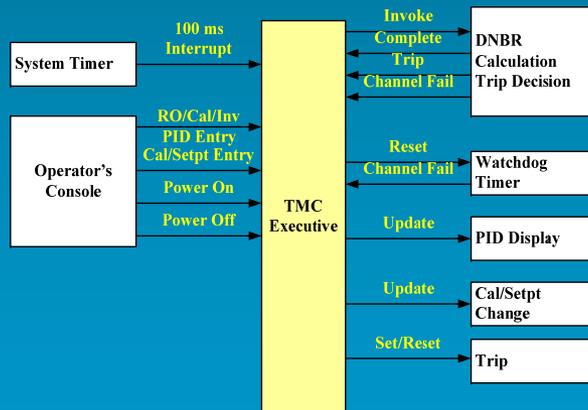
Specification Procedure Summary

- Specification must be complete, consistent, and traceably correct
- Partition system into manageable components for scalability
- Use enumeration to discover and correct ambiguity and omissions in requirements
- Completed enumeration converts to state machine specification
- Map stimulus gathering, response generation, and state machine spec to architecture for code generation

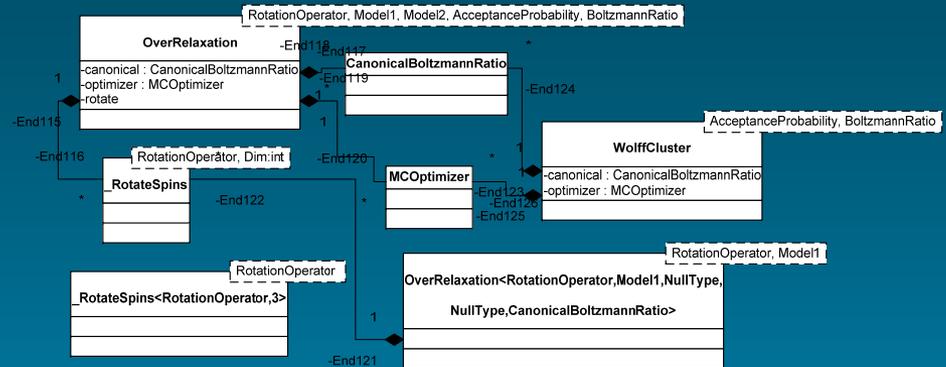
High Level Architecture Examples



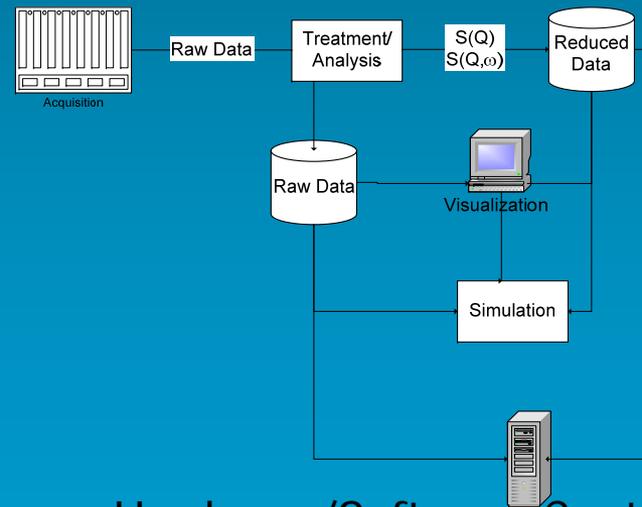
Library



System Abstractions



Computational Component



Hardware/Software Context

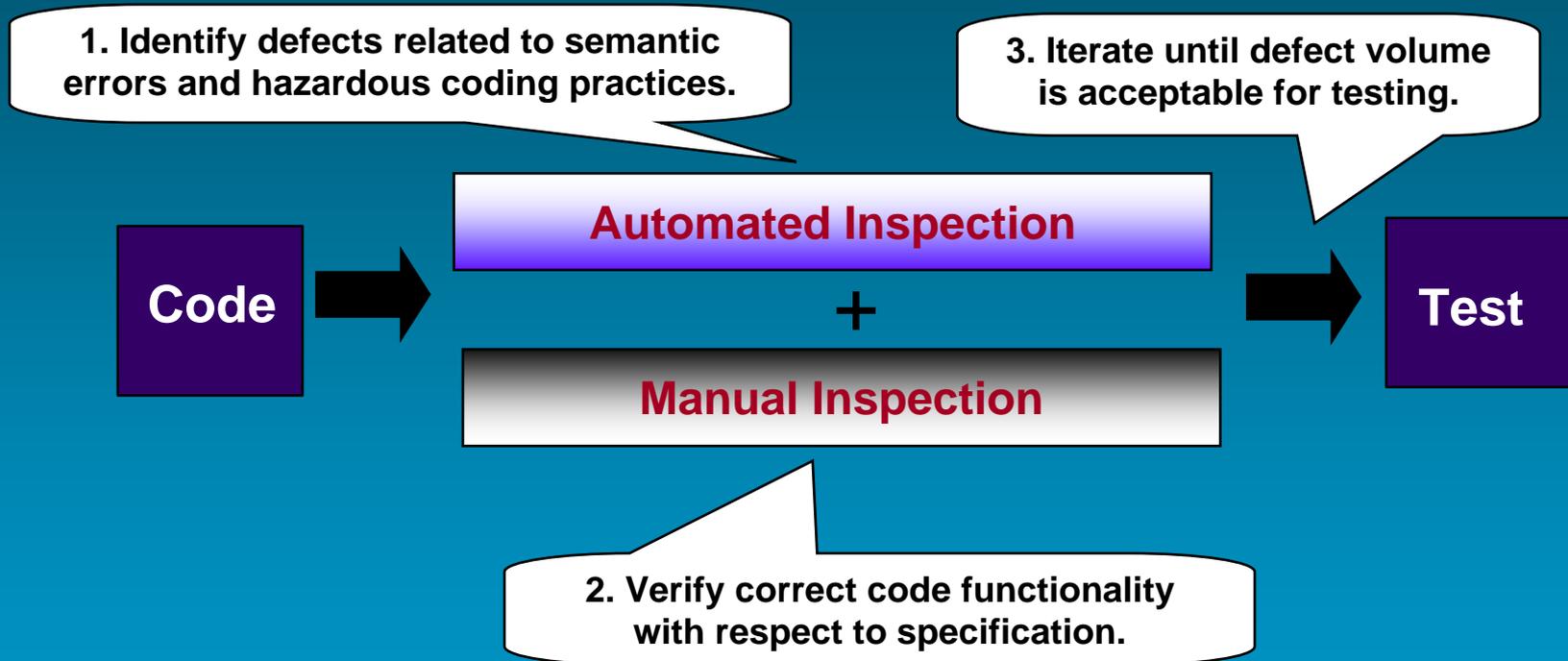
Architecture Specification Contents

- Define components and their responsibilities
- Specify relationships among components
- Specify intra-element and external interfaces
- Ensure unidirectional use hierarchy
- Specify assumptions regarding platform/environment

Independent Peer Review

- Domain Expert Review
 - Initial Requirements
 - Derived Requirements from Specification
- Development Team Peer Review
 - Architecture Specification
 - Test Plan
- Code Inspection
 - Automated Enforcement of Coding Standards
 - Manual Verification of Functional Correctness

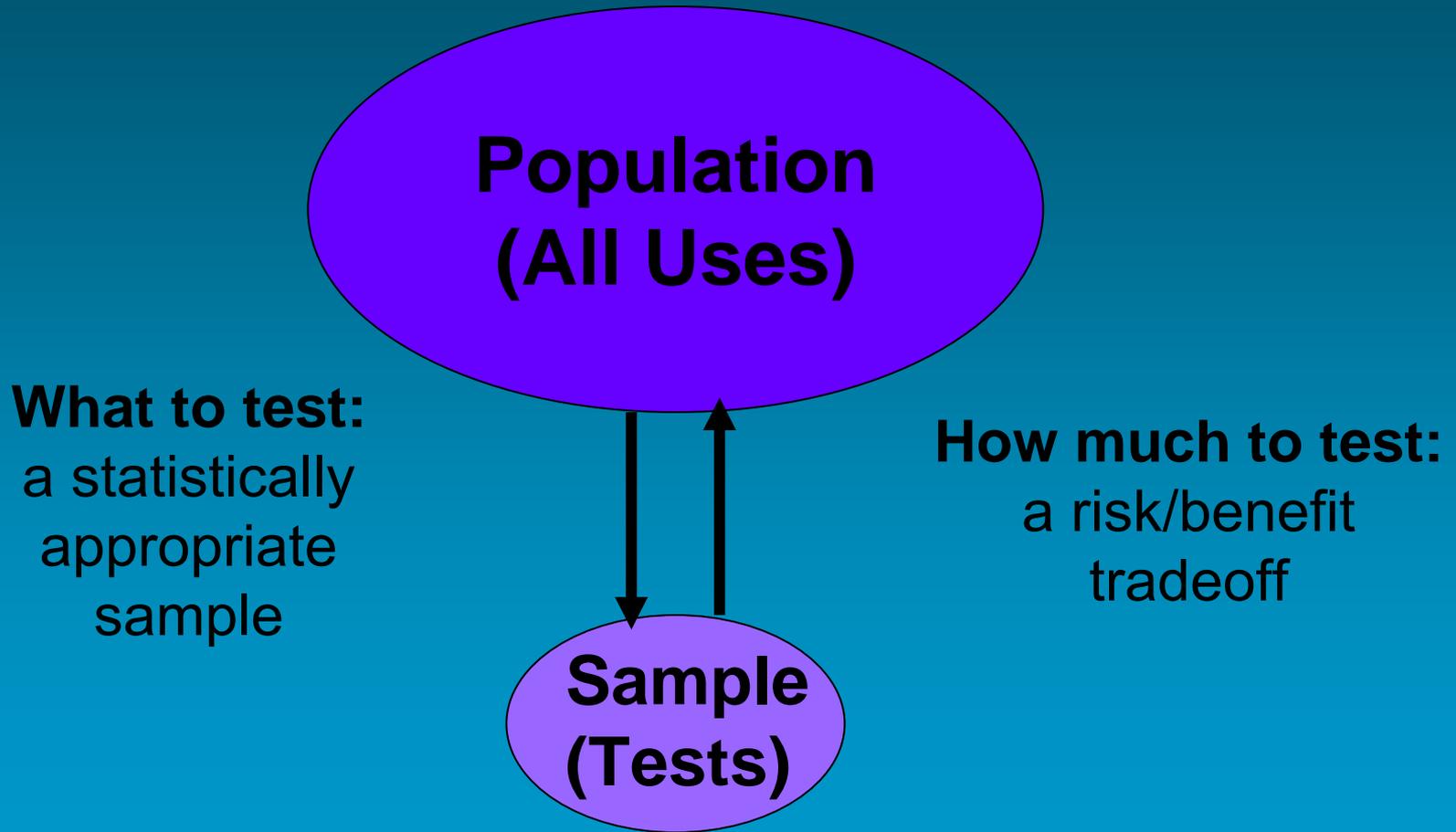
Manual and Automated Code Inspection



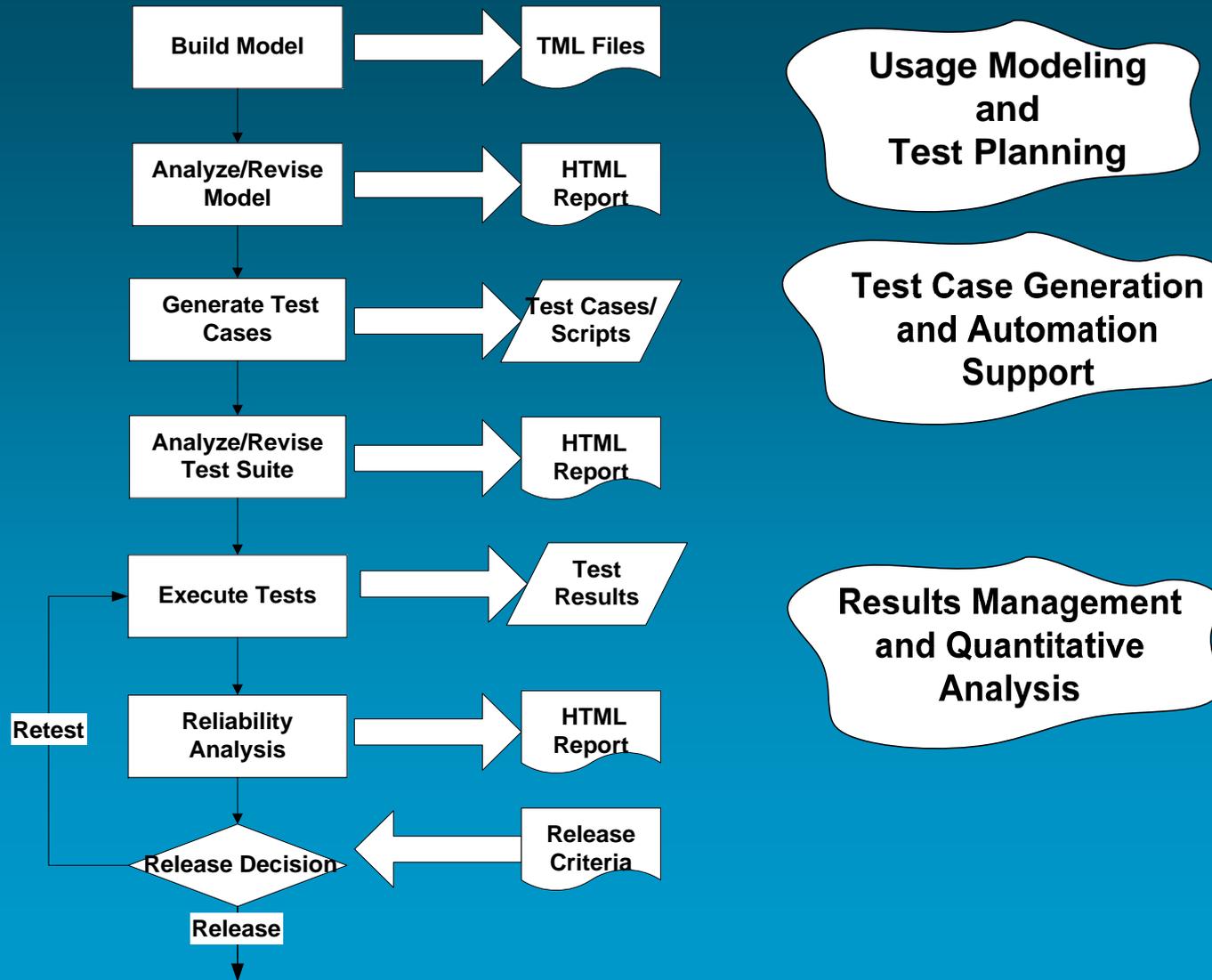
Software Certification

- Certification establishes product conformance with well-defined standards.
- Product certification requires a process that is independently repeatable within statistical variation.
- Statistical testing supports quantitative certification through statistical characterization of system use and reliability.

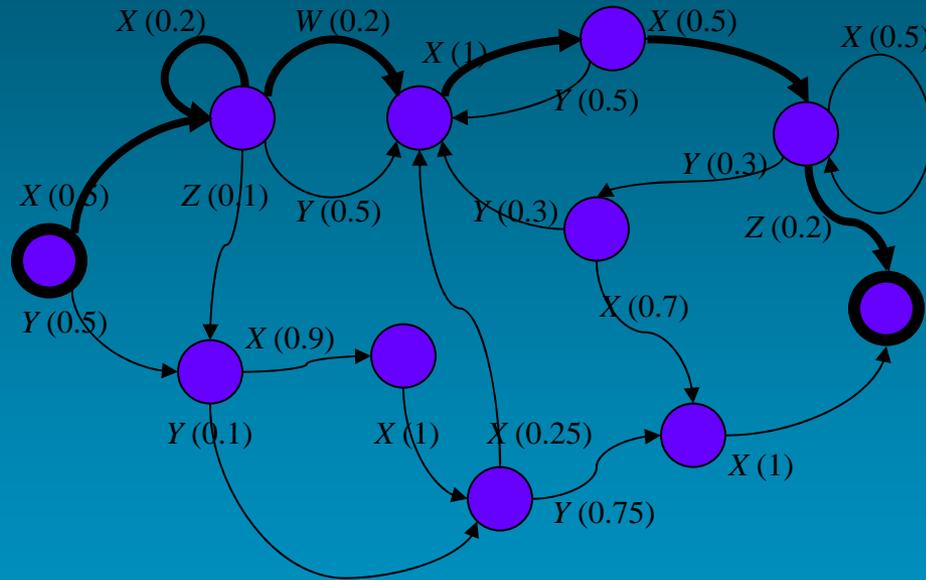
Testing is Always Sampling



Model-Based Statistical Testing (MBST)



The Population of All Uses Is Represented by a Markov Chain Usage Model



- Nodes represent “states of use”
- Arcs represent stimuli/events
- Probabilities represent likelihood of a stimulus, given the current state.

A “use” (or test) is any path from the source to the sink.

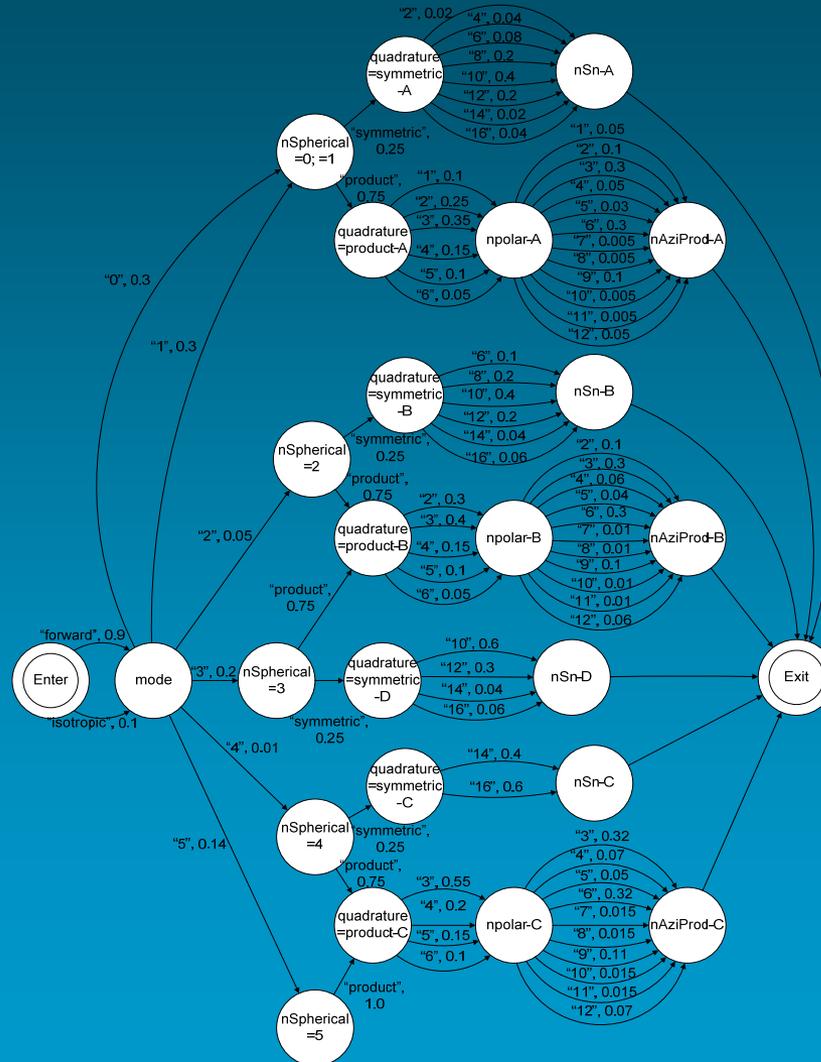
$$\Pr[X \ X \ W \ X \ X \ Z] = 0.0002$$

Special Case: Static Computation with Large Input Space

- Partition input space via abstractions
- Model input selection
- Provide specific parametric input at run time
- Probability weighted generation can give all possible input combinations after partitioning
- Test oracles
 - diverse implementations
 - constraints based on science
 - interpolate between benchmark points
 - favor clarity over performance
 - incentive for good specifications

For Static Computation Model Input Selection

SQRL



A Usage Model is a Finite-State *Markov Chain*

- Well-understood formalism
- Rich body of analytical results
- Engineering basis for testing
- Objectivity in test planning and management
- Describes “use” of product and not the product itself

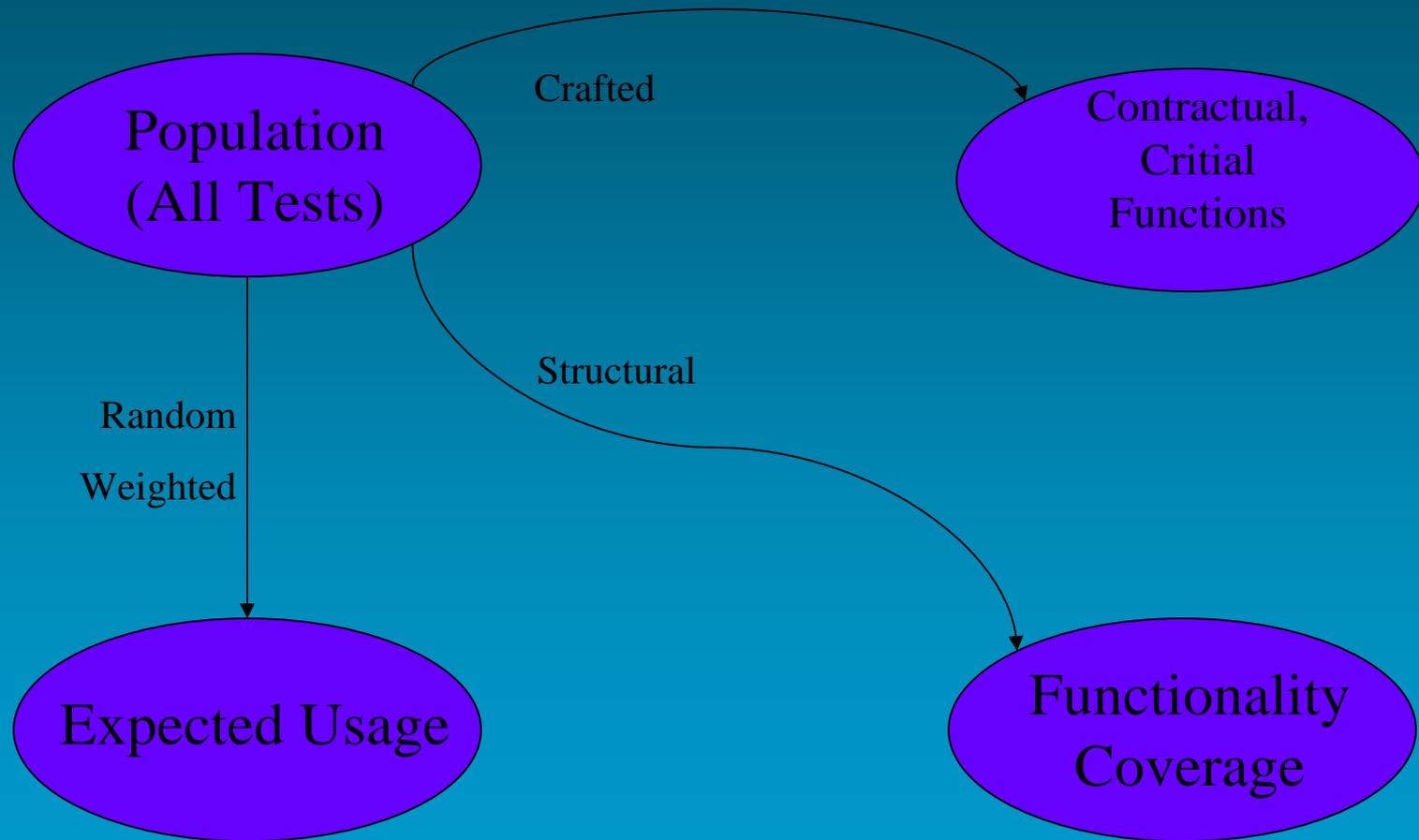
Useful Properties Available via Markov Analysis

- **Expected Test Case Length:** average number of stimulus events from start to end
- **Arc/Stimulus Occupancy:** fraction of all transitions performed by each Arc/Stimulus
- **State/Arc Probability of Occurrence:** probability a State/Arc will be visited during a single use
- **State/Arc Visits per Test Case:** Average number of visits to each State/Arc per use
- **Mean First Passage:** average number of test cases required to exercise a particular state/function

Model Revision and Validation

- Analytical results are inescapable, given the model.
- If results do not square with what is known of the real-world application, the model must be revised.
- Continue the analyze-revise cycle until the model is an acceptable description of use of the system.

Sampling Options (Test Case Generation)



Nonrandom Testing

- Coverage tests
(cover all arcs at the least cost of testing)
- Importance tests
(generate tests in order of probability or cost)
- Crafted tests
(contractual, safety issues, critical functions)

Random sample testing

- Test cases are generated by random walks through the usage model.
- Permits statistical analysis of the sample and generalization to the population of uses.
- Each test case is a sequence of stimuli and random test sets may be reused.

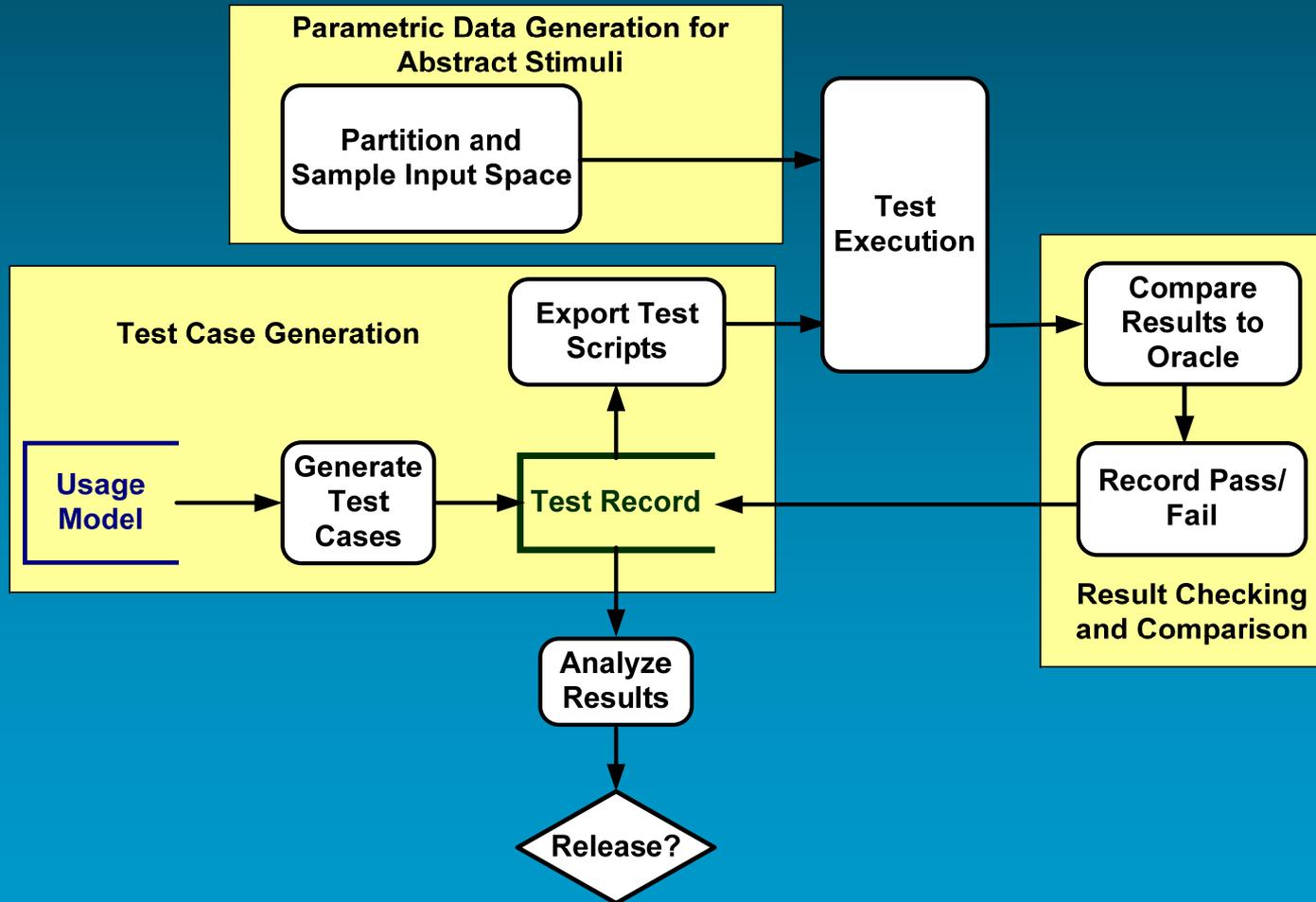
Testing Scripts

Script commands are attached to arcs and give the instructions for testing the transition:

- Manual testing
 - written instructions
 - data to use
 - items to check

- Automated testing
 - signals for testing equipment
 - commands for driver software (e.g., X-runner)
 - statements in a programmed test driver

Test Automation



Test Automation

- Application-Specific Tools
 - Generate parametric data for abstract stimuli
 - Compute expected results
 - Make pass/fail determination
- Generic Tools
 - Generate test cases as test scripts
 - Associate test instructions with arcs and states in a model
 - Perform statistical analysis of test results

Test Results

- Record failures by test case and transition
- Estimate reliability based on testing experience
- Evaluate stopping criteria

Reliability Estimation

- Test case pass/fail statistics give reliability and confidence based on binomial distribution.
- Bayesian models
 - provide reliability estimates regardless of whether failures are observed
 - allow use of prior reliability information

MBST Benefits

- Better Product
 - Clearer requirements, improved specification
- Better Use of Resources
 - Optimization of testing strategy
 - Reusable assets: models, test plans, scripts, test cases
- Shorter Life Cycle
 - Test planning done in parallel with development
 - Easier test automation
- Better Management
 - Quantitative support for release decisions
 - Quantification of expected reliability
 - Measurement tool for continuous process improvement

Essential Process Elements

- Requirements Definition
- Robust Architecture Definition
- Rigorous Specification
- Domain Expert and Peer Review
- Coding
- Code Inspection
- Statistical Testing/Certification
- Release

Fill the gaps with rigorous engineering practices.