

# Automated Test Generation using CBMC

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# Summary

- 1** Software Testing
- 2** Coverage
- 3** Automated Test Generation
- 4** Model Checking
- 5** CBMC
- 6** Goals
- 7** Conclusion



# Software Testing <sup>[1]</sup>

“Observation of a program in execution under controlled conditions”

John Rushby in *Automated Test Generation and Verified Software*



# Software Testing

“controlled conditions”



Assignment to the input variables



Allows the tester to verify the behavior of the program



# Software Testing

Assignment to the input variables



Test cases



# Example of a test case

**Test case 1:**

(x = 0, y = 0)



```
int func (int x, int y)
  int a = 0;
  if (x > 3 || y == 1)
    a = x + y;
  else
    if (x == y)
      a = x;
  a++;
  return a;
```



**Test case 1:**

(a = 1)

**Test case 2:**

(x = 4, y = 0)



```
int func (int x, int y)
  int a = 0;
  if (x > 3 || y == 1)
    a = x + y;
  else
    if (x == y)
      a = x;
  a++;
  return a;
```



**Test case 1:**

(a = 5)



# Test Generation

Generation of test cases

Remains a largely manual process in software industry



Entails high costs and time consuming.



# Automated Test Generation

A process able to **generate test cases** in an **automatic** way is **mandatory**, to **decrease the efforts** of the testing phase.



How many test cases ?





# Coverage

**Test coverage** measures the percentage of source code points that a testing process reaches.



Which source code points?



# Coverage <sup>[2]</sup>

Depending on the source code points:

- A. Statement Coverage
- B. Decision Coverage
- C. Condition Coverage
- D. Decision/Condition Coverage
- E. Modified Condition/Decision Coverage

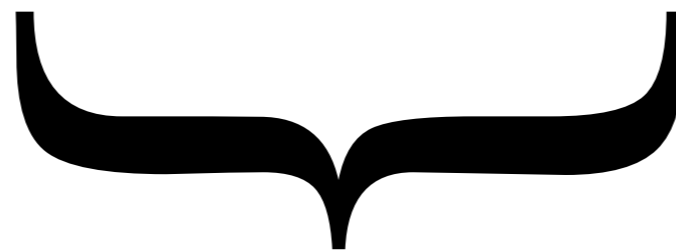


# Coverage

```
if ( a == 0 && b > 3 )
```



Condition      Condition



Decision



# Statement Coverage

Every statement has been invoked at least once.

```
S#1 if (x > 1 && y == 0)
S#2  a = x + y;
S#3 if (x == 2 || y > 1)
S#4  b = x - y;
```

| x | y | S#1 | S#2 | S#3 | S#4 |
|---|---|-----|-----|-----|-----|
| 2 | 0 | ✓   | ✓   | ✓   | ✓   |



# Statement Coverage

If the programmer used the **or** operator, in the first decision, by mistake, the test case would not notice!

```
S#1 if (x > 1 || y == 0)
S#2  a = x + y;
S#3 if (x == 2 || y > 1)
S#4  b = x - y;
```

| x | y | S#1 | S#2 | S#3 | S#4 |
|---|---|-----|-----|-----|-----|
| 2 | 0 | ✓   | ✓   | ✓   | ✓   |



# Decision Coverage

Every decision has taken all possible outcomes at least once.

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Decision |
|---|---|----------|
| 2 | 1 | TRUE     |
| 1 | 1 | FALSE    |



# Decision Coverage

The effect of the second condition is not tested!

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Decision |
|---|---|----------|
| 2 | 1 | TRUE     |
| 1 | 1 | FALSE    |



# Condition Coverage

Every condition has taken all possible outcomes at least once.

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Cond#1 | Cond#2 |
|---|---|--------|--------|
| 2 | 1 | TRUE   | FALSE  |
| 1 | 2 | FALSE  | TRUE   |





# Condition Coverage

The decision is always TRUE!

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Cond#1 | Cond#2 | Decision |
|---|---|--------|--------|----------|
| 2 | 1 | TRUE   | FALSE  | TRUE     |
| 1 | 2 | FALSE  | TRUE   | TRUE     |



# Condition/Decision Coverage

Every condition and decision have taken all possible outcomes at least once.

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Cond#1 | Cond#2 | Decision |
|---|---|--------|--------|----------|
| 2 | 2 | TRUE   | TRUE   | TRUE     |
| 1 | 1 | FALSE  | FALSE  | FALSE    |



# Condition/Decision Coverage

The independent effect of the conditions is not tested!

```
if (x == 2 || y > 1)
  a = x + y;
```

```
if (x == 2 || y > 1)
  a = x + y;
```

```
if (x == 2 && y > 1)
  a = x + y;
```

| x | y | Cond#1 | Cond#2 | Decision |
|---|---|--------|--------|----------|
| 2 | 2 | TRUE   | TRUE   | TRUE     |
| 1 | 1 | FALSE  | FALSE  | FALSE    |



# Modified Condition/Decision Coverage

Every condition in a decision must be shown to independently affect the decision's outcome.

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Cond#1 | Cond#2 | Decision |
|---|---|--------|--------|----------|
| 2 | 2 | TRUE   | TRUE   | TRUE     |
| 1 | 1 | FALSE  | FALSE  | FALSE    |
| 2 | 1 | TRUE   | FALSE  | FALSE    |
| 1 | 2 | FALSE  | TRUE   | TRUE     |



# Modified Condition/Decision Coverage

The number of test cases must be at least  $n + 1$ , where  $n$  is the number of variables in the decision

```
if (x == 2 || y > 1)
  a = x + y;
```

| x | y | Cond#1 | Cond#2 | Decision |
|---|---|--------|--------|----------|
| 2 | 2 | TRUE   | TRUE   | TRUE     |
| 1 | 1 | FALSE  | FALSE  | FALSE    |
| 2 | 1 | TRUE   | FALSE  | FALSE    |
| 1 | 2 | FALSE  | TRUE   | TRUE     |



# Modified Condition/Decision Coverage

The standard DO-178B<sup>1</sup> "Software Considerations in Airbone Systems and Equipment Certifications" requires:

Level A MC/DC

Level B Decision Coverage

Level C Statement Coverage

1- [http://www.verifysoft.com/en\\_do-178b.html](http://www.verifysoft.com/en_do-178b.html)



# Automated Test Generation

How ?



# Bounded Model Checking

## Model Checking:

Given a model  $M$  of a system and a property  $P$ :

- if  $M \models P$  ( $M$  models  $P$ ),  $P$  holds in  $M$ , i. e. the system functions according to  $P$ .
- if  $M \not\models P$  ( $M$  doesn't model  $P$ ),  $P$  doesn't hold in  $M$ , and a counterexample is produced, i. e. an execution of the system that does not satisfy  $P$





# Bounded Model Checking

## Bounded Model Checking:

Given a model  $M$  of a system, a property  $P$  and a bound  $k (>0)$ :

- Encode all executions of  $M$  of length  $k$  into a formula  $M_k$
- Encode all executions of  $M$  of length  $k$  that violate  $P$  into  $\neg P_k$ 
  - if  $(M_k \wedge \neg P_k)$  is **unsatisfiable** then  $P$  holds in  $M$  of length  $k$
  - if  $(M_k \wedge \neg P_k)$  is **satisfiable** then  $P$  doesn't hold in  $M$  of length  $k$ , and a counterexample is produced



# Conjunctive Normal Form

The formula  $(M_k \wedge \neg P_k)$  is passed to a SAT solver in Conjunctive Normal Form (CNF).



How to translate C programs into CNF ?



# Conjunctive Normal Form

C programs into CNF:

**1<sup>o</sup>** - Unwinding loops

```
int func(int a) {
  int r = 0, i = 0;
  while (i < max) {
    a++;
    assert(a != 0);
    r = max + (r / a);
    i++;
  }
  r = r * 2;
  return r;
}
```

$k = 1$   
→

```
int func(int a) {
  int r = 0, i = 0;
  if (i < max) {
    a++;
    assert(a != 0);
    r = max + (r / a);
    i++;
  }
  r = r * 2;
  return r;
}
```



# Conjunctive Normal Form

C programs into CNF:

2<sup>o</sup> - Static Single Assignment Form

```
int func(int a) {
  int r = 0, i = 0;
  if (i < max) {
    a++;
    assert(a != 0);
    r = max + (r / a);
    i++;
  }
  r = r * 2;
  return r;
}
```



```
M := r0 = 0 ∧
      i0 = 0 ∧
      a1 = a0 + 1 ∧
      r1 = max0 + r0 / a1 ∧
      i1 = i0 + 1 ∧
      r2 = (i0 < max0) ? r1 : r0 ∧
      r3 = r2 * 2 ∧

P := a1 != 0
```



# Conjunctive Normal Form

$$M_1 := (r_0 = 0) \wedge (i_0 = 0) \wedge (a_1 = a_0 + 1) \wedge (r_1 = \max_0 + r_0 / a_1) \wedge \\ (i_1 = i_0 + 1) \wedge (r_2 = (i_0 < \max_0) ? r_1 : r_0) \wedge (r_3 = r_2 * 2)$$

$$\neg P_1 := (a_1 = 0)$$

$(M_k \wedge \neg P_k) \longrightarrow \text{SAT solver} \longrightarrow \text{SAT or UNSAT?}$



# CBMC

Bounded Model Checking for ANSI-C programs

Checks safety properties:

- buffer overflows
- pointer safety
- division by zero
- not-a-number
- uninitialized variable
- data race

CBMC calls an assertion generator (*goto-instrument*) to add assertions in the code to verify these properties



# CBMC

How to use CBMC to Automated Test Generation?



# CBMC <sup>[4]</sup>

**1<sup>o</sup>** - Assign nondeterminist values to the input variables  
(use the CBMC functions with prefix `nondet_`)

**2<sup>o</sup>** - add assertions

```
#ifdef ASSERTION_1  
assert(0);  
#endif
```

**3<sup>o</sup>** - run CBMC

```
$ cbmc file.c -D ASSERTION_1
```





# CBMC

```
int func(int x, int y) {
    int a = 0;
    while (x > 3 || y == 1) {
        #ifdef ASSERTION_1
        assert(0);
        #endif
        a++; x--; y++;
    }
    return a;
}

int main() {
    int x = nondet_int();
    int y = nondet_int();

    return func(x,y);
}
```

```
$ cbmc file.c -D ASSERTION_1 --unwind 1 --no-unwinding-assertions
```



# CBMC

```
int func(int x, int y) {  
    int a = 0;  
    while (x > 3 || y == 1) {  
        #ifdef ASSERTION_1  
        assert(0);  
        #endif  
        a++; x--; y++;  
    }  
    return a;  
}
```



When CBMC reaches an `assert(o)` stops the execution and give us the variables values that lead the program to this point

Which test case returns the decision

`(x > 3) || (y == 1)` as TRUE?



# CBMC

```
$ cbmc file.c -D ASSERTION_1 --unwind 1 --no-unwinding-assertions
```

```
int func(int x, int y) {
  int a = 0;
  while (x > 3 || y == 1) {
    #ifdef ASSERTION_1
    assert(0);
    #endif
    a++; x--; y++;
  }
  return a;
}
```

Test case

(x = -1073741824, y = 1)

```
Generic Property Instrumentation
Starting Bounded Model Checking
Unwinding loop c::func.0 iteration 1 file func.c line 5
function func
size of program expression: 38 assignments
simple slicing removed 11 assignments
Generated 1 VCC(s), 1 remaining after simplification
Passing problem to propositional reduction
Running propositional reduction
Solving with MiniSAT2 with simplifier
532 variables, 800 clauses
SAT checker: negated claim is SATISFIABLE, i.e., does
not hold
Runtime decision procedure: 0.003s
Building error trace
(...)
-----
x=-1073741824 (11000000000000000000000000000000)
-----
y=1 (000000000000000000000000000000000001)
-----
a=0 (000000000000000000000000000000000000)
```



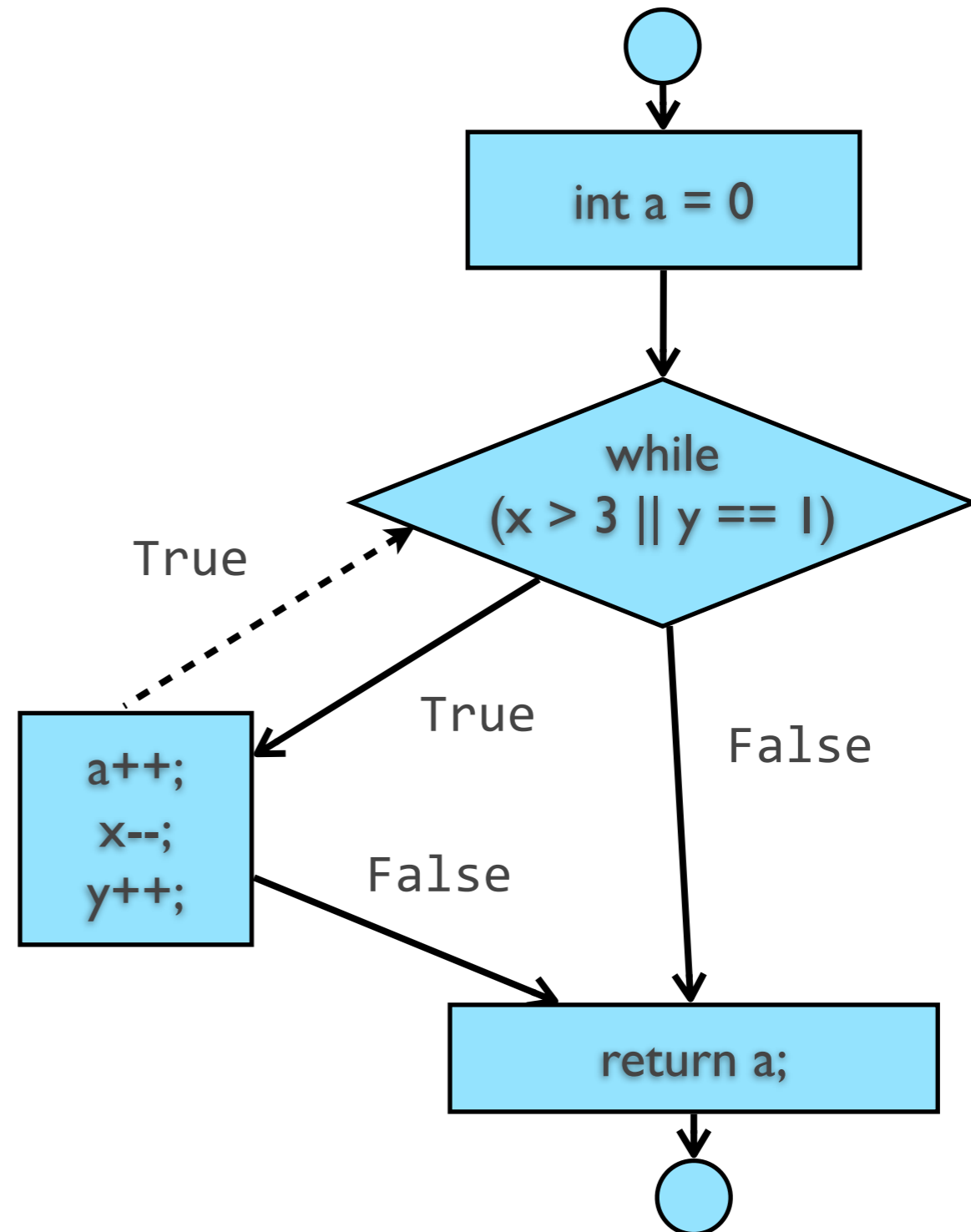
# CBMC and MC/DC

How to use CBMC to Automated Test Generation  
and achieve MC/DC?



# Control Flow Graph

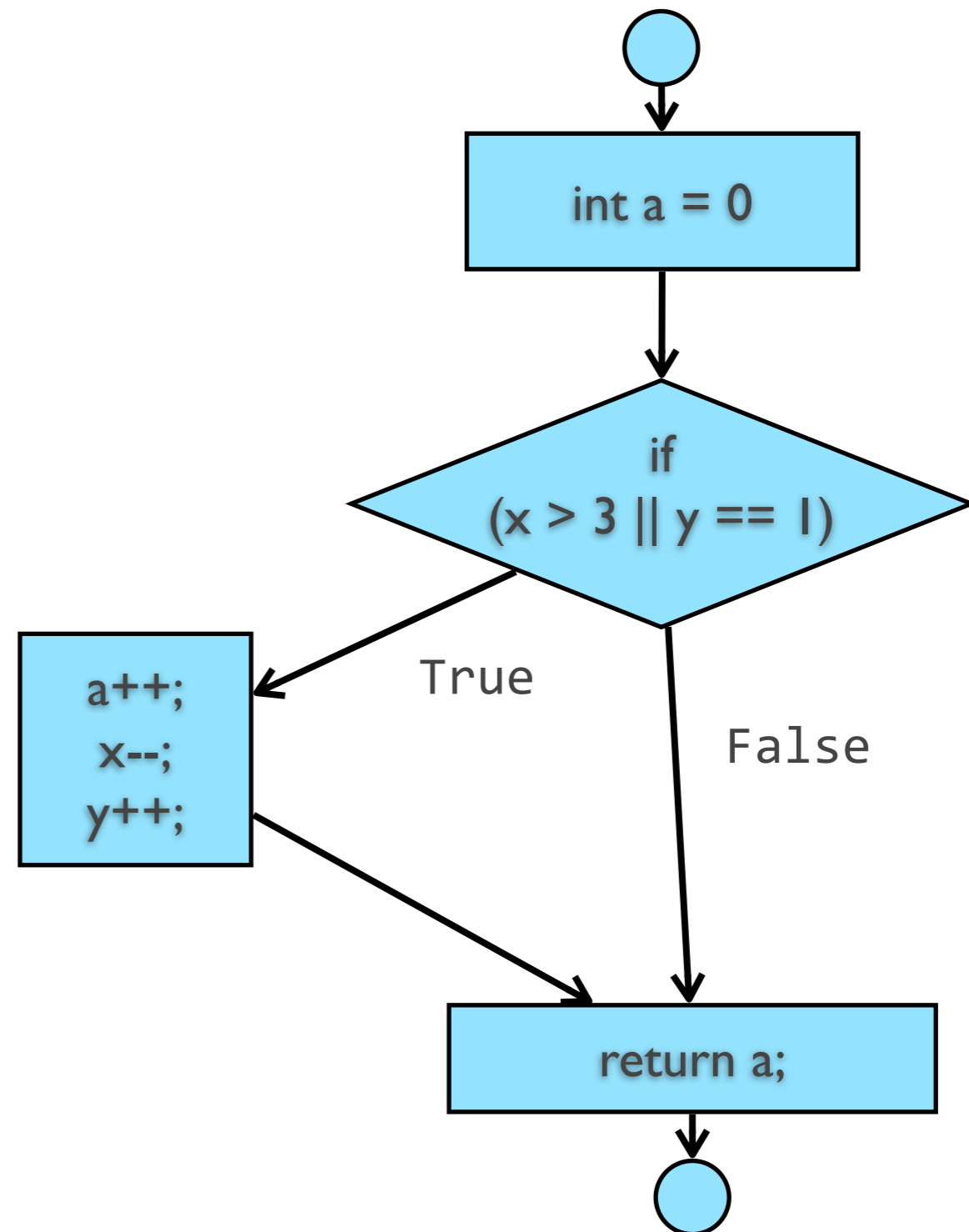
```
int func(int x, int y) {  
  int a = 0;  
  while (x > 3 || y == 1)  
  {  
    a++;  
    x--;  
    y++;  
  }  
  return a;  
}
```



# Control Flow Graph

unwind k = 1

```
int func(int x, int y) {  
  int a = 0;  
  if (x > 3 || y == 1)  
  {  
    a++;  
    x--;  
    y++;  
  }  
  return a;  
}
```



# CBMC and MC/DC

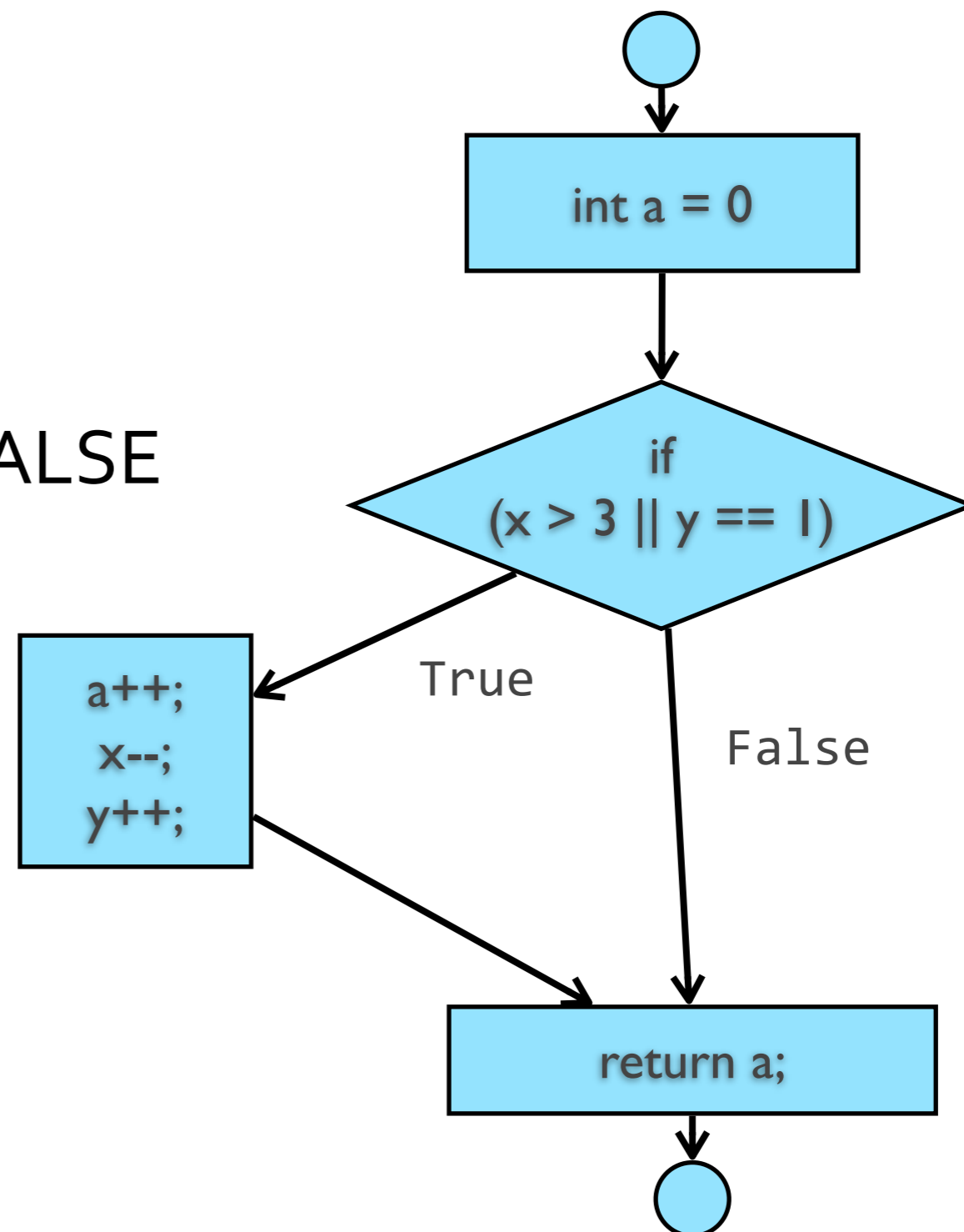
MC/DC requires:

$x > 3$  : TRUE and FALSE

$y == 1$  : TRUE and FALSE

$x > 3 \ || \ y == 1$ : TRUE and FALSE

```
int func(int x, int y) {
  int a = 0;
  if (x > 3 || y == 1)
  {
    a++;
    x--;
    y++;
  }
  return a;
}
```

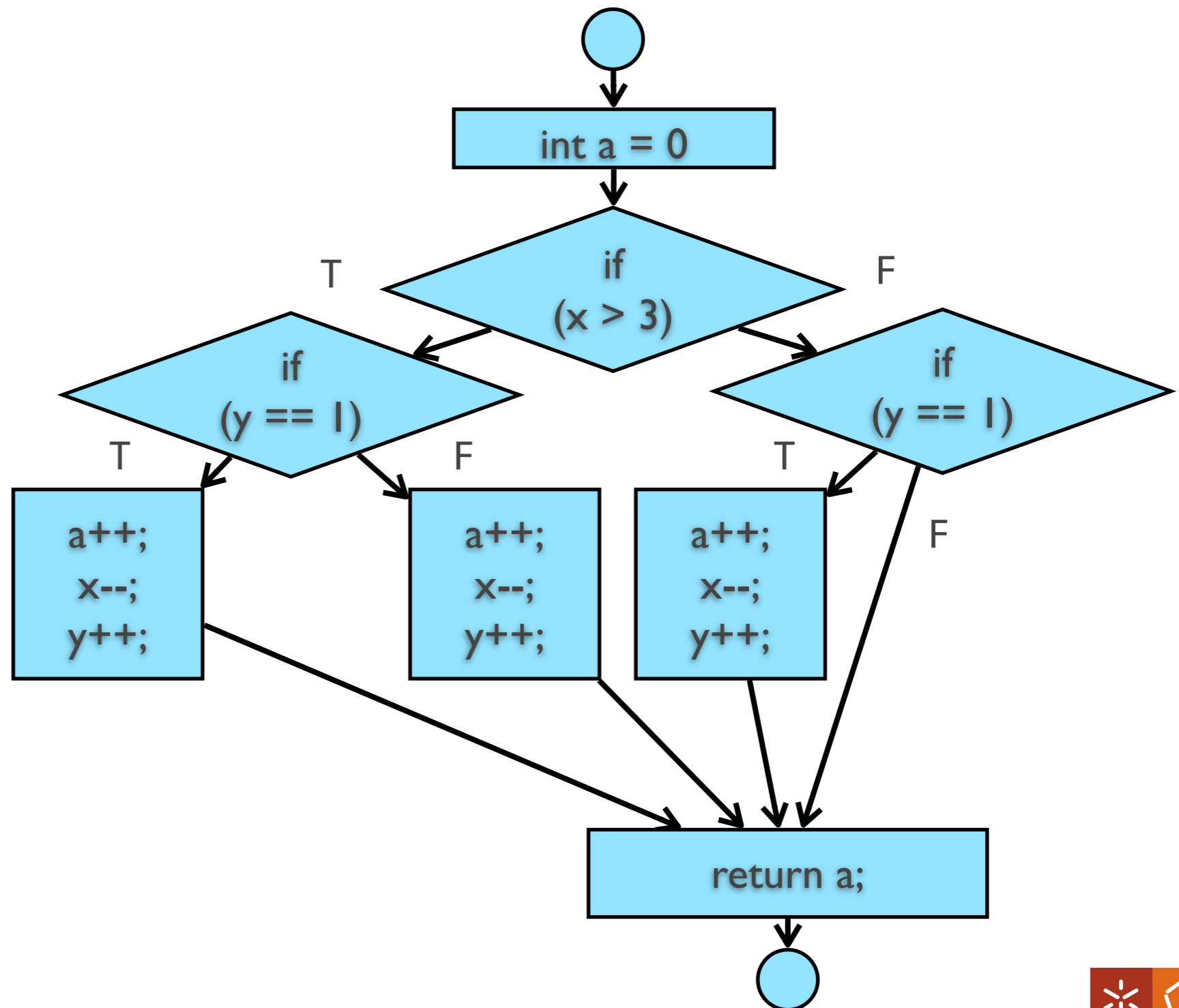


# CBMC and MC/DC

```

if (x > 3) {
  if (y == 1) {
    ASSERTION_1
    a++; x--; y++;
  }
  else {
    ASSERTION_2
    a++; x--; y++;
  }
}
else {
  if (y == 1) {
    ASSERTION_3
    a++; x--; y++;
  }
  else {
    ASSERTION_4
  }
}

```





# CBMC and MC/DC

| <b>x</b>    | <b>y</b>    | <b>C#1: <math>x &gt; 3</math></b> | <b>C#2: <math>y == 1</math></b> | <b>C#1    C#2</b> |
|-------------|-------------|-----------------------------------|---------------------------------|-------------------|
| 1073741824  | 1           | TRUE                              | TRUE                            | TRUE              |
| 1073741824  | -2096361621 | TRUE                              | FALSE                           | TRUE              |
| -2130706432 | 1           | FALSE                             | TRUE                            | TRUE              |
| -2147483584 | -2122265085 | FALSE                             | FALSE                           | FALSE             |



# CBMC and MC/DC

| x           | y           | C#1: $x > 3$ | C#2: $y == 1$ | C#1    C#2 |
|-------------|-------------|--------------|---------------|------------|
| 1073741824  | 1           | TRUE         | TRUE          | TRUE       |
| 1073741824  | -2096361621 | TRUE         | FALSE         | TRUE       |
| -2130706432 | 1           | FALSE        | TRUE          | TRUE       |
| -2147483584 | -2122265085 | FALSE        | FALSE         | FALSE      |

100% MC/DC



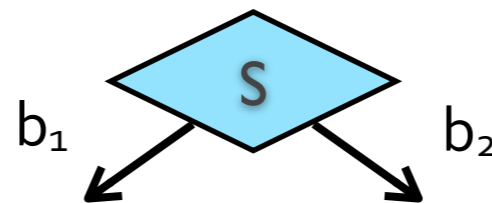
# CBMC and MC/DC

How to use CBMC to Automated Test Generation and achieve MC/DC without redundant test cases?



# CBMC effectively <sup>[5]</sup>

Consider the branches from **if** statements nodes



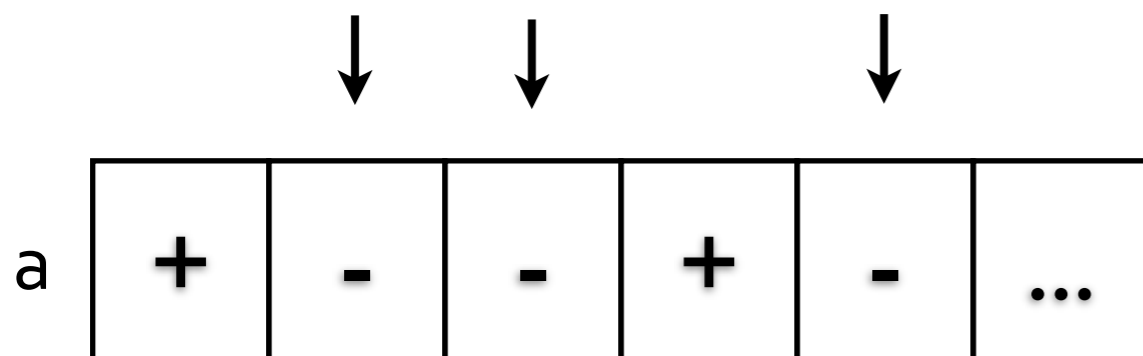
The algorithm builds paths that execute each branch only once.



# CBMC effectively

```
int test(int a[], int size) {
  int negatives = 0, i = 0;
  while(i < size) {
    if (a[i] < 0) negatives++;
    i++;
  }
  return negatives;
}
```

$k = 3$   
→



```
int test(int a[], int size) {
  int negatives = 0, i = 0;
  if (i < size) {
    if (a[i] < 0) negatives++;
    i++;
    if (i < size) {
      if (a[i] < 0) negatives++;
      i++;
      if (i < size) {
        if (a[i] < 0) negatives++;
        i++;
      }
    }
  }
  return negatives;
}
```

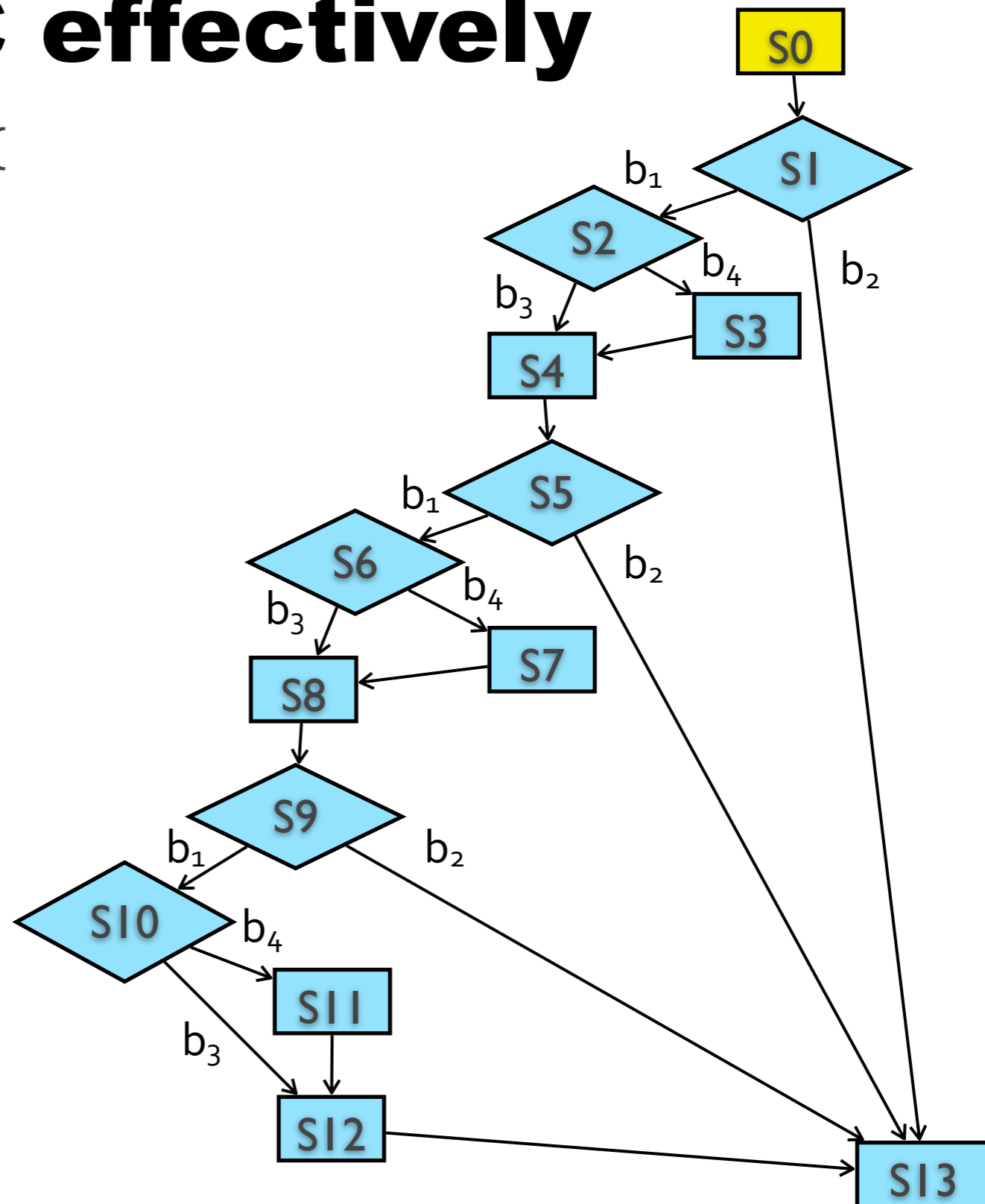


# CBMC effectively

```

int test(int a[], int size) {
S0:  int negatives = 0, i = 0;
S1:  if (i < size) { b1 b2
S2:    if (a[i] < 0) b3 b4
S3:      negatives++;
S4:    i++;
S5:    if (i < size) { b1 b2
S6:      if (a[i] < 0) b3 b4
S7:        negatives++;
S8:      i++;
S9:      if (i < size) { b1 b2
S10:        if (a[i] < 0) b3 b4
S11:          negatives++;
S12:        i++;
      }
    }
}
S13: return negatives;
}

```



# CBMC effectively

Path =  $\{S_0, S_1\}$

Branches to find =  $\{b_1, b_2, b_3, b_4\}$

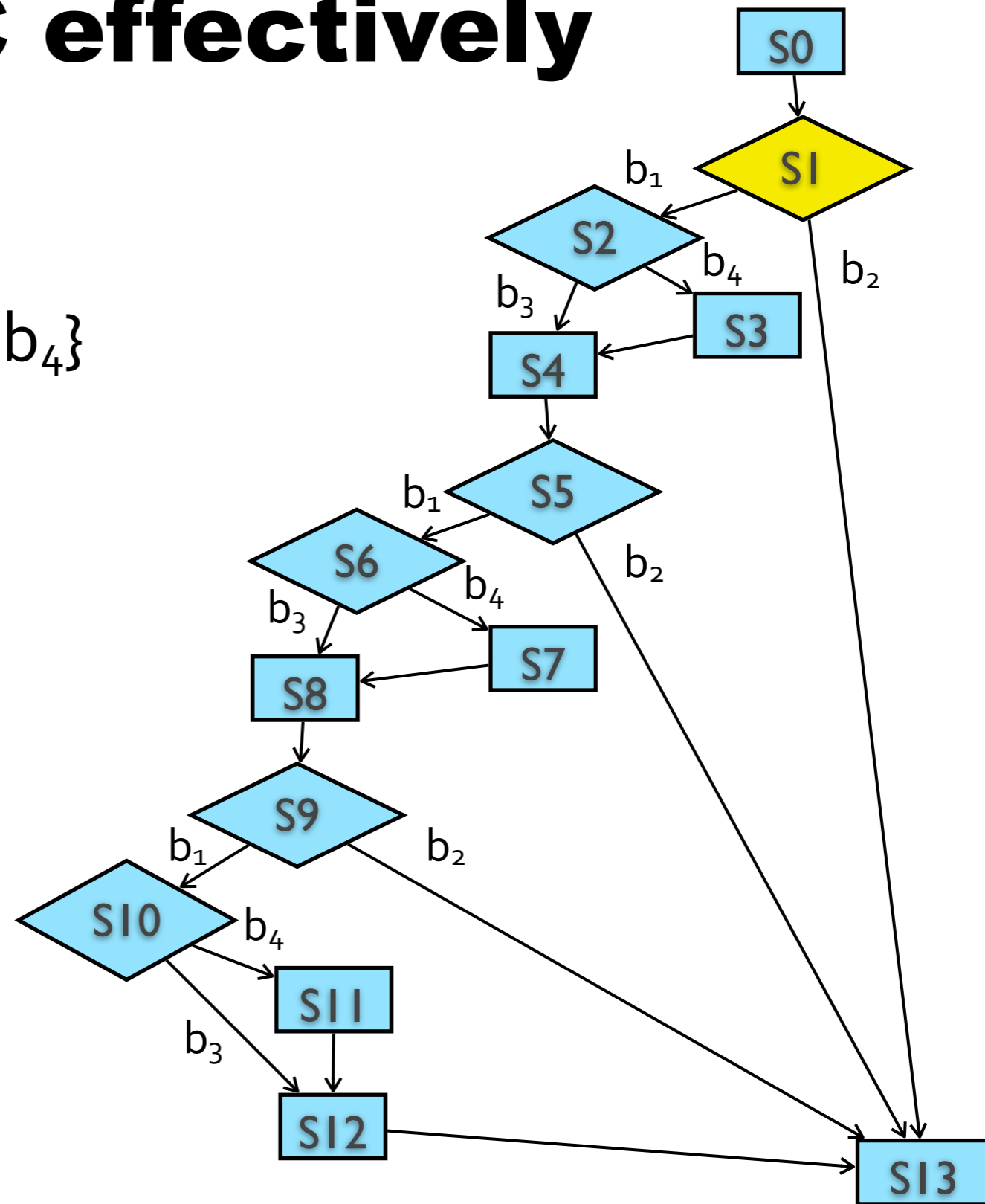
Succ of  $S_1$ ?  $S_2$  and  $S_{13}$

Which one to choose?

The one that has the higher number of branches to find

$S_2 \rightarrow \{b_1, b_2, b_3, b_4\}$

$S_{13} \rightarrow \{\}$



# CBMC effectively

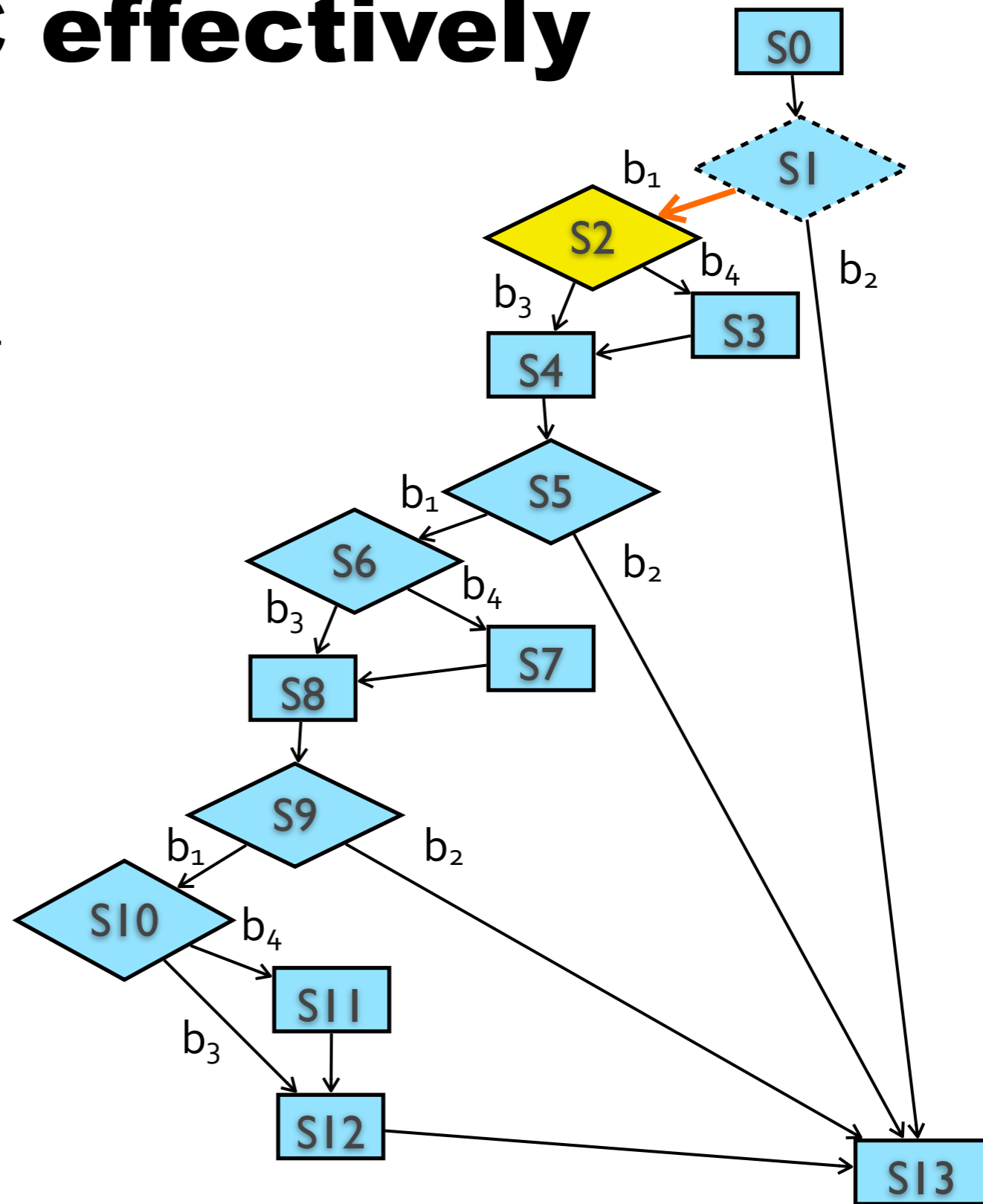
Path =  $\{S_0, S_1, S_2\}$

Branches to find =  $\{b_2, b_3, b_4\}$

Succ of  $S_2$ ?  $S_3$  and  $S_4$

Which one to choose?

if the number of branches to find  
is the same, choose in  
lexicograph order





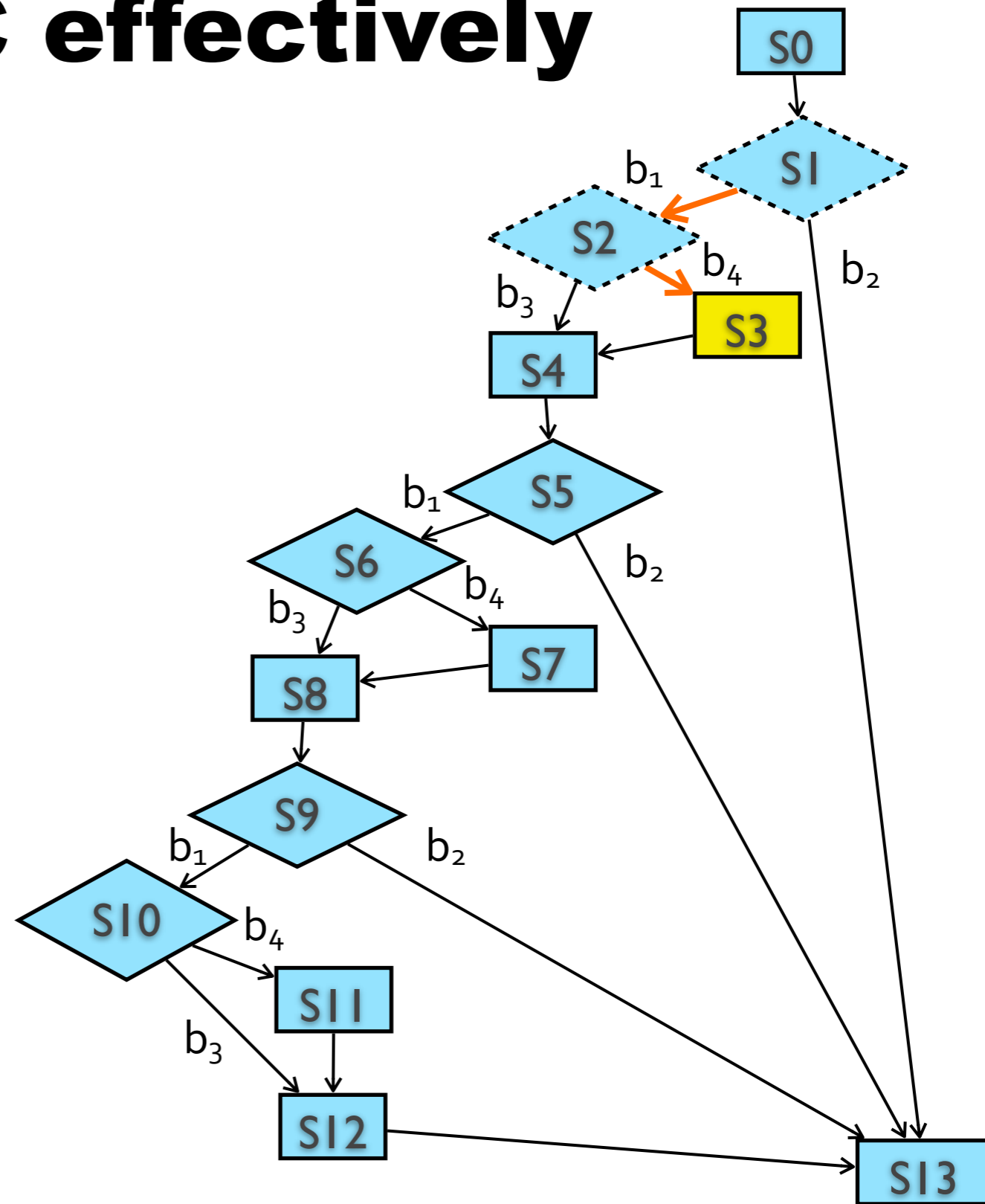
# CBMC effectively

Path =  $\{S_0, S_1, S_2, S_3\}$

Branches to find =  $\{b_2, b_3\}$

Succ of  $S_3$ ?  $S_4$

Succ of  $S_4$ ?  $S_5$



# CBMC effectively

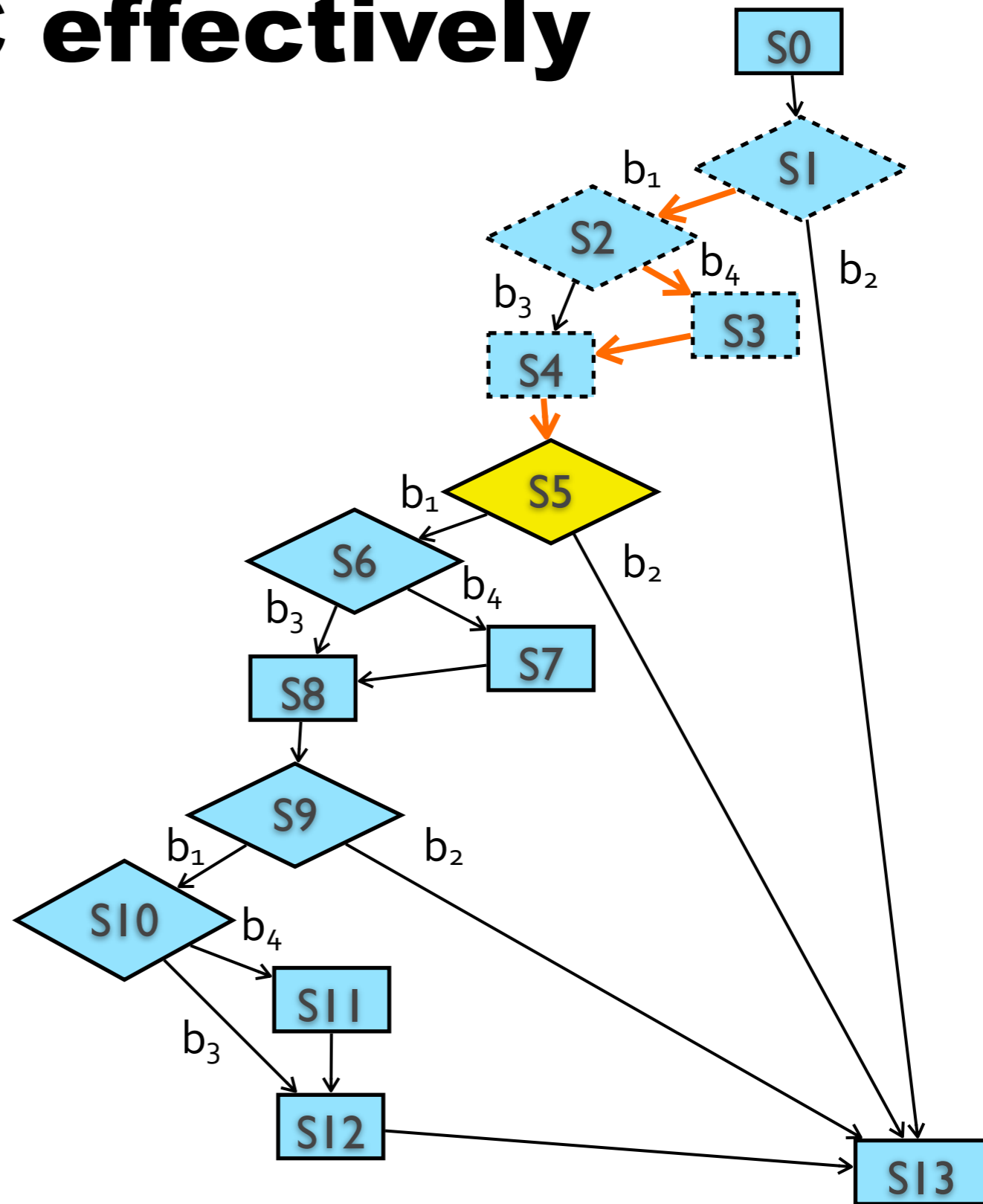
Path =  $\{S_0, S_1, S_2, S_3, S_4, S_5\}$

Branches to find =  $\{b_2, b_3\}$

Succ of  $S_5$ ?  $S_6$  and  $S_{13}$

$S_6 \rightarrow \{b_2, b_3\}$

$S_{13} \rightarrow \{\}$



# CBMC effectively

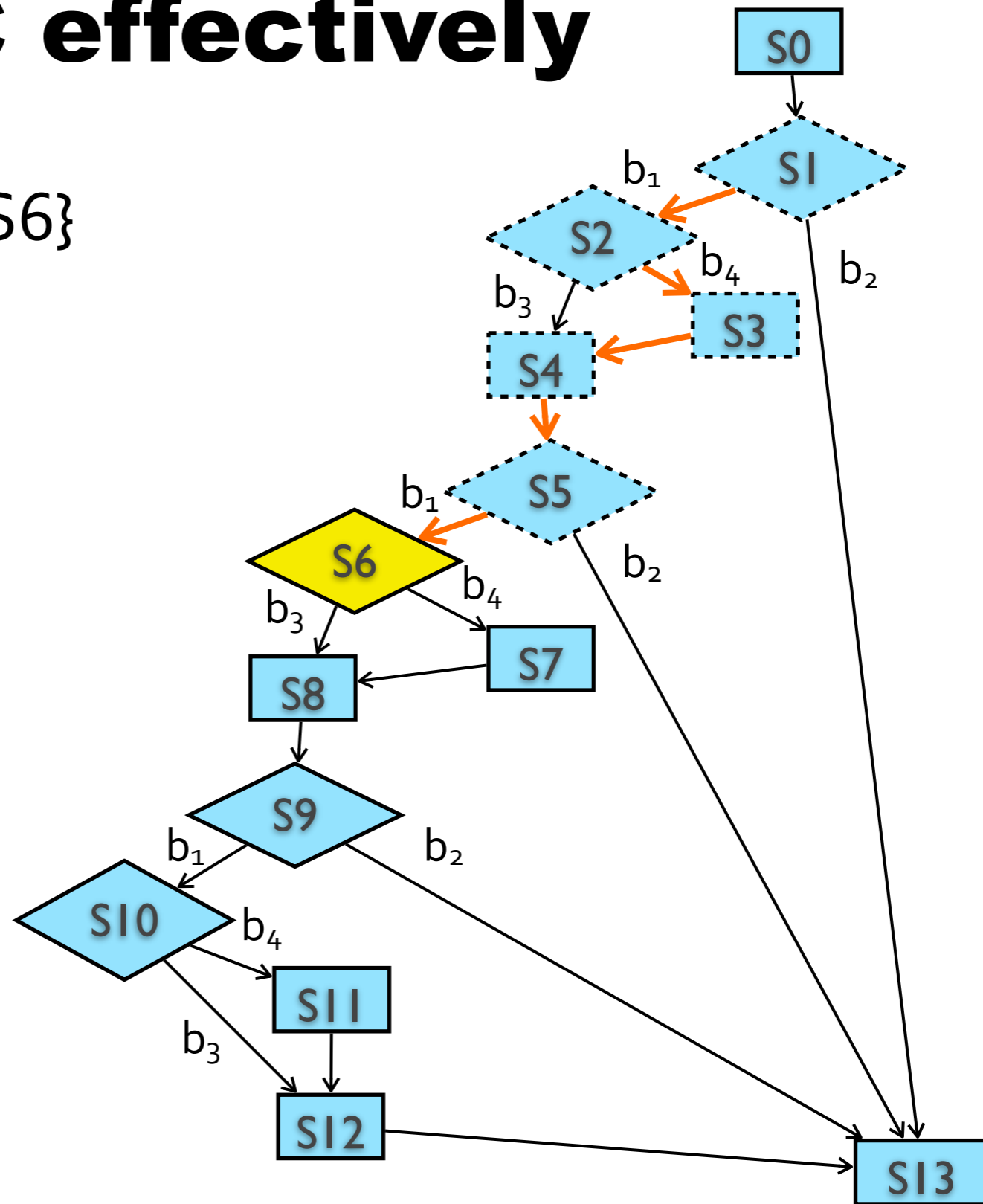
Path =  $\{S_0, S_1, S_2, S_3, S_4, S_5, S_6\}$

Branches to find =  $\{b_2, b_3\}$

Succ of  $S_6$ ?  $S_7$  and  $S_8$

$S_7 \rightarrow \{\}$

$S_8 \rightarrow \{b_3\}$



# CBMC effectively

Path =  $\{S_0, S_1, S_2, S_3, S_4, S_5, S_6, S_8, S_9\}$

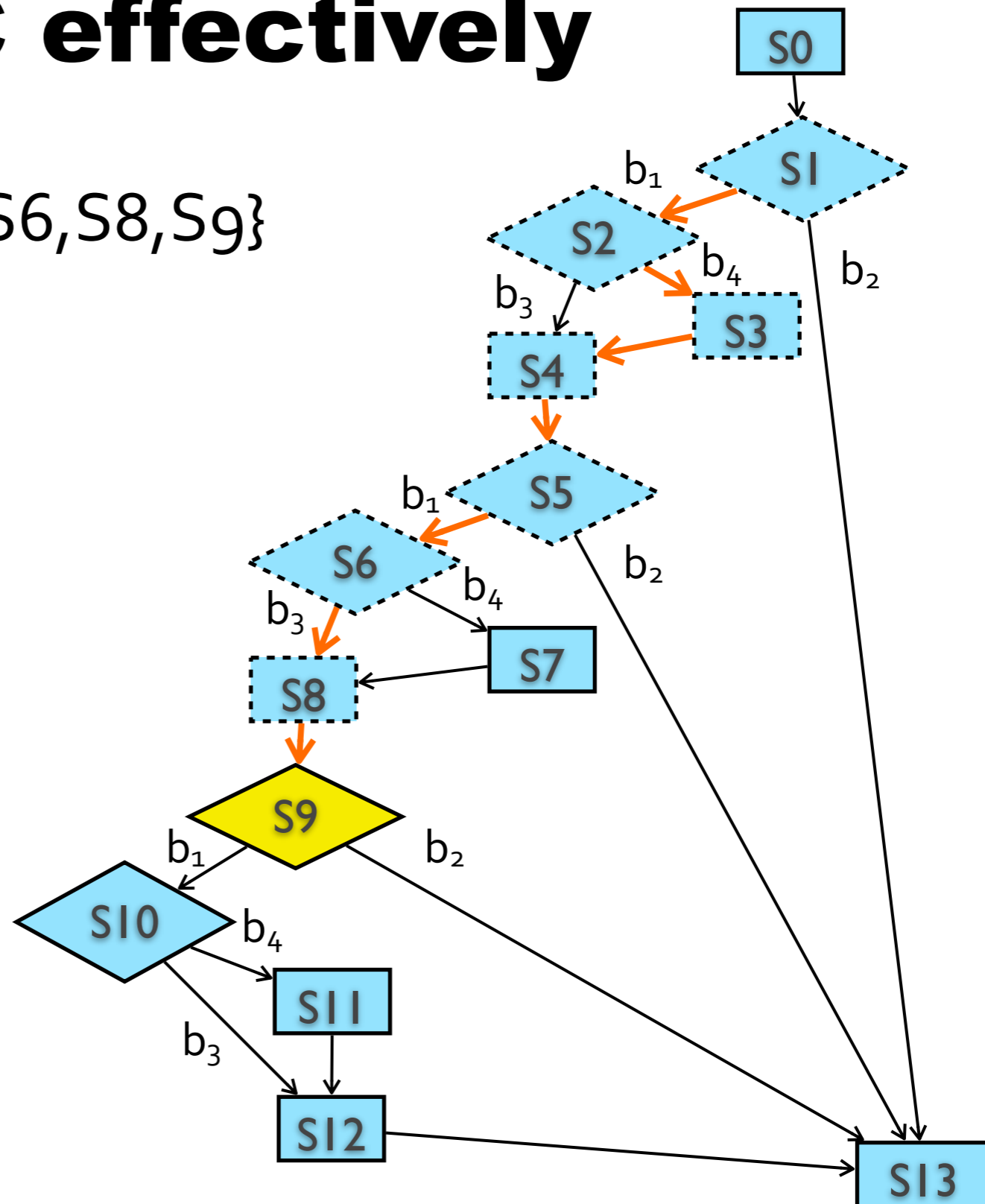
Branches to find =  $\{b_2\}$

Succ of  $S_9$ ?  $S_{10}$  and  $S_{13}$

$S_{10} \rightarrow \{\}$

$S_{13} \rightarrow \{\}$

but  $b_1$  was already found!!



# CBMC effectively

Path = {S0, S1, S2, S3, S4, S5, S6, S8, S9, S13}

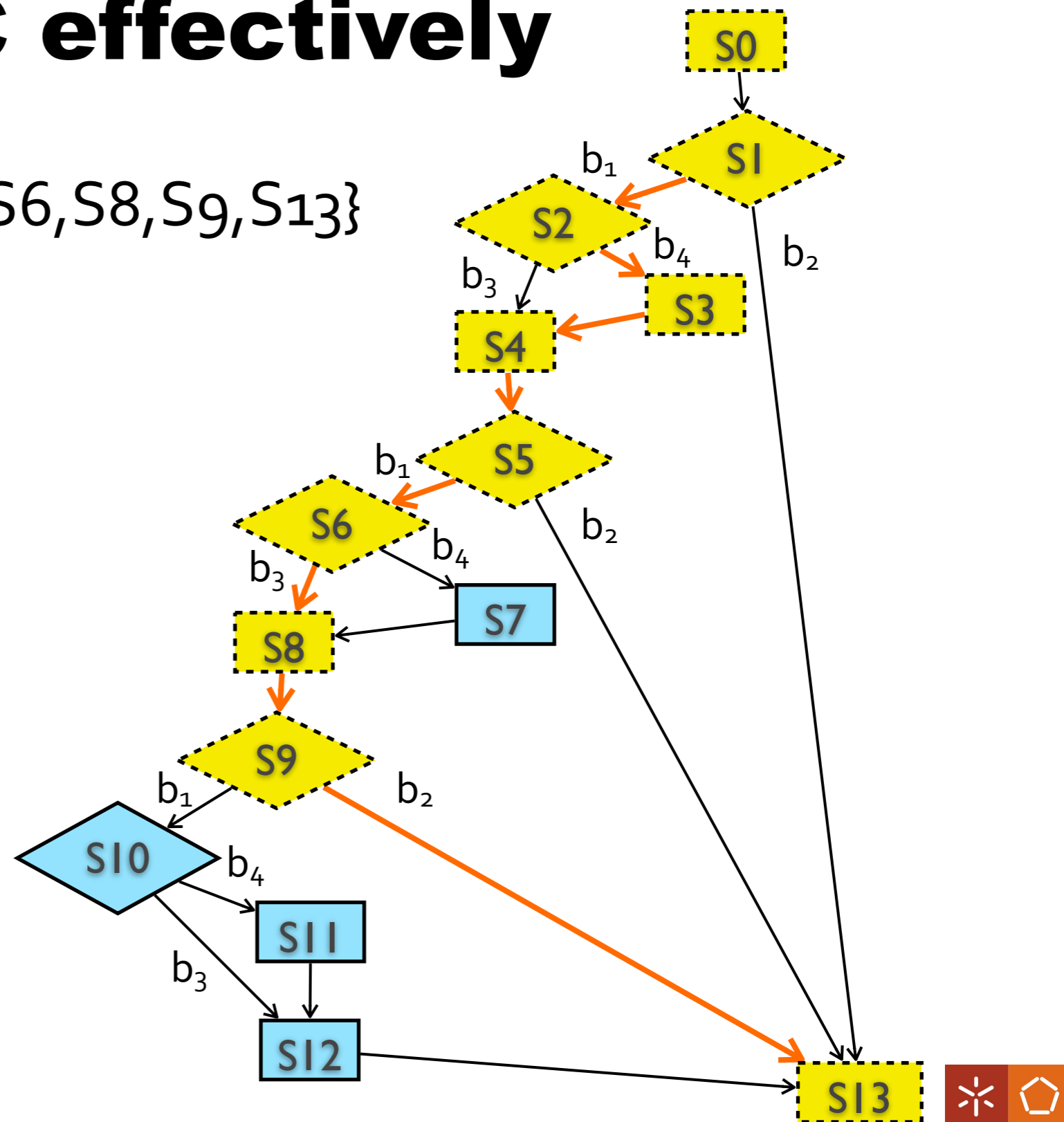
Branches to find = {}

All branches found!

Algorithm is finished!

How many paths?

One was enough to cover all branches.



# CBMC effectively

Instrument the code:

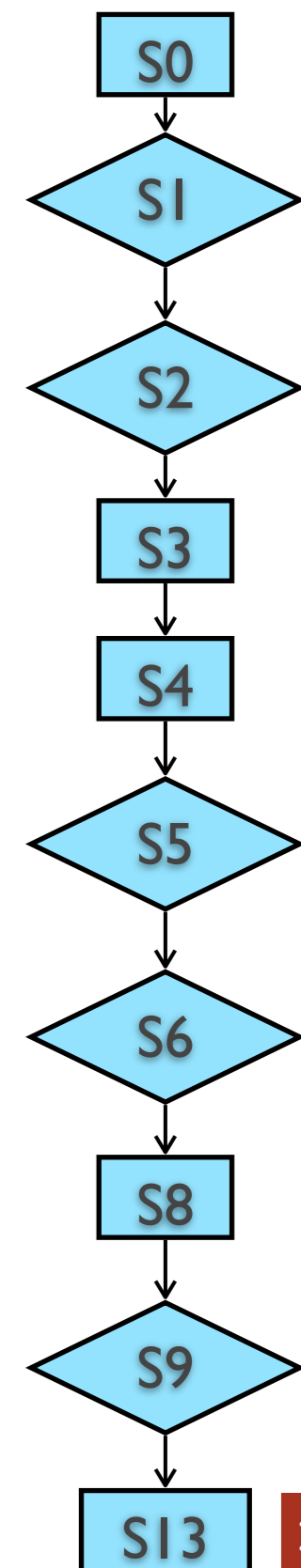
- No branch points;

- Force CBMC to go through that path.

- Insert

`__CPROVER_assume`

```
int test(int a[], int size) {
  int b = 0, c = 0;
  __CPROVER_assume(c < size);
  __CPROVER_assume(a[c] < 0);
  b++;
  c++;
  __CPROVER_assume(c < size);
  __CPROVER_assume(!(a[c] < 0));
  c++;
  __CPROVER_assume(!(c < size));
  assert(0);
  return b;
}
```



# CBMC effectively

```
int test(int a[], int size) {
  int negatives = 0, i = 0;
  if (i < size) {
    if (a[i] < 0) negatives++;
    i++;
  }
  if (i < size) {
    if (a[i] < 0) negatives++;
    i++;
  }
  if (i < size) {
    if (a[i] < 0) negatives++;
    i++;
  }
}
return negatives;
}
```

Test case:

T = (size=2,  
a[0]=-2147483648,  
a[1]=0)

a

|                    |          |
|--------------------|----------|
| <b>-2147483648</b> | <b>0</b> |
|--------------------|----------|



# Goals

- Automated Test Generation survey
- Apply CBMC in Automated Test Generation
- How to achieve MC/DC?
- Implement *CBMCE*
- Experimental results





# CBMCe

**ANTLRv3**

program.c

C.g  $\xrightarrow{\text{AST}}$  CLexer.java  
CParser.java  $\xrightarrow{\text{ASTwalker}}$  CFGGenerator.java

CFG.java

PathGenerator.java

Instrument.java

path\_1.c

path\_2.c

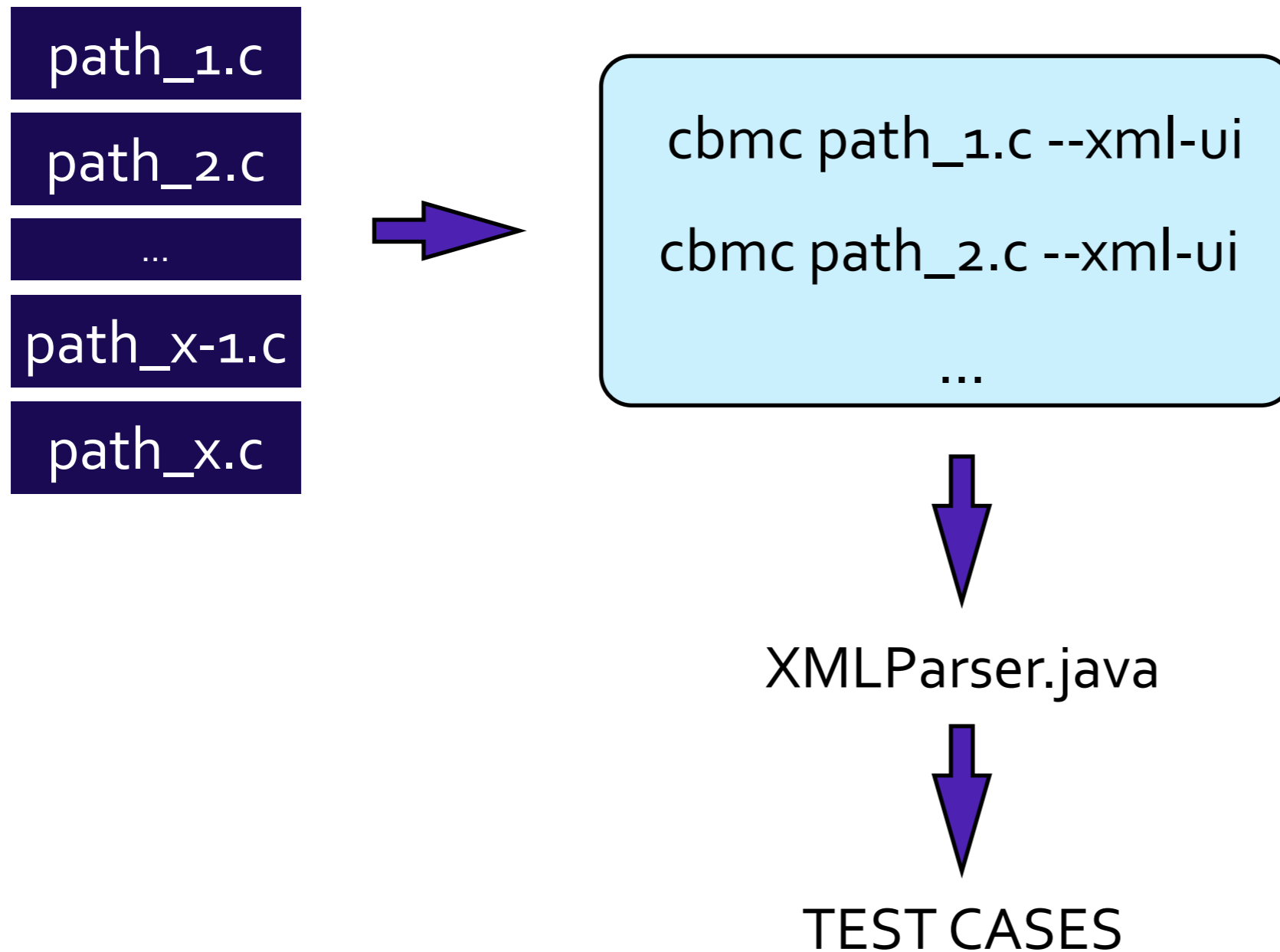
...

path\_x-1.c

path\_x.c



# CBMCe



# Conclusion

- Bounded model checking is useful for test generation
- CBMC achieved good results when applied to critical software
- CBMC effective method was proved to generate less number of test cases to the same MC/DC percentage (100%) than manual methods, in much less time (~4h to +100h)



# References

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# Automated Test Generation using CBMC

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