

Radboud Universiteit



# Testing Challenges for Cyber Physical Systems



**Jan Tretmans**

TNO - ESI – Embedded Systems Innovation at TNO

Radboud University Nijmegen

Högskolan i Halmstad

*jan.tretmans@tno.nl*

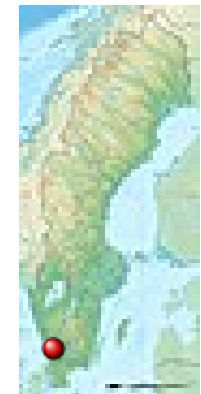
# Jan Tretmans

**ESI**

*TNO - ESI  
Embedded Systems Innovation  
Eindhoven  
The Netherlands*



Radboud University  
Nijmegen  
The Netherlands



# Jan Tretmans

- Formal Methods
    - Maeslant Kering Rotterdam
  - Software Testing
- 



- Model-Based Testing MBT
  - **ioco**-theory for MBT with labelled transition systems
  - MBT tool **TorXakis**



# TNO – ESI : Applied Research at a Glance



## Synopsis

- ❑ Foundation ESI started in 2002
- ❑ ESI acquired by TNO per January 2013
- ❑ ~60 staff members, many with extensive industrial experience
- ❑ 7 Part-time Professors
- ❑ Working at industry locations

## Focus

Managing complexity of high-tech systems

through

- system architecting,
- system reasoning and
- model-driven engineering

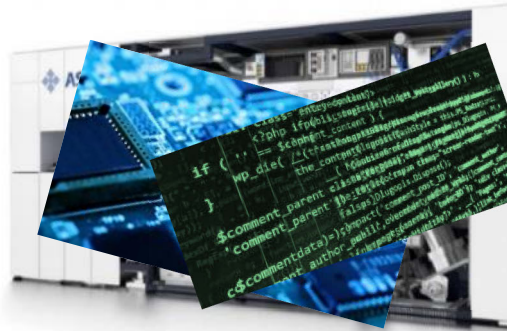
delivering

- methodologies validated in cutting-edge industrial practice

## Partners



# Cyber-Physical Systems



Semiconductor manufacturing equipment



Traffic management



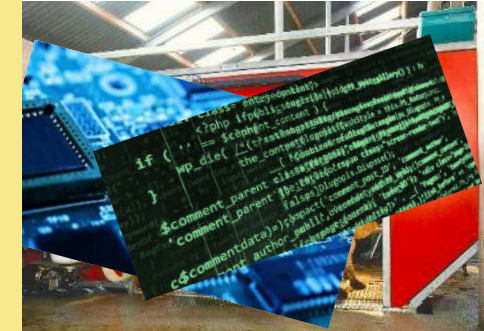
Combat management systems

**Software** is brain of system

- **software** controls, connects, monitors almost any aspect of ES system behaviour
- majority of **innovation** is in software

**Software** determines **quality and reliability** of Cyber-Physical System

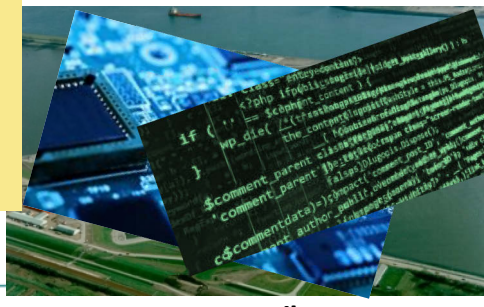
- often **> 50 %** of system defects are **software bugs**



Agricultural robots



Robotized warehousing



Dike

Industrial printers



Automotive

# Testing Challenges for Cyber-Physical Systems

# Testing Trends & Challenges

Complexity

Variability

Multi-Disciplinarity

Evolution

Building Blocks

Connectivity

Non-Functionals

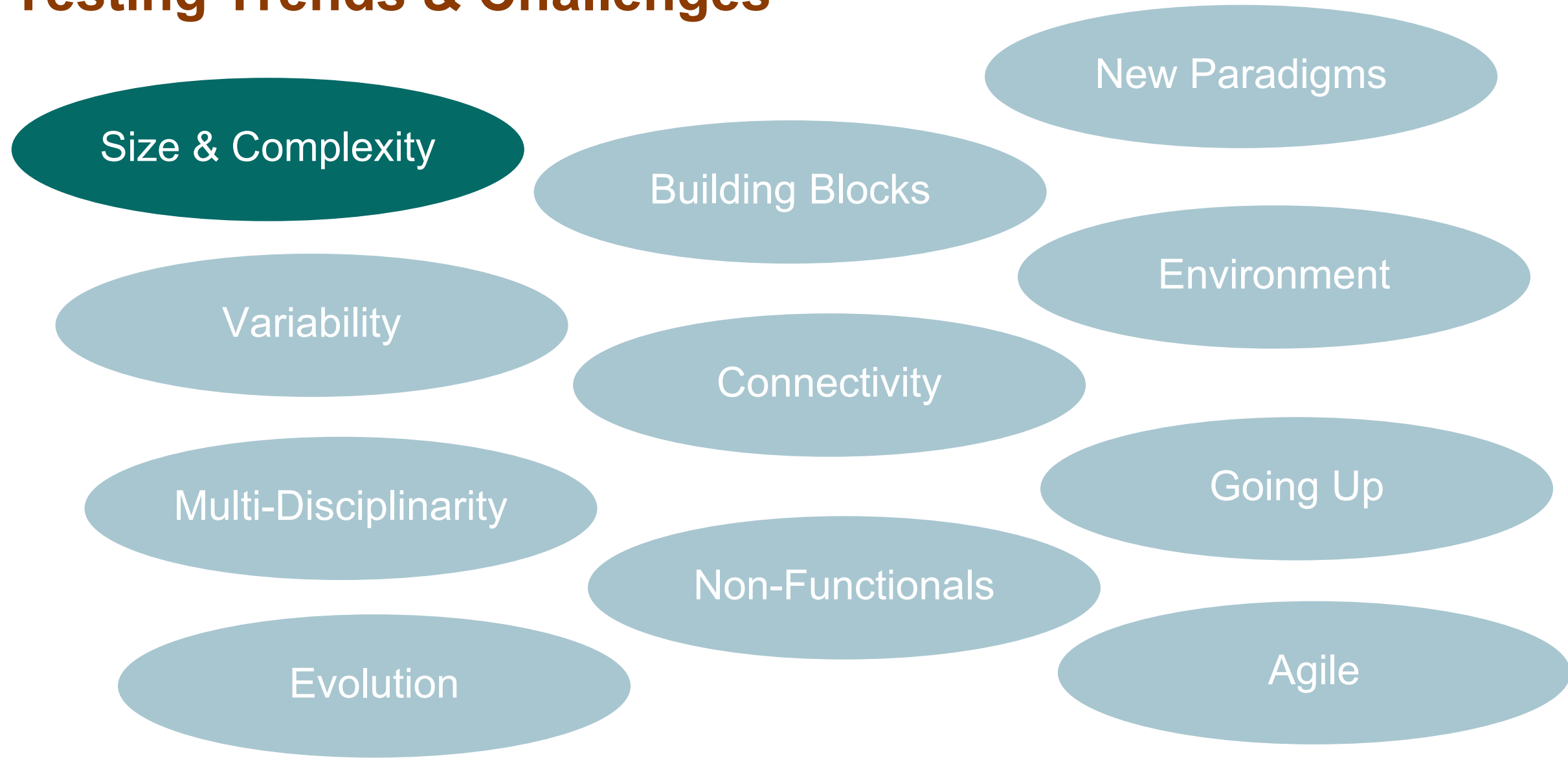
New Paradigms

Environment

Going Up

Agile

# Testing Trends & Challenges





# Size & Complexity

## Completely testing ' + ' for 32-bit Int

- $2^{32} * 2^{32} = 10^{19}$  test cases
- 1 nsec / test = 585 years of testing

## Car

- 100,000,000 LoC
- 40,000 parts
- 4,000 manufactured components

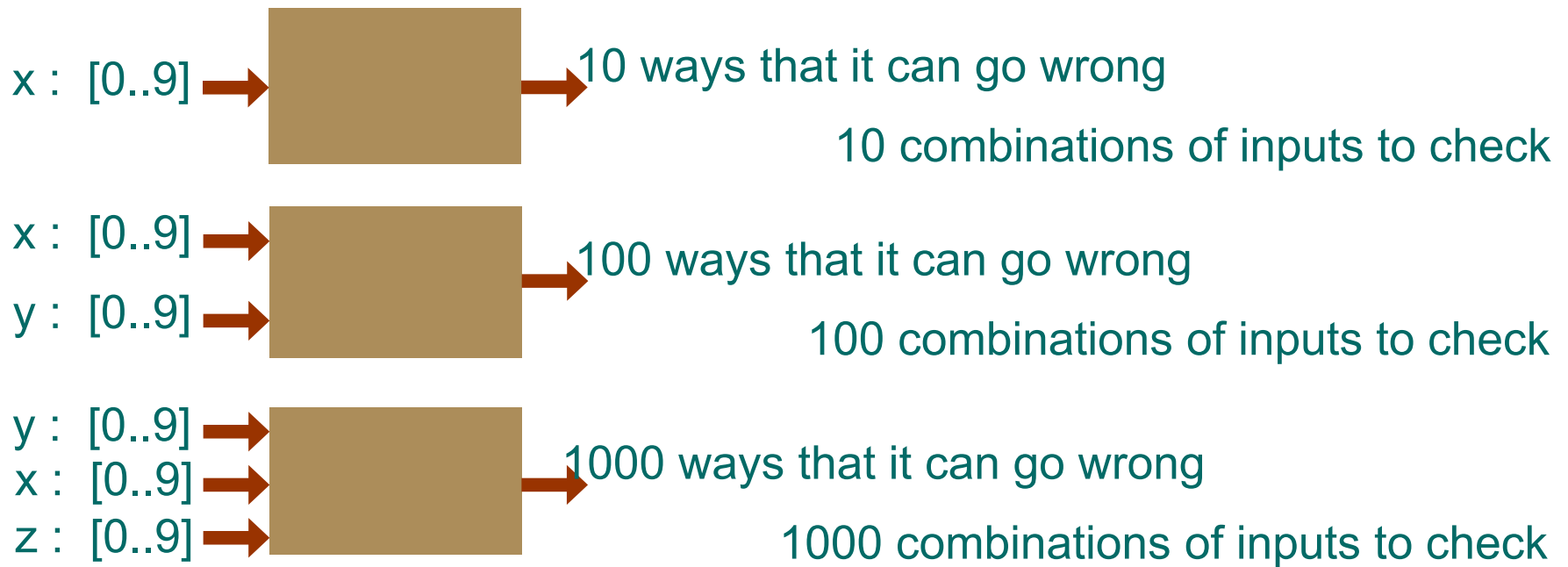
## Machine with 300 parameters

- $2^{300} = 10^{90}$  different configurations
- #atoms on earth =  $10^{50}$ , #atoms in known universe =  $10^{80}$

# Size & Complexity

Testing effort grows exponentially with system size

Testing cannot keep pace with development



# Size & Complexity

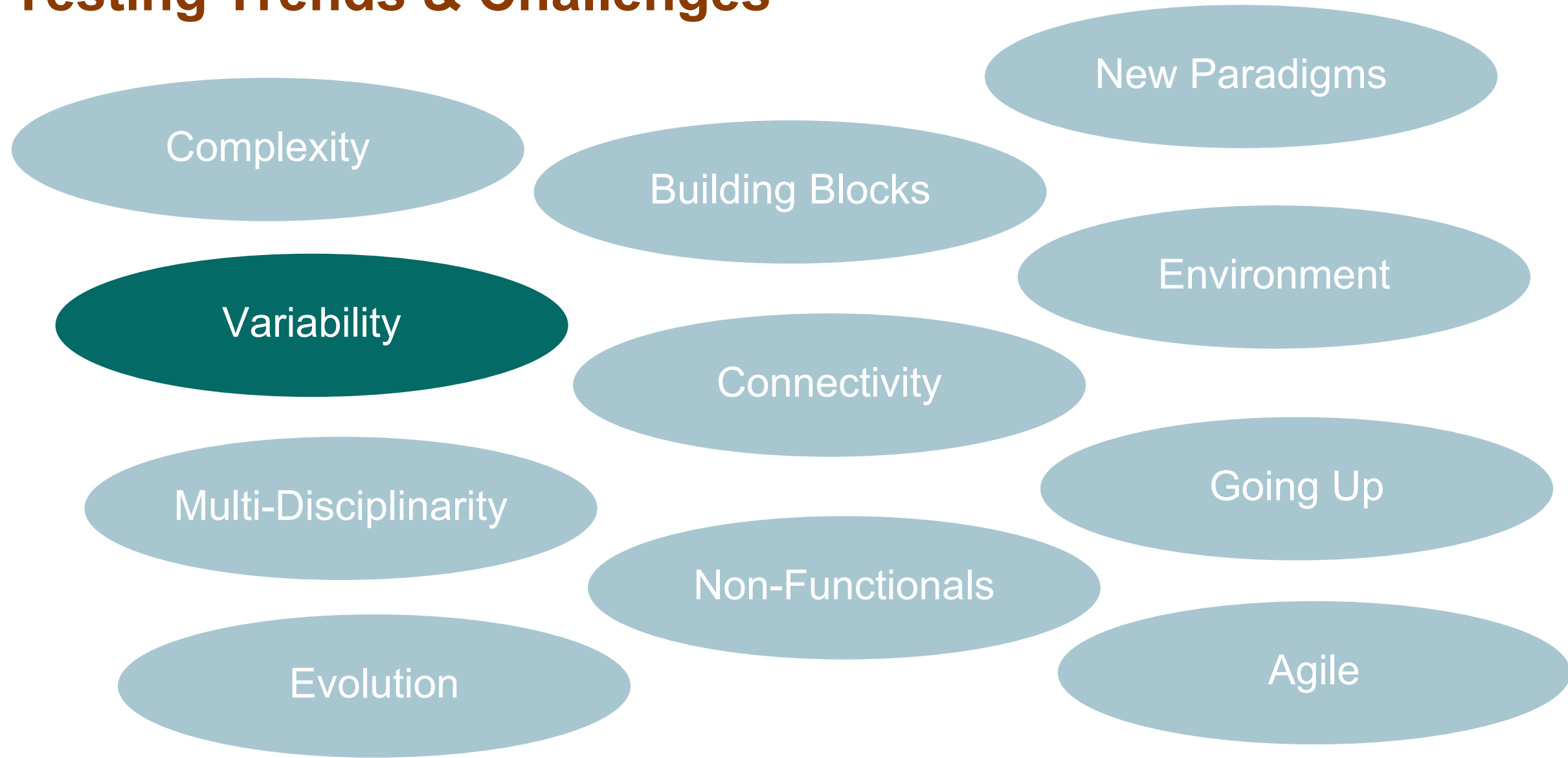
Testing effort grows exponentially with system size

**Testing cannot keep pace with development**



**→ combinatorial explosion of required testing effort**

# Testing Trends & Challenges



# Variability & Product Lines

*or: How to Select your Sandwich*



**VEGETARIAN**

WHICH WICH WOULD YOU LIKE?

TRIPLE CHEESE MELT  
 ELVIS WICH (ps, Honey & Bananas)  
 TOMATO & AVOCADO  
 BLACK BEAN PATTY  
 HUMMUS & BELL PEPPERS

CHOOSE YOUR BREAD

WHITE  WHEAT

CHOOSE YOUR CHEESE (Optional)

AMERICAN  SWISS  PROVOLONE  
 CHEDDAR  PEPPER JACK  MOZZARELLA

**How Would You Like Your WICH Worked?**

MUSTARDS  
 Yellow  Dijon  Honey  Deli

MAYOS  
 Regular  Lite  Horseradish  Spicy

SPREADS & SAUCES  
 BBQ  Buffalo  Marinara  
 1000 Island  Ranch

ONIONS  
 Red  Grilled  Crispy Strings

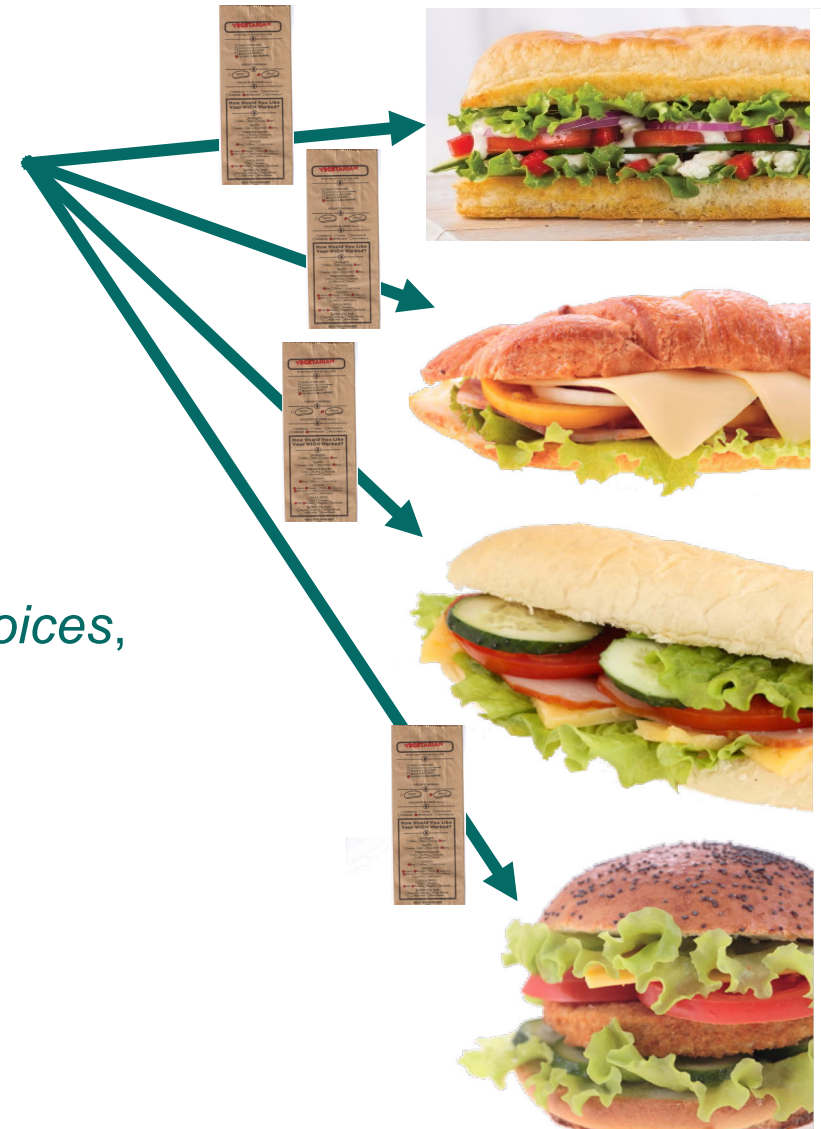
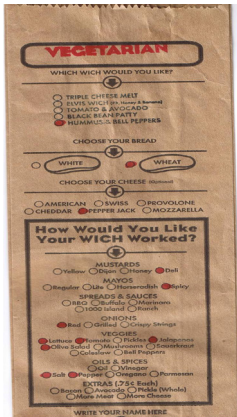
VEGGIES  
 Lettuce  Tomato  Pickles  Jalapenos  
 Olive Salad  Mushrooms  Sauerkraut  
 Coleslaw  Bell Peppers

OILS & SPICES  
 Oil  Vinegar  
 Salt  Pepper  Oregano  Parmesan

EXTRAS (.75¢ Each)  
 Bacon  Avocado  Pickle (Whole)  
 More Meat  More Cheese

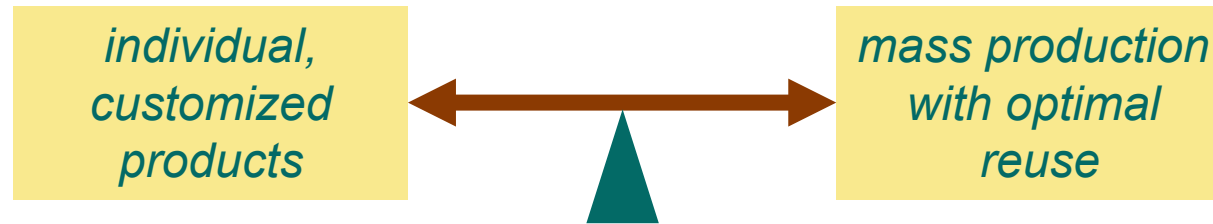
WRITE YOUR NAME HERE

# Variability



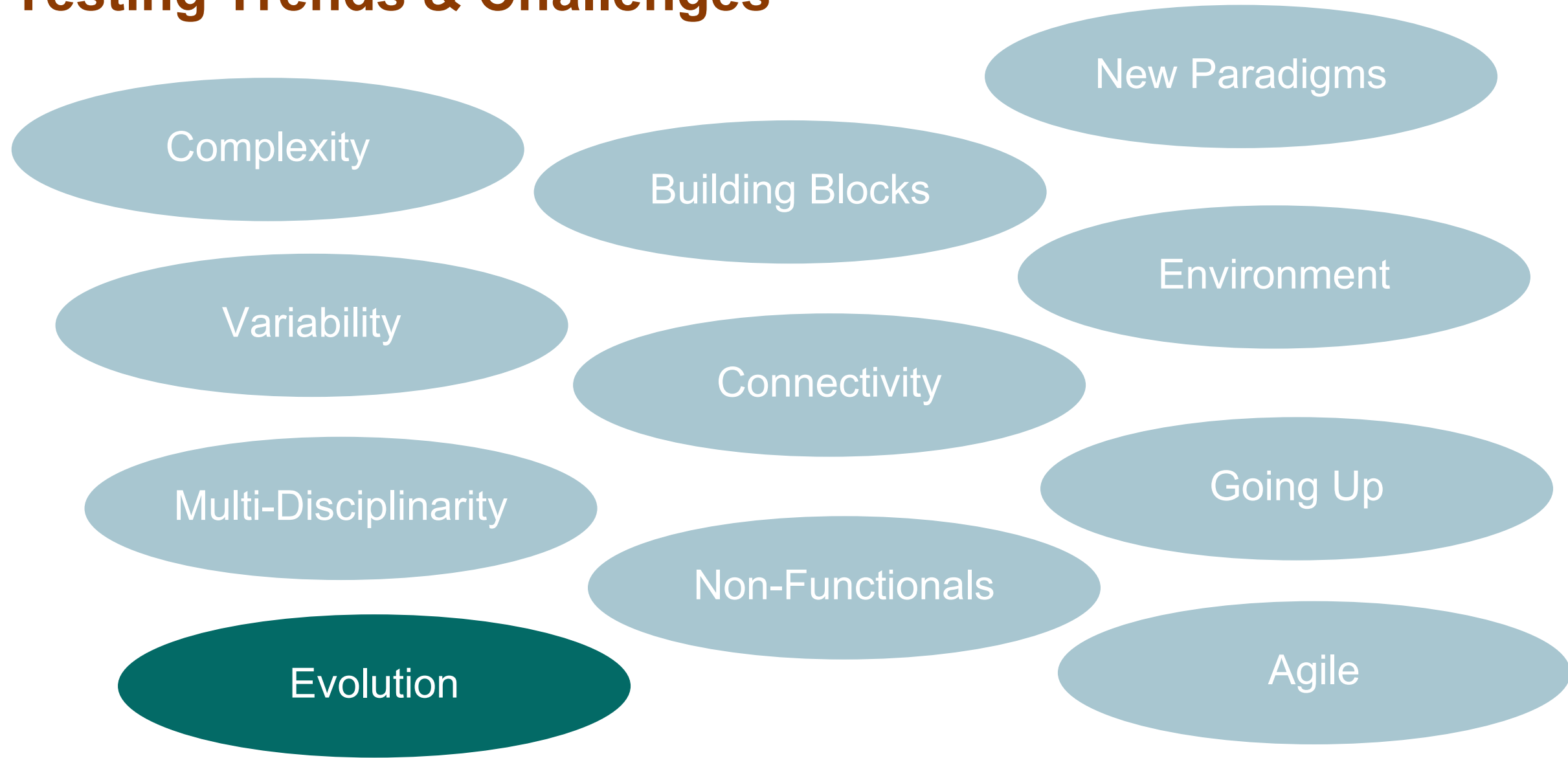
- Highly configurable sandwich: *exponential number of choices, a different sandwich for everybody on the planet!*
- Not all combinations make sense: *dependencies*
- **How to taste / test all of them?**
- Sandwich product line = family of sandwiches
- Also for high-tech systems  
Linux, cars, . . .

# Variability Engineering



- Customization & reuse by developing families of 'similar' products
  - identify variation points
  - instantiate to different configurations = products
- *Aim:* instantiate as late as possible, to perform design, analysis, ..., on the product family and not on each individual product
- *But:* testing is always on an individual product
  - **how to select configurations for testing ?**

# Testing Trends & Challenges

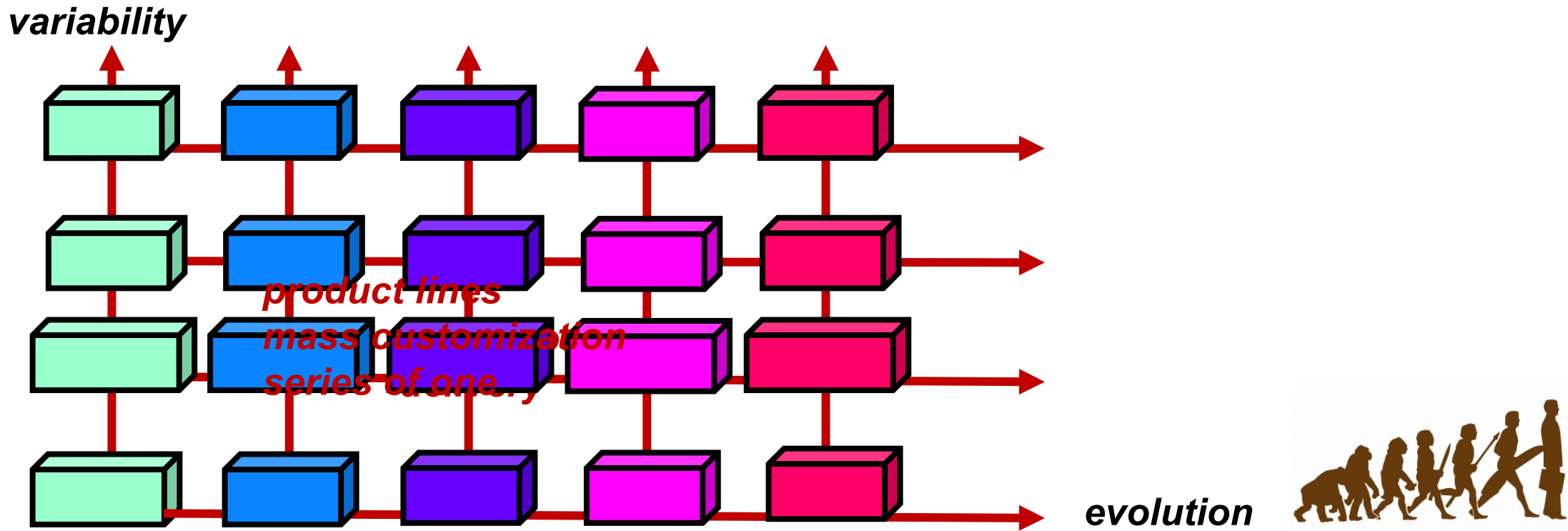




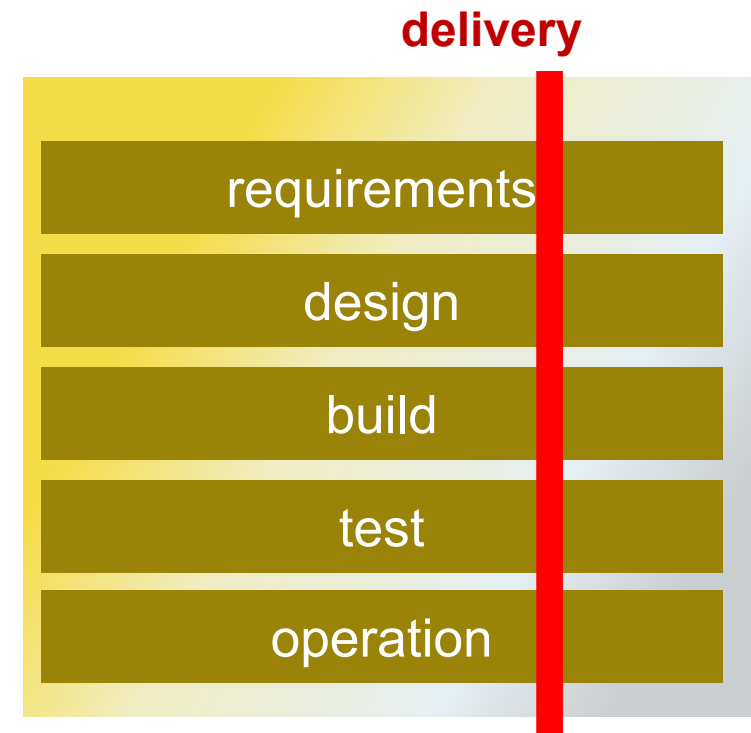
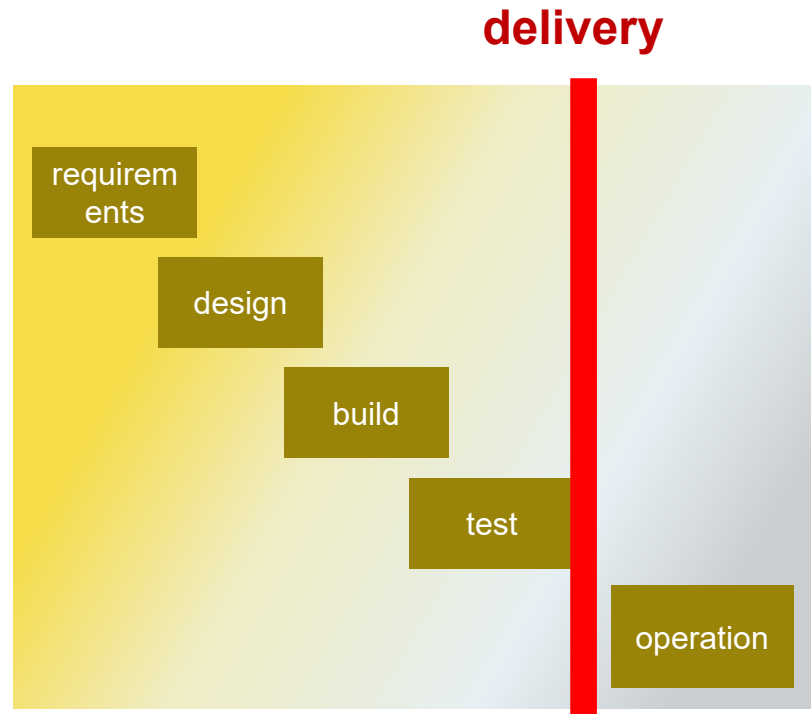
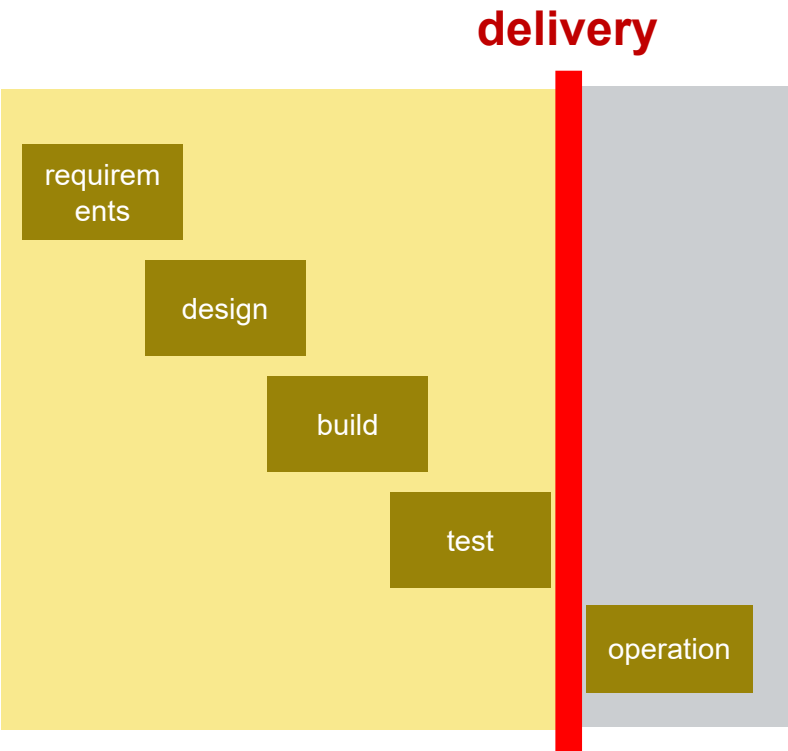
# Evolution : Change over Time

- system never comes alone: *variability*
- systems continuously change: *evolution*

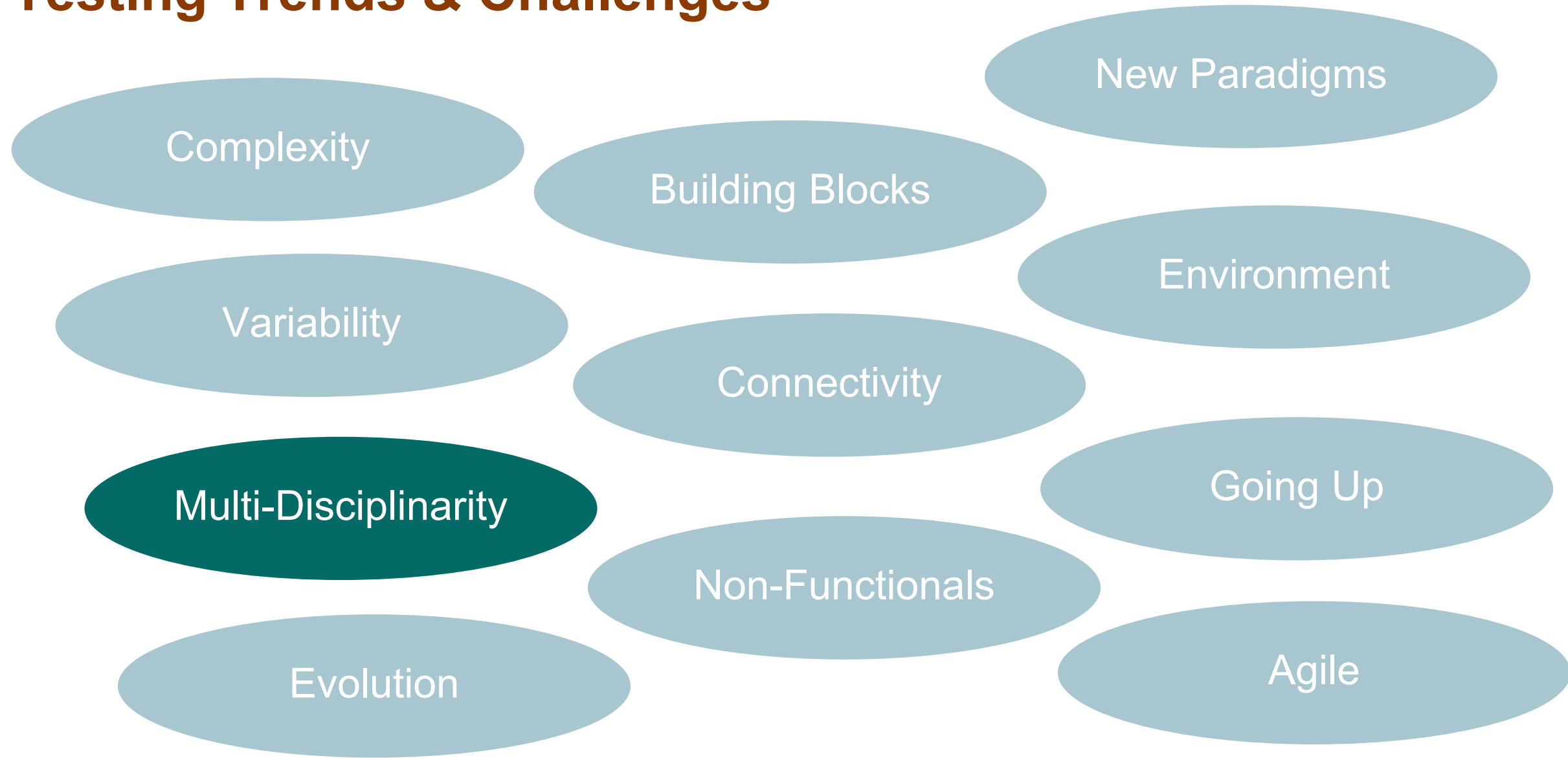
yet another source of  
**Test Explosion**



# Evolution, Change : Fading Boundaries



# Testing Trends & Challenges



# Cyber-Physical Systems



Semiconductor manufacturing equipment



Medical systems



Food processing



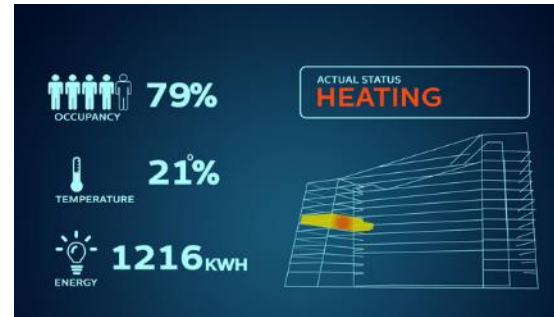
Agricultural robots



Traffic management



Electron microscopes



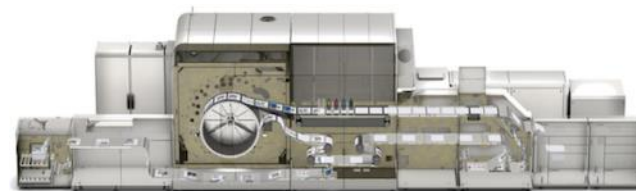
Building control



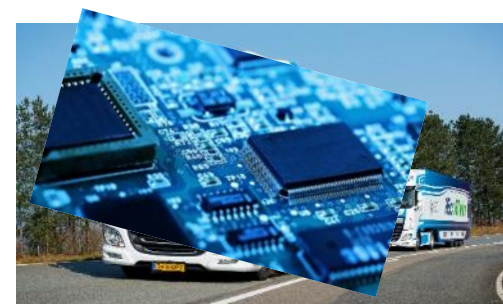
Robotized warehousing



Combat management systems



Industrial printers



Automotive

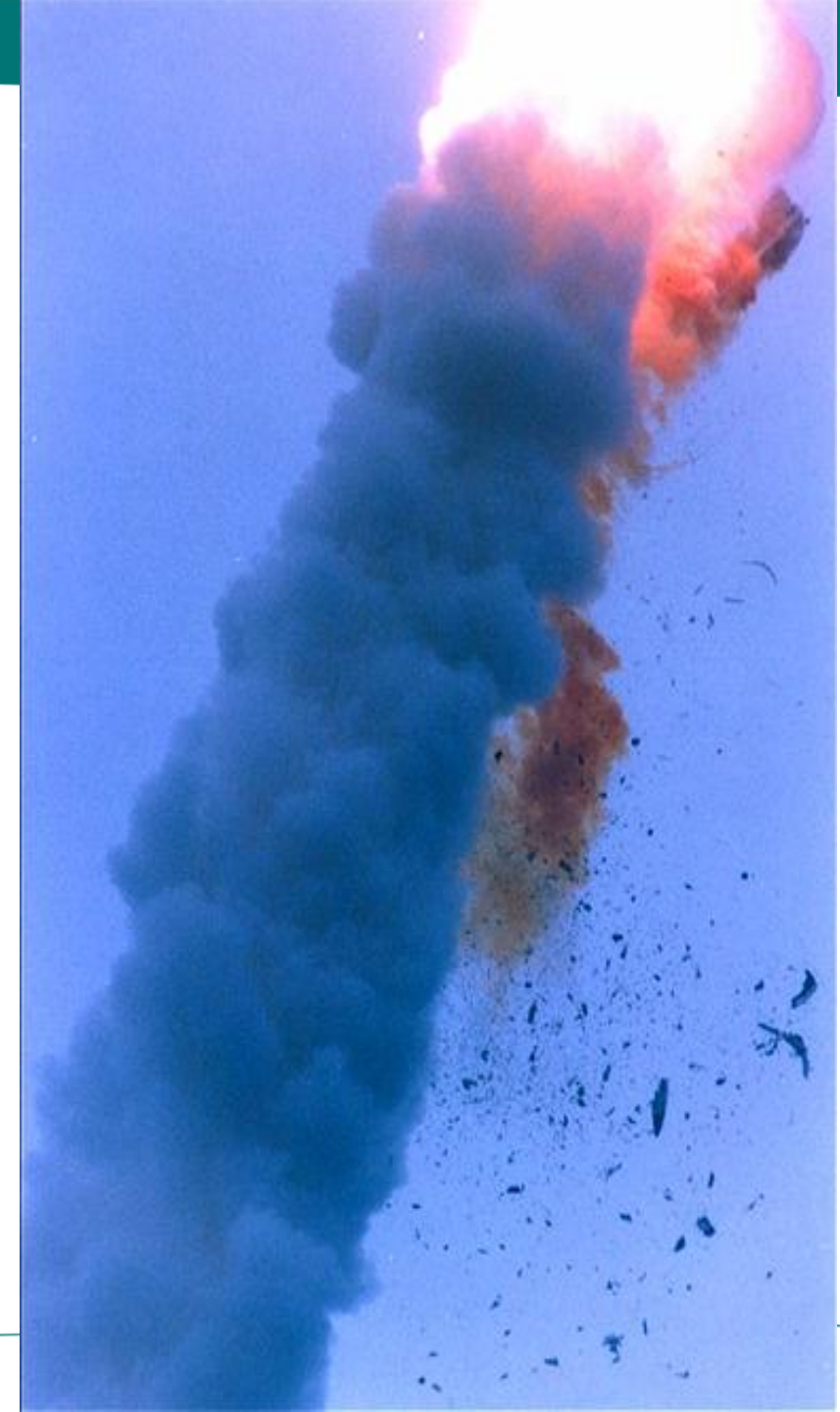
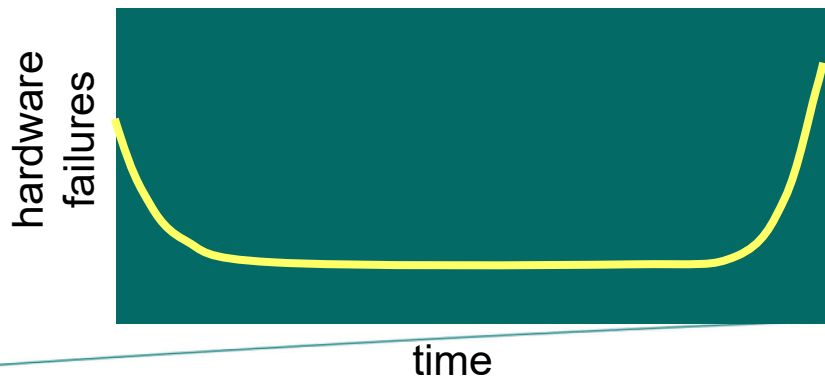


Dike

# Software is Different

Software is different from hardware :

- non-continuous
- any bug is a design error
- adopting redundancy is useless
- no wear and tear
- no MTBF
- what is software reliability?



# Multi-disciplinarity

- Cyber-Physical Systems
- Combination of physics/mechanics/electronics ... with computer/software
- Requires various expertises
- Testing such combinations requires

*stubs, simulations, virtualization, digital twin*



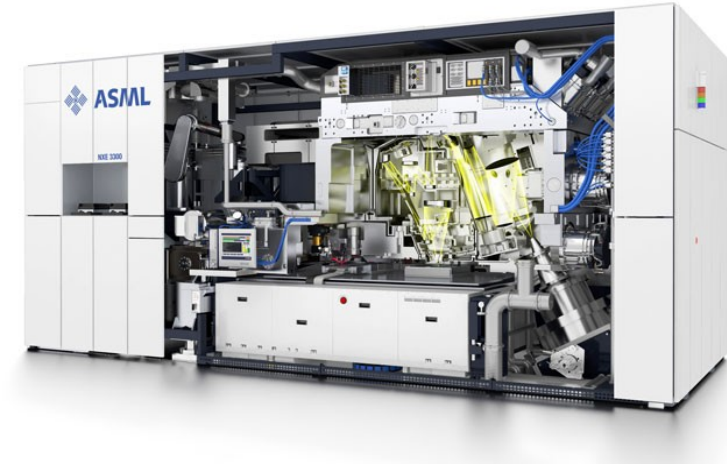
# Multi-disciplinarity

- **Virtualization**

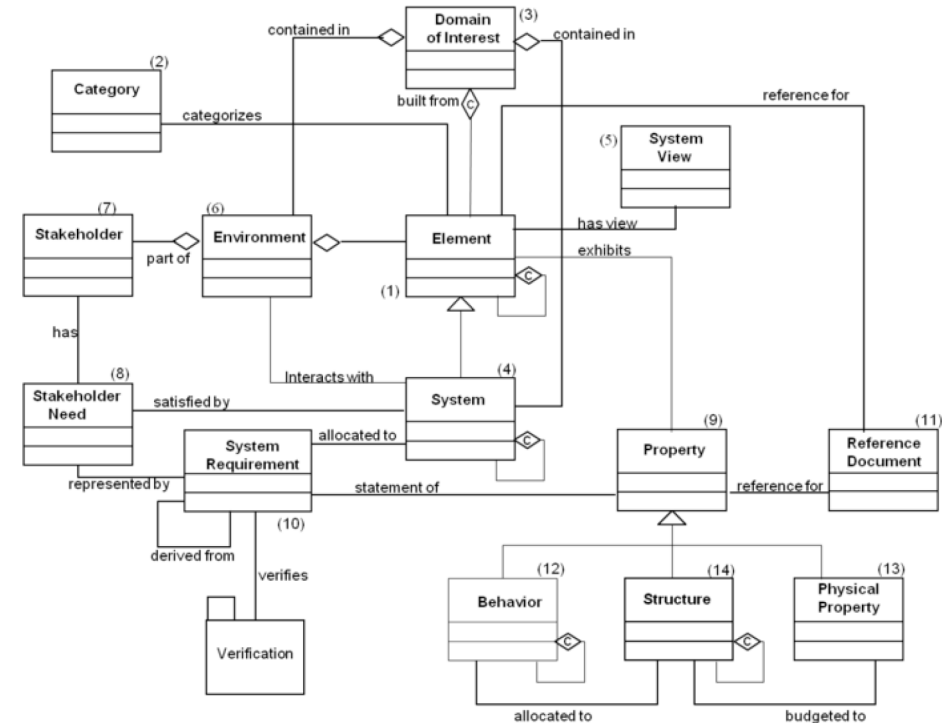
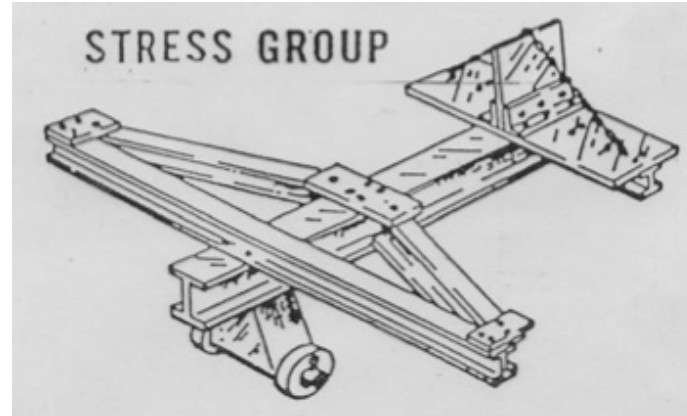
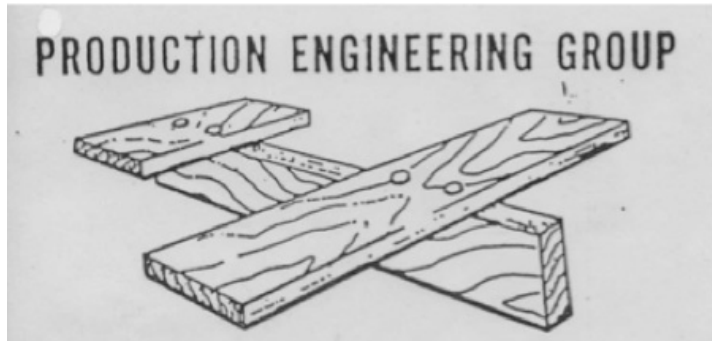
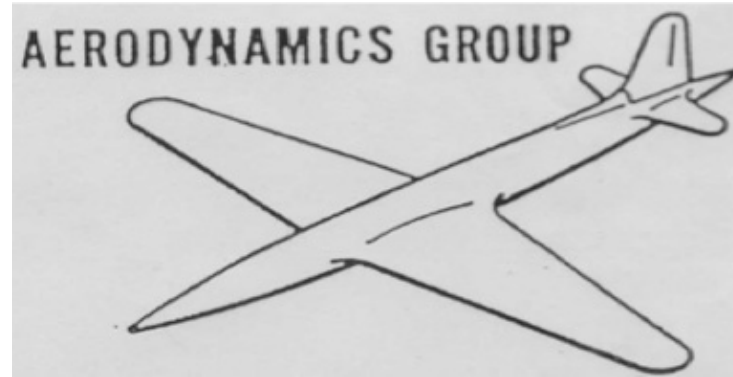
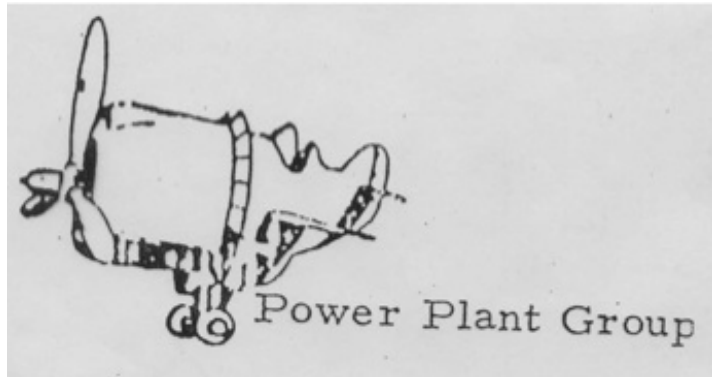
- models to simulate/emulate physical and environment in **1**
- intelligent stub, in-the-loop testing
- because real system is: expensive, infeasible, dangerous, too slow, too fast, cannot produce error scenarios, ...

- **Modeling**

- system  $\leftrightarrow$  physical part  $\leftrightarrow$  software  $\leftrightarrow$  environment
- models for virtualization  $\leftrightarrow$  models for testing



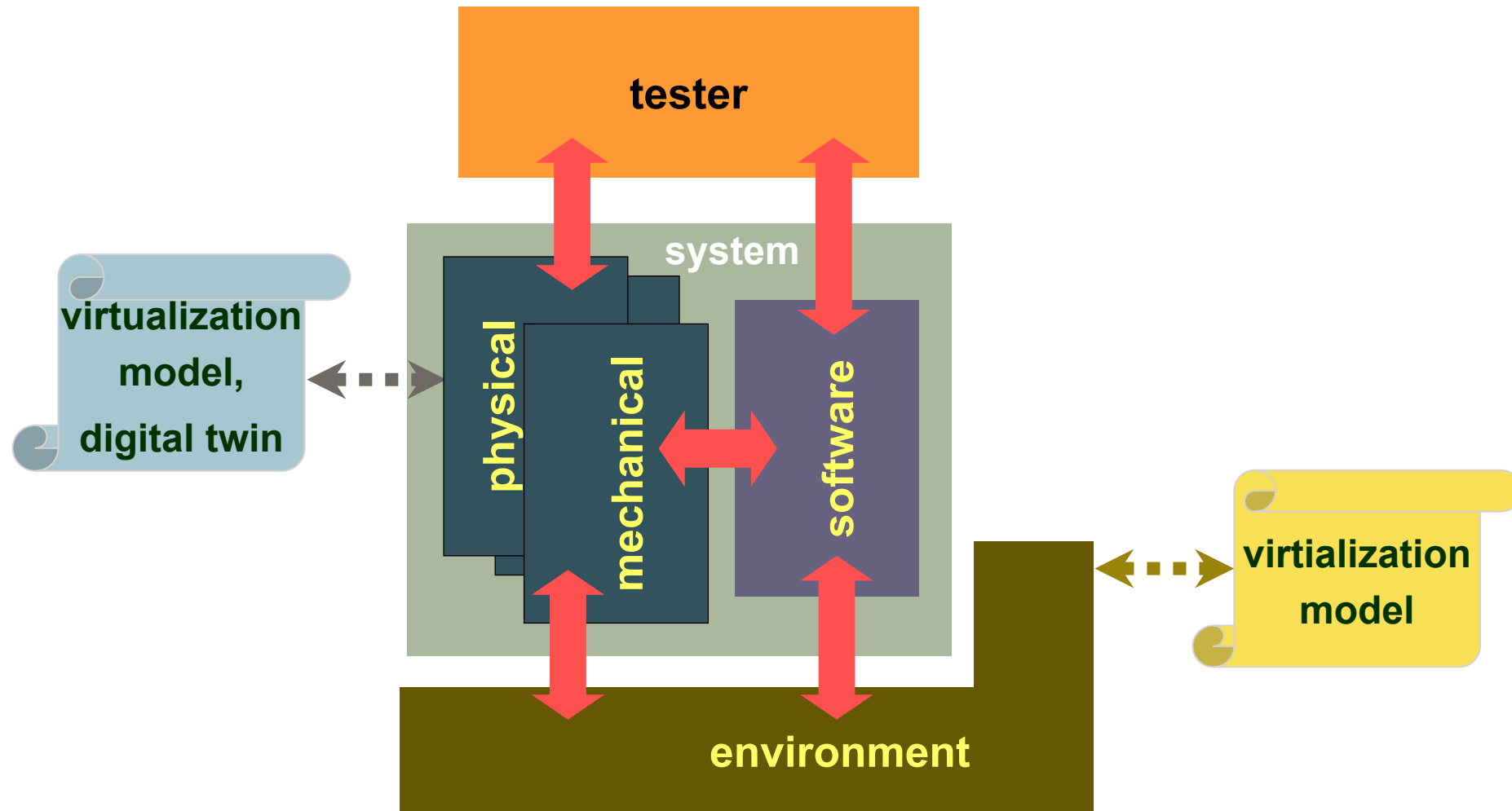
# Multi-disciplinarity : Different Views on Systems



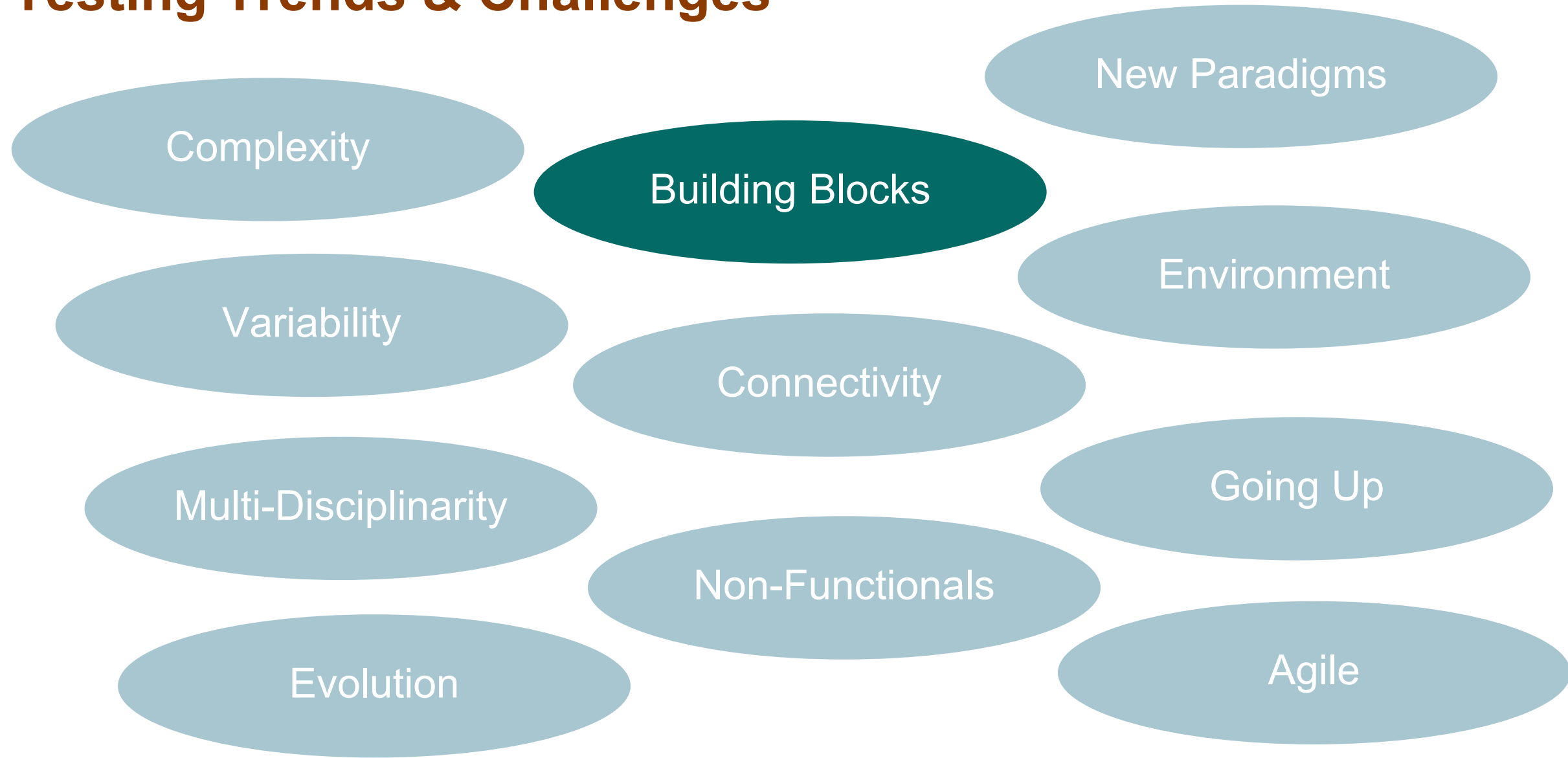
software group



# Models for Multi-disciplinary Testing



# Testing Trends & Challenges



# Building Blocks : Components

Component

TO REUSE, OR NOT TO REUSE



IN PARTICULAR,  
IN TIMES OF CONTINUOUS CHANGES

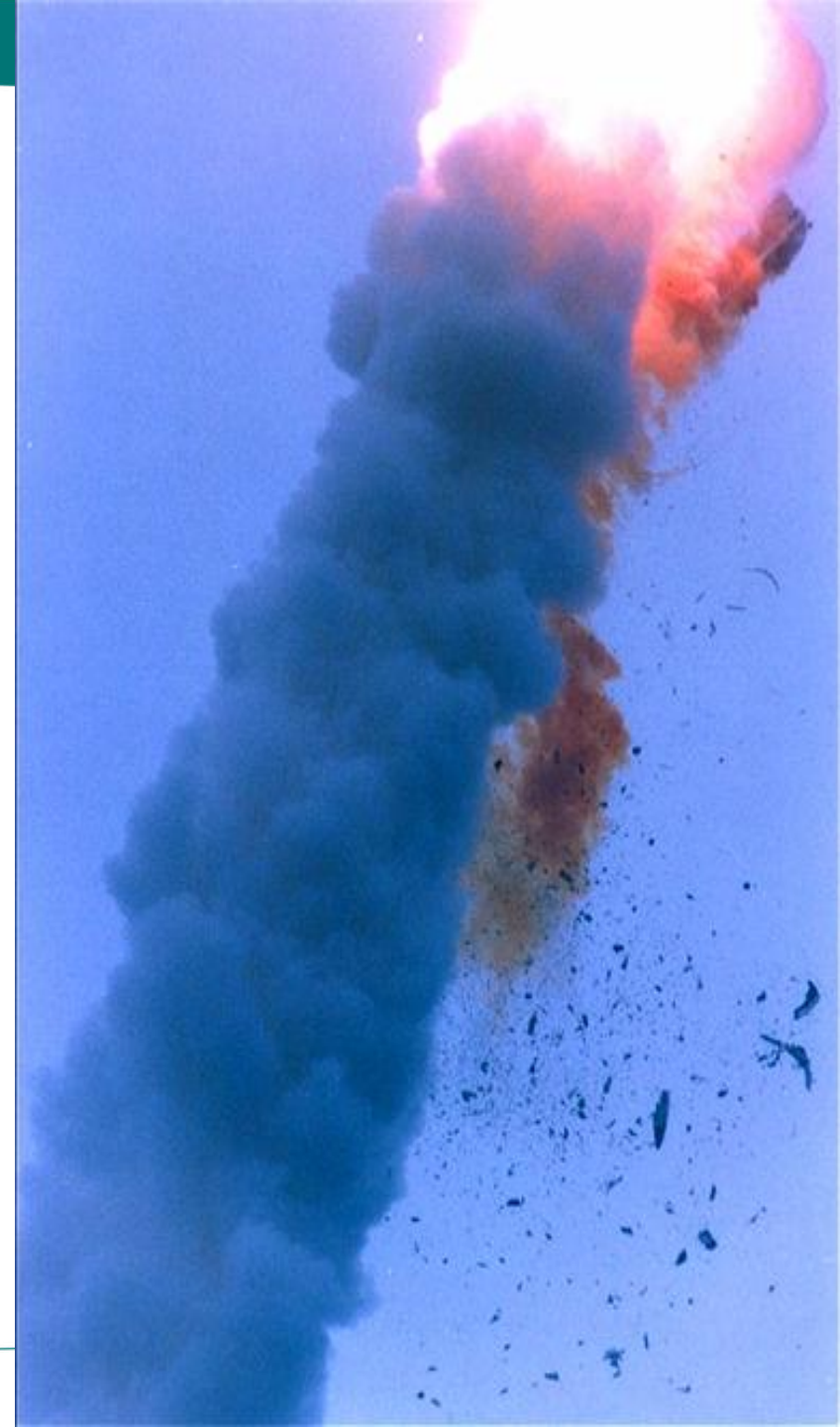


- reuse
- platform
- integration challenges
- dependencies
- when to test
- where to diagnose, repair

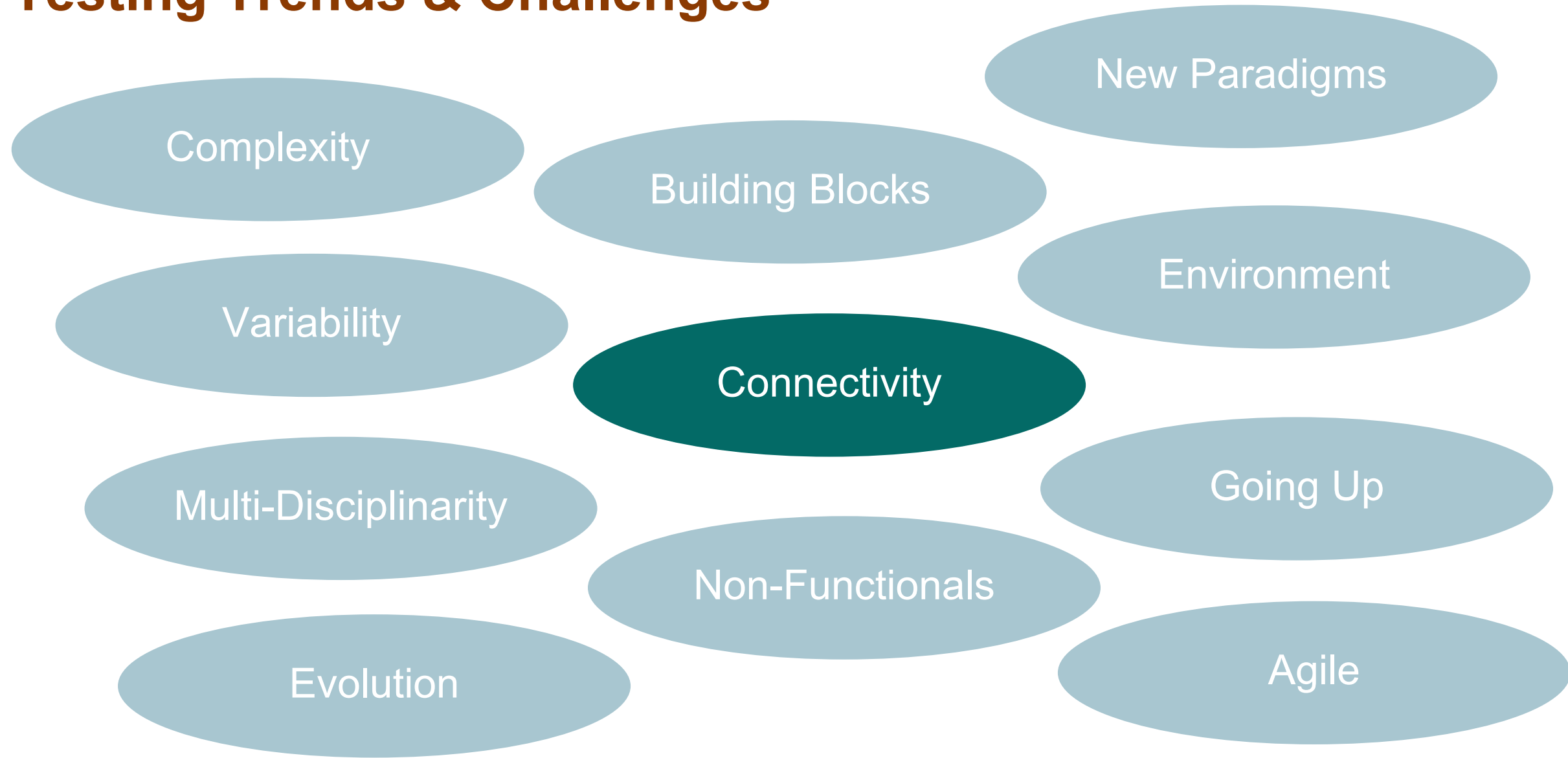
# Components and Failures

## Ariane V rocket

- Design defects in control software
- Design
  - Exception handler assumed hardware errors only
  - Reuse of Ariane IV component in Ariane V without proper system testing
- Error
  - Software exception
- Failure
  - Mis-interpretation of diagnostic information

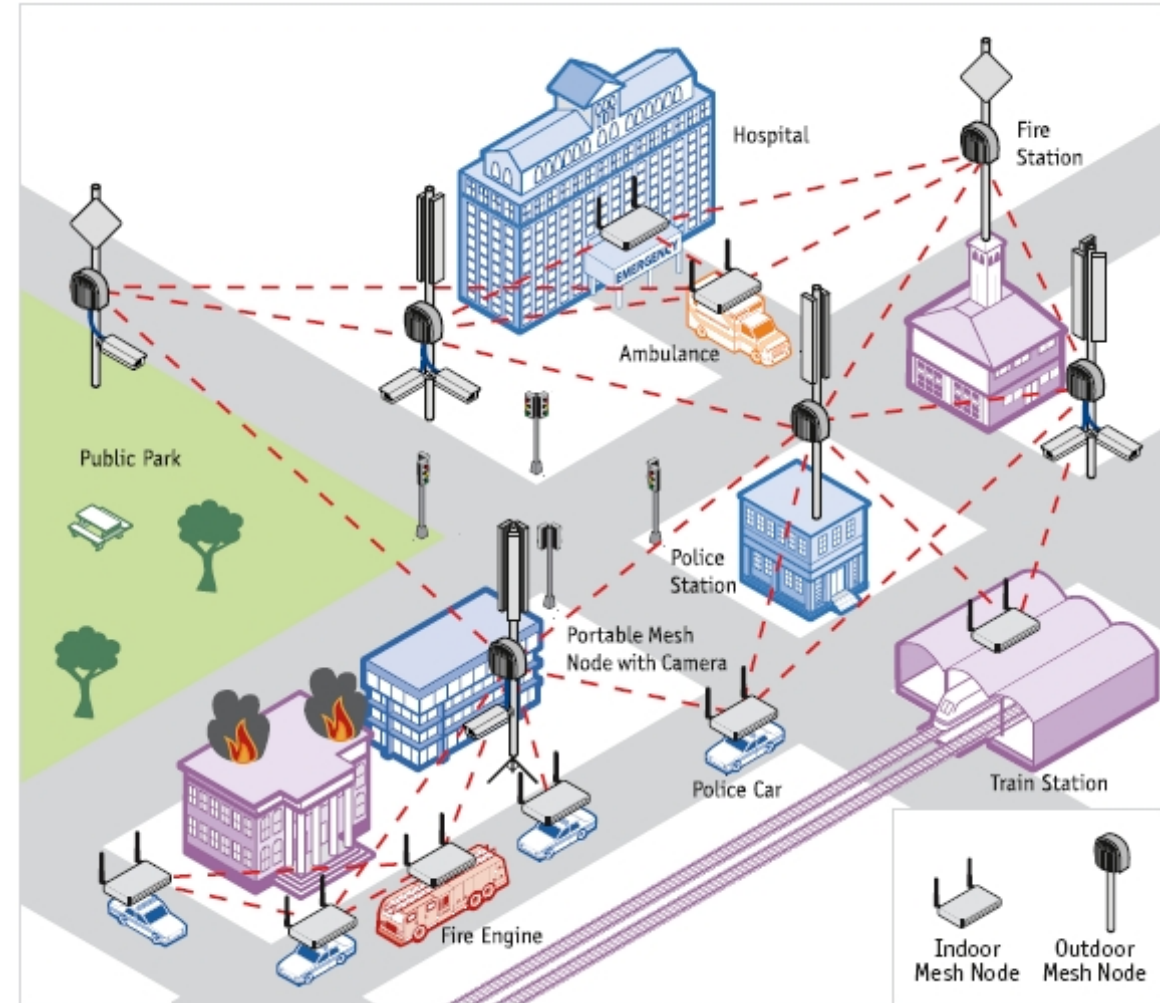


# Testing Trends & Challenges

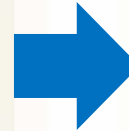


# Connectivity

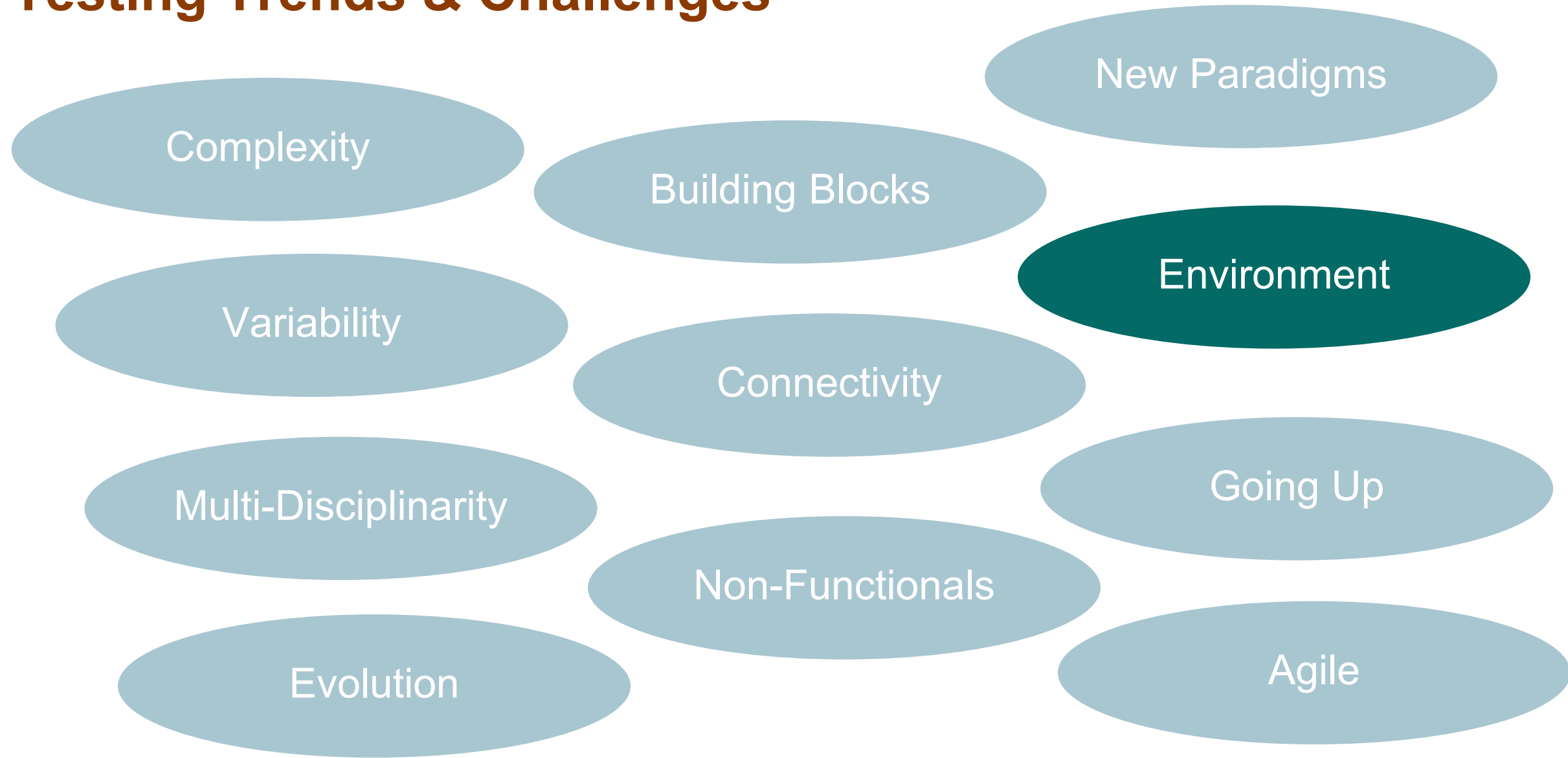
- Blurring boundaries of systems  
→ everything connected
- Systems-Of-Systems
  - Dynamically connected systems
  - Not under own control
- Software is glue
  - with internal and external world
- Testing:
  - what is SUT ?
- Virtualization
  - which systems are available for testing ?
  - which systems must be virtualized?
- Dynamics
  - run-time testing and integration



# Fading Boundaries

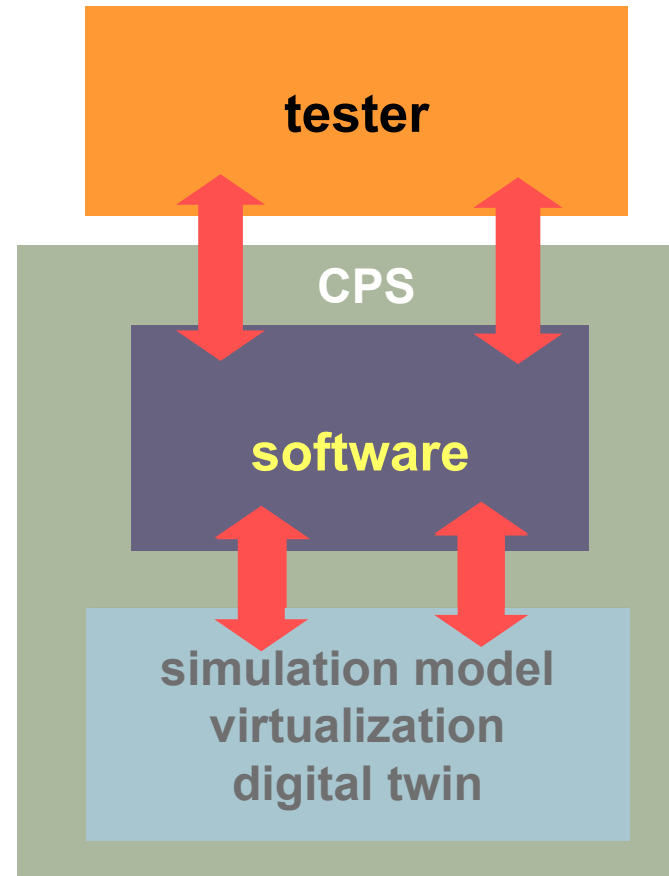


# Testing Trends & Challenges

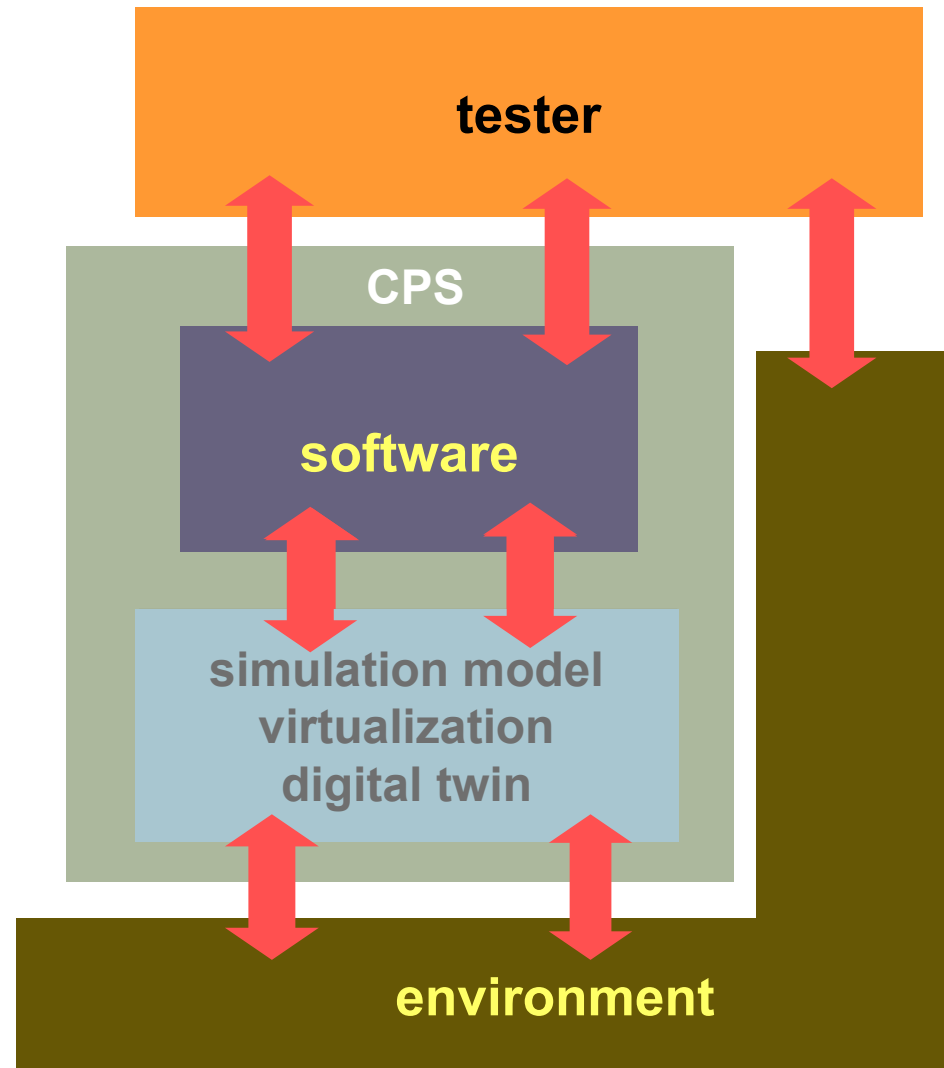




# Environment



# Environment



# Environment

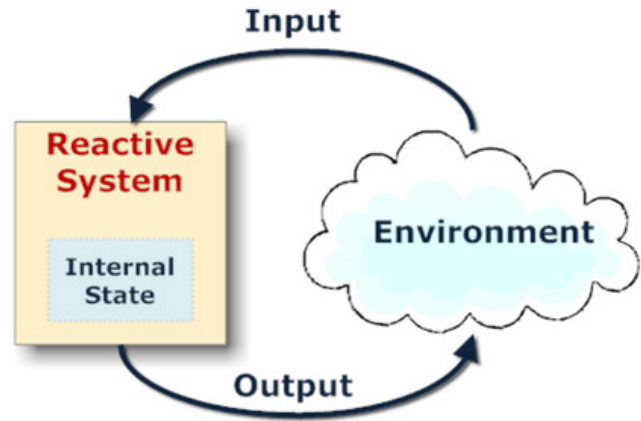


*functional*

calculation :  $I \rightarrow O$

tests over  $I$

for *safety, trustworthiness, dependability*,  
the **environment** must be taken into account

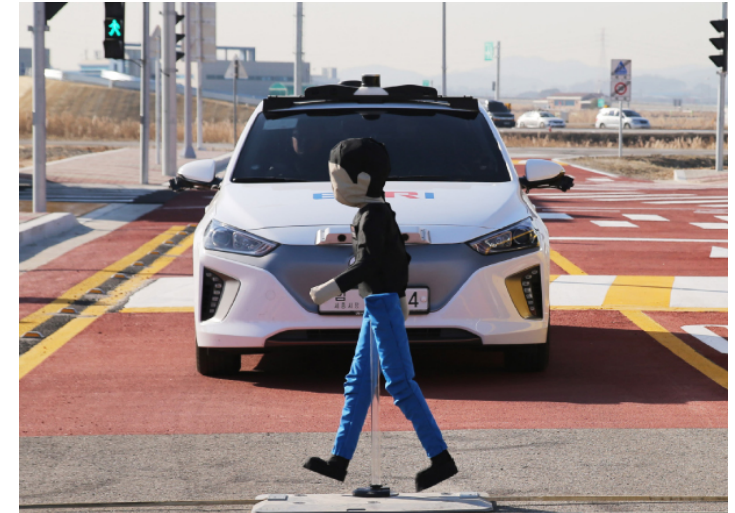


*state-based*

reactive:  $I, S \rightarrow O, S'$

tests over  $I, S$

*autonomous*

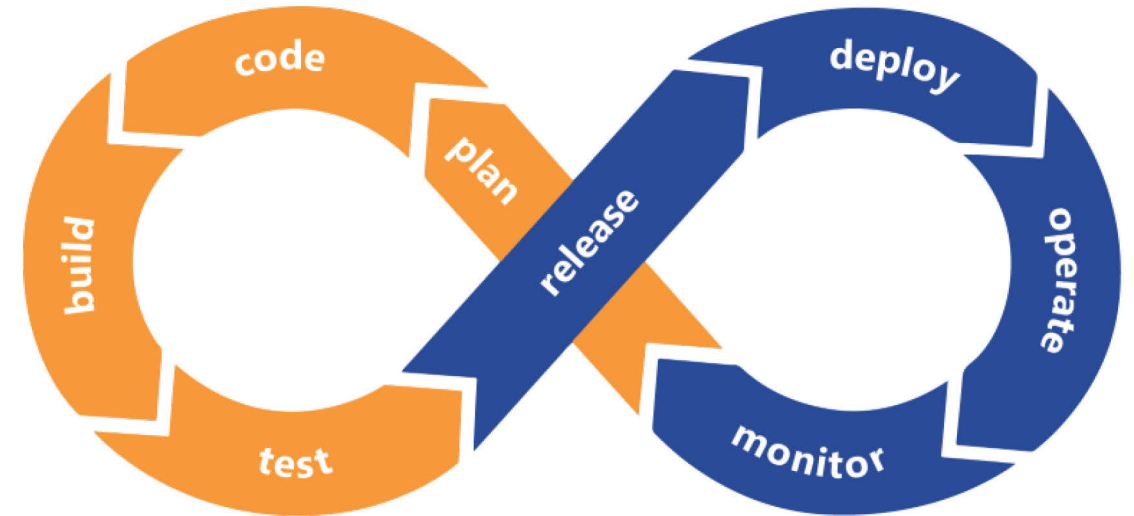
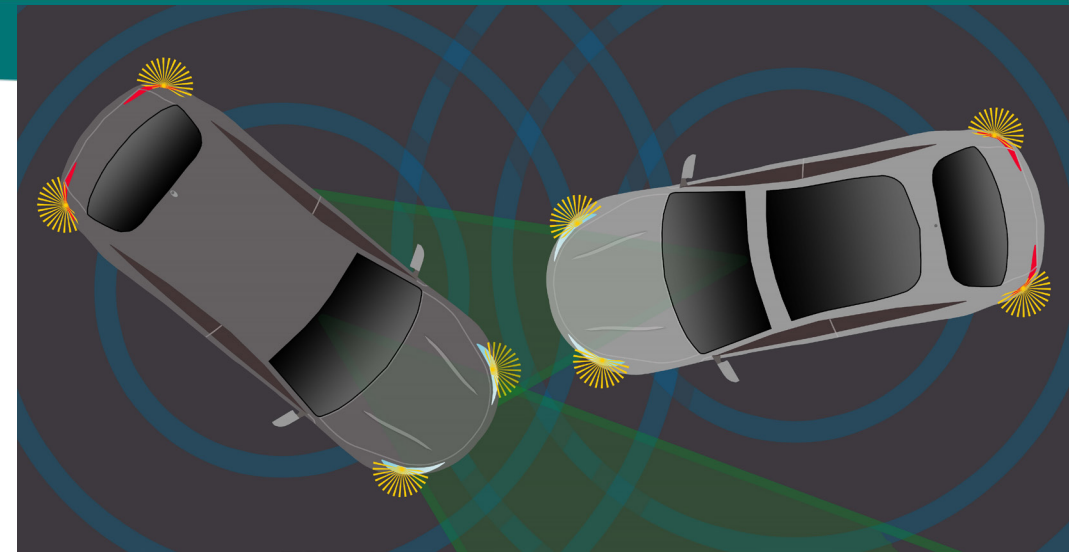


proactive :  $I, S, E \rightarrow O, S', E'$

tests over  $I, S, E$

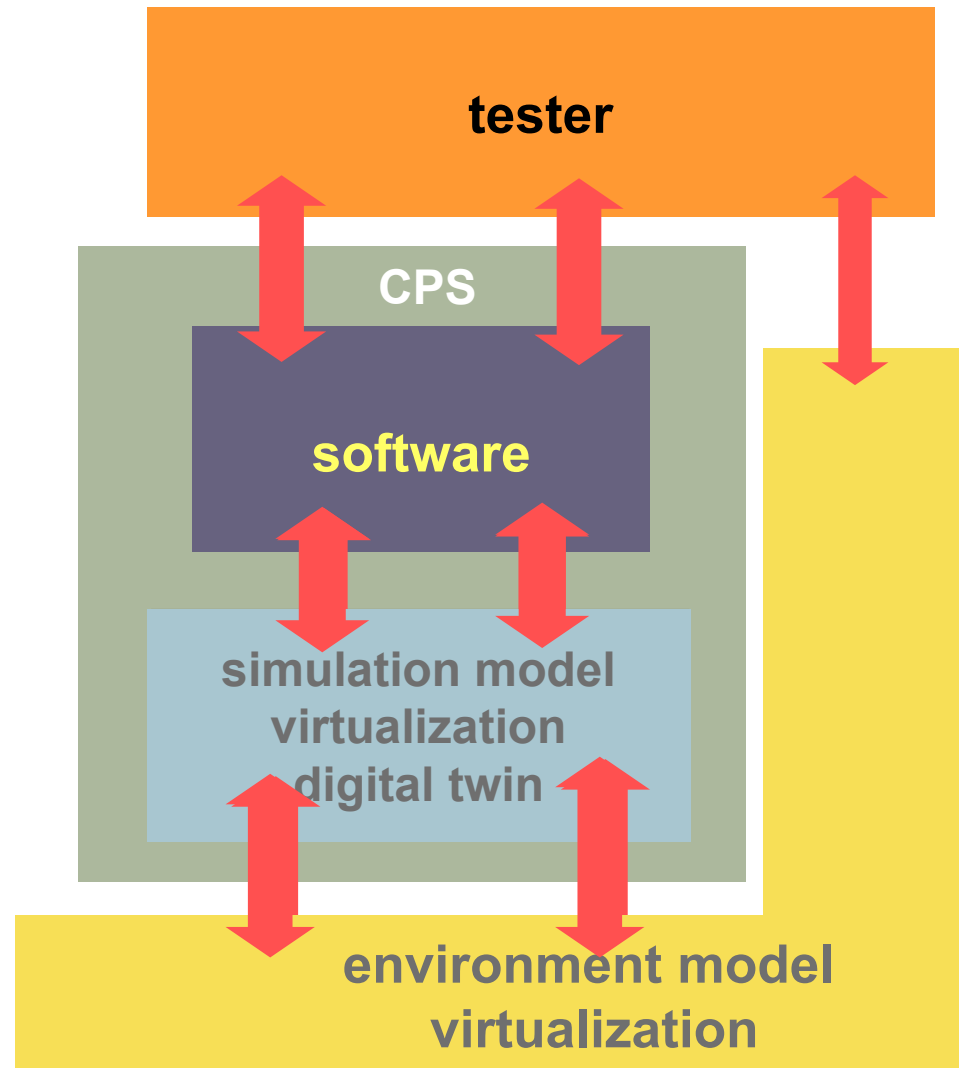
# Environment

- **Autonomous**
  - take part in environment
- **Safety of autonomous cars**
  - test in all possible environments
- **Environment**
  - not, or limited, under (test) control
- **Environment**
  - can change
  - new testing ?

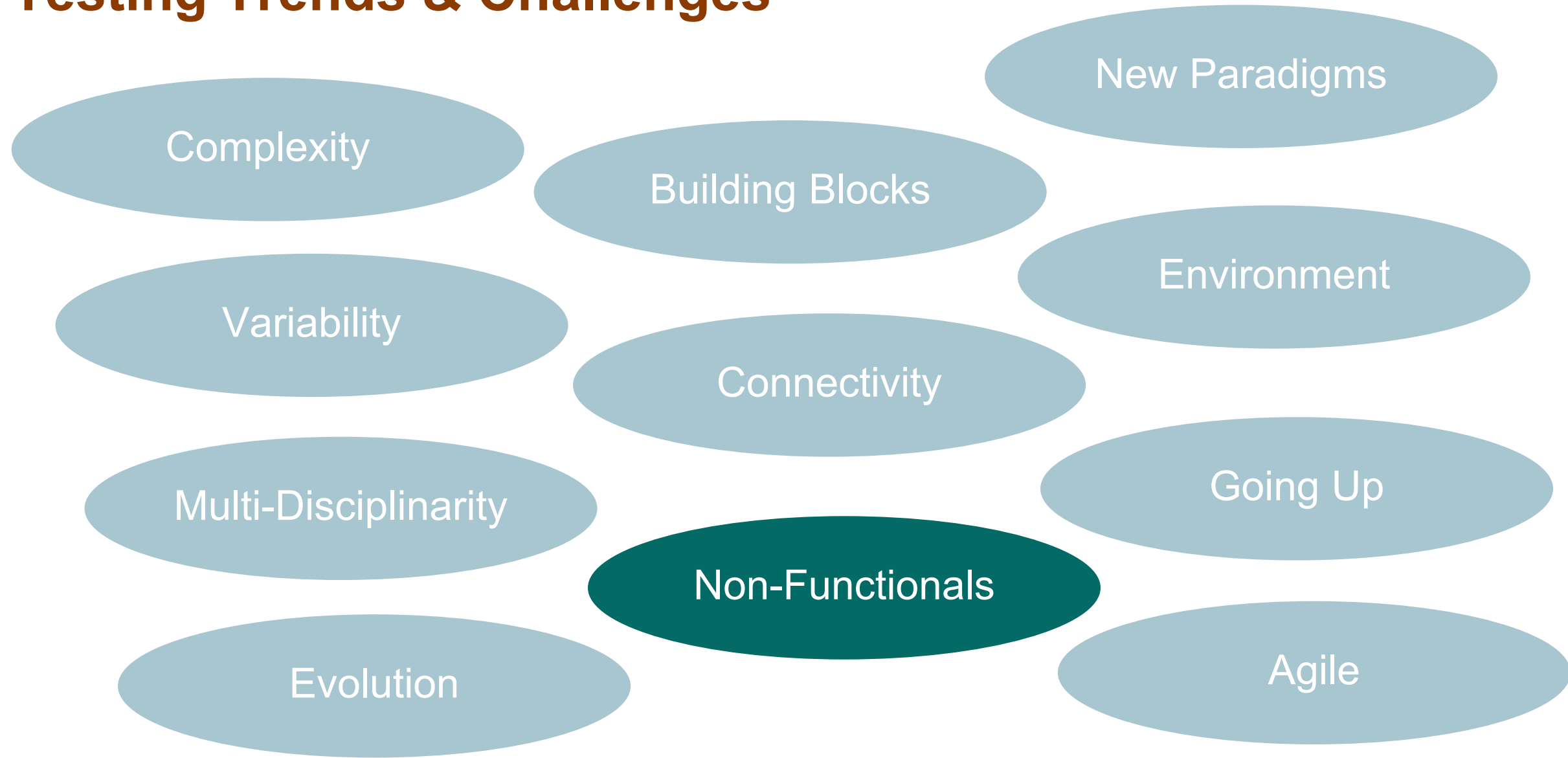


*Testing everything before release is an illusion  
→ continue quality control after release*

# Environment



# Testing Trends & Challenges



# Quality Characteristics

```
graph TD; Root[Quality Characteristics] --- Reliability; Root --- Efficiency; Root --- Portability; Root --- Usability; Root --- Maintainability;
```

**Reliability**  
maturity  
fault tolerance  
recoverability  
*availability*  
*degradability*

**Efficiency**  
time behaviour  
resource behaviour

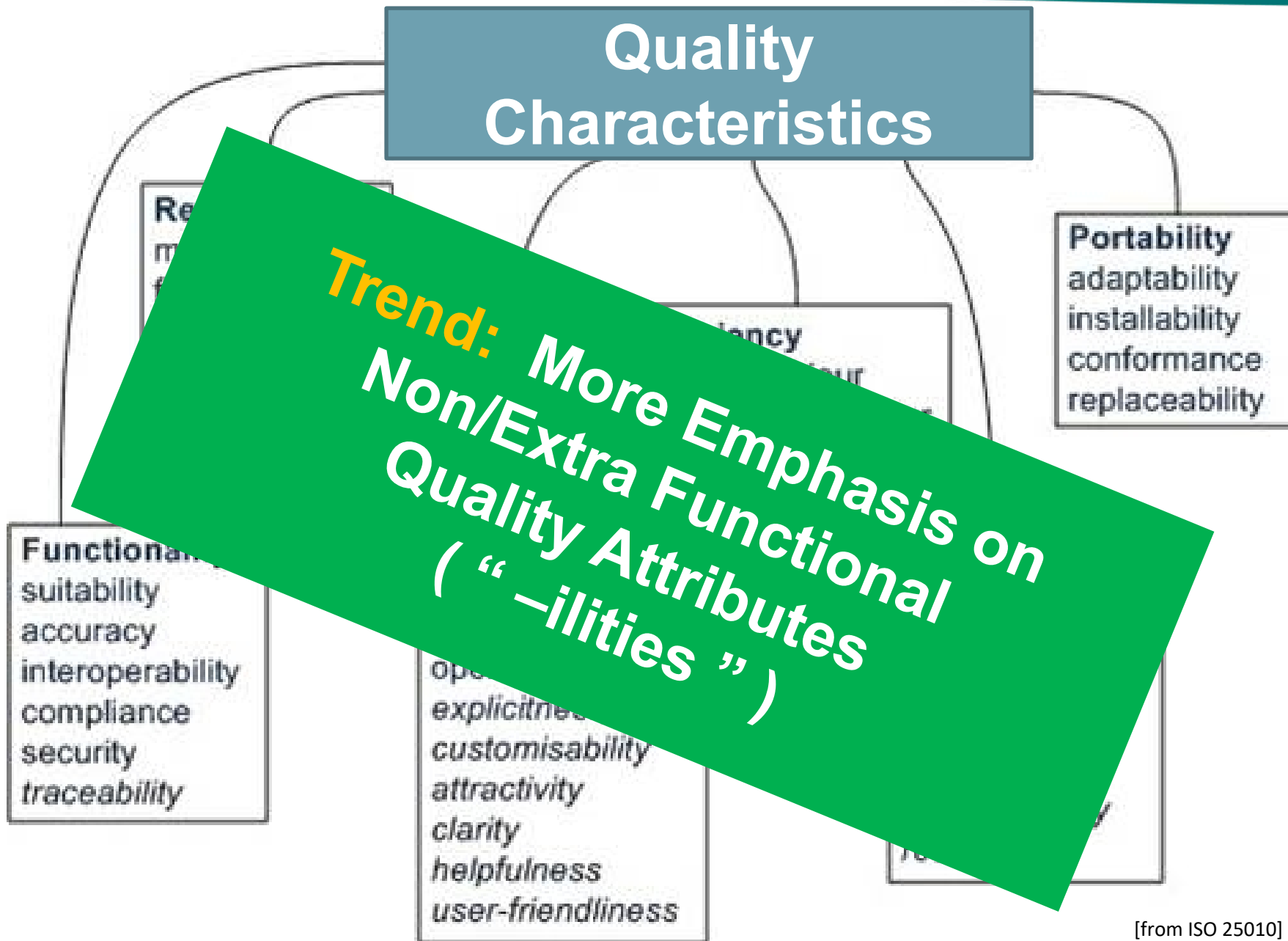
**Portability**  
adaptability  
installability  
conformance  
replaceability

**Functionality**  
suitability  
accuracy  
interoperability  
compliance  
security  
*traceability*

**Usability**  
understandability  
learnability  
operability  
*explicitness*  
*customisability*  
*attractivity*  
*clarity*  
*helpfulness*  
*user-friendliness*

**Maintainability**  
analysability  
changeability  
stability  
testability  
*manageability*  
*reusability*

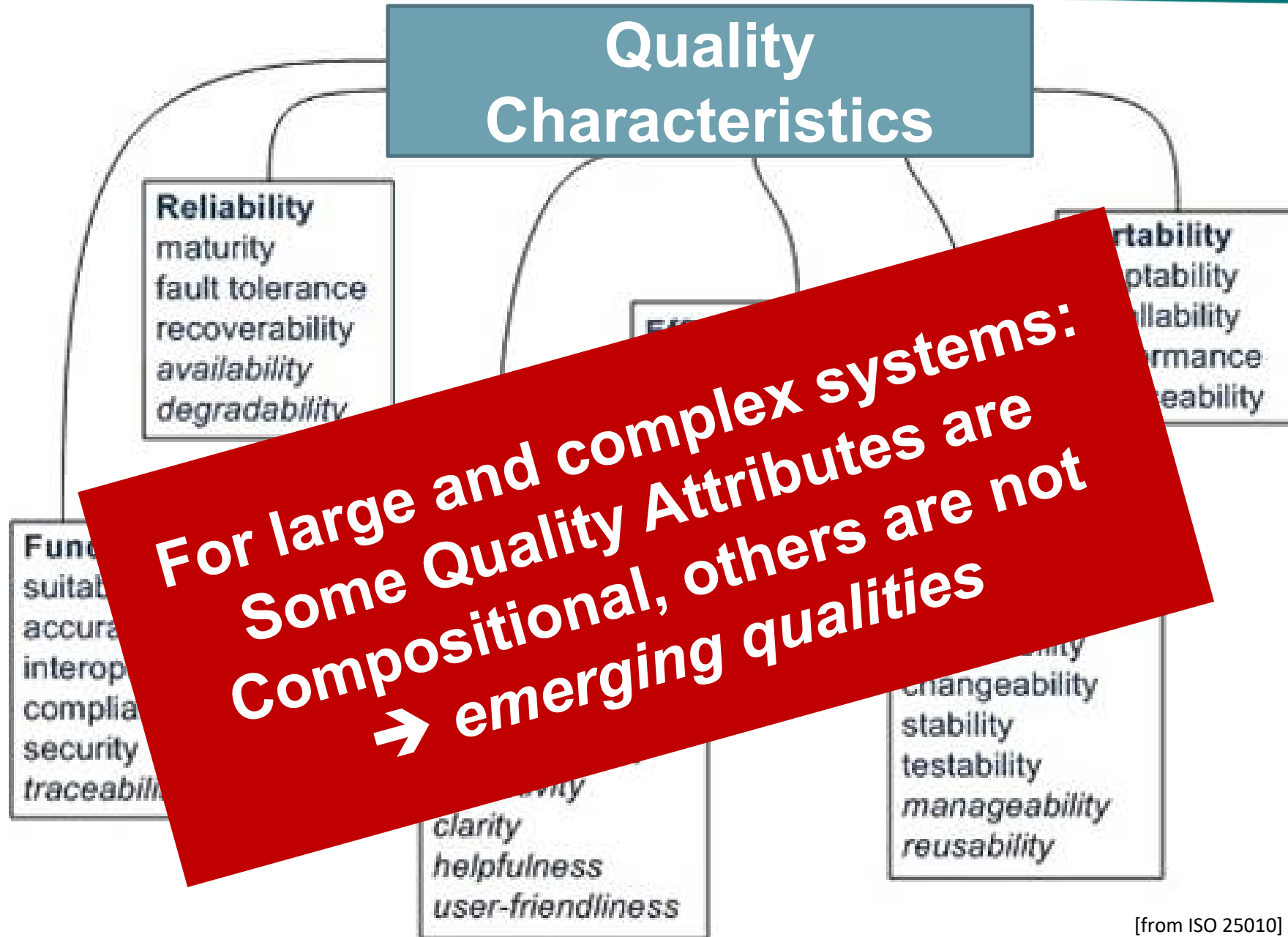
# Quality Characteristics



[from ISO 25010]

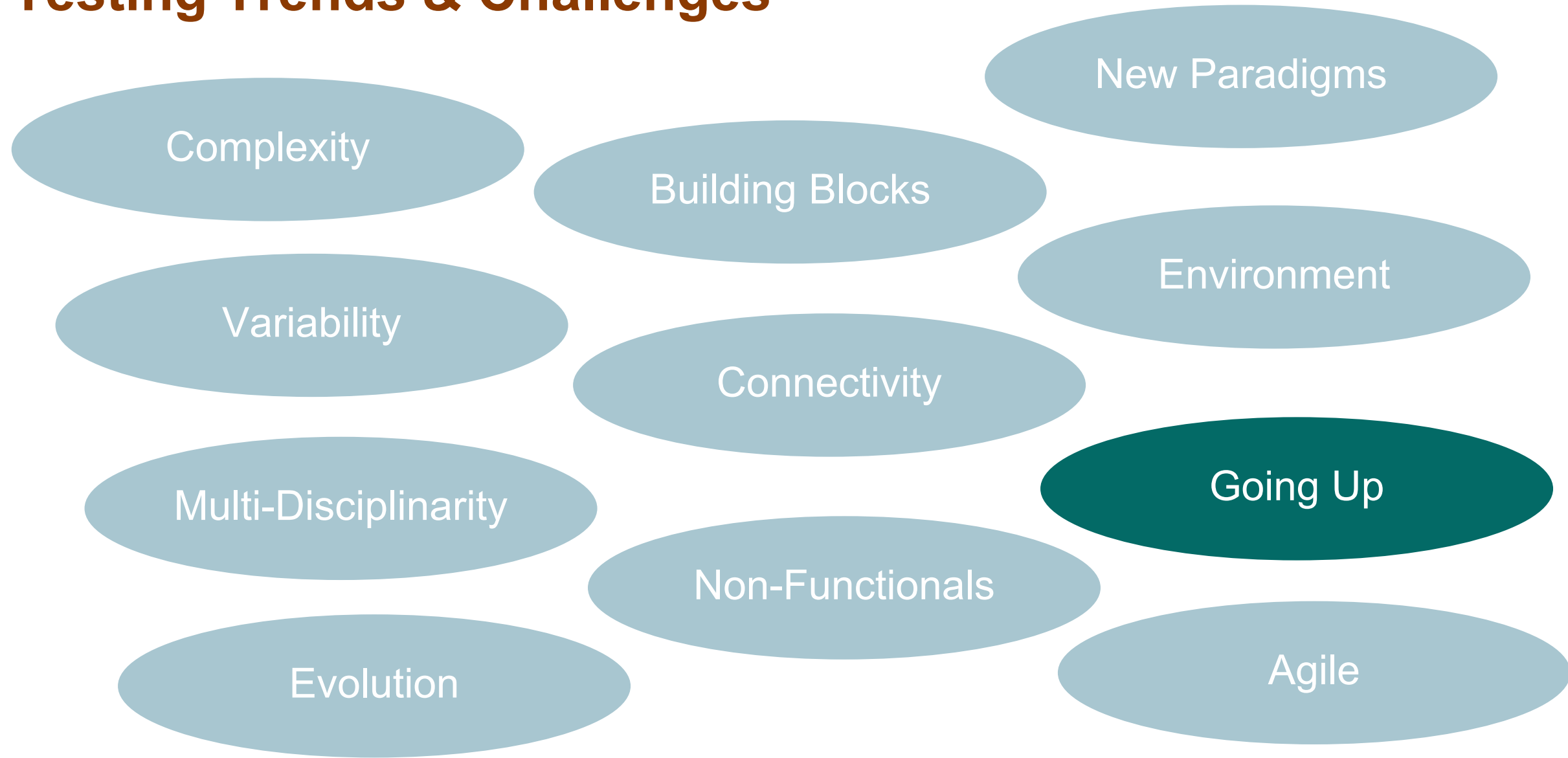


# Quality Characteristics



**For large and complex systems:  
Some Quality Attributes are  
Compositional, others are not  
→ emerging qualities**

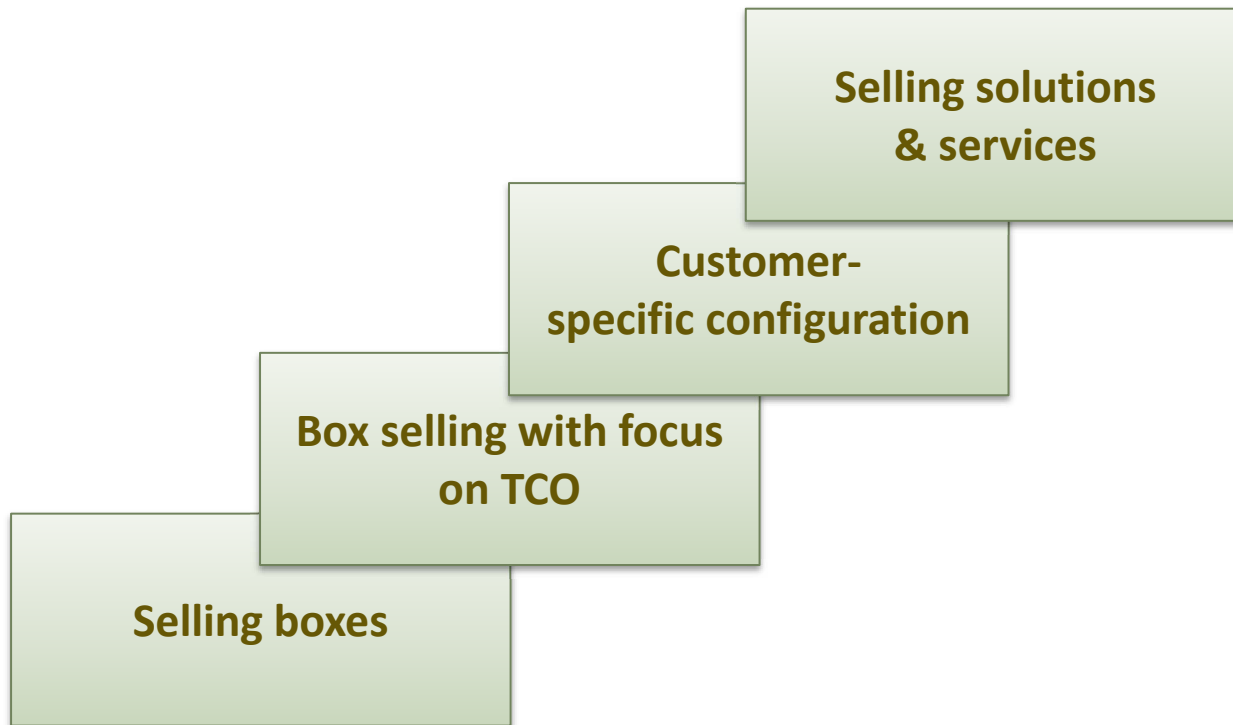
# Testing Trends & Challenges



# Going Up

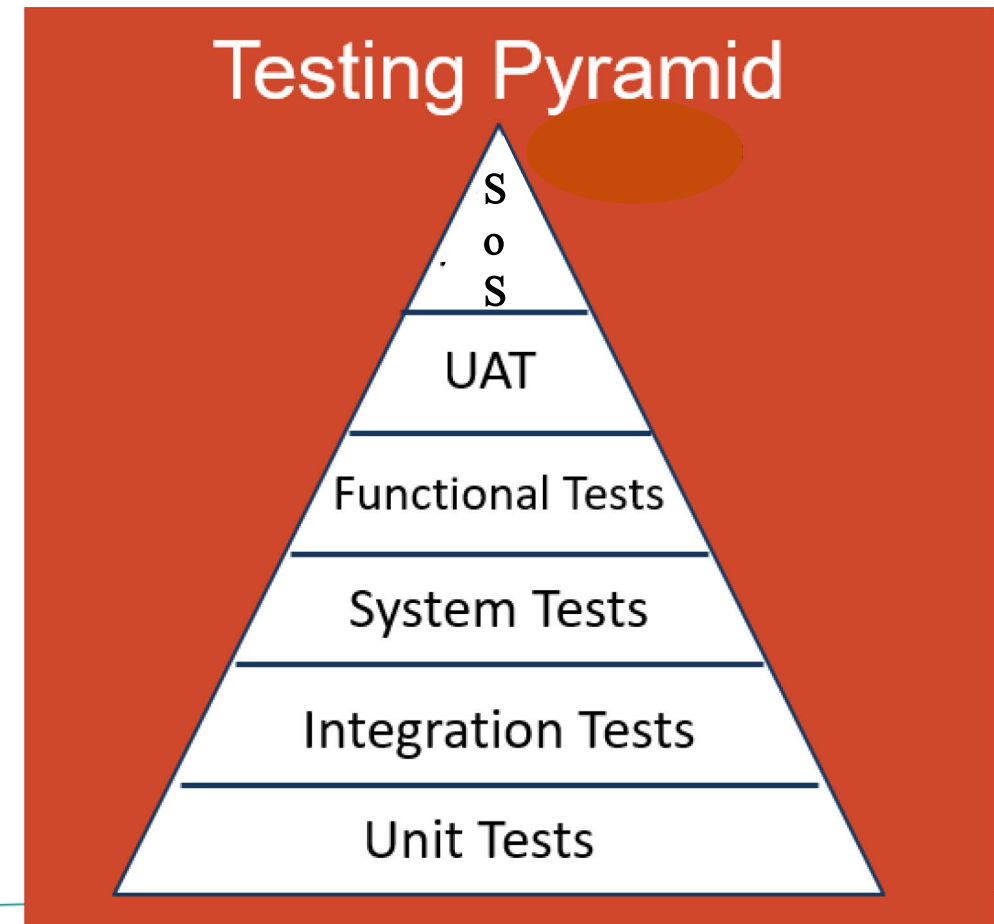
- **In the Value Chain**

- new business models
- testing quality-of-service



- **In the Test Pyramid**

- everybody does unit tests
- bugs are on the higher levels



# Going Up

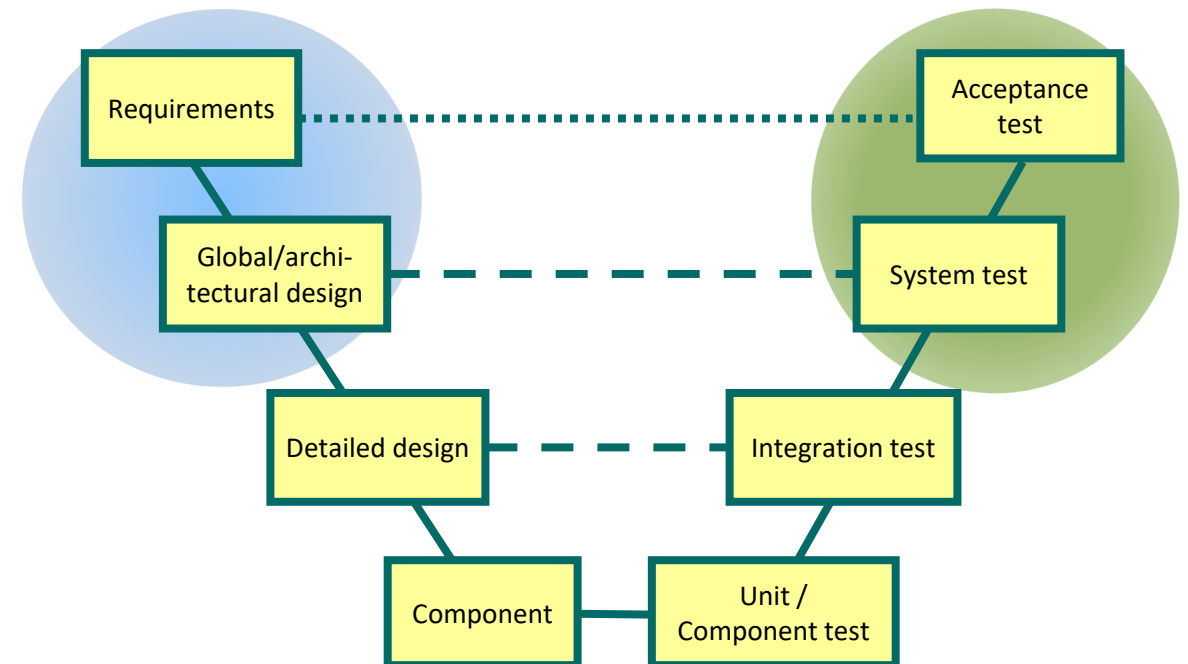
- In Coding

- from software to meta-software:  
build tools, build scripts,  
configuration setting, . . .

```
1. <project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://maven.apache.org/POM/4.0.0" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4.0.0.xsd">
2.   <modelVersion>4.0.0</modelVersion>
3.   <groupId>com.mycompany.app</groupId>
4.   <artifactId>my-app</artifactId>
5.   <version>1.0-SNAPSHOT</version>
6.   <properties>
7.     <maven.compiler.source>1.7</maven.compiler.source>
8.     <maven.compiler.target>1.7</maven.compiler.target>
9.   </properties>
10.  <dependencies>
11.    <dependency>
12.      <groupId>junit</groupId>
13.      <artifactId>junit</artifactId>
14.      <version>4.12</version>
15.      <scope>test</scope>
16.    </dependency>
17.  </dependencies>
18. </project>
```

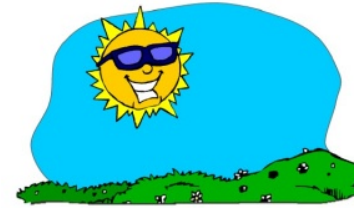
- In the V-Model

- requirements, design, system test
- detailed design, coding, unit tests outsourced

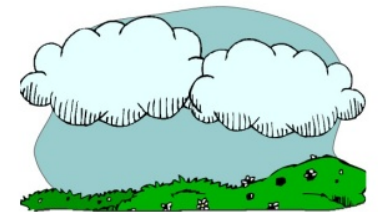


# Going Up Consequence : Uncertainty & Non-Determinism

- Sometimes you don't know .....
  - testing a search engine, weather forecast, ...
  - systems-of-systems, big data, ...
- Sometimes you don't want to know .....
  - no details
  - abstraction
  - particular view

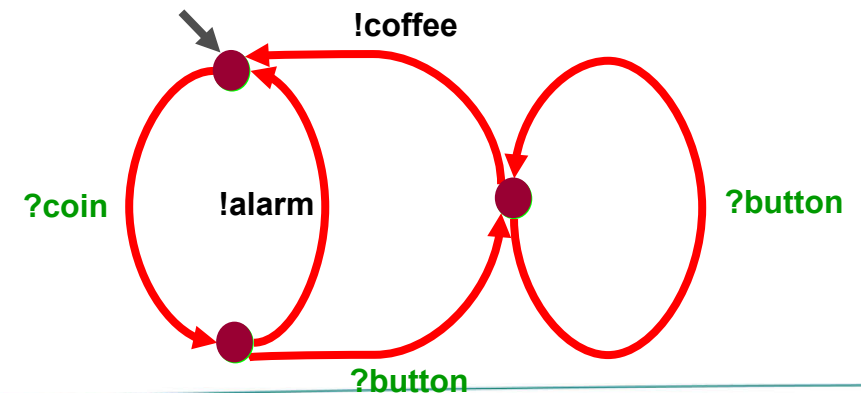


What is the weather like ?

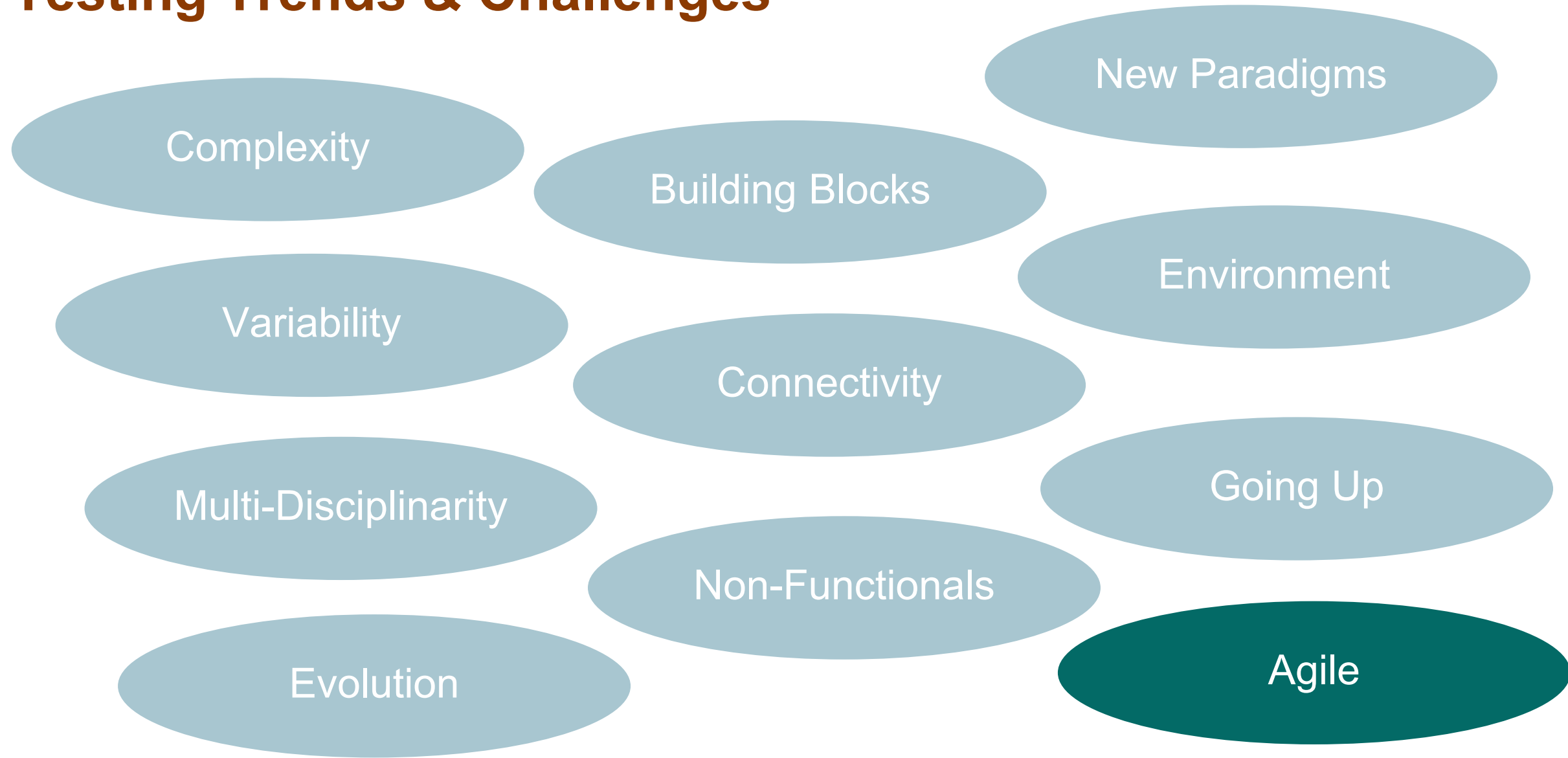


## Uncertainty of test outcomes & oracles

- non-determinism
- probabilities



# Testing Trends & Challenges



# Agile ?



# Agile

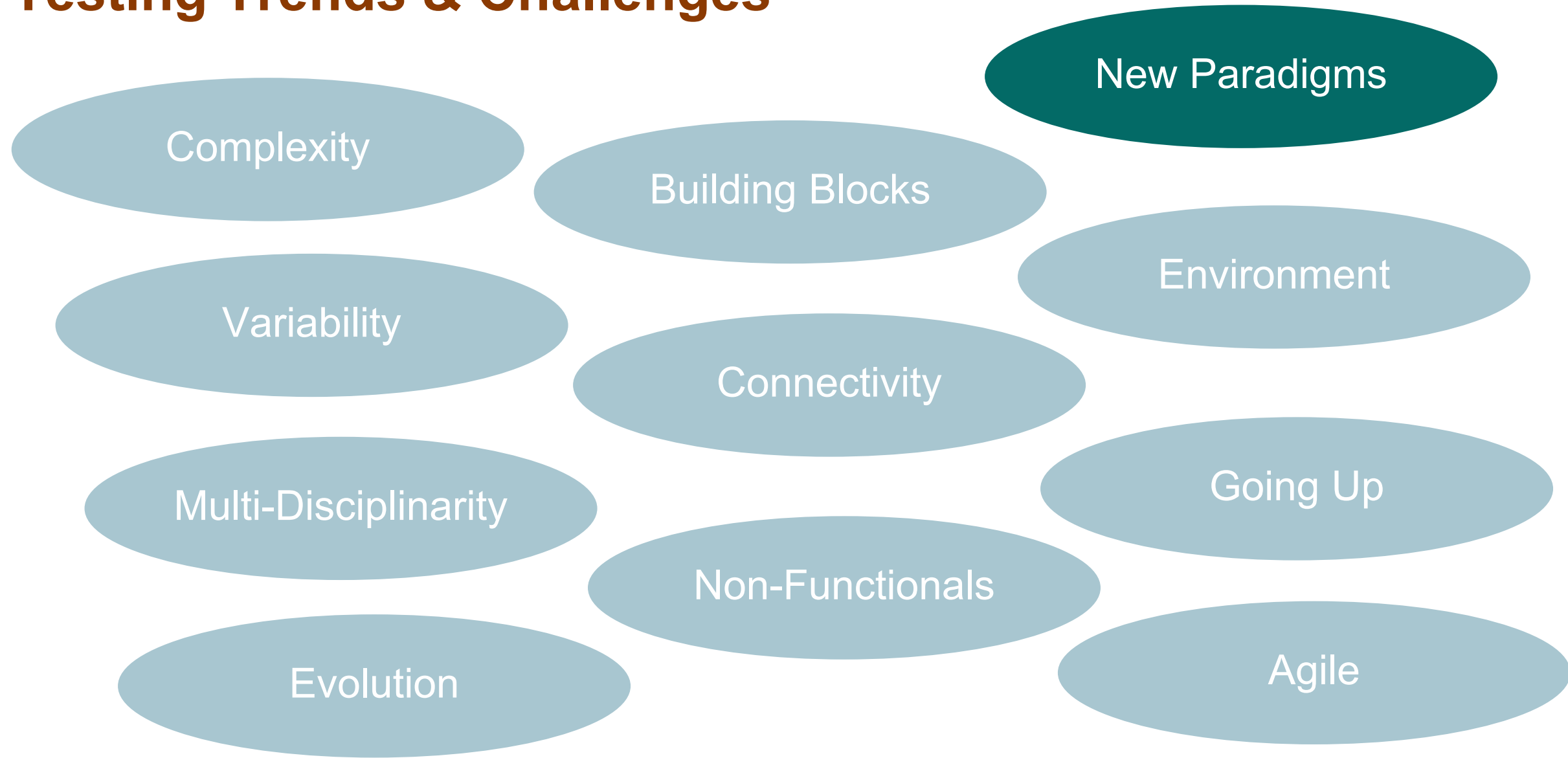
- Agile → **test automation**
  - test execution automation
  - test fast and often
- Large repositories of scripted tests
  - the night is too short
  - traceability to requirements ?
  - maintainability ?
  - **pesticide paradox** : *how to increase variation in tests ?*

**Agile** - fallacy of complete specification:

*We finally have the guts to admit that we don't know precisely what the system should do when we start coding.*



# Testing Trends & Challenges



# New Paradigms and Technologies

- AI, Machine Learning
- Self-adaptive systems
- Quantum Computing
- Cloud
- Ethics, sustainability, ...
- .....



# Testing Trends & Challenges

Complexity

Variability

Multi-Disciplinarity

Evolution

Building Blocks

Connectivity

Non-Functionals

New Paradigms

Environment



