

# Introduction to Verification/Testing

(1)

- One part of software lifecycle is checking code meets specification

(specification  $\rightarrow$  Design  $\rightarrow$  Code  $\rightarrow$  Check wrt spec  $\rightarrow$  Release & maintain)

- Two ways of checking code meets specs: Verification & Testing
- Verification: Analytical, exhaustive but limited, needs training
- Testing: Experimental (I/O pair), non-exhaustive but easier (can show presence of bugs, but not absence of them)

Example:

read(x); read(y);

{ If  $x=y$ , then  $z:=0$ ;  $\rightarrow$  (should have been  $z:=2$ ).  
else  $z:=1$ ;  
end if; write(z)

- Test inputs: ( $x=y=1$ ) and ( $x=1, y=2$ ) will do.

{ If  $x>y$ , then  $x:=x-y$ ;  
else if  $x<y$ , then  $y:=y-x$ ;  
end if; end if; else  $z:=2$ ;  
write(z)

(12,8)  $\rightarrow$  (4,8)  $\rightarrow$  (4,4)  $\rightarrow$  4      Claim  $z = \text{gcd}(x,y)$

- Any finite pair of test inputs won't demonstrate  $z = \text{gcd}(x,y)$

- Verification can be used to establish  $z = \text{gcd}(x,y)$

Two approaches to verification: 1) Theorem proving  
general but manual  
2) Model checking  
limited but automated