

1.2. Basic definitions

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Testing e Verifica del Software AA 2526

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What is testing

Definition by IEE SE Body of knowledge

Testing is an activity performed for evaluating product quality, and for improving it, by identifying defects and problems. Software testing consists of the **dynamic** verification of the behavior of a program on a **finite** set of test cases, suitably **selected** from the usually infinite executions domain, against the **expected** behavior.

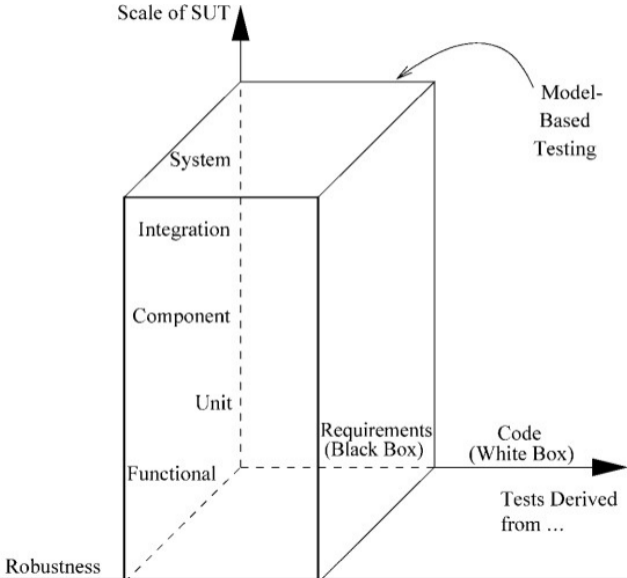
Dynamic it requires the sw to be executed

Finite only a subset of possible inputs

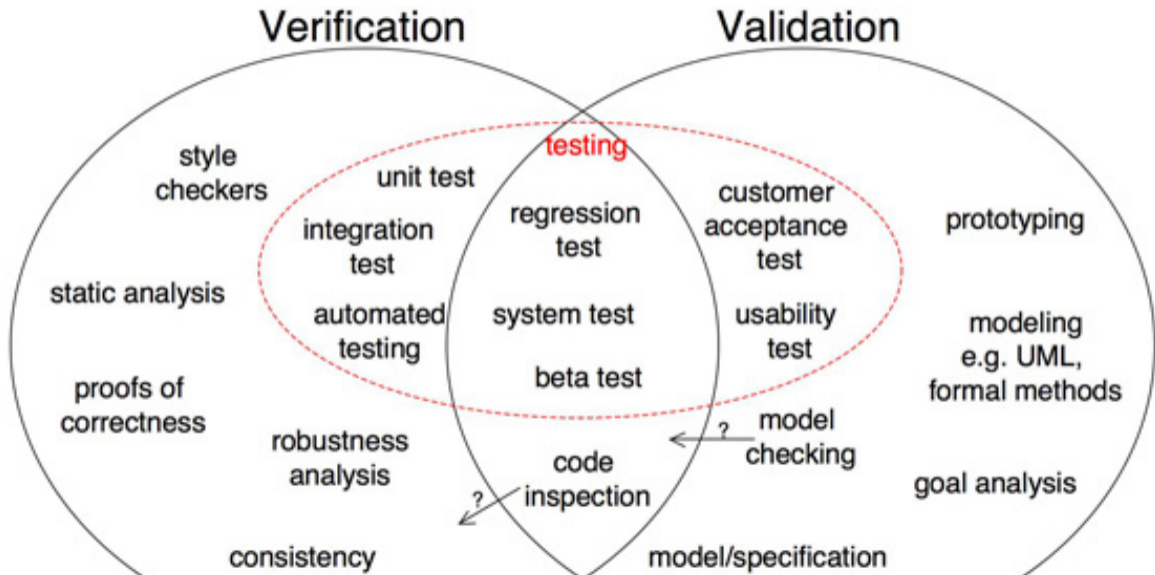
Selected selected according to some criteria

Expected there must be a way to check sw correctness

What is testing



Is testing verification or validation



What is formal verification

formal verification

techniques that **construct** a **mathematical** proof of **consistency** between some formal representation of a program or design and a formal specification.

construct it is often an human activity (but we will try to automatize)

mathematical based on mathematics and logics

consistency between two "artifacts" (or two roles of the same artifact)

- formal representation of a program or design
- formal specification of the properties the program or design should have

- Current practice is to gather evidence for program correctness by testing
- However, exhaustive testing is difficult even for small programs
- Testing **cannot** prove that a program is correct.
- Program verification **can prove** that a program is correct
 - ① starts with the formal description of a specification for a program (It may be implicit, e.g. a null pointer is never dereferenced)
 - ② a proof (in some proof system) that the program meets the formal specification.

- Checking at runtime that a program behaves as expected.

- Formal verification is the process of checking whether a design satisfies some requirements (properties).
- The design must be converted in a “verifiable” format. For example a FSM
- The property must be given in formal way

- A light is initially off. If the user presses a button becomes on if it is off and viceversa.
- Model: the FSM
- Properties
 - if the user never presses the button, the light stays off.
 - whenever the light is off and the user presses the button it becomes on
 - whenever the light is on and the user presses the button it becomes off
- differenze con il testing

- The most popular method for automatic formal verification is model checking.
- Given a model of a system, exhaustively and automatically check whether this model meets a given specification.
- Example: software model checker of Java programs (Java Path Finder) used by NASA