

## Testing Concurrent Programs

### Cons

- *Testing can show the presence of errors but never their absence*  
— E.W. Dijkstra
- Execution of concurrent programs is *non-deterministic*:
  - Only a fraction of all execution paths can be covered
  - Subtle errors, like *race conditions*, hard to "hit"
  - Errors found cannot be reproduced

### Pros

- Programs must be *functionally tested* anyhow
- *Mundane bugs* like typos,  $\pm 1$ , etc. likely to be found
- Process *interaction* (should be) concentrated in a few components

## Testing Monitors

- [Brinch-Hansen 78] *Reproducible Testing of Monitors*
- Recently applied to Java programs (Harvey, Hoffman, Long, Strooper)

### Idea

- Monitor operations  $\sim$  atomic chunks of sequential code
- Monitors may be structurally tested like other objects

### Difficulties

- Monitor operations may *block* — calls for concurrent calls
- Ordering of operation calls is determined by scheduler
- Queue orderings may not be determined
- In Java, there is only a single condition queue

## Monitor Test Method

1. Determine *test conditions* to cover all branches and iterations
2. Construct *test sequences* that will cover all conditions
3. Implement test sequences in a *test program*
4. Determine a "sufficiently long" *operation separation time*
5. *Run* test program in a *test environment* and *compare* results

## Test Environment

```
● monitor Timer
    var clock : int := 0;
        check : condition;
    procedure await(when : int)
        while clock < when do wait(check);
    function time() : int
        return clock;
    procedure tick()
        clock := clock + 1;
        signal_all(check);
end
```

```
process ClockWork
    loop
        delay "sufficient time"
        Timer.tick();
    end loop
```

## Test Sequence Implementation

- **process** *Producer*<sub>1</sub>

```
Timer.await(1);  
Buf.deposit('a');  
check(Timer.time = 1);
```

```
Timer.await(4);  
Buf.deposit('b');  
check(Timer.time = 4);
```

```
print("Producer 1 finished")
```

- **process** *Consumer*<sub>1</sub>

```
var c : char;
```

```
Timer.await(2);  
c := Buf.fetch();  
check(c = 'a' ∧ Timer.time = 2);
```

```
Timer.await(3);  
c := Buf.fetch();  
check(c = 'b' ∧ Timer.time = 4);
```

```
print("Consumer 1 finished")
```