



# Software Testing and Verification



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Software Productivity and Sustainability track @ Argonne Training  
Program on Extreme-Scale Computing summer school


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## License and Citation

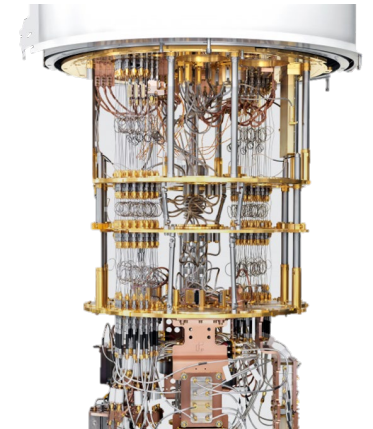
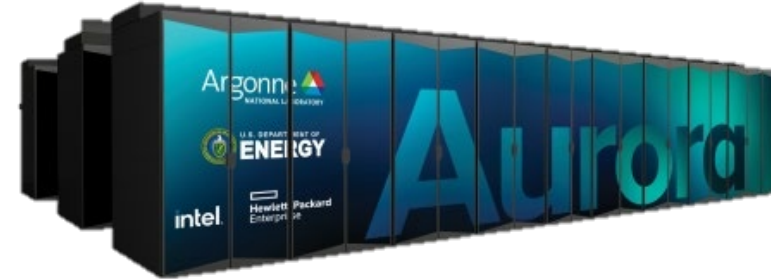
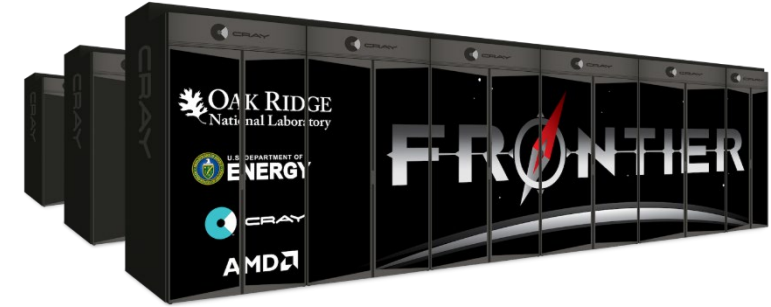
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- **The requested citation the overall tutorial is: David E. Bernholdt, Anshu Dubey, Todd Gamblin, Jared O'Neal, and Boyana R. Norris, Software Productivity and Sustainability track, in Argonne Training Program on Extreme-Scale Computing, St. Charles, Illinois, 2022. DOI: [10.6084/m9.figshare.20416215](#).**
- Individual modules may be cited as *Speaker, Module Title*, in Better Scientific Software tutorial, ISC, 2022 ...

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# Motivation – Testing Practices

- Supercomputer Cycles are Scarce Resources
  - Goal = capture QA details during science runs
- Many people need to have confidence in your results:
  - You
  - Your project lead or boss
  - Your sponsor
  - Your reviewers or referees
  - Your readers
- Testing helps build credibility *without* repeating runs.



# What about Verification and Validation?

- Scientific computing and software engineering use different definitions

	Scientific computing	Software engineering
Verification	Confirms the mathematical accuracy and stability of a numerical solution in addition to specifications.	Confirms that the software conforms to its specifications (i.e. requirements.)
Validation	Confirms the physical accuracy of a given model by comparing against experimental data.	Confirms that the software actually meets the customer's needs.

- Validation in scientific computing requires a comparison to the experimental data, whereas in software engineering it is based on customer needs
- Also, for a real problem, there is typically no way to check for correct output given some inputs. Validation is still required however, so an indirect method must be used.

# Testing within the software development lifecycle

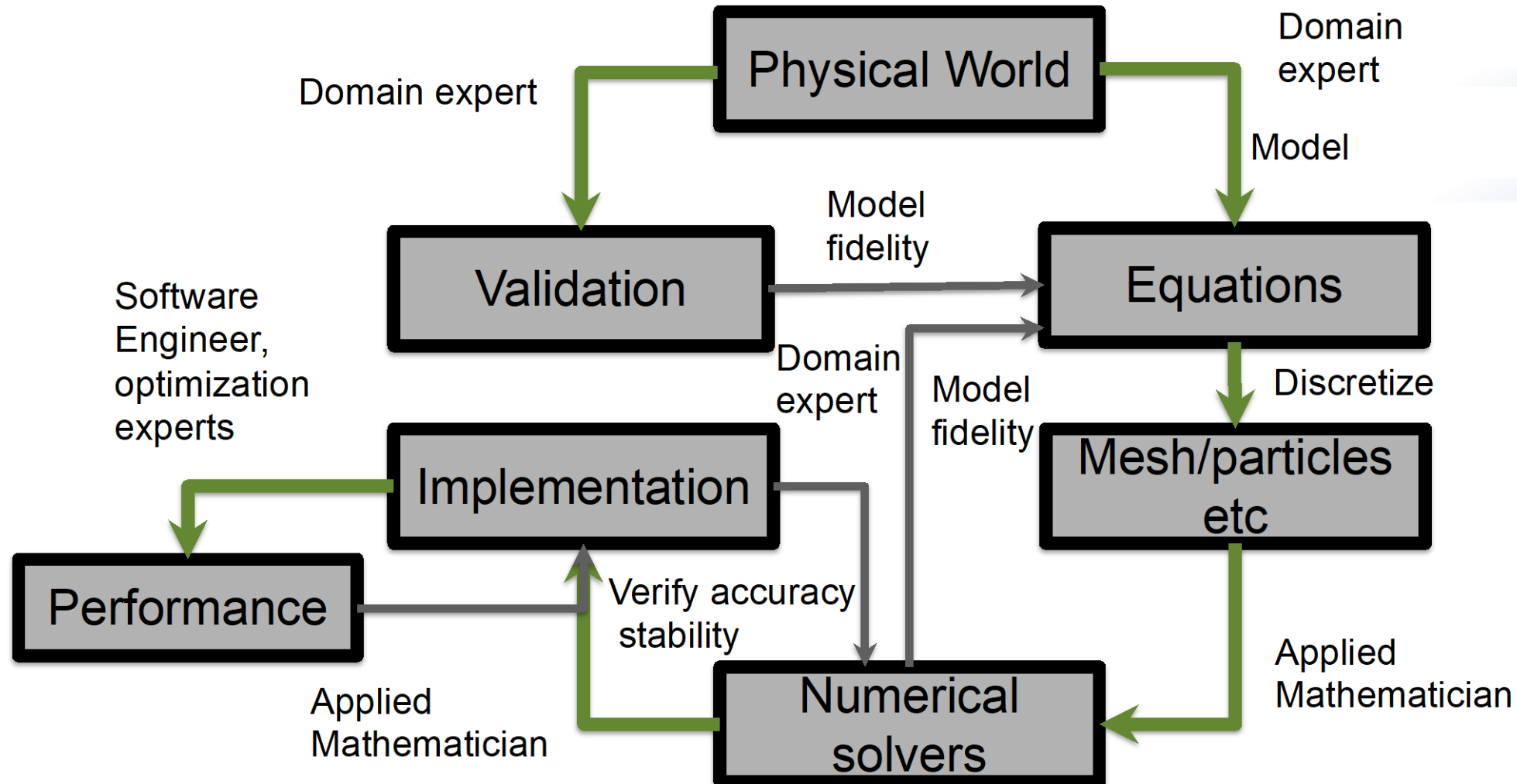
- When should functional tests be provided?
- Ideally before the code is written
  - Also known as test driven development (TDD)
  - Tests then become the specification for the program
- This approach also ensures that thought is given to what it means for the program to be correct, rather than just what the program should do
- Requires:
  - Care in writing tests
  - Frequent running of tests (see our Continuous Integration module)
  - Wide adoption by development team

# Steps for test driven development

- Write a single test<sup>1</sup> describing an aspect of the program
- Run the test, which should fail because the feature does not exist
- Write just enough code to make the test pass
- Refactor the code
- Repeat, creating new tests as new functionality is added

<sup>1</sup>In numerical methods there are times when a single test may not suffice

# Testing within the software development lifecycle



# Developing Tests

We verify  
correct  
behavior

How ?



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We think of ways in which we can tell  
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All that is needed is  
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Including these through  
automation is equally  
important

Comparison utility  
Conserved quantities  
Error bars  
Statistical analysis

# Test Development For a New Code

For every new  
functionality  
being added,  
think about its  
verification

Simple functions:  
relation between  
input and output  
=> unit test

Other functions:  
build scaffolding

If it has limited  
dependencies,  
manufacturing  
input for known  
output will give  
you a self test

If manufacturing  
input is too  
difficult, again  
apply scaffolding

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# Example – Shock Hydrodynamics with Adaptive Mesh Refinement

## Components needed

- Mesh
- Hydrodynamics solver
- Equation of state
- Parallelization

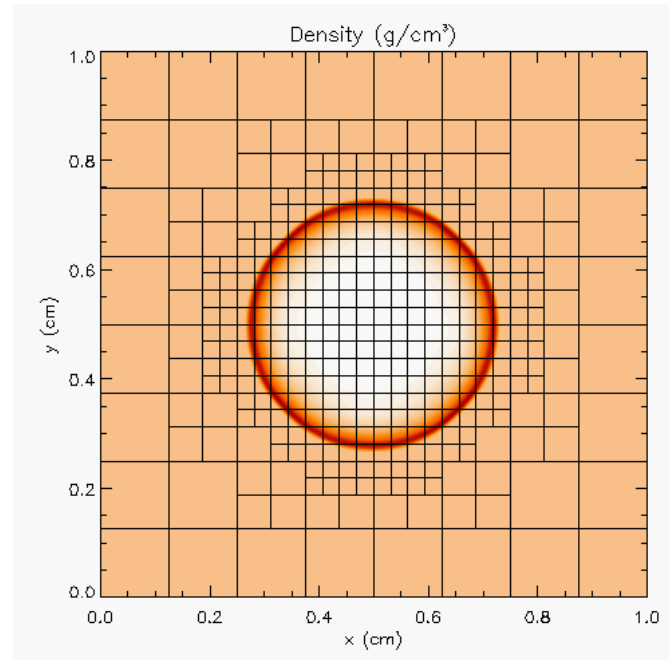
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- Sedov blast wave
- High pressure at the center
- Shock moves out in a circle
- Analytical solution for how far the shock has travelled

# Step 1 – Equation of State

- Initialize density and internal energy with known values
- Compute pressure and temperature using EOS
- Next use density and computed pressure as input and compute internal energy and temperature using EOS
- Compare computed values against initialized values

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We have a unit test

## Step 2 – Mesh

- Start with uniform grid
- Domain decomposition for parallelization
  - Halo fill operation
- Initialize the interior (red) with a known function
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- Compute values for the halo using the known function
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- Initialize the interior (red) with a known function
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- Compute values for the halo using the known function
- Compare against filled values



We have another unit test

## Step 3 – Hydrodynamics

- Apply initial conditions to the mesh
  - zeroes everywhere except at the center
- Write code for the analytical expression of the distance traveled by the shock
- Do time integration
- At time  $T$  compare evolved solution against analytical solution

If both mesh and EOS unit test pass, then any failure is in Hydrodynamics

This is the idea behind scaffolding

## Step 4: AMR

- The same halo fill unit test for mesh also works for AMR
- Additional functionalities to test are:
  - Fine-coarse boundary resolution
  - Regridding
- Steps in testing
  - Run Sedov with UG
  - Run Sedov with AMR, but no dynamic refinement
    - If failed fault is in flux correction
  - Run Sedov with AMR and dynamic refinement
    - If failed fault is in regridding



## Step 4: AMR

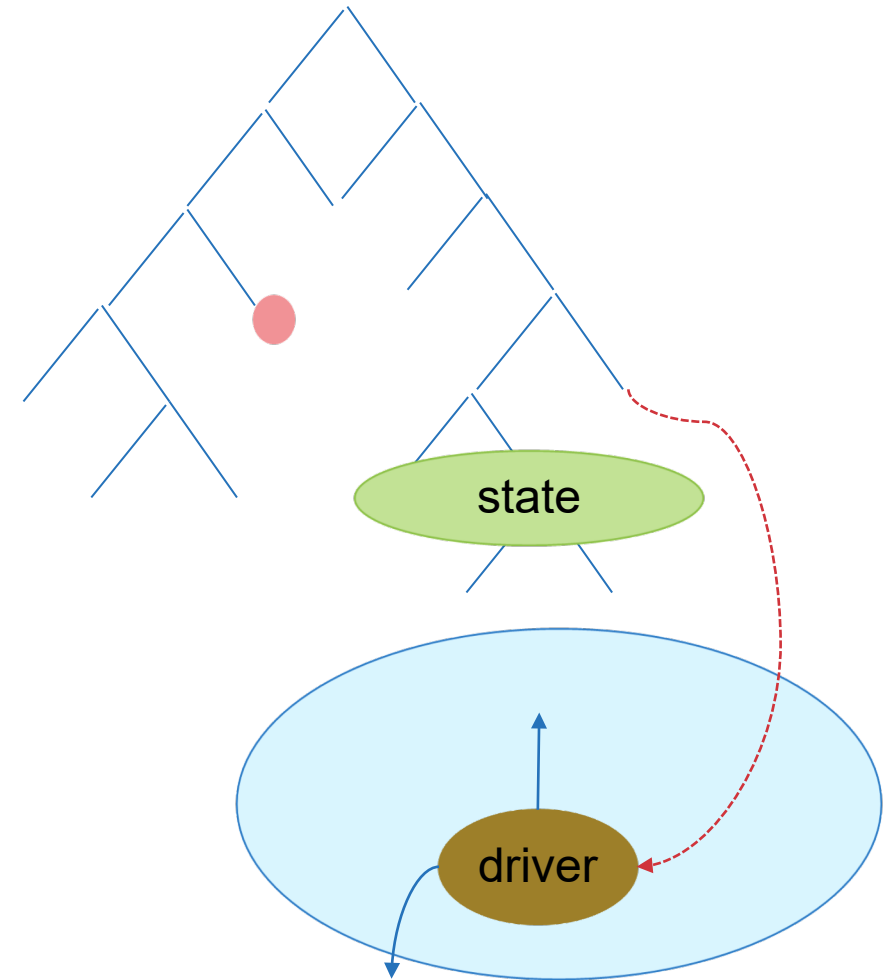
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We have continued to build scaffolding and are able to pinpoint cause of error

# Test Development For a Legacy Code

There may not be existing tests

- Isolate a small area of the code
- Dump a useful state snapshot
- Build a test driver
  - Start with only the files in the area
  - Link in dependencies
    - Copy if any customizations needed
- Read in the state snapshot
- Restart from the saved state
- Verify correctness
  - Always inject errors to verify that the test is working



# How to build your test suite?

- Two “levels”
  - Automated / scheduled testing
    - May be long running
    - Provide comprehensive coverage
  - Continuous integration
    - Quick diagnosis of error

- ⚙️ Configure
- 🗑️ Delete Pipeline
- 🔍 Full Stage View
- 🔄 GitHub
- 📄 Job Config History
- ✎️ Rename
- ❓ Pipeline Syntax

**Build History** trend ▼

Filter builds...

#37	Aug 5, 2022, 8:15 AM	29 commits
#36	Jul 22, 2022, 4:03 PM	
#35	Jun 16, 2022, 11:48 PM	

Commit 49a4f5bd authored 1 month ago by Jared O Neal

## Update sites/gce/README.md

parent 922094c0 master

No related merge requests found

Pipeline #6354 passed with stage in 39 minutes and 18 seconds

- Last Successful Artifacts
- Recent Changes

## Stage View

	Checkout github	Checkout cels.gitlab FlashTestSuite	Checkout cels.gitlab FlashTest	FlashTest
Average stage times: (Average full run time: ~4h 8min)	20s	927ms	623ms	4h 13min
#37 Aug 05 08:15 29 commits	30s	1s	879ms	5h 11min
almost complete				
#36 Jul 22 16:03 13 commits	26s	987ms	617ms	5h 39min
#35 Jun 16 23:48 5 commits	16s	887ms	658ms	3h 53min

# How to build your test suite?

- A mix of different granularities works well
  - Unit tests for isolating component or sub-component level faults
  - Integration tests with simple to complex configuration and system level
  - Restart tests
- Rules of thumb
  - Simple
  - Enable quick pin-pointing

Useful resources <https://ideas-productivity.org/resources/howtos/>

# How do we determine what tests are needed?

## Code coverage tools

- Expose parts of the code that aren't being tested
  - gcov - standard utility with the GNU compiler collection suite (we will use it in the next few slides)
  - Compile/link with `-coverage` & turn off optimization
  - Counts the number of times each statement is executed
  - Necessary for testing, but not sufficient
- gcov also works for C and Fortran
  - Other tools exist for other languages
  - Jcov for Java
  - Coverage.py for python
  - Devel::Cover for perl
  - profile for MATLAB
- Lcov
  - a graphical front-end for gcov
  - available at <http://ltp.sourceforge.net/coverage/lcov.php>
  - Codecov.io in CI module
- Hosted servers (e.g. coveralls, codecov)
- graphical visualization of results
- push results to server through continuous integration server

# Building Test-suite

## First line of defense – code coverage tools

- Code coverage tools necessary but not sufficient
- Do not give any information about interoperability

	Hydro	EOS	Gravity	Burn	Particles
AMR	CL	CL		CL	CL
UG	SV	SV			SV
Multigrid	WD	WD	WD	WD	
FFT			PT		

- Map your tests and examples – what do they do?
- Follow the order
  - All unit tests – including full module tests (e.g. CL)
  - Tests sensitive to perturbations (e.g. SV)
  - Most stringent tests for solvers (e.g. WD, PT)
  - Least complex test to cover remaining spots (**Aha!**)

# Good Rules of Thumb

- Test your tests!
  - Make sure tests fail when they're supposed to!
- Add “regression tests”
  - Ensure that bugs aren't creeping in
- Test regularly
  - Critical when teams are adding code regularly
  - To identify and document where changes to the underlying platform change code behavior/results
- Automate regular testing
  - Inculcate the discipline of monitoring the outcome of regular testing
- Exercise third-party dependencies
- Physics/math based strategies
  - Conserved quantities, symmetries, synthetic operators
  - Eliminate complete dependence on bitwise reproducibility

# Summary

- A testing strategy is essential for producing reliable trustworthy software
  - Invest the time needed to thoroughly test your software at all levels
  - Use automation whenever possible
- Different challenges are associated with exploratory, legacy, and composable codes
  - Adapt your strategy to fit your situation.
  - Eventually you will want to be able to verify all components in a code release.
- Don't get distracted by all the technologies out there – focus on exercising your code.
  - Scaffolding projects can help with mechanics.



# Resources

- Oberkamp, W., & Roy, C. (2010). Verification and Validation in Scientific Computing. Cambridge: Cambridge University Press.  
doi:10.1017/CBO9780511760396
- Michael Feathers. 2004. Working Effectively with Legacy Code. Prentice Hall PTR, USA. ISBN: 9780131177055
- A Dubey, K Weide, D Lee, J Bachan, C Daley, S Olofin... - Ongoing Verification of a Multiphysics Community Code. Software: Practice and Experience, 2015  
<https://doi.org/10.1002/spe.2220>