

A million users in a box ™

#### Achieving Very High Reliability for Ubiquitous Information Technology

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# Overview

- The systems engineering challenge of a lifetime
  - Ubiquitous (mobile) IT the next big thing
  - Very high reliability (five nines or better) necessary
  - Current practices/technology can't achieve very high reliability mobile apps
- Mobile Systems Verification approach
- But, first ...
  - Test automation cartoons
  - Full test automation case study







### Automated Test Script



# Automated Generation/Agent



# Full Test Automation





E-commerce/securities market, screen-based trading over private network

3 million transactions per hour

□ 15 billion dollars per day

□ 3 years, version 1.0 live Q4 2001

### RBSC Full Automation

- □ Rational Unified process
- About 90 use-cases, 600 KLOC Java
- Java (services and GUI), some XML
- □ Oracle DBMS
- Many legacy interfaces
- CORBA/IDL distributed object model
- □ HA Sun server farm
- Dedicated test environment

### RBSC Full Automation

#### Approach

- Extended Use-case, Mode Machine, Invariant Boundaries
- AI-based user simulation generates test suites
  - Every test run unique and realistic (about 200)
  - Evaluate functionality and load response
- Test agents (COTS + custom)
- Automate pass/no pass evaluation
- Estimated reliability at five nines
  - All inputs generated under operational profile
  - 1,000,000 transactions in four hours
  - No critical or major failures

# The New IT Reality

#### Hardware

- Moore's law, watts/MIPS ...
- Storage and Bandwidth
  - VLDB, broadband to the hand ...
- Mobility
  - Iocation-based, peer-to-peer ...
- UWearable
  - Pocket router, new human interfaces ...

### The New IT Reality

#### A few data points ...

- 188 million km fiber laid in last 3 years
- Location Based Services (GPS, AOA, TDOA) on 1 cm chip
- Texas Instruments OMAP System on a chip DSP+ARM+ …
- 2.5G cellular data service (1XRTT)
- 2003: 600 million people Internet access
- 2004: U.S. 100 million cable modems, 43 million DSL lines
- 2004: 1.2 billion worldwide <u>wireless</u> users (2x)
- 2004: 33.7 million PDAs by 2004
- WiFi: 5x to 54 Mbps (now), multi-media QoS, roaming, security (2004)

### The New IT Reality

- Everything, anytime, anywhere
- Persistent partial attention
- Embedded wireless agents
- Human interfaces, eventually



# The Old IT Reality: Software

#### □ Still no silver bullet

- Bug barrier ≅ 5 per KLOC (pre-test) any language, any process
- Subtractive component reliability
- Design limited to human bandwidth
- Low-fidelity test suites aren't effective
- Hand crafted test suites can't scale

#### Unique Wireless Test Problems

Users move through physical space

- Bandwidth varies wrt user location and speed
- User behavior varies by location and time
- Location-specific inputs/requirements
- Load changes system dynamics
  - 3G breathing, MUD power consumption
- Very mixed bag of airlink equipment
- □ PLUS basic functionality/performance/integration

Mobility adds several degrees of freedom to testing combinatorics

#### **Mobile App Fault Model**

- MUD Application Client
  - Functionality
  - Response Time
  - MUD Resource Utilization
  - Airlink Variation
    - QOS Edge Combinations
    - In-cluster Hand Offs
    - Multiple Base St Protocol
    - Roaming
  - Location Services
  - Server Interaction
  - Server Exception
  - Configuration
  - Base Station

- Op/Admin/Maintenance
- Background load ("breathing")
- Packet Load
- Weather, solar, etc.

Application Server

- Functionality
- Response Time
- Server Resource Utilization
- Billing/Provisioning/Security
- Background contention
- Dispatch/Allocation
- Background IP Load
- Client transaction saturation
- End-to-End
  - Response time
  - Capacity
  - Reliability
  - Availability
  - Geographic coverage

## What minimum scope of testing is needed to reveal mobile app bugs?

#### Effectiveness: MUD Scope



#### Effectiveness: MUD + Base



#### Effectiveness: App Server Scope



#### **Effectiveness: End-to-end Scope**



Airlink Variation **QOS Edge Combinations** In-cluster Hand Offs Multiple Base St Protocol Roaming Location Services Server Interaction Server Exception Configuration Op/Admin/Maintenance Background load ("breathing") Packet Load Weather, solar, etc. **Application Server** Functionality **Response Time** Server Resource Utilization Billing/Provisioning/Security Background contention Dispatch/Allocation Background IP Load Client transaction saturation End-to-End ☑ Response time ☑ Capacity ☑ Reliability ☑ Availability ☑ Geographic Coverage

### Challenge of Ubiquitous IT

- Component scope testing necessary, but hardly sufficient
- Typical user population much larger, behavior more complex
- Realistic, end-to-end testing sufficient to achieve high reliability

How to achieve realistic testing with combinatorics increased by several degrees of freedom and scale of use up by 100x?

# Key Capabilities

- Scalable, end-to-end
- Realistic and automated interleaving ...
  - Variation of mobility-related system dynamics
  - Variation of app functionality
  - Variation of aggregate load
- Test design patterns/model-based testing
- Sampling under operational profile
- Lightweight mobile test agents

### Wireless Testing System

#### Application environment simulator

- Extended use-cases
- Al-based domain sampling
- Mobility
  - User itinerary, signal contour map
- Load profiles

Several time-domain load functions

□ "A million users in a box"™

### Wireless Testing System

#### Mobile User Device Test Agents

- Lightweight agent applies generated tests in real time
- Open source scripting [incr Tcl]
- Windows CE (15 PDAs) (Q4 2002)
- Airlink automatically controlled
- □ Server side application-specific frameworks
  - Comparator and oracle
  - Server-side event probe
  - Logical state invariant functions (LSIF)



Very high reliability mobile application systems through fully automated, mobile-aware, highfidelity testing

□ Very high reliability no longer exotic luxury

Testers get respect: test engineering = system engineering