

Automated Test Case Generation for an Autopilot Requirement Prototype

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motivation

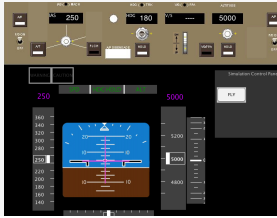
- need for Human – Automation Interaction (HAI) test support in the aircraft certification and approval process
- existing formal method algorithms and framework might help
- but any results must be transparent and usable by evaluator

automated test-case generation through
symbolic execution



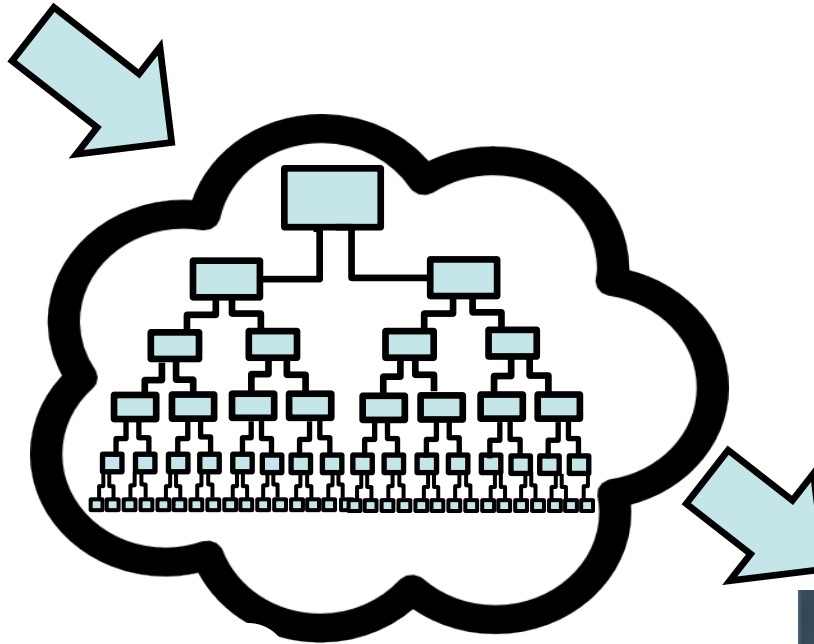
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concept



```
for m1 = 1:M do begin
  for m2 = 1:M do begin
    for u1 = u_min,u_max do begin
      for u2 = u_min,u_max do begin
        if u1 > u2 then begin
          for v1 = v_min,v_max do begin
            if v1 < u1 then begin
              for v2 = v_min,v_max do begin
                if v2 >= v1 then begin
                  KE_B = double(m1*u1^2+m2*u2^2)
                  KE_A = double(m1*v1^2+m2*v2^2)
                  if (KE_B > KE_A) and (KE_A >= 0.965*KE_B) then begin
                    x_axis[index]=index
                    LM_B = double(m1*u1+m2*u2)
                    LM_A = double(m1*v1+m2*v2)
                    y_LM_Diffs[index]=LM_B-LM_A
                    Total_LM=Total_LM+LM_B-LM_A
                    y_LM_Total[index]=double(Total_LM/(index+1))
                    index=index+1
                    if index > 65535 then goto, end_of_loop
                  endif
                endif
              endfor
            endif
          endfor
        endif
      endfor
    endfor
  endfor
endfor
```

source code
(main method)



symbolic execution to
derive execution paths



Usability Test



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why symbolic execution?

```
@Symbolic("true")
int x;
@Symbolic("true")
int y;

void testX() {
    if (x > 0)
        y = y + x;
    else
        y = y - x;
}
```

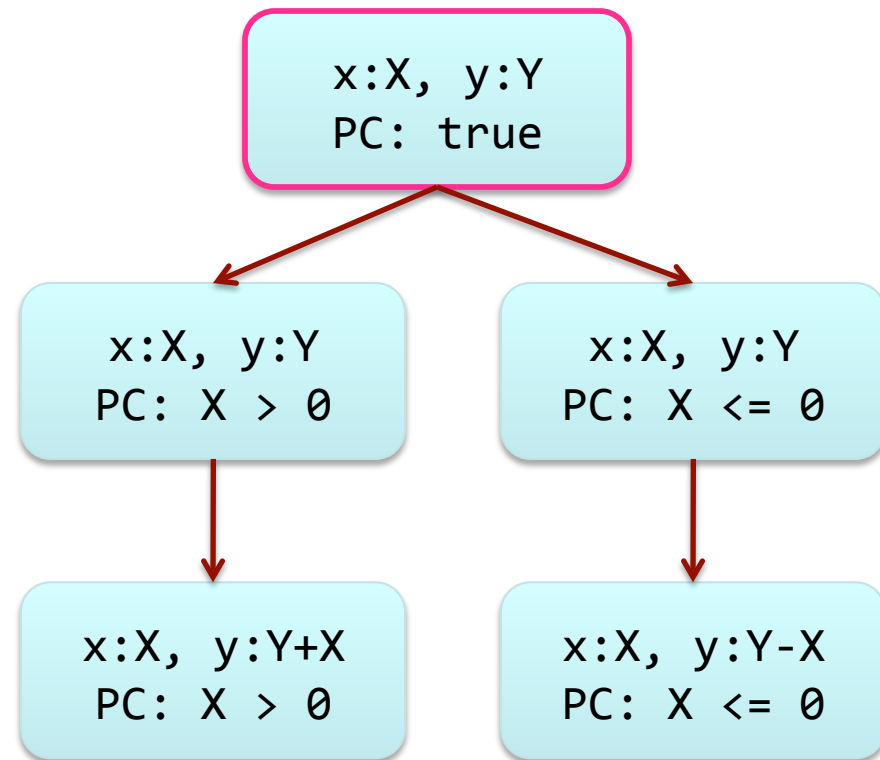


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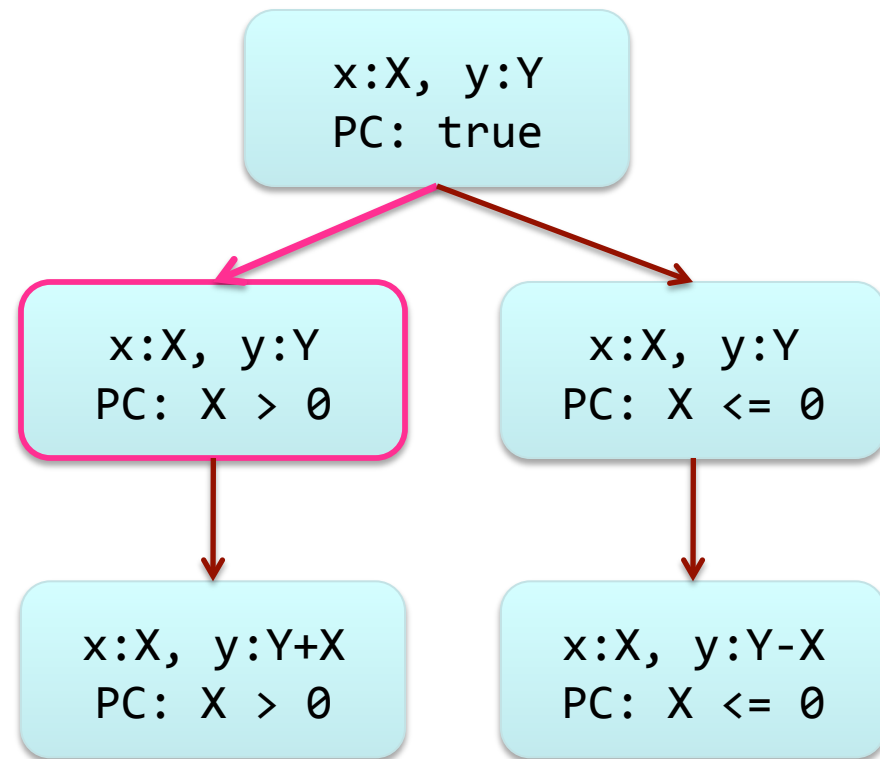


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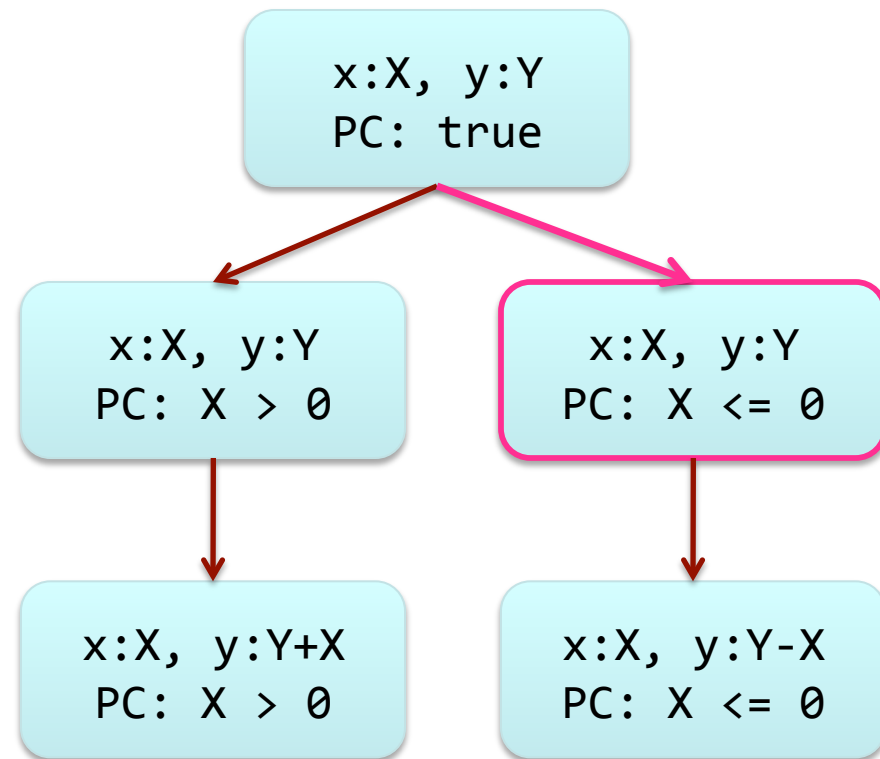


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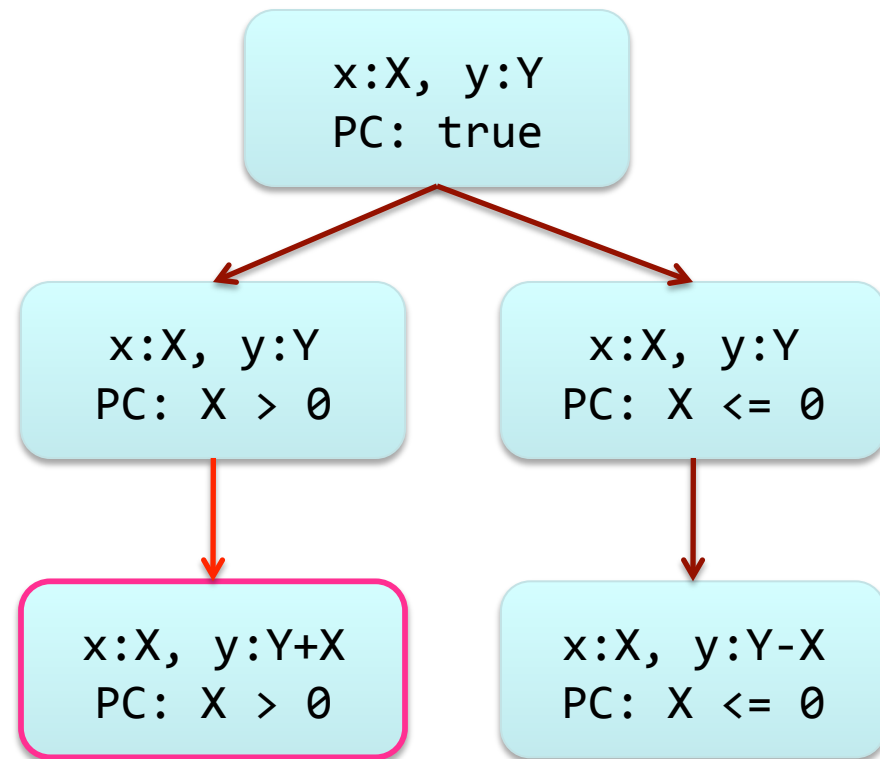


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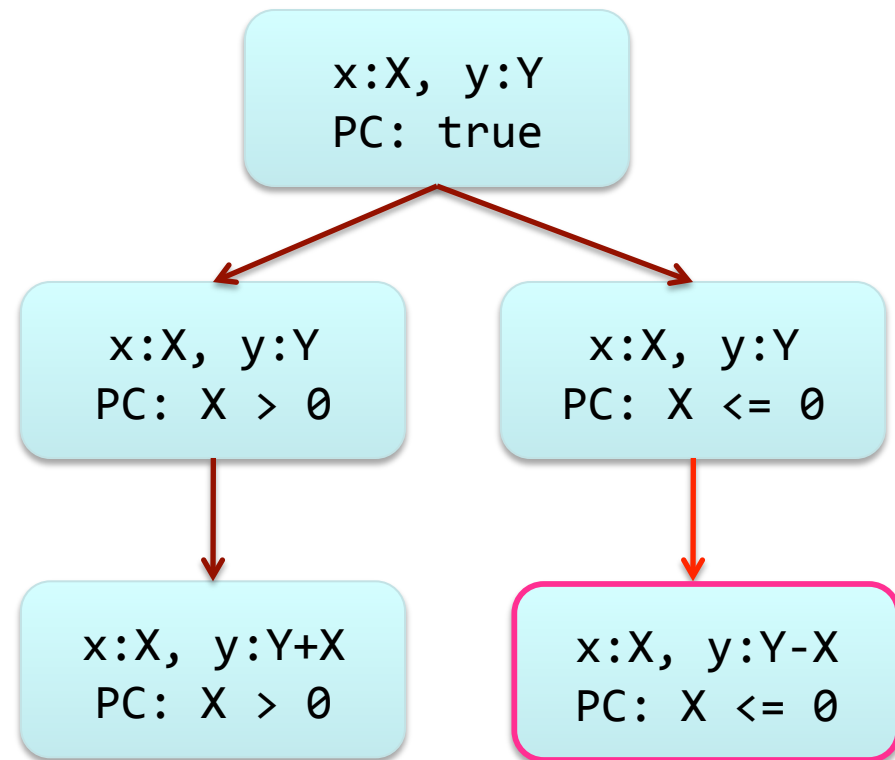


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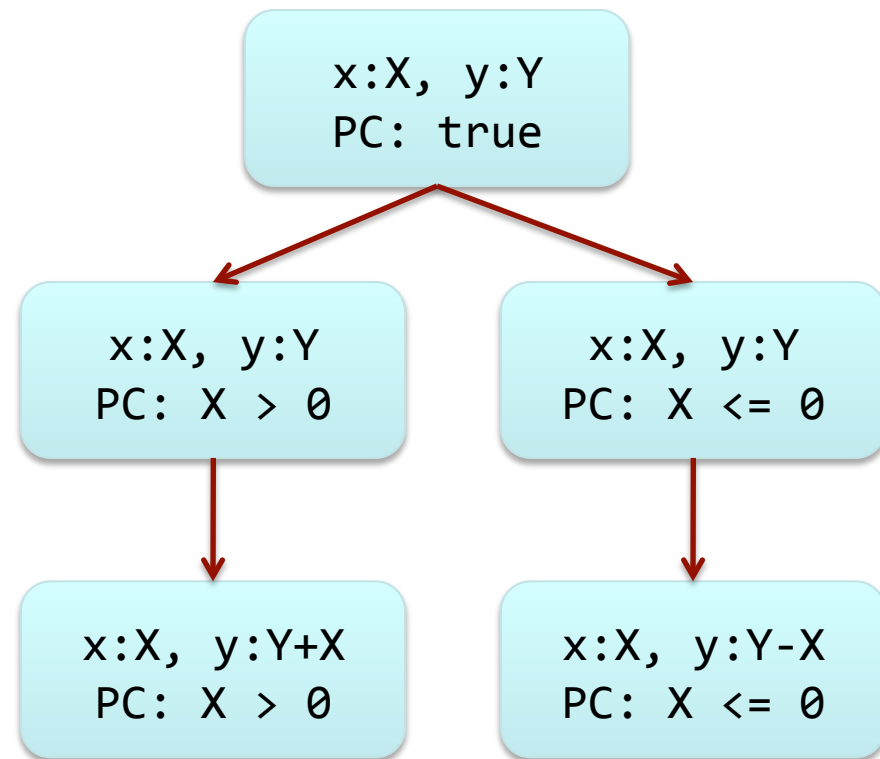


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Test Input Generation

$X = 1$

$X = 0$



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...when successful, automated test case generation automatically generates high quality test suites for full path coverage

Step 1: ADEPT to Java

Autopilot Example

TEST | Adept 1.0.34

System Brows | b777_v3.sgb | User Interface Editor

System Brows

- lateralTargetSys
- acBankAngle
- currentLateralM
- hdgTrkUnits
- lateralAutofligh
- lateralAutofligh
- lateralDirection
- lateralFlightplan
- lateralFlightplan
- lateralFlightplan
- lateralFlightplan
- lateralFlightplan
- lateralFlightplan
- lateralNextFligh
- lateralTarget
- lateralTargetErr

Property Value

name	lateralTarget
propertyType	int
value	180

b777_v3

	0	1	2	3	4	5	6
INPUTS							
simulationStatus							
paused							
running							
lateralInterf...e.outputState							
no action							
user presses...elector knob							
user presses...HOLD button							
user presses LNAV button							
lateralSystem....outputState							
Capture and ...eral Target							
Hold Selected Lateral Target							
Capture and ...plan Target							
selectedLateralTargetError							
>179							
<=179 && s....rro...>=-179							
>-179							
OUTPUTS							
lateralSystem....outputState							
Capture and ...eral Target							

lateralSystemTable | lateral360Correc... | verticalRateTarg... »g

Navigation | Problem | Logic | Packa | Situati

b777

- iPhone
- mcdu
- UAF_builder2

User Interface Editor

Add >>

Autopilot Interface:

- IAS: 250
- HDG: 180
- V/S: ----
- ALTITUDE: 5000
- Buttons: A/P, F/D ON, OFF, A/T, FLCH, A/P DISENGAGE, HOLD, VSI/FPA, HOLD
- Warnings: WARNING, CAUTION
- Simulation: FLY
- Altitude Scale: 280, 300, 320, 340, 360
- Altitude Gauge: 5200
- Altitude Labels: 250, 5000

	0	1	2	3	4	5	6	7	8	9
lateralSystemTable										
Behavior										
isNominal										
True		•	•	•	•	•				•
False								•	•	•
Inputs										
simulationStatus										
paused	•									
running		•	•	•						
lateral Interface Action OutputState										
noAction	•	•	•	•						
user presses Lateral Target knob					•	•	•	•		
user presses Lateral Hold button									•	
user presses LNAV button										•
lateral system table output state										
capture and maintain selected lateral target	•				•					
hold selected lateral target			•			•	•	•		
capture and maintain lateral flight plan				•		•	•	•		
selected lateral target error										
> 179							•			
<= 179 && >= -179						•				
< -179								•		
Outputs										
lateral system table output state										
capture and maintain selected lateral target					•	•	•	•		
hold selected lateral target									•	
capture and maintain lateral flight plan										•
selected lateral target error										
- = 360							•			
+ = 360								•		
0									•	
preselected lateral target										
lateral direction									•	
selected lateral Target										
preselected lateral target					•	•	•	•		
lateral direction									•	
lateral target										
selected lateral target		•			•	•	•	•		
lateral direction			•						•	
lateral flight plan target				•						•
lateral target error										
selected lateral target error						•	•	•		
lateral flight plan target error										•
0										•

```

. . . . .
if(!isNominal && ((outputState == 1) ||
(outputState == 2)) &&
selectedLateralTargetError > 179 &&
(userPressesLateralTargetButton == true &&
userPressesLateralHoldButton == false &&
userPressesLNAVbutton == false)){
    applyRule06();
}
if(!isNominal && ((outputState == 1) ||
(outputState == 2)) &&
selectedLateralTargetError < -179 &&
(userPressesLateralTargetButton == true &&
userPressesLateralHoldButton == false &&
userPressesLNAVbutton == false)){
    applyRule07();
}
. . . . .

```

```

public void applyRule06() {
    outputState = 0;
    selectedLateralTargetError -= 360;
    selectedLateralTarget =
        preSelectedLateralTarget;
    lateralTarget = selectedLateralTarget;
    lateralTargetError =
        selectedLateralTargetError;
}

```

```

public void applyRule07() {
    outputState = 0;
    selectedLateralTargetError += 360;
    selectedLateralTarget =
        preSelectedLateralTarget;
    lateralTarget = selectedLateralTarget;
    lateralTargetError =
        selectedLateralTargetError; }

```

```

isNominal[0] == false
outputState[2] == CONS
selectedLateralTargetE
userPressesLateralTarg
userPressesLateralHold
userPressesLNAVbutton_

```

```

outputState = 0;
selectedLateralTargetE
selectedLateralTargetE
lateralTarget = sele
lateralTargetError =

```

```

isNominal[0] == false
outputState[2] == CONS
selectedLateralTargetE
userPressesLateralTarg
userPressesLateralHold
userPressesLNAVbutton_
outputState[2] != CONS
outputState[2] == CONS
selectedLateralTargetE
userPressesLateralTarg
userPressesLateralHo
userPressesLNAVbutton_

```

```

outputState = 0;
selectedLateralTargetE
selectedLateralTargetE
lateralTarget = sele
lateralTargetError s

```

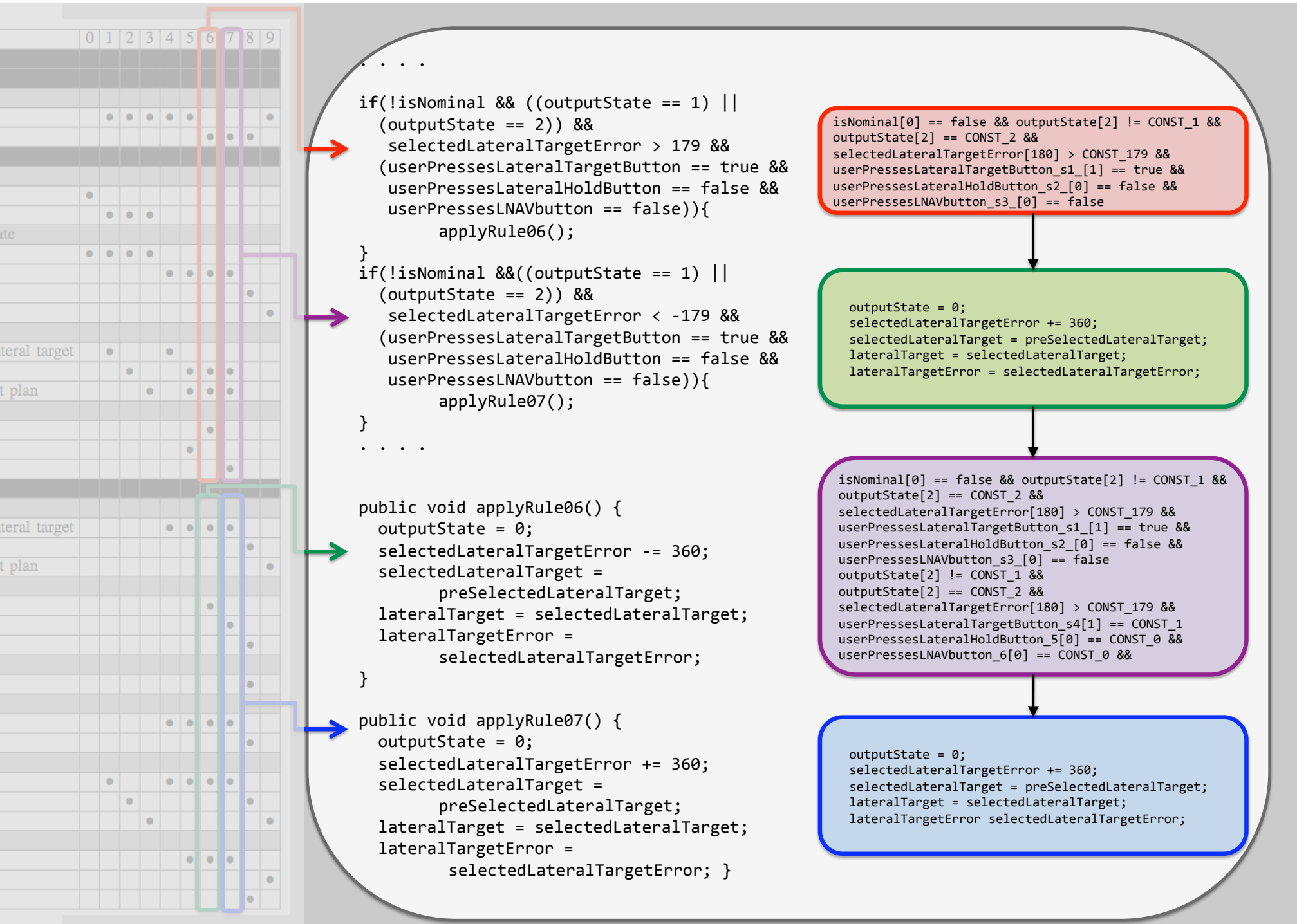
Step 2: Symbolic Execution

what do we execute symbolically?

- method **execute** – parameters are user inputs (eg button presses) and are symbolic
- other (not user input) variables in the table that appear in rule conditions are eligible to be treated as symbolic; this allows us to explore different initial values that may lead us to different paths
- the **main** method calls method **execute** n times (n can be selected); each time, fresh values are picked for the symbolic parameters since each time the user input actions may vary



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results and challenges

- automatically generated 16 test cases for $n=1$
- discovered through unsatisfiable path constraints that some rules disable each other
- (HAI challenge) provide support for modeling semantics of user interface components such momentary vs. toggle switch
- (HAI challenge) define coverage criteria – for example related to covering modes; also what values should we pick for n (what length of user inputs)?
- (generic challenge) scalability of symbolic execution



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- Generic

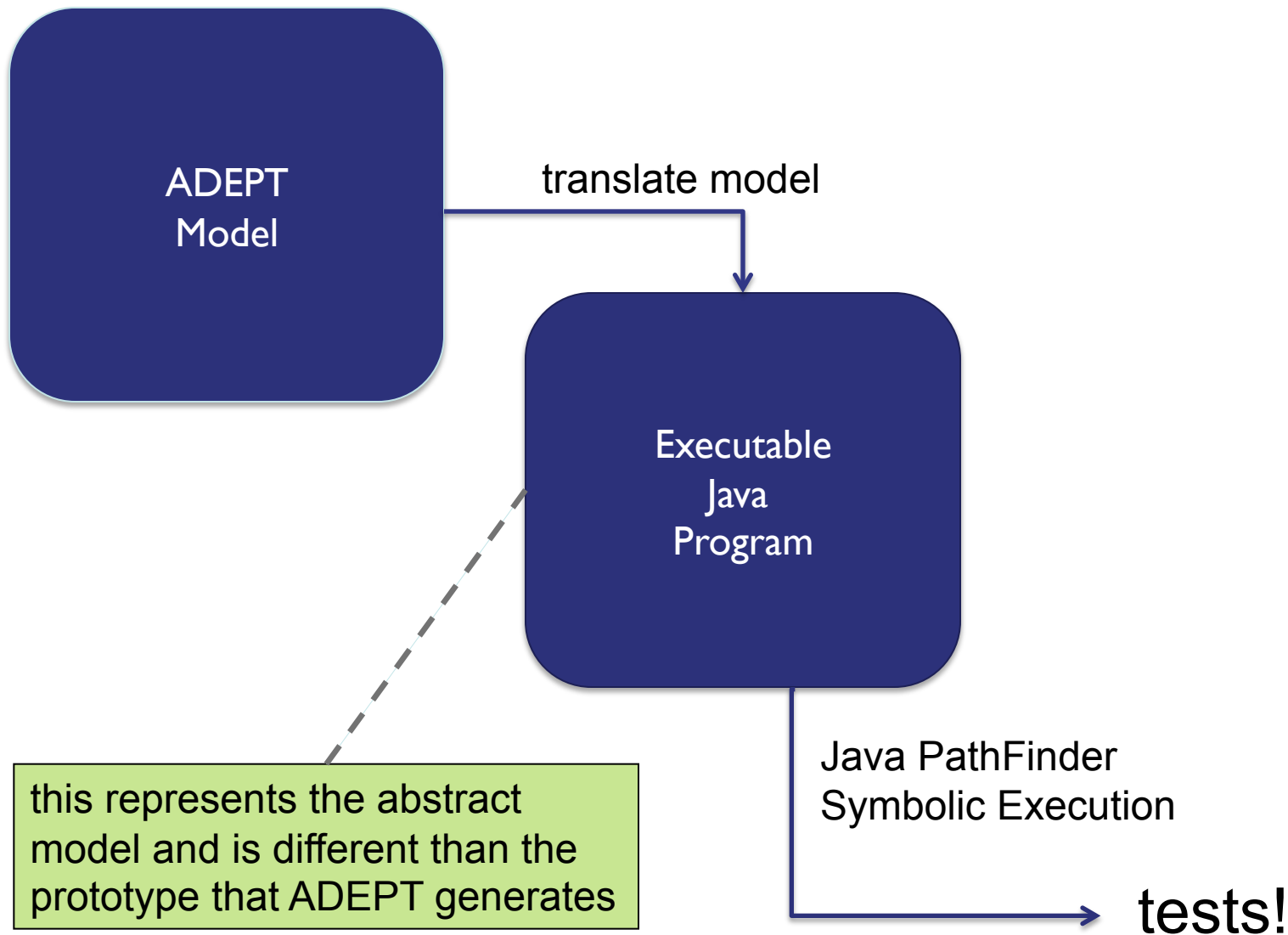
thank you!

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symbolic execution for ADEPT HAI models



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