Towards Model-Based Testing of an EFT Switch

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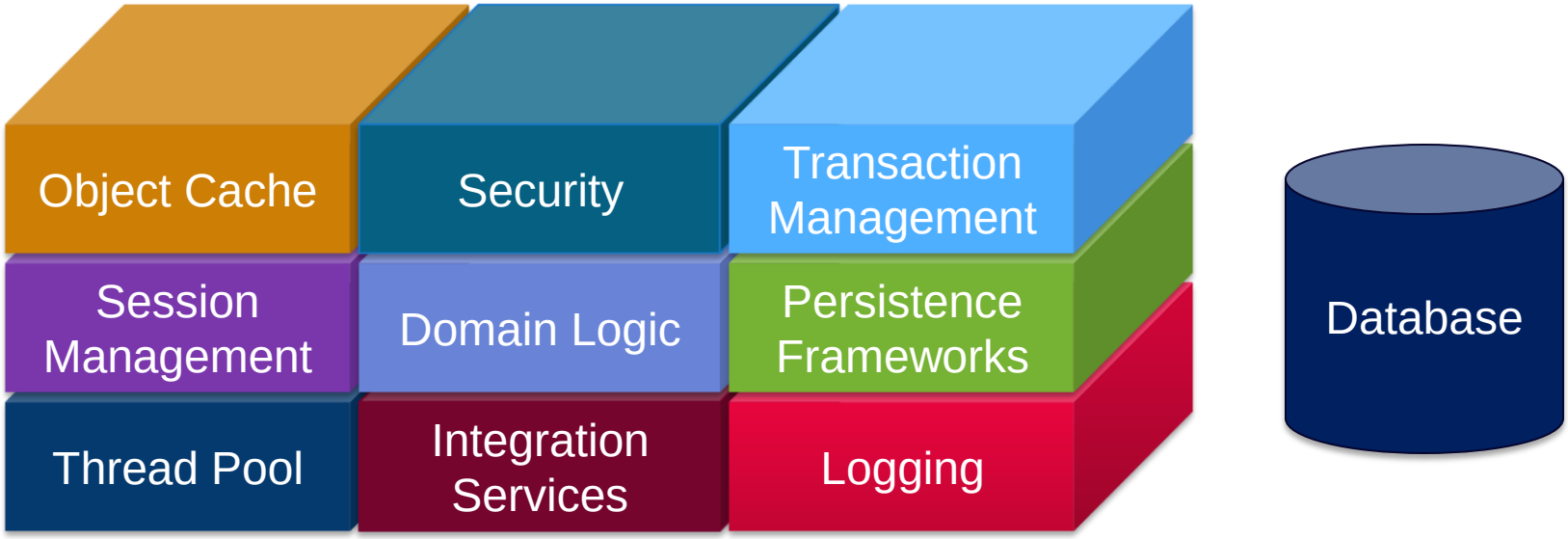
Where innovation starts

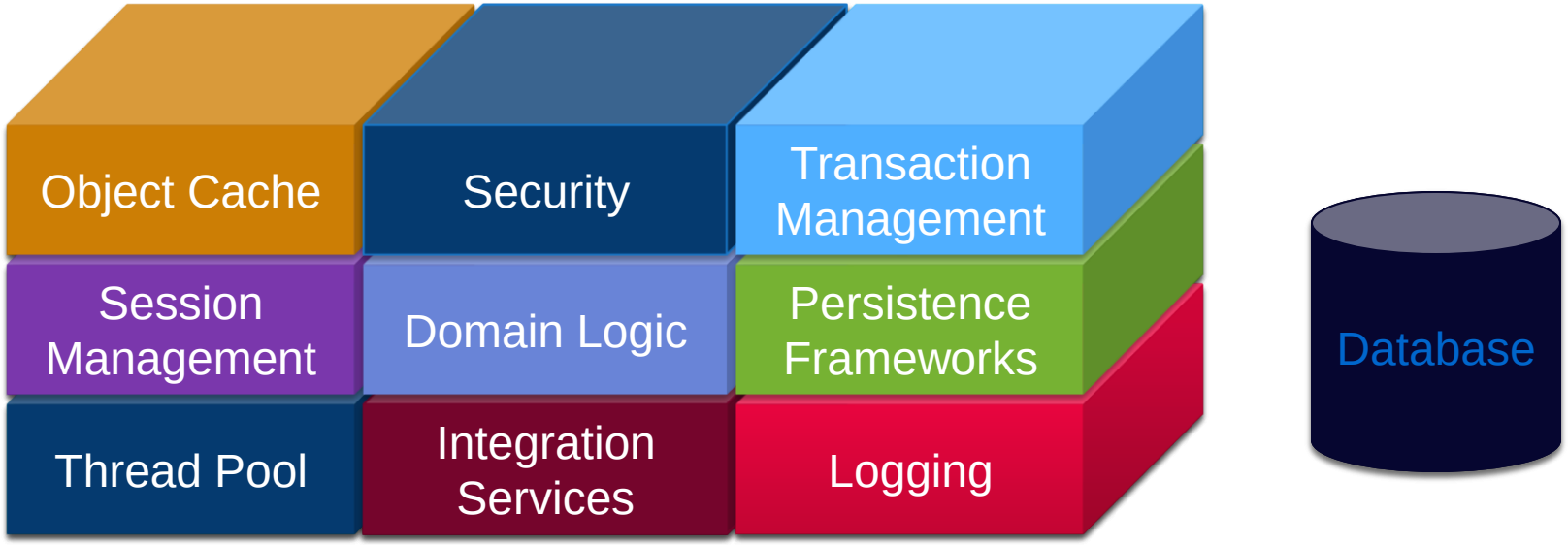
“ If you've got some trades going through at 10 milliseconds and some at 1 millisecond, that's a problem. Our customers don't like variance.”

Steve Rubinow (NYSE Group CTO)

Overview- why testing?



Overview- why testing?



Overview- Electronic Funds Transfer

EFT Switch

Banking System

Global Payment Network

EFT Switch

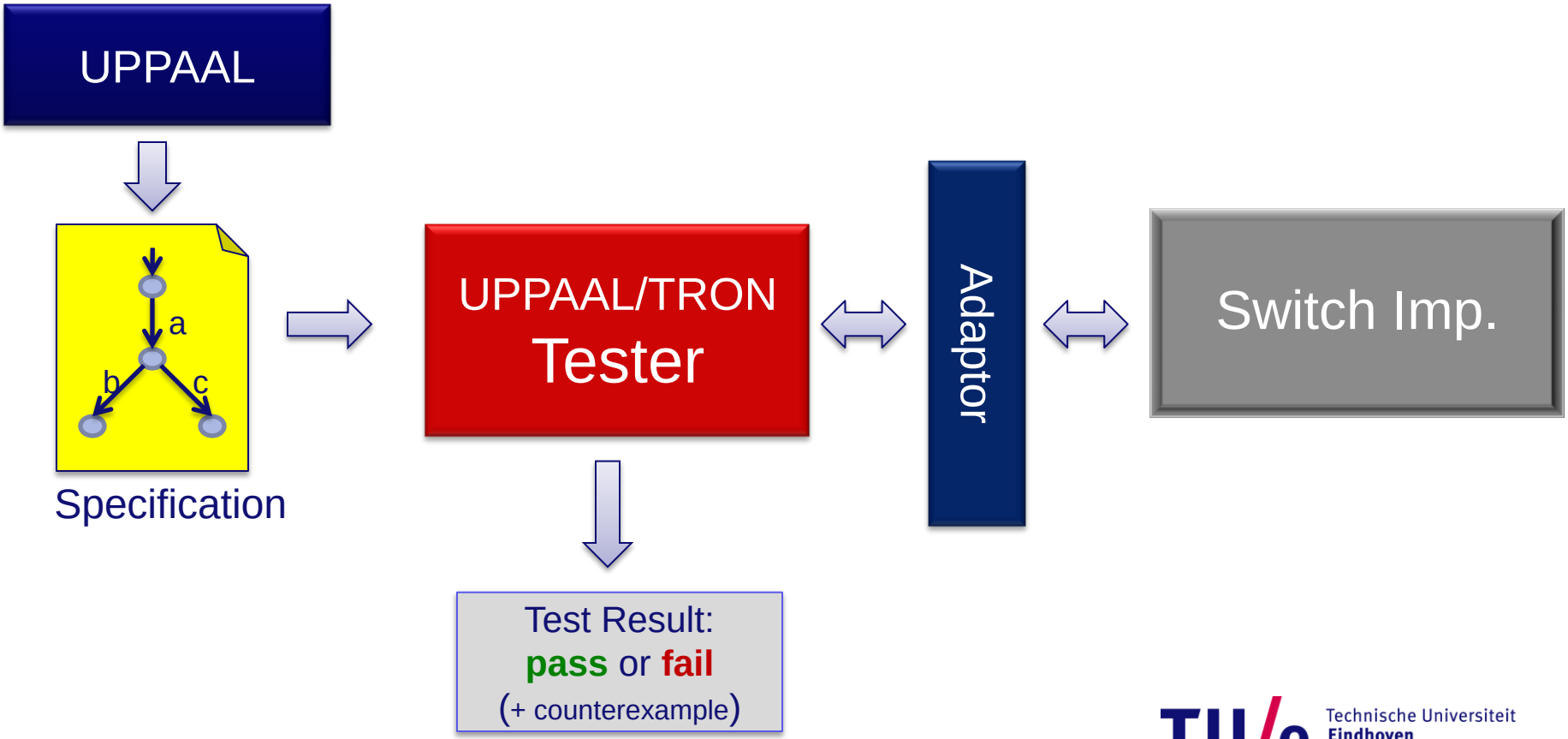
Overview- Desired qualities

- **Highly available**
- **Highly concurrent**
- **Highly secure**
- **High performance**
- **Highly extendable**

Specification

Informal	Specification	Formal
	Writing	
	Test case generation	

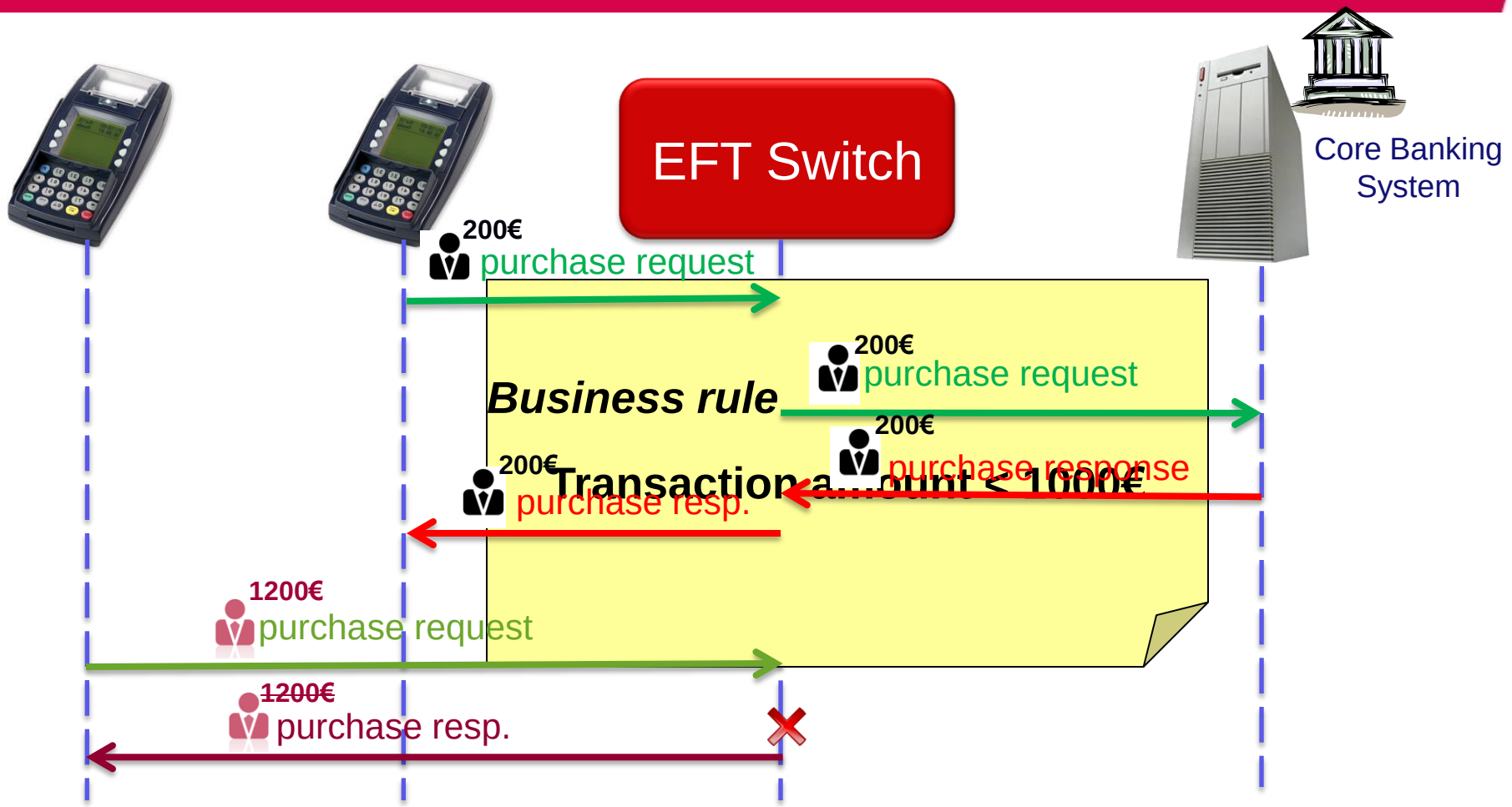
First attempt



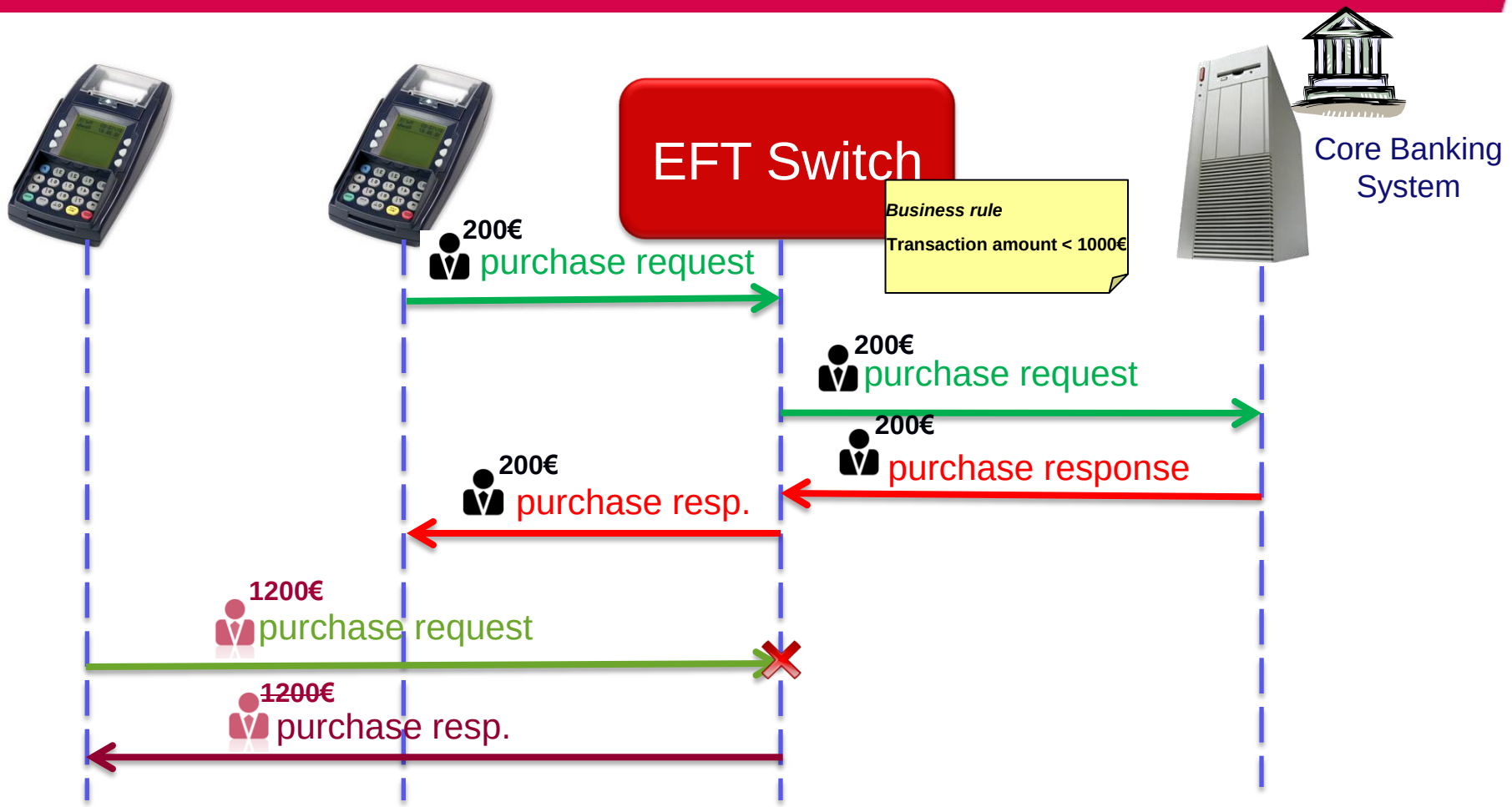
First result

- **Modeling is time-consuming**
- **Not all possible scenarios is generating**

Data on transaction



Concurrent transaction



Asynchronous transaction

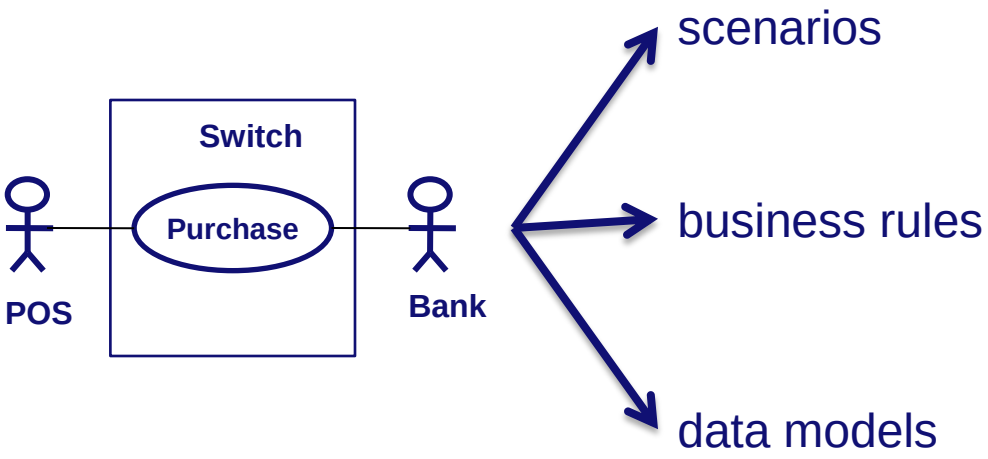
The theory of testing is mostly devoted to *synchronous* testing.

Motivations

- Creating formal specification
- Modeling data model
- Running test efficiently
- Modeling asynchronicity

Our Current Approach- Creating formal specification

- **Uses Software architecture products**

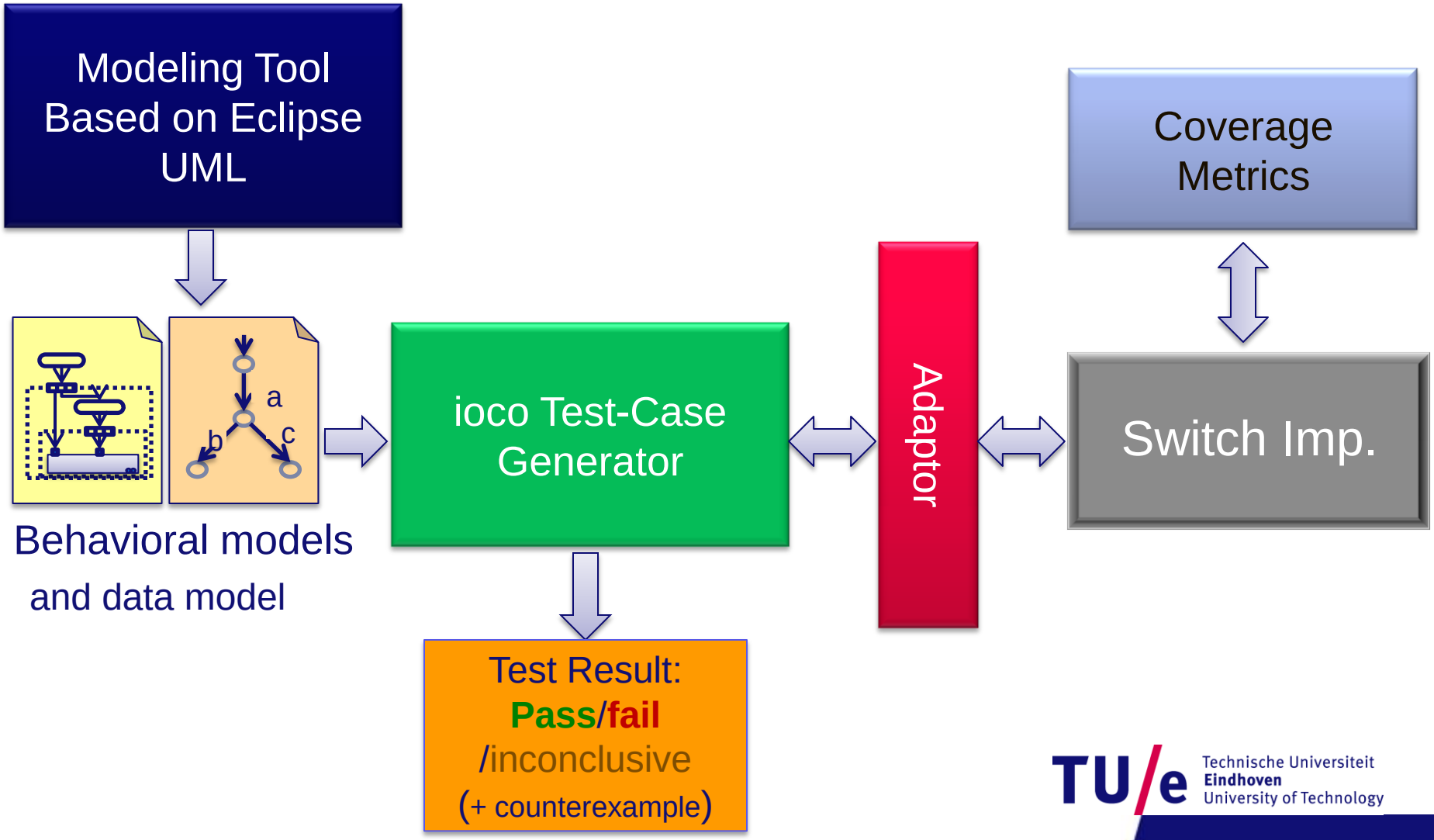


Our Current Approach- Modeling data and behavior

- **Supports data modeling for test generation**
  - **Data types**
  - **Data relations**
  - **Data partitions**

- **Uses UML to express the models**
  - **System and environment behavior**
  - **Test Scenario**

Implementation

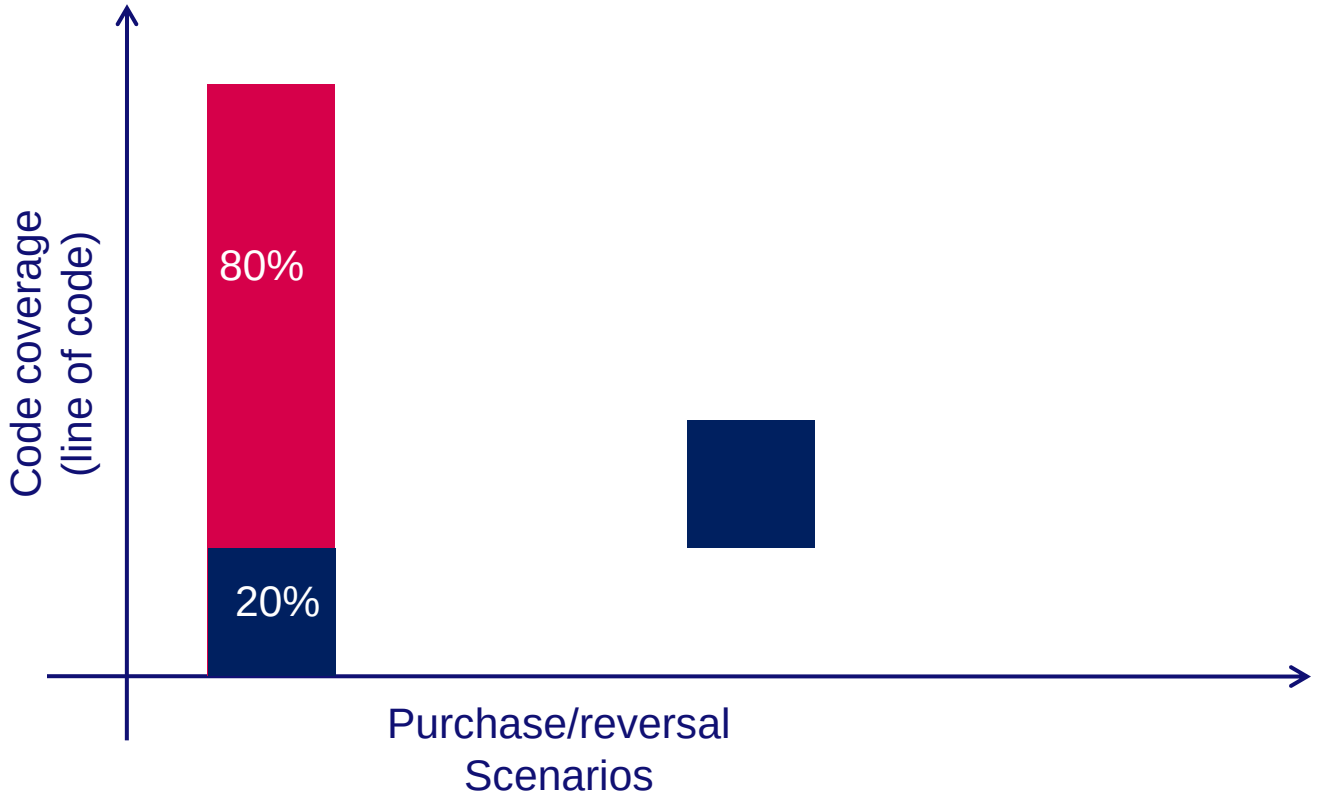


Achievements

- **A method to generate formal specification**
  - **Behavioral model**
  - **Data model**
- Managing test scenarios
  - Modeling the environment
  - Generating test case on-the-fly
  - Defining new goals
- Managing models

Achievements(cont.)

- **Data modeling**



Results so far

- Have found a few bugs in the system
  - One traced back to null-pointer dereferencing
  - Poor exception handling
  - Problems in business rules
  - Resource pooling problems
  - A problem in concurrency

The Road Ahead

- **Checking database state**
- Avoiding a trace or a state
- Asynchronous testing
- Improving the modeling tool

THANK YOU