

SW/FW Automated Test Framework and Debug Toolkit for System Testing

Horace Chan
Brian Vandegriend

Motivation

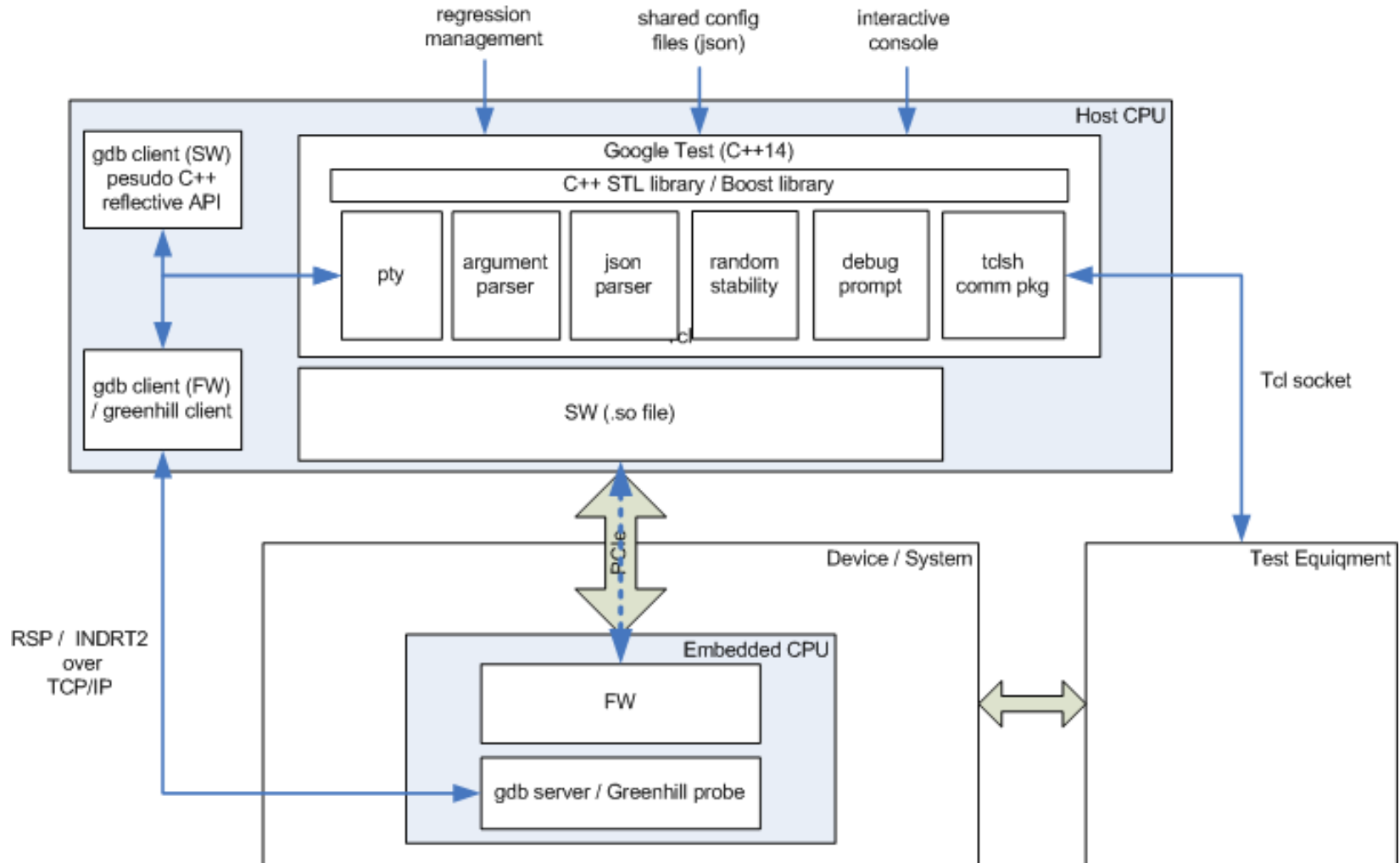
BAD: Write SW/FW system test in plain old C code

- Traditional approach to test networking SoCs
- C is **tedious** and **inefficient** for writing system tests
- Lots of **manual** test equipment configuration
- Poor system level **debug** support.
- Time wasted in **recompile** during debug

GOOD: Modernize the SW/FW system testcase

- Standardize **test framework** for automated testing
- Use powerful language syntax of **C++11/14**
- **Interactive** debug
- Leverage resources from the **open source** community
 - don't reinvent the wheel

Main Idea



Google Test framework

BEFORE - BAD	AFTER - GOOD
<ul style="list-style-type: none">• hundreds of tests binary executable	<pre>./testsuite --test_filter="*ENET40G*" --gtest_repeat=100 --gtest_shuffle</pre>
<ul style="list-style-type: none">• copy reuse code to multiple test files• reuse code in include files and a makefile nightmare	<ul style="list-style-type: none">• Object Oriented Programming (OOP) techniques• class inheritance, virtual function, dynamic cast• well defined inheritance structure in the test framework
<ul style="list-style-type: none">• grep FAIL or ERROR in the log to check if the test failed• Differing styles in error messages, hard to understand why a test failed	<ul style="list-style-type: none">• assertion macro output standard error message• XML report summarize the failures and errors <pre>End Test [OK] Enet.FlowControl (88823 ms) [-----] 1 test from Enet (88823 ms total) [-----] Global test environment tear-down [=====] 1 test from 1 test case ran. (88824 ms total) [PASSED] 1 test.</pre>

C++, C++11/14, BOOST library

BEFORE - BAD	AFTER - GOOD
<ul style="list-style-type: none">• C array manipulation	<ul style="list-style-type: none">• C++ Standard Template Library (STL) containers
<ul style="list-style-type: none">• C array for loop, while loop	<ul style="list-style-type: none">• C++ STL iterator <code>for (auto it = vector.begin() ; it != vector.end(); ++it)</code>
<ul style="list-style-type: none">• declare data type explicitly	<ul style="list-style-type: none">• auto data type, let the compiler deduce the type
<ul style="list-style-type: none">• C pointer <code>Segmentation fault (core dumped)</code>	<ul style="list-style-type: none">• C++ smart pointer
<ul style="list-style-type: none">• Write your own data structure or algorithms	<ul style="list-style-type: none">• Use the BOOST library

Command Line Interface

BAD: `./test 1 y n 10 1 y y n y n n`

GOOD: `./test --verbosity=HIGH --datapth=4 --noloopback`

- Parse command line arguments with GNU C `argp.h` library

```
$/argex
```

```
Usage: argex [-v?V] [-a STRING1] [-b STRING2] [-o OUTFILE] [--alpha=STRING1] [-  
-bravo=STRING2] [--output=OUTFILE] [--verbose] [--help] [--usage] [--version]  
ARG1 ARG2
```

```
$/argex --help
```

```
Usage: argex [OPTION...] ARG1 ARG
```

```
argex -- A program to demonstrate how to code command-line options and  
arguments. C
```

```
-a, --alpha=STRING1 Do something with STRING1 related to the letter A
```

```
-b, --bravo=STRING2 Do something with STRING2 related to the letter B
```

```
-o, --output=OUTFILE Output to OUTFILE instead of to standard output
```

```
-v, --verbose Produce verbose output
```

```
-, --help Give this help list
```

```
--usage Give a short usage message
```

```
-V, --version Print program version
```

Configuration Files

BAD: hard code test config in testcase

GOOD: store test config in JSON format

```
{
  "comment" : "2xOTU4 100GE GMP",
  "testname" : "2xotu4_100ge_gmp",
  "testopts" : "",
  "dev_id" : "2x100G_LINE_ALL_10G_SERDES",
  "otn_datapaths" : [
    {
      "serdes_port" : 0,
      "otn_mode" : "OTN_SERVER_OTU4",
      "channel_rate" : 80,
      "mapotn_mode" : "MAPOTN_ODU4P_PKT_100_GE_GMP",
      "duplicate" : 1
    }
  ]
}
```

- JSON is a text file, allow edit without recompile
- Easy to read and audit
- Easy to share among multiple testcases
- Parse JSON files with Opensource Jansson C library

BAD: Setup test equipment manually

GOOD: The testcase sets up test equipment automatically

- Remote control the test equipment with directly from the testcase with `Tcl_Eval()` and `tcl ::comm` package

```
#include <tcl.h>
#include <tk.h>
...
// instantiate tclsh inside C++
Tcl_Interp *g_tcl_interp = Tcl_CreateInterp();
Tcl_Eval(g_tcl_interp, "package require comm");
...
// Wrapper function for Tcl_Eval
char *tcl_eval(const char *format, ...)
...
// Connect to remote test equipment
tcl_eval("::comm::comm connect -port %d", port);
...
// Send tcl commands to remote test equipment
tcl_eval("::comm::comm send %d %s", port, cmd);
```


Shared Object

BAD: Check out and recompile to try different SW version

GOOD: Compile SW into shared object (.so file)

- Don't compile the SW with the testcase
- Testcase can load different SW version at run time

```
// compile SW into shared object
$gcc -shared -fPIC -Wl,-soname,libsw.so <other gcc flags>
// copy the .so file of each version into different directory
```

```
// compile the testcase and link the SW shared object
$gcc -L/proj/swlib/latest -lsw <other gcc flags>
```

```
// set the library path to chose which SW version to test
$export LD_LIBRARY_PATH=/proj/swlib/v5
```

NOTE: SW API must be backward compatible between versions

Interactive Debug Prompt

BAD: Edit and recompile to try new scenario in debug

GOOD: Try new scenario interactively

- Interactive debug prompt built into the testcase
- Store and recall command history with readline.h GNU C library

```
#include <readline/readline.h>
#include <readline/history.h>
...
// register functions as debug commands, call the functions from prompt
void debug_util_s::add_command(string syntax, std::function<void()> f, string
description, int catch_all);
void debug_util_s::prompt(int debug_level, int ignore_level);
...
// registers testcase functions or lambda functions
add_command("traffic_run", debug_traffic_run, "start ilkn fpga traffic");
add_command("lamda", []() { /* do something */ }, "lamda function");
...
// call the debug prompt in the testcase with debug verbosity level
debug_util.prompt(1);
```

PTY (Pseudo Terminal) and GDB tricks

BAD: Print enum type to log as integer

Manually create enum to string conversion functions

GOOD: Use gdb as a C++ reflective API

```
#include <termios.h>
...
// create pty and run gdb in pty
fdm = posix_openpt(O_RDWR);
rc = grantpt(fdm);
rc = unlockpt(fdm);
fds = open(ptsname(fdm), O_RDWR);
char *gdb_argv[] = {"gdb", "-q", "-i", "mi", (char *)argv0.c_str(), NULL};
execv("/usr/bin/gdb", gdb_argv);
...
// enum <> string conversion function
template <typename T> T get_enum(string enum_value);
template <typename T> string get_string_from_enum(T enum_value);
// send "ptype <enum type>" to gdb, parse the name-value pairs output
```

BAD: Control FW via gdb server manually

GOOD: Testcase talks to the FW gdb server via pty

Summary / Benefits

- High productivity
 - Less lines of code (over 75% code reduction)
 - Less logical errors in the code
 - Easier code reuse with OOP
- Fully automated regression test
 - No need to baby-sit the test runs
 - Track regression status in Jenkins and Jira
 - Save 1 man-day per week
- Interactive debug toolkit
 - Faster debug turn around time
 - seconds vs minutes