



## Risk based testing

How to choose what to test more and less

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- What is risk
- Factors determining damage
- Factors determining probability
- A simple method to calculate risk
- Risk management in test projects: Risks before, during and after the test

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## The duty of testing

*“It shall be the duty of managers to make decisions and the duty of engineers to make them informed ones.”*

*Jukka Talvio, Development Manager,  
F-Secure*

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## Why this presentation

**Because testing is always under pressure**  
**Testing is the last thing done in a project (“caboose effect”)**  
**You must be able to cut down the least important things**

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## Strategy

**Objective: Find the most important defects as early as possible at the lowest price**

**No risk -> No test**

**Business / user / client based decision**

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## What is risk?

The product of **the probability**, that something negative, a failure, will happen, and the **cost**, (damage) of the consequences which will then happen.

```

    graph TD
      RISK --> Damage["Damage  
(cost of failure)"]
      RISK --> Prob["Probability of failure"]
      Damage --> Usage["Usage frequency"]
      Damage --> DamageUse["Damage / Use"]
      Prob --> Quality["Quality  
(failure rate / defect density)"]
    
```

**Risk:=** You don't know what will happen but you do know the probabilities  
**Uncertainty =** You don't even know the probabilities.

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## Determining probability of failure

```

    graph TD
      Prob["Probability of failure"] --> Quality["Quality  
(failure rate / defect density)"]
      Prob --> Volume["Functional volume  
(how much is 'in there?')"]
    
```

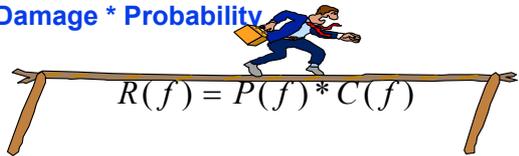
**Probability = defect density / volume**

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## Risk definition

- **Damage**
  - Catastrophic: Loss of lives, loss of license
  - Financial, loss of (faith of) clients, damage to corporate identity
  - Impact on other functions or systems
  - Detection and repair time
- **Probability of failure**
  - Globally = complexity / (estimated) size
  - In detail = knowledge of development project (just before testing)
- **Risk = Damage \* Probability**



$R(f) = P(f) * C(f)$

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## Risk analysis

- **Applicable on the level of**
  - system
  - subsystem
  - individual function or module (e.g. insert new entry into phone database)
- **Fundamental problems:**
  - Difficult to measure
  - Failure to account for risk compensation (people compensate for greater safety by taking more risks)

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STP

## Risk analysis

- Risk analysis should lead to a **limited number of classes of approximately equal risks (3-5)**
- **Quality characteristics: What is the probability that failures will happen and the damage for**
  - functional defects
  - bad performance
  - bad usability
  - low maintainability
  - ...

ISO/IEC Std 9126 as checklist

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STP

## Risk based Test - Practice

Before the Test: Identify what is critical

①





Test identifies areas with lots of detects

②



Extra Testing:

- Extra Test by product specialist
- automated regression test

③

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## Prioritization for the first test

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## Product Risks: What to think about

### Damage factors:

- Which functions and attributes are **critical**?
  - (essential for the business success *to reduce the business risk*).
- How **visible** is a problem in a function or attribute? (for customers, users, people outside)
- How **often** is a function used?
- Can we do without?
- Legal consequences



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## Failure probability: What is (presumably) worst?

- Complex areas
- Changed areas
- Number of people involved
- Turnover
- New technology, solutions, methods
- New tools
- Time pressure
- Areas which needed optimizing
- Areas with many defects before
- Geographical spread
- History of prior use
- Local factors

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## Do not forget

Can we test **ONLY PART** of the product?

Other versions later?

# Fight time pressure!

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## How to calculate priority of risk areas?

Assign weights to the chosen factors. (1 - 3 - 10)  
 Assign points to every area and factor  
 (1 - 2 - 3 - 4 - 5)  
 Calculate the weighted sum (damage \* probability).  
 The spreadsheet does not contain the “surprise” factor, but that can be added.

**Spreadsheet**

Download: <http://home.c2i.net/schaefer/testing/riskcalc.hqx>

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## Example

Damage
Probability

Area to test	Usage frequency	Visibility	Complexity	Geography	Turnover	SUM
Weight	3	10	3	1	3	
Function A	5	3	2	4	5	<b>1125</b>
Function A performance	5	3	5	4	5	<b>1530</b>
Function B	2	1	2	2	5	368
F B usability	1	1	4	2	5	377
Function C	4	4	3	2	0	572
Function D	5	0	4	1	1	240

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## What is the formula?

**Risk = Damage \* Probability**

**Damage =**  
(Weight for impact factor 1 \* value for this factor +  
Weight for impact factor 2 \* value for this factor + + +  
Weight for impact factor n \* value for this factor )

**Probability =**  
(Weight for probability factor 1 \* value for this factor +  
Weight for probability factor 2 \* value for this factor + + +  
Weight for probability factor n \* value for this factor )

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## The mathematics behind it

**It works well enough.**  
We may actually be on a logarithmic scale (humans assigning points do so), which means we should **ADD** instead of **MULTIPLY**.

**The highest weighted sums -> thorough testing**  
**Middle weighted sums -> ordinary testing**  
**Low weighted sums -> light testing**

**Make sure you use your head! Analyze unexpected results!**

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## Selecting test techniques

### Example

Reliability	30	State trans test Boundary value, branch coverage
Usability	40	Paper review, Usability lab
Efficiency	10	No test
Flexibility (maintain)	20	Design review Monitoring of repairs

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## What to do if you do not know anything about the product?

**Run a test.  
Prioritize roughly by risk.**

**First a breadth test ("smoke test"), everything a little, risky items more. (Explore the product).  
Then prioritize a more thorough test for the second test cycle.**

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## **Another risk based approach: Project risks for the Tester**

- Risks BEFORE Test**
- Risks DURING Test**
- Risks AFTER Test**

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## **Risks BEFORE Testing**

- Bad Quality**
  - Many faults overlooked
  - Blocking faults
  - Too many new versions

-> Requirements to, and follow up of quality assurance before test
- Delays**
  - > Alternative plans
- Lack of knowledge**
  - > Test of earlier versions

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## **Risks AFTER Testing**

**THESE SHOULD NOT HAPPEN...**

- Customer finds faults.**
- Customer uses the product in new ways.**
- Analysis of necessary reliability!**

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## **Risks in the Test project itself**

- Bad management**
- Lack of qualification**
- Too few or the wrong people, too late**
- Bad coordination**
- Bad cooperation**
- Problems with equipment and tools**
- Medicine: Normal good project management.**

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## How to make testing cheaper?

**Good people save time and money**  
**Good Prioritization**

**Try to get rid of part of the task...**

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## Getting rid of work

**Get someone else to pay for it or cut it out completely!**

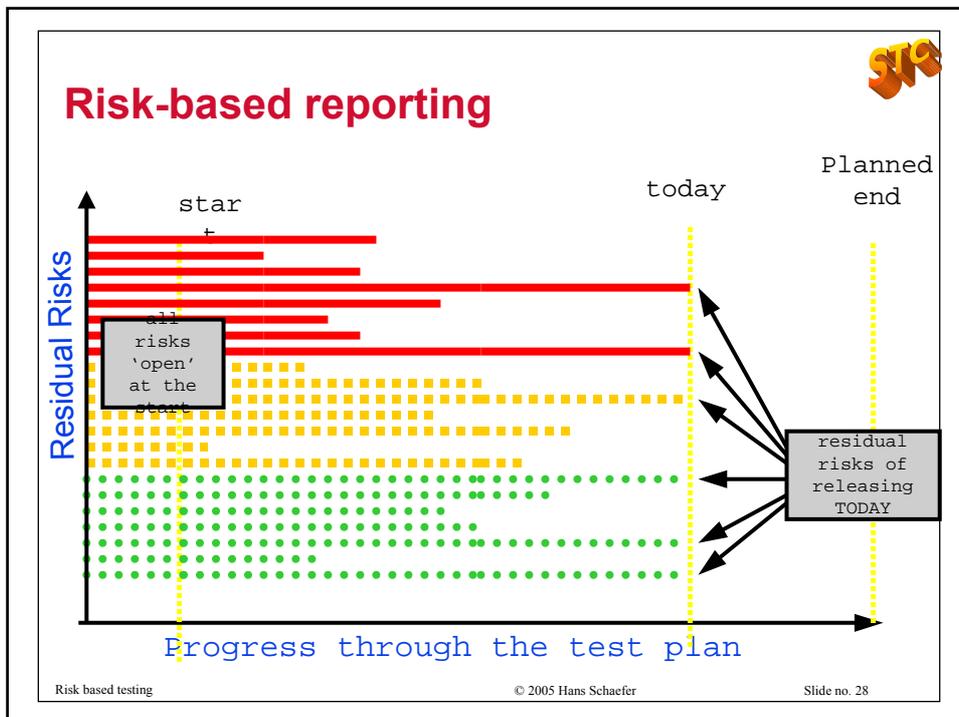
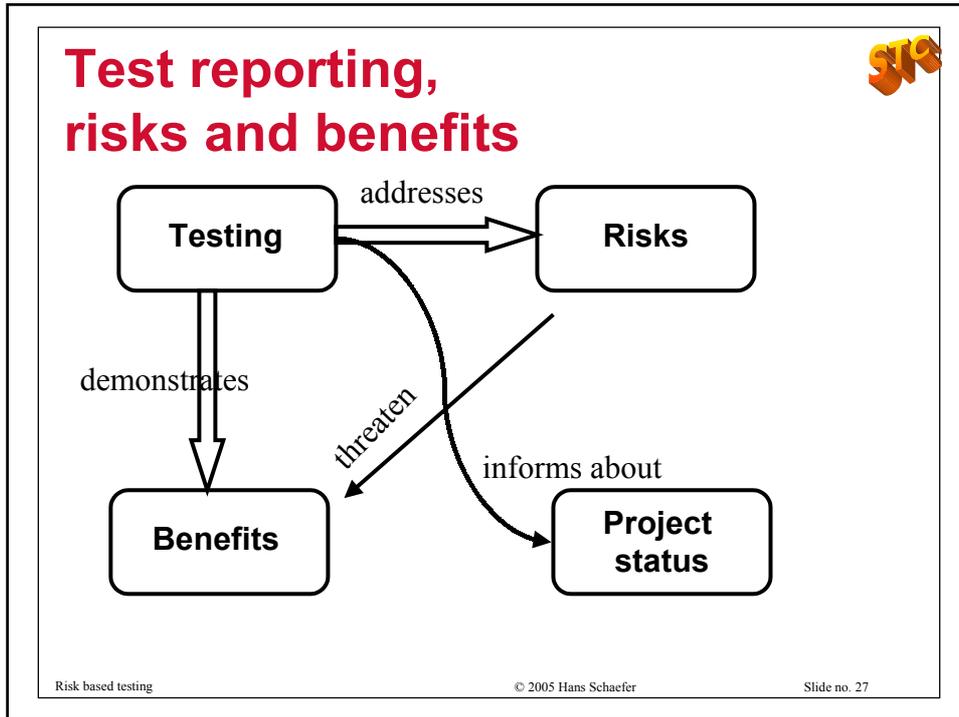
- Who pays for unit testing?
- What about test entry criteria?
- Less documentation - more exploratory test

**Cutting installation cost - strategies for defect repair**

- When to correct a defect, when not?
- Rule 1: Repair only defects causing important failures!
- Rule 2: Change requests to next release!
- Rule 3: Install corrections in groups!
- Rule 4: Daily build!

**Less Test, should the customers pay ????**

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## Thank you for listening

# Questions?

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