TDL FOR TESTING COLLABORATION IT SERVICES: THE NETRESULTS EXPERIENCE

Presented by Francesco Oppedisano
NetResults presentation

• Born in 2006 from the research group in telecommunication networks at University of Pisa (Italy)
• Official spin-off of Pisa’s University
• SME with strong skills in VoIP/MoIP and network performance testing

People: 20
with degree: 16/20
with PHDs: 3/16
The REBEC System

• REBEC stands for REALTIME E_LESSON BROADCASTING ENGINE FOR CITTAEDUCANTE
• It is a distance learning tool developed for «La Città Educante» project.
• «La Città Educante» is a project cofinanced by MIUR (Italian Ministry of Research and University), which aims to define an infrastructure to make a city a «long life learning place»
• Our job in the project is to make the learning experience for remote students of the city as effective as possible.
• REBEC currently can stream a whiteboard by means of a lossless codec and audio via a VoiP Network
• Our goal is to have a reliable system in almost any network condition.
• This is achieved by adaptive sampling and coding (audio and video) and extensive system testing
The REBEC System
Testing of Multimedia Services: challenges

• In most cases we develop applications that are distributed, real time and synchronous

• No matter the coverage of your unit tests you will always have situations like the following:
  1. When we use the software in more than 25 persons after 30 minutes some people perceive a strong delay
  2. When we use the software in VPN the meeting drops after 45 minutes
  3. If we show a youtube video the meeting gets slow
  4. After 99 hours of continuous streaming the flow SEEMS slower

• We absolutely need objectivation!

• We also gather information about system use cases and we have to describe them!

• Testing challenges:
  1. Multi-user
  2. Synchronization
  3. Fuzzing
  4. Data exchange among agents
  5. Benchmarking
How we test our systems: the P-BOT Framework

• PBOT is mainly a test orchestration platform:
  • Distributed
  • Coordination
  • Synchronization
  • Topology management
  • Controlled load
  • Ecc..

• Moreover it also acts as an actuator for some features:
  • Performance testing
  • Environment sensing

• It often runs on production networks
• In some way P-BOT has the same characteristics of the TDL «Universe»: synchronous, real time distributed
• Currently the entire system is hosted in the Rebec Infrastructure and comprises 33 Windows 10 Agents
The REBEC Testing Environment
A REBEC Test Case

Out of band code communication
A REBEC Test Case

P-BOT Manager

P-BOT Agent1

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SIKULI

SIKULI
Why TDL

• Communication between R&D and TCoE
• Description of bugs
• Application «template» i.e. same type of testing but different application. E.g. rebec vs teamviewer
• So we can also make benchmarking!
• So we needed a layer of abstraction to separate test design from SUT and/or from attuator.
• Mixed scenarios like «activate blind transfer», test if it really works making a phone call
• First step towards a completely automated testing environment
TDL test example: test configuration
TDL test example: test behaviour

- **Test Objective**: Determine if a session can be started.
- **Step**: PBOT1 sends «StartSession» through g1
  - Waits for a session code for 5 secs
  - Interrupts if timeout
- **Step**: PBOT1 sends the received code through g3
- **Step**: PBOT1 plots specific code on the screen
- **Step**: PBOT2 receives the session code through g3
- **Step**: PBOT2 joins the session through g2
- **Step**: PBOT2 reads the verification code through g3
- **Step**: PBOT2 looks on the screen for the verification code
  - Interrupts if not found after T seconds
Impressions about TDL

• We think TDL is perfect for our needs. Nonetheless...

• Our experience is not yet mature and our use of TDL is still primitive

• Our use of TDL is still experimental in the sense that it is not yet part of our official Quality Management System. Il May 2017 we certified our QMS for the new ISO9001:2015 norm but in our processes there is not yet TDL. We hope for the next year.

• Still difficult to use for non computer science people

• TDL is in experimental usage. So we are here to learn and to share information.
Conclusions

• There is still a lot of work to be done

• What we are working on:
  • Better study of TDL
  • More formal test description
  • Understanding how to map performance
  • Understanding how to describe random behaviour (fuzzing)
  • Making P-BOT understand TDL
  • Mapping between graphic and abstract syntax (one is better for info exchange the other for formalization for P-BOT)
Greetings

- We want to thank «La Città Educante» Project
Q&A Contacts

• Q&A
• Thank you

• Authors Contacts:
  • Francesco Oppedisano F.oppedisano@netresults.it (speaker)
  • Sergio Borghese s.borghese@netresults.it
  • Francesco Lamonica f.lamonica@netresults.it
  • Enrico La Vela e.lavela@netresults.it