Learning@Scale 2016

Fuzz Testing Projects in Massive Courses

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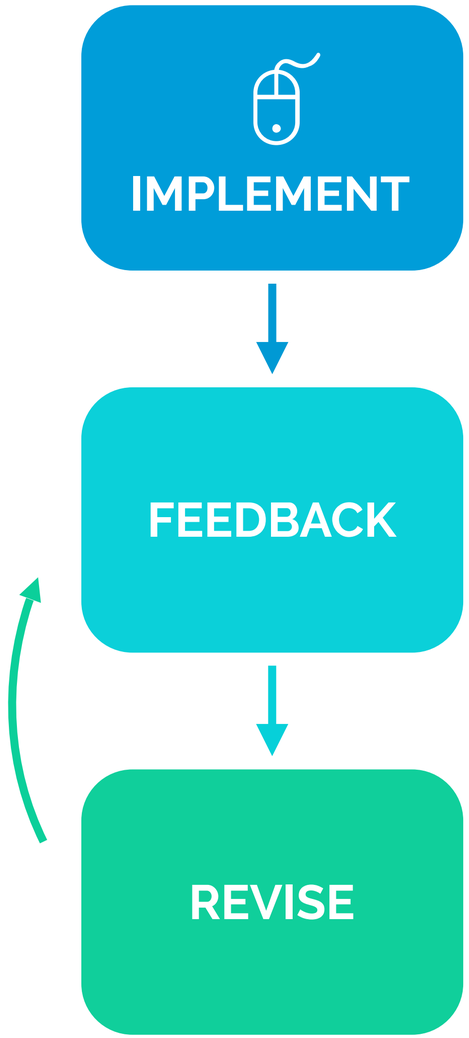
Edinburgh, UK



Programming Projects

1. **Primarily Instructional**
2. **Instructor Solution Exists**
3. **Automated Feedback**

Feedback Goals

1. **Help students arrive at a correct answer**
2. **Students can help themselves**
3. **Every missed bug is a missed learning opportunity**

Targeted

1 Isolates One Issue

 Guide Student Attention

 Many Targeted Tests

Comprehensive

100% Tests every case

 Hard To Engineer

 Hard To Compute

Fuzz Testing

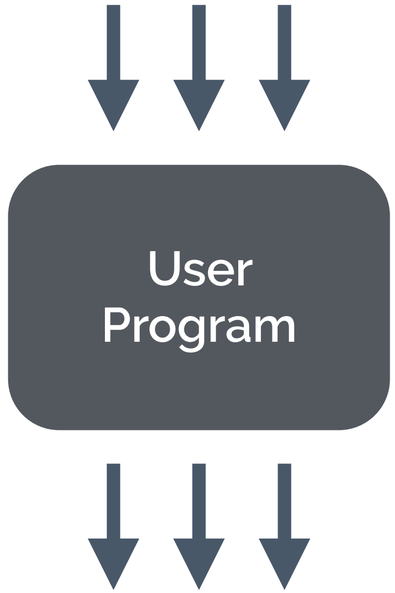
Fuzz Testing

Testing the behavior of the program on many random inputs

Complementary to Manual Testing

Historically used for security

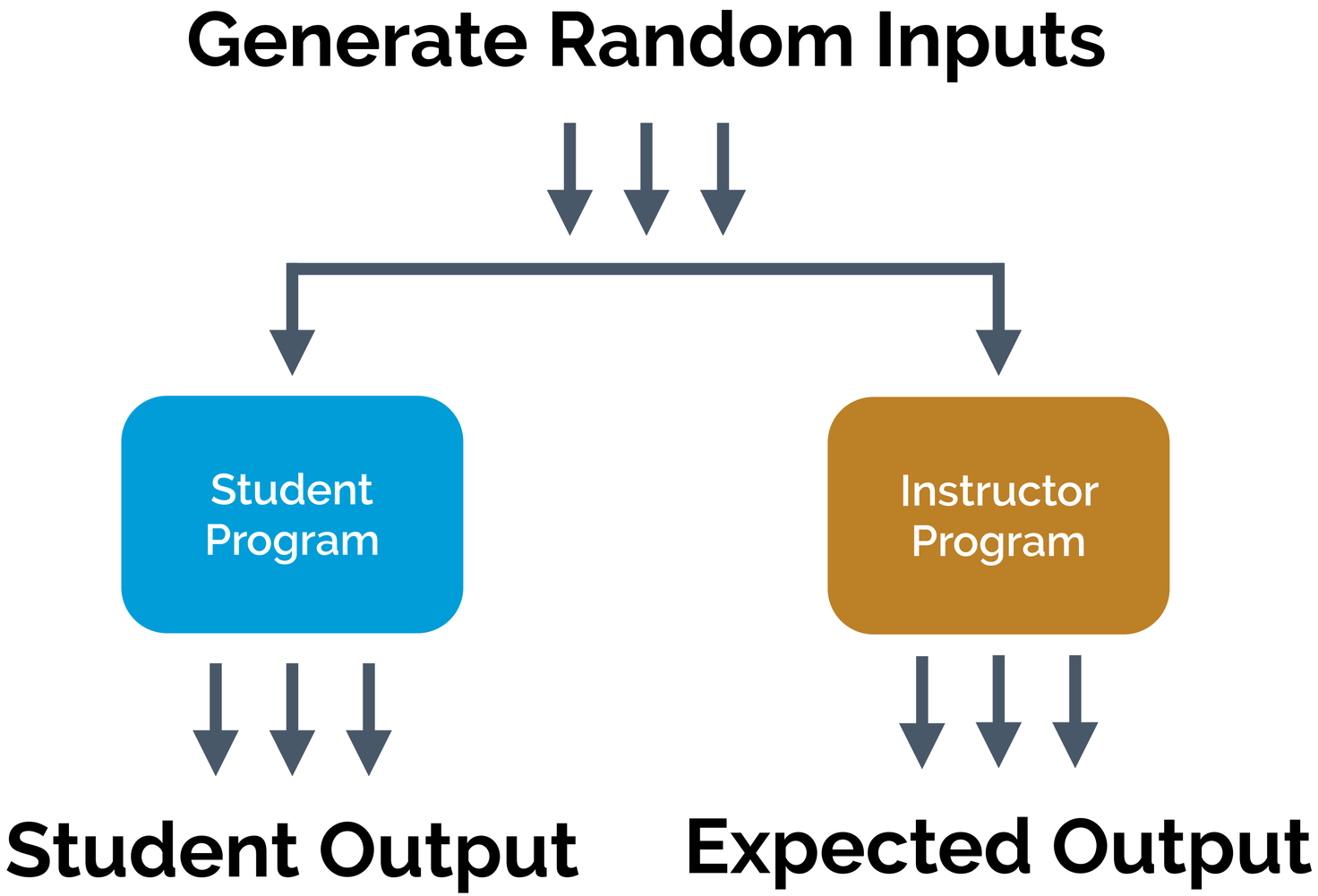
Generate Random Inputs



Verify Security Constraints

Generate Random Inputs

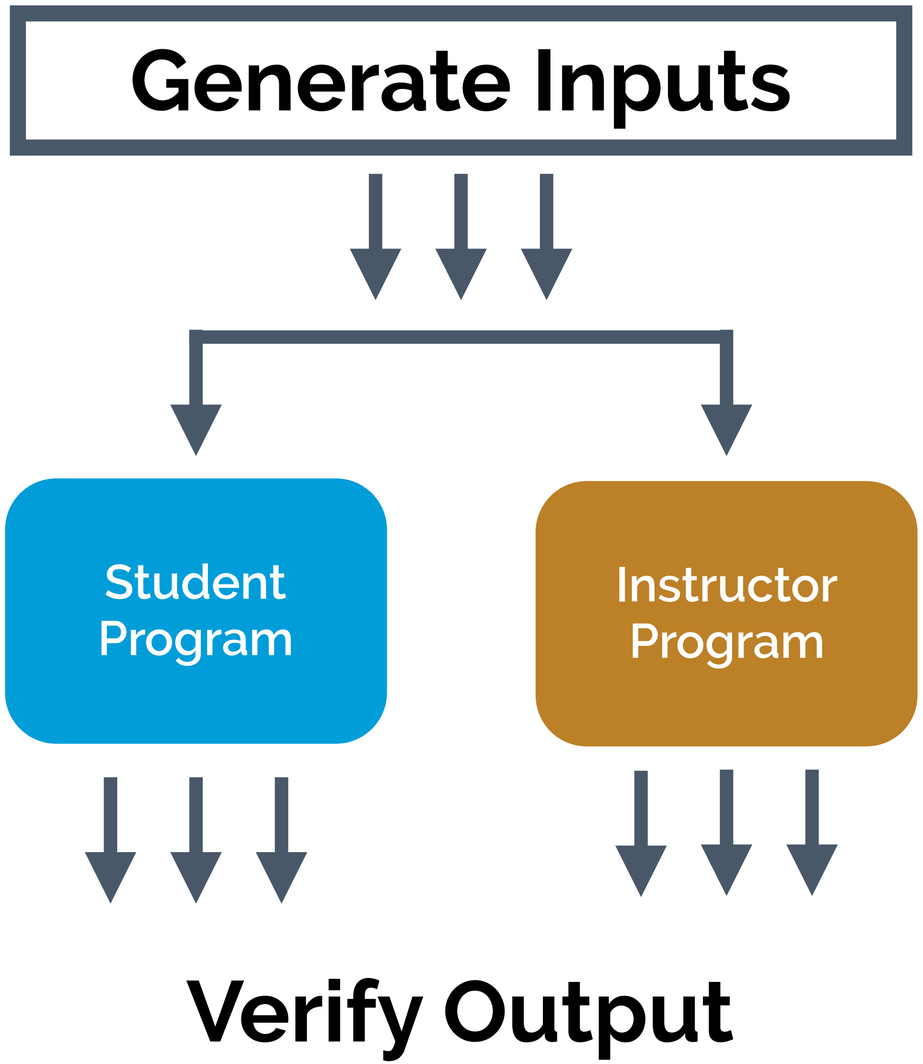
Verify Correctness


Generate Random Inputs
Student Program
Instructor Program
Student Output
Expected Output

How to compare output?

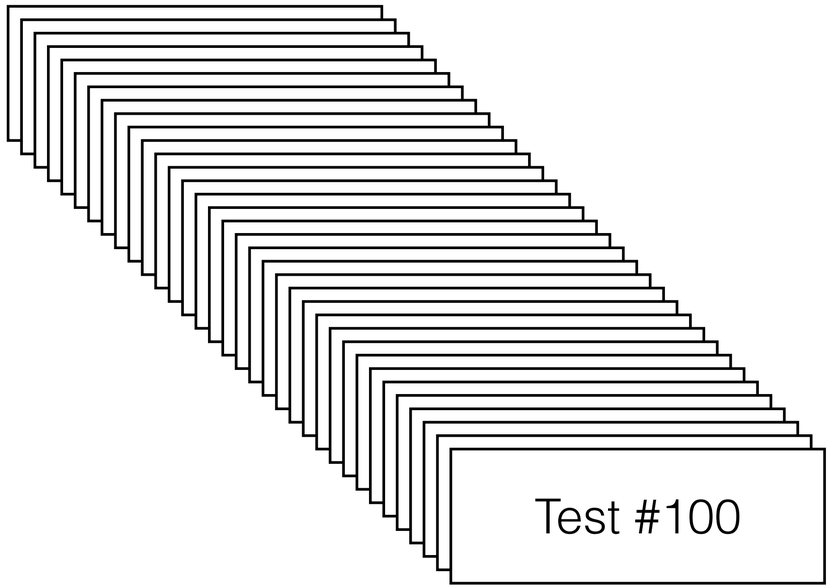
How many inputs are required?

How to improve upon Fuzz Tests?

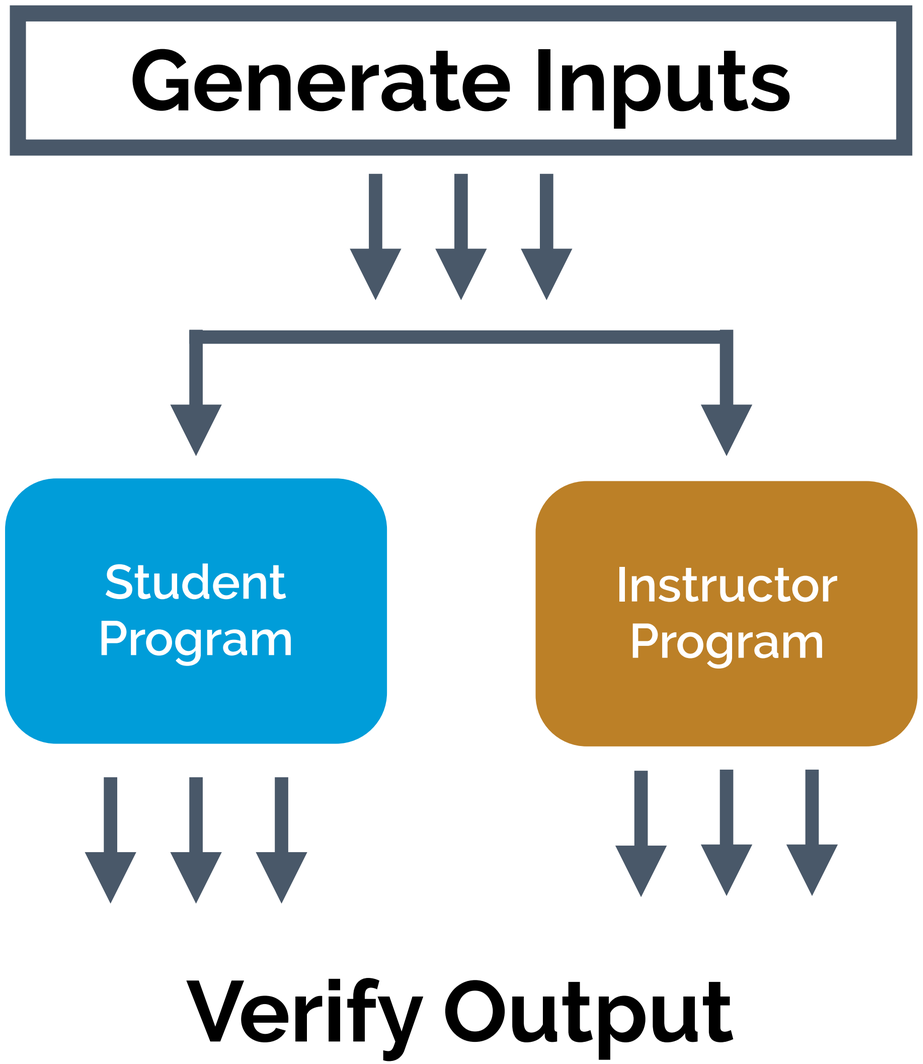


- Input domain is known
- Generating Random Inputs is easy

Generate Inputs



- Random input generation
- All students were provided with an identical set of tests
- Large number of inputs needed



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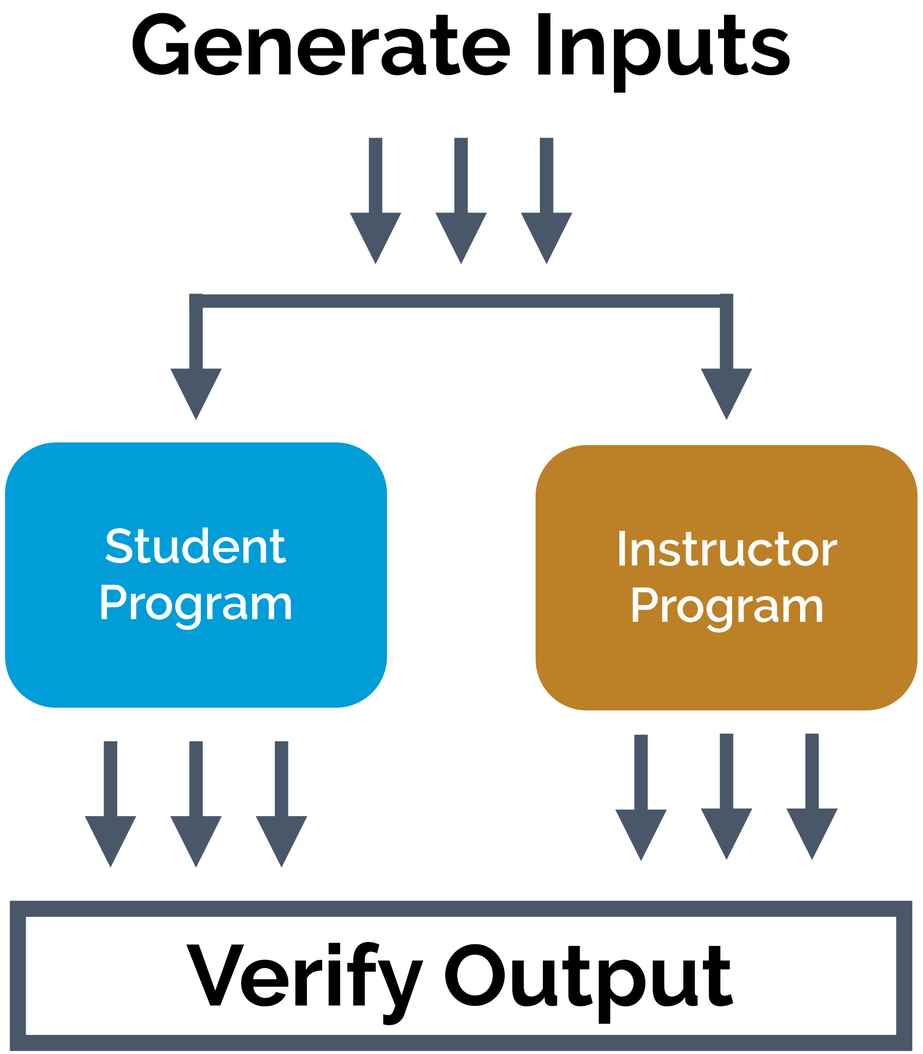
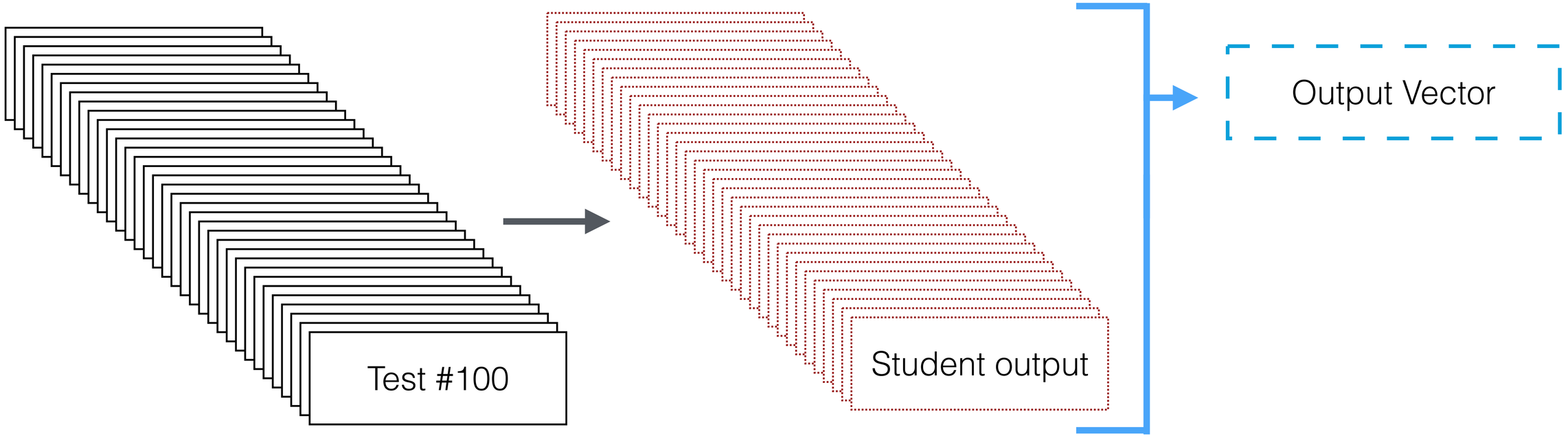


- Raw Output Check
- Hashing
- Program Tracing

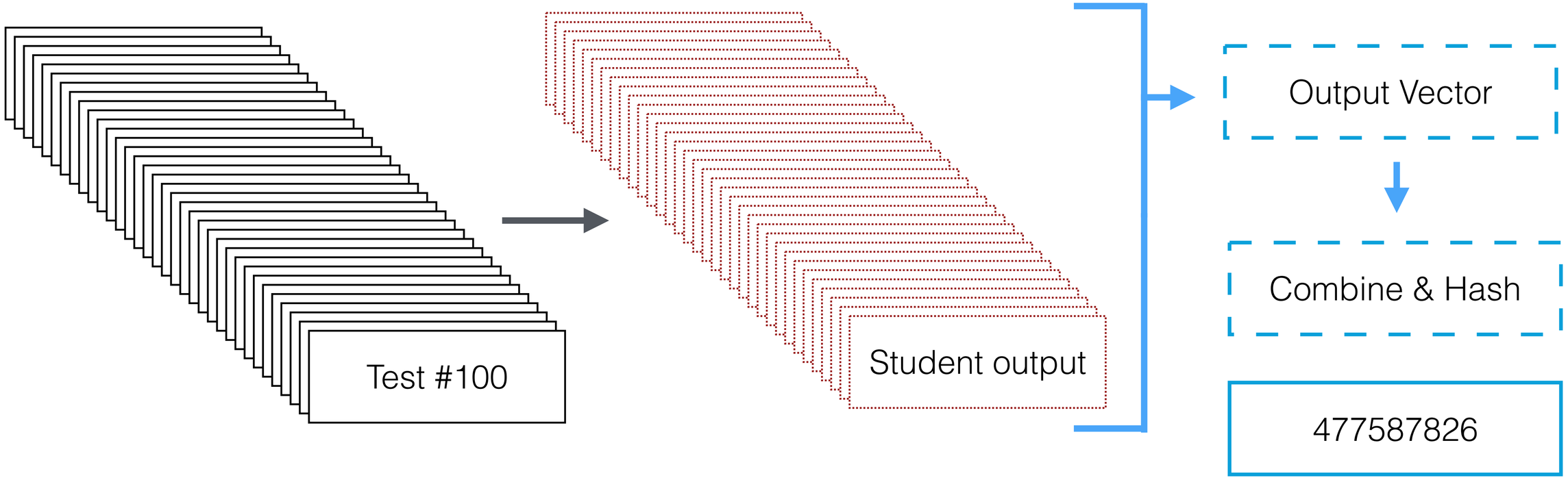
Verify Output

- Raw comparison of output
- Compare against precomputed result

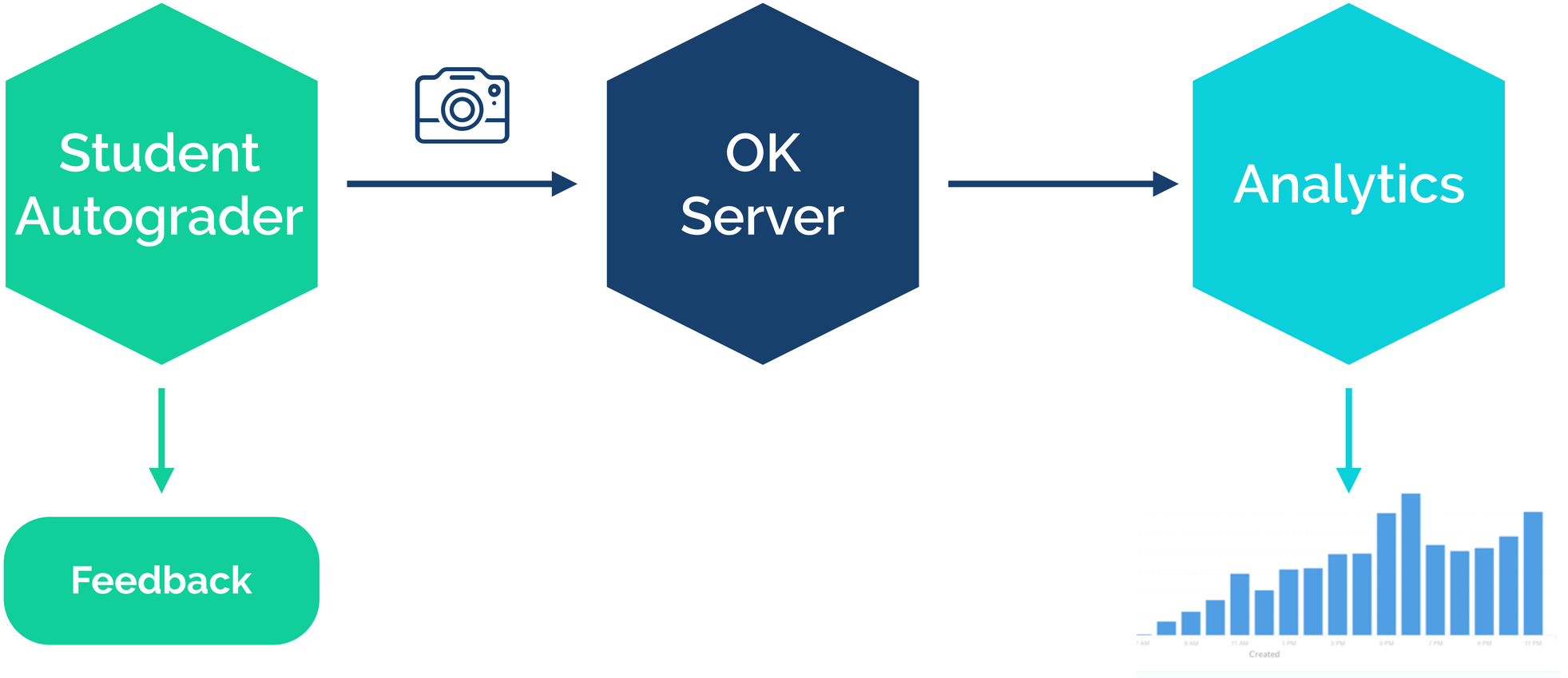


Hashing Output

- Hash combination of outputs
- Compare against precomputed result



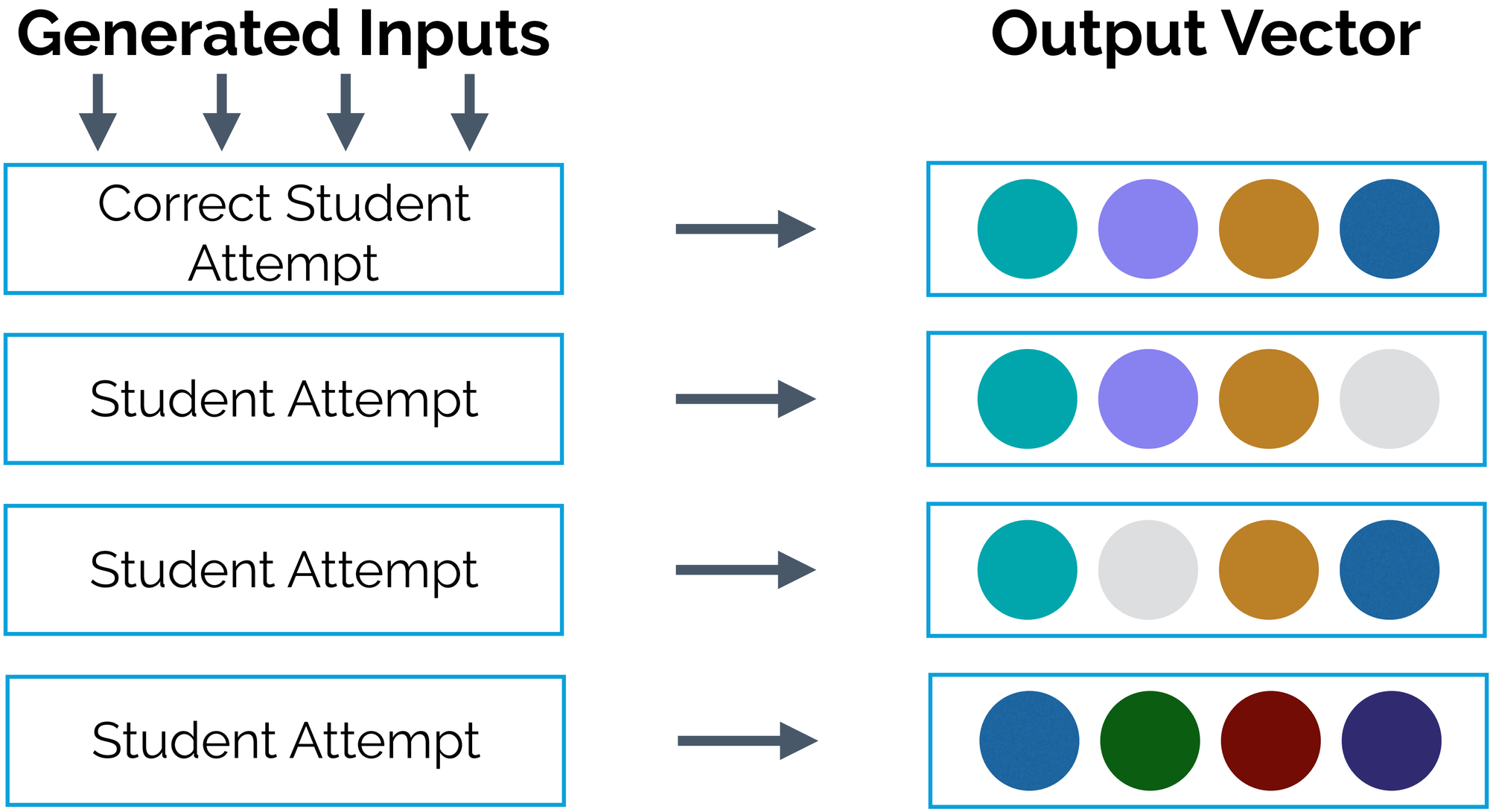
In Person CS1 Course with 1400 Students Enrolled



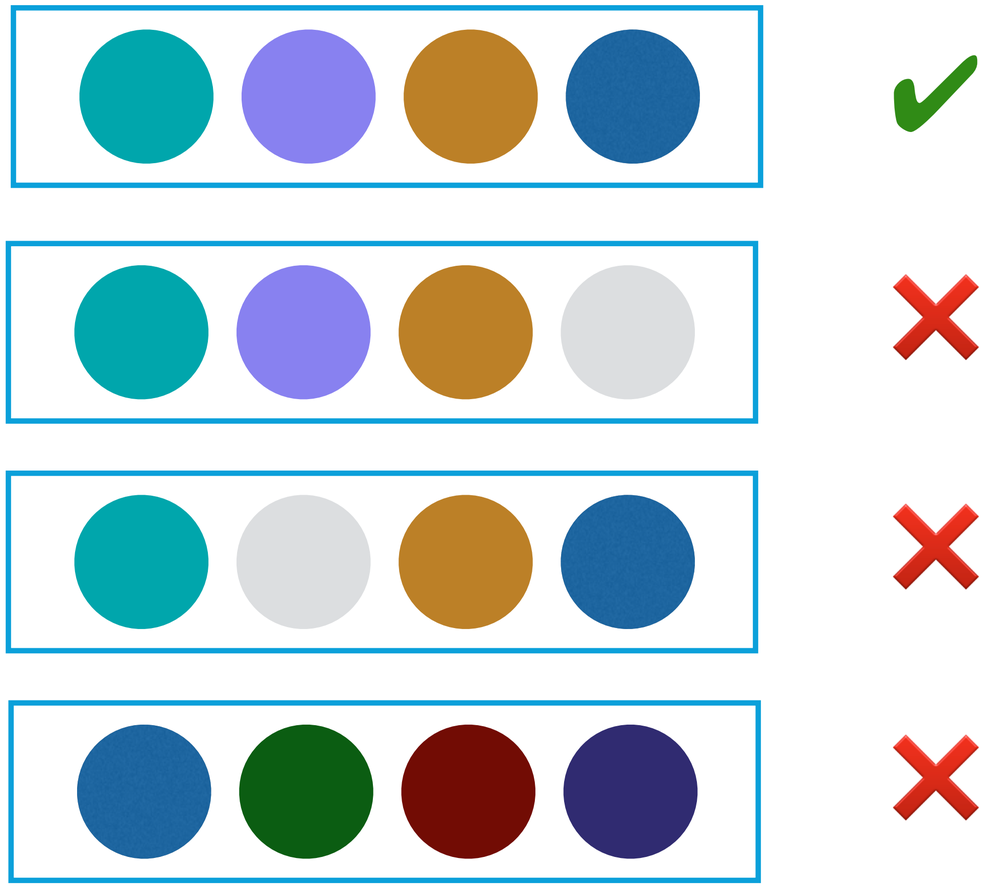
okpy.org

Collected Dataset

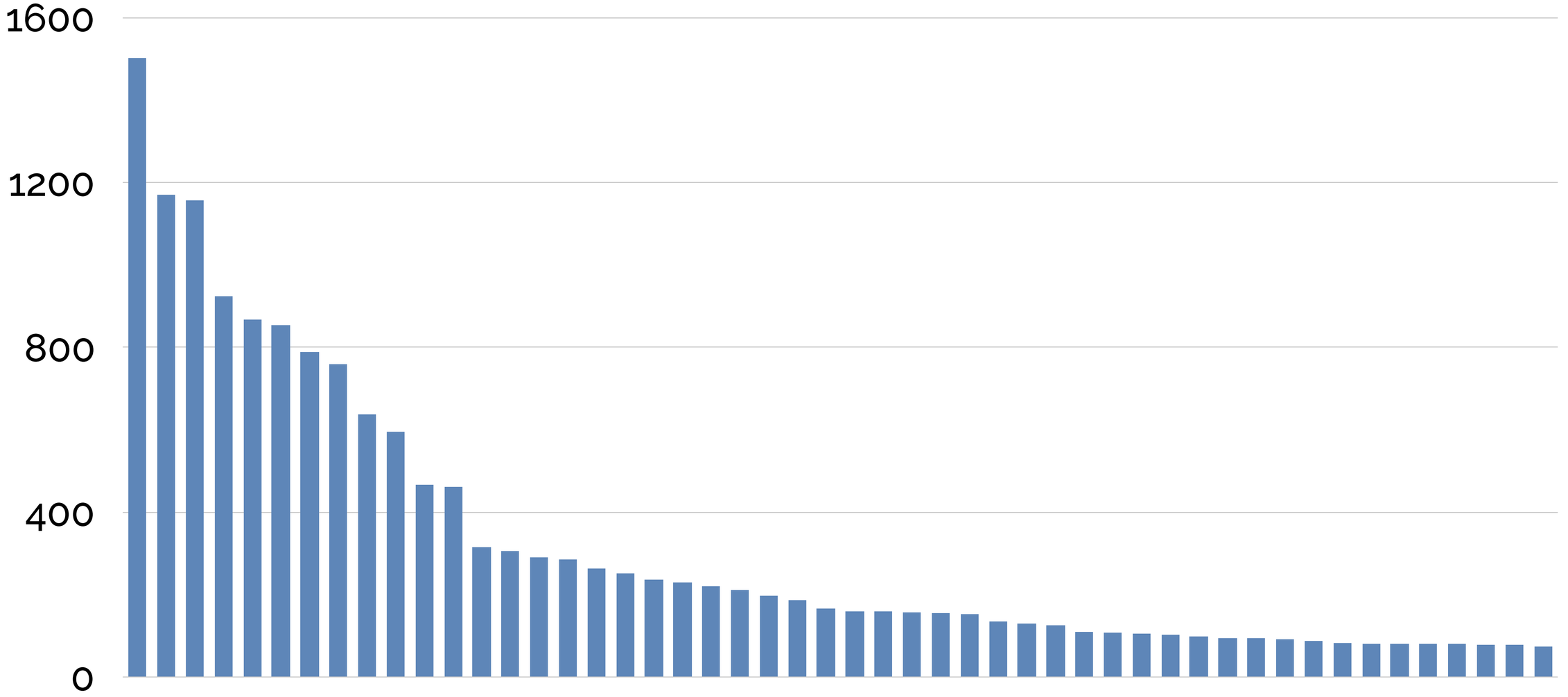
Students Completing Project	1,331
Code Snapshots	486,482
Average Snapshots per Student	349
Incorrect Attempts at Target Question	48,079


Generated Inputs
Output Vector
Correct Student Attempt
Student Attempt
Student Attempt
Student Attempt

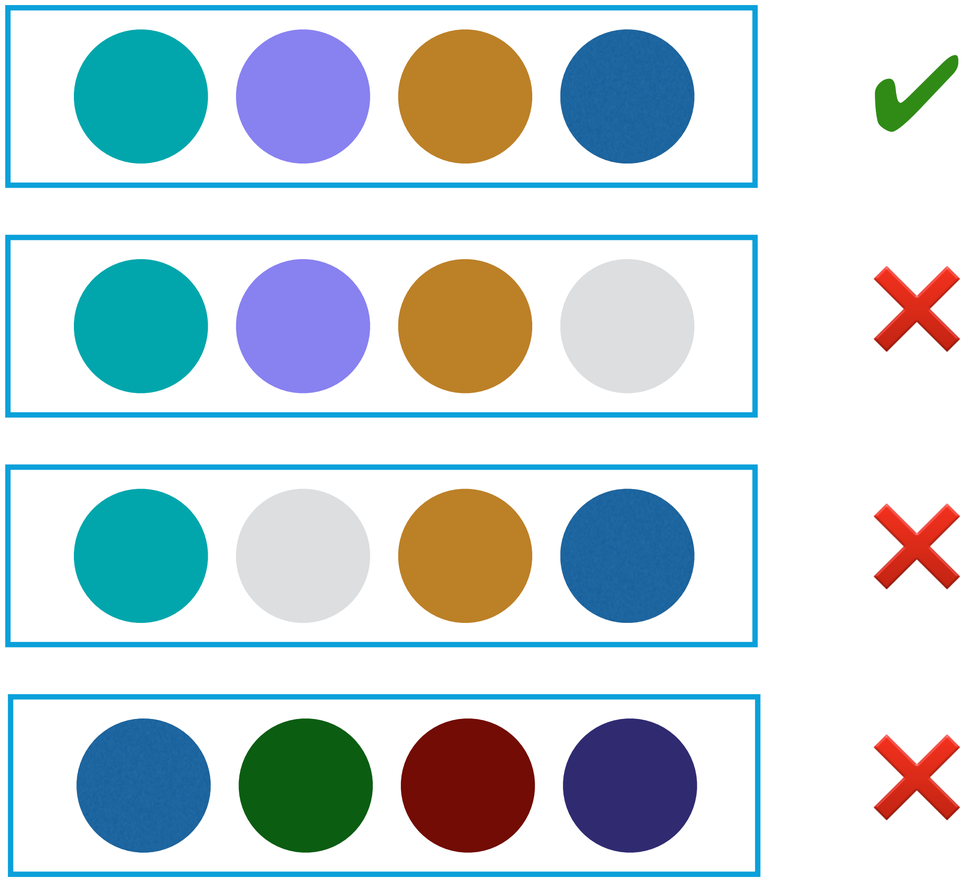
Output Vector



Frequency of Incorrect Outputs

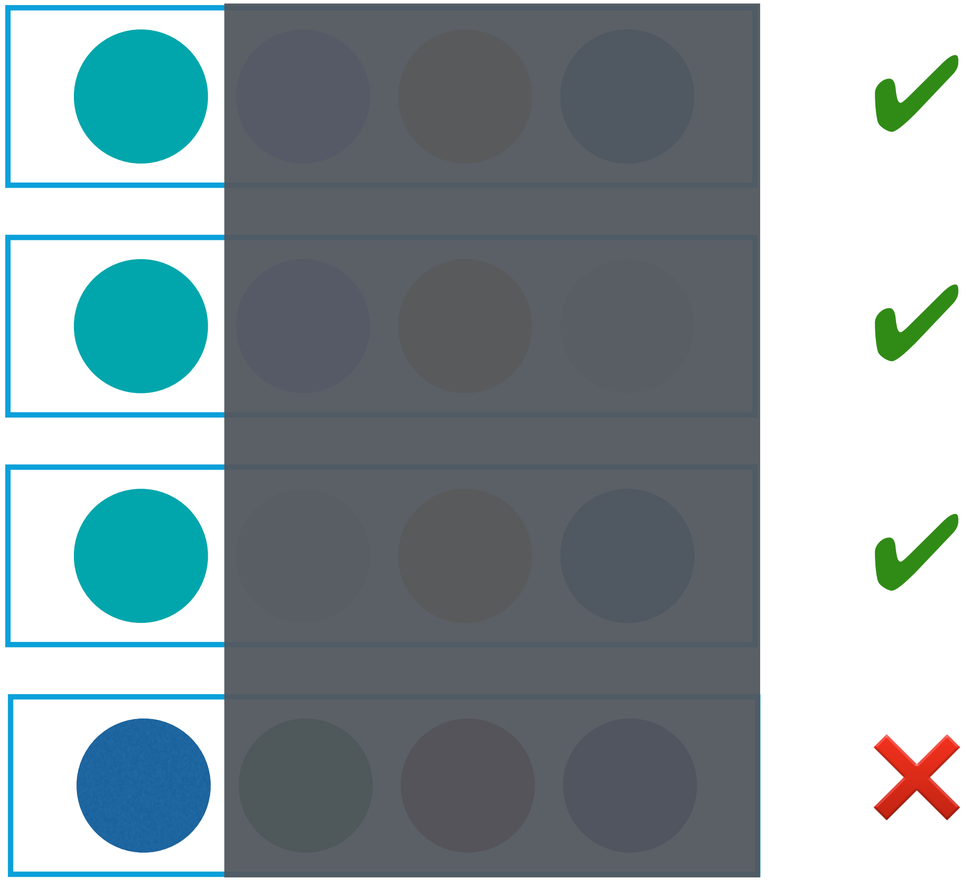


RQ2: How many inputs are needed?



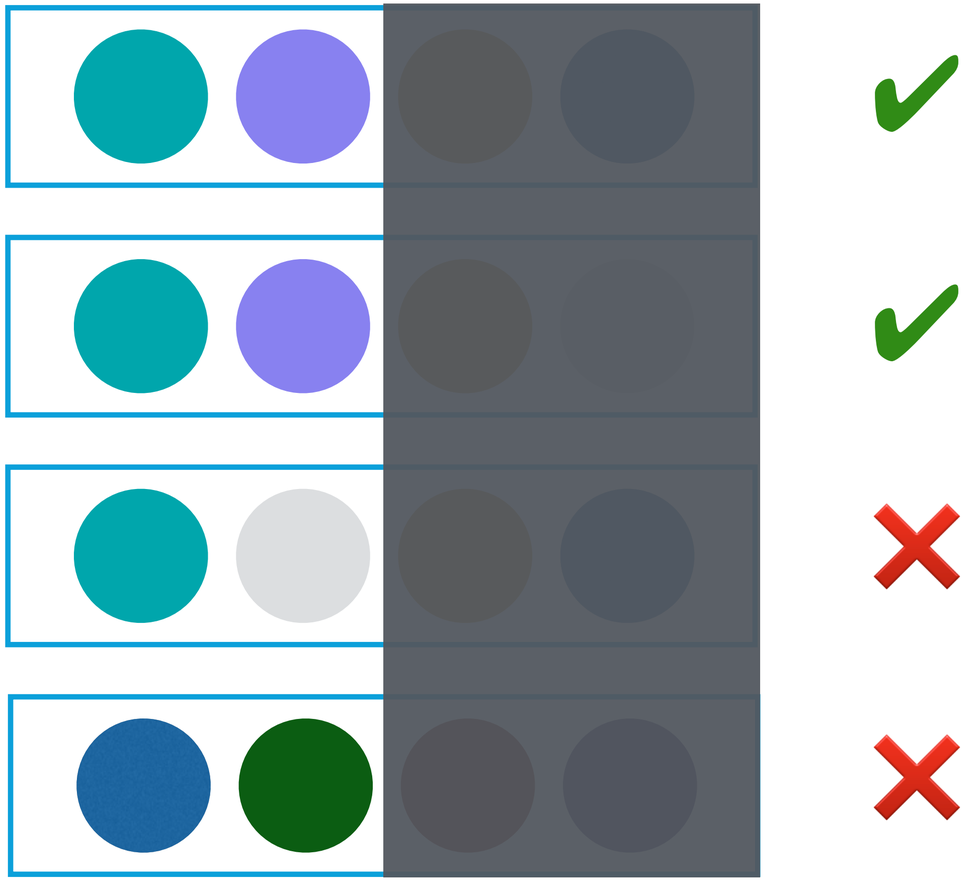
R2: How many inputs are needed?

1 Input



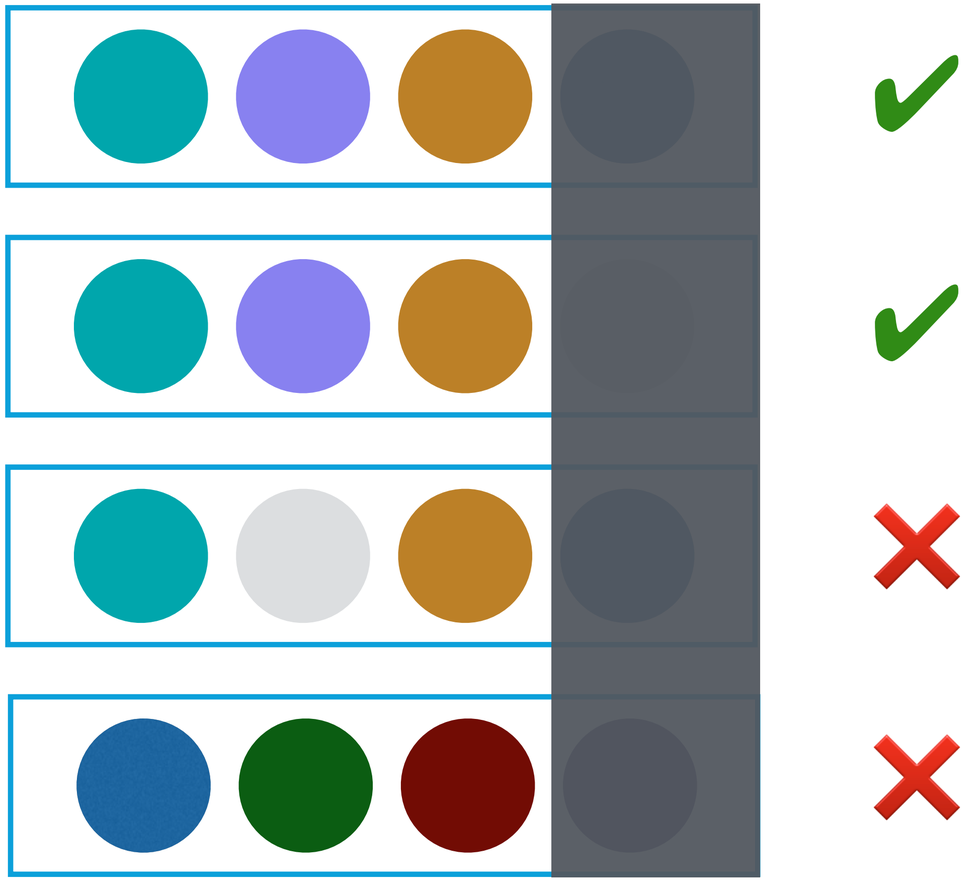
RQ2: How many inputs are needed?

2 Inputs



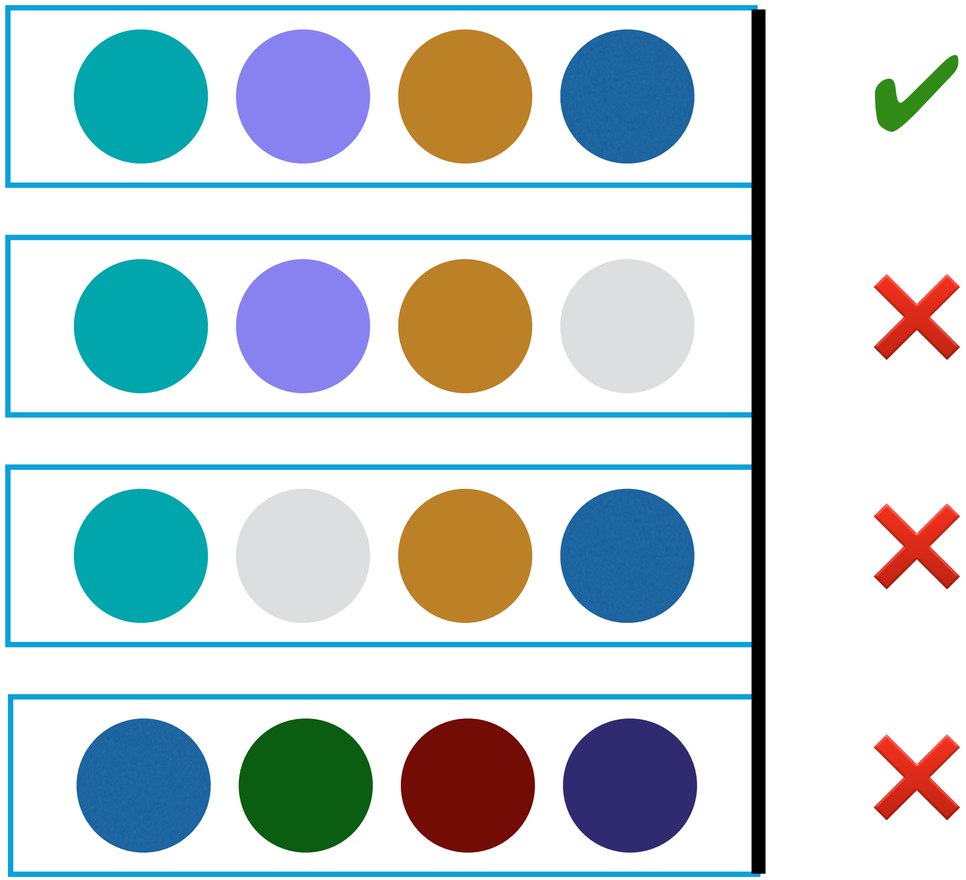
RQ2: How many inputs are needed?

3 Inputs

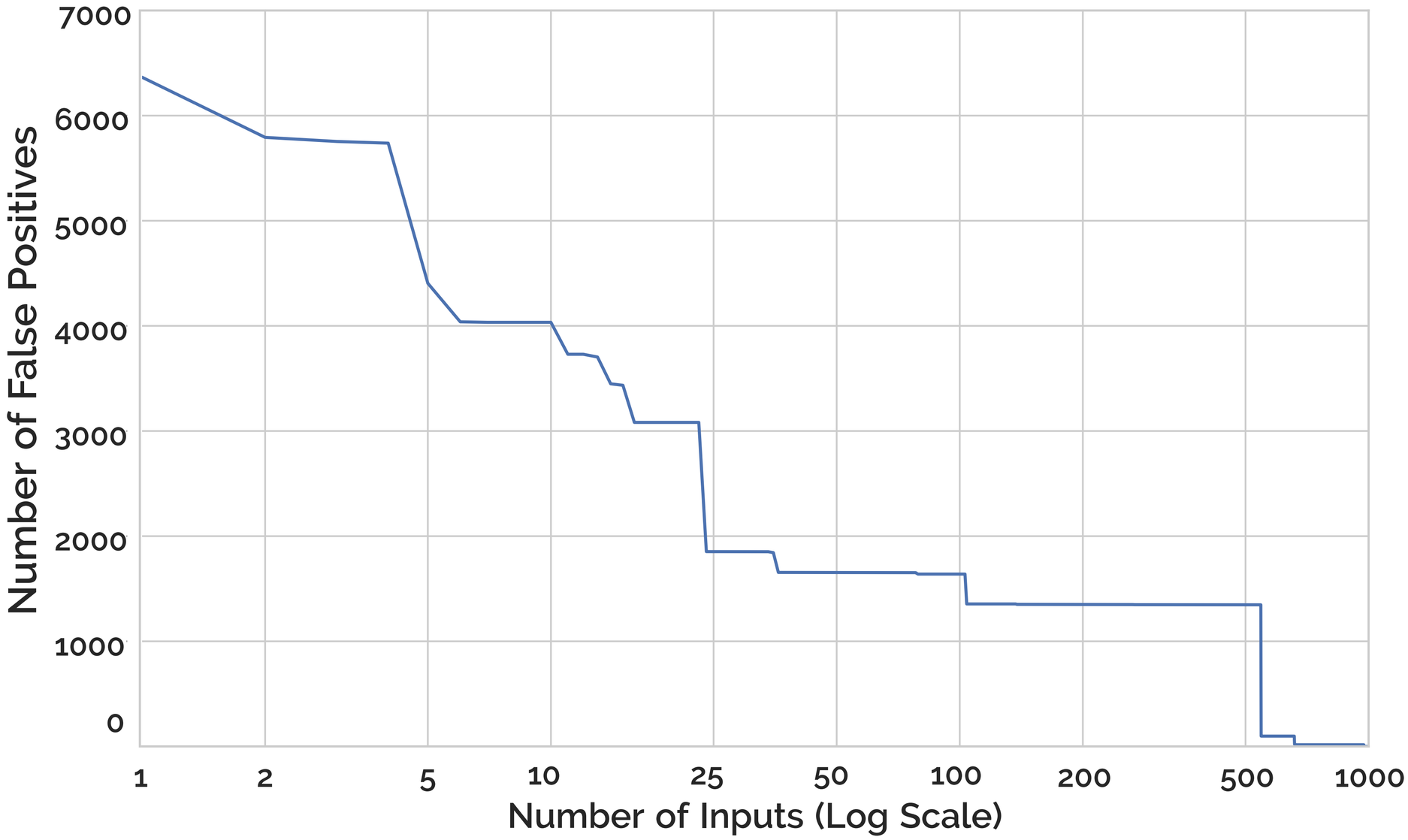


RQ2: How many inputs are needed?

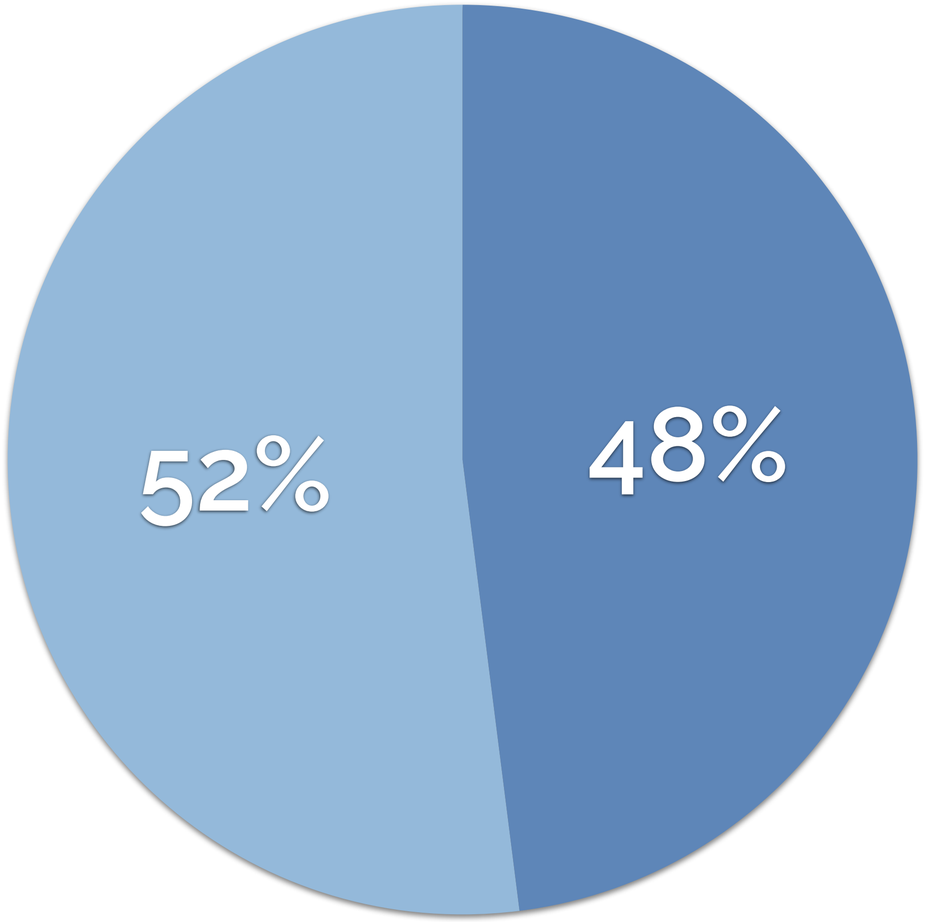
4 Inputs



RQ2: How many inputs are needed?

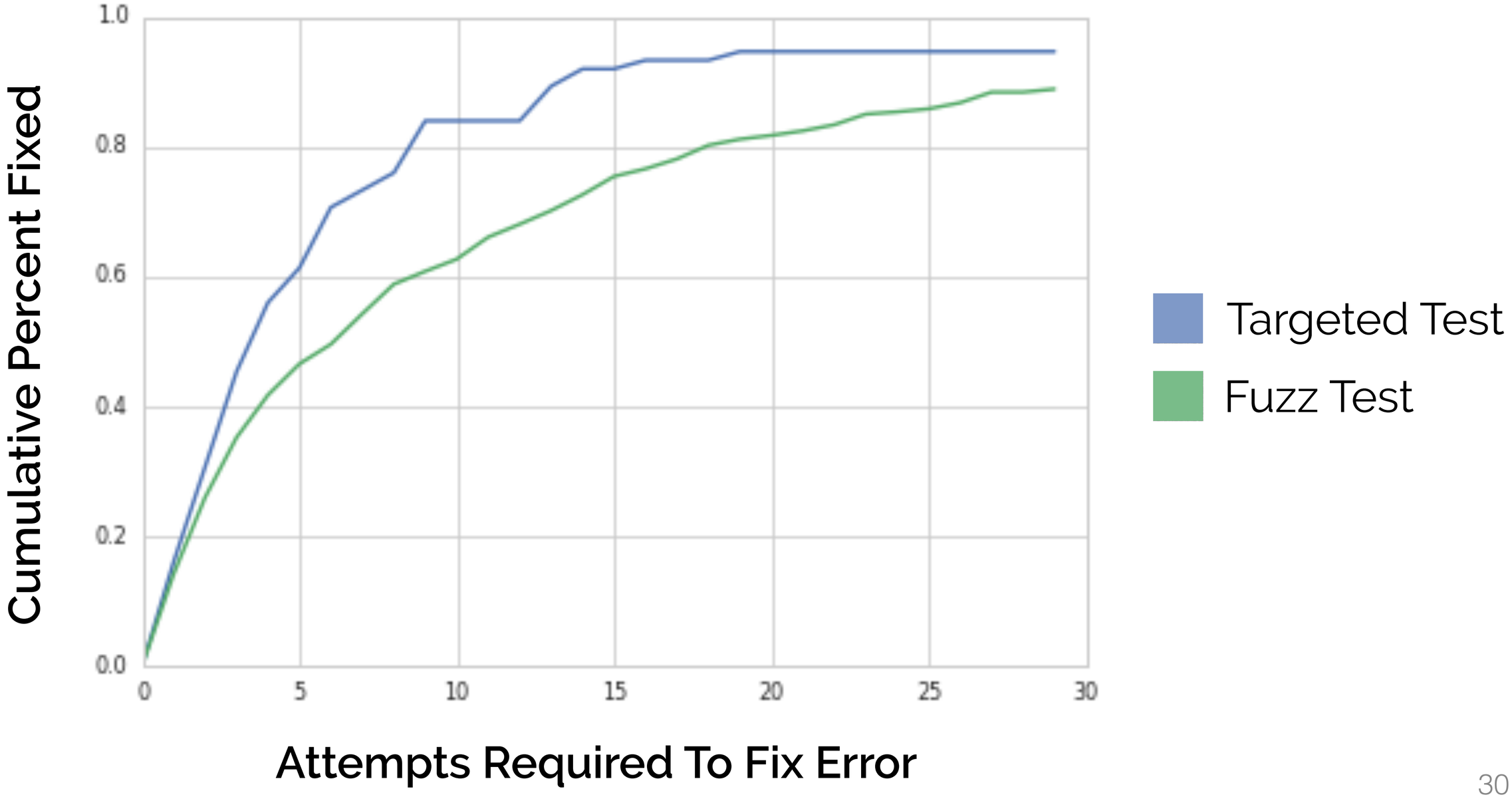


Fuzz Testing Effectiveness

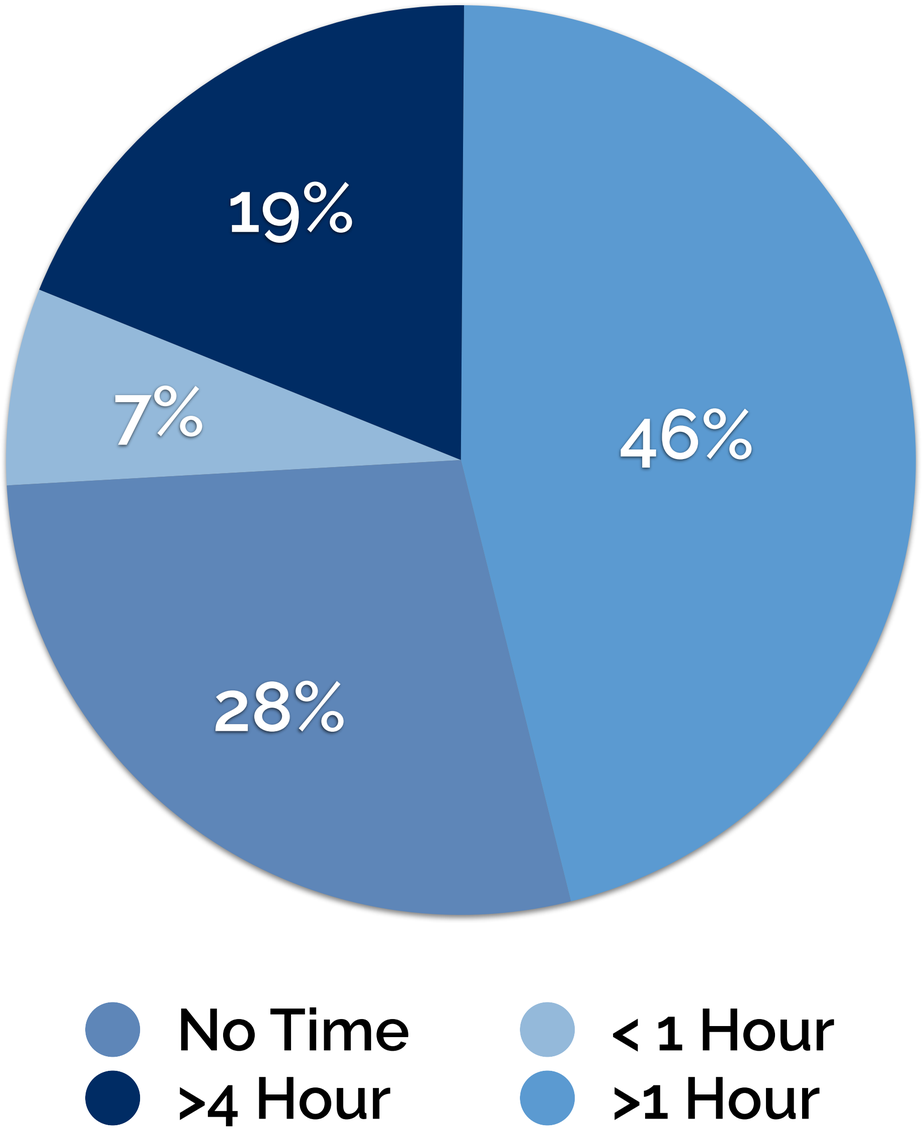


656 Students (48.4%) passed all of the targeted tests but still had an error caught by the Fuzz Tests

RQ3: Improving Fuzz Tests



How to Improve On Fuzz Tests?



As a result of the Fuzz Test:

46% of students reported spending 1 to 4 hours debugging

19% of students reported spending more than 4 hours debugging

Obfuscating output made it harder for instructors to help students

Program Inspection

```
Incorrect result after playing 1 game(s):
------------------------------------------------------------
            score0  score1    Turn Summary
------------------------------------------------------------
Turn 0:          0       0    Player 0 rolls 0 dice:
                +1
                 1       0
------------------------------------------------------------
Turn 1:          1       0    Player 1 rolls 7 six-sided dice:
                       +37        3, 4, 6, 3, 3, 4, 6
                 1      37    Dice sum: 29
------------------------------------------------------------
...
------------------------------------------------------------
```

Incorrect implementation of game at turn 1.

```
Please read over the trace to find your error.
(error_id: 1189294328)
```

Thank you

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