

Preface

With the raise of quantum computers, first quantum algorithms came up with promising results, and Quantum Computing is becoming more and more a mature area while an investment scalation is happening in this field.

In the next years, companies will progressively need to add quantum computing to some (or all) of their daily operations. It is clear that both the research and the practitioner communities must give an answer to deal with this new challenge. Thus, Software Engineering and Programming practices need to be brought into the domain of Quantum Computing. To achieve this, QANSWER (1st International Workshop on the QuANtum SoftWare Engineering & pRogramming) attempts to identify new or existing Software Engineering and Programming methods, techniques and practices that are applicable to Quantum Computing.

QANSWER is promoted by aQuantum, a research unit that groups Alarcos Research group at University of Castilla-La Mancha (UCLM) and Alhambra-Eidos company. QANSWER has been locally organized by the Faculty of Social Sciences & Information Technology at UCLM in Talavera de la Reina, February 11-12, 2020. This workshop has been sponsored by the Department of Information Technology and Systems and by the Information Technology & Systems Institute (ITSI), both at UCLM. In addition, Talavera de la Reina City Hall and Microsoft Spain supported this workshop as collaborators.

The first edition of QANSWER had 11 speakers plus a round table with experts for discussing problems in the development of quantum information systems and needs for good practices in design, analysis, quality assurance, testing, design patterns, etc., for quantum software. Thus, QANSWER proceedings consists of eight papers plus the Talavera Manifesto, in which researchers and practitioners in QANSWER collect main commitments for Quantum Software Engineering and make some calls for action.

February 2020

Mario Piattini
Guido Peterssen
Ricardo Perez-Castillo
Jose Luis Hevia
Manuel A. Serrano

Copyright © 2020 for the individual papers by the papers' authors. Copyright © 2020 for the volume as a collection by its editors. This volume and its papers are published under the Creative Commons License Attribution 4.0 International (CC BY 4.0).

Quantum Software Testing

Macario Polo Usaola¹

¹ Escuela Superior de Informática, Universidad de Castilla-La Mancha
macario.polo@uclm.es

Abstract. This article introduces some ideas and challenges related to the testing of quantum programs. In particular, it approaches functional testing, white box testing (specially mutation) and model-based testing.

Keywords: Quantum programming, quantum testing.

1 Introduction

Quantum computers operate on cryogenic environments, at temperatures close to absolute zero. One of the characteristics of calculus made with quantum computers is the uncertainty of the results, that are not always the same: in fact, the same program executed two times may produce different outputs with different probabilities. As the number of executions grows up, the program output that could be considered as the actual output will be the most repeated one. This uncertainty introduces interesting challenges in quantum program testing. The situation is different if the quantum program is executed on a simulator, that produce deterministic results. However, the complexity of the quantum program may convert testing on a simulator in an unapproachable task.

In classic software engineering, a test case [1] is a “specification of the inputs, execution conditions, testing procedure, and expected results that define a single test to be executed to achieve a particular software testing objective [...]”. One of the desired characteristics of test cases is their “repeatability”: this is, the verdict of a test must be always the same. The “verdict” is the result of the test execution, usually “Pass” (if the test has not found any error in the system under test, the *SUT*) or “Fail” (if the system has shown a behavior different than the expected one). So, a test case has three parts: (1) specification of the initial situation, (2) execution of operations on the *SUT* and (3) an oracle, which compares the actual and expected outputs, so determining the verdict.

Thus, executing a test case on a quantum computer actually requires executing the same test case a number of times and, then, to compare the most repeated output to the expected output.

As well as this adaptation is required, quantum software testing requires both the adaptation of other techniques, as well as the creation of new ones. In this paper we discuss what can researchers do in this sense.

Copyright © 2020 for this paper by its authors. Use permitted under Creative Commons License Attribution 4.0 International (CC BY 4.0).

2 Functional testing

In practice, quantum programs provide quantum functionalities to conventional programs via some kind of interface. In Figure 1, the *Functionality Q* calls the *quantum program*, which runs on a quantum computer, to perform some specific calculus.

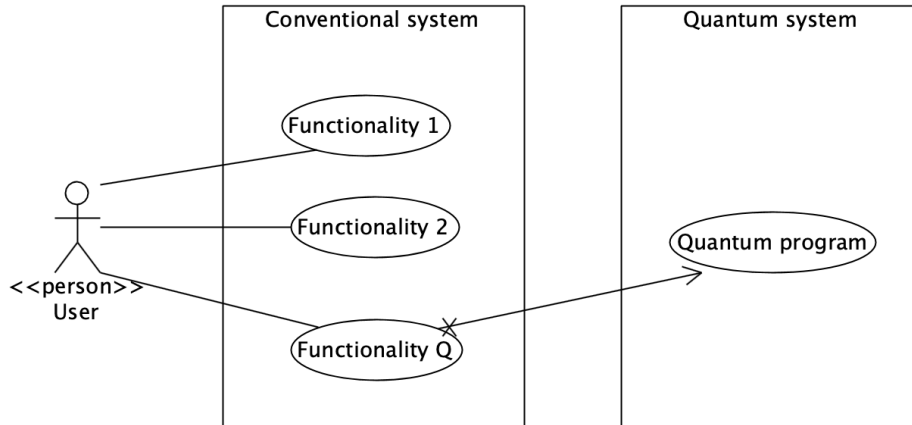


Fig. 1. A quantum system offers services to a conventional system

In a functional testing, the test suite (i.e., the set of test cases) checks the different functionalities offered by the SUT. Depending on the test level, the test suite usually executes on the system the same operations that any of the actors could execute. For the system of Figure 1, the Test suite could replace the User, as illustrated on the left side of Figure 2. In the same way, a test suite for testing the quantum program will substitute the conventional system functionalities' that require the services offered by the quantum program (right-hand side of Figure 2).

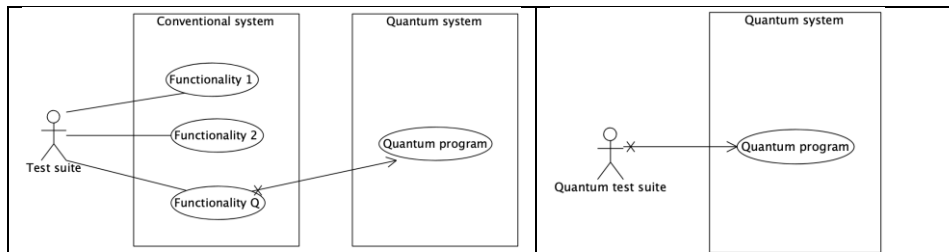


Fig. 2. A functional test suite plays the role of an external actor

Going back to the three-parts structure of a test case, and recalling that the uncertainty requires that every test case must be executed several times: (1) the initial situation of a quantum test case will set up the initial status of the qubits, (2) as in conventional testing, the quantum circuit will be executed, and (3) finally, the test suite will

save the obtained result, in order to calculate, in a further step, which is the most probable actual result.

3 White box testing

In white box testing, the tester is interested in knowing which “fragments” of the program are executed by the test cases. Thus, a program is completely tested if the test cases have gone through all those “fragments”. Moreover, if the test cases do not reveal errors, then the probability that the program is right is very high. The problem here is in the granularity of the “fragment”. To measure it, there exist a number of coverage criteria [2], such as *statements*, *branches*, *conditions*, *decisions*, *modified condition-decision*...

Thus, if a test suite runs all the statements of the SUT, it is said that its coverage is 100%. Obviously, some coverage criteria are more powerful than others: running all the *methods* is a coarse criterion that is *subsumed* by, for example, *statements* because if a test suite runs all the program statements, it runs also all its methods. Modified condition-decision (MC/DC) is one of the most powerful coverage criteria. It is fulfilled when every decision (understood as a set of conditions: for example, *if A>B or B<C* is a decision with two conditions, *A>B* and *B<C*) is executed in its two branches (true and false) thanks to the individual contribution of each individual condition. For this example, since the decision is composed by two conditions separated by *OR*, a complete test suite should lead the decision to the *true* branch thanks to *A>B* and to *B<C* (first two rows of Table 1), and to the *false* branch also thanks to each individual condition: since the operator is *OR*, this requires to do *false* both individual conditions, as shown in the third row.

Table 1. Modified condition-decision coverage

A>B	B<C	A>B or B<C	Determinant condition
true	false	true	A>B (B<C has no influence)
false	true	true	B<C (A>B has no influence)
false	false	false	Both conditions influence

An additional white-box coverage criterion is based on mutation testing. In mutation testing, the tester creates a set of mutants, which are copies of the SUT. Each copy contains a syntactic change that, with the adequate test case, may produce an output different than the SUT’s output. Thus, the mutant can be seen as a faulty version of the original program. In this way, a mutation-based testing process finishes when the test suite has found all the faults inserted in the mutants and none in the original one. Some of the mutants produced are *functionally equivalent*, what means that it is impossible to find a test case that finding the inserted fault (in practice, this means that the change introduced in the mutant is not a fault, but a code optimization or de-optimization). The coverage is measured in terms of the *mutation score*, which is the percentage of faults discovered (excluding equivalent mutants).

Artificial faults are inserted by means of mutation operators. A mutation operator introduces some type of fault: some of the most typical mutation operators (see Table

2) are AOR (Arithmetic Operator Replacement), ROR (Relational Operator Replacement) or UOI (Unary Operator Insertion). As it is seen, the artificial faults reproduce errors that a *competent programmer* could commit [3, 4].

Table 2. A classic program and some mutants

if (a>b) return a+b;	AOR	if (a>b) return a*b;
		if (a>b) return a-b;
	ROR	if (a==b) return a+b;
	UOI	if (-a==b) return a+b;

There are many different types of mutation operators for reproducing many different types of faults. There are also specific operators for specific programming languages (operators on the use of pointers in C and C++, for example) and specific technologies, such as mobile software.

Depending on the goodness of the mutation operators used, a given mutation score may subsume other coverage criteria. Mutation testing is quite suitable for quantum testing.

3.1 One example: adding two numbers

In quantum programming, the programmer writes her/his programs directly using bits (actually qubits) and logic gates (actually quantum gates). Thus, the simple operation of adding two numbers requires to work at so low abstraction level.

Anagolum [6] presents an example for adding two integer numbers using the IBM's QISKit simulator. The program code (and its corresponding quantum circuit) reproduces the process used by a classical computer (carry bits, etc.). The example needs two qubytes for saving the initial numbers, one additional qubyte for the carry bits and one classical byte (to save the state of the read qubits).

The program code, translated into OpenQASM, appears in Figure 3: it reserves 5 qubits for the first binary number (*qreg a*), 6 for the second one (*qreg b*), 5 for the carry bits (*qreg c*) and 6 classical bits (*creg d*) for saving the results. Initially all qubits are set to 0. Some of them (0, 2, 4 of *a* and 1, 3, 4 of *b*) are set to 1 via de *x* gate. Thus, the input numbers are those in Figure 3.

	5	4	3	2	1	0
a	█	1	0	1	0	1
b	0	1	1	0	1	0
c	█	0	0	0	0	0

Fig. 3. Input qubits

Then, the remaining code in the left column is composed by five blocks of three statements. Each block performs the following:

1. Via the *ccx* gate, if $a[i]=1$ and $b[i]=1$, then it changes the value of $c[i+1]$.
2. With *cx*, if $a[i]=1$, then it changes the value of $b[i]$.
3. The third statement changes $c[i+1]$ if $b[i]=1$ and $c[i]=1$.

In these blocks of statements, the qubits change according to Figure 4.

<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th></th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> <th>0</th> </tr> </thead> <tbody> <tr> <th>a</th> <td>█</td> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <th>b</th> <td>0</td> <td>1</td> <td>1</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <th>c</th> <td>█</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </tbody> </table> <p><i>After the 1st block</i></p>		5	4	3	2	1	0	a	█	1	0	1	0	1	b	0	1	1	0	1	1	c	█	0	0	0	0	0	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th></th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> <th>0</th> </tr> </thead> <tbody> <tr> <th>a</th> <td>█</td> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <th>b</th> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <th>c</th> <td>█</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </tbody> </table> <p><i>After the 3rd block (the 2nd changes nothing)</i></p>		5	4	3	2	1	0	a	█	1	0	1	0	1	b	0	1	1	1	1	1	c	█	0	0	0	0	0	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th></th> <th>5</th> <th>4</th> <th>3</th> <th>2</th> <th>1</th> <th>0</th> </tr> </thead> <tbody> <tr> <th>a</th> <td>█</td> <td>1</td> <td>0</td> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <th>b</th> <td>1</td> <td>0</td> <td>1</td> <td>1</td> <td>1</td> <td>1</td> </tr> <tr> <th>c</th> <td>█</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> </tbody> </table> <p><i>After the 4th block (the 3rd changes nothing)</i></p>		5	4	3	2	1	0	a	█	1	0	1	0	1	b	1	0	1	1	1	1	c	█	0	0	0	0	0
	5	4	3	2	1	0																																																																																
a	█	1	0	1	0	1																																																																																
b	0	1	1	0	1	1																																																																																
c	█	0	0	0	0	0																																																																																
	5	4	3	2	1	0																																																																																
a	█	1	0	1	0	1																																																																																
b	0	1	1	1	1	1																																																																																
c	█	0	0	0	0	0																																																																																
	5	4	3	2	1	0																																																																																
a	█	1	0	1	0	1																																																																																
b	1	0	1	1	1	1																																																																																
c	█	0	0	0	0	0																																																																																

Fig. 4. First changes of the qubits

<pre> OPENQASM 2.0; include "qelib1.inc"; qreg a[5]; qreg b[6]; qreg c[5]; creg d[6]; x a[0]; x a[2]; x a[4]; x b[1]; x b[3]; x b[4]; ccx a[0], b[0], c[1]; cx a[0], b[0]; ccx b[0], c[0], c[1]; ccx a[1], b[1], c[2]; cx a[1], b[1]; ccx b[1], c[1], c[2]; ccx a[2], b[2], c[3]; cx a[2], b[2]; ccx b[2], c[2], c[3]; ccx a[3], b[3], c[4]; cx a[3], b[3]; ccx b[3], c[3], c[4]; ccx a[4], b[4], b[5]; cx a[4], b[4]; ccx b[4], c[4], b[5]; </pre>	<pre> cx c[4], b[4]; ccx b[3], c[3], c[4]; cx a[3], b[3]; ccx a[3], b[3], c[4]; cx c[3], b[3]; cx a[3], b[3]; ccx b[2], c[2], c[3]; cx a[2], b[2]; ccx a[2], b[2], c[3]; cx c[2], b[2]; cx a[2], b[2]; ccx b[1], c[1], c[2]; cx a[1], b[1]; ccx a[1], b[1], c[1]; cx c[1], b[1]; cx a[1], b[1]; ccx b[0], c[0], c[1]; cx a[0], b[0]; ccx a[0], b[0], c[1]; cx c[0], b[0]; cx a[0], b[0]; measure b[0] -> d[0]; measure b[1] -> d[1]; measure b[2] -> d[2]; measure b[3] -> d[3]; measure b[4] -> d[4]; measure b[5] -> d[5]; </pre>
--	--

Fig. 4. Code for adding two numbers

The code in the second column (blocks with five statements of gates cx and ccx) runs in a very similar way. The final statements (*measure*) read the qubit values and pass them to the classical register, d .

As it is seen, working at bit level is hard and fault prone: the programmer may be specially tempted to copy and paste for changing later the indexes of the qubits (and forgetting it), she/he may use a wrong gate, write statements in a different order...

All these possible faults are suitable of being reproduced with mutation operators.

4 Model-based testing

In model-based testing (MBT), the test engineer models test cases with models, typically using UML. The UML specification includes the UML Testing Profile, an extension whose metamodel defines all the elements involved in tests definition (Figure 5).

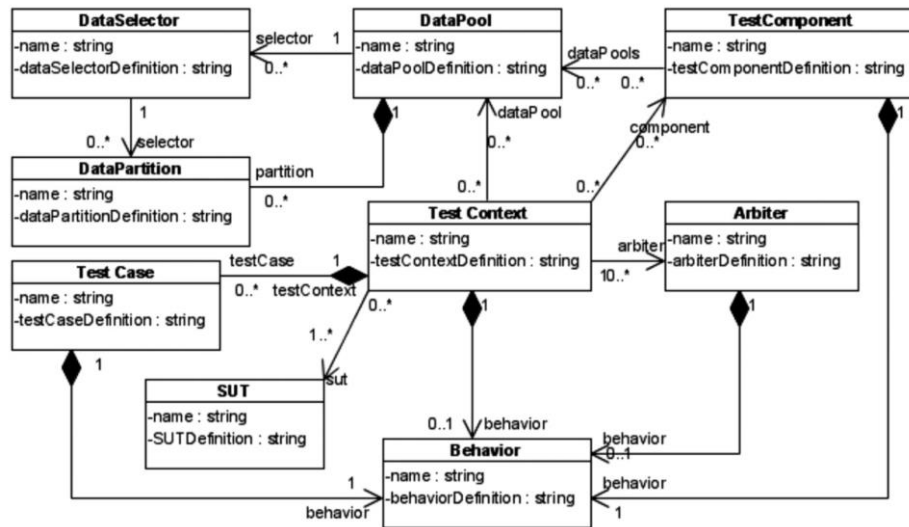


Fig. 5. The UML testing profile metamodel

Given a SUT described with a set of UML models, the tester may describe test cases using a model based on this profile. Then, she/he can get executable test cases, for example, with an automatic model-to-text transformation [8].

Figure 6 shows the quantum circuit corresponding to the program code of Figure 4: it includes an horizontal line for each qubit, as well as, in vertical, the corresponding representation of each operation executed. Actually, a circuit is a quite faithful model of the program, since each variable (the qubits) and program statement is completely represented in the circuit.

Then, also quantum testing may take advantage of classic MBT techniques for proposing novel strategies that lead to generate test cases from circuits. It should be

researched, but maybe it is possible to tailor the UML testing profile to this new programming paradigm.

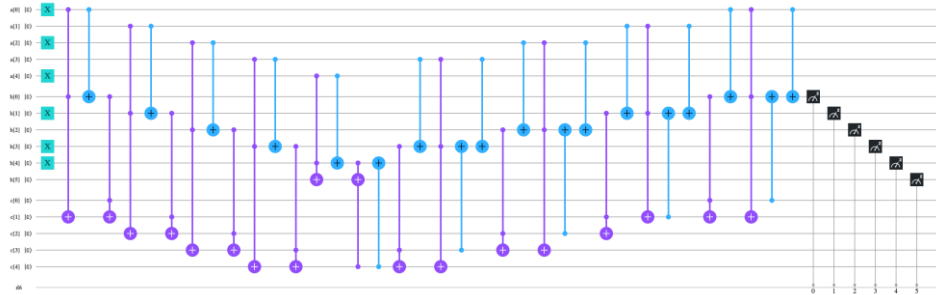


Fig. 6. Code for adding two numbers

Acknowledgements

This paper and its associated research is part of the project TESTIMO (SBPLY/17/180501/000503) that has been funded by JCCM Consejería de Educación y Cultura y Deportes, y Fondos FEDER.

References

1. ISO/IEC/IEEE. *ISO/IEC/IEEE International Standard - Systems and software engineering – Vocabulary*. IEEE Std. 24765, (2017).
2. Glenford J. Myers. *The Art of Software Testing*, 2nd edition., 2004.
3. DeMillo, R.A., Lipton, R.J. and Sayward F.G. Hints on test data selection: Help for the practicing programmer. *IEEE Computer*; 11(4), 34–41, (1978)
4. Hayes, J.H. and Offutt, J. *Recognizing authors: an examination of the consistent programmer hypothesis*. *Software Testing, Verification and Reliability*, 20(4), 329-356, (2009).
5. Barbosa, E. F., Maldonado, J. C. and Vincenzi, Am.R. *Toward the determination of sufficient mutant operators for C*, *Software Testing, Verification and Reliability*, 11(2), 113–136, (2001).
6. Anagolum, S. *Arithmetic on Quantum Computers: Addition*. Available at (January 20, 2020): <https://medium.com/@sashwat.anagolum/arithmetic-on-quantum-computers-addition-7e0d700f53ae>
7. OMG, UML Testing Profile, Object Management Group, Tech. Rep. formal/05-07-07, (2013).
8. Pérez Lamancha, B., Polo, M., Caivano, D., Piattini, M. and Visaggio, G. *Automated generation of test oracles using a model-driven approach*. *Information and Software Technology*, 55(2), 301–319, (2013).