

HTTP/2 Protocol Test Principles

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Goals

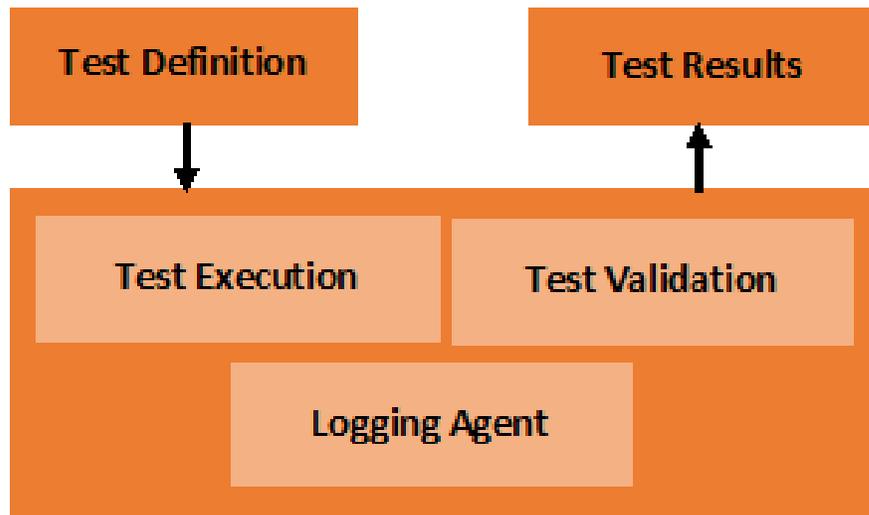
- More actionable results from HTTP/2.0 interop test days
- Validate compliance
 - Test scenarios are derived from the protocol specification to ensure that implementations comply with all the "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT" terms.
- Improve the quality of HTTP/2.0 drafts
 - Address unclear terms, design gaps, and differences in interpretation

Non-Goals

- Security testing
- Performance testing
- Stress testing
- Interoperability testing with real world web sites

Test Framework

- Tests can be executed cross-platform with consistent results.
- Tests are written in a platform-independent programming language (for example, C/C++, JavaScript, Python)
- Test Architecture Proposal



Test Definition

Set of common test scenarios based on protocol compliance

Test Execution/Validation

Client Tests – test server configured based on test definition, verify client behavior and provide test results

Server/Proxy Tests – test client make request based on test scenarios, verify expected behavior and provide test results

Next Steps

Looking for interested parties to participate in a breakout session to define next steps