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