



### **Software Engineering**

Landscape depending parameter tuning for search-based software testing

### **Overview**

- 1. Introduction
- 2. Fundamentals
- 3. Experimental
- 4. Adaptive parameter control
- 5. Evaluation
- 6. Conclusion

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### Introduction

- software tests are essential
- maximize coverage (line, branch, exception)
- lack of sufficient tests
- costly and time-consuming
- using search-based software testing

# Search-based software testing

- tests for object oriented languages
- sequence of method calls as search space
- maximizing coverage
- optimization problem
- using genetic algorithms

### **Motivation**

- many tools solve this problem
- EvoSuite one of the bests in competitions [Panichella et al., 2020]
  - state-of-the-art: DynaMOSA
  - fairly good, but not perfect [Arcuri and Briand, 2014]
- optimal only with optimal configuration
- No Free Lunch theorem [Wolpert and Macready, 1997]
  - impossible to find optimal configuration

# Research goal

- wide variety of problem-cases
- concept landscape depending adaptive parameter control
- increase coverage of EvoSuite

### State-of-the-art

- DynaMOSA sensitive for adaptive parameter control [Wetzler, 2020]
- parameter control can have a negative impact [Paterson et al., 2015]
- random can out-perform genetic [Shamshiri and Rojas, 2015]
- landscape characteristics [Albunian, 2020]

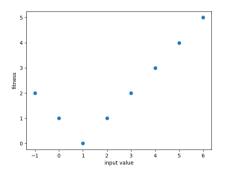
### **Delimitation**

- focus on DynaMOSA
- pre-implemented parameter
- limit the experiment size
- use landscape features from the literature

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### **Fitness function**

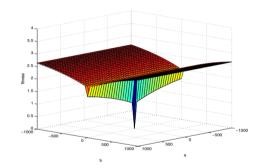
- function for e.g. branch distance
- guidance for search algorithms



```
void bar(int x) {
   if (x == 1) {
      // uncovered code
```

# Fitness landscape

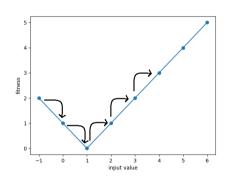
- metaphor for the search space
- fitness value as height
- input as depth and width
- search for minima



[Harman, 2007]

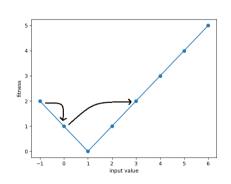
### **Random Walk**

- [Kauffman and Levin, 1987]
- used to describe landscape
- walk over landscape
- random unbiased steps



# **Long Jump**

- [Kauffman and Levin, 1987]
- multiple steps
- landscape approximation



# **Genetic algorithm**

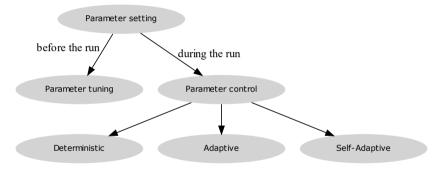
- test = individual
- multiple tests = population
- start with random population
- iterate till termination condition
  - mutate and crossover
- return last generation

# **DynaMOSA**

- genetic algorithm
- multiple target
- keep track of target covering individuals
- keep track of covering individuals (archive)

- dynamic target update
- archive update
- select by rank
- return archive as last generation

# Parameter tuning and control



[Eiben et al., 1999]

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# Corpus

#### SF110

- 110 open-source Java projects
- 23,894 Java Classes
- trivial and non-trivial

#### Panichella et al.

- 117 open-source Java projects
- 346 Java Classes
- non-trivial and complex
- often used

## **Sample**

#### $S_1$

- for training prediction
- Corpus: SF110
- randomly selected
- 709 Java Classes
- 9.8 days

### $S_2$

- for evaluation
- Corpus: Panichella
- all classes
- 346 Java Classes
- 4.8 days

### $S_3$

- for parameter search
- Corpus: SF110
- high stdev
- 20 Java Classes
- 6.6 hours

# **Comparisons**

- multiple experiments
- executed on 3 identical machines
- 30 repeats for every Java Class
- Mann-Whitney U-test
- Vargha-Delaney effect size  $\hat{A}_{12}$

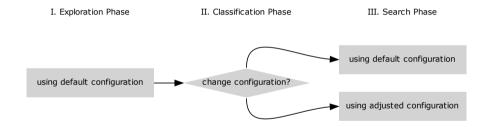
- 1. Introduction
- 2. Fundamentals
- 3. Experimental
- 4. Adaptive parameter control
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- 6. Conclusion

## Concept

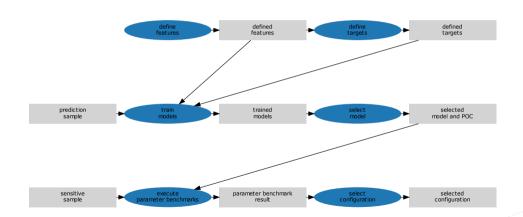
- use the beginning of the search to explore the search space
- classify the current search ("adjust" or "default")
- use configuration depending on class



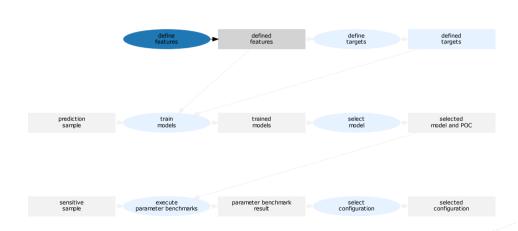
## **Configuration selection**



## **Components**



# Landscape features



# Landscape approximation

- random walk is time-consuming
- instead: using the first generations
- "long jump" instead a step [Kauffman and Levin, 1987]
- approximation of the landscape

### **Fitness**

- ratio between:
  - current fitness value
  - maximum observed value
- range of [0, 1]
- high ratio: good performing
- low ratio: bad performing

### **Gradient branches**

- [Shamshiri and Rojas, 2015]
- Byte-code analysis
- branch distance to be covered
- some branches without distance
- ratio between:
  - branches with gradient
  - branches without gradient
- range of [0, 1]
- high ratio: guidance
- low ratio: no guidance

# **Neutrality Volume**

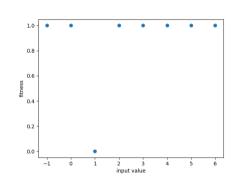
- [Albunian, 2020]
- neutral: no guidance
- based on fitness sequence S
- NV
  - fitness changes in S
  - depending on steps
- *NV*<sub>Ratio</sub>:
  - range of [0, 1]

# **Example: Neutrality Volume**

$$S = \{1, 1, 0, 1, 1, 1, 1, 1\}$$
 (1)

$$NV = 3$$
 (2)

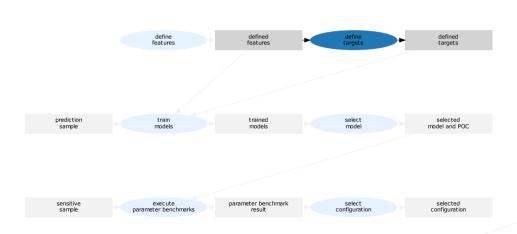
$$NV_{Ratio} = \frac{NV}{\#ofsteps} = \frac{3}{8} = 0.375$$
 (3)



### **Information Content**

- [Vassilev et al., 2000]
- lacktriangle how many information is needed to construct S

## **Classification target**



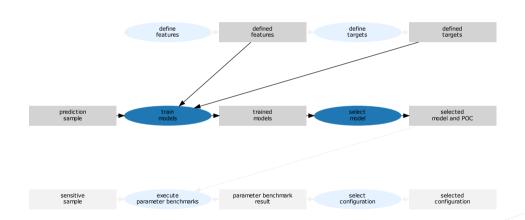
# **Targets**

- Coverage improvement by parameter
  - example: *pop* = 125
  - time-consuming experiments necessary
- instead: use data of one experiment
- targets approximations
  - Low end coverage
    - **■** *endcov*. < 0.8
  - High standard deviation
    - *stdev* > 0.1
    - **■** *stdev* > 0
  - Relative low coverage
    - **■** *cov*. < *max*(*cov*.) \* 0.8

# **Targets**

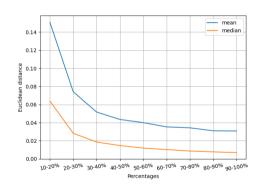
target	n in class
cov. < max(cov.) * 0.8	447
endcov. < 0.8	6687
<i>stdev</i> > 0.1	541
stdev > 0	6046
p = 125	1735
stdev > 0.1 & cov. < max(cov.) * 0.8	256
stdev > 0 & cov. < max(cov.) * 0.8	447
stdev > 0.1 & endcov. < 0.8	391
$_{\text{APC}}$ , $p_{\text{APC}} = 125 \ \& \ cov. < max(cov.) * 0.8$	254

## Classification



### **Length of Exploration Phase**

- compare landscape features ever 10%
- using Euclidean distance
- trade-off between
  - time for exploration
  - time for adjusted configuration
- between 20 and 40% from search (percentage of classification)



## Machine learning algorithm

- binary classification
- supervised learning
- fast classification
- few features
- decision tree

### Hyper-parameter search

- only apply on as many as possible
  - TPR > 80%
- only apply if positive effect
  - FPR < 5%
- percentage of classification (POC)
- construction criteria (Gini Impurity, Entropy or Log-Loss)
- depth of decision tree

### **Component selection**

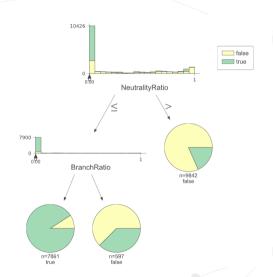
#### **Decision tree**

■ *stdev* > 0.1&*cov.max*(*cov.*) \* 0.8

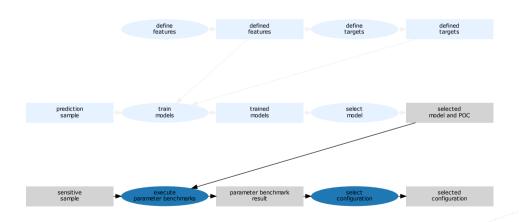
■ depth of decision tree: 2

■ Gini Impurity

■ POC: 30%



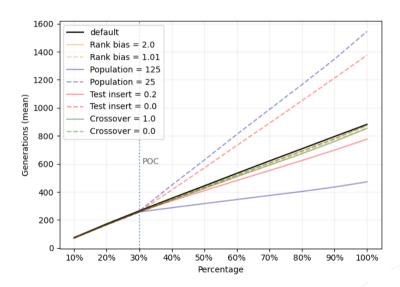
#### **Parameter selection**



#### **Parameter selection**

- many EvoSuite parameter
- nearly infinite possible combinations
- small-scale experiments
- using small sample S<sub>3</sub>

#### Influence on runtime



### **Event probability**

- runtime in relation to event probability
  - insert
  - mutate
  - crossover
- trade-off
  - fitness evaluation
  - event occurrence

$$P_{adj}(e) = \frac{n_1 P_1(e) + n_2 P_2(e)}{n_1 + n_2}$$
(4)

$$\hat{P}(e) = \sum_{i=k}^{n} \frac{n!}{i!(n-i)!} P_{adj}(e)^{i} (1 - P_{adj}(e))^{n-i}$$
 (5)

# **Component selection**

			$P_{adj}$			$\hat{P}$ for	k = 5			
configuration	gen.	n	mut.	cross.	ins.	mut.	cross.	ins.	<i>n</i> _+	n
default	853	9	0.95	0.68	0.05	1.0	0.87	0.0		
p = 25	1,263	13	0.96	0.69	0.04	1.0	1.0 /	0.0	0	0
p = 125	572	6	0.95	0.68	0.04	0.77	0.15	0.0	3	0
cr = 0.0	841	8	0.95	0.0	0.05	1.0	0.0	0.0	1	0
cr = 1.0	849	8	0.95	0.95	0.05	1.0	1.0 /	0.0	0	0
bias = 2.0	912	9	0.95	0.68	0.05	1.0	0.88 /	0.0	1	0
bias = 1.01	824	8	0.95	0.68	0.05	1.0	0.77	0.0	0	0
pti = 0.0	1,154	12	1.0	0.75	0.0	1.0	1.0 /	0.0	0	4
pti = 0.2	770	8	0.92	0.63	0.08	1.0	0.66	0.0	0	0
p = 10, $pti = 5.0$	912	9	0.58	0.13	0.42	0.69	0.0	0.31 /	3	0
p = 25, pti = 1.0	777	8	0.75	0.38	0.25	0.89	0.14	0.03 /	4	0

- 1. Introduction
- 2. Fundamentals
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#### Classification

#### Known sample S<sub>1</sub>

- $\blacksquare$  trained on  $S_1$
- test on  $S_1$
- TPR of 86%
- FPR of 8%
- acceptable reliability

### Unknown sample S<sub>2</sub>

- trained on S<sub>1</sub>
- $\blacksquare$  test on  $S_2$
- TPR of 21%
- FPR of 7%
- not reliability

### Adaptive parameter control

#### Known sample $S_1$

	covera	overage DynaMOSA		ge APC-DynaMOSA			
CUT	mean	std	mean	std	$\hat{A}_{12}$	p-value	
o.d.j.m.AbstractDBObject	0.951	0.018	0.960	0.039	0.880	0.000	7
d.o.f.g.s.RoundStatsDiagram	0.505	0.466	0.000	0.000	0.935	0.000	>
c.a.a.c.d.t.u.i.p.DHTUDPPacketHandlerStats	0.909	0.010	0.894	0.020	0.917	0.001	>
o.p.g.d.VisualPageListItem	0.112	0.001	0.113	0.002	0.933	0.003	7
n.s.s.c.s.a.RollbackAction	0.170	0.320	0.000	0.000	0.935	0.006	>
f.v.n.m.b.s.p.w.p.GetParametersForm	0.111	0.152	0.219	0.146	0.935	0.008	7
d.h.l.e.i.e.AbstractMessageBasedEventProducer	0.426	0.018	0.439	0.023	0.913	0.020	7
c.i.s.LocalFileBrowser	0.126	0.128	0.194	0.109	0.902	0.034	7
o.j.j.a.c.a.IndexedAceFileDataStore	0.196	0.002	0.195	0.000	0.902	0.042	>
n.s.s.f.g.ErrorDialog	0.021	0.073	0.126	0.138	0.611	0.046	7

### Adaptive parameter control I

#### Unknown sample S<sub>2</sub>

	covera	coverage DynaMOSA		ge APC-DynaMOSA			
CUT	mean	std	mean	std	$\hat{A}_{12}$	p-value	
c.g.f.FtpApplet	0.065	0.066	0.099	0.056	0.567	0.034	7
o.a.c.m.d.DfpDec	0.013	0.038	0.034	0.057	0.278	0.077	
c.g.j.r.j.RecordType	0.835	0.019	0.834	0.012	0.278	0.126	
o.o.s.a.u.UpdateUserPanel	0.009	0.051	0.037	0.097	0.588	0.169	
n.s.j.m.a.q.TemplateUserTitles	0.055	0.064	0.077	0.064	0.750	0.203	
c.g.c.b.Predicates	0.510	0.039	0.519	0.037	0.317	0.414	
c.e.s.j.Room3D	0.083	0.120	0.108	0.126	0.671	0.435	
t.TwitterBaseImpl	0.551	0.010	0.548	0.022	0.720	0.734	
g.a.GroupAgent	0.723	0.075	0.734	0.071	0.700	0.873	

## Selected configuration

#### Unknown sample S<sub>2</sub>

	coverage default		coverage adjusted config.				
CUT	mean	std	mean	std	$\hat{A}_{12}$	p-value	
n.s.s.m.x.TableMeta	0.880	0.048	0.291	0.346	0.902	0.000	$\overline{}$
n.v.a.g.r.RobotRenderer	0.628	0.094	0.729	0.146	0.902	0.004	7
m.s.SSHSCPGUIThread	0.418	0.133	0.527	0.133	0.902	0.000	7
$o.a.c.m.d.f. \\ Multivariate Normal \\ Mixture \\ Expectation \\ Maximization$	0.527	0.028	0.684	0.026	0.902	0.000	7

- 1. Introduction
- 2. Fundamentals
- 3. Experimental
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#### Conclusion

- concept of APC-DynaMOSA
- pre-selected configuration
- pre-trained classification model
- mixed results improved and degraded Java classes

#### **Future work**

- "long jump" approach
- landscape feature
- real world use
- Fitness function for guidance

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