

Software Engineering 2

Search-based Software Testing



Verification & Validation

Search-Based Software Testing



Search-Based Software Testing (SBST)

- Complements test case generation techniques seen so far
 - Works at component or system level
 - Guides the generation toward a specific testing objective
 - Compared to fuzzing, typically incorporates domain-specific knowledge to generate more meaningful test cases
 - Can deal with functional and non-functional aspects (e.g., reliability, safety)



SBST: the very idea

- Generate specific test cases that achieve some test objective
 - Examples of common test objectives
 - Observing wrong/undesired outputs
 - Breaking given requirements
 - Reaching specific source code locations
 - Executing some given paths
- Essence of SBT
 - Recast testing as an optimization problem
 - Search space + fitness to guide the exploration
 - Generate better and better tests to achieve the objective





- Autonomous driving
 - Assume you want to test the subsystem that controls the steering angle of an autonomous vehicle

• Safety requirement: the vehicle shall always maintain a given safety distance

from the centre of the road

Safety requirement unsatisfied

Safety requirement satisfied

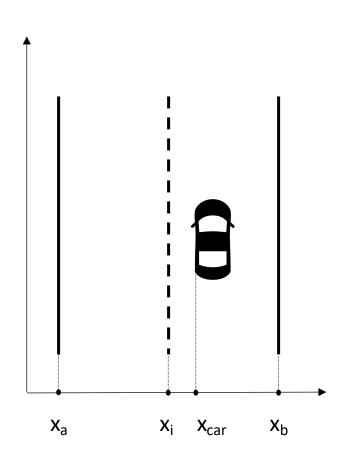


SBST: steps

- 1. Identify the objective
- 2. Define how to measure the distance of the current execution from the objective
 - The distance measures the "fitness" of the current execution with respect to the objective
 - The "current execution" is identified by the inputs (i.e., the test case) provided to the program
- 3. Instrument the code to compute the fitness (i.e., the distance) of the current execution (i.e., of the test case) to the objective
- 4. Pick (randomly) some inputs to run the program (i.e., identify a test cases)
- Execute the test case, and compute its fitness with respect to the objective
- 6. If fitness is not sufficient, go to step 4
- 7. else, we are satisfied (e.g., found a test case that achieves the objective)



Toy example



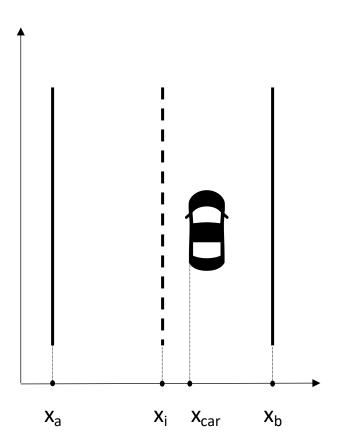
```
def get_dist_from_middle(xa: int, xb: int, xcar: int):
    xi = (xa+xb)/2
    return xcar-xi
```

- SBST objective: identify test cases that make get_dist_from_middle return a value ≤ 0
- How to measure the distance from the objective

```
def calculate_fitness(xa: int, xb: int, xcar: int):
    r = get_dist_from_middle(xa, xb, xcar)
    if r<=0:
        return 0
    return r</pre>
```



Toy example



```
def get_dist_from_middle(xa: int, xb: int, xcar: int):
    xi = (xa+xb)/2
    return xcar-xi
```

- SBST objective: identify test cases that make get_dist_from_middle return a value ≤ 0
- Let's search the input space. We choose a first test case
 - xa: 3, xb: 10, xcar: $7 \rightarrow$ return 0.5, distance from goal: 0.5
- We search in the neighborhood decreasing and increasing each parameter
 - xa: 2, xb: 10, xcar: $7 \rightarrow$ return 1, distance from goal: $1 \rightarrow$ no good
 - xa: 3, xb: 9, xcar: $7 \rightarrow$ return 1, distance from goal: $1 \rightarrow$ no good
 - xa: 3, xb: 10, xcar: 6 → return -0.5, distance from goal: 0 → great! We have been lucky...



SBST: key points

- How do we identify/define the objective?
- How do we measure the **distance** of the current test case to the objective?
- How do we instrument the code to retrieve the necessary information to compute the fitness?
- How do we pick the next test case, if the current one is not good enough?
 - i.e., how do we search in the space of test cases?



- Search space
 - Defines what we are looking for (test cases)
 - Depends on the testing problem
 - Single integer values, tuples of values, objects, XML documents, ...

space of all possible test cases

search space

- Example: function get_dist_from_middle
 - 3 input parameters, returns a float
 - Search space (representation for test cases) = input tuples (xa, xb, xcar)

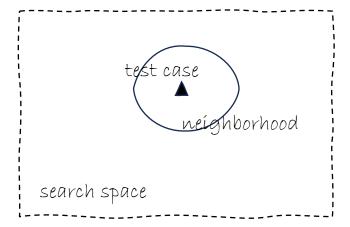
```
get_dist_from_middle(3,10,7) = 0.5
get_dist_from_middle(5,15,8) = -2.0
get_dist_from_middle(10,22,19) = 3.0
```



- Search space: neighborhood
 - Each point in the search space has its neighbors
 - Neighborhood includes inputs that are related to a given one (e.g., "close" according to some distance function)

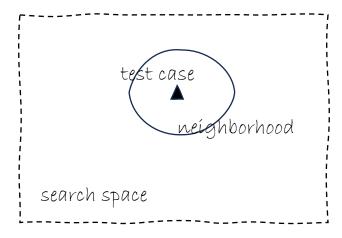
Foo example

- Test case = input tuple (xa, xb, xcar)
- Each tuple has 26 neighbors (3*3*3 1)
 - xa-1, xb-1, xcar-1
 - xa-1, xb-1, xcar
 - xa-1, xb-1, xcar+1
 - xa-1, xb, xcar-1
 - xa-1, xb+1, xcar-1
 - xa, xb-1, xcar-1
 - xa+1, xb-1, xcar-1
 - ...





- Given search space + neighborhood relation we can define
 - Fitness function → defines the "goodness" of a given test case (candidate solution)
 - Algorithm → explores the neighborhood using the heuristic to steer the search





- Fitness function
 - "goodness" of an individual = **fitness**
 - Maps a test case to a numeric value (the better the candidate the better the value)
 - Depends on the objective of testing!

• Example: function get dist from middle

```
def calculate_fitness(xa: int, xb: int, xcar: int):
    r = get_dist_from_middle(xa, xb, xcar)
    if r <= 0:
        return 0
    return r</pre>
```





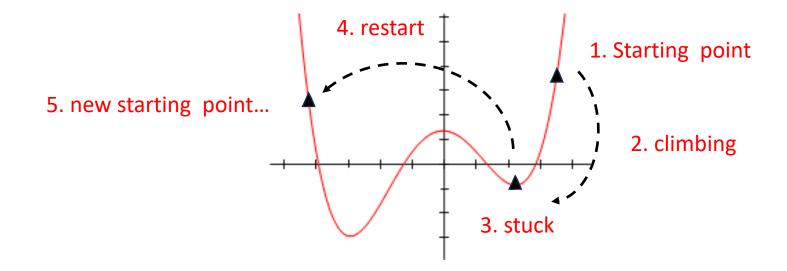
- Search algorithm Hillclimbing (simple meta-heuristic algorithm)
 - 1. Take a random starting point
 - 2. Determine fitness value of all neighbors
 - 3. Move to neighbor with the best fitness value
 - 4. If solution is not found, continue with step 2





Test Generation: Hillclimbing

- Escaping local optima
 - The easiest way is to give up and restart from a new random point





Test Generation: Evolutionary Search

- Hillclimbing works well if
 - Reasonably small neighborhood and search space
- Assume we have a program that receives UTF-16 strings (max len 10) as input:
 - Each char is encoded with 16 bits = 65536 possible encodings
 - What is the size of the search space?
 - Hillclimbing would take unreasonably long time! Why?
- Global search
 - Hillclimbing searches locally only!
 - We should make larger steps to extend the search "more globally"



Test Generation: Evolutionary Search

Global search

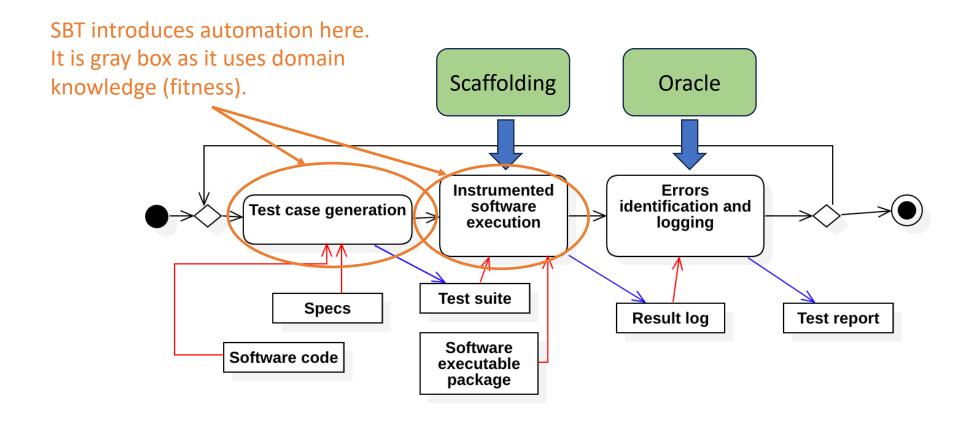
- We can use (again) the notion of mutation
- It can be used to carry out larger steps
 - Shall not completely change an individual
 - Shall keep most of its "traits"

Examples

- Mutation for strings: flip random char, add/remove a random char, ...
- Mutation for integers: sum a small random number, flip some random bits in the binary encoding, ...



Positioning SBST in the testing workflow





SBT: Summary

Strengths

- Compared to concolic guides the generation toward a specific testing objective (e.g., wrong outputs, coverage of given branches)
- Compared to fuzzing typically generate more meaningful test cases
- Eventually reaches the objective with enough budget

Weaknesses

- Requires domain-knowledge to define the notion of fitness (nontrivial)
- Heavily relies on the quality of the heuristics to explore the neighborhood
- Computationally expensive and time-consuming



SBST: tools

EvoSuite

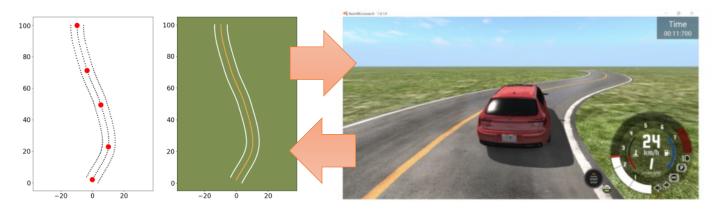
- Tool that automatically generates test cases for Java code
- Automatically instruments the sources
- Generates test suites towards satisfying a given objective (i.e., coverage criterion)
- https://www.evosuite.org/





SBST: latest trends

- Automated testing of autonomous systems
 - **Example**: search for road shapes where the car cannot keep the lane (testing objective = invalidate safety requirements)



Test case generation road shape

Scenario simulation fitness calculation given the generated road

https://dl.acm.org/doi/10.1145/3368089.3409730



References

- Andreas Zeller, Rahul Gopinath, Marcel Böhme, Gordon Fraser, and Christian Holler: "The Fuzzing Book". Retrieved 2023-11. https://www.fuzzingbook.org/
- Fraser, Gordon, and Andrea Arcuri. Evosuite: automatic test suite generation for object-oriented software. Proceedings of the 19th ACM SIGSOFT symposium and the 13th FSE. 2011. https://dl.acm.org/doi/abs/10.1145/2025113.2025179
- Evo Suite tool: https://www.evosuite.org/
- Vincenzo Riccio and Paolo Tonella. 2020. Model-based exploration of the frontier of behaviours for deep learning system testing. In Proceedings of the 28th ACM ESEC/FSE 2020. ACM, New York, NY, USA, 876–888. https://doi.org/10.1145/3368089.3409730