

SIMPLIFICATION OF DEVELOPER-WRITTEN C# UNIT TESTS

By

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ABSTRACT

Testing software is used to gain confidence about various systems in a software architecture. However, since these architectures can get complex, making them difficult to debug and their tests equally as difficult and time-consuming. One method to reduce time needed for this process is to simplify these unit tests to fewer statements. Delta Debugging (DD) and Hierarchical Delta Debugging (HDD) are examples of algorithms that are used to simplify these tests. DD takes a failing test case and simplified it down to the needed statements for that failing test. HDD is an improvement on the DD algorithm that can work on tree-like structures and can simplify source code, markup language, and other tree structured files. We propose a tool, ReduSharptor, used to simplify C# tests that utilizes language-specific features and the interdependence of C# program elements using the Roslyn compiler API. We evaluate this tool on 30 failing C# tests and demonstrate its applicability and accuracy.

TABLE OF CONTENTS

	Page
ACKNOWLEDGMENTS	ii
ABSTRACT	iii
LIST OF TABLES	vi
LIST OF FIGURES	vii
Contribution of Authors	1
1 Introduction	2
2 Related Work	4
2.1 DD and HDD	4
2.2 Additional resources	6
3 Motivation	8
3.1 Purpose of the minimized test	8
3.2 The cost of compilation	8
3.3 Performance of other techniques	9
3.4 Using statements as the unit of reduction	9
3.5 Fewer intermediate variants	9
3.6 DD is sufficient	9
4 ReduSharpTOR: Usage, Architecture, and Implementation Details	11
4.1 Usage	11
4.2 Architecture	11
4.3 Implementation	13
5 Experiments	15
5.1 Subjects	15
5.2 Process	16
5.3 Measurement	16
6 Results	17
6.1 Applicability	17
6.2 Accuracy	17
6.3 Inaccuracy	19
6.4 Tool comparison	20

7	Threats to Validity	24
7.1	Construct Validity	24
7.2	Internal Validity	24
7.3	External Validity	24
7.4	Reliability	24
8	Conclusion and Further Work	25
8.1	Further Work	25
8.2	Conclusion	25
A	Methods	27

LIST OF TABLES

Table		Page
1	Author Contributions	1
5.1	Subject projects, LOC (Line of Code), # of tests, and total commits.	16
6.1	Reduction Results	18
6.2	Unit test tree vs non tree statements	18
6.3	Comparison with gold standard	23

LIST OF FIGURES

Figure	Page
2.1 HDD algorithm [1]	5
3.1 ApplySomeArgs test in language-ext	8
3.2 AST of code in Figure 3.3	10
3.3 foo test to demonstrate AST	10
4.1 command line execution of ReduSharpctor	11
4.2 ReduSharpctor architecture from a user's perspective	12
4.3 ReduSharpctor internal architecture with implementation details	12
6.1 Synthetic EqualsTest test in language-ext	19
6.2 Simplified EqualsTest test in language-ext	19
6.3 Synthetic Get_All_Blueprints test in Umbraco.CMS	20
6.4 Simplified Get_All_Blueprints test in Umbraco.CMS	21
6.5 Synthetic TestCRC32Stability test in BizHawk	21
6.6 Simplified TestCRC32Stability test in BizHawk	22
A.1 BuildAndRunTest method in ReduSharpctor	28
A.2 FindSmallestFailingInput method in ReduSharpctor	29
A.3 Main method in ReduSharpctor	30
A.4 GetDividedSections method in ReduSharpctor	31
A.5 GetSectionCompliment method in ReduSharpctor	32
A.6 GetTestStatements method in ReduSharpctor	32
A.7 SetTestStatements method in ReduSharpctor	33
A.8 WaitForFile method in ReduSharpctor	34
A.9 GetTestCallString method in ReduSharpctor	34
A.10 ExecuteCommand method in ReduSharpctor	35

Contribution of Authors

The following authors contributed to the manuscript: David Weber (DW), Arpit Christi (AC)

Table 1: Author Contributions

Task	Conception	Data Collection	Empirical Analysis	Final Draft
Thesis	DW, AC	DW	DW	DW, AC

This study is currently under consideration in the SANER 2023 tools track conference. This conference is a CORE-A conference [\[2\]](#) and will allow for additional opportunities for ReduSharp to show its usefulness.

CHAPTER 1

Introduction

The complexity of modern software makes debugging difficult and time consuming. To debug a failing program, the developer needs to locate and isolate the fault first; a slow and tedious process known as Fault Localization (FL). If the failing tests only execute a few faulty program elements, FL is trivial. The complexity arises from the fact that failing tests often execute a large set of non-faulty program elements. Hence, simplification of failing tests, while keeping the bug, reduces the complexity of fault localization by reducing the number of non-faulty program elements the developers need to search. It focuses developers' attention on a few faulty program elements, leading to faster debugging times. Simplified failing tests are not only helpful aid to developers, it can significantly improve the accuracy of automatic fault localization techniques [3, 4]. These automatic fault localization techniques have the goal of automatically finding the faulty program elements without the need of a developer to search through them. While a long, complex, failing test leads to longer execution times for these techniques, simplifying the unit tests before this step reduces the execution time significantly.

The most widely known and utilized automatic test simplification technique is the Delta Debugging (DD) algorithm, by Zeller and HildeBrandt. This algorithm works well on test inputs that can be considered array or list-like structures [5]. Additionally, it is not the most effective technique for tests that have tree-like structures as seen in HTML files, C or java programs, or XML files. This is due to the fact that it only works on a flat structure, or in other words, will not break apart smaller blocks in order to simplify those sections as well. However, Mishreghi and Su proposed the Hierarchical Delta Debugging (HDD) algorithm that utilizes the underlying Abstract Syntax Tree (AST) structure to effectively simplify these unit tests. [1].

Recently, a few researchers proposed modern implementations of HDD algorithms and their variants [6, 7, 8, 9]. Most of the implementations are language-agnostic and, hence, can reduce a variety of tests in languages such as HTML, XML, C, or java. Stepanov et al. noted the language-agnosticism of the HDD tools. This is a major limiting factor in employing the tools efficiently for real-world, large-scale usage as the tools fail to consider and utilize the language-specific features, complexities, and inter-dependencies [9]. These tools rely on a generic AST or grammar in the simplification process and produce many noncompilable intermediate variants before the convergence. Sun et al. noted the need of producing syntactically correct intermediate test variants while proposing the *Perses* algorithm [7]. Also, most of the tools rely on many libraries, components, and external tools that need to be up-to-date all the time to utilize the tools. Binkley et al. argue that the cost of development and maintenance is prohibitive for program slicing tools (DD/HDD

produces a slice) due to the need of a large set of libraries and components [10]. Many of these tools require a certain preprocessing step before they can be utilized to simplify tests [6, 7].

Instead of focusing on varying sets of test inputs and test cases, the focus was on *developer-written C#* unit tests. As we focused our attention, observed, and studied unit tests implemented in C# by developers, we noticed that we can utilize new avenues to implement a test reduction tool that is applicable, accurate, and easy to use.

To this end, we propose a tool, ReduSharptor, that provides the following:

1. A tool specifically implemented for C# tests that utilizes language-specific features of C# programs and tests.
2. A tool that utilizes an empirical analysis to prune the search space.
3. A tool that exists as a stand-alone entity and does not require any further libraries or tool sets. This tool can be invoked using an executable file.
4. A tool that requires absolutely no preprocessing steps.

We evaluate ReduSharptor on a set of 30 failing tests on 5 open source C# projects to demonstrate that ReduSharptor is applicable and accurate. The tool can produce correct test simplifications with high precision (96.58%) and recall (96.45%). ReduSharptor is publicly available on GitHub.

CHAPTER 2

Related Work

2.1 DD and HDD

There are several different algorithms used to simplify unit tests or code bases. One of which is DD, an algorithm that simplifies failing tests while still keeping the bug. This algorithm works by utilizing a variant of binary search to remove individual components that are unnecessary for triggering the bug [5]. To retrofit DD for hierarchical test inputs like XML, HTML, or programs, the top syntax tree is used as a flat structure. This means the elements would include blocks of nested elements for removal. This method is faster and more efficient than other algorithms since it doesn't entail further nested elements but means that it is much more limited since it cannot find further unneeded statements within deeper code blocks. It cannot find these statements because the algorithm treats these code blocks as a single statement, meaning it removes the entirety of the block or none at all. This is relevant since many algorithms that need to be reduced have tree-like structures, meaning this algorithm cannot effectively simplify every test.

The DD algorithm works by separating a portion of code into smaller sections. By testing these sections in certain ways, we are able to find statements that do not need to be kept for the failing logic to remain. If we remove these statements and continue the process until no more statements can be removed, we will end up with the simplified failing test. We start with a certain number of sections and test each individually. If any of these tests fail, we use that as the new input. If all of these sections' tests succeed or cannot compile, we continue searching. After testing each of these, we will test the compliment of each section, or the combination of every other section. Likewise, if we find a failing configuration, we use that as the new input. If all of these configurations fail, we increase the granularity until the number of sections exceeds the number of statements remaining.

While DD is useful alone, it is not effective for all situations. One situation was further investigated by Mishherghi and Su, who proposed that HDD works effectively on tree-like inputs by exploiting the underlying AST [1]. This AST allows for the HDD algorithm to break down the blocks of code into smaller blocks of code, thus allowing for the algorithm to run recursively and find additional unneeded statements for removal. The primary concern with using this approach comes from the increased time, and therefore more resources, needed to parse these AST structures. While both DD and HDD are theoretically sound algorithms that guarantee convergence and minimalism, HDD is able to break down the statements further, allowing for more effective simplification.

The HDD algorithm is useful for finding and reducing code and tests within a tree structure. This algorithm works by breaking down the statements recursively by blocks of code. It then runs the DD algorithm at every level in a postorder traversal, or in other words, it starts with the inner-most layer. If a block needs to be removed entirely, it will do so while simplifying a layer above it. Take a look at figure 2.1 for pseudo-code behind the HDD algorithm.

```

1: procedure HDD(input_tree)
2:   level  $\leftarrow$  0
3:   nodes  $\leftarrow$  TAGNODES(input_tree, level)
4:   while nodes  $\neq$   $\emptyset$  do
5:     minconfig  $\leftarrow$  DDMIN(nodes)
6:     PRUNE(input_tree, level, minconfig)
7:     level  $\leftarrow$  level + 1
8:     nodes  $\leftarrow$  TAGNODES(input_tree, level)
9:   end while
10: end procedure

```

Figure 2.1: HDD algorithm [1]

Regehr et al. proposed C-Reduce to simplify tests for C compiler testing that uses DD as a starting point and further generalizes it. They also look into the test case validity problem to handle undefined and unspecified behavior. Their work showed significant improvement in simplifying C compiler tests that were produced by C-Smith (a random testing tool for C compiler testing) compared to other approaches [11].

Fuzzers are random testing mechanisms. When fuzzers are used to find bugs, they tend to find the same bugs repetitively. This makes it harder to find diverse bugs early. Fuzzer taming is used to make fuzzers produce more diverse bugs early or to categorize the bugs such that different bugs fall into different categories. Pei et al. combined delta-debugging trails with Furthest Point First algorithm to produce diverse bugs early [12].

While simplifying tests with DD algorithms can help find underlying bugs in code bases, it still needs existing tests to be able to catch these bugs. Alex Groce et al. avoids this limitation with *cause reduction* [13]. *Cause reduction* utilizes the DD algorithm to simplify test cases with respect to arbitrary effects in order to provide quick tests for real-world programs. In other words, *cause reduction* can help find bugs by exploring additional branches of variants that normally would not be explored by the regular DD algorithms. These

additional variants provide more areas for potential bugs without a need for a unit test. Therefore, this has the potential to be more effective at finding bugs than previous approaches.

2.2 Additional resources

Even though HDD was able to create a tree structure, it did not do anything about changing the structure of the syntax tree. This would lead the tree to be imbalanced at times, making a situation not ideal for the HDD algorithm. Using this algorithm with an unbalanced tree is inefficient and resource intensive. This led Hodovan and Kiss to research further, and claim that Extended Context Free Grammar with HDD produces a more balanced tree than one produced by a Context Free Grammar. In other words, by changing the way these statements are parsed, it can create a more balanced tree, leading to a more efficient situation. They then utilized it in implementing a modernized HDD tool called picireny [6].

While the DD and HDD algorithms are effective with simplification, there is potential for better algorithms. In order to have both effectiveness and efficiency, you need to implement both algorithms, and this will still only provide one benefit or the other. In an effort to address this issue, Herfert et al. proposed an additional algorithm known as the Generalized Tree Reduction (GTR) algorithm. The GTR algorithm relies on operations other than removal or deletion and replacing a tree node with a similar tree node [14]. This presented an effective alternative to DD and presented the idea that DD/HDD is not the only syntax tree simplification option. This different approach to the problem is a great demonstration that there are still many potential improvements that have not been discovered yet.

While all these resources find ways of providing alternatives or different approaches to the HDD algorithm, there are still plenty of other areas for performance boosts. These algorithms are slow and resource intensive, and in need of performance enhancements. Sun et al. noticed this issue which led them to research further. They observed that during the simplification process, many previous algorithms produced *syntactically invalid variants*. These *syntactically invalid variants* are variations of the code that will not even pass a simple compilation step. However, a futile compilation step still needs to be performed before pruning the invalid variant. They proposed the *Perses* algorithm specifically to avoid generation of these invalid variants [7]. By knowing about these *syntactically invalid variants* before compiling, it makes the application of these algorithms more time efficient since it reduces the amount of time compiling each variant.

While the DD and HDD algorithms provide a solution for test simplification, there are still other enhancements that can be made. Gopinath et al. utilized the *Perses* algorithm to propose the *DDSET* algorithm to abstract minimal failure-inducing input from a larger set using input grammar [8] creating an additional simplification algorithm. This new algorithm is very efficient and reduces time needed to simplify. This is a very unique approach to the problem and gives another alternative for unit test simplification through

generalization of the algorithm and only allowing *syntactically valid* variants.

A large problem with the research so far is the level of abstraction with it. There are several different languages that each provide their own syntax, creating issues with each specific language. This led *Picireny*, *Perses*, and *DDSET* to use Antlr, a powerful parser generator, to produce the AST for specific programming languages [15]. Antlr provides the ability to produce a parser for several programming languages without creating each individually. This is a significant tool to use for problems regarding programming languages in general since this will provide a parser for each, giving the option to implement these solutions in a variety of languages.

Binkley et al. proposed another useful resource as the *Observational-based Slicing* (ORBS) technique. This technique uses program line deletion as a fundamental operation to slice programs accurately and efficiently [10]. This deletes potential slices of the program and observes and compares the behavior of the program before and after deletion. If the program behaves the same in both the original and the slice, then the deletion is kept. While this concept is not very complex, it provides an additional solution to these simplification problems and opens the door for more ideas to be implement.

An additional resource came from Christi et al. when they combined inverted HDD with statement deletion mutation to simplify programs for the purpose of resource adaptations. They argued that reduction is only meaningful and useful at statement level and avoided non-statement level reductions [16, 17]. By only focusing on statements specifically instead of lines generated, there are a significant number of skipped variants that will not compile. Non-statement level reductions can lead to partial statements that cannot compile. By focusing on entire statements, we are able to skip these partial statements and increase efficiency. This approach will still reduce and simplify the same, but provides an alternative to not spend time on compilation for these variants. By doing this, they presented the perspective that simplification performance can be efficient by simply focusing on statement reduction.

CHAPTER 3

Motivation

3.1 Purpose of the minimized test

If test minimization is used for compiler testing, even a noncompilable piece of source code can be a useful artifact in debugging and bug isolation. Our focus is to reduce the failing unit tests to aid developers in debugging. Hence, the end product of test simplification must be compilable and executable tests that remain with the same failing logic. Any intermediate test that has compilation errors will be pruned and will not be used for further processing by the simplification process since the tool cannot produce a pass/fail result on such a test.

3.2 The cost of compilation

Whenever any changes are made in either the program or test, the source code needs to be compiled before executing the test. In test reduction, we always modify or reduce the test. Hence, the test project, library, or jar needs recompilation. For real-world test projects, the compilation time can be very high. For example, after a change is made in any of the tests, the `language-ext` project has a compilation time of approximately 11 seconds on a Windows machine with Intel(R) Core(TM) i7-8650U CPU @ 1.90GHz processor and 16.0 GB RAM. While 11 seconds may not seem to be a significant cost, this time would need to be multiplied with every possible variant. Those 11 seconds of compilation time can turn into significantly larger execution times for simplification algorithms. Reducing the total number of variants needed to compile will significantly reduce the overall execution time.

```
1 [Fact]
2 public void ApplySomeArgs ()
3 {
4     var opt = Some(add) // 1
5     .Apply(Some(3))    // 2
6     .Apply(Some(4));   // 3
7
8     Assert.Equal(Some(7), opt); // 4
9 }
```

Figure 3.1: `ApplySomeArgs` test in `language-ext`

3.3 Performance of other techniques

Since there are other techniques used for simplification, there are possibilities of better performance using one of those. However, if we simulate the behavior of the *ORBS* or *Perses* techniques on the provided test 3.1, we notice the potential of producing more variants that cannot compile. Therefore, while there are still noncompilable variants within this example, there is no alternative that provides a better approach.

The *ORBS* technique relies on line-level reduction and, hence, it may produce variants where line 1 or line 3 are removed from the test; both of which are noncompilable. The *Perses* technique attempts to produce a syntactically correct variant, but syntactic correctness does not always result in successful compilation. For example, in line 2, `.Apply(Some())` and `.Apply()` are syntactically correct variants, but are still noncompilable. The *Perses* technique will produce many such variants for the given test leading to more time put into compilation.

3.4 Using statements as the unit of reduction

Instead of using nodes in the AST or lines in the test file as the basis of reduction, ReduSharptor uses program statements for the unit of reduction. The statement is defined by the `StatementSyntax` class or other derived classes of the Roslyn compiler API class [18]. With statements as the unit of reduction, lines 2, 3, and 4 will be treated as a single statement of type `LocalDeclarationStatementSyntax` by the Roslyn compiler. Hence, It can only produce one variant that cannot compile - the variant where the entire first statement is deleted. This results in fewer noncompilable variants to be tested, meaning less time wasted on compilation in general.

3.5 Fewer intermediate variants

When we use statements as the unit of reduction, we are essentially considering the AST with significantly less nodes because we ignore the existence of nodes below the statement level. As the DD/HDD algorithm will have to process fewer nodes, a large number of variants will be pruned automatically, resulting in considerable reduction in the search space. Therefore, less time will be required to simplify the test because a large number of variants will not need to be compiled and tested.

3.6 DD is sufficient

Consider the fictitious test case shown in figure 3.3. The corresponding AST representation is available in figure 3.2. The figure only shows statement nodes as we already argued for not using nodes below the statement level. Now consider two nodes that correspond to lines 1 and 2 of figure 3.3. Such statements do not have a sub tree with our statement deletion assumptions. The `if` statement spanned across lines 3, 4, and

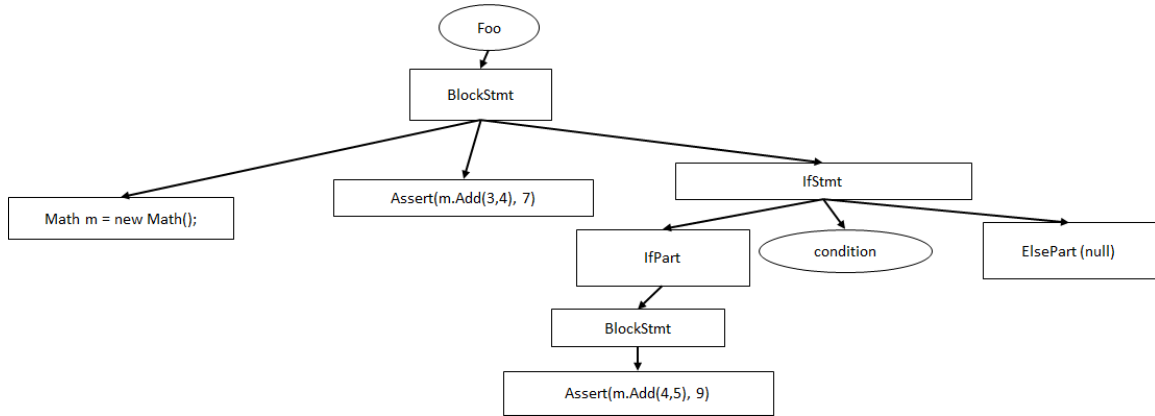


Figure 3.2: AST of code in Figure 3.3

```

1 [Fact]
2 public void Foo()
3 {
4     Math m = new Math(); // 1
5     Assert.Equal(m.Add(3, 4), 7); // 2
6     if(true) { // 3
7         Assert.Equal(m.Add(4, 5), 9); // 4
8     } // 5
9 }

```

Figure 3.3: `foo` test to demonstrate AST

5 results in a tree. We divide the Roslyn compiler statement sets into two distinct sets: *NonTree* statements that *cannot* form sub trees, and *Tree* statements that *can* form sub trees. We conducted an empirical analysis on 1000 distinct developer written unit tests and observed the statement usage. We found *Tree* statements are infrequent in *developer-written* C# unit tests. Therefore, we will consider a *Tree* statement to be a *NonTree* statement. We will process the `if` statement as a single statement instead of processing the corresponding sub tree. For the figure 3.3 code, this means treating lines 3, 4, and 5 as a single statement. Either the entire block is removed or nothing is removed. We don't have any chance to separately process the `Assert` statement in line 4. This approach provides two advantages: fewer statements need to be processed, and all statements below block statements are considered *Tree* statements. We have a list or set of *NonTree* statements below the block statement level, and we can process them using the DD algorithm with $O(n^2)$ complexity instead of the HDD algorithm with $O(n^3)$ complexity. At first glance, we seem to be sacrificing accuracy for efficiency in the entire process, however, our results demonstrate that such simplification works well in practice.

CHAPTER 4

ReduSharpctor: Usage, Architecture, and Implementation Details

4.1 Usage

For ease of this experiment, we have created a tool, ReduSharpctor [19], that will simplify the unit tests. To use this tool, the developer will only have to provide the following: test file with full path, name of the test (as a single file can have many tests and we may want to reduce only one failing test), and the path of the `.csproj` file associated with the code. All of this information is already available to the developers. Optionally, the developer can provide a particular folder path if they want to use it to store intermediate results and the final output in that folder. An example of this execution can be seen in figure 4.1. The architecture from a developer's perspective is described in figure 4.2. If you compare the architecture figure with the *Perses* workflow figure and the *Picireny* architecture figure, the contrast is clear [6, 7]. Both the *Perses* and *Picireny* approaches require significant preprocessing steps that require other libraries, toolsets, and components. Both of them require a test script to be available, normally a shell file or a batch file. ReduSharpctor does not require any of these as explained in the architecture section.

4.2 Architecture

As ReduSharpctor is implemented for C#, it takes into consideration how C# programs are organized using `.sln` and `.csproj` files. In order to compile or run the test, ReduSharpctor uses the `.csproj` file, the test, and the built-in build+run utility available as part of the .NET framework and Roslyn compiler to generate the necessary build+run script. The process is described in the right side of figure 4.3. On the left side, we describe how a test is processed first using the Roslyn compiler to generate the parse tree. The parse tree will go through a pruning and transformation process to produce a tree where *Tree* statements will be processed as *NonTree* statements. The test, the processing statement list, and the build+run script will then be passed to the DD algorithm to produce the minimized test. The *Perses* and *Picireny* approaches require the user of

```
ReduSharpctor.exe ".\language-ext\LanguageExt.Tests\ApplicativeTests.cs" "  
ListCombineTest" ".\language-ext\LanguageExt.Tests\LanguageExt.Tests.csproj" ".\  
Simplified Test Results"
```

Figure 4.1: command line execution of ReduSharpctor

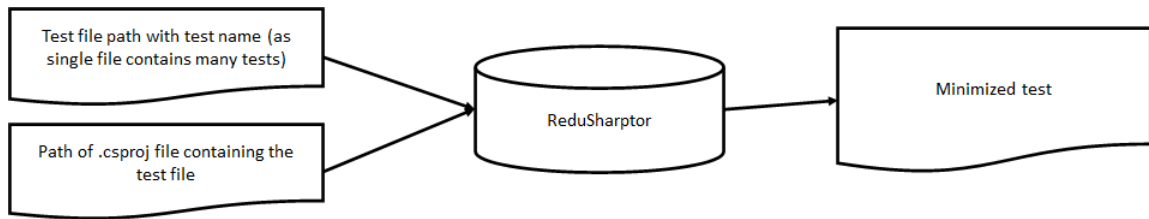


Figure 4.2: ReduSharpctor architecture from a user's perspective

their tool to provide a test script which may increase in complexity over time as both approaches will require a new test script for each test minimization.

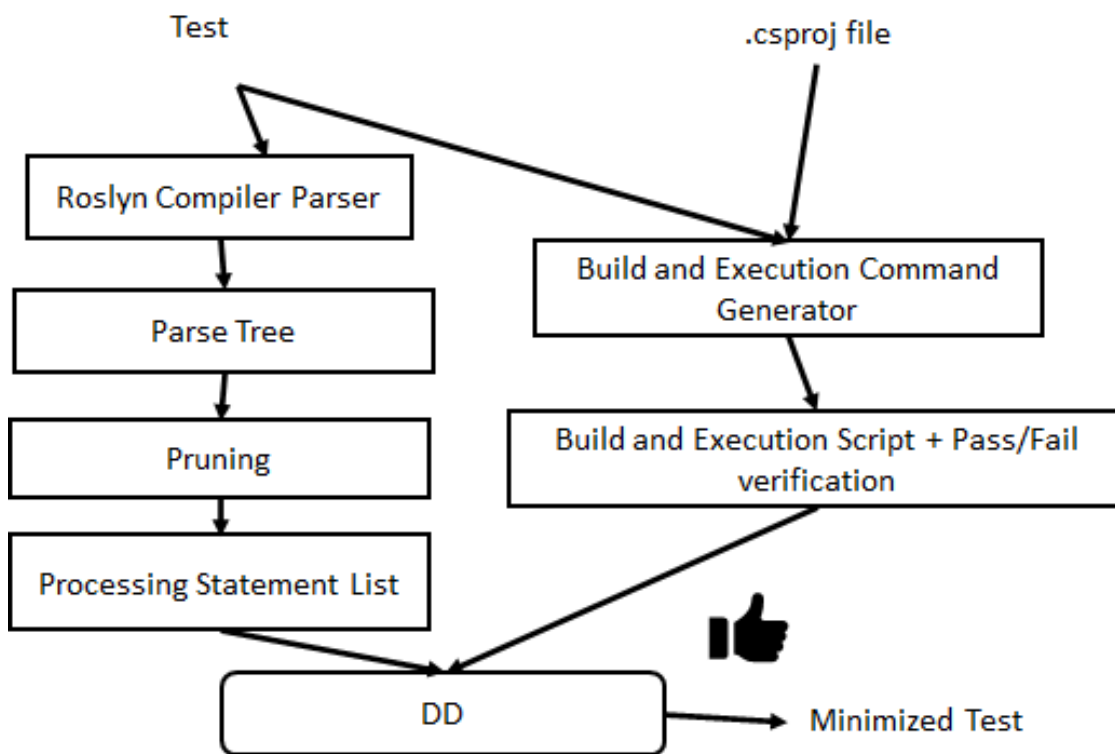


Figure 4.3: ReduSharpctor internal architecture with implementation details

In addition, a great effort was made to not have any external dependencies, libraries, or tool sets and, as a result, ReduSharpctor only utilizes the .NET framework and Roslyn compiler API, which is available as part of the `Microsoft.CodeAnalysis` library. Therefore, a user can easily invoke ReduSharpctor as a command line utility without the needing to download or maintain any external components or libraries. Because ReduSharpctor is a C# specific tool designed for C# unit tests, the need for preprocessing steps is eliminated.

4.3 Implementation

The execution of the simplification process is rather simple. It separates the tests into sections of statements and attempts to run each section as a standalone test. If any of the sections result in a failed test, that section is made the new test and the process is repeated. Otherwise, the complement of each section is attempted and, likewise, is made the new test if any of them fail. If none of the sections or their complements fail, then the granularity of the sections is increased and the process is repeated. This process is continued until all sections result in successful runs and the sections cannot be reduced any further. This is an adapted form of the work of A. Zeller et al. [5]. However, instead of using a set of failing input values, this approach simplifies and isolates the unit test statements themselves.

In ReduSharptor, this primary simplification code exists within the `FindSmallestFailingInput` method from figure A.2. Each `foreach` block tests the sections and their complements and are then checked to see if any of the tests are successful. Following those blocks, the granularity of the sections is increased on line 51, then checked against the number of remaining statements to ensure the number of sections does not exceed the amount of statements. If the level of granularity is more than the remaining statements, then the simplification process is finished.

In order to understand the tool fully, a great understanding must be had about how these algorithms were originally implemented. In figure A.3 rests the ReduSharptor entry point, the `Main` method. After taking input from the command line arguments, this gets the statements from the provided unit test and creates a copy as a backup. The `Main` method then calls `FindSmallestFailingInput`, which starts the simplification algorithm. After producing the simplified output, it reverts the test file to its original state and outputs the simplified statements into a separate file.

The Roslyn compiler is used in a few of the methods: figures A.6, A.7, and A.9. `GetTestStatements` and `SetTestStatements` both use Roslyn in similar ways to break apart the file and find the unit test from a name, however, `SetTestStatements` also uses Roslyn in order to write a new list of statements to the unit test. `GetTestCallString` is a little different as it is only used to create a string used to build the unit test for each compilation process. This is an additional performance increase that was utilized to speed up the process.

In figure A.1, the `BuildAndRunTest` method is relatively straightforward; it first builds and then runs the test. If the test passes, it will return `true` for the `FindSmallestFailingInput` test to be used in that algorithm. However, one piece of logic needs clarification: if the test fails to build, we return `true`. Returning a `true` value will notify the algorithm to continue with the process. Additionally, `BuildAndRunTest` is passed to the `FindSmallestFailingInput` method as an action to call. This

will allow the algorithm to test each variant with this method.

In correspondance with the previously mentioned methods, figures [A.4](#), [A.5](#), [A.8](#), and [A.10](#) are also included. These are used to reduce the amount of code, and allow for an easy interpretation.

CHAPTER 5

Experiments

To evaluate ReduSharpctor, we ask the following questions:

1. RQ1: How applicable is ReduSharpctor?
2. RQ2: How accurate is ReduSharpctor when performing failing test minimization?

5.1 Subjects

We want to use any existing C# bug repositories like Defects4J for our evaluation [20]. We are unaware of any such repository. Even the benchmark list on the program repair website does not mention any C# benchmarks [21]. We used 5 open source C# projects listed in Table 5.1. These projects are `language-ext` [22], `Umbraco-CMS` [23], `Fleck` [24], `BizHawk` [25], and `Skclusive.Mobx.Observable` [26]. Among the five, all except `Skclusive.Mobx.Observable` are under active development. After selecting the subjects, we looked for existing bugs in those projects. We went through commits to see if any of the commits or any snapshot of the software had a failing test. It seems that conscious developers normally run unit tests before committing to the repository, so we were not able to find failing tests in any snapshot of these repositories. We then searched for commits whose description seemed to be associated with a bug. We used the current version of their source code and attempted to undo the commit that appeared to fix a bug by changing the code manually, hoping to regenerate a bug. Sometimes we needed to utilize more than one related commit to recreate a bug. When a particular reversal of source code produced a failing test case, we preserved those changes as a bug and noted the failing test. The bugs, or failing tests, that we have are based on commits, but we hesitate to call them real bugs. We will call them synthetic bugs instead and hope that they bear a close resemblance to real bugs. The synthetic bugs seem to be a good intermediate solution between real bugs and mutants.

Once we had a failing test, we needed to ensure that it had at least one removable component in it, such as a statement, a block of code, or a part of an expression statement such that, after it was removed, the test continued to fail the exact same way. We pruned the failing test if we did not find any such component. Applying ReduSharpctor was meaningless if there were no removable components as it would not reduce anything.

Using this process, we created 30 synthetic bugs that had 30 failing tests that were reducible.

Table 5.1: Subject projects, LOC (Line of Code), # of tests, and total commits.

Project	LOC	# Tests	# Commits
language-ext	318157	2610	3032
Umbraco-CMS	156992	2637	42491
Fleck	3576	92	237
BizHawk	1686865	98	19860
Skclusive.Mobx.Observable	7970	41	26

5.2 Process

For each failing test, we manually found the optimal minimal test that continued to fail the same way, which we refer to as the *gold standard*. As *developer-written* unit tests were simple enough to work with, it was not difficult to manually find minimal tests. We then used ReduSharpTort to reduce the original failing tests.

5.3 Measurement

In order to measure the results of the experiment, a comparison was made between the results generated by ReduSharpTort and the *gold standard* unit tests. The following information was collected:

1. *True-Positive* (TP) - Statements that were removed correctly.
2. *False-Positive* (FP) - Statements that were removed incorrectly.
3. *False-Negative* (FN) - Statements that were missed but should have been removed.

Using this information, it was not difficult to calculate the precision and recall and infer an analysis on the results.

CHAPTER 6

Results

6.1 Applicability

We applied ReduSharptor to 30 failing tests for synthetic bugs from 5 open-source C# projects, as seen in Table 6.1. During the application, ReduSharptor processed 759 statements and did not have any exceptions or unexpected behavior. A few issues were encountered, but they were quickly resolved. ReduSharptor was able to successfully finish and produce the minimal failing tests with an average statement reduction percentage of 72% statements per unit test. The 5 projects we selected were from a range of applications, used for a variety of different purposes, and consisted of different development styles.

In addition to this, most of the unit tests that have simplified have flat structures and allow for ReduSharptor to work effectively on them. Out of the 759 statements across all of the unit tests we have simplified, only 28 statements had tree-like structures as seen in figure 6.2. Therefore, even though ReduSharptor did not simplify these statements to the granularity of an HDD algorithm, it was still very effective for these tests.

We claim that ReduSharptor is highly applicable due to the result of the experiments on the range of subjects.

6.2 Accuracy

We report accuracy using the standard measure of precision and recall. Precision is used as the measure of correctness of a result. Recall is used to determine the true positive rate, or how many true positives are in the result. Using these as a standard, a result can be analyzed to infer the number of correct statements left, and how much confidence there is in the result. We use these as the measure of accuracy because we focus on how many statements were correctly identified for removal. By using precision, we are able to calculate how many of the marked necessary statements were actually necessary [27]. Recall allows us to measure how many necessary statements we might have missed in the entire sample. By combining these two measures, we are able to analyze the results and how well ReduSharptor performed.

This can be calculated with the following formulas where TP, FP, and FN have been previously collected in figure 6.3: $recall = \frac{TP}{TP+FN}$, $precision = \frac{TP}{TP+FP}$. Using these formulas, we found ReduSharptor has 96.58% precision and 96.45% recall. We claim that ReduSharptor is highly accurate in performing failing test minimization.

There were several unit tests that were able to parse perfectly, or without any false positive values and no false negative values. An example of a perfectly reduced unit test would be `EqualsTest` 6.1 from the

Table 6.1: Reduction Results

Unit Test	Original Statements	Simplified Statements	% Reduced
ListCombineTest	10	3	60%
EqualsTest	7	1	86%
ReverseListTest3	5	3	40%
WriterTest	17	9	47%
Existential	14	3	79%
TestMore	55	8	85%
CreatedBranchIsOk	54	13	72%
CanCheckIfUserHasAccessToLanguage	19	13	32%
Can_Unpublish_ContentVariation	28	3	89%
EnumMap	11	5	55%
InheritedMap	17	6	65%
Get_All_Blueprints	25	3	88%
ShouldStart	7	4	43%
ShouldSupportDualStackListenWhenServerV4All	4	1	75%
ShouldRespondToCompleteRequestCorrectly	15	4	73%
ConcurrentBeginWrites	21	5	86%
ConcurrentBeginWritesFirstEndWriteFails	27	5	81%
HeadersShouldBeCaseInsensitive	7	2	71%
TestNullability	15	2	87%
TestCheatcodeParsing	8	1	88%
SaveCreateBufferRoundTrip	31	7	77%
TestCRC32Stability	27	14	48%
TestSHA1LessSimple	14	7	50%
TestRemovePrefix	14	1	93%
TestActionModificationPickup1	23	14	39%
TestObservableAutoRun	26	3	88%
TestMapCrud	39	2	95%
TestObserver	104	3	97%
TestObserveValue	62	4	94%
TestTypeDefProxy	53	9	83%

Table 6.2: Unit test tree vs non tree statements

Unit Test	Non-Tree Statements	Tree Statements
ListCombineTest	10	0
EqualsTest	7	0
ReverseListTest3	5	0
WriterTest	17	2
Existential	14	0
TestMore	55	0
CreatedBranchIsOk	54	0
CanCheckIfUserHasAccessToLanguage	17	2
Can_Unpublish_ContentVariation	28	0
EnumMap	11	0
InheritedMap	17	0
Get_All_Blueprints	25	2
ShouldStart	5	2
ShouldSupportDualStackListenWhenServerV4All	3	1
ShouldRespondToCompleteRequestCorrectly	15	0
ConcurrentBeginWrites	21	0
ConcurrentBeginWritesFirstEndWriteFails	26	1
HeadersShouldBeCaseInsensitive	7	0
TestNullability	15	0
TestCheatcodeParsing	8	1
SaveCreateBufferRoundTrip	30	2
TestCRC32Stability	27	2
TestSHA1LessSimple	14	0
TestRemovePrefix	14	0
TestActionModificationPickup1	21	2
TestObservableAutoRun	25	2
TestMapCrud	38	1
TestObserver	101	3
TestObserveValue	59	3
TestTypeDefProxy	51	2

```

1 [Fact]
2 public void EqualsTest ()
3 {
4     Assert.False(Array(1, 2, 3).Equals(Array<int>()));
5     Assert.False(Array<int>().Equals(Array<int>(1, 2, 3)));
6     Assert.True(Array<int>().Equals(Array<int>(2)));
7     Assert.True(Array<int>(1).Equals(Array<int>(1)));
8     Assert.True(Array<int>(1, 2).Equals(Array<int>(1, 2)));
9     Assert.False(Array<int>(1, 2).Equals(Array<int>(1, 2, 3)));
10    Assert.False(Array<int>(1, 2, 3).Equals(Array<int>(1, 2)));
11 }

```

Figure 6.1: Synthetic EqualsTest test in language-ext

```

1 [Fact]
2 public void EqualsTest ()
3 {
4     Assert.True(Array<int>().Equals(Array<int>(2)));
5 }

```

Figure 6.2: Simplified EqualsTest test in language-ext

language.ext project. If we look at what was reduced in figure 6.2, we can notice that only what was necessary to reduce was reduced and all needed statements were kept, resulting in no false positives or false negatives.

6.3 Inaccuracy

Though we did not have a large data set, we evaluated our inaccuracies to further understand it. These inaccuracies consisted of false positives and false negatives. False positives are statements that ReduSharpTort left in the test and parsed as needed statements when not needed for the failing logic. False negatives are statements that were removed and parsed as unneeded statements when in reality they were needed to keep the failing logic. Both of these types of inaccuracies are not ideal to have, but false positive statements are better to handle because they only take extra time to parse. False negatives are worse since they remove necessary statements.

Note that most of the false negatives are due to the *Tree* statements. This makes sense as *NonTree* statements are processed just below the Roslyn [18] BlockStatementSyntax level, or method level. If a *Tree* statement is present, we treated it as a single *NonTree* statement based on our observation and simplified assumption. The presence of a *Tree* statement caused missed opportunities in processing that resulted in the missed removal of statements. The high precision and recall numbers suggest that our observation was correct: even if *Tree* statements are treated as a single *NonTree* statement, test minimization is still very accurate

```

1 [Test]
2 public void Get_All_Blueprints()
3 {
4     var template = TemplateBuilder.CreateTextPageTemplate();
5     FileService.SaveTemplate(template);
6
7     var ct1 = ContentTypeBuilder.CreateTextPageContentType("ct1", defaultTemplateId:
8         template.Id);
9     FileService.SaveTemplate(ct1.DefaultTemplate);
10    ContentTypeService.Save(ct1);
11    var ct2 = ContentTypeBuilder.CreateTextPageContentType("ct2", defaultTemplateId:
12        template.Id);
13    FileService.SaveTemplate(ct2.DefaultTemplate);
14    ContentTypeService.Save(ct2);
15
16    for (var i = 0; i < 9; i++)
17    {
18        var blueprint =
19            ContentBuilder.CreateTextpageContent(i % 2 == 0 ? ct1 : ct2, "hello" + i,
20            Constants.System.Root);
21        ContentService.SaveBlueprint(blueprint);
22    }
23
24    var found = ContentService.GetBlueprintsForContentTypes().ToArray();
25    Assert.AreEqual(10, found.Length);
26
27    found = ContentService.GetBlueprintsForContentTypes(ct1.Id).ToArray();
28    Assert.AreEqual(5, found.Length);
29
30    found = ContentService.GetBlueprintsForContentTypes(ct2.Id).ToArray();
31    Assert.AreEqual(5, found.Length);
32 }

```

Figure 6.3: Synthetic Get_All_Blueprints test in Umbraco.CMS

in practice.

Most of the false positives are due to tool limitations. For example, in figure 6.3 and figure 6.4 the for loop is necessary to build the object correctly, however, when the block is removed in its entirety, it messed with the process and reduced more than it should have. This resulted with many false positives and a removal of the actual failing logic. Further investigation is needed to determine the exact cause of these false positives.

An example of false positive values can be seen within the TestCRC32Stability unit test from figure 6.5 and figure 6.5 from the BizHawk project. When this unit test is simplified, notice how both of the nested blocks are seen as necessary statements with all nested statements also seen that way. However, if an HDD approach was taken, then these blocks would be broken apart and each nested statement analyzed separately.

6.4 Tool comparison

To the best of our knowledge, none of the test minimization tools that we previously discussed have a C# implementation. To implement those techniques and algorithms in C#, for comparison purposes, is beyond

```

1 [Test]
2 public void Get_All_Blueprints()
3 {
4     var found = ContentService.GetBlueprintsForContentTypes().ToArray();
5     Assert.AreEqual(10, found.Length);
6 }

```

Figure 6.4: Simplified `Get_All_Blueprints` test in `Umbraco.CMS`

```

1 [TestMethod]
2 public void TestCRC32Stability()
3 {
4     static byte[] InitialiseArray()
5     {
6         var a = new byte[0x100];
7         for (var i = 0; i < 0x101; i++) a[i] = (byte) ~i;
8         return a;
9     }
10    static byte[] InitialiseArrayExtra()
11    {
12        var a = new byte[0x100];
13        for (var i = 0; i < 0x100; i++) a[i] = (byte) i;
14        return a;
15    }
16
17    var data = InitialiseArray();
18    Assert.AreEqual(EXPECTED, CRC32.Calculate(data));
19
20    data = InitialiseArray();
21    CRC32 crc32 = new();
22    crc32.Add(data);
23    Assert.AreEqual(EXPECTED, crc32.Result);
24
25    var dataExtra = InitialiseArrayExtra();
26    CRC32 crc32Extra = new();
27    crc32Extra.Add(dataExtra);
28    Assert.AreEqual(EXPECTED_EXTRA, crc32Extra.Result);
29    crc32.Incorporate(crc32Extra.Result, dataExtra.Length);
30    Assert.AreEqual(EXPECTED_COMBINED, crc32.Result);
31 }

```

Figure 6.5: Synthetic `TestCRC32Stability` test in `BizHawk`

```

1 [TestMethod]
2 public void TestCRC32Stability()
3 {
4     static byte[] InitialiseArray()
5     {
6         var a = new byte[0x100];
7         for (var i = 0; i < 0x101; i++) a[i] = (byte) ~i;
8         return a;
9     }
10    static byte[] InitialiseArrayExtra()
11    {
12        var a = new byte[0x100];
13        for (var i = 0; i < 0x100; i++) a[i] = (byte) i;
14        return a;
15    }
16
17    var data = InitialiseArray();
18 }

```

Figure 6.6: Simplified TestCRC32Stability test in BizHawk

the scope of this paper. However, because of the results we have received, this research was submitted to the SANER2023 conference for their review. This will allow ReduSharpTort to gain more attention and open the door for more comparisons to be made in further research.

Table 6.3: Comparison with gold standard

Unit Test	True Positives	False Positives	False Negatives
ListCombineTest	3	0	0
EqualsTest	1	0	0
ReverseListTest3	3	0	0
WriterTest	9	0	0
Existential	3	0	0
TestMore	6	2	0
CreatedBranchIsOk	7	8	0
CanCheckIfUserHasAccessToLanguage	12	1	0
Can_Unpublish_ContentVariation	3	0	0
EnumMap	5	0	0
InheritedMap	4	2	0
Get_All_Blueprints	3	0	11
ShouldStart	4	0	0
ShouldSupportDualStackListenWhenServerV4All	1	0	0
ShouldRespondToCompleteRequestCorrectly	4	0	0
ConcurrentBeginWrites	4	1	0
ConcurrentBeginWritesFirstEndWriteFails	5	0	1
HeadersShouldBeCaseInsensitive	2	0	0
TestNullability	2	0	0
TestCheatcodeParsing	1	0	0
SaveCreateBufferRoundTrip	7	0	0
TestCRC32Stability	9	5	0
TestSHA1LessSimple	5	2	0
TestRemovePrefix	1	0	0
TestActionModificationPickup1	14	0	0
TestObservableAutoRun	3	0	5
TestMapCrud	2	0	0
TestObserver	2	1	3
TestObserveValue	2	2	4
TestTypeDefProxy	8	1	1

CHAPTER 7

Threats to Validity

7.1 Construct Validity

Do our measurements indeed reflect the advantages of ReduSharpctor?

Our experiments on ReduSharpctor were conducted on 30 failing unit tests from a variety of open source projects. The results of our experiments found that ReduSharpctor has 96.58% precision and 96.45% recall. ReduSharpctor was able to reduce these 30 failing tests efficiently and accurately while still being simple to use. Furthermore, we analyze the results of the experiment and find that the failures are related to tree-like structures, which are not supported by ReduSharpctor.

7.2 Internal Validity

Did we mitigate bias during the experiment with ReduSharpctor?

We mitigated bias during our experiment by selecting projects with a variety of uses, developers, and project sizes. We also selected tests based on previous commits in order to create synthetic bugs. Based on our resources, we were limited to open source projects and synthetic bugs in order to test ReduSharpctor. However, these projects are complex and actively maintained which reflects typical code base structures in industry settings. We expect ReduSharpctor to perform with similar results in other settings.

7.3 External Validity

Do our results generalize?

We expect our results to generalize across other projects because we selected these open source projects from a variety of backgrounds. We foresee no issues regarding generalization of these results.

ReduSharpctor is a tool that is limited to a C# environment, which reduces the generalization of the tool itself. However, the implementation of the algorithm can be generalized across other languages and frameworks as well.

7.4 Reliability

Is our evaluation reliable?

The experimentation of ReduSharpctor was performed on a wide variety of tests, demonstrating the reliability of the tool with conclusive results. We are confident that further experimentation within the scope of ReduSharpctor's abilities will yield similar results.

CHAPTER 8

Conclusion and Further Work

8.1 Further Work

Even though ReduSharpTutor shows usefulness and effectiveness, there is still much that can be improved. One major downside to this approach is the lack of HDD in the program. ReduSharpTutor will attempt to parse the unit tests as a flat structure every time, regardless of statement structure. This has the potential to perform poorly and inaccurately for more complex tree structures that may contain loops, conditional statements, or action type statements. The results of this research show that a majority of C# tests consist of flat statement structures. Therefore, we can take advantage of this and use DD for the majority of these tests. If we then implement an HDD approach as well, we can benefit from both approaches for this tool. Using DD for flat structures for faster parsing and using HDD for complex trees allows for a greater effectiveness of the simplification.

Another area of improvement that can be researched is performance enhancement. Simplifying these 30 unit tests using ReduSharpTutor took a considerable amount of time. For example, the language-ext project has over 2600 unit tests. ReduSharpTutor could take up to days, or even weeks, to simplify all of these tests. Additionally, if this was introduced as a step in a pipeline, then it would be expensive to utilize. However, if performance increases were found and implemented, then ReduSharpTutor would be an even more efficient and effective tool.

Another performance enhancement that can be applied to ReduSharpTutor is utilizing control flow and data flow analysis. By implementing these features, ReduSharpTutor would only need to compile the specific test that is being changed, without needing to build the entire solution or unit test project. Furthermore, this will not add any additional dependencies, keeping ReduSharpTutor easy to implement and use for existing environments.

8.2 Conclusion

Research tools are mostly focused on a very limited set of programming languages. These research tools are mainly focused on the languages of C and Java. As more C# projects become available as open source, availability of the tools in C# will let us compare and validate concepts and tools. If we want to see widespread adoption of research tools in the industry, we need to factor in the ecosystem that developers of a particular programming language use. Ease of use should be given the utmost priority. While developing ReduSharpTutor, we considered the C# ecosystem that uses Visual Studio, C# projects, solutions and unit test frameworks.

After running through these tests and conducting experiments on 30 synthetic bugs, ReduSharptor performed well with great results. It was able to parse nearly all of the unit tests correctly and even a majority of the tests were simplified perfectly. Only a handful of these unit tests had necessary statements removed. However, from an initial perspective, implementing another HDD approach alongside this DD approach seems to be the solution for most of these issues. Additionally, it seems current coding standards allow for the DD algorithm to be utilized, resulting with the effectiveness and efficiency of this simple tool. Because of these factors, ReduSharptor is easy to use, applicable, and accurate.

Appendix A

Methods

```

1  /// <summary>
2  /// Build and run the test. Return the result
3  /// </summary>
4  /// <param name="testStatements">Test statements to test if successful</param>
5  /// <returns>True if the test is successful. False if unsuccessful</returns>
6  static public bool BuildAndRunTest(List<StatementSyntax> testStatements)
7  {
8      // Write out statements to file
9      Extentions.SetTestStatements(testExample, testExample, testName, testStatements);
10
11     Console.WriteLine("Building current version of test.");
12
13     // Run the build command
14     if (!Extentions.ExecuteCommand("dotnet", "build \"" + testProj + "\""))
15     {
16         Console.WriteLine("Build failed. Continue searching for failing test.");
17
18         // We don't want to record build failures, so we return true to not remember them
19         // in the algorithm
20         return true;
21     }
22
23     Console.WriteLine("Running test for failure...");
24
25     bool isSuccessful = Extentions.ExecuteCommand("dotnet", "test \"" + testProj + "\" --
26         filter \"FullyQualifiedName=\" + Extentions.GetTestCallString(testExample, testName)
27         + "\"");
28
29     if (isSuccessful)
30     {
31         Console.WriteLine("Test was successful. Continue looking for failing test.");
32     }
33     else
34     {
35         Console.WriteLine("Test was unsuccessful. Shrink test statements.");
36     }
37
38     return isSuccessful;
39 }

```

Figure A.1: BuildAndRunTest method in ReduSharptor

```

1  /// <summary>
2  /// Finds the smallest input for the test and input provided for the test to continue
   to fail
3  /// </summary>
4  /// <typeparam name="T">Type of the list in the input</typeparam>
5  /// <param name="array">Input array for the failing test</param>
6  /// <param name="compareTestInput">Function to compare the test input against</param>
7  /// <returns>A list of the smallest failing input for the test to continue to fail</
   returns>
8  static public List<T> FindSmallestFailingInput<T>(List<T> array, Func<List<T>, bool>
   compareTestInput)
9  {
10     int numSections = 2;
11
12     while (true)
13     {
14         bool isSuccessful = true;
15         List<List<T>> sectionedArray = GetDividedSections(numSections, array);
16
17         // Test the sections for failing input
18         foreach (List<T> arrSection in sectionedArray)
19         {
20             isSuccessful = compareTestInput(arrSection);
21
22             if (!isSuccessful && arrSection.Any())
23             {
24                 // Section off failing input and try again
25                 array = arrSection;
26                 numSections = 2;
27                 break;
28             }
29         }
30
31         if (!isSuccessful) continue;
32
33         // Test the compliments of the sections for failing input
34         foreach (List<T> arrSection in sectionedArray)
35         {
36             List<T> compliment = GetSectionCompliment(sectionedArray, sectionedArray.IndexOf(
   arrSection));
37             isSuccessful = compareTestInput(compliment);
38
39             if (!isSuccessful && compliment.Any())
40             {
41                 // Section off failing input and try again
42                 array = compliment;
43                 numSections = Math.Max(numSections - 1, 2);
44                 break;
45             }
46         }
47
48         if (!isSuccessful) continue;
49
50         // If all previous inputs pass, increase granularity, create more equal parts
51         numSections = 2 * numSections;
52
53         if (numSections > array.Count)
54         {
55             return array;
56         }
57     }
58 }

```

Figure A.2: FindSmallestFailingInput method in ReduSharpTOR

```

1  /// <summary>
2  /// Shows a few examples about using the Adaptive Extention methods
3  /// </summary>
4  /// <param name="args">Arguments to control what to simplify; (Path to test, name of
   test, path to testProj, output path)</param>
5  static void Main(string[] args)
6  {
7      if (args.Length != 4)
8      {
9          Console.WriteLine("Incorrect arguments\n");
10         return;
11     } else {
12         Console.WriteLine("Using command line arguments");
13         testExample = Path.GetFullPath(args[0]);
14         testName = args[1];
15         testProj = Path.GetFullPath(args[2]);
16         outputFilePath = Path.GetFullPath(args[3]);
17     }
18
19     SyntaxList<StatementSyntax> testStatementsRaw = Extentions.GetTestStatements(
        testExample, testName);
20
21     List<StatementSyntax> testStatements = new List<StatementSyntax>(testStatementsRaw);
22     Func<List<StatementSyntax>, bool> buildAndCompareTest = BuildAndRunTest;
23
24     Extentions.SetTestStatements(testExample, Path.Combine(outputFilePath, "Original",
        testName + "_" + Path.GetFileName(testExample)), testName, testStatements);
25
26     List<StatementSyntax> simplifiedStatements = new List<StatementSyntax>();
27
28     try
29     {
30         // Run algorithm with parameters
31         simplifiedStatements = Extentions.FindSmallestFailingInput<StatementSyntax>(
            testStatements, buildAndCompareTest);
32     }
33     catch (Exception ex)
34     {
35         Console.WriteLine(ex.Message);
36     }
37     finally
38     {
39         // Revert the original test file back to the original form
40         Extentions.SetTestStatements(testExample, testExample, testName, testStatements);
41         Console.WriteLine("Reverting the original file.\nHere is the original file");
42     }
43
44     Extentions.SetTestStatements(testExample, Path.Combine(outputFilePath, "Simplified",
        testName + "_" + Path.GetFileName(testExample)), testName, simplifiedStatements);
45     Console.WriteLine("Here are the simplified results.");
46 }

```

Figure A.3: Main method in ReduSharptor

```

1  /// <summary>
2  /// Divides the array into equal parts
3  /// </summary>
4  /// <typeparam name="T">Type of the list to be split</typeparam>
5  /// <param name="sizeOfArrays">Size of the parts to be split into</param>
6  /// <param name="array">Array to be split</param>
7  /// <returns>A list of equal parts of the array</returns>
8  static private List<List<T>> GetDividedSections<T>(int numSections, List<T> array)
9  {
10     List<List<T>> result = new List<List<T>>();
11
12     // Add all sub lists in list array
13     for (int i = 0; i < numSections; i++)
14     {
15         result.Add(new List<T>());
16     }
17
18     int split = array.Count / numSections;
19     int innerList = 0;
20
21     if (split == 0)
22     {
23         return result;
24     }
25
26     for (int i = 0; i < array.Count; i += split)
27     {
28         for (int j = i; j < array.Count && j < i + split; j++)
29         {
30             if (innerList >= numSections)
31             {
32                 innerList--;
33             }
34             result[innerList].Add(array[j]);
35         }
36
37         innerList++;
38     }
39
40     return result;
41 }

```

Figure A.4: GetDividedSections method in ReduSharpTtor

```

1  /// <summary>
2  /// Gets the compliment of the section provided
3  /// </summary>
4  /// <typeparam name="T">Type of the list to get the compliment of</typeparam>
5  /// <param name="array">Array to get compliment from</param>
6  /// <param name="sectionIndex">Index of the section to get the compliment of</param>
7  /// <returns>Compliment of the section index provided</returns>
8  static private List<T> GetSectionCompliment<T>(List<List<T>> array, int sectionIndex)
9  {
10     List<T> compliment = new List<T>();
11
12     foreach (List<T> section in array)
13     {
14         if (array.IndexOf(section) == sectionIndex)
15         {
16             continue;
17         }
18
19         compliment.AddRange(section);
20     }
21
22     return compliment;
23 }

```

Figure A.5: GetSectionCompliment method in ReduSharpTtor

```

1  /// <summary>
2  /// Gets the statement list for the test file provided
3  /// </summary>
4  /// <param name="testFilePath">Test file path for the statement list</param>
5  /// <returns>Statement list for the test provided</returns>
6  static public SyntaxList<StatementSyntax> GetTestStatements(string testFilePath, string
    testName)
7  {
8     string text = File.ReadAllText(testFilePath);
9     SyntaxTree tree = CSharpSyntaxTree.ParseText(text);
10
11     CompilationUnitSyntax input = tree.GetCompilationUnitRoot();
12     var nameSpaceOriginal = ((NamespaceDeclarationSyntax)input.Members[0]);
13     var classOriginal = (ClassDeclarationSyntax)nameSpaceOriginal.Members[0];
14
15     var classMembers = classOriginal.DescendantNodes().OfType<MemberDeclarationSyntax>();
16     MethodDeclarationSyntax method = null;
17
18     foreach (var member in classMembers)
19     {
20         var potentialMethod = member as MethodDeclarationSyntax;
21         if (potentialMethod != null)
22         {
23             if (potentialMethod.Identifier.ToString() == testName)
24             {
25                 method = potentialMethod;
26             }
27         }
28     }
29
30     var blockX = (BlockSyntax)method?.Body;
31
32     return blockX.Statements;
33 }

```

Figure A.6: GetTestStatements method in ReduSharpTtor

```

1  /// <summary>
2  /// Gets the statement list for the test file provided
3  /// </summary>
4  /// <param name="testFilePath">Test file path for the statement list</param>
5  /// <returns>Statement list for the test provided</returns>
6  static public bool SetTestStatements(string testFilePath, string outputFilePath, string
    testName, List<StatementSyntax> statementsToReplace)
7  {
8      if (!File.Exists(outputFilePath)) {
9          try {
10             if (!Directory.Exists(Path.GetDirectoryName(outputFilePath))) {
11                 Directory.CreateDirectory(Path.GetDirectoryName(outputFilePath));
12             }
13
14             FileStream file = File.Create(outputFilePath);
15             file.Close();
16         }
17         catch (Exception ex)
18         {
19             return false;
20         }
21     }
22
23     string text = File.ReadAllText(testFilePath);
24     SyntaxTree tree = CSharpSyntaxTree.ParseText(text);
25
26     CompilationUnitSyntax input = tree.GetCompilationUnitRoot();
27     var nameSpaceOriginal = ((NamespaceDeclarationSyntax)input.Members[0]);
28     var classOriginal = (ClassDeclarationSyntax)nameSpaceOriginal.Members[0];
29
30     MethodDeclarationSyntax methodSyntax = null;
31     var classMembers = classOriginal.DescendantNodes().OfType<MemberDeclarationSyntax>();
32
33     // Search the members looking for a method with the same name as the test
34     foreach (var member in classMembers)
35     {
36         var method = member as MethodDeclarationSyntax;
37         if (method != null)
38         {
39             if (method.Identifier.ToString() == testName)
40             {
41                 methodSyntax = method;
42                 break;
43             }
44         }
45     }
46
47     if (methodSyntax == null) return false;
48
49     var blockX = (BlockSyntax)methodSyntax.Body;
50     var statements = blockX.RemoveNodes(blockX.Statements, SyntaxRemoveOptions.
        KeepNoTrivia);
51     var x = statements.AddStatements(statementsToReplace.ToArray());
52
53     MethodDeclarationSyntax tempMethod = methodSyntax.WithBody(x);
54     var newClass = classOriginal.ReplaceNode(methodSyntax, tempMethod);
55     var output = input.ReplaceNode(classOriginal, newClass);
56
57     WaitForFile(outputFilePath);
58     File.WriteAllText(outputFilePath, output.ToString());
59     return true;
60 }

```

Figure A.7: SetTestStatements method in ReduSharpctor


```

1  /// <summary>
2  /// Blocks until the file is not locked any more.
3  /// </summary>
4  /// <param name="fullPath"></param>
5  public static bool WaitForFile(string fullPath)
6  {
7      int numTries = 0;
8      while (true)
9      {
10         ++numTries;
11         try
12         {
13             // Attempt to open the file exclusively.
14             using (FileStream fs = new FileStream(fullPath, FileMode.Open, FileAccess.
15             ReadWrite, FileShare.None, 100))
16             {
17                 fs.ReadByte();
18
19                 // If we got this far the file is ready
20                 break;
21             }
22         }
23         catch (Exception ex)
24         {
25             Thread.Sleep(500);
26             if (numTries > 100)
27             {
28                 return false;
29             }
30
31             // Wait for the lock to be released
32             System.Threading.Thread.Sleep(500);
33         }
34     }
35     return true;
36 }

```

Figure A.8: WaitForFile method in ReduSharptor

```

1  /// <summary>
2  /// Gets the string to only build the one test instead of the entire project.
3  /// </summary>
4  /// <param name="testFilePath">Path to the test file</param>
5  /// <param name="testName">Name of the test</param>
6  /// <returns></returns>
7  static public string GetTestCallString(string testFilePath, string testName)
8  {
9      string text = File.ReadAllText(testFilePath);
10     SyntaxTree tree = CSharpSyntaxTree.ParseText(text);
11
12     CompilationUnitSyntax input = tree.GetCompilationUnitRoot();
13     var nameSpaceOriginal = ((NamespaceDeclarationSyntax)input.Members[0]);
14     var classOriginal = (ClassDeclarationSyntax)nameSpaceOriginal.Members[0];
15
16     return nameSpaceOriginal.Name + "." + classOriginal.Identifier + "." + testName;
17 }

```

Figure A.9: GetTestCallString method in ReduSharptor

```

1  /// <summary>
2  /// Runs a cmd command from another process
3  /// </summary>
4  /// <param name="fileName">Command to run</param>
5  /// <param name="arguments">Arguments to run with the command</param>
6  /// <returns>True if successful; False if unsuccessful</returns>
7  static public bool ExecuteCommand(string fileName, string arguments, int timeout =
    5000)
8  {
9      try
10     {
11         ProcessStartInfo processInfo;
12         Process process;
13
14         processInfo = new ProcessStartInfo(fileName, arguments);
15         //processInfo.CreateNoWindow = false;
16         //processInfo.UseShellExecute = false;
17         processInfo.RedirectStandardOutput = true;
18
19         process = new Process();
20         process.StartInfo = processInfo;
21
22         process.Start();
23
24         process.WaitForExit(timeout);
25         string output = process.StandardOutput.ReadToEnd();
26         return process.ExitCode == 0;
27     }
28     catch (Exception ex)
29     {
30         return false;
31     }
32 }

```

Figure A.10: ExecuteCommand method in ReduSharpTOR

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