References

- [1] P. Auer, N. Cesa-Bianchi, and P. Fischer. Finite-time analysis of the multiarmed bandit problem. *Machine Learning*, 47(2-3):235–256, 2002.
- [2] S. Baluja and S. Davies. Fast probabilistic modeling for combinatorial optimization. In *AAAI/IAAI*, pages 469–476, 1998.
- [3] N. Baskiotis, M. Sebag, M.-C. Gaudel, and S. Gouraud. Exploitation / exploration inference for hybrid statistical software testing. Technical report, LRI, Université Paris-Sud, http://www.lri.fr/~nbaskiot, 2006.
- [4] R. Begleiter, R. El-Yaniv, and G. Yona. On prediction using variable order markov models. *JAIR*, 22:385–421, 2004.
- [5] L. Bréhélin, O. Gascuel, and G. Caraux. Hidden markov models with patterns to learn boolean vector sequences and application to the built-in self-test for integrated circuits. *IEEE Trans. Pattern Anal. Mach. Intell.*, 23(9):997–1008, 2001.
- [6] N. Cesa-Bianchi and G. Lugosi. Prediction, learning, and games. Cambridge University Press, 2006.
- [7] A. Clark, C. C. Florencio, and C. Watkins. Languages as hyperplanes: Grammatical inference with string kernels. In *ECML*, *to appear*, 2006.
- [8] S. Dasgupta. Coarse sample complexity bounds for active learning. In NIPS, pages 235–242, 2005.
- [9] A. Denise, M.-C. Gaudel, and S.-D. Gouraud. A generic method for statistical testing. In *ISSRE*, pages 25–34, 2004.
- [10] M. D. Ernst, J. Cockrell, W. G. Griswold, and D. Notkin. Dynamically discovering likely program invariants to support program evolution. In *ICSE*, pages 213–224, 1999.
- [11] P. Flajolet, P. Zimmermann, and B. Van Cutsem. A calculus for the random generation of labelled combinatorial structures. *Theor. Comput. Sci.*, 132(2):1–35, 1994.
- [12] J. E. Hopcroft and J. D. Ullman. *Introduction to Automata Theory, Languages and Computation*. Addison-Wesley, 1979.
- [13] L. Kocsis and C. Szepesvári. Bandit based Monte-Carlo planning. In ECML, pages 282–293, 2006.
- [14] F. Torre. Boosting correct least general generalizations. Technical Report GRAppA Report 0104, Université Lille III, 2004.
- [15] A. Vardhan, K. Sen, M. Viswanathan, and G. Agha. Actively learning to verify safety for FIFO automata. In *FSTTCS*, pages 494–505, 2004.
- [16] G. Xiao, F. Southey, R. C. Holte, and D. F. Wilkinson. Software testing by active learning for commercial games. In *AAAI*, pages 898–903, 2005.
- [17] M. Yannakakis. Testing, optimization, and games. In ICALP, pages 28-45, 2004.
- [18] A. X. Zheng, M. I. Jordan, B. Liblit, M. N., and A. Aiken. Statistical debugging: simultaneous identification of multiple bugs. In *ICML*, pages 1105–1112, 2006.

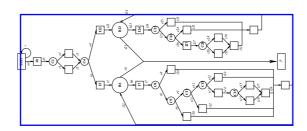


Figure 1: Program FCT4 includes 36 nodes and 46 edges.