

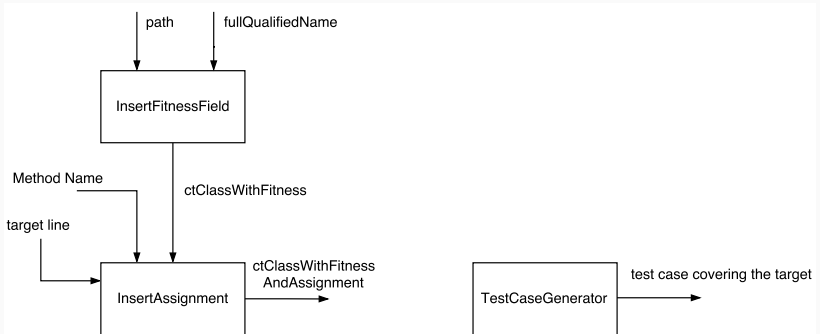
# Test Generation

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# Instrumentation and Test Generation



# Hill Climbing Algorithm

## 3 Algorithms:

- HillClimbing Best: Take the best solution over the neighbors (6 potentials)
- HillClimbing First: Take the first solution that improve the fitness
- Random: generate new random solution and keep it if it better

## Neighbors:

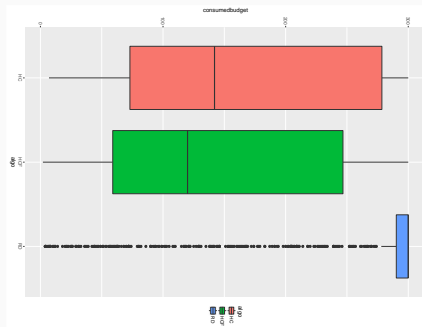
- Random neighbor: replace one value by a random one.
- Inc1Neighbors: +1 on one value of the vector solution.

## Empirical results: Answer to the RQs

|                               |             |
|-------------------------------|-------------|
| HillClimbing Best Selection:  | 768 success |
| HillClimbing First Selection: | 806 success |
| Random:                       | 254 success |

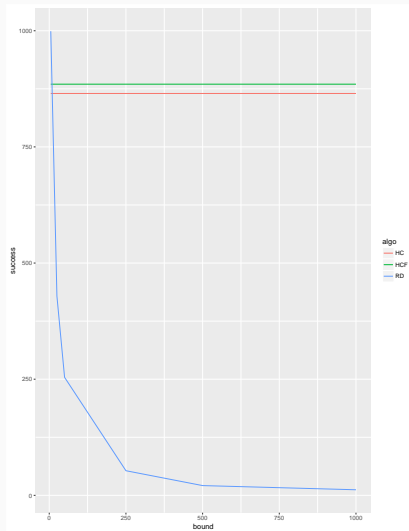
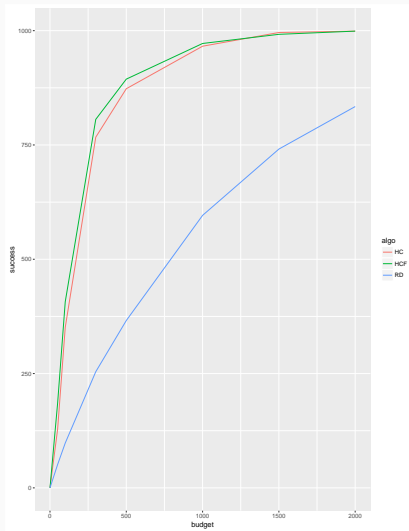
*RQ<sub>1</sub>*: Yes, the Hill Climbing algorithm is more effective than a Random Algorithm.

# Empirical results: Budgets



$RQ_2$ : Yes, the Hill Climbing algorithm is more efficient than a Random Algorithm.

# Empirical results: impact of Budgets and Bounds



# Statistical Analysis

Fisher test result on the number of success:

- p-value  $< 2.2e - 16$
- alternative hypothesis: true odds ratio is not equal to 1
- 95 percent confidence interval: 7.798722 11.856348

Wilcoxon test on the consumed budgeted:

- $W = 234970$ , p-value  $< 2.2e-16$
- alternative hypothesis: true location shift is not equal to 0

## Possible Improvement

Run the Test Generator over multiple target:

- Add a loop over all the target (by the developer himself)
- Instrument the targeted class
- Add the compilation by Spoon
- Build a CustomClassLoader with the previous compiled file
- Run the HillClimbing to generate test case for the current target by reflection
- Generate the test cases with Spoon



# About Me



From Lille, France. Phd Student at Inria.

Within H2020 STAMP: **S**oftware **T**esting **AM**plification.

