

# Evosuite

Search-based testing tool

<http://www.evosuite.org>

# Content

- Overview
- Evosuite Process
- Genetic Algorithm
- Demo

# Overview Evosuite



# Overview

- Produce coverage test suites for Java classes fully automatically
- Work with file bytecode (.class or .jar)
- Test suites, that achieve high code coverage, are as small as possible
- Use search-based approach integrating with other techniques such hybrid-search...

# Evosuite Process

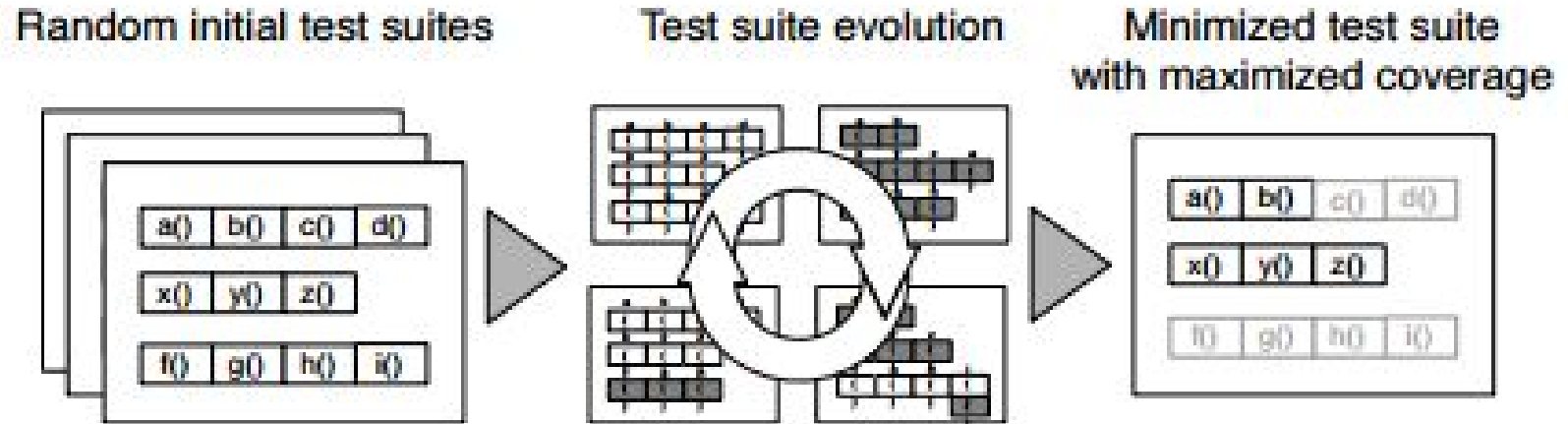


Fig. 2. The EVOSUITE process: A set of randomly generated test suites is evolved to maximize coverage, and the best result is minimized.

# Search-based testing

- Handling dependencies among predicates
- Handling test case length dynamically without applying exploration impeding constraints
- Giving guidance towards reaching test goals in private function

# Test suites optimization

- Use search algorithm, namely a Genetic Algorithm(GA)
- GA is applied on a population of test suites

# Genetic Algorithm

Input: a random population

End: a solution is found that fulfills the coverage criterion or allocated resource (time, number of fitness evaluations)

- Rank selection
- Crossover
- Mutation (remove, insert, change)
- Fitness

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**Algorithm 1** The genetic algorithm applied in EVOSUITE

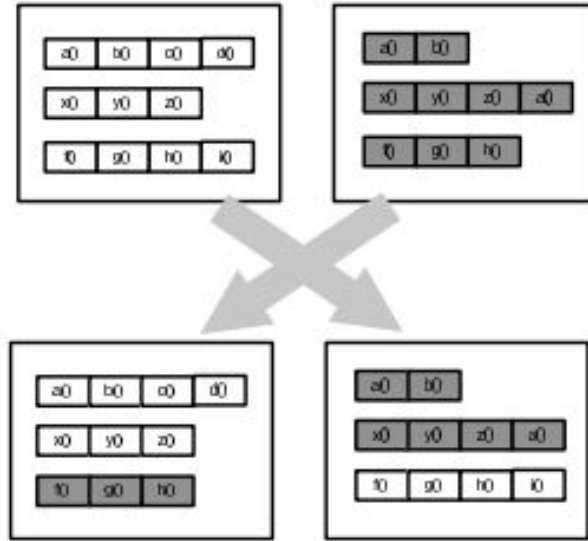
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```
1 current_population  $\leftarrow$  generate random population
2 repeat
3   Z  $\leftarrow$  elite of current_population
4   while  $|Z| \neq |\textit{current\_population}|$  do
5     P1, P2  $\leftarrow$  select two parents with rank selection
6     if crossover probability then
7       O1, O2  $\leftarrow$  crossover P1, P2
8     else
9       O1, O2  $\leftarrow$  P1, P2
10    mutate O1 and O2
11    fP = min(fitness(P1), fitness(P2))
12    fO = min(fitness(O1), fitness(O2))
13    lP = length(P1) + length(P2)
14    lO = length(O1) + length(O2)
15    TB = best individual of current_population
16    if fO < fP  $\vee$  (fO = fP  $\wedge$  lO  $\leq$  lP) then
17      for O in {O1, O2} do
18        if length(O)  $\leq$  2  $\times$  length(TB) then
19          Z  $\leftarrow$  Z  $\cup$  {O}
20        else
21          Z  $\leftarrow$  Z  $\cup$  {P1 or P2}
22      else
23        Z  $\leftarrow$  Z  $\cup$  {P1, P2}
24    current_population  $\leftarrow$  Z
25 until solution found or maximum resources spent
```

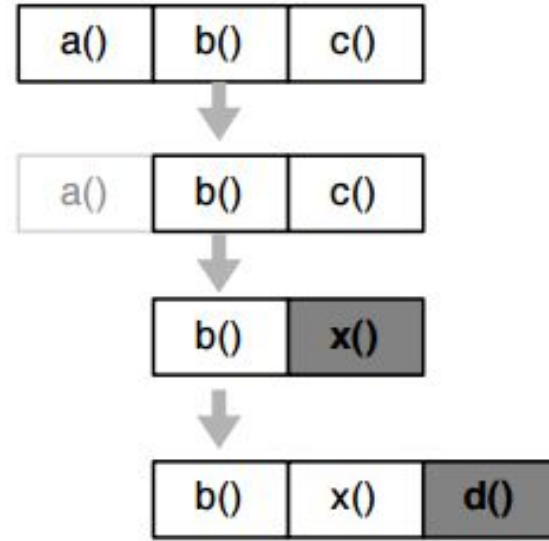
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# Genetic Algorithm



(a) Crossover



(b) Mutation

Fig. 4. Crossover and mutation are the basic operators for the search using a GA. Crossover is applied at test suite level, while mutation is applied to test cases and test suites.

# Demo

- Command line
- Eclipse