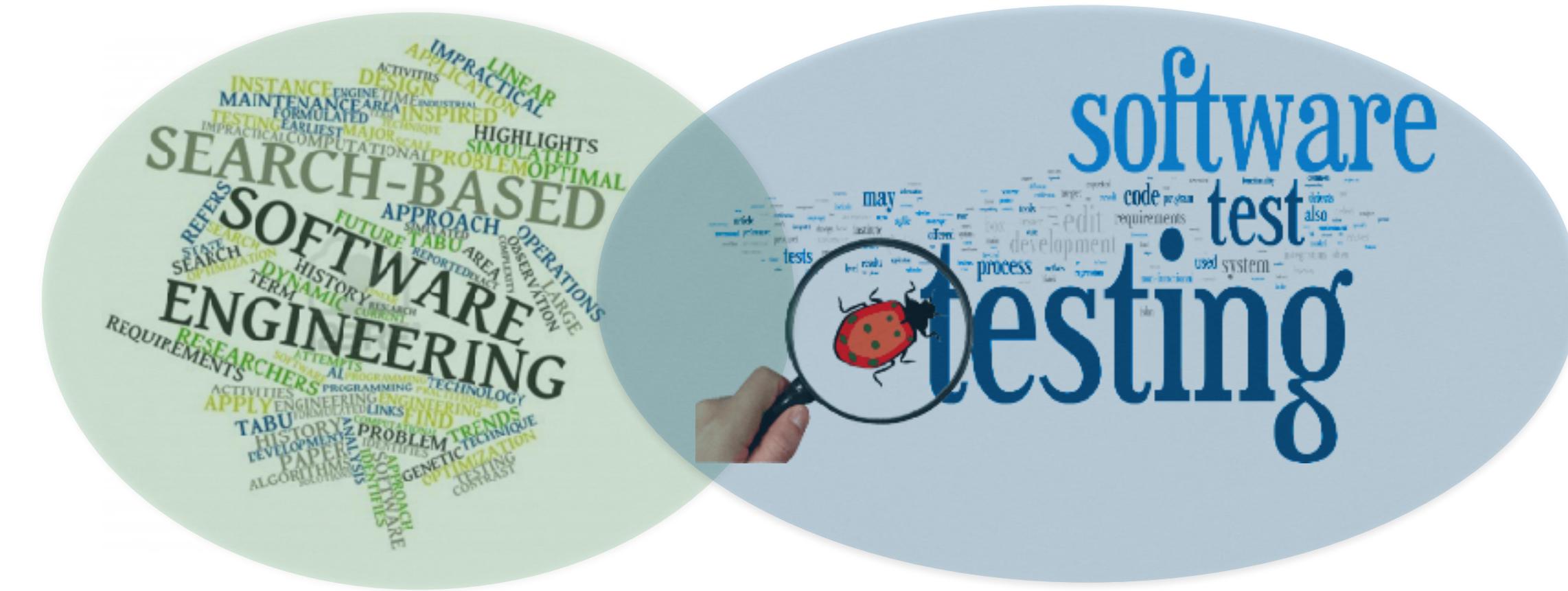


# Search-Based Software Testing Tool Competition 2021



Sebastiano Panichella

Zurich University of Applied  
Science (ZHAW)



Alessio Gambi

Passau University



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# History SBST Tool Competition

	Year	Venue	Coverage tool	Mutation Tool	#CUTs	#Projects	#Participants (+ baseline)	Statistical Tests
Round 1	2013	ICST	Cobertura	Javalanche	77	5	2	✗
Round 2	2014	FITTEST	JaCoCo	PITest	63	9	4	✗
Round 3	2015	SBST	JaCoCo	PITest	63	9	8	✗
Round 4	2016	SBST	DEFECT4J (Real Faults)		68	5	4	✗
Round 5	2017	SBST	JaCoCo	PITest + Our Env.	69	8	2 (+ 2)	✓
Round 6	2018	SBST	JaCoCo	PITest + Our Env.	59	7	2 (+ 2)	✓ + combined analysis
Round 7	2019	SBST	JaCoCo	PITest + Our Env.	69	8	2 (+ 2)	✓ + combined analysis
Round 8	2020	SBST	JaCoCo	PITest + Our Env.	69	8	1 (+ 1)	✓ + combined analysis

+  docker  
+  docker

# SBST Tool Competition - 2021

## What is New?

**Java tool competition:** As for recent years, we invite researchers to participate in the competition with their unit test generation tool for **Java**. Tools will be evaluated against a benchmark with respect to code coverage and mutation score.

Class Under Test (CUT)

```
class Triangle {  
    int a, b, c; //sides  
    String type = "NOT_TRIANGLE";  
  
    Triangle (int a, int b, int c){...}  
  
    void computeTriangleType() {  
        1. if (a == b) {  
        2.     if (b == c)  
        3.         type = "EQUILATERAL";  
        4.     else  
        5.         type = "ISOSCELES";  
        6.     } else {  
        7.         if (a == c)  
        8.             type = "ISOSCELES";  
        9.         else  
        10.            type = "SCALENE";  
    }  
}
```

Test Case

```
@Test  
public void test(){  
    // Constructor (init)  
    // Method Calls  
    // Assertions (check)  
}
```



```
@Test  
public void test(){  
    Triangle t = new Triangle (1,2,3);  
    t.computeTriangleType();  
    String type = t.getType();  
    assertTrue(type.equals("SCALENE"));  
}
```

Figure 1: Example of test generation for a simple Java class.

**Cyber-physical systems (CPS) testing competition:** In addition to the traditional Java tool competition, we also organize a CPS testing competition on self-driving cars simulation environments. Specifically, in collaboration with the BeamNG research team (<https://beamng.gmbh/research/>), this competition focuses on the

New!!!

- Generation of scenarios using BeamNG self-driving cars simulator

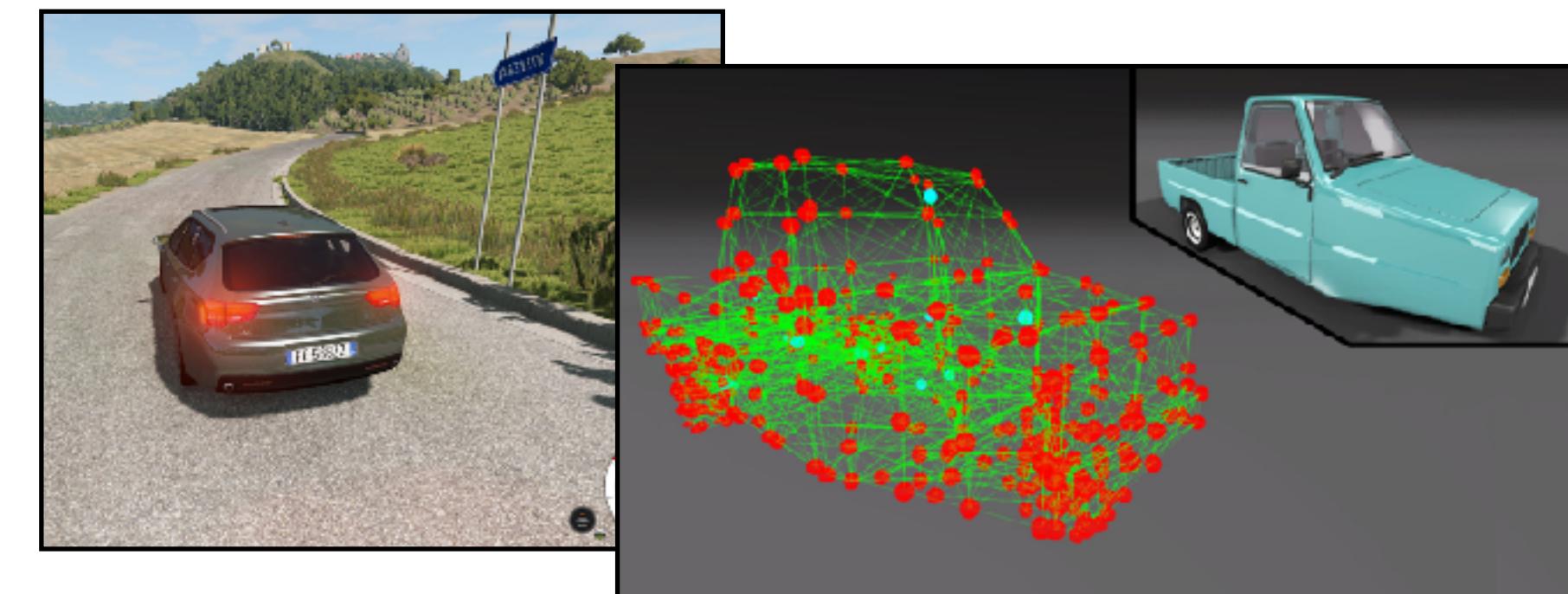


Figure 2: Example of CPS testing tool simulation environment.

# SBST Tool Competition - 2021

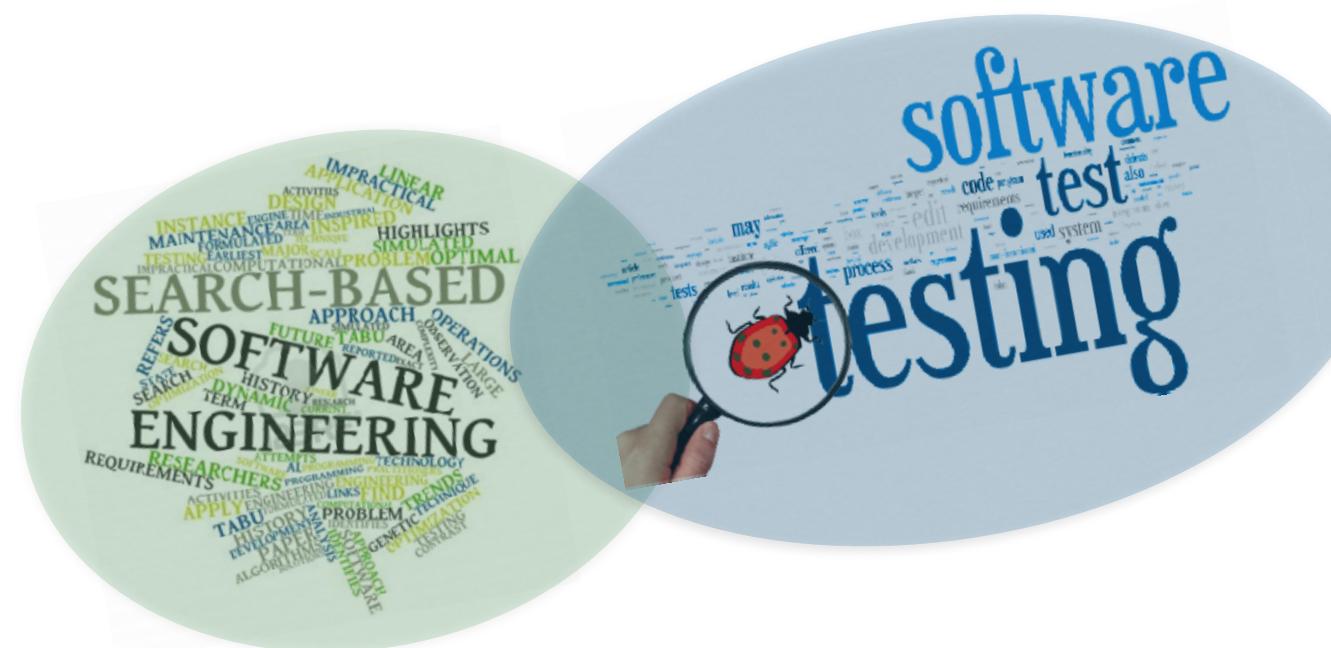
What is New?

Java tool competition: A few tools participate in the competition.  
Java code coverage analysis.

New!!!  
Cyber-Physical System  
traditional  
competitive  
collaborative  
research/development

• Generation

**10 Tools Participating to the Competition**



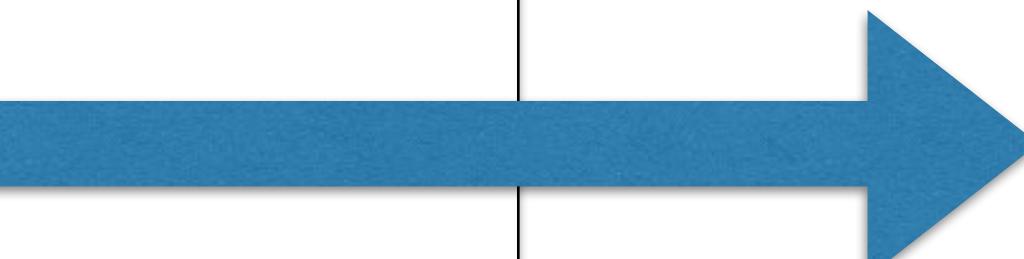
- Five times more tools than last 2020!!!  
- 2 Tools from Industrial Organizations!!!



Figure 2: Example of CPS testing tool simulation environment.

# SBST Tool Competition - 2021

**Co-chairs  
2021**





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## Class Under Test (CUT)

```
class Triangle {  
    int a, b, c; //sides  
    String type = "NOT_TRIANGLE";  
  
    Triangle (int a, int b, int c){...}  
  
    void computeTriangleType() {  
        1. if (a == b) {  
        2.     if (b == c)  
        3.         type = "EQUILATERAL";  
        4.     else  
        5.         type = "ISOSCELES";  
        6.     } else {  
        7.         if (a == c)  
        8.             type = "ISOSCELES";  
        9.         else  
        10.            type = "SCALENE";  
    }  
}
```

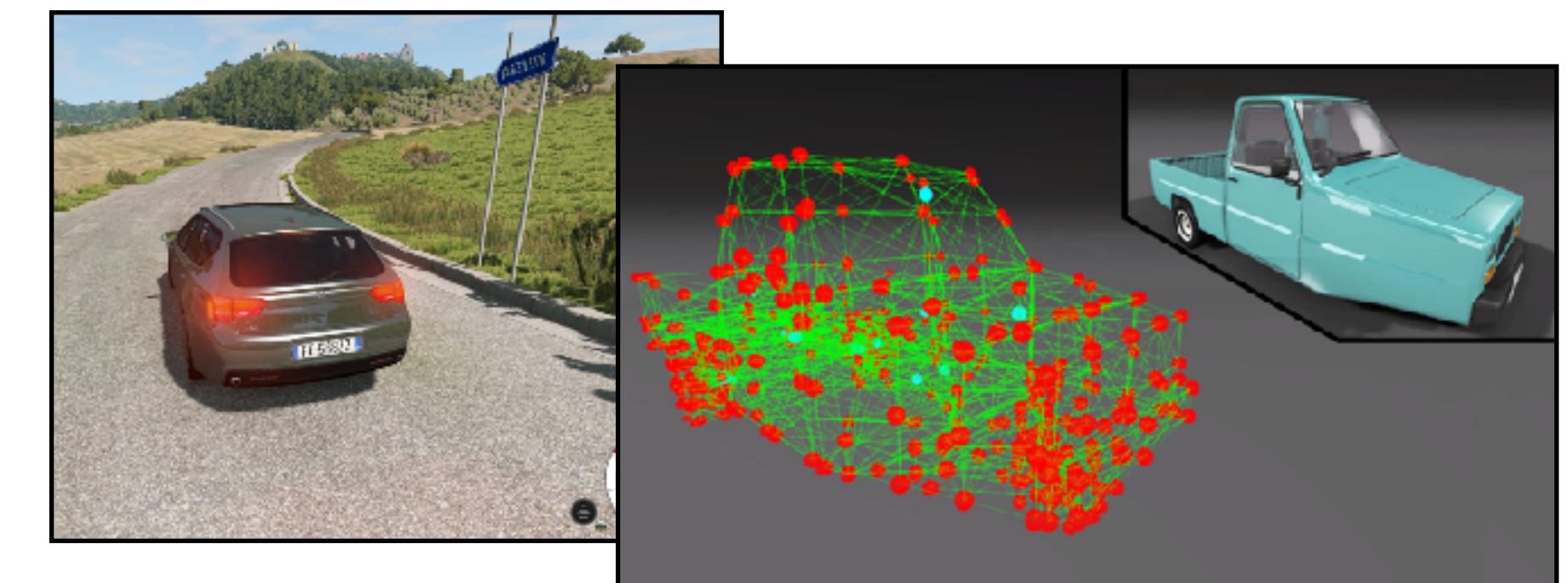
## Test Case

```
@Test  
public void test(){  
    // Constructor (init)  
    // Method Calls  
    // Assertions (check)  
}
```



```
@Test  
public void test(){  
    Triangle t = new Triangle (1,2,3);  
    t.computeTriangleType();  
    String type = t.getType();  
    assertTrue(type.equals("SCALENE"));  
}
```

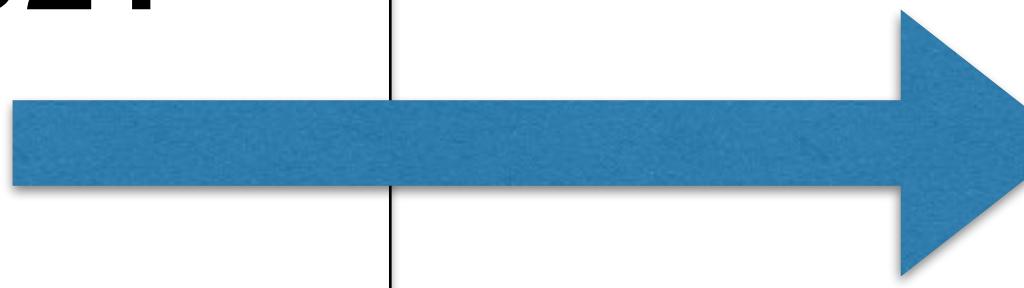
## Java tool competition



## Cyber-physical systems (CPS) testing competition

# SBST Tool Competition - 2021

**Co-chairs  
2021**





Sebastiano Panichella

Zurich University of Applied Science (ZHAW)



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Passau University



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University of Lugano

## Class Under Test (CUT)

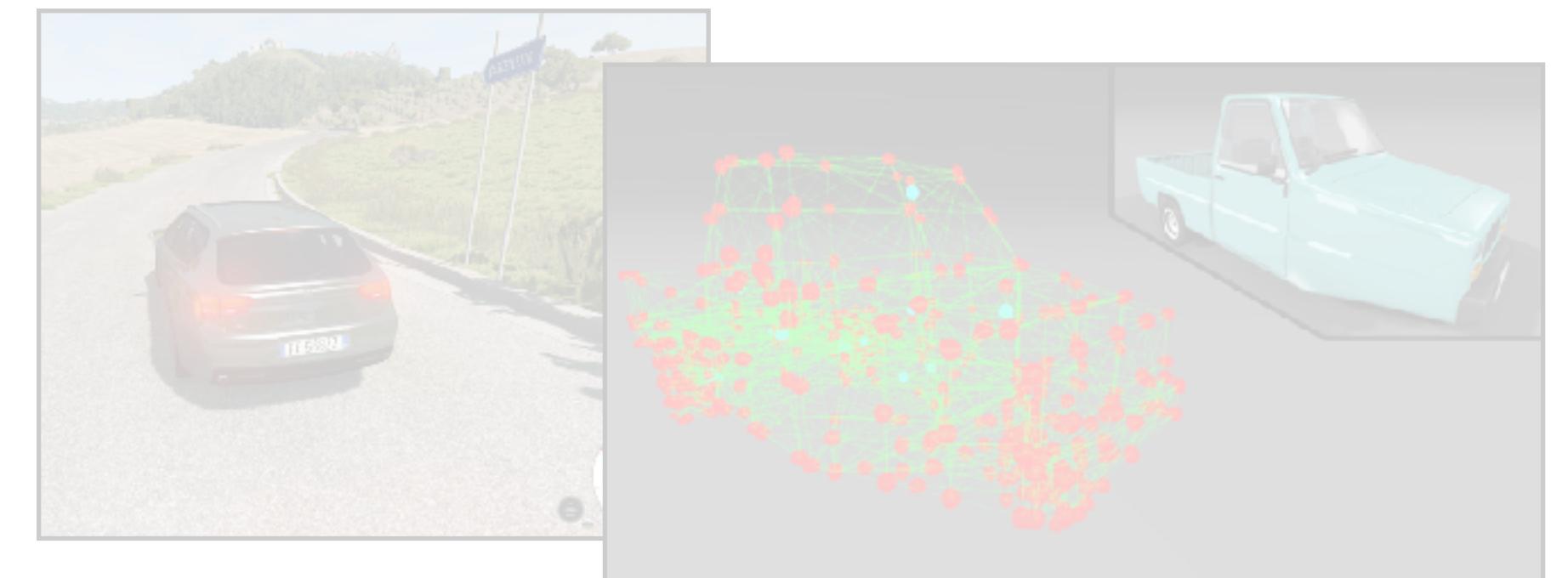
```
class Triangle {  
    int a, b, c; //sides  
    String type = "NOT_TRIANGLE";  
  
    Triangle (int a, int b, int c){...}  
  
    void computeTriangleType() {  
        1. if (a == b) {  
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        10.            type = "SCALENE";  
    }  
}
```

## Test Case

```
@Test  
public void test(){  
    // Constructor (init)  
    // Method Calls  
    // Assertions (check)  
}
```

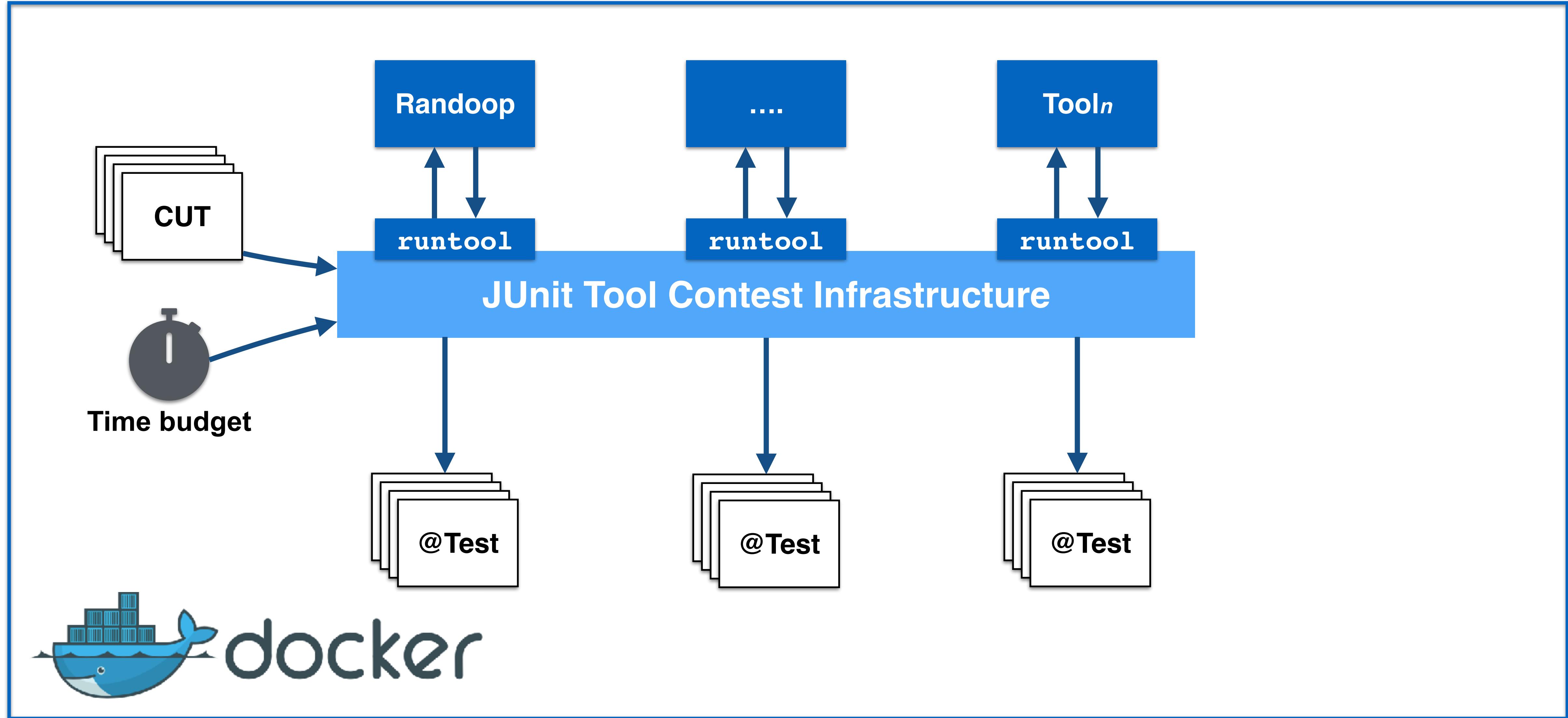
```
@Test  
public void test(){  
    Triangle t = new Triangle (1,2,3);  
    t.computeTriangleType();  
    String type = t.getType();  
    assertTrue(type.equals("SCALENE"));  
}
```

## Java tool competition

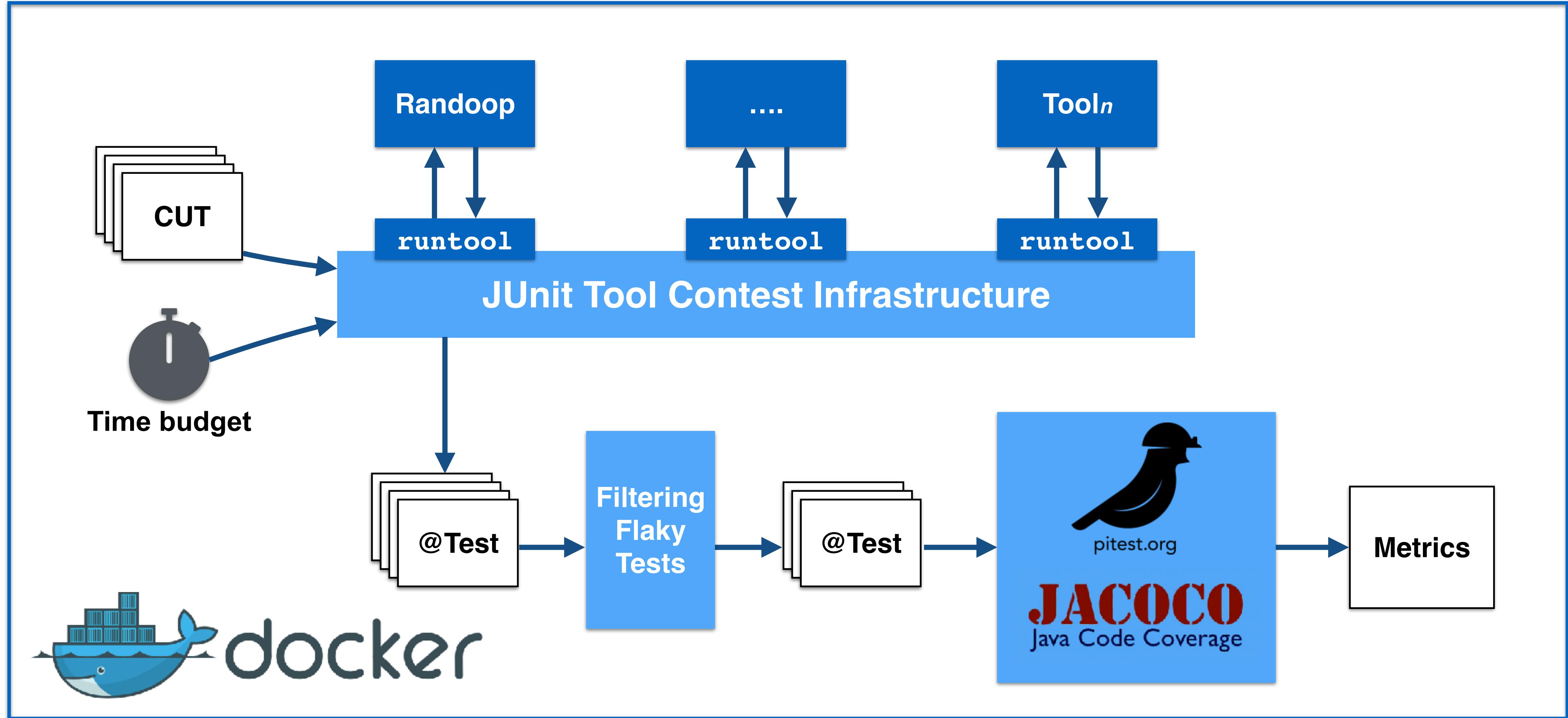


## Cyber-physical systems (CPS) testing competition

# Java tool competition Infrastructure



# Java tool competition Infrastructure



# Scoring Formula

$$covScore(T, B, C, R) = 1 \times Cov_i + 2 \times Cov_b + 4 \times Cov_m$$

$$tScore(T, B, C, R) = covScore(T, B, C, R) \times \min \left( 1, \frac{2 \times B}{genTime} \right)$$

$$Score(T, B, C, R) = tScore(T, B, C, R) + penalty(T, B, C, R)$$

$T$  = Generated Test  
 $B$  = Search Budget  
 $C$  = Class under test  
 $R$  = independent Run

$Cov_i$  = statement coverage  
 $Cov_b$  = branch coverage  
 $Cov_m$  = Strong Mutation

$genTime$  = generation time

$penalty$  = percentage of flaky test  
and non-compiling tests

<https://github.com/JUnitContest/junitcontest>

### Class Under Test (CUT)

```
class Triangle {  
    int a, b, c; //sides  
    String type = "NOT_TRIANGLE";  
  
    Triangle (int a, int b, int c){...}  
  
    void computeTriangleType() {  
        1. if (a == b) {  
        2.     if (b == c)  
        3.         type = "EQUILATERAL";  
        4.     else  
        5.         type = "ISOSCELES";  
        6.     } else {  
        7.         if (a == c)  
        8.             type = "ISOSCELES";  
        9.         else  
        10.            type = "SCALENE";  
    }  
}
```

### Test Case

```
@Test  
public void test(){  
    // Constructor (init)  
    // Method Calls  
    // Assertions (check)  
}
```



```
@Test  
public void test(){  
    Triangle t = new Triangle (1,2,3);  
    t.computeTriangleType();  
    String type = t.getType();  
    assertTrue(type.equals("SCALENE"));  
}
```

# Benchmark Projects

- **Selection criteria**
  - GitHub repositories
  - Project builds using Maven or Gradle
  - Contains JUnit 4 test suite
- **6 projects selected**

**Guava**

<https://github.com/google/guava>

**Seata**

<https://github.com/seata/seata>

**Okio**

<https://github.com/square/okio>

**Spoon**

<https://github.com/INRIA/spoon/>

**FastJSON**

<https://github.com/alibaba/fastjson>

**Weka**

<https://github.com/Waikato/weka-3.8>

# Contest Methodology

## Search budgets

30  
seconds

2 min.

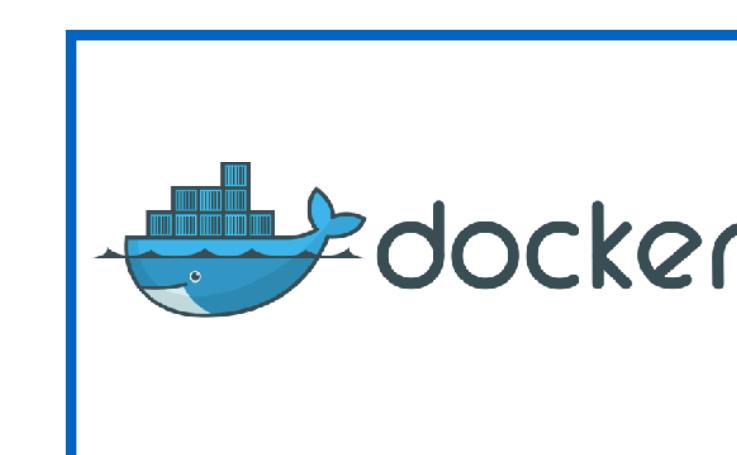
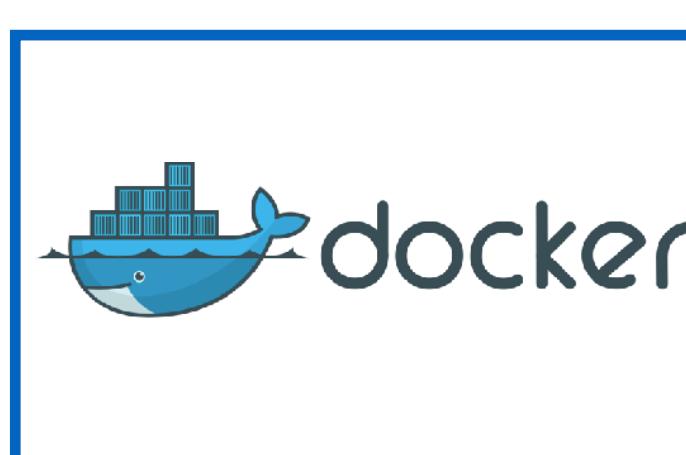
## Classes under test

98 classes

## Repetitions

10 repetitions

## Execution environment



## Statistical analysis

Friedman's test

Post-hoc Conover

# The Tools

## Baseline



V.S.

## Competitors

EVSUITE

UtBot

Kex

EVSUITE - DSE

# Results (1)

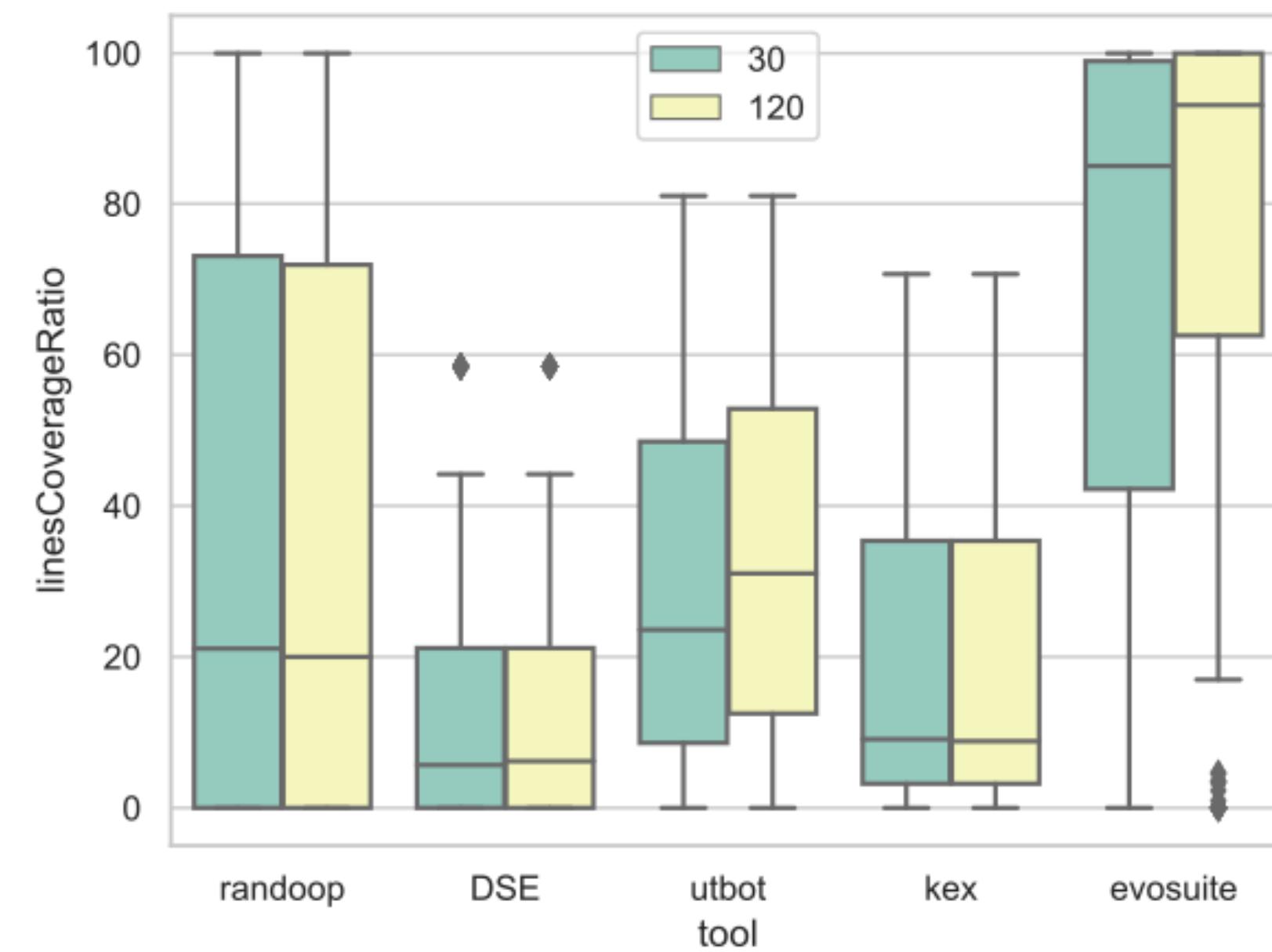


Fig. 1: Line Coverage for Randoop, Evosuite(DSE), Utbot, Kex and Evosuite for 30 and 120 seconds.

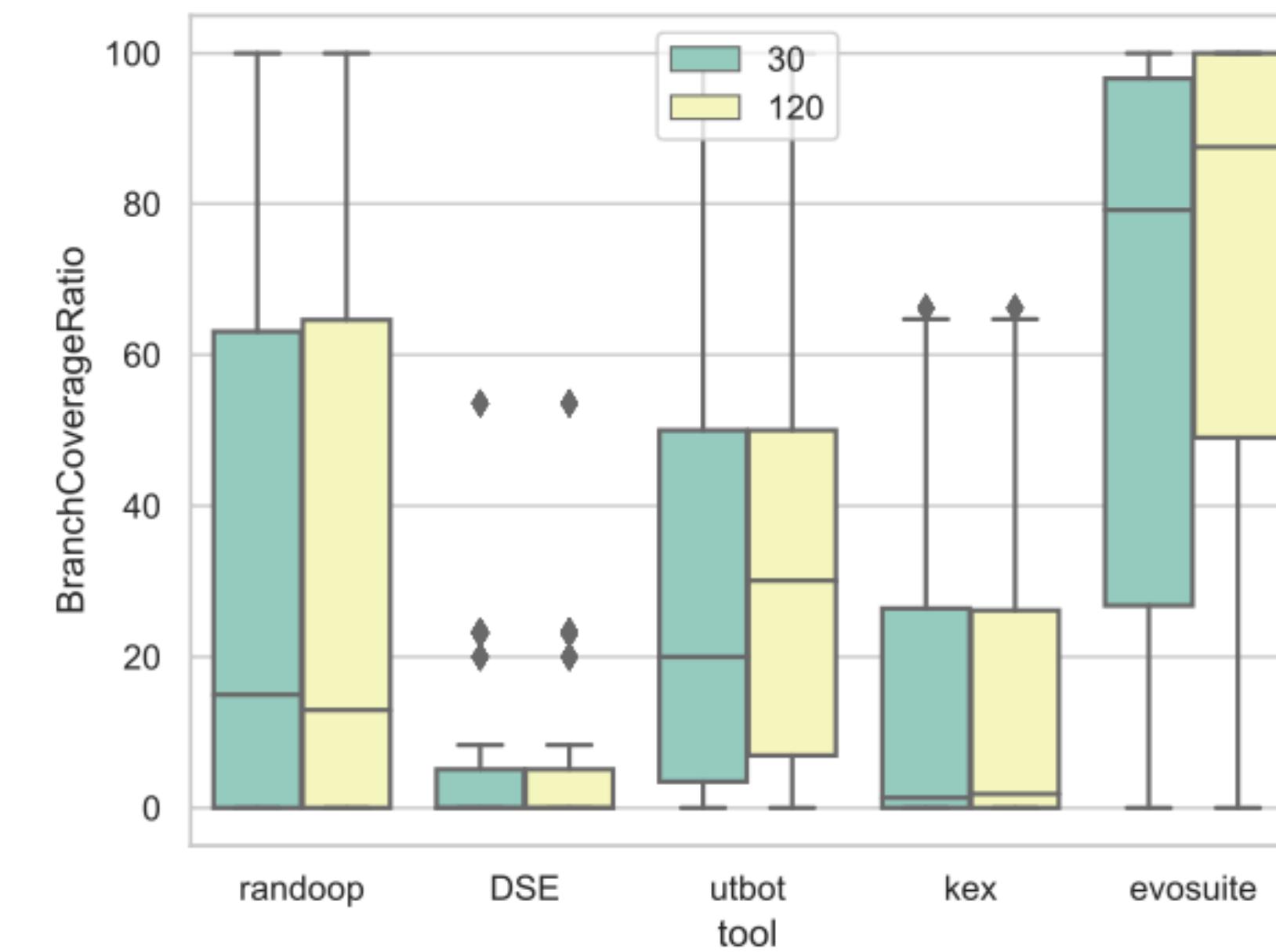


Fig. 2: Branch Coverage for Randoop, Evosuite(DSE), Utbot, Kex and Evosuite for 30 and 120 seconds.

# Results (2)

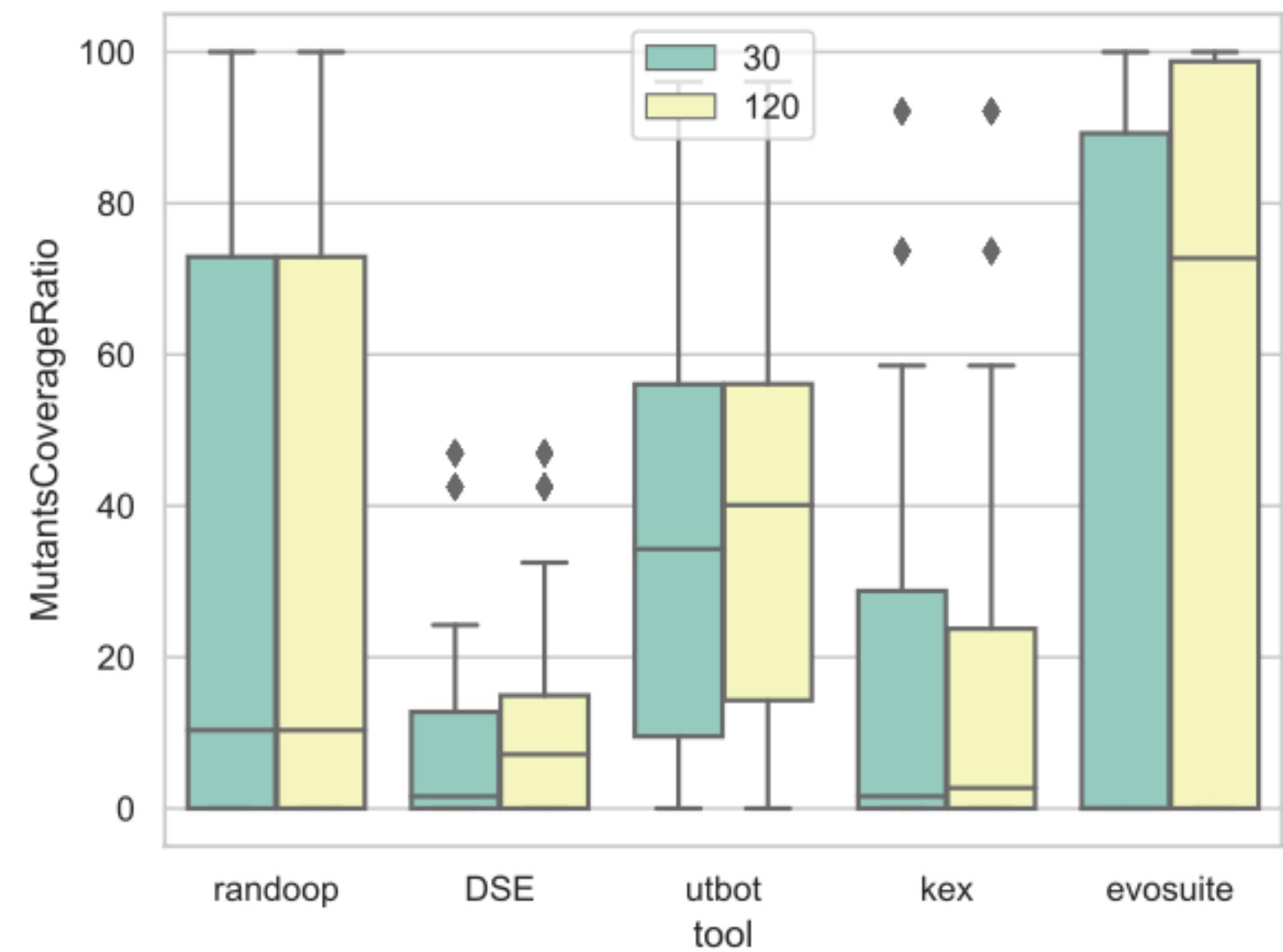


Fig. 3: Mutant Coverage for Randoop, Evosuite(DSE), Utbot, Kex and Evosuite for 30 and 120 seconds.

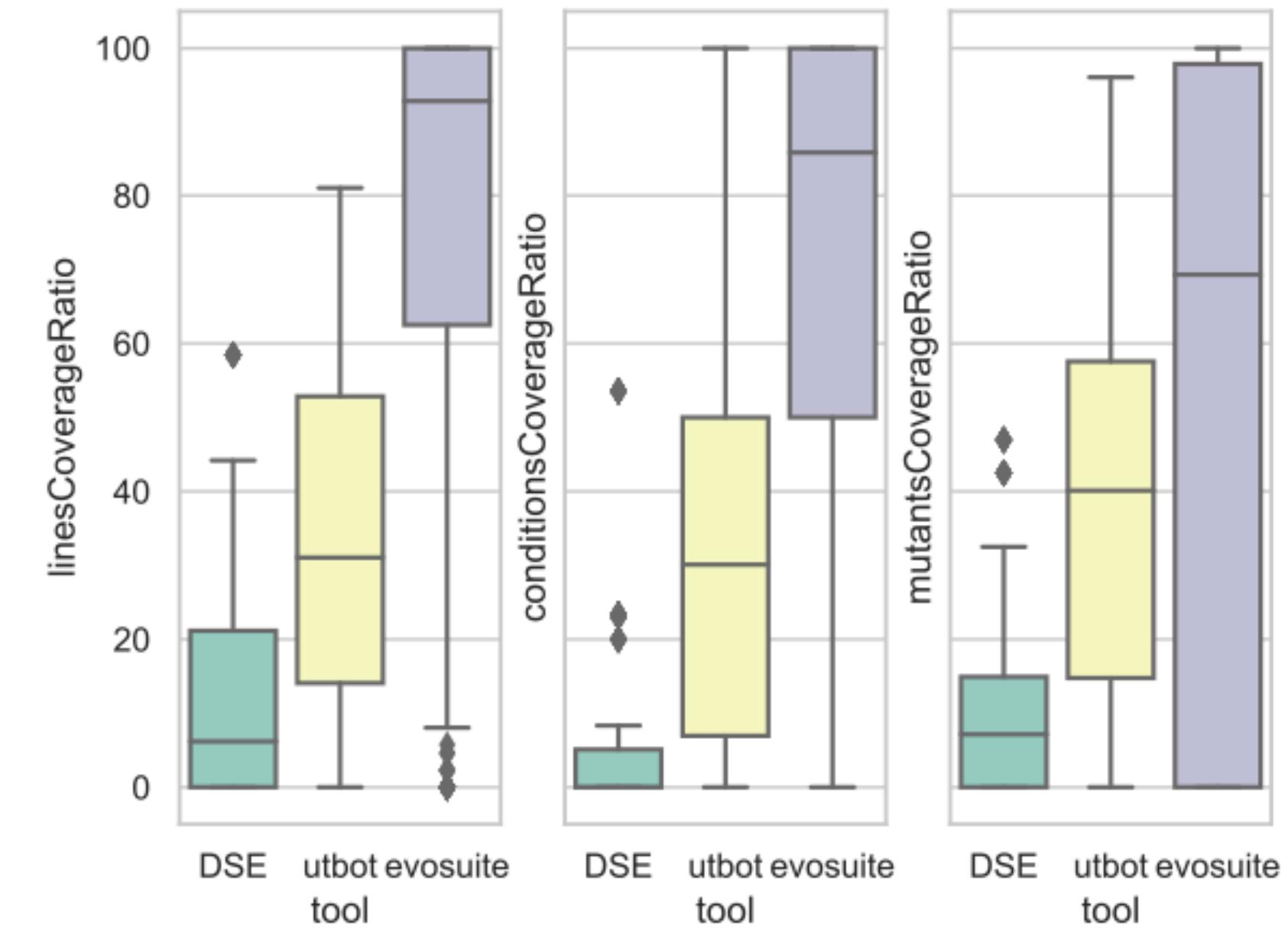


Fig. 4: Coverage for Evosuite(DSE), Utbot and Evosuite on a time budget of 5 minutes.

# Final Ranking

Baseline



v.s.

Competitors

EVASUITE



UtBot

Kex

EVASUITE - DSE

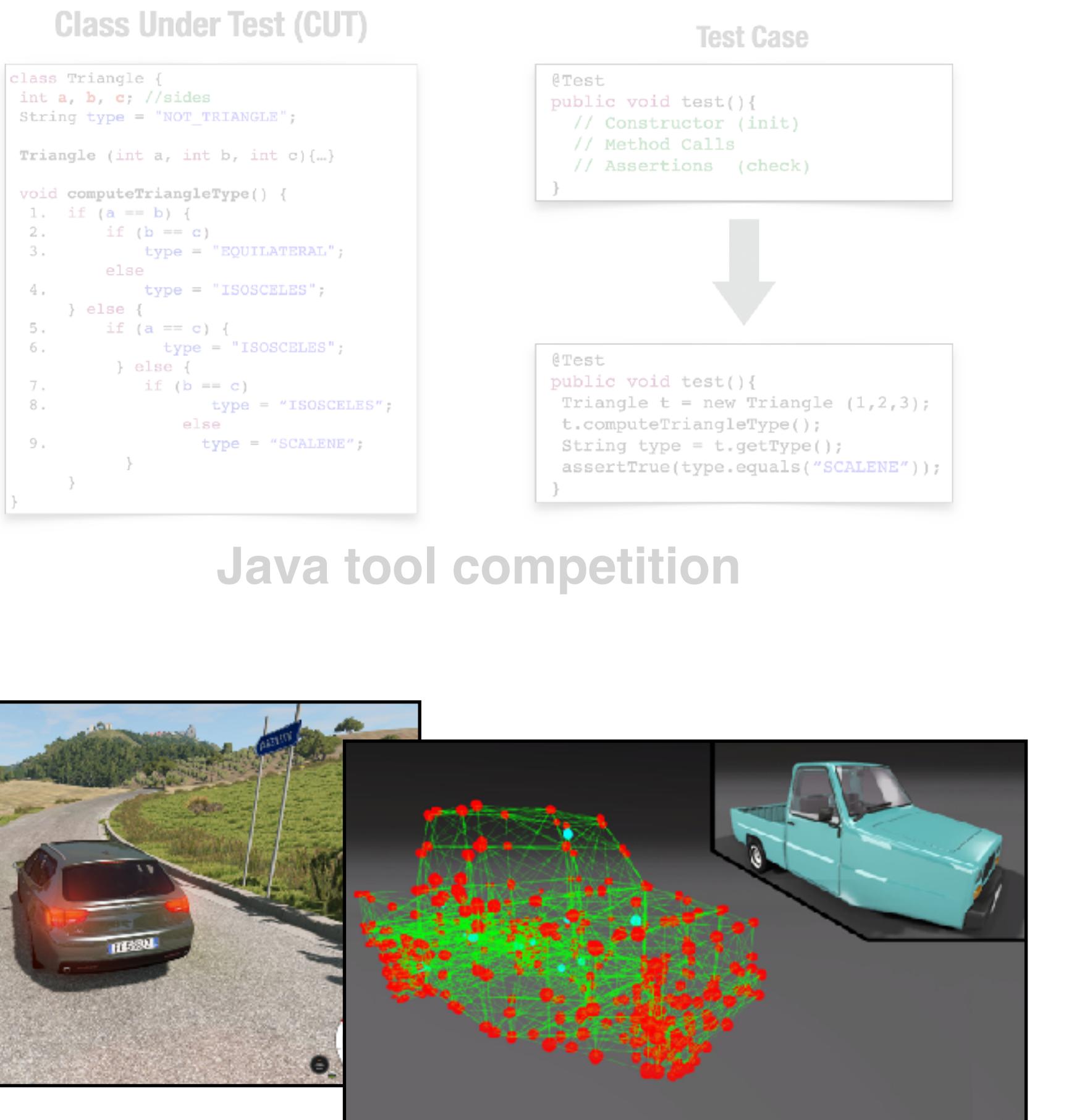
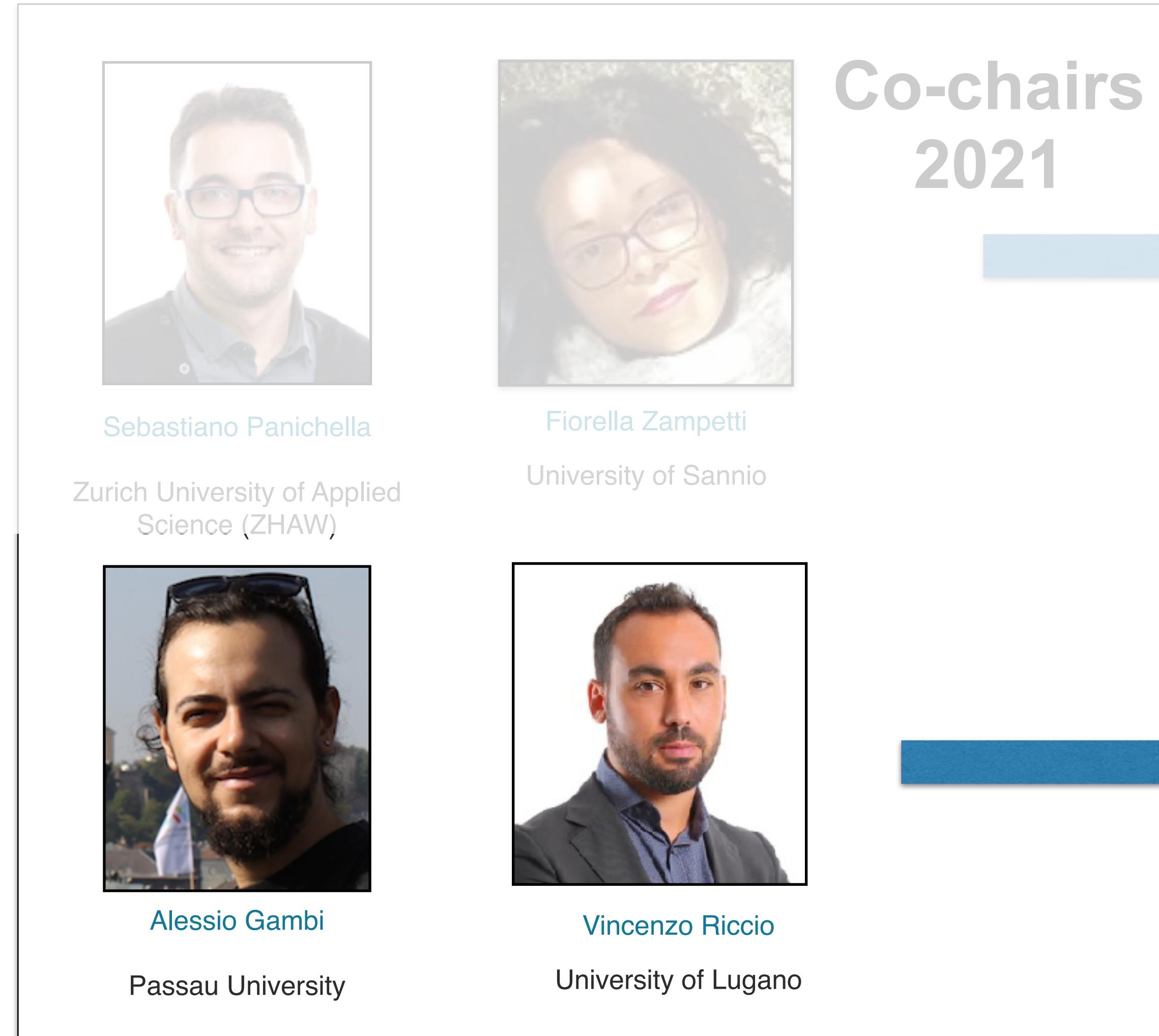
# Lessons Learnt

- Identified **aspects to improve** and **bugs** that could be **fixed** in the infrastructure
- Docker **simplifies** the evaluation procedure
  - **More participants to the competition!**
    - From Academia & Industry

# What's Next?

- **Contest Infrastructure**
  - <https://github.com/JUnitContest/junitcontest>
  - Improve usability
    - Facilitate setup of an evaluation
    - Facilitate evaluation in other contexts
    - Update the user documentation
  - Storage and versioning of the results (and participating tools?)
- **For the next edition**
  - More tools
  - More CUTs
  - **Python as new language to experiment!**

# SBST Tool Competition - 2021



# SBST Tool Competition - 2021



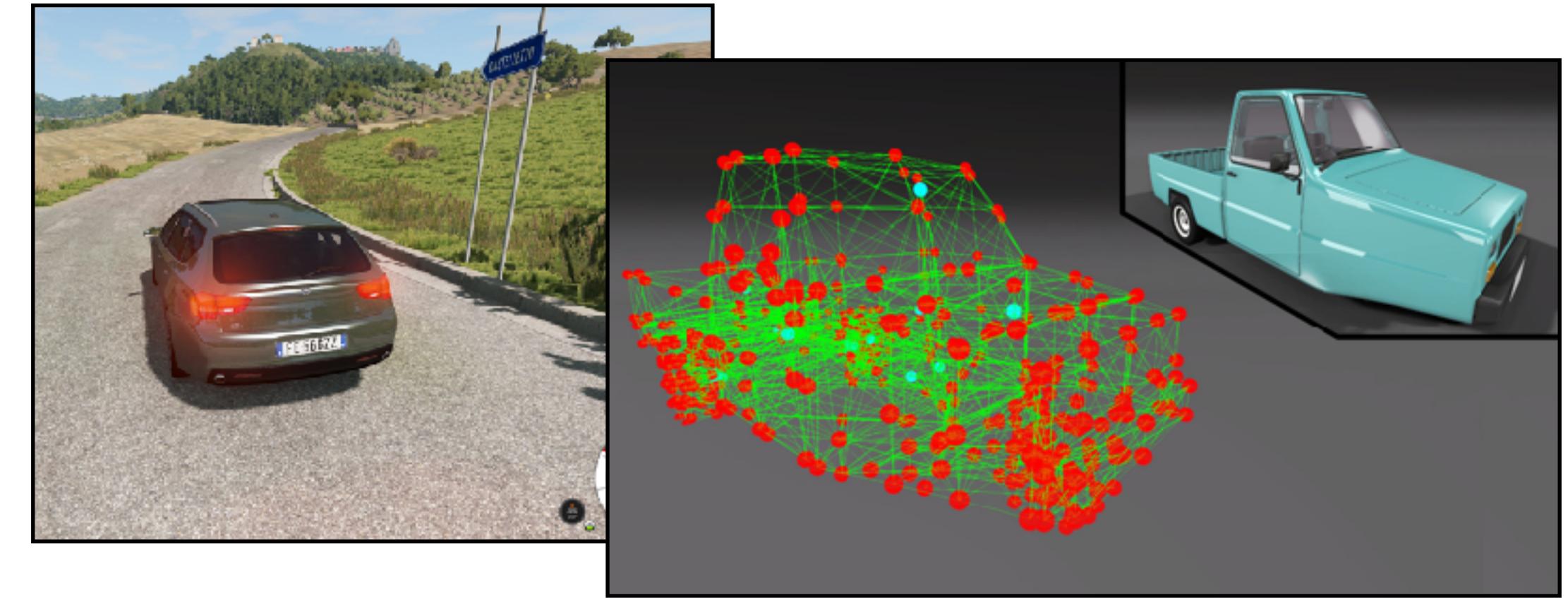
Alessio Gambi

Passau University



Vincenzo Riccio

University of Lugano



*Figure 2: Example of CPS testing tool simulation environment.*

**Cyber-physical systems (CPS) testing competition:** In addition to the traditional Java tool competition, we also organize a CPS testing competition on self-driving cars simulation environments. Specifically, in collaboration with the BeamNG research team (<https://beamng.gmbh/research/> ), this competition focuses on the

- Generation of scenarios using BeamNG self-driving cars simulator

# A Dream Come True



# That Can Also Be a Nightmare

WIRED

## Friday briefing: Uber's self-driving software was responsible for pedestrian fatality

Crash investigators have found that disabled features and poor object identification led to the killing of a pedestrian by one of Uber's autonomous vehicles, vast canyons are buried in the ice between Antarctica's mountains

By WIRED  
25 May 2018



# Testing Self-Driving Cars

Time-consuming  
Limited realism  
Impractical

# Simulation-based Testing

The image shows a composite screenshot of the Steam store page for the game BeamNG.drive. On the left, the main Steam interface is visible, featuring the Steam logo, navigation links (STORE, COMMUNITY, ABOUT, SUPPORT), and a search bar. Below the navigation is a horizontal menu with links: Your Store, Browse, Points Shop, News, and Steam Labs. The breadcrumb navigation shows the path: All Games > Simulation Games > BeamNG.drive. The main content area displays the game's title, "BeamNG.drive", and a large image of a yellow car driving on a winding road through a hilly landscape. A white box overlays the top right of the game image, containing three review snippets from IGN, Gameinformer, and Kotaku. To the right of the game image is a smaller image showing several cars in a parking lot, with the BeamNG.drive logo and a descriptive text box below it.

**STEAM®**

STORE COMMUNITY ABOUT SUPPORT

Your Store ▾ Browse ▾ Points Shop News Steam Labs

All Games > Simulation Games > BeamNG.drive

## BeamNG.drive

**CUSTOMER REVIEWS**

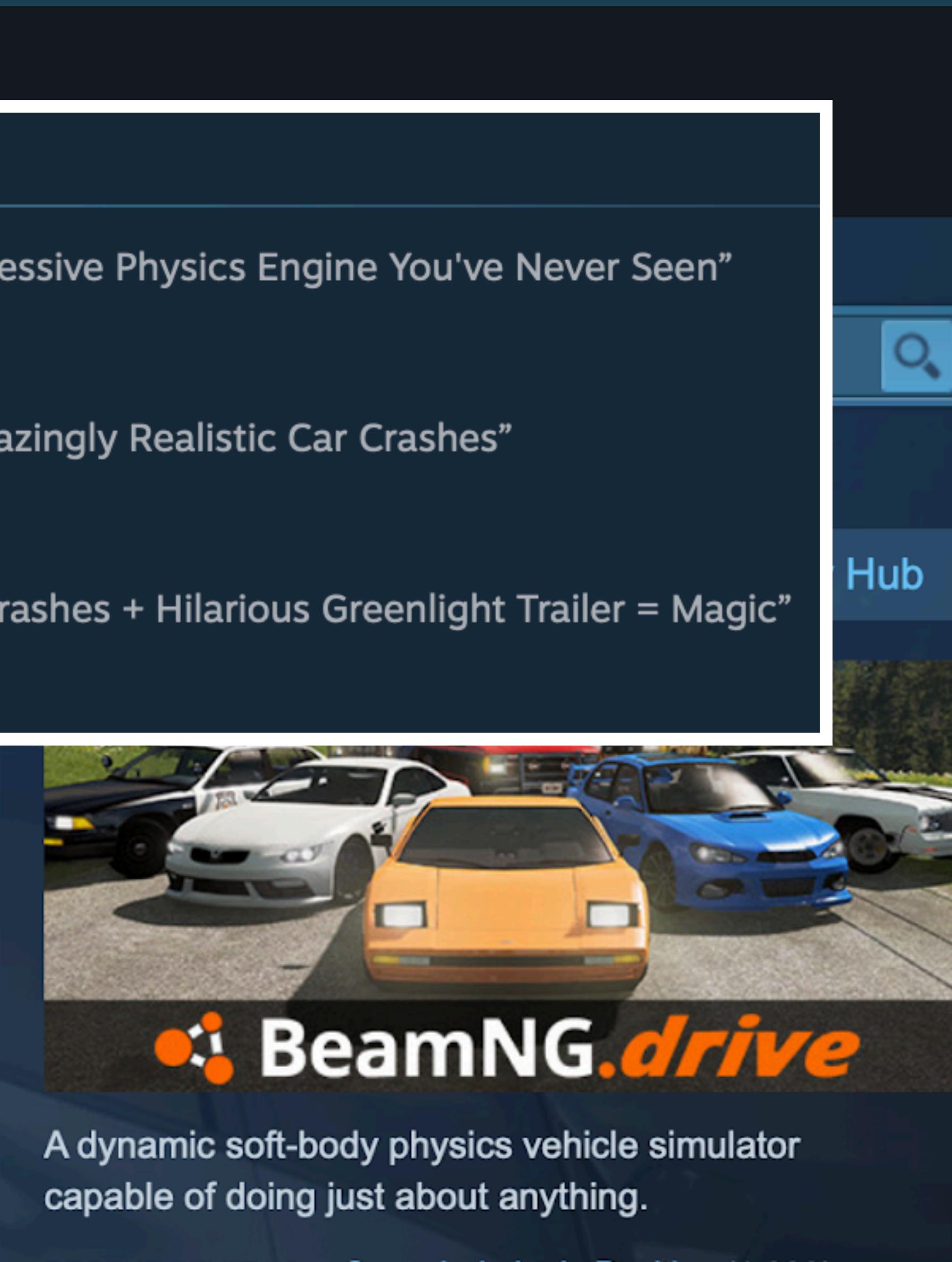
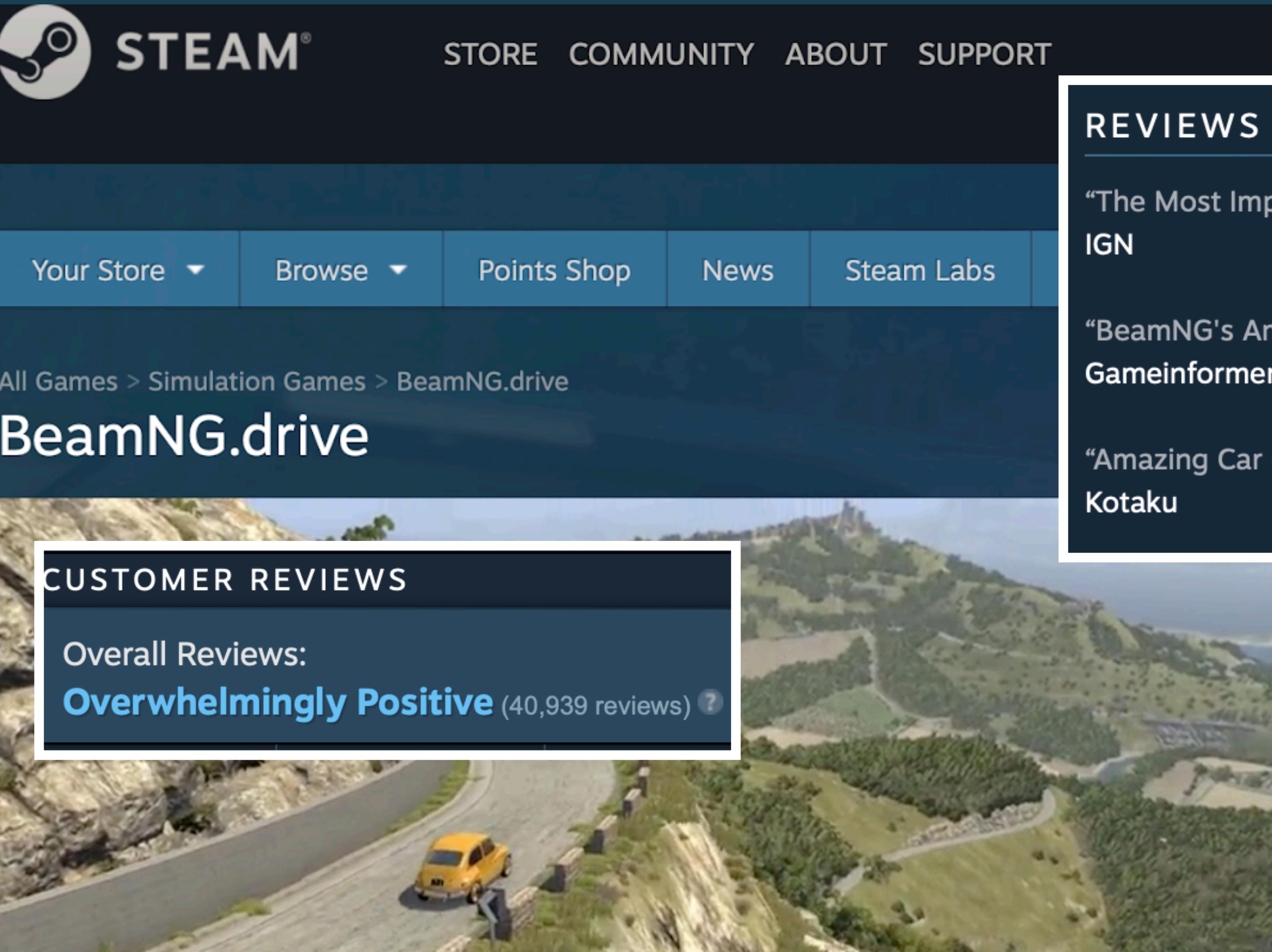
Overall Reviews:  
**Overwhelmingly Positive** (40,939 reviews) ?

**REVIEWS**

"The Most Impressive Physics Engine You've Never Seen"  
IGN

"BeamNG's Amazingly Realistic Car Crashes"  
Gameinformer

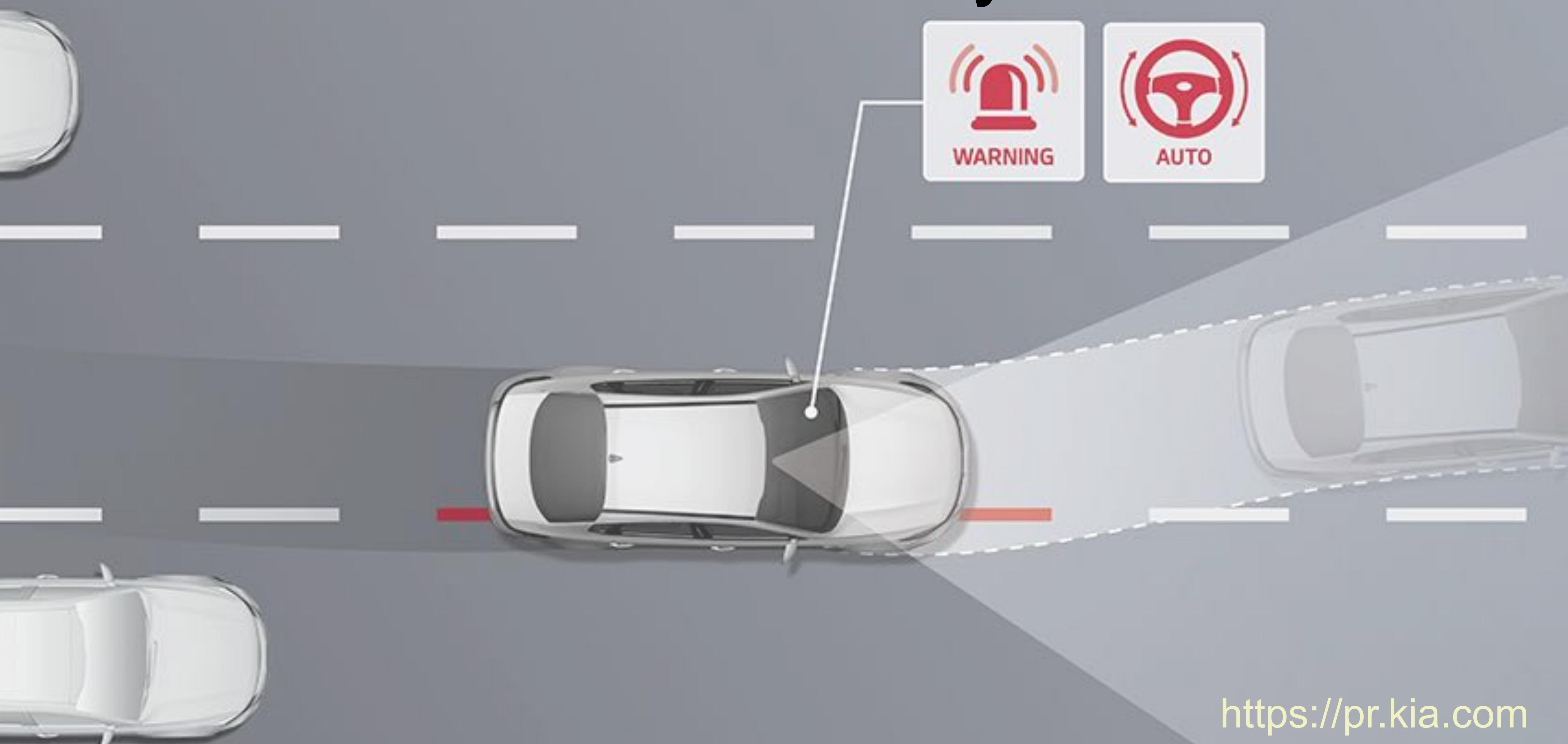
"Amazing Car Crashes + Hilarious Greenlight Trailer = Magic"  
Kotaku



**BeamNG.*drive***

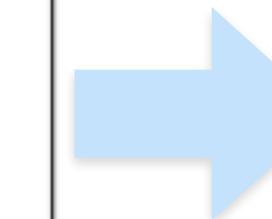
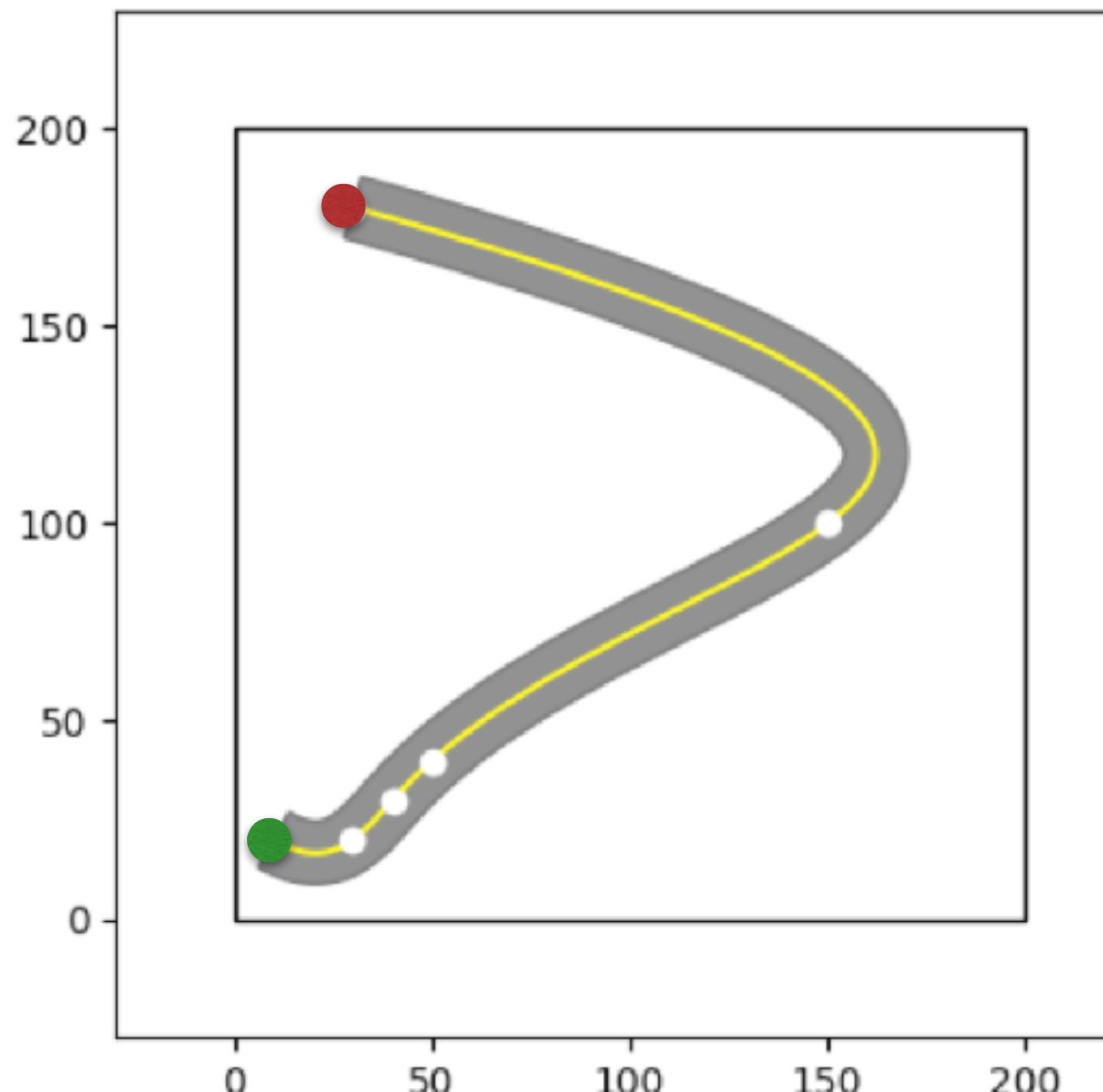
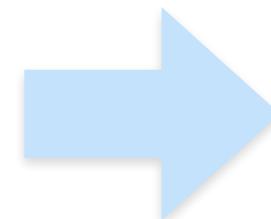
A dynamic soft-body physics vehicle simulator capable of doing just about anything.

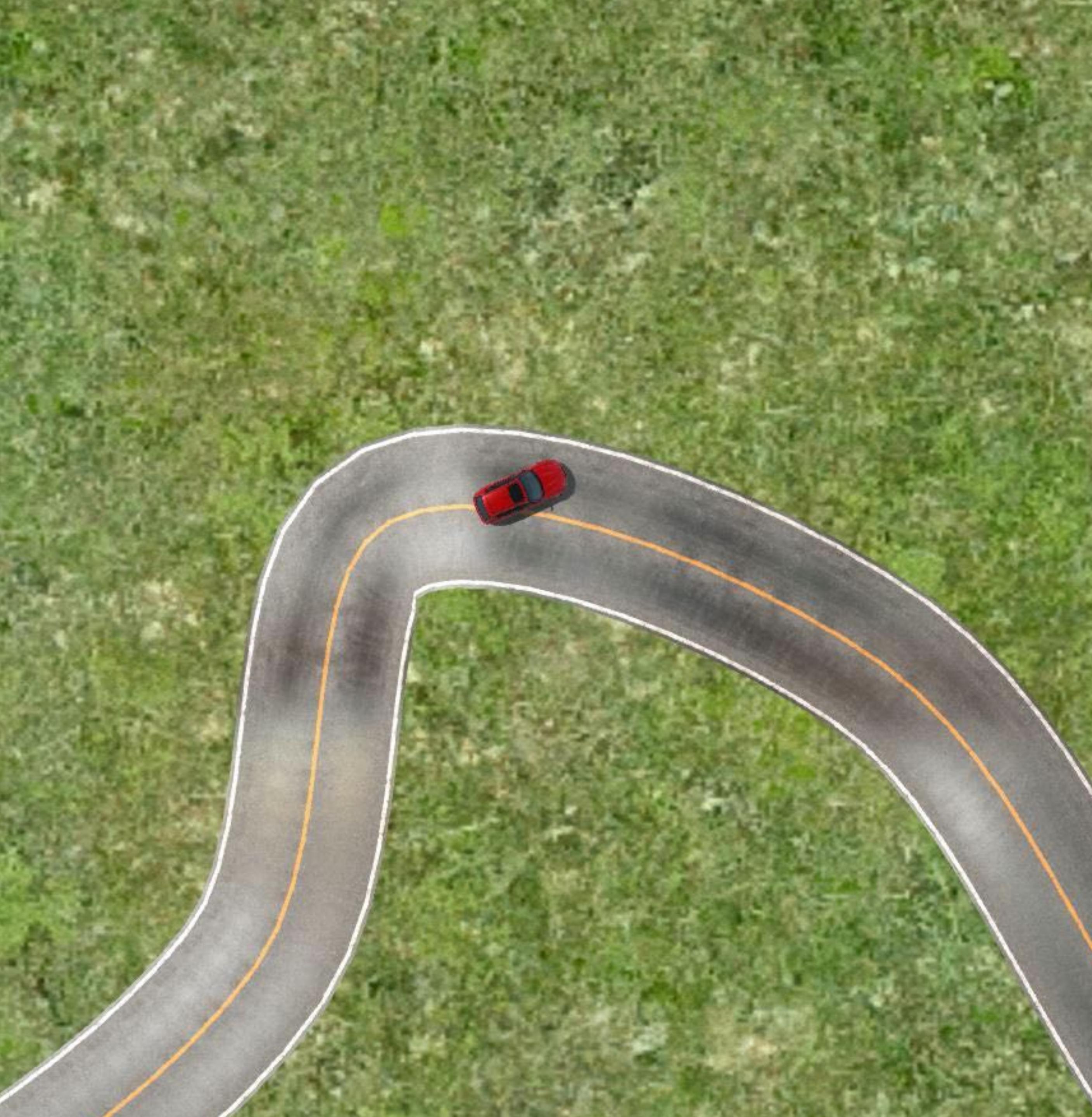
# Lane Keeping Assist System



# What is a Test Case?

- Start = (10.0, 20.0)
- A = (30.0, 20.0)
- B = (40.0, 30.0)
- C = (50.0, 40.0)
- D = (150.0, 100.0)
- End = (30.0, 180.0)

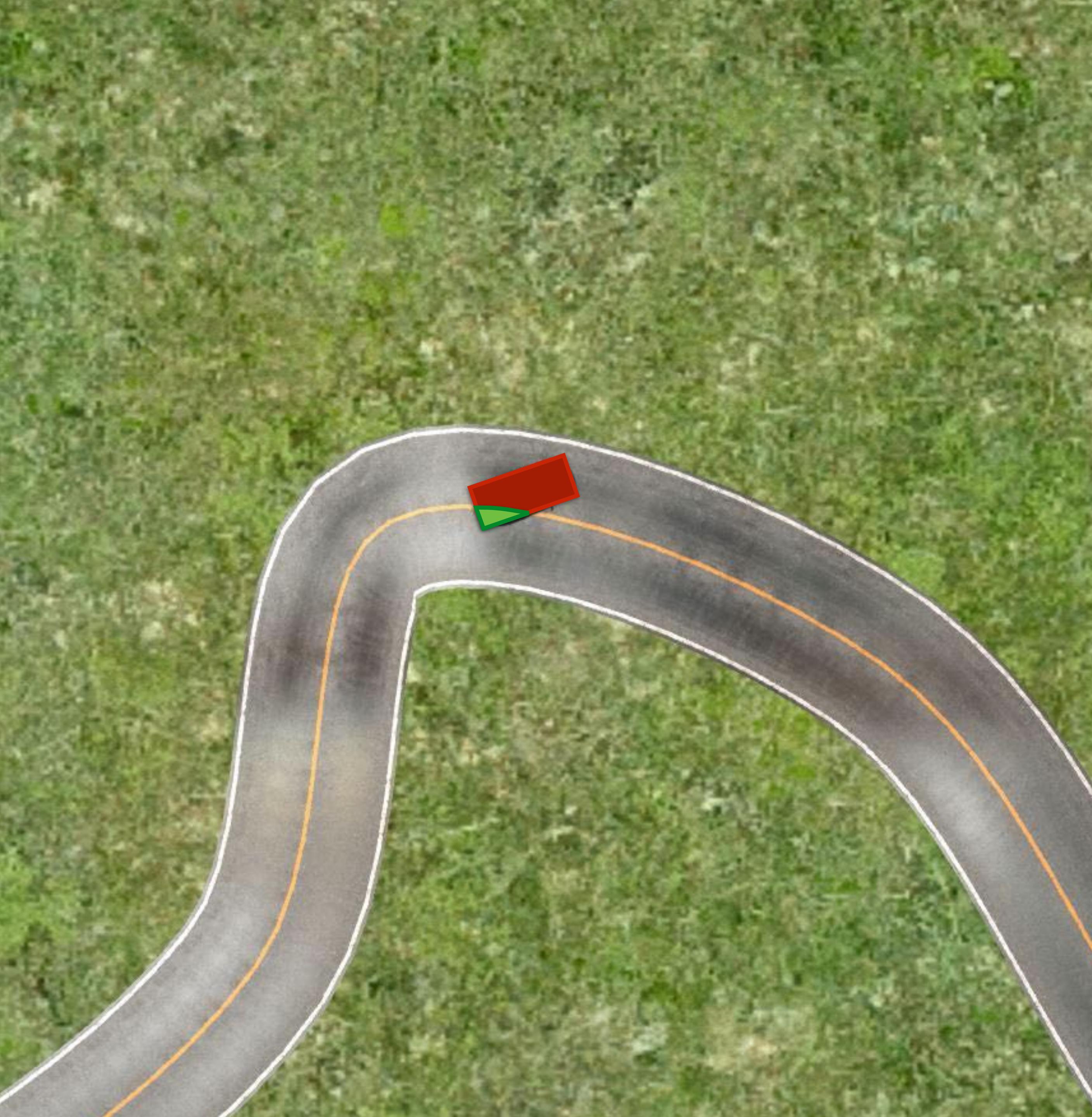




What is a Failure?  
**Out of  
Bound  
Episode**



What is a Failure?  
  
Out of  
Bound  
Episode

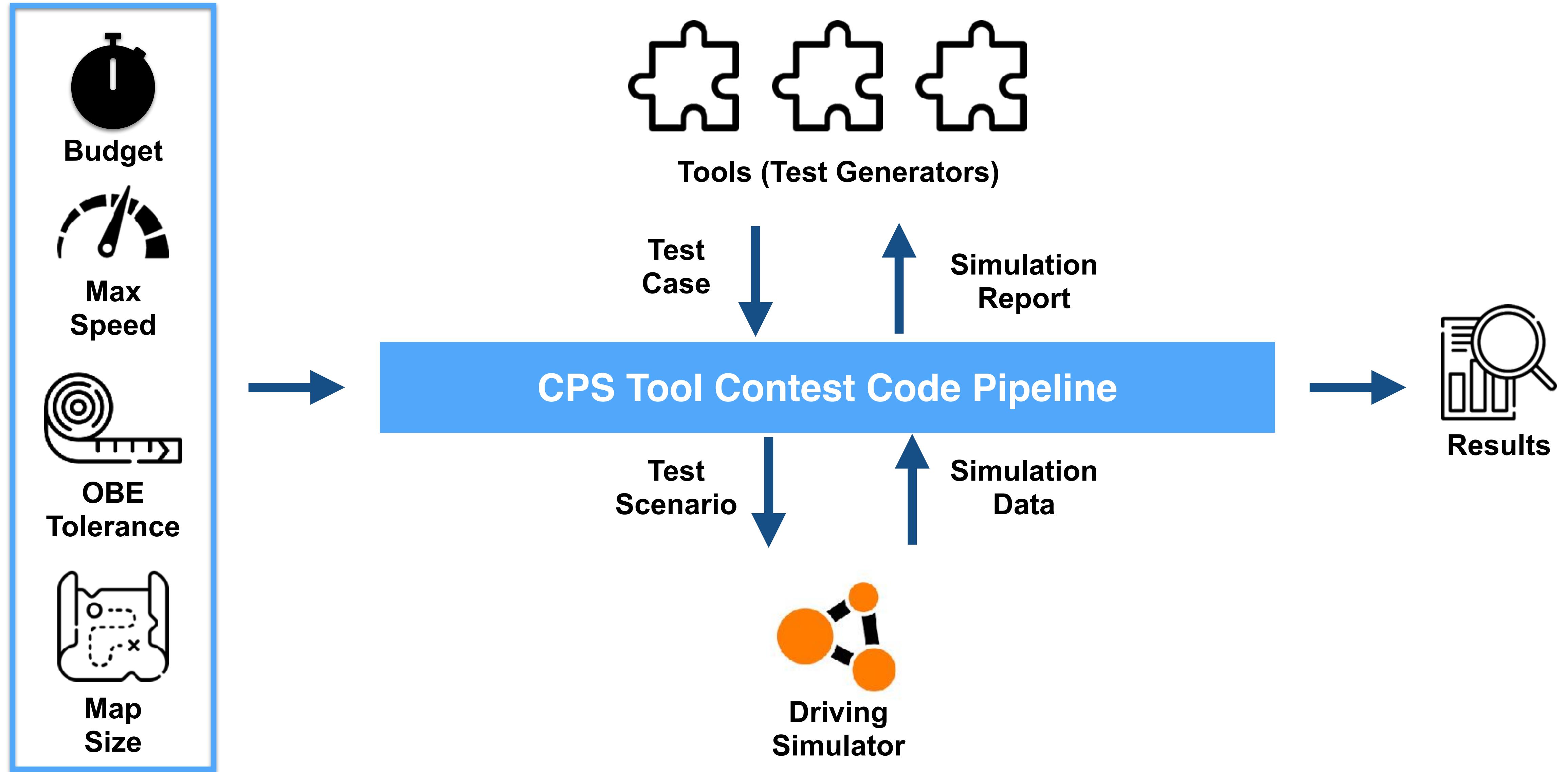


# What is a Failure?

Out of  
Bound  
Episode

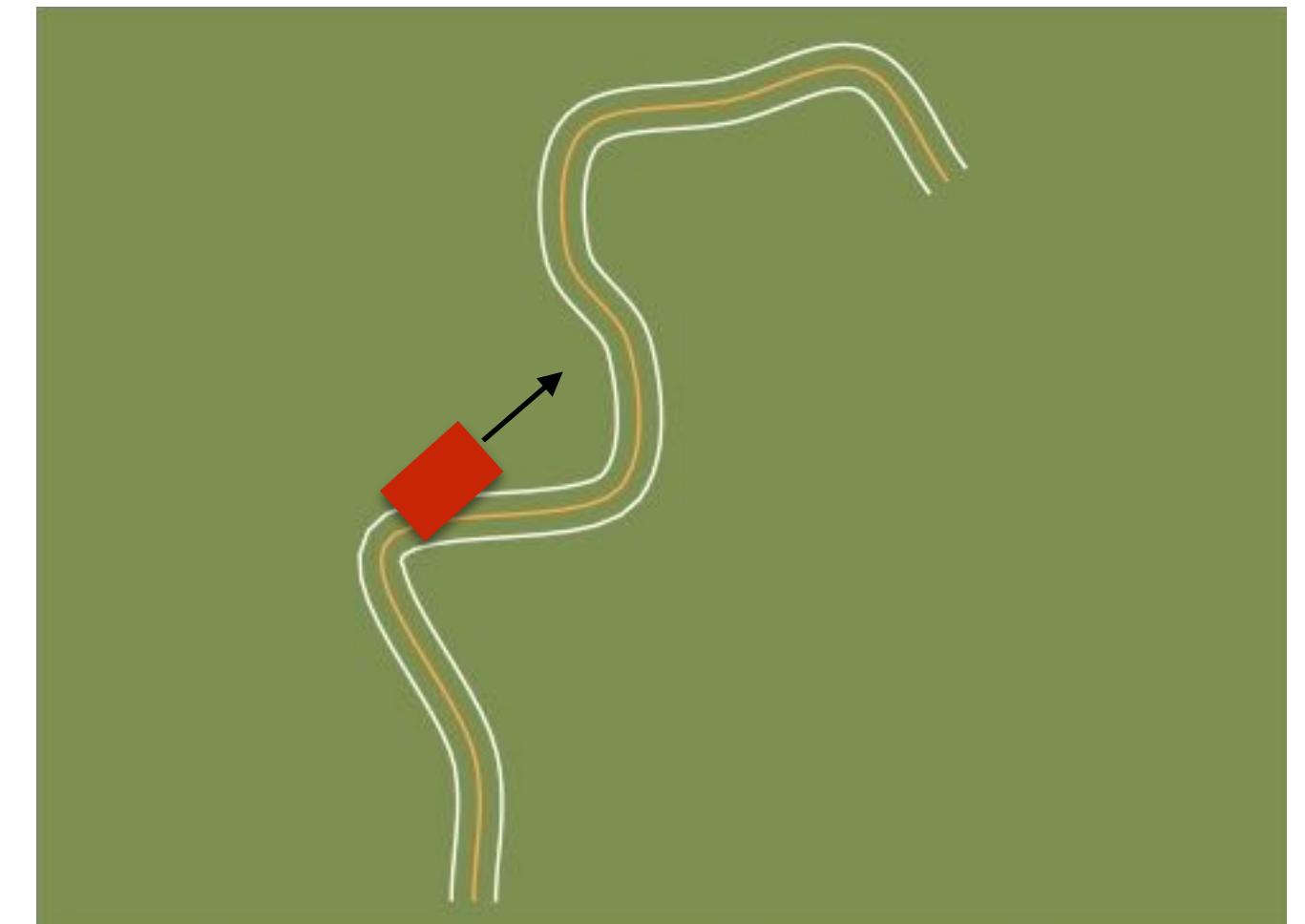
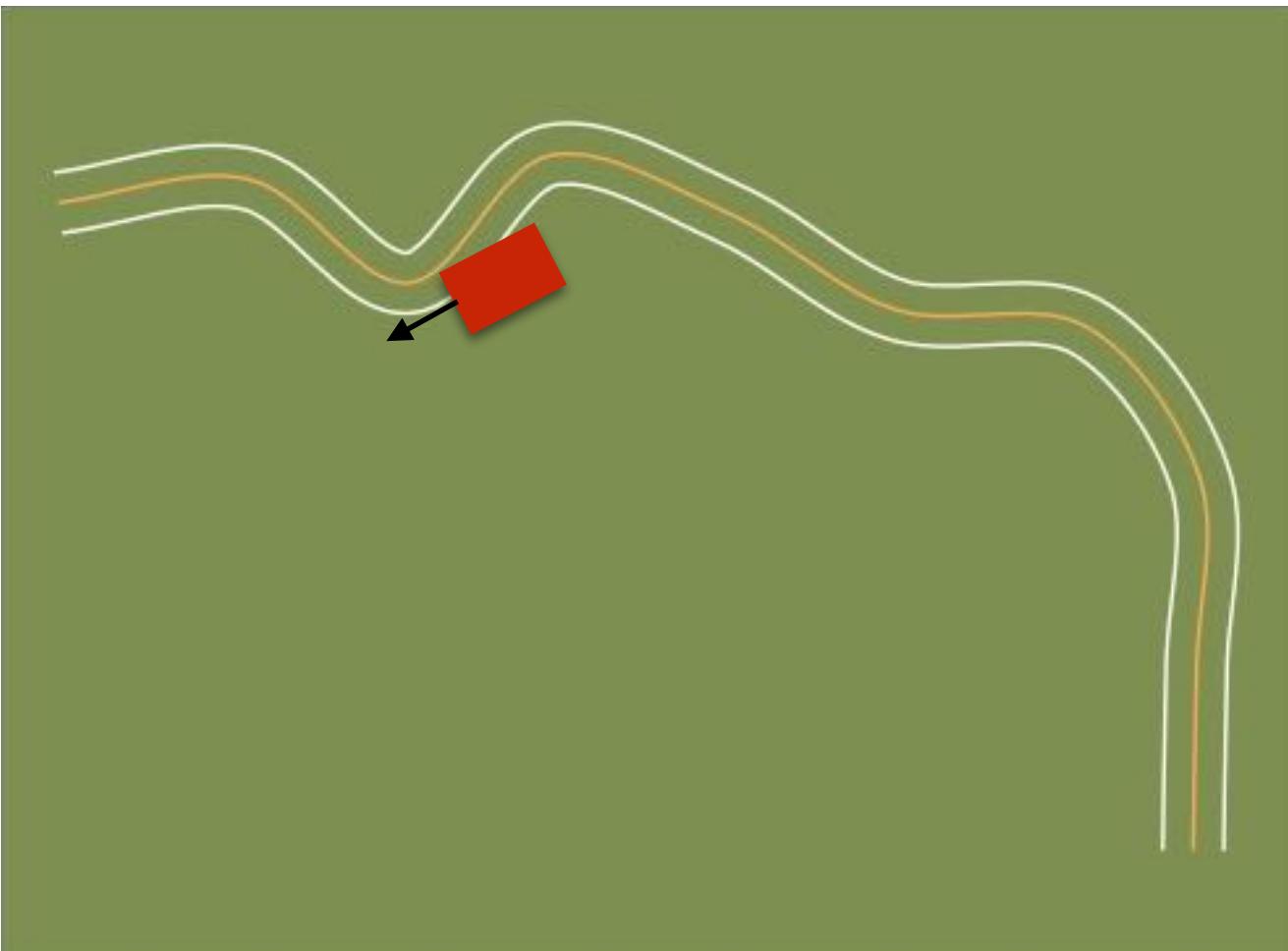
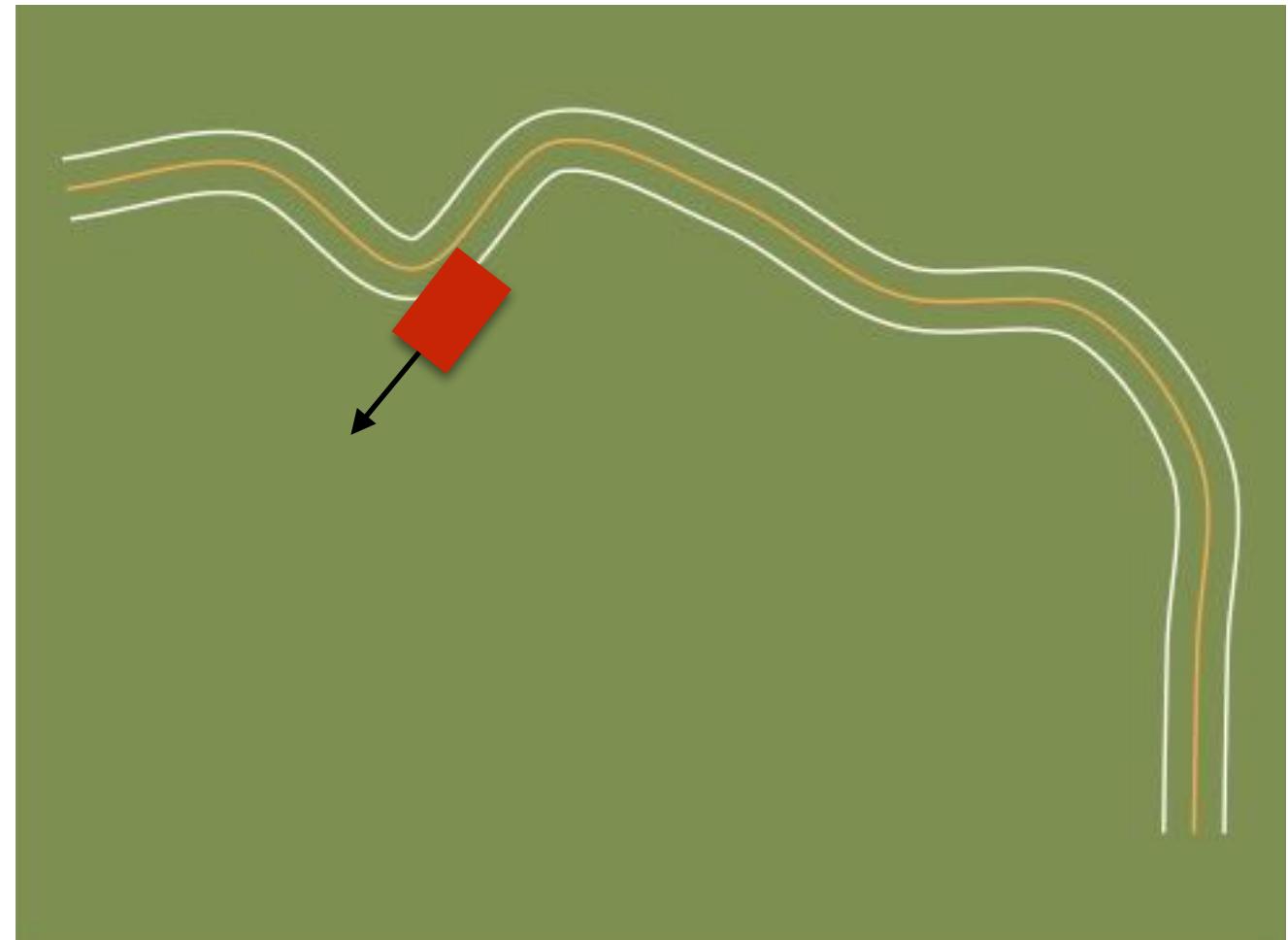
% car outside the lane  
>  
threshold

# Infrastructure



# Metrics: # OBEs

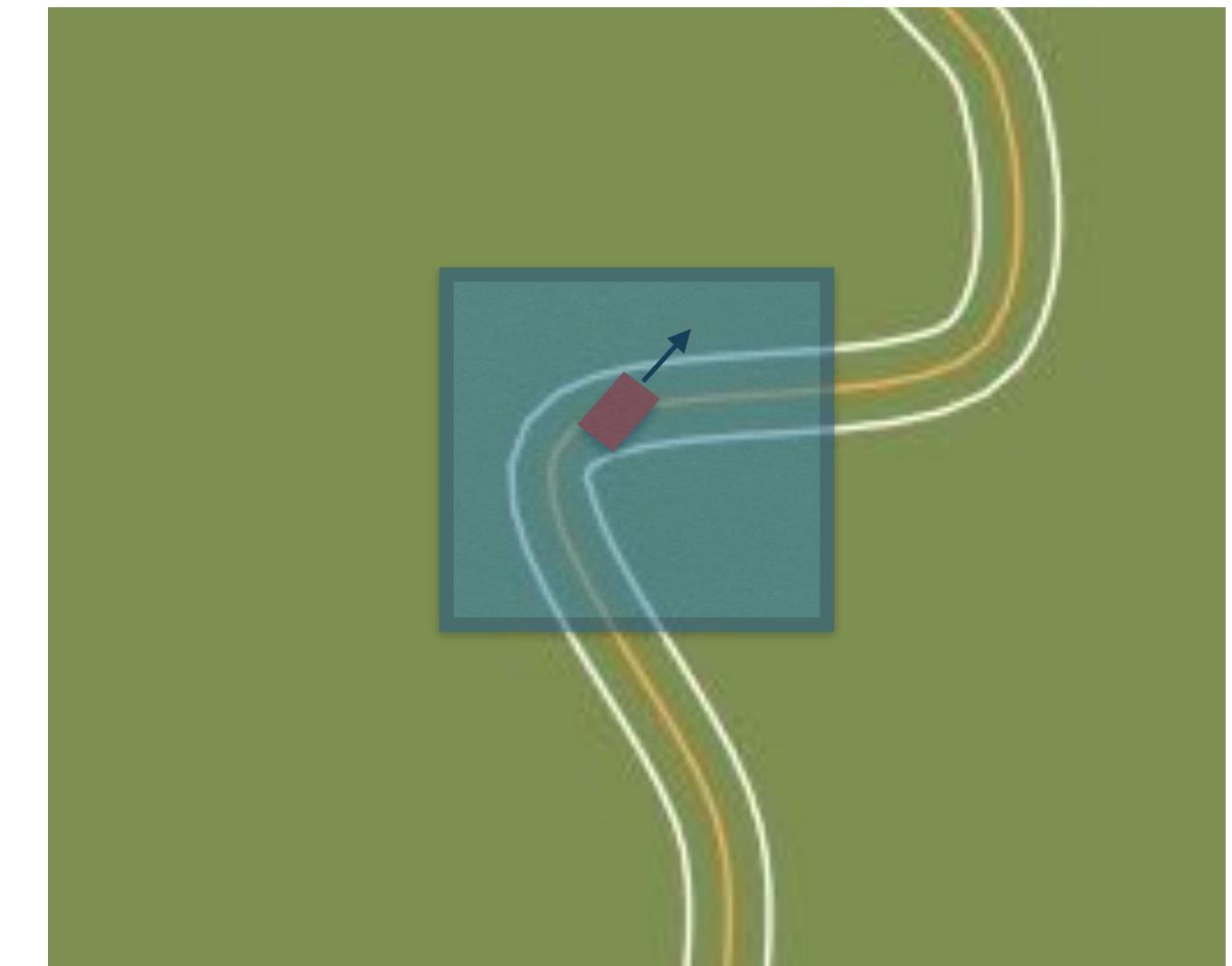
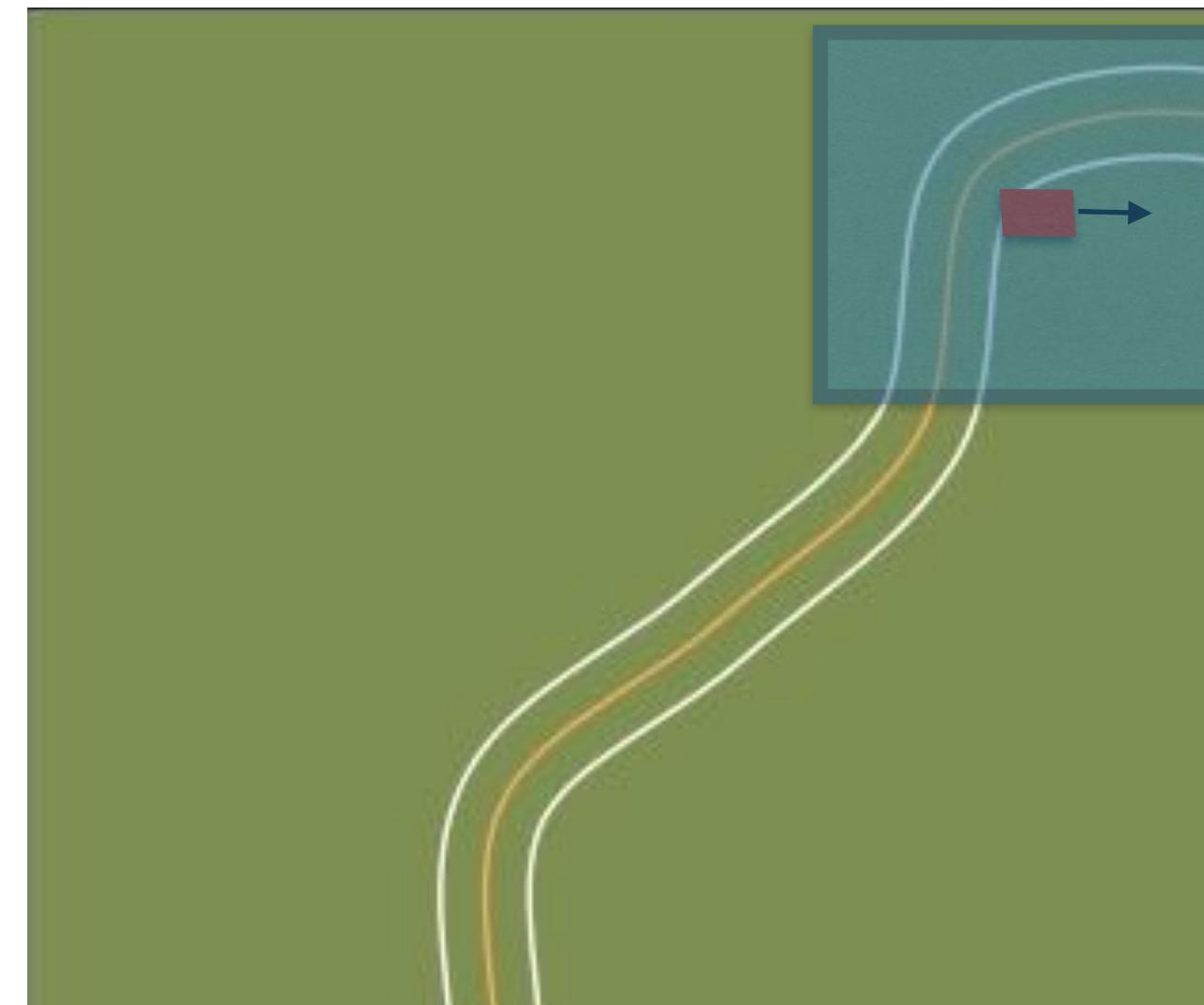
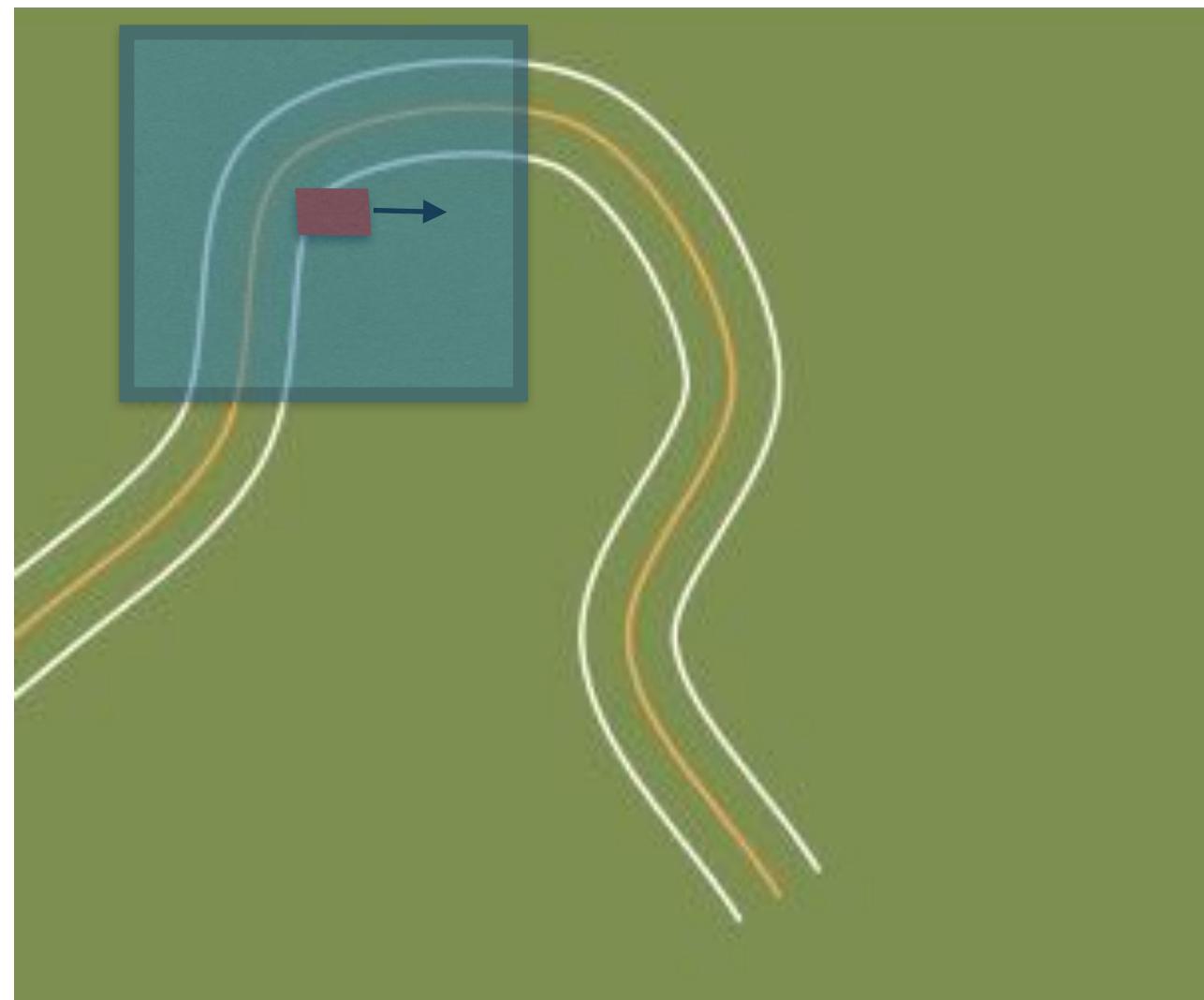
- # Failure-inducing generated test cases



# OBEs = 3

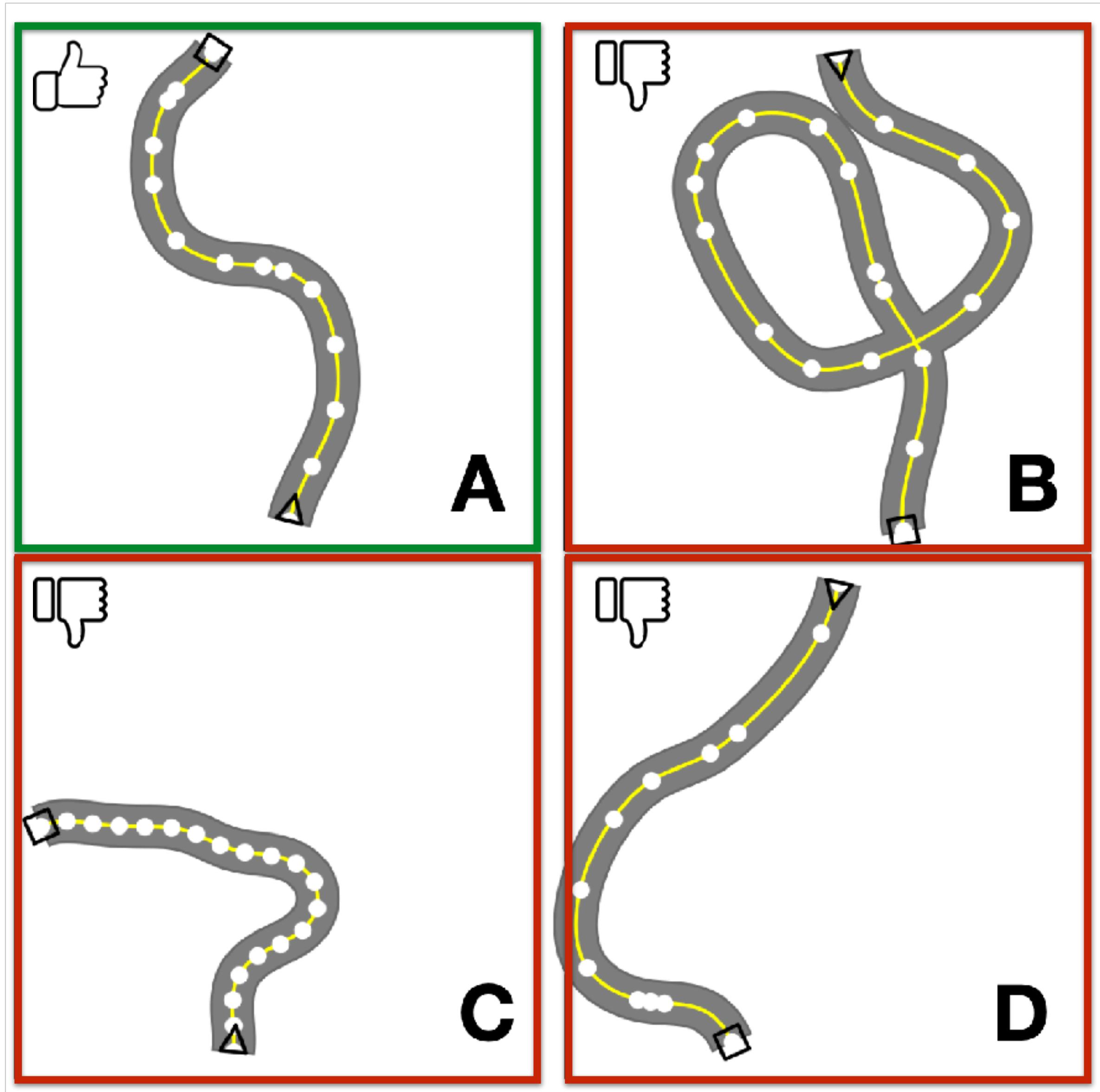
# Metrics: Failure Sparseness

- Average maximum distance of the relevant road sectors



# Metrics: Efficiency and Effectiveness

- Number of generated **valid** test cases within the time budget
- A valid road should:
  - not self-intersect
  - not contain overly sharp turns
  - be fully contained in the specified map



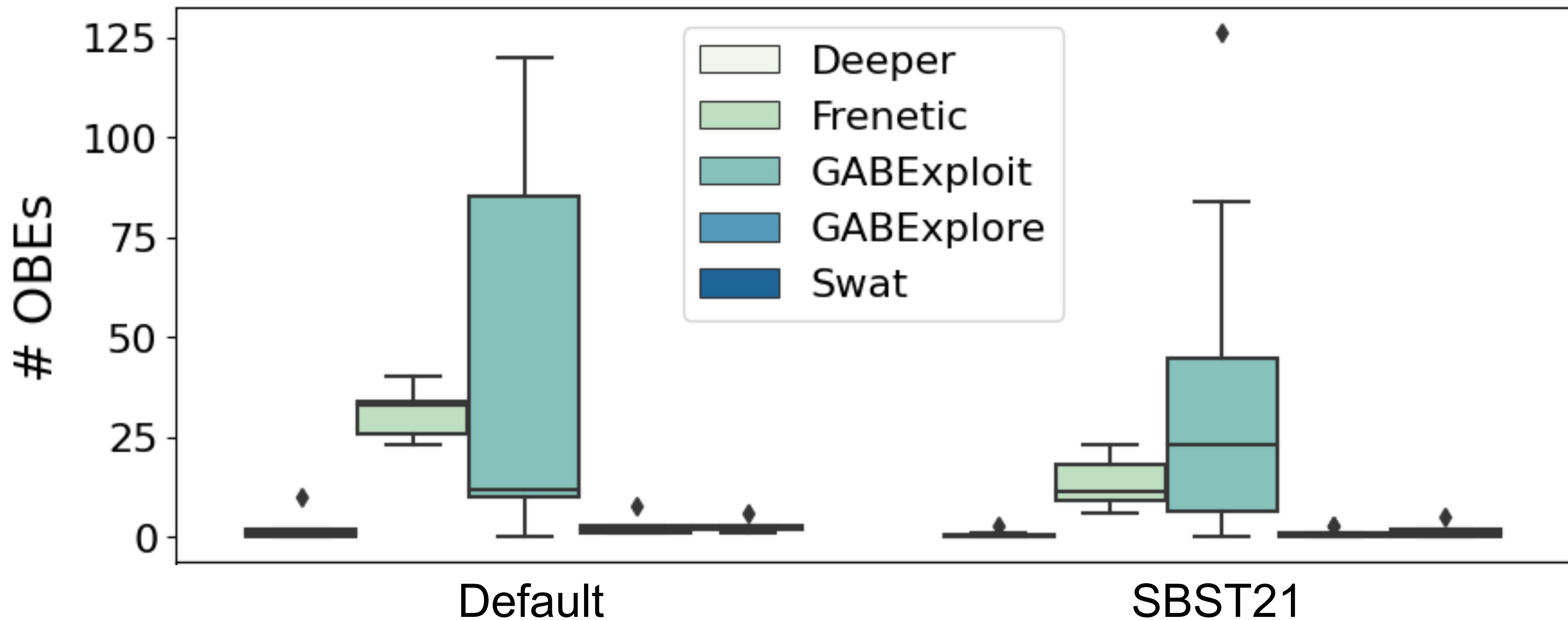
# Contest Methodology

	Default	SBST21
Test Subject	BeamNG AI	BeamNG AI
Driving Simulator	BeamNG. tech	BeamNG. tech
Search budget	5 hours	2 hours
Map Size	200 X 200	200 X 200
Max Speed	None 	70 km/h
OBE Tolerance	0.95	0.85

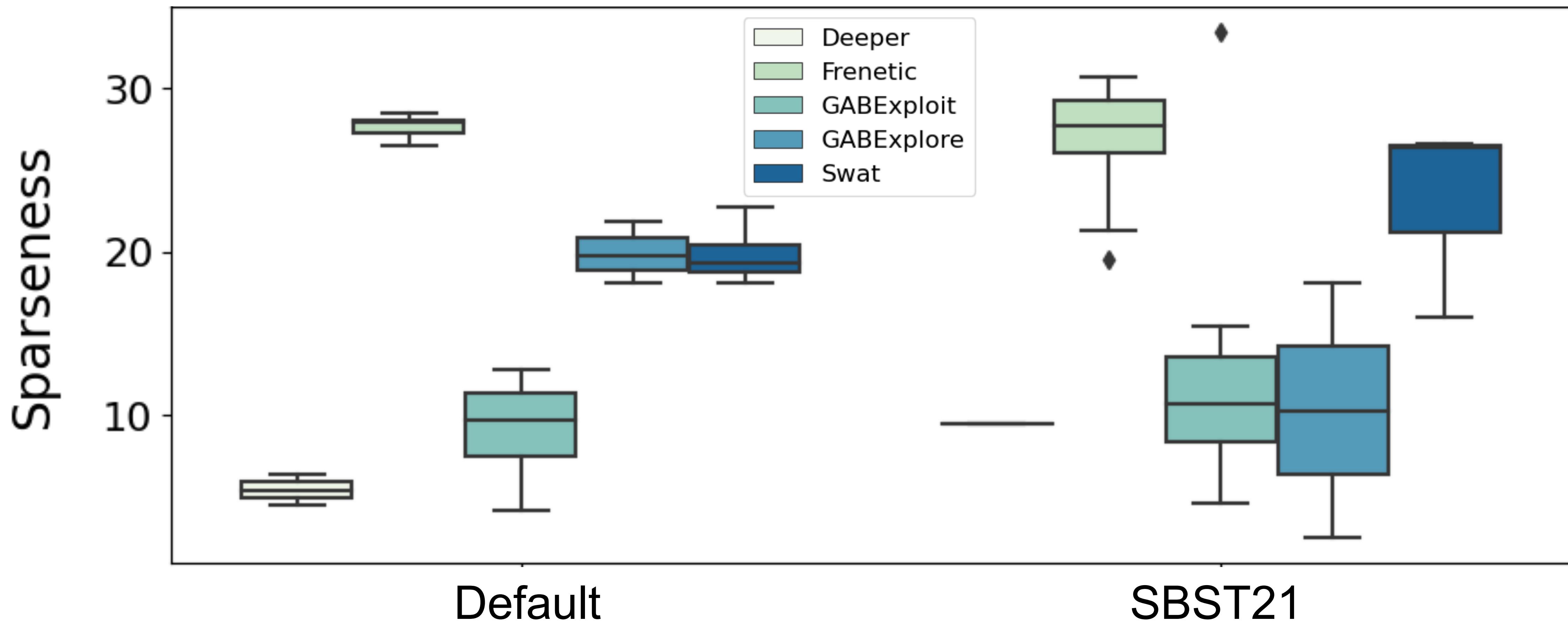
# Competitors

- Deeper (MDH+RISE+HSU)
- Frenetic (NII)
- GABExplore (TU Graz)
- GABExploit (TU Graz)
- Swat (PolyMtl)

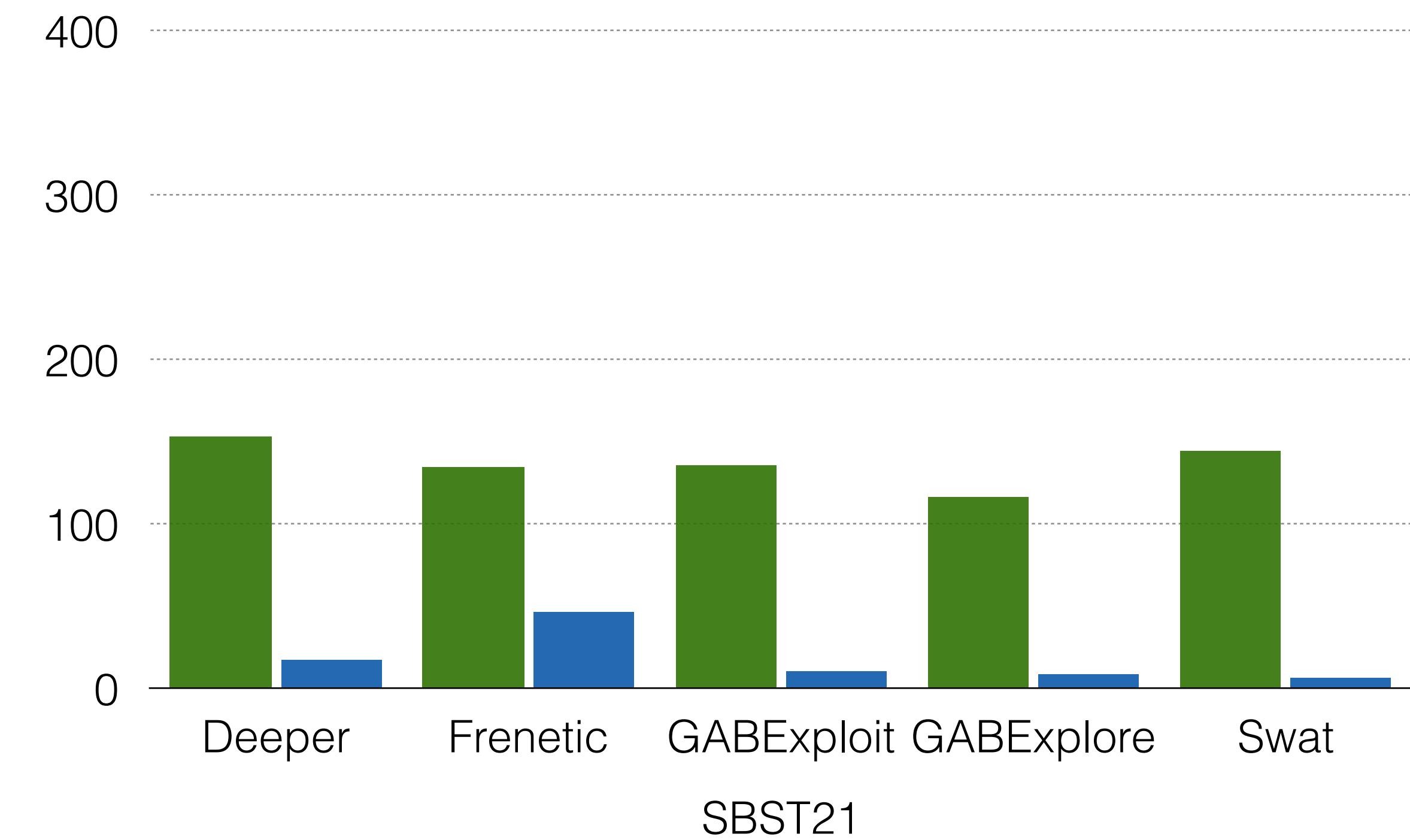
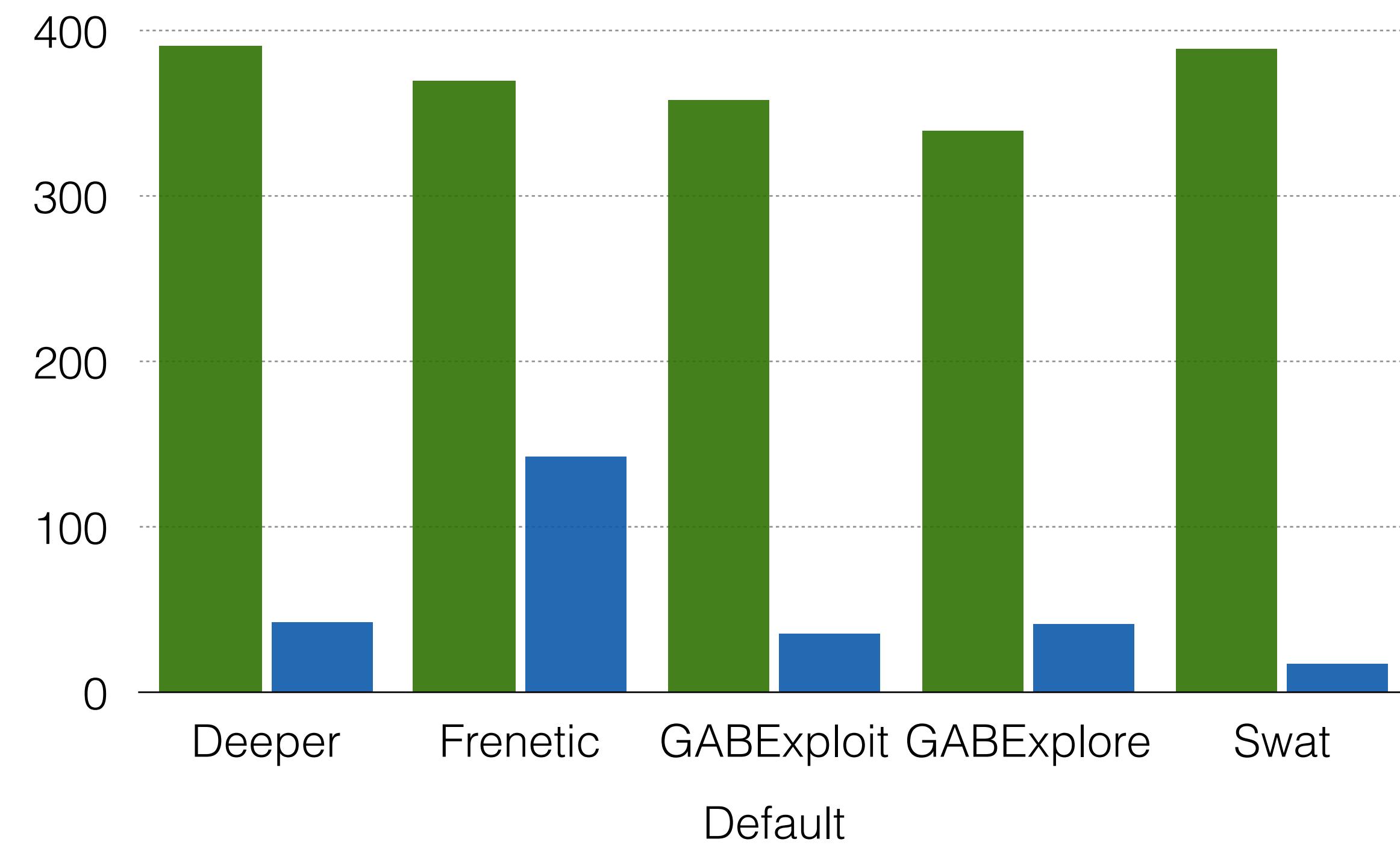
# Results: # OBEs



# Results: Failure Sparseness



# Results: Efficiency and Effectiveness



- # Valid Test Cases
- # Invalid Test Cases

# Towards Interpretable Failures

- Evaluate test input generators for self-driving software using interpretable **feature maps** (e.g., map coverage)

**DEEPHYPERION: Exploring the Feature Space of Deep Learning-Based Systems through Illumination Search**

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Alessio Gambi  
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alessio.gambi@uni-passau.de

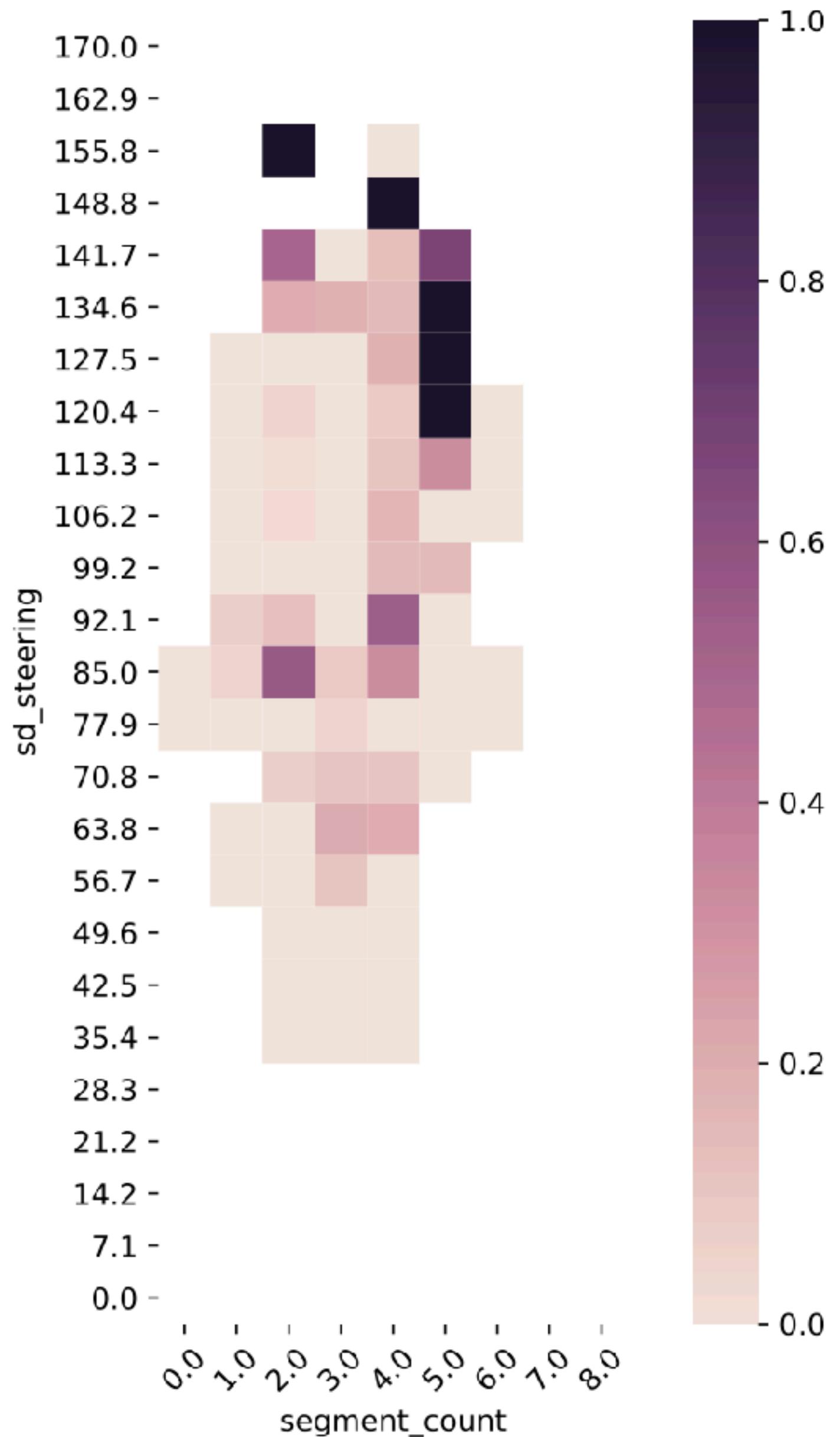
Paolo Tonella  
Università della Svizzera Italiana  
Lugano, Switzerland  
paolo.tonella@usi.ch

**ABSTRACT**  
Deep Learning (DL) has been successfully applied to a wide range of application domains, including safety-critical ones. Several DL testing approaches have been recently proposed in the literature but none of them aims to assess how different interpretable features of the generated inputs affect the system's behaviour.

In this paper, we resort to Illumination Search to find the highest-performing test cases (i.e., misbehaving and closest to misbehaving), spread across the cells of a map representing the feature space of the system. We introduce a methodology that guides the users of our approach in the tasks of identifying and quantifying the dimensions of the feature space for a given domain. We developed DEEPHYPERION, a search-based tool for DL systems that illuminates, i.e.,

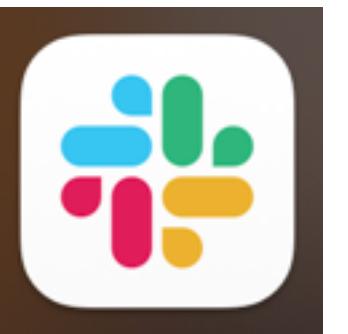
**1 INTRODUCTION**  
Deep Learning (DL) has become an essential component of complex software systems, including autonomous vehicles and medical diagnosis systems. As a consequence, the problem of ensuring the dependability of DL systems is critical.

Unlike traditional software, in which developers explicitly program the system's behaviour, one peculiarity of DL systems is that they mimic the human ability to learn how to perform a task from training examples [22]. Therefore, it is essential to understand to what extent they can be trusted in response to the diversity of inputs they will process once deployed in the real world, as they could face scenarios that might be not sufficiently represented in the data from which they have learned [13].



# Lessons Learnt

- Adopt open infrastructure and intuitive APIs
- Involve and grow the community
- Pull requests are welcome:  
<https://github.com/se2p/tool-competition-av>
- Join the discussion on:  
<https://join.slack.com/t/diversity>



# Don't Drink & Drive

# What's Next?

- New test subjects
  - Learning-Based driving agents
  - Path/Trajectory planners
- Training test subjects based on competitors to avoid (representation) bias
- Larger test space/new driving tasks:
  - Environment, weather, 3D roads
  - Obstacles, traffic
- "Open" submission (continuous evaluation)



# Search-Based Software Testing Tool Competition 2022



Sebastiano Panichella

Zurich University of Applied  
Science (ZHAW)



Alessio Gambi

Passau University



Fiorella Zampetti

University of Sannio



Vincenzo Riccio

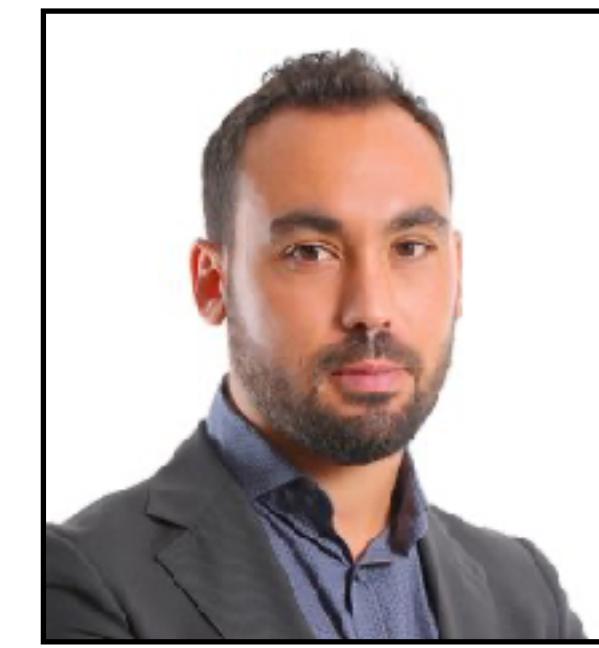
University of Lugano

## Co-chairs 2021



Fiorella Zampetti

University of Sannio



Vincenzo Riccio

University of Lugano

## Co-chairs 2022



WE WANT YOU!



WE WANT YOU!

Co-chair(s): You? Co-chair(s): You?