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|  | **13th International Workshop on Search-Based Software Testing (SBST 2020)**  *Co-located with ICSE: https://conf.researchr.org/home/icse-2020*  May Xth, 2020  Seoul, South Korea  https://sbst20.github.io/ |

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| |  | | --- | | **Important Dates** | | **January 22nd, 2020: Paper submission**  **February 3rd, 2020: Tools paper submission**  February 25th, 2020: Author notification  March 16th, 2020: Camera-ready | |  | | **Organizing Committee** | | José Miguel Rojas (University of Leicester, UK)  Erik Fredericks (Oakland University, USA) | | **Research Topics** |   In all cases, papers should address a problem in the software testing/verification/validation domain or combine elements of those domains with other concerns in the software engineering lifecycle. Examples of problems in the software testing/verification/validation domain include (but are not limited to) generating testing data, fuzzing, prioritizing test cases, constructing test oracles, minimizing test suites, verifying software models, testing service-orientated architectures, constructing test suites for interaction testing, SBST for AI applications, machine learning techniques for SBST, and validating realtime properties.  The solution should apply a metaheuristic search strategy such as (but not limited to) random search, local search (e.g. hill climbing, simulated annealing, and tabu search), evolutionary algorithms (e.g. genetic algorithms, evolution strategies, and genetic programming), ant colony optimization, particle swarm optimization, and multi-objective optimization. | | We are pleased to announce the 13th workshop on search-based software testing (SBST) held at **Seoul, South Korea**.  Search-Based Software Testing (SBST) is the application of optimizing search techniques (for example, Genetic Algorithms) to solve problems in software testing. SBST is used to generate test data, prioritize test cases, minimize test suites, optimize software test oracles, reduce human oracle cost, verify software models, test service-orientated architectures, construct test suites for interaction testing, and validate real time properties (among others).  The objectives of this workshop are to bring together researchers and industrial practitioners both from SBST and the wider software engineering community to collaborate, to share experience, to provide directions for future research, and to encourage the use of search techniques in novel aspects of software testing in combination with other aspects of the software engineering lifecycle.  **We invite full research papers (8 pages), short papers (4 pages), position/early-stage research papers (2 pages), and tool competition entries (4 pages).**  Direct link to EasyChair submission website: https://easychair.org/conferences/?conf=sbst2020   |  | | --- | | **Tools Competition** | | This year as well we are pleased to announce the eighth edition of the unit testing tool competition. 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. Please see our website for more details. | | |
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