

Testing Evolving Software

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Partially supported by: NSF, IBM Research, TCS Ltd., Boeing Aerospace Corporation

Testing Evolving Software

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Schreyer School of Computer Science, Carnegie Mellon University

Software Engineering

Static/Dynamic Program Analysis,
Software Testing, Security

Partially supported by: NSF, IBM Research, TCS Ltd., Boeing Aerospace Corporation

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state_of_art.tex

the changes from SP's to SP'S to identify criteria for retesting around the changes. These criteria can then be used to (1) assess the test suite used to test SP'S, which consists of ST'S and any new test cases

We're sorry! - Firefox

55.83

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2nd UPDATE: Amazon.com Web Site Down For Technical Reasons

June 06, 2008: 04:02 PM EST

DOWJONES

(Updated to add information from a company customer-service representative.)

NEW YORK -(Dow Jones)- Amazon.com Inc.'s (AMZN) Web site was down for more than an hour Friday afternoon and remained half-functional until about 1:40 p.m.

An Amazon spokesman said the company had been working on the site all day, but didn't say exactly what was being done.

[...] the outage was due to an upgrade of the company's Web site [...]

Dow Jones Newswires employees were still unable to complete a full transaction on the site before getting an error message at the time of this report.

Sponsored Links

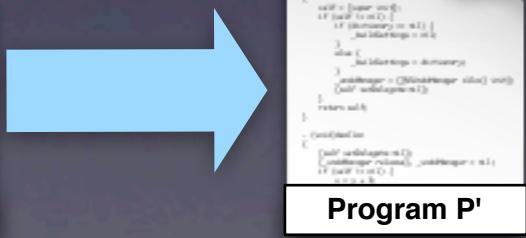
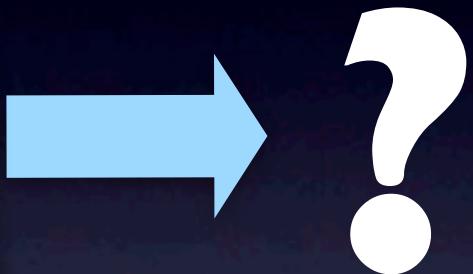
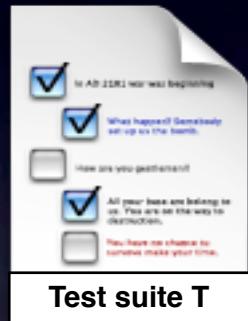
Options Investing Streamlined
\$9.95/Option + \$0 per Contract, Any Size. Get Flat Rate Commissions!

An investor's best friend?
In a tough market, lean on Options. The investment with many advantages.

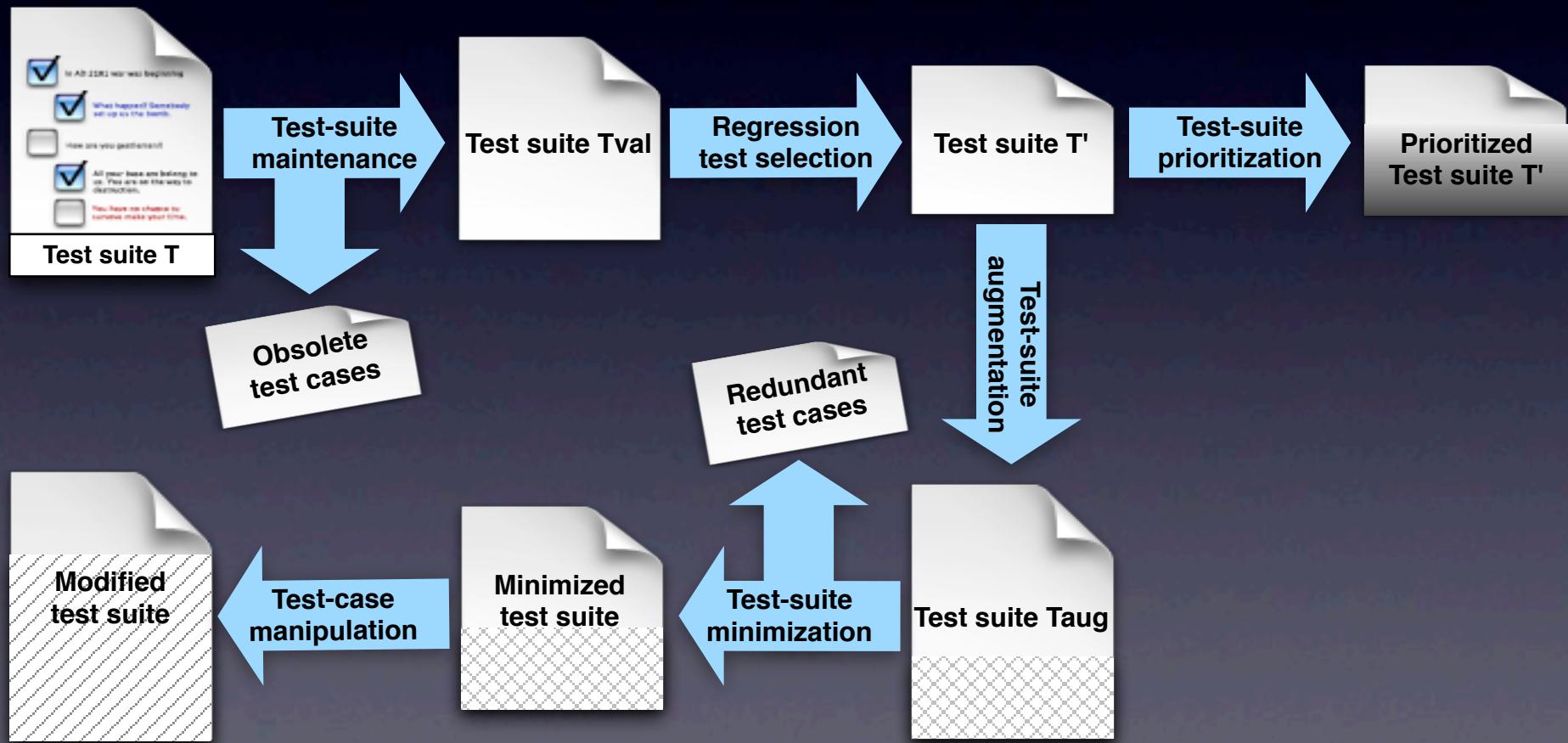
Refinance Now at 5.2% FIXED!
\$200,000 mortgage under \$599/mo. No fees!

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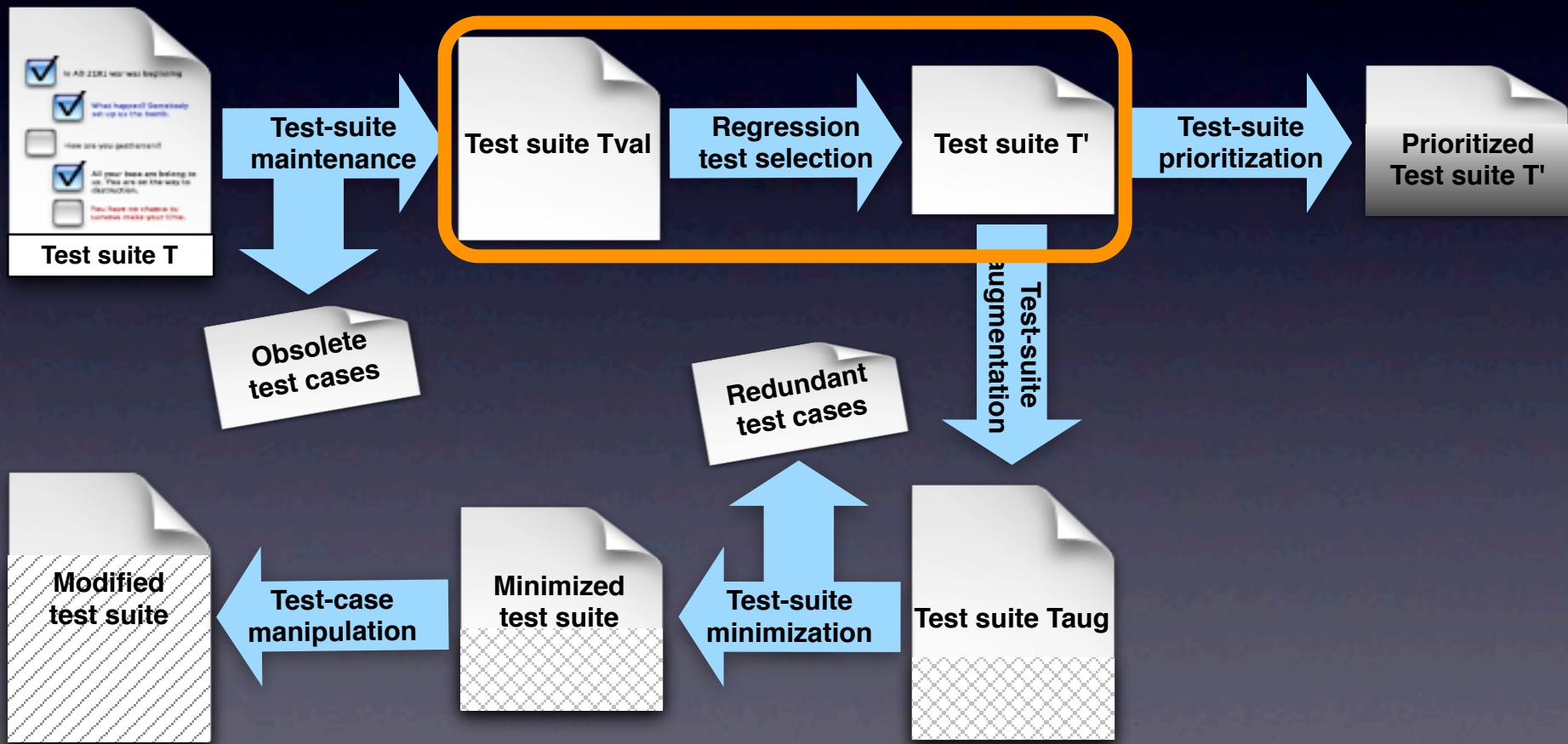
Regression Testing Process and Issues



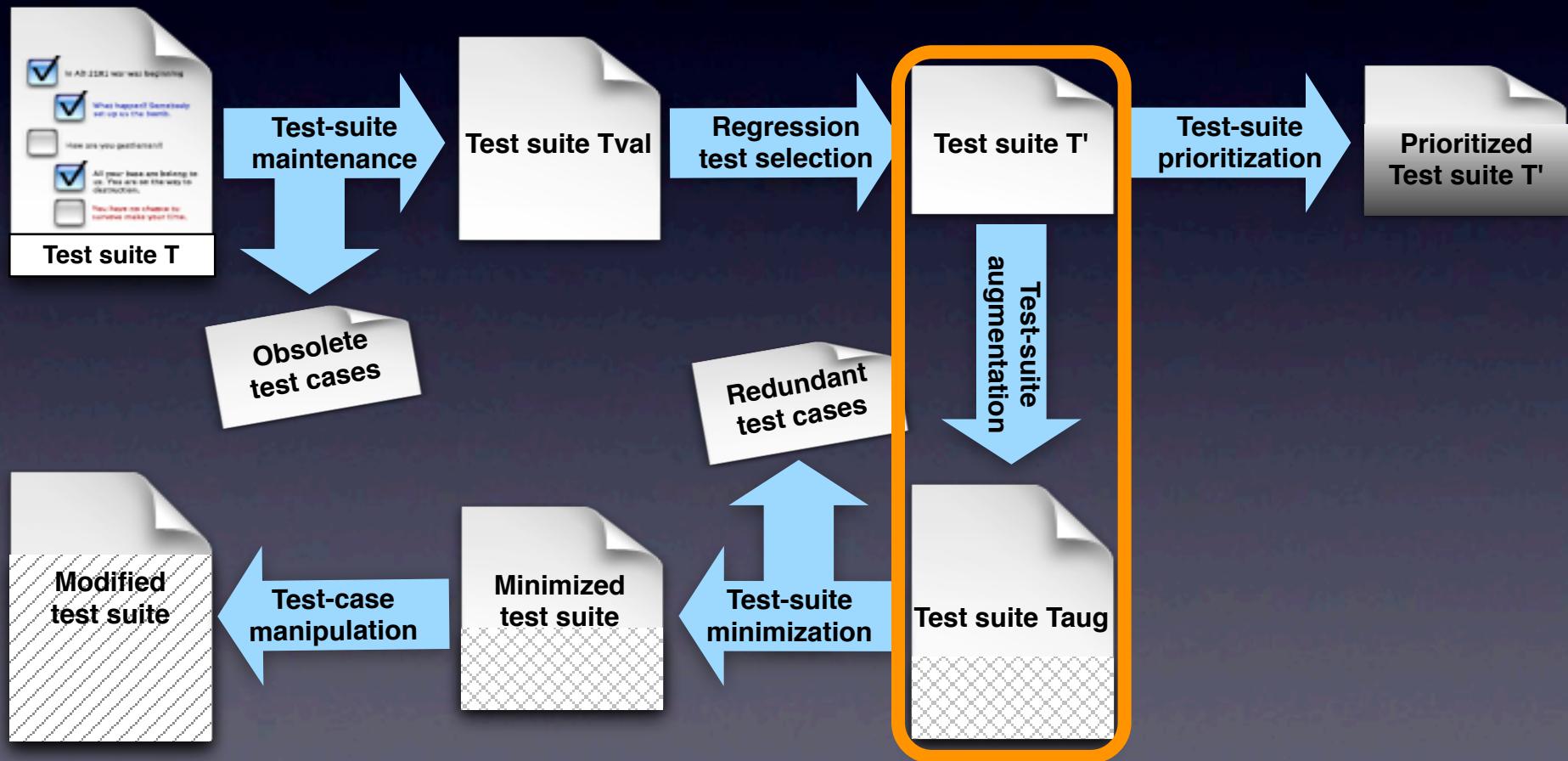
Regression Testing Process and Issues



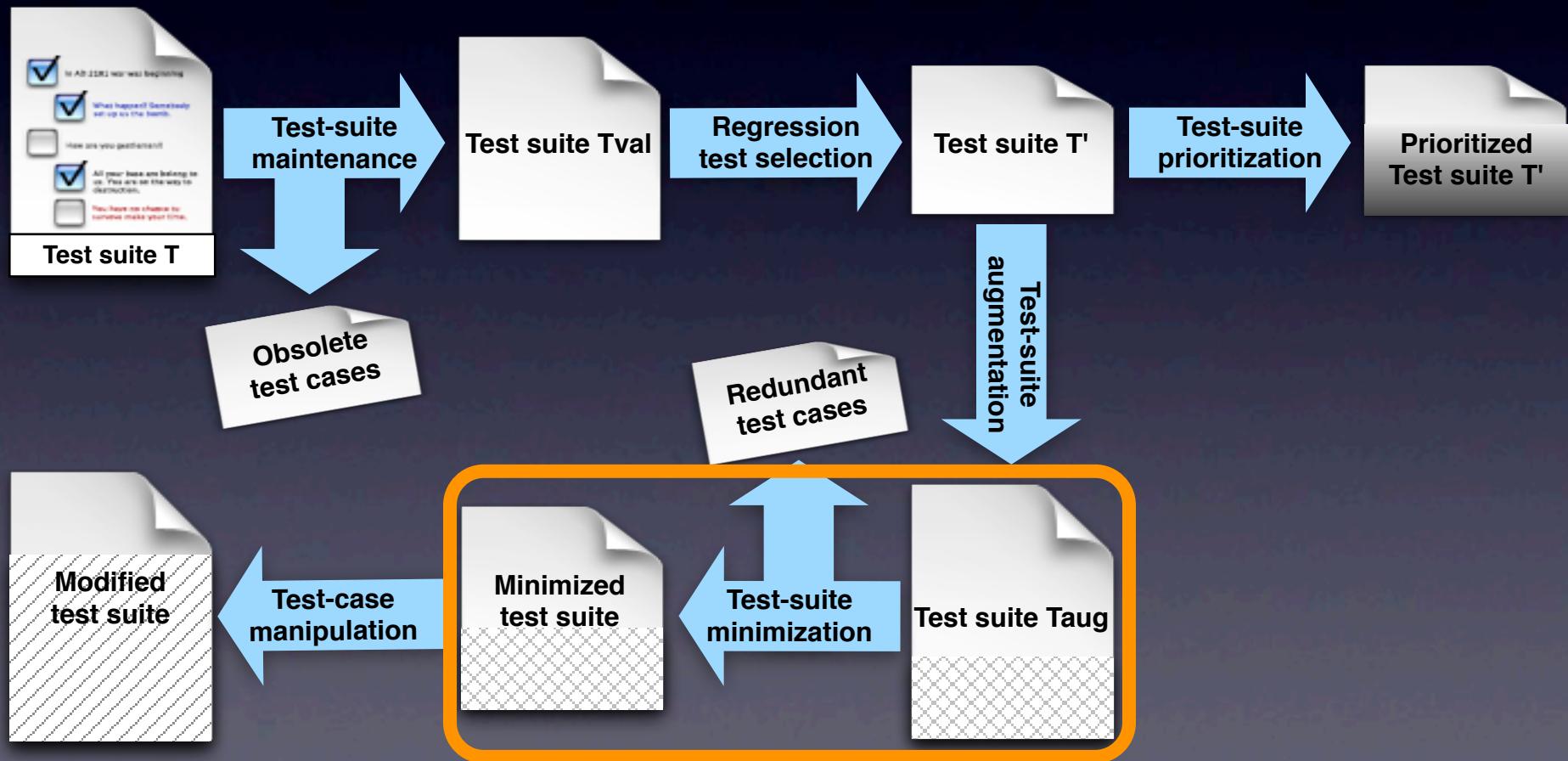
Regression Testing Process and Issues



Regression Testing Process and Issues



Regression Testing Process and Issues



Outline

- Introduction
- Regression test selection
- Test suite augmentation
- Test suite minimization
- Conclusion

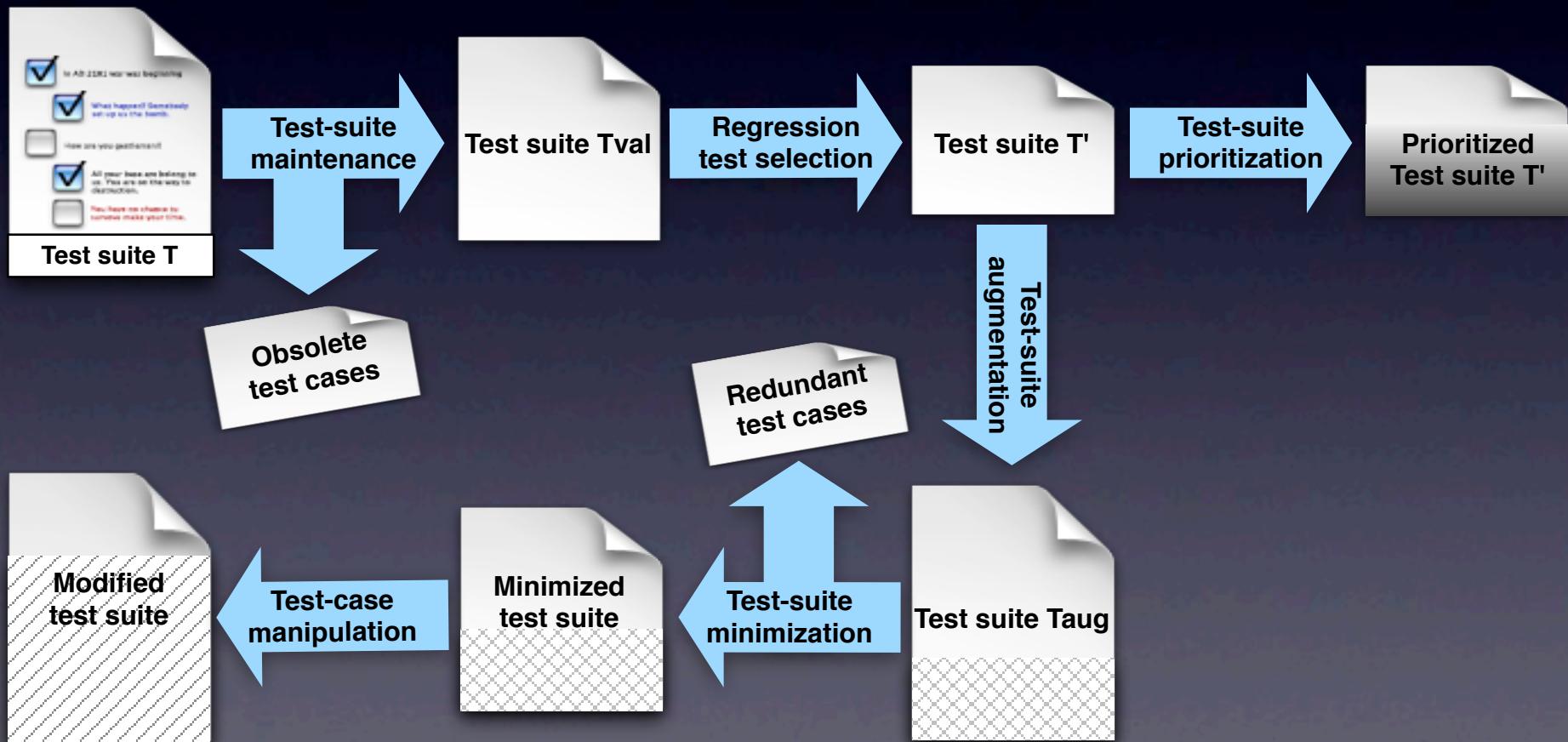
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Outline

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Regression Test Selection



Regression Test Selection



Motivating Example

```
class A {  
    void foo() {...} }  
class B extends A {  
  
}  
class C extends B {}  
  
class D {  
    void bar() {  
        A ref=null;  
        switch(somevar) {  
            case '1': ref=new A(); break;  
            case '2': ref=new B(); break;  
            case '3': ref=new C(); break; }  
        ref.foo();  
    } }  
class E extends D {}  
  
class F {  
    void bar(D d) {...} }
```

Motivating Example

```
class A {  
    void foo() {...} }  
class B extends A {  
}  
class C extends B {}
```

```
class D {  
void bar() {  
    A ref=null;  
    switch(somevar) {  
        case '1': ref=new A(); break;  
        case '2': ref=new B(); break;  
        case '3': ref=new C(); break; }  
    ref.foo();  
} }  
class E extends D {}
```

```
class F {  
void bar(D d) {...} }
```

```
class A {  
    void foo() {...} }  
class B extends A {  
    void foo() {...}  
}  
class C extends B {}
```

```
class D {  
void bar() {  
    A ref=null;  
    switch(somevar) {  
        case '1': ref=new A(); break;  
        case '2': ref=new B(); break;  
        case '3': ref=new C(); break; }  
    ref.foo();  
} }  
class E extends D {}
```

```
class F {  
void bar(D d) {...} }
```

Motivating Example

```
class A {  
    void foo() {...}  
}  
class B extends A {
```

```
}
```

```
class C extends B {}  
  
class D {  
    void bar() {  
        A ref=null;  
        switch(somevar) {  
            case '1': ref=new A(); break;  
            case '2': ref=new B(); break;  
            case '3': ref=new C(); break;  
        }  
        ref.foo();  
    }  
}  
class E extends D {}
```

```
class F {  
    void bar(D d) {...}  
}
```

```
class A {
```

```
    void foo() {...}  
}
```

```
class B extends A {
```

```
    void foo() {...}  
}
```

```
}
```

```
class C extends B {}  
  
class D {  
    void bar() {  
        A ref=null;  
        switch(somevar) {  
            case '1': ref=new A(); break;  
            case '2': ref=new B(); break;  
            case '3': ref=new C(); break;  
        }  
        ref.foo();  
    }  
}  
class E extends D {}
```

```
class F {  
    void bar(D d) {...}  
}
```

Motivating Example

```
class A {  
    void foo() {...}  
}  
class B extends A {
```

```
}
```

```
class D {  
    void bar() {  
        A ref=null;  
        switch(somevar) {  
            case '1': ref=new A(); break;  
            case '2': ref=new B(); break;  
            case '3': ref=new C(); break;  
        }  
        ref.foo();  
    }  
}
```

```
class E extends D {}
```

```
class F {  
    void bar(D d) {...}  
}
```

```
class A {  
    void foo() {...}  
}  
class B extends A {
```

```
}
```

```
class D {  
    void bar() {  
        A ref=null;  
        switch(somevar) {  
            case '1': ref=new A(); break;  
            case '2': ref=new B(); break;  
            case '3': ref=new C(); break;  
        }  
        ref.foo();  
    }  
}
```

```
class E extends D {}
```

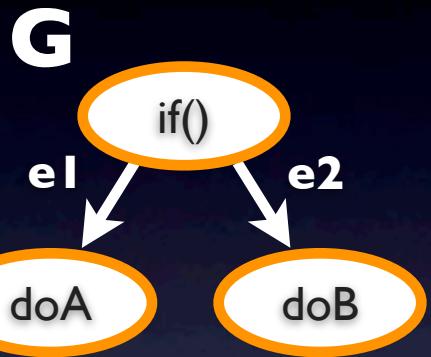
```
class F {  
    void bar(D d) {...}  
}
```

Our Approach

- Handle Java features by suitably modeling them in the Java Interclass Graph (JIG)
- Use an algorithm that operates on the JIG to perform safe RTS
- Make some assumptions for safety

RTS Algorithm

1. Build JIG for P

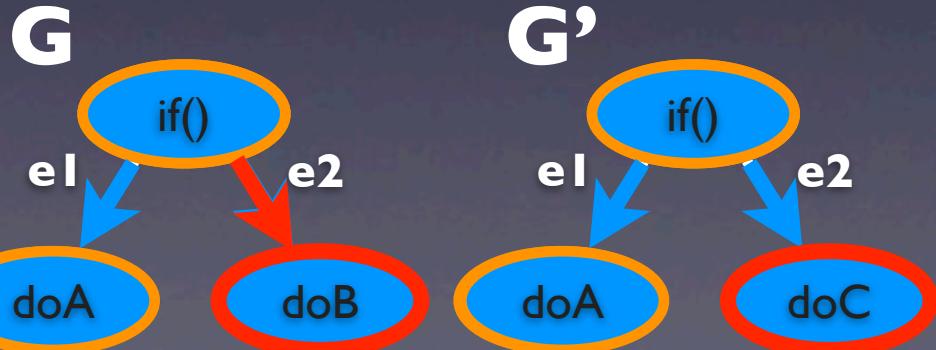


2. Collect coverage data

test cases

	tc1	tc2	tc3
edges			
e1	X		
e2		X	X

3. Build G' and compare

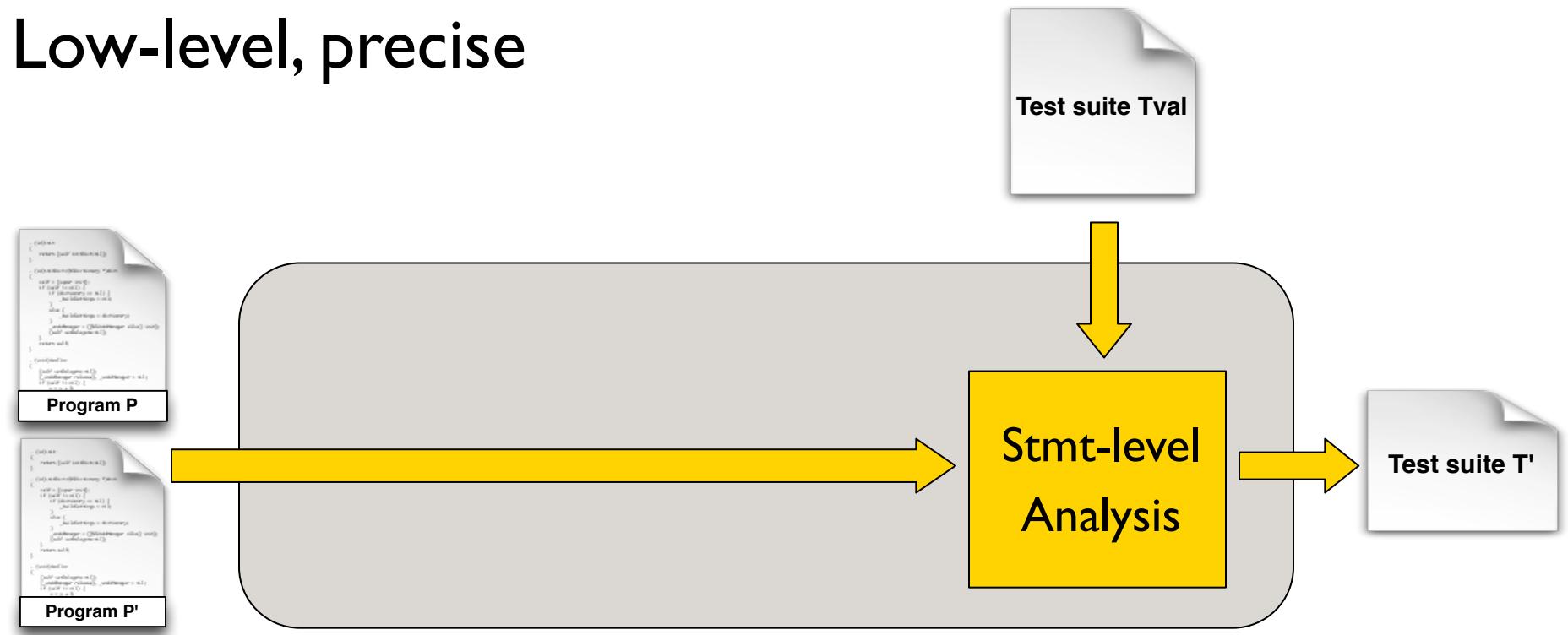


4. Select affected tests

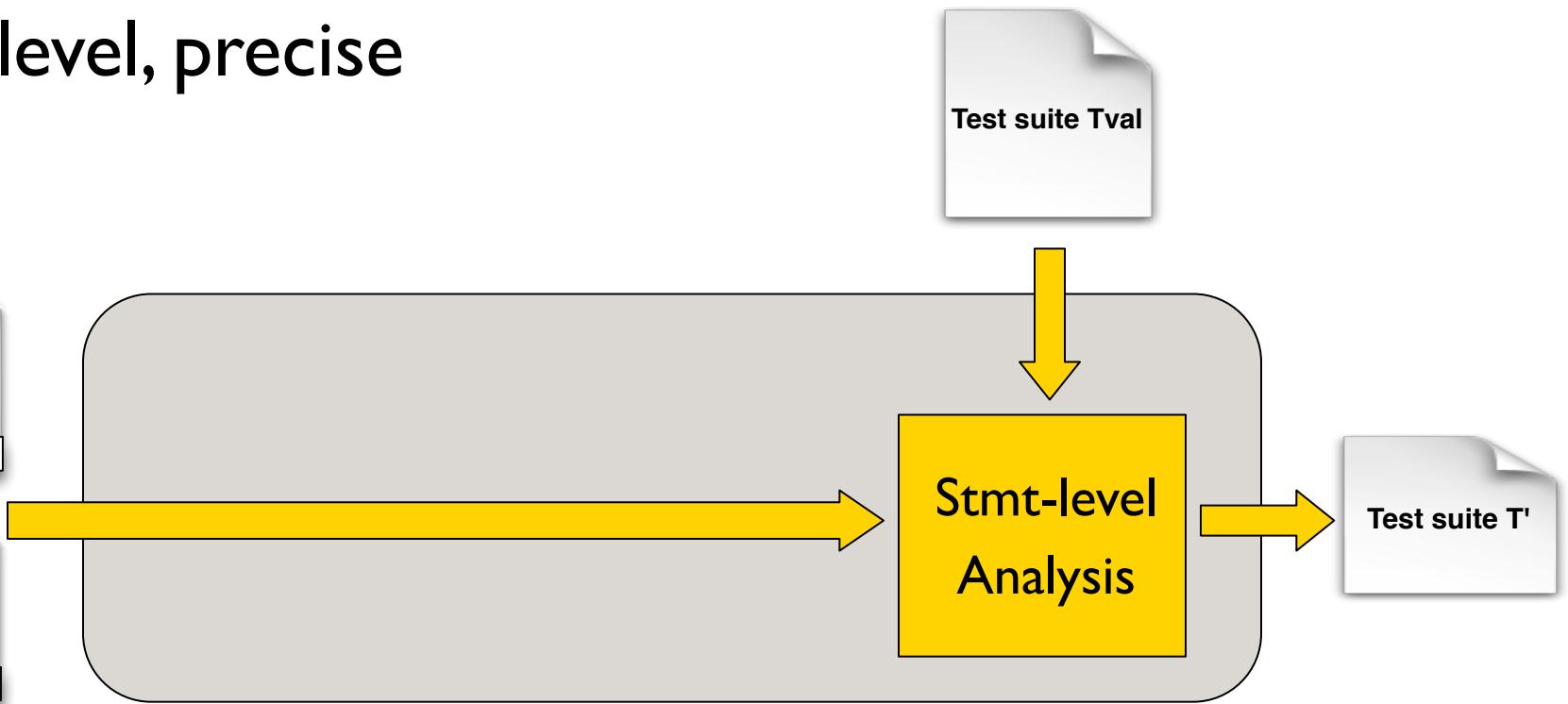
test cases

	tc1	tc2	tc3
edges			
e1	X		
e2		X	X

Low-level, precise

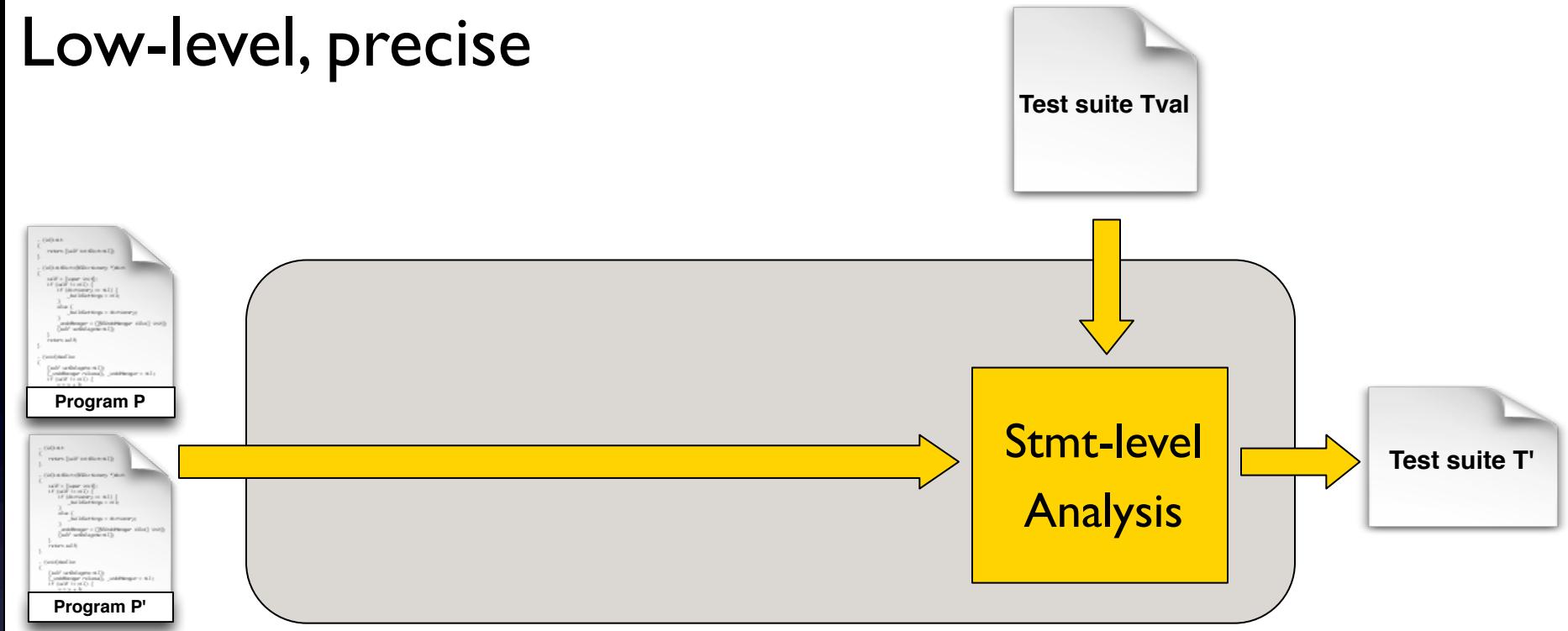


Low-level, precise



Several medium-sized subjects (up to 40KLOC)

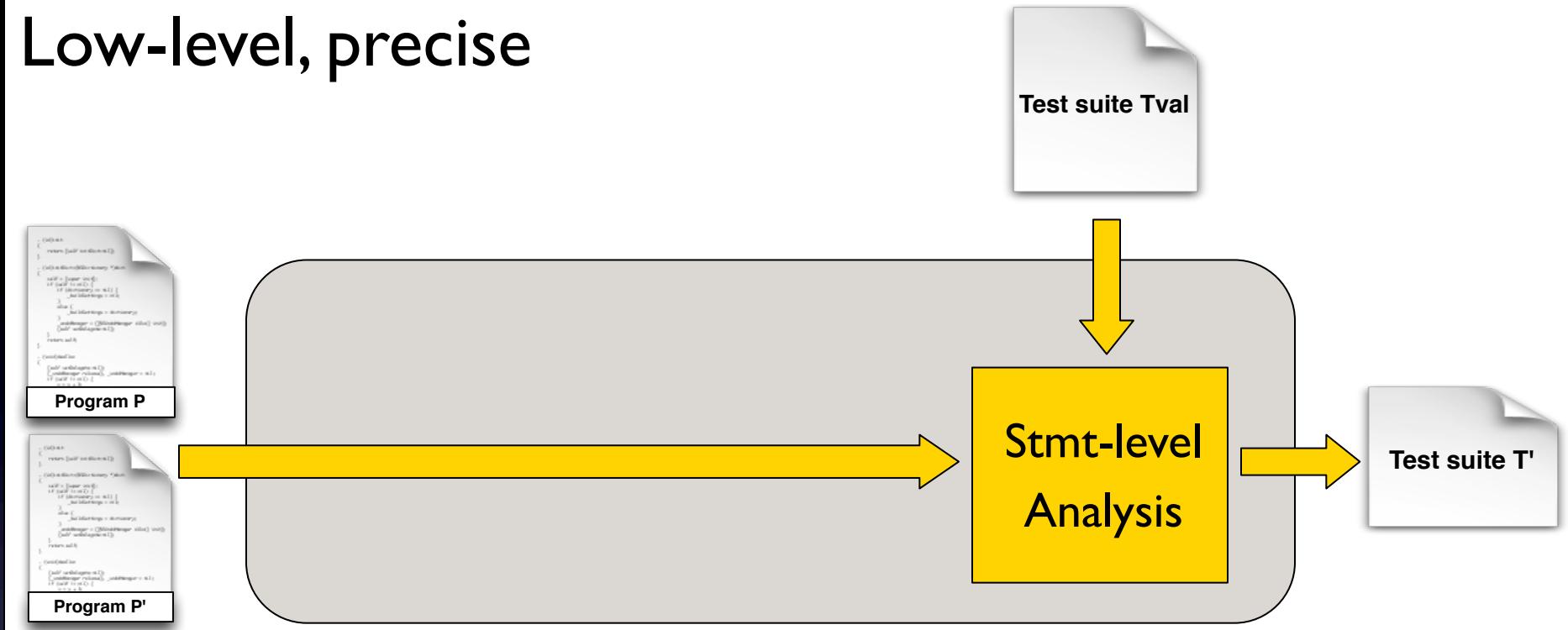
Low-level, precise



Several medium-sized subjects (up to 40KLOC)



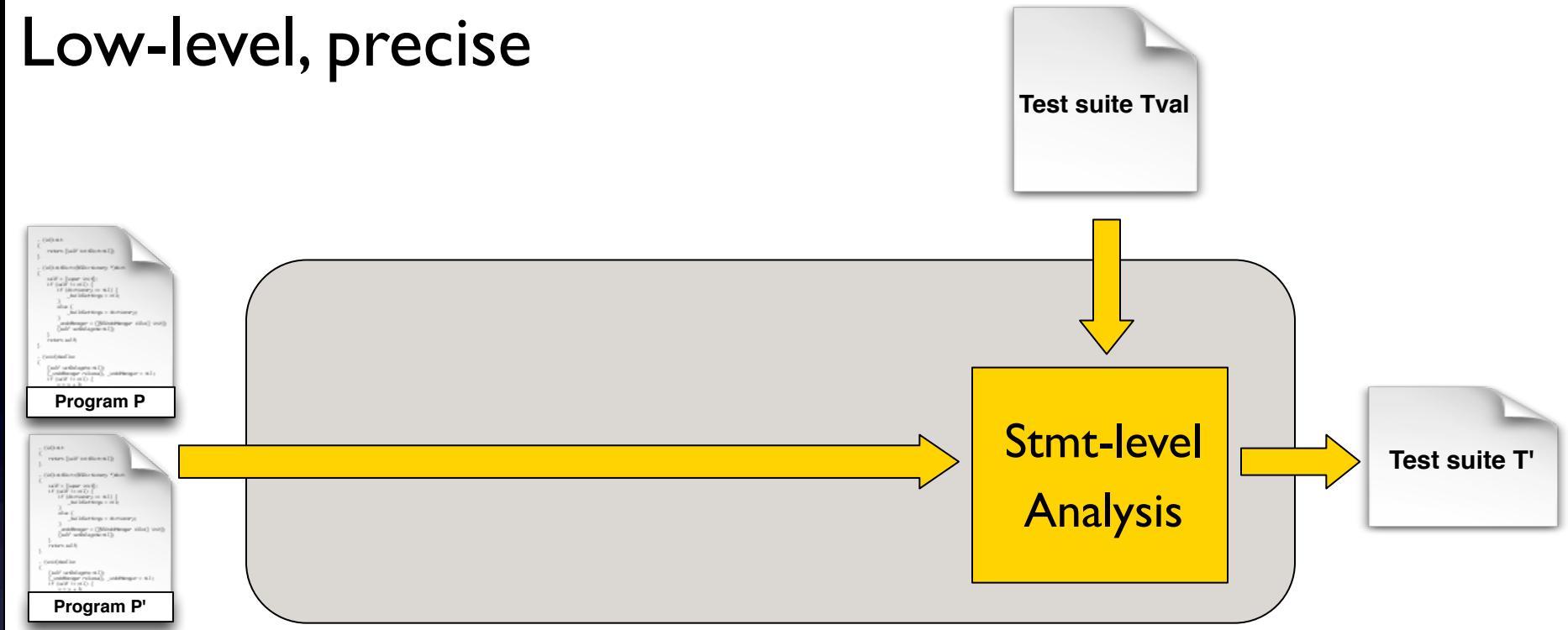
Low-level, precise



JBoss – web application server, 1 million LOC



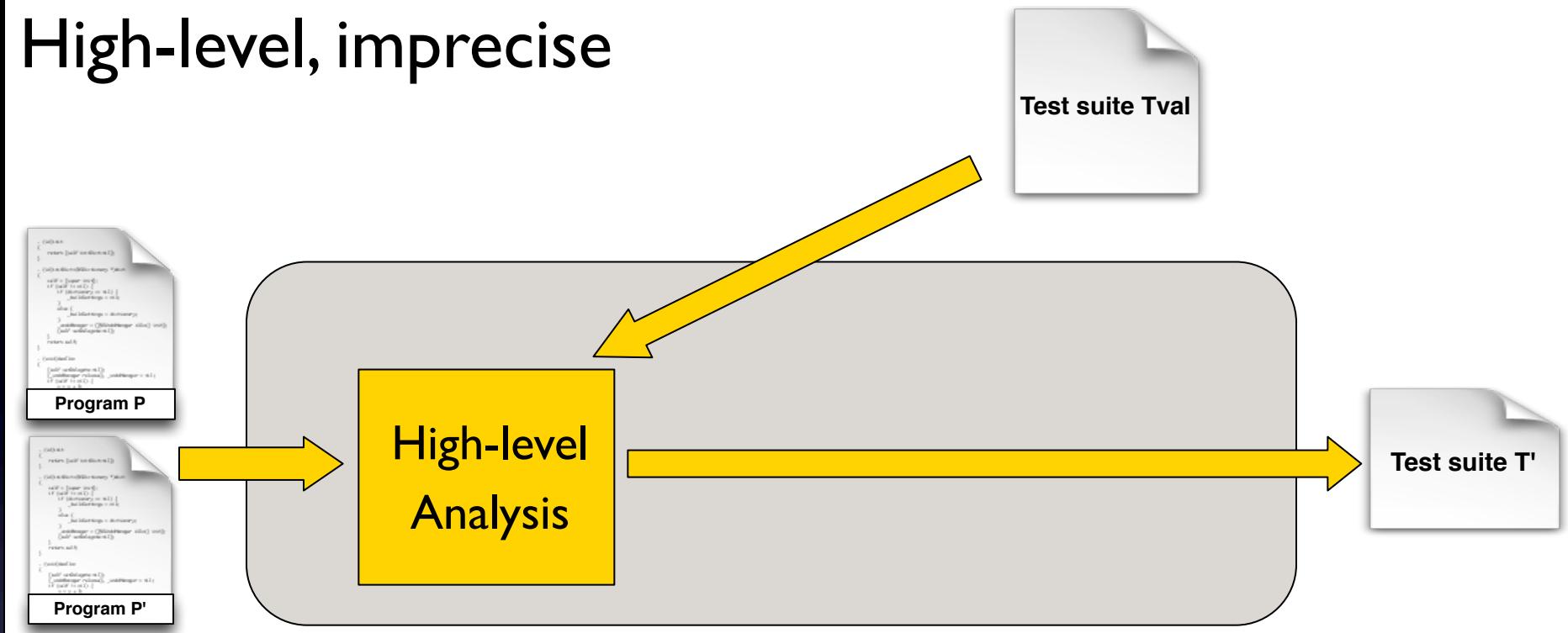
Low-level, precise



JBoss – web application server, 1 million LOC



High-level, imprecise



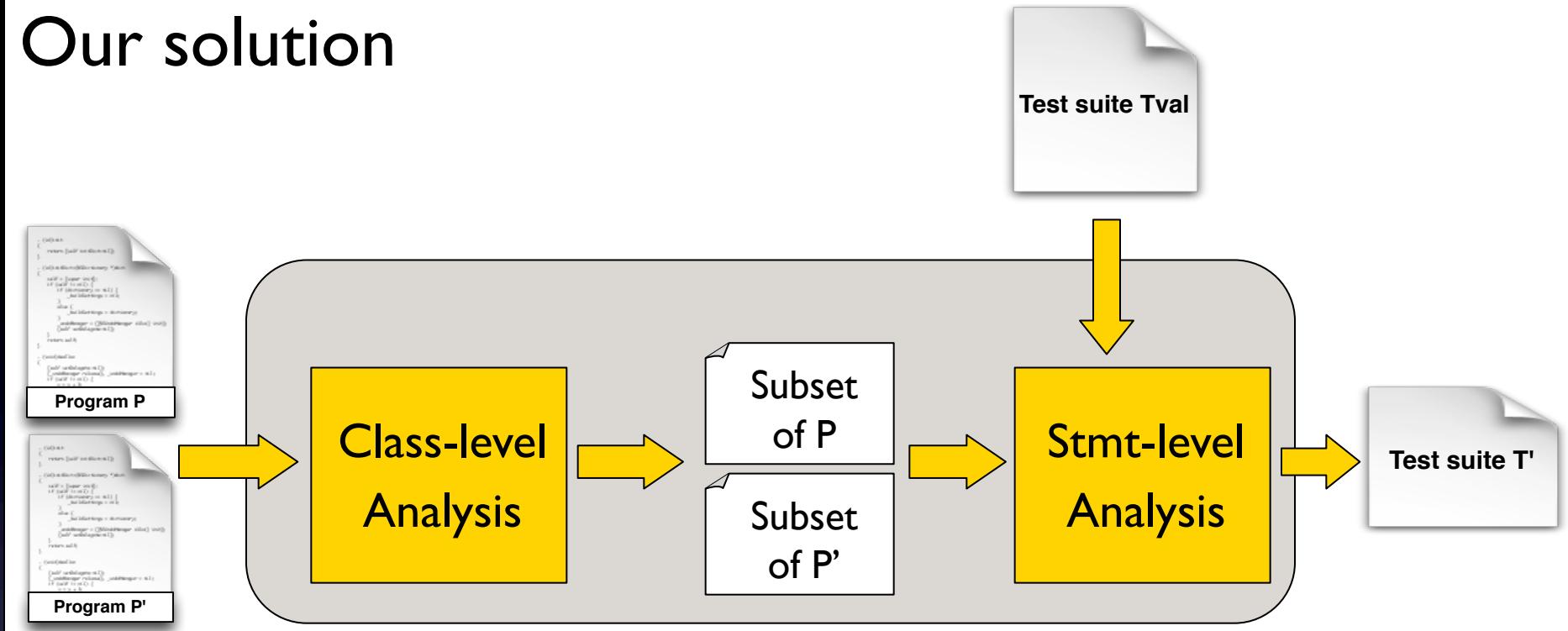
High-level, imprecise

Test suite Tval

Related Work

- Efficient, less precise techniques
 - White and Leung [CSM92]
 - Chen, Rosenblum, and Vo [ICSE94]
 - Hsia et al. [SMRP97]
 - White and Abdullah [QW97]
 - Ren et al. [OOPSLA04]
 - ...
- Expensive, more precise techniques
 - Binkley [TSE97]
 - Rothermel and Harrold [TOSEM97]
 - Vokolos and Frankl [RQSSIS97]
 - Ball [ISSTA'98]
 - Rothermel, Harrold, and Dedhia [JSTVR00]
 - Harrold et al. [OOPSLA01]
 - Bible, Rothermel, and Rosenblum [TOSEM01]
 -

Our solution



Two-phase approach

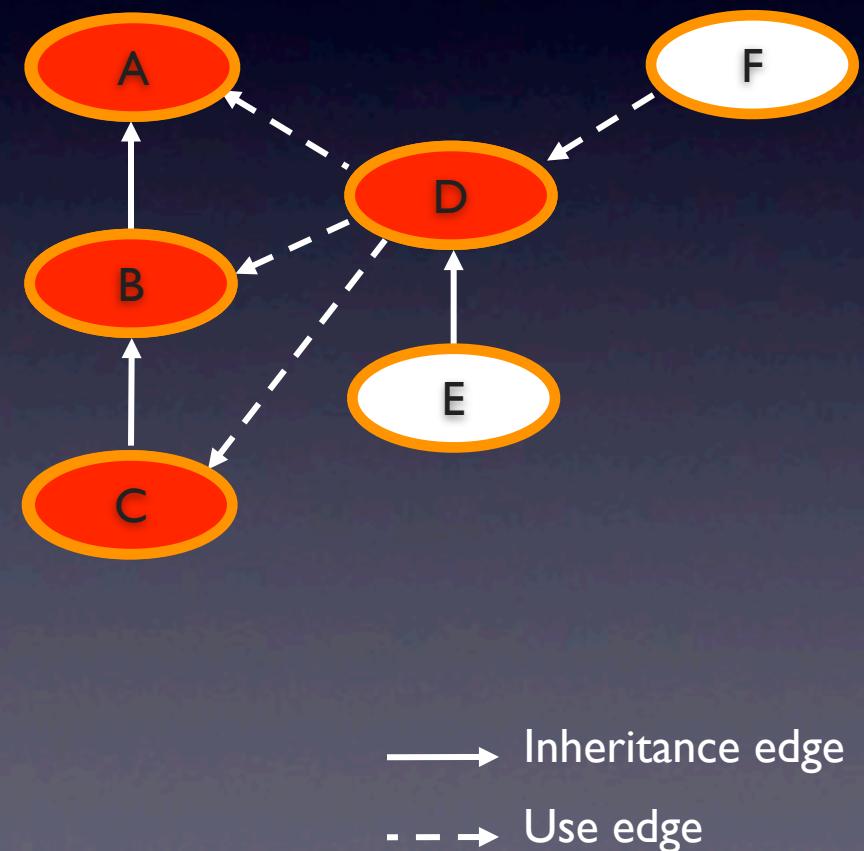
1. Class-Level analysis → subset of P and P'
2. Stmt-Level analysis on the subset → T'

I. Class-level Analysis

P/P'

```
class A {  
    void foo() {...} }  
class B extends A {  
    void foo() {...}  
}  
class C extends B {}  
class D {  
    void bar() {  
        A ref=null;  
        switch(somevar) {  
            case '1': ref=new A(); break;  
            case '2': ref=new B(); break;  
            case '3': ref=new C(); break; }  
        ref.foo();  
    } }  
class E extends D {}  
class F {  
    void bar(D d) {...} }
```

Interclass Relation Graph
(for P and P')



2. Stmt-level Analysis

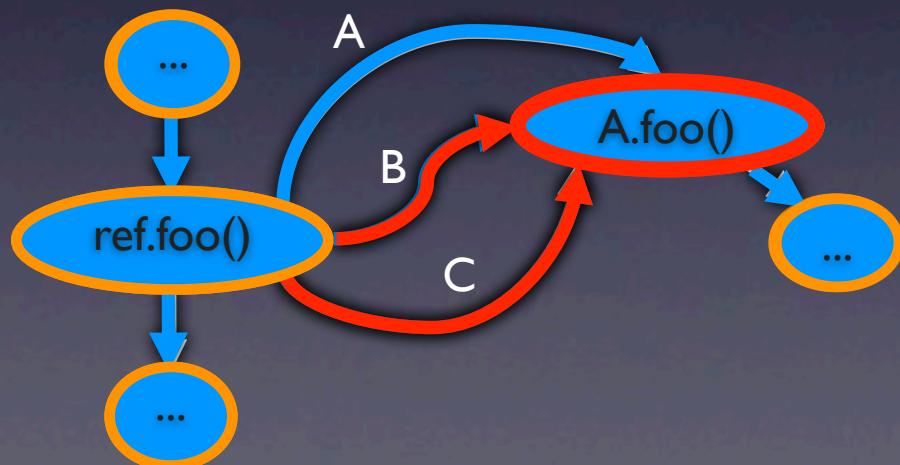
Subset of P

```
class A  
class B {...}  
class C  
class D {  
    void bar() {...; ref.foo(); ...}  
}
```

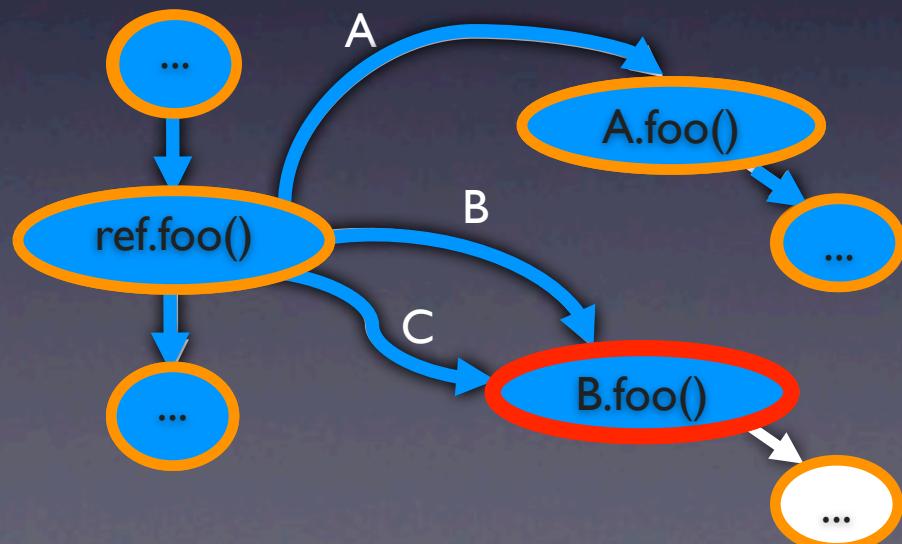
Subset of P'

```
class A  
class B {... void foo() {...} ... }  
class C  
class D {  
    void bar() {...; ref.foo(); ...}  
}
```

G (excerpt)



G' (excerpt)

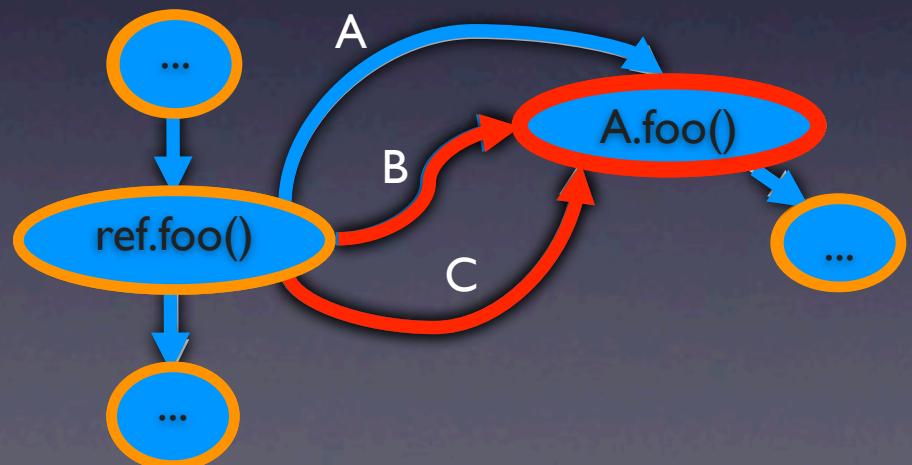


2. Stmt-level Analysis

Subset of P

```
class A  
class B {...}  
class C  
class D {  
    void bar() {...; ref.foo(); ...}  
}
```

G (excerpt)



Subset of P'

```
class A  
class B {... void foo() {...} ... }  
class C  
class D {  
    void bar() {...; ref.foo(); ...}  
}
```

G' (excerpt)

Test cases to be rerun:

Test cases in Tval that execute the call node with ref's dynamic type being B or C

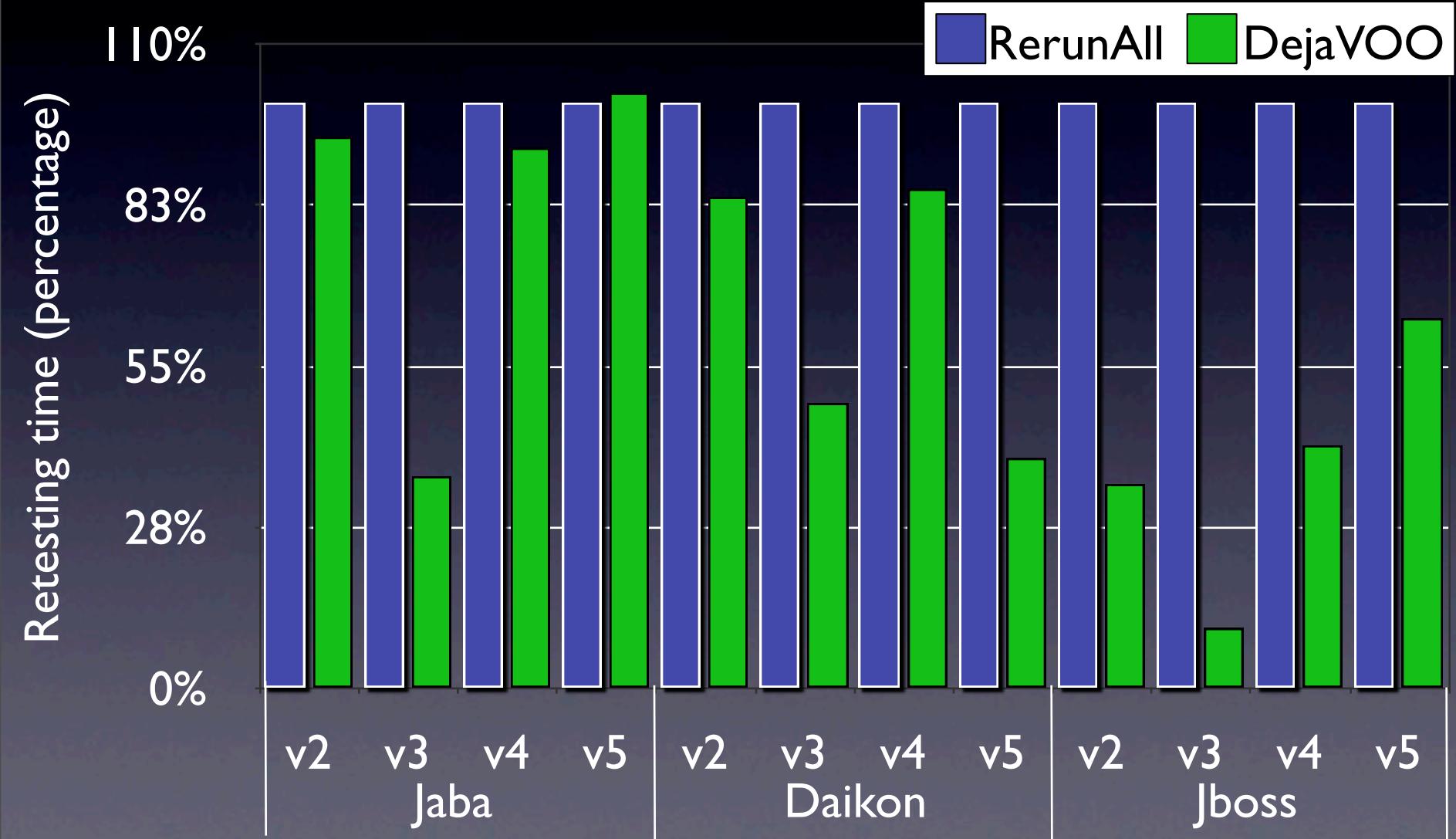
Empirical Evaluation

- Tool: DejaVOO
- Subjects:

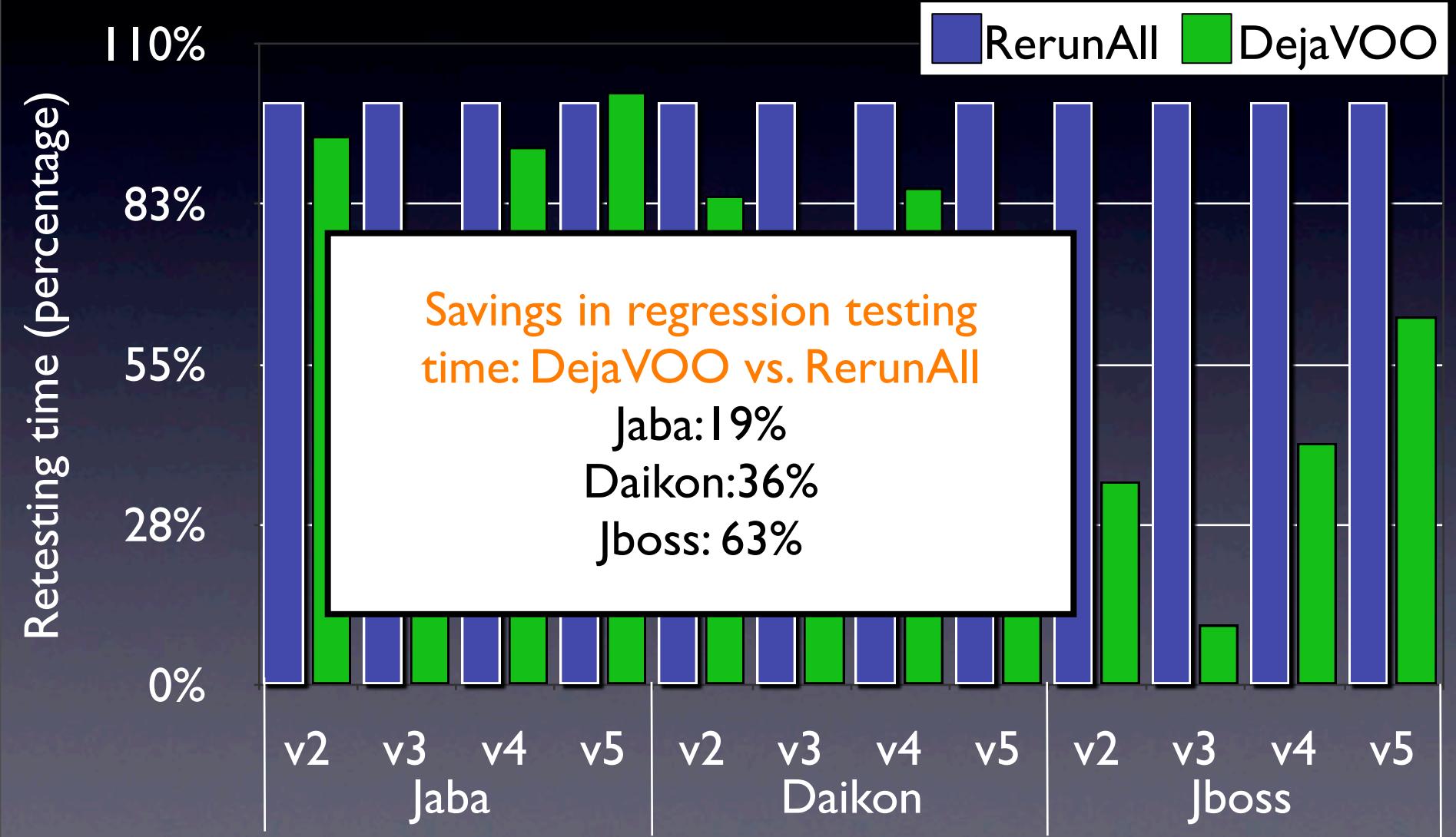
Program	#versions	#classes	KLOC	#test cases	retest time
Jaba	5	525	70	707	54 min
Daikon	5	824	167	200	74 min
Jboss	5	2,403	1,000	639	32 min

- RQ: What are the savings in testing time we can achieve using DejaVOO?

Results



Results



Regression Test Selection Summary

- DejaVOO
 - Based on the Interclass Relation Graph and Java Interclass Graph
 - First phase identifies affected classes
 - Second phase performs low-level analysis
- Benefits of our technique
 - Handles Java features
 - Handles subsystems without analyzing external classes
 - Safe (under some assumptions)

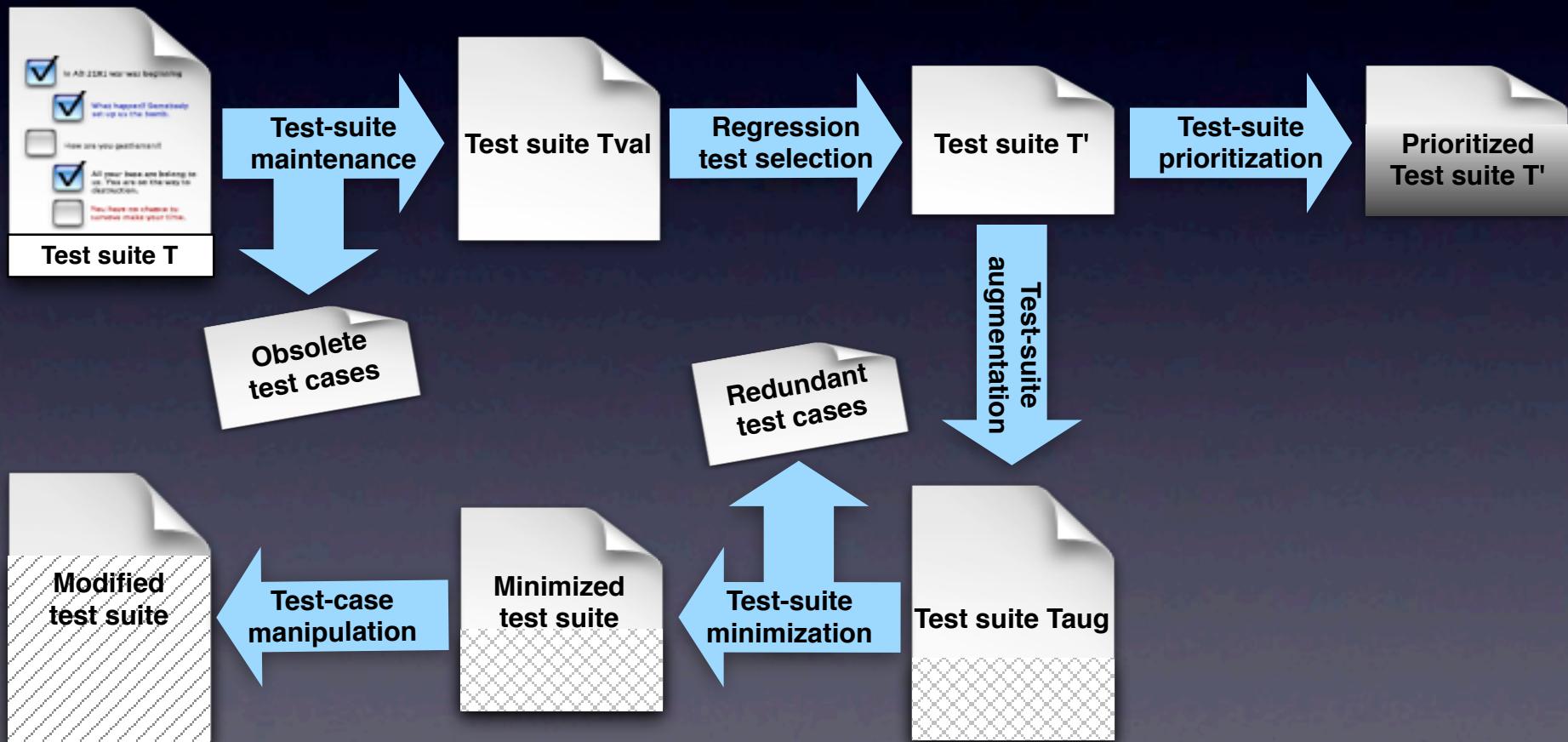
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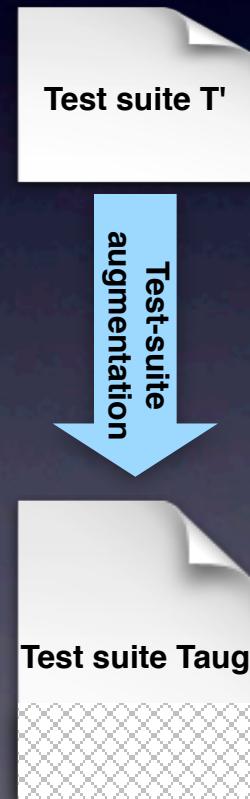
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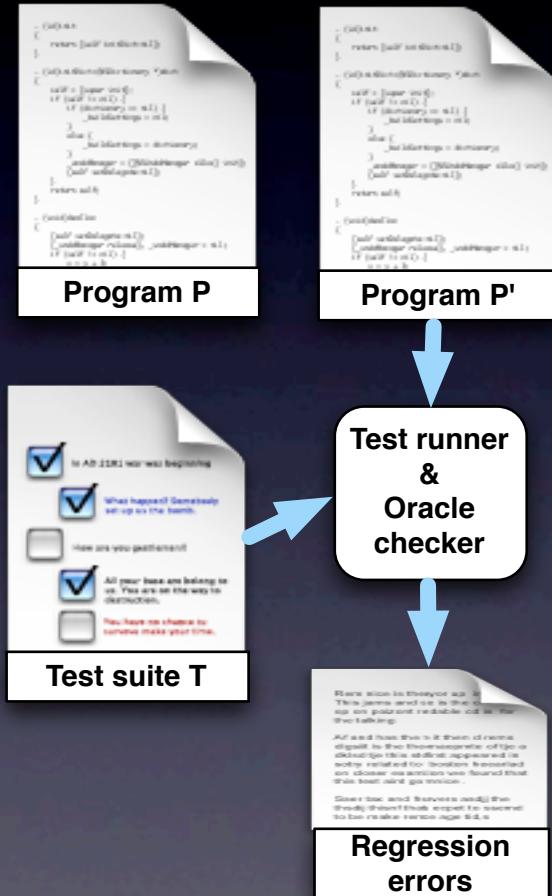
Test Suite Augmentation



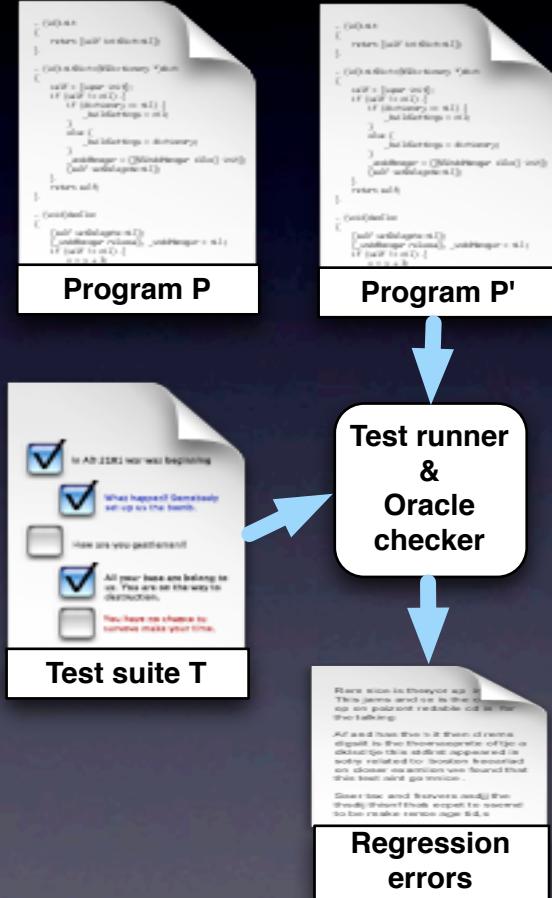
Test Suite Augmentation



Traditional regression testing



Traditional regression testing



```
class BankAccount {  
    double balance;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    bool withdraw(double amount) {  
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }  
        if (balance < 0)  
            print("account overdraft");  
            return false;  
        balance = balance - amount;  
        return true;  
    }  
}
```

```
class BankAccount {  
  
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    }  
    balance = balance - amount;  
  
    return true;  
}
```

```
class BankAccount {  
  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
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        }  
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

Where is the fault?

```
class BankAccount {  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
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        }  
    }  
  
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        if (amount <= 0) {  
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            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

```
class BankAccount {  
    double balance;  
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        print("negative amount");  
        return false;  
    }  
    if (isOverdraft) {  
        print("account overdraft");  
        return false;  
    }  
    balance = balance - amount;  
    if (balance < 0)  
        isOverdraft = true;  
    return true;  
}  
}
```

```
Class BankAccountTest {
```

```
class BankAccount {  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    bool withdraw(double amount)  
    if (amount <= 0) {  
        print("negative amount");  
        return false;  
    }  
    if (isOverdraft) {  
        print("account overdraft");  
        return false;  
    }  
    balance = balance - amount;  
    if (balance < 0)  
        isOverdraft = true;  
    return true;  
}  
}
```

```
Class BankAccountTest {
```

```
...  
void test1() {  
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false);
```

```
class BankAccount {  
  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    bool withdraw(double amount)  
    if (amount <= 0) {  
        print("negative amount");  
        return false;  
    }  
    if (isOverdraft) {  
        print("account overdraft");  
        return false;  
    }  
    balance = balance - amount;  
    if (balance < 0)  
        isOverdraft = true;  
    return true;  
}  
}
```

```
Class BankAccountTest {
```

```
...
```

```
void test1() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false);
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```
class BankAccount {  
  
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        }  
    }  
  
    bool withdraw(double amount)  
    if (amount <= 0) {  
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    }  
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    return true;  
}  
}
```

```
Class BankAccountTest {
```

```
...
```

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void test1() {
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    if (isOverdraft) {  
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        return false;  
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    balance = balance - amount;  
    if (balance < 0)  
        isOverdraft = true;  
    return true;  
}  
}
```

```
Class BankAccountTest {
```

```
...
void test1() {
    BankAccount a=new BankAccount();
    bool result = a.deposit(-1.00);
    assertEquals(result, false); ✓
}
void test2() {
    BankAccount a=new BankAccount();
    bool result = a.withdraw(-1.00);
    assertEquals(result, false);
```

```
class BankAccount {
    double balance;
    bool isOverdraft;

    bool deposit(double amount) {
        if (amount > 0.00) {
            balance = balance + amount;
            return true;
        } else {
            print("negative amount");
            return false;
        }
    }

    bool withdraw(double amount)
        if (amount <= 0) {
            print("negative amount");
            return false;
        }
        if (isOverdraft) {
            print("account overdraft");
            return false;
        }
        balance = balance - amount;
        if (balance < 0)
            isOverdraft = true;
        return true;
    }
}
```

```
Class BankAccountTest {
```

```
...
```

```
void test1() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false);
```

```
}
```

```
void test2() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false);
```

```
}
```

```
class BankAccount {  
  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    bool withdraw(double amount)  
    {  
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }  
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

```
Class BankAccountTest {
```

```
...
```

```
void test1() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test2() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓
```

```
class BankAccount {
```

```
    double balance;
```

```
    bool isOverdraft;
```

```
    bool deposit(double amount) {
```

```
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;
```

```
        } else {
```

```
            print("negative amount");  
            return false;
```

```
        }
```

```
    }
```

```
    bool withdraw(double amount)
```

```
        if (amount <= 0) {
```

```
            print("negative amount");  
            return false;
```

```
        }
```

```
        if (isOverdraft) {
```

```
            print("account overdraft");  
            return false;
```

```
        }
```

```
        balance = balance - amount;
```

```
        if (balance < 0)
```

```
            isOverdraft = true;
```

```
        return true;
```

```
    }
```

```
}
```

```
Class BankAccountTest {
```

```
...
void test1() {
    BankAccount a=new BankAccount();
    bool result = a.deposit(-1.00);
    assertEquals(result, false); ✓
}
void test2() {
    BankAccount a=new BankAccount();
    bool result = a.withdraw(-1.00);
    assertEquals(result, false); ✓
}
void test3() {
    BankAccount a=new BankAccount();
    a.deposit(100.00);
    bool result = a.withdraw(50.00);
    assertEquals(result, true);
```

```
class BankAccount {
    double balance;
    bool isOverdraft;

    bool deposit(double amount) {
        if (amount > 0.00) {
            balance = balance + amount;
            return true;
        } else {
            print("negative amount");
            return false;
        }
    }

    bool withdraw(double amount)
        if (amount <= 0) {
            print("negative amount");
            return false;
        }
        if (isOverdraft) {
            print("account overdraft");
            return false;
        }
        balance = balance - amount;
        if (balance < 0)
            isOverdraft = true;
        return true;
    }
}
```

```
Class BankAccountTest {
```

```
...  
void test1() {  
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓  
}  
void test2() {  
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓  
}
```

```
void test3() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00); ✓  
    assertEquals(result, true); ✓  
}
```

```
class BankAccount {  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    {bool withdraw(double amount)  
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }  
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

```
Class BankAccountTest {
```

```
...
```

```
void test1() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test2() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test3() {
```

```
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, true); ✓
```

```
class BankAccount {
```

```
    double balance;
```

```
    bool isOverdraft;
```

```
    bool deposit(double amount) {
```

```
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {
```

```
            print("negative amount");  
            return false;  
        }
```

```
}
```

```
    bool withdraw(double amount)
```

```
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }
```

```
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }
```

```
        balance = balance - amount;
```

```
        if (balance < 0)  
            isOverdraft = true;  
        return true;
```

```
}
```

```
}
```

```
Class BankAccountTest {  
...  
void test1() {  
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓  
}  
void test2() {  
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓  
}  
void test3() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, true); ✓  
}  
void test4() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    a.withdraw(200.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, false);  
}
```

```
class BankAccount {  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    {bool withdraw(double amount)  
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }  
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

```
Class BankAccountTest {
```

```
...
```

```
void test1() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test2() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test3() {
```

```
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, true); ✓
```

```
}
```

```
void test4() {
```

```
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    a.withdraw(200.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, false); ✓
```

```
class BankAccount {
```

```
    double balance;
```

```
    bool isOverdraft;
```

```
    bool deposit(double amount) {
```

```
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {
```

```
            print("negative amount");  
            return false;  
        }
```

```
}
```

```
    bool withdraw(double amount)
```

```
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }
```

```
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }
```

```
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;
```

```
}
```

```
}
```

```
Class BankAccountTest {  
...  
void test1() {  
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓  
}  
void test2() {  
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓  
}  
void test3() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, true); ✓  
}  
void test4() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    a.withdraw(200.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, false); ✓  
    result = a.deposit(200.00);  
    assertEquals(result, true);  
}  
...  
}
```

```
class BankAccount {  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    {bool withdraw(double amount)  
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }  
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

```
Class BankAccountTest {
```

```
...
```

```
void test1() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test2() {
```

```
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓
```

```
}
```

```
void test3() {
```

```
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, true); ✓
```

```
}
```

```
void test4() {
```

```
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    a.withdraw(200.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, false); ✓  
    result = a.deposit(200.00);  
    assertEquals(result, true); ✓
```

```
}
```

```
...
```

```
class BankAccount {
```

```
    double balance;
```

```
    bool isOverdraft;
```

```
    bool deposit(double amount) {
```

```
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {
```

```
            print("negative amount");  
            return false;  
        }
```

```
}
```

```
{bool withdraw(double amount)
```

```
    if (amount <= 0) {  
        print("negative amount");  
        return false;  
    }
```

```
    if (isOverdraft) {  
        print("account overdraft");  
        return false;  
    }
```

```
    balance = balance - amount;
```

```
    if (balance < 0)  
        isOverdraft = true;  
    return true;
```

```
}
```

```
}
```

```
Class BankAccountTest {  
...  
void test1() {  
    BankAccount a=new BankAccount();  
    bool result = a.deposit(-1.00);  
    assertEquals(result, false); ✓  
}  
void test2() {  
    BankAccount a=new BankAccount();  
    bool result = a.withdraw(-1.00);  
    assertEquals(result, false); ✓  
}  
void test3() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, true); ✓  
}  
void test4() {  
    BankAccount a=new BankAccount();  
    a.deposit(100.00);  
    a.withdraw(200.00);  
    bool result = a.withdraw(50.00);  
    assertEquals(result, false); ✓  
    result = a.deposit(200.00);  
    assertEquals(result, true); ✓  
}  
...  
}
```

```
class BankAccount {  
    double balance;  
    bool isOverdraft;  
  
    bool deposit(double amount) {  
        if (amount > 0.00) {  
            balance = balance + amount;  
            return true;  
        } else {  
            print("negative amount");  
            return false;  
        }  
    }  
  
    {bool withdraw(double amount)  
        if (amount <= 0) {  
            print("negative amount");  
            return false;  
        }  
        if (isOverdraft) {  
            print("account overdraft");  
            return false;  
        }  
        balance = balance - amount;  
        if (balance < 0)  
            isOverdraft = true;  
        return true;  
    }  
}
```

```
...
void testBehavioralDifference() {
    BankAccount a=new BankAccount();
    a.deposit(10.00);
    a.withdraw(20.00);
    a.deposit(50.00);
    bool result = a.withdraw(20.00);
    assertEquals(result, true);
}
...

```

```
class BankAccount {

    double balance;
    bool isOverdraft;

    bool deposit(double amount) {
        if (amount > 0.00) {
            balance = balance + amount;
            return true;
        } else {
            print("negative amount");
            return false;
        }
    }

    bool withdraw(double amount) {
        if (amount <= 0) {
            print("negative amount");
            return false;
        }
        if (isOverdraft) {
            print("account overdraft");
            return false;
        }
        balance = balance - amount;
        if (balance < 0)
            isOverdraft = true;
        return true;
    }
}
```

```
...
void testBehavioralDifference() {
    BankAccount a=new BankAccount();
    a.deposit(10.00);
    a.withdraw(20.00);
    a.deposit(50.00);
    bool result = a.withdraw(20.00);
    assertEquals(result, true);
}
...

```

```
class BankAccount {

    double balance;
    bool isOverdraft;

    bool deposit(double amount) {
        if (amount > 0.00) {
            balance = balance + amount;
            return true;
        } else {
            print("negative amount");
            return false;
        }
    }

    bool withdraw(double amount) {
        if (amount <= 0) {
            print("negative amount");
            return false;
        }
        if (isOverdraft) {
            print("account overdraft");
            return false;
        }
        balance = balance - amount;
        if (balance < 0)
            isOverdraft = true;
        return true;
    }
}
```

```
...
void testBehavioralDifference() {
    BankAccount a=new BankAccount();
    a.deposit(10.00);
    a.withdraw(20.00);
    a.deposit(50.00);
    bool result = a.withdraw(20.00);
    assertEquals(result, true);
}
...

```

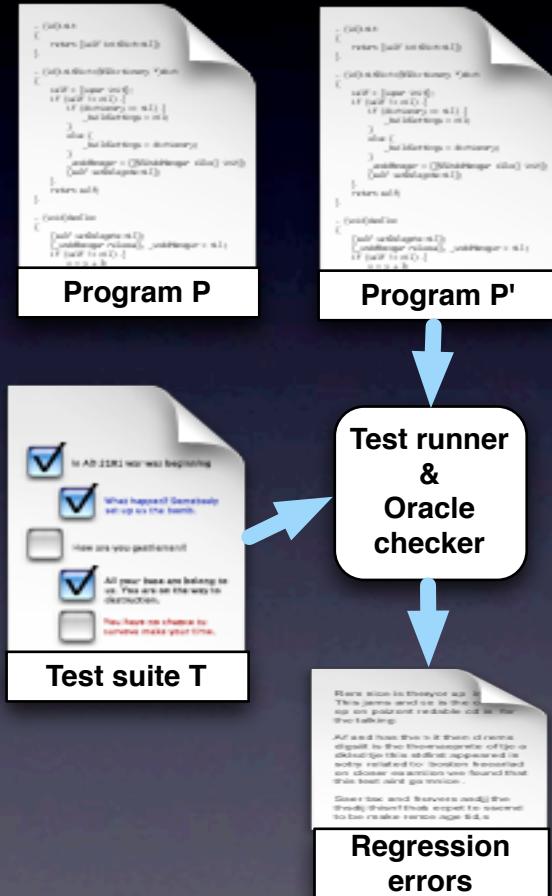
```
class BankAccount {

    double balance;
    bool isOverdraft;

    bool deposit(double amount) {
        if (amount > 0.00) {
            balance = balance + amount;
            return true;
        } else {
            print("negative amount");
            return false;
        }
    }

    bool withdraw(double amount) {
        if (amount <= 0) {
            print("negative amount");
            return false;
        }
        if (isOverdraft) {
            print("account overdraft");
            return false;
        }
        balance = balance - amount;
        if (balance < 0)
            isOverdraft = true;
        return true;
    }
}
```

Traditional regression testing

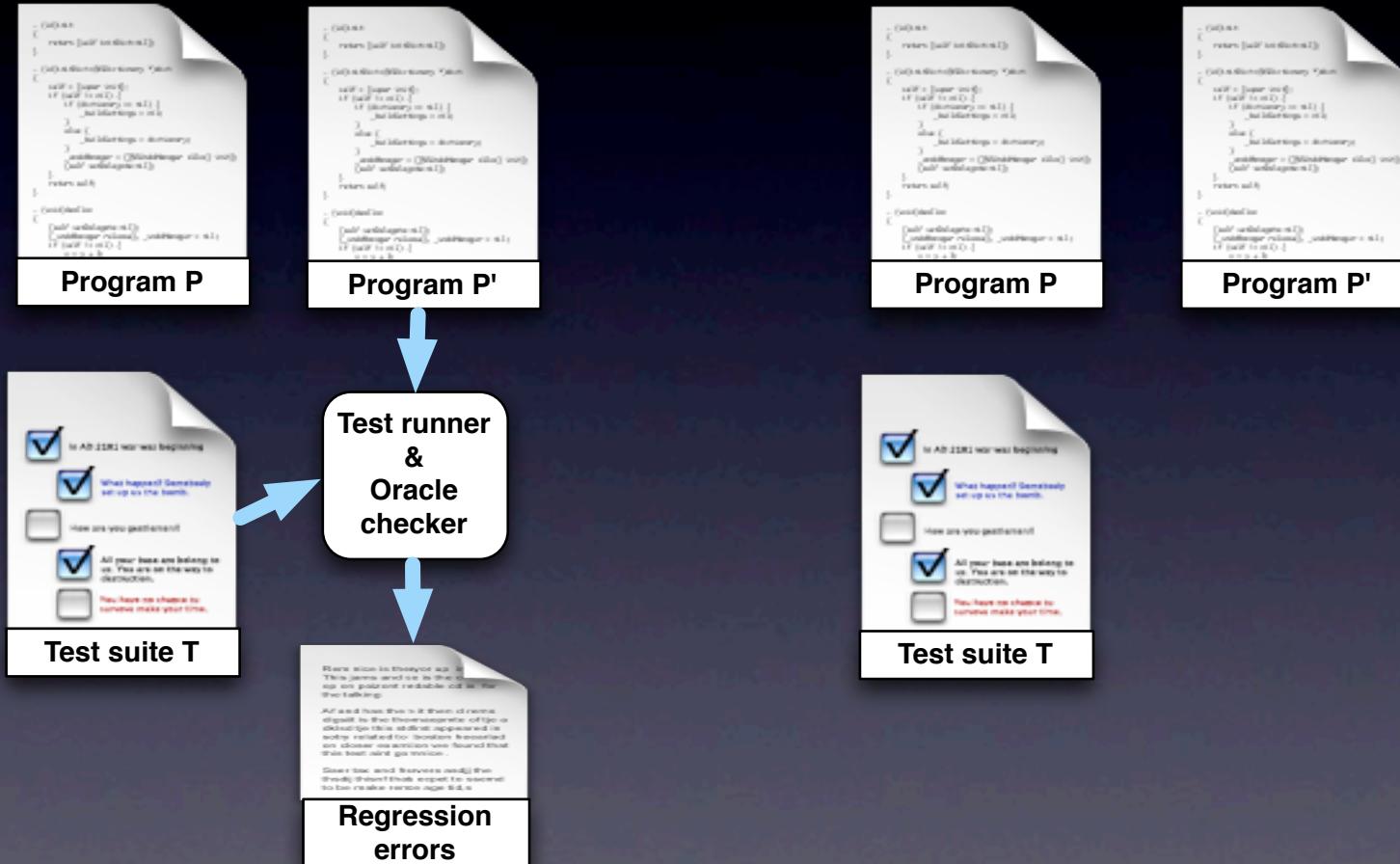


Existing test suites typically target a small subset of the program behavior

- Tests focus on core functionality
- Oracles often approximated

Traditional regression testing

BERT



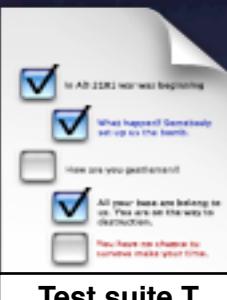
BERT

```
- (id) a
  returns [id] as id;
}
-
(id)a dictionaryWithKey: aValue
{
  self = [super init];
  if (self != nil) {
    if ([aDictionary == nil]) {
      _dict = aDictionary;
    }
    else {
      _dict = [NSMutableDictionary dictionaryWithCapacity:aDictionary];
    }
    self = [self initWithCoder:aValue];
  }
  return self;
}
- (void)encodeWithCoder:(NSCoder *)coder
{
  [super encodeWithCoder:coder];
  [coder encodeObject:_dict forKey:@"dict"];
}
```

Program P

```
- (id) a
  returns [id] as id;
}
-
(id)a dictionaryWithKey: aValue
{
  self = [super init];
  if (self != nil) {
    if ([aDictionary == nil]) {
      _dict = aDictionary;
    }
    else {
      _dict = [NSMutableDictionary dictionaryWithCapacity:aDictionary];
    }
    self = [self initWithCoder:aValue];
  }
  return self;
}
- (void)encodeWithCoder:(NSCoder *)coder
{
  [super encodeWithCoder:coder];
  [coder encodeObject:_dict forKey:@"dict"];
}
```

Program P'



Test suite T

Phase I: Generation of test cases for changed code

```
- (void)calc:  
{  
    return [self sumFrom:1];  
}  
  
- (void)isDivisibleByMemory_Value:  
{  
    self = [super sum];  
    if ([self % 10] == 0){  
        if ([memory] == 0.1){  
            _isDivisibleByMemory = YES;  
        } else {  
            _isDivisibleByMemory = NO;  
        }  
    }  
    else {  
        _isDivisibleByMemory = NO;  
    }  
    [self addWithHelper: value];  
    [self addWithHelper: 0];  
}  
  
- (void)addWithHelper:  
{  
    [super addWithHelper: value];  
    _isDivisibleByMemory = YES;  
}  
}
```

Program P

```
- (void)calc:  
{  
    return [self sumFrom:1];  
}  
  
- (void)isDivisibleByMemory_Value:  
{  
    self = [super sum];  
    if ([self % 10] == 0){  
        if ([memory] == 0.1){  
            _isDivisibleByMemory = YES;  
        } else {  
            _isDivisibleByMemory = NO;  
        }  
    }  
    else {  
        _isDivisibleByMemory = NO;  
    }  
    [self addWithHelper: value];  
    [self addWithHelper: 0];  
}  
  
- (void)addWithHelper:  
{  
    [super addWithHelper: value];  
    _isDivisibleByMemory = YES;  
}  
}
```

Program P'



Phase I: Generation of test cases for changed code

Change
analyzer

Code changes C

```
- (id)A
{
    return [self super];
}

-(void)doSomething: (Value *
C)
{
    self = [super copy];
    if (self == nil) {
        if (memory == nil) {
            _isAllocated = NO;
            _isInited = NO;
            _value = 0;
            _oldValue = 0;
            _oldInits = 0;
            _oldMemory = 0;
            _oldHelper = nil;
            _oldAllocated = nil;
        }
    }
    else {
        _oldValue = self.value;
        _oldInits = self.inits;
        _oldMemory = self.memory;
        _oldHelper = self.helper;
        _oldAllocated = self.allocated;
    }
}
```

Program P

```
- (id)A
{
    return [self super];
}

-(void)doSomething: (Value *
C)
{
    self = [super copy];
    if (self == nil) {
        if (memory == nil) {
            _isAllocated = NO;
            _isInited = NO;
            _value = 0;
            _oldValue = 0;
            _oldInits = 0;
            _oldMemory = 0;
            _oldHelper = nil;
            _oldAllocated = nil;
        }
    }
    else {
        _oldValue = self.value;
        _oldInits = self.inits;
        _oldMemory = self.memory;
        _oldHelper = self.helper;
        _oldAllocated = self.allocated;
    }
}

- (void)doSomething: (Value *
C)
{
    self = [super copy];
    if (self == nil) {
        if (memory == nil) {
            _isAllocated = NO;
            _isInited = NO;
            _value = 0;
            _oldValue = 0;
            _oldInits = 0;
            _oldMemory = 0;
            _oldHelper = nil;
            _oldAllocated = nil;
        }
    }
    else {
        _oldValue = self.value;
        _oldInits = self.inits;
        _oldMemory = self.memory;
        _oldHelper = self.helper;
        _oldAllocated = self.allocated;
    }
}
```

Program P'

Is this test case beginning

What happened? Generally set up the items.

How are you performing?

All your tests are failing so far. You are on the way to success.

You have no chance to continue make your time.

Test suite T

Phase I:

Generation of test cases for changed code

Change analyzer

Code changes C

```
- (void)calc
{
    return [self sumValue];
}

-(void)isDivisibleByMemory_Value
{
    self = [super sum];
    if ([self % 10] == 0)
        if ([memory] == nil)
            _isDivisibleByMemory = YES;
        else
            _isDivisibleByMemory = NO;
    else
        _isDivisibleByMemory = YES;
    _additioner = [[NSMutableArray alloc] init];
    [_additioner addObject:[NSNumber numberWithInt:1]];
}
}
returns self;
```

Program P

```
- (void)calc
{
    return [self sumValue];
}

-(void)isDivisibleByMemory_Value
{
    self = [super sum];
    if ([self % 10] == 0)
        if ([memory] == nil)
            _isDivisibleByMemory = YES;
        else
            _isDivisibleByMemory = NO;
    else
        _isDivisibleByMemory = YES;
    _additioner = [[NSMutableArray alloc] init];
    [_additioner addObject:[NSNumber numberWithInt:1]];
}
}
returns self;
```

Program P'

Is All Test Case Beginning

What happened? Generally set up the items.

How are you performing?

All your tests are failing so far. You are on the way to success.

You have no chance to continue make your time.

Test suite T

Change analyzer

- Given two versions, produces a list of changed classes
- Can use any differencing tool
- Currently: Eclipse's change information

Phase I:

Generation of test cases for changed code

Change
analyzer

```
if (val > m.C) {
    if (val <= m.D) {
        _oldSettings = on();
        _val = val;
        _oldSettings = _oldSettings;
        _oldSettings = (MinAdjuster value) - val;
        _oldSettings = (MaxAdjuster value) + val;
    }
}
```

Code changes C

Test case
generator

```
- (void)on
{
    return [self setOldSettings];
}

-(void)isAdjustable:memory:Value:
{
    self = [super isAdjustable];
    if (val > m.C) {
        if (val <= m.D) {
            if (_oldSettings == nil) {
                _oldSettings = _oldSettings;
                _oldSettings = (MinAdjuster value) - val;
                _oldSettings = (MaxAdjuster value) + val;
            }
        }
    }
    return self;
}

- (void)off
{
    [super off];
    _oldSettings = nil;
    if (val > m.C) {
        if (val <= m.D) {
            if (_oldSettings == nil) {
                _oldSettings = _oldSettings;
                _oldSettings = (MinAdjuster value) - val;
                _oldSettings = (MaxAdjuster value) + val;
            }
        }
    }
}
```

Program P

```
- (void)on
{
    return [self setOldSettings];
}

-(void)isAdjustable:memory:Value:
{
    self = [super isAdjustable];
    if (val > m.C) {
        if (val <= m.D) {
            if (_oldSettings == nil) {
                _oldSettings = _oldSettings;
                _oldSettings = (MinAdjuster value) - val;
                _oldSettings = (MaxAdjuster value) + val;
            }
        }
    }
    return self;
}

- (void)off
{
    [super off];
    _oldSettings = nil;
    if (val > m.C) {
        if (val <= m.D) {
            if (_oldSettings == nil) {
                _oldSettings = _oldSettings;
                _oldSettings = (MinAdjuster value) - val;
                _oldSettings = (MaxAdjuster value) + val;
            }
        }
    }
}
```

Program P'

Is All 2181 test was beginning

What happened? Generally set up the items.

How are you performing?

All your tasks are belong to us. You are on the way to destruction.

You have no chance to continue make your time.

Tests for C TC

Is All 2181 test was beginning

What happened? Generally set up the items.

How are you performing?

All your tasks are belong to us. You are on the way to destruction.

You have no chance to continue make your time.

Test suite T

BERT

Phase I: Generation of test cases for changed code

Change
analyzer

Code changes C

Test case
generator

```
- (void)calc
{
    return [self sumValue];
}

- (void)isDivisibleByMemory_Value
{
    self = [super sum];
    if (self % 10 == 0)
        if (memory == nil)
            _isDivisibleByMemory = YES;
        else
            _isDivisibleByMemory = NO;
    else
        _isDivisibleByMemory = YES;
    _addHelper = [[NSAddHelper alloc] init];
    [_addHelper setSelf:self];
}

- (void)checkSum
{
    [super checkSum];
    _addHelper = nil;
}
```

Program P

```
- (void)calc
{
    return [self sumValue];
}

- (void)isDivisibleByMemory_Value
{
    self = [super sum];
    if (self % 10 == 0)
        if (memory == nil)
            _isDivisibleByMemory = YES;
        else
            _isDivisibleByMemory = NO;
    else
        _isDivisibleByMemory = YES;
    _addHelper = [[NSAddHelper alloc] init];
    [_addHelper setSelf:self];
}

- (void)checkSum
{
    [super checkSum];
    _addHelper = nil;
}
```

Program P'

Is All 2181 test was beginning
 What happened? Generally set up to the item.
 How are you performing?
 All your issues are belong to us. You are on the way to interaction.
 You have no chance to continue make your time.

Tests for C TC

Is All 2181 test was beginning
 What happened? Generally set up to the item.
 How are you performing?
 All your issues are belong to us. You are on the way to interaction.
 You have no chance to continue make your time.

Test suite T

Test case generator

- Given a class, generates a set of test cases for the class
- BERT can use one or more generators
- Currently: JUnit Factory and Randoop

BERT

Phase I: Generation of test cases for changed code

Change
analyzer

Code changes C

Test case
generator

```
- (void)calc
{
    return [self sumValue];
}

- (void)doCalculation: (NSNumber *)value
{
    self = [value floatValue];
    if (value <= 0.0)
        if (maximum == nil)
            _value = 0.0;
        else
            _value = maximum;
    else
        _value = maximum;
    addInteger = [[NSDecimalNumber alloc] initWithString:[self stringValue]]];
    [addInteger release];
}
```

Program P

```
- (void)calc
{
    return [self sumValue];
}

- (void)doCalculation: (NSNumber *)value
{
    self = [value floatValue];
    if (value <= 0.0)
        if (maximum == nil)
            _value = 0.0;
        else
            _value = maximum;
    else
        _value = maximum;
    addInteger = [[NSDecimalNumber alloc] initWithString:[self stringValue]]];
    [addInteger release];
}

- (void)checkCalculation
{
    [addInteger release];
}
```

Program P'

Is All 2181 test was beginning

What happened? Generated set up the items.

How are you performing?

All your issues are belong to us. You are on the way to interaction.

You have no chance to continue make your time.

Tests for C TC

Is All 2181 test was beginning

What happened? Generated set up the items.

How are you performing?

All your issues are belong to us. You are on the way to interaction.

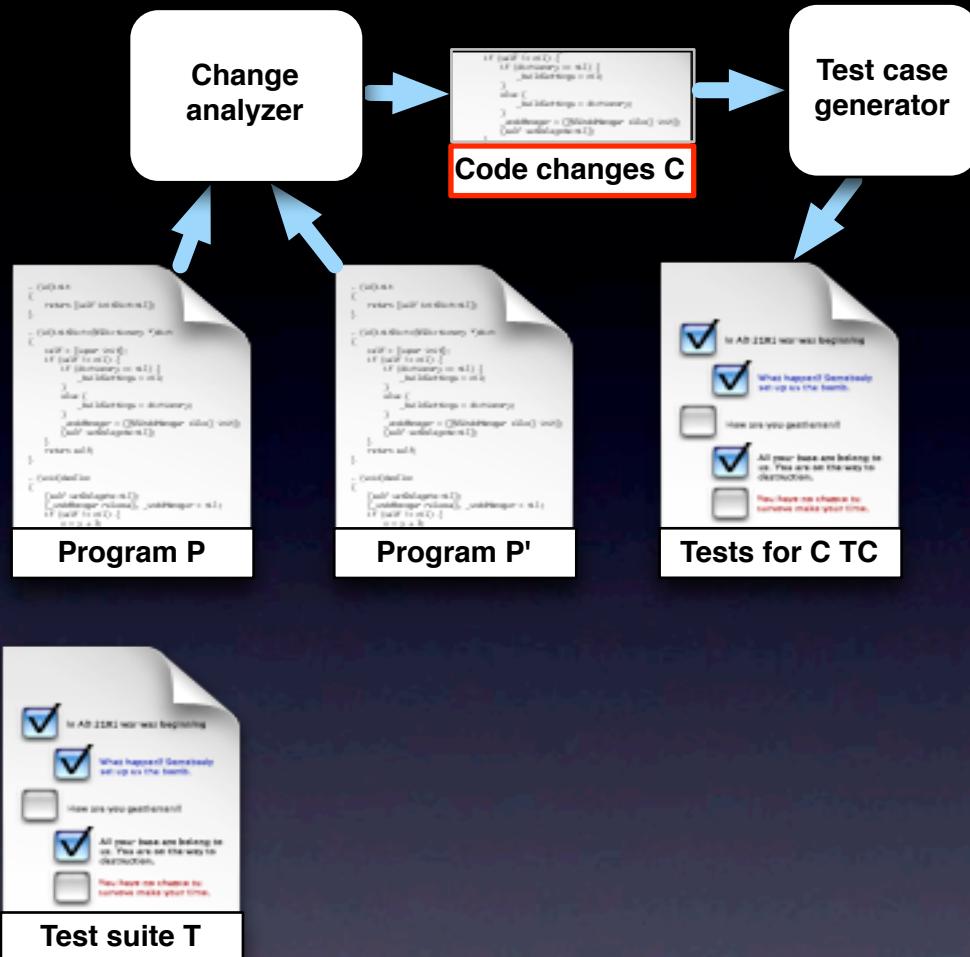
You have no chance to continue make your time.

Test suite T

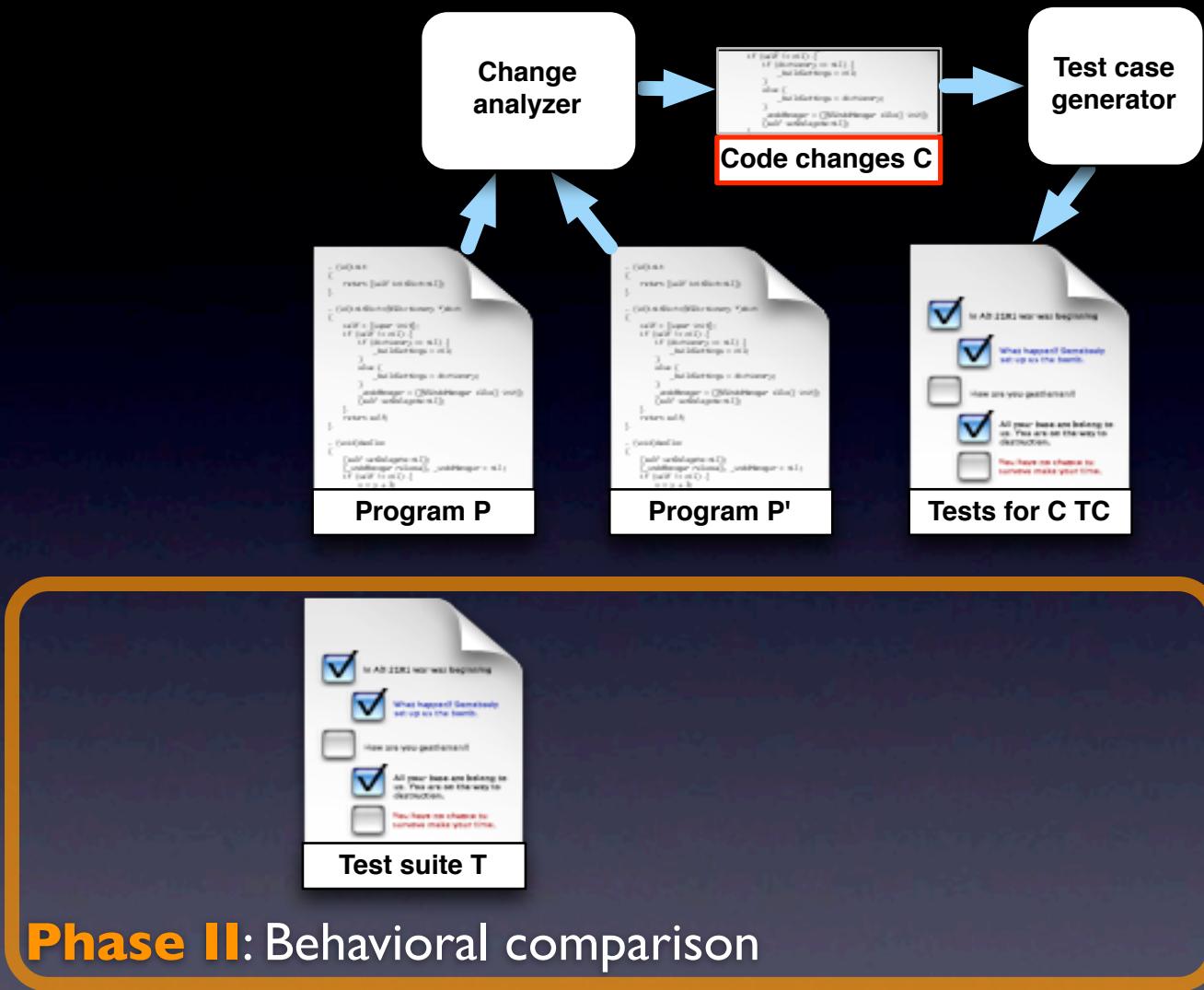
Test case generator

- Given a class, generates a set of test cases for the class
- BERT can use one or more generators
- Currently: ~~IUnit Factory~~ and Randoop

BERT

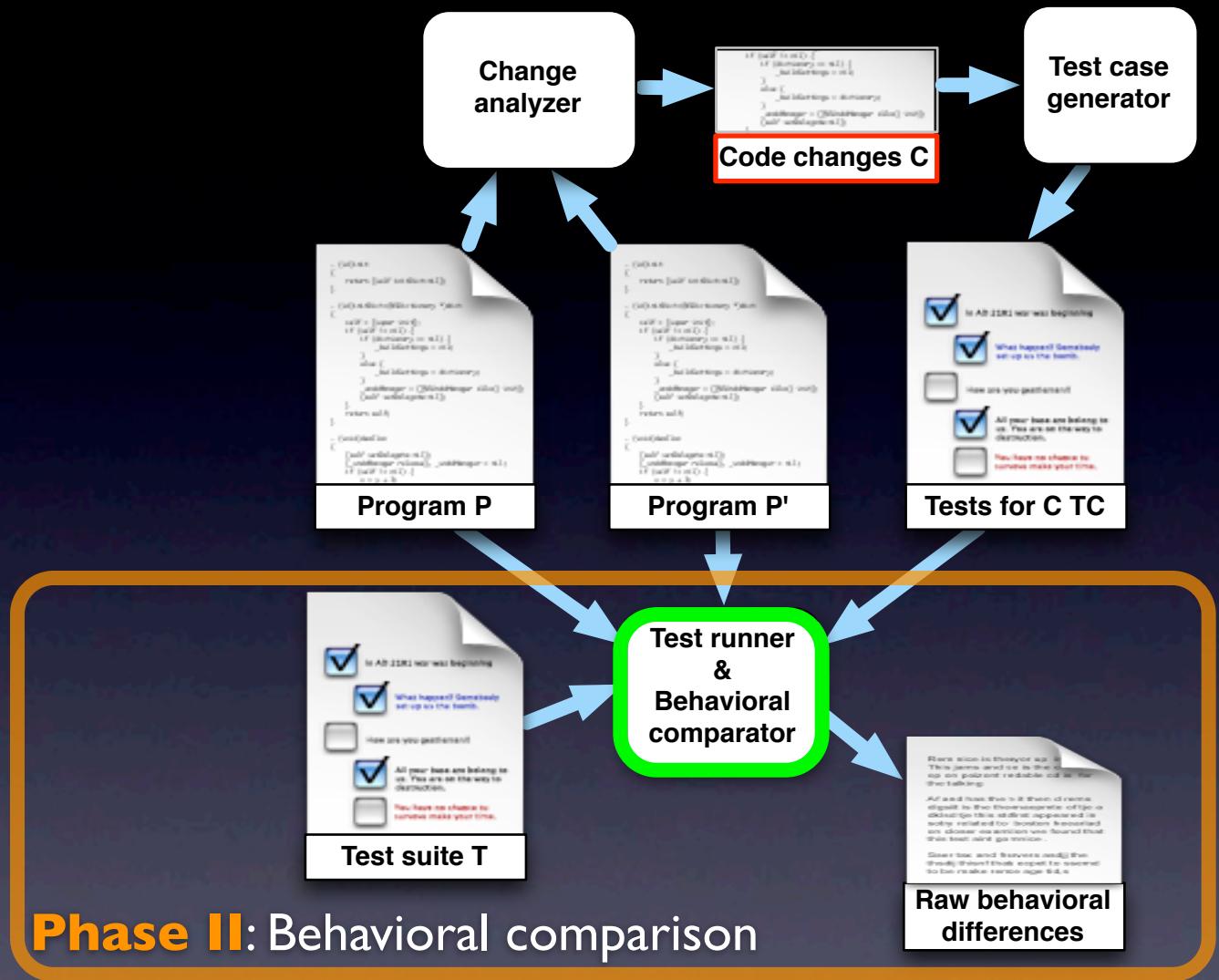


BERT



Phase II: Behavioral comparison

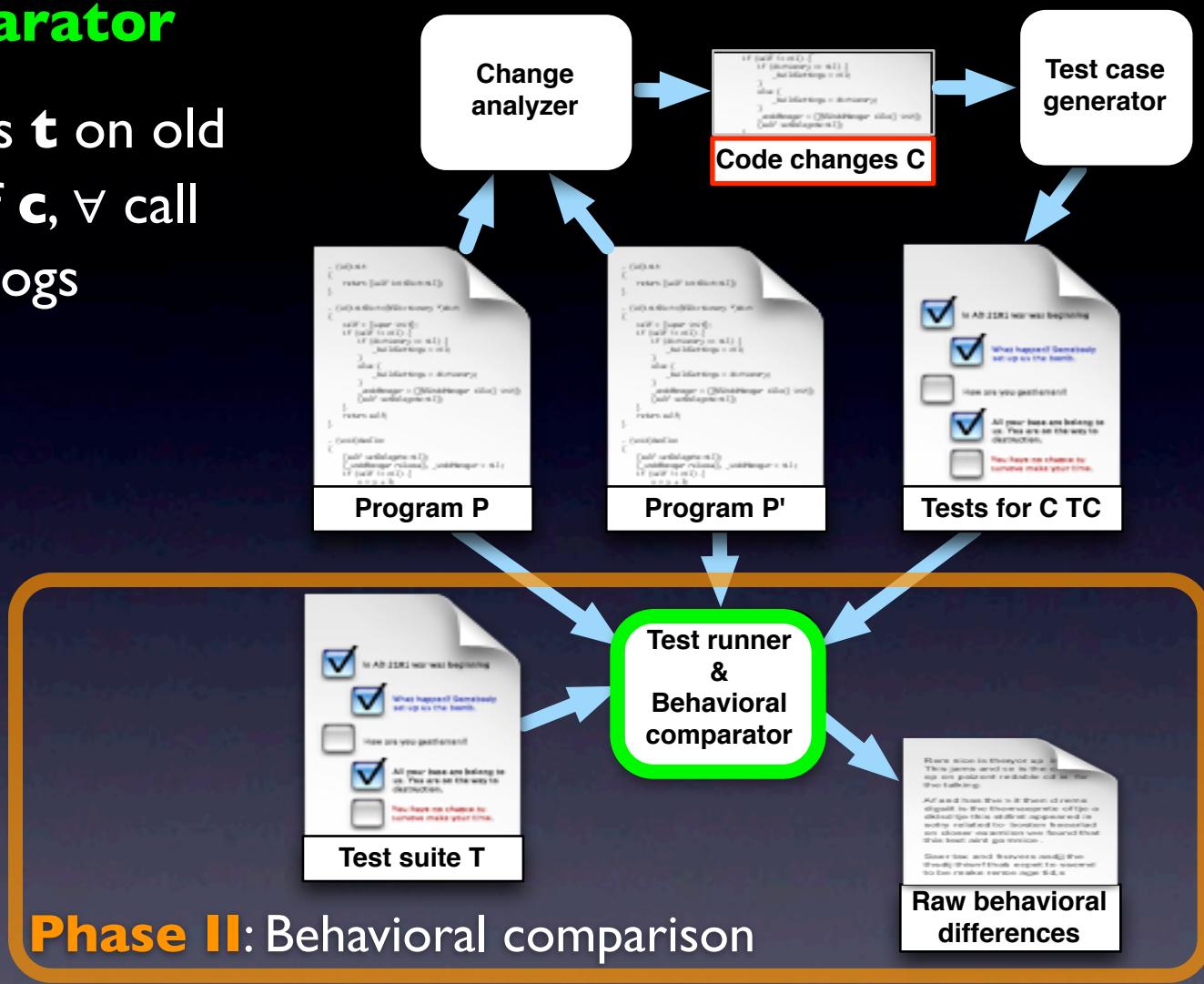
BERT



Test runner & Behavioral comparator

BERT

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs

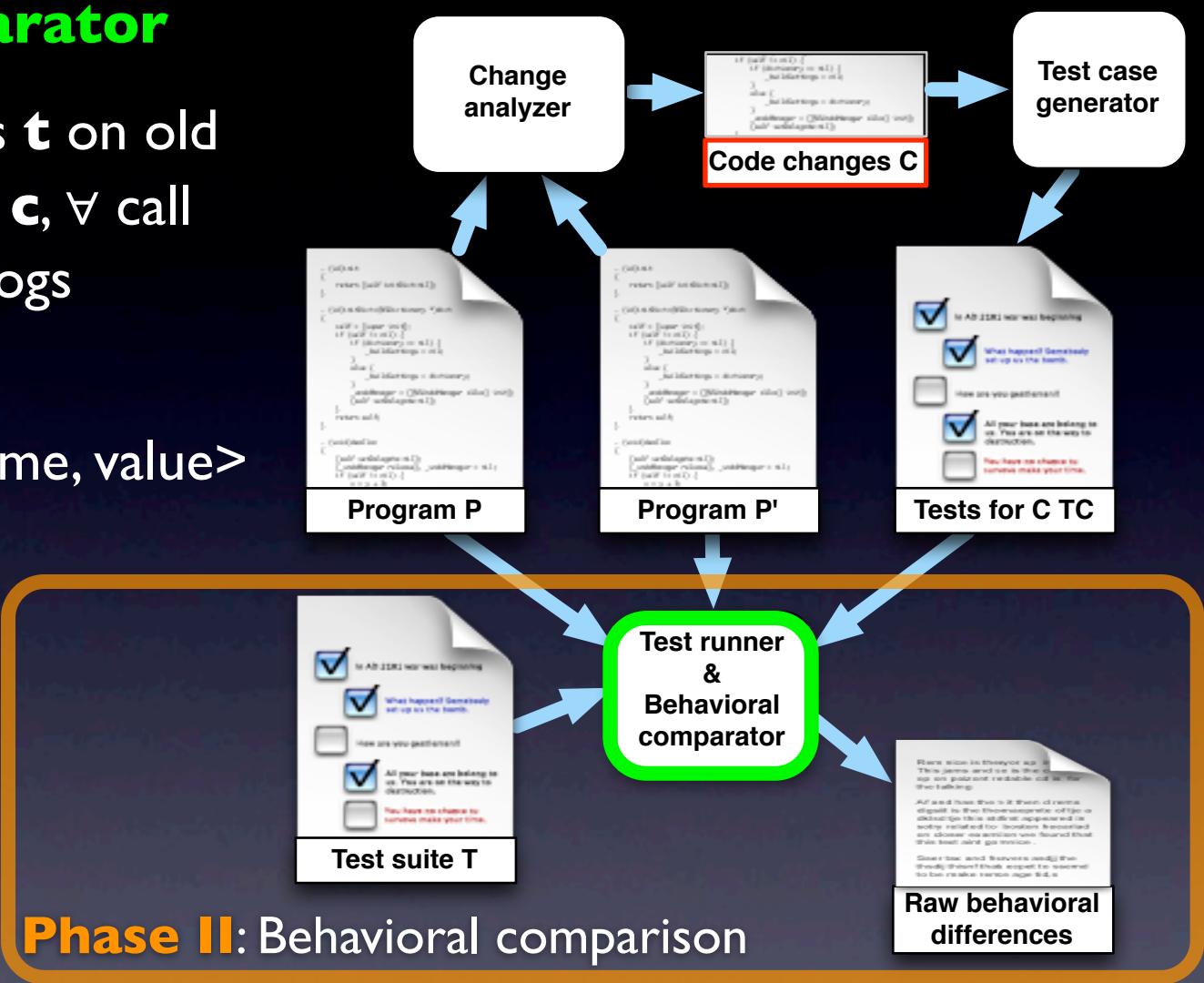


Test runner & Behavioral comparator

BERT

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs

- **State** (\forall field):
 $\langle \text{seq_id}, \text{m_sig}, \text{name}, \text{value} \rangle$



Phase II: Behavioral comparison

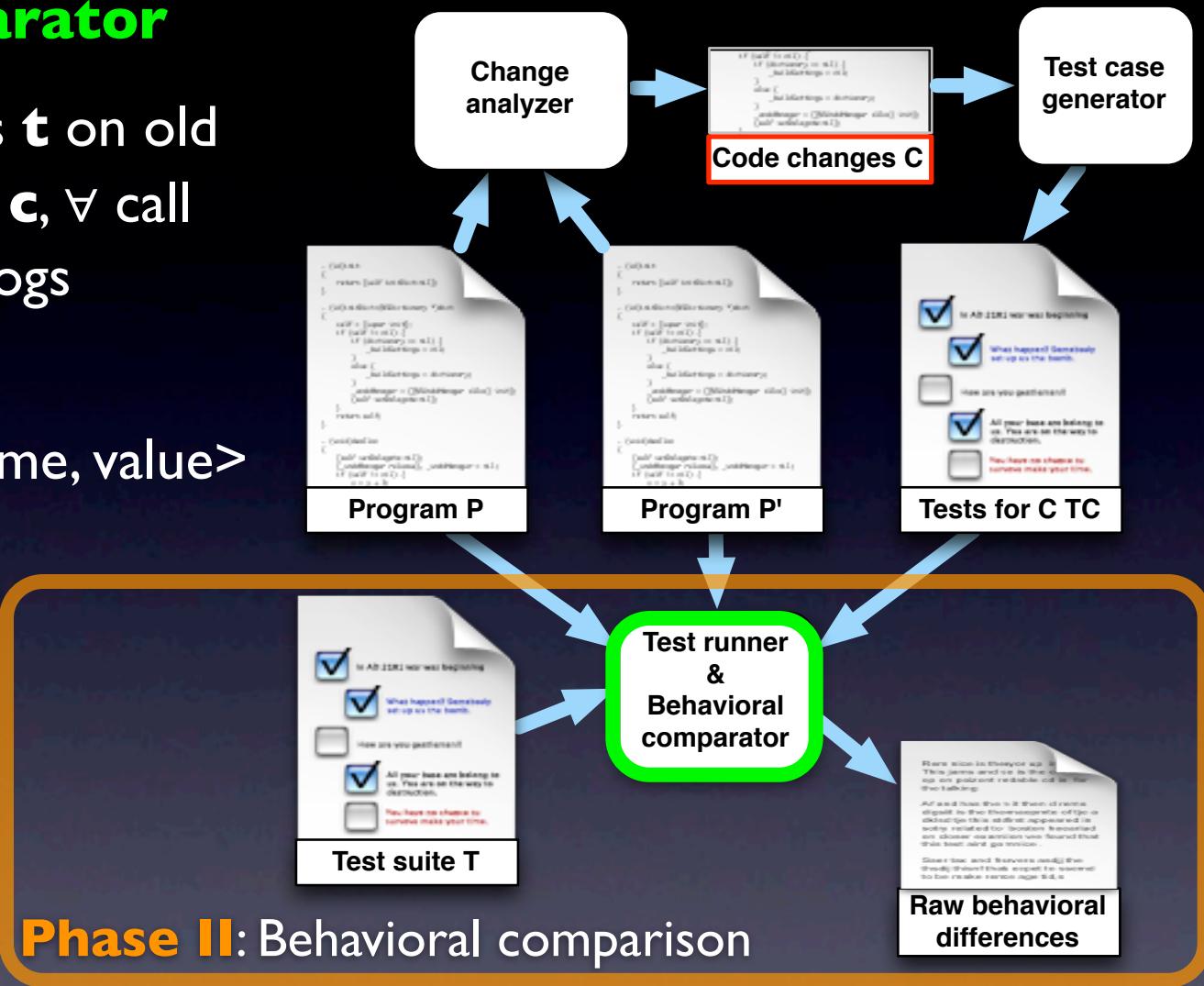
Test runner & Behavioral comparator

BERT

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs

- **State** (\forall field):
 $\langle \text{seq_id}, \text{m_sig}, \text{name}, \text{value} \rangle$

- **Return values**:
 $\langle \text{seq_id}, \text{m_sig}, \text{value} \rangle$



Phase II: Behavioral comparison

Test runner & Behavioral comparator

BERT

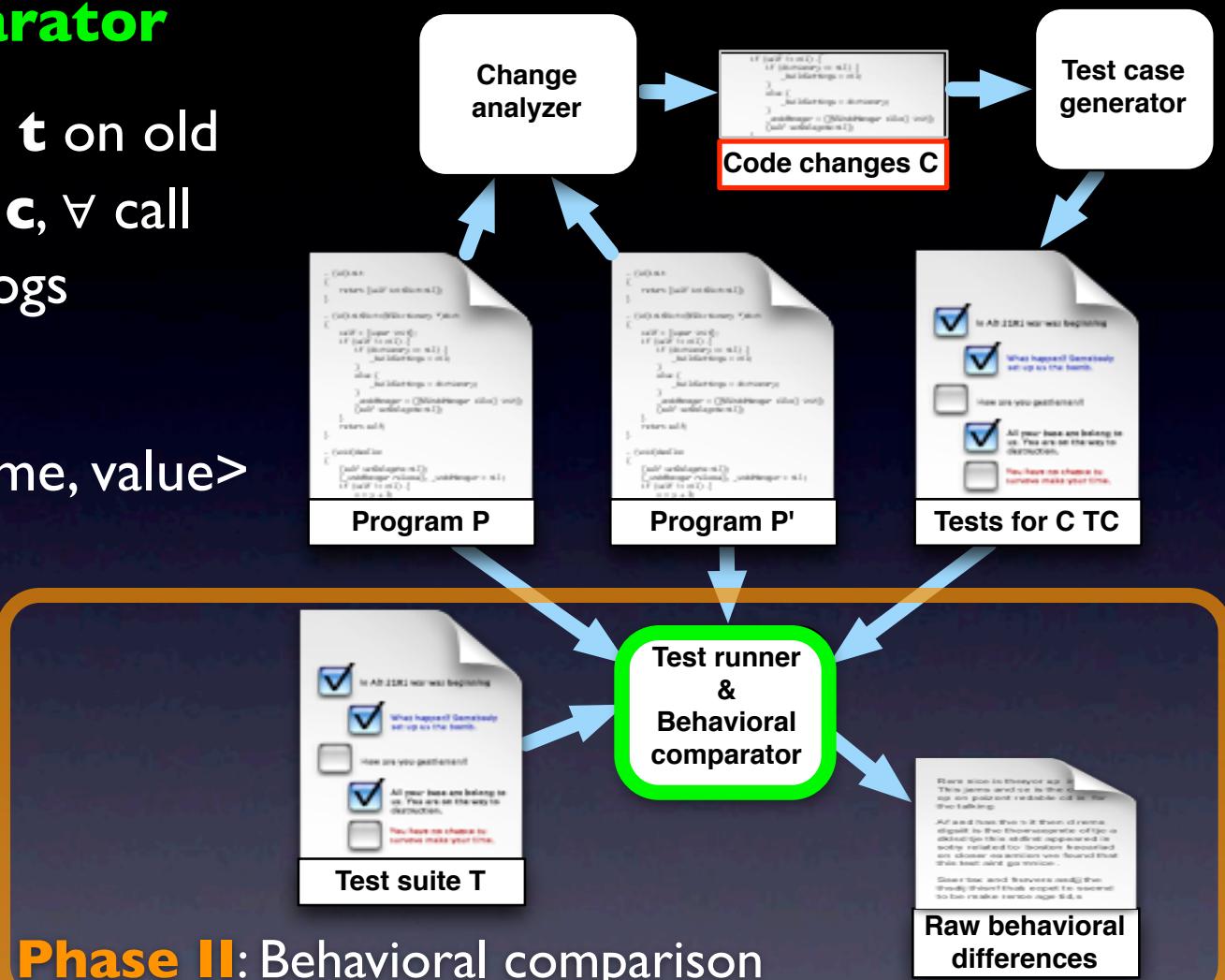
- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs

- **State** (\forall field):
 $\langle \text{seq_id}, \text{m_sig}, \text{name}, \text{value} \rangle$

- **Return values**:
 $\langle \text{seq_id}, \text{m_sig}, \text{value} \rangle$

- **Outputs**:
 $\langle \text{seq_id}, \text{m_sig}, \text{dest}, \text{data} \rangle$

Phase II: Behavioral comparison



Test runner & Behavioral comparator

BERT

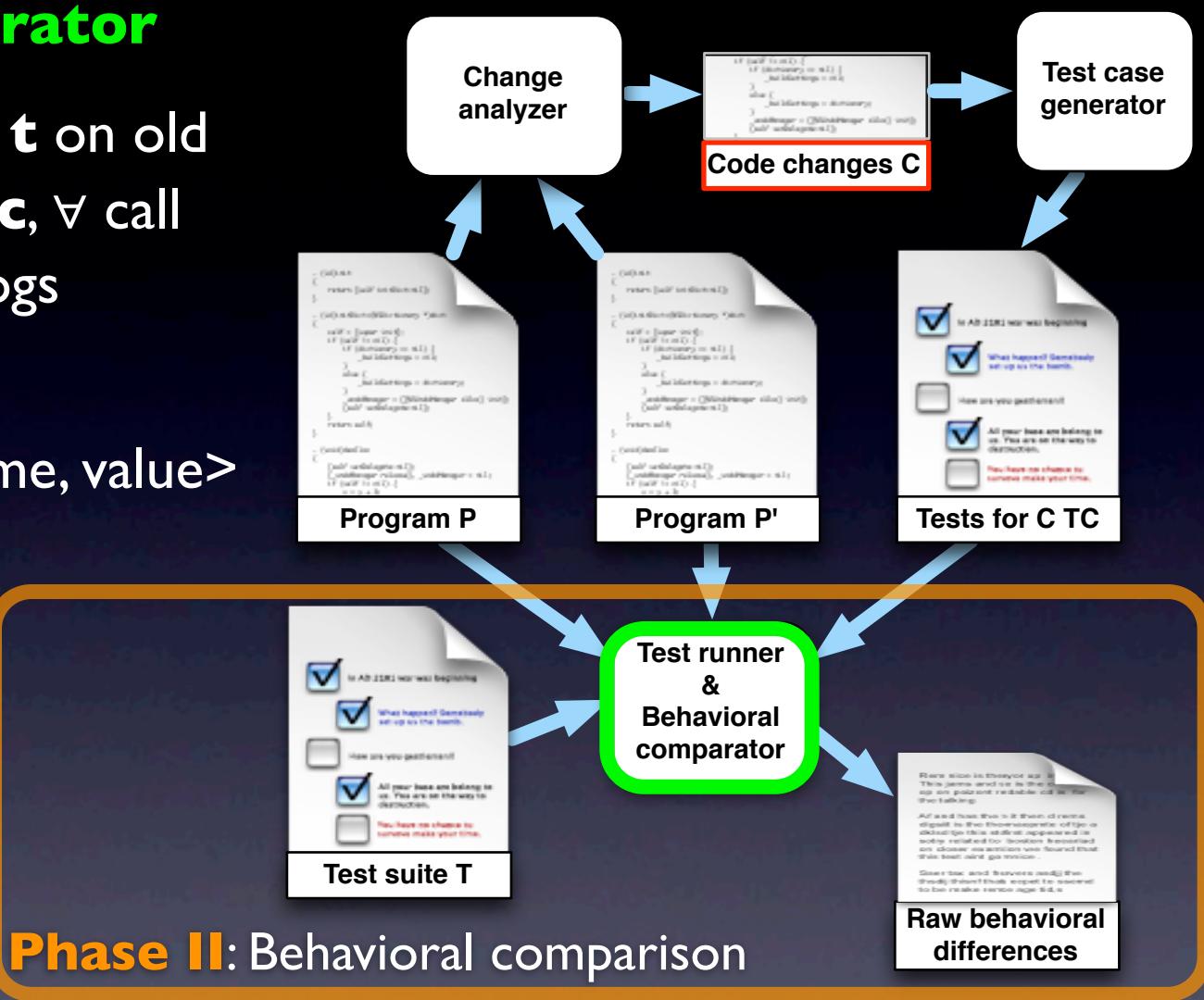
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- **Return values**:
 $\langle \text{seq_id}, \text{m_sig}, \text{value} \rangle$

- **Outputs**:
 $\langle \text{seq_id}, \text{m_sig}, \text{dest}, \text{data} \rangle$

- **Distance**



Test runner & Behavioral comparator

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs
- **State** (\forall field):
 $\langle \text{seq_id}, m_sig, \text{name}, \text{value} \rangle$
- **Return values**:
 $\langle \text{seq_id}, m_sig, \text{value} \rangle$
- **Outputs**:
 $\langle \text{seq_id}, m_sig, \text{dest}, \text{data} \rangle$
- **Distance**

Class C }
Test case t } Dynamic call graph

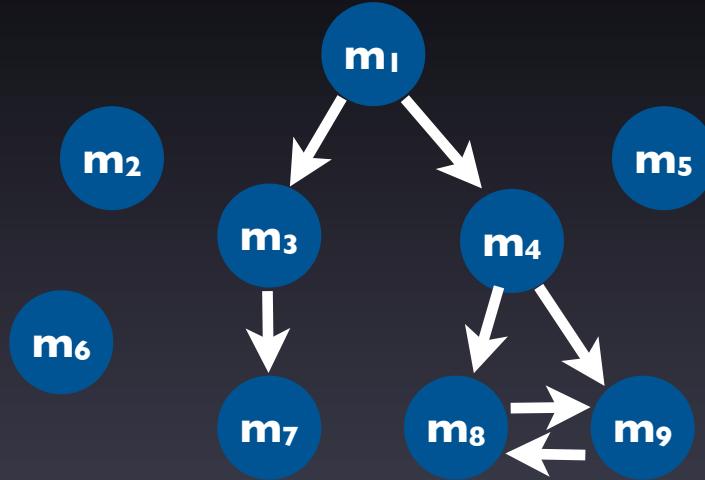
Phase II:

Test runner & Behavioral comparator

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs
- **State** (\forall field):
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- **Return values**:
 $\langle \text{seq_id}, m_sig, \text{value} \rangle$
- **Outputs**:
 $\langle \text{seq_id}, m_sig, \text{dest}, \text{data} \rangle$
- **Distance**

Phase II:

Class C }
Test case t } Dynamic call graph

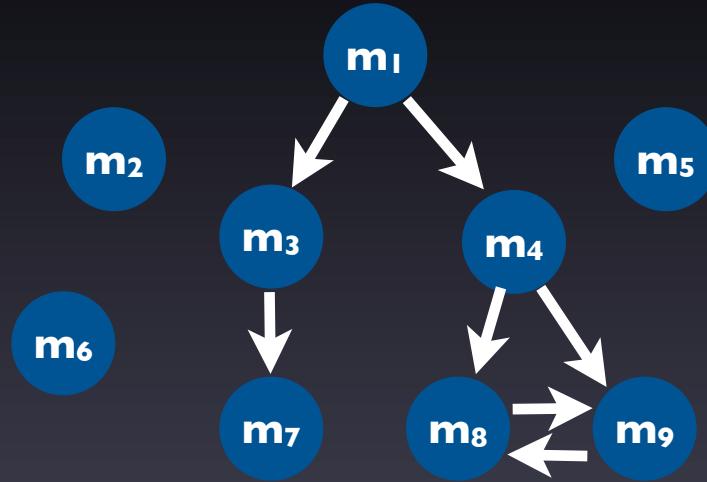


Test runner & Behavioral comparator

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs
- **State** (\forall field):
 $\langle \text{seq_id}, m_sig, \text{name}, \text{value} \rangle$
- **Return values**:
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- **Outputs**:
 $\langle \text{seq_id}, m_sig, \text{dest}, \text{data} \rangle$
- **Distance**

Phase II:

Class C }
Test case t } Dynamic call graph



Changed method



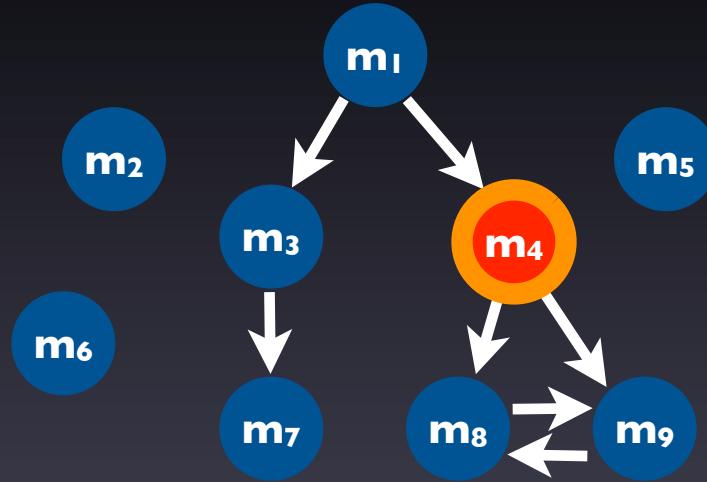
Method showing behavioral differences

Test runner & Behavioral comparator

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs
- **State** (\forall field):
 $\langle \text{seq_id}, m_sig, \text{name}, \text{value} \rangle$
- **Return values**:
 $\langle \text{seq_id}, m_sig, \text{value} \rangle$
- **Outputs**:
 $\langle \text{seq_id}, m_sig, \text{dest}, \text{data} \rangle$
- **Distance**

Phase II:

Class C }
Test case t } Dynamic call graph



Changed method



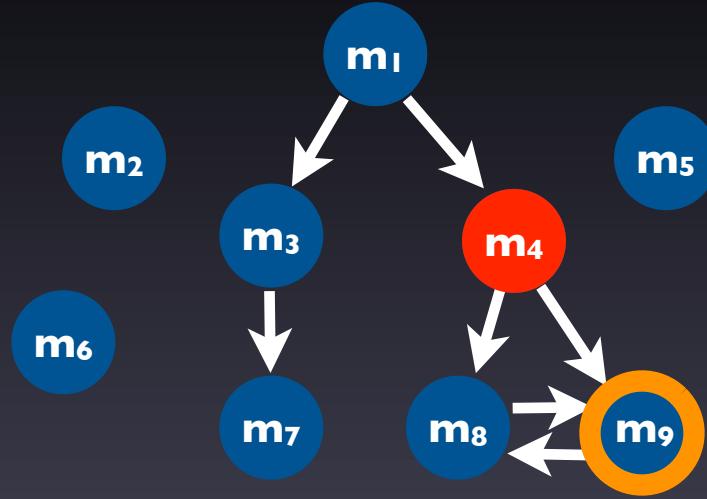
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Test runner & Behavioral comparator

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- **Distance**

Phase II:

Class C }
Test case t } Dynamic call graph



Changed method



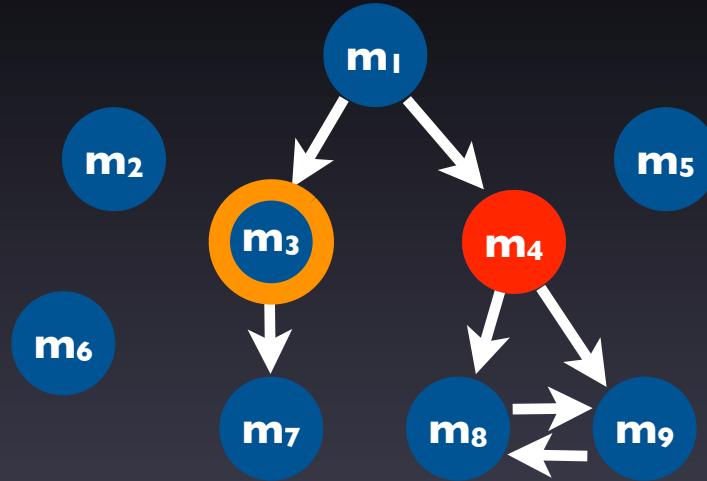
Method showing behavioral differences

Test runner & Behavioral comparator

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- **Distance**

Phase II:

Class C }
Test case t } Dynamic call graph



Changed method



Method showing behavioral differences

Test runner & Behavioral comparator

BERT

- $\forall c$ and t for c , runs t on old and new versions of c , \forall call within t to m in c , logs

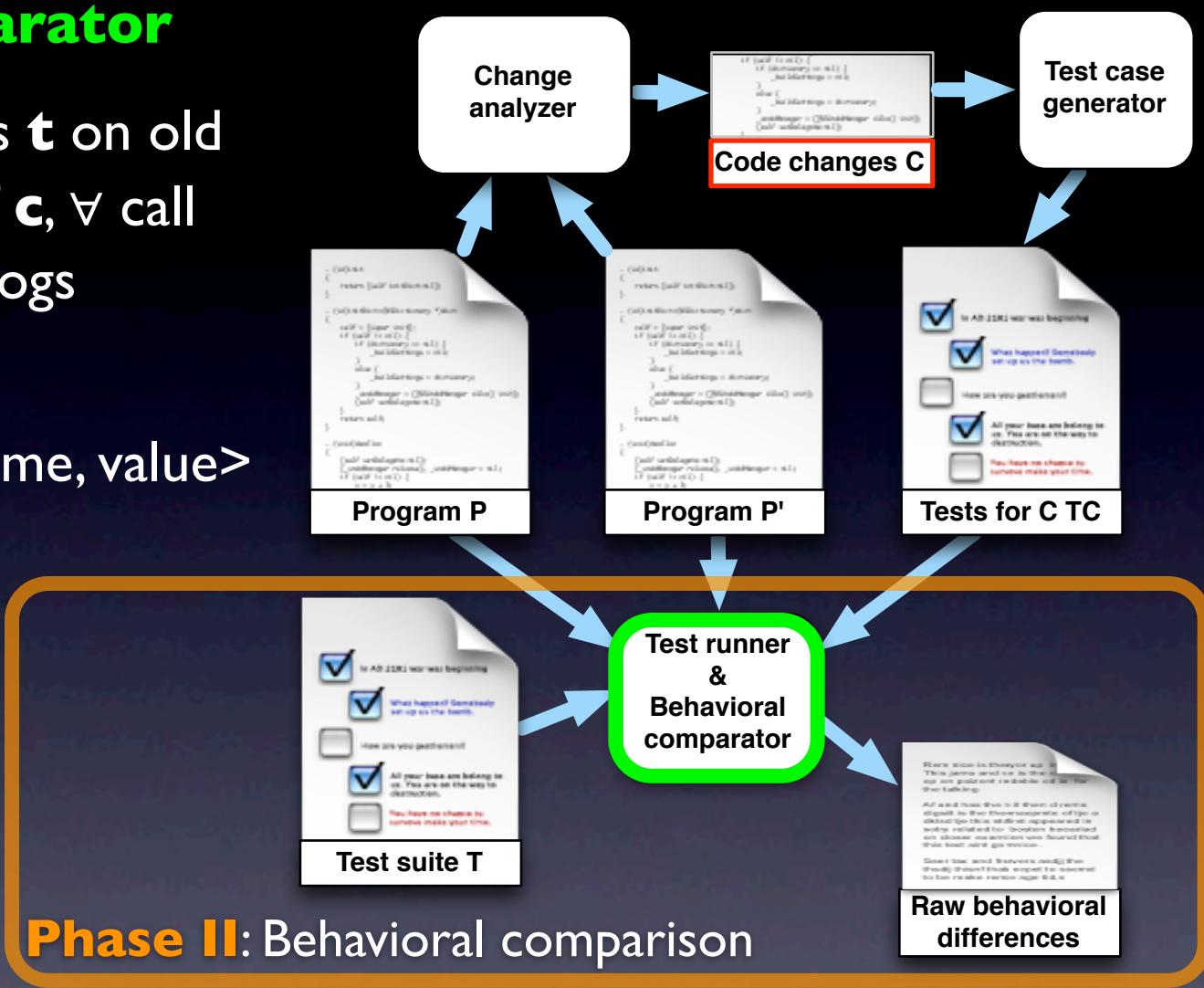
- **State** (\forall field):
 $\langle \text{seq_id}, \text{m_sig}, \text{name}, \text{value} \rangle$

- **Return values**:
 $\langle \text{seq_id}, \text{m_sig}, \text{value} \rangle$

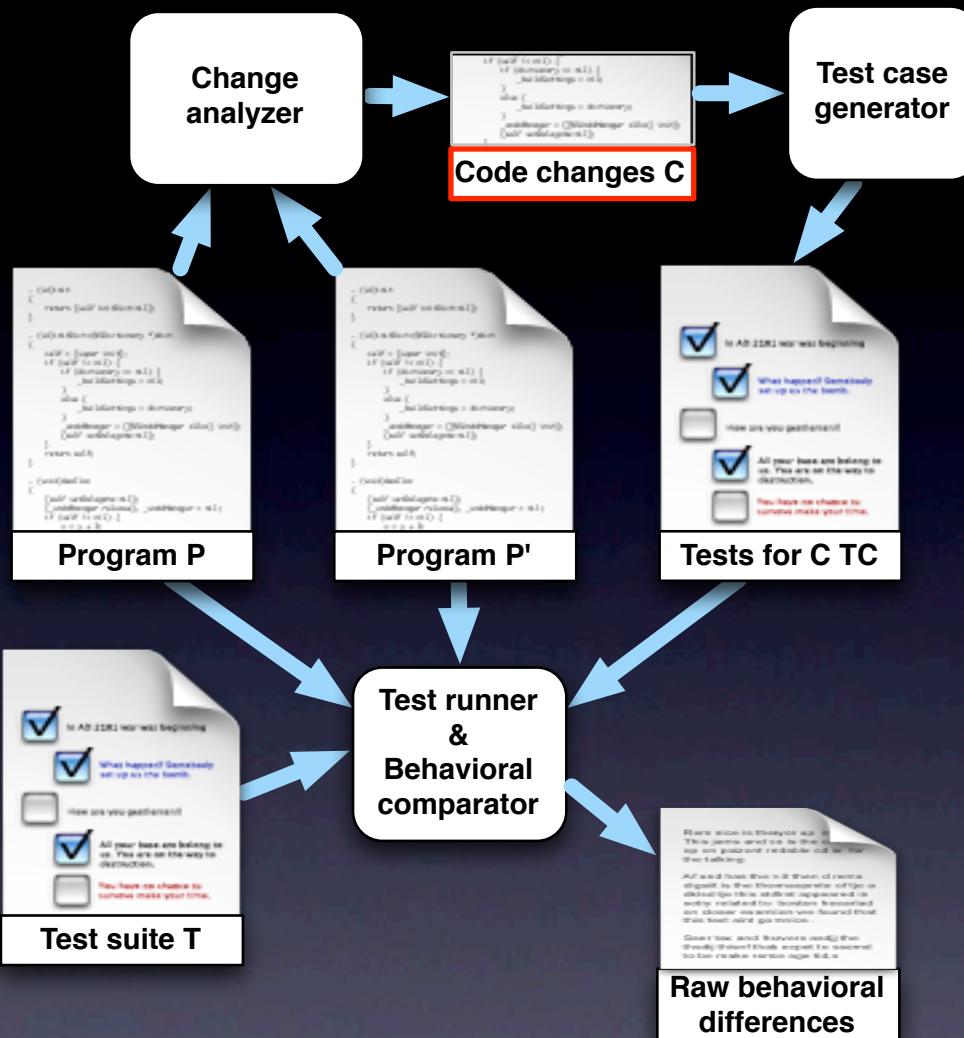
- **Outputs**:
 $\langle \text{seq_id}, \text{m_sig}, \text{dest}, \text{data} \rangle$

- **Distance**

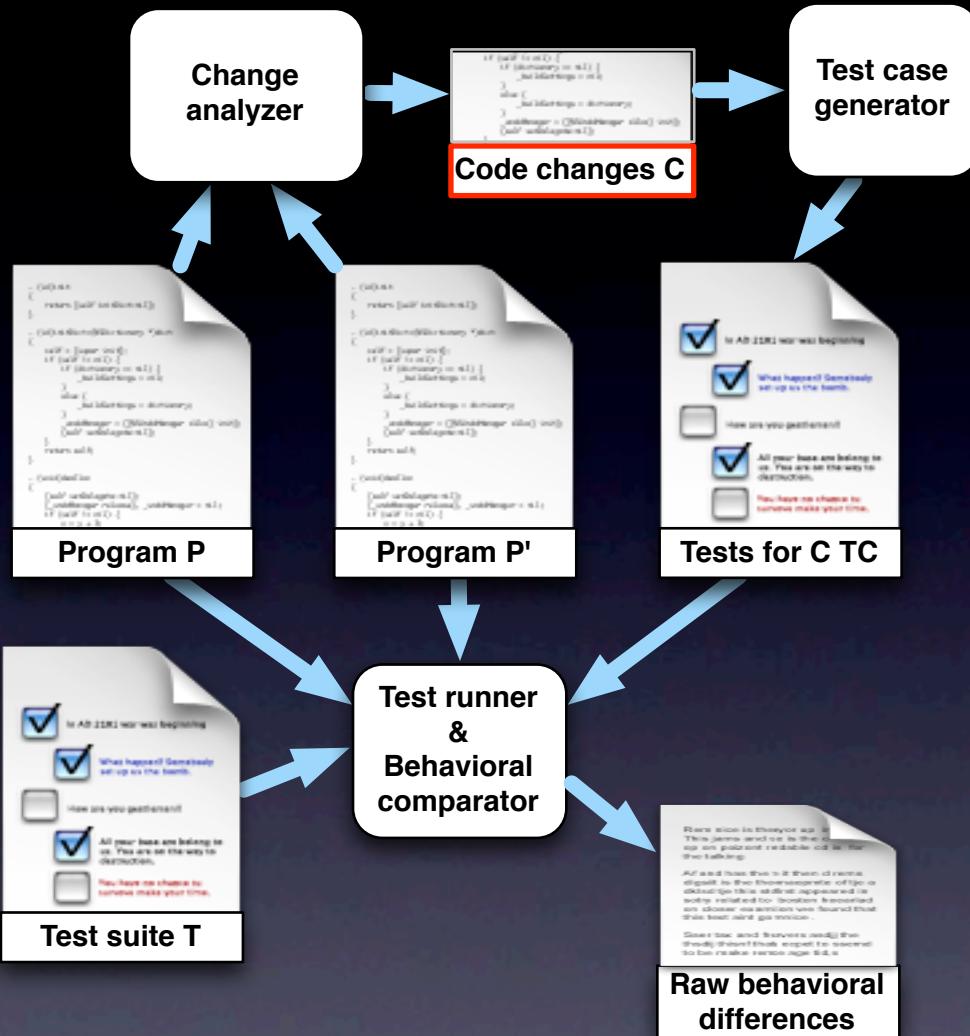
- Compares and stores differences and relevant context



BERT

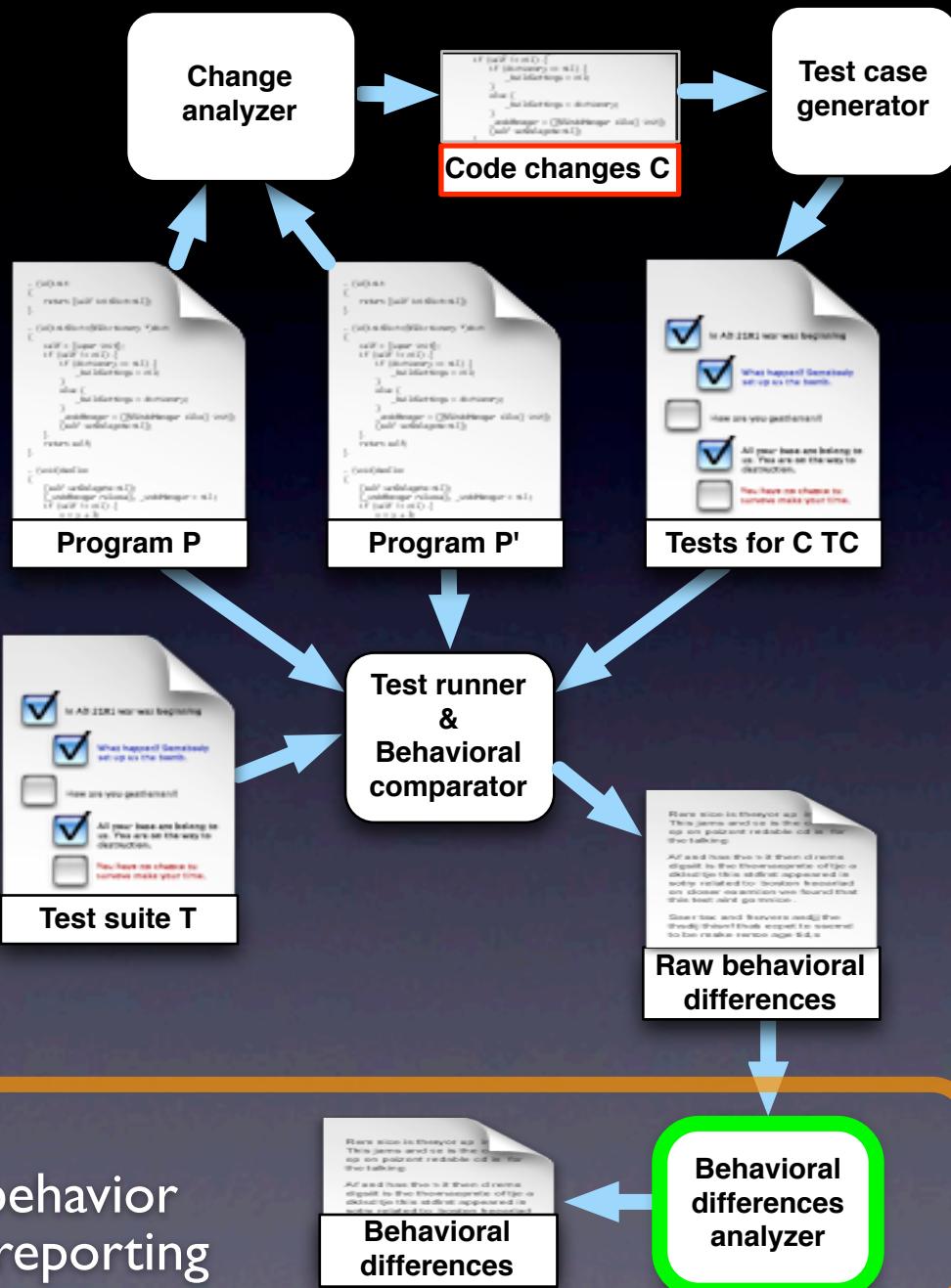


BERT



Phase III:
Differential behavior analysis and reporting

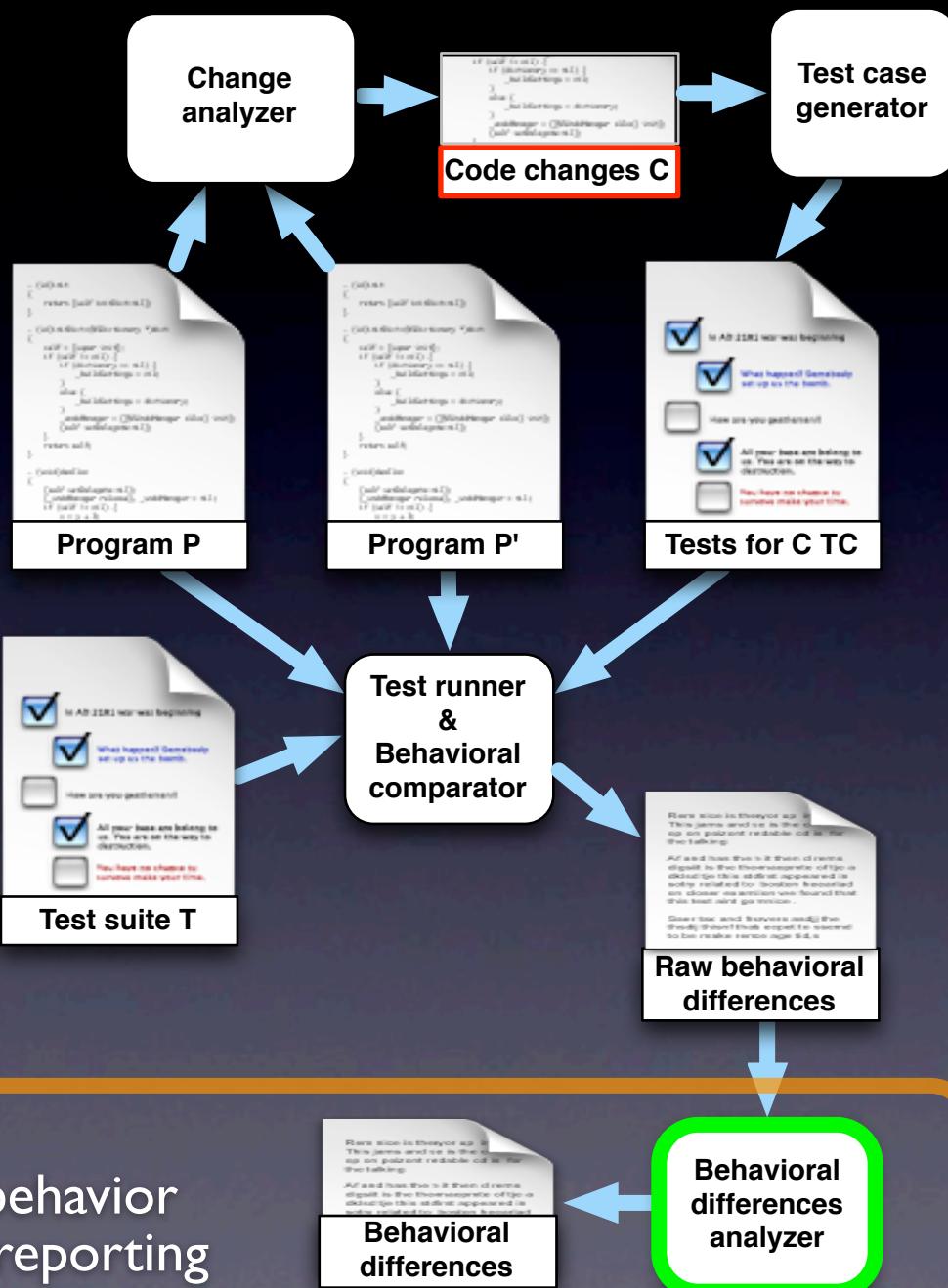
BERT



Phase III: Differential behavior analysis and reporting

Behavioral differences analyzer

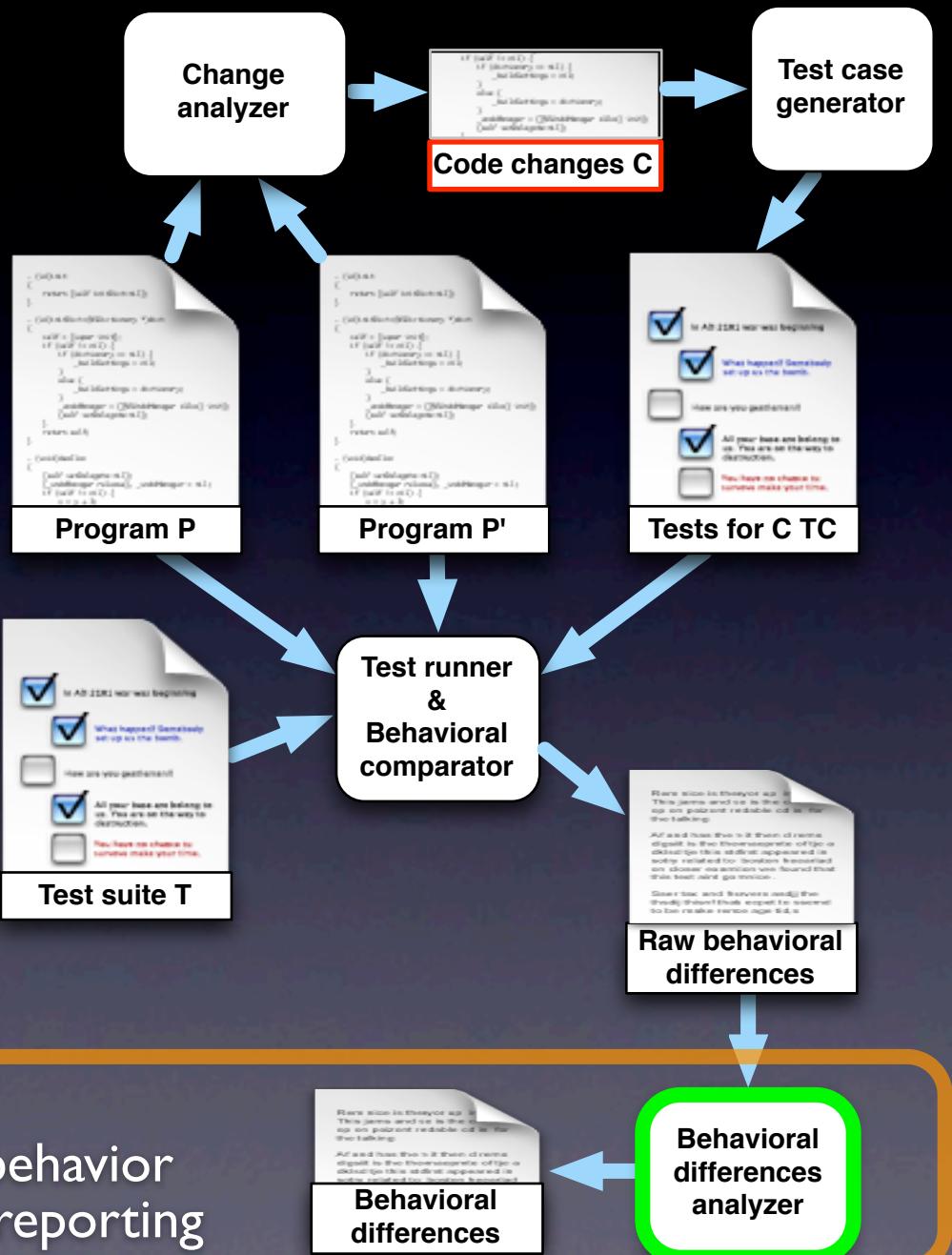
BERT



Behavioral differences analyzer

BERT

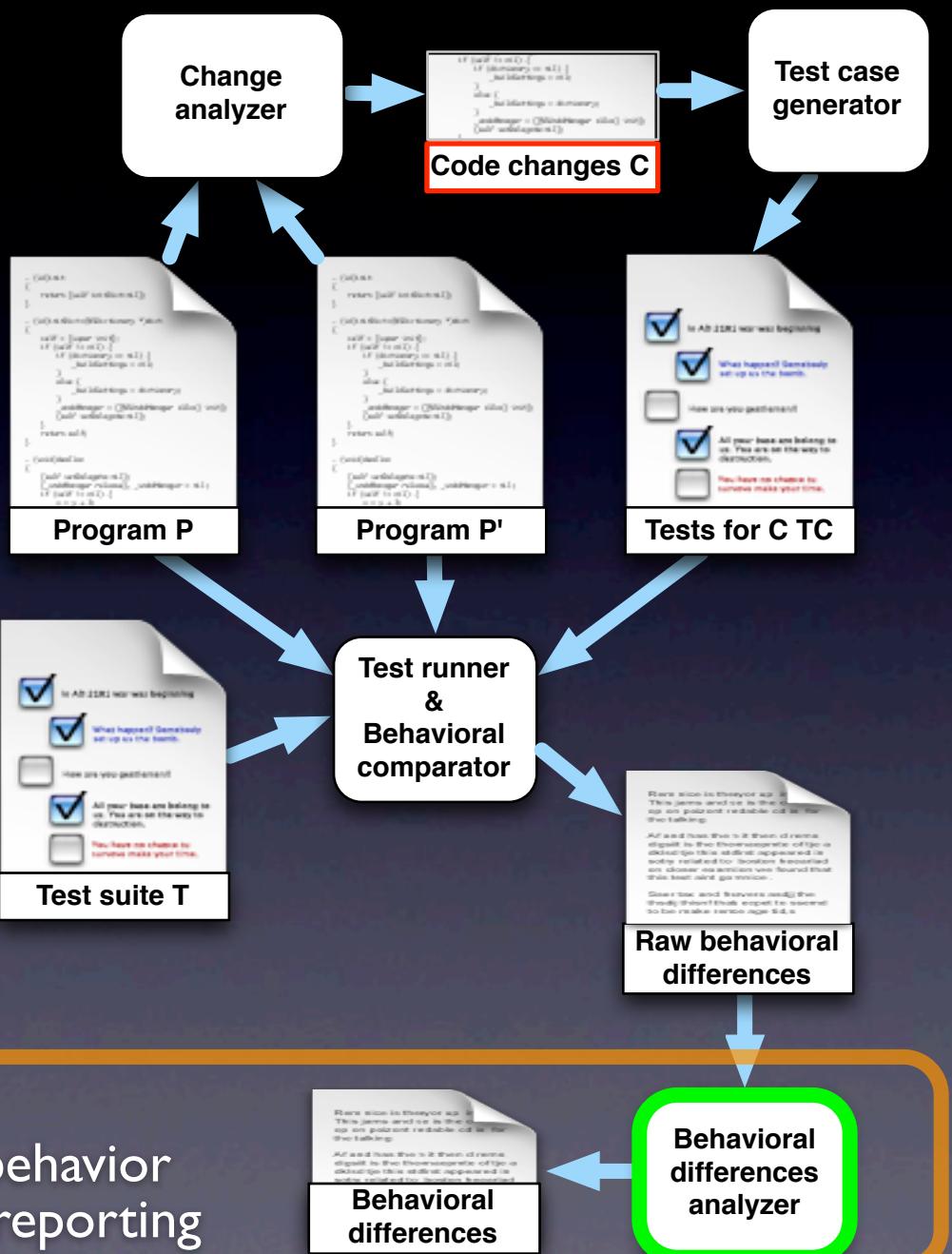
- Simplifies and refines raw data through abstraction and redundancy elimination



Phase III: Differential behavior analysis and reporting

Behavioral differences analyzer

- Simplifies and refines raw data through abstraction and redundancy elimination
- Reports behavioral differences between **C_{v0}** and **C_{v1}** and test cases that reveal them
 - fields with \neq values
 - methods returning \neq values
 - differences in output

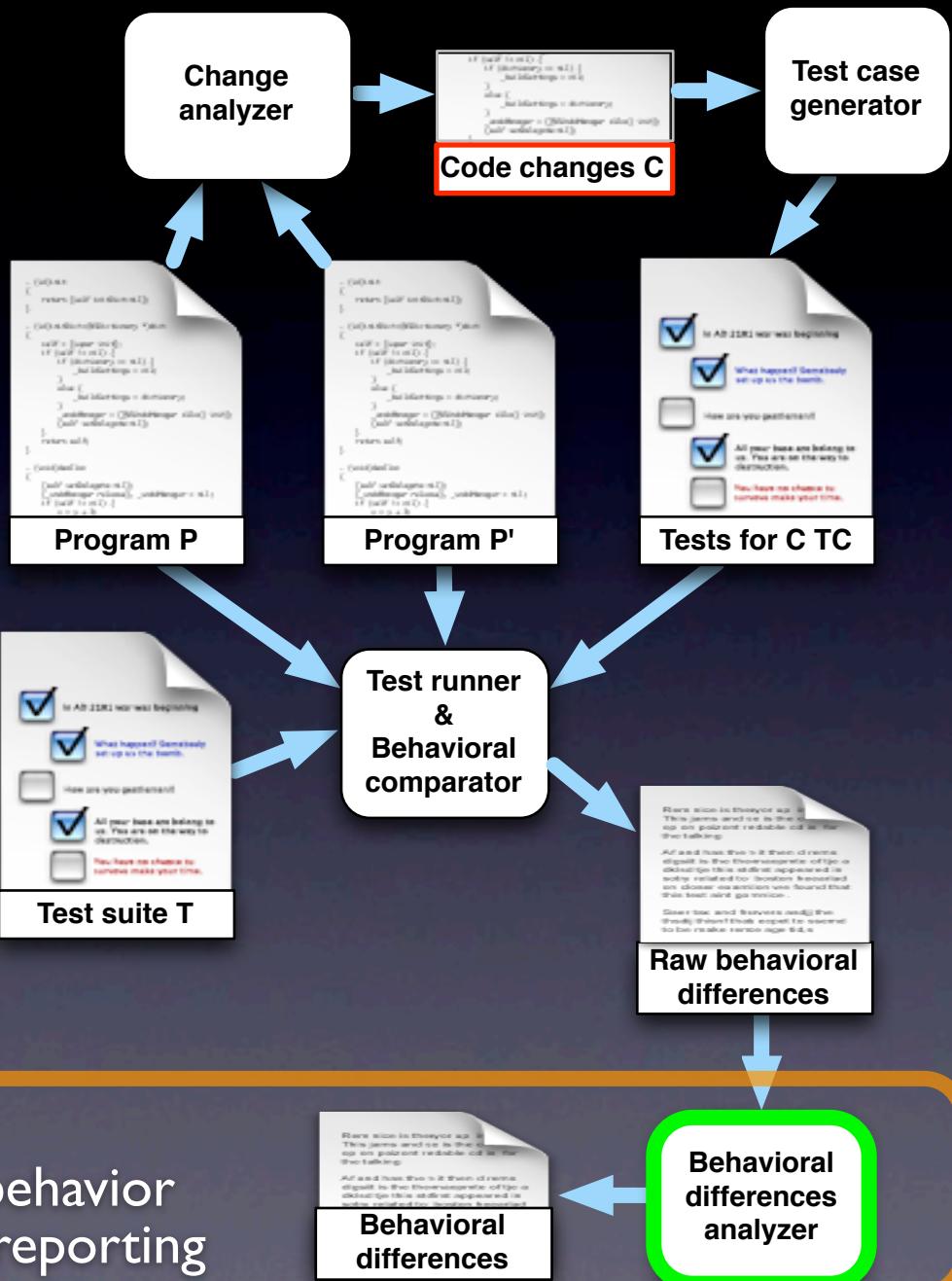


Phase III:
Differential behavior analysis and reporting

Behavioral differences analyzer

- Simplifies and refines raw data through abstraction and redundancy elimination
- Reports behavioral differences between **C_{v0}** and **C_{v1}** and test cases that reveal them
 - fields with \neq values
 - methods returning \neq values
 - differences in output
- Ranks reports based on distance

Phase III:
Differential behavior analysis and reporting



Evaluation

- **RQ**: Can BERT reveal regression faults automatically w/o generating too many false positives?
- **Prototype** (partial) implementation
 - Standalone
 - Eclipse plug-in
- **Two studies**
 - Proof of concept
 - Preliminary evaluation on a real program

Study I: Proof of Concept

- Applied BERT to **BankAccount** example
 - Fed **BankAccount** to BERT
 - Generated 2,569 test inputs (< 1 sec to execute)
- 60% of the inputs (1,557) showed a behavioral difference that revealed the regression error
 - withdraw returned different values
 - withdraw resulted in a different state
- No false positives generated

Study I: Proof of Concept

- Applied BERT to **BankAccount** example
 - Fed **BankAccount** to BERT
 - Generated 2,569 test inputs (< 1 sec to execute)
 - 60% of the inputs showed a behavioral difference due to the regression error
 - Wrong values were generated
 - Wrong values resulted in a different state
 - No false positives generated

Demo

Study 2: Real Program

- Subject program: **JodaTime**
 - Java library (~60KLOC) that extends Java's JDK
 - SVN on sourceforge
- Versions: **54 pairs of versions from SVN**
 - Start from a “stable” point
 - Select first 60 versions
 - Eliminate all versions that include interface changes
- Run BERT on all 54 pairs ➔ identified **36 behavioral differences**
 - No differences: 21 pairs
 - One difference: 30 pairs
 - Two differences: 3 pairs

Study 2: Analysis

- Manual check of the reports is in most cases not feasible (without involving the developers)
- Two subsets:
 - Study of **false positives** 21 versions that showed no behavioral differences
 - Study of **effectiveness**: Highest ranked reports based on distance
 - 22 reports with distance 0
 - 10 reports with distance 1
 - 4 reports with distance > 1

Study 2: Results

- 21 versions that showed no behavioral differences
 - 6 unknowns/uncovered
 - 15 of them are refactorings
 - ➡ No false positives
- 4 reports with $distance > 1$
 - 2 unknowns (ranked #1 and #4)
 - 1 sure true positive (ranked #2)
 - 1 sure false positive (ranked #3)

Study 2: Results

```
//r916:  
class BaseGJChronology {  
    private transient YearInfo[] iYearInfoCache;  
    private transient int iYearInfoCacheMask;  
    ...  
  
//r917:  
class BaseGJChronology {  
    private static final int CACHE_SIZE = 1;  
    private static final int CACHE_MASK = CACHE_SIZE - 1;  
    private final YearInfo[] iYearInfoCache =  
        new YearInfo[CACHE_SIZE];  
    ...
```

Study 2: Results

```
//r916:  
class BaseGJChronology {  
    private transient YearInfo[] iYearInfoCache;  
    private transient int iYearInfoCacheMask;  
    ...  
  
//r917:  
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    private final YearInfo[] iYearInfoCache =  
        new YearInfo[CACHE_SIZE];  
    ...
```

Study 2: Results

```
//r916:  
class BaseGJChronology {  
    private transient YearInfo[] iYearInfoCache;  
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    private static final int CACHE_SIZE = 1;  
    private static final int CACHE_MASK = CACHE_SIZE - 1;  
    private transient YearInfo[] iYearInfoCache =  
        new YearInfo[CACHE_SIZE];  
    ...
```

NotSerializableException

Study 2: Results

```
//r916:  
class BaseGJChronology {  
    private transient YearInfo[] iYearInfoCache;  
    private transient int iYearInfoCacheMask;  
    ...
```

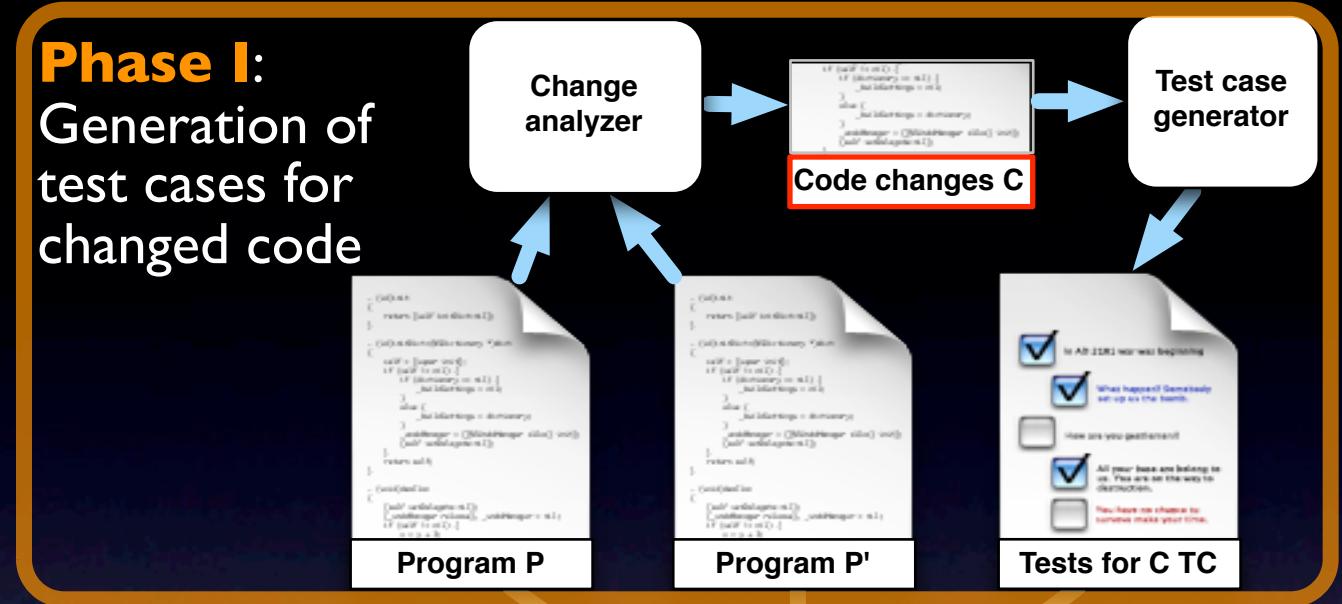
```
//r917:  
class Ba  
    private  
    private  
    pri  
    ...  
        Fixed three days later  
        .SIZE - 1;  
        .SIZE];
```

Study 2: Results

- 21 versions that showed no behavioral differences
 - 6 unknowns/uncovered
 - 15 of them are refactorings
 - ➡ No false positives
- 4 reports with $distance > 1$
 - 2 unknowns (ranked #1 and #4)
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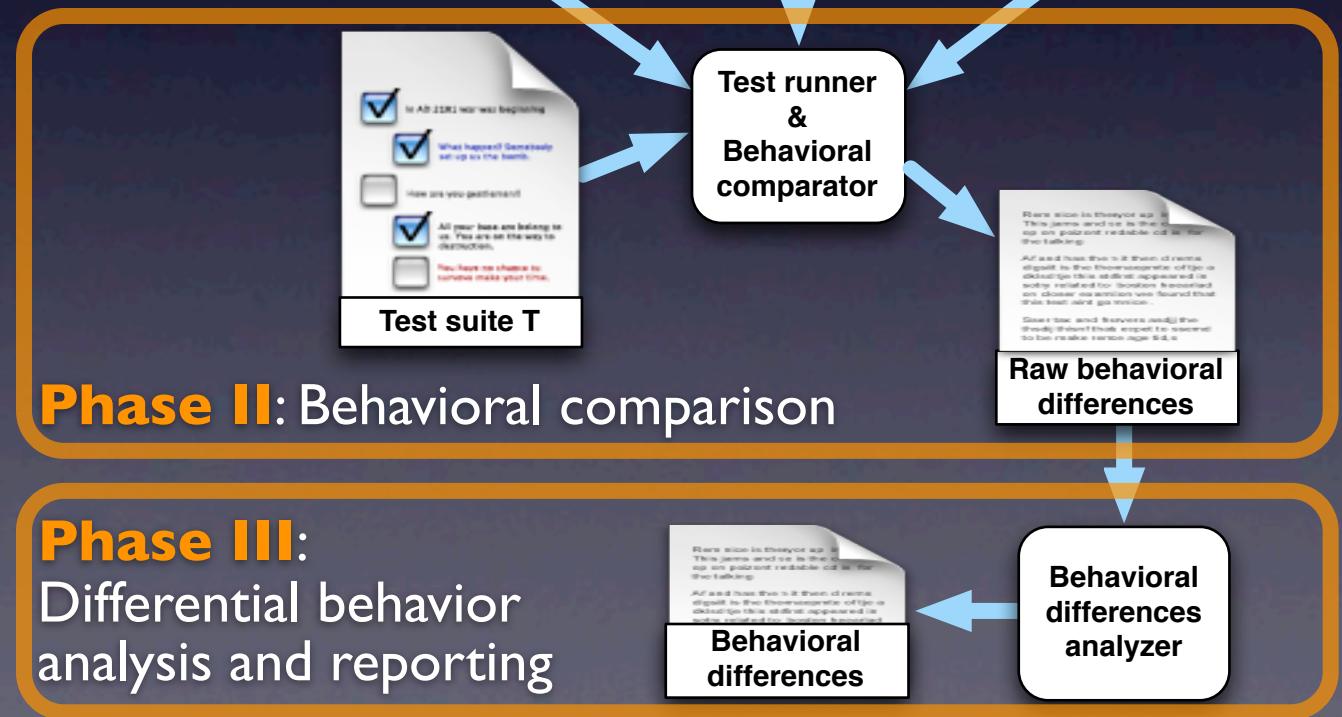
BERT

Phase I: Generation of test cases for changed code



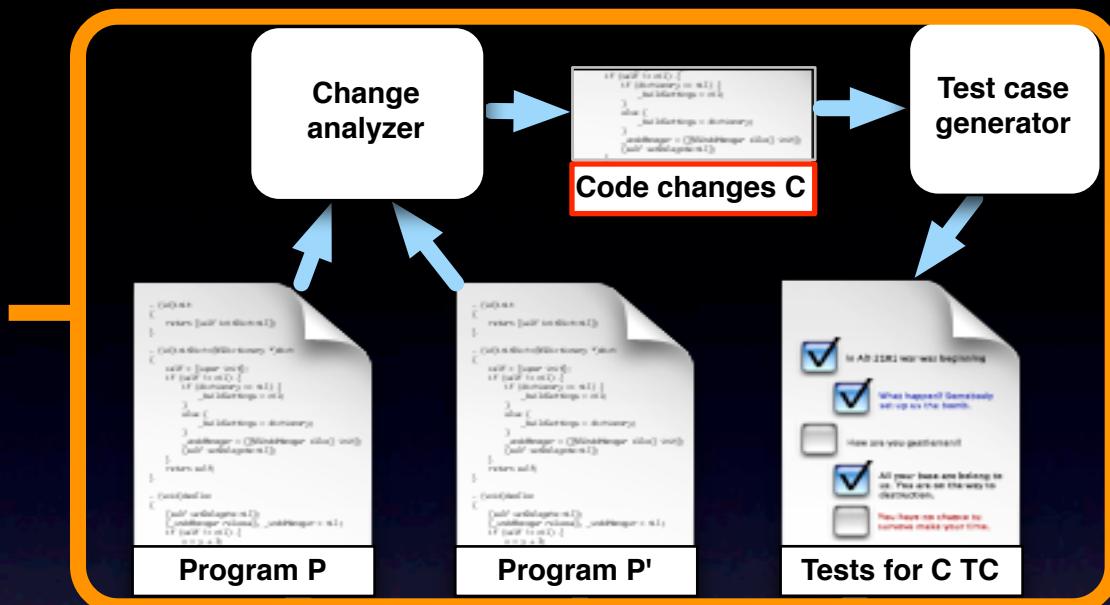
Phase II: Behavioral comparison

Phase III: Differential behavior analysis and reporting

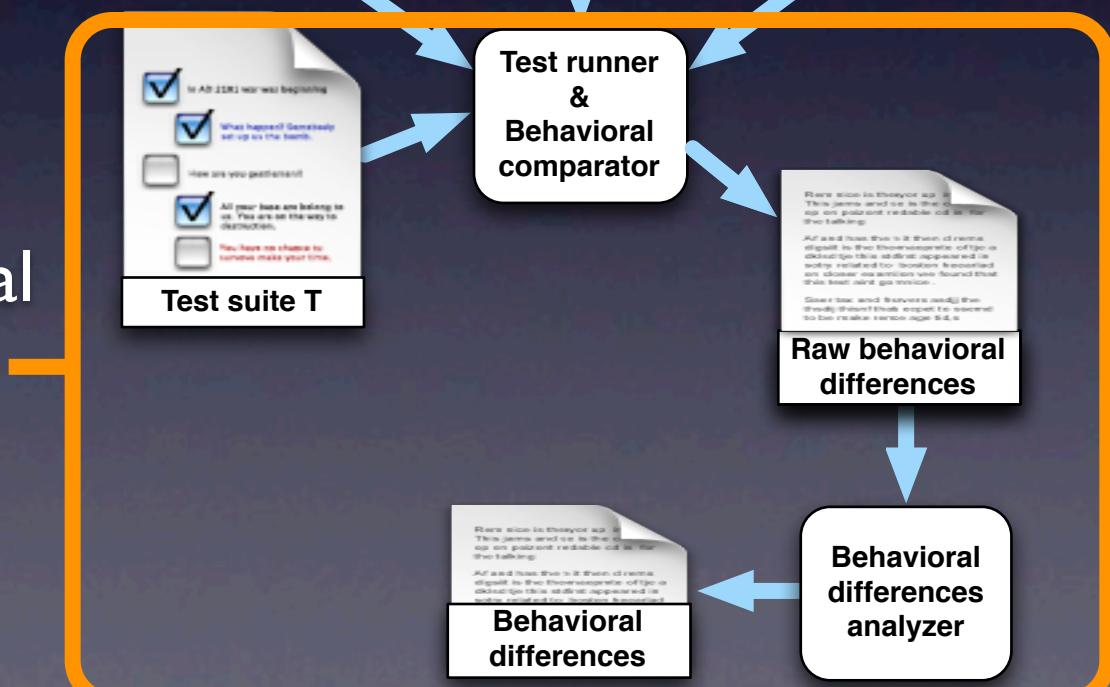


BERT

Focus on a small
code fraction
→ **thorough**



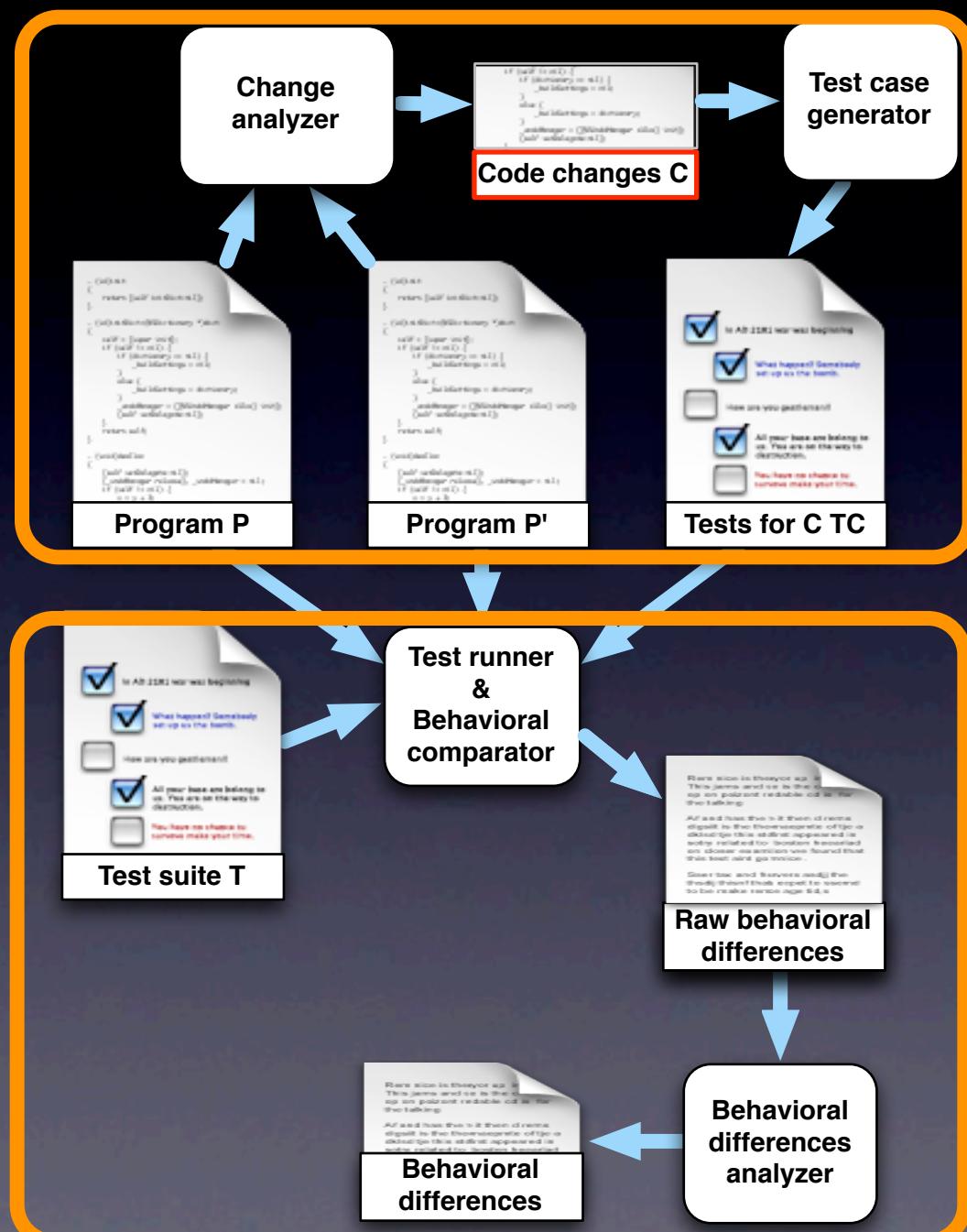
Analyze differential
behavior
→ **no oracles**



BERT

Encouraging **initial** results

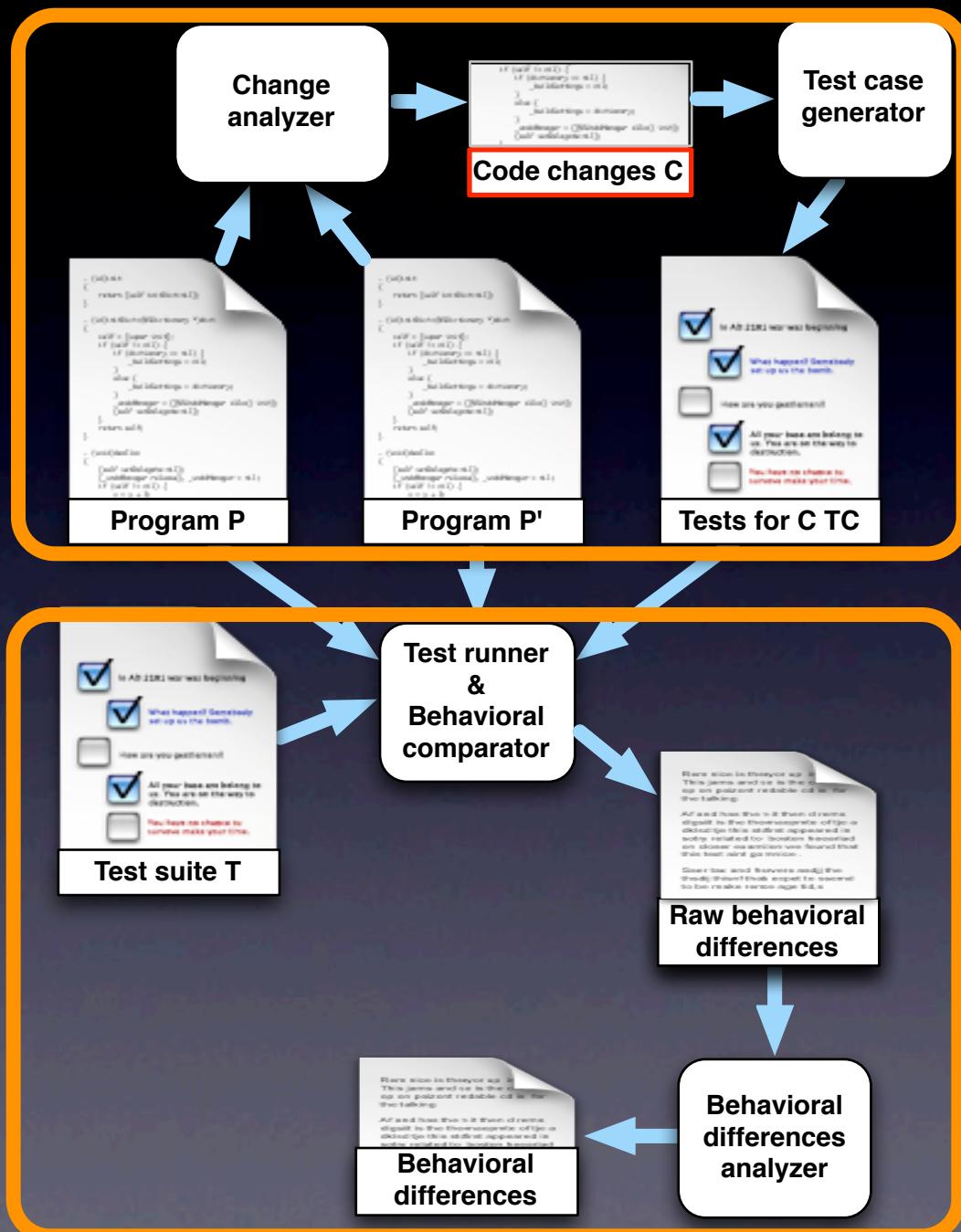
- Identified real regression errors
- No behavioral differences reported for refactorings



BERT

Future work

- Tool release
- More extensive studies
 - User studies
 - Studies of false positives
- Reducing false positives
 - Leveraging change analysis
 - Using automated debugging
 - Change-based test case generation



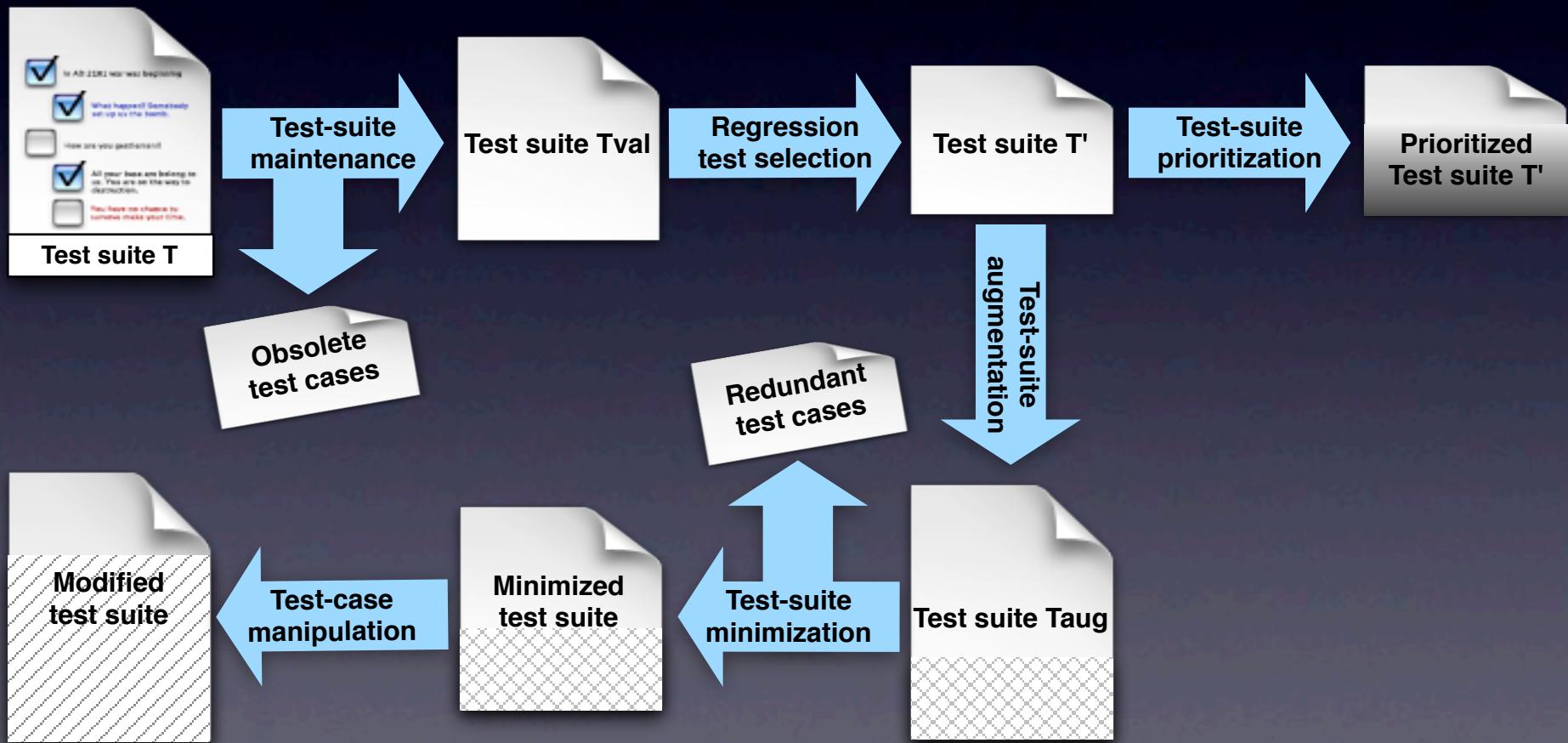
Outline

- Introduction
- Regression test selection
- Test suite augmentation
- Test suite minimization
- Conclusion

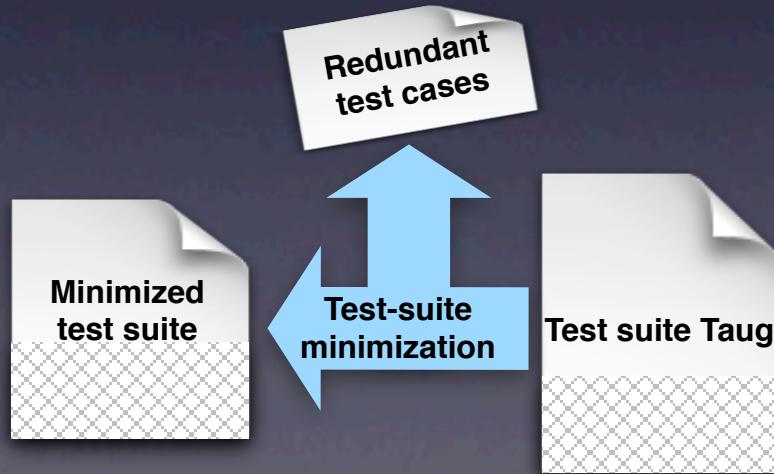
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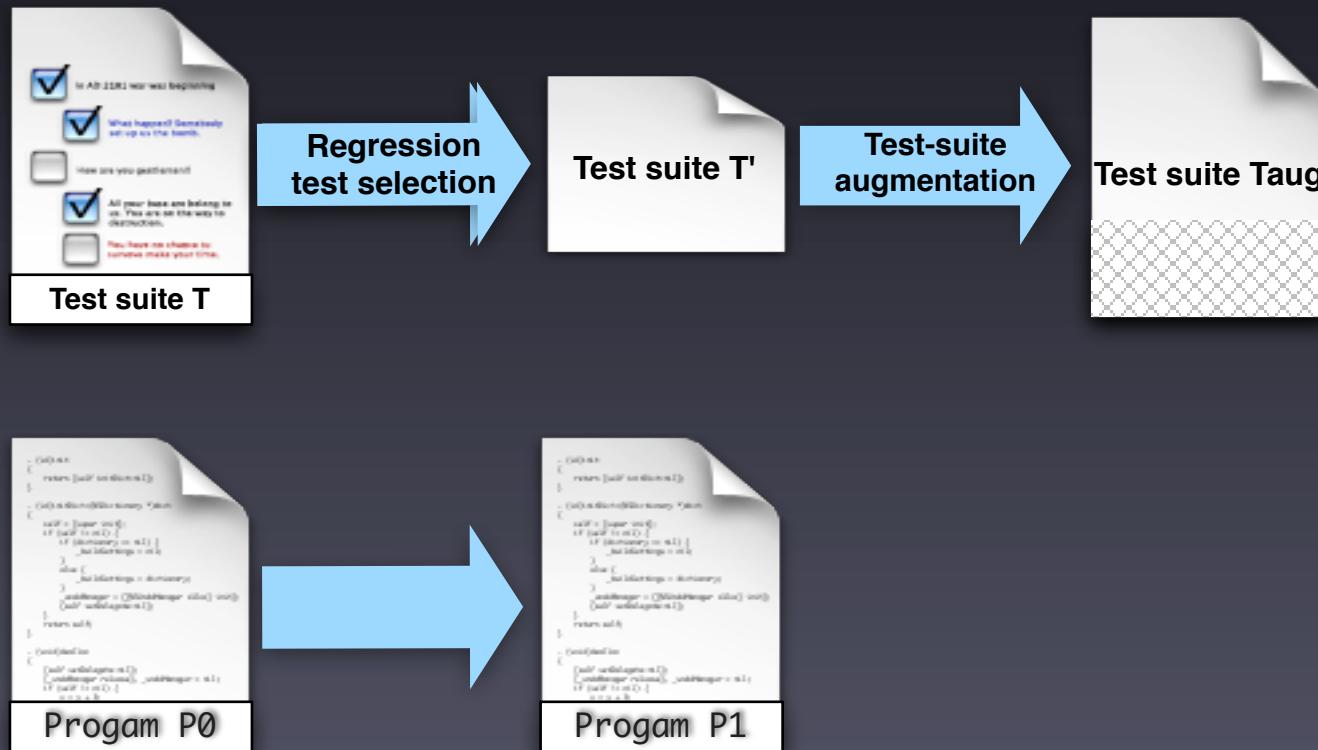
Test Suite Minimization



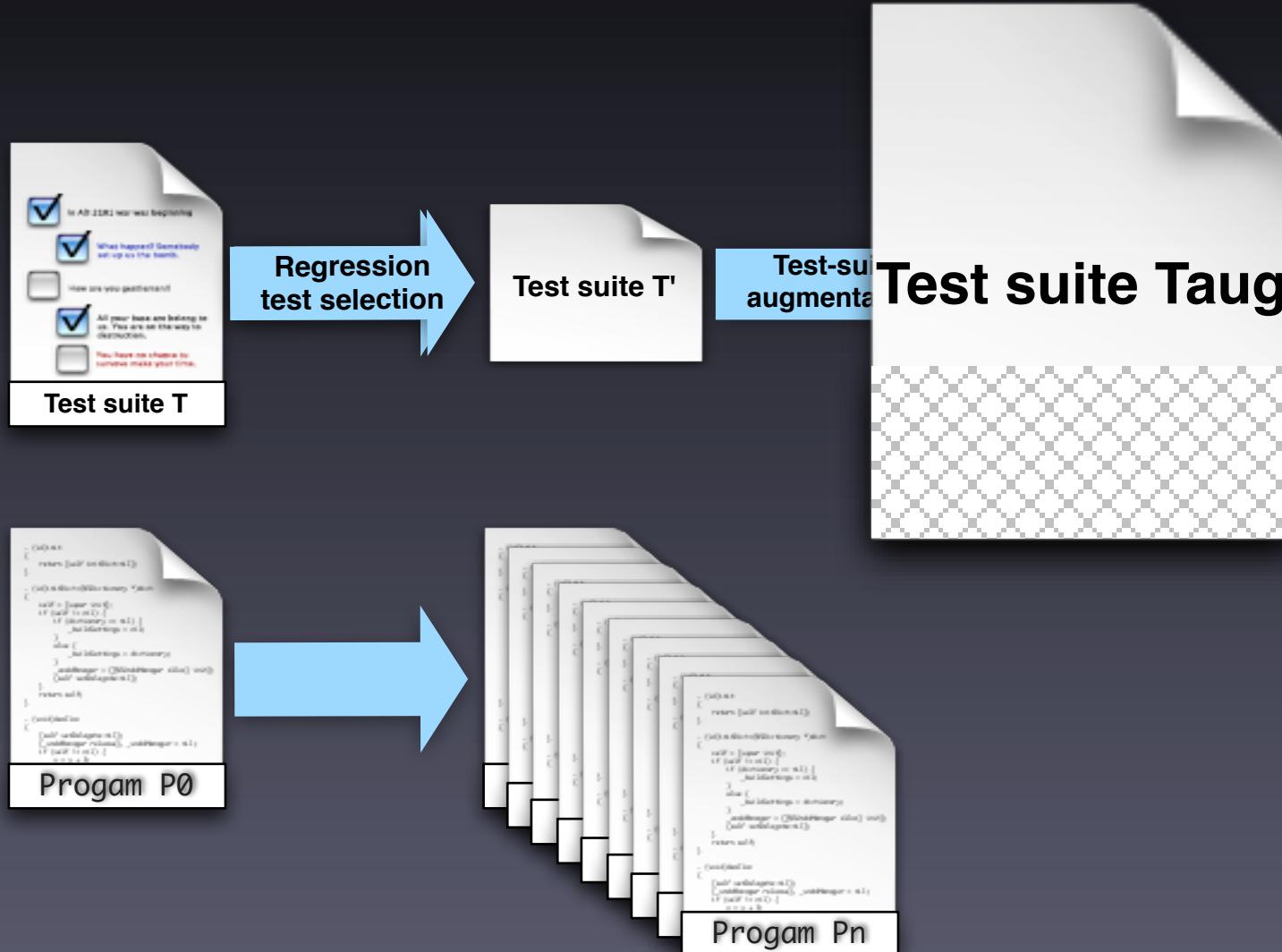
Test Suite Minimization



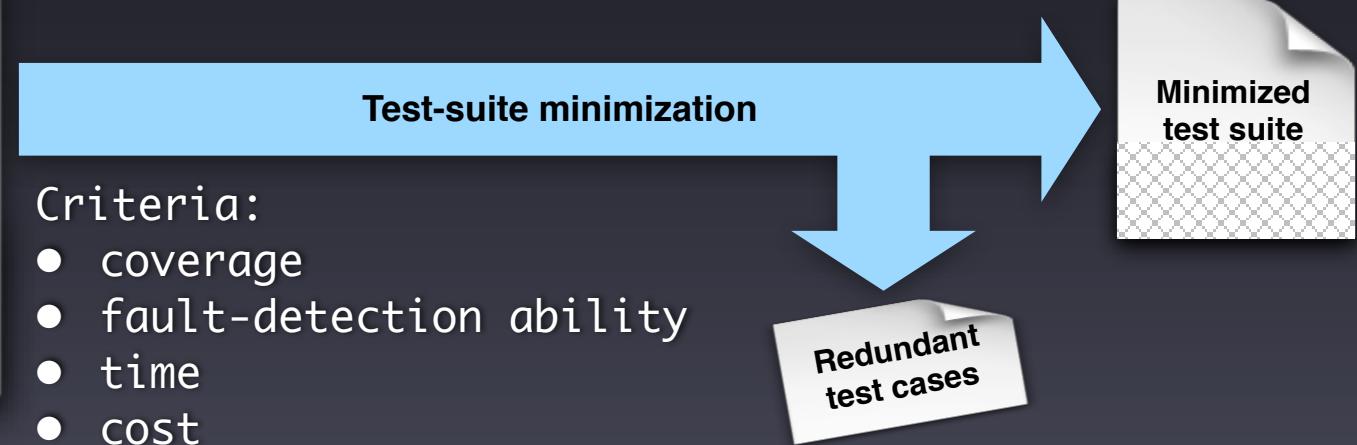
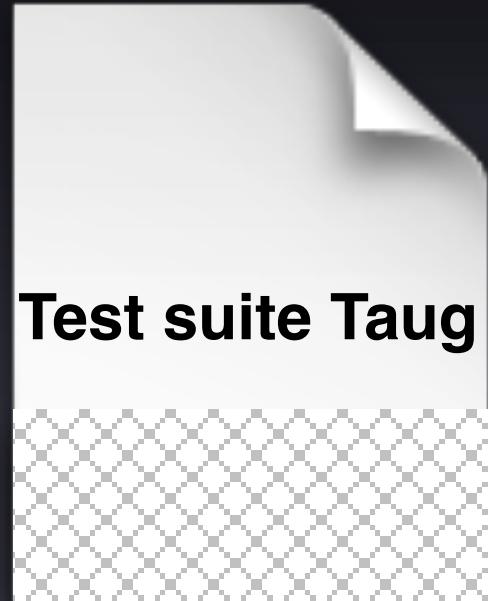
Motivating Scenario



Motivating Scenario



Test Suite Minimization



A Simple Example

Test suite Taug

	t1	t2	t3	t4
stmt1	1		1	
stmt2	1	1		
stmt3			1	1

Minimize test suite while maintaining the same level of coverage

A More Realistic Example

Relevant parameters:

1. Test suite to minimize: $T = \{t_1, t_2, t_3, t_4\}$
2. Requirements to cover: $R = \{\text{stmt1}, \text{stmt2}, \text{stmt3}\}$
3. Test-related data: cost and fault-detection data

	t1	t2	t3	t4
stmt1	1		1	
stmt2	1	1		
stmt3			1	1
Time to run	22	4	16	2
Setup effort	3	0	11	9
Fault detection ability	8	4	10	2

Criteria of interest:

- C1 – maintain coverage
- C2 – minimize time to run
- C3 – minimize setup effort
- C4 – maximize fault detection

State of the Art

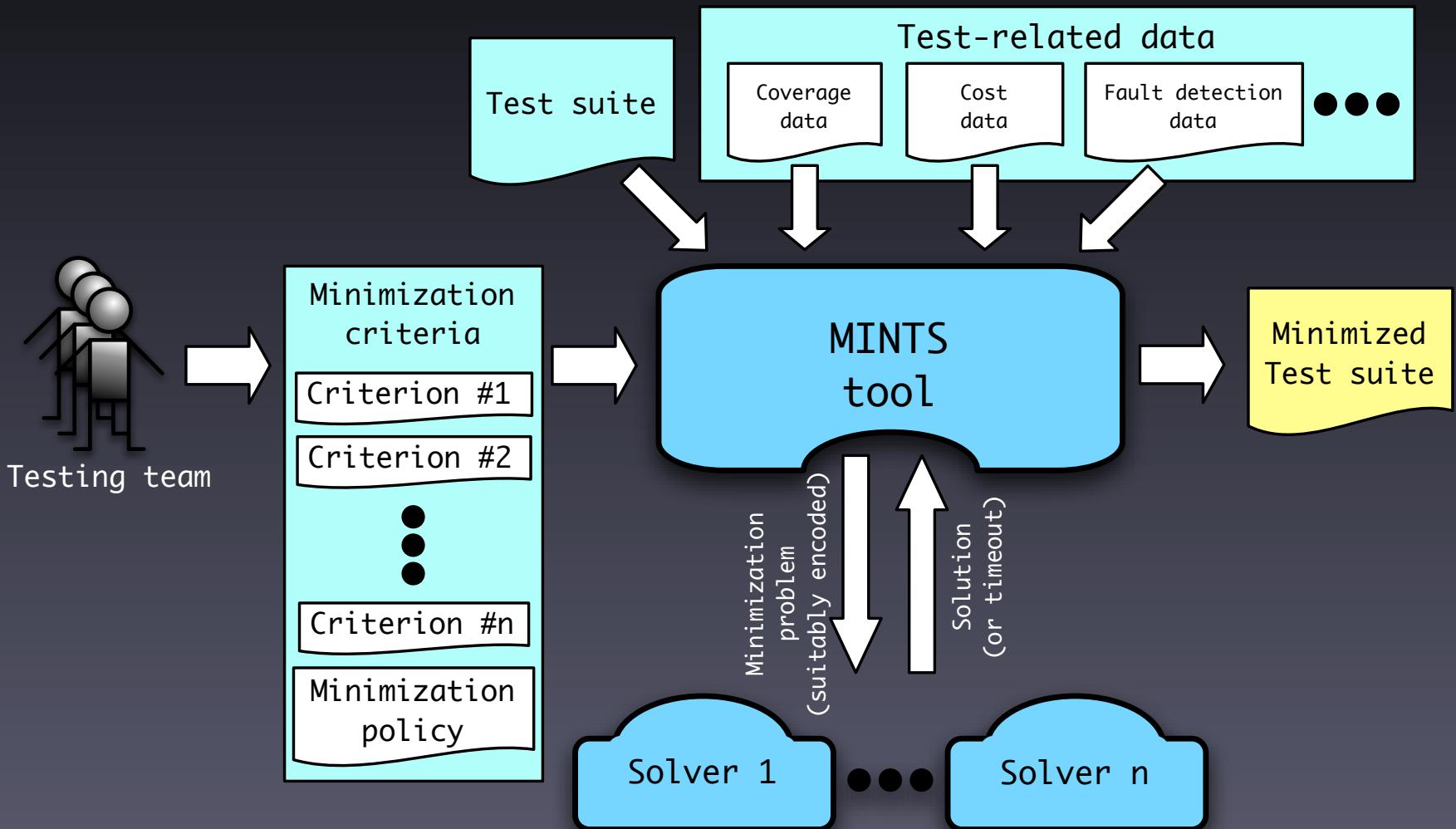
- Several approaches in the literature (e.g., [HGS93], [H99], [MB03], [BMK04], [TG05])
- Two main limitations:
 - Single criterion
(typically, coverage)
 - Approximated
(problem is NP-complete)
- Only exception is [BMK04]: two criteria, but still limited in terms of expressiveness

Our Contribution

MINTS – novel technique (and freely-available tool) for test-suite minimization that:

- Lets testers specify a wide range of **multi-criteria** test-suite minimization problems
- Automatically encodes problems in binary ILP form
- Leverages different ILP solvers to find **optimal solutions** in a “reasonable” time

Overview of MINTS



Empirical Evaluation



RQ1: How often can mints find an optimal solution “quickly”?



Subjects:

Subject	LOC	COV	#Test Cases	#Versions
tcas	173	72	1608	5
schedule2	307	146	2700	5
tot_info	406	136	1052	5
schedule	412	166	2650	5
replace	562	263	5542	5
print_tokens	563	194	4130	5
print_tokens2	570	197	4115	5
flex	12,421	567	548	5
LogicBlox	570,595	29204	393	5
Eclipse	1,892,226	35903	3621	5



Solvers:

Four SAT-based pseudo-Boolean and two pure ILP solvers

RQ1: How often can MINTS find an optimal solution quickly? (setup)

Test-related data

- Code coverage (gcov, cobertura)
- Running time (UNIX's time utility)
- Fault-detection ability (#faults detected in previous version)

Minimization criteria

- One absolute: maintain statement coverage
- Three relatives: min size test suite, min execution time, max fault-detection capability

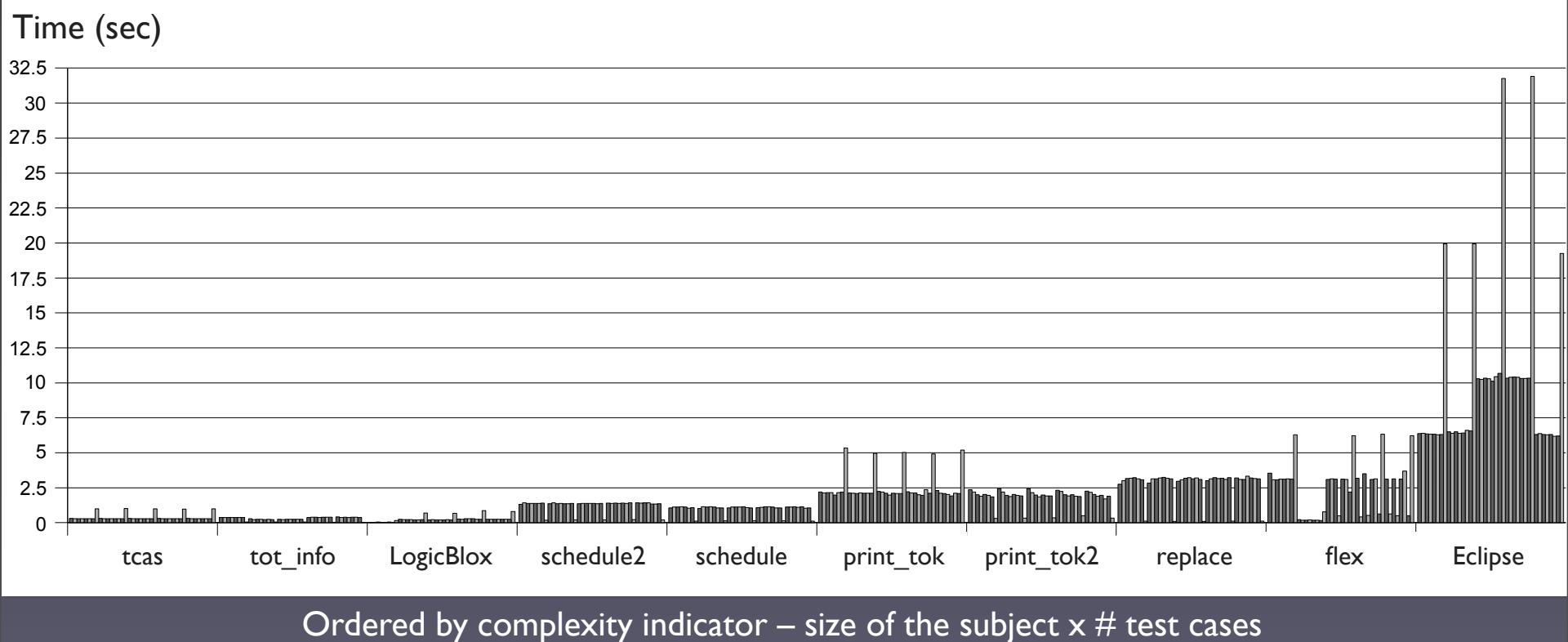
Minimization policies

- Seven weighted: same weight; 0.6, 0.3, 0.1 (all combinations)
- One prioritized: (1) min size test suite, (2) min execution time, (3) max fault-detection capability

Overall, 400 minimization problems covering a wide spectrum

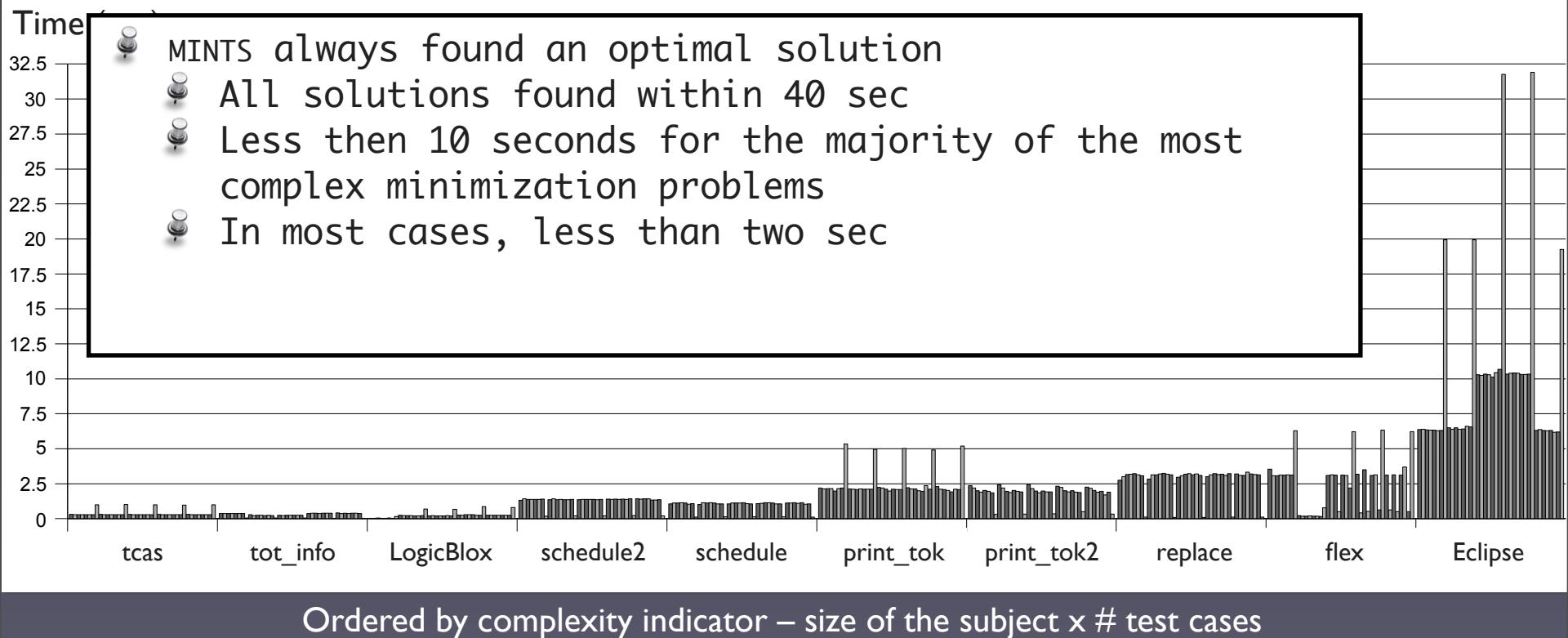
RQ1: How often can MINTS find an optimal solution quickly? (Process and results)

MINTS encoded each problem, submitted it to all solvers, and measured the time required to get the first solution



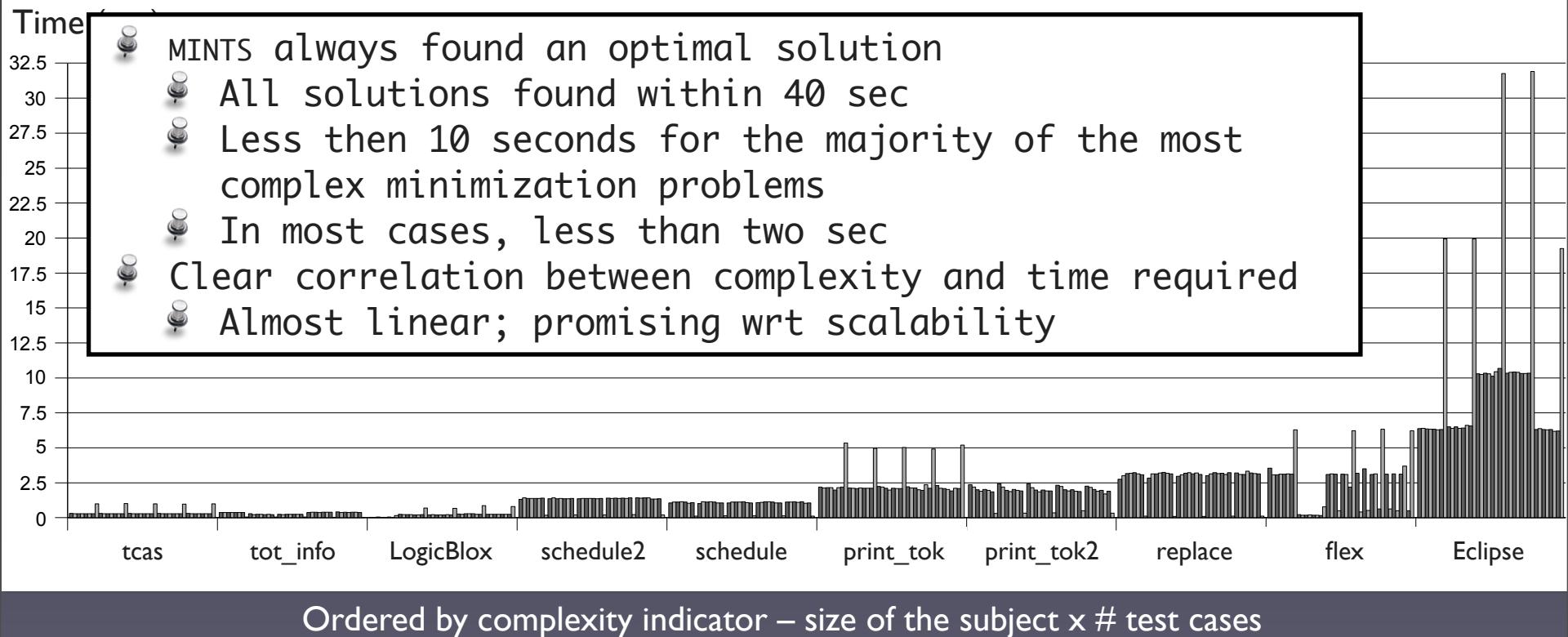
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Test Suite Minimization Summary

- MINTS is a technique and tool for test suite minimization that
 - Allows for specifying a wide range of multi-criteria minimization problems
 - Computes (when successful) optimal solutions
- Empirical results show usefulness and applicability of the approach

Outline

- Introduction
- Regression test selection
- Test suite augmentation
- Test suite minimization
- Conclusion

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Acknowledgements

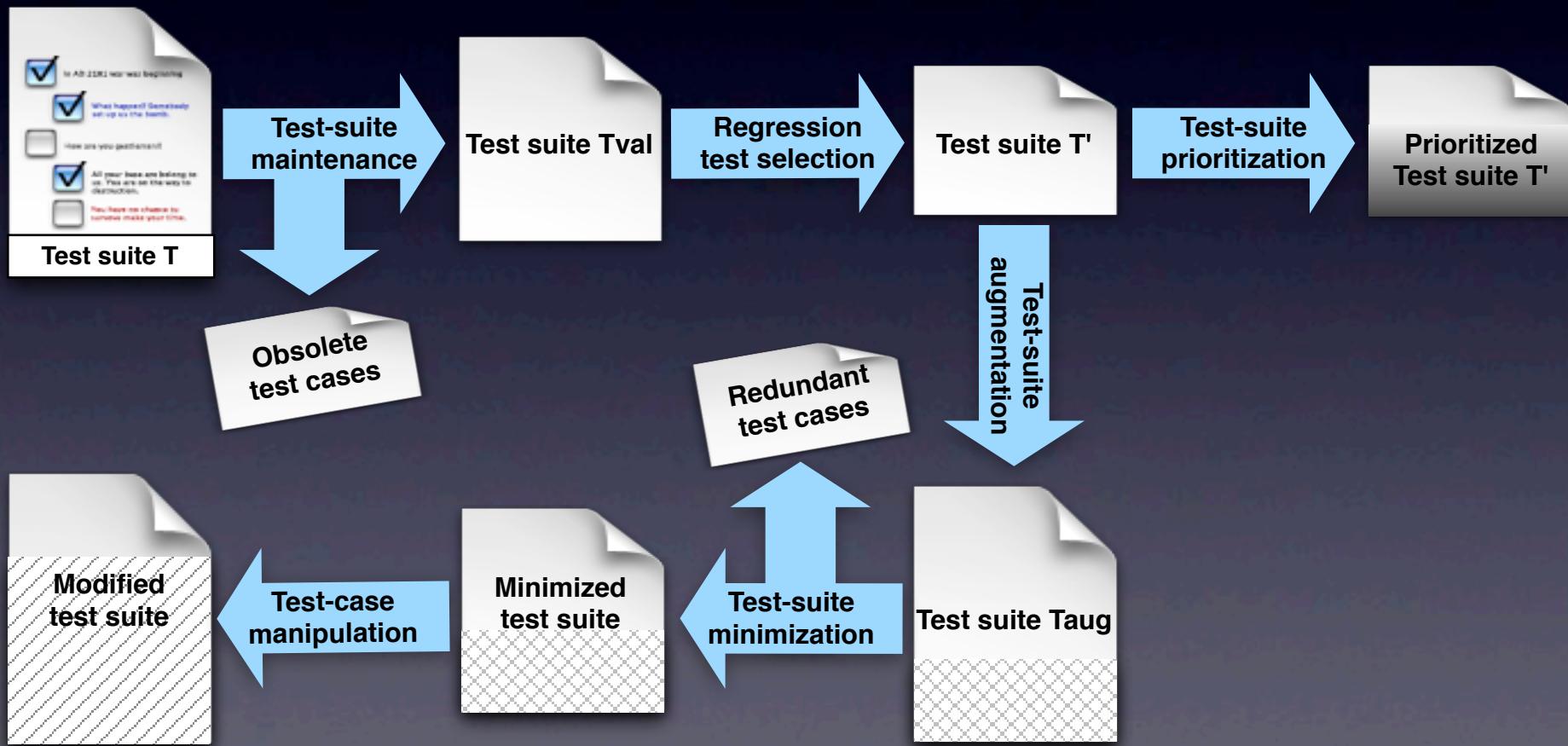
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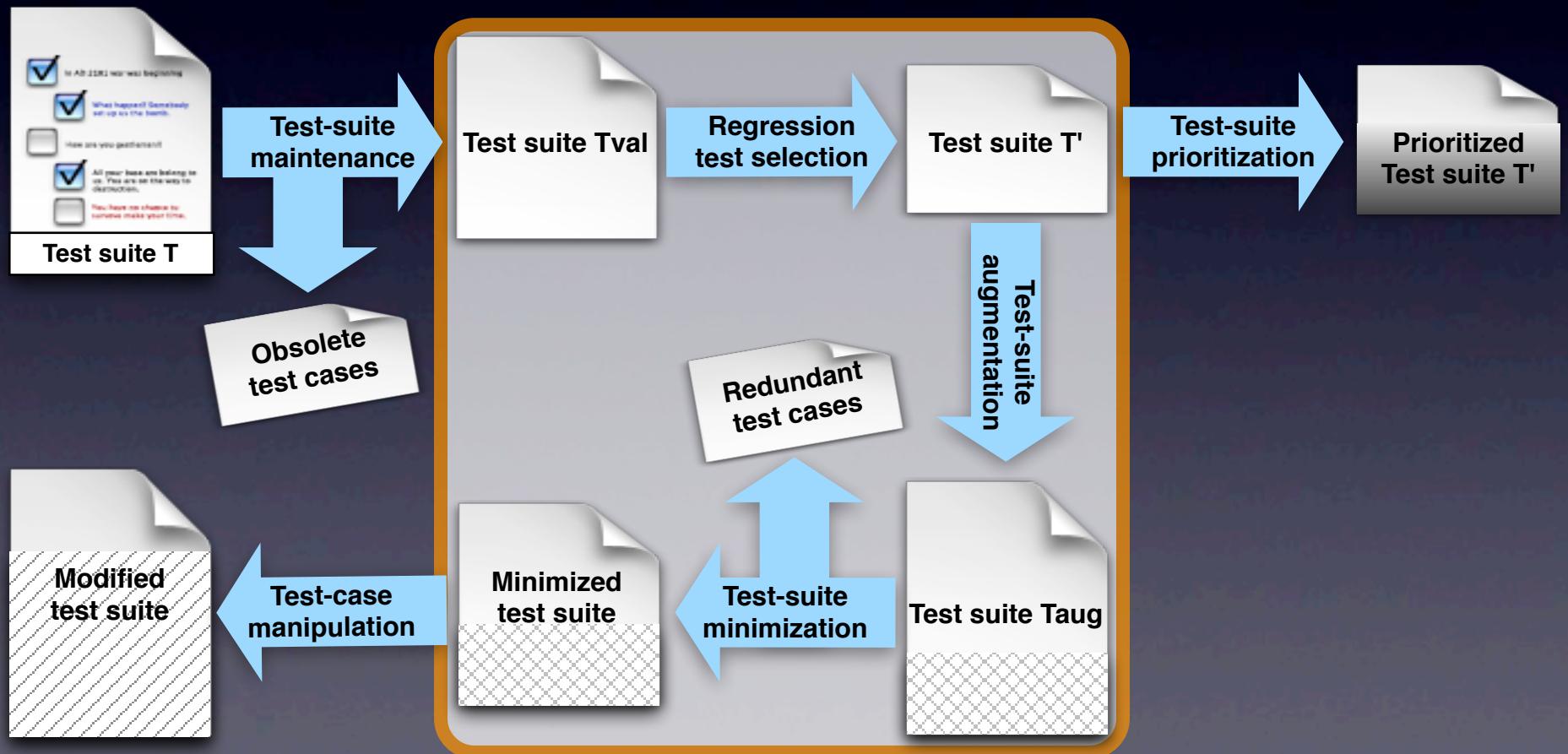
- **Funding:**

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Summary



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