

AN ARCHITECTURE FOR TEST CASE PRIORITIZATION BASED ON CHANGE AND EFFECT GRAPHS USING BAYESIAN NETWORKS

Authors: Ekinan Ufuktepe and Tugkan Tuglular

Presented by: Ekinan Ufuktepe

1

3rd Workshop on Dependability at IZTECH

8 May 2017

OUTLINE

1. Introduction
2. Test Case Prioritization
3. Bayesian Network
4. Our Previous Architecture
5. Architecture
 1. Change Effect Graph
 2. Change percentage of a code
 3. Probability of change potential
6. Conclusion

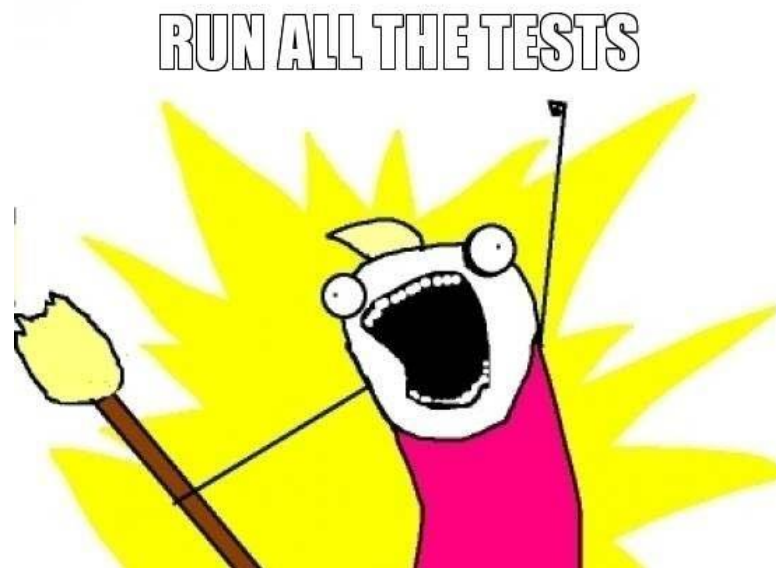
INTRODUCTION

Regression:
"when you fix one bug, you
introduce several newer bugs."



INTRODUCTION

- When a software is modified, to reduce the risks, we use *Regression Testing*.
- What do we do?
 - *Re-run* the test cases after modification.
- Re-run all test cases?



INTRODUCTION

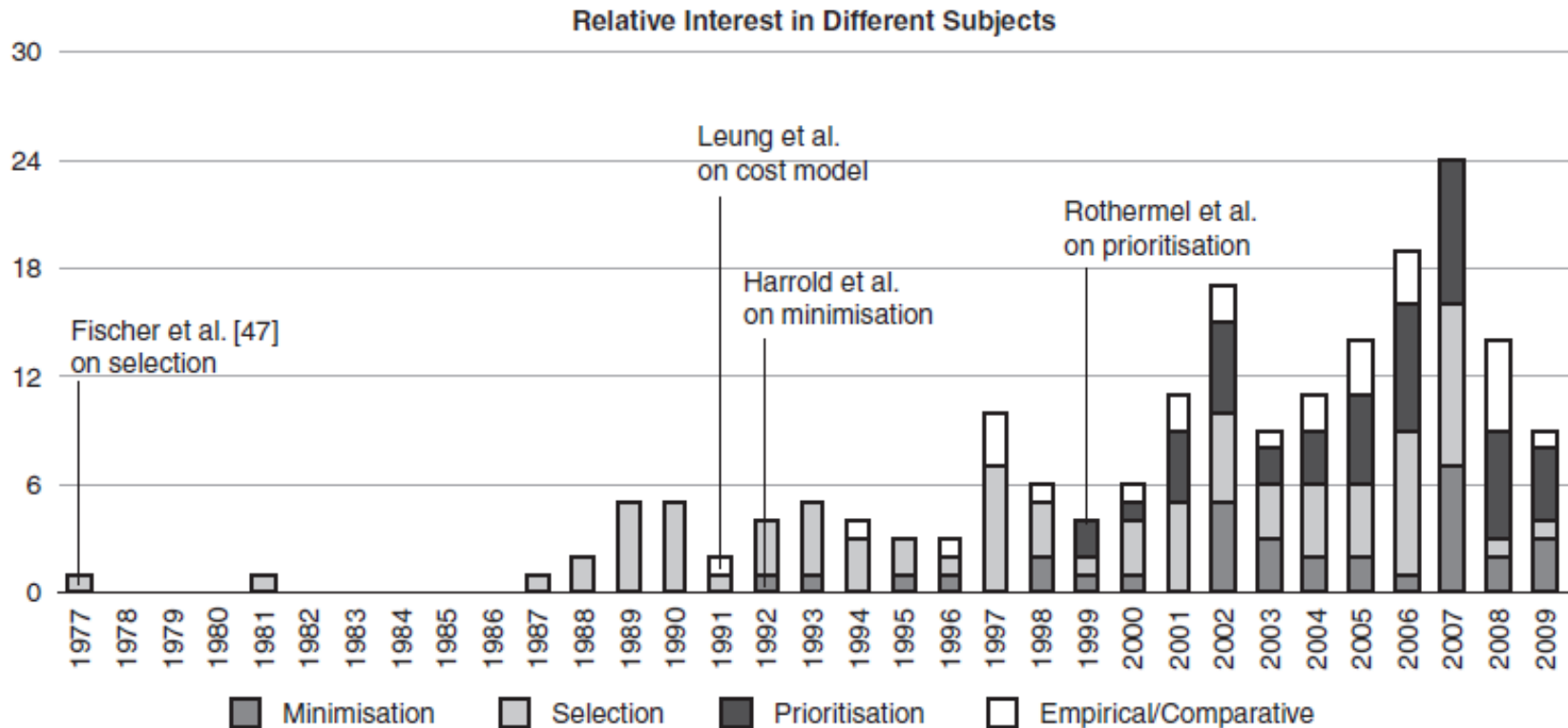
- What could go worse?
 - Running the entire test suite for an industrial project has reported that the execution has taken seven weeks. (Report year: 2000)^{1,2}
 - Google runs ~100.000.000 test cases per day.³
 - Google performs more than 20 code changes per minute and 50% of the code changes every month.³

¹Sebastian Elbaum, Alexey G. Malishevsky, and Gregg Rothermel. Prioritizing test cases for regression testing. *Software Engineering Notes*, 25(5):102–112, 2000.

²Sebastian Elbaum, Alexey G. Malishevsky, and Gregg Rothermel. Test case prioritization: A family of empirical studies. *IEEE Transactions on Software Engineering*, 28(2):159–182, 2002.

³Ashish Kumar. Development at the speed and scale of google. International Software Development Conference, 2010, Presentation slides are available at: qconsf.com/sf2010/

TEST CASE PRIORITIZATION



⁴S. Yoo and M. Harman, "Regression testing minimization, selection and prioritization: a survey," Software Testing, Verification and Reliability, vol. 24, no. 8, pp. n/a–n/a, 2010

TEST CASE PRIORITIZATION

- To reduce the cost of *Regression Testing* there are three techniques that could be categorized:
 - Regression Test case Selection (RTS).
 - Regression Test case Minimization (RTM).
 - Regression Test case Prioritization (RTP).

TEST CASE PRIORITIZATION

- ***Regression Test case Selection*** focuses on covering the changed code between versions of software under test.
- ***Regression Test case Minimization*** aims to identify redundant test cases and to remove them from the test suite in order to reduce the size of the test suite.
- ***Regression Test case Prioritization*** focuses on identifying the ideal ordering of test cases.
 - Enhances the rate of fault detection.
 - Provide the maximum coverage sooner.
 - Formally; its objective is to find the best permutation of the test suite.

TEST CASE PRIORITIZATION

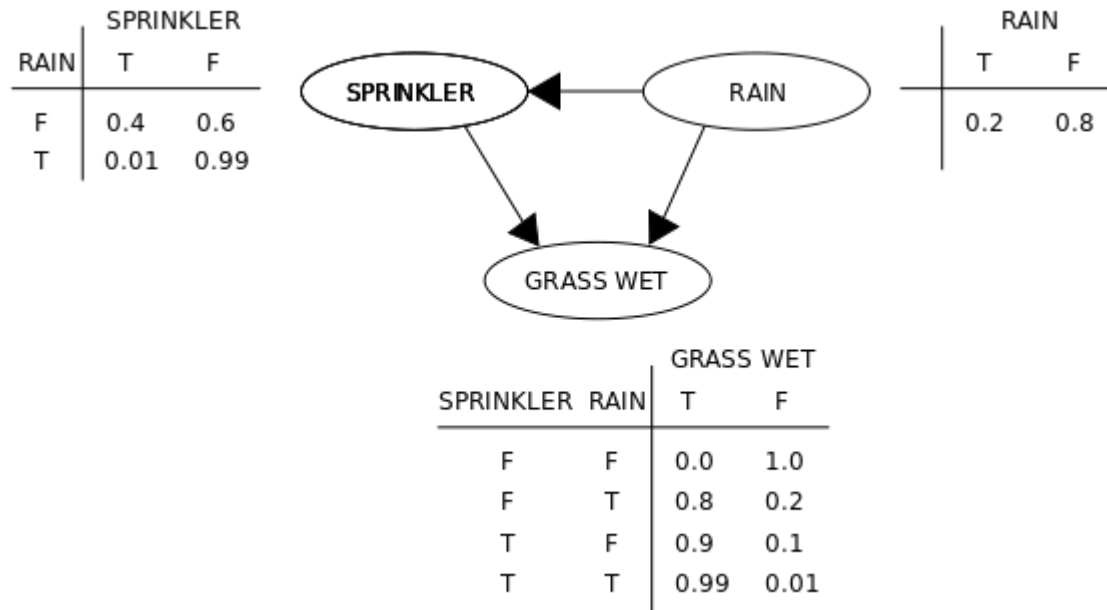
- There are two well known and basic prioritization techniques;
 - Total Technique (TT) – *Iterative approach*
 - Additional Technique (AT) – *Greedy approach*
- Both select one test case on iteration.
- **TT**: Prioritize test cases through maximizing the total number of entities.
- **AT**: Selects the test case that covers the highest number of entities that have not been covered yet.

BAYESIAN NETWORK

- A Bayesian network is a graphical model that encodes probabilistic relationships among variables of interest. When used in conjunction with statistical techniques, the graphical model has several advantages for data analysis⁵.

⁵D. Heckerman. A Tutorial on Learning With Bayesian Networks, Technical Report, Microsoft Research, no. MSR-TR-96-06, 1996, <http://research.microsoft.com/apps/pubs/?id=69588>

BAYESIAN NETWORK

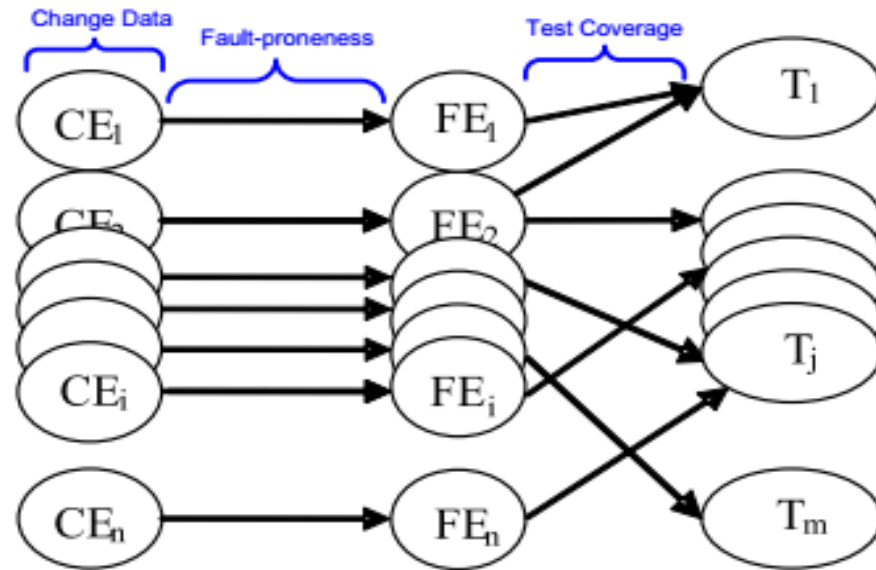


⁶ http://en.wikipedia.org/wiki/Bayesian_network

OUR PREVIOUS ARCHITECTURE

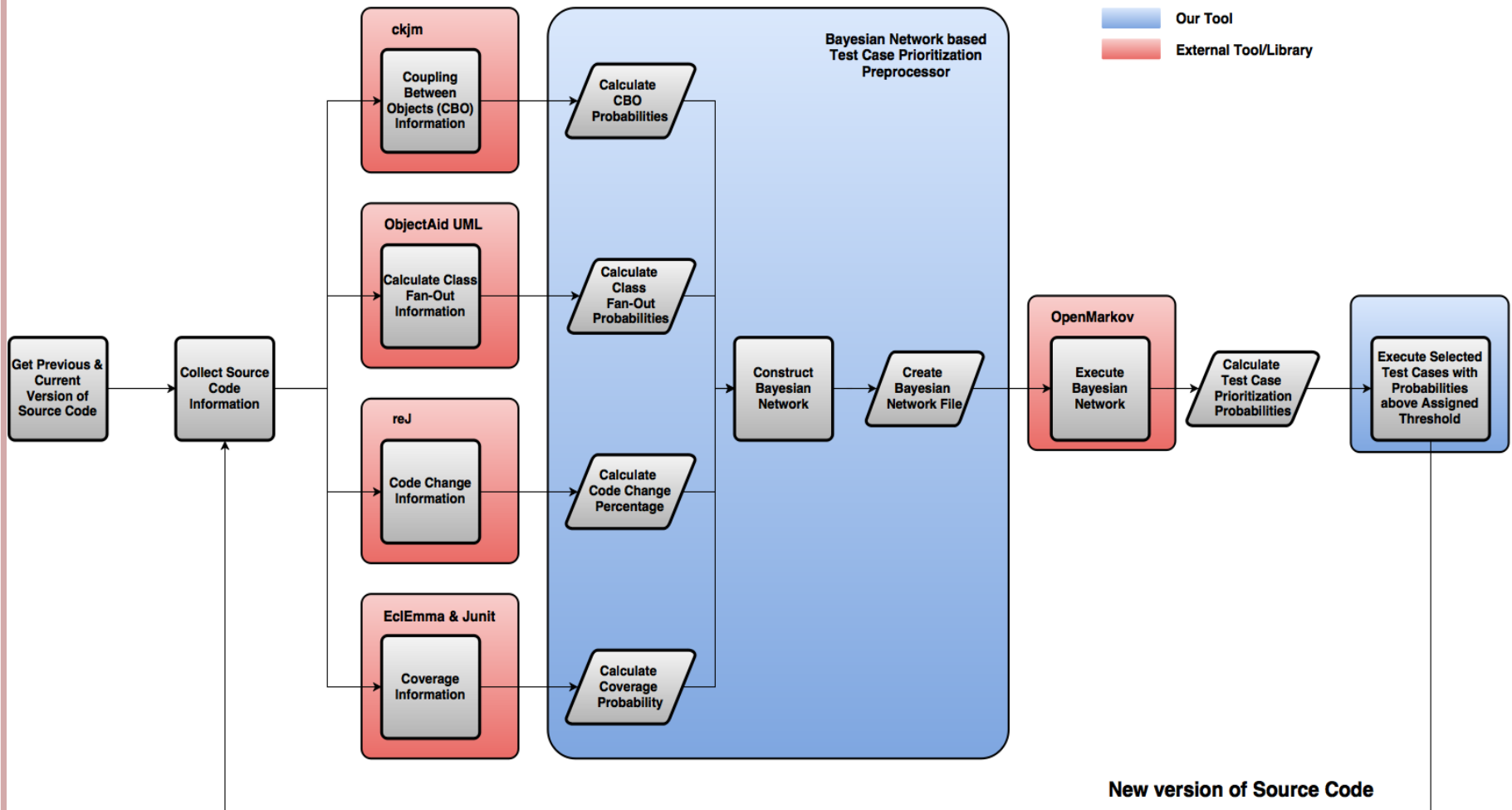
- There are 3 types of node in the Bayesian Network structure:
 - Class Nodes
 - Fault-proneness Nodes
 - Test Case Nodes

OUR PREVIOUS ARCHITECTURE



⁷ S. Mirarab and L. Tahvildari, Fundamental Approaches to Software Engineering, vol. 4422 of Lecture Notes in Computer Science. Berlin, Heidelberg: Springer Berlin Heidelberg, 2007

OUR PREVIOUS ARCHITECTURE



⁸ Ufuktepe, E. and Tuglular, T., 2016, June. Automation Architecture for Bayesian Network Based Test Case Prioritization and Execution. In *Computer Software and Applications Conference (COMPSAC), 2016 IEEE 40th Annual* (Vol. 2, pp. 52-57). IEEE.

ARCHITECTURE

- The proposed architecture utilizes three types of information
 - Call graph (Dependency)
 - Change percentage of a code (between two versions)
 - Potential of change probability (Dataflow analysis)
- These information will be used in a probabilistic model: *Bayesian Network*

CHANGE EFFECT GRAPH

- *Call graph* is a graphical model, which represents calling relationships between subroutines of a program.
- Call graph is used to construct the layout of software.
- It also shows dependencies of each method.

CHANGE EFFECT GRAPH

- Call graph is only used to extract the **nodes** and **edges**.
- The edge directions are reformed depending on the **change relationship between caller and callee**.
- Since call graph edge directions could be changed, instead of mentioning graph as a call graph we call it **change effect graph**.

CHANGE EFFECT GRAPH

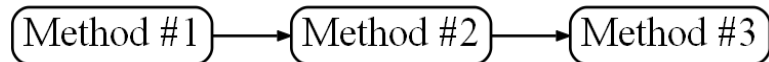
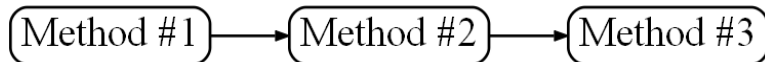
- Let's assume that
 - Caller is Node #1
 - Callee is Node #2

Caller Status	Callee Status	Condition	Relation
Unchanged	Unchanged	-	Node#1 → Node#2
Unchanged	Changed	-	Node#1 ← Node#2
Changed	Unchanged	-	Node#1 → Node#2
Changed	Changed	Caller Change > Callee Change	Node#1 → Node#2
Changed	Changed	Caller Change = Callee Change	Node#1 → Node#2
Changed	Changed	Caller Change < Callee Change	Node#1 ← Node#2

CHANGE EFFECT GRAPH

Original Call Graph

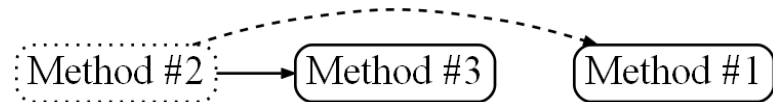
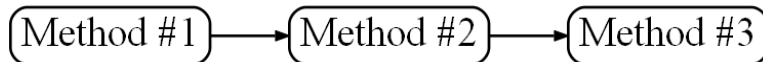
**Method #1 Unchanged –
Method #2 Unchanged**



CHANGE EFFECT GRAPH

Original Call Graph

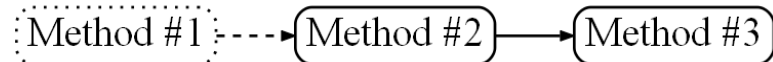
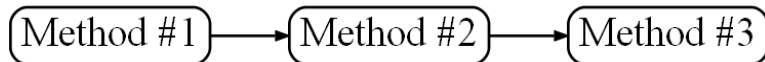
Method #1 Unchanged –
Method #2 Changed



CHANGE EFFECT GRAPH

Original Call Graph

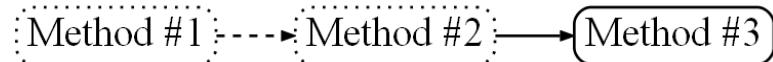
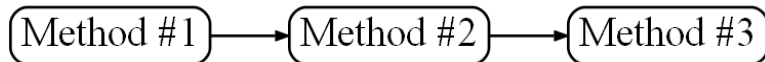
**Method #1 Changed –
Method #2 Unchanged**



CHANGE EFFECT GRAPH

Original Call Graph

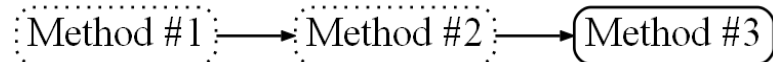
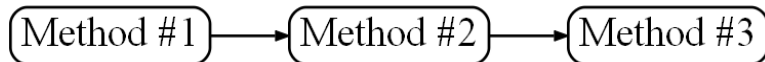
Method #1 Changed >
Method #2 Changed



CHANGE EFFECT GRAPH

Original Call Graph

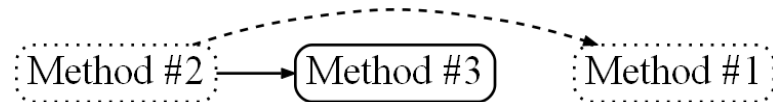
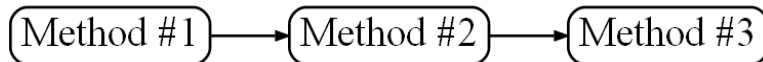
Method #1 Changed =
Method #2 Changed



CHANGE EFFECT GRAPH

Original Call Graph

Method #1 Changed <
Method #2 Changed



CHANGE PERCENTAGE OF A CODE

- To calculate the change percentage of a code we need 2 (Current & Previous) versions of a code.
- For more precise calculation of change percentage, rather than analyzing the source codes, *bytecodes* (Java) of two versions are compared.
 - Avoid difference in coding styles.

CHANGE PERCENTAGE OF A CODE

- The change percentage is simply calculated by changed lines of bytecode.
- Change percentages are calculate by method level.

$$\text{Change Percentage} = \frac{\textit{Total Changed Lines of bytecode}}{\textit{Total Lines of bytecode}}$$

PROBABILITY OF CHANGE POTENTIAL

- A change in a method can effect both it's **caller** and **callee**.
 - A changed caller method can effect it's callee by **passing an input to its parameter**.
 - A changed callee method can effect it's caller by it's **returned value**.
- Therefore, dataflow analysis is performed.

PROBABILITY OF CHANGE POTENTIAL

```
1. // Godbach Conjunction Test
2. public void goldbach(int a, int b)
3. {
4.     System.out.println("First input: "+a);
5.     System.out.println("Second input: "+b);
6.     int c;
7.     c = sum(a, b);
8.     if((isPrime(a) && isPrime(b)) && (a>0 && b>0))
9.     {
10.        System.out.println("Your both inputs are prime, let's test Goldbach's
Conjunction");
11.        if(c%2 == 0)
12.            System.out.println("Goldbach's Conjunction Satisfied");
13.        else
14.            System.out.println("Goldbach's Conjunction Failed");
15.    }
16.    else
17.        System.out.println("At least one of your input is not a prime or greater
than 0");
18. }
19.
20. // Summation method
21. public int sum(int a, int b)
22. {
23.     int sum;
24.     sum = a + b;
25.     return sum;
26. }
27.
28. // Primality check method
29. public boolean isPrime(int num)
30. {
31.     // Goldbach assumes that 1 is prime
32.     if (num==1)
33.         return true;
34.     else
35.     {
36.         for(int i=2;i<=Math.sqrt(num);i++)
37.         {
38.             if(num%i==0)
39.                 return false;
40.         }
41.         return true;
42.     }
43. }
```

PROBABILITY OF CHANGE POTENTIAL

- Caller → Callee

- Caller has an influence on Callee.

- *Caller's effect on Callee* =
$$\frac{\text{LOC where Callee Method's parameter first used line to end of its scope}}{\text{Total Lines of Code of Callee Method}}$$

PROBABILITY OF CHANGE POTENTIAL

```
1. // Godbach Conjecture Test
2. public void goldbach(int a, int b)
3. {
4.     System.out.println("First input: "+a);
5.     System.out.println("Second input: "+b);
6.     int c;
7.     c = sum(a, b);
8.     if((isPrime(a) && isPrime(b)) && (a>0 && b>0))
9.     {
10.        System.out.println("Your both inputs are prime, let's test Goldbach's
11.        Conjecture");
12.        c = sum(a, b);
13.        if(c%2 == 0)
14.            System.out.println("Goldbach's Conjecture Satisfied");
15.        else
16.            System.out.println("Goldbach's Conjecture Failed");
17.    }
18.    else
19.        System.out.println("At least one of your input is not a prime or greater
20.        than 0");
21. }
22. // Summation method
23. public int sum(int a, int b)
24. {
25.     int sum;
26.     sum = a + b;
27.     return sum;
28. }
29. // Primality check method
30. public boolean isPrime(int num)
31. {
32.     // Goldbach assumes that 1 is prime
33.     if (num==1)
34.         return true;
35.     else
36.     {
37.         for(int i=2;i<=Math.sqrt(num);i++)
38.         {
39.             if(num%i==0)
40.                 return false;
41.         }
42.         return true;
43.     }
```

PROBABILITY OF CHANGE POTENTIAL

○ Caller ← Callee

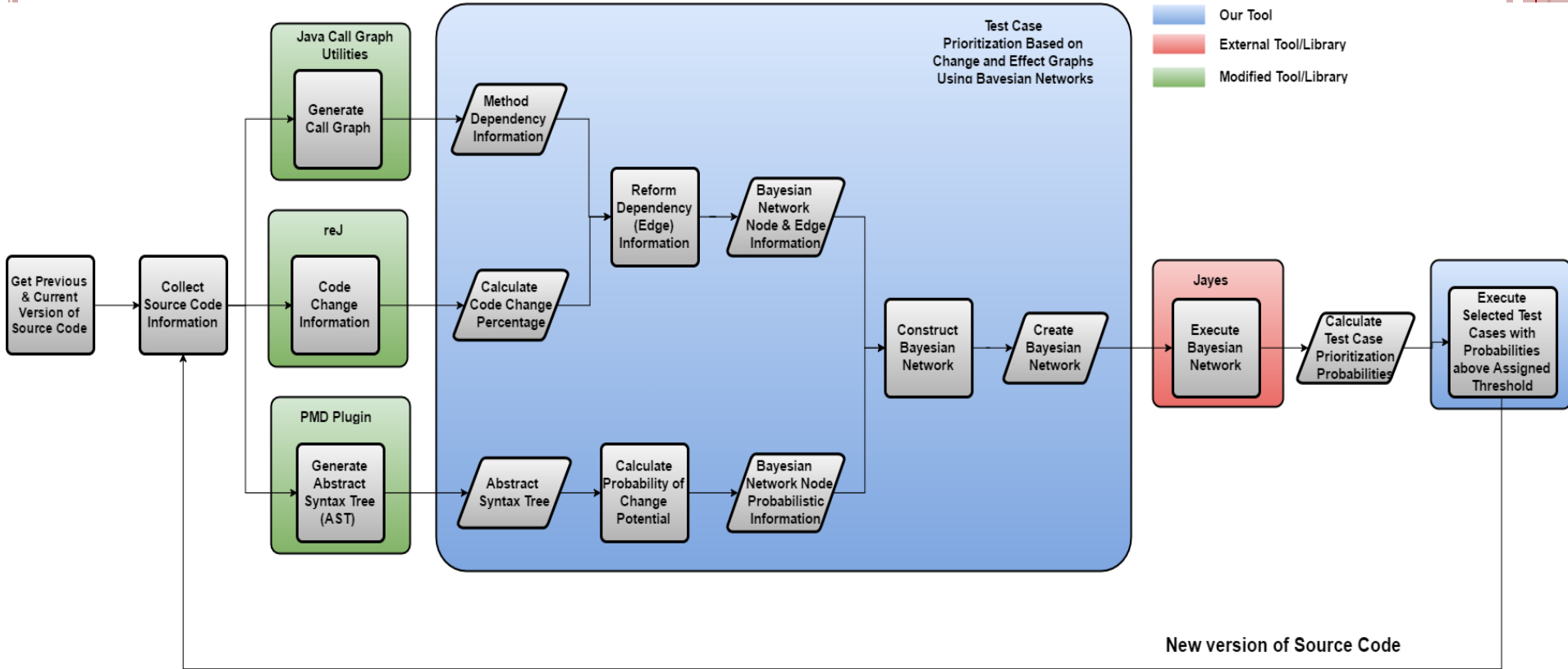
- Callee has an influence on Caller

- *Callee's effect on Caller* =
$$\frac{\text{LOC from the line where Caller Method has first called Callee to end of its scope}}{\text{Total Lines of Code of Caller Method}}$$

PROBABILITY OF CHANGE POTENTIAL

```
1. // Godbach Conjecture Test
2. public void goldbach(int a, int b)
3. {
4.     System.out.println("First input: "+a);
5.     System.out.println("Second input: "+b);
6.     int c;
7.     c = sum(a, b);
8.     if((isPrime(a) && isPrime(b)) && (a>0 && b>0))
9.     {
10.        System.out.println("Your both inputs are prime, let's test Goldbach's
Conjecture");
11.        if(c%2 == 0)
12.            System.out.println("Goldbach's Conjecture Satisfied");
13.        else
14.            System.out.println("Goldbach's Conjecture Failed");
15.    }
16.    else
17.        System.out.println("At least one of your input is not a prime or greater
than 0");
18. }
19.
20. // Summation method
21. public int sum(int a, int b)
22. {
23.     int sum;
24.     sum = a + b;
25.     return sum;
26. }
27.
28. // Primality check method
29. public boolean isPrime(int num)
30. {
31.     // Goldbach assumes that 1 is prime
32.     if (num==1)
33.         return true;
34.     else
35.     {
36.         for(int i=2;i<=Math.sqrt(num);i++)
37.         {
38.             if(num%i==0)
39.                 return false;
40.         }
41.         return true;
42.     }
43. }
```


ARCHITECTURE



CONCLUSION

- By combining the information below;
 - Change information
 - Dependency
- A probabilistic model Bayesian Network has been used to prioritize test cases.
- As a result, *Rate of fault detection* is expected to be increased.

THANK YOU