# Creating Unit Tests Using Genetic Programming

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# Generating Unit Tests

- Contribute to making a software more reliable
- Efficient at identifying bugs
- Used in prominent software companies
- Complement hand written tests
- Many techniques: fuzzingbook.org

## In a Nutshell

```
Object subclass: #GCPoint
  instanceVariableNames: 'x y'
GCPoint>>initialize
 super initialize.
 \mathbf{x} := \mathbf{0}.
 y := 0
GCPoint>>add: anotherPoint
 ↑ GCPoint new x: x + anotherPoint x y: y + anotherPoint y; yourself
GCPoint>>negated
 ↑ GCPoint new x: x negated y: y negated; yourself
GCPoint>>x: xValue y: yValue
 x := xValue.
 y := yValue.
GCPoint>>x
 \uparrow \mathbf{x}
GCPoint>>v
 ↑ у
```

```
SmallEvoTest new
  targetClass: GCPoint;
  generateTestNamed: #GCPointTest;
  numberOfTestsToBeCreated: 15;
  nbOfStatements: 8;
  executionScenario: [
        (GCPoint new x: 3 y: 10)
        add: (GCPoint new x: 1 y: 12) ];
  run.
```



```
GCPointTest>>testGENERATED10

| v1 v2 v3 v4 v5 v6 v7 v8 |

v1 := GCPoint new.

v2 := 4.

v3 := v1 x: v2 y: v2 .

v4 := v3 negated.

v5 := GCPoint new.

v6 := v1 y.

v7 := v3 negated.

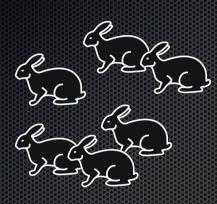
v8 := v5 add: v3 .

self assert: v4 printString equals: 'GCPoint(-4,-4)'.

self assert: v7 printString equals: 'GCPoint(-4,-4)'.

self assert: v8 printString equals: 'GCPoint(4,4)'.
```

# Genetic Algorithm



Selection based on speed



Remplacement



Reproduction



# Genetic Algorithm applied to tests



Selection based on coverage

Remplacement

Combination

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

The Genetic Algorithm searches for the optimal sequence of instructions to maximize the test coverage.

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

#### Two kinds of statements:

- object construction
- message send

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

Require a code example to extract argument type information.

This is how correct arguments can be provided to message statements.

```
SmallEvoTest new
  targetClass: GCPoint;
  generateTestNamed: #GCPointTest;
  numberOfTestsToBeCreated: 15;
  nbOfStatements: 8;
  executionScenario: [
      (GCPoint new x: 3 y: 10)
      add: (GCPoint new x: 1 y: 12) ];
  run.
```

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

Some statements have requirements.

A number is necessary to invoke x:y:

## Example of a mutation

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new 5.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

The construction of a point is replaced by a construction of a number.

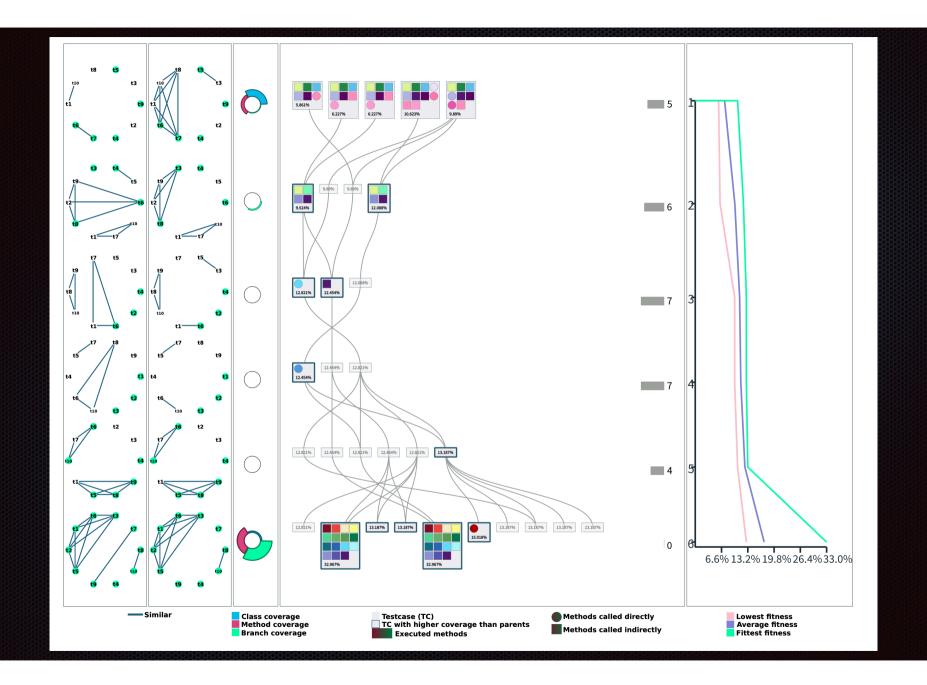
# Variable adjustment

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new 5.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := 5.
v6 := v1 y.
v7 := v3 negated.
v8 := v3 add: v3.
```

## Future work

- Improvement of the test generation
  - Be smarter to explore new code paths
- Compare SmallEvoTest with Pingüin for Python
- Visualize the evolution of tests



# Preliminary conclusion

- Profiling an example to infer parameter types seems to give good results
- Base for future researches and experiments
- Available under the MIT License, for Pharo and GToolkit

#### In a Nutshell

```
targetClass: GCPoint:
generateTestNamed: #GCPointTest;
numberOfTestsToBeCreated: 15;
nbOfStatements: 8:
executionScenario: [
   (GCPoint new x: 3 y: 10)
       add: (GCPoint new x: 1 y: 12) ];
  v1 v2 v3 v4 v5 v6 v7 v8
 v1 := GCPoint new.
v2 := 4.
 v3 := v1 x: v2 y: v2
v4 := v3 negated.
v5 := GCPoint new.
 v6 := v1 y.
 v7 := v3 negated
v8 := v5 add: v3
 self assert: v4 printString equals: 'GCPoint(-4.-4)
  self assert: v6 equals: (4).
 self assert: v7 printString equals: 'GCPoint(-4,-4)'
  elf assert: v8 printString equals: 'GCPoint(4 4)'
```

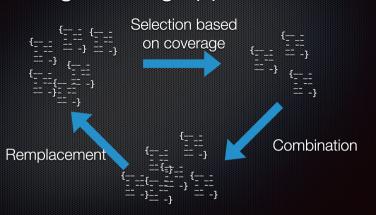
#### Test as a chromosome

```
v1 := GCPoint new.
v2 := 4.
v3 := v1 x: v2 y: v2.
v4 := v3 negated.
v5 := GCPoint new.
v6 := v1 y.
v7 := v3 negated.
v8 := v5 add: v3.
```

Two kinds of statements:

object construction message send

#### Genetic Programming applied to tests



#### Variable adjustment

```
v1 := GCPoint new.
v1 := GCPoint new.
                             v2 := 4.
v2 := 4.
                             v3 := v1 x: v2 y: v2.
v3 := v1 x: v2 y: v2.
                             v4 := v3 negated.
v4 := v3 negated.
                             v5 := GCPoint new.
v5 := GCPoint new 5.
                             v6 := v1 y
v6 := v1 y.
                             v7 := v3 negated.
v7 := v3 negated.
                             v8 := v3 add: v3.
v8 := v5 \text{ add} : v3.
```