Regression Testing

- Developed first version of software
- Adequately tested the first version
- Modified the software; version 2 now needs to be tested
- How to test version 2?
- Approaches
  - Retest entire software from scratch
  - Only test the changed parts, ignoring unchanged parts since they have already been tested
  - Could modifications have adversely affected unchanged parts of the software?

Regression Testing vs. Development Testing

- During regression testing, an established test set may be available for reuse

- Approaches
  - Retest all
  - Selective retest (selective regression testing) ← Main focus of research

Selective Retesting

Tests to rerun

- Select those tests that will produce different output when run on P'
  - Modification-revealing test cases
  - It is impossible to always find the set of modification-revealing test cases - (we cannot predict when P' will halt for a test)
- Select modification-traversing test cases
  - If it executes a new or modified statement in P' or misses a statement in P that it executed in P

Tests not to rerun

Procedure __avg__

```plaintext
S1. count = 0
S2. fread(fileptr,n)
S3. while (not EOF) do
  P4. if (n<0)
    S5. return(error)
    S6. numarray[count] = n
    S7. count++
    endif
  S8. fread(fileptr,n)
  endwhile
S9. avg = calcavg(numarray,count)
S10. return(avg)
```

Fig. 1. Procedure __avg__ and its CFG.
Suppose we have a set of data points representing the positions of a moving object over time. We are interested in finding the path that the object has taken over a series of time intervals. The object's position at each time interval is given as a set of coordinates (x, y).

To solve this problem, we can use a graph-based approach. We will create a graph where each node represents a time interval, and the edges connect nodes if the object's position changes between two consecutive time intervals.

Let's denote the set of all time intervals as T. For each time interval t in T, we will have a node in our graph. We will connect two nodes if the object's position changes between two consecutive time intervals. The weight of the edge between two nodes will represent the change in position between the two time intervals.

To find the path that the object has taken, we can use a shortest path algorithm, such as Dijkstra's algorithm, to find the path that minimizes the total change in position. The algorithm works as follows:

1. Initialize the distance of each node to infinity, except for the start node, which is set to 0.
2. Create a priority queue to store the nodes, sorted by their distance from the start node.
3. While the priority queue is not empty:
   a. Remove the node with the smallest distance from the priority queue.
   b. For each neighbor of the current node:
      i. Calculate the distance from the start node to the neighbor through the current node.
      ii. If this distance is less than the current distance of the neighbor, update the distance of the neighbor and add it to the priority queue.
4. Return the distance of the goal node, which represents the total change in position.

By using this algorithm, we can find the path that the object has taken over the series of time intervals, minimizing the total change in position.
Cost of Regression Testing

Cost = C_r

\[
\text{Analysis} + \quad \text{Selective Retest}
\]

We want \( C_r < C_y \)
Key is the test selection algorithm/technique

We want to maintain the same "quality of testing"

Selective-retest Approaches

- **Safe approaches**
  - Select every test that may cause the modified program to produce different output than the original program
  - E.g., every test that when executed on \( P \), executed at least one statement that has been deleted from \( P \), at least one statement that is new in or modified for \( P' \)

- **Minimization approaches**
  - Minimal set of tests that must be run to meet some structural coverage criterion
  - E.g., every program statement added to or modified for \( P' \) be executed (if possible) by at least one test in \( T \)

Data-flow coverage-based approaches

- Select tests that exercise data interactions that have been affected by modifications
  - E.g., select every test in \( T \), that when executed on \( P \), executed at least one def-use pair that has been deleted from \( P' \), or at least one def-use pair that has been modified for \( P' \)

Coverage-based approaches

- Rerun tests that could produce different output than the original program. Use some coverage criterion as a guide
Selective-retest Approaches

- Ad-hoc/random approaches
  - Time constraints
  - No test selection tool available
    - E.g., randomly select n test cases from T

Factors to consider

- Testing costs
- Fault-detection ability
- Test suite size vs. fault-detection ability
- Specific situations where one technique is superior to another

Open Questions

- How do techniques differ in terms of their ability to
  - reduce regression testing costs?
  - detect faults?
- What tradeoffs exist b/w testsuite size reduction and fault detection ability?
- When is one technique more cost-effective than another?
- How do factors such as program design, location, and type of modifications, and test suite design affect the efficiency and effectiveness of test selection techniques?

Experiment

- Hypothesis
  - Non-random techniques are more effective than random techniques but are much more expensive
  - The composition of the original test suite greatly affects the cost and benefits of test selection techniques
  - Safe techniques are more effective and more expensive than minimization techniques
  - Data-flow coverage based techniques are as effective as safe techniques, but can be more expensive
  - Data-flow coverage based techniques are more effective than minimization techniques but are more expensive
Measure

- Costs and benefit of several test selection algorithms
- Developed two models
  - Calculating the cost of using the technique w.r.t. the retest-all technique
  - Calculate the fault detection effectiveness of the resulting test case

Modeling Cost

- Did not have implementations of all techniques
  - Had to simulate them
- Experiment was run on several machines (185,000 test cases) - results not comparable
- Simplifying assumptions
  - All test cases have uniform costs
  - All sub-costs can be expressed in equivalent units
    - Human effort, equipment cost

Modeling Cost

- Cost of regression test selection
  - \[ \text{Cost} = A + E(T') \]
  - Where \( A \) is the cost of analysis
  - And \( E(T') \) is the cost of executing and validating tests in \( T' \)
  - Note that \( E(T) \) is the cost of executing and validating all tests, i.e., the retest-all approach
  - Relative cost of executing and validating = \( |T'|/|T| \)

Modeling Fault-detection

- Per-test basis
  - Given a program \( P \) and
  - Its modified version \( P' \)
  - Identify those tests that are in \( T \) and reveal a fault in \( P' \), but that are not in \( T' \)
  - Normalize above quantity by the number of fault-revealing tests in \( T \)
- Problem
  - Multiple tests may reveal a given fault
  - Penalizes selection techniques that discard these test cases (i.e., those that do not reduce fault-detection effectiveness)
Modeling Fault-detection

- **Per-test-suite basis**
  - **Three options**
    - The test suite is inadequate
      - No test in T is fault revealing, and thus, no test in T' is fault revealing
    - Same fault detection ability
      - Some test in both T and T' is fault revealing
    - Test selection compromises fault-detection
      - Some test in T is fault revealing, but no test in T' is fault revealing
  - **100 - (Percentage of cases in which T' contains no fault-revealing tests)**

Experimental Design

- **6 C programs**
- **Test suites for the programs**
- **Several modified versions**

<table>
<thead>
<tr>
<th>Program</th>
<th>Functions</th>
<th>Lines</th>
<th>Versions</th>
<th>Avg T Size</th>
</tr>
</thead>
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<td>replace</td>
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<td>516</td>
<td>32</td>
<td>398</td>
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<tr>
<td>printtokens2</td>
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<tr>
<td>tcas</td>
<td>9</td>
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</tbody>
</table>

Table 1: Experimental Subjects.

Test Suites and Versions

- **Given a test pool for each program**
  - **Black-box test cases**
    - Category-partition method
  - **Additional white-box test cases**
    - Created by hand
    - Each (executable) statement, edge, and def-use pair in the base program was exercised by at least 30 test cases
- **Nature of modifications**
  - Most cases single modification
  - Some cases, 2-5 modifications

Versions and Test Suites

- **Two sets of test suites for each program**
  - **Edge-coverage based**
    - 1000 edge-coverage adequate test suites
    - To obtain test suite T, for program P (from its test pool), for each edge in P's CFG, choose (randomly) from those tests of pool that exercise the edge (no repeats)
  - **Non-coverage based**
    - 1000 non-coverage-based test suites
    - To obtain the kth non-coverage based test suite, for program P: determine n, the size of the kth coverage-based test suite, and then choose tests randomly from the test pool for P and add them to T, until T contains n test cases
Another look at the subjects

For each program
- 1000 edge-coverage based test suites
- 1000 non-coverage based test suites

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Table 1: Experimental Subjects.

Test Selection Tools

- Minimization technique
- Select a minimal set of tests that cover modified edges
- Safe technique
  - DejaVu
    - we discussed the details earlier in this lecture
- Data-flow coverage based technique
  - Select tests that cover modified def-use pairs
- Random technique
  - Random(n) randomly selects n% of the test cases
- Retest-all

Variables

- The subject program
  - 6 programs, each with a variety of modifications
- The test selection technique
  - Safe, data-flow, minimization, random(25), random(50), random(75), retest-all
- Test suite composition
  - Edge-coverage adequate
  - random

Measured Quantities

- Each run
  - Program P
  - Version P’
  - Selection technique M
  - Test suite T
- Measured
  - The ratio of tests in the selected test suite T’ to the tests in the original test suite
  - Whether one or more tests in T’ reveals the fault in P’
Dependent variables

- Average reduction in test suite size
- Fault detection effectiveness
  - 100-Percentage of test suites in which $T'$ does not reveal a fault in $P'$

Number of runs

- For each subject program, from the test suite universe
  - Selected 100 edge-coverage adequate
  - And 100 random test suites
- For each test suite
  - Applied each test selection method
  - Evaluated the fault detection capability of the resulting test suite

Fault-detection Effectiveness

100-Percentage of test suites in which $T'$ does not reveal a fault in $P'$

How to read the graphs

- Entire structure represents a data distribution
- Box’s height spans the central 50% of the data
- Upper quartile
- Median
- Lower quartile
How to read the graphs

Fault-detection Effectiveness

Figure 2: Test suite reduction by method, conditioned on program.

Figure 3: Fault-detection effectiveness by selection method, conditioned on program.
Conclusions

- Minimization produces the smallest and the least effective test suites
- Random selection of slightly larger test suites yielded equally good test suites as far as fault-detection is concerned
- Safe and data-flow nearly equivalent average behavior and analysis costs
  - Data-flow may be useful for other aspects of regression testing
- Safe methods found all faults (for which they have fault-revealing tests) while selecting (average) 74% of the test cases

**Conclusions**

- In certain cases, safe method could not reduce test suite size at all
  - On the average, slightly larger random test suites could be nearly as effective
- Results were sensitive to
  - Selection methods used
  - Programs
  - Characteristics of the changes
  - Composition of the test suites