



# Software Testing using Genetic Algorithms- A review

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## Abstract

Software testing is the process of assessing and verifying that a software or application is working in the manner it is programmed. This paper is a literature review that reflects the evolution of genetic algorithms (GA) and how they have been efficiently used in different types of test case generation during functional software testing. We have focussed on set-based GA, cluster-based GA and hyper volume genetic algorithms which have been used for automated test data generation and for optimisation of that test data for solving various complex problems relating to software testing. This paper highlights the ideas of software testing using various kinds of genetic algorithms for optimum results.

**Keywords** - software testing, test-data generation, genetic algorithm, test-case prioritisation

## Introduction

### 1.1 Overview

The role and significance of software status has expanded in recent years, as software has become increasingly vital in the global economy and societal evolution. Imperfect software can result in not just costly maintenance, but also major asset loss and, in certain cases, serious national security or environmental risks. Software testing is of utmost importance in software programming since it is utilised to ensure the quality of softwares. Software testing has been shown to account for more than half of project expenditures in the overall life cycle of softwares. Furthermore, referring to Boehm's studies, if an issue is found later, it takes much more money and is costlier to rectify. So, it becomes crucial to improve the software testing's efficiency. Software testing approaches are primarily for deterministic software. In fact many actual programmes contain various forms of uncertainty, like randomness or

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fuzziness, implying that their behaviour is unpredictable. When executing the program with uncertainty multiple times with the same test data, it may take various pathways, wrapping in different statements, or even produce distinct results. Previous test adequacy requirements are no longer applicable in this situation.

Software testing has been one of the most important processes to develop a reliable software system but it can be significantly time-consuming. The goal is to use the least amount of test data to find as many faults as possible. Testing particularly manual and ad-hoc could be sufficient for small builds but for larger set-ups automation testing comes into play. As software complexes further and further, testing becomes more and more challenging. In recent years, genetic algorithms (GA) have proven to be highly cost effective and efficient for test data generation. Moreover, GA is now being preferred for solving various software optimization problems.

Regression testing, a software testing practice that makes sure the unchanged parts of software sit well with the updated ones. The overall stability and functionality of the existing features is dependent on it. For cost reduction, TCP is utilised for scheduling the test cases to enhance their capability for revealing faults. Ordering the test cases to execute eventually is called Test case prioritization. Prioritising test cases aids in meeting two significant limitations, namely cost-time cost and budget cost-in software testing, to enhance the fault detection rate as early as possible.

## 1.2 Motivation

There have been various study results aimed at testing a program with nondeterminism in the past, but hardly any of these studies have focused on programmes containing randomness. Randomness-aware programmes, on the other hand, are common in actuality. Software for gaming, the Windows operating system as well as network software are few examples where randomness-aware programmes are used for instance when a user challenges a software program to a game of Chinese chess. In general, the program's execution is determined by a set of strategies. However, certain random decisions may be included in the plan. As non-deterministic options, the computer decisions will be kept undetermined. As a result, research into testing a programme using randomisation is both required and important. The program's stability will be ensured if the random behaviour's impact could be determined on the programme. This could be achieved if some test cases could be

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made using some random variables.

A suite should be discovered in the programme's input domain under trial for an

Awarded set of programme goals ,it should be such that in the whole test suite there should be at least one test datum which could cover each target. Various experimental objectives have distinct requirements for testing.

## 2.1 Literature Review

NSGA-II was performed on difficult test problems by Kalyanmoy Deb et al.[1] and concluded that it will provide better solutions and converge better when compared with Pareto-archived evolution strategy (PAES) and strength- Pareto EA (SPEA). PAES were able to converge closer to the true Pareto-optimal front only in one single case. They proposed that NSGA II is stated to be the better among other methods observed because of utilising diversity preserving mechanism. Although this has been a matter of ongoing research in single-objective evolutionary algorithm studies, this study displays that epistatic difficulties may also cause problems for MOEAs. They also introduced an extension to defined dominance for mannered multi-objective optimisation, which when used with the real-coded NSGA- II and with this stated definition has been presented to solve these different difficulties much better than another recent stated approach.

Christopher C. et al. [2] talks about automatic software test data generation by using genetic algorithm. They described the execution of a genetic based system and observed the efficiency of this method. With their previous observation of this study they also examine the complexity problem by executing their system on a number of synthetic programs with varying difficulties. They concluded their results by performing four experiments with the help of dynamic test data generation. In their experiment, the analysis of random test generation for comparatively larger programs declined in performance. According to them, the increase in complexity of the program causes an increasing complexity for non-random test generation methods. However, standard genetic algorithm gave the best results for programs with varying difficulties. Moreover they found the most efficient way to generate test data by satisfying many requirements which were highly unlikely and their discovery will help in solving most of the similar test generation problems and might



lead to significant differences between optimisation and dynamic test data generation issues.

An automated test case generation based on GA was discussed by Yuehua Donget al.[3] that propose a n improved GA for software testing and data generation. The improved GA has more enhanced results than the basic GA by proficiency and virtue on the test case generation. They used a binary encoding method due to its easy encoding and decoding, simple to attain crossover and mutation potency. To improve the accuracy of selection operation of GA they decided to refrain in variation and crossover operation to maintain best solutions and also decided to use preservation and roulette wheel selection method for conjunction to fasten the overall convergence rate. For the mutation operation, they used the basic bit mutation i.e. to select a variation individual arbitrarily, then choose a random place for a variation point. According to them fitness function affects straightly to the convergence speed of GA and the potential to find optimal solutions so they proposed a fitness function according to their requirement of experimental problem. In their experimental analysis, the improved GA based test data generation was compared with the basic GA based test data generation approach and observed dominance on time efficiency and search capability.

Praveen R. Srivastava et al. proposed the cuckoo and tabu search algorithms (CSTS) for automation of test data generation. Tabu Search reduced the general complication of the algorithm by cutting the number of iterations and execution time. They used Lévy flight in solving the issues of getting stuck in local optima, thereby inspecting the search space more effectively. They combined the strength of the cuckoo algorithm to converge in minimum time using the backtracking tabu mechanism by Lévy flight [4]. Their experiments were based on relatively simple examples where the algorithm proved efficient in generating optimal test cases and it performed significantly improved than previous approaches and various other metaheuristic techniques.

## 2.2 Concepts and Terminologies

To answer some research questions, Dario D. Nucci et al.[5] considered testing criteria which were distinct and widely used in previous TCP work: execution cost criterion, past faults coverage criterion, and statement coverage criterion [6]. This study is a clear

example of hypervolume based indicators and their advantages over simple AUC based metrics. The criteria shows how the Hypervolume-based metric can satisfy any type of testing criteria. Utilising the testing models depicted over, the creators inspected two distinct

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definitions of the TCP issue: Two criteria (Single- objective). The objective is to calculate an ideal order of experiments or test cases which limits the execution cost and maximises the statement coverage, three criteria (Two- objective). For this detailing, the authors considered the previous flaws in inclusion as a third measure to be amplified.

### **2.2.1 Test adequacy criteria**

In order to test a software product a test suite needs to be generated according to a criteria. Then the faults and errors are obtained by running the program [7]. To guarantee the appropriateness of the test, the author set forward definite test standards to run the testing results. Particular test goals relate to definite test models. For instance, executable statements are needed for statement coverage rule or criteria. As observed generally when comparing, the coverage measure method is more complex than the branch coverage method. Similarly when compared branch coverage criteria to the statement coverage model, branch coverage is observed to be more complex.

### **2.2.2 Multi-objective Test Optimisation Problems**

We discuss a total of three multi-objective test optimisation problems: test suite minimisation (TSM), test case prioritisation (TCP), test case selection (TCS) [8].

With the evolution of a software project or application, the associated test suite continues to grow alongside. Without careful maintenance of the test suite, it can easily lead to excessively long test execution times, lowering the benefits of regression testing as bugs get discovered late in development or even after release. TSM is designed to solve the problem of long-running test suites by removing unnecessary test cases [9].

TCP and TCS have helped software developers to get timely feedback on their product or application as they have improved regression testing through selection and prioritisation of test cases [10]. The goal of TCP in simple terms is finding the order in which a given set of test cases will be executed, thus optimising a given objective function and satisfying time constraints which help in achieving testing goals [11].

TCS includes selection of a subset from a test suite which is used to check the changes made in the software i.e. to check whether the changes made to the software affects the performance of the unmodified parts [12]. The identity of the modified parts of software program may be completed by the usage of unique techniques. The details of the different selecting approaches differ on how a selected approach defines, seeks and identifies adjust-





ments within the application under test [13]. After the identification of test cases for the unmodified parts through a particular technique, we can use an optimisation algorithm, for instance the additional greedy, for selecting a minimal set of those test cases in relation to a certain testing criteria [14].

### 2.2.3 Hypervolume

There is a developing pattern of solving many-objective issues utilising quality scalar markers or indicators to consolidate various objectives into a solitary one [15]. In this manner, rather than optimising the objective functions first, indicator-based algorithms discover a solution set that augments the underlying quality indicator to the maximum [15]. Perhaps the most famous indicator is the hypervolume. It observes the nature and standard of the solution suite as the complete objective space, which in turn is controlled by (at least one) of such arrangements (combinatorial union [15]). For two objective and three objective problems, the hypervolume refers to the area under the curve and the volume respectively.

## 3. Comparison of Genetic Algorithms

### 3.1 Set based genetic algorithm

Xiangjuan Yao et al. [7] introduced a special software testing generation approach for softwares with randomness and uncertainty, while previous practices of test data generation frequently drop in efficiency. An algebraic model followed by a novel test adequacy criterion is put forward to provide vitality to the testing softwares, according to this new approach for deciphering the optimization model by set based GA is set.

A test data generation approach for multi-path coverage, based on a genetic algorithm was introduced with local evolution to ensure the adequacy by finding errors by running a program of the test data. They described the traditional testing adequacy criterion for a given software with set of test target and stated them valid for (softwares without uncertainties) test details awarding a target with probability 0, 1 and for softwares with uncertainties and randomness coverage of test details for a target is not determined i.e. software may be distinct while executing the same test datum.

Followed by the stated criterion for softwares with randomness, to solve the optimization model formulated by them, branch coverage criterion is seen as an instance to build optimised



structure for softwares with uncertainties and a set based genetic algorithm is proposed and formulated accordingly.

First they govern the values of controlled parameters, like the number of test data, threshold etc, followed by creating and generating a random initial population containing a number of individuals. Although the chances to be selected to the next generation is greater if the fitness value of an individual is substantial and if this condition is satisfied than performing the genetic operation with selection, crossover and mutation operation is done.

Their experiment analysis is based on ten C programs with random numbers. The experimental outcomes portray that the stated approach can resolve the difficulty of test data for software with uncertain numbers.

### 3.2 Cluster based genetic algorithm

Dipesh Pradhan et al. proposed a CBGA-ES+ in addition to the previous CBGA-ES algorithm for Multi-Objective Test Optimization [8]. The design of CBGA-ES+ is to select non-dominated elite solutions from a group of clusters of the population that is where it differs from CBGA-ES as it includes only dominant elite solutions. These solutions will be used to generate the offspring solutions which will form the next generation. The clusters are sorted with the cluster dominance strategy and then the non-dominant solutions are selected among these clusters. The cluster dominance strategy has been used to draw a dominance relation between two clusters. Each of the two clusters has a centre i.e. the mean fitness of solutions of the cluster such that the cluster with a lower value of centre dominates the one with a higher value.

CBGA-ES+ is intended to compute a variety of multi objective test optimization challenges. As a result, the inputs for CBGA-ES+ contains the initial test suite to be optimised as well as a collection of parameters to be adjusted, such as population size, cluster size, and elite population minimum size. The minimal size of the elite population was set in order to avoid the algorithm from converging prematurely as a function of the added elitist selection. The algorithm initialises a random population of a given size. Solutions that are having similar fitness value are clustered using Lloyd's algorithm. Lloyd's algorithm selects one solution from  $P_t$  at random for each cluster and labels the



objectives as the cluster centres, respectively .It is important to note that the solutions chosen for each cluster have to be distinct, such that there aren't two clusters having the same centres.

Once every solution gets partitioned into clusters, the cluster centres are updated using the mean of solutions. When there is a change in the values of cluster centres, every solution is clustered by calculating the Euclidean distance between the solutions and the centres of the new clusters. Following that, all of the cluster centres are updated again, and the procedure is continued until the values of the cluster centres do not change for two consecutive iterations. Eventually, the clusters that were regenerated are delivered, with each cluster consisting of a group of related solutions with regard to the pre-defined objectives. Following that, the Lloyd's algorithm clusters are organized using the cluster dominance strategy, and the elite population is initialized with non-dominated solutions, which uses the algorithm dominance comparator. In particular, the non-dominated solutions from the best clusters are added to the elite population by comparing every solution with the solutions in the cluster.

The algorithm of dominance comparator takes the values of two solutions and checks whether one is dominated by the other, and then returns the outcome. The addition of solution is done to the elite population only when it's not dominant for any solution in the given cluster. This process is continued until either all of the solutions in the cluster are compared to one another or the size of the elite population equals the required population size. When the structure of the returned elite population is less than the given minimum elite population size, computations from the next dominating cluster are picked for the elite population using the same updated elite population algorithm until the size of the elite population equals the required population size.

### 3.3 Hyper-volume based genetic algorithm

Test case prioritization is just generation of test cases to reveal specific faults in software.

So it is a special case of test case generation. Ordering the test cases to execute eventually is called Test case prioritization. Prioritising test cases aids in meeting two significant limitations, namely cost-time cost and budget cost-in software testing, to enhance the fault detection rate as early as possible. In this paper, the case prioritised by Dario DiNucci et al.[5] is regression faults in software. Regression testing—a software





testing practice; that makes sure the unchanged parts of software sit well with the updated ones. Since the capability of fault detection is not known before executing tests, the majority of the methodologies that are put forth for TCP use substitutes like coverage criteria with the possibility that experiments with better code coverage will reveal faults at a higher probability. Once the coverage criterion is decided, search algorithms execute in a way that they find the order of maximizing that criterion.

Legitimate fitness functions are chosen and developed. Now, each of these fitness functions measures AUC addressed by the combined coverage and cost scores acquired after steadily performing the experiments (executing test cases) as indicated by a distinct order (prioritization). Numerous points in the cost-coverage space are consolidated into a solitary scalar value and utilised as a fitness fn for meta-heuristics, like single-objective GAs. Later work on search-based TCP likewise utilised multi-objective GAs, taking different AUC-based metrics as various objectives for optimization.

Hypervolume, used in many-objective optimization problems, is just an advanced form of the AUC metric. Thus, A. Panichella et al. proposed HGA, which is a genetic algorithm based on Hypervolume, to address the issue of TCP when multiple test coverage criteria are used. They consider that it can deal with both—single cumulative code coverage criteria and multiple testing criteria in a single scalar value.

Three separate case studies were carried out to address the research question—Is HGA a lot quicker than GA and NSGA-II regarding efficiency. Furthermore, concerning Additional Greedy, when the size of the program and the test suite increase, the effectiveness stays unaffected.

While contrasting HGA and many-objective search based algorithms (e.g., MOEA/DE and GDE3), it was noted that it is more or just as effective, and the efficiency was 3 times better.

#### 4. Results

CBGA-ES+ algorithm has conclusively outperformed all the algorithms from Table 4.1, 4.2 and 4.3 for TSM, TCP and TCS respectively [8]. HGA, on an average, is 1.89 times faster than GA. We already know number of test cases adversely affects the performance of GA. Indeed, with increasing number of test cases the ratio between the time required by GA and HGA increases.

HGA performs better than Additional Greedy in most cases—cost-effectiveness wise but



efficiency is less. On the two-criteria formulation, HGA and GA perform the same in terms of fault detectionability. However, the former has better efficiency than the latter thanks to our algorithm for the fast computation of the hyper volume. On the three-criteria, HGA is often has higher effectiveness and always has a higher efficiency than NSGA-II.

**Table 4.1: CBGA-ES+ comparative performance for TSM**

ComparedWith	$\hat{A}_{12}$
CBGA-ES	0.71
MOCeII	0.77
NSGA-II	0.79
PAES	1.00
SPEA	0.66

**Table 4.2: CBGA-ES+ comparative performance for TCP**

ComparedWith	$\hat{A}_{12}$
CBGA-ES	0.80
MOCeII	1.00
NSGA-II	1.00
PAES	1.00
SPEA	0.62

**Table 4.3: CBGA-ES+ comparative performance for TCS**

ComparedWith	$\hat{A}_{12}$
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CBGA-ES	0.67
MOCeII	1.00
NSGA-II	1.00
PAES	1.00
SPEA	0.99

## 5 .Conclusion

CBGA-ES+ performed better compared to its predecessor algorithms (CBGA, MOCeII, NSGA-II, PAES and SPEA) for multi-objective test optimization problems. More of these optimization problems can be applied to test the CBGA-ES+ algorithm. In terms of cost effectiveness, HGA is better than Additional Greedy.HGA generated solution is not dominated by NSGA-II generated solution. Statistically, Additional Greedy is more efficient than NSGA-II and HGA, while HGA is faster than GA and NSGA-II.

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