

Bayesian Reasoning for Software Testing

Position Paper

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Outline



- Motivation
- Bayesian reasoning and software testing
- Practical challenges



- Many software testing challenges are NP-hard problem
- Notkin[26]:
 - *“we may need to approach testing and analysis more like theoreticians pursue NP-hard problems”*
 - *“in the absence of efficient, precise algorithms, the theoreticians pursue probabilistic and epsilon-approximate algorithms”*

[26] D. Notkin. *Software, Software engineering and software engineering research: Some unconventional thoughts.*

Motivation

Problems with Existing Software Testing Approaches



- Specificity
 - Always quasy-experimental studies
- Intractability
 - Infinite number of test inputs
- Inability to adopt
 - Unable to account for the uncertainties

Motivation

Software Testing and Machine Learning



- Software engineering is a fertile ground and many software engineering problems can be formulated as learning problem using machine learning techniques[35]
- Machine learning techniques
 - Offline learning
 - The rigid models are developed
 - E.g. Decision trees, SVMs
 - Online learning
 - Adaptive algorithms
 - E.g. Bayesian reasoning, MDP

Motivation

Software Testing and Bayesian Reasoning



- Software testing is among the most challenging domains for machine learning over the next ten years [11]
- Most of software testing problems are a clean application for machine learning and Bayesian reasoning
- Though
 - Offline learning has been used extensively
 - Online learning has not been utilized enough

Bayesian Reasoning & Software Testing

Probabilistic Representations



- Probabilistic representation for modeling uncertainties
- Tracking multiple hypotheses about the state of system
 - A higher probability
 - A higher likelihood that a hypothesis is true
- Bayesian reasoning
 - Incrementally updates the believes



Basic Form of Bayes Rule

$$p(a | b) = \frac{p(b | a) p(a)}{p(b)} = \frac{\textit{likelihood.prior}}{\textit{normalizer}}$$

- Computing the posterior (conditional) probability of event a given b
 - Based on:
 - Likelihood $p(b/a)$
 - Prior probability $p(a)$
 - Probability $p(b)$, the normalized



Bayes Rule for Multi-Class Classification

$$p(C_i | z) = \frac{p(z | C_i) \cdot p(C_i)}{\sum_{j=1}^N p(z | C_j) p(C_j)}$$

- Classification with classes C 's
 - N : the number of classes
- $P(C/z)$: Incrementally updates the probability of each C given observation z
- $P(z/C)$: The prior likelihood
- $P(C)$: the prior probability of this class



- Goal: estimate the probabilistic belief of system state x at time t :

$$t : \text{bel}(x_t) = p(x_t \mid x_0, u_1, z_1, \dots, x_{t-1}, u_t, z_t)$$

- The Markov assumption:

$$p(x_t \mid x_0, u_1, z_1, \dots, x_{t-1}, u_t, z_t) = p(x_t \mid x_{t-1}, z_t, u_t)$$

- The state at time t can be estimated conditionally independent of all prior states, actions and observations

- Observed through a series of observations z
- The observations z obtained through a set of actions:

$$u : \{u_1, z_1, \dots, x_{t-1}, u_t, z_t\}$$



Monte Carlo Sampling

- Applicable to domains with multiple hypotheses
- Each sample is an instance of a hypothesis
 - Associated with a probabilistic value representing the likelihood the hypothesis is true
- The general procedure:
 - A small set of samples are selected initially
 - Each hypothesis is modified to account for any change
 - The probability of each hypothesis is updated
 - A larger number of samples are selected for hypotheses with larger probability values



Application

- Monte Carlo importance sampling
 - Mutation testing
 - Already studied by authors [28]
 - Applicable to
 - Statistical fault localization
 - Adaptive random testing
 - Static analysis
 - Probabilistic model checking
 - Etc.

Practical Challenges



- Generalization issues
 - Remember “*External Threats*” at the end of most papers
 - Probabilistic representations are robust to such issues
- Sensitivity to priors
 - In addition, estimating the likelihood function
 - The performance of Bayesian reasoning is robust to such issues, i.e. Convergence takes longer
- Steep learning curve
 - Difficulty in learning and using statistics and probability

Thank You



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