



Toward an efficient End-to-End test suite execution

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Advisor: D. Claudio de la Riva

Doctoral Symposium

**34th IEEE International Symposium on
Software Reliability Engineering**



Software Engineering
Research Group



Universidad de Oviedo

Agenda

1. Motivation and Context
2. Objective
3. RETORCH:
 1. Approach
 2. Validation
4. RETORCH*
 1. Approach
 2. Validation
5. Completion of the Phd.
6. Future work

Motivation and Context

- Continuous Integration Systems (CI) where the suites are executed at each repository change
 - Test Suites not executed as much as required →
Not enough time || resources used
 - Potential defects missed → 20-40% more expensive to fix
- Even more challenging with expensive tests, like End to End (E2E) testing, due to:
 - Long execution times.
 - Expensive resources.
 - Entire System required.

Motivation and Context

- Traditional techniques are not useful in E2E testing
→ reduced-prioritized test suite requires the same expensive **resources**.
- **Virtualization** and **Cloud execution** emerge as solution → puts new challenges on top of the already faced on-premise

Objective

Optimize E2E test suite execution

IMPROVING:

Execution Time

Number Resource Redeployments

Execution Cost

THROUGH:

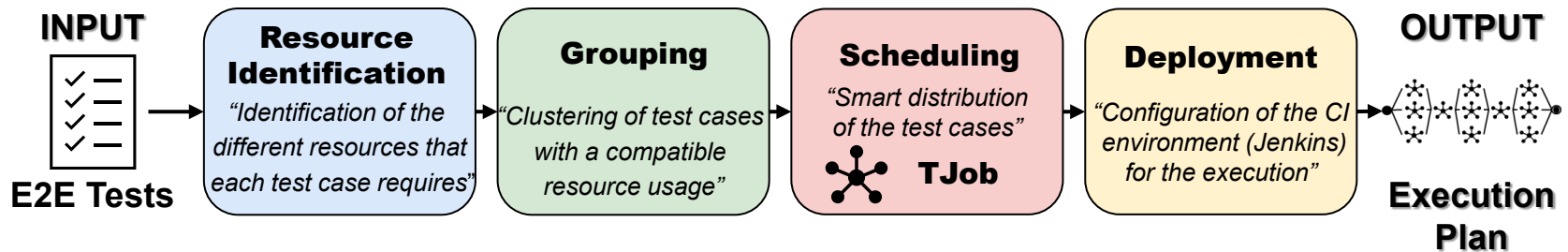
Resource identification

Selection of a Cost-effective Cloud and Test configuration

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RETORCH: Resource Aware End-to-End Test ORCHestration



Key Concept: Resource

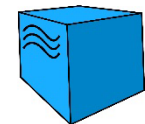
"Physical, logical or computational entity that is required during the execution of a E2E test suite"

ACCESS MODE

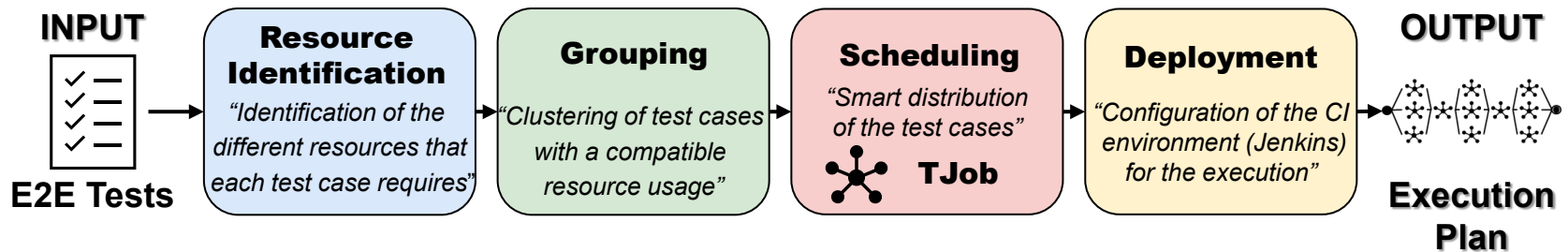
How the test case access the resource

ATTRIBUTES

Extra information about how can be used



RETORCH: Resource Aware End-to-End Test ORCHestration



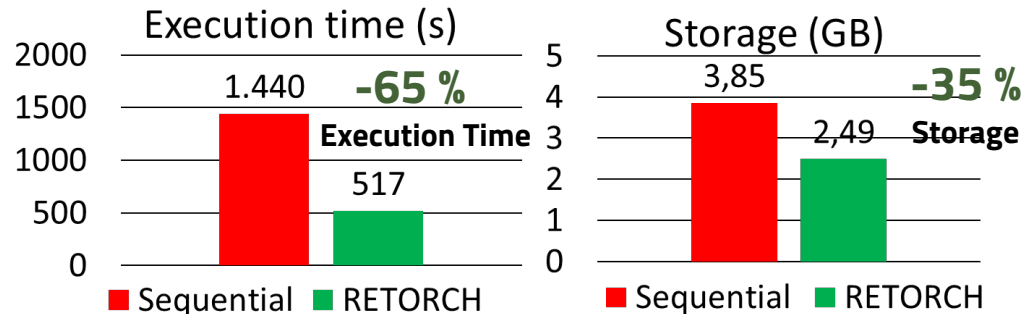
Validation:

Demonstrator:

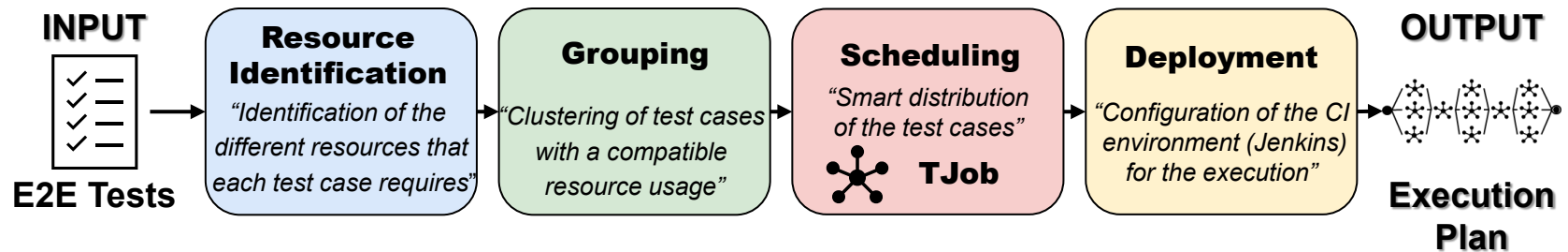
FullTeaching

- 21 E2E tests.
- 10 resources.
- Access modes → read, read write, dynamic, no-access...

RETORCH achieves savings:



RETORCH: Resource Aware End-to-End Test ORCHestration



Journal Articles:



Software Quality Journal (JCR Q2, IF: 1.460)

Conferences:



42nd Int. Conf. in Software Engineering



12th Int. Conf. on the Quality of Inf. and Communications Technology

Awards:



Best thesis Dissertation SISTEDES-EVERIS

Agenda

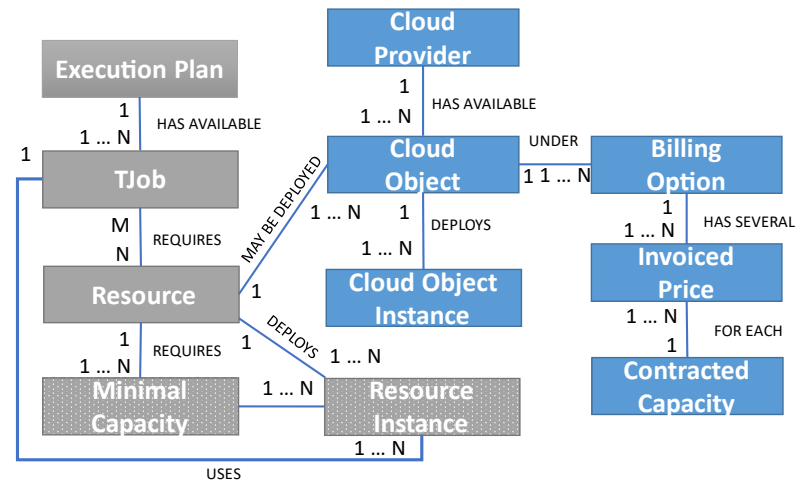
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RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud

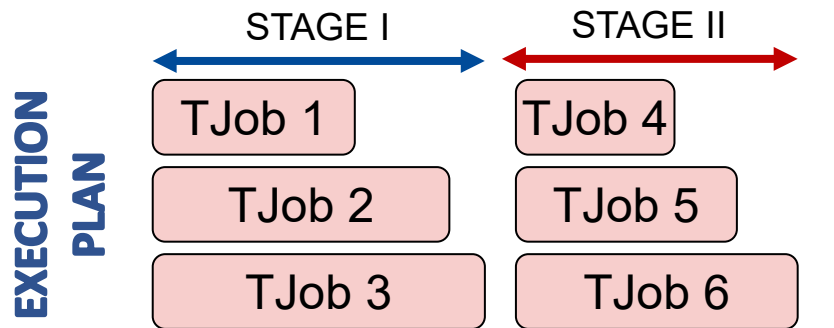
“Improve the Test and Cloud Configuration based on the (monetary) cost to achieve an efficient E2E test execution”

RETORCH* Model of the E2E Test execution in the Cloud:

- **Test configuration:** represents the scheduled test suite given by RETORCH
- **Cloud configuration:** represents the configuration of the Cloud Infrastructure

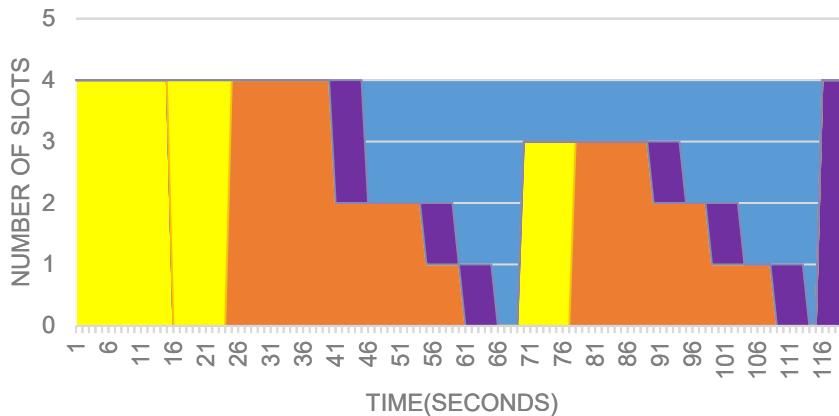


RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud



Execution Plan

“TJobs scheduled in sequential or parallel to reduce time/resources”



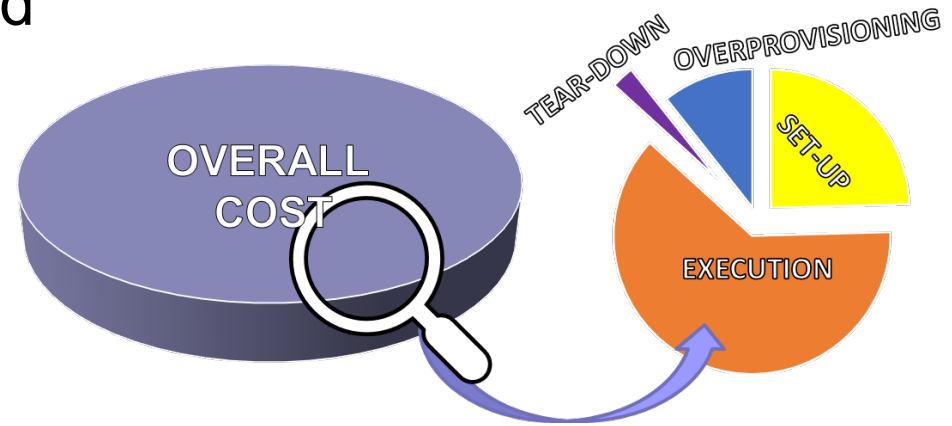
Usage Profile

“Shows how the different resources use the contracted Cloud Infrastructure”

RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud

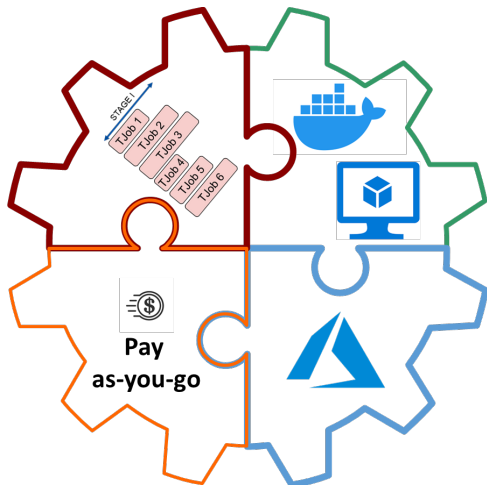
RETORCH* Cost Model to compare different Test and Cloud Configurations:

- Not only overall cost-based (billed):
 - Testing cost:
 - Set-up
 - Execution
 - Tear-down
 - Overprovisioning cost

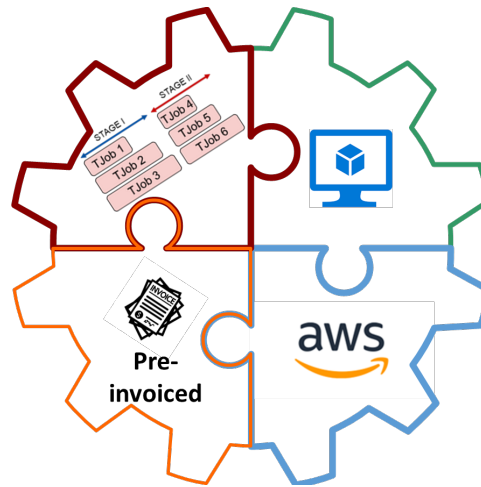


RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud

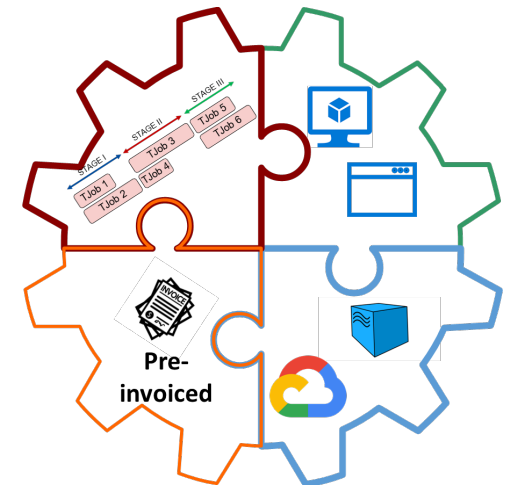
Alternative I



Alternative II



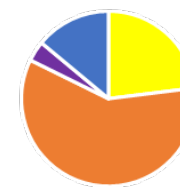
Alternative III



Overprov: \$
 Set-up: \$\$
 Exec: \$\$\$
 Tear-down: \$
 Overall: \$\$\$\$\$\$



Overprov: \$\$\$\$\$\$
 Set-up: \$
 Exec: \$
 Tear-down: \$
 Overall: \$\$\$\$\$\$\$\$



Overprov: \$\$
 Set-up: \$\$
 Exec: \$\$\$
 Tear-down: \$
 Overall: \$\$\$\$\$\$\$\$

RETORCH^{*}: A Cost and Resource aware Model for E2E Testing in the Cloud

Validation:

FullTeaching Test Suite

- Demonstrator of H2020 European Project (ElaSTest)
- 21 E2E Test Cases
- 10 different resources and several access modes.

RESEARCH QUESTIONS:

**RQ1: Cost/efficiency
choosing different
Cloud Object categories?**

Different Cloud Objects:

- Virtual Machine
- Containers
- Services

**RQ2: Cost/efficiency
choosing different
Billing Options?**

Different Billing Options:

- As-you-go
- Pre-invoiced

**RQ3: Cost/efficiency
setting different
Execution Plans?**

Different Execution Plans:

- 4-Parallel
- 3-Parallel
- 5-Parallel

RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud

Results:

RQ1:

The cost/efficiency depends on the category:



Containers: attractive in terms of efficiency and overall cost



Virtual machines: less efficient but good testing cost.



Services: employ all the cost in the test execution.

RQ2:

The cost/efficiency is affected by the billing option:



Pre-invoiced becomes more attractive than



As-you-go beyond a certain threshold



Validation performed during my PhD. Internship in the ISTI-CNR (PISA)

RQ3:

The Execution Plan impacts in the cost/efficiency:



The **capacities** and **time** required depends on the Execution Plan



Changes in the Execution Plan →



Cloud Infrastructure **misalignment** →




No longer retain its **efficiency**


RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud

Results:


Conferences:

 26th Jornadas de Ingeniería Del Software y Bases de Datos (SISTEDES 2022).

Journal Articles:

 Cristian Augusto, J. Morán, A. Bertolino, C. de la Riva, and J. Tuya, "RETORCH*: A Cost and Resource aware Model for E2E Testing in the Cloud"

Awards:

 Best Student Academic Paper of the SMILESENG22

PHD. Internship in the ISTI-CNR
(PISA)

Completion of the Ph.D.

RETORCH*: Validation and experimentation with more case studies



PIGGY
METRICS



staffjoy

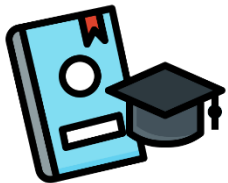


ExplorViz



Open-Source Microservice Benchmark
TrainTicket
by CodeWisdom@Fudan University

Thesis writing and defense



Intending to defend his Ph.D. thesis in the middle of the year 2024.

Future Work

- Conduct a more in-depth study on the effects experienced by development teams involved in multiple projects.
- Implement RETORCH* model into the orchestration tool to optimize the Execution plans
- Automate the recommendations through a bot engine



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