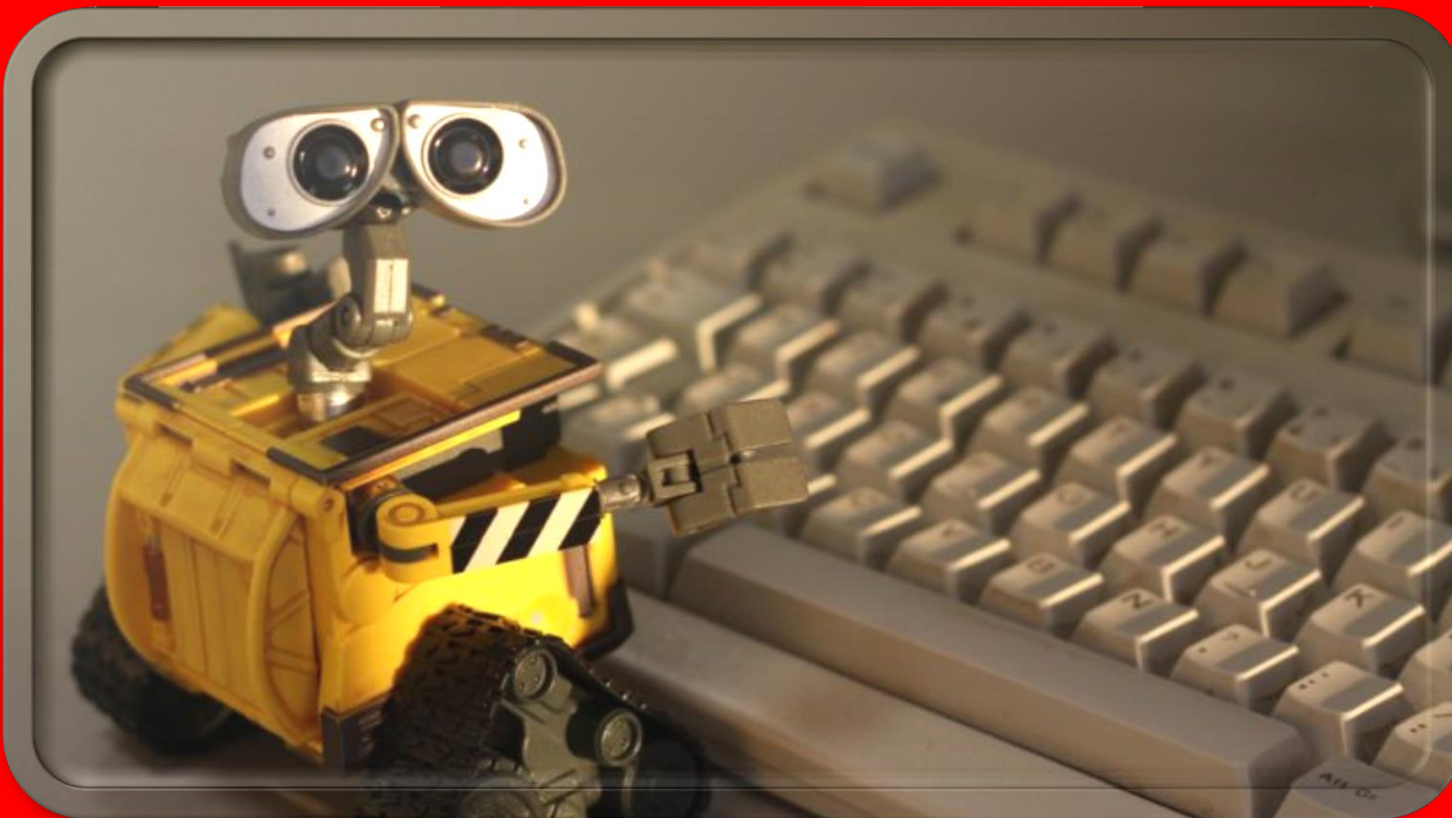


TestNet theme evening  
14 September 2017



# How will test robots help us testers



Can test tools also test  
exploratory and assess  
results?

Rik Marselis



Sander Mol



# Robotica?

What by today's definition is a robot?

It's a machine that gathers information about its environment by input of sensors and based on this input changes its behavior.

Combined with **machine learning** and **machine intelligence** the robot's reactions over time get more and more adequate.

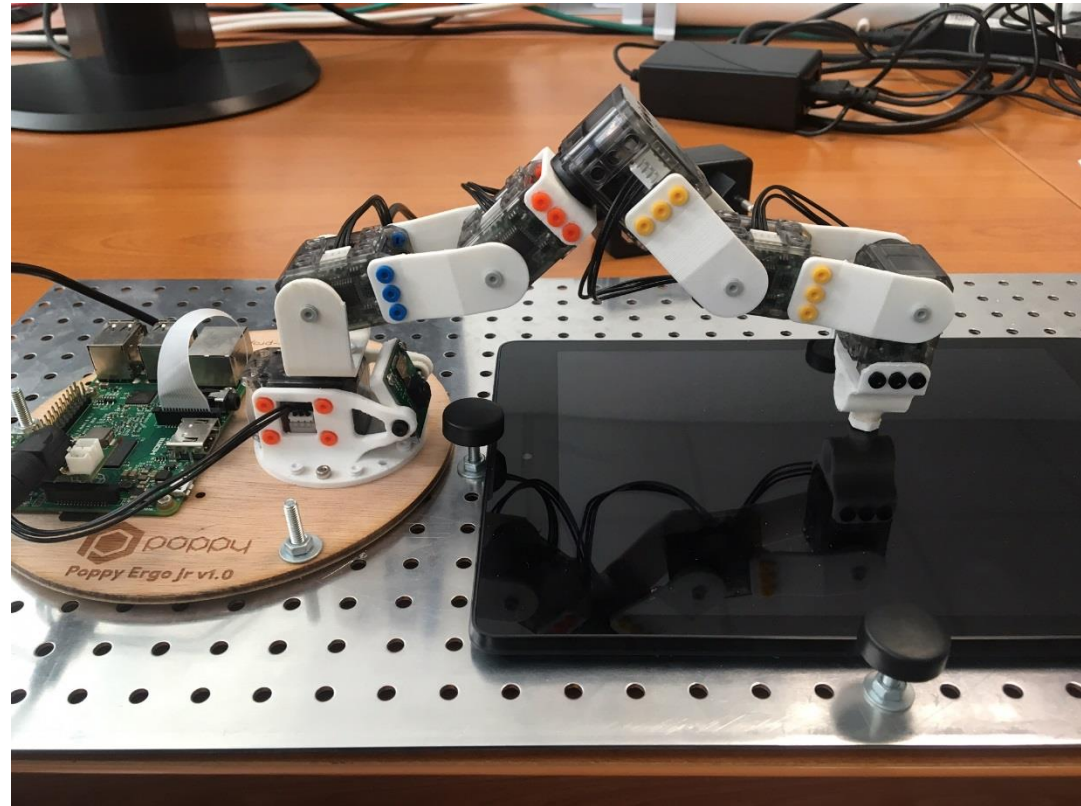
The use of Internet of Things, Big Data Analytics and Cloud technology make a robot **versatile**.

A Robot can come in **many different shapes and forms**. It's not just the metallic man. It may just as well be an autonomous vacuum cleaner, a self-driving car a chatbot or a personal digital assistant.

# How can we test better using robotics?

Physical robots

Example: Use a small and cheap (€ 300) robotic arm to test mobile devices.



# How can we test better using robotics?

## Functional testing

- Generate test cases
- Execute test cases
- Analyse the results

The next step in  
test automation

## Brute-force testing

- Generate a huge number of test cases and execute them

## Non-functional testing

- Intelligent performance testing

And so much more!!!!!!



# Can Machine Intelligence help?

What is a great challenge with testing business processes?  
Predicting the expected outcome.

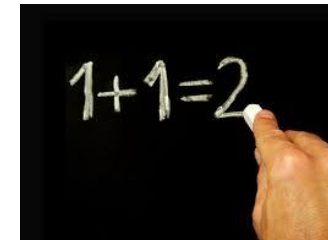
Use machine intelligence to analyze the test situation and to predict the expected outcome.

Advantages:

The machine intelligence is better at strictly applying rules (no errors in output predictions)

Less manual labour

Disadvantage: The rules must be very clear



# Today's test automation



# Today's test automation

**discussion:**

**How much intelligence is there  
intoday's test tools?**

# Meanwhile at Google Deepmind

AlphaGo beats the world champion Go. And then wins every other challenge.





# But they can do more at Deepmind



- Tool only sees pixels, no ball, no cohesion
- Tool discovers that he can drive something
- Tool discovers the purpose of the game
- Tool achieves the perfect score in the most efficient way

# **Google DeepMind's Deep Q-learning**

# And they do it for multiple Atari games



Pong  
Space Invaders  
Seaquest  
Beam Rider



all with **one** tool

... which teaching itself *everything*

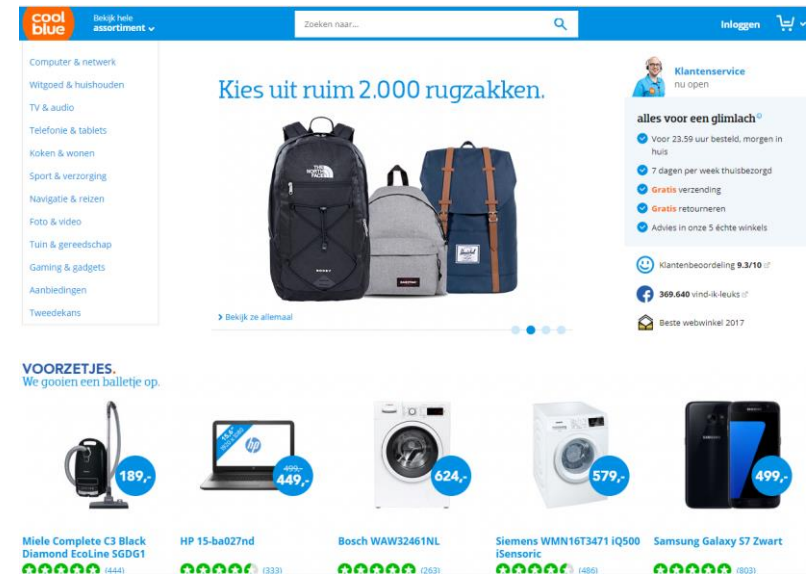
# What does this tool learn?

- The objects and the controls
- The goals
- The rules
- What does work and what does not work
- The variations that you can encounter

# Google Deepmind tool voor testers?

The tool would click without any prior knowledge, start typing, dragging and so on, and explore the application that we want to test :

- The objects and the control
- The goals
- The rules
- What does work and what does not work
- The variations that you can encounter



Google Deepmind

STARCRRAFT



# Collaboration: supervised learning

## Help to get started

- Providing inputs (such as valid postal codes or telephone numbers)
- Indicate in advance what the most important paths are

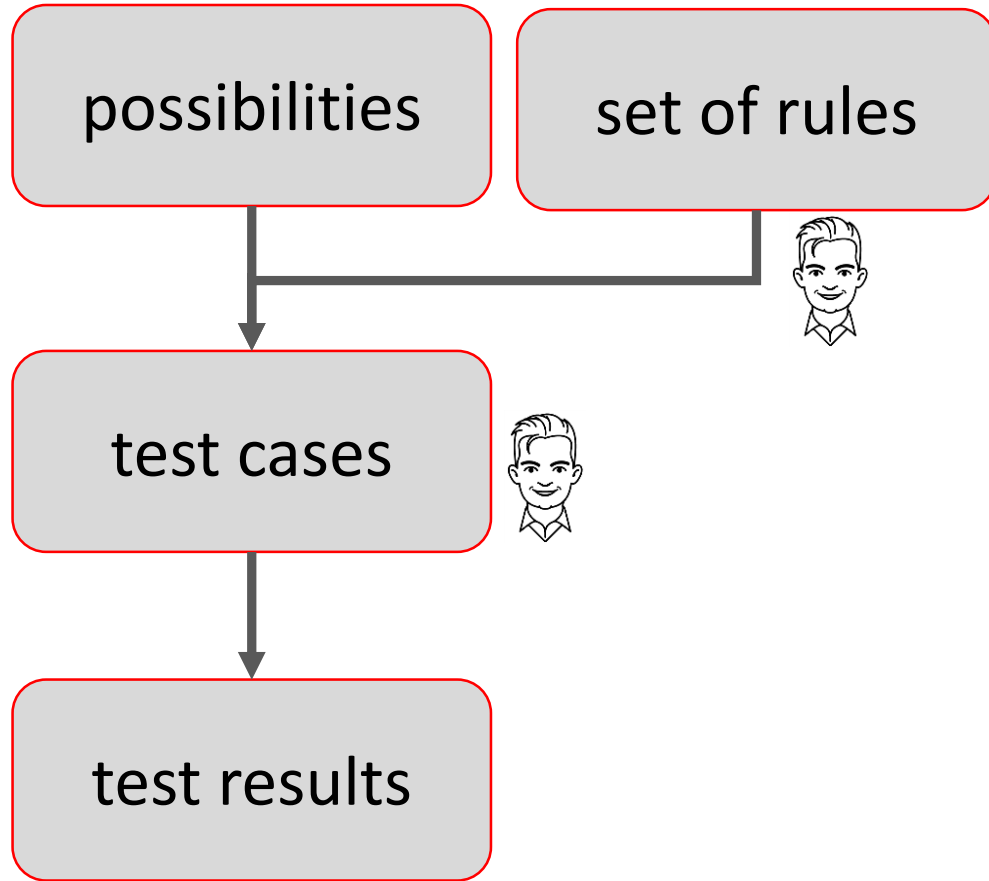
## Help the analysis

- The tool tries everything
- The tool summarizes what he has found, including a cross that he thinks is wrong
- Man indicates what is actually wrong
- The tool learns from that

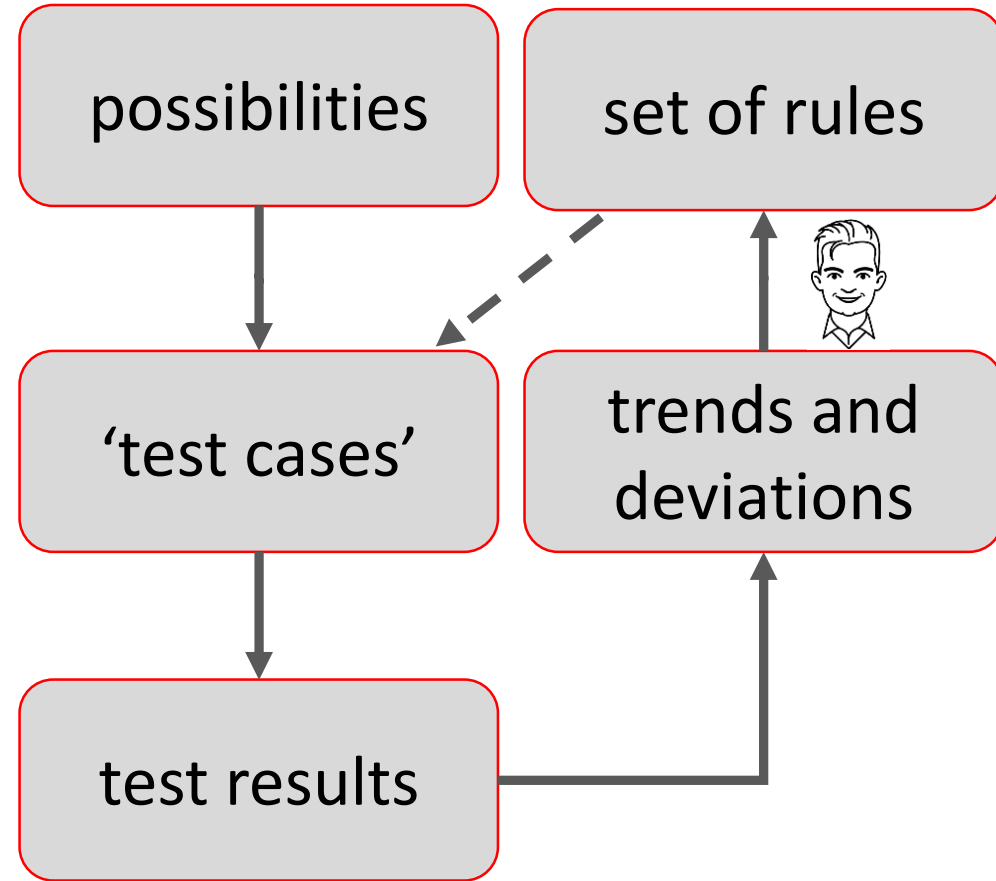


# Machine Learning 'afterwards'

## In advance



## Afterwards



# The tool is getting more and more knowledge

The power of this tool is, as with existing tooling, in the repetition.

- with knowledge of how it worked, the tool knows what is different
- the reporting takes into account the previous human assessment

And after 1,000 applications the tool knows what is expected in general.

# The tool gains more knowledge of ...

- **User-friendliness**  
(color contrast, maximum number of steps, etc.)
- **Performance**  
(maximum number of seconds)
- **Functional paths**  
(desired and undesirable, unexpected, optimal)
- **Security measures?**

# Do we still need testers?

YES!

Especially in the beginning:

- Giving input
- Prioritize
- Structuring results
- Good and error situations

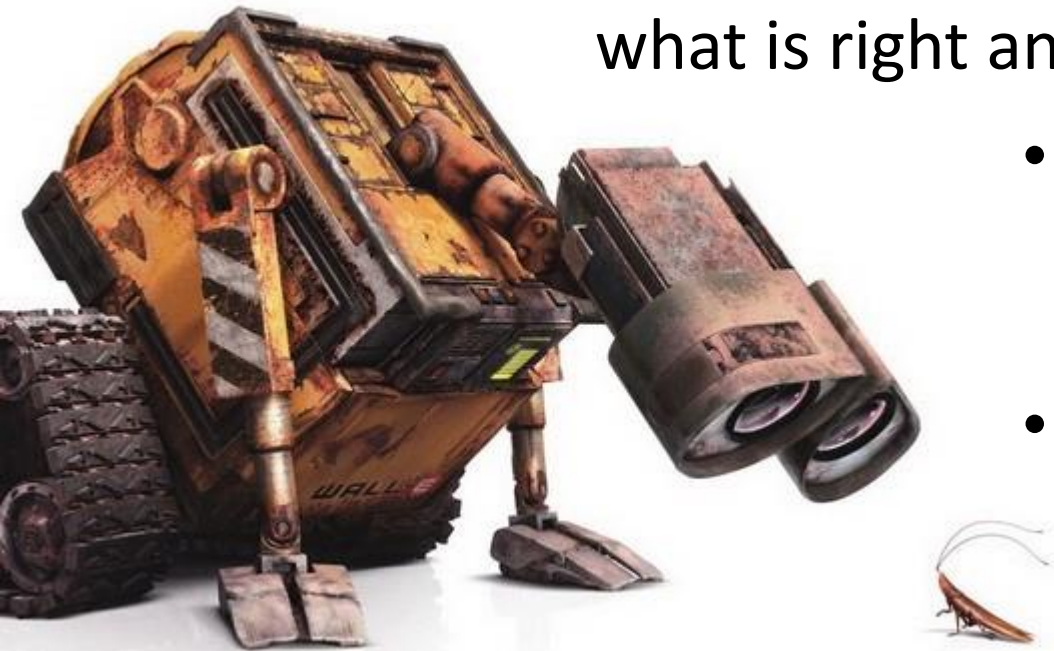
And later on, also:

- Attention to quality
- Still: prioritize

Although the 'business' can take over part of the assessment

# Our summary.

- Test robots could explore an application themselves, the technology is already there
- For the time being, people will have to help determine what is right and wrong, but a robot learns quickly
  - A robot can discover trends when testing different applications, and discover more and more errors
  - There will always be someone who keeps an eye on quality, no matter how many tools we have



# The test automation of "tomorrow"

**discussion:**

**what could you do with such a  
tool? and what (not) yet?**

# How will this develop further?

We'd like to find out, along with you!

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# The original article

Dutch:

<https://www.linkedin.com/pulse/testen-met-zelflerende-en-zelf-explorerende-testtools-sander-mol>

English:

<http://labs.sogeti.com/testing-self-learning-self-exploring-testing-tools/>