

# Towards Using Code Coverage Metrics for Performance Comparison on the Implementation Level

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# Motivation

- Compare complex data structures and algorithms on the implementation level
- Either no benchmark or test set available or
- Consider problems with benchmarks:
  - Implementation may be biased to perform in a certain benchmark
  - Benchmark may not uncover best and worst cases of an implementation

# Simple Example

```
public int max(int a, int b)
```

A 

```
int c = a - b;  
return c < 0 ? b : a;
```

B 

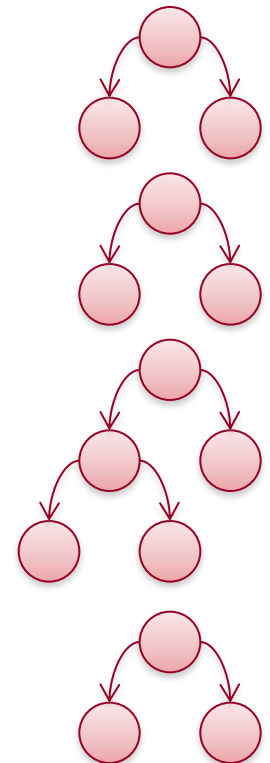
```
int c = b - a;  
return c < 0 ? a : b;
```

C 

```
if (a == b) {  
    return a;  
} else {  
    return a < b ? b : a;  
}
```

D 

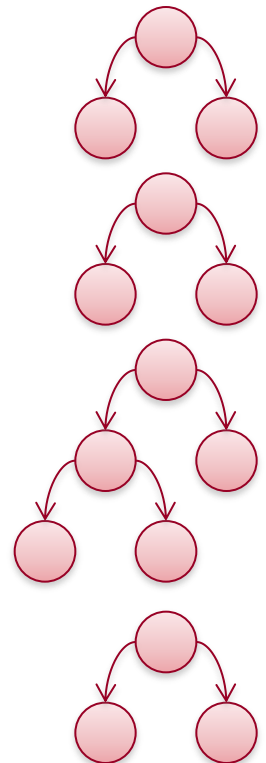
```
return a < b ? b : a;
```



# Simple Example

Generate test cases with maximized (basic block) coverage

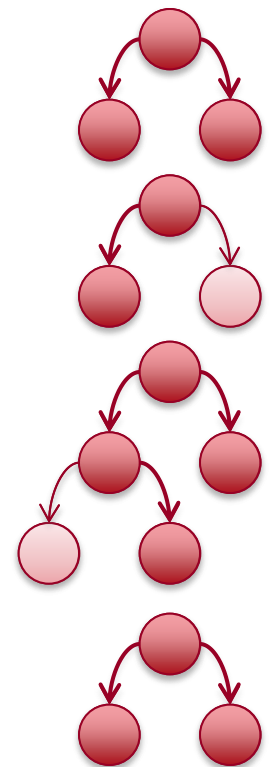
A	<pre>int c = a - b; return c &lt; 0 ? b : a;</pre>	<pre>max(0, 0) max(0, 1)</pre>
B	<pre>int c = b - a; return c &lt; 0 ? a : b;</pre>	<pre>max(0, 0) max(1, 0)</pre>
C	<pre>if (a == b) {     return a; } else {     return a &lt; b ? b : a; }</pre>	<pre>max(0, 0) max(0, 1) max(1, 0)</pre>
D	<pre>return a &lt; b ? b : a;</pre>	<pre>max(0, 0) max(0, 1)</pre>



# Simple Example

Perform each test set on each implementation (e.g. variant A)

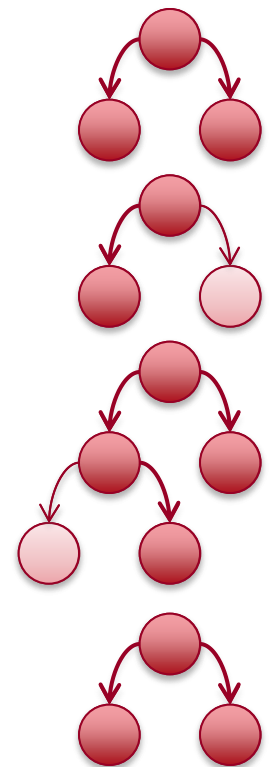
A	<pre>int c = a - b; return c &lt; 0 ? b : a;</pre>	<pre>max(0, 0) max(0, 1)</pre>
B	<pre>int c = b - a; return c &lt; 0 ? a : b;</pre>	<pre>max(0, 0) max(1, 0)</pre>
C	<pre>if (a == b) {     return a; } else {     return a &lt; b ? b : a; }</pre>	<pre>max(0, 0) max(0, 1) max(1, 0)</pre>
D	<pre>return a &lt; b ? b : a;</pre>	<pre>max(0, 0) max(0, 1)</pre>



# Simple Example

Compute performance for each test set on each implementation (A)

A	<code>int c = a - b;</code> <code>return c &lt; 0 ? b : a;</code>	<i>max(0, 0)</i> <i>max(0, 1)</i>	5 5
B	<code>int c = b - a;</code> <code>return c &lt; 0 ? a : b;</code>	<i>max(0, 0)</i> <i>max(1, 0)</i>	5 5
C	<code>if (a == b) {</code> <code>return a;</code> <code>} else {</code> <code>return a &lt; b ? b : a;</code> <code>}</code>	<i>max(0, 0)</i> <i>max(0, 1)</i> <i>max(1, 0)</i>	3 5
D	<code>return a &lt; b ? b : a;</code>	<i>max(0, 0)</i> <i>max(0, 1)</i>	3 3



# Method

- Combined coverage
  - favor implementations which cover the test sets of the other implementations
  - punish implementations which only cover one test set
- Weighted Performance
  - weight performance by the coverage
  - treat every test case equally

$$c_i = \prod_{j=1}^n (\text{cov}_{ij})^{\frac{k}{n}}$$

$$p_i = \left( \sum_{j=1}^n \frac{p_{ij}}{(\text{cov}_{ij})^k} \right) / n$$

## Simple Example - Results

Implementation	Combined coverage	Weighted performance
A	0.81	6.56
B	0.66	8.12
C	0.71	5.77
D	0.81	3.93

- C has a good performance but covers less of the other implementations
- D has the best performance and the best coverage



# Conclusion

- If no suitable benchmark or test set exists
- Instead of guessing the correct evaluation setup
- Create workloads based on the implementation of each competitor
- Automatically find test inputs with best and worst case performance
- Treat every test case in the same way

## Future Work

- Framework tested for simple algorithms (min/max, sorting)
- Expand on complex data structures (high-dimensional spatio-temporal indices)
- Test case generation by evolutionary algorithms
- Compare to existing benchmarks