



Automating Quality

Going Beyond AI-Driven Testing



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November 7, 2023



FLASH BACK



2015

MANUAL, HUMAN-PRESENT EXPLORATION AND TESTING



MANUAL CREATION AND MAINTENANCE OF TEST SCRIPTS

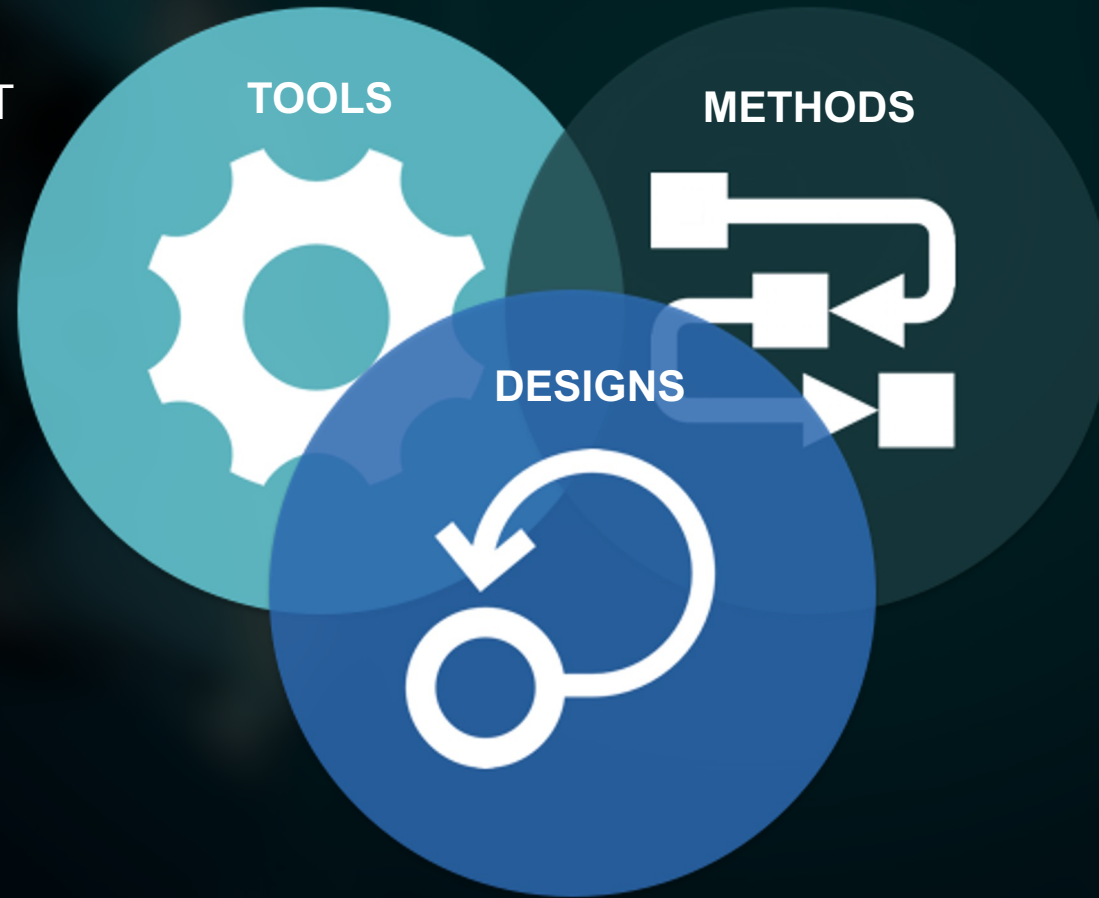


GRAND VISION OF TESTING, LIGHTS-OUT PHILOSOPHY



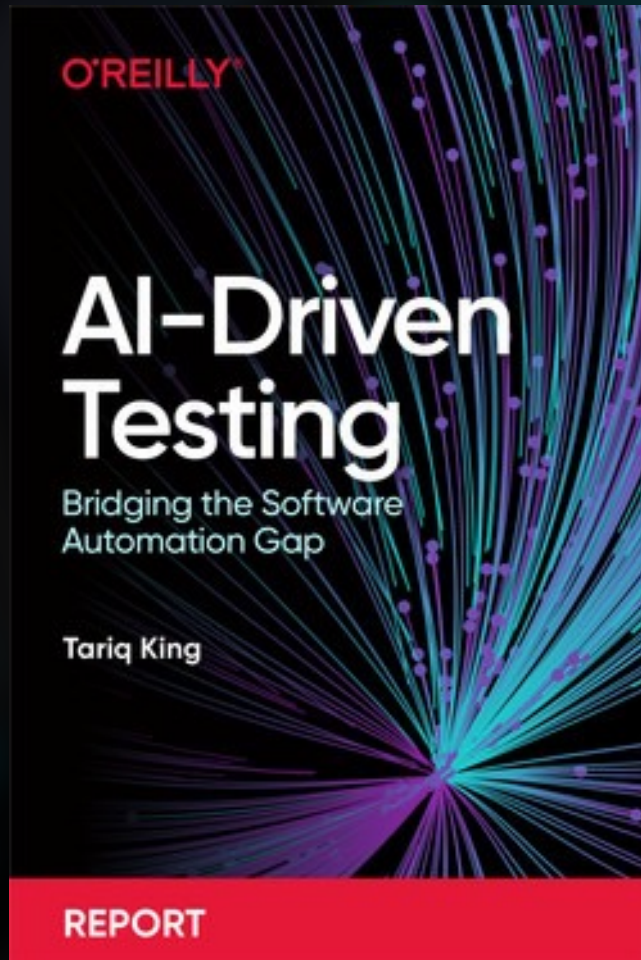
UNMANNED, LITTLE TO NO HUMAN INTERVENTION

AI-DRIVEN TEST
AUTOMATION

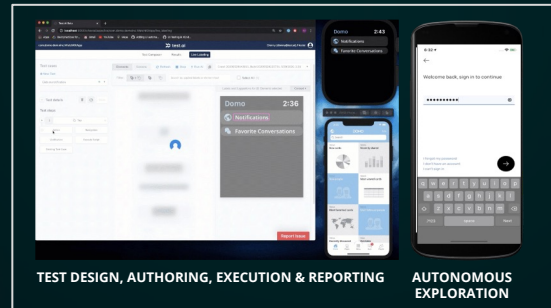


TESTING AI
SYSTEMS

SELF-TESTING
SYSTEMS

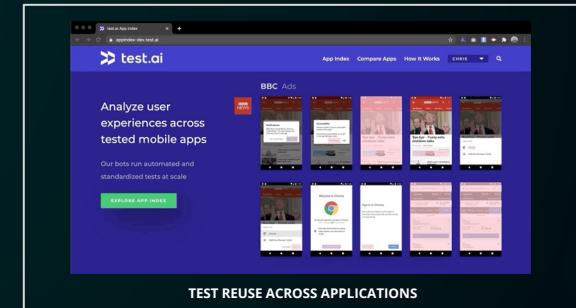


DESCRIBES PRACTICAL AIST EXPERIENCES



TEST DESIGN, AUTHORING, EXECUTION & REPORTING AUTONOMOUS EXPLORATION

AI FOR TESTING WEB, MOBILE AND DESKTOP

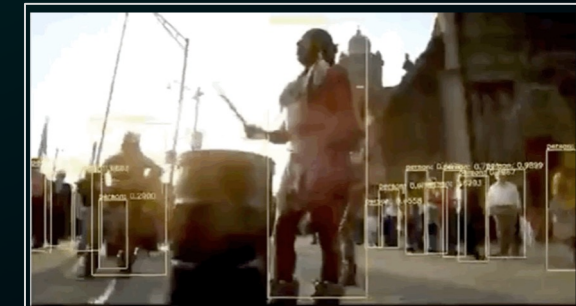


TEST REUSE ACROSS APPLICATIONS

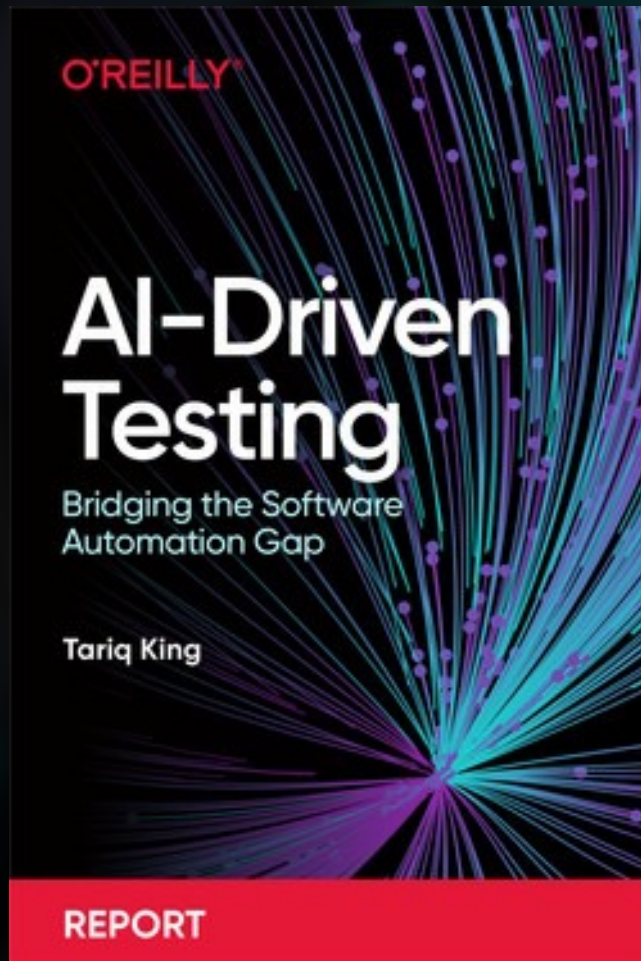
AI FOR TESTING APPSTORES



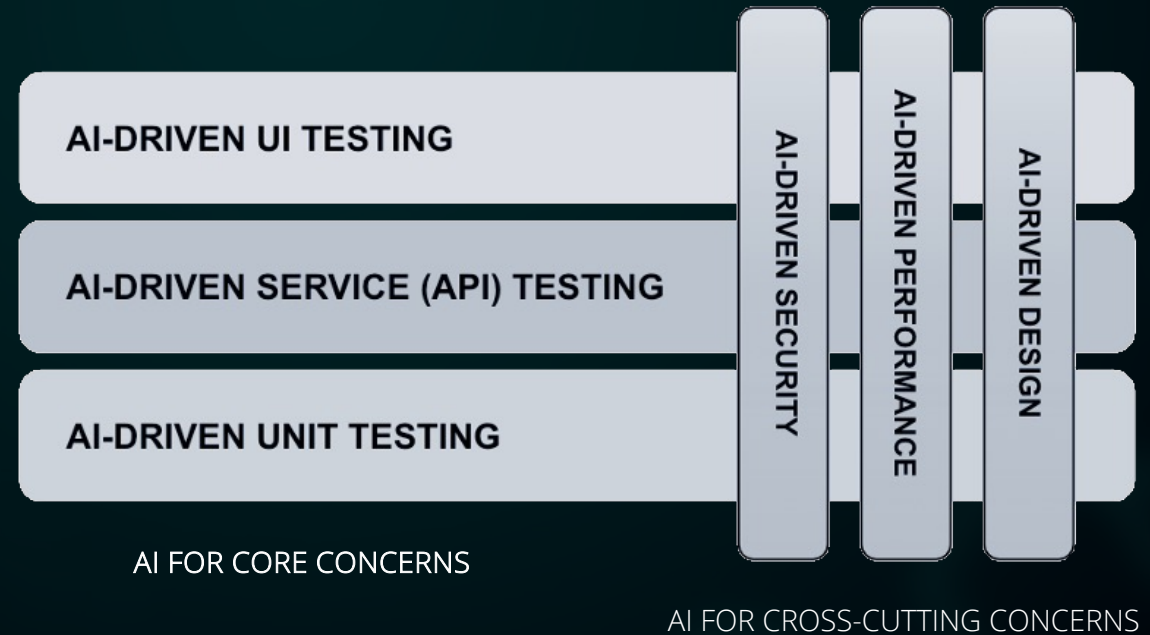
AI FOR TESTING VIDEO GAMES

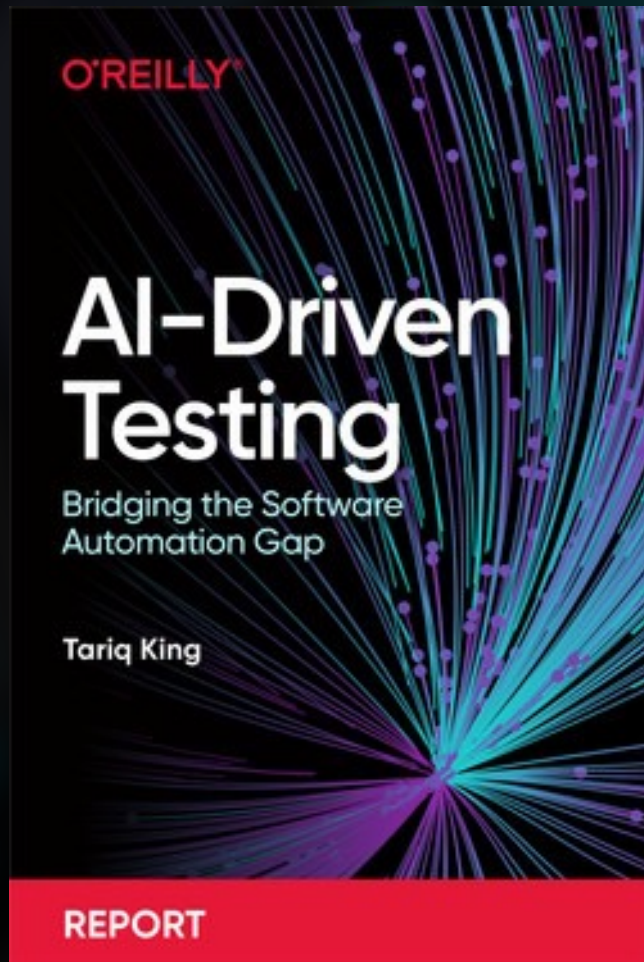


AI FOR TESTING VIDEO QUALITY

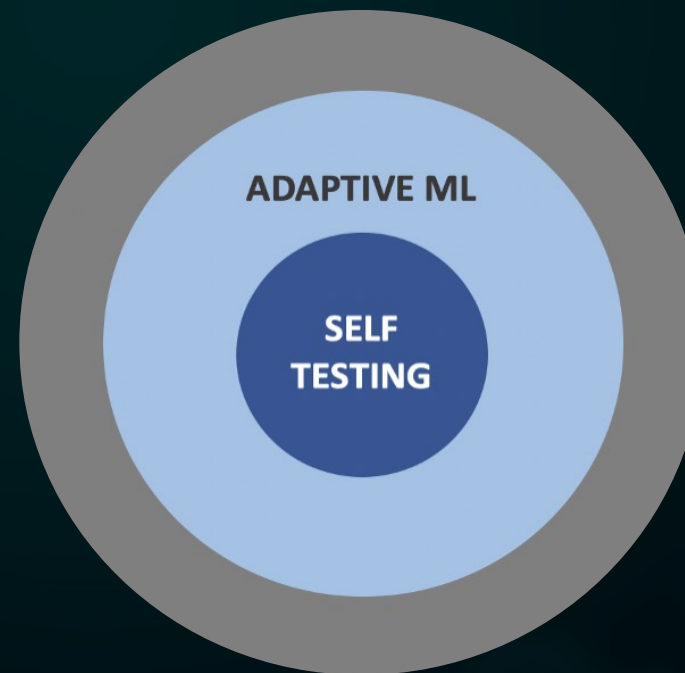


PREDICTS **FULL-STACK AIST TAKEOVER** AND...



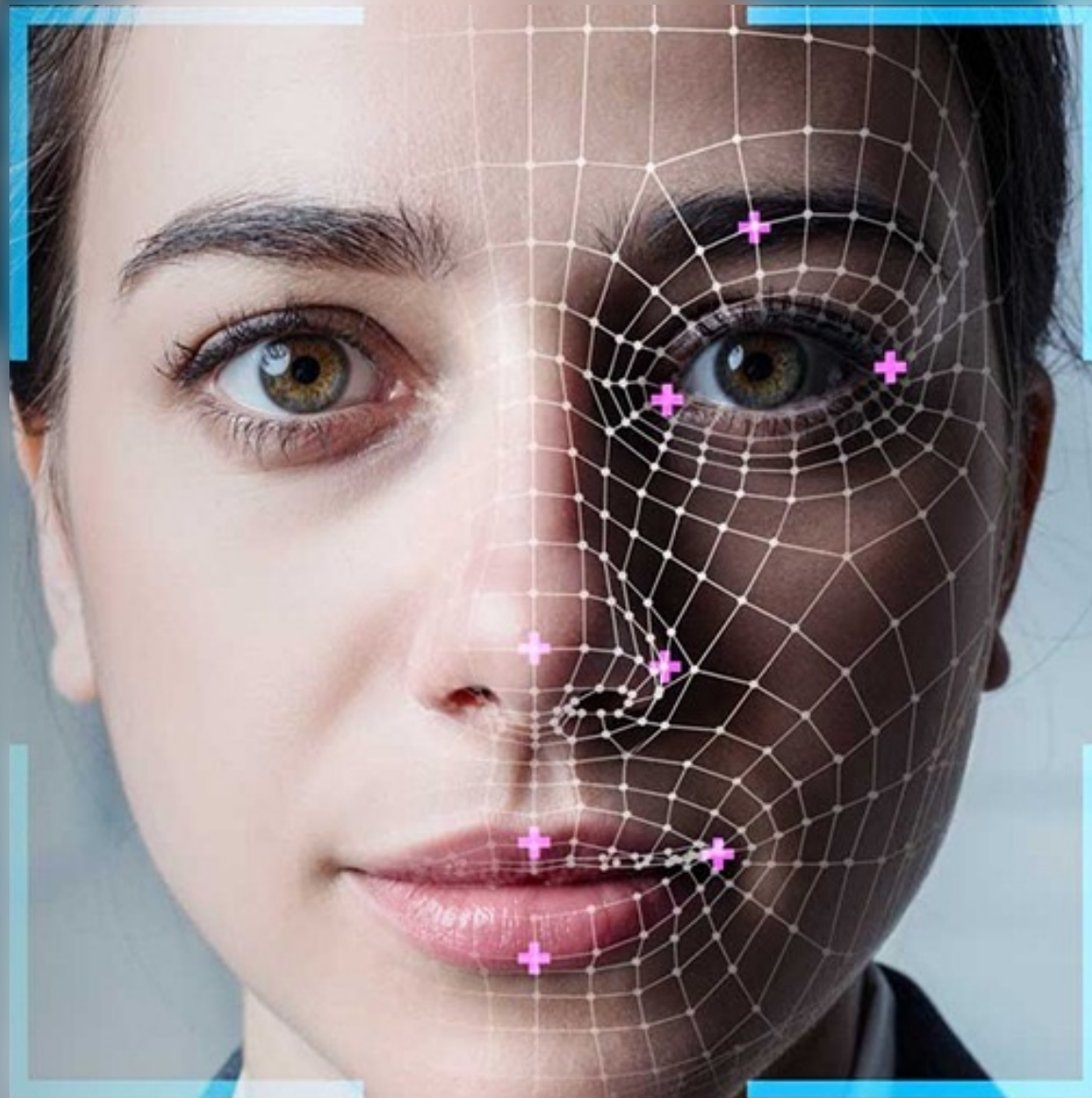


THE NEED FOR SELF-TESTING AI



2023

GENERATIVE AI



GENERATIVE AI

Describes computer algorithms that can be used to create natural language, audio, images, and videos with little to no human intervention

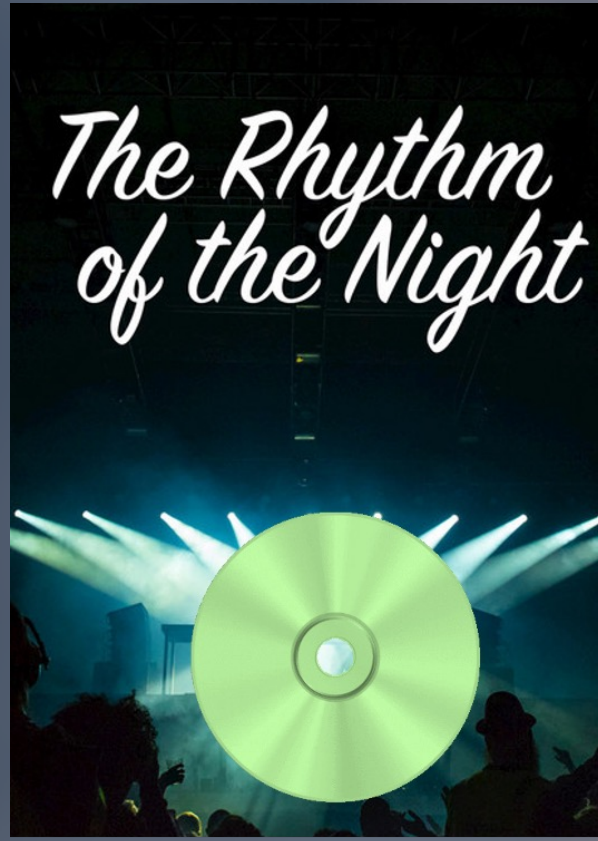
AI GENERATES PHOTO-REALISTIC FACES



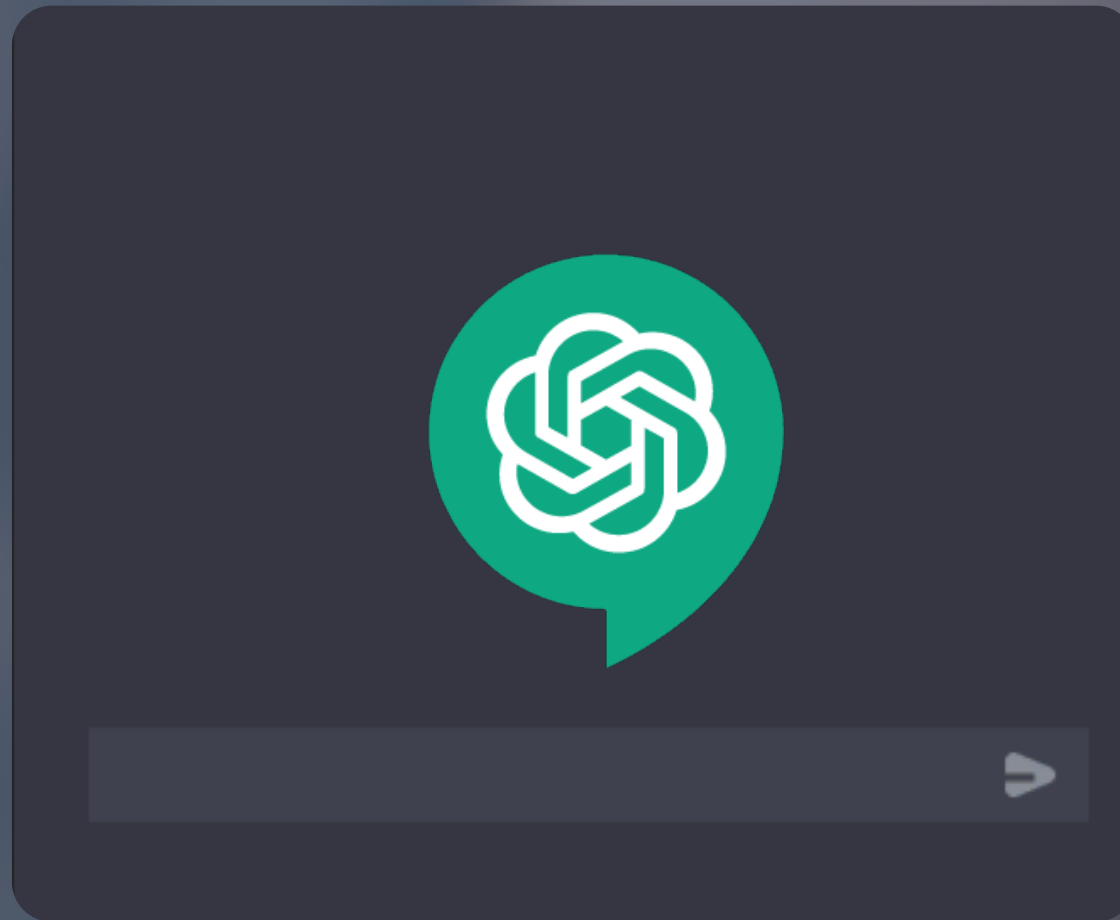
AI GENERATES ARTWORK



AI GENERATES MUSIC



AI GENERATES NATURAL LANGUAGE



MADE AI BELIEVABLE

USABLE



VISIBLE

COMPREHENSIBLE



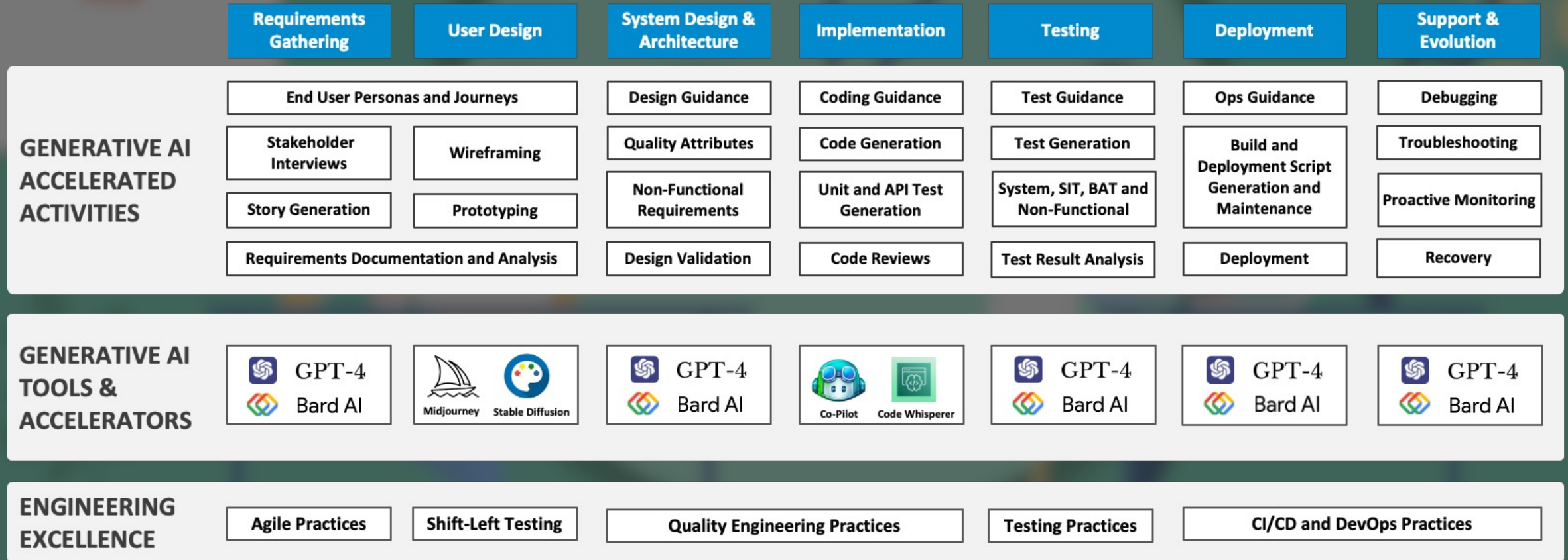


1	2	3
Yellow sticky note	Yellow sticky note	Yellow sticky note
Yellow sticky note	Yellow sticky note	Yellow sticky note
Yellow sticky note	Yellow sticky note	Yellow sticky note
Yellow sticky note	Yellow sticky note	Yellow sticky note

Can We Leverage AI to Improve Software Productivity?

AI-ASSISTED SOFTWARE ENGINEERING

A HOLSTIC VIEW OF LEVERAGING GEN-AI ACROSS THE SOFTWARE DEVELOPMENT LIFECYCLE

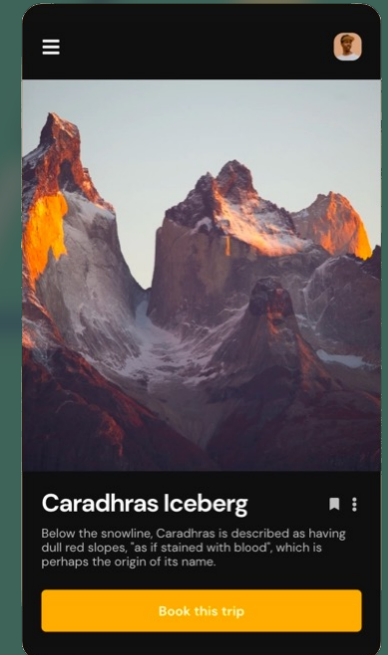
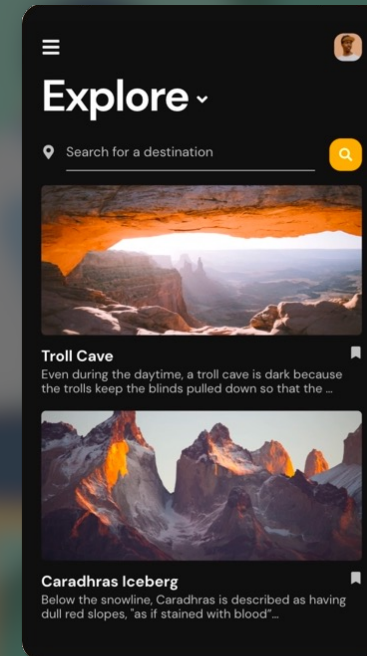


AI FOR REQUIREMENTS ENGINEERING

GENERATING USER STORIES WITH ACCEPTANCE CRITERIA AND UI MOCKUP DESIGNS

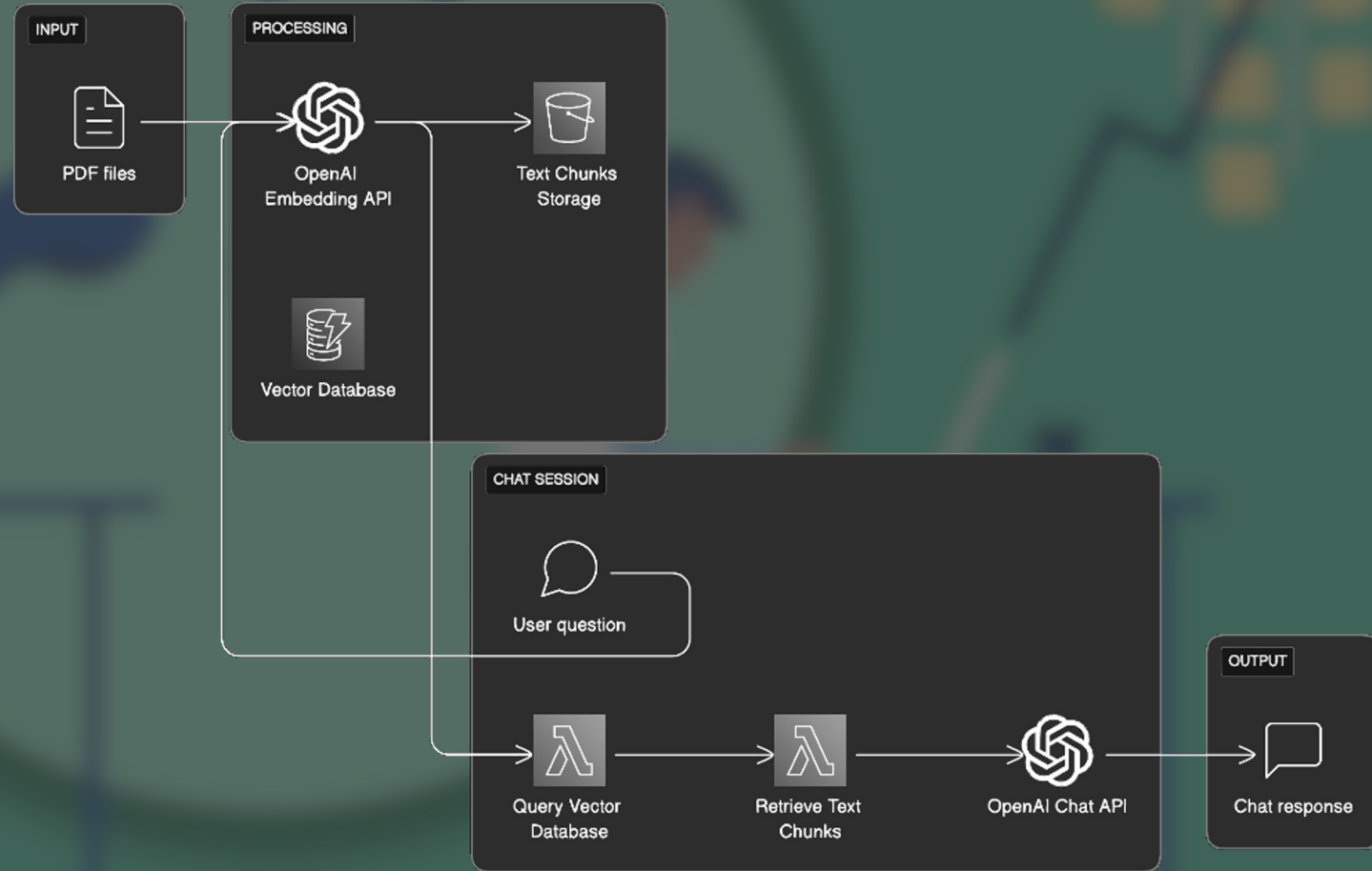
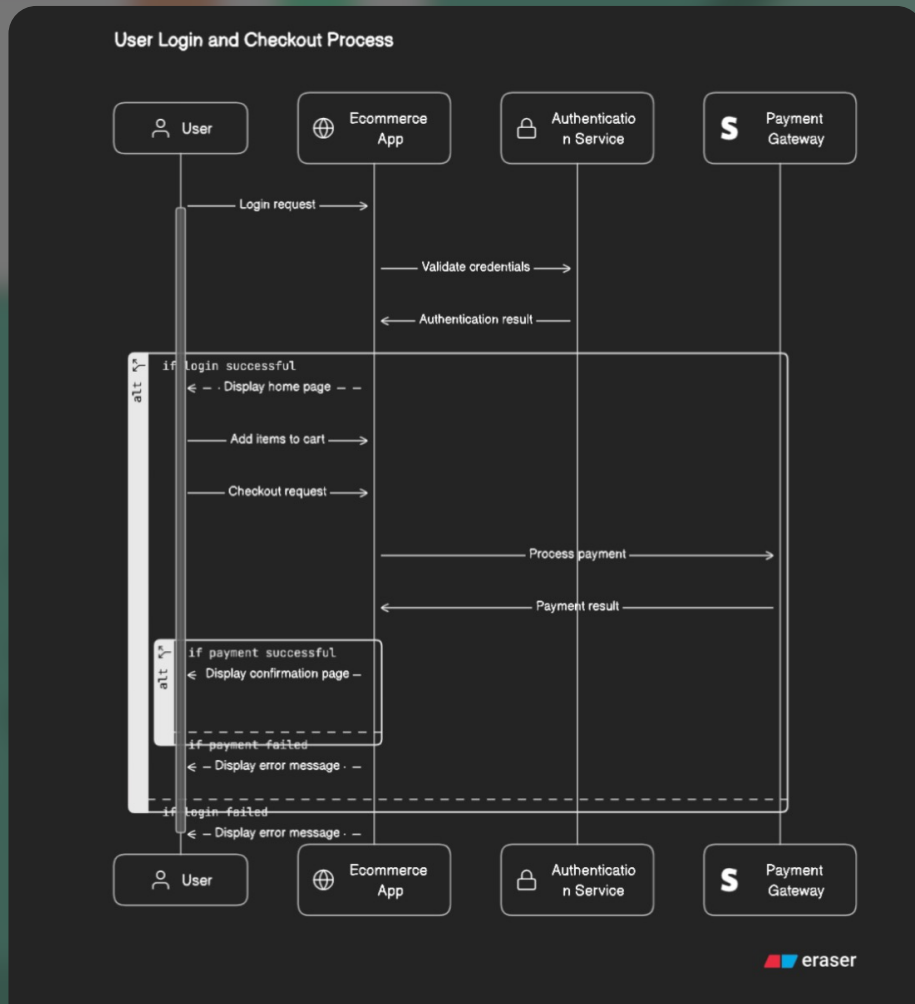
Agile User Story Generator

- Wishlist Addition**
 - As a registered user,
 - I want to be able to add items to my wishlist,
 - So that I can save items I'm interested in for later purchase.
- Acceptance Criteria**
 - Given that I am a registered user, when I view a product, then I should see an "Add to Wishlist" button.
 - Given that I click the "Add to Wishlist" button, the product should be added to my wishlist.
 - Given that a product is in my wishlist, when I visit my wishlist page, then I should see all the products I've added.
 - Given that a product is in my wishlist, when I click on the product, then I should be taken to that product's page.
 - Given that a product is in my wishlist, I should have an option to remove it from my wishlist.
- Notes**
 - The "Add to Wishlist" button should not appear for items that are already in the user's wishlist.
 - Users should be able to add items to their wishlist from both product listing and product detail pages.
 - Users should be able to access their wishlist from the main navigation menu.
 - If the product becomes unavailable or out of stock, the user should be notified in the wishlist.



AI FOR SOFTWARE DESIGN

GENERATING DESIGN AND ARCHITECTURE MODELS



AI FOR SOFTWARE DEVELOPMENT

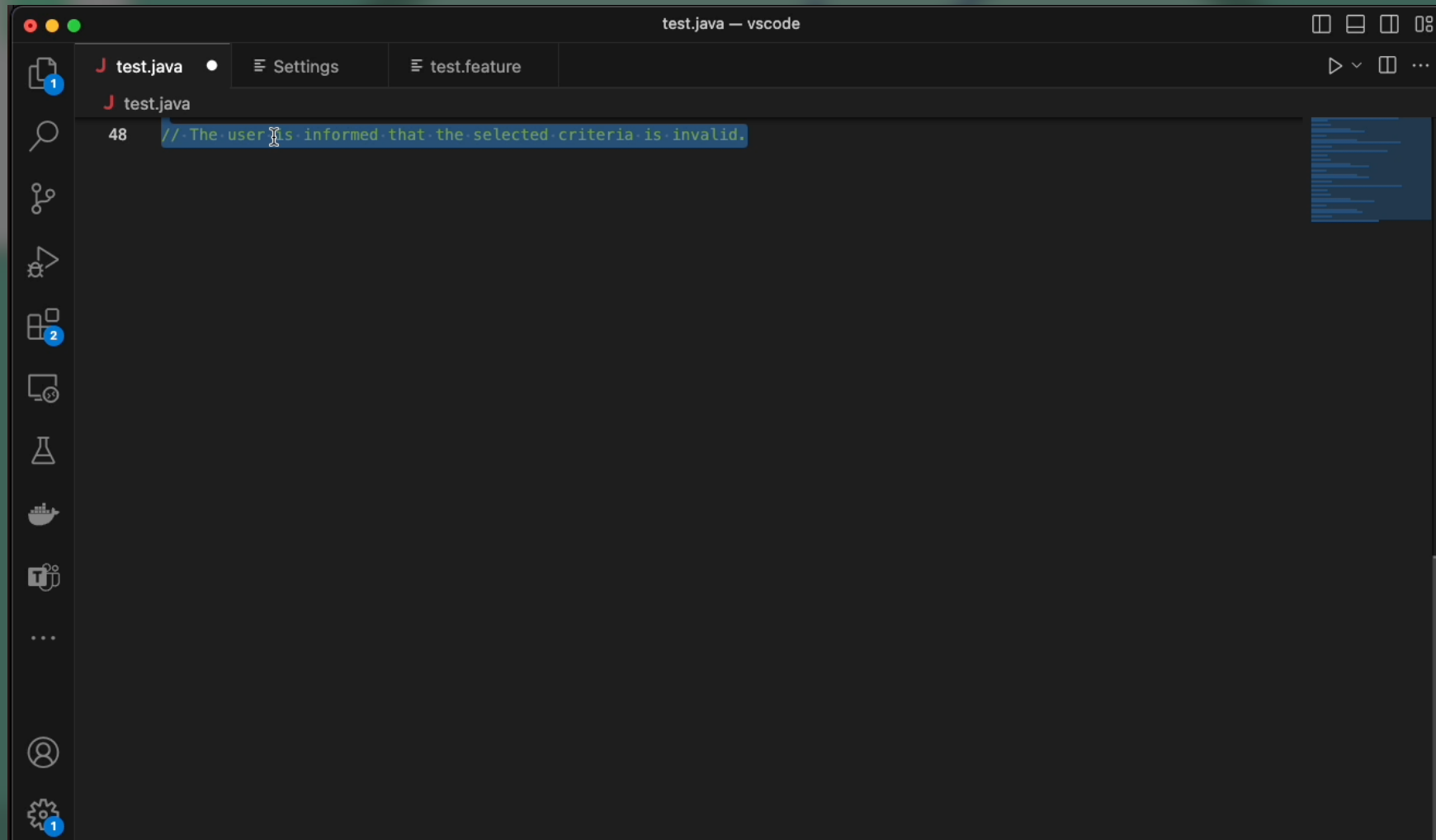
GENERATING ALGORITHMS AND PROGRAM SOURCE CODE

```
0 references | 0 changes | 0 authors, 0 changes
39 public static void CreateTable()
40 {
41     using (var context = new TaskContext())
42     {
43         context.Database.ExecuteSqlRaw("CREATE TABLE tasks (id INT PRIMARY KEY, title VARCHAR(50), priority INT)");
44     }
45 }
46
47
48
49
50
51
52
53
54
55
56
57
58
59 }
60
```

I

AI FOR SOFTWARE TESTING

GENERATING TEST CASES, TEST SCRIPTS, AND ANALYZING TEST RESULTS





Lots of tasks are completed
(QUANTITY)

Finished work is excellent
(QUALITY)

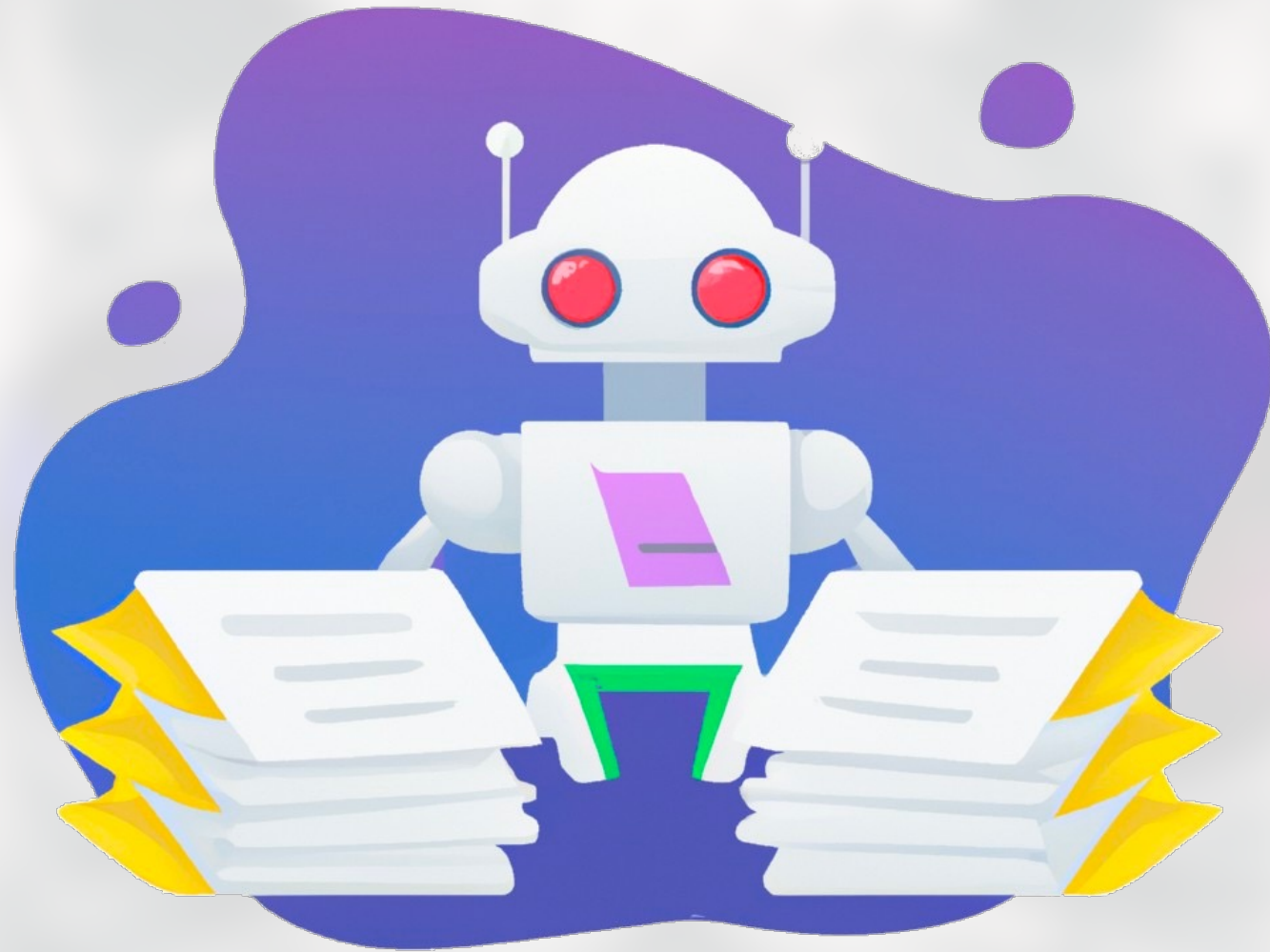
Productivity

Little effort is wasted
(EFFICIENCY)

Q = P



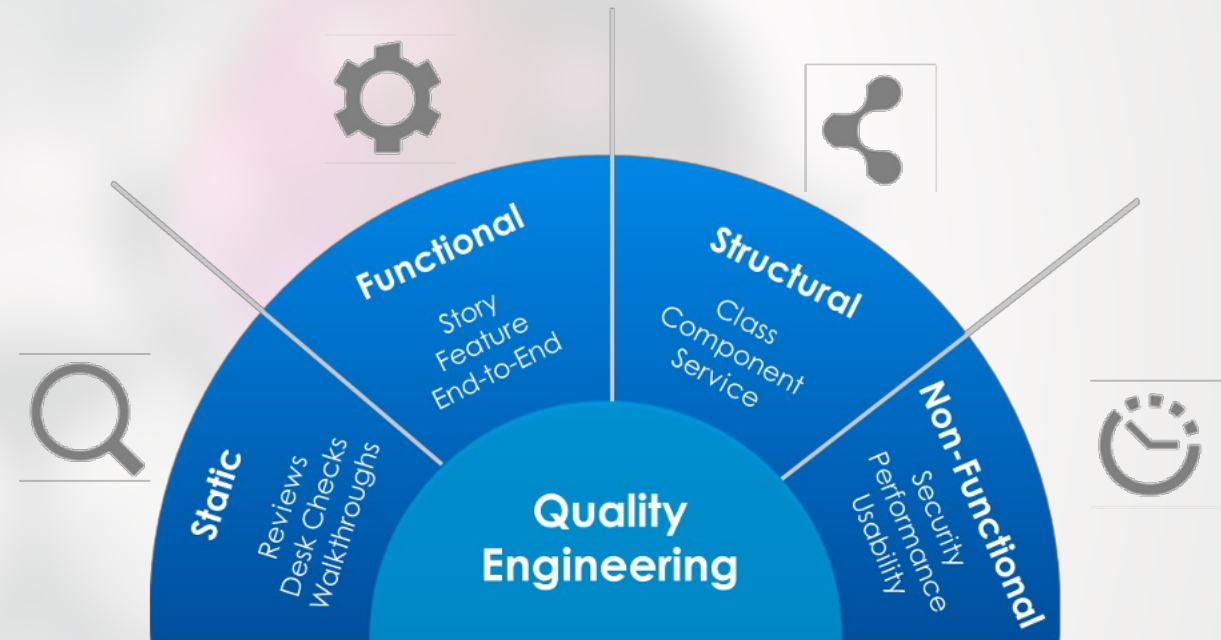
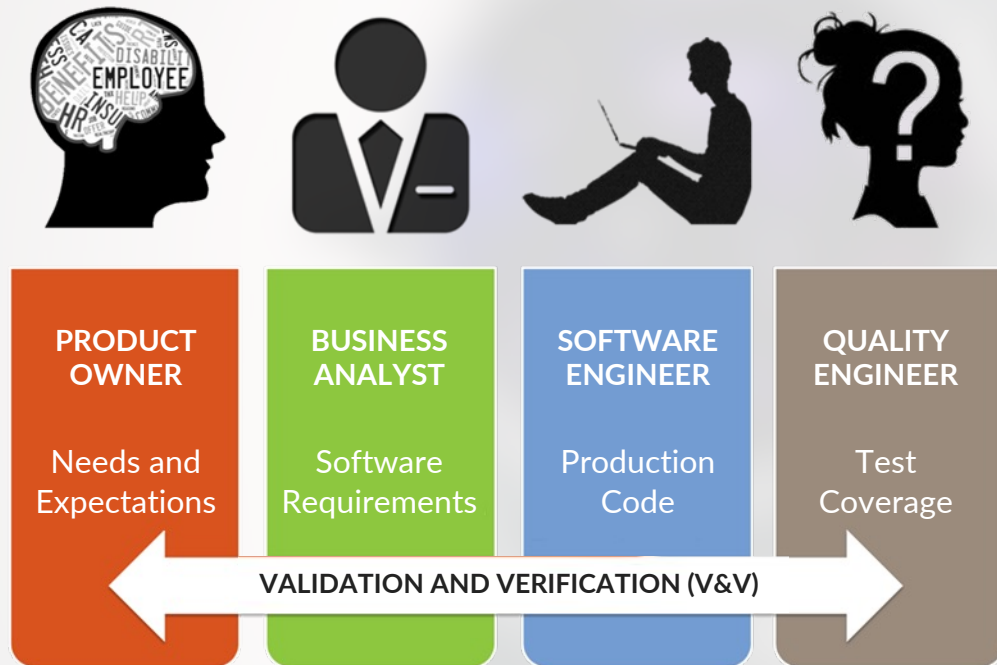




HOW DO WE KEEP PACE WITH VALIDATING ALL OF THIS AI-GENERATED CONTENT?

AUTOMATING QUALITY ENGINEERING

BUILDING QUALITY IN, RATHER THAN TESTING IT OUT AT THE END



START BY ADDRESSING GEN-AI CHALLENGES

DON'T LET FEAR DETERMINE OUR FUTURE



Uncertainties in areas of security and intellectual property ownership when using large language models.



Upskilling is needed to learn how to interact with generative AI tools to use them effectively.



Wrong input results in the wrong answer.
Correct inputs don't guarantee right answer.



Tools may generate large quantity of software artifacts (code, tests) that look correct to the untrained eye.



Measuring productivity gains is non-trivial.
Faster output doesn't always mean better results.



LEVERAGE DIFFERENT APPROACHES

SELECT THE APPROPRIATE TECHNIQUES TO ACHIEVE THE DESIRED RESULTS USING AI



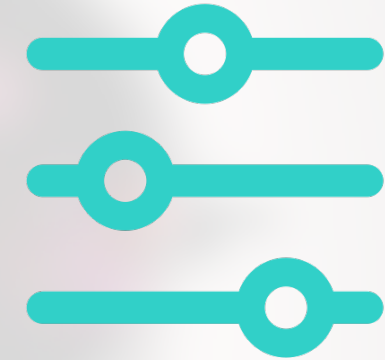
PROMPT ENGINEERING

Guiding the Model
Low Entry Barrier
Limited Context Size



EMBEDDINGS

Vectorizing the Input
Requires More Time/Expertise
Facilitates Broader Context



FINE-TUNING

Adapting the Model
Requires More Time/Expertise
Customized/Improved Result

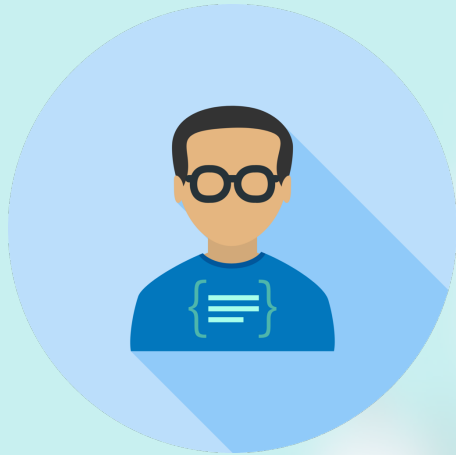
EXPERIMENT AND SHARE EXPERIENCES

DON'T MAKE ASSUMPTIONS, MAKE HYPOTHESES AND TEST THEM



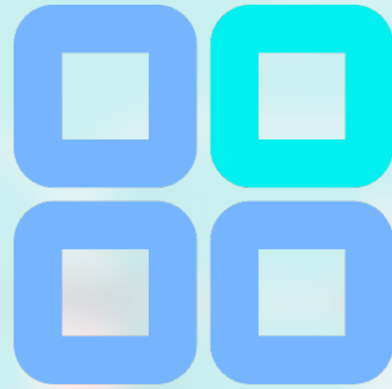
<epam> GENERATIVE AI EXPERIMENTATION

ONGOING CONTRIBUTIONS



300+

PRACTITIONERS
SURVEYED



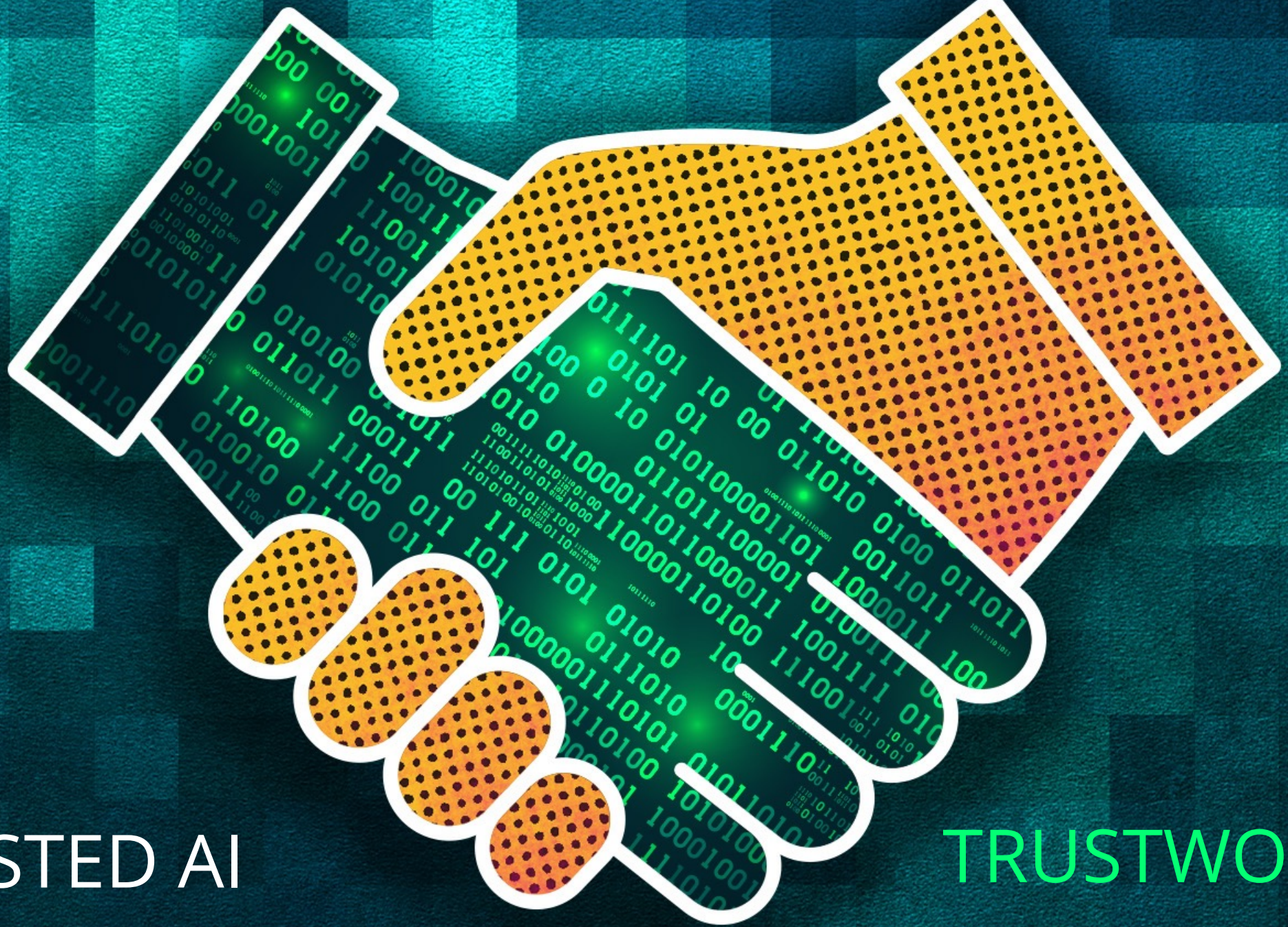
1200+

USE CASES ACROSS
LIFECYCLE



400+

QUALITY-RELATED
EXPERIMENTS



TRUSTED AI

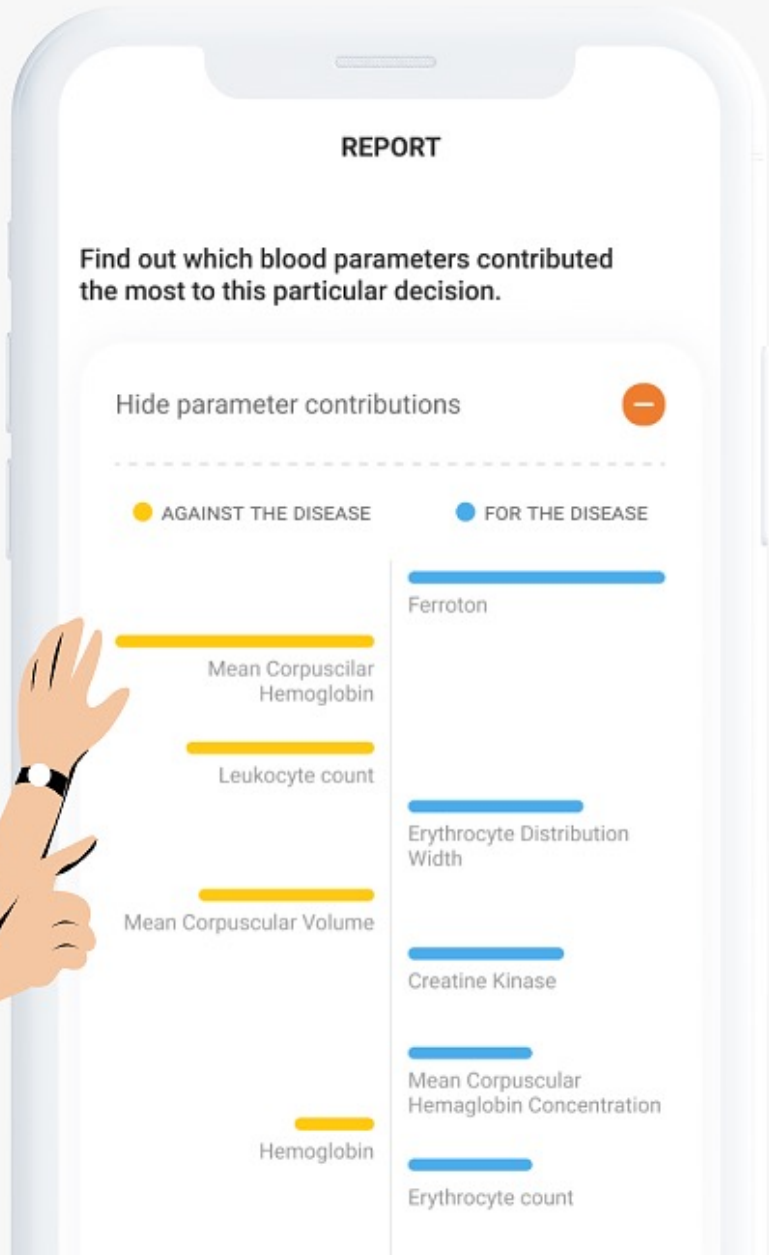
TRUSTWORTHY

TESTABILITY

CONTROLLABILITY

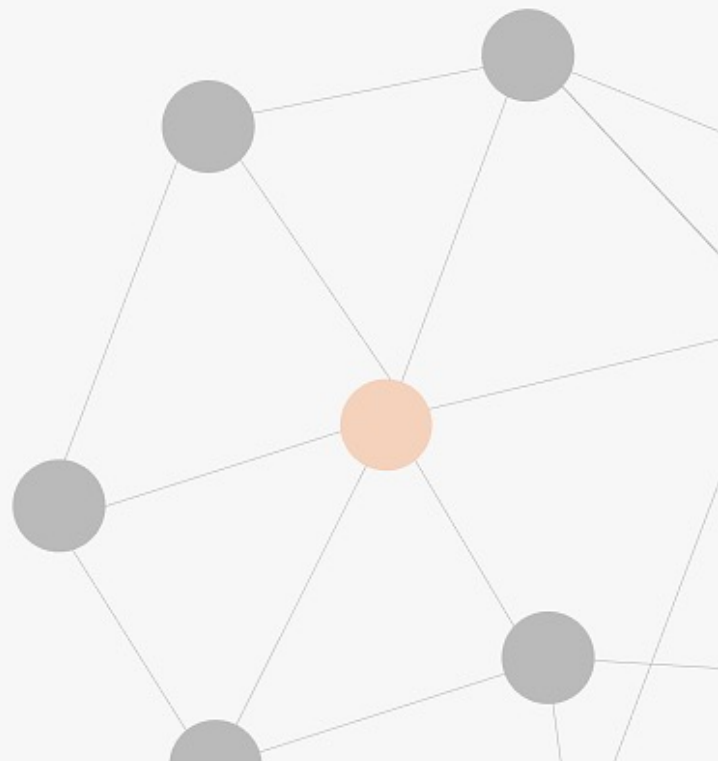
OBSERVABILITY

EXPLAINABILITY



XAI

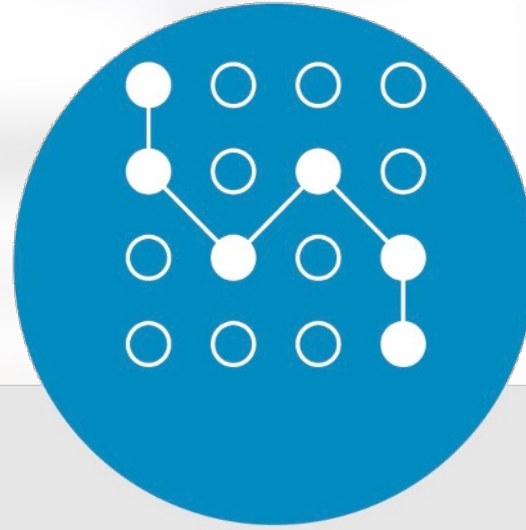
EXPLAINABLE AI





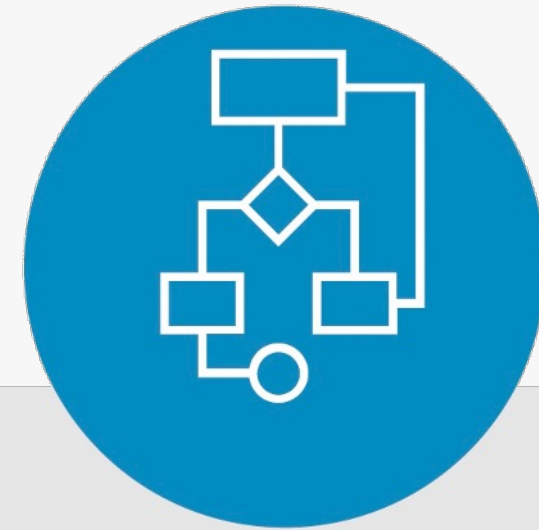
Explainable Data

What data was used to train the model and why?



Explainable Predictions

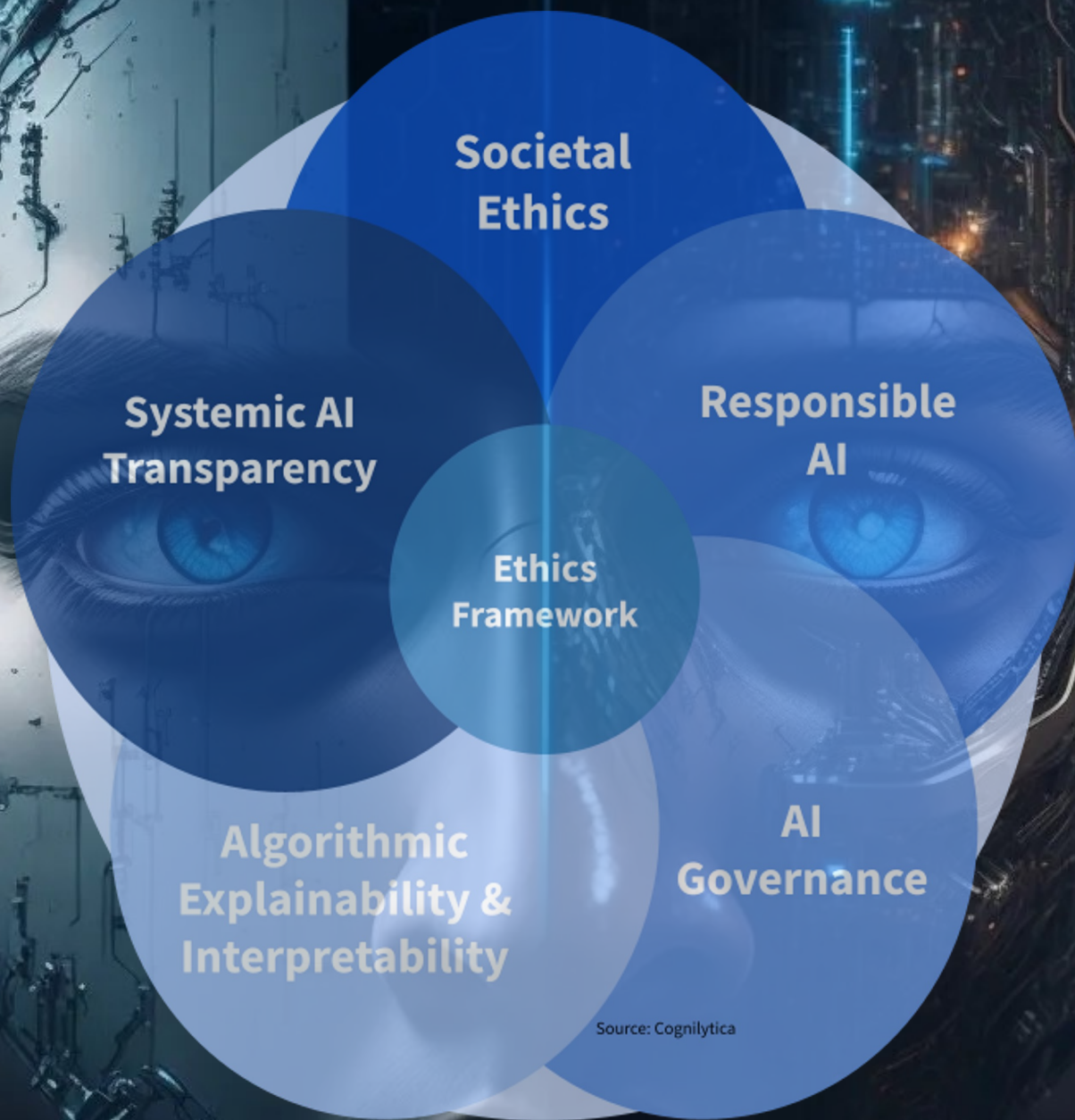
What features and weights were used for this particular prediction?



Explainable Algorithms

What are the individual layers and the thresholds used for a prediction?





Source: Cognilytica





Thank You

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