

<title>

Seeding Bugs to Find Bugs: Mutation Testing Revisited </title>

#### <abstract>

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How do you know your test suite is "good enough"? One of the best ways to tell is \_mutation testing\_. Mutation testing seeds artificial defects (mutations) into a program and checks whether your test suite finds them. If it does not, this means your test suite is not adequate yet.

Despite its effectiveness, mutation testing has two issues. First, it requires large computing resources to re-run the

with David Schuler and Valentin Dallmeier








Hans-Peter is moving into this building – actually, he built it, too. He's worried that everything might be okay. But he's not that worried.



If you're building not a building, but a piece of software, you have many more reasons to be worried.




#### It's not like this is the ultimate horror...




## ...but still, this question causes fear, uncertainty and doubt in managers

	Testing			
	LCSAJ testing			
Loop boundary testing	Statement testing	Basic condition testing	7	



- You want your program to be well tested
- How do we measure "well tested"?



While the Programm is executed, one statement (or basic block) after the other is covered – i.e., executed at least once – but not all of them. Here, the input is "test"; checkmarks indicate executed blocks.

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We'd like to test every statement, so we come up mit more test cases.










This is an interesting boundary test case, as it may cause non-deterministic behavior. Can you see why?



And this is the summary of structural testing techniques.


## Weyuker's Hypothesis

The adequacy of a coverage criterion can only be intuitively defined.

Established by a number of studies done by E. Weyuker at AT&T. "Any explicit relationship between coverage and error detection would mean that we have a fixed distribution of errors over all statements and paths, which is clearly not the case".

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A Mutation	
<pre>class Checker {     public int compareTo(Object other)     {         return 1;     } }</pre>	
not found by AspectJ test suite	16

#### **Mutation Operators**

id	operator	description	constraint
0	and Madifications		
crp	constant for constant replacement	rankace constant C1 with constant C2	$C1 \neq C2$
eer	scalar for constant replacement	replace constant C with scalar variable Y	$C \neq Y$
acr	array for constant replacement	replace constant C with scalar variable $X$	$C \neq A[I]$
ser	struct for constant replacement	replace constant C with struct field S	$C \neq S$
svr	scalar variable replacement	replace scalar variable X with a scalar variable Y	$X \neq Y$
csr	constant for scalar variable replacement	replace scalar variable X with a constant C	$X \neq C$
asr	array for scalar variable replacement	replace scalar variable X with an array reference $A[I]$	$X \neq A[I]$
ssr	struct for scalar replacement	replace scalar variable X with struct field S	$X \neq S$
vie	scalar variable initialization elimination	remove initialization of a scalar variable	,
car	constant for array replacement	replace array reference $A[I]$ with constant C	$A[I] \neq C$
sar	scalar for array replacement	replace array reference $A[I]$ with scalar variable X	$A[I] \neq X$
cnr	comparable array replacement	replace array reference with a comparable array reference	
sar	struct for array reference replacement	replace array reference A[I] with a struct field S	$A[I] \neq S$
Expr	ession Modifications		
abs	absolute value insertion	replace e by abs (e)	e < 0
aor	arithmetic operator replacement	replace arithmetic operator $\psi$ with arithmetic operator $\phi$	$e_1\psi e_2 \neq e_1\phi e_2$
lcr	logical connector replacement	replace logical connector $\psi$ with logical connector $\phi$	$e_1\psi e_2 \neq e_1\phi e_2$
ror	relational operator replacement	replace relational operator $\psi$ with relational operator $\phi$	$e_1\psi e_2 \neq e_1\phi e_2$
uoi	unary operator insertion	insert unary operator	
cpr	constant for predicate replacement	replace predicate with a constant value	
State	ment Modifications		
sdl	statement deletion	delete a statement	
sca	switch case replacement	replace the label of one case with another	
ses	end block shift	move ) one statement earlier and later	

from Pezze + Young, "Software Testing and Analysis", Chapter 16 If one ever needed a proof that testing is a destructive process – here it is

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#### Does it work?

- Generated mutants are similar to real faults Andrews, Briand, Labiche, ICSE 2005
- Mutation testing is more powerful than statement or branch coverage Walsh, PhD thesis, State University of NY at Binghampton, 1985
- Mutation testing is superior to data flow coverage criteria Frankl, Weiss, Hu, Journal of Systems and Software, 1997
















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### Efficiency

- Manipulate byte code directly rather than recompiling every single mutant
- Focus on few mutation operators
   replace numerical constant C by C±1, or 0
   negate branch condition
  - replace arithmetic operator (+ by –, \* by /, etc.)
- Use mutant schemata individual mutants are guarded by run-time conditions
- Use coverage data only run those tests that actually execute mutated code









## An Equivalent Mutant

<pre>public int compareTo(Object other) {</pre>
if (!(other instanceof BcelAdvice))
return 0;
BcelAdvice o = (BcelAdvice)other;
<pre>if (kind.getPrecedence() != o.kind.getPrecedence()) {     if (kind.getPrecedence() &gt; o.kind.getPrecedence())         return +2;     else         return 1;</pre>
return -1,
// More comparisons
}
no impact on AspectJ

To check this, we need to look at 50+ places!

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#### Frankl's Observation

We also observed that [...] mutation testing was costly. Even for these small subject programs, the human effort needed to check a large number of mutants for equivalence was almost prohibitive.

> P. G. Frankl, S. N. Weiss, and C. Hu. All-uses versus mutation testing: xperimental comparison of effectiveness. f Systems and Software. 38:235–253. 1997.



### Aiming for Impact



### Measuring Impact

- How do we characterize "impact" on program execution?
- Idea: Look for changes in pre- and postconditions
- Use dynamic invariants to learn these



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#### Impact on Invariants

**Obtaining Invariants** 

ostcondition

b[] = orig(b[])
return == sum(b)

get trace

report results

filter invariants

Trace

Invariant

```
public ResultHolder signatureToStringInternal(String signature) {
  switch(signature.charAt(0)) {
    ...
  case 'L': { // Full class name
    // Look for closing `;'
    int index = signature.indexOf(';');
    // Jump to the correct ';'
    if (index != 0 && signature.length() > index + 1 &&
        signature.charAt(index + 1) == '>')
        index = index + 2;
    ...
    return new ResultHolder (signature.substring(1, index));
    }
```

#### Impact on Invariants



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#### Impact on Invariants

public ResultHolder signatureToStringInternal(String signature) {
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 int index = signature.indexOf(';');
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 signature.charAt(index + 1) == '>')
 index = index + 2;
 ...
 return new ResultHolder (signature.substring(1, index));
 }
}
imposets 40 inversionts

#### impacts 40 invariants but undetected by AspectJ unit tests





- Mutation Testing Framework for Java 12 man-months of implementation effort
- Efficient Mutation Testing Manipulate byte code directly • Focus on few mutation operators • Use mutant schemata • Use coverage data
- Ranks Mutations by Impact Checks impact on dynamic invariants • Uses efficient invariant learner and checker







### Evaluation

- I. Are mutations that violate invariants useful?
  - 2. Are mutations with the highest impact most useful?
    - 3. Are mutants that violate invariants less likely to be equivalent?

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### **Evaluation Subjects**

Name	Lines of Code	#Tests
AspectJ Core	94,902	321
Barbecue Bar Code Reader	4,837	137
Commons Helper Utilities	18,782	١,590
Jaxen XPath Engine	12,449	680
Joda-Time Date and Time Library	25,861	3,447
JTopas Parser tools	2,03 I	128
XStream XML Object Serialization	14,480	838

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#### **Mutations**

Name	#Mutations	%detected
AspectJ Core	47,146	53
Barbecue	17,178	67
Commons	15,125	83
Jaxen	6,712	61
Joda-Time	13,859	79
JTopas	1,533	72
XStream	5,186	92

#### % detected means covered mutations

#### Performance

- Learning invariants is very expensive 22 CPU hours for AspectJ one-time effort
- Creating checkers is somewhat expensive 10 CPU hours for AspectJ – one-time effort
- Mutation testing is feasible in practice 14 CPU hours for AspectJ, 6 CPU hours for XStream

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### **Useful Mutations**

#### A technique for generating mutants is useful if most of the generated mutants are detected:

- less likely to be equivalent because detectable mutants = non-equivalent mutants
- close to real defects because the test suite is designed to catch real defects

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#### Mutations we look for

	not violating invariants	violating invariants	
not detected by test suite	-	-	
detected by test suite	?	!	



# Are mutations that violate invariants useful?



\_\_\_\_\_

# Are mutations with the highest impact most useful?

Non-violating mutants detected 📃 Top 5% violating mutants detected



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## Are mutants that violate invariants less likely to be equivalent?

- Randomly selected non-detected Jaxen mutants – 12 violating, 12 non-violating
- Manual inspection: Are mutations equivalent?
- Mutation was proven non-equivalent iff we could create a detecting test case
- Assessment took 30 minutes per mutation

## Are mutants that violate invariants less likely to be equivalent?



Difference is statistically significant according to Fisher test Mutations and tests made public to counter researcher bias

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Factor 6,666 – plus full automation due to lack of inspection


#### **Future Work**

- How effective is mutation testing? on a large scale – compared to traditional coverage
- Predicting defects How does test quality impact product quality?
- Alternative impact measures Coverage • Program spectra • Method sequences
- Adaptive mutation testing Evolve mutations to have the fittest survive






