Static DOM-Event Dependency Analysis for Testing Web Applications

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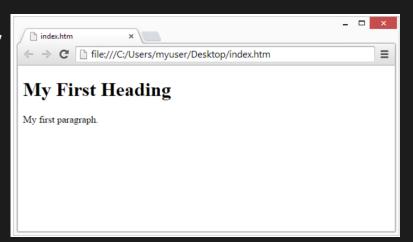


What is a web application?



What is a web application?

Browser Page



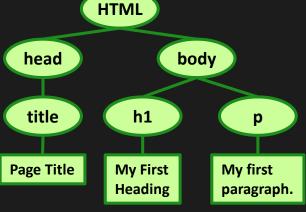


HTML File

```
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body>

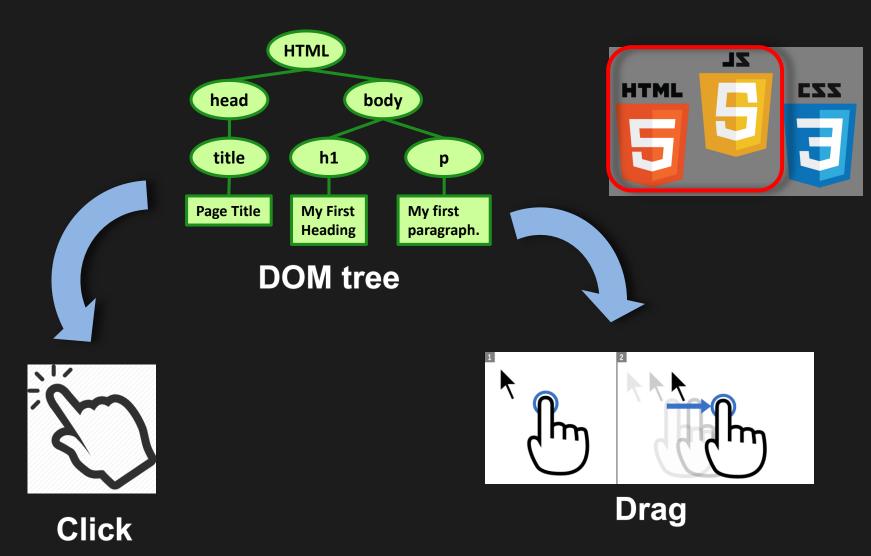
<h1>My First Heading</h1>
My first paragraph.
</body>
</html>
```





DOM tree

What is a web application?



Redundant event sequence



DOM-Event Dependency



DOM-Event Dependency (1)

Data & Control Dependency

```
a.onclick = function () {
    x = true;
};

b.onclick = function () {
    if (x) {
        stmt1;
    } else {
        stmt2;
    }
};
```



DOM-Event Dependency (2)

Data & Control Dependency

```
a.onclick = function () {
    x = true;
};

b.onclick = function () {
    if (x) {
        stmt1;
    } else {
        stmt2;
    }
};
```

DOM modification dependency

```
a.onclick = function () {
    b.onclick = test1;
};

function test1 () {
    ...
}
```



Outline

Motivation

Contribution (static DOM-event dependency analysis)

Experiments

Conclusion

Usefulness (to improve testing)

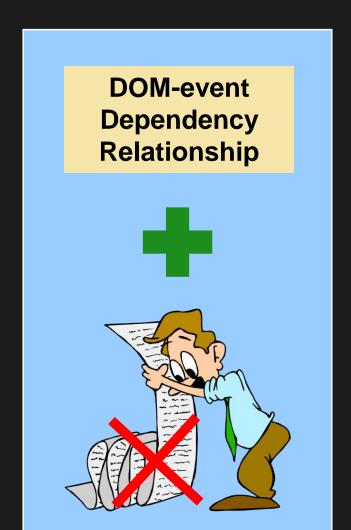
Code



Testing tool (Artemis)







```
6 var a = document.getElementById('cestiv);
7 var b = document.getElementById('test2');
8 var c = document.getElementById('test3');
 9 var d = document.getElementById(\test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
       if (x < 2) {
13
14
           console.log("x is lower than 2");
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
           console.log("x is lower than 6");
18
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
21
       } else {
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
       X = X + 1;
30
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

DOM-Event Dependency Relationship

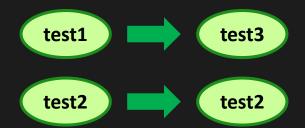
```
var(a) = document.getElementById('test1');
 7 var b = document.getElementById('test2');
 8 var(c) = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
      if (x < 2) {
13
          console.log("x is lower than 2");
14
      } else if (x < 4) {
15
          console.log("x is lower than 4");
16
      } else if (x < 6) {
17
           console.log("x is lower than 6");
18
      } else if (x < 8) {
19
           console.log("x is lower than 8");
20
21
      } else {
22
           console.log("x is higher than 8");
23
24 }
25(a) addEventListener("click", function() {
27 });
28
29 b.addEventListener("click", function() {
       X = X + 1;
30
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

DOM-Event Dependency Relationship



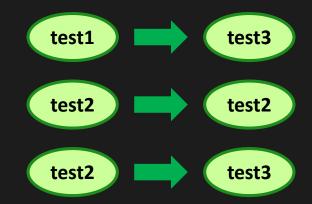
```
6 var a = document.getElementById('test1');
7 var(b) = document.getElementById('test2');
 8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
       if (x < 2) {
13
14
           console.log("x is lower than 2");
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
           console.log("x is lower than 6");
18
19
      } else if (x < 8) {
           console.log("x is lower than 8");
20
21
       } else {
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
b.addEventListener("click", function() {
30
      X = X + 1;
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

DOM-Event Dependency Relationship



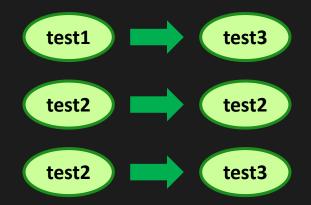
```
6 var a = document.getElementById('test1');
7 var(b) = document.getElementById('test2');
 8 var (c) = document.getElementById("test3");
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
       if(x < 2)
13
14
           console.log("x is lower than 2");
        also if (x) < 4) {
15
16
           console.log("x is lower than 4");
         x = \frac{1}{x} (x) < 6
17
           console.log("x is lower than 6");
18
        also if (x) < 8) {
19
           console.log("x is lower than 8");
20
21
         else {
22
           console.log("x is higher than 8");
23
24 }
25 a.add EventListener("click", function() {
        .onclick = makeSomeNoise;
26
27 });
28
  b.addEventListener("click", function() {
30
      X = X + 1;
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

DOM-Event Dependency Relationship



```
6 var a = document.getElementById('test1');
7 var b = document.getElementById('test2');
8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
       if (x < 2) {
13
           console.log("x is lower than 2");
14
15
       } else if (x < 4) {
16
           console.log("x is lower than 4");
17
       } else if (x < 6) {</pre>
18
           console.log("x is lower than 6");
19
       } else if (x < 8) {
           console.log("x is lower than 8");
20
21
       } else {
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
       x = x + 1;
30
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

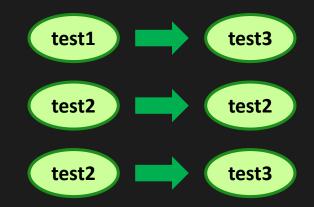
DOM-Event Dependency Relationship



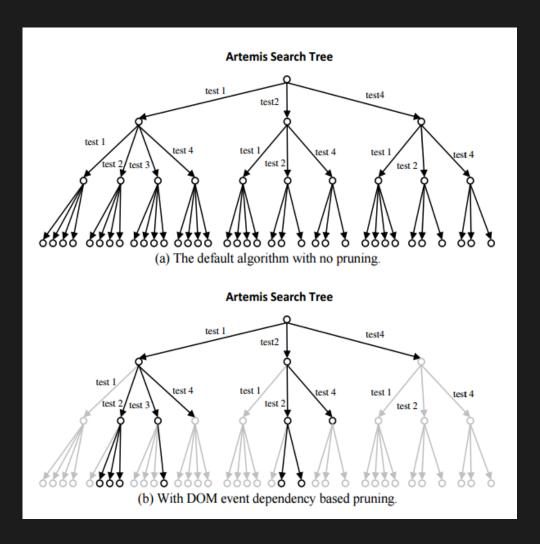
test4 does not affect any other event

```
6 var a = document.getElementById('test1');
7 var b = document.getElementById('test2');
8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
       if (x < 2) {
13
           console.log("x is lower than 2");
14
15
       } else if (x < 4) {
16
           console.log("x is lower than 4");
       } else if (x < 6) {
17
           console.log("x is lower than 6");
18
19
       } else if (x < 8) {
           console.log("x is lower than 8");
20
21
       } else {
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise:
26
27 });
28
29 b.addEventListener("click", function() {
       x = x + 1;
30
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

DOM-Event Dependency Relationship



To cover all lines,
Test1 has to be clicked 1 time
Test2 has to be clicked 8 times
Test3 has to be clicked 5 times
Test4 has to be clicked 1 time

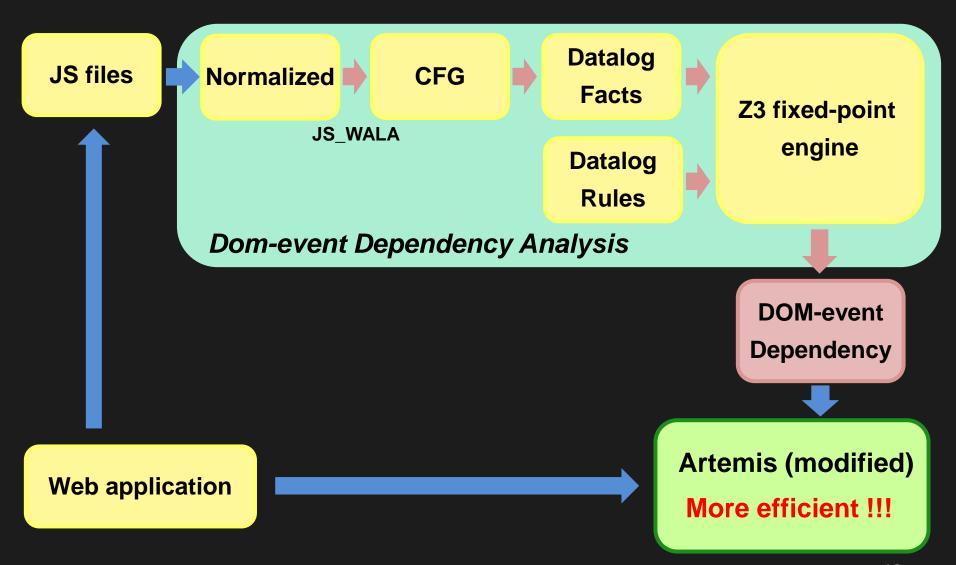


16 dependencies vs
3 dependencies

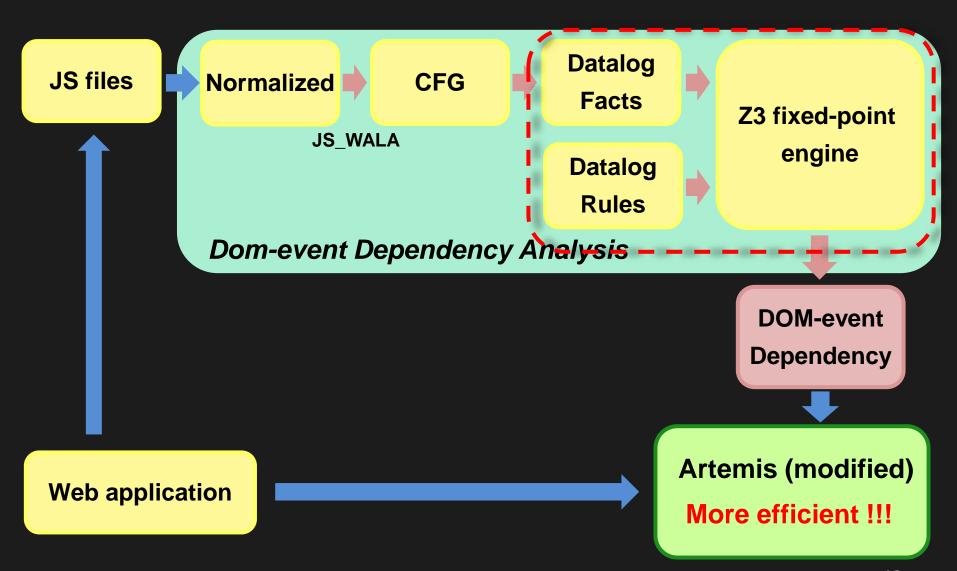


21,523,359 iterations vs 60 iterations

Implementation

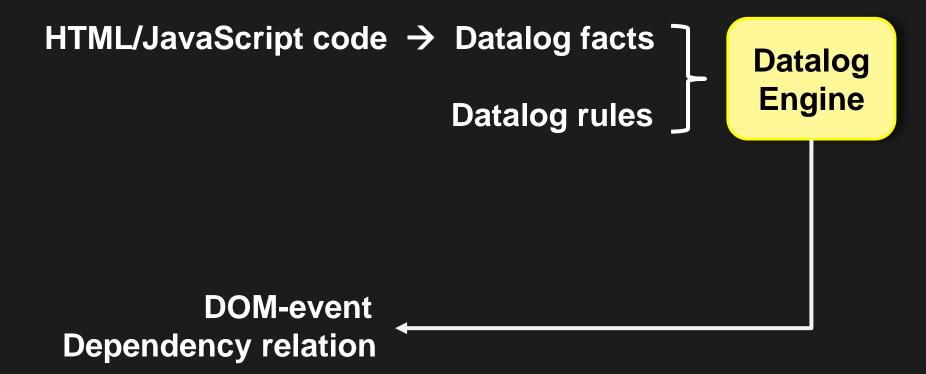


Implementation



Program Analysis in Datalog

[Whaley & Lam, 2004] [Livshits & Lam, 2005]



What is Datalog?

Declarative language for deductive databases [Ullman 1989]

Facts

parent (bill, mary) parent (mary, john)

Rules

ancestor (X, Y) ← parent (X, Y) ancestor (Z, Y) ← parent (X, Z), ancestor (Z, Y)

New relationship: ancestor (bill, john)







```
6 var a = document.getElementById('test1');
7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2) {
           console.log("x is lower than 2");
14
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
18
           console.log("x is lower than 6");
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
21
       } else {
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```







```
6 var a = document.getElementById('test1');
                                                     DOM (b, test2)
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');-
                                                     DOM (c, test3)
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2) {
           console.log("x is lower than 2");
14
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
18
           console.log("x is lower than 6");
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
       } else {
21
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```







```
6 var a = document.getElementById('test1');
                                                    DOM (b, test2)
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');=
                                                    DOM (c, test3)
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2)
           console.log("x is lower than 2");
14
       } else if (x < 4)
15
           console.log("x is tower than 4");
16
17
       } else if (x < 6) {
18
           console.log("x is lower than 6");
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
                                                    READ (x, 13)
21
       } else {
                                                    STMT (13, makeSomeNoise)
22
           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```







```
6 var a = document.getElementById('test1');
                                                    DOM (b, test2)
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');=
                                                    DOM (c, test3)
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2)
           console.log("x is lower than 2");
14
       } else if (x < 4)
15
           console.log("x is tower than 4");
16
       } else if (x < 6) {
17
18
           console.log("x is lower than 6");
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
                                                    READ (x, 13)
21
       } else {
                                                    STMT (13, makeSomeNoise)
22
           console.log("x is higher than 8");
23
24 }
                                                    DOM-MODIFY (c, click, makeSomeNoise)
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```







```
6 var a = document.getElementById('test1');
                                                    DOM (b, test2)
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');=
                                                    DOM (c, test3)
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2)
           console.log("x is lower than 2");
14
       } else if (x < 4)
15
           console.log("x is tower than 4");
16
       } else if (x < 6) {
17
18
           console.log("x is lower than 6");
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
                                                    READ (x, 13)
21
       } else {
                                                    STMT (13, makeSomeNoise)
22
           console.log("x is higher than 8");
23
24 }
                                                    DOM-MODIFY (c, click, makeSomeNoise)
25 a.addEventListener("click", function() 
       c.onclick = makeSomeNoise;
26
                                                    WRITE (x, 30)
27 });
                                                    STMT (30, functionB)
28
29 b.addEventListener("ctick", function() {
30
       X = X + 1;
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```







```
6 var a = document.getElementById('test1');
                                                    DOM (b, test2)
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');=
                                                    DOM (c, test3)
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
13
       if (x < 2)
           console.log("x is lower than 2"):
14
       } else if (x < 4)
15
           console.log("x is tower than 4");
16
       } else if (x < 6) {
17
18
           console.log("x is lower than 6");
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
                                                    READ (x, 13)
21
       } else {
                                                    STMT (13, makeSomeNoise)
           console.log("x is higher than 8");
22
23
24 }
                                                    DOM-MODIFY (c, click, makeSomeNoise)
25 a.addEventListener("click", function() 
       c.onclick = makeSomeNoise;
26
                                                    WRITE (x, 30)
27 });
                                                    STMT (30, functionB)
28
29 b.addEventListener("click", function() {
                                                    DOM-MODIFY (b, click, functionB)
30
       X = X + 1;
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```









```
6 var a = document.getElementById('test1');
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2) {
           console.log("x is lower than 2");
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       } else if (x < 4) {
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           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
18
           console.log("x is lower than 6");
       } else if (x < 8) {
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           console.log("x is lower than 8");
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       } else {
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           console.log("x is higher than 8");
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1;
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

```
DOM (b, test2)
                New Relationship
DOM (c, test3)
```

READ (x, 13) STMT (13, makeSomeNoise)

DOM-MODIFY (c, click, makeSomeNoise)

WRITE (x, 30) STMT (30, functionB)

DOM-MODIFY (b, click, functionB)









```
6 var a = document.getElementById('test1');
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2) {
           console.log("x is lower than 2");
14
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
           console.log("x is lower than 6");
18
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
21
       } else {
           console.log("x is higher than 8");
22
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

New Relationship

DATA-DEP (30, 13)

READ (x, 13)

WRITE (x, 30)

Rule:

READ (var1, stmt1) & WRITE (var1, stmt2) => DATA-DEP (stmt2, stmt1)









```
6 var a = document.getElementById('test1');
 7 var b = document.getElementById('test2');
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 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0:
12 function makeSomeNoise() {
13
       if (x < 2) {
           console.log("x is lower than 2");
14
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
           console.log("x is lower than 6");
18
       } else if (x < 8) {
19
           console.log("x is lower than 8");
20
21
       } else {
           console.log("x is higher than 8");
22
23
24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
26
27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

New Relationship

DATA-DEP (30, 13)

FUNC-DEP (functionB, makeSomeNoise)

STMT (13, makeSomeNoise)

STMT (30, functionB)

Rule:

STMT (stmt1, func1) & STMT (stmt2, func2) & DATA-DEP (stmt1, stmt2) => FUNC-DEP (func1, func2) 14







```
6 var a = document.getElementById('test1');
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
13
       if (x < 2) {
           console.log("x is lower than 2");
14
       } else if (x < 4) {
15
           console.log("x is lower than 4");
16
       } else if (x < 6) {
17
           console.log("x is lower than 6");
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       } else if (x < 8) {
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           console.log("x is lower than 8");
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       } else {
           console.log("x is higher than 8");
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24 }
25 a.addEventListener("click", function() {
       c.onclick = makeSomeNoise;
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27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
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```

New Relationship

FUNC-DEP (functionB, makeSomeNoise)

DOM-TEMP-DEP (b, click, c, click)

DOM-MODIFY (c, click, makeSomeNoise)

DOM-MODIFY (b, click, functionB)

DOM-MODIFY (v1, e1, func1) & DOM-MODIFY (v2, e2, func2) & FUNC-DEP (func1, func2) DOM-TEMP-DEP (v1, e1, v2, e2) 14









```
6 var a = document.getElementById('test1');
 7 var b = document.getElementById('test2');
 8 var c = document.getElementById('test3');
 9 var d = document.getElementById('test4');
10 var t1 = 0;
11 var x = 0;
12 function makeSomeNoise() {
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       if (x < 2) {
           console.log("x is lower than 2");
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       } else if (x < 4) {
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           console.log("x is lower than 4");
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       } else if (x < 6) {
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           console.log("x is lower than 6");
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       c.onclick = makeSomeNoise;
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27 });
28
29 b.addEventListener("click", function() {
30
       X = X + 1:
31 });
32
33 d.addEventListener("click", function() {
       console.log("d is clikced!");
34
35 });
```

DOM (b, test2) DOM (c, test3)

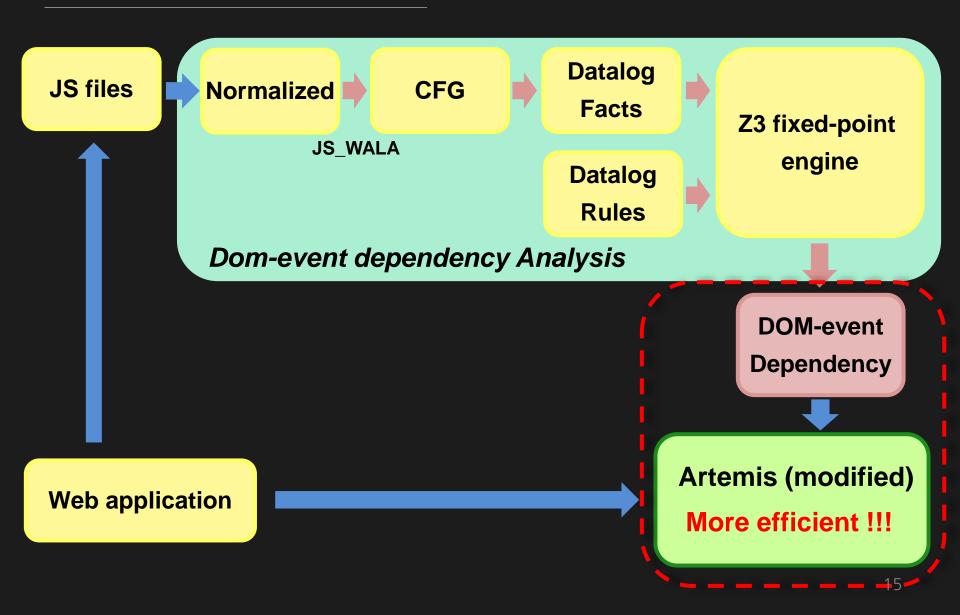
New Relationship

DOM-TEMP-DEP (b, click, c, click)

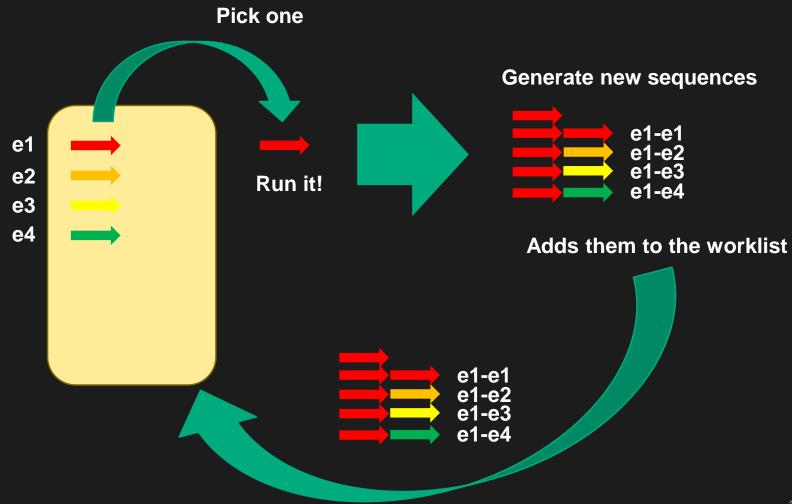
DOM-DEP (test2, click, test3, click)

DOM-TEMP-DEP (v1, e1, v2, e2) & DOM (v1, d1) & DOM (v2, d2) => DOM-DEP (d1, e1, d2, e2)

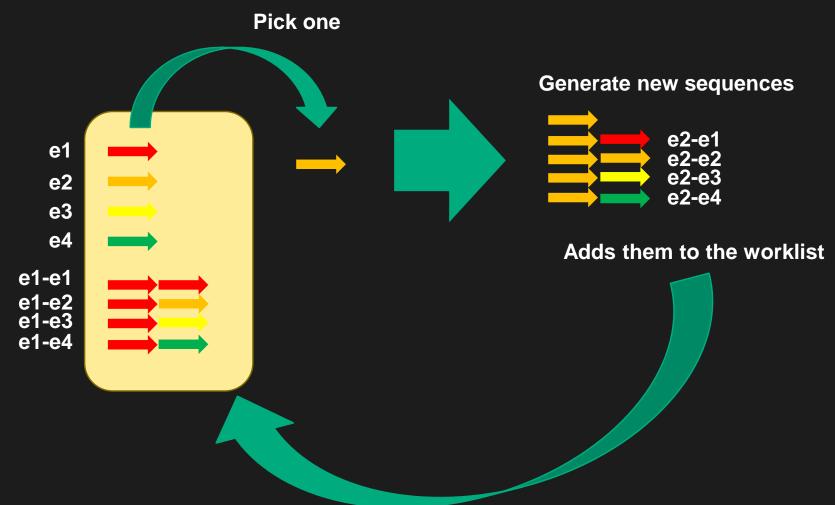
Implementation



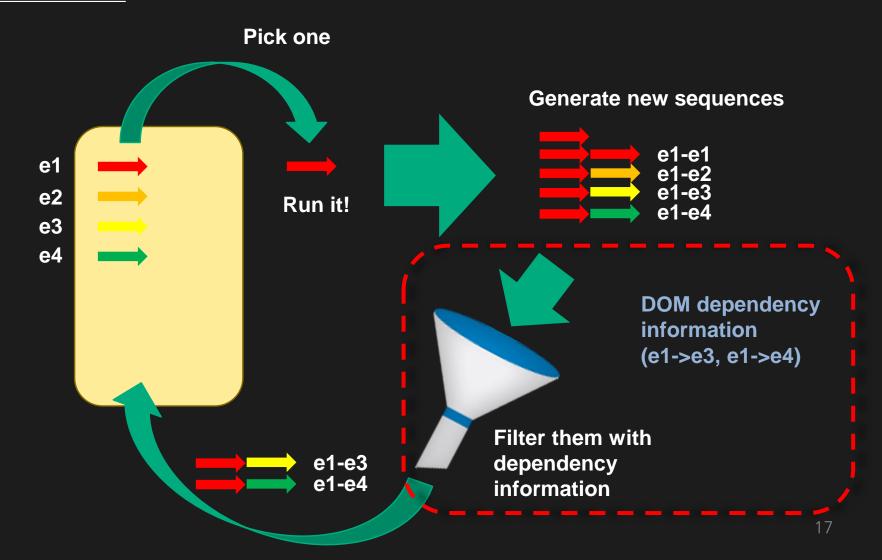
Artemis (testing tool) [Artzi et al., ICSE 2011]



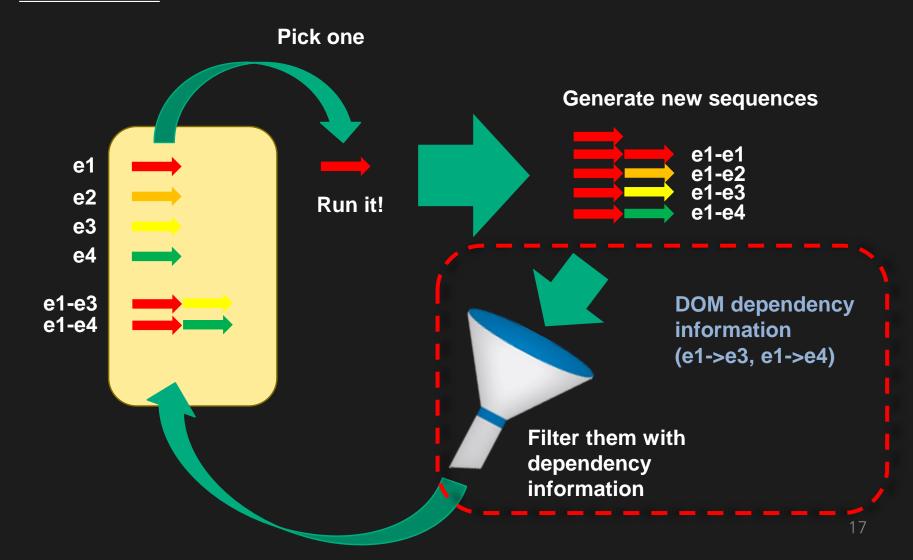
Artemis (testing tool) [Artzi et al., ICSE 2011]



Improving Artemis?



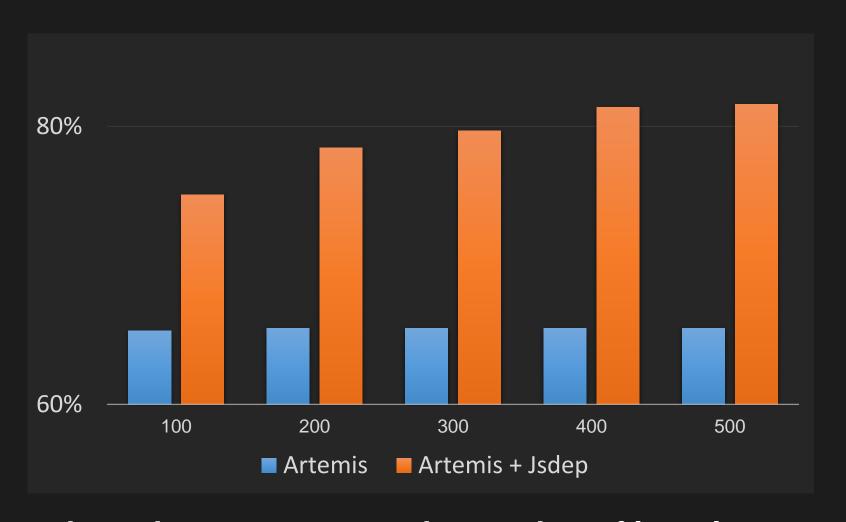
Improving Artemis?



Experimental Results 1

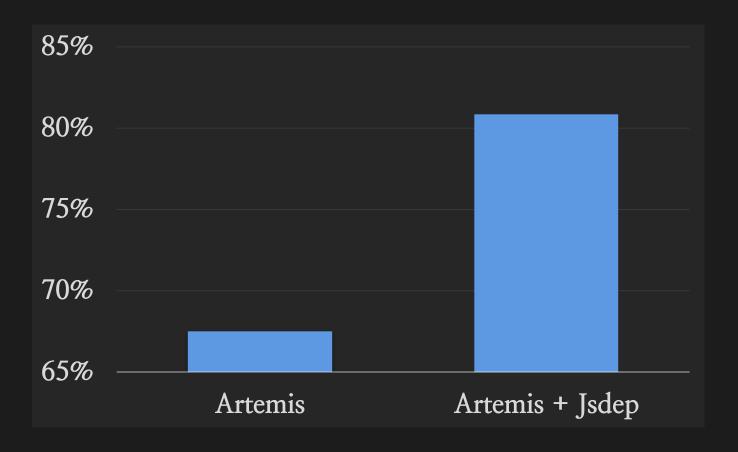
Summary		
Num. of Benchmarks	21	
Total LOC	18,599 lines	↓ <u>46%</u>
Maximum Deps.	3,898	
Calculated Deps.	2,120	
Constraints	50,246	
Analysis time	<u>50.11 s</u>	

Experimental Results 2



branch coverage w.r.t. the number of iterations

Experimental Results 3



branch coverage after testing for 10 mins

Conclusion

Proposed a static analysis method for computing "DOM-event dependency"

Leveraged results of the static analysis to improve Artemis (web testing tool)

Demonstrated the significant performance improvements

Thank you!

✓ Artifact evaluated by FSE

https://github.com/sch8906