

# **Introduction to Software Testing**

## **Chapter 9.1**

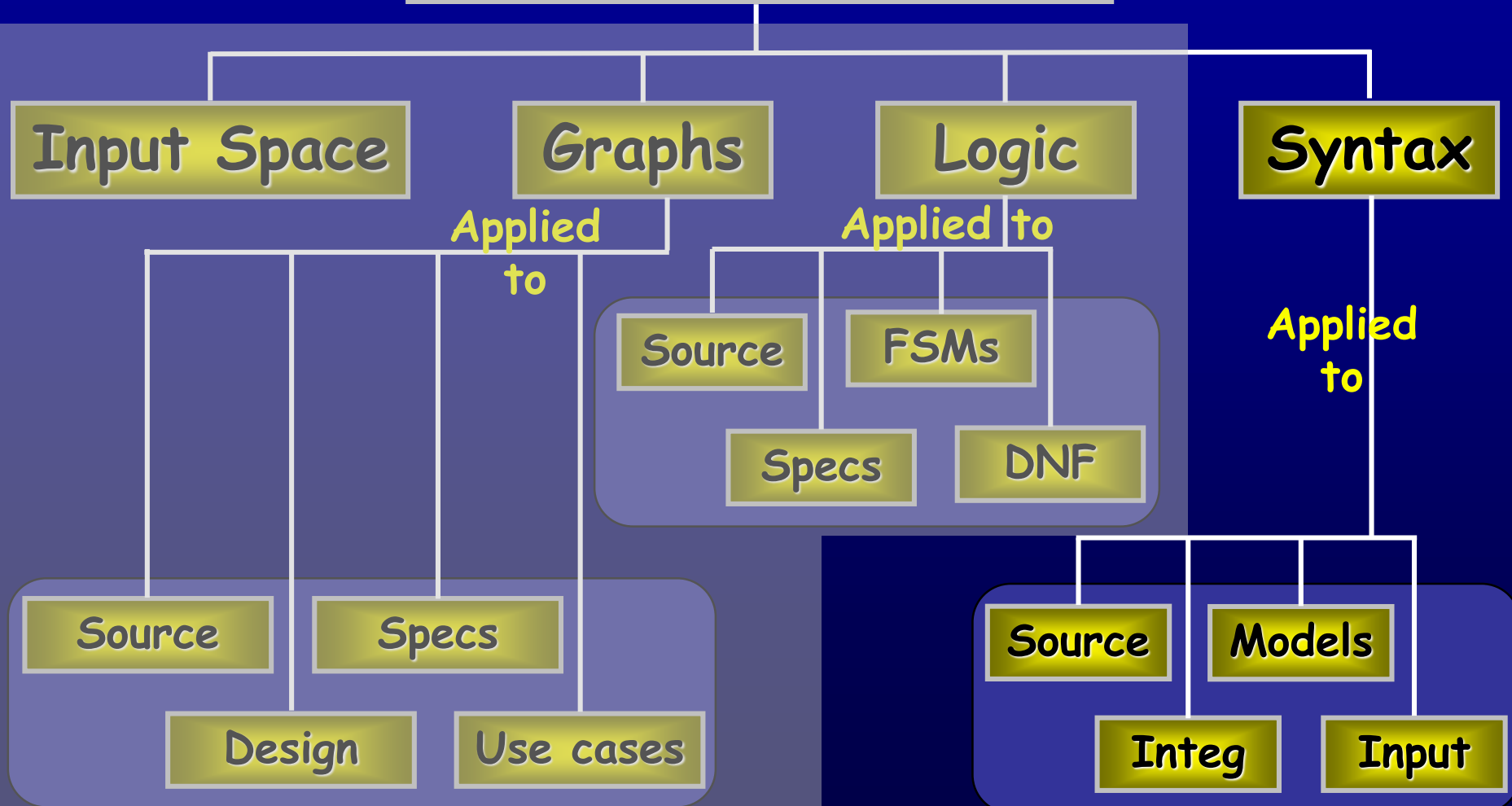
### **Syntax-based Testing**

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<http://www.cs.gmu.edu/~offutt/softwaretest/>

# Ch. 9 : Syntax Coverage

## Four Structures for Modeling Software



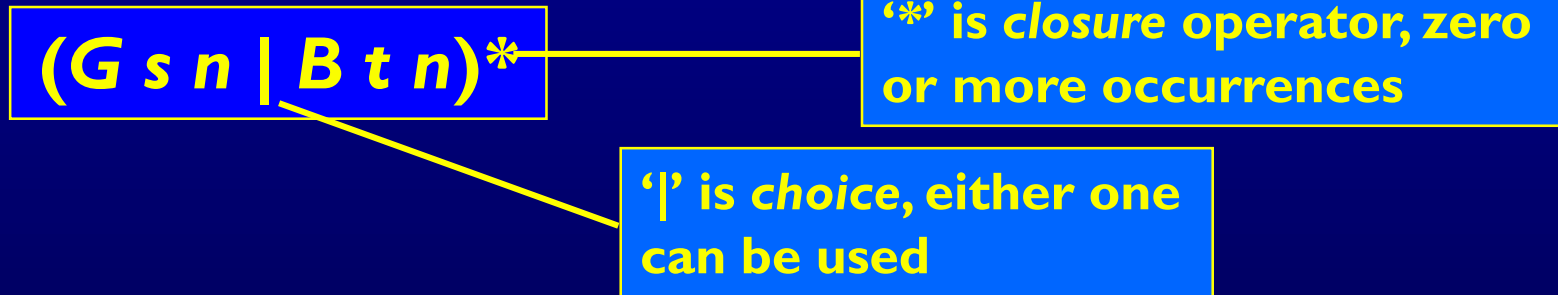
# Using the Syntax to Generate Tests

- Lots of software artifacts follow **strict syntax** rules
- The syntax is often expressed as a **grammar** in a language such as BNF
- **Syntactic descriptions** can come from many sources
  - Programs
  - Integration elements
  - Design documents
  - Input descriptions
- Tests are created with **two general goals**
  - **Cover** the syntax in some way
  - **Violate** the syntax (invalid tests)

# Grammar Coverage Criteria

- Software engineering makes practical use of automata theory in several ways
  - Programming languages defined in BNF
  - Program behavior described as finite state machines
  - Allowable inputs defined by grammars

- A simple regular expression:



- Any sequence of “ $G s n$ ” and “ $B t n$ ”
- ‘ $G$ ’ and ‘ $B$ ’ could represent commands, methods, or events
- ‘ $s$ ’, ‘ $t$ ’, and ‘ $n$ ’ can represent arguments, parameters, or values
- ‘ $s$ ’, ‘ $t$ ’, and ‘ $n$ ’ could represent literals or a set of values

# Test Cases from Grammar

- A **string** that satisfies the derivation rules is said to be “*in the grammar*”
- A **test case** is a **sequence of strings** that satisfy the regular expression
- Suppose ‘s’, ‘t’ and ‘n’ are numbers

**G 25 08 01 90**

**B 21 06 27 94**

**G 21 11 21 94**

**B 12 01 09 03**

**Could be one test with four parts  
or four separate tests, etc.**

# BNF Grammars

**Stream** ::= action\*

*Start symbol*

**action** ::= actG | actB

*Non-terminals*

**actG** ::= "G" s n

**actB** ::= "B" t n

*Production rule*

**s** ::= digit<sup>1-3</sup>

**t** ::= digit<sup>1-3</sup>

**n** ::= digit<sup>2</sup> "." digit<sup>2</sup> "." digit<sup>2</sup>

*Terminals*

**digit** ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" |  
"7" | "8" | "9"

# Using Grammars

```
Stream ::= action action *  
        ::= actG action*  
        ::= G s n action*  
        ::= G digit1-3 digit2 . digit2 . digit2 action*  
        ::= G digitdigit digitdigit.digitdigit.digitdigit action*  
        ::= G 25 08.01.90 action*  
        ...
```

- **Recognizer** : Is a string (or test) in the grammar ?
  - This is called **parsing**
  - Tools exist to support **parsing**
  - Programs can use them for **input validation**
- **Generator** : Given a grammar, derive strings in the grammar

# Mutation as Grammar-Based Testing

Grammar-based  
Testing

UnMutated Derivations  
(*valid strings*)

Mutated Derivations  
(*invalid strings*)

Grammar Mutation  
(*invalid strings*)

Ground String  
Mutation

Now we can  
define generic  
coverage criteria

Invalid Strings

Valid Strings



# Grammar-based Coverage Criteria

(9.1.1)

- The most common and straightforward use every terminal and every production at least once

**Terminal Symbol Coverage (TSC) :TR contains each terminal symbol  $t$  in the grammar  $G$ .**

**Production Coverage (PDC) :TR contains each production  $p$  in the grammar  $G$ .**

- PDC subsumes TSC
- Grammars and graphs are interchangeable
  - PDC is equivalent to EC, TSC is equivalent to NC
- Other graph-based coverage criteria could be defined on grammar
  - But have not

# Grammar-based Coverage Criteria

- A related criterion is the impractical one of deriving **all possible strings**

**Derivation Coverage (DC) :TR contains every possible string that can be derived from the grammar G.**

- The number of **TSC tests** is bound by the number of **terminal symbols**
  - 13 in the stream grammar
- The number of **PDC tests** is bound by the number of **productions**
  - 18 in the stream grammar
- The number of **DC tests** depends on the **details** of the grammar
  - **2,000,000,000** in the stream grammar !
- All TSC, PDC and DC tests are **in the grammar** ... how about tests that are **NOT in the grammar** ?

# Mutation Testing

(9.1.2)

- Grammars describe both **valid** and **invalid** strings
- Both types can be produced as **mutants**
- A mutant is a **variation** of a valid string
  - Mutants may be **valid** or **invalid** strings
- Mutation is based on “**mutation operators**” and “**ground strings**”

# What is Mutation ?

## General View

We are performing mutation analysis whenever we

- use well defined **rules**
- defined on **syntactic descriptions**
- to make **systematic changes**
- to the **syntax** or to **objects** developed from the syntax

**mutation  
operators**

**grammars**

**Applied universally or  
according to empirically  
verified distributions**

**grammar**

**ground strings  
(tests or programs)**

# Mutation Testing

- **Ground string**: A **string** in the grammar
  - The term “ground” is used as an analogy to algebraic ground terms
- **Mutation Operator** : A rule that specifies **syntactic variations** of strings generated from a grammar
- **Mutant** : The result of **one application** of a mutation operator
  - A mutant is a string either in the grammar or very close to being in the grammar

# Mutants and Ground Strings

- The key to mutation testing is the design of the mutation operators
  - Well designed **operators** lead to powerful testing
- Sometimes **mutant strings** are based on ground strings
- Sometimes they are derived directly **from the grammar**
  - **Ground strings** are used for **valid** tests
  - **Invalid** tests do not need ground strings

## Valid Mutants

### Ground Strings

*G 26 08.01.90*

*B 22 06.27.94*

### Mutants

*B 26 08.01.90*

*B 45 06.27.94*

## Invalid Mutants

*7 26 08.01.90*

*B 22 06.27.1*

# Questions About Mutation

- Should **more than one operator** be applied at the same time ?
  - Should a mutated string contain more than one mutated element?
  - **Usually not** – multiple mutations can interfere with each other
  - **Experience** with program-based mutation indicates **not**
  - Recent research is finding **exceptions**
- Should **every possible application** of a mutation operator be considered ?
  - **Necessary** with program-based mutation
- Mutation operators have been defined for many **languages**
  - Programming languages (*Fortran, Lisp, Ada, C, C++, Java*)
  - Specification languages (*SMV, Z, Object-Z, algebraic specs*)
  - Modeling languages (*Statecharts, activity diagrams*)
  - Input grammars (*XML, SQL, HTML*)

# Killing Mutants

- When ground strings are mutated to create valid strings, the hope is to exhibit **different behavior** from the ground string
- This is normally used when the grammars are **programming languages**, the strings are **programs**, and the ground strings are **pre-existing** programs
- **Killing Mutants** : Given a mutant  $m \in M$  for a derivation  $D$  and a test  $t$ ,  $t$  is said to kill  $m$  if and only if the output of  $t$  on  $D$  is different from the output of  $t$  on  $m$
- The derivation  $D$  may be represented by the list of productions or by the final string



# Syntax-based Coverage Criteria

- Coverage is defined in terms of killing mutants

**Mutation Coverage (MC) : For each  $m \in M$ , TR contains exactly one requirement, to kill  $m$ .**

- Coverage in mutation equates to number of mutants killed
- The amount of mutants killed is called the **mutation score**

# Syntax-based Coverage Criteria

- When creating invalid strings, we just apply the operators
- This results in two simple criteria
- It makes sense to either use every operator once or every production once

**Mutation Operator Coverage (MOC)** : For each mutation operator, TR contains exactly one requirement, to create a mutated string *m* that is derived using the mutation operator.

**Mutation Production Coverage (MPC)** : For each mutation operator, TR contains several requirements, to create one mutated string *m* that includes every production that can be mutated by that operator.

# Example

**Grammar**

```
Stream ::= action*
action  ::= actG | actB
actG    ::= "G" s n
actB    ::= "B" t n
s       ::= digit1-3
t       ::= digit1-3
n       ::= digit2 "." digit2 "." digit2
digit   ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"
```

## Ground String

**G 25 08.01.90**

**B 21 06.27.94**

## Mutation Operators

- Exchange *actG* and *actB*
- Replace digits with all other digits

## Mutants using MOC

**B 25 08.01.90**

**B 23 06.27.94**

## Mutants using MPC

**B 25 08.01.90    G 21 06.27.94**

**G 15 08.01.90    B 22 06.27.94**

**G 35 08.01.90    B 23 06.27.94**

**G 45 08.01.90    B 24 06.27.94**

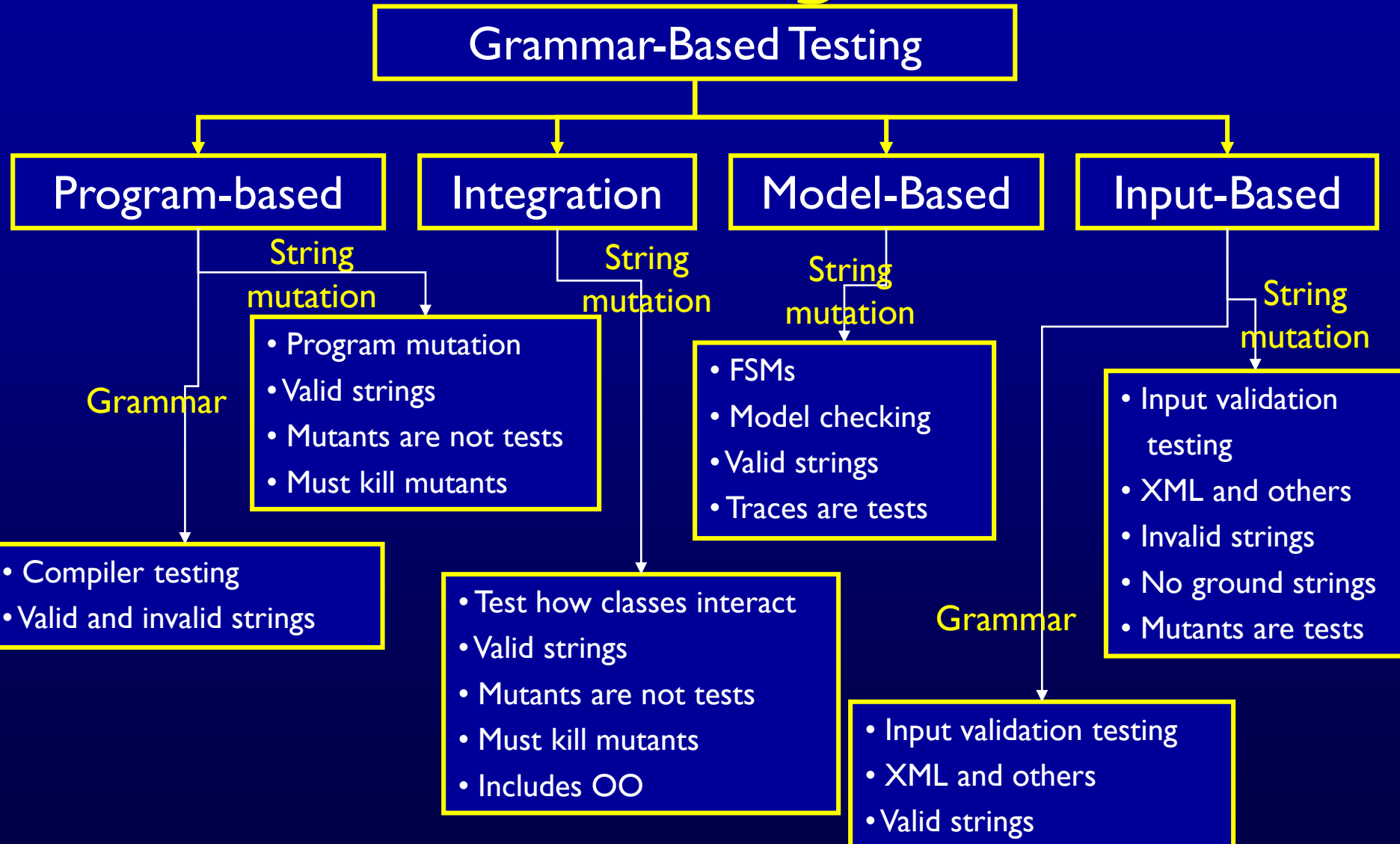
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# Mutation Testing

- The **number of test requirements** for mutation depends on two things
  - The **syntax** of the artifact being mutated
  - The mutation **operators**
- Mutation testing is very difficult to apply **by hand**
- Mutation testing is **very effective** – considered the “**gold standard**” of testing
- Mutation testing is often used to **evaluate** other criteria

# Instantiating Grammar-Based Testing



# Structure of Chapter

	Program-based	Integration	Model-based	Input space
Grammar	9.2.1	9.3.1	9.4.1	9.5.1
Grammar	Programming languages	No known applications	Algebraic specifications	Input languages, including XML
Summary	Compiler testing			Input space testing
Valid?	Valid & invalid			Valid
Mutation	9.2.2	9.3.2	9.4.2	9.5.2
Grammar	Programming languages	Programming languages	FSMs	Input languages, including XML
Summary	Mutates programs	Tests integration	Model checking	Error checking
Ground?	Yes	Yes	Yes	No
Valid?	Yes, must compile	Yes, must compile	Yes	No
Tests?	Mutants not tests	Mutants not tests	Traces are tests	Mutants are tests
Killing	Yes	Yes	Yes	No
Notes	Strong and weak. Subsumes other techniques	Includes OO testing		Sometimes the grammar is mutated