

Software Testing

Course's Code: CSE 453

Test Design Techniques – Structure-based (White-Box) Technique – Mutation Technique
(Chapter 4)

What we will learn?

- How to measure the quality of our tests by using a very powerful tool like mutation testing?
 - ❑ Quality of tests means fault detection capability of the test suite

White-Box Testing Strategies

- **Coverage-based:**

- Design test cases to cover certain program elements.

- **Fault-based:**

- Design test cases to expose some category of faults

- Mutation testing is an example of Fault-based testing

White-Box Testing

- Several white-box testing strategies have become very popular :
 - **Statement coverage**
 - **Branch coverage**
 - **Path coverage**
 - **Condition coverage**
 - **MC/DC coverage**
 - **Mutation testing**
 - **Data flow-based testing**

How good are the tests?

- One way to assess the test code quality consists in using some adequacy criteria
- Most common adequacy criteria are the coverage criteria for white-box testing,
 - ❑ like for example statement coverage, branch coverage, condition coverage, mc/dc coverage or path coverage
- We can also think of using black-box criteria, like for example state transition coverage
- However, we have to remember that test or code coverage is a necessity but not a sufficient condition to write proper test cases.

Adequacy criteria measure how thoroughly our test suite exercises the program under analysis

Test Coverage

Test coverage refers to how well the number of tests executed cover the functionality of an application

Black-Box Testing Mentality

Code Coverage

Code coverage refers to which application code is exercised when the application is running

White-Box Testing Mentality

Example

- To understand this concept let us consider an example
- This example has a small class with one single method.
- Such a method takes as input two integers and computes the quotient and the remainder of the division.
- Furthermore, the division cannot be computed when the denominator is equal to 0.
 - ❑ This case is also checked in the code by the if condition

```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```

How good are the tests?

- Now, let's assume that we choose branch coverage as the driving adequacy criterion
- Based on this choice, we wrote these two test cases.
 - ❑ The first one exercises the case where the denominator is not equal to 0;
 - ❑ The second one exercises the case where the denominator is 0.
- Based on coverage, we would conclude that this two tests cases are adequate because we reach 100% of branch and statement coverage

```
@Test
public void testGetValues(){
    int[] values = Division.getValues(1, 1);
    assertEquals(1, values[0]);
    assertEquals(0, values[1]);
}
```

```
@Test
public void testZero(){
    int[] values = Division.getValues(1, 0);
    assertNull(values);
}
```

100% Branch Cov.
100% Statement Cov.

How good are the tests?

- Now, let us consider two test cases that exercise the same scenario where the denominator is not equal to 0.
- These two tests are very similar to each other:
- They have the same method sequence and the same type of assertions.
- However, they differ on the input values
- Now the question is:
 - ❑ which of these two test cases has the best fault detection capability?
- To answer this question, we have to look back at the code

```
@Test
public void testGetValues_V1(){
    int[] values = Division.getValues(1, 1);
    assertEquals(1, values[0]);
    assertEquals(0, values[1]);
}
```

```
@Test
public void testGetValues_V2(){
    int[] values = Division.getValues(3, 2);
    assertEquals(1, values[0]);
    assertEquals(1, values[1]);
}
```

Fault Detection Capability

- Let us assume that we made one mistake when coding this program:
 - ❑ instead of computing the division, we use the multiplication operator as highlighted in red color.


```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0){  
            return null;  
        }  
        int quotient = a * b; // correct = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```

Fault Detection Capability


- If we run our two alternative test cases, we will discover that the first test case will pass while the second one fails.

- Why do we have such a difference in the test results?
- The two tests have the same code coverage and the same type of assertions
- The second test case has better input parameters and oracle (assertions) that allows to detect the injected fault

```
@Test
public void testGetValues_V1(){
    int[] values = Division.getValues(1, 1);
    assertEquals(1, values[0]);
    assertEquals(0, values[1]);
}
```



```
@Test
public void testGetValues_V2(){
    int[] values = Division.getValues(3, 2);
    assertEquals(1, values[0]);
    assertEquals(1, values[1]);
}
```



Mutation Testing

- This is the simple yet fundamental idea behind mutation testing



Mutation Testing

- Idea: Inserting artificial defects (mutants) in the production code to assess the quality of the test code
- Effective test suite: at least one of its test cases fails when executing the test suite against the mutants
- Mutation testing is like testing the tests

Mutation Testing

- Mutation Testing is a fault based testing technique
 - It is one kind of white-box testing
 - A specific type of fault is introduced into the program and then, check whether the test cases are effective against that type of fault.
 - ❑ If not, the test case will be augmented with additional test cases to strengthen the test suite, so that the specific type of fault will be detected
- In this, software is first tested:
 - Using an initial test suite designed using white-box strategies we already discussed.
 - After the initial testing is complete,
 - Mutation testing is taken up.
 - The idea behind mutation testing:
 - **Make a few arbitrary small changes to a program at a time.**

Mutation Testing

- **Mutant:** Given a program P , a mutant P' is obtained by introducing a simple syntactic change to P
- **Syntactic change:** small changes that make the mutated code valid (i.e., it can be compiled)
- **Change:** alterations to the production code that mimic typical human mistakes (glitches)

Mutation Testing Terminology

- Each time the program is changed:
 - It is called a **mutated program**
 - The change is called a **mutant**.

Mutation Testing

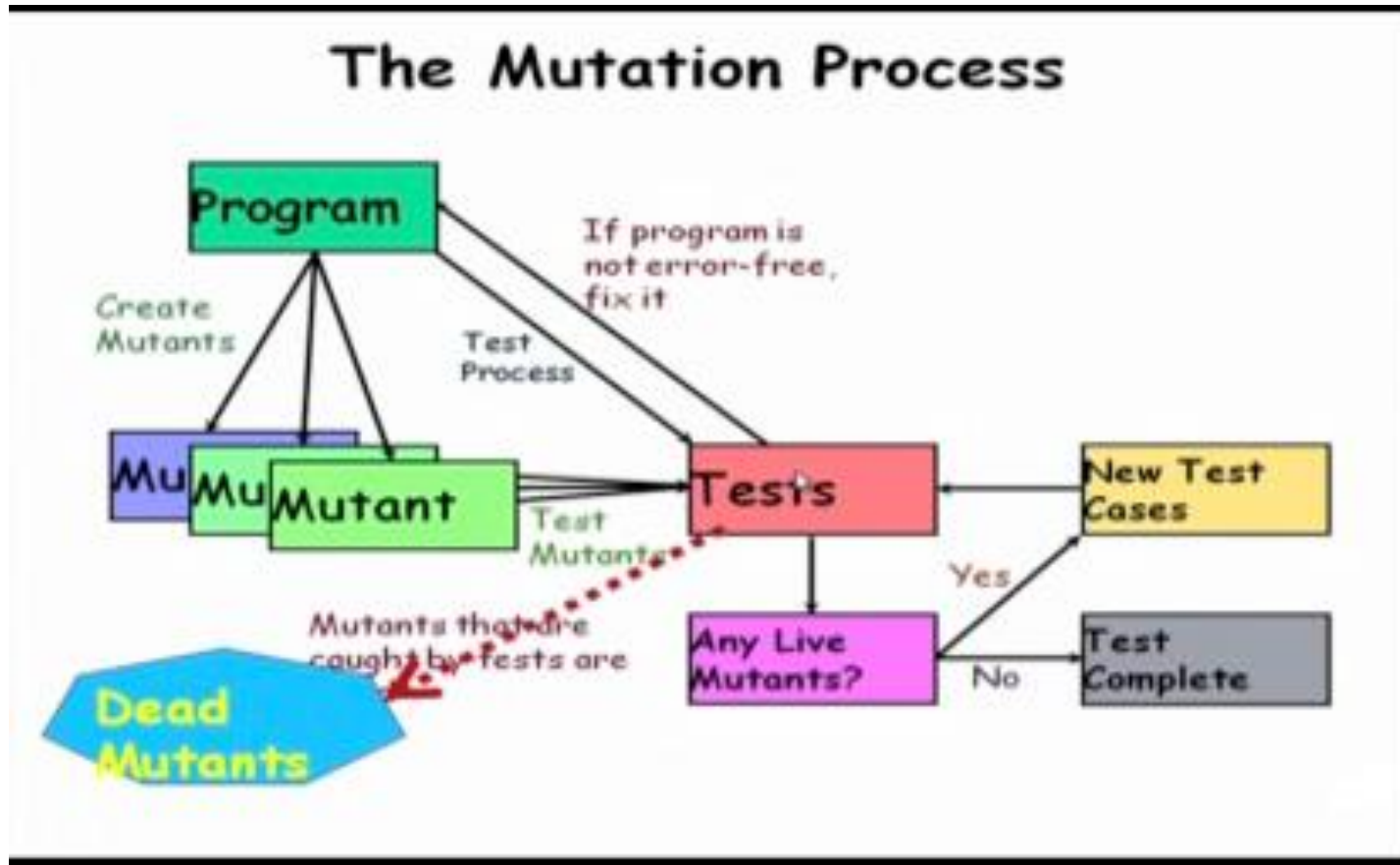
- A mutated program:
 - Tested against the full test suite of the program.
- If there exists at least one test case in the test suite for which:
 - A mutant gives an incorrect result,
 - Then the mutant is said to be dead.

Mutation Testing

➤ If the test cases pass for a mutated program, we say that the mutant is **alive**

- If a mutant remains alive:
 - Even after all test cases have been exhausted,
 - The test suite is enhanced to kill the mutant.
- The process of generation and killing of mutants:
 - Can be automated by predefining a set of primitive changes that can be applied to the program.

Mutation Testing



- Mutation testing just helps us to strengthen the test cases and ensure higher reliability of the programs than
 - ❑ the coverage based test techniques

Mutation Testing – Example

- The method invert returns a fraction where the numerator and the denominator are inverted.
- Besides, there are three conditions to check some corner cases
- For example when the numerator is zero.
 - ❑ In the case, the fraction cannot be inverted.

```
public class Fraction {  
    int numerator;  
    int denominator;  
    ...  
    public Fraction invert() {  
        if (numerator == 0) {  
            throw new ArithmeticException("...");  
        }  
        if (numerator == Integer.MIN_VALUE) {  
            throw new ArithmeticException("...");  
        }  
        if (numerator < 0) {  
            return new Fraction(-denominator, -numerator);  
        }  
        return new Fraction(denominator, numerator);  
    }  
}
```

Mutation Testing – Example

- Now, let us consider a coverage adequate test suite.
- This suite reaches 100% of branch and statement coverage, and all test cases have assertions and don't fail.

```
@Test
public void testInvert(){
    Fraction f = new Fraction(1, 2);
    Fraction result = f.invert();
    assertEquals(2, result.getFloat(), 0.00001);
}
```



```
@Test
public void testInvert_negative(){
    Fraction f = new Fraction(-1, 2);
    Fraction result = f.invert();
    assertEquals(-2, result.getFloat(), 0.00001);
}
```



```
@Test
public void testInvert_zero(){
    Fraction f = new Fraction(0, 2);
    assertThrows(ArithmeticException.class, () -> {f.invert();});
}
```



```
@Test
public void testInvert_minValue(){
    int n = Integer.MIN_VALUE;
    Fraction f = new Fraction(n, 2);
    assertThrows(ArithmeticException.class, () -> {f.invert();});
}
```



Mutation Testing – Example

- Now, the developer made a mistake by remove the sign (-) for the numerator
- This small mutant is highlighted in red color, and it is tiny syntactic change to the original code.
- Does our test suite detect the change?

Mutant

```
public class Fraction {  
    int numerator;  
    int denominator;  
    ...  
    public Fraction invert() {  
        if (numerator == 0) {  
            throw new ArithmeticException("...");  
        }  
        if (numerator == Integer.MIN_VALUE) {  
            throw new ArithmeticException("...");  
        }  
        if (numerator < 0) {  
            return new Fraction(-denominator, numerator);  
        }  
        return new Fraction(denominator, numerator);  
    }  
}
```

Mutation Testing – Example

- If we rerun our tests, we discover that the second test case fails.
- Therefore, we would say that the mutant is killed.

```
@Test
public void testInvert(){
    Fraction f = new Fraction(1, 2);
    Fraction result = f.invert();
    assertEquals(2, result.getFloat(), 0.00001);
}
```



```
@Test
public void testInvert_negative(){
    Fraction f = new Fraction(-1, 2);
    Fraction result = f.invert();
    assertEquals(-2, result.getFloat(), 0.00001);
}
```



```
@Test
public void testInvert_zero(){
    Fraction f = new Fraction(0, 2);
    assertThrows(ArithmeticException.class, () -> {f.invert();});
}
```



```
@Test
public void testInvert_minValue(){
    int n = Integer.MIN_VALUE;
    Fraction f = new Fraction(n, 2);
    assertThrows(ArithmeticException.class, () -> {f.invert();});
}
```



Mutation Testing – Example

- The constant in the first if is changed to 1 from 0, as highlighted in red color.
- Does our test suite detect the mutant?

Mutant 2

```
public class Fraction {  
    int numerator;  
    int denominator;  
    ...  
    public Fraction invert() {  
        if (numerator == 1) {  
            throw new ArithmeticException("...");  
        }  
        if (numerator == Integer.MIN_VALUE) {  
            throw new ArithmeticException("...");  
        }  
        if (numerator < 0) {  
            return new Fraction(-denominator, -numerator);  
        }  
        return new Fraction(denominator, numerator);  
    }  
}
```

Mutation Testing – Example

- As you can notice, the first test case fails when executed against the mutant
- Once again, the test suite seems to be adequate.

```
@Test
public void testInvert(){
    Fraction f = new Fraction(1, 2);
    Fraction result = f.invert();
    assertEquals(2, result.getFloat(), 0.00001);
}

@Test
public void testInvert_negative(){
    Fraction f = new Fraction(-1, 2);
    Fraction result = f.invert();
    assertEquals(-2, result.getFloat(), 0.00001);
}

@Test
public void testInvert_zero(){
    Fraction f = new Fraction(0, 2);
    assertThrows(ArithmeticException.class, () -> {f.invert();});
}

@Test
public void testInvert_minValue(){
    int n = Integer.MIN_VALUE;
    Fraction f = new Fraction(n, 2);
    assertThrows(ArithmeticException.class, () -> {f.invert();});
}
```



Generating Mutants Automatically

- Up to now, we have seen how to create mutant by manually mutating the production code.
- Clearly, this methodology is not practical nor efficient.
- For this reason, it is a common practice to rely on tools that generate mutants automatically.
- The mutants are created using the mutation operators.

- **Mutation operators:** rules to apply syntactic changes to the code under tests
- **Real fault based operators:** operators that apply changes very similar to defects seen in the past for the same code
- **Language-specific operators:** mutations for the inheritance in Java, mutations for pointers in C, etc.

Mutation Operators

- Nowadays, most of the existing mutation tools provide basic mutation operators
 - ❑ That alter parts of the code that common among most programming languages
 - ❑ Such as arithmetic or relational statement in the code.
- These mutation operators can be of different types

Basic Operators:

- Arithmetic Operator Replacement (AOR)
- Relational Operator Replacement (ROR)
- Conditional Operator Replacement (COR)
- Assignment Operator Replacement (AOR)
- Scalar Variable Replacement (SVR)

Mutation Operators

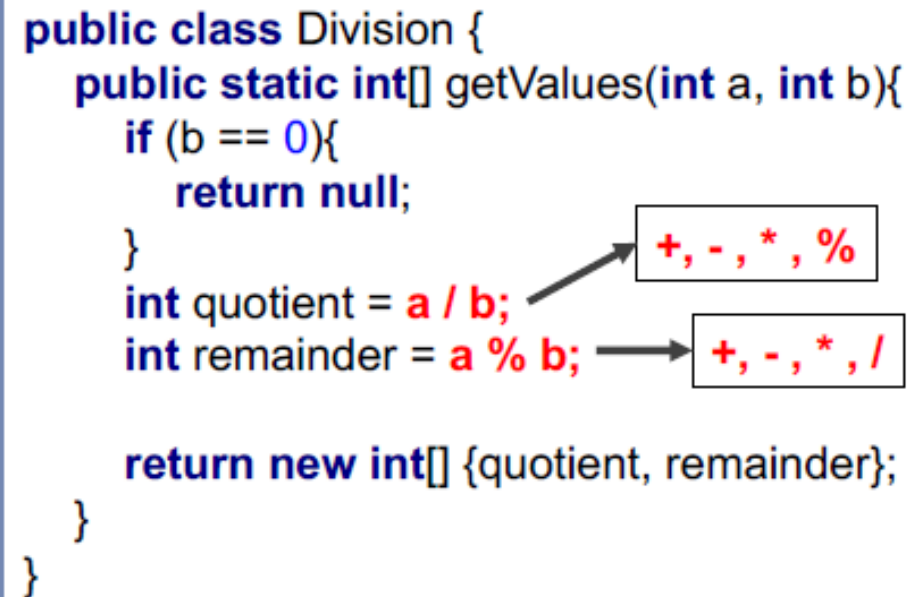
Arithmetic Operator Replacement (AOR)

This operator replaces an arithmetic operation (+, -, *, /, %) in the production code with an alternative operator

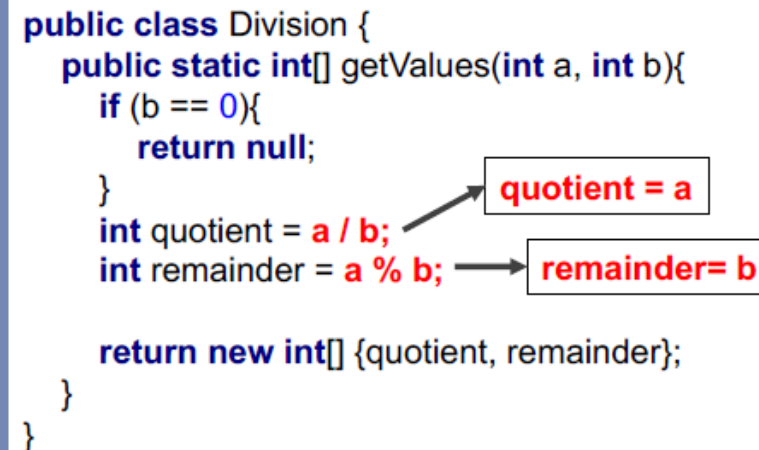
- We can create 4 mutants for each / and % operator
- Total 12 mutants can be created using AOR

- The arithmetic operator replacement also includes the case
- Where arithmetic operation is dropped and replaced with one of the two operands.

```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```



```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```

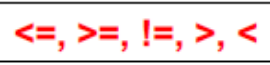


Mutation Operators

Relational Operator Replacement (ROR)

This operator replaces relational operators (<,>,<=,>=,==,!=) in the production code with an alternative operator

```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```



A diagram showing a box containing the text "<=, >=, !=, >, <". An arrow points from the "==" operator in the code snippet above to this box.

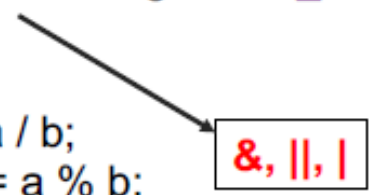
- In this example, there is only one relational operator (==), that can be replaced with five different operations.
- Therefore, using ROR mutation operators five mutants will be produced for this small method.

Mutation Operators

Conditional Operator Replacement (COR)

This operator replaces conditional operators (&&, ||, &, |, !, ^) in the production code with an alternative operator

```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0 && b == Integer.MIN_VALUE){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```



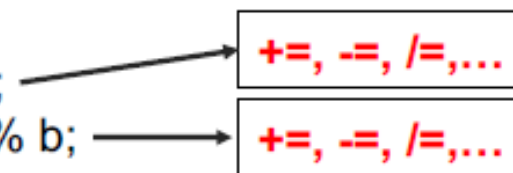
A diagram showing a box containing the text "&, ||, |" with an arrow pointing from the "&&" operator in the code above to the box.

Mutation Operators

Assignment Operator Replacement (AOR)

This operator replaces assignment operators (=, +=, -=, *=, ...) in the production code with an alternative operator

```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0 && b == Integer.MIN_VALUE){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```



The diagram shows two arrows pointing from the assignment operators in the code to a box containing alternative operators. The first arrow points from the '=' operator in 'int quotient = a / b;' to a box containing '+=, -=, /=, ...'. The second arrow points from the '=' operator in 'int remainder = a % b;' to a box containing '+=, -=, /=, ...'.

Mutation Operators

Scalar Variable Replacement (SVR)

Each variable reference is replaced with another variable reference of the same type and that is already declared in the code

```
public class Division {  
    public static int[] getValues(int a, int b){  
        if (b == 0 && b == Integer.MIN_VALUE){  
            return null;  
        }  
        int quotient = a / b;  
        int remainder = a % b;  
  
        return new int[] {quotient, remainder};  
    }  
}
```

- To make the code meaningful, the new variable reference must be declared before the location of the mutation
- In this example, we have 8 locations that can be mutated
- In the if condition, we can replace the variable b with the variable a
- In the last line, the variable 'quotient' can be replaced by all variables already defined in the code, like a, b, and Remainder.

Mutation Operators

- In Java, there are many other language--specific operators

Object-Oriented Operators

- Access Modifier Change
- Hiding Variable Deletion
- Hiding Variable Insertion
- Overriding Method Deletion
- Parent Constructor Deletion
- Declaration Type Change
- ...

Different Ways of Mutation Testing

- So, there are different ways to change the program
 - ❑ Value Mutations – Values are changed
 - ❑ Decision Mutations – Logical or arithmetic operators are changed in decisions
 - ❑ Statement Mutations – Statements are deleted or replaced

➤ Example of Value Mutations:

Original Code:

```
int mod = 1000000007;  
int a = 12345678;  
int b = 98765432;  
int c = (a + b) % mod;
```

Changed Code:

```
int mod = 1007;  
int a = 12345678;  
int b = 98765432;  
int c = (a + b) % mod;
```

Different Ways of Mutation Testing

➤ Example of Decisions Mutations:

Original Code:

```
if(a < b)
  c = 10;
else
  c = 20;
```

Changed Code:

```
if(a > b)
  c = 10;
else
  c = 20;
```

➤ Example of Statement Mutations:

Original Code:

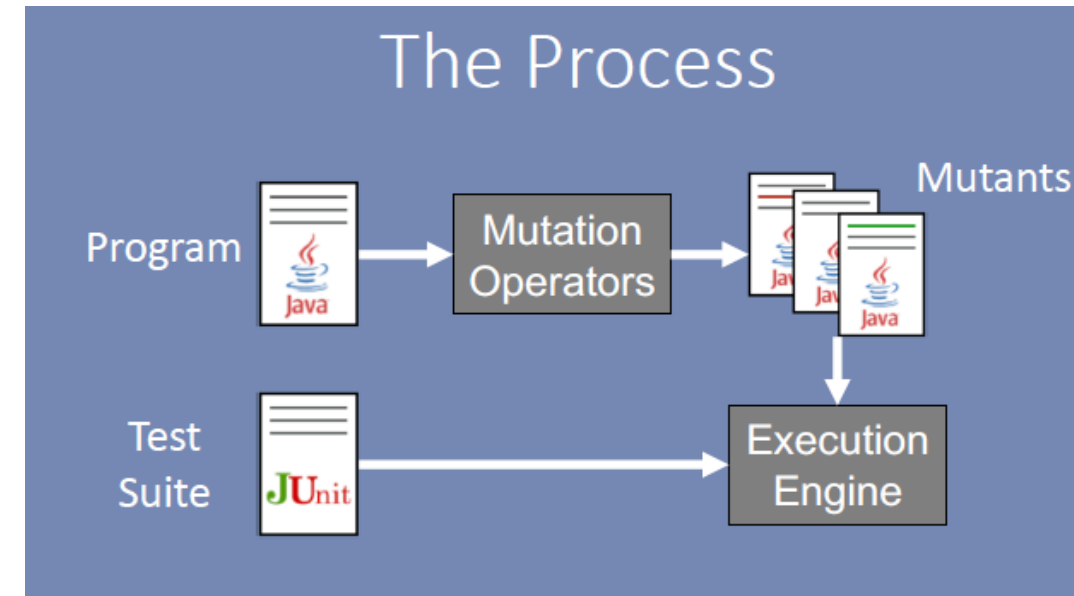
```
if(a < b)
  c = 10;
else
  c = 20;
```

Changed Code:

```
if(a < b)
  d = 10;
else
  d = 20;
```

Mutation Testing in Practice

- There are three main steps in mutation analysis.
- The first step is generating mutants using the mutation operators.
- Then, the test code is executed against each mutant using an execution engine.
- In the final stage, we have to analyze the test results.
- Upon test execution, the mutants are classified into two categories:
- A mutant is killed if the test suite fails when executed against the mutant while it passes on the original program;
- Instead, a mutant is alive when the test suite passes on both the mutant and the original program.



Mutation Score

- Based on the ratio of killed and alive mutants, the quality of the test suite can be measured using the mutation score.
- If some mutants survive, it means that likely we need to improve the test suite by adding new tests or changing the existing ones.
- However, it is indeed possible that some mutants cannot be killed at all, whatever test case we use.
- This is the case of the equivalent mutants.

$$\text{Mutation score} = \frac{\text{\# Killed Mutants}}{\text{\# Mutants}}$$

Equivalent Mutants

Equivalent Mutants

- **Equivalent mutant:** a mutant M that is functionally equivalent to the original program P

Original Program

```
public void method(int a){  
    int index = 10;  
    while (...){  
        ...  
        index--;  
        if (index == 0)  
            break;  
    }  
}
```

Equivalent Mutant

```
public void method(int a){  
    int index = 10;  
    while (...){  
        ...  
        index--;  
        if (index <= 0)  
            break;  
    }  
}
```

- These two programs are functionally equivalent: whatever input value we consider, the while-loop will always end when the index is equal to 0.
- This is an elementary example of equivalent mutant.

Equivalent Mutants

- While trivial cases of equivalent mutant can be automatically discovered, it is impossible to detect all equivalent mutants in an automated fashion.
- Therefore, when you use mutation testing, you should always check the mutants that are alive because some of them can not be killed
- In general, mutants could provide a good indication of fall detection ability of a test suite when the mutation operators are carefully selected, and equivalent mutants are removed.

The cost of Mutation Testing

Let's assume we have:

- A code base with 300 Java classes
- 10 test cases for each class
- On average, each test case requires 0.2 seconds for its execution
- The total test suite execution costs $300 * 10 * 0.2 = 600s$ (10 minutes)

Let's assume we have, on average, 20 mutants per each class. The total cost of mutation analysis is:

$$300 * 10 * 0.2 * 20 = 12000s = 3h 20 minutes$$

Advantage and Disadvantage of Mutation Testing

Adv:

- Can be automated
- Helps effectively strengthen black box and coverage-based test suite

Disadvantages of Mutation Testing

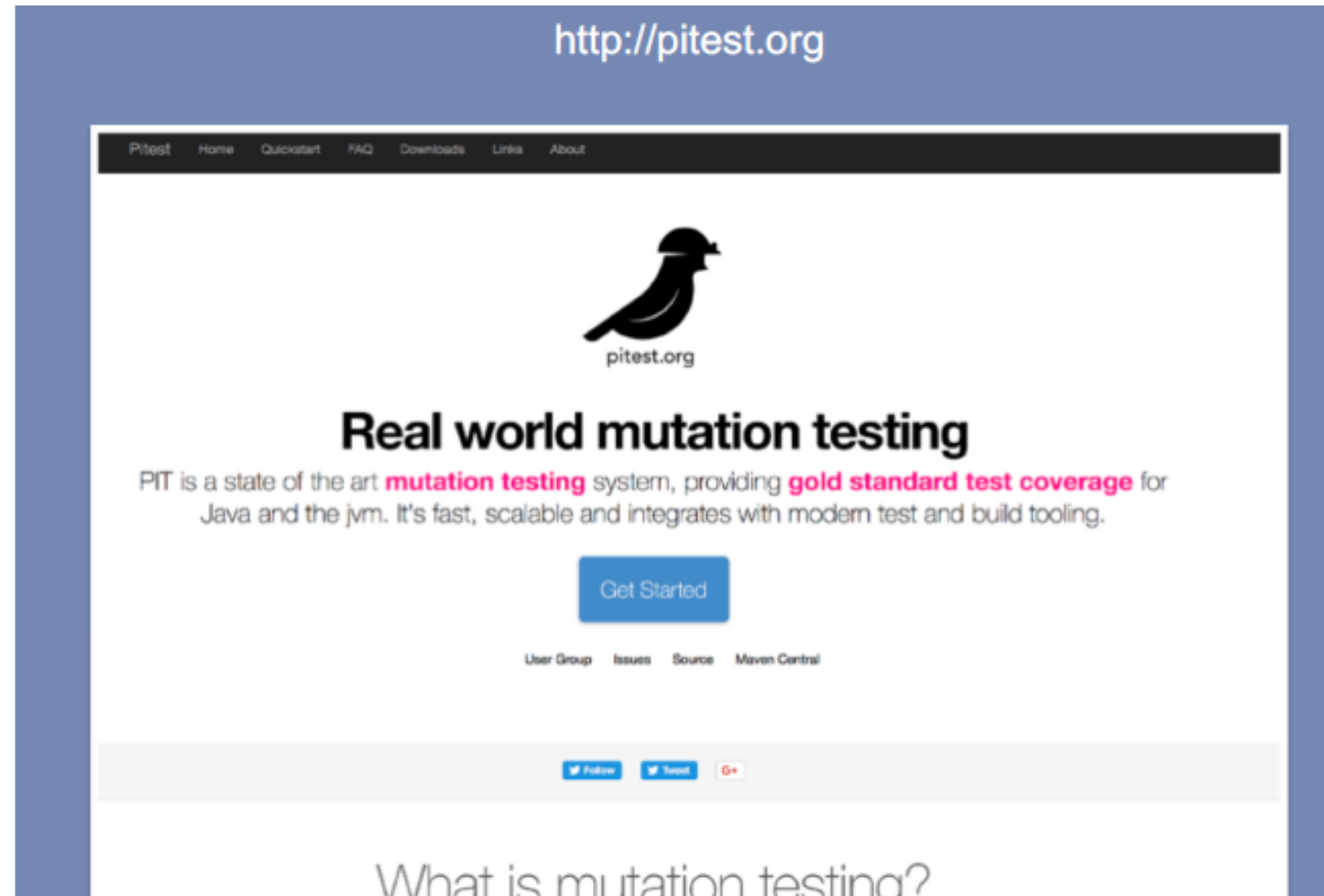
- Equivalent mutants
- Computationally very expensive.
 - A large number of possible mutants can be generated.
- Certain types of faults are very difficult to inject.
 - Only simple syntactic faults introduced.

Mutation Testing Tools

- For Java:
 - PIT
 - MuJava
 - Bacterio
 - Javalanche
 - Major
 - Descardes
- For JavaScript:
 - Stryker
- For C#:
 - Nester
 - VisualMutator
- For C/C++
 - Dextool Mutate
 - Mutate.py
- For PHP:
 - Humbug
 - Infection PHP

PIT Testing Tool

- One of the most mature tools for Java is PIT Testing, which is a publicly available tool for Java code.



PIT Testing Tool

- PIT testing can be launched via command line

Command Line

```
java -cp <jar and dependencies> \
  org.pitest.mutationtest.commandline.MutationCoverageReport\
  --reportDir <outputdir> \
  --targetClasses com.your.package.tobemutated* \
  --targetTests com.your.package.*
  --sourceDirs <pathtosource>
```

- It is also integrated into most popular IDEs (like Eclipse and IntelliJ), in Maven and Gradle.

<https://pitest.org/quickstart/mutators/>



PIT Testing Tool

Pit Test Coverage Report

Package Summary

nl.example

Number of Classes	Line Coverage	Mutation Coverage
4	51% 24/47	45% 29/64

Breakdown by Class

Name	Line Coverage	Mutation Coverage
BitShift.java	100% 4/4	100% 5/5
QuadraticEquation.java	60% 6/10	38% 8/21
StringExample.java	33% 1/3	11% 1/9
Triangle.java	43% 13/30	52% 15/29

- PIT Testing provides the test execution reports with the mutation score for each class.

BitShift.java

```
1 package nl.example;
2
3 public class BitShift {
4
5     public int shiftValue(int number, int shift, boolean increase) {
6         if (increase)
7             return number << shift;
8         else
9             return number >> shift;
10    }
11 }
```

Mutations

```
6 1. negated conditional → KILLED
7 1. Replaced Shift Left with Shift Right → KILLED
  2. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
9 1. Replaced Shift Right with Shift Left → KILLED
  2. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
```

- It also allows you to inspect the source code and the mutants.

Installation of PIT Testing Tool in Eclipse

- Need to install **Pitclipse** plug-in in Eclipse.
- Go to **Help -> Eclipse Marketplace -> Write Pitclipse in the search bar and install the plugin**
- To run this plugin
 - ☐ Right click on the class of the test cases for which you want to do perform Mutation Testing
 - ☐ Select PIT Mutation Test and run
 - ☐ Two windows will be appeared – PIT Summary, and PIT Mutations
 - ☐ PIT Summary gives the report of Mutation Test