

A decorative graphic on the left side of the slide consisting of overlapping geometric shapes. It includes a blue parallelogram, a light green parallelogram, and a dark grey parallelogram, all tilted at an angle.

# Mutation testing

[Aleksandr Elmekeev](#)

- Overview
- Terminology
- Problems
- Tools
- Summary

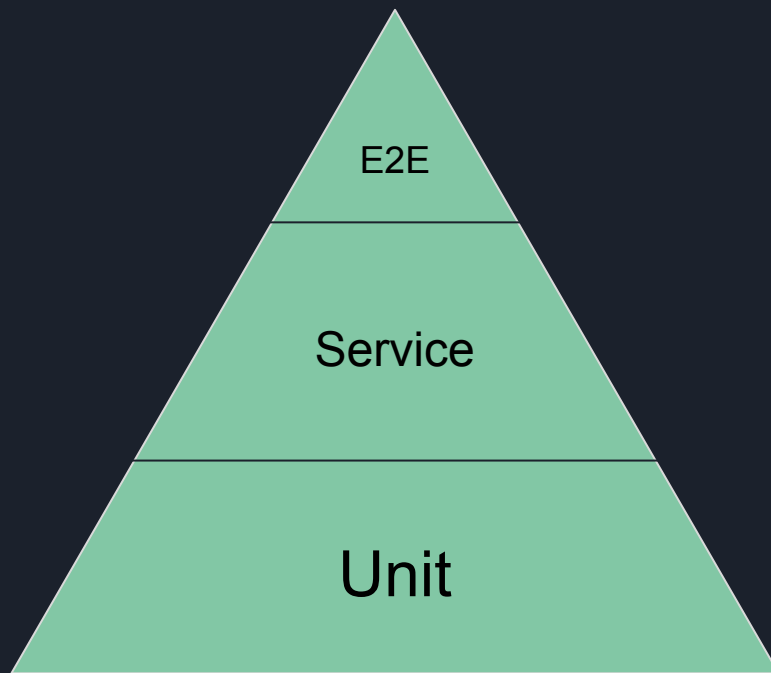


# Overview





# Test Pyramid



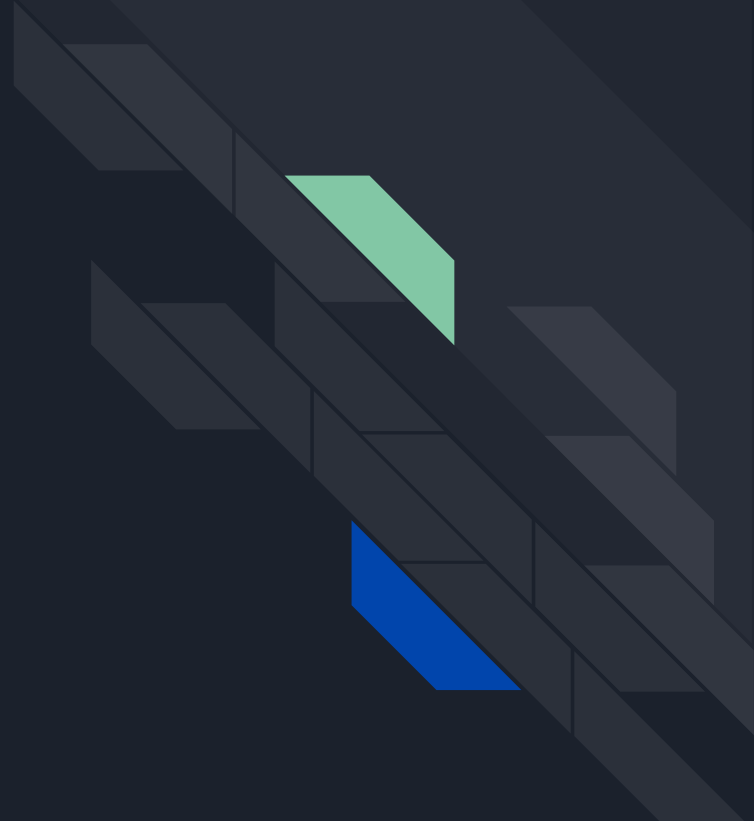


# Test coverage

Criteria	<u>JaCoCo</u>	<u>Istanbul</u>
Function coverage	+	+
Statement coverage	+ (Instruction coverage)	+
Branch coverage	+	+
Modified condition/decision coverage	-	-
Linear Code Sequence and Jump (LCSAJ) coverage	-	-
Parameter value coverage	-	-

Quis custodiet ipsos  
custodes?

Who watches the  
watchmen?





# Goals

- identify weakly tested pieces of code
- identify weak tests
- get rid of useless code / tests

# Terminology







# Mutation Operator (Mutator)

Type	Example: before	Example: after
Arithmetic	<code>a + b</code>	<code>a - b</code>
Array declaration	<code>[1, 2, 3]</code>	<code>[]</code>
Boolean	<code>true</code>	<code>false</code>
Conditional	<code>for (var i = 0; i &lt; 10; i++) { }</code>	<code>for (var i = 0; false; i++) { }</code>
Equality	<code>a &lt; b</code>	<code>a &lt;= b</code>
Logical	<code>a &amp;&amp; b</code>	<code>a    b</code>
Void	<code>voidMethod();</code>	<code>// no voidMethod call</code>



# Mutant

By number of mutators:

- Simple (first order)
- Complex (high order)

By end state:

- Killed
- Timeout
- Error
- Survived / Escaped
- Equivalent



## Mutant: RIP

- A test must **reach** the mutated statement.
- Test input data should **infect** the program state by causing different program states for the mutant and the original program.
- The incorrect program state must **propagate** to the program's output and be **revealed** by the test.



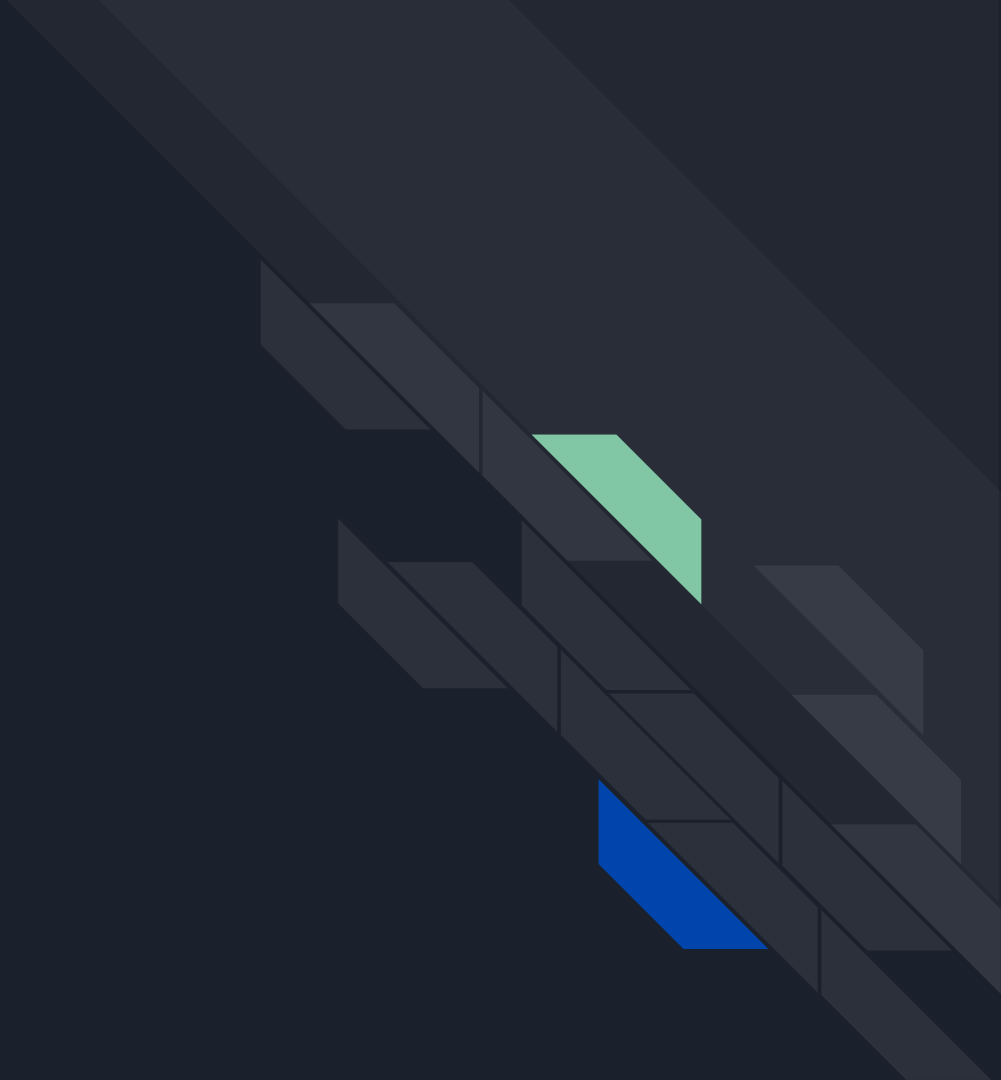
# Algorithm

1. Run tests  $T$  against original program  $P$ .
2. Generate a set of mutants  $P'$ .
3. Run tests  $T$  against each mutant  $P'$ .

Mutation score = killed / total



Problems





# High Computational Cost

- reduce number of mutants
  - **Mutant Sampling** — random subset of all mutants
  - **Selective Mutation** — certain types of mutators to generate mutants
  - **Mutant Clustering** — includes analysis of tests to identify subset
  - **Higher Order Mutation** — combines mutators ( $FOM \times N = HOM$ ) to make a single one with the same possibility to fail as a set of others
- optimize execution process
  - break the program by modules
  - Bytecode Translation technique
  - parallel runs
  - incremental analysis
  - etc



# Problems Related To Human Effort

- equivalent mutant problem (e.g. doesn't work well with Defensive Programming)
  - suggest (SEM)
  - detect (DEM)
  - avoid (AEMG)
- human oracle problem



Tools





# Tools

- C# — [Stryker.NET](#)
- Java — [Pitest](#), [Descartes](#)
- Javascript, Typescript — [Stryker](#)
- PHP — [infection](#)
- Python — [mutmut](#)
- Ruby — [mutant](#)
- Scala — [Stryker4s](#)
- LLVM (C, C++, Swift, Rust) — [Mull](#)

# Java

## PIT

- Test Frameworks:
  - JUnit ( [JUnit5 plugin](#) )
  - TestNG
- Build Systems:
  - Ant
  - Maven ( [multi model support plugin](#) )
  - [Gradle plugin](#)
- Other:
  - [IntelliJ plugin](#)
  - [Sonarqube plugin](#)
  - Extreme mutation testing ( [pitest-descartes](#) mutation engine )





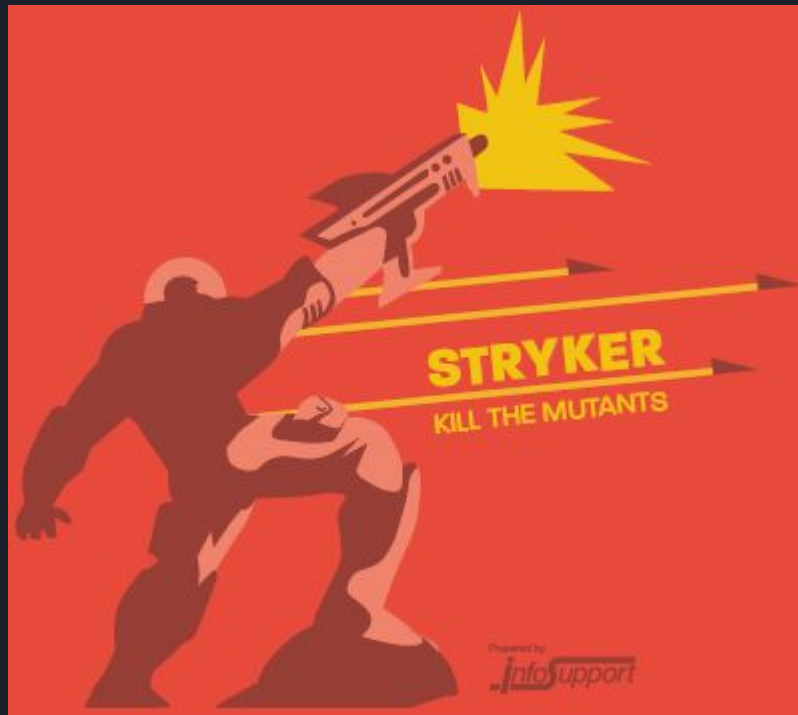
# PIT: Configuration

- `targetClasses` — classes to be mutated
- `targetTests` — specifies list of tests to run
- `dependencyDistance` — allows to limit tests to run based on “distance” between it and mutated code
- `threads` — number of threads to use during mutation testing
- `mutators` — list of mutators to be applied
- `avoidCallsTo` — allows to avoid mutation of code that calls methods from particular classes / packages that we consider outside the scope of mutation testing
- `timeoutFactor` and `timeoutConst` — defines timed out mutants
- `outputFormats` — CSV / HTML / XML
- `historyInputLocation` and `historyOutputLocation` — incremental analysis config

# Typescript / Javascript

## Stryker

- Runners:
  - stryker-jest-runner
  - stryker-karma-runner
  - stryker-mocha-runner
  - stryker-wct-runner
- Reporters:
  - stryker-html-reporter
- Mutators:
  - stryker-javascript-mutator
  - stryker-typescript
  - stryker-vue-mutator





# Stryker: Configuration

- `transpilers` — `typescript / webpack / babel`
- `mutate` — files to mutate
- `mutator` — mutator to use as long as mutator operators to exclude
- `maxConcurrentTestRunners` — maximum number of concurrent test runners to spawn
- `coverageAnalysis` — specifies coverage analysis strategy (`off / all / perTest`)
- `timeoutMS` & `timeoutFactor` — defines timed out mutants
- `reporters` — `clear text, HTML`

# Summary





# Usage

When to use:

1. critical parts of software;
2. project with continuous delivery;
3. if you want to validate quality of existing tests;
4. new tests to make sure the quality of them is good enough.

Be careful with:

1. file operations.





# Useful Links

Read:

- [Mutation testing](#) on Wikipedia
- [Mutation Testing Repository](#) by Yue Jia and Mark Harman
- Analysis of Java Mutation Testing frameworks [by PIT team](#) and [by scoban](#)

Watch:

- Is Mutation Analysis Ready For Prime Time? by Jeff Offutt: [part 1](#) and [part 2](#)
- [Testing like it's 1971](#) by Henry Coles
- [Mutation Analysis: What Code Coverage Doesn't Tell Us](#) by Gleb Smirnov ([slides](#))
- [Mutate and Test Your Tests](#) by Benoit Baudry
- [Using Mutation Testing to improve your Javascript](#) tests by Simon de Lang