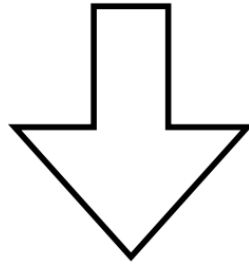


MUTATION TESTING


Khoa CNTT – Trường ĐHCN - ĐHQGHN

Motivating example

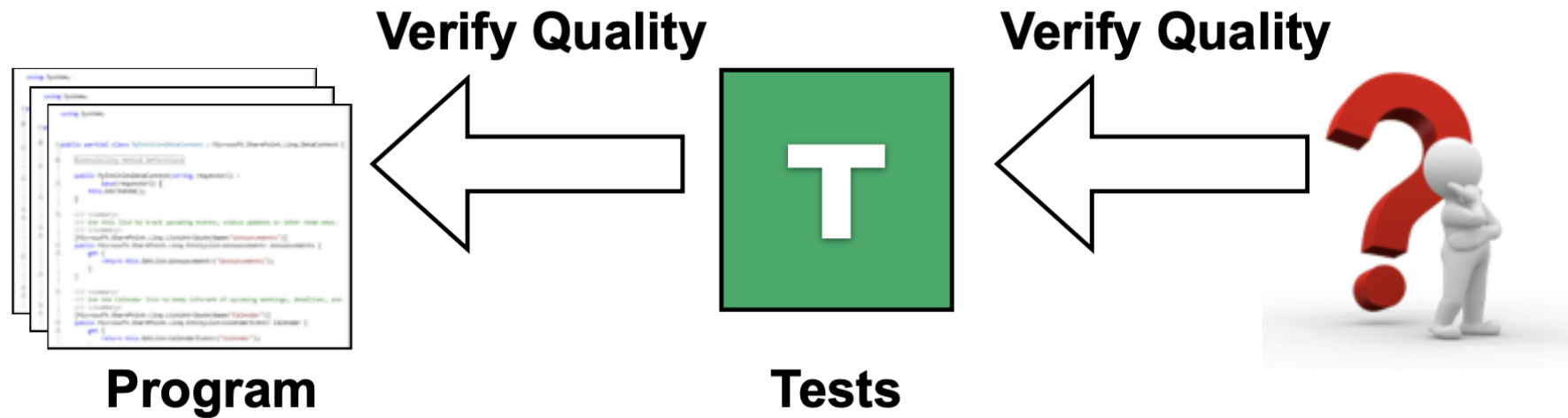
Test: `sum(1,0)==1?`



```
public int sum(int x, int y){  
    return x-y; //should be x+y  
}
```

A small, stylized red ladybug with black spots and legs, positioned at the end of the return statement in the code block.

Who will test the tests?



Test effectiveness evaluation

- More bugs detected, more effective test suite
- However,
 - We don't know how many bugs the program has and where they are
 - It's hard to evaluate test effectiveness in detecting future bugs
- How about creating artificial bugs to simulate real bugs for evaluating test effectiveness?

Mutation testing

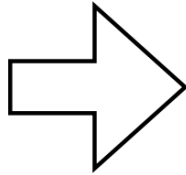
- Mutation testing **injects changes** to program statements to generate **artificial bugs**
- More mutation (artificial) bugs detected → capability to detect more real bugs → More effective test suite

Mutation testing

- Mutation testing: is an approach for evaluating test effectiveness
- Mutant: a modified program
 - A mutant is **killed** if it causes failure for at least one test (there is at least **one failed test**)

Example

Test: `sum(1,0)==1?`



```
public int sum(int x, int y){  
    return x-y; //should be x+y  
}
```



```
public int sum(int x, int y){  
    return x*y;  
}
```



```
public int sum(int x, int y){  
    return x-0;  
}
```

mutants

**Mutation can be stronger than
control/data-flow coverage**

...

Mutation testing

- Step 1: Applies artificial changes based on mutation operators to generate mutants
- Step 2: Execute the test suite against each mutant
- Step 3: Compute the mutation score: The higher, the better

Mutation testing

- Step 1: Applies artificial changes based on mutation operators to generate mutants

```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
            r = i;  
    return r;  
}
```



```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
            if(i > num[r]):  
                r = i;  
    return r;  
}
```

Java mutation operators (Mujava tool)

Operator	Description
AOR	Arithmetic Operator Replacement
AOI	Arithmetic Operator Insertion
AOD	Arithmetic Operator Deletion
ROR	Relational Operator Replacement
COR	Conditional Operator Replacement
COI	Conditional Operator Insertion
COD	Conditional Operator Deletion
SOR	Shift Operator Replacement
LOR	Logical Operator Replacement
LOI	Logical Operator Insertion
LOD	Logical Operator Deletion
ASR	Assignment Operator Replacement

Language Feature	Operator	Description
Encapsulation	AMC	Access modifier change
Inheritance	IHD	Hiding variable deletion
	IHI	Hiding variable insertion
	IOD	Overriding method deletion
	IOP	Overriding method calling position change
	IOR	Overriding method rename
	ISI	super keyword insertion
	ISD	super keyword deletion
	IPC	Explicit call to a parent's constructor deletion
Polymorphism	PNC	new method call with child class type
	PMD	Member variable declaration with parent class type
	PPD	Parameter variable declaration with child class type
	PCI	Type cast operator insertion
	PCC	Cast type change
	PCD	Type cast operator deletion
	PRV	Reference assignment with other comparable variable
	OMR	Overloading method contents replace
	OMD	Overloading method deletion
	OAC	Arguments of overloading method call change
Java-Specific Features	JTI	this keyword insertion
	JTD	this keyword deletion
	JSI	static modifier insertion
	JSD	static modifier deletion
	JID	Member variable initialization deletion
	JDC	Java-supported default constructor deletion
	EOA	Reference assignment and content assignment replacement
	EOC	Reference comparison and content comparison replacement
	EAM	Acessor method change
	EMM	Modifier method change

ROR – Relational operator replacement

```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
            r = i;  
    return r;  
}
```

>=, <, <=, !=, ==


ROR – Relational operator replacement

```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
            r = i;  
    return r;  
}
```




```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
        if(num[i] != num[r]):  
            r = i;  
    return r;  
}
```


AOR – Arithmetic operator replacement

$\text{sum} = x + y$  $\text{sum} = x - y$
 $\text{sum} = x * y$
 $\text{sum} = x / y$
 $\text{sum} = x \% y$

COR – Conditional operator replacement

if (a && b)  if (a || b)
if (a)
if (b)
if (true)
if (false)

UOI– Unary Operator Insertion

result = x % y 

result = x % (- y)
result = x % (-- y)
result = x % (++y)
result = x % (y--)
result = x % (y++)

Mutation testing

- Step 2: Execute the test suite against each mutant

```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
            if(i > num[r]):  
                r = i;  
    return r;  
}
```

- Test 1:
 - Input: [1, 2, 3], Expected output: 2
 - Actual Output: 2
 - Test 2:
 - Input: [1, 2, 1], Expected output: 1
 - Actual Output: 2 → failed
 - Test 3:
 - Input: [3, 2, 1], Expected output: 0
 - Actual Output: 0
- Mutant is killed

Mutation testing

- Step 2: Execute the test suite against each mutant

```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
        if(num[i] > num[r]):  
            if(num[i] >= num[r]):  
                r = i;  
    return r;  
}
```

- Test 1:
 - Input: [1, 2, 3], Expected output: 2
 - Actual Output: 2
 - Test 2:
 - Input: [1, 2, 1], Expected output: 1
 - Actual Output: 1
 - Test 3:
 - Input: [3, 2, 1], Expected output: 0
 - Actual Output: 0
- Mutant is still alive

Mutation testing

- Step 3: Compute the mutation score
 - The higher, the better
- In the previous example,
 - There are 2 mutants
 - One is **killed**, and one is still **alive**
 - Mutation score is 0.5

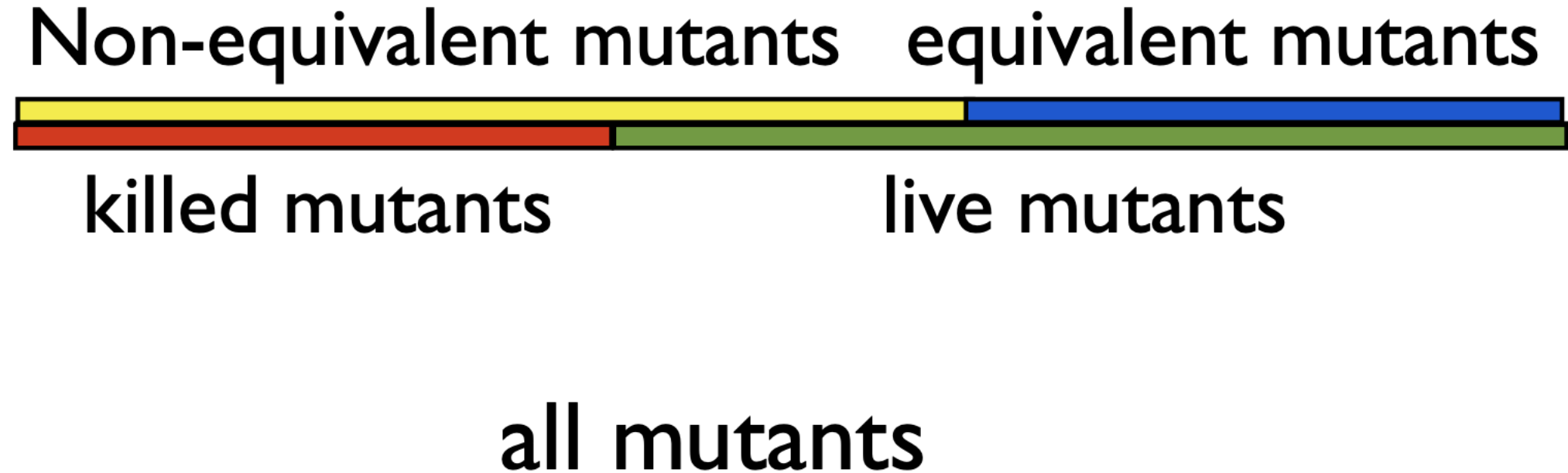
Mutation testing

- Step 1: Applies artificial changes based on mutation operators to generate mutants
- Step 2: Execute the test suite against each mutant
- Step 3: Compute the mutation score: The higher, the better

Type of mutants

- Killed mutants
- Live mutants
- Equivalent mutants
- Non-equivalent mutants

Types of mutants



Example – equivalent mutant

```
int foo(int num [ ], n){  
    int r = 0;  
    for i = 1 to n do:  
    for i = 0 to n do:  
        if(num[i] > num[r]):  
            r = i;  
    return r;  
}
```

- Test 1:
 - Input: [1, 2, 3], Expected output: 2
 - Actual Output: 2
- Test 2:
 - Input: [1, 2, 1], Expected output: 1
 - Actual Output: 1
- Test 3:
 - Input: [3, 2, 1], Expected output: 0
 - Actual Output: 0

Mutation testing criteria

- Test suite T kills a mutant m iff there exist a test t in T kills m
- The effectiveness of test suites can be measured using mutation score:

$$MS(T) = \frac{\text{\#KilledMutants}}{\text{\#AllMutants} - \text{\#EquivalentMutants}}$$

Mutation testing criteria

- Mutation testing is **extremely costly**, since we need to run the test suite against each mutant

E.g. Using 108 mutation operators, **Proteum** generates 4,937 mutants for **tcas** (only 137 lines)

Optimization techniques

- Do fewer
 - Selective mutation
- Do smarter
 - Weak mutation
- Do faster
 - Schema-based analysis, specific compilation, parallel execution

Do fewer

- **Selective mutation testing:** Select a subset of mutants to do mutation testing
- How to select?
 - Operator-based mutant selection
 - Random mutant selection

Do smarter

- Weak mutation testing
 - Only check the reachability and necessity conditions
 - A mutant is deemed as **weakly killed** as long as it cause internal state change
- Pros: More efficient, do not need to each mutant completely
- Cons: Imprecise, weakly killed mutants may not be actually killed

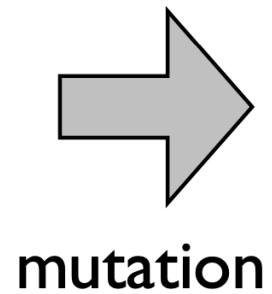
Do smarter

- Weak mutation testing
 - Only check the reachability and necessity conditions
 - A mutant is deemed as **weakly killed** as long as it cause internal state change
- Pros: More efficient, do not need to each mutant completely
- Cons: Imprecise, weakly killed mutants may not be actually killed

Weak mutation

```
read a, b  
a=a+b  
x=2*b  
return x
```

P



t1: a=1, b=0



```
read a, b  
a=a-b  
x=2*b  
return x
```

m1



unkilled

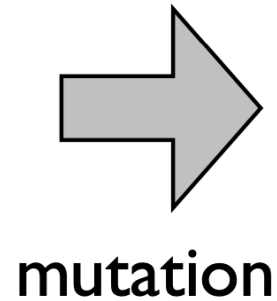


Internal state:
a-b=a+b=1

Weak mutation

```
read a, b  
a=a+b  
x=2*b  
return x
```

P



tl: a=1, b=1



```
read a, b  
a=a-b  
x=2*b  
return x
```

ml



killed



Internal state:
 $a-b \neq a+b$

Do faster

- Use parallel execution to speedup mutation testing

Mutation testing tools

- Java
 - PIT: <https://pitest.org>
 - MuJava: <https://cs.gmu.edu/~offutt/mujava/>
 - MAJOR: <http://mutation-testing.org>
 - Javalanche: <https://github.com/david-schuler/javalanche/>
- Python
 - MutPy: <https://pypi.org/project/MutPy/0.4.0/>

Application of mutation

- Mutation-based test generation
- Mutation-based fault localization
- Mutation-based program repair