

Towards Systematic Mutations for and with ATL Model Transformations^{*}

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Abstract. This abstract summarizes the content of this paper in about 70 to 150 words. ...

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1 Introduction

The broader goal of this work is to create an introduction to a specific field of software testing. Software testing is a process, or a series processes engineered to check if a program does what it is designed to do and that it does not do anything unintended. [?] Model based testing (MBT) is a variant of testing. Test cases are not written by the programmer directly. The programmer creates a model of the requirements and in a second step the test cases are generated on base of the model. [?]

Mutation testing is a fault-based testing technique. It applies changes to the input and creates a mutant. A mutant represents a faulty program. In the best case these changes, which are applied by the mutator, represent mistakes a programmer would make. [?]

The basic idea is of mutation testing is not to test the resulting software itself but the test cases. Good test cases should be able to identify mutants. Identifying means recognizing differing results of the original system under test (SUT) or mutants. [?]

The process of mutation testing consists of these components:

- *Test data* as input for the original program P and its mutants.
- The original program P
- The *mutants* of P .
- An *oracle* which is able to decide if results differ and which is therefore able to identify mutants.

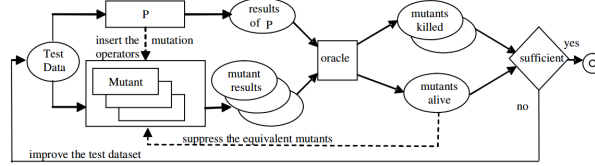


Fig. 1. The mutation testing workflow contains a feedback loop. [?]

The goal of the process is to *kill* or identify faulty versions of P . If a mutant outputs the same data as the P for the same input data it's called *equivalent*. In this case this mutant has to be removed from the set of mutants under test.

The last step is to assess how good the tests are and check if they should be improved. Assume KM as the set of the killed mutants, M is the set of all mutants and EM is the set of all identified, equivalent mutants. Then the mutation score MS is calculated like this: [?]

$$MS = \frac{|KM|}{|M| - |EM|} \quad (1)$$

If this value is too small the tests have to be improved.

The success of this method depends on the set of mutants used in the process. Manual creation of mutants is a tedious and time consuming task. Therefore a quick, reliable and efficient creation of mutants is proposed in [?].

Troya et. al. build upon ATL and higher order transformations (HOT) to create transformations to automatically generate mutants.

This report shows what additional transformations have been developed and what their goal is. The scope of this work is only on the mutation generation in the whole process.

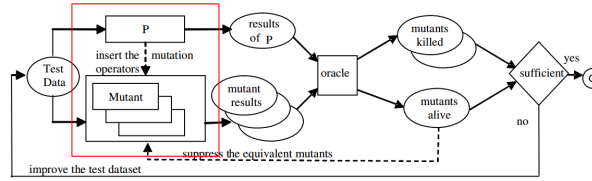


Fig. 2. The mutation testing workflow contains a feedback loop. [?]

2 General

Model transformations play an important role in the Model Driven Engineering (MDE) approach. Developing model transformation definitions is expected to become a common task in model driven software development. [?] In this part of the paper we want to explain the basics of the requirements we needed for Mutations for and with ATL Model Transformations.

2.1 Model transformation in MDE

Model transformation is an important technique in software development, especially in Model-Driven Software Development (MDSD) and Model-Driven Software Development (MDA). There exists different types of model transformations like Model-To-Model Transformation and Model-To-Text Transformation.

2.2 ATL

ATL is a model transformation language containing a mixture of declarative and imperative constructs. ATL is applied in the context of the transformation pattern shown in . In this pattern a source model M_a is transformed into a target model M_b according to a transformation definition $mma2mmb.atl$ written in the ATL language. The transformation definition is a model conforming to the ATL

metamodel. All metamodels conform to the MOF. ATL is a hybrid transformation language. It contains a mixture of declarative and imperative constructs. We encourage a declarative style of specifying transformations. The declarative style of transformation specification has a number of advantages. It is usually based on specifying relations between source and target patterns and thus tends to be closer to the way the developers intuitively perceive a transformation. This style stresses on encoding these relations and hides the details related to selection of source elements, rule triggering and ordering, dealing with traceability, etc. Therefore, it can hide complex transformation algorithms behind a simple syntax. [?]

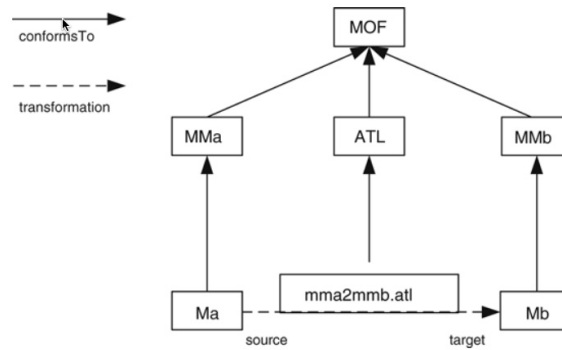


Fig. 3. Overview of the ATL transformational approach

[?]
[?]
[?]

In the following you can see a short example of a ATL transformation:

```
//Start Program
module Entities2Forms;
create OUT : Forms from IN : Forms;

rule EntityModel2FormModel {
from
em : Forms!EntityModel
to
fm : Forms!FormModel (
)
}
//End Program
```

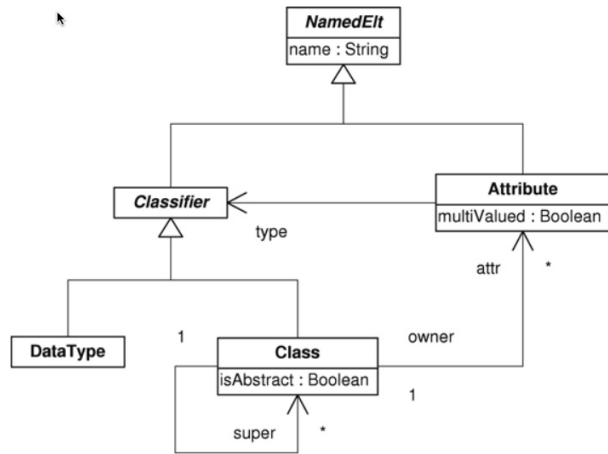


Fig. 4. Class metamodel

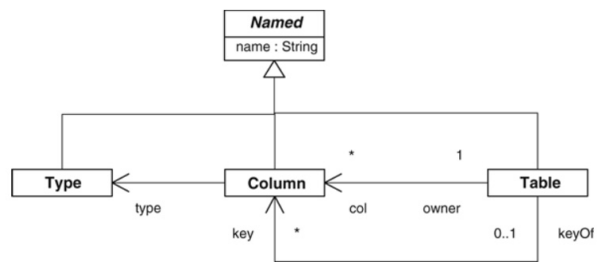


Fig. 5. Relational metamodel

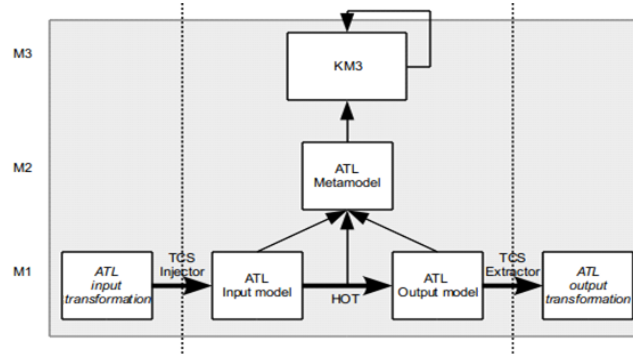


Fig. 6. Sample schema of a HOT for transformation modification in ATL

This ATL file shows a transformation Entities2Form. The source model is the 'IN' model and the target model is 'OUT'. The rule mapped the elements EntityModel to FormModel.

2.3 High Order Transformations

Higher order transformations is a model transformation such that its input and/or output models are themselves transformation models. [?]

Therefore a transformation model is:

- The input of a HOT
- The output of a HOT
- Or it is both

Tisi et. al identified four transformation patterns for HOTs:

- **Transformation Synthesis** These HOTs generate transformations. If any input is used it's not a transformation.
- **Transformation Analysis** take transformations as input and generate data of different kinds as output. The output is never a transformation.
- **Transformation (De)composition** is the integration of multiple transformations of the input and/or integration of transformations as output.
- **Transformation Modification** is defined by modifying an input transformation and generating an output transformation.

The focus of this work is on *Transformation Modifications* (short TM).

2.4 Mutations in Model Transformations

[?]

3 Implementation

3.1 Transformations

Binding Addition

Implementation

Discussion

Deletion

Implementation

Discussion

Change

Implementation To change the value of a binding you first need to know that there are two major types of binding values: Primitive Expressions and Variable Expressions. As a first example we will do a value change of all String Expressions to the same "Hello" String. To achieve this, we first have to search for all bindings with the value type "ATL!StringExp" and set this value to our defined string value.

```
rule ValueChangeBinding_All{
  from
    b : ATL!Binding (b.value.oclIsTypeOf(ATL!StringExp))
  to
    c : ATL!Binding (
      value <- newStringExp
    ),
    newStringExp : ATL!StringExp(
      stringSymbol <- 'hello'
    )
}
```

As an extension to this approach, in a second step we want to overwrite all String expressions to the first String value of the input model. This only make sense, if we have more than one string expression, so we added a condition to do this.

```
rule ValueChangeBinding_AllSameStringValue{
  from
    b : ATL!Binding(
      b.value.oclIsTypeOf(ATL!StringExp) and
      ATL!StringExp.allInstances() -> size() > 1
    )
  to
    c : ATL!Binding(
      value <- stringexpression
    ),
    stringexpression : ATL!StringExp(
      stringSymbol <- (ATL!StringExp.allInstances()
        -> first()).stringSymbol
    )
}
```


)

The third approach in this category was to switch the first with the last value binding. For this we first filter only the OutPatternElements which have more than one binding and have only StringExpression bindings. As a second step we exclude the first and the last binding from the binding-list to replace them with our new bindings with the prepend and append commands. As a third step we have to create our new binding-elements. Such a binding element needs three values: the corresponding OutPatternElement, the property name and the value. As outPatternElement and propertyName we take the original outPatternElement and propertyName, as value, we take value from the last binding for our new first element and the value from the first binding for our new last element. Important to achieve correct values is, that we use the original binding list from the "from"-clause of the rule.

```
rule ValueChangeBinding_Switch{
from
ope : ATL!OutPatternElement (
    ope.bindings
        -> forAll(e | e.value.ocIsTypeOf(ATL!StringExp)) and
        ope.bindings -> size() > 1
)
to
ope2 : ATL!OutPatternElement (
    bindings <- ope.bindings -> excluding (ope.bindings -> first())
        -> excluding (ope.bindings -> last())
        -> prepend (bindingNewFirst)
        -> append (bindingNewLast)
),
bindingNewLast : ATL!Binding (
    outPatternElement <- ope2,
    propertyName <- (ope.bindings -> last()).propertyName,
    value <- (ope.bindings -> first()).value
),
bindingNewFirst : ATL!Binding (
    outPatternElement <- ope2,
    propertyName <- (ope.bindings -> first()).propertyName,
    value <- (ope.bindings -> last()).value
)
}
```

Discussion

Out Pattern Element Addition

Implementation

Discussion

Class change
Implementation
Discussion

In Pattern Element Deletion

Implementation
Discussion

Class change
Implementation

Discussion
Explain what we did and why.

3.2 Related transformation

Explain what other transformations would make sense.

4 Conclusion

5 Bibliographic Issues

5.1 Literature Search

Information on online libraries and literature search, e.g., interesting magazines, journals, conferences, and organizations may be found at <http://www.big.tuwien.ac.at/teaching/info.html>.

5.2 BibTeX

BibTeX should be used for referencing.

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