# Artisan Testing Results

July 28, 2023

## 1 c++98

	Pa	rsing	CodeC	Generation	Idem	potency	Corre	ectness
	Time	Success	Time	Success	Tries	Success	Time	Success
ArrayTypeTraitExpr	0.01	True	0.01	True	0	False	0.052	True
${\bf CXXBindTemporaryExpr}$	0.01	True	0.01	True	0	False	0.048	True
${\bf CXXBoolLiteral Expr}$	0.01	True	0.01	True	0	False	0.047	True
${f CXXConstCastExpr}$	0.01	True	0.01	True	0	False	0.055	True
${f CXXConstructExpr}$	0.01	True	0.01	True	0	False	0.052	True
${\bf CXXConversionDecl}$	0.01	True	0.01	True	0	False	0.06	True
${f CXXDefaultArgExpr}$	0.01	True	0.01	True	0	False	0.044	True
${\bf CXXDependent Scope Member Expr}$	0.01	True	0.01	True	0	False	0.054	True
${f CXXDestructorDecl}$	0.01	True	0.01	True	0	False	0.045	True
${f CXXDynamic Cast Expr}$	0.01	True	0.01	True	0	False	0.049	True
$\operatorname{CXXFoldExpr}$	0.01	True	0.01	True	0	False	0.05	True
${\bf CXXFunctional Cast Expr}$	0.02	True	0.02	True	0	False	0.047	True
${\bf CXXMember Call Expr}$	0.01	True	0.01	True	0	False	0.056	True
$\operatorname{CXXNewExpr}$	0.01	True	0.01	True	0	False	0.057	True
${\bf CXXOperator Call Expr}$	0.01	True	0.02	True	0	False	0.047	True
${\bf CXXP seudo Destructor Expr}$	0.01	True	0.01	True	0	False	0.046	True
${\bf CXXReinterpretCastExpr}$	0.01	True	0.01	True	0	False	0.048	True
${\bf CXXS calar Value In it Expr}$	0.01	True	0.01	True	0	False	0.046	True
${ m CXXStaticCastExpr}$	0.01	True	0.01	True	0	False	0.047	True
$\operatorname{CXXThisExpr}$	0.01	True	0.01	True	0	False	0.049	True
$\operatorname{CXXThrowExpr}$	0.24	True	0.24	True	0	False	0.501	True
$\operatorname{CXXTypeidExpr}$	0.23	True	0.23	True	0	False	0.509	True
${\bf CXXUnresolvedConstructExpr}$	0.01	True	0.01	True	0	False	0.047	True
${\bf Class Scope Function Specialization Decl}$	0.01	True	0.01	True	0	False	0.045	True
${\bf Class Template Partial Specialization Decl}$	0.01	True	0.01	True	0	False	0.046	True
${\bf Class Template Specialization Decl}$	0.01	True	0.01	True	0	False	0.049	True
${\bf Dependent Scope Decl Ref Expr}$	0.01	True	0.01	True	0	False	0.051	True
ExprWithCleanups	0.01	True	0.01	True	0	False	0.046	True
${f File Scope Asm Decl}$	0.01	True	0.01	True	0	False	0.049	True
FriendDecl	0.01	True	0.01	True	0	False	0.047	True
${\bf Function Template Decl}$	0.01	True	0.01	True	0	False	0.047	True

	Pa	rsing	CodeC	Generation	Idem	potency	Corre	ectness
	Time	Success	Time	Success	Tries	Success	Time	Success
GNUNullExpr	0.01	True	0.01	True	0	False	0.049	True
ImplicitCastExpr	0.01	True	0.01	True	0	False	0.049	True
$\mathbf{InitListExpr}$	0.01	True	0.01	True	0	False	0.048	True
LinkageSpecDecl	0.01	True	0.01	True	0	False	0.043	True
MaterializeTemporaryExpr	0.01	True	0.01	True	0	False	0.047	True
NamespaceAliasDecl	0.01	True	0.01	True	0	False	0.047	True
NamespaceDecl	0.01	True	0.01	True	0	False	0.044	True
${\bf Non Type Template Parm Decl}$	0.01	True	0.01	True	0	False	0.047	True
${ m Opaque Value Expr}$	0.01	True	0.01	True	0	False	0.049	True
ParenListExpr	0.01	True	0.01	True	0	False	0.048	True
SizeOfPackExpr	0.01	True	0.01	True	0	False	0.046	True
${\bf SubstNonTypeTemplateParmExpr}$	0.21	True	0.22	True	0	False	0.509	True
TemplateTypeParmDecl	0.01	True	0.01	True	0	False	0.048	True
${\bf Unresolved Using Value Decl}$	0.01	True	0.01	True	0	False	0.047	True
UsingDirectiveDecl	0.01	True	0.01	True	0	False	0.062	True
VAArgExpr	0.04	True	0.04	True	0	False	0.09	True
and	0.01	True	0.01	True	0	False	0.049	True
and_eq	0.01	True	0.01	True	0	False	0.044	True
bitand	0.01	True	0.01	True	0	False	0.046	True
bitor	0.01	True	0.01	True	0	False	0.048	True
bool	0.01	True	0.01	True	0	False	0.048	True
break_do	0.01	True	0.01	True	0	False	0.047	True
break_for	0.01	True	0.01	True	0	False	0.047	True
break_switch	0.01	True	0.01	True	0	False	0.053	True
break_while	0.01	True	0.01	True	0	False	0.042	True
case	0.01	True	0.01	True	0	False	0.046	True
catch	0.01	True	0.01	True	0	False	0.05	True
char	0.01	True	0.01	True	0	False	0.048	True
class	0.01	True	0.01	True	0	False	0.045	True
class_public	0.01	True	0.01	True	0	False	0.046	True
compl	0.02	True	0.02	True	0	False	0.046	True
const	0.01	True	0.01	True	0	False	0.049	True
${ m const\_cast}$	0.01	True	0.01	True	0	False	0.048	True
$continue\_do\_while\_loop$	0.01	True	0.01	True	0	False	0.046	True
continue_for_loop	0.01	True	0.01	True	0	False	0.044	True
continue_while_loop	0.01	True	0.01	True	0	False	0.046	True
default	0.01	True	0.01	True	0	False	0.046	True
${ m delete\_ptr}$	0.01	True	0.01	True	0	False	0.047	True
$do\_while$	0.01	True	0.01	True	0	False	0.053	True
double_var_decl	0.01	True	0.01	True	0	False	0.049	True
dynamic_cast	0.01	True	0.01	True	0	False	0.054	True
enum_decl	0.01	True	0.01	True	0	False	0.05	True
$explicit\_struct\_member\_decl$	0.01	True	0.01	True	0	False	0.05	True
extern_language_func_decl	0.01	True	0.01	True	0	False	0.045	True

	Pa	rsing	CodeC	Generation	Idem	potency	Corre	ectness
	Time	Success	Time	Success	Tries	Success	Time	Success
false	0.01	True	0.01	True	0	False	0.046	True
${ m float\_var\_decl}$	0.01	True	0.01	True	0	False	0.051	True
for_loop	0.01	True	0.01	True	0	False	0.046	True
$friend\_member\_decl$	0.01	True	0.01	True	0	False	0.045	True
goto	0.01	True	0.01	True	0	False	0.062	True
if	0.01	True	0.01	True	0	False	0.052	True
$if_{-}else$	0.01	True	0.01	True	0	False	0.057	True
$inline\_func\_decl$	0.01	True	0.01	True	0	False	0.048	True
int_var_decl	0.01	True	0.01	True	0	False	0.044	True
long_var_decl	0.01	True	0.01	True	0	False	0.047	True
$mutable\_struct\_member\_decl$	0.03	True	0.03	True	0	False	0.072	True
named_union_decl	0.01	True	0.01	True	0	False	0.048	True
namespace	0.01	True	0.01	True	0	False	0.047	True
new	0.01	True	0.01	True	0	False	0.047	True
not	0.01	True	0.01	True	0	False	0.048	True
$\mathrm{not}_{-}\mathrm{eq}$	0.01	True	0.01	True	0	False	0.05	True
operator	0.01	True	0.01	True	0	False	0.05	True
or	0.01	True	0.01	True	0	False	0.049	True
${ m or\_eq}$	0.01	True	0.01	True	0	False	0.057	True
private	0.01	True	0.01	True	0	False	0.048	True
protected_member_decl	0.01	True	0.02	True	0	False	0.046	True
register	0.01	True	0.01	True	0	False	0.048	True
return	0.01	True	0.01	True	0	False	0.047	True
$\operatorname{short\_val\_decl}$	0.01	True	0.01	True	0	False	0.057	True
$\operatorname{signed\_var\_decl}$	0.01	True	0.01	True	0	False	0.042	True
sizeof	0.01	True	0.01	True	0	False	0.059	True
static_cast	0.01	True	0.01	True	0	False	0.045	True
static_var_decl	0.01	True	0.01	True	0	False	0.052	True
$struct\_decl$	0.01	True	0.01	True	0	False	0.047	True
$\operatorname{switch\_case}$	0.01	True	0.01	True	0	False	0.046	True
$template\_decl$	0.01	True	0.01	True	0	False	0.047	True
$template\_typename$	0.01	True	0.01	True	0	False	0.048	True
this	0.01	True	0.01	True	0	False	0.046	True
throw	0.22	True	0.23	True	0	False	0.489	True
true	0.01	True	0.01	True	0	False	0.046	True
${f try}$	0.03	True	0.03	True	0	False	0.095	True
typedef	0.01	True	0.01	True	0	False	0.055	True
typeid	0.02	True	0.02	True	0	False	0.054	True
unsigned_var_decl	0.01	True	0.01	True	0	False	0.045	True
using	0.02	True	0.02	True	0	False	0.054	True
using_namespace	0.01	True	0.01	True	0	False	0.047	True
virtual_struct_member_decl	0.01	True	0.01	True	0	False	0.045	True
void_func_decl	0.01	True	0.01	True	0	False	0.048	True
volatile_var_decl	0.03	True	0.03	True	0	False	0.067	True
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	Pa	rsing	CodeC	Generation	Idem	potency	Correctness	
	Time	Success	Time	Success	Tries	Success	Time	Success
wchar_t_var_decl	0.01	True	0.01	True	0	False	0.047	True
while_loop	0.01	True	0.01	True	0	False	0.049	True
xor	0.01	True	0.01	True	0	False	0.048	True
xor_eq	0.02	True	0.02	True	0	False	0.053	True

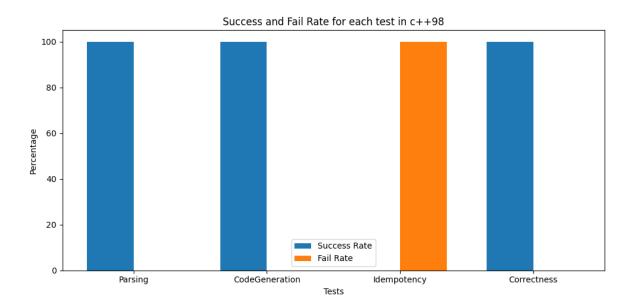


Figure 1: Success and Fail Rate for each test in c++98

	Pa	rsing	CodeC	Generation	Idem	potency	Corre	ectness
	Time	Success	Time	Success	Tries	Success	Time	Success
ArrayInitIndexExpr	0.01	True	0.01	True	0	False	0.047	True
${f Array Init Loop Expr}$	0.01	True	0.01	True	0	False	0.045	True
${f Atomic Expr}$	0.02	True	0.02	True	0	False	0.049	True
${f CXXDefaultInitExpr}$	0.01	True	0.01	True	0	False	0.043	True
${f CXXDeleteExpr}$	0.01	True	0.01	True	0	False	0.052	True
${ m CXXForRangeStmt}$	0.01	True	0.01	True	0	False	0.046	True
${\bf CXXInheritedCtorInitExpr}$	0.01	True	0.01	True	0	False	0.051	True
${\bf CXXNoexceptExpr}$	0.01	True	0.01	True	0	False	0.046	True
${f CXXNullPtrLiteralExpr}$	0.01	True	0.01	True	0	False	0.05	True
${f CXXStdInitializerListExpr}$	0.02	True	0.02	True	0	False	0.063	True
ConstantExpr	0.01	True	0.01	True	0	False	0.048	True
${\bf Constructor Using Shadow Decl}$	0.01	True	0.01	True	0	False	0.045	True
LambdaExpr	0.01	True	0.02	True	0	False	0.047	True
PackExpansionExpr	0.01	True	0.01	True	0	False	0.045	True
TypeAliasDecl	0.01	True	0.02	True	0	False	0.045	True
TypeTraitExpr	0.03	True	0.03	True	0	False	0.091	True
${\bf Unresolved Lookup Expr}$	0.01	True	0.01	True	0	False	0.054	True
${\bf Unresolved Using Typename Decl}$	0.01	True	0.01	True	0	False	0.044	True
${\bf User Defined Literal}$	0.16	True	0.16	True	0	False	0.359	True
alignas	0.9	True	0.9	True	0	False	0.049	True
alignof	1.12	True	1.12	True	0	False	2.59	True
auto	0.01	True	0.01	True	0	False	0.056	True
${ m char} { m 16\_t}$	0.01	True	0.01	True	0	False	0.049	True
${ m char}32\_{ m t}$	0.01	True	0.01	True	0	False	0.048	True
class_enum_type	0.01	True	0.01	True	0	False	0.047	True
constexpr	0.01	True	0.01	True	0	False	0.046	True
decltype	0.02	True	0.02	True	0	False	0.045	True
${\it default\_explicity\_special}$	0.01	True	0.01	True	0	False	0.05	True
$delete\_funcs$	0.22	True	0.22	True	0	False	0.576	True
for_ranged	0.02	True	0.02	True	0	False	0.057	True
inline_namespace	0.01	True	0.01	True	0	False	0.041	True
mutable_lambda	N/A	False	N/A	N/A	0	N/A	N/A	N/A
noexcept	0.01	True	0.01	True	0	False	0.054	True
nullptr	0.01	True	0.01	True	0	False	0.049	True
$reinterpret\_cast$	0.06	True	0.06	True	0	False	0.076	True
sizeof_ellipsis	N/A	False	N/A	N/A	0	N/A	N/A	N/A
static_assert	0.03	True	0.03	True	0	False	0.086	True
${\it thread\_local}$	0.38	True	0.38	True	0	False	0.975	True
using_alias	N/A	False	N/A	N/A	0	N/A	N/A	N/A

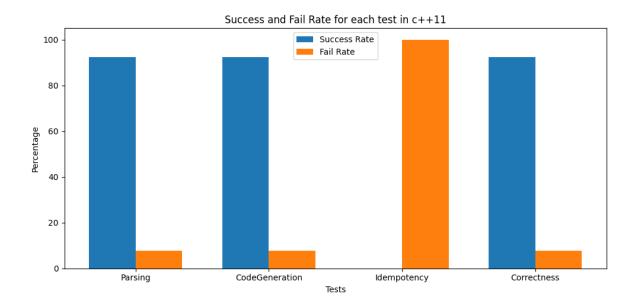


Figure 2: Success and Fail Rate for each test in c++11

	Pa	rsing	${\bf Code Generation}$		Idempotency		Correctness	
	Time	Success	Time	Success	Tries	Success	Time	Success
VarTemplateDecl	0.01	True	0.01	True	0	False	0.045	True
${\bf Var Template Partial Specialization Decl}$	0.01	True	0.01	True	0	False	0.048	True
${\bf Var Template Specialization Decl}$	0.01	True	0.01	True	0	False	0.046	True

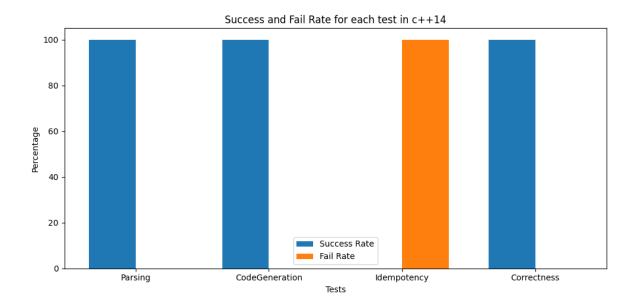


Figure 3: Success and Fail Rate for each test in c++14

	Par	rsing	CodeC	Generation	Idempotency		${\bf Correctness}$	
	Time	Success	Time	Success	Tries	Success	Time	Success
BindingDecl	0.01	True	0.01	True	0	False	0.045	True
${\bf CXXDeductionGuideDecl}$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
DecompositionDecl	0.01	True	0.01	True	0	False	0.049	True
UsingPackDecl	0.01	True	0.01	True	0	False	0.048	True
$auto\_structured\_binding$	0.01	True	0.01	True	0	False	0.046	True
inline_specifier	0.01	True	0.01	True	0	False	0.066	True

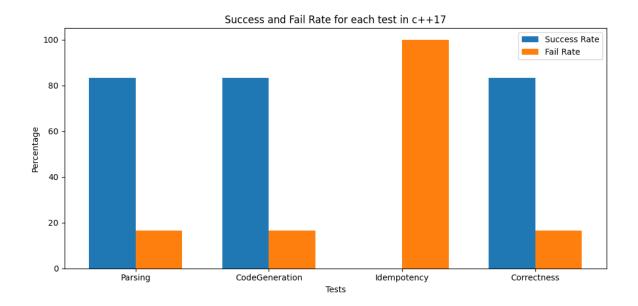


Figure 4: Success and Fail Rate for each test in c++17

	Pa	rsing	CodeC	Generation	Idem	potency	Corre	ectness
	Time	Success	Time	Success	Tries	Success	Time	Success
CXXRewrittenBinaryOperator	0.01	True	0.01	True	0	False	0.046	True
CoawaitExpr	N/A	False	N/A	N/A	0	N/A	N/A	N/A
ConceptDecl	N/A	False	N/A	N/A	0	N/A	N/A	N/A
${\bf Concept Specialization Expr}$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
CoroutineBodyStmt	N/A	False	N/A	N/A	0	N/A	N/A	N/A
${\bf Coroutine Suspend Expr}$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
CoyieldExpr	N/A	False	N/A	N/A	0	N/A	N/A	N/A
${\bf Dependent Coawait Expr}$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
RequiresExpr	N/A	False	N/A	N/A	0	N/A	N/A	N/A
UsingEnumDecl	N/A	False	N/A	N/A	0	N/A	N/A	N/A
$auto\_abbrev\_func\_temp$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
$char8_t$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
$co\_await\_NF$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
$co\_return\_NF$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
$co\_yield$	N/A	False	N/A	N/A	0	N/A	N/A	N/A
concept	N/A	False	N/A	N/A	0	N/A	N/A	N/A
consteval	N/A	False	N/A	N/A	0	N/A	N/A	N/A
constinit	N/A	False	N/A	N/A	0	N/A	N/A	N/A
export	N/A	False	N/A	N/A	0	N/A	N/A	N/A
private_module	N/A	False	N/A	N/A	0	N/A	N/A	N/A
requires	N/A	False	N/A	N/A	0	N/A	N/A	N/A
$using\_enum$	N/A	False	N/A	N/A	0	N/A	N/A	N/A

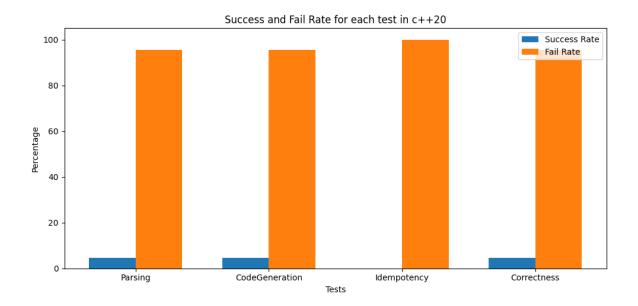


Figure 5: Success and Fail Rate for each test in c++20

### 6 Statistics

#### 6.1 Tables

- PT: Denotes the number of passed tests / test phases
- RelP: Denotes the percentage of passed tests / test phases. Phases that were not run are disregarded.
- AbsP: Denotes the absolute percentage of passed tests / test phases. Phases that were not run are counted as failures.

Standard	Pa PT	arsing   Rel%	Coo PT	le Gen   Rel%	Idem PT	potency Rel%	Corr PT	rectness   Rel%	PT	All   Rel%
c++98	123	100.00	123	100.00	0	0.00	123	100.00	369	75.00
c++11	36	92.31	36	92.31	0	0.00	36	92.31	108	73.47
c++14	3	100.00	3	100.00	0	0.00	3	100.00	9	75.00
c++17	5	83.33	5	83.33	0	0.00	5	83.33	15	71.43
c++20	1	4.55	1	4.55	0	0.00	1	4.55	3	12.00

Table 1: Relative percentage of tests passed

	Standard	Pa PT	$\frac{1}{1}$ Abs%	Coc PT	m Abs%	Idem PT	$\begin{array}{c} \text{potency} \\ \text{Abs}\% \end{array}$	Corr PT	$\frac{\text{ectness}}{\text{Abs}\%}$	PT	All   Abs%
Ī	c++98	123	100.00	123	100.00	0	0.00	123	100.00	369	75.00
	c++11	36	92.31	36	92.31	0	0.00	36	92.31	108	69.23
	c++14	3	100.00	3	100.00	0	0.00	3	100.00	9	75.00
	c++17	5	83.33	5	83.33	0	0.00	5	83.33	15	62.50
	c++20	1	4.55	1	4.55	0	0.00	1	4.55	3	3.41

Table 2: Absolute percentage of tests passed.

#### 6.2 Absolute Percentage of tests passed chart

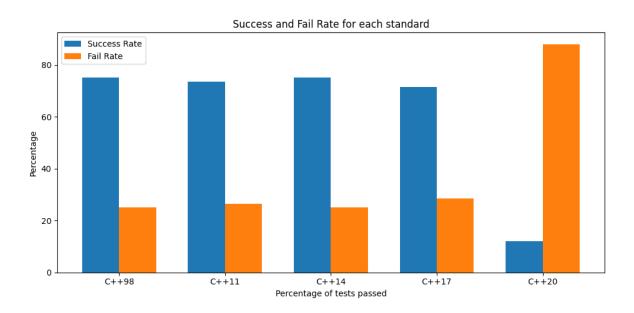


Figure 6: Success and Fail Rate for each standard

#### 6.3 Relative Percentage of tests passed chart

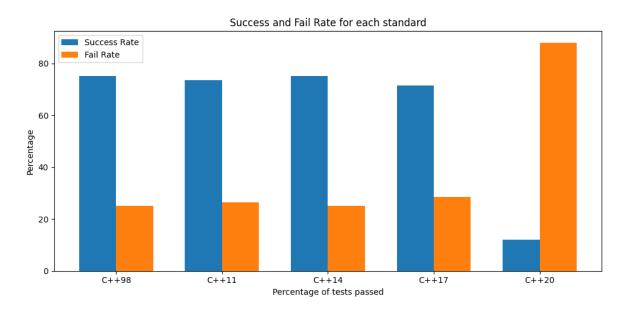


Figure 7: Success and Fail Rate for each standard