Introduction to Software Testing

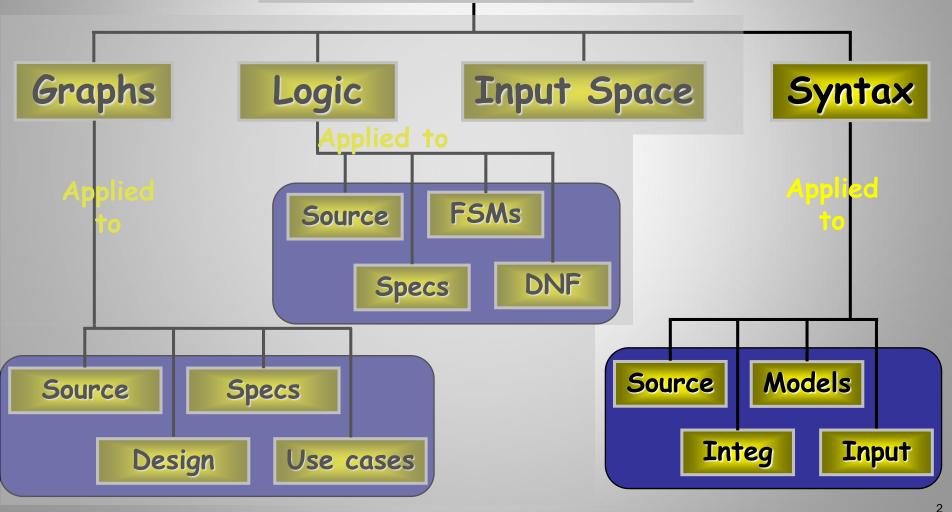
Chapter 5.1 Syntax-based Testing

Paul Ammann & Jeff Offutt

Updated by Sunae Shin

Ch. 5: Syntax Coverage

Four Structures for Modeling Software



Using the Syntax to Generate Tests

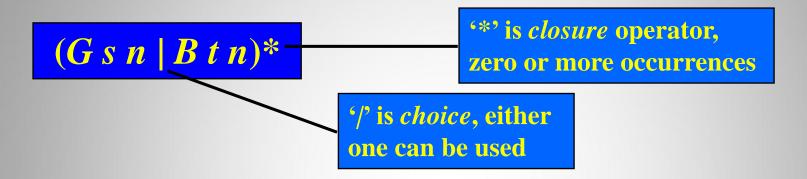
- Lots of software artifacts follow strict syntax rules
- The syntax is often expressed as a grammar in a language such as BNF
- Syntactic descriptions can come from many sources
 - Programs
 - Integration elements
 - Design documents
 - Input descriptions
- Tests are created with two general goals
 - Cover the syntax in some way
 - Violate the syntax (invalid tests)

Grammar Coverage Criteria

- Software engineering makes practical use of automata theory in several ways
 - Programming languages defined in BNF
 - Program behavior described as finite state machines
 - Allowable inputs defined by grammars
- Backus normal form (BNF) is a notation technique for contextfree grammars
 - Often used to describe the syntax of languages used in computing
 - such as computer programming languages, document formats, instruction sets and communication protocols.

Grammar Coverage Criteria

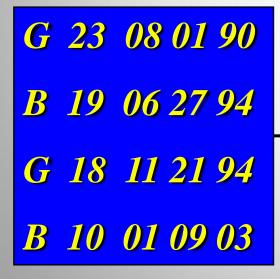
A simple regular expression:



- Any sequence of "G s n" and "B t n"
- 'G' and 'B' could be commands, methods, or events
- 's', 't', and 'n' could represent arguments, parameters, or values
- 's', 't', and 'n' could be literals or a set of values

Test Cases from Grammar

- A test case is a sequence of strings that satisfy the regular expression
 - Suppose 's', 't' and 'n' are numbers



Could be one test with four parts, four separate tests, ...

BNF Grammars

- A more expressive grammar is often used
- The prior example can be refined into a grammar form as follows:

```
Stream ::= action*
                                                                     The symbols on the
                                                                     left of the ::= sign
                                                 Start symbol
                                                                     are all nonterminals
action
                                 actB
            ::= actG
                                                  Non-terminals
actG
                                                                     Rewriting of a given
                                                                     nonterminal is called
                                                                     production
actB
                                              Production
                    digit<sup>1-3</sup>
S
                                                                      Terminals
                     digit<sup>1-3</sup>
                    digit<sup>2</sup> "." digit<sup>2</sup>
                                      "2" | "3" | "4"
digit
                                               Numeric range (a-b) means there has to be at
                                               least a repetitions, and no more than b
```

Using Grammars

```
Stream ::= action action *
::= actG action*
::= G s n action*
::= G digit¹-³ digit² . digit² action*
::= G digitdigit digitdigit.digitdigit.digitdigit action*
::= G 20 08.01.90 action*
```

- Grammers can be used in two ways: recognizer and generator
 - Recognizer: Given a string (or test), is the string in the grammar?
 - This is called parsing
 - Tools exist to support parsing
 - Programs can use them for input validation
 - Generator : Given a grammar, derive strings in the grammar

 The most common and straightforward use every terminal and every production at least once

Terminal Symbol Coverage (TSC): TR contains each terminal symbol t in the grammar G.

<u>Production Coverage (PDC)</u>: TR contains each production *p* in the grammar *G*.

- PDC subsumes TSC
- Grammars and graphs are interchangeable
 - PDC is equivalent to EC, TSC is equivalent to NC

 A related criterion is the impractical one of deriving all possible strings

<u>Derivation Coverage (DC)</u>: TR contains every possible string that can be derived from the grammar *G*.

```
Stream ::= action*
action ::= actG | actB
actG ::= "G" s n
actB ::= "B" t n
s ::= digit¹-³
t ::= digit¹-³
n ::= digit² "." digit² "." digit²
digit ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" |
"7" | "8" | "9"
```

- The number of TSC tests is bound by the number of terminal symbols
 - 13 in the stream grammar (G, B, ., 0, 1, 2, 3, 4, 5, 6, 7, 8, 9)
- The number of PDC tests is bound by the number of productions
 - 18 in the stream grammar
 (note the '|' symbol adds productions)
- The number of DC tests depends on the details of the grammar
 - 2,000,000,000 in the stream grammar (generally can be infinite)
- All TSC, PDC and DC tests are in the grammar ... how about tests that are NOT in the grammar ?

BNF syntax example for bank transactions:

- Terminal Symbol Coverage (TSC): The set of test requirements, TR, contains each terminal symbol t in the grammar G 14 in bank example
- Production Coverage (PC): TR contains each production p in the grammar G - 17 in bank example

```
bank -> action*
  -> action action*
  -> dep action*
  -> deposit account amount action*
  -> deposit digit<sup>3</sup> amount action*
  -> deposit digit digit<sup>2</sup> amount action*
  -> deposit 7 digit2 amount action*
  -> deposit 7 digit digit amount action*
  -> deposit 73 digit amount action*
  -> deposit 739 amount action*
  -> deposit 739 $ digit<sup>5</sup> . digit<sup>2</sup> action*
  -> deposit 739 $digit2 .digit2 action*
  -> deposit 739 $digit digit.digit2 action*
  -> deposit 739 $1 digit.digit2 action*
  -> deposit 739 $12. digit<sup>2</sup> action*
  -> deposit 739 $12. digit digit action*
  -> deposit 739 $12.3 digit action*
  -> deposit 739 $12.35 action*
```

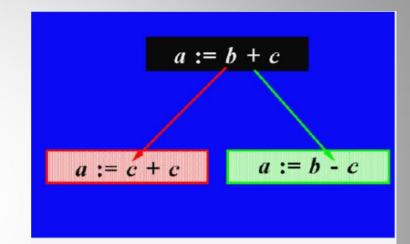
Mutation Testing

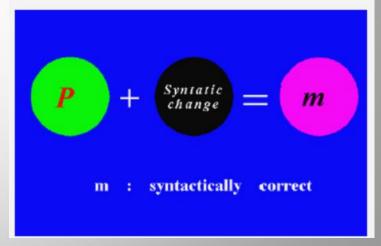
- We say that an input is *valid* if it is in the language specified by the grammar, and *invalid* otherwise.
 - It is common to require a program to reject malformed inputs should clearly be tested
 - Grammars describe both valid and invalid strings (useful to produce invalid strings from grammar)

Mutation Testing

Basic idea:

- Take a program and test data generated for that program
- Create a number of similar programs (mutants), each differing from the original in one small way
 - e.g., replace addition operator by multiplication operator
- The original test data are then run through the mutants





Mutation Testing

- A mutant is a variation of a valid string
 - Mutants may be valid or invalid strings
- Mutation is based on a set of "mutation operators" and "ground strings"
 - 1. Ground string: A string in the grammar
 - The term "ground" is used as a reference to algebraic ground terms
 - 2. Mutation Operator: A rule that specifies syntactic variations of strings generated from a grammar
 - 3. Mutant: The result of one application of a mutation operator
 - A mutant is a string

Mutants and Ground Strings

- The key to mutation testing is the design of the mutation operators
 - Well designed operators lead to powerful testing
- Sometimes mutant strings are <u>based on ground strings</u>
- Sometimes they are derived directly from the grammar
 - Ground strings are used for valid tests

<u>Valid Mutants</u>				
Ground Strings	5	<u>N</u>	<u>Iutants</u>	
G 23 08.01.90	B	<i>23</i>	08.01.90	
B 19 06.27.94	B	45	06.27.94	

<u>Invalid Mutants</u>

7 23 08.01.90

B 19 06.27

Mutation Operators - example

- Conditionals Boundary Mutator
 - The conditionals boundary mutator replaces the relational operators <, <=, >, >=
 - with their boundary counterpart as per the table below.

Original conditional	Mutated conditional
<	<=
<=	<
>	>=
>=	>

Mutation Operators - example

- Negate Conditionals Mutator
 - The negate conditionals mutator will mutate all conditionals found according to the replacement table below.

Original conditional	Mutated conditional
==	!=
!=	==
<=	>
>=	<
<	>=
>	<=

Mutation Operators - example

```
int index=0;
while (...)
{
    ...;
    index++;
    if (index==10)
        break;
}
```

```
A mutant
int index=0;
while (...)
    index++;
    if (index>=10)
        break:
```

Questions About Mutation

- Should more than one operator be applied at the same time?
 - Should a mutated string contain one mutated element or several?
 - Usually not multiple mutations can interfere with each other
 - Mutation only for one element at a time

- Mutation operators were defined for several languages
 - Several programming languages (Fortran, Lisp, Ada, C, C++, Java)
 - Specification languages (SMV, Z, Object-Z, algebraic specs)
 - Modeling languages (Statecharts, activity diagrams)
 - Input grammars (XML, SQL, HTML)

Killing Mutants

 When ground strings are mutated to create valid strings, the hope is to exhibit different behavior from the ground string

- Killing Mutants: Given a mutant $m \in M$ for a derivation D and a test t, t is said to kill m if and only if the output of t on D is different from the output of t on m
 - The derivation D may be represented by the list of productions or by the final string

Killing Mutants

• Faults (or mutations) are seeded into your code, then your tests are run.

- If your tests fail then the mutation is killed, if your tests pass then the mutation lived.
- The quality of your tests can be gauged from the percentage of mutations killed.

Coverage is defined in terms of killing mutants

Mutation Coverage (MC): For each $m \in M$, TR contains exactly one requirement, to kill m.

- Coverage in mutation equates to number of mutants killed
- The amount of mutants killed is called the mutation score

- When creating invalid strings, we just apply the operators
- This results in two simple criteria
- It makes sense to either use every operator once or every production once

Mutation Operator Coverage (MOC): For each mutation operator, TR contains exactly one requirement, to create a mutated string *m* that is derived using the mutation operator.

Mutation Production Coverage (MPC): For each mutation operator, TR contains several requirements, to create one mutated string *m* that includes every production that can be mutated by that operator.

Example

```
Stream ::= action*
action ::= actG | actB

actG ::= "G" s n

actB ::= "B" t n

s ::= digit¹-³
t ::= digit² "." digit² "." digit²
digit ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"
```

Ground String

G 23 08.01.90

B 19 06.27.94

Mutants using MOC

B 23 08.01.90

B 15 06.27.94

Mutation Operators

- Exchange actG and actB
- Replace digits with other digits

Mutants using MPC

B 22 08.01.90 G 19 06.27.94

G 13 08.01.90 B 11 06.27.94

G 33 08.01.90 B 12 06.27.94

G 43 08.01.90 B 13 06.27.94

G 53 08.01.90 B 14 06.27.94

•••

Mutation Testing - Summary

- The number of test requirements for mutation depends on two things
 - The syntax of the artifact being mutated
 - The mutation operators
- Mutation testing is very difficult to apply by hand

 Mutation testing is very effective – considered the "gold standard" of testing