

# Efficient Mutation Analysis by Propagating and Partitioning Infected Execution States

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# A rough outline

## Motivation



**What is mutation analysis — is it useful?**

# A rough outline

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What is mutation analysis — is it useful?

## Problem



Mutation analysis is expensive!

# A rough outline

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## Solution



Dynamic prepass analysis to make mutation practical!

# Test suite quality

## Why assess test suite quality?

- ▶ Selection: Given two test suites, which is better?
- ▶ Minimization: Are there redundant tests in a test suite?
- ▶ Prioritization: Which tests of a test suite should run first?

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**Mutation analysis: systematically seed artificial faults**

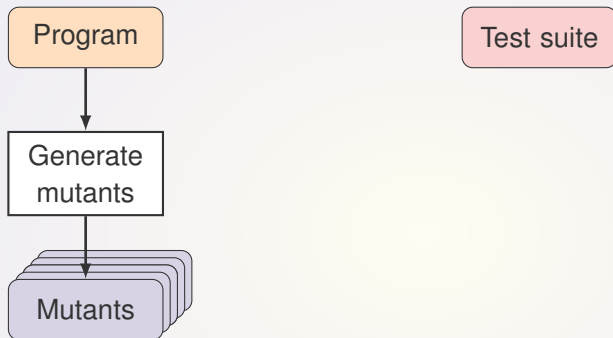


# Mutation analysis overview

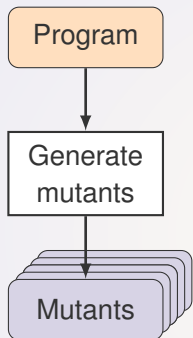
Program

Test suite

# Mutation analysis overview



# Mutation analysis overview



```
public int max(int a, int b){  
    return (a > b) ? a : b;  
}
```

Original

```
public int max(int a, int b){  
    return (a >= b) ? a : b;  
}
```

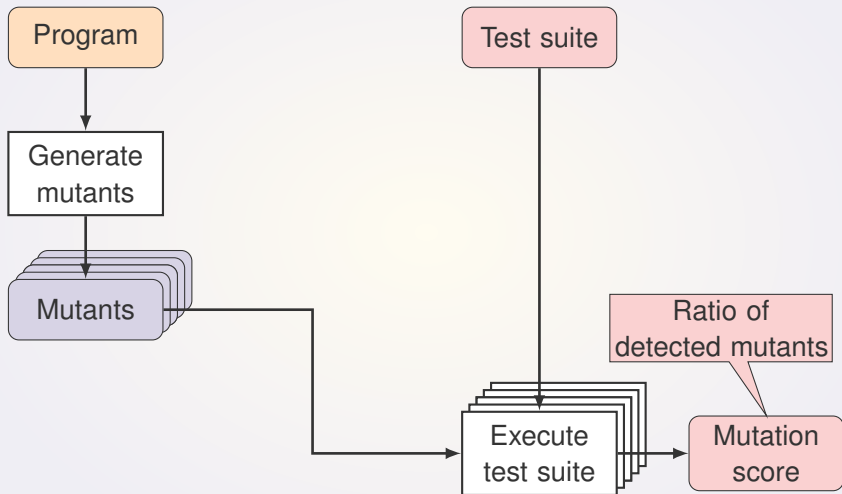
Mutant 1

```
public int max(int a, int b){  
    return (a != b) ? a : b;  
}
```

Mutant 2

Each mutant contains a small syntactic change

# Mutation analysis overview



# Where is the catch?

**Many mutants can be generated!**

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`a > b ? a : b`

`a >= b ? a : b`

`a < b ? a : b`

`a <= b ? a : b`

`a != b ? a : b`

`a == b ? a : b`

`!(a > b) ? a : b`

`true ? a : b`

`false ? a : b`

# Where is the catch?

Many mutants can be generated!



$a > b ? a : b$

$a \geq b ? a : b$

$a < b ? a : b$

$a \leq b ? a : b$

$a != b ? a : b$

$a == b ? a : b$

$!(a > b) ? a : b$

$true ? a : b$

$false ? a : b$

$0 > b ? a : b$

$a > 0 ? a : b$

$a > b ? 0 : b$

$a > b ? a : 0$

$0$

$b > a ? a : b$

$a > b ? b : a$

$-a > b ? a : b$

$a > -b ? a : b$

$a > b ? -a : b$

$a > b ? a : -b$

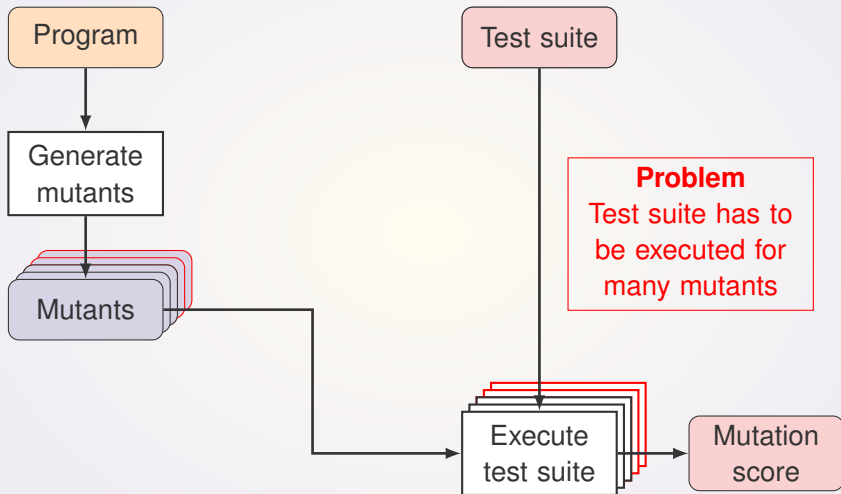
$a > b ? a : -b$

$-(a > b ? a : b)$

$a$

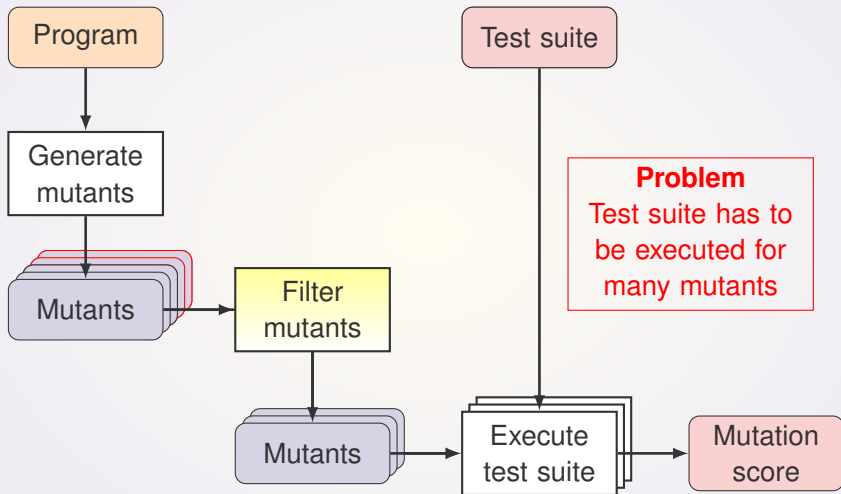
$b$

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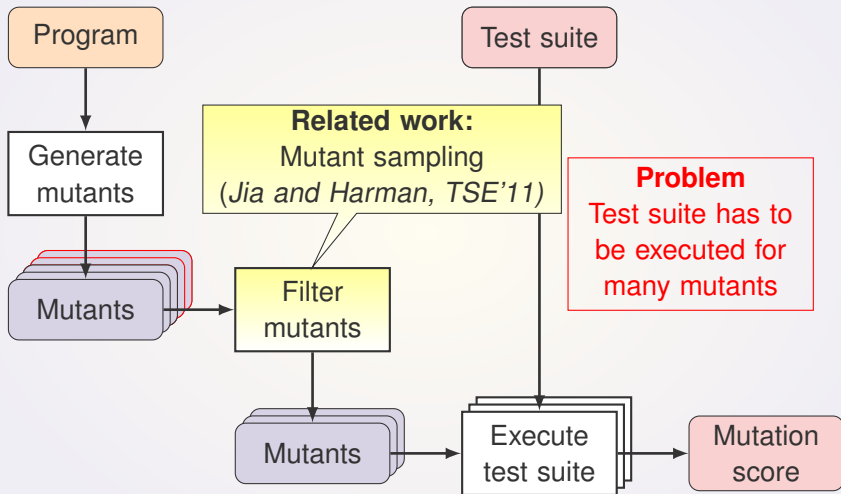




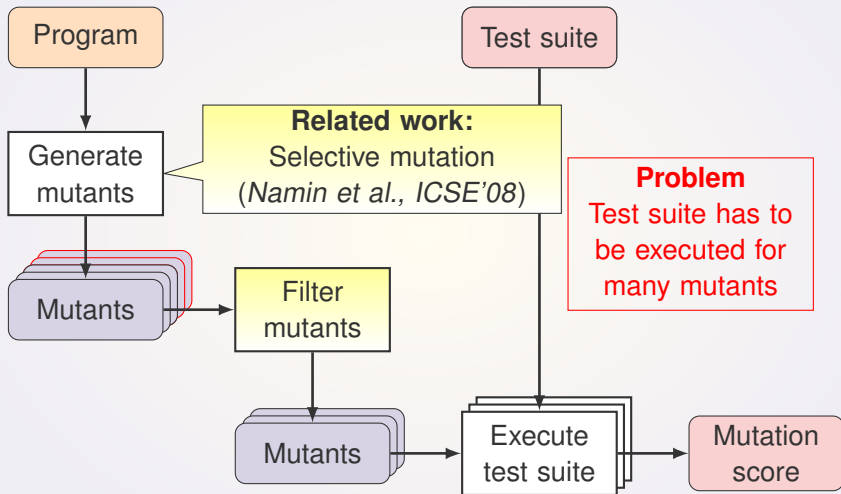
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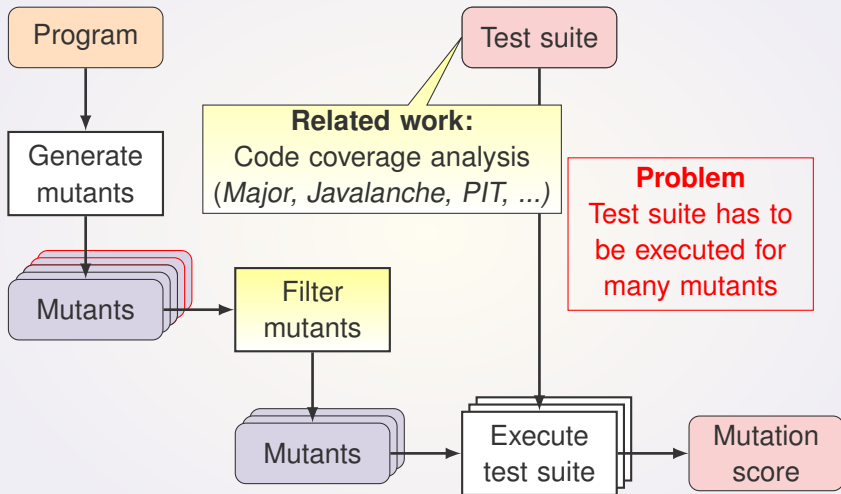
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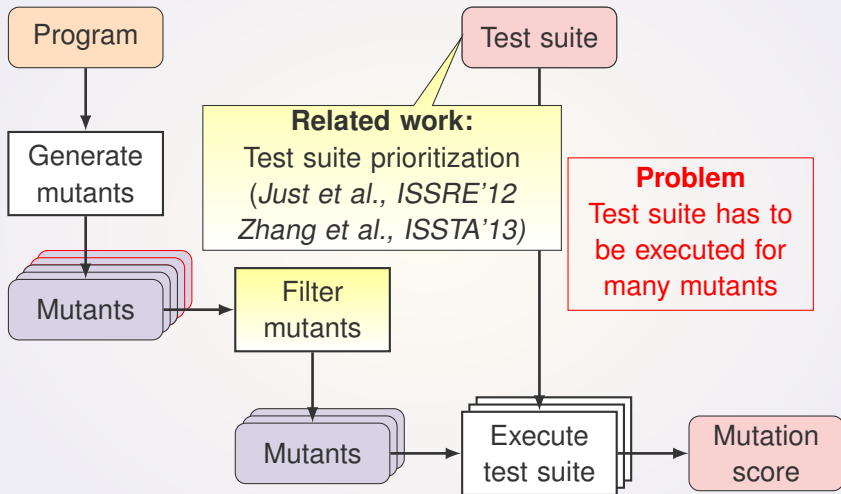
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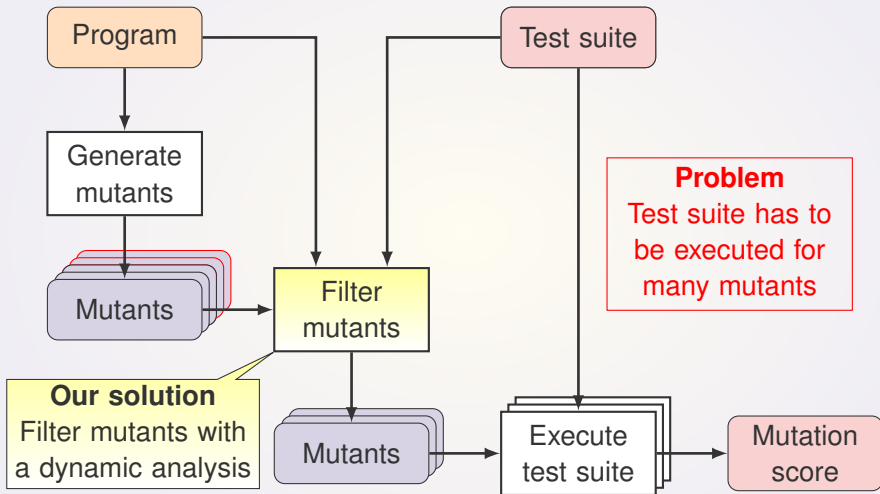
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# Wasted effort in mutation analysis

## Example: testing triangle classification

```
public TriangleType classify
    (int a, int b, int c) {
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    if ( a + b <= c ) {
        return Invalid;
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    ...
}
```

Original

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Mutant 1

**Identical code surrounding mutation**

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Mutant 2

# Wasted effort in mutation analysis

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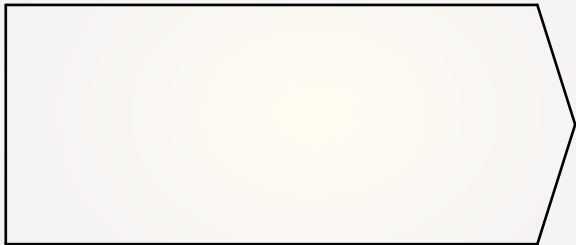
Mutant 2

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- ▶ Propagation
- ▶ Partitioning

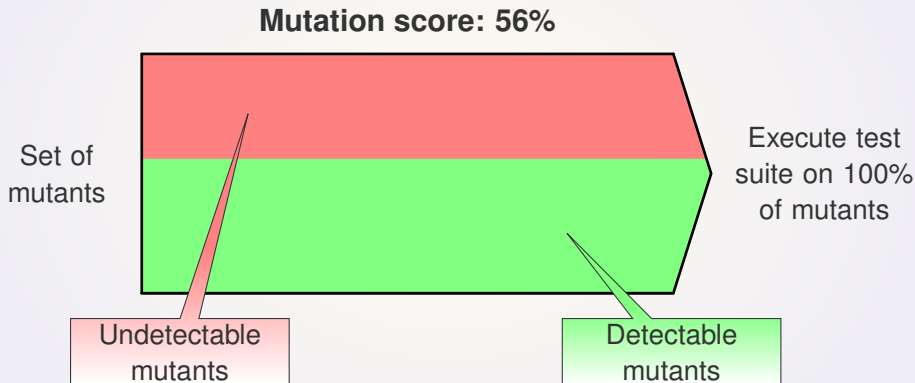
# The big picture

Set of  
mutants



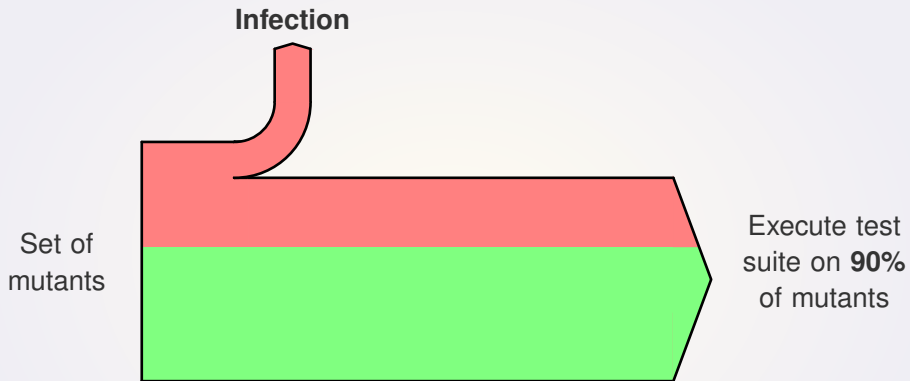
Execute test  
suite on 100%  
of mutants

# The big picture

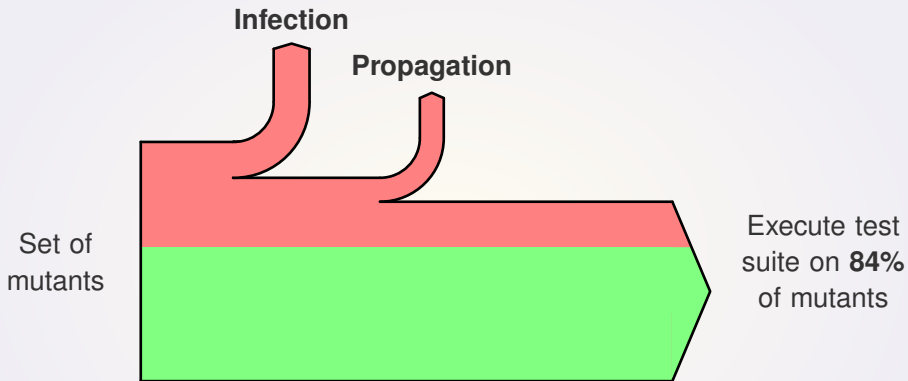




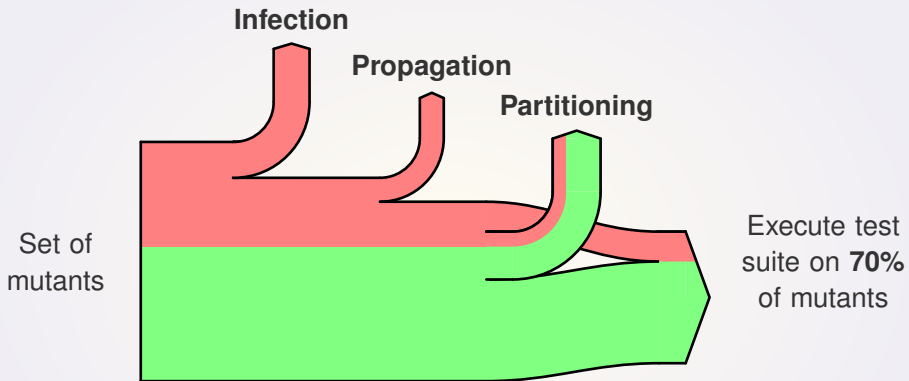
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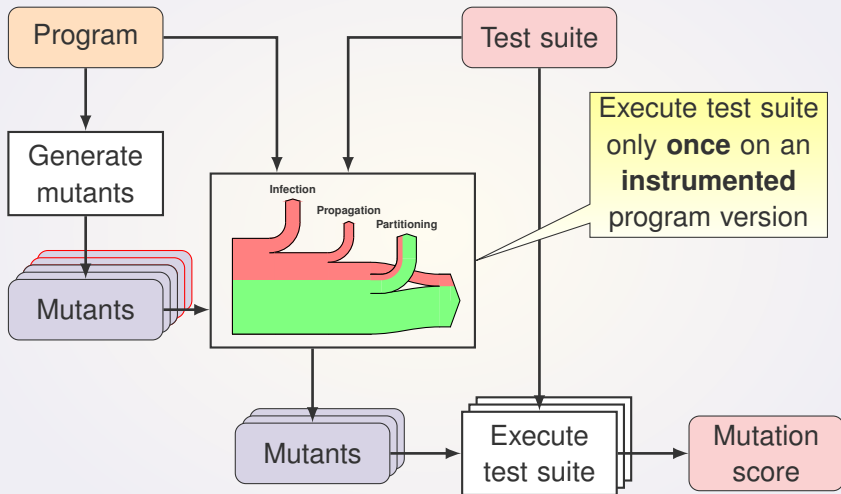
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# Dynamic analysis to filter mutants



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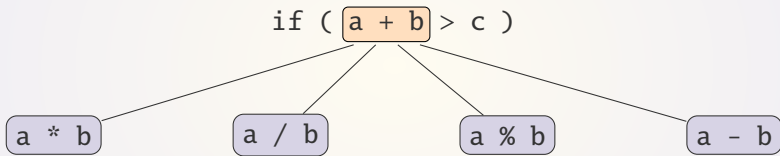
**Example:**  $a=2$ ,  $b=2$ ,  $c=0$

```
if ( a + b > c )
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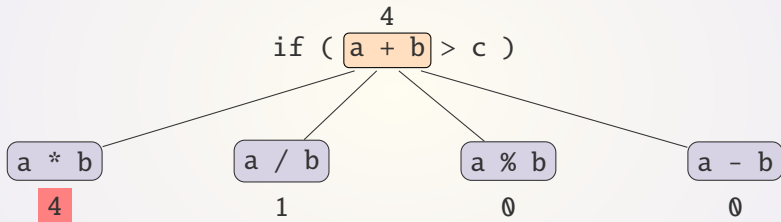
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## Optimization

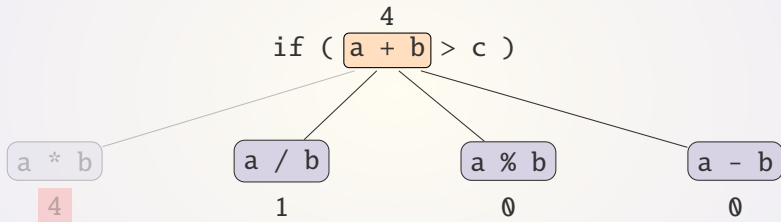
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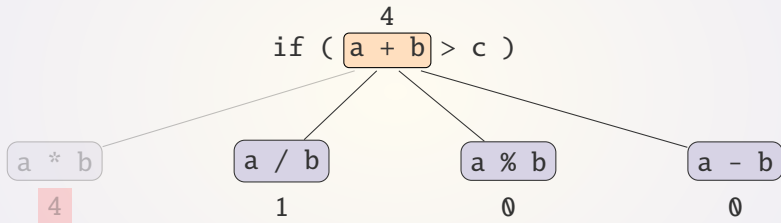
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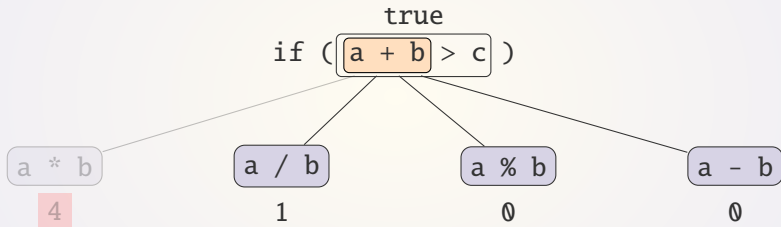
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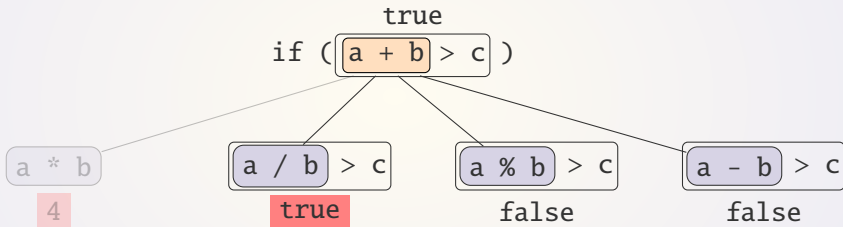
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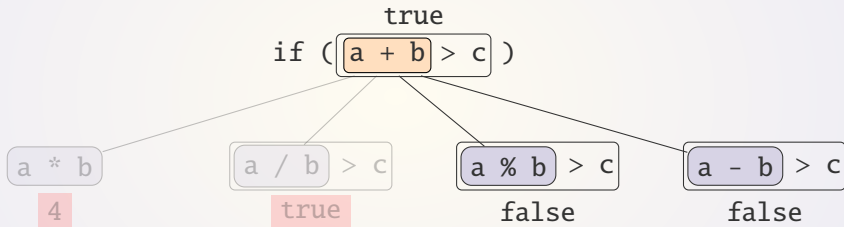
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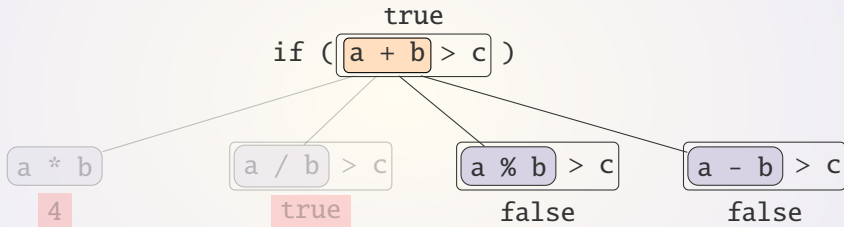
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# Partitioning

Build partition of identically infected execution states.

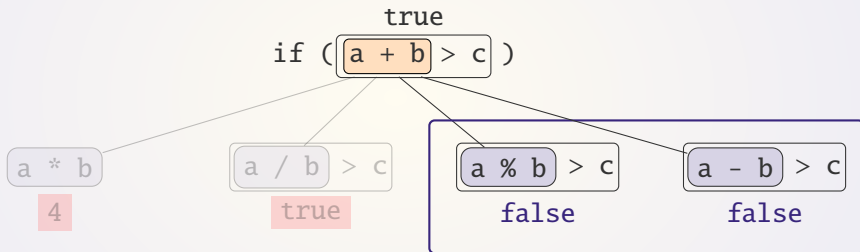
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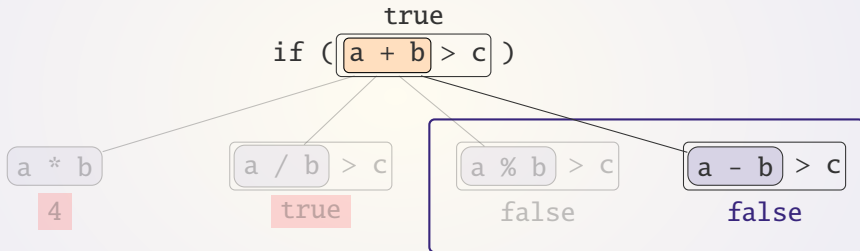
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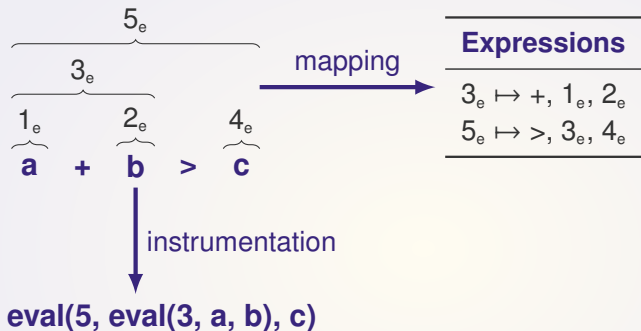
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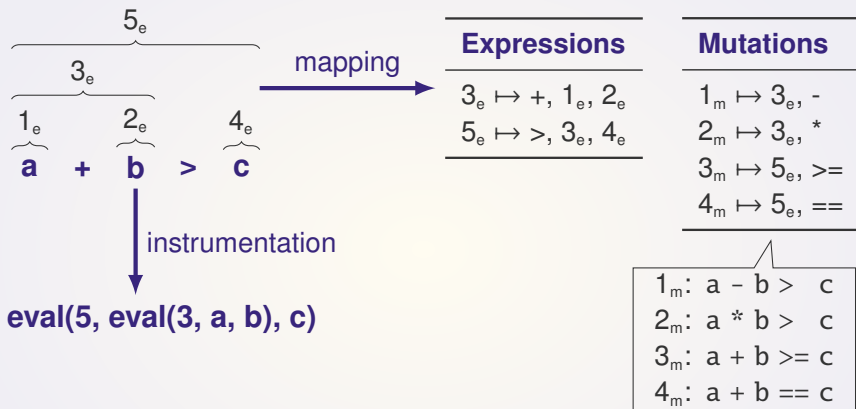
# Implementation details

**a + b > c**

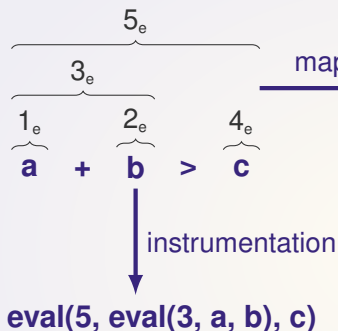
# Implementation details



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## Expressions

 $3_e \mapsto +, 1_e, 2_e$ 
 $5_e \mapsto >, 3_e, 4_e$ 

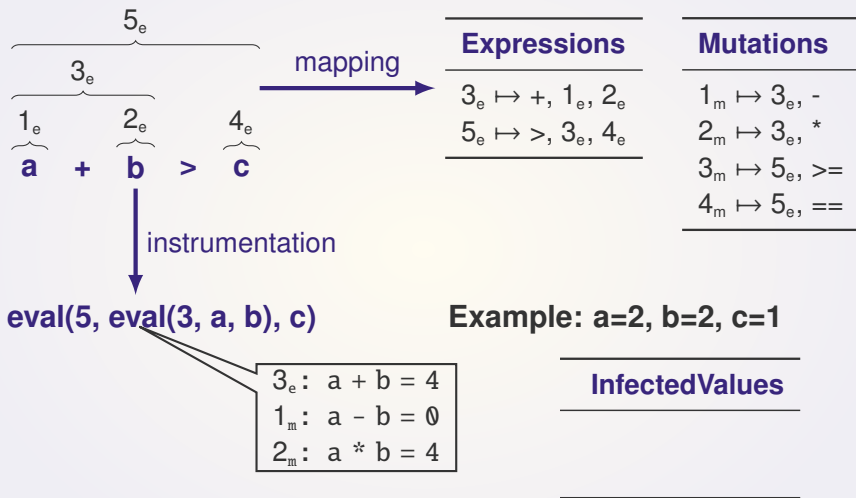
## Mutations

 $1_m \mapsto 3_e, -$ 
 $2_m \mapsto 3_e, *$ 
 $3_m \mapsto 5_e, >=$ 
 $4_m \mapsto 5_e, ==$ 

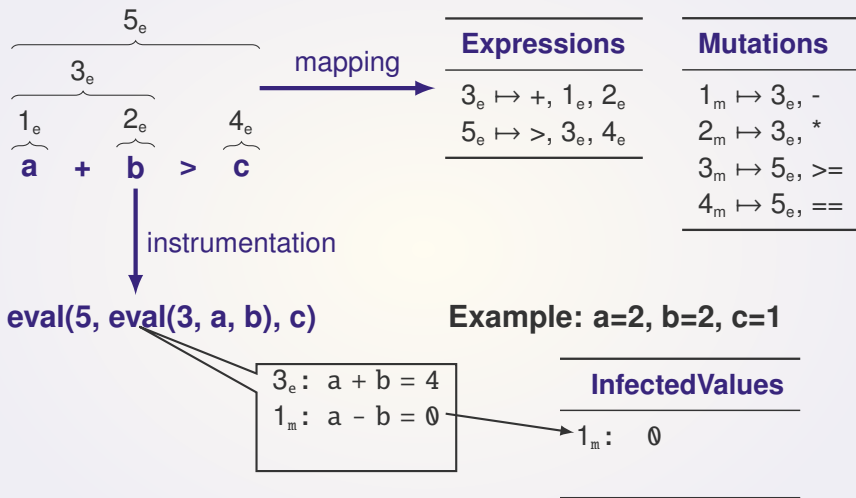
Example:  $a=2, b=2, c=1$

## InfectedValues

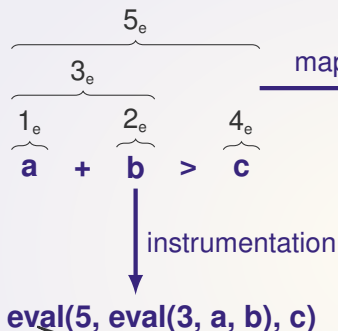
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Instrumentation results in the code: `eval(5, eval(3, a, b), c)`

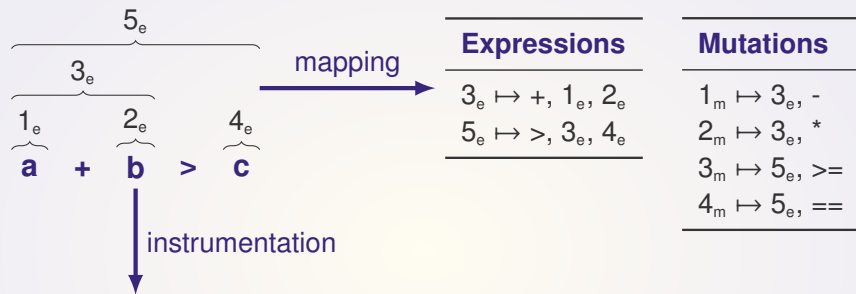
$5_e: 4 > c = \text{true}$
$3_m: 4 >= c = \text{true}$
$4_m: 4 == c = \text{false}$

Example:  $a=2, b=2, c=1$

## InfectedValues

$1_m: 0$
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# Implementation details



$\text{eval}(5, \text{eval}(3, a, b), c)$

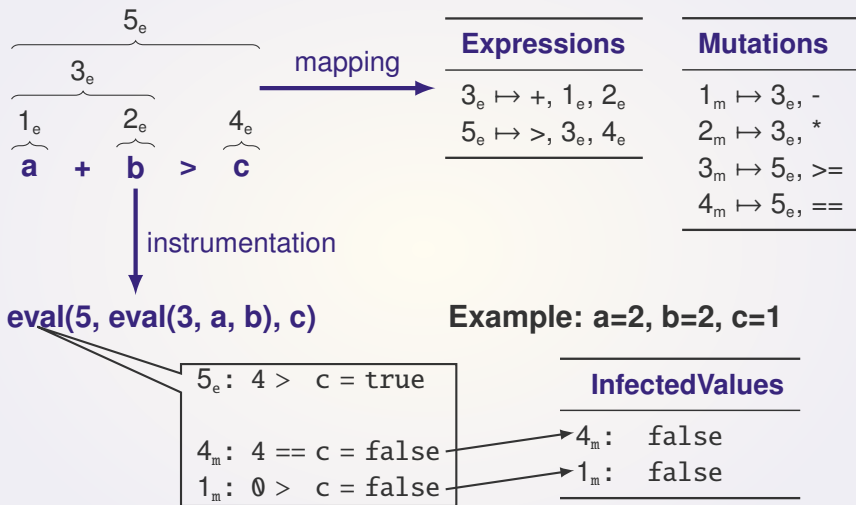
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$5_e$	$4 > c = \text{true}$
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$1_m$	$0 > c = \text{false}$

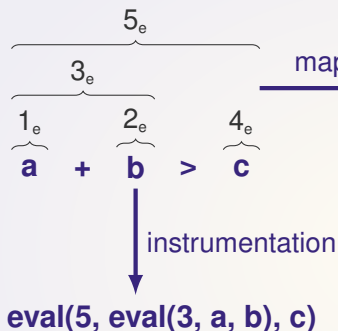
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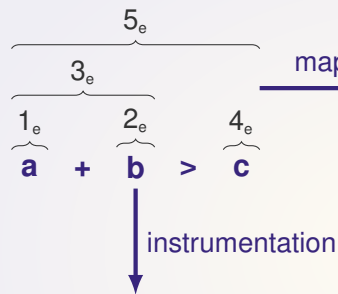
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Example:  $a=2, b=2, c=1$

## InfectedValues

$4_m$ : false
$1_m$ : false

# Implementation details



`eval(5, eval(3, a, b), c)`

## Implemented in Major

- ▶ Compact instrumentation
- ▶ Soundly handles side effects and short-circuit operators

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$3_e \mapsto +, 1_e, 2_e$   
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# Experimental setup

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  - ▶ Weak-mutation
  - ▶ Branch coverage
  - ▶ Random

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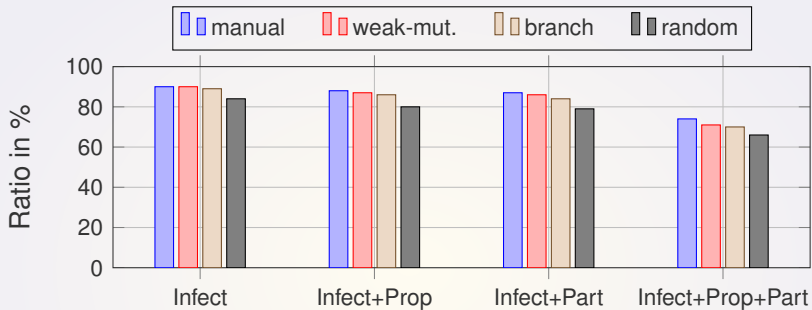
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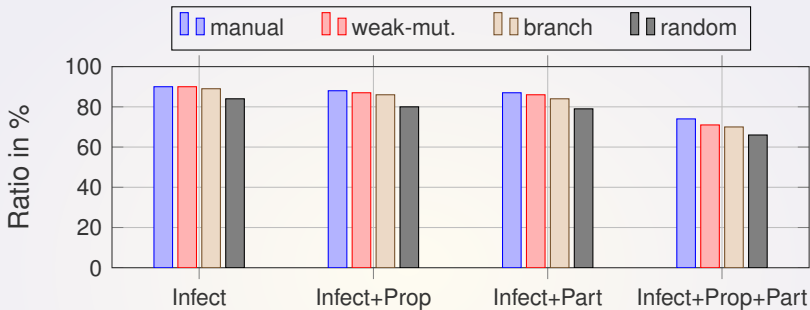
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## Coverage optimization is baseline

# Ratio of analyzed mutants



# Ratio of analyzed mutants

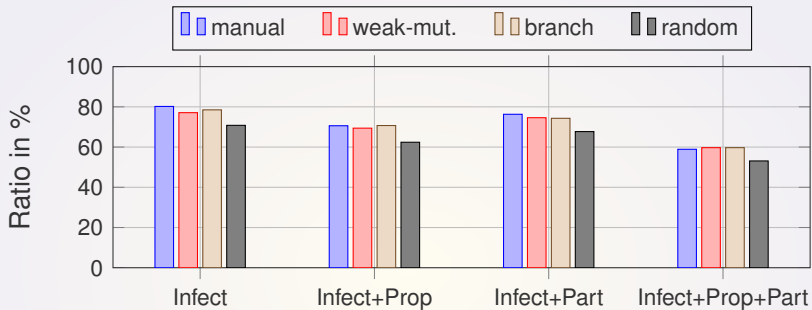


## Findings

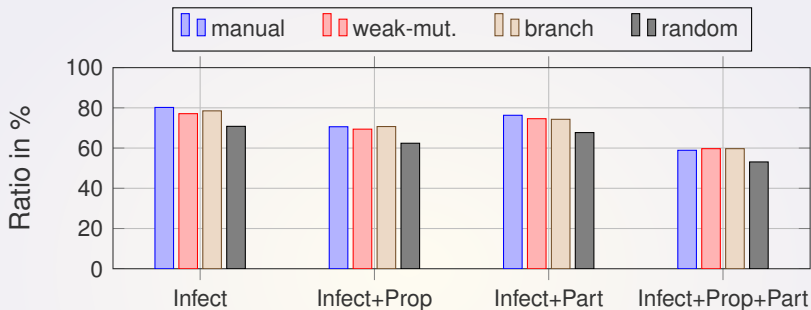
- ▶ Only 70% of covered mutants need to be analyzed
- ▶ Similar ratio for Propagation and Partitioning
- ▶ Partitioning is (most) effective after Propagation
- ▶ Lower ratio for weaker test suites (e.g., Random)



# Ratio of total runtime



# Ratio of total runtime



## Findings

- ▶ Total run time reduced by 40%
- ▶ Filtering costs are almost negligible
- ▶ Partitioning is (most) effective after Propagation
- ▶ Run-time improvements similar for all test suites

# Future work

## Equivalent mutant detection

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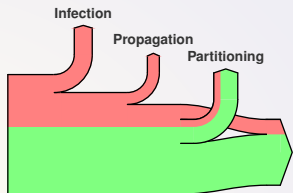
## Test generation

- ▶ Generate tests that achieve propagation
- ▶ Improve mutation-driven test generation  
(*Zhang et al., ICSM'10, Fraser and Zeller, TSE'12*)

# Contributions

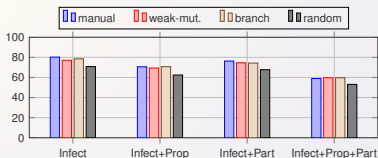
## Dynamic prepass analysis

- ▶ Three new optimizations that significantly improve efficiency
- ▶ Filter mutants with single test execution on instrumented program



## Empirical evaluation

- ▶ 14 programs and 540,000 mutants
- ▶ Total run time reduced by 40%
- ▶ Propagation and Partitioning should be combined



<http://www.mutation-testing.org>