

CSE 403

Software Engineering

Winter 2023

Mutation-based Testing

Recap: structural code coverage

Classes in this File	Line Coverage	Branch Coverage	Complexity
Avg	100% 10/10	100% 8/8	6

```
1 package avg;
2
3 4 public class Avg {
4
5     /*
6     * Compute the average of the absolute values of an array of doubles
7     */
8     public double avgAbs(double ... numbers) {
9         // We expect the array to be non-null and non-empty
10 4         if (numbers == null || numbers.length == 0) {
11 2             throw new IllegalArgumentException("Array numbers must not be null or empty!");
12         }
13
14 2         double sum = 0;
15 8         for (int i=0; i<numbers.length; ++i) {
16 6             double d = numbers[i];
17 6             if (d < 0) {
18 2                 sum -= d;
19             } else {
20 4                 sum += d;
21             }
22         }
23 2         return sum/numbers.length;
24     }
25 }
```

- Code coverage is easy to compute.
- Code coverage has an intuitive interpretation.
- Code coverage in industry: [Code coverage at Google](#)
- Code coverage itself is not sufficient!

Mutation-based testing: the basics

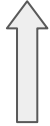
Mutation testing: mutant generation

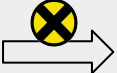
```
public class DrumburgSettings { private static *  
 * // add state variable here  
 *  
 private int condition;  
 *  
 * // add initialization of state variable here  
 *  
 public void DrumburgSettings() {  
     condition = 0;  
 }  
 *  
 * // add initio initialization here  
 *  
 public void initializeInitio 21 {  
     ((DrumburgSettings) getInitio(1)).condition = 1;  
 }  
 *  
 * // add drawing order definition here  
 *  
 * // adding null means the call will not be done  
 *  
 public Color getColor() {  
     return condition == 1  
         ? Color.BLUE : Color.RED;  
 }  
 *  
 * // add state variable copy code here  
 *  
 public void copyState() {  
     DrumburgSettings dest = (DrumburgSettings)  
         condition = condition;  
 }  
 *  
 * // add traversal function code here  
 *  
 * // skipping the root state of the call  
 *  
 public void traverseRootCall() {  
     if (condition == 0)  
         condition = condition - 1;  
     else {  
         traverseRootCall();  
         for (int i = 0; i < condition; i++) {  
             ((DrumburgSettings) getInitio(i)).condition = 1;  
         }  
     }  
 }  
 *  
 }
```


Program




Mutation testing



Lhs < rhs  *Lhs <= rhs*

Lhs < rhs  *Lhs != rhs*

stmt  *no-op*

Mutation operators

Mutation testing: a concrete example

Original program:

```
public int min(int a, int b) {  
    return a < b ? a : b;  
}
```

Mutant 1:

```
public int min(int a, int b) {  
    return a;  
}
```

Mutation testing: another example

Original program:

```
public int min(int a, int b) {  
    return a < b ? a : b;  
}
```

Mutant 2:

```
public int min(int a, int b) {  
    return b;  
}
```

Mutation testing: yet another example

Original program:

```
public int min(int a, int b) {  
    return a < b ? a : b;  
}
```

Mutant 3:

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

Mutation testing: last example (I promise)

Original program:

```
public int min(int a, int b) {  
    return a < b ? a : b;  
}
```

Mutant 4:

```
public int min(int a, int b) {  
    return a <= b ? a : b;  
}
```

Mutation testing: exercise



Original program:

```
public int min(int a, int b) {  
    return a < b ? a : b;  
}
```

Mutants:

M1: return a;

M2: return b;

M3: return a >= b ? a : b;

M4: return a <= b ? a : b;

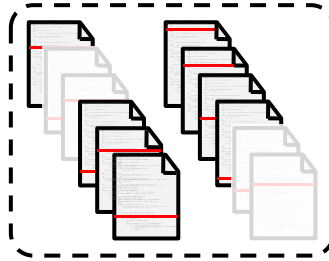
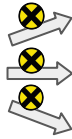
For each mutant, provide a test case that detects it (i.e., passes on the original program but fails on the mutant)

Mutation Testing vs. Mutation Analysis

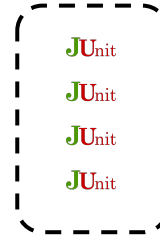
Mutation Testing



PROGRAM



MUTANTS



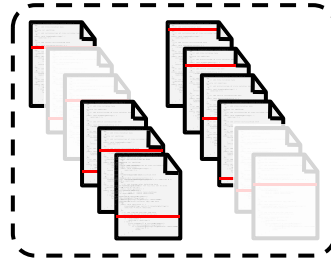
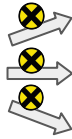
TESTS

Mutation Testing vs. Mutation Analysis

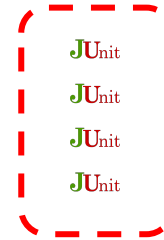
**Mutation
Testing**



PROGRAM



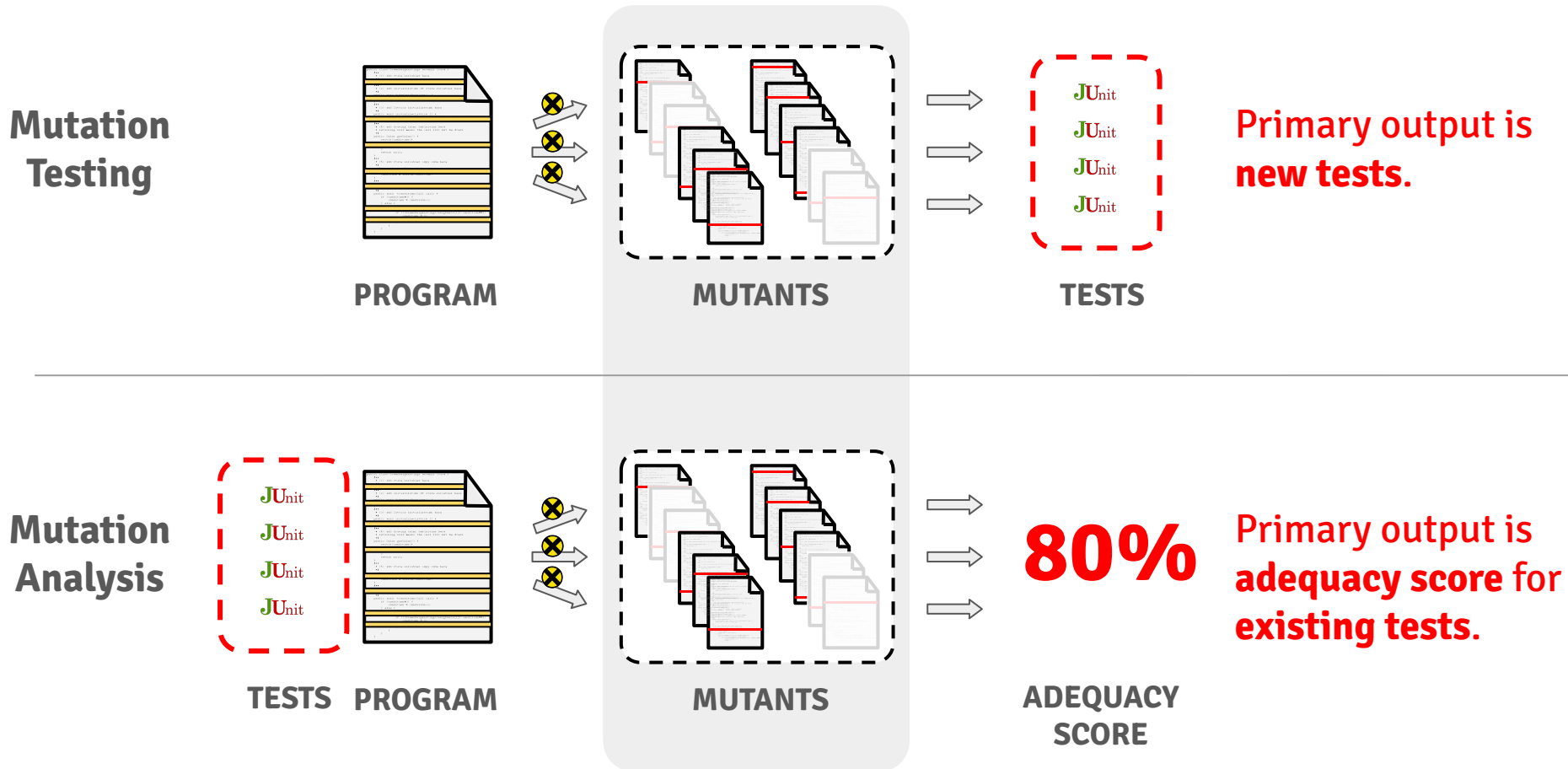
MUTANTS



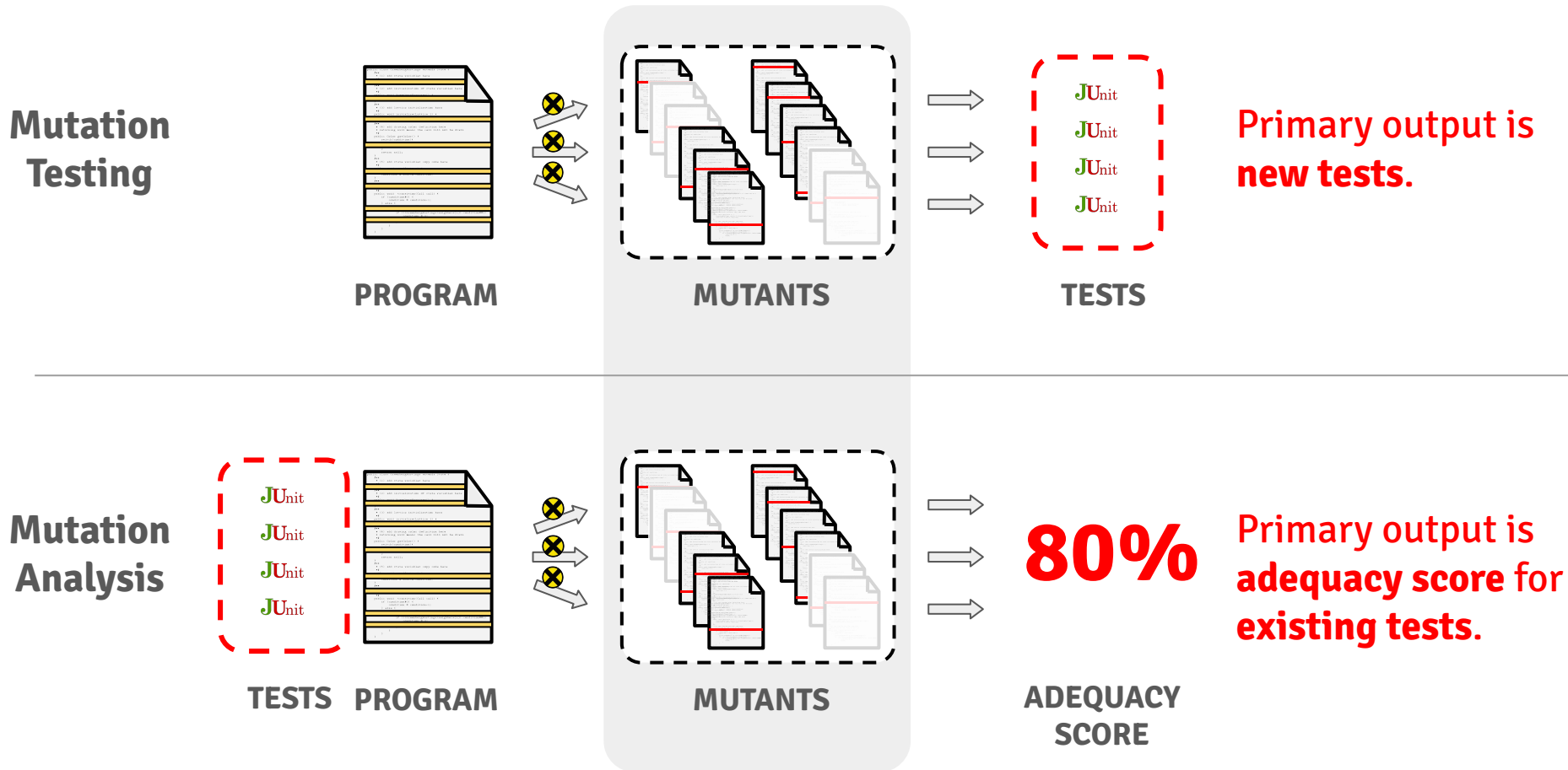
TESTS

**Primary output is
new tests.**

Mutation Testing vs. Mutation Analysis



Mutation Testing vs. Mutation Analysis



How expensive is mutation testing?
Is the mutation score meaningful?

Mutation-based testing: productive mutants

Detectable vs. productive mutants

Historically

- **Detectable** mutants are **good** \implies **tests**
- **Equivalent** mutants are **bad** \implies **no tests**

A more nuanced view

- **Detectable vs. equivalent** is **too simplistic**
- **Productive mutants** elicit effective tests, but
 - detectable mutants can be useless, and
 - equivalent mutants can be useful!

**The core question here concerns test-goal utility
(applies to any adequacy criterion).**

Detectable vs. productive mutants

Historically

- **Detectable** mutants are **good** \implies **tests**
- **Equivalent** mutants are **bad** \implies **no tests**

A more nuanced view

- **Detectable vs. equivalent** is **too simplistic**
- **Productive mutants** elicit effective tests, but
 - detectable mutants can be useless, and
 - equivalent mutants can be useful!

The notion of productive mutants is fuzzy!

A mutant is **productive** if it is

1. **detectable** and **elicits an effective test** or
2. **equivalent** and **advances code quality or knowledge**

Productive mutants: mutation testing at Google

```
int RunMe(int a, int b) {  
  if (a == b || b == 1) {
```

▼ Mutants

14:25, 28 Mar

Changing this 1 line to

```
  if (a != b || b == 1) {
```

does not cause any test exercising them to fail.

Consider adding test cases that fail when the code is mutated to ensure those bugs would be caught.

Mutants ran because goranpetrovic is whitelisted

[Please fix](#)

[Not useful](#)

Practical Mutation Testing at Scale: A view from Google ([Reading](#))

Productive mutants: mutation testing at Google

```
int RunMe(int a, int b) {  
  if (a == b || b == 1) {
```

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if (a != b || b == 1) {
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[Please fix](#)

[Not useful](#)

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Detectable vs. productive mutants (1)

Original program

```
public double getAvg(double[] nums) {  
    double sum = 0;  
    int len = nums.length;  
  
    for (int i = 0; i < len; ++i) {  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Mutant

```
public double getAvg(double[] nums) {  
    double sum = 0;  
    int len = nums.length;  
  
    for (int i = 0; i < len; ++i) {  
        sum = sum * nums[i];  
    }  
  
    return sum / len;  
}
```

Is the mutant is **detectable**?

Detectable vs. productive mutants (1)

Original program

```
public double getAvg(double[] nums) {  
    double sum = 0;  
    int len = nums.length;  
  
    for (int i = 0; i < len; ++i) {  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Mutant

```
public double getAvg(double[] nums) {  
    double sum = 0;  
    int len = nums.length;  
  
    for (int i = 0; i < len; ++i) {  
        sum = sum * nums[i];  
    }  
  
    return sum / len;  
}
```

The mutant is **detectable**, but is it **productive**?

Detectable vs. productive mutants (1)

Original program

```
public double getAvg(double[] nums) {  
    double sum = 0;  
    int len = nums.length;  
  
    for (int i = 0; i < len; ++i) {  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Mutant

```
public double getAvg(double[] nums) {  
    double sum = 0;  
    int len = nums.length;  
  
    for (int i = 0; i < len; ++i) {  
        sum = sum * nums[i];  
    }  
  
    return sum / len;  
}
```

The mutant is **detectable**, but is it **productive**? **Yes!**

Detectable vs. productive mutants (2)

Original program

```
public double getAvg(double[] nums) {  
    int len = nums.length;  
    double sum = 0;  
    double avg = 0;  
  
    for (int i = 0; i < len; ++i) {  
        avg = avg + (nums[i] / len);  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Mutant

```
public double getAvg(double[] nums) {  
    int len = nums.length;  
    double sum = 0;  
    double avg = 0;  
  
    for (int i = 0; i < len; ++i) {  
        avg = avg * (nums[i] / len);  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Is the mutant **detectable**?

Detectable vs. productive mutants (2)

Original program

```
public double getAvg(double[] nums) {  
    int len = nums.length;  
    double sum = 0;  
    double avg = 0;  
  
    for (int i = 0; i < len; ++i) {  
        avg = avg + (nums[i] / len);  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Mutant

```
public double getAvg(double[] nums) {  
    int len = nums.length;  
    double sum = 0;  
    double avg = 0;  
  
    for (int i = 0; i < len; ++i) {  
        avg = avg * (nums[i] / len);  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

The mutant is **not detectable**, but is it **unproductive**?

Detectable vs. productive mutants (2)

Original program

```
public double getAvg(double[] nums) {  
    int len = nums.length;  
    double sum = 0;  
    double avg = 0;  
  
    for (int i = 0; i < len; ++i) {  
        avg = avg + (nums[i] / len);  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

Mutant

```
public double getAvg(double[] nums) {  
    int len = nums.length;  
    double sum = 0;  
    double avg = 0;  
  
    for (int i = 0; i < len; ++i) {  
        avg = avg * (nums[i] / len);  
        sum = sum + nums[i];  
    }  
  
    return sum / len;  
}
```

The mutant is not detectable, but is it unproductive? No!

Detectable vs. productive mutants (3)

Original program

```
...  
Set cache = new HashSet(a * b);  
...
```

Mutant

```
...  
Set cache = new HashSet(a + b);  
...
```

Is the mutant **detectable**?

Detectable vs. productive mutants (3)

Original program

```
...  
Set cache = new HashSet(a * b);  
...
```

Mutant

```
...  
Set cache = new HashSet(a + b);  
...
```

The mutant is **detectable**, but is it **productive**?

Detectable vs. productive mutants (3)

Original program

```
...  
Set cache = new HashSet(a * b);  
...
```

Mutant

```
...  
Set cache = new HashSet(a + b);  
...
```

The mutant is **detectable**, but is it **productive**? **No!**

Mutation-based testing: mutant subsumption

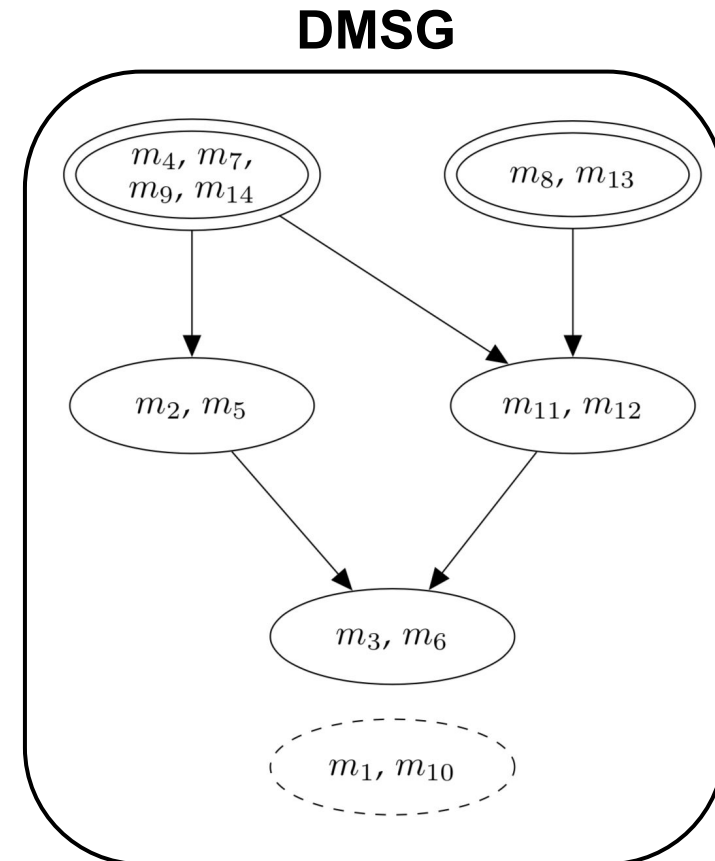
Mutant subsumption

Mutant	Tests					
	MutOp	t_1	t_2	t_3	t_4	
$m_1: < \mapsto !=$		○	○	○	○	Mutant detected (assertion)
$m_2: < \mapsto ==$		○	●	○	●	
$m_3: < \mapsto <=$		★	★	★	★	Mutant detected (exception)
$m_4: < \mapsto >$		○	●	○	○	
$m_5: < \mapsto >=$		○	●	○	●	Mutant not detected
$m_6: < \mapsto \text{true}$		★	★	★	★	
$m_7: < \mapsto \text{false}$		○	●	○	○	
$m_8: < \mapsto !=$		●	○	○	○	
$m_9: < \mapsto ==$		○	●	○	○	
$m_{10}: < \mapsto <=$		○	○	○	○	
$m_{11}: < \mapsto >$		●	●	○	○	
$m_{12}: < \mapsto >=$		●	●	○	○	
$m_{13}: < \mapsto \text{true}$		●	○	○	○	
$m_{14}: < \mapsto \text{false}$		○	●	○	○	

Prioritizing Mutants to Guide Mutation Testing ([Reading](#))

DMSG: Dynamic Mutant Subsumption Graph

Mutant	Tests				
	MutOp	t_1	t_2	t_3	t_4
m_1 : $< \mapsto !=$		●	●	●	●
m_2 : $< \mapsto ==$		●	●	●	●
m_3 : $< \mapsto <=$		★	★	★	★
m_4 : $< \mapsto >$		●	●	●	●
m_5 : $< \mapsto >=$		●	●	●	●
m_6 : $< \mapsto \text{true}$		★	★	★	★
m_7 : $< \mapsto \text{false}$		●	●	●	●
m_8 : $< \mapsto !=$		●	●	●	●
m_9 : $< \mapsto ==$		●	●	●	●
m_{10} : $< \mapsto <=$		●	●	●	●
m_{11} : $< \mapsto >$		●	●	●	●
m_{12} : $< \mapsto >=$		●	●	●	●
m_{13} : $< \mapsto \text{true}$		●	●	●	●
m_{14} : $< \mapsto \text{false}$		●	●	●	●



Prioritizing Mutants to Guide Mutation Testing ([Reading](#))

Coverage-based vs. mutation-based testing

See dedicated [Slides \(4 pages\)](#).