CMPT 473
Software Quality Assurance

Mutation Analysis & Testing

Nick Sumner
With material from Ammann & Offutt, Patrick Lam, Gordon Fraser
How Else Can We Judge Adequacy?

- Input & graph based techniques provide requirements that measure quality.
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- Input & graph based techniques provide requirements that measure quality.
  - But they still have difficulties finding bugs!
How Else Can We Judge Adequacy?

- Input & graph based techniques provide requirements that measure quality.
  - But they still have difficulties finding bugs!
  - Can we try to measure that directly?

How might you go about this?
Fault Seeding

- Insert or *seed* representative/typical faults
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- Measure how many are found or *killed* by the test suite
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  - Effectiveness = # killed / # seeded
Fault Seeding

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• Measure how many are found or killed by the test suite
  – Effectiveness = # killed / # seeded
  – Directly measures bug finding ability
Fault Seeding

- Insert or *seed* representative/typical faults
- Measure how many are found or *killed* by the test suite
  - Effectiveness = \# killed / \# seeded
  - Directly measures bug finding ability
- **Why might this fail?**
Fault Seeding

- Insert or **seed** representative/typical faults
- Measure how many are found or **killed** by the test suite
  - Effectiveness = # killed / # seeded
  - Directly measures bug finding ability
- **Why might this fail?**
  - What are representative faults?
  - Are there enough faults to be meaningful?
  - Did you forget to remove faults afterward?
Mutation Analysis & Testing

- **Mutant**
  - A valid program that behaves differently than the original
Mutation Analysis & Testing

- Mutant
  - A valid program that behaves differently than the original
  - Consider small, local changes to programs

\[ a = b + c \rightarrow a = b \times c \]
Mutation Analysis & Testing

- **Mutant**
  - A valid program that behaves differently than the original
  - Consider small, local changes to programs
  - A test $t$ kills a mutant $m$ if $t$ produces a different outcome on $m$ than the original program
Mutation Analysis & Testing

- **Mutant**
  - A valid program that behaves differently than the original
  - Consider small, local changes to programs
  - A test $t$ kills a mutant $m$ if $t$ produces a different outcome on $m$ than the original program

What does this mean?
Mutation Analysis & Testing

- **Mutant**
  - A valid program that behaves differently than the original
  - Consider small, local changes to programs
  - A test $t$ kills a mutant $m$ if $t$ produces a different outcome on $m$ than the original program

- Systematically generate mutants separately from original program
**Mutation Analysis & Testing**

- **Mutant**
  - A valid program that behaves differently than the original
  - Consider small, local changes to programs
  - A test \( t \) kills a mutant \( m \) if \( t \) produces a different outcome on \( m \) than the original program

- Systematically generate mutants separately from original program

- The goal is to:
  - **Mutation Analysis** – Measure bug finding ability
Mutation Analysis & Testing

- **Mutant**
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  - Consider small, local changes to programs
  - A test \( t \) kills a mutant \( m \) if \( t \) produces a different outcome on \( m \) than the original program

- Systematically generate mutants separately from original program

- The goal is to:
  - **Mutation Analysis** – Measure bug finding ability
  - **Mutation Testing** – create a test suite that kills a representative set of mutants
Mutation

• What are possible mutants?

```c
int foo(int x, int y) {
    if (x > 5) {return x + y;}
    else {return x;}
}
```
Mutation

• What are possible mutants?

```java
int foo(int x, int y) {
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}
```

• Once we have a test case that kills a mutant, the mutant itself is no longer useful.
Mutation

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int foo(int x, int y) {
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• Some are not generally useful:

Why might they not be useful?
Mutation

• What are possible mutants?
  ```
  int foo(int x, int y) {
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  - *Still Born* Not compilable
Mutation

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  – *(Trivial)* Killed by most test cases
Mutation

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  - *(Trivial)* Killed by most test cases
  - *(Equivalent)* Indistinguishable from original program
Mutation

• What are possible mutants?

```java
int foo(int x, int y) {
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```

• Once we have a test case that kills a mutant, the mutant itself is no longer useful.

• Some are not generally useful:
  – *(Still Born)* Not compilable
  – *(Trivial)* Killed by most test cases
  – *(Equivalent)* Indistinguishable from original program
  – *(Redundant)* Indistinguishable from other mutants
Mutation

```c
int min(int a, int b) {
    int minVal;
    minVal = a;
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

- Mimic mistakes
- Encode knowledge from other techniques
Mutation

```c
int min(int a, int b) {
    int minVal;
    minVal = a;
    if (b < a) {
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```

• Mimic mistakes
• Encode knowledge from other techniques
int min(int a, int b) {
    int minVal;
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    }
    return minVal;
}

Mutant 1: minVal = b;

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int min(int a, int b) {
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int min(int a, int b) {
    int minVal = a;
    minVal = b;
    if (b < a) {
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            minVal = b;
        }
    }
    return minVal;
}

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Mutation

```
int min(int a, int b) {
    int minVal;
    minVal = a;
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

Mutant 1: `minVal = b;

Mutant 2: `if (b > a) {

Mutant 3: `if (b < minVal) {

    minVal = b;
}
```

```
int min(int a, int b) {
    int minVal;
    minVal = a;
    if (b < a) {
        if (b > a) {
            if (b < minVal) {
                minVal = b;
            }
        }
        return minVal;
    }
}
```

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int min(int a, int b) {
    int minVal = a;
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    }
    return minVal;
}

int min(int a, int b) {
    int minVal = a;
    if (b < a) {
        if (b > a) {
            if (b < minVal) {
                minVal = b;
                BOMB();
            }
        }
    }
    return minVal;
}

- Mimic mistakes
- Encode knowledge from other techniques
Mutation

int min(int a, int b) {
    int minVal;
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    }
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}

int min(int a, int b) {
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    if (b < a) {
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            if (b < minVal) {
                minVal = b;
                BOMB();
                minVal = a;
            }
        }
        return minVal;
    }
    return minVal;
}

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- Encode knowledge from other techniques
int min(int a, int b) {
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    int minVal;
    minVal = a;
    if (b < a) {
        if (b > a) {
            if (b < minVal) {
                minVal = b;
                BOMB();
                minVal = failOnZero(b);
            }
        }
    }
    return minVal;
}

• Mimic mistakes
• Encode knowledge from other techniques
int min(int a, int b) {
    int minVal;
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    if (b < a) {
        minVal = b;
    }
    return minVal;
}

int min(int a, int b) {
    int minVal;
    minVal = a;
    if (b < a) {
        Mutant 1: minVal = b;
    }
    return minVal;
}

What mimics input classes?

- Mimic mistakes
- Encode knowledge from other techniques
Mutation Analysis

Mutants

Mutant 1
Mutant 2
Mutant 3
Mutant 4
Mutant 5
Mutant 6
## Mutation Analysis

<table>
<thead>
<tr>
<th>Mutants</th>
<th>Test Suite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mutant 1</td>
<td>min(1,2) → 1</td>
</tr>
<tr>
<td>Mutant 2</td>
<td>min(2,1) → 1</td>
</tr>
<tr>
<td>Mutant 3</td>
<td></td>
</tr>
<tr>
<td>Mutant 4</td>
<td></td>
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Try every mutant on test 1.
Mutation Analysis

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Mutation Analysis

Mutants

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</tr>
</thead>
<tbody>
<tr>
<td>Killed</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Test Suite

| min(1,2) → 1 |
| min(2,1) → 1 |

Try every *live* mutant on test 2.
Mutation Analysis

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<tr>
<td>Mutant 1</td>
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</tr>
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</tr>
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<td>Killed</td>
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Mutation Analysis

Mutants

Test Suite

Mutant 1
Mutant 2
Mutant 3
Mutant 4
Mutant 5
Mutant 6

min(1,2) → 1
min(2,1) → 1

So the mutation score is...
Mutation Analysis

Mutants

| Mutant 1 | Mutant 2 | Mutant 3 | Mutant 4 | Mutant 5 | Mutant 6 |

Test Suite

- $\min(1,2) \rightarrow 1$
- $\min(2,1) \rightarrow 1$

So the mutation score is... $\frac{4}{5}$. Why?
Mutation Analysis

Mutants

| Mutant 1 | Mutant 2 | Mutant 3 | Mutant 4 | Mutant 5 | Mutant 6 |

Test Suite

- min(1, 2) → 1
- min(2, 1) → 1

So the mutation score is... 4/5. Why?

```
min3(int a, int b):
    int minVal;
    minVal = a;
    if (b < minVal)
        minVal = b;
    return minVal;
```

```
min6(int a, int b):
    int minVal;
    minVal = a;
    if (b < a)
        minVal = failOnZero(b);
    return minVal;
```
Mutation Analysis

Mutants
- Mutant 1
- Mutant 2
- Mutant 3
- Mutant 4
- Mutant 5
- Mutant 6

Test Suite
- \( \text{min}(1,2) \rightarrow 1 \)
- \( \text{min}(2,1) \rightarrow 1 \)

So the mutation score is... \( 4/5 \). Why?

\[
\text{min3(int } a, \text{ int } b) : \\
\text{ int minVal; } \\
\text{ minVal = a; } \\
\text{ if (b < minVal) } \\
\text{ minVal = b; } \\
\text{ return minVal; }
\]

Equivalent to the original!
There is no injected bug.

\[
\text{min3(int } a, \text{ int } b) : \\
\text{ int minVal; } \\
\text{ minVal = a; } \\
\text{ if (b < a) } \\
\text{ minVal = failOnZero(b); } \\
\text{ return minVal; }
\]
Equivalent Mutants

- Equivalent mutants are not bugs and should not be counted
Equivalent Mutants

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- New Mutation Score:
Equivalent Mutants

• Equivalent mutants are not bugs and should not be counted

• New **Mutation Score**:

\[
\frac{\text{#Killed}}{\text{#Mutants}}
\]

Start with the score from fault seeding
Equivalent Mutants

- Equivalent mutants are not bugs and should not be counted
- New **Mutation Score**:

\[
\text{New Mutation Score} = \frac{\# \text{Killed}}{\text{\# Mutants} - \# \text{Equivalent}}
\]

Traditional mutation score from literature
Equivalent Mutants

- Equivalent mutants are not bugs and should not be counted
- New **Mutation Score**:

\[
\frac{\#\text{Killed} - \#\text{Killed Duplicates}}{\#\text{Mutants} - \#\text{Equivalent} - \#\text{Duplicates}}
\]

Updated for modern handling of duplicate & equivalent mutants
Equivalent Mutants

- Equivalent mutants are not bugs and should not be counted

- New **Mutation Score**:

  \[
  \frac{\#\text{Killed} - \#\text{Killed Duplicates}}{\#\text{Mutants} - \#\text{Equivalent} - \#\text{Duplicates}}
  \]

- Detecting equivalent mutants is **undecidable** in general
Equivalent Mutants

• Equivalent mutants are not bugs and should not be counted

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• Detecting equivalent mutants is *undecidable* in general

• So why are they equivalent?

Reachability  Infection  Propagation
Equivalent Mutants

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  ![Reachability](image)
  ![Infection](image)
  ![Propagation](image)
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More on this later....
Equivalent Mutants

- Identifying equivalent mutants is one of the most expensive / burdensome aspects of mutation analysis.
Equivalent Mutants

- Identifying equivalent mutants is one of the most expensive / burdensome aspects of mutation analysis.

```c
min3(int a, int b):
    int minVal;
    minVal = a;
    if (b < minVal)
        minVal = b;
    return minVal;
```

Requires reasoning about why the result was the same.
Mutation Testing

• Given an unkilled mutant, how can we improve the test suite?
Mutation Testing

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```c
min3(int a, int b):
    int minVal;
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    if (b < a)
        minVal = fail0nZero(b);
    return minVal;
```
Mutation Testing

• Given an unkillled mutant, how can we improve the test suite?

```c
min3(int a, int b):
    int minVal;
    minVal = a;
    if (b < a)
        minVal = fail0nZero(b);
    return minVal;
```

New Test:  `min(2,0) → 0`

New Score:  5/5
Mutation Operators

- The mutants should guide the tester toward an effective test suite
Mutation Operators

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  - Need a 'representative' pool of mutants
    idea: “If there is a fault, there is a mutant to match it”
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  – Need a rigorous way of creating mutants
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• Mutation Operators
  – Systematic changes that may be applied to produce mutants
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  - Systematic changes that may be applied to produce mutants
  - Language dependent, but often similar
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• Mutation Operators
  – Systematic changes that may be applied to produce mutants
  – Language dependent, but often similar

Why might they be language dependent?
Some Mutation Operators – in Java

• Absolute Value Insertion
  – Each arithmetic (sub)expression is wrapped with `abs()`, `-abs()`, and `failOnZero()`

  \[ w = x + y + z \]

  Just for `abs()`?
Some Mutation Operators – in Java

- **Absolute Value Insertion**
  - Each arithmetic (sub)expression is wrapped with `abs()`, `-abs()`, and `failOnZero()`

```
w = x + y + z
```

**Just for abs()?**

```
w = abs(x) + y + z
w = x + abs(y) + z
w = x + y + abs(z)
w = abs(x + y) + z
w = x + abs(y + z)
w = abs(x + y + z)
```

**Just for abs()!**
Some Mutation Operators – in Java

• Absolute Value Insertion
  – Each arithmetic (sub)expression is wrapped with `abs()`, `-abs()`, and `failOnZero()`

• Arithmetic Operator Replacement
  – Each operator (+,-,*,/,%,...) is replaced with each other operator and LEFTOP and RIGHTOP (returning the named operand).

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w = x + y + z
```
Some Mutation Operators – in Java

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  - Each arithmetic (sub)expression is wrapped with `abs()`, `-abs()`, and `fail0nZero()`

- Arithmetic Operator Replacement
  - Each operator (+,-,*,/,%,...) is replaced with each other operator and LEFTOP and RIGHTOP (returning the named operand).

\[
\begin{align*}
  w &= x + y + z \\
  w &= x + y \times z \\
  w &= x + y \\
  \cdots
\end{align*}
\]
Some Mutation Operators – in Java

- **Absolute Value Insertion**
  - Each arithmetic (sub)expression is wrapped with `abs()`, `-abs()`, and `failOnZero()`

- **Arithmetic Operator Replacement**
  - Each operator (+,-,*,/,%,...) is replaced with each other operator and LEFTOP and RIGHTOP (returning the named operand).

- **Relational Operator Replacement**
  - Each operator (=,!=,<,<=,>,>=) is replaced with each other and TRUEOP and FALSEOP
Some Mutation Operators – in Java

- **Conditional Operator Replacement**
  - Replace operators (&&, ||, &, |, ^) with each other and LEFTOP, RIGHTOP, TRUEOP, FALSEOP
Some Mutation Operators – in Java

- **Conditional Operator Replacement**
  - Replace operators (&&, ||, &, |, ^) with each other and LEFTOP, RIGHTOP, TRUEOP, FALSEOP

Could these be used to mimic edge coverage?
Some Mutation Operators – in Java

- Conditional Operator Replacement
  - Replace operators (&&, ||, &, |, ^) with each other and LEFTOP, RIGHTOP, TRUEOP, FALSEOP

- The operator replacement pattern continues...
  - Assignment, Unary Insertion, Unary Deletion
Some Mutation Operators – in Java

- Conditional Operator Replacement
  - Replace operators (&&, ||, &, |, ^) with each other and LEFTOP, RIGHTOP, TRUEOP, FALSEOP
- The operator replacement pattern continues...
  - Assignment, Unary Insertion, Unary Deletion
- Scalar Variable Replacement
  - Replace each variable use with another compatible variable in scope

What does compatible mean? Is it necessary?
Some Mutation Operators – in Java

- **Conditional Operator Replacement**
  - Replace operators (&&, ||, &, |, ^) with each other and LEFTOP, RIGHTOP, TRUEOP, FALSEOP

- **The operator replacement pattern continues...**
  - Assignment, Unary Insertion, Unary Deletion

- **Scalar Variable Replacement**
  - Replace each variable use with another compatible variable in scope

- **Bomb Statement Replacement**
  - Replace a statement with BOMB()
Some Mutation Operators – in Java

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Some Mutation Operators – in Java

- These are all *intra*procedural (within one method)
- What might *inter*procedural operators be?
Some Mutation Operators – in Java

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Some Mutation Operators – in Java

- These are all *intra*procedural (within one method)
- What might *inter*procedural operators be?
  - Changing parameter values
  - Changing the call target
  - Changing incoming dependencies
  - ...
- And more...
  - Interface Mutation, Object Oriented Mutation, ...
Some Mutation Operators – in Java

- These are all *intra*procedural (within one method)
- What might *inter*procedural operators be?
  - Changing parameter values
  - Changing the call target
  - Changing incoming dependencies
  - ...
- And more...
- Often just the simplest are used
Mutation Operators

- Are the mutants representative of all bugs?
- Do we expect the mutation score to be meaningful?

Ideas? Why? Why not?
Mutation Operators

- Are the mutants representative of all bugs?
- Do we expect the mutation score to be meaningful?

Ideas? Why? Why not?

2 Key ideas are missing....
Competent Programmer Hypothesis

Programmers *tend* to write code that is *almost* correct.
Competent Programmer Hypothesis

Programmers *tend* to write code that is *almost* correct

- So *most* of the time simple mutations should reflect the real bugs.
Coupling Effect

Tests that cover so much behavior that even simple errors are detected should also be sensitive enough to detect more complex errors.
Coupling Effect

Tests that cover so much behavior that even simple errors are detected should also be sensitive enough to detect more complex errors

- By casting a fine enough net, we'll catch the big fish, too
  (sorry dolphins)
Higher Order Mutants?

*Suppose* traditional mutations are too simple

- How could mutants be made that are more realistic?
**Higher Order Mutants?**

*Suppose* traditional mutations are too simple

- How could mutants be made that are more realistic?
- Combine apply multiple mutation operators...

What will this do?
Higher Order Mutants?

*Suppose* traditional mutations are too simple

- How could mutants be made that are more realistic?
- Combine apply multiple mutation operators...
- *Carefully.* Want to catch subtle *interactions.*
Higher Order Mutants?

Suppose traditional mutations are too simple

- How could mutants be made that are more realistic?
- Combine apply multiple mutation operators...
- Carefully. Want to catch subtle interactions.
- Still an emerging area.
What Problems Remain?

- Scale (there are a lot of tests)
What Problems Remain?

- Scale (there are a lot of tests)
- Equivalence
What Problems Remain?

- Scale (there are a lot of tests)
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- Scale may be attacked in many ways

Ideas?
What Problems Remain?

- Scale (there are a lot of tests)
- Equivalence

- Scale may be attacked in many ways
  - Coverage filters
  - Short circuiting tests
  - Testing mutants simultaneously
What Problems Remain?

- Scale (there are a lot of tests)
- Equivalence

- Scale may be attacked in many ways
  - Coverage filters
  - Short circuiting tests
  - Testing mutants simultaneously

- Can also modify *mutation criteria* to help with *both*...
Mutation Criteria

• Recall: If a test can detect a mutant, that mutant is killed by the test.
Mutation Criteria

• Recall: If a test can detect a mutant, that mutant is killed by the test.

What does it mean if a mutant was killed?
Mutation Criteria

• Recall: If a test can detect a mutant, that mutant is *killed* by the test.

What does it mean if a mutant was killed?

What does it mean if a mutant was *not* killed?
Mutation Criteria

- **Strongly Killed**
  - A test *strongly* kills a mutant $m$ if $m(t)$ produces different *output* than $p(t)$
Mutation Criteria

- **Strongly Killed**
  - A test *strongly* kills a mutant \( m \) if \( m(t) \) produces different output than \( p(t) \)

\[ \text{Reachability} \quad \text{Infection} \quad \text{Propagation} \]
Mutation Criteria

• **Strongly Killed**
  – A test *strongly* kills a mutant m if m(t) produces different *output* than p(t)

• **Weakly Killed**
  – A test weakly kills a mutant m if m(t) produces different *internal state* than p(t)
Mutation Criteria

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Reachability  Infection  Propagation
Mutation Criteria

- **Strongly Killed**
  - A test strongly kills a mutant $m$ if $m(t)$ produces different output than $p(t)$

- **Weakly Killed**
  - A test weakly kills a mutant $m$ if $m(t)$ produces different internal state than $p(t)$
  - Reachable, infects, but might not propagate.

How might this happen?
Mutation Criteria

- **Strongly Killed**
  - A test *strongly* kills a mutant m if m(t) produces different output than p(t).

```c
int min(int a, int b) {
    int minVal;
    minVal = b; // was a
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

- **Weakly Killed**
  - A test *weakly* kills a mutant m if m(t) produces different internal state than p(t).
  - Reachable, infects, but might not propagate.

How might this happen?
Mutation Criteria

- **Strongly Killed**
  - A test strongly kills a mutant m if m(t) produces different output than p(t).

```c
int min(int a, int b) {
    int minVal;
    minVal = b; // was a
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

- **Weakly Killed**
  - A test weakly kills a mutant m if m(t) produces different internal state than p(t).

- Reachable, infects, but doesn't propagate.

How might this happen?
Mutation Criteria

- **Strongly Killed**
  
  A test *strongly* kills a mutant $m$ if $m(t)$ produces different output than $p(t)$.

- **Weakly Killed**

  A test *weakly* kills a mutant $m$ if $m(t)$ produces different internal state than $p(t)$.

  - Reachable, infects, but doesn't propagate.

```c
int min(int a, int b) {
    int minVal;
    minVal = b; // was a
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

How might this happen?

```
a = 10, b = 5
minVal = 5
```
Mutation Criteria

- **Strongly Killed**
  - A test *strongly* kills a mutant \( m \) if \( m(t) \) produces different output than \( p(t) \).

```c
int min(int a, int b) {
    int minVal;
    minVal = b; // was a
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

- **Weakly Killed**
  - A test *weakly* kills a mutant \( m \) if \( m(t) \) produces different internal state than \( p(t) \).
  - Reachable, infects, but doesn't propagate.

How might this happen?
Mutation Criteria

- **Strongly Killed**
  - A test *strongly* kills a mutant m if m(t) produces different output than p(t).

- **Weakly Killed**
  - A test *weakly* kills a mutant m if m(t) produces different internal state than p(t), and doesn't propagate.

```c
int min(int a, int b) {
    int minVal;
    minVal = b; // was a
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

**How might this happen?**

- `a = 10, b = 5`
- `minVal = 5`
- `return 5`
Mutation Criteria

- **Strongly Killed**
  - A test strongly kills a mutant $m$ if $m(t)$ produces different output than $p(t)$.

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int min(int a, int b) {
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- **Weakly Killed**
  - A test weakly kills a mutant $m$ if $m(t)$ produces different internal state than $p(t)$.

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How can we strongly kill the mutant instead?
Mutation Criteria

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How can we strongly kill the mutant instead?

```
a = 5, b = 10
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Mutation Criteria

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```java
int min(int a, int b) {
    int minVal;
    minVal = b; // was a
    if (b < a) {
        minVal = b;
    }
    return minVal;
}
```

Given $a = 5$, $b = 10$

- **Weakly Killed**
  - A test weakly kills a mutant $m$ if $m(t)$ produces different internal state than $p(t)$.

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```
a = 5, b = 10
minVal = 10
return 10
```

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What might an equivalent mutant look like?
Mutation Criteria

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}
```

- **Weakly Killed**
  - A test weakly kills a mutant m if m(t) produces different internal state than p(t).
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They always behave the same way!
Mutation Criteria

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Leading to...
Mutation Criteria

- **Strong Mutation Coverage**
  - For each mutant, the test suite contains a test that strongly kills the mutant
Mutation Criteria

- **Strong Mutation Coverage**
  - For each mutant, the test suite contains a test that strongly kills the mutant

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Mutation Criteria

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How might weak coverage help with equivalence?
Mutation Criteria

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  - For each mutant, the test suite contains a test that weakly kills the mutant

How might weak coverage help with equivalence?

How might weak coverage help with scalability?
Mutation Criteria

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- **Weak Mutation Coverage**
  - For each mutant, the test suite contains a test that weakly kills the mutant

How might weak coverage help with equivalence?

How might weak coverage help with scalability?

Is there any reason to prefer strong coverage?
Mutation Testing

- Considered one of the strongest criteria

Why?
Mutation Testing

• Considered one of the strongest criteria
  – Mimics some input specifications
  – Mimics some graph coverage (node, edge, ...)

Mutation Testing

- Considered one of the strongest criteria
  - Mimics some input specifications
  - Mimics some graph coverage (node, edge, ...)
- Massive number of criteria.

Why?
Mutation Testing

- Considered one of the strongest criteria
  - Mimics some input specifications
  - Mimics some graph coverage (node, edge, ...)
- Massive number of criteria.
- Still not always the most tests.

Why?
Traditional Coverage vs Mutation

- **Statement & branch** based coverage are the most popular adequacy measures in practice.
Traditional Coverage vs Mutation

• Statement & branch based coverage are the most popular adequacy measures in practice.
  – $\text{Cov}_{\text{stmt}}(T_1) > \text{Cov}_{\text{stmt}}(T_2) \rightarrow ?$
Traditional Coverage vs Mutation

- Statement & branch based coverage are the most popular adequacy measures in practice.
  - $\text{Cov}_\text{stmt}(T_1) > \text{Cov}_\text{stmt}(T_2) \rightarrow T_1$ is more likely to find more bugs.
Traditional Coverage vs Mutation

- Statement & branch based coverage are the most popular adequacy measures in practice.
  - $\text{Cov}_{\text{stmt}}(T_1) > \text{Cov}_{\text{stmt}}(T_2) \rightarrow T_1$ is more likely to find more bugs.

What if you change $|T|$?
Traditional Coverage vs Mutation

- Statement & branch based coverage are the most popular adequacy measures in practice.
  - \( \text{Cov}_{\text{stmt}}(T_1) > \text{Cov}_{\text{stmt}}(T_2) \rightarrow T_1 \text{ is more likely to find more bugs.} \)
  - \( \text{Cov}_{\text{stmt}}(T) \text{ increases with the } |T| \)
Traditional Coverage vs Mutation

- Statement & branch based coverage are the most popular adequacy measures in practice.
  - $\text{Cov}_{\text{stmt}}(T_1) > \text{Cov}_{\text{stmt}}(T_2)$ → $T_1$ is more likely to find more bugs.
  - $\text{Cov}_{\text{stmt}}(T)$ increases with the $|T|$
  - Shrinking $|T|$ while preserving $\text{Cov}_{\text{stmt}}(T)$ decreases defect finding power
Traditional Coverage vs Mutation

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  - $\text{Cov}_{\text{stmt}}(T)$ increases with the $|T|$
  - Shrinking $|T|$ while preserving $\text{Cov}_{\text{stmt}}(T)$ decreases defect finding power
  \[\rightarrow\text{You cannot assume that better coverage increases defect finding ability!}\]
Traditional Coverage vs Mutation

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  - Shrinking $|T|$ while preserving $\text{Cov}_{\text{stmt}}(T)$ decreases defect finding power.
  - Coverage still tells you which portions of a program haven't been tested!
Traditional Coverage vs Mutation

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  - Shrinking $|T|$ while preserving $\text{Cov}_{\text{stmt}}(T)$ decreases defect finding power.
  - Coverage still tells you which portions of a program haven't been tested!
  - It just cannot fully measure defect finding capability.
Traditional Coverage vs Mutation

- Mutation analysis/testing correlates with defect finding independent of code coverage! [Just 2014]
Traditional Coverage vs Mutation

- Mutation analysis/testing correlates with defect finding independent of code coverage! [Just 2014]

So is that it? Can we just do mutation testing & be done?
A Summary of Test Adequacy

• *Many* ways of measuring test adequacy.
A Summary of Test Adequacy

- Many ways of measuring test adequacy.
- No single approach is sufficient.
A Summary of Test Adequacy

- *Many* ways of measuring test adequacy.
- *No* single *approach* is *sufficient*.
- *Mutation testing* is the strongest known single approach we presently have, but it comes at a price.
A Summary of Test Adequacy

- Many ways of measuring test adequacy.
- No single approach is sufficient.
- Mutation testing is the strongest known single approach we presently have, but it comes at a price.
- Even combining all adequacy measures, there will still be bugs.
A Summary of Test Adequacy

- **Many** ways of measuring test adequacy.
- **No** single *approach* is *sufficient*.
- **Mutation testing** is the strongest known single approach we presently have, but it comes at a price.
- Even combining all adequacy measures, there will still be bugs.
  - And they have consequences