

Mutation Testing and Automated Program Improvement

Προβλεπόμενη Προβλεπόμενη

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University of Luxembourg
SnT Center

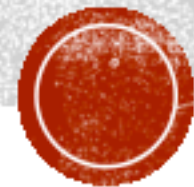
58th CREST Open Workshop



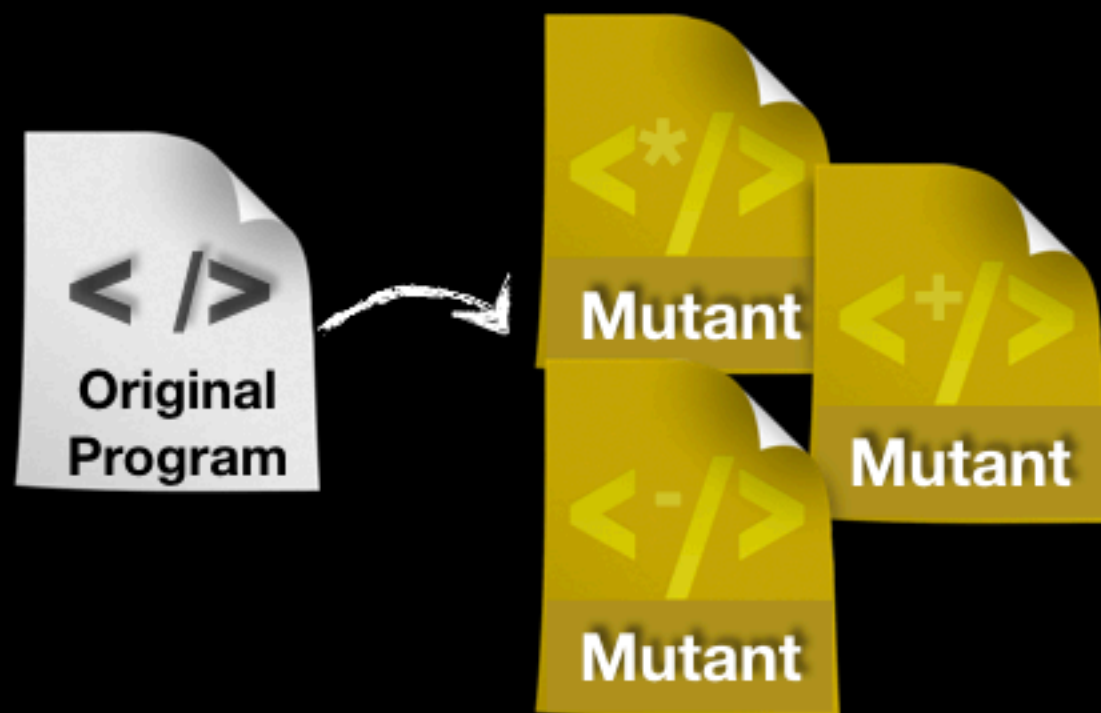
*Part of the presentation were made by Dr. Yue Jia



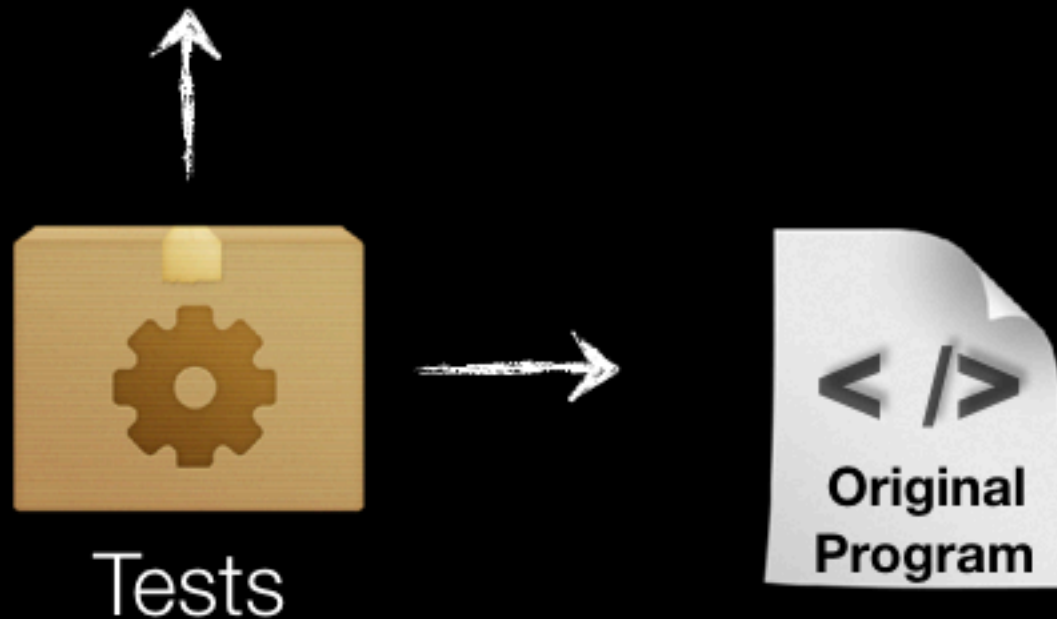
Mutation Testing



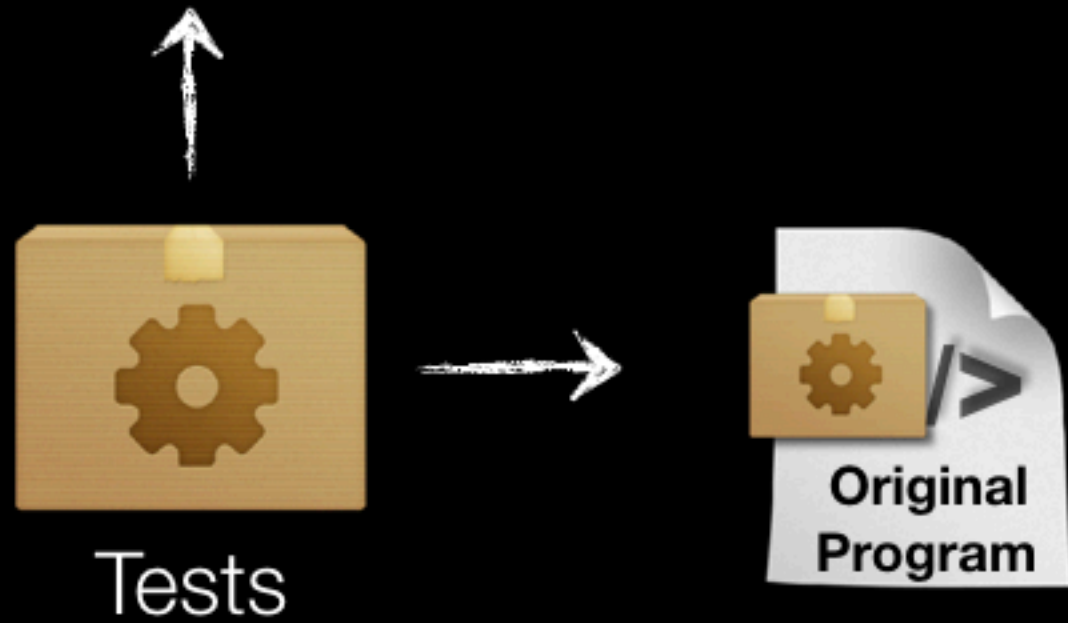
Mutation Testing



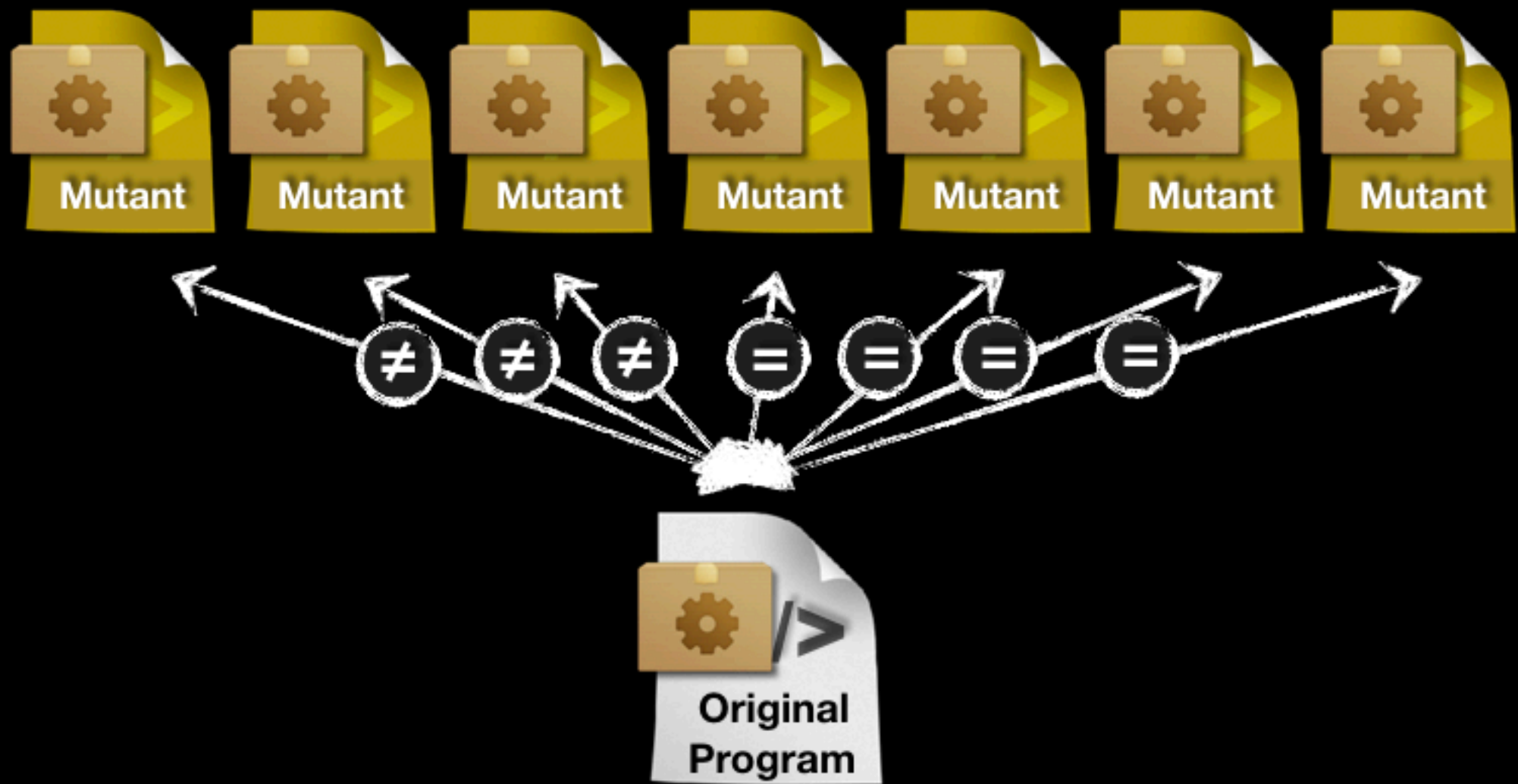
Code-based Mutation Testing



Code-based Mutation Testing

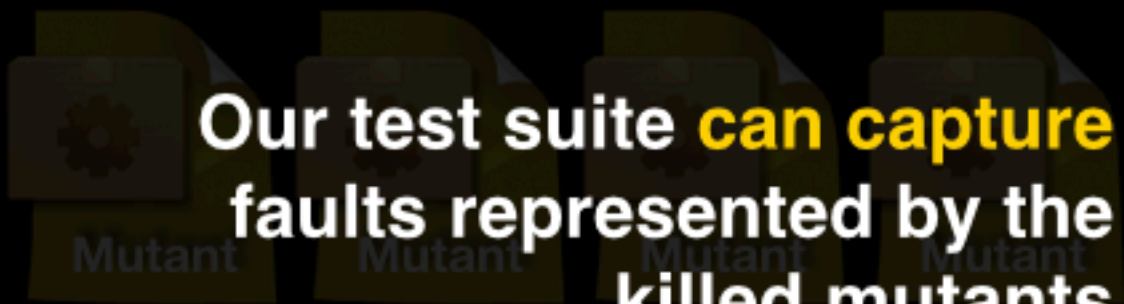


Code-based Mutation Testing

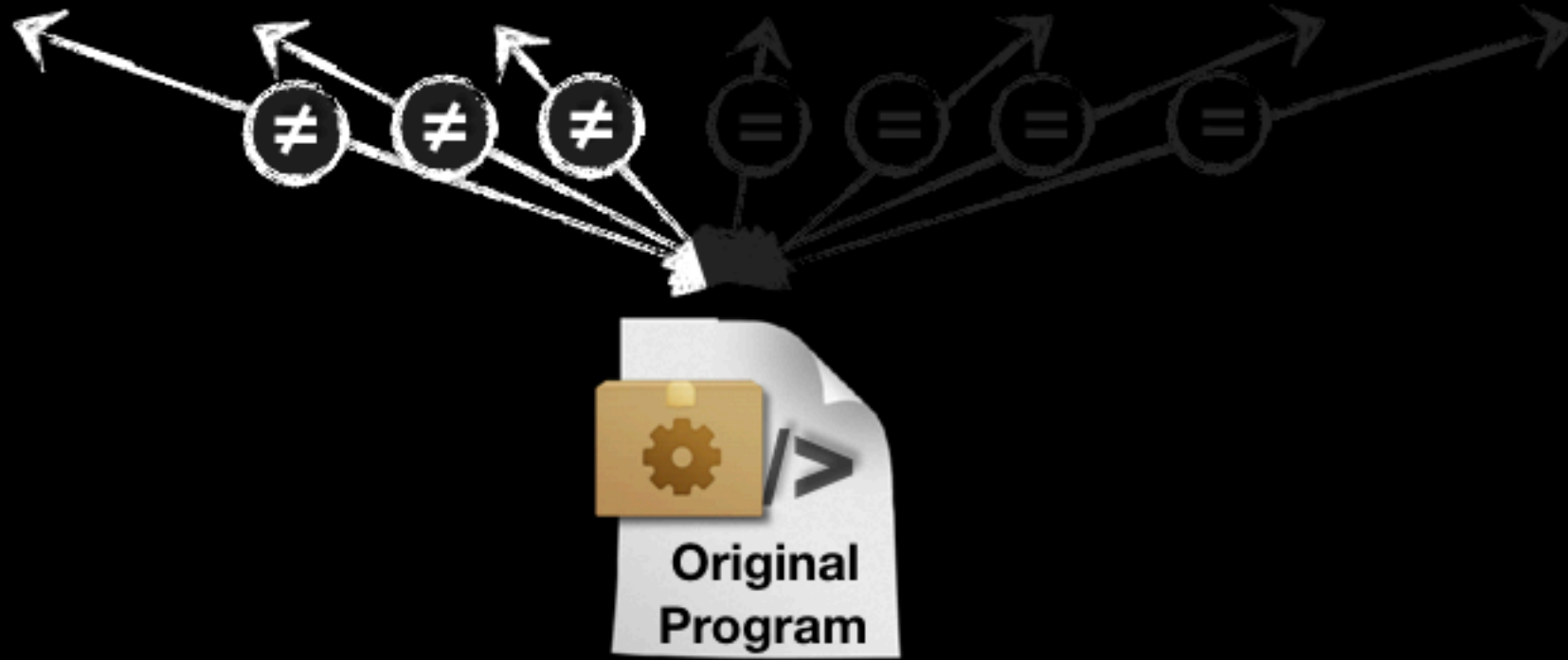


Killed

Survived



Our test suite **can capture** faults represented by the killed mutants



Killed

Survived

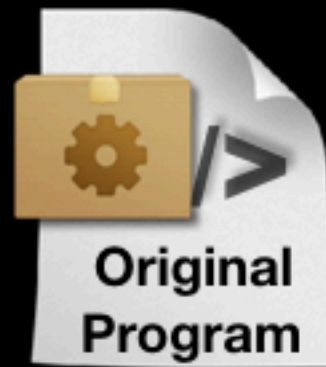
Our test suite **cannot capture** faults represented by the survived mutants



Killed

Survived

Our test suite **cannot capture** faults represented by the survived mutants

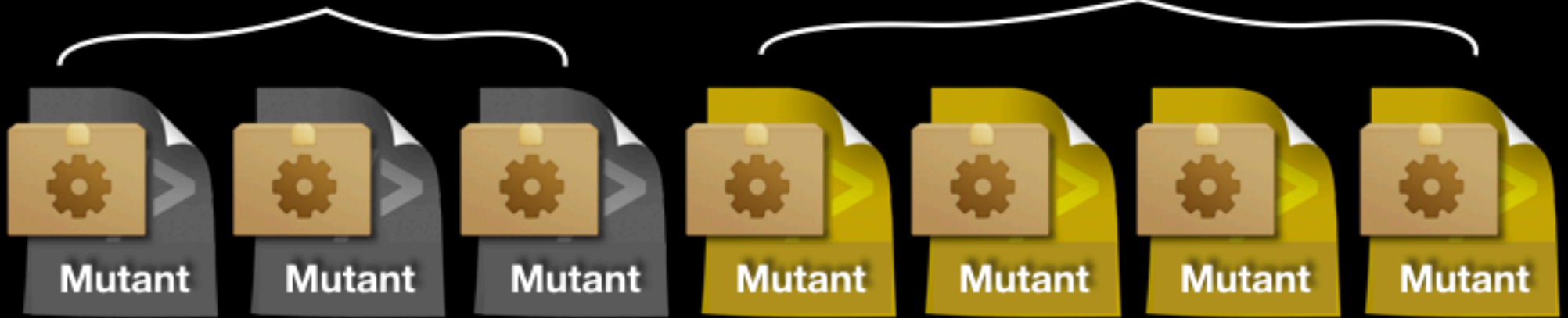


New Tests



Killed

Survived



Mutation
Score

≈

Killed



All



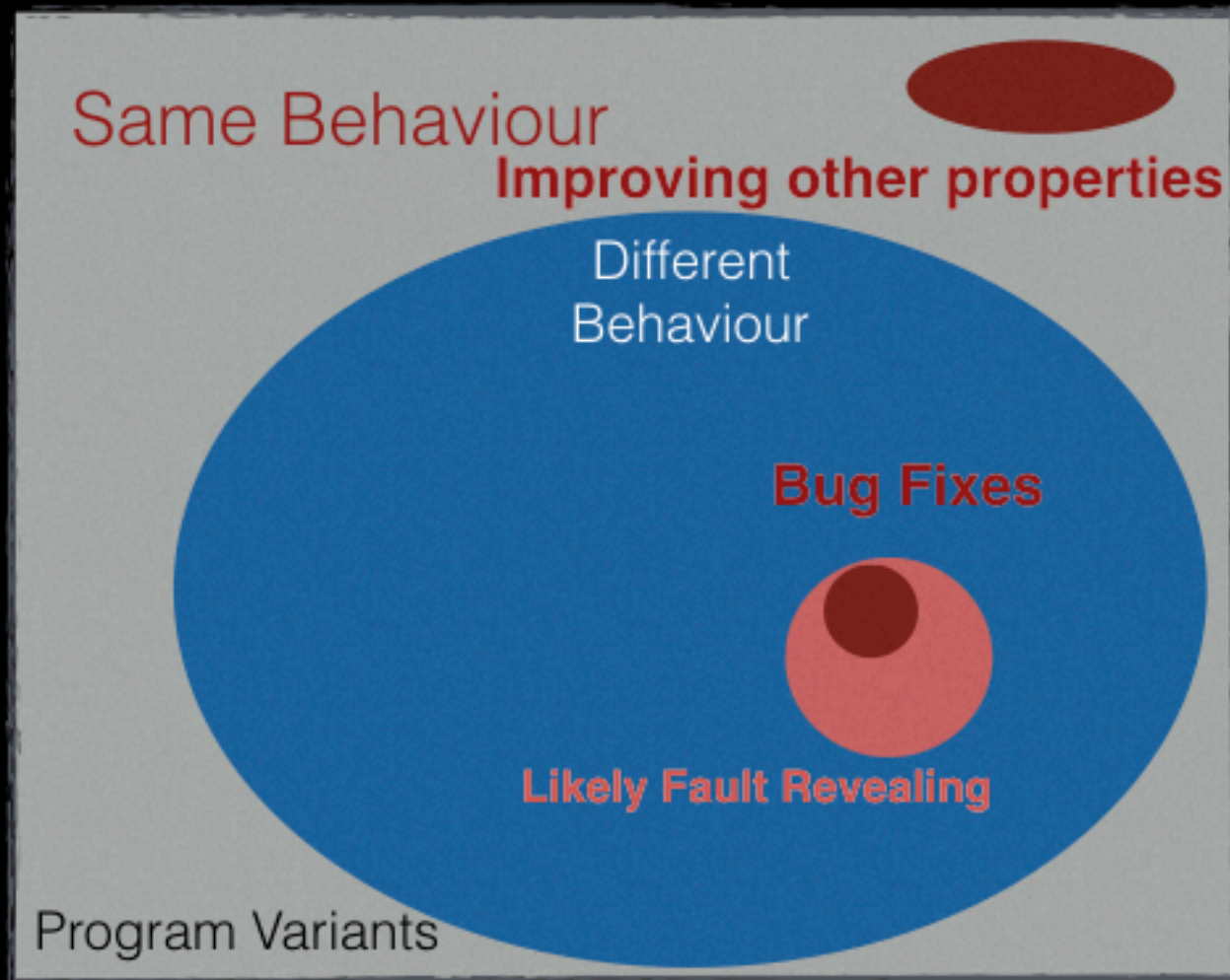
≈ 0.43

Mutation Testing: Focuses on the behaviour differences between program variants

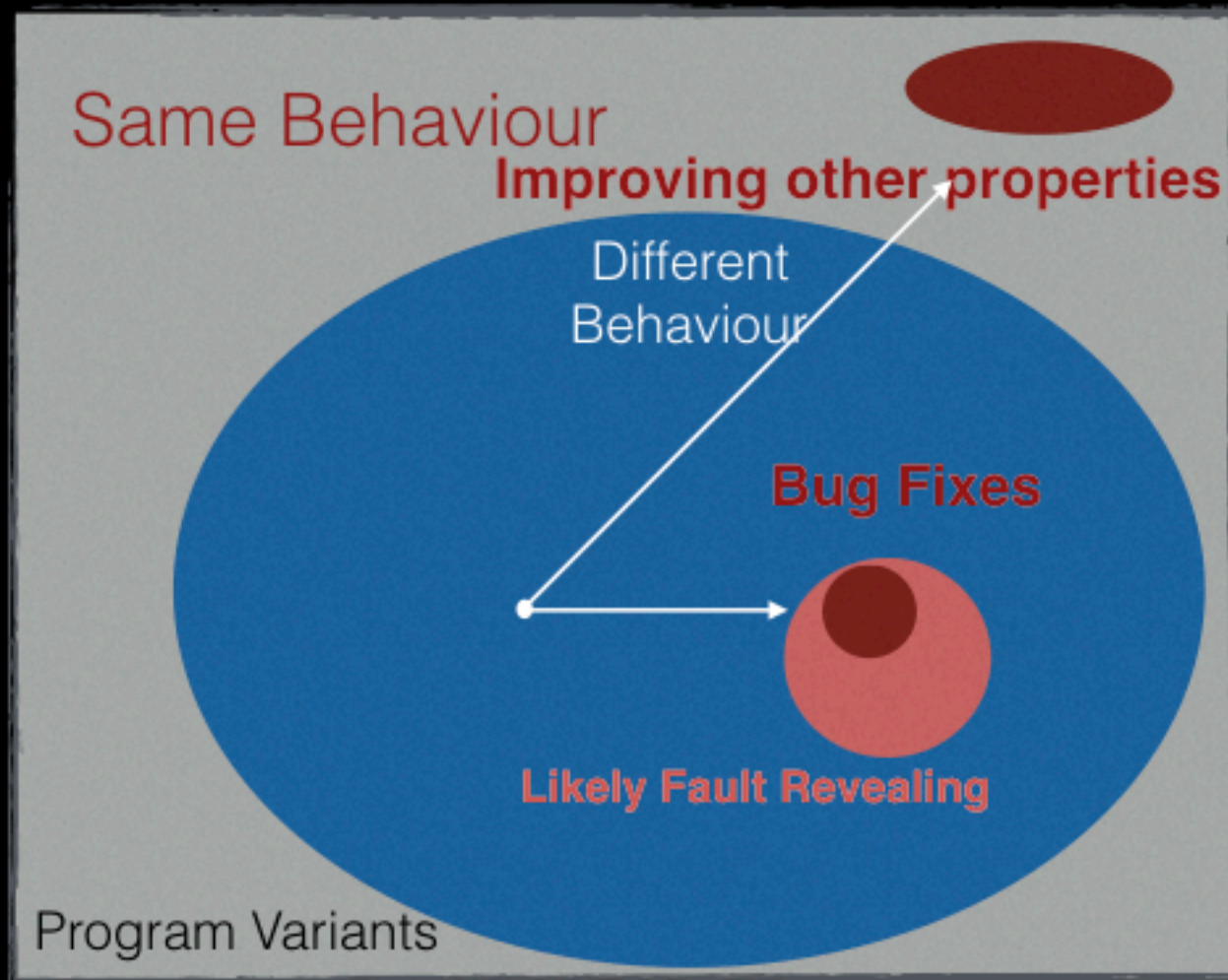
A **good** mutant is one that **leads** to test cases that reveal **erroneous** behaviour (of the original program)

Program Improvement: Focuses on the program variants with the “same” or “similar” behaviour

Mutation Testing and Automated Program Improvement



Mutation Testing and Automated Program Improvement

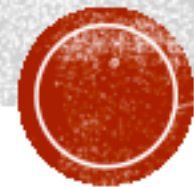


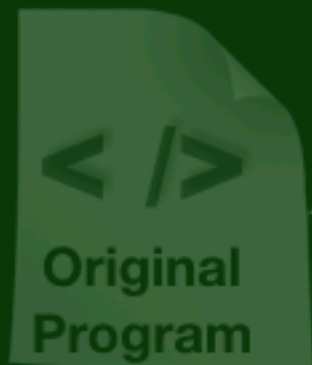
Feasibility and **Scalability** issues are the same!





Automated Program Improvement

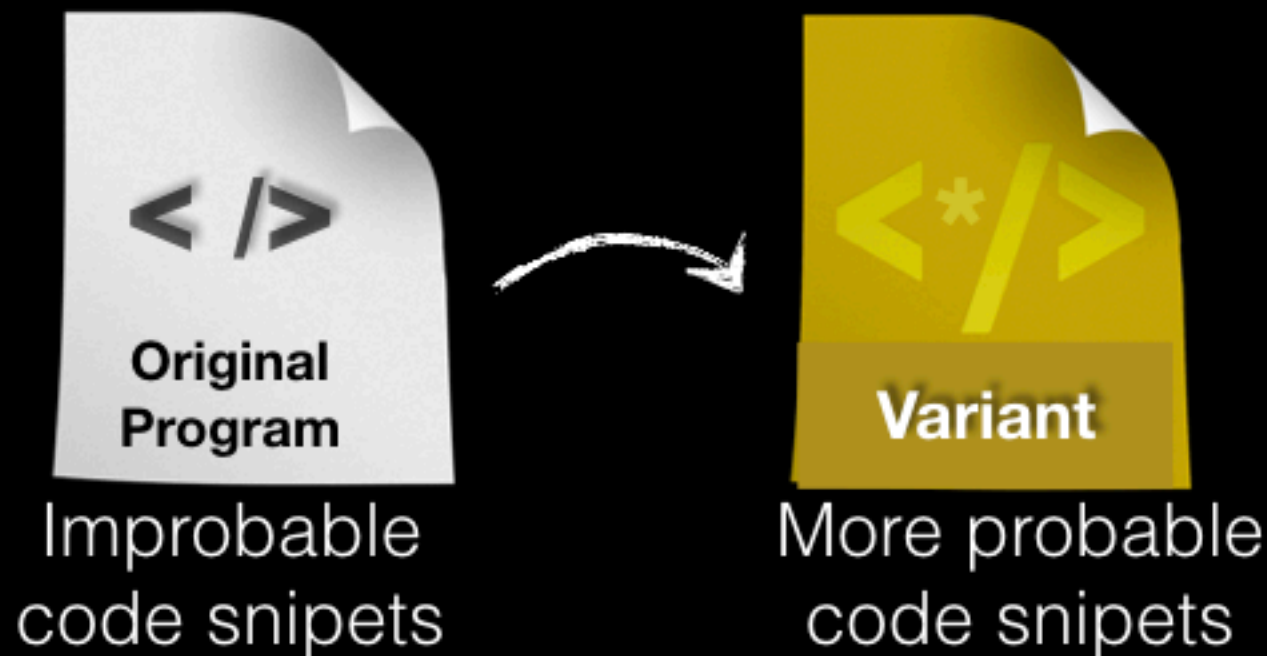




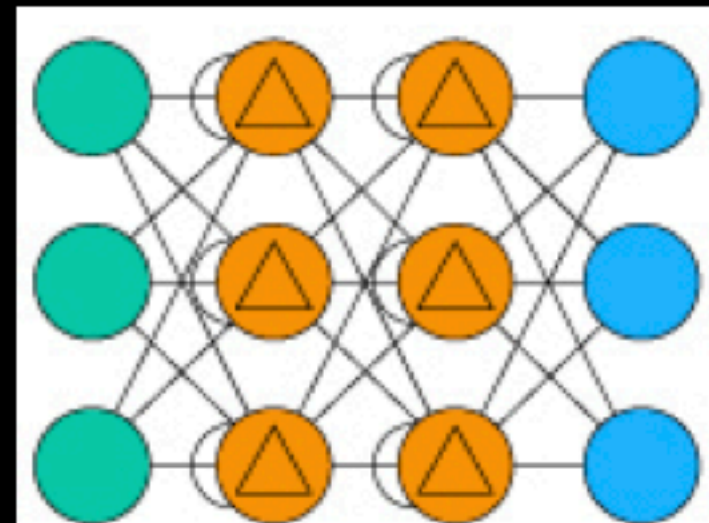
In **Mutation Testing**
Context (code location and transformation) **matters**...



Improbable or surprising code is likely to be problematic

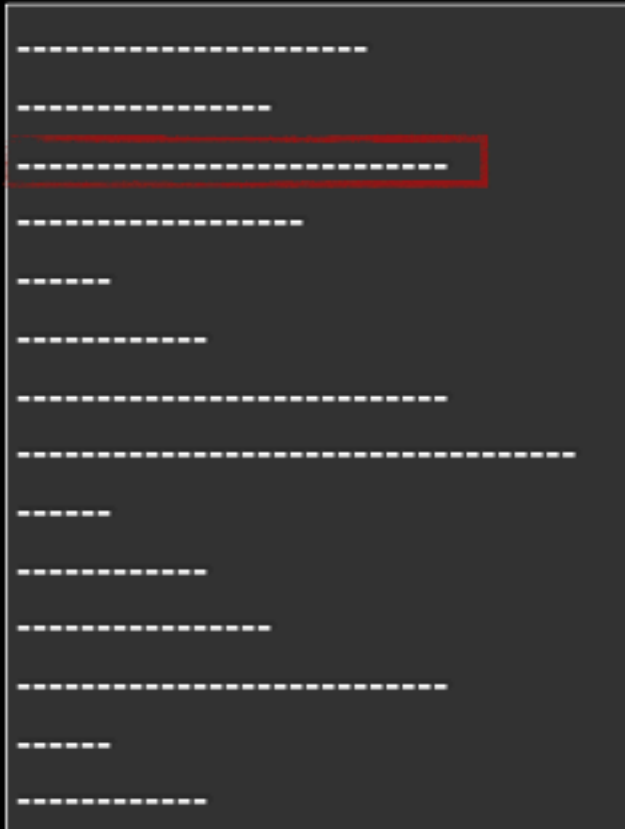


Build a model (learn from existing code)

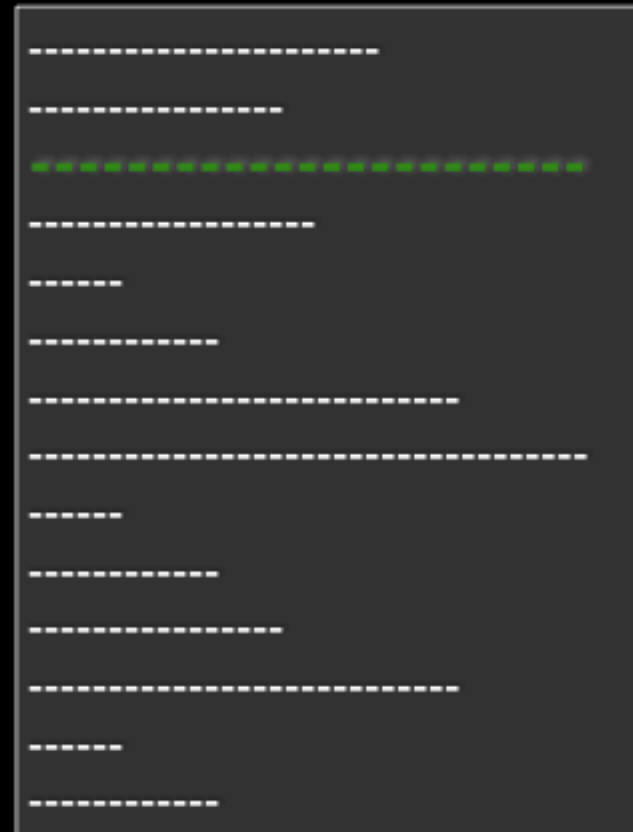
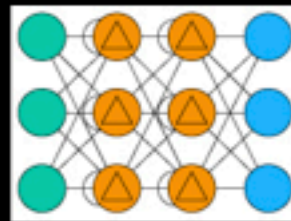
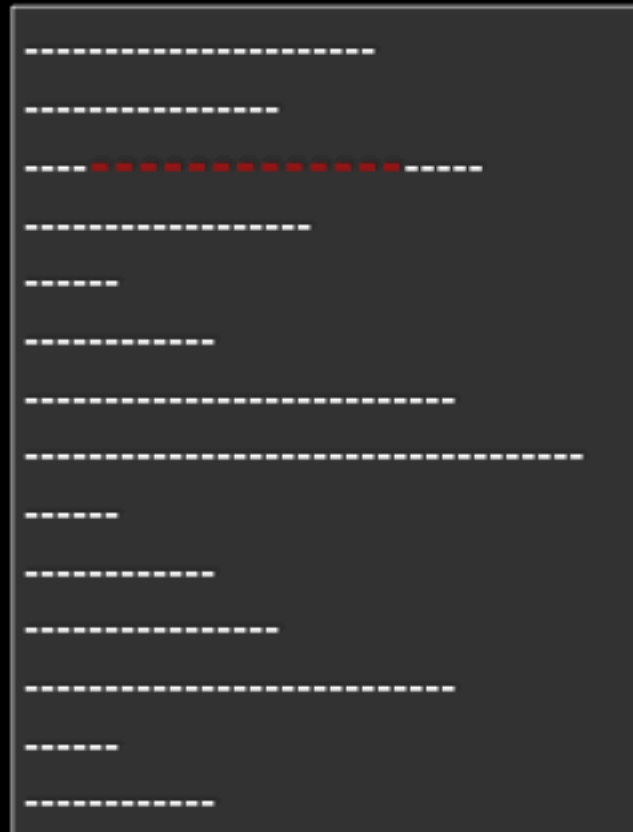


LSTM Recurrent Neural
Network

Mutations-Transformations



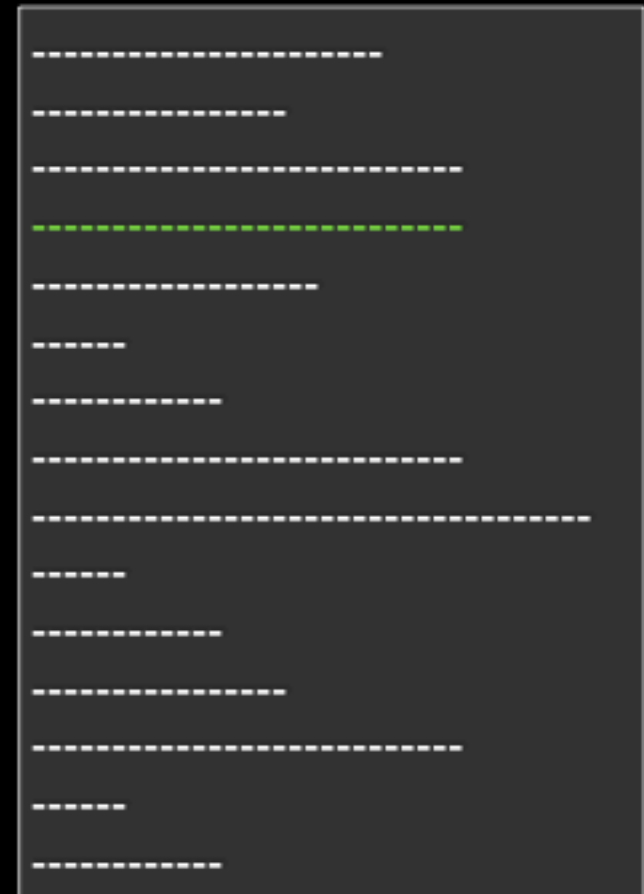
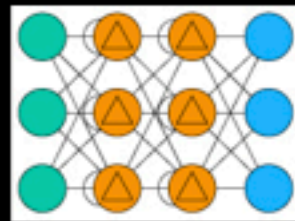
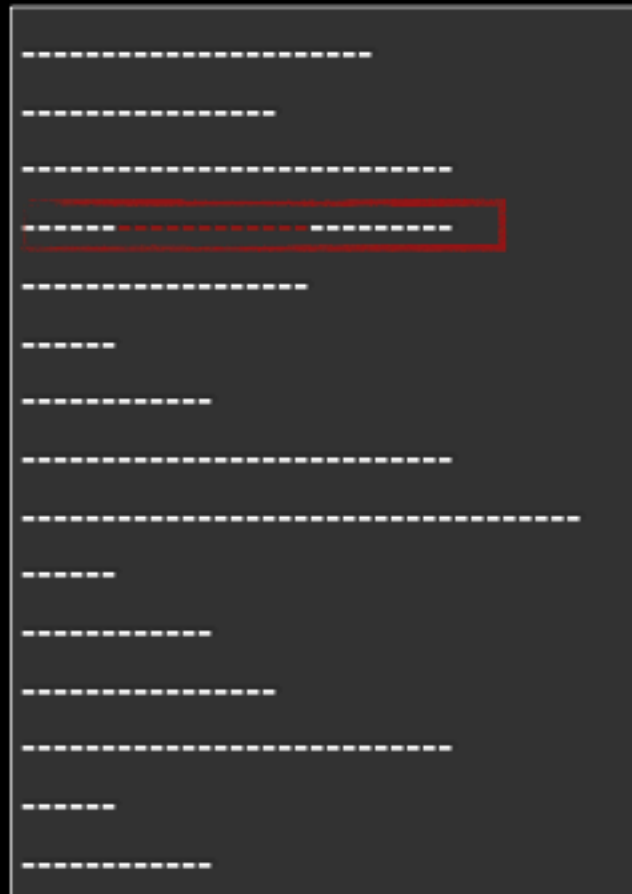
Mutations-Transformations

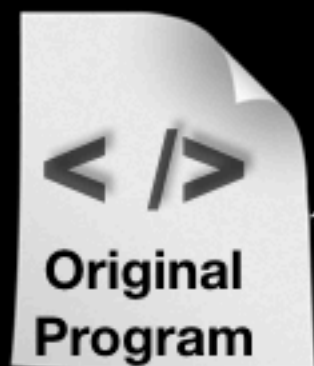


Mutations-Transformations



Mutations-Transformations

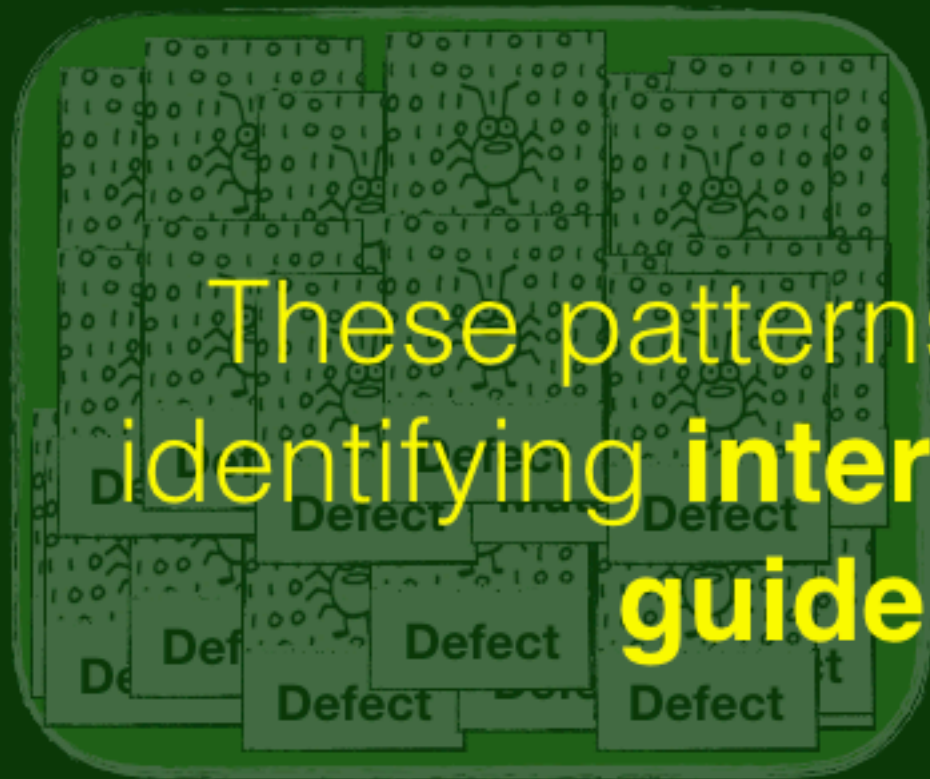




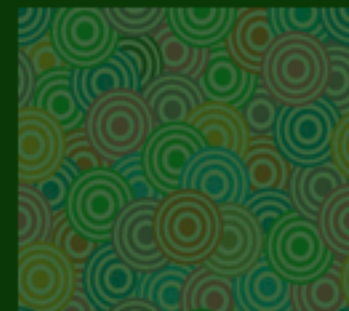
**Multiple Predefined
Syntactic
Transformations**

Tailored Mutations

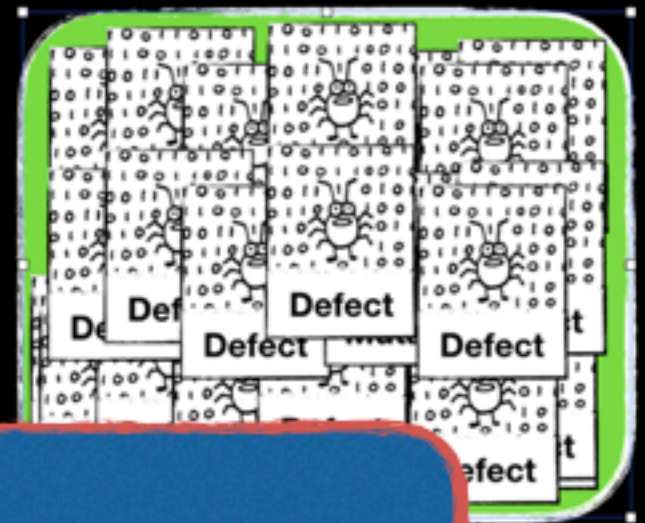
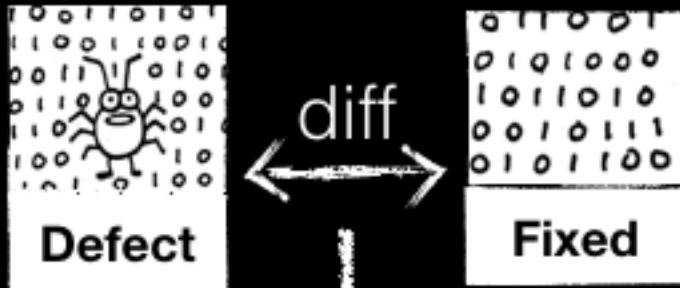
Code Locations & Guidance...



These patterns can be used for identifying **interesting locations** & **guide** evolution



Patterns



Patterns are described in terms of

Control & Data Dependencies

AST Graph elements




GP

Pattern

Selection Problem

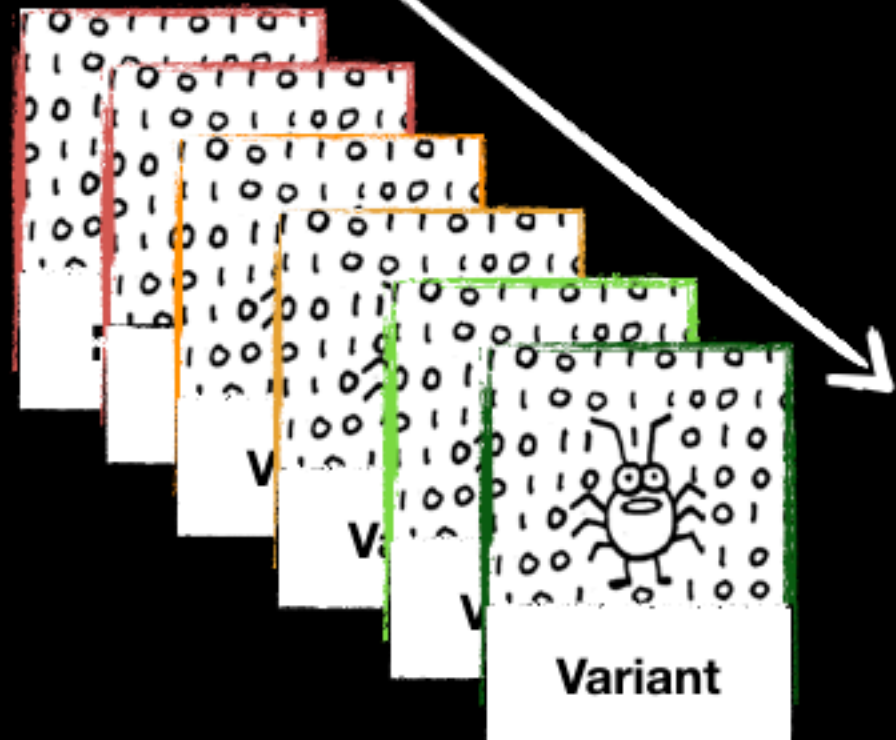
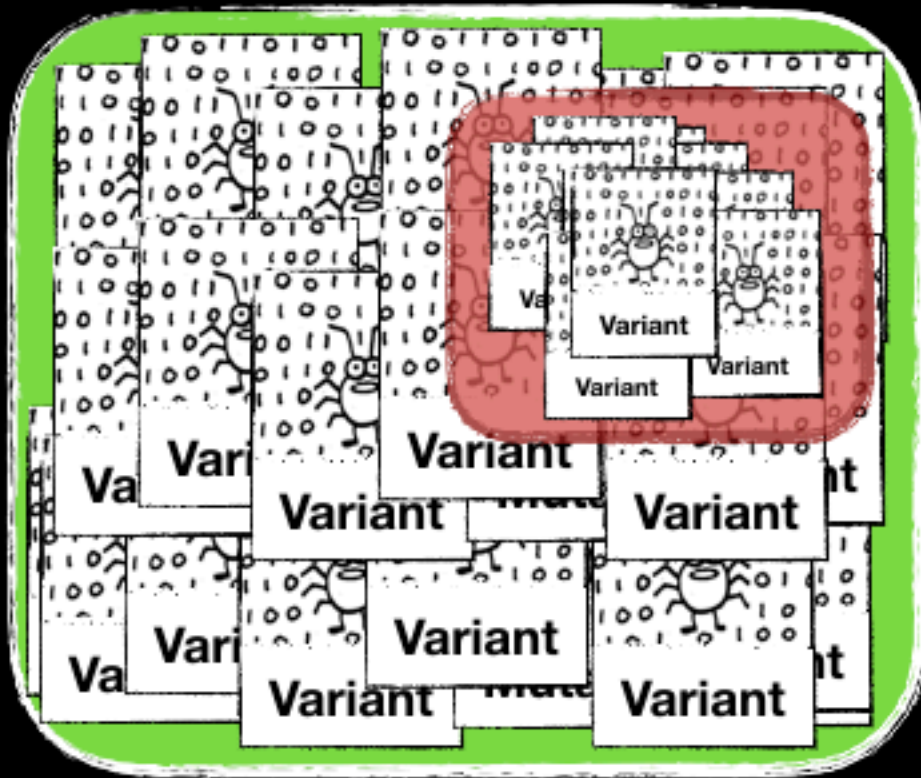
In mutation testing only **a few mutants** (approximately 3%) are interesting...



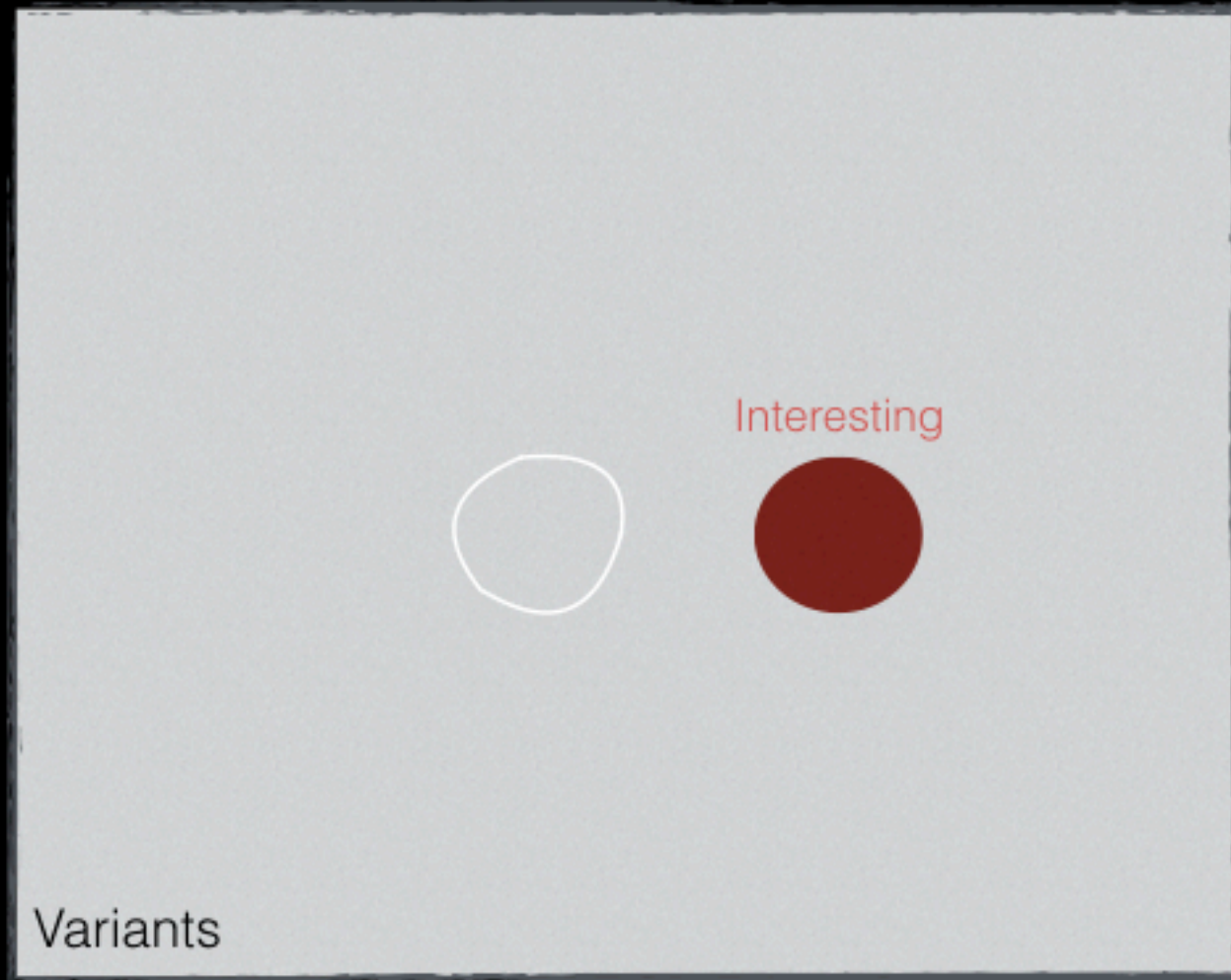
Problem

Set selection
problem

Prioritisation
Problem



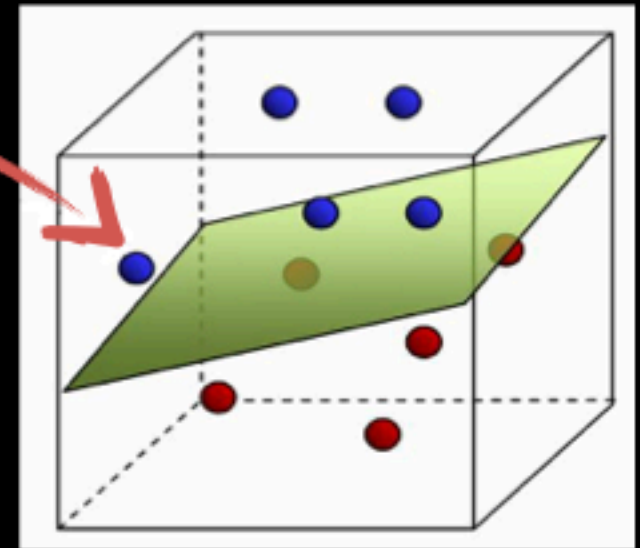
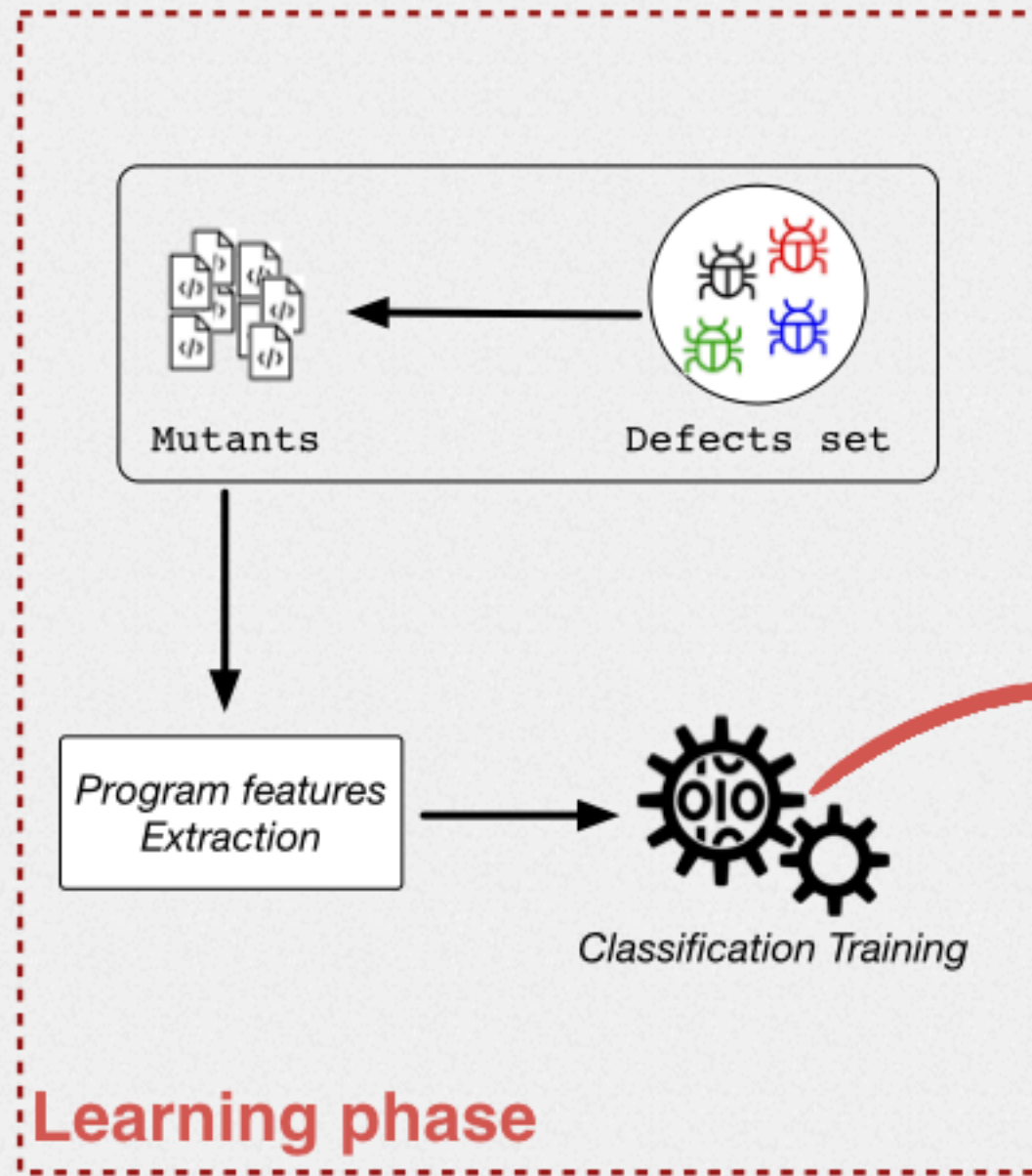
Selection Problem



Prediction Modelling

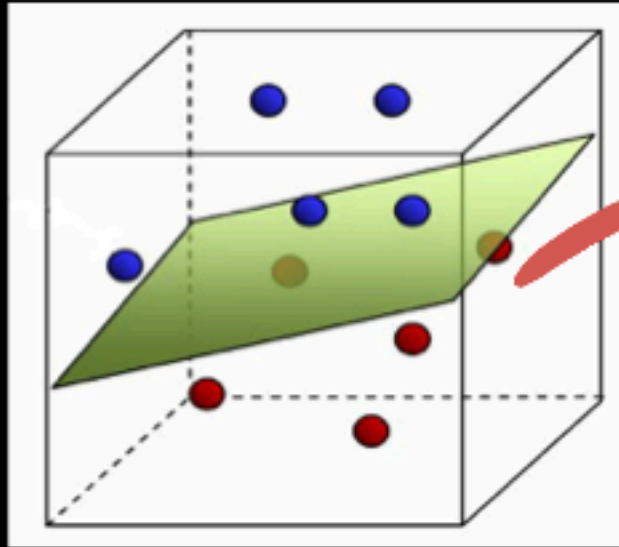


Machine Learning



Classifier

Classifier that predicts mutants' Utility

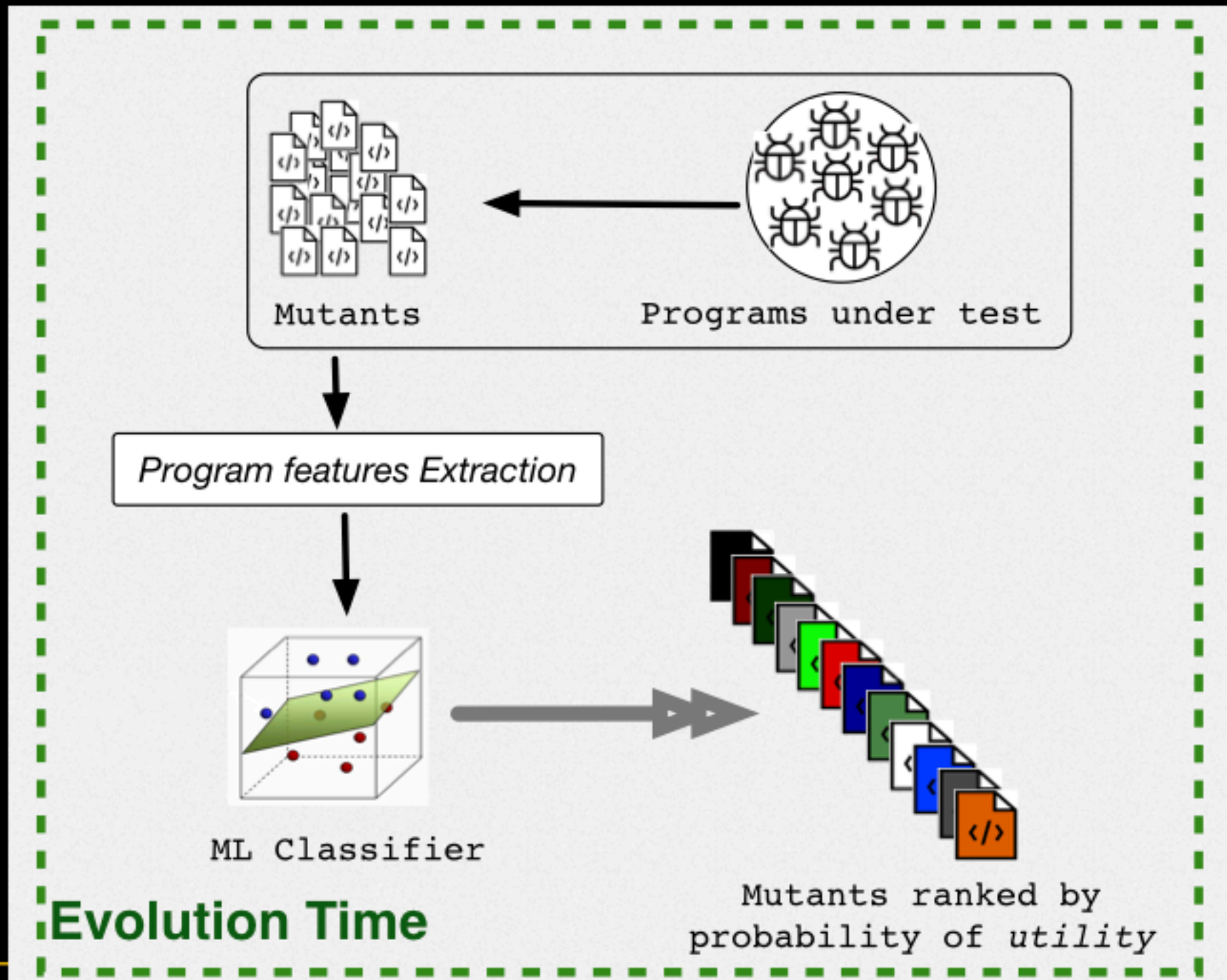


Classifier

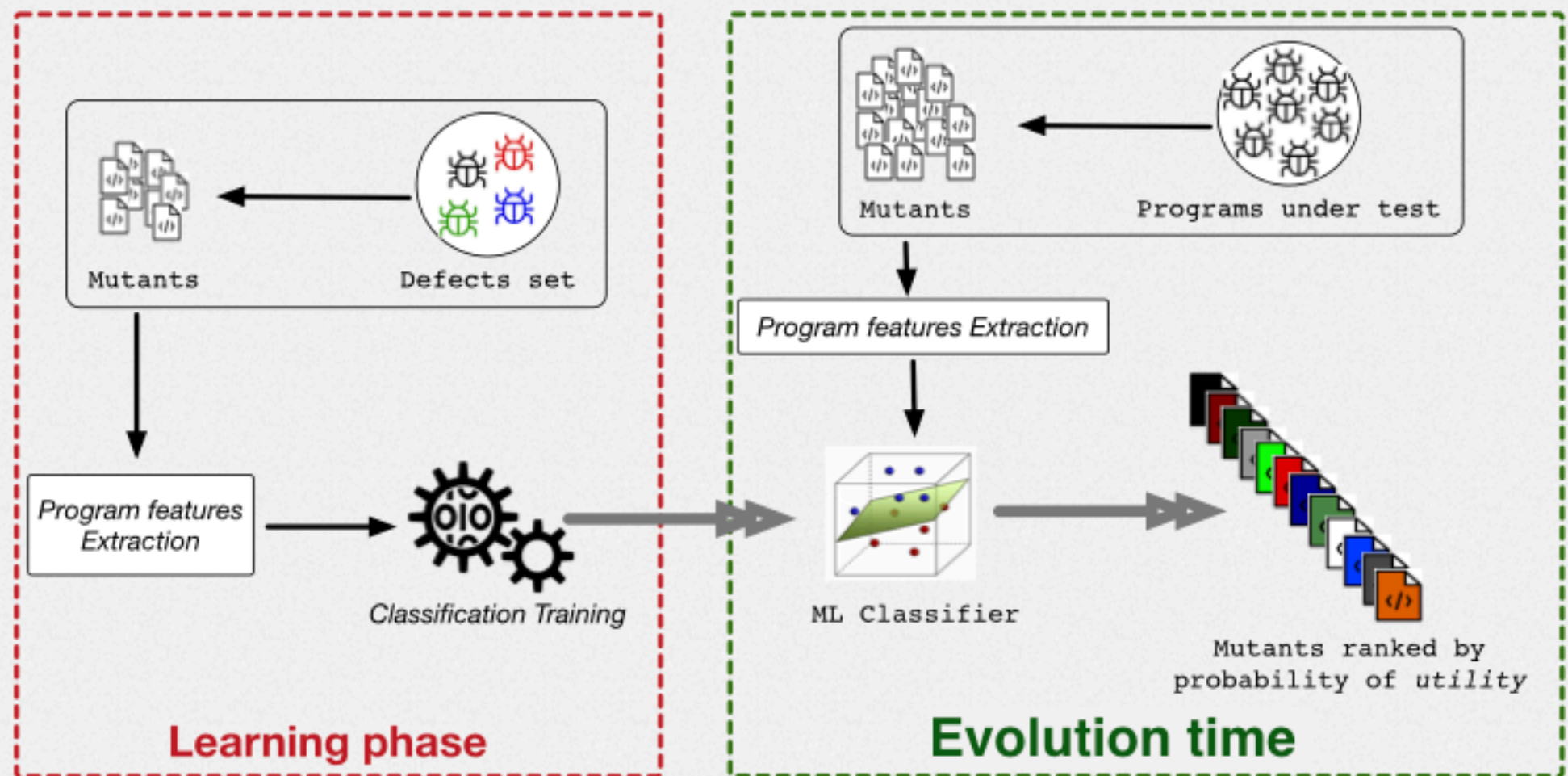


Evolution

Learning-to-rank Mutants



Learning-to-rank Mutants



Features

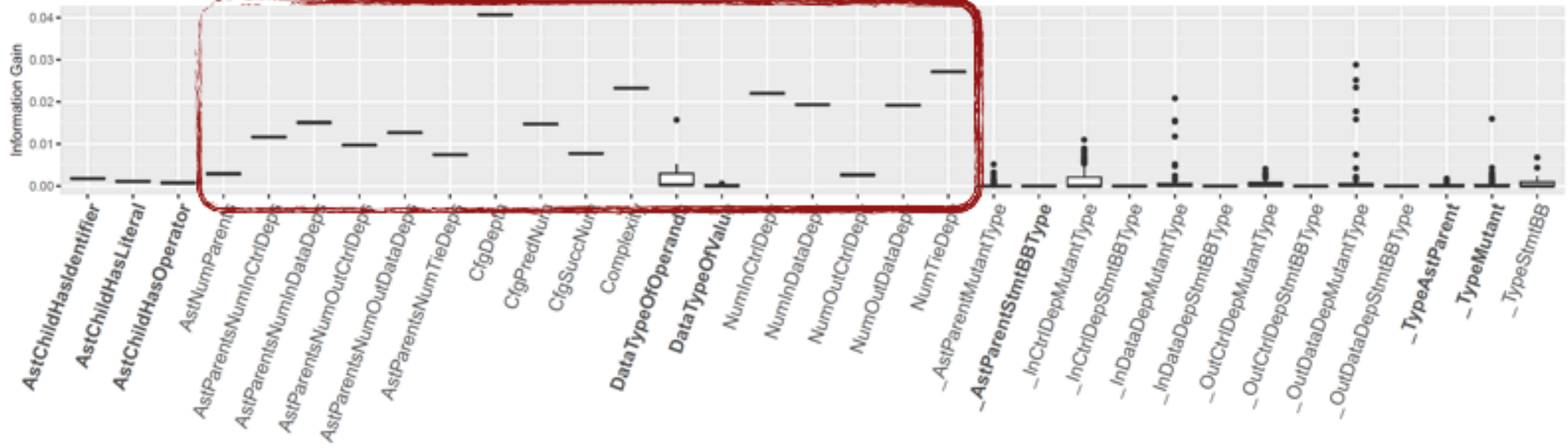
- Depth in the CFG of B
- Complexity of S as its number of mutants
- Mutant type of M
- Types of mutants on P_S
- AST type of P_S
- Number of predecessor/successor Basic Blocks of B on the CFG
- Number of AST parents of S
- Type of B
- Type of P_S ' basic block
- Number of mutants on S
- Number of mutants of statement control out-dependent to S
- Number of mutants of statement control in-dependent to S
- Number of mutants of statement data out-dependent to S
- Number of mutants of statement data in-dependent to S
- Number of mutants of statement control out-dependent to P_S
- Number of mutants of statement control in-dependent to P_S
- Number of mutants of statement data out-dependent to P_S
- Number of mutants of statement data in-dependent to P_S
- Mutant type and statement type of statement control out-dependent to S
- Mutant type and statement type of statement control in-dependent to S
- Mutant type and statement type of statement data out-dependent to S
- Mutant type and statement type of statement data in-dependent to S

M denotes a mutant on statement S in basic block B . P_S denotes the AST parent (of S)

Learning to Rank Interesting Mutants

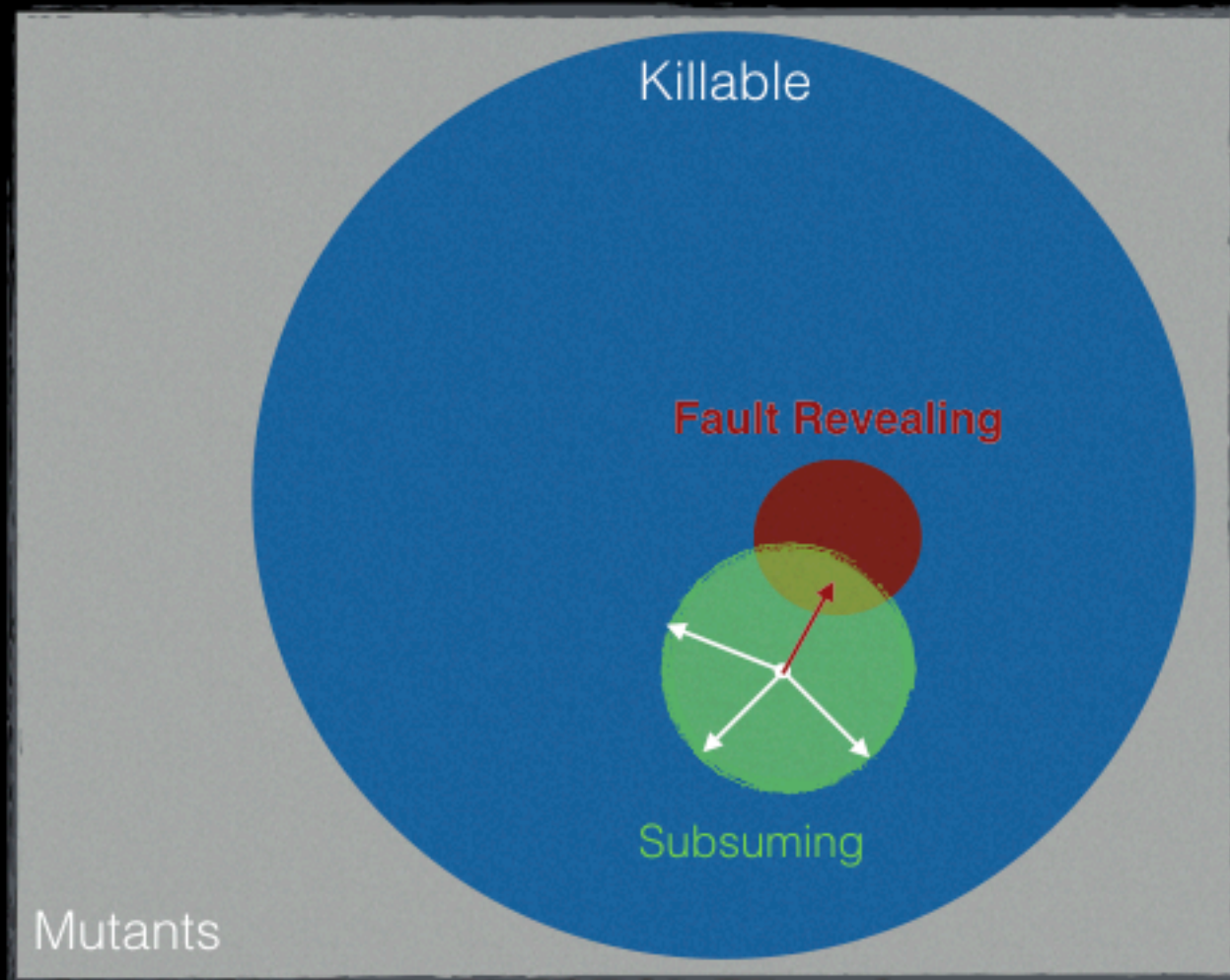
Use Gradient Boosted Decision Trees

LLVM-based mutation tool

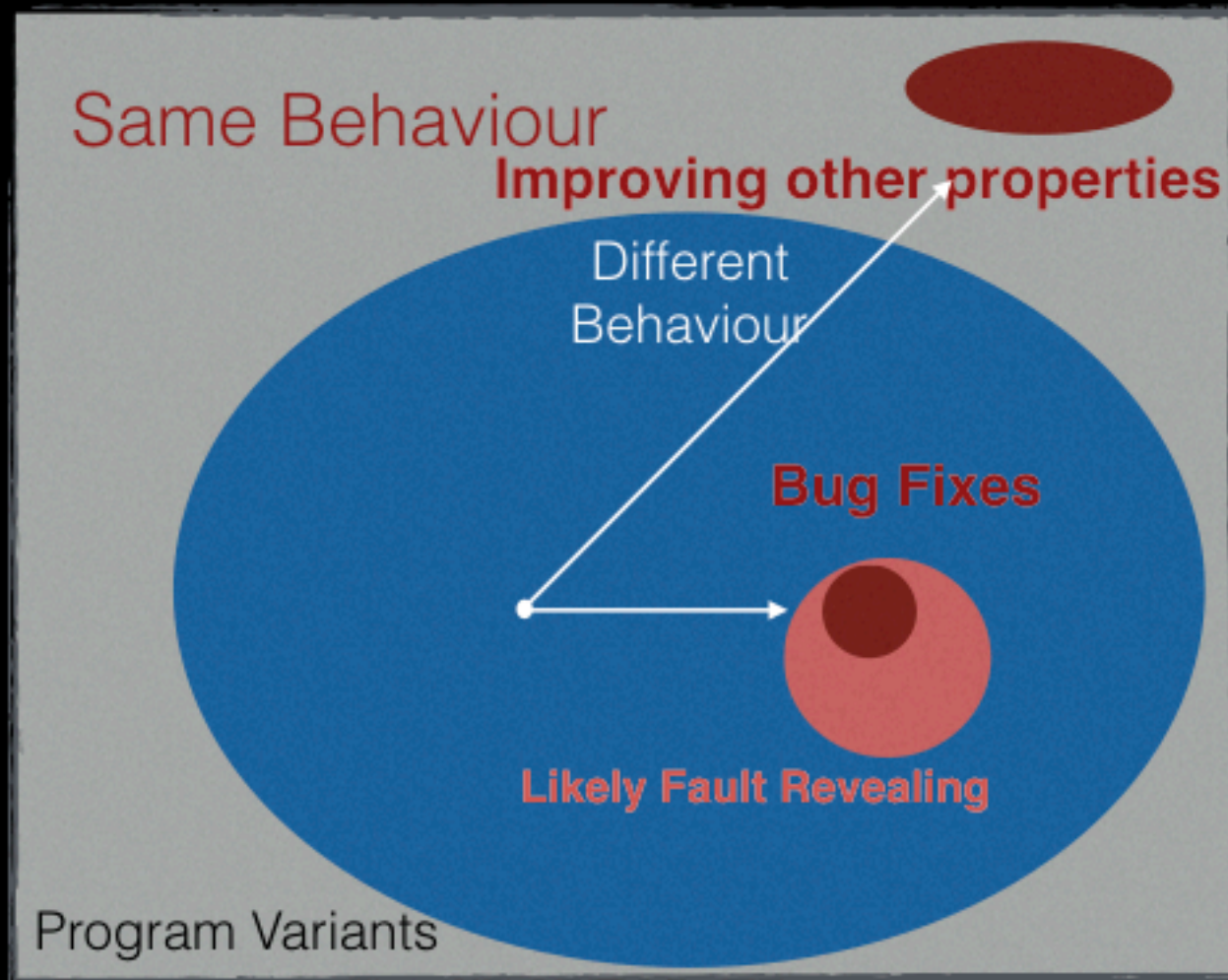


Control and Data Dependencies
are the most **informative** Features

Subsuming mutants and Faults



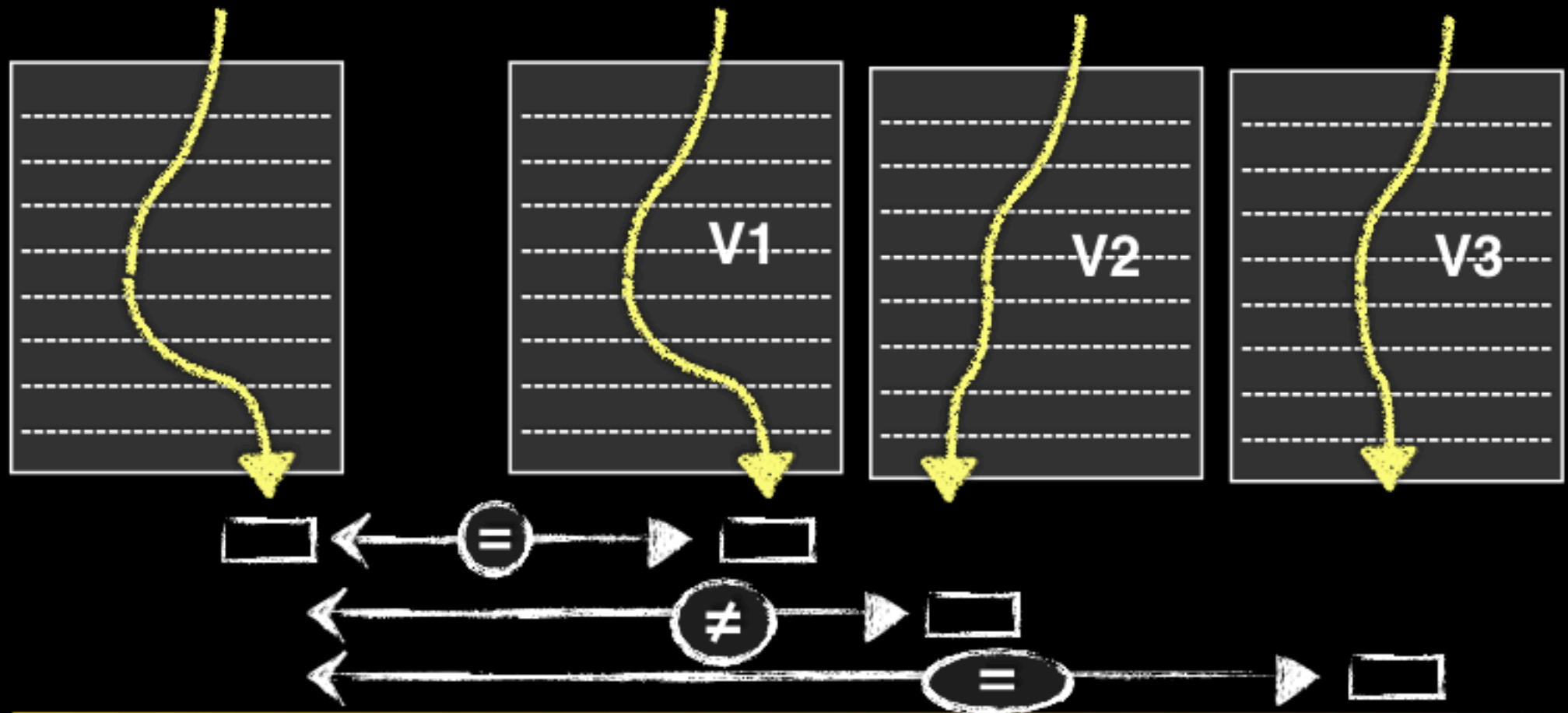
Mutation Testing and Automated Program Improvement



Plausibility & Evaluation

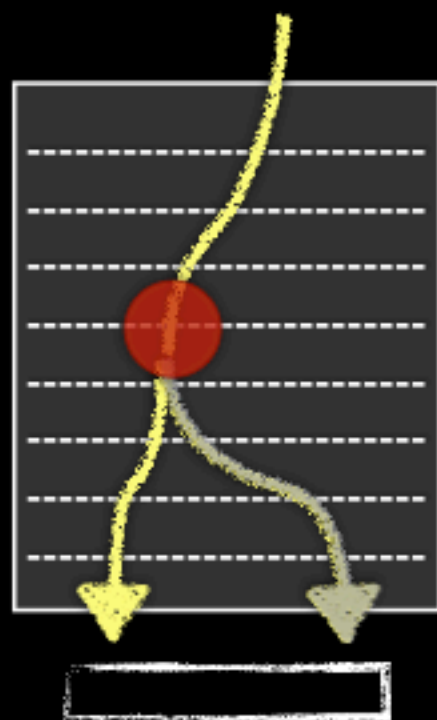
Evaluate Solutions

Dynamic - Test-based Evaluation



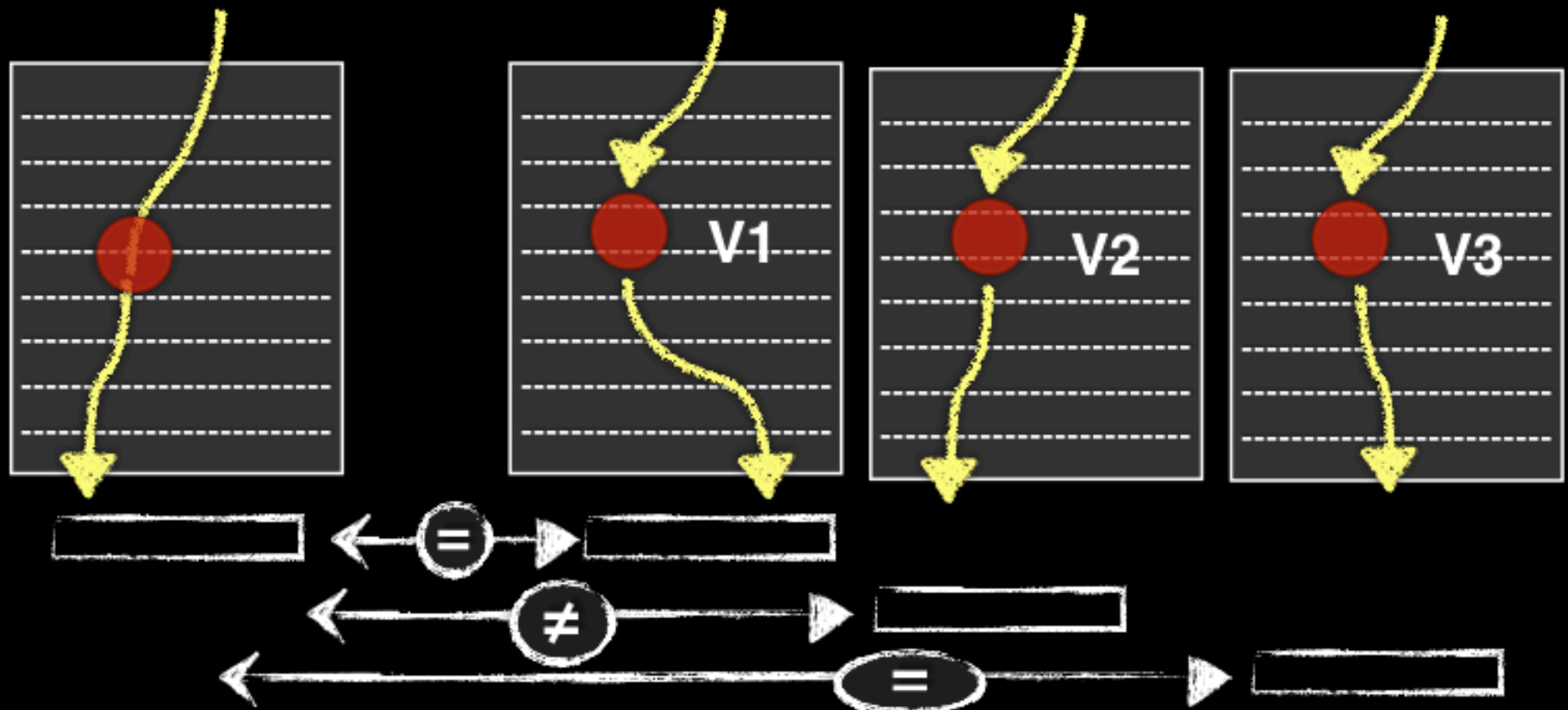
Evaluate Solutions

Execution Hijack

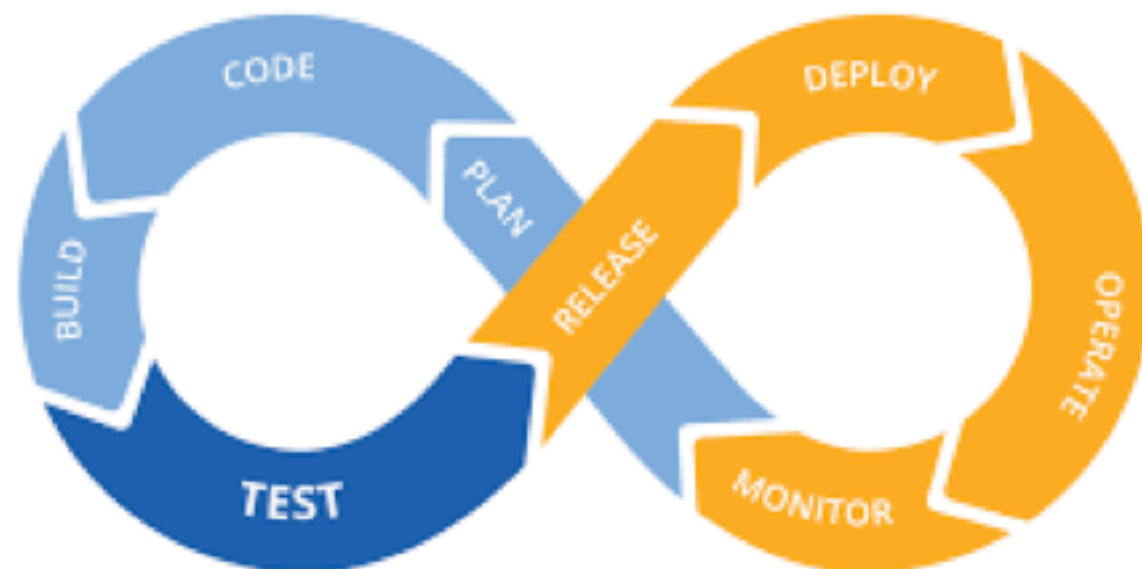


Evaluate Solutions

Execution Hijack



Proposing & Documenting Changes



Present the Results

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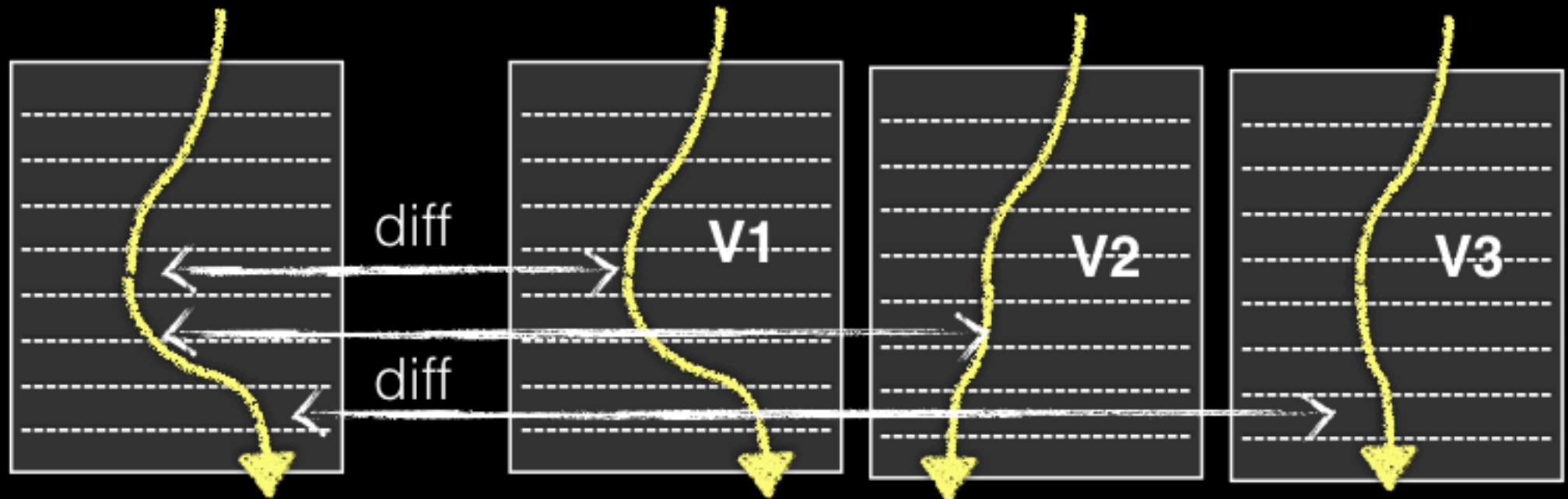
V1

V2

V3



Differences in the data states

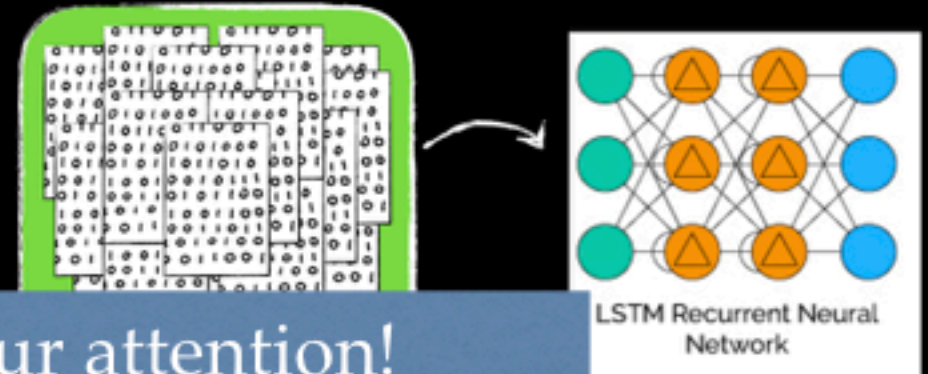
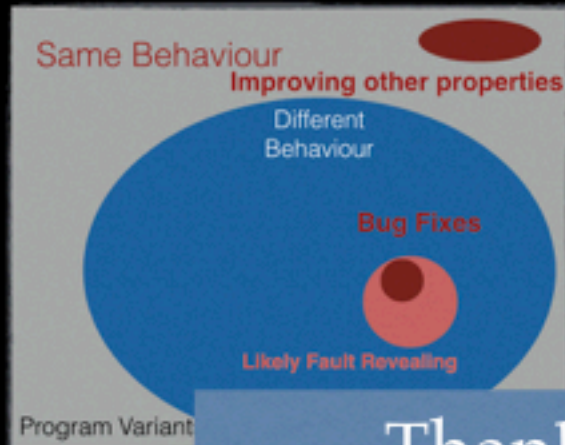


Differences Synthesise conditions-hints



Mutation Testing and Automated Program Improvement

Build a model (learn from existing code)

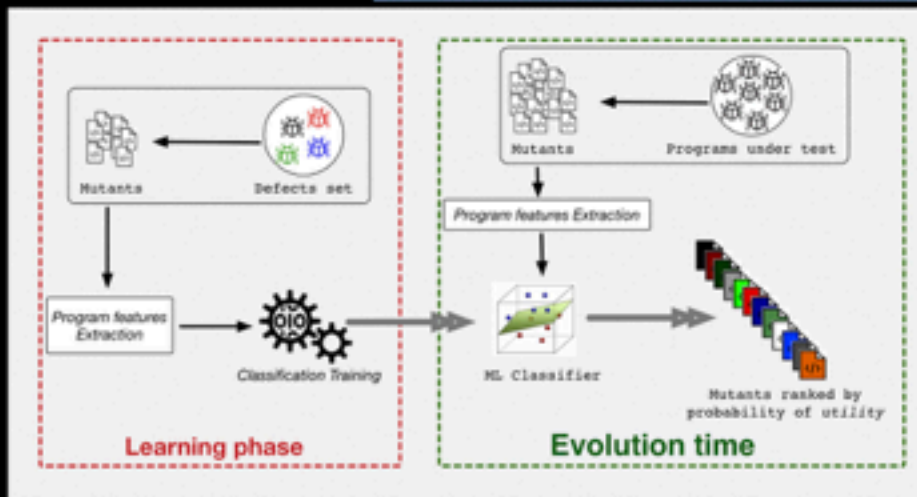


Thank you for your attention!

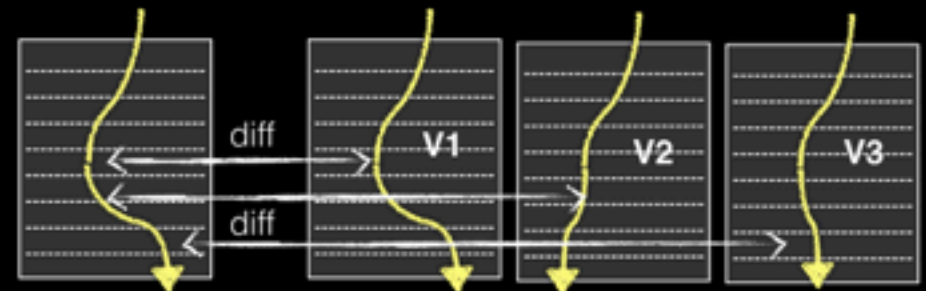
<https://sites.google.com/site/mikepapadakis/>

michail.papadakis@uni.lu

Learning-to-ran



Differences in the data states



Differences Synthesise conditions-hints

