

# Customized Program Mutation

*(aka Mutation analysis for the real world:  
Effectiveness, efficiency and proper tool support)*



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A quick poll

What is a good mutation score?

## A quick poll

What is a good mutation score?

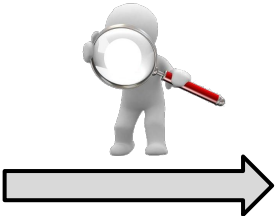
**~100% is good if the mutants are good proxies for real faults.**

**Everything else is meaningless:** the mutation score is heavily inflated due to a high degree of redundancy.

# Big picture: the past, the present, and the future

**Past:** manual  
fault seeding

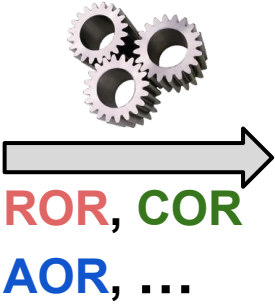
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1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1



0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1

**Present:** generic  
program mutation

0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1

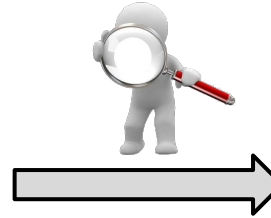




0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1

# Big picture: the past, the present, and the future

**Past:** manual  
fault seeding

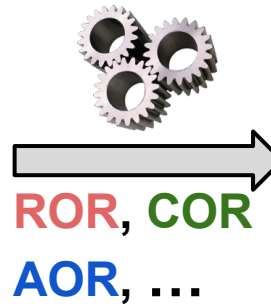
0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1














 1	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1		0
0	1	0	0	0	1	1

**Present:** generic  
program mutation

0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1



 1	1	0	 0	1	 1	 1
1	1	 0	 1	1	0	0
0	 1	1	 1	1	 0	0
 1	 1	0	0	1	1	1

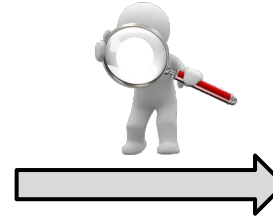
**Problem:** not all mutants are equally strong, and  
program **context affects mutant utility**.

**Solution:** **customize** program mutations to **program context**.

# Big picture: the past, the present, and the future

**Past:** manual fault seeding

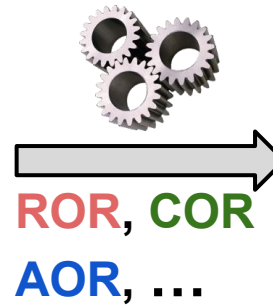
0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1



0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1

**Present:** generic program mutation

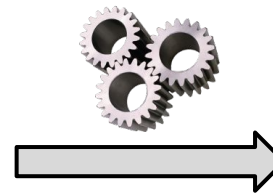
0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1



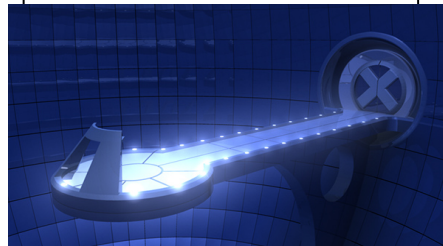
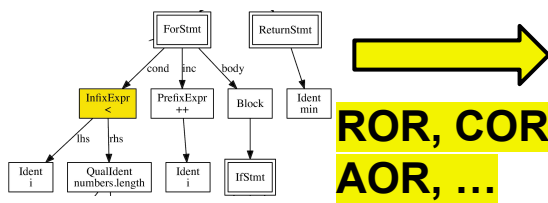
0	1	0	0	0	1	1
1	1	0	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1

**Future:** customized program mutation

0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0



0	1	0	0	0	1	1
1	1	1	0	0	1	0
0	0	1	0	1	1	0
0	1	0	0	0	1	1





# Some terminology

**Mutation operator**

vs.

**mutation operator group**

  
lhs < rhs → lhs != rhs

  
lhs < rhs → lhs <= rhs

  
lhs < rhs → ...

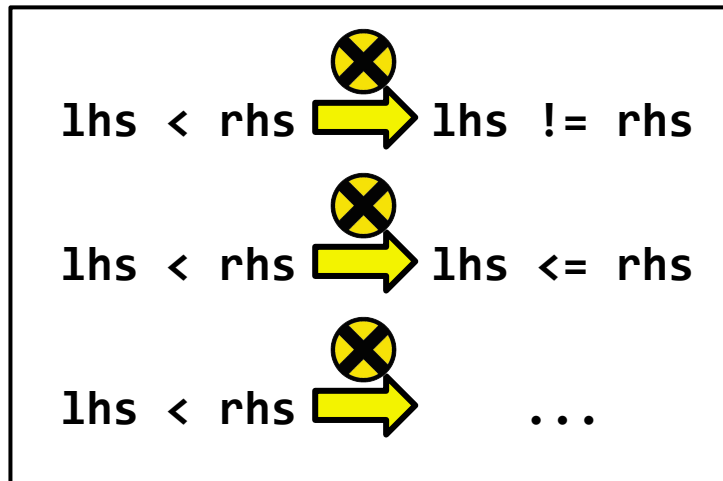
**ROR**

# Some terminology

**Mutation operator**

vs.

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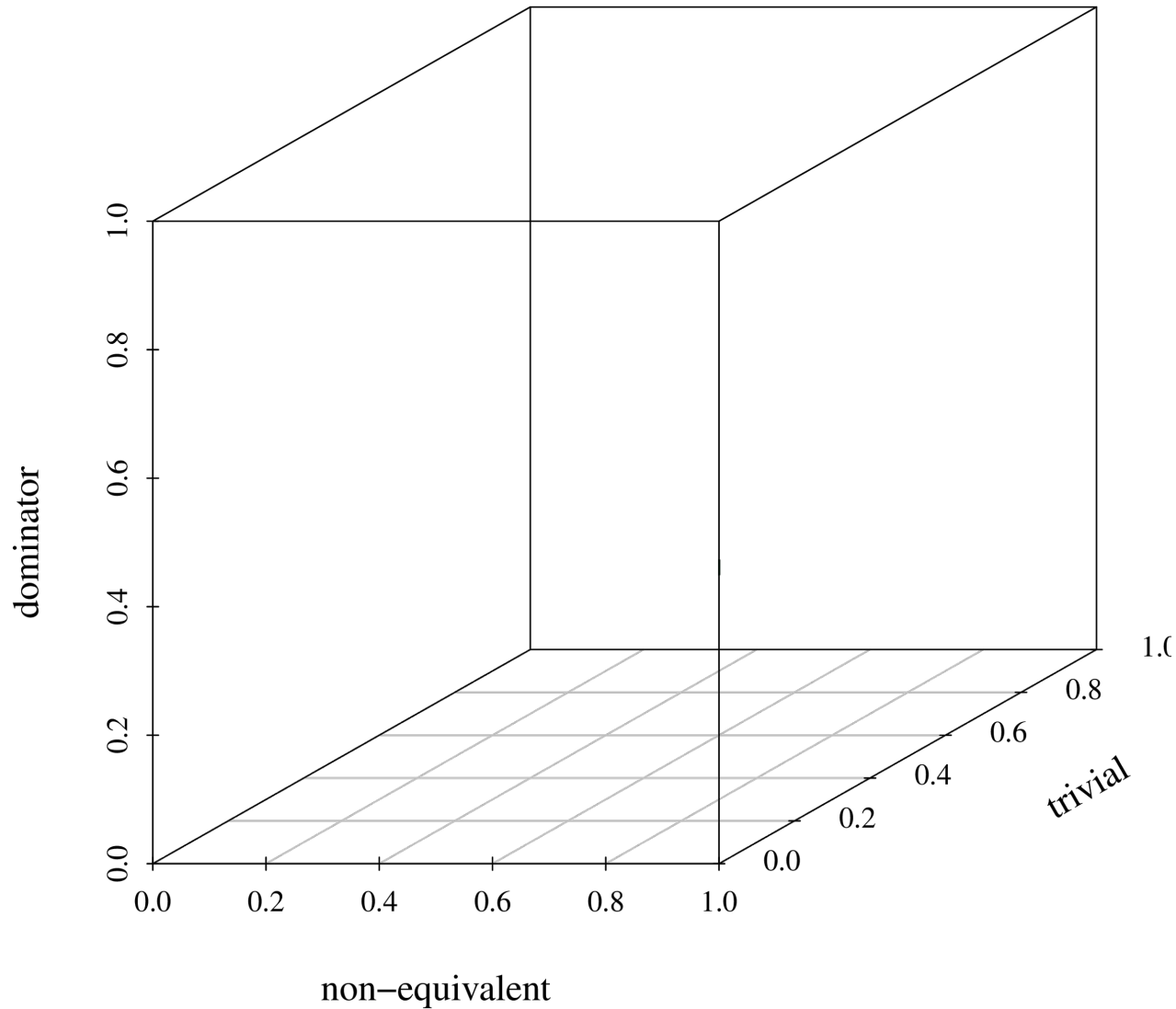
**ROR**

## An effective mutant:

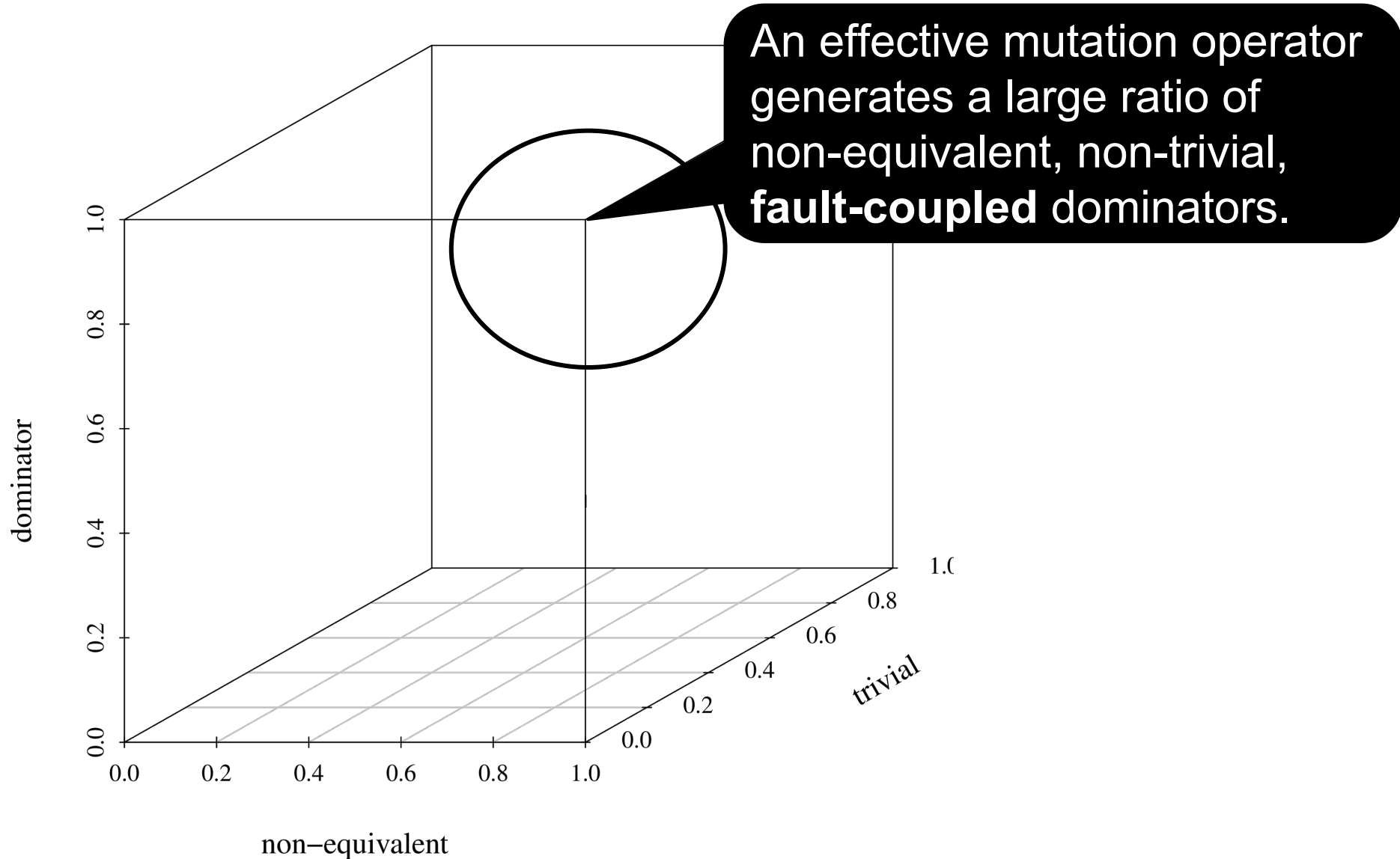
- is coupled to one or more real faults
- is NOT equivalent
- is NOT dominated by other mutants
- is NOT redundant or trivial



# High-level goal: effective mutation operators

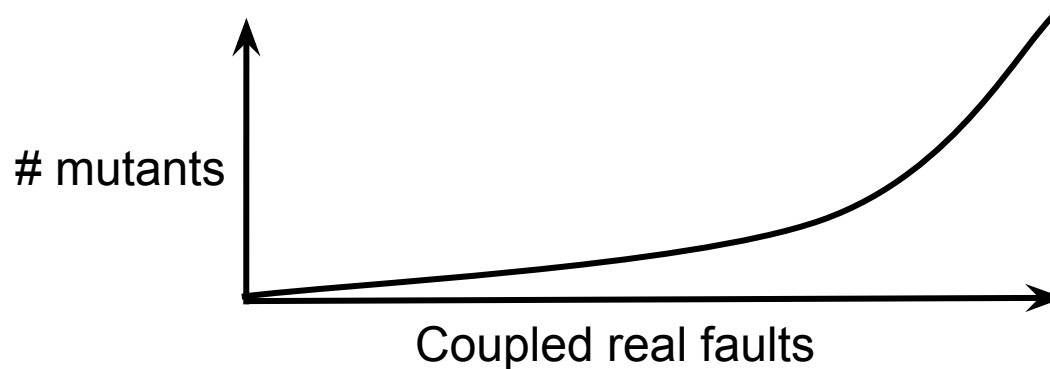


# High-level goal: effective mutation operators



# Fault-coupled mutants

- Mutants are not similar to real faults.
- BUT most real faults are coupled to some mutants.
- Number of mutants increases superlinear when fault-coupling is increased.



# Is selective mutation the solution?

## No free lunch

- No selection strategy **for mutation operator groups** works equally well for all programs.

**Program context matters!**

# Program context: motivational example (1)

## Original program

```
public double getAbsAvg(int[] nums) {  
    double avg = 0;  
  
    for (int i = 0; i < nums.length; ++i) {  
        if (nums[i] < 1) {  
            avg -= (double)nums[i] / nums.length;  
        } else {  
            avg += (double)nums[i] / nums.length;  
        }  
    }  
    return avg;  
}
```

# Program context: motivational example (1)

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## Mutation operator

lhs < rhs  lhs != rhs

# Program context: motivational example (1)

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}
```

## Mutation operator

$lhs < rhs$    $lhs \neq rhs$

equivalent mutant  
dominator mutant

**Context:** different kinds of lexically enclosing statements (for vs. if)

# Program context: motivational example (2)

## Original program

```
public double getAbsAvg(int[] nums) {  
    double avg = 0;  
  
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}
```

## Mutation operator





# Program context: motivational example (2)

## Original program

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public double getAbsAvg(int[] nums) {  
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            avg -= (double)nums[i] / nums.length;  
        } else {  
            avg += (double)nums[i] / nums.length;  
        }  
    }  
    return avg;  
}
```

## Mutation operator

0  -1

non-trivial mutant  
trivial mutant

**Context:** different data types (double vs. int)

# Program context: motivational example (3)

## Original program

```
public double getAbsAvg(int[] nums) {  
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    return avg;  
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```

## Mutation operator

$lhs < rhs$    $lhs \leq rhs$

# Program context: motivational example (3)

## Original program

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}
```

## Mutation operator

  
lhs < rhs → lhs <= rhs

trivial mutant  
dominator mutant

**Context:** different kinds of operands (variable vs. literal)

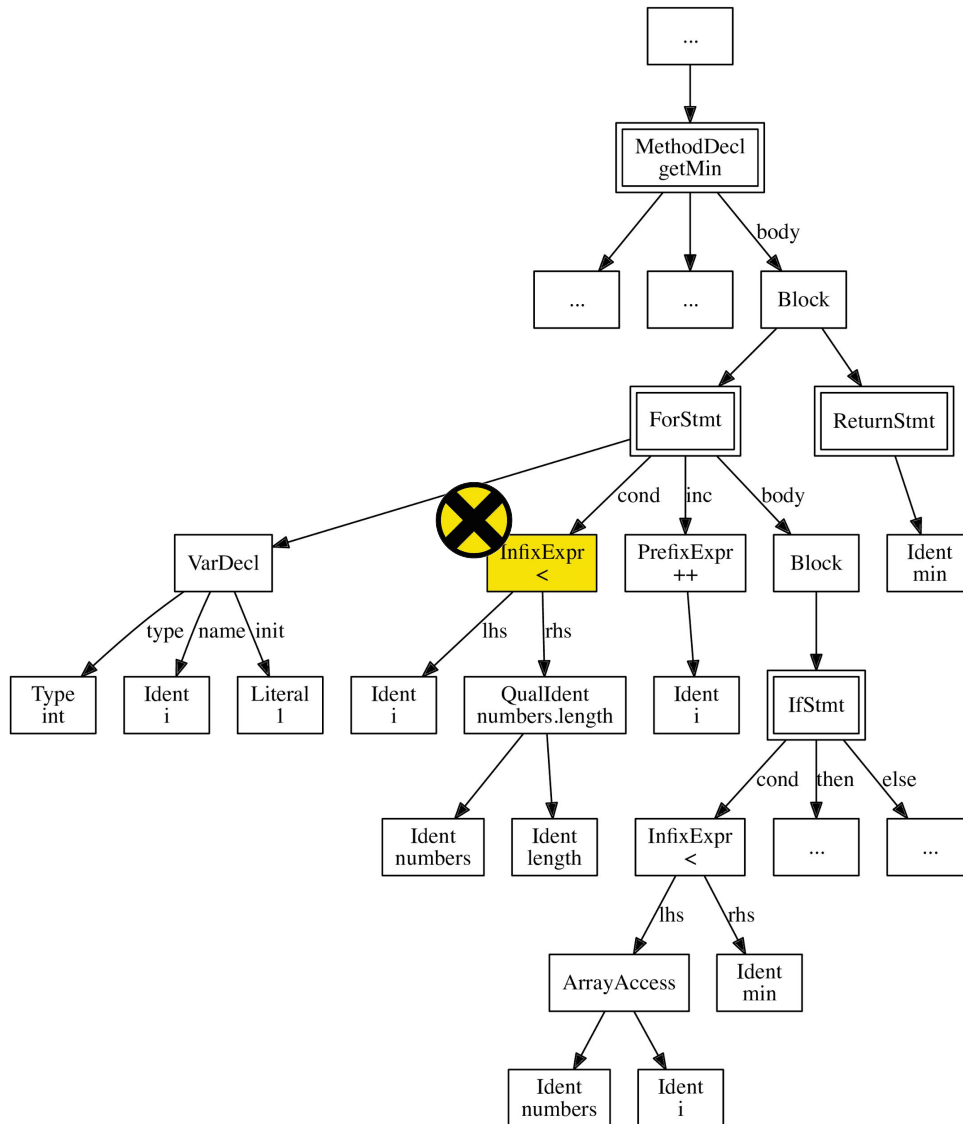
# Program context: summary

- Program context affects mutant utility
  - Utility of mutation operators differs, even within a single mutation operator group (e.g., ROR).
  - Utility of a mutation operator differs, even within a single method.
- Different dimensions of program context
  - Kind of lexically enclosing statement
  - Kind and data type of operator and operands
  - Scope and visibility
  - Coding style and syntactic sugar
  - ...

**Mutation operators need to be customized to program context!**

# **Customized program mutation**

# Modeling program context using the AST



- The abstract syntax tree (AST) provides relevant context information for:
  - Mutated nodes
  - Parent nodes
  - Children nodes
- Can be augmented with project-specific context information:
  - Coding guidelines

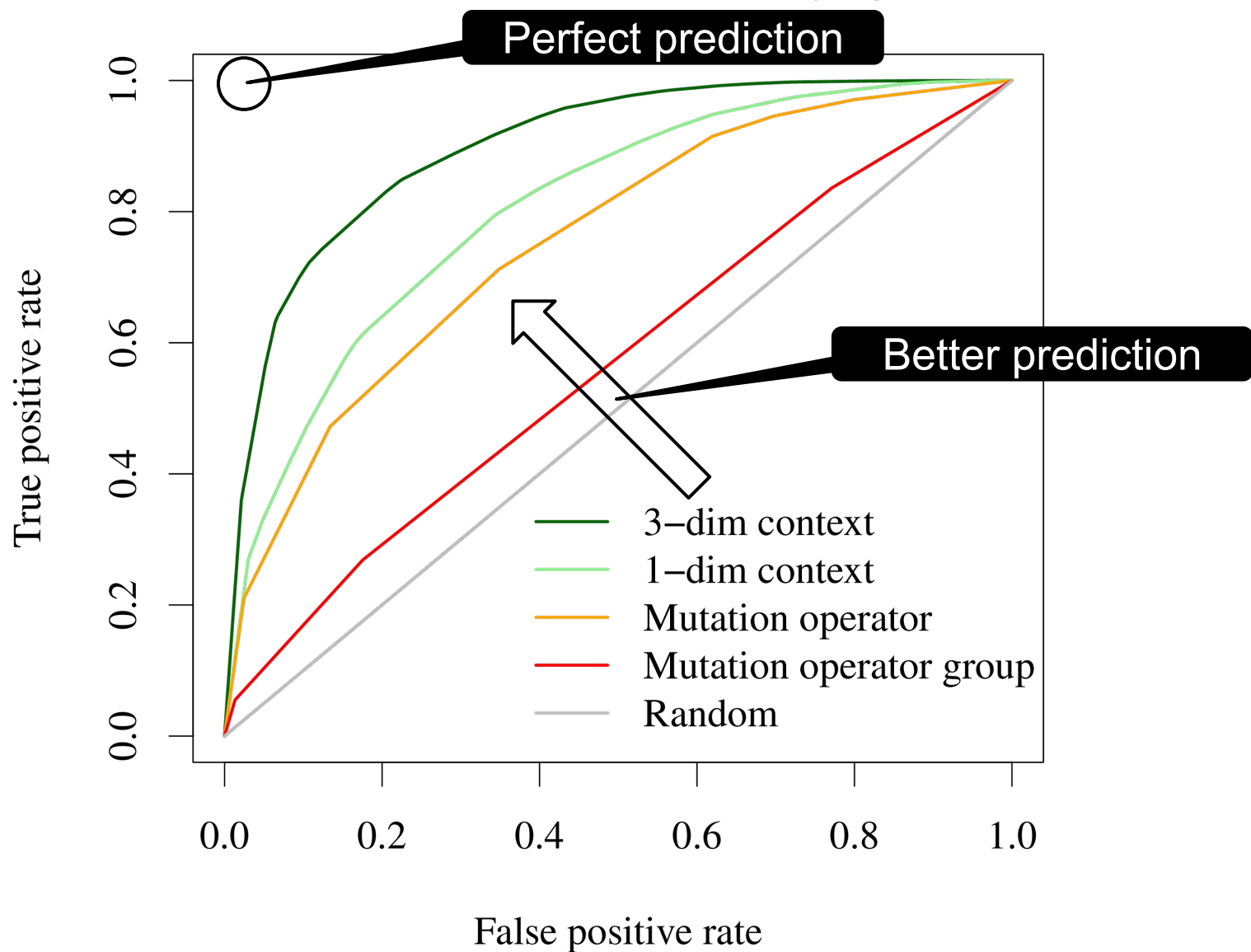
# Some promising results



- “Fresh out of the oven”
- Preliminary study
  - 100,000 mutants (5 open source projects)\*.
  - Approximation of equivalent/dominator/trivial mutants, using thorough test suites\*.
- Comparison of tree-based classifiers for mutant utility
  - Mutation operator groups
  - Mutation operators
  - Program context

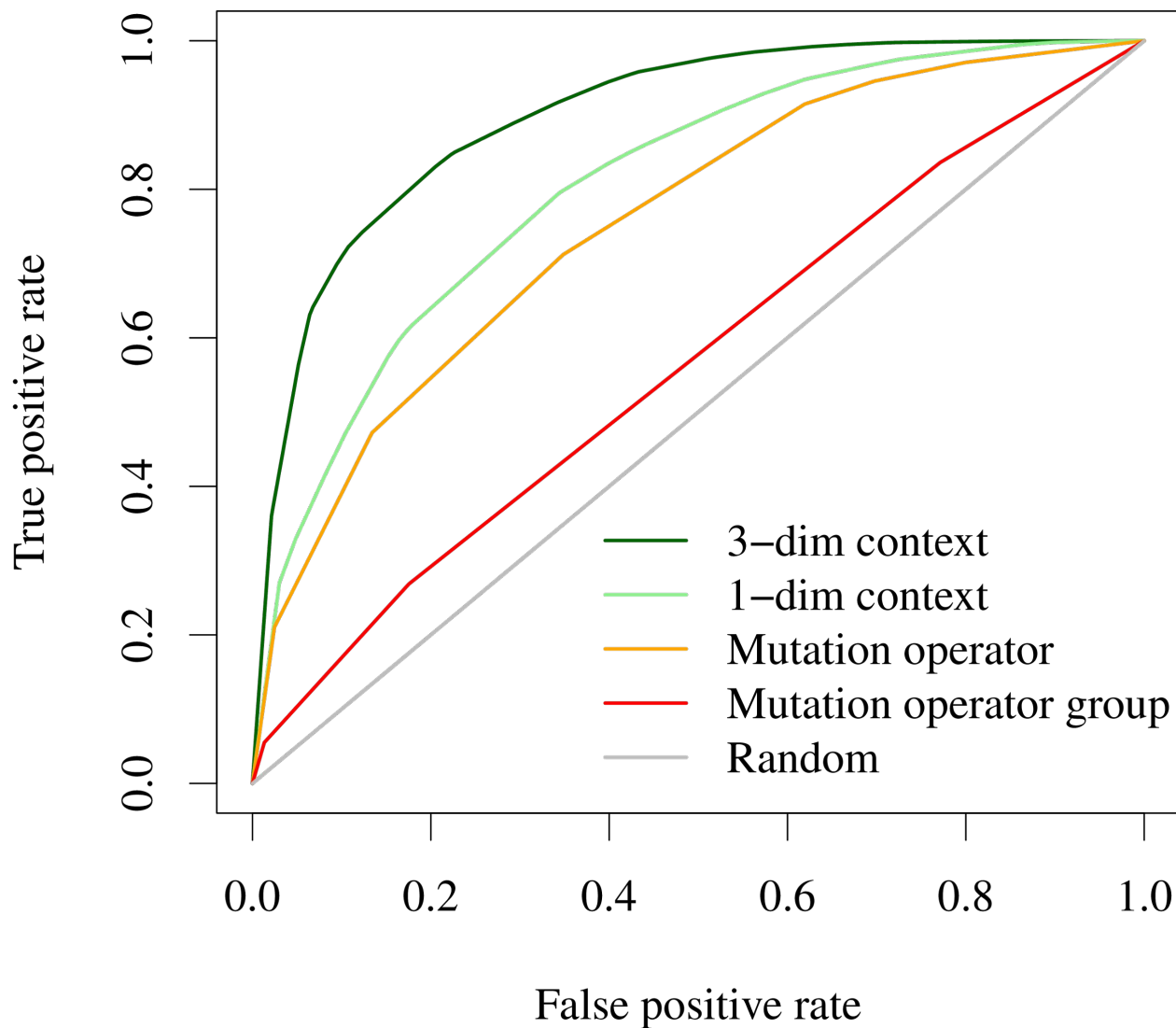
\*<http://www.defects4j.org>

# Classifiers for mutant utility (non-equivalent)



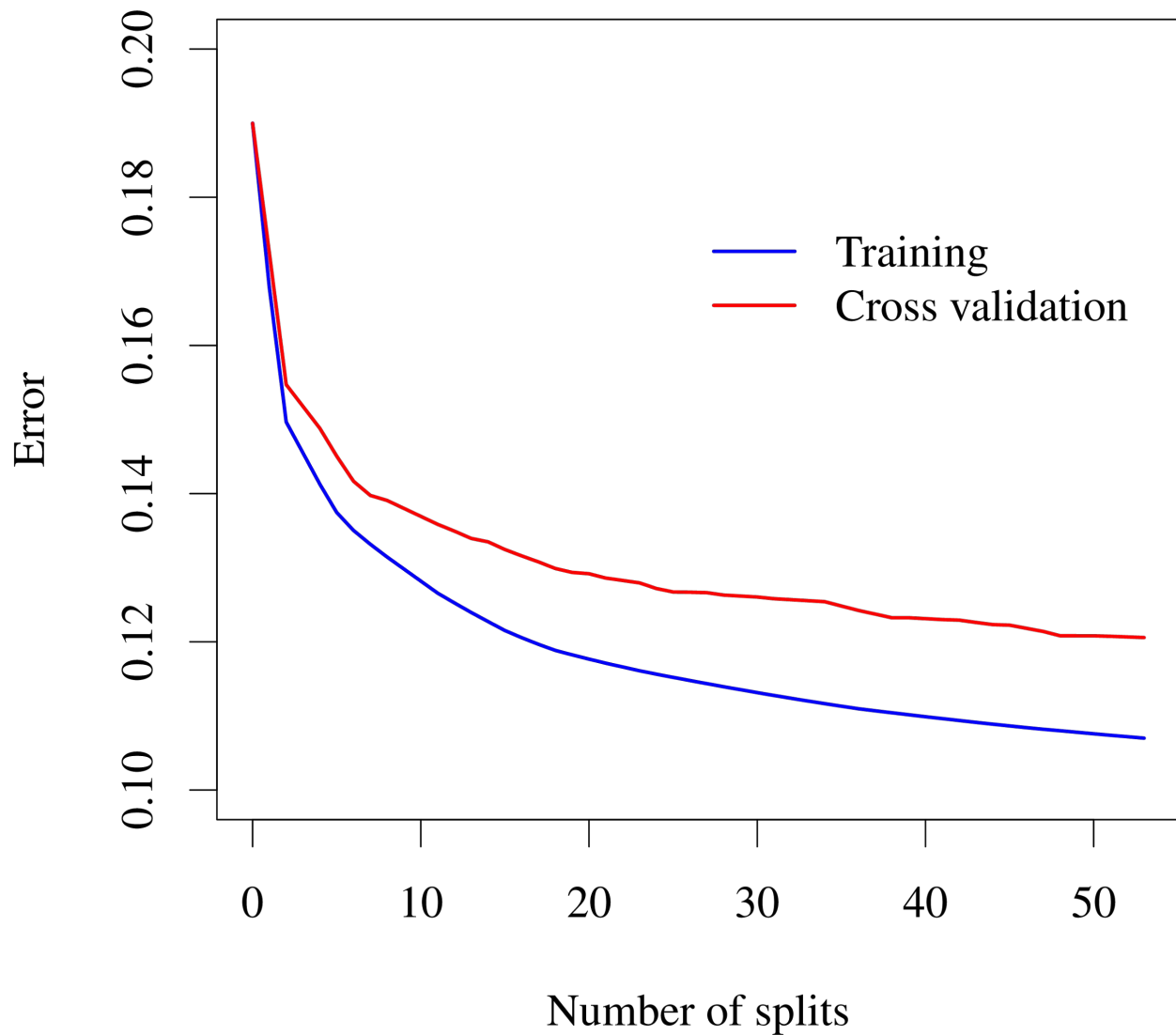


# Classifiers for mutant utility (non-equivalent)

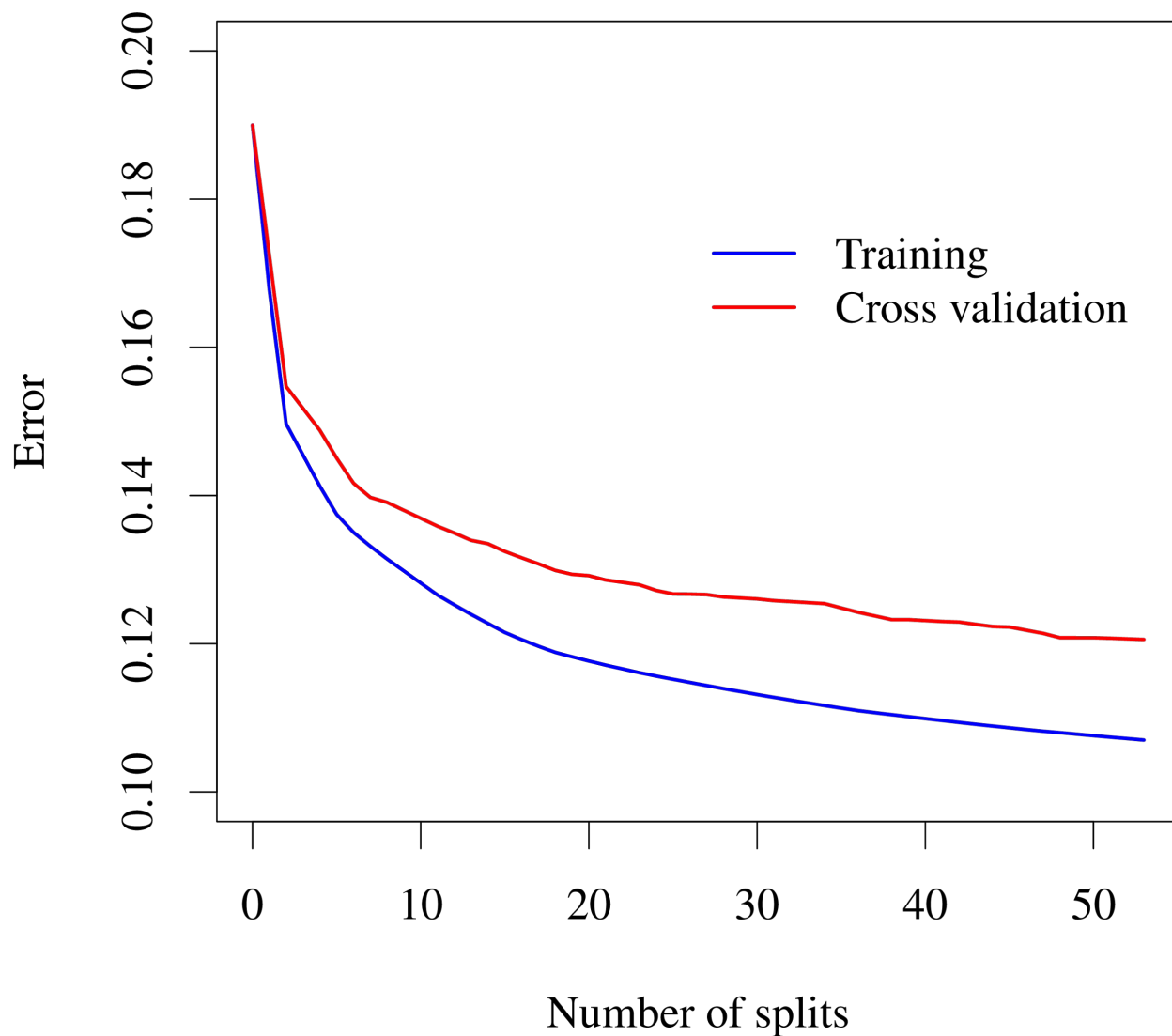


- **Mutation operator group is marginally better than random.**
- **Program context improves over mutation operator.**
- **Similar results for trivial mutants and dominator strength.**

# Error rate of 3-dim context classifier (non-equivalent)

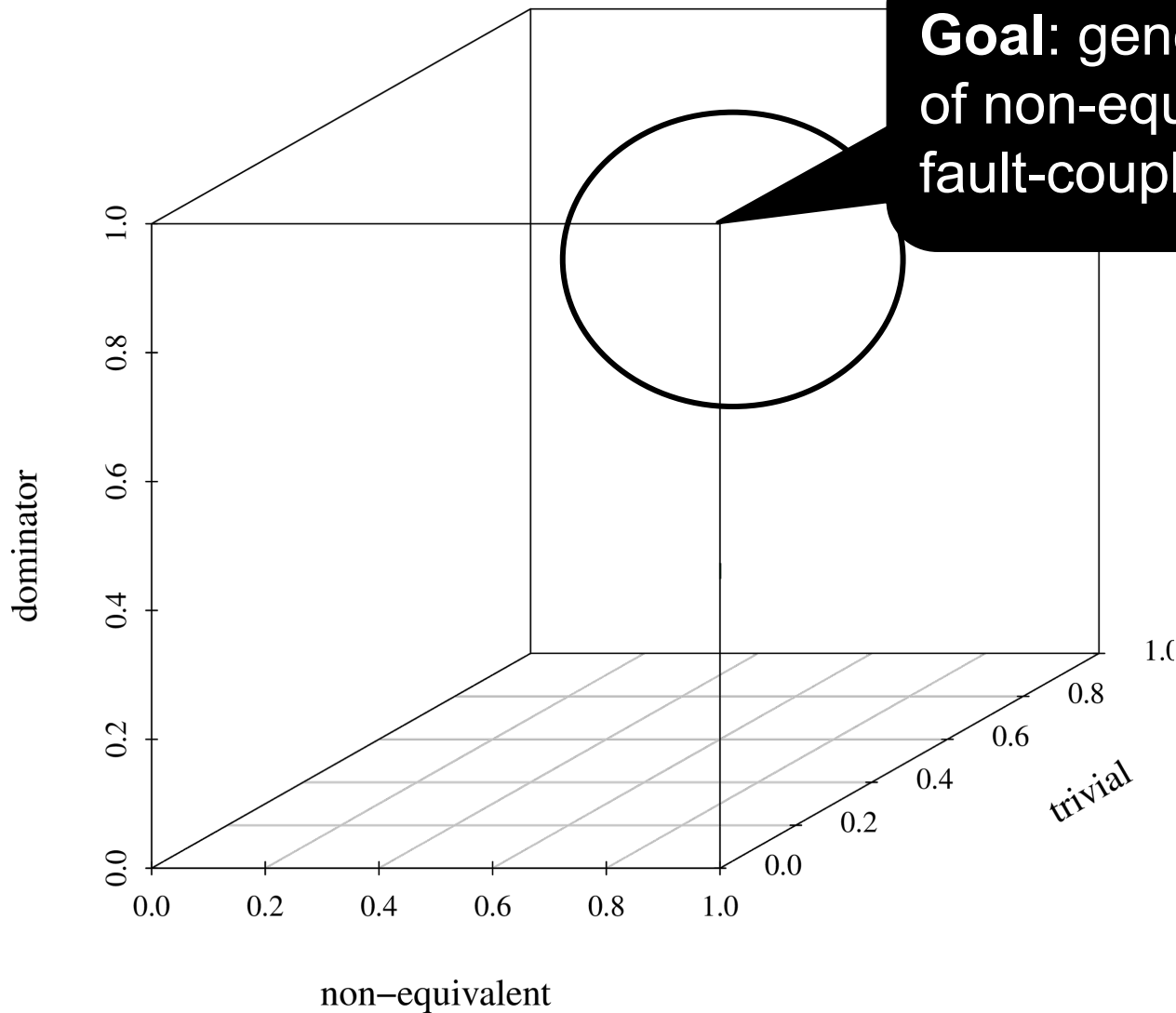


# Error rate of 3-dim context classifier (non-equivalent)



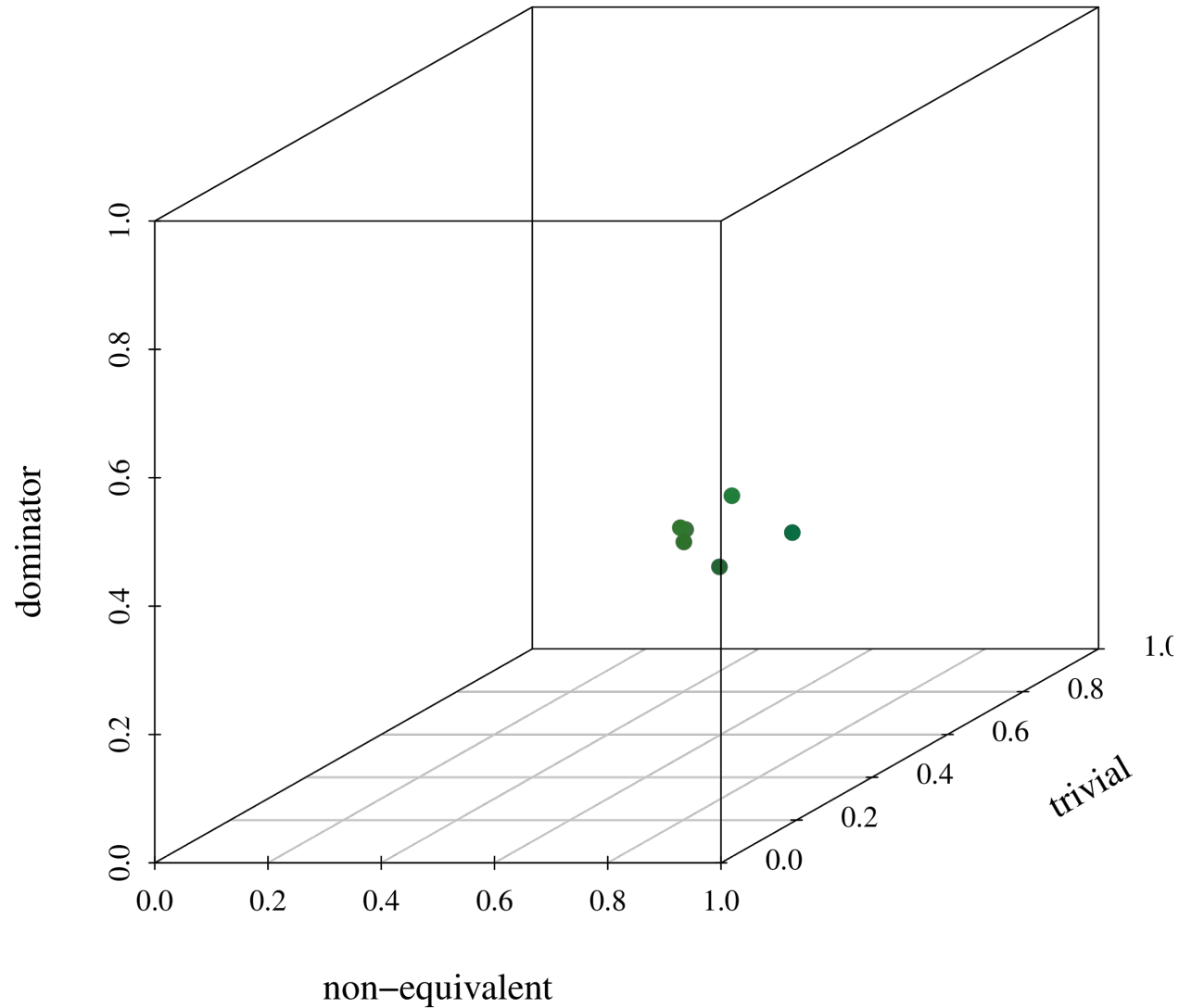
- **Training error shows room for improvements.**
- **Overfitting is NOT (yet) a problem.**
- **Similar results for trivial mutants and dominator strength.**

# Recall the high-level goal

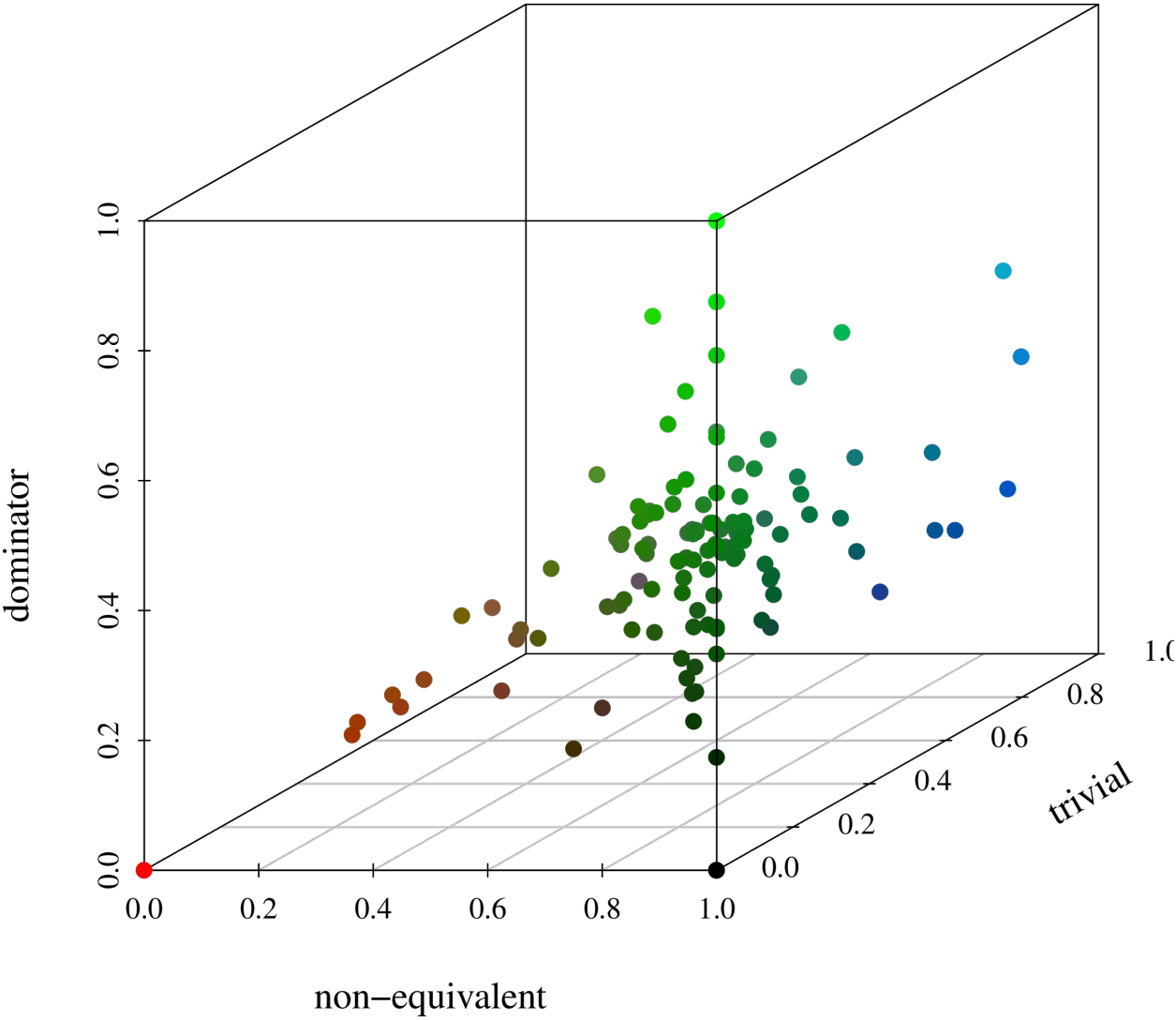


**Goal:** generate a large ratio of non-equivalent, non-trivial, fault-coupled dominators.

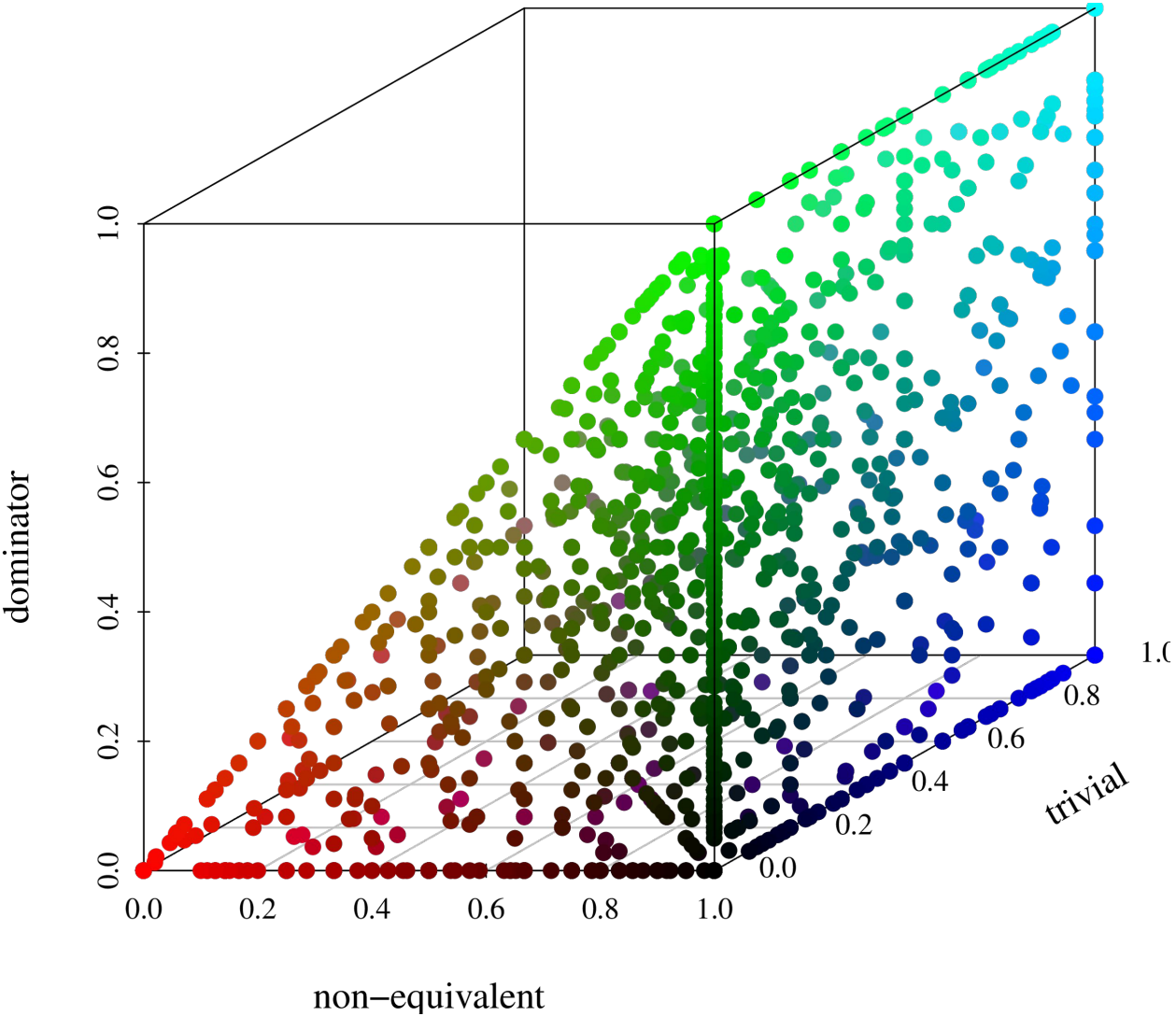
# Effectiveness: mutation operator groups



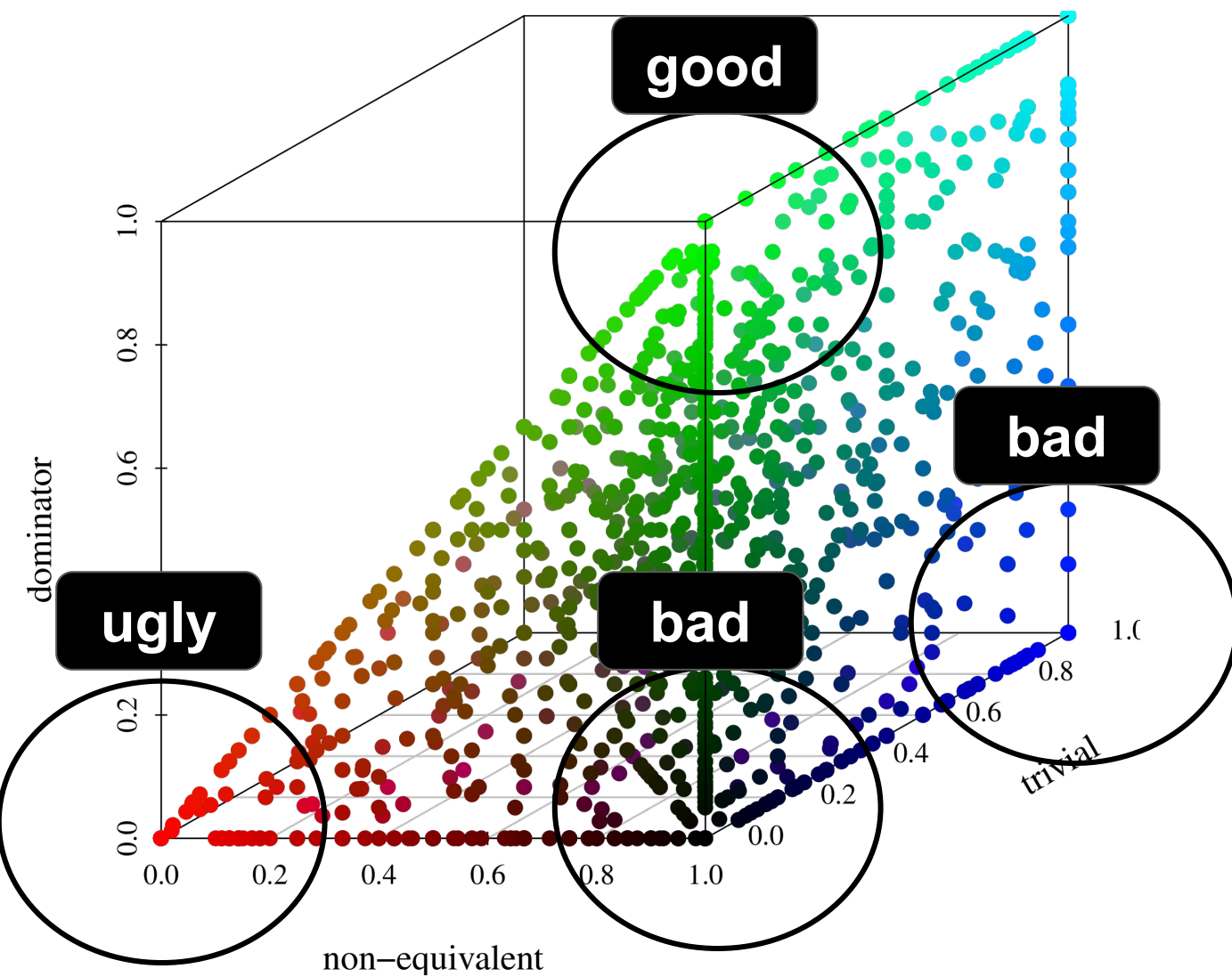
# Effectiveness: mutation operators



# Effectiveness: mutation operators + program context

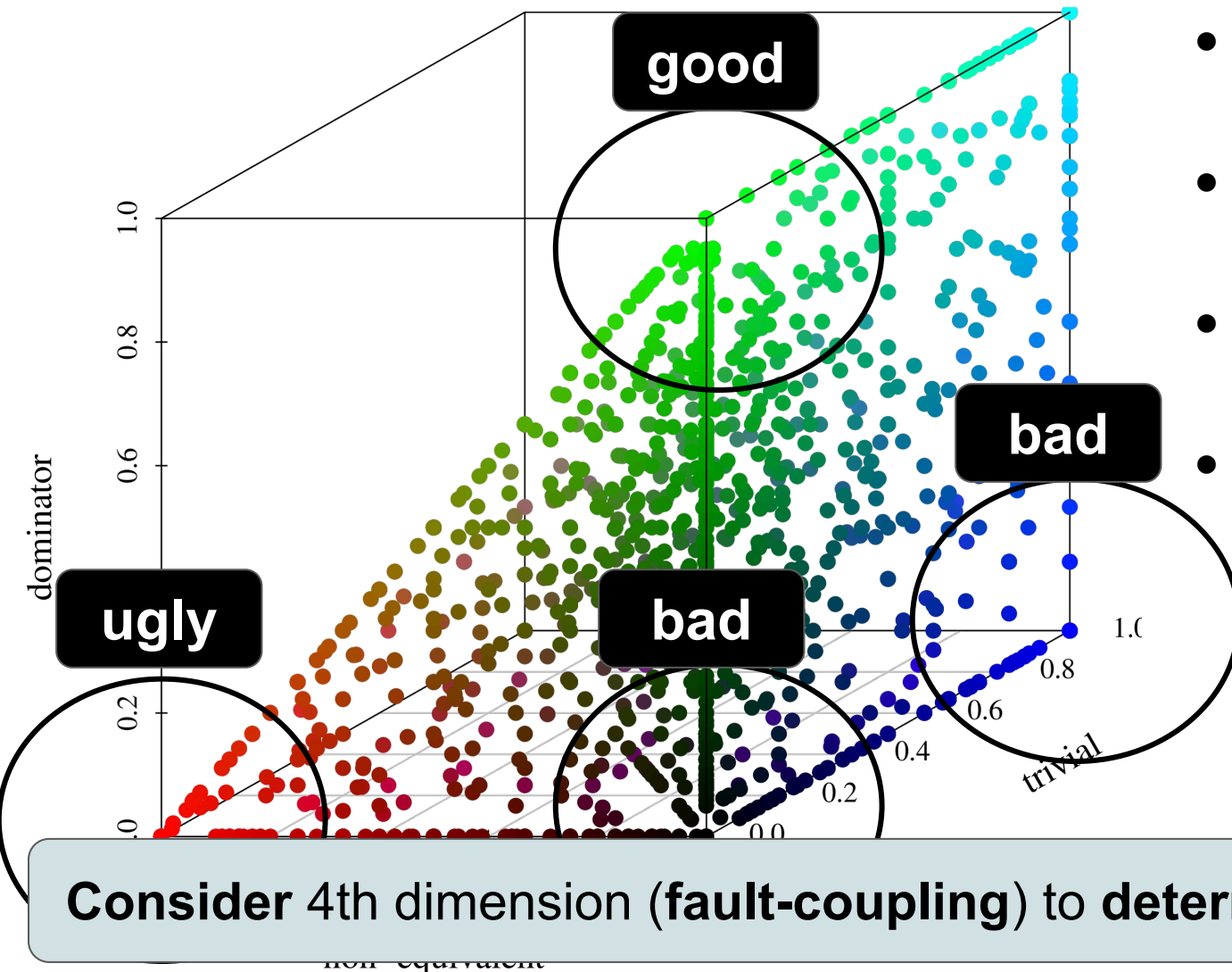


# Customized program mutation





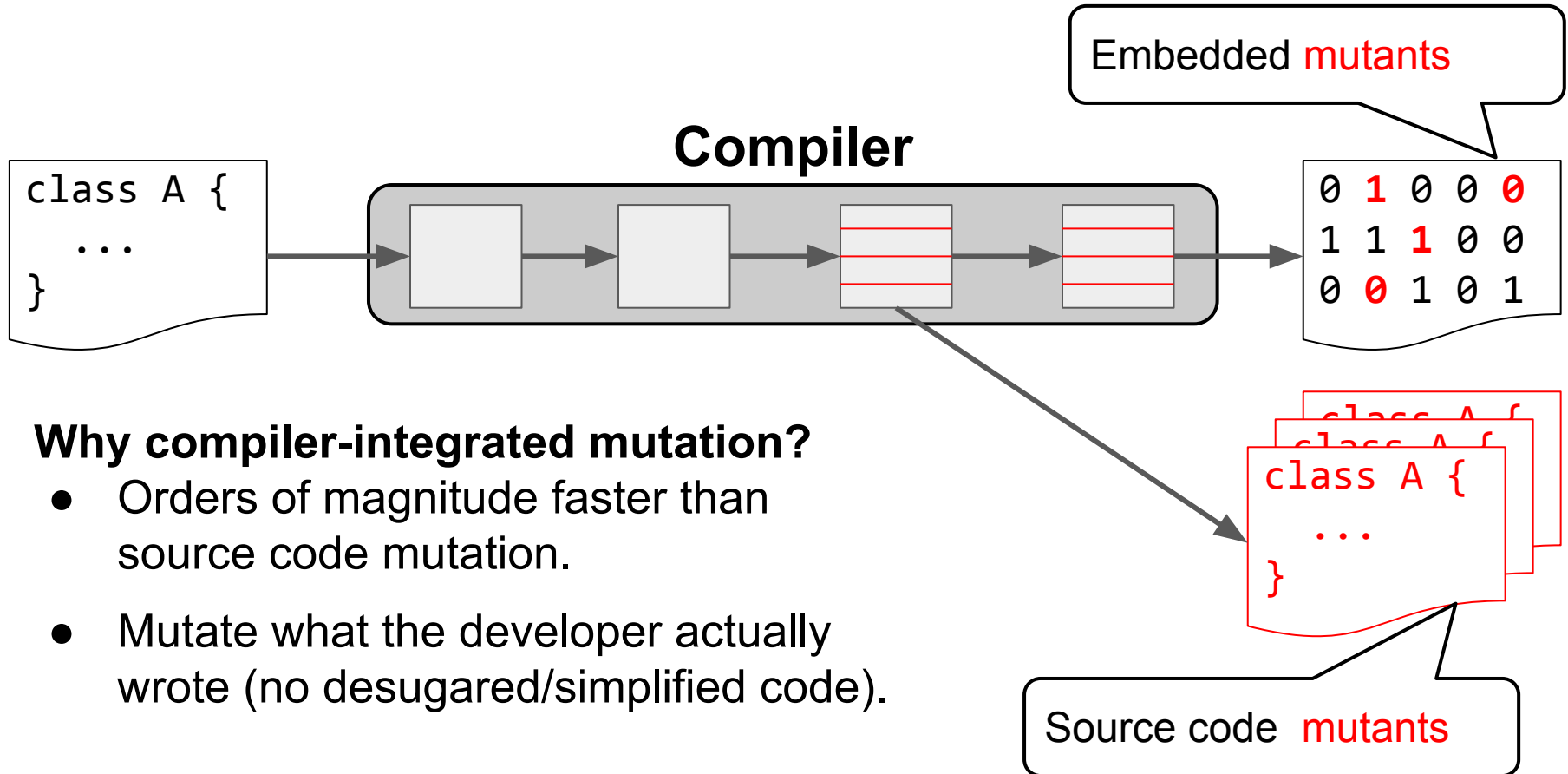
# Customized program mutation



- Generate **dominator** mutants.
- Don't generate **equivalent** mutants.
- Avoid **redundant** mutants.
- Avoid **trivial** mutants.

# Tool support

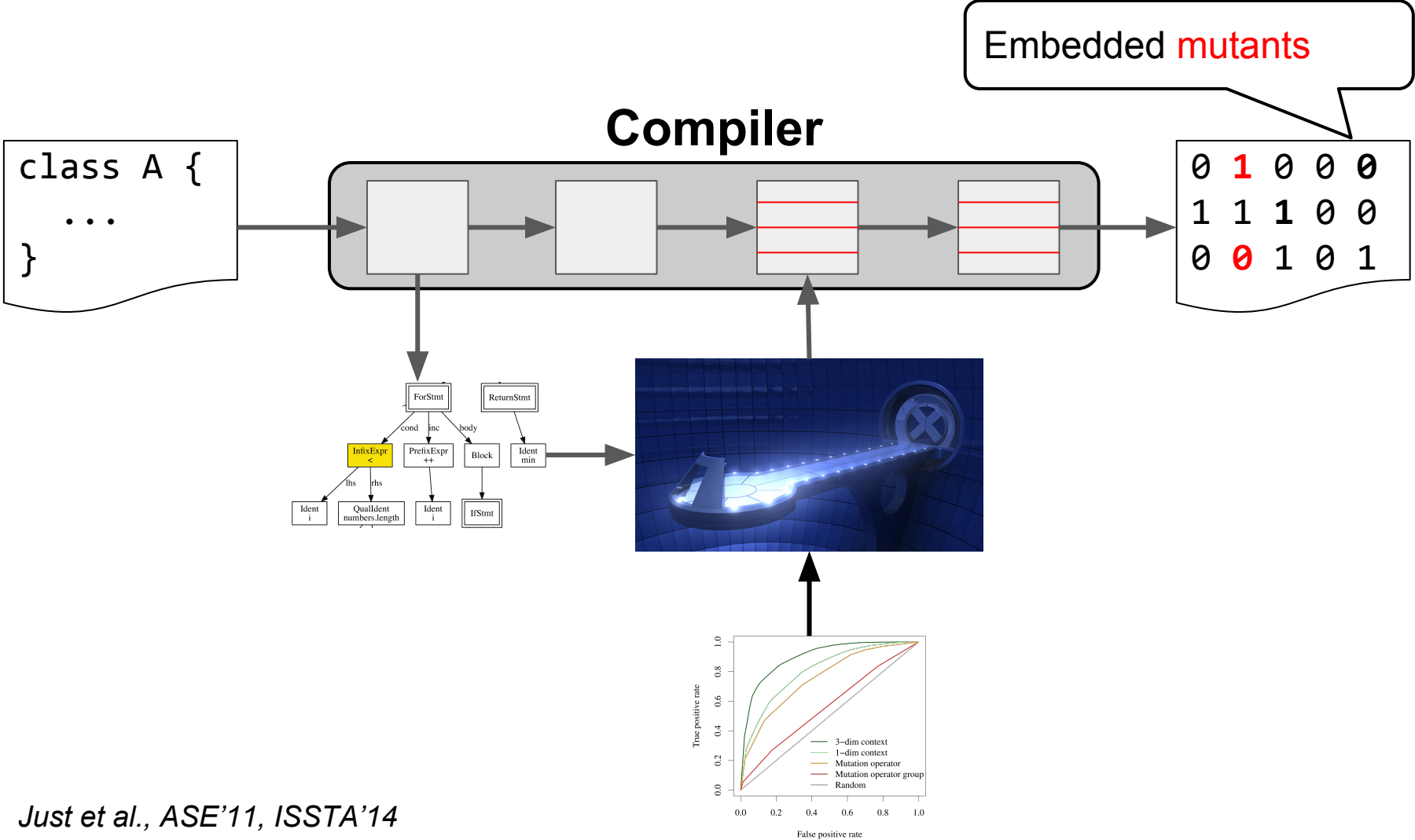
# Major: overview



## Why compiler-integrated mutation?

- Orders of magnitude faster than source code mutation.
- Mutate what the developer actually wrote (no desugared/simplified code).

# Major: customized program mutation



# Acknowledgments



Bob Kurtz



Paul Ammann



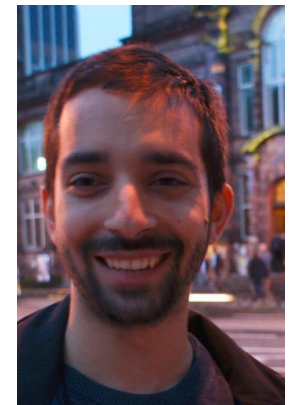
Huzefa  
Rangwala



Jeff  
Offutt



Andrew  
McCallum



Miltos  
Allamanis

# Customized program mutation

- Effectiveness of mutation operators differs even within operator groups
- Program context affects mutant utility
- Different dimensions of program context

