

SURVEY ON MUTATION TESTING COST REDUCTION METHODS

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ABSTRACT

Mutation testing is a potential but computation wise not so economic testing strategy. Various techniques have been designed in order to minimize the expense of mutation testing by reducing the number of mutants that have to be run; but, many of these techniques are not as efficient compared to mutation testing that makes use of a complete set of mutants. Those technical works mention about the techniques and strategies, which can be utilized for finding the mutation techniques over the software development. Few of the works depict the various types of optimization techniques for decreasing the expense of mutation testing and choose the optimized test cases. This research focuses on studying a variety of research techniques, which are focused on discovering the evolutionary and mutation testing techniques, employed for avoiding the important problems and generate optimal solutions. The available research techniques are compared along with their pros and cons, such that the research works in the future can concentrate on them more. Also, the experimental tests were conducted all the technical works and then their comparison made against each other so as to get the better approach under different performance criteria.

Key terms: *Mutation Testing, Object Oriented Programming, test cases, optimization algorithm*

INTRODUCTION

Software has seen extensive distribution in the last few years. During the earlier stages of the process of software development, the software product's requirements and specifications are defined with the purpose of explaining the required use for the product. With the system developing, it must oblige to these requirements. A software product's most essential requirement is that it should satisfy the customer requirements. In the present day environment with diversifying business, time-to-market acts as a key factor in producing a successful product. The concerns of Software quality are quite vast, inclusive of correctness, robustness, comprehensibility and adaptability. Quality can be determined by means of the customer satisfaction with the resultant system built depending on the requirements, which are integrated with success in the system. Owing to the significance of the quality pertaining to the software product, greater than fifty percent of the expense of software development is dedicated to testing. Software testing is the primary technique used for software quality assurance[1].

The aim of software testing is involved with the process concerned with the verification and validation of software applications or program such that it attains the requirements and development design, as required by the project or user. The first mutation testing was introduced in 1970 and its tool was realized by the Timothy Budd in 1980 in his research work [2]. As per Budd "Mutation testing is a fault based testing method, which seeks the errors in the program and the errors are found". These faults get seeded in the actual program and the mutated program is compared. Mutants are brought in when the programs are executed by the mutant operators. Every mutation generates a mutant program, created by a mutation operator.

Mutation testing is a fault-based testing method that yields a testing criterion known as the "mutation adequacy score". The mutation adequacy score can be utilized for measuring the efficiency of a test set with regard to its capability of detecting faults. During the testing process, the test cases are chosen and then executed. Then the comparison of the results are done with the result that is estimated. Even with a good planning in place, it is impractical to have all the planned test cases executed, much within the time and budget for the complete number of test cases. Industrial collaborator mentioned that one of his products with nearly 20,000 lines of code, needed seven weeks to execute the whole set of test cases. During the time of regression testing the complete set test cases have to be re-executed, each and every time a modification is made to just a small part of the code.

Mutants can be implanted in any place in the source code, and mutation coverage equals to structural coverage. A higher order mutant is typically a program, which can be got by the application of various operations from a set consisting of first order mutant operations. The association between simple faults and complex faults can be examined. Simple faults are described to be the first order mutants whereas complex faults are generally higher order mutants. Higher order mutation Testing is involved with more than one mutation position present within a module or program. An application program has been developed in order to make the creation of mutants of single order automated along with the higher order making use of arithmetic and relational mutant operators.

Mutants are run with test data that is suitably designed and the mutation score is computed. Test cases are developed in order to have the coverage of the mutation position and probability of the output returned by the actual program. Mutation Score provides the measure of the sufficiency of test set. The efficiency of mutation testing is dependent largely on the kinds of faults, which are represented by the mutation operators. Therefore, the quality of the mutation operators acts as the key to mutation testing.

Object-oriented programming has several helpful features, like information hiding, encapsulation, inheritance, polymorphism, and dynamic binding. Even though these object oriented features facilitate the developers to build the systems in a more systematic and practical manner, new sorts of faults are introduced [3]. In order to find these faults, researchers have suggested techniques, which use the mutation testing for object oriented features.

With the purpose of applying mutation testing to object-oriented programs, researchers have made use of the available mutation operators that were designed for procedural-language programs, to object-oriented programs. Researchers have also designed extra mutation operators, known as class mutation operators, to find faults that are specific to object-oriented. But, very less research has been carried out to exhibit the

resourcefulness of the class mutation operators. For instance, no proof exists that the class mutation operators produce realistic faults or that they create a reasonable number of mutants.

In order to deal with these challenges, in [4] performed a set of empirical studies employing an object-oriented mutation system, MuJava. The goals of the study include (1) to identify how many number of mutants and what types of mutants are created for object-oriented programs and (2) to examine the number of class mutation operators' model faults, which are not found with conventional mutation testing. The cost of mutation testing is a most sophisticated challenge that is assessed and examined by different researchers employing diverse techniques. In this research, those research techniques are explained in terms of their operating procedure and their functions in addition to their different performance criterion. The advantages and disadvantages observed in those techniques are also discussed in detail.

II. RELATED WORK

In [5], Zhang et al (2009) introduced a technique using the relative reliability test and operation paths' reliability prediction in order to have the test allocation of software reliability test adjusted in object-oriented programming that, in turn, is dependent on the actual operational profile. In this new technique, software reliability test is not just dependent on the operational profiles but also directed by the relative reliability prediction results of the operation paths. The adjustable range is determined by the actual operation running rate and the operation independence factor that can be obtained from neural network learning algorithm and is different among different software.

In [6], Huang et al (2014) employed Particle Swarm Optimization (PSO) algorithm that proposed the group self-activity feedback (SAF) operator and Gauss mutation (G) changing inertia weight to enhance the performance of particle swarm optimization (PSO). Making use of the enhanced algorithm in software test case, the experiments indicate that the introducing a single path fitness function structure and multi-path fitness computation of parallel thinking provides superior results as for the iteration time in single path test compared to the standard PSO and is more effective in the generation of multi-path test case.

In [7], Li et al (2015) suggested about reducing the expense of mutation testing, and presented an algorithm for mutation test generation, and then provided few reduction rules to minimize the set of test suite that is employed for killing mutants depending on formal concept analysis. In the case of mutation testing, few representative errors are intentionally seeded into the SUT (System under Testing) to generate a set of faulty programs known as mutants, and all current test cases are executed on all the mutants. Designing efficient and helpful mutation operators are one among the key challenges of mutation testing. The results proved that this technique can produce a smaller size test suite compared to other techniques. Moreover, this technique can be of some assistance to mutation testing.

In [8], Gong et al (2015) introduced a dynamic mutation execution technique and the mutation-based fault localization scheme with the technique, referred to as Faster-Mutation-based Fault Localization (MBFL). The dynamic mutation execution technique comprises of two optimizations, which are mutation

execution optimization and test cases execution optimization. These optimizations are focused on quicker computing suspiciousness values of statements through the dynamic adjustment of the order of execution of mutants and test cases.

In [9], Souza et al (2016) proposed an automated test generation strategy, employing hill climbing, for powerful mutation. It incrementally targets at killing the mutants strongly, by concentrating on the propagation of mutants', i.e., the means of killing the mutants, which are killed weakly but not strong enough. Moreover, the empirical results concerned with the cost and efficiency of this approach over a set of 18 C programs. This technique attained a higher mutation score compared to random testing, by 19.02% on an average, and the earlier introduced test generation techniques, which neglect the propagation of mutants', by 7.2% on an average. The results also indicate the improvement of this technique over the earlier strategies.

In [10], Prajapati et al (2016) presented an improved data flow based Quality Assurance (QA) model for Component-based Software Engineering (CBSE) by using the Ant Colony Optimization (ACO) algorithm for optimizing the code given for automatic generation and prioritization of optimal path in decision to decision Control Flow Graph (CFG) that, in turn, leads to an improved testing phase for QA model with minimized complexity. Then, the new ACO based technique is also used for generating the test data to meet the created set of paths. The results indicate that better testing is accomplished by using the new ACO based strategy on component based software. This technique guarantees complete software coverage with least amount of redundancy.

In [11], Ma et al (2016) introduces a novel scheme for the execution of lesser mutants when retaining just the same level of efficiency as generated by mutation testing employing a complete set of mutants. This technique performs the dynamic clustering of expression-level weakly killed mutants, which are anticipated to generate the same result under a test case; just one mutant from every cluster is completely executed under the test case. This technique was implemented and its demonstration showed that it efficiently minimized the expense of mutation testing with no loss in the effectiveness.

In [12], Bashir et al (2017) showed an enhanced genetic algorithm, which can minimize the computational expense of mutation testing. At first, it introduces a new state-based and control-specific fitness function, which makes efficient use of object-oriented program features for the evaluation of a test case. After this, it does the empirical evaluation of it employing this tool implemented, eMuJava, and then performs its comparison with standard fitness function. Results indicate that even though the new fitness function yields detailed information regarding the fitness of a test case but the standard genetic algorithm is quite not capable of making use of that with efficiency in order to correct the test cases. Therefore, new two-way crossover and adaptable mutation techniques, which intelligently utilize the fitness information for generating a fitter offspring is proposed. At last the enhanced genetic algorithm with random testing, standard genetic algorithm, and EvoSuite are compared. The experimental results illustrate that this new technique can detect the optimal test cases in lesser attempts (minimizes the computational expense). Also, it can find the software bugs from doubtfully equivalent mutants and these mutants are eventually killed (maximizes mutation score).

III.EXPERIMENTAL RESULT

An experiment is conducted, where a comparison is made with EvoSuite [30], the tool having the most relevance in the literature. EvoSuite can be used for testing the Java based programs and can produce tests for branch coverage and mutation based coverage. It just provides support to unit level testing such that EvoSuite cannot use mutation operators, which involves more than one class (mutation operators for inheritance or polymorphism). Moreover, it does not provide support to mutation operators, which change simple objects (access modifier related mutation operator and object vs. reference comparison etc). Generally, EvoSuite does not provide support to any object-oriented feature and makes use of restricted set of classical mutation operators for the generation of mutants. Owing to this reason, even though EvoSuite can be used for testing objectoriented programs usually, it can be applied only to structured mutation operators.

Accuracy

It is defined to be the ratio of the sum of the true positives and the true negatives, against the total number of classification parameters ($T_p + T_n + F_p + F_n$).

$$\text{Accuracy} = \frac{T_p + T_n}{T_p + T_n + F_p + F_n}$$

Where,

T_p - True positive

T_n - True negative

F_p - False positive

F_n - False negative

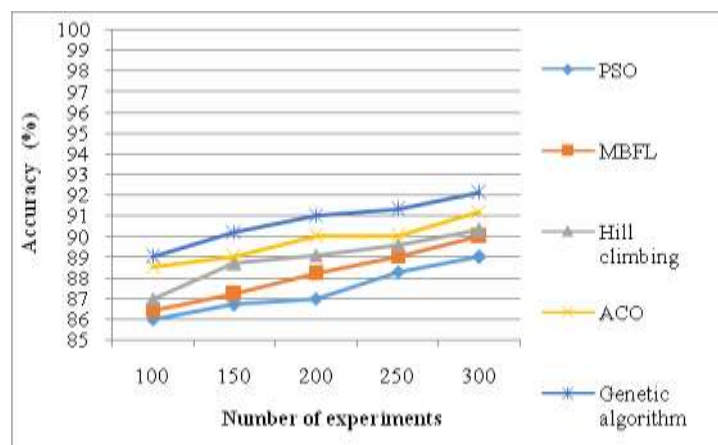


Figure 1 Accuracy comparison

Figure 1 shows that the comparison made of PSO, MBFL, hill climbing, ACO and genetic algorithm with regard to accuracy. The number of experiments is plotted along the X axis and along the y axis, accuracy is plotted. PSO, MBFL, hill climbing, ACO and genetic algorithm attains an accuracy outcome of 89%, 90%, 90.3 %, 91.2 % and 92.1%. It is concluded that the genetic algorithm has exhibited higher accuracy results.

Precision

Precision is defined to be the ratio of the true positives against both true positives and false positives results for intrusion and real features. It is expressed as below

$$\text{Precision} = \frac{T_p}{T_p + F_p}$$

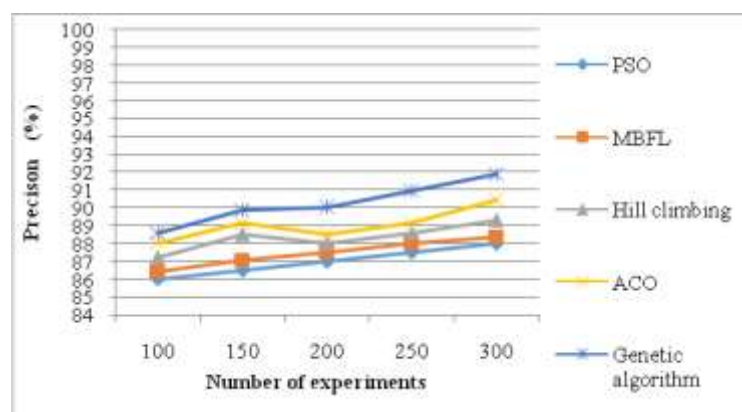


Figure 2 Precision comparison

Figure 2 illustrates the comparison result obtained from the already available PSO, MBFL, hill climbing, ACO and the new genetic algorithm with regard to precision. The number of experiments is plotted along the X axis and along the y axis precision is plotted. PSO, MBFL, hill climbing, ACO and proposed genetic algorithm attains the precision result of 88%, 88.4%, 89.3 %, 90.5 % and 91.9 % correspondingly. It has been found from the graph that the genetic algorithm performs better than that of the rest of the models with regard to precision values.

Recall

It is the measure of the ratio of positives, which are correctly detected

$$\text{Recall} = \frac{T_p}{T_p + F_n}$$

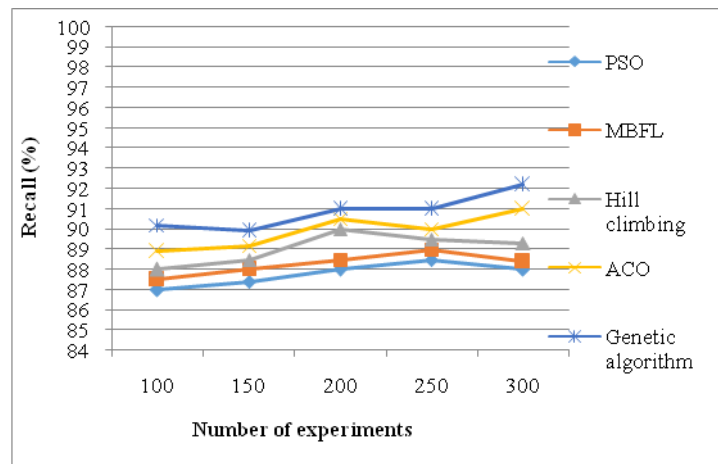


Figure 3 Recall comparison

Figure 3 shows the comparison made of the available PSO, MBFL, hill climbing, ACO and new genetic algorithm with regard to recall. The number of experiments is plotted along the X axis and along the y axis recall is plotted. PSO, MBFL, hill climbing, ACO and the new genetic algorithm technique attains recall result of 88%, 88.4%, 89.3 %, 91 % and 92.2 % correspondingly. It is concluded that the genetic algorithm has produced a higher recall value.

IV. CONCLUSION

Optimization of mutation testing cost reduction technique and enhancement of the generation efficiency are very essential for software testing. It is employed to choose better test cases for the generation of software. This research work provides the analysis of different techniques for novel software reliability test techniques in object-oriented programming. The testing methodologies and risk factor analysis techniques by various authors have been studied. Those research techniques are explained along with their pros and cons in detail to discover the efficiency of each algorithm. The research has been compared with one another depending on their resulting metrics to uncover the better strategy to proceed the next research focus in future.

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