

# Mutation Testing in Python

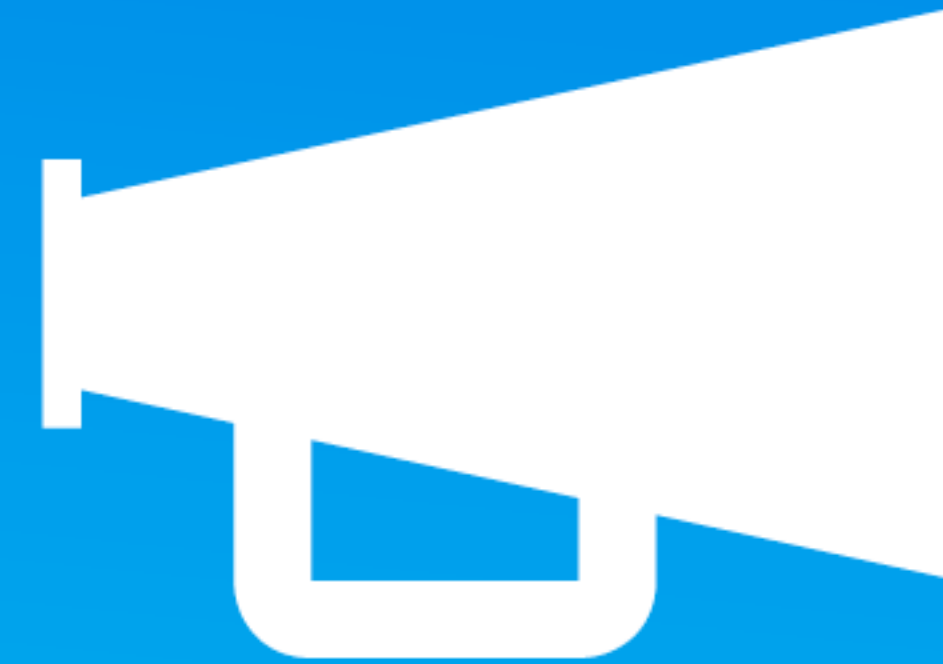
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# Mutation Testing

# What is mutation testing?

Code under test + test suite

Introduce single change to code under test

Run test suite

Ideally, all changes will result in test failures

# Basic algorithm

A nested loop of mutation and testing

```
for operator in mutation-operators:  
    for site in operator.sites(code):  
        operator.mutate(site)  
run_tests()
```

# What does mutation testing tell us?

## Killed

Tests properly detected the mutation.

## Incompetent

Mutation produced code which is inherently flawed.

## Survived

Tests failed to detect the mutant!

*either*

Tests are inadequate for detecting defects in necessary code

*or*

Mutated code is extraneous

**KILL ALL THE MUTANTS!**



# Goal #1: Coverage analysis

Do my tests *meaningfully* cover my code's functionality



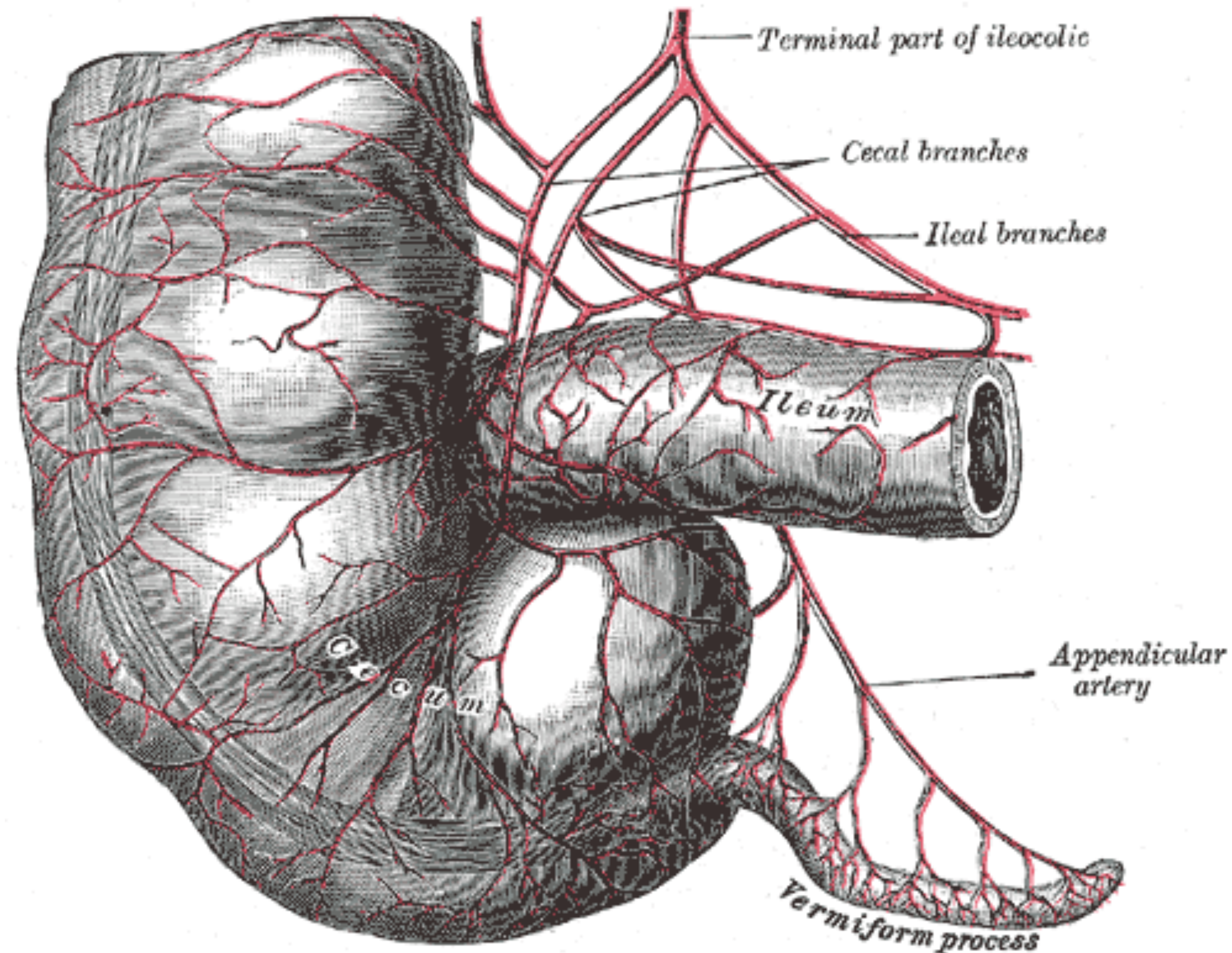
**Is a line *executed*?**

versus

**Is functionality *verified*?**

# Goal #2: Detect unnecessary code

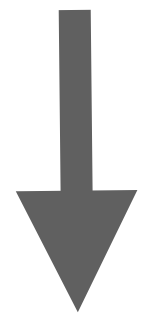
Survivors can indicate code which is no longer necessary



# Examples of mutations

## Replace relational operator

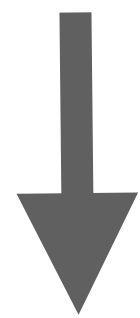
**x > 1**



**x < 1**

## break/continue replacement

**break**



**continue**

- AOD - arithmetic operator deletion
- AOR - arithmetic operator replacement
- ASR - assignment operator replacement
- BCR - break continue replacement
- COD - conditional operator deletion
- COI - conditional operator insertion
- CRP - constant replacement
- DDL - decorator deletion
- EHD - exception handler deletion
- EXS - exception swallowing
- IHD - hiding variable deletion
- IOD - overriding method deletion
- IOP - overridden method calling position change
- LCR - logical connector replacement
- LOD - logical operator deletion
- LOR - logical operator replacement
- ROR - relational operator replacement
- SCD - super calling deletion
- SCI - super calling insert
- SIR - slice index remove

# Complexity #1: It takes a *looooooong* time

Long test suites, large code bases, and many operators can add up



## What to do?

- ▶ Parallelize as much as possible!
- ▶ After baselining:
  - only run tests on modified code
  - only mutate modified code
- ▶ Speed up test suite

# Complexity #2: Incompetence detection

Some incompetent mutants are harder to detect than others



**"Good luck with that."**

Alan Turing (apocryphal)

# Complexity #3: Equivalent mutants

Some mutants have no detectable differences in functionality

```
def consume(iterator, n):  
    """Advance the iterator n-steps ahead.  
    If n is none, consume entirely."""  
  
    # Use functions that consume iterators at C speed.  
    if n is None:  
        # feed the entire iterator into a zero-length deque  
        collections.deque(iterator, maxlen=0)  
    else:  
        # advance to the empty slice starting at position n  
        next(islice(iterator, n, n), None)
```

# Cosmic Ray: Mutation Testing for Python



# Cosmic Ray operates on packages

Sub-packages and modules are discovered automatically

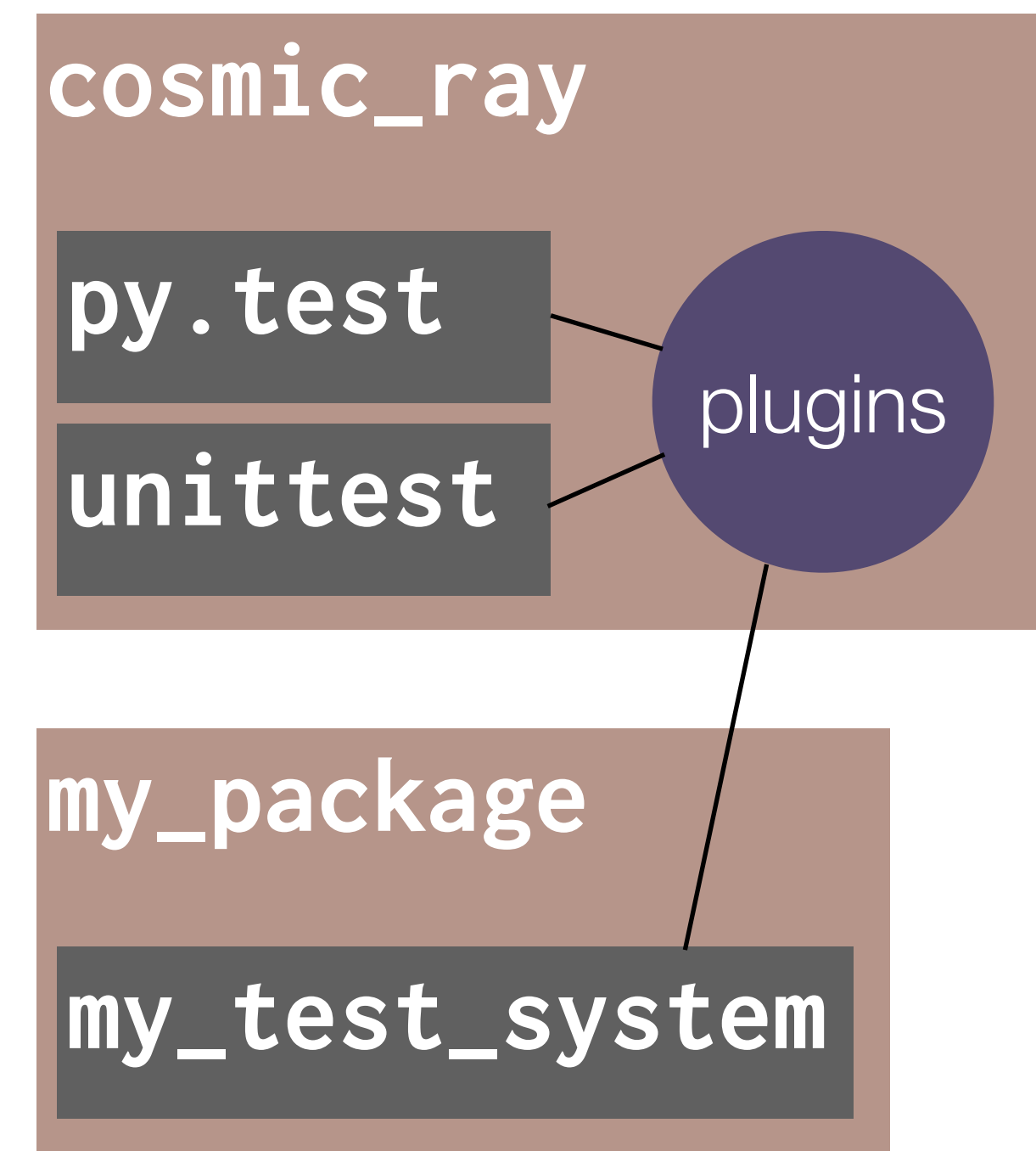
## find\_modules.py

```
def find_modules(name):  
    module_names = [name]  
    while module_names:  
        module_name = module_names.pop()  
        try:  
            module = importlib.import_module(module_name) ←  
            yield module  
            if hasattr(module, '__path__'):  
                → for _, name, _ in pkgutil.iter_modules(module.__path__):  
                    module_names.append('{}.{ {}'.format(module_name, name))  
        except Exception: # pylint:disable=broad-exception  
            LOG.exception('Unable to import %s', module_name)
```

# Test system plugins

Support for tests systems are provided by dynamically discovered modules

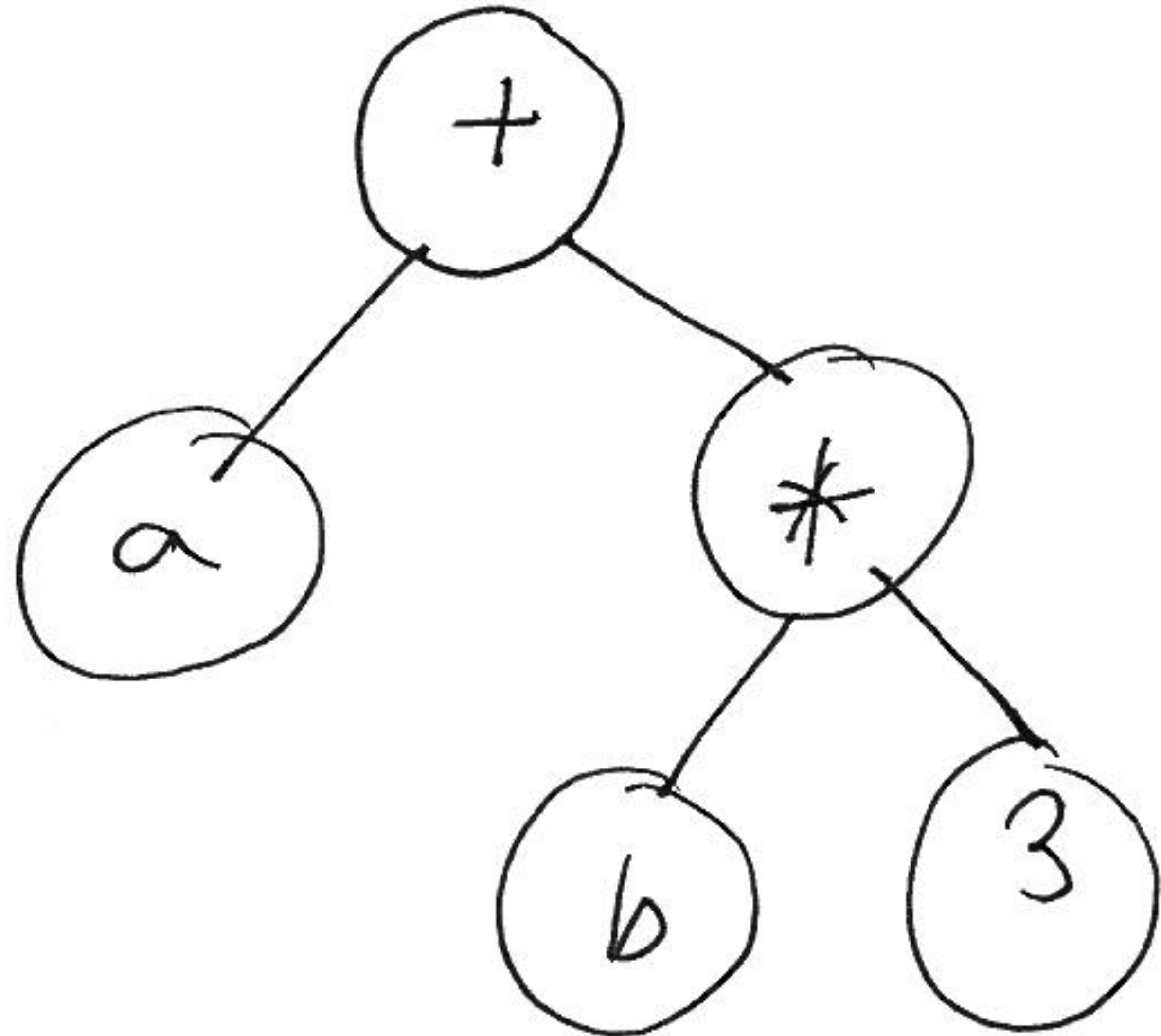
- ▶ **Using OpenStack's stevedore plugin system**
- ▶ **Plugins can come from external packages**
- ▶ **Define a TestRunner subclass and implement the `_run()` method**
  - Report a simple *success* or *failure* along with a printable object containing more information
- ▶ **TestRunners are only given a "start directory" as context**



# ast

Standard library abstract syntax tree handling

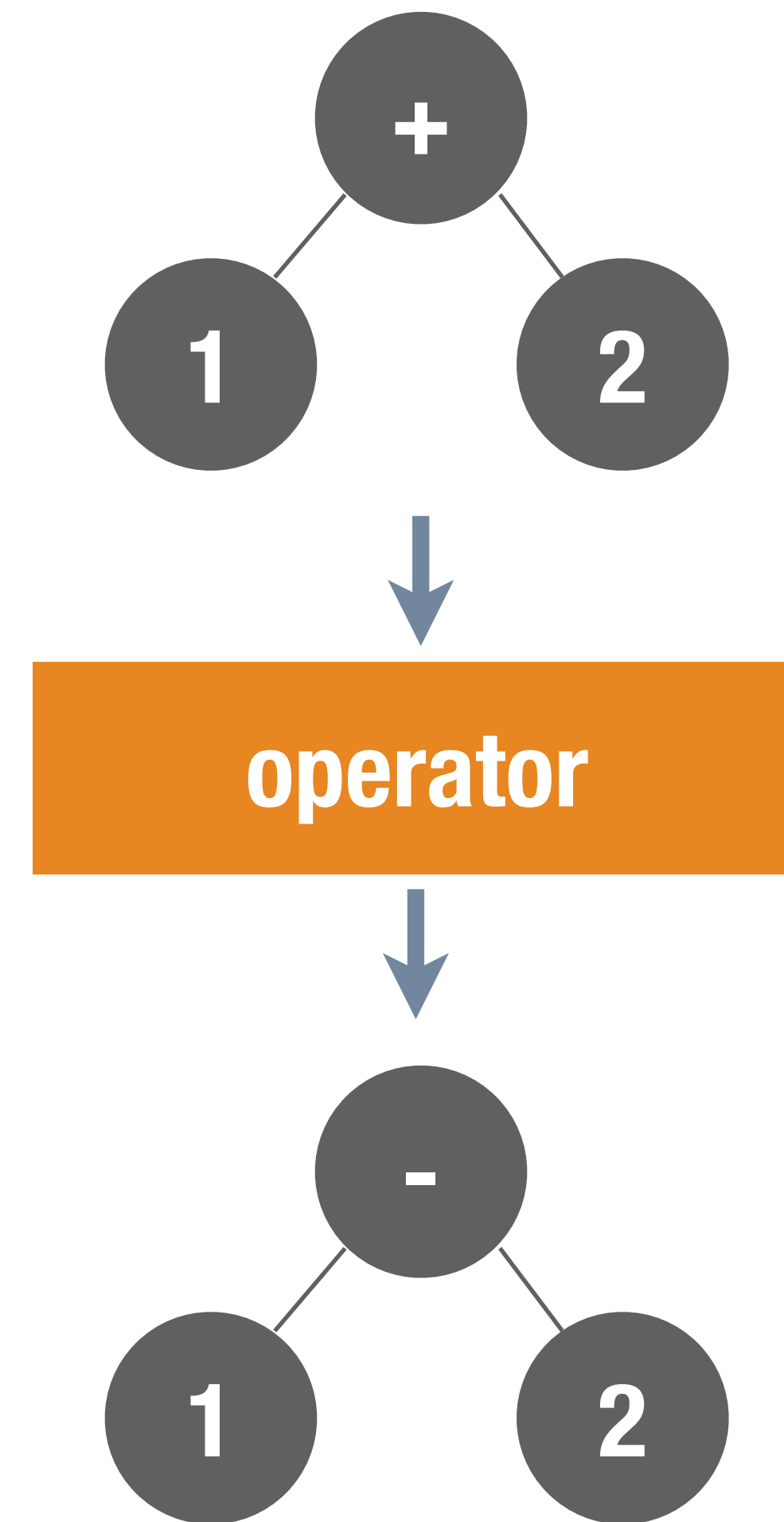
- ▶ **Generate AST from source code**
- ▶ **Modify copies of ASTs using `ast.NodeTransformer`**



# Operators

Operators are responsible for actual AST modification

- ▶ **Operators inherit from `Operator` which in turn inherits from `ast.NodeTransformer`**
- ▶ **Operators are provided as plugins**
- ▶ **They have two primary jobs:**
  - Identify locations where a mutation can occur
  - Perform the mutation open request



# Example operator: Reverse unary subtraction

Converts unary-sub to unary-add

```
class ReverseUnarySub (Operator):  
    def visit_UnaryOp (self, node):  
        if isinstance (node.op, ast.USub):  
            return self.visit_mutation_site (node)  
        else:  
            return node  
  
    def mutate (self, node):  
        node.op = ast.UAdd()  
        return node
```

# Module management: overview

Python provides a sophisticated system for performing module imports

## finders

Responsible for producing *loaders* when they recognize a module name

## loaders

Responsible for populating module namespaces on import

## `sys.meta_path`

A list of finders which are queried in order with module names when import is executed

# Module management: Finder

Cosmic Ray implements a custom finder

- **The finder associates module names with ASTs**
- **It produces loaders for those modules which are under mutation**



# Module management: Finder

Cosmic Ray implements a custom finder

```
class ASTFinder(MetaPathFinder):  
    def __init__(self, fullname, ast):  
        self._fullname = fullname  
        self._ast = ast  
  
    def find_spec(self, fullname, path, target=None):  
        if fullname == self._fullname:  
            return ModuleSpec(fullname,  
                              ASTLoader(self._ast, fullname))  
        else:  
            return None
```

# Module management: Loader

Cosmic Ray implements a custom loader

- **The loader compiles its AST in the namespace of a new module object**



# Module management: Loader

Cosmic Ray implements a custom loader

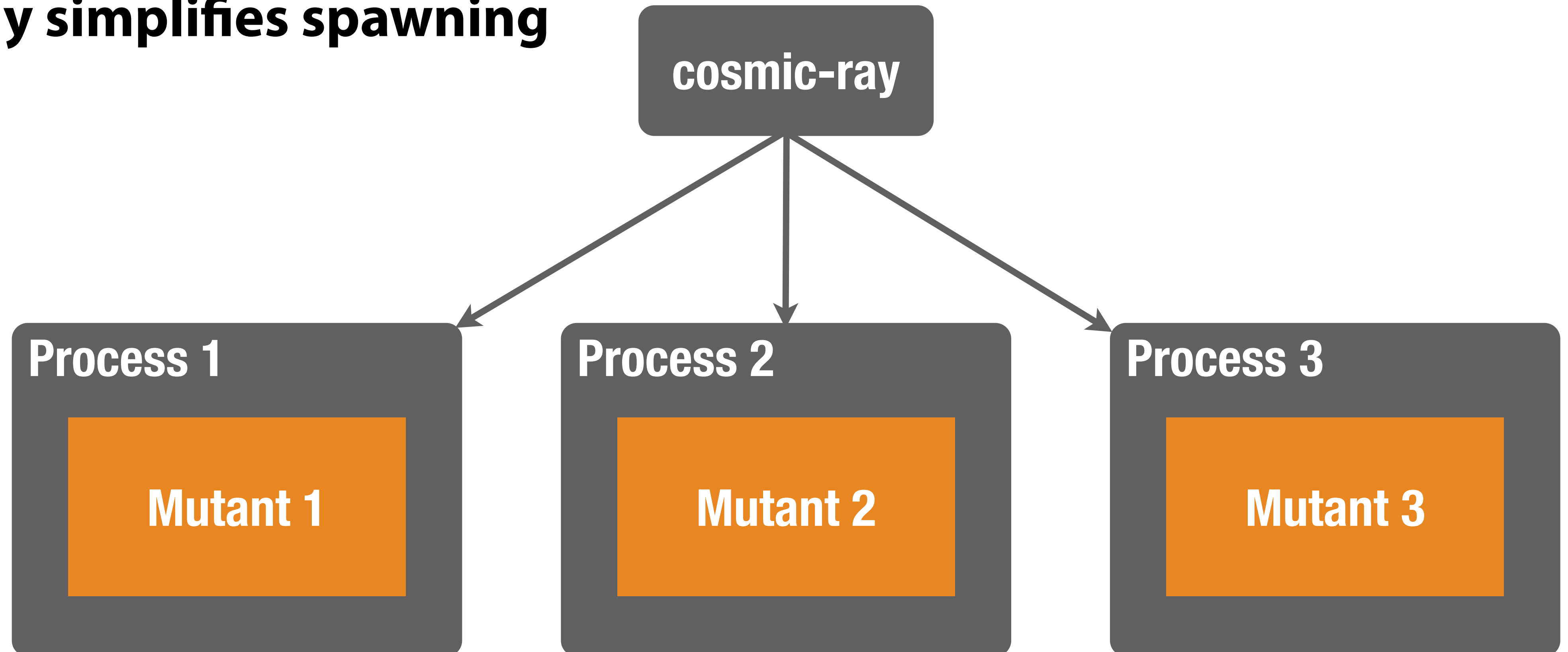
```
class ASTLoader:
    def __init__(self, ast, name):
        self._ast = ast
        self._name = name

    def exec_module(self, mod):
        exec(compile(self._ast,
                    self._name,
                    'exec'),
            mod.__dict__)
```

# multiprocessing

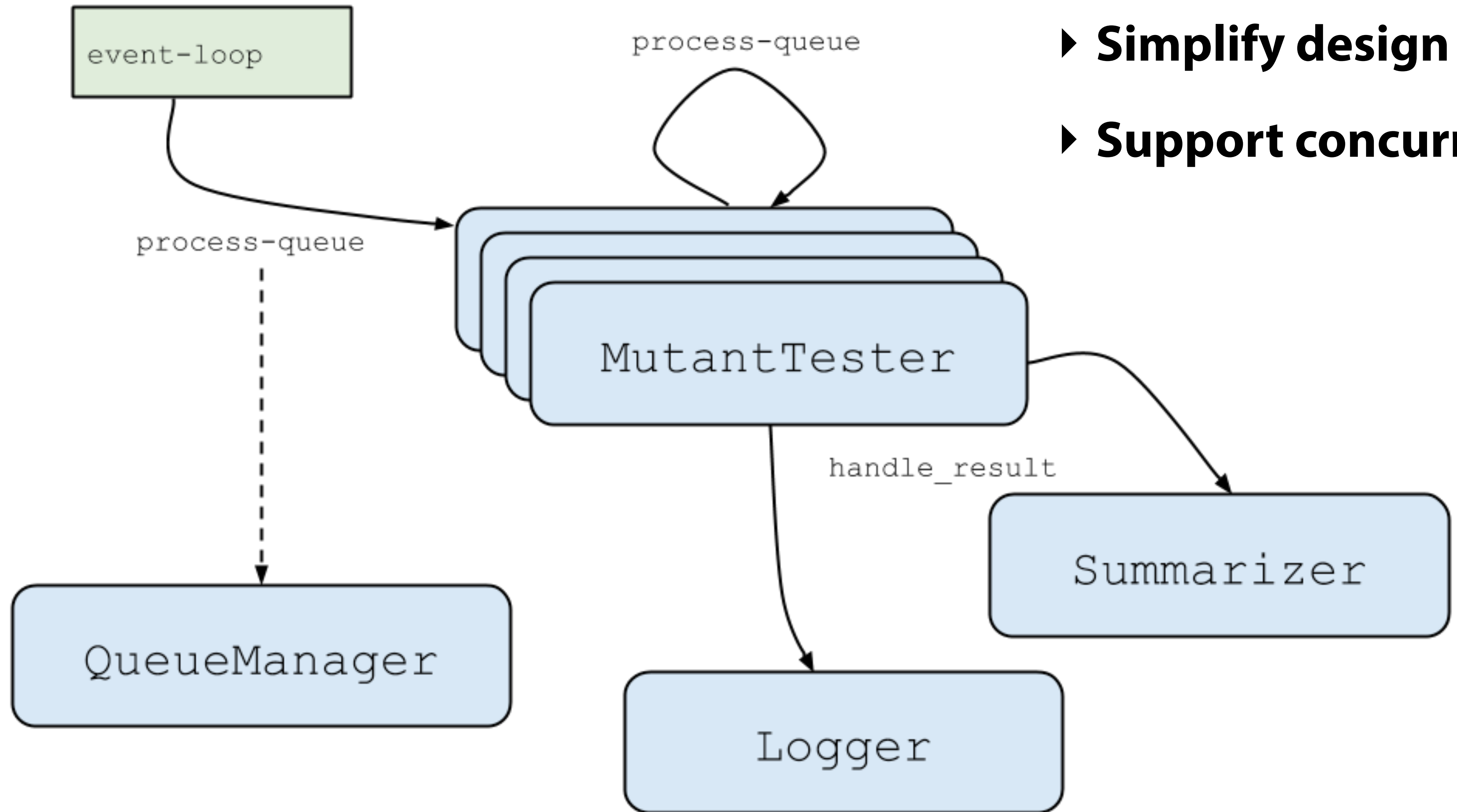
Mutant isolation with multiple processes

- ▶ **Avoid cross-mutant interference**
- ▶ **Significantly simplifies spawning processes**



# pykka

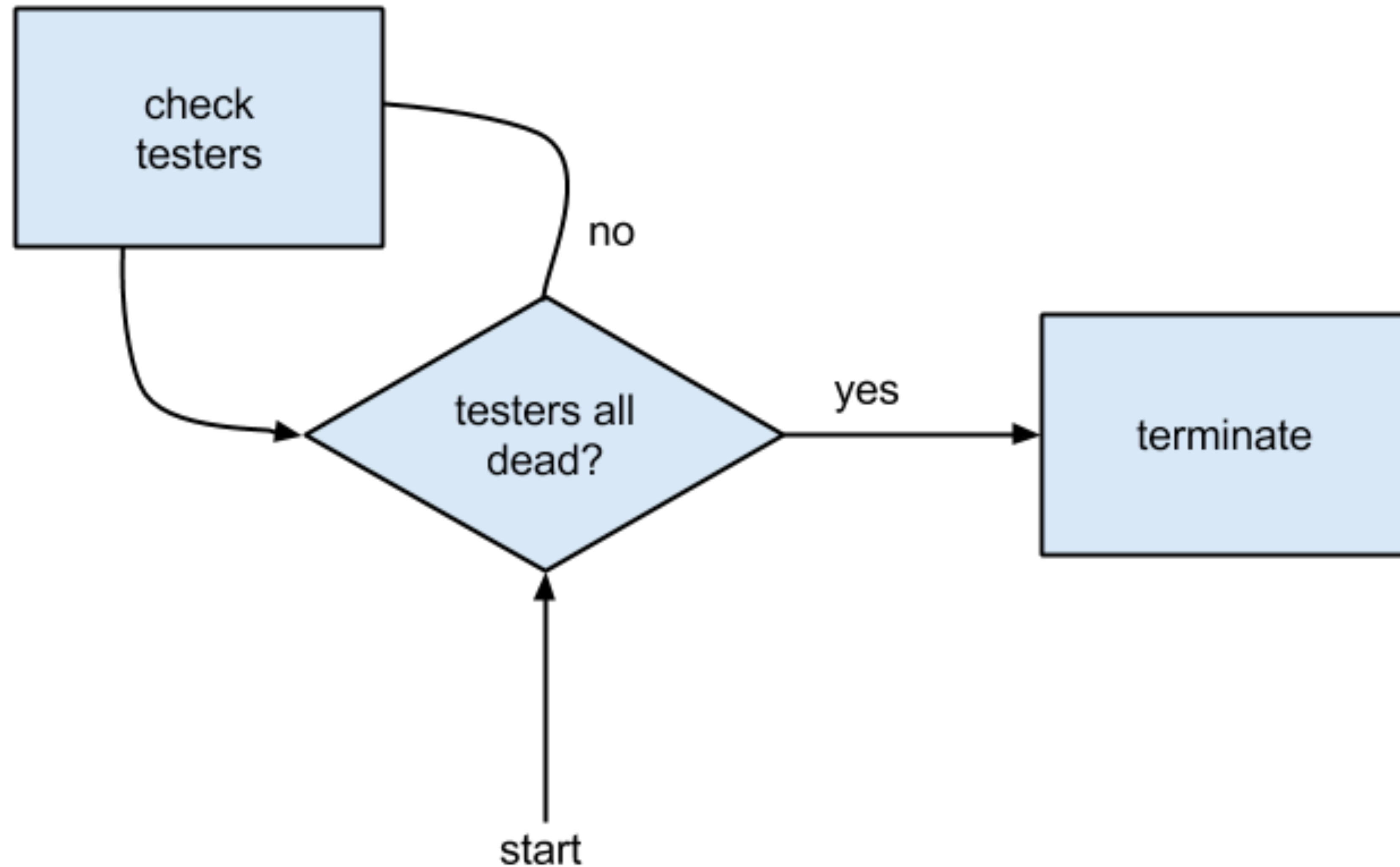
Actor model implementation in Python



- ▶ **Simplify design**
- ▶ **Support concurrency**

# asyncio

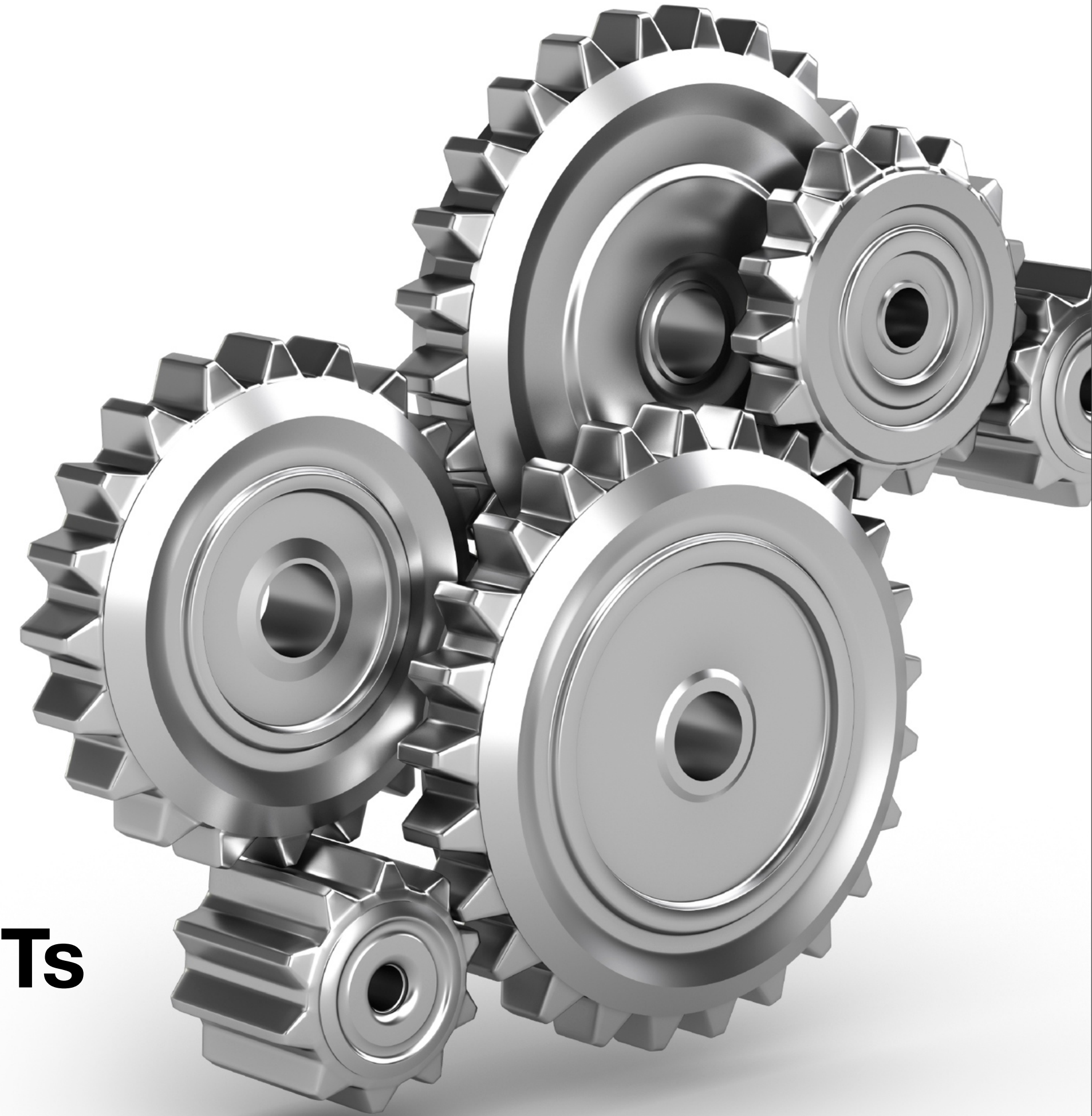
Event loop to drive actors



# Operational overview

Here's how we put all of these pieces together

- 1. Find test-runner to use**
- 2. Identify modules for mutation**
- 3. Find all of the operators to use**
- 4. *Lazily* generate a sequence of mutated ASTs**
- 5. For each mutant, run the tests**
  1. Each test runs in a new process
  2. Each run manipulates its location `sys.meta_path` to inject the correct module





# Demo



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# Thank you!

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