

# **MDROID:**

## An Energy-Aware Mutation Testing Framework for Android

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Seminar: Software Testing

# Outline

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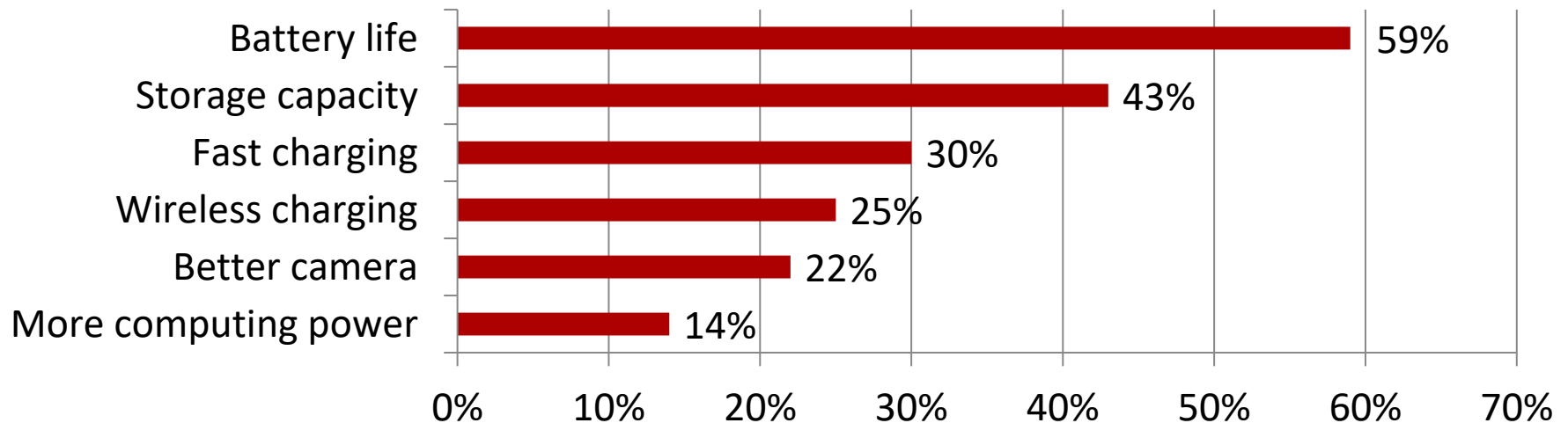
- 1) Current Problem
- 2) Basics
  - Mutation Testing
  - Android Activity Lifecycle
- 3) Framework Overview
- 4) Components of Framework
- 5) Evaluation of  $\mu$ DROID

# Current Problem

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- Rising popularity of mobile apps
    - Energy-efficiency major concern
  - No tools for energy-testing
    - Functional correctness test used
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## Most important smart-phone features 2019



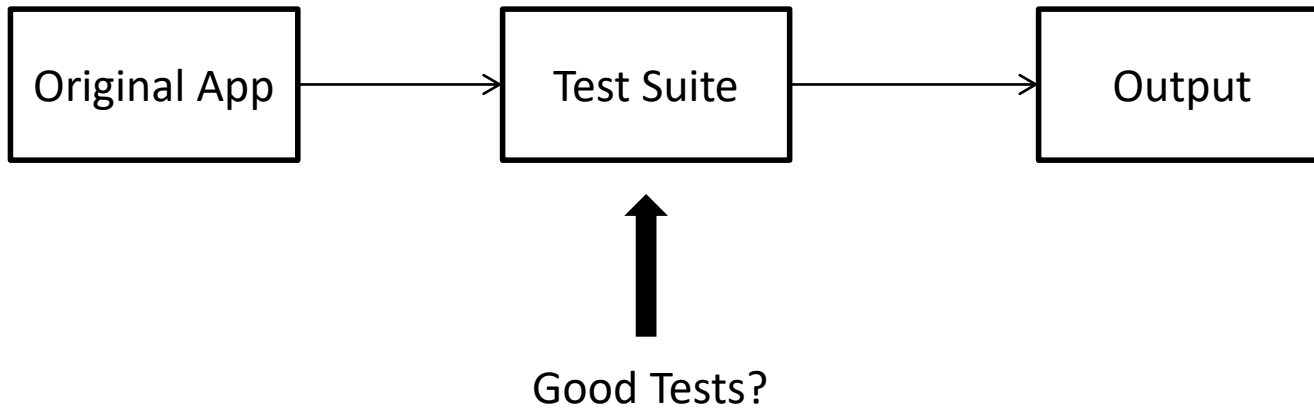
# Solution: $\mu$ DROID

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- Testing framework for Android
- Evaluates your test suite
  - Revealing energy-bugs
- Automatic application

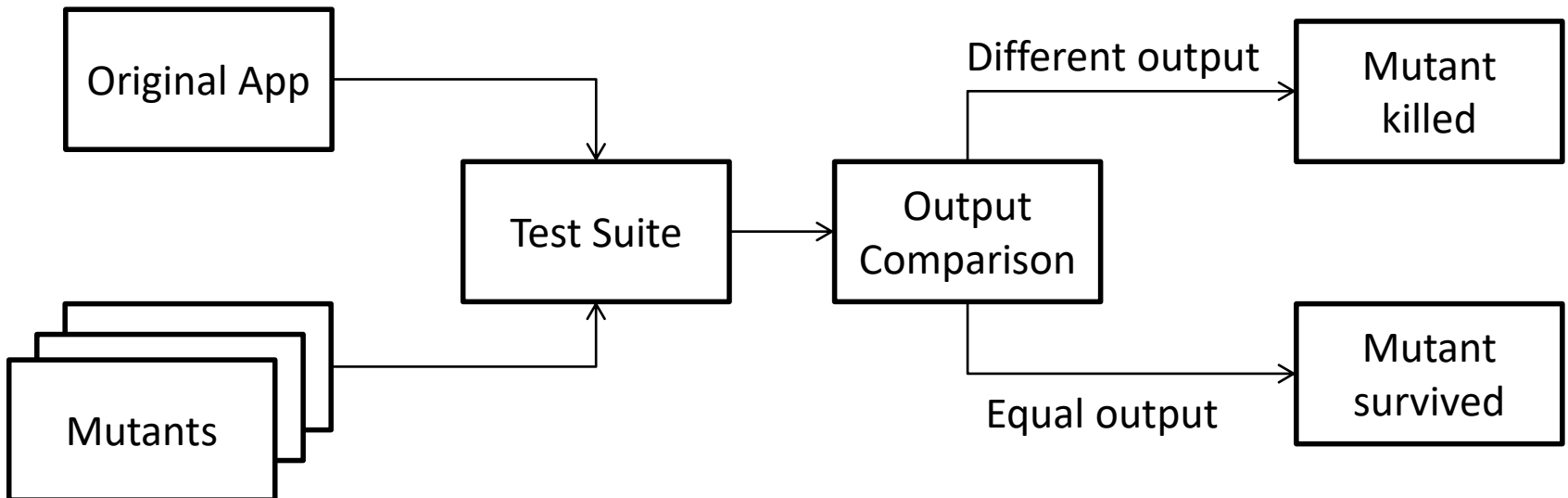
# Mutation Testing

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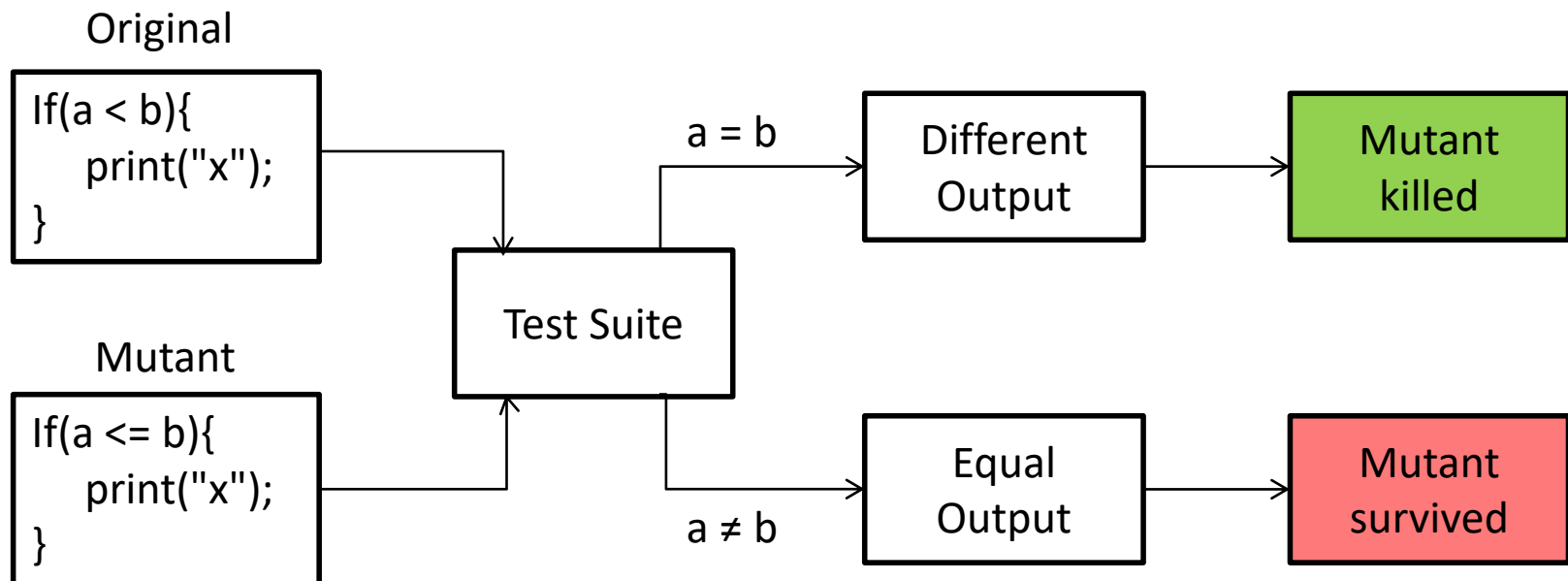
# Mutation Testing

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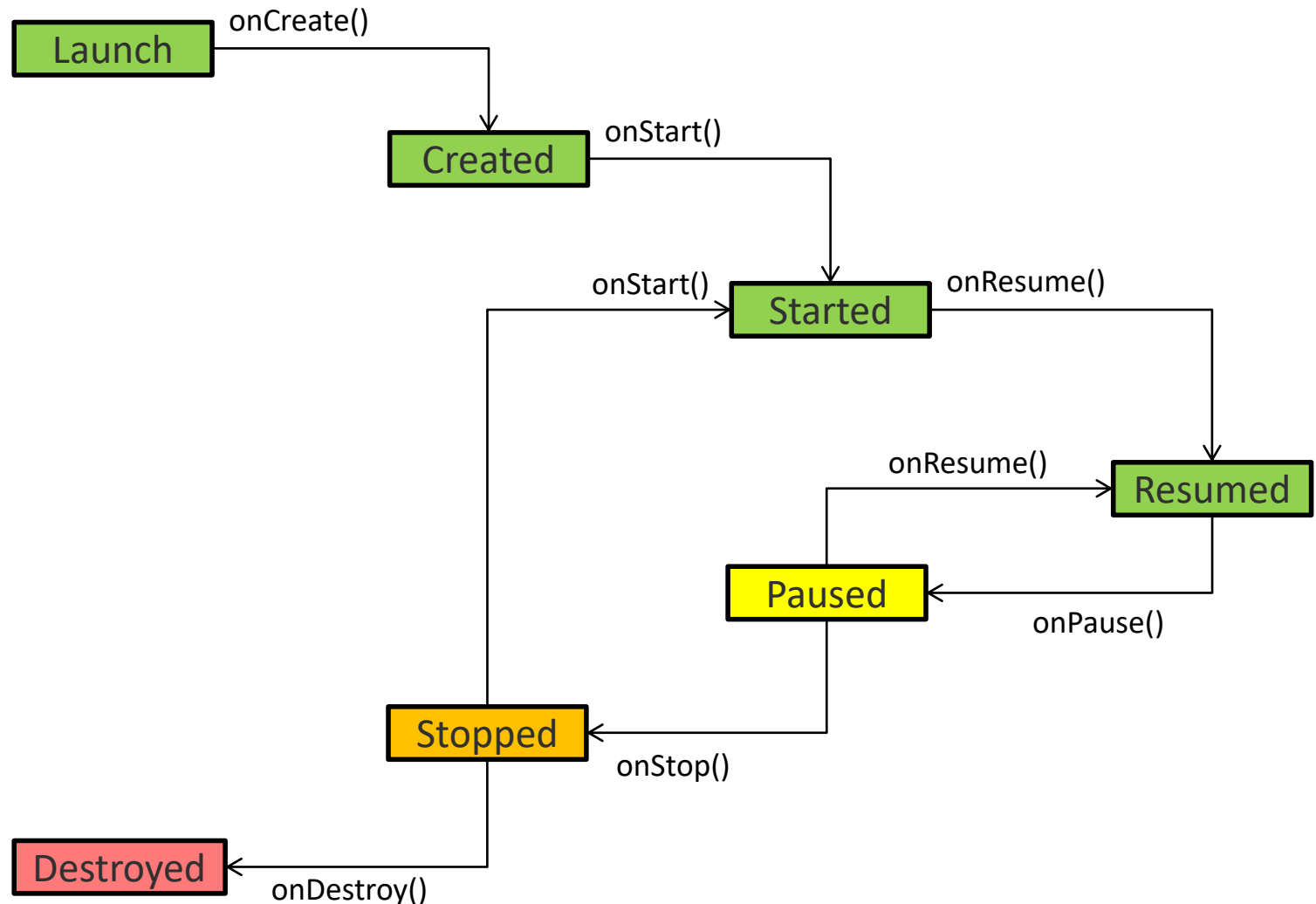
# Mutation Testing

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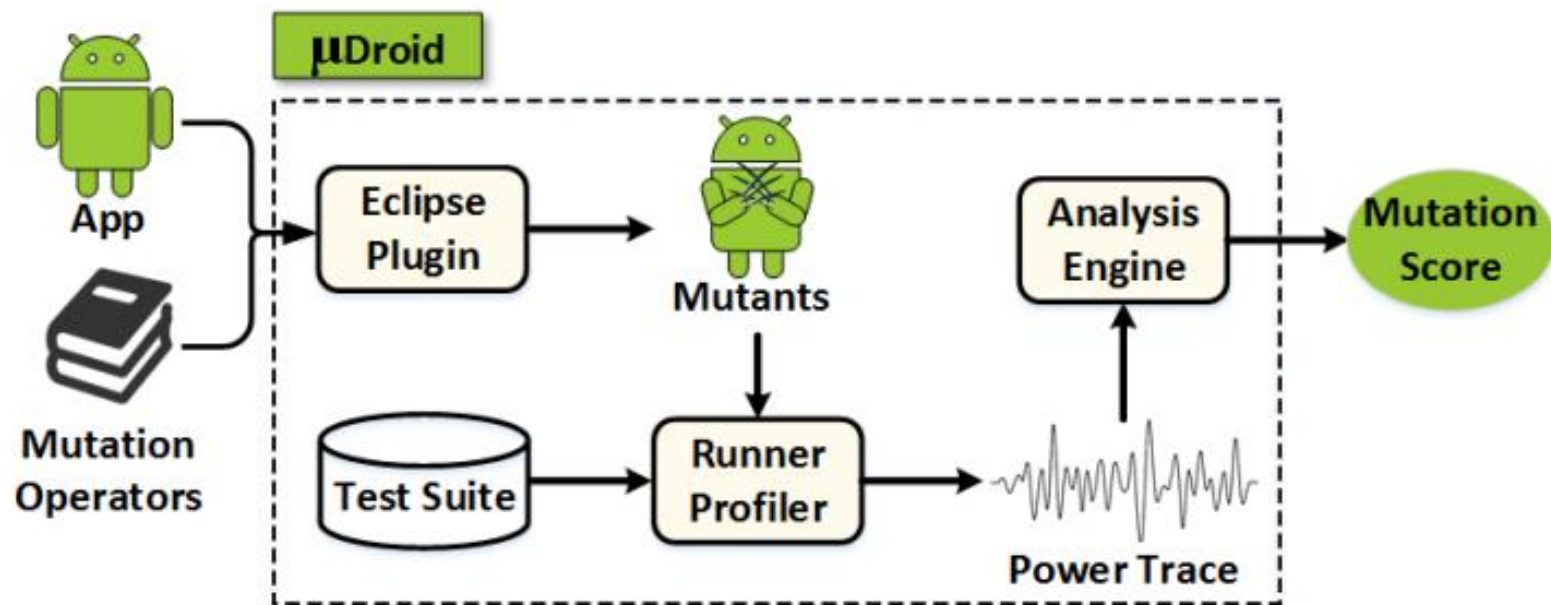
# Android Activity Lifecycle

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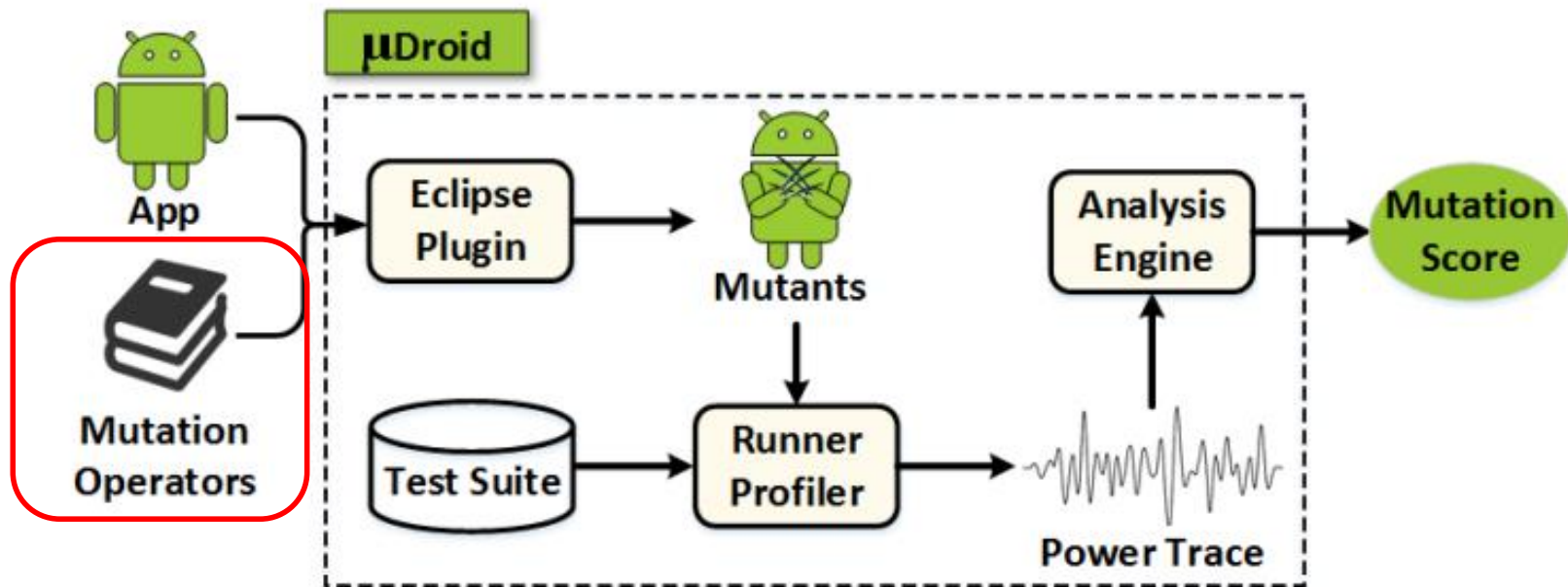
# Framework Overview



**Source:** Jabbarvand, R., & Malek, S. (2017, August). μDroid: an energy-aware mutation testing framework for Android. In *Proceedings of the 2017 11th Joint Meeting on Foundations of Software Engineering* (pp. 208-219). ACM. Figure 1

# Overview

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Figure 1

# Mutation Operators

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- 1) Connectivity Mutation Operators
- 2) Location Mutation Operators
- 3) Wakelock Mutation Operators
- 4) Display Mutation Operators
- 5) Recurring Callback and Loop Mutation Operators
- 6) Sensor Mutation Operators

# 1) Connectivity Mutation Operators

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- Network-related
  - Mobile data power usage > WiFi power usage
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## Original App Code

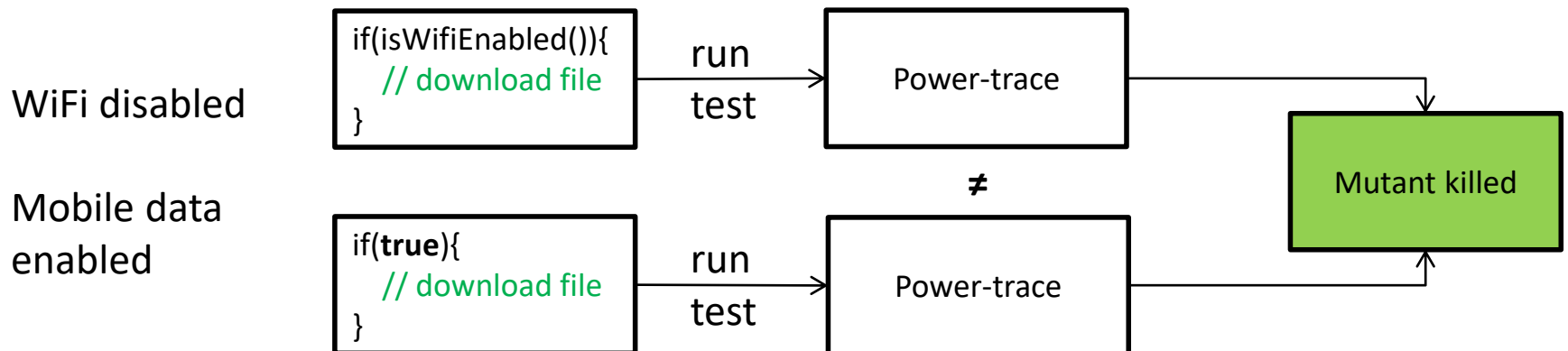
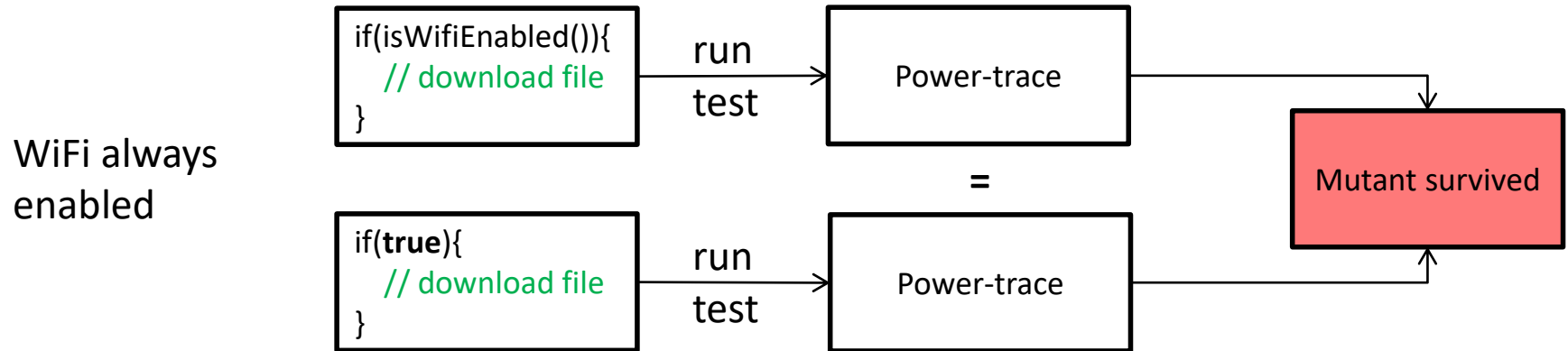
```
1 WifiManager manager = getSystemService("WIFI_SERVICE");
2 if(manager.isWifiEnabled()){
3     // download big file
4 }
```

**Mutant:** remove check for WiFi

```
1 WifiManager manager = getSystemService("WIFI_SERVICE");
2 if(true){
3     // download big file
4 }
```

# 1) Connectivity Mutation Operators

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## 2) Location Mutation Operators

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### Original App Code

```
1 public class TrackActivity extends Activity{
2     private LocationManager manager;
3     private LocationListener listener;
4     protected void onCreate(){
5         manager = getSystemService("LOCATION_SERVICE");
6         listener = new LocationListener(){
7             public void onLocationChanged(){
8                 // process location information
9             }
10        };
11        manager.requestLocationUpdates("NETWORK", 2*60*1000, 20, listener);
12    }
13    protected void onDestroy(){
14        super.onDestroy();
15        manager.removeUpdates(listener);
16    }
17 }
```

## 2) Location Mutation Operators

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**Mutant:** increase update frequency

```
1 public class TrackActivity extends Activity{
2     private LocationManager manager;
3     private LocationListener listener;
4     protected void onCreate(){
5         manager = getSystemService("LOCATION_SERVICE");
6         listener = new LocationListener(){
7             public void onLocationChanged(){
8                 // process location information
9             }
10        };
11        manager.requestLocationUpdates("NETWORK", 2*60*1000, 1, listener);
12    }
13    protected void onDestroy(){
14        super.onDestroy();
15        manager.removeUpdates(listener);
16    }
17 }
```

## 2) Location Mutation Operators

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**Mutant:** remove listener unregistration

```
1 public class TrackActivity extends Activity{
2     private LocationManager manager;
3     private LocationListener listener;
4     protected void onCreate(){
5         manager = getSystemService("LOCATION_SERVICE");
6         listener = new LocationListener(){
7             public void onLocationChanged(){
8                 // process location information
9             }
10        };
11        manager.requestLocationUpdates("NETWORK", 2*60*1000, 20, listener);
12    }
13    protected void onDestroy(){
14        super.onDestroy();
15    }
16 }
```



# 3) Wakelock Mutation Operators

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- App keeps device awake
- CPU, Sensors, WiFi, etc. stays on
- Needs explicit release
- Mutation Operators delete release

# 4) Display Mutation Operators

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- Most power-consuming component
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## Original App Code

```
1 Settings.System.putInt(getContentResolver(),  
2     "SCREEN_OFF_TIMEOUT", 1*60*1000);
```

**Mutant:** increase display timeout

```
1 Settings.System.putInt(getContentResolver(),  
2     "SCREEN_OFF_TIMEOUT", Integer.MAX_VALUE);
```

## 5) Recurring Callback and Loop Mutation Operators

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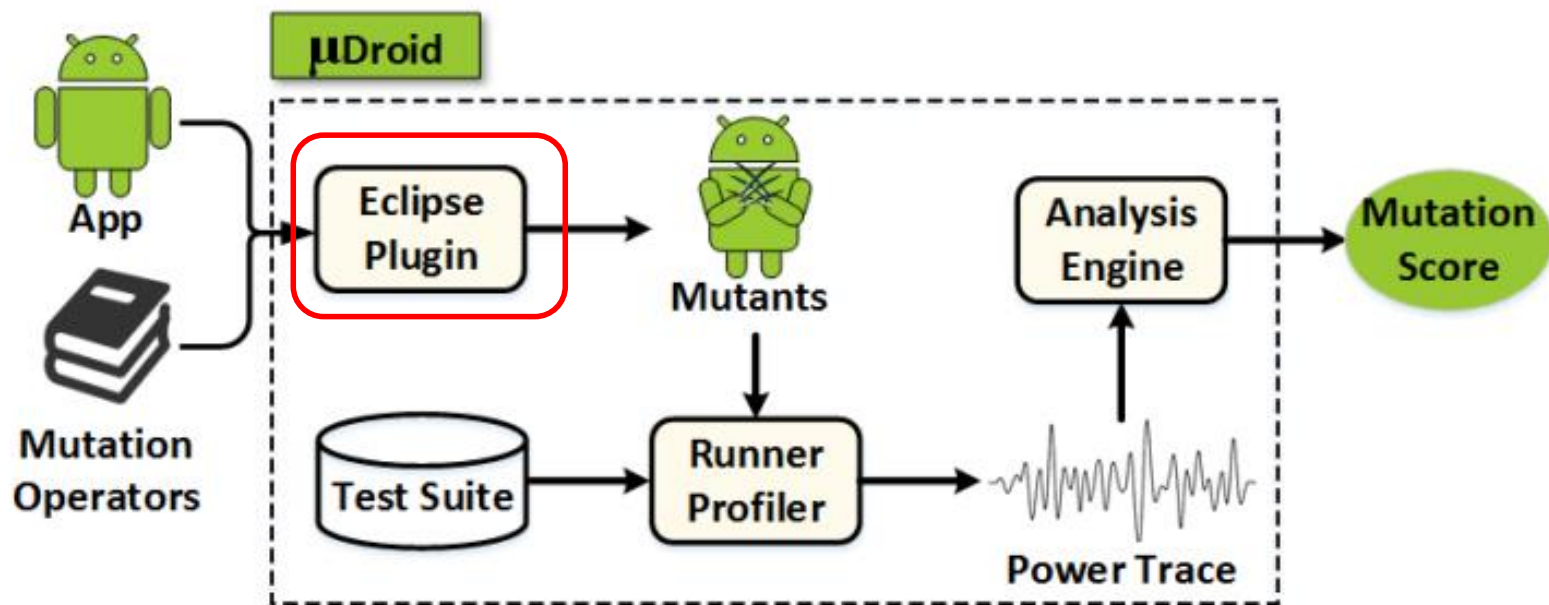
- Repeating tasks
- Frequency relates to power level
- Mutant Operators remove frequency decrease
- Mock battery level tests

## 6) Sensor Mutation Operators

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- Like Location Mutation Operator
- 1. Mutation Operator increases scan-frequency
- 2. Mutation Operator deletes release

# Overview



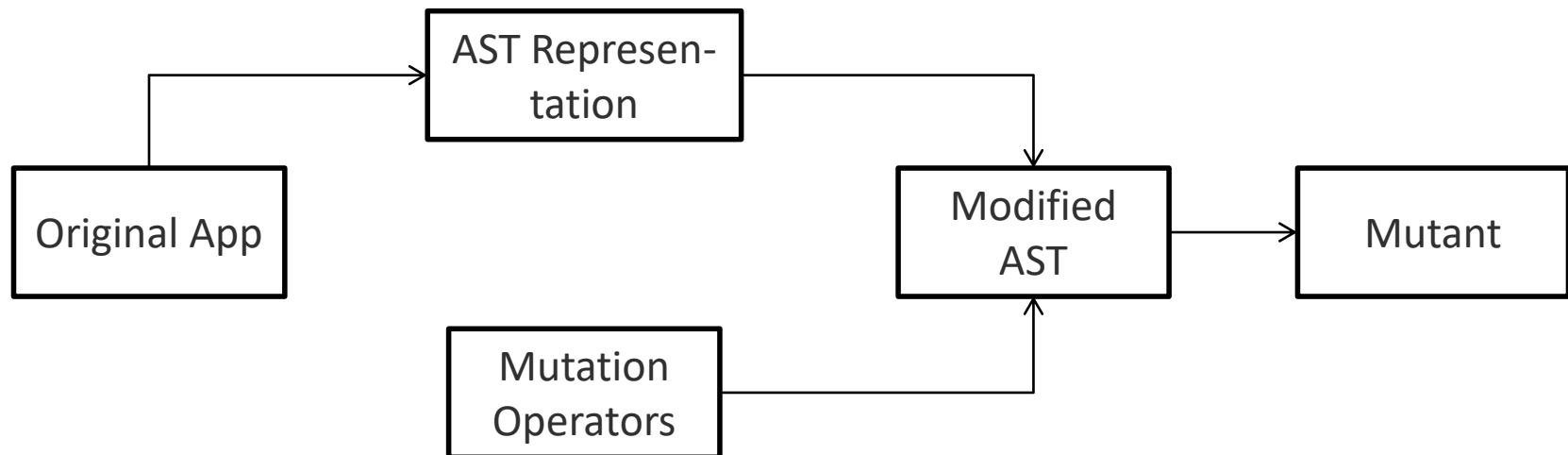
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Figure 1

# Eclipse Plugin

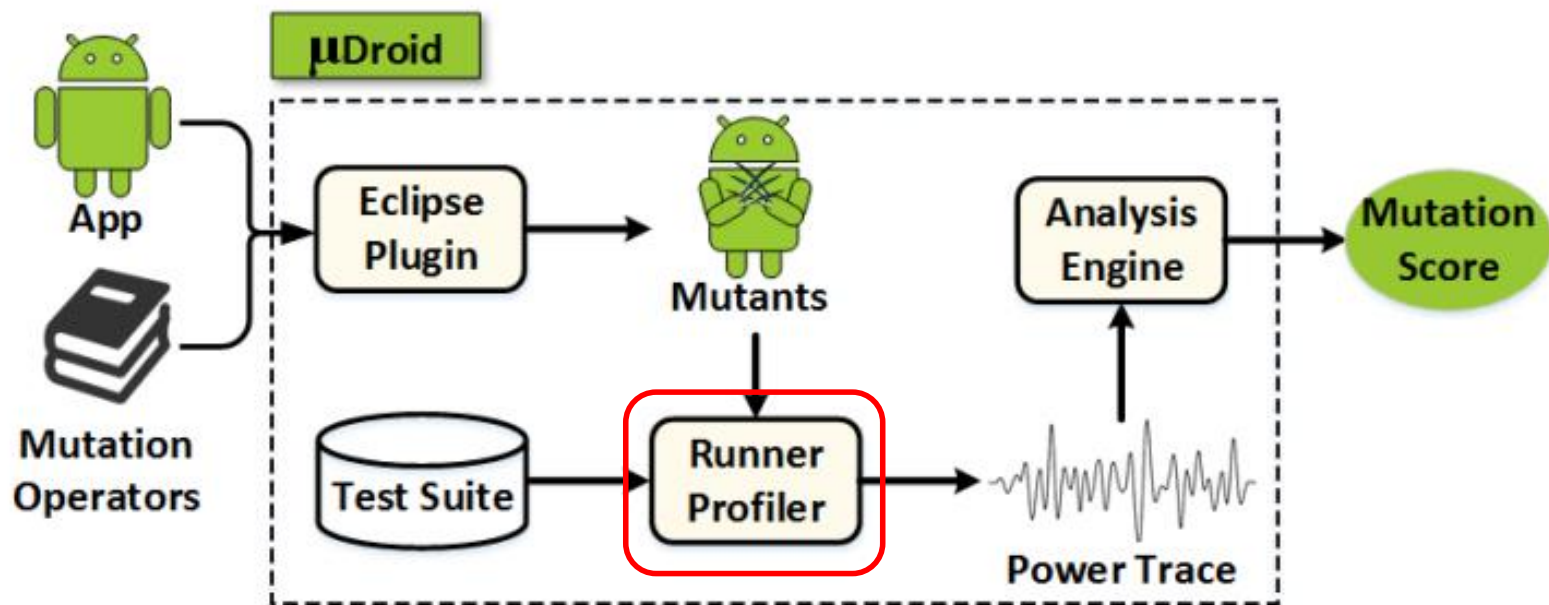
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- Mutant generation:
  1. Create Abstract Syntax Tree (AST)
  2. Introduce Faults from Anti-Patterns
  3. Generate implementation from AST



# Overview

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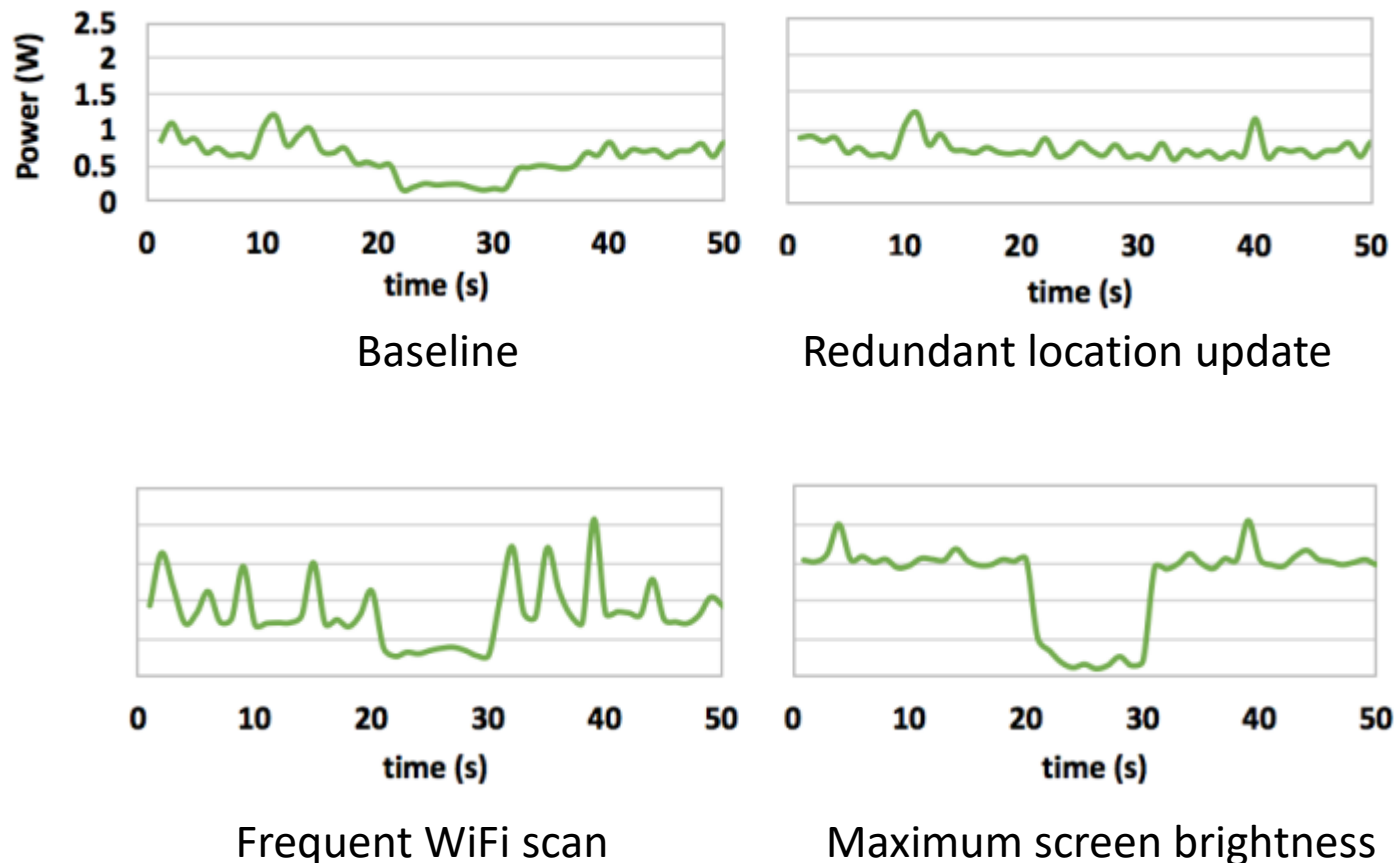


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# Power Traces

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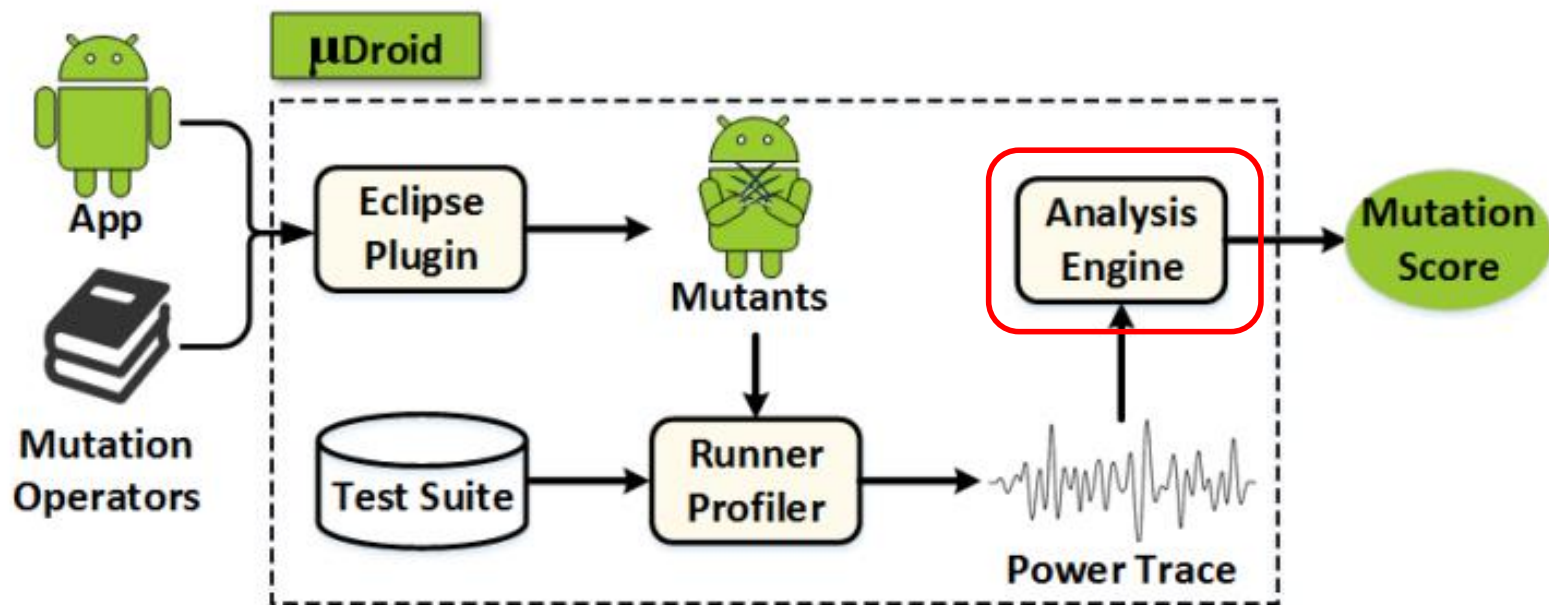
- Power traces of Sensorium App





# Overview

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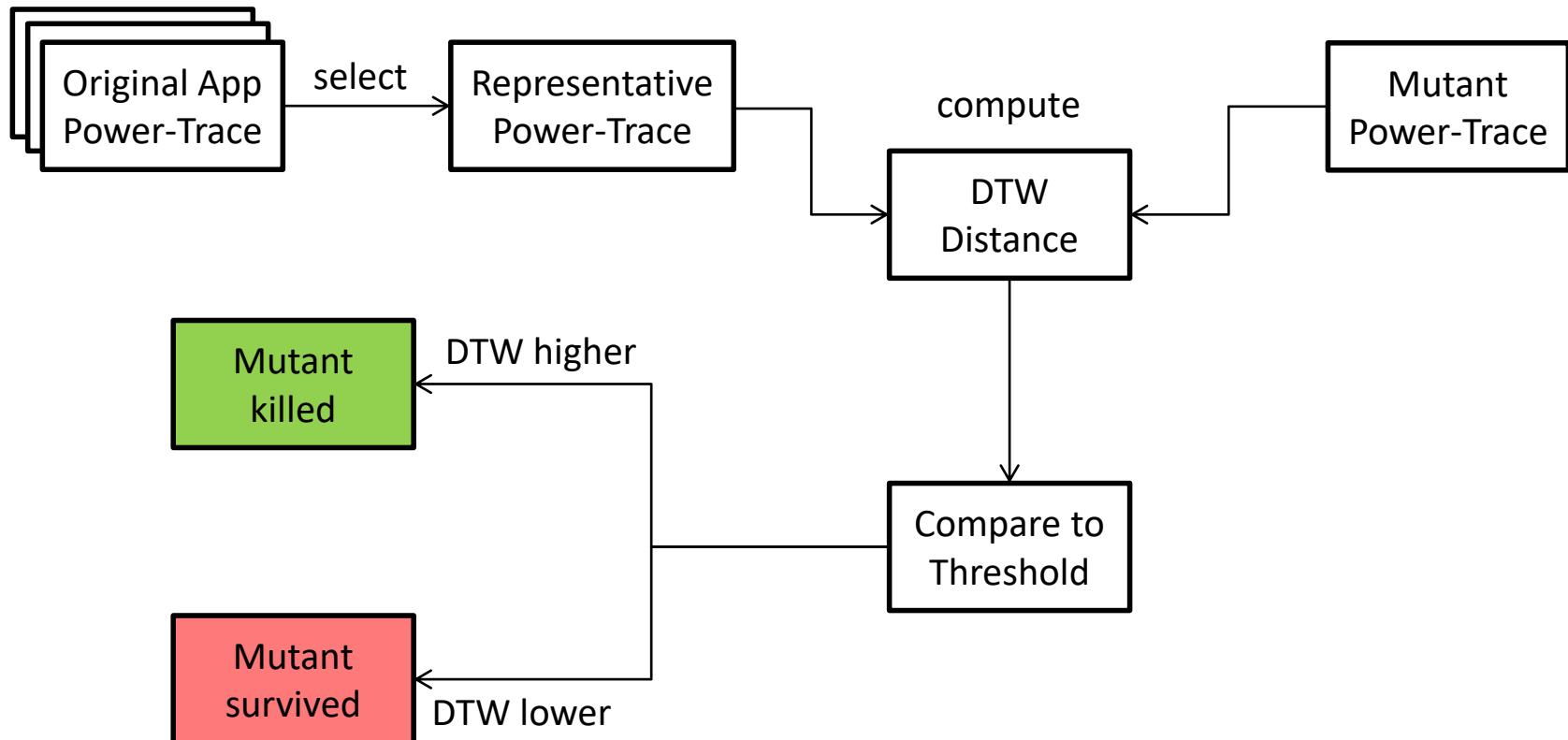


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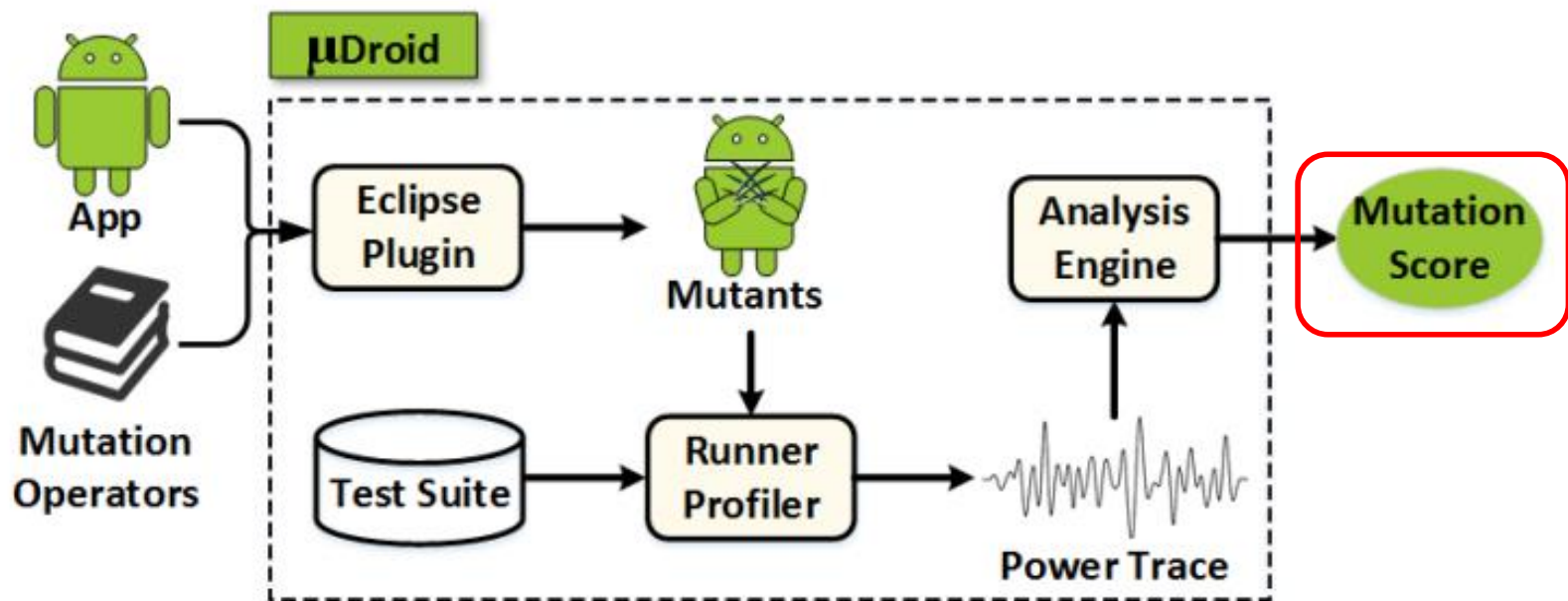
# Analysis Engine

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For each test in test suite:



# Overview



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Figure 1

# Mutation Score

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$$\textit{Mutation Score} = \frac{\# \textit{ Killed Mutants}}{\# \textit{ Mutants}}$$

# Evaluation of $\mu$ DROID

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- RQ1) Prevalence, Quality and Contribution
- RQ2) Effectiveness
- RQ3) Association to real faults
- RQ4) Accuracy of Oracle
- RQ5) Performance

# Experimental Setup

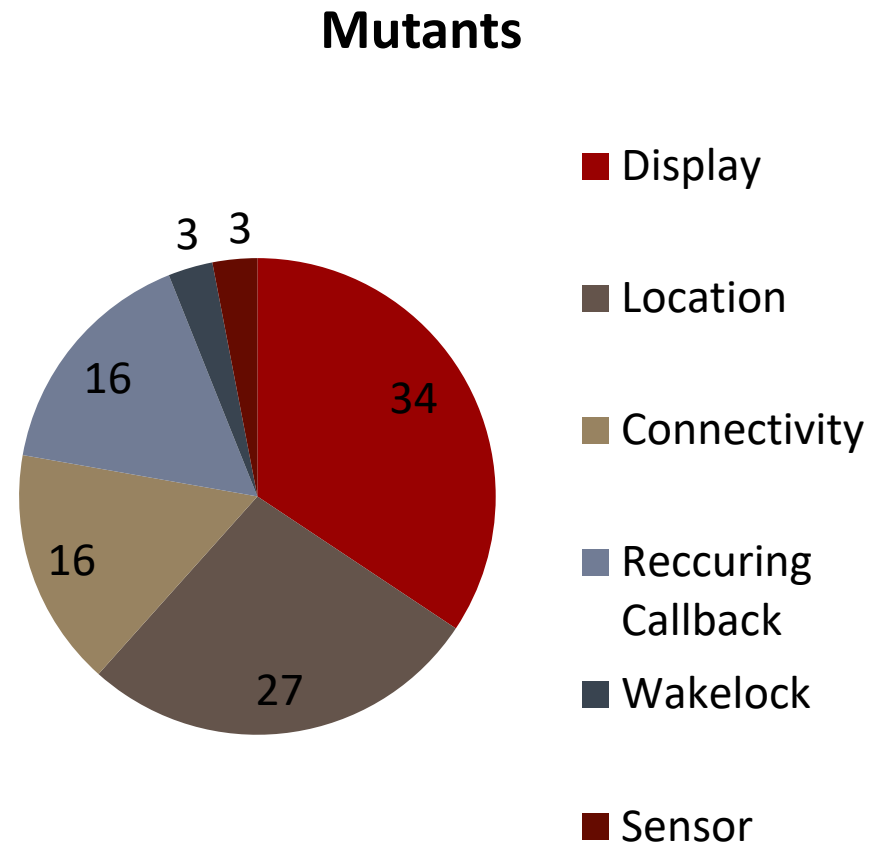
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- 100 randomly selected Apps
  - Containing known energy-bug
- **Hardware:**
  - Android 6.0.1
  - Google Nexus 6
- **Measurement:**
  - Trepn (Qualcomm)
- **Test Cases:**
  - Hand-written tests
  - Random tests by Android Monkey

# RQ1) Prevalence, Quality and Contribution

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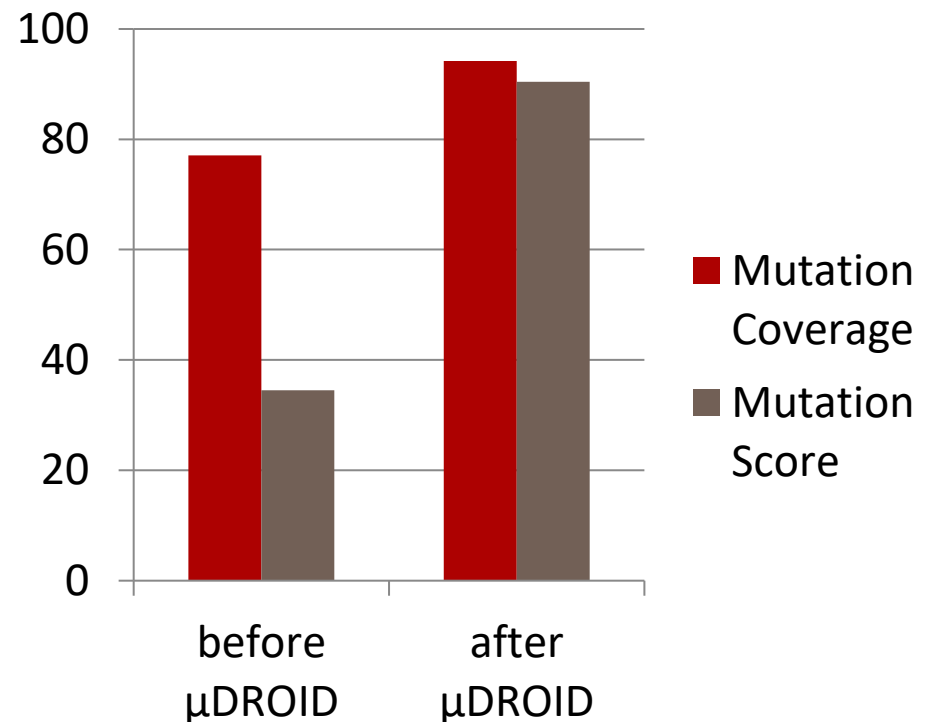
- 28 Mutants on average
- Real need in Domain
- Every Operator useful



## RQ2) Effectiveness

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- Tests created by developers
- Tests had many deficiencies
- Example missing test cases:
  - Poor WiFi signal
  - Different battery-levels
  - Mocking locations
  - Long tests (file download)





## RQ3) Association to real faults

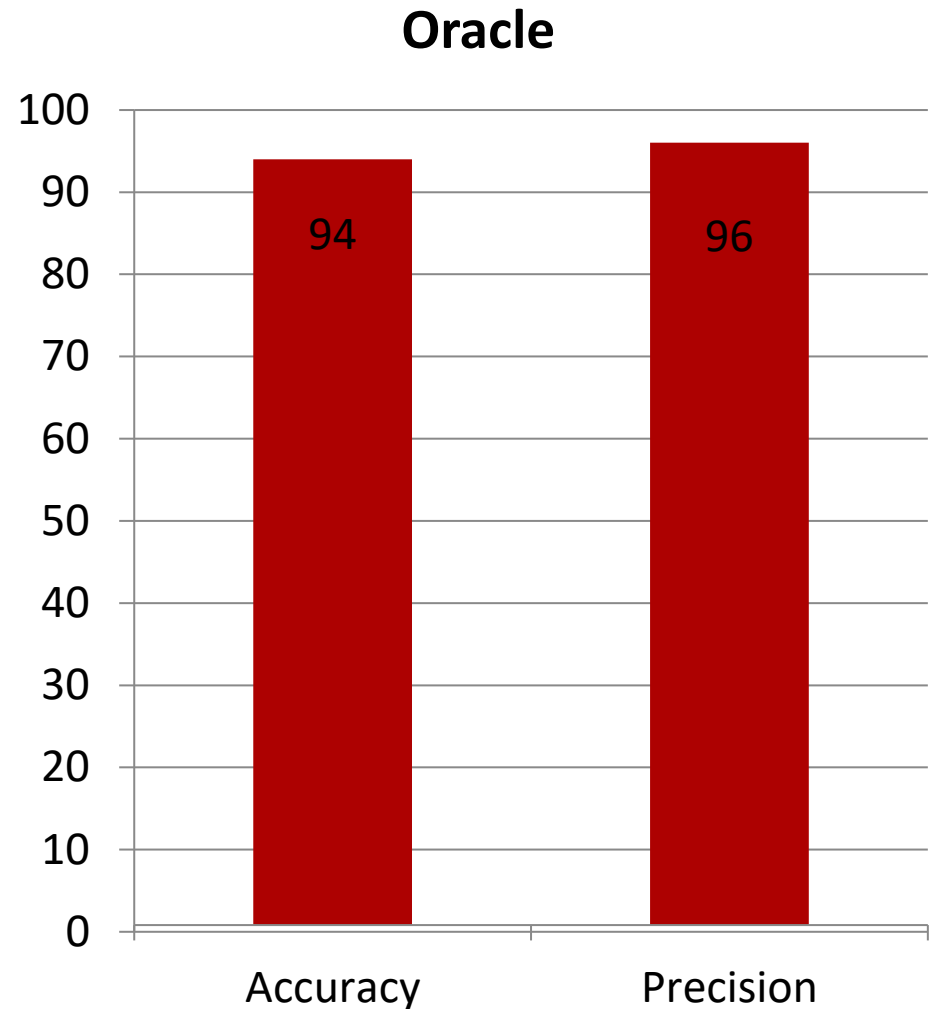
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- High mutation score = high uncovering rate of energy bugs?
- Tests on energy-bug containing app
  - 20 Test suites
  - 20 Test cases
- Test suites that uncovered real bug:  
**77%** higher Mutation Score

# RQ4) Accuracy of Oracle

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- Acceptable accuracy for use in practice



# RQ5) Performance

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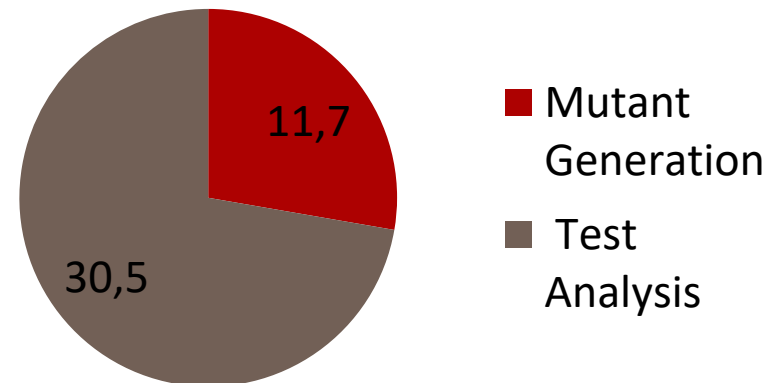
- **Test System:**

- Intel I7 2.2 GHZ
- 16GB DDR3 RAM

- 0.4s per Mutant

- 0,83s per Test Analysis

**Average Runtime in seconds**



# Summary

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- **μDROID:**
  - Mutation testing framework for android
  - Shows energy-related deficits in tests
- **Workflow of μDROID:**
  - Mutation Operators
  - Mutant generation
  - Running tests
  - Analyzation
- **Evaluation:**
  - Good results for use in practice

# Future work: COBWEB

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- From same authors
- Search-based energy-testing framework
  - For Android
- Evolutionary Algorithm
- Automatically generated tests

# Time for questions!

Backup slides

# Sources

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- Jabbarvand, R., & Malek, S. (2017, August).  $\mu$ Droid: an energy-aware mutation testing framework for Android. In *Proceedings of the 2017 11th Joint Meeting on Foundations of Software Engineering* (pp. 208-219). ACM.
- Jabbarvand, R., Lin, J. W., & Malek, S. (2019, May). Search-based energy testing of Android. In *Proceedings of the 41st International Conference on Software Engineering* (pp. 1119-1130). IEEE Press.
- Jabbarvand, R., & Malek, S. (2017, May). Advancing energy testing of mobile applications. In *2017 IEEE/ACM 39th International Conference on Software Engineering Companion (ICSE-C)* (pp. 491-492). IEEE.
- Jia, Y., & Harman, M. (2010). An analysis and survey of the development of mutation testing. *IEEE transactions on software engineering*, 37(5), 649-678.
- <https://developer.android.com/guide/components/activities/activity-lifecycle> Access-date: 19.11.2019
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# Advancing Energy Testing of Mobile Applications

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- Previous work of authors
- Three stepped approach
  1. Energy-Aware Test Generation
  2. Energy-Aware Test-Suite Adequacy Assessment
  3. Energy-Aware Test-Suite Minimization
- $\mu$ DROID = 2. step
- Started collection of Energy Anti-Patterns
  - Mutation Operators based on

# 1) Connectivity Mutation Operators

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- Bluetooth-related
  - Discovery = Heavyweight Task
- 

## Original App Code

```
1 public void discover(int scan_interval){
2     BluetoothAdapter blue = BluetoothAdapter.getDefaultAdapter();
3     private Runnable discovery = new Runnable(){
4         public void run(){
5             blue.startDiscovery();
6             handler.postDelayed(this, scan_interval);
7         }
8     };
9     // code for processing bluetooth data
10    handler.removeCallbacks(blue);
```

# 1) Connectivity Mutation Operators

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**Mutant:** increase scan frequency

```
1 public void discover(int scan_interval){
2     BluetoothAdapter blue = BluetoothAdapter.getDefaultAdapter();
3     private Runnable discovery = new Runnable(){
4         public void run(){
5             blue.startDiscovery();
6             handler.postDelayed(this, 0);
7         }
8     };
9     // code for processing bluetooth data
10    handler.removeCallbacks(blue);
```

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**Mutant:** delete removeCallback call

```
1 public void discover(int scan_interval){
2     BluetoothAdapter blue = BluetoothAdapter.getDefaultAdapter();
3     private Runnable discovery = new Runnable(){
4         public void run(){
5             blue.startDiscovery();
6             handler.postDelayed(this, scan_interval);
7         }
8     };
9     // code for processing bluetooth data
10
11 }
```