

# Applying Mutation Testing (MT) to Event Processing Language (EPL)

L. Gutiérrez-Madroñal

July, 2015



# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture
- 5 Results
- 6 Conclusions



# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture
- 5 Results
- 6 Conclusions

# MT and real-time relationship

- MT has been applied to many traditional programming languages that now are applied to real-time systems: Java, C, Ada...
- Some studies are focus on real-time systems: models for generating test cases for testing of timeliness...



# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture
- 5 Results
- 6 Conclusions

# Real-time evolution

- “Complex Event Processing” (CEP): analyzes series of events for deriving conclusions
- MT study of “Event Processing Language” 4.9.0. (EPL): a domain-specific language for processing events



# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture
- 5 Results
- 6 Conclusions

# Event Processing Language

## Definition

Is a SQL-like language with SELECT, FROM, WHERE, GROUP BY, HAVING and ORDER BY clauses, but differs from SQL in its use of views rather than tables. EPL operates on continuous stream of events.

### Listing 1: EPL example

```
1 select A as temp1, B as temp2 from pattern
2 [every temp1.temperature > 400 ->
3 temp2.temperature > 400]
```





# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture**
- 5 Results
- 6 Conclusions

# EPL MT architecture

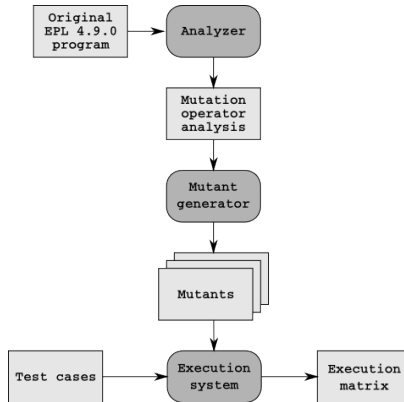


Figure : Basic architecture

# EPL MT architecture

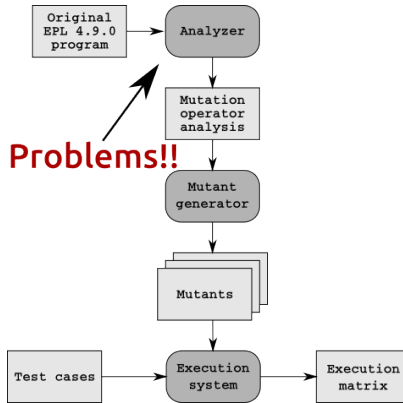


Figure : Analysis problem

# EPL MT architecture

## Analysis problem

Some of the values of an EPL query are obtained during the execution time.

## EPL capturer

The architecture includes a component which captures them wholly (*Execution time*).

# EPL MT architecture

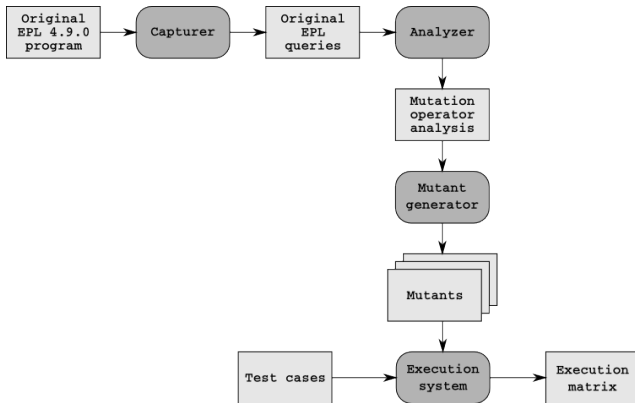


Figure : Architecture with EPL capturer

# EPL MT architecture

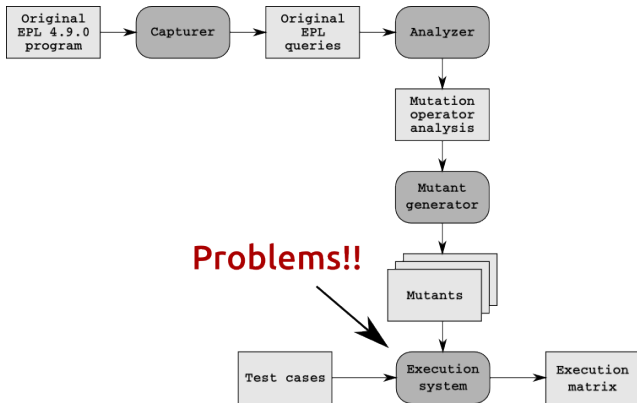


Figure : Execution problem

# EPL MT architecture

## Execution problem

Due to the data nature which the architecture is dealing with - *events in real-time*. We must ensure that **all the programs receive the same events**.

## Parallel execution

- The execution system includes a mechanism that can **synchronise the execution threads**.
- This mechanism builds a *barrier* where all threads must wait, until all threads reach it, before any of the threads can continue.

# EPL MT architecture

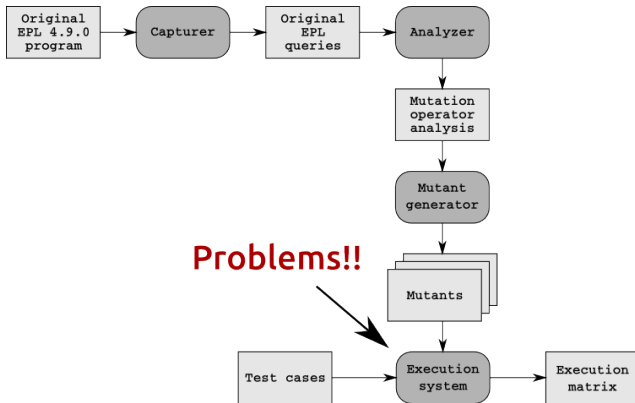


Figure : Execution problem - **Not solved!!**



# EPL MT architecture

## Execution problem

It has been verified that the outputs are subject to the machine in which the programs are executed as well as the system time.

## Test case generator

- It is needed to obtain the **event values** to ensure that the programs receive the same events.
- **Custom test cases** are obtained.

# EPL MT architecture

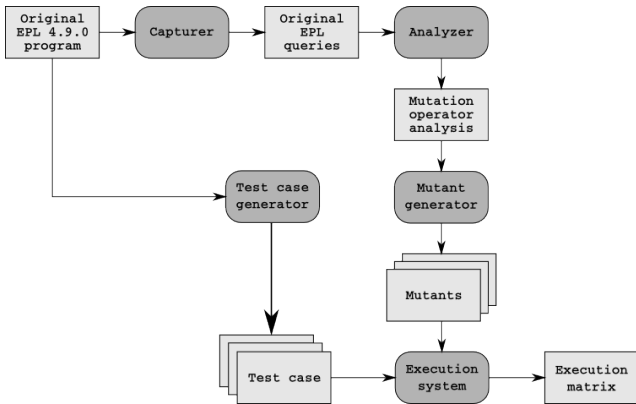


Figure : Test case generator



# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture
- 5 Results**
- 6 Conclusions

# Results

So far, programs under test:

- Smaller executions show more live mutants
- Longer executions show more wrong mutants



# Index

## Content of the presentation

- 1 MT and real-time relationship
- 2 Real-time evolution
- 3 Event Processing Language
- 4 EPL MT architecture
- 5 Results
- 6 Conclusions**

# Conclusions

- Several requirements have to be taken into account to develop an EPL architecture
- The interesting executions are the smaller ones

Thanks!

Questions?

**L. Gutiérrez-Madroñal**  
lorena.gutierrez@uca.es

Presentation made by  $\LaTeX$  template from [www.godtic.com](http://www.godtic.com)