

VarexJ: A Variability-Aware Java Interpreter

Testing Configurable Systems

Jens Meinicke, Chu-Pan Wong, Christian Kästner

FOSD Meeting 2015



Carnegie
Mellon
University

Feature Interaction



Weather



Smiley



Weather



Smiley

EXAMPLE

Weather Updates:

Mostly cloudy today. It's currently 61°F.



Temperature not shown
due to Smiley plugin

EXAMPLE

Weather Updates:

Mostly cloudy today. It's currently [:Temperature



Feature Interaction

```
<h4>Weather Updates:</h4>
<p><?php echo $msg?>
It's currently [:Temperature:]</p>
```

EXAMPLE

Weather Updates:

Mostly cloudy today. It's currently 61°F.

Weather plugin:

Replace “[:Temperature:]” with a temperature

Smiley plugin:

Replace “:]” with a smiley

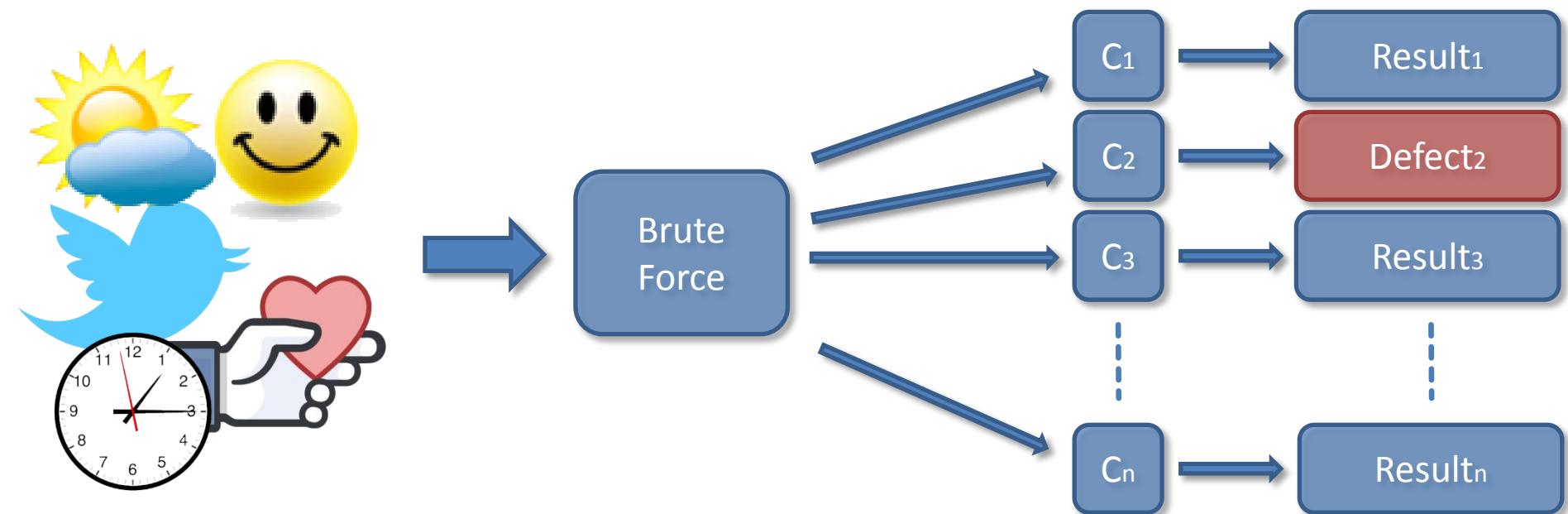
EXAMPLE

Weather Updates:

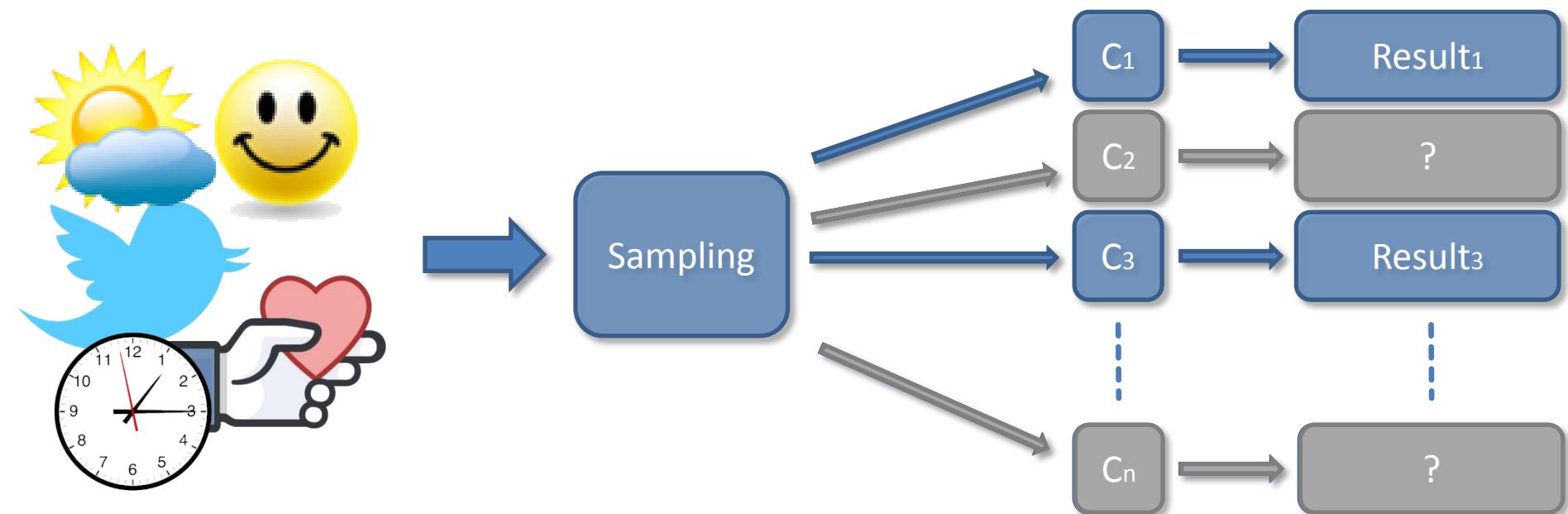
Mostly cloudy today. It's currently [:Temperature]



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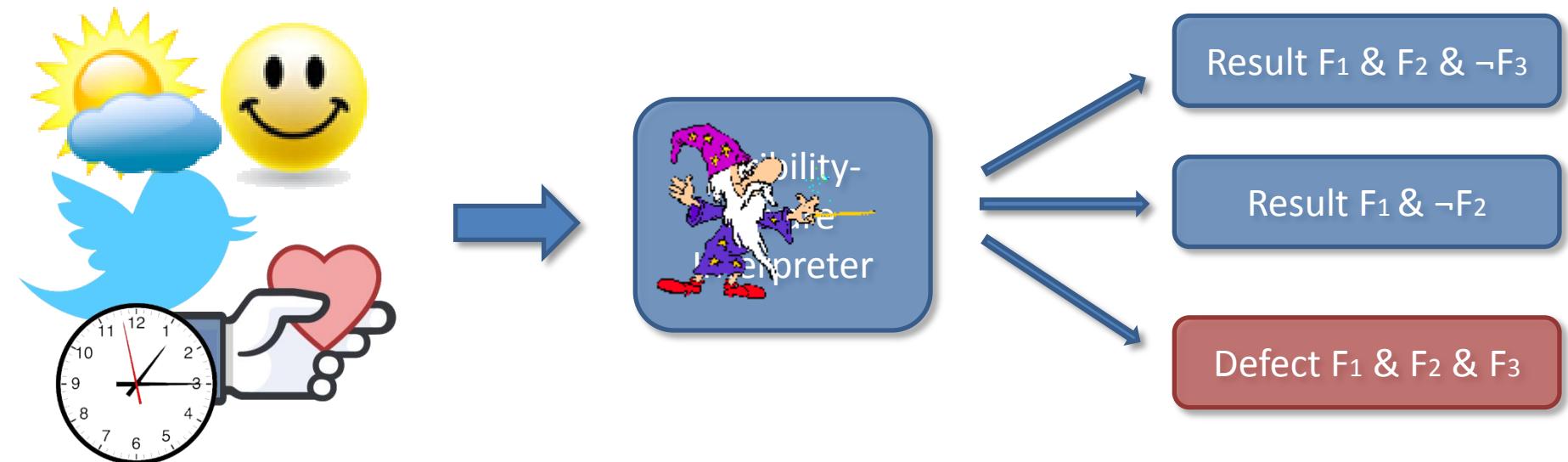
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Configuration Space Explosion

266 Features:
More configurations than atoms in the
visible universe

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[CRE12, NCN14, M14]

VarexJ

Variability-Aware execution for Java

Based on the interpreter of Java Pathfinder

Share as much redundant instructions as possible

Share redundant data

<https://github.com/meinicke/VarexJ>

```

@Conditional
static boolean SMILEY = true;
@Conditional
static boolean WEATHER = true;

```

```

content = Choice(SMILEY,
    "<p>...[:Temperature<img="smiley.jpg"></p>",
    Choice(WEATHER,
        "<p>...10°C",
        "<p>...[:Temperature:]"))

```



```

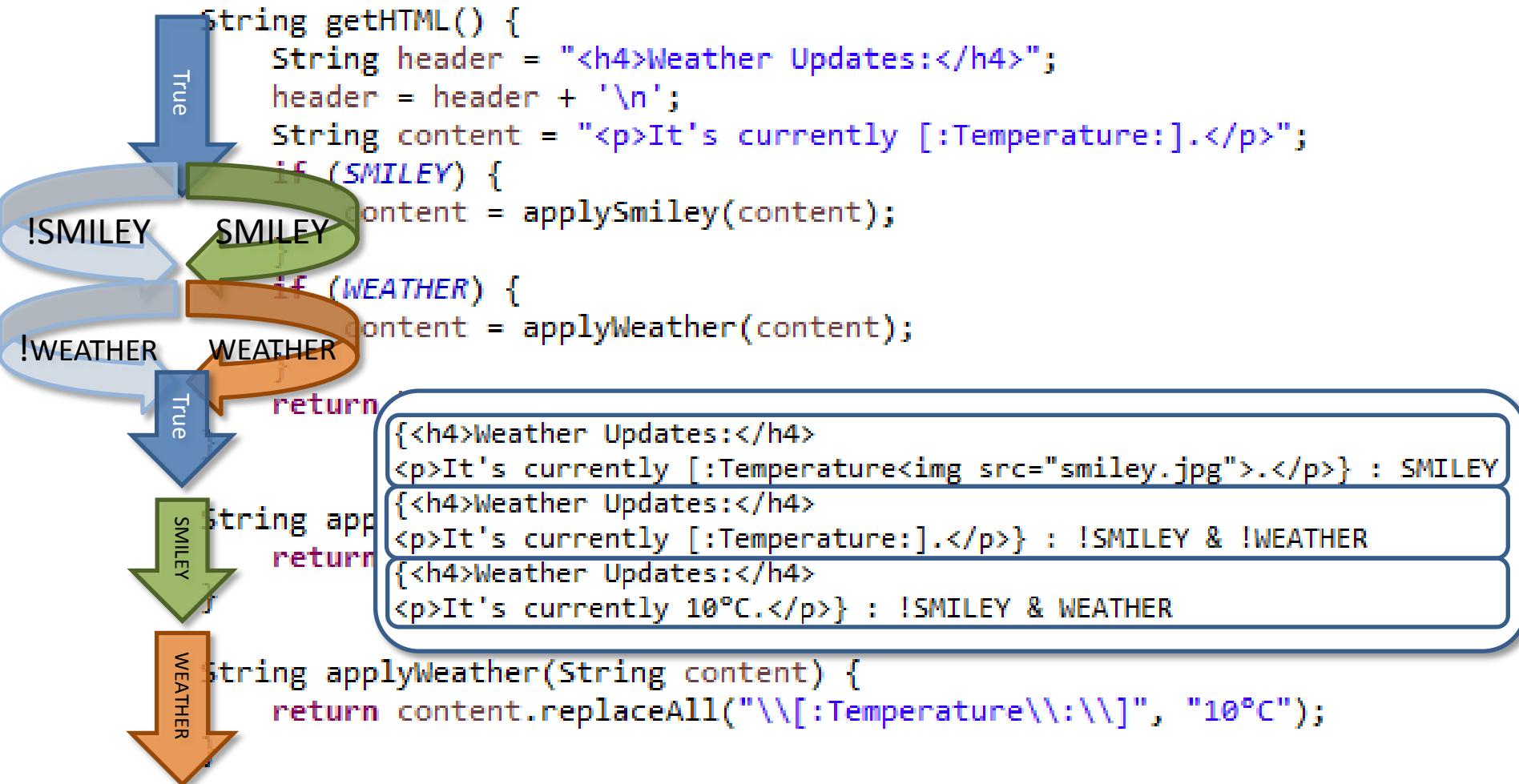
@Conditional
static boolean SMILEY = true;
@Conditional
static boolean WEATHER = true;

```

```

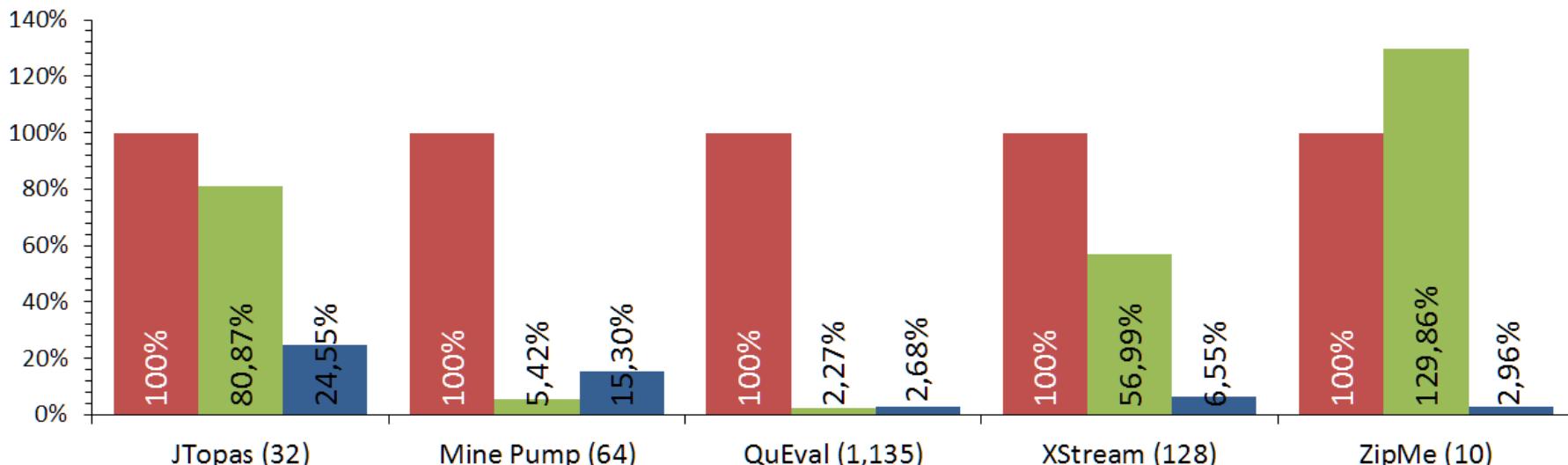
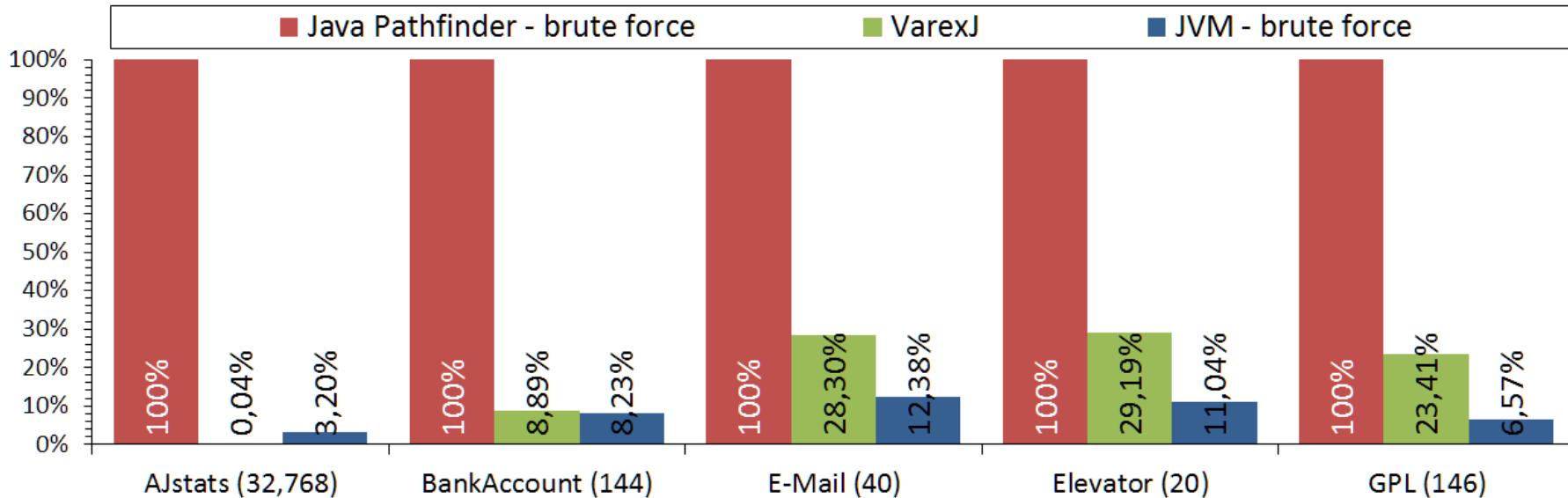
content = Choice(SMILEY,
    "<p>...[:Temperature<img="smiley.jpg"></p>",
    Choice(WEATHER,
        "<p>...10°C",
        "<p>...[:Temperature:]"))

```

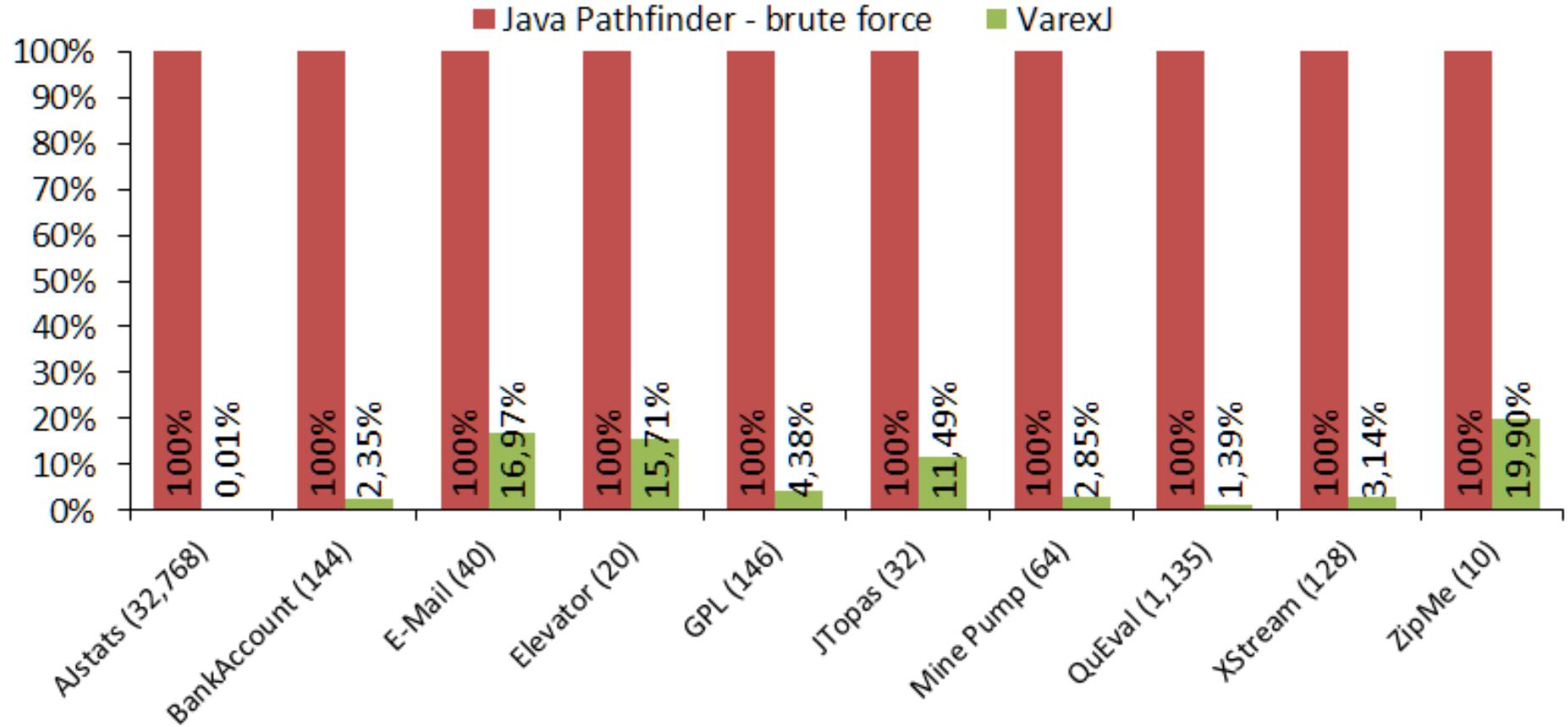


Does it Scale?

Execution Time

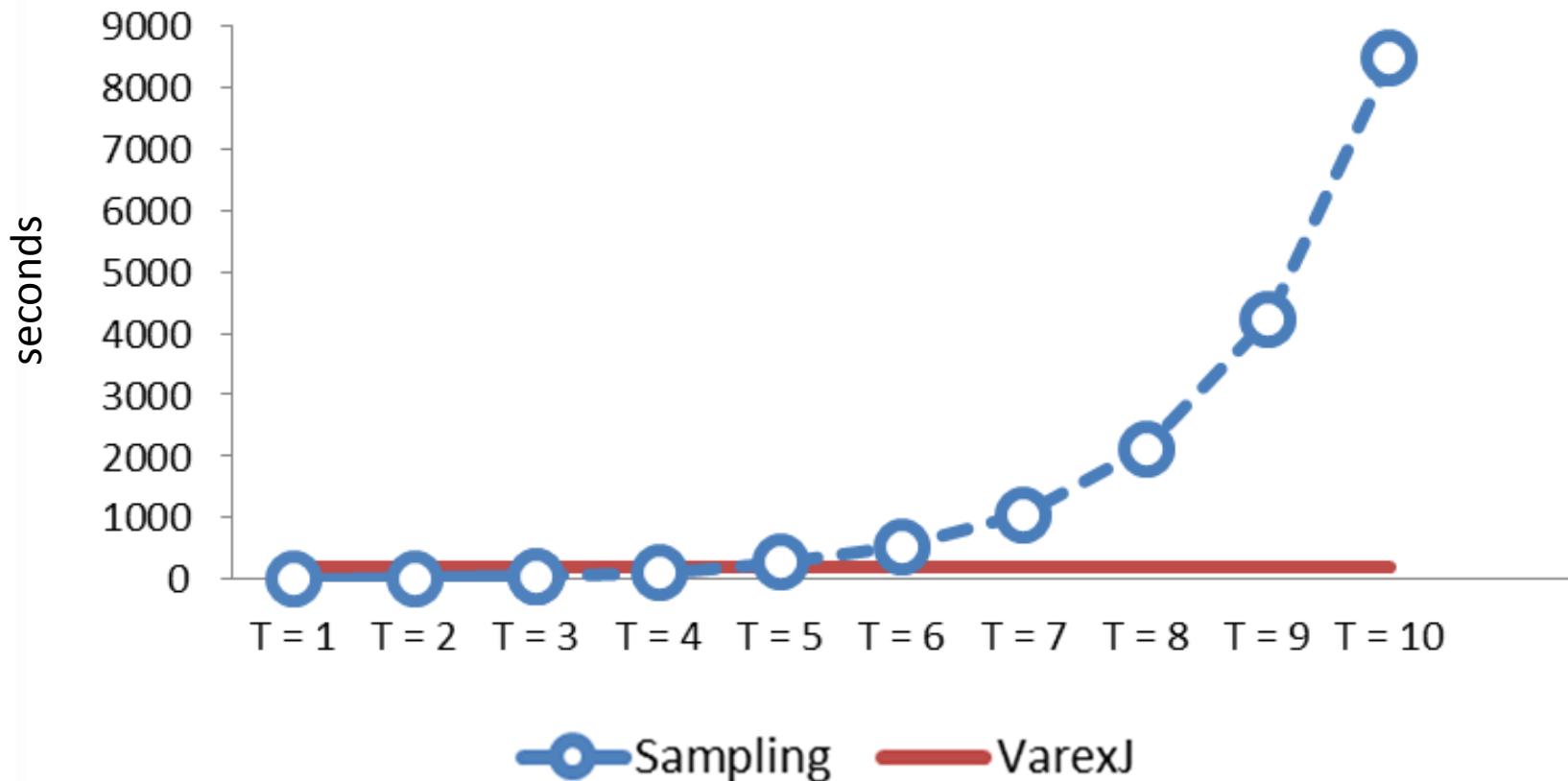


Sharing of Instructions



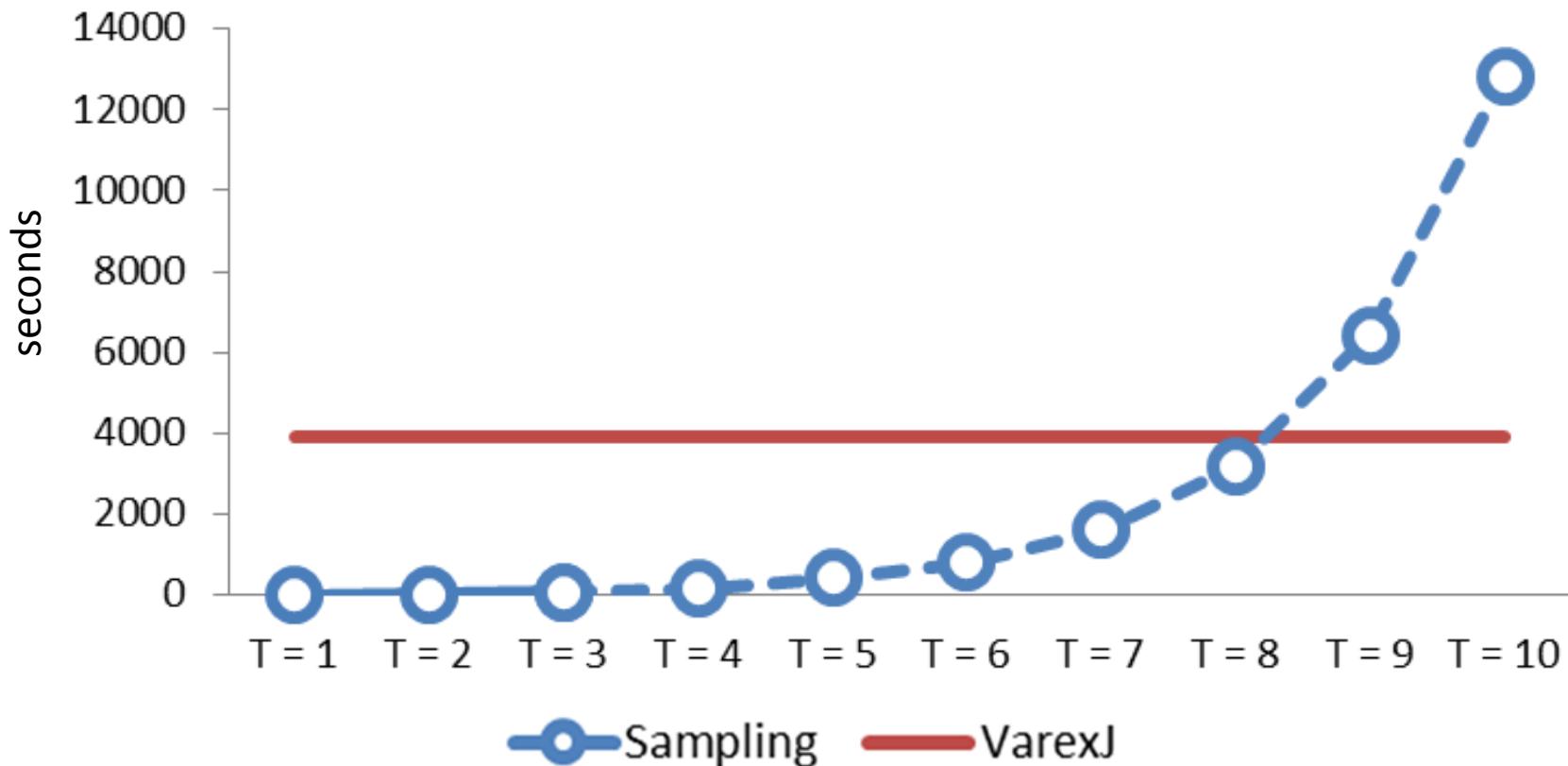


Main (13 LOC)



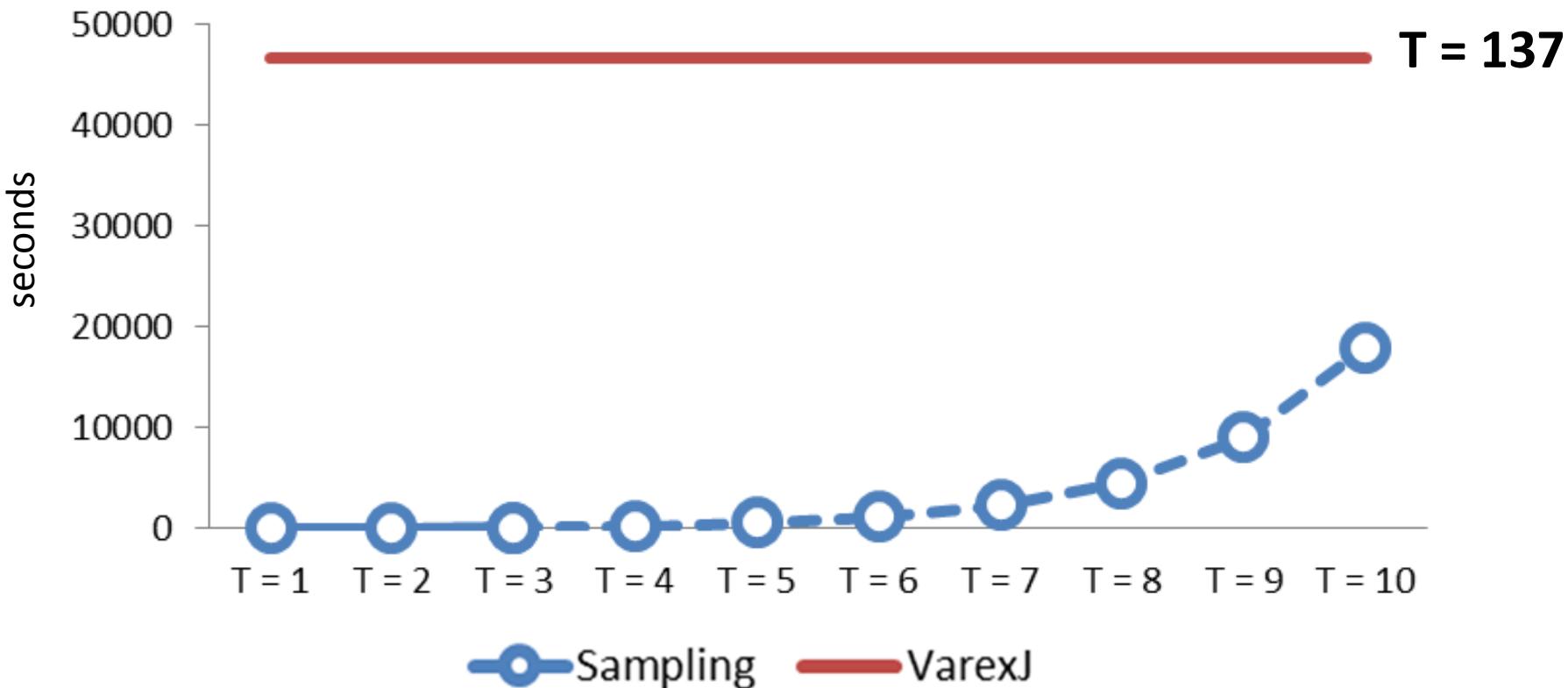


RandomSearch (153 LOC)





Checker (641 LOC)



References

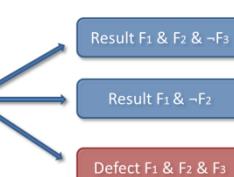
Jens Meinicke. **VarexJ: A Variability-Aware Interpreter for Java Applications**. Master's thesis, University of Magdeburg, Germany, December 2014.

Hung Viet Nguyen, Christian Kästner, and Tien N. Nguyen. **Exploring Variability-Aware Execution for Testing Plugin-Based Web Applications**. In Proceedings of the International Conference on Software Engineering (ICSE), pages 907–918. ACM, 2014.

Christian Kästner, Alexander von Rhein, Sebastian Erdweg, Jonas Pusch, Sven Apel, Tillmann Rendel, and Klaus Ostermann. **Toward Variability-Aware Testing**. In Proceedings of the International SPLC Workshop Feature-Oriented Software Development (FOSD), pages 1–8. ACM, 2012b.

So far...

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```

content = Choice(SMILEY,
  "<p>...[:Temperature<img></p>",
  Choice(WEATHER,
    "<p>...10°C",
    "<p>...[:Temperature:>]")
)
  
```

```

@Conditional
static boolean SMILEY
@Conditional
static boolean WEATHER

String getHTML() {
  String header = "<h4>Weather Updates:</h4>";
  header = header + '\n';
  String content = "<p>It's currently [:Temperature:].</p>";
  if (SMILEY) {
    content = applySmiley(content);
  }
  if (WEATHER) {
    content = applyWeather(content);
  }
  return header + content;
}
  
```

```

String applySmiley(String content) {
  return content;
}

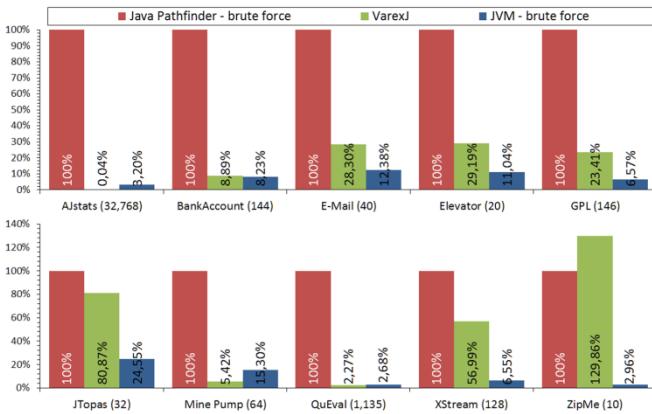
String applyWeather(String content) {
  return content;
}
  
```

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Execution Time

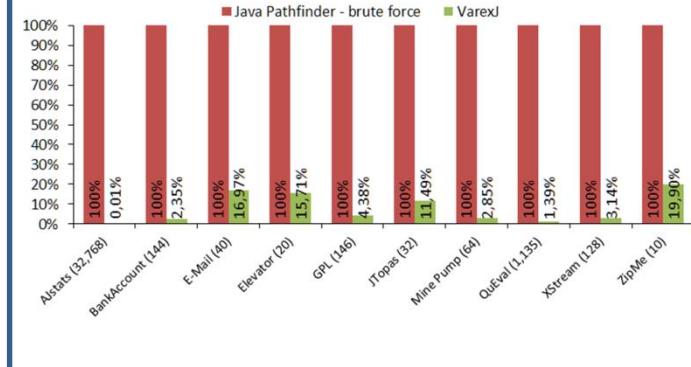


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Sharing of Instructions



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VarexJ: A Variability-Aware Java Interpreter

Understanding Feature Interactions

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Analyzing Variability

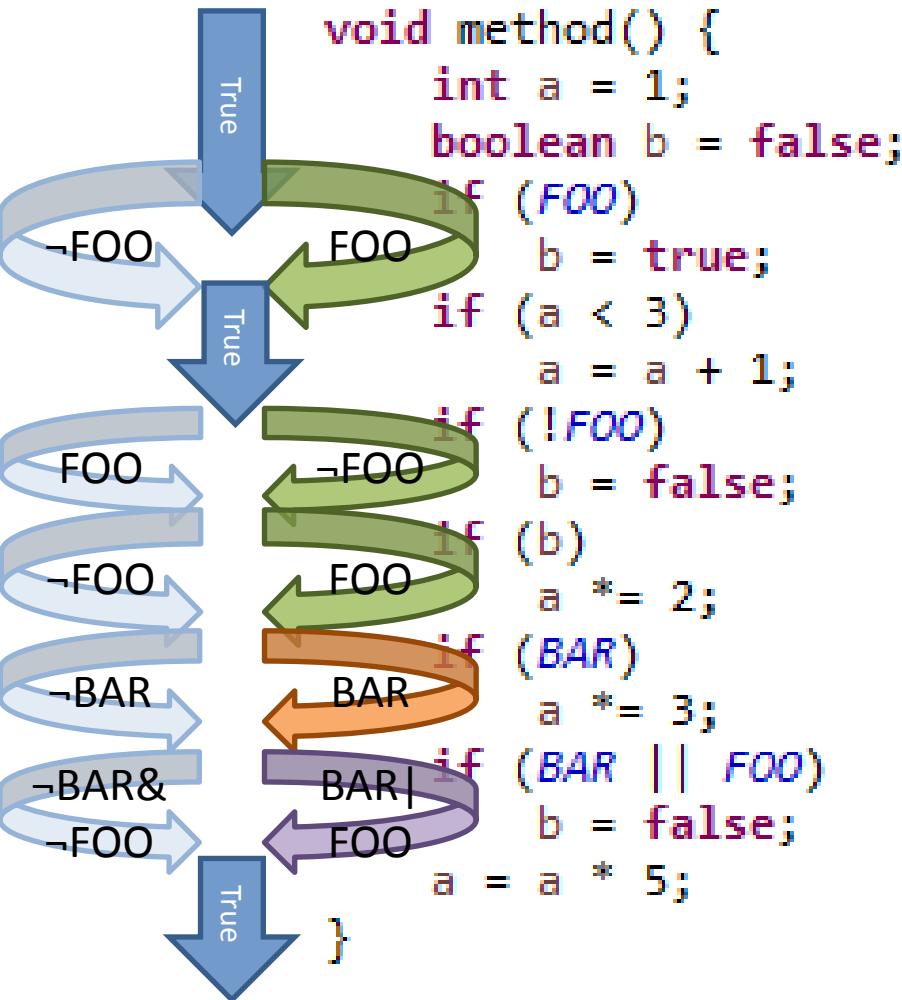
Where do features interact?

Why do features interact?

Are they supposed to interact?

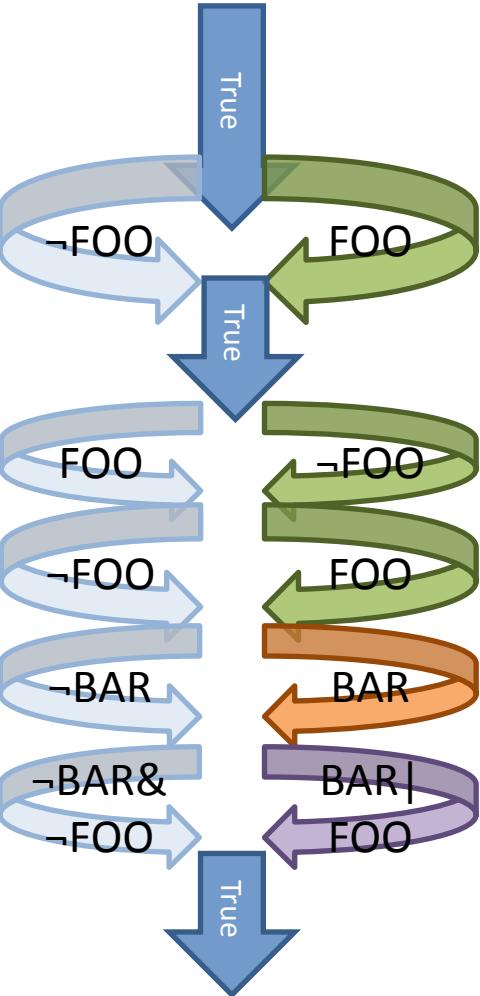
Is the interaction accidental?

Variability-Aware Execution



<code>a = 1</code>
<code>b = false</code>
<code>a = 1</code>
<code>b = Chc(FOO, true, false)</code>
<code>a = 2</code>
<code>b = Chc(FOO, true, false)</code>
<code>a = 2</code>
<code>b = Chc(FOO, true, false)</code>
<code>a = Chc(FOO, 4, 2)</code>
<code>b = Chc(FOO, true, false)</code>
<code>a = Chc(FOO, Chc(BAR, 12, 4), Chc(BAR, 6, 2))</code>
<code>b = Chc(FOO, true, false)</code>
<code>a = Chc(FOO, Chc(BAR, 2, 4), Chc(BAR, 6, 2))</code>
<code>b = false</code>
<code>a = Chc(FOO, Chc(BAR, 60, 20), Chc(BAR, 30, 10))</code>
<code>b = false</code>

Variability in Executions



```
void method() {  
    int a = 1;  
    boolean b = false;  
    if (FOO)  
        b = true;  
    if (a < 3)  
        a = a + 1;  
    if (!FOO)  
        b = false;  
    if (b)  
        a *= 2;  
    if (BAR)  
        a *= 3;  
    if (BAR || FOO)  
        b = false;  
    a = a * 5;  
}
```

Max features: 2
!FOO & BAR | FOO

Variability in Data

```
void method() {  
    int a = 1;  
    boolean b = false;  
    if (FOO)  
        b = true;  
    if (a < 3)  
        a = a + 1;  
    if (!FOO)  
        b = false;  
    if (b)  
        a *= 2;  
    if (BAR)  
        a *= 3;  
    if (BAR || FOO)  
        b = false;  
    a = a * 5;  
}
```

a = 1 b = false
a = 1 b = Chc(FOO, true, false)
a = 2 b = Chc(FOO, true, false)
a = 2 b = Chc(FOO, true, false)
a = Chc(FOO, 4, 2) b = Chc(FOO, true, false)
a = Chc(FOO, Chc(BAR, 12, 4), Chc(BAR, 6, 2))

Interaction: 2
a (BAR):
2 : {!FOO: [2] ; FOO: [4] }
->
4 : {!FOO & !BAR: [2] ; FOO & !BAR: [4] ;
!FOO & BAR: [6] ; FOO & BAR: [12] }

R, 6, 2))
R, 30, 10))

Some Views on Elevator

```

127 public void timeShift() {
128     if (Configuration.overloaded) {
129         if (areDoorsOpen() && weight > maximumWeight) {
130             blocked = true;
131             if (Configuration.verbose) {
132                 System.out.println("Elevator blocked due to overloading (weight:" + w
133             }
134         return;
135     } else {
136         blocked = false;
137     }
138 }
139 if (stopRequestedInDirection(currentHeading)) {
140     doors = DoorState.open;
141     // iterate over a copy of the original list, avoids concurrent
142     // modification exception
143     for (Person p : persons) {
144         if (p.getDestination() == currentFloorID) {
145             leaveElevator(p);
146         }
147     }
148     env.getFloor(currentFloorID).processWaitingPersons(this);
149     resetFloorButton(currentFloorID);
150 } else {
151     if (doors == DoorState.open) {
152         doors = DoorState.close;
153     }
154     if (stopRequestedInDirection(currentHeading, true, true)) {
155         // continue
156         continueInDirection(currentHeading);
157     } else if (stopRequestedInDirection(currentHeading.reverse(), true, true)) {
158         // revert direction
159         continueInDirection(currentHeading.reverse());
160     } else {
161         // idle
162         continueInDirection(currentHeading);
163     }
164 }
165 }


```

interactions on data

```

127 public void timeShift() {
128     if (Configuration.overloaded) {
129         if (areDoorsOpen() && weight > maximumWeight) {
130             blocked = true;
131             if (Configuration.verbose) {
132                 System.out.println("Elevator blocked due to overloading (weight:" + w
133             }
134         return;
135     } else {
136         blocked = false;
137     }
138 }
139 if (stopRequestedAtCurrentFloor()) {
140     doors = DoorState.open;
141     // iterate over a copy of the original list, avoids concurrent
142     // modification exception
143     for (Person p : persons) {
144         if (p.getDestination() == currentFloorID) {
145             leaveElevator(p);
146         }
147     }
148     env.getFloor(currentFloorID).processWaitingPersons(this);
149     resetFloorButton(currentFloorID);
150 } else {
151     if (doors == DoorState.open) {
152         doors = DoorState.close;
153     }
154     if (stopRequestedInDirection(currentHeading, true, true)) {
155         // continue
156         continueInDirection(currentHeading);
157     } else if (stopRequestedInDirection(currentHeading.reverse(), true, true)) {
158         // revert direction
159         continueInDirection(currentHeading.reverse());
160     } else {
161         // idle
162         continueInDirection(currentHeading);
163     }
164 }
165 }


```

context specific code

```

127 public void timeShift() {
128     if (Configuration.overloaded) {
129         if (areDoorsOpen() && weight > maximumWeight) {
130             blocked = true;
131             if (Configuration.verbose) {
132                 System.out.println("Elevator blocked due to overloading (weight:" + w
133             }
134         return;
135     } else {
136         blocked = false;
137     }
138 }
139 if (stopRequestedAtCurrentFloor()) {
140     doors = DoorState.open;
141     // iterate over a copy of the original list, avoids concurrent
142     // modification exception
143     for (Person p : persons) {
144         if (p.getDestination() == currentFloorID) {
145             leaveElevator(p);
146         }
147     }
148     env.getFloor(currentFloorID).processWaitingPersons(this);
149     resetFloorButton(currentFloorID);
150 } else {
151     if (doors == DoorState.open) {
152         doors = DoorState.close;
153     }
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155         // continue
156         continueInDirection(currentHeading);
157     } else if (stopRequestedInDirection(currentHeading.reverse(), true, true)) {
158         // revert direction
159         continueInDirection(currentHeading.reverse());
160     } else {
161         // idle
162         continueInDirection(currentHeading);
163     }
164 }
165 }


```

number of interacting features

```

127 public void timeShift() {
128     if (Configuration.overloaded) {
129         if (areDoorsOpen() && weight > maximumWeight) {
130             blocked = true;
131             if (Configuration.verbose) {
132                 System.out.println("Elevator blocked due to overloading (weight:" + w
133             }
134         return;
135     } else {
136         blocked = false;
137     }
138 }
139 if (stopRequestedAtCurrentFloor()) {
140     doors = DoorState.open;
141     // iterate over a copy of the original list, avoids concurrent
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144         if (p.getDestination() == currentFloorID) {
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149     resetFloorButton(currentFloorID);
150 } else {
151     if (doors == DoorState.open) {
152         doors = DoorState.close;
153     }
154     if (stopRequestedInDirection(currentHeading, true, true)) {
155         // continue
156         continueInDirection(currentHeading);
157     } else if (stopRequestedInDirection(currentHeading.reverse(), true, true)) {
158         // revert direction
159         continueInDirection(currentHeading.reverse());
160     } else {
161         // idle
162         continueInDirection(currentHeading);
163     }
164 }
165 }


```

number of contexts

Big Questions

How do features interact in real world systems?

What patterns cause (high) feature interactions?

How do dangerous and unpredictable feature interactions appear?

Summary

Testing Configurable Systems

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Variability in Executions

```

void method() {
    int a = 1;
    boolean b = false;
    if (FOO)
        b = true;
    if (a < 3)
        a = a + 1;
    if (!FOO)
        b = false;
    if (b)
        a *= 2;
    if (BAR)
        a *= 3;
    if (BAR || !FOO)
        b = false;
    a = a * 5;
}
    
```

Max features: 2
!FOO & BAR | FOO

Jens Meinicke Understanding Feature Interactions 4

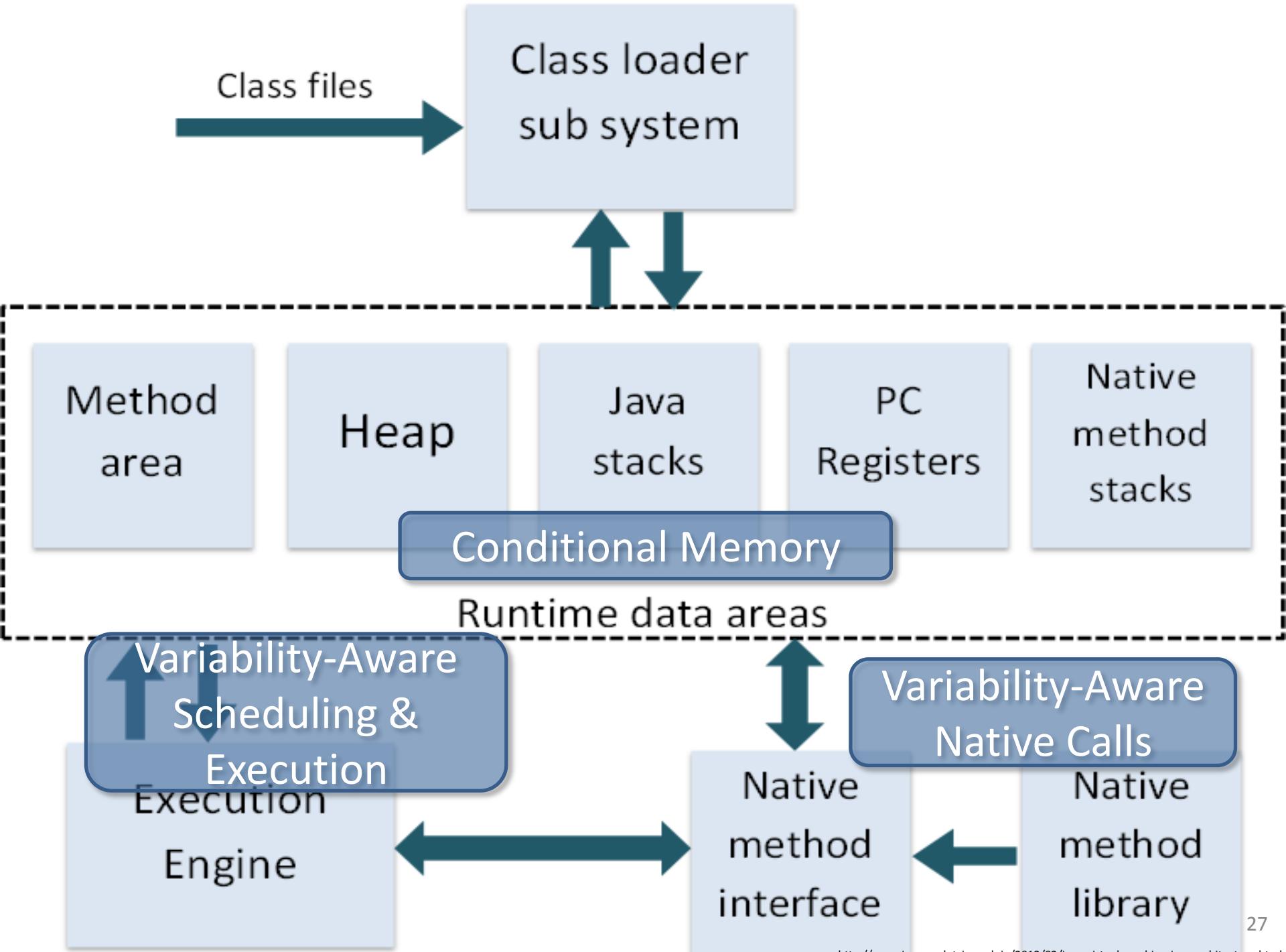
Variability in Data

```

void method() {
    int a = 1;
    boolean b = false;
    if (FOO)
        b = true;
    if (a < 3)
        a = a + 1;
    if (!FOO)
        b = false;
    if (b)
        a *= 2;
    if (BAR)
        a *= 3;
    if (BAR || !FOO)
        b = false;
    a = a * 5;
}
    
```

Interaction: 2
a (BAR):
2 : {!FOO: [2] ; FOO: [4] }
->
4 : {!FOO & !BAR: [2] ; FOO & !BAR: [4] ;
!FOO & BAR: [6] ; FOO & BAR: [12] }

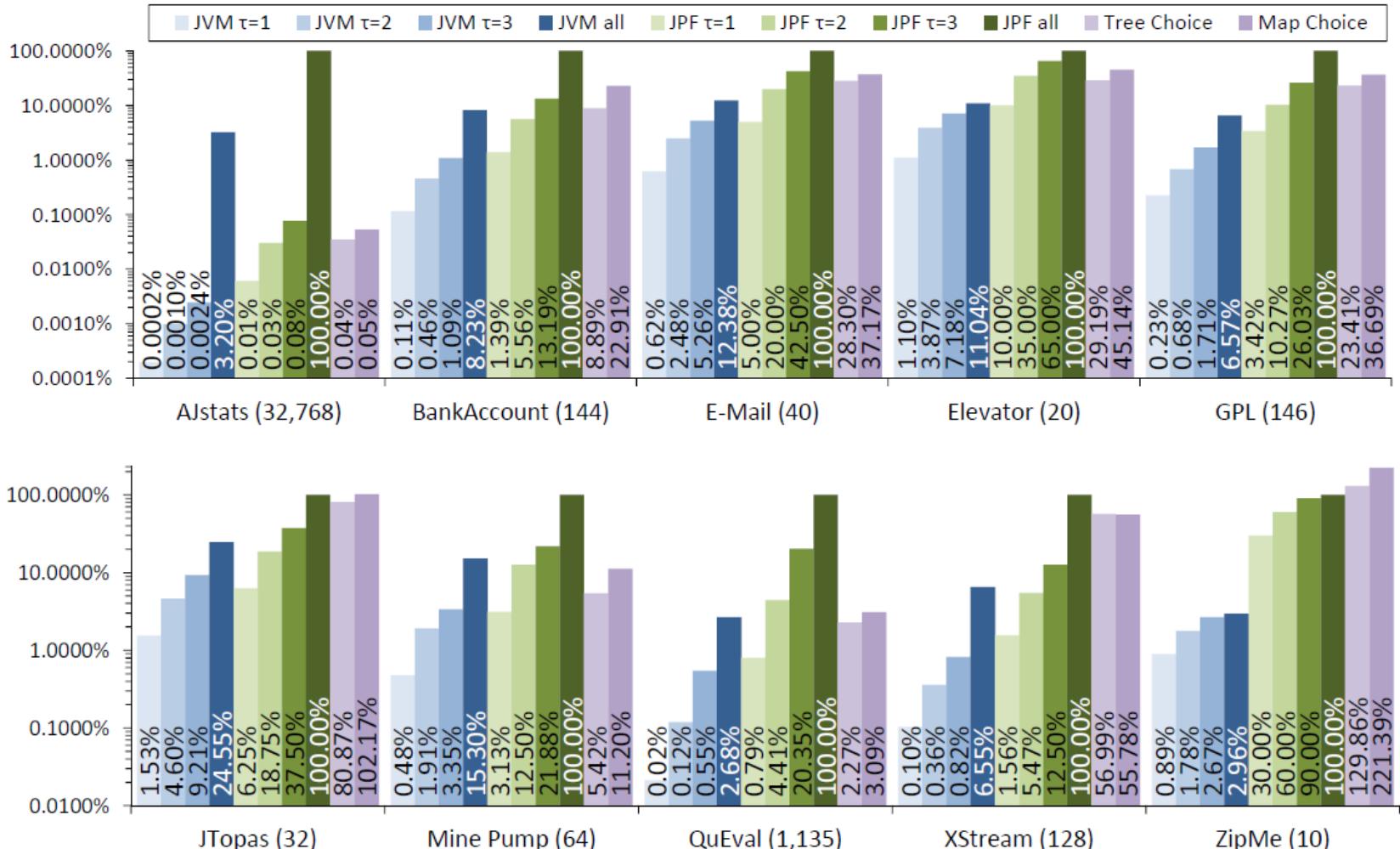
Jens Meinicke 6, 2)) 0, 10)) 7



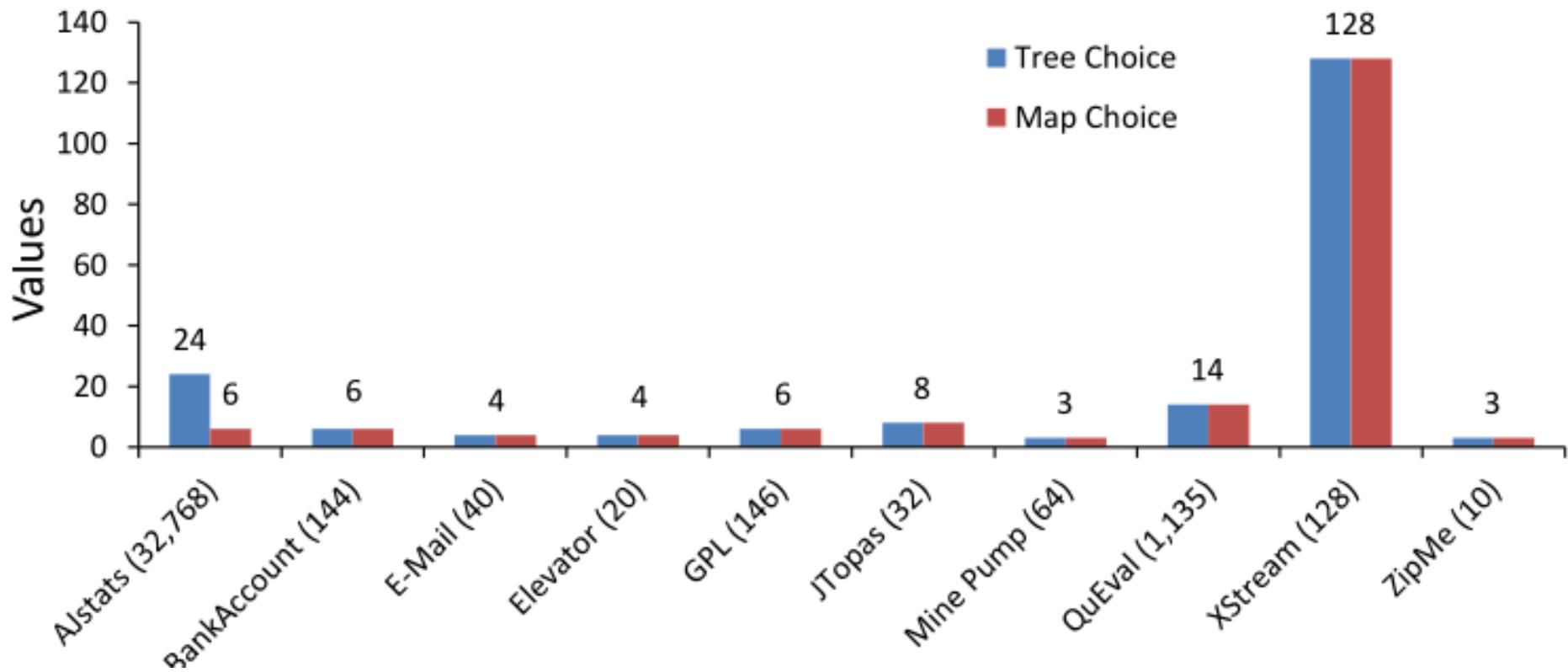
Example Programs

System	Instructions	Features	Products
AJstats	35235	20	32768
BankAccount	4217	10	144
E-Mail	2075	9	40
Elevator	4816	6	20
GPL	2971	22	146
JTopas	14528	5	32
Mine Pump	1687	7	64
QuEval	18294	30	1135
XStream	38234	7	128
ZipMe	12901	8	10

Time for Sampling



Interactions



Sharing of Instructions

