

# Implementing and Evaluating a Runtime Conformance Checker for Mobile Agent Systems

Ahmad Saifan, Juergen Dingel, Jeremy Bradbury, Ernesto Posse

Presented by:  
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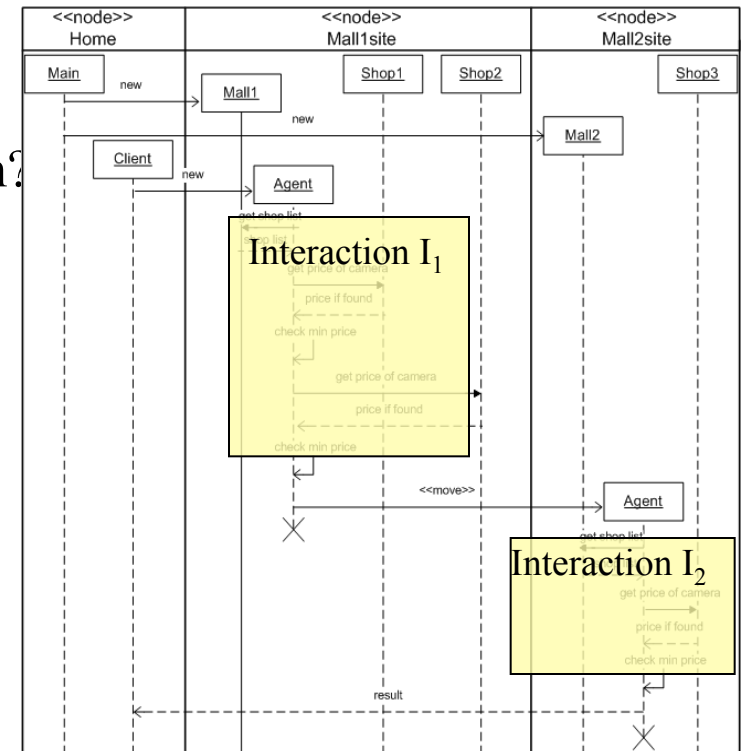
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# Introduction

- Mobile Agent Systems (MASs) are special kind of distributed system (DS)
- In MAS, agent can move from one host to another
- Little existing work to support quality assurance techniques of MASs [Delamaro et al 03, Winikoff 08]

- **The problem**

- Correctness of agent movement and interaction?
- Do interactions yield expected results?
- Constraints on: e.g.,
  - types of messages and data exchanged
  - order of messages
  - hosts visited
  - response times



# Related Work

- **Model-based testing** [e.g., Utting 06, Brinksma et al 04]
  1. Build model
  2. Generate test cases
  3. Execute test cases
  4. Check conformance
- **Runtime monitoring**
  - Use run-time monitoring to check observed executions w.r.t. specification (e.g., Java-MaC [Kim et al 04], Java PathExplorer [Havelund et al 04])
  - Application domain (e.g., real-time systems, DS, sequential and concurrent systems, MAS)
- **Testing mobile code and agent systems**
  - E.g., JaBUTi/MA [Delamaro et al 03]
- **Our approach**
  - Assume high-level, executable specification (Kiltera)
  - Use run-time possibly distributed monitoring to check observed executions w.r.t. specification

# Outline of Talk

1. Kiltera
2. Runtime conformance checking approach
3. Implementation and experimentation
  - Online shopping
4. Evaluation
  - Mobile agent mutation operators (IBM Aglets)
  - Mutation-based evaluation framework
  - Experiment & results
5. Conclusion

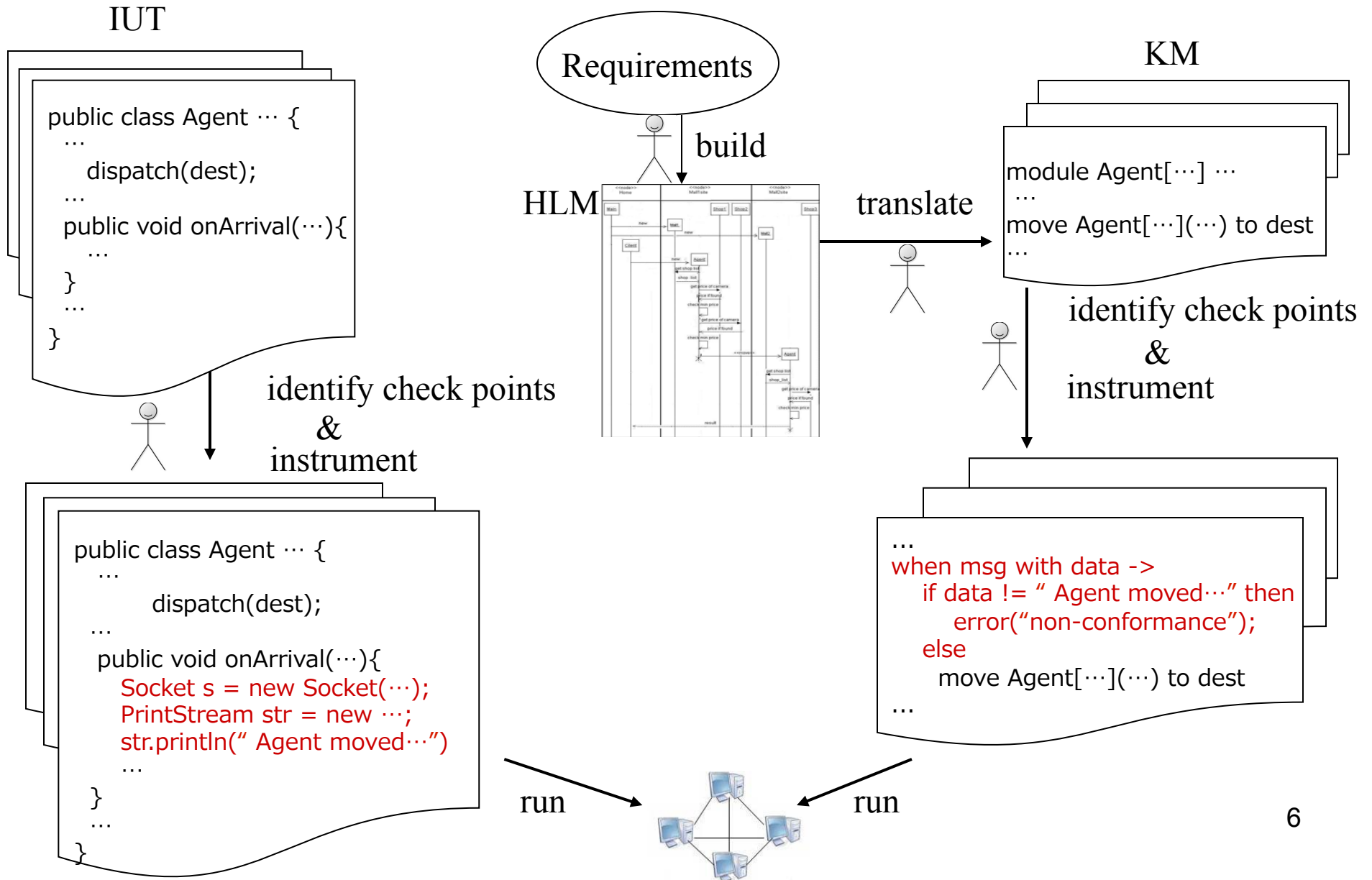
# Kiltera

**Kiltera:** A language for **concurrent, mobile, real-time, distributed computation**, based on the pi-calculus. A kiltera system consists of **concurrent processes** which interact via **message passing** [Posse 08].

- **Distribution:**
  - Processes execute in *sites*
  - Behavior can be site-dependent
- **Mobility:**
  - Channel mobility: changing network topology
  - Process mobility: migrating to other sites
- **Real-time:**
  - Constructs to, e.g., measure wait-time, timeouts
  - Behavior can be timing-dependent

⇒ **kiltera models are executable and analyzable**

# Our Approach: Overview



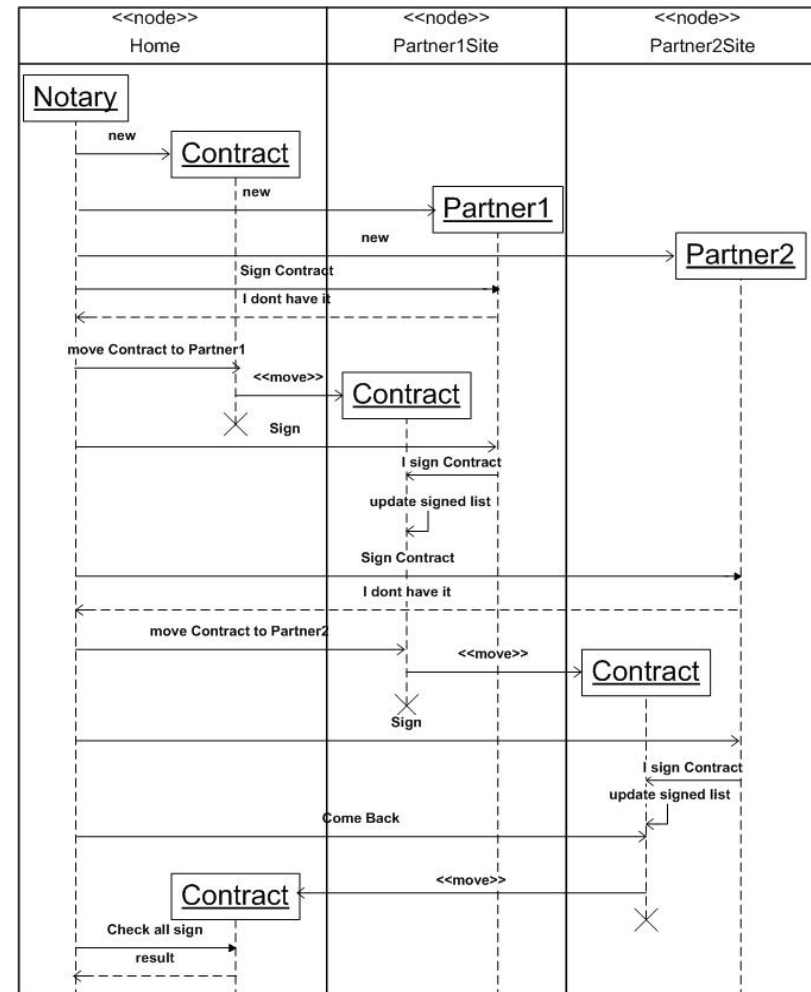
# Implementation and Experimentation

- **Operational prototype**
  - Use Java Aglets [IBM Tokyo Lab] for IUT
  - Use UML Agent profile for HLM [Kusek and Jezic 06]
  - Use Python connector to connect IUT with KM
- **Case studies:**
  - Online shopping
  - Contract signing
  - Token ring algorithm
  - Lamport's distributed mutex algorithm

# Signing Contract

- **Sample properties:**
  - “Agent moved to correct site”
  - “At the end all partners have signed the contract”
- **Observation:**
  - Able to detect seeded faults
  - KM is considerably smaller than IUT

File Name	IUT	KM
Notary	87	30
Contract	132	28
Partner1	71	16
Partner2	71	16





# Evaluation

- Designed and implemented mutation-based evaluation framework
  - Two phases:
    1. Mutant generation phase
    2. Execution phase
- Mutation Testing
  - A mutant is a slightly changed version of original program that arises through application of a mutation operator
  - Developed 29 mutation operators for Aglets in 6 different categories:
    1. Mobility
    2. Communication
    3. Run method
    4. Agent creation
    5. Event listeners
    6. Agent proxy

# Mobile Agent Mutation Operators (Aglets)

Operator Category	Mutation Operator
Mobility	CDD: Change Dispatch Destination
	IDS: Insert Deactivate Statement
	RAPD: Remove Aglet Proxy from Dispatch statement
	RDS: Remove Dispatch Statement
	RDD: Replace Dispatch with Dispose
	RDR: Replace Dispatch to Retract
	SICD: Shrink ifelse Containing Dispatch
	SDS: Switch Dispatch Statement
Communication	CMP: Change Message Parameter
	CMOW: Change Message to One Way message
	RSMM: Remove Send Message Method
	MSKP: Modify SameKind Parameter
	MSR: Modify SendReply Parameter
	RPSM: Remove a Parameter from a Set of Methods
	RSRM: Remove SendReply Method
	MCMC: Move the Communication Method Calls in ifElse
NAN: Notify All message to Notify message	
Agent's Run Method	RMRM: ReMove Run Method
	RPRM: RePlace Run Method
Agent Creation	MICA: Modify Create Aglet Parameter
	MFCA: Modify the File name in Create Aglet
	ROCM: Replace onCreate with other Method
Event Listeners	ACON: Add clone method in onCreate
	RCBMN: Replace CallBack Method Name
	RARL: Replace Add listener with Remove Listener
Agent Proxy	RAID: Remove AgletProxy from getAgletID
	CPCN: Change Proxy name in getAgletClassName
	CSAP: Change the State in getAgletProxies
	CNP: Change Number of Proxies

# Mobile Agent Mutation Operators (Aglets)

RDS: Remove Dispatch Statement:

Original Code	Apply RDS Operator
<pre>try{     Contract.dispatch(dest); } catch ...</pre>	<pre>try{     /*removed dispatch*/ } catch ...</pre>

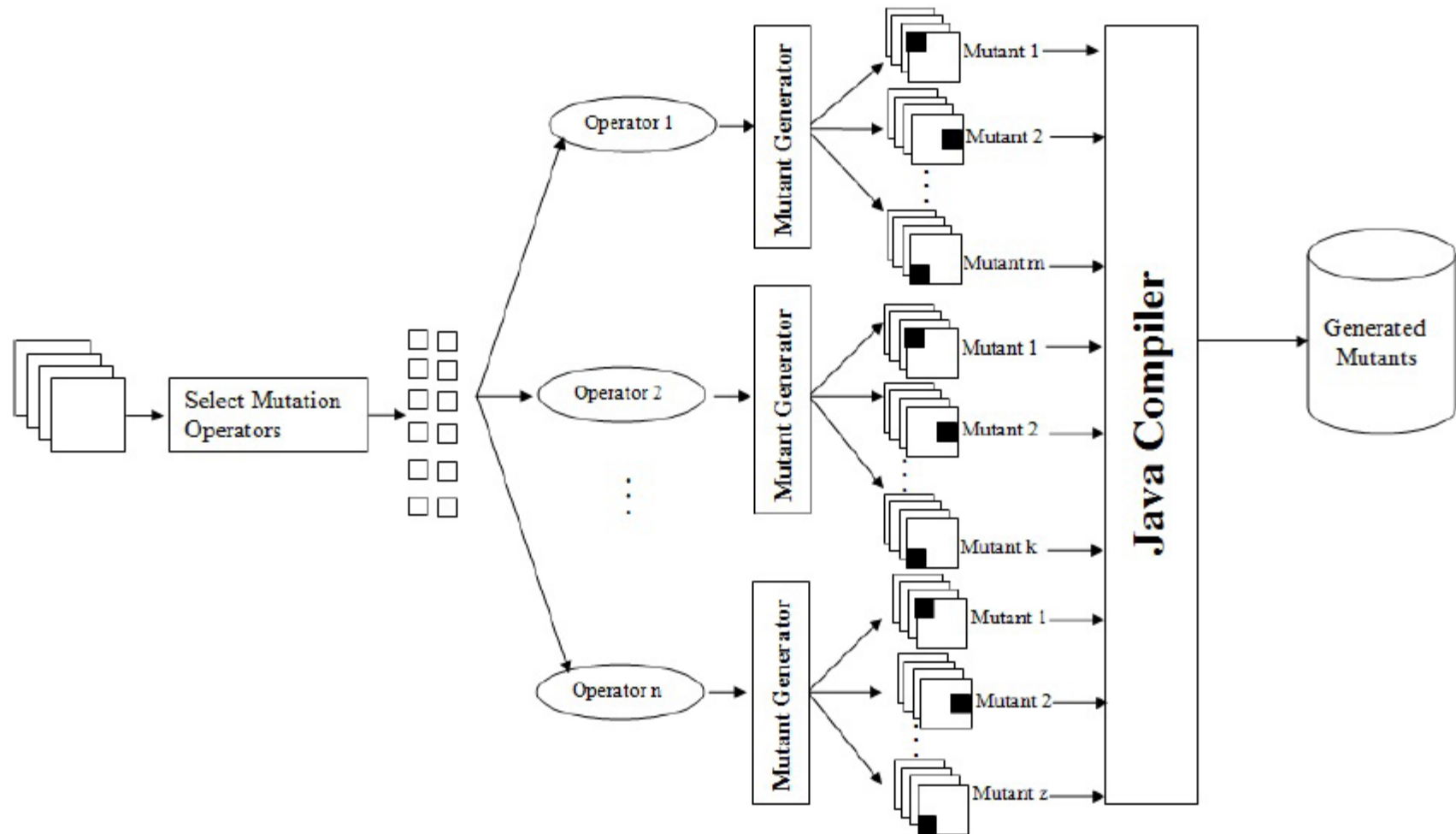
Operator Category	Mutation Operator
<b>Mobility</b>	CDD: Change Dispatch Destination
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CSAP: Change the State in getAgletProxies

Original Code	Apply CSAP Operator
<pre>public Enumeration e; ... e=AgletContext().getAgletProxies(ACTIVE);</pre>	<pre>public Enumeration e; ... e=AgletContext().getAgletProxies(INACTIVE);</pre>

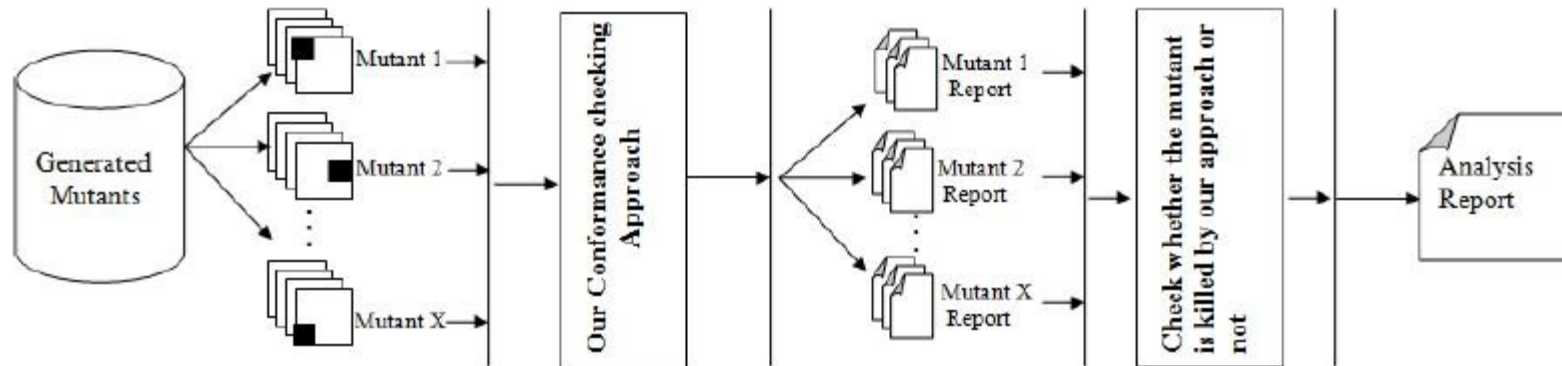
# Automatic Mutation-Based Evaluation Framework

- 1) Mutant generation phase



# Automatic Mutation-Based Evaluation Framework (Cont' d)

- 2) Execution phase



# Experiment

- Examples used

Aglets Program	loc
OnlineSearching	1157
Main.java	30
Client.java	61
Agent.java	212
Mall1 with 3 shops	186
Mall2 with 2 shops	131
Mall3 with 4 shops	241
Mall4 with 5 shops	296
SigningContract	549
Notary.java	121
Contract.java	144
Partner1.java	71
Partner2.java	71
Partner3.java	71
Partner4.java	71

- Mutation operators used

- All mutation operators are applied

# Results

## Number of equivalent and killed mutants

- All 587 mutants evaluated in less than 15 hours
- Maximal execution time for each mutant: 1.5 minutes
- Single user, single processor machine (Pentium 4 3.06GHZ) with 3GB of memory running the Redhat Linux operating system

Operator	Mutant Generated	Equivalent	Non-Equivalent	killed	Killed Rate
RDR	15	0 (0%)	15	15	(100%)
CDD	15	0 (0%)	15	15	(100%)
IDS	15	0 (0%)	15	15	(100%)
RAND	13	0 (0%)	13	13	(100%)
RDS	15	0 (0%)	15	15	(100%)
RDD	7	0 (0%)	7	7	(100%)
SIHD	2	0 (0%)	2	2	(100%)
SDS	7	0 (0%)	7	7	(100%)
CMP	11	0 (0%)	11	11	(100%)
CMOW	8	0 (0%)	8	8	(100%)
RSMM	11	0 (0%)	11	11	(100%)
RPSM	50	11 (22%)	39	33	(84.62%)
MSKP	27	0 (0%)	27	27	(100%)
MSR	41	13 (31.71%)	38	38	(100%)
RSRM	44	13 (29.55%)	31	31	(100%)
MCMC	46	0 (0%)	46	46	(100%)
NAN	0	0	(-)	0	(-)
RMRM	2	0 (0%)	2	2	(100%)
RPRM	18	0 (0%)	18	18	(100%)
MICA	2	0 (0%)	2	2	(100%)
MFCA	25	0 (0%)	25	25	(100%)
ROCM	87	0 (0%)	87	87	(100%)
ACON	11	6 (54.55%)	5	5	(100%)
REN	80	0 (0%)	80	80	(100%)
RARL	10	0 (0%)	10	10	(100%)
RAID	8	3 (37.50%)	5	5	(100%)
CPCN	9	0 (0%)	9	9	(100%)
CNP	5	0 (0%)	5	5	(100%)
CSAP	3	0 (0%)	3	3	(100%)
Total	587	46 (7.84%)	541	535	(98.89%)

# Conclusion

- **New approach for checking conformance of mobile, distributed applications with respect to an executable model at runtime**
  - Empirically validated approach using four case studies
  - Allowed us to find seeded faults in all implementations
  - Support for distributed monitoring
  - KM can be analyzed
  - Approach language independent
  - Should scale to much larger systems
- **Designed and implemented a mutation-based evaluation framework**
  - New mutation operators for mobile agent systems (Aglets)
  - Our approach is very effective in killing the non-equivalent mutants with respect to the programs used
  - Most of the mutation operators did not generate any equivalent mutants



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