

HASKELL MEETUP - 27/04/2017

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# QUICKCHECK BY EXAMPLE

# GOALS FOR TODAY

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- ▶ Quick recap on QuickCheck
- ▶ How to find good properties
- ▶ Learning from contradiction

QUICK RECAP

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**WHAT IS QUICKCHECK?**

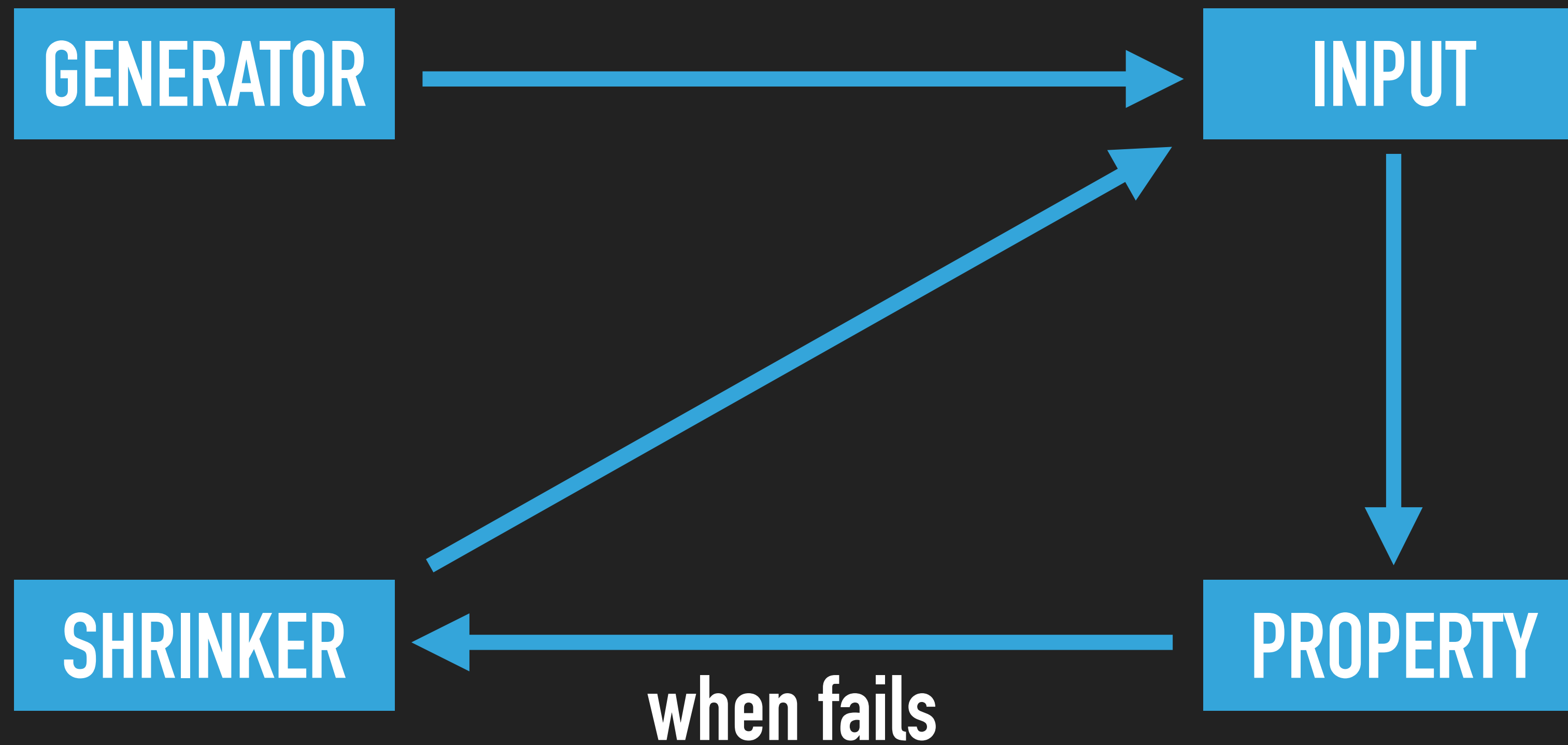
# PROPERTY BASED TESTING - 101

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- ▶ Tests invariants on your code
- ▶ By generating random inputs
- ▶ Shrinking the counter-examples

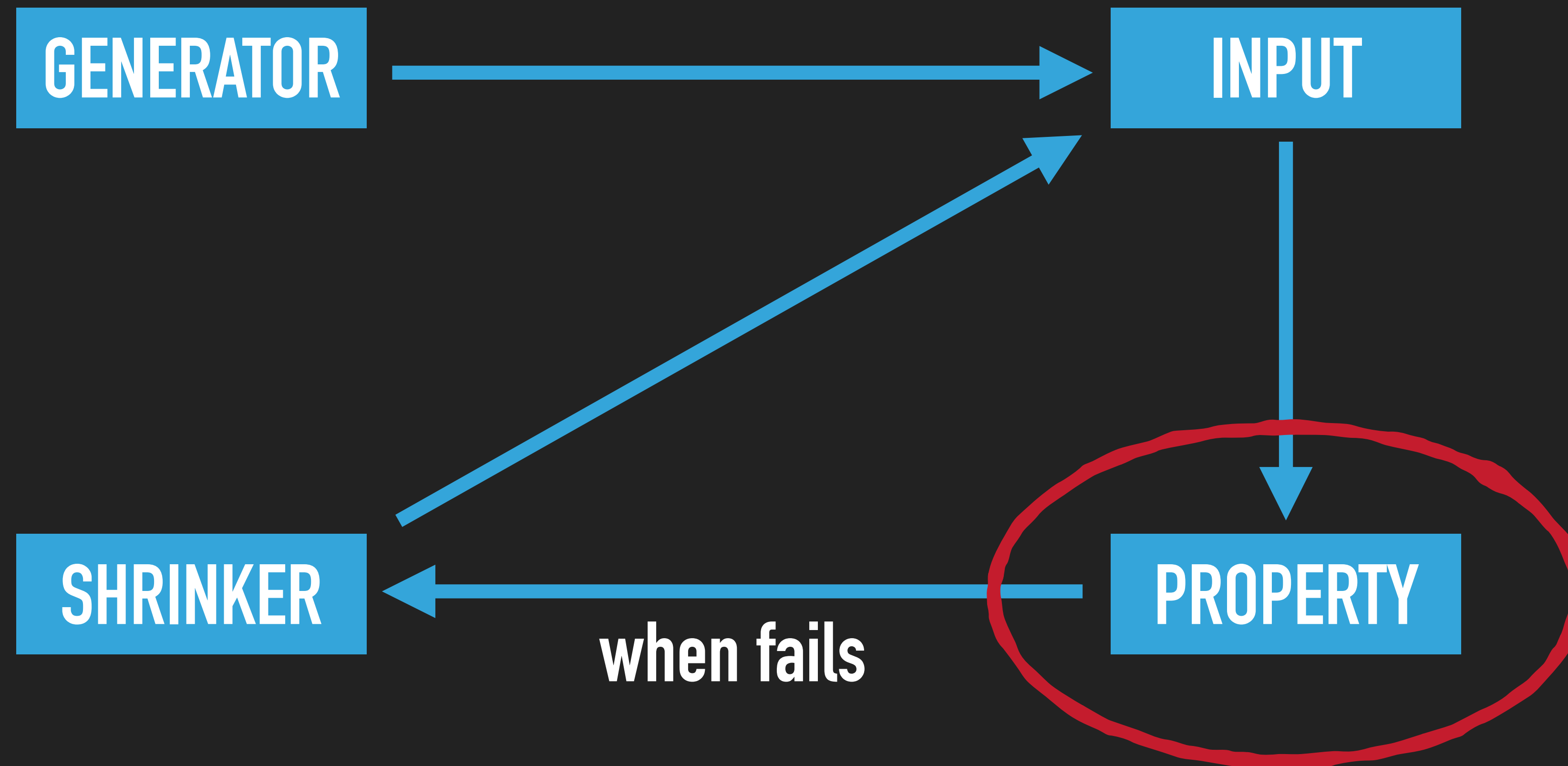
# PROPERTY BASED TESTING - 101

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# PROPERTY BASED TESTING - 101

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IN THEORY...

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**FINDING PROPERTIES**

# FINDING PROPERTIES

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- ▶ Test against **reference** algorithm
  - ▶ Example system sort
- ▶ **Round-trip**:  $\text{do} + \text{undo} = \text{identity}$ 
  - ▶ Parse & Serialize



# FINDING PROPERTIES

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- ▶ Relations between input & output
- ▶ Relations between functions
- ▶ Look at equivalence classes

IN PRACTICE...

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**QUICKCHECK BY EXAMPLE**

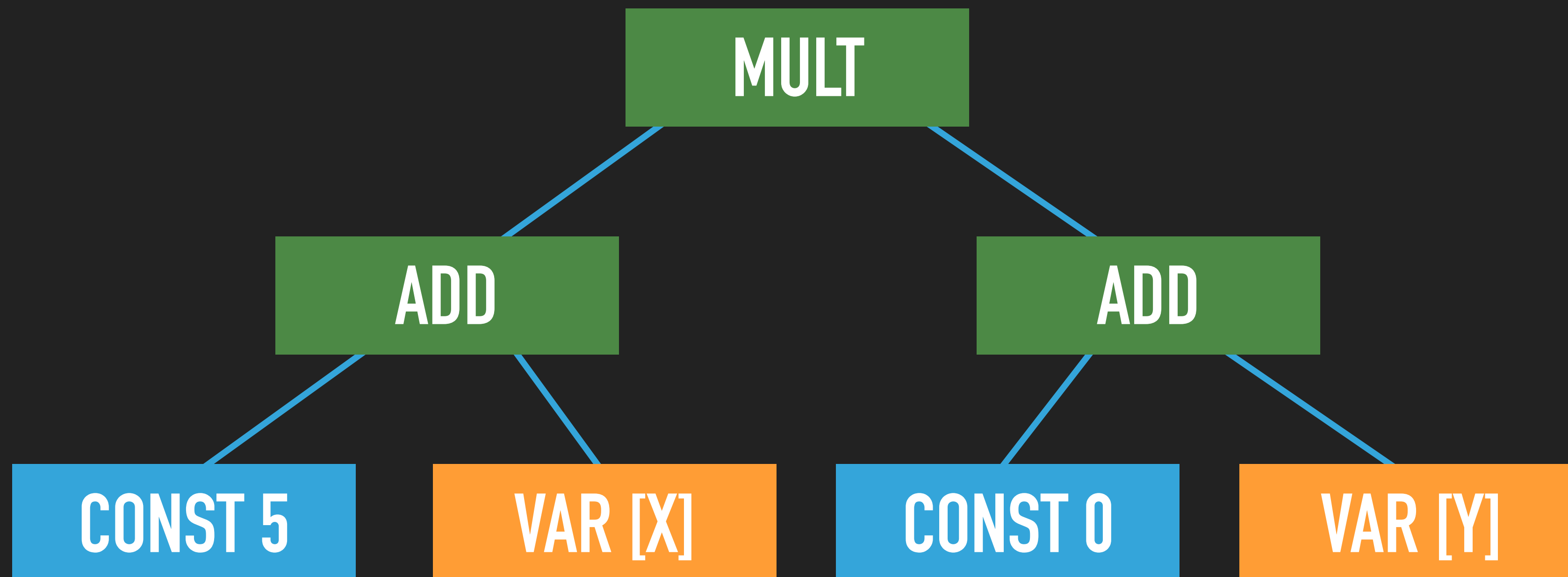
# ARITHMETIC DSL

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- ▶ Integer, Variable, (+) and (\*)
- ▶ Goal: testing interpreters
  - ▶ Dependency
  - ▶ Evaluation
  - ▶ Optimization

# ARITHMETIC EXPRESSION

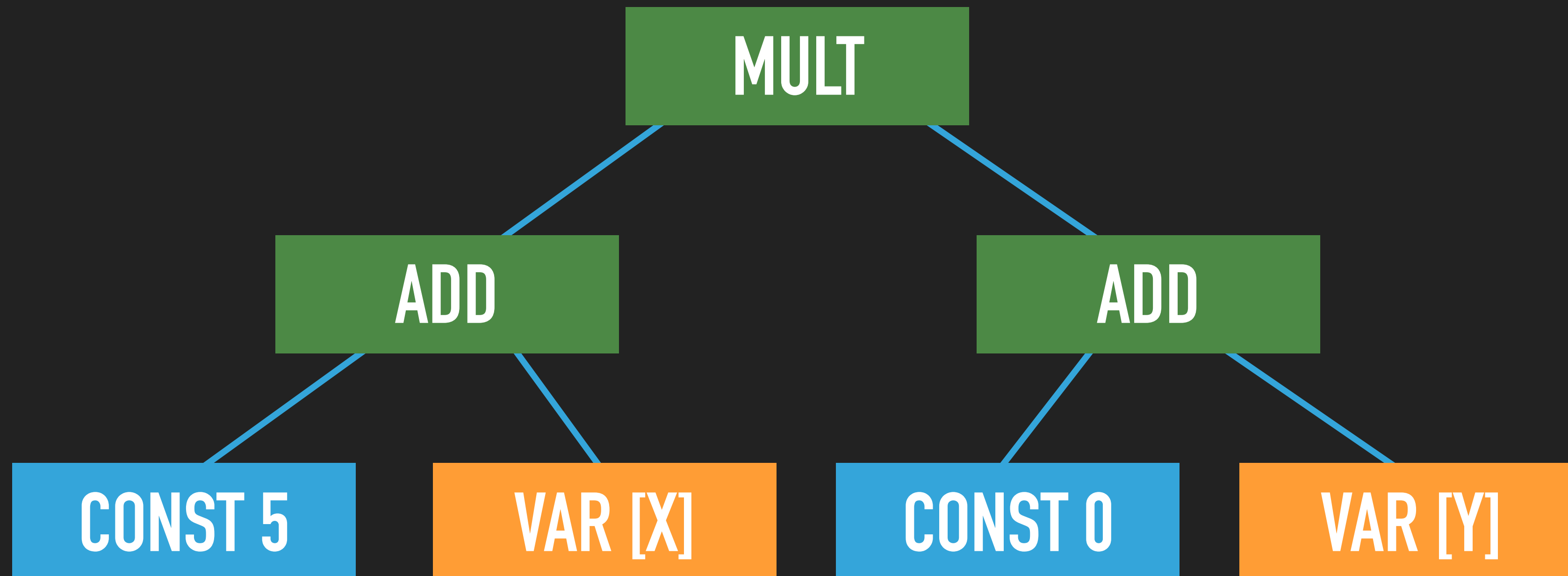
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$(5 + X) * (0 + Y)$

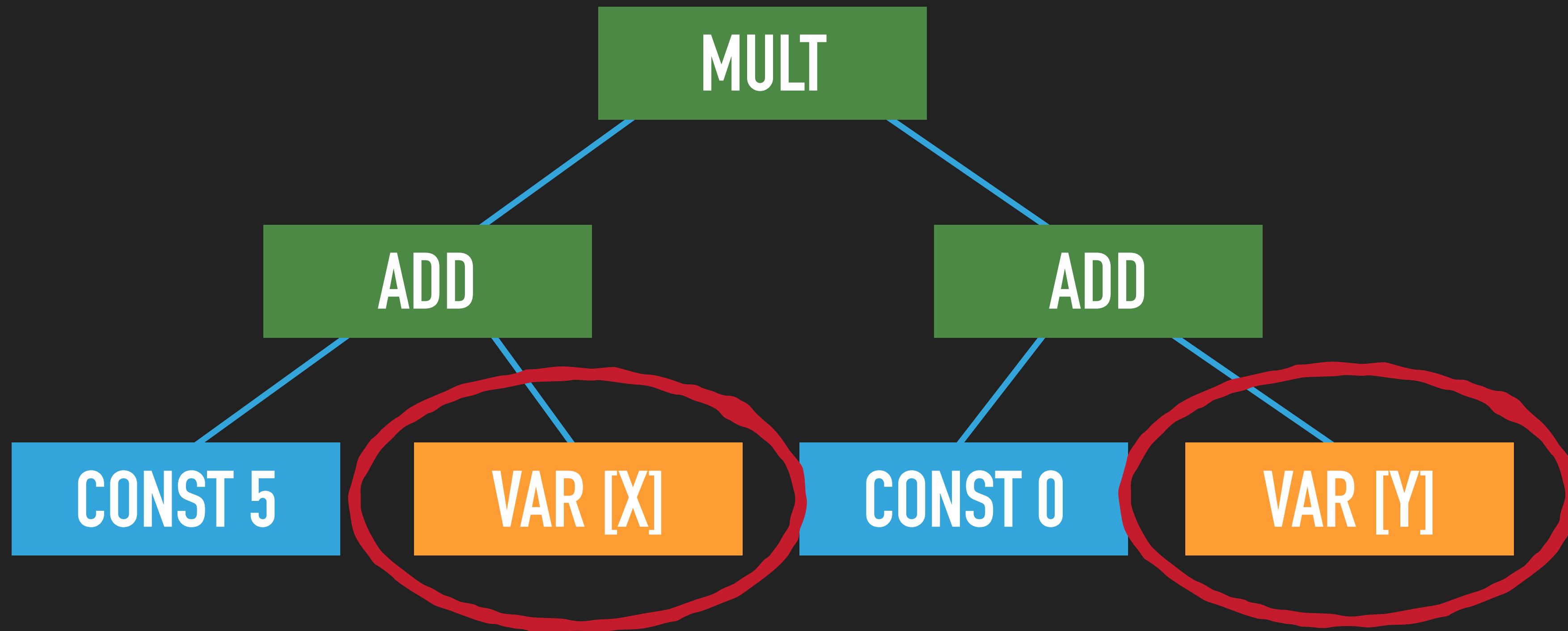
# DEPENDENCIES

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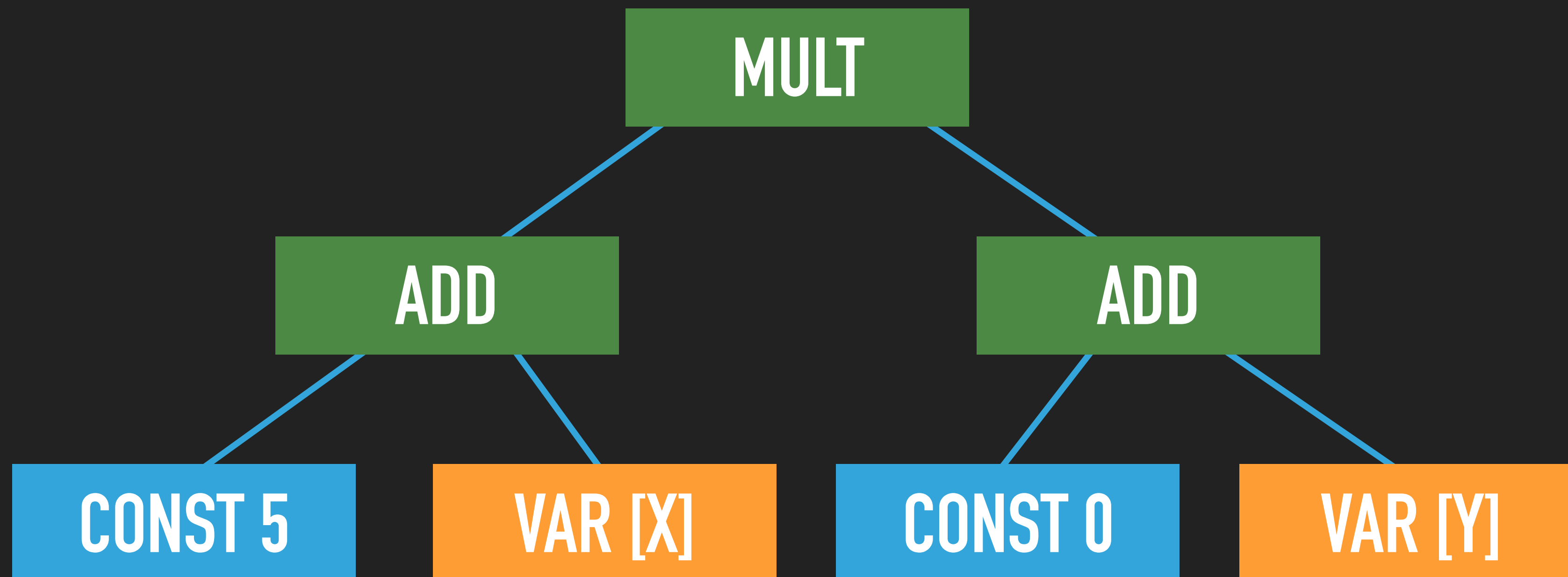
# DEPENDENCIES

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# DEPENDENCIES

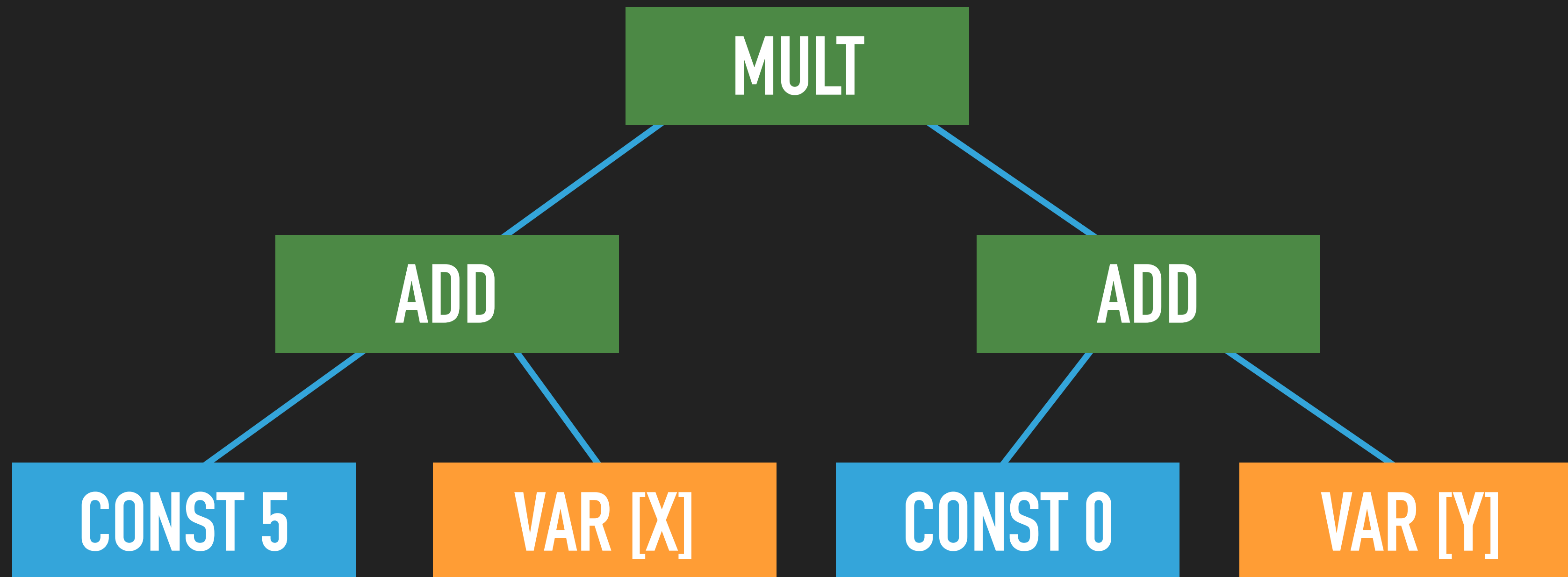
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$\# \{ X, Y \}$

# EVALUATE

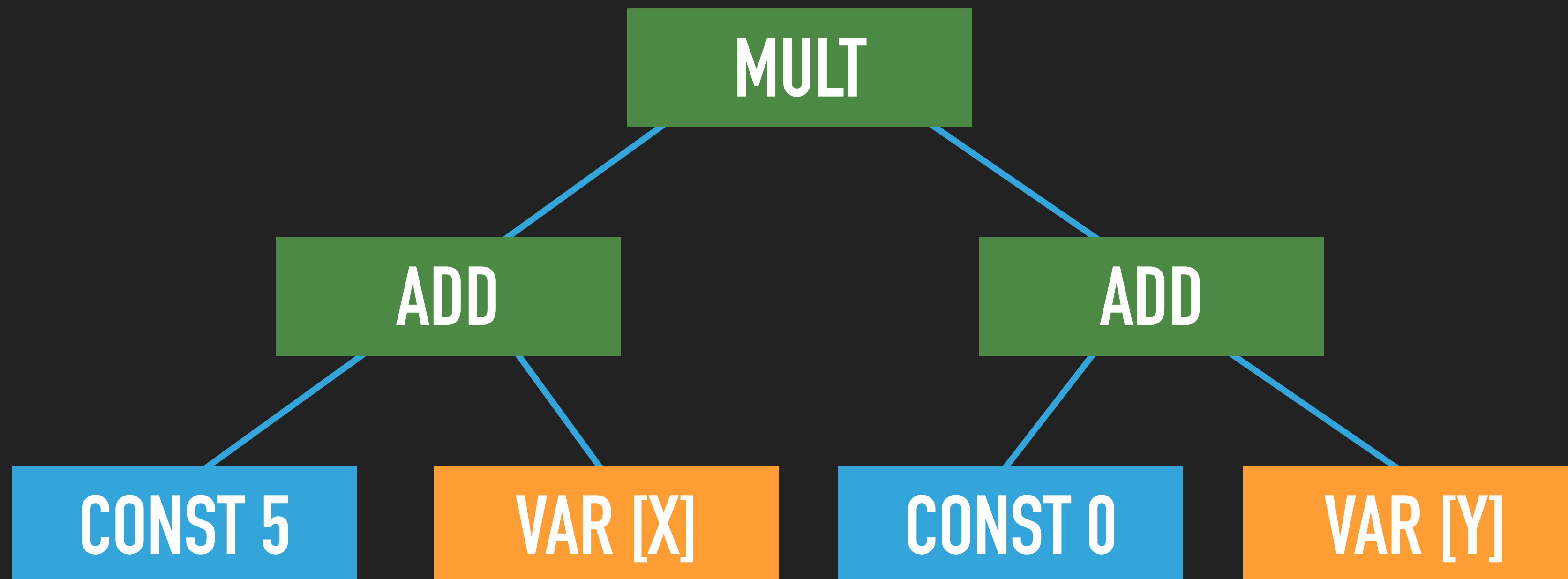
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# EVALUATE

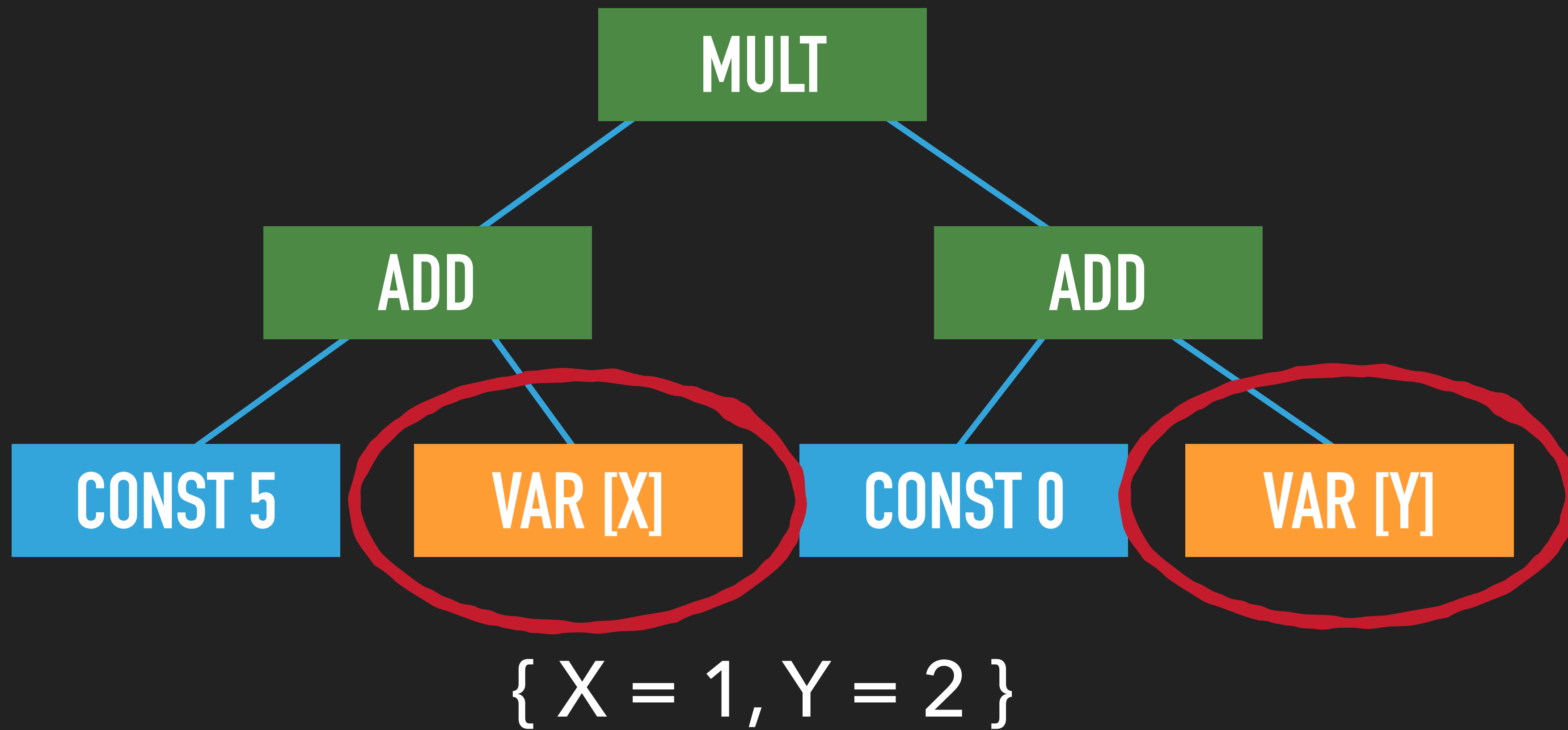
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$\{ X = 1, Y = 2 \}$

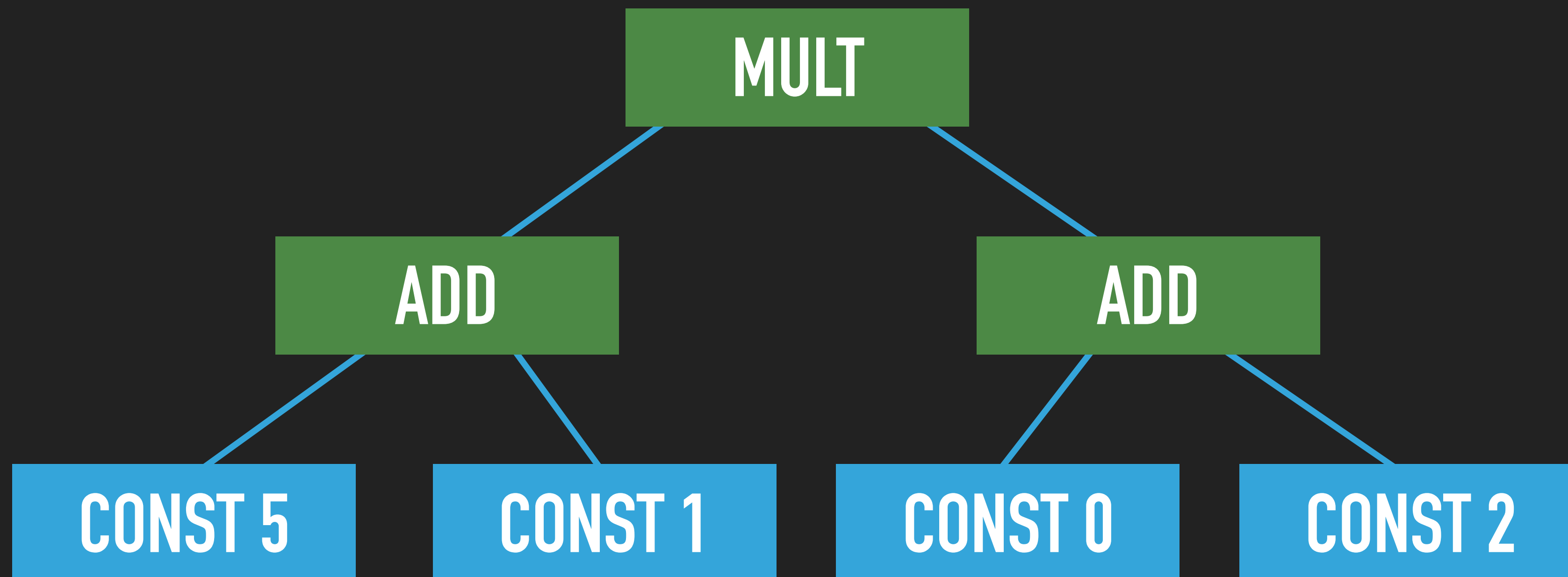
# EVALUATE

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# EVALUATE

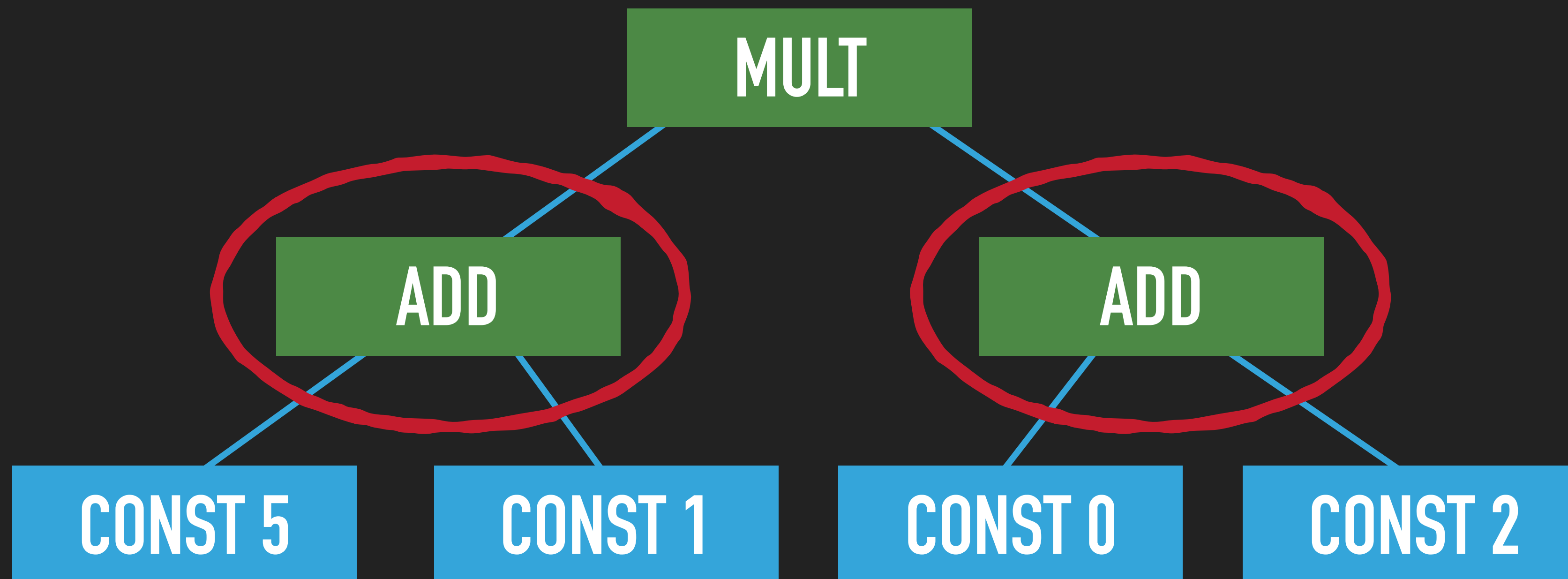
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$\{ X = 1, Y = 2 \}$

# EVALUATE

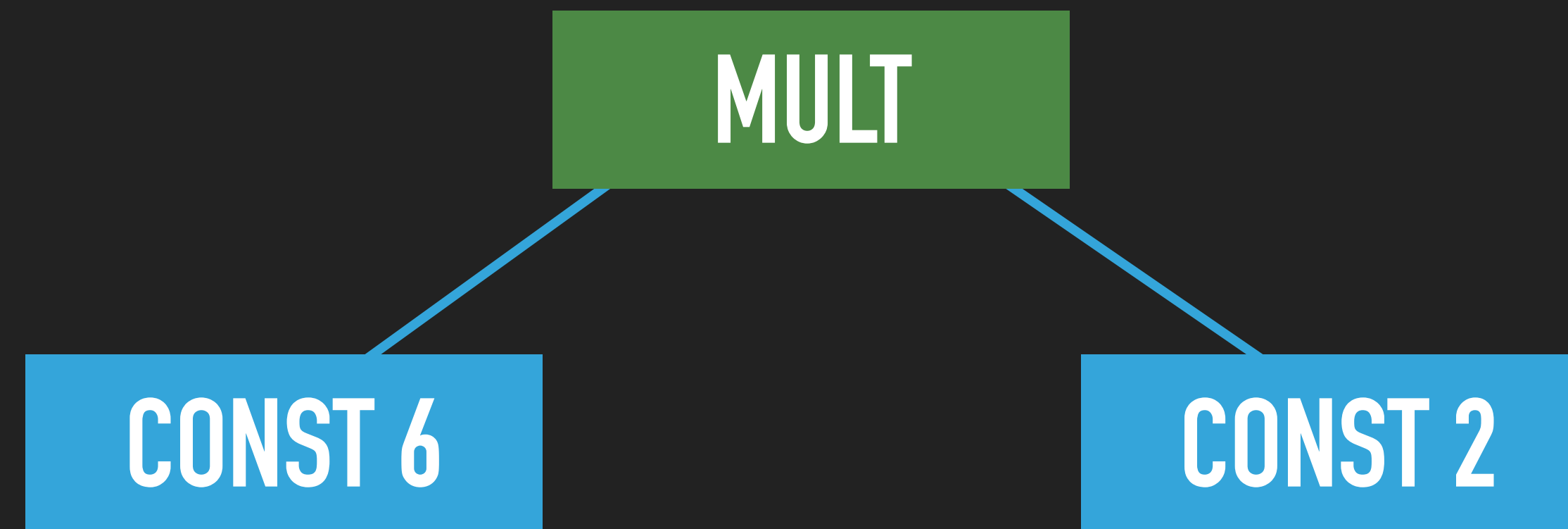
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$\{ X = 1, Y = 2 \}$

# EVALUATE

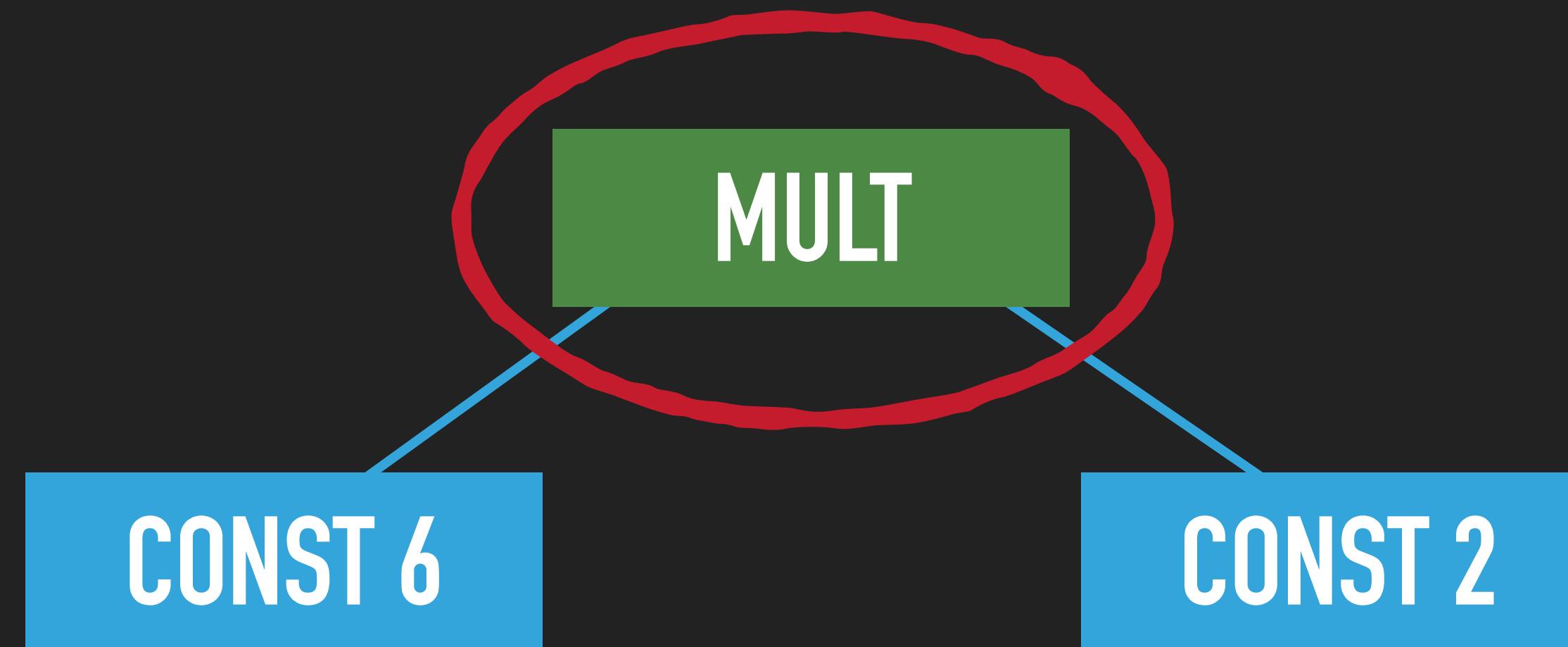
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$\{ X = 1, Y = 2 \}$

# EVALUATE

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$\{ X = 1, Y = 2 \}$

# EVALUATE

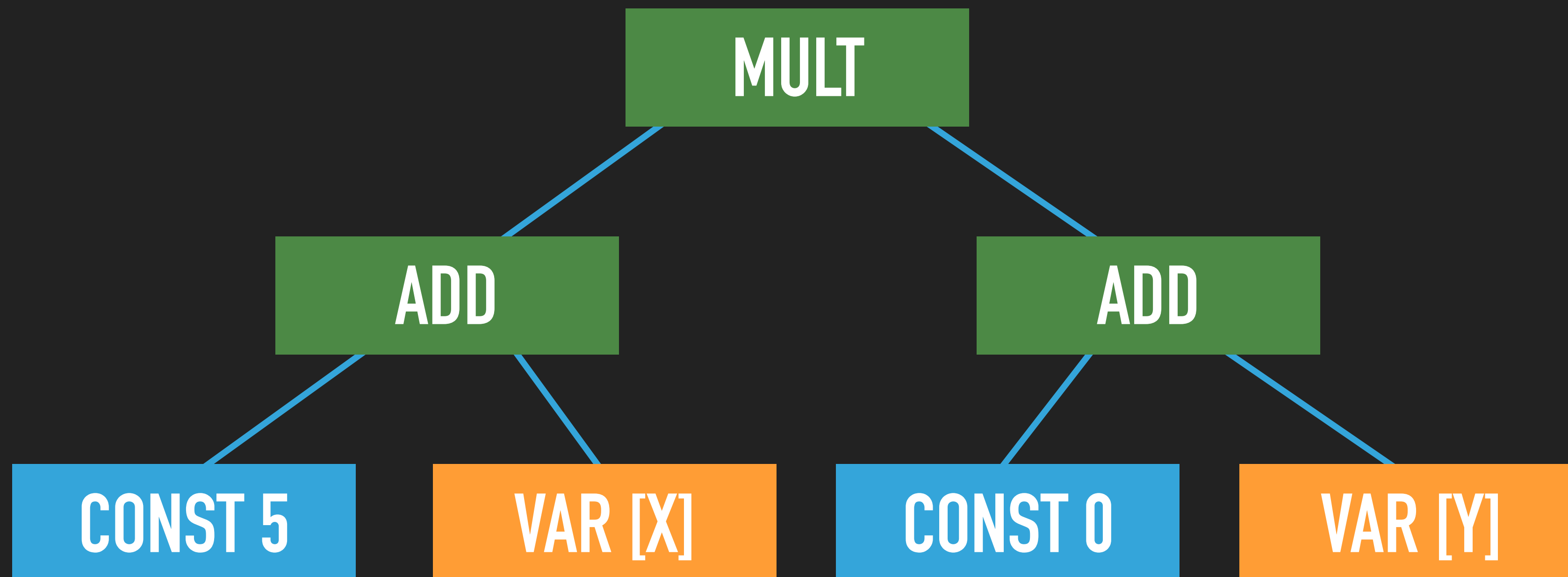
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CONST 12

{ X = 1, Y = 2 }

# OPTIMIZE

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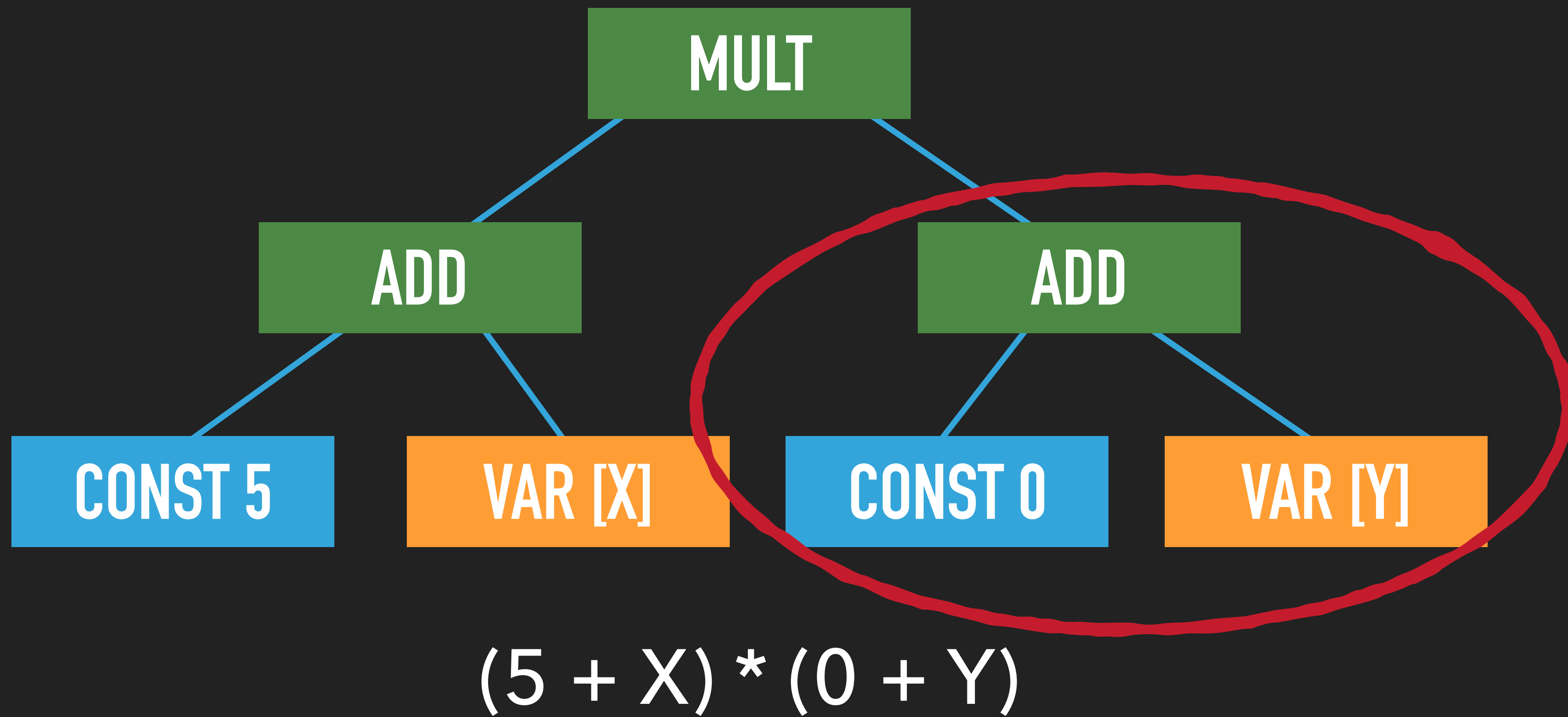


$(5 + X) * (0 + Y)$



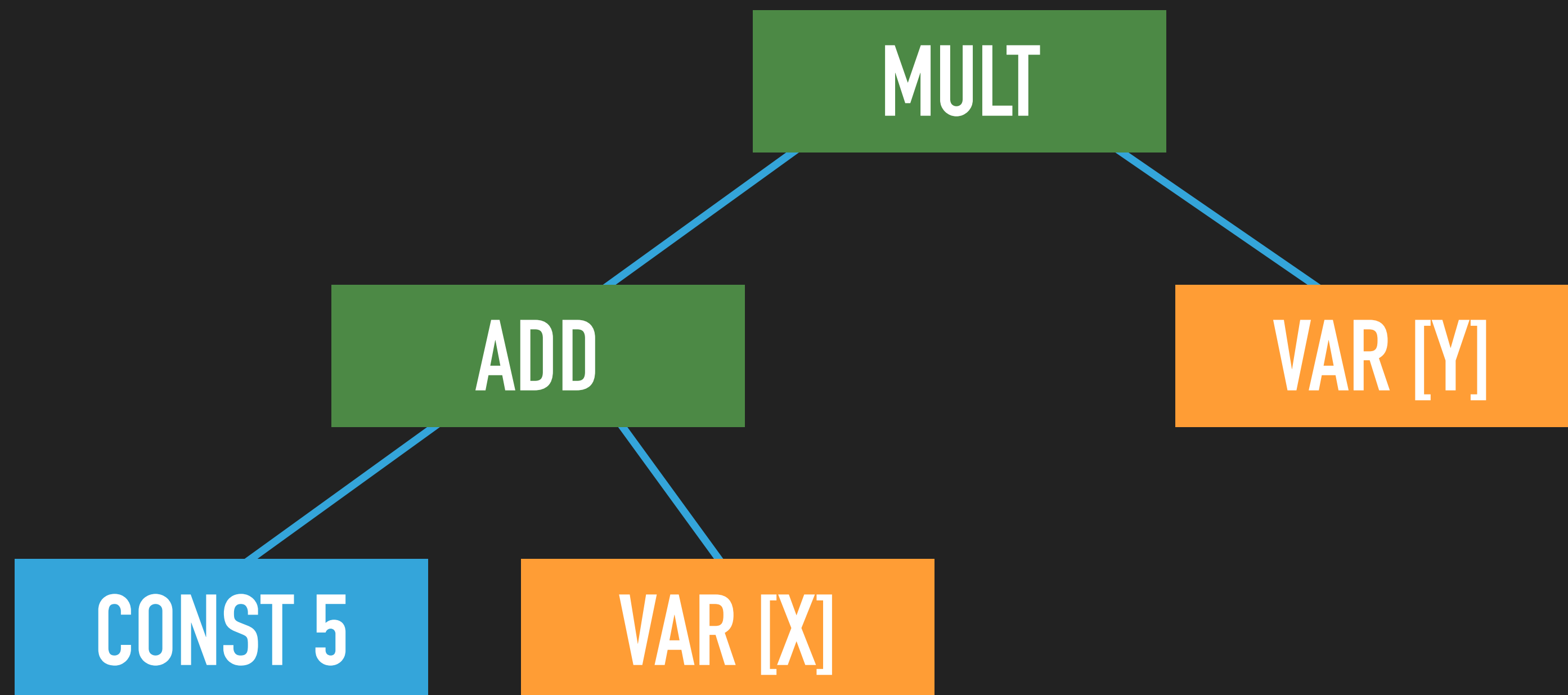
# OPTIMIZE

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# OPTIMIZE

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$(5 + X) * Y$

HOW CAN I TEST THAT MESS?

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**TESTING INTERPRETERS**

# TEST RELATIONS, NOT INDIVIDUAL FUNCTIONS

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- ▶ Given a random expression  $E$ 
  - ▶ Extract its dependencies  $D$
  - ▶ Assign value to each var of  $D$
- ▶ evaluate( $E, D$ ) should be a constant

# TEST RELATIONS, NOT INDIVIDUAL FUNCTIONS

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`prop_deps_allow_eval :: Expr -> Property`

`prop_deps_allow_eval e =`

`forAll (makeEnvWith (dependencies e) $`

`\env -> isCst (eval env e)`

# FOCUS ON EQUIVALENCE CLASS

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- ▶ Given a random expression  $E$ 
  - ▶ With no dependencies
- ▶ optimize( $E$ ) should be a constant
- ▶ evaluate( $E, \{\}$ ) == optimize( $E$ )

# FOCUS ON EQUIVALENCE CLASS

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`prop_optimize_constant :: Expr -> Property`

`prop_optimize_constant e =`

`Set.null (dependencies e)`

`==> isCst (optimize e)`

# FOCUS ON EQUIVALENCE CLASS

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\*\*\* Gave up! Passed only 41 tests.



# FOCUS ON EQUIVALENCE CLASS

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`prop_optimize_constant :: Property`

`prop_optimize_constant =`

`forAll (sized genCstExpr)`

`(isCst . optimize)`

QUICK CHECK BY EXAMPLE

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**WHAT IF MY PROPERTY FAILS?**

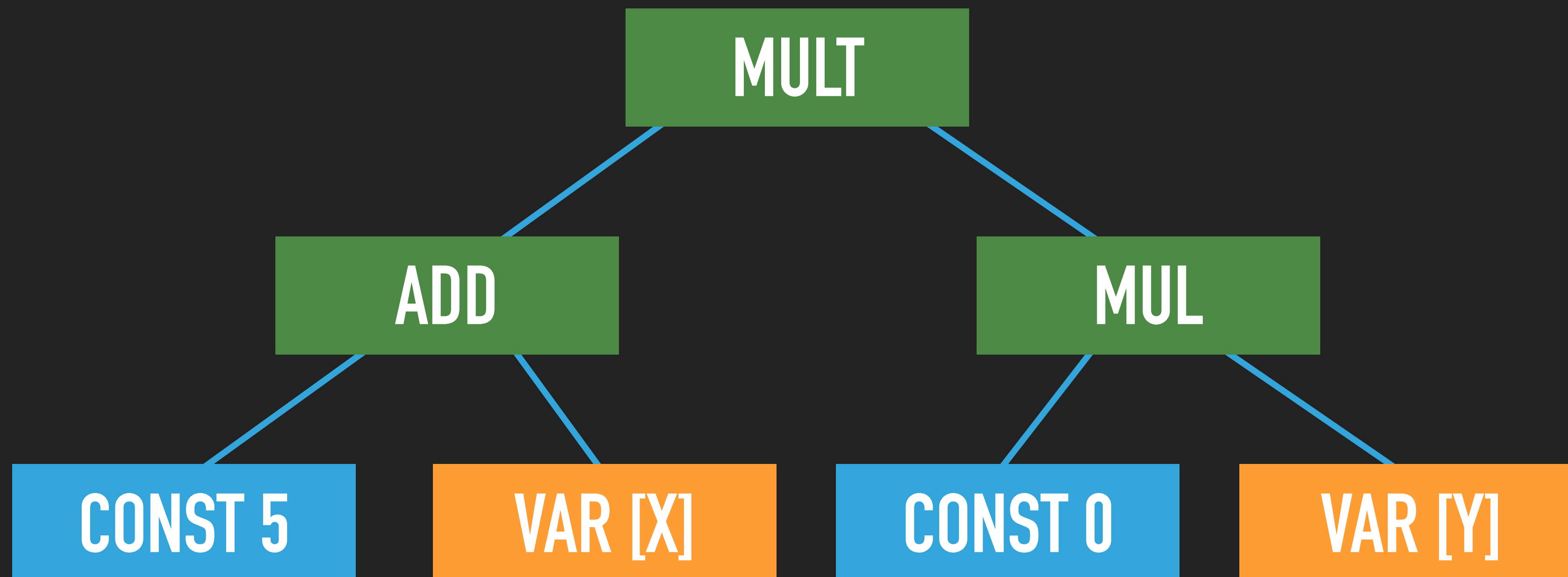
# CONTRADICTION

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- ▶ Given a random expression  $E$ 
  - ▶ Extract its dependencies  $D$
  - ▶ Extract dependencies  $D'$  of optimize( $E$ )
- ▶ We expect  $D == D'$

# CONTRADICTION

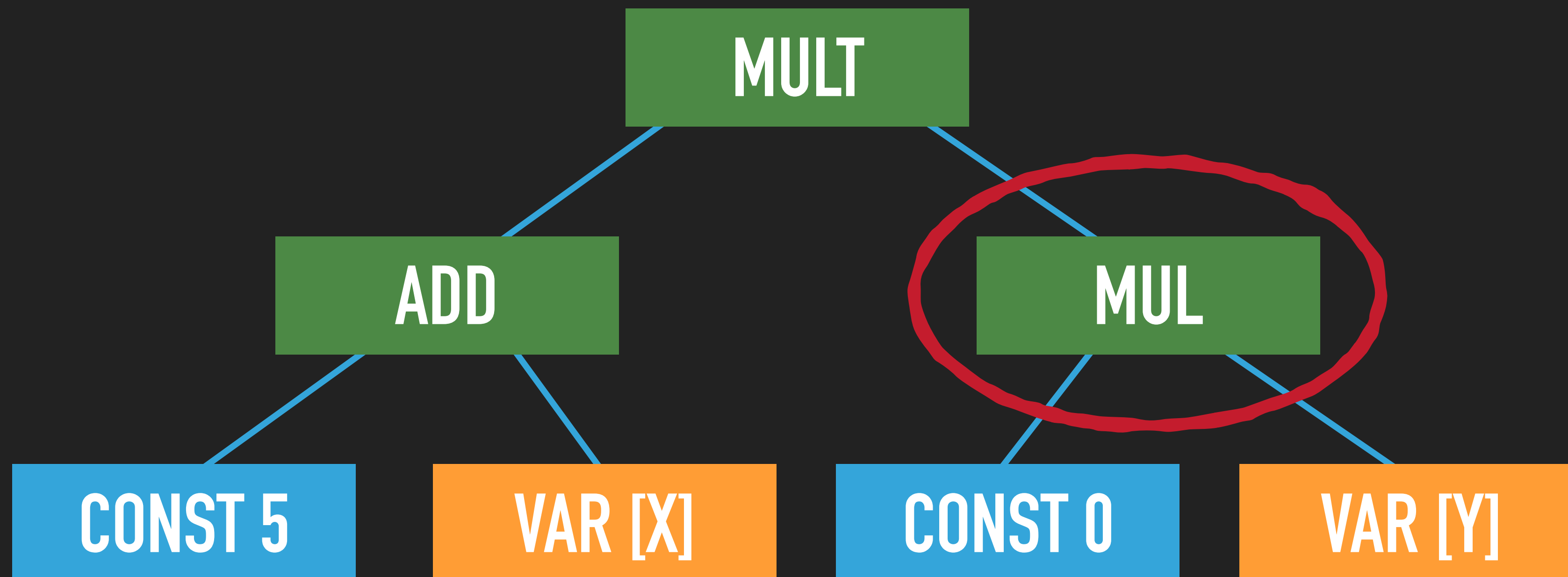
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$(5 + X) * (0 * Y)$

# CONTRADICTION

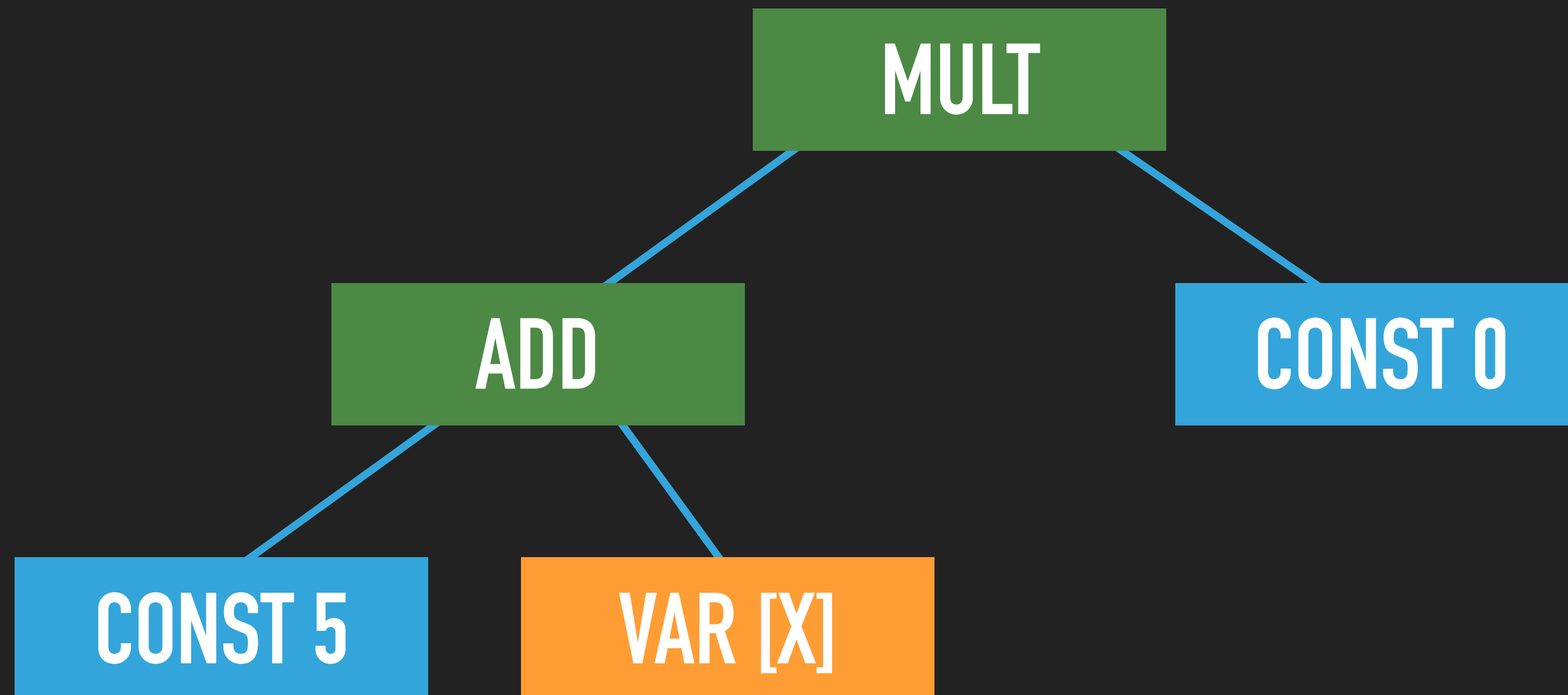
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$(5 + X) * (0 * Y)$

# CONTRADICTION

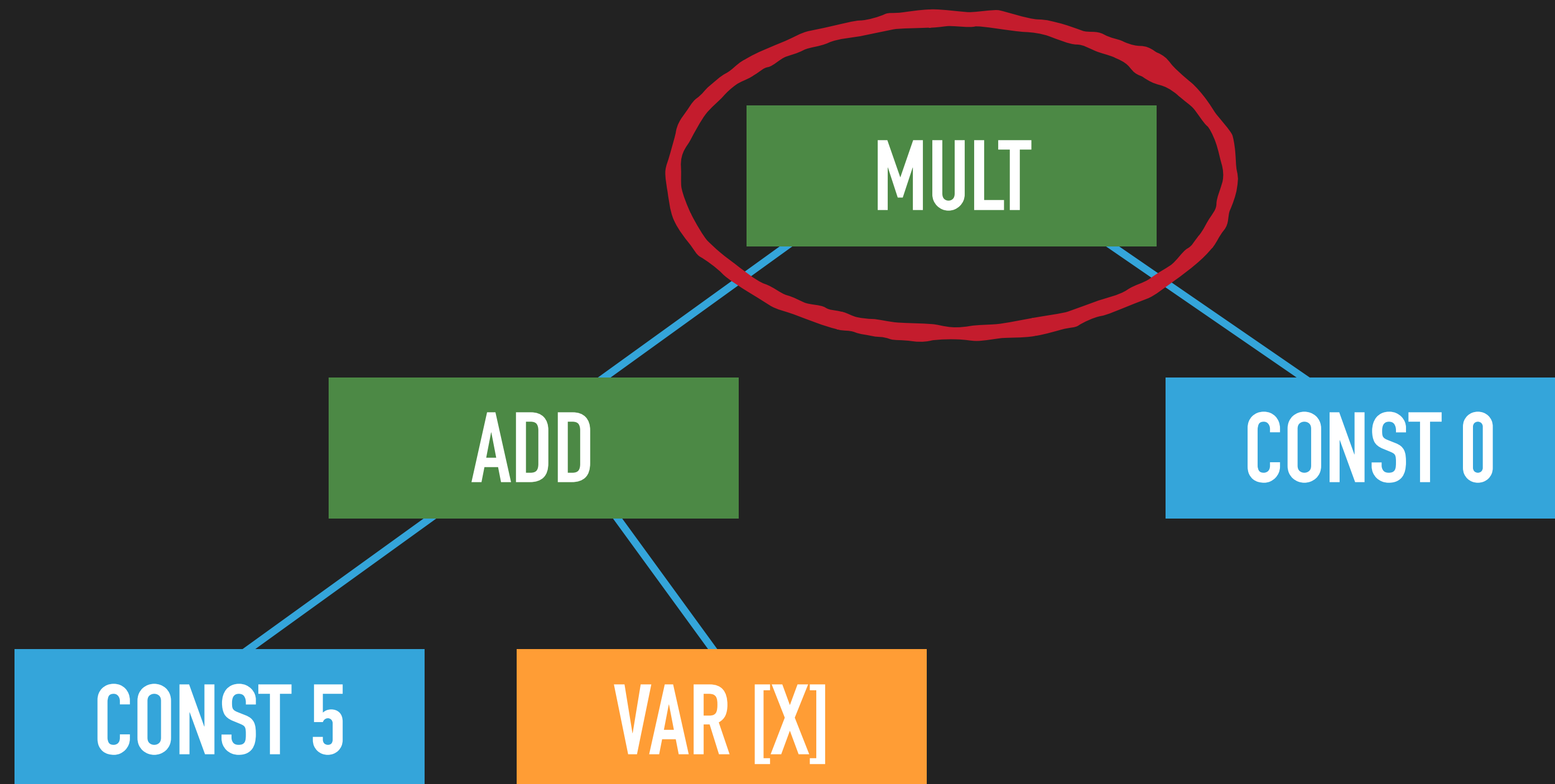
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$$(5 + X) * 0$$

# CONTRADICTION

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$$(5 + X) * 0$$

# CONTRADICTION

---

CONST 0

$\#\{ X, Y \} \neq \#\{ \}$



# CONTRADICTION (VARIATION)

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- ▶ Given a random expression  $E$ 
  - ▶ A sub-set  $D$  of its dependencies
  - ▶ Assign to each variable of  $D$  a value
- ▶  $\text{evaluate}(E, D) == \text{evaluate}(\text{optimise}(E, D))$

# EMBRACE CONTRADICTION

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- ▶ Contradiction increases domain knowledge
  - ▶ Keep negative answers
  - ▶ Transmit them to domain experts
- ▶ You can keep them with expectFailure

QUICK CHECK BY EXAMPLE

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**CONCLUSION & LINKS**

# FINDING PROPERTIES

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- ▶ Think **relations** not just individual results
- ▶ Use **equivalence** classes to find properties
- ▶ Ask **questions** and use **contradictions**

# RESOURCES

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- ▶ <https://github.com/QuentinDuval/HaskellMeetup-2017-04-27>
- ▶ <http://www.cs.tufts.edu/~nr/cs257/archive/john-hughes/quick.pdf>
- ▶ <https://www.youtube.com/watch?v=zi0rHwfiX1Q>