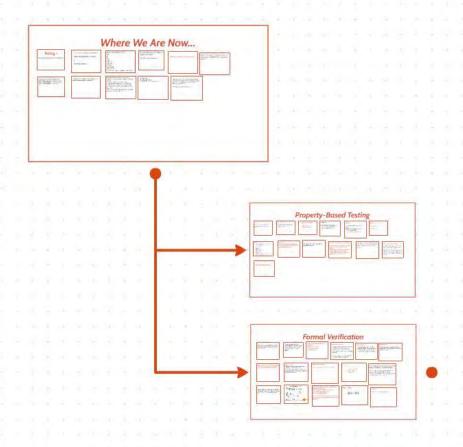
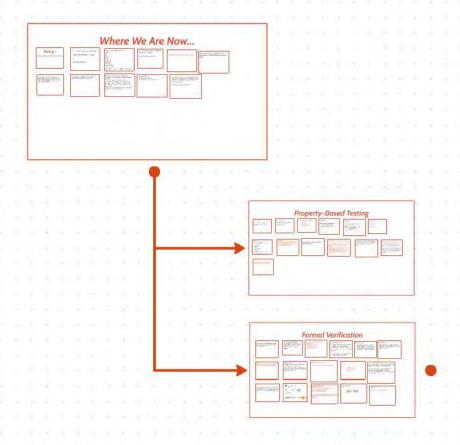
CS1699 - Lecture 18 - Property-Based Testing and Formal Verification





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Where We Are Now...

Testing =

Checking expected behavior vs observed behavior

observed behavior per se, we can check the expected PROPERTIES of the behavior as the observed PROPERTIES of the behavior.

Let's say we are testing a sort function public int[] billSort(int[] arrioSort) [

How would we test it?

Try passing in different values:

null [] [1] [1,2] [1,2,3,4,5] [5.4,3.2.1]

[0.0,0.0]

But wow, that's quite a few different things to think about.

And what if you forget one?

What's something else we could check?

Why not hop up a level of abstraction and think about the PROPERTIES of input and

For example, what properties do we expect of a sorted list compared to a list passed in?

Output array same size as passed-in array
 Values in output array always increasing or staying
the same.

3. Value in output array never decreasing

Value in output array record accessing
 Every element in input array is in output array
 No element not in input array is in output array
 Idempotent - running it again should not change

output array

7. Pure - running it twice on same input array should always result in same output array

All values are integers.
 Length is 0 or more integers, or null.

Now that we have the properties of expected input values, and the properties of expected output values, we can left the computer dia the grunt work of developing specific tests.

This is called property based testing



Testing =

Checking expected behavior vs observed behavior



```
Let's say we are testing a sort function.

public int[] billSort(int[] arrToSort) {
    ....
}
```

How would we test it?



```
Try passing in different values:
null
[1]
[1,2]
[1,2,3,4,5]
[5,4,3,2,1]
[0,0,0,0]
[9,3,4,2,1,6]
[-9, 2, 4, -3]
[9, 4, 2, 19, ... (many integers) ... 982, 4, 23]
```



But wow, that's quite a few different things to think about.

And what if you forget one?



What's something else we could check?

Why not hop up a level of abstraction and think about the PROPERTIES of input and output?



Instead of checking expected behavior vs observed behavior per se, we can check the expected PROPERTIES of the behavior vs the observed PROPERTIES of the behavior.

For example, what properties do we expect of a sorted list compared to a list passed in?



- 1. Output array same size as passed-in array
- Values in output array always increasing or staying the same
- 3. Value in output array never decreasing
- 4. Every element in input array is in output array
- 5. No element not in input array is in output array
- Idempotent running it again should not change output array
- 7. Pure running it twice on same input array should always result in same output array



For input values:

- 1. All values are integers
- 2. Length is 0 or more integers, or null



Now that we have the properties of expected input values, and the properties of expected output values, we can let the computer do the grunt work of developing specific tests.

This is called *property-based testing*.



Property-Based Testing

A Asset Mixed of Tenting

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 Department using reportables barguages less familiar with it.
- 4 Constituted to restal by some

Not useful for testing:

- 1. Side effects
- 2. Specific outputs

Example:

public void printGlobalStats() {
 System.out.print("Stat 1");
 System.out.println(_stat1);

1

Example

// Login page title should be "hi"

@Test
public void testLoginSaysHi() [

title = page.getTitle(); assertTrue(title.equals("hi"));

Awartery of Process - Expected Streets of Paragraps

Since Hadelity: "purely functional", with no side effects of any large. His is a perfect match.

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NOTE:

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NoT. PyChack
Filling Sillings/ Challiffeek
The only are I suid-fill find is a venuen for RHF. A good
find sorter for some perform?

Two steps

Specify the kinds of inputs allowed
 Specify the properties of the output
 that should ALWAYS hold

These properties that always hold are also called invariants.

QuickCheck then makes our test suite for us!

Think about the levels of abstraction we've jumped up since the beginning of the semester:

- 1. Write and execute tests (manual testing)
- 2. Write lesis, let computer execute
- 3 Write what KINDS of tests we want, let computer write tests and execute

This is gaining traction outside the word of functional programming, as some aspects of FP leak into production systems (Scala, Clojure, etc.)

One more cool thing, shrinking

If QuickCheck finds an issue, it will try to find the smallest version of that issue.

Say sorting with 4s doesn't work correctly. It will try to figure out that [4] breaks, even though it first found [5,6,2,1,4] falsifies an invariant.

Let's see it in action!



A New Kind of Testing

Presented at ICFP 2000 in the paper "QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs"

http://www.cs.tufts.edu/~nr/cs257/archive/john-hughes/quick.pdf



Much more popular in functional programming world than the imperative world, for a variety of reasons

- 1. Pure functional code is much easier to test in this manner
- 2. Organizations using imperative languages less familiar with it
- 3. Requires some mathematical background
- 4. Considered "overkill" by some
- 5. Considered "weird" by some



Not useful for testing:

- 1. Side effects
- 2. Specific outputs



Example:

```
public void printGlobalStats() {
    System.out.print("Stat 1");
    System.out.println(_stat1);
    ...
```



Example:

```
// Login page title should be "hi"
@Test
public void testLoginSaysHi() {
  title = page.getTitle();
  assertTrue(title.equals("hi"));
}
```



Useful for testing: A variety of inputs -> specific kinds of outputs Pure code

Since Haskell is "purely functional", with no side effects of any kind*, this is a perfect match.

* Outside of monads, of course.



NOTE:

The concept originated in functional programming but is still useful in imperative languages! There are a variety of QuickCheck-like testing solutions out there in different languages, e.g.

Java: junit-quickcheck

Ruby: rantly

Scala: scalacheck

Python: pytest-quickcheck

Node.js: node-quickcheck

Clojure: simple-check

C++: QuickCheck++

.NET: FsCheck

Erlang: Erlang/QuickCheck

The only one I couldn't find is a version for PHP. A good term project for someone, perhaps?



Two steps:

- 1. Specify the kinds of inputs allowed
- 2. Specify the properties of the output that should ALWAYS hold



These properties that always hold are also called *invariants*.



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Let's see it in action!

Formal Verification

When you absolutely, positively need to prove that your code is correct, you can formally verify it. Formal verification is using mathematical models to prove or disprove the correctness of the algorithms and code of your program. There are a variety of "levels" of verification -

- 1. Predictable execution
- 2. Partial correctness
- 3. Full correctness

Predictable Execution

The code is free of what we would call "runtime errors": that is, no array overflows, null pointer dereferencing, uninitialized variable access, division by zero, etc.

NB not that these are very unlikely, but PROVEN TO BE IMPOSSIBLE.

Partial Correctness

Predictable execution, PLUS the program will give the correct answer according to the specification IF it terminates (yay Halting Problem!).

Full Correctness

Predictable execution, plus everything referenced in partial correctness, plus the program terminates.

Difficulty to prove gets harder and harder as you go up the levels of verification.

How is it done?

1. Before-the-fact: construct code from formally-proven subset of logic

2. After-the-fact: attempt to verify code using static analysis (much easier with some languages than others.)

What tools can you use?

You're probably familiar with one already...



There are tools to convert a Finite State Machine to code, or show code as a Finite State Machine.

There are other tools/descriptions which can be used as mathematical models for formal verification, such as Petri nets, Hoare logic, process calculus, and operational semantics.

Sounds great! Why don't we just use this everywhere and the only things we have to worry about are the odd meteor impact?



Really overkill for most systems. However, it is used commercially, e.g.: set.4 - Formally verified OS microkernel Various cryptographic protocols Various embedded software

Much more common in hardware systems, though, where I/O is very well specified and errors can be catastrophic Why is it overkill?

pi(x) > li(x)

It's hard.

There are so many special cases



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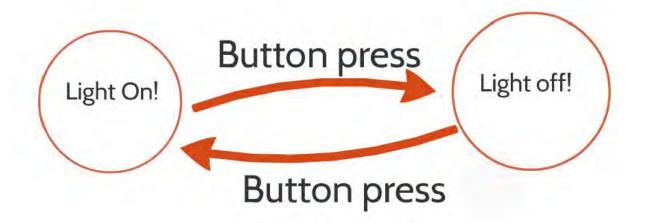
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Light off!



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Dem. 1. *544. Dr :: a = t'av t'v. Dr. $\beta \subset \alpha \cdot \pi : \beta \cdot \pi : \beta - \Lambda \cdot v \cdot \beta = \iota^{\epsilon} \pi \cdot v \cdot \beta = \iota^{\epsilon} y \cdot v \cdot \beta = \alpha : \pi : \beta :$ [#24:53:56.#51:161] $\equiv : \beta = \iota^{\epsilon} x \cdot v \cdot \beta = \iota^{\epsilon} v \cdot v \cdot \beta = \alpha$ F. *5425 . Transp . *5222 . ⊃ F: x + y . ⊃ . t'x ∨ t'y + t'x . t'x ∨ t'y + t'y: [*13·12] $D : \alpha = t'x \cup t'y, x \neq y, D, \alpha \neq t'x, \alpha \neq t'y$ (2)+.(1).(2). > + :: α = t'x v t'y. x + y. > :. $\beta \subseteq \alpha . \alpha ! \beta . \beta + \alpha . \equiv : \beta = \iota ! x . v . \beta = \iota ! y :$ =: (32). zea. B= ":: [#31·235] [837.6] =: Bet"a (8)F. (3) . #11 11 35 . #54 101 . D F. Prop *5443. h.a, 8 = 1.) : a n 8 = A . = . a u 8 = 2 Dom. +. *54·26.) +:. α = t'x. β = t'y.): α ∨ β ∈ 2. ≡. x + y. $\equiv \epsilon^{\epsilon} x \cap t^{\epsilon} y = \Lambda$. (*51·231) $= .\alpha \cap \beta = \Lambda$ (1) [*13·12] F.(1). *11-11-35.5 $f: (\pi x, y), a = t'x \cdot \beta = t'y \cdot D: a \cup \beta \in 2 \cdot \Xi \cdot a \cap \beta = \Lambda$ (2)

From this proposition it will follow, when arithmetical addition has been defined, that 1 + 1 = 2

F.(2). *11.54. *52·1. ⊃ F. Prop

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