halcheck

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halcheck — Overview

Overview

Summary

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Why halcheck?

- 1. Clearer API
- 2. Support for custom test-case generation strategies
- 3. Better space complexity

All PBT frameworks are direct ports or descendants of QuickCheck. These frameworks all consist of:

A central generator data type:

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-- Source of
-- randomness ↓
data Gen a = Gen (Random → a)
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choose :: (Int, Int) \rightarrow Gen Int suchThat :: (a \rightarrow Bool) \rightarrow Gen a \rightarrow Gen a frequency :: [(Int, Gen a)] \rightarrow Gen a ...
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- Users must be comfortable reasoning about higher-order functions.
- Users must ensure generators are only invoked in the correct context.

Example: Write a generator combinator that produces std::vectors shorter than a given length.

```
// RapidCheck
Gen<std::vector<int>> example(int N) {
   return gen::container<std::vector<int>>(
     *gen::inRange(0, N),
     gen::arbitrary<int>);
}
-- QuickCheck
example n = vectorOf (choose (0, n - 1)) arbitrary
```

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Solution: Delay computation of *gen::inRange(0, N) using gen::exec.

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 - Haskell's type system ensures this always happens.
 - C++'s type system can provide no such guarantee!
- Solution: Get rid of the generator type!
 - · All code is written in the generator context.
 - · Bonus: fewer higher-order functions.

```
// halcheck
std::vector<int> example(int N) {
  return gen::container<std::vector<int>>(
    gen::range(0, N),
    gen::arbitrary<int>);
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There are various desirable strategies for generating data:

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Most PBT frameworks (and all C++ PBT frameworks) use a fixed strategy.

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// random(int) → strategy
// ↓ Executes random test cases forever or until a bug is found.
test::random(seed)([] { /* test code */ });
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// limit(strategy, int) → strategy
// * Executes at most 100 random test cases.
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(Intended for advanced users.)
```

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Why halcheck?

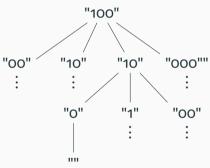
- 1. Clearer API
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How does shrinking work?

Internally, every generator is a function returning a "shrink tree" of values.

Shrink trees can be very large so they must be computed lazily.

Shrink tree for a list:

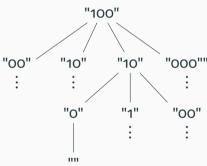


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This implementation strategy does not work for C++!

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Conclusion: all combinators (with shrinking behaviour) must make copies of their arguments!

Problem: by default, copies in C++ are deep ($\mathcal{O}(n)$ instead of $\mathcal{O}(1)$).

Generators cannot return references:

```
// Generates a random reference
// to an element of xs.
rc::Gen<int &> referenceOf(??? xs);
// What goes here? ↑

// Example: assign a
// random element to 0.
*referenceOf(xs) = 0;
```

What type should reference0f have?

halcheck is inspired by work on internal shrinking.

- · Motto: shrink inputs, not outputs!
- Data is recomputed, never copied.

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Note: halcheck does not use internal shrinking.

Users have full control over shrinking.

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halcheck — In Progress

New strategies:

- ordered (SmallCheck/LeanCheck)
- Coverage-guided (fuzztest)
 - Requires support for mutations.
- Learning-based (RLCheck)
- Reproducing test-cases

Test framework integration:

- Google Test
- CUnit
- doctest (partially done)