Testing and documentation

Computing Methods for Experimental Physics and Data Analysis

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How do I make sure my program is correct?

- ▷ The short answer is: in real life you don't!
 - ▷ Especially if your code is asynchronous
- → That is not the same a saying there is nothing you can do
- For compiled langauges the compiler will flag all obvious (and a whola lotta of non-obvious) mistakes
 - → This doesn't really apply to Python, since Python is interpreted
 - > Although the interpreter will stop upon syntax errors
- Besides paying attention, there are two things that you can do even in interpreted languages:
 - 1. Unit testing
 - 2. Static analysis
- Generally people hate both, but they should come right next to version control in your work-flow toolbox

.. Baldini (UNIPI and INFN) October 20, 2019 Page 1/17



Unit testing naïve example

https://github.com/lucabaldini/cmepda/tree/master/slides/latex/snippets/unit_test_naive,py

```
1
    def square(x):
2
         """Function returning the suare of x.
         ....
3
        return x**2.
4
5
    def test():
6
         """Dumb unit test---make sure that the square of 2. is 4.
8
        assert square(2.) == 4.
9
10
        print('Passed---cool!')
11
12
    if name__ == '__main__':
13
14
        test()
15
16
    Passed---cool!
17
```

L. Baldini (UNIPI and INFN) October 20, 2019 Page 2/17



Unit testing in a nutshell

- ▷ Break up your program in many small pieces
 - Each piece should encapsulate a well-defined and (possibly) simple functionality
- This is usually accomplished by means of a sensible hierarchy of functions and classes
 - > And this is typically the hardest task when structuring your code
 - And the code will evolve with time, so you will find yourself refactoring code from time to time
 - ▷ Remember to be dry: don't repeat youself
- Unit testing is: make sure that each single piece is correct by implementing a series of basic checks

 - Make sure it does
 - > And make sure it does with any valid input
- > This is much simpler that testing the whole program at once
 - > Although you have to do that, too
- - 1. Write an empty placeholder for your new function
 - 2. Write all the unit tests (they will fail)
 - 3. Implement your function and tweak it until all the tests pass

Baldini (UNIPI and INFN) October 20, 2019 Page 3/17



Back to our naïve example

```
1
    def square(x):
         """Function returning the suare of x.
3
4
        return x**2
5
    def test():
6
7
         """Dumb unit test --- make sure that the square of 2. is 4.
9
        assert square(2.) == 4.
        print('Passed---cool!')
10
    if name == ' main ':
13
14
        test()
15
16
17
```

- > This is fine, but everything happens manually
 - > You have to run the script yourself
 - > You have to inspect the output yourself
- ▷ As your code grows in complexity, this is not very effective

.. Baldini (UNIPI and INFN) October 20, 2019 Page 4/17



Unit tests the Python way

The unittest module

```
import unittest
3
    def square(x):
4
         """Function returning the suare of x.
5
         In real life this would be in a differnt module!
6
         ....
7
        return x**2.
8
9
10
11
    class TestSquare (unittest.TestCase):
12
        def test(self):
13
14
             """Dumb unit test---make sure that the square of 2. is 4.
15
             self.assertAlmostEqual(square(2.), 4.)
16
17
18
19
    if name == ' main ':
20
        unittest.main()
21
22
23
24
25
    Ran 1 test in 0.000s
26
27
    OK
```

L. Baldini (UNIPI and INFN) October 20, 2019 Page 5/17



Wait a moment...

How is this different?

- This is much better!
- The base TestCase class offers all the goodies for unit testing
 - ▷ assertTrue(), assertFalse(), assertEqual(), assertAlmostEqual()...
- - Put all your unit test modules into a test folder
 - > Run python -m unittest discover
 - ▷ (Or, even better, write a small Makefile or .bat script to do that)
 - → That's it—all your tests are run in sequence
- ▷ Did you just find a bug in your code?
 - Make sure you add a unit test along with the fix, so that you'll never be hurt again by that particular bug
- ▷ Are you adding a new feature?

 - You should not be obsessed by the coverage, but you should definitely aim for it to be as large as possible
- You should always make sure that all the unit tests are passing before merging stuff on the master
- More about this in a bit (we'll be talking about continuous integration)

Baldini (UNIPI and INFN) October 20, 2019 Page 6/1

Static code analysis

- ▷ By its very nature, Python will show you all the errors at runtime
- Say you have a bug in a part of the code that is exercised very rarely, and not covered by unit tests
 - ▷ Python might crash the first time you exercise it...
 - or Python might happily do something that is not what you intended
- ▷ It might take years for even realizing that there is a bug
- → Many common mistakes can be found by just looking at the code
 - > And in fact all of them can, at least in principle
- > Part of it can be done programmatically

 - But a program can be trained to spot some kind of errors and inconsistencies
- > Pylint and pyflakes are good examples of such tools

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Static analysis: an example

```
https://github.com/lucabaldini/cmepda/tree/master/slides/latex/snippets/linting1.py

x = 1.
y = 2.
very_uncommon_condition = False
if very_uncommon_condition:
print(x + z)
else:
print(x + y)

[Output]
3.0
```

> And here is the pylint output

```
[lbaldini@nbbaldini latex]$ pylint snippets/linting1.pv
1
2
    ******** Module snippets.linting1
3
    snippets/linting1.py:1:0: C0111: Missing module docstring (missing-docstring)
    snippets/linting1.py:1:0: C0103: Constant name "x" doesn't conform to UPPER CASE
4
5
                              naming style (invalid-name)
    snippets/linting1.py:2:0: C0103: Constant name "y" doesn't conform to UPPER CASE
6
7
                              naming style (invalid-name)
    snippets/linting1.pv:3:0: C0103: Constant name "very uncommon condition" doesn't
8
9
                              conform to UPPER_CASE naming style (invalid-name)
10
    snippets/linting1.py:5:14: E0602: Undefined variable 'z' (undefined-variable)
11
12
    Your code has been rated at -5.00/10 (previous run: -5.00/10, +0.00)
13
```

. Baldini (UNIPI and INFN) October 20, 2019 Page 8/



Static code analysis

- You should consider using static code analysis routinely
- Static analysis tools tend to be quite verbose
 - > And often times verbose is the same as annoying
- > They try and enforce many different (good!) things at once

 - ▷ Efficiency
 - Avoiding anti-patterns
 - Style guides
- > They also are typically highly customizable
 - ▷ i.e., you can mute errors you don't care about
 - Dut be advised: you most of the times you should probably care
- ▶ Finding a good balance is generally not too hard
- > And trust me: it will help you in the long run

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Digression: optional static typing in Python

```
def square(x):
         """Return the square of a number.
3
        return x**2
    def annotated square(x: float) -> float:
6
7
         """Return the square of a number.
9
         return ×**2.
    print (square (2.))
    print (annotated square (2.))
13
14
    4 0
15
    4.0
16
```

- ▷ Recent Python 3 versions support type annotations
- The Python interpreter recognizes but does nothing with annotations
 - > And so what?
- - > The code is easier to read
 - Even more checks wrt un-annotated code can be done by tools such as mypy

Baldini (UNIPI and INFN) October 20, 2019 Page 10/17



Continuous integration

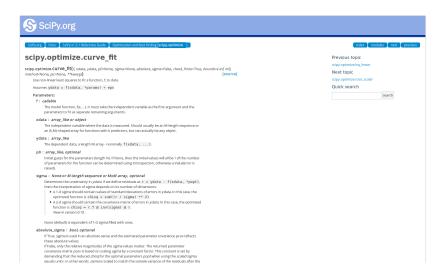
- - Wouldn't it be nice if sombody run all the unit tests of my package every time I push on the master or make a pull request?
 - ▷ And, since we are at it, sent me an email if any of the tests fail?
- ... Well, such a thing exists and it is standard practice in code dvelopment
- ightarrow CI cloud-base services exists just like code-hostng services exist
 - > Travis-Cl and circleci are two good examples
- > They interoperates seamlessly with github, gitlab or bitbucket
- > Setting up CI for your package is usually fairly simple
- ▷ One-sentence summary: go ahead and do it. Always.

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One last thing: documentation

How do the hell they do that?

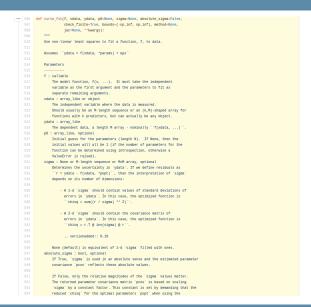


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One last thing: documentation

Ah—the documentation is embedded in the code...



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Sphinx: the documentation tool for Python



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Sphinx basics



- Process all the relevant information to produce several types of output
- ▷ Two different sources:
 - 1. The doctrings in the Python modules
 - Additional markup files (in reStructuredText) containing auxiliary information
- ▷ Typical workflow:

 - ▶ Tweak the generated conf.py file to suit your needs
- Sphinx is very powerful
 - ▷ e.g., https://docs.python-guide.org/ is written in Sphinx, and so is all the Python documentation

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Ok, I have the documentation compiled

Now what do I do with it?

- Wouldn't it be nice if the documentation was automatically compiled and uploaded on the web each time I push on the master?
- → This is possible and is called readthedocs.com
 - And, again, this is a cloud-based service that can interoperate easily with github, gitlab or bitbucket

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References

- https://docs.python.org/3/library/unittest.html
- ▷ https://www.pylint.org/
- https://pypi.org/project/pyflakes/
- \triangleright http://mypy-lang.org/
- b https://circleci.com/
- https://travis-ci.org/

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October 20, 2019