

QCon London 2017

Property-based testing in practice

Alex Chan
alexwlchan.net/qcon17
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\$ whoami

- Alex Chan (@alexwlchan)
- Software developer at the Wellcome Trust
- OSS contributor:
 - python-hyper (HTTP/2)
 - PyOpenSSL
 - Hypothesis

Agenda

- The what & the why
- Choosing a library
- Practical testing patterns
- Advanced techniques

The what
&
the why

Anecdote-based testing

- 1) Write down some example inputs
- 2) Write down the expected outputs
- 3) Run the code – check they match

Property-based testing

- 1) Describe the input
- 2) Describe the *properties* of the output
- 3) Have the computer try lots of random examples – check they don't fail

Property-based testing

```
@given(lists(integers()))
def test_sorting_list_of_integers(xs):
    res = sorted(xs)
    assert isinstance(res, list)
    assert Counter(res) == Counter(xs)
    assert all(x <= y
               for x, y in zip(res, res[1:]))
```

Property-based testing

- The computer can try lots of examples – it's much faster than you
- You're more likely to catch edge cases
- You can find bugs you didn't know about yet (exploratory testing)
- Really verify your assumptions
- (It's fun!)

Choosing a library

- Ability to generate data
- Support for *shrinking*
- Memory of bad examples
- <http://hypothesis.works/articles/quickcheck-in-every-language>



Testing patterns

Fuzzing, part 1

- You know what inputs your code expects – does it handle them correctly?
- Easy way to get started
- Good for:
 - Any non-trivial function

Fuzzing, part 1

```
try:  
    my_function(*args, **kwargs)  
except KnownException:  
    pass
```

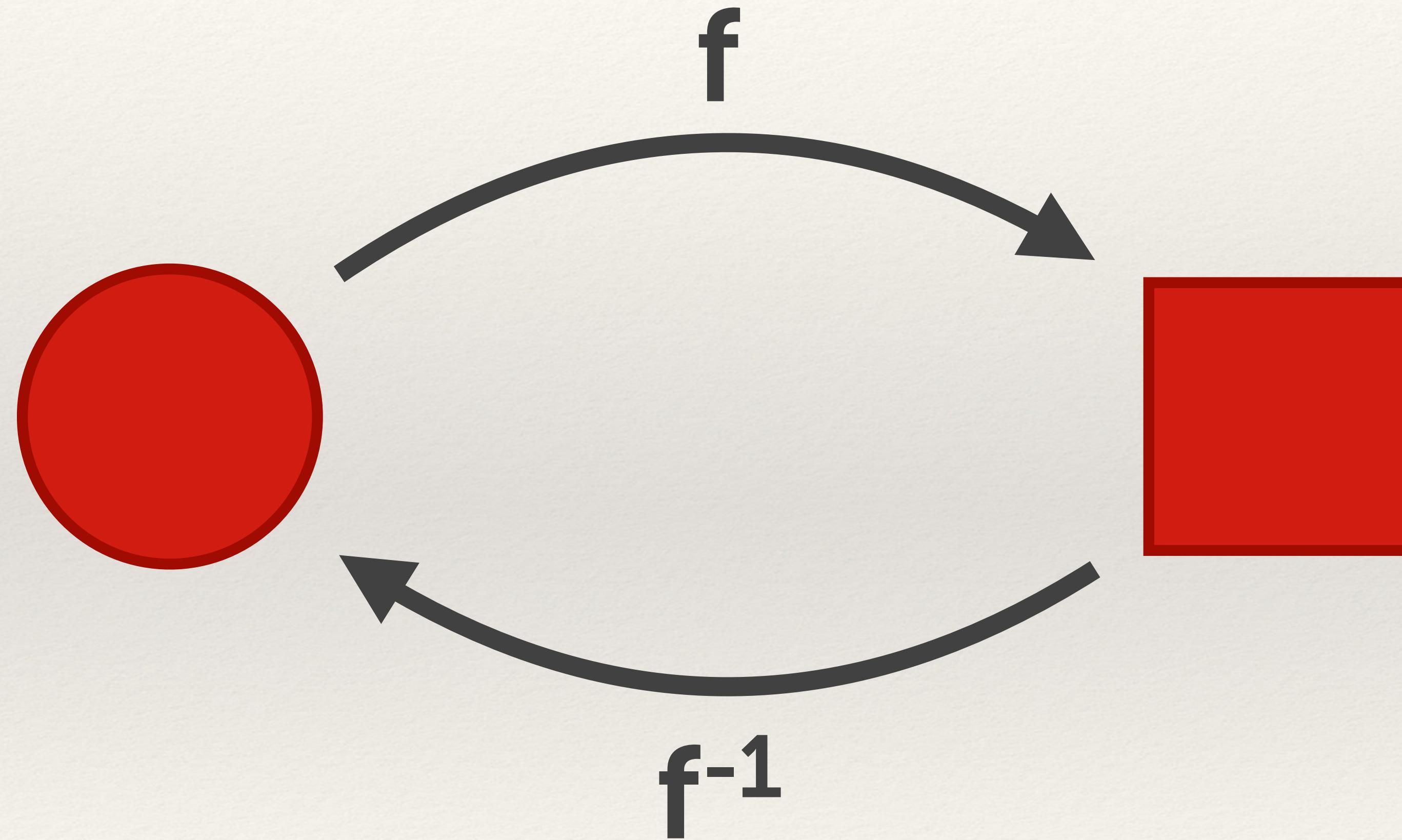
- Your function should never crash
- Your function should return the right type
- Your function should return a sensible value

Fuzzing, part 1

```
GET https://api.example.net/items?id={id}
```

- Expected HTTP return codes: 200, 4xx
- Response should be valid JSON
- Response should have the right schema

Round-trip/inverses



Round-trip/inverses

- Look for functions which are mutual inverses
- Applying both functions should be a no-op
- Good for:
 - Serialisation/deserialisation
 - Parsing/unparsing
 - Read/write

Round-trip/inverses

```
from mercurial.encoding import *

@given(binary())
def test_decode_inverts_encode(s):
    assert fromutf8b(toutf8b(s)) == s
```

Falsifying example: s = '\xc2\xc2\x80'

Round-trip/inverses

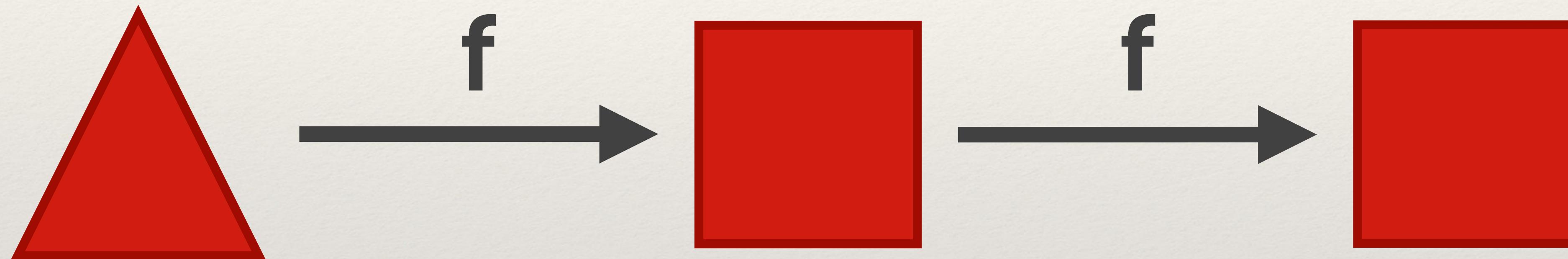
```
from dateutil.parser import parse

@given(datetimes())
def test_parsing_iso8601_dates(d):
    assert parse(str(d)) == d
```

Falsifying example:

```
d = datetime.datetime(4, 4, 1, 0, 0)
```

Idempotent functions



Idempotent functions

- Look for functions which are *idempotent*
- Applying the function to its output should be a no-op
- Good for:
 - Cleaning/fixing data
 - Normalisation
 - Escaping

Idempotent functions

```
from unicodedata import normalize

@given(text())
def test_normalizing_is_idempotent(string):
    result = normalize('NFC', string)
    assert result == normalize('NFC', result)
```

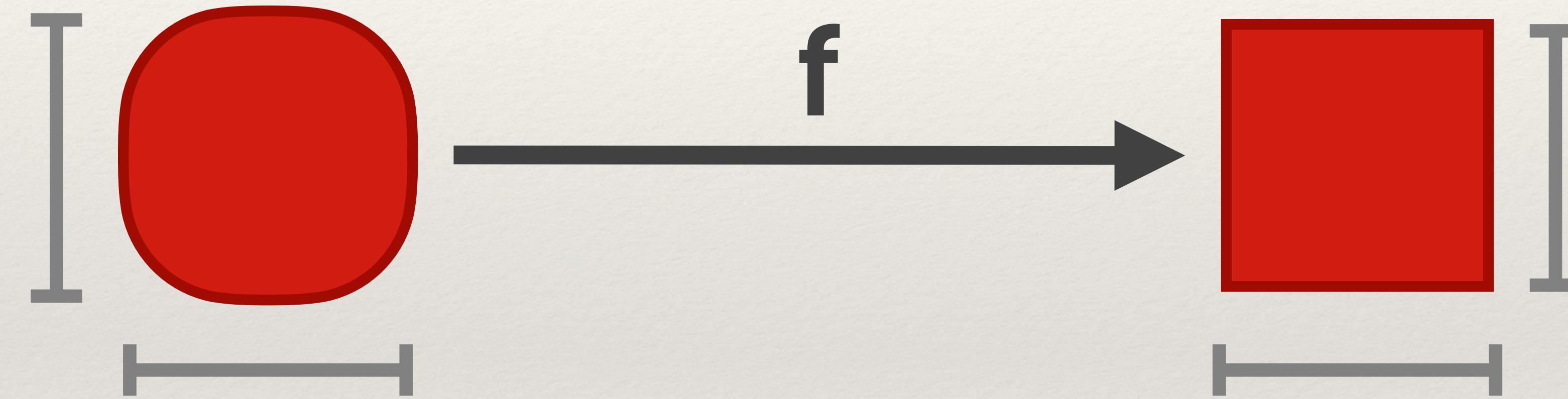
Idempotent functions

```
PUT https://api.example.net/items  
{item_data}
```

```
GET https://api.example.net/items/count
```

- PUT'ing an item increments the item count
- PUT'ing the same item twice doesn't

Invariant properties



Invariant properties

- Look for properties that don't change when you run your code
- Measuring them before and after should give the same result
- Good for:
 - Transformations
 - Anything where the result is reflected back

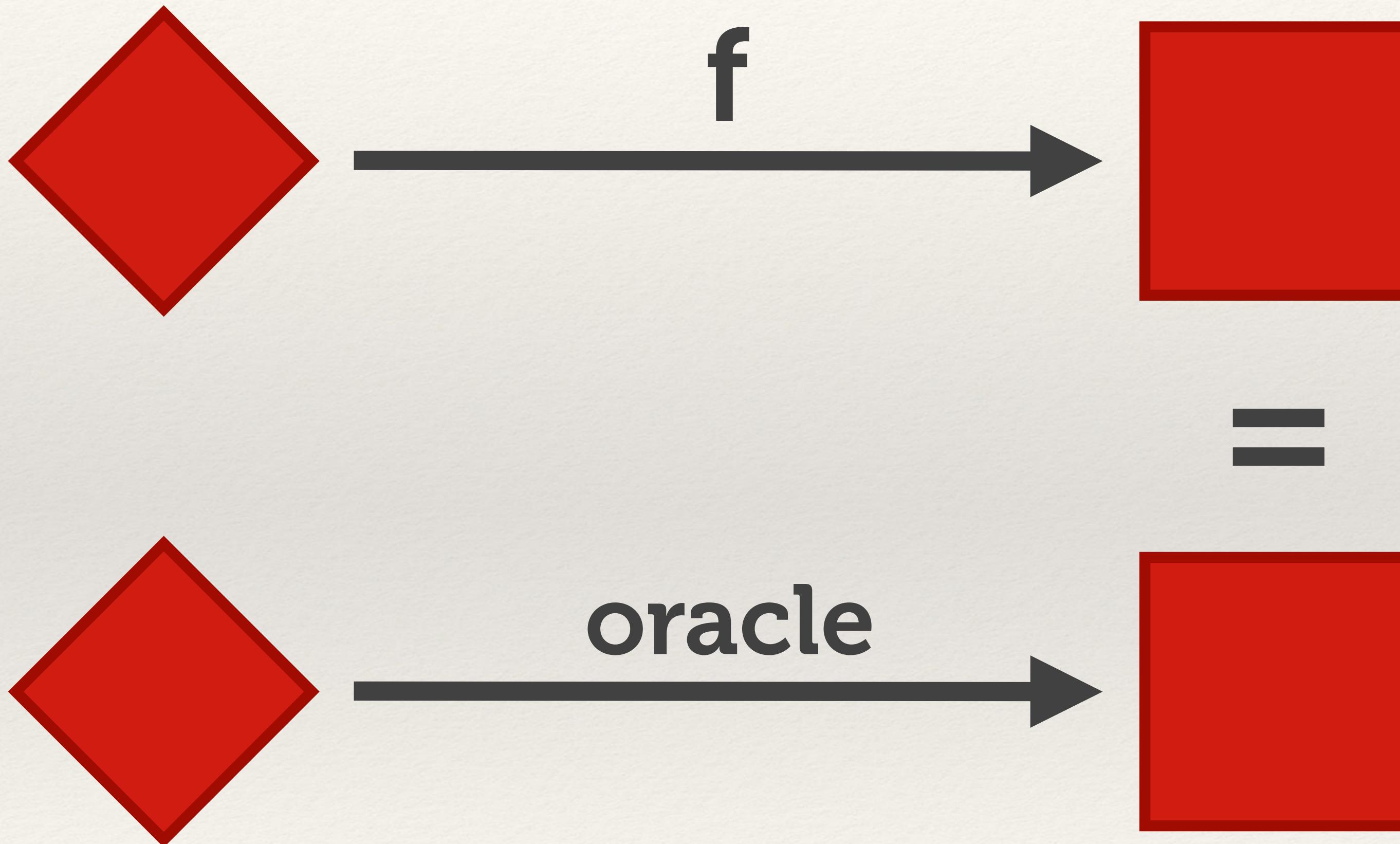
Invariant properties

```
@given(text())
def test_lowercasing_preserves_cases(xs):
    assert len(xs.lower()) == len(xs)
```

Falsifying example:

```
xs = 'İ'
```

Test oracle



Test oracle

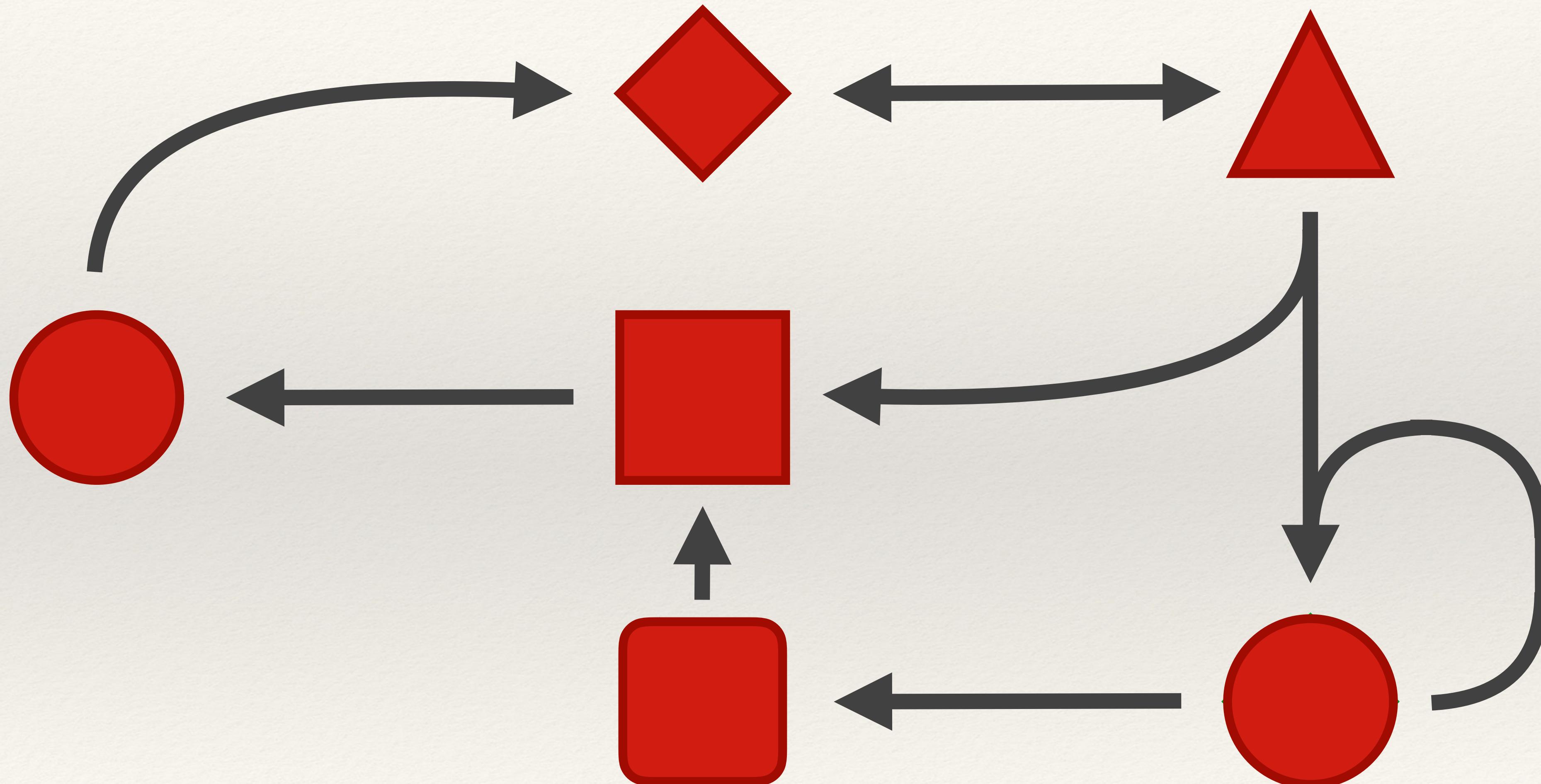
- Look for an alternative implementation (your oracle)
- Your code should always match the oracle
- Good for:
 - Refactoring legacy code
 - Mocking/emulating
 - Complicated code with a simple alternative

Testing patterns

- Fuzzing (part 1)
- Round trip/inverse
- Idempotent functions
- Invariant properties
- Test oracles

Advanced techniques

Stateful testing



Stateful testing

- 1) Describe the possible states
- 2) Describe what actions can take place in each state
- 3) Describe how to tell if the state is correct
- 4) Have the computer try lots of random actions – look for a breaking combination

Stateful testing

- Testing a priority queue/binary heap
 - Create a new heap
 - Check if the heap is empty
 - Push a value/pop the first value
 - Merge two heaps together
- <http://hypothesis.works/articles/rule-based-stateful-testing/>

```
def heap_new():
    return []

def is_heap_empty(heap):
    return not heap

def heap_push(heap, value):
    heap.append(value)
    idx = len(heap) - 1
    while idx > 0:
        parent = (idx - 1) // 2
        if heap[parent] > heap[idx]:
            heap[parent], heap[idx] = heap[idx], heap[parent]
            idx = parent
        else:
            break

def heap_pop(heap):
    return heap.pop(0)
```

```
from hypothesis.stateful import *

class HeapMachine(RuleBasedStateMachine):

    def __init__(self):
        super(HeapMachine, self).__init__()
        self.heap = heap_new()

    @rule(value=integers())
    def push(self, value):
        heap_push(self.heap, value)

    @rule()
    @precondition(lambda self: self.heap)
    def pop(self):
        correct = min(self.heap)
        result = heap_pop(self.heap)
        assert correct == result
```

```
$ python -m unittest test_heap1.py
Step #1: push(value=0)
Step #2: push(value=1)
Step #3: push(value=0)
Step #4: pop()
Step #5: pop()
F
=====
FAIL: runTest (hypothesis.stateful.HeapMachine.TestCase)
-----
```

```
def heap_merge(heap1, heap2):  
    heap1, heap2 = sorted((heap1, heap2))  
    return heap1 + heap2
```

```
class HeapMachine(RuleBasedStateMachine):
    Heaps = Bundle('heaps')

    @rule(target=Heaps)
    def new_heap(self):
        return heap_new()

    @rule(heap=Heaps, value=integers())
    def push(self, heap, value):
        heap_push(heap, value)

    @rule(heap=Heaps.filter(bool))
    def pop(self, heap):
        correct = min(heap)
        result = heap_pop(heap)
        assert correct == result

    @rule(target=Heaps, heap1=Heaps, heap2=Heaps)
    def merge(self, heap1, heap2):
        return heap_merge(heap1, heap2)
```

```
$ python -m unittest test_heap2.py
Step #1: v1 = newheap()
Step #2: push(heap=v1, value=0)
Step #3: push(heap=v1, value=1)
Step #4: push(heap=v1, value=1)
Step #5: v2 = merge(heap2=v1, heap1=v1)
Step #6: pop(heap=v2)
Step #7: pop(heap=v2)
F
```

```
=====
FAIL: runTest (hypothesis.stateful.HeapMachine.TestCase)
=====
```

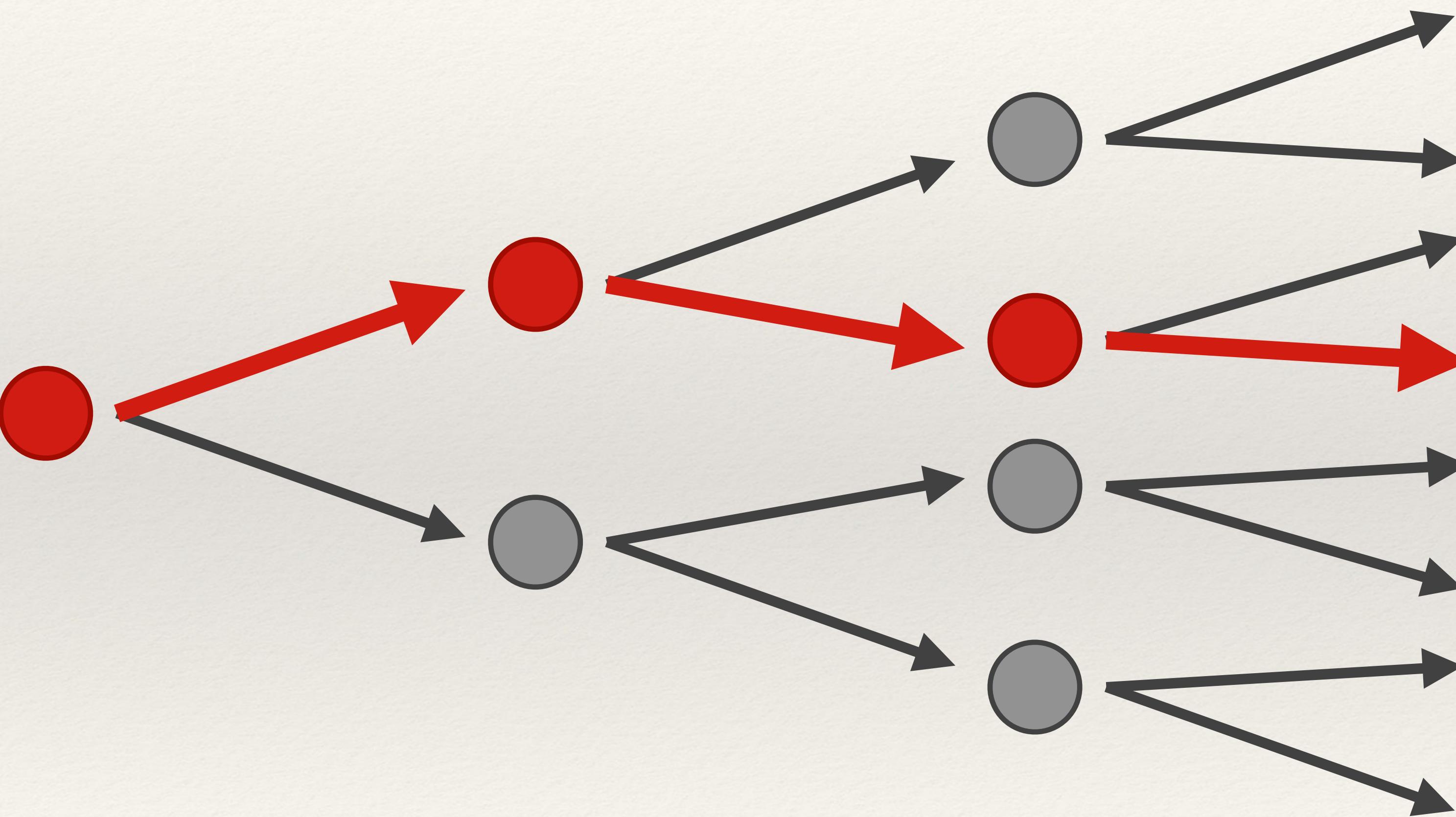
```
def heap_merge(x, y):
    result = []
    i = 0
    j = 0
    while i < len(x) and j < len(y):
        if x[i] <= y[j]:
            result.append(x[i])
            i += 1
        else:
            result.append(y[j])
            j += 1
    result.extend(x[i:])
    result.extend(y[j:])
    return result
```

```
$ python -m unittest test_heap2.py
Step #1: v1 = newheap()
Step #2: push(heap=v1, value=0)
Step #3: v2 = merge(heap1=v1, heap2=v1)
Step #4: v3 = merge(heap1=v2, heap2=v2)
Step #5: push(heap=v3, value=-1)
Step #6: v4 = merge(heap1=v1, heap2=v2)
Step #7: pop(heap=v4)
Step #8: push(heap=v3, value=-1)
Step #9: v5 = merge(heap1=v1, heap2=v2)
Step #10: v6 = merge(heap1=v5, heap2=v4)
Step #11: v7 = merge(heap1=v6, heap2=v3)
Step #12: pop(heap=v7)
Step #13: pop(heap=v7)
F
```

Stateful testing in practice

- Hypothesis itself – the examples database
- State of a Mercurial repo
- An HTTP/2 Priority tree
- Interacting HTTP/2 stacks

Fuzzing, part 2



Fuzzing, part 2

- Random fuzzing only scratches the surface
 - what if we want to go deeper?
- We need to get smarter!



Enter AFL

- AFL uses tracing to see different paths through our code. It can “learn” the data under test.
- Good for:
 - File formats
 - Parsers
 - Anywhere with untrusted input

Enter AFL

```
import afl, hpack, sys

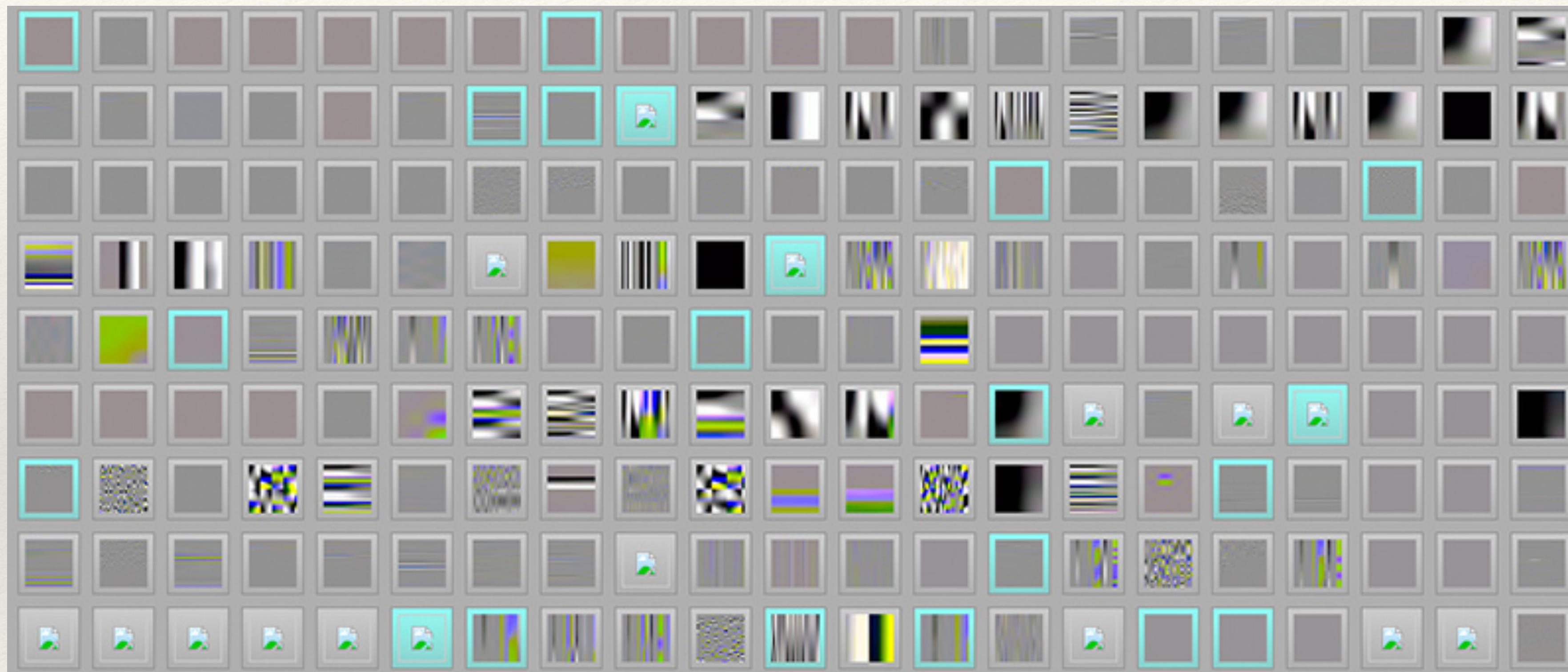
afl.init()

d = hpack.Decoder()
try:
    d.decode(sys.stdin.buffer.read())
except hpack.HPACKError:
    pass
```

american fuzzy lop 1.96b (tester.py)

process timing run time : 0 days, 1 hrs, 14 min, 30 sec last new path : 0 days, 0 hrs, 3 min, 11 sec last uniq crash : none seen yet last uniq hang : 0 days, 0 hrs, 9 min, 53 sec	overall results cycles done : 1 total paths : 167 uniq crashes : 0 uniq hangs : 28
cycle progress now processing : 142* (85.03%) paths timed out : 0 (0.00%)	map coverage map density : 331 (0.51%) count coverage : 5.29 bits/tuple
stage progress now trying : havoc stage execs : 74.9k/120k (62.43%) total execs : 1.73M exec speed : 365.3/sec	findings in depth favored paths : 30 (17.96%) new edges on : 37 (22.16%) total crashes : 0 (0 unique) total hangs : 549 (28 unique)
fuzzing strategy yields bit flips : 6/10.5k, 2/10.5k, 2/10.3k byte flips : 0/1315, 2/1070, 1/953 arithmetics : 6/63.0k, 0/21.3k, 0/4426 known ints : 3/6042, 8/26.2k, 5/40.6k dictionary : 0/0, 0/0, 0/0 havoc : 128/1.45M, 0/0 trim : 26.78%/449, 11.98%	path geometry levels : 4 pending : 102 pend fav : 0 own finds : 166 imported : n/a variable : 0

Enter AFL



Pulling JPEGs out of thin air, Michael Zalweski

Property-based testing in practice

- Property-based testing is a powerful way to write more tests, find more bugs, get more confidence in your code
- Practical testing patterns like round-trip, idempotent functions and test oracle
- Advanced techniques like stageful testing with Hypothesis, fuzzing with AFL

Property-based testing in practice

Slides and links

<https://alexwlchan.net/qcon17/>

Hypothesis

<https://hypothesis.works/>

AFL

<http://lcamtuf.coredump.cx/afl/>

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