



St. Louis Clojure

Clojure Schemata and Generators

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Clojure at Climate: We're Hiring!



Add Stuff to Your `project.clj`

```
1 (defproject your-project "1.2.3"
2   :description "It's like totally awesome and stuff"
3   ;; ...
4   :dependencies [;;...
5                   [prismatic/schema "0.4.3"]
6                   [org.clojure/test.check "0.7.0"]
7                   ;; ...
8                 ]
9   ;; ...
10  )
```

Prismatic Schema

Schemata are sort of like types, but only as strict as you want them to be at that specific moment, so no type hell.

```
1 (ns schema-stuff
2   (:require [schema.core :as s]))
3
4 (s/validate s/Num 42)
5 (s/validate s/Str "howza")
6 (s/validate s/Keyword :hey)
```

Clojure test.check and Generators

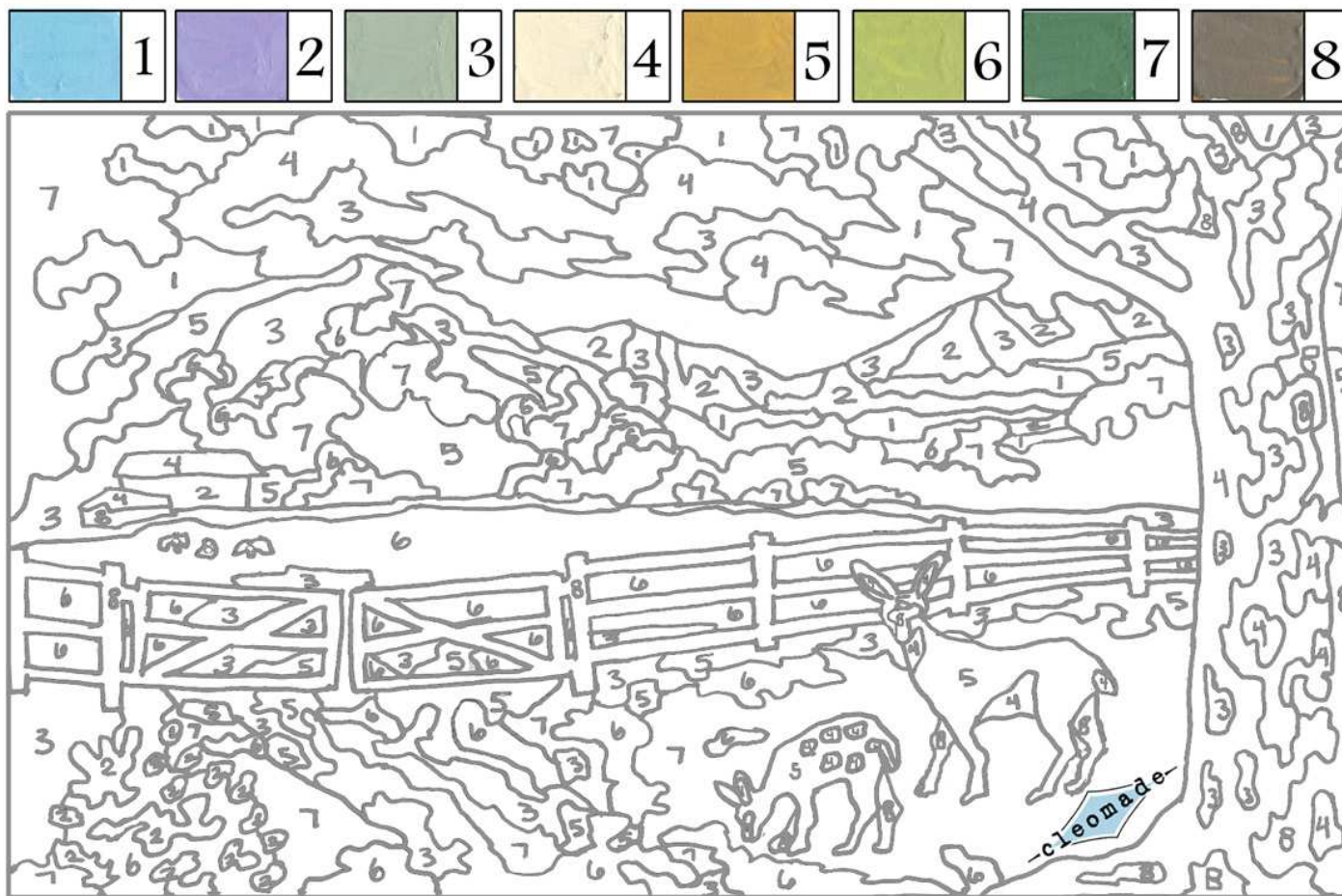
Generators make random examples according to a definition. It's a great way to make test data without brittle hand-rolled examples.

```
1 (ns gen-stuff
2   (:require [clojure.test.check :as tc]
3              [clojure.test.check.generators :as gen]
4              [clojure.test.check.properties :as prop]
5
6   (gen/sample gen/int)
7   ;; => (0 1 -1 0 -1 4 4 2 7 1)
8   (gen/sample gen/int 20)
9   ;; => (0 1 1 0 2 -4 0 5 -7 -8 4 5 3 11 -9 -4 6 -5 -3 0))
```

Schemata + Generators = Awesome!

- Schemata to validate function input
 - Definitely in tests.
 - Maybe even in production.
- Generators to fuzz the function in tests.
- Feed the generators into the schemata.
 - Check the generator against the schema.
 - Check the schema with the generator.

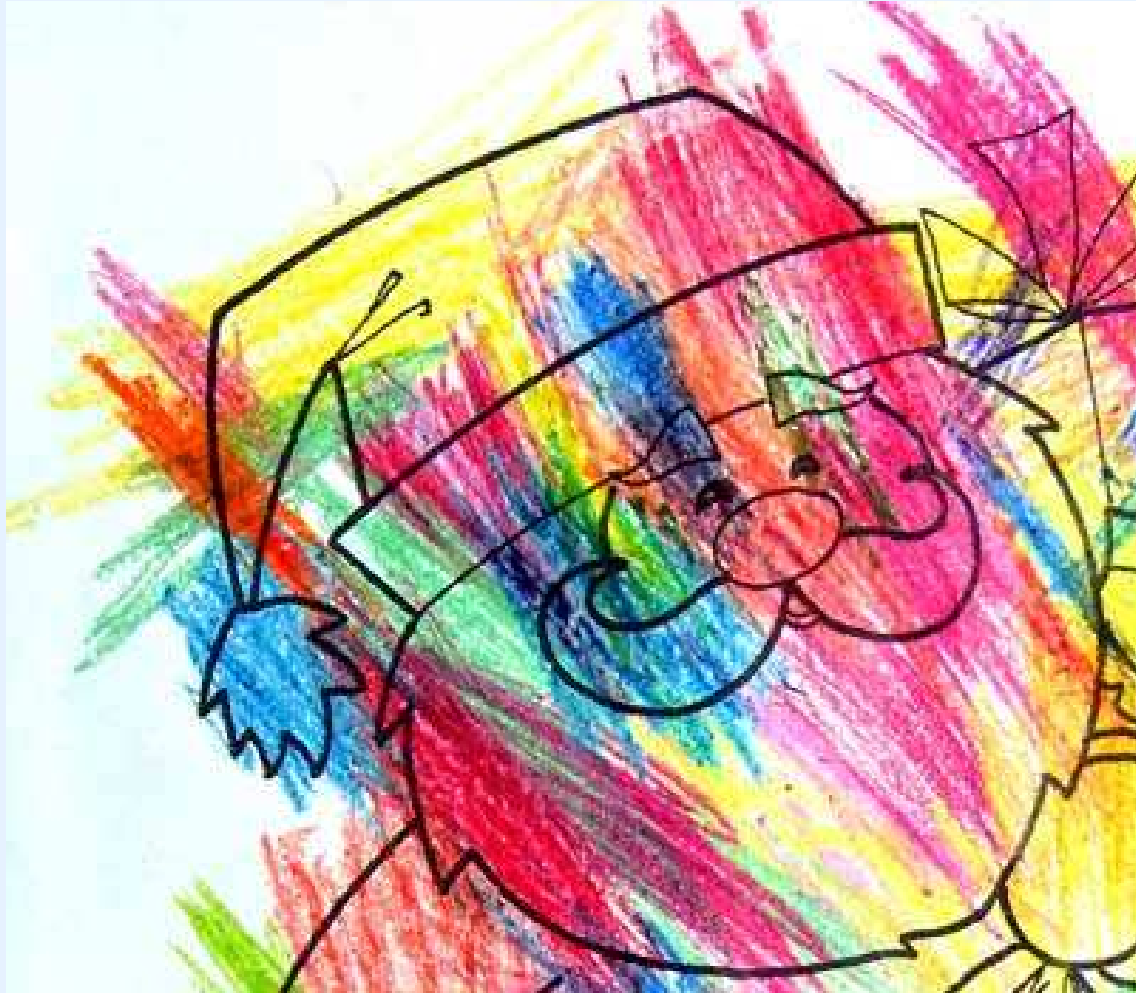
Schemata are These



Generators are These



Used Together, We Catch When Our Code
Does This



Schema: validate **versus** check

The two most important functions for schema checks are `validate` and `check`, the only real difference being that `validate` raises an error and `check` does not.

```
1 ;; A schema for integers.
2 (s/validate s/Int 42) ; passes, returns 42
3 (try (s/validate s/Int "nope") ; fails, throws an error.
4     (catch Exception e))
5
6 (s/check s/Int 42) ; => nil
7 (s/check s/Int "nope") ; => (not (integer? "nope"))
```

Test Check Properties

We define properties we expect to always hold, and assert those properties.

```
1 (def prop-addition-increments
2   (prop/for-all [a gen/int
3                  b gen/int]
4                  (>= (+ a b) a))) ; This is always true.
5 ;; Check 100 times
6 (tc/quick-check 100 prop-addition-increments)
7 ;; FAIL! We forgot negatives!
8 {:result false, :seed 1434746134125, :failing-size 2,
9  :num-tests 3, :fail [1 -2],
10 :shrunk {:total-nodes-visited 4, :depth 2, :result false,
11          :smallest [0 -1]}}
```

Test Check Properties

We discover the *real properties* of our system this way, not just what we *think* they are.

$$[a + b \geq a] \forall a, b \in \mathbb{N} = \mathbb{Z} \cap [0, \infty)$$

```
1 ;; We meant for natural numbers [0,...)
2 (def prop-addition-increments-for-nat
3   (prop/for-all [a gen/nat
4                  b gen/nat]
5                 (>= (+ a b) a))) ; This is REALLY true
6 ;; Check 100 times
7 (tc/quick-check 100 prop-addition-increments-for-nat)
8 ;; => {:result true, :num-tests 100, :seed 1434746600412}
```

Questions?