

COMP4075/G54RFP: Lecture 15

Property-based Testing

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QuickCheck: What is it? (1)

- Framework for property-based testing
- Flexible language for stating properties
- Random test cases generated automatically based on type of argument(s) to properties.
- Highly configurable:
 - Number, size of test cases can easily be specified
 - Additional types for more fine-grained control of test case generation
 - Customised test case generators

QuickCheck: What is it? (2)

- Support for checking test coverage
- Counterexample produced when test case fails
- Counterexamples automatically shrunk in attempt to find minimal counterexample

Basic Example

```
import Test.QuickCheck

prop_RevRev :: [Int] → Bool
prop_RevRev xs =
    reverse (reverse xs) ≡ xs

prop_RevApp :: [Int] → [Int] → Bool
prop_RevApp xs ys =
    reverse (xs ++ ys) ≡ reverse ys ++ reverse xs

quickCheck (prop_RevRev && prop_RevApp)
```

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Result: +++ OK, passed 100 tests

Class *Testable*

Type of quickCheck:

$$\text{quickCheck} :: \text{Testable prop} \Rightarrow \text{prop} \rightarrow \text{IO } ()$$

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Testable and some instances:

class *Testable prop* **where**

$$\text{property} \quad :: \text{prop} \rightarrow \text{Property}$$
$$\text{exhaustive} :: \text{prop} \rightarrow \text{Bool}$$

instance *Testable Bool*

instance *Testable Property*

instance (*Arbitrary a, Show a, Testable prop*) \Rightarrow
Testable (a \rightarrow prop)

Class *Arbitrary*

class *Arbitrary* *a* **where**

arbitrary :: *Gen a*

shrink :: *a* → [*a*]

generate :: *Gen a* → *IO a*

Arbitrary instance for all basic types provided.
Easy to define additional ones.

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Example:

generate (*arbitrary* :: *Gen* [*Int*])

Result: [28, -2, -26, 6, 8, 8, 1]

Stating Properties (1)

Implication:

$$(==>) :: \textit{Testable prop} \Rightarrow \textit{Bool} \rightarrow \textit{prop} \rightarrow \textit{Property}$$

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Conjunction and disjunction:

$$\begin{aligned} (. \& \& .) :: (\text{Testable prop1}, \text{Testable prop2}) \\ \Rightarrow \text{prop1} \rightarrow \text{prop2} \rightarrow \text{Property} \end{aligned}$$

$$\begin{aligned} (. || .) :: (\text{Testable prop1}, \text{Testable prop2}) \\ \Rightarrow \text{prop1} \rightarrow \text{prop2} \rightarrow \text{Property} \end{aligned}$$

Stating Properties (2)

```
prop_Index :: Eq a => [a] → Property
prop_Index xs =
  length xs > 0 ==>
    forAll (choose (0, length xs - 1)) $ λi →
      xs !! i ≡ head (drop i xs)
```

Modifiers (1)

A number of newtypes with *Arbitrary* instances.
E.g. *NonEmptyList a*, *SortedList a*,
NonNegative a

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Typical definitions:

```
newtype NonEmptyList a =  
    NonEmpty { getNonEmpty :: [a] }  
  
newtype NonNegative a =  
    NonNegative { getNonNegative :: a }
```


Modifiers (2)

Example:

```
prop_Index ::  
  Eq a ⇒ NonEmptyList [a] → Property  
prop_Index (NonEmpty xs) =  
  forAll (choose (0, length xs - 1)) $ λi →  
    xs !! i ≡ head (drop i xs)
```

Runnnig Tests

Basic function to run tests:

$$\text{quickCheck} :: \text{Testable prop} \Rightarrow \text{prop} \rightarrow \text{IO } ()$$

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Printing of all test cases:

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quickCheck :: Testable prop \Rightarrow prop \rightarrow IO ()

Printing of all test cases:

verboseCheck :: Testable prop \Rightarrow prop \rightarrow IO ()

Controlling e.g. number and size of test cases:

quickCheckWith ::

Testable prop \Rightarrow Args \rightarrow prop \rightarrow IO ()

quickCheckWith

(stdArgs { maxSize = 10, maxSuccess = 1000 })

prop_XXX

Labelling and Coverage (1)

label attaches a label to a test case:

$$label :: Testable\ prop \Rightarrow String \rightarrow prop \rightarrow Property$$

Example:

$$prop_RevRev :: [Int] \rightarrow Property$$
$$prop_RevRev\ xs =$$
$$label\ ("length\ is\ " \mathrel{++} show\ (length\ xs))\ \$$$
$$reverse\ (reverse\ xs) == xs$$

Labelling and Coverage (2)

Result:

```
+++ OK, passed 100 tests:  
7% length is 7  
6% length is 3  
5% length is 4  
4% length is 6
```

There are also *cover* and *checkCover* for checking/enforcing specific coverage requirements.

A Cautionary Tale (1)

prop_Sqrt :: Double → Bool

prop_Sqrt x

| x < 0 = isNaN sqrtX

| x ≡ 0 ∨ x ≡ 1 = sqrtX ≡ x

| x < 1 = sqrtX > x

| x > 1 = sqrtX > 0 ∧ sqrtX < x

where

sqrtX = sqrt x

main = quickCheck propSqrt

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Result: +++ OK, passed 100 tests

A Cautionary Tale (2)

$prop_Sqrt :: Double \rightarrow Bool$

$prop_Sqrt\ x$

...

where

$sqrtX = flawedSqrt\ x$

$flawedSqrt\ x \mid x \equiv 1 \quad = 0$
 $\quad \mid otherwise = sqrt\ x$

$main = quickCheck\ propSqrt$

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Errr ...

A Cautionary Tale (3)

prop_Sqrt :: Double → Bool

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...

where

sqrtX = flawedSqrt x

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main = quickCheckWith

(stdArgs { maxSuccess = 1000000 })

propSqrt

A Cautionary Tale (3)

prop_Sqrt :: Double → Bool

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main = quickCheckWith

(stdArgs { maxSuccess = 1000000 })

propSqrt

Result: +++ OK, passed 1000000 tests

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prop_Sqrt :: Double → Bool

prop_Sqrt x

...

where

sqrtX = flawedSqrt x

...

main = quickCheckWith

(stdArgs { maxSuccess = 1000000 })

propSqrt

Result: +++ OK, passed 1000000 tests

Oops.

A Cautionary Tale (4)

Simply test specific cases when needed:

prop_Sqrt0 :: Bool

prop_Sqrt0 = mySqrt 0 \equiv 0

prop_Sqrt1 :: Bool

prop_Sqrt1 = mySqrt 1 \equiv 1

A Cautionary Tale (5)

$prop_SqrtX :: Double \rightarrow Bool$

$prop_SqrtX\ x$

$| x < 0 = isNaN\ sqrtX$

$| x \leq 1 = sqrtX \geq x$

$| x > 1 = sqrtX > 0 \wedge sqrtX < x$

where

$sqrtX = mySqrt\ x$

A Cautionary Tale (6)

```
prop_Sqrt :: Property
prop_Sqrt = counterexample
    "sqrt 0 failed"
    prop_Sqrt0
.&&.
    counterexample
    "sqrt 1 failed"
    prop_Sqrt1
.&&.
    prop_SqrtX
```

Testing Interval Arithmetic (1)

Lifting a unary operator \ominus to an operator $\hat{\ominus}$ working on intervals is defined as follows, assuming \ominus is defined on the entire interval:

$$\hat{\ominus}i = \left[\min_{\forall x \in i} \ominus x, \max_{\forall x \in i} \ominus x \right]$$

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And for binary operators:

$$i_1 \hat{\otimes} i_2 = \left[\min_{\forall x \in i_1, y \in i_2} x \otimes y, \max_{\forall x \in i_1, y \in i_2} x \otimes y \right]$$

Testing Interval Arithmetic (2)

But how can we test that? In general, very difficult to find the global minimum/maximum of a function over an interval without further information e.g. about its derivatives.

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However, for a given interval i , it follows that:

$$\forall x \in i. \ominus x \in \hat{\ominus} i$$

Testing Interval Arithmetic (3)

Unfortunately, $\hat{\ominus}i = [-\infty, +\infty]$ satisfies

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Testing Interval Arithmetic (3)

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We should ideally test that the result interval is not larger than necessary. But that is hard too.

However, the definition does imply that a 1-point interval must be mapped to a 1-point interval:

$$\hat{\ominus}[x, x] = [\ominus x, \ominus x]$$

While not perfect, does rule out trivial implementations and it is easy to test.

Testing Interval Arithmetic (4)

For binary operators:

- For given intervals i_1 and i_2 :

$$\forall x \in i_1, y \in i_2. x \otimes y \in i_1 \hat{\otimes} i_2$$

- For given x and y :

$$[x, x] \hat{\otimes} [y, y] = [x \otimes y, x \otimes y]$$

Let us turn the above into QuickCheck test cases interactively.