

# Hypothesis

Tests that write themselves

David Kua

@davidkua

# Hypothesis

~~Tests that write themselves~~

Generating tests from properties  
of your code

David Kua

@davidkua

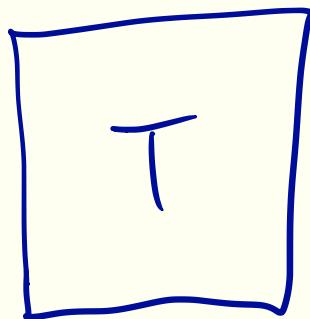
# Agenda

① <sup>High level</sup> Overview of property-based testing

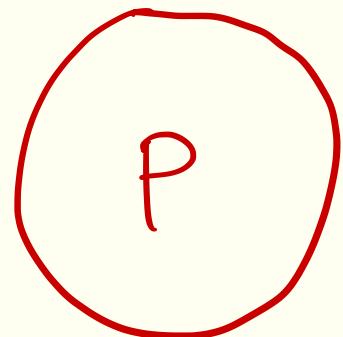
② Hypothesis ✭

[github.com/dkua/pyconca16-talk](https://github.com/dkua/pyconca16-talk)

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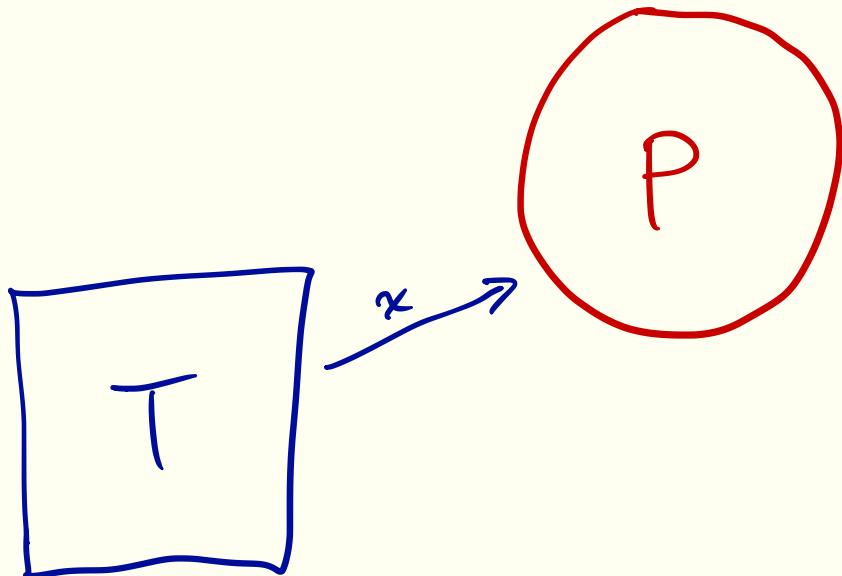


T



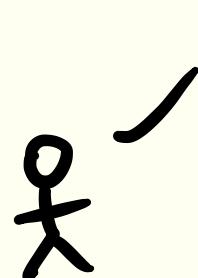
P



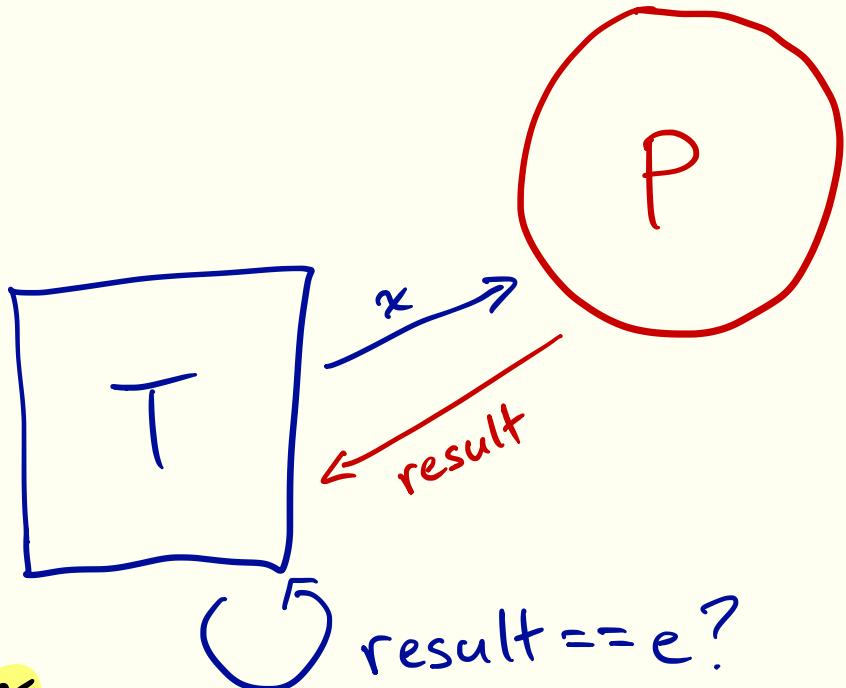


Here's  $x$   
I want  $e$

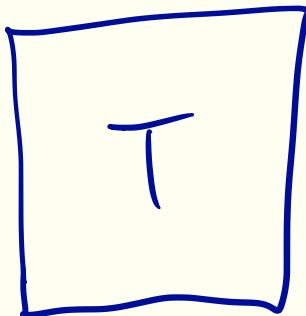
A hand-drawn stick figure is positioned on the left. A black arrow originates from the figure and points towards the text "Here's  $x$ ". Below this, another black arrow points towards the text "I want  $e$ ". The text "Here's  $x$ " is written above the text "I want  $e$ ". The letters "x" and "e" are enclosed in yellow circles.



Here's  $x$   
I want  $e$



Pass or Fail



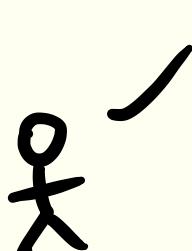
$x$

result

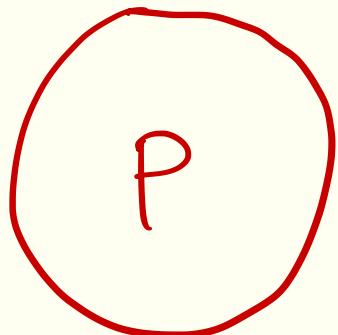
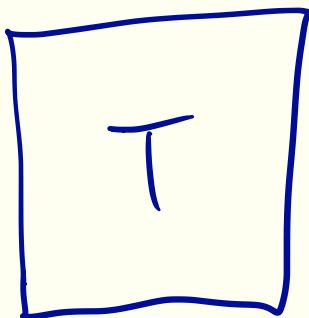


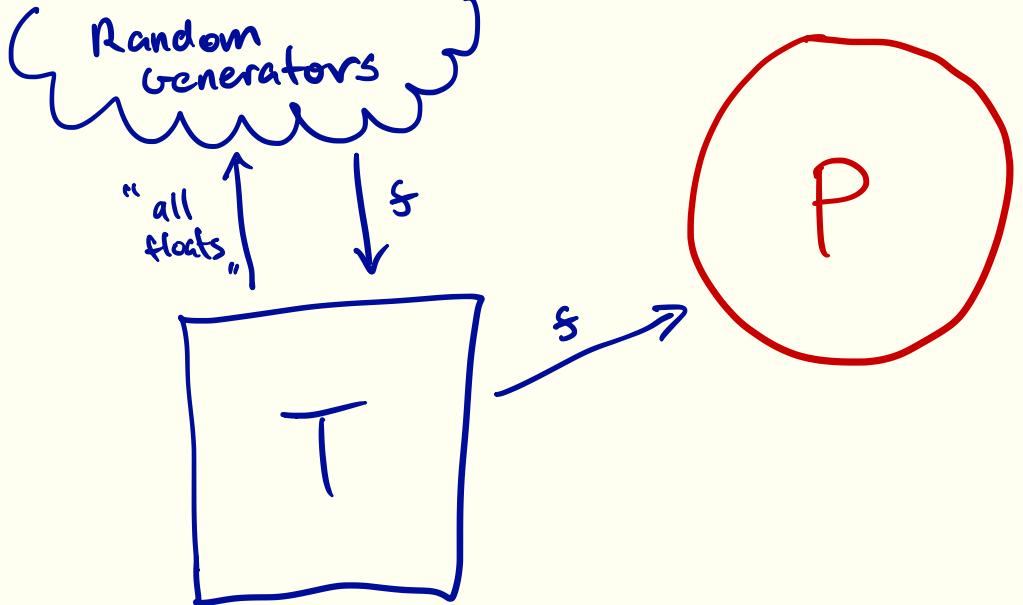
result == e?

Here's  $x$   
I want  $e$

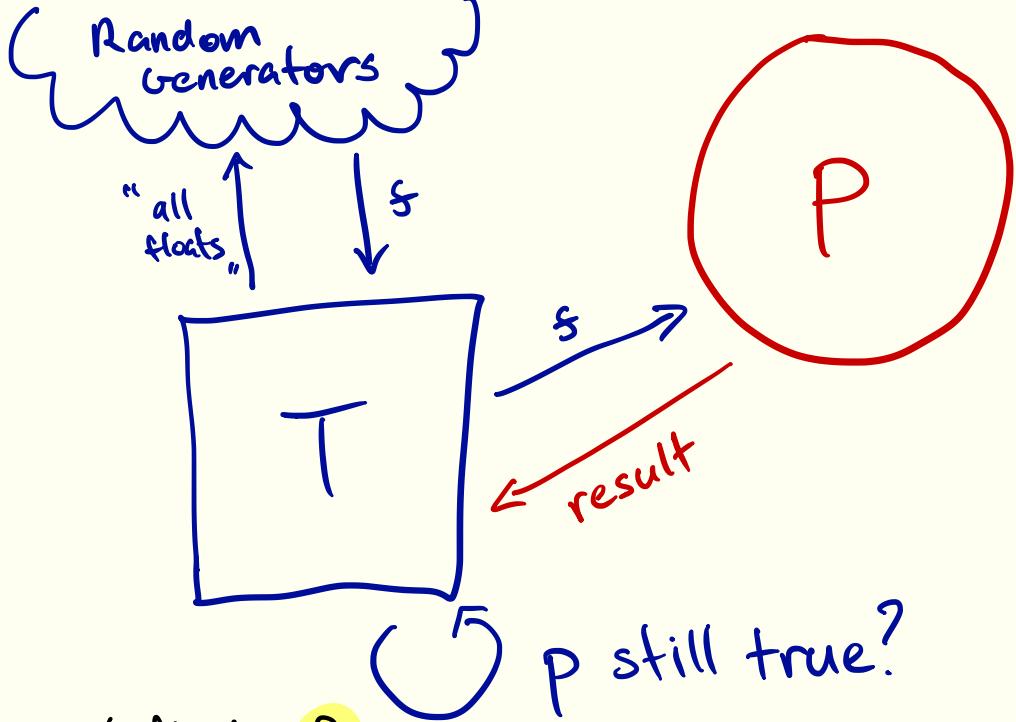


Random  
generators



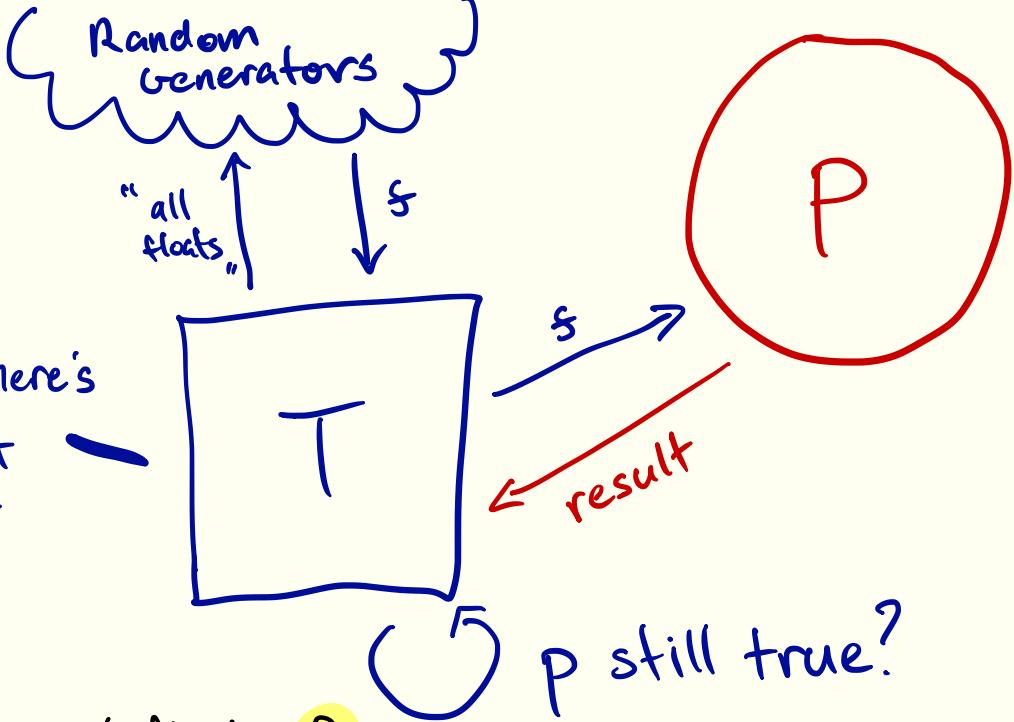


For all floats  $f$   
Property  $P$  is always true



For all floats  $f$   
Property  $P$  is always true

Pass or  
Fail and here's  
the  $f$  that  
caused it



For all floats  $f$   
Property  $P$  is always true

# Unit Testing

Give an input.

2, 4, 56, 100, 888, ...

Give a result.

1, 2, 28, 50, 444, ...

# Property-based Testing

Describe the inputs. "All ints"

Describe condition(s)

that must hold. "Remainder is 0"

or

"Result is an int"

# Pros

- # of tests only limited by power & time
- code overhead is minimized
- random generation more likely to find edge case

# Cons

- harder & longer to write
- finding properties can be difficult
- random generation might miss an edge case

An extra tool in your toolkit

# QuickCheck:

## A Lightweight Tool for Random Testing of Haskell Programs

Koen Claessen & John Hughes

# Finding properties

“copy + paste”

“given”

“who cares”

“reversible”

The names  
are terrible  
I know.  
Sorry.



# Frameworks

Haskell - QuickCheck

Erlang - Erlang QuickCheck, PropEr

Clojure - test.check

Scala - ScalaCheck

F# - FsCheck

PHP - Eris

C - QuickCheck for C

... and more

# Hypothesis

- Python 2.7, 3.3+
- py.test, unittest, Nose (maybe)
- extra packages for: Django,  
  datetime,  
  NumPy
- super dope

[hypothesis.readthedocs.io](https://hypothesis.readthedocs.io)

①

# Addition

$$x + y = y + x$$

# w/ Unit Tests

```
def test_add_zero():
    assert 0 + 1 == 1 + 0

def test_add_single_digits():
    assert 1 + 2 == 2 + 1

def test_add_double_digits():
    assert 10 + 12 == 12 + 10
```

“copy  
+  
paste”

# w/ Hypothesis

```
from hypothesis import given
import hypothesis.strategies as st

→ @given(st.integers(), st.integers())
def test_add(x, y):
    assert x + y == y + x
```

# Running Hypothesis

```
(pycon) ~/pyconca16-talk [master] »
(pycon) ~/pyconca16-talk [master] » pytest --hypothesis-show-statistics add_example.py
=====
platform darwin -- Python 2.7.12, pytest-3.0.4, py-1.4.31, pluggy-0.4.0
rootdir: /Users/dkua/pyconca16-talk, inifile:
plugins: hypothesis-3.6.0
collected 4 items

add_example.py ....
=====
Hypothesis Statistics
=====

add_example.py::test_add:


- 200 passing examples, 0 failing examples, 0 invalid examples
- Typical runtimes: < 1ms
- Stopped because settings.max_examples=200


=====
4 passed in 0.11 seconds
=====
(pycon) ~/pyconca16-talk [master] » █
```

# hypothesis. strategies

none

booleans

floats

integers

complex numbers

tuples

lists

binary

sets

dictionaries

frozen sets

... and more!

②

Can I write  
my own  
strategies?  
→



Make sure that  
all books support Unicode  
and never cost less than  
nothing!

“given”



```
class Book(object):
    def __init__(self, title, author, price):
        self.title = title
        self.author = author
        self.price = price
    def __unicode__(self):
        return u"%s by %s ($%s)" % (self.title, self.author, self.price)
    def __repr__(self):
        return self.__unicode__().encode("utf-8")
```

the  
input

↑ a property

↑ and another

# Use builds()

```
from hypothesis import given
import hypothesis.strategies as st

books = st.builds(
    Book, ← the object
    title=st.text(),
    author=st.text(),
    price=st.floats(), } the
    )                                } input

@given(books)
def test_unicode(book):
    print(book)

@given(books)
def test_never_negative(book):
    assert book.price >= 0.00
```

The code demonstrates the use of `hypothesis.builds()` to generate objects of type `Book`. The first section shows the definition of `books` using `builds` with parameters for `title`, `author`, and `price`. Handwritten annotations explain this: "the object" is written above `Book`, and "the input" is written next to the closing brace of the parameter list. A large red curved arrow points from the handwritten text to the `builds` call. The second section shows two tests: `test_unicode` which prints the generated book object, and `test_never_negative` which asserts that the book's price is never negative.

# A Hypothesis failure!

```
===== FAILURES =====
_ test_never_negative _
```

```
@given(books)
> def test_never_negative(book):

book_example.py:36:
..../virtualenvs/pycon/lib/python2.7/site-packages/hypothesis/core.py:524: in wrapped_test
    print_example=True, is_final=True
..../virtualenvs/pycon/lib/python2.7/site-packages/hypothesis/executors.py:58: in default_new_style_executor
    return function(data)
..../virtualenvs/pycon/lib/python2.7/site-packages/hypothesis/core.py:111: in run
    return test(*args, **kwargs)
```

```
-----
```

```
book = by ($nan)

@given(books)
def test_never_negative(book):
>     assert book.price >= 0.00
E     assert nan >= 0.0
E     + where nan = by ($nan).price
```

*the failed line*

*why it failed*

```
book_example.py:37: AssertionError
----- Hypothesis -----
Falsifying example: test_never_negative(book= by ($nan))
```

*the example  
that failed*

```
===== 1 failed, 1 passed in 1.16 seconds =====
```

# The fix

```
class Book(object):
    def __init__(self, title, author, price):
        self.title = title
        self.author = author
        if not price >= 0.00:
            price = 0.00
        self.price = price

    def __unicode__(self):
        return u"%s by %s ($%s)" % (self.title, self.author, self.price)

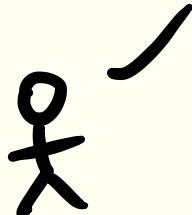
    def __repr__(self):
        return self.__unicode__().encode("utf-8")
```

③

The future  
is in online  
shopping! We need  
a shopping cart.



My boss wants a  
shopping cart. What  
makes a bad shopping  
cart for my boss?



My boss wants a  
shopping cart. What  
makes a bad shopping  
cart for my boss?

“Who  
cares,,



total < 0

```
class ShoppingCart(object):
    def __init__(self):
        self.cart = {}
        self.total = 0.00
    def add(self, item):
        if item in self.cart:
            self.cart[item] += 1
        else:
            self.cart[item] = 1
        self.total += item.price
    def remove(self, item):
        if item in self.cart:
            self.cart[item] -= 1
            if self.cart[item] == 0:
                del self.cart[item]
            self.total -= item.price
```

“reversible”

initial state

*composable!*

```
@given(st.lists(books))
def test_add(list_of_books):
    cart = ShoppingCart()
    for book in list_of_books:
        cart.add(book)
    assert cart.total == sum(book.price for book in list_of_books)

@given(st.lists(books))
def test_remove(list_of_books):
    cart = ShoppingCart()
    for book in list_of_books:
        cart.remove(book)
    assert cart.total == 0.00

@given(st.lists(books))
def test_add_remove(list_of_books):
    cart = ShoppingCart()
    for book in list_of_books:
        cart.add(book) ← initial state
        cart.remove(book)
    assert cart.total == 0.00
```

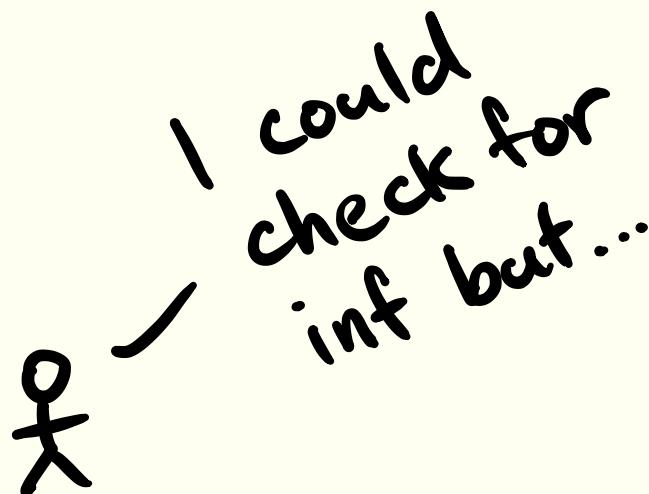
```
===== FAILURES =====
test_add_remove
```

```
> @given(st.lists(books))
> def test_add_remove(list_of_books):
cart_example1.py:72:
    list_of_books = [ by ($inf)]
    @given(st.lists(books))
    def test_add_remove(list_of_books):
        cart = ShoppingCart()
        for book in list_of_books:
            cart.add(book)
            cart.remove(book)
    >     assert cart.total == 0.0
E     assert nan == 0.0
E         +  where nan = <cart_example1.ShoppingCart object at 0x1033188d0>.total
cart_example1.py:77: AssertionError
----- Hypothesis -----
Falsifying example: test_add_remove(list_of_books=[ by ($inf)])
===== 1 failed, 2 passed in 1.63 seconds =====
```

??  
nan ..  
ohh ...  
inf - inf  
= nan



```
books = st.builds(  
    Book,  
    title=st.text(),  
    author=st.text(),  
    price=st.floats(allow_infinity=False),  
)
```



customizable

④



# Rule Based Stateful Testing



We need  
to add coupons!



o - k...

```
def add_discount(self, coupon):
    if self.total > 0 and coupon not in self.discounts:
        self.discounts[coupon] = coupon.percent
        self.total *= self.discounts[coupon]

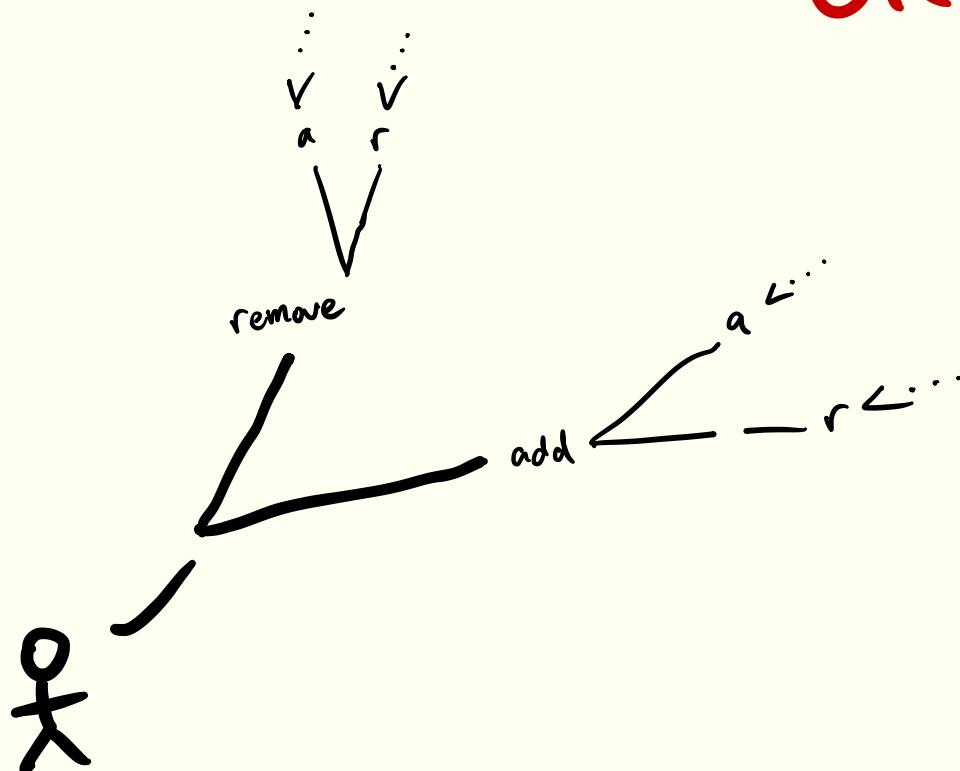
def remove_discount(self, coupon):
    if coupon in self.discounts:
        self.total /= self.discounts[coupon]
        del self.discounts[coupon]
```

```
[  
    Coupon(name='100FF', percent=0.9)  
    Coupon(name='200FF', percent=0.8)  
    Coupon(name='300FF', percent=0.7)  
    Coupon(name='400FF', percent=0.6)  
    Coupon(name='500FF', percent=0.5)  
    Coupon(name='600FF', percent=0.4)  
    Coupon(name='700FF', percent=0.3)  
    Coupon(name='800FF', percent=0.2)  
    Coupon(name='900FF', percent=0.1)  
]
```

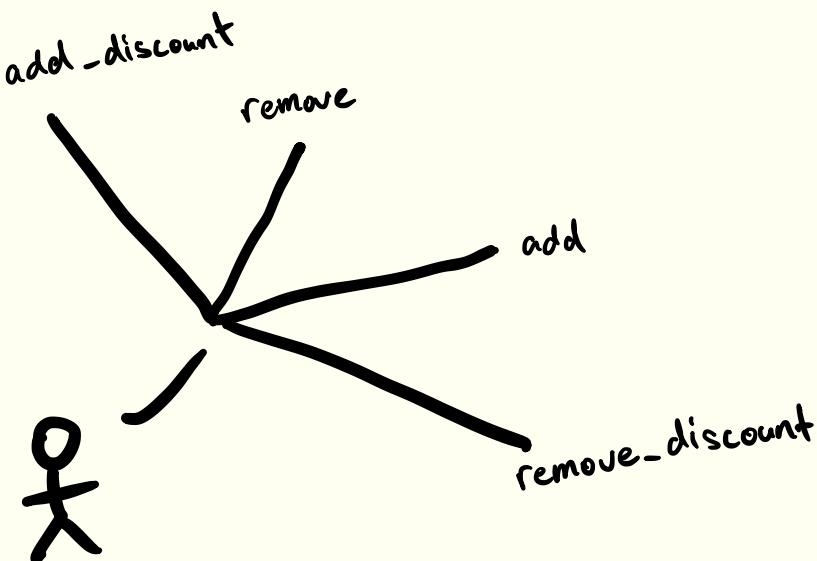
namedtuples

How can I  
verify the  
program as  
a whole?

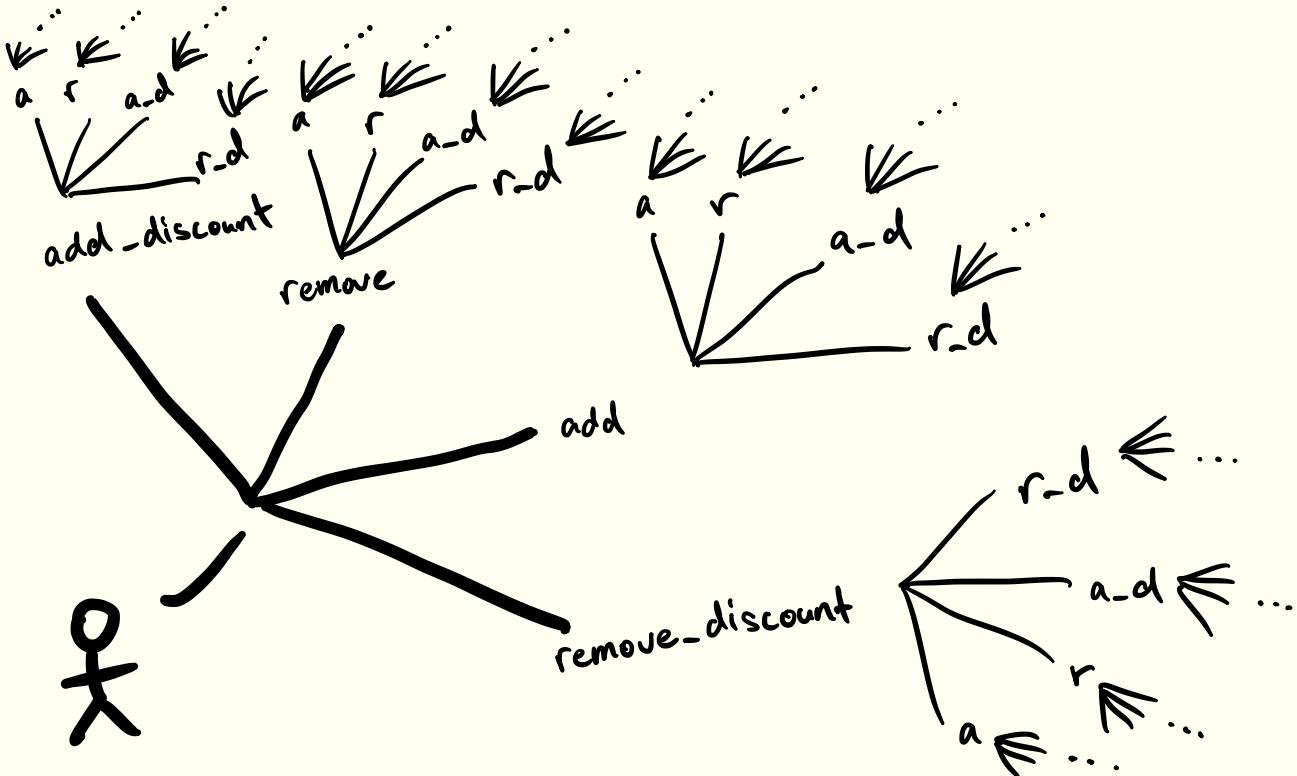
OK...



4 ...



NO!



hypothesis.stateful

@rule

RuleBasedStateMachine

Bundle

```
class CartMachine(RuleBasedStateMachine):
    Carts = Bundle("carts")
    BOOKS = st.lists(books, min_size=10).example()

    @rule(target=Carts)
    def new_cart(self):
        return ShoppingCart()

    @rule(cart=Carts, item=st.sampled_from(BOOKS))
    def add_item(self, cart, item):
        cart.add(item)
        assert cart.total >= 0.00

    @rule(cart=Carts, item=st.sampled_from(BOOKS))
    def remove_item(self, cart, item):
        cart.remove(item)
        assert cart.total >= 0.00

    @rule(cart=Carts, coupon=st.sampled_from(COUPONS))
    def add_coupon(self, cart, coupon):
        cart.add_discount(coupon)
        assert cart.total >= 0.00

    @rule(cart=Carts, coupon=st.sampled_from(COUPONS))
    def remove_discount(self, cart, coupon):
        cart.remove_discount(coupon)
        assert cart.total >= 0.00

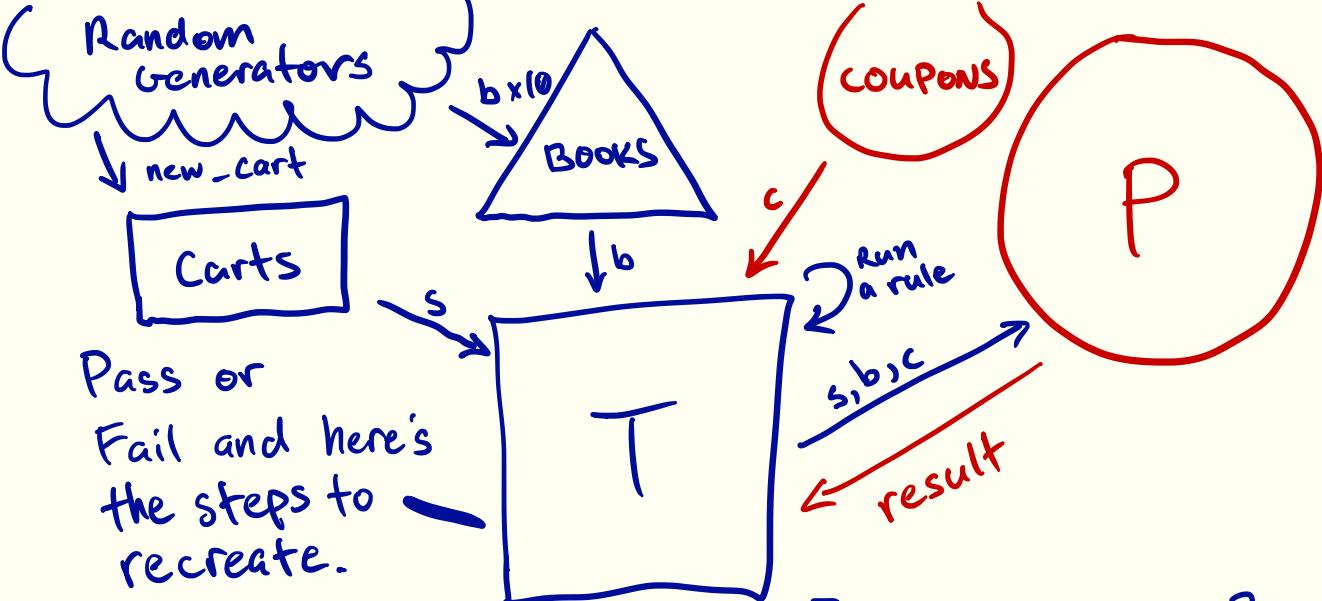
TestCarts = CartMachine.TestCase
```

Collection  
of state

Checking  
property

Similar to @given

so pytest  
finds it



For all carts  $s$  in Carts.  
 For all books  $b$  in BOOKS.  
 For all coupons  $c$  in COUPONS.

Property  $P = c \cdot \text{total}$  is non-negative.

# Running it...

```
self = CartMachine({'carts': [VarReference(name=u'v1')]})  
item = 列印 2  
購物籃 [by 霹 ($994.245374416)  
  
@rule(cart=Carts, item=st.sampled_from(BOOKS))  
def remove_item(self, cart, item):  
    cart.remove(item)  
    assert cart.total >= 0.00  
E     AssertionError: assert -99.42453744155341 >= 0.0  
E         + where -99.42453744155341 = <cart_example2.ShoppingCart object at 0x10cffdbd0>.total  
  
cart_example2.py:91: AssertionError  
----- Hypothesis -----  
Step #1: v1 = new_cart()  
Step #2: add_item(item=列印 2  
購物籃 [by 霹 ($994.245374416), cart=v1)  
Step #3: add_coupon(coupon=Coupon(name='10OFF', percent=0.9), cart=v1)  
Step #4: remove_item(item=列印 2  
購物籃 [by 霹 ($994.245374416), cart=v1)  
===== 1 failed in 0.51 seconds =====
```

} Steps ?!

- ① new\_cart
- ② add\_item
- ③ add\_coupon
- ④ remove\_item

$$\begin{aligned} t_1 &= \emptyset \\ t_2 &> \emptyset \\ t_2 &> t_3 > \emptyset \\ t_4 &< \emptyset \Rightarrow \text{FAIL!} \end{aligned}$$

$t_n = \text{total at step } n$

# The fix

```
class ShoppingCart(object):
    def __init__(self):
        self.cart = {}
        self.discounts = {}

    @property
    def total(self):
        subtotal = 0.00
        for item, num in self.cart.items():
            subtotal += item.price * num
        for discount in self.discounts.values():
            subtotal *= discount
        return subtotal
```

self.total ??

# David MacIver



- Author & sole maintainer
- Hypothesis = hours of free work
- Looking for sponsorship(s)
- Teaches Hypothesis Workshops
- Consults

★ hypothesis.works  
@DRMacIver

★ lots of  
good posts  
on Hypothesis

Slides + Code



github.com/dkua/pyconca16-talk

Feedback or Questions

@davidkua ↪

david@kua.io

Thank  
You !!

-DK