

QUICK! Check Your Properties

(and Write Better Software)

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RANDOM TESTING

“Properties are described as ...
functions, and can be **automatically**
tested on random input... [or]
custom test data generators.”

from [ICFP'00 – Claessen, Hughes](#)



FROM UNIT TESTING...

```
[<Fact>]
let PlusIgnoresTime () =
    let days = time.FromDays 7
    let hours = time.FromHours (7 * 24)
    let civil = date.Now

    Assert.Equal (civil + days
                  ,civil + hours)
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 0, Ignored: 0

✓ **PlusIgnoresTime**

OK, Elapsed time: 0.0527666s

TO PROPERTY TESTING!

```
[<Property>]
let ``plus ignores time`` (civil:date) =
    let days = time.FromDays 7
    let hours = time.FromHours (7 * 24)

    civil + days = civil + hours
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 0, Ignored: 0

✓ **plus ignores time**

OK, passed 100 tests

PATTERNS: INVERSION & IDEMPOTENCE

// inversion ... an action and its inverse cancel each other out

[Property]

```
public static Boolean AddAndSubtract_AreInverses (date civil, PositiveInt total)
{
    var days = time.FromDays(total.Item);
    return ((civil + days) - days == civil);
}
```

// idempotence ... an action has the same effect no matter how many times it occurs

[Property]

```
public static Boolean Taking_TimeDuration_IsIdempotent (time value)
{
    var once = value.Duration();
    var twice = value.Duration().Duration();
    return (once == twice);
}
```



PATTERNS: INTERCHANGE & INVARIANCE

' interchange ... the order of two or more actions does not affect the outcome

<[Property]>

```
Public Function Add_Change_CanBeReordered (civil As Dated, total As PositiveInt)
    Dim pacStd          = "Pacific Standard Time"
    Dim days            = Time.FromDays(total)
    Dim addThenShift    = Zone.ConvertTimeBySystemTimeZoneId(civil + days, pacStd)
    Dim shiftThenAdd    = Zone.ConvertTimeBySystemTimeZoneId(civil, pacStd) + days
    Return addThenShift = shiftThenAdd
End Function
```

' invariance ... something remains constant, despite action being taken

<[Property] >

```
Public Function Add_DoesNotChange_Offset (civil As Dated, months As PositiveInt)
    Dim offset  = civil.Offset
    Dim shifted = civil.AddMonths(months)
    Return shifted.Offset = offset
End Function
```



INPUT CONTROL

Conditional Properties

```
[<Property>]  
let ``DST test oracle (naive)`` (civil :date) =  
  let eastern = zone.FindSystemTimeZoneById EST  
  let etDate  = zone.ConvertTime (civil,eastern)  
  
  Zone.inUnitedStatesDaylightTime etDate  
    = eastern.IsDaylightSavingTime etDate
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 1, Ignored: 0

✗ DST test oracle (naive)

Falsifiable, after 1 test (4 shrinks), (StdGen (2119435949,296213433))

Original: 1908-04-23 23:48:57 -04:02

Shrunk: 1908-04-23 00:00:00 +00:00



INPUT CONTROL

Conditional Properties

```
[<Property>]
let ``DST test oracle`` (civil :date) =
  let eastern = zone.FindSystemTimeZoneById EST
  let etDate = zone.ConvertTime (civil,eastern)

  ( civil.Year >= 2007
    && eastern.IsDaylightSavingTime etDate )
  ==> lazy
      Zone.inUnitedStatesDaylightTime etDate
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 0, Ignored: 0

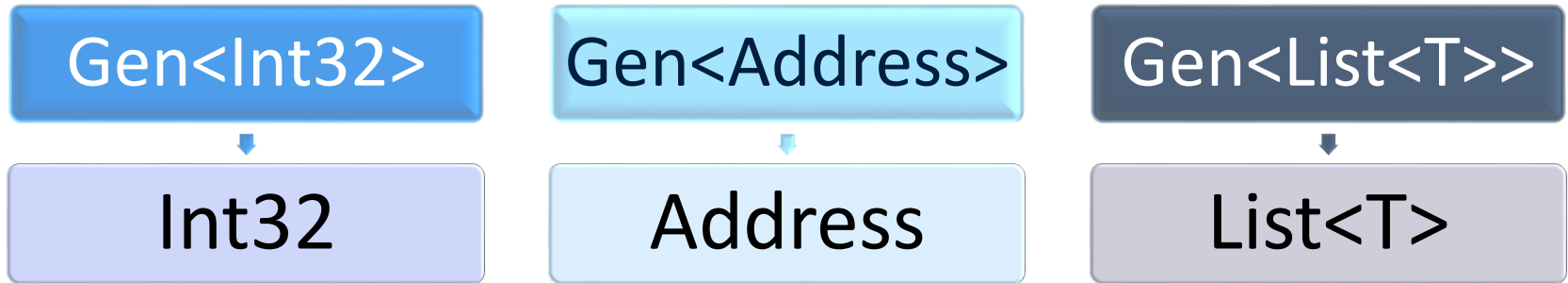
✓ **DST test oracle**
OK, passed 100 tests

CUSTOM DATA GENERATION

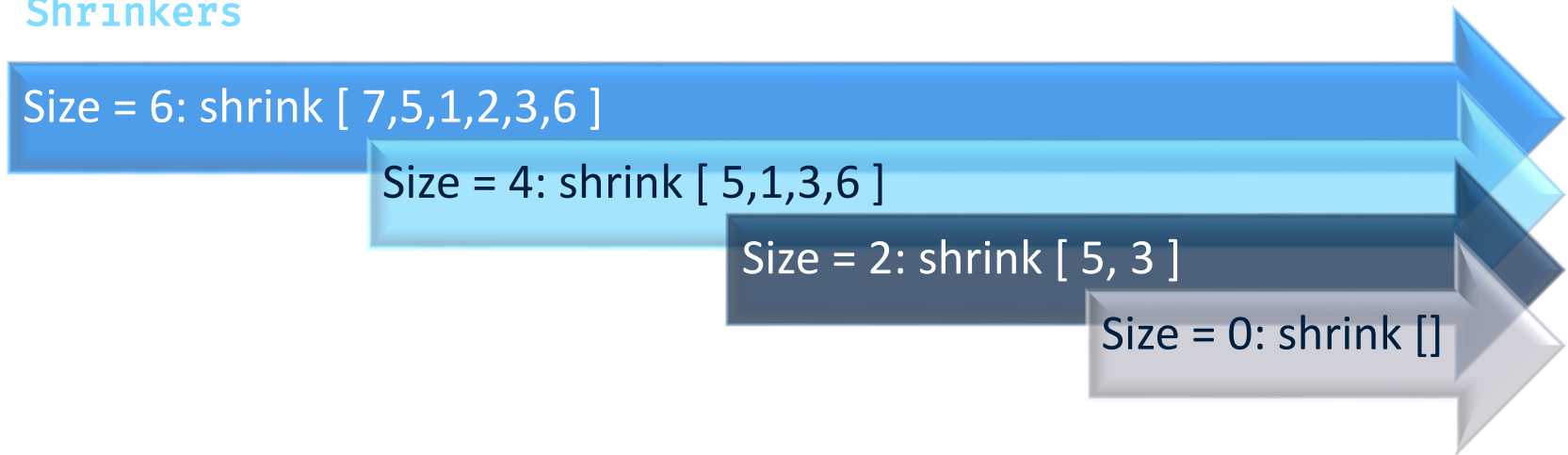


CUSTOM DATA GENERATION

Generators



Shrinkers



INPUT CONTROL

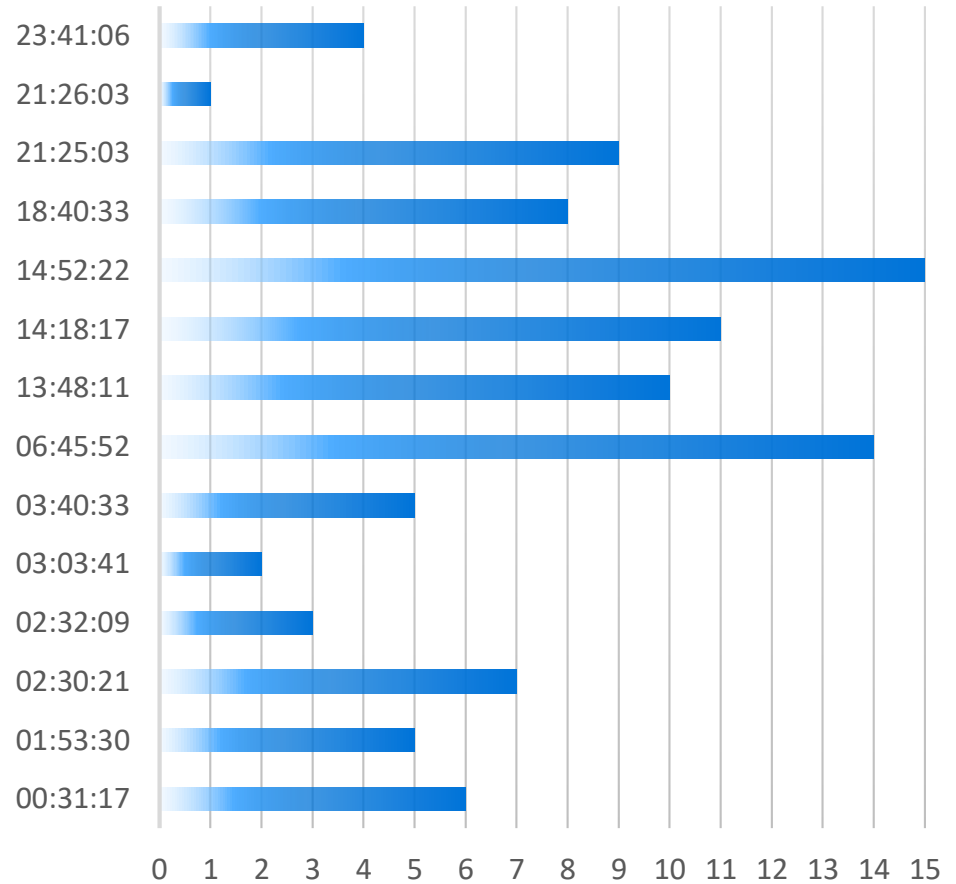
Universal Quantifiers

```
// instead of a conditional property,  
// we can use an Arb and a universal quantifier  
[Property]  
public static Property RoundTripSerialization ()  
{  
    // define arbitrary generator  
    var zones = Gen.Elements(  
        from z in zone.GetSystemTimeZones()  
        select z)  
        .ToArbitrary();  
  
    // "for all" zones, run a test...  
    return Prop.ForAll(zones, z =>  
    {  
        var str = z.ToSerializedString();  
        var obj = zone.FromSerializedString(str);  
        return z.Equals(obj);  
    });  
}
```

DATA GENERATION

Arb with Shrinker

SPREAD OF 100 INSTANCES



CUSTOM DATA GENERATION

```
''' encapsulates several IArbitrary instances
Friend Module Generator
    ''' generates PositiveTime instances by leveraging FsCheck's built-in
    ''' support for generating and shrinking TimeSpan instances
    Public Function PositiveTime () As Arbitrary(Of PositiveTime)
        Dim generator =
            From t In Arb.Generate(Of Time)()
            Where t > Time.Zero
            Select New PositiveTime(t)

        Dim shrinker As Func(Of PositiveTime, IEnumerable(Of PositiveTime)) =
            Function (posTime)
                Return From t In Arb.Shrink(posTime.Value)
                Where t > Time.Zero
                Select New PositiveTime(t)
            End Function

        Return Arb.From(generator, shrinker)
    End Function
```



DIAGNOSTICS: LABELLING PROPERTIES

```
[<Property (Arbitrary=[| typeof<Generator> |])>]  
let ``conversion ignores detours`` (civil :date) (zone1 :zone) (zone2 :zone) =  
  let viaZone1 = zone.ConvertTime (zone.ConvertTime (civil,zone1),zone2)  
  let directly = zone.ConvertTime (civil,zone2)  
  
(viaZone1 = directly) && (directly.Offset = zone2.BaseUtcOffset)
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 1, Ignored: 0

X conversion ignores detours

Falsifiable, after 4 tests (5 shrinks), (StdGen (199662269,296213481)):

Original: (1948-04-19 16:18:52 +04:59, (UTC+04:00), (UTC-05:00))

Shrunk: (1948-04-19 00:00:00 +00:00, (UTC+04:00), (UTC-05:00))



DIAGNOSTICS: LABELLING PROPERTIES

```
[<Property (Arbitrary=[| typeof<Generator> |])>]  
let ``conversion ignores detours`` (civil :date) (zone1 :zone) (zone2 :zone) =  
  let viaZone1 = zone.ConvertTime (zone.ConvertTime (civil,zone1),zone2)  
  let directly = zone.ConvertTime (civil,zone2)
```

```
(viaZone1 = directly) |> sprintf "Not the same date!"  
.&  
(directly.Offset = zone2.BaseUtcOffset) |> sprintf "Not the same zone!"
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 1, Ignored: 0

X conversion ignores detours

Falsifiable, after 4 tests (5 shrinks), (StdGen (199662269,296213481)):

Label of failing property: Not the same zone!

Original: (1948-04-19 16:18:52 +04:59, (UTC+04:00), (UTC-05:00))

Shrunk: (1948-04-19 00:00:00 +00:00, (UTC+04:00), (UTC-05:00))

DIAGNOSTICS: LABELLING PROPERTIES

```
[<Property (Arbitrary=[| typeof<Generator> |])> |>]  
let ``conversion ignores detours`` (civil :date) (zone1 :zone) (zone2 :zone) =  
  let viaZone1 = zone.ConvertTime (zone.ConvertTime (civil,zone1),zone2)  
  let directly = zone.ConvertTime (civil,zone2)  
  
(viaZone1 = directly) |> sprintf "Not the same date!"  
.&  
(directly.Offset = zone2.GetUtcOffset directly) |> sprintf "Not the same zone!"
```

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 0, Ignored: 0

✓ **conversion ignores detours**

OK, passed 100 tests

DIAGNOSTICS

Gathering Observations

TEST EXECUTION SUMMARY

Tests run: 1, Errors: 0, Failed: 0, Ignored: 0

✓ **add and change can be reordered**

OK, passed 100 tests

26% Odd, East of Greenwich, trivial.

21% Even, East of Greenwich, trivial.

14% Even, West of Greenwich, trivial.

13% Odd, West of Greenwich, trivial.

8% Odd, West of Greenwich.

8% Even, West of Greenwich.

5% Odd, East of Greenwich.

5% Even, East of Greenwich.

DIAGNOSTICS: GATHERING OBSERVATIONS

```
// a trivial observation partitions data into one of two buckets
[Property (Arbitrary = new []{ typeof(Generator) })]
public static Property Interchange (date civil, zone target, NonNegativeInt total)
{
    var days = time.FromDays(total.Item);

    var addThenShift = zone.ConvertTime(civil + days, target);
    var shiftThenAdd = zone.ConvertTime(civil, target) + days;

    // Does target zone support DST? Yes or no
    return (addThenShift == shiftThenAdd).Trivial(target.SupportsDaylightSavingTime);
}
```



DIAGNOSTICS: GATHERING OBSERVATIONS

```
// a classification partitions data into one of N, labelled buckets
[Property (Arbitrary = new []{ typeof(Generator) })]
public static Property Interchange (date civil, zone target, NonNegativeInt total)
{
    var days = time.FromDays(total.Item);

    var addThenShift = zone.ConvertTime(civil + days, target);
    var shiftThenAdd = zone.ConvertTime(civil, target) + days;

    // What is civil date's longitude, relative to GMT?
    return (addThenShift == shiftThenAdd)
        .Classify(civil.Offset < time.Zero, "West of Greenwich")
        .Classify(civil.Offset == time.Zero, "Within Greenwich" )
        .Classify(civil.Offset > time.Zero, "East of Greenwich");
}
```



DIAGNOSTICS: GATHERING OBSERVATIONS

```
' rather than using a boolean observation, collect reports any value
<[Property] (Arbitrary := { GetType(Generator) }) >
Public Function Interchange (civil As Dated,
                             target As Zone,
                             total As NonNegativeInt) As [Property]
    Dim days = Time.FromDays(total.Item)

    Dim addThenShift = Zone.ConvertTime(civil + days, target)
    Dim shiftThenAdd = Zone.ConvertTime(civil, target) + days

    ' Is total increment evenly divisible by 2?
    Return (addThenShift = shiftThenAdd)
        .Collect(IIf(total.Item Mod 2 = 0, Even, Odd))
End Function
```



DIAGNOSTICS: GATHERING OBSERVATIONS

```
' observations may be combined as much as is desired
<[Property] (Arbitrary := { GetType(Generator) })>
Public Function Interchange (civil As Dated,
                             target As Zone,
                             total As NonNegativeInt) As [Property]
    Dim days = Time.FromDays(total.Item)

    Dim addThenShift = Zone.ConvertTime(civil + days, target)
    Dim shiftThenAdd = Zone.ConvertTime(civil, target) + days

    Return (addThenShift = shiftThenAdd)
        .Trivial(target.SupportsDaylightSavingTime) _
        .Classify(civil.Offset < Time.Zero, "West of Greenwich") _
        .Classify(civil.Offset = Time.Zero, "Within Greenwich" ) _
        .Classify(civil.Offset > Time.Zero, "East of Greenwich") _
        .Collect(IIf(total.Item Mod 2 = 0, Even, Odd))
End Function
```



RANDOM TESTING

“One of the major advantages... is that it **encourages** us to formulate **formal specifications, thus improving our understanding...**”

from ICFP'00 – Claessen, Hughes



FURTHER INFORMATION

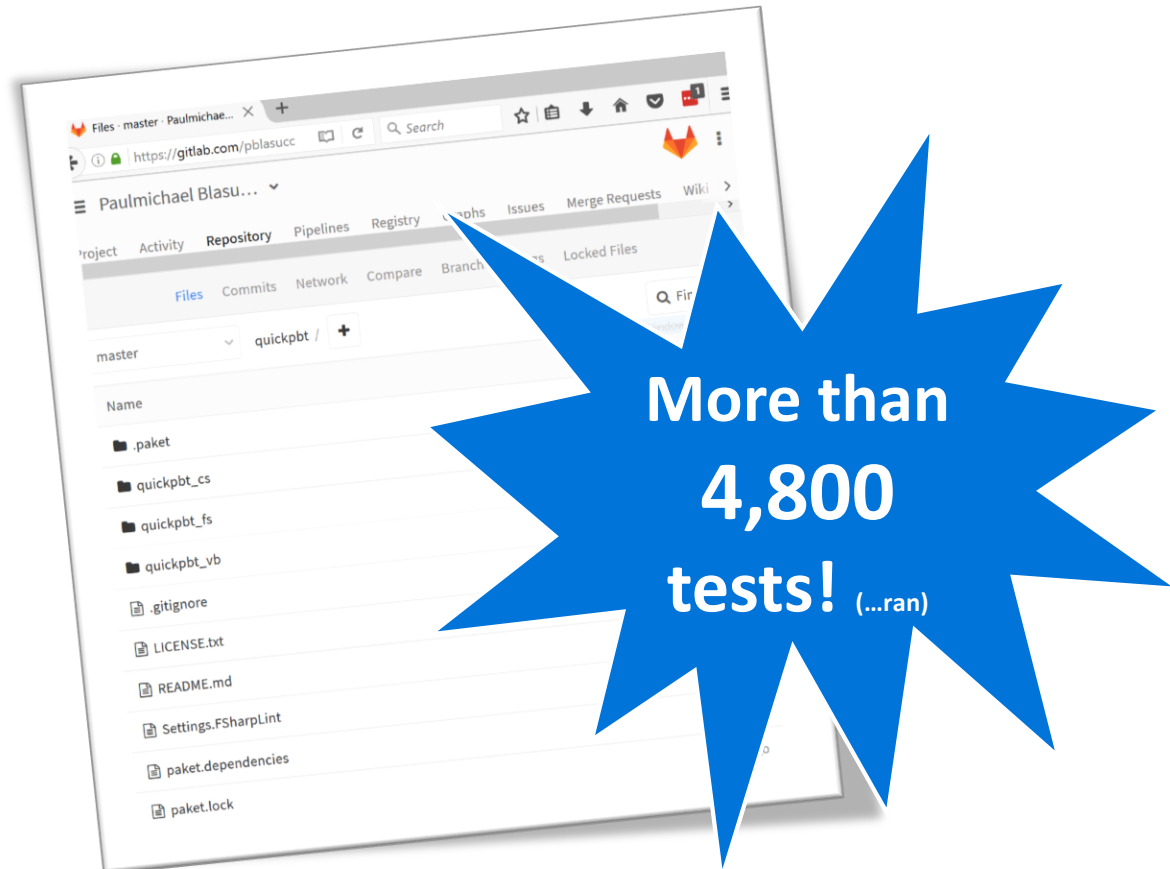
About F# and FsCheck

... fsharp.org
... fscheck.github.io/FsCheck
... fsharpforfunandprofit.com
... www.fssnip.net

About Paulmichael Blasucci

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gitlab.com/pblasucci/quickpbt

My code is your code