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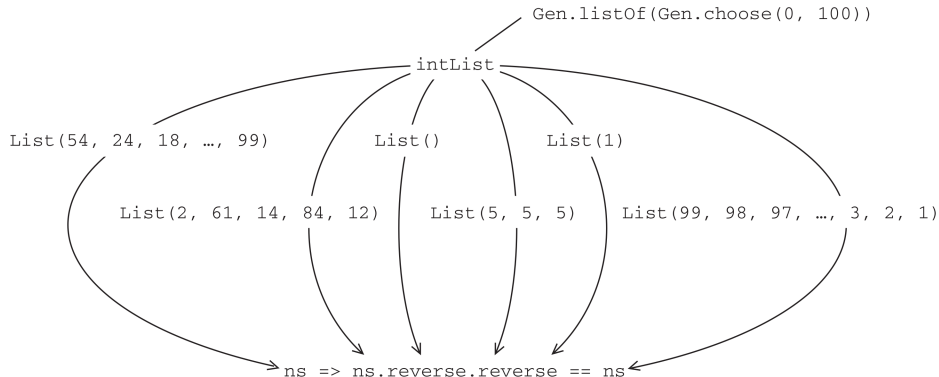
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Advanced Programming

Type Classes and Implicits (on the example of a PBT library)

Generators and properties

```
forall(intList)(ns => ns.reverse.reverse == ns)
```



A `Gen` object generates a variety of different objects to pass to a Boolean expression, searching for one that will make it false.

The Prop Type

Represents a property to test

```
1 case class Prop (run: (MaxSize, TestCases, RNG) => Result) {
2   def && (p: Prop): Prop = ???
3   def || (p: Prop): Prop = ???
4 }
5
6 object Prop {
7   type SuccessCount = Int
8   type TestCases = Int
9   type MaxSize = Int
10  type FailedCase = String
11
12  sealed trait Result { def isFalsified: Boolean }
13
14  case object Passed extends Result { def isFalsified = false }
15  case class Falsified (failure: FailedCase, successes: SuccessCount)
16    extends Result { def isFalsified = true }
17
18  case object Proved extends Result { def isFalsified = false }
19  ...
```

The Prop Type

A simple implementation of `forAll`

A stream of pairs (a, i) where a is a random value and i is its index in the stream.

```
def forAll[A](as: Gen[A])(f: A => Boolean): Prop = Prop {  
  (n, rng) => randomStream(as)(rng).zip(Stream.from(0)).take(n).map {  
    case (a, i) => try {  
      if (f(a)) Passed else Falsified(a.toString, i)  
    } catch { case e: Exception => Falsified(buildMsg(a, e), i) }  
  }.find(_._2.isFalsified).getOrElse(Passed)  
}
```

If a test case generates an exception, record it in the result.

Generates an infinite stream of A values by repeatedly sampling a generator.

```
def randomStream[A](g: Gen[A])(rng: RNG): Stream[A] =  
  Stream.unfold(rng)(rng => Some(g.sample.run(rng)))  
def buildMsg[A](s: A, e: Exception): String =  
  s"test case: $s\n" +  
  s"generated an exception: ${e.getMessage}\n" +  
  s"stack trace:\n ${e.getStackTrace.mkString("\n")}"
```

When a test fails, record the failed case and its index so we know how many tests succeeded before it.

String interpolation syntax. A string starting with `s"` can refer to a Scala value v as `$v` or `${v}` in the string. The Scala compiler will expand this to `v.toString`.

Shrinking

(More precisely: sized generation)

A generator of objects of bounded size: `case class SGen[+A] (forSize: Int => Gen[A])`

```
type MaxSize = Int
case class Prop(run: (MaxSize, TestCases, RNG) => Result)

def forAll[A](g: SGen[A])(f: A => Boolean): Prop =
  forAll(g(_))(f)

def forAll[A](g: Int => Gen[A])(f: A => Boolean): Prop = Prop {
  (max, n, rng) =>
    val casesPerSize = (n + (max - 1)) / max
    val props: Stream[Prop] =
      Stream.from(0).take((n min max) + 1).map(i => forAll(g(i))(f))
    val prop: Prop =
      props.map(p => Prop { (max, _, rng) =>
        p.run(max, casesPerSize, rng)
      }).toList.reduce(_ && _)
    prop.run(max, n, rng)
}
```

For each size,
generate this many
random cases.

Combine
them all
into one
property.

Make one property per
size, but no more than
n properties.

Executing Tests

```
def run(p: Prop,
        maxSize: Int = 100,
        testCases: Int = 100,
        rng: RNG = RNG.Simple(System.currentTimeMillis)): Unit =
  p.run(maxSize, testCases, rng) match {
    case Falsified(msg, n) =>
      println(s"! Falsified after $n passed tests:\n $msg")
    case Passed =>
      println(s"+ OK, passed $testCases tests.")
  }
```

← A default argument of 100

Generation for PBT as an Instance of State

- For property-based testing (PBT) we need to **implement generators**
- First, need random **number generators**, to generate arbitrary random data
- Random number generators can be mapped, flatMapped, and map2ed to generate other values
- Recall class State, implementing the **automaton abstraction** with state space S and outputs A:

```
case class State[S, +A] (run: S => (A, S))
```

- We define generators of A's as an automaton producing A's with RNG as a state space:

```
case class Gen[+A] (sample: State[RNG, A])
```

- **Question:** Why are generators covariant? What this will allow?
- Examples:

Recall: `_.nextInt: RNG => (Int, RNG)`

then `def anyInteger: Gen[Int] = Gen (State (_.nextInt))`

- **Mentimeter:** How do I get an integer number out of anyInteger? (the first one)

How do we create more complex generators?

- Let's begin with a generator of **pairs of integers**, so `Gen[(Int,Int)]`
- Recall the **sequential chaining of automata** with `map2` for `State[S,A]`:

```
def map2[B,C] (that: State[S,B]) (f: (A,B) =>C): State[S,C] = ...
```
- `Gen[A]` is a `State[RNG,A]`, so it has `map2` like above
- We use `map2` to create the **generator of pairs of integers**

```
def intPair: Gen[(Int,Int)] :  
= Gen (anyInteger.sample.map2 (anyInteger.sample) (xy=>xy))
```
- Note how nicely composable are the libraries we build!
(We use the code from chapter 6)
- **Question:** What is the following generator creating ?

```
Gen (anyInteger.sample.map (x =>x % 100 + 200)): Gen[Int]
```


Generating random lists of integers

- Assume that we have a generator of lists of random integers of length n

```
def listOfN (n: Int): Gen[List[Int]]
```

- **Question:** What is the type of G in

```
val G = Gen (anyInteger.sample.flatMap (n => listOfN (n).sample))
```

- **Answer:** Gen[List[Int]]

- Once we implement flatMap for Gen (delegating to State), we can simplify:

```
val G: Gen[List[Int]] = anyInteger.flatMap (n => listOfN (n))
```

- This is the first complex data structure we generated!!!
- **Question:** Well, what exactly is the generator G generating?

Generating instances of polymorphic types /1

- Let's return to generating random pairs. Can you do a `Gen[(A,B)]`?

```
def anyPair[A,B]: Gen[(A,B)] =???
```

Below `intPair` as a hint:

```
def intPair: Gen[(Int,Int)] =anyInteger.map2 (anyInteger) (xy =>xy)
```

-
- We seem to lack a way to generate A's and B's! So let's add them as arguments:

```
def anyPair[A,B] (genA: Gen[A] , genB: Gen[B]): Gen[(A,B)] =genA.map2 (genB) (ab =>ab)
```

For simplicity, I am assuming that we have `map2` on `Gen`. Otherwise:

```
def anyPair[A,B] (genA: Gen[A] , genB: Gen[B]) =Gen (genA.sample.map2 (genB.sample) (ab =>ab))
```

-
- Similarly, if we wanted a polymorphic generator of lists:

```
def listOfN[A] (n: Int, anyA: Gen[A])=???
```

- Or if the list is to be of the random size:

```
def listOf[A] (anyInt: Gen[Int] , anyA: Gen[A])=...
```

- Alternatively toss a coin to see whether the list is long enough:

```
def listOf[A] (anyBool: Gen[Bool] , anyA: Gen[A])=...
```

Generating instances of polymorphic types /2

Actual test code from exercises in the prior weeks

- Now when we use `listOf[A]` we have to do something like:

```
listOf[Student] (anyInt, anyStudent)
```

We already have `anyInt`, we just need to implement `anyStudent` (not shown)

- A bit annoying to have to always parameterize all these calls
- We might be able to eliminate `anyInt` but `anyStudent` seems difficult. **Why?**

-
- Now think about the `forAll` function from `ScalaTest`; It could have type like

```
def forAll[A] (p: A => Boolean) (genA: Gen[A]): Prop
```

- In many cases, providing generators would feel **redundant** for the user, as the `forAll` **type parameter already specifies** that we are quantifying over `A`'s
- Particularly annoying if `A` is just a complex library type, like:

```
List[Stream[Option[(Double, Double)]]]
```

Scalatest should know how to generate standard types!

- Should we now write generators **for any combinations of types that programmers imagine???**
- It would be nice for the **compiler to find a generator** for `A` in the library and just use it ...

Implicit arguments as type class constraints /1

- **Formally:** Gen is a **type class** and in order to generate instances of A we need **an instance of this type class** for A so a **value of type Gen[A]**

- In Scala type classes are implemented using **implicit arguments and values**

```
def listOfN[A] (n: Int) (implicit genA: Gen[A]): Gen[List[A]] =... //use genA to generate A's
```

For instance: `... =Gen (State.sequence (List.fill (n, genA.sample)))`

When you use it, in the context something like this must exist

```
implicit val anyStudent: Gen[Student] =...
```

Then: `... listOfN[Student] (5) ...` will work without the last argument

- The compiler will find genA by searching visible implicit values of type Gen[A].
- If there is a single such, it will be bound to genA, and you can use genA in the body
- The compiler **fails** if you call listOfN[A] for a type A for each no implicit Gen[A] instance is found
- `implicit genA: Gen[A]` **constrains** possible types A
- If you want to override the implicitly used argument, you can always **add it explicitly**, as if it was a normal argument: `listOfN[Int] (5) (anyInt): Gen[List[Int]]`

Type Classes and Implicit Values: Odds and Ends

- So `(implicit genA: Gen[A])` is a **type constraint** on A (it must be a type with Gen)

- This is why Scala provides an alternative syntax for this pattern, called **type bounds**:

```
def listOfN[A: Gen] (n: Int): Gen[List[A]] =...
```

Use `'implicitly[Gen[A]]'` to **access the unnamed implicit argument**:

```
... =Gen (State.sequence (List.fill (n, implicitly[Gen[A]].sample)))
```

- Fun fact from `Predef.scala`, `implicitly` is just **identity with an implicit argument**

```
def implicitly[T](implicit e: T): T = e
```

- Finally, type classes as functions (or type class instance generators) are very useful:

```
implicit def listOf[A: Gen]: Gen[List[A]] =...
```

The compiler **will automatically construct** a generator for list of anything that has a generator

E.g., `listOf[List[List[Int]]]` works automatically using the above generator and any `Integer`

- For `listOfN (5)` type inference will often fail, better **add the annotation**: `listOfN[Student] (5)`

- Not only to help the type checker, but to make the code **more self-explanatory**

- In practice you **import or inherit** the implicits in most cases, for standard types

- Note that in **scalatest** the type is not `Gen[A]` but `Arbitrary[A]`, but the idea is the same

Implicit Arguments vs Default Argument Values

```
def listOfN[A: Gen] (n: Int) (implicit genA: Gen[A]) =???  
def listOfN[A: Gen] (n: Int) (genA: Gen[A] =null) =???
```

- Implicit parameters are **more general than default parameter** values
- Unlike for default parameter values, the actual values of implicit parameters are **not known at the implementation and compilation time** of the function
- **For generic parameter types default values do not work**
- What default value should I give for genA, if we do not know what A is?
- Like with default parameters you can **override the value at call site**
- Unlike default parameter values you can also override them at call site **implicitly** (for instance by importing a different set of implicit objects)

Type classes: History and Context

This is not only about Scala ...

- **Implicits** (under this name) are a Scala-specific invention, but some other languages picked them up too (Idris, Agda, Coq, some logic programming languages)
- **Type classes** originally invented by Phil Wadler for Standard ML to allow adding implementation of equality test to new types,
- Type classes are the main extension mechanism in **Haskell**
- **Rust's traits** are a limited form of type class;
- In **F#** there is a neverending debate whether to add or not to add type classes.
- **C++** has recently introduced **Concepts**, which can be used to implement a form of type classes
- In **Scala 3** the type-class pattern is reinforced by specific keywords
 - `given` (an implicit instance)
 - `using` (an implicit constraint).
 - Also `summon` means the same as `implicitly`.

Type Classes and Implicits: Key Points

- Type classes are a bit like traits and extension methods:
 - You define a type class as a generic class, an interface, a new '**skill**' for a type
 - You can add this new '**skill**', say generation,
 - to any type, like with extension methods,
 - after it has been implemented,
 - without recompiling or otherwise changing the type, and
 - any library that needs generation '**skill**' will recognize it
- Important: whatever code we write, we can constrain its users to provide an instance of the skill (an instance of the type class)
- The library using generation (or any other '**skill**') does not have to know about the type it operates on, it just gets the instance of the '**skill**', the instance is often called **evidence**
- Traits can only be mixed into objects at **creation time**, so they are **not good for extending objects created by legacy code** (for instance a factory method in a legacy library)
- An **extension method implementation must exist** when compiling the code that uses the extension
- For type classes/implicits the extension is bound when **the caller (client) of our code is compiled** (the latest binding of all the discussed mechanism)

A simple example of forAll [back to PBT]

```
1 def forAll[A] (f: A => Boolean) (implicit genA: Gen[A]): Prop = Prop (
2
3   (n, rng) =>                                // number of trials, random seed
4     randomStream (rng)                        // the implicit argument is propagated
5     .zip (Stream.from (0))                    // stream of random A's and indexes
6     .take (n)                                 // we only want to try n times
7     .map { case (a, i) =>                     // run the test and produce the result
8       try { if (f (a)) Passed
9         else Falsified (a.toString, i)
10      } catch { case e: Exception => Falsified (buildMsg (a, e), i) } }
11     .find (_.isFalsified)
12     .getOrElse (Passed)                       // report the first failure or pass
13 )
14
15 def randomStream[A] (rng: RNG) (implicit g: Gen[A]): Stream[A] =
16   Stream.unfold (rng) (rng => Some (g.sample.run (rng)))
17
18 def buildMsg[A] (s: A, e: Exception): String = // uninteresting
19   s"test case: $s\n" +
20   s"generated an exception: ${e.getMessage}\n" +
21   s"stack trace:\n ${e.getStackTrace.mkString("\n")}"
```

Adapted from the textbook, Listing 8.3, to resemble scalatest/scalacheck more