

QuickCheck - Random Property-based Testing

Why Functional Programming And In Particular QuickCheck Is Cool

Arnold Schwaighofer

Institute for Formal Models and Verification
Johannes Kepler University Linz

26 June 2007 / KV Debugging

Outline

Haskell - A Truly (Cool) Functional Programming Language

What - Functional Programming

How - Functional Programming

Why - Functional Programming

Quickcheck - A Truly Cool Property Based Testing Tool

What - Random Property Based Testing

How - Random Property Based Testing

Why - Random Property Based Testing

Success Stories

Related Work And Outlook

Summary

Outline

Haskell - A Truly (Cool) Functional Programming Language

What - Functional Programming

How - Functional Programming

Why - Functional Programming

Quickcheck - A Truly Cool Property Based Testing Tool

What - Random Property Based Testing

How - Random Property Based Testing

Why - Random Property Based Testing

Success Stories

Related Work And Outlook

Summary

Outline

Haskell - A Truly (Cool) Functional Programming Language

What - Functional Programming

How - Functional Programming

Why - Functional Programming

Quickcheck - A Truly Cool Property Based Testing Tool

What - Random Property Based Testing

How - Random Property Based Testing

Why - Random Property Based Testing

Success Stories

Related Work And Outlook

Summary

What Is Functional Programming?

From a lazy perspective

As in features of the programming language Haskell [JH99].

- ▶ Functions are first class - values that can be passed around
- ▶ Referential integrity - no side effects!
- ▶ Pattern matching - Write functions according to the type's data constructor
- ▶ Laziness - evaluate terms when they are needed (and only once)
- ▶ Statically typed - all terms must have a valid type at compile time

Functions As Essential Building Blocks

Functions are curried

$$\begin{aligned} multiply & \quad :: Integer \rightarrow Integer \rightarrow Integer \\ multiply\ x\ y & = x * y \end{aligned}$$

Functions build of other functions

$$\begin{aligned} multiplyByTwo & \quad :: Integer \rightarrow Integer \\ multiplyByTwo\ x & = multiply\ 2\ x \end{aligned}$$

Functions can be polymorphic

$$\begin{aligned} id & \quad :: a \rightarrow a \\ id\ x & = x \end{aligned}$$
$$\begin{aligned} applyTwice & \quad :: (a \rightarrow a) \rightarrow a \rightarrow a \\ applyTwice\ f\ x & = f\ (f\ x) \end{aligned}$$

A Repeating Pattern

Functions are defined using pattern matching on the argument type(s).

$$\mathbf{data} \textit{ List } a = \textit{ Empty } \mid \textit{ Prepend } a (\textit{ List } a)$$
$$\textit{ List } a \equiv [a]$$
$$\textit{ Empty} \equiv []$$
$$\textit{ Prepend } x \textit{ xs} \equiv x : \textit{ xs}$$
$$[1, 2, 3, 4] \equiv 1 : (2 : (3 : (4 : [])))$$
$$\textit{ len} \quad \quad \quad :: [a] \rightarrow \textit{ Integer}$$
$$\textit{ len } [] \quad \quad \quad = 0$$
$$\textit{ len } (x : \textit{ xs}) = 1 + \textit{ len } \textit{ xs}$$

<file:///Users/arnold/Desktop/qc-ex/02-pattern.hs>

The Beauty Of Being Lazy

Functions are lazy. Only evaluate when result is needed.

$$\begin{aligned} \text{allNumbersFrom} & \quad :: \text{Integer} \rightarrow [\text{Integer}] \\ \text{allNumbersFrom } x & = x : \text{allNumbersFrom } (x + 1) \end{aligned}$$
$$\begin{aligned} \text{first} & \quad :: [\text{Integer}] \rightarrow \text{Integer} \\ \text{first } [] & = [] \\ \text{first } (x : xs) & = x \end{aligned}$$
$$\begin{aligned} \text{take} & \quad :: \text{Integer} \rightarrow [a] \rightarrow [a] \\ \text{take } 0 _ & = [] \\ \text{take } _ [] & = [] \\ \text{take } n (x : xs) & = x : (\text{take } (n - 1) xs) \end{aligned}$$
$$\begin{aligned} \text{first } (\text{allNumbersFrom } 1) & \equiv 1 \\ \text{take } 5 (\text{allNumbersFrom } 1) & \equiv [1, 2, 3, 4, 5] \end{aligned}$$

Advantages Of Functional Programming

- ▶ Modular programming - higher order functions, producer consumer pattern due to laziness [Hug89]
- ▶ Conciseness - less to write, less to read
- ▶ Easier to debug - because functions are pure
- ▶ **Easier to test** - because functions are pure
- ▶ Safer - Type checking finds a lot of errors before even running the program [Car97]
- ▶ Typed Lambda Calculus [Chu36]- mathematical theory more beautiful than Turing Machine (to me at least)

QuickCheck [CH00] What Is It About?

QuickCheck -
Random
Property-based
Testing

Arnold
Schwaighofer

Haskell - A Truly
(Cool) Functional
Programming
Language

Quickcheck - A
Truly Cool
Property Based
Testing Tool

What - Random Property
Based Testing

How - Random Property
Based Testing

Why - Random Property
Based Testing

Success Stories

Related Work And Outlook

Summary

Custom Random
Data Generators

Resources

References

- ▶ Traditionally test cases are written by hand (Unit testing)
- ▶ Tedious work - remember we are in a lazy setting
- ▶ Idea: Functional setting, dependency only on arguments
- ▶ Specify properties of a function (e.g $f(x) > 0$ for all x)
- ▶ Randomly generate arguments and check that property holds
- ▶ We can do this even for arguments that are functions (remember Haskell is cool)

Property Based Testing

QuickCheck -
Random
Property-based
Testing

Arnold
Schwaighofer

Haskell - A Truly
(Cool) Functional
Programming
Language

Quickcheck - A
Truly Cool
Property Based
Testing Tool

What - Random Property
Based Testing

How - Random Property
Based Testing

Why - Random Property
Based Testing

Success Stories

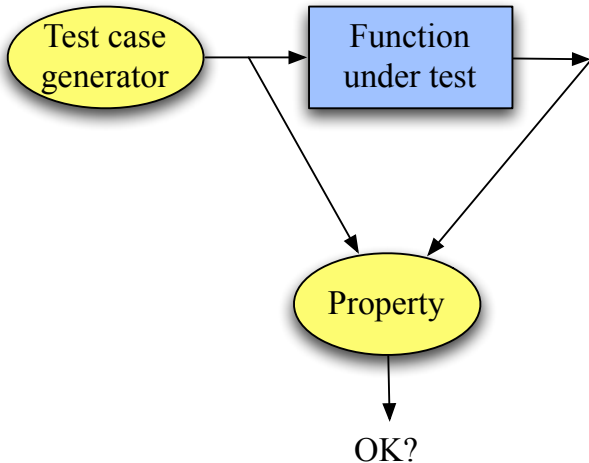
Related Work And Outlook

Summary

Custom Random
Data Generators

Resources

References



[Cla06]

Simple Tests

Random test generators for most build-in types (Integers, Boolean, Tuples, Lists) are predefined.

$$\begin{aligned} \text{prop_RevUnit} &:: \text{Integer} \rightarrow \text{Bool} \\ \text{prop_RevUnit } x &= \\ &\quad \text{reverse } [x] \equiv [x] \end{aligned}$$
$$\begin{aligned} \text{prop_RevRev} &:: [\text{Integer}] \rightarrow \text{Bool} \\ \text{prop_RevRev } xs &= \\ &\quad \text{reverse } (\text{reverse } xs) \equiv xs \end{aligned}$$
$$\begin{aligned} \text{prop_RevApp} &:: [\text{Integer}] \rightarrow [\text{Integer}] \rightarrow \text{Bool} \\ \text{prop_RevApp } xs \ ys &= \\ &\quad \text{reverse } (xs \ ++ \ ys) \equiv \text{reverse } ys \ ++ \ \text{reverse } xs \end{aligned}$$

<file:///Users/arnold/Desktop/qc-ex/04-qcsimple.hs>

We Don't Stop At Functions 'Cause Remember We Are Cool

Extensionality on functions.

$$(f === g) \ x = f \ x \equiv g \ x$$

To show function composition is associative.

$$\begin{aligned} \text{prop_CompositionAssociative} &:: (Int \rightarrow Int) \rightarrow \\ &(Int \rightarrow Int) \rightarrow \\ &(Int \rightarrow Int) \rightarrow \\ &Int \rightarrow Bool \end{aligned}$$

$$\begin{aligned} \text{prop_CompositionAssociative} \ f \ g \ h = \\ f \circ (g \circ h) === (f \circ g) \circ h \end{aligned}$$

<file:///Users/arnold/Desktop/qc-ex/05-qcfunc.hs>

Observing What Is Going On

There are combinators that can be used in specifications that tell us what is going on.

```
prop_Insert :: Int → [Int] → Property
prop_Insert x xs =
  ordered xs ==>
  collect (length xs) \$
  ordered (insert x xs)
```

OK, passed 100 tests.

20% 0.

10% 1.

9% 3.

...

1% 16.

<file:///Users/arnold/Desktop/qc-ex/06-monitor.hs>

Generating Random Data

QuickCheck provides support for user defined random data generators.

- ▶ User defined types (structures)
- ▶ Control the size of the generated data
- ▶ Control the distribution of generated data

Do We Really Want To test This Way?

QuickCheck -
Random
Property-based
Testing

Arnold
Schwaighofer

Haskell - A Truly
(Cool) Functional
Programming
Language

Quickcheck - A
Truly Cool
Property Based
Testing Tool

What - Random Property
Based Testing

How - Random Property
Based Testing

Why - Random Property
Based Testing

Success Stories

Related Work And Outlook

Summary

Custom Random
Data Generators

Resources

References

- ▶ Yes, because less work than writing unit tests.
- ▶ Find errors in functions, also in corner cases which unit test might have forgotten
- ▶ Properties serve as documentation
- ▶ Find errors in specification
- ▶ Don't need to learn another language for specification, expressed in Haskell

Is It Really Used In Practice?

- ▶ Ships with all major Haskell compilers (Hugs,GHC, NHC)
- ▶ Used in many Haskell libraries and applications (e.g. Edison - a functional data structures library, xmonad - a functional window manager)
- ▶ Commercial version for Erlang (concurrent functional language) - called Quviq QuickCheck
- ▶ Quviq QuickCheck will be use in new product development at Ericsson (Telecommunication products) [AHJW06]
- ▶ Versions for Erlang, Scheme, Python, ML, Lisp, ocaml

What Is Everybody Else Doing ?

- ▶ HUnit - a unit testing framework based on JUnit, no automatic generation of test cases [Her02]
- ▶ JML - Java Modelling Language [LBR99] allows specification, verification using tools like KeY [BHS07], ESC/Java2 [CK04]
- ▶ Extend Static Checking for Haskell, implementation of Pre/Postcondition reasoning (Hoare calculus) for Haskell verified using symbolic evaluation [Xu06]

The authors of QuickCheck are looking into ways to integrate QuickCheck with Hat. Hat is a tracing tool. When a test fails the tracer would be entered and the programmer could look at the computation. [CH02]

What to remember?

- ▶ Functional programs are **easier to test/debug** - no global state
- ▶ Functional programs are concise and modular
- ▶ Functional programming is cool. If only to learn new kinds of abstractions (Sapir-Whorf hypothesis)
- ▶ Property based random testing is good to test functions with minimal effort
- ▶ But also serves as documentation

QuickCheck -
Random
Property-based
Testing

Arnold
Schwaighofer

Haskell - A Truly
(Cool) Functional
Programming
Language

Quickcheck - A
Truly Cool
Property Based
Testing Tool

Summary

Custom Random
Data Generators

Resources

References

Thank you!

Defining Your Own data Generator

Must implement instance of type class `Arbitrary`.

```
class Arbitrary a where  
  arbitrary :: Gen a
```

Using e.g `oneof`.

```
data Color = Red | Green | Blue  
instance Arbitrary Color where  
  arbitrary = oneof  
    [return Red, return Green, return Blue]
```

Or controlling the frequency of choice.

```
data Tree a = Leaf a | Branch (Tree a) (Tree a)  
instance Arbitrary a ⇒ Arbitrary [a] where  
  arbitrary = frequency  
    [(1, liftM Leaf arbitrary),  
     (2, liftM2 Branch arbitrary arbitrary)]
```

I Wan To learn More About Haskell And Functional Programming!

- ▶ For the lazy <http://video.s-inf.de/>. Look for “Grundlagen der Funktionalen Programmierung”.
- ▶ Or find other resources on <http://www.Haskell.org>
- ▶ More info concerning type systems in Types and Programming Languages [Pie02]
- ▶ An eye opener: Structur and Interpretation of Computer Programs [ASS96]



Thomas Arts, John Hughes, Joakim Johansson, and Ulf Wiger.
Testing telecoms software with quviq quickcheck.

In Phil Trinder, editor, *Proceedings of the Fifth ACM SIGPLAN Erlang Workshop*. ACM Press, 2006.



Harold Abelson, Gerald Jay Sussman, and Julie Sussman.
Structure and Interpretation of Computer Programs.

McGraw Hill, Cambridge, Mass., second edition, 1996.

Available online:

<http://mitpress.mit.edu/sicp/full-text/book/book.html>.



Bernhard Beckert, Reiner Hähnle, and Peter H. Schmitt, editors.
Verification of Object-Oriented Software: The KeY Approach.

LNCS 4334. Springer-Verlag, 2007.



Luca Cardelli.

Type systems.

In Allen B. Tucker, editor, *The Handbook of Computer Science and Engineering*, chapter 103, pages 2208–2236. CRC Press, Boca Raton, FL, 1997.

URL: <http://citeseer.ist.psu.edu/cardelli97type.html>.



Koen Claessen and John Hughes.

Quickcheck: a lightweight tool for random testing of haskell programs.

ACM SIGPLAN Notices, 35(9):268–279, 2000.



K. Claessen and J. Hughes.

Testing monadic code with quickcheck.

In *Proceedings of the ACM SIGPLAN 2002.*, 2002.



Alonzo Church.

An unsolvable problem of elementary number theory.

American Journal of Mathematics, 58:345–363, 1936.



David R. Cok and Joseph R. Kiniry.

Esc/java2: Uniting esc/java and jml - progress and issues in building and using esc/java2, 2004.



Koen Claessen.

Quickcheck: Property-based random testing.

Advanced Functional Programming, Chalmers University of Technology, Gothenburg, Sweden, August 2006.



Dean Herington.

Hunit 1.0, 2002.

Retrieved on 25 June 2007, URL:

<http://hunit.sourceforge.net/HUnit-1.0/Guide.html>.



John Hughes.

Why Functional Programming Matters.

Computer Journal, 32(2):98–107, 1989.



Simon Peyton Jones and John Huges.

Haskell 98 report, February 1999.



Gary T. Leavens, Albert L. Baker, and Clyde Ruby.

JML: A notation for detailed design.

In Haim Kilov, Bernhard Rumpe, and Ian Simmonds, editors,
Behavioral Specifications of Businesses and Systems, pages
175–188. Kluwer Academic Publishers, 1999.



Benjamin Pierce.

Types and Programming Languages, chapter 1.1, page 1.

The MIT Press, 2002.

URL: <http://www.cis.upenn.edu/bcpierce/tapl/index.html>.



Dana N. Xu.

Extended static checking for haskell.

In *Haskell '06: Proceedings of the 2006 ACM SIGPLAN
workshop on Haskell*, pages 48–59, New York, NY, USA, 2006.
ACM Press.