

# EasyCheck

## Test Data for Free

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# Curry

$(?) :: a \rightarrow a \rightarrow a$

$x ? \_ = x$

$\_ ? x = x$

`unknown :: a`

`unknown = x where x free`

# Combined Functional Logic Programming

```
insert :: a -> [a] -> [a]
```

```
insert x xs = x : xs
```

```
insert x (y:xs) = y : insert x xs
```

```
permute = foldr insert []
```

```
psort xs | sorted ys = ys
```

```
  where ys = permute xs
```

> permute unknown

[ ]

More?

[x2]

More?

[x2, x7]

More?

[x7, x2]

More?

[x2, x7, x11]

More?

[x7, x2, x11]

More?

[x2, x11, x7]

More?

[x11, x2, x7]

More?

[x7, x11, x2]

More?

[x11, x7, x2]

More? no

> (1, permute 1) where 1 free

( [], [] ) More?

( [x2], [x2] ) More?

( [x2, x7], [x2, x7] ) More?

( [x2, x7], [x7, x2] ) More?

( [x2, x7, x11], [x2, x7, x11] ) More?

( [x2, x7, x11], [x7, x2, x11] ) More?

( [x2, x7, x11], [x2, x11, x7] ) More?

( [x2, x7, x11], [x11, x2, x7] ) More?

( [x2, x7, x11], [x7, x11, x2] ) More?

( [x2, x7, x11], [x11, x7, x2] ) More? no

# Curry

- Nondeterminism + Free Variables
- Test Input for **free**
- Manual Testing without further support

# Property-Based Testing\*

```
psortSorts :: [Int] -> Prop
psortSorts xs =
  psort xs == mergeSort xs
```

\*Thank You QuickCheck!

# Non-Determinism

```
> easyCheck1 psortSorts
```

```
Falsified by 6th test.
```

```
Arguments:
```

```
[0,0]
```

```
Results:
```

```
([0,0],[0,0])
```

```
([0,0],[0,0])
```



# Two Equal Results

```
> psort [0,0]
```

```
[0,0]
```

```
More?
```

```
[0,0]
```

```
More?
```

```
No more solutions.
```

# Deterministic Equality

```
psortSorts :: [Int] -> Prop
psortSorts xs =
  psort xs == mergeSort xs
```

# Semantic Equivalence

```
psortSorts :: [Int] -> Prop
psortSorts xs =
  psort xs <~> mergeSort xs
```

# Success!

```
> easyCheck1 psortSorts  
Ok, passed 100 tests.
```

# Investigating Input

```
psortSortsSmall :: [Int] -> Prop
psortSortsSmall xs =
  classify (length xs <= 2) "small"
  (psortSorts xs)
```

```
> easyCheck1 psortSortsSmall
OK, passed 100 tests - 45% small.
```

# Custom Input

```
shuffle :: Int -> [a] -> [a]
shuffle _ [] = []
shuffle _ [x] = [x]
shuffle _ [x,y] = [x,y] ? [y,x]
shuffle len xs@(_:_:_:_) =
  x : shuffle mid ys
  ++ shuffle (len-mid-1) zs
where
  mid = len `div` 2 + (0?1)
  (ys,x:zs) = splitAt mid xs
```

# Custom Input

```
psortSortsLen :: Int -> Prop
psortSortsLen len =
  (0 < len && len < 10) ==>
  for (shuffle len [1..len])
    psortSortsSmall
```

```
> easyCheck1 psortSortsLen
```

```
OK, passed 100 tests - 3% small.
```

# EasyCheck

- Like QuickCheck, only simpler!
- Support for Non-Determinism
- Standard Input = Free Variables
- Custom Input = Non-Det Operation
- No fixed strategy or probabilities (yet)

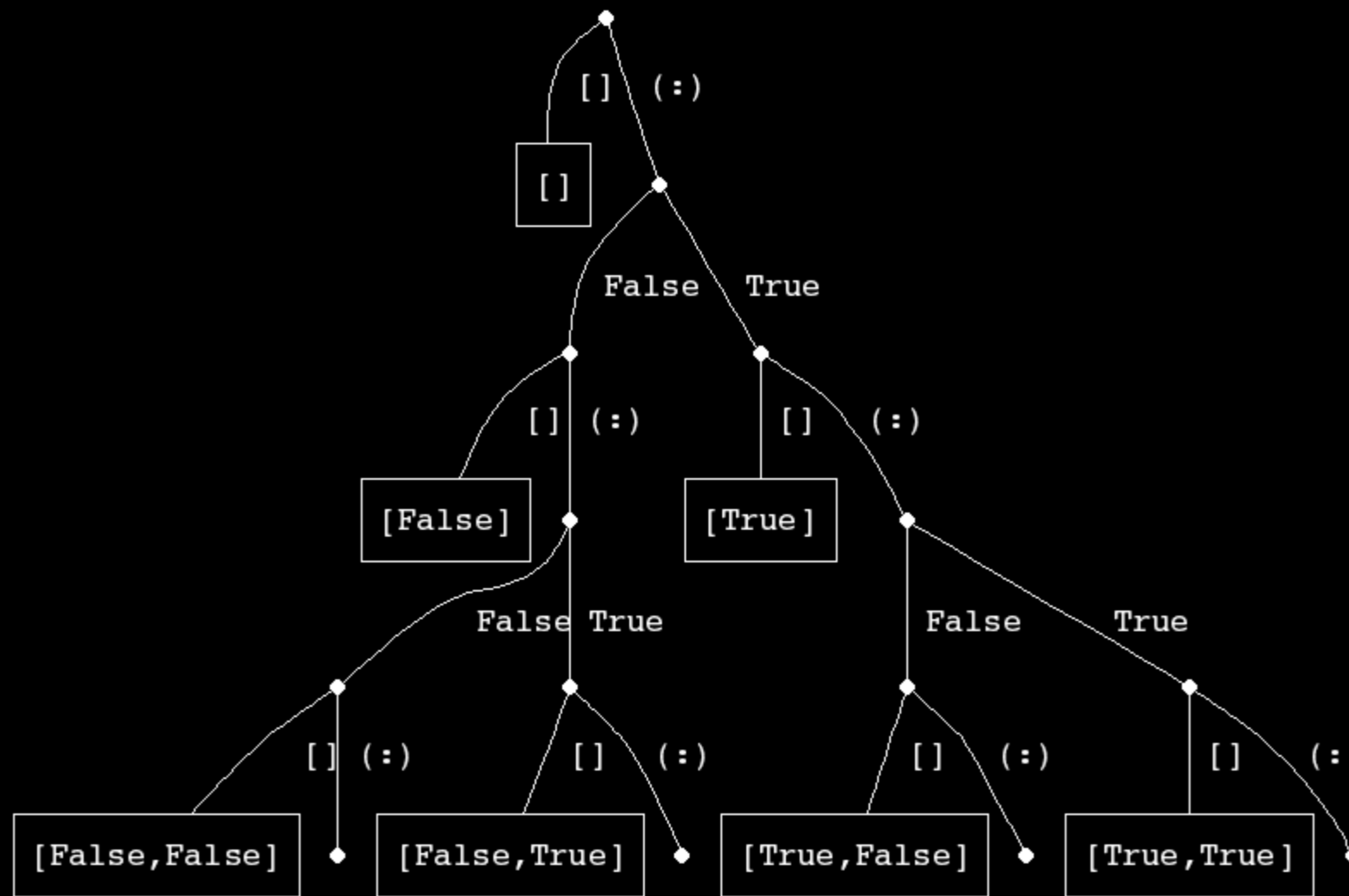


# Enumerating Test Input

```
data SearchTree a
  = Value a
  | Or [SearchTree a]
```

```
searchTree :: a -> SearchTree a
searchTree external
```

```
> searchTree (False ? True)
Or [Value False, Value True] More?
No more solutions.
```



# Depth-First or Breadth-First Search?

```
[]  
[False]  
[False, False]  
[False, False, False]  
...
```

```
[]  
[False]  
[True]  
[False, False]  
[False, True]  
...
```

# Not Good Enough

- depth-first search:
  - incomplete (does not reach every node)
- breadth-first search:
  - to many small values
  - first node of level  $n$  after  $O(2^n)$  others

# Diagonalization

```
diagonal :: [[a]] -> [a]
```

```
diagonal = ...
```

```
> diagonal [(x,y) | y <- [1..]]  
             | x <- [1..]]
```

```
[(1,1)
```

```
, (1,2), (2,1)
```

```
, (1,3), (2,2), (1,3)
```

```
, (1,4), (2,3), (3,2), (4,1)
```

```
, ...
```

# Level Diagonalization

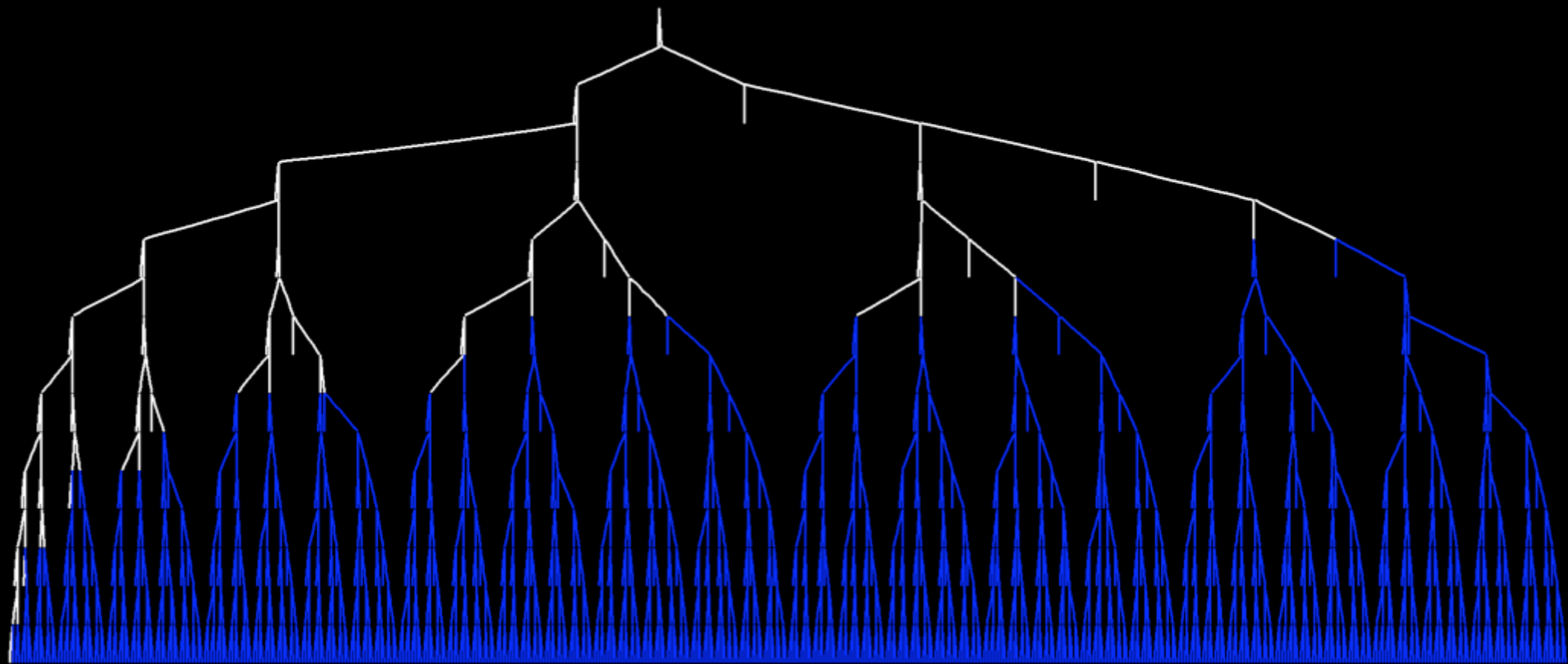
```
levelDiag :: SearchTree a -> [a]
levelDiag t =
  [ x | Value x <-
      diagonal (levels [t]) ]
```

```
levels ts =
  if null ts then []
  else ts:levels [ u | Or us <- ts
                    ,   u <- us ]
```

# Level Diagonalization

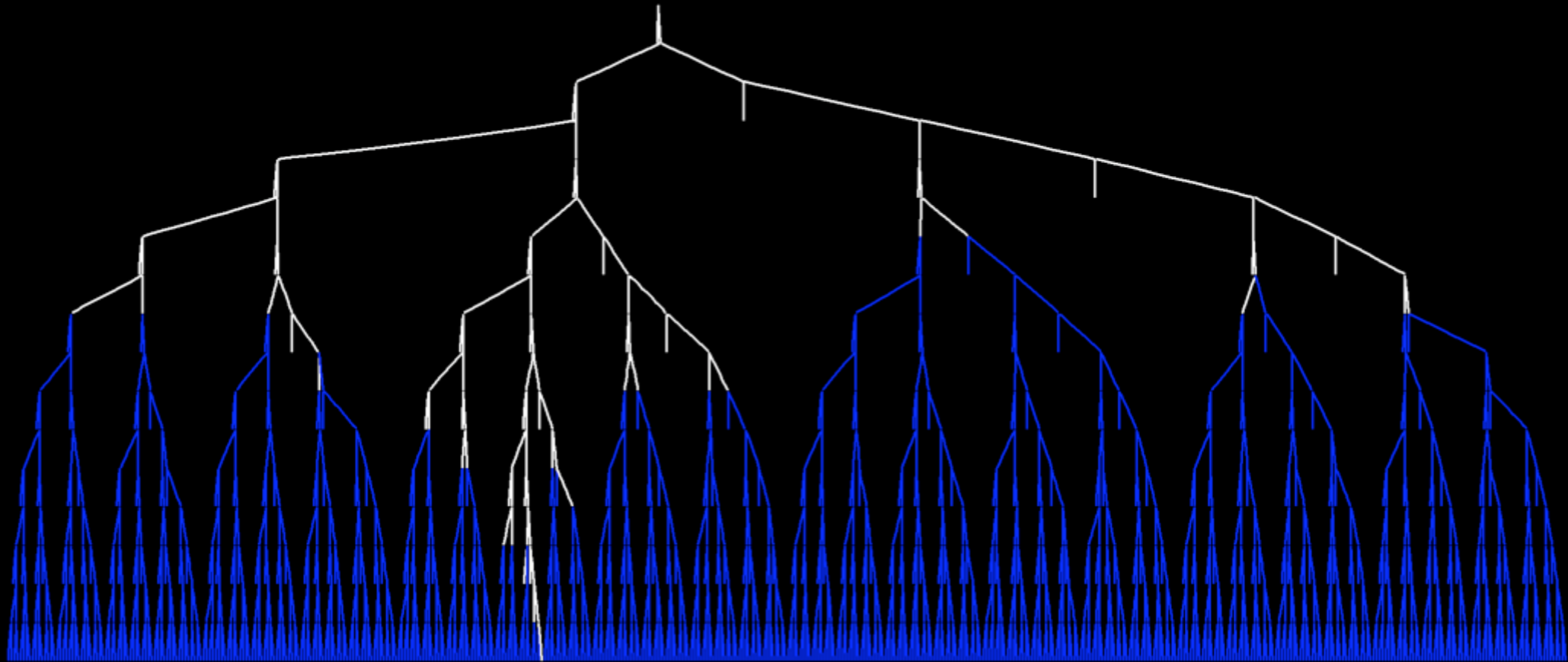
- complete (reaches every node)
- large values early
  - first node of level  $n$  after  $O(n^2)$  others

# Left Biased

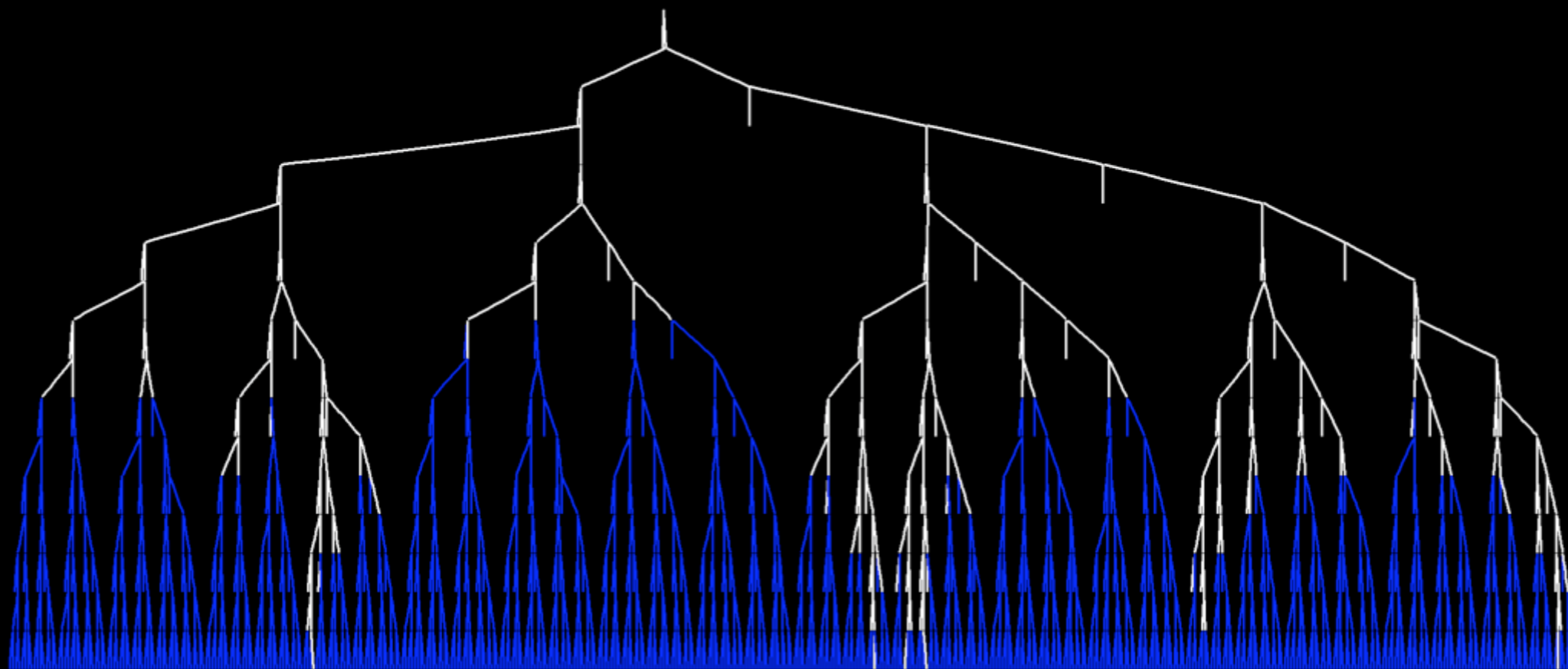




# Randomization



# Multiple Searches



# Conclusions

- Free Variables and Non-Determinism  
Easy way to describe test input!
- Separated Declaration and Enumeration  
Old code benefits from new strategies
- Randomized Level Diagonalization  
complete, advancing, balanced