Model-Based Testing

(DIT848 / DAT260)
Spring 2012

Lecture 11
Property-Based Testing: QuickCheck

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Summary of previous lecture

- Incremental development of an EFSM for a calculator
- Different ways to obtain executable tests for MBT
  - Adaptation
  - Transformation
- Online testing using ModelJUnit
  - How to represent EFSMs in ModelJUnit
  - How to write adaptors

Outline

- Property-based testing
- QuickCheck
  - Haskell

Note: All the examples in this lecture has been taken from

- **Chapter 11:** ***Testing and quality assurance* of *Real World Haskell* by B. O'Sullivan, D. Stewart, and J. Goerzen** (Available at http://book.realworldhaskell.org/read/testing-and-quality-assurance.html)

Property-Based Testing

- Property-based testing is a *kind of* MBT, where test cases are automatically generated from a property
- One of the difference with MBT in its classical definition is that test cases are extracted from a **property**, not a **model** of the system!
- Such properties are written in a formal language
  - First-order logic

QuickCheck in short

- QuickCheck is a random testing tool
  - Embedded domain-specific language for defining properties (Haskell)
  - Generates and executes random test cases
  - Evaluates outcome of test cases against properties
  - Shrinks counter examples
  - Originally for Haskell
- Commercial version
  - QuviQ (http://www.quviq.com)
  - Can test Erlang and C programs

A sorting algorithm: Quicksort

- Quicksort is a divide and conquer sorting algorithm
- It first divides a large list into two sub-lists: the low elements and the high elements
  - It then recursively sorts the sub-lists

Algorithm

1. Pick an element, called a **pivot**, from the list
2. Reorder the list so
   - All elements less than the pivot come before the pivot
   - All elements greater than the pivot come after it (equal values can go either way)
   - After the pivot is in its final position (*partition operation*)
3. Recursively sort the sub-list of lesser elements and the sub-list of greater elements

Base case: lists of size zero or one, which never need to be sorted

Group exercise

- Write a recursive version of the quicksort algorithm
- You can write it as a mathematical function, or in any functional programming language

Groups 2-5 persons: 10 min

Quicksort in Haskell

```
-- file: ch11/QC-basics.hs
import Test.QuickCheck
import Data.List

qsort :: Ord a => [a] -> [a]
qsort [] = []
qsort (x:xs) = qsort lhs ++ [x] ++ qsort rhs
          where lhs = filter (< x) xs
                rhs = filter (>= x) xs
```

filter applies the predicate to the list and filters the list with those satisfying the predicate

Not an efficient implementation, but simple and elegant!

A simple property about qsort

```
-- file: ch11/QC-basics.hs

prop_idempotent xs  =  qsort (qsort xs) == qsort xs
```

Does this property hold?

```
ghci> prop_idempotent []
True

ghci> prop_idempotent [1,1,1,1]
True

ghci> prop_idempotent [1..100]
True

ghci> prop_idempotent [1,5,2,1,2,0,9]
True
```

Interesting but tedious: Better to automatically generate random data!

Generating test data with QuickCheck

```
ghci> generate 10 (System.Random.mkStdGen 2) arbitrary :: [Bool]
[False,False,False,False,False,True]
```

Generates a random list of boolean values

arbitrary is a function from the Arbitrary type class, to generate data of each type (Don't worry about it for now…)

Shows the type of QuickCheck

idempotent is polymorphic: needs to be given a type to generate data

```
ghci> :type quickCheck
quickCheck :: (Testable a) => a -> IO ()

ghci> quickCheck (prop_idempotent :: [Integer] -> Bool)
00, passed 100 tests.
```

Using QuickCheck to test a property about qsort

```
-- file: ch11/QC-basics.hs
prop_minimum xs  =  head (qsort xs) == minimum xs
```

Should the program pass the test? (Does the program satisfy the property?)

```
ghci> quickCheck (prop_minimum :: [Integer] -> Bool)
 0** Exception: Prelude.head: empty list
```

It fails when sorting an empty list!

Using QuickCheck to test a property about qsort

```
-- file: ch11/minimum.hs
 head :: [a] -> a
 head (x:_) = x
head [] = error "Prelude.head: empty list"

minimum :: (Ord a) => [a] -> a
 minimum [] = error "Prelude.minimum: empty list"
minimum xs = foldl1 min xs
```

head and minimum not defined for empty lists!

foldl1 takes the first 2 items of the list and applies the function to them, then feeds the function with this result and the 3rd argument and so on

Property needs to be redefined, filtering invalid data

```
-- file: ch11/QC-basics.hs
prop_minimum' xs =
       not (null xs) ==> head (qsort xs) == minimum xs
```

Property type, not Bool! (Filters non-empty lists before testing them)

```
ghci> quickCheck (prop_minimum' :: [Integer] -> Property)
00, passed 100 tests.
```

Group exercise

- Write 3-4 more properties about the sorting function
- You might think about "inherent" properties (i.e., what does it mean to be sorted), and/or additional properties (e.g., what happened when you operate on sorted lists)

Groups 2-5 persons: 20 min

Group exercise

- The list should be ordered ☺

```
prop_ordered xs = ordered (qsort xs)
  where ordered [] = True
        ordered [x] = True
        ordered (x:y:xs) = x <= y && ordered (y:xs)
```

- The ordered list is a permuted of the original list

```
prop_permutation xs = permutation xs (qsort xs)
  where permutation xs ys = null (xs \\ ys) && null (ys \\ xs)
```

Groups 2-5 persons: 20 min

Group exercise

- The maximum of the sorted list is the last element

```
prop_maximum xs =
   not (null xs) ==> last (qsort xs) == maximum xs
```

- The minimum of two concatenated sorted lists is the minimum of the minimum of both lists

```
prop_append xs ys =
   not (null xs) ==>
   not (null ys) ==>
    head (qsort (xs ++ ys)) == min (minimum xs) (minimum ys)
```

Groups 2-5 persons: 20 min

Testing against a model

- It is possible to compare an implementation with a **reference implementation** (prototype)

```
prop_sort_model xs  =   sort xs == qsort xs
```

The *reference* implementation

The implementation (SUT)

QuickCheck can do more…

- Testing against FSMs
- Testing concurrent systems
- Erlang, C programs

Next week:

- More deep concepts in QuickCheck in Thomas Arts' lecture: How to write (recursive) generators
- John Hughes' lecture: Testing race conditions (concurrency)

Assignment 6

You will have to:

- Write properties in QuickCheck to test Haskell programs

- Tomorrow Thu at 13h30 Pablo (course assistant) will give a short intro to QuickCheck

Futher Reading

Read the following:

- Bryan O'Sullivan, Don Stewart, and John Goerzen. *Real World Haskell*
  - **Chapter 11:** ***Testing and quality assurance***
  - Available online at http://book.realworldhaskell.org/read/testing-and-quality-assurance.html
- For **assignment 7** you **should read** the chapter above, in particular the section **"Testing case study: specifying a pretty printer"**
- Also, for the two remaining lectures on QuickCheck read the other listed papers at the course homepage