

# Property Based Testing

An introduction to lightweight formal methods.

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# Software Correctness

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# What does it mean for software to be correct?

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- It does what we want it to do.

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- It does what we want it to do.
- It does not crash.
- It matches examples we have in mind.
- It satisfies some properties.
- It conforms to an existing reference.

# How to check software is correct?

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- Run it and compare outputs with our intuition.
- Write automatic tests.
- Explore exhaustively.
- Prove using mathematics.



# Where to get test inputs?

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- What ever came to your mind first.
- Common use cases.
- Corner cases.
- **Random data.**

# Hypothesis Tutorial

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# Hypothesis

- Python library for property based testing.
- Generates random test inputs.
- Inspired by QuickCheck.

## Run Length Encoding

```
def encode(input_string):
    count = 1
    prev = ""
    lst = []
    for character in input_string:
        if character != prev:
            if prev:
                entry = (prev, count)
                lst.append(entry)
            count = 1
            prev = character
        else:
            count += 1
    entry = (character, count)
    lst.append(entry)
    return lst
```

# Run Length Encoding

```
def decode(lst):  
    q = ""  
    for character, count in lst:  
        q += character * count  
    return q
```

```
def test_encode():  
    assert encode('1111566') == [(1,4),(5,1),(6,2)]  
  
def test_decode():  
    assert decode([(1,4),(5,1),(6,2)]) == '1111566'
```

## A property test

```
from hypothesis import given
from hypothesis.strategies import text

@given(text())
def test_decode_inverts_encode(s):
    assert decode(encode(s)) == s
```



## A property test

```
from hypothesis import given
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```
@given(text())
def test_decode_inverts_encode(s):
    assert decode(encode(s)) == s
```

*Falsifying example: test\_decode\_inverts\_encode(s='')*

**UnboundLocalError:** local variable *'character'* referenced before assignment

```
def encode(input_string):  
    if not input_string:  
        return []  
    ...
```

## Adding examples

```
@given(text())  
@example("")  
def test_decode_inverts_encode(s):  
    assert decode(encode(s)) == s
```

## Excluding "forbidden" cases

```
@given(text())  
def test_decode_inverts_encode(s):  
    assume(s != "")  
    assert decode(encode(s)) == s
```

## Another error

```
def encode(input_string):
    if not input_string: return []
    count = 1
    prev = ""
    lst = []
    for character in input_string:
        if character != prev:
            if prev:
                entry = (prev, count)
                lst.append(entry)
                # count = 1 # Missing reset operation
                prev = character
            else:
                count += 1
    entry = (character, count)
    lst.append(entry)
    return lst
```

```
@given(text())  
@example("")  
def test_decode_inverts_encode(s):  
    assert decode(encode(s)) == s
```

## Random Tests and Shrinking

```
@given(text())  
@example("")  
def test_decode_inverts_encode(s):  
    assert decode(encode(s)) == s
```

*Falsifying example: test\_decode\_inverts\_encode(s='001')*

### Note

The tester found the smallest failing input.

# More Property Based Testing

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- ... are used in a @given decorator.
- ... generate random inputs of a certain type.
- ... provide a way to shrink/minimize test cases.
- ... can be combined to build more complex strategies.

## Example Strategies

*booleans()*

*integers(0,100)*

*text(printable)*

*emails()*

*dictionaries(keys=integers(), values=text())*

*lists(integers() | text() | booleans())*

```
@composite  
def list_and_index(draw, elements=integers()):  
    xs = draw(lists(elements, min_size=1))  
    i = draw(integers(min_value=0,  
                    max_value=len(xs) - 1))  
    return (xs, i)
```

# How To Find Properties

## Generalized unit tests

Replace dummy data with randomly generated data.

## Fuzzing

Does it crash?

## Round trip properties

Serialize/deserialize, insert/extract, etc. must be compatible.

## Models

Compare with a reference implementation.

Most programs are not simple functions, they have state.

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- Generate random sequences of interactions.
- Check for crashes, invariants and other properties.
- Possible interactions are described as a state machine.
- Can be applied to complex systems.

## A heap class

```
def heapnew():  
    ...  
  
def heapempty(heap):  
    ...  
  
def heappush(heap, value):  
    ...  
  
def heappop(heap):  
    ...
```

## Testing a heap class

```
class HeapMachine(RuleBasedStateMachine):
    def __init__(self):
        super(HeapMachine, self).__init__()
        self.heap = []

    @rule(value=integers())
    def push(self, value):
        heappush(self.heap, value)

    @rule()
    @precondition(lambda self: self.heap)
    def pop(self):
        correct = min(self.heap)
        result = heappop(self.heap)
        assert correct == result
```



## A discovered bug:

```
E      AssertionError: assert 0 == 1
```

```
binheap.py:90: AssertionError
```

```
----- Captured stdout call -----
```

```
Step #1: push(value=1)
```

```
Step #2: push(value=0)
```

```
Step #3: push(value=0)
```

```
Step #4: pop()
```

```
Step #5: pop()
```

### Bug

The heap is not rebalanced after pop!

## Extend your tests by sparkling in some randomness.

- Hypothesis is a python library for property based testing.
- Similar libraries are available for many languages (QuickCheck, ScalaCheck, FsCheck)
- Try it on your own code: start with fuzzing or by generalizing your unit tests.



D. R. Maclver.

**Rule based stateful testing.**

*<https://hypothesis.works/articles/rule-based-stateful-testing/>, 2016.*



D. R. Maclver.

**Hypothesis quickstart guide.**

*<https://hypothesis.readthedocs.io/en/latest/quickstart.html>, 2021.*



S. Wlaschin.

**Choosing properties for property-based testing.**

*<https://fsharpforfunandprofit.com/posts/property-based-testing-2/>, 2014.*