

Property-Based Testing a catalog of classroom examples

Rex Page
University of Oklahoma

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Knowing What It Does

□ Dialogue

- Socrates: How do you know what your software does?
- Engineer: I test it.
- Socrates: How do you test it?
- Engineer: I think of things that might happen and test them.
- Socrates: How many tests?
- Engineer: About four. Maybe five. Two or three, anyway.
- Socrates: That about covers it?
- Engineer: Yeah, I check it out pretty well.
- Socrates: How about testing all the cases?
- Engineer: Well, maybe for really complicated programs.
- Socrates: How many tests then?
- Engineer: A lot ... hundreds for sure.

What to Do?

- A program is a formula in a formal system
 - It has a precise meaning
 - Reasoning about its meaning is an application of logic
- Functional programs are especially attractive
 - Ordinary, algebraic reasoning based on equations
 - Classical logic
 - ✓ Not exotic variants like temporal logic, modal logic, ...

Programs = Axiomatic Equations

- A program is a formula in a formal system
 - Its meaning can be specified precisely
 - So, reasoning about its meaning is an application of logic
- Functional programs are especially attractive
 - Ordinary, algebraic reasoning based on equations
 - Classical logic
 - ✓ Not exotic variants like temporal logic, modal logic, ...

□ Functional program = set of equations {axioms}

$(\text{first } (\text{cons } x \text{ } xs)) = x$	<i>{first}</i>
$(\text{rest } (\text{cons } x \text{ } xs)) = xs$	<i>{rest}</i>
$(\text{cons } x_0 (x_1 \ x_2 \ \dots \ x_n)) = (x_0 \ x_1 \ x_2 \ \dots \ x_n)$	<i>{cons}</i>
$(\text{append nil } ys) = ys$	<i>{app0}</i>
$(\text{append } (\text{cons } x \text{ } xs) \text{ } ys) = (\text{cons } x \text{ } (\text{append } xs \text{ } ys))$	<i>{app1}</i>

□ Criteria for defining operations

- Consistent, Comprehensive, Computational *{the 3 C's}*

What about Tests?

□ Functional program = set of equations {axioms}

$(\text{first } (\text{cons } x \text{ } xs)) = x$	<i>{first}</i>
$(\text{rest } (\text{cons } x \text{ } xs)) = xs$	<i>{rest}</i>
$(\text{cons } x_0 (x_1 \ x_2 \ \dots \ x_n)) = (x_0 \ x_1 \ x_2 \ \dots \ x_n)$	<i>{cons}</i>
$(\text{append nil } ys) = ys$	<i>{app0}</i>
$(\text{append } (\text{cons } x \text{ } xs) \text{ } ys) = (\text{cons } x \text{ } (\text{append } xs \text{ } ys))$	<i>{app1}</i>

□ Test = Boolean formula expressing expectation

- Derivable (the programmer hopes) from the program {axioms}
- $(\text{append } xs \text{ } (\text{append } ys \text{ } zs)) = (\text{append } (\text{append } xs \text{ } ys) \text{ } zs)$ *{assoc}*

Programs vs Tests

□ Functional program = set of equations {axioms}

$(\text{append nil } ys) = ys$ {*app0*}

$(\text{append (cons } x \text{ } xs) \text{ } ys) = (\text{cons } x \text{ (append } xs \text{ } ys))$ {*app1*}

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▪ Derivable (the programmer hopes) from the program {axioms}

$(\text{append } xs \text{ (append } ys \text{ } zs)) = (\text{append (append } xs \text{ } ys) \text{ } zs)$ {*assoc*}

□ Program = Equations = Tests

▪ Programs and tests are based on the same idea (equations)

▪ Program

$(\text{append nil } ys) = ys$; *app0*

$(\text{append (cons } x \text{ } xs) \text{ } ys) = (\text{cons } x \text{ (append } xs \text{ } ys))$; *app1*

▪ Test

$(\text{append } xs \text{ (append } ys \text{ } zs)) = (\text{append (append } xs \text{ } ys) \text{ } zs)$; *assoc*

Program = Tests

□ Functional program = set of equations {axioms}

`(append nil ys) = ys` *{app0}*

`(append (cons x xs) ys) = (cons x (append xs ys))` *{app1}*

□ Test = Boolean formula expressing expectation

▪ Derivable (the programmer hopes) from the program {axioms}

`(append xs (append ys zs)) = (append (append xs ys) zs)` *{assoc}*

□ Program: axiomatic equations

`(defun append (xs ys)`

`(if (consp xs)`

`(cons (first xs) (append (rest xs) ys))`

`ys)`

ACL2 function definition

; app1

; app0

□ Tests: derivable equations

`(defproperty append-associative`

`(xs :value (random-list-of (random-symbol)))`

`ys :value (random-list-of (random-symbol))`

`zs :value (random-list-of (random-symbol)))`

`(equal (append xs (append ys zs))`

`(append (append xs ys) zs)))`

Dracula automated testing

; assoc

Hughes Property Categories

- Comparing results from two ways of doing something
 - $(\text{one-way } x) = (\text{other-way } x)$
 - It's nice if one way is "obviously correct"
 - Even if it's not, checking it from two angles helps
- Checking that one function inverts another
 - $(\text{decode } (\text{encode } x)) = x$
 - Uncommon to make consistent errors both ways

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□ Useful properties often fall into one of these types

- An observation from experience of John Hughes
- Categories help programmers conjure up good tests

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- $(\text{one-way } x) = (\text{other-way } x)$
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□ Same categories in classroom examples?

- Software properties from a decade of courses at OU

Informal Specs and Properties

□ Informal specifications of some list operators

$(\text{append } (x_1 \ x_2 \ \dots \ x_m) \ (y_1 \ y_2 \ \dots \ y_n)) = (x_1 \ x_2 \ \dots \ x_m \ y_1 \ y_2 \ \dots \ y_n)$

$(\text{prefi } x \ n \ (x_1 \ x_2 \ \dots \ x_n \ x_{n+1} \ x_{n+2} \ \dots)) = (x_1 \ x_2 \ \dots \ x_n)$

$(\text{suffi } x \ n \ (x_1 \ x_2 \ \dots \ x_n \ x_{n+1} \ x_{n+2} \ \dots)) = (x_{n+1} \ x_{n+2} \ \dots)$

□ Some equations the operators satisfy in well-chosen cases

Axiomatic Properties

$(\text{append } \text{nil} \ ys) = ys$ ✓ *Consistent, Comprehensive, Computational* ; *app0*

$(\text{append } (\text{cons } x \ xs) \ ys) = (\text{cons } x \ (\text{append } xs \ ys))$; *app1*

$(\text{prefi } x \ 0 \ xs) = \text{nil}$; *pfx0a*

$(\text{prefi } x \ n \ \text{nil}) = \text{nil}$; *pfx0b*

$(\text{prefi } x \ (+ \ n \ 1) \ (\text{cons } x \ xs)) = (\text{cons } x \ (\text{prefi } x \ n \ xs))$; *pfx1*

$(\text{suffi } x \ 0 \ xs) = \text{nil}$; *sfx0*

$(\text{suffi } x \ (+ \ n \ 1) \ (\text{cons } x \ xs)) = (\text{suffi } x \ n \ xs)$; *sfx1*

definitions

□ Some other equations we expect the operators satisfy

 $(\text{append } xs \ (\text{append } ys \ zs)) = (\text{append } (\text{append } xs \ ys) \ zs)$; *assoc*

 $(\text{prefi } x \ (\text{len } xs) \ (\text{append } xs \ ys)) = xs$; *app-pfx*

 $(\text{suffi } x \ (\text{len } xs) \ (\text{append } xs \ ys)) = ys$; *app-sfx*

tests

Derived Properties

ACL2 Syntax for Those Equations

□ Axiomatic properties

```
(defun append (xs ys)
  (if (consp xs)
      (cons (first xs) (append (rest xs) ys)) ; app1
      ys) ; app0)
(defun prefix (n xs)
  (if (and (posp n) (consp xs))
      (cons (first xs) (prefix (- n 1) (rest xs))) ; pfx1
      nil)) ; pfx0
(defun suffix (n xs)
  (if (posp n)
      (suffix (- n 1) (rest xs)) ; sfx1
      xs)) ; sfx0
```

definitions

□ Derived properties for testing or verification

```
 (defthm app-assoc
  (equal (append xs (append ys zs))
         (append (append xs ys) zs)))
 (defthm app-pfx
  (implies (true-listp xs)
           (equal (prefix (len xs) (append xs ys)) xs)))
 (defthm app-sfx
  (equal (suffix (len xs) (append xs ys)) ys))
```

*tests / theorems
(mechanized logic)*

Theorem = Property

without :value, "implies" for ":where"

□ Axiomatic properties

```
(defun append (xs ys)
  (if (consp xs)
      (cons (first xs) (append (rest xs) ys)) ; app1
      ys) ; app0)
(defun prefix (n xs)
  (if (and (posp n) (consp xs))
      (cons (first xs) (prefix (- n 1) (rest xs))) ; pfx1
      nil)) ; pfx0
(defun suffix (n xs)
  (if (posp n)
      (suffix (- n 1) (rest xs)) ; sfx1
      xs)) ; sfx0
```

definitions

□ Derived properties for testing or verification

```
(defthm app-pfx
  (implies (true-listp xs)
            (equal (prefix (len xs) (append xs ys)) xs)))
(defproperty app-pfx-as-property
  (xs :value (random-list-of (random-symbol))
      :where (true-listp xs))
  (equal (prefix (len xs) (append xs ys)) xs))
```

theorem

property

More Properties

□ Additional derived properties of append, prefix, suffix



```
(defthm app-preserves-len
  (equal (len (append xs ys))
    (+ (len xs) (len ys))))
```



```
(defthm app-conserves-elements
  (iff (member-equal a (append xs ys))
    (or (member-equal a xs) (member-equal a ys))))
```



```
(defthm pfx-len
  (implies (natp n) (<= (len (prefix n xs)) n)))
```

```
(defthm sfx-len
  (implies (natp n) (<= (len (suffix n xs))
    (max 0 (- (len xs) n)))))
```

*tests / theorems
(mechanized logic)*

□ Derived properties for testing or verification



```
(defthm app-assoc
  (equal (append xs (append ys zs))
    (append (append xs ys) zs)))
```



```
(defthm app-pfx
  (implies (true-listp xs)
    (equal (prefix (len xs) (append xs ys)) xs)))
```



```
(defthm app-sfx
  (equal (suffix (len xs) (append xs ys)) ys))
```

*tests / theorems
(mechanized logic)*

Typical Classroom Examples

□ Commuting diagram properties



- Append preserves length and conserves elements
- Law of added exponents: $x^m x^n = x^{m+n}$
- Russian peasant exponentiation: $x^n = x \cdot x \cdot \dots \cdot x = x^{\lfloor n/2 \rfloor} x^{n \bmod 2}$
- Scalar times vector: $s \cdot x_k = k^{\text{th}}$ element of $s \cdot [x_1, x_2, \dots, x_n]$
- Nested recursion vs tail recursion (eg, list-reversal, Fibonacci)
- Arithmetic on numerals

$$\text{(numb(add (bits } x \text{) (bits } y \text{)))} = x + y$$

$$\text{(numb(mul (bits } x \text{) (bits } y \text{)))} = x \cdot y$$

$$\text{(low-order-bit (bits(2} \cdot x \text{)))} = 0$$

$$\text{(numb(insert-high-order-bits } n \text{ (bits } x \text{)))} = x \cdot 2^n$$

Property Counts
from SE lectures

26

23

22 others

□ Round-trip properties



- Double reverse: $(\text{reverse}(\text{reverse } xs)) = xs$
- Division check: $y \cdot (\text{div } x \ y) + (\text{mod } x \ y) = x$
- Multiplex, demultiplex: $(\text{mux}(\text{dmx } xs)) = xs$, $(\text{dmx}(\text{mux } xs \ ys)) = (xs \ ys)$
- Concatenate prefix/suffix: $(\text{append}(\text{prefix } n \ xs) \ (\text{suffix } n \ xs)) = xs$
- Linear encryption: $(\text{decrypt}(\text{encrypt } msg)) = msg$
- Convert number to numeral and back: $(\text{numb}(\text{bits } x)) = x$

Linear Encryption

add adjacent codes, mod code-space size

```
(defun encrypt-pair (m x x-nxt)
  (mod (+ x x-nxt) m))
(defun decrypt-pair (m x-encrypted y-decrypted)
  (mod (- x-encrypted y-decrypted) m))
(defun encrypt (m xs)
  (if (consp (cdr xs))
      (cons (encrypt-pair m (car xs) (cadr xs))
            (encrypt m (cdr xs)))
      (list (encrypt-pair m (car xs) (1- m)))))
(defun decrypt (m ys)
  (if (consp (cdr ys))
      (let* ((decrypted-cdr (decrypt m (cdr ys))))
        (cons (decrypt-pair m (car ys) (car decrypted-cdr))
              decrypted-cdr))
      (list (decrypt-pair m (car ys) (1- m)))))
```

axioms

□ Derived round-trip property: decrypt encrypted message

```
(defproperty decrypt-inverts-encrypt
  (m :value (+ (random-natural) 2)
    n :value (random-natural)
    xs :value (random-list-of (random-between 0 (- m 1)) :size (+ n 1))
    :where (and (natp m) (> m 1)
                (consp xs) (true-listp xs) (code-listp m xs)))
  (equal (decrypt m (encrypt m xs)) xs))
```



Accommodations for ACL2

□ ACL2 logic requires all functions to be total

- Definition admitted to ACL2 logic only after proving termination
- Functions must terminate for all inputs

□ An implication for programming

```
(defun encrypt (m xs)
  (if (consp (cdr xs))
      (cons (encrypt-pair m (car xs) (cadr xs))
            (encrypt m (cdr xs)))
      (list (encrypt-pair m (car xs) (1- m)))))
```

- Conventional definition of encrypt use (if (null (cdr xs)) ...)
- The Boolean (null xs) can fail to trigger termination for some inputs
 - ✓ For example, if xs is an atom other than nil
 - ✓ Using (consp xs), or (atom xs) or (endp xs), avoids this problem
 - ✓ Programmer expects all inputs to be true lists (nil-terminated), but ACL2 requires totality, so the definition must cover all cases

□ Other tricks (among many)

- Count down on naturals and use zp or posp for termination test
 - ✓ Suggests induction scheme that works (counting up is trickier)
- Lemma needed when “rest” is not used for list-shortening recursions

Binary Numerals

```
(defun numb (x) ; number denoted by binary numeral x
  (if (consp x)
      (if (= (first x) 1)
          (+ 1 (* 2 (numb (rest x))))
          (* 2 (numb (rest x))))
      0))
(defun bits (n) ; binary numeral for n
  (if (zp n)
      nil ; bits0
      (cons (mod n 2) ; bits1
            (bits (floor n 2)))))
```

axioms

□ Derived round-trip property: number to numeral and back

```
(defproperty numb-inverts-bits
  (n :value (random-natural))
  (= (numb (bits n)) n))
```



Arithmetic on Binary Numerals

```
(defun add-1 (x)
  (if (consp x)
      (if (= (first x) 1)
          (cons 0 (add-1 (rest x))) ; add11
          (cons 1 (rest x)))      ; add10
      (list 1)))
(defun add-c (c x)
  (if (= c 1)
      (add-1 x) ; addc1
      x)       ; addc0
(defun add (c0 x y)
  (if (and (consp x) (consp y))
      (let* ((x0 (first x))
             (y0 (first y))
             (a (full-adder c0 x0 y0))
             (s0 (first a))
             (c1 (second a)))
          (cons s0 (add c1 (rest x) (rest y)))) ; addxy
      (if (consp x)
          (add-c c0 x) ; addx0
          (add-c c0 y))) ; add0y
```

axioms

□ Derived property: add numerals or add numbers

```
(defthm add-ok
  (= (numb (add c x y))
     (+ (numb (list c)) (numb x) (numb y))))
```



Multiplication, Too

```
(defun my1 (x y) ; x,y: binary numerals, y non-empty
  (if (consp x)
      (let* ((m (my1 (rest x) y)))
        (if (= (first x) 1)
            (cons (first y) (add 0 (rest y) m)) ; mul1xy
            (cons 0 m))) ; mul0xy
      nil)) ; mul0y
```

```
(defun mul (x y)
  (if (consp y)
      (my1 x y) ; mulxy
      nil)) ; mulx0
```

axioms

□ Derived property: multiply numerals or multiply numbers

```
(defthm mul-ok
  (= (numb (mul x y))
     (* (numb x) (numb y))))
```



Another Accommodation for Proofs

- Avoid hypotheses in theorems when possible
 - “Normal” representation of binary numeral would be list of 0s and 1s
 - But, theorems would be implications with “list of 0s and 1s” hypothesis
- Avoiding the “list of 0s and 1s” hypothesis
 - Use 1 for 1-bit and anything else for 0 bit
 - Use consp (or atom or endp) to avoid requiring true lists
 - Most of the time, inputs will be lists of 0s and 1s, but mechanized logic is not constrained to those particular representations of numerals

```
(defun numb (x) ; number denoted by binary numeral x
  (if (consp x)
      (if (= (first x) 1) ← Test for “1” or “not 1”
          (+ 1 (* 2 (numb (rest x))))
          (* 2 (numb (rest x))))
      0))
```

Note (Marco):

1. consp
2. 1, not 1 instead of 0, 1
3. Use dblchk until bugs seem to be fixed
4. Reading the acl2 report panel

Nested Recursion vs Tail Recursion

$$\begin{aligned} f_0 &= 0 \\ f_1 &= 1 \\ f_{n+2} &= f_{n+1} + f_n \end{aligned}$$

algebraic equations

```
(defun Fibonacci (n)
  (if (zp n)
      0
      (if (= n 1)
          1
          (+ (Fibonacci (- n 1))
              (Fibonacci (- n 2)))))))
```

transcribed to ACL2 syntax
infeasible computation

```
(defun fib-tail (n a b)
  (if (zp n)
      a
      (fib-tail (- n 1) b (+ a b))))
```

```
(defun Fibonacci-fast (n)
  (fib-tail n 0 1))
```

tail-recursive version

O(n) computation

derived property



```
(defthm Fibonacci = Fibonacci-fast
  (implies (natp n)
            (= (Fibonacci n)
               (Fibonacci-fast n))))
```

lemmas for
mechanized proof

```
(defthm fib-tail -Fibonacci-recurrence-0
  (= (fib-tail 0 a b) a))
(defthm fib-tail -Fibonacci-recurrence-1
  (= (fib-tail 1 a b) b))
(defthm fib-tail -Fibonacci-recurrence
  (implies (and (natp n) (>= n 2))
            (= (fib-tail n a b)
               (+ (fib-tail (- n 1) a b)
                  (fib-tail (- n 2) a b)))))
```



ACL2 Sometimes Needs Hints

- Axiomatic properties of suffix function

```
(defun suffix (n xs)
  (if (posp n)
      (suffix (- n 1) (rest xs)) ; sfx1
      xs))                       ; sfx0
```

- Derived property: suffix reduces length

```
(defproperty suffix-reduces-length
  (xs :value (random-list-of (random-symbol)))
  (n :value (random-natural))
  :where (and (consp xs) (posp n)))
(< (len (suffix n xs)) (len xs))
:hints (("Goal" :induct (len xs)))
```

suggests induction strategy

- Theorem that Dracula sends to ACL2 logic

```
(defthm suffix-reduces-length
  (implies (and (consp xs) (posp n))
           (< (len (suffix n xs)) (len xs)))
  :hints (("Goal" :induct (len xs))))
```

Future Work

- Have: hundreds of defined properties
 - Ten years, three courses
 - Lectures
 - Homework projects
 - Exams
- Goal: web accessible archive
 - Notes and Dracula definitions for all properties
 - Lemmas and hints for ACL2 mechanized proof
- Target date: May 2012

The End