

Less arbitrary waiting time

LambdaDays2022

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Plan

- ▶ Property testing
- ▶ Agile
- ▶ Problems with generators
- ▶ Generic solution

Property testing

- ▶ Tests on sets not values

```
prop_showRead :: MyType -> Bool
prop_showRead x = read (show x) == x
```

```
main = quickCheck prop_showRead
```

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> +++ OK, passed 100 tests.
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- ▶ Problem with recursive data structures

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data MyType =  
    Add    MyType MyType  
  | Mul    MyType MyType  
  | Const Int  
  deriving (Eq, Ord, Show, Read, Generic)
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instance Arbitrary Expr where  
    -- default method
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<<loop>>

Branching factor 2x for 2 of 3 constructors

HSEExpr has 30 constructors and crazy branching factor..

Automatic generator

```
instance Arbitrary Expr where
  arbitrary =
    oneOf [
      Add    <$> arbitrary <*> arbitrar
      ,Mul   <$> arbitrary <*> arbitrary
      ,Const <$> arbitrary]
```

Automatic generator – analysis

```
instance Arbitrary Expr where
  arbitrary =
    oneOf [-- Doubles:
          Add <$> arbitrary <*> arbitrary
          -- Doubles:
          ,Mul <$> arbitrary <*> arbitrary
          -- Terminates
          ,Const <$> arbitrary]
```

Manual generator 1

```
instance Arbitrary Expr where
  arbitrary =
    frequency [(1, Add    <$> arbitrary <*> arbitrary)
              ,(1, Mul    <$> arbitrary <*> arbitrary)
              ,(3, Const  <$> arbitrary
              )]
```

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instance Arbitrary Expr where
  arbitrary =
    frequency [(1, Add    <$> arbitrary <*> arbitrary)
              ,(1, Mul    <$> arbitrary <*> arbitrary)
              ,(3, Const  <$> arbitrary
              )]
```

Termination probability is greater than branching factor.

Manual generator 2

```
instance Arbitrary Expr where
  arbitrary = sized $ \n ->
    if n <= 1
      then Const <$> arbitrary
      else resize (n/2) $ do
        oneOf [Add <$> arbitrary <*> arbitrary
              ,Mul <$> arbitrary <*> arbitrary
              ,Const <$> arbitrary]
```

Explicit termination count.

Agile software development

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- ▶ ... finding manager who knows it

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- ▶ More time spent
- ▶ Effort in manual generators
- ▶ Looping forever is bad practice
- ▶ *Async-based test runner will not even give error message*

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- ▶ Maximize test coverage with property testing
- ▶ Minimum effort to write generators
- ▶ Always terminate
- ▶ Work for mutually recursive data structures

Solution

```
instance LessArbitrary MyType where
```

```
instance _ => Arbitrary MyType where  
  arbitrary = fasterArbitrary
```

How we solve it?

- ▶ State monad tracking cost of generated structure

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- ▶ State monad tracking cost of generated structure
- ▶ Generic detects terminating constructors
- ▶ *Bonus:*
 - ▶ expected size of structure
 - ▶ ignore branching factor

Solution: monad

```
newtype Cost = Cost Int
  deriving (Eq, Ord, Enum, Bounded, Num)

newtype CostGen s a =
  CostGen {
    runCostGen :: State.StateT (Cost, s) QC.Gen a }
  deriving (Functor, Applicative, Monad, State.MonadFix)

spend :: Cost -> CostGen ()
spend c = CostGen $ State.modify (\(b, s) -> (b-c, s))
```


Solution: budget check operator

To make generation easier, we introduce budget check operator:

```
($$$?) :: CostGen a
        -> CostGen a
        -> CostGen a

cheapVariants $$$? costlyVariants = do
  budget <- CostGen State.get
  if | budget > (0 :: Cost) -> costlyVariants
    | budget > -10000      -> cheapVariants
    | otherwise           -> error $
      "Recursive structure with no loop breaker."
```

The operator also reports non-terminating example generation.

Solution with class

```
class LessArbitrary s a where
  lessArbitrary      :: CostGen s a
  default lessArbitrary :: (Generic s (Rep a)
                           , GLessArbitrary s (Rep a))
                     => CostGen s a
lessArbitrary = genericLessArbitrary
```

Generic implementation

```
class GLessArbitrary      s datatype where
  gLessArbitrary :: CostGen s (datatype p)
  cheapest       :: CostGen s (datatype p)
```

Benchmarks

Binary tree only (2 lines of datatype).

Implementation	Execution time	Lines
Generic arbitrary	∞	2
Arbitrary with halving	177.0 μs	8
Less arbitrary	341.8 μs	1

Benchmarks (2)

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Generic arbitrary	∞	2
Arbitrary with halving	177.0 μs	8
Less arbitrary	341.8 μs	1
Feat	133.9 μs	6+6

Feat needs 6 loc + 6 declarations of *driver*.

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- ▶ Generics make it agile
- ▶ State argument for extra data in generator
- ▶ Error message in case of loop
- ▶ Simplicity can be copied to other languages