Signature Inference for Functional Property Discovery

or: How never to come up with tests manually anymore(*)

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Software works

Software works because is cheaper to make software that works

Software works because is cheaper to make software that works, even in the short term.

Long term goal:

We never come up with tests manually.

Motivation

Motivation

Writing correct software is hard for humans.

Idea



Motivation

Make machines do it!

Idea



Motivation

I will write the code myself, and get the machine to prove that it is correct.

Idea



Motivation

I will write the code myself, and get the machine to test that it works.

Making machines test that my code works

```
sort
[4, 1, 6]
==
[1, 4, 6]
```

Making machines test that my code works

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[4, 1, 6]
==
[1, 4, 6]
```

	Top Level Definitions		Alternatives			Expressions			
	%	% covered / total		%	covered / total		%	covered / total	
	100%	3/3		-	0/0		100%	68/68	
Г	18%	2/11		100%	רור		100%	57/57	
Ī	21%	3/14		-	0/0		100%	13/13	
П	43%	7/16		100%	4/4		100%	62/62	
Г	30%	4/13		-	0/0		100%	28/28	
Т	35%	5/14		-	0/0		100%	25/25	
Т	43%	7/16		-	0/0		100%	25/25	
Т	31%	5/16		-	0/0		100%	25/25	
Г	56%	9/16		-	0/0		100%	25/25	
Т	40%	6/15		-	0/0		100%	38/38	
	42%	500/1165		74%	331/442		79%	8077/10171	

Making machines test that my code works

[4, 1, 6] == [1, 4, 6]

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Fixing the coverage problem

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Property testing

forAll

```
arbitrary
$ \ls ->
isSorted (sort ls)
```

Property testing

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forAll
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Property testing

```
forAll
  arbitrary
  $ \ls ->
    isSorted (sort ls)
```



Fixing the cost problem



Property Discovery

```
forAll
  arbitrary
  $ \ls ->
    sort ls == ls
```

Property Discovery with QuickSpec

Example code

```
module MySort where
mySort :: Ord a => [a] -> [a]
mySort [] = []
mySort (x:xs) = insert (mySort xs)
 where
    insert \Pi = [x]
    insert (y:ys)
        | x \le y = x : y : ys
        otherwise = y : insert ys
myIsSorted :: Ord a => [a] -> Bool
myIsSorted [] = True
myIsSorted [_] = True
myIsSorted (x:y:ls) = x <= y && myIsSorted (y : ls)
```

Example code

module MySort where

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mySort :: Ord a => [a] -> [a]
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Property discovery using QuickSpec

```
== Signature ==
    True :: Bool
    (<=) :: Ord a => a -> a -> Bool
    (:) :: a -> [a] -> [a]
    mySort :: Ord a => [a] -> [a]
myIsSorted :: Ord a => [a] -> Bool
```

Property discovery using QuickSpec

```
== Signature ==
      True :: Bool
      (<=) :: Ord a => a -> a -> Bool
       (:) :: a -> [a] -> [a]
    mySort :: Ord a => [a] -> [a]
myIsSorted :: Ord a => [a] -> Bool
== Laws ==
  1. y \le y = True
 2. v <= True = True
 3. True \leq x = x
 4. myIsSorted (mySort xs) = True
  5. mySort (mySort xs) = mySort xs
  6. xs <= mySort xs = myIsSorted xs
  7. mySort xs <= xs = True
  8. myIsSorted (y : (y : xs)) = myIsSorted (y : xs)
  9. mySort (y : mySort xs) = mySort (y : xs)
```

Property discovery using QuickSpec

```
== Signature ==
      True :: Bool
      (<=) :: Ord a => a -> a -> Bool
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```

QuickSpec Code

```
{-# LANGUAGE ScopedTypeVariables #-}
{-# LANGUAGE ConstraintKinds #-}
{-# LANGUAGE RankNTupes #-}
{-# LANGUAGE FlexibleContexts #-}
module MySortQuickSpec where
import Control.Monad
import MySort
import QuickSpec
main :: TO ()
main =
    void $
    quickSpec
        signature
        { constants =
              [ constant "True" (True :: Bool)
              , constant "<=" (mkDict (<=) :: Dict (Ord A) -> A -> A -> Bool)
              . constant ":" ((:) :: A -> [A] -> [A])
              , constant "mySort" (mkDict mySort :: Dict (Ord A) -> [A] -> [A])
              . constant
                    "myIsSorted"
                    (mkDict myIsSorted :: Dict (Ord A) -> [A] -> Bool)
mkDict ::
       (c =>
    -> Dict c
    -> a
mkDict x Dict = x
```

Problems with QuickSpec: Monomorphisation

Only for monomorphic functions

```
constant "<"
  (mkDict (<) :: Dict (Ord A) -> A -> A -> Bool)
```

Problems with QuickSpec: Code

Programmer has to write code for all functions of interest 15 lines of subject code.

33 lines of QuickSpec code.

Problems with QuickSpec: Speed

Dumb version of the QuickSpec approach:

- 1. Generate all possible terms
- 2. Generate all possible equations (tuples) of terms
- 3. Type check them to make sure the equation makes sense
- 4. Check that the input can be generated and the output compared for equality
- 5. Run QuickCheck to see if the equation holds

Pause slide with a joke

```
strictId :: a -> a
strictId !x = x
```

Property Discovery with EasySpec

Step 1: Automation

Signatures

```
{-# LANGUAGE ScopedTypeVariables #-}
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{-# LANGUAGE FlexibleContexts #-}
module MySortQuickSpec where
import Control.Monad
import MySort
import QuickSpec
main :: IO ()
main =
    void $
    quickSpec
        signature
        { constants =
              [ constant "True" (True :: Bool)
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              , constant "mySort" (mkDict mySort :: Dict (Ord A) -> [A] -> [A])
              . constant
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              . constant
                    "myIsSorted"
                    (mkDict myIsSorted :: Dict (Ord A) -> [A] -> Bool)
mkDict ::
```

A QuickSpec Signature

Automatic Monomorphisation

```
filter :: (a -> Bool) -> [a] -> [a]

becomes

filter :: (A -> Bool) -> [A] -> [A]
```

Automatic Monomorphisation

```
filter :: (a -> Bool) -> [a] -> [a]
                    becomes
filter :: (A -> Bool) -> [A] -> [A]
sort :: Ord a => [a] -> [a]
                    becomes
sort :: Dict (Ord A) -> [A] -> [A]
```

```
sort :: Ord a => [a] -> [a]
```

```
sort :: Ord a => [a] -> [a]
sort :: Dict (Ord A) => [A] -> [A]
```

```
sort :: Ord a => [a] -> [a]
sort :: Dict (Ord A) => [A] -> [A]
constant "sort"
  (mkDict sort :: Dict (Ord A) -> [A] -> [A])
```

```
sort :: Ord a => [a] -> [a]
sort :: Dict (Ord A) => [A] -> [A]
constant "sort"
  (mkDict sort :: Dict (Ord A) -> [A] -> [A])
signature { constants = [...] }
```

Current situation

```
$ cat Reverse.hs
{-# LANGUAGE NoImplicitPrelude #-}
module Reverse where
import Data.List (reverse, sort)
```

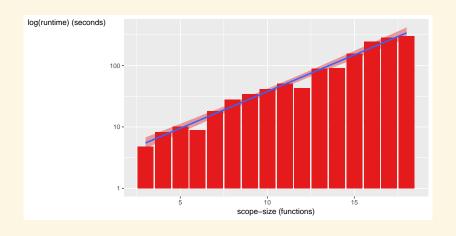
Current situation

```
$ cat Reverse.hs
{-# LANGUAGE NoImplicitPrelude #-}
module Reverse where
import Data.List (reverse, sort)
$ easyspec discover Reverse.hs
    reverse (reverse xs) = xs
    sort (reverse xs) = sort xs
```

Pause slide with a joke

```
safePerformIO :: IO a -> IO a
safePerformIO ioa = ioa >>= return
```

Automated, but still slow



Definitions

Definitions: Property

```
Example:
    reverse (reverse ls) = ls
Short for:
    (\label{ls} -> reverse (reverse ls)) = (\label{ls} -> ls)
In general:
    (f :: A -> B) = (g :: A -> B)
    for some A and B with
    instance Arbitrary A
    instance Eq B
```

Definitions: Size of property

Example:

```
xs <= mySort xs = myIsSorted xs</pre>
```

Definitions: Size of property

```
Example:
```

```
xs <= mySort xs = myIsSorted xs
```

Size: 4

Definitions: Size of property

```
Example:
```

```
xs <= mySort xs = myIsSorted xs
```

Size: 4

In general: It's complicated

Definitions: Property of a function

Functions: f = (* 2)g = (* 3)z = 0Properties of **f**: f(gx) = g(fx)fz = zNot properties of f: gz = z

Definitions: Relevant function

Functions:

```
f = (* 2)

g = (* 3)

z = 0

h = id
```

Properties:

g and z are relevant to f but h is not.

relevant property = property of focus function

Definitions: Scope

Scope: Functions in scope

Definitions: Scope

Scope: Functions in scope

Size of scope: Number of functions in scope

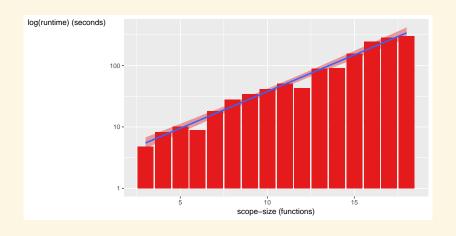
Definitions: Scope

Scope: Functions in scope

Size of scope: Number of functions in scope

Size of signature: Number of functions in signature

Automated, but still slow



Why is this slow?

1. Maximum size of the discovered properties

Why is this slow?

- 1. Maximum size of the discovered properties
- 2. Size of the signature

Idea



Critical insight

We are not interested in the entire codebase.

We are interested in a relatively small amount of code.

Reducing the size of the signature

inferSignature

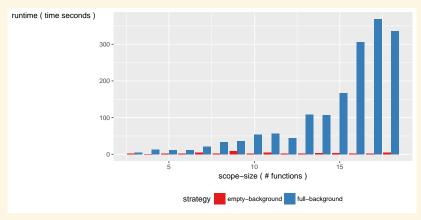
- :: [Function] -- Focus functions
- -> [Function] -- Functions in scope
- -> [Function] -- Chosen functions

Full background and empty background

```
inferFullBackground _ scope = scope
inferEmptyBackground focus _ = focus
```

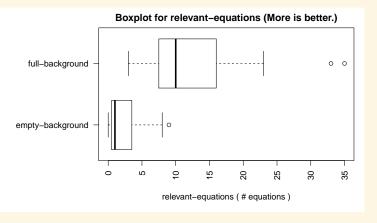
Full background and empty background

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```



Full background and empty background

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```

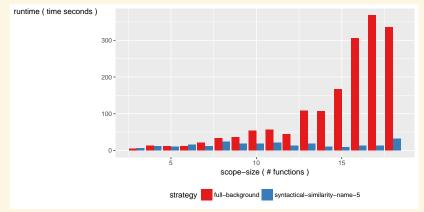


Pause slide with a joke

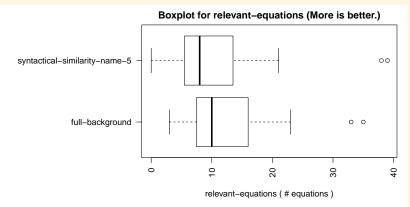
```
safeCoerce :: a \tilde{} b \Rightarrow a \rightarrow b safeCoerce x = x
```

Syntactic similarity: Name

Syntactic similarity: Name



Syntactic similarity: Name



Syntactic similarity: Implementation

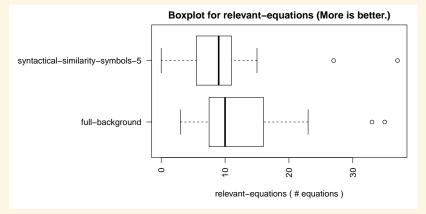
Syntactic similarity: Implementation

```
= take i $ sortOn
               (\sf ->
                 hammingDistance
                     (symbols focus) (symbols sf))
              scope
runtime (time seconds)
                 300 -
                 200 -
                 100 -
                                          scope-size (# functions)
                                       full-background
                                                  syntactical-similarity-symbols-5
```

inferSyntacticSimilaritySymbols i [focus] scope

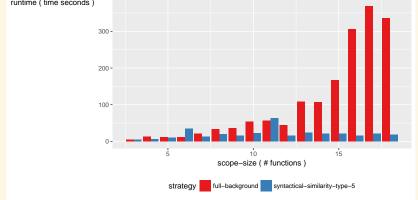
Syntactic similarity: Implementation

scope

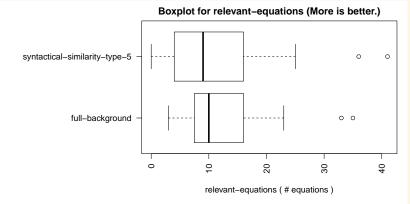


Syntactic similarity: Type

Syntactic similarity: Type



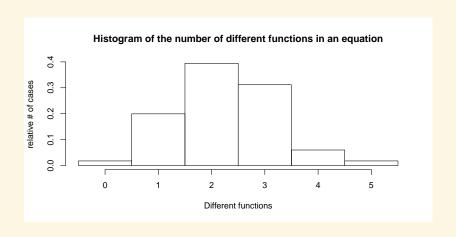
Syntactic similarity: Type



Other things we tried

- 1. Similarity using a different metric: edit distance
- 2. Unions of the previous strategies

Breakthrough



Idea



We can run QuickSpec more than

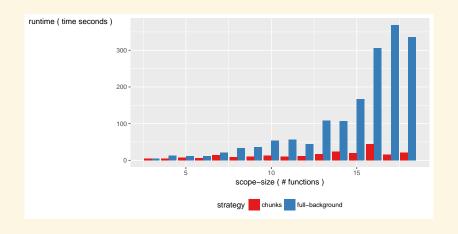
once!

type InferredSignature = Forest Signature

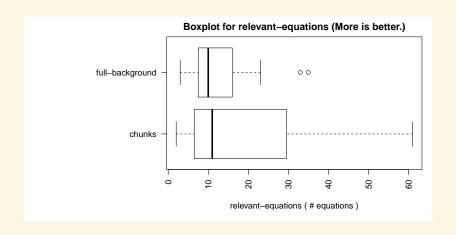
Chunks

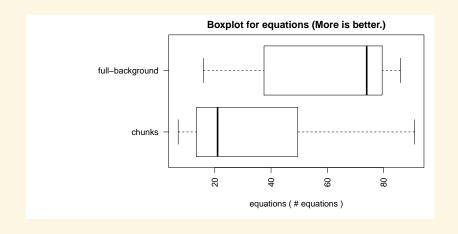
chunks :: SignatureInferenceStrategy

The runtime of chunks



The outcome of chunks: Relevant equations





r = (+ 10)

```
Scope:  \begin{aligned} & i &= (+\ 1) \\ & j &= (+\ 2) \\ & k &= (+\ 3) \\ & 1 &= (+\ 4) \\ & m &= (+\ 5) \\ & n &= (+\ 6) \\ & o &= (+\ 7) \\ & p &= (+\ 8) \\ & q &= (+\ 9) \end{aligned}
```

Full background:

r = (+ 10)

```
i (i x) = j x
i (j x) = k x
i (k x) = l x
i (1 x) = m x
i (m x) = n x
i (n x) = o x
i (o x) = p x
i (p x) = q x
i (q x) = r x
```

Relevant to r:

```
i(qx) = rx
```

```
i = (+1)

j = (+2)

k = (+3)

1 = (+4)

m = (+5)

n = (+6)

o = (+7)

p = (+8)

q = (+9)

r = (+10)

Full background:

i (i x) = j x

i (j x) = k x
```

i (1 x) = m x i (m x) = n x i (n x) = o x i (o x) = p x i (p x) = q x i (q x) = r x

i(kx) = 1x

Relevant to r:

Scope:

```
i(qx) = rx
```

```
Chunks for r: \begin{array}{l} q \ (i \ x) = r \ x \\ q \ (q \ x) = p \ (r \ x) \\ q \ (q \ (q \ x)) = o \ (r \ (r \ x)) \\ q \ (q \ (q \ (q \ (q \ x)))) = m \ (r \ (r \ (r \ x)))) \\ q \ (q \ (q \ (q \ (q \ (q \ x))))) = 1 \ (r \ (r \ (r \ (r \ x)))) \end{array}
```

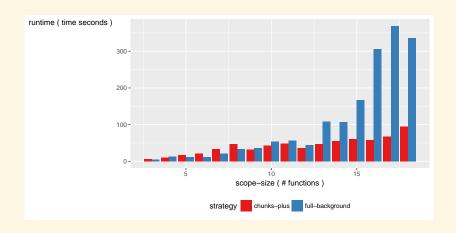
All relevant

```
type SignatureInferenceStrategy
    = [Function] -> [Function] -> InferM ()
data InferM a where
    InferPure :: a -> InferM a
    InferFmap :: (a -> b) -> InferM a -> InferM b
    InferApp :: InferM (a -> b) -> InferM a -> InferM b
    InferBind :: InferM a -> (a -> InferM b) -> InferM b
    InferFrom
        :: [EasyNamedExp]
        -> [OptiToken]
        -> InferM (OptiToken, [EasyEq])
```

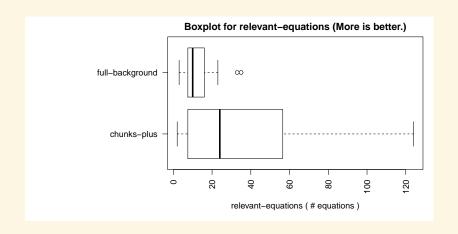
Chunks Plus

chunksPlus :: SignatureInferenceStrategy

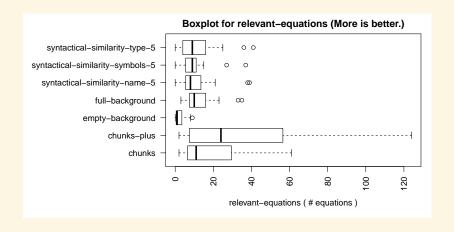
The runtime of chunks plus



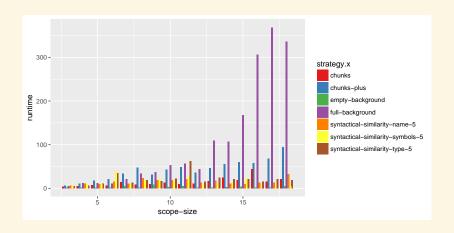
The outcome of chunks plus: Relevant equations



All strategies



All strategies



Neat

1. Only works for functions in scope of which the type is in scope too.

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- 2. Crashes on partial functions.

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All technical problems, not theoretical problems!

1. Can we go faster?

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- 2. Which constants do we choose for built in types?

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- 3. Can we apply this to effectful code?

- 1. Can we go faster?
- 2. Which constants do we choose for built in types?
- 3. Can we apply this to effectful code?
- 4. Relative importance of equations

Call to action

Proofs of concept:

```
https://github.com/nick8325/quickcheck
https://github.com/nick8325/quickspec
```

https://github.com/NorfairKing/easyspec Now we need to make it production ready!

About Me

Student at ETH
This is my master thesis
Wrote Haskell in open source
Taught Haskell at ETH
Wrote Haskell in industry
Looking for a job!

https://cs-syd.eu/
https://cs-syd.eu/cv
https://github.com/NorfairKing