

# Logarithm and Program Testing

Favonia, 2022.03.25 J.W.W. Zhuyang Wang

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$\text{map } (*2) [1, 2, 3] = [2, 4, 6]$

# Polymorphism

Same program for different kinds of data

```
map : (a -> b) -> list(a) -> list(b)
```

```
map (not) [true, false] = [false, true]
```

# Polymorphism

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Question: how can we test this function?

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$\text{proj} (\text{true}, \text{false}) = ?$

proj : (a \* a \* a) -> a

There are only **three** possibilities!

proj<sub>1</sub> (x, y) = x

proj<sub>2</sub> (x, y) = y

proj (true, false) = ?

$$\text{proj} : (a * a * a) \rightarrow a$$

There are only **three** possibilities!

$$\text{proj}_1 (x, y, z) = x$$

$$\text{proj}_2 (x, y, z) = y$$

$$\text{proj}_3 (x, y, z) = z$$

$$\text{proj} : (a * a * a) \rightarrow a$$

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$$\text{proj}_2 (x, y, z) = y$$

$$\text{proj}_3 (x, y, z) = z$$

$$\text{proj} (0, 1, 2) = ?$$

$$\text{proj} : (a * a * \dots * a) \rightarrow a$$

There are exactly **n** possibilities!

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$$\text{proj} (\emptyset, 1, 2, \dots, n-1) = ?$$

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Any type with **n** distinct values works



$$\text{proj} : (a * a * \dots * a) \rightarrow a$$

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$$\log_a(a * a * \dots * a) = \log_a(a^n) = n$$

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counting elements of type **a** in the input

$$f : \alpha(a) \rightarrow H(a)$$

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one of the good types for testing\*

$$\log_a \alpha(a)$$

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testing is still complete\*\*

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\*\* the empty type might need to be separately tested

**2010**    *“Testing Polymorphic Properties”*  
**by Bernardy, Jansson, and Claessen**

**f** : **(F(a) -> a) \* (G(a) -> K)** -> **H(a)**  
(other cases manually massaged into this form)

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**2017** **Liyao Xia wrote a Haskell library**  
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**Logarithm-like operations have been discovered repeatedly**  
**in the literature but no one connected logarithm to testing**

e.g., [Abbott et al. 2003; Altenkirch et al. 2015]



$f : (a \rightarrow a) * a \rightarrow a$

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The output must be  $s(s(\dots s(x)\dots))$

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The output must be  $s(s(\dots s(x)\dots))$

$$f ((+1), \emptyset) = ?$$

this reveals the number of  $s$   
in its output  $s(s(\dots s(x)\dots))$

$f : (a \rightarrow a) * a \rightarrow a$

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$$\begin{aligned} & \log_a(a^a * a) \\ &= \log_a(a^a) + \log_a(a) \\ &= a * \log_a(a) + 1 \\ &= a * 1 + 1 \\ &\simeq a + 1 \end{aligned}$$

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Problem: **a** appears in the logarithm of  $a^a * a$  indicating recursion

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Problem:  $a$  appears in the logarithm of  $a^a * a$  indicating recursion

Solution: recursive types!  
 $\mu a.a+1$  is the naturals  $\mathbb{N}$   
Sufficient for  $f ((+1), 0) = ?$



$$f : \alpha(a) \rightarrow H(a)$$

one of the good types for testing\*

$$\mu a. \log_a \alpha(a)$$

a sufficiently large type to describe all possible ways to generate an  $a$ -element

\* see our paper for remaining caveats

# Theorem 1.0\*

For any two functions  $f, g : \alpha(a) \rightarrow H(a)$ , if they agree on all inputs when type  $a$  is instantiated with  $\mu a. \log_a \alpha(a)$  and with the empty type,\*\* then they are exactly the same function!

\* see our paper for omitted conditions

\*\* see our paper for why the empty type is needed

# Logarithm for All

$$\log_a(a) = 1$$

$$\log_a(1) = 0$$

$$\log_a(\alpha_1(a) * \alpha_2(a)) = \log_a(\alpha_1(a)) + \log_a(\alpha_2(a))$$

$$\log_a(\alpha_2(a)^{\alpha_1(a)}) = \alpha_1(a) * \log_a(\alpha_2(a))$$

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Use over-approximation to cover more types

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$$\log_a(\alpha_1(a) + \alpha_2(a)) = \log_a(\alpha_1(a)) + \log_a(\alpha_2(a))$$

$$\log_a(\mu b \dots) = \dots \quad \text{How about } \max(\log_a(\alpha_1(a)), \log_a(\alpha_2(a)))?$$

Use over-approximation to cover more types

$$\text{proj} : (a * a) \rightarrow a$$

Theorem: instantiate  $a$  with  $\mu a. \log_a(a*a) = \mu a. 2 \simeq 2$

proj : (a \* a) -> a

Theorem: instantiate **a** with  $\mu a. \log_a(a*a) = \mu a. 2 \simeq 2$

proj (true, true) = ?

proj (true, false) = ?

proj (false, false) = ?

proj (false, true) = ?

$$\text{proj} : (a * a) \rightarrow a$$

Theorem: instantiate  $a$  with  $\mu a. \log_a(a*a) = \mu a. 2 \simeq 2$

~~$\text{proj}(\text{true}, \text{true}) = \text{true}$~~

$\text{proj}(\text{true}, \text{false}) = ?$

~~$\text{proj}(\text{false}, \text{false}) = \text{false}$~~

$\text{proj}(\text{false}, \text{true}) = ?$

Logarithm is large enough  
to index all  $a$ -elements

The best tests should contain  
maximally distinct  $a$ -elements



$\text{map} : (a \rightarrow b) \rightarrow \text{list}(a) \rightarrow \text{list}(b)$

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one of the best types and inputs

$a = b = \mathbb{N}$

$\text{map } \text{id}_{\mathbb{N}} [0, 1, \dots, n-1] = ?$

intuition: an evil programmer can only do these three things:  
duplicating, omitting, or permuting elements in the output list

the above test case detects all possible deviations  
 $\text{map id } [1,1,1,1]$  in comparison is much less useful

# Theorem 2.0\*

For any two functions  $f, g : \alpha(a) \rightarrow H(a)$ , if they agree on **optimal inputs with distinct a-elements\*\*** when type  $a$  is instantiated with  $\mu a.\log_a \alpha(a)$  and on all inputs with the empty type,\*\*  
then they are exactly the same function!

\* see our paper for omitted conditions

\*\* see our paper for the precise definition

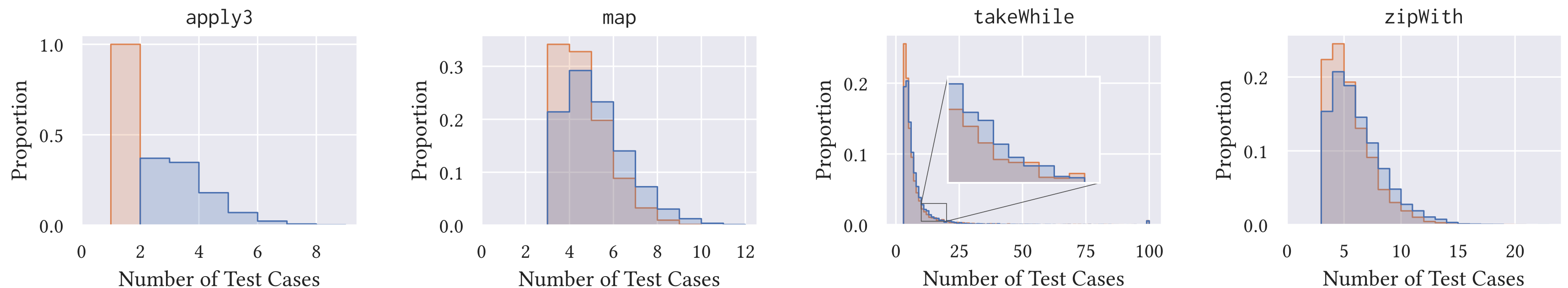
\*\*\* see our paper for why the empty type is needed

# Implementation

Haskell library: [github.com/hawnzug/polycheck](https://github.com/hawnzug/polycheck)  
automatically specializing types and inputs

Can work with either QuickCheck or SmallCheck

# Implementation



## Implementation

-  POLYCHECK with QUICKCHECK
-  Original QUICKCHECK

Preliminary experiments showed it requires fewer test cases to find counterexamples

# Future Work

1. Incorporate information other than the typing  
e.g., `sort cmp list` expects `cmp` to form a total order

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e.g., `sort cmp list` expects `cmp` to form a total order
2. Extend work to test an API, not just one function
3. Further optimize the theorem  
e.g., for `length : list(a) -> int`  
the best choice is the unit type, not natural numbers