Error Handling and Advanced Testing

after all, you need *some* way to deal with buggy code!

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Outline

1 Error Handling

2 Panics

3 Testing

4 Property-Based Testing And Fuzzing

5 Homework

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In General: Ways Of Signaling Errors

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- **Error Return Codes:** Function returns a special value to notify caller that it didn't complete successfully.
- **Exceptions:** Abnormal return path, propogating up callstack until a special exception handler catches it.
- **Signals/Panics:** Program immediately interrupted at the request of the OS, usually leads to termination due to severity.

Exceptions Considered Harmful

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How do you release resources if an exception is thrown?

- **Garbage collected languages:** same as usual
- **C++:** Need to treat every non-`noexcept` function like it could throw and add code to clean up local resources if it does

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- Let the caller know the operation didn't succeed
- Propogate through layers of the stack
- Stop the program if not handled somewhere

This Can Be Done With Types!

Rust's approach: return type encodes both success and failure possibilities

```
enum Result<V, E> {
    Ok(V),
    Err(E),
}
```

We Have Cool Syntax, Too

The `?` operator is very nice.

```
let x = returns_result()?;
```

will de-sugar to

```
let x = match returns_result() {
    Ok(v) => v,
    Err(e) => return Err(e),
}
```

Note this means you can only use `?` inside a function that *also* returns a `Result<V, E2>` where `E2 impl From<E>`.

Society If We Didn't Have ?

```rust
fn parse_input1(s: &str)
-> Result<(i32, i32), std::num::ParseIntError> {
    let v = s.split(" ").collect::<Vec<_>>();
    match v[0].parse::<i32>() {
        Ok(a) => match v[1].parse::<i32>() {
            Ok(b) => Ok((a, b)),
            Err(e) => Err(e),
        },
        Err(e) => Err(e),
    }
}
```

Society Because We Have ?

```
fn parse_input2(s: &str)
-> Result<(i32, i32), std::num::ParseIntError> {
    let mut v = s.split(" ").collect::<Vec<_>>();
    let a = v[0].parse::<i32>()?;
    let b = v[1].parse::<i32>()?;
    Ok((a, b))
}
```

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- But, are we guaranteed that a function will return?

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Main Classes Of Panics In Rust

- Integer Overflow (debug mode only)
- Out-of-bounds slice index
- Any `panic!` statement

Integer Overflow Panics

- Raised whenever an operation would result in value outside bounds of type
  - `u64::MAX + 98`
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- Divide by zero always panics

Explicitly Allowing Integer Overflow

You can manually use wrapping functions directly on the type:

```rust
assert_eq!(255u8.wrapping_add(5u8), 4u8);
```

Or, use a transparent `Wrapping<T>` struct that has `std::ops::Add` and such implemented for all numeric `T`:

```rust
assert_eq!(Wrapping(255u8) + Wrapping(5u8), Wrapping(4u8));
```

This wrapper is zero-cost thanks to `#[repr(transparent)]`

What About Floating Point?

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This is IEEE 754 compliant, fortunately they realized that crashing due to zero division wasn't the best option in all cases :)

Out-Of-Bounds Panics

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    let x = [1, 2, 3];
    println!("{}", x[99]);
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- Logically, what *should* this code do?

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- Logically, what *should* this code do?
- Fun note: simple "unconditional panics" like this are detected at compile time

The panic! Statement

Use this when you purposely want to cause a panic

```rust
struct Bounded<const LOW: usize, const HIGH: usize>(usize);
impl<const LOW: usize, const HIGH: usize> Bounded<LOW, HIGH> {
    fn new(x: usize) -> Self {
        if !(LOW <= x && x <= HIGH) {
            panic!("{x} was not in the range [{LOW}, {HIGH}]!");
        }
        Self(x)
    }
}
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The `panic!` Statement

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- Detect extremely unexpected conditions that would nevertheless result in an error
- Enforce invariants when creating structure or calling function

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impl<const LOW: usize, const HIGH: usize> Bounded<LOW, HIGH> {
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So many flavors to choose from! yummy

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The #[test] Annotation

This is a compiler macro, marking a function defined *anywhere in a crate* to be run as part of a test suite during `cargo test`

```rust
#[test]
fn test1() {
    assert_eq!(9 + 10, 21);
}
```

Tests pass if they run to completion without panicking; conversely, panics signal test failure.

Using #[test] With Results

This is a thing you can do!

```
#[test]
fn test2() -> Result<(), String> {
    Err("oh no! my test! it's broken!".to_string())
}
```

What `cargo test` Looks Like When This Is Run

```
running 2 tests
test test2 ... FAILED
test test1 ... FAILED
failures:
---- test2 stdout ----
Error: "oh no! my test! it's broken!"
thread 'test2' panicked at 'assertion failed: `(left == right)`
left: `1`,
right: `0`: the test returned a termination value with a non-zero status c
note: run with `RUST_BACKTRACE=1` environment variable to display a backtra
---- test1 stdout ----
thread 'test1' panicked at 'assertion failed: `(left == right)`
left: `19`,
right: `21`', src/lib.rs:3:5
```

Sometimes, You #[should_panic]

You can use this annotation to test for error cases where you expect panics:

```rust
#[test]
#[should_panic]
fn test3() {
    let x: u64 = None.unwrap();
}
```

Recommended Practice: Making A “Test Module”

```rust
#[cfg(test)]
mod test {
    use super::*;
    #[test]
    fn test1() { ... }
}
```

- Why? Test functions shouldn’t be used in other code (because they could panic), so if not compiled with `cargo test`, these test functions will generate “unused function” warnings.
- Adding *`#[cfg(test)]`* makes the entire module and all functions inside only ever defined in test mode, easier than annotating all of them.

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There’s a whole field about Test Driven Development and other best testing practices and I don’t really know enough to say much confidently on this subject :P

Upgrading To `cargo nexttest`

- From the `cargo-nexttest` binary crate, install with `cargo install cargo-nexttest` or put a binary release in your path
- Runs tests in parallel, nicer interface
- Allows checking for flaky tests
    - Flaky test: test that sometimes succeeds, sometimes fails (!)
    - Yes, this does mean Rust doesn't solve all ur software dev woes
- See docs at https://nexte.st/index.html

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- Very similar concepts! Both deal with somewhat arbitrary inputs, have “panic means test failure”

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Note: I have not used any of these :P

`proptest` Example With Strategy Chaining

```
proptest! {
    fn grade_range() -> impl Strategy<Value = (u8, u8)>> {
        (0..=100, 0..=100)
            .prop_filter("need min<=max", |(min, max)| min<=max)
            .prop_map(|(min, max)| Range { min, max })
    }
    #[test]
    fn test_create_distribution(range in grade_range()) {
        let dist: Result<_> = create_distribution(range);
        prop_assert!(dist.is_ok());
    }
}
```

`proptest` Example With String Regexes

```rust
proptest! {
    #[test]
    fn test_i32_parse_err(s in "[^0-9]+") {
        let x = s.parse::<i32>();
        prop_assert!(x.is_err());
    }
}
```

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All of these are x86_64 Linux or x86_64 MacOs only, and need Rust nightly features enabled :(

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Turn in Your Midterm!!

We need to submit grades for u by the 15th :)

Backup: Why Panic When We Have `Result`?

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- See the official Rust Book section for a more balanced view

Panics Are Sometimes Proved Away

The following code will (should, really) not have a panic check:

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fn main() {
    let x = vec![1, 2, 3, 4];
    println!("{}", x[3]);
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This isn't a feature of Rust, but rather a feature of LLVM, so relying on this can be fickle.

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- `Result`: branch depending on whether its `Ok` or `Err`.

Sometimes, all these extra panic handlers can result in *more code* than `Result`s! [citation needed]

Backup: The `Try` Trait

So How Does ? Work, Exactly?

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So How Does `?` Work, Exactly?

- What does it “desugar” to?
- Can I add more types for it to work with?
- Unfortunately we can’t answer either of these questions: currently, it’s an internal compiler operation, only for `Option` and `Result` types
- This is different from nearly ever other operator! `+` and `>>` and `|` have overloads, even `Deref`!

Motivating Example: A Neat Type

A proposed type that ? could work with:

```rust
enum ControlFlow<B, C = ()> {
    /// Exit the operation without running subsequent phases.
    Break(B),
    /// Move on to the next phase of the operation as normal.
    Continue(C),
}
```

Motivating Example: Some Clean Code

```rust
impl<T> TreeNode<T> {
    fn traverse_inorder<B>(
        &self,
        mut f: impl FnMut(&T) -> ControlFlow<B>,
    ) -> ControlFlow<B> {
        if let Some(left) = &self.left {
            left.traverse_inorder(&mut f)?;
        }
        f(&self.value)?;
        if let Some(right) = &self.right {
            right.traverse_inorder(&mut f)?;
        }
        ControlFlow::Continue(())
    }
}
```

Terminology

At its core, the ? operator is about splitting a type and control flow into two parts:

Source for all this: https://rust-lang.github.io/rfcs/3058-try-trait-v2.html

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At its core, the `?` operator is about splitting a type and control flow into two parts:

- The **output** that will be returned from the `?`, where control flow continues as normal, and
- The **residual** that will be returned to calling code, as an early exit from the normal flow.

Source for all this: https://rust-lang.github.io/rfcs/3058-try-trait-v2.html

`Try` Is Actually Two Traits

```rust
trait FromResidual<Residual = <Self as Try>::Residual> {
    fn from_residual(r: Residual) -> Self;
}
trait Try: FromResidual {
    type Output;
    type Residual;
    fn branch(self) -> ControlFlow<Self::Residual, Self::Output>;
    fn from_output(o: Self::Output) -> Self;
}
```

Why Have Two Traits?

This allows the residual of one erroring type to easily be turned into another output error type, without also having to convert the outputs! Probably a common usecase:

```rust
impl<T, E: From<String>> FromResidual<ResultCodeResidual> for
        Result<T, E> {
    fn from_residual(r: ResultCodeResidual) -> Self {
        Err(format!(
            "Something fancy about {} at {:?}",
            r.0,
            std::time::SystemTime::now()
        ).into())
    }
}
```

Formalizing Desugaring: Sugared

```
fn<T1, T2> f(g: impl FnOnce() -> T2) -> T1
    where T1: Try,
          T2: FromResidual<T1::Residual>
{
    let x = g();
    let y = x?;
    ...
}
```

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```
fn<T1, T2> f(g: impl FnOnce() -> T2) -> T1
    where T1: Try,
          T2: FromResidual<T1::Residual>
{
    let x = g();
    let y = match T1::branch(x) {
        ControlFlow::Continue(c) => c,
        ControlFlow::Break(b) => { return T2::from_residual(b) }
    };
    ...
}
```