



# *Build Bravely:* *Delivering Risky Projects*

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[antithesis.com](http://antithesis.com)



# Who am I?

I'm a grumpy infra engineer,  
mostly at startups,  
some of which succeeded.

I've spent most of that time  
fire-fighting in production.

*I am not usually brave.*



Gradual improvement is safe.

But requirements change.

The business grows.

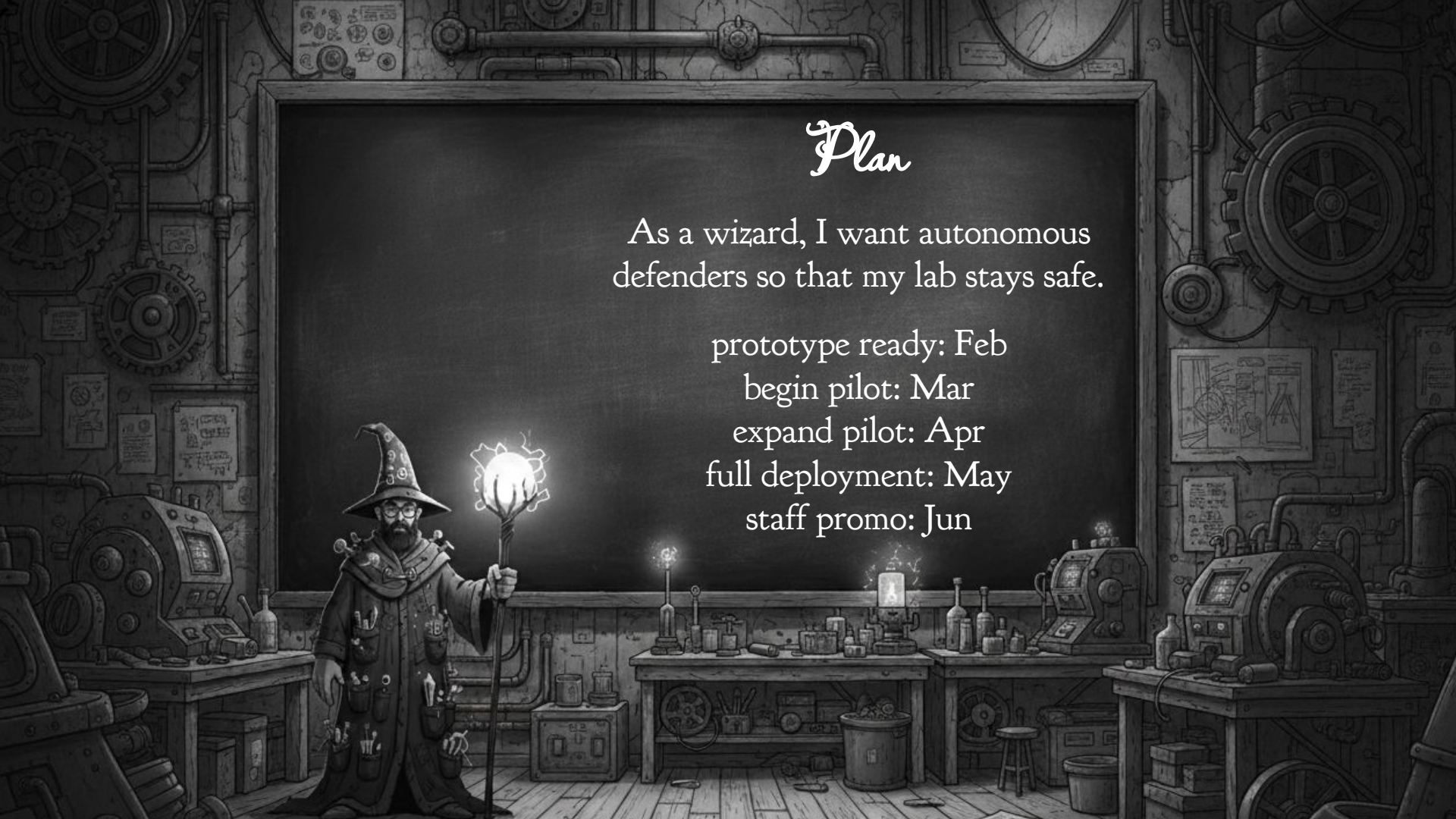
The unexpected arrives.

Sometimes, we must build

something wholly new.

Something risky.

*Something brave.*



# Plan

As a wizard, I want autonomous  
defenders so that my lab stays safe.

prototype ready: Feb

begin pilot: Mar

expand pilot: Apr

full deployment: May

staff promo: Jun

# Request for Discussion

*focused on why,  
how and when*

To support the lab's exponential growth with sub-linear defense investment...automatons will self-organize with a SWIM-inspired gossip protocol...unified Zig, wasm, & SvelteKit platform. We will recruit design partners in phases...





# *Disaster!*

The project ships,  
late,  
fulfilling only some of its goals,  
after half the team has quit.

And then the robot  
murders all of us.



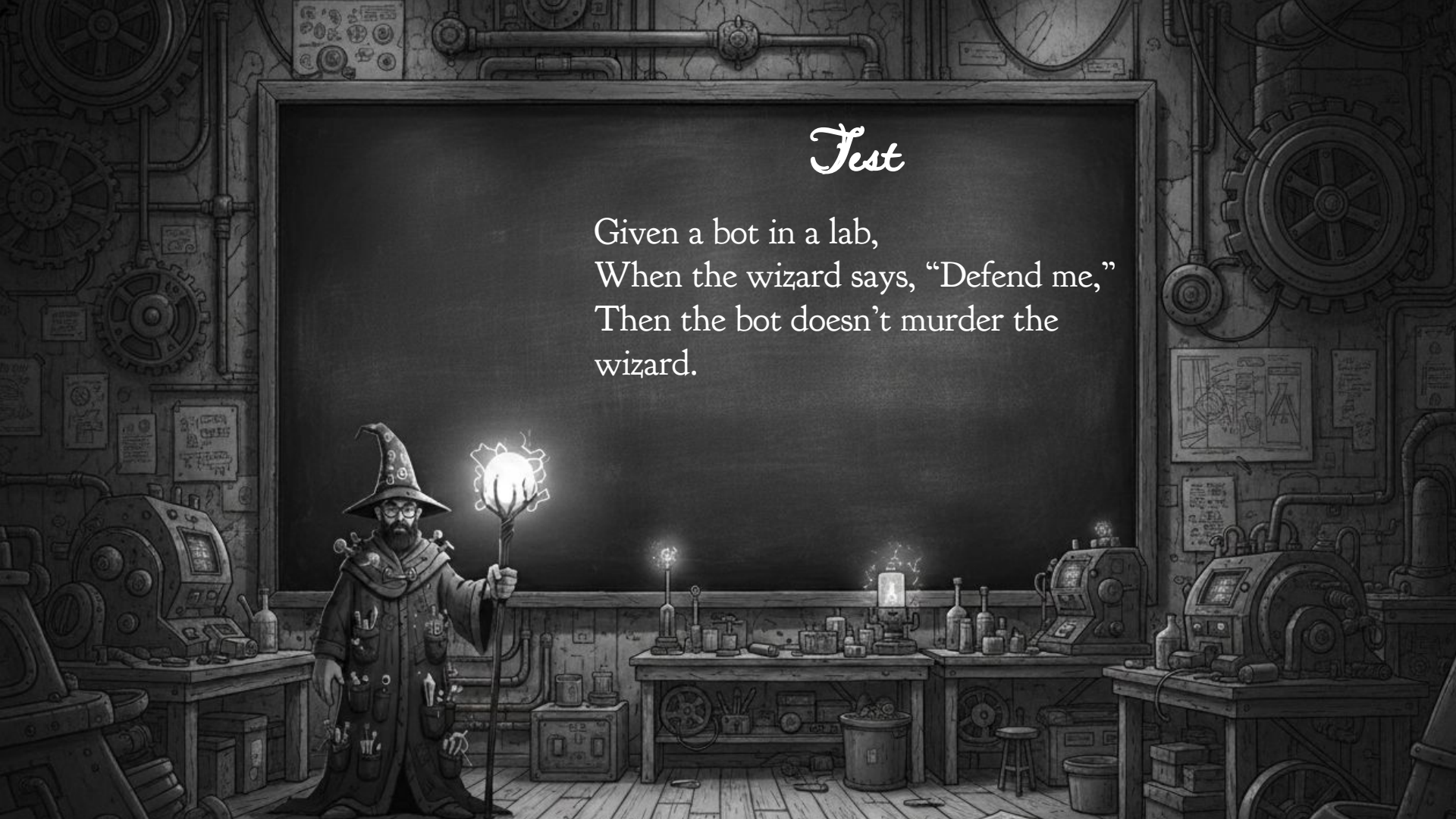
Ambitious, risky projects are expeditions into the unknown.

Sure, plan a route & itinerary.  
Follow all the best practices.

*Describe the  
destination.*

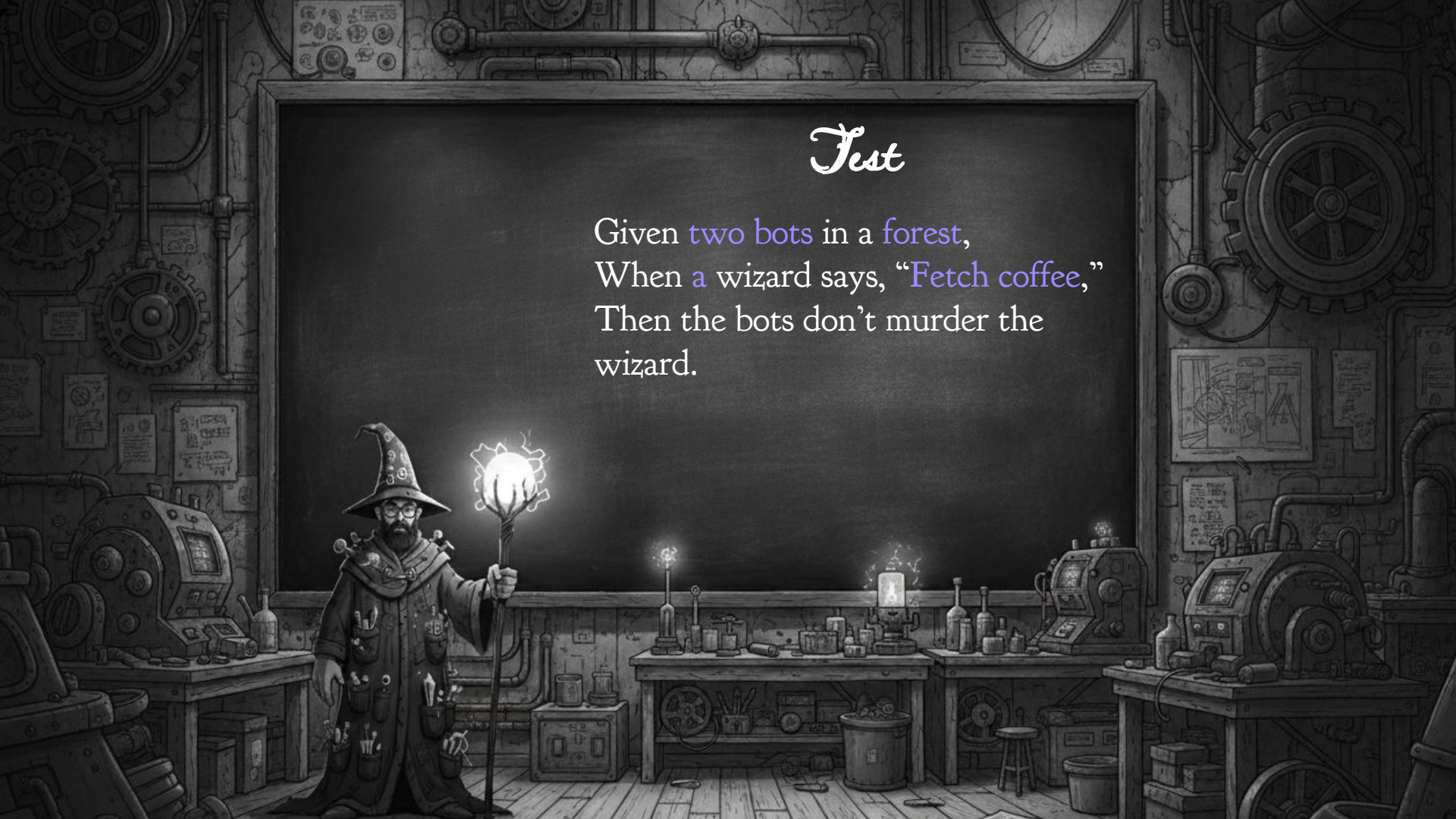
# *Test*

Given a bot in a lab,  
When the wizard says, "Defend me,"  
Then the bot doesn't murder the  
wizard.



# Test

Given two bots in a forest,  
When a wizard says, “Fetch coffee,”  
Then the bots don’t murder the  
wizard.





# *A suite of tests*

Given...when...then...

Given...when...then...

Given...when...then...

Given...when...then...

Given...when...then...

Given...when...then...

Given...when...then...

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Given...when...then...

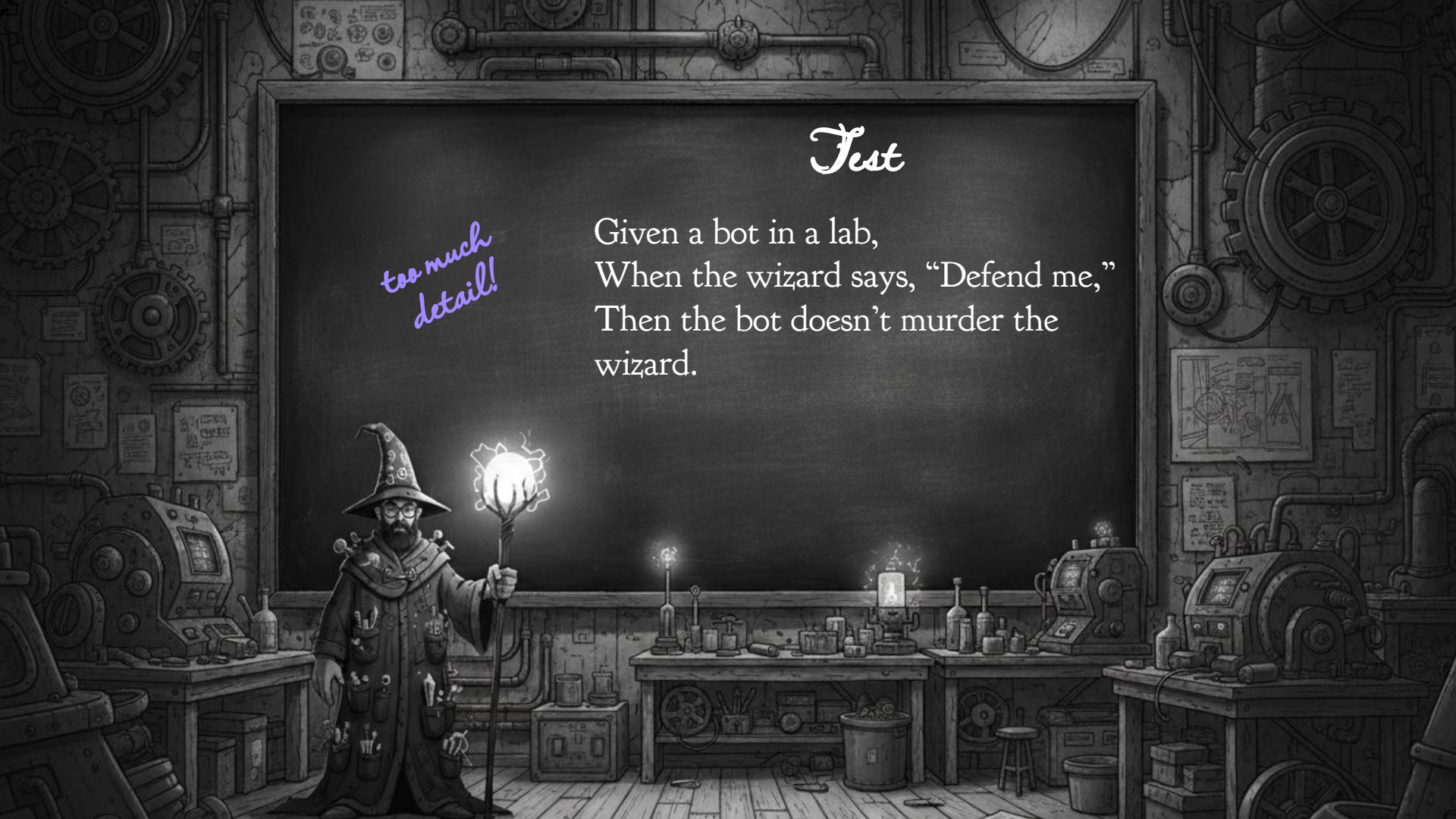
...

This is tedious, heavyweight,  
& implicit.

# Test

*too much  
detail!*

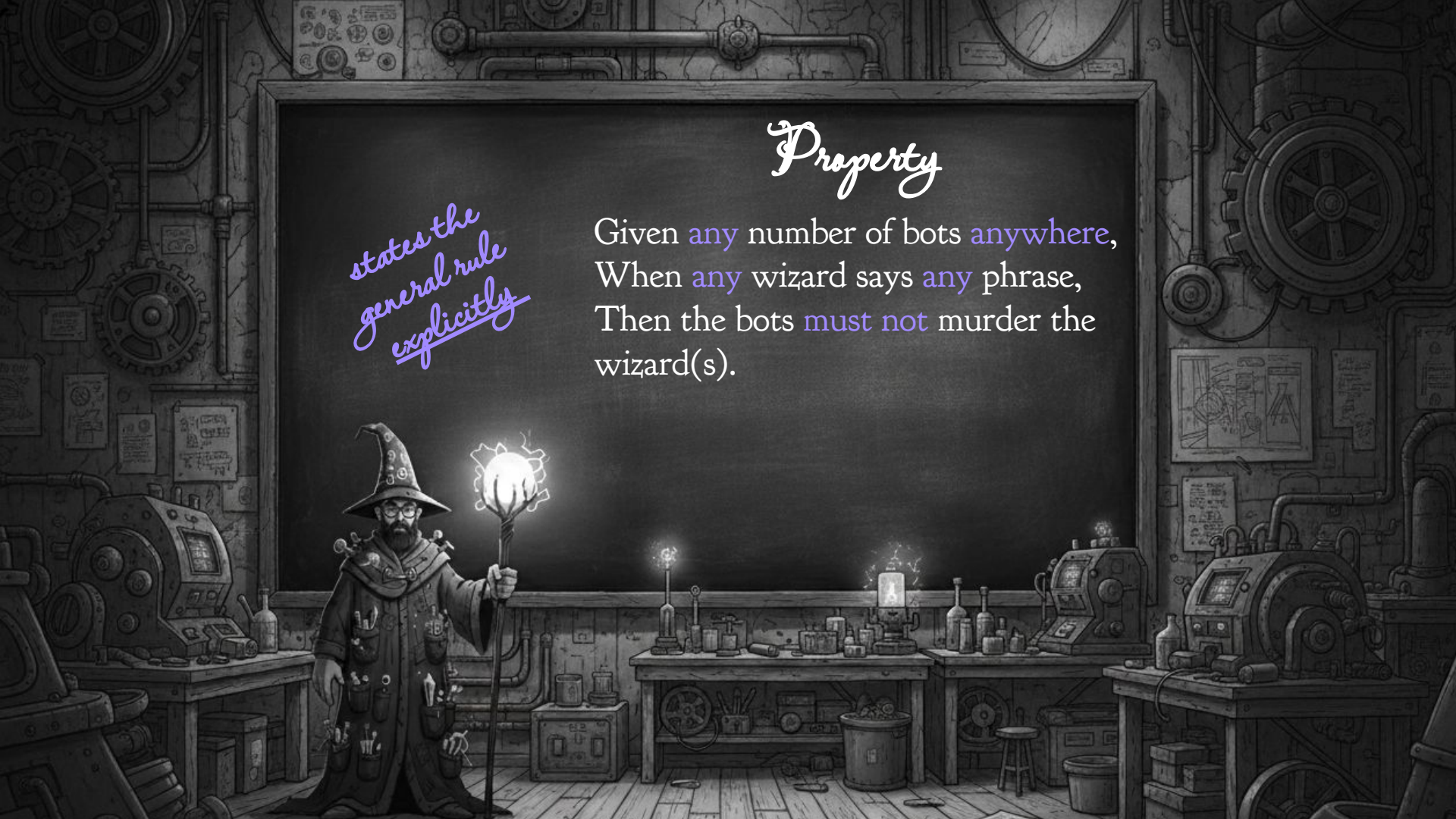
Given a bot in a lab,  
When the wizard says, "Defend me,"  
Then the bot doesn't murder the  
wizard.



# Property

*states the  
general rule  
explicitly*

Given any number of bots anywhere,  
When any wizard says any phrase,  
Then the bots **must not** murder the  
wizard(s).

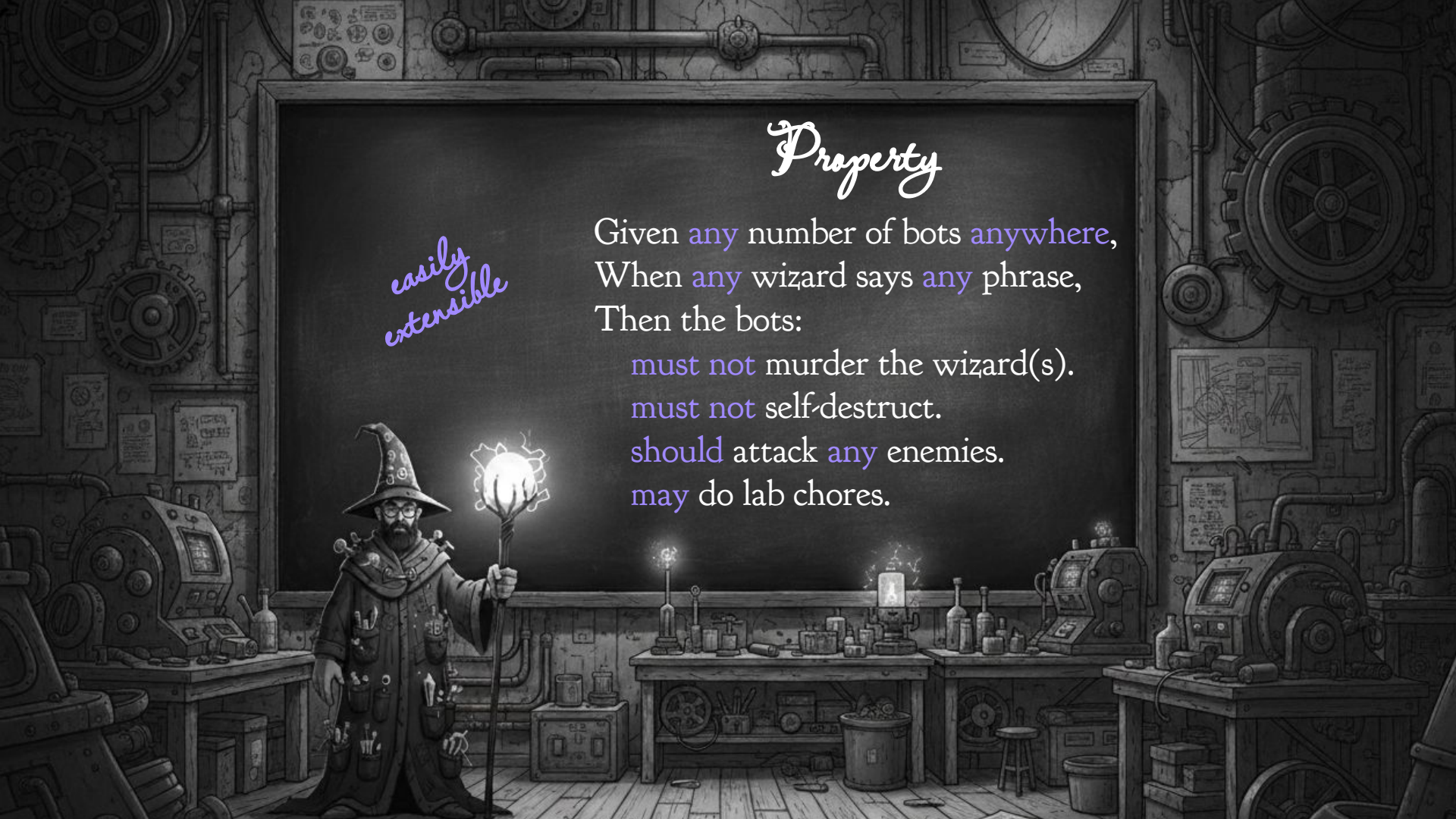


# Property

*easily  
extensible*

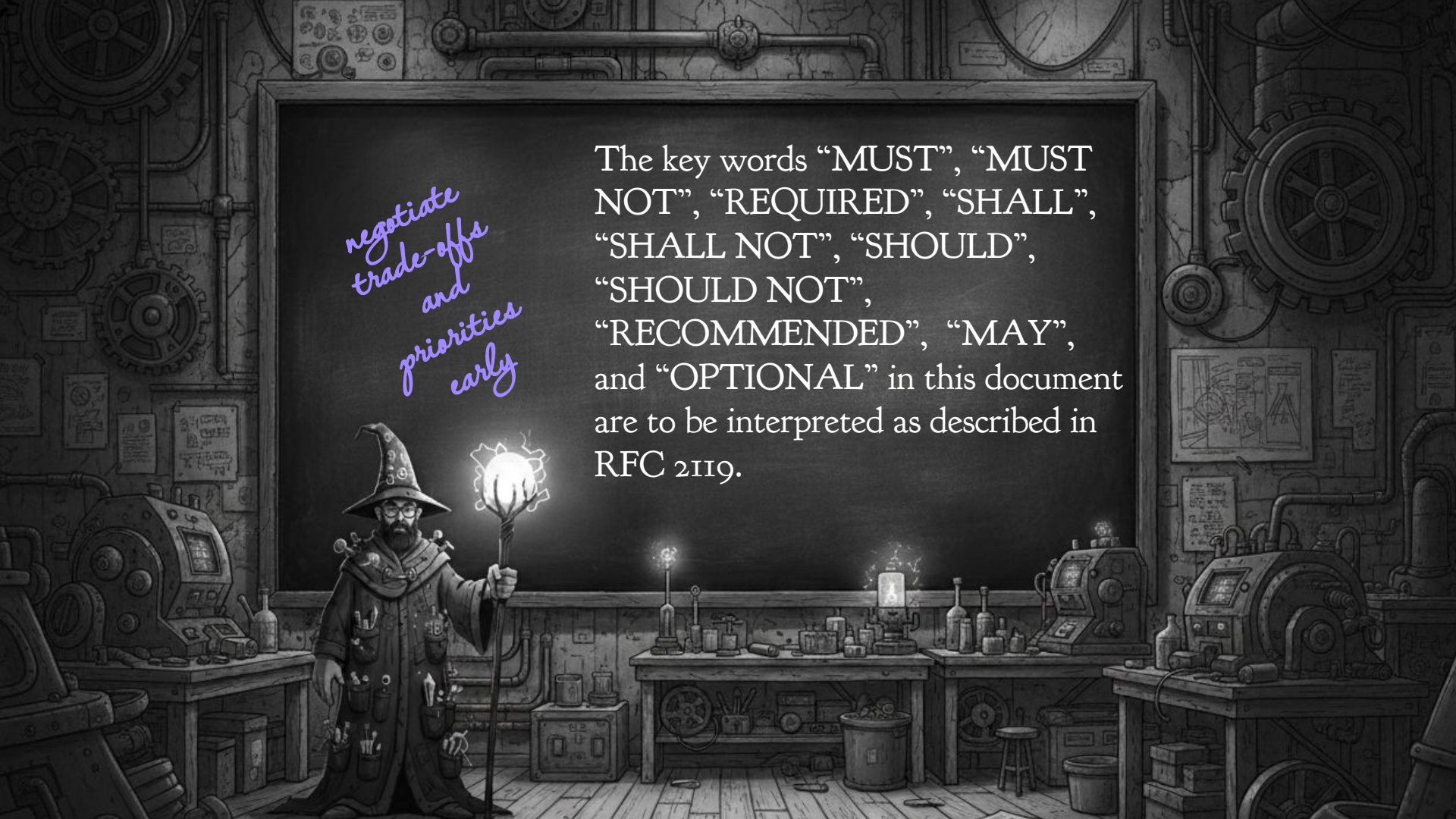
Given **any** number of bots **anywhere**,  
When **any** wizard says **any** phrase,  
Then the bots:

- must not** murder the wizard(s).
- must not** self-destruct.
- should** attack **any** enemies.
- may** do lab chores.



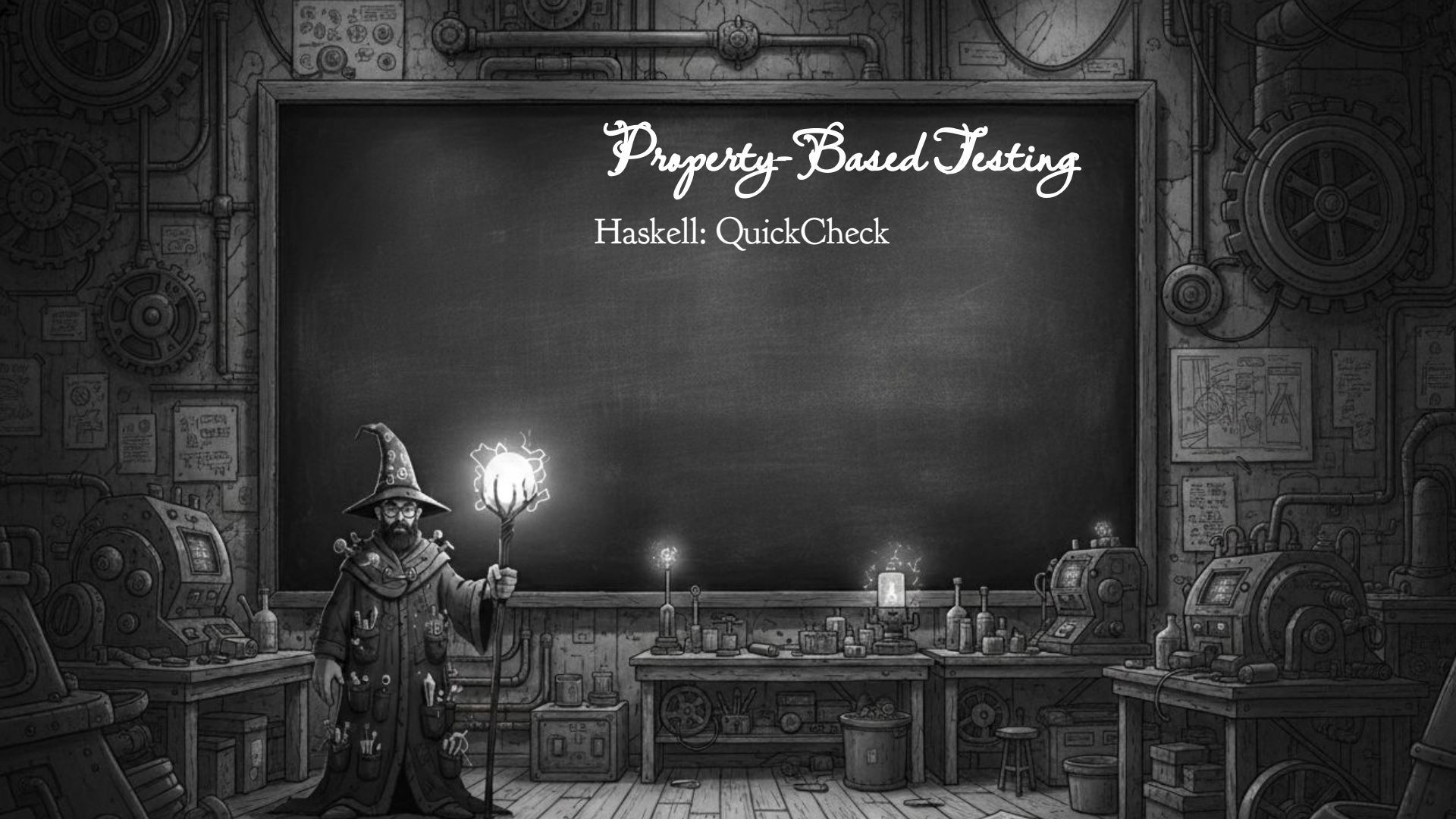
*negotiate  
trade-offs  
and  
priorities  
early*

The key words “MUST”, “MUST NOT”, “REQUIRED”, “SHALL”, “SHALL NOT”, “SHOULD”, “SHOULD NOT”, “RECOMMENDED”, “MAY”, and “OPTIONAL” in this document are to be interpreted as described in RFC 2119.



# *Property-Based Testing*

Haskell: QuickCheck





# Property-Based Testing

Haskell: QuickCheck

Python: hypothesis

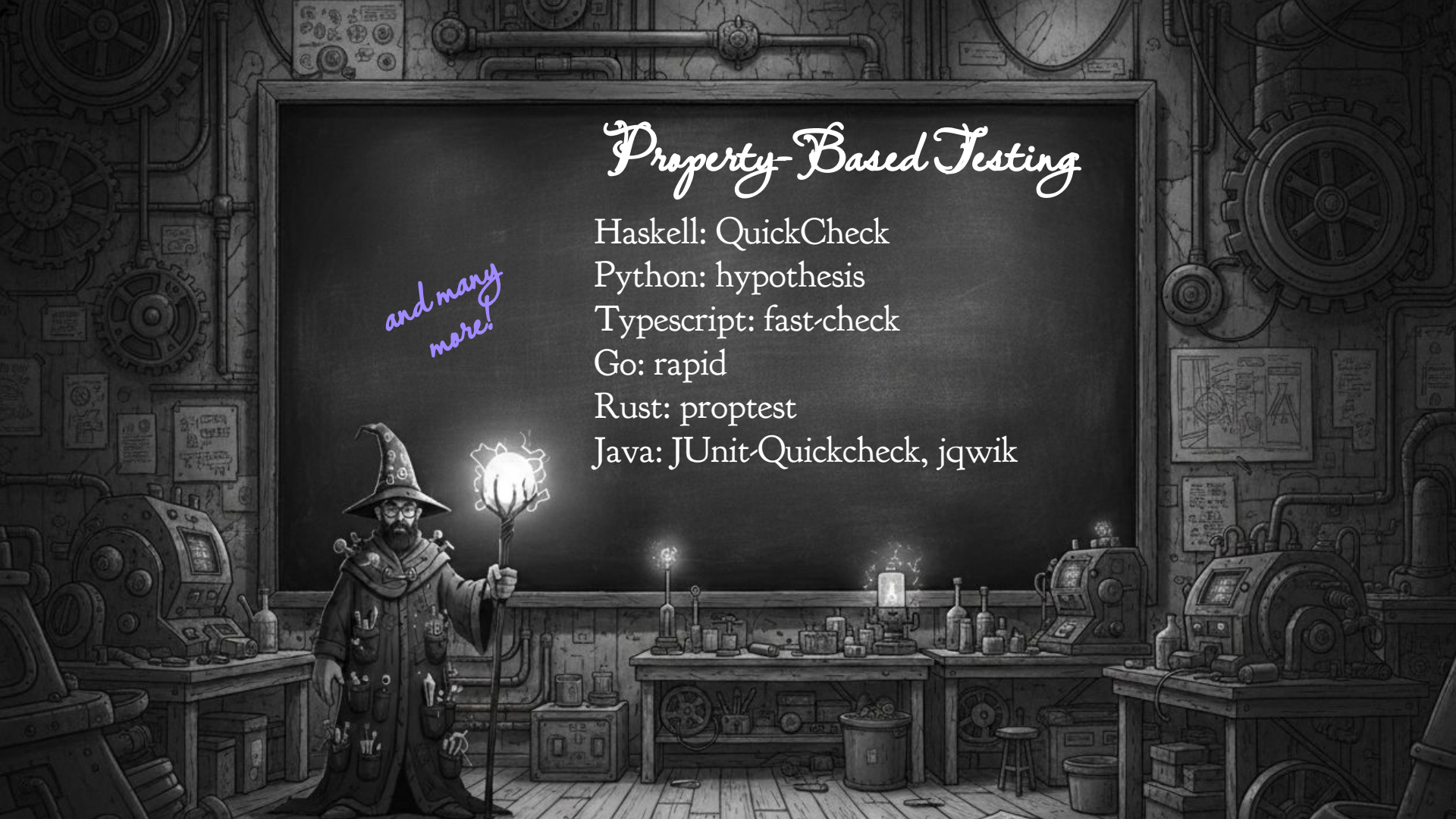
Typescript: fast-check

Go: rapid

Rust: proptest

Java: JUnit-Quickcheck, jqwik

*and many  
more!*



# Property-based testing

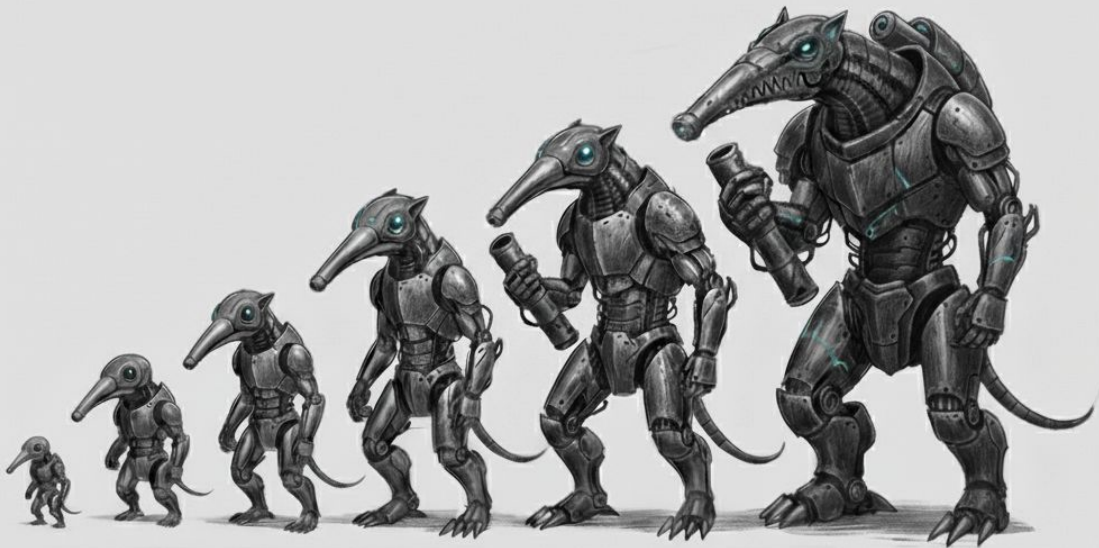
Describe correct behavior with properties.

Simulate thousands of worlds.

Check properties in each.

Evolve code safely.

With LLMs.





# Thanks

Akshay Shah  
antithesis.com

Office hours 4-4:30 today,  
table talk 12:30-1 tomorrow.

Thanks to Gemini for images,  
to Scott Bradner for RFC 2119,  
to every QuickCheck contributor,  
& to Savitha Ravi & Michael Coblenz for  
“An Empirical Evaluation of  
Property-Based Testing in Python.”