

Типы и генерики в F#

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Шаблонные типы

```
type 'a list = ...
```

```
type list<'a> = ...
```

```
let map = List.map
```

```
let map: ('a -> 'b) -> 'a list -> 'b list = List.map
```

```
let map<'a, 'b> : ('a -> 'b) -> 'a list -> 'b list = List.map
```

Автоматическое обобщение

```
let getFirst (a, b, c) = a
```

```
let mapPair f g (x, y) = (f x, g y)
```

F# Interactive

```
val getFirst: 'a * 'b * 'c -> 'a
```

```
val mapPair : ('a -> 'b) -> ('c -> 'd)  
-> ('a * 'c) -> ('b * 'd)
```

Автоматический вывод типов

- ▶ Алгоритм Хиндли-Милнера
- ▶ На самом деле, «алгоритм W Дамаса-Милнера» над системой типов Хиндли-Милнера
 - ▶ Одно из типизированных λ -исчислений
 - ▶ Используется далеко не только в F#
- ▶ Построение системы уравнений над типами с учётом ограничений
 - ▶ литералы, функции и другие виды «взаимодействия значений», явные ограничения на типы, аннотации типов
- ▶ Решение методом унификации
 - ▶ Множество выражений и «переменных типа», им соответствующих
 - ▶ Постепенное уточнение этого множества
 - ▶ Если остались переменные типа, обобщение
 - ▶ Алгоритм глобальный!

Например

```
let outerFn action : string =  
    let innerFn x = x + 1  
    action (innerFn 2)
```

Тип посчитается в

```
val outerFn: (int -> string) -> string
```

А какой тип у функции ниже?

```
let doltTwice f = (f >> f)
```

<https://fsharpforfunandprofit.com/posts/type-inference/>

Однако не всё так просто

```
List.map (fun x -> x.Length) ["hello"; "world"]
```

— не скомпилируется, в момент вызова `x` неизвестно, что `x` строка

```
["hello"; "world"] |> List.map (fun x -> x.Length)
```

— скомпилируется

```
List.map (fun (x: string) -> x.Length) ["hello"; "world"]
```

— или так

Что ещё может пойти не так

```
let twice x = (x + x)
```

```
let threeTimes x = (x + x + x)
```

```
let sixTimesInt64 (x:int64) = threeTimes x + threeTimes x
```

F# Interactive

```
val twice : x:int -> int
```

```
val threeTimes : x:int64 -> int64
```

```
val sixTimesInt64 : x:int64 -> int64
```

— арифметические операторы не генерики!

Поэтому

```
let myNumericFn x = x * x  
myNumericFn 10  
myNumericFn 10.0 // Не скомпилируется
```

```
let myNumericFn2 x = x * x  
myNumericFn2 10.0  
myNumericFn2 10 // Не скомпилируется
```

Интересно, что такая типизация использовалась в языке Haxe (<https://haxe.org/>) для всего

Generic-сравнение

```
val (=) : 'a -> 'a -> bool  
val (<) : 'a -> 'a -> bool  
val (<=) : 'a -> 'a -> bool  
val (>) : 'a -> 'a -> bool  
val (>=) : 'a -> 'a -> bool  
val compare : 'a -> 'a -> int  
val min : 'a -> 'a -> 'a  
val max : 'a -> 'a -> 'a
```

Сравнение сложных типов

F# Interactive

```
> ("abc", "def") < ("abc", "xyz");;
```

```
val it : bool = true
```

```
> compare (10, 30) (10, 20);;
```

```
val it : int = 1
```

```
> compare [10; 30] [10; 20];;
```

```
val it : int = 1
```

```
> compare [| 10; 30 |] [| 10; 20 |];;
```

```
val it : int = 1
```

```
> compare [| 10; 20 |] [| 10; 30 |];;
```

```
val it : int = -1
```

Generic-печать

F# Interactive

```
> sprintf "result = %A" ([1], [true]);;  
val it : string = "result = ([1], [true])"
```

```
> sprintf "result = %O" ([1], [true]);;  
val it : string = "result = ([1], [true])"
```

ToString():

```
> sprintf "result = %O" ([1], [true]);;  
val it : string = "result = ([1], [true])"
```

Boxing/unboxing

F# Interactive

```
> box 1;;
```

```
val it : obj = 1
```

```
> box "abc";;
```

```
val it : obj = "abc"
```

```
> let sobj = box "abc";;
```

```
val sobj : obj = "abc"
```

```
> (unbox<string> sobj);;
```

```
val it : string = "abc"
```

```
> (unbox sobj : string);;
```

```
val it : string = "abc"
```

Сериализация

```
open System.IO
```

```
open System.Runtime.Serialization.Formatters.Binary
```

```
let writeValue outputStream (x: 'a) =  
    let formatter = new BinaryFormatter()  
    formatter.Serialize(outputStream, box x)
```

```
let readValue inputStream =  
    let formatter = new BinaryFormatter()  
    let res = formatter.Deserialize(inputStream)  
    unbox res
```

Сериализация, пример использования

```
let addresses = Map.ofList [  
    "Jeff", "123 Main Street, Redmond, WA 98052";  
    "Fred", "987 Pine Road, Phila., PA 19116";  
    "Mary", "PO Box 112233, Palo Alto, CA 94301" ]  
  
use fsOut = new FileStream("Data.dat", FileMode.Create)  
writeValue fsOut addresses  
fsOut.Close()  
  
use fsIn = new FileStream("Data.dat", FileMode.Open)  
let res : Map<string, string> = readValue fsIn  
fsIn.Close()
```

Алгоритм Евклида, не генерик

```
let rec hcf a b =  
    if a = 0 then b  
    elif a < b then hcf a (b - a)  
    else hcf (a - b) b
```

F# Interactive

```
val hcf : int -> int -> int
```

```
> hcf 18 12;;
```

```
val it : int = 6
```

```
> hcf 33 24;;
```

```
val it : int = 3
```

Алгоритм Евклида, генерик

```

let hcfGeneric (zero, sub, lessThan) =
    let rec hcf a b =
        if a = zero then b
        elif lessThan a b then hcf a (sub b a)
        else hcf (sub a b) b
    hcf

```

```

let hcfInt = hcfGeneric (0, (-), (<))
let hcfInt64 = hcfGeneric (0L, (-), (<))
let hcfBigInt = hcfGeneric (0I, (-), (<))

```

F# Interactive

```

val hcfGeneric: 'a * ('a -> 'a -> 'a) * ('a -> 'a -> bool)
    -> ('a -> 'a -> 'a)

```


Словари операций

```
type Numeric<'a> =  
    { Zero: 'a;  
      Subtract: ('a -> 'a -> 'a);  
      LessThan: ('a -> 'a -> bool); }  
  
let hcfGeneric (ops : Numeric<'a>) =  
    let rec hcf a b =  
        if a = ops.Zero then b  
        elif ops.LessThan a b then hcf a  
            (ops.Subtract b a)  
        else hcf (ops.Subtract a b) b  
    hcf
```

Тип функции

F# Interactive

```
val hcfGeneric : Numeric<'a> -> ('a -> 'a -> 'a)
```

Примеры использования

```
let intOps = { Zero = 0;  
    Subtract = (-);  
    LessThan = (<) }
```

```
let bigintOps = { Zero = 0I;  
    Subtract = (-);  
    LessThan = (<) }
```

```
let hcfInt = hcfGeneric intOps  
let hcfBigInt = hcfGeneric bigintOps
```

Результат

F# Interactive

```
val hcfInt : (int -> int -> int)
```

```
val hcfBigInt : (bigint -> bigint -> bigint)
```

```
> hcfInt 18 12;;
```

```
val it : int = 6
```

```
> hcfBigInt 18102871161622323830395761  
12390281782930928304802390321;;
```

```
val it : bigint = 332241
```

Повышающий каст

F# Interactive

```
> let xobj = (1 :> obj);;
```

```
val xobj : obj = 1
```

```
> let sobj = ("abc" :> obj);;
```

```
val sobj : obj = "abc"
```

Понижающий каст

F# Interactive

```
> let boxedObject = box "abc";;
```

```
val boxedObject : obj
```

```
> let downcastString = (boxedObject :?> string);;
```

```
val downcastString : string = "abc"
```

```
> let xobj = box 1;;
```

```
val xobj : obj = 1
```

```
> let x = (xobj :?> string);;
```

```
error: InvalidCastException raised at or near stdin:(2,0)
```

Каст и сопоставление шаблонов

```
let checkObject (x: obj) =  
    match x with  
    | :? string -> printfn "The object is a string"  
    | :? int -> printfn "The object is an integer"  
    | _ -> printfn "The input is something else"
```

```
let reportObject (x: obj) =  
    match x with  
    | :? string as s ->  
        printfn "The input is the string '%s'" s  
    | :? int as d ->  
        printfn "The input is the integer '%d'" d  
    | _ -> printfn "the input is something else"
```

Гибкие ограничения

F# Interactive

```
> open System.Windows.Forms;;  
> let setTextOfControl (c : 'a when 'a :> Control)  
    (s:string) = c.Text <- s;;  
val setTextOfControl: #Control -> string -> unit  
  
> open System.Windows.Forms  
> let setTextOfControl (c : #Control) (s:string) =  
    c.Text <- s;;  
val setTextOfControl: #Control -> string -> unit
```


Гибкие ограничения: пример

```
let iterate1 (f : unit -> seq<int>) =  
    for e in f() do printfn "%d" e  
let iterate2 (f : unit -> #seq<int>) =  
    for e in f() do printfn "%d" e
```

// Passing a function that takes a list requires a cast.

```
iterate1 (fun () -> [1] :> seq<int>)
```

*// Passing a function that takes a list to the version that specifies a
flexible type as the return value is OK as is.*

```
iterate2 (fun () -> [1])
```

<https://docs.microsoft.com/en-us/dotnet/fsharp/language-reference/flexible-types>

Примеры

```
let list1 = [ 1; 2; 3 ]
```

```
let list2 = [ 4; 5; 6 ]
```

```
let list3 = [ 7; 8; 9 ]
```

```
let concat1 = Seq.concat [ list1; list2; list3 ]
```

```
printfn "%A" concat1
```

<https://docs.microsoft.com/en-us/dotnet/fsharp/language-reference/flexible-types>

Примеры (2)

```
let array1 = [| 1; 2; 3 |]
```

```
let array2 = [| 4; 5; 6 |]
```

```
let array3 = [| 7; 8; 9 |]
```

```
let concat2 = Seq.concat [ array1; array2; array3 ]
```

```
printfn "%A" concat2
```

```
let concat3 = Seq.concat [| list1; list2; list3 |]
```

```
printfn "%A" concat3
```

<https://docs.microsoft.com/en-us/dotnet/fsharp/language-reference/flexible-types>

Примеры (3)

```
let concat4 = Seq.concat [| array1; array2; array3 |]  
printfn "%A" concat4
```

```
let seq1 = { 1 .. 3 }  
let seq2 = { 4 .. 6 }  
let seq3 = { 7 .. 9 }
```

```
let concat5 = Seq.concat [| seq1; seq2; seq3 |]  
  
printfn "%A" concat5
```

<https://docs.microsoft.com/en-us/dotnet/fsharp/language-reference/flexible-types>

Проблемы в выводе типов, методы и свойства

F# Interactive

```
> let transformData inp =  
    inp |> Seq.map (fun (x, y) -> (x, y.Length));;
```

```
inp |> Seq.map (fun (x, y) -> (x, y.Length))  
-----^
```

stdin(11,36): error: Lookup on object of indeterminate type. A type annotation may be needed prior to this program point to constrain the type of the object. This may allow the lookup to be resolved.

Решение

```
let transformData inp =  
    inp |> Seq.map (fun (x, y:string) -> (x, y.Length))
```

Уменьшение общности

```
let printSecondElements (inp : #seq<'a * int>) =
    inp
    |> Seq.iter (fun (x, y) -> printfn "y = %d" x)
```

F# Interactive

```
|> Seq.iter (fun (x, y) -> printfn "y = %d" x)
-----^
```

stdin(21,38): warning: FS0064: This construct causes code to be less generic than indicated by the type annotations. The type variable 'a' has been constrained to the type 'int'.

Уменьшение общности, отладка

```
type PingPong = Ping | Pong
```

```
let printSecondElements (inp : #seq<PingPong * int>) =  
    inp |> Seq.iter (fun (x, y) -> printfn "y = %d" x)
```

F# Interactive

```
|> Seq.iter (fun (x,y) -> printfn "y = %d" x)
```

```
-----^
```

stdin(27,47): error: FS0001: The type 'PingPong' is not compatible with any of the types byte, int16, int32, int64, sbyte, uint16, uint32, uint64, nativeint, unativeint, arising from the use of a printf-style format string

Value Restriction

F# Interactive

```
> let empties = Array.create 100 [];;
```

```
-----^
```

error: FS0030: Value restriction. Type inference has inferred the signature

```
val empties : 'a list []
```

but its definition is not a simple data constant.

Either define 'empties' as a simple data expression, make it a function, or add a type constraint to instantiate the type parameters.

Корректные определения

```
let emptyList = []  
let initialLists = ([], [2])  
let listOfEmptyLists = [[]; []]  
let makeArray () = Array.create 100 []
```

F# Interactive

```
val emptyList : 'a list  
val initialLists : ('a list * int list)  
val listOfEmptyLists : 'a list list  
val makeArray : unit -> 'a list []
```

Способы борьбы (1)

Явная аннотация типа (не генерик):

```
let empties : int list [] = Array.create 100 []
```

Способы борьбы (2)

```
let mapFirst = List.map fst
```

— не скомпилился, тип посчитается в

```
('_a * '_b) list -> '_a list
```

Сделать из значения функцию:

```
let mapFirst inp = List.map fst inp
```

Способы борьбы (3)

Более хитрый пример:

```
let printFstElements =  
    List.map fst  
    >> List.iter (printf "res = %d")
```

выведется в

```
((int * '_a) list -> unit)
```

— недообобщённый тип `_a`. Чинится η -преобразованием:

```
let printFstElements inp = inp  
    |> List.map fst  
    |> List.iter (printf "res = %d")
```

Способы борьбы (4)

Вынесение явного параметра-типа:

```
let emptyLists = Seq.init 100 (fun _ -> [])
```

— не скомпилируется

```
let emptyLists<'a> : seq<'a list> = Seq.init 100 (fun _ -> [])
```

— скомпилируется, это на самом деле функция над параметром-типом и компилируется в генерик-метод!

А именно

F# Interactive

```
> Seq.length emptyLists;;
```

```
val it : int = 100
```

```
> emptyLists<int>;;
```

```
val it : seq<int list> = seq [[]; []; []; ...]
```

```
> emptyLists<string>;;
```

```
val it : seq<string list> = seq [[]; []; []; ...]
```

Подробнее: <https://habr.com/ru/company/microsoft/blog/348460/>

Point-free

```
let fstGt0 xs = List.filter (fun (a, b) -> a > 0) xs
```

```
let fstGt0'1 : (int * int) list -> (int * int) list =  
    List.filter (fun (a, b) -> a > 0)
```

```
let fstGt0'2 : (int * int) list -> (int * int) list =  
    List.filter (fun x -> fst x > 0)
```

```
let fstGt0'3 : (int * int) list -> (int * int) list =  
    List.filter (fun x -> ((<) 0 << fst) x)
```

```
let fstGt0'4 : (int * int) list -> (int * int) list =  
    List.filter ((<) 0 << fst)
```