

# F# Patterns

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# Паттерны

## ООП

- Factory
- Command
- Builder
- ...

## ФП

- Function
- Function
- Function
- ...

# Функциональные паттерны

- Functor
- Monad
- Applicative
- Функциональное внедрение зависимостей

# Обёртка

- Option
- Result
- List

// wrapper<'value>

# Option

```
type Option<'a> = Some of 'a | None
```

```
let getUserById: Guid -> User option
```



# Result

```
type Result<'value, 'error> =  
    Ok of 'value | Error of 'error
```

```
let validateUsername: string ->  
    Result<string, UsernameErrors>
```

# List

[1;2;3;4;5]

```
type List<'a> =  
    EmptyList  
    | Item of 'a * List<'a>
```

```
let bootlegList = Item (1, Item (2, Item (3,  
EmptyList)))
```

# Задача

```
type User = {  
  Id: Guid  
  Username: string  
  DateOfBirth: DateTime  
}
```

```
type UserDto = {  
  Id: Guid  
  Username: string  
  DateOfBirth: DateTime  
}
```

```
let getUserById: Guid -> User option  
let createUser: User -> Guid  
let deleteUser: Guid -> bool  
let updateUser: Guid -> User -> bool
```

```
let fromDto: UserDto ->  
Result<User, UserErrors list>
```



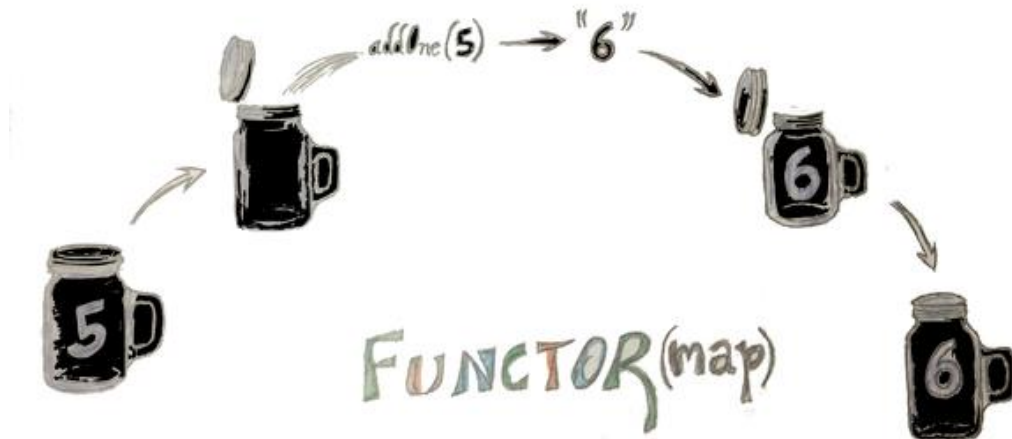
# Exception vs Result

- Сложно агрегировать ошибки
- Сложно отследить все возможные исключения
- Валидационная ошибка не является исключительной ситуацией
- Ошибки хорошо агрегируются при помощи паттернов
- Все виды ошибок можно понять по сигнатуре функции
- Ошибочный Result - ожидаемая ситуация

# Functor (Mappable)

# Определение

```
let map: ('a -> 'b) -> Wrapper<'a> -> Wrapper<'b>
```



# List

```
let listSelectFunctional lst =  
    lst  
    |> List.map add1
```

```
let chainCalls lst =  
    lst  
    |> List.map add1  
    |> List.map mul2
```

```
List<int> ListSelectLinq(List<int> lst) =>  
    lst.Select(Add1).ToList()
```

```
List<int> ChainCallsLinq(List<int> lst) =>  
    lst.Select(Add1).Select(Mul2).ToList()
```

# Связь между List и Option

```
type ListWithSingleElement<'a> = Item of 'a | EmptyList
```

```
type Option<'a> = Some of 'a | None
```

```
let singleListMap = List.map add1 [1] // [2]
```

```
let singleListEmptyMap = List.map add1 [] // []
```

# Option

```
module Option =  
// ('v -> 'v2) -> 'v option -> v2 option  
let map f v = match v with  
| Some v -> Some (f v)  
| None -> None
```

```
let optionMap =  
  Some 1  
  |> Option.map add1 // Some 2  
  
let optionMapNone =  
  None  
  |> Option.map add1 // None
```

# Функция get

Нужно:

- Получить dto из источника данных
- Создать доменного пользователя из dto
- Вернуть или пользователя, или ничего

```
let getUserFromDb: Guid -> UserDto option
```

```
let fromDtoGet: UserDto -> User
```

```
let getUserById id =  
  let userDto = getUserFromDb id  
  match userDto with  
  | Some userDto ->  
    let user = fromDtoGet userDto  
    Some user  
  | None -> None
```

# Функция get

```
let getUserById id =  
  let userDto = getUserFromDb id  
  match userDto with  
  | Some userDto ->  
    let user = fromDtoGet userDto  
    Some user  
  | None -> None
```

```
let getUserById id =  
  let userDto = getUserFromDb id  
  userDto |> Option.map fromDtoGet
```

```
let getUserById id =  
  id  
  |> getUserFromDb  
  |> Option.map fromDto
```



# Result

```
module Result =  
  let map f v =  
    match v with  
    | Ok v -> Ok (f v)  
    | Error err -> Error err
```

```
let validMap = Ok 10  
    |> Result.map add1  
    |> Result.map mul2 // Ok 22  
  
let invalidMap = Error "some error"  
    |> Result.map add1  
    |> Result.map mul2 // Error ...
```

# Result

```
module Result =  
  let mapError f v =  
    match v with  
    | Ok v -> Ok v  
    | Error err -> Error (f err)
```

```
let validMapError =  
  Ok 10  
  |> Result.mapError add1 // Ok 10  
  
let invalidMapError =  
  Error "some error"  
  |> Result.mapError (sprintf "[ERROR] %s")
```

# Для чего нужен Functor

Для изменения обёрнутого значения без необходимости понимания структуры обёртки

# Monad (Bindable, Chainable)



$$0 = \emptyset;$$

$$1 = \{0\} = 0 \cup \{0\} = \{\emptyset\};$$

$$2 = \{0, 1\} = 1 \cup \{1\} = \{\emptyset, \{\emptyset\}\};$$

$$3 = \{0, 1, 2\} = 2 \cup \{2\} = \{\emptyset, \{\emptyset\}, \{\emptyset, \{\emptyset\}\}\};$$

...

# Определение

let bind: ('a -> Wrapper<'b>) -> Wrapper<'a> -> Wrapper<'b>

let return: 'a -> Wrapper<'a>

# List

```
module List =  
    // 'v -> 'v list  
    let return = List.singleton  
    // ('v -> 'v2 list) -> 'v list -> 'v2 list  
    let bind = List.collect
```

```
let selectManyFunctional lst =  
    lst  
    |> List.bind (fun x -> [x; x + 1])
```

```
selectManyFunctional [1..5]  
// [1;2; 2;3 3;4 4;5 5;6]
```

```
private List<int> SelectManyLinq(List<int> lst) =>  
    lst.SelectMany(x => new List<int> {x, x +  
        1}).ToList();
```

```
SelectManyLinq(Enumerable.Range(1, 5).ToList());  
// [1;2; 2;3 3;4 4;5 5;6]
```

# List

```
let listBindEmpty =
```

```
  []
```

```
  |> List.bind (fun x -> List.return (x + 1)) // []
```

```
let listBindAsMap =
```

```
  List.return 1
```

```
  |> List.bind (fun x -> List.return (x + 1)) () // [2]
```

```
let listBindFunctionEmpty =
```

```
  List.return 1
```

```
  |> List.bind (fun x -> []) // []
```



# Option

```
module Option =  
  // 'v -> 'v option  
  let return v = Some v  
  // ('v -> 'v2 option) -> 'v option -> 'v2 option  
  let bind f s = match s with  
    | Some v -> f v  
    | None -> None
```

```
let optionBindEmpty =  
  None  
  |> Option.bind (fun x -> Option.return (x + 1))  
// None
```

```
let optionBindNone =  
  Option.return 10  
  |> Option.bind (fun x -> None)  
// None
```

```
let optionBindMap =  
  Option.return 10  
  |> Option.bind (fun x -> Option.return (x + 1))  
// Some 11
```

# Bind vs Map

```
let optionBindMap =  
  Option.return 10  
  |> Option.bind (fun x -> Option.return (x + 1))  
// Some 11
```

```
let optionMap =  
  Option.return 10  
  |> Option.map (fun x -> Option.return (x + 1))  
// Some (Some 11)
```

# Result

```
module Result =  
  // ('v -> Result<'v, 'error>)  
  let return v = Ok v  
  // ('v -> Result<'v, 'error>)  
  let fail err = Error err  
  // ('v -> Result<'v2, 'error>) -> Result<'v1, 'error> -> Result<'v2, 'error>  
  let bind f s = match s with  
    | Ok v -> f v  
    | Error err -> fail err  
  
let resultAllEmpty = fail "error 1"  
    |> Result.bind (fun x -> fail "error 2") // Error "error 1"
```

# Правила валидации пользователя

- Имя пользователя не может быть пустым
- Имя пользователя не должно быть длиннее 18 символов
- Пользователю должно быть минимум 18 лет
- Пользователь не может быть старше 122 лет

```
type UsernameErrors = UsernameEmpty | UsernameTooLong
type DateOfBirthErrors = TooYoung | TooOld
type UserErrors = UsernameError of UsernameErrors
                  | DateOfBirthError of DateOfBirthErrors
```

# Правила валидации пользователя

```
type Rule<'value, 'error> = 'value -> Result<'value, 'error>
```

```
let usernameCannotBeEmptyRule: Rule<string, UsernameErrors>
```

```
let usernameCannotBeLongerThan18CharsRule: Rule<string, UsernameErrors>
```

```
let ageMustBeGreaterThan18Rule: Rule<DateTime, DateOfBirthErrors>
```

```
let ageMustBeLessThan122Rule: Rule<DateTime, DateOfBirthErrors>
```

# Валидация имени пользователя

```
// string -> Result<string, UsernameErrors>
let validate username =
    match rule1 username with
    | Ok usr -> rule2 usr
    | Error err -> Result.fail err
```

```
match validUsername with
| Ok usr -> match rule1 username with
            | Ok usr -> match rule2 usr with
                    | Ok usr -> match rule3 with
                            | Ok usr ->
                                    match rule4 usr with ...
                    | Error err -> Result.fail err
| Error err -> Result.fail err
```

# Решение

```
// string -> Result<string, UsernameErrors>
```

```
let validate username =  
  match rule1 username with  
  | Ok usr -> rule2 username  
  | Error err -> Result.fail err
```

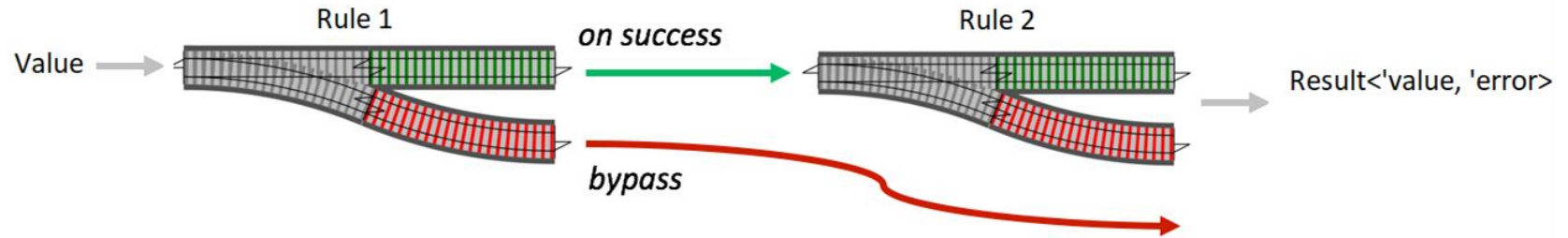
```
let (>>=) s f = bind f s
```

```
let validate username =  
  rule1 username  
  |> Result.bind rule2
```

```
let validateMultipleRules username =  
  rule1 username  
  |> Result.bind rule2  
  |> Result.bind rule3  
  ...
```

```
let validate username =  
  rule1 username  
  >>= rule2 username
```

# Railway oriented programming





# Композиция Monad

```
// ('a -> Result<'a, 'error>) list
```

```
let rulesList = [rule1;rule2;rule3;rule4;...]
```

```
let reduceExample = List.reduce (+) [1..10]
```

```
// 1 + 2 + 3 + ... + 10
```

```
let validate v = v |> List.reduce (>>) rulesList
```

```
// не скомпилируется, все функции должны иметь тип 'a -> 'a
```

# Оператор Клеисли

```
// ('a -> Result<'a, 'error>) -> ('a -> Result<'a, 'error>) -> ('a -> Result<'a, 'error>)
```

```
let kleisly f2 f1 = fun v -> f1 v >=> f2
```

```
let (>=>) = f1 |> kleisly f2
```

```
// 'a -> Result<'a, 'error>
```

```
let validate v = v |> List.reduce (>=>) rulesList
```

```
let validateUser = rule1 >=> rule2 >=> rule3
```



# Monad в Реальном Мире™



<https://github.com/giraffe-fsharp/Giraffe>

```
let testHandler : HttpHandler = GET ==> route "/hello" ==> text "Hello, world"
```

# Computational expressions

```
type OptionBuilder() =  
  member x.Bind(s, f) = Option.bind f s  
  member x.Return(v) = Option.return v  
  
let option = new OptionBuilder()
```

# Пример Builder

// Guid -> User option

```
let getUserById id =  
    option {  
        let! userDto = getUserFromDb id //  
        UserDto  
  
        return fromDtoGet userDto  
    }
```

```
let getUserById id =  
    let option = new OptionBuilder()  
    option.Bind(getUserFromDb id,  
        fun userDto ->  
            option.Return(fromDtoGet userDto))
```

# Async workflow builder

```
// string -> Async<string>
let google query =
    async {
        use client = new HttpClient()
        let! response = client.GetAsync(sprintf "google.com/search?q=%s" query)
            |> Async.AwaitTask
        let! resultsPage = response.Content.ReadAsStringAsync()
            |> Async.AwaitTask
        return resultsPage
    }
let googleHelloWorld = google "Hello, world" |> Async.RunSynchronously
```

# Для чего нужен Monad?

Для вычислений “по цепочке” функций,  
возвращающих обёртки  
 (“монадических функций”)

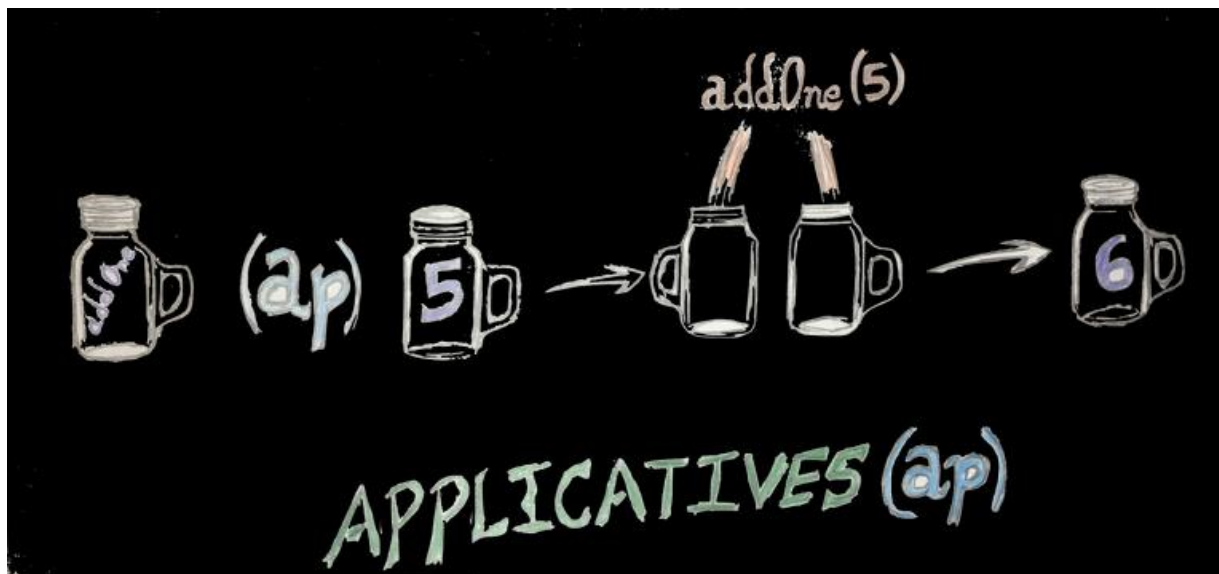
# Applicative



# Определение

let apply: Wrapper<'a> -> Wrapper<('a -> 'b)> -> Wrapper<'b>

let pure: 'a -> Wrapper<'a>



# Option

```
module Option =  
  // 'a option -> ('a -> 'b) option -> 'b option  
  let apply s f = match f, s with  
    | Some f, Some s -> Some (f s)  
    | _ -> None  
  let pure = Some
```

```
let applyNone =  
  None  
  |> Option.apply Some 10 // None
```

```
let applyNoneFunc =  
  Some add1  
  |> Option.apply None // None
```

```
let applySome =  
  Some add1  
  |> Option.apply Some 10 // Some 11
```

# Option

```
let create: int -> PositiveNumber option
```

```
let div (PositiveNumber a) (PositiveNumber b)  
= PositiveNumber (a / b)
```

```
// int -> int -> PositiveNumber option
```

```
let tryDiv a b =  
  match create a, create b with  
  | Some a, Some b -> Some (div a b)  
  | _ -> None
```

```
let tryDivMonad a b =  
  create a  
  |> Option.bind (fun a -> create b  
                  |> Option.bind (fun b ->  
                                   Some (div a b)))
```

```
// int -> int -> PositiveNumber option
```

```
let tryDivApplicative a b =  
  Option.pure div  
  |> Option.apply (create a)  
  |> Option.apply (create b)
```

# Option

```
module Option =  
  // 'a option -> ('a -> 'b) option -> 'b option  
  let apply s f =  
    match f, s with  
    | Some f, Some s -> Some (f s)  
    | _ -> None  
  let pure = Some  
  let tryDivApplicative a b =  
    // int -> int -> PositiveNumber option  
    let tryDivApplicative a b =  
      Option.pure div  
      |> Option.apply (create a)  
      |> Option.apply (create b)  
    let pureDiv = pure div // Option (int -> int -> PositiveNumber)  
    let apply1 = pureDiv |> Option.apply (create a) // Option (int -> PositiveNumber)  
    let apply2 = apply1 |> Option.apply (create b) // Option (PositiveNumber)  
    apply2
```

# Result

```
module Result =  
  // Result<'a, 'error list> -> Result<('a -> 'b), 'error list> -> Result<'c, 'error list>  
  let apply s f = match f, s with  
    | Ok f, Ok s -> Ok (f s)  
    | Ok f, Error s -> Error s  
    | Error f, Ok s -> Error f  
    | Error f, Error s -> Error (f @ s)  
  let pure = Ok
```

# Функция fromDto

```
let fromDto userDto =  
    let create' username dob = { Id = userDto.Id  
                                Username = username  
                                DateOfBirth = dob }  
  
    match validateUsername userDto.Username,  
            validateDateOfBirth userDto.DateOfBirth with  
    | Ok username, Ok dob -> create' username dob |> Ok  
    | Error username, Ok dob -> Error [UsernameError username]  
    | Ok username, Error dob -> Error [DateOfBirthError dob]  
    | Error username, Error dob -> Error [UsernameError username; DateOfBirthError dob]
```

# Функция fromDto

```
let fromDtoApplicative userDto =  
  let create' username dob = { Id = userDto.Id  
                                Username = username  
                                DateOfBirth = dob }  
  
  Result.pure create'  
|> Result.apply (validateUsername userDto.Username  
                 |> Result.mapError (UsernameError >> List.singleton)  
|> Result.apply (validateDateOfBirth userDto.DateOfBirth  
                 |> Result.mapError (DateOfBirthError >> List.singleton))
```

# Для чего нужен Applicative?

Для вычислений “монадических функций” с  
возможностью аккумуляции результатов  
вычислений



# Functional dependency injection

# Проблема

```
let getUserById v = v |> getUserFromDb |> Option.map fromDtoGet
let fromDtoApplicative userDto =
  let create' username dob = { Id = userDto.Id
                               Username = username
                               DateOfBirth = dob }

  Result.pure create'
|> Result.apply (validateUsername userDto.Username
                |> Result.mapError (UsernameError >> List.singleton))
|> Result.apply (validateDateOfBirth userDto.DateOfBirth
                |> Result.mapError (DateOfBirthError >> List.singleton))
```

# Функции как интерфейсы

```
let getUserFromDb: Guid -> UserDto option
let fromDtoGet: UserDto -> User
let validateUsername: Rule<string, UsernameErrors>
let validateDateOfBirth: Rule<DateTime, DateOfBirthErrors>
```

```
public interface IGetUserFromDb
{
    Option<UserDto> GetUser(Guid guid);
}
```

# Шаг 1: Параметризация

```
let getUserById fromDtoGet getUserFromDb v = v
    |> getUserFromDb
    |> Option.map fromDtoGet
let fromDto validateUsername validateDateOfBirth userDto =
  let create' username dob = { Id = userDto.Id
    Username = username
    DateOfBirth = dob }
  Result.pure create'
  |> Result.apply (validateUsername userDto.Username
    |> Result.mapError (UsernameError >> List.singleton))
  |> Result.apply (validateDateOfBirth userDto.DateOfBirth
    |> Result.mapError (DateOfBirthError >> List.singleton))
```

## Шаг 2: Частичное применение

```
let getUserById: (UserDto -> User) ->  
    (Guid -> UserDto option) ->  
    Guid ->  
    User option
```

```
let fromDto: (string -> Result<string, UsernameErrors>) ->  
    (DateTime -> Result<DateTime, DateOfBirthErrors>) ->  
    UserDto ->  
    Result<User, UserErrors>
```

```
// Guid -> User option
```

```
let getUserByIdDefault = getUserById fromDtoGetImpl getUserFromDataSourceImpl
```

```
// UserDto -> Result<User, UserErrors>
```

```
let fromDtoDefault = fromDto validateUsernameImpl validateDateOfBirthImpl
```

# Итоги

- Рассмотрели основные паттерны
- Затронули архитектурные паттерны (разделение домена и данных, DI)
- Рассмотрели computational expressions

# ИСТОЧНИКИ

- F# for fun and profit (<https://fsharpforfunandprofit.com>)
- Giraffe (<https://github.com/giraffe-fsharp/giraffe>)
- Learn You a Haskell for Great Good (<http://learnyouahaskell.com>)
- Computational expressions (<https://docs.microsoft.com/en-us/dotnet/fsharp/language-reference/computation-expressions>)

# Вопросы?

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