

Kleisli

Un ami qui vous veut du bien



SOFTWARE ENGINEER

<3 CHALLENGES TECH

PASSIONNÉ SCALA

@TRISTANSOULLZ



ENGINEERING MANAGER

FORMATEUR SCALA / AKKA

AVENTURIER DE LA FP

@XBUCCHIOTTY



Teads^{tv}

Join us to
reinvent video advertising



contenu
éditorial

contenu
publicitaire

appareil

Chaque diffusion
est choisie en
temps réel





50 <> 500 ms



500 000 rq/s

RULES

~30 rules per req



Évolution du domaine

1

```
type ExecutionResult = Boolean  
type Rule[T]          = T => ExecutionResult[T]
```

2

```
type ExecutionResult[T] = Either[String, T]  
type Rule[T]            = T => ExecutionResult[T]
```

3

```
type ExecutionResult[T] = Either[String, T]  
type Rule[T]            = T => Future[ExecutionResult[T]]
```

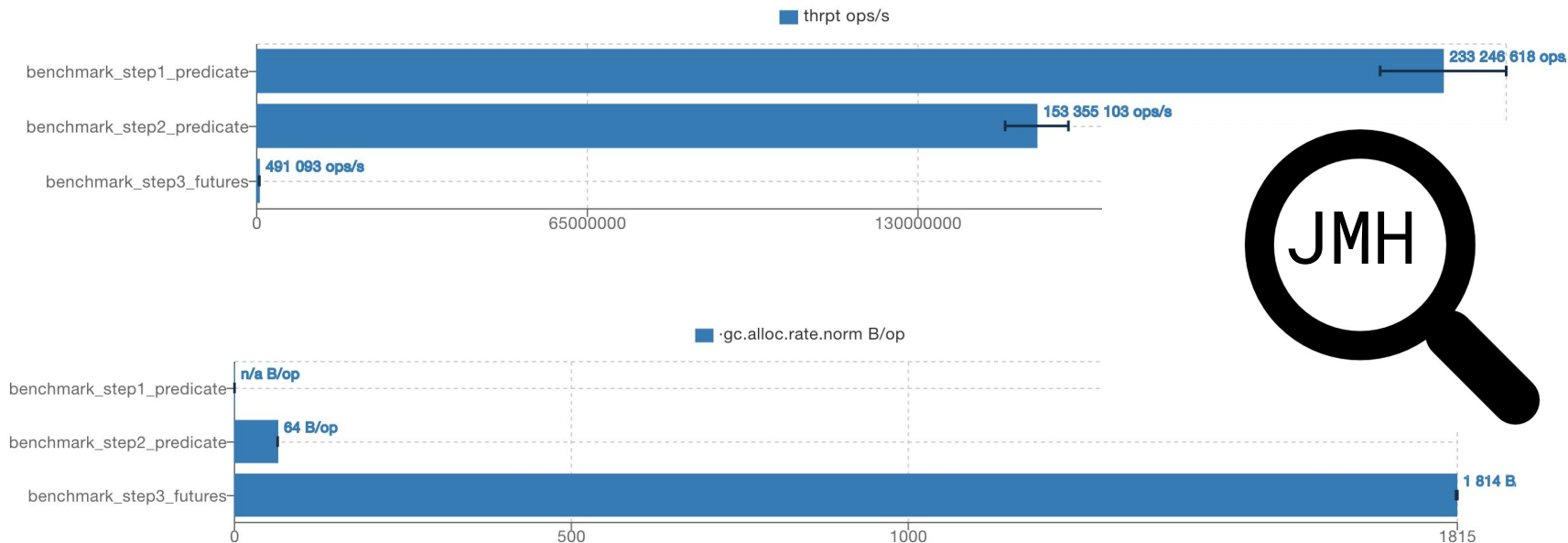
Problèmes

1. Composition difficile à cause des Futures (*Future.successful*)

```
def deviceRule(device: Device): Rule[Ad] = {  
  ad => Future.successful(  
    Either.cond(  
      ad.device == device, ad,  
      "Device does not match"  
    )  
  )  
}
```


Problèmes

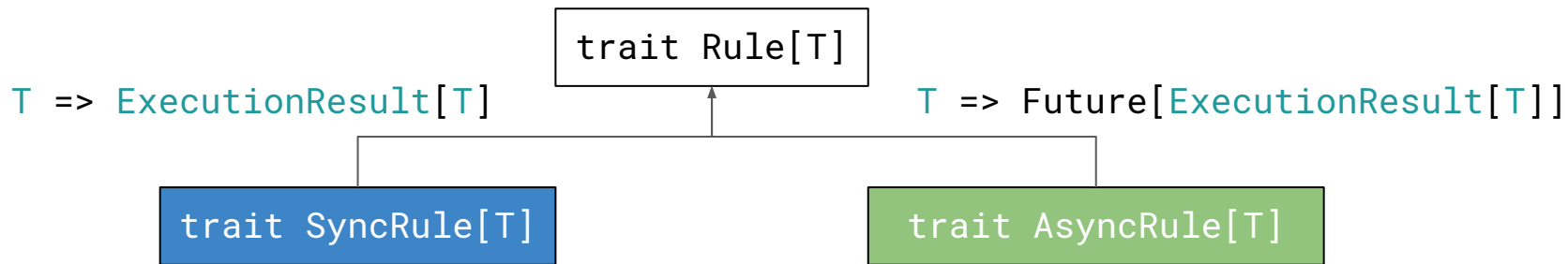
2. Performance





LET'S REFACTOR

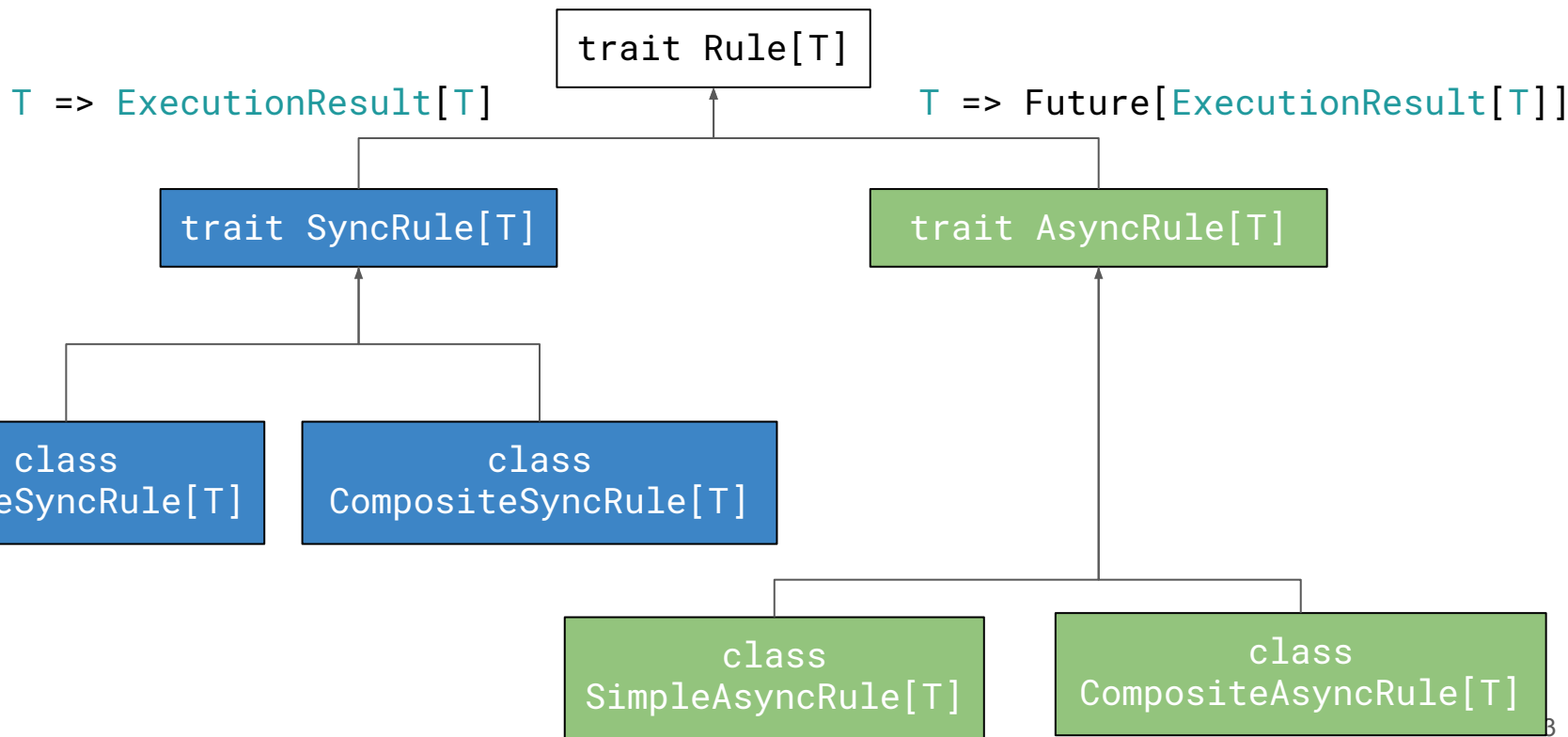
Orienté objet



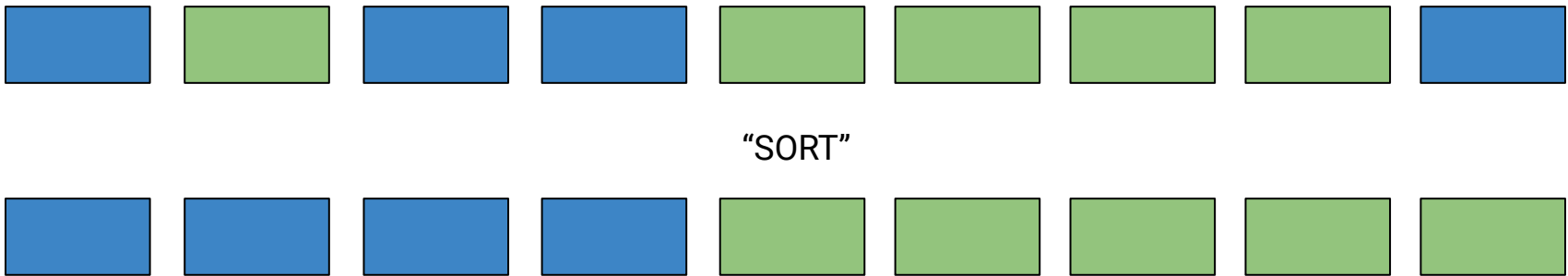
Orienté objet



Orienté objet



Orienté objet



Orienté objet



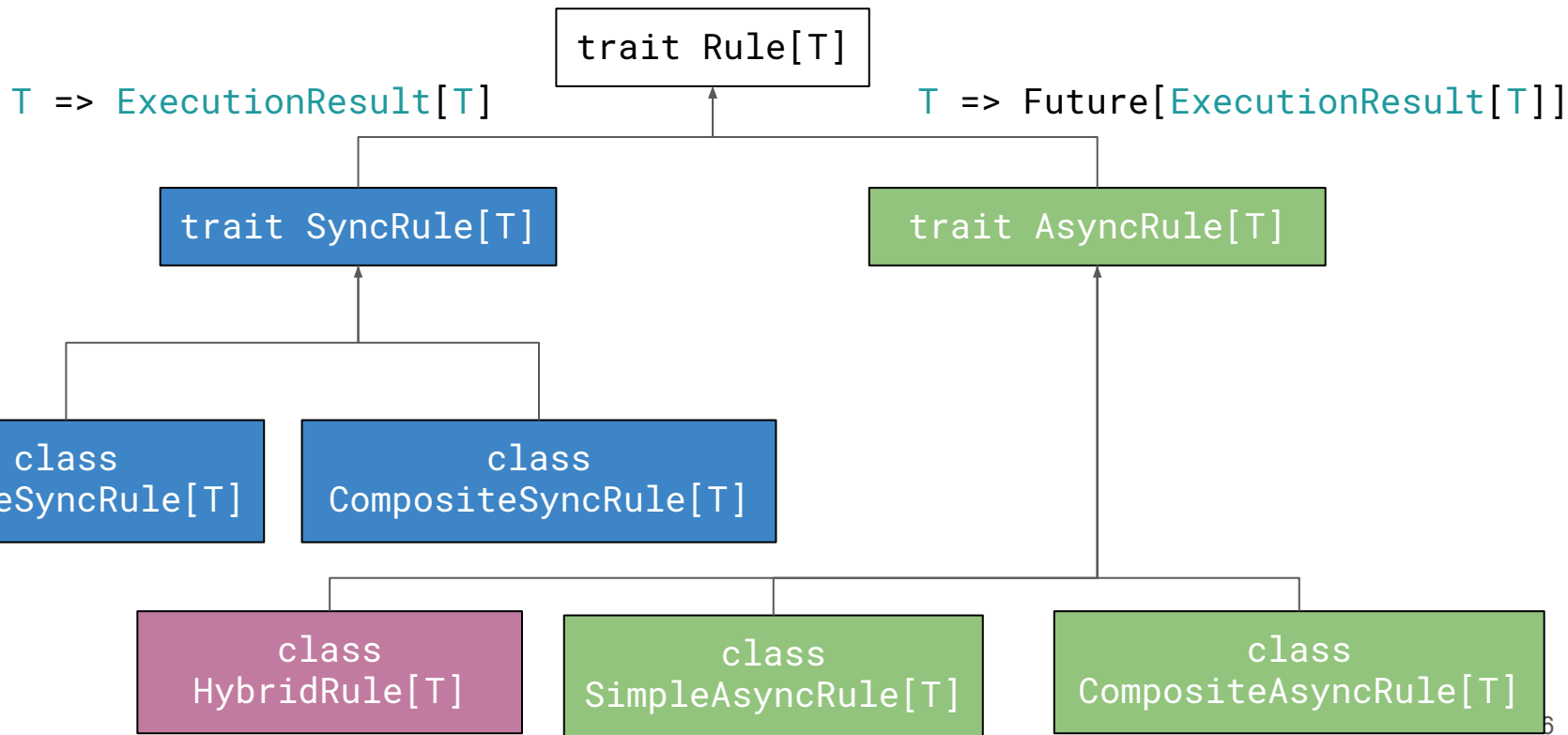
"SORT"



COMBINE



Orienté objet



Orienté objet



"SORT"



COMBINE

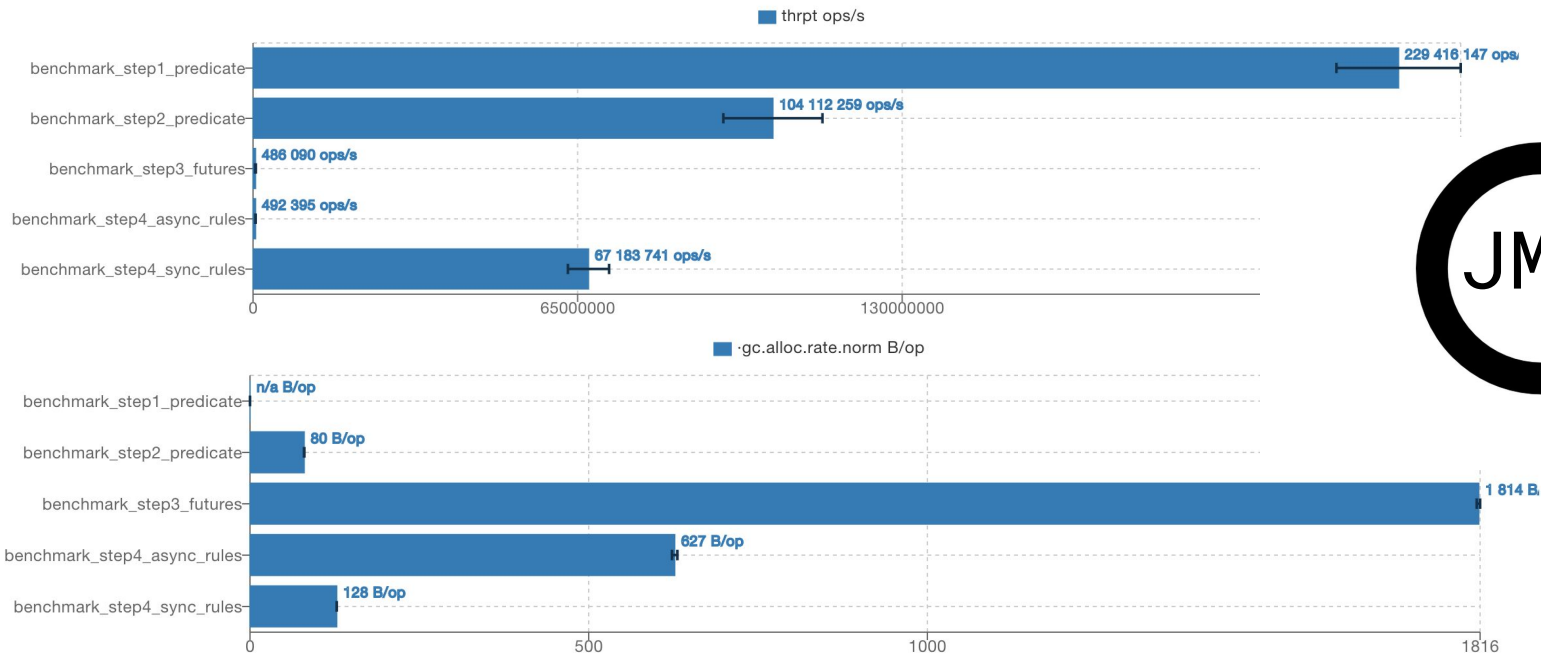


TRANSFORM





Performance



Composition

```
def combine[T](x: Rule[T], y: Rule[T]): Rule[T] = (x, y) match {  
  
  case (l: SyncRule[T], r: SyncRule[T])      => SyncRule.combine(l, r)  
  case (l: SyncRule[T], r: AsyncRule[T])     => AsyncRule.transform(l, r)  
  case (l: AsyncRule[T], r: SyncRule[T])     => AsyncRule.transform(r, l)  
  case (l: AsyncRule[T], r: AsyncRule[T])    => AsyncRule.combine(l, r)  
  
}
```

Composition

```
def combine[T](x: Rule[T], y: Rule[T]): Rule[T] = (x, y) match {  
  
  case (l: SyncRule[T], r: SyncRule[T])      => SyncRule.combine(l, r)  
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  case (l: AsyncRule[T], r: AsyncRule[T])    => AsyncRule.combine(l, r)  
  
}
```

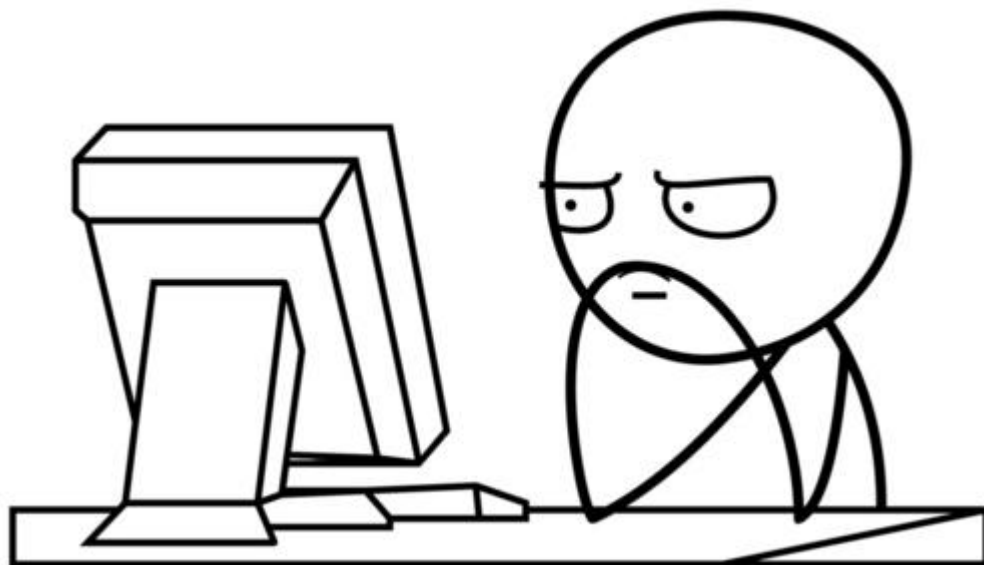
TYPE
CHECKING

Composition

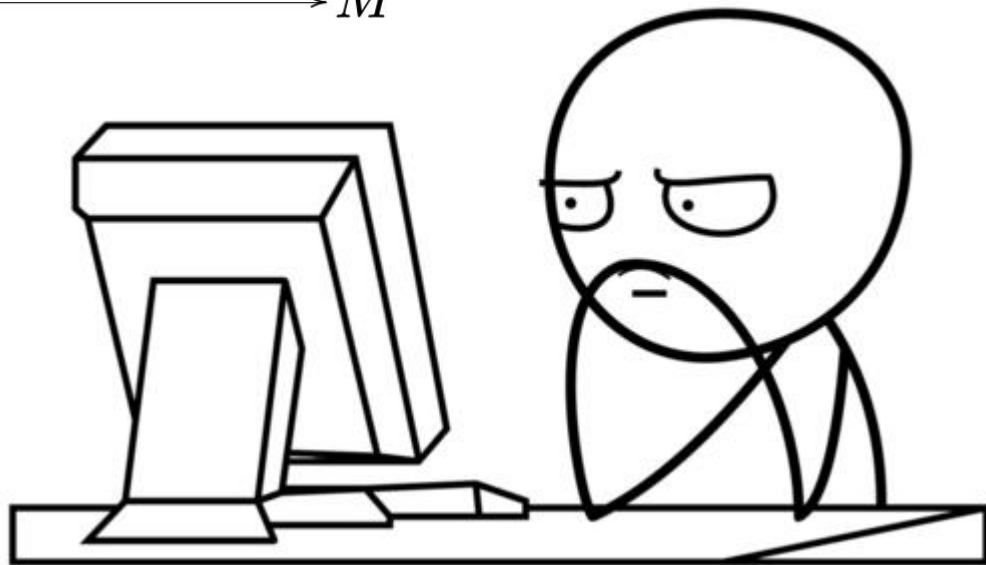
```
def combine[T](x: Rule[T], y: Rule[T]): Rule[T] = (x, y) match {  
  
  case (l: SyncRule[T], r: SyncRule[T])      => SyncRule.combine(l, r)  
  case (l: SyncRule[T], r: AsyncRule[T])     => AsyncRule.transform(l, r)  
  case (l: AsyncRule[T], r: SyncRule[T])     => AsyncRule.transform(r, l)  
  case (l: AsyncRule[T], r: AsyncRule[T])    => AsyncRule.combine(l, r)  
  
}
```

TYPE
CHECKING

HIÉRARCHIE
COMPLEXE

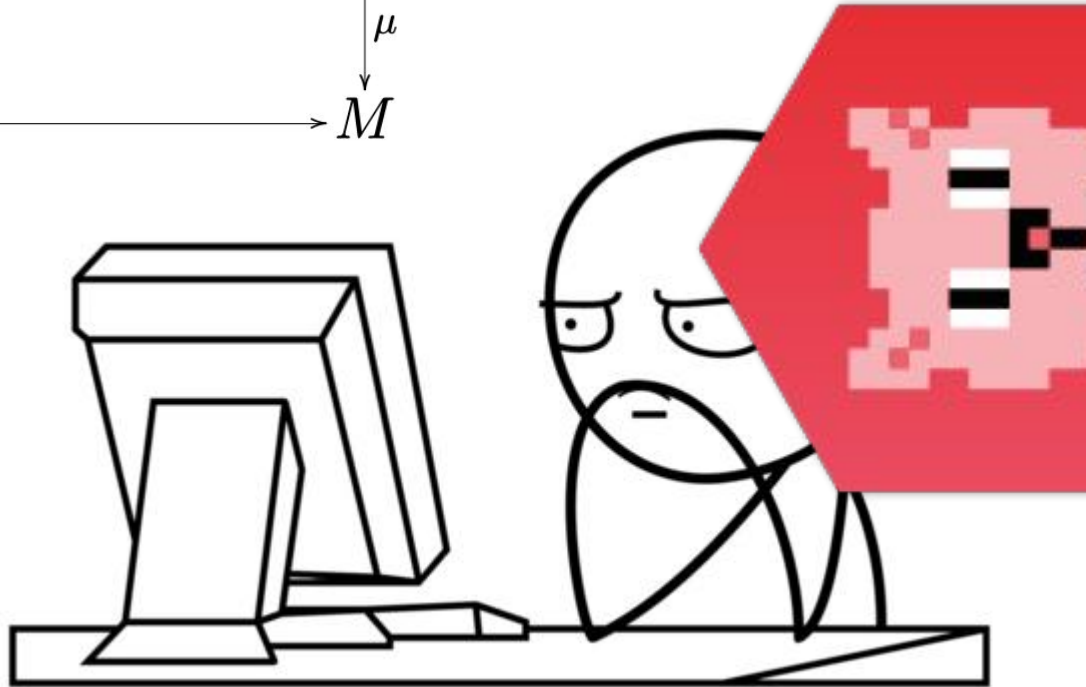


$$\begin{array}{ccc} (M \otimes M) \otimes M & \xrightarrow{\alpha} & M \otimes (M \otimes M) \xrightarrow{1 \otimes \mu} M \otimes M \\ \downarrow \mu \otimes 1 & & \downarrow \mu \\ M \otimes M & \xrightarrow{\mu} & M \end{array}$$



$$\begin{array}{ccc} (M \otimes M) \otimes M & \xrightarrow{\alpha} & M \otimes (M \otimes M) \xrightarrow{1 \otimes \mu} M \otimes M \\ \downarrow \mu \otimes 1 & & \downarrow \mu \\ M \otimes M & \xrightarrow{\mu} & M \end{array}$$

Monoid



Composition

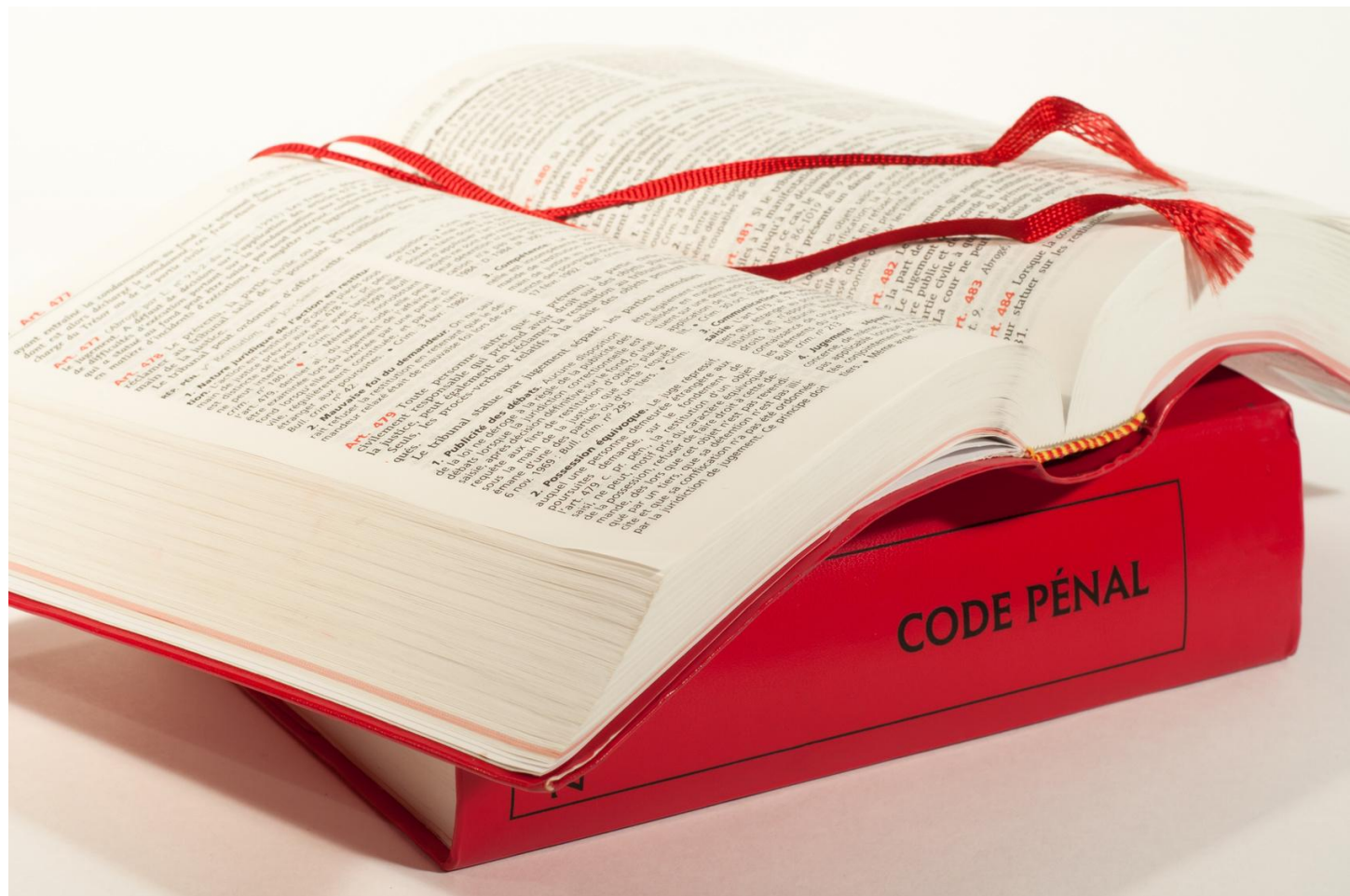
```
trait Semigroup[A] {  
  def combine(x: A, y: A): A  
}
```

Monoid

```
trait Semigroup[A] {  
  def combine(x: A, y: A): A  
}  
  
trait Monoid[A] extends Semigroup[A] {  
  def empty: A  
}
```

Monoid on kind

```
trait Monoid[A] {  
  def combine(x: A, y: A): A  
  def empty: A  
}  
  
trait MonoidK[F[_]] {  
  def combineK[A](x: F[A], y: F[A]): F[A]  
  def empty[A]: F[A]  
}
```



Évolution du domaine

```
type SyncRule[T]          = T => ExecutionResult[T]
type AsyncRule[T]         = T => Future[ExecutionResult[T]]
```

Évolution du domaine

```
type SyncRule[T]          = T => ExecutionResult[T]
type AsyncRule[T]         = T => Future[ExecutionResult[T]]
```

Évolution du domaine

```
type SyncRule[T]          = T =>      Id[ExecutionResult[T]]
```

```
type AsyncRule[T]         = T => Future[ExecutionResult[T]]
```

```
type Rule[Effect[_],T]    = T => Effect[ExecutionResult[T]]
```

Kleisli

```
final case class Kleisli[F[_], A, B](  
  run: A => F[B]  
)
```

Function

```
trait Function[A, B] {  
  def apply(x: A): B  
}
```

Function on kind

```
trait Function[A,B] {  
  def apply(x: A): B  
}  
  
trait FunctionK[F[_],G[_]] {  
  def apply[A](x: F[A]): G[A]  
}
```



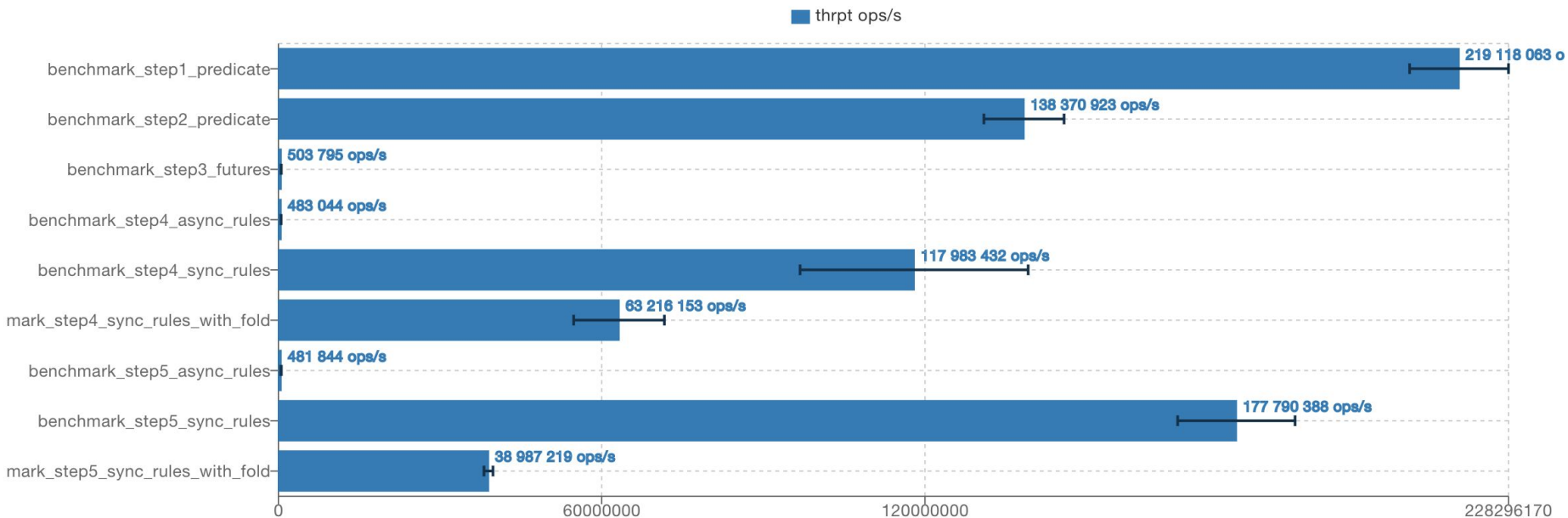
Composition

```
type SyncRule[T]    = Rule[Id, T]
```

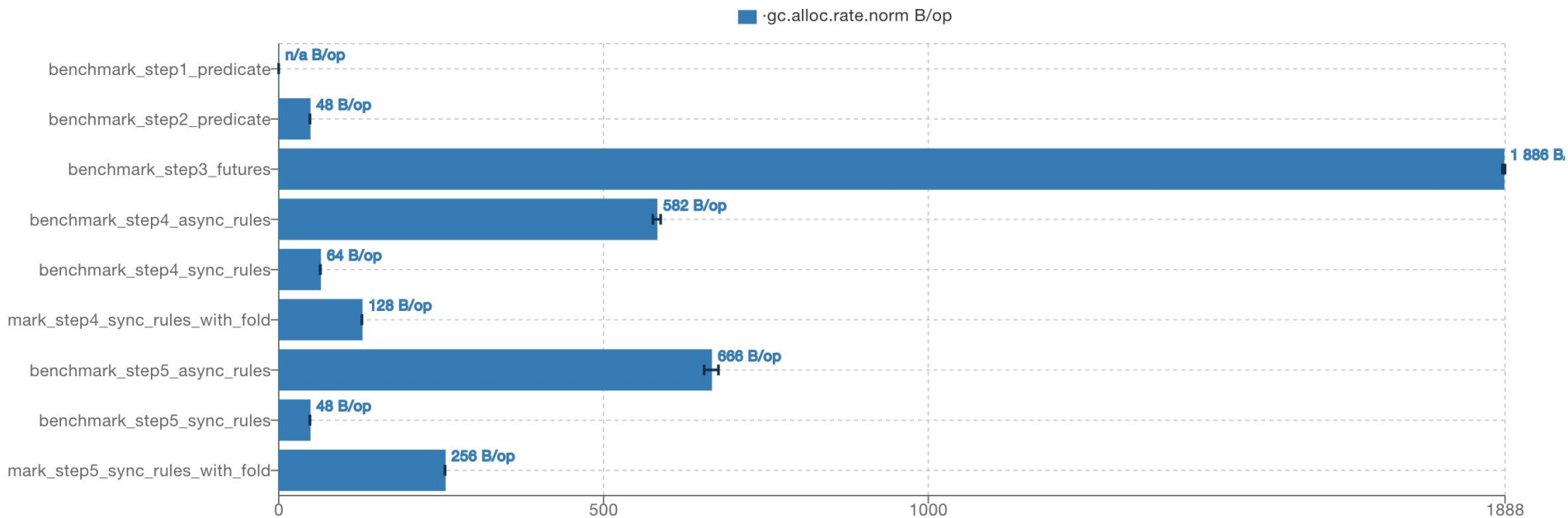
```
type AsyncRule[T]  = Rule[Future, T]
```

```
type TryRule[T]     = Rule[Try, T]
```

Performance



Performance



CONCLUSION

Abstraction

"The purpose of **abstraction** is **not** to be **vague**, but to create a new semantic level in which one can be **absolutely precise**."

Edsger W. Dijkstra

Ouverture

```
type Rule[Effect[_],T] = T => Effect[ExecutionResult[T]]
```

```
type Rule[Effect[_],Result[_],T] = T => Effect[Result[T]]
```

QUESTIONS



<https://github.com/teads/scalaio-kleisli>