

Solving The Dependency Injection Problem With ZIO

Agenda

- **Introduction to ZIO**
- The Dependency Injection Problem
- ZIO's Environment Type
- Using Layers to Build Environments

Mental Model

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type ZIO[-R, +E, +A] = R => Either[E, A]
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- A description of a potentially asynchronous computation
- You can think of `ZIO` as a future on steroids

Hello ZIO

```
object HelloZIO extends App {  
  
  def run(args: List[String]): ZIO[ZEnv, Nothing, Int] =  
    sayHello.as(0)  
  
  val sayHello: ZIO[Console, Nothing, Unit] =  
    console.putStrLn("Hello, ZIO!")  
}
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Composable Descriptions

A ZIO is a description of a computation instead of a running computation so they are incredibly composable:

```
val dice: ZIO[Random, Nothing, Int] =  
  random.nextInt(6).map(_ + 1)
```

```
val pair: ZIO[Random, Nothing, Int] =  
  dice.zipWith(dice)(_ + _)
```

```
val sample: ZIO[Console with Random, Nothing, Unit] =  
  ZIO.collectAll_  
    List.fill(100)(pair.flatMap(n => console.putStrLn(n.toString)))  
  }
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Lossless Error Model

Polymorphic error type allows you to tell how your computations can fail, if they can fail at all:

```
sealed trait PasswordError
case object IOError           extends PasswordError
case object InvalidPassword extends PasswordError

val getInput: ZIO[Console, IOError, String] = ???

def validateInput(password: String): ZIO[Any, InvalidPassword, Password] = ???

val getAndValidateInput: ZIO[Console, PasswordError, Password] =
  getInput.flatMap(validateInput)

val getPassword: ZIO[Console, Nothing, Password] =
  getAndValidateInput.orElse(getPassword)
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Fiber Based Concurrency

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Fibers are lightweight equivalents of threads:

- Can have hundreds of thousands of fibers at a time
- Semantically block but never block underlying operating system thread
- Safely interruptible
- Automatic supervision

Parallelism

ZIO makes it simple to write safe parallel programs:

```
def decrypt(data: Array[Byte]): ZIO[Any, Nothing, String]    = ???  
def validate(data: Array[Byte]): ZIO[Any, InvalidData, Unit] = ???  
  
for {  
  fiber  <- decrypt(data).fork  
  _      <- validate(data)  
  result <- fiber.join  
} yield result
```

Concurrency

Combinators provide strong guarantees that make it easy to reason about concurrent programs:

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- *Race* - the slower of two computations will be immediately interrupted
- *Bracket* - resource will always be released when computation is terminated
- *Lock* - computation will always be executed on specified executor

Safe Resource Usage

```
try {  
    resource = acquire  
    doSomething(resource)  
} finally {  
    resource.release  
}
```

Try finally doesn't work with asynchronous or concurrent code

Composable Resources

```
val resource1 = ZManaged[Any, Nothing, A]  
val resource2 = ZManaged[Any, Nothing, B]  
val resource3 = ZManaged[Any, Nothing, C]
```

```
for {  
  a      <- resource1  
  (b, c) <- resource2.zipPar(resource3)  
} yield f(a, b, c)
```

Resources are guaranteed to be acquired in correct order and released as soon as possible

Concurrent Data Structures

"Batteries included" library of concurrent data structures to solve any problem:

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Concurrent Data Structures

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- *Ref* - concurrent state
- *Promise* - single element coordination between fibers
- *Queue* - multiple element coordination between fibers
- *STM* - full software transactional memory library

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How Do We Get Dependencies To Where They Are Needed?

```
trait Bloomberg {  
  def getStockPrice(ticker: String): Future[Double]  
}
```

```
def executeTrades(bloomberg: Bloomberg): Unit =  
  ???
```

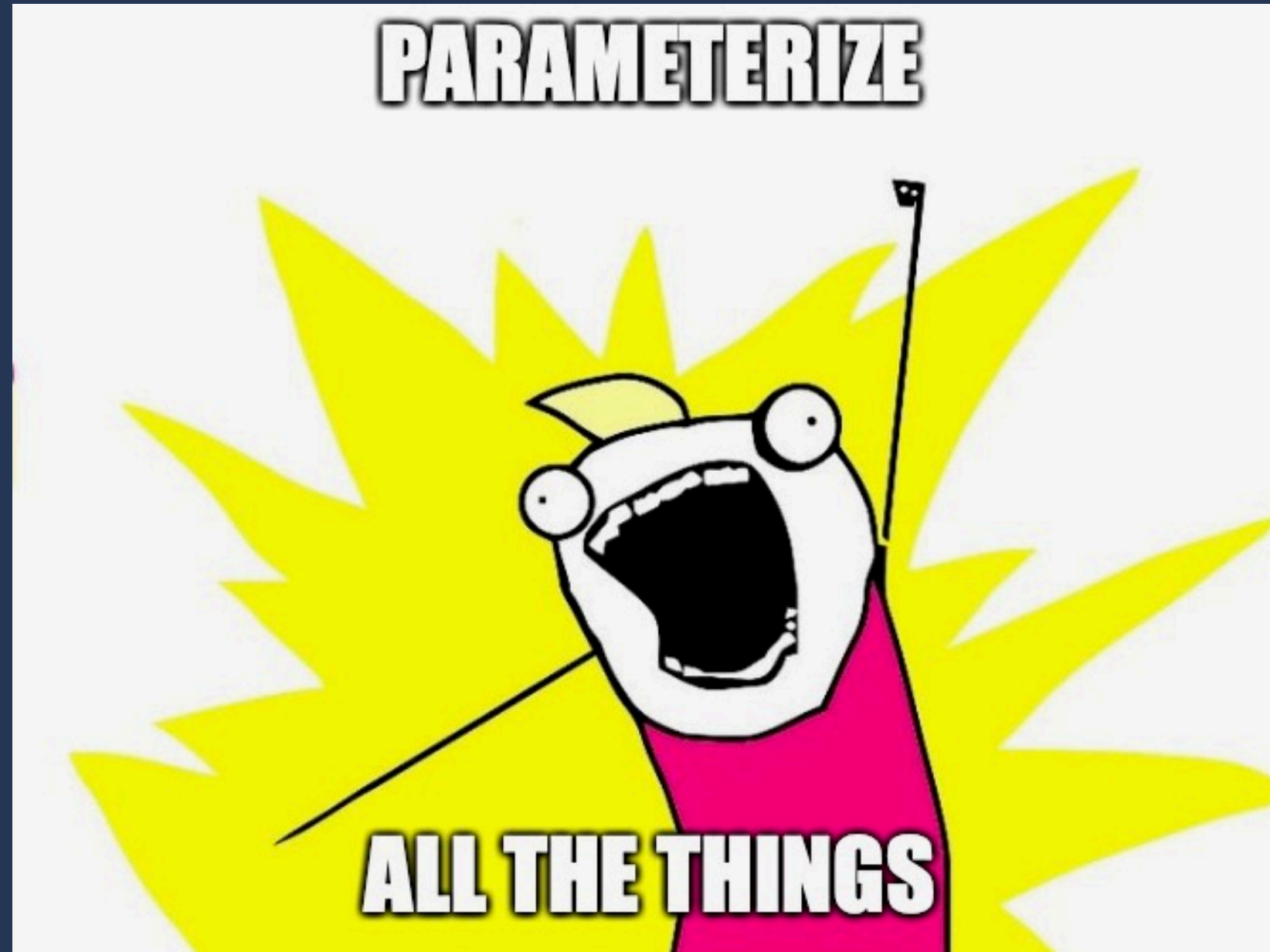
```
// ten layers down...
```

```
def appleStockPrice: Future[Double] =  
  bloomberg.getStockPrice("AAPL")
```

Traditional Solutions

1. Argument Passing
2. Implicit Parameters
3. Constructor Arguments
4. Cake Pattern
5. Specialized Frameworks

Argument Passing



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Problems:

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- Have to include in all calls to those functions
- Doesn't scale to many dependencies

Implicit Parameters

Just make them implicit:

```
def getStockPrices(  
    tickers: List[String]  
) (implicit bloomberg: Bloomberg): Future[List[Double]] =  
    Future.traverse(tickers)(bloomberg.getStockPrice)
```

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Implicit Parameters

Problems:

- Have to include in all function definitions that directly or indirectly use dependency
- ~~Have to include in all calls to those functions~~
- Doesn't scale to many dependencies
- Harder to reason about and more error prone

Constructor Arguments

```
class StockTradingService(bloomberg: Bloomberg) {  
    def getStockPrice(ticker: String): Future[Double] =  
        bloomberg.getStockPrice(ticker)  
    // more methods here  
}
```

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- Allocation and deallocation of resources

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- Coarse expression of dependencies
- Encourages use of dependency injection framework
- Hard to refactor

Cake Pattern

```
trait BloombergService {  
  def getStockPrice(ticker: String): Future[Double]  
}
```

```
trait Bloomberg {  
  def bloomberg: BloombergService  
}
```

```
object LiveBloomberg extends Bloomberg {  
  ???  
}
```

```
trait TradeExecution { self: Bloomberg =>  
  val appleStockPrice = bloomberg.getStockPrice("AAPL")  
}
```

```
object LiveTradeExecution extends TradeExecution with LiveBloomberg
```

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Problems:

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- Hard to refactor

Specialized Frameworks

Use macros or reflection to dynamically inject dependencies:

- Guice
- Spring
- MacWire
- Airframe

Specialized Frameworks

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- Have to learn domain specific language

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- "Magic" - when it works it works, otherwise good luck

Specialized Frameworks

Problems:

- Have to learn domain specific language
- "Magic" - when it works it works, otherwise good luck
- Lack of type safety

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Mental Model

$\text{ZIO}[-R, +E, +A] = R \Rightarrow \text{Either}[E, A]$

- A ZIO computation can require an environment R to be run
- Allows us to describe our whole program and its dependencies, deferring providing their implementations until the "end of the world"
- Computations that don't require any environment have R of Any

Accessing the Environment

Access the environment using `ZIO.environment`:

```
def getStockPrice(ticker: String): ZIO[Bloomberg, BloombergError, Double] =  
  ZIO.environment[Bloomberg].flatMap(_.getStockPrice(ticker))
```

A computation that requires a Bloomberg service and either succeeds with a stock price or fails with a domain specific error

Providing the Environment

Provide the environment using `ZIO#provide`:

```
val appleStockPrice: ZIO[Any, BloombergError, Double] =  
  getStockPrice("AAPL").provide(Bloomberg.Live)
```

A computation that has been provided with its required environment and is ready to be run

Environmental Requirements Compose

Combining two computations requires both of their environments:

```
def getPrice(ticker: Ticker): ZIO[Bloomberg, BloombergError, Double] = ???
def logPrice(ticker: String, price: Double): ZIO[Logging, Nothing, Unit] = ???

def getAndLogPrice(ticker: String): ZIO[Bloomberg with Logging, BloombergError, Double] =
  for {
    price <- getPrice(ticker)
    _ <- logPrice(ticker, price)
  } yield price
```

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```

Environmental Requirements Scale

```
type Trading = Bloomberg with Logging
```

```
def getAndLogPrice(ticker: String): ZIO[Trading, BloombergError, Double] =  
  ???
```

We can use `with` to concisely describe complex environments

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While a giant step forward, there have been some limitations in working with environment in previous ZIO versions:

- boilerplate in constructing environments
- difficulty locally modifying and eliminating environments

Boilerplate in Constructing Environments

```
trait Bloomberg {  
  def bloomberg: Bloomberg.Service  
}  
  
object Bloomberg {  
  trait Service {  
    def getStockPrice(ticker: String): IO[BloombergError, Double]  
  }  
}  
  
trait Logging {  
  def logging: Logging.Service  
}  
  
object Logging {  
  trait Service {  
    def logLine(line: String): UIO[Unit]  
  }  
}
```

Boilerplate in Constructing Environments

```
val appleStockPrice: ZIO[Bloomberg, BloombergError, Double] =  
  getAndLogPrice("AAPL").provideSome[Bloomberg] { env =>  
    new Bloomberg with Logging {  
      val bloomberg = env.bloomberg  
      val logging = Logging.Live.logging  
    }  
  }
```


Difficulty Locally Modifying and Eliminating Environments

```
def modifyClock[R <: Clock, E, A](  
  zio: ZIO[R, E, A]  
)(f: Clock.Service => Clock.Service): ZIO[R, E, A] =  
  zio.provideSome[R] { r =>  
    ???  
  }
```

The Mix Problem

```
def mix[A, B](a: A, b: B): A with B =  
  ???
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The Mix Problem

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- Previous solutions, including the Mix type class from the ZIO Macros project and the Enrich type class from Netflix's Polynote project have used macros to solve this problem
- Not ideal experience for a core library feature

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Has

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- Backed by heterogeneous map from types to values

Has

Has[A] with Has[B] with Has[C]

- Backed by heterogeneous map from types to values
- We know how to build and combine maps, we don't know how to build and combine abstract types

Heterogenous Map

```
Has[Blocking.Service] with Has[Random.Service]  
  with Has[Clock.Service] with Has[Console.Service]  
  with Has[System.Service]
```

```
Map(  
  Tagged[Blocking.Service] -> BlockingServiceLive,  
  Tagged[Random.Service]   -> RandomServiceLive,  
  Tagged[Clock.Service]    -> ClockServiceLive,  
  Tagged[Console.Service]  -> ConsoleServiceLive,  
  Tagged[System.Service]   -> SystemServiceLive  
)
```

Defining Services

```
type Bloomberg = Has[Bloomberg.Service]  
type Logging    = Has[Logging.Service]
```

```
object Bloomberg {  
  trait Service {  
    def getStockPrice(ticker: String): IO[BloombergError, Double]  
  }  
}
```

```
object Logging {  
  trait Service {  
    def logLine(line: String): UIO[Unit]  
  }  
}
```

ZLayer

```
ZLayer[-RIn, +E, +ROut] <: Has[_]
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ZLayer

`ZLayer[-RIn, +E, +ROut <: Has[_]]`

- A `ZLayer[RIn, E, ROut]` is a "recipe" for building an environment of type `ROut`
- Layers can require allocation and deallocation
- Layers are shared by default, so if the same layer is used in multiple parts of your dependency graph it will only be created once

Layers Compose

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Layers compose horizontally and vertically:

- *Horizontally* - Combine two layers with `++` to get a new layer that requires both of their inputs and produces both their outputs
- *Vertically* - Combine one layer that depends on another with `>>>` to get a new layer that takes the input to the first and produces the output of the second

Horizontal Composition

```
object ZEnv {  
  val live: ZLayer[Any, Nothing, Clock with Console with Random with System] =  
    Clock.live ++ Console.live ++ Random.live ++ System.live  
}
```

Vertical Composition

```
object TestEnvironment {  
  val live =  
    Annotations.live ++  
    (Live.default >>> TestClock.default) ++  
    TestConsole.default ++  
    Live.default ++  
    TestRandom.random ++  
    Sized.live(100) ++  
    TestSystem.default  
}
```

Layers Can Require Finalization

```
val bloombergLayer: ZLayer[Any, Nothing, Bloomberg] =  
  ZLayer.fromManaged {  
    Managed.make(  
      acquireBloombergService,  
      releaseBloombergService  
    )  
  }
```

Locally Eliminating Dependencies

```
val getAndLogPrice: ZIO[Bloomberg with Logging, BloombergError, Double] =  
  ???
```

```
val liveLogging: ZLayer[Any, Nothing, Logging] = ???
```

```
val appleStockPrice: ZIO[Bloomberg, BloombergError, Double] =  
  getAndLogPrice.provideSomeLayer[Bloomberg](liveLogging)
```

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```

Locally Updating Dependencies

Easy to locally update services:

```
val tradingLayer: ZLayer[Any, Nothing, Bloomberg with WorldBank with Logging] =  
    ???  
  
val updated = tradingLayer.updated[Logging] { loggingService =>  
    // update logging service to display in black and white  
    ???  
}
```


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Locally Overriding Dependencies

Easy to locally override services:

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val tradingLayer: ZLayer[Any, Nothing, Bloomberg with WorldBank with Logging] =  
  ???
```

```
// temporarily log data to console for debugging purposes  
val consoleLogging: ZLayer[Any, Nothing, Logging] = ???
```

```
// ++ overrides existing service implementation  
val updated = tradingLayer ++ consoleLogging
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// ++ overrides existing service implementation  
val updated = tradingLayer ++ consoleLogging
```

Impossible to Create Cyclic Dependencies

```
lazy val chickenLayer: ZLayer[Egg, Nothing, Chicken] = ???  
lazy val eggLayer: ZLayer[Chicken, Nothing, Egg] = ???
```

```
lazy val circular: ZLayer[Chicken, Nothing, Egg] =  
  eggLayer >>> chickenLayer >>> eggLayer
```

Impossible to Create Cyclic Dependencies

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Benefits Of ZLayer

- Powerful
- Concise and ergonomic
- Type safe
- Resource safe
- No "magic"

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- ZIO's environment type provides a comprehensive solution to the dependency injection problem
- Try it out and visit us on Github and Discord

Thank You

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- All of you for taking time out of your day to attend