valaddin

Functional input validation

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You know the drill

```
foo <- function(x, y, z, ...) {
  if (oops(x))
    stop()
  if (oops_again(y))
    stop()
  if (doh(y) && dammit(z))
    stop()
 # ... you'll get to the meat, eventually
```

Simple, familiar, convenient ...

... except it

- · clutters the main logic
- · is repetitive and tedious
- · is ill-suited to interactive use
- is rigid
- · is sometimes uninformative

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stop()
if (doh(y) && dammit(z))
  stop()
  # the meat
```



Functional input validation (in an eggshell)









The usual way

The functional way







firmly(,)



add < - function(x, y) x + y



add <- firmly(add, is.numeric)

```
add(1, 2)
# [1] 3

add(1, "2")
# Error: add(x = 1, y = "2")
# FALSE: is.numeric(y)
```

```
add <- firmly(add, vld_is(length(x) == length(y)))
add(1, 2)
# [1] 3
add("1", 1:2)
# Error: add(x = "1", y = 1:2)
# 1) FALSE: is.numeric(x)
# 2) length(x) == length(y) is not true
loosely(add)(1, 1:2)
# [1] 2 3
                            loosely
```

Clarify structure

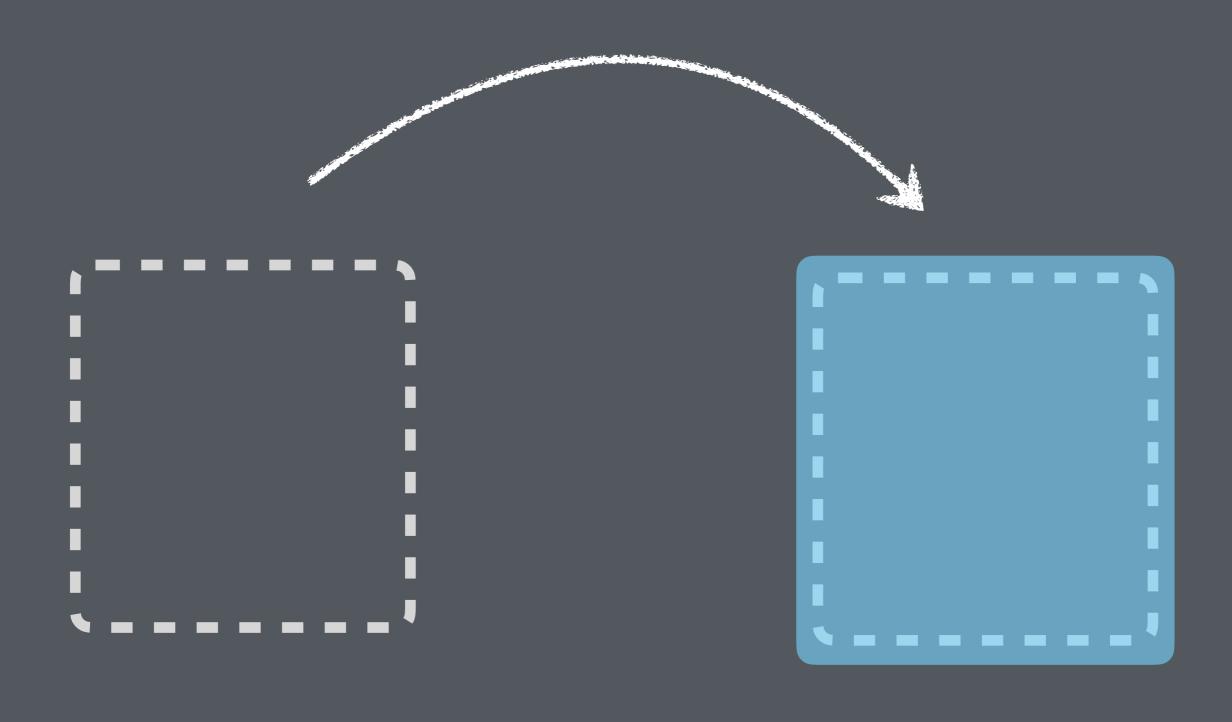
foo <- function(x, y, z, ...) {</pre>

```
stop()
if (oops_again(y))
  stop()
if (doh(y) && dammit(z))
```

if (oops(x))

stop()
Now to the meat ...

VS



firmly(identity,)

Functional input validation covers Object validation

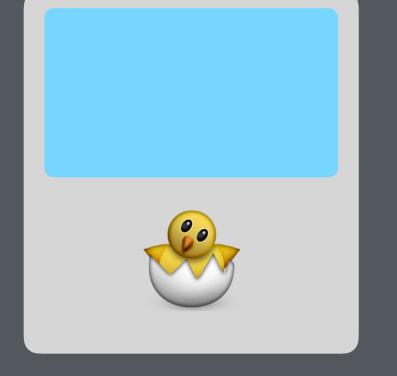
What else?

- Spec for input validation supports new tidyverse grammar (rlang)
- Programmable error messages (glue)
- Non-functional input validation: argufy, ensurer, typeCheck

Thank you!







github.com/egnha/valaddin