

Developing F# on NixOS

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Hi.

Introductions

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- ▶ it is my first experience of this kind, so please do criticize me (gently)

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- ▶ give an overview over recoll, a file indexer
- ▶ construct a small service to query recoll via HTTP
- ▶ deploy that service using nix

What is F#?

F#

F# was developed in 2005 at Microsoft Research[1]. In many ways, F# is essentially a .Net implementation of OCaml, combining the power and expressive syntax of functional programming with the tens of thousands of classes which make up the .NET class library.

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- ▶ object-orientation
- ▶ the 'm'-word (look at the computation-food paper that I downloaded)
- ▶ ecosystem seems somewhat fragmented, but there are many useful libraries out there

Pros:

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- ▶ With projects like WebSharper or FunScript, F# can be used throughout the whole stack (share types and code, thus safety)
- ▶ Interop with C# works really well, and there are lots of good libraries
- ▶ its essentially a really good blend between the principled and utilitarian mind-sets

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- ▶ TODO: find out differences in the type systems
- ▶ no GADTs
- ▶ while OO has some points to go for it (think familiarity to large audiences of developers, generally well understood) it is a bit ugly and alien in this context.

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- ▶ no `where`

Let's look at some code

The λ -calculus

// variable binding

```
let x = 41
```

// functions

```
let f = fun (value : int) -> value + 1
```

```
let f value = value + 1 // shorter
```

```
let f = (+) 1 // partially applied
```

// function application

```
f x
```

// a common idiom in F# is the `apply to` operator

```
x |> f
```

Types

// a binary tree - example of a sum type

```
type Tree<'a> =  
  | Node of Tree<'a> * int * Tree<'a>  
  | Leaf of 'a
```

// another "discriminated union" for modeling state changes

```
type AppAction =  
  | AddThing  
  | EditThing  
  | RemoveThing
```

// record - a product type

```
type Person = { name : string; age : int }
```

// optional (aka. Maybe)

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

// type alias

Classes

// Objects o.O

```
type Person (a: int, n: string) =
```

```
  let mutable name = n
```

```
  let mutable age = a
```

```
member self.Name           // properties
```

```
  with get () = name       // getter ->
```

```
    and set n  = name <- n // setter <-
```

```
member self.Age
```

```
  with get () = age
```

```
    and set a  = age <- a
```

```
member self.OldEnough () = age > 18
```

```
static member Greet () = printfn "Hi."
```

// usage

Pattern Matching

```
let horse : string option = Some "Hi."
```

```
// handling all cases with match
```

```
match f with
```

```
| Some "Hello." -> printfn "it said hello."
```

```
| Some "Hi."     -> printfn "it said hi."
```

```
| Some _         -> printfn "it said something else."
```

```
| None          -> printfn "it does not speak."
```

TODO more examples for PM

Modules and ..

```
// declare a module locally
module MyTree =
  // indent!
  type Tree<'a> =
    | Node of Tree<'a> * 'a * Tree<'a>
    | Leaf

// top-level definition
module MyTree

(*
  - declare at the top of file
  - no =
  - no indentation!
*)
let testTree depth =
  let rec testTree' current max =
    let next = current + 1
    if current = (max - 1)
```

.. Namespaces

```
namespace Data
```

```
module MyTree =
```

```
  // no indentation!
```

```
  type Tree<'a> =
```

```
    | Node of Tree<'a> * int * Tree<'a>
```

```
    | Leaf of 'a
```

```
// combine namespace and module into one statement
```

```
module Data.MyTree
```

```
// again, no indentation!
```

```
type Tree<'a> =
```

```
  | Node of Tree<'a> * int * Tree<'a>
```

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  | Leaf of 'a
```

Other Cool Things To Look At

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- ▶ Units of Measure
- ▶ built-in support for Actor-style programming

F# and NixOS

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- ▶ *paket* is a very promising replacement setting out to fix the common problem of *DLL* hell
- ▶ *paket* resolves the dependency graph at the solution level and manages references of projects

But whats the point of using Nix(OS) then?

Tentative Answer:

because it brings a lot more value **to** the table than just p

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1. create and maintain packages for nuget packages, possibly automating the process with the right tooling

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1. create and maintain packages for nuget packages, possibly automating the process with the right tooling
2. have a way to generate reference entries in .fsproj files automatically, just as *paket* does it
3. build projects such that runtime deps get linked correctly

- ▶ some work towards that end has already been done by @obadz, albeit it seems experimental at this point

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- ▶ there might not be big enough incentives to do this at this point

A Sample Project

Project

Proposition

Assume we have a lots of great computer science papers on our SSD, and we'd like to be able to index and query for information (e.g. [1]) via *curl*.

So, lets build a small microservice around the *reco11* full-text indexer and serve query results via HTTP.

[1] <https://github.com/ocharles/papers>

A quick word about...

Microservices!

Microservies?

TODO: remind myself WTF are they again?

No, but seriously, its a stupid buzzword and we all know it but apparently we like pressing those buttons over and over again.

A microservice is a small, stand-alone component most often part of a system of more of these stand-alone, de-coupled units. Essentially, its a scalability design pattern for web applications.

From the point of view of a functional programming enthusiast, microservices are a good example of how small, stateless (*pure!*) building blocks (*referential transparency*) can be *composed* into systems that are easier to understand and maintain and more robust than big monolithic code-bases.

I am not a dev-ops person, but I hear that larger systems become fiendishly hard to deploy and monitor, though.
Blame successfully shifted!
:)

Bootstrapping

The state of affairs of project management in mono/F# is still for the most part centered around using IDE's for everything.

There are the obvious Candidates, such as MS' Visual Studio or MonoDevelop, which is at least free and available via *nix*.

To alleviate that situation for those who don't like IDEs, there is a project scaffold git repository with an initialization routine to help set up everything.

We'll focus on that workflow for this talk, since this be beneficial to automate tasks down the line (think CI and deployment).

Using Project Scaffold

- `git clone git@github.com:fsprojects/ProjectScaffold.git`
- `cd PaperScraper && ./build.sh`

Answer a couple of questions and you're set. But wait!



Figure 1:

error : Target named 'Rebuild' not found in the project.

A Note About Build Targets

Since in *NixOS* there is no(t one, but many) Global Assembly Cache, resolving default build targets shipped with *F#* does not work as expected.

The solution is to patch all *.fsproj* files in the solution and only conditionally set the *FSharpTargetsPath* if the target actually exists:

```
- <FSharpTargetsPath>$(MSBuildExtensionsPath32)\Microsoft\VisualStudio\10.0\FSharp\Tools\MSBuild\Binaries\FSharp.targets
+ <FSharpTargetsPath Condition="Exists('$(MSBuildExtensionsPath32)\Microsoft\VisualStudio\10.0\FSharp\Tools\MSBuild\Binaries\FSharp.targets')>$(MSBuildExtensionsPath32)\Microsoft\VisualStudio\10.0\FSharp\Tools\MSBuild\Binaries\FSharp.targets
```

There is a package *nix* written by *@obadz_* which contains a script that finds and patches up *.fsproj_* files to look out for the *FSharpTargetsPath* environment variable.

→ `nix-env -i dotnetbuildhelpers`

Usage:

```
→ patch-fsharp-targets.sh  
  Patching F# targets in fsproj files...  
  ./src/PaperScraper/PaperScraper.fsproj  
  ./tests/PaperScraper.Tests/PaperScraper.Tests.fsproj
```

Last, we only need to set *FSharpTargetsPath* in our shell:

```
→ export FSharpTargetsPath=$(dirname $(which fsharp))/../lib
```

```
→ set -x FSharpTargetsPath (dirname (which fsharp))/../lib/m
```

```
{ config, pkgs, ... }:
```

```
{  
  environment.variables.FSharpTargetsPath = "${pkgs.fsharp}/
```

Hm, More Errors

Unfortunately, more problems crop up at this point.

- ▶ FSharp.Core.dll is missing when running tests, hence the build fails
- ▶ FSharp.Core.dll is missing when generating documentation, hence the build fails

:(

Ah yes!

“In compiled applications, you should never assume that FSharp.Core is in the GAC (“Global Assembly Cache”). Instead, you should deploy the appropriate FSharp.Core as part of your application.”

<https://fsharp.github.io/2015/04/18/fsharp-core-notes.html>

Quick Fix:

Ship *FSharp.Core* as part of the build output and manage the dependency with *paket*.

```
in paket.dependencies, add;
```

```
FSharp.Core = 4.0.0.1
```

```
in src/PaperScraper/paket.references, add:
```

```
FSharp.Core
```

```
<Reference Include="FSharp.Core">
```

```
  <Private>True</Private>
```

```
  <HintPath>..\..\packages\FSharp.Core\lib\net40\FSharp.Core
```

```
</Reference>
```


A Better™ Fix:

It would be better to use the F# version shipped with NixOS.

```
<TargetFSharpCoreVersion>4.3.1.0</TargetFSharpCoreVersion>
```

```
<HintPath>$(TargetFSharpCorePath)</HintPath>
```

```
→ set -x TargetFSharpCorePath (dirname (which fsharp))/../lib
```

```
{ config, pkgs, ... }:
```

```
{  
  environment.variables.TargetFSharpCorePath = "${pkgs.fsharp}/lib
```

Finding the correct F# Version

	F# 3.0	F# 3.1		F# 4.0	F# X.Y
Target Framework	VS 2012	VS 2013	3.1.1, 3.1.2 updates	VS 2015	VS vFuture
.NET 2	2.3.0.0	2.3.0.0 [frozen]		2.3.0.0 [frozen]	2.3.0.0 [frozen]
.NET 4	4.3.0.0	4.3.1.0		4.4.0.0	4.X.Y.0
Portable 47	2.3.5.0	2.3.5.1		3.47.4.0	3.47.X.Y
Portable 7		3.3.1.0		3.7.4.0	3.7.X.Y
Portable 78			3.78.3.1	3.78.4.0	3.78.X.Y
Portable 259			3.259.3.1	3.259.4.0	3.259.X.Y
Portable N					3.N.X.Y

Figure 2:

<http://stackoverflow.com/questions/20332046/correct-version-of-fsharp-core>

Documentation and Help Targets

They do not build at this point, for the same reasons.

TODO: improve this slide

But we're building an executable, right?!

The project template at this point generates a library project by default, so the *.fsproj* file needs to be amended in 2 ways:

```
<OutputType>Exe</OutputType>
```

```
<ErrorReport>prompt</ErrorReport>
```

```
<Externalconsole>>true</Externalconsole>
```

Additionally, the tests project also holds a reference to the current project, so we need to comment it and the code in *Tests.fs* out to ensure a clean build.

Phew!

Recoll

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- ▶ needs to be configured correctly (whitelist directories)
- ▶ the indexer needs to be run in a cron/systemd timer job

An Example

```
recoll -t -n 1 -m -q burrito
Recoll query: ((burrito:(wqf=11) OR burritos))
5 results (printing 1 max):
application/pdf [file:///home/k/doc/books/burrito_monads.pdf]
abstract = Burritos for the Hungry Mathematician Ed Morehouse
author = LaTeX with hyperref package
dbytes = 10425
fbytes = 74745
filename = burrito_monads.pdf
fmtime = 01445444345
mtime = 01445444345
mtype = application/pdf
origcharset = UTF-8
pcbytes = 74745
rcludi = /home/k/doc/books/burrito_monads.pdf|
relevancyrating = 100%
sig = 747451445444345
title =
```

Search For File Names

```
recoll -t -n 1 -f burrito
```

Recoll query: (XSFSburrito_monads.pdf)

1 results

application/pdf [file:///home/k/doc/books/burrito_monads.pdf]

Suave.IO

Suave is a simple web development F# library providing a lightweight web server and a set of combinators to manipulate route flow and task composition.

<http://suave.io>

Features:

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- ▶ openssl support

The Simplest Possible Application:

```
startWebServer defaultConfig (OK "Hi.")
```

More Elaborate Example

```
open Suave
open Suave.Http
open Suave.Http.Applicatives
open Suave.Http.Successful
open Suave.Web

let search q =
  defaultArg (Option.ofChoice(q ^^ "filename")) "nothing" |>

let app : WebPart =
  path "/search" >>=
    GET >>= request(fun r -> OK <| search r.query)
    RequestErrors.NOT_FOUND "Found no handlers" ]

startWebServer defaultConfig app
```

Types

```
type SuaveTask<'a> = Async<'a option>  
type WebPart = HttpContext -> SuaveTask<HttpContext>  
// hence: WebPart = HttpContext -> Async<HttpContext option>
```

Pulling It All Together

We need to:

1. create data types (domain model)

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3. map HTTP query to command-line arguments

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Pulling It All Together

We need to:

1. create data types (domain model)
2. write a simple parser for *reco//* output
3. map HTTP query to command-line arguments
4. serialiation of results to JSON

Dependencies

Add Suave and FParsec to *paket.depenecies* and *src/PaperScraper/paket.references*:

```
source https://nuget.org/api/v2
```

```
nuget FSharp.Formatting
```

```
nuget NUnit
```

```
nuget NUnit.Runners
```

```
nuget FAKE
```

```
nuget SourceLink.Fake
```

```
nuget Suave
```

```
nuget FParsec
```

```
github fsharp/FAKE modules/Octokit/Octokit.fsx
```

Contents of *paket.references*:

Suave

FParsec

A little Tooling

```
#r @"../../packages/Suave/lib/net40/Suave.dll"
#r @"../../packages/FParsec/lib/net40-client/FParsecCS.dll"
#r @"../../packages/FParsec/lib/net40-client/FParsec.dll"

#load @"Types.fs"
#load @"Recoll.fs"

cd src/PaperScraper
fsharpi --load:script.fsx
```

Basic Types

TODO: WORK IT OUT!!!

```
type MimeType = string
```

```
type FileName = string
```

```
type CharSet =
```

```
    | UTF8
```

```
    | Other // how ignorant of me ;)
```

```
type Percentage = int
```

```
type Url = string
```

```
type Bytes = int
```

```
type SearchResult =
```

```
    { Abstract    : string
```

```
    ; FileName   : FileName
```

```
    ; MimeType   : MimeType
```

Parsing Recoll Output

TODO: insert parser code

Querying Recoll

TODO: insert query code

Deployment

Writing a derivation

→ `export FSharpTargetsPath="${fsharp}/lib/mono/4.5/Microsoft`

Systemd services

- ▶ need a service for the api server

Deployment

Writing a derivation

→ `export FSharpTargetsPath="${fsharp}/lib/mono/4.5/Microsof`

Systemd services

- ▶ need a service for the api server
- ▶ need a timer and service for recollindexer

- ▶ sending a closure

Docker container????

Trying it out

- ▶ sending a closure
- ▶ container?

Docker container????

Trying it out

Useful resources

- ▶ [fsharpforfunandprofit blog thingy](#)

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