

Scodec, Netty, and Funny looking Functors

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Aka

Real world Functional Applications

Aka use/build good libraries
Your applications are throw away
code!

Who am I?

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currently hiring

come chat after

Outline:

1. Introduce Encoders/Decoders
2. Our sample use case for codecs
3. Quick look at Netty
4. Let's put it together on the fly!

scodec.org

Scala library for working with binary
data

(authored by:by Michael Pilquist)

Encoder: Takes an A , spits out binary data (BitVector)

Decode takes binary data, consumes
some to construct an A, and also
returns the remainder

Scodec: Encoders and Decoders

```
trait Encoder[A] {  
  def encode(a: A): Attempt[BitVector]  
}
```

```
trait Decoder[A] {  
  def decode(bits: BitVector): Attempt[DecodeResult[A]]  
}
```

```
DecodeResult[A](a: A, remainder: BitVector)
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Let's encode some data

```
utf8.encode("hi")
```

```
Attempt[scodec.bits.BitVector] =  
Successful(BitVector(16 bits, 0x6869))
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```
uint8.encode(1)
```

```
Attempt[scodec.bits.BitVector] =  
Successful(BitVector(8 bits, 0x01
```

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Attempt[scodec.bits.BitVector] =  
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```

```
def varEncoder[A](sizeEnc: Encoder[Long], valEnc: Encoder[A]) =  
  new Encoder[A] {  
    def encode(a: A) = for {  
      encA <- valEnc.encode(a)  
      size <- sizeEnc.encode(encA.size)  
    } yield size ++ encA  
  
    def sizeBound = sizeEnc.sizeBound.atLeast  
  }
```

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    def sizeBound = sizeEnc.sizeBound.atLeast  
  }
```

```
val newCodec = varEncoder(uint8, utf8)
val h = newCodec.encode("h")
val w = newCodec.encode("w")
```

```
val hw = h.flatMap(bv => h.map(bv2 =>
    bv ++ bv2))
```

```
hw: Attempt[scodec.bits.BitVector] =
Successful(BitVector(32 bits, 0x01680177))
```



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hw: Attempt[scodec.bits.BitVector] =  
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```

Decoding

```
utf8.decode(ByteVector.  
fromHex("0x6869").get.toBitVector)
```

```
Attempt[scodec.DecodeResult[String]] =  
Successful(DecodeResult(hi, BitVector(em  
pty)))
```

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fromHex("0x6869").get.toBitVector)
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Attempt[scodec.DecodeResult[String]] =  
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```
Attempt[scodec.DecodeResult[String]] =  
Successful(DecodeResult(hi, BitVector(em  
pty)))
```

```
def varDecoder[A](sizeDec: Decoder[Long], valDec: Decoder[A]) =  
  new Decoder[A] {  
    def decode(bv: BitVector) = sizeDec.decode(bv).flatMap {  
      case DecodeResult(size, rem) =>  
        valDec.decode(rem.take(size*8)) map { res =>  
          DecodeResult(res.value, rem.drop(size*8))  
        }  
    }  
  }
```



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varDecoder(uint8,  
utf8).decode(ByteVector.fromHex("0x01680177").get  
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```
Attempt[scodec.DecodeResult[String]] =  
Successful(DecodeResult(h, BitVector(16 bits,  
0x0177)))
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```
}
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utf8).decode(ByteVector.fromHex("0x01680177").get  
.toBitVector)  
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Successful(DecodeResult(h, BitVector(16 bits,  
0x0177)))  
}
```

I lied to you. you can't pass a uint8 to
a size decoder or encoder...

```
varDecoder(uint8, utf8)
<console>:21: error: type mismatch;
  found    : scodec.Codec[Int]
  required: scodec.Decoder[Long]
           varDecoder(uint8, utf8)
```


We can map the attempt, and map on the decode result
So we can map on the output of the 'decoding'

```
trait Decoder[A] {  
  def decode(bits: BitVector): Attempt[DecodeResult[A]]  
  
  def map[B](f: A => B): Decoder[B]  
}
```

```
uint8.asDecoder.map(i => i.toLong): Decoder[Long]
```

What about the encoder? The A is
'input'?

```
trait Encoder[A] {  
  def encode(a: A): Attempt[BitVector]  
}
```

What about the encoder? The A is 'input'?

```
trait Encoder[A] {  
  def encode(a: A): Attempt[BitVector]  
  
  def contramap[B](f: B => A): Encoder[B]  
}
```

Contravariant Functors

Arrows are reversed.

Not magic. Just function composition!
(Comes in handy later)

Real world example at Verizon:
STUN udp protocol

But, not open sourced yet so we will
look at another example: DNS

DNS Header:

DNS Body:

```
case class DnsString(nel: NonEmptyList[String])  
case class IPV4(a: Int, b: Int, c: Int, d: Int)  
case class ResourceRecord(ttl: Long, ip: IPV4)
```

```
case class DnsPacket(  
  transactionId: Int,  
  msgtype: MessageType,  
  question: DnsString,  
  addresses: Vector[ResourceRecord])
```

```
trait MessageType  
object DnsRequest extends MessageType  
object DnsResponse extends MessageType
```

```
def resourceRecordCodec: Codec[ResourceRecord] = (ignore(64) ::  
uint32 :: ipv4).as[ResourceRecord]  
  
def ipv4: Codec[IPV4] = (uint8 :: uint8 :: uint8 :: uint8).as[IPV4]
```

Etc. until we have a
Codec[DnsPacket]

Now to netty

Netty Client ...Handler...blah blah Pipeline...blah blah

```
def makeNettyClient(host: String, port: Int)(incoming: DatagramPacket => Task[Unit]): Task[DatagramPacket => Task[Unit]] = {  
  for {  
    bootstrap <- Task.delay(new Bootstrap())  
    group      = new NioEventLoopGroup()  
    handler    = simpleHandler(incoming)  
    _          = bootstrap.group(group).channel(classOf[NioDatagramChannel]).handler(handler)  
    ch         <- Task.delay(bootstrap.bind(0).sync.channel())  
  } yield {  
    (d: DatagramPacket) =>  
      Task.delay {  
        ch.writeAndFlush(d).sync()  
        println("done sending datagram!")  
      }  
  }  
}  
  
def simpleHandler(incoming: DatagramPacket => Task[Unit]) = new SimpleChannelInboundHandler[DatagramPacket] {  
  override def channelRead0(ctx: ChannelHandlerContext, packet: DatagramPacket): Unit = {  
    println(incoming(packet).attemptRunFor(10.seconds)) //TODO: can I flush here?  
  }  
}
```

Netty is just a really good NIO framework. Callbacks etc

```
def makeNettyClient(host: String, port: Int)
(incoming: DatagramPacket => Task[Unit]): Task[DatagramPacket
=> Task[Unit]]
```

The **parameter** passed in: a function
that handles the response packet

```
(incoming: DatagramPacket => Task[Unit]) => Task[DatagramPacket => Task[Unit]]
```


Output of the function is a Task that
has the function for sending **out** a
packet

```
(incoming: DatagramPacket => Task[Unit]) =>  
  Task[DatagramPacket => Task[Unit]]
```

To turn any $((A \Rightarrow \text{Unit}) \Rightarrow A \Rightarrow \text{Unit})$
we need to ‘transform’ or map both
contravariantly and covariantly

```
(incoming: DatagramPacket => Task[Unit]): Task[DatagramPacket => Task[Unit]]
```

Putting it together:

Codec is a pair of functions

$$A \Rightarrow \text{Attempt}[B], B \Rightarrow \text{Attempt}[A]$$

What else is a pair of functions?

```
trait Iso[S, A] {  
  def get(s: S): A  
  
  def rget(a: A): S  
  
  def compose[B](iso: Iso[A, B]): Iso[S, B]  
  
  def reverse: Iso[A, S] = Iso(rget, get)  
}
```

```
trait Iso[S, A] {  
  def get(s: S): A  
  
  def rget(a: A): S  
  
  def compose[B](iso: Iso[A, B]): Iso[S, B]  
  
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  def reverse: Iso[A, S] = Iso(rget, get)  
}
```

```
def datagramIso:  
Iso[(InetSocketAddress, Array[Byte]), DatagramPacket]
```



```
def codecIso[A](implicit codec: Codec[A]):  
  Iso[Err \/ A, Err \/ BitVector]
```

```
def bvToBa: Iso[BitVector, Array[Byte]]
```

```
def addressAbv[A](implicit c: Codec[A]):  
Iso[Err \/ (InetSocketAddress, A), Err \/  
(InetSocketAddress, BitVector)]
```

```
def addressAbv[A](implicit c: Codec[A]):  
Iso[Err \/ (InetSocketAddress, A), Err \/  
(InetSocketAddress, BitVector)]
```

Ok, how do we connect a z
Err V BitVector
with a BitVector to Array[Byte]?

Strength

Any $A \Rightarrow B$ can become

$$(C, A) \Rightarrow (C, B)$$

Choice

Any $A \Rightarrow B$ can become
 $(C \vee A) \Rightarrow (C \vee B)$


```
def codecToBytes[A](implicit codec: Codec[A]):  
  Iso[Err \/ (InetSocketAddress, A),  
    Err \/ DatagramPacket] =  
    addrBVIso compose  
(bvToBa.first[InetSocketAddress].choiceRight[Err] compose  
  datagramIso.choiceRight[Err])  
  }
```

```
def codecToBytes[A](implicit codec: Codec[A]):  
  Iso[Err \/ (InetSocketAddress, A),  
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    addrBVIso compose  
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  datagramIso.choiceRight[Err])  
  }
```

Our ISOs and Codec now lets us turn
our netty client into an entire
application with a few LOC. Le'ts try
it...