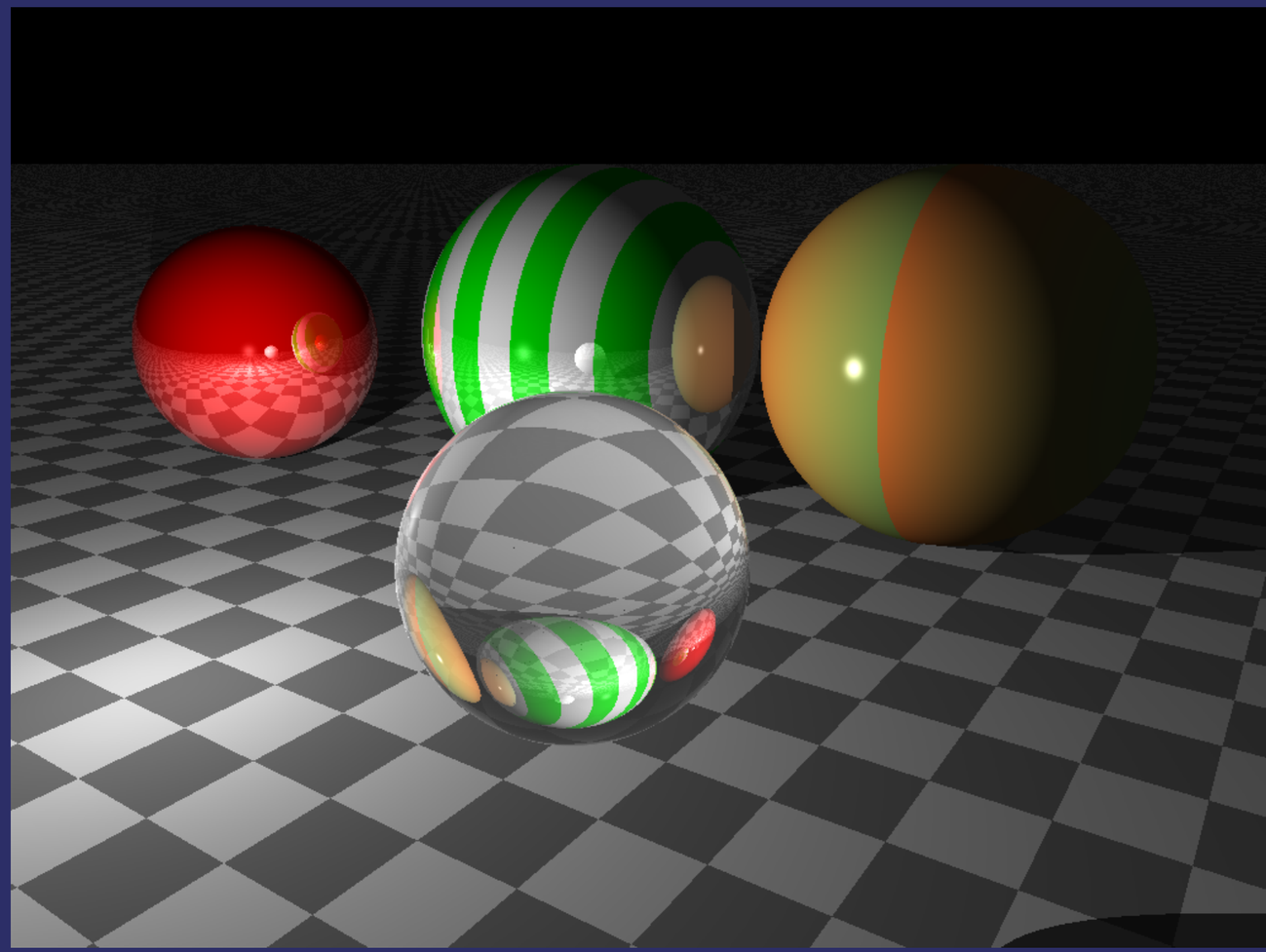
Environmental effects

A ray tracing exercise

Functional Scala
London - 12 Dec 2019



Agenda

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1. ZIO-101: the bare minimum

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2. Build Ray Tracer components

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3. Test Ray Tracer components

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2. Build Ray Tracer components
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4. Wiring things together

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2. Build Ray Tracer components
3. Test Ray Tracer components
4. Wiring things together
5. Improving rendering

ZIO - 101

```scala
val hello: ZIO[Console, Nothing, Unit] =
  console.putStrLn("Hello Functional Scala!!!")
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ZIO[-R, +E, +A]
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R => IO[Either[E, A]]
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ZIO - 101

A tale of types

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val two: ZIO[Any, Nothing, Int] = ???
val two: UIO[Int] = ???

val parsedEmail: ZIO[Any, String, Email] = ???

val kubeDeploy: ZIO[Kube, String, Unit] = ???

val logAndDeploy: ZIO[Kube with Log, String, Unit] = ???
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```

ZIO - 101

Environment introduction/elimination

```
// INTRODUCE AN ENVIRONMENT
ZIO.access(f: R => A): ZIO[R, Nothing, A]

ZIO.accessM(f: R => ZIO[R, E, A]): ZIO[R, E, A]

// ELIMINATE AN ENVIRONMENT
val kubeDeploy: ZIO[Kube, Nothing, Unit]
prg.provide(Kube.Live): ZIO[Any, Nothing, Unit]
```

ZIO - 101

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val kubeDeploy: ZIO[Kube, Nothing, Unit]
prg.provide(Kube.Live): ZIO[Any, Nothing, Unit]
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ZIO-101: Module Pattern

Module recipe

```
// the module
trait Metrics {
  val metrics: Metrics.Service[Any] // named as the module
}
object Metrics {
  // the service
  trait Service[R] {
    def inc(label: String): ZIO[R, Nothing, Unit]
  }

  // the accessor
  object > extends Service[Metrics] {
    def inc(label: String): ZIO[Metrics, Nothing, Unit] =
      ZIO.accessM(_.metrics.inc(label))
  }
}
```

ZIO-101: Module Pattern

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  }
}
```

ZIO-101: Module Pattern

`Metrics` and `Log` modules

```
val prg: ZIO[Metrics with Log, Nothing, Unit] =
  for {
    _ <- Log.>.info("Hello")
    _ <- Metrics.>.inc("salutation")
    _ <- Log.>.info("London")
    _ <- Metrics.>.inc("subject")
  } yield ()

trait Prometheus extends Metrics {
  val metrics = new Metrics.Service[Any] {
    def inc(label: String): ZIO[Any, Nothing, Unit] =
      ZIO.effectTotal(counter.labels(label).inc(1))
  }
}

runtime.unsafeRun(
  prg.provide(new Metrics.Prometheus with Log.Live)
)
```

ZIO-101: Module Pattern

Metrics and Log modules

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val prg: ZIO[Metrics with Log, Nothing, Unit] =
  for {
    _ <- Log.>.info("Hello")
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ZIO-101: Module Pattern

Testing

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ZIO-101: Module Pattern

Testing

```
val prg: ZIO[Metrics with Log, Nothing, Unit] = /* ... */

case class TestMetrics(incCalls: Ref[List[String]])
  extends Metrics.Service[Any] {
  def inc(label: String): ZIO[Any, Nothing, Unit] =
    incCalls.update(xs => xs :+ label).unit
}

val test =  for {
  ref <- Ref.make(List[String]())
  _   <- prg.provide(new Log.Live with Metrics {
           val metrics = TestMetrics(ref)
         })
  calls <- ref.get
  _     <- UIO.effectTotal(assert(calls == List("salutation", "subject")))
} yield ()

runtime.unsafeRun(test)
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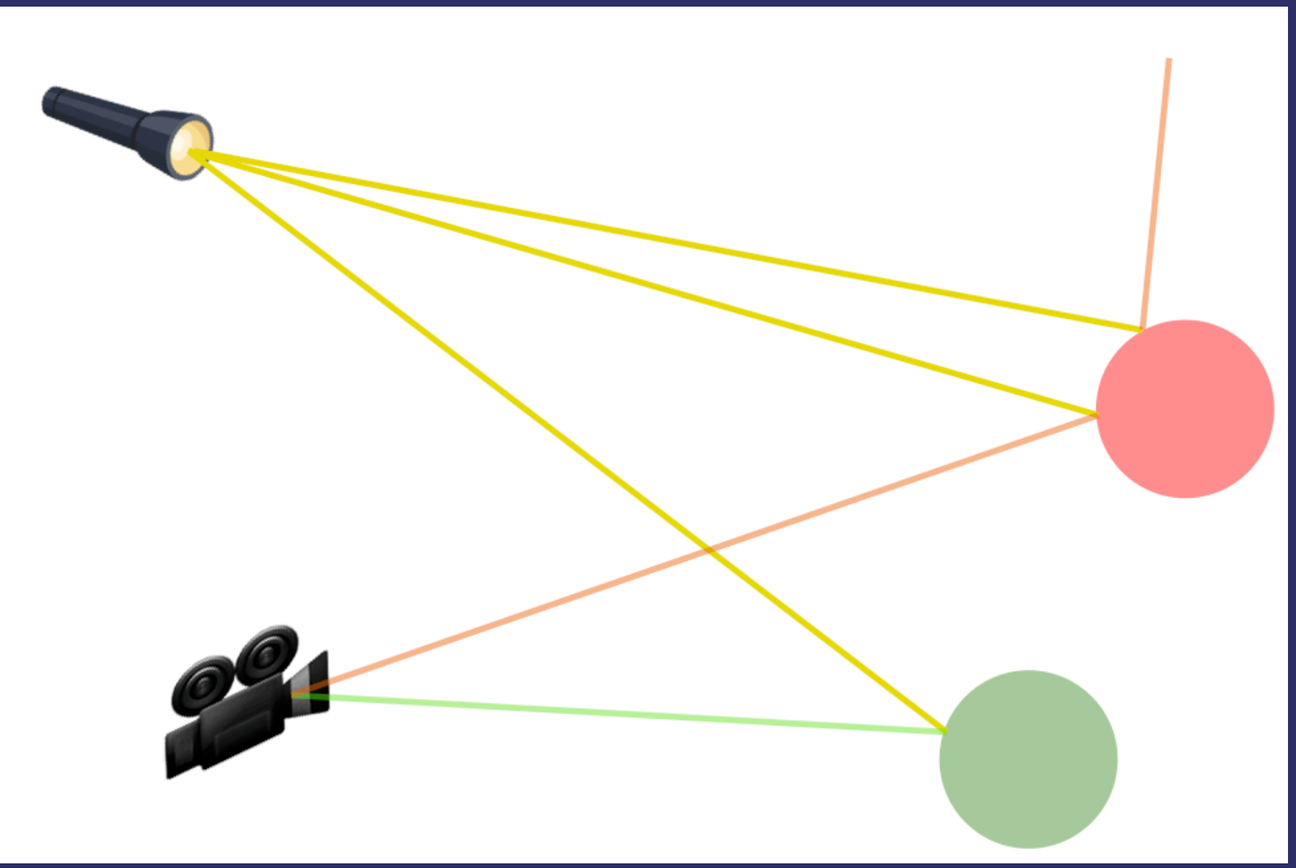
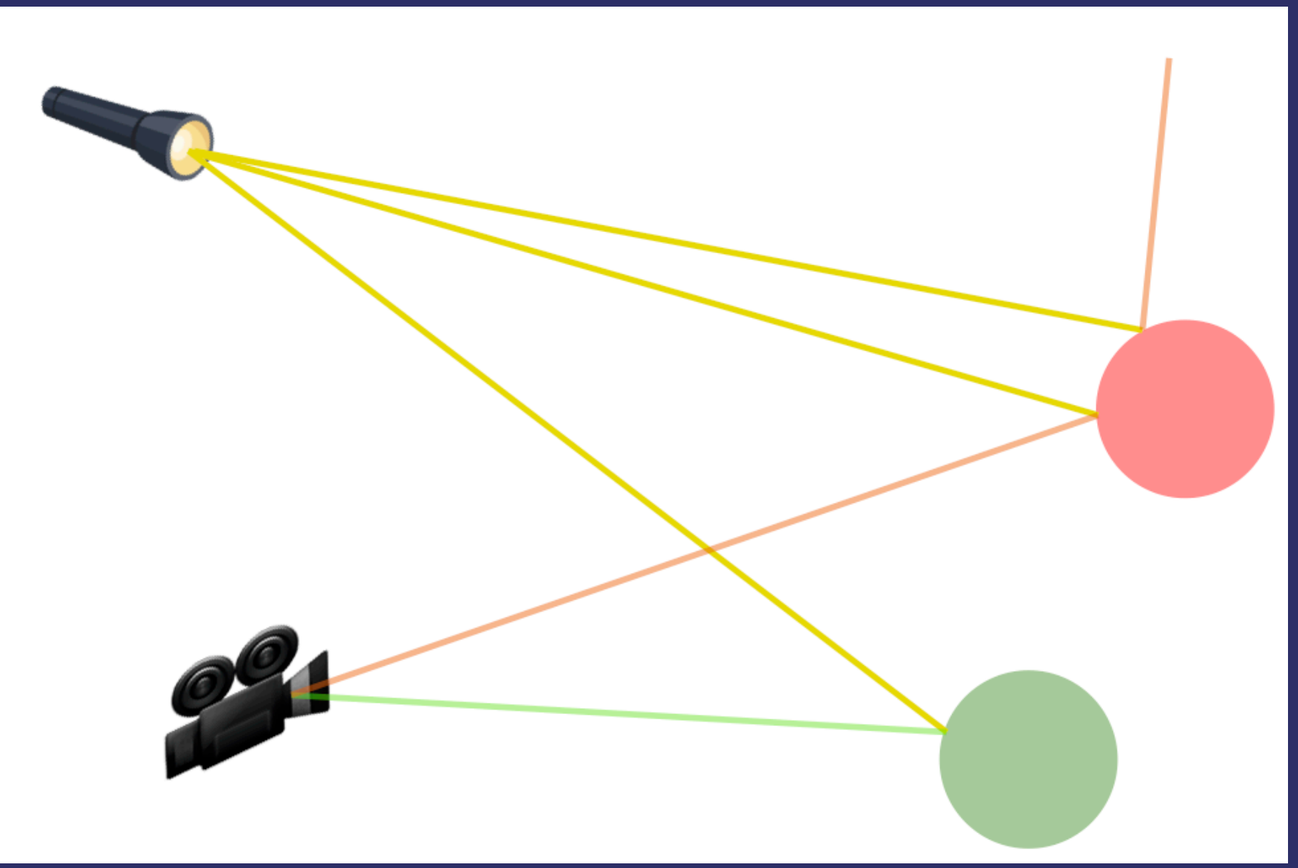
Ray tracing

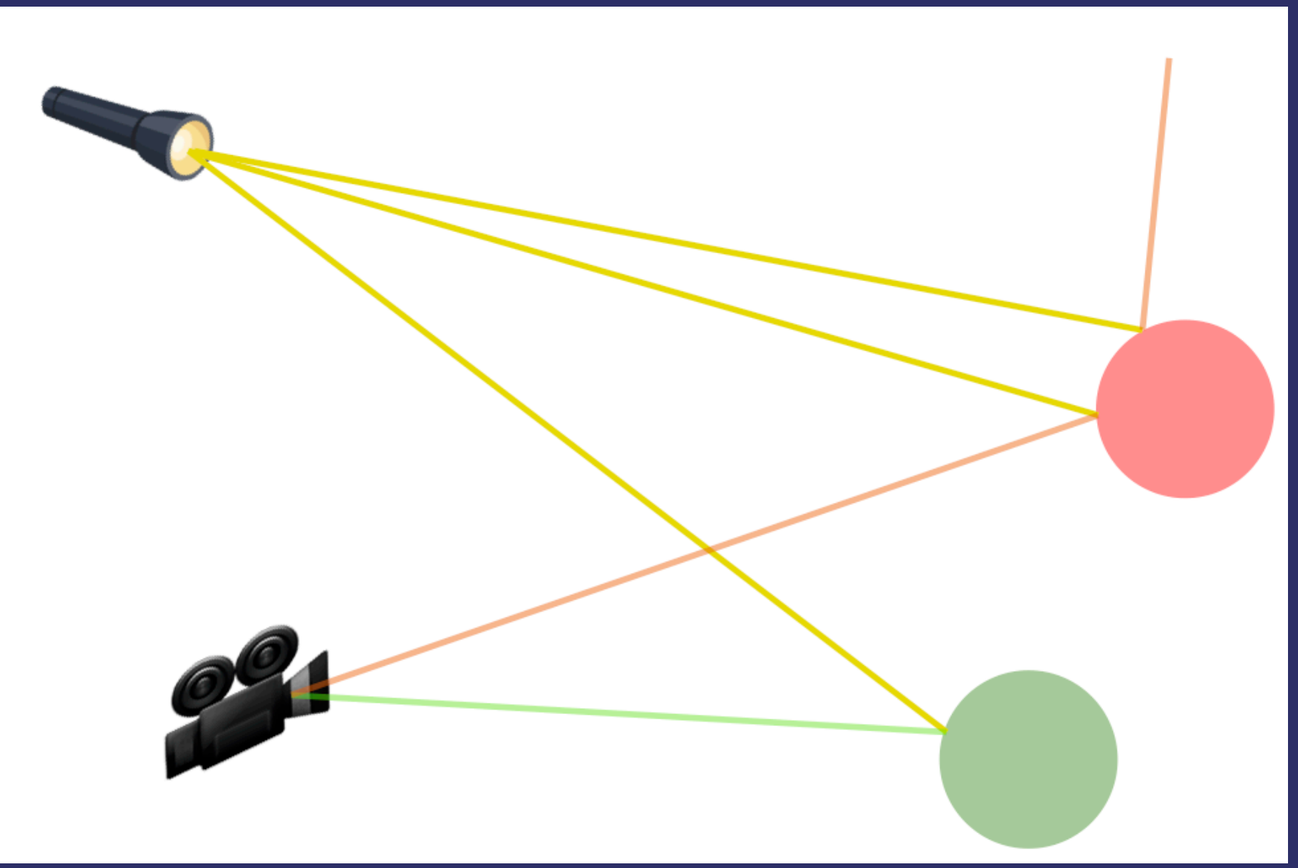


Ray tracing



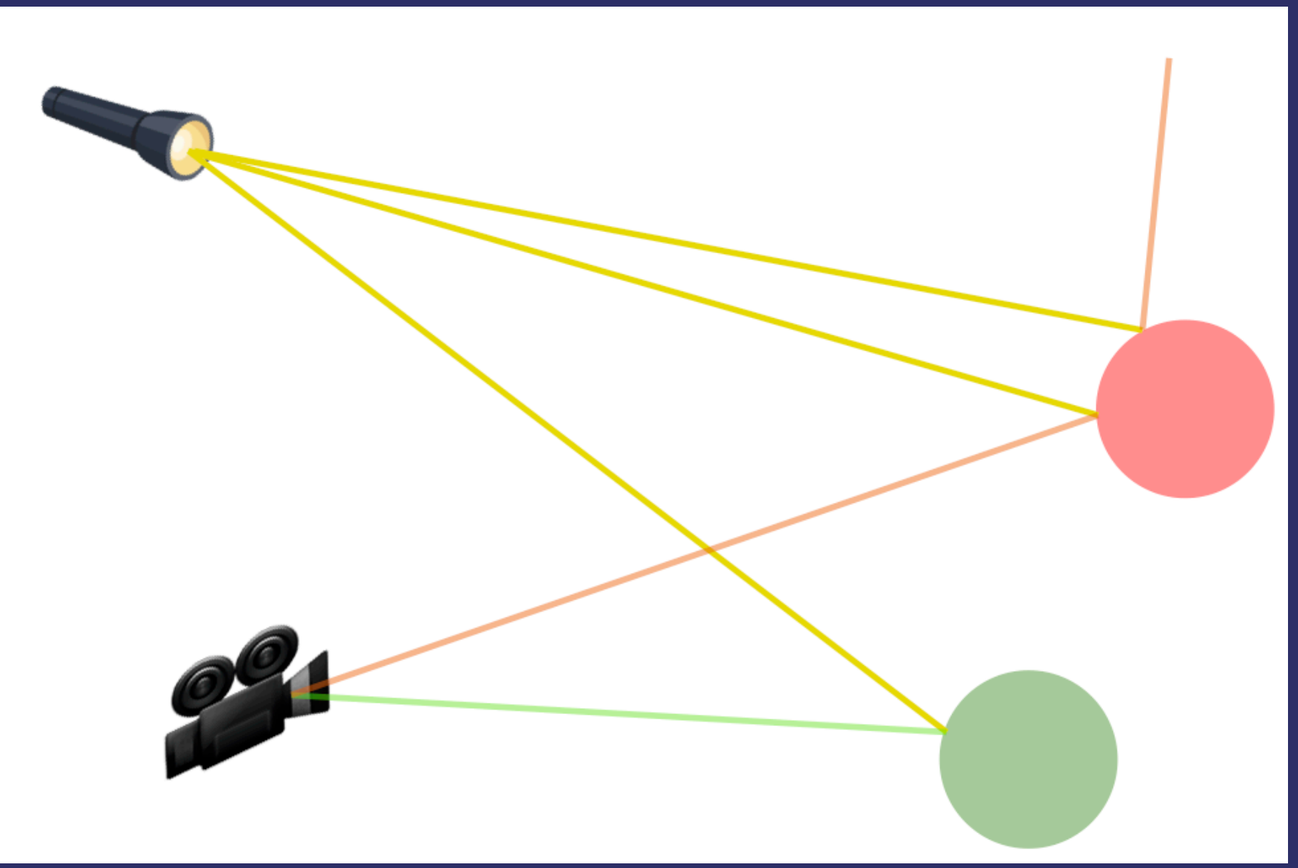
→ World (spheres), light source, camera

Ray tracing



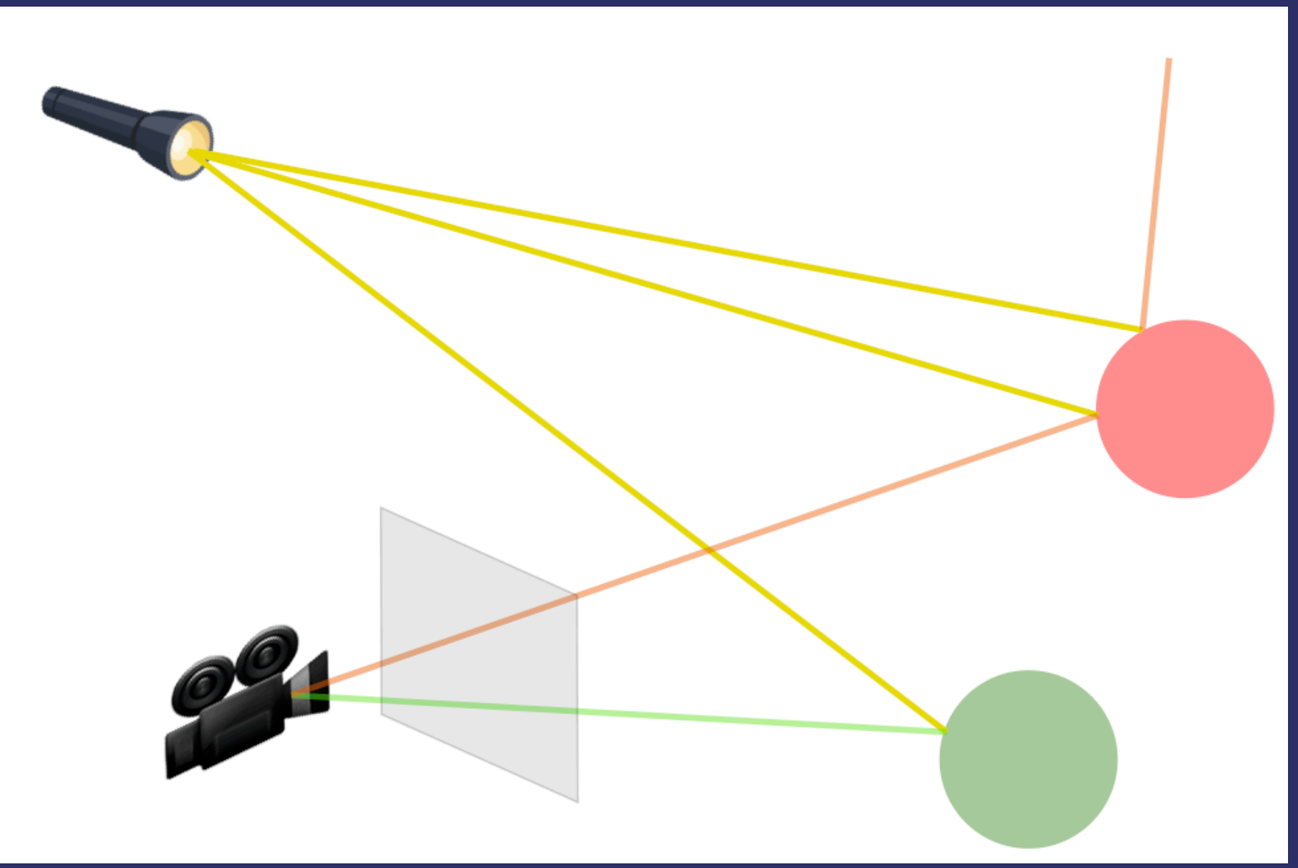
- → World (spheres), light source, camera
- → Incident rays

Ray tracing



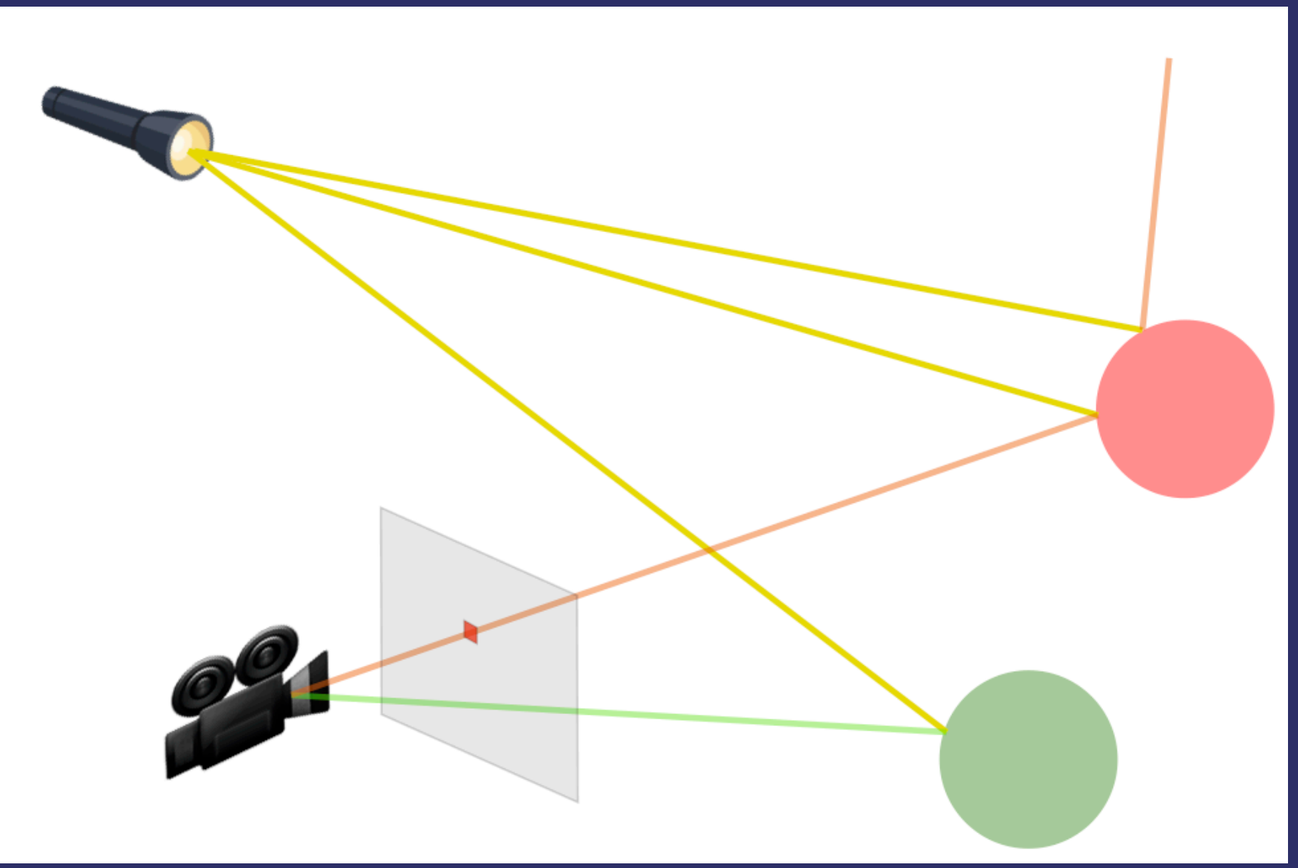
- → World (spheres), light source, camera
- → Incident rays
- → Reflected rays

Ray tracing



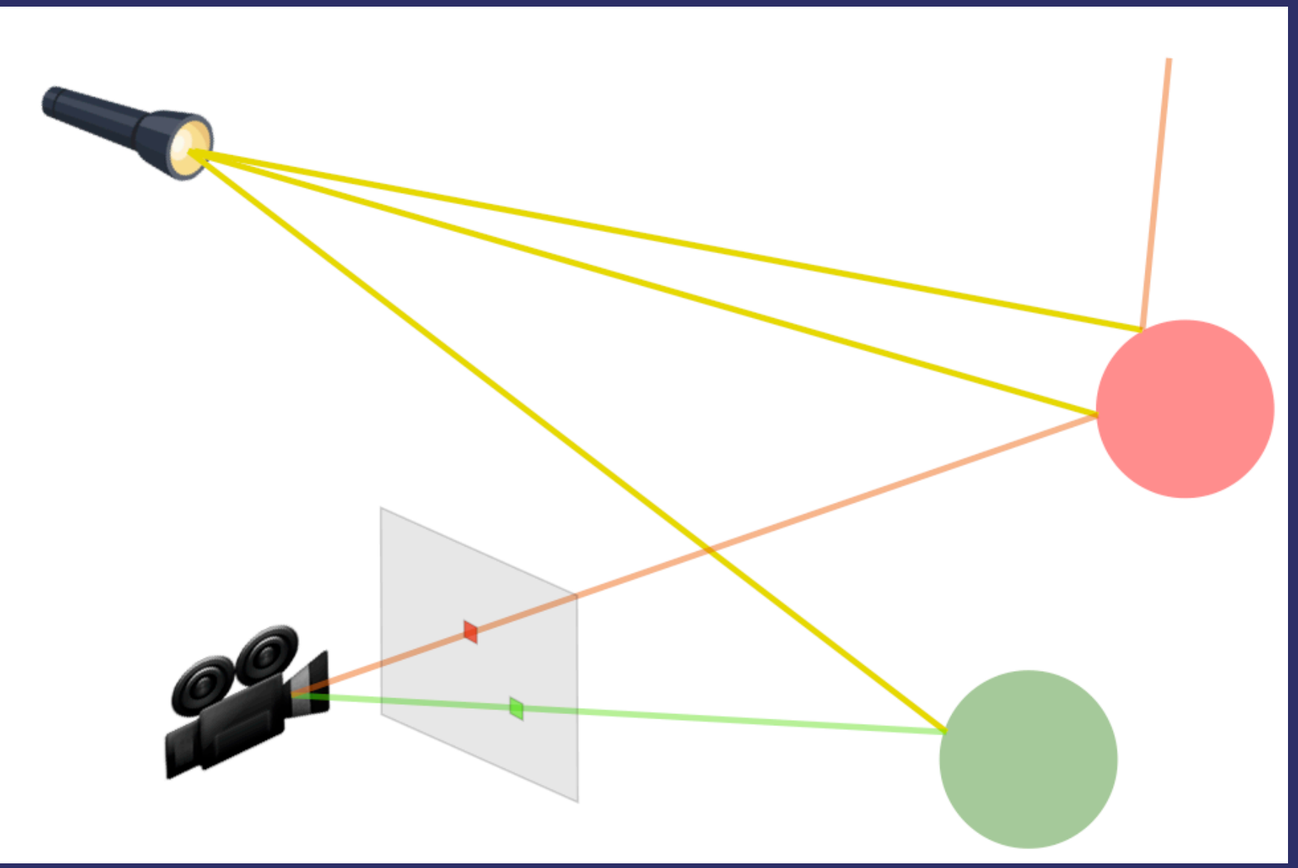
- → World (spheres), light source, camera
- → Incident rays
- → Reflected rays
- → Discarded rays
- → Canvas

Ray tracing



- → World (spheres), light source, camera
- → Incident rays
- → Reflected rays
- → Discarded rays
- → Canvas
- → Colored pixels

Ray tracing



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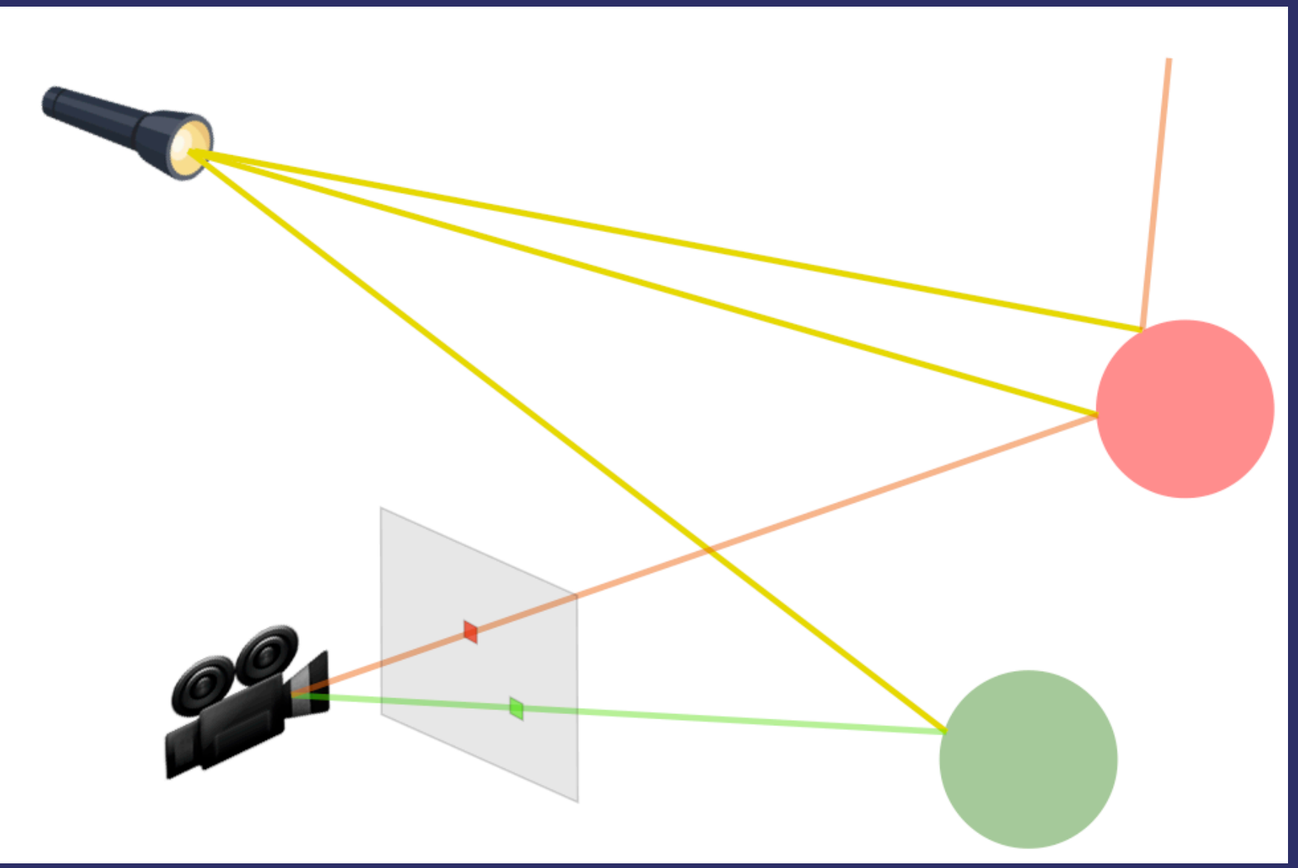
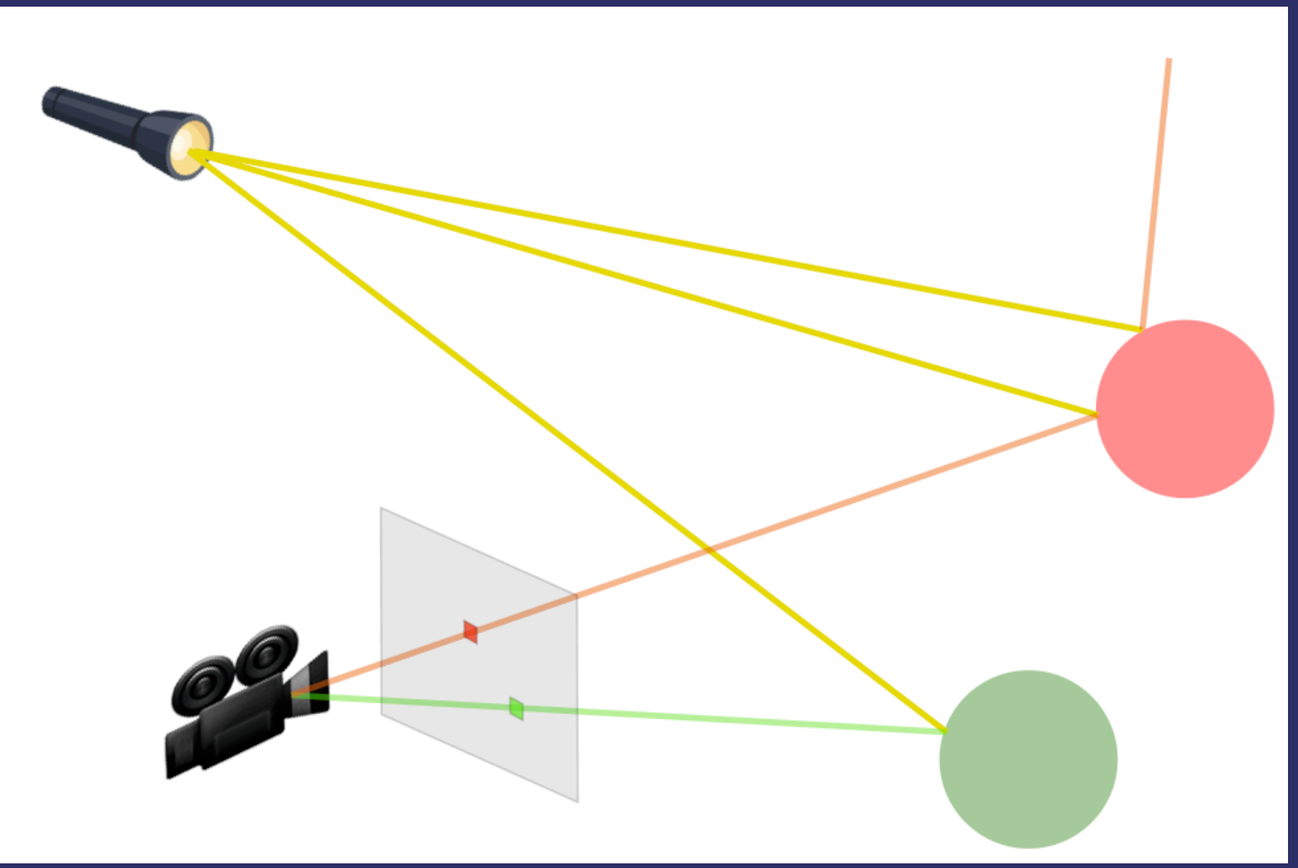


Options:

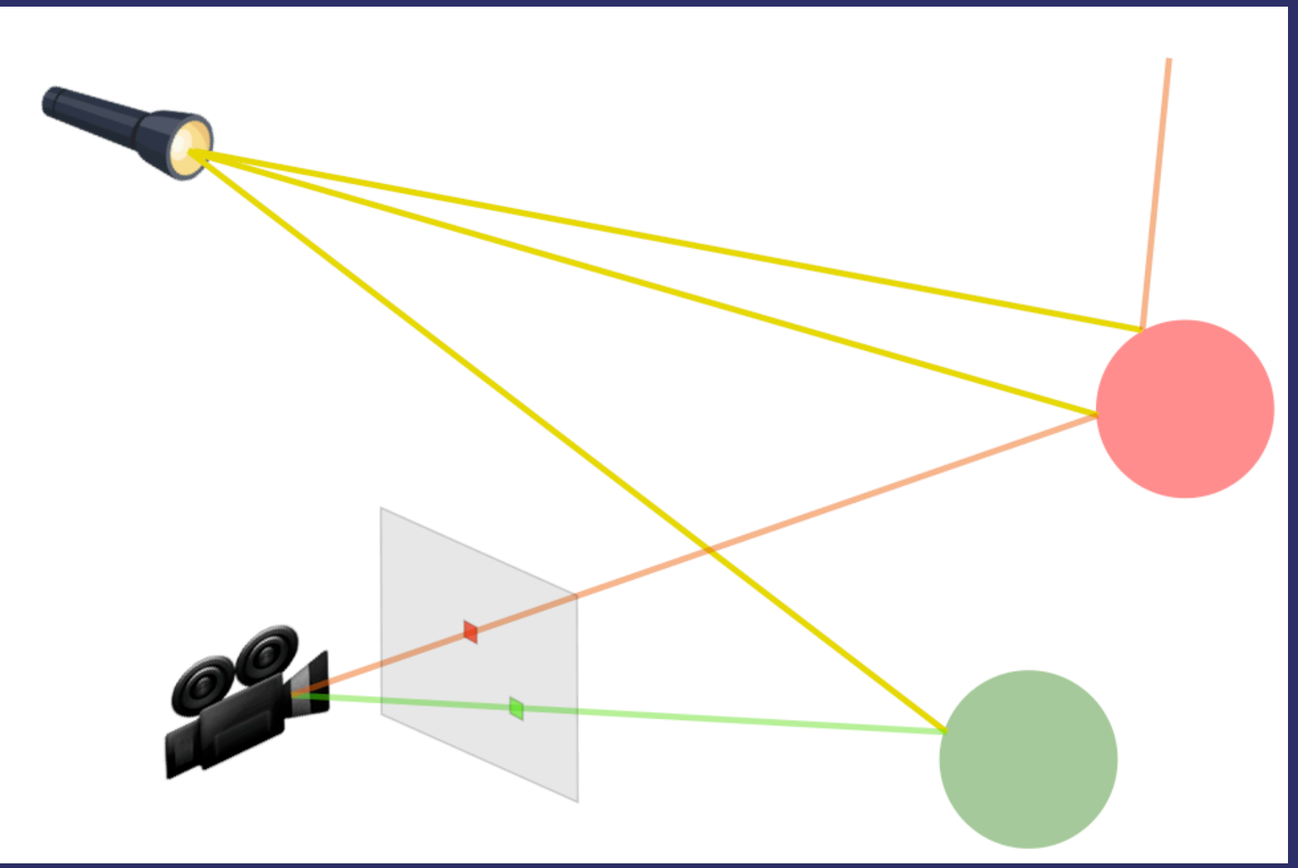
Ray tracing



Options:

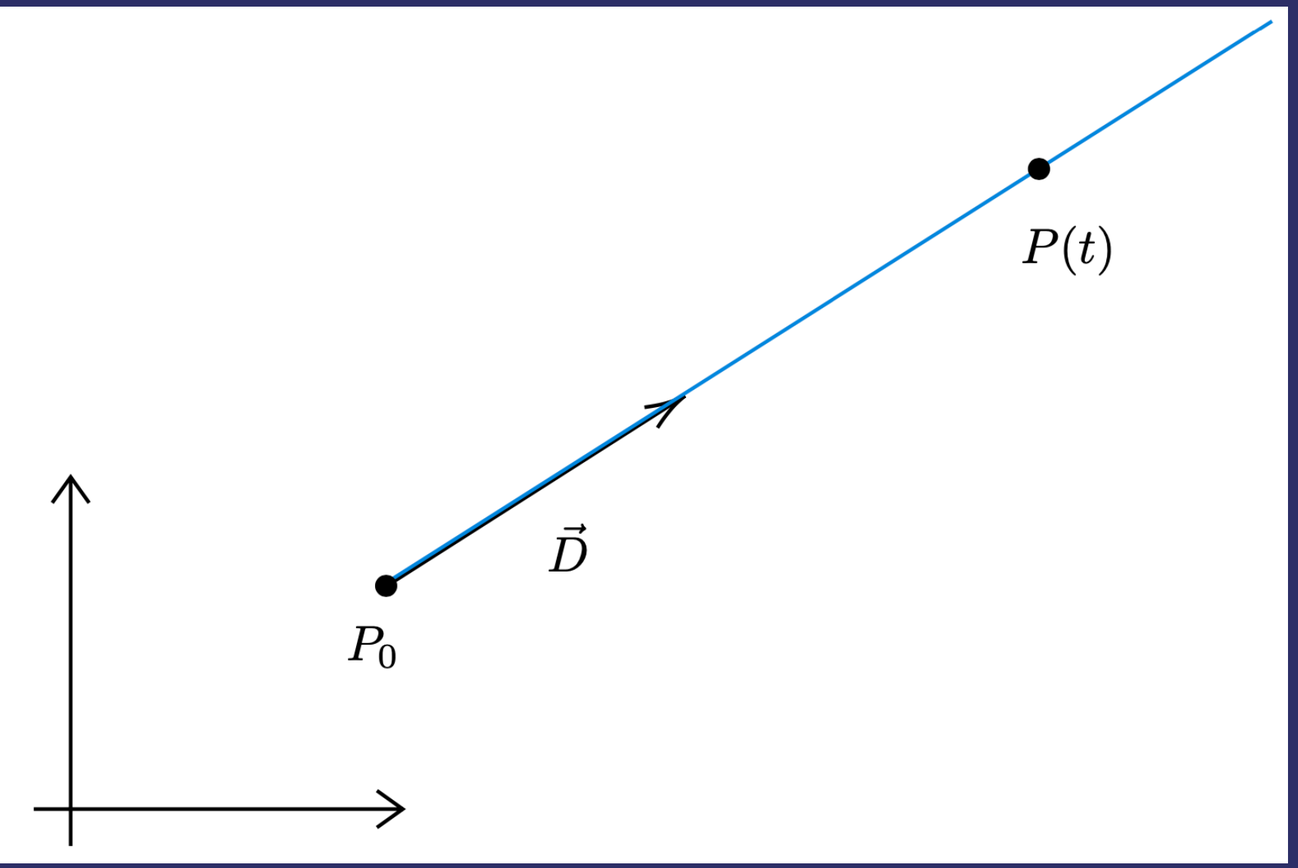
1. Compute all the rays (and discard most of them)

Ray tracing



Options:

1. Compute all the rays (and discard most of them)
2. Compute only the rays outgoing from the camera through the canvas, and determine how they behave on the surfaces



Ray

$$P(t) = P_0 + t\vec{D}, t > 0$$

```
case class Ray(origin: Pt, direction: Vec) {
  def positionAt(t: Double): Pt =
    origin + (direction * t)
}
```

Transformations Module

```scala
trait AT
/* Module */
trait ATModule {
  val aTModule: ATModule.Service[Any]
}

object ATModule {
  /* Service */
  trait Service[R] {
    def applyTf(tf: AT, vec: Vec): ZIO[R, ATError, Vec]
    def applyTf(tf: AT, pt: Pt): ZIO[R, ATError, Pt]
    def compose(first: AT, second: AT): ZIO[R, ATError, AT]
  }

  /* Accessor */
  object > extends Service[ATModule] {
    def applyTf(tf: AT, vec: Vec): ZIO[ATModule, ATError, Vec] =
      ZIO.accessM(_.aTModule.applyTf(tf, vec))
    def applyTf(tf: AT, pt: Pt): ZIO[ATModule, ATError, Pt] =
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    def compose(first: AT, second: AT): ZIO[R, ATError, AT]
  }

  /* Accessor */
  object > extends Service[ATModule] {
    def applyTf(tf: AT, vec: Vec): ZIO[ATModule, ATError, Vec] =
      ZIO.accessM(_.aTModule.applyTf(tf, vec))
    def applyTf(tf: AT, pt: Pt): ZIO[ATModule, ATError, Pt] =
      ZIO.accessM(_.aTModule.applyTf(tf, pt))
    def compose(first: AT, second: AT): ZIO[ATModule, ATError, AT] =
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/* Module */
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    def compose(first: AT, second: AT): ZIO[R, ATError, AT]
  }

  /* Accessor */
  object > extends Service[ATModule] {
    def applyTf(tf: AT, vec: Vec): ZIO[ATModule, ATError, Vec] =
      ZIO.accessM(_.aTModule.applyTf(tf, vec))
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    def compose(first: AT, second: AT): ZIO[R, ATError, AT]
  }

  /* Accessor */
  object > extends Service[ATModule] {
    def applyTf(tf: AT, vec: Vec): ZIO[ATModule, ATError, Vec] =
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  }
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Transformations Module

```scala
import zio.macros.annotation.accessible

trait AT
/* Module */
@accessible(">")
trait ATModule {
  val aTModule: ATModule.Service[Any]
}

object ATModule {
  /* Service */
  trait Service[R] {
    def applyTf(tf: AT, vec: Vec): ZIO[R, ATError, Vec]
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    def compose(first: AT, second: AT): ZIO[R, ATError, AT]
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  /* Accessor is generated
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    def applyTf(tf: AT, vec: Vec): ZIO[ATModule, ATError, Vec] =
      ZIO.accessM(_.aTModule.applyTf(tf, vec))
    def applyTf(tf: AT, pt: Pt): ZIO[ATModule, ATError, Pt] =
      ZIO.accessM(_.aTModule.applyTf(tf, pt))
    def compose(first: AT, second: AT): ZIO[ATModule, ATError, AT] =
      ZIO.accessM(_.aTModule.compose(first, second))
  }
  */
}
```

Transformations Module

```
trait AT
/* Module */
@accessible(">")
trait ATModule {
  val aTModule: ATModule.Service[Any]
}

object ATModule {
  /* Service */
  trait Service[R] {
    def applyTf(tf: AT, vec: Vec): ZIO[R, ATError, Vec]
    def applyTf(tf: AT, pt: Pt): ZIO[R, ATError, Pt]
    def compose(first: AT, second: AT): ZIO[R, ATError, AT]
  }
}
```

Transformations Module

```
val rotatedPt =
  for {
    rotateX <- ATModule.>.rotateX(math.Pi / 2)
    _       <- Log.>.info("rotated of π/2")
    res     <- ATModule.>.applyTf(rotateX, Pt(1, 1, 1))
  } yield  res
```

Transformations Module

```
val rotatedPt: ZIO[ATModule with Log, ATError, Pt] =
  for {
    rotateX <- ATModule.>.rotateX(math.Pi / 2)
    _       <- Log.>.info("rotated of π/2")
    res     <- ATModule.>.applyTf(rotateX, Pt(1, 1, 1))
  } yield  res
```

Transformations Module - Live

```
val rotated: ZIO[ATModule, ATError, Vec] =
  for {
    rotateX <- ATModule.>.rotateX(math.Pi/2)
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  } yield res
```

Transformations Module - Live

```
val rotated: ZIO[ATModule, ATError, Vec] =
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    rotateX <- ATModule.>.rotateX(math.Pi/2)
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  } yield res
```

→ `Vec(x, y, z)` $\Rightarrow [x, y, z, 0]^T$

Transformations Module - Live

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```

→ Vec(x, y, z) $\Rightarrow [x, y, z, 0]^T$

→ Pt(x, y, z) $\Rightarrow [x, y, z, 1]^T$

Transformations Module - Live

```scala
val rotated: ZIO[ATModule, ATError, Vec] =
  for {
    rotateX <- ATModule.>.rotateX(math.Pi/2)
    res     <- ATModule.>.applyTf(rotateX, Pt(1, 1, 1))
  } yield res
```

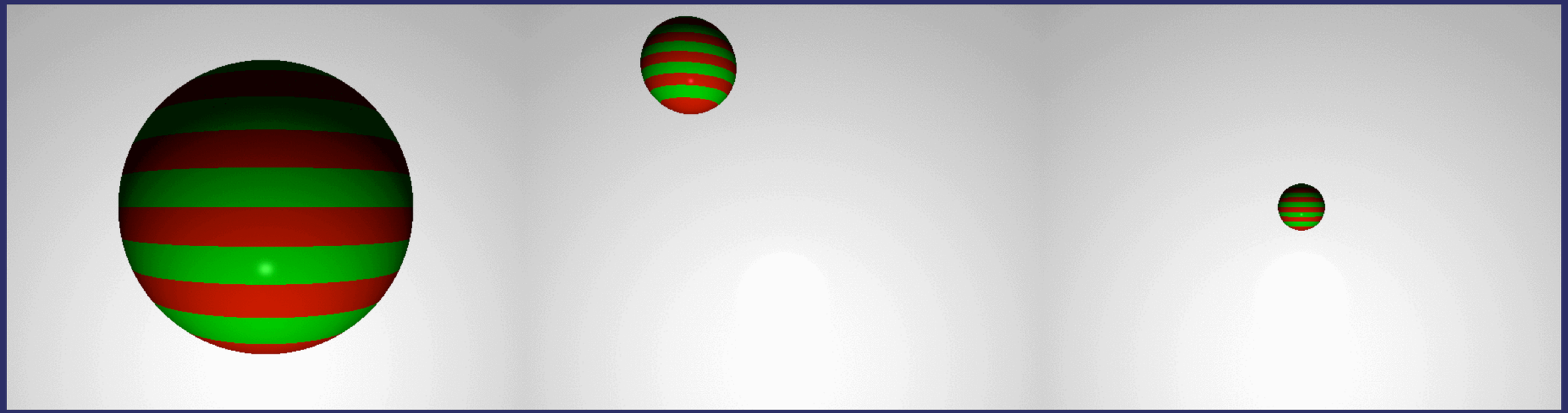
→ `Vec(x, y, z)` $\Rightarrow [x, y, z, 0]^T$

→ `Pt(x, y, z)` $\Rightarrow [x, y, z, 1]^T$

→

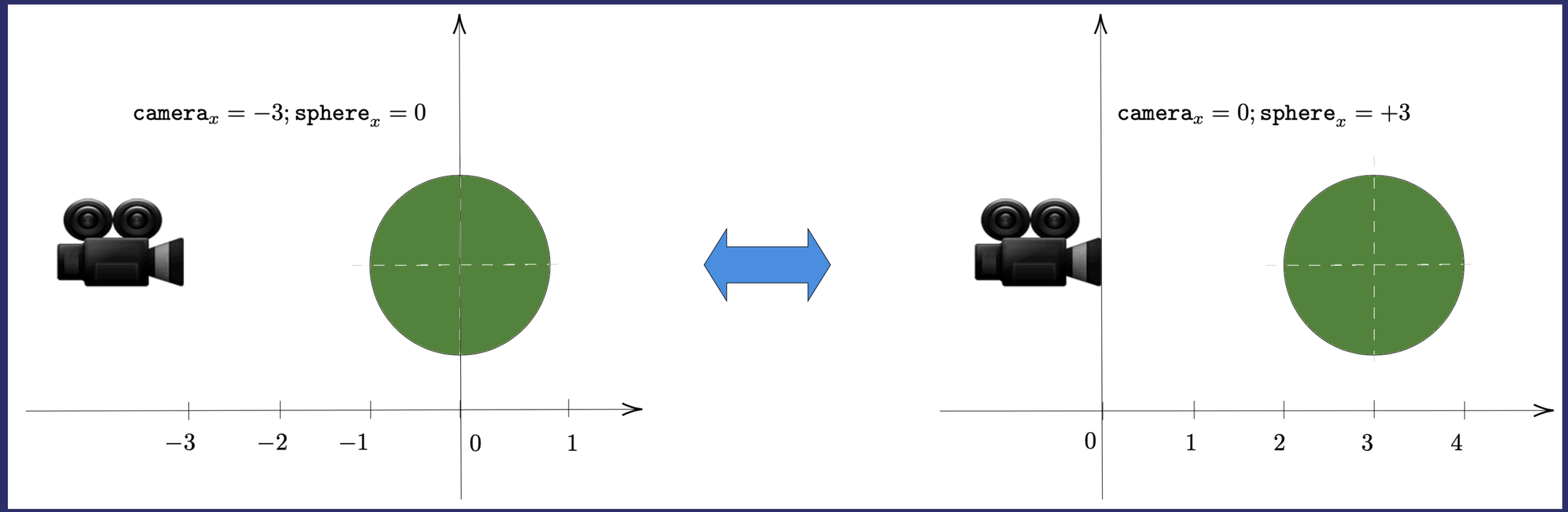
$$\mathbf{rotated} = \begin{pmatrix} \cos \pi/2 & -\sin \pi/2 & 0 & 0 \\ \sin \pi/2 & \cos \pi/2 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \\ 0 \end{pmatrix}$$

Layer 1: Transformations



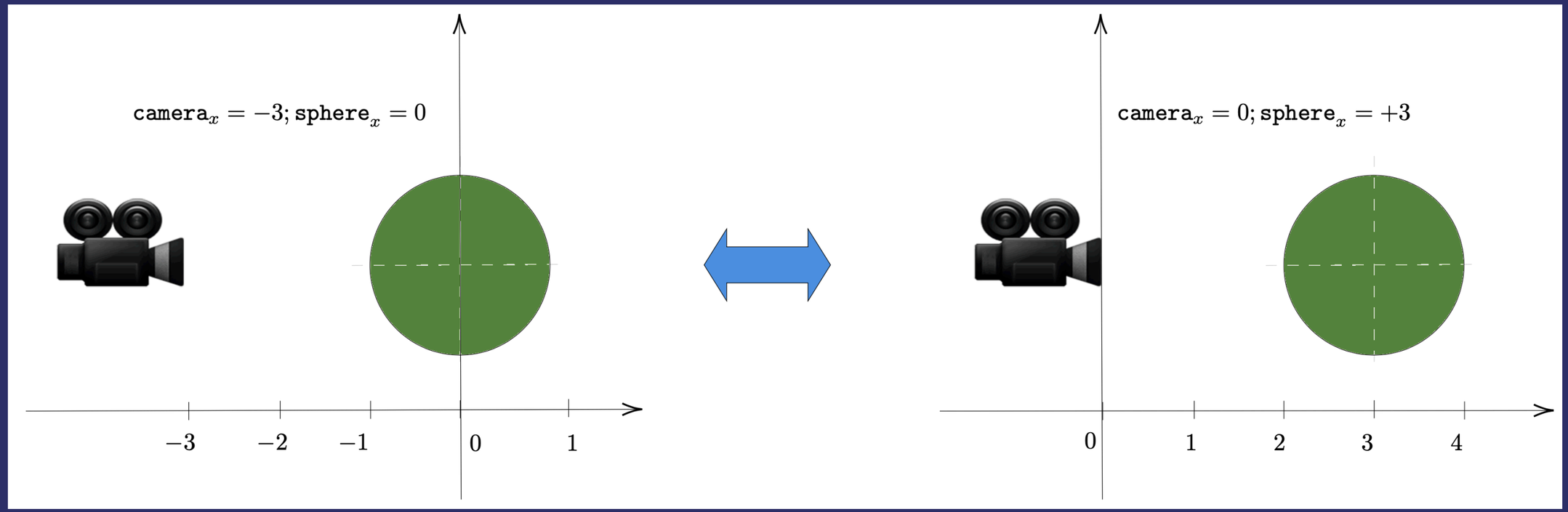
Camera

Everything is relative!



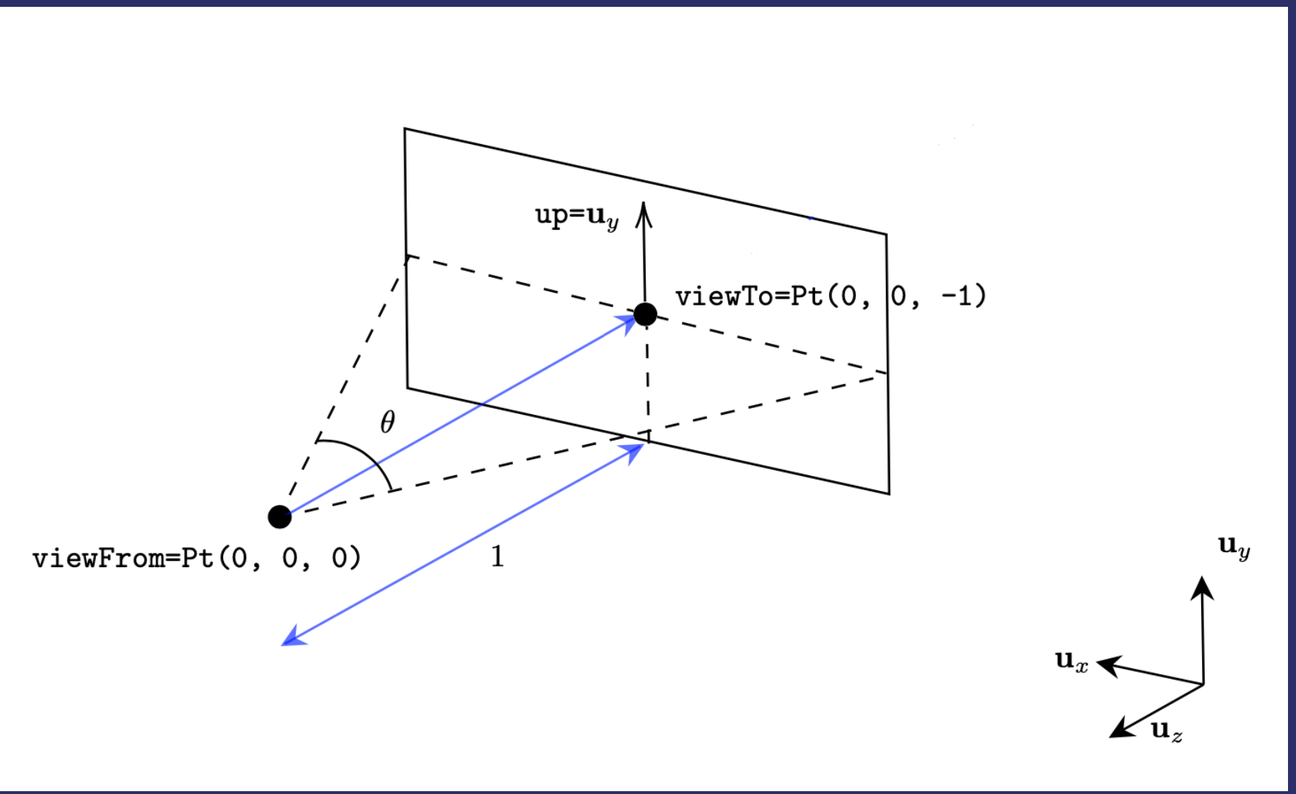
Camera

Everything is relative!



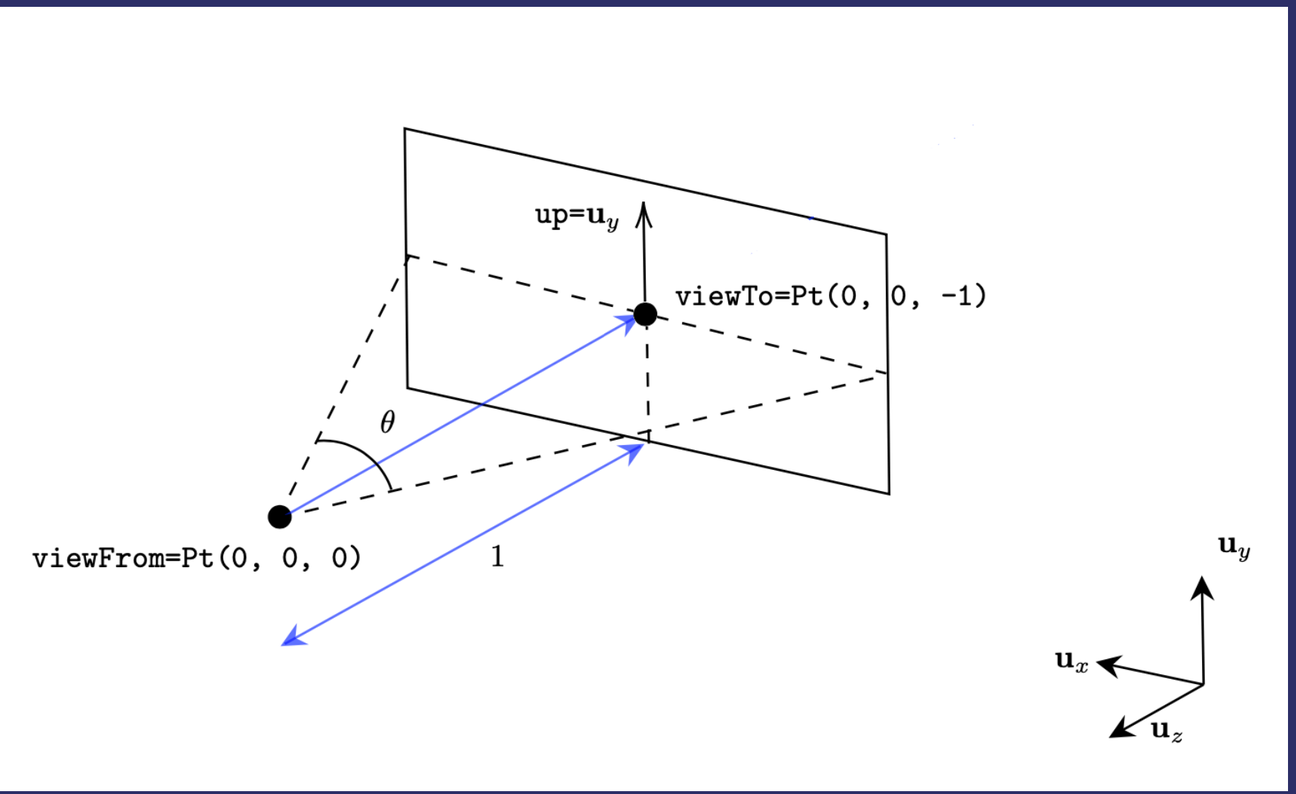
→ Canonical camera: observe always from `x = 0` and translate the world by `+3`

Camera - canonical




```
case class Camera (
  hRes: Int,
  vRes: Int,
  fieldOfViewRad: Double,
  tf: AT // world transformation
)
```

Camera - canonical

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  hRes: Int,
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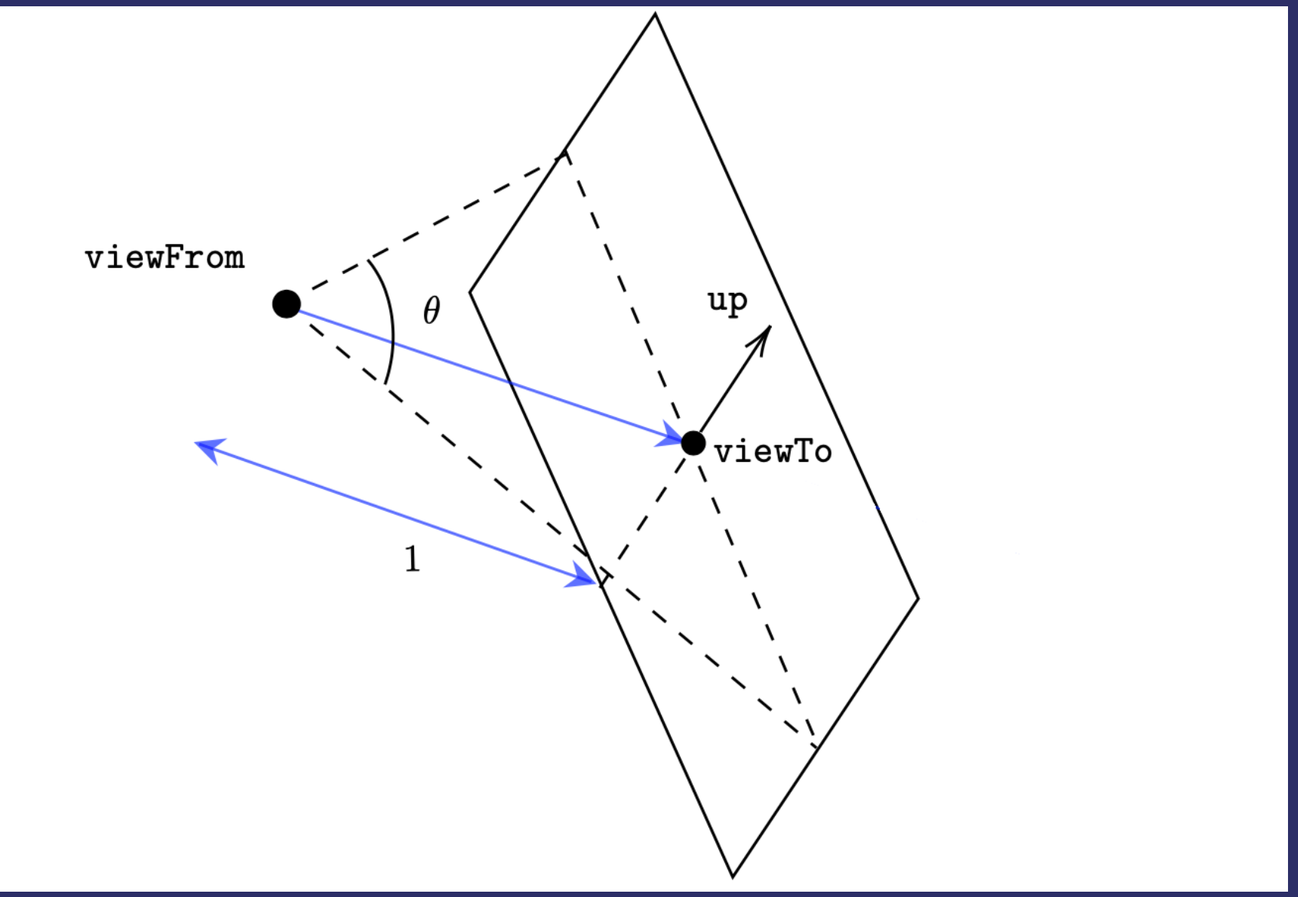
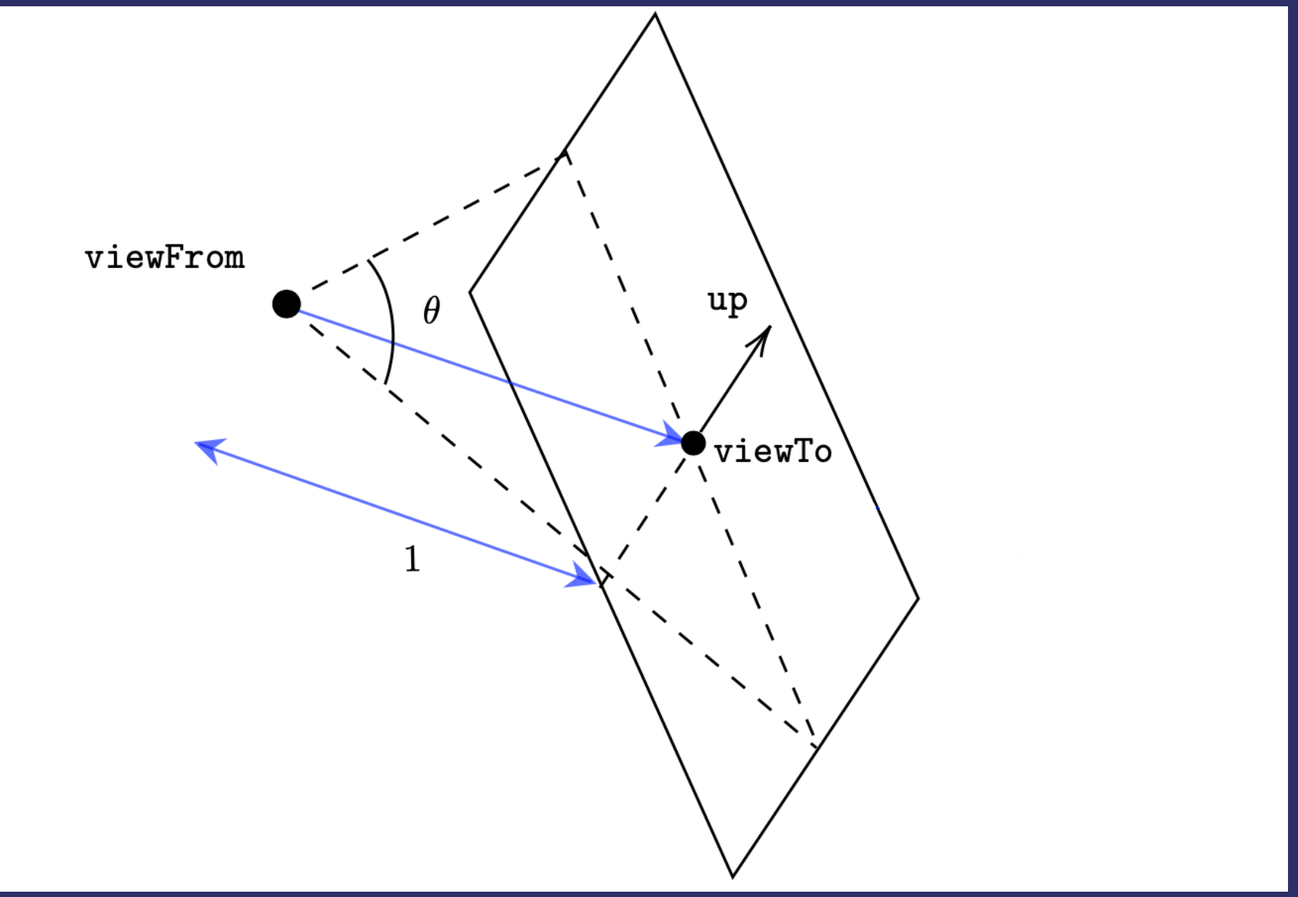
Camera - generic




```
object Camera {
  def make(
    viewFrom: Pt,
    viewTo: Pt,
    upDirection: Vec,
    visualAngleRad: Double,
    hRes: Int,
    vRes: Int):
    ZIO[ATModule, AlgebraicError, Camera] =
    worldTransformation(viewFrom, viewTo, upDirection).map {
      worldTf => Camera(hRes, vRes, visualAngleRad, worlfTf)
    }
```

Camera - generic

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    upDirection: Vec,
    visualAngleRad: Double,
    hRes: Int,
    vRes: Int):
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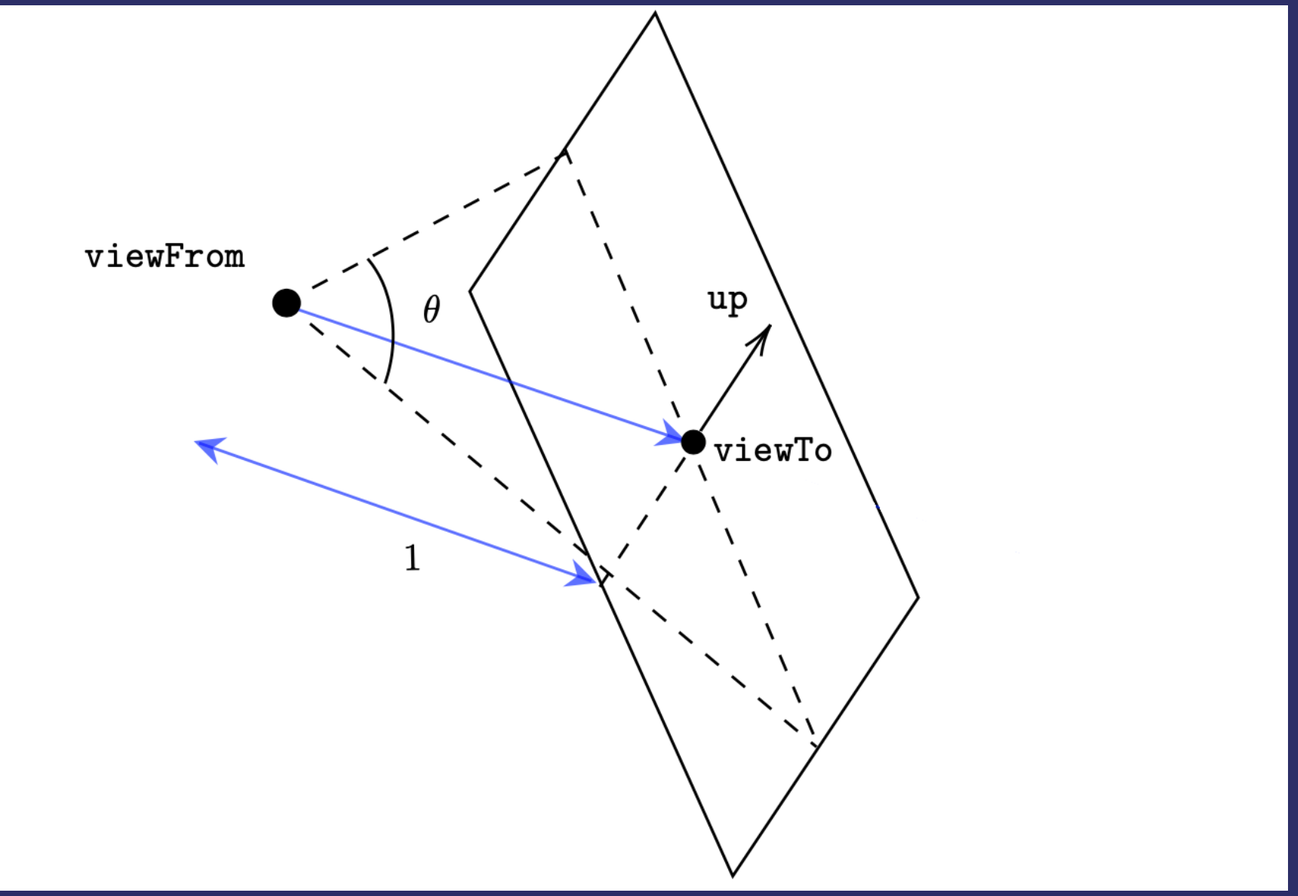
Camera - generic

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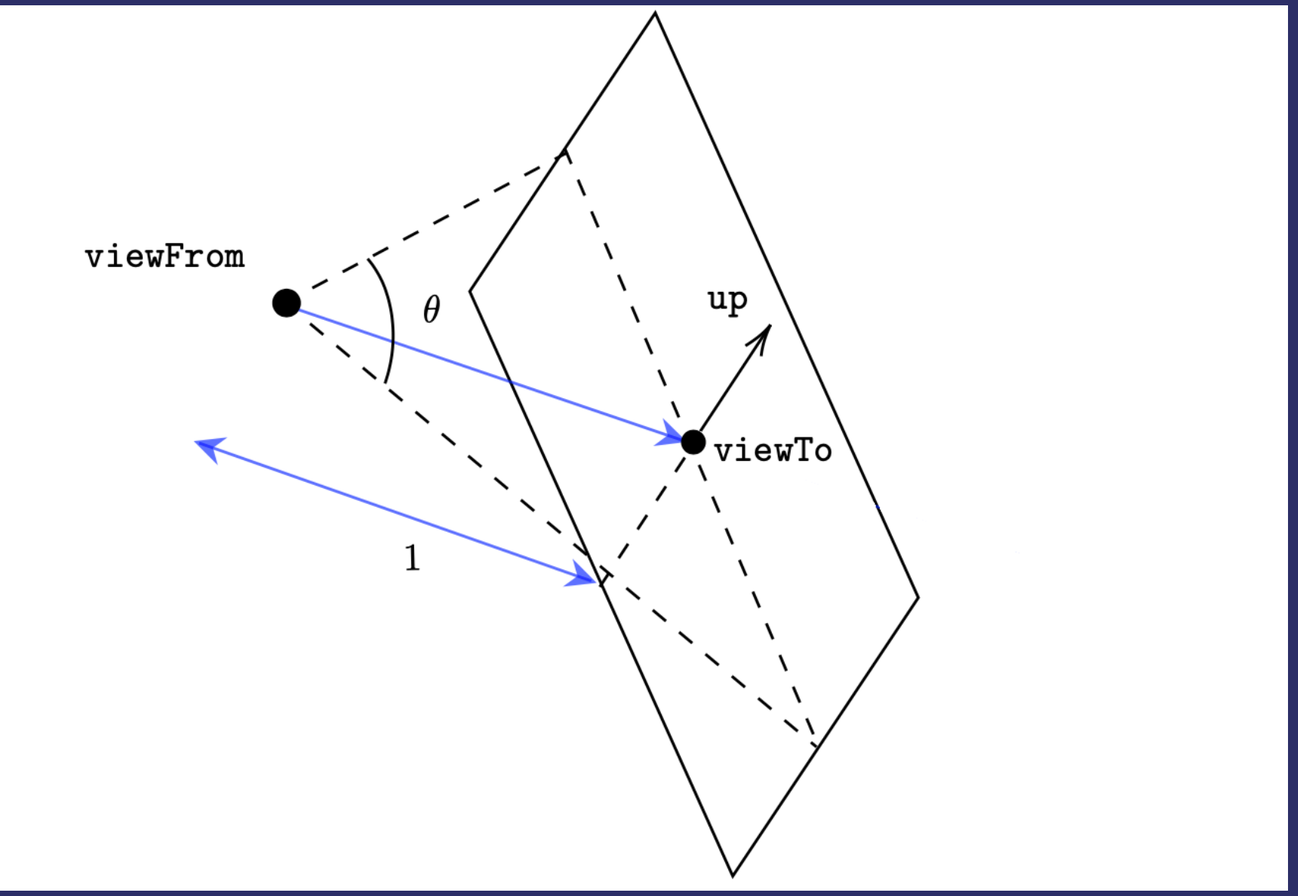
Camera - generic

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      worldTf => Camera(hRes, vRes, visualAngleRad, worlfTf)
    }
```

World

```
sealed trait Shape {
  def transformation: AT
  def material: Material
}

case class Sphere(transformation: AT, material: Material) extends Shape
case class Plane(transformation: AT, material: Material) extends Shape
```

World

→ `Sphere.canonical` $\{(x, y, z) : x^2 + y^2 + z^2 = 1\}$

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World

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```

World

Make a world

```
object Sphere {
  def make(center: Pt, radius: Double, mat: Material): ZIO[ATModule, ATError, Sphere] = for {
    scale     <- ATModule.>.scale(radius, radius, radius)
    translate <- ATModule.>.translate(center.x, center.y, center.z)
    composed  <- ATModule.>.compose(scale, translate)
  } yield Sphere(composed, mat)
}

object Plane {
  def make(...): ZIO[ATModule, ATError, Plane] = ???
}

case class World(pointLight: PointLight, objects: List[Shape])
```

World

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object Plane {
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case class World(pointLight: PointLight, objects: List[Shape])
```

→ Everything requires `ATModule`

World Rendering - Top Down

Rastering - Generate a stream of colored pixels

```
@accessible(">")
trait RasteringModule {
  val rasteringModule: RasteringModule.Service[Any]
}
object RasteringModule {
  trait Service[R] {
    def raster(world: World, camera: Camera):
      ZStream[R, RayTracerError, ColoredPixel]
  }
```

World Rendering - Top Down

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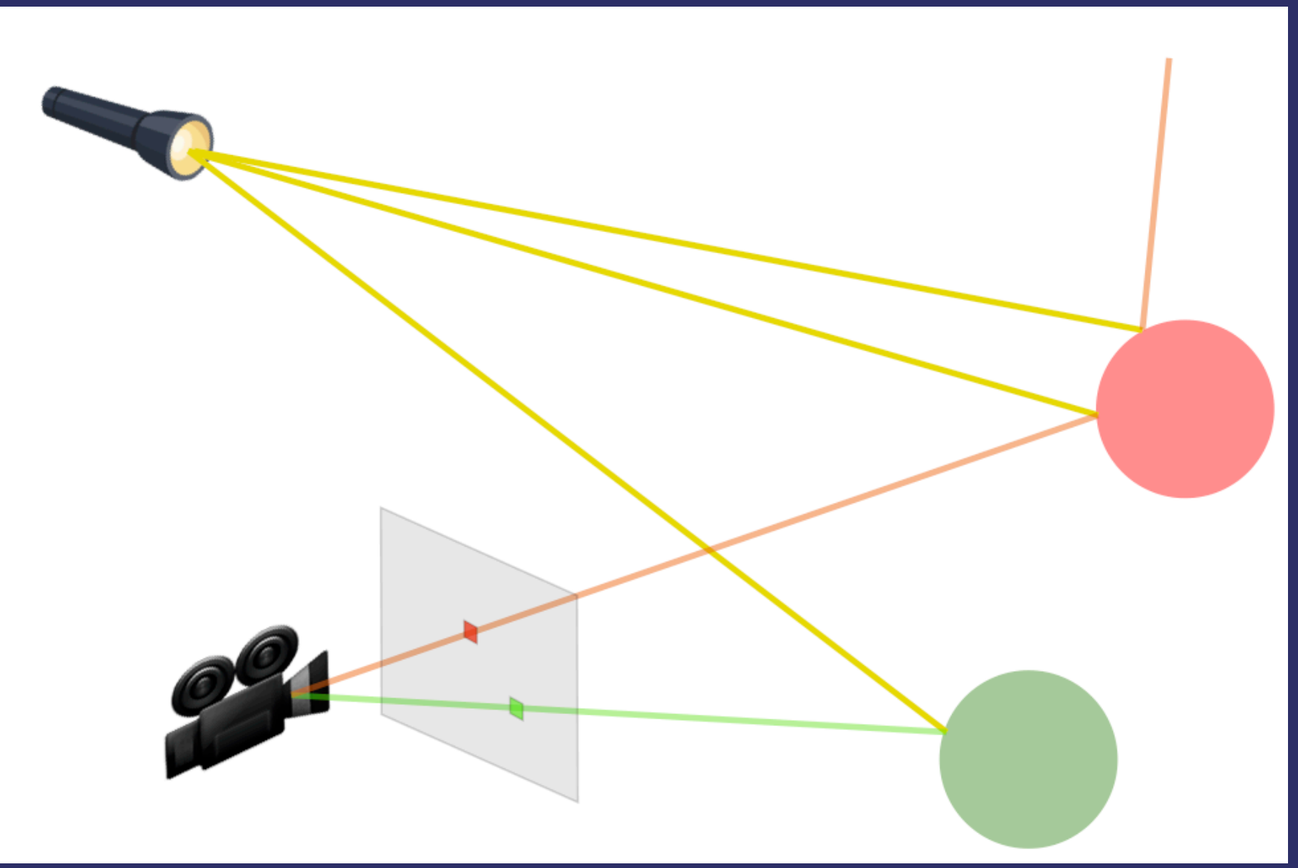
World Rendering - Top Down



Rastering - Live

```
object CameraModule {
  trait Service[R] {
    def rayForPixel(
      camera: Camera, px: Int, py: Int
    ): ZIO[R, Nothing, Ray]
  }
}
```

```
object WorldModule {
  trait Service[R] {
    def colorForRay(
      world: World, ray: Ray
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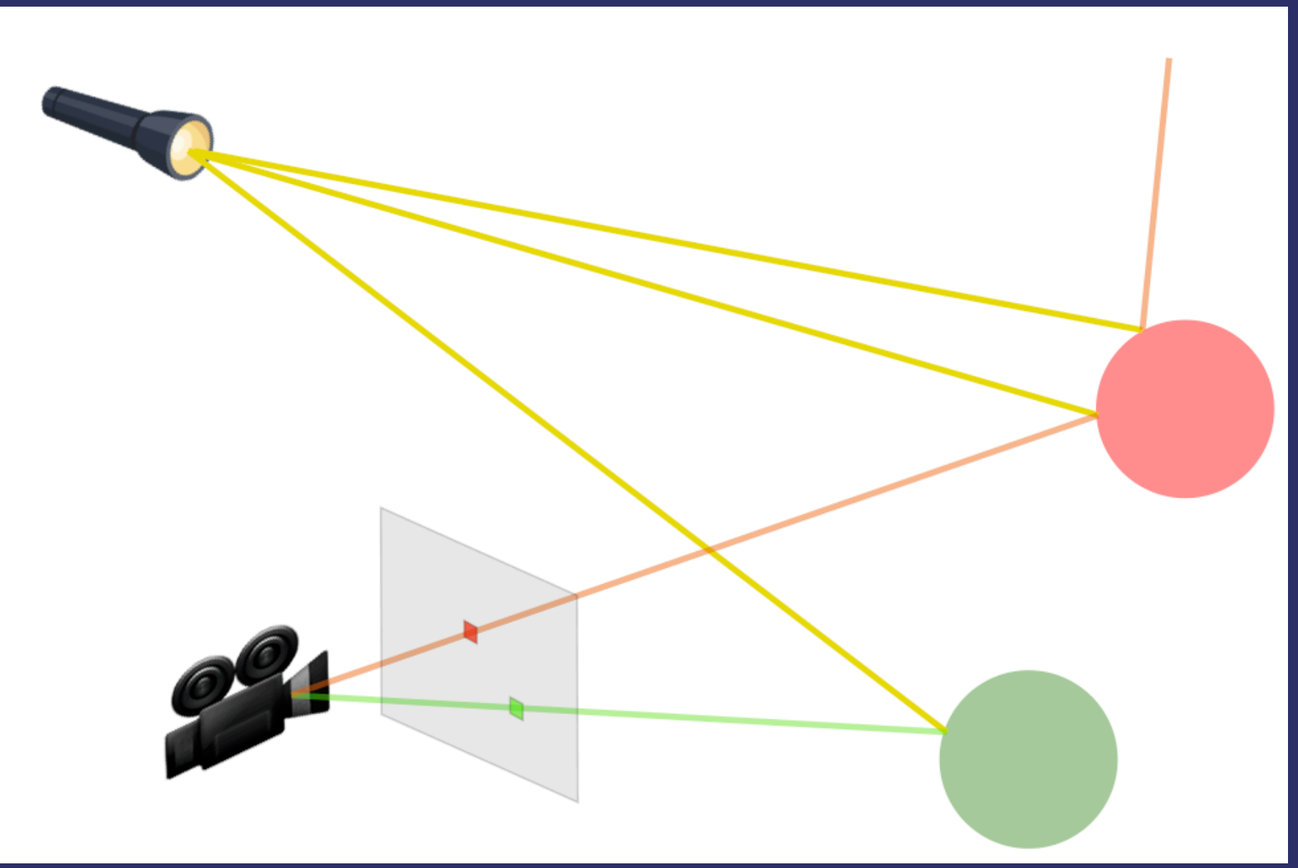
```

World Rendering - Top Down



Rastering - Live

→ Camera module - Ray per pixel

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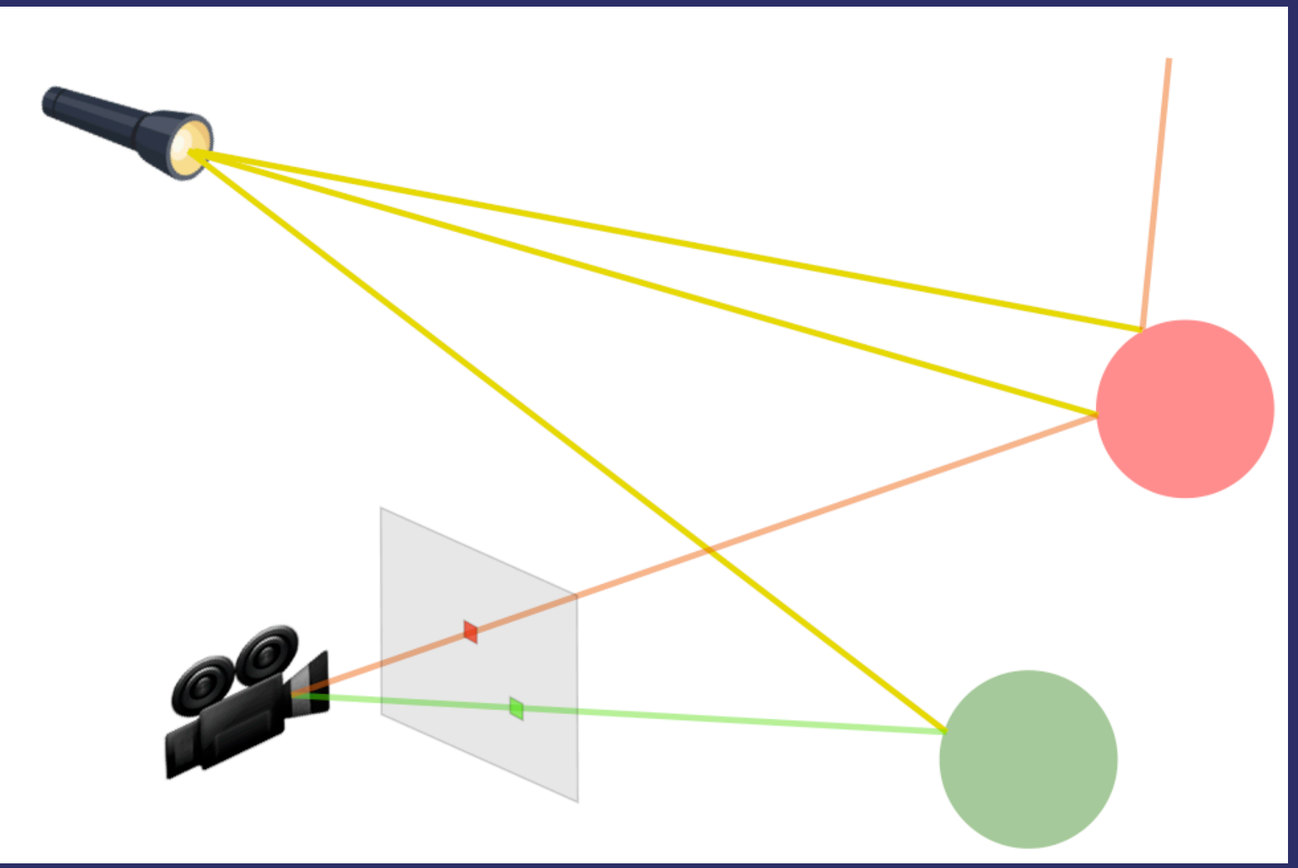
World Rendering - Top Down



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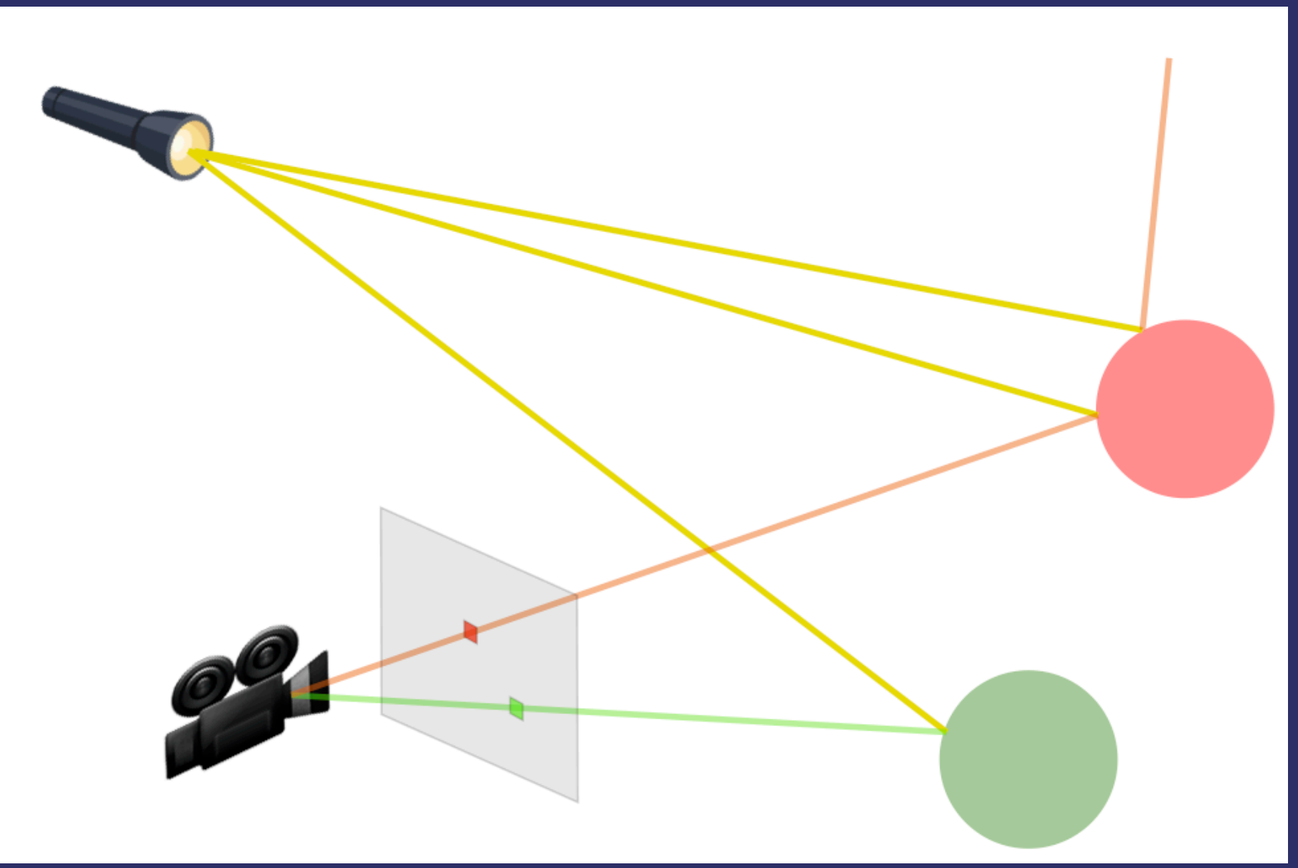
World Rendering - Top Down



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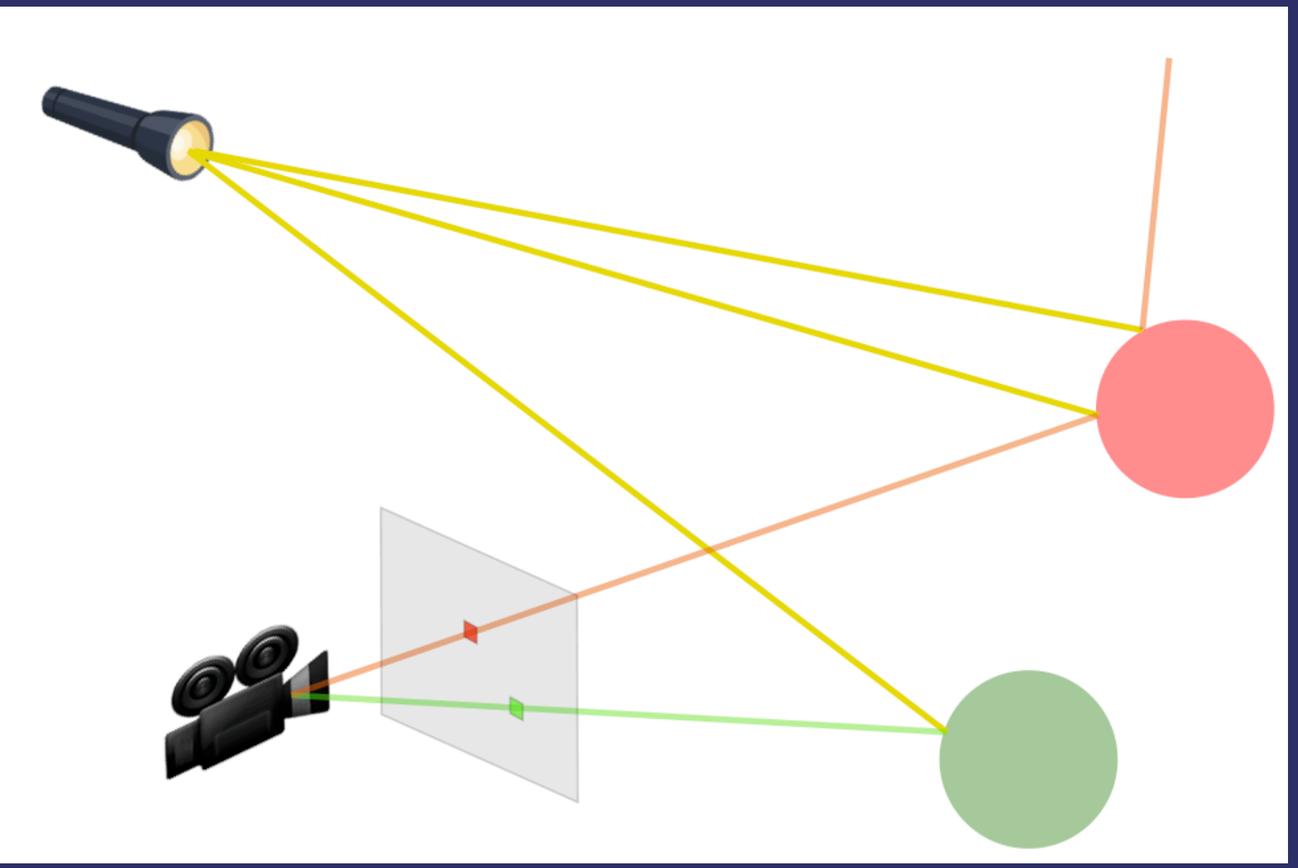
World Rendering - Top Down



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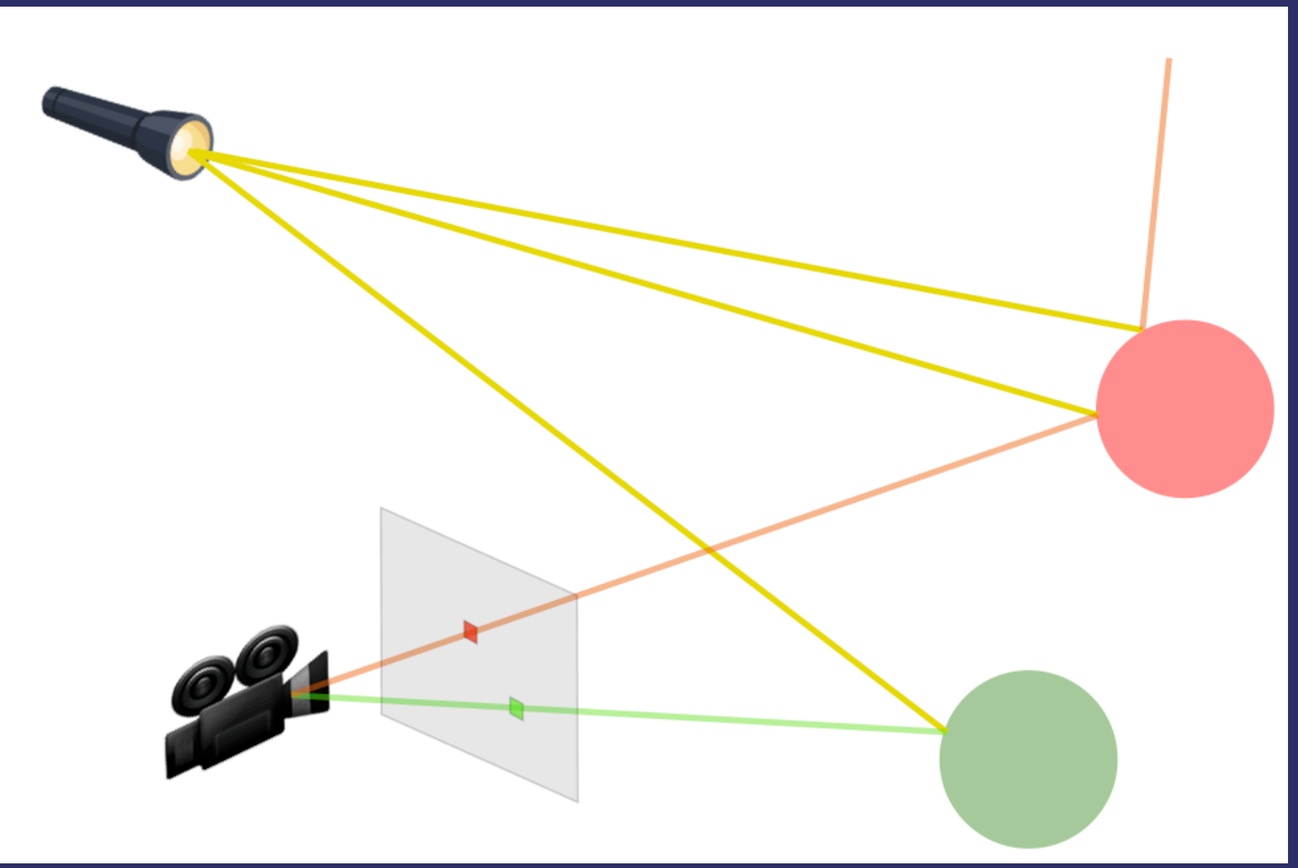

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→ World module - Color per ray

```
object WorldModule {
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    def colorForRay(
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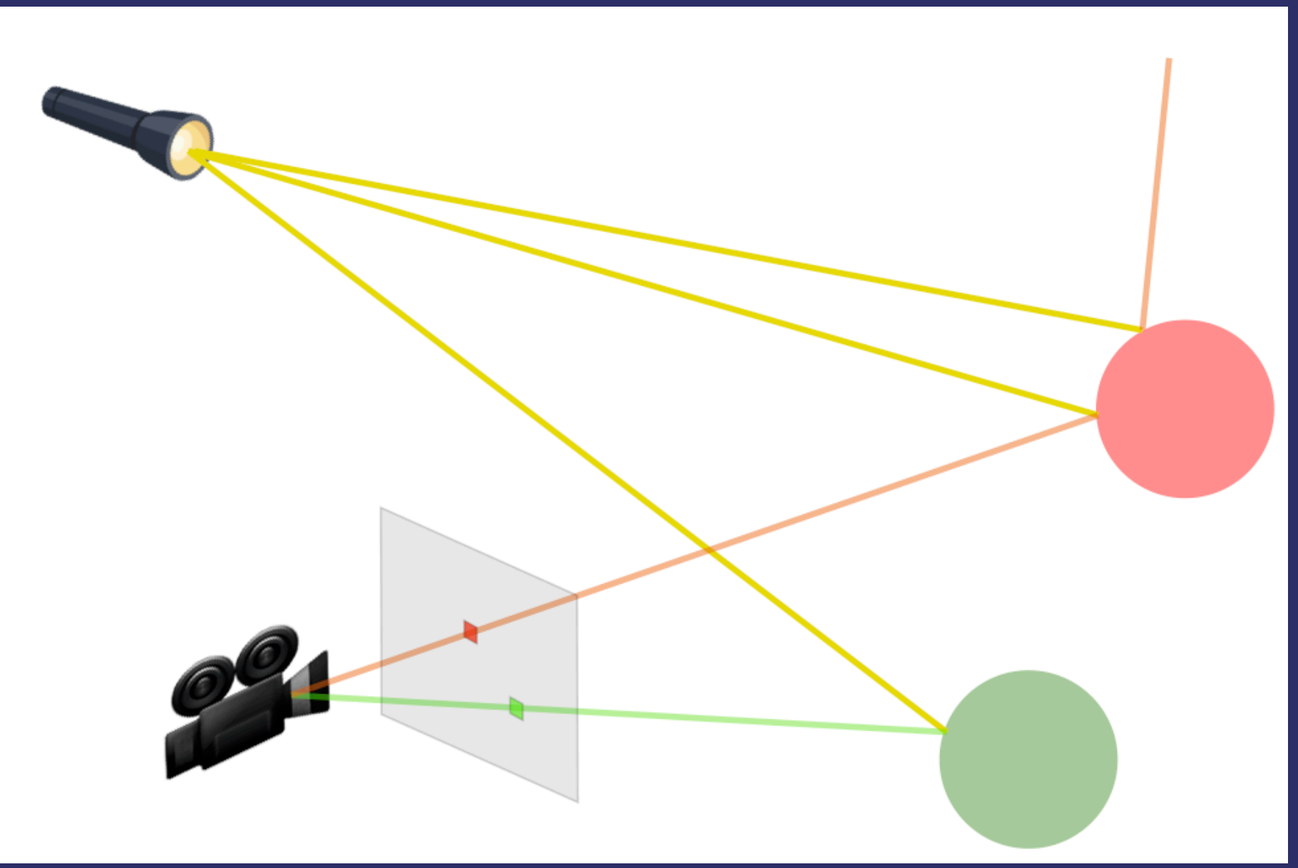
World Rendering - Top Down



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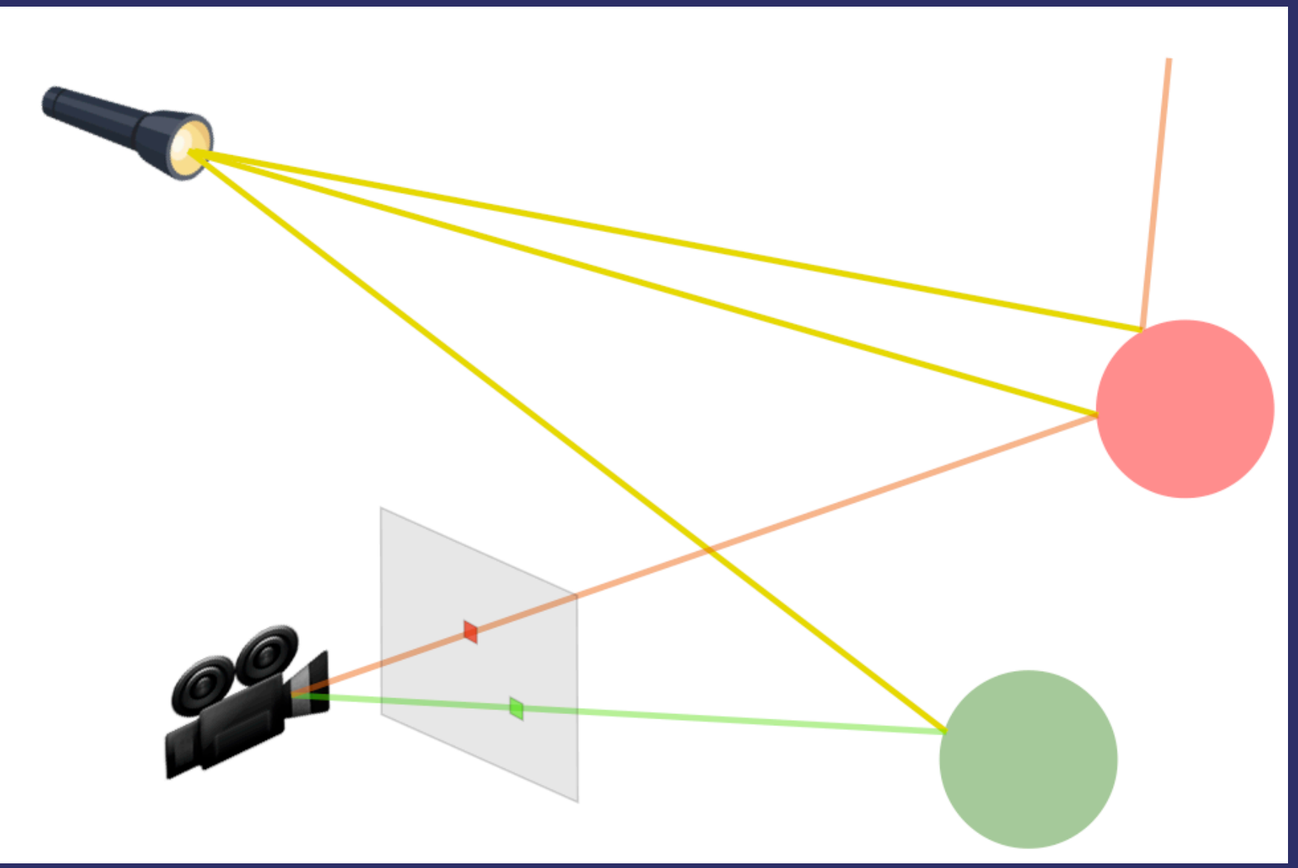
World Rendering - Top Down



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  }
}
```

World Rendering - Top Down

Rastering Live - Module Dependency

```
trait LiveRasteringModule extends RasteringModule {
  val cameraModule: CameraModule.Service[Any]
  val worldModule: WorldModule.Service[Any]

  val rasteringModule: Service[Any] = new Service[Any] {
    def raster(world: World, camera: Camera): ZStream[Any, RayTracerError, ColoredPixel] = {
      val pixels: Stream[Nothing, (Int, Int)] = ???
      pixels.mapM{
        case (px, py) =>
          for {
            ray   <- cameraModule.rayForPixel(camera, px, py)
            color <- worldModule.colorForRay(world, ray)
          } yield data.ColoredPixel(Pixel(px, py), color)
      }
    }
  }
}
```

World Rendering - Top Down

Rastering Live - Module Dependency

```
trait LiveRasteringModule extends RasteringModule {
  val cameraModule: CameraModule.Service[Any]
  val worldModule: WorldModule.Service[Any]

  val rasteringModule: Service[Any] = new Service[Any] {
    def raster(world: World, camera: Camera): ZStream[Any, RayTracerError, ColoredPixel] = {
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      pixels.mapM{
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            ray   <- cameraModule.rayForPixel(camera, px, py)
            color <- worldModule.colorForRay(world, ray)
          } yield data.ColoredPixel(Pixel(px, py), color)
      }
    }
  }
}
```

World Rendering - Top Down

Rastering Live - Module Dependency

```
trait LiveRasteringModule extends RasteringModule {
  val cameraModule: CameraModule.Service[Any]
  val worldModule: WorldModule.Service[Any]

  val rasteringModule: Service[Any] = new Service[Any] {
    def raster(world: World, camera: Camera): ZStream[Any, RayTracerError, ColoredPixel] = {
      val pixels: Stream[Nothing, (Int, Int)] = ???
      pixels.mapM{
        case (px, py) =>
          for {
            ray   <- cameraModule.rayForPixel(camera, px, py)
            color <- worldModule.colorForRay(world, ray)
          } yield data.ColoredPixel(Pixel(px, py), color)
      }
    }
  }
}
```

Test LiveRasteringModule (in short)

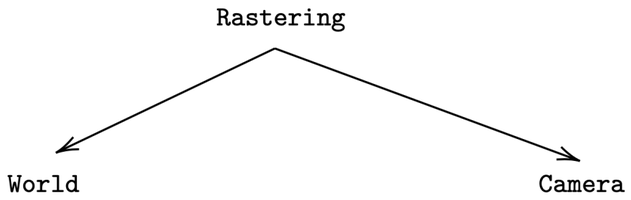
1. Mock the services `LiveRasteringModule` depends on
2. Use `zio-test` mocking features
3. Assert your mocks are called as expected

Test

Takeaway: Implement and test every layer only in terms of the immediately underlying layer

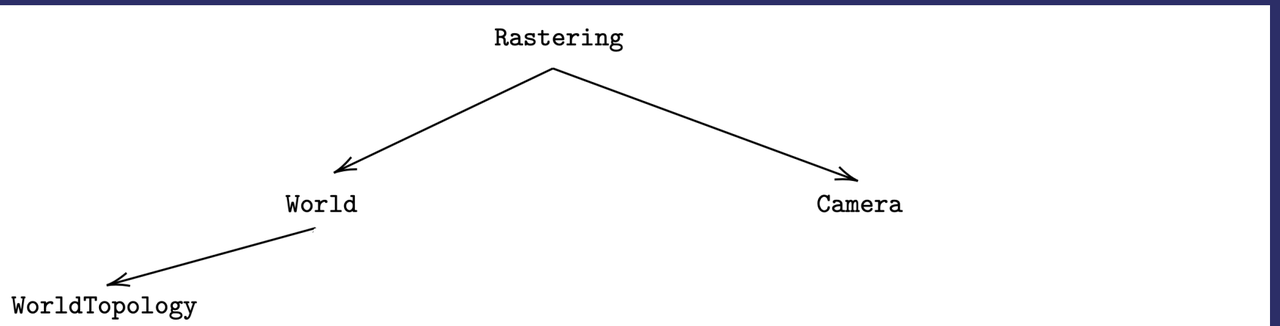

IT'S MODULES
ALL THE WAY DOWN
imgflip.com

Live CameraModule




```
trait Live extends CameraModule {
  val aTModule: ATModule.Service[Any]
  /* implementation */
}
```

Live WorldModule

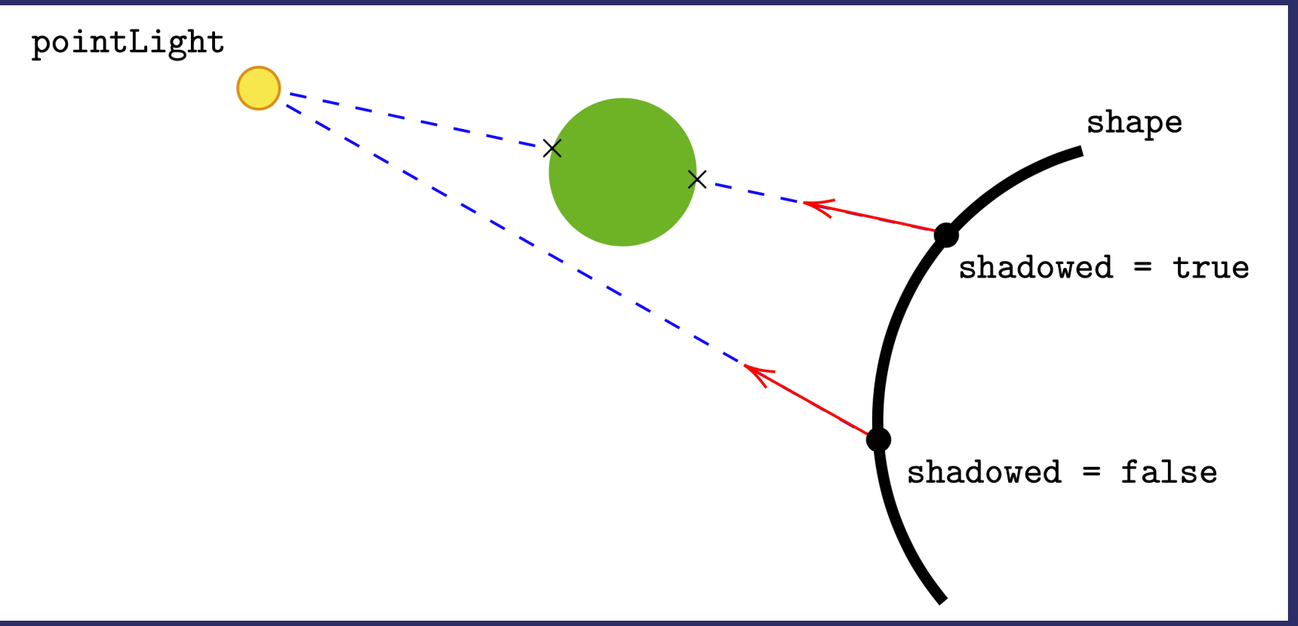


WorldTopologyModule

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]

  val worldModule: Service[Any] = new Service[Any] {
    def colorForRay(
      world: World, ray: Ray, remaining: Ref[Int]
    ): ZIO[Any, RayTracerError, Color] = {
      /* use other modules */
    }
  }
}
```

Live WorldModule

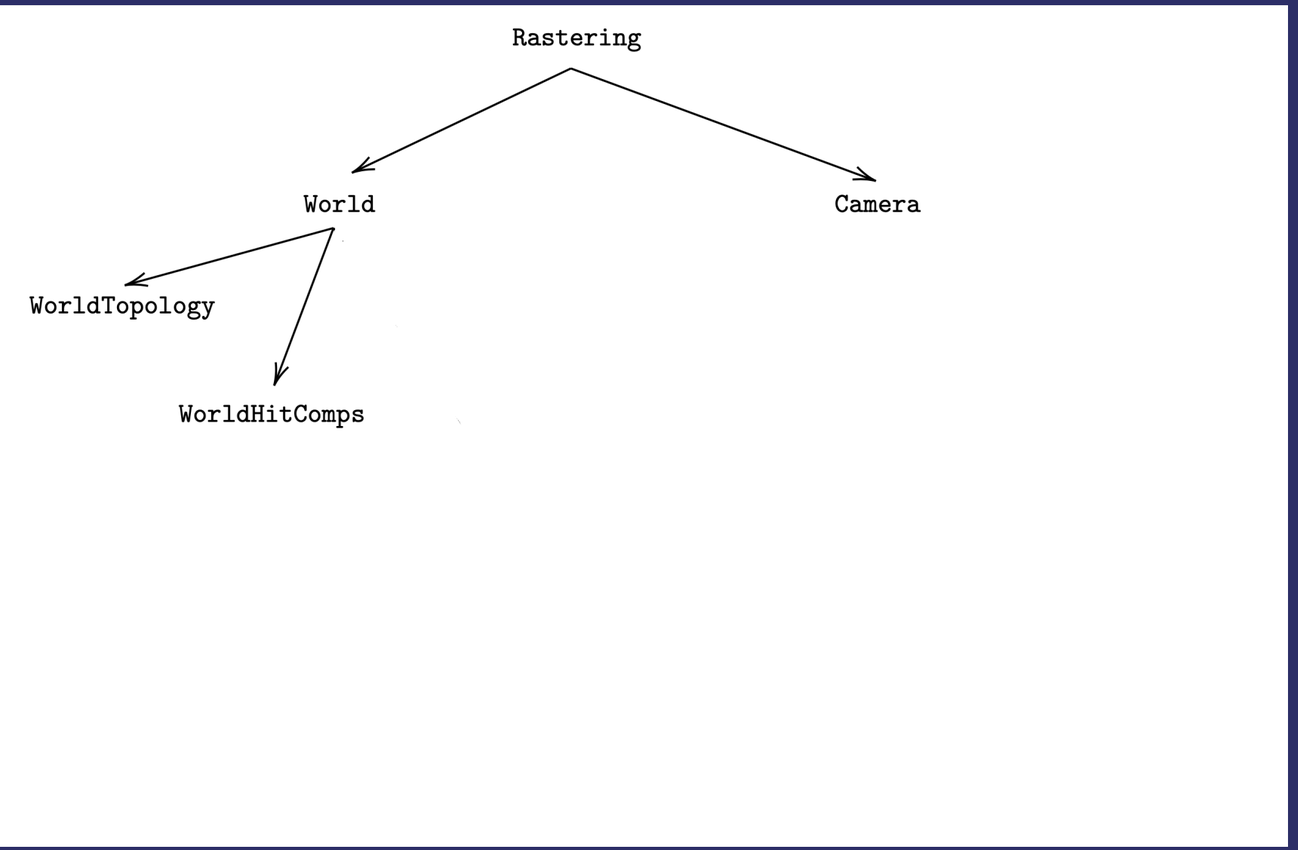


WorldTopologyModule

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]

  val worldModule: Service[Any] = new Service[Any] {
    def colorForRay(
      world: World, ray: Ray, remaining: Ref[Int]
    ): ZIO[Any, RayTracerError, Color] = {
      /* use other modules */
    }
  }
}
```

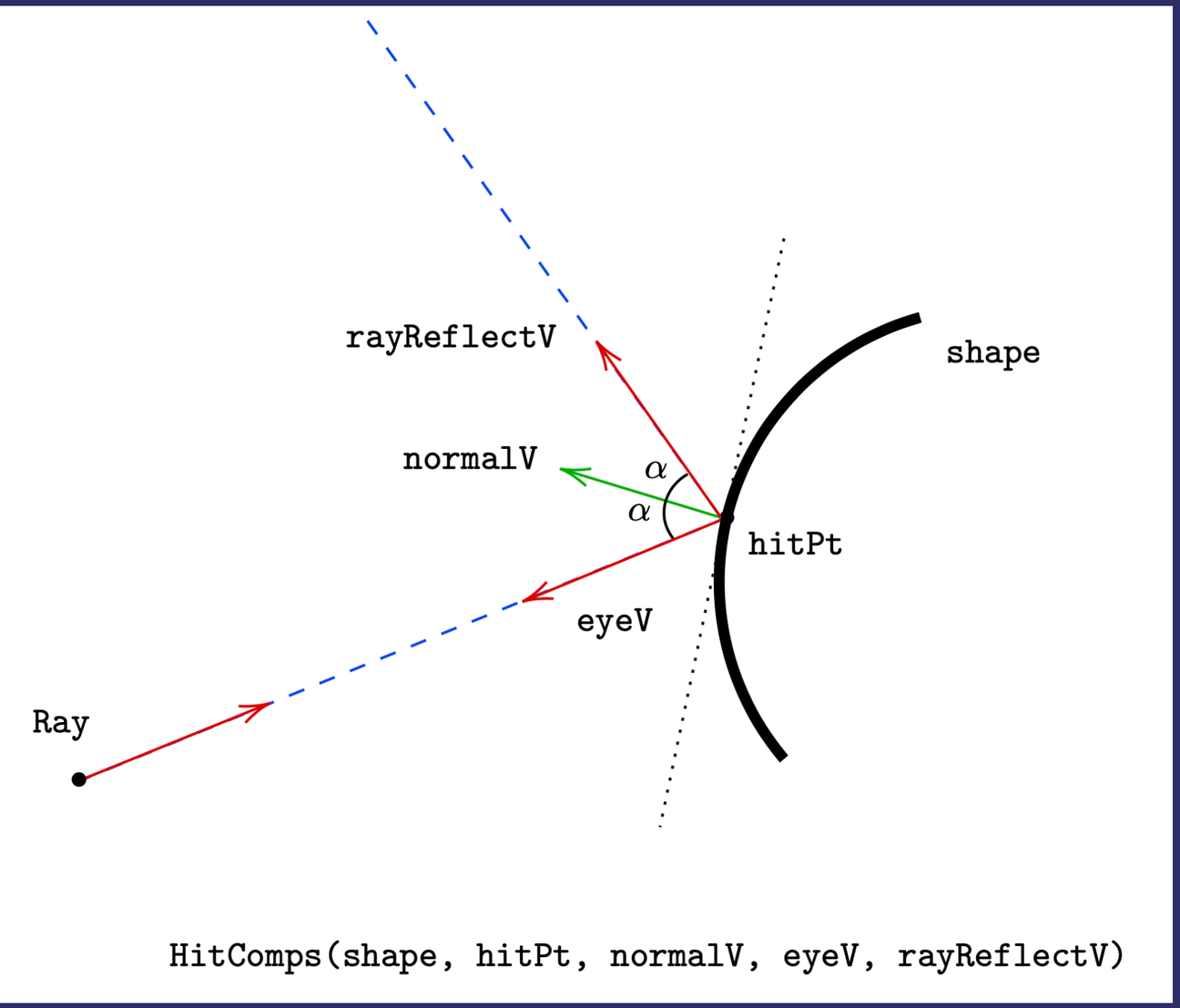
Live WorldModule



WorldHitCompsModule

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]

  val worldModule: Service[Any] = new Service[Any] {
    def colorForRay(
      world: World, ray: Ray, remaining: Ref[Int]
    ): ZIO[Any, RayTracerError, Color] = {
      /* use other modules */
    }
  }
}
```



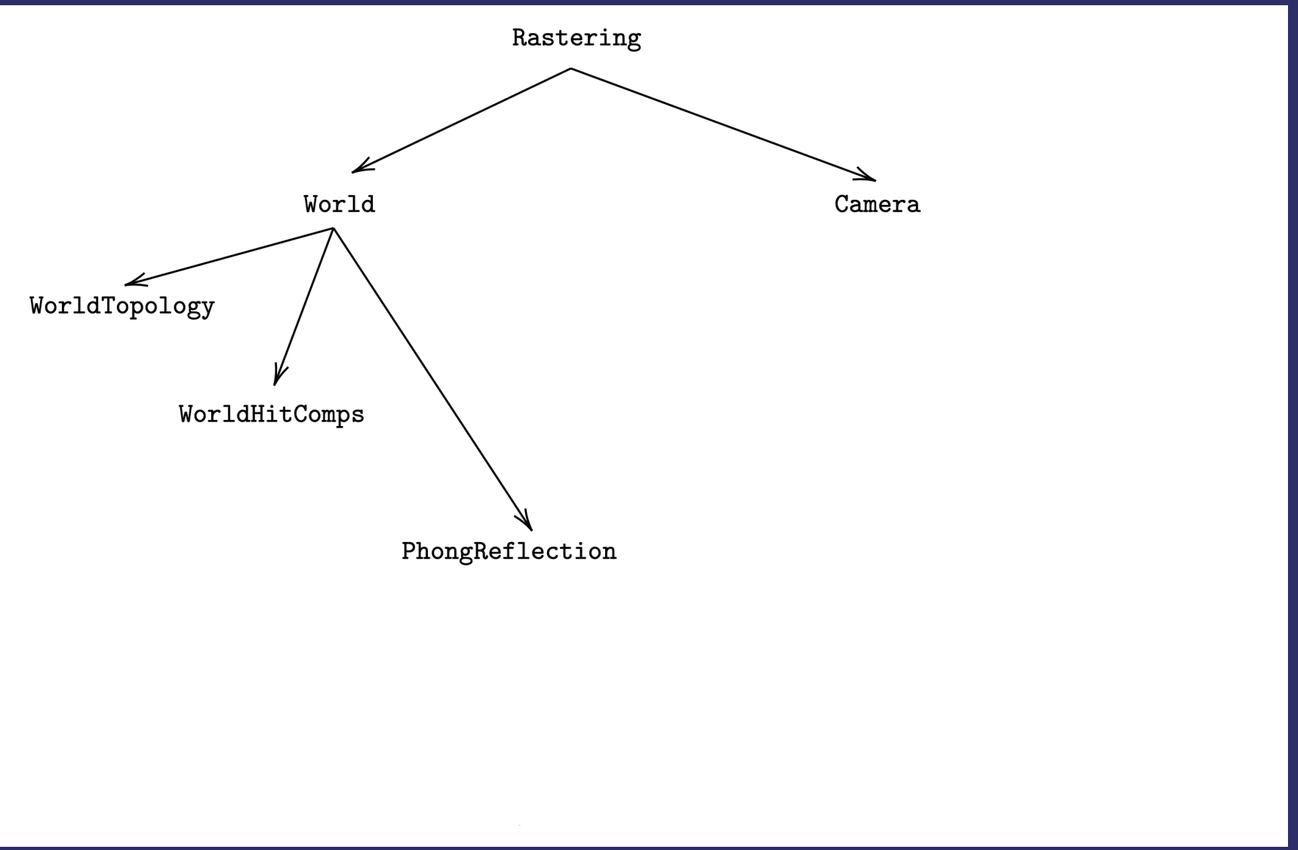
Live WorldModule

WorldHitCompsModule

```
case class HitComps(
  shape: Shape, hitPt: Pt, normalV: Vec, eyeV: Vec, rayReflectV: Vec
)

trait Service[R] {
  def hitComps(
   ray: Ray, hit: Intersection, intersections: List[Intersection]
  ): ZIO[R, Nothing, HitComps]
}
```

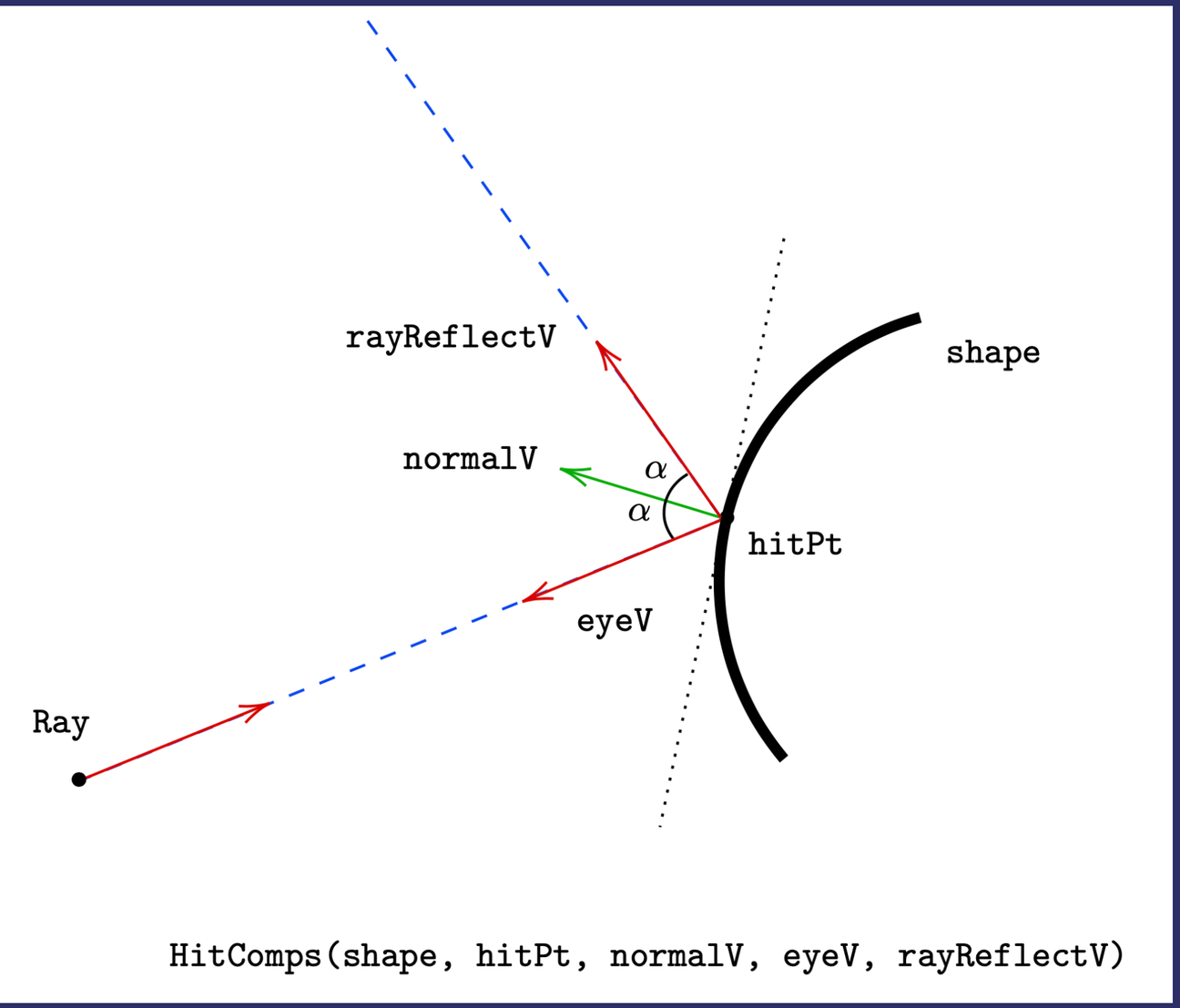
Live WorldModule



PhongReflectionModule

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]
  val phongReflectionModule: PhongReflectionModule.Service[Any]

  val worldModule: Service[Any] = new Service[Any] {
    def colorForRay(
      world: World, ray: Ray, remaining: Ref[Int]
    ): ZIO[Any, RayTracerError, Color] = {
      /* use other modules */
    }
  }
}
```



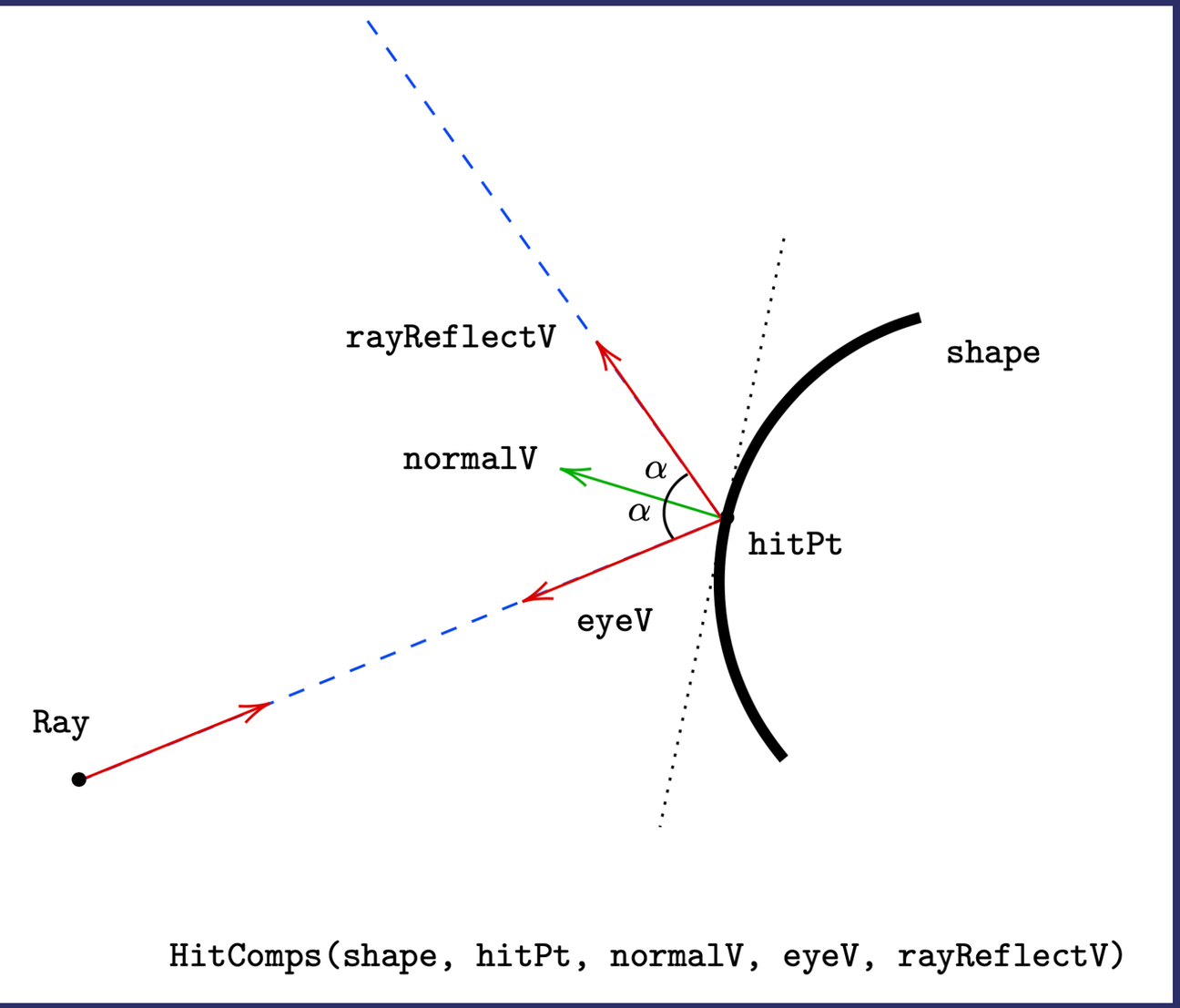
HitComps(shape, hitPt, normalV, eyeV, rayReflectV)

Live WorldModule

PhongReflectionModule

```
case class PhongComponents(
  ambient: Color, diffuse: Color, reflective: Color
) {
    def toColor: Color = ambient + diffuse + reflective
}

trait BlackWhite extends PhongReflectionModule {
  val phongReflectionModule: Service[Any] =
    new Service[Any] {
      def lighting(
        pointLight: PointLight, hitComps: HitComps, inShadow: Boolean
      ): UIO[PhongComponents] = {
        if (inShadow) UIO(PhongComponents.allBlack)
        else UIO(PhongComponents.allWhite)
      }
    }
}
```



Live WorldModule

PhongReflectionModule

```
case class PhongComponents(
  ambient: Color, diffuse: Color, reflective: Color
) {
    def toColor: Color = ambient + diffuse + reflective
}

trait BlackWhite extends PhongReflectionModule {
  val phongReflectionModule: Service[Any] =
    new Service[Any] {
      def lighting(
        pointLight: PointLight, hitComps: HitComps, inShadow: Boolean
      ): UIO[PhongComponents] = {
        if (inShadow) UIO(PhongComponents.allBlack)
        else UIO(PhongComponents.allWhite)
    }
  }
}
```

Display the first canvas / 1

```
def drawOnCanvasWithCamera(world: World, camera: Camera, canvas: Canvas) =
  for {
    coloredPointsStream <- RasteringModule.>.raster(world, camera)
    _                   <- coloredPointsStream.mapM(cp => canvas.update(cp)).run(Sink.drain)
  } yield ()

def program(viewFrom: Pt) =
  for {
    camera <- cameraFor(viewFrom: Pt)
    w      <- world
    canvas <- Canvas.create()
    _      <- drawOnCanvasWithCamera(w, camera, canvas)
    _      <- CanvasSerializer.>.serialize(canvas, 255)
  } yield ()
```

Display the first canvas / 2

```
def program(viewFrom: Pt):
  ZIO[CanvasSerializer with RasteringModule with ATModule, RayTracerError, Unit]

program(Pt(2, 2, -10))
  .provide(
    new CanvasSerializer.PNGCanvasSerializer
    with RasteringModule.ChunkRasteringModule
    with ATModule.Live
  )
// Members declared in zio.blocking.Blocking
// [error]   val blocking: zio.blocking.Blocking.Service[Any] = ???
// [error]
// [error]   // Members declared in modules.RasteringModule.ChunkRasteringModule
// [error]   val cameraModule: modules.CameraModule.Service[Any] = ???
// [error]   val worldModule: modules.WorldModule.Service[Any] = ???
// [error]
// [error]   // Members declared in geometry.affine.ATModule.Live
// [error]   val matrixModule: geometry.matrix.MatrixModule.Service[Any] = ???
```

Display the first canvas / 2

```
def program(viewFrom: Pt):
  ZIO[CanvasSerializer with RasteringModule with ATModule, RayTracerError, Unit]

program(Pt(2, 2, -10))
  .provide(
    new CanvasSerializer.PNGCanvasSerializer
    with RasteringModule.ChunkRasteringModule
    with ATModule.Live
  )
// Members declared in zio.blocking.Blocking
// [error]   val blocking: zio.blocking.Blocking.Service[Any] = ???
// [error]
// [error]   // Members declared in modules.RasteringModule.ChunkRasteringModule
// [error]   val cameraModule: modules.CameraModule.Service[Any] = ???
// [error]   val worldModule: modules.WorldModule.Service[Any] = ???
// [error]
// [error]   // Members declared in geometry.affine.ATModule.Live
// [error]   val matrixModule: geometry.matrix.MatrixModule.Service[Any] = ???
```

Display the first canvas / 2

```
def program(viewFrom: Pt):
  ZIO[CanvasSerializer with RasteringModule with ATModule, RayTracerError, Unit]

program(Pt(2, 2, -10))
  .provide(
    new CanvasSerializer.PNGCanvasSerializer
    with RasteringModule.ChunkRasteringModule
    with ATModule.Live
  )
// Members declared in zio.blocking.Blocking
// [error]   val blocking: zio.blocking.Blocking.Service[Any] = ???
// [error]
// [error]   // Members declared in modules.RasteringModule.ChunkRasteringModule
// [error]   val cameraModule: modules.CameraModule.Service[Any] = ???
// [error]   val worldModule: modules.WorldModule.Service[Any] = ???
// [error]
// [error]   // Members declared in geometry.affine.ATModule.Live
// [error]   val matrixModule: geometry.matrix.MatrixModule.Service[Any] = ???
```

Display the first canvas / 3

```
def program(viewFrom: Pt):
  ZIO[CanvasSerializer with RasteringModule with ATModule, RayTracerError, Unit]

program(Pt(2, 2, -10))
  .provide(
    new CanvasSerializer.PNGCanvasSerializer
    with RasteringModule.ChunkRasteringModule
    with ATModule.Live
    with CameraModule.Live
    with MatrixModule.BreezeLive
    with WorldModule.Live
    )
  )
// [error]   // Members declared in io.tuliplogic.raytracer.ops.model.modules.WorldModule.Live
// [error]   val phongReflectionModule: io.tuliplogic.raytracer.ops.model.modules.PhongReflectionModule.Service[Any] = ???
// [error]   val worldHitCompsModule: io.tuliplogic.raytracer.ops.model.modules.WorldHitCompsModule.Service[Any] = ???
// [error]   val worldReflectionModule: io.tuliplogic.raytracer.ops.model.modules.WorldReflectionModule.Service[Any] = ???
// [error]   val worldRefractionModule: io.tuliplogic.raytracer.ops.model.modules.WorldRefractionModule.Service[Any] = ???
// [error]   val worldTopologyModule: io.tuliplogic.raytracer.ops.model.modules.WorldTopologyModule.Service[Any] = ???
```

Display the first canvas - /4

Group modules in **trait**

```
type BasicModules =
  NormalReflectModule.Live
  with RayModule.Live
  with ATModule.Live
  with MatrixModule.BreezeLive
  with WorldModule.Live
  with WorldTopologyModule.Live
  with WorldHitCompsModule.Live
  with CameraModule.Live
  with RasteringModule.Live
  with Blocking.Live
```

Display the first canvas - /4

Group modules in **trait**

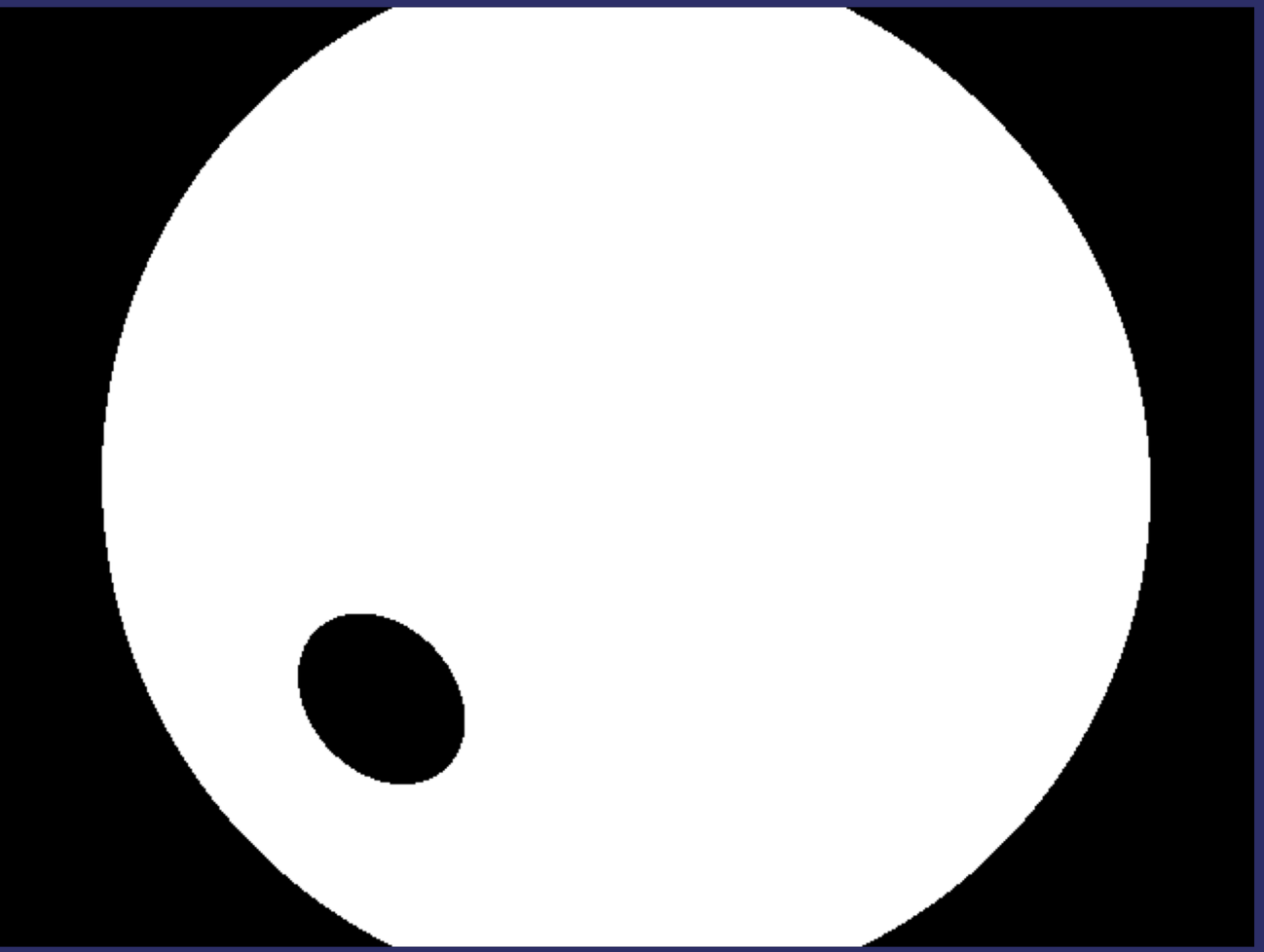
```
type BasicModules =
  NormalReflectModule.Live
  with RayModule.Live
  with ATModule.Live
  with MatrixModule.BreezeLive
  with WorldModule.Live
  with WorldTopologyModule.Live
  with WorldHitCompsModule.Live
  with CameraModule.Live
  with RasteringModule.Live
  with Blocking.Live
```

Display the first canvas - /5

Group modules

```
def program(viewFrom: Pt):
  ZIO[CanvasSerializer with RasteringModule with ATModule, RayTracerError, Unit]

program(Pt(2, 2, -10))
  .provide(new BasicModules with PhongReflectionModule.BlackWhite)
```



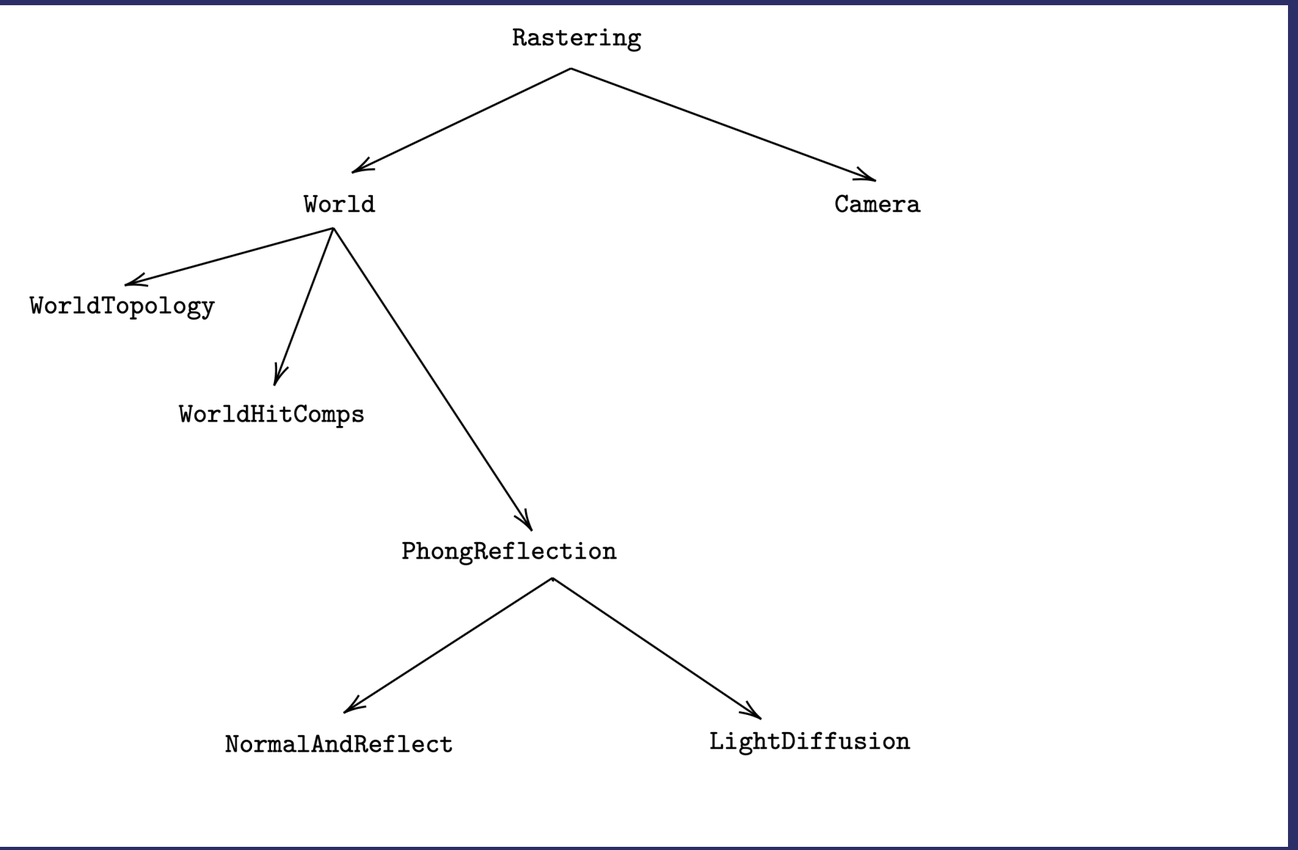
Display the first canvas - /6

Group modules

```
def program(viewFrom: Pt):
  ZIO[CanvasSerializer with RasteringModule with ATModule, RayTracerError, Unit]

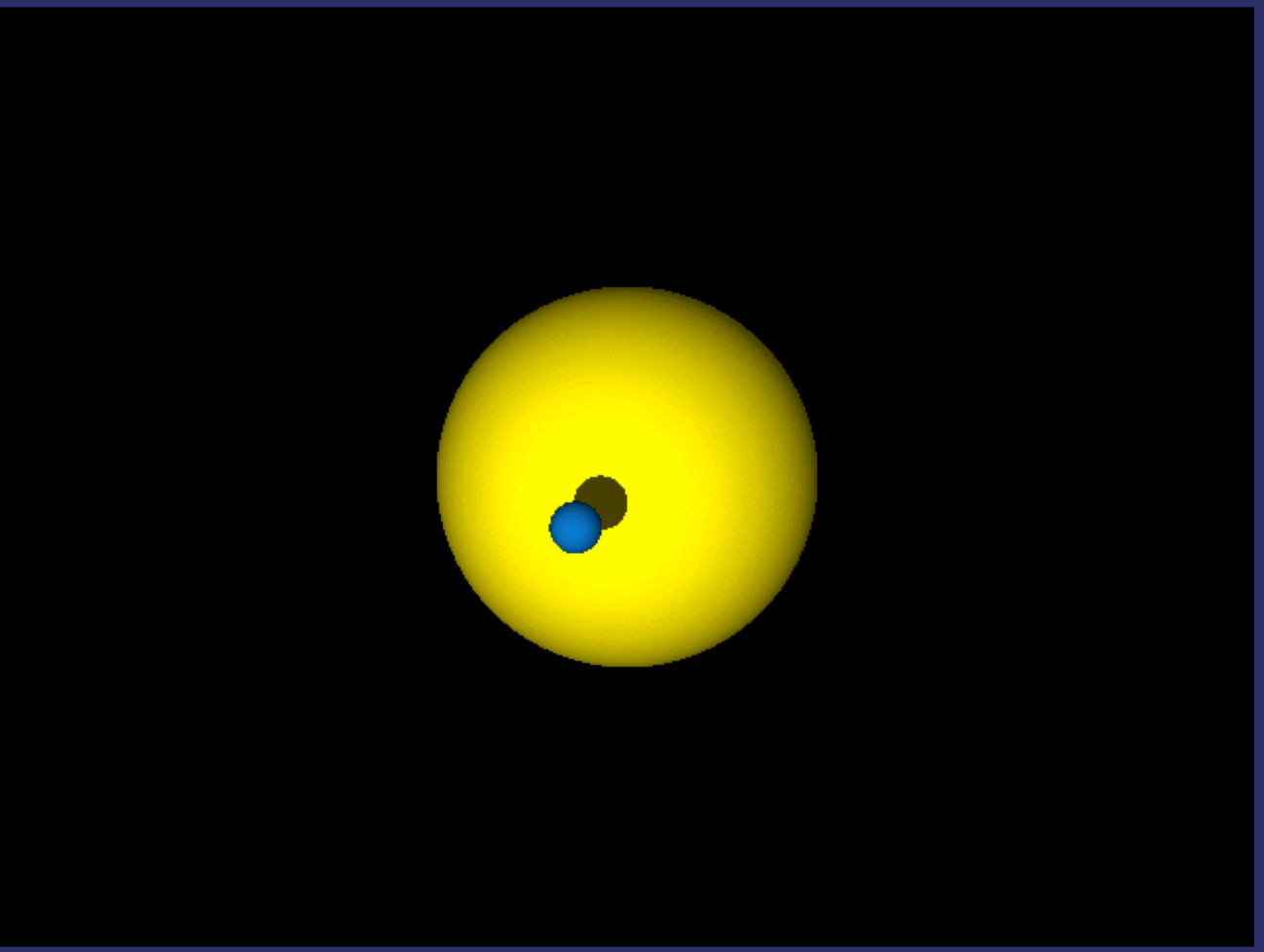
def run(args: List[String]): ZIO[ZEnv, Nothing, Int] =
    ZIO.traverse(-18 to -6)(z => program(Pt(2, 2, z))
      .provide(
        new BasicModules with PhongReflectionModule.BlackWhite
      )
    ).foldM(err =>
      console.putStrLn(s"Execution failed with: $err").as(1),
      _ => UIO.succeed(0)
    )
```

Live PhongReflectionModule



With LightDiffusion

```
trait Live extends PhongReflectionModule {
  val aTModule: ATModule.Service[Any]
  val normalReflectModule: NormalReflectModule.Service[Any]
  val lightDiffusionModule: LightDiffusionModule.Service[Any]
}
```

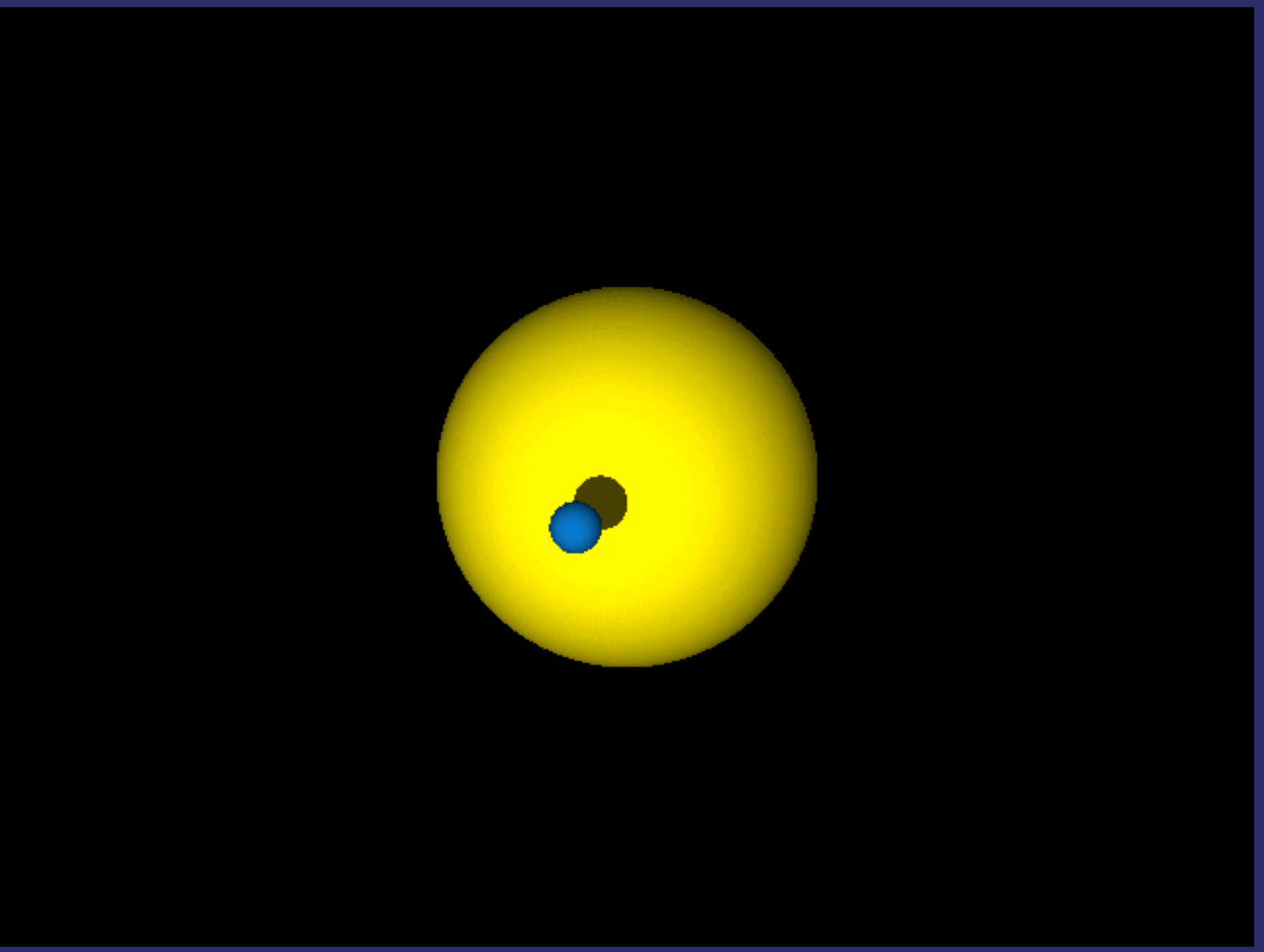


Live PhongReflectionModule

With LightDiffusion

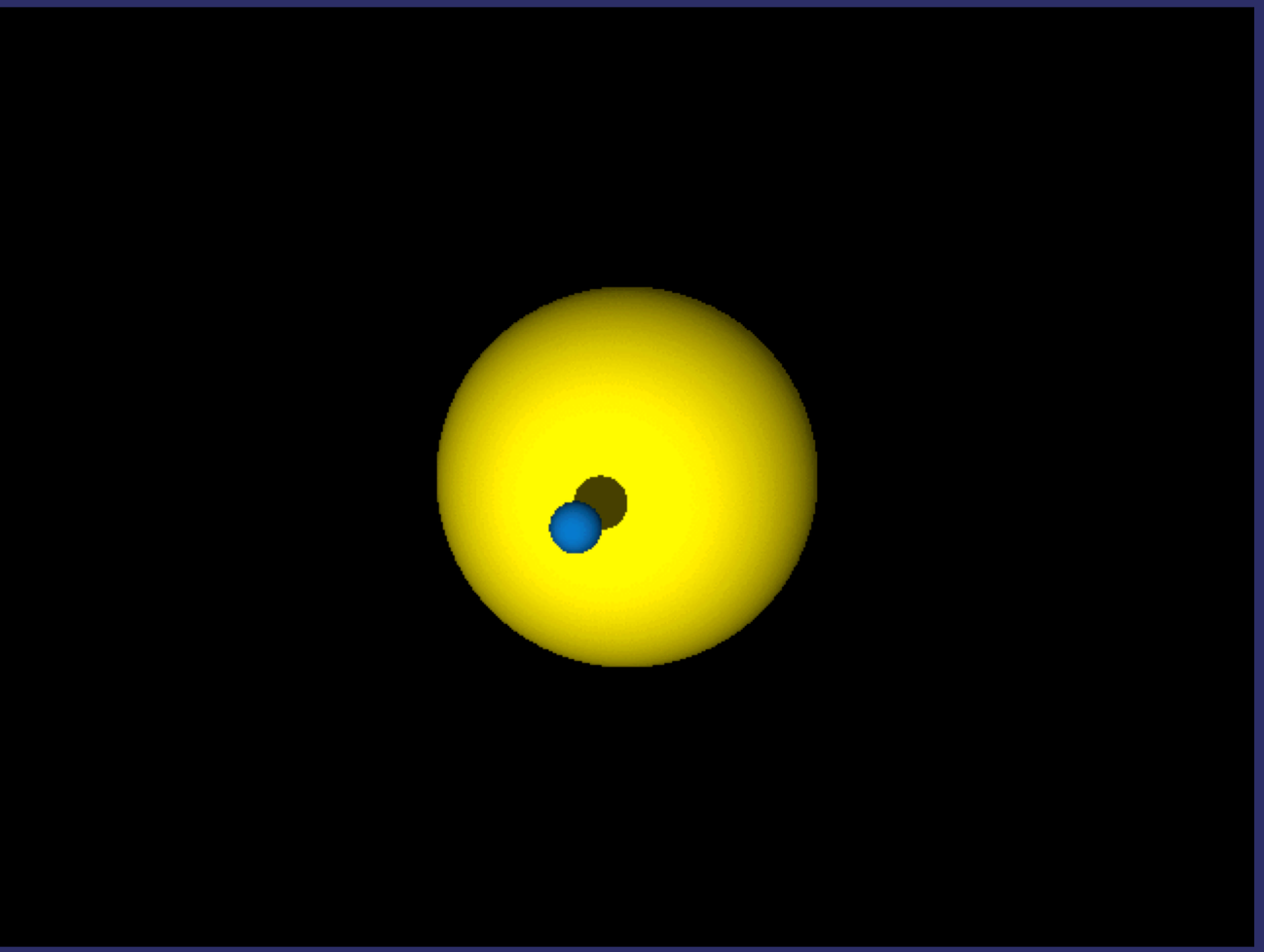
```
program(Pt(2, 2, -10))
  .provide(
    new BasicModules
    with PhongReflectionModule.Live
    // with PhongReflectionModule.BlackWhite
  )
```

Live PhongReflectionModule



With LightDiffusion

```
program(Pt(2, 2, -10))
  .provide(
    new BasicModules
    with PhongReflectionModule.Live
    // with PhongReflectionModule.BlackWhite
  )
```

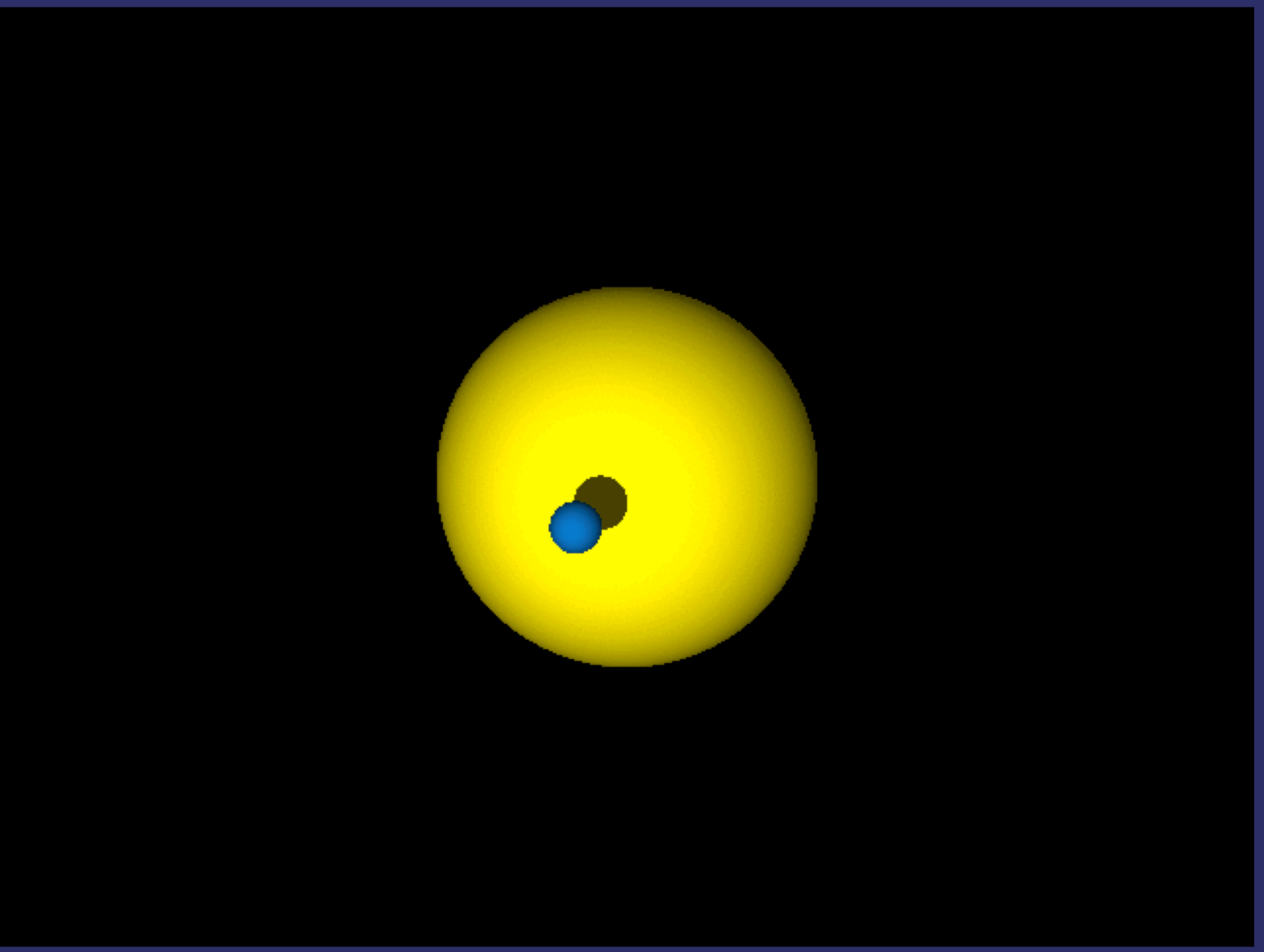


Live PhongReflectionModule

With LightDiffusion

```
program(Pt(2, 2, -10))
  .provide(
    new BasicModules
    with PhongReflectionModule.Live
    // with PhongReflectionModule.BlackWhite
  )
```

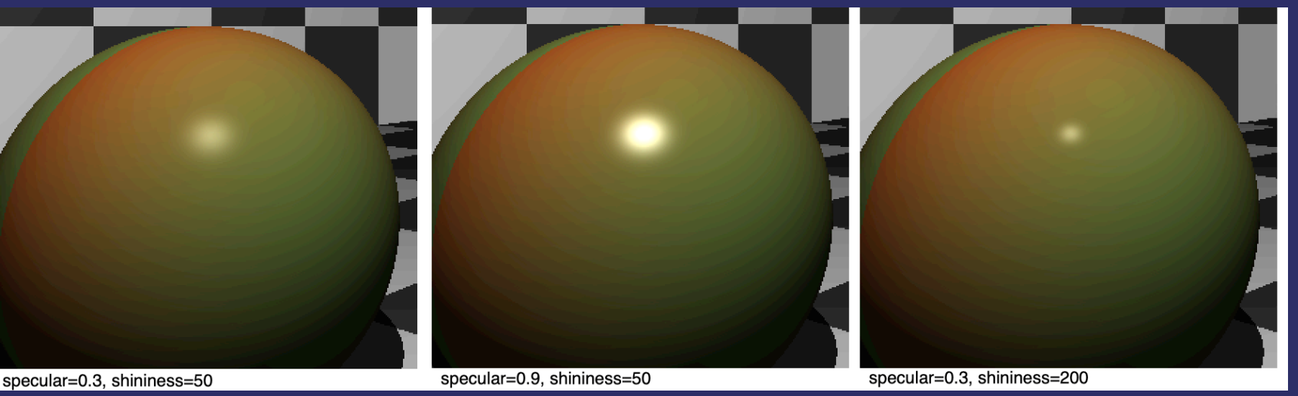
Live PhongReflectionModule



With LightDiffusion

```
program(Pt(2, 2, -10))
  .provide(
    new BasicModules
    with PhongReflectionModule.Live
    // with PhongReflectionModule.BlackWhite
  )
```

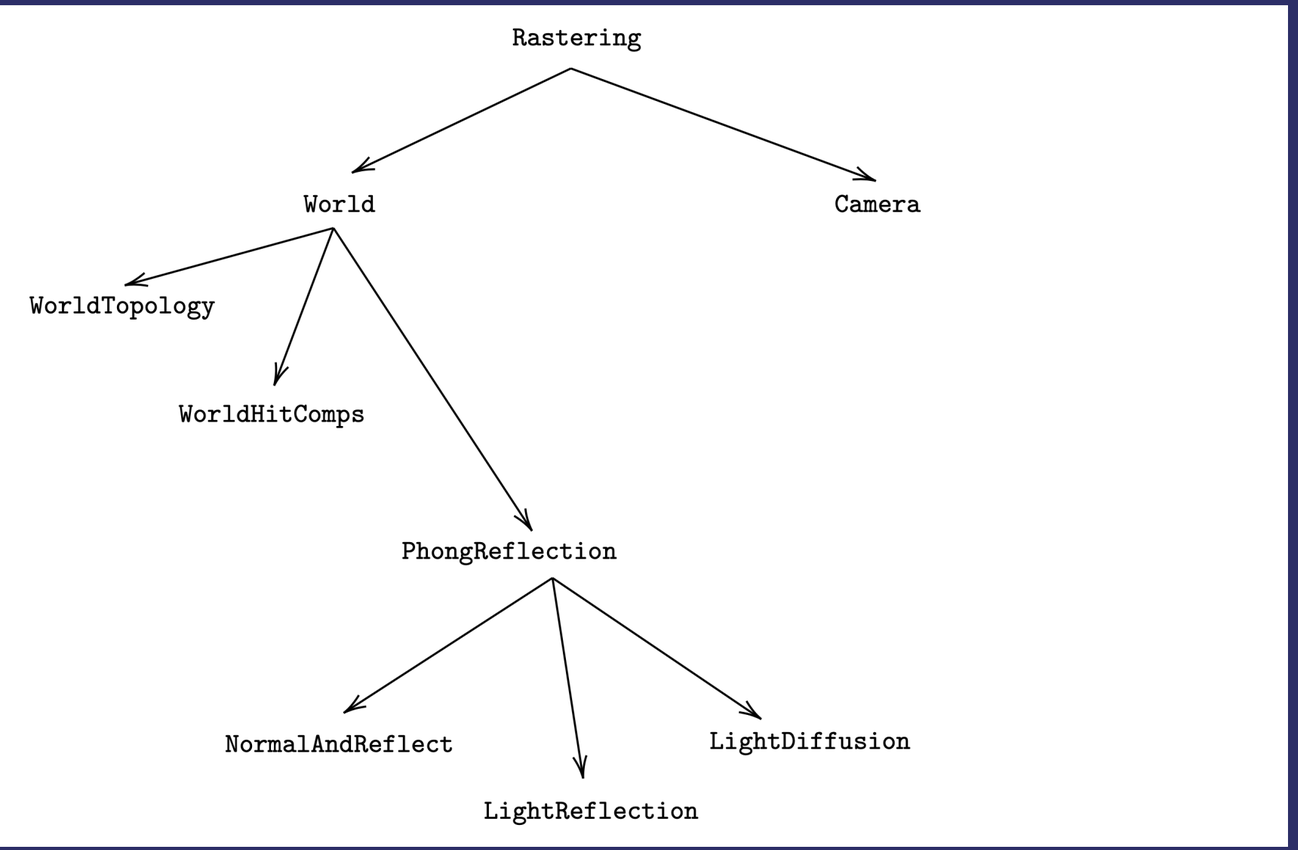
Reflect the ligtht source



Describe material properties

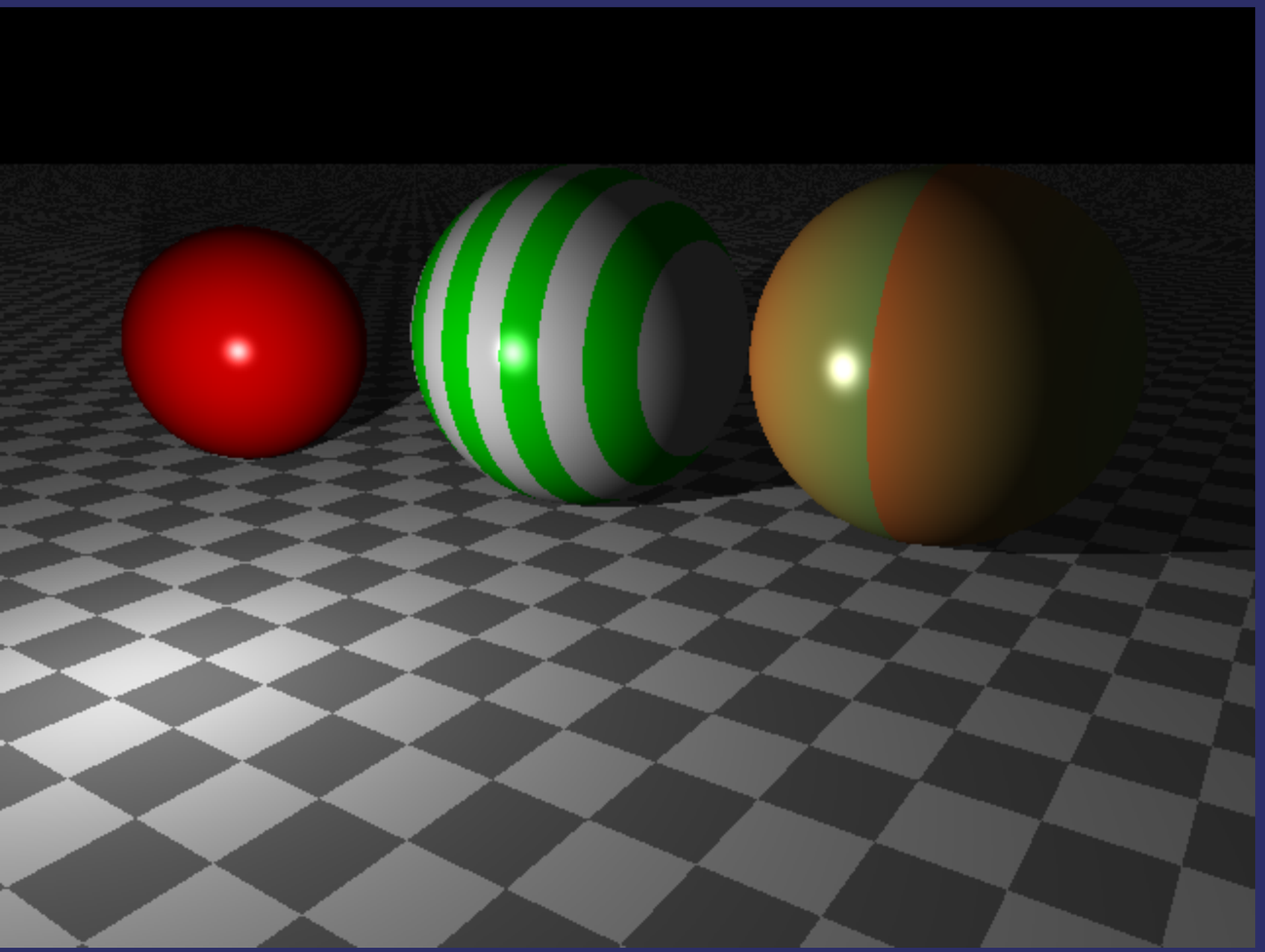
```
case class Material(
  color: Color, // the basic color
  ambient: Double,  // ∈ [0, 1]
  diffuse: Double,  // ∈ [0, 1]
  specular: Double, // ∈ [0, 1]
  shininess: Double, // ∈ [10, 200]
)
```

Live PhongReflectionModule



With LightDiffusion and LightReflection

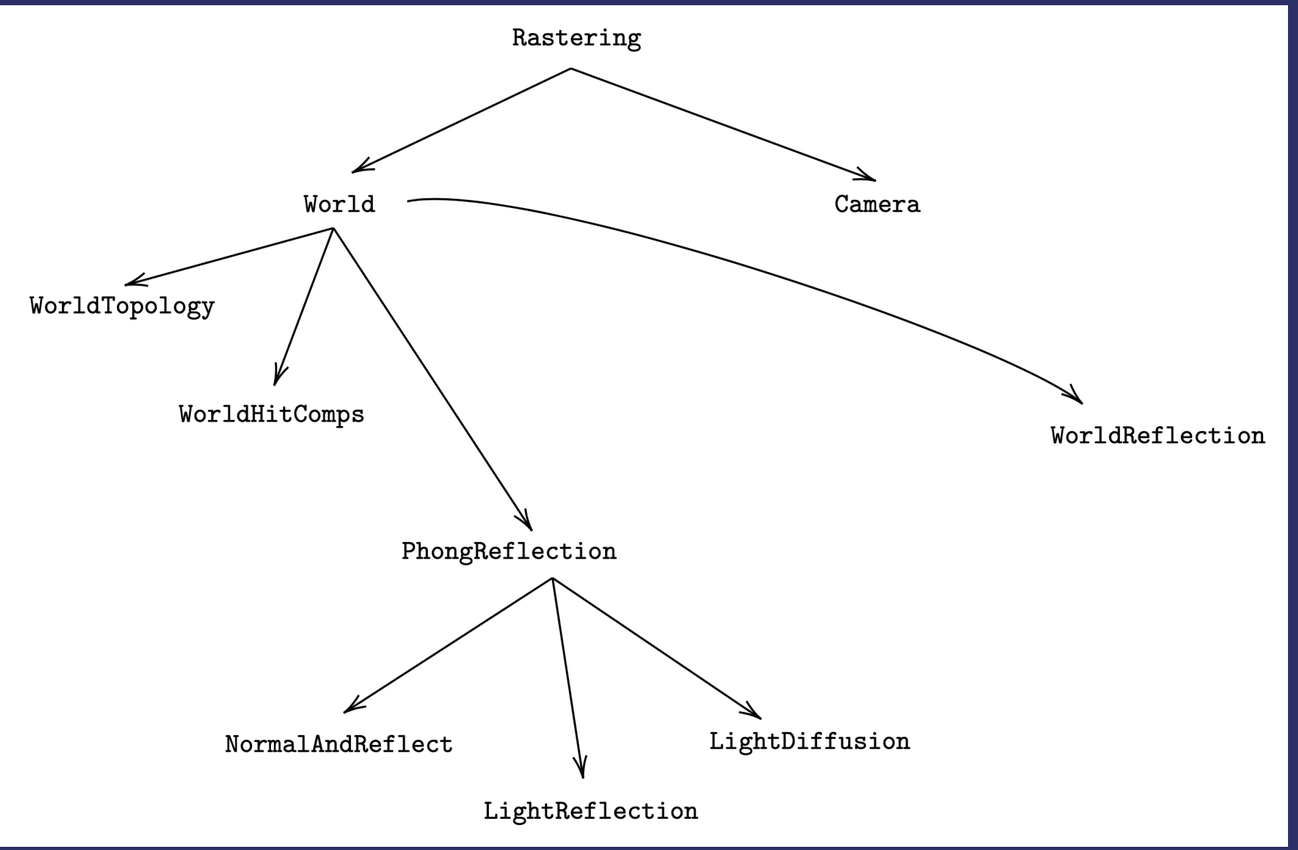
```
trait Live extends PhongReflectionModule {
  val aTModule: ATModule.Service[Any]
  val normalReflectModule: NormalReflectModule.Service[Any]
  val lightDiffusionModule: LightDiffusionModule.Service[Any]
  val lightReflectionModule: LightReflectionModule.Service[Any]
}
```



Spheres reflect light source

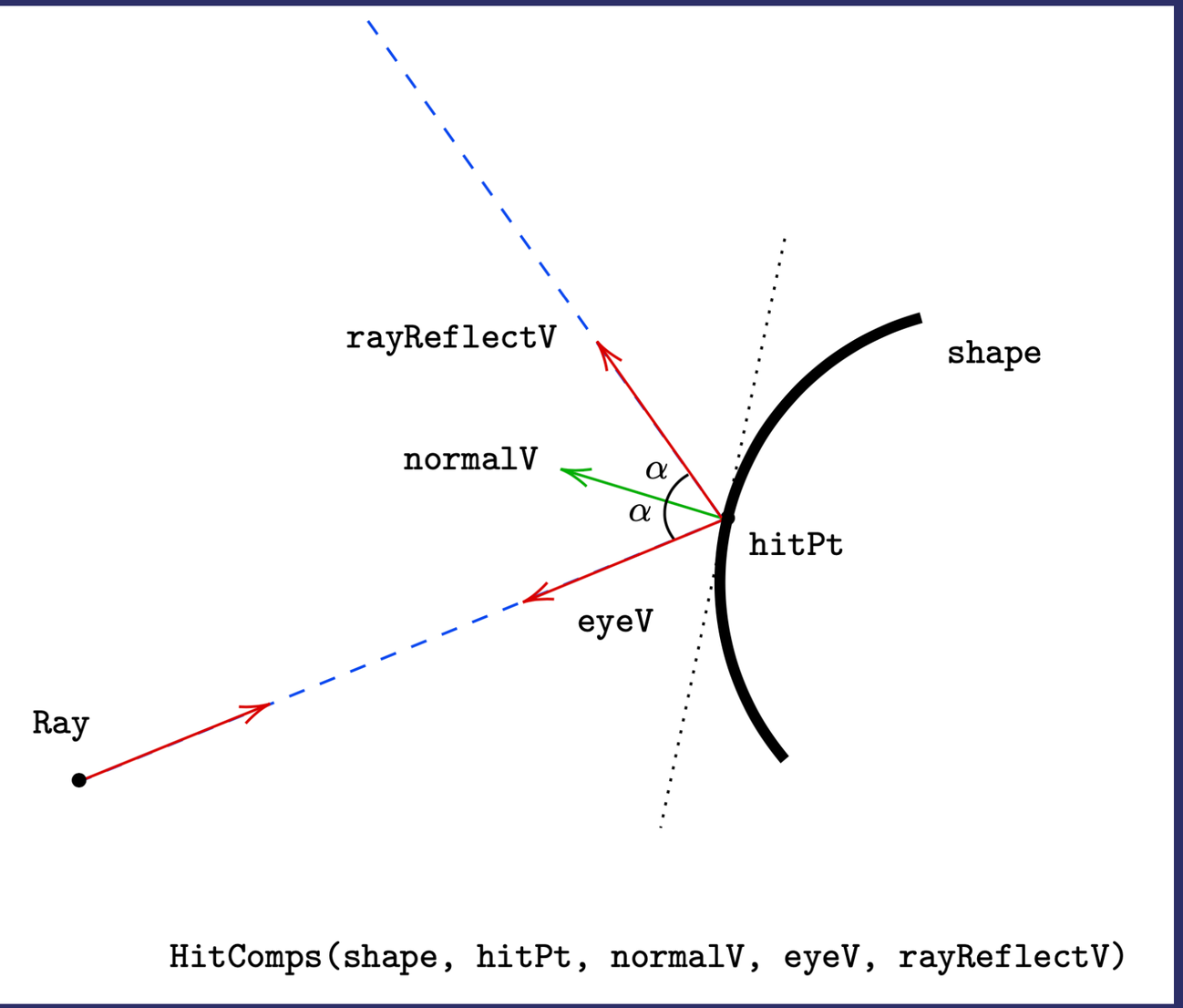
```
program(
  from = Pt(57, 20, z),
  to = Pt(20, 0, 20)
).provide {
  new BasicModules
  with PhongReflectionModule.Live
  with LightReflectionModule.Live
}
```

Reflective surfaces




```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]
  val phongReflectionModule: PhongReflectionModule.Service[Any]
  val worldReflectionModule: WorldReflectionModule.Service[Any]
```

Reflective surfaces



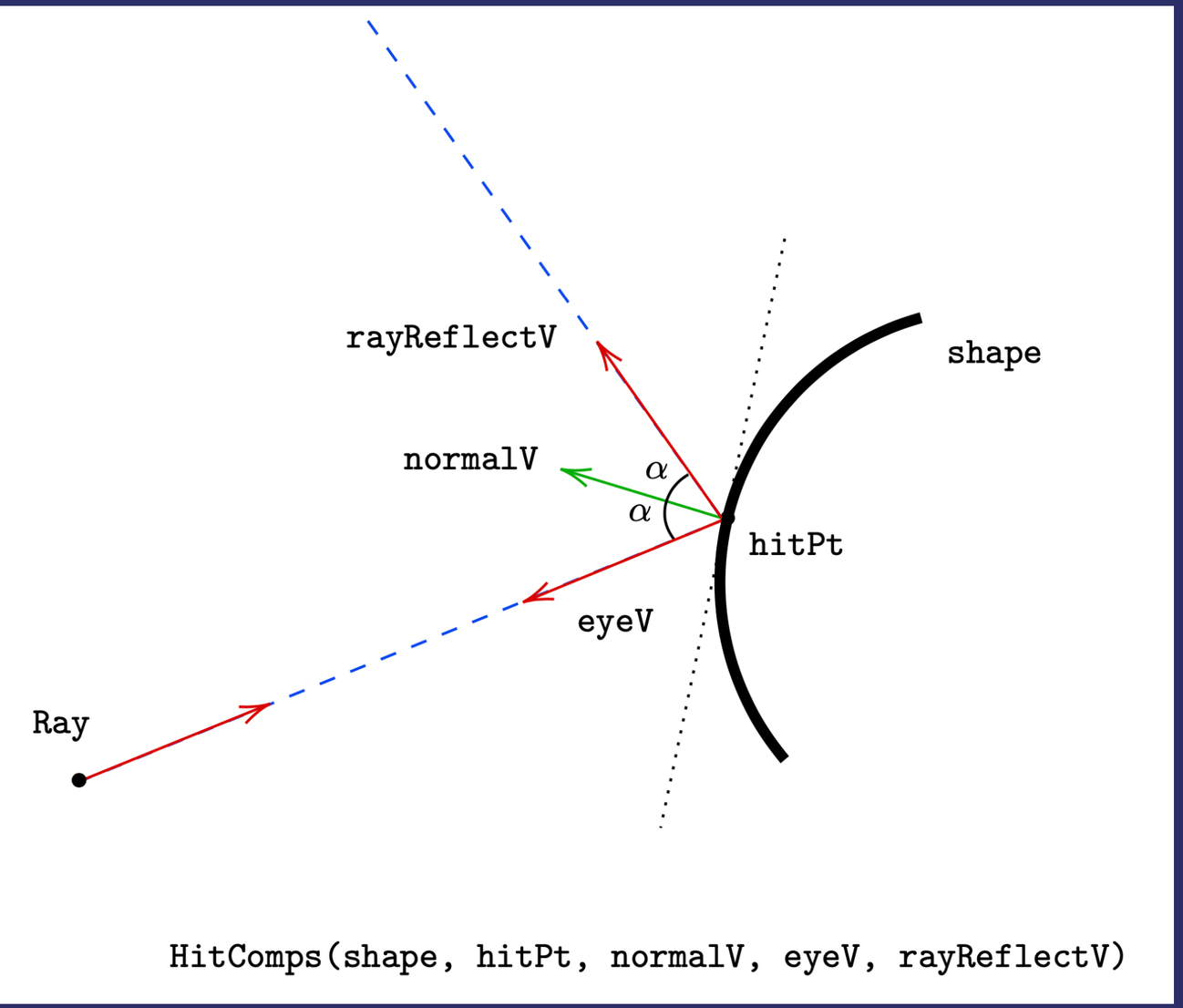
HitComps(shape, hitPt, normalV, eyeV, rayReflectV)

Use WorldReflection

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]
  val phongReflectionModule: PhongReflectionModule.Service[Any]
  val worldReflectionModule: WorldReflectionModule.Service[Any]

  val worldModule: Service[Any] =
    new Service[Any] {
      def colorForRay(world: World, ray: Ray): ZIO[Any, RayTracerError, Color] =
        {
          /* ...  */
          for {
            color <- /* standard computation of color */
            reflectedColor <- worldReflectionModule.reflectedColor(world, hc)
          } yield color + reflectedColor
        }
    }
}
```

Reflective surfaces



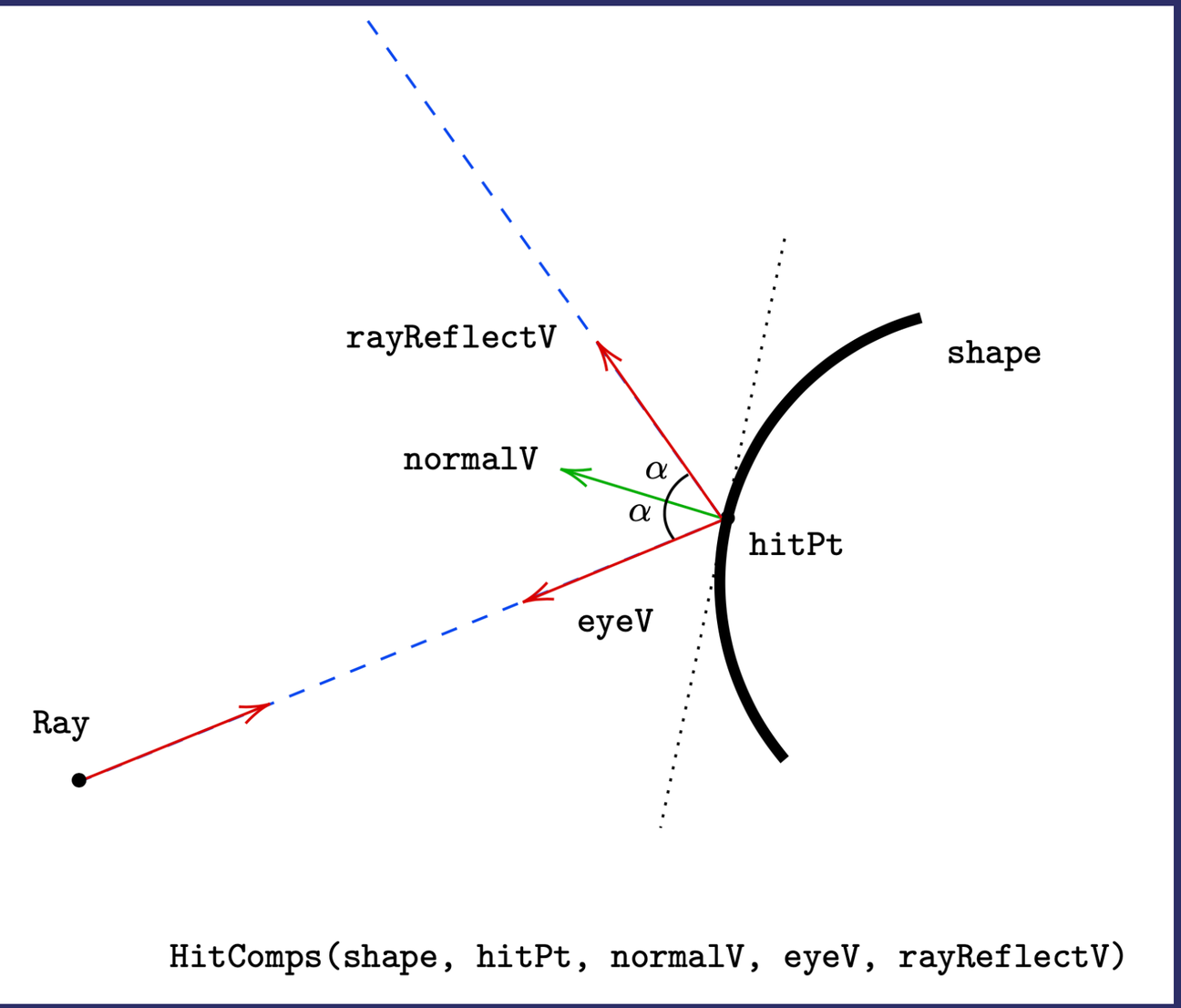
HitComps(shape, hitPt, normalV, eyeV, rayReflectV)

Use WorldReflection

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]
  val phongReflectionModule: PhongReflectionModule.Service[Any]
  val worldReflectionModule: WorldReflectionModule.Service[Any]

  val worldModule: Service[Any] =
    new Service[Any] {
      def colorForRay(world: World, ray: Ray): ZIO[Any, RayTracerError, Color] =
        {
          /* ...  */
          for {
            color <- /* standard computation of color */
            reflectedColor <- worldReflectionModule.reflectedColor(world, hc)
          } yield color + reflectedColor
      }
    }
}
```

Reflective surfaces

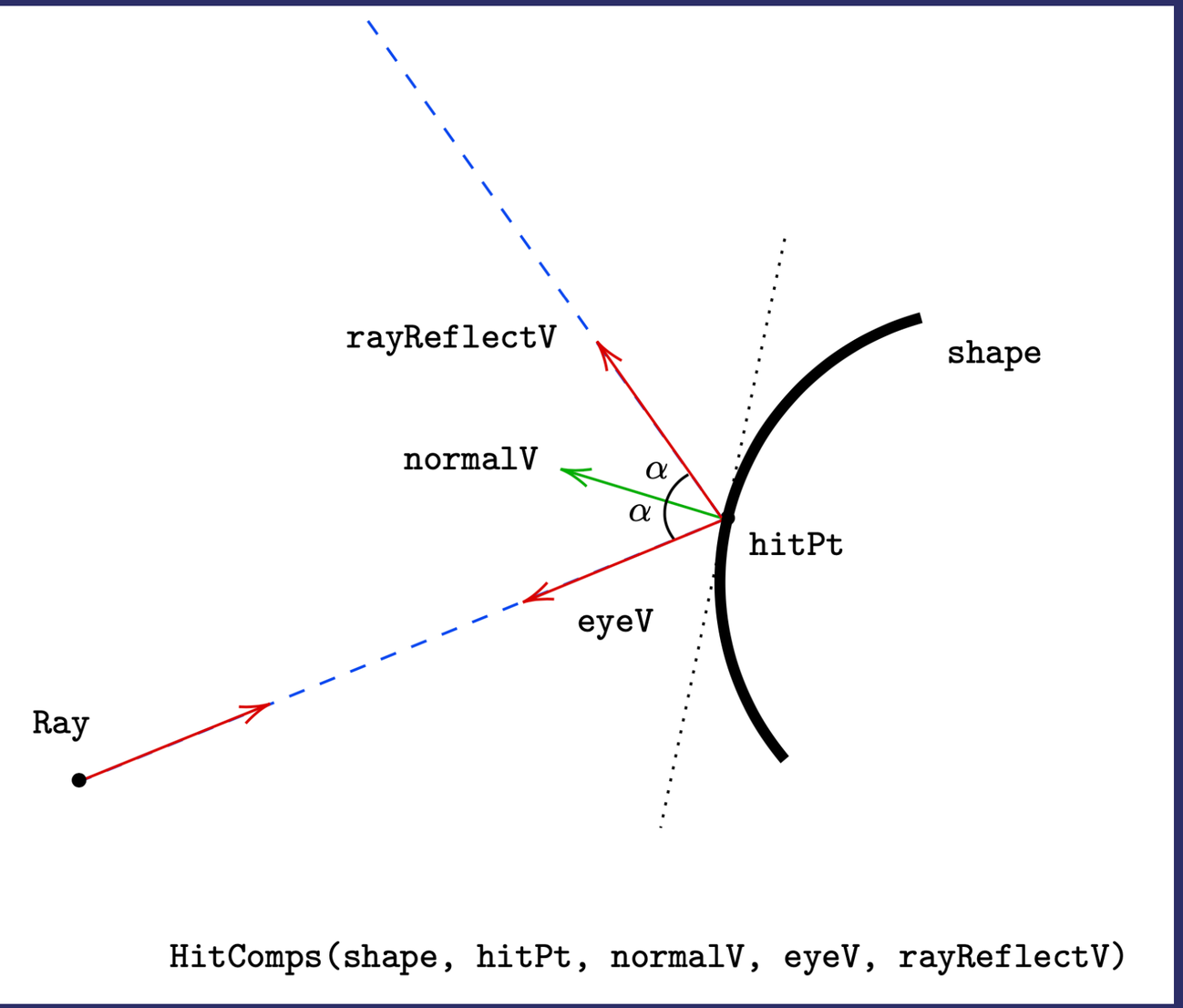


Use WorldReflection

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]
  val phongReflectionModule: PhongReflectionModule.Service[Any]
  val worldReflectionModule: WorldReflectionModule.Service[Any]

  val worldModule: Service[Any] =
    new Service[Any] {
      def colorForRay(world: World, ray: Ray): ZIO[Any, RayTracerError, Color] =
        {
          /* ...  */
          for {
            color <- /* standard computation of color */
            reflectedColor <- worldReflectionModule.reflectedColor(world, hc)
          } yield color + reflectedColor
      }
    }
}
```

Reflective surfaces

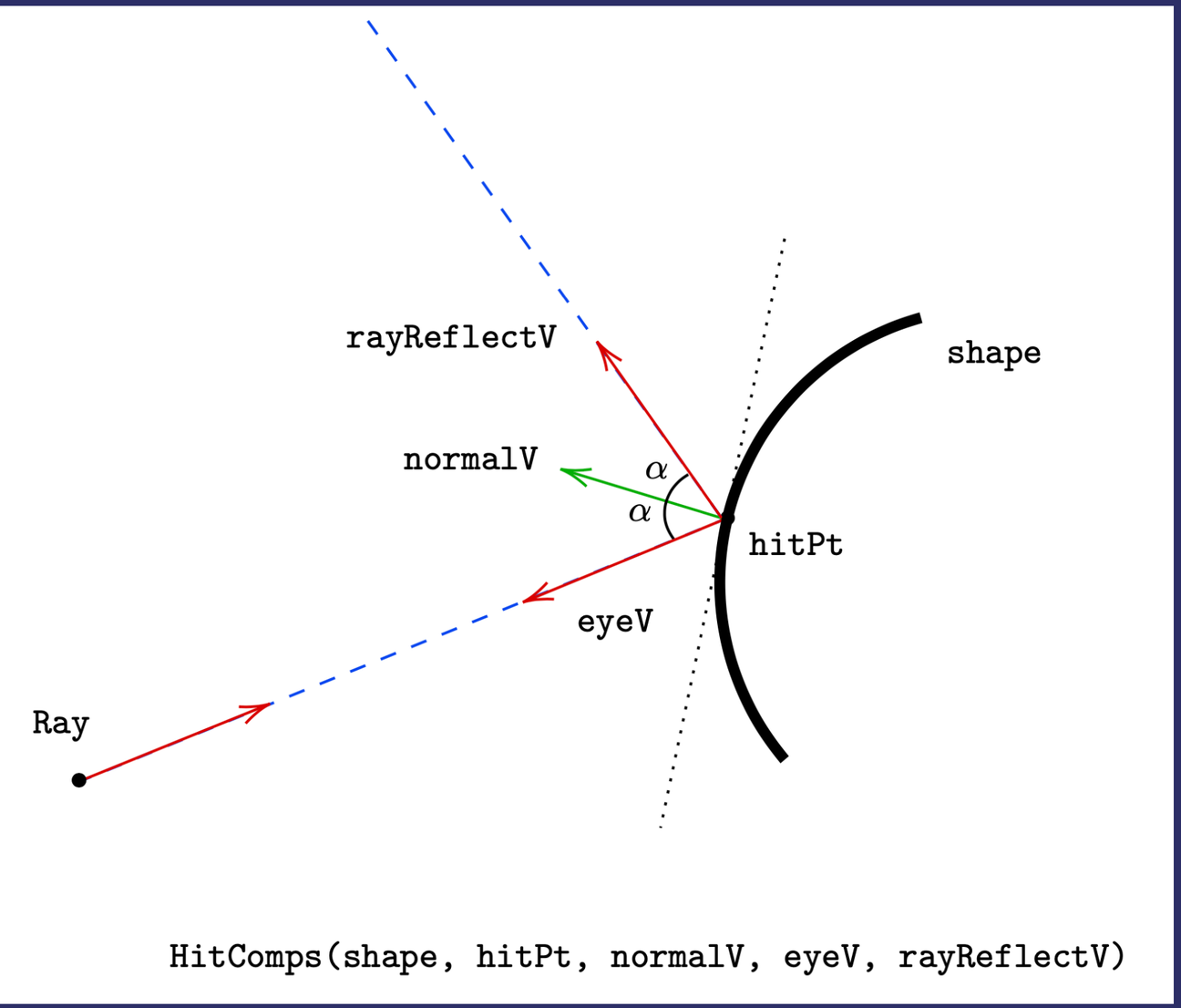


Use WorldReflection

```
trait Live extends WorldModule {
  val worldTopologyModule: WorldTopologyModule.Service[Any]
  val worldHitCompsModule: WorldHitCompsModule.Service[Any]
  val phongReflectionModule: PhongReflectionModule.Service[Any]
  val worldReflectionModule: WorldReflectionModule.Service[Any]

  val worldModule: Service[Any] =
    new Service[Any] {
      def colorForRay(world: World, ray: Ray): ZIO[Any, RayTracerError, Color] =
        {
          /* ...  */
          for {
            color <- /* standard computation of color */
            reflectedColor <- worldReflectionModule.reflectedColor(world, hc)
          } yield color + reflectedColor
      }
    }
}
```

Implement WorldReflection Live

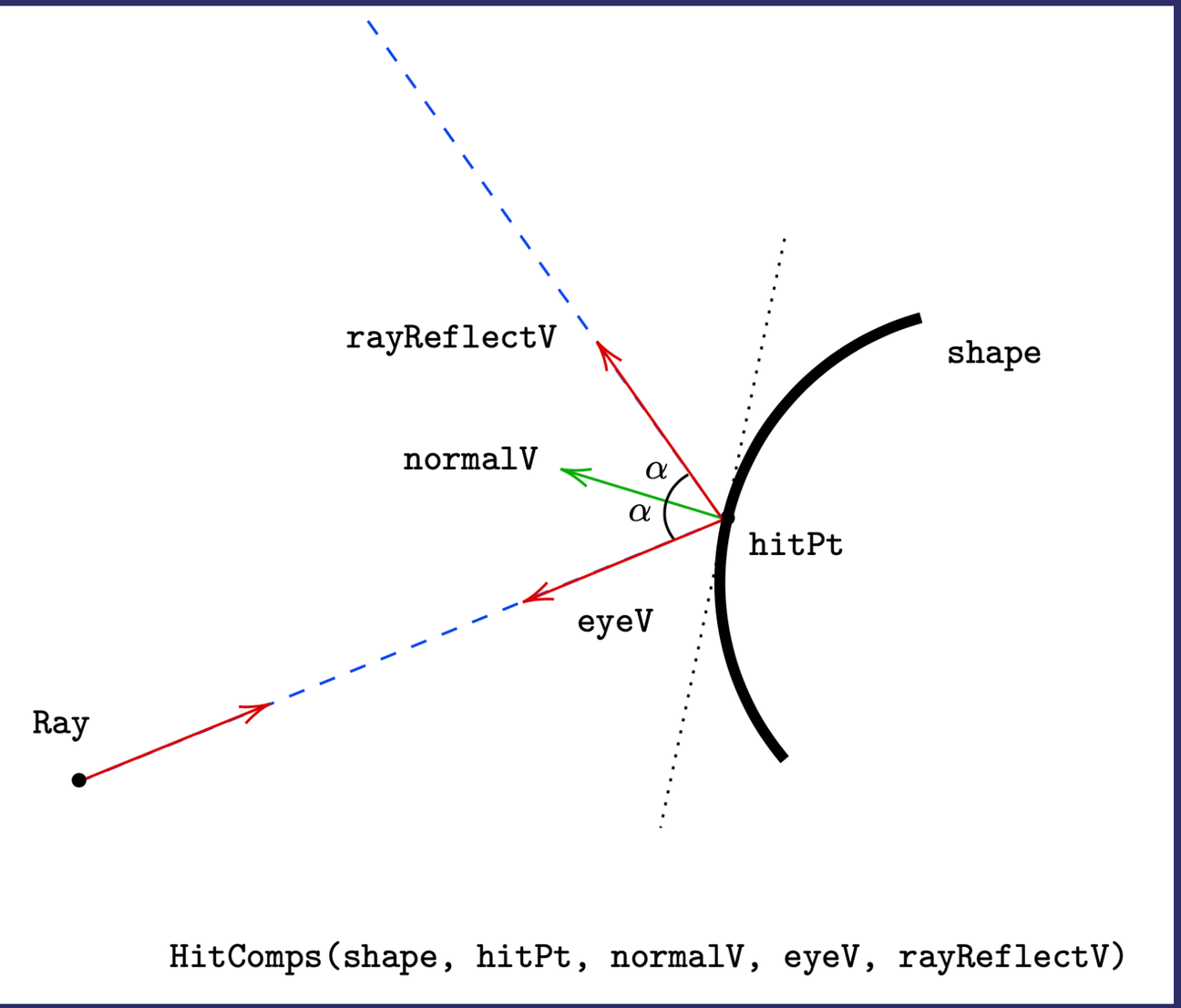


HitComps(shape, hitPt, normalV, eyeV, rayReflectV)

```scala
trait Live extends WorldReflectionModule {
  val worldModule: WorldModule.Service[Any]

  val worldReflectionModule = new WorldReflectionModule.Service[Any] {
    def reflectedColor(world: World, hitComps: HitComps, remaining: Int):
      ZIO[Any, RayTracerError, Color] =
      if (hitComps.shape.material.reflective == 0) {
        UIO(Color.black)
      } else {
        val reflRay = Ray(hitComps.overPoint, hitComps.rayReflectV)
        worldModule.colorForRay(world, reflRay, remaining).map(c =>
          c * hitComps.shape.material.reflective
        )
      }
  }
}
```

Implement WorldReflection Live



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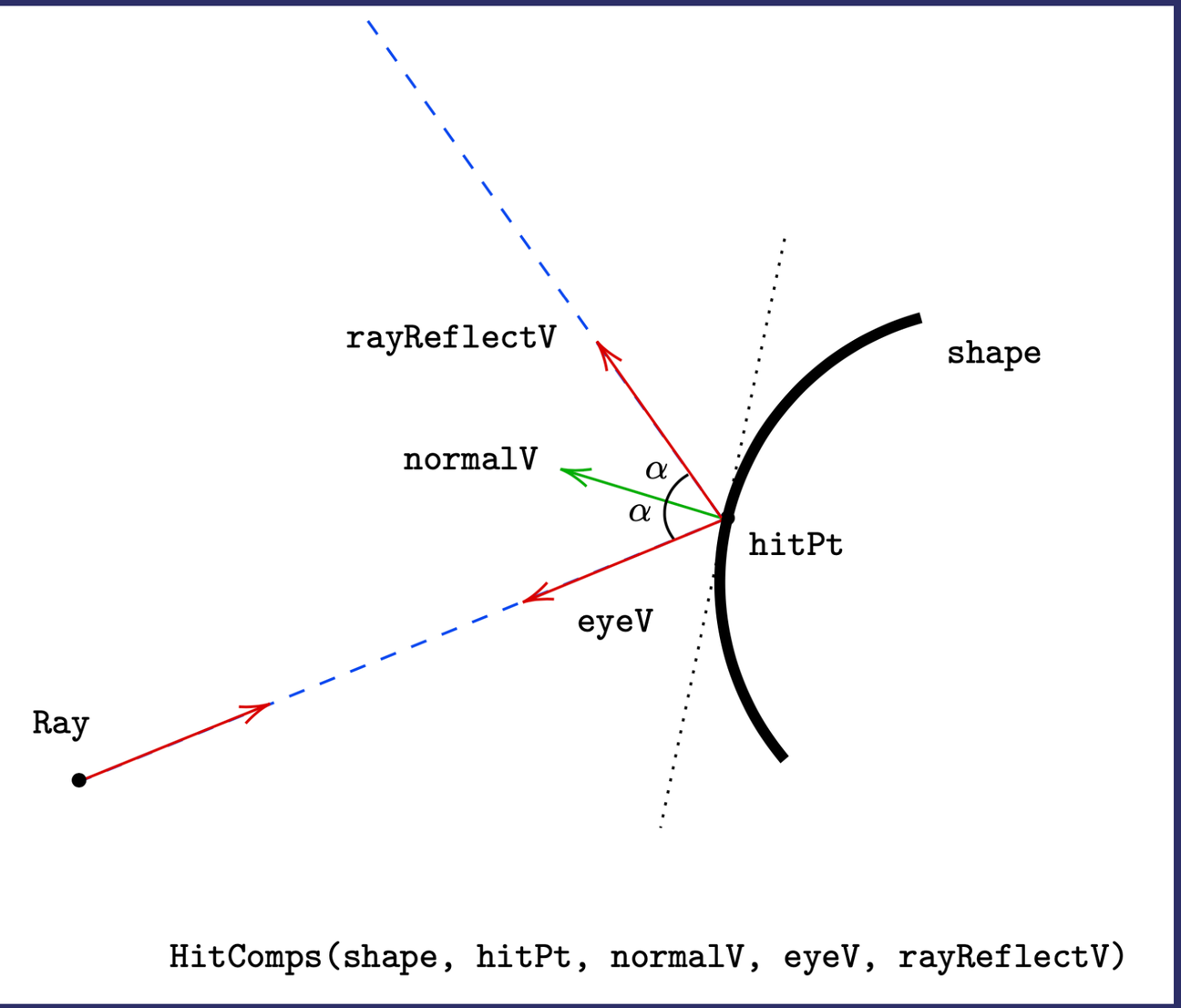

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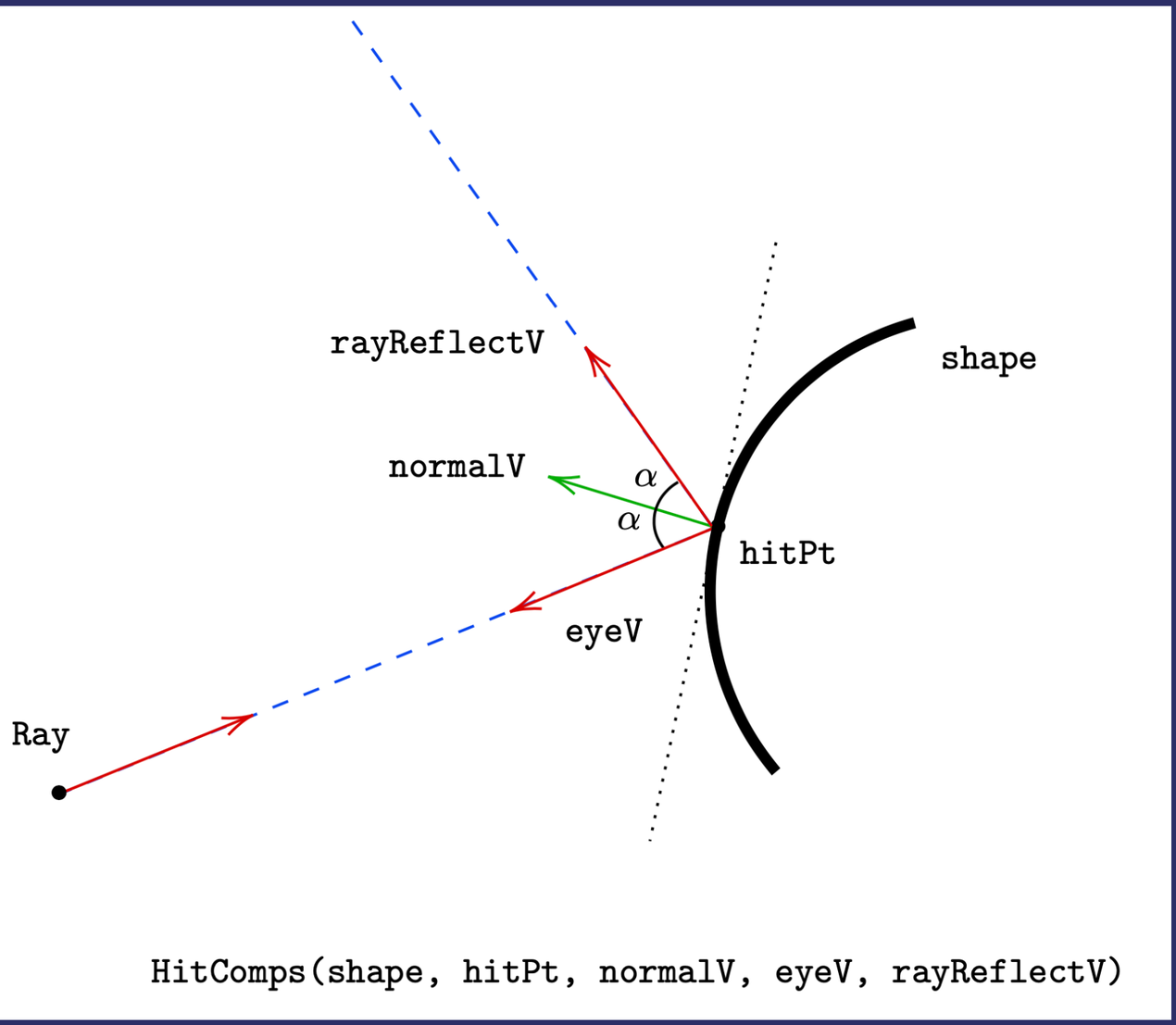
        worldModule.colorForRay(world, reflRay, remaining).map(c =>
          c * hitComps.shape.material.reflective
        )
      }
  }
}
```

Implement WorldReflection Live



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          c * hitComps.shape.material.reflective
        )
      }
  }
}
```
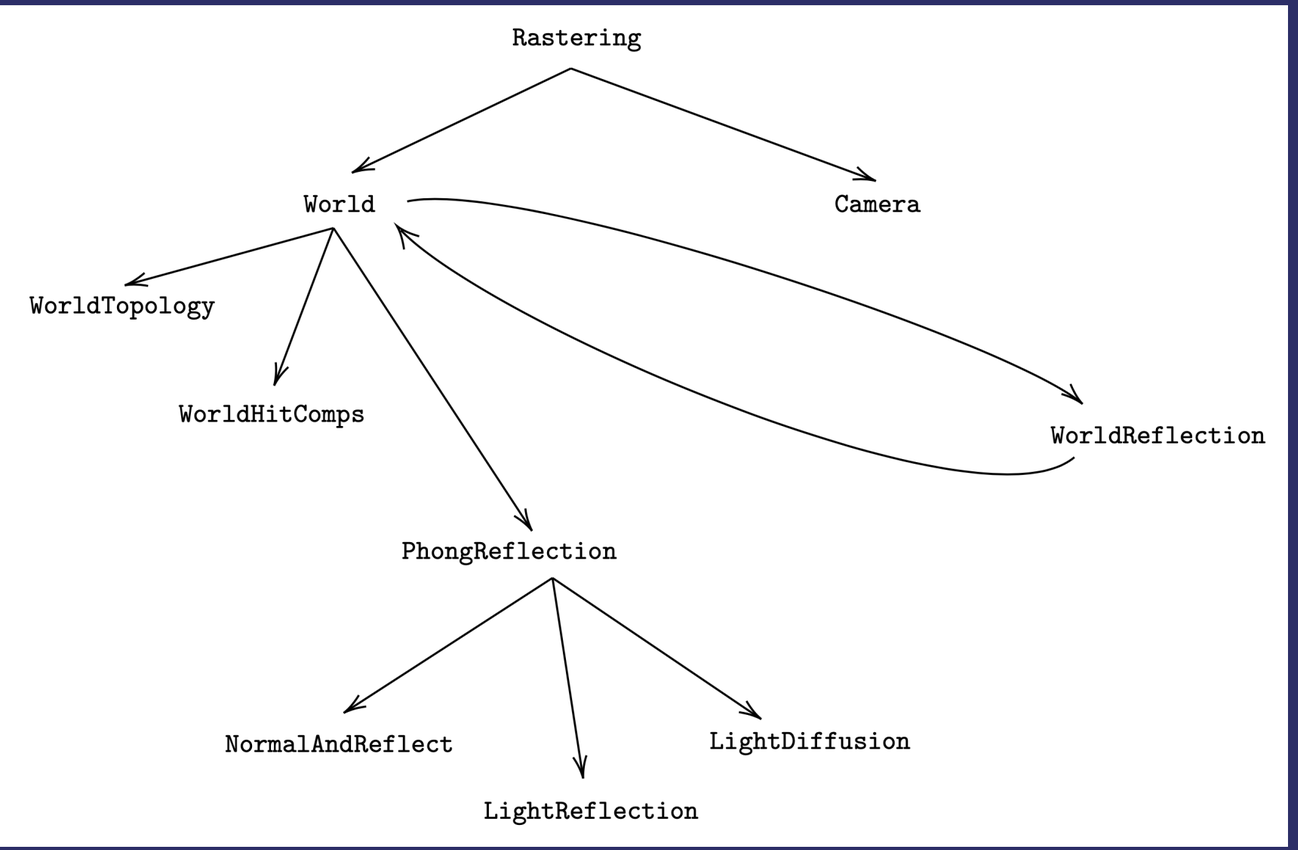
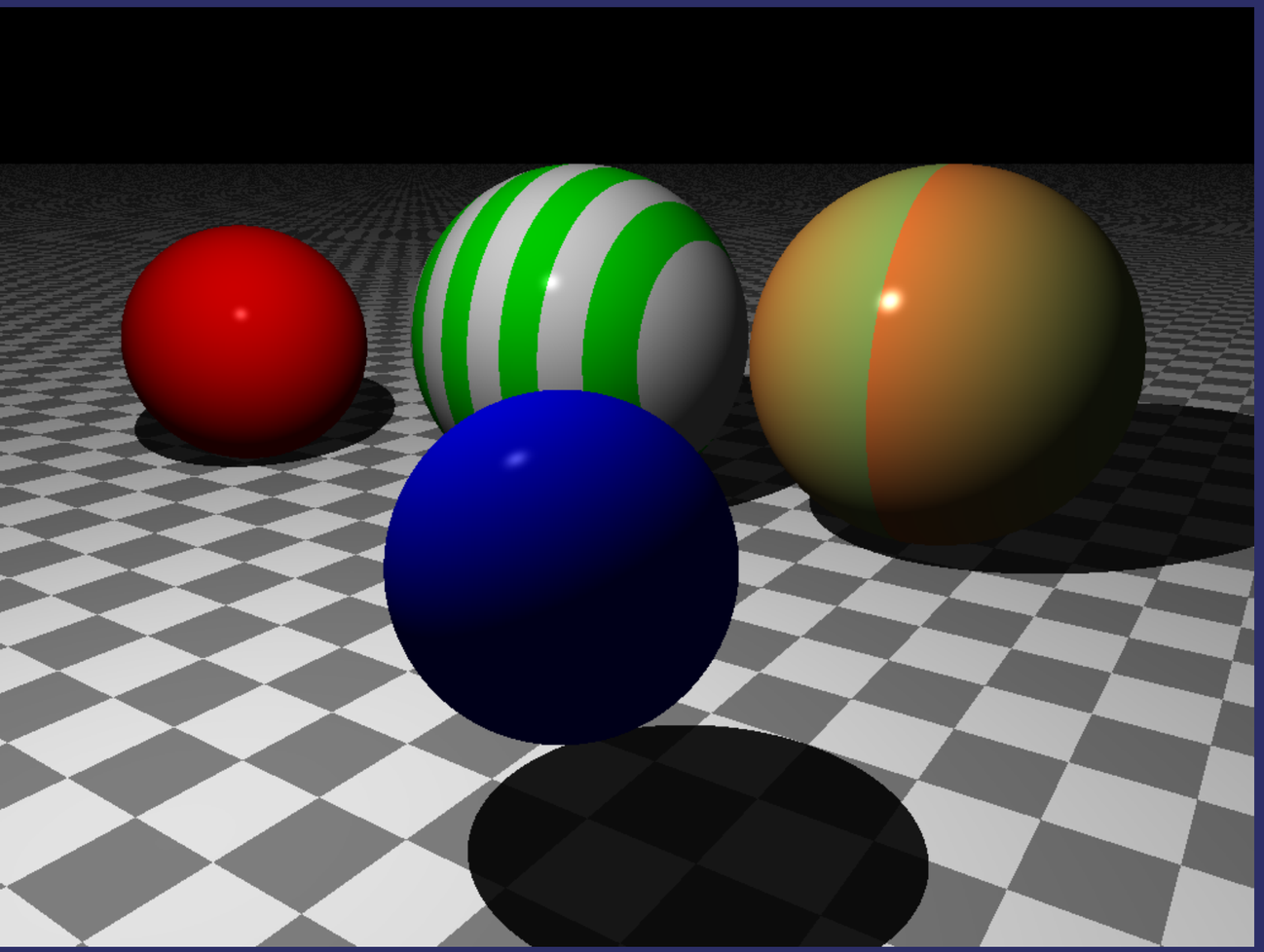



Reflective surfaces

Circular dependency

Implement WorldReflection Dummy

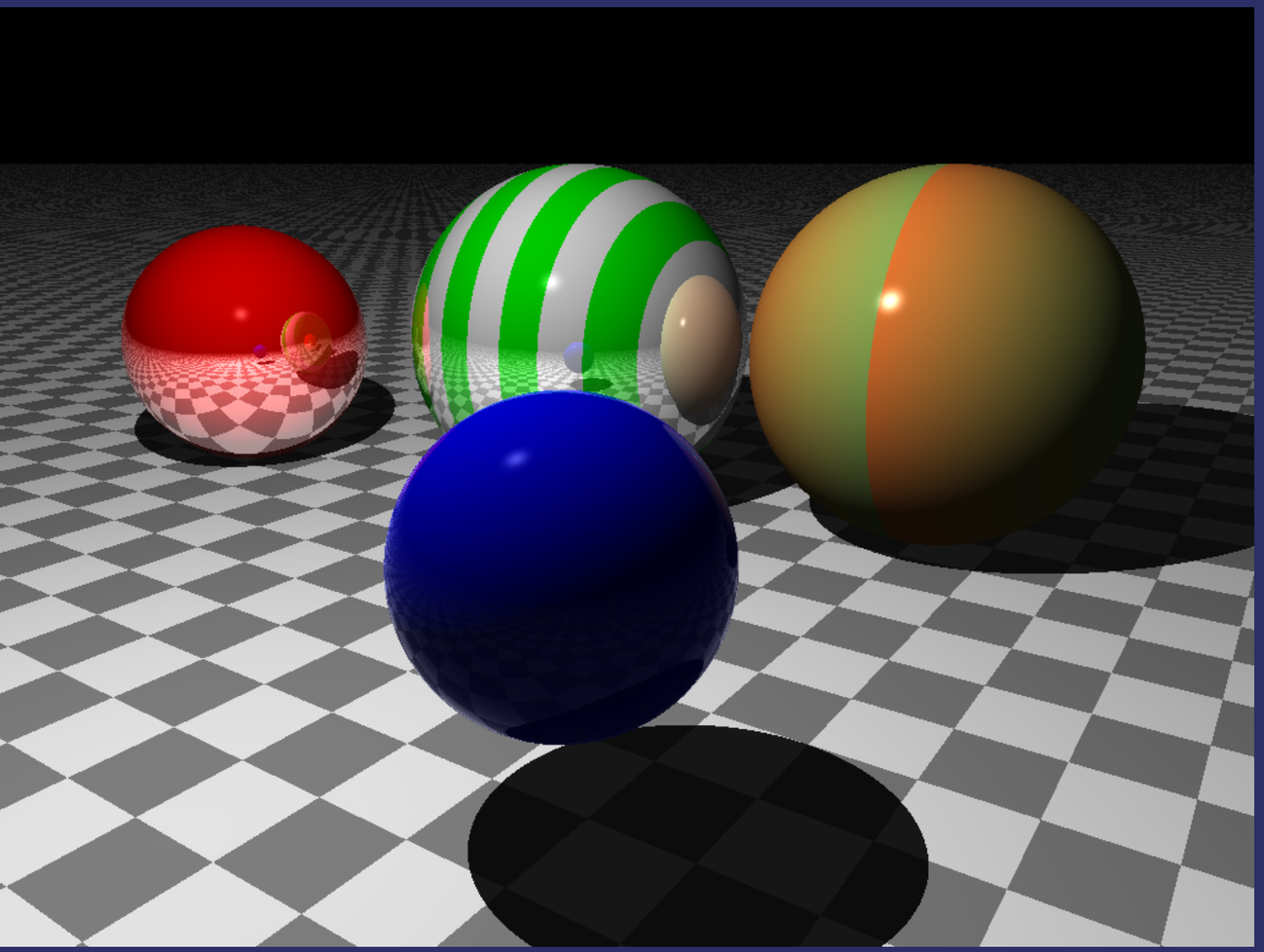
```
trait NoReflection extends WorldReflectionModule {
  val worldReflectionModule = new WorldReflectionModule.Service[Any] {
    def reflectedColor(
      world: World,
      hitComps: HitComps,
      remaining: Int
    ): ZIO[Any, RayTracerError, Color] = UIO.succeed(Color.black)
  }
}
```



Spheres NoReflection

- → Red: reflective = 0.9
- → Green/white: reflective = 0.6
- → Blue: reflective = 0.9, transparency: 1

```
program(
  from = Pt(57, 20, z),
  to = Pt(20, 0, 20)
).provide {
  new BasicModules
  with PhongReflectionModule.Live
  with WorldReflectionModule.NoReflection
}
```



Spheres LiveReflection

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```
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).provide {
  new BasicModules
  with PhongReflectionModule.Live
  with WorldReflectionModule.Live
}
```

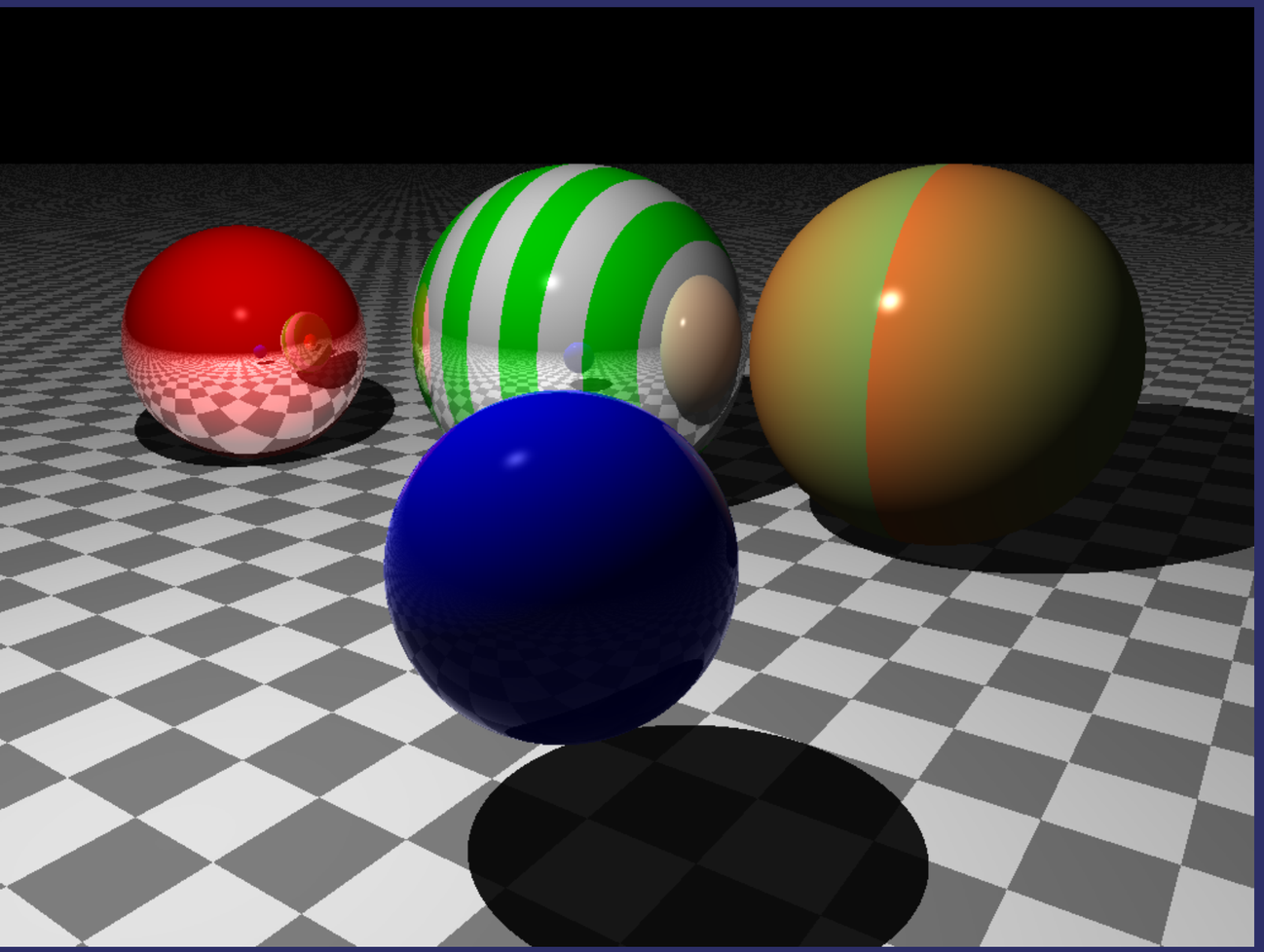

Spheres LiveReflection, NoRefraction

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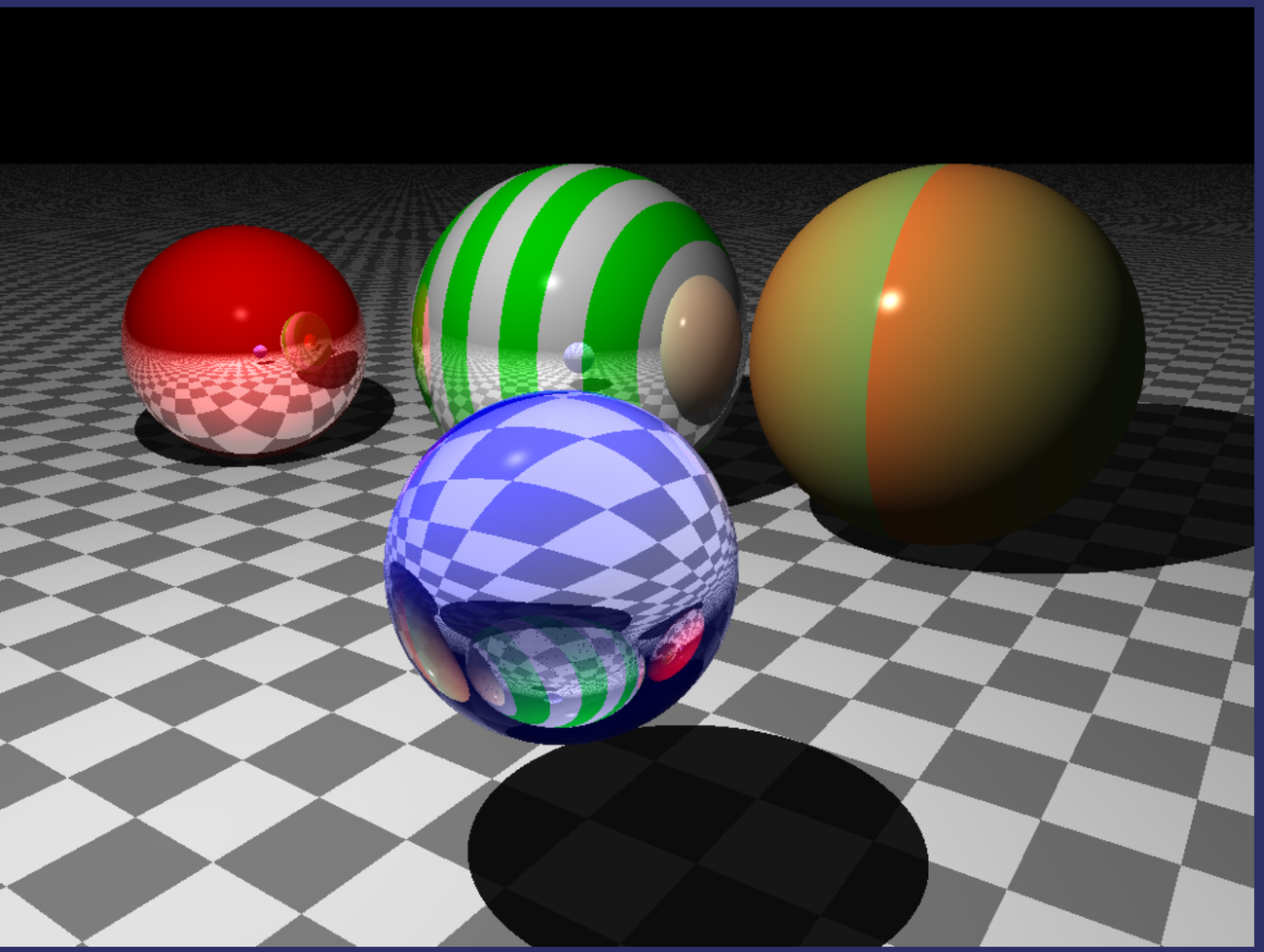
```
program(
  from = Pt(57, 20, z),
  to = Pt(20, 0, 20)
).provide {
  new BasicModules
  with PhongReflectionModule.Live
  with WorldReflectionModule.Live
  with WorldRefractionModule.NoRefraction
}
```



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```
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  from = Pt(57, 20, z),
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).provide {
  new BasicModules
  with PhongReflectionModule.Live
  with WorldReflectionModule.Live
  with WorldRefractionModule.Live
}
```

Conclusion - Environmental Effects

`ZIO[R, E, A]`

Build purely functional, testable, modular applications

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Build purely functional, testable, modular applications

→ Do not require HKT, typeclasses, etc

→ Do not abuse typeclasses

→ Can group capabilities

→ Can provide capabilities one at a time - `provideSome`

→ Are not dependent on implicits (survive refactoring)

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→ Join ZIO Discord channel 😊

Thank you!

 @pierangelococc

 https://github.com/pierangeloc/ray-tracer-zio