

Computation expressions

```
builder-expr { cexpr } =
  let b = builder-expr in b.Run (b.Delay(fun () -> {| cexpr |}))
```

Pokud Run nebo Delay neexistují, nevolejí se.

Přepisovací pravidla

<pre>{ let binds in cexpr } let! pat = expr in cexpr } do expr in cexpr } do! expr in cexpr } yield expr } yield! expr } return expr } return! expr } use pat = expr in cexpr } use! v = expr in cexpr } if expr then cexpr0 } if expr then cexpr0 else cexpr1 } match expr with p_i -> cexpr_i } for pat in enumeration do cexpr } for idn=expr1 to expr2 do cexpr } while expr do cexpr } try cexpr with p_i -> cexpr_i } try cexpr finally expr } cexpr0; cexpr1 } other-expr0 ; cexpr1 } other-expr } }</pre>	<pre>= let binds in { cexpr } = b.Bind(expr, (fun pat -> { cexpr })) = expr; { cexpr } = b.Bind(expr, (fun () -> { cexpr })) = b.Yield(expr) = b.YieldFrom(expr) = b.Return(expr) = b.ReturnFrom(expr) = b.Using(expr, (fun pat -> { cexpr })) = b.Bind(expr, (fun v -> b.Using(v, (fun v -> { cexpr }))) = if expr then { cexpr0 } else b.Zero() = if expr then { cexpr0 } else { cexpr1 } = match expr with p_i -> { cexpr_i } = b.For(enumeration, fun pat -> { cexpr }) = b.For(enumeration, fun idn -> { cexpr }) = b.While((fun () -> expr), { cexpr }Del) = b.TryWith(cexpr }Del, (fun v -> match v with (p_i:exn) -> { cexpr_i } _ -> raise exn) = b.TryFinally(cexpr }Del, (fun () -> expr)) = b.Combine(cexpr0 }, { cexpr1 }Del) = other-expr; { cexpr1 } = other-expr; b.Zero() kde { cexpr }Del je b.Delay(fun () -> { cexpr })</pre>
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Parallel for

```
type PForBuilder() =
  member this.Zero() = ()
  member this.For(s, action) =
    System.Threading.Tasks.Parallel.ForEach(s, action)
```

```
let pfor = PForBuilder()

let test = pfor {
  for i = 1 to 10000 do printfn "%A" i
}
```

computation expressions -- Maybe

```
type MaybeBuilder() =
  member x.Return a = Some a
  member x.Bind(a, f) = match a with
    | None -> None
    | Some a -> f a
  member x.Zero() = None

let maybe = new MaybeBuilder()
let inc a = maybe { let! v = a
  return v + 1 }
```

Computation expressions -- Parser

```
type 'a Parser = char list -> seq<'a * char list>

type ParserBuilder() =
  member x.Return a : 'a Parser = fun s -> Seq.singleton (a, s)
  member x.Bind(a, f) : 'a Parser =
    fun s -> a s |> Seq.collect (fun (b, s') -> s' |> f b)
let parser = new ParserBuilder()
```

```

let char : char Parser = function
| [] -> Seq.empty
| s::ss -> Seq.singleton (s, ss)

type ParserBuilder with
member x.Zero() : 'a Parser = fun s -> Seq.empty
member x.Delay a = fun s -> Seq.delay (fun () -> a () s)
member x.Combine(a, b) : 'a Parser = fun s -> Seq.append (a s) (b s)
member x.ReturnFrom(p) = p

let sat pred = parser { let! c = char
                        if pred c then return c }
let space = sat System.Char.IsWhiteSpace
let digit = sat System.Char.IsDigit

let rec many1 p = parser { let! r = p
                          let! rs = many p
                          return r::rs }
    and many p = parser { return! many1 p
                        return [] }

let spaces = many space
let digits = many digit
let number = parser { let! ds = digits
                      return List.fold (fun n d -> n * 10 + int d - int '0') 0 ds }

let addop = parser { let! op = char
                    if op = '+' then return (+)
                    if op = '-' then return (-) }

let aplusb = parser { let! a = number
                     let! _ = spaces
                     let! op = addop
                     let! _ = spaces
                     let! b = number
                     return op a b }

let parse parser str =
    for res in parser (List.ofSeq str) do
        printf "%A %A\n" (fst res) (snd res)

parse aplusb "123 + 223"

```

Async<'T>

```

type AsyncBuilder() =
    ...
let async = new AsyncBuilder()

```

Nejdůležitější je operace Bind. Při jejím volání dochází k asynchronnímu čekání na výsledek, pokud není k dispozici. Poté, co je výsledek vypočten, dochází v nějakém vlákně threadpoolu k pokračování.