## **Foundations of Computer Science**

Lazy Lists: pipelines and streams

Dr. Robert Harle & Dr. Jeremy Yallop 2020-2021

In[1]:

Out[1]: val cf : 'a -> 'b -> 'a = <fun>

**Question 2**: What does cf y return?

In[1]: let cf y x = y

Out[1]: val cf : 'a -> 'b -> 'a = <fun>

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It returns a constant function.

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Question 2: What does cf y return?

It returns a constant function.

**Question 3**: We have the following: **let** add a b = a + b Use a partial application of add to define an increment function:

let increment = add 1

**Question 4**: What is the type of f?

**let** f x y z = x z (y z)

**val** f : ?

Question 4: What is the type of f?

let 
$$f \times y z = x z (y z)$$

f has function type

**val** f : ?x -> ?y -> ?z -> ?r

**Question 4**: What is the type of f?

**val**  $f : ?x \rightarrow (?z \rightarrow ?s) \rightarrow ?z \rightarrow ?r$ 

**Question 4**: What is the type of f?

let f x y z = 
$$x z (y z)$$
  
x has type ?z -> ?s -> ?r

val f : (?z -> ?s -> ?r) -> (?z -> ?s) -> ?z -> ?r

**Question 4**: What is the type of f?

**let** 
$$f x y z = x z (y z)$$

No more information: generalize

val f : ('z -> 's -> 'r) -> ('z -> 's) -> 'z -> 'r

## Warm-Up: tail recursion

**Question 5**: Is this function tail-recursive? Why?

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let rec exists p = function
| [] -> false
| x::xs -> (p x) || exists p xs
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#### It is tail-recursive:

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#### It is tail-recursive:

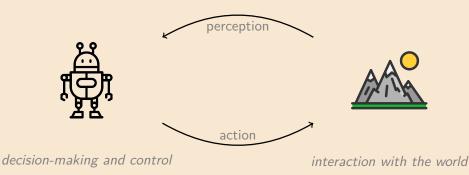
```
let rec exists p = function
| [] -> false
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#### Why it is tail-recursive:

```
let rec exists p = function
| [] -> false
| x::xs -> if p x then true else exists p xs
```

#### Data Streams – Intro

**Example**: perception-action loops (basic building block of autonomy)



while(true)
get sensor data
act upon sensor data
repeat

#### Data Streams – Intro

#### **Exhaustive search**



searching for keywords

#### **Data processing**



image processing

Sequential programs -

#### **Control tasks**



robot navigation

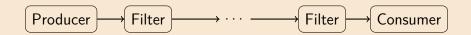
#### **Resource allocation**



mobility on demand

**Reactive programs** 

#### A Pipeline



**Produce** sequence of items

Filter sequence in stages

Consume results as needed

Lazy lists join the stages together

#### Lazy Lists — or Streams

Lists of possibly infinite length

elements computed upon demand

avoids waste if there are many solutions

infinite objects are a useful abstraction

In OCaml: implement laziness by delaying evaluation of the tail

In OCaml: "streams" means input/output channels, so we use term 'sequences'

The type unit has one element: empty tuple ()

What use is ()?

- () can appear in data-structures (e.g., unit-valued dictionary)
- () can be the argument of a function
- () can be the argument or result of a procedure (later in course)

Behaves as a tuple, is a constructor, and allowed in pattern matching:

let f = function
| () ->

**Delayed evaluation:** 

fun () -> E

```
In[2]:
In[3]:
In[4]: let tail (Cons (\_, \times f)) = \times f (
```

```
In[2]: type 'a seq =
          | Nil
          | Cons of 'a * (unit -> 'a seq)
In[3]:
In[4]: let tail (Cons (\_, xf)) = x
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 In[3]: let head (Cons (x, _)) = x
        Line 1, characters 9-26:
        1 | let head (Cons (x, _)) = x;;
                     Warning 8: this pattern-matching is not exhaustive.
        Here is an example of a case that is not matched:
        Nil
```

Apply xf to () to evaluate:

In[4]: let tail (Cons (\_ xf)) = xf ()
Warning\* (similar warning elided)

Out[4]: val tail : 'a seq -> 'a seq = <fun>

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Apply xf to () to evaluate:
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```
In[5]:
In[6]:
In[7]:
In[8]:
```

```
In[5]: let rec from k = Cons(k, fun() \rightarrow from(k + 1))
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Out[7]: val it : int seq = Cons (2, <fun>)
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#### Recall (force the evaluation):

```
In[9]: let tail (Cons(_, xf)) = xf ()
Out[9]: val tail + ta seq -> ta seq
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#### Recall (force the evaluation):

```
In[9]: let tail (Cons(_, xf)) = xf (
Out[9]: val tail = la seq -> a seq
```

## The Infinite Sequence $k, k+1, k+2, \ldots$

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In[5]: let rec from k = Cons (k, fun () -> from (k + 1))
Out[5]: val from : int -> int seq = \langle fun \rangle
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Out[6]: val it : int seq = Cons (1, <fun>)
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Out[8]: -: int seq = Cons (3, < fun>)
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