Foundations of Computer Science
Lecture #9: Sequences, or Lazy Lists

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Warm-Up

Question 1: What is the type of this function?

```
let cf y x = y;;
```

```
Out: val cf : 'a -> 'b -> 'a = <fun>
```

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:

```
In : let increment =  ???
```

```
In : let increment = add 1;;
```

Warm-Up

What is the type of `f`?

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

Step 1: analyze the right-hand side expression

function

Step 2: what are the unknown types?

type (z) : 'a
return-type (y) : 'b
return-type (x) : 'c

Step 3: set those types.

Step 4: infer the input types.

input-type (y) : 'a
input-type (x) : 'a -> 'b

Step 5: infer all types.

type (y) : 'a -> 'b
type (x) : 'a -> 'b -> 'c
type (z) : 'a

Step 6: infer function type.

```
let f x y z = x z (y z);;

val f : ('a -> 'b -> 'c) -> ('a -> 'b) -> 'a   -> 'c
```

Warm-Up

Question 4: Is this function tail-recursive? Why?

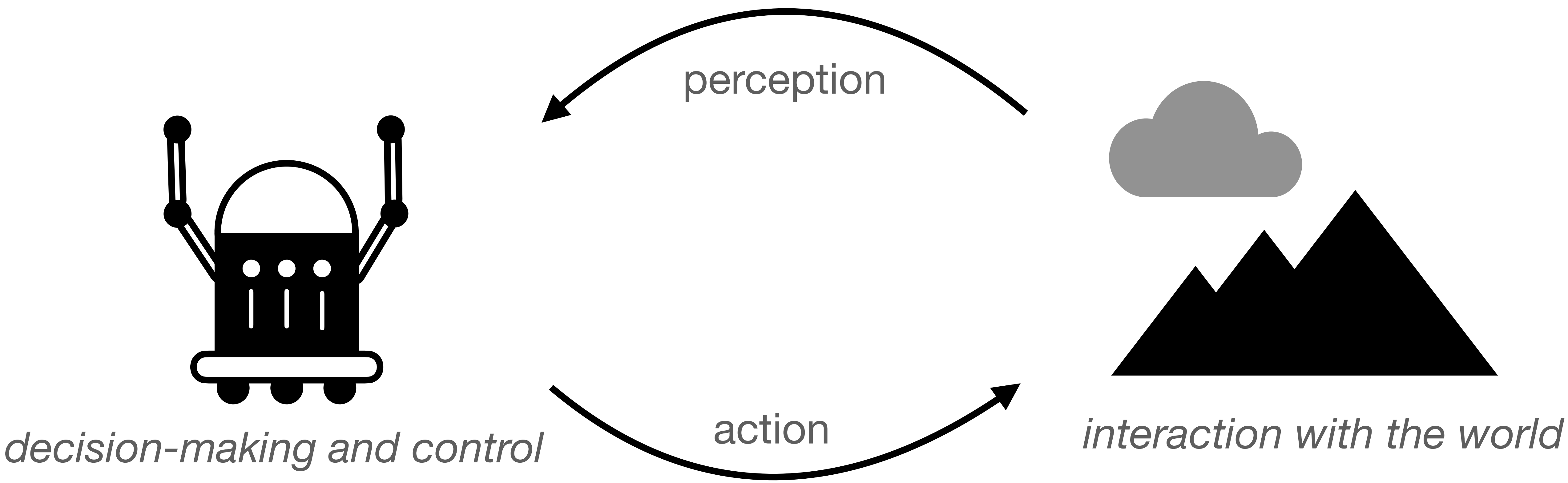
```
let rec exists p = function
| [] -> false
| x::xs -> (p x) || exists p xs
```

It is…

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

Data Streams - Intro

An example:
perception-action loops (basic building block of autonomy)




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

Data Streams - Intro

Sequential programs - examples include:

“fully-defined”

- Exhaustive search
  - search a book for a keyword
  - search a graph for the optimal path
- Data processing
  - image processing (enhance / compress)
  - outlier removal / de-noise

Reactive programs - examples include:

“event-triggered”
“interactive”
“closed-loop”

- Control tasks
  - flying a plane
  - robot navigation (obstacle avoidance)
- Resource allocation
  - computer processor
  - Mobility-on-Demand (e.g. Uber)

A Pipeline

$$\boxed{\textit{Producer}} \longrightarrow \boxed{\textit{Filter}} \longrightarrow \cdots \longrightarrow \boxed{\textit{Filter}} \longrightarrow \boxed{\textit{Consumer}}$$

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*' reserved for input/output channels, so we use term **'*sequences*'**

Lazy Lists in OCaml

The **type `unit`** has one element: empty tuple `()`

Uses:

- 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 (seen later in course)

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

```
let f () = …        let f = function
                    | () ->
```

Expression E not evaluated until the function is applied:

`fun () ->` E

fun notation enables delayed evaluation!

Lazy Lists in OCaml

```
type 'a seq =
| Nil
| Cons of 'a * (unit -> 'a seq)

let head (Cons (x, _)) = x
# val head : 'a seq -> 'a = <fun>
```

Lazy Lists in OCaml

```
type 'a seq =
| Nil
| Cons of 'a * (unit -> 'a seq)

let head (Cons (x, _)) = x
# val head : 'a seq -> 'a = <fun>

let tail (Cons (_, xf)) = xf ()
# val tail : 'a seq -> 'a seq = <fun>
```

Lazy Lists in OCaml

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# val head : 'a seq -> 'a = <fun>

let tail (Cons (_, xf)) = xf ()
# val tail : 'a seq -> 'a seq = <fun>
```

apply xf to () to evaluate

`Cons` (x, xf) has *head* x and *tail function* xf

The Infinite Sequence, k, k+1, k+2, ...

```
let rec from k = Cons (k, fun () -> from (k + 1));;
val from : int -> int seq = <fun>

let it = from 1;;
val it : int seq = Cons (1, <fun>)

let it = tail it;;
val it : int seq = Cons (2, <fun>)

tail it;;
- : int seq = Cons (3, <fun>)
```

Recall:

```
let tail (Cons(_, xf)) = xf ();;
# val tail : 'a seq -> 'a seq
```

force the evaluation

Consuming a Sequence

```
let rec get n s =
  if n = 0 then []
  else
    match s with
    | Nil -> []
    | Cons (x, xf) -> x :: get (n - 1) (xf ())
```

force the list

Get the first n elements as a list

`xf()` *forces* evaluation

Sample Evaluation

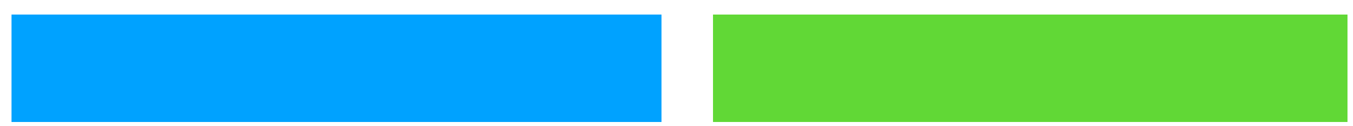
```
get 2 (from 6)
 ⇒ get 2 (Cons (6, fun () -> from (6 + 1)))
 ⇒ 6 :: get 1 (from (6 + 1))
 ⇒ 6 :: get 1 (Cons (7, fun () -> from (7 + 1)))

 ⇒ 6 :: 7 :: get 0 (from (7 + 1))

 ⇒ 6 :: 7 :: get 0 (Cons (8, fun () -> from (8 + 1)))
 ⇒ 6 :: 7 :: []
 ⇒ [6; 7]
```

Joining Two Sequences

```
let rec appendq xq yq =
  match xq with
  | Nil -> yq
  | Cons (x, xf) ->
      Cons (x, fun () -> appendq (xf ()) yq)
```



Joining Two Sequences

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  match xq with
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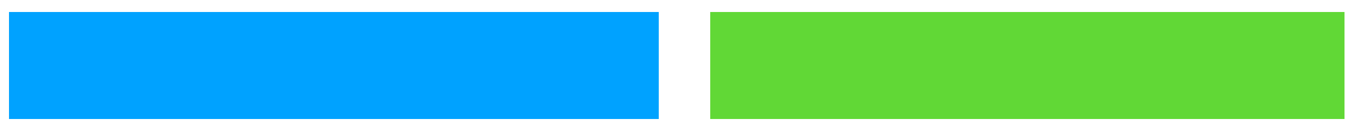

A *fair* alternative. . .

```
let rec interleave xq yq =
  match xq with
  | Nil -> yq
  | Cons (x, xf) ->
      Cons (x, fun () -> interleave yq (xf ()))
```

Functionals for Lazy Lists

```
let rec filter p = function
| [] -> []
| x::xs ->
    if p x then
      x :: filter p xs
    else
      filter p xs
val filter : ('a -> bool) -> 'a list -> 'a list = <fun>
```

We want:

```
val filterq : ('a -> bool) -> 'a seq -> 'a seq = <fun>
```

Functionals for Lazy Lists

filtering

```
let rec filterq p = function
| Nil -> Nil
| Cons (x, xf) ->
    if p x then
      Cons (x, fun () -> filterq p (xf ()))
    else
      filterq p (xf ())
```

What happens here?

The infinite sequence $x, f(x), f(f(x)), \ldots$

```
let rec iterates f x =
  Cons (x, fun () -> iterates f (f x))
```

```
val filterq : ('a -> bool) -> 'a seq -> 'a seq = <fun>
val iterates : ('a -> 'a) -> 'a -> 'a seq = <fun>
```

Functionals for Lazy Lists

Example:

```
val filterq : ('a -> bool) -> 'a seq -> 'a seq
val iterates : ('a -> 'a) -> 'a -> 'a seq

> let myseq = iterates (fun x -> x + 1) 1;;
# val myseq : int seq = Cons (1, <fun>)

> filterq (fun x -> x = 1) myseq;;
# - : int seq = Cons (1, <fun>)

> filterq (fun x -> x = 100) myseq;;
# - : int seq = Cons (100, <fun>)

> filterq (fun x -> x = 0) myseq;;
```

......

Reusing Functionals for Lazy Lists

Same Examples, but with no new functions:

```
> succ;;
- : int -> int = <fun>
> succ 1;;
- : 2 = int
> (=) 1 2
- : bool = false
```

Adding 1 has a built-in function!

```
> let myseq = iterates succ 1;;
val myseq : int seq = Cons (1, <fun>)
> filterq ((=) 1) myseq;;
- : int seq = Cons (1, <fun>)
> filterq ((=) 100) myseq;;
- : int seq = Cons (100, <fun>)
> filterq ((=) 0) myseq;;
```

"=" function, partially applied

......

Functionals for Lazy Lists

Example:

```
val filterq : ('a -> bool) -> 'a seq -> 'a seq
val iterates : ('a -> 'a) -> 'a -> 'a seq
val get : int -> 'a seq -> 'a list

> val myseq = iterates (fun x -> x + 1) 1;;
val myseq : int seq Cons (1, <fun>)

> let it = filterq (fun x -> x mod 2 = 0) myseq;;
val it : int seq = Cons (2, <fun>)

> get 5 it;;
- : int list = [2; 4; 6; 8; 10]
```

Numerical Computations on Infinite Sequences

find sqrt(a)

x_n

```
let next a x = (a /. x +. x) /. 2.0
```

Numerical Computations on Infinite Sequences

Aside: Newton-Raphson Method

Series is:

$$
\begin{aligned}
x_1 &= x_0 - \frac{f(x_0)}{f'(x_0)} \\
x_2 &= x_1 - \frac{f(x_1)}{f'(x_1)} \\
x_3 &= \vdots \\
x_4 &= \vdots \\
x_5 &= \vdots
\end{aligned}
$$

So if we want to find *sqrt(k)* we use:

$$x^2 = k$$

$$f(x) = x^2 - k$$

$$f'(x) = 2x$$

Numerical Computations on Infinite Sequences

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So if we want to find *sqrt(k)* we use:

$$x^2 = k$$

$$f(x) = x^2 - k$$

$$f'(x) = 2x$$

$$x_{n+1} = \frac{1}{2}\left(x_n + \frac{k}{x_n}\right)$$

Numerical Computations on Infinite Sequences

find sqrt(a) x_n

```
let next a x = (a /. x +. x) /. 2.0
```

Close enough?

```
let rec within eps = function
| Cons (x, xf) ->
    match xf () with
    | Cons (y, yf) ->
        if abs_float (x -. y) <= eps then y
        else within eps (Cons (y, yf))
```

$$x_{n+1} = \frac{1}{2}\left(x_n + \frac{k}{x_n}\right)$$

Numerical Computations on Infinite Sequences

find sqrt(a) x_n

```
let next a x = (a /. x +. x) /. 2.0
```

Close enough?

```
let rec within eps = function
| Cons (x, xf) ->
    match xf () with
    | Cons (y, yf) ->
        if abs_float (x -. y) <= eps then y
        else within eps (Cons (y, yf))
```

x_0 : initial guess

Square Roots!

```
let root a = within 1e-6 (iterates (next a) 1.0)
```

epsilon sequence

```
> root 3.0;;
- : float = 1.7320508075688772
```