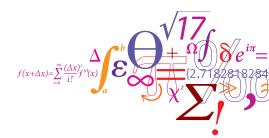


02157 Functional Programming

Sequences

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Sequences (or Lazy Lists)



 lazy evaluation or delayed evaluation is the technique of delaying a computation until the result of the computation is needed.

Default in lazy languages like Haskell

It is occasionally efficient to be lazy.

A special form of this is **Sequences**, where the elements are not evaluated until their values are required by the rest of the program.

a sequence may be infinite
just a finite part of a it is used in computations

Example:

- Consider the sequence of all prime numbers: 2, 3, 5, 7, 11, 13, 17, 19, 23, . . .
- the first 5 are 2, 3, 5, 7, 11

Sieve of Eratosthenes

Delayed computations



The computation of the value of *e* can be delayed by "packing" it into a function (a closure):

```
fun () \rightarrow e
```

Example:

```
fun () -> 3+4;;
val it : unit -> int = <fun:clo@10-2>
it();;
val it : int = 7
```

The addition is deferred until the closure is applied.

Example continued



One can make it visible when computations are performed by use of side effects:

The value is printed before it is returned.

```
fun () -> (idWithPrint 3) + (idWithPrint 4);;
val it : unit -> int = <fun:clo@14-3>
```

Nothing is printed yet.

```
it();;
3
4
val it : int = 7
```

Sequences in F#



A lazy list or sequence in F# is a possibly infinite, ordered collection of elements, where the elements are computed by demand only.

A natural number sequence $0, 1, 2, \ldots$ is created as follows:

```
let nat = Seq.initInfinite (fun i -> i);;
val nat : seq<int>
```

A nat element is computed by demand only:

```
let nat = Seq.initInfinite idWithPrint;;
val nat : seq<int>
Seq.nth 4 nat;;
val it : int = 4
```

Further examples



A sequence of even natural numbers is easily obtained:

```
let even = Seq.filter (fun n -> n%2=0) nat;;
val even : seq<int>

Seq.toList(Seq.take 4 even);;
0
1
2
3
4
5
6
val it : int list = [0; 2; 4; 6]
```

Demanding the first 4 even numbers demands a computation of the first 7 natural numbers.

Sieve of Eratosthenes



Greek mathematician (194 - 176 BC)

Computation of prime numbers

- start with the sequence 2, 3, 4, 5, 6, ... select head (2), and remove multiples of 2 from the sequence
- next sequence 3, 5, 7, 9, 11, ... select head (3), and remove multiples of 3 from the sequence 2,3
- next sequence 5, 7, 11, 13, 17, ... select head (5), and remove multiples of 5 from the sequence 2, 3, 5

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Sieve of Eratosthenes in F# (I)



Remove multiples of *a* from sequence *sq*:

```
let sift a sq = Seq.filter (fun n -> n % a <> 0) sq;;
val sift : int -> seq<int> -> seq<int>
```

Select head and remove multiples of head from the tail – recursively:

- Delay is needed to avoid infinite recursion
- Seq.append is the sequence sibling to @
- Seq.nth 0 sq gives the head of sq
- Seq.skip 1 sq gives the tail of sq

Examples



The sequence of prime numbers and the n'th prime number:

```
let primes = sieve(Seq.initInfinite (fun n -> n+2));;
val primes : seq<int>
let nthPrime n = Seq.nth n primes;;
val nthPrime : int -> int

nthPrime 100;;
val it : int = 547
```

Re-computation can be avoided by using cached sequences:

```
let primesCached = Seq.cache primes;;
let nthPrime' n = Seq.nth n primesCached;;
val nthPrime' : int -> int
```

Computing the 700'th prime number takes about 8s; a subsequent computation of the 705'th is fast since that computation starts from the 700 prime number

Sieve of Eratosthenes using Sequence Expressions



Sequence expressions can be used for defining step-by-step generation of sequences.

The sieve of Erastothenes:

```
let rec sieve sq =
    seq { let p = Seq.nth 0 sq
        yield p
        yield! sieve(sift p (Seq.skip 1 sq)) };;
val sieve : seq<int> -> seq<int>
```

- By construction lazy no explicit Seq.delay is needed
- yield x adds the element x to the generated sequence
- yield! sq adds the sequence sq to the generated sequence
- seqexp₁ seqexp₂ appends the sequence of seqexp₁ to that of seqexp₂

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Example: Catalogue search (I)



Extract (recursively) the sequence of all files in a directory:

```
open System. IO ;;
   let rec allFiles dir =
     seg {vield! Directory.GetFiles dir
          yield! Seq.collect allFiles (Directory.GetDirectories dir)}
   val allFiles : string -> seg<string>
where
Seq.collect: ('a -> seq<'c>) -> seq<'a> -> seq<'c>
```

combines a 'map' and 'concatenate' functionality.

```
Directory.SetCurrentDirectory @"C:\mrh\Forskning\Cambridge\";;
let files = allFiles ".";;
val files : seg<string>
Seq.nth 100 files;;
val it : string = ".\BOOK\Satisfiability.fs"
```

Nothing is computed beyond element 100.

Example: Catalogue search (II)



We want to search for files with certain extensions, e.g. as follows:

- a sequence in chosen so that the search is terminated when the wanted file is found
- a cached sequence in chosen to avoid re-computation

Example: Catalogue search (III)



The search function ca be declared using regular expressions:

```
open System.Text.RegularExpressions ;;
let rec searchFiles files exts =
    let reExts = List.foldBack (fun ext re -> ext+"|"+re) exts ""
    let re = Regex (@"\G(\S*\\))([^\\]+)\.(" + reExts + ")$")
    seq {for fn in files do
        let m = re.Match fn
        if m.Success
        then let path = captureSingle m 1
            let name = captureSingle m 2
        let ext = captureSingle m 3
            yield (path, name, ext)       };;
val searchFiles : seq<string> -> string list
            -> seq<string * string>
```

- reExts is a regular expression matching the extensions
- The path matches the regular expression \S*\\
- The file name matches the regular expression [^\\] +
- The function captureSingle can extract captured strings

Summary



- Anonymous functions fun () -> e can be used to delay the computation of e.
- Possibly infinite sequences provide natural and useful abstractions
- The computation by demand only is convenient in many applications

It is occasionally efficient to be lazy.

The type seq<'a> is a synonym for the .NET type IEnumerable<'a>.

Any .NET type that implements this interface can be used as a sequence.

• Lists, arrays and databases, for example.