Programming Abstractions

Week 13-1: Streams

Stephen Checkoway

What is printed by this code?

```
(let* ([x 10]
       [y x])
  (set! x 20)
  (displayln y))
```

A. 10

B. 20

C. It's an error

What is printed by this code?

```
(let* ([x 10]
       [y (delay x)])
  (set! x 20)
  (displayln (force y)))
```

A. 10

B. 20

C. It's an error

What is printed by this code?

```
(let* ([x 10]
       [y (delay x)])
  (set! x 20)
  (displayln (force y))
  (set! x 30)
  (displayln (force y)))
```

A. 20
   20

B. 20
   30

C. 30
   30

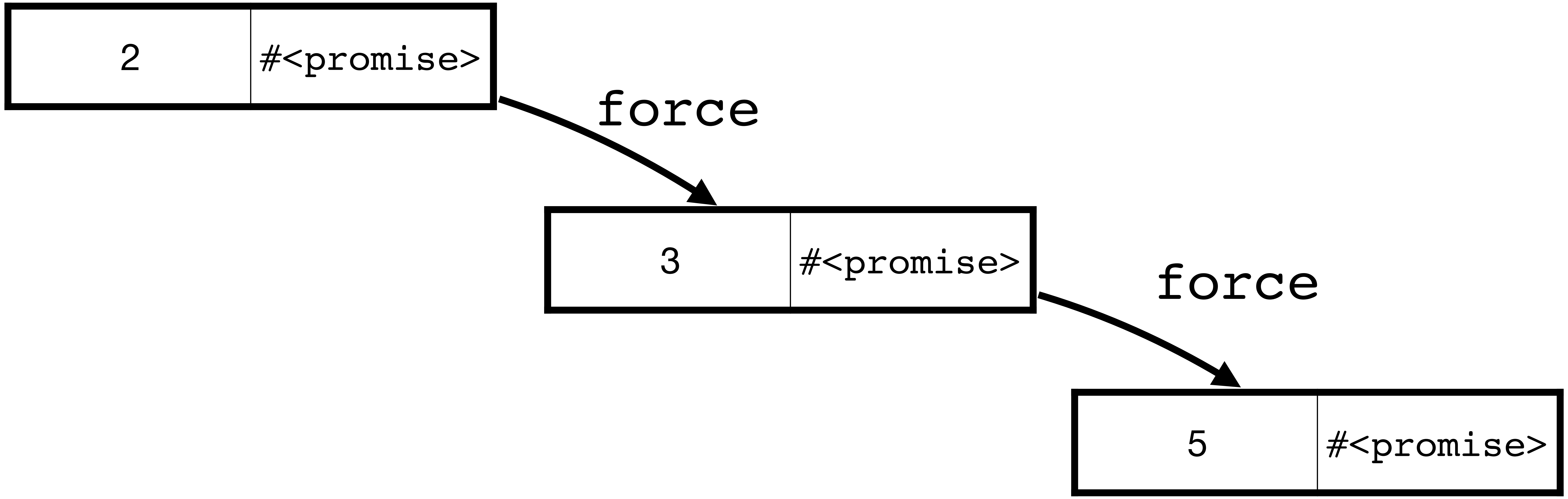
D. It's an error

Last time: infinite list of primes

First, we need to think about how we want to represent this

Let's use a `cons` cell where

- the `car` is a prime; and
- the `cdr` is a promise which will return the next `cons` cell



An infinite list is an instance of a stream

A stream is a (possibly infinite) sequence of elements

A list is a valid, finite stream

- `(stream? '(1 2 3)) => #t`

Infinite streams must be built lazily out of promises (using `delay` internally)

Accessing elements of a stream `force`s their evaluation

Let's build a stream

As with our infinite list of primes we'll use a cons-cell holding a value and a promise

API

- `(stream-cons head tail)`
- `(stream-first s)`
- `(stream-rest s)`
- `(stream-empty? s)`
- `empty-stream`

Constructing a lazy stream

```
(stream-cons head tail)
```

We can't use a procedure because it'll evaluate `head` and `tail`

```
(define-syntax stream-cons
  (syntax-rules ()
    [(_ head tail) (delay (cons head (delay tail)))]))
```

`stream-cons` returns a `promise` which when forced gives a cons cell where the second element is a `promise`

Accessing the stream

`(stream-first s)` `(stream-rest s)`

`s` is either a promise or a cons cell so we need to check which

```
(define (stream-first s)
  (if (promise? s)
      (stream-first (force s))
      (car s)))

(define (stream-rest s)
  (if (promise? s)
      (stream-rest (force s))
      (cdr s)))
```

We can't use `first` and `rest` because those check if their arguments are lists

Checking if a stream is empty

```
(define empty-stream null)
(define (stream-empty? s)
  (if (promise? s)
      (stream-empty? (force s))
      (null? s)))
```

Constructing an infinite stream

Write a procedure which

- returns a stream constructed via `stream-cons`
- where the tail of the stream is a recursive call to the procedure

Call the procedure with the initial argument

```
(define (integers-from n)
  (stream-cons n (integers-from (add1 n))))

(define positive-integers (integers-from 0))
```

Accessing the elements

We can use `stream-first` and `stream-rest` to iterate through the elements

```
(define (stream-ref s idx)
  (cond [(zero? idx) (stream-first s)]
        [else (stream-ref (stream-rest s) (sub1 idx))]))
```

Primes as a stream

```
(define (prime? n) …) ; Same as last time

(define (next-prime n)
  (cond [(prime? n) (stream-cons n (next-prime (+ n 2)))]
        [else (next-prime (+ n 2))]))

(define (primes)
  (stream-cons 2 (next-prime 3)))
```

Fibonacci numbers as a stream

Recall the Fibonacci numbers are defined by $f_0 = 0$, $f_1 = 1$ and $f_n = f_{n\text{-}1} + f_{n\text{-}2}$

```
(define (next-fib m n)
  (stream-cons m (next-fib n (+ m n))))

(define fibs (next-fib 0 1))
```

Building streams from streams

Let's write a procedure to add two streams together

- Use `stream-cons` to construct the new stream
- Use `stream-first` on each stream to get the heads
- Recurse on the tails via `stream-rest`

```
(define (stream-add s t)
  (cond [(stream-empty? s) empty-stream]
        [(stream-empty? t) empty-stream]
        [else
         (stream-cons (+ (stream-first s)
                         (stream-first t))
                      (stream-add (stream-rest s)
                                  (stream-rest t)))]))
```

Fibonacci numbers as a stream: take 2

$f_0 = 0$, $f_1 = 1$ and $f_n = f_{n\text{-}1} + f_{n\text{-}2}$

We can build our Fibonacci sequence directly from that definition (this is silly)

```
(define fibs
  (stream-cons
   0
   (stream-cons
    1
    (stream-add fibs (stream-rest fibs)))))
```

Streams in Racket

These are already built-in so we don't need to write them

- `(require racket/stream)`
- `(stream exp ...) ; Works like (list exp ...)`
- `(stream? v)`
- `(stream-cons head tail)`
- `(stream-first s)`
- `(stream-rest s)`
- `(stream-empty? s)`
- `empty-stream`
- `(stream-ref s idx)`

And several others

Let's write some Racket!

Open up a new file in DrRacket

Make sure the top of the file contains

```
#lang racket
(require racket/stream)
```

Write the procedure `(stream-length s)` which returns the length of a finite stream

I.e., `(stream-length (stream 1 2 3 4 5))` returns 5

Use `stream-empty?` and `stream-rest`

Write more stream procedures

Write the procedure `(stream->list s)` that takes a finite-length stream and returns the elements as a list

Write the following procedures that act like their list counterparts, but operate lazily on streams; in particular, do not cover them to lists!

- `(stream-take s num)`
  Returns a stream containing the first `num` elements of `s`, make sure this is lazy
- `(stream-drop s num)`
  Returns a stream containing all of the elements of s in order *except* for the first `num`
- `(stream-filter f s)`
  Returns a stream containing the elements `x` of s for which `(f x)` returns true
- `(stream-map f s)`
  Returns a stream by mapping `f` over each element of `s`

Multi-argument stream-map

`(stream-map f s ...)`

Racket has stream-map built-in but unlike its list counterparts, it only takes a single stream

Generalize it to take any number of streams where the length of the returned string is the minimum length of any of the stream arguments (i.e., return `empty-stream` if any of the streams becomes empty); you'll want to use `ormap`, `map` and `apply`

- `(define (stream-map f . ss) …)`