

Lecture 27: Streams and Lazy Evaluation

Some of the most interesting real-world problems in computer science center around sequential data.

- DNA sequences.
- Web and cell-phone traffic streams.
- The social data stream.
- Series of measurements from instruments on a robot.
- Stock prices, weather patterns.

Finite to Infinite

Currently, all our sequence data structures share common limitations:

- Each item must be explicitly represented, even if all can be generated by a common formula or function
- Sequence must be complete before we start iterating over it.
- Can't be infinite. Who cares?
 - "Infinite" in practical terms means "having an unknown bound".
 - Such things are everywhere.
 - Internet and cell phone traffic.
 - Instrument measurement feeds, real-time data.
 - Mathematical sequences.

Review: Iterators

- The Python for loop

```
for x in L:  
    BODY
```

can use one of two strategies:

Iterator

```
_ITER = L.__iter__()  
while True:  
    try:  
        x = _ITER.__next__()  
        BODY  
    except StopIteration:  
        break
```

Counter

```
_I, _L = 0, L  
while True:  
    try:  
        x = _L[_I]  
        BODY  
        _I += 1  
    except IndexError:  
        break
```

- Crucial point: Iterators don't compute items in a sequence until they are asked to. They are *lazy* (a technical term!).

Streams: Another Lazy Structure

We'll define a *Stream* to look like an rlist (linked list) whose rest is computed lazily.

```
class Stream(object):
    """A lazily computed recursive list."""

    def __init__(self, first, compute_rest=lambda: Stream.empty):
        """A Stream whose first element is FIRST and whose tail is
        initialized from COMPUTE_REST() when needed."""
        self.first, self._compute_rest = first, compute_rest

    @property
    def rest(self):
        """Return the rest of the stream, computing it once."""
        if self._compute_rest is not None:
            self._rest = self._compute_rest()
            self._compute_rest = None
        return self._rest

    def __repr__(self):
        return 'Stream({0}, <...>'.format(repr(self.first))
```

```
empty_stream = ... # Some object representing an empty stream
```

Basic Stream Operations

```
>>> s1 = Stream(1, lambda: Stream(2))
>>> s1.first
1
>>> s1.rest.first
2
>>> s1.rest.rest
Stream.empty
>>> def print_first(x): print("called"); return x
>>> s2 = Stream(1, lambda: print_first(Stream(2)))
>>> s2.rest.first
called
2
>>> s2.rest.first # .rest only computed first time called
2
```

Examples

An infinite stream of the same value.

```
def make_const_stream(x):  
    """An infinite stream of X's."""  
    return Stream(x, lambda: make_const_stream(x))
```

The positive integers (all of them)

```
def make_integer_stream(first=1):  
    """The infinite stream FIRST, FIRST+1, ..."""  
    def compute_rest():  
        return make_integer_stream(first+1)  
    return Stream(first, compute_rest)
```

```
>>> ints = make_integer_stream(1)
```

```
>>> ints.first
```

```
1
```

```
>>> ints.rest.first
```

```
2
```

Mapping Streams

Familiar operations on other sequences can be extended to streams:

```
def map_stream(fn, s):
    """Stream of values of FN applied to the elements of stream S."""
    if s is Stream.empty:
        return s
    def compute_rest():
        return map_stream(fn, s.rest)
    return Stream(fn(s.first), compute_rest)
```

```
def add_streams(s0, s1):
    """Stream of the sums of respective elements of S0 and S1."
    def compute_rest():
        return add_streams(s0.rest, s1.rest)
    if s0 is Stream.empty or s1 is Stream.empty:
        return Stream.empty
    else:
        return Stream(s0.first + s1.first, compute_rest)
```

Filtering Streams

Another example:

```
def filter_stream(fn, s):  
    """Return a stream of the elements of S for which FN is true."""  
    if s is Stream.empty:  
        return s  
    def compute_rest():  
        return filter_stream(fn, s.rest)  
    if fn(s.first):  
        return Stream(s.first, compute_rest)  
    return compute_rest()
```


Streams to Lists

To look at streams a bit more conveniently, let's also define:

```
def stream_to_list(s, n):  
    """A list containing the elements of stream S,  
    up to a maximum of N."""  
    r = []  
    while n > 0 and s is not Stream.empty:  
        r.append(s.first)  
        s = s.rest  
        n -= 1  
    return r
```

Finding Primes

```
def primes(pos_stream):
    """Return a stream of members of POS_STREAM that are not
    evenly divisible by any previous members of POS_STREAM.
    POS_STREAM is a stream of increasing positive integers.
    >>> p4 = primes(make_integer_stream(4))
    >>> stream_to_list(p4, 9)
    [4, 5, 6, 7, 9, 11, 13, 17, 19]
    >>> p2 = primes(make_integer_stream(2))
    >>> stream_to_list(p2, 9)
    [2, 3, 5, 7, 11, 13, 17, 19, 23]
    """
    def not_divisible(x):
        return x % pos_stream.first != 0
    def compute_rest():
        return primes(filter_stream(not_divisible, pos_stream.rest))
    return Stream(pos_stream.first, compute_rest)
```

Relationship of Streams to Iterators

- A stream is clearly very much like an iterator.
- The difference is that, in effect, it *remembers* its past values.

```
def iterator_to_stream(iterator):  
    """Returns a stream containing the values returned by ITERATOR."""  
  
    ??
```

Relationship of Streams to Iterators

- A stream is clearly very much like an iterator.
- The difference is that, in effect, it *remembers* its past values.

```
def iterator_to_stream(iterator):  
    """Returns a stream containing the values returned by ITERATOR."""  
  
    def compute_rest():  
        ??  
  
    return compute_rest()
```

Relationship of Streams to Iterators

- A stream is clearly very much like an iterator.
- The difference is that, in effect, it *remembers* its past values.

```
def iterator_to_stream(iterator):  
    """Returns a stream containing the values returned by ITERATOR."""  
  
    def compute_rest():  
        return Stream(??)  
  
    return compute_rest()
```

Relationship of Streams to Iterators

- A stream is clearly very much like an iterator.
- The difference is that, in effect, it *remembers* its past values.

```
def iterator_to_stream(iterator):  
    """Returns a stream containing the values returned by ITERATOR."""  
  
    def compute_rest():  
        return Stream(next(iterator), ??)  
  
    return compute_rest()
```

Relationship of Streams to Iterators

- A stream is clearly very much like an iterator.
- The difference is that, in effect, it *remembers* its past values.

```
def iterator_to_stream(iterator):
    """Returns a stream containing the values returned by ITERATOR."""

    def compute_rest():
        return Stream(next(iterator), compute_rest)

    return compute_rest()
```

Relationship of Streams to Iterators

- A stream is clearly very much like an iterator.
- The difference is that, in effect, it *remembers* its past values.

```
def iterator_to_stream(iterator):  
    """Returns a stream containing the values returned by ITERATOR."""  
  
    def compute_rest():  
        try:  
            return Stream(next(iterator), compute_rest)  
        except StopIteration:  
            return empty_stream  
    return compute_rest()
```


Recursive Streams

- Because streams are computed lazily, in a definition such as

```
aStream = Stream(..., lambda: ...)
```

the body of the `lambda` can refer to `aStream` (because it will have been initialized by the time the lambda function is called.)

- So what do you suppose we get from these?

```
c1 = Stream(1, lambda: c1)
stream_to_list(c1, 5)
```

```
f1 = add_streams(c1, Stream(0, lambda: f1))
stream_to_list(f1, 5)
```

```
f2 = Stream(1,
            lambda: Stream(1,
                            lambda: add_streams(f2, f2.rest)))
stream_to_list(f2, 6)
```

Recursive Streams

- Because streams are computed lazily, in a definition such as

```
aStream = Stream(..., lambda: ...)
```

the body of the `lambda` can refer to `aStream` (because it will have been initialized by the time the lambda function is called.)

- So what do you suppose we get from these?

```
c1 = Stream(1, lambda: c1)
stream_to_list(c1, 5)
[1, 1, 1, 1, 1]
```

```
f1 = add_streams(c1, Stream(0, lambda: f1))
stream_to_list(f1, 5)
```

```
f2 = Stream(1,
            lambda: Stream(1,
                            lambda: add_streams(f2, f2.rest)))
stream_to_list(f2, 6)
```

Recursive Streams

- Because streams are computed lazily, in a definition such as

```
aStream = Stream(..., lambda: ...)
```

the body of the `lambda` can refer to `aStream` (because it will have been initialized by the time the lambda function is called.)

- So what do you suppose we get from these?

```
c1 = Stream(1, lambda: c1)
stream_to_list(c1, 5)
[1, 1, 1, 1, 1]
```

```
f1 = add_streams(c1, Stream(0, lambda: f1))
stream_to_list(f1, 5)
[1, 2, 3, 4, 5]
```

```
f2 = Stream(1,
            lambda: Stream(1,
                            lambda: add_streams(f2, f2.rest)))
stream_to_list(f2, 6)
```

Recursive Streams

- Because streams are computed lazily, in a definition such as

```
aStream = Stream(..., lambda: ...)
```

the body of the `lambda` can refer to `aStream` (because it will have been initialized by the time the lambda function is called.)

- So what do you suppose we get from these?

```
c1 = Stream(1, lambda: c1)
```

```
stream_to_list(c1, 5)
```

```
[1, 1, 1, 1, 1]
```

```
f1 = add_streams(c1, Stream(0, lambda: f1))
```

```
stream_to_list(f1, 5)
```

```
[1, 2, 3, 4, 5]
```

```
f2 = Stream(1,
```

```
    lambda: Stream(1,
```

```
        lambda: add_streams(f2, f2.rest)))
```

```
stream_to_list(f2, 6)
```

```
[1, 1, 2, 3, 5, 8]
```