

Lazy Lists in SML

Sieve of Eratosthenes

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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

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

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Example:

- Consider the sequence of all prime numbers
- the first 5 are 2,3,5,7,11

Sieve of Eratosthenes

Lazy Lists in SML

A lazy list or *sequence* is represented in SML by the head of the sequence, and a function for computing its (possibly infinite) tail:

```
datatype 'a seq = Empty
                | Cons of 'a * (unit -> 'a seq);
```

The function `seqFrom i` represents the sequence $i, i + 1, i + 2, \dots$:

```
fun seqFrom i = Cons(i, fn () => seqFrom(i+1));
```

- the delay of the computation of $i + 1, i + 2, \dots$ is obtained by the function `fn () => seqFrom(i + 1)`

Functions on sequences (I)

Head and Tail of sequences:

```
fun hdSeq(Cons(x, _)) = x;
```

```
fun tlSeq(Cons(_, xt)) = xt();
```

Examples:

```
val nat = seqFrom 0;
```

```
> val nat = Cons(0, fn) : int seq
```

```
hdSeq nat;
```

```
> val it = 0 : int
```

```
tlSeq nat;
```

```
> val it = Cons(1, fn) : int seq
```

Functions on sequences (II)

Take and drop elements of sequences:

```
fun takeSeq(0, _) = []  
  | takeSeq(_, Empty) = []  
  | takeSeq(i, Cons(n, xt)) = n :: takeSeq(i-1, xt());
```

```
fun dropSeq(0, xs) = xs  
  | dropSeq(i, Cons(_, xt)) = dropSeq(i-1, xt());
```

```
takeSeq(5, nat);  
> val it = [0,1,2,3,4] : int list
```

```
dropSeq(5, nat);  
> val it = Cons(5, fn) : int seq
```

Functions on sequences (III)

A higher-order function on sequences:

```
fun filterSeq p Empty           = Empty
  | filterSeq p (Cons(x, xt)) =
    if p x then Cons(x, fn () => filterSeq p (xt()))
    else filterSeq p (xt());
```

```
val even = filterSeq (fn n => n mod 2 = 0) nat;
```

```
takeSeq(5, even);
```

```
> val it = [0, 2, 4, 6, 8] : int list
```


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
2
- 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
- ⋮

Sieve of Eratosthenes in SML

Remove multiples of a from sequence ns :

```
fun sift a ns = filterSeq (fn n => n mod a <> 0) ns;
```

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

```
fun sieve(Cons(n, nt)) =  
    Cons(n, fn () => sieve(sift n (nt())));
```

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

```
val primes = sieve(seqFrom 2);  
fun primeN n = hdSeq(dropSeq(n-1, primes));
```

```
primeN 1000;  
> val it = 7919 : int
```