

# Fibonacci Function Gallery



## Part 2

- Infinite Stream with Explicit Generation
- Infinite Stream with Implicit Definition
- Infinite Stream with Unfolding
- Infinite Stream with Iteration
- Infinite Stream with Scanning

$\lambda$  Scheme  
S Scala  
> $\times$  Haskell  
C Clojure

slides by



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In part one of this series we looked at six implementations of the **Fibonacci** function. If you are interested in a quick recap of those functions, you can find it on the next slide, otherwise feel free to skip it.

# Fibonacci Function Gallery



## Part 1

- **Naïve Recursion**
- **Efficient Recursion with Tupling**
- **Tail Recursion with Accumulation**
- **Tail Recursion with Folding**
- **Stack-safe Recursion with Trampolining**

 Scala

 Haskell

 Clojure

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## Implementations explored so far



```
1 def fib(i: Int): BigInt = i match
  case 0 => 0
  case 1 => 1
  case _ => fib(i - 1) + fib(i - 2)
```

```
2 def fib(i: Int): BigInt =
  fibtwo(i).first

def fibtwo(i: Int): (BigInt, BigInt) = i match
  case 0 => (0, 1)
  case _ => fibtwo(i - 1) match
    { case (a, b) => (b, a + b) }
```

```
3 def fib(i: Int): BigInt =
  tailFib(0, 1, i)

def tailFib(a: BigInt, b: BigInt, i: Int): BigInt =
  i match
  case 0 => a
  case _ => tailFib(b, a + b, i - 1)
```

```
4 def fib(i: Int): BigInt =
  fibtwo(i).first

def fibtwo(i: Int): (BigInt, BigInt) =
  (1 to i).foldLeft(BigInt(0), BigInt(1))
  { case ((a, b), _) => (b, a + b) }
```

```
5 def fib(i: Int): Eval[BigInt] = i match
  case 0 => Eval.now(0)
  case 1 => Eval.now(1)
  case _ =>
    for
      a <- Eval.defer(fib(i - 1))
      b <- fib(i - 2)
    yield a + b
```

```
6 def fib(i: Int): IO[BigInt] = i match
  case 0 => IO.pure(0)
  case 1 => IO.pure(1)
  case _ =>
    for
      a <- IO.defer(fib(i - 1))
      b <- fib(i - 2)
    yield a + b
```

version #1 (**naïve**)  
 • not **tail-recursive** (not **stack-safe**)  
 • **exponential** time complexity  
 • **linear** stack frame depth

version #4 (**left fold-based**)  
 • **non-recursive (stack-safe)**  
 • **linear** time complexity

version #2 (**tupling-based**)  
 • not **tail-recursive** (not **stack-safe**)  
 • **linear** time complexity  
 • **linear** stack frame depth

version #5 (**stack-safe naïve - Eval-based**)  
 • not **tail-recursive** but **stack-safe**  
 • **exponential** time complexity

version #3 (**accumulator-based**)  
 • **tail-recursive (stack-safe)**  
 • **linear** time complexity

version #6 (**stack-safe naïve - IO-based**)  
 • not **tail-recursive** but **stack-safe**  
 • **exponential** time complexity

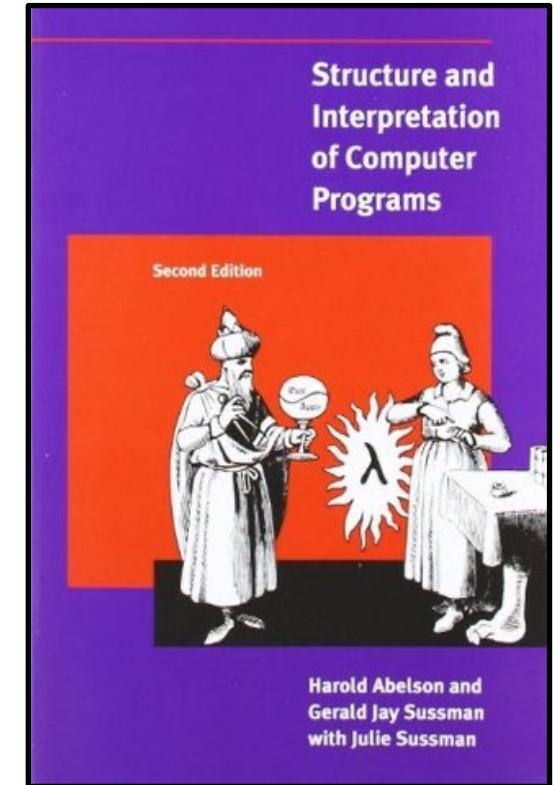


For the next two implementations of the **Fibonacci** function, we are going to turn to **Structure and Interpretation of Computer Programs (SICP)**.

The following 10 slides are a lightning-fast, minimal refresher on (or intro to) the **building blocks** used in two implementations of the **Fibonacci sequence**.

The two implementations, written in the **Scheme** dialect of **Lisp**, don't use plain **sequences**, implemented with **lists**. Instead, they use **sequences** implemented with **streams**, i.e. **lazy** and possibly **infinite sequences**.

While a full introduction to **lists** and **streams** is outside the scope of this deck, let's learn (or review) just enough about them to be able to understand the two **Fibonacci sequence** implementations that we are interested in.



**SICP**

## 3.5 Streams

...  
From an abstract point of view, a stream is simply a sequence.

However, we will find that the straightforward implementation of streams as lists (as in section 2.2.1) doesn't fully reveal the power of stream processing.

### 2.2.1 Representing Sequences

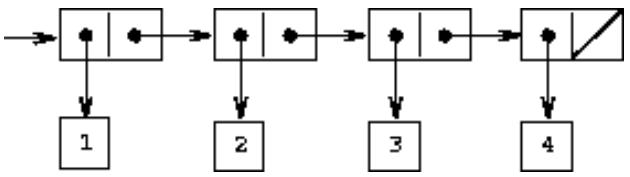


Figure 2.4: The sequence 1,2,3,4 represented as a chain of pairs.

One of the useful structures we can build with pairs is a sequence -- an ordered collection of data objects. There are, of course, many ways to represent sequences in terms of pairs. One particularly straightforward representation is illustrated in figure 2.4, where the sequence 1, 2, 3, 4 is represented as a chain of pairs. The car of each pair is the corresponding item in the chain, and the cdr of the pair is the next pair in the chain. The cdr of the final pair signals the end of the sequence by pointing to a distinguished value that is not a pair, represented in box-and-pointer diagrams as a diagonal line and in programs as the value of the variable nil. The entire sequence is constructed by nested cons operations:

```
(cons 1
  (cons 2
    (cons 3
      (cons 4 nil))))
```



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Interpretation  
of Computer Programs

As an alternative, we introduce the technique of *delayed evaluation*, which enables us to represent very large (even infinite) sequences as streams. Stream processing lets us model systems that have state without ever using assignment or mutable data.

## Constructing a plain sequence (list)

$\lambda$

```
> (cons 1  
        (cons 2  
              (cons 3  
                    (cons 4 nil))))  
  
(1 2 3 4)  
  
> (list 1 2 3 4)  
  
(1 2 3 4)
```



Erlang

```
> 1 :: (2 :: (3 :: (4 :: Nil)))  
  
List(1, 2, 3, 4)  
  
> List(1, 2, 3, 4)  
  
List(1, 2, 3, 4)
```



```
> (cons 1  
        (cons 2  
              (cons 3  
                    (cons 4 nil))))  
  
(1 2 3 4)  
  
> ` (1 2 3 4)  
  
(1 2 3 4)
```

```
> 1 : (2 : (3 : (4 : [])))  
  
[1, 2, 3, 4]  
  
> [1, 2, 3, 4]  
  
[1, 2, 3, 4]
```

## Selecting the head and tail of a plain sequence (list)

$\lambda$

```
> (define one-through-four (list 1 2 3 4))  
  
> (car one-through-four)  
1  
  
> (cdr one-through-four)  
(2 3 4)  
  
> (car (cdr one-through-four))  
2
```

≡

```
> val one_through_four = List(1, 2, 3, 4)  
  
> one_through_four.head  
1  
  
> one_through_four.tail  
List(2, 3, 4)  
  
> one_through_four.tail.head  
2
```



```
> (def one-through-four `(1 2 3 4))  
  
> (first one-through-four)  
1  
  
> (rest one-through-four)  
(2 3 4)  
  
> (first (rest one-through-four))  
2
```



```
> one_through_four = [1, 2, 3, 4]  
  
> head one_through_four  
1  
  
> tail one_through_four  
[2, 3, 4]  
  
> head (tail one_through_four)  
2
```

### 3.5.1 Streams Are Delayed Lists

As we saw in section 2.2.3, sequences can serve as standard interfaces for combining program modules. We formulated powerful abstractions for manipulating sequences, such as **map**, **filter**, and **accumulate**, that capture a wide variety of operations in a manner that is both succinct and elegant.

```
(define (map proc items)
  (if (null? items)
      nil
      (cons (proc (car items))
            (map proc (cdr items)))))
```

```
(define (filter predicate sequence)
  (cond ((null? sequence) nil)
        ((predicate (car sequence))
         (cons (car sequence)
               (filter predicate (cdr sequence))))
        (else (filter predicate (cdr sequence))))))
```

```
(define (accumulate op initial sequence)
  (if (null? sequence)
      initial
      (op (car sequence)
          (accumulate op initial (cdr sequence)))))
```

$$\begin{array}{ll} \text{map} & :: (\alpha \rightarrow \beta) \rightarrow [\alpha] \rightarrow [\beta] \\ \text{map } f [] & = [] \\ \text{map } f (x : xs) & = f x : \text{map } f xs \end{array}$$
$$\begin{array}{ll} \text{filter} & :: (\alpha \rightarrow \text{Bool}) \rightarrow [\alpha] \rightarrow [\alpha] \\ \text{filter } p [] & = [] \\ \text{filter } p (x : xs) & = \text{if } p x \\ & \quad \text{then } x : \text{filter } p xs \\ & \quad \text{else } \text{filter } p xs \end{array}$$
$$\begin{array}{ll} \text{foldr} & :: (\alpha \rightarrow \beta \rightarrow \beta) \rightarrow \beta \rightarrow [\alpha] \rightarrow \beta \\ \text{foldr } f e [] & = e \\ \text{foldr } f e (x : xs) & = f x (\text{foldr } f e xs) \end{array}$$


## mapping, filtering, and folding a plain sequence (list)

$\lambda$

```
(define (sum-even-fibs n)
  (fold-left +
    0
    (filter even?
      (map fib
        (iota (+ n 1) 0)))))
```

†



```
(defn sum-even-fibs [n]
  (reduce +
    0
    (filter even?
      (map fib
        (range 0 (inc n))))))
```

```
def sum_even_fibs(n: Int): Int =
  List.range(0, n+1)
    .map(fib)
    .filter(isEven)
    .fold(0)(_+_)
```

```
sum_even_fibs :: Int -> Int
sum_even_fibs n =
  foldl (+)
    0
    (filter is_even
      (map fib
        [0..n])))
```

```
(define (fib n)
  (cond ((= n 0) 0)
        ((= n 1) 1)
        (else (+ (fib (- n 1))
                  (fib (- n 2))))))
```

```
(defn fib [n]
  (cond (= n 0) 0
        (= n 1) 1
        :else (+ (fib (- n 1))
                  (fib (- n 2)))))
```

```
def fib(n: Int): Int = n match
  case 0 => 0
  case 1 => 1
  case n => fib(n - 1) + fib(n - 2)
```

```
def isEven(n: Int): Boolean =
  n % 2 == 0
```

```
fib :: Int -> Int
fib 0 = 0
fib 1 = 1
fib n = fib (n - 1) + fib (n - 2)
```

```
is_even :: Int -> Bool
is_even n = (mod n 2) == 0
```

† FWIW, instead of using the hand-rolled `map`, `filter` and `accumulate` functions seen on the previous slide, we are using built-in functions `map`, `filter` and `fold-left`.

Unfortunately, if we represent sequences as lists, this elegance is bought at the price of severe inefficiency with respect to both the time and space required by our computations. When we represent manipulations on sequences as transformations of lists, our programs must construct and copy data structures (which may be huge) at every step of a process.

To see why this is true, let us compare two programs for computing the sum of all the prime numbers in an interval. The first program is written in standard iterative style:<sup>53</sup>

```
(define (sum-primes a b)
  (define (iter count accum)
    (cond ((> count b) accum)
          ((prime? count) (iter (+ count 1) (+ count accum)))
          (else (iter (+ count 1) accum))))
  (iter a 0))
```

The second program performs the same computation using the sequence operations of section 2.2.3:

```
(define (sum-primes a b)
  (accumulate +
              0
              (filter prime? (enumerate-interval a b))))
```

In carrying out the computation, the first program needs to store only the sum being accumulated. In contrast, the filter in the second program cannot do any testing until enumerate-interval has constructed a complete list of the numbers in the interval.

The filter generates another list, which in turn is passed to accumulate before being collapsed to form a sum.

Such large intermediate storage is not needed by the first program, which we can think of as enumerating the interval incrementally, adding each prime to the sum as it is generated.



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of Computer Programs*

<sup>53</sup> Assume that we have a predicate prime? (e.g., as in section 1.2.6) that tests for primality.

The inefficiency in using lists becomes painfully apparent if we use the sequence paradigm to compute the second prime in the interval from 10,000 to 1,000,000 by evaluating the expression

```
(car (cdr (filter prime?
  (enumerate-interval 10000 1000000))))
```

This expression does find the second prime, but the computational overhead is outrageous. We construct a list of almost a million integers, filter this list by testing each element for primality, and then ignore almost all of the result.

In a more traditional programming style, we would interleave the enumeration and the filtering, and stop when we reached the second prime.

Streams are a clever idea that allows one to use sequence manipulations without incurring the costs of manipulating sequences as lists.

With streams we can achieve the best of both worlds: We can formulate programs elegantly as sequence manipulations, while attaining the efficiency of incremental computation.

The basic idea is to arrange to construct a stream only partially, and to pass the partial construction to the program that consumes the stream.

If the consumer attempts to access a part of the stream that has not yet been constructed, the stream will automatically construct just enough more of itself to produce the required part, thus preserving the illusion that the entire stream exists.

In other words, although we will write programs as if we were processing complete sequences, we design our stream implementation to automatically and transparently interleave the construction of the stream with its use.



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On the surface, streams are just lists with different names for the procedures that manipulate them.

There is a constructor, **cons-stream**, and two selectors, **stream-car** and **stream-cdr**, which satisfy the constraints

```
(stream-car (cons-stream x y)) = x  
(stream-cdr (cons-stream x y)) = y
```

There is a distinguishable object, **the-empty-stream**, which cannot be the result of any **cons-stream** operation, and which can be identified with the predicate **stream-null?**.<sup>54</sup>

Thus we can make and use streams, in just the same way as we can make and use lists, to represent aggregate data arranged in a sequence.

In particular, we can build stream analogs of the list operations from chapter 2, such as **list-ref**, **map**, and **for-each**:

```
(define (stream-ref s n)  
  (if (= n 0)  
      (stream-car s)  
      (stream-ref (stream-cdr s) (- n 1))))  
  
(define (stream-map proc s)  
  (if (stream-null? s)  
      the-empty-stream  
      (cons-stream (proc (stream-car s))  
                  (stream-map proc (stream-cdr s))))))  
  
...
```

```
(define (list-ref items n)  
  (if (= n 0)  
      (car items)  
      (list-ref (cdr items) (- n 1))))
```

```
(define (map proc items)  
  (if (null? items)  
      nil  
      (cons (proc (car items))  
            (map proc (cdr items))))))
```



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<sup>54</sup> In the MIT implementation, **the-empty-stream** is the same as the empty list '(), and **stream-null?** is the same as **null?**.



...

To make the stream implementation automatically and transparently interleave the construction of a stream with its use, we will arrange for the cdr of a stream to be evaluated when it is accessed by the stream-cdr procedure rather than when the stream is constructed by cons-stream.

...

As a data abstraction, streams are the same as lists. The difference is the time at which the elements are evaluated.

With ordinary lists, both the car and the cdr are evaluated at construction time. With streams, the cdr is evaluated at selection time.



Next, we turn to infinite streams.

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### 3.5.2 Infinite Streams

We have seen how to support the illusion of manipulating streams as complete entities even though, in actuality, we compute only as much of the stream as we need to access. We can exploit this technique to represent sequences efficiently as streams, even if the sequences are very long. What is more striking, we can use streams to represent sequences that are infinitely long.

For instance, consider the following definition of the stream of positive integers:

```
(define (integers-starting-from n)
  (cons-stream n (integers-starting-from (+ n 1))))  
  
(define integers (integers-starting-from 1))
```

This makes sense because `integers` will be a pair whose `car` is 1 and whose `cdr` is a promise to produce the integers beginning with 2. This is an infinitely long stream, but in any given time we can examine only a finite portion of it. Thus, our programs will never know that the entire infinite stream is not there.

Using `integers` we can define other infinite streams, such as the stream of integers that are not divisible by 7:

```
(define (divisible? x y) (= (remainder x y) 0))  
  
(define no-sevens
  (stream-filter (lambda (x) (not (divisible? x 7)))
    integers))
```

Then we can find integers not divisible by 7 simply by accessing elements of this stream:

```
(stream-ref no-sevens 100)
```



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$\lambda$ 

#7 infinite stream  
implementation  
(explicit generation)



Following that refresher on (or intro to) **sequences** implemented as **lists** or **streams**, let's turn to the use of **infinite streams** to compute the **Fibonacci sequence**.

In analogy with **integers**, we can define the **infinite stream** of **Fibonacci numbers**:

```
(define (fibgen a b)
  (cons-stream a (fibgen b (+ a b))))  
  
(define fibs (fibgen 0 1))
```

**fibs** is a **pair** whose **car** is **0** and whose **cdr** is a **promise** to evaluate **(fibgen 1 1)**.

When we evaluate this delayed **(fibgen 1 1)**, it will produce a pair whose car is 1 and whose cdr is a promise to evaluate **(fibgen 1 2)**, and so on.



Let's try **fibs** out  
and then define **fib**.

```
> (stream-ref fibs 5)  
5  
  
> (stream-ref fibs 50)  
12586269025  
  
> (stream-ref fibs 100)  
354224848179261915075
```

```
> (define (fib n)
      (stream-ref fibs n))  
  
> (fib 50)  
12586269025  
  
> (fib 100)  
354224848179261915075
```



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A **stream** being a '**delayed list**', the **Scala** equivalent is a **lazy list**.

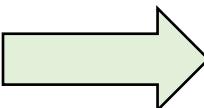
Here is the **Scala** version of the **Scheme infinite stream implementation**.

$\lambda$

$\lambda$

```
(define fibs
  (fibgen 0 1))

(define (fibgen a b)
  (cons-stream a (fibgen b (+ a b))))
```



```
def fibs: LazyList[BigInt] =
  fibgen(0, 1)

def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =
  a #:: fibgen(b, a + b)
```

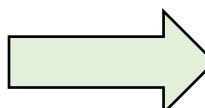
```
(define (fib n)
  (stream-ref fibs n))
```

Since calling **fibs(n)** is just as convenient as calling **fib(n)**,  
let's not bother defining a **Scala** version of **fib**.

```
> (stream-ref fibs 5)
5

> (stream-ref fibs 50)
12586269025

> (stream-ref fibs 100)
354224848179261915075
```



```
> fibs(5)
val res0: BigInt = 5

> fibs(50)
val res1: BigInt = 12586269025

> fibs(100)
val res2: BigInt = 354224848179261915075
```



The **fibgen** helper function in the **infinite stream implementation** is one that we also come across in **Programming in Scala** (see next slide).

```
def fibs: LazyList[BigInt] =  
  fibgen(0, 1)
```

```
def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =  
  a #::: fibgen(b, a + b)
```

#6 infinite stream  
implementation

```
def fibFrom(a: Int, b: Int): LazyList[Int] =  
  a #::: fibFrom(b, a + b)
```

LazyList example in  
Programming in Scala

## LazyLists

A **lazy list** is a **list** whose elements are **computed lazily**. Only those elements requested will be computed. A **lazy list** can, therefore, be **infinitely long**. Otherwise, **lazy lists have the same performance characteristics as lists**. Whereas **lists** are constructed with the `::` operator, **lazy lists** are constructed with the similar-looking `#::`. Here is a simple example of a **lazy list** containing the integers 1, 2, and 3:

```
scala> val str = 1 #:: 2 #:: 3 #:: LazyList.empty  
val str: scala.collection.immutable.LazyList[Int] = LazyList(<not computed>)
```

The **head** of this **lazy list** is **1**, and the **tail** of it has **2** and **3**. None of the elements are printed here, though, because the **list hasn't been computed yet!** **Lazy lists are specified to compute lazily**, and the `toString` method of a **lazy list** is careful not to force any **extra evaluation**.

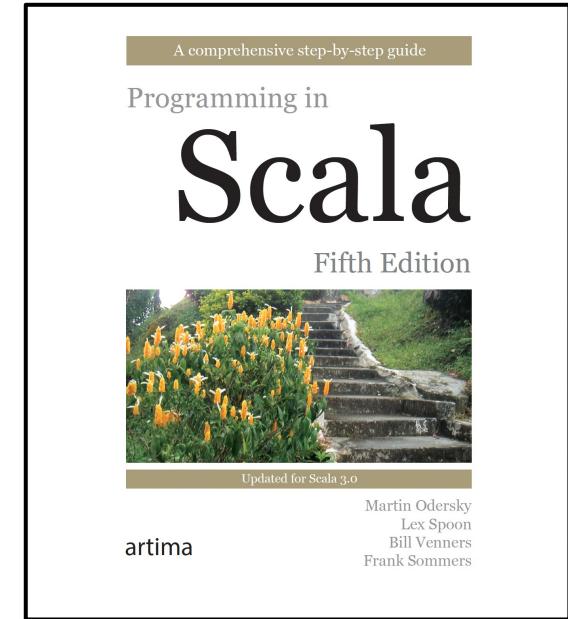
Below is a **more complex example**. It computes a **lazy list** that contains a **Fibonacci sequence** starting with the given two numbers. A **Fibonacci sequence** is one where each element is the sum of the previous two elements in the series:

```
scala> def fibFrom(a: Int, b: Int): LazyList[Int] =  
    a #:: fibFrom(b, a + b)  
def fibFrom: (a: Int, b: Int)LazyList[Int]
```

This function is **deceptively simple**. The first element of the **sequence** is clearly **a**, and the rest of the **sequence** is the **Fibonacci sequence** starting with **b** followed by **a + b**. The tricky part is computing this **sequence** without causing an **infinite recursion**. If the function used `::` instead of `#::`, then every call to the function would result in another call, thus causing an **infinite recursion**. Since it uses `#::`, though, the right-hand side is not evaluated until it is requested.

Here are the first few elements of the **Fibonacci sequence** starting with two ones:

```
scala> val fibs = fibFrom(1, 1).take(7)  
val fibs: scala.collection.immutable.LazyList[Int] = LazyList(<not computed>)  
scala> fibs.toList  
val res23: List[Int] = List(1, 1, 2, 3, 5, 8, 13)
```





What do **streams** look like in **Haskell**?

They are just **lists**, because **Haskell** uses an **evaluation strategy** called **lazy evaluation**, in which **expressions** are only **evaluated** as much as **required** by the **context** in which they are used.

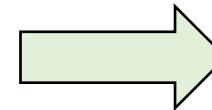
In **Haskell** we can create an ordinary **list** that is **potentially infinite**: it is only **evaluated** as much as **required** by the **context**.



Here is the **Haskell** equivalent of the  
**Scala infinite stream implementation**.



```
def fibs: LazyList[BigInt] =  
  fibgen(0, 1)  
  
def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =  
  a #:: fibgen(b, a + b)
```



```
fibs :: Num t => [t]  
fibs = fibgen 0 1  
  
fibgen :: Num t => t -> t -> [t]  
fibgen a b = a : fibgen b (a + b)
```

```
> fibs(100)  
val res0: BigInt = 354224848179261915075  
  
> fibs.take(10).toList  
val res1: List[BigInt] = List(0,1,1,2,3,5,8,13,21,34)
```

```
> fibs !! 100  
354224848179261915075  
  
> (take 10 fibs)  
[0,1,1,2,3,5,8,13,21,34]
```



Othe next slide you can see a very  
similar **Clojure implementation**.

## Lazy Sequences

Lazy sequences are constructed using the macro `lazy-seq`: (`lazy-seq` & body)

A `lazy-seq` invokes its body only when needed, that is, when `seq` is called directly or indirectly. `lazy-seq` then caches the result for subsequent calls. You can use `lazy-seq` to define a lazy Fibonacci series as follows:

```
1: (defn lazy-seq-fibo
2:   ([] []
3:    (concat [0 1] (lazy-seq-fibo 0N 1N)))
4:   ([a b]
5:    (let [n (+ a b)]
6:      (lazy-seq
7:        (cons n (lazy-seq-fibo b n)))))))
```



On line 3, the zero-argument body returns the concatenation of the basis values [0 1] and then calls the two-argument body to calculate the rest of the values. On line 5, the two-argument body calculates the next value `n` in the series, and on line 7 it conses `n` onto the rest of the values.

The key is line 6, which makes its body lazy. Without this, the recursive call to `lazy-seq-fibo` on line 7 would happen immediately, and `lazy-seq-fibo` would recurse until it blew the stack. This illustrates the general pattern: wrap the recursive part of a function body with `lazy-seq` to replace recursion with laziness.

`lazy-seq-fibo` works for small values:

```
(take 10 (lazy-seq-fibo))
-> (0 1 1N 2N 3N 5N 8N 13N 21N 34N)
```

`lazy-seq-fibo` also works for large values. Use `(rem ... 1000)` to print only the last 3 digits of the one millionth Fibonacci number:

```
(rem (nth (lazy-seq-fibo) 1000000) 1000)
-> 875N
```

#7 infinite stream  
implementation  
(explicit generation)

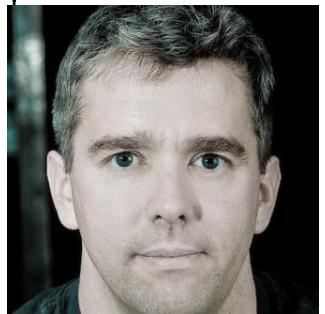
The Pragmatic  
Programmers

## Programming Clojure

Third Edition



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edited by Jacquelyn Carter



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Computing the millionth **Fibonacci number** using the **Scala** version runs out of **heap space**.



#7 **infinite stream**  
implementation  
(**explicit generation**)

```
scala> def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =  
|   a #:: fibgen(b, a + b)  
|  
def fibgen(a: BigInt, b: BigInt): LazyList[BigInt]  
  
scala> def fibs: LazyList[BigInt] =  
|   fibgen(0, 1)  
|  
def fibs: LazyList[BigInt]  
  
scala> fibs(1_000_000)  
java.lang.OutOfMemoryError: Java heap space  
at java.base/java.math.BigInteger.add(BigInteger.java:1475)  
at java.base/java.math.BigInteger.add(BigInteger.java:1381)  
at scala.math.BigInt.$plus(BigInt.scala:311)  
at rs$line$16$.fibgen$$anonfun$1(rs$line$16:2)  
at rs$line$16$$Lambda/0x0000000131684800.apply(Unknown Source)  
at scala.collection.immutable.LazyList$Deferrer$$anonfun$$hash$colon$colon$extension$2(LazyList.scala:1143)  
at scala.collection.immutable.LazyList$Deferrer$$Lambda/0x0000000131659cd8.apply(Unknown Source)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state$lzycompute(LazyList.scala:259)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state(LazyList.scala:252)  
at scala.collection.immutable.LazyList.isEmpty(LazyList.scala:269)  
at scala.collection.immutable.LazyList$$anonfun$dropImpl$1(LazyList.scala:1073)  
at scala.collection.immutable.LazyList$$Lambda/0x0000000131659a20.apply(Unknown Source)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state$lzycompute(LazyList.scala:259)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state(LazyList.scala:252)  
at scala.collection.immutable.LazyList.isEmpty(LazyList.scala:269)  
at scala.collection.LinearSeqOps.apply(LinearSeq.scala:131)  
at scala.collection.LinearSeqOps.apply$(LinearSeq.scala:128)  
at scala.collection.immutable.LazyList.apply(LazyList.scala:240)  
... 14 elided  
  
scala>
```



Computing the millionth **Fibonacci number** using the **Haskell** version does not exhaust **heap space**.

```
ghci> fibgen a b = a : fibgen b (a + b)  
ghci> fibs = fibgen 0 1  
ghci> (fibs !! 1000000) > 1  
True  
ghci>
```



#7 infinite stream  
implementation  
(explicit generation)



As a recap, here are the **Scheme**, **Clojure**, **Scala**, and **Haskell** versions compared.



```
(define fibs
  (fibgen 0 1))

(define (fibgen a b)
  (cons-stream a (fibgen b (+ a b))))
```



```
(defn lazy-seq-fibo
  []
  (concat [0 1] (lazy-seq-fibo 0N 1N)))
  ([a b]
   (let [n (+ a b)]
     (lazy-seq
      (cons n (lazy-seq-fibo b n))))))
```



```
def fibs: LazyList[BigInt] =
  fibgen(0, 1)

def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =
  a #:: fibgen(b, a + b)
```



```
fibs :: Num t => [t]
fibs = fibgen 0 1

fibgen :: Num t => t -> t -> [t]
fibgen a b = a : fibgen b (a + b)
```



In the next slide we are going to see:

- 1) Why I added '**explicit generation**' to the name of the implementation we have just seen
- 2) An even simpler implementation that defines an **infinite stream implicitly**

just seen

#7 **infinite stream**  
implementation  
(**explicit generation**)

coming up next

#8 **infinite stream**  
implementation  
(**implicit definition**)

## Defining streams implicitly

The integers and fibs streams above were defined by specifying "generating" procedures that explicitly compute the stream elements one by one. An alternative way to specify streams is to take advantage of delayed evaluation to define streams implicitly.

For example, the following expression defines the stream ones to be an infinite stream of ones:

```
(define ones (cons-stream 1 ones))
```

This works much like the definition of a recursive procedure: ones is a pair whose car is 1 and whose cdr is a promise to evaluate ones. Evaluating the cdr gives us again a 1 and a promise to evaluate ones, and so on.

We can do more interesting things by manipulating streams with operations such as add-streams, which produces the elementwise sum of two given streams

```
(define (add-streams s1 s2)
  (stream-map + s1 s2))
```

The stream-map function used here is a generalisation of the one seen in slide 12, in that it allows the mapping of procedures that take multiple arguments.

Now we can define the integers as follows:

```
(define integers (cons-stream 1 (add-streams ones integers)))
```

This defines integers to be a stream whose first element is 1 and the rest of which is the sum of ones and integers.

Thus, the second element of integers is 1 plus the first element of integers, or 2; the third element of integers is 1 plus the second element of integers, or 3; and so on.

This definition works because, at any point, enough of the integers stream has been generated so that we can feed it back into the definition to produce the next integer.



$\lambda$ 

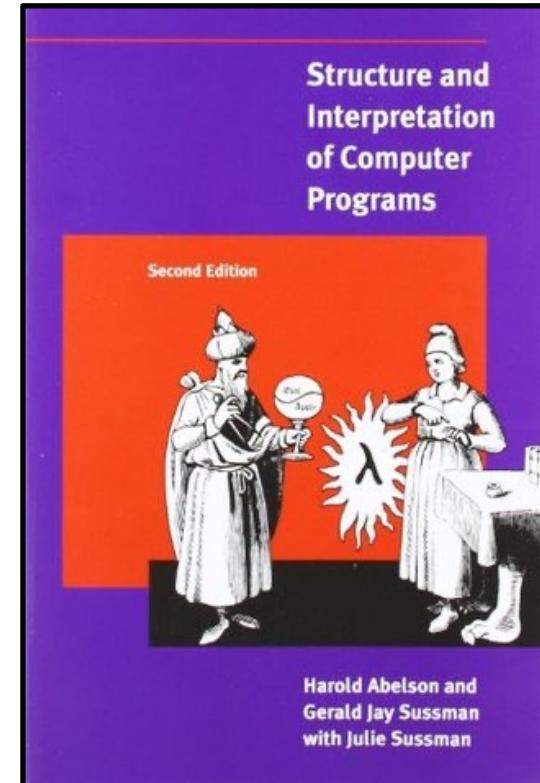
#8 infinite stream  
implementation  
(implicit definition)

We can define the Fibonacci numbers in the same style:

```
(define fibs
  (cons-stream 0
    (cons-stream 1
      (add-streams (stream-cdr fibs)
                    fibs))))
```

This definition says that **fibs** is a stream beginning with **0** and **1**, such that the rest of the stream can be generated by adding **fibs** to itself shifted by one place:

```
1 1 2 3 5 8 13 21 ... = (stream-cdr fibs)
0 1 1 2 3 5 8 13 ... = fibs
0 1 1 2 3 5 8 13 21 34 ... = fibs
```



SICP



Here is the **Scala** version of the **Scheme infinite stream** implementation with **implicit definition**.

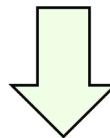


#8 **infinite stream**  
implementation  
(**implicit definition**)

λ

```
(define fibs
  (cons-stream 0
    (cons-stream 1
      (add-streams (stream-cdr fibs)
        fibs))))
```

```
1 1 2 3 5 8 13 21 ... = (stream-cdr fibs)
0 1 1 2 3 5 8 13 ... = fibs
0 1 2 3 5 8 13 21 34 ... = fibs
```



```
val fibs: LazyList[BigInt] =
  BigInt(0) #::: BigInt(1) #::: (fibs zip fibs.tail).map(_+_)
```

```
scala> fibs(10)
val res0: BigInt = 55

scala> fibs(100)
val res1: BigInt = 354224848179261915075

scala> fibs(1000)
val res2: BigInt = 434665576869374564356885276750406258025646605173717804024817290895365554179490518904038798400792
55169295922593080322634775209689623239873322471161642996440906533187938298969649928516003704476137795166849228875
```





03951563677360671090505662996035718764232479207528361608055976977787564767672105212223271848214844466312614875842260926088757643317310232637688648225946912110323677375581  
22133470556805958008310127481673962019583598023967414489867276845869819376783757167936723213081586191045995058970991064686919463448038574143829629547131372173669836184558  
14450574867612432245151994336218291619146802609112179300186478805006135160314435007618921344160248809174105123229035717920549792797092450247994084269615881844261616378004  
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17250583653368093407225310820844723570226809826951426162451204040711501448747856199922814664565893938488028643822313849852328452360667045805113679663751039248163336173274  
54727577563681097734453927582756059742516070546868965779453052160231593986578097480151541498709777807870535705800847237689242218975031275852714017311762127989874495840619  
9843913365680297721208751934988504499713914285158032324823021340630312586072624541637765234505522051086318285359658520708173392709566445011404055106579050374177803933516  
58360904543047721422281816832539613634982525215232257690920254216409657452618066051777901592902884240599998882753691957540116954696152270401280857579766154722192925655963  
99182094889464265751228876633030213374636744921744935163710472573298083281272646818775935658421838359470279201366390768974173896225257578266399080979264701140758036785059  
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67577350756338018895379263183389855955956527857227926155524494739363665533904528656215464288343162282921123290451842212532888101415884061619939195042230059898349966569463  
58018681671707481882321584864773438678091156466075517538552224285240494680336922999893007839002069012151774069642857393019691050098827852305379763794025796895329511243  
61667789105855572133817890899454539479159273749586002682378444868720372434888346168562900978505324970369333619424398028823643235538082080038757417109692897254998785662530  
48867033095150518452126944989251596392079421452606508516052325614861938282489838000815085351564642761700832096483117944401971780149213345335903336672376719229722069970766  
05548245224741692777463752213520171623172213763244569915402239549415822741893058991174693177377651873585003231801443288391637424379585469569122177409894861151556404660956  
50945381155209218637115186845625432750478705300069984231401801694211091059254935961167194576309623288312712683285017603217716804002496576741869271132155732700499357099423  
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58670145062357851396010998747605253545010043935306207243970997644514679099338144899464460978095773195360493873495002686056455569324222969181563029392248760647087343116638  
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74355609970015699780289236362349895374653428746875

scala>



Earlier I said that in Haskell, **streams** are just ordinary **lists**, because we can create an ordinary **list** that is **potentially infinite**: it is only **evaluated** as much as **required** by the **context**.

Remember the first **Scheme** example of an **implicitly defined infinite stream**?

```
(define ones (cons-stream 1 ones)) λ
```

Here is how it looks in **Haskell**.

```
> ones = 1 : ones  
  
> head ones  
1  
  
> tail (head ones)  
1  
  
> ones !! 100  
1  
  
> take 10 ones  
[1,1,1,1,1,1,1,1,1,1]
```



Remember the passage (in slide 3 of part 1) in which **Paul Hudak** asked what should be done to address the fact that the **time complexity** of the **naïve** implementation is **exponential**?

His answer, in the next four slides, is the **Haskell** version of the **infinite stream** implementation with **implicit definition**.

To understand **the cause of this inefficiency**, let's begin the calculation of, say, ***fib* 8**:

***fib* 8**

$\Rightarrow \text{fib } 7 + \text{fib } 6$

$\Rightarrow (\text{fib } 6 + \text{fib } 5) + (\text{fib } 5 + \text{fib } 4)$

$\Rightarrow ((\text{fib } 5 + \text{fib } 4) + (\text{fib } 4 + \text{fib } 3)) + ((\text{fib } 4 + \text{fib } 3) + (\text{fib } 3 + \text{fib } 2))$

$\Rightarrow \left( \begin{array}{c} ((\text{fib } 4 + \text{fib } 3) + (\text{fib } 3 + \text{fib } 2)) \\ + \\ ((\text{fib } 3 + \text{fib } 2) + (\text{fib } 2 + \text{fib } 1)) \end{array} \right) + \left( \begin{array}{c} ((\text{fib } 3 + \text{fib } 2) + (\text{fib } 2 + \text{fib } 1)) \\ + \\ ((\text{fib } 2 + \text{fib } 1) + (\text{fib } 1 + \text{fib } 0)) \end{array} \right)$

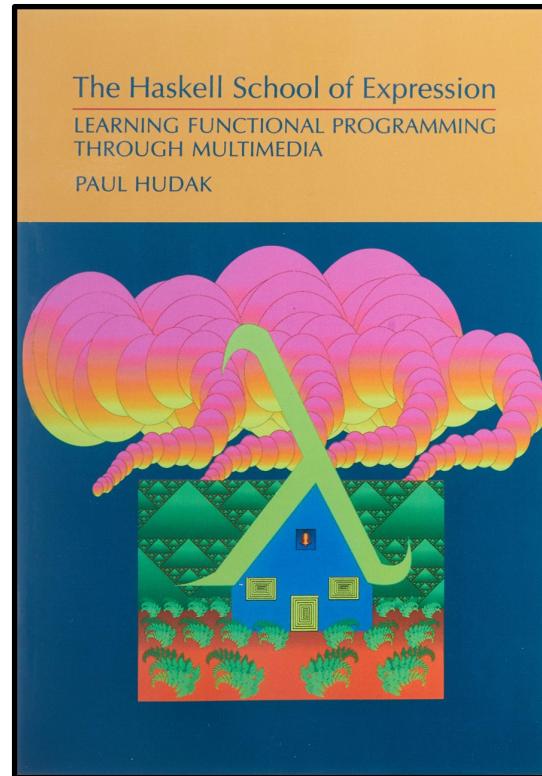
...

It is easy to see that **this calculation is blowing up exponentially**. That is, **to compute the *n*th Fibonacci number will require a number of steps proportional to  $2^n$** . Sadly, many of the computations are being repeated, but in general we cannot expect a **Haskell** implementation to realise this and take advantage of it. **So what do we do?**



#1    **naïve**  
implementation

*fib :: Integer → Integer*  
*fib 0 = 1*  
*fib 1 = 1*  
*fib n = fib (n - 1) + fib (n - 2)*



Paul E. Hudak



One solution is to construct the Fibonacci sequence directly as an infinite stream. The key to this construction is noticing that if we add pointwise the Fibonacci sequence to the tail of the Fibonacci sequence, we get the tail of the tail of the Fibonacci sequence.

1 1 2 3 5 8 13 21 ... = Fibonacci sequence

1 2 3 5 8 13 21 34 ... = tail of Fibonacci sequence

---

2 3 5 8 13 21 34 55 ... = tail of tail of Fibonacci sequence

This leads naturally to the following definition of the Fibonacci sequence:

*fibs :: [Integer]*

*fibs = 1 : 1 : zipWith (+) fibs (tail fibs)*

Note the concise and naturally recursive nature of this definition. Evaluating *take 10 fibs* yields:

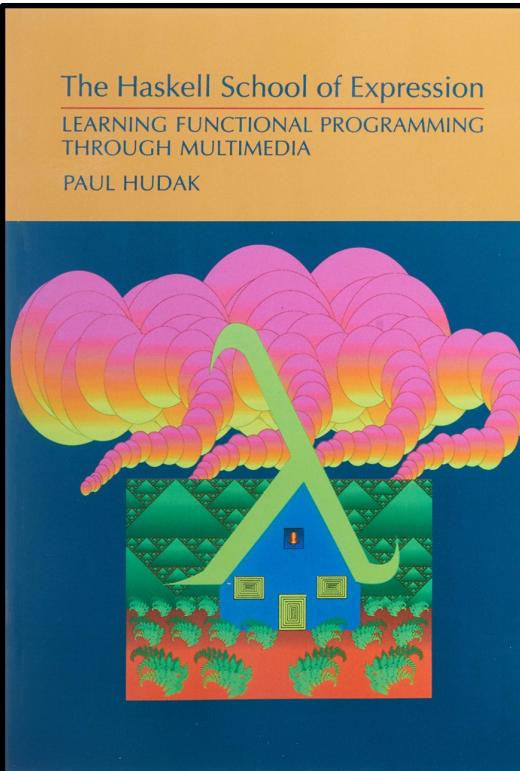
[1,1,2,3,5,8,13,21,34,55]

as expected.

#### DETAILS

Try running *take n fibs* with successively larger values of *n*; you will find that it runs very fast, even though the **Fibonacci numbers** start getting quite large. In fact, in Hugs the time is dominated by how long it takes to print the numbers; try running *fibs !! 1000* to see how quickly a single value can be computed and printed.

This program is very efficient. To see why, we can proceed by calculation.



Paul E. Hudak

The first step is easy:

*fibs*

$\Rightarrow 1 : 1 : \text{add } \text{fibs} (\text{tail } \text{fibs})$

where, for succinctness, I have written *add* for *zipWith* (+).

However, if we now simply substitute the definition of *fibs* for both of its occurrences, we find ourselves heading toward the same **exponential blow-up** that we saw earlier:

$\Rightarrow 1 : 1 : \text{add} (1 : 1 : \text{add } \text{fibs} (\text{tail } \text{fibs}))$   
 $(\text{tail} (1 : 1 : \text{add } \text{fibs} (\text{tail } \text{fibs})))$

Fortunately, a Haskell implementation will be cleverer than this by sharing *fibs* as well as its tail. Starting from the beginning again, this sharing is noticeable immediately after the first step:

*fibs*

$\Rightarrow 1 : 1 : \text{add } \text{fibs} (\text{tail } \text{fibs})$

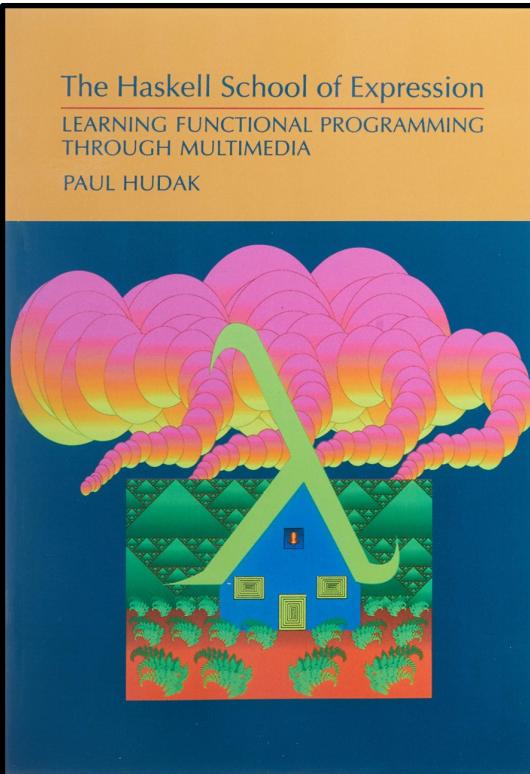
At which point, we can express the sharing of the tail using a *where* clause:

$\Rightarrow 1 : tf$

*where*  $tf = 1 : \text{add } \text{fibs} (\text{tail } \text{fibs})$

$\Rightarrow 1 : tf$

*where*  $tf = 1 : \text{add } \text{fibs} tf$



Paul E. Hudak

We can also express the sharing of the tail of the tail in preparation for unfolding **add** (I will use **tf2**, **tf3**, and so on, for the names of the successive tails):

```
⇒ 1 : tf
  where tf = 1 : tf2
        where tf2 = add fibs tf
```

Finally, we can unfold **add** to yield:

```
⇒ 1 : tf
  where tf = 1 : tf2
        where tf2 = 2 : add tf tf2
```

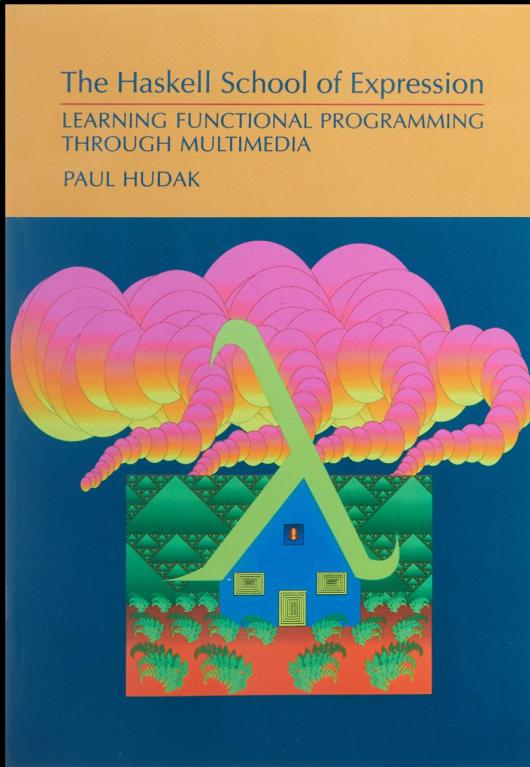
Repeating this process, we introduce even more sharing, and unfold **add** again:

```
⇒ 1 : tf
  where tf = 1 : tf2
        where tf2 = 2 : tf3
              where tf3 = add tf tf2
```

```
⇒ 1 : tf
  where tf = 1 : tf2
        where tf2 = 2 : tf3
              where tf3 = 3 : add tf2 tf3
```

But now note that **tf** is only used in one place, and thus might as well be eliminated, yielding:

```
⇒ 1 : 1 : tf2
  where tf2 = 2 : tf3
        where tf3 = 3 : add tf2 tf3
```



Paul E. Hudak

At this point, we can begin to repeat the sequence of introducing a new *where* clause to capture sharing, unfolding *add*, and then eliminating the outermost *where* binding. This will yield successively longer versions of the result. Here is one more application of that sequence:

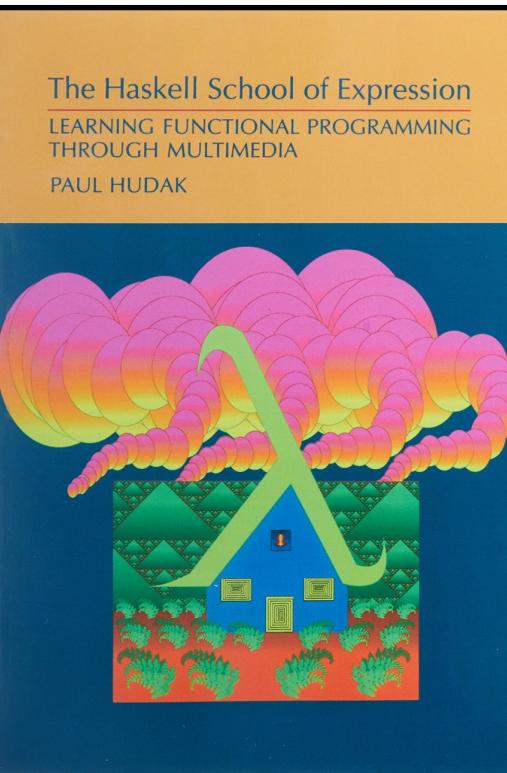
```
⇒ 1 : 1 : tf2  
  where tf2 = 2 : tf3  
        where tf3 = 3 : tf4  
              where tf4 = add tf2 tf3
```

```
⇒ 1 : 1 : tf2  
  where tf2 = 2 : tf3  
        where tf3 = 3 : tf4  
              where tf4 = 5 : add tf3 tf4
```

```
⇒ 1 : 1 : 2 : tf3  
  where tf3 = 3 : tf4  
        where tf4 = 5 : add tf3 tf4
```

The reason why there are always at least two *where* clauses is that *fibs* recurses on itself as well as its tail. The elimination of the *where* clause corresponds to the garbage collection of unused memory by an implementation.

Although this process may seem a bit tedious, it is important only when wanting to reason about the efficiency (in time and space) of the calculation. If you are just interested in the resulting values, you can, of course, use the exponentially expanding calculation, with no fear that you might get a different answer.



Paul E. Hudak





8672768458698193767837516793672321308158619104599505897099106468691946344803857414382962954713137217366983618455814450574867612432245151994336218291619146802609112179300186  
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87711145474240156416477194116391354935466755593592608849200546384685403028080936417250583653368093407225310820844723570226809826951426162451204040711501448747856199922814664  
56589393848802864382231384985232845236066704580511367966375103924816333617327454727577563681097734453927582756059742516070546868965779453052160231593986578097480151541498709  
77780787053570580084723768924221897503127585271401731176212798987449584061998439133656802977212087519349885044997139142851580323248230213406303125860726245416377652345055220  
51086318285359658520708173392709566445011404055106579055037417780393351658360904543047721422281816832539613634982525215232257690920254216409657452618066051777901592902884240  
5999988827536919575401169546915227040128085757976615472219292565596399182094889464265751228876633030213374636744921744935163710472573298083281272646818775935658421838359470  
2792013663907689741738962252575826639908097926470114075803678505993818871845600946958332707751261812820153910417739509182441375619999378192403624695582359241714787027794484  
4310875190180741411029037070605208516297579836175425104164224486757735075633801889537926318338985595596527857227926155524494739363665533904528656215464288343162282921123290  
45184221253288810141588406161993919504223005989834996656946358018681671707481882321584864773438678091156466075517538555222442852404946803369229998930078390002069012151774069  
64285739301969105009882785230537976379402579689532951124361667789105855572133817890899454539479159273749586002682378444868720372434888346168562900978505324970369333619424398  
02882364323553808208003875741710969289725499878566253048867033095150518452126944989251596392079421452606508516052325614861938282489838000815085351564642761700832096483117944  
4019717801492133453359033366723761922972206997076605548245224741692777463752213520171623172213763244569915402239549415822741893058991174693177377651873585003231801443288391  
6374243795854695691221774098948611515564046609565094538115520921863711518684562543275047870530069984231401801694211091059254935961167194576309623288312712683285017603217716  
80400249657674186927113215573270049935709942324416387089242427584407651215572676037924765341808984312676941110313165951429479377670698881249643421933287404390485538222160837  
08890759827739018420413819781102585453708858670145062357851396010998747605253545010043935306207243970997644514679099338144899464460978095773195360493873495002686056455569322  
42296918156302939224876064708734311663842054424896287602136502469918930401125131038350856219080602708666048735858490017042009239297891939381251167984217881152092591304355723  
216356608956035143838839018953166274355609970015699780289236362349895374653428746875

ghci>



In the next two slides, **Stuart Halloway** shows us a **Clojure** version of the current **infinite stream** implementation, and in doing so, explains why we should be **careful** not to hold on to the **head** of a **lazy sequence**.



## Losing your head

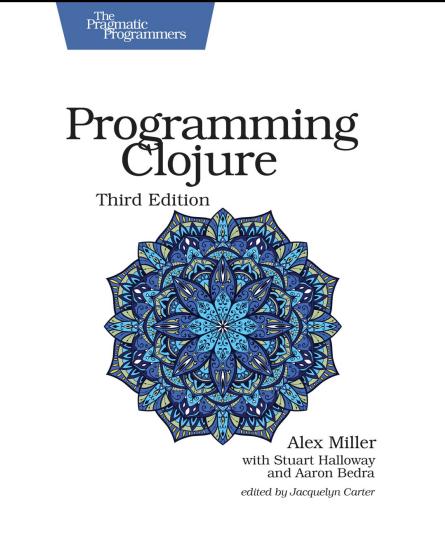
There's one last thing to consider when working with lazy sequences. Lazy sequences let you define a large (possibly infinite) sequence and then work with a small part of that sequence in memory at a given moment. This clever ploy will fail if you (or some API) unintentionally hold a reference to the part of the sequence you no longer care about.

The most common way this can happen is if you accidentally hold the head (first item) of a sequence. In the examples in previous sections, each variant of the Fibonacci numbers was defined as a function returning a sequence, not the sequence itself.

You could define the sequence directly as a top-level var:

```
; holds the head (avoid!)
(defhead-fibo (lazy-cat [0N 1N] (map + head-fibo (rest head-fibo))))
```

This definition uses `lazy-cat`, which is like `concat` except that the arguments are evaluated only when needed. This is a very pretty definition, in that it defines the recursion by mapping a sum over (each element of the Fibonaccis) and (each element of the rest of the Fibonaccis).



Stuart Halloway  
 stuarthalloway



head-fibo works great for small Fibonacci numbers:

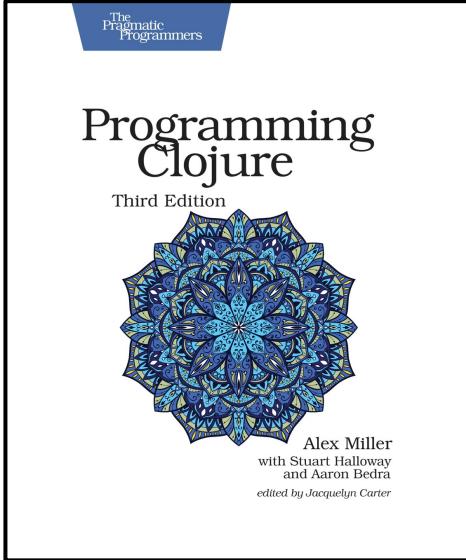
```
(take 10 head-fibo)  
-> [0N 1N 1N 2N 3N 5N 8N 13N 21N 34N]
```

but not so well for huge ones:

```
(nth head-fibo 1000000)  
-> java.lang.OutOfMemoryError: GC overhead limit exceeded
```

The problem is that the top-level var **head-fibo holds the head of the collection**. This prevents the garbage collector from reclaiming elements of the sequence after you've moved past those elements. So, any part of the Fibonacci sequence that you actually use gets cached for the life of the value referenced by **head-fibo**, which is likely to be the life of the program.

Unless you want to cache a sequence as you traverse it, you must be careful not to keep a reference to the head of the sequence. As the **head-fibo** example demonstrates, you should normally expose lazy sequences as a function that *returns* the sequence, not as a var that *contains* the sequence. If a caller of your function wants an explicit cache, the caller can always create its own var. With lazy sequences, losing your head is often a good idea.



Stuart Halloway  
 stuarthalloway



Computing the millionth **Fibonacci number** using the **Scala** version also runs out of **heap space**.

This is true of all the **Scala** implementations in this deck, so I am going to stop repeating it.



#8 **infinite stream**  
implementation  
(**implicit definition**)

```
scala> val fibs: LazyList[BigInt] =  
|   BigInt(0) #:: BigInt(1) #:: (fibs zip fibs.tail).map(_+_)  
|  
val fibs: LazyList[BigInt] = LazyList(<not computed>)  
  
scala> fibs(1_000_000)  
java.lang.OutOfMemoryError: Java heap space  
at java.base/java.math.BigInteger.add(BigInteger.java:1425)  
at java.base/java.math.BigInteger.add(BigInteger.java:1331)  
at scala.math.BigInt.$plus(BigInt.scala:311)  
at rs$line$1$.$init$$anonfun$1$$anonfun$1$$anonfun$1(rs$line$1:1)  
at rs$line$1$$Lambda$1668/0x00000008015cc580.apply(Unknown Source)  
at scala.collection.immutable.LazyList.$anonfun$mapImpl$1(LazyList.scala:517)  
at scala.collection.immutable.LazyList$$Lambda$1671/0x00000008015cab18.apply(Unknown Source)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state$lzycompute(LazyList.scala:259)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state(LazyList.scala:252)  
at scala.collection.immutable.LazyList.isEmpty(LazyList.scala:269)  
at scala.collection.immutable.LazyList$$anonfun$dropImpl$1(LazyList.scala:1073)  
at scala.collection.immutable.LazyList$$Lambda$1663/0x000000080159f248.apply(Unknown Source)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state$lzycompute(LazyList.scala:259)  
at scala.collection.immutable.LazyList.scala$collection$immutable$LazyList$$state(LazyList.scala:252)  
at scala.collection.immutable.LazyList.isEmpty(LazyList.scala:269)  
at scala.collection.LinearSeqOps.apply(LinearSeq.scala:131)  
at scala.collection.LinearSeqOps.apply$(LinearSeq.scala:128)  
at scala.collection.immutable.LazyList.apply(LazyList.scala:240)  
... 14 elided  
  
scala>
```



I didn't know that these days, computing the **Fibonacci sequence** is actually an example in the **Scala API documentation** for **LazyList** (see next slide).

This class implements an **immutable linked list**. We call it "**lazy**" because it computes its elements only when they are needed.

Elements are **memoized**; that is, the value of each element is computed at most once.

Elements are computed in-order and are never skipped. In other words, accessing the tail causes the head to be computed first.

How lazy is a **LazyList**? When you have a value of type **LazyList**, you don't know yet whether the list is empty or not. If you learn that it is non-empty, then you also know that the head has been computed. But the tail is itself a **LazyList**, whose emptiness-or-not might remain undetermined.

A **LazyList** may be **infinite**. For example, **LazyList.from(0)** contains all of the natural numbers 0, 1, 2, and so on. For **infinite sequences**, some methods (such as count, sum, max or min) will not terminate.

Here is an example:

```
import scala.math.BigInt
object Main extends App {
  val fibs: LazyList[BigInt] =
    BigInt(0) #:: BigInt(1) #:: fibs.zip(fibs.tail).map { n => n._1 + n._2 }
  fibs.take(5).foreach(println)
}
```

Note that the definition of **fibs** uses **val** not **def**. The **memoization** of the **LazyList** requires us to have somewhere to store the information and a **val** allows us to do that.

Further remarks about the **semantics** of **LazyList**:

- Though the **LazyList** changes as it is accessed, this does not contradict its **immutability**. Once the values are **memoized** they do not change. Values that have yet to be **memoized** still "exist", they simply haven't been computed yet.
- One must be cautious of **memoization**; it can eat up memory if you're not careful. That's because **memoization** of the **LazyList** creates a structure much like **scala.collection.immutable.List**. As long as something is holding on to the head, the head holds on to the tail, and so on recursively. If, on the other hand, there is nothing holding on to the head (e.g. if we used **def** to define the **LazyList**) then once it is no longer being used directly, it disappears.



Computing the millionth **Fibonacci number** using the **Haskell** version does not exhaust **heap space**.

```
ghci> fibs = 0 : 1 : zipWith (+) fibs (tail fibs)  
ghci> (fibs !! (1000000)) > 1  
True  
ghci>
```



#8 infinite stream  
implementation  
(implicit definition)



As a recap, here are the **Scheme**, **Clojure**, **Scala**, and **Haskell** versions compared.



```
(define fibs
  (cons-stream 0
    (cons-stream 1
      (add-streams (stream-cdr fibs)
        fibs))))
```



```
(def fibs (lazy-cat [0N 1N] (map + fibs (rest fibs))))
```



```
val fibs: LazyList[BigInt] =
  BigInt(0) #:: BigInt(1) #:: (fibs zip fibs.tail).map(_+_)
```



```
fibs = 0 : 1 : zipWith (+) fibs (tail fibs)
```



Next, consider the **left-fold** based implementation from part 1. Note how **range** (1 to i) is only used to control the number of steps in the folding process. It is only the length of the **range** that matters, not its values. e.g. the **range** may just as well be (-1 to -i).

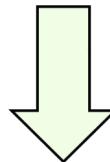


#9 infinite stream  
implementation  
(**unfolding**)

```
def fib(i: Int): BigInt =  
  fibtwo(i).first  
  
def fibtwo(i: Int): (BigInt, BigInt) =  
  (1 to i).foldLeft(BigInt(0), BigInt(1))  
    { case ((a, b), _) => (b, a + b) }
```



One way to eliminate the need for the **range** is to use the **unfold** function provided by **LazyList**.



[scala.collection.immutable](#)  
**LazyList**

```
def fib(i: Int): BigInt =  
  fibtwo(i).first  
  
def fibtwo(i: Int): (BigInt, BigInt) =  
  LazyList.unfold((BigInt(0), BigInt(1)))  
    { case (a, b) => Some((a, b), (b, a + b)) }(i)
```

**def unfold[A, S](init: S)(f: (S) => Option[(A, S)]): LazyList[A]**

Produces a lazy list that uses a function f to produce elements of type A and update an internal state of type S.

**A** Type of the elements

**S** Type of the internal state

**init** State initial value

**f** Computes the next element (or returns None to signal the end of the collection)

**returns** a lazy list that produces elements using f until f returns None

**Definition Classes** [LazyList](#) → [IterableFactory](#)

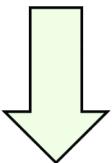


Next, we can **simplify** the **unfolding** implementation by using the **iterate** function provided by **LazyList**.



#10 infinite stream  
implementation  
(iteration)

```
def fib(i: Int): BigInt =  
  fibtwo(i).first  
  
def fibtwo(i: Int): (BigInt, BigInt) =  
  LazyList.unfold((BigInt(0), BigInt(1)))  
    { case (a, b) => Some((a, b), (b, a + b)) }(i)
```



```
def fib(i: Int): BigInt =  
  fibtwo(i).first  
  
def fibtwo(i: Int): (BigInt, BigInt) =  
  LazyList.iterate((BigInt(0), BigInt(1)))  
    { case (a, b) => (b, a + b) }(i)
```



`def iterate[A](start: => A)(f: (A) => A): LazyList[A]`

An infinite LazyList that repeatedly applies a given function to a start value.

**start** the start value of the LazyList

**f** the function that's repeatedly applied

**returns** the LazyList returning the infinite sequence of values `start, f(start), f(f(start)), ...`



Remember the first implementation of the **Fibonacci sequence** in this deck, which was based on an **implicit definition**?

```
val fibs: LazyList[BigInt] =  
  BigInt(0) #:: BigInt(1) #:: (fibs zip fibs.tail).map(_+_)
```



#8 **infinite stream**  
implementation  
(**implicit definition**)

To conclude the deck, in the next four slides we look at another implementation that is also based on an **implicit definition**.



Here we define the **Fibonacci sequence** simply as the result of consing **0** (the first **Fibonacci number**) onto the result of doing a **left scan** of the **sequence** itself with addition and an initial accumulator of 1.

```
fibs :: Num a => [a]
fibs = 0 : scanl (+) 1 fibs
```

**Left scan** function **scanl** is similar to **left fold** function **foldl**, but returns a list of successive reduced values from the left.

$$\begin{aligned} \text{foldl} &:: (\beta \rightarrow \alpha \rightarrow \beta) \rightarrow \beta \rightarrow [\alpha] \rightarrow \beta \\ \text{foldl } f e [] &= e \\ \text{foldl } f e (x:xs) &= \text{foldl } f (f e x) xs \end{aligned}$$

$$\begin{aligned} \text{scanl} &:: (\beta \rightarrow \alpha \rightarrow \beta) \rightarrow \beta \rightarrow [\alpha] \rightarrow [\beta] \\ \text{scanl } f e [] &= [e] \\ \text{scanl } f e (x:xs) &= e : \text{scanl } f (f e x) xs \end{aligned}$$

**foldl** ( $\oplus$ )  $e$   $[x_0, x_1, x_2]$



$((e \oplus x_0) \oplus x_1) \oplus x_2$

**scanl** ( $\oplus$ )  $e$   $[x_0, x_1, x_2]$



$[e, e \oplus x_0, (e \oplus x_0) \oplus x_1, ((e \oplus x_0) \oplus x_1) \oplus x_2]$



Here is a less efficient, but easier to understand definition of a **left scan**. Given a function **f**, an initial accumulator **e**, and a **list** of items **xs**, **scanl** first uses the **inits** function to compute the **initial segments** of the given **list**, and then **maps** each resulting **segment** to the result of **folding** the **segment** using the given function **f** and the given initial accumulator **e**.

$$\begin{aligned} \text{scanl} &:: (\beta \rightarrow \alpha \rightarrow \beta) \rightarrow \beta \rightarrow [\alpha] \rightarrow [\beta] \\ \text{scanl } f e xs &= \text{map} (\text{foldl } f e) (\text{inits } xs) \end{aligned}$$

Here is an example of **inits** being used to compute the **initial segments** of a small list.

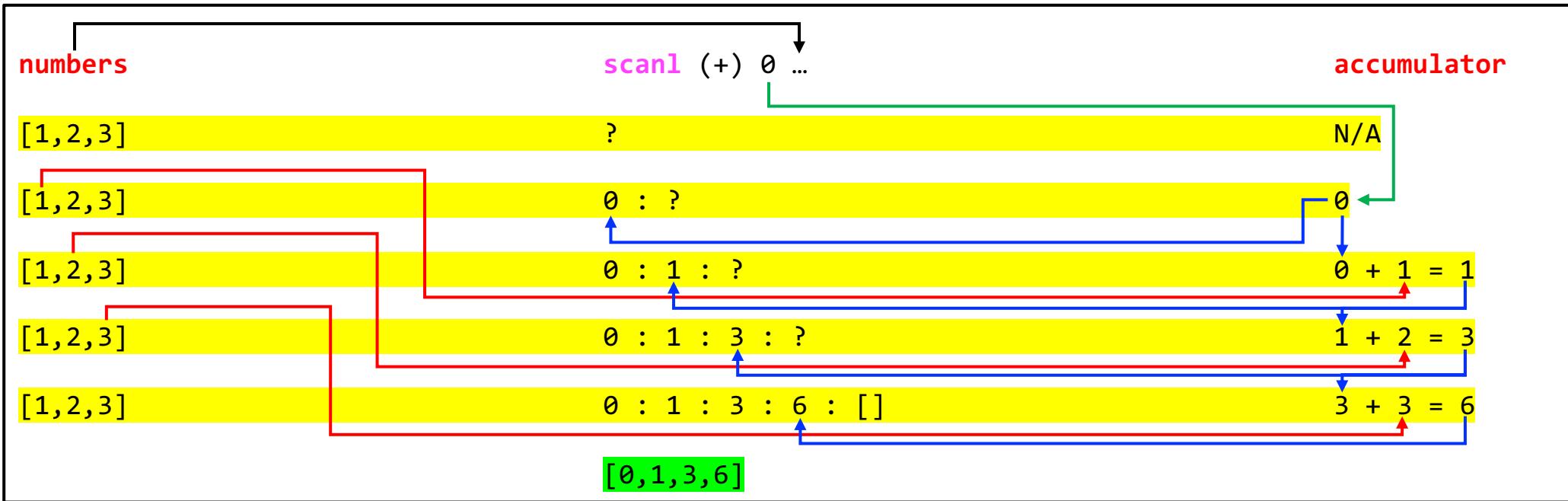
**inits**  $[x_0, x_1, x_2] = [[], [x_0], [x_0, x_1], [x_0, x_1, x_2]]$

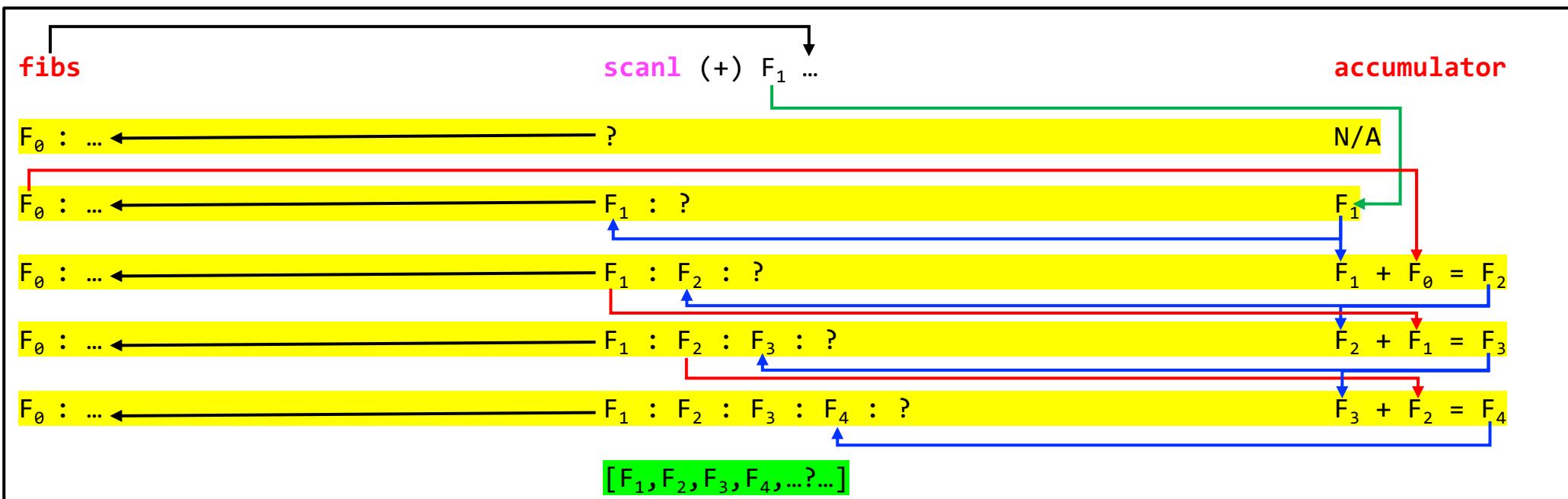
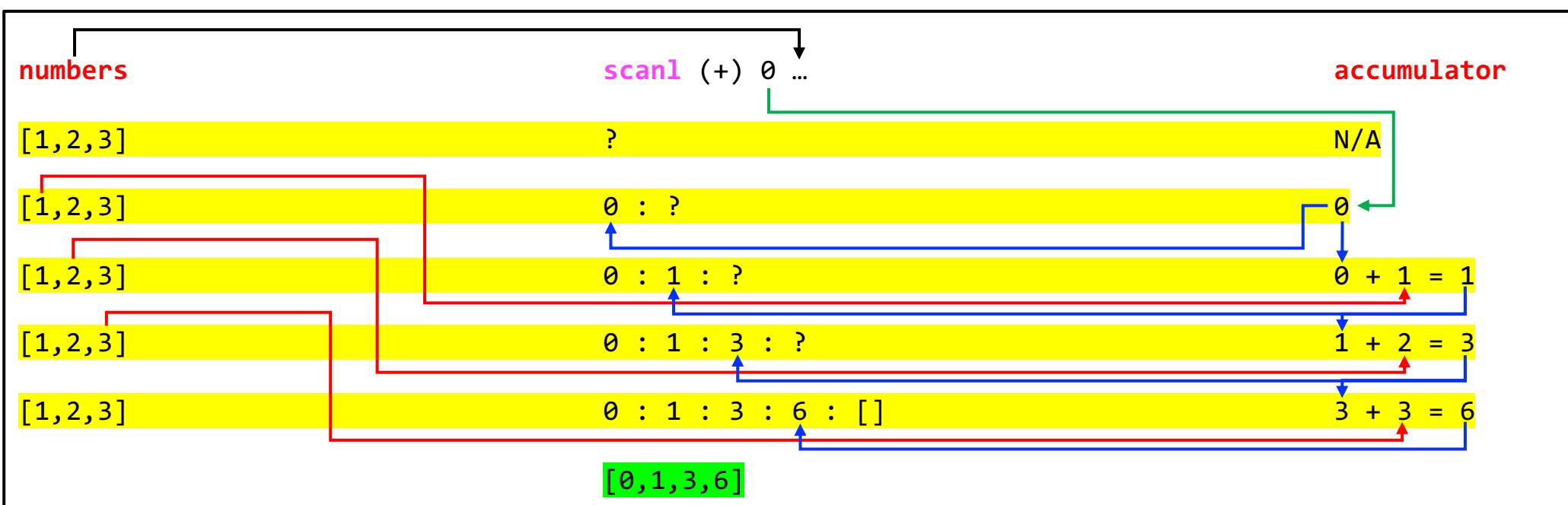


To understand how **fibs** works, on the next slide we go through the steps involved in the evaluation of  
**scanl (+) 0 [1,2,3]**

and on the subsequent slide we go through a similar exercise for the evaluation of

**fibs = 0 : scanl (+) 1 fibs**







## #11 infinite stream implementation (scanning)

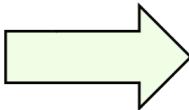


Here is the **Scala** version of the **Haskell** implementation.

**Scala** function **scan** just delegates to function **scanLeft**.



```
fibs :: Num a => [a]
fibs = 0 : scanl (+) 1 fibs
```



```
val fibs: LazyList[BigInt] =
  BigInt(0) #:: fibs.scan(BigInt(1))(_+_)
```





▼ **def scan[B >: B](z: B)(op: (B, B) => B): View[B]**

Computes a prefix scan of the elements of the collection.

Note: The neutral element `z` may be applied more than once.

#### Type parameters

B element type of the resulting collection

#### Value parameters

op the associative operator for the scan

z neutral element for the operator `op`

#### Attributes

Returns a new iterable collection containing the prefix scan of the elements in this iterable collection

Inherited from: [IterableOps](#)

Source [Iterable.scala](#)

delegates to

▼ **def scanLeft[B](z: B)(op: (B, A) => B): CC[B]**

Produces a collection containing cumulative results of applying the operator going left to right, including the initial value.

Note: will not terminate for infinite-sized collections.

Note: might return different results for different runs, unless the underlying collection type is ordered.

#### Type parameters

B the type of the elements in the resulting collection

#### Value parameters

op the binary operator applied to the intermediate result and the element

z the initial value

#### Attributes

Returns collection with intermediate results

Source [IterableOnce.scala](#)



To conclude this deck, the next slide contains the **Scala** version  
of the five implementations that we have seen in the deck.



```
def fibs: LazyList[BigInt] =  
  fibgen(0, 1)  
  
def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =  
  a #:: fibgen(b, a + b)
```

#7 infinite stream  
implementation  
(explicit generation)

```
val fibs: LazyList[BigInt] =  
  BigInt(0) #:: BigInt(1) #:: (fibs zip fibs.tail).map(_+_)
```

#8 infinite stream  
implementation  
(implicit definition)

```
def fib(i: Int): BigInt =  
  fibtwo(i).first  
  
def fibtwo(i: Int): (BigInt, BigInt) =  
  LazyList.unfold((BigInt(0), BigInt(1)))  
    { case (a, b) => Some((a, b), (b, a + b)) }(i)
```

#9 infinite stream  
implementation  
(unfolding)

```
def fib(i: Int): BigInt =  
  fibtwo(i).first  
  
def fibtwo(i: Int): (BigInt, BigInt) =  
  LazyList.iterate((BigInt(0), BigInt(1)))  
    { case (a, b) => (b, a + b) }(i)
```

#10 infinite stream  
implementation  
(iteration)

```
val fibs: LazyList[BigInt] =  
  BigInt(0) #:: fibs.scan(BigInt(1))(_+_)
```

#11 infinite stream  
implementation  
(scanning)



The next slide is the same as the previous one, except that implementations #9 and #10 have been simplified so that they consist of a single **fibs** function with the same signature as the other implementations.



```
def fibs: LazyList[BigInt] =  
  fibgen(0, 1)  
  
def fibgen(a: BigInt, b: BigInt): LazyList[BigInt] =  
  a #:: fibgen(b, a + b)
```

#7 infinite stream  
implementation  
(explicit generation)

```
val fibs: LazyList[BigInt] =  
  BigInt(0) #:: BigInt(1) #:: (fibs zip fibs.tail).map(_+_)
```

#8 infinite stream  
implementation  
(implicit definition)

```
val fibs: LazyList[BigInt] =  
  LazyList.unfold((BigInt(0), BigInt(1))){  
    case (a, b) => Some((a, b), (b, a + b))  
  }.map(_.first)
```

#9 infinite stream  
implementation  
(unfolding)

```
val fibs: LazyList[BigInt] =  
  LazyList.iterate((BigInt(0), BigInt(1))){  
    case (a, b) => (b, a + b)  
  }.map(_.first)
```

#10 infinite stream  
implementation  
(iteration)

```
val fibs: LazyList[BigInt] =  
  BigInt(0) #:: fibs.scan(BigInt(1))(_+_)
```

#11 infinite stream  
implementation  
(scanning)



That's all for part 2.

I hope you found it useful.