CS2030 Programming Methodology

Semester 1 2023/2024

1 & 2 November 2023 Problem Set #9 Suggested Guidance Lazy Evaluation

1. Study the following implementation of the Lazy class.

```
import java.util.function.Supplier;
import java.util.function.Function;
class Lazy<T> {
    private final Supplier<? extends T> supplier;
    private Lazy(Supplier<?extends T> supplier) {
        this.supplier = supplier;
    }
    static <T> Lazy<T> of(Supplier<? extends T> supplier) {
        return new Lazy<T>(supplier);
    }
    static <T> Lazy<T> of(T t) {
        return new Lazy<T>(() -> t);
    }
    T get() {
        return supplier.get();
    }
    <R> Lazy<R> map(Function<? super T, ? extends R> mapper) {
        Supplier<R> supplier = () -> mapper.apply(this.get());
        return Lazy.<R>of(supplier);
    }
    @Override
    public boolean equals(Object obj) {
        if (this == obj) {
            return true;
        } else if (obj instanceof Lazy<?> other) {
            return this.get().equals(other.get());
        } else {
            return false;
        }
    }
}
```

Suppose we are given the following foo method that represents a pure function:

```
int foo() {
    System.out.println("foo method evaluated");
    return 1;
}
```

To evaluate foo lazily (i.e. only when necessary), we "wrap" the foo method within a Supplier and pass it to Lazy.of:

```
jshell> Supplier<Integer> supplier = () -> foo()
supplier ==> $Lambda$...

jshell> lazy = Lazy.<Integer>of(supplier)
$.. ==> Lazy@6f7fd0e6
```

The foo method will only be evaluated when we invoke the Lazy's get method.

```
jshell> lazy.get()
foo method evaluated
$.. ==> 1
```

However, repeated invocations of the get method would result in the foo method being re-evaluated despite that the same value will be returned.

```
jshell> lazy.get()
foo method evaluation
$.. ==> 1
```

Since pure functions are referentially transparent (i.e. we can always replace them with the resulting value), Lazy should *cache* the result of the first evaluation and return this cached value during subsequent calls of get.

```
jshell> lazy = Lazy.<Integer>of(() -> foo())
$.. ==> Lazy@6f7fd0e6

jshell> lazy.get()
foo method evaluation
$.. ==> 1

jshell> lazy.get()
$.. ==> 1
```

(a) By including a *non-final* property private Optional<T> cache into the Lazy class,

```
class Lazy<T> {
    private final Supplier<? extends T> supplier;
    private Optional<T> cache; // cannot be final
```

rewrite the constructor and get method such that the first invocation of Lazy::get will call the Supplier::get to perform the first evaluation and cache the result in cache. Subsequent Lazy::get invocations will simply return the cached value.

```
class Lazy<T> {
    ...
    private Lazy(Supplier<? extends T> supplier) {
        this.supplier = supplier;
        this.cache = Optional.<T>empty();
    }
    ...
    T get() {
        return this.cache.orElseGet(() -> {
            T v = this.supplier.get());
            this.cache = Optional.<T>of(v);
            return v;
        });
    }
}
```

- (b) Is the Lazy class immutable?
 - Although it might seem that the Lazy class is no longer immutable, it is still observably immutable.
- (c) Include the flatMap method and demonstrate how Lazy obeys the identity and associativity laws of the map (Lazy is a Functor) and flatMap (Lazy is a Monad).

```
jshell> lazyint.map(f).map(g).
   ...> equals(lazyint.map(g.compose(f))) // functor associativity
$.. ==> true
jshell> Function<Integer,Lazy<Integer>> id = x -> Lazy.of(x)
id ==> $Lambda$20/0x00007fde7c00a000007530d0a
jshell> Function<Integer, Lazy<Integer>> f = x -> Lazy.of(() -> x + 1)
f ==> $Lambda$35/0x0000000800c0f0d0@7c3df479
jshell> Function<Integer, Lazy<Integer>> g = x -> Lazy.of(() -> x * 1)
g ==> $Lambda$36/0x0000000800c0f720@6576fe71
jshell> lazyint.flatMap(id).
   ...> equals(lazyint) // monad right identity
$.. ==> true
jshell> id.apply(1).flatMap(f).
   ...> equals(f.apply(1)) // monad left identity
$.. ==> true
jshell> lazyint.flatMap(f).flatMap(g).
  ...> equals(lazyint.flatMap(x -> f.apply(x).flatMap(g))) // monad associativity
$.. ==> true
```

2. The following depicts a classic tail-recursive implementation for finding the sum of values from 0 to n (given by $\sum_{i=0}^{n} i$) for $n \geq 0$.

```
long sum(long n, long result) {
    if (n == 0) {
        return result;
    } else {
        return sum(n - 1, n + result);
    }
}
```

In particular, the implementation above is considered **tail-recursive** because the recursive function is at the tail end of the method, i.e. no computation is done after the recursive call returns. As an example, sum(100, 0) gives 5050. However, this recursive implementation causes a java.lang.StackOverflowError error for large values such as sum(100000, 0).

Although the tail-recursive implementation can be simply re-written in an iterative form using loops, we desire to capture the original intent of the tail-recursive implementation using delayed evaluation via the Supplier functional interface.

We represent each recursive computation as a Compute<T> object. A Compute<T> object can be either:

- a recursive case, represented by a Recursive<T> object, that can be recursed, or
- a base case, represented by a Base<T> object, that can be evaluated to a value of type T.

As such, we can rewrite the above sum method as

```
Compute<Long> sum(long n, long s) {
    if (n == 0) {
        return new Base<Long>(() -> s);
    } else {
        return new Recursive < Long > (() -> sum(n - 1, n + s));
}
and evaluate the sum via the summer method below:
long summer(long n) {
    Compute<Long> result = sum(n, 0);
    while (result.isRecursive()) {
        result = result.recurse();
    return result.evaluate();
}
(a) Complete the program by writing the Compute interface, as well as Base and
   Recursive classes.
(b) Demonstrate how the above classes can be used to find
     • the sum of values from 0 to n;
     \bullet the factorial of n
   interface Compute<T> {
       boolean isRecursive();
       Compute<T> recurse();
       T evaluate();
   }
   class Base<T> implements Compute<T> {
       private final Supplier<T> supplier;
       Base(Supplier<T> supplier) {
           this.supplier = supplier;
       }
       public boolean isRecursive() {
           return false;
       }
```

```
public Compute<T> recurse() {
        throw new IllegalStateException("Recursive calling a base case");
    }
    public T evaluate() {
        return this.supplier.get();
}
class Recursive<T> implements Compute<T> {
    private final Supplier<Compute<T>> supplier;
    Recursive(Supplier<Compute<T>> supplier) {
        this.supplier = supplier;
    public boolean isRecursive() {
        return true;
    public Compute<T> recurse() {
        return this.supplier.get();
    public T evaluate() {
        throw new IllegalStateException("Evaluating a recursive case");
}
long evaluate(Compute<Long> compute) {
    while (compute.isRecursive()) {
        compute = compute.recurse();
    return compute.evaluate();
}
Compute<Long> sum(long n, long s) {
    if (n == 0) {
        return new Base<Long>(() -> s);
        return new Recursive<Long>(() -> sum(n - 1, n + s));
    }
}
long sum(long n) {
    return evaluate(sum(n, 0));
}
```

```
Compute<Long> factorial(long n, long s) {
    if (n == 0) {
        return new Base<Long>(() -> s);
    } else {
        return new Recursive<Long>(() -> factorial(n - 1, n * s));
    }
}
long factorial(long n) {
    return evaluate(factorial(n, 1));
}
jshell> sum(10)
$.. ==> 55

jshell> factorial(10)
$.. ==> 3628800
```