

# Videregående F#

Programmering og problemløsning

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# Doven evaluering: lazy

- Erklæring: `let name = lazy ( expr )`
- Tvungen beregning: `name.Force()`
- Beregning gjort en og kun en gang

```
let a = 2;  
let b = lazy (printfn "calculating"; a*a);  
printfn "Before: %A" b  
b.Force()  
printfn "After: %A" b  
b.Force()  
printfn "After repeat: %A" b
```

[lazy.fsx](#)

# Sekvenser (seq)

- En sekvens (sequence) er en ordnet liste af elementer af samme type.
- Type: `seq<'a>` eller `System.Collections.Generic.IEnumerable`
- Støttefunktioner: `Seq` modulet
- Lazy evaluering!
- Eksempler:

```
seq { 0 .. 10 .. 100 }
```

```
seq { for i in 1 .. 10 do yield (float i) ** 3.0 }
```

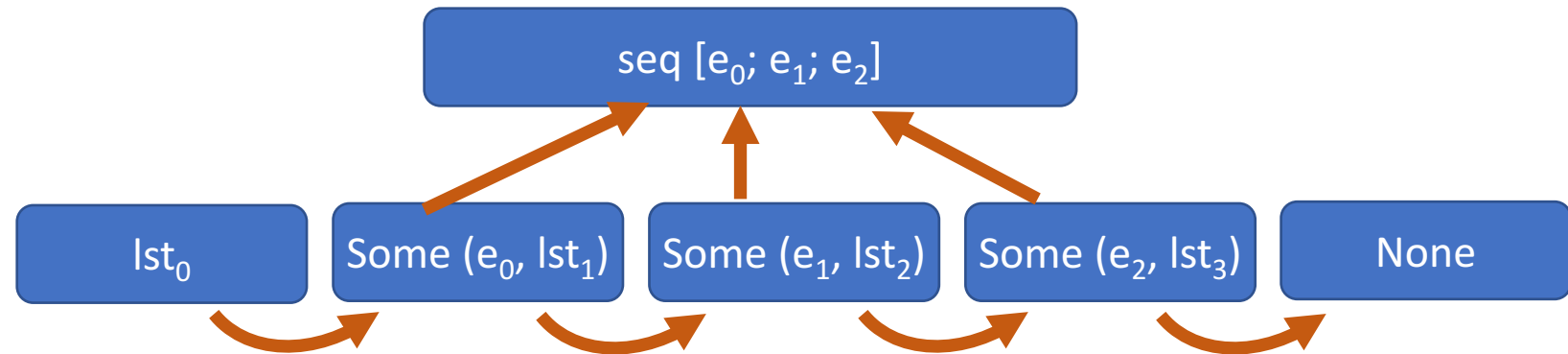
```
seq { for i in 1 .. 10 -> (float i)**3.0 }
```

```
seq [1; 2; 3]
```

`seqComputationExpr.fsx`

[seqDelayedEval.fsx](#)

$\text{Seq.unfold} : (('a \rightarrow ('b * 'a) \text{ option}) \rightarrow 'a \rightarrow \text{seq} <'b>$



- Fibonacci

`let fib (n,m) = if m < 1000 then Some (n+m, (m, n+m)) else None;;`

`let a = Seq.unfold fib (1,1);;`

`Seq.toList a;;`

- Sekvenser er dovne, så vi beregner kun dem, vi bruger:

`let fib (n,m) = Some (n+m, (m, n+m));;`

`let a = Seq.unfold fib (1,1);;`

`a |> Seq.take 15 |> Seq.toList;;`

# Uendelige sekvenser og `yield!` (bang)

- Elementer i sekvenser bliver udregnet efter behov (lazy evaluation)

```
let repeat items = seq { while true do yield items }  
printfn "%A" (repeat [1;2;3]);;
```

- Bang:

```
let repeat items = seq { while true do yield! items }  
printfn "%A" (repeat [1;2;3]);;
```

- Function with bang:

```
let rec repeat items = seq { yield! items; yield! repeat items }  
printfn "%A" (repeat [1;2;3]);;
```

- `Seq.initInfinite`:

```
let s = Seq.initInfinite (fun i -> (float i)**2.0)  
printfn "%A" s;
```

Prime: heltal  $n > 2$  kun deleligt med 1 og  $n$

```
let isPrime n =
```

```
    let sqrtInt = float >> sqrt >> int
```

```
    List.forall (fun x -> n % x <> 0) [ 2 .. sqrtInt n ]
```

```
let s = Seq.initInfinite (fun i -> i+2)
```

```
let primes = Seq.filter isPrime s
```

```
for i = 0 to 299 do printf "%d " (Seq.item i primes)
```

```
printfn "";;
```

# Eratosthenes' sigte

```
let s = Seq.initInfinite (fun i -> i+2)
let sieve n = Seq.filter (fun v -> v%n <> 0)
let step s =
    let h = Seq.head s
    Some(h, sieve h (Seq.tail s))
let primes = Seq.unfold step s
for i = 0 to 299 do printf "%d " (Seq.item i primes)
printfn "";
```

	2	3	4	5	6	7	8	9	10	Prime numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	
101	102	103	104	105	106	107	108	109	110	
111	112	113	114	115	116	117	118	119	120	

[https://en.wikipedia.org/wiki/Sieve\\_of\\_Eratosthenes](https://en.wikipedia.org/wiki/Sieve_of_Eratosthenes)

# Asynkrone beregninger: `async`

```
let comp = async {  
  for i = 1 to 100 do  
    printfn "%d" i;  
    do! Control.Async.Sleep 100;  
};;  
Control.Async.RunSynchronously comp;; // await  
resultControl.Async.Start comp;; // do not await result
```



# Asynkrone beregninger: Cancel event

```
let cancellationSource = new System.Threading.CancellationTokenSource()
let comp = async {
    for i = 1 to 100 do
        printfn "%d" i;
        do! Control.Async.Sleep 100;
    }
Control.Async.Start (comp, cancellationSource.Token) // allow cancellation
System.Threading.Thread.Sleep(200) // do nothing in 200ms
cancellationSource.Cancel();; // cancel comp
```

# Parallelbe

```
let fetchUrl url =
```

```
    let req = WebF
```

```
    use resp = req
```

```
    use stream = r
```

```
    use reader = n
```

```
    let html = reac
```

```
    printfn "finishe
```

```
Jons-mac:20180119SeqNAsync sparring$ i=webDownload; fsharpc $i.fsx && mono32 $i.exe  
Microsoft (R) F# Compiler version 4.1
```

```
Copyright (c) Microsoft Corporation. All Rights Reserved.
```

```
finished downloading http://www.bing.com
```

```
finished downloading http://www.google.com
```

```
finished downloading http://www.microsoft.com
```

```
finished downloading http://www.amazon.com
```

```
finished downloading http://www.yahoo.com
```

```
00:00:03.2283960 msec
```

```
Jons-mac:20180119SeqNAsync sparring$ i=asyncWeb; fsharpc $i.fsx && mono32 $i.exe
```

```
Microsoft (R) F# Compiler version 4.1
```

```
Copyright (c) Microsoft Corporation. All Rights Reserved.
```

```
finished downloading http://www.microsoft.com
```

```
finished downloading http://www.google.com
```

```
finished downloading http://www.bing.com
```

```
finished downloading http://www.yahoo.com
```

```
finished downloading http://www.amazon.co
```

```
00:00:01.5359210 msec
```

[webDownload.fsx](#) vs. [asyncWeb.fsx](#)

[buttonControl.fsx](#)

