

GENERATORS AND STREAMS

COMPUTER SCIENCE MENTORS 61A

April 16 to April 18, 2018

1 Iterators and Generators

1. What does the following code block output?

```
def foo():  
    a = 0  
    if a < 10:  
        print("Hello")  
        yield a  
        print("World")
```

```
for i in foo():  
    print(i)
```

Hello
0
World

2. How can we modify `foo` so that `list(foo()) == [0, 1, 2, . . . , 9]`? (It's okay if the program prints along the way.)

```
def foo():  
    a = 0  
    while a < 10:  
        print("Hello")  
        yield a  
        print("World").  
        a += 1
```

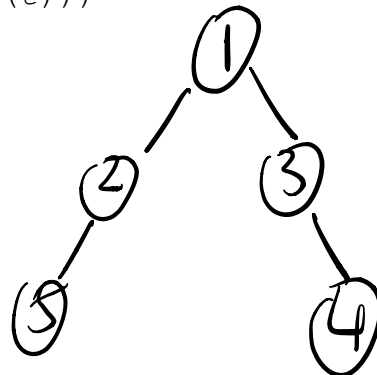
3. Define `hailstone_sequence`, a generator that yields the hailstone sequence. Remember, for the hailstone sequence, if n is even, we need to divide by two. Otherwise, we multiply by 3 and add by 1.

```
def hailstone_sequence(n):
    """
    >>> hs_gen = hailstone_sequence(10)
    >>> next(hs_gen)
    10
    >>> next(hs_gen)
    5
    >>> for i in hs_gen:
        print(i)

    16
    8
    4
    2
    1
    """
```

4. Define `tree_sequence`, a generator that iterates through a tree by first yielding the root value and then yielding the values from each branch.

```
def tree_sequence(t):
    """
    >>> t = Tree(1, [Tree(2, [Tree(5)]), Tree(3, [Tree(4)])])
    >>> print(list(tree_sequence(t)))
    [1, 2, 5, 3, 4]
    """
```



2 Streams

1. What are the differences between streams and scheme lists? What's the advantage of using a stream over a linked list?
2. What's the maximum size of a stream?
3. When is the next element actually calculated?

4. What Would Scheme Display?

(a) scm> (**define** x 1)

X

(b) scm> (**define** p (**delay** (+ x 1)))

P

(c) scm> p

[promise (not forced)]

(d) scm> (**force** p)

2

(e) scm> (**define** (foo x) (+ x 10))

foo

(f) scm> (**define** bar (cons-stream (foo 1)

11

(cons-stream (foo 2) bar)))

bar

(g) scm> (car bar)

11

(h) scm> (cdr bar)

[promise (not forced)]

(i) scm> (**define** (foo x) (+ x 1))

foo

(j) scm> (cdr-stream bar)

(3 . [promise (not forced)])

(k) scm> (**define** (foo x) (+ x 5))

foo

(l) scm> (car bar)

11

(m) scm> (cdr-stream bar)

(3 . [promise (not forced)])

3 Code Writing for Streams

1. Implement `double_naturals`, which is a stream that evaluates to the sequence 1, 1, 2, 2, 3, 3, etc.

```
(define (double-naturals)
  (double-naturals-helper 1 #f)
)
(define (double-naturals-helper first go-next)

)
```

2. Implement `interleave`, which returns a stream that alternates between the values in `stream1` and `stream2`. Assume that the streams are infinitely long.

```
(define (interleave stream1 stream2)

)
```

4 Challenge Question

1. **(Optional)** Write a generator that takes in a tree and yields each possible path from root to leaf, represented as a list of the values in that path. Use the object-oriented representation of trees in your solution.

```
def all_paths(t):
    """
    >>> t = Tree(1, [Tree(2, [Tree(5)]), Tree(3, [Tree(4)])])
    >>> print(list(all_paths(t)))
    [[1, 2, 5], [1, 3, 4]]
    """
    if t.is-leaf():
        yield [t.label]
    for b in t.branches:
        for path in all_paths(b):
            yield [t.label] + path
```

