CSE 341: Programming Languages

Autumn 2015

Racket — Delayed Evaluation, Memoization, Thunks, Streams

Topics

- Delaying evaluation: Function bodies evaluated only at application
- Key idioms of delaying evaluation
  - Conditionals
  - Streams
  - Laziness
  - Memoization
- In general, evaluation rules defined by language semantics
  - Some languages have "lazy" function application as the standard mode for passing parameters (e.g. Haskell)

Delayed Evaluation

For each language construct, there are rules governing when subexpressions get evaluated. In ML, Racket, and Java:

- function arguments are "eager" (*call-by-value*)
- conditional branches are not

In *call-by-name semantics*, the function arguments aren't evaluated before the function call, but instead at each use of argument in body.

- Sometimes faster: (lambda (x) 3)
- Sometimes slower: (lambda (x) (+ x x))
- Equivalent if function argument has no effects/non-termination

Thunks

A "thunk" is just a function taking no arguments, which works great for delaying evaluation.

- Instead of passing a value directly, pass a thunk (function) which yields the value when it is called

If thunks are lightweight enough syntactically, why not make "if" be an ordinary function in a language with call-by-value semantics? (Smalltalk does this . . .)

Streams

- A stream is an "infinite" list — you can ask for the rest of it as many times as you like and you'll never get null.
- The universe is finite, so a stream must really be an object that acts like an infinite list.
- The idea: use a function to describe what comes next.

Note: Connection to UNIX pipes

Best of both worlds?

The "lazy" (*call-by-need*) rule: Evaluate the argument the first time it's used. Save answer for subsequent uses.

- Asymptotically it's the best
- But behind-the-scenes bookkeeping can be costly
- And it's hard to reason about with effects
  - Typically used in (sub)languages without side effects – we will encounter it in Haskell
- Nonetheless, a key idiom with syntactic support in Racket
  - And related to *memoization*

Memoization

A "cache" of previous results is equivalent if results cannot change.

- Could be slower: cache too big or computation too cheap
- Could be faster: just a lookup