

# Tail Recursion

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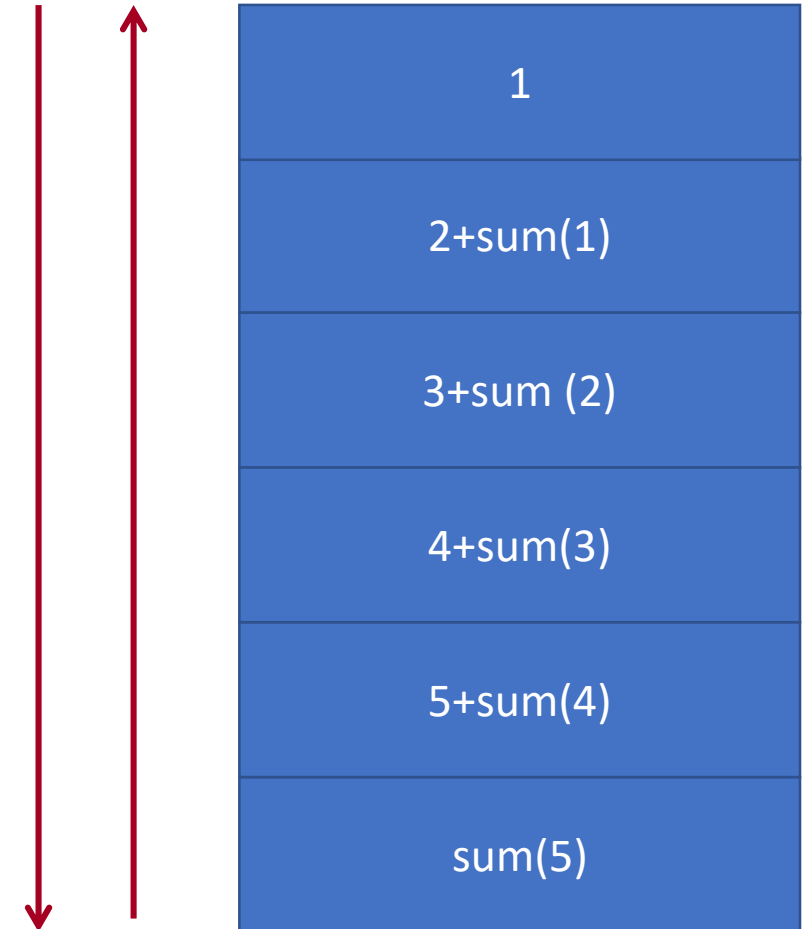
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# Agenda

- Tail call
- Examples of tail recursion
- Preview of map

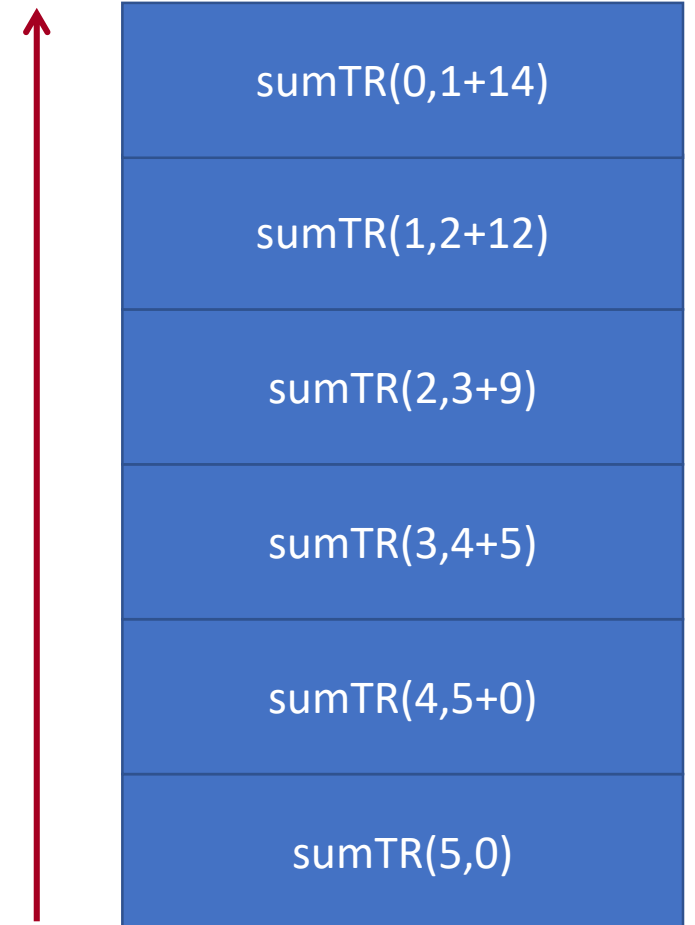
# Normal recursion

```
let rec sum n =  
  if n <= 1  
  then 1  
  else n + sum (n-1)
```



# Tail recursion

```
let rec sum n =  
  let rec sumTR n acc =  
    if n <= 0  
    then acc  
    else sumTR (n-1) (n+acc)  
  in sumTR n 0
```



# Tail recursion

```
let rec sum n =
```

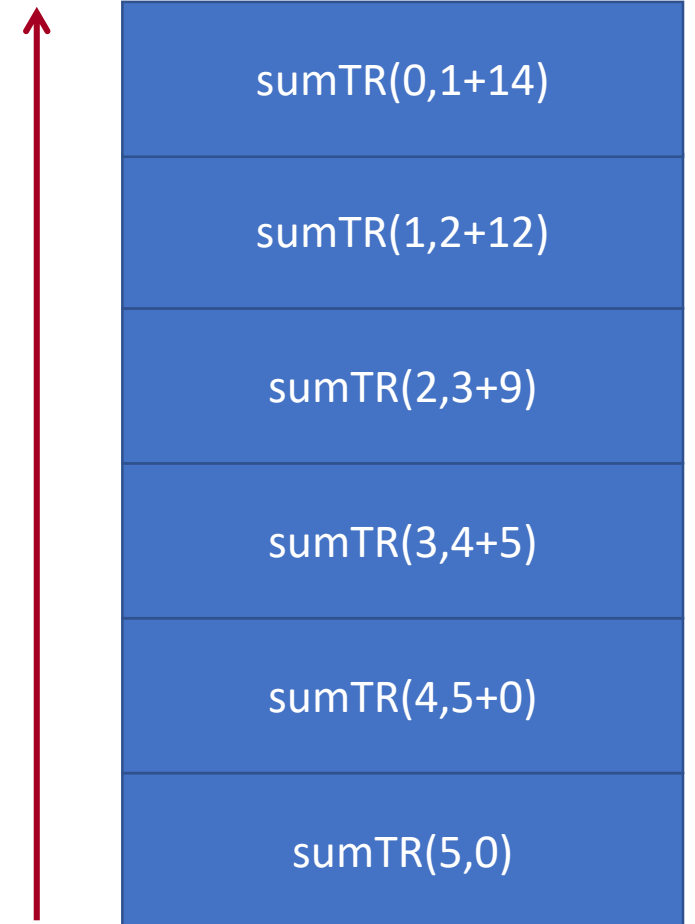
```
  let rec sumTR n acc =
```

```
    if n <= 0
```

```
    then acc
```

```
    else sumTR (n-1) (n+acc)
```

```
  in sumTR n 0
```



# Why tail recursion

- Compiler is SMART!
- Tail recursions are optimized into loops to save memory and time!

# Tail call

- Tail call: the resulting value is immediately returned (no further computation is performed on it by the recursive caller)

```
let rec sum n =  
  if n <= 1  
  then 1  
  else x + sum (n-1)
```

There is addition here!



```
let rec sum n =  
  let rec sumTR n acc =  
    if n <= 0  
    then acc  
    else sumTR (n-1) (n+acc)  
  in sumTR n 0
```

# Tail call

- Tail call: the resulting value is immediately returned (no further computation is performed on it by the recursive caller)
  - $\text{let rec } f \text{ } p = f \text{ } p'$
  - $\text{let rec } f \text{ } p = \textbf{if } cond \textbf{ then } f \text{ } p_1 \textbf{ else } f \text{ } p_2$
  - $\text{let rec } f \text{ } p = \textbf{let } b_1 \dots b_n \textbf{ in } f \text{ } p'$
  - $\text{let rec } f \text{ } p = \textbf{match } e \textbf{ with } case_1 \rightarrow f \text{ } p_1 \mid case_2 \rightarrow f \text{ } p_2 \dots$



# Is this a tail call?

Let `f` be a recursive function

(a) `f x y`

(b) `(f x y) * 2`

(c) `f (f x y) z`

(d) `if y < z then f x y else z`

(e) `match x with`

`| [] -> f 0 []`

`| hd::t1 -> f hd t1`

# Is this a tail call?

Let `f` be a recursive function

✓ (a) `f x y`

✗ (b) `(f x y) * 2`

✗ (c) `f (f x y) z`

✓ (d) `if y < z then f x y else z`

✓ (e) `match x with`

`| [] -> f 0 []`

`| hd::t1 -> f hd t1`

# Write a tail recursion

- Create a helper function that takes accumulators
- Old base case becomes initial accumulator
- New base case becomes final accumulator

```
let rec sum n =  
  if n <= 0  
  then 0  
  else x + sum (n-1)
```

```
let rec sum n =  
  let rec sumTR n acc =  
    if n <= 0  
    then acc  
    else sumTR (n-1) (n+acc)  
  in sumTR n 0
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  let rec sumTR n acc =  
    if n <= 0  
    then acc  
    else sumTR (n-1) (n+acc)  
  in sumTR n 0
```

# Example: sum a list of int

`sumList : int list -> int`

```
let rec sumList xs = match xs with  
  | []      -> 0  
  | hd::tl  -> hd + sumList tl
```

```
let rec sumList xs =  
  let rec sumListTR xs acc = match xs with  
    | []      -> acc  
    | hd::tl  -> sumListTR tl (hd + acc)  
  in sumListTR xs 0
```

# Tail call annotation

```
let rec sum n =  
  if n <= 1  
  then 1  
  else n + (sum[@tailcall]) (n-1)
```

This assertion checks whether this function call is a tail call, if not the compiler gives you a warning.

# Example: make a list with n copys of the element x

replicate : 'a -> int -> 'a list

```
let rec replicate x n =  
  if n <= 0 then []  
  else x::replicate (n-1) x
```

```
let rec replicate x n =  
  let rec replicateTR x n acc =  
    if n <= 0 then acc  
    else replicateTR x (n-1) (x::acc)  
  in replicateTR x n []
```

# Example: remove odd numbers

```
removeOdds : int list -> int list
```

```
let rec removeOdds xs = match xs with  
  | []      -> []  
  | hd::tl  -> if hd mod 2 = 0 then hd::removeOdds tl  
               else removeOdds tl
```

```
let removeOdds xs =  
  let rec removeOddsTR xs acc =  
    match xs with  
    | [] -> List.rev acc  
    | hd::tl -> if hd mod 2 = 0 then removeOddsTR tl (hd::acc)  
                else removeOddsTR tl (acc)  
  in removeOddsTR xs []
```



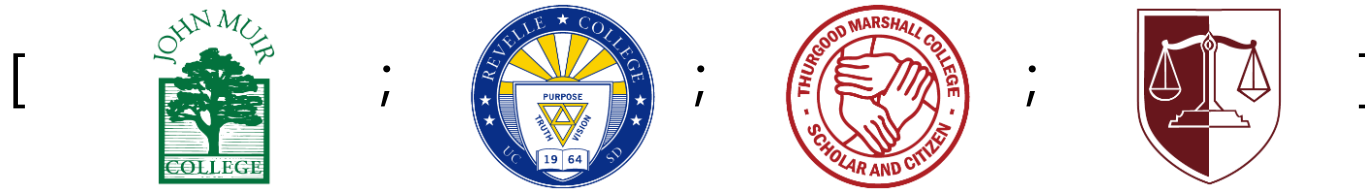
# Example: list partition

`partition : int -> int list -> (int list, int list)`

```
let rec partition x xs = match xs with
| []      -> ([], [])
| hd::tl  -> let (l,r) = partition x tl in
              if hd <= x then (hd::l,r) else (l,hd::r)
```

```
let partition x xs =
  let rec partitionTR x xs lacc racc = match xs with
  | []      -> (List.rev lacc, List.rev racc)
  | hd::tl  -> if hd <= x then partitionTR x tl (hd::lacc) racc
               else partitionTR x tl lacc (hd::racc)
  in partitionTR x xs [] []
```

# Example:



↓ name

["John Muir"; "Revelle" ; "Thursgood Marshall";"Earl Warren"]

```
getCollegeNames xs =  
  match xs with  
    | []      -> []  
    | hd::t1  -> (name hd)::(getCollegeNames t1)
```

# Example:



firstname

[ "Rick" ; "Sorin" ; "Pradeep" ; "Leo" ]

```
getFirstNames xs =
```

```
  match xs with
```

```
    | []      -> []
```

```
    | hd::tl  -> (firstname hd)::(getFirstNames tl)
```

```
getCollegeNames xs =
```

```
  match xs with
```

```
    | []      -> []
```

```
    | hd::tl  -> (name hd)::(getCollegeNames tl)
```

```
getFirstNames xs =
```

```
  match xs with
```

```
    | []      -> []
```

```
    | hd::tl  -> (firstname hd)::(getFirstNames tl)
```



```
map f xs =
```

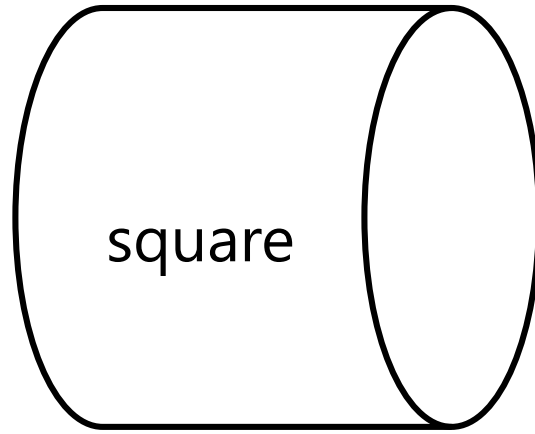
```
  match xs with
```

```
    | []      -> []
```

```
    | hd::tl  -> (f hd)::(map f tl)
```

# Map

[1;2;3]

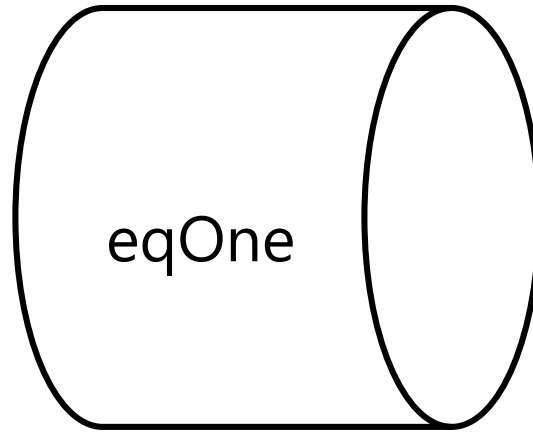


[1;4;9]

```
let square x = x * x;;  
map square [1;2;3];;
```

# Map

[1;2;3]

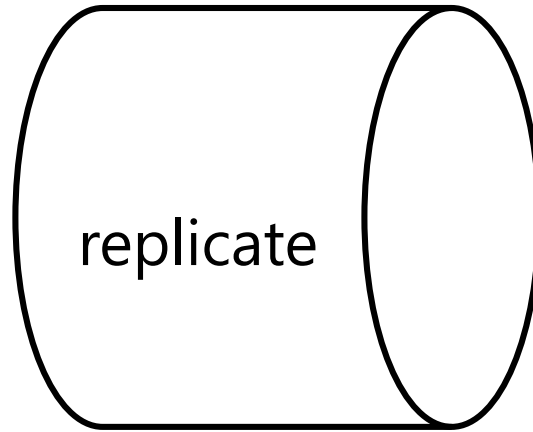


[true ; false; false]

```
let eqOne = (=) 1;;  
map eqOne [1;2;3];;
```

# Map

[1;2;3]



["a"];["a";"a"];["a";"a";a"]]

```
let f = replicate "a";;  
map f [1;2;3];;
```

- More about map next time!