### **CS 162 Programming languages**

## Lecture 6: Recursion

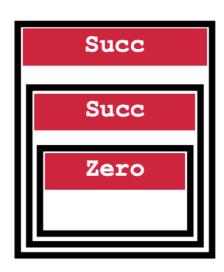
Yu Feng Winter 2020

## Recursive types

type nat = Zero | Succ of nat

What are values of nat?
One nat contains another!

nat = recursive type



# plus: nat\*nat -> nat

```
type nat =

Base pattern

| Zero

Inductive pattern
| Succ of nat
```

```
let rec plus n m =
match m with

Base pattern

| Zero -> n Base expression
| Succ m' -> Succ (plus n m')
```

# List datatype

```
type int_list =
  Nil
| Cons of int * int_list
```

Lists are a derived type: built using elegant core!

- I. Each-of
- 2. One-of
- 3. Recursive

```
:: is just a syntactic sugar for "Cons"
[] is a syntactic sugar for "Nil"
```

## List function: length

```
let rec len l =
    match l with
Base pattern | Nil -> 0 Base expression
Inductive pattern | Cons(h,t) -> 1 + (len t)
```

Inductive expression

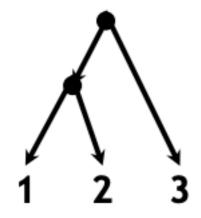
## List function: list\_max

Inductive expression

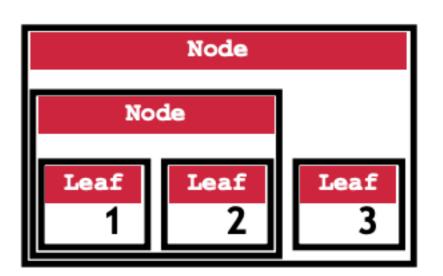
<u>let</u> max x y = if x > y then x else y;;

## Representing Trees

```
type tree =
  Leaf of int
| Node of tree*tree
```



Node(Node(Leaf 1, Leaf 2), Leaf 3)



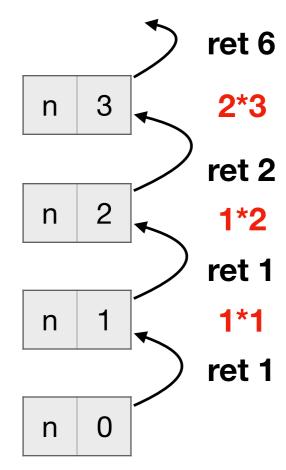
## sum\_leaf: tree -> int

```
type tree =
  Leaf of int
| Node of tree*tree
```

## Factorial: int -> int

```
let rec fact n =
    if n<=0
    then 1
    else n * fact (n-1);;</pre>
```

How does it execute?



## Tail recursion

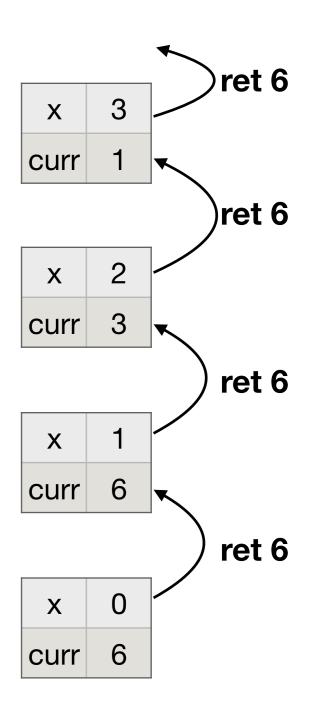
### Tail recursion

- Recursion where all recursive calls are immediately followed by a return
- In other words: not allowed to do anything between recursive call and return

## Tail recursive Factorial

```
let fact x =
  let rec helper x curr =
    if x <= 0
    then curr
    else helper (x - 1) (x * curr)
  in
    helper x 1;;</pre>
```

How does it execute?



## Tail recursion

#### Tail recursion

- Recursion where all recursive calls are immediately followed by a return
- In other words: not allowed to do anything between recursive call and return

### Why do we care about tail recursion?

• Tail recursion can be optimized into a simple loop

# Compiler optimization

**Recursion** 

Loop