

TAIL RECURSION AND INVARIANTS

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SERIES SUM

Write recursive functions to compute the following functions for a value x , up to n terms.

$$e^x = \sum_0^{\infty} \frac{x^n}{n!}$$

$$\cos x = \sum_0^{\infty} \frac{(-1)^n}{(2n)!} x^{2n}$$

Note that the the recursion goes “backwards” from the n^{th} term to the first.

EUCLID'S GCD ALGORITHM

The *greatest common divisor* of two positive integers can be calculated using the following observation

The GCD of x and y is equal to the GCD of y and $x \bmod y$.
Repeating the procedure until $y = 0$ gives the GCD of the original numbers in x .

EXAMPLE

```
gcd 12 33
= gcd 33 9
= gcd 9 6
= gcd 6 3
= gcd 3 0
= 3
```

- ★ Implement Euclid's GCD algorithm.
- ★ Give an argument to show that the algorithm terminates.

FAST EXPONENTIATION

- ★ Write a function to calculate x^n , where x and y are positive integers.
- ★ How many multiplications does your algorithm require?
- ★ Can you implement exponentiation using fewer multiplications?

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MEMORY USE DURING RECURSION

fact 4

$\equiv 4 * \text{fact } 3$

$\equiv 4 * 3 * \text{fact } 2$

$\equiv 4 * 3 * 2 * \text{fact } 1$

$\equiv 4 * 3 * 2 * 1$

- ★ Observe how the list of intermediate values grows longer as the computation progresses.
- ★ Each intermediate value must be retained until the recursion terminates.
- ★ This corresponds to the stack space used during the recursive evaluation.

FORMS OF RECURSION

Do you notice anything different about the way that evaluation of functions **gcd** and **fact** occur?

fact 4

$\equiv 4 * \text{fact } 3$

$\equiv 4 * 3 * \text{fact } 2$

$\equiv 4 * 3 * 2 * \text{fact } 1$

$\equiv 4 * 3 * 2 * 1$

gcd 12 33

$\equiv \text{gcd } 33 \ 9$

$\equiv \text{gcd } 9 \ 6$

$\equiv \text{gcd } 6 \ 3$

$\equiv \text{gcd } 3 \ 0$

$\equiv 3$

FIBONNACCI

$$fib\ n = \begin{cases} 0 & n = 0 \\ 1 & n = 1 \\ fib(n-1) + fib(n-2) & \text{otherwise} \end{cases}$$

```
let rec fib n =  
  if n=0 then 0  
  else if n=1 then 1  
  else fib (n-1) + fib (n-2)
```

REDUNDANT COMPUTATIONS IN FIB

fib 3

\equiv if 3=0 then ... else **fib** 2 + **fib** 1

\equiv **fib** 2 + **fib** 1

\equiv (if 2=0 then ... else **fib** 1 + **fib** 0) + **fib** 1

\equiv **fib** 1 + **fib** 0 + **fib** 1

\equiv (if 1=0 then 0 else if 1=1 then 1 else ...) + **fib** 0 +
fib 1

\equiv 1 + **fib** 0 + **fib** 1

\equiv 1 + (if 0=0 then 0 else ...) + **fib** 1

\equiv 1 + 0 + **fib** 1

\equiv 1 + 1 + (if 1=0 then 0 else if 1=1 then 1 else ...)

\equiv 1 + 0 + 1