

Generative Recursion and Tail Recursion

CS 350

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Last updated: July 29, 2024

Broad Goals

- Objectives

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Generative Recursion

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int x = startVal;  
for (int i = 0; i < n; i++)  
{  
    x = f(x);  
}
```

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- $O(n^2)$: Each append has to walk through the whole list

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 - Called the *continuation*

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 - Mutation → fast

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- Tail calls can be implemented as *jumps* and *mutation*

- A function call is called a **tail call** if it is either:
 - The body of a function
 - The branch of a conditional (if, type-case, etc.)
- A function is NOT a tail call if it is
 - An argument to another function or constructor
- Tail calls can be implemented as *jumps* and *mutation*
 - Don't need to add to the stack

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(define (fast-length-helper [xs : (Listof 'a)]  
                        [accum : Number])  
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    [(cons h t)  
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(define (fast-length xs) (fast-length-helper xs 0))
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- Won't stack overflow, even on large arguments

Live Example: Slow and Fast Factorial

- See Racket in lecture

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- Pretty much all the examples we'll see in this course of tail recursion are also generative recursion, and vice versa
- You can come up with examples that are one but not the other, but they're pretty contrived, so we won't worry about them

Tail Recursion and While Loops

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```
(define (helper x)  
  (if (test x)  
    (helper (f x))  
    (g x)))
```

- Updating multiple variables → multiple arguments to helper

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