



Recursion

Professor: Suman Saha

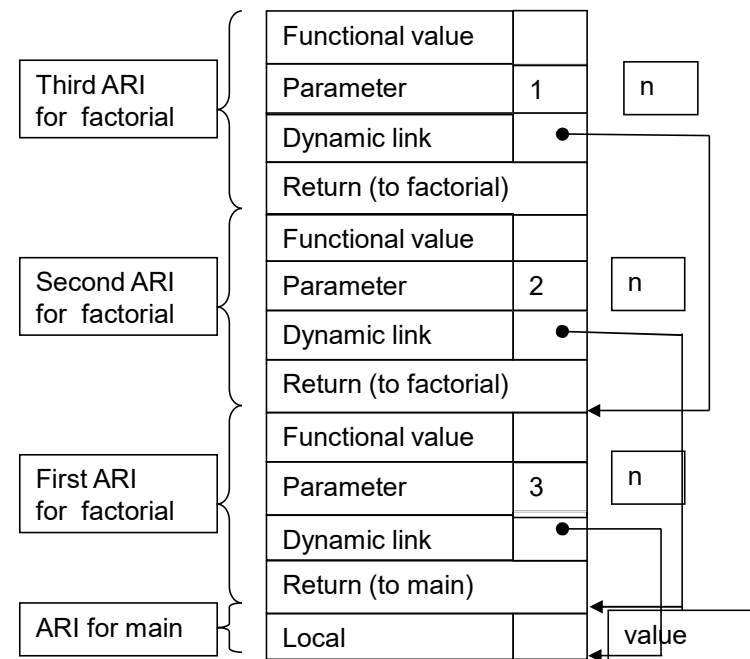
# Activation records support recursive functions

- *Why do recursive functions require that local variables be dynamically allocated?*
  - we do not know until run-time how deep the recursion will go, thus we cannot know how many copies we will need
  - if the language is not recursive, activation records can be statically allocated
    - but this may waste memory, because some functions may never be called

# Recursion Example



```
int fact (int n) {  
    // enter function  
    if (n <= 1)  
        return 1;  
    else return (n * fact(n-1));  
    // exit function  
}  
  
void main() {  
    int value;  
    value = fact(3);  
}
```

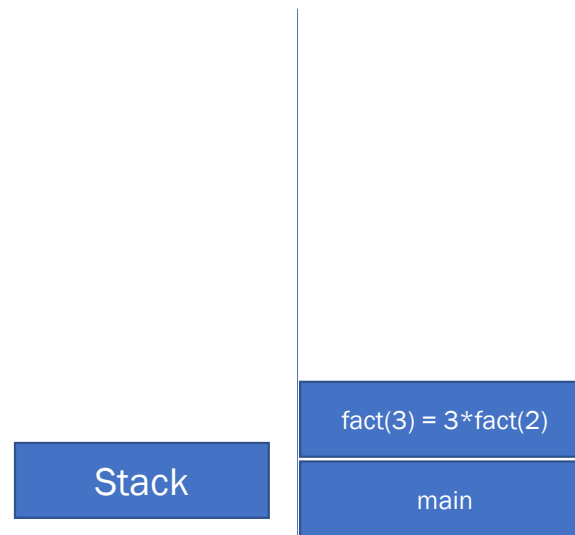


# Recursion Example



```
int fact (int n) {  
    // enter function  
    if (n <= 1)  
        return 1;  
    else return (n * fact(n-1));  
    // exit function  
}
```

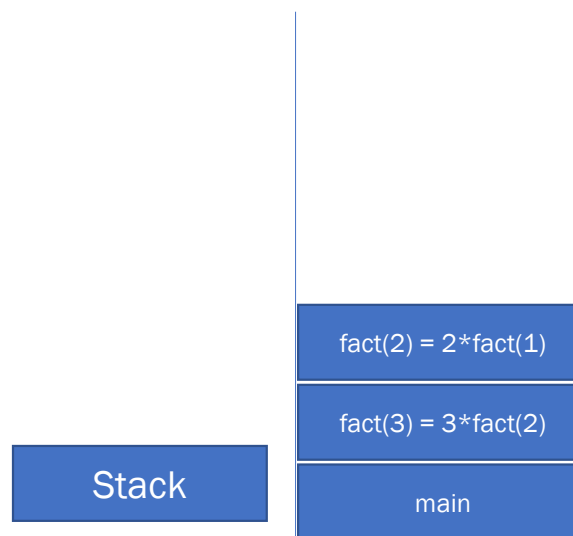
```
void main() {  
    int value;  
    value = fact(3);  
}
```



# Recursion Example

```
int fact (int n) {  
    // enter function  
    if (n <= 1)  
        return 1;  
    else return (n * fact(n-1));  
    // exit function  
}
```

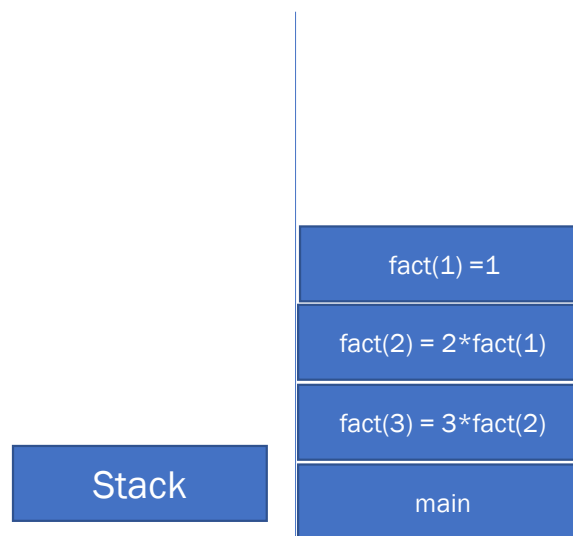
```
void main() {  
    int value;  
    value = fact(3);  
}
```



# Recursion Example

```
int fact (int n) {  
    // enter function  
    if (n <= 1)  
        return 1;  
    else return (n * fact(n-1));  
    // exit function  
}
```

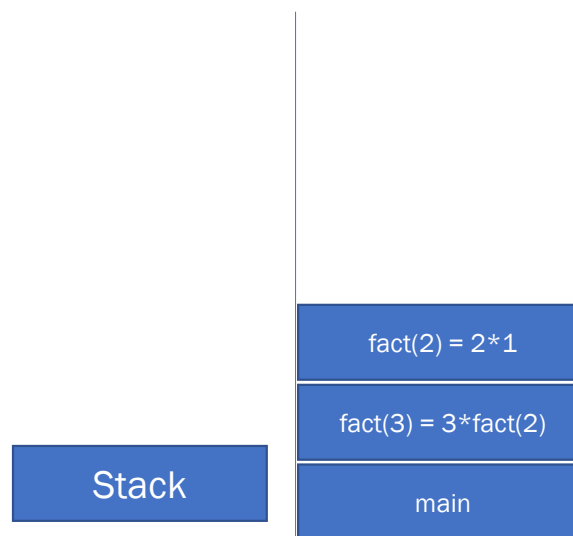
```
void main() {  
    int value;  
    value = fact(3);  
}
```



# Recursion Example

```
int fact (int n) {  
    // enter function  
    if (n <= 1)  
        return 1;  
    else return (n * fact(n-1));  
    // exit function  
}
```

```
void main() {  
    int value;  
    value = fact(3);  
}
```



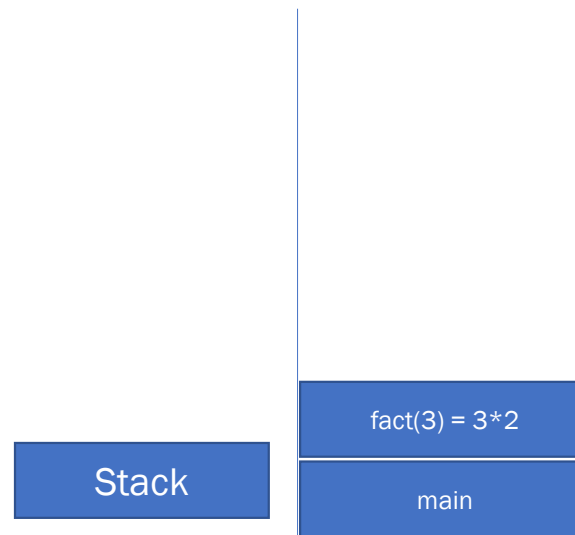
# Recursion Example



# PennState

```
int fact (int n) {
    // enter function
    if (n <= 1)
        return 1;
    else return (n * fact(n-1));
    // exit function
}
```

```
void main() {
    int value;
    value = fact(3);
}
```





# Recursion Example

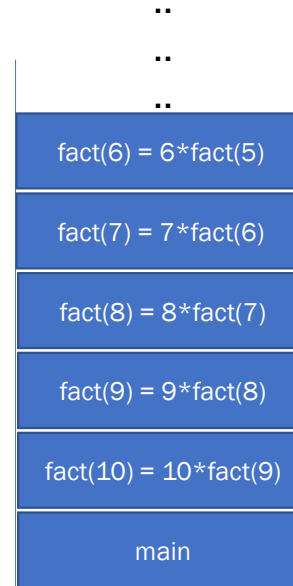


```
int fact (int n) {  
    // enter function  
    if (n <= 1)  
        return 1;  
    else return (n * fact(n-1));  
    // exit function  
}
```

```
void main() {  
    int value;  
    value = fact(10);  
}
```



Stack



# Tail-Recursive Functions

- A different implement of fact:

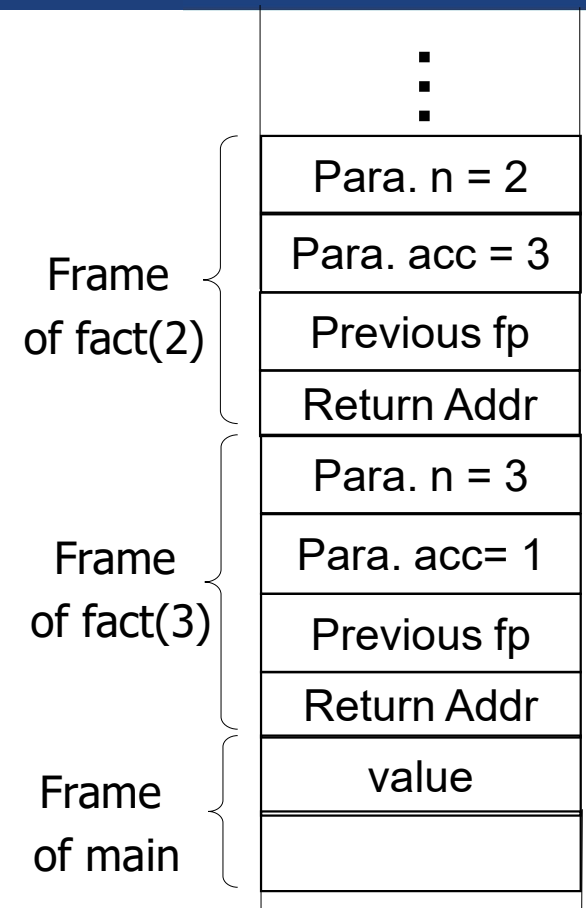
```
int fact(int n, int acc ) {  
    if ( n <= 1 ) return acc ;  
    else return fact(n-1, acc*n);  
}
```

- Function f makes a **tail call** to function g if the call is the last thing in function f; the return value of calling g is return value of f

# Stack of ARs

```
int fact(int n, int acc ) {
    if ( n <= 1 ) return acc ;
    else return fact(n-1, acc*n);
}
```

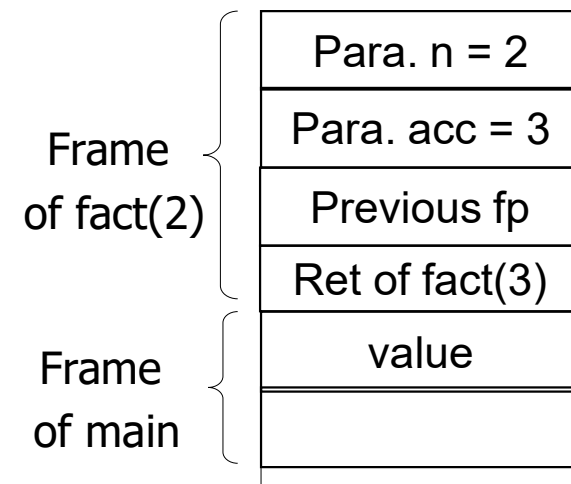
- Can we destroy the frame of fact(3) before going into fact(2)?



# A Different Implementation

```
int fact(int n, int acc ) {  
    if ( n <= 1 ) return acc ;  
    else return fact(n-1, acc*n);  
}
```

- The compiler is able to use jump statements instead of method calls. This means that calls to itself in the recursion do not add to the call stack.



# Tail-Recursive Functions

- Tail-recursive functions are equivalent to loops

```
int fact(int n, int prev ) {  
    if ( n <= 1 ) return prev ;  
    else return fact(n-1, prev*n);  
}
```



```
int fact(int n, int prev ) {  
    while (true) {  
        if ( n <= 1 ) return prev ;  
        else {prev = prev*n; n--};  
    }  
}
```

# Top Hat

