

# Functional Programming



## Recursion

## Learning Targets

You know what recursion is

- You know the concept of recursion
- You can rewrite loops using recursion
- You can effectively use pattern matching to program recursive functions

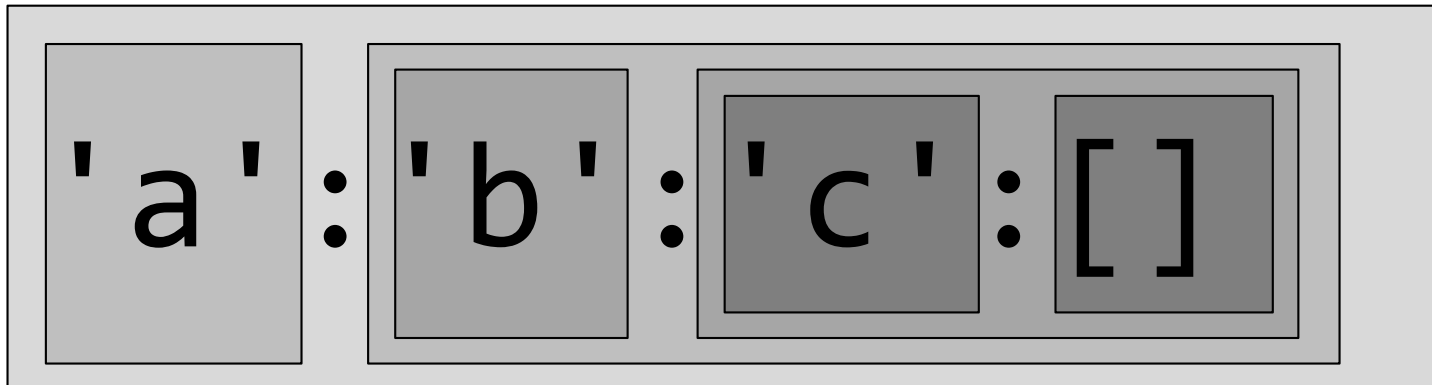


# What is recursion?

- Recursion is the process of repeating items in a self-similar way.  
E.g. russian dolls



- The most important datastructure in Haskell is defined in a recursive manner:



A **list** consists of a head element that is prepended to a **list**

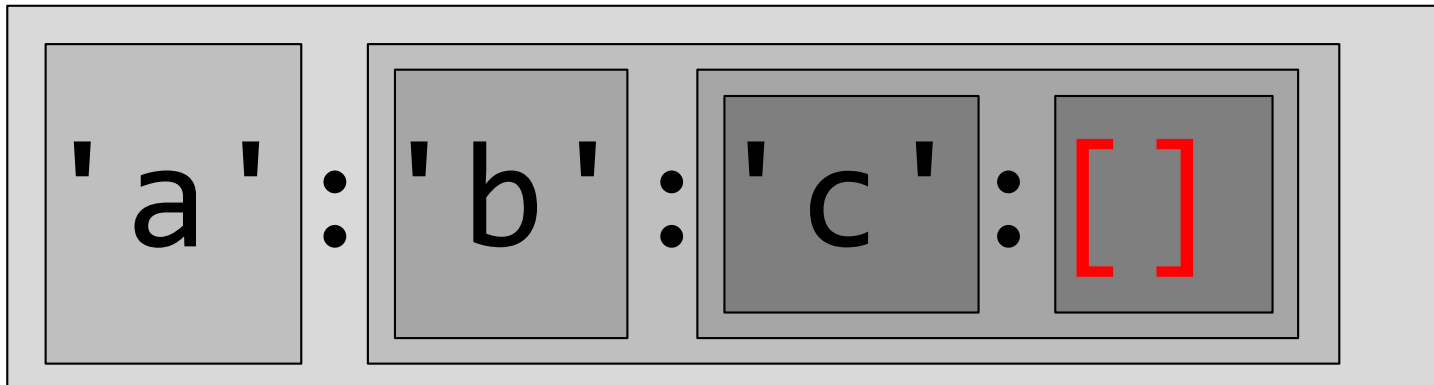
## Infinite Recursion?

A **list** consists of a head element that is prepended to a **list**.

Wait a moment, what kind of definition is this? This does not stop!

- Correct: this is a definition for a infinite list.

Therefore we need an additional condition in our definition to make lists finite:



A list consists of a head element that is prepended to a list  
**AND at the end of a finite list is always the empty list [].**

[3143, 5797, 6551, 8915]

## What is recursion

- We saw that functions can be defined in terms of other functions

```
flipper :: Picture -> Picture  
flipper p = beside (flipH p) (flipV p)
```

- flipper is defined in terms of beside, flipH and flipV

**Recursion** occurs when a function is defined in terms of itself!

```
factorial 0 = 1  
factorial n = n * factorial (n-1)
```

- factorial maps 0 to 1, and any other positive integer to the product of itself and the factorial of its predecessor.

**For example:**

factorial 0 = 1  
factorial n = n \* factorial (n-1)

$$\begin{aligned} & \text{factorial } 3 \\ = & 3 * \text{factorial } 2 \\ = & 3 * (2 * \text{factorial } 1) \\ = & 3 * (2 * (1 * \text{factorial } 0)) \\ = & 3 * (2 * (1 * 1)) \\ = & 3 * (2 * 1) \\ = & 3 * 2 \\ = & 6 \end{aligned}$$

# Worksheet Recursion



# Controlling Recursion

- Progress in recursion can be made in many ways.

```
countFromTo :: Int -> Int -> [Int]
countFromTo from to
  | from < to = from : (countFromTo (from+1) to)
  | from > to = from : (countFromTo (from-1) to)
  | otherwise = [to]
```

- Oftentimes a function wants to make some preliminary bookkeeping before doing the (recursive) work:

```
gcd :: (Integral a) => a -> a -> a
gcd 0 0 = error "gcd 0 0 is undefined"
gcd x y = gcd' (abs x) (abs y)
  where gcd' a 0 = a
        gcd' a b = gcd' b (a `rem` b)
```

Then a helper function like `gcd'` can be used!

# Mutual Recursion

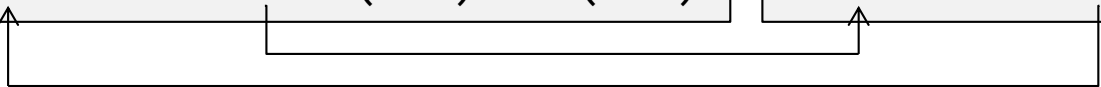
- Two (or even more) functions can also be defined in terms of each other.

- **Example:**

- Definition

```
isEven :: Int -> Bool
isEven 0 = True           --(e.1)
isEven n = isOdd (n-1)   --(e.2)
```

```
isOdd :: Int -> Bool
isOdd 0 = False          --(o.1)
isOdd n = isEven (n-1)   --(o.2)
```



- Evaluation (simplified)

```
isOdd 4
~> isEven 3    --(o.2)
~> isOdd 2     --(e.2)
~> isEven 1    --(o.2)
~> isOdd 0     --(e.2)
~> False      --(o.1)
```

## Tail Recursion

- A function is tail recursive, if the recursive call is the outermost expression
- Tail recursion can be optimized by compilers

Instead of writing:

```
sum :: Num a => [a] -> a  -- not tail recursive
sum []      = 0
sum (i:is) = i + sum is
```

One writes:

```
sum :: Num a => [a] -> a  -- tail recursive
sum l = sum' 0 l
  where sum' acc []      = acc
        sum' acc (i:is) = sum' (i+acc) is  -- tail call
```

# Loops and Recursion

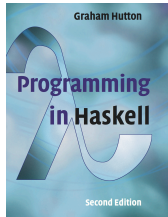
- **Every loop in Java can also be written as a recursive function and vice versa!**
  - Loops are usually controlled by a variable that changes its value from iteration to iteration. This change can be reflected in the recursions progress.
  - The loop's condition is the negation of the base case
  - The loop's body is the recursion step

```
int sum(int n) {  
    int sum = 0;  
    while (n > 0) {  
        sum += n;  
        n--;  
    }  
    return sum;  
}
```

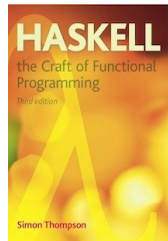
```
sum :: Int -> Int  
sum 0 = 0  
sum n = n + sum (n-1)
```

# Worksheet Recursion 2

# Further Reading



Chapter 6



Chapter 7.4, 7.5



Chapter 4: Hello Recursion

<http://learnyouahaskell.com/recursion>