

```
fun append (xs,ys) =  
  if xs=[]  
  then ys  
  else (hd xs)::append(tl xs,ys)  
  
fun map (f,xs) =  
  case xs of  
    [] => []  
  | x::xs' => (f x)::(map(f,xs'))  
  
val a = map (increment, [4,8,12,16])  
val b = map (hd, [[8,6],[7,5],[3,0,9]])
```

Programming Languages

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Accumulators

Moral of tail recursion

- Where reasonably elegant, feasible, and important, rewriting functions to be *tail-recursive* can be much more efficient
 - Tail-recursive: recursive calls are tail-calls
- There is a *methodology* that can often guide this transformation:
 - Create a helper function that takes an *accumulator*
 - Old base case becomes initial accumulator
 - New base case becomes final accumulator

Methodology already seen

```
fun fact n =  
  let fun aux(n,acc) =  
        if n=0  
        then acc  
        else aux(n-1,acc*n)  
  in  
    aux(n,1)  
  end  
val x = fact 3
```

fact 3

aux(3,1)

aux(2,3)

aux(1,6)

aux(0,6)

Another example

```
fun sum xs =  
  case xs of  
    [] => 0  
  | x::xs' => x + sum xs'
```

```
fun sum xs =  
  let fun aux(xs, acc) =  
        case xs of  
          [] => acc  
        | x::xs' => aux(xs', x+acc)  
  in  
    aux(xs, 0)  
  end
```

And another

```
fun rev xs =  
  case xs of  
    [] => []  
  | x::xs' => (rev xs') @ [x]
```

```
fun rev xs =  
  let fun aux(xs, acc) =  
        case xs of  
          [] => acc  
        | x::xs' => aux(xs', x::acc)  
  in  
    aux(xs, [])  
  end
```

Actually much better

```
fun rev xs =  
  case xs of  
    [] => []  
  | x::xs' => (rev xs') @ [x]
```

- For **fact** and **sum**, tail-recursion is faster but both ways linear time
- Non-tail recursive **rev** is quadratic because each recursive call uses append, which must traverse the first list
 - And $1+2+\dots+(\text{length}-1)$ is almost $\text{length} \times \text{length} / 2$
 - Moral: beware list-append, especially within outer recursion
- Cons constant-time (and fast), so accumulator version much better