```
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 Dan Grossman

Tail Recursion

Recursion

Should now be comfortable with recursion:

- No harder than using a loop (whatever that is ②)
- Often much easier than a loop
 - When processing a tree (e.g., evaluate an arithmetic expression)
 - Examples like appending lists
 - Avoids mutation even for local variables
- Now:
 - How to reason about efficiency of recursion
 - The importance of tail recursion
 - Using an accumulator to achieve tail recursion
 - [No new language features here]

Call-stacks

While a program runs, there is a *call stack* of function calls that have started but not yet returned

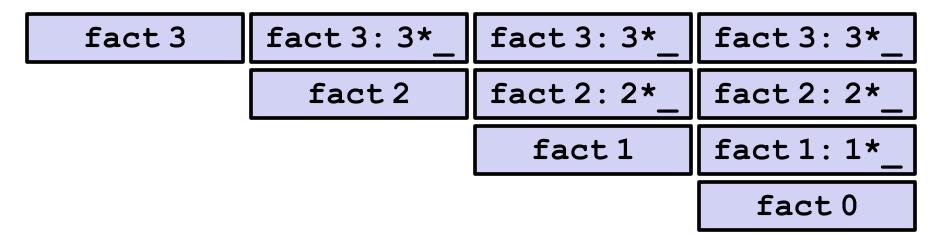
- Calling a function f pushes an instance of f on the stack
- When a call to f finishes, it is popped from the stack

These stack-frames store information like the value of local variables and "what is left to do" in the function

Due to recursion, multiple stack-frames may be calls to the same function

Example

```
fun fact n = if n=0 then 1 else n*fact(n-1)
val x = fact 3
```



fact 3: 3*_ fact 3: 3*_ fact 3: 3*_ fact 3: 3*2

fact 2: 2*_ fact 2: 2*_ fact 2: 2*1

fact 1: 1* fact 1: 1*1

fact 0: 1

Example Revised

```
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
```

Still recursive, more complicated, but the result of recursive calls *is* the result for the caller (no remaining multiplication)

The call-stacks

fact 3 fact 3: _ fact 3: _ fact 3: _ aux (3,1) : _ aux (2,3) : _ aux (1,6)

fact 3: fact 3: fact 3: fact 3: aux (3,1): aux (3,1): aux(3,1):aux (3,1): aux(2,3):aux(2,3):aux (2,3):6 aux(2,3):aux (1,6):6 aux (1,6): aux(1,6):Etc... aux(0,6)aux(0,6):6

An optimization

It is unnecessary to keep around a stack-frame just so it can get a callee's result and return it without any further evaluation

ML recognizes these *tail calls* in the compiler and treats them differently:

- Pop the caller before the call, allowing callee to reuse the same stack space
- (Along with other optimizations,) as efficient as a loop

Reasonable to assume all functional-language implementations do tail-call optimization

What really happens

fact 3 aux (3,1) aux (2,3) aux (1,6) aux (0,6)