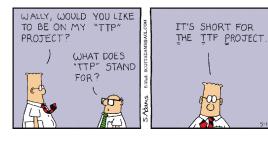
CS4450/7450 AoPL, Chapter 5: Recursion Principles of Programming Languages

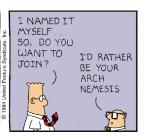
Dr. William Harrison

University of Missouri

November 11, 2016

What is Recursion?





Announcements

- We're continuing with William Cook's online textbook, Anatomy of Programming Languages. It is available here. We're in Chapter 5.
- All programming languages have some notion of recursion—even if you don't think of it as recursion:

```
while b { c } = if b then c ; while b { c } else halt
```

• This chapter answers the question: what is recursion?

Outline for section 1

Semantics of Recursion

2 Understanding Recursion using Haskell Recursion

Recursive Functions

Recursive Functions are functions that call themselves:

```
let
   fac = \ n -> if n == 0 then 1 else n * fac(n-1)
in
   fac(5)
```

• In the concrete syntax of the FirstClassFunctions.hs interpreter, this is written:

```
var fac = function(n) { if (n==0) 1 else n * fac(n-1) }; fac(5)
```

Recursive Functions

Recursive Functions are functions that call themselves:

```
let
   fac = \ n -> if n == 0 then 1 else n * fac(n-1)
in
   fac(5)
```

• In the concrete syntax of the FirstClassFunctions.hs interpreter, this is written:

```
var fac = function(n) { if (n==0) 1 else n * fac(n-1) }; fac(5)
```

• Let's test this out using First Class Functions.

Review from AoPL 2: Scope

Scope of a Variable Declaration

is the portion of the code text where that declaration holds.

What's the Problem?

• The scope of the red declaration is the red code, not the blue code:

```
var fac = function(n) { if (n==0) 1 else n * fac(n-1) }; fac(5)
```

so there's no binding for fac

Outline for section 2

Semantics of Recursion

2 Understanding Recursion using Haskell Recursion

Implementing Recursion using Haskell's Recursion

Here's the way we defined local declarations

```
evaluate (Declare x exp body) env = evaluate body newEnv
where newEnv = (x, evaluate exp env) : env
```

Implementing Recursion using Haskell's Recursion

Here's the way we defined local declarations

```
evaluate (Declare x exp body) env = evaluate body newEnv
where newEnv = (x, evaluate exp env) : env
```

- The problem here is that the bound expression exp is evaluated in the parent environment env.
 - To allow the bound variable x to be used within the expression exp, the expression must be evaluated in the new environment.

Implementing Recursion using Haskell's Recursion

Here's the way we defined local declarations

```
evaluate (Declare x exp body) env = evaluate body newEnv
where newEnv = (x, evaluate exp env) : env
```

- The problem here is that the bound expression exp is evaluated in the parent environment env.
 - To allow the bound variable x to be used within the expression exp, the expression must be evaluated in the new environment.
- Fortunately this is easy to implement in Haskell:

```
evaluate (Declare x exp body) env = evaluate body newEnv
where newEnv = (x, evaluate exp newEnv) : env
```

• We still need non-recursive declarations; e.g., don't intend for the following to be recursive:

```
let x = x + 1 in x
```

 We still need non-recursive declarations; e.g., don't intend for the following to be recursive:

```
let x = x + 1 in x
```

Changes to Abstract Syntax for Recursive Functions:

 We still need non-recursive declarations; e.g., don't intend for the following to be recursive:

```
let x = x + 1 in x
```

Changes to Abstract Syntax for Recursive Functions:

Additional evaluation clause:

```
evaluate (RecDeclare x exp body) env = evaluate body newEnv
where newEnv = (x, evaluate exp newEnv) : env
```

 We still need non-recursive declarations; e.g., don't intend for the following to be recursive:

```
let x = x + 1 in x
```

Changes to Abstract Syntax for Recursive Functions:

Additional evaluation clause:

```
evaluate (RecDeclare x exp body) env = evaluate body newEnv
where newEnv = (x, evaluate exp newEnv) : env
```

• In the concrete syntax of the RecursiveFunctions.hs interpreter, this is written:

```
rec fac = function(n) { if (n==0) 1 else n * fac(n-1) }; fac(5)
```