```
entror_mod = modifier_ob/
mirror object to mirror
mirror_mod.mirror_object
 peration == "MIRROR_X":
irror_mod.use_x = True
lrror_mod.use_y = False
irror_mod.use_z = False
 _operation == "MIRROR_Y"
irror_mod.use_x = False
 lirror_mod.use_y = True
 lrror_mod.use_z = False
 operation == "MIRROR_Z"
 lrror_mod.use_x = False
  lrror_mod.use_y = False
  rror_mod.use_z = True
  election at the end -add
   ob.select= 1
   er ob.select=1
   ntext.scene.objects.action
  "Selected" + str(modified
   rror ob.select = 0
  bpy.context.selected_obj
  ata.objects[one.name].se
  int("please select exaction
    - OPERATOR CLASSES
      es.Operator):
      mirror to the selected
    ject.mirror_mirror_x"
  ext.active_object is not
                           ook@via.dk)
```

Programming Concepts and Languages

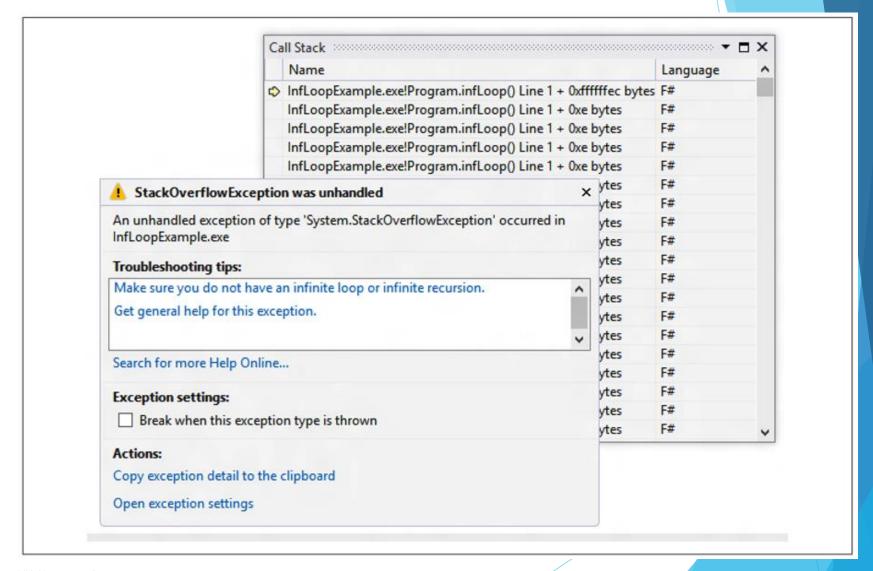
Spring 2024

February 27,, 202

Learning Objectives

- By the end of class today, you should be able to:
 - explain Tail Recursion
 - explain how to avoid stack overflows with tail recursion using accumulator and continuations
 - implement simple tail recursive F# programs
 - explain and implement simple F# programs using the following Recursive Data Types
 - ✓ Sequences
 - ✓ Sets
 - ✓ Maps
 - Arrays
- N/B Feedback to course project during exercises

Avoid Stack Overflow



Stack Frame

- For every function call, the runtime allocates a stack frame.
 - stored on a stack maintained by the system.
- A stack frame is removed when a call completes.
 - If a function calls another function, then a new frame is added on top of the stack.
- The size of the stack is limited, so too many nested function calls leave no space for another stack frame, and the next function can't be called.
- When this happens in .NET, a StackOverflowException is raised.

Stack Overflow



What can we do about it?

 The essential idea is that we only need to keep the stack frame because we need to do some work after the recursive call completes.

Use tail recursion

```
let rec i_am_tail_recursive arg =
          (*check out of bound and fail with*)
        if(arg = 1000) then true
        else i_am_tail_recursive (arg + 1)
```

- the last operation that <u>i_am_tail_recursive</u> function performs in the else branch is a recursive call.
- It doesn't need to do any processing with the result, it just returns it directly.
- This kind of recursive call is called tail recursion
- the result of the deepest level of recursion
 - i_am_tail_recursive (1000), can be directly returned to the caller

Benefits of using Tail Recursion

- The function executes slightly faster, because fewer stack pushes and pops are required.
- The function can recurse indefinitely.
- No StackOverflowException is thrown.
- a function is considered tail recursive if and only if there is no work to be performed after a recursive call is executed

Tail-Recursive Patterns

Accumulator pattern

- add additional parameters
- pass an accumulator parameter to the recursive call so that the base case will return the final state of the accumulator.

Continuations - cont()

- rather than passing the current state of the accumulator "so far" as a parameter to the next function call, pass a function value representing the rest of the code to execute
- i.e., rather than storing "what's left" on the stack, you store it in a function.
- Continuations are function values that represent the rest of the code to execute when the current recursive call completes
- Conceptually, you are trading stack space (the recursive calls) with heap space (the function values).



Is this tail recursive?

```
let rec factorial x =
   if x <= 1
   then 1  // Base case
   else x * factorial (x - 1)</pre>
```

ook@via.dk) February 27,, 2024