



Tail Recursion

Topics

Recursion is an elegant and natural match for many computations and data structures.

- Natural recursion with immutable data can be space-inefficient compared to loop iteration with mutable data.
- **Tail recursion** eliminates the space inefficiency with a simple, general pattern.
- Recursion over immutable data expresses iteration more clearly than loop iteration with mutable state.
- More higher-order patterns: fold

Naturally recursive factorial

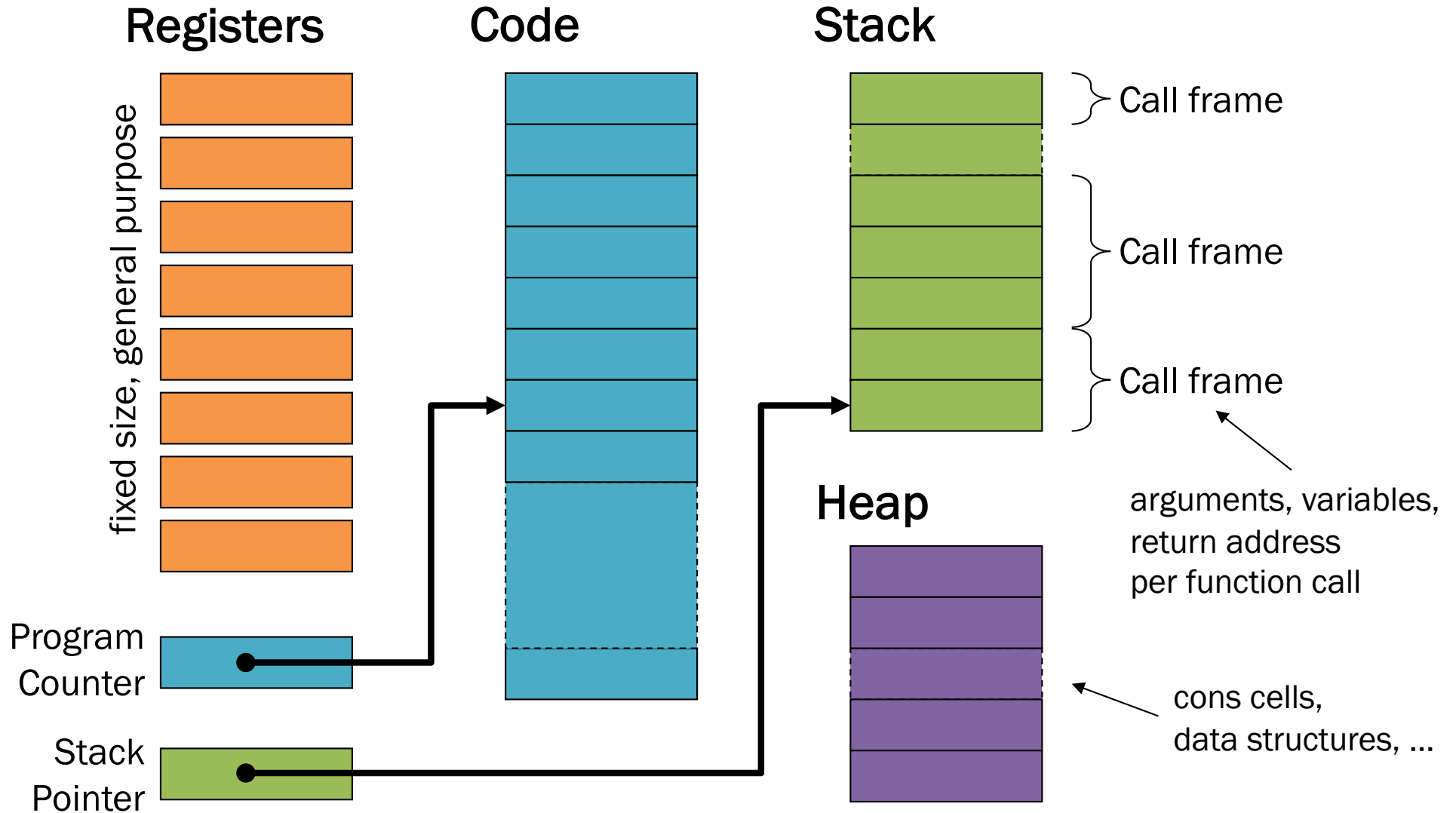
```
(define (fact n)
  (if (= n 0)
      1
      (* n (fact (- n 1)))))
```

How efficient is this implementation?

Space: $O(\quad)$

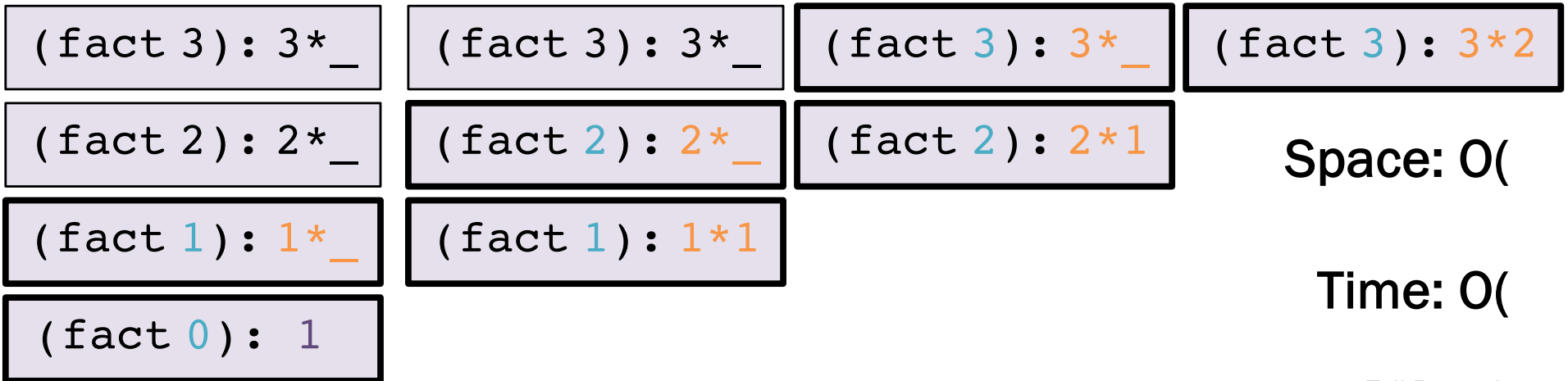
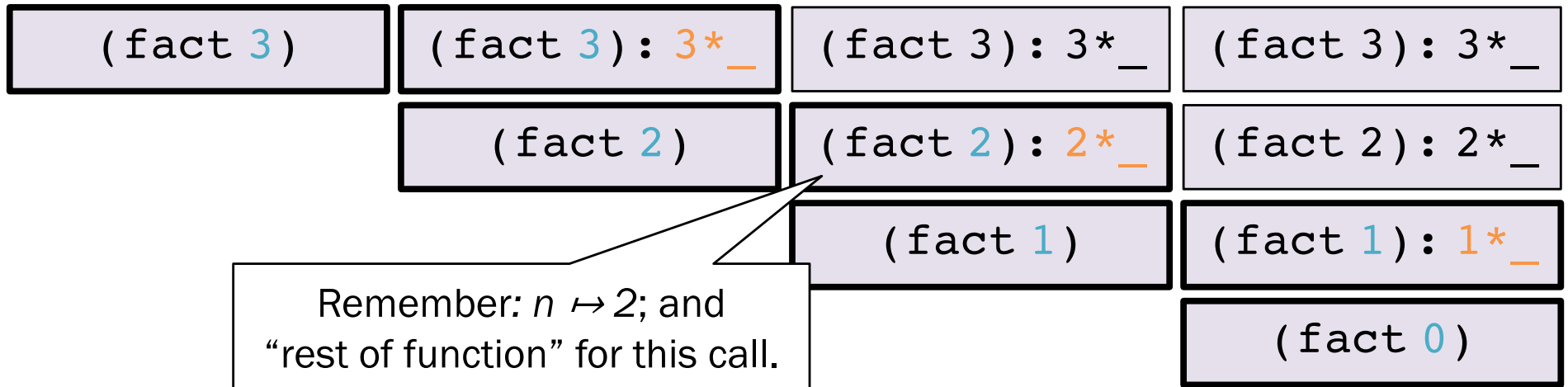
Time: $O(\quad)$

CS 240-style machine model



Example

```
(define (fact n)
  (if (= n 0)
      1
      (* n (fact (- n 1)))))
```



Naturally recursive factorial

```
(define (fact n)
  (if (= n 0)
      1
      (* n (fact (- n 1)))))
```

Base case returns
base result.

Compute result so far
after/from recursive call.

Recursive case returns
result so far.

Compute remaining argument
before/for recursive call.

Tail recursive factorial

```
(define (fact n)
  (define (fact-tail n acc)
    (if (= n 0)
        acc
        (fact-tail (- n 1) (* n acc))))
  (fact-tail n 1))
```

Accumulator parameter provides result so far.

Compute result so far before/for recursive call.

Base case returns full result.

Recursive case returns full result.

Compute remaining argument before/for recursive call.

Initial accumulator provides base result.

Common patterns of work

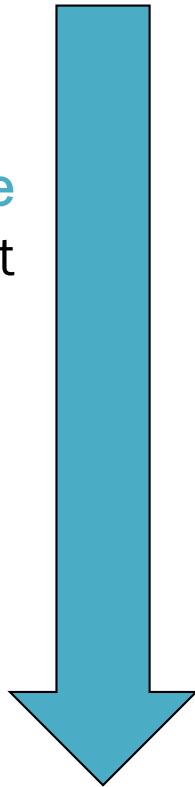
Natural recursion:

Argument

Full result



Reduce
argument



Accumulate
result
so far

Base case

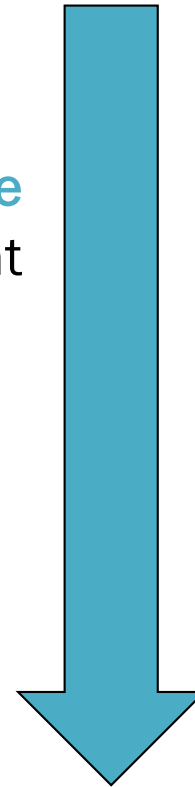
Base result

Tail recursion:

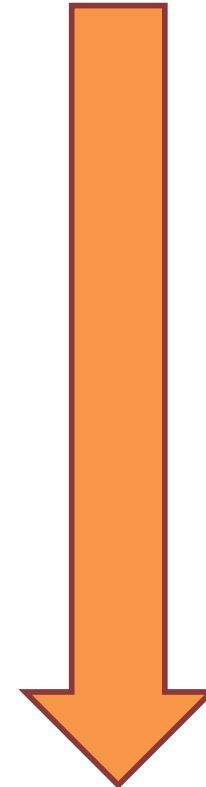
Argument

Base result

Reduce
argument



Accumulate
result
so far



Base case

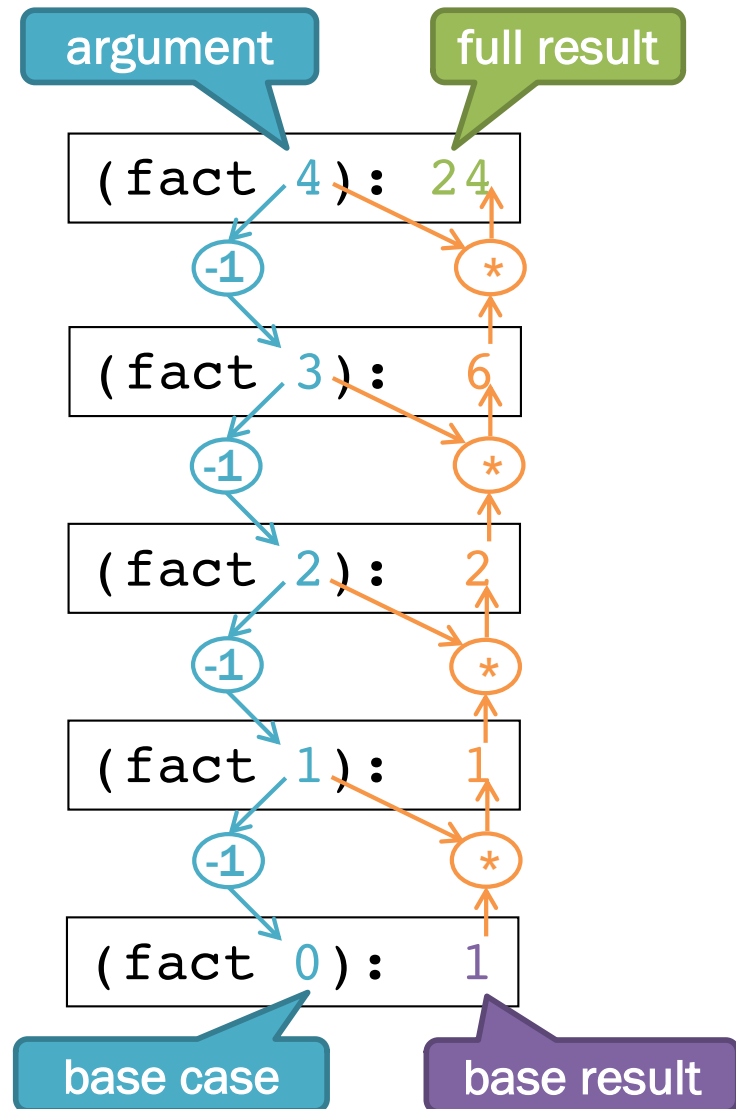
Full result

Natural recursion

Recursive case:
Compute result
in terms of argument and
accumulated recursive result.

```
(define (fact n)
  (if (= n 0)
      1
      (* n (fact (- n 1)))))
```

reduce

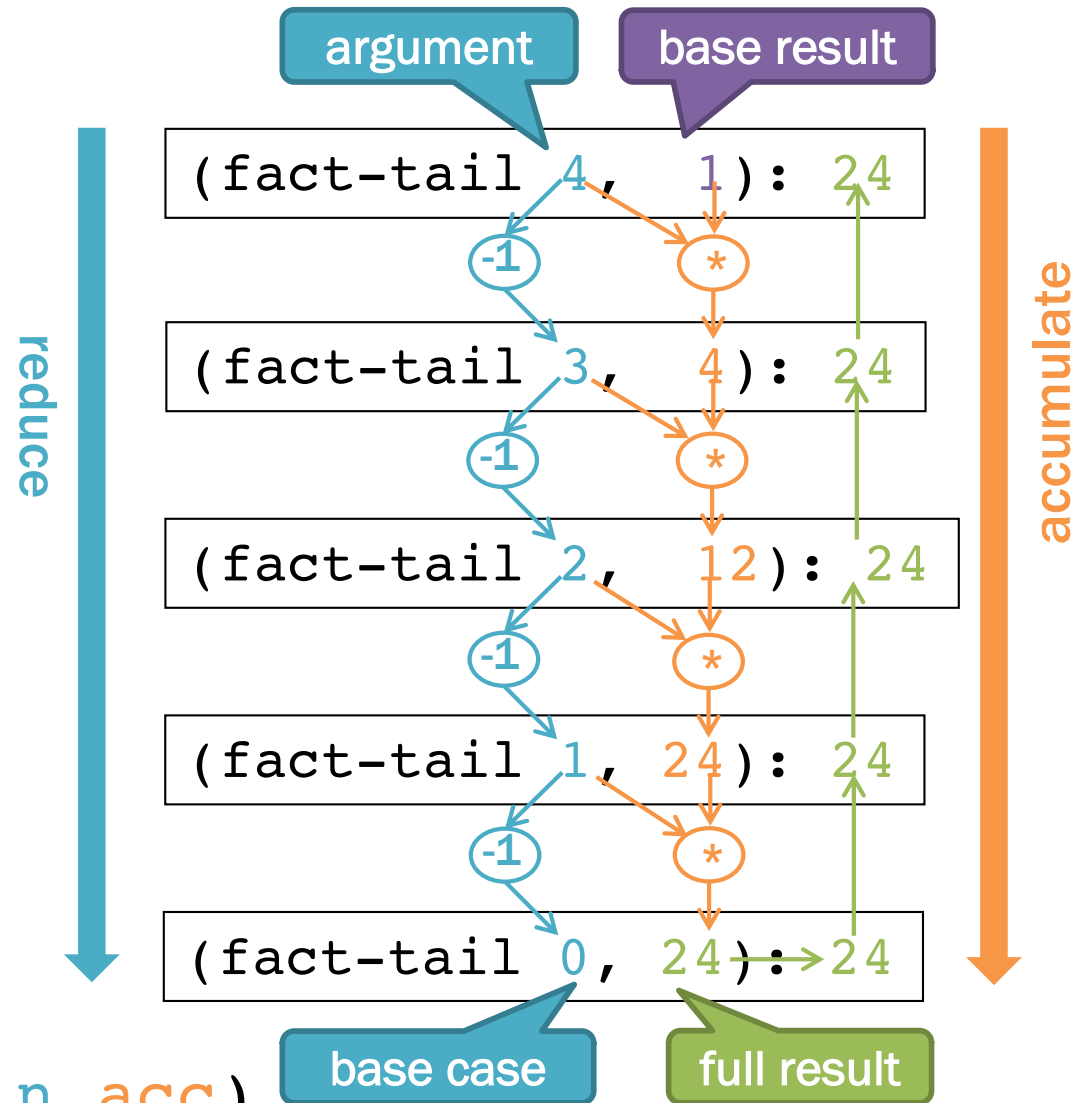


accumulate

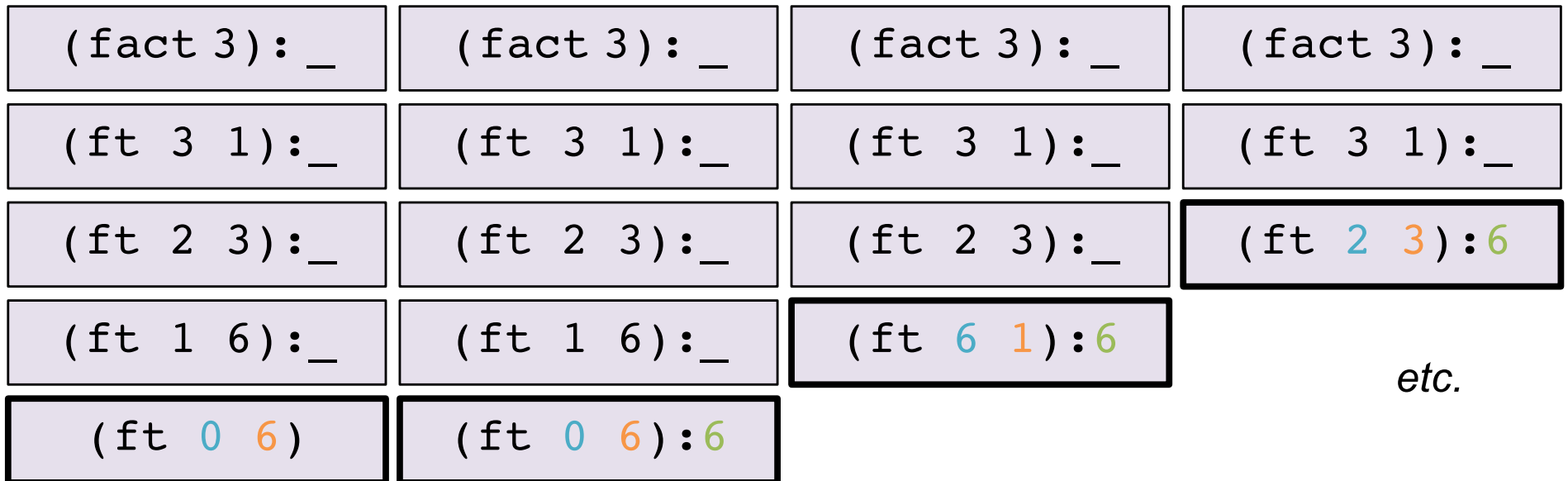
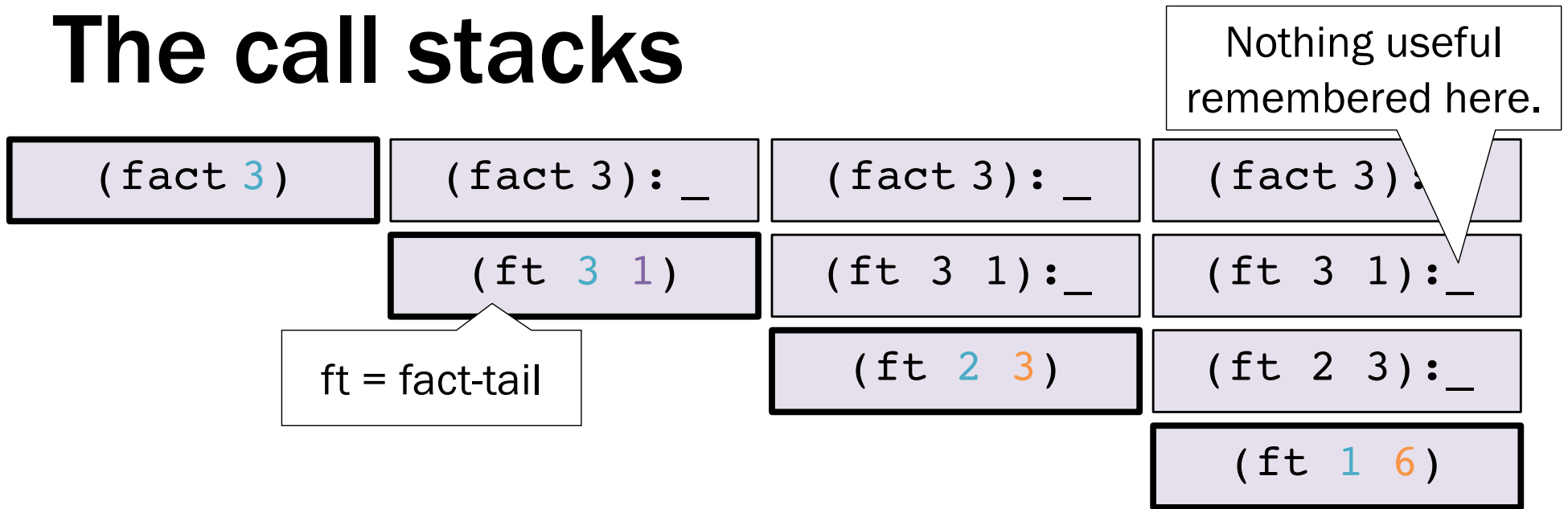
Tail recursion

Recursive case:
Compute recursive argument
in terms of argument and
accumulator.

```
(define (fact n)
  (define (fact-tail n acc)
    (if (= n 0)
        acc
        (fact-tail (- n 1) (* n acc))))
  (fact-tail n 1))
```



The call stacks



Optimization under the hood

```
(define (fact n)                                     Space: O(    )
  (define (fact-tail n acc)
    (if (= n 0)                                     Time: O(    )
        acc
        (fact-tail (- n 1) (* n acc))))
  (fact-tail n 1))
```

(fact 3)

(ft 3 1)

(ft 2 3)

(ft 1 6)

(ft 0 6)

Language implementation recognizes tail calls.

- Caller frame never needed again.
- Reuse same space for every recursive tail call.
- Low-level: acts just like a loop.

Racket, ML, most “functional” languages, but not Java, C, etc.

Tail recursion transformation

```
(define (fact n)                                natural recursion
  (if (= n 0)
      1
      (* n (fact (- n 1)))))
```

```
(define (fact n)                                tail recursion
  (define (fact-tail n acc)
    (if (= n 0)
        acc
        (fact-tail (- n 1) (* n acc))))
  (fact-tail n 1))
```

Accumulator becomes base result.

Base result becomes initial accumulator.

Recursive step applied to accumulator instead of recursive result.

Example

```
(define (sum xs)
  (if (null? xs)
      0
      (+ (car xs) (sum (cdr xs)))))
```

```
(define (sum xs)
  (define (sum-tail xs acc)
    (if (null? xs)
        acc
        (sum-tail (cdr xs) (+ (car xs) acc))))
  (sum-tail xs 0))
```

Practice

```
(define (rev xs)
```

```
(define (rev xs)
```

- Naturally recursive `rev` is $O(n^2)$: each recursive call must traverse to end of list and build a fully new list.
 - $1+2+\dots+(n-1)$ is almost $n*n/2$
 - Moral: beware append, especially within outer recursion
- Tail-recursive `rev` is $O(n)$.
 - Cons is $O(1)$, done n times.

What about map, filter?

Tail call intuition:
“nothing left for caller to do”,
“callee result is immediate caller result”

Tail position

Recursive definition of **tail position**:

- In $(\text{lambda } (x_1 \dots x_n) e)$, the body e is in tail position.
- If $(\text{if } e_1 e_2 e_3)$ is in tail position, then e_2 and e_3 are in tail position (but e_1 is not).
- If $(\text{let } ([x_1 e_1] \dots [x_n e_n]) e)$ is in tail position, then e is in tail position (but the binding expressions are not).

Note:

- If a non-lambda expression is not in tail position, then no subexpressions are.
- Critically, in a function call expression $(e_1 e_2)$, subexpressions e_1 and e_2 are not in tail position.

A **tail call** is a function call in *tail position*.

Why tail recursion instead of loops with mutation?

1. Simpler language, but just as efficient.
2. Explicit dependences for easier reasoning.
 - Especially with HOFs like fold!

Identify dependences between _____.

```
(define (fib n) Racket: immutable natural recursion
  (if (< n 2)
      n
      (+ (fib (- n 1)) (fib (- n 2))))))
```

recursive
calls



```
(define (fib n) Racket: immutable tail recursion
  (define (fib-tail n fibi fibi+1)
    (if (= 0 n)
        fibi
        (fib-tail (- n 1) fibi+1 (+ fibi fibi+1))))
  (fib n 0 1))
```

```
def fib(n): Python: loop iteration with mutation
  fib_i = 0
  fib_i_plus_1 = 1
  for i in range(n):
    fib_i_prev = fib_i
    fib_i = fib_i_plus_1
    fib_i_plus_1 = fib_i_prev + fib_i_plus_1
  return fib_i
```

loop
iterations



What must we inspect to

Identify dependences between _____.

```
(define (fib n) Racket: immutable natural recursion
  (if (< n 2)
      n
      (+ (fib (- n 1)) (fib (- n 2)))))
```

recursive
calls



```
(define (fib n) Racket: immutable tail recursion
  (define (fib-tail n fibi fibi+1)
    (if (= 0 n)
        fibi
        (fib-tail (- n 1) fibi+1 (+ fibi fibi+1))))
  (fib n 0 1))
```

```
def fib(n): Python: loop iteration with mutation
  fib_i = 0
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  for i in range(n):
    fib_i_prev = fib_i
    fib_i = fib_i_plus_1
    fib_i_plus_1 = fib_i_prev + fib_i_plus_1
  return fib_i
```

loop
iterations



Fold: iterator over recursive structures

(a.k.a. *reduce*, *inject*, ...)

```
(fold_ combine init list)
```

accumulates result by iteratively applying

```
(combine element accumulator)
```

to each element of the `list` and `accumulator` so far (starting from `init`) to produce the next `accumulator`.

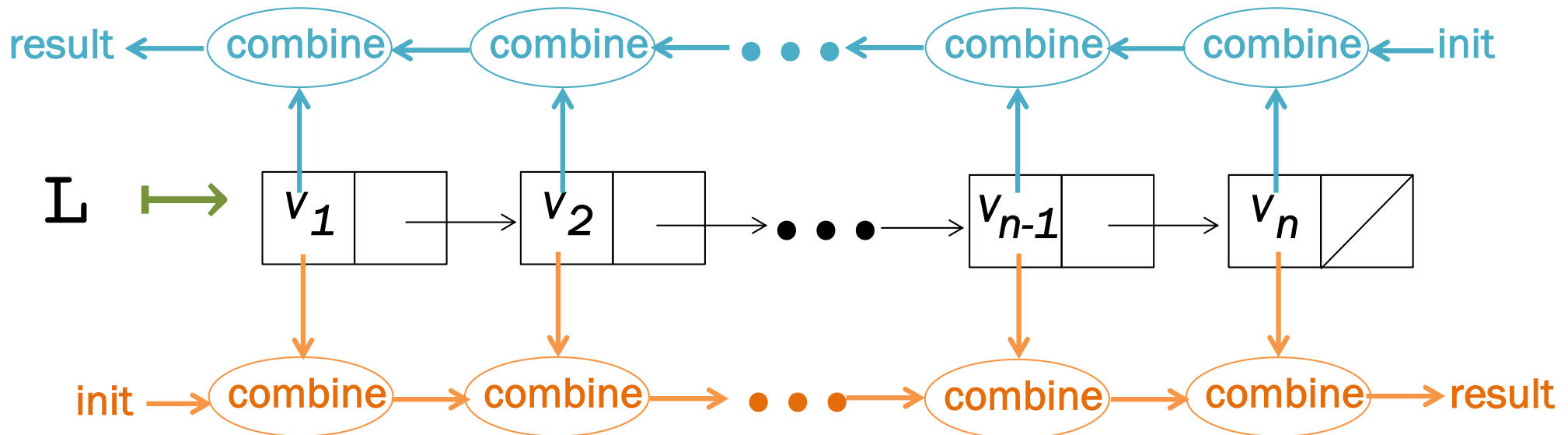
```
– (foldr f init (list 1 2 3))  
  computes (f 1 (f 2 (f 3 init)))
```

```
– (foldl f init (list 1 2 3))  
  computes (f 3 (f 2 (f 1 init)))
```

Folding geometry

Natural recursion

(`foldr` combine init L)



(`foldl` combine init L)

Tail recursion

Super-iterators!

- Not built into the language
 - Just a programming pattern
 - Many languages have built-in support, often allow stopping early without resorting to exceptions
- Pattern separates recursive traversal from data processing
 - Reuse same traversal, different folding functions
 - Reuse same folding functions, different data structures
 - Common vocabulary concisely communicates intent
- **map, filter, fold + closures/lexical scope = superpower**
 - Next: argument function can use any “private” data in its environment.
 - Iterator does not have to know or help.