



# Tail Recursion

+tail.rkt

# 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

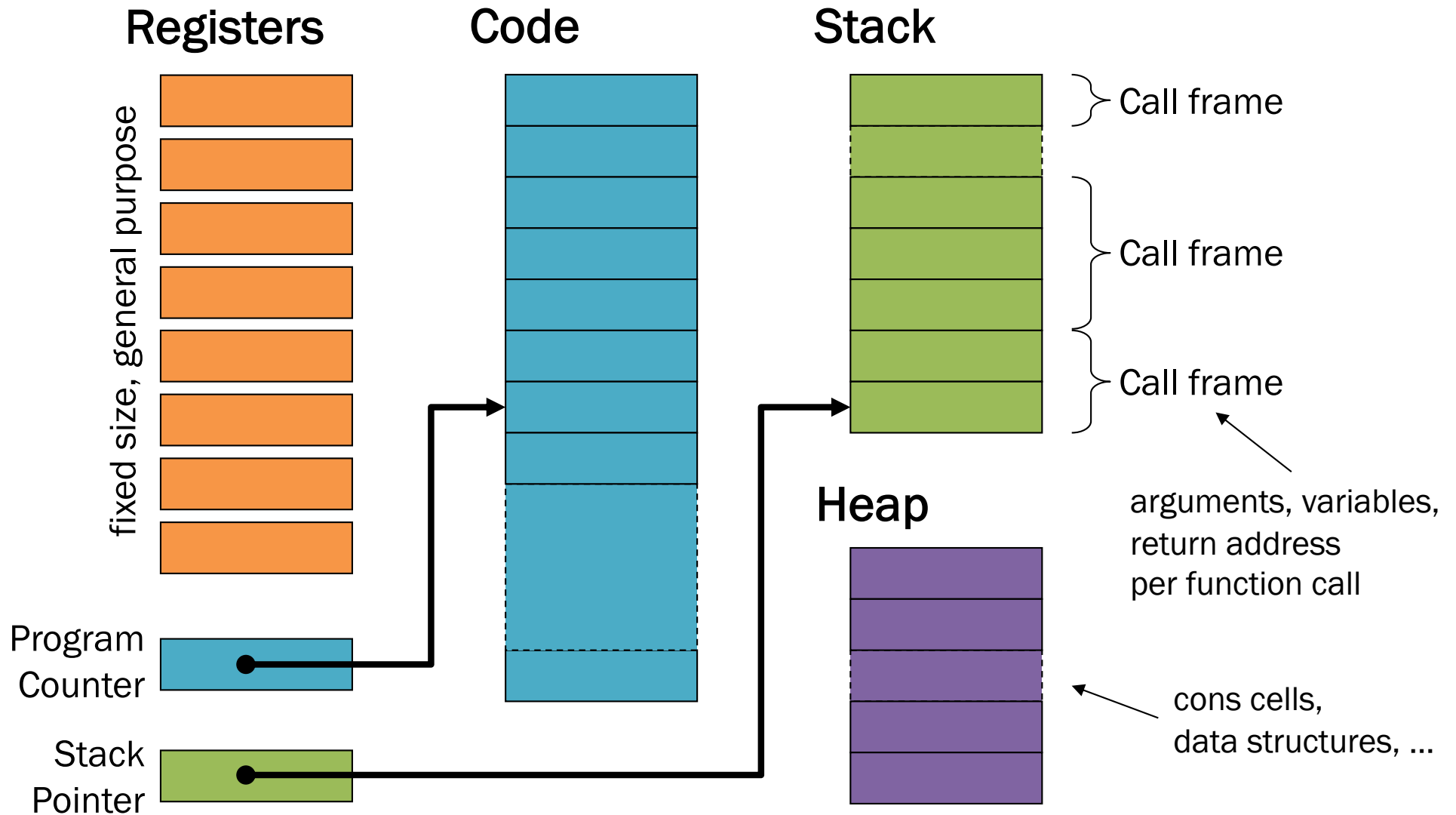
```
(define (fact n)
  (if (= n 0)
      1
      (* n (fact (- n 1)))))
```

How efficient is this implementation?

Space:  $O(\quad)$

Time:  $O(\quad)$

# CS 240-style machine model





# 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

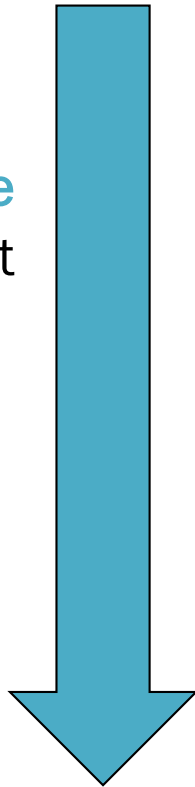
Natural recursion:

Argument

Full result



Reduce  
argument



Accumulate  
result  
so far

Base case

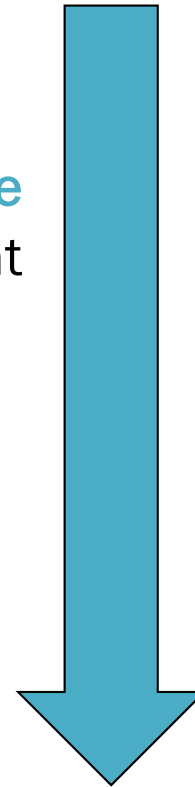
Base result

Tail recursion:

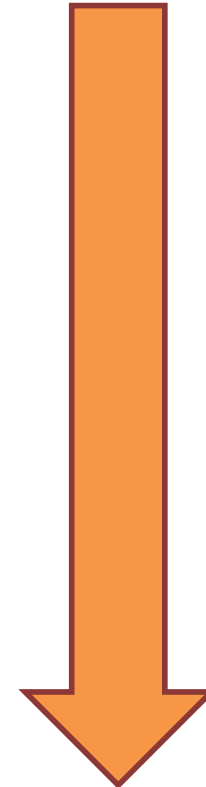
Argument

Base result

Reduce  
argument



Accumulate  
result  
so far



Base case

Full result

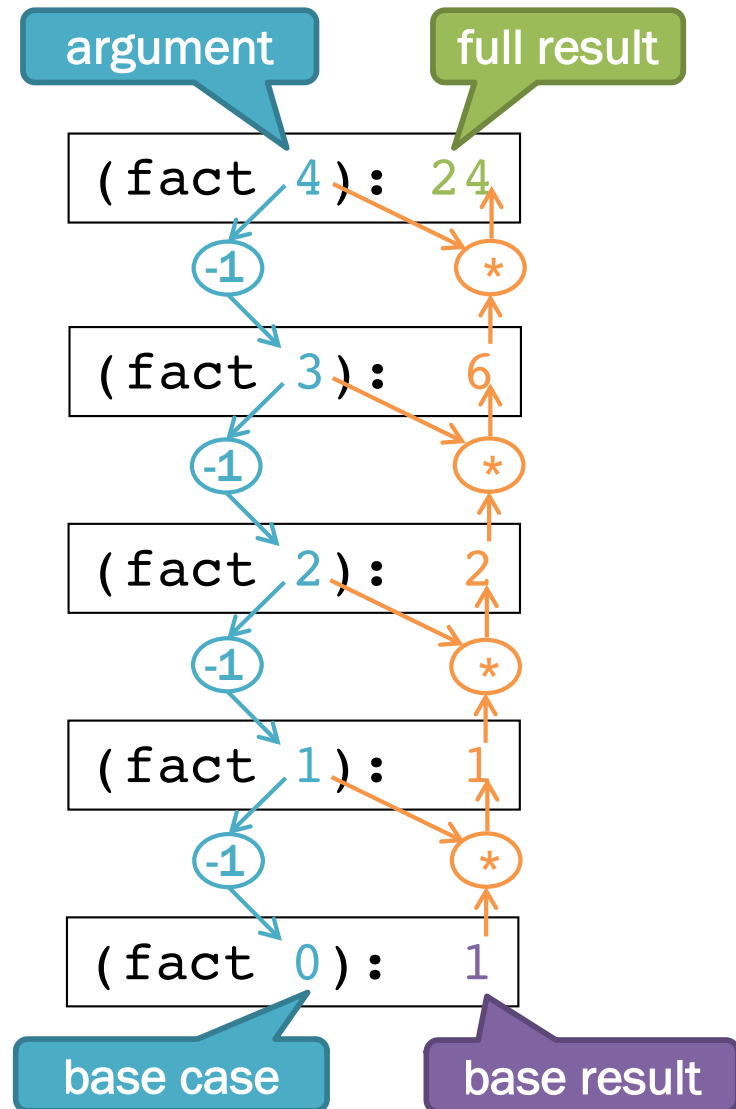


# Natural recursion

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

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

reduce

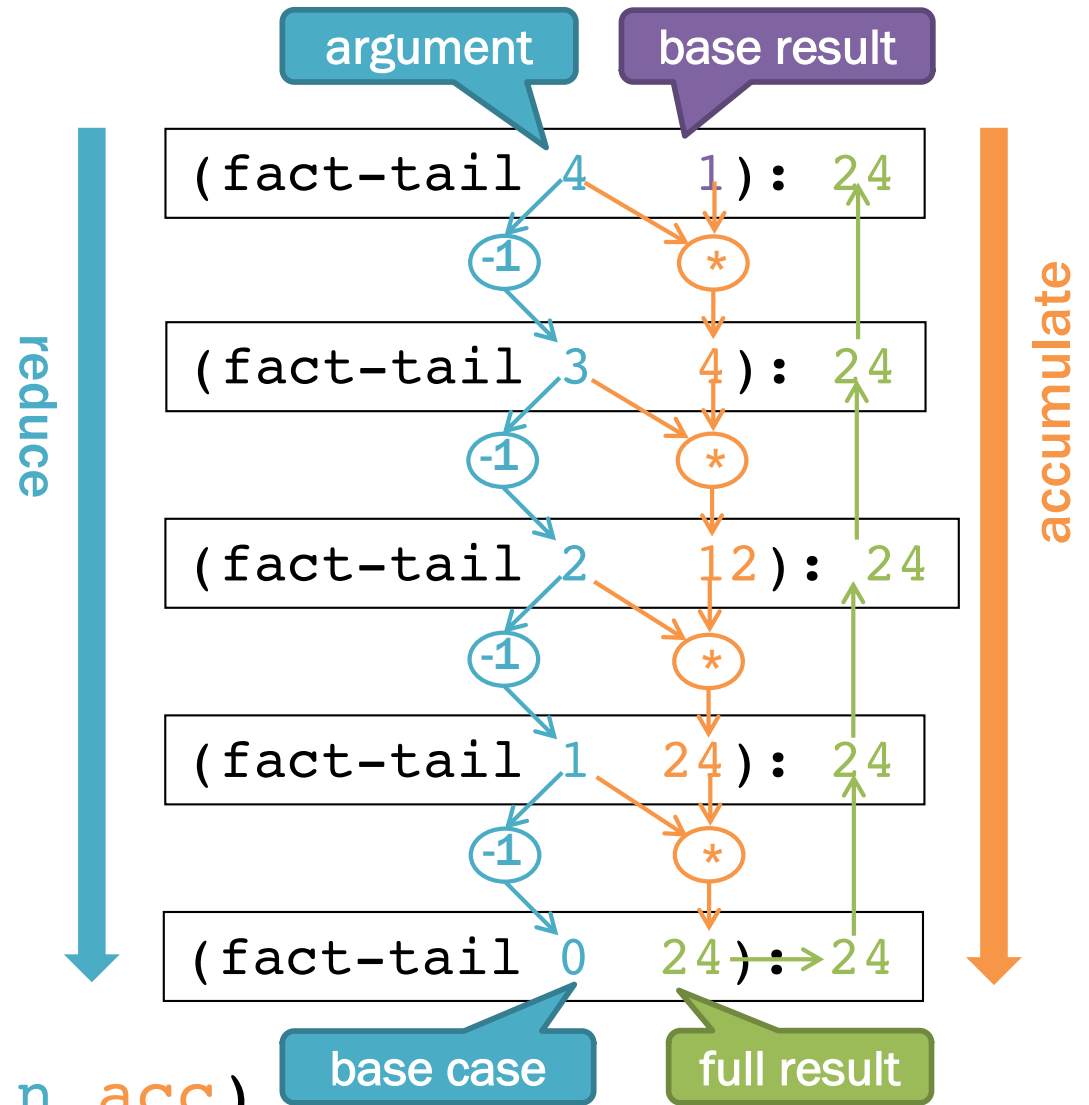


accumulate

# Tail recursion

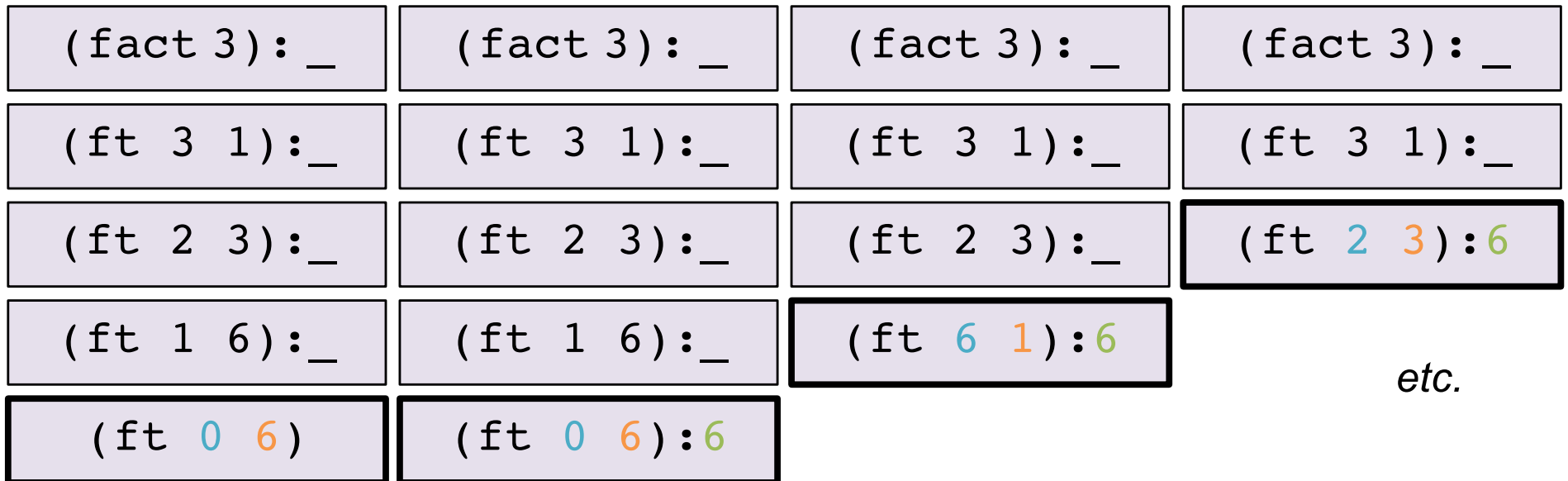
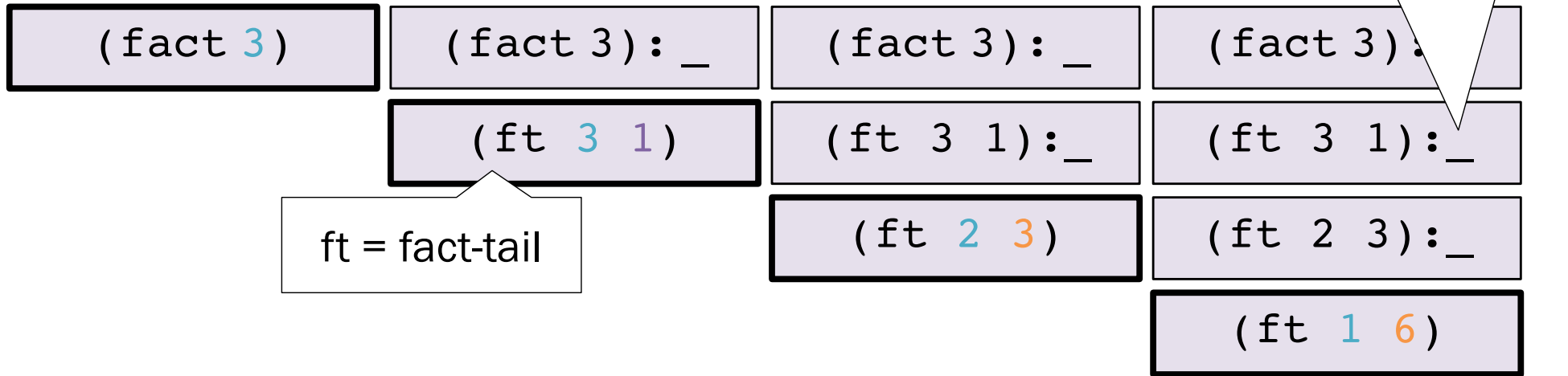
Recursive case:  
Compute recursive argument  
in terms of argument and  
accumulator.

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



# Evaluation example

Call stacks at each step



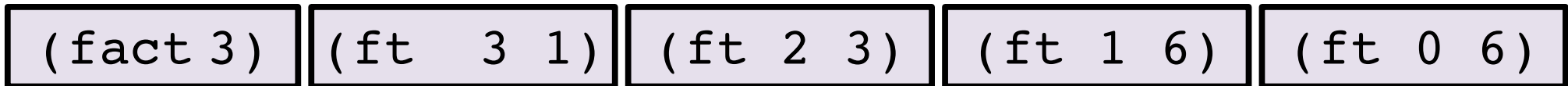
*etc.*

# Tail-call optimization

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

Space:  $O(\quad)$

Time:  $O(\quad)$



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 position

## Tail call intuition:

“nothing left for caller to do after call”,  
“callee result is immediate caller result”

## 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*.

A function is *tail-recursive* if it uses a recursive tail call.

# Tail recursion transformation

Common pattern for transforming naturally recursive functions to tail-recursive form. Works for functions that do commutative operations (order of steps doesn't matter).

```
(define (fact n)
  (if (= n 0)
```

natural recursion

```
  1
  (* n (fact (- n 1)) ) )
```

```
(define (fact n)
```

tail recursion

```
  (define (fact-tail n acc)
    (if (= n 0)
      Accumulator
      becomes
      base result.
      (fact-tail (- n 1) (* n acc) ) )
    (fact-tail n 1))
```

Recursive step applied to accumulator instead of recursive result.

Base result becomes initial accumulator.

# Practice: use the transformation

```
;; Naturally recursive sum
(define (sum-natural xs)
  (if (null? xs)
      0
      (+ (car xs) (sum-natural (cdr xs)))))
```



```
;; Tail-recursive sum
(define (sum-tail xs)
```

(order matters)

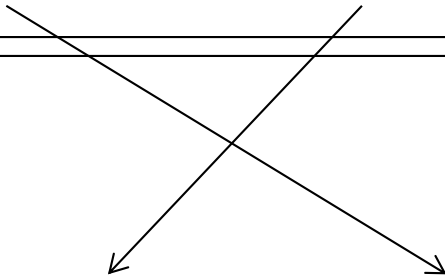


# Transforming non-commutative steps

```
(define (reverse-natural-slow xs)
  (if (null? xs)
      null
      (append (reverse-natural-slow (cdr xs))
              (list (car xs)))))
```

```
(define (reverse-tail-just-kidding xs)
  (define (rev xs acc)
    (if (null? xs)
        acc
        (rev (cdr xs) (append acc (list (car xs)))))))
(rev xs null))
```



```
(define (reverse-tail-slow xs)
  (define (rev xs acc)
    (if (null? xs)
        acc
        (rev (cdr xs) (append (list (car xs)) acc))))
(rev xs null))
```





# The transformation is not always ideal.

```
(define (reverse-tail-slow xs)
  (define (rev xs acc)
    (if (null? xs)
        acc
        (rev (cdr xs) (append (list (car xs)) acc))))
  (rev xs null))
```

$O(n^2)$

```
(define (reverse-tail-good xs)
```

What about map, filter?

# Tail recursion $\neq$ accumulator pattern

```
; mutually tail recursive
(define (even n)
  (or (zero? n) (odd (- n 1))))
(define (odd n)
  (or (not (zero? n)) (even (- n 1))))

; tail recursive
(define (even2 n)
  (cond [(= 0 n) #t]
        [(= 1 n) #f]
        [#t (even2 (- n 2))]))
```

- Tail recursion and the accumulator pattern are **commonly used together**. They are **not synonyms**.
  - Natural recursion may use an accumulator.
  - Tail recursion does not necessarily involve an accumulator.

# 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
  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



# 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`.

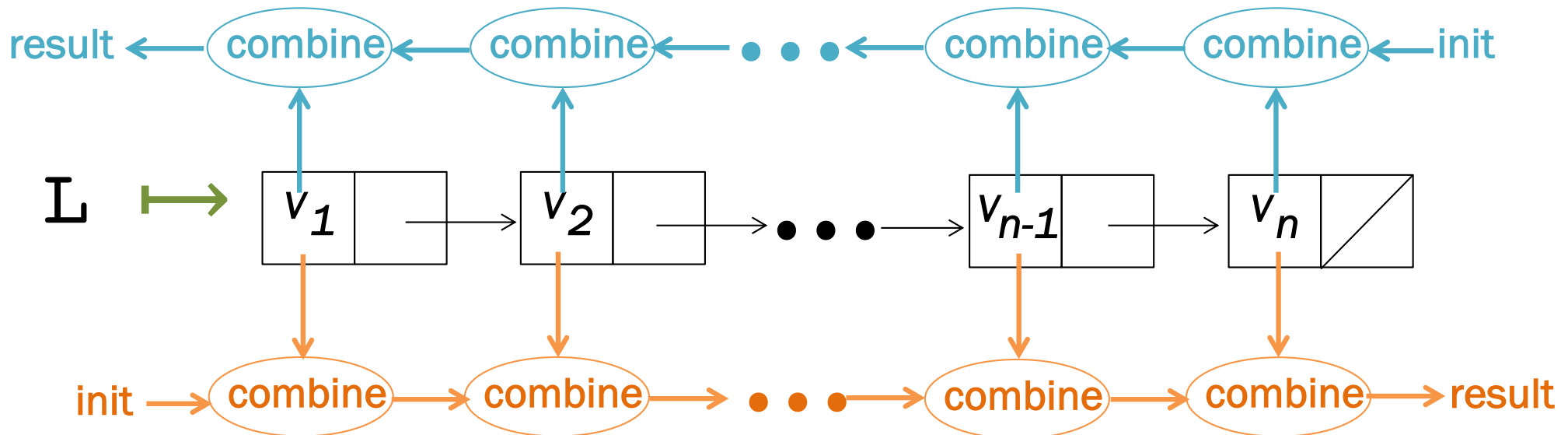
– `(foldr f init (list 1 2 3))`  
computes `(f 1 (f 2 (f 3 init)))`

– `(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

# Fold code: `tail.rkt`

- `foldr` implementation
- `foldl` implementation
- using `foldr/foldl`
- bonus `mystery` folding puzzle



# 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
  - Later: argument function can use any “private” data in its environment.
  - Iterator does not have to know or help.