Objectives	lis Example Recursions	LISTS	References
0 00	0	00000	0

Basic Recursion

Dr. Mattox Beckman

University of Illinois at Urbana-Champaign Department of Computer Science

◆□▶ ◆□▶ ◆ □▶ ◆ □▶ ○ □ ○ ○ ○ ○

Objectives	Function Calls	Example Recursions	Lists	References
•	00	0	00000	0

▲□▶▲□▶▲□▶▲□▶ ■ のへで

Objectives

- Diagram the stack frames that result from a series of function calls.
- Use HASKELL to write a recursive function on integers.
- Use HASKELL to write a recursive function on lists.

Objectives	Function Calls	Example Recursions	Lists	References
0	•0	0	00000	0

Function Calls

Remember the syntax of a function definition in HASKELL.

Function Syntax

1 foo a =

- 2 let aa = a * a
- ₃ in aa + a
 - The above function has one paramater and one local.
 - If we call it three times, what will happen in memory?

 $1 \mathbf{x} = (foo \ 1) + (foo \ 2) + (foo \ 3)$

Objectives Fun	nction Calls	Example Recursions	Lists	References
0 00)	0	00000	0

Function Calls

Remember the syntax of a function definition in HASKELL.

Function Syntax

1 **foo** a = 2 **let** aa = a * a

- ₃ in aa + a
 - The above function has one paramater and one local.
 - ▶ If we call it three times, what will happen in memory?

```
1 \mathbf{x} = (\text{foo } 1) + (\text{foo } 2) + (\text{foo } 3)
```



▲□▶▲□▶▲□▶▲□▶ □ のへで

Objectives Fun	nction Calls	Example Recursions	Lists	References
0 00)	0	00000	0

Function Calls

Remember the syntax of a function definition in HASKELL.

Function Syntax

1 **foo** a = 2 **let** aa = a * a

- ₃ in aa + a
 - The above function has one paramater and one local.
 - ▶ If we call it three times, what will happen in memory?

```
1 \mathbf{x} = (foo \ 1) + (foo \ 2) + (foo \ 3)
```



Objectives Fun	nction Calls	Example Recursions	Lists	References
0 00)	0	00000	0

Function Calls

Remember the syntax of a function definition in HASKELL.

Function Syntax

1 foo a =2 let aa = 2

```
2 let aa = a * a
```

```
₃ in aa + a
```

- The above function has one paramater and one local.
- If we call it three times, what will happen in memory?

```
1 \mathbf{x} = (\text{foo } 1) + (\text{foo } 2) + (\text{foo } 3)
```



Objectives	Function Calls	Example Recursions	Lists	References
0	0•	0	00000	0

Functions Calling Functions

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1)2 bar y = y + baz (y+1) 3 baz z = z * 10

Objectives	Function Calls	Example Recursions	Lists	References
0	0●	0	00000	0

Functions Calling Functions

► If one function calls another, *both* activation records exist simultaneously.

```
1 foo x = x + bar (x+1)

2 bar y = y + baz (y+1)

3 baz z = z * 10
```



Objectives	Function Calls	Example Recursions	Lists	References
0	0●	0	00000	0

► If one function calls another, *both* activation records exist simultaneously.

```
1 foo x = x + bar (x+1)

2 bar y = y + baz (y+1)

3 baz z = z * 10
```



Objectives	Function Calls	Example Recursions	Lists	References
0	0●	0	00000	0

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1) 2 bar y = y + baz (y+1)3 baz z = z * 10



Objectives	Function Calls	Example Recursions	Lists	References
0	0●	0	00000	0

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1) 2 bar y = y + baz (y+1)3 baz z = z * 10



Objectives	Function Calls	Example Recursions	Lists	References
0	0●	0	00000	0

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1) 2 bar y = y + baz (y+1)3 baz z = z * 10



Objectives	Function Calls	Example Recursions	Lists	References
0	0●	0	00000	0

Functions Calling Functions

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1) 2 bar y = y + baz (y+1)3 baz z = z * 10



Example Recursions	Lists	References
0	00000	0
	Example Recursions O	Example Recursions Lists O 00000

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1) 2 bar y = y + baz (y+1)3 baz z = z * 10



Example Recursions	Lists	References
0	00000	0
	Example Recursions O	Example Recursions Lists O 00000

► If one function calls another, *both* activation records exist simultaneously.

1 foo x = x + bar (x+1) 2 bar y = y + baz (y+1)3 baz z = z * 10



Objectives	Function Calls	Example Recursions	Lists	References
0	00	•	00000	0

Factorial

► This works if the function calls itself.

Factorial

```
1 fact 0 = 1
2 fact 1 = 1
3 fact n = n * fact (n-1)
```



Objectives	Function Calls	Example Recursions	Lists	References
0	00	0	●0000	0

▲□▶▲□▶▲□▶▲□▶ □ のへで

Lists in HASKELL

- HASKELL has a built-in syntax for singly linked lists.
- ► The empty list is [].
- You can use : to create a new list ...

1 : 2 : 3 : 4 : [] $1 \longleftrightarrow 2 \longleftrightarrow 3 \longleftrightarrow 4$

► You can also write [1,2,3,4].

Objectives	Function Calls	Example Recursions	Lists	References
0	00	0	0000	0

Lists

Because lists are recursive, functions that deal with lists tend to be recursive.

Length

```
mylength :: [a] -> Int
mylength [] = 0
mylength (x:xs) = 1 + mylength xs
mylength s -- would return 3
```

- The base case stops the computation.
- > Your recursive case calls itself with a *smaller* argument than the original call.

Objectives	Function Calls	Example Recursions	Lists	References
0	00	0	0000	0

Activity

• Write a function fib that computes the *n*th Fibonacci number F_n . Let $F_1 = 1$ and $F_2 = 1$.

<□> < @> < E> < E> E のQ@

- Write a function sumList that takes a list and sums its elements.
- Write a function incList that takes a list and increments its elements.

Objectives	Function Calls	Example Recursions	Lists	References
0	00	0	00000	0

▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶ □ ● のへで

Solutions to fib and sumList

```
1 fib 1 = 1
2 fib 2 = 1
3 fib n = fib (n-1) + fib (n-2)
4
5 sumList [] = 0
6 sumList (x:xs) = x + sumList xs
```

Objectives	Function Calls	Example Recursions	Lists	References
0	00	0	00000	0

▲ロト ▲ 課 ト ▲ 語 ト ▲ 語 ● の Q @

Solution to incList

Remember that you must create a new list!

incList [] = []
2 incList (x:xs) = x+1 : incList xs

Objectives	Function Calls	Example Recursions	Lists	References
0	00	0	00000	•

History

► The first programming language to implement recursion was LISP in 1958. [McC79]

References

[McC79] John McCarthy. *History of Lisp*. Stanford University, 1979. URL: http://www-formal.stanford.edu/jmc/history/lisp/lisp.html.