COSE212: Programming Languages Lecture 4 — Recursive and Higher-Order Programming

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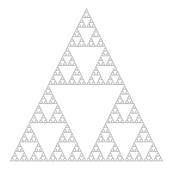
## Recursive and Higher-Order Programming

Heavily used in functional programming languages:

- Recursive programming provides a powerful problem-solving method.
- Higher-order programming provides expressiveness.

# Why Recursive Thinking?

Describe an algorithm to draw the following:



# Recursive Problem-Solving Strategy

- If the problem is sufficiently small, directly solve the problem.
- Otherwise,
  - Split the problem up into smaller problems with the same structure as original.
  - Solve each of those smaller problems.
  - Ombine the results to get the overall solution.

## Example: list length

- If the list is empty, the length is 0.
- Otherwise,
  - The list can be split into its head and tail.
  - Ocompute the "lengths" of the tail.
  - The overall solution is the length of the tail plus one.

In OCaml:

```
let rec length l =
  match l with
  | [] -> 0
  | hd::tl -> 1 + length tl
```

## Exercise 1: append

Write a function that appends two lists:

```
# append [1; 2; 3] [4; 5; 6; 7];;
- : int list = [1; 2; 3; 4; 5; 6; 7]
# append [2; 4; 6] [8; 10];;
- : int list = [2; 4; 6; 8; 10]
```

#### Exercise 2: reverse

Write a function that reverses a given list:

```
val reverse : 'a list -> 'a list = <fun>
# reverse [1; 2; 3];;
- : int list = [3; 2; 1]
# reverse ["C"; "Java"; "OCaml"];;
- : string list = ["OCaml"; "Java"; "C"]
```

#### Exercise 3: nth-element

Write a function that computes nth element of a list:

```
# nth [1;2;3] 0;;
-: int = 1
# nth [1;2;3] 1;;
-: int = 2
# nth [1;2;3] 2;;
-: int = 3
# nth [1;2;3] 3;;
Exception: Failure "list is too short".
let rec nth l n =
 match 1 with
  | [] -> raise (Failure "list is too short")
  | hd::tl -> (* ... *)
```

#### Exercise 4: remove-first

Write a function that removes the first occurrence of an element from a list:

```
# remove_first 2 [1; 2; 3];;
-: int list = [1; 3]
# remove_first 2 [1; 2; 3; 2];;
-: int list = [1; 3; 2]
# remove_first 4 [1;2;3];;
-: int list = [1; 2; 3]
# remove_first [1; 2] [[1; 2; 3]; [1; 2]; [2; 3]];;
-: int list list = [[1; 2; 3]; [2; 3]]
let rec remove_first a l =
  match 1 with
  | [] -> []
  | hd::tl -> (* ... *)
```

#### Exercise 5: insert

Write a function that inserts an element to a sorted list:

```
# insert 2 [1;3];;
-: int list = [1: 2: 3]
# insert 1 [2;3];;
-: int list = [1; 2; 3]
# insert 3 [1;2];;
-: int list = [1; 2; 3]
# insert 4 [];;
-: int list = [4]
let rec insert a l =
  match 1 with
  | [] -> [a]
  | hd::tl -> (* ... *)
```

#### Exercise 6: insertion sort

Write a function that performs insertion sort:

```
let rec sort l =
  match 1 with
  | [] -> []
  | hd::tl -> insert hd (sort tl)
cf) Compare with "C-style" non-recursive version:
for (c = 1 ; c \le n - 1; c++) {
d = c;
while ( d > 0 \&\& array[d] < array[d-1]) {
            = array[d];
   t
   array[d] = array[d-1];
   array[d-1] = t;
   d--:
}
}
```

## Recursion in ML is Not Expensive

In languages like C, recursion should be avoided because function call consumes additional memory:

void f() { f(); } /\* stack overflow \*/

The same program in ML iterates forever:

let rec f() = f()

## **Tail-Recursive Functions**

More precisely, *tail-recursive functions* are not expensive in ML. A recursive call is a tail call if there is nothing to do after the function returns.

```
let rec last 1 =
match 1 with

[a] -> a
[.::t1 -> last t1

let rec factorial a =
if a = 1 then 1
else a * factorial (a - 1)
```

Languages like ML, Scheme, Scala, and Haskell do *tail-call optimization*, so that tail-recursive calls do not consume additional amount of memory.

# Transforming to Tail-Recursive Functions

Non-tail-recursive factorial:

```
let rec factorial a =
  if a = 1 then 1
  else a * factorial (a - 1)
```

Tail-recursive version:

let rec fact product counter maxcounter =
 if counter > maxcounter then product
 else fact (product \* counter) (counter + 1) maxcounter

```
let factorial n = fact 1 1 n
```

# **Higher-Order Functions**

Higher-order functions:

- functions that take other functions or return functions as results
- a powerful tool for code reuse

## Example 1: map

Three similar functions:

```
let rec inc_all 1 =
  match 1 with
  | [] -> []
  | hd::tl -> (hd+1)::(inc all tl)
let rec square_all 1 =
  match 1 with
  | [] -> []
  hd::tl -> (hd*hd)::(square_all tl)
let rec cube_all 1 =
  match 1 with
  | [] -> []
  hd::tl -> (hd*hd*hd)::(cube all tl)
```

## Example 1: map

The code pattern can be captured by the higher-order function map:

With map, the functions can be defined as follows:

```
let inc x = x + 1
let inc_all l = map inc l
let square x = x * x
let square_all 1 = map square 1
let cube x = x * x * x
let cube_all l = map cube l
Or, using nameless functions:
let inc_all l = map (fun x -> x + 1) l
let square_all l = map (fun x -> x * x) l
let cub_all l = map (fun x \rightarrow x * x * x) l
```

#### Example 2: fold

Two similar functions:

```
let rec sum l =
  match 1 with
  | [] -> 0
  | hd::tl -> hd + (sum tl)
let rec prod l =
  match 1 with
  | [] -> 1
  | hd::tl -> hd * (prod tl)
# sum [1; 2; 3; 4];;
-: int = 10
# prod [1; 2; 3; 4];;
-: int = 24
```

#### Example 2: fold

The two functions have the following form:

sum [x1; x2; ...; xn] = x1 + (x2 + (... + (xn + 0)))

prod [x1; x2; ...; xn] = x1 \* (x2 \* (... \* (xn \* 1)))

This pattern is captured by fold:

fold f [x1; x2; ...; xn] a = f x1 (f x2 (... (f xn a)))

```
let sum lst = fold (fun x y \rightarrow x + y) lst 0
let prod lst = fold (fun x y \rightarrow x * y) lst 1
```

or,

```
let sum l = fold (+) l 0
let prod l = fold (*) l 1
```

#### Example 2: fold

The definition of fold:

```
let rec fold f l a =
  match l with
  | [] -> a
  | hd::tl -> f hd (fold f tl a)
```

#### Exercises

Re-write the following functions in one-line using fold:

```
• let rec length l =
   match 1 with
    | [] -> 0
    | hd::tl -> 1 + length tl
• let rec reverse l =
   match 1 with
    | [] -> []
    | hd::tl -> (reverse tl) @ [hd]
let rec is_all_pos l =
   match 1 with
    | [] -> true
    | hd::tl -> (hd > 0) && (is_all_pos tl)
```