

# CMSC 330: Organization of Programming Languages

---

Tail Recursion

CMSC330 Spring 2026

# Factorial

---

$$\text{fact } n = \begin{cases} 1 & n=0 \\ n * \text{fact } (n-1) & n>0 \end{cases}$$

```
let rec fact n =  
  if n = 0 then 1  
  else n * fact (n-1)
```

```
fact 4 = 24
```

# Factorial

---

$$\text{fact } n = \begin{cases} 1 & n=0 \\ n * \text{fact } (n-1) & n>0 \end{cases}$$

fact 3 = 3 \* fact 2  
= 3 \* 2 \* fact 1  
= 3 \* 2 \* 1 \* fact 0  
= 3 \* 2 \* 1 \* 1  
= 3 \* 2 \* 1  
= 3 \* 2  
= 6

fact 0  
fact 1  
fact 2  
fact 3

Stack

	1
1	1 * fact 0
2	2 * fact 1
3	3 * fact 2

# Stack Overflow

---

```
# let rec fact n = if n = 0 then 1 else n * fact (n-1);;  
val fact : int -> int = <fun>  
# fact 1000000 ;
```

Stack overflow during evaluation (looping recursion?).

# Yet Another Factorial

---

$$\text{aux } x \ a = \begin{cases} a & x=0 \\ \text{aux } (x-1) \ x*a & x>0 \end{cases}$$

`fact n = aux n 1`

```
let fact n =  
  let rec aux x a =  
    if x = 0 then a  
    else aux (x-1) x*a  
  in  
  aux n 1
```

Stack	
	6
1,6	aux 1 6
2,3	aux 2 3
3,1	aux 3 1

fact 3

# Yet Another Factorial

---

$\text{aux } x \ a = \begin{cases} a & x=0 \\ \text{aux } (x-1) \ x*a & x>0 \end{cases}$
$\text{fact } n = \text{aux } n \ 1$

$$\begin{aligned} \text{fact } 3 &= \text{aux } 3 \ 1 \\ &= \text{aux } 2 \ 3 \\ &= \text{aux } 1 \ 6 \\ &= 6 \end{aligned}$$

# Tail Recursion

---

- Whenever a function's result is **completely computed by its recursive call**, it is called **tail recursive**
  - Its “tail” – the last thing it does – is recursive
- Tail recursive functions can be implemented **without requiring a stack frame for each call**
  - **No intermediate variables need to be saved**, so the compiler overwrites them
- Typical pattern is to use an **accumulator** to build up the result, and return it in the base case

# Compare fact and aux

---

```
let rec fact n =  
  if n = 0 then 1  
  else n * fact (n-1)
```

*Waits for recursive call's result to compute final result*

```
let fact n =  
  let rec aux x acc =  
    if x = 1 then acc  
    else aux (x-1) (acc*x)  
  in  
  aux n 1
```

*final result is the result of the recursive call*



# Exercise: Finish Tail-recursive Version

---

```
let rec sumlist l =  
  match l with  
    [] -> 0  
  | (x::xs) -> (sumlist xs) + x
```

*Tail-recursive version:*

```
let sumlist l =  
  let rec helper l a =  
    match l with  
      [] -> a  
    | (x::xs) -> helper xs (x+a)  
  in  
  helper l 0
```

# A Tail Recursive `map`

---

```
let map f l =  
  let rec helper l a =  
    match l with  
    [] -> a  
    | h::t -> helper t ((f h)::a)  
  in rev (helper l [])
```

Could instead change `(f h)::a` to be `a@(f h)`

**Q:** Why is the above implementation a better choice?

**A:**  $O(n)$  running time, not  $O(n^2)$  (where  $n$  is length of list)