

What is Recursion???

Regarding Chapter 9 of
The Little Schemer

We are used to thinking of recursion as "a function calling itself", but what does that mean? We can make a function with a lambda expression. For example, `(lambda (x) (* 2 x))` is a function that takes a number and doubles it.

We can create such a function without defining it; *define* extends the environment and that shouldn't have anything to do with creating a function. But what about a function such as `length`:

```
(define length
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 (length (cdr lat)))])))
```

How can we define such a function without extending the environment?

Well, first of all we need some place to start. I am going to extend the environment with one special function, which eventually we won't need.

```
(define eternity (lambda (x) (eternity x)))
```

This is the stupid recursion that your mother warned you about. For any argument a , $(\text{eternity } a)$ never terminates.

Now consider the following function:

```
(define L (lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 (f (cdr lat)))]))))
```

The body here is somewhat like our length function.

```
(define L (lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 (f (cdr lat)))]))))
```

Consider

```
(define L0 (L eternity))
```

This is

```
(lambda (lat)
  (cond
    [(null? lat) 0]
    [else (add1 (eternity (cdr lat)))])))
```

This returns 0 for an empty lat, and fails if the lat is not empty.

```
(define L (lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 (f (cdr lat)))]))))
(define L0 (L eternity))
```

Now consider

```
(define L1 (L L0)) which is (L (L eternity)).
```

This is (lambda (lat)

```
(cond
  [(null? lat) 0]
  [else (add1 (L0 (cdr lat)))]))
```

This returns 0 if the lat is empty, 1 if the (cdr lat) is empty, and fails otherwise.

```
(define L (lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 (f (cdr lat)))]))))
```

```
(define L0 (L eternity))
```

```
(define L1 (L L0)) which is (L (L eternity)).
```

Similarly we can define

```
(define L2 (L L1) ) which is (L (L (L eternity)))
```

```
(define L3 (L L2)) and so forth.
```

(L3 lat) correctly gives the length of any lat with length 3 or less, but fails for lats longer than 3.

```
(define L (lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 (f (cdr lat)))]))))))
```

Here is another way to get at this. Consider

```
(define M1 ((lambda (x) (x x))
  (lambda (f)
    (lambda (lat)
      (cond
        [(null? lat) 0]
        [else (add1 ((f eternity) (cdr lat)))]))))))
```

It is hard to even parse this. M1 is the application of (lambda (x) (x x)) to the lambda (f) expression.


```
(define M1 ((lambda (x) (x x))
            (lambda (f)
              (lambda (lat)
                (cond
                 [(null? lat) 0]
                 [else (add1 ((f eternity) (cdr lat)))]))))))
```

If we let x be that $\text{lambda}(f)$ expression, it isn't hard to see that $(x \text{ eternity})$ is exactly the same as $(L \text{ eternity})$, which we called $L0$, and $(x x)$ is

```
(lambda (lat)
  (cond
   [(null? lat) 0]
   [else (add1 (L0 (cdr lat)))]))
```

which is $L1$. In other words, $M1$ is the same as $L1$.

```
(define M1 ((lambda (x) (x x))
  (lambda (f)
    (lambda (lat)
      (cond
        [(null? lat) 0]
        [else (add1 ((f eternity) (cdr lat)))]))))))
```

Finally, instead of falling back on *eternity* to fail if we go too far through the list, apply f back to itself:

```
(define N ((lambda (x) (x x))
  (lambda (f)
    (lambda (lat)
      (cond
        [(null? lat) 0]
        [else (add1 ((f f) (cdr lat)))]))))))
```

```

(define N ((lambda (x) (x x))
           (lambda (f)
             (lambda (lat)
               (cond
                [(null? lat) 0]
                [else (add1 ((f f) (cdr lat)))]))))))

```

This is easier to think about if we let X be that lambda(f) expression.
M is (X X), which is

```

(lambda (lat)
  (cond
   [(null? lat) 0]
   [(else (add1 ( (X X) (cdr lat)))]))

```

And this is exactly the length function!

Don't let the defines we have done fool you; we are saying that the length function is the result of applying

```
(lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 ((f f) (cdr lat)))])))
```

to itself. We are getting recursion here without extending the environment. No function is "calling itself", yet we are recursing through the lat.

To recap, if we let X be

```
(lambda (f)
  (lambda (lat)
    (cond
      [(null? lat) 0]
      [else (add1 ((f f) (cdr lat)))]))))
```

then (X X) is the length function for lists. We can write other recursions in this style.

```
(define Y (lambda (f);
  (lambda (a lat)
    (cond
      [(null? lat) #f]
      [(eq? a (car lat)) #t]
      [else ( (f f) a (cdr lat))])))
```

Then (Y Y) is the member? function.

```
(define Z (lambda (f)
  (lambda (a lat)
    (cond
      [(null? lat) null]
      [(eq? a (car lat)) (cdr lat)]
      [else (cons (car lat) ( (f f) a (cdr lat)))]))))))
```

(Z Z) is the rember function

We can recurse on numbers as easily as lists:

```
(define W (lambda (f)
  (lambda (n)
    (cond
      [(< n 2) 1]
      [else (* n ((f f) (sub1 n)))]))))
```

`(W W)` is the factorial function. You knew we couldn't do recursion and not mention factorials.

In Chapter 9 of *The Little Schemer* Friedman and Felleisen take this one step further.

Remember that we produced the length function as

```
(define N ((lambda (x) (x x))
           (lambda (f)
             (lambda (lat)
               (cond
                [(null? lat) 0]
                [else (add1 ((f f) (cdr lat)))]))))))
```

They rewrite this so it is the result of applying a complex function Y to

```
(lambda (length)
  (lambda (lat)
    (cond
     [(null? lat) 0]
     [else (add1 (length (cdr lat)))]))))
```

This actually looks like the usual definition of length, surrounded by a lambda (length).

That complex function Y is called the "Y Combinator". It was discovered by Haskell Curry.