

## 18 The runtime stack, recursion explained and simulated

Here is a recursive version of gcd().

```
int gcd(int m, int n) // assume m>=n>=0 and m>0; not all necessary
{
    if (n==0)
        return m;
    else
    {   int p; // not essential, makes things clearer
        p = gcd ( n, m-n );
        return p;
    }
}
```

gcd(40,25) will call  
gcd(25,15) which calls  
gcd(15,10) which calls  
gcd(10,5) which calls  
gcd(5,0)  
gcd(5,0) returns 5 to the calling routine  
gcd(10,5) returns 5 to the calling routine  
gcd(15,10) returns 5 to the calling routine  
gcd(25,15) returns 5 to the calling routine  
gcd(40,25) which returns 5 to its calling routine.

**In general**, when routine A calls routine B, then when B terminates, A is resumed. There is a *nesting effect*. To show the nesting pattern, we shall use indentation.

gcd(40,25) calls  
  gcd(25,15): gcd(40,25) pauses and gcd(25,15) calls  
    gcd(15,10) gcd(40,25), gcd(25,15) both paused, next call  
      gcd(10,5) gcd(40,25), gcd(25,15), gcd (10,5) paused, next call  
        gcd(5,0)  
        gcd(5,0) returns and  
        gcd(10,5) resumes, returning 5  
      gcd(15,10) resumes returning 5  
    gcd(25,15) resumes, returning 5  
  gcd(40,25) resumes, returning 5

So, at any time a particular routine is operating, and some others are paused, incomplete. Again:

```
int gcd(int m, int n) // assume m>=n>=0 and m>0; not all necessary
{
```

```

    if (n==0)
        return m;
    else
    {   int p; // not essential, makes things clearer
        p = gcd ( n, m-n );
        return p;
    }
}

```

There are two arguments and one local variable, that is, when `gcd()` is called there are three variables of interest:

m            n            p

**The runtime stack.** There is a section of memory called the *runtime stack* in which the local variables of the routine operating and any incomplete, paused, routines, are stored. The variables connected with a particular routine are stored in a *stack frame*. When the routine begins, the frame is created and initialised. When it ends, the frame is removed, exposing the frame of the calling routine.

We illustrate them with indenting. This time the calls are on the right.

```

m  n  p   m  n  p   m  n  p   m  n  p   m  n  p
|40,25,--| .....gcd(40,25)
      |25,15,--| .....gcd(25,15)
            |15,10,--| .....gcd(15,10)
                  |10,5,--| .....gcd(10,5)
                        | 5, 0,--|..gcd(5,0)
                              | 5, 0,--|..gcd(5,0) ret 5
                                    |10,5, 5|.....gcd(10,5) ret 5
                                          |15,10, 5|.....gcd(15,10) ret 5
                                                |25,15, 5|.....gcd(25,15) ret 5
                                                    |40,25, 5|.....gcd(40,25) ret 5

```

## 18.1 Russian Peasant multiplication

```

int product ( int m, int n ) // assumed nonnegative
{
    if ( n == 0 )
        return 0;
    else
    {
        int p = product ( m, n/2 );
        if ( n%2 == 0 )
        { return p + p; }
        else
        { return p + p + m; }
    }
}

```

```
}
}
```

Simulate `product(5,10)`.

```

                                product(5,10)
|5,10,--|
                                product(5,5)
|.....||5,5,--|
                                product(5,2)
|.....||5,2,--|
                                product(5,1)
|.....||5,1,--|
                                product(5,0)
|.....||5,0,--|
                                returns 0
                                product(5,1) resumes
|.....||5,1, 0|
                                1 is odd: returns 0+0+5
                                product(5,2) resumes
|.....||5,2, 5|
                                2 is even: returns 5+5
                                product(5,5) resumes
|.....||5,5,10|
                                5 is odd: returns 10+10+5
                                product(5,10) resumes
|5,10,25|
                                10 is even: returns 25+25 = 50
```