

Computer Science I

Recursion

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Outline

1. Introduction
2. Designing Recursive Functions
3. Avoiding Recursion

Part I: Introduction

Challenge

Challenge: write code to count down from 10 to 1 *without* using a loop.

Challenge

```
1 void countDown(int n) {  
2  
3     if(n < 0) {  
4         printf("Error: cannot count down from negatives!");  
5     } else if(n == 0) {  
6         printf("Blast Off\n");  
7     } else {  
8         printf("%d\n", n);  
9         countDown(n-1);  
10    }  
11    return;  
12 }
```

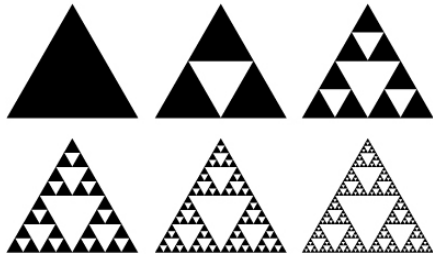
Recursion

- *Recursion* is when something is defined in terms of itself
- Mathematics: recurrence relations, Fibonacci Sequence

$$F(n) = \begin{cases} 1 & \text{if } n = 1 \\ 1 & \text{if } n = 2 \\ F(n-1) + F(n-2) & \text{otherwise} \end{cases}$$

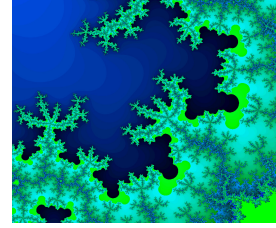
1, 1, 2, 3, 5, 8, 13, 21, 34, 55[↻] (1)

Fractals



Serpinski Triangles

Fractals



Mandelbrot Set

Recursive Functions

- ▶ A *recursive function* is a function that makes one or more “recursive calls” to itself
- ▶ Generally recursive calls pass in different parameter values
- ▶ More generally: divide-and-conquer style problem solving

Part II: Writing Recursive Functions

Recursion

In general, every recursive function must have:

1. A *base case* – a condition after which the recursion stops
2. Each recursive call must make progress toward the base case
3. Corner cases may need to be handled separately

Thinking Recursively

- ▶ A recursive solution requires you to think about a general “case”
- ▶ Similar to loops: at the i -th iteration what do you do?
- ▶ Given the input, how do you *divide-and-conquer* it?

Examples

- Write a recursive function to compute the fibonacci sequence
- Write a recursive function to find the largest element in an array of integers (simulate a traditional loop)
- Write a recursive, *divide-and-conquer*-style function to sum the elements in an array of integers

Fibonacci Solution

```
1 int fibonacci(int n) {
2
3     if(n < 1) {
4         return -1;
5     } else if(n == 1 || n == 2) {
6         return 1;
7     } else {
8         return fibonacci(n-1) + fibonacci(n-2);
9     }
10
11 }
```

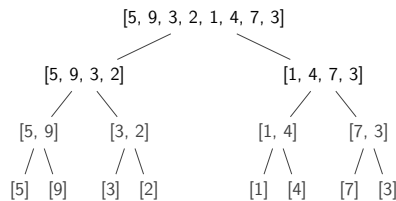
Largest Element Solution

```
1 int largestElement(const int *arr, int largest, int index) {
2     if(index < 0) {
3         return largest;
4     } else {
5         if(arr[index] > largest) {
6             return largestElement(arr, arr[index], index-1);
7         } else {
8             return largestElement(arr, largest, index-1);
9         }
10    }
11 }
```

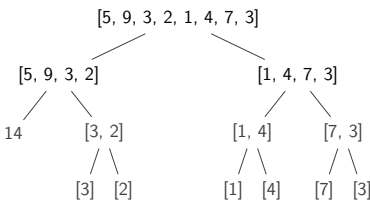
Summation Solution

```
1 int recursiveSum(const int *arr, int l, int r) {
2     if(l > r) {
3         return 0;
4     } else if(l == r) {
5         return arr[l];
6     } else {
7         int m = (l + r) / 2;
8         return recursiveSum(arr, l, m) + recursiveSum(arr, m+1, r);
9     }
10 }
```

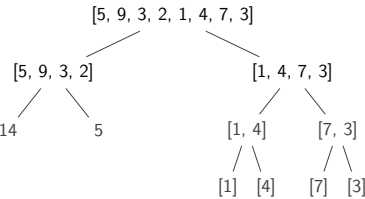
Divide & Conquer



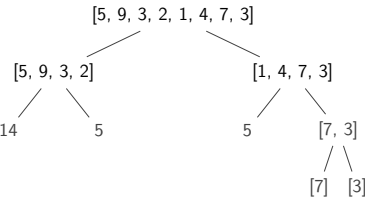
Divide & Conquer



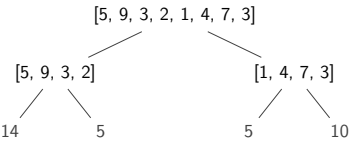
Divide & Conquer



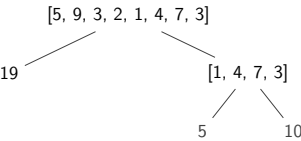
Divide & Conquer



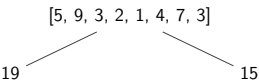
Divide & Conquer



Divide & Conquer



Divide & Conquer



Divide & Conquer

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Part III: Avoiding Recursion

Recursion: Advantages

- ▶ Recursion can be a useful problem solving technique
- ▶ Divide & Conquer strategies are generally presented as recursive
- ▶ Functional programming languages (Lisp, Haskell) use recursion as a fundamental control flow mechanism

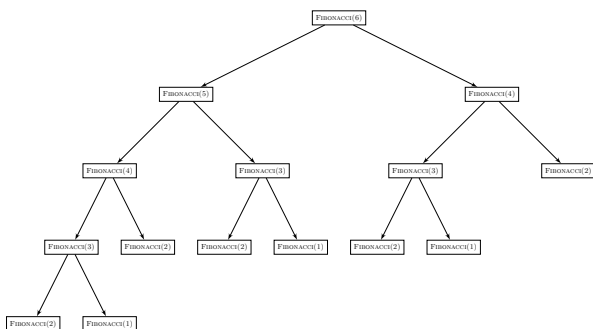
Recursion: Disadvantages

- ▶ In practice, recursion is not necessary: any (computable) recursive function can be rewritten using a loop and/or smart data structure
- ▶ Many style guides discourage or forbid the use of recursion
- ▶ Recursive functions can “abuse” the program stack by creating and destroying many stack frames
- ▶ Deep recursion risks *stack overflow*
- ▶ Demonstration

Recursion: Disadvantages

- ▶ Recursion can be extremely inefficient when not done properly
- ▶ Perfect example: Fibonacci code
- ▶ The same computations are performed over and over multiple times
- ▶ Computation Tree

Computation Tree



Mitigating Problems with Recursion

- ▶ Alternative solution: *memoization*
- ▶ Cache values so they can be reused (and not recomputed)
- ▶ Each recursive call checks to see if the value has been computed
- ▶ If yes: use it (avoid further recursion)
- ▶ If no: pay for the recursion, but store the answer
- ▶ Demonstration