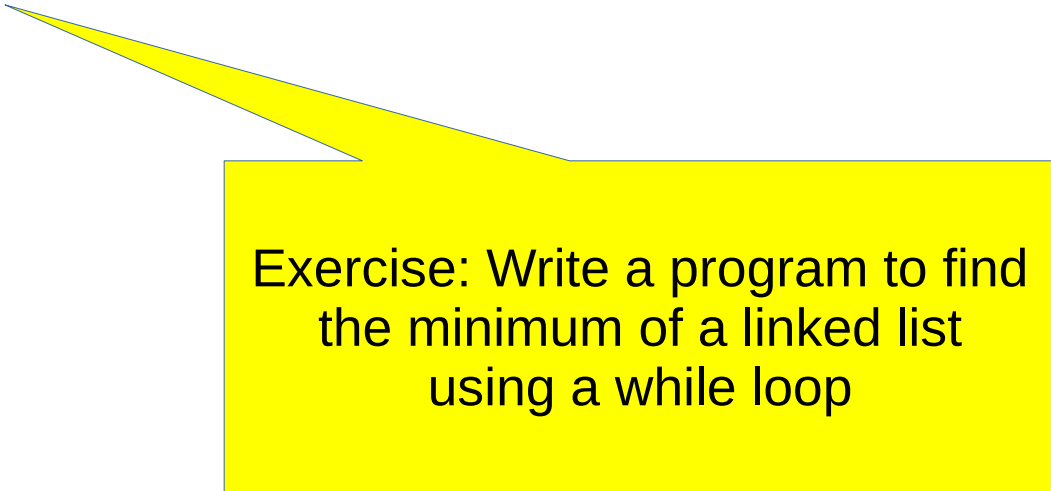


Recursion

Liz Willer

Finding the minimum **iteratively**

- Uses a while loop



Exercise: Write a program to find the minimum of a linked list using a while loop



min:

3



min:
3



min:

3

1



min:

3

1




min:

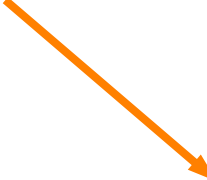
3

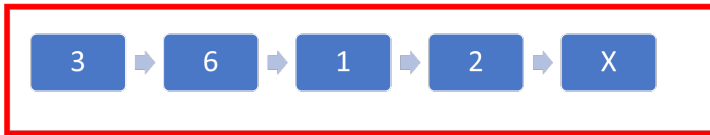
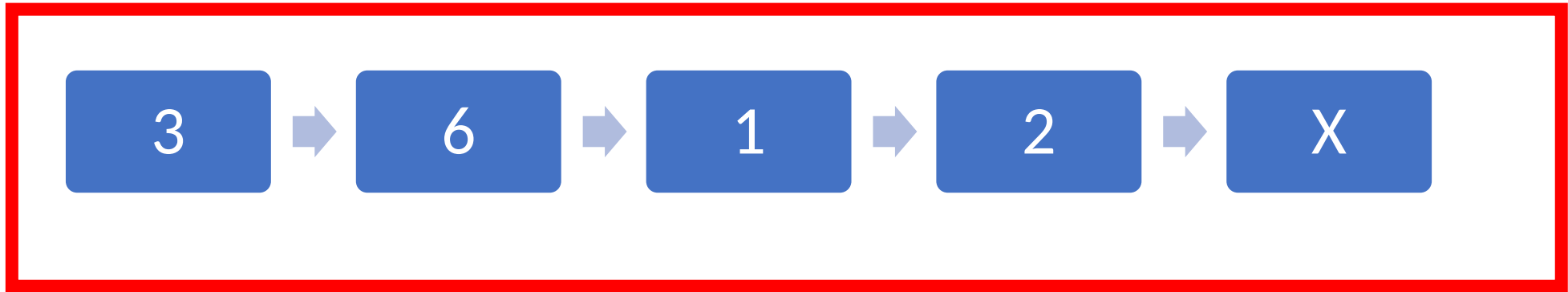
1

Finding the minimum recursively

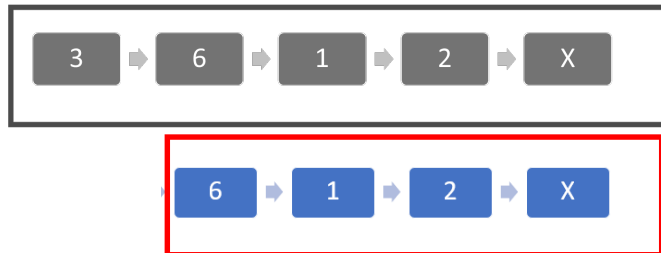
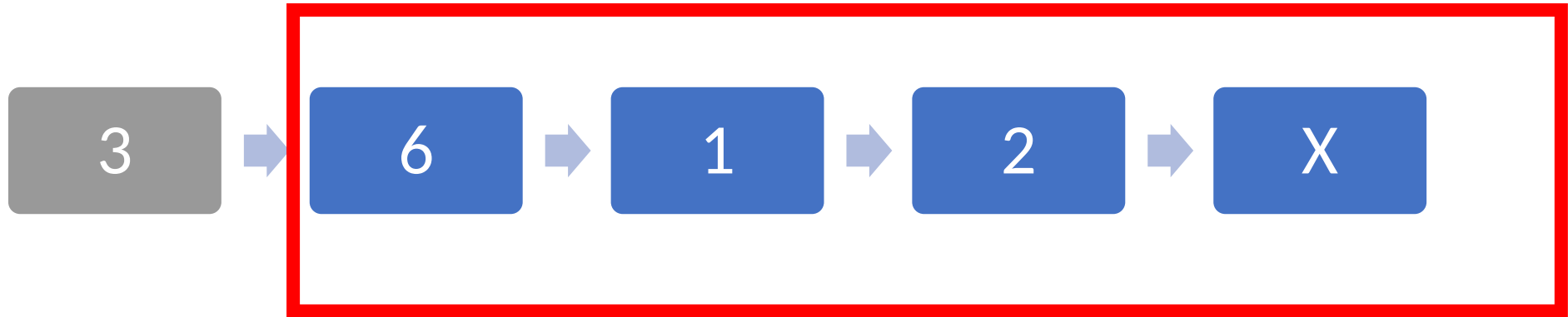
- A function calling itself

```
int rec_min(struct node *head) {  
    if (head->next == NULL) {  Base case  
        return head->data;  
    } else {  
        return minimum(rec_min(head->next), head->data);  
    }  
}
```

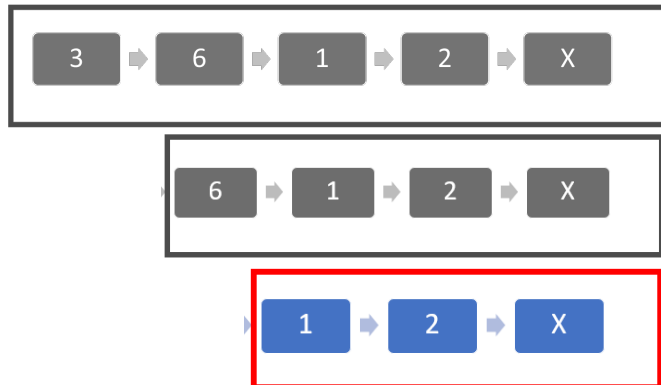
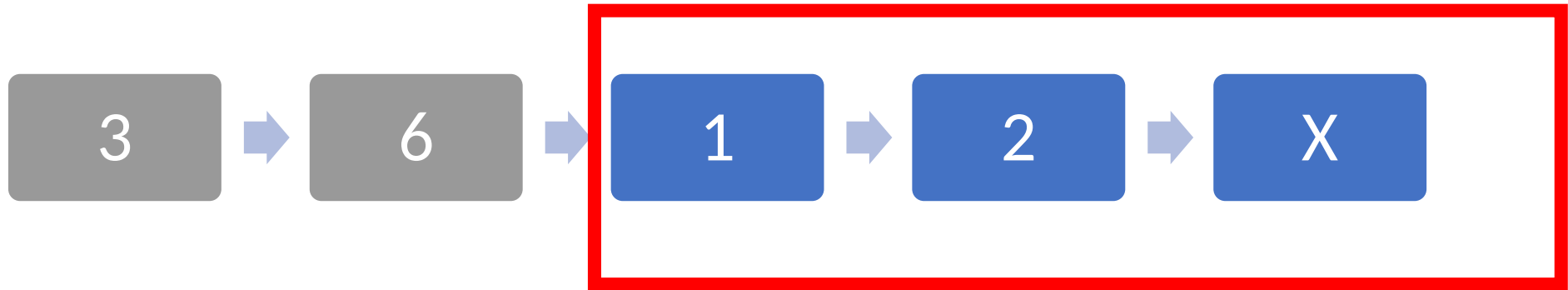
 **Recursive case**



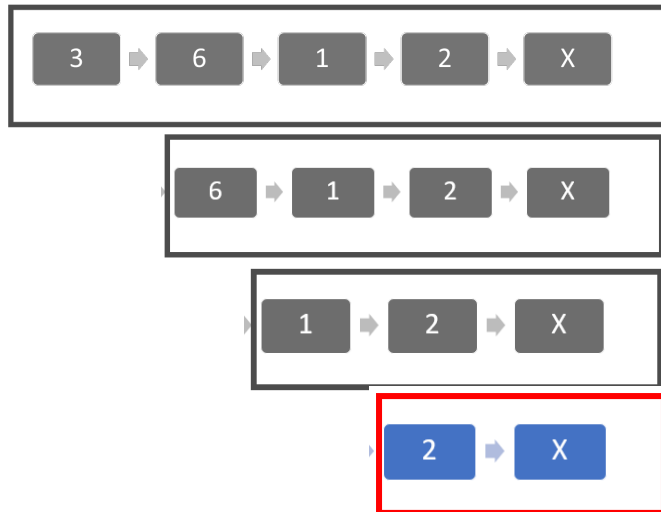
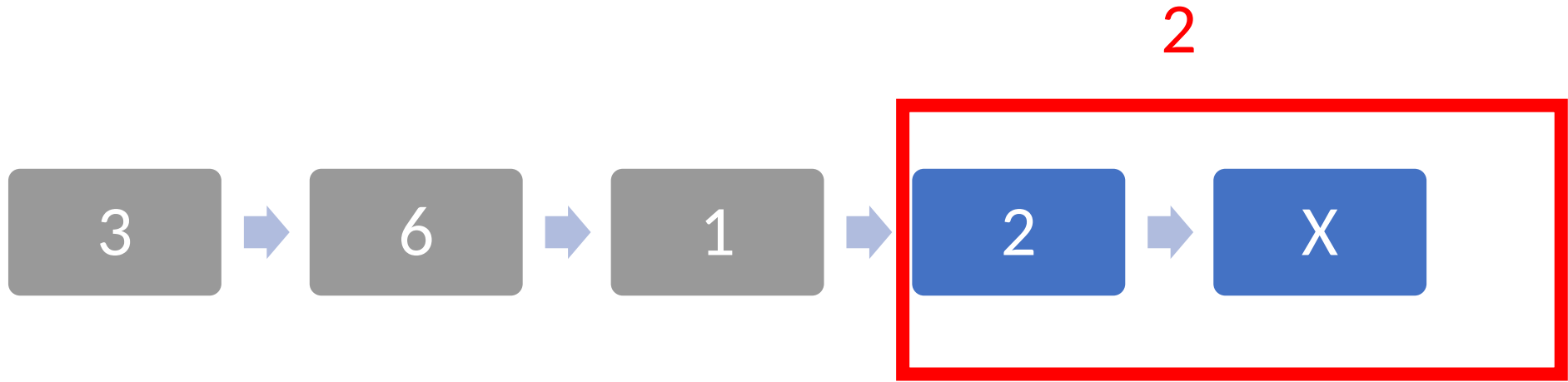
```
int rec_min(struct node *head) {  
    if (head->next == NULL) {  
        return head->data;  
    } else {  
        return minimum(rec_min(head->next), head->data);  
    }  
}
```



```
int rec_min(struct node *head) {  
    if (head->next == NULL) {  
        return head->data;  
    } else {  
        return minimum(rec_min(head->next), head->data);  
    }  
}
```

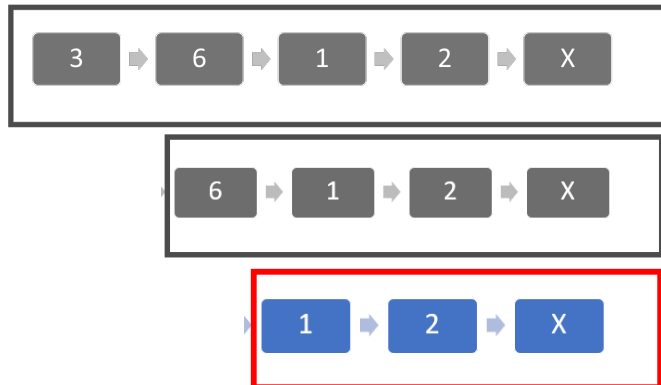
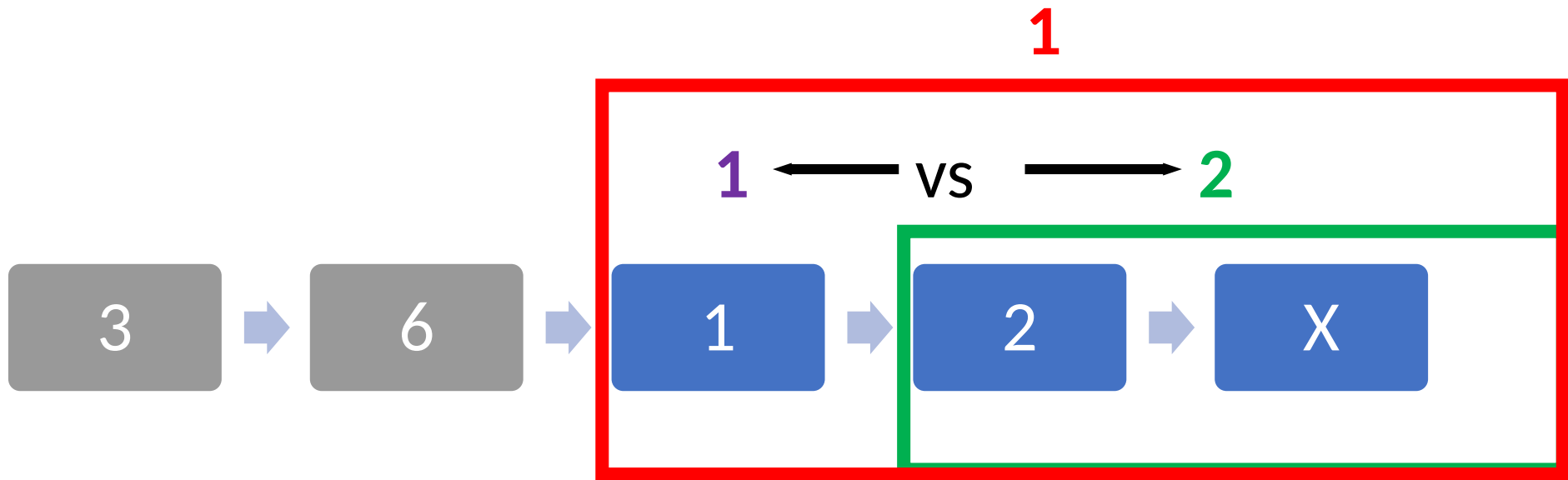


```
int rec_min(struct node *head) {  
    if (head->next == NULL) {  
        return head->data;  
    } else {  
        return minimum(rec_min(head->next), head->data);  
    }  
}
```

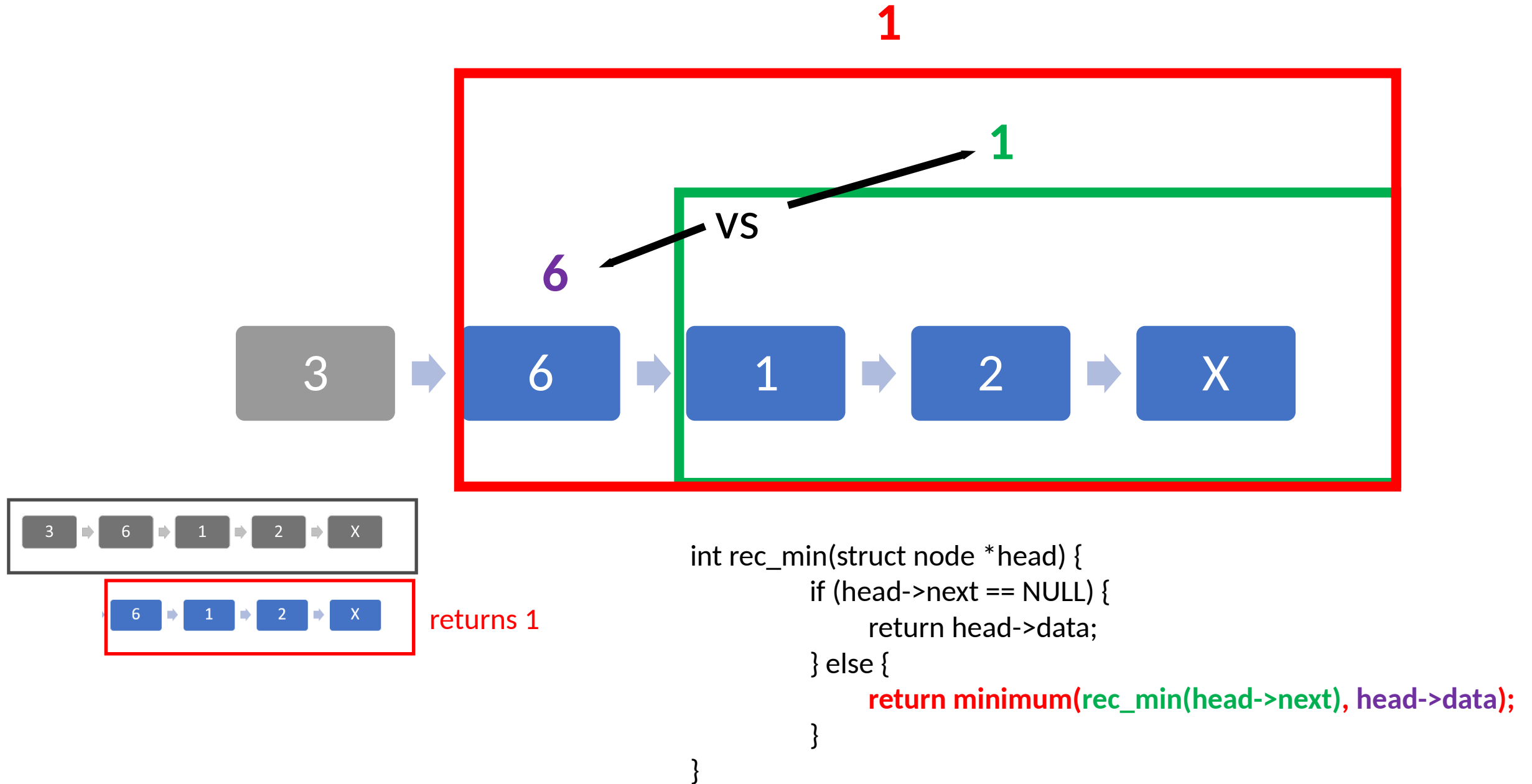


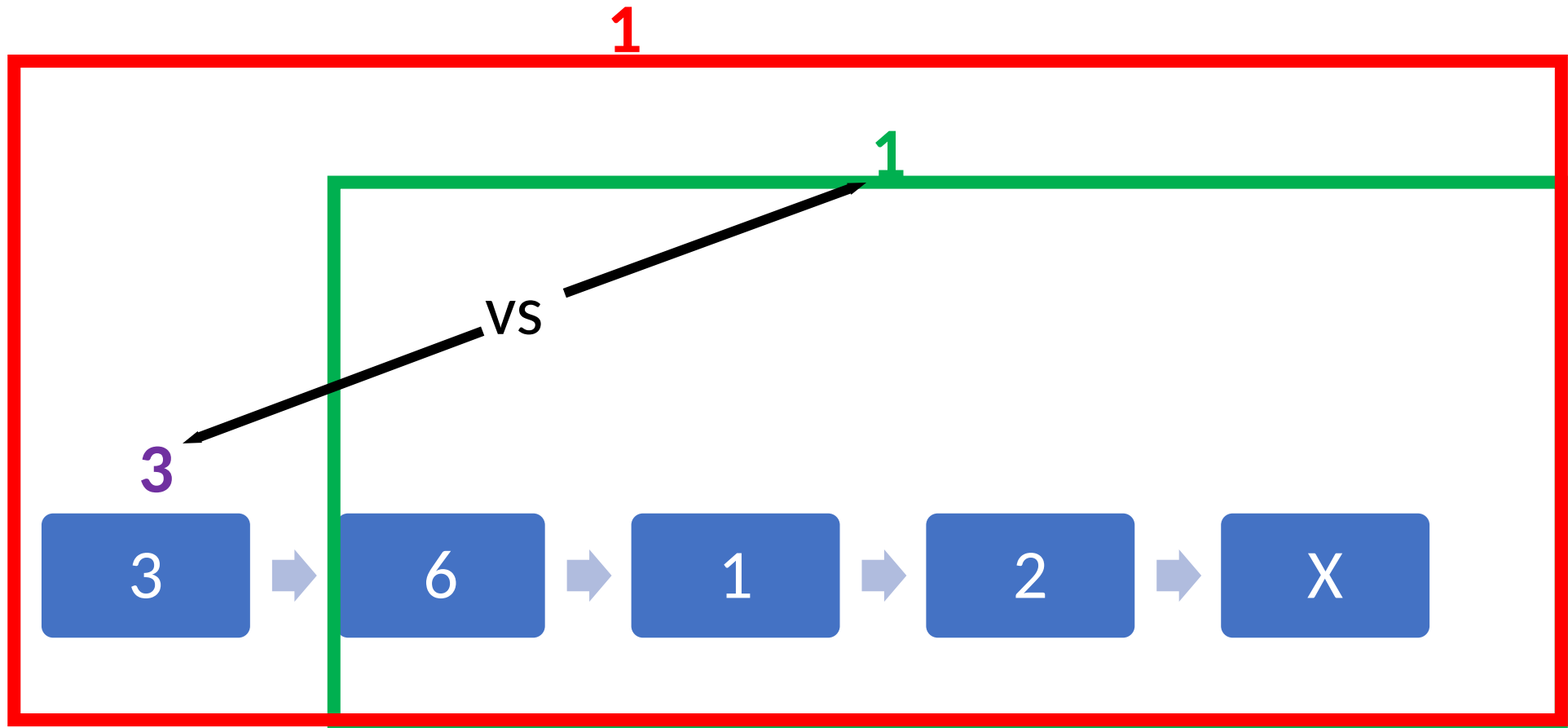
returns 2

```
int rec_min(struct node *head) {  
    if (head->next == NULL) {  
        return head->data;  
    } else {  
        return minimum(rec_min(head->next), head->data);  
    }  
}
```



```
int rec_min(struct node *head) {
    if (head->next == NULL) {
        return head->data;
    } else {
        return minimum(rec_min(head->next), head->data);
    }
}
```





returns 1

```
int rec_min(struct node *head) {  
    if (head->next == NULL) {  
        return head->data;  
    } else {  
        return minimum(rec_min(head->next), head->data);  
    }  
}
```

When do I use recursion?

1. Problems that can be broken down into smaller problems of the same sort (e.g. find the min/max of an array or list, Fibonacci).

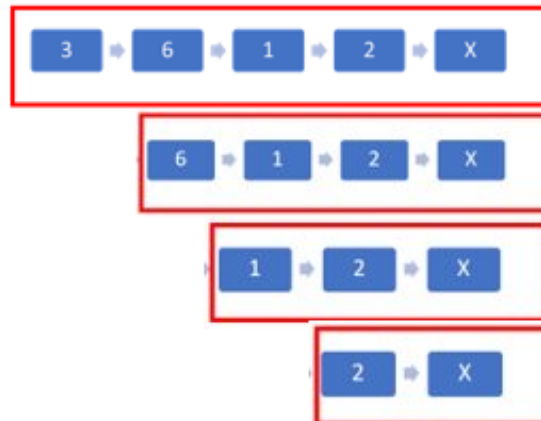
2. Problems that need a stack:

Exercise: what are some problems/algorithms that need a stack?

We can write one ourselves

OR

We can save effort by using the *call stack* instead



```
int MAXSIZE = 8;
int stack[8];
int top = -1;

int isempty() {
    if(top == -1)
        return 1;
    else
        return 0;
}

int isfull() {
    if(top == MAXSIZE)
        return 1;
    else
        return 0;
}

int peek() {
    return stack[top];
}

int pop() {
    int data;

    if(!isempty()) {
        data = stack[top];
        top = top - 1;
        return data;
    } else {
        printf("Could not retrieve data, Stack is empty.\n");
    }
}

int push(int data) {
    if(!isfull()) {
        top = top + 1;
        stack[top] = data;
    } else {
        printf("Could not insert data, Stack is full.\n");
    }
}
```