

Recursion

Announcements

Curry Review

1) Partial Curry

(Demo)



2) Conditional Curry

(Demo)

Analogy for Recursion

Analogy for Recursion

It's 6:30 PM! You rush to Crossroads Dining Hall and get in line. There are more people than you can count...

You can't step out of line because you'd lose your spot.

Problem: What is your position in line?



Analogy for Recursion

Iterative Solution:

1. Ask a friend to go to the front of line.
2. Count each person in line one-by-one.
3. Then, come back and tell the answer.



Analogy for Recursion

Recursive Solution:

- Person at front: Knows they're first
- Any other person: Ask the person in front of you, "what's your position in line?"
 - Once the person in front of you responds, you add one to their answer to get your position
- Result: Questions get asked from back-to-front; Answers return front-to-back.



Structure of Recursive Functions

Base case(s): the simplest instance of the problem that can be solved easily

- If you're at the front of the line, you know you're first.

Recursive call: making a call to the *same* function with a *smaller* input

- Ask the person in front of you, "what's your position in line?"

Recombination: using the result of the recursive call to solve the original problem

- When the person in front of you tells you their answer, **add one to it to get the answer to your original question.**



Recursive Functions

(Demo)

Converting Iteration to Recursion

Recursive Nim

Rewrite play as a recursive function without a while statement.

- Do you need to define a new inner function? Why or why not? If so, what are its arguments?
- What is the base case and what is returned for the base case?

```
def play(strategy0, strategy1, goal=21):  
    """Play twenty-one and return the winner.
```

```
>>> play(two_strat, two_strat)
```

```
1  
"""
```

```
n = 0
```

```
who = 0 # Player 0 goes first
```

```
while n < goal:
```

```
    if who == 0:
```

```
        n = n + strategy0(n)
```

```
        who = 1
```

```
    elif who == 1:
```

```
        n = n + strategy1(n)
```

```
        who = 0
```

```
return who
```

```
def play(strategy0, strategy1, goal=21):  
    """Play twenty-one and return the winner.
```

```
>>> play(two_strat, two_strat)
```

```
1  
"""
```

```
def f(n, who):
```

```
    if n >= goal:
```

```
        return who
```

```
    if who == 0:
```

```
        n = n + strategy0(n)
```

```
        who = 1
```

```
    elif who == 1:
```

```
        n = n + strategy1(n)
```

```
        who = 0
```

```
    return f(n, who)
```

```
return f(0, 0)
```

Iteration <=> Recursion

- While loop continuation condition <=> Recursive stopping condition (base case)
- Additional variables used in iteration <=> Recursive function parameters
 - Variable initialization <=> Initial recursive call
 - Variable updates in loop <=> Argument updates in recursive call

```
def play(strategy0, strategy1, goal=21):  
    """Play twenty-one and return the winner.
```

```
>>> play(two_strat, two_strat)  
1  
"""
```

```
n = 0  
who = 0 # Player 0 goes first  
while n < goal:  
    if who == 0:  
        n = n + strategy0(n)  
        who = 1  
    elif who == 1:  
        n = n + strategy1(n)  
        who = 0  
return who
```

```
def play(strategy0, strategy1, goal=21):  
    """Play twenty-one and return the winner.
```

```
>>> play(two_strat, two_strat)  
1  
"""
```

```
def f(n, who):  
    if n >= goal:  
        return who  
    if who == 0:  
        n = n + strategy0(n)  
        who = 1  
    elif who == 1:  
        n = n + strategy1(n)  
        who = 0  
    return f(n, who)  
return f(0, 0)
```


Converting Iteration to Recursion Practice

(Demo)