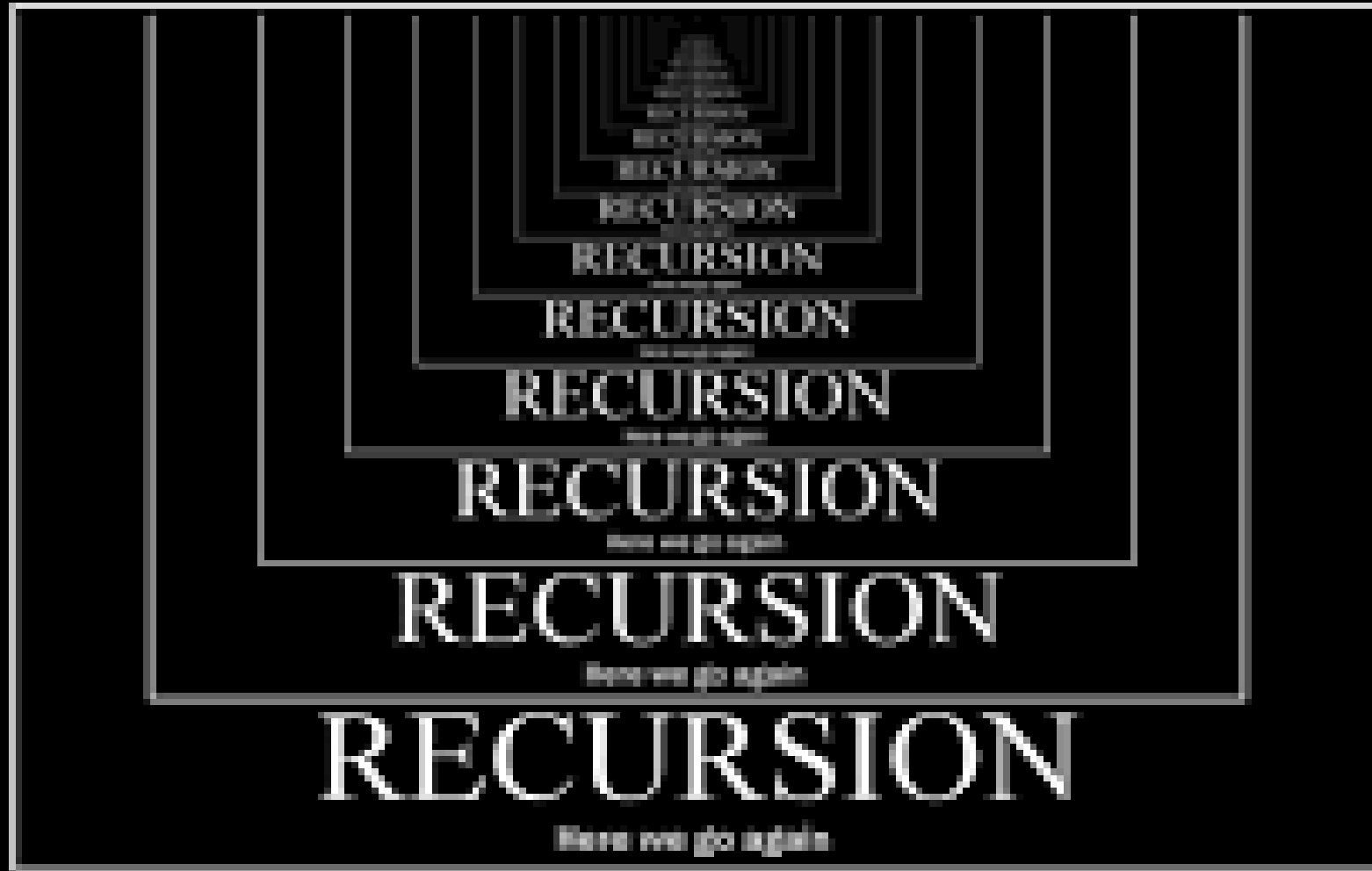


Recursion

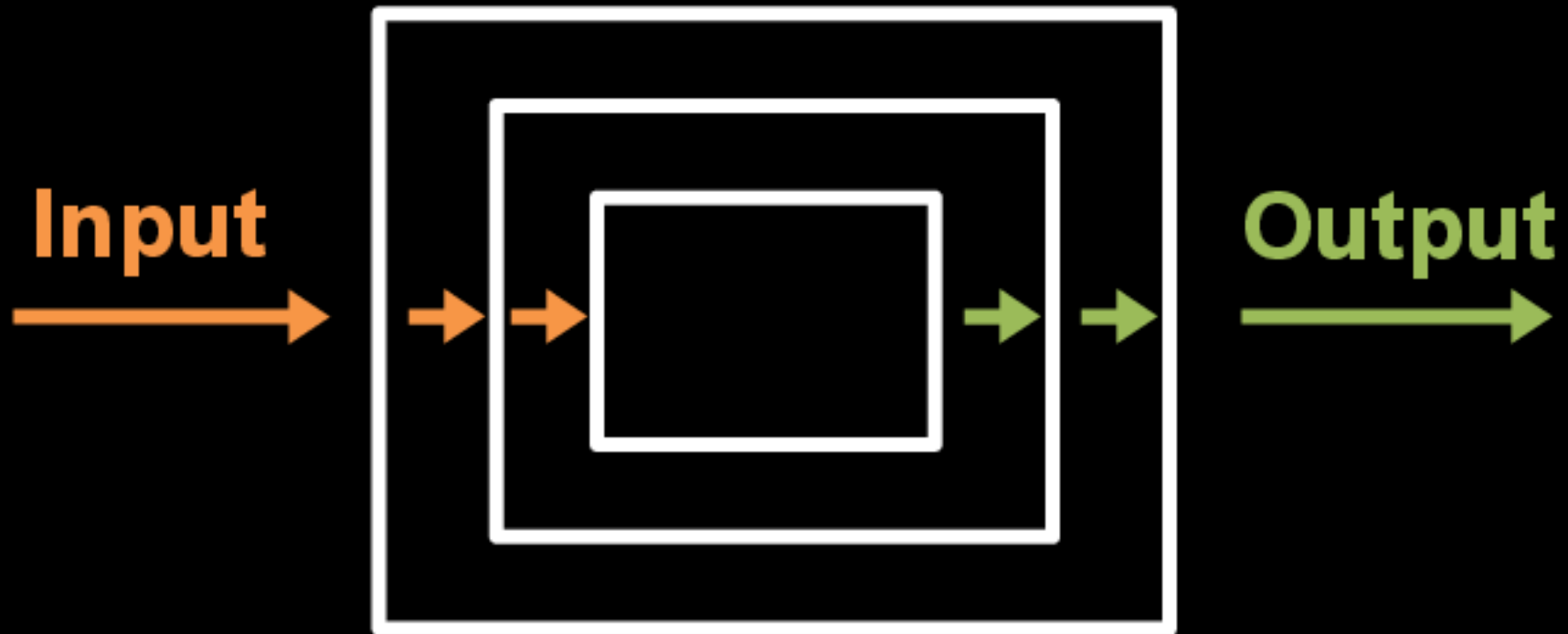
Topics

1. Recursive definitions and Processes
2. Writing Recursive Programs
3. Efficiency in Recursion
4. Towers of Hanoi problem.



RECURSION
Here we go again

Recursion



How does Recursion works?

```
void recurse()
{
    ... ..
    recurse();
    ... ..
}

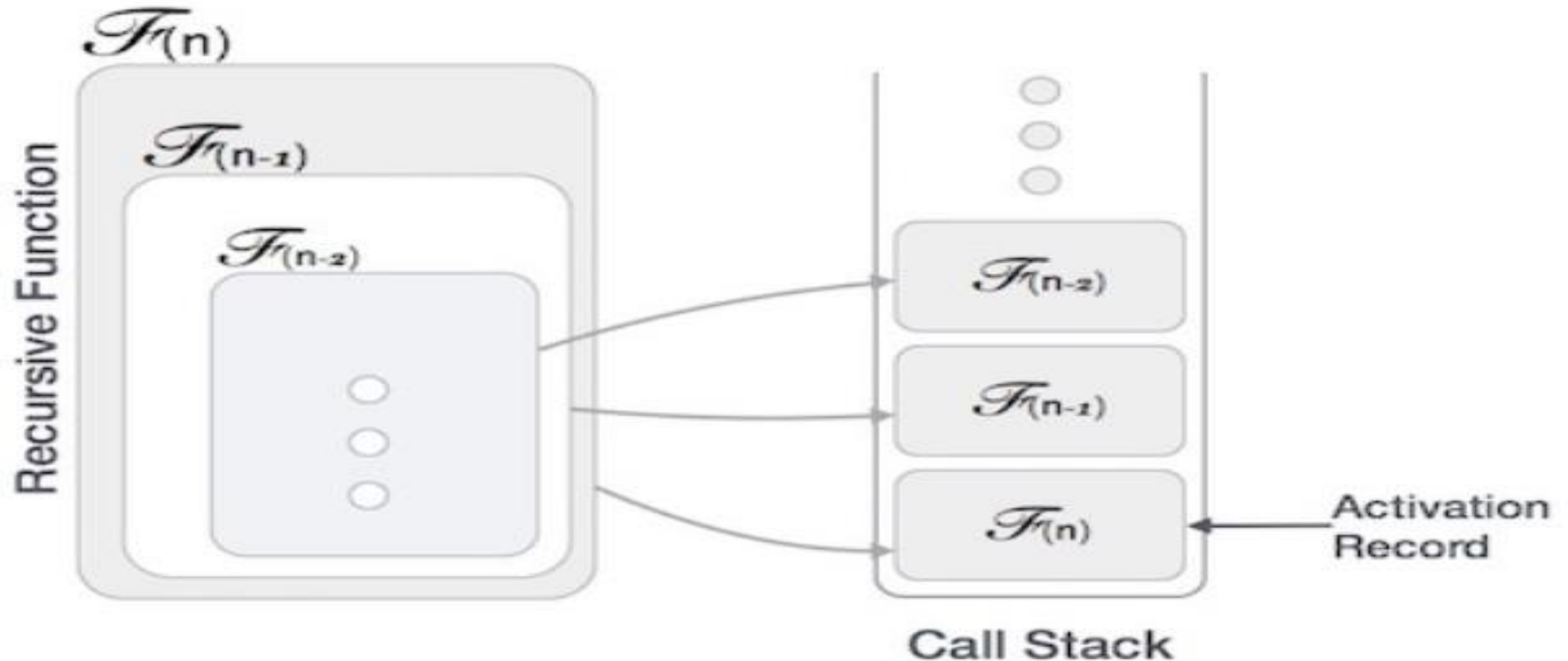
int main()
{
    ... ..
    recurse();
    ... ..
}
```

The diagram illustrates the flow of recursive calls. A line from the `recurse();` statement in the `main()` function extends to the right and then turns upwards to point at the `void recurse()` function definition. Another line from the `recurse();` statement inside the `recurse()` function extends to the right and then turns upwards to point at the same `void recurse()` definition. The text "recursive call" is placed between these two lines, indicating the nature of the self-referencing function calls.

Recursion

- Any function which calls itself directly or indirectly is called **Recursion** and the corresponding function is called as **recursive function**.
- A recursive method solves a problem by **calling a copy of itself** to work on a smaller problem.
- It is important to ensure that the **recursion terminates**.
- Each time the **function call itself** with a slightly simple version of the original problem.
- Using recursion, certain problems can be solved quite easily.
- E.g: Tower of Hanoi (TOH), Tree traversals, DFS of Graph etc.,

How Data Structure Recursive function is implemented?

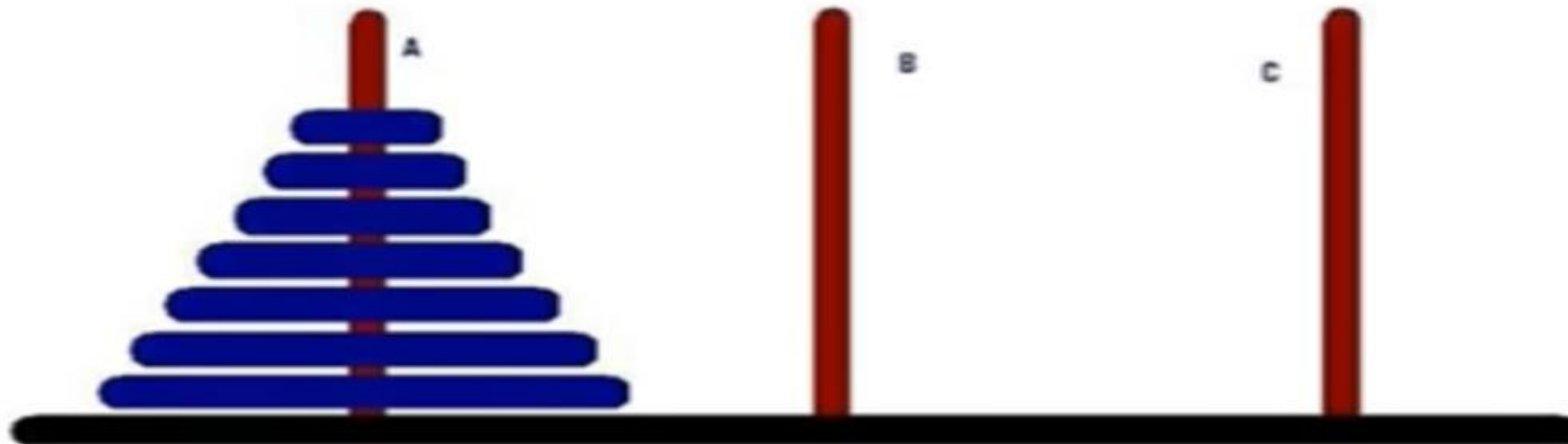


Application

- Fibonacci series
- Factorial of a number
- Merge sort, Quick sort
- Binary search
- Tree Traversal
- Graph Traversals (DFS & BFS)
- Dynamic Programming
- Divide & Conquer Algorithm
- Tower of Hanoi
- Backtracking Algorithms
- Greatest Common Divisor

Tower of Hanoi

- It is a mathematical puzzle.
- Inventor: French mathematician, Edouard Lucas in 1883.
- Objective of the puzzle is to move the entire stack to another rod.



What are the rules to be followed by Tower of Hanoi?

- The Tower of Hanoi puzzle is solved by moving all the disks to another tower by not violating the sequence of the arrangements.

The rules to be followed by the Tower of Hanoi are -

1. Only one disk can be moved among the towers at any given time.
2. Only the "top" disk can be removed.
3. No large disk can sit over a small disk.

Home Work

- Implement Tower of Hanoi Program
- No of Disk=3
- No of Disk=5
- No of Disk=n

```
class Recursion4
{
    static void toh(int n,char s,char inter,char d)
    {
        if(n==1)
            System.out.println("Disk from "+s+ "to "+d);
        else
        {
            toh(n-1,s,d,inter);
            System.out.println("Disk from "+s+ "to "+d);
            toh(n-1,inter, s,d);
        }
    }
}
```

```
public static void main(String [] a)
{
    int n=3;
    toh(n,'A','B','C');
}
}
```

Command Prompt

C:\Test>javac Recursion4.java

C:\Test>java Recursion4

Disk from Ato C
Disk from Ato B
Disk from Cto B
Disk from Ato C
Disk from Bto A
Disk from Bto C
Disk from Ato C

C:\Test>

Why Algorithms?

- Fibonacci numbers
 - Compute first N Fibonacci numbers using iteration.
 - ... using recursion.
- Write the code.
- Try for N=5, 10, 20, 50, 100
- What do you see? Why does this happen?

Assignment 1

1. Print a series of numbers with recursive Java methods
2. Sum a series of numbers with Java recursion
3. Calculate a factorial in Java with recursion
4. Print the Fibonacci series with Java and recursion
5. A recursive Java palindrome checker

Outline of a Recursive Function

if (answer is known)
 provide the answer & exit
else
 call same function with
 a **smaller** version
 of the same problem

base
case

recursive
case

Type of Recursion

- Tail Recursion
- Head Recursion

Head vs. Tail recursion

Note: base case is ALWAYS 1st

head(3) is: 2 3

```
void head(int n)
{
    if(n == 1)
        return;
    else
        head(n-1); // ←
    printf("head - n=%i\n",n);
}
```

tail(3) is: 3 2 1

```
void tail(int n)
{
    if(n == 0)
        return;
    else
        printf("tail - n=%i\n",n);
    tail(n-1); // ←
}
```



```
void print(int n)
```

```
{
```

```
if(n<0)
```

```
    return 1;
```

```
else
```

```
    System.out.println(n);
```

```
    print(n-1); //recursive call
```

```
    //last statement then it is called as tail recursion.
```

```
}
```

print(3)

3

print(2)

2

print(1)

1

print(0)

```
void print(int n)//n=3
```

```
{
```

```
if(n<0)
```

```
    return 1;
```

```
else
```

```
    print(n-1); //recursive call
```

```
    System.out.println(n);
```

```
    //last statement then it is called as head recursion.
```

```
}
```

print(3)

1

print(2)

3

print(1)

2

print(0)

1

1

Recursive program to print formula for GCD of n integers

Given a function `gcd(a, b)` to find GCD (Greatest Common Divisor) of two number. It is also known that GCD of three elements can be found by `gcd(a, gcd(b, c))`, similarly for four element it can find the GCD by `gcd(a, gcd(b, gcd(c, d)))`. Given a positive integer `n`. The task is to print the formula to find the GCD of `n` integer using given `gcd()` function.

Examples:

Input : `n = 3`

Output : `gcd(int, gcd(int, int))`

Input : `n = 5`

Output : `gcd(int, gcd(int, gcd(int, gcd(int, int))))`

Base condition

```
if(n == 1)
return "int"
```

4,6

4=4,2,1

6=6,3,2,1

GCD(4,6)=2

GCD(a,b)

if(a>b)

GCD(a%b,b)

else

GCD(a,b%a)

Algorithms & Data Structure

Kiran Waghmare

ARRAY

finite
ordered
collection
homogeneous



STARTING ADDRESS

100

M

$$\text{Address}(A[i]) = M + (i - L) * w$$

$$\begin{aligned}\text{Size}(A) &= U - L + 1 \\ &= 5 - 0 + 1 \\ &= 6\end{aligned}$$

$$\begin{aligned}A[2] &= 100 + (2 - 0) * 2 \\ &= 104\end{aligned}$$

L: Lower bound
U: Upper bound



}

ARRAY

finite

ordered

collection

homogeneous

a[ij]

a11	a12	a13	a14
a21	a22	a23	a24
a31	a32	a33	a34
a41	a42	a43	a44

mXn
4X4

Row-major Order

$$\text{Address}(a[ij]) = M + (i-1)*n + j - 1$$

$$M = 500, a[34], m = 4, n = 4$$

$$a[34] = 500 + (3-1)*4 + 4 - 1 \\ = 511$$

Column Major Order

$$\text{Address}(a[ij]) = M + (j-1)*m + i - 1$$

$$a[42] = 500 + (2-1)*4 + 4 - 1 \\ = 507$$

Row Major

a11
a12
a13
a14
a21
a22
a23
a24
a31
a32
a33
a34
a41
a42
a43
a44

Column Major

a11
a21
a31
a41
a12
a22
a32
a42
a13
a23
a33
a43
a14
a24
a34
a44

}

ARRAY

finite
ordered
collection
homogeneous

Sparse Materix
---Triangular Matrix
 --Lower triangular
 --Lower left
 --Lower right
 --Upper triangular
 --Upper left
 --Upper right
---Band matrix
 --Diagonal
 --Tridiagonal

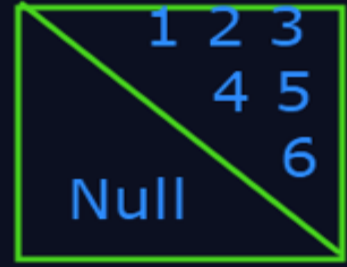
Upper left Triangular Matrix



Lower Left Triangular



Upper Right Triangular



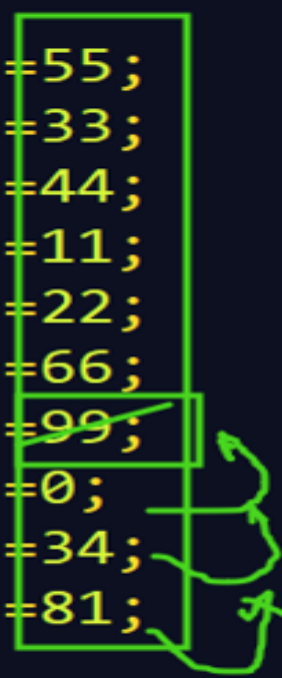
Lower Right Triangular



```
public static void main(String args[])
{
    int[] a1;
    a1= new int[100];
    int i, n=0;

    a1[0]=55;
    a1[1]=33;
    a1[2]=44;
    a1[3]=11;
    a1[4]=22;
    a1[5]=66;
    a1[6]=99;
    a1[7]=0;
    a1[8]=34;
    a1[9]=81;
    n=10;

    //display
    for(i=0;i<n;i++)
    {
        System.out.println(a1[i]);
    }
}
```



The diagram illustrates the array `a1` with indices 0 through 9. A green box highlights the values assigned to these indices: 55, 33, 44, 11, 22, 66, 99, 0, 34, and 81. A green arrow points from the value 99 at index 6 to the value 0 at index 7, and another green arrow points from the value 0 at index 7 to the value 34 at index 8, indicating a sequence of operations or a loop iteration.

```
//Delete
```

```
key=99;
```

```
for(i=0;i<n;i++)  
{  
    if(a1[i] == key)  
        break;  
}
```

```
for(int k=i;k<n;k++)  
{  
    a1[k]=a1[k+1];  
}
```

```
n--;
```

```
//display
```

```
for(i=0;i<n;i++)  
{  
    System.out.println(a1[i]);  
}
```

```
found
```

```
C:\Test>javac Array.java
```

```
C:\Test>java Array
```

```
55
```

```
33
```

```
44
```

```
11
```

```
22
```

```
66
```

```
99
```

```
0
```

```
34
```

```
81
```

```
found
```

```
55
```

```
33
```

```
44
```

```
11
```

```
22
```

```
66
```

```
0
```

```
34
```

```
81
```

```
C:\Test>
```

Delete

Program 2

HighArray
public HighArray()//Constructor
public boolean find (int key) public void insert(int value) public boolean delete(int long) public void display()

HighArrayApp
main() create object
insert()// all elements
display() find() delete()