

An Introduction to Programming through C++

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Lecture 5.2

Ch. 10: Recursive functions

How to think about recursion

- A recursive program seems very complex.
- As it executes, multiple calls might be in progress at the same time.
- How do we reason about all these?
- Isn't it very hard just to visualize the execution?

Key point: We do not attempt to visualize all this.

High level ideas

Designing a recursive algorithm:

- Attempt to solve the given problem instance by constructing and solving smaller instances of the same type.
 - GCD: $(m,n) \rightarrow \text{GCD}(n,m\%n)$, Drawing: $(L,...) \rightarrow (L-1,...)$
- Solve the simplest instances directly.
 - GCD: $m\%n = 0$, Drawing: $L=0$

Understanding recursive algorithms:

- Is there a “problem size” that reduces in the recursive calls?
 - GCD: Argument 2. Drawing: Argument 1.
- Will we eventually get to problems that are solved without recursion?

Some terminology

Top level recursive call:

The call made from the main program, or the first call made to the recursive function.

- gcd: the call **$\text{gcd}(m,n)$** Drawing: the call **$\text{tree}(L,rx,ry,H,W)$**

Level 1 recursive calls

Calls made directly while executing the top level call.

- gcd: **$\text{gcd}(n,m\%n)$**
- Drawing:
 $\text{tree}(L-1, rx-W/4, ry-H/L, H-H/L, W/2)$
 $\text{tree}(L-1, rx+W/4, ry-H/L, H-H/L, W/2)$

Base cases:

Input values for which the top level call returns without recursing.

- gcd: m,n such that $m\%n == 0$ Drawing: $L = 0$

More Terminology

Preconditions: Valid values for inputs

GCD: $m, n > 0$.

Drawing: **$L \geq 0, rx, ry, H \geq 0, W \geq 0$**

Problem Size: Something indicative of the amount of work needed to find the solution.

Needs to be chosen creatively

GCD: n

Drawing: L

Understanding recursive functions 1: Base cases

Are there any base cases?

- Base cases must exist, otherwise program will not terminate.

Does the function produce correct results for the base cases?

- gcd: base cases: m, n such that $m \% n == 0$.
 - Answer in such cases: n , which is correct.
- Drawing: base case: $L = 0$
 - Answer in this case: Nothing drawn.
 - Correct because tree is empty for $L=0$.

Understanding recursive functions 2:

Valid level 1 recursive calls

Are the arguments in the level 1 calls valid, i.e. do they satisfy the preconditions of the functions?

- gcd: level 1 call is $\text{gcd}(n, m\%n)$
 - We require that arguments must be positive integers.
 - $n > 0$ because n is an argument to the top level call $\text{gcd}(m,n)$, and we assume that it satisfies preconditions
 - Level 1 call is made only if $m\%n > 0$. So second argument is also positive.
- Drawing: Level 1 calls are:
 - **$\text{tree}(L-1, rx-W/4, ry-H/L, H-H/L, W/2)$**
 - **$\text{tree}(L-1, rx+W/4, ry-H/L, H-H/L, W/2)$**
 - Level 1 calls are made only if $L > 0$, so $L-1 \geq 0$.
 - We can also see that $H - H/L, W/2$ are ≥ 0 .

Understanding recursive functions 3: Does the problem size reduce? Can it reduce indefinitely?

- gcd: level 1 call is $\text{gcd}(n, m\%n)$
 - Second argument reduces. It must stay above 0.
- Drawing: Level 1 calls are:
 - **$\text{tree}(L-1, rx-W/4, ry-H/L, H-H/L, W/2)$**
 - **$\text{tree}(L-1, rx+W/4, ry-H/L, H-H/L, W/2)$**
 - First argument reduces. It cannot become negative.

Underst. Rec Functions. 4: Will the top level calls return the correct result if the level 1 calls do?

GCD:

- Assume level 1 call, $\text{GCD}(n, m\%n)$ returns correct result.
- Top level call returns what level 1 call returns.
- Code examination: $\text{GCD of } m, n = \text{GCD of } n, m\%n$. So top level is correct.

Drawing:

- Suppose Level 1 calls $(L-1, \dots)$, $(L-1, \dots)$ draw the subtrees correctly
- Then top level call draws the branches in the right positions.
- Overall drawing will be correct

Summary

To check if a recursive function is correct we should check

1. There are base cases and correct results are obtained for the base cases.
 2. The level 1 recursive calls satisfy the preconditions.
 3. The problem size reduces but cannot reduce indefinitely.
 4. If the level 1 calls work correctly, the top level call will work correctly.
- We do not need to argue that the level 1 calls work correctly.
 - We don't even need to think about calls made by level 1 calls.
 - 1,2,3 ensure that the computation will terminate eventually.
 - 4 ensures that the correct result will be returned.

Exercise

Consider the function below and its specification.

```
int f(int n){  
    if(n == 0) return 1;  
    return f(n-1) + f(n-2);  
}
```

Precondition: n should be a non-negative integer

Postcondition: $f(n)$ should equal $f(n-1) + f(n-2)$, with $f(0) = 0$

State whether this function is correct.

This is a trick question: you should also consider whether the post condition is specified fully. You should be able to do this by asking the questions discussed earlier.

Concluding remarks

- Recursion allows many programs to be expressed very compactly.
- The idea that **the solution of a large problem can be obtained from the solution of a similar problem of the same type**, is very powerful.
 - Euclid probably used this idea to discover his GCD algorithm.
 - Recursion is very natural for objects having recursive definition, e.g. trees
- To understand if/why a recursive function works, we need to make a few simple checks.
- Some programs can be written recursively or iteratively (gcd, factorial), but some others are best written recursively (drawing trees).

