# CSC 211: Computer Programming Recursion

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### Recursion

### Recursion

- Problem solving technique in which we solve a task by reducing it to smaller tasks (of the same kind)
  - √ then use same approach to solve the smaller tasks
- Technically, a recursive function is one that calls itself
- · General form:
  - ✓ base case
  - solution for a trivial case
  - it can be used to stop the recursion (prevents "stack overflow")
  - every recursive algorithm needs at least one base case
  - √ recursive call(s)
  - divide problem into smaller instance(s) of the same structure

### General form

```
function() {
    if (this is the base case) {
        calculate trivial solution
    } else {
        break task into subtasks solve each task recursively combine solutions if necessary
    }
}
```

### Why recursion?

- · Can we live without it?
  - yes, you can write "any program" with arrays, loops, and conditionals
- · However ...
  - ✓ some formulas are explicitly recursive
  - ✓ some problems exhibit a natural recursive solution







https://courses.cs.washington.edu/courses/cse120/17sp/labs/11/tree.html



The Stefaneschi Altarpiece is a triptych by the Italian medieval painter Giotto, commissioned by Cardinal Giacomo Stefaneschi to serve as an altarpiece for one of the altars of Old St. Peter's Basilica in Rome. It is now at the Pinacoteca Vaticana, Rome. Circa 1320.

https://en.wikipedia.org/wiki/Stefaneschi\_Triptych

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# Example: factorial

$$n! = 1 \cdot 2 \cdot \ldots \cdot n = \prod_{k=1}^{n} k$$

$$n! = \begin{cases} 1 & \text{if } n = 0\\ (n-1)! \cdot n & \text{if } n > 0 \end{cases}$$

# Example: factorial

• Apply the recursive definition of factorial to calculate:

· 3!

 $n! = \begin{cases} 1 & \text{if } n = 0\\ (n-1)! \cdot n & \text{if } n > 0 \end{cases}$ 

# General form function() { if (this is the base case) { calculate trivial solution } else { break task into subtasks solve each task recursively combine solutions if necessary } }

```
int fact(int n) {
    // base case
    if (n == 0) {
        return 1;
    }

    // recursive call
    return fact(n-1) * n;
}
```

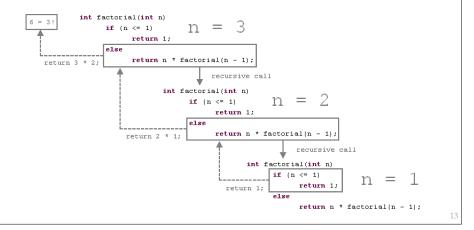
```
int fact(int n) {
    // base case
    if (n < 2) {
        return 1;
    }

    // recursive call
    return fact(n-1) * n;
}</pre>
```

```
Recursion call stack
                                             int fact(int n) {
fact(3) == 6
                                                 if (n < 2) {
                                                    return 1;
                fact (1)
                                                 return fact(n-1) * n;
                n = 1
                return 1
                fact (2)
                n = 2
                return fact(1) * 2
                fact (3)
                n = 3
                return fact(2) * 3
                       Stack
```

## Example

Factorial



### Question

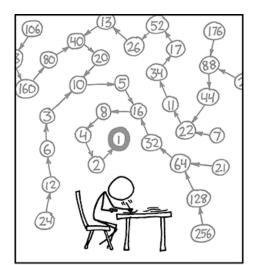
• Given f(n) = f(n-1) + 2n - 1, what is the value of f(3)?

Must have base case and make progress towards base case

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# Rules of the game

- Your code must have at least one base case for a trivial solution
  - √ that is, for a non-recursive solution
- Recursive calls should make progress towards the base case
- Your code must break a larger problem into smaller problems
  - ' each smaller problem should be of the same 'nature' as the larger problem



THE COLLATZ CONJECTURE STATES THAT IF YOU PICK A NUMBER, AND IF IT'S EVEN DIVIDE IT BY TWO AND IF IT'S ODD MULTIPLY IT BY THREE AND ADD ONE, AND YOU REPEAT THIS PROCEDURE LONG ENOUGH, EVENTUALLY YOUR FRIENDS WILL STOP CALLING TO SEE IF YOU WANT TO HANG OUT.

No one knows whether or not this function terminates for all values of N

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## Example: power of a number

```
bn = b · b · ... · b base case?

n times recursive case?

double power(double b, int n) {
    // base case
    if (n == 0) {
        return 1;
    }
    // recursive call
    return b * power(b, n-1);
}
```

# Recursion call tree (tracing recursion)

# What is the output of foo (1234)?

```
int foo(int n) {
    if (n < 10) {
        return n;
    }
    int b = n % 10;
    return b + foo(n/10);
}</pre>
```

# What is the output of foo (1234)?

```
int foo(int n) {
    if (n < 10) {
        return n;
    }
    int b = n % 10;
    return b + foo(n/10);
}</pre>
```

# What is the output of mystery(7)? void mystery(unsigned int n) { if (n < 2) { std::cout << n; } else { mystery(n/2); std::cout << n % 2; } }</pre>

# What is the output of mystery(7)? void mystery(unsigned int n) { if (n < 2) { std::cout << n; } else { mystery(n/2); std::cout << n % 2; } }</pre>

```
Indirect Recursion
void f2(int n);
                             f1(1) ?
void f1(int n) {
    if (n > 1) {
                             f1(2) ?
        std::cout << "1";
        f2(n - 1):
                             f1(4) ?
}
                             f1(7) ?
void f2(int n) {
    std::cout << "0";
                            f1(10) ?
    f1(n - 1);
}
```

```
f1(1) =
Indirect Recursion
void f2(int n);
                             f1(2) =
                                10
void f1(int n) {
    if (n > 1) {
                             f1(4) =
        std::cout << "1";
                               1010
        f2(n - 1):
                             f1(7) =
                             101010
void f2(int n) {
    std::cout << "0";
                            f1(10) =
    f1(n - 1);
                           1010101010
```

### Some considerations and summary

- Recursion is a powerful technique that solves problems by breaking them down into smaller subproblems of the same form, and applying the same strategy to solve the subproblems
- One can always write an iterative solution to a problem solved recursively
  - √ recursive code is often simpler to read, write, and maintain
- Not always an efficient solution (iterative counterparts are faster)
  - ✓ why not?
  - √ overhead

**Overhead** is any combination of excess or indirect computation time, memory, bandwidth, or other resources that are required to perform a specific task.

### Lets Try It - Fibonacci sequence

$$F_0 = 0$$
 $F_1 = 1$ 
 $F_n = F_{n-1} + F_{n-2}$ 



0 1 1 2 3 5 8 13 21 34 ...

The **Fibonacci sequence** first appears in the book **Liber Abaci** (1202) by Fibonacci, using it to calculate the growth of rabbit populations. The sequence had been described by Indian mathematicians as early as the **sixth century**.

from: wikipedia

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### Fib we've seen before

Write a program to print the first 50 terms of the Fibonacci sequence (pick your favorite loop)

```
F_{0} = 0
F_{1} = 1
F_{n} = F_{n-1} + F_{n-2}
int num = 50;
int x = 0, y = 1, z = 0;
for (int i = 0; i < num; i++) {
    std::cout << x << " ";
    z = x + y;
    x = y;
    y = z;
}
```

0 1 1 2 3 5 8 13 21 34 ...

## Recursion call tree (tracing recursion)

```
 \begin{aligned} &\text{fib}(4) = \\ &F_0 = 0 \\ &F_1 = 1 \\ &F_n = F_{n-1} + F_{n-2} \end{aligned} \\ &\text{int num } = 4; \\ &\text{int } \mathbf{x} = 0, \ \mathbf{y} = 1, \ \mathbf{z} = 0; \\ &\text{for (int i = 0; i < num; i++)} \left\{ \begin{array}{c} &\text{int fib(int n)} \left\{ \\ &\text{if (n <= 1)} \right\} \\ &\text{std::cout} << \mathbf{x} << \text{"";} \\ &\text{x = y;} \\ &\text{y = z;} \\ \end{array} \right\} \\ &\text{return fib(n-1)} + \text{fib(n-2)}; \end{aligned}
```

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