#### Recursion

#### Lecture Task

- Genetic Algorithm: Lecture Task 3 -

Functionality: In the statistics. Statistics object, implement the following method:

- A method named "bayesianAverage" with:
  - A type Parameter T
  - Has parameters of type List of T, a function of type T to Double, an Int representing the number of extra "fake" ratings, and an Int representing the value of the extra ratings
  - Returns the bayesian average of the elements in the list after the input function is applied to them

**Testing**: In the tests package, complete the test suite named LectureTask3 that tests this functionality.

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0){
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Computes the geometric sum of the input
  - ex: if n == 3, geometric sum is 3+2+1 == 6

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0){
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:    }
8:    9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Base Case:
  - An input with a trivial output
  - Sum of 0 is 0
  - We could also add 1 -> 1 as a base case

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
    }
7:  }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Recursive Step:
  - Any input that is not a base case will put another recursive call on the stack
  - Write the recursive step with the assumption that the recursive call will return the correct value

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:    }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Recursive calls must get closer to the base case
  - All calls must eventually reach a base case or we'll go infinite
  - n-1 is closer to n<=0 than n</li>
  - Regardless of the original value of n, it will eventually be decremented until the base case condition is true

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Each recursive call creates a new stack frame
- Each frame remembers where it will resume running when it's on the top of the stack

gram Stack
args
pointer -> line 11
name:n, value:3
pointer -> line 5
name:n, value:2
pointer -> line 5
name:n, value:1
pointer -> line 5

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:       0
4:    }else{
5:       n + computeGeometricSum(n - 1)
6:    }
7:  }
8:    9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- New frames start at the first line of the method
- Active frame on the stack executes the method one line at a time

Program Stack	
Main Frame	args
	pointer -> line 11
Method Frame	name:n, value:3
	pointer -> line 5
Method Frame	name:n, value:2
	pointer -> line 5
Method Frame	name:n, value:1
Method Frame	pointer -> line 5
Mothod Frama	name:n, value:0
Method Frame	pointer -> line 1

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:    }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

 Recursive calls are added to the stack until a base case is reached

Program Stack	
Main Frame	args
	pointer -> line 11
Method Frame	name:n, value:3
	pointer -> line 5
Method Frame	name:n, value:2
	pointer -> line 5
Method Frame	name:n, value:1
Method Frame	pointer -> line 5
Mothod Framo	name:n, value:0
Method Frame	pointer -> line 3

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:    }
8:    9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- When a method call returns, its frame is destroyed
- The calling frame resumes and uses the returned value

Program Stack	
Main Frame	args
	pointer -> line 11
Method Frame	name:n, value:3
	pointer -> line 5
Method Frame	name:n, value:2
	pointer -> line 5
Method Frame	name:n, value:1
Method Frame	pointer -> line 5
Mothod Frama	returning 0
Method Frame	

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:    9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Method continues after the recursive call
- Sums n + return value and returns this value

Program Stack	
Main Frame	args
	pointer -> line 11
Method Frame	name:n, value:3
	pointer -> line 5
	name:n, value:2
Method Frame	pointer -> line 5
	name:n, value:1
Method Frame	pointer -> line 5
	gets return value of 0

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- This frame reaches the end of the method
- Repeat the process

Program Stack	
Main Frame	args
	pointer -> line 11
Method Frame	name:n, value:3
	pointer -> line 5
	name:n, value:2
Method Frame	pointer -> line 5
	returning 1
Method Frame	

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0){
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Return value
- Pop off the stack
- Resume execution of the top frame

Program Stack	
args	
pointer -> line 11	
name:n, value:3	
pointer -> line 5	
name:n, value:2	
pointer -> line 5	
gets return value of 1	

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:
9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

- Process continues until all recursive calls resolve
- Last frame returns to main

Program Stack	
Main Frame	args
	pointer -> line 11
Method Frame	returning 6
Wiethod Franc	

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0) {
3:        0
4:    }else{
5:        n + computeGeometricSum(n - 1)
6:    }
7:  }
8:    9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

Main continues with the result from the recursive calls

Program Stack	
	args
Main Frame	pointer -> line 11
	gets return value of 6

```
1: def computeGeometricSum(n: Int): Int ={
2:    if(n <= 0){
3:       0
4:    }else{
5:       n + computeGeometricSum(n - 1)
6:    }
7:  }
8:    9:
10: def main(args: Array[String]): Unit = {
11:    val result: Int = computeGeometricSum(3)
12:    println(result)
13: }</pre>
```

Main continues with the result from the recursive calls

Program Stack	
	args
Main Frame	name:result, value:6
	pointer -> line 12

## Anagrams Revisited

```
def anagrams(input: String): List[String] = {
   if (input.length == 1) {
      List(input)
   } else {
      val output: List[List[String]] = (for (i <- 0 until input.length) yield {
           val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
           anagrams(newString).map(_ + input.charAt(i))
      }).toList
      output.flatten.distinct
   }
}</pre>
```

- Recall anagrams
  - Rewritten to use functional programming and no vars

```
def anagrams(input: String): List[String] = {
    if (input.length == 1) {
        List(input)
    } else {
        val output: List[List[String]] = (for (i <- 0 until input.length) yield {
            val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
            anagrams(newString).map(_ + input.charAt(i))
        }).toList
        output.flatten.distinct
    }
}</pre>
```

- Base Case
  - A String of length 1 is itself its only anagram
  - If the length is 1, return a new list containing only that String

```
def anagrams(input: String): List[String] = {
    if (input.length == 1) {
        List(input)
    } else {
        val output: List[List[String]] = (for (i <- 0 until input.length) yield {
            val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
            anagrams(newString).map(_ + input.charAt(i))
        }).toList
        output.flatten.distinct
    }
}</pre>
```

- Base Case Note
  - We will eventually return a list containing all anagrams from the top level call
  - The base case is the only time we create a new List

```
def anagrams(input: String): List[String] = {
   if (input.length == 1) {
      List(input)
   } else {
      val output: List[List[String]] = (for (i <- 0 until input.length) yield {
           val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
           anagrams(newString).map(_ + input.charAt(i))
      }).toList
      output.flatten.distinct
   }
}</pre>
```

- Recursive Step
  - For each character in the input String
    - Remove that character and make a recursive call with the remaining characters
    - Append the removed character to all the returned anagrams

- Recursive Step
  - We write this code with the assumption that our recursive calls will return all the anagrams of the new Strings
  - If our logic is sound, this assumption will be true through the power of recursion!

```
def anagrams(input: String): List[String] = {
   if (input.length == 1) {
      List(input)
   } else {
      val output: List[List[String]] = (for (i <- 0 until input.length) yield {
            val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
            anagrams(newString).map(_ + input.charAt(i))
      }).toList
      output.flatten.distinct
   }
}</pre>
```

- Always reach a base case
  - We always make recursive calls on the input String with 1 character removed
    - newString.length == input.length -1
  - This always gets us closer to the base case

```
def anagrams(input: String): List[String] = {
   if (input.length == 1) {
      List(input)
   }
   else {
      val output: List[List[String]] = (for (i <- 0 until input.length) yield {
           val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
           anagrams(newString).map(_ + input.charAt(i))
      }).toList
      output.flatten.distinct
   }
}</pre>
```

- Always reach a base case
  - When the base case is reached and returned, our logic starts working for us
  - If this code does append the removed character to each returned anagram, output is generated starting at the base case and built up as the stack frames return

```
def anagrams(input: String): List[String] = {
   if (input.length == 1) {
      List(input)
   }
   else {
      val output: List[List[String]] = (for (i <- 0 until input.length) yield {
           val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
           anagrams(newString).map(_ + input.charAt(i))
      }).toList
      output.flatten.distinct
   }
}</pre>
```

- Example:
  - input == "at"
  - Makes 2 recursive calls to the base case
    - "a" and "t" are returned
  - Append "t" to "a" and "a" to "t" (The removed characters)
  - Return ["at", "ta"] to the next recursive call with an input of length 3

```
def anagrams(input: String): List[String] = {
   if (input.length == 1) {
      List(input)
   } else {
      val output: List[List[String]] = (for (i <- 0 until input.length) yield {
           val newString: String = input.substring(0, i) + input.substring(i + 1, input.length)
           anagrams(newString).map(_ + input.charAt(i))
      }).toList
      output[.flatten.distinct]
   }
}</pre>
```

- Flatten: Creates a single List from a List of Lists containing all the elements from each List
- Distinct: Creates a new List with all duplicate values removed

#### Lecture Task

- Genetic Algorithm: Lecture Task 3 -

Functionality: In the statistics. Statistics object, implement the following method:

- A method named "bayesianAverage" with:
  - A type Parameter T
  - Has parameters of type List of T, a function of type T to Double, an Int representing the number of extra "fake" ratings, and an Int representing the value of the extra ratings
  - Returns the bayesian average of the elements in the list after the input function is applied to them

**Testing**: In the tests package, complete the test suite named LectureTask3 that tests this functionality.