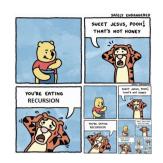
# Recursion 1

Happy Makar Sakvanti







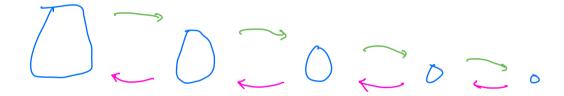
- What is recursion?
- How to write recursion code?
- ✓ How it works ?

# What is Recursion?

Function calling itself

#### Observations

- 1) Size keeps decreasing
- 2) Similar dolls
- 3) END doll



Solving a problem using a smaller instance of the same problem

### **Example: Sum of first N natural numbers**

$$Sum(N) \rightarrow 1 + 2 + 3 + 4 \dots + N - 1 + N$$

$$Sum(N-1)$$

$$Sum(N-1) + N$$

$$Sum(N-1) + N$$

$$Logic$$

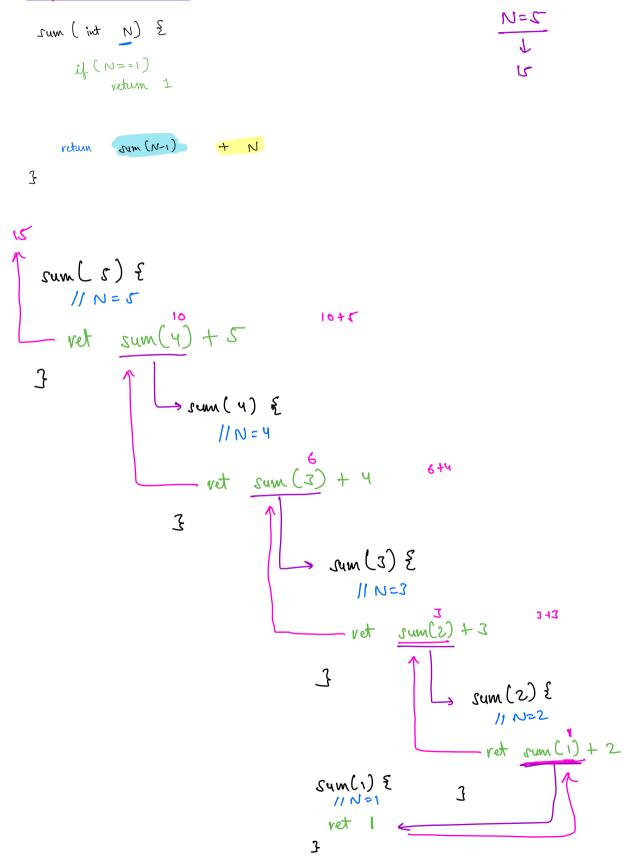
Steps

- 1) Make an assumption

  5 Decide what your function does & trust that it will do it.
- 2) Main Logic Lo Solve your bigger problem using a subproblem
- 3) Rare case
  Unen your recursion stope

Assumption - Sum(N) gives us sum of all number from 1 to N.

#### Dry Run - sum(N)



## **Example: Factorial of N**

N!

$$fact(N) = 1 \times 2 \times 3 \times 4 \dots \times (N-1) \times N$$

$$(N-1)!$$

$$fact(N) = \int act(N-1) \times N$$

Subproblem Quiz 1

Z

Assumption - fact(N) gives us N!

fact (int N) {

if (N==0)

return 1

return fact(N-1) x N = Main Logic

### **Dry Run - Factorial**

### **Example: Fibonacci Series**

Crolden Ratio

N=0 1 2 3 4 5 6 7 1 9 10 10 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144 -----

Ciren N, compute Nth fibonacoci number

fib(N) = fib(N-1) + fib(N-2)

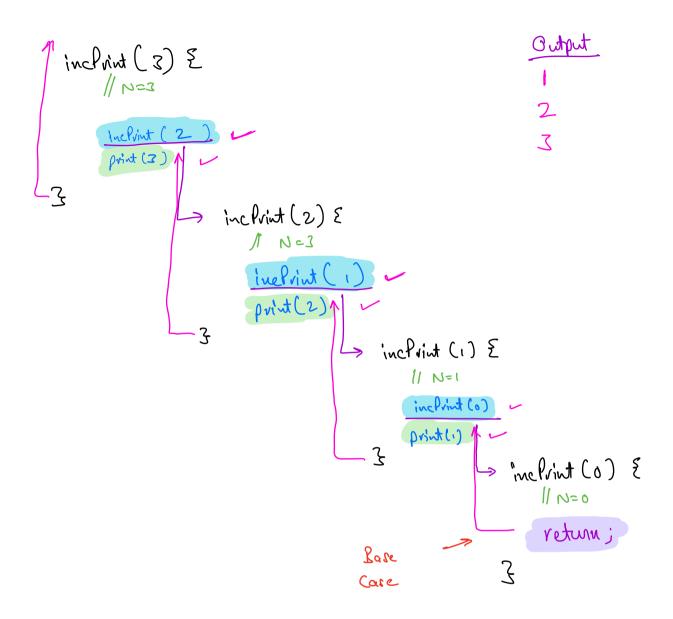
if N==0 fib(0) = fib(0) + fib(0) + fib(0) + fib(0) + fib(0)veturn 1

Assumption – fib(n) gives us  $N^{th}$  fibonaeci no. fib (int N)  $\Sigma$ if (N = = 0 or N == 1)  $\Sigma$ veturn 1

return  $fib(N-1) + fib(N-2) \leftarrow Main$ 3

Dry Run - Try on your own

Q1 Given a number N, print all numbers from 1 to N in increasing order using recursion.



Q2 Given a number N, print all numbers from N to 1 in decreasing order using recursion.

One or two lines change in the previous code

# Doubts

Thank You

- Mergesort
- Time Complexity

? Next Class

- Problem

- Broken down into a subproblem

# Factors

In most cases

Not a rule

- 3) Simplicity
- Recursion

Crood Night

Thank you

Monday