Lecture 6: Recursion

Marvin Zhang
06/28/2016

Announcements

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- Quiz 2 is *this Thursday*
  - Topics covered may include environment diagrams and higher-order functions

Roadmap

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Functions

Data

Mutability

Objects

Interpretation

Paradigms

Applications

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  - To understand the idea of *functional abstraction*
- To study this idea through:
  - higher-order functions
  - recursion (today and tomorrow!)
  - orders of growth

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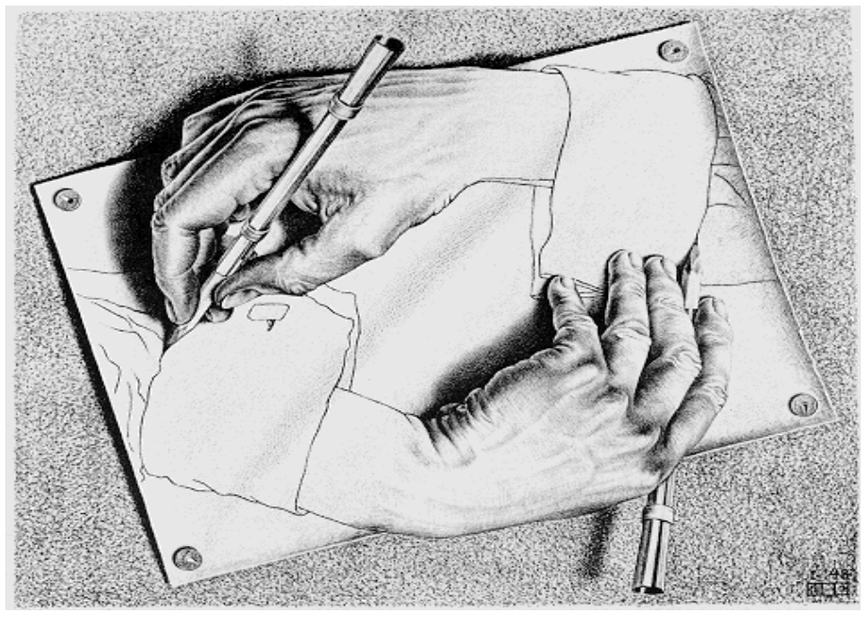
  - This implies that executing the body of a recursive function may require applying that function
- How is this possible? We'll see some examples next.



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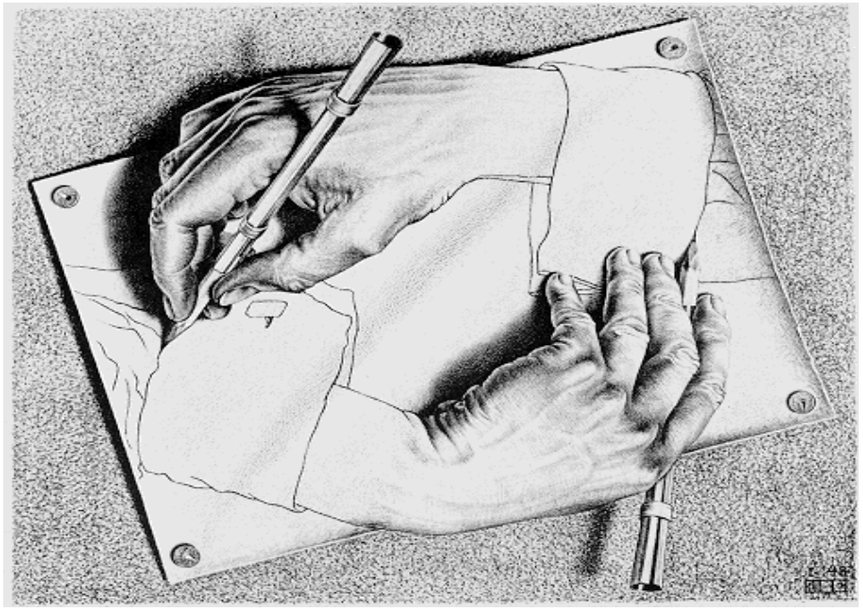

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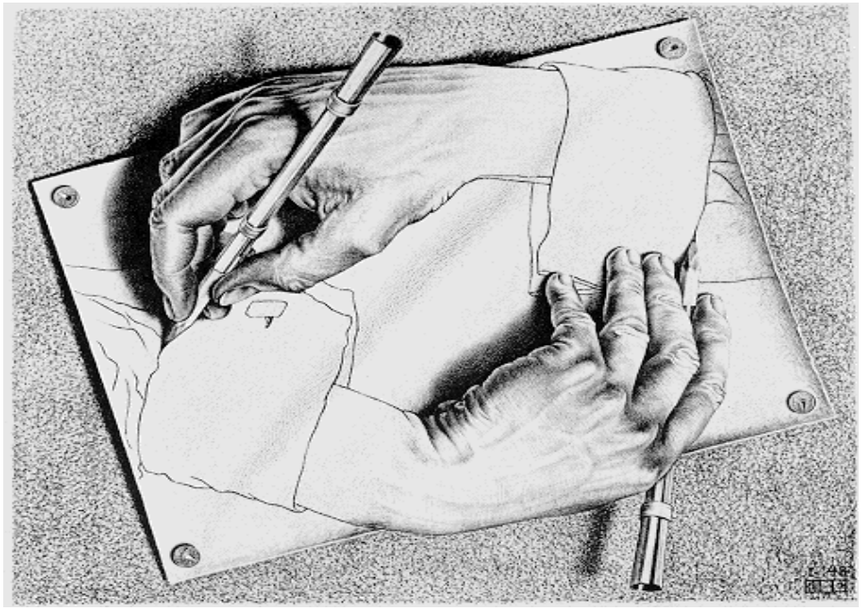

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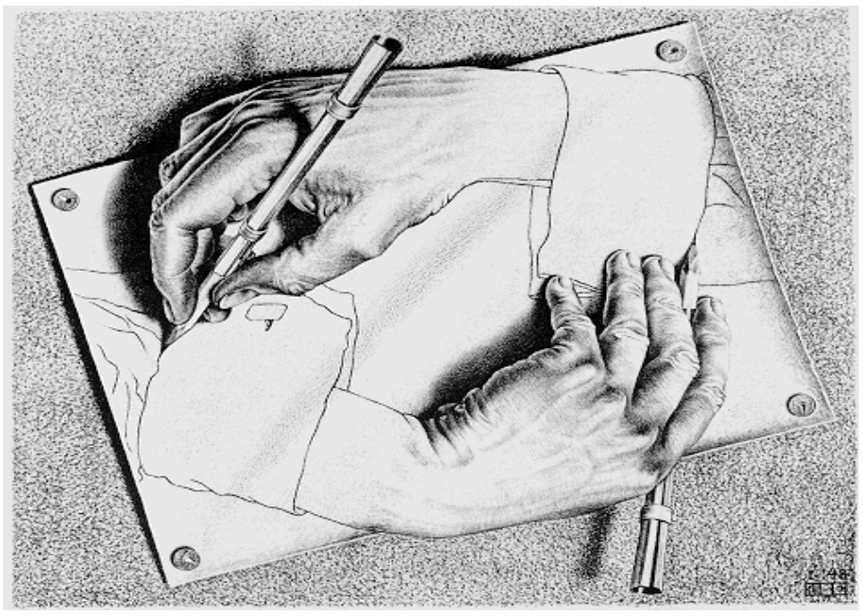

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Anatomy of a Recursive Function

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Verifying Correctness

The easy way, and the right way

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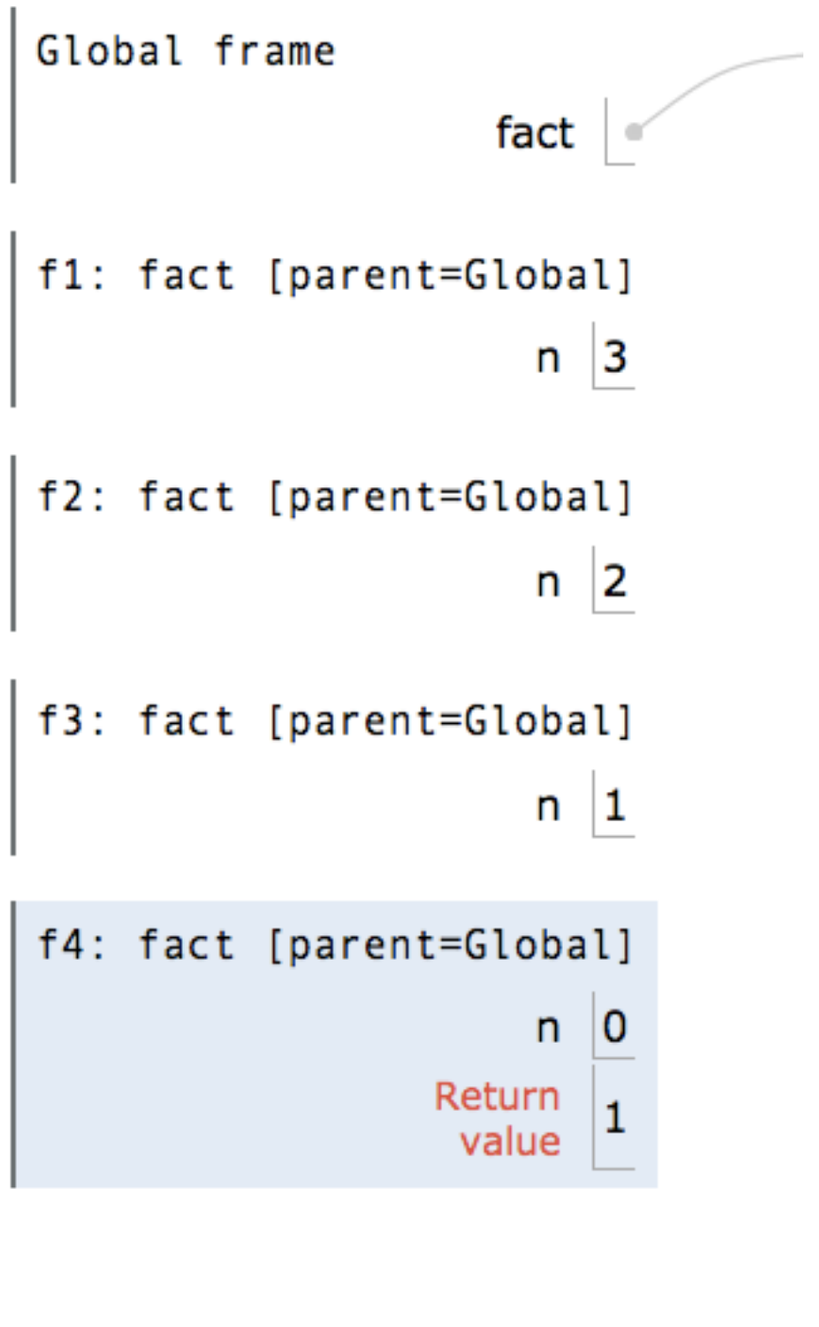

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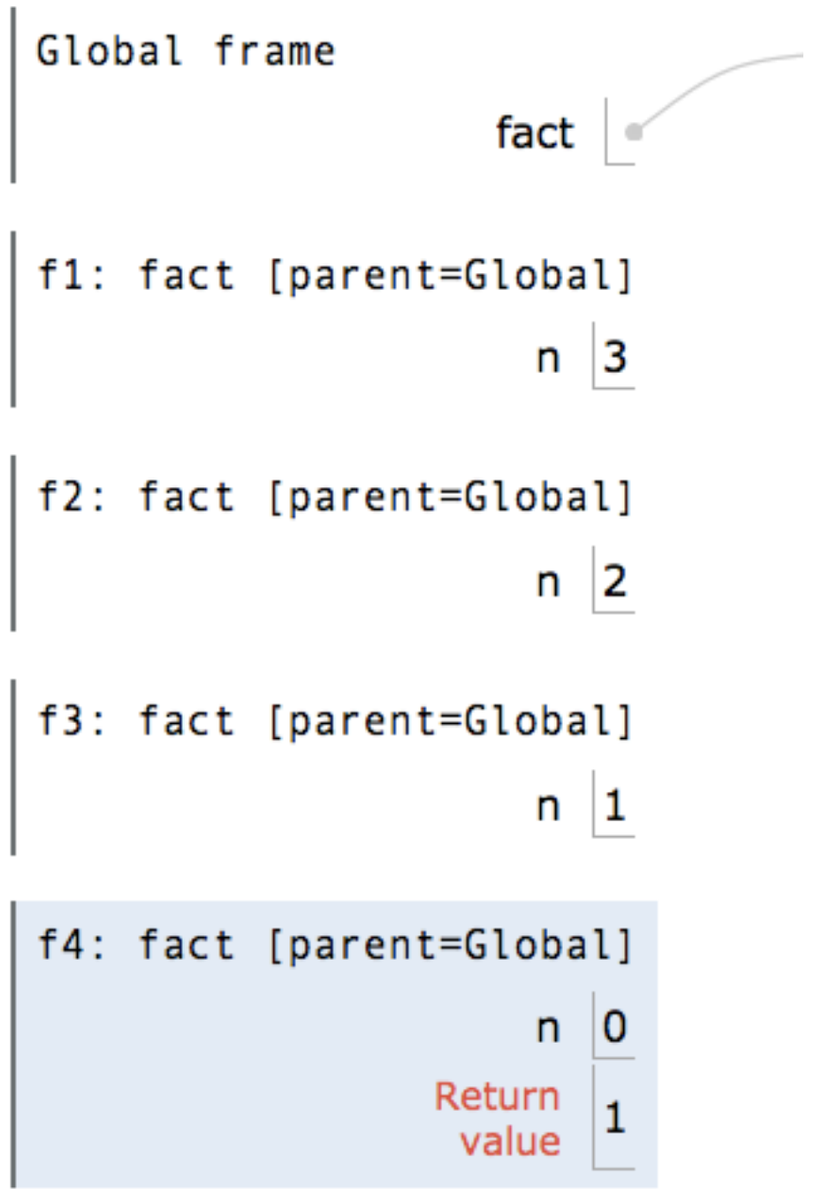

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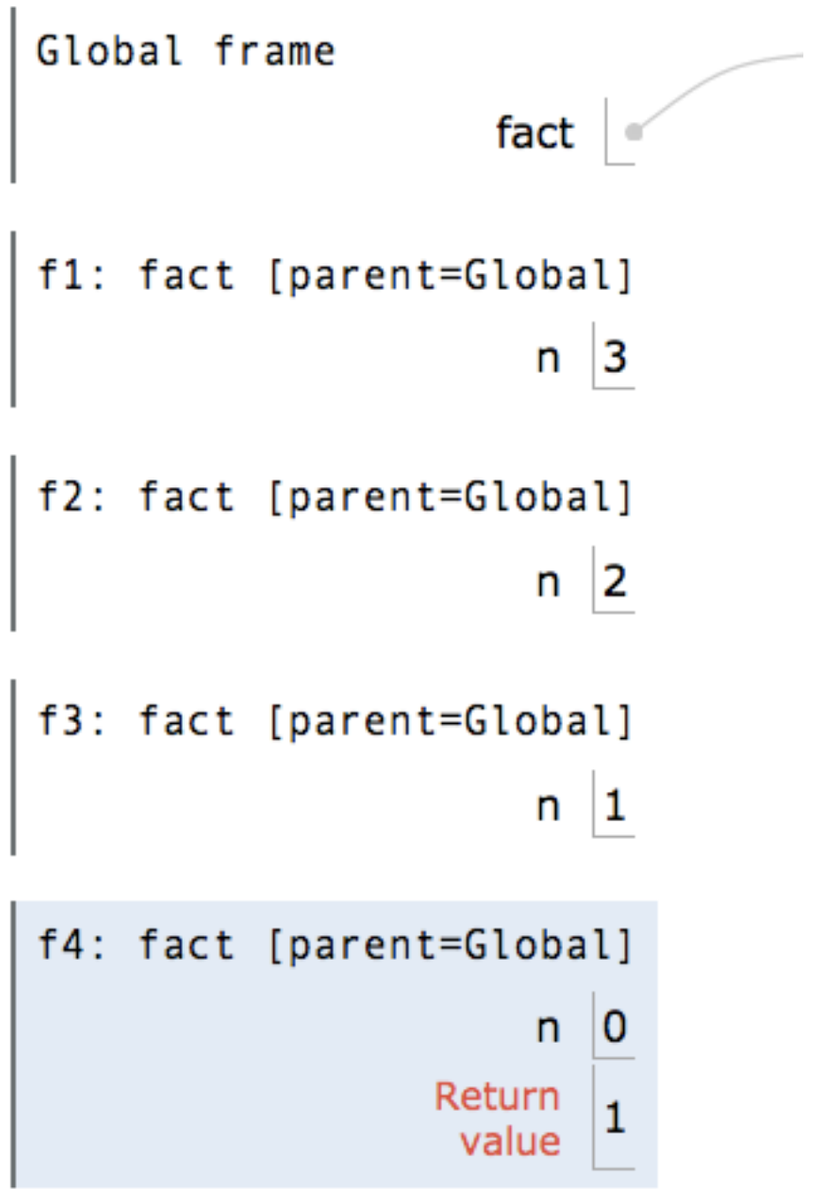

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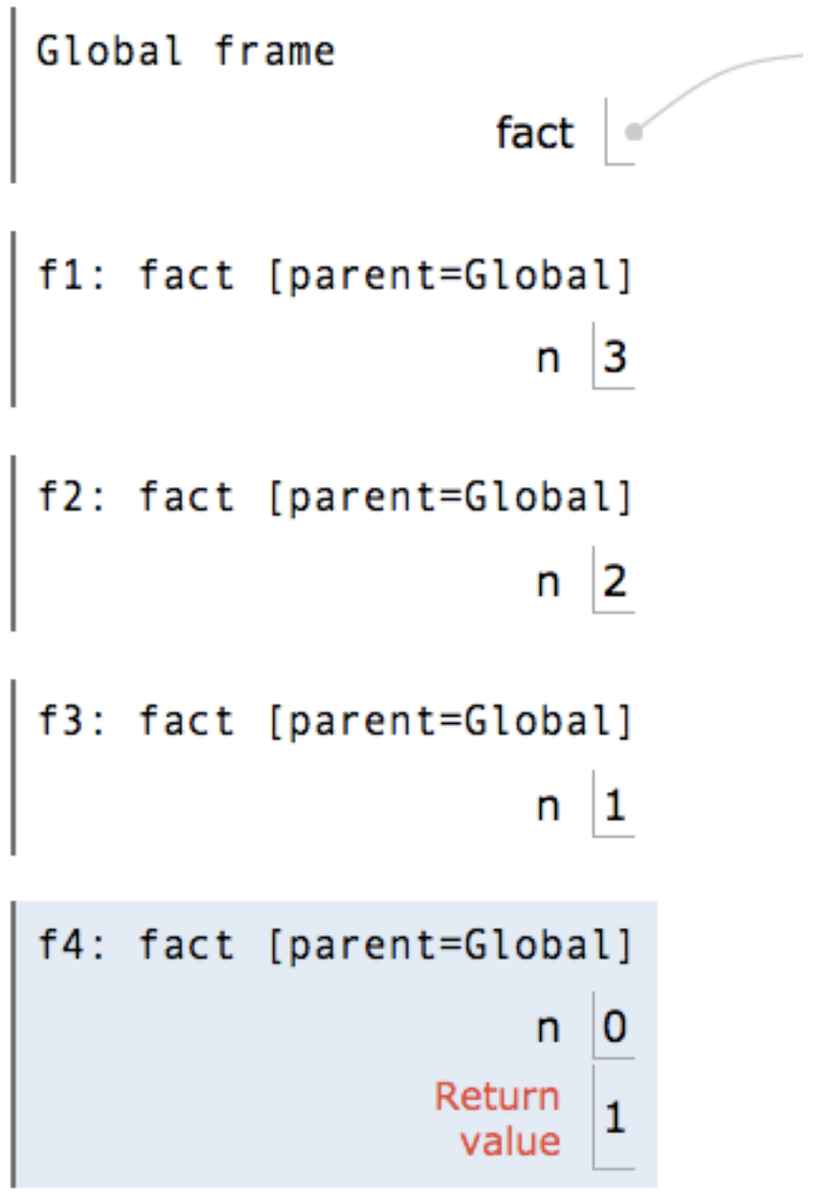

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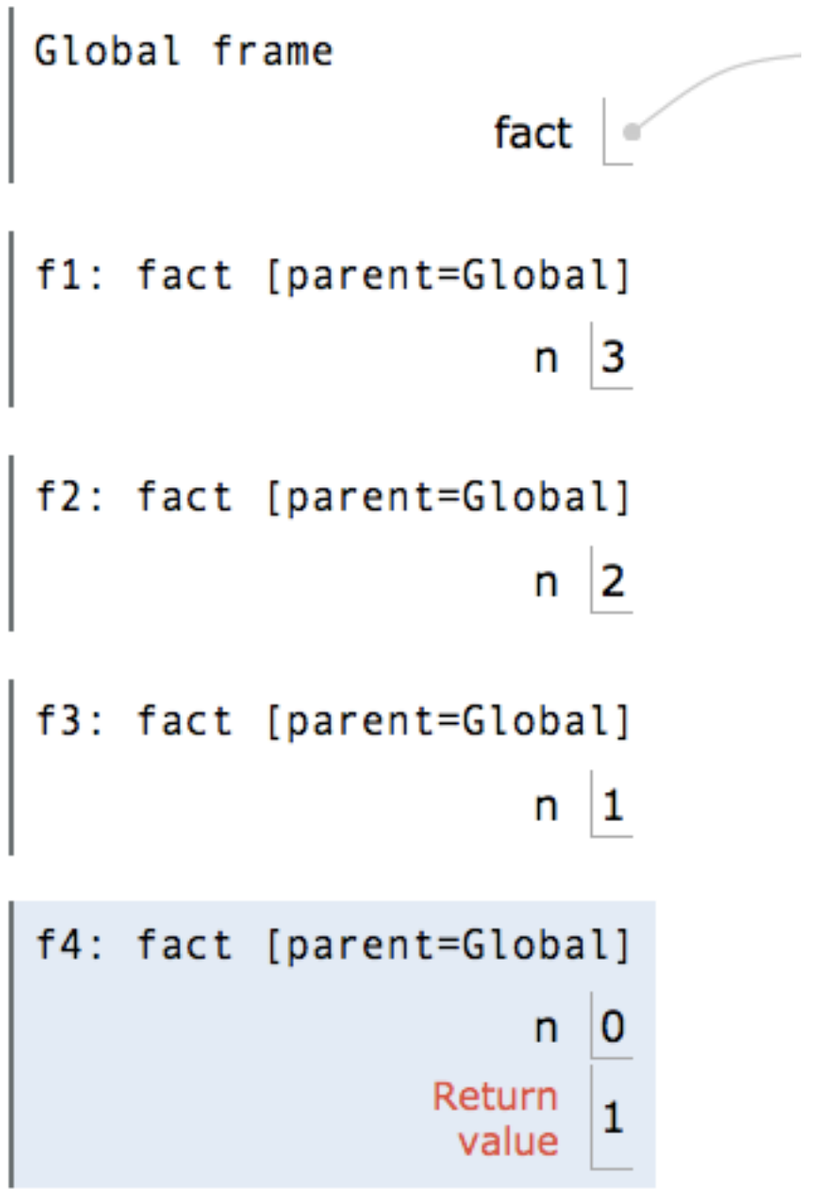

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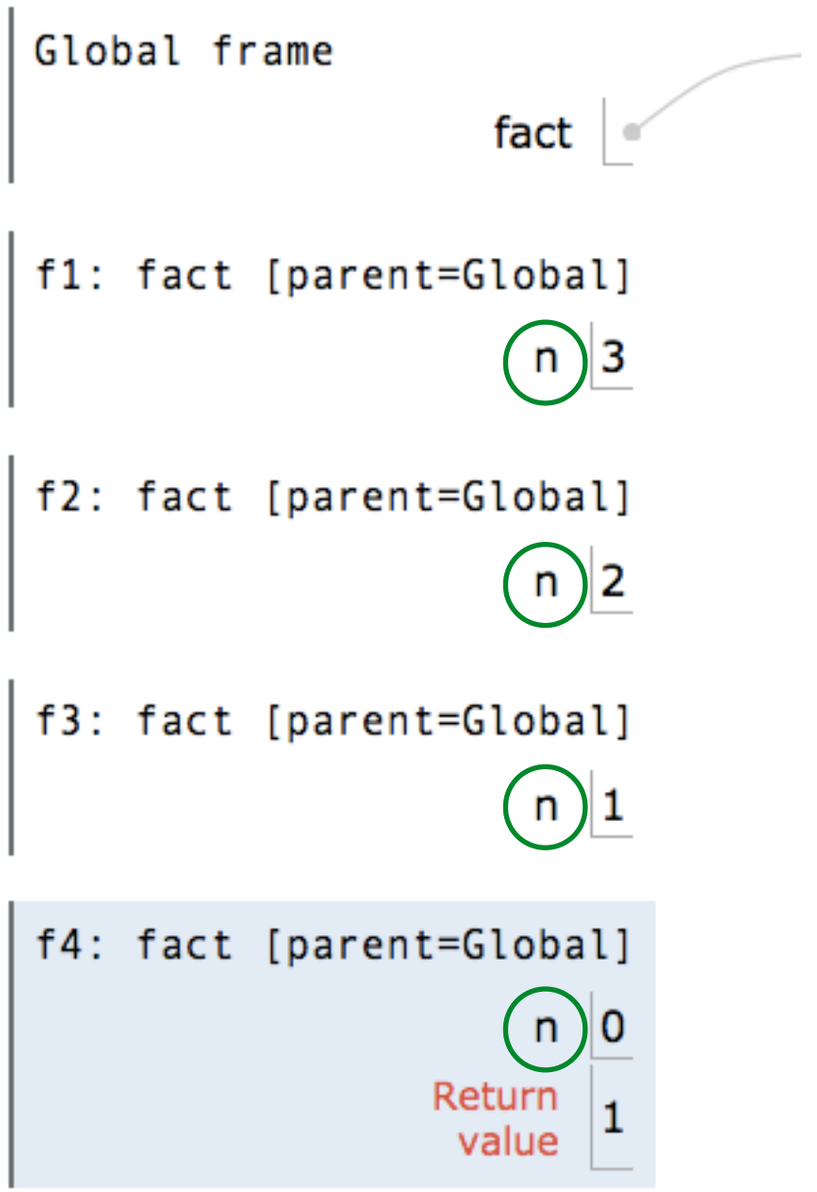

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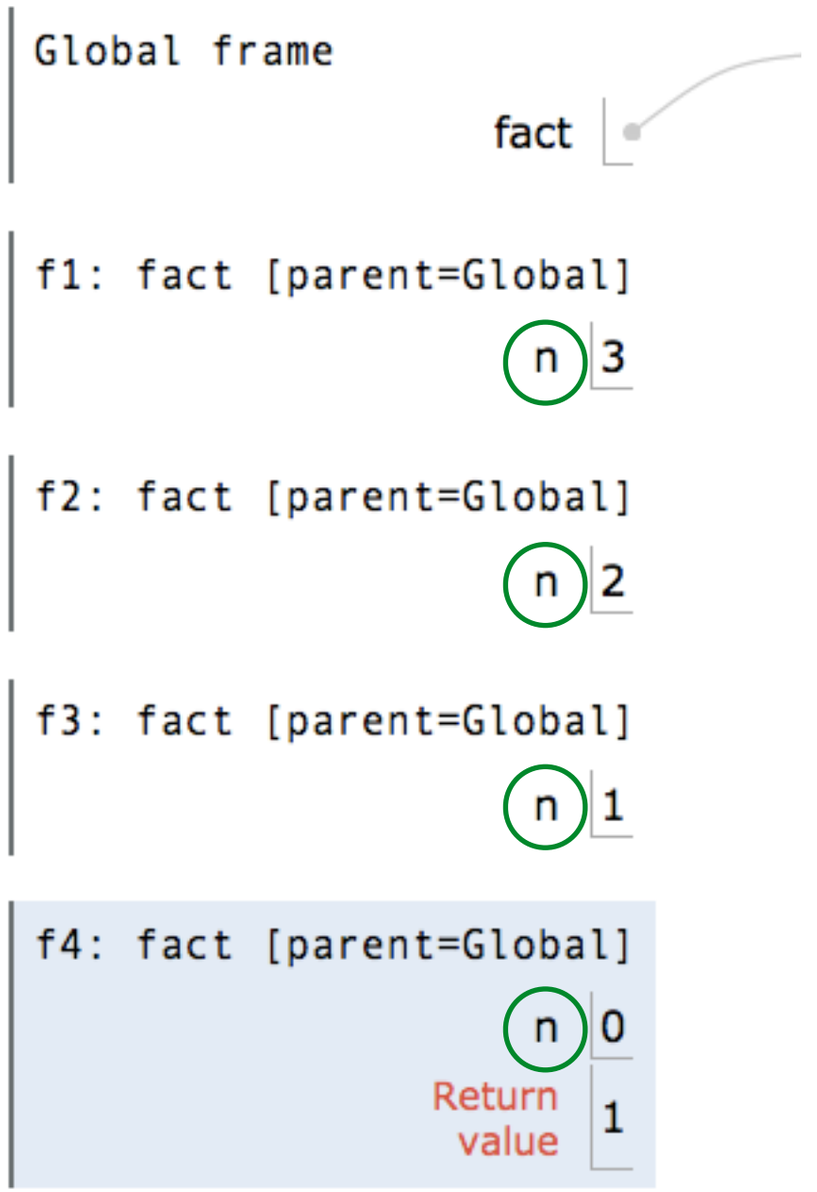
- Different frames keep track of the different arguments in each call
- What `n` evaluates to depends upon the current environment
- Each call to `fact` solves a simpler problem than the last: smaller `n`



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if n < 0:
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```
if n == 1:
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```
if n < 10:
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```
if n < 100:
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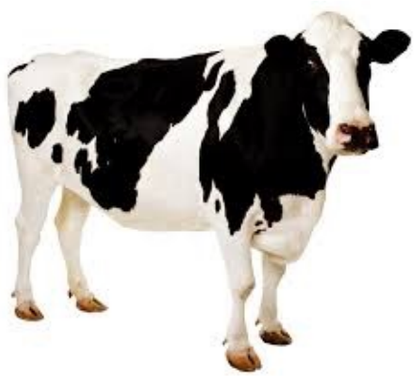

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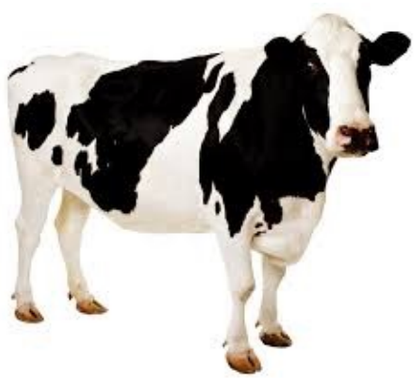

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`n, fact`

Recursion on Sequences

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```
def reverse(word):
    """Return the reverse of the string word."""
    if len(word) < 2:
        return word
    else:
        return reverse(word[1:]) + word[0]
```

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  - Use the *leap of faith*