



Faculdade de Design,  
Tecnologia e Comunicação  
 Universidade Europeia

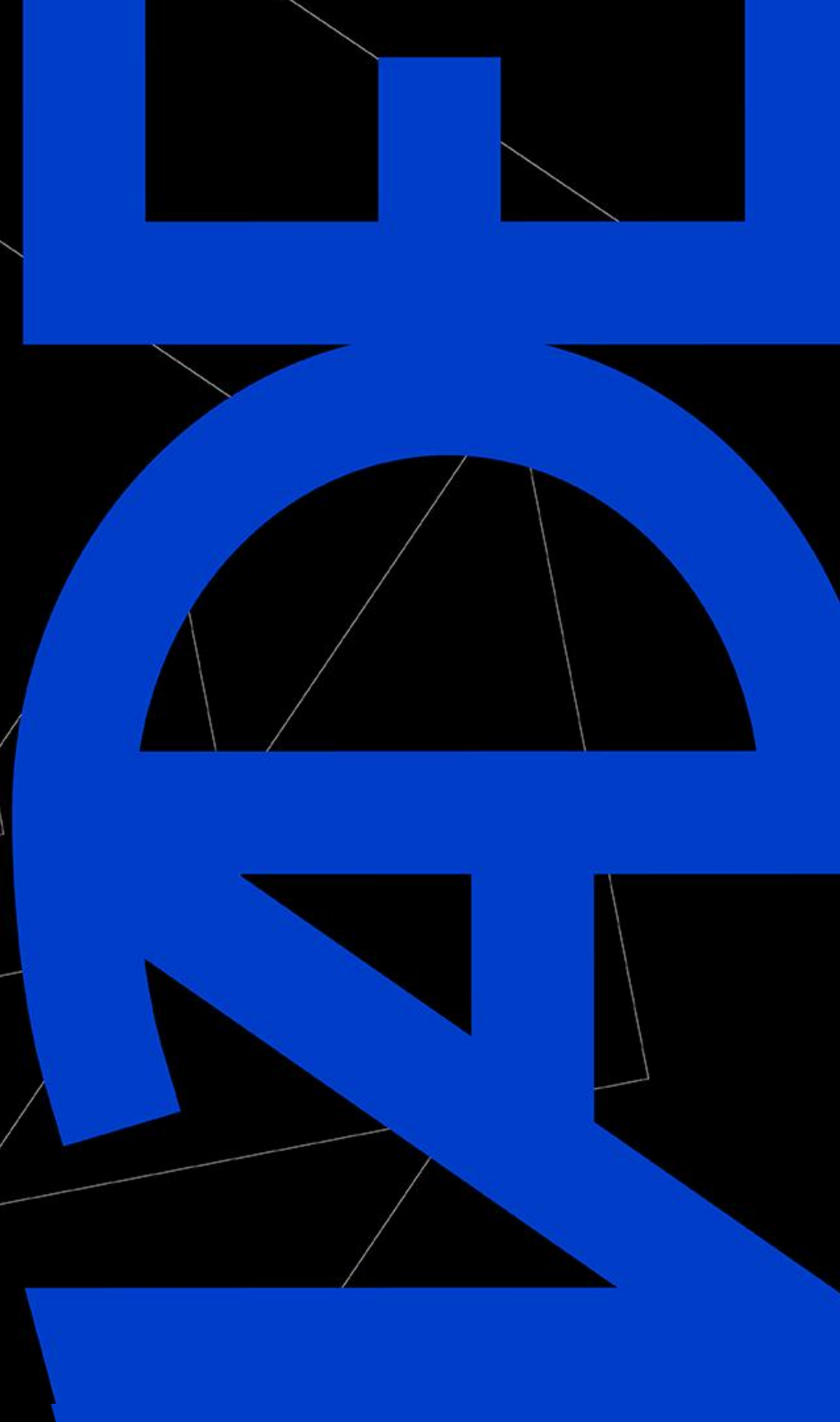
# Recursion

Data Structures

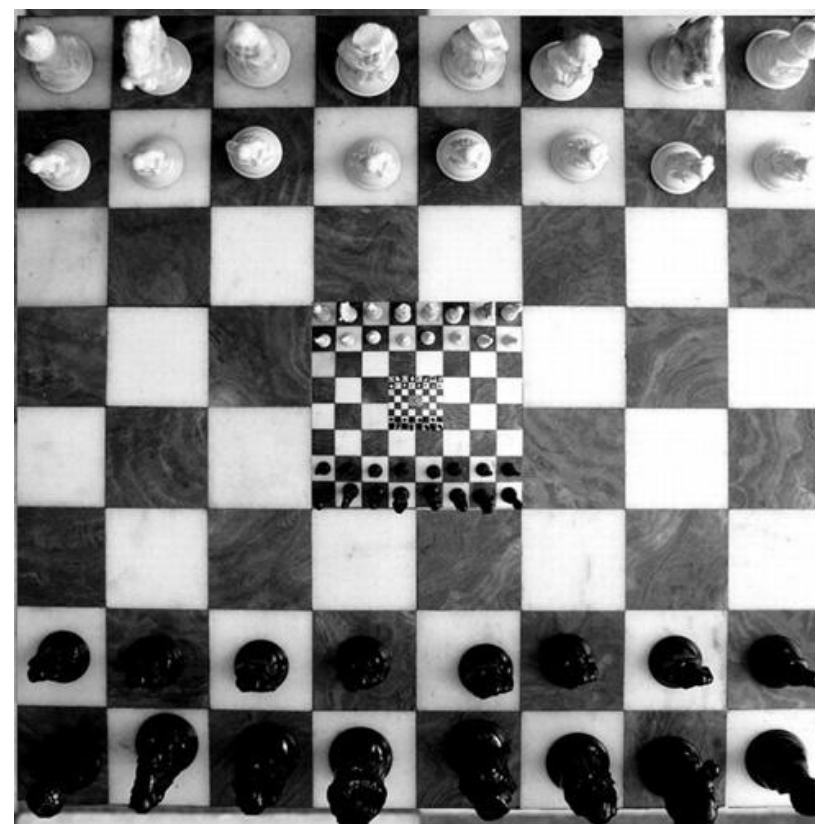
Estruturas de Dados

**Fernando Marson**

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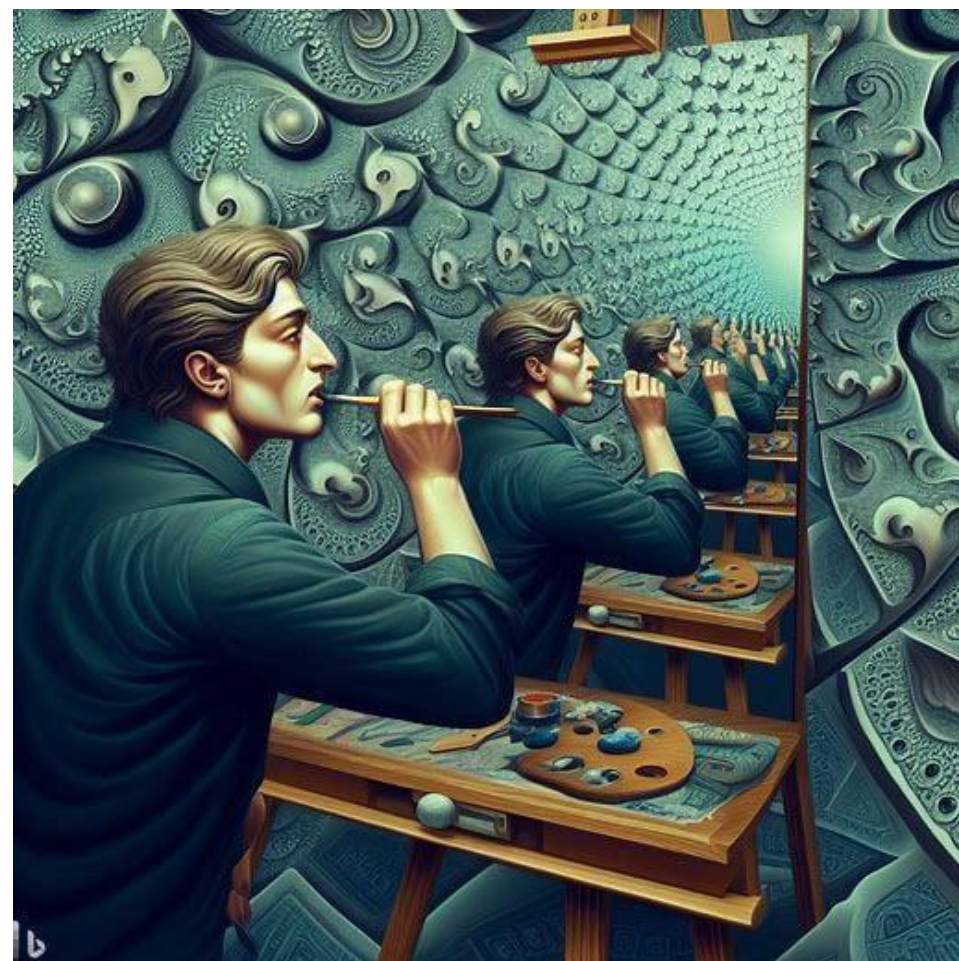
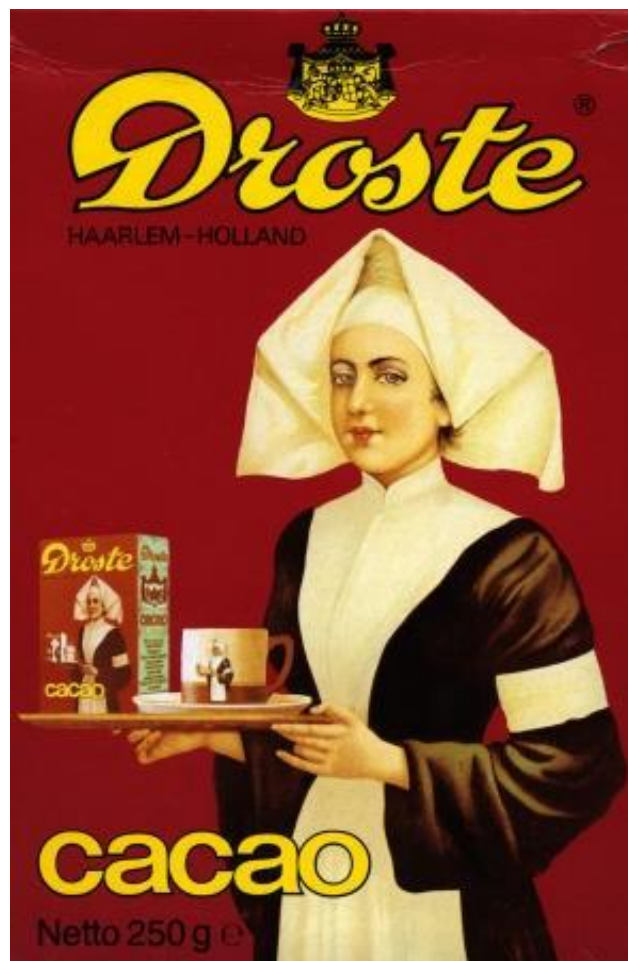


# Recursion



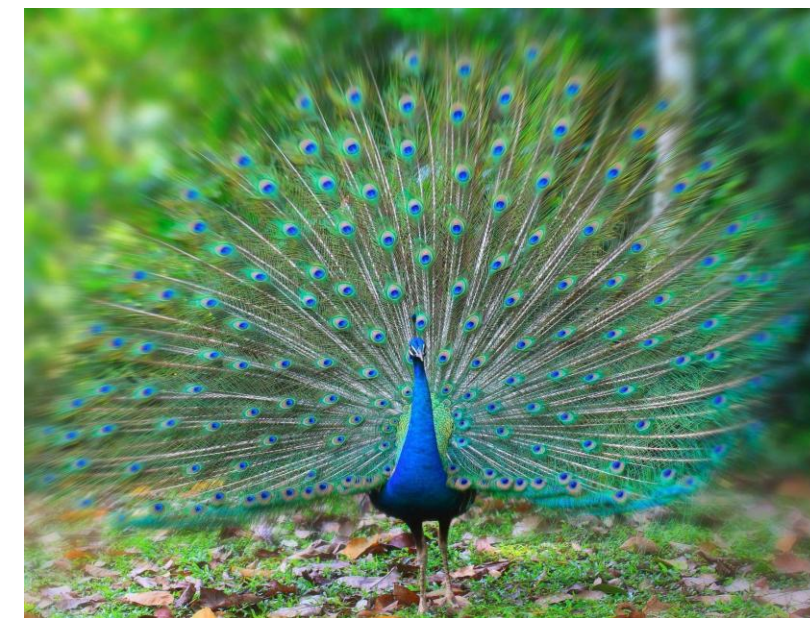
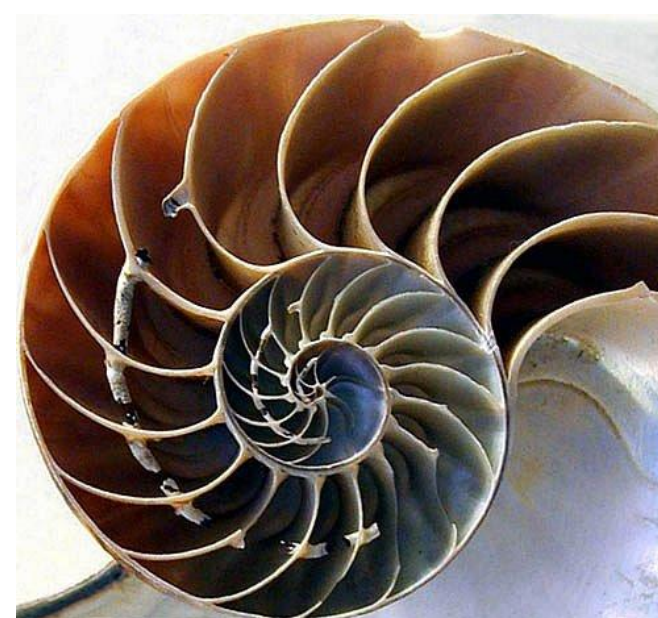


# Recursion





# Natural Recursion

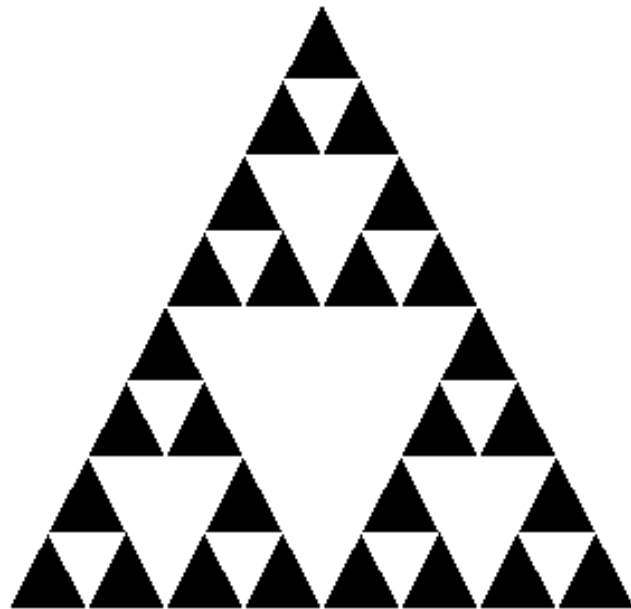


# Recursion

- Property of that which can be repeated an indefinite number of times.

# Recursion - Sierpinski triangle

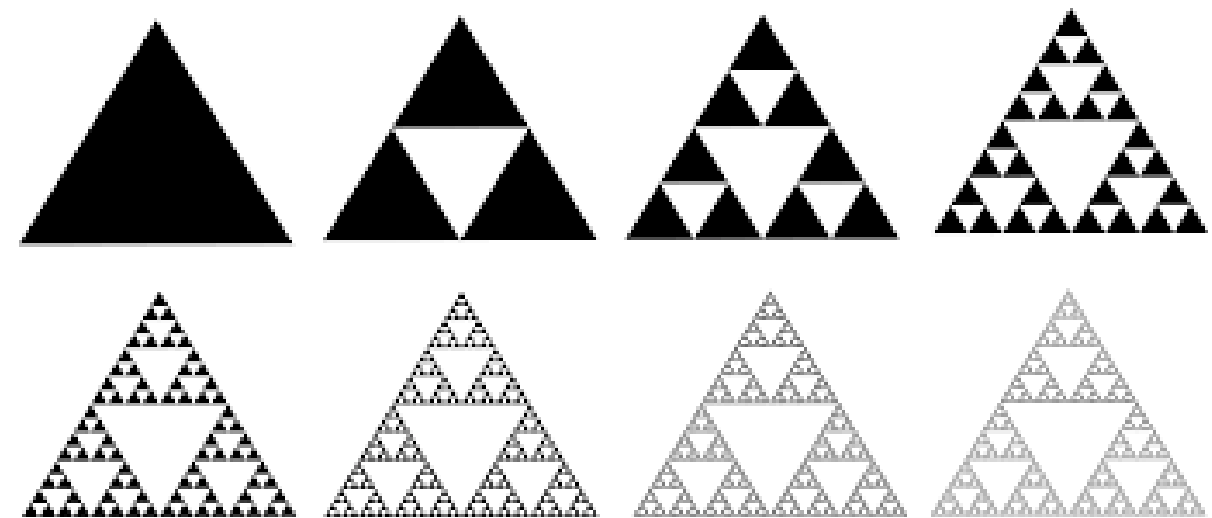
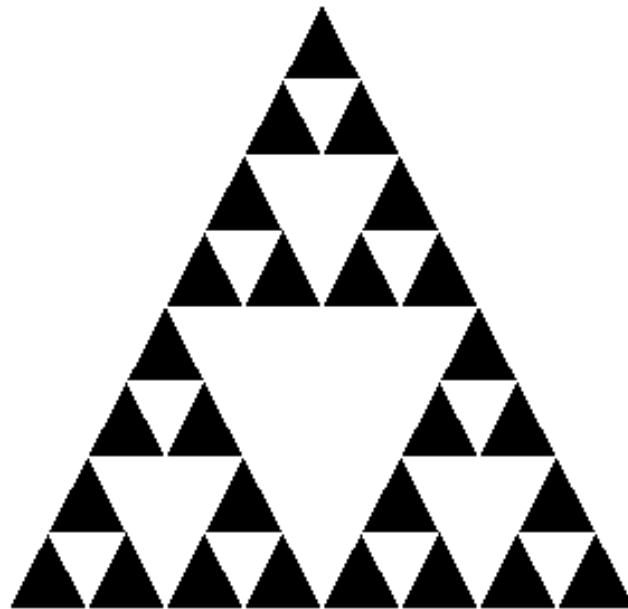
- Property of that which can be repeated an indefinite number of times.





# Recursion - Sierpinski triangle

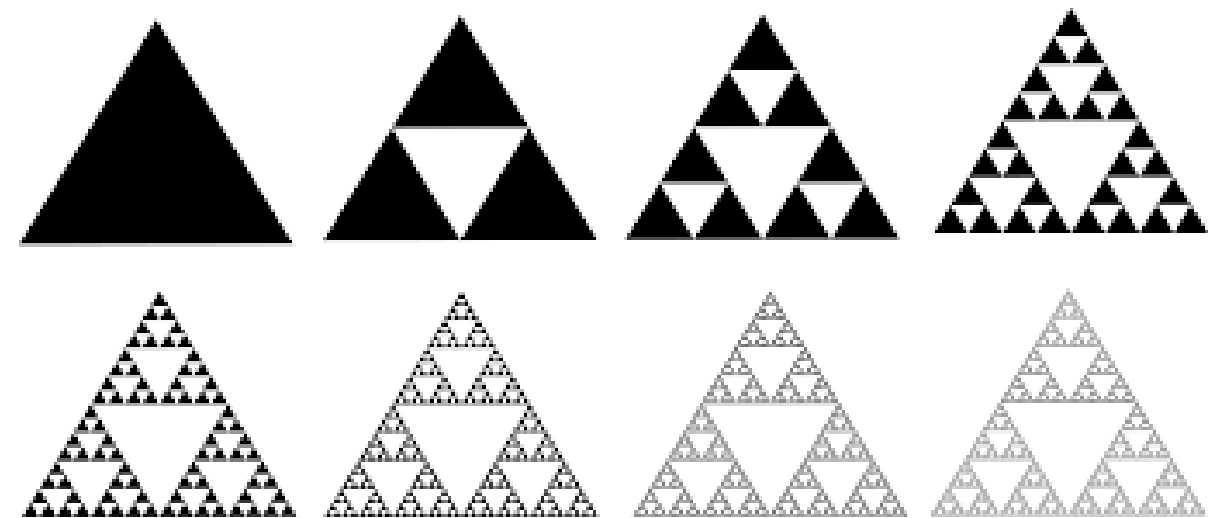
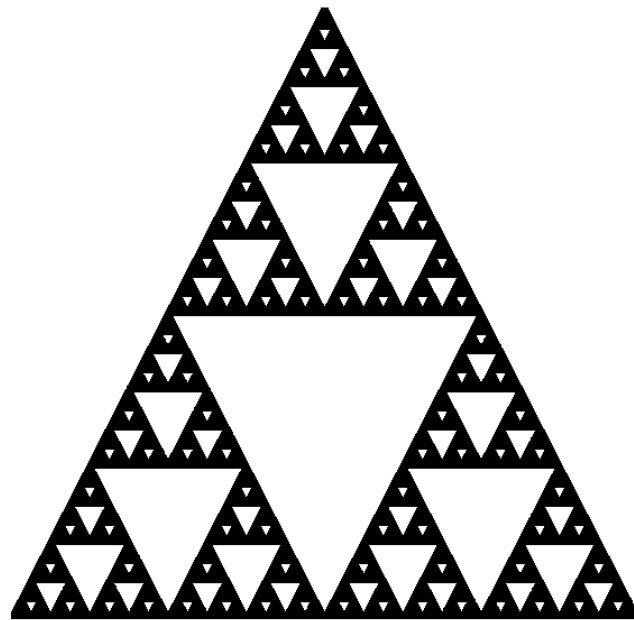
- Property of that which can be repeated an indefinite number of times.



What is the rule in this case?

# Recursion - Sierpinski triangle

- Property of that which can be repeated an indefinite number of times.

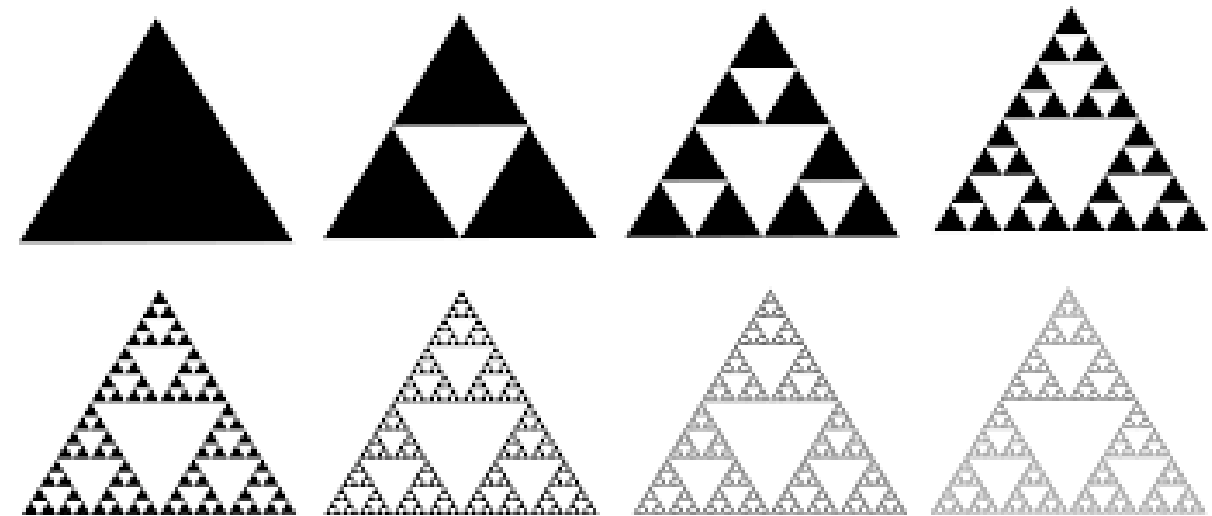


What is the rule in this case?



# Recursion - Sierpinski triangle

- Property of that which can be repeated an indefinite number of times.
- Remove the middle rule
  - Start with a solid equilateral triangle.
  - Divide it into 4 smaller equilateral triangles (by connecting the midpoints of the sides).
  - Remove the middle triangle (the inverted one).
  - Repeat the process on each of the remaining triangles, indefinitely.



What is the rule in this case?

# Exercise 1A

- Write a program with a function that receives a number and prints that number minus 1 on the screen repeatedly until it reaches 0.

# Exercise 1 B

- Write a program with a function that receives a number and prints the number minus 1 on the screen until it reaches 0, without using loops.



# Recursion

- Recursion is a programming technique in which a function calls itself to solve a problem. This approach breaks the problem into smaller, more manageable subproblems like the original
- A recursive function typically includes:
  - **Base case:** a condition that stops the recursion. This is essential to prevent infinite recursion and stack overflow; the base case directly solves the simplest instance(s) of the problem.
  - **Recursive Case:** the part where the function calls itself with a modified argument, progressively moving toward the base case.

# Recursion

- Recursion is often used for problems that can be naturally divided into similar subproblems, such as mathematical computations (e.g., factorial, the Fibonacci sequence), data-structure traversal (e.g., trees, graphs), and algorithms (e.g., divide and conquer, dynamic programming).

# Recursion vs Iteration

- Functions with the same purpose can be implemented either iteratively or recursively. Both approaches rely on control structures.
- The iterative form uses repetition constructs (for, while, do-while).
- The recursive form uses a selection construct (if-else).



# Recursion vs Iteration

- Both involve repetition: iteration explicitly uses it, while recursion achieves the same behavior through repeated function calls.
- However, it is important to ensure that using recursion brings benefits to your code and to the application.

# Recursion

- Pow calculation:
  - $3^0 = 1$
  - $3^1 = 3 * (3^0) \rightarrow 3$
  - $3^2 = 3 * (3 * (3^0)) \rightarrow 9$
  - $3^3 = 3 * (3 * (3 * (3^0))) \rightarrow 27$

pow(y)	$2^y$	$3^y$	$4^y$
0	1	1	1
1	2	3	4
2	4	9	16
3	8	27	64

# Recursion

- Pow calculation:

- $x^0 = 1$
- $x^1 = x * \text{pow}(x, 0)$
- $x^2 = x * \text{pow}(x, 1) \rightarrow x * (x * \text{pow}(x, 0))$
- $x^3 = x * \text{pow}(x, 2) \rightarrow x * (x * (x * \text{pow}(x, 0)))$

pow(y)	$2^y$	$3^y$	$4^y$
0	1	1	1
1	2	3	4
2	4	9	16
3	8	27	64



# Recursion

- Pow calculation:
  - If the power is 0 (zero), the result is 1.
  - This is the stopping criterion.

pow(y)	$2^y$	$3^y$	$4^y$
0	1	1	1
1	2	3	4
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# Recursion

- Pow calculation:
  - If the power is 0 (zero), the result is 1.
  - This is the stopping criterion.

```
int pow(int x, int y){  
    if(y == 0)  
        return 1; // stop  
    else  
        return (x * pow(x, y - 1)); // recursive call  
}
```

# Recursion - Advantages

- **Simplicity**
  - Recursive solutions are often more elegant and easier to read than iterative ones.
- **Natural Fit**
  - Some problems are more naturally and intuitively solved using recursion.



# Recursion - Disadvantages

- **Performance**

- Recursive calls can be less efficient due to overhead from multiple function calls and the potential for stack overflow if not handled properly.

- **Memory Usage**

- Each recursive call consumes stack space, which can become significant for deep recursion.

# Recursion - Exercise

- Palindromes are words, phrases, or any type of unit that is the same when read from left to right as from right to left.
- Write a program to check if a word is a palindrome in a recursive way.



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