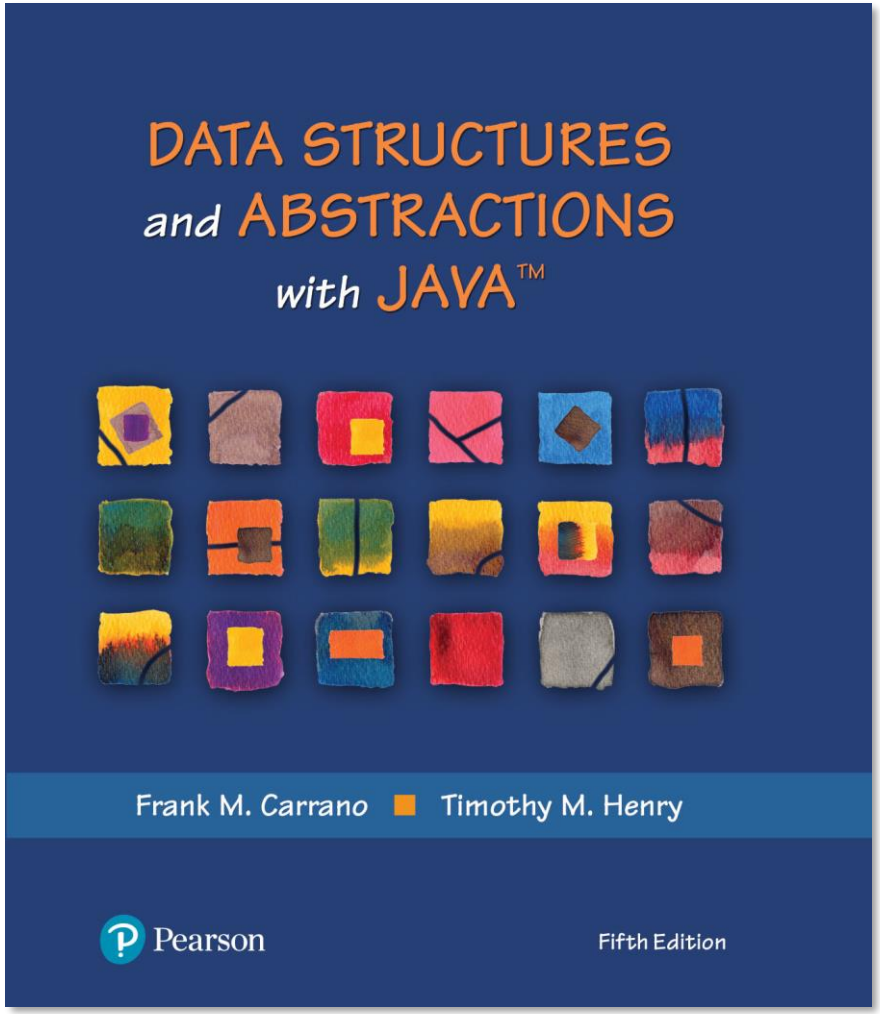
Data Structures and Abstractions with Java™

5th Edition



Chapter 9

Recursion

What Is Recursion?

- Consider hiring a contractor to build
  - He hires a subcontractor for a portion of the job
  - That subcontractor hires a sub-subcontractor to do a smaller portion of job
- The last sub-sub- … subcontractor finishes
  - Each one finishes and reports “done” up the line

Example: The Countdown

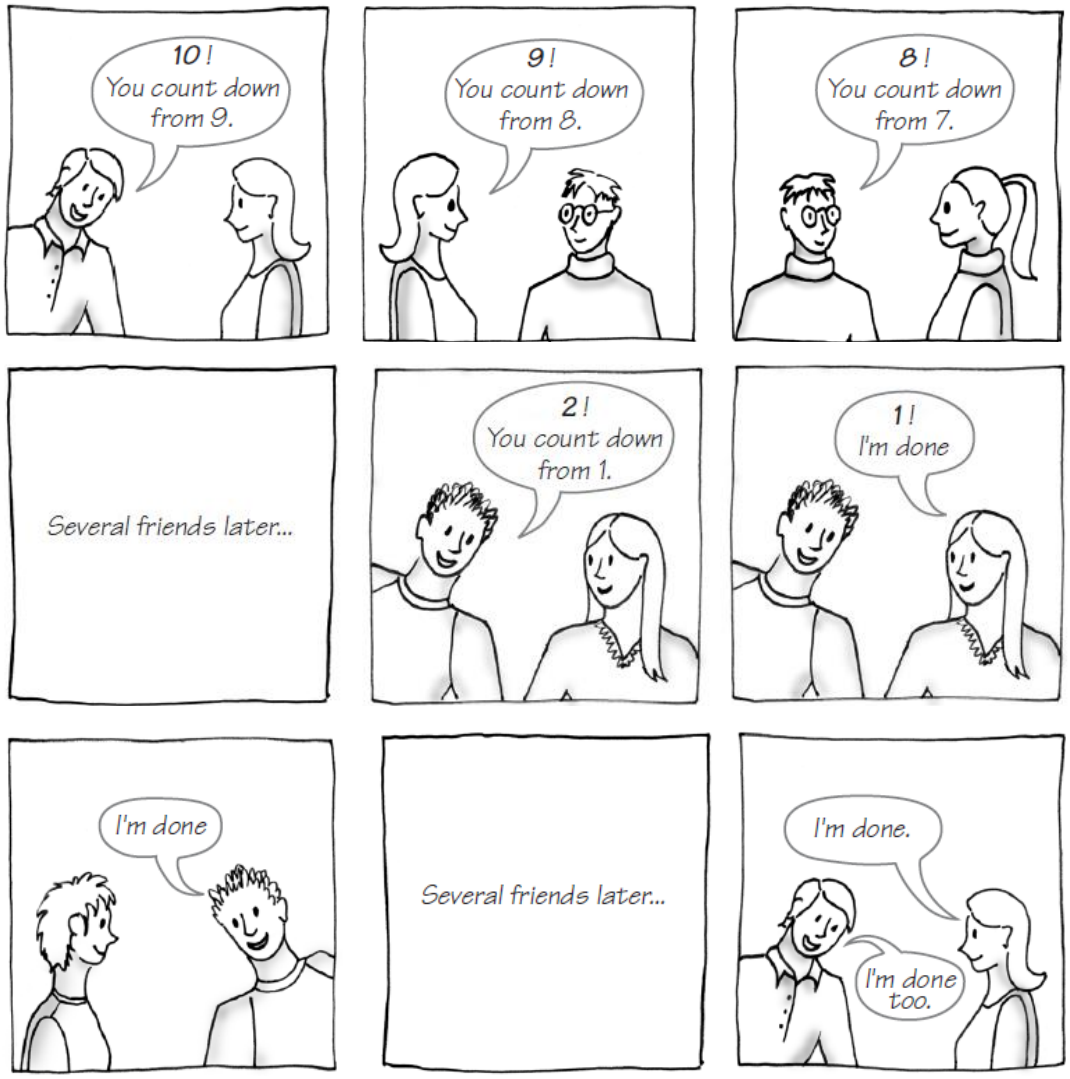


FIGURE 9-1 Counting down from 10

Example: The Countdown

```
/** Counts down from a given positive integer.
    @param integer  An integer > 0.
*/
public static void countDown(int integer)
{
  System.out.println(integer);
  if (integer > 1)
    countDown(integer - 1);
} // end countDown
```

Recursive Java method to do `countDown`.

Definition

- Recursion is a problem-solving process
  - Breaks a problem into identical but smaller problems.
- A method that calls itself is a recursive method.
  - The invocation is a recursive call or recursive invocation.

Design Guidelines

- Method must be given an input value
- Method definition must contain logic that involves this input, leads to different cases
- One or more cases should provide solution that does not require recursion
  - Else infinite recursion
- One or more cases must include a recursive invocation

Programming Tip

- Iterative method contains a loop
- Recursive method calls itself
- Some recursive methods contain a loop and call themselves
  - If the recursive method with loop uses while, make sure you did not mean to use an if statement

Tracing a Recursive Method

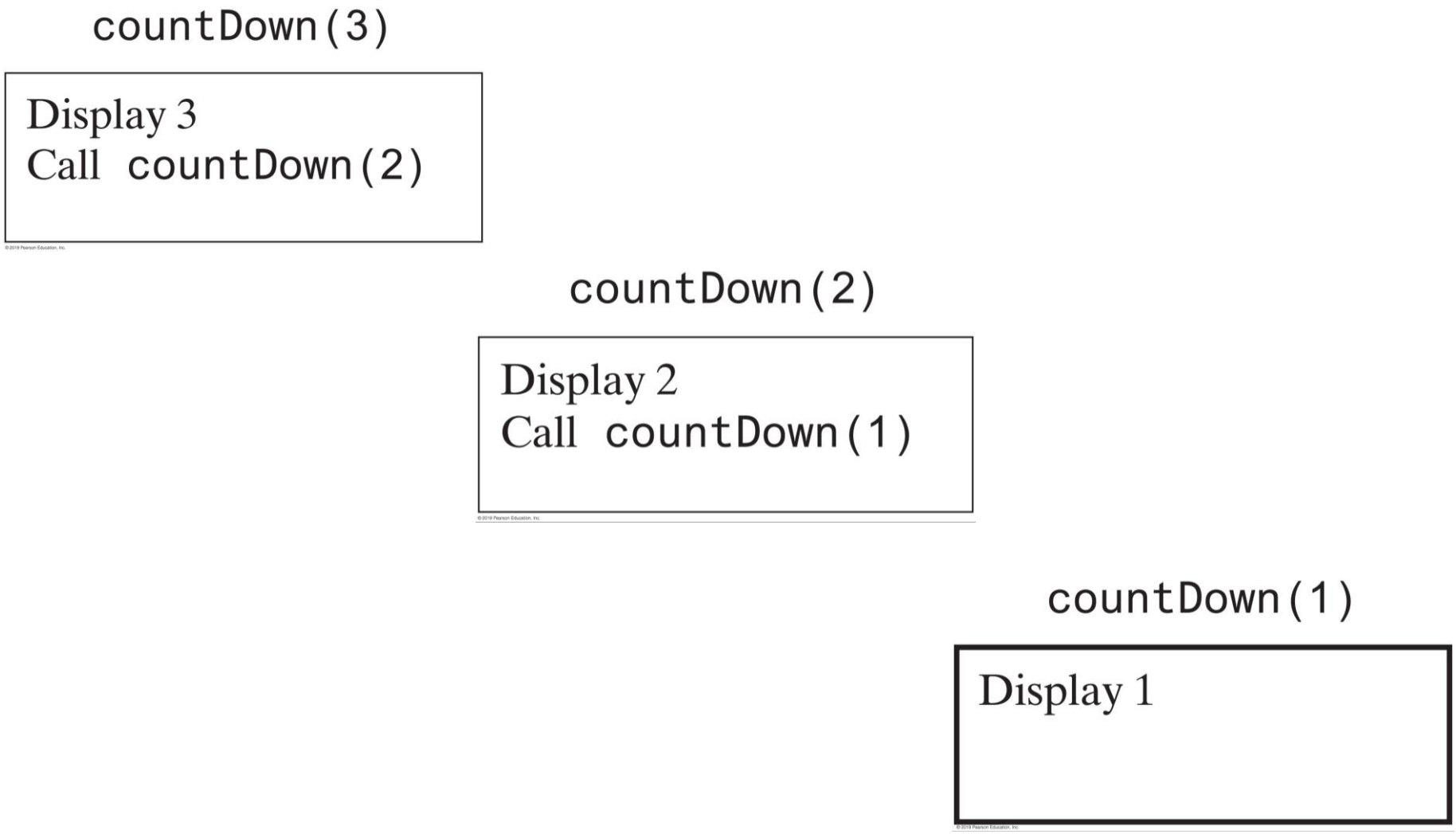


FIGURE 9-2 The effect of the method call `countDown(3)`

Tracing a Recursive Method

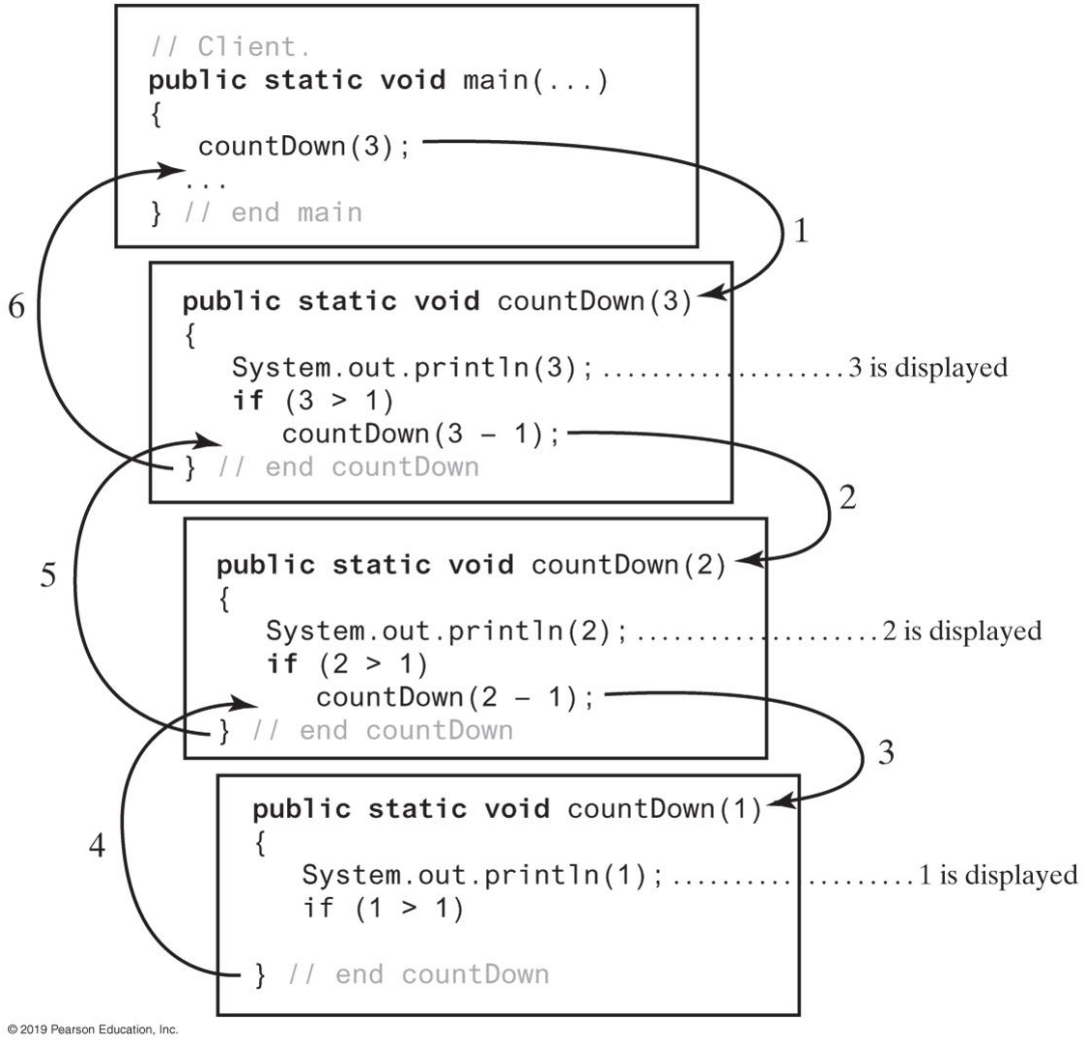


FIGURE 9-3 Tracing the execution of `countDown(3)`

Stack of Activation Records

- Each call to a method generates an activation record
- Recursive method uses more memory than an iterative method
  - Each recursive call generates an activation record
- If recursive call generates too many activation records, could cause stack overflow

Stack of Activation Records

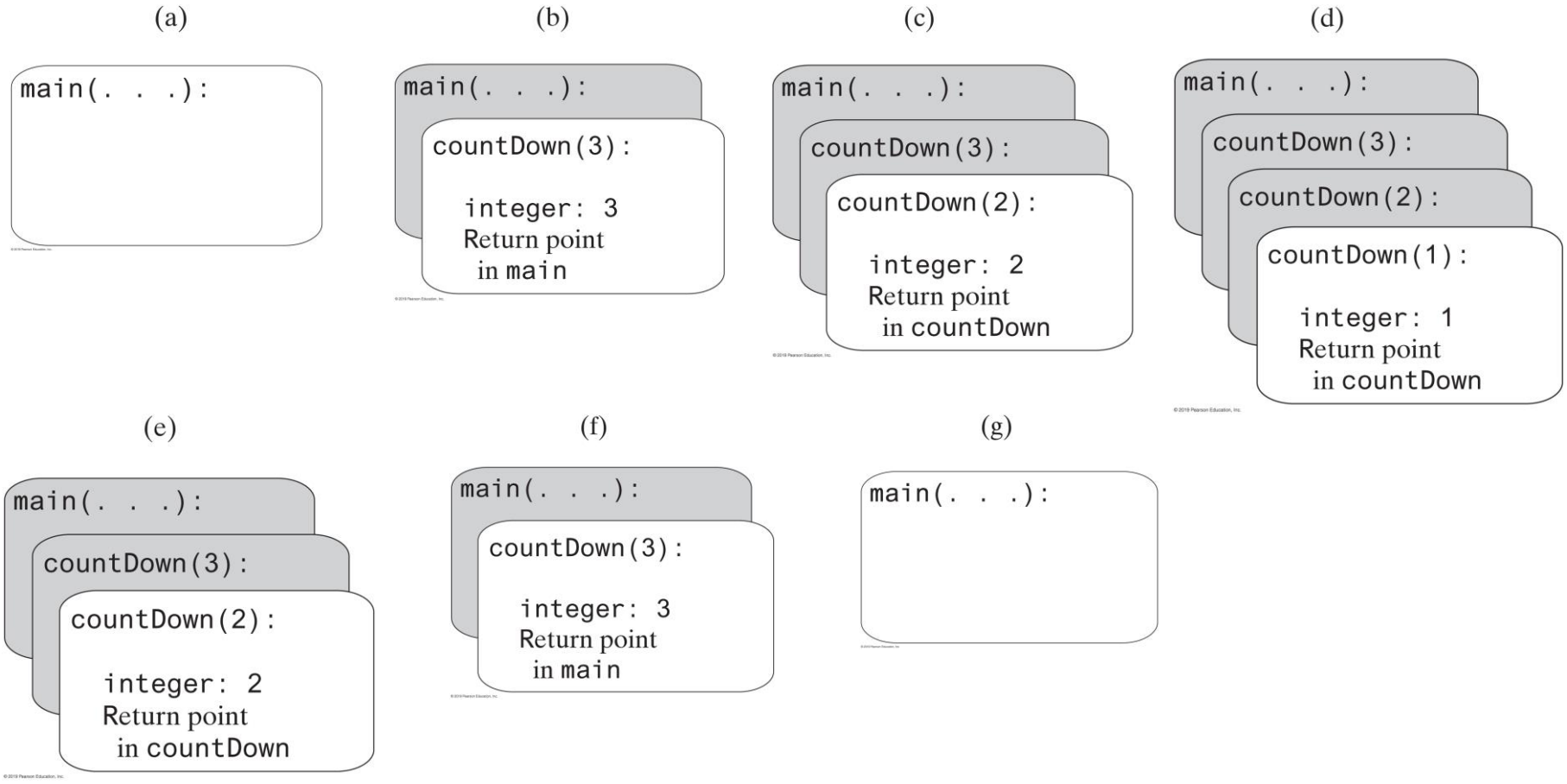


FIGURE 9-4 The stack of activation records during the execution of the call `countDown(3)`

Recursive Methods That Return a Value

```
/** @param n  An integer > 0.
    @return  The sum 1 + 2 + ... + n. */
public static int sumOf(int n)
{
  int sum;
  if (n == 1)
    sum = 1;              // Base case
  else
    sum = sumOf(n - 1) + n; // Recursive call

  return sum;
} // end sumOf
```

Recursive method to calculate $\sum_{i=1}^{n} i$

FIGURE 9-5 Tracing the execution of sumOf(3)

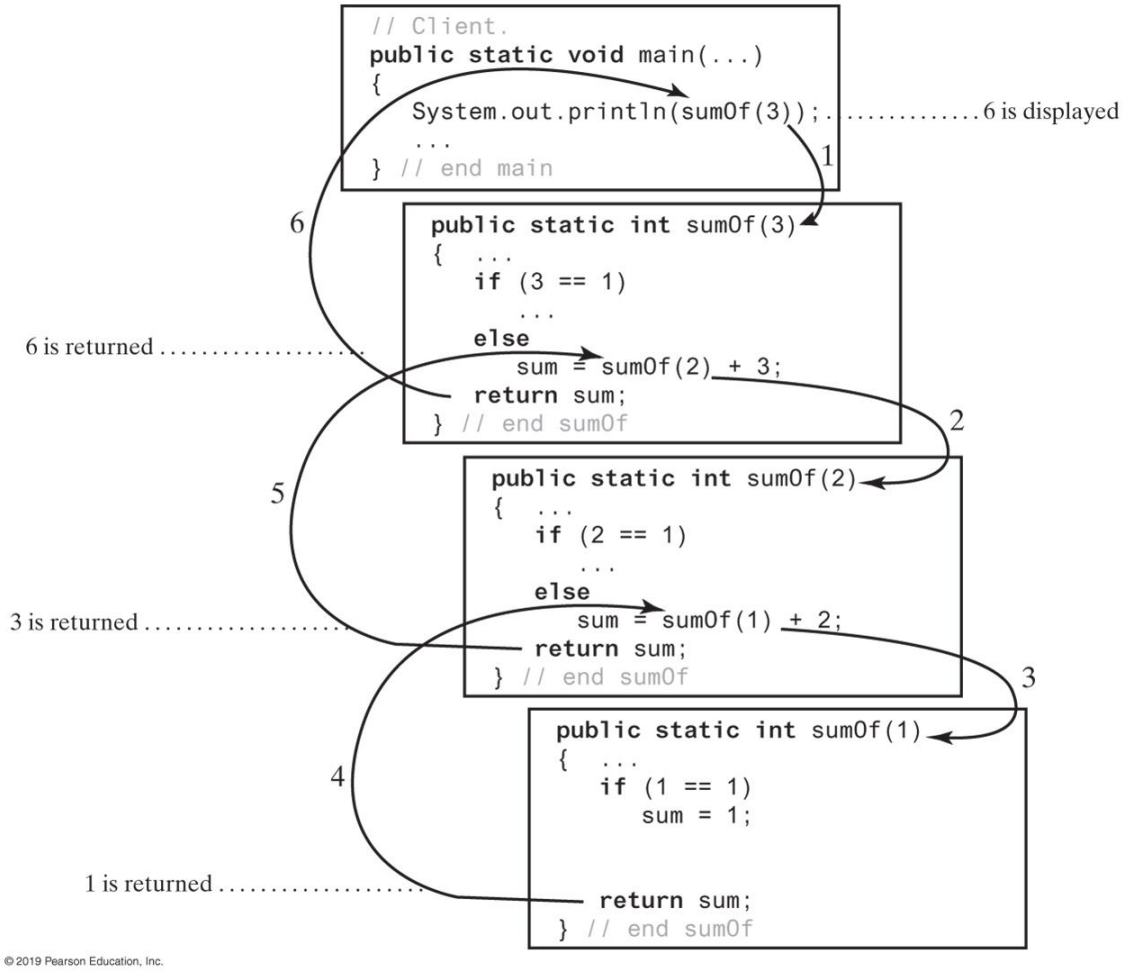


FIGURE 9-5 Tracing the execution of `sumOf(3)`

Recursively Processing an Array

```
/** Displays the integers in an array.
    @param array  An array of integers.
    @param first  The index of the first integer displayed.
    @param last   The index of the last integer displayed,
                  0 <= first <= last < array.length. */
public static void displayArray(int[] array, int first, int last)
```

Given definition of a recursive method to display array.

Recursively Processing an Array

```
public static void displayArray(int array[], int first, int last)
{
  System.out.print(array[first] + " ");
  if (first < last)
    displayArray(array, first + 1, last);
} // end displayArray
```

Starting with `array[first]`

Recursively Processing an Array

```
public static void displayArray(int array[], int first, int last)
{
  if (first <= last)
  {
    displayArray(array, first, last - 1);
    System.out.print(array[last] + " ");
  } // end if
} // end displayArray
```

Starting with `array[last]`

Recursively Processing an Array

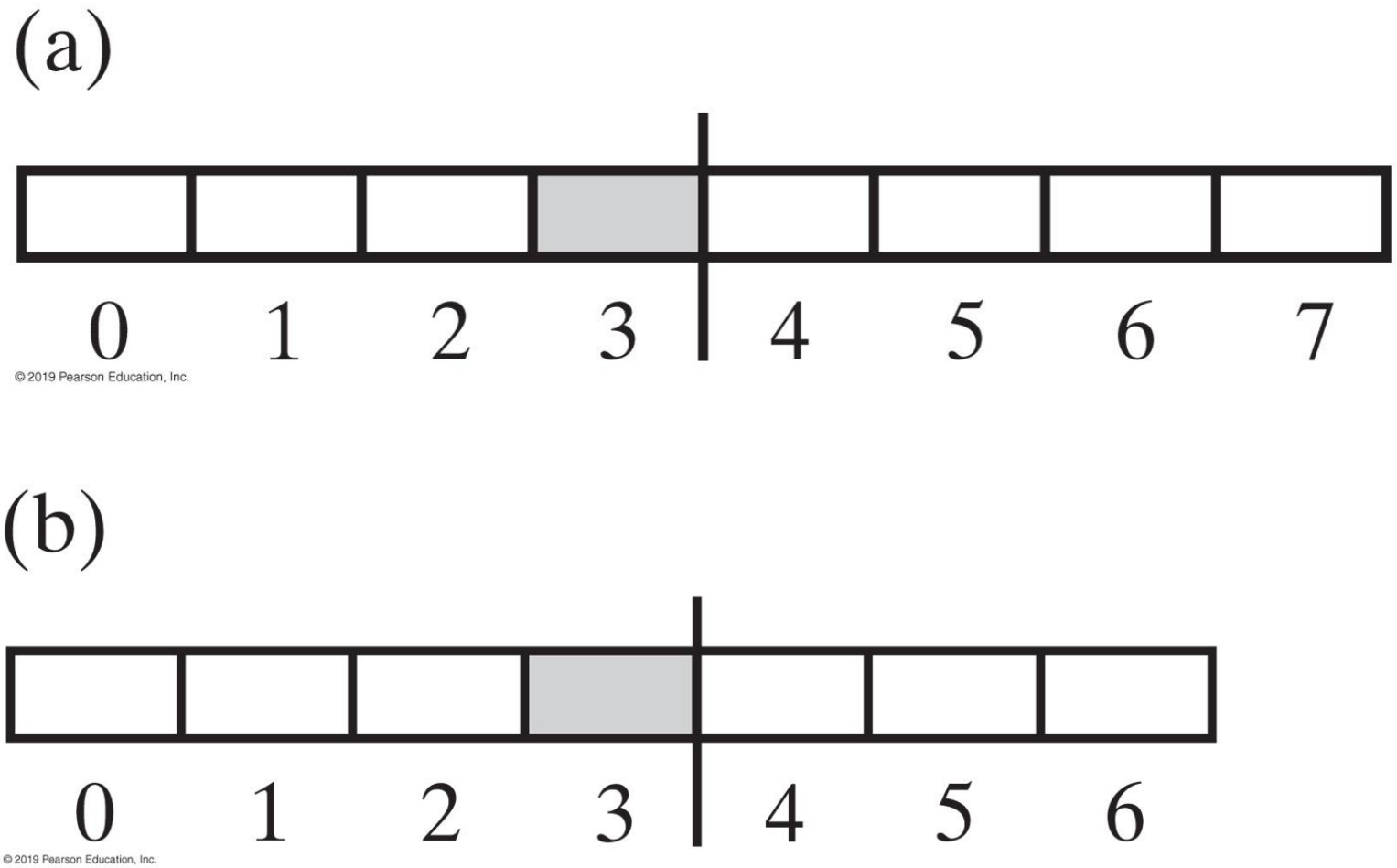


FIGURE 9-6 Two arrays with their middle elements within their left halves

Recursively Processing an Array

```
public static void displayArray(int array[], int first, int last)
{
  if (first == last)
    System.out.print(array[first] + " ");
  else
  {
    int mid = (first + (last - first) / 2;
    displayArray(array, first, mid);
    displayArray(array, mid + 1, last);
  } // end if
} // end displayArray
```

Why?

Processing array from middle.

Displaying a Bag

```
public void display()
{
  displayArray(0, numberOfEntries - 1);
} // end display

private void displayArray(int first, int last)
{
  System.out.println(bag[first]);
  if (first < last)
    displayArray(first + 1, last);
} // end displayArray
```

Recursive method that is part of an implementation of an ADT often is `private`.

Recursively Processing a Linked Chain

```
public void display()
{
  displayChain(firstNode);
} // end display

private void displayChain(Node nodeOne)
{
  if (nodeOne != null)
  {
    System.out.println(nodeOne.getData()); // Display data in first node
    displayChain(nodeOne.getNextNode());   // Display rest of chain
  } // end if
} // end displayChain
```

Display data in first node and recursively display data in rest of chain.

Recursively Processing a Linked Chain

```
public void displayBackward()
{
  displayChainBackward(firstNode);
} // end displayBackward

private void displayChainBackward(Node nodeOne)
{
  if (nodeOne != null)
  {
    displayChainBackward(nodeOne.getNextNode());
    System.out.println(nodeOne.getData());
  } // end if
} // end displayChainBackward
```

Displaying a chain backwards. Traversing chain of linked nodes in reverse order easier when done recursively.

Time Efficiency of Recursive Methods

```
public static void countDown(int n)
{
  System.out.println(n);
  if (n > 1)
    countDown(n - 1);
} // end countDown
```

Using proof by induction, we conclude method is O(n).

Time Efficiency of Computing x^n

$x^n = (x^{n/2})^2$ when n is even and positive

$x^n = x\,(x^{(n-1)/2})^2$ when n is odd and positive

$x^0 = 1$

Efficiency of algorithm is O(log *n*)

Tail Recursion

- When the last action performed by a recursive method is a recursive call.
- In a tail-recursive method, the last action is a recursive call
- This call performs a repetition that can be done by using iteration.
- Converting a tail-recursive method to an iterative one is usually a straightforward process.

```
public static void countDown(int n)
{
  System.out.println(n);
  if (n > 1)
    countDown(n - 1);
} // end countDown
```

Using a Stack Instead of Recursion

- Converting a recursive method to an iterative one

```
public static void countDown(int integer)
{
  if (integer >= 1)
  {
    System.out.println(integer);
    countDown(integer - 1);
  } // end if
} // end countDown
```

- An iterative version

```
public static void countDown(int integer)
{
  while (integer >= 1)
  {
    System.out.println(integer);
    integer = integer – 1;
  } // end while
} // end countDown
```

Using a Stack Instead of Recursion

- An iterative displayArray to maintain its own stack

```
public void displayArray(int first, int last)
{
  boolean done = false;
  StackInterface<Record> programStack = new LinkedStack<>();
  programStack.push(new Record(first, last));
  while (!done && !programStack.isEmpty())
  {
    Record topRecord = programStack.pop();
    first = topRecord.first;
    last = topRecord.last;

    if (first == last)
      System.out.println(array[first] + " ");
    else
    {
      int mid = first + (last - first) / 2;
      // Note the order of the records pushed onto the stack
      programStack.push(new Record(mid + 1, last));
      programStack.push(new Record(first, mid));
    } // end if
  } // end while
} // end displayArray
```

End

Chapter 9