


How function calls work in languages:

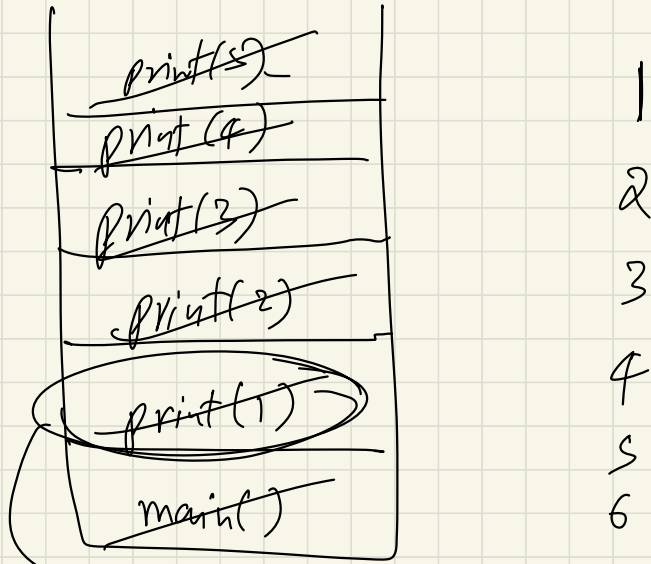
	Output
print(5)	1
print(4)	2
print(3)	3
print(2)	4
print(1)	5
main()	

★ VVI
while the func is not finished executing, it will remain in stack.

★ when a function finishes executing, it is removed from stack, and the flow of program is restored to where the function was called

Recursion: function calling itself.

Recursive function for the same:



every call of function,
will take some memory

★ Base Condition in
Recursion:

Condition where our
recursion will stop
making new calls.

No base condition → function calls
will keep happening, stack will be
filled again and again

→ Memory of computer will
exceed the limit → Stack overflow
error

Why Recursion?

Ans: ★ It helps us in solving bigger / complex problems in a simpler way.

★ You can convert recursion solⁿ into iteration & vice versa.

★ Space complexity is not constant because of recursive calls.

★ It helps us in breaking down bigger problems into smaller problems.

Visualizing Recursion

VVVVI

Program
Start

main ()



print (1)



print (2)



print (3)



print (4)



print (5)

Program over

Recursion
Tree

Q:

Find n^{th} fibonacci number.

0^{th}	1^{st}	2^{nd}	3^{rd}	4^{th}	5^{th}	6^{th}	7^{th}	
0	1	1	2	3	5	8	13	...

$$\text{fibo}(N) = \text{fibo}(N-1) + \text{fibo}(N-2)$$

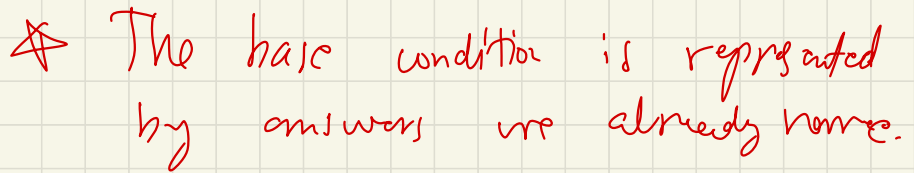
Common sense

This is known as a recurrence relation

~~$f(1) = 0$~~
 ~~$f(2)$~~

0^{th} main

$$\text{fibo}(n-1) = \text{fibo}(n-2) + \text{fibo}(n-3)$$



Note: How to understand
& approach a problem!

WVI

① Identify if you can
break down problem into
smaller problems

② Write the recurrence relation if needed.

③ Draw the recursive tree

④ Annotate the tree:

★ See the flow of functions, how they are getting in
stuck.

In this case, we know that $f(0) = 0$,
 $f(1) = 1$

This is base
condition!

WVI

★ Id rly & focus on left tree calls and right tree calls.

★ Draw the tree and pointer again and again using pen & paper.

★ Use a debugger to see the flow

⑤ See how the values, & what type of values (int, string, etc.) are returned at each step. See where the function call will come out, in the end, you will come out of the main function.

⑥ Subscribe to the channel, like, comment, share on social. VVVV

Tip: Make sure to return the result of a function call of the return type.

VVVVVVI

Variables :

will go in
next fun
call

①

Arguments

②

Return Type

③

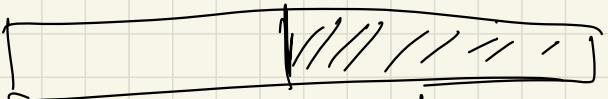
Body of function

Q1 Binary Search with recursion

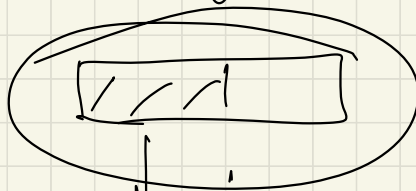
s, e

specific to
that call

- ① Comparing $\rightarrow O(1)$
- ② Dividing into 2 half



N



N/2

...

4/2

$$F(N) = O(1) + f\left(\frac{N}{2}\right)$$

Diagram illustrating a recurrence relation:

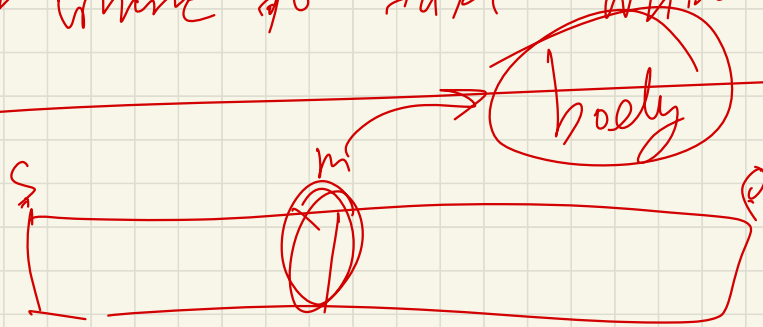
- The term $O(1)$ is circled and labeled "Comparison".
- The term $f\left(\frac{N}{2}\right)$ is labeled "Dividing arr in half" and "Recurrence relation".

Types of recurrence relation:

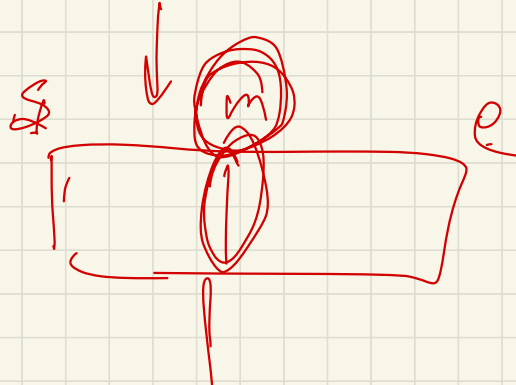
- ① Linear recurrence relation \rightarrow fibo
- ② Divide & conquer recurrence relation \rightarrow DS
(reduced by a factor)

Tip: Do not overthink.

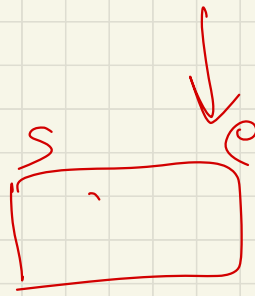
Continuation of where to take which variables!



$y()$



$y(\cdot)$



July

